

PHOTOMETRY OF CELESTIAL FIREBALLS

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INTRODUCTION

To protect space endeavors, more information is needed about the near-Earth meteoroid population. We created a portable all-sky camera system that hopes to increase the flexibility and affordability of meteoroid observation systems. This project focused on writing software to perform accurate photometric data reduction.

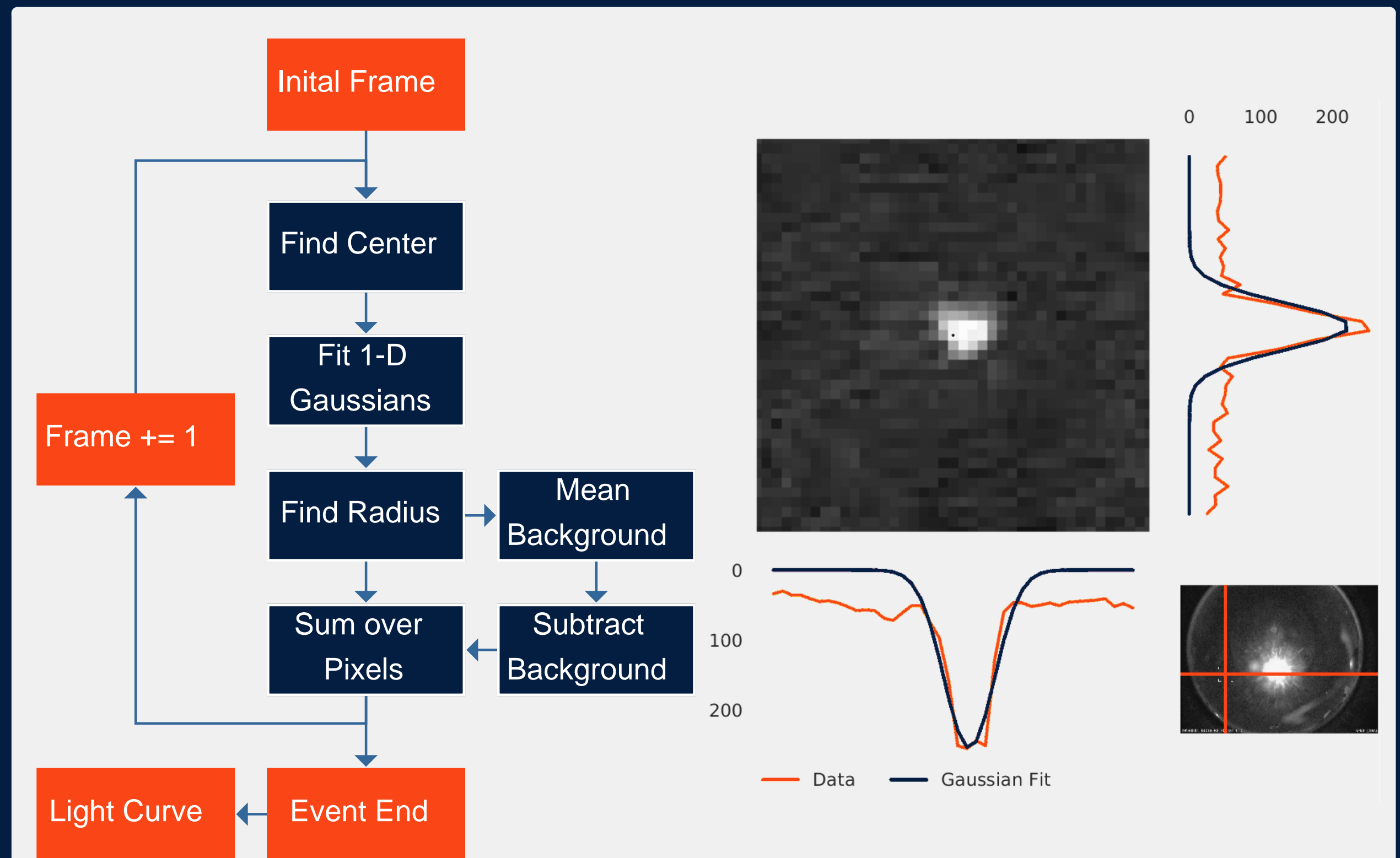
OBJECTIVES

- Create a program that can analyze moving photometric data from meteor video
- Test program on known events to test its accuracy and validity
- Use program to analyze events captured by our own all-sky camera

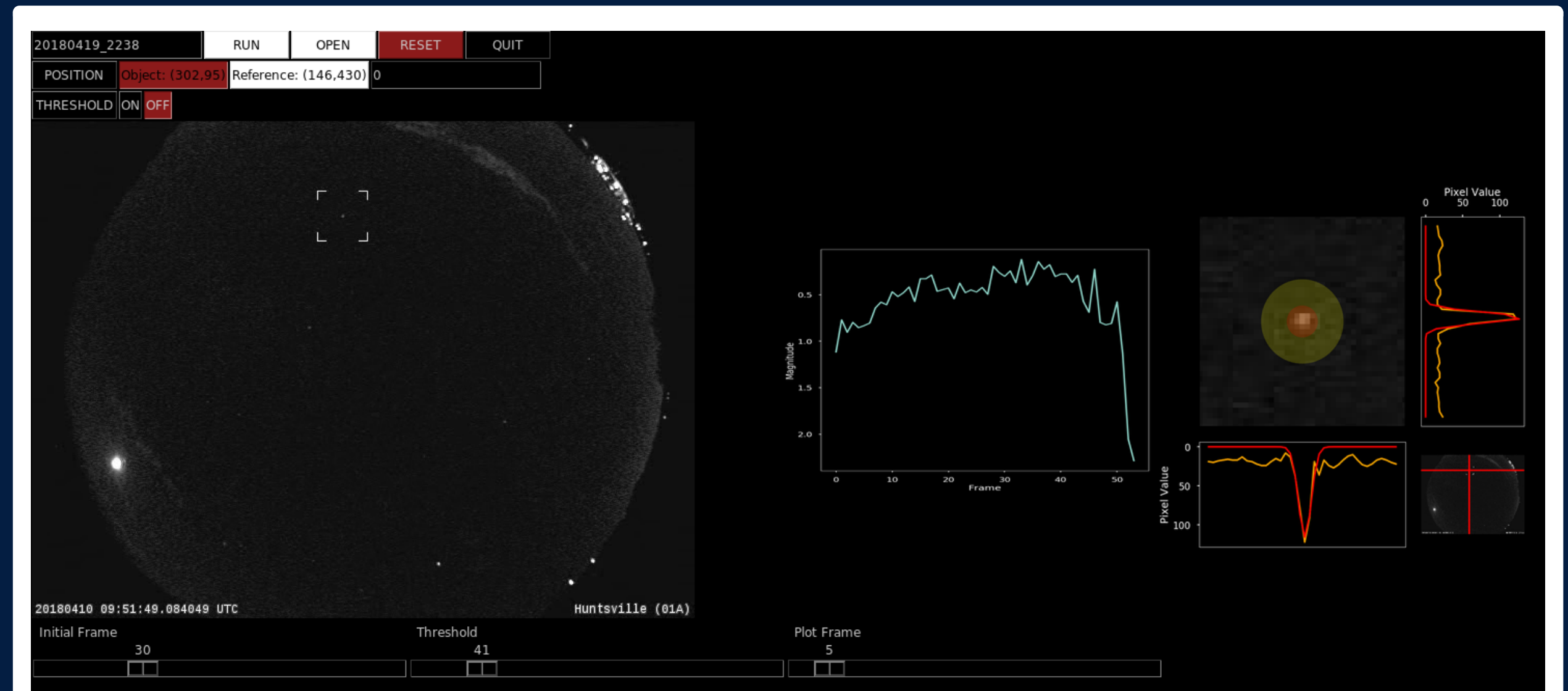
OUR ALL-SKY CAMERA



ANALYSIS PROCEDURE



PHOTOMETRY PROGRAM



RESULTS

As a test, the program was run on meteor events collected by NASA's ASgard all-sky network. Light curves are also available for this data, and serve as a useful comparison and analysis check. On all comparisons thus far the program has compared favorably.

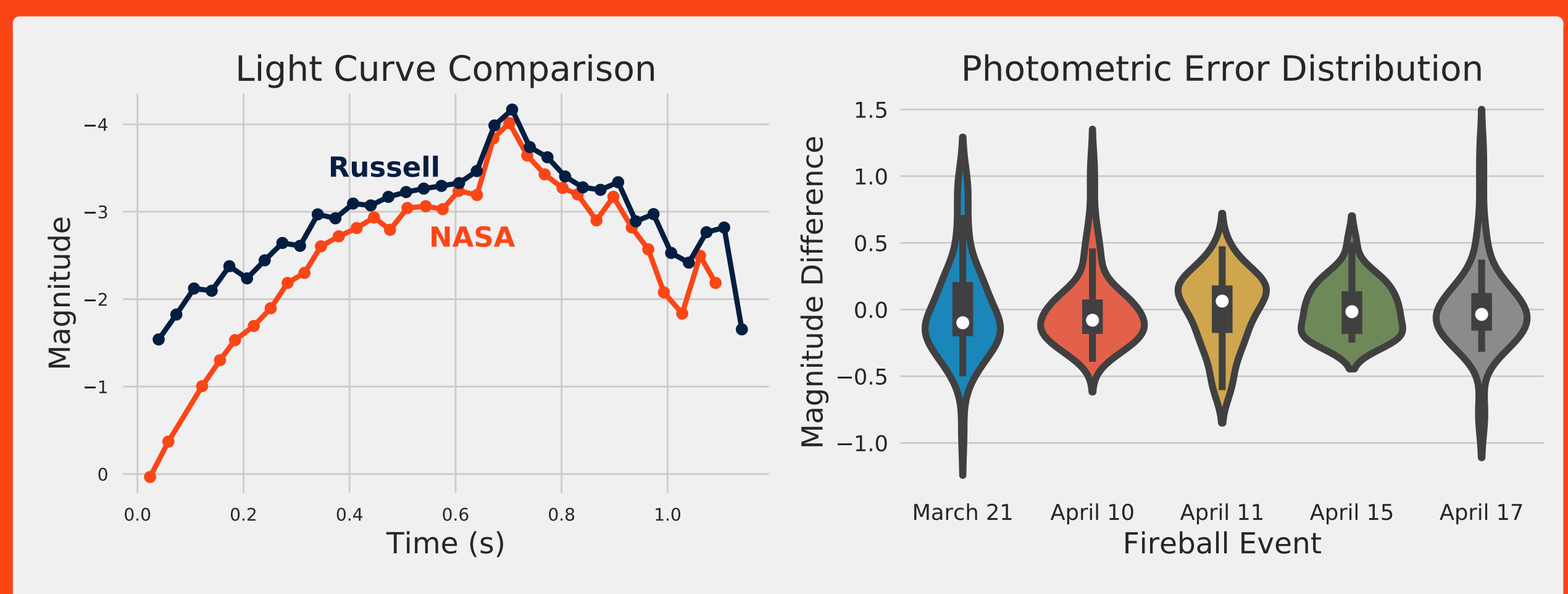
MATHEMATICAL METHODS

Our camera reports light **intensity** as an 8-bit integer value, ranging from 0 to 255. Summing over the intensity values for each pixel in an event approximates the total intensity of the event. We use Equation 1 to turn that into an uncalibrated **magnitude**, which is a log scale and generally how astronomical brightnesses are reported.

$$m = -2.5 \log \left(\sum_{pixels} I \right) \quad (1)$$

The system is calibrated by observing a star of known magnitude during the event. This yields a correction factor needed to relate the sum of the pixels to the known magnitude. This correction factor is then applied to the unknown magnitude to determine the calibrated apparent magnitude of the event.

METEOR DATA



FUTURE WORK

There is some more optimization to be done, such as taking into account atmospheric extinction. After that, it is onto collecting enough data to statistically analyze and create our own population distribution of meteoroids.