Contents

Observational

other stuff in notebook

Lecture 3

- Parts of atmosphere are opaque due to water vapour, O_3, etc
- Correcting for atmospheric absorption:
  - **GET IMAGES FROM SLIDES**

$$X = 1 \text{ airmass}$$
$$X = \sec(z) \text{ airmasses}$$
$$-\int_{I_C}^{I_O} \frac{dI}{I} = \int_0^X k\,dX$$
$$\ln\frac{I_{obs}}{I_{corr}} = kX + c$$
$$\frac{I_{obs}}{I_{corr}} = e^{-kX}$$
$$m_{obs} - m_{corr} = -2.5\log\frac{I_{obs}}{I_{corr}}$$
$$m_{obs} - m_{corr} = -2.5\log e^{-kX}$$
$$= 2.5kX\log e$$
$$m_{corr} = m_obs - A_\lambda(z=0)\sec z$$

- Atmospheric refraction
  - **MATHS AND PICS IN SLIDES**
  - plane parallel atmosphere
  - apply laws of refraction
  - basic trig stuff
  - always in small angle approx range
  - $r = (n-1)\tan(z_0)$
- Refractive index also has wavelength dep
- atmos ref turns into an atmos dispersion
- disperses more for smaller wavelength
  - 3 or 4 arcsecs
  - a lot
- Every object appears as a spectrum as colors separate
- atmos emission
  - fluorescent emission
    - air glow
  - emits thermal radiation for TE
  - Most emission is from OH molecules in upper atmos
    - vibrational and rotational movement
- want to try and stay away from regions with lots of this emission
- Other sources of emission:
  - light pollution
    - from ground
    - from satellites and aircraft
  - zodiacal light
    - light scattered from interplanetery dust
    - in plane of the Solar System
  - scattered light
    - e.g. from the moon
    - telescope scheduling to dark, grat, and bright time
- more diffcult observations at longer wavelengths
  - more background issues

- dust causes lots of interference
  - at longer wavelengths, interaction between dust and photons is smaller
  - interaction cross-section
- easier to see through dust a lot easier and see other galaxies etc at longer wavelengths
- Atmospheric turbulence
  - *twinkle twinkle little star*
  - Stars twinkle due to light getting bounced around in atmos
- Angular resolution of telescope limited by Fraunhofer Diffraction
  - *see last year*
  - Airy disk
  - assume stars as point sources
  - large telescope $\implies$ small airy disk
  - small telescope $\implies$ large airy disk
  - how close before two stars are seen as one?
- Characterise resolution with Rayleigh criterion
  - at some point the principle maximum of one star overlays with the principle minimum of the second
    * *diffraction limit*
  - $\theta_{dl} = 1.22\frac{\lambda}{D}$
    * integrate round a cylinder using Bessel fns to get this
    * covered sort of later on in other module
- Atmos is constantly moving
  - changing size, density, and temperature causes different path lengths ever dt for stars
  - sum up over lots of dt for observing
    * causes blurring though
  - no longer airy disk, severely blurry
- for atmos turbulence, the seeing is defined as minimum angle between two stars that can just be resolved
  - typically in arcsec
  - 50x worse than the diffraction limit
- Detectors
  - Charged Coupled Device
  - little silicon micro-circuits
  - little ray of capacitors
  - discrete energy bands
    * conduction band and valence band
    * difference of ≈ 1.1eV
  - upper cut-off wavelengths governed by band gap voltage difference
  - lower wavelengths cut-off by absorption of photons into the silion
  - excellent Quantum efficiency
    * $> 90\%$
  - high dynamic range
  - excellent linearity
  - excellent stability
  - still not enough pixels

Lecture 4

Back to CCDs:

- Well Depth
  - how many electrons can be stored in the upper state, usually 100s of thousands
- use binary for how many levels for the signal
  - i.e. 8 bit $= 2^8 = 256$ levels

- System Gain
  - how many photo-electrons are required for digital output of 1
  - small gain means reduced saturation signal

Photometry

- Process of obtaining quatative (numerical) values of the birghtness of celestial objects
- CCD gives output prop to number of photons incident on each pixel
- Photometry takes raw data and corrects for noise from other sources
- Noise is just any interference for the image
- SNR (signal to noise ratio) defined as ratio of useful to non-useful data
- Poisson stats
  - arrival of photons governed by this
  - studied for how cameras observe sky stuff
  - see stats last year
  - Hughes and Hase and labs stuff

$$P(n, N) = \frac{\exp(-N)N^n}{n!}$$

- High means approximates Gaussian stats
- mean is N
  - also Variance
  - std dev is $\sqrt{N}$
- Telescope experiments can take eight hours or so
  - so use Poisson errors for easy error in counts
- Small error associated with read out

Basic Data Reduction to Correct for Background in CCD

- Bias
  - a zero second readout whihc results in a constant offset
  - allows for understanding of the "noise" quantity
- Dark
  - CCD band stuff
  - CCD will be in TE so will promote thermal photons
  - thermal photons can hit detector and skew results
  - this will increase in time
- Flat Field
  - variations in sensitivity
  - varied energy ever so slightly across CCD
  - quantum efficiency
  - slight changes across the CCD in efficiency causes a non-uniform field across CCD
- Also have sky background counts
  - these are often the most significant contributor

$$\text{Final Frame} = \frac{\text{Object Frame} - (\text{dark+bias})}{\text{Flat Field} - (\text{dark+bias})}$$

$$\text{Final Frame} = \frac{\text{Object Frame} - (\text{dark+bias})}{\text{Flat Field} - (\text{dark+bias})} - \frac{\text{Sky Frame} - (\text{dark+bias})}{\text{Flat Field} - (\text{dark+bias})}$$

$$\implies \text{Final Frame} = \frac{\text{Object Frame} - \text{Sky Frame}}{\text{Flat Field} - (\text{dark+bias})}$$

Noise Sources

- Basic sources of noise are:
  1. Readout noise, σ_{rd} electrons (Gaussian)
  2. Photon noise on the signl from the object (Poisson)
     - $= \sqrt{f_{abj}t}$
  3. Photon noise on the signal from the sky background (Poisson)
     - $= \sqrt{f_{bg}t}$
  4. Photon noise on the dark current (Poisson)
     - $\sqrt{dt}$
- Uncorrelated noise sources can be added in quadrature
  - $\sigma_{\text{total}} = \sqrt{\sigma_1^2 + \sigma_2^2}$
- Signal/Noise

$$SNR = \frac{S}{\sqrt{S + D + B + \sigma_{rd}^2}}$$

- S - signal
- B - background
- D - dark
- σ_{rd} - read error
- Prev equation assumes all the terms are in photo-electrons
- Will need to be accounted for if in ADU
- counts in number of photons
- gain can be set to more than 1
  - confuses simple SNR eqn and changes what you plug in

SNR Approximations

- Common approximations:
  1. Photon noise limited on the object
     - signal dominates so can ignore other terms for SNR
  2. Sky Limited
     - sky background dominates, only count background
  3. Read Noise Limited
     - read background dominates, only count read term

Lecture 5

Spectroscopy

- Most useful tool in astro
- measurement of intensity of a light source
  - function of wavelength
- Different specta:
  1. light from source straight to detector
     - continous spectrum
  2. light from source travels through a cloud of gas straight to detector
     - continuous spectrum with dark lines
  3. light from source travels into cloud and scatters through it to detector
     - bright line spectrum on black background
- Types of spectrograph
  1. Refraction (prisms)
  2. Diffraction gratings

3. Interference (Fabry-Perot interferometer)
   - focus on diffraction grating

- Diffraction grating
  1. Slit
     - need this to focus light from source of interest and block everything else
  2. Collimating lens
     - make sure light lands parallel to diffraction grating
  3. Diffraction grating
  4. Camera
- Condition for constructive interference:

$$n\lambda = d\sin\theta$$
$$\frac{d\theta}{d\lambda} = \frac{n}{d\cos\theta}$$

- $\frac{d\theta}{d\lambda}$ is known as angular dispersion (rad/nm)
  - higher dispersions from higher spectral orders and smaller line spacings
  - more convenient for Reciprocal Linear dispersion ($\frac{d\lambda}{dx}$)
  - measuring wavelength per unit x at detector (nm/mm)
  - multiply $\frac{d\theta}{d\lambda}$ by plate scale $\frac{d\theta}{dx} = \frac{1}{f_{cam}}$

$$\frac{d\lambda}{dx} = \frac{d\lambda}{d\theta}\frac{d\theta}{dx} = \frac{d}{f_{cam}n}\cos\theta$$

Grating Equation

- For angles of incidence to grating
- For diffraction grating or reflection

$$n\lambda = d(\sin\alpha + \sin\beta)$$
$$n\lambda\rho = \sin\alpha + \sin\beta \ ; \ \rho = \frac{1}{d}$$

Resolving Power

- Recall angle for blurred star

$$\theta = 1.22\frac{\lambda}{D}$$

- Resolving power of a spectrograph is wavelength over band pass:
  - λ is the wavelength
  - $\Delta\lambda$ is the minimum discernible difference in λ

$$R = \frac{\lambda}{\Delta\lambda} = nN$$
$$R = \frac{n\rho\lambda W}{\chi D_T}$$

- Where
  - n is diffraction order#
  - N is number of lines
  - ρ is the ruling density (lines/mm)
  - λ is the wavelength

  - W is the grating size
  - χ is the angular size of the image of a star on slit
  - D_T is the telescope size
- Don't want too narrow a slit
  - optimise width of slit for photons from star
  - spectral resolution gets blurred
- Second equation above is for a practical spectrograph
  - At most wavelengths, this value of R is much less than that given by nN

CDs, DVDs, and Blu-Rays

- basically diffractions gratings
- DVDs store more info than CDs based on diffraction types
- Blu-Rays need UV light to make sense

Lecture 6

Measuring Stars

- Black body radiation

$$E(\lambda, T) = \frac{2hc^2}{\lambda^5} \frac{1}{e^{\frac{hc}{\lambda kT}} - 1}$$

- Characteristic temperature is where $\frac{dE}{d\lambda} = 0$, bump at top of curve
- Colours of stars depends on plot, nearest colour to peak is visible colour

$$L = 4\pi R^2 \sigma T^4$$

- Calc distance to star?
  - use parallax
  - define 1 parsec as distance corresponding to parallax of $\theta = 1$"
  - 1 psc = $206265AU$

Interferometry

- Combines light from two telescopes
  - makes it possible to measure stars
  - interfere the light and measure phase difference
  - diffraction limit: $1.22\frac{\lambda}{D}$
- As star tracks across sky, path length changes
  - phase will shift in and out of phase with movement
  - more complicated for two light sources
  - get a more complex fringe pattern
    * modulated by $\frac{\lambda}{D}$ for each telescope
- Moving telescopes apart changes fringe pattern
  - at some point apart, the fringe pattern will disappear and will resolve the star
  - can then use maths to find θ and find the radius using that and the distance away
  - VLT uses more than two telescopes
- Aperture synthesis
  - a trick we need for observations
  - path length will not change between two telescopes, if they come over parallel
  - Will have a 'y' pattern of telescope arrays so that path length will always be changing no matter what way it is passing over the sky

Lecture 7

- Zero-point mag gives one count
- **See example sheet from Lecture 6 for some good notes**

Multi-Wavelength Techniques

- Missing a huge fraction of images outside visual
  - how do we see the rest of it?
- X-ray radiations
  - electrons wizzing around
  - Accelerated to high energies in plasma state
  - effecitvely in about a million K
  - protons will make electrons change path, and emit energy
  - accretion disks generate some of this
- Difficulties
  - X-rays have too high energies
  - mirrors absorb it and don't work
  - very shallow angle mirrors focus instead
  - Grazing incidence
- UV radiation
  - temperatures of around $50\,kK$
  - massive stars
  - clumpy as all around clumps of new big stars forming in groups
- Difficulties
  - CCDs have lower QE for these lower energies
  - hard to move energy level difference in CCDs to measure UV accurately
  - swamped by other photons
  - use a blocking filter to try and filter visual photons away and just get UV
- Infra-red radiation
  - begin to suffer from sky background here
  - to do it accurately, you need to be in space
  - see a 'fuzz' tracing spiral arms on galaxies
    * hot dust in the interstellar medium being heated by stars
    * emission from cooler stars
    * globular clusters of old stars
- Sub-millimeter radiation
  - looking at $T = 3 \to 10\,K$
  - challenging to detect such low energies
  - very sensitive thermometers
  - liquid helium at a few micro-Kelvin
  - changes resistance and allows current to flow for a second
- Why
  - Pillars of Creation
  - lots of dusty regions
    * actively forming stars in the dust clouds
    * carbonaceous material - graphite, diamonds etc
    * silicates
    * ices
  - optical photons increases dust temperature slightly, still around 10 K though
    * emits 100 micron wavelength photons to lose temperature
  - looking at Pillars in sub-millimeter shows clouds glowing now
  - can observe nebulae very differently in sub-millimeter

- Radio radiation
  - 3 components
    - local thunderstorms
    - distant thunderstorms - radio waves bounce round atmosphere
    - constant hiss with period of 23 hours 56 minutes and 4.1 seconds
    - sidereal day
  - This hiss is the galactic emission
  - surface of telescopes need to be 'smooth'
  - smoothness isn't as necessary for radios
    - easy to build big telescopes for radio without this concern
  - very difficult to get a high resolution radio telescope

Lecture 8

Radios Ctd

- Biggest telescope is FAST
  - 500m diameter
- Why observe in radio?
  - 21cm
    - Neutral H emission
  - electron can have parallel or anti-parallel spin
    - two sub ground states
  - anti-parallel is lower energy than parallel so will eventually flip to this one
    - very small energy difference
    - hyper-fine energy splitting
    - this takes a few millions years though
  - lots of H in galaxies
    - probability adds up to observe this
    - pointing radio telescopes sees this

Telescope Tech

- 'Twinkling star'
  - caused by atmosphere moving around and bumping image around
  - break it up into sub-images
    - speckles
  - whole image will also move around
- Fried parameter
  - $r_0 \approx 10\,cm$
  - size of turbulent cells
  - coherence time
    - $t_0 = \frac{r_0}{v}$
    - v is wind speed
    - this means that a star will only be stable for about $10\,ms$
- Correcting this
  - light comes in normally
  - hits third mirror that can change angle with actuators
  - then hits a beam splitter
    - 50% to computer analyser
    - 50% to somewhere else
  - computer constantly measures image and changes actuators to correct image for turbulence
    - uses fast Fourier transforms to get back to real image
    - happens every millisecond or so

  - this requires bright star though
  - shine lasers up to $15\,km$ into atmosphere to focus
    - this creates a fake star for corrections - 'natural guide star'

Exoplanets

- How do we observe planets against photon noise of stars?
  - observe stellar spectrum and planet spectrum for comparison
  - heavier molecules are more difficult to observe as they're lower down
    - refraction issues
  - detecting O_3 would be a key trigger for life
    - not able to do it yet

Stars

Lecture 1

- Black body emission curve
  - LHS from peak lambda is Rayleigh Jeans tail
  - RHS from peak is Wien tail

$$\lambda_{max} = \frac{2.9 \times 10^{-3}}{T}\,m$$
$$\lambda_{max.\,Bet} = 8.3 \times 10^{-7} m \implies T \approx 3500\,K$$
$$\lambda_{max,Sun} = 5.5 \times 10^{-7} m \implies T \approx 5300\,K$$
$$\lambda_{max,Bel} = 3.0 \times 10^{-7} m \implies T \approx 9400\,K$$

Lecture 2

Excitation Energies

- Bohr model
- page 8 on slides
- n denotes the orbitals/electron shells
- $n = 1$ is the ground state

$$E = E_{high} - E_{low} = \frac{hc}{\lambda} = -13.6\Big(\frac{1}{n_{high}^2} - \frac{1}{n_{low}^2}\Big)$$
$$n = 2 \to 4$$
$$E = 2.55\,eV \implies \lambda = 486.1\,nm \implies H\beta$$

- this was absorption
- $H\beta$ is shorthand for Balmer series β
  - Optical light

$$n = 2 \to 1$$
$$E = 10.2\,eV \implies \lambda = 121.6\,nm \implies Ly\alpha$$

- this was emission
- $Ly\alpha$ is shorthand for Lyman series α
  - UV light
- Photons emitted from de-excitation in random direction
  - statistics means we probably won't see this

Ratios of Excitation Levels

$$
\begin{gathered}
n = 2 \rightarrow 1 \\
\frac{N_2}{N_1} = \frac{g_2}{g_1} e^{-\frac{(E_2 - E_1)}{kT}} \\
g_1 = 2 \; ; \; g_2 = 8 \; ; \; T = 5800\, K \\
\frac{N_2}{N_1} = 5.1 \times 10^{-9}
\end{gathered}
$$

- 1 billionth of H atoms in first excited state, negligible

Ionisation Energies

- χ is the ionisation energy

$$
\begin{gathered}
\frac{N_{i+1}}{N_i} = \frac{2Z_{i+1}}{n_e Z_i} \Big(\frac{2\pi m_e kT}{h^2} \Big)^{\frac{3}{2}} e^{-\frac{\chi}{kT}} \\
E > -13.6 \Big(\frac{1}{\infty^2} - \frac{1}{n_{low}^2} \Big)\, eV \\
n = 1 \rightarrow \infty \implies E > 13.6\, eV \\
n = 2 \rightarrow \infty \implies E > 3.4\, eV
\end{gathered}
$$

Lecture 3

Binary Star Systems

- slide 8, binary system
- look at the semi-major axes of the orbits of the two stars around the centre of mass of the system
  - a_1 and a_2 for m_1 and m_2

$$
\begin{gathered}
P^2 = \frac{4\pi^2 a^3}{G(m_1 + m_2)} \\
a = a_1 + a_2
\end{gathered}
$$

- Smaller semi-major axis means larger mass
- similar to see-saw

$$
m_1 a_1 = m_2 a_2 \implies \frac{m_1}{m_2} = \frac{a_2}{a_1}
$$

- ratio of the semi-major axes gives ratio of masses
- actually measure α, angle of separation:
  - for d, distance from us

$$
\alpha_n = \frac{a_n}{d} \implies \frac{m_1}{m_2} = \frac{\alpha_2}{\alpha_1}
$$

Visual Binary Systems

Normal Example

- $d = 10\,pc$; $P = 200$ days
- $\alpha_1 = 0.02”$; $\alpha_2 = 0.08”$

$$a_1 = \alpha_1 d = 0.2\,Au \ ; \ a_2 = a_2 = \alpha_2 d = 0.8\,Au$$
$$a = a_1 + a_2 = 1\,Au$$
$$m_1 + m_2 = \frac{4\pi^2 a^3}{GP^2} = 3.4 M_\odot = M_{tot}$$
$$\frac{m_1}{m_2} = \frac{\alpha_2}{\alpha_1} = \frac{a_2}{a_1} = 4.0 = M_{rot}$$
$$m_1 = \left[\frac{M_{rot}}{1 + M_{rot}}\right] M_{tot} = 2.72 M_\odot$$
$$m_2 = \left[\frac{1}{1 + M_{rot}}\right] M_{tot} = 0.68 M_\odot$$

Inclination Example

- For angled systems that aren’t flat against our observations:

$$\hat{\alpha}_n = \alpha_n \cos i$$
$$m_1 + m_2 = \frac{4\pi^2}{G}\left(\frac{d}{\cos i}\right)\frac{\hat{\alpha}^3}{P^2}$$
$$\hat{\alpha} = \hat{\alpha}_1 + \hat{\alpha}_2$$

- Has no effect on mass ratios observed - cos cancels
- Above equation means the actual masses will be affected by the inclination

Spectroscopic Binaries

- Correcting for inclination:

$$v_{nr}^{max} = v_n \sin i$$

- Assume $e << 1$

$$v_n = \frac{2\pi a_n}{P}$$
$$\frac{m_1}{m_2} = \frac{v_2}{v_1}$$

- Same sort of stuff as visual binaries, but sin instead of cos basically

Special Case: Eclipsing Spectroscopic Binaries

- $i \approx 90°$
- don’t need any corrections etc