

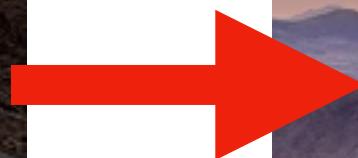
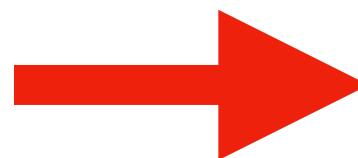
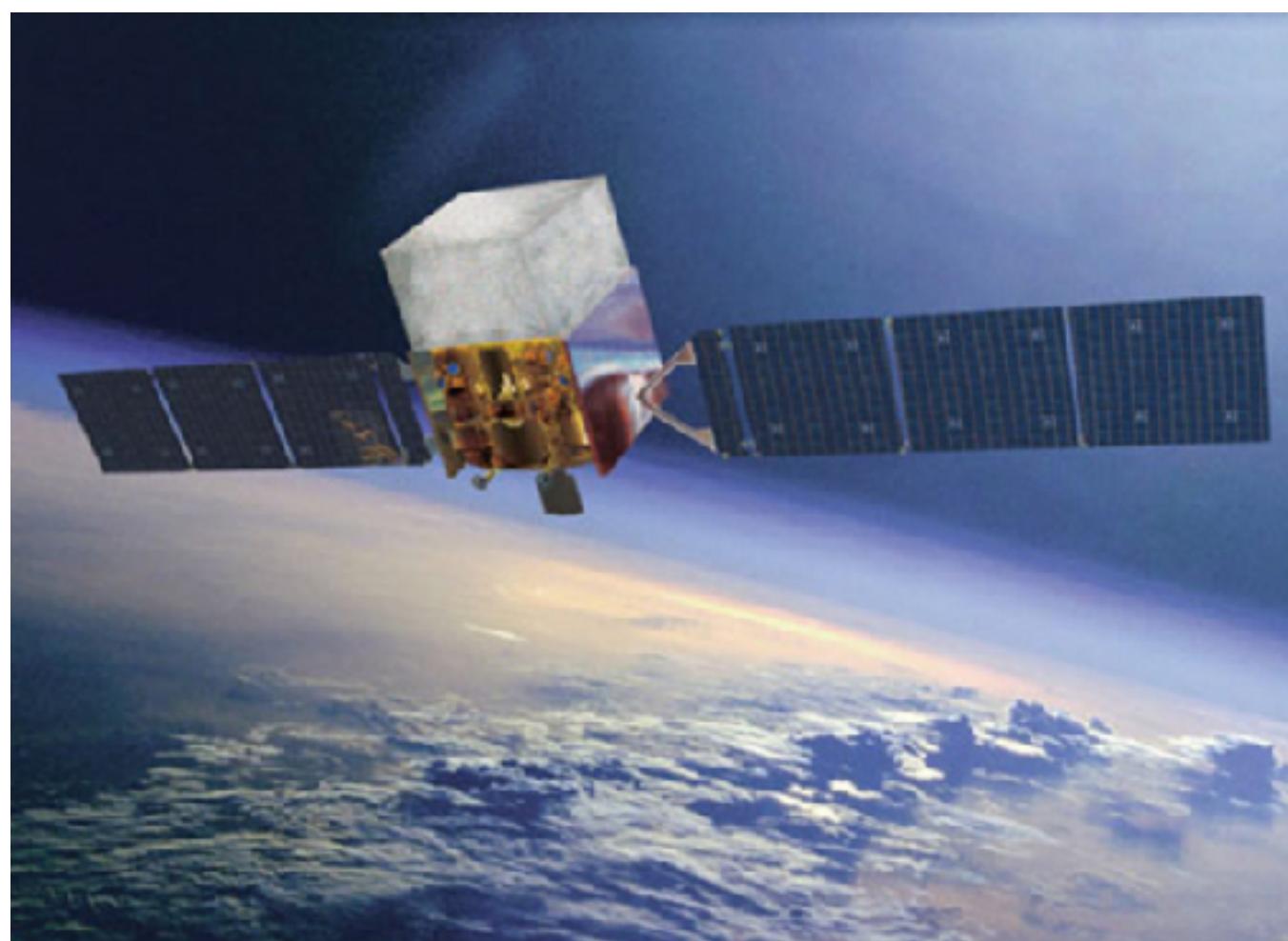
Astronomical Charge Coupled Devices (CCDs)

Alex Drlica-Wagner (he/him)

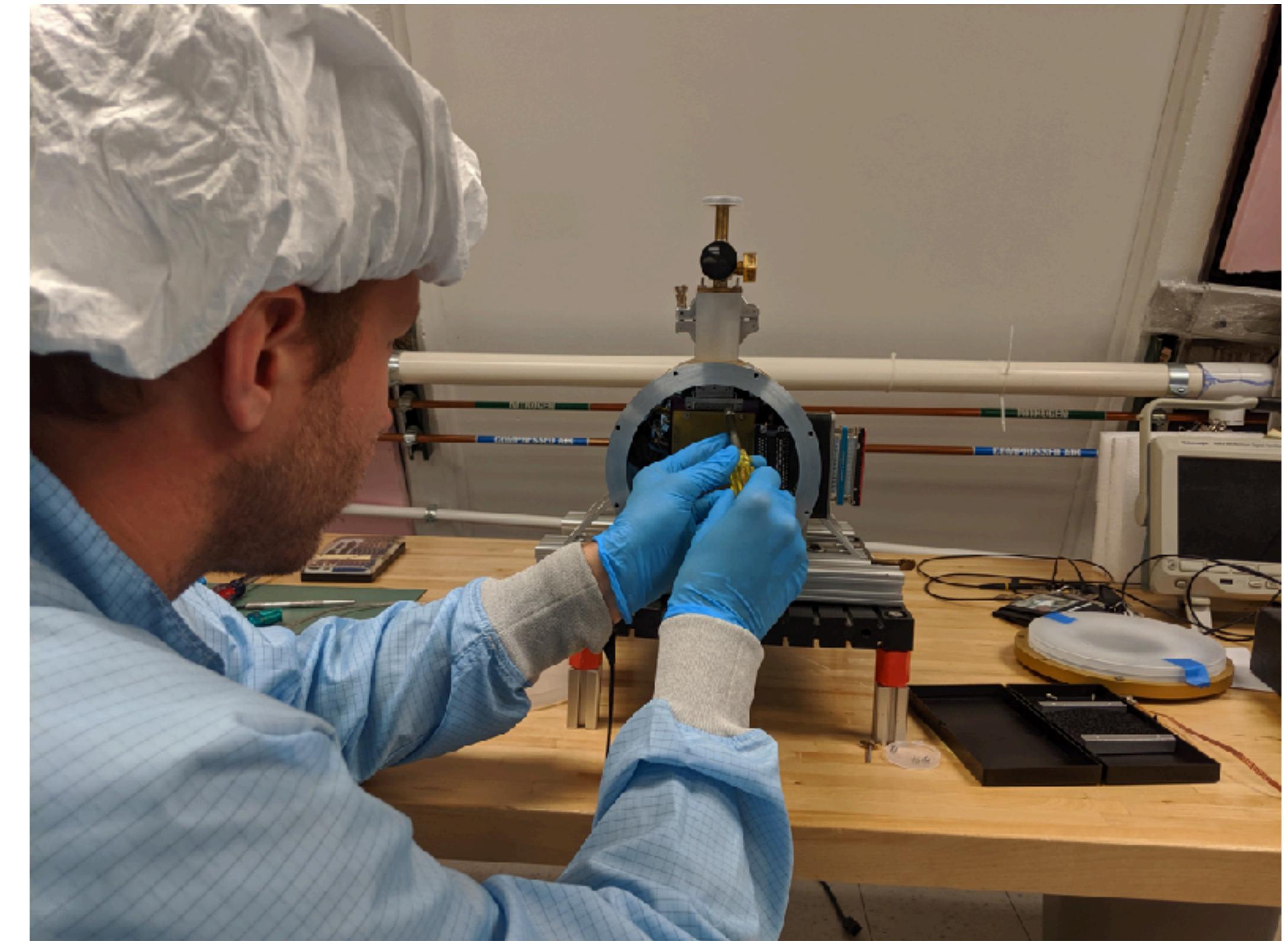
LSST-DA DSFP

Sep 15 2025

Introduction



Introduction



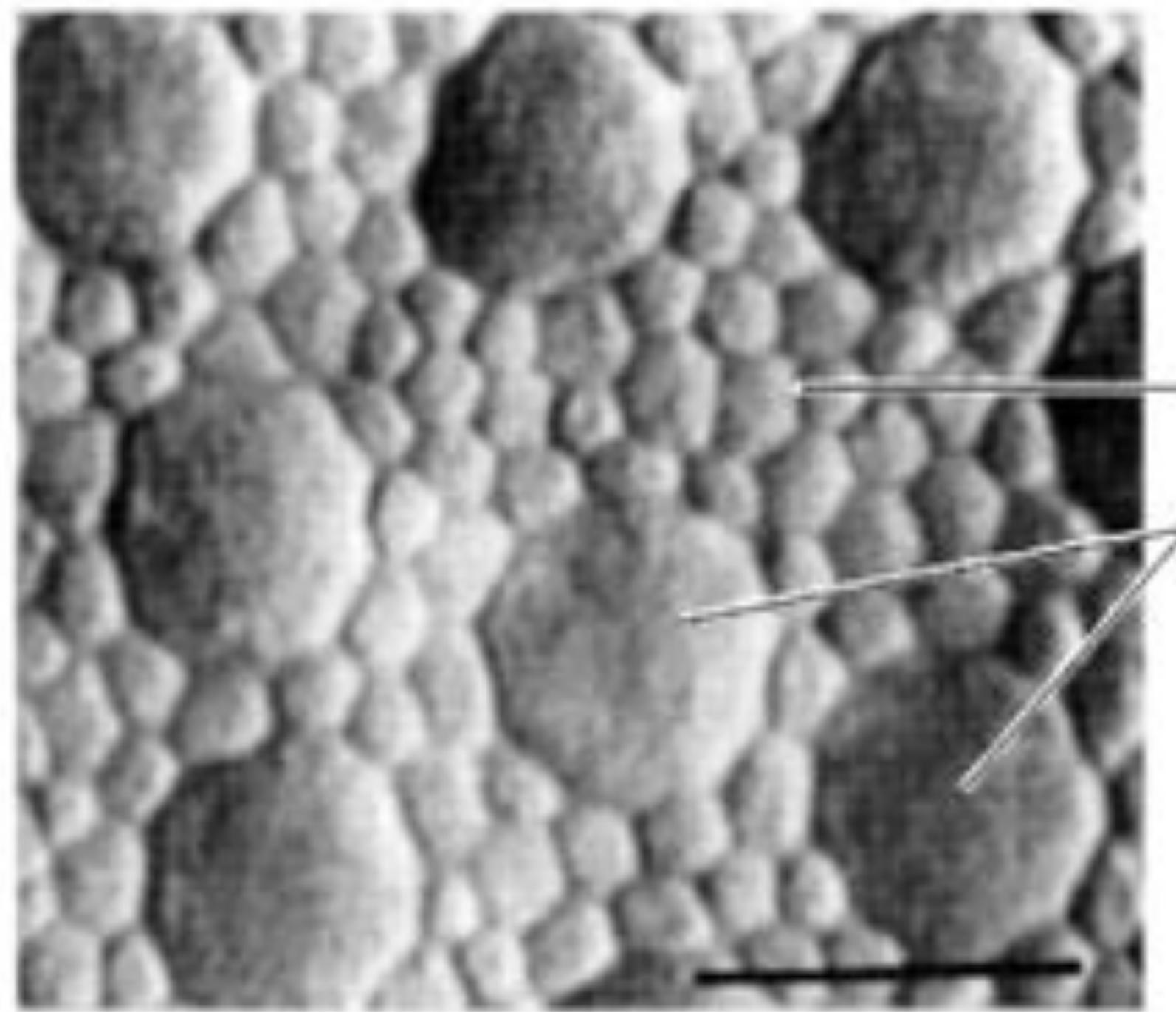
Introduction



© Vince Fergus

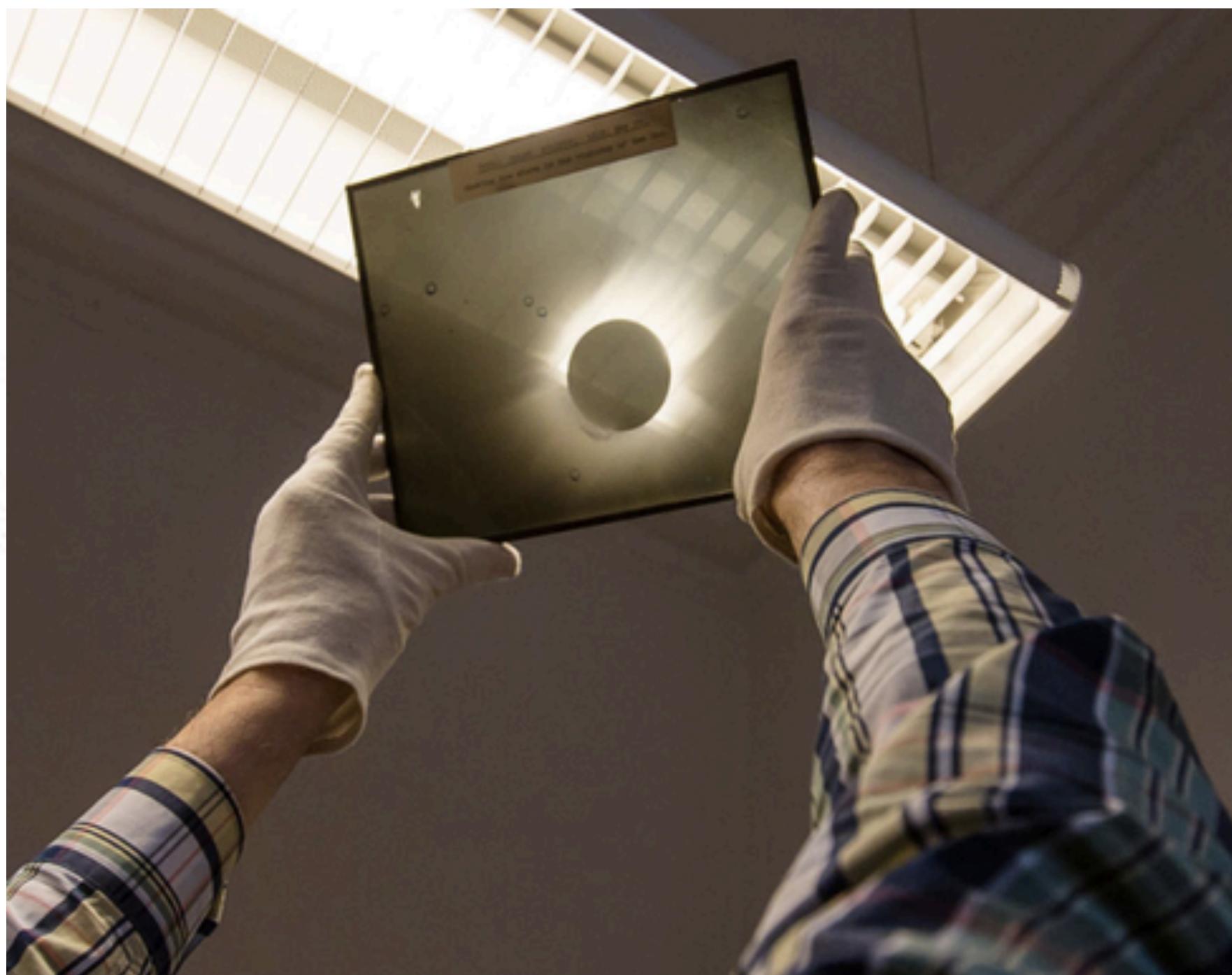
Photon Detectors

Rods & Cones of the Retina



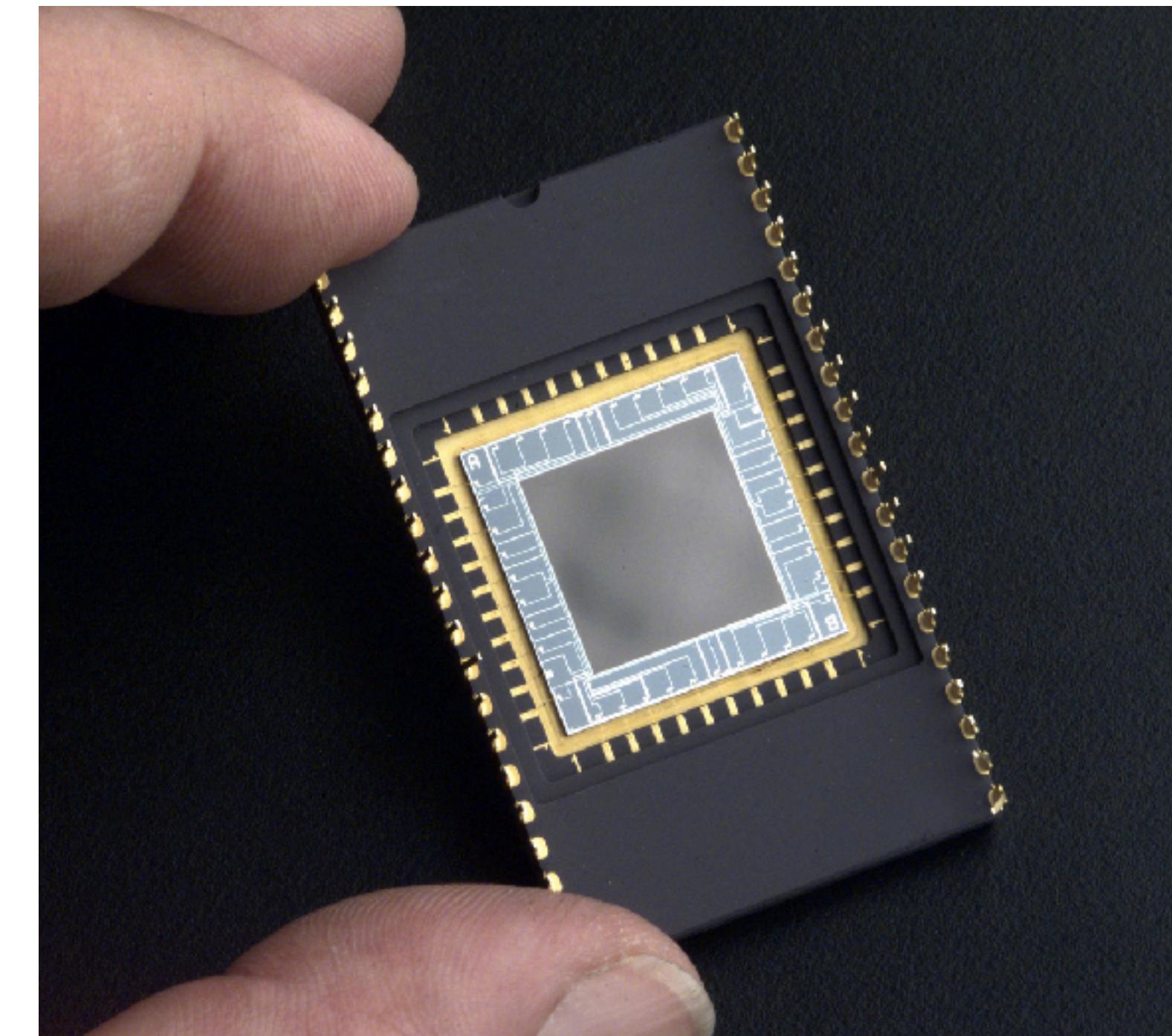
Biological Detectors

Photographic Plate



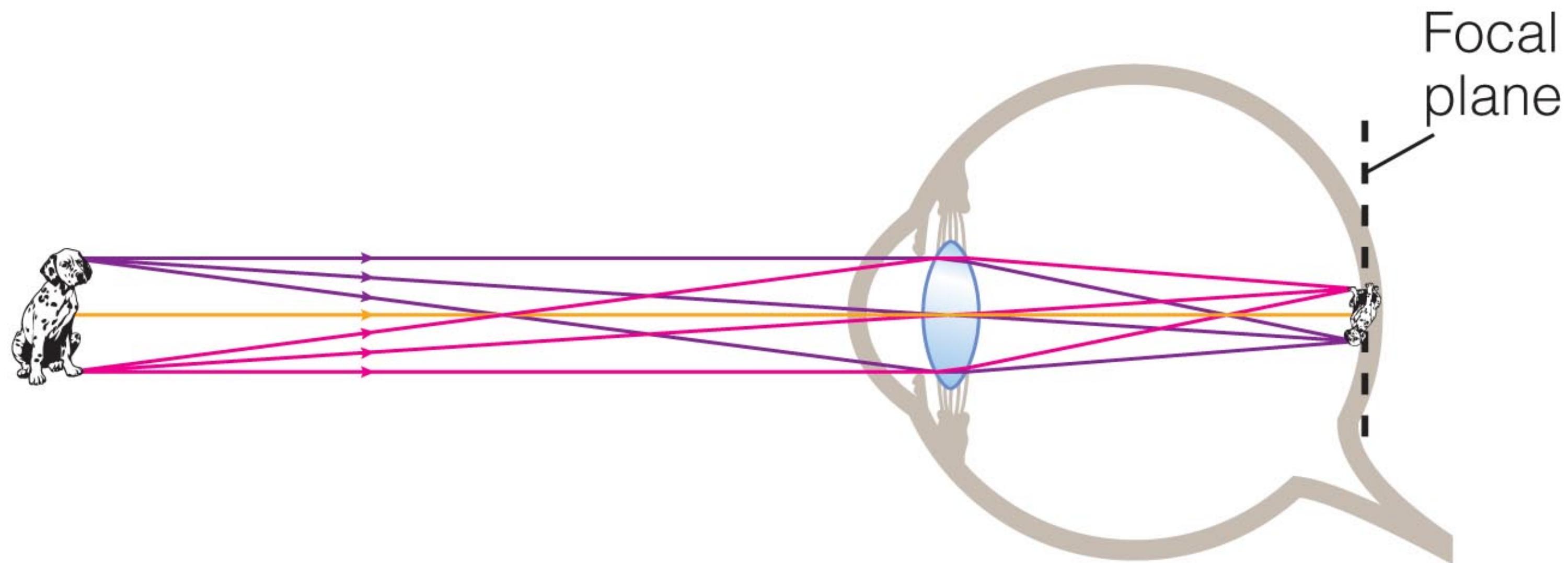
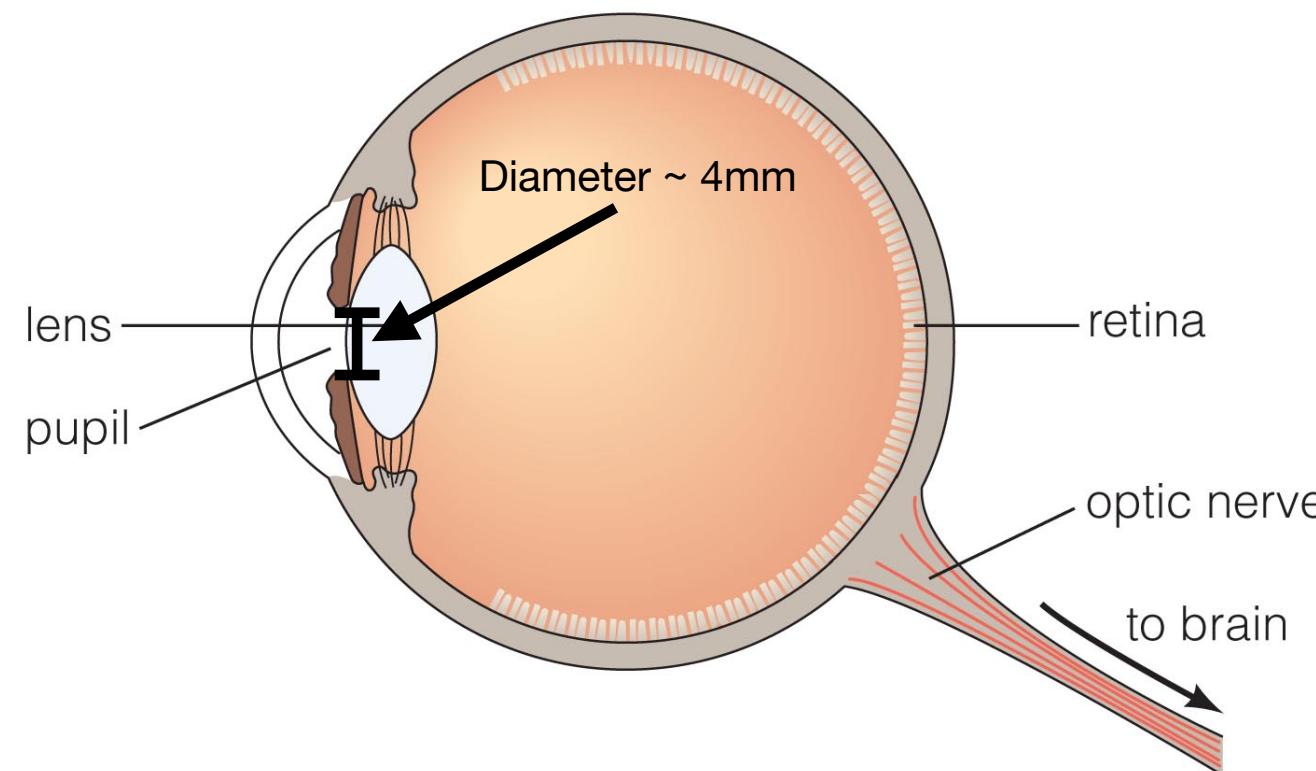
Chemical Detectors

CCD Detector

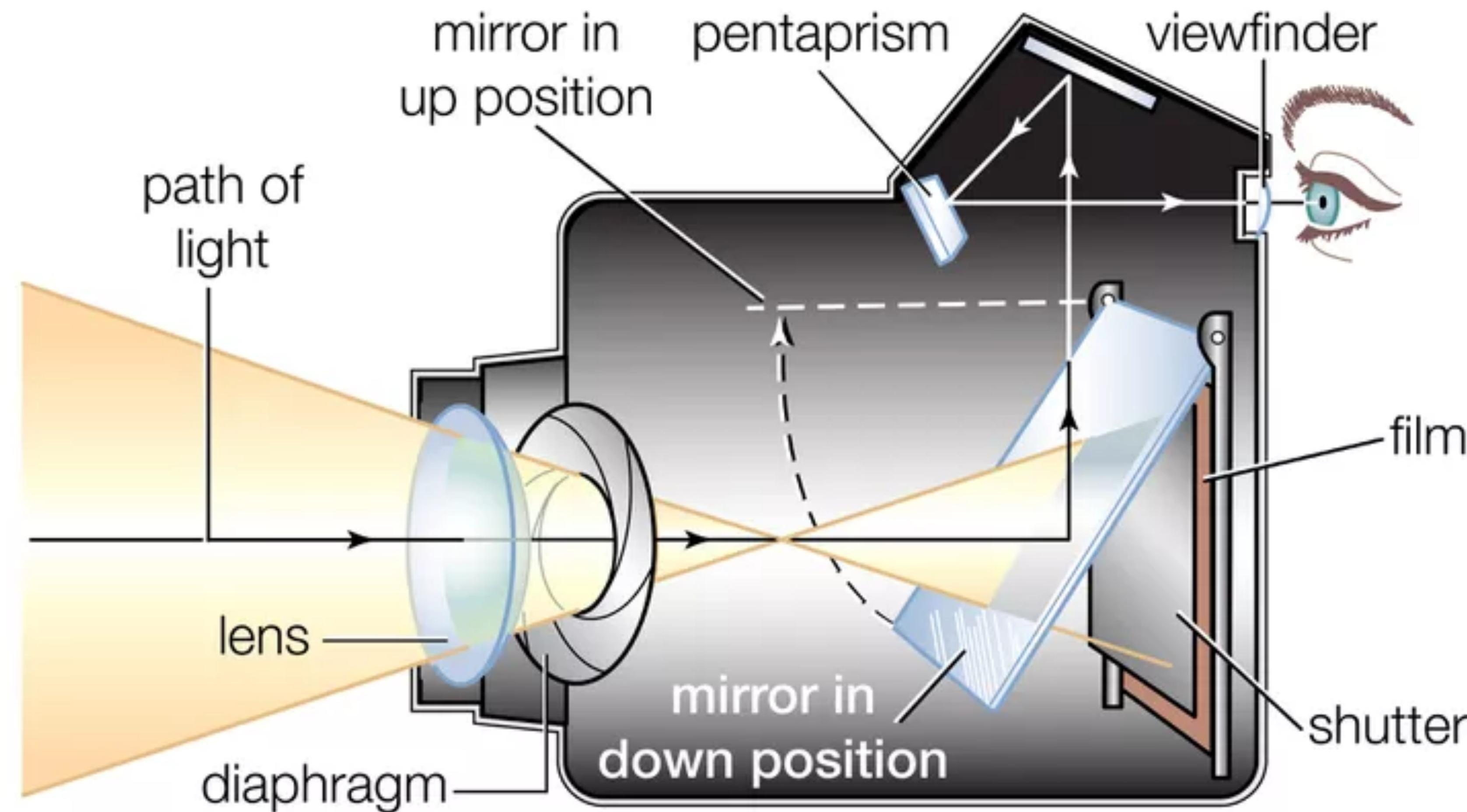


Solid State Detectors

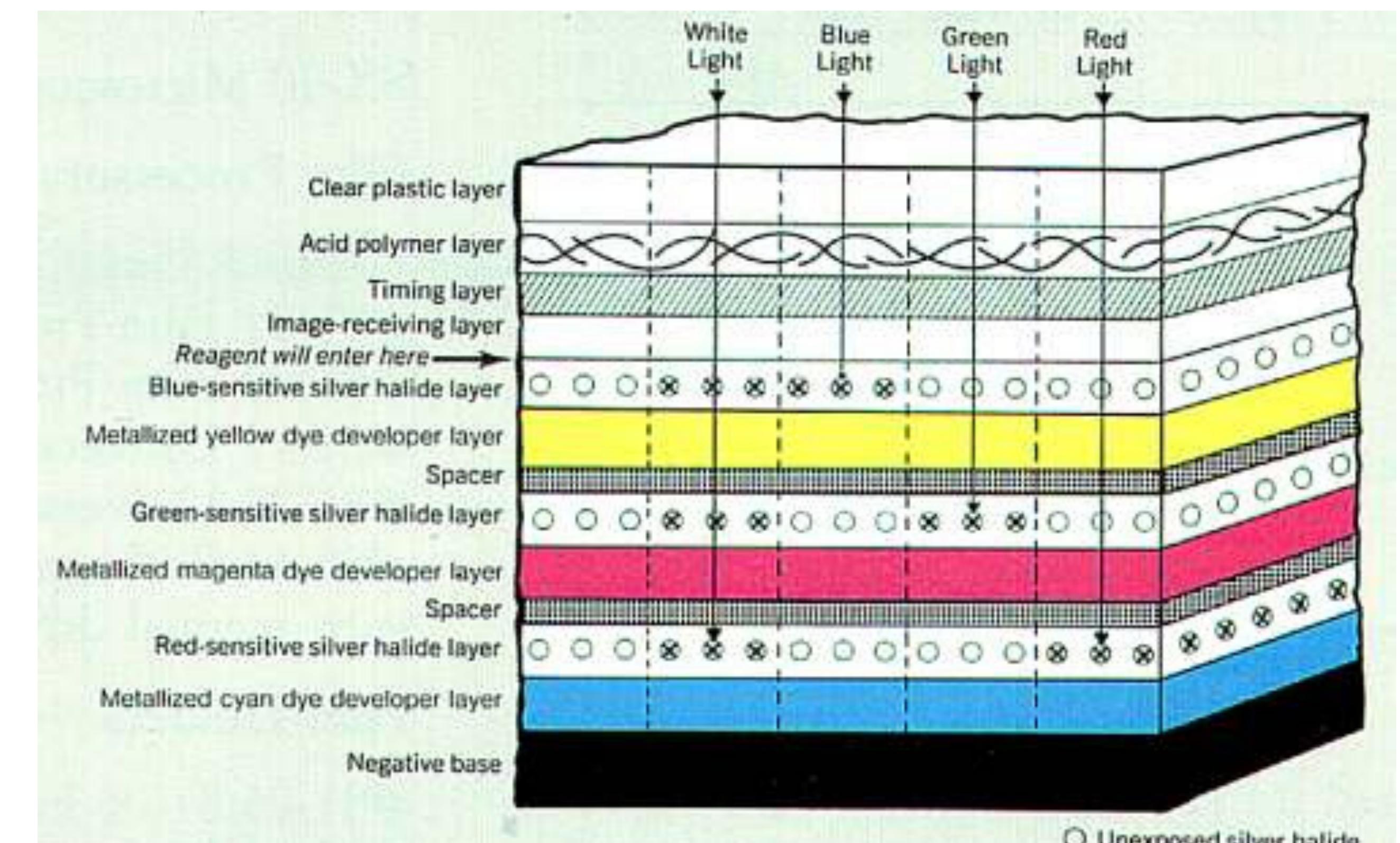
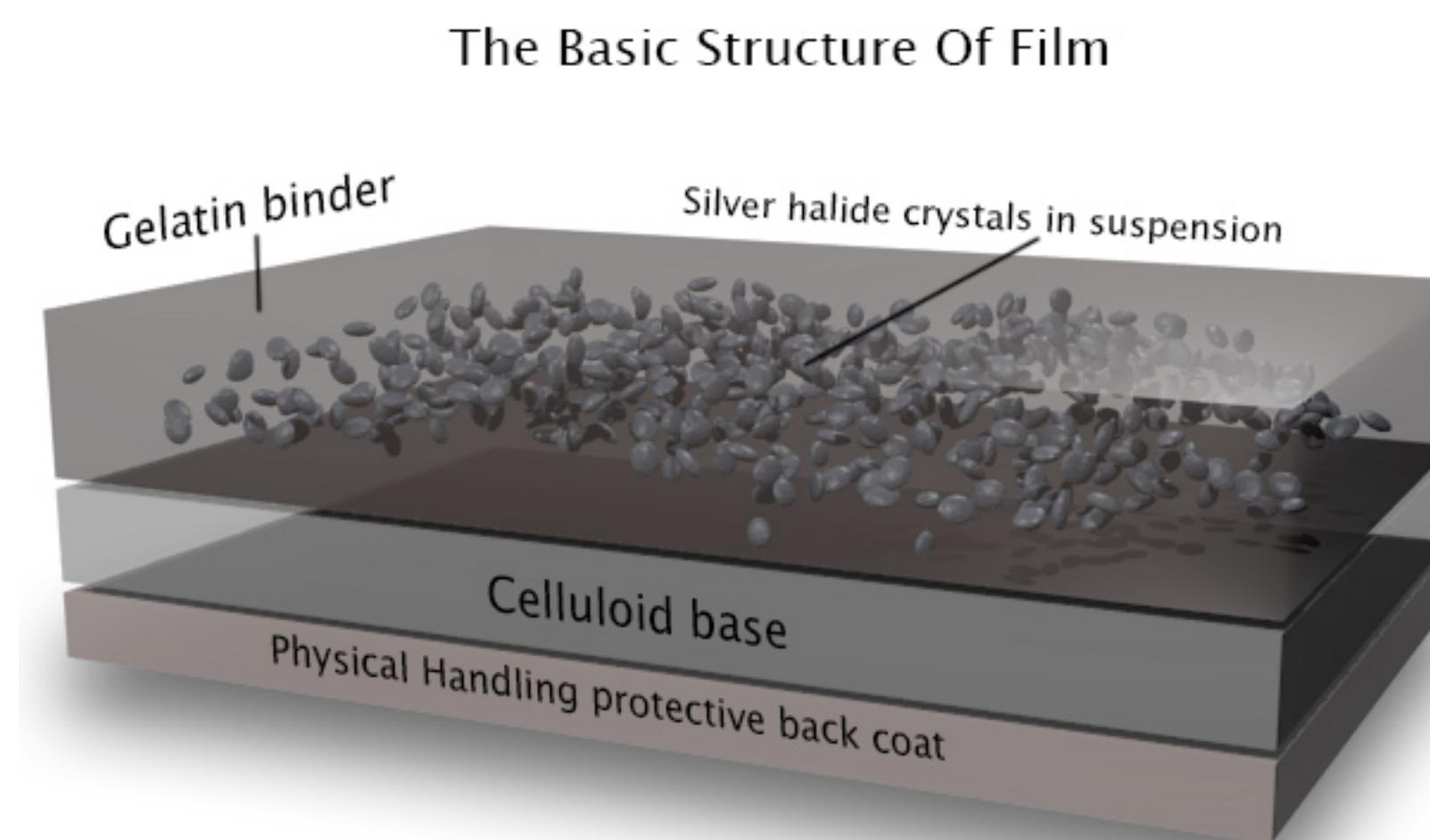
“Telescopes”



“Telescopes”



Film



1972. A schematic of SX-70 film during exposure.

UChicago Astronomy & Astrophysics (c. 1921)



Huge dome for a
1m (40") telescope!



THE
ASTROPHYSICAL JOURNAL
AN INTERNATIONAL REVIEW OF SPECTROSCOPY
AND ASTRONOMICAL PHYSICS

VOLUME XXXVI

OCTOBER 1912

NUMBER 3

YERKES ACTINOMETRY

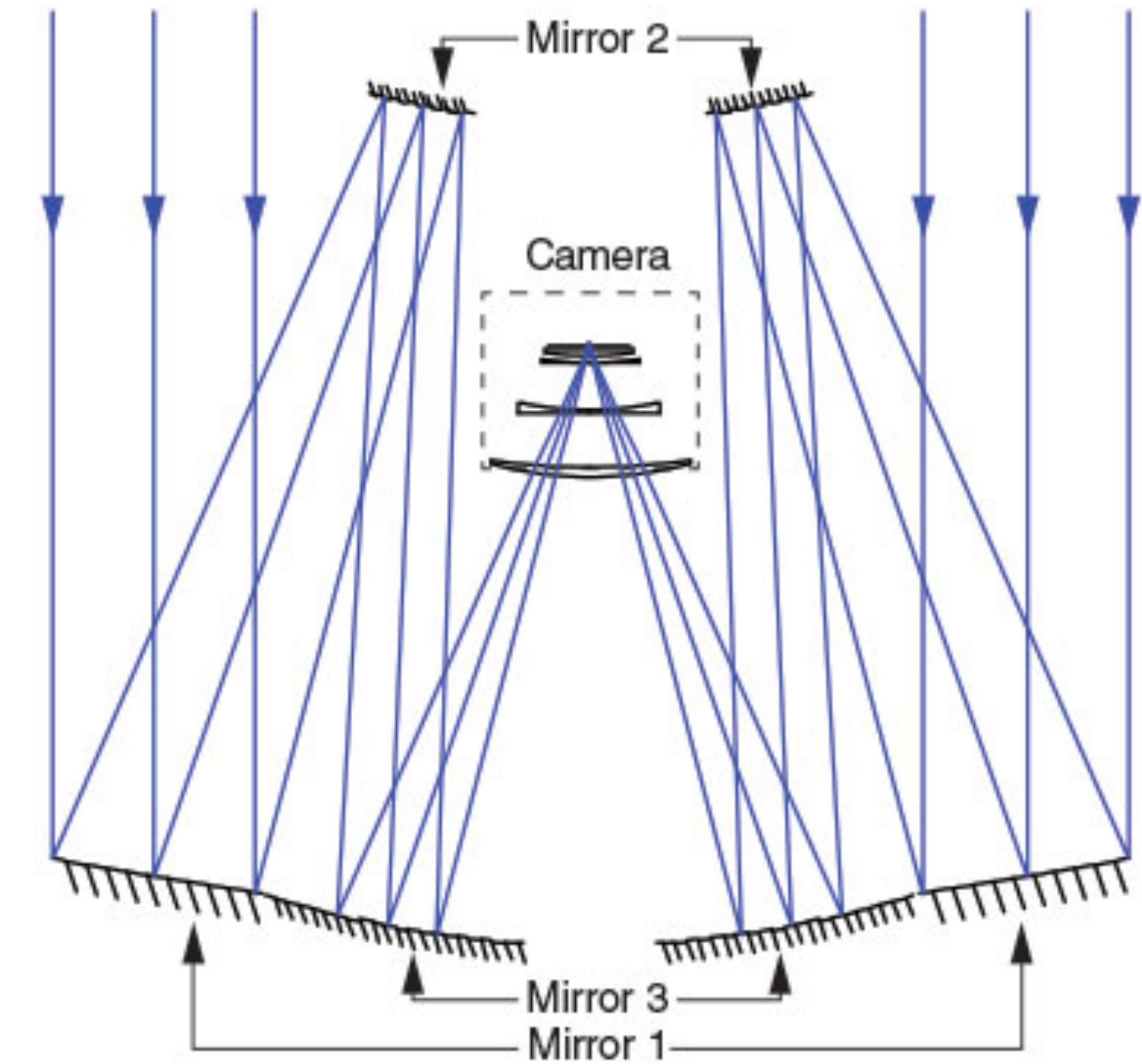
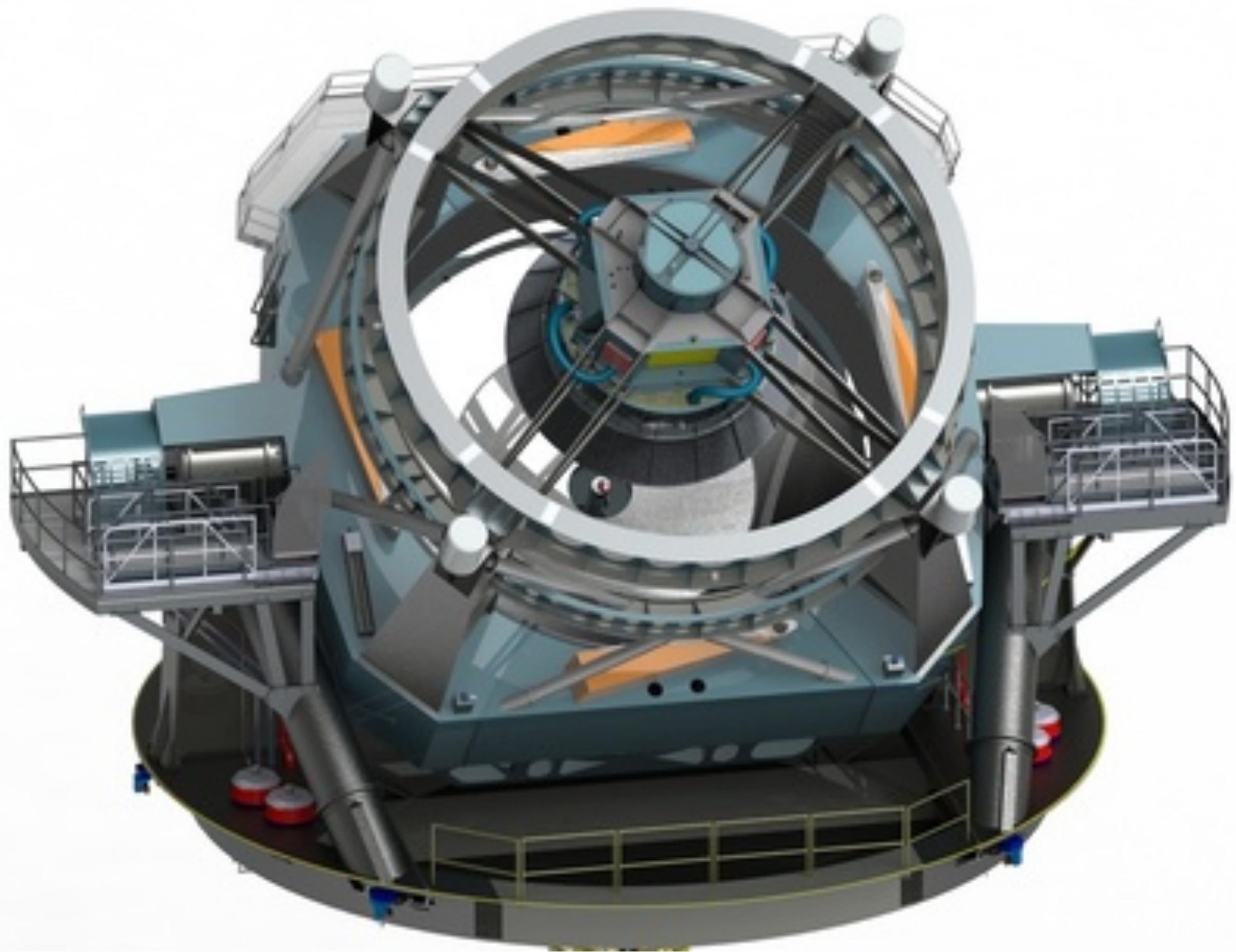
ZONE $+73^{\circ}$ TO $+90^{\circ}$

By J. A. PARKHURST

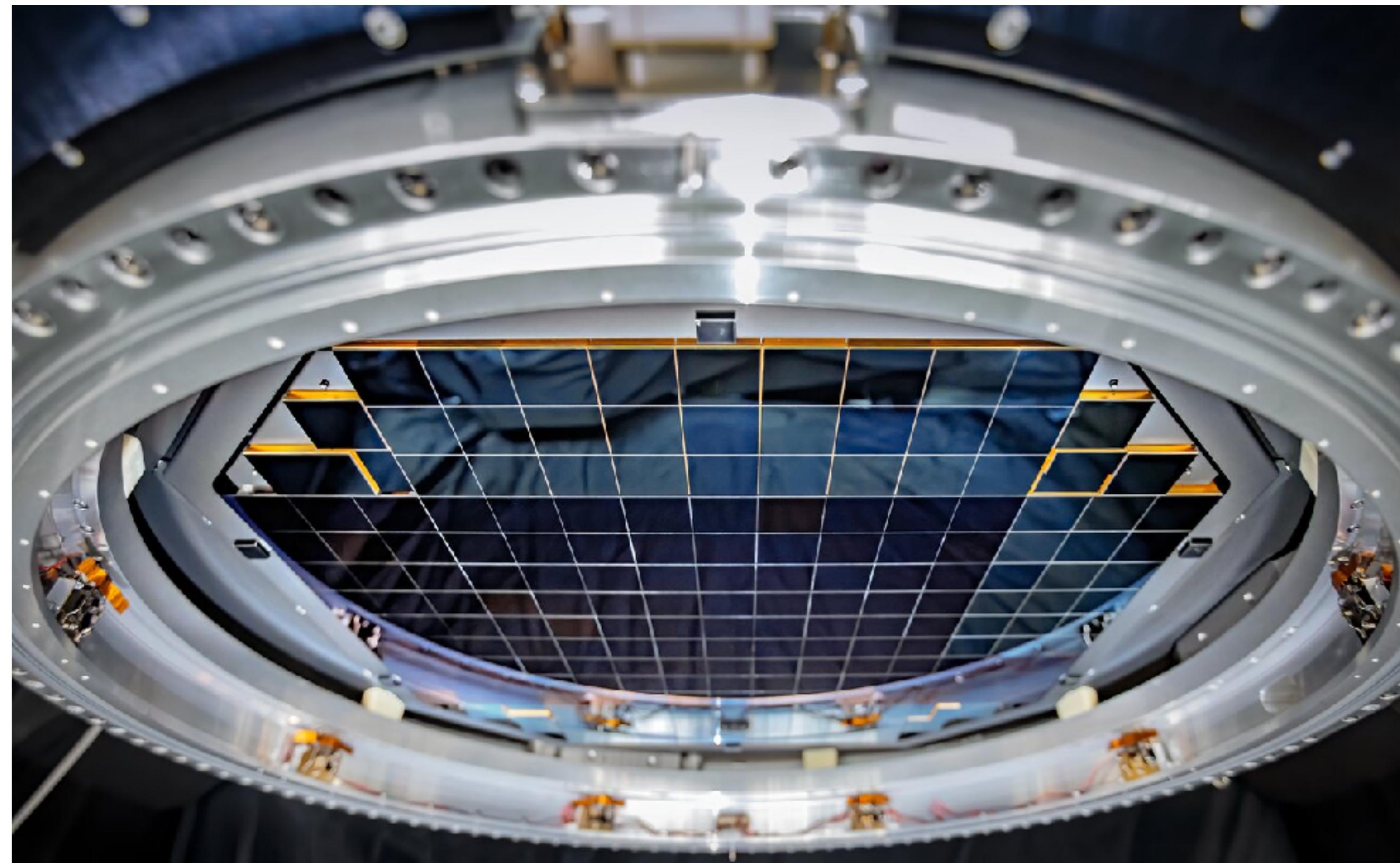
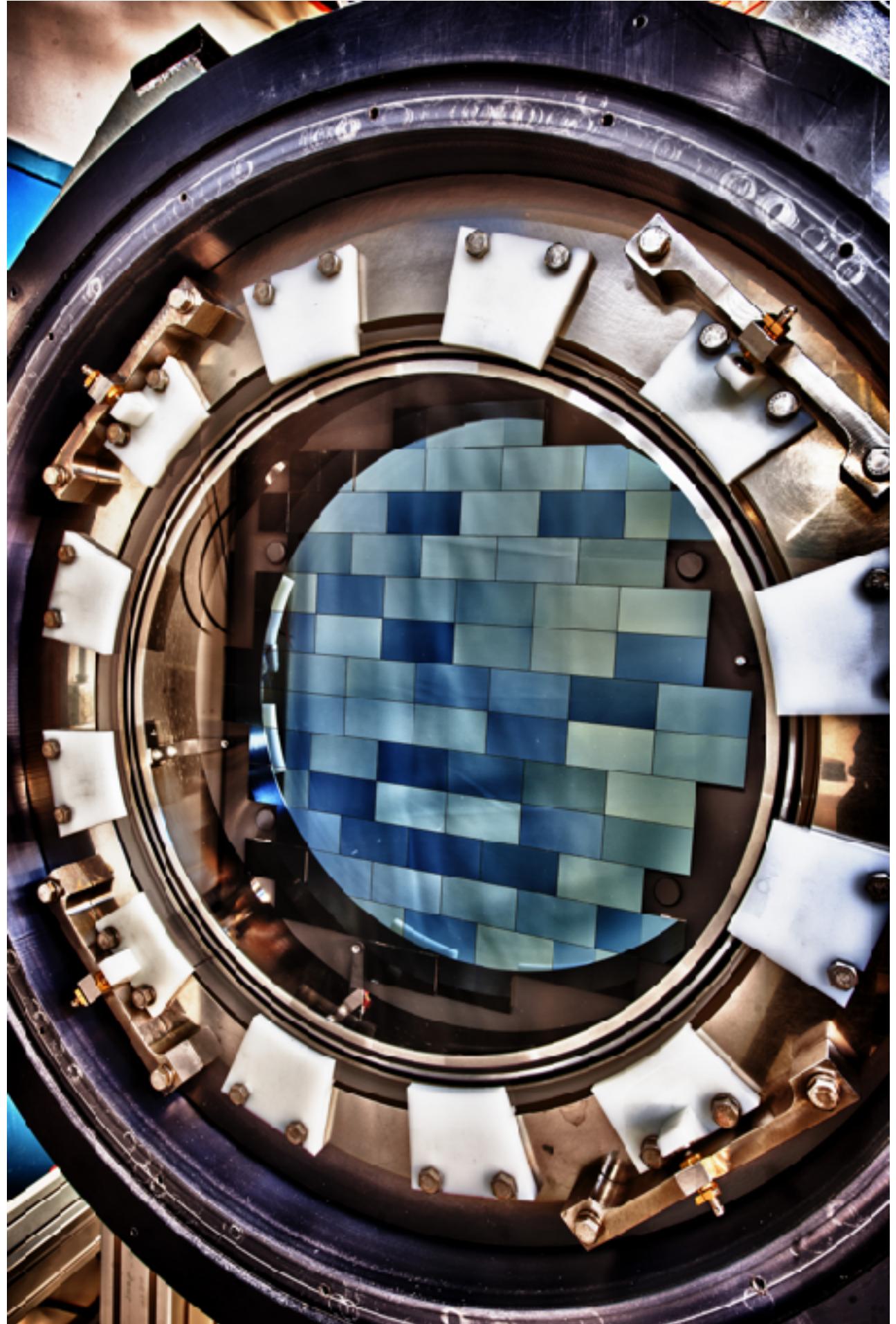
N 74. The Pleiades: as a cluster, as nebulous stars, and as spectra.
YERKES OBSERVATORY: 100 Representative Slides.



“Telescopes”



“Digital Cameras”



Desirable Properties of a Detector

- Detect every photon that hits the detector
- Determine exactly where each photon hits the detector
- Cover a large area contiguously (no gaps)
- Determine the energy of each photon that hits the detector
- Tag the timing of each photon
- Measure the polarization of each photon
- Do all this “cleanly” (i.e., without introducing noise or artifacts)



2009 Nobel Prize in Physics awarded to the inventors of the CCD

In 1969, Willard S. Boyle and George E. Smith invented the first successful imaging technology using a digital sensor, a CCD (charge-coupled device). The two researchers came up with the idea in just an hour of brainstorming.



The Nobel Prize in Physics 2009

"for the invention of an imaging semiconductor circuit – the CCD sensor"



Bell Labs researchers Willard Boyle (left) and George Smith (right) with the charge-coupled device.

Photo taken in 1974. Photo credit: Alcatel-Lucent/Bell Labs.

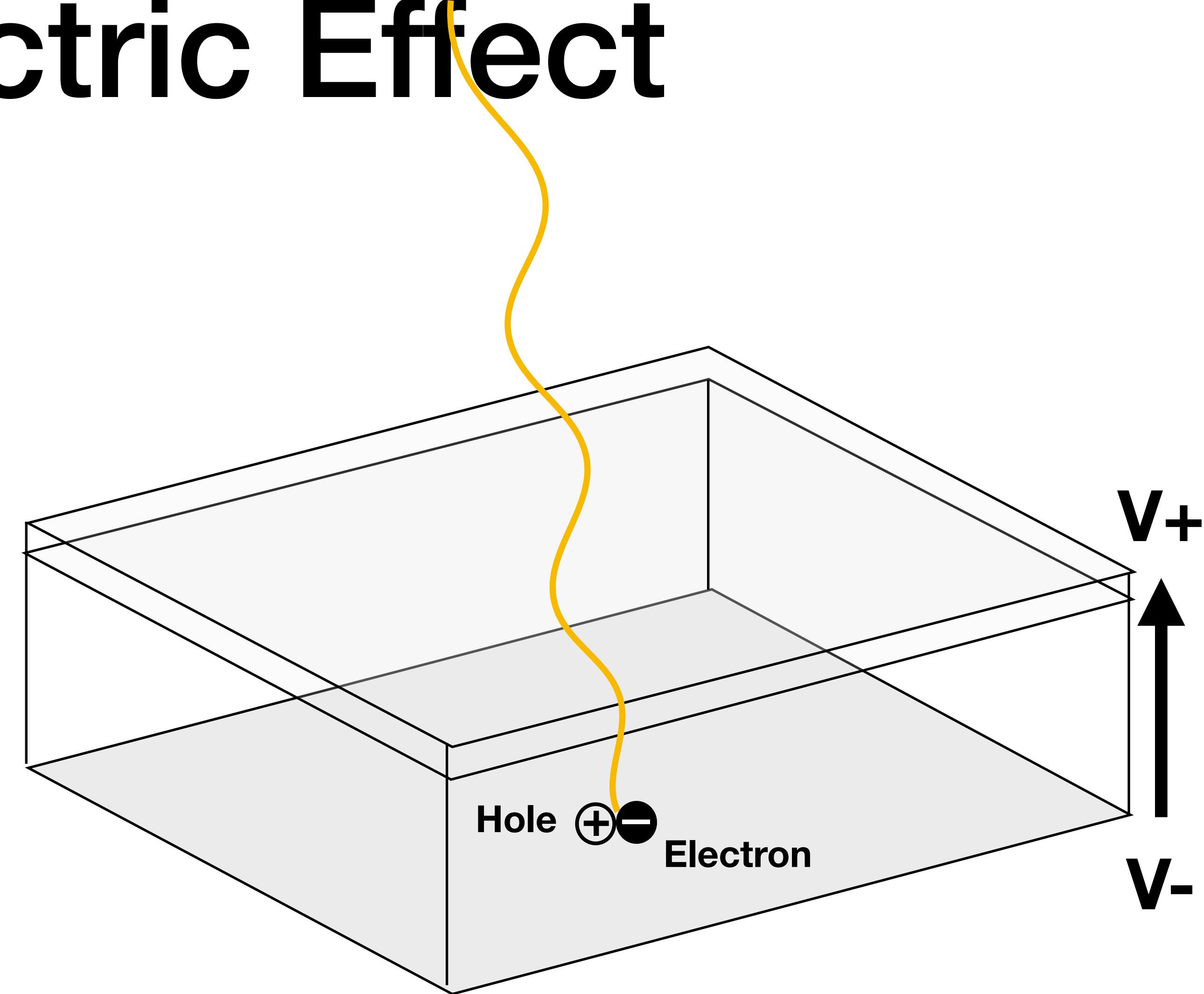
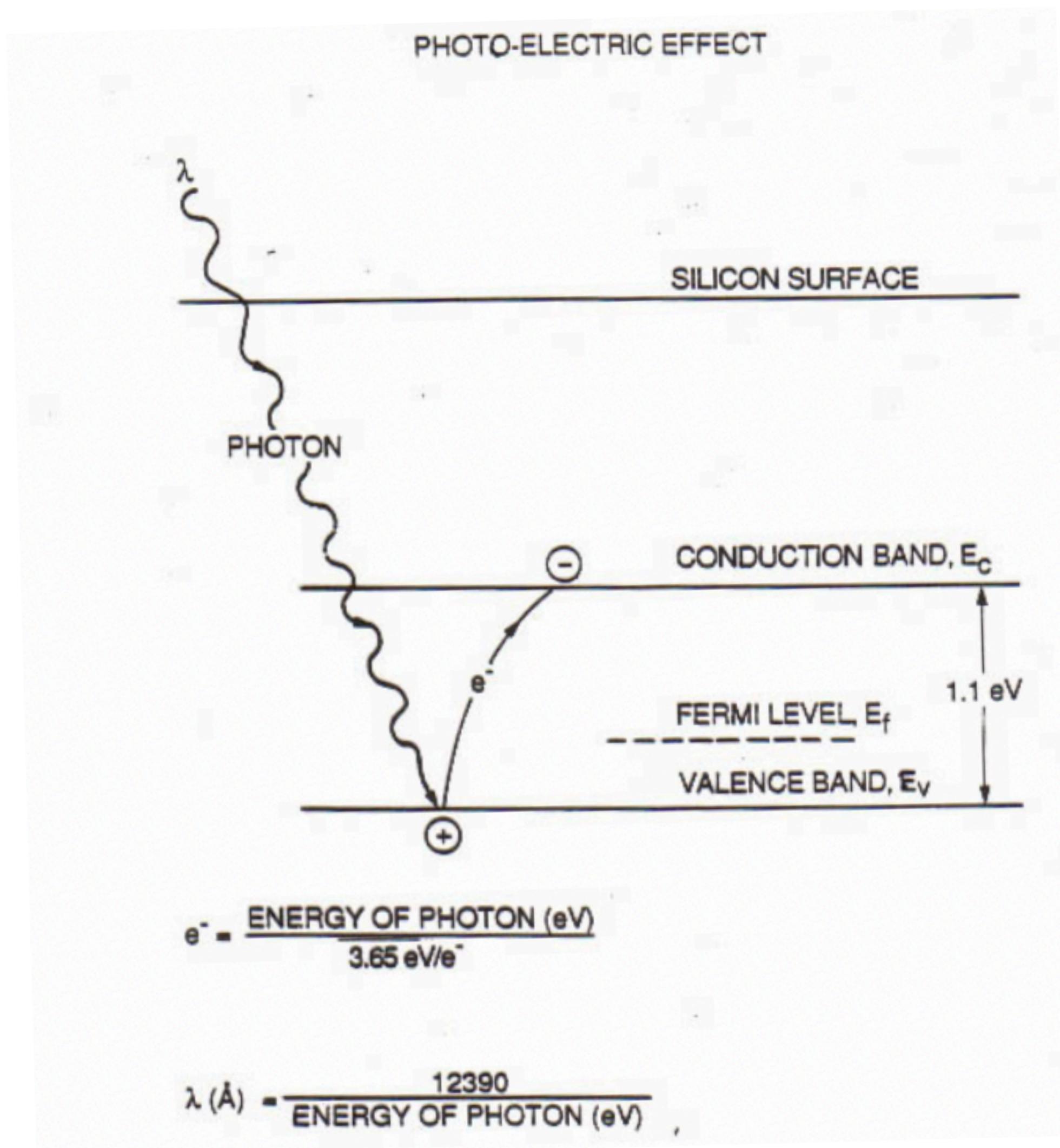
Willard S. Boyle

George E. Smith

CCDs

- Photoelectric effect
- The bucket brigade
- Readout chain (including gain & linearity)

Photoelectric Effect

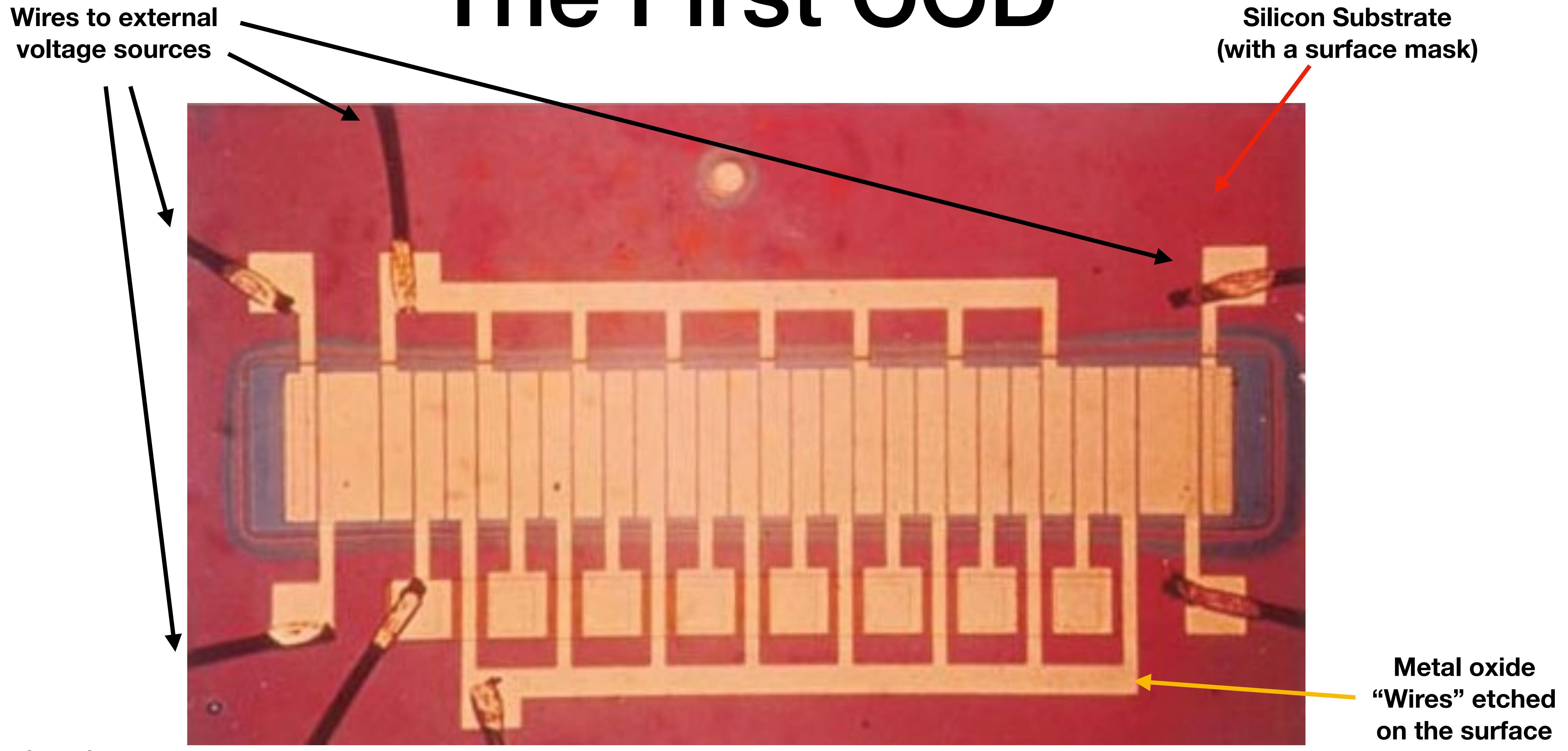


If you can confine and move the electron (or hole), you have an imaging sensor!

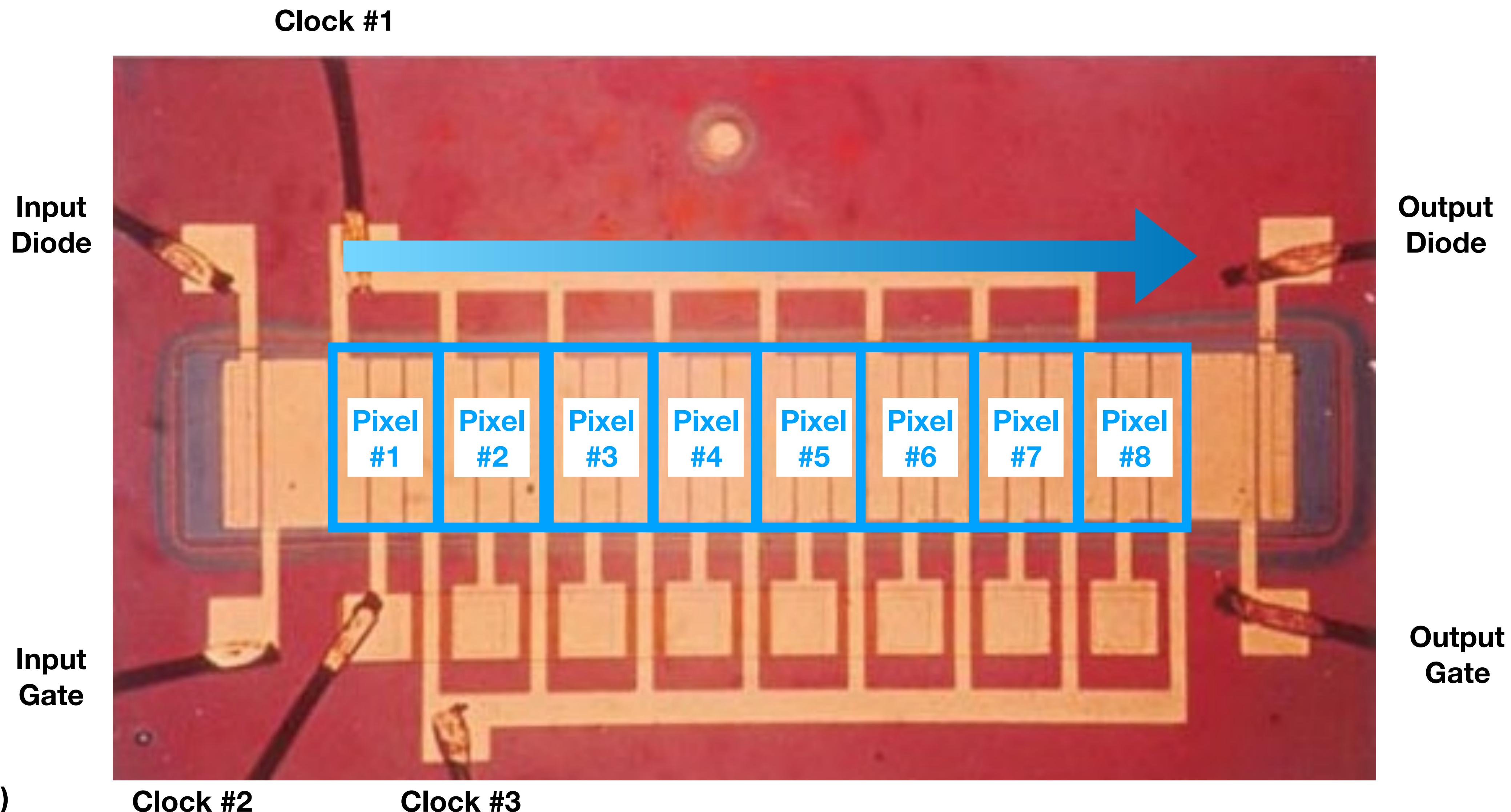
The First CCD



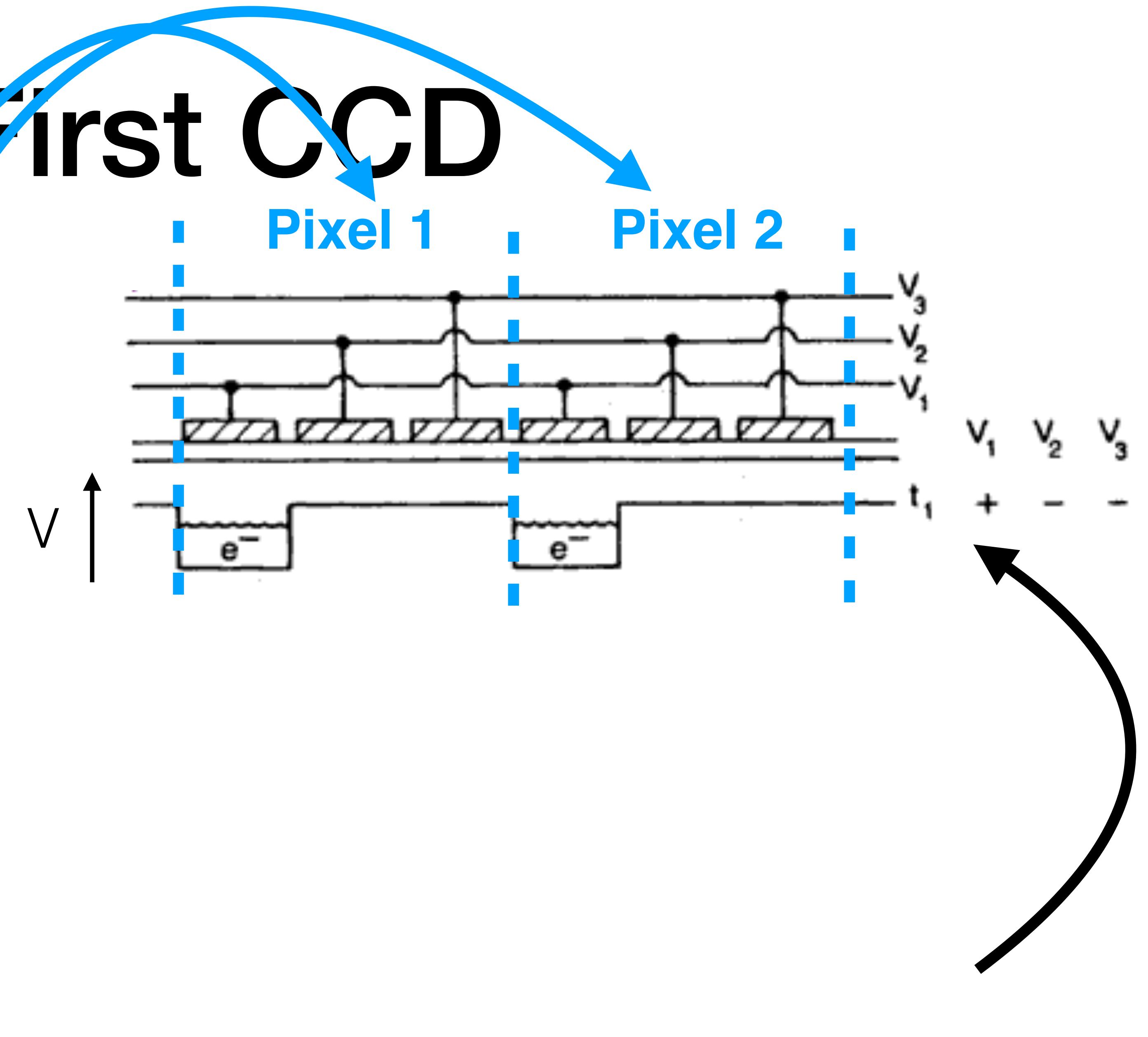
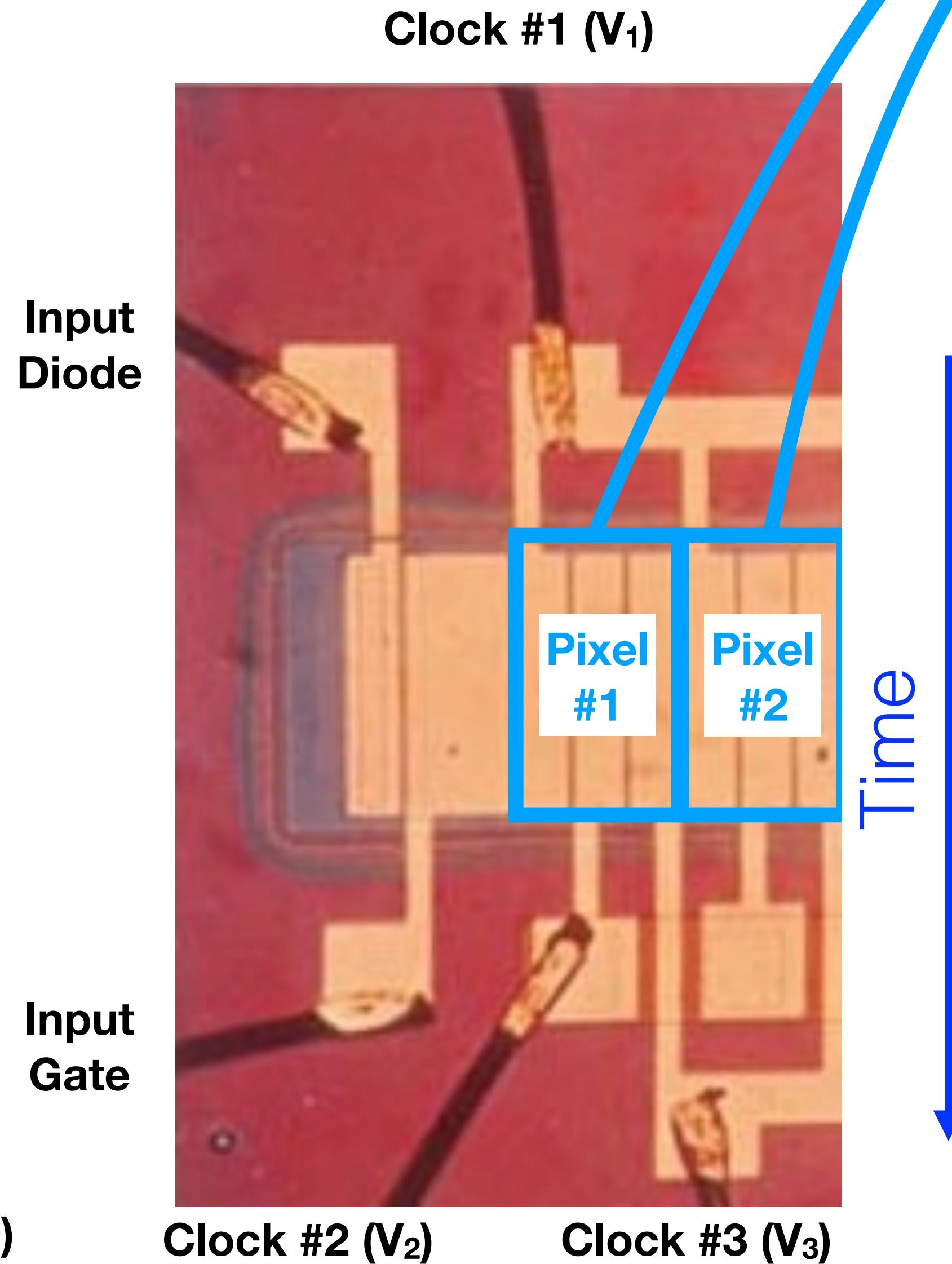
The First CCD



The First CCD

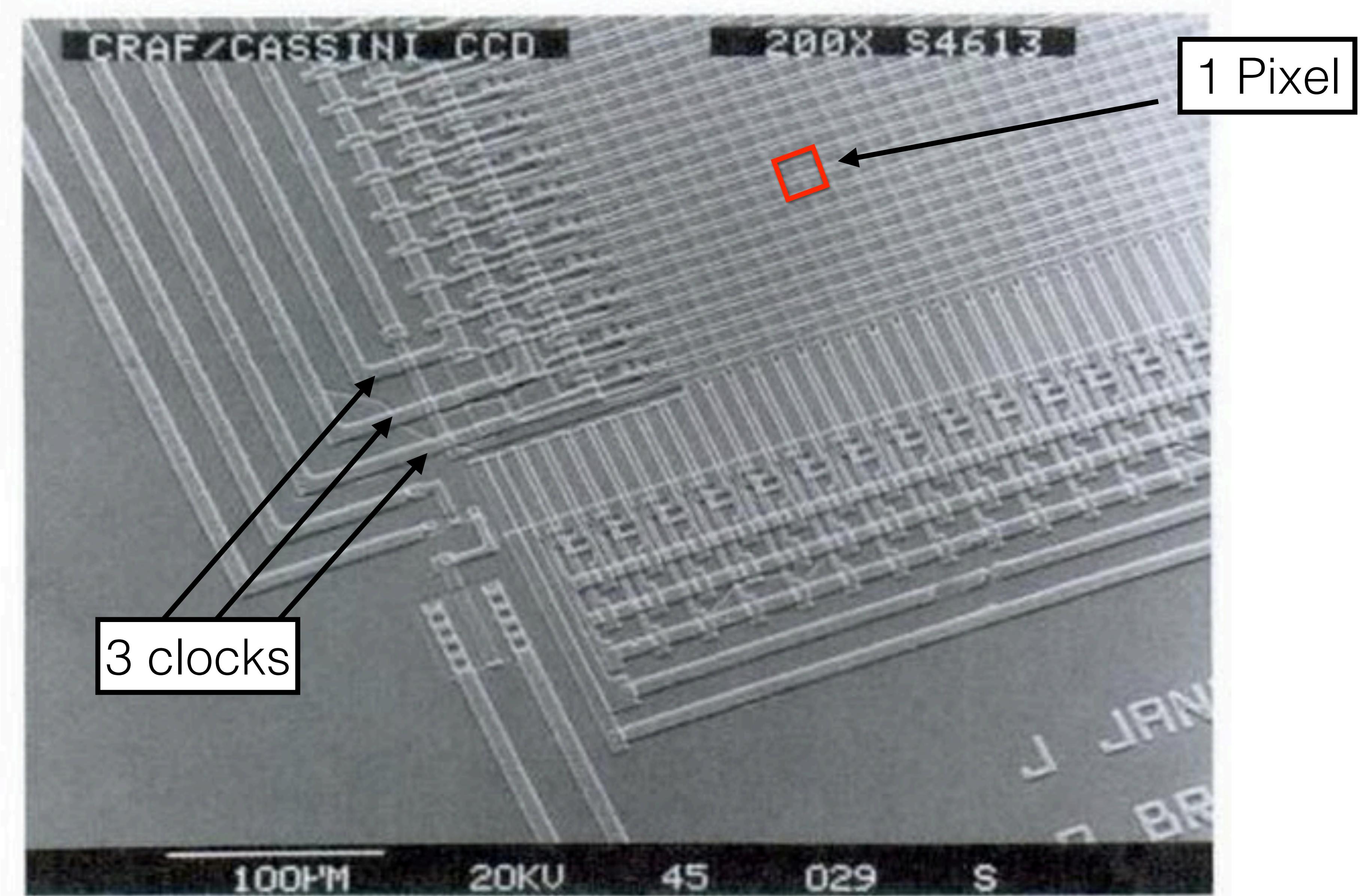


The First CCD



**A DECam CCD has
8 million+ pixels
controlled by only 15
clocks (timed
voltage shifts)!**

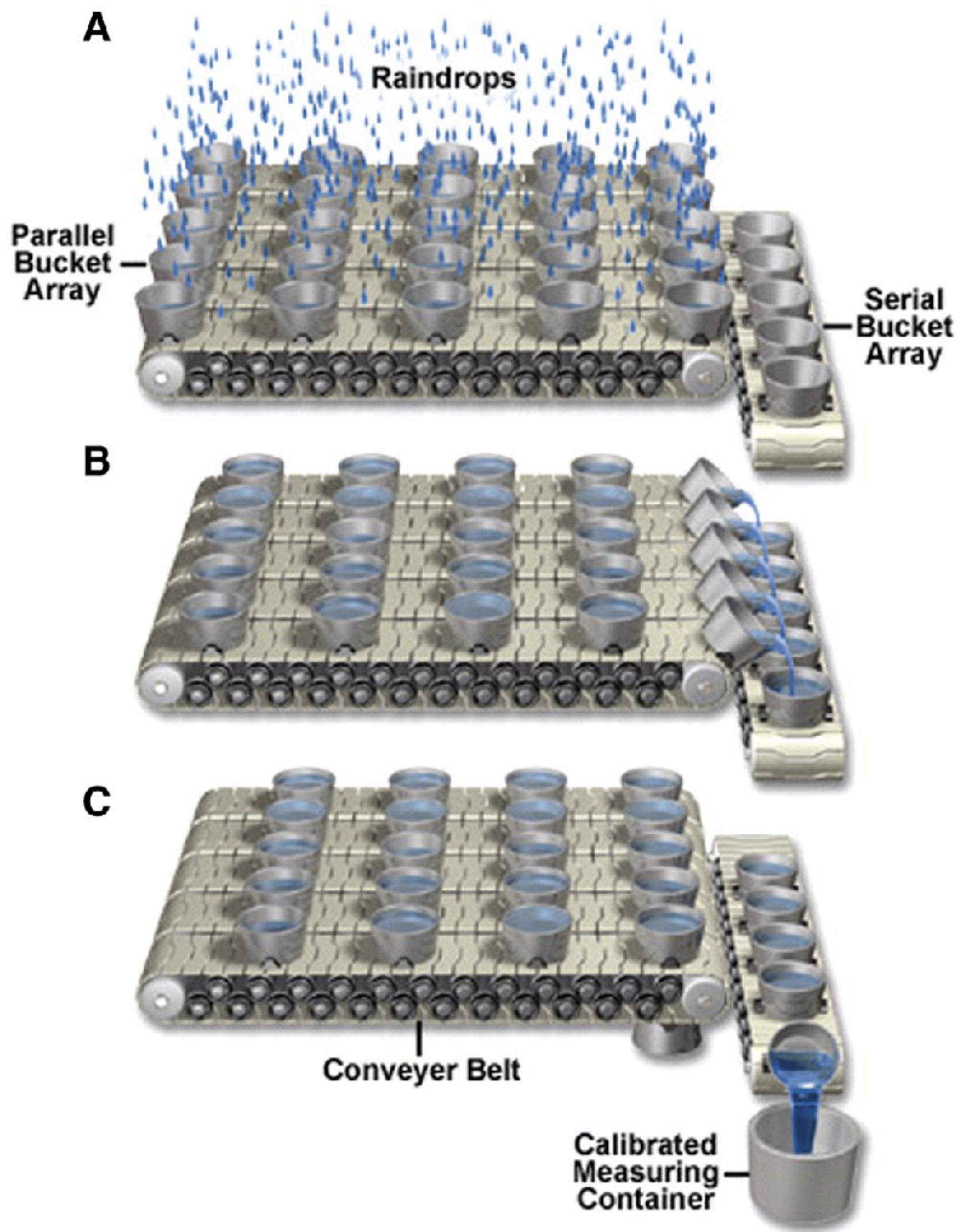
**CCD's are not
especially fast
compared to CMOS
(in your phone), but
they are very stable
and well controlled**



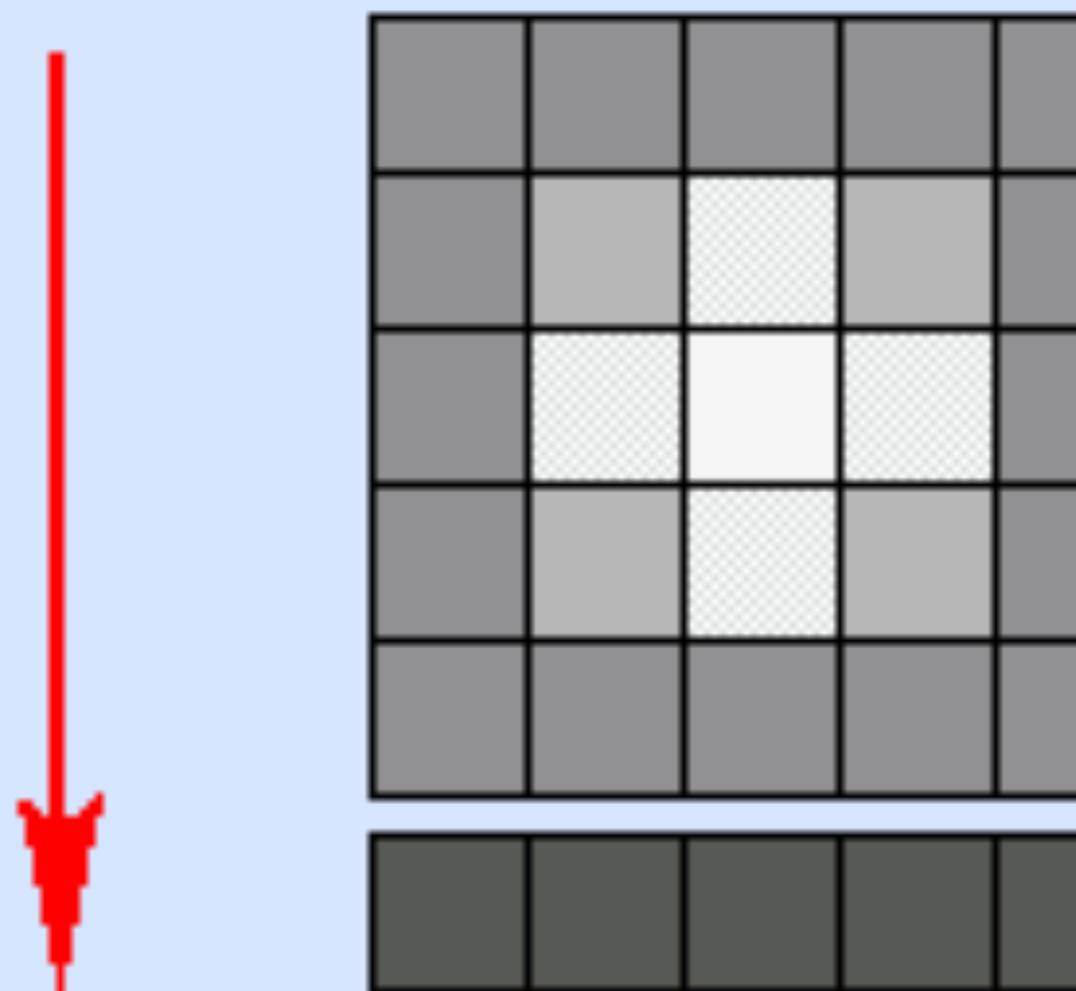
Janesick 2001

Figure 1.12(i) SEM photograph of the amplifier region.

Bucket Brigade

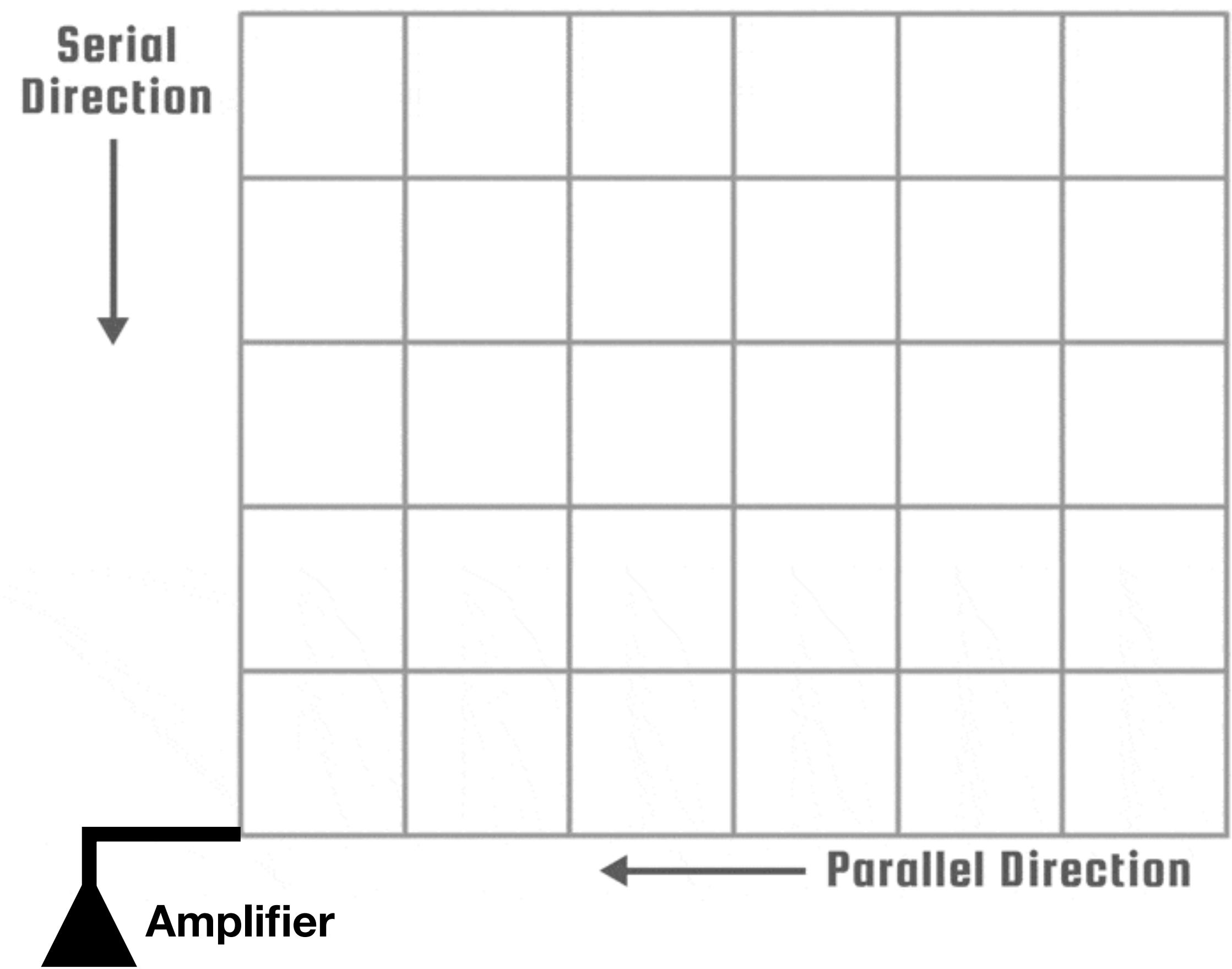


Clocking Parallel Register



Readout

Serial Parallel Readout



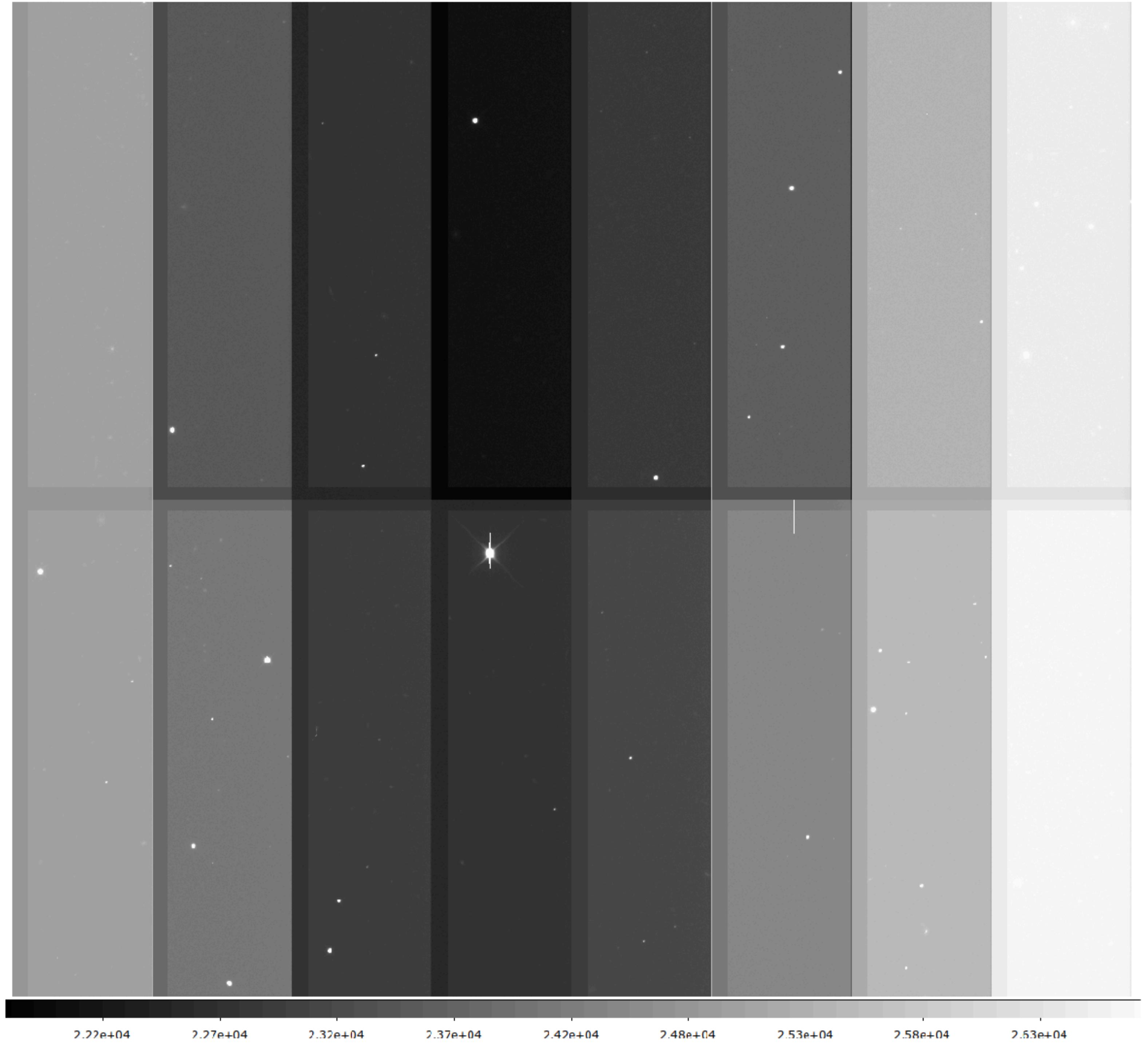
**More output channels,
more speed!**

**LSSTCam CCDs have
16 output channels.**

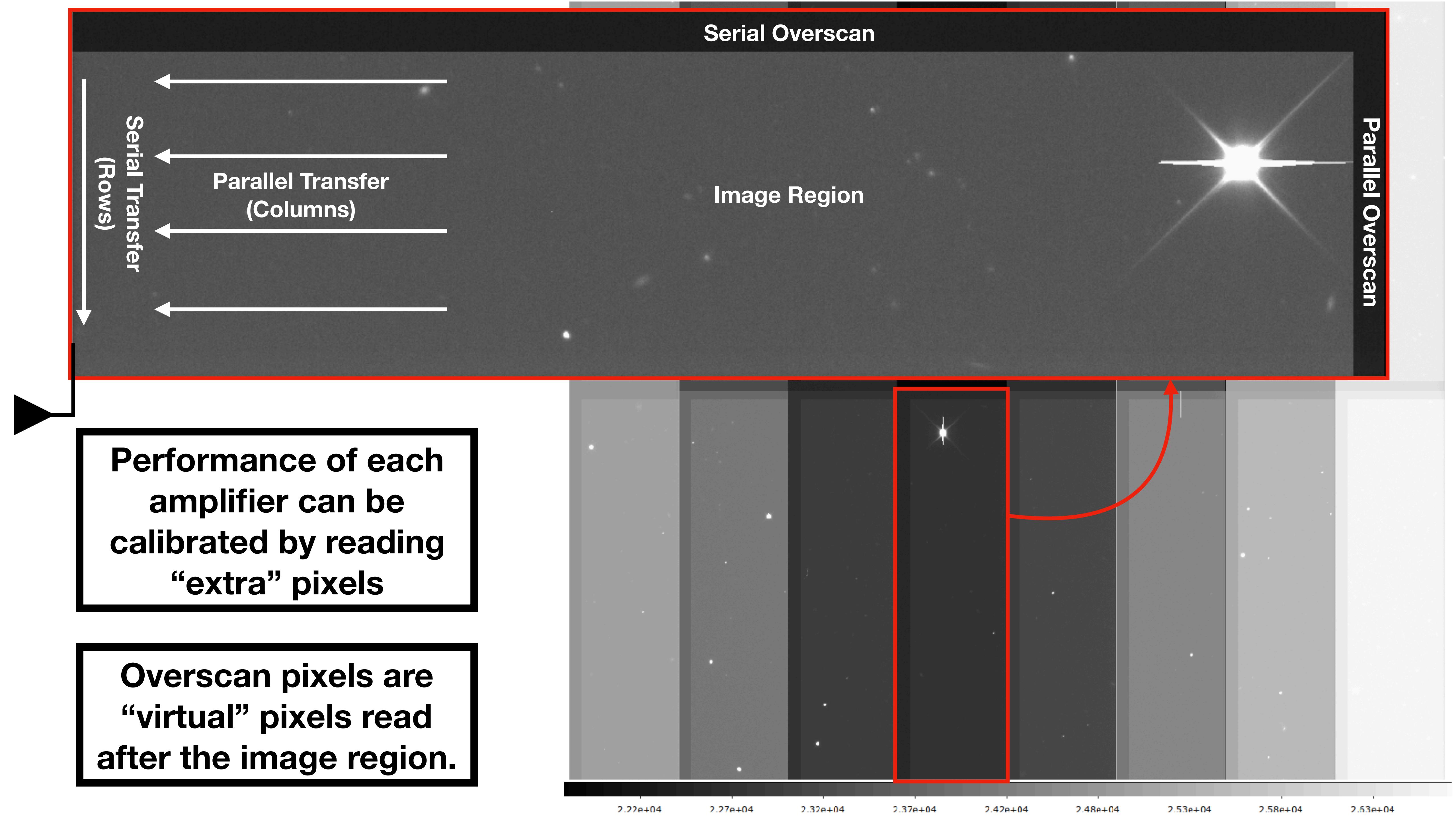
**However, each
amplifier and electronic
chain is different...**

**More amplifiers,
more problems!**

(CMOS...)



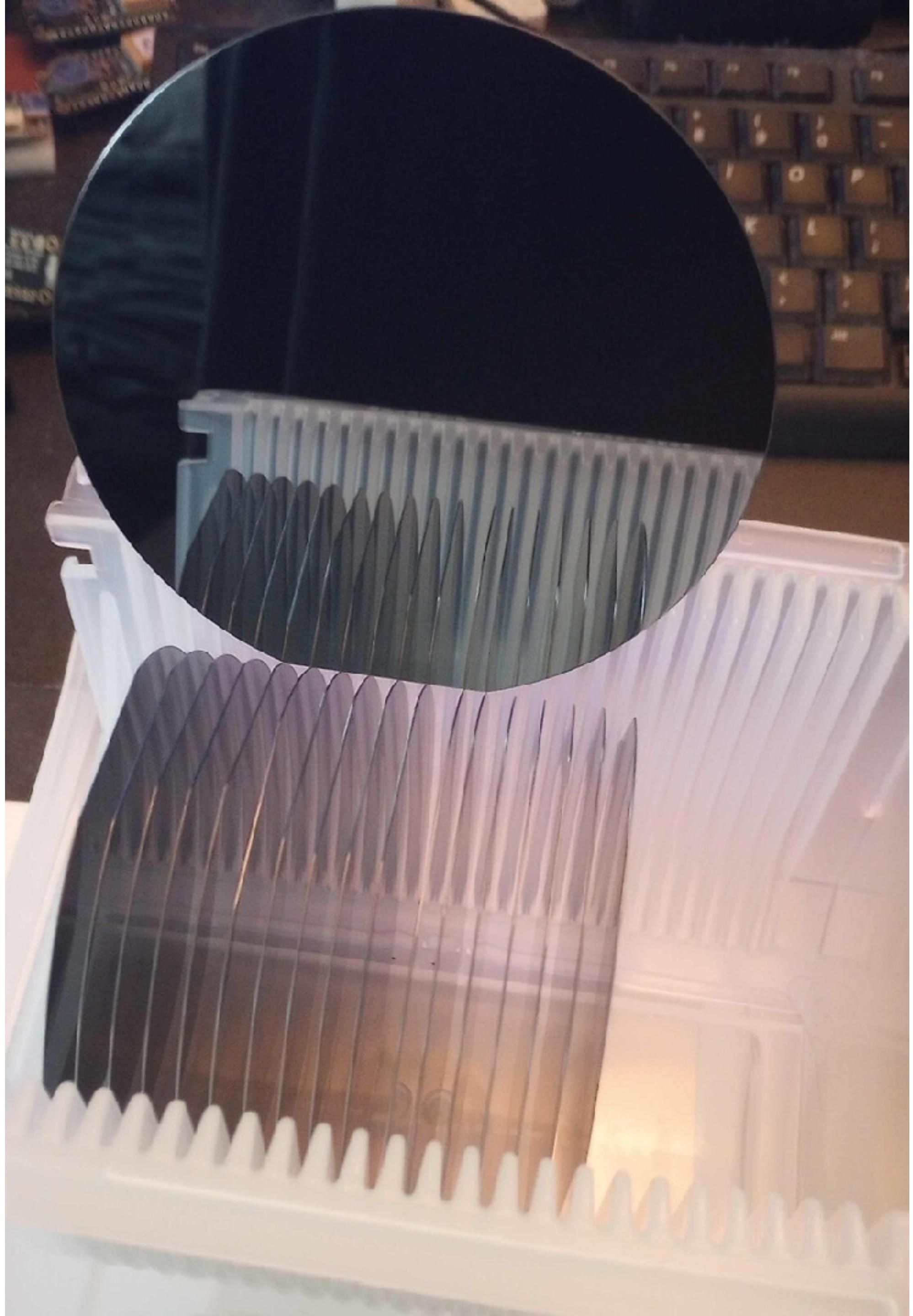
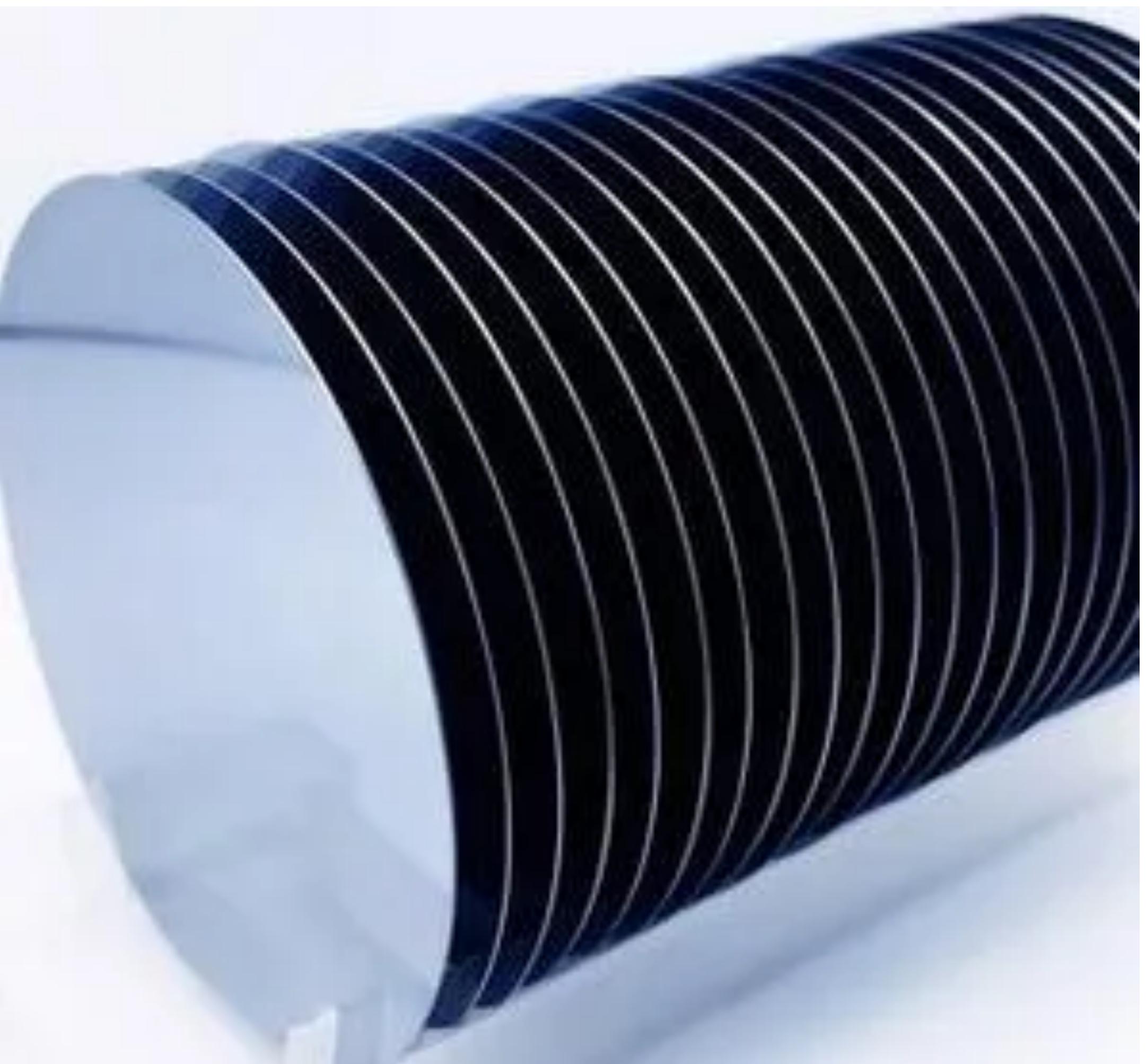
Serial Overscan



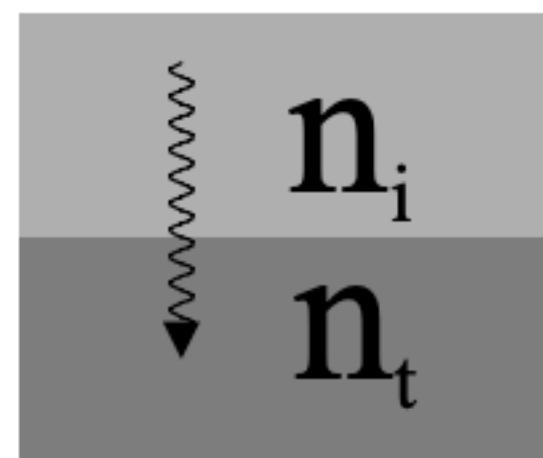
Quantum Efficiency

- Surface coating
- Blue and red sensitivity

Silicon Wafers



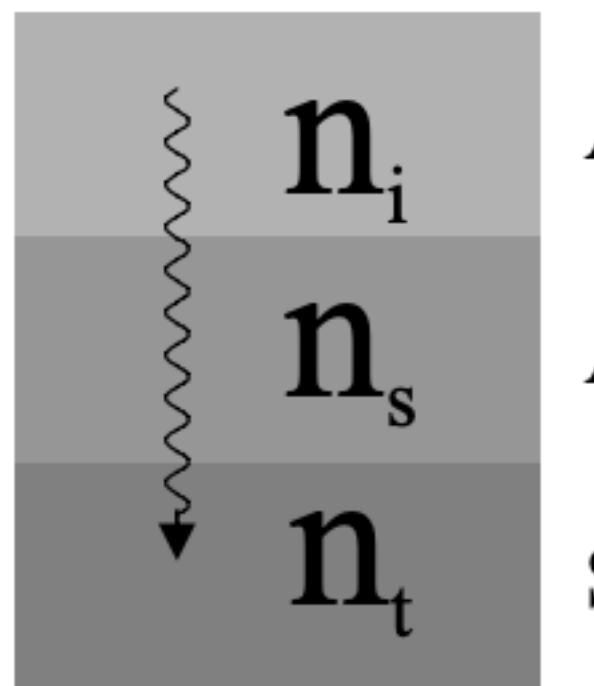
Anti-Reflective Coatings



Fraction of photons reflected at the interface between two media of differing refractive indices

$$= \left[\frac{n_t - n_i}{n_t + n_i} \right]^2$$

n of air or vacuum is 1.0, glass is 1.46, water is 1.33, and silicon is **3.6**!
-> Window glass in air reflects 3.5% and silicon in air reflects 32%!

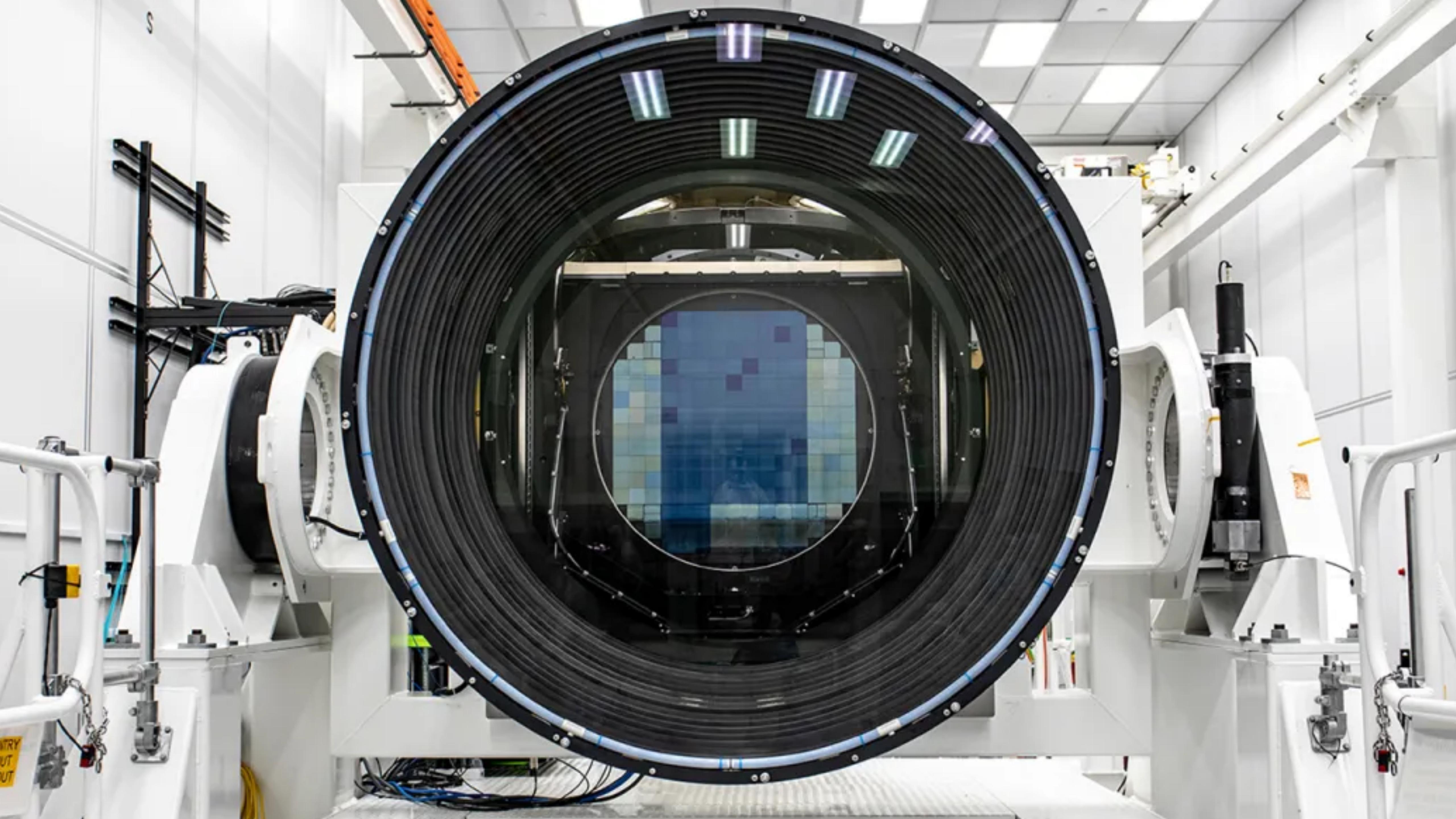


Air $\left[\frac{n_t \times n_i - n_s^2}{n_t \times n_i + n_s^2} \right]^2$

AR Coating

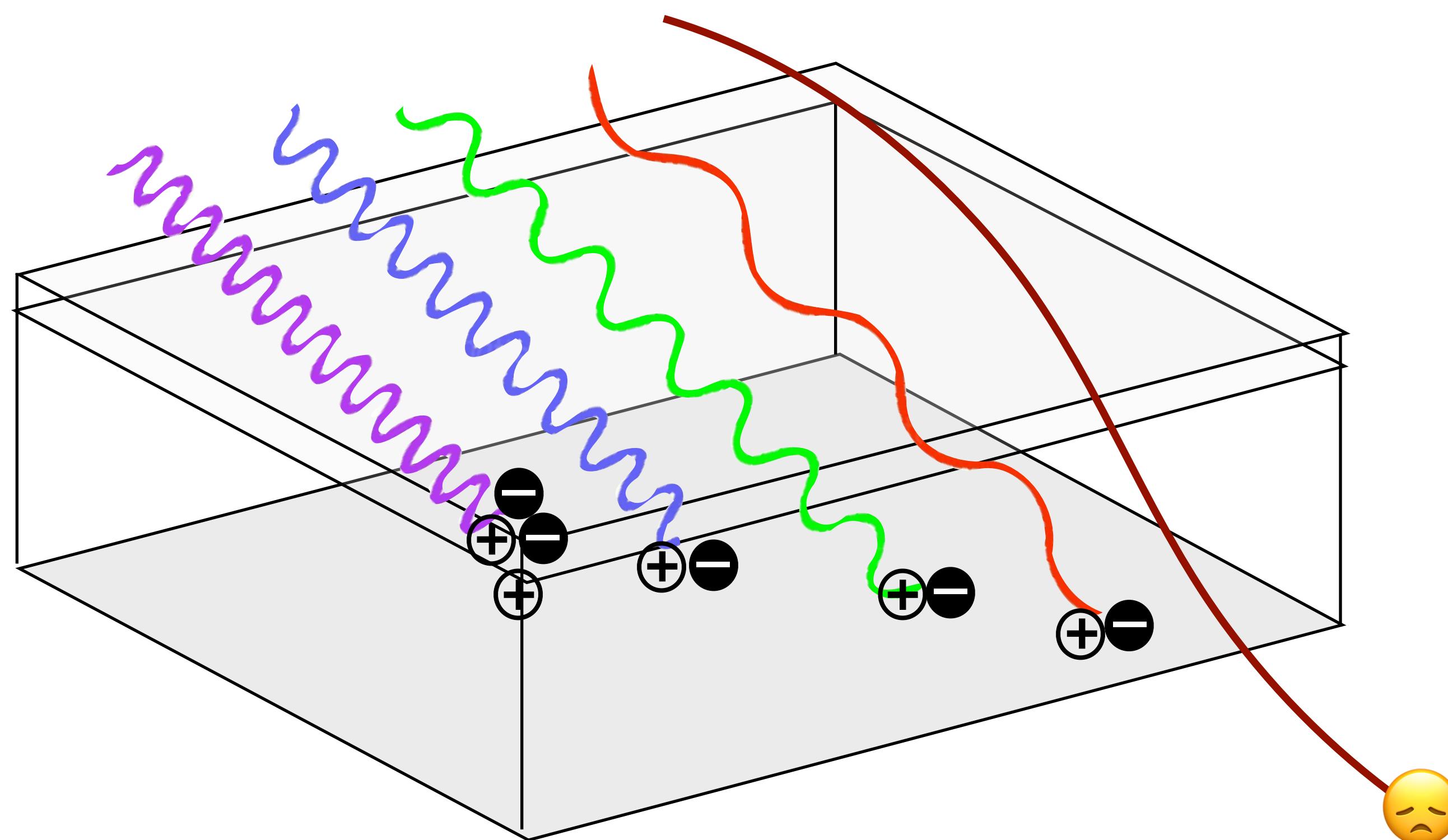
Silicon

When $n_s^2 = n_t$ the reflectivity drops to 0!
However, there are many complexities to this...



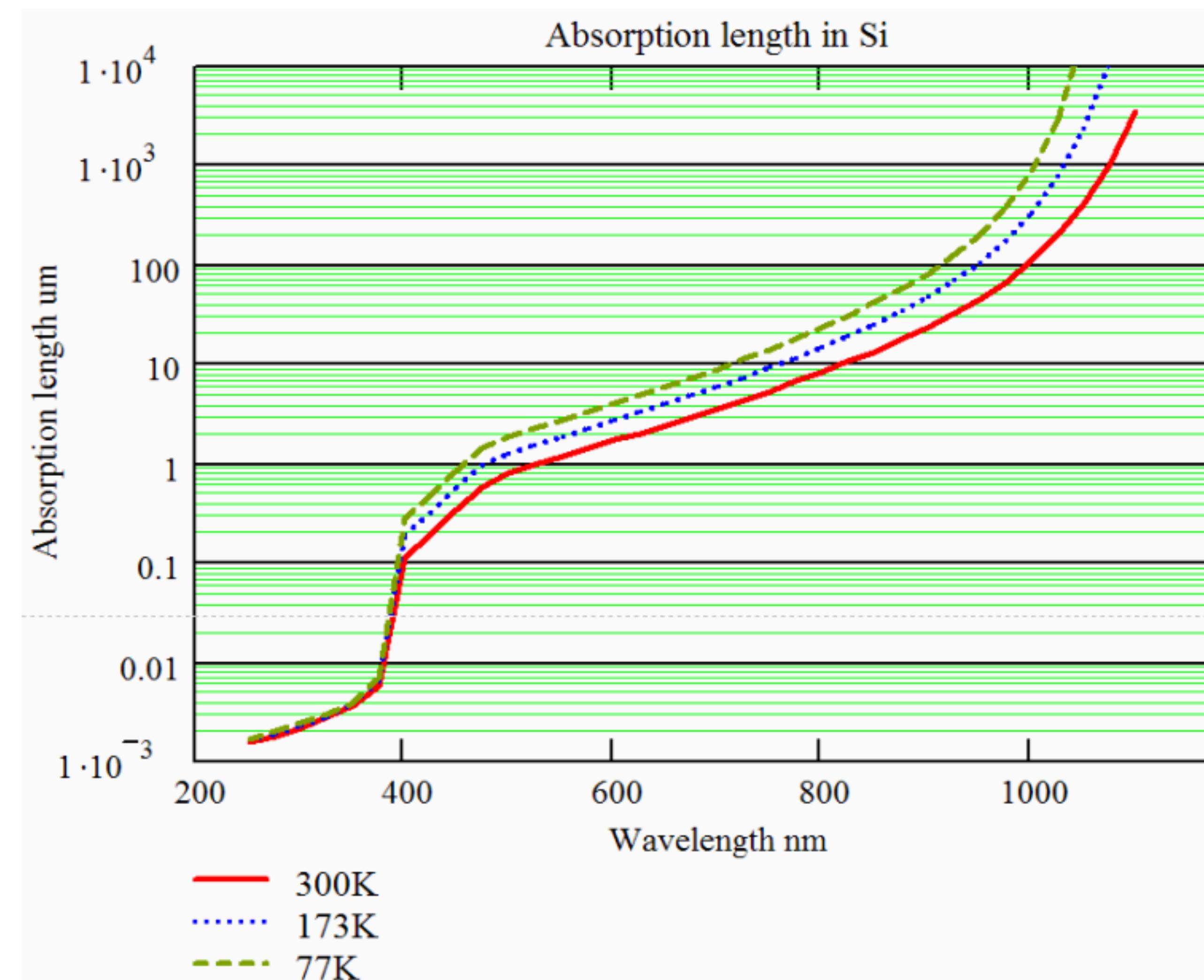
Absorption Depth of Silicon

- For high QE in the infrared, need very thick detectors ($\sim 300\mu\text{m}$).
- For high QE in the UV, need to be able to capture charge created within $\sim 10\text{nm}$ of the surface.
- Photons with energies $> 3.6 \text{ eV}$ have some probability of producing multiple electron-hole pairs (“quantum yield”)

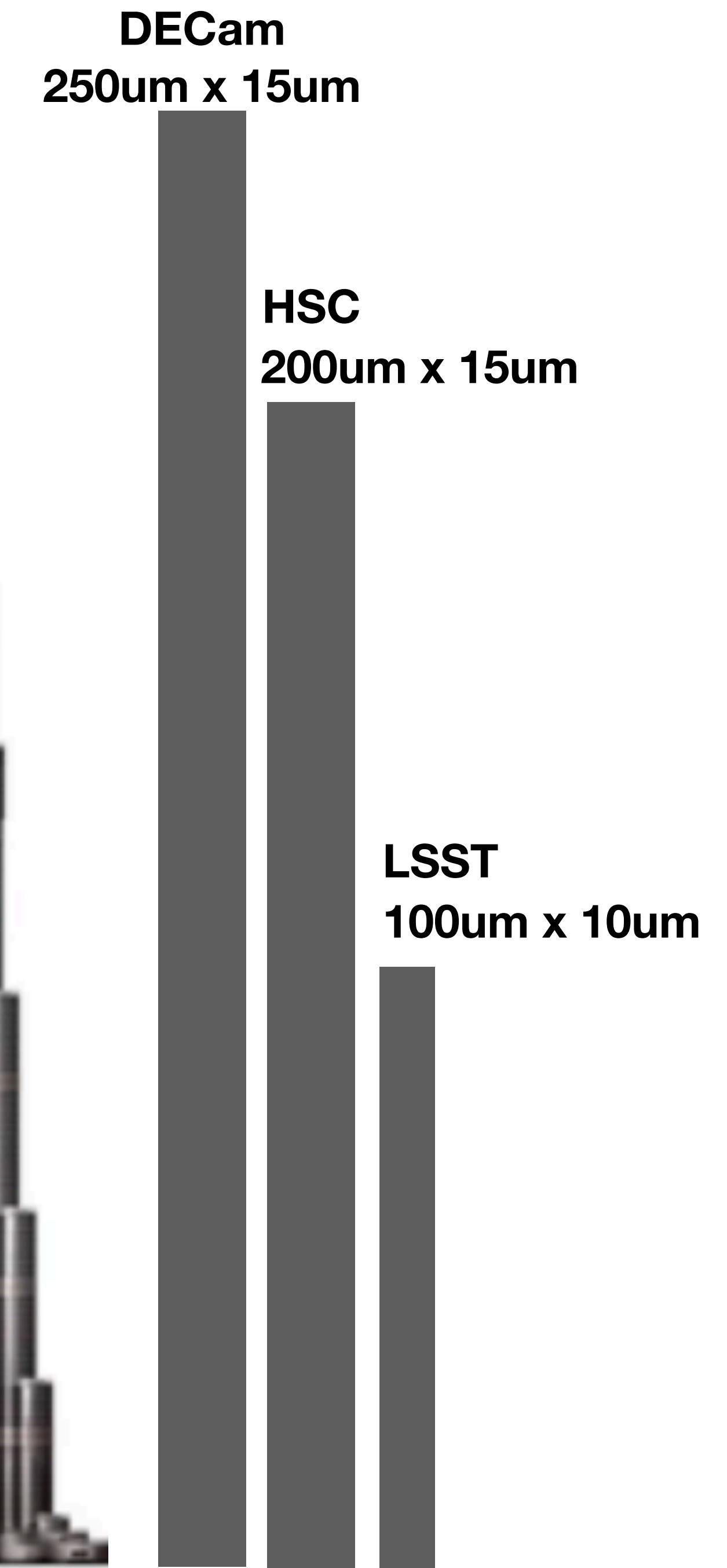


Absorption Depth of Silicon

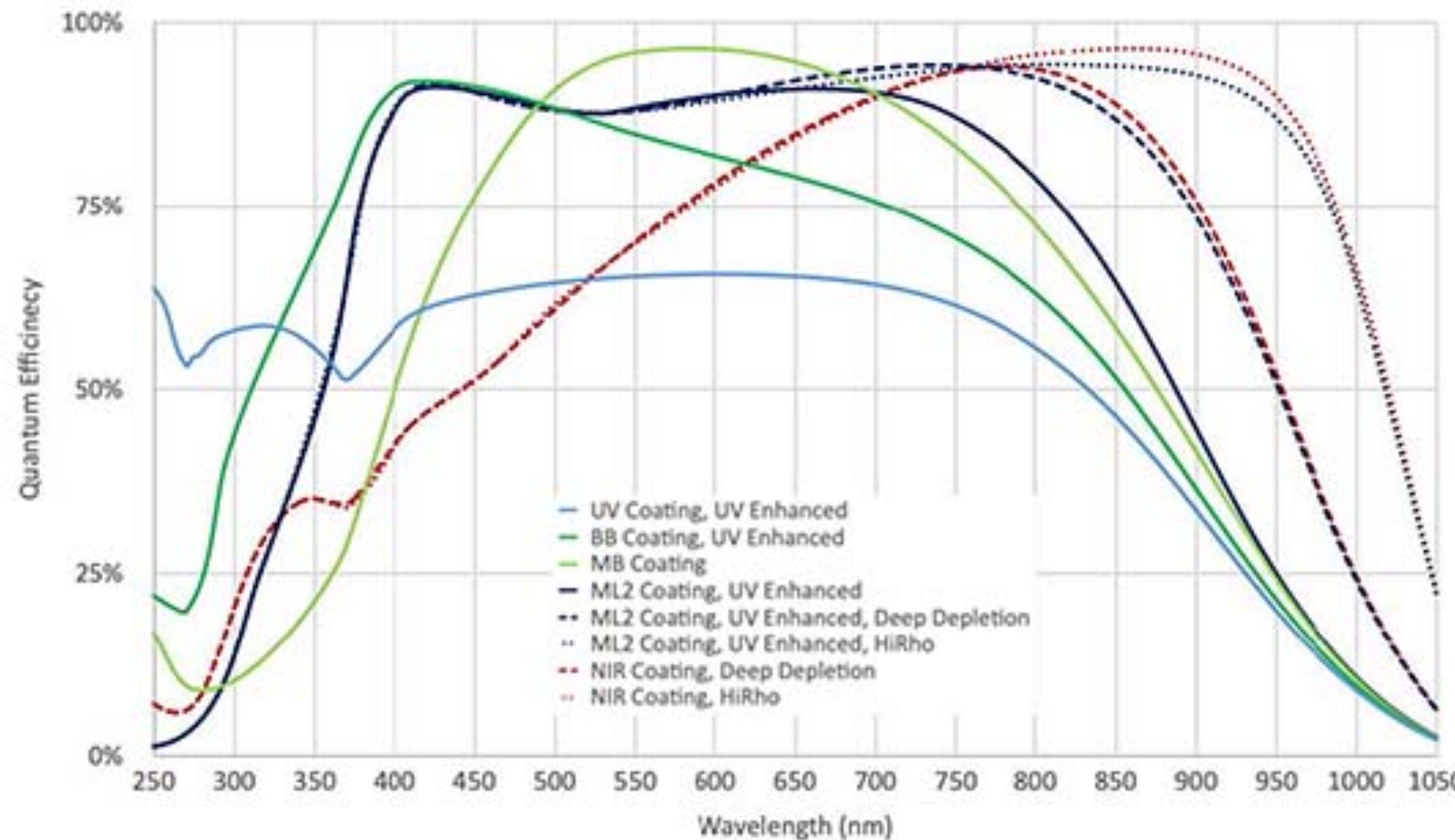
- For high QE in the infrared, need very thick detectors (~300um).
- For high QE in the UV, need to be able to capture charge created within ~10nm of the surface.
- Photons with energies > 3.6 eV have some probability of producing multiple electron-hole pairs (“quantum yield”)



Thick CCDs



Quantum Efficiency

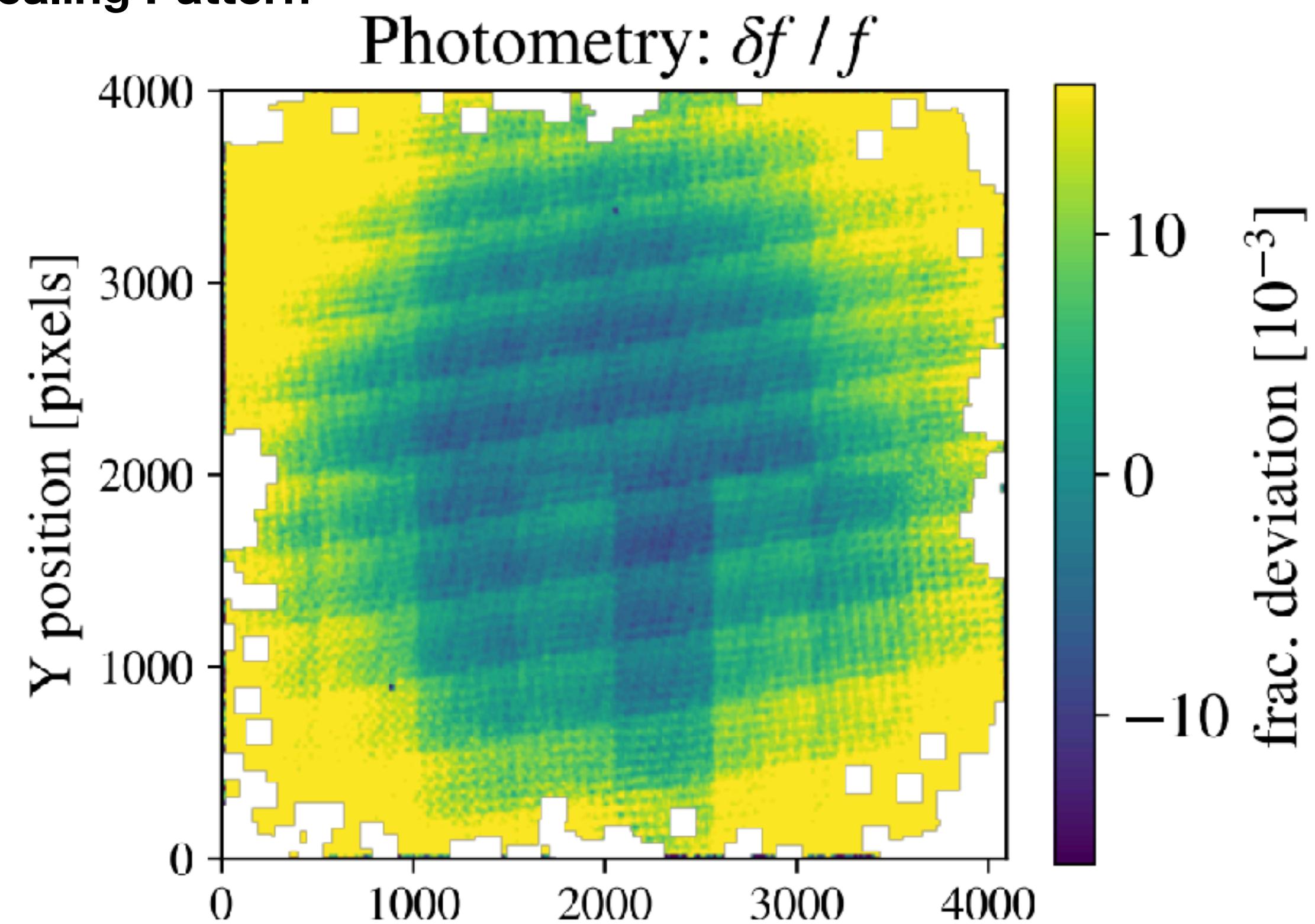


Quantum Efficiency Variations

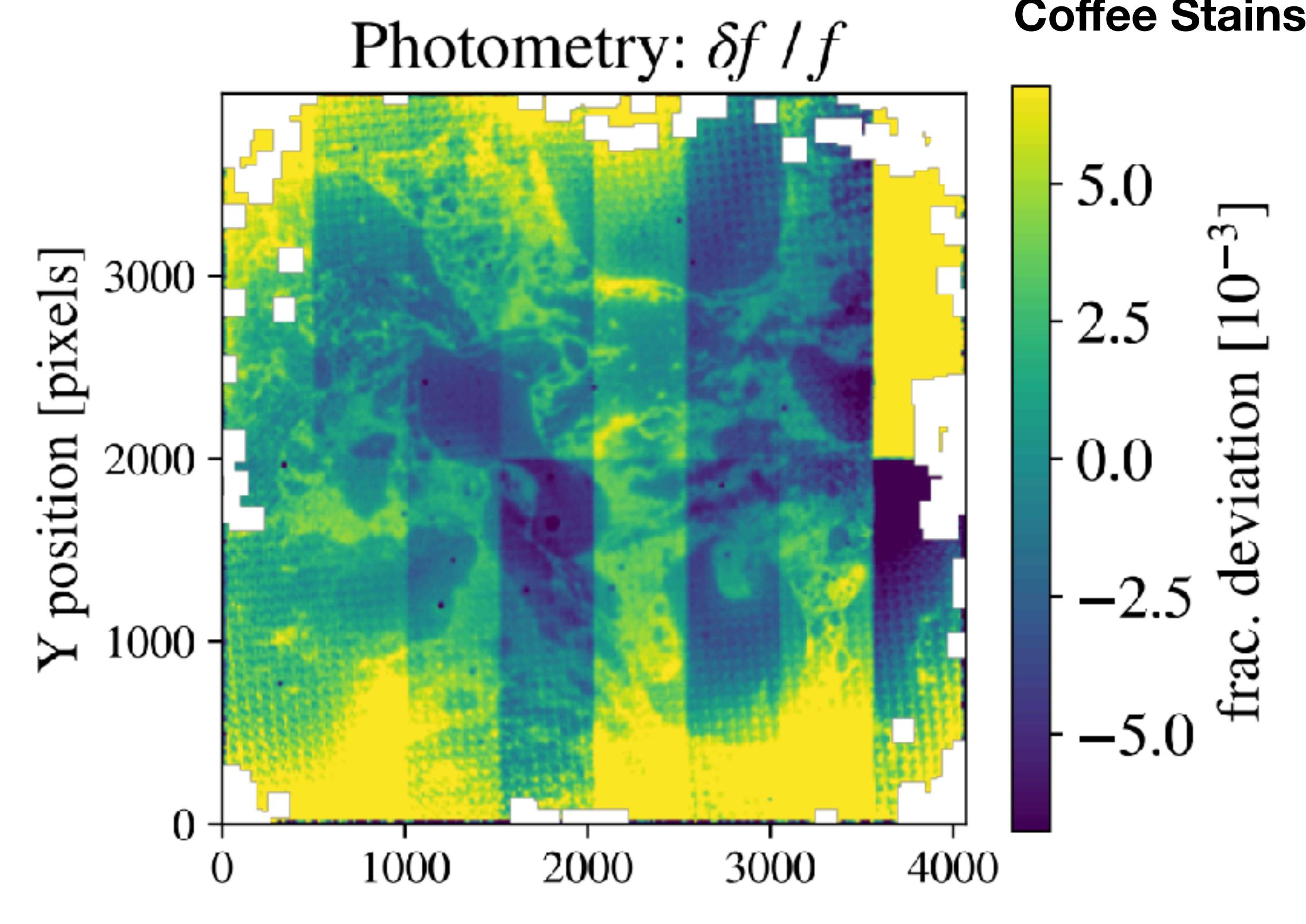
Typically ~percent-level variations

Backside features in the blue; frontside features in the red.

LSST e2v
Annealing Pattern



Generally corrected with flat fields.

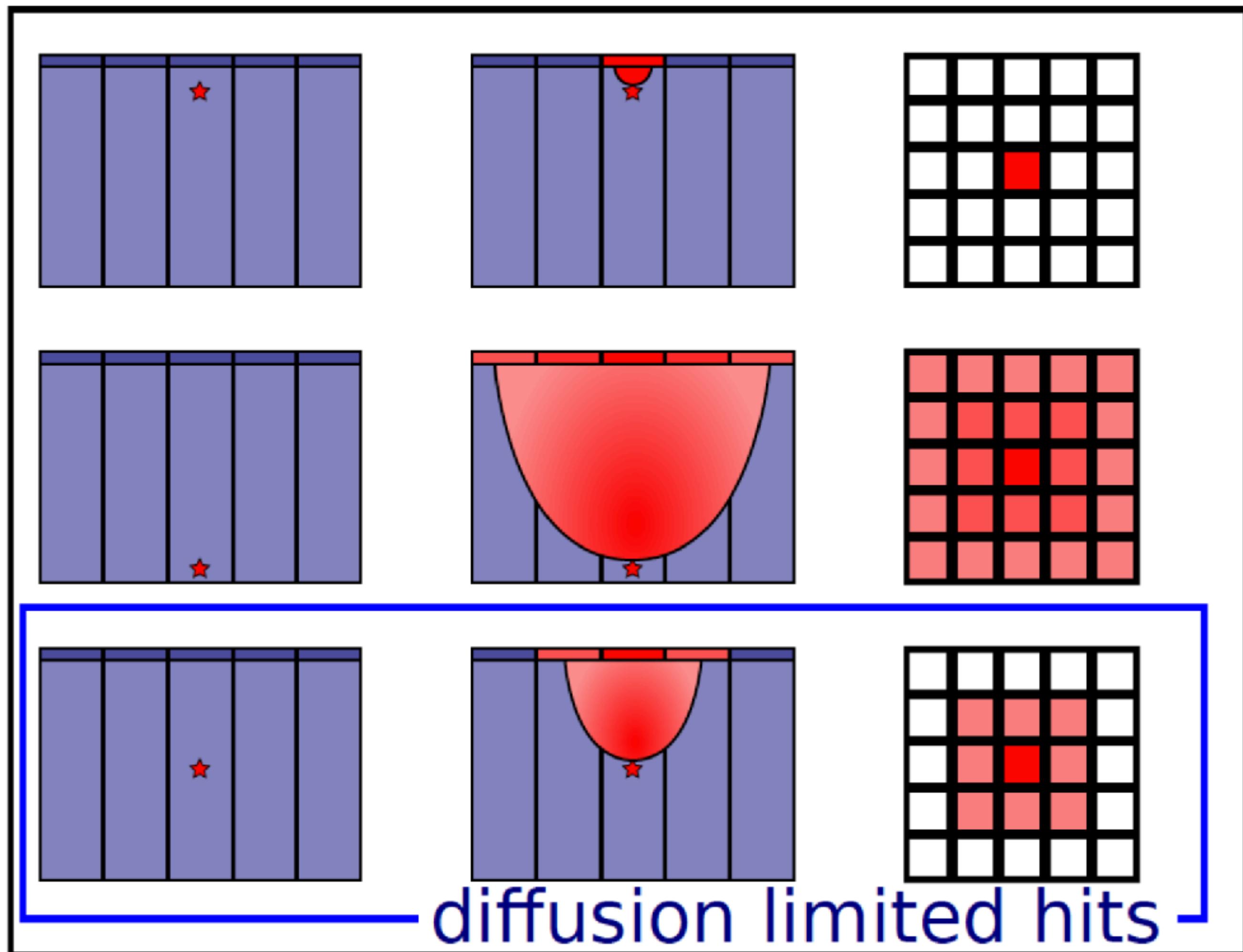


Charge Localization

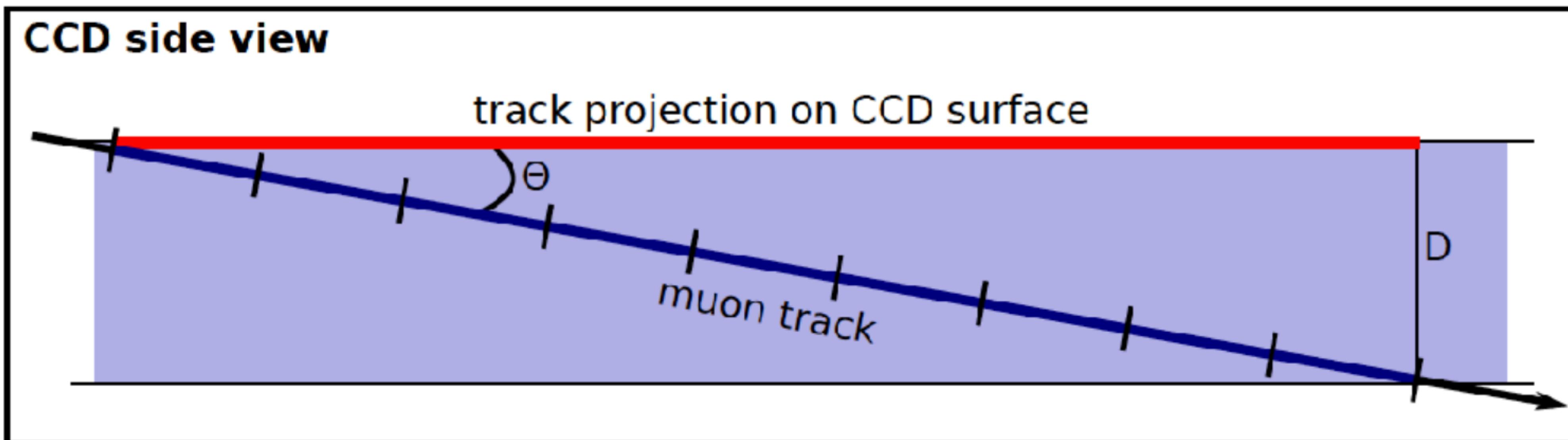
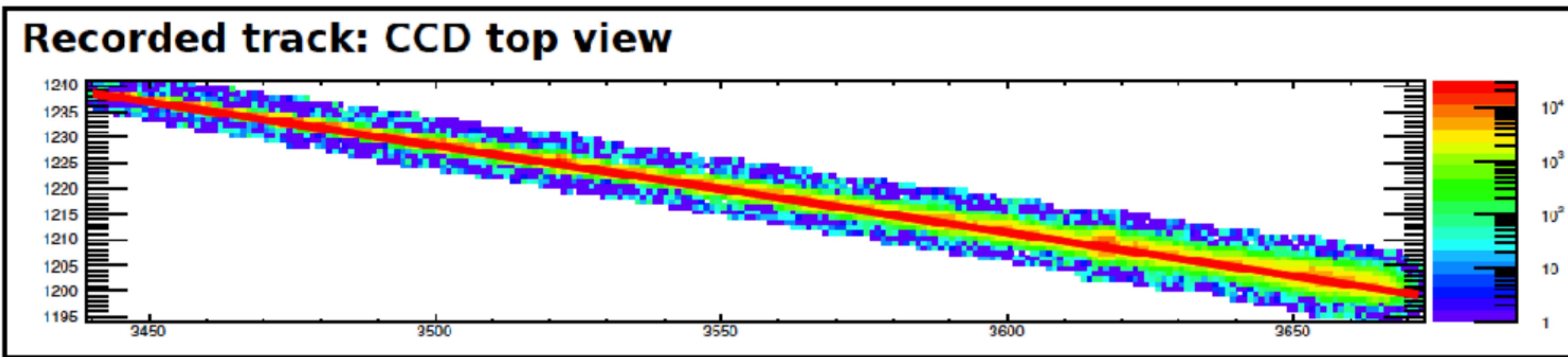
- Diffusion
- Brighter-fatter

Charge Diffusion

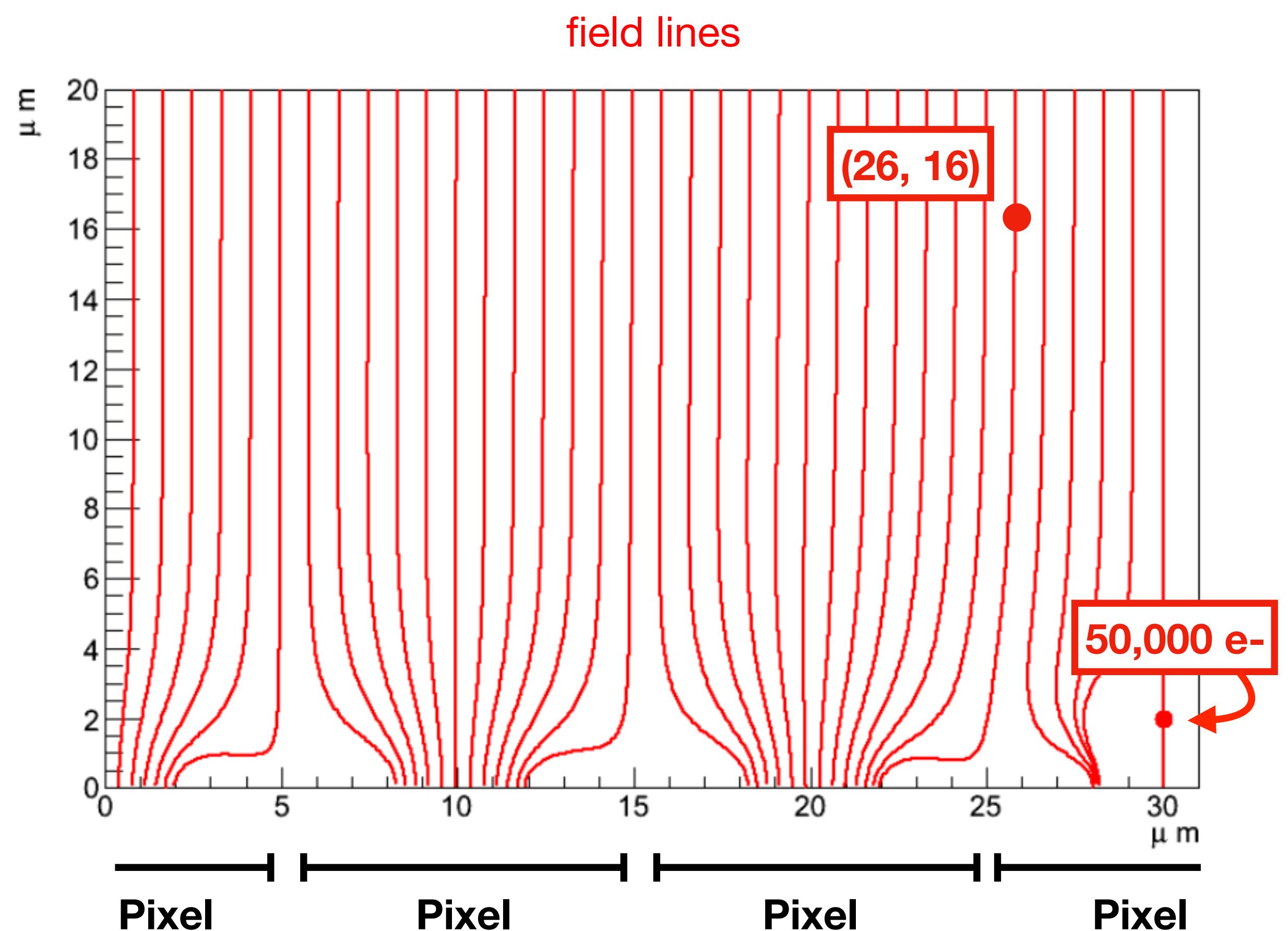
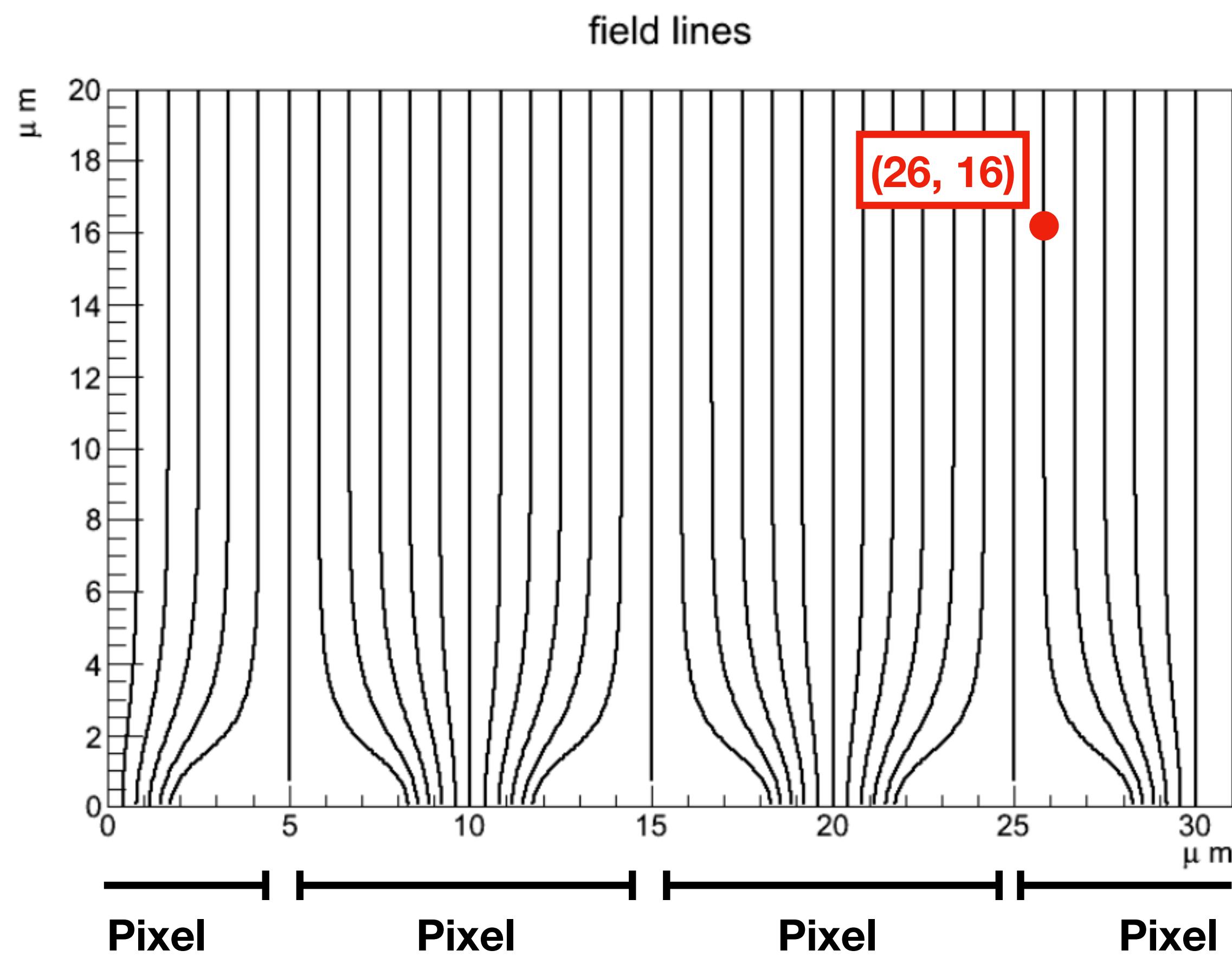
- Remember: Pixels are not physical barriers in the silicon, they are established by electrostatic potential barriers.
- Charge needs to drift vertically to be collected in the epitaxial layer.
- Charge can also move laterally if the potential barrier is not strong enough.



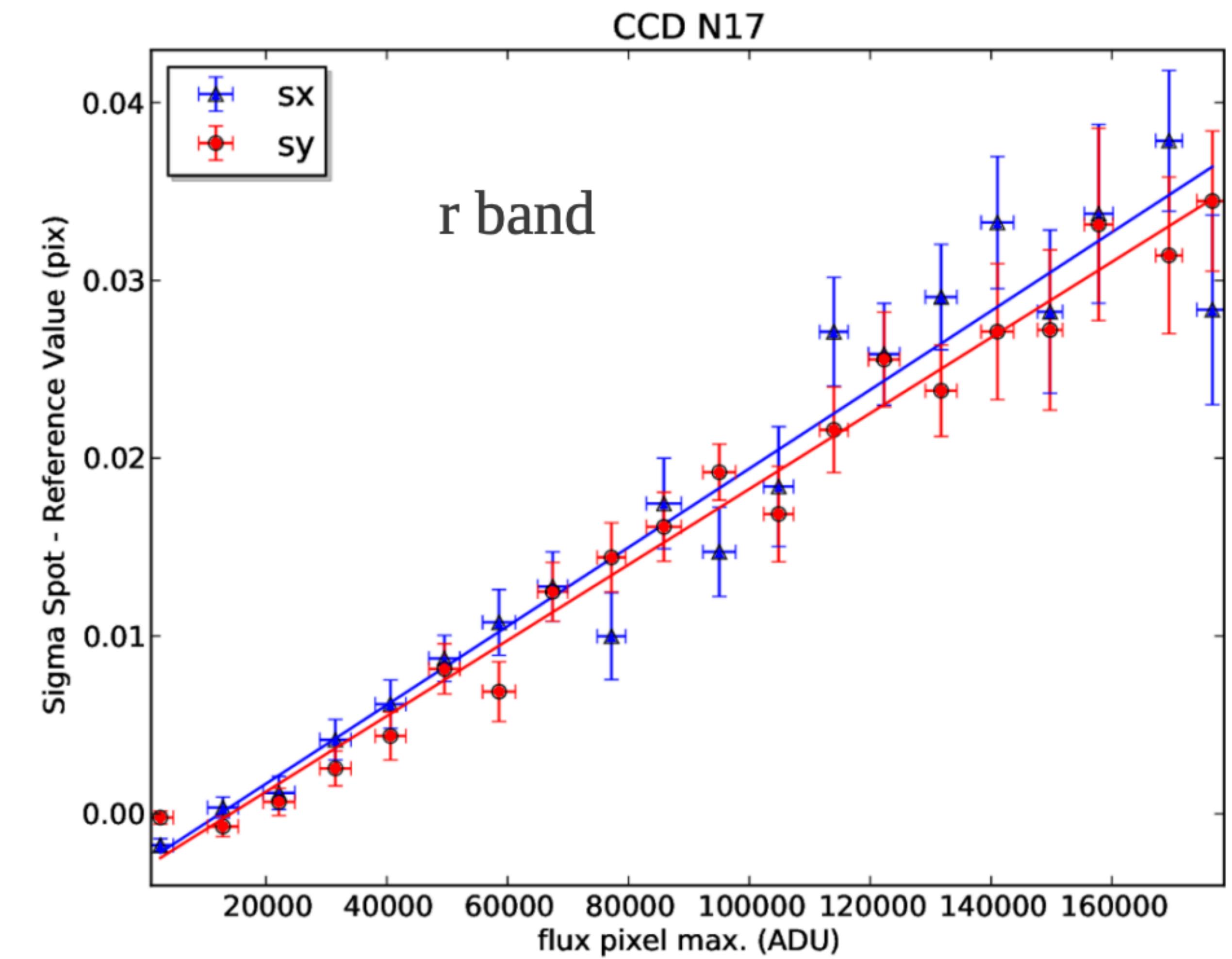
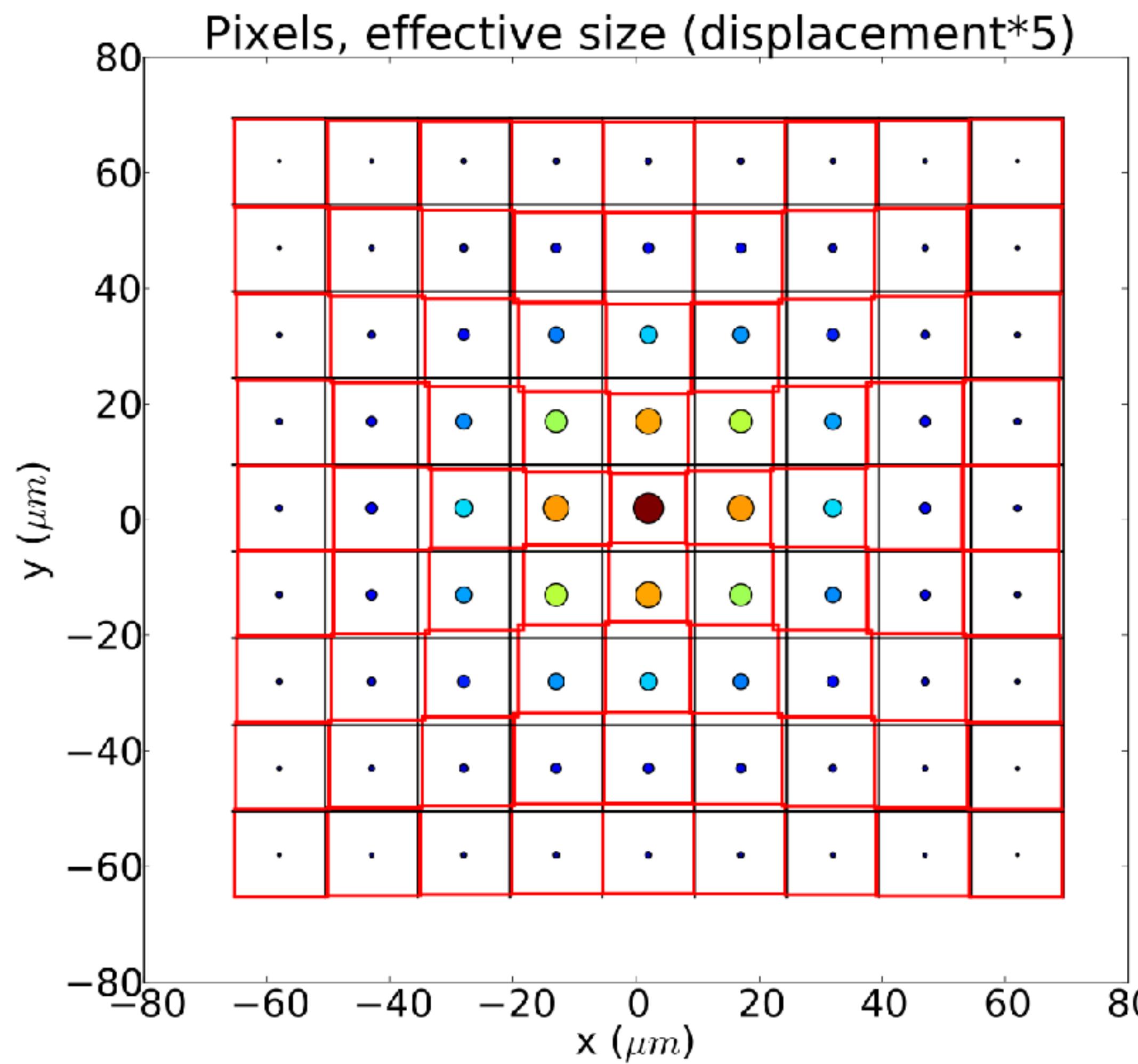
Charge Diffusion



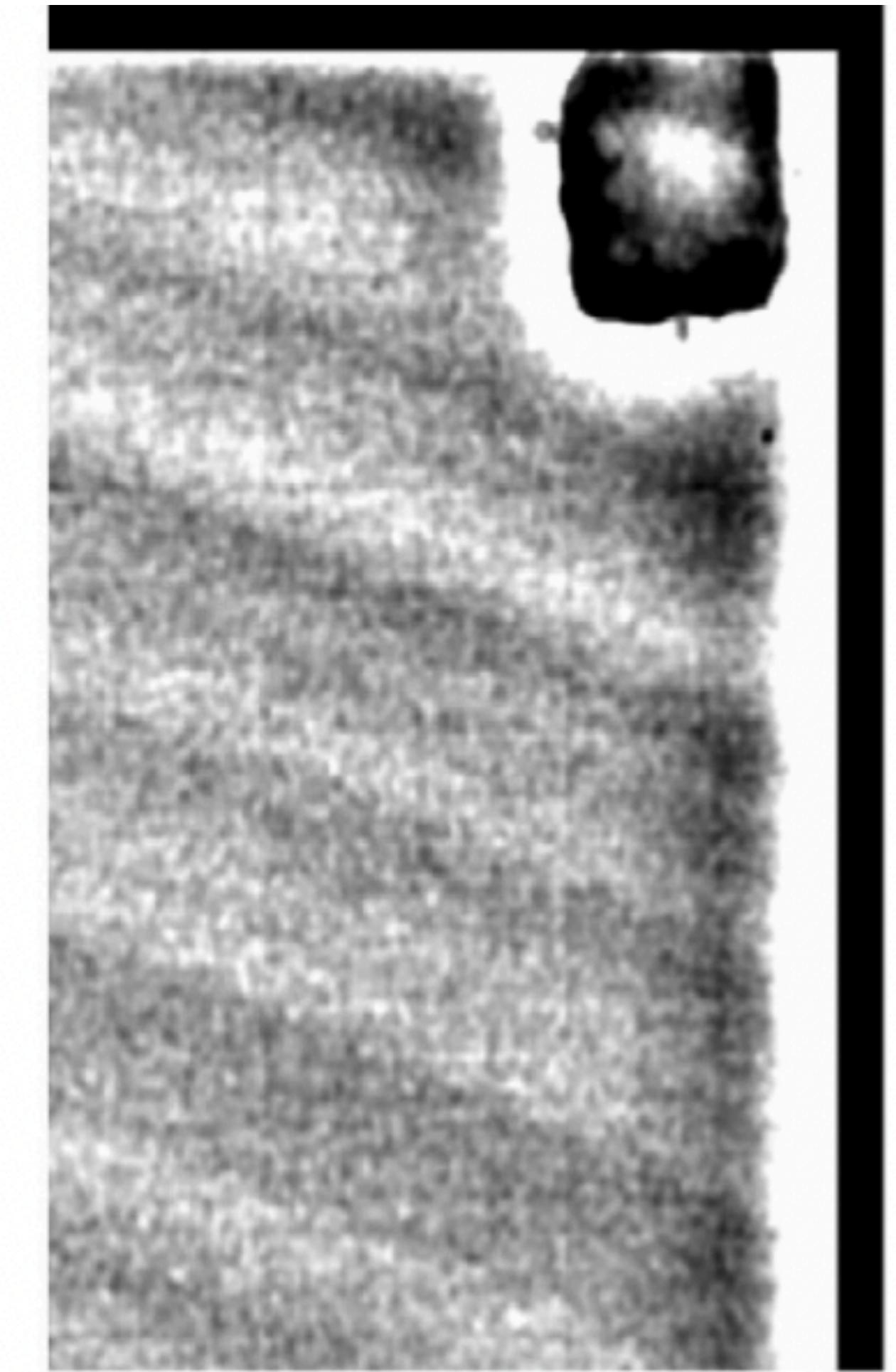
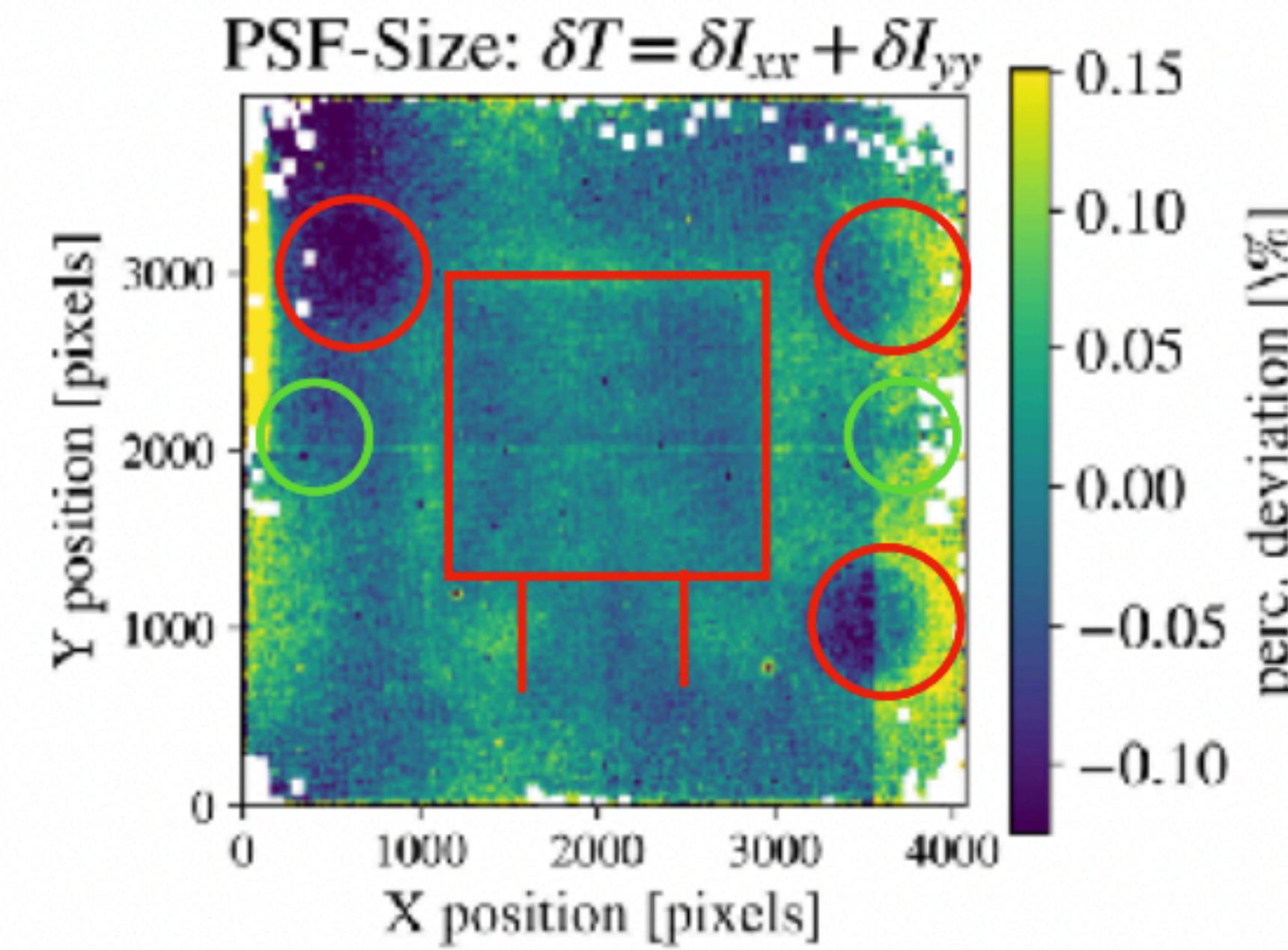
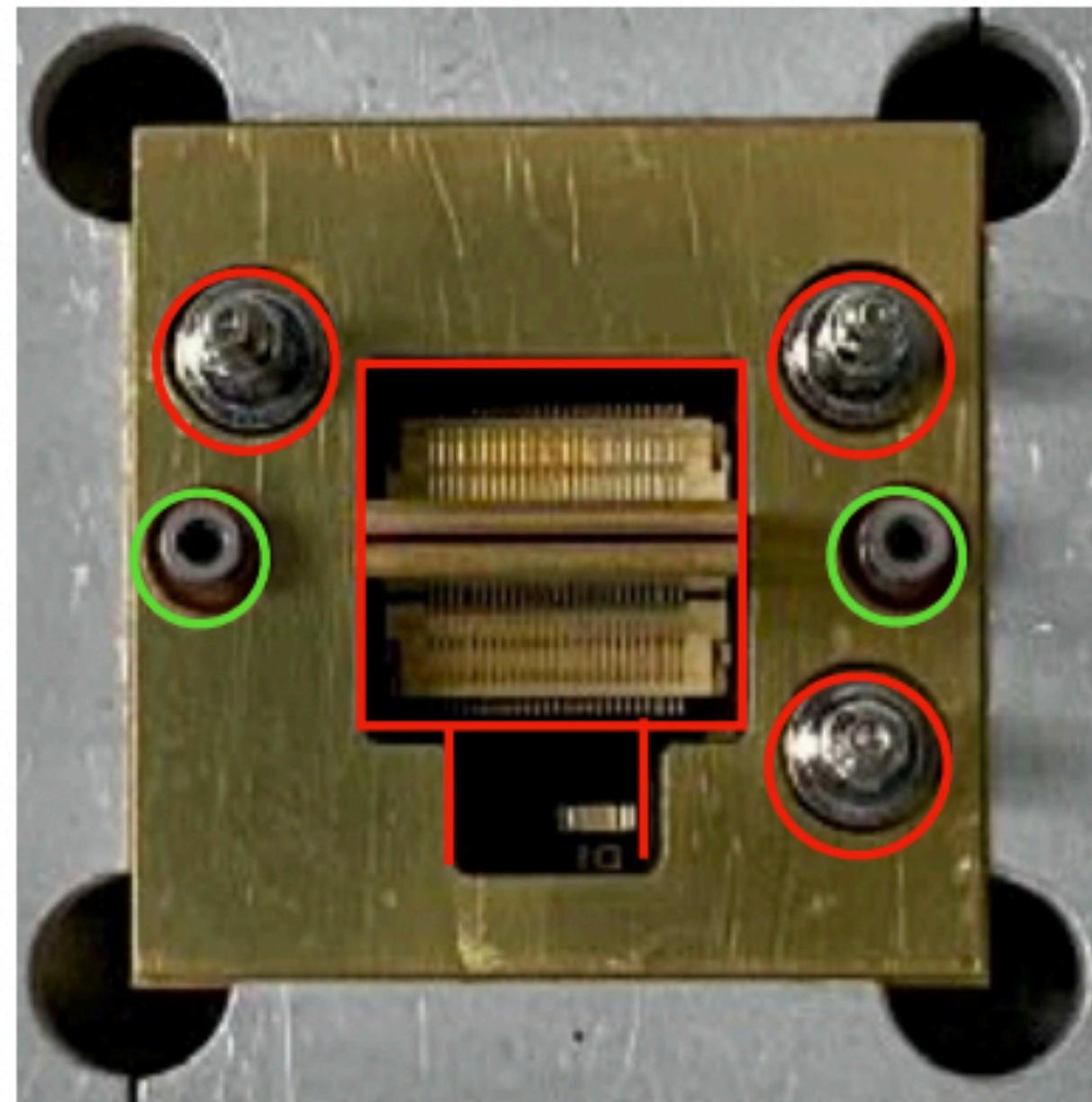
The Brighter Fatter Effect



Brighter Fatter Effect



Pixel Distortions and Size Variations



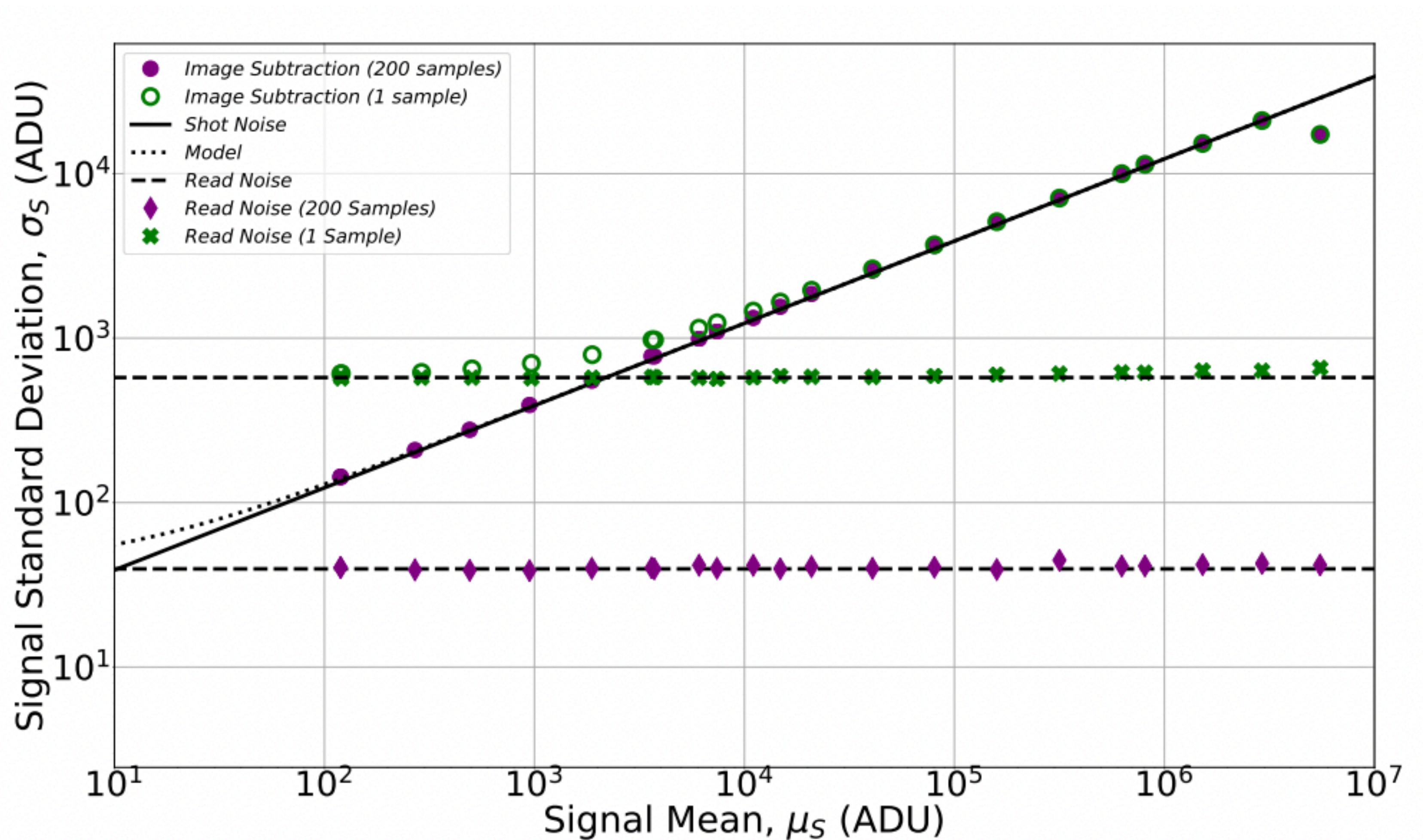
Charge Measurement

- Charge in pixels moved through the serial register and onto a output stage.
- Generally something like a tiny capacitor where depositing charge leads to a change in voltage that can be measured.
- That voltage is digitized by an analog-to-digital converter (ADC). Measure a difference between a reference voltage and a signal voltage (see correlated double sampling, CDS)
- A small bias is added so the the ADC measures a positive integer (limited number of bits). This bias can be removed in software.

Gain

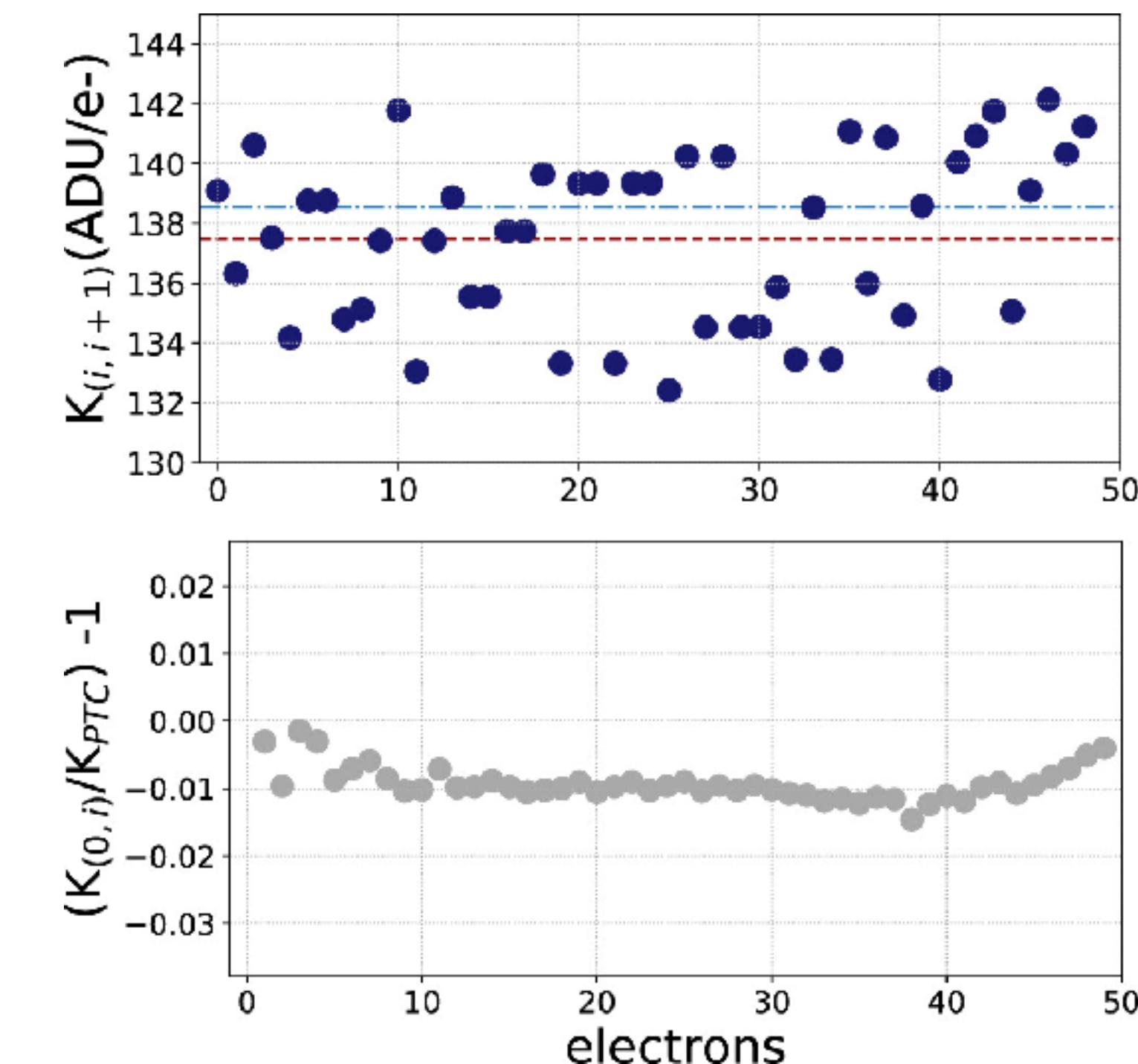
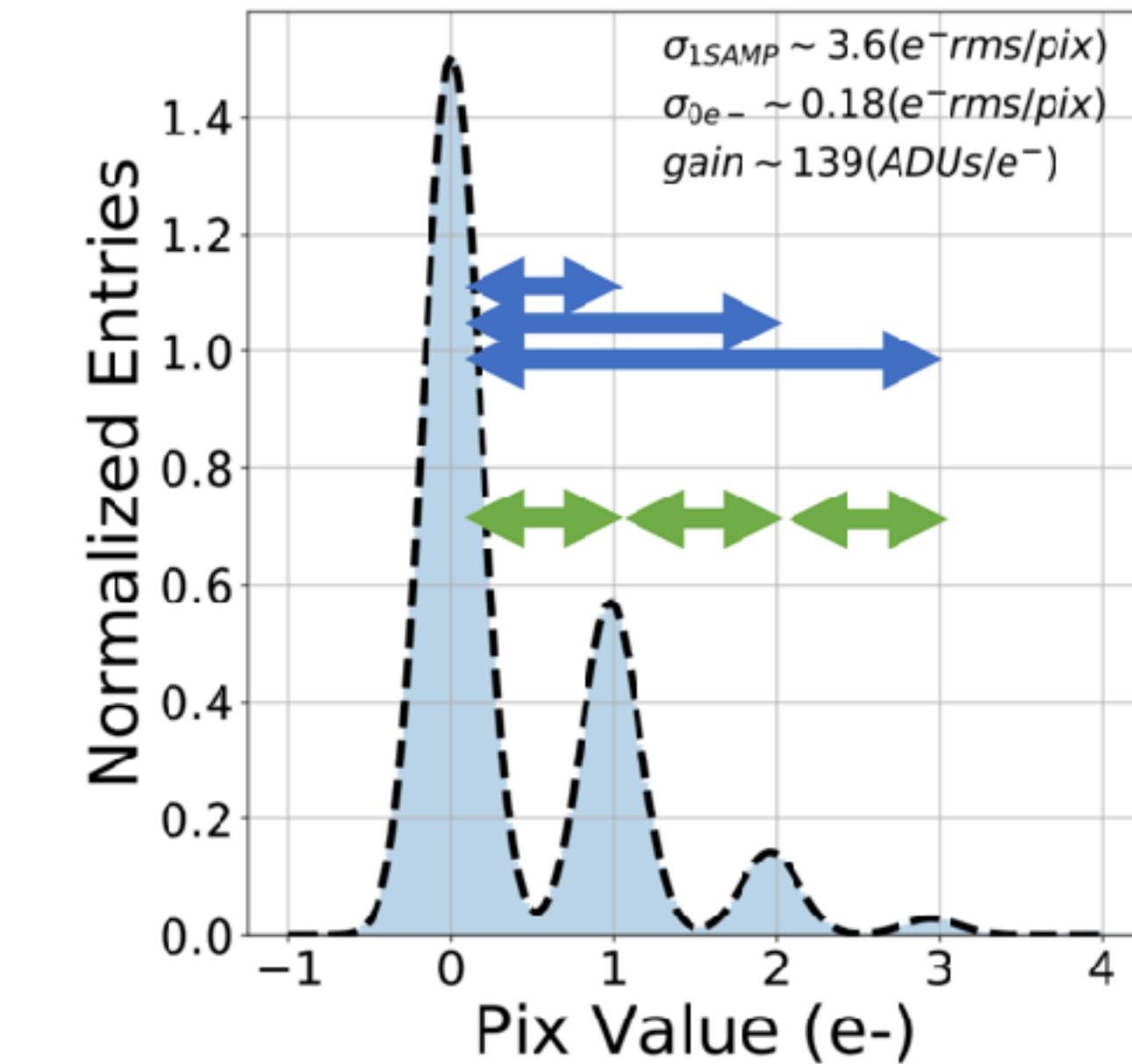
- The ADC outputs a digital number (“ADU” = analog-to-digital unit, “DN” = data number, “counts”) that is proportional to the amount of charge.
- The constant of proportionality is called the “gain”. It is dictated by the camera electronics and readout configuration (i.e., the sequencer)
- The validity of the proportionality between the output signal and the amount of charge in the pixel is called the “linearity”.
- CCDs have excellent linearity, but it is not perfect. Often measurements deviate at small and large counts. Can be measured and corrected.

Photon Transfer Curves



Direct Gain Measurements

- Novel CCD architectures can achieve single-photon counting performance ("Skipper CCDs", but that is a different talk...)
- We can measure the gain from the peak-to-peak spacing ($[\mu_i - \mu_{i-1}]$) or the position of the i peak ($[\mu_i]$).
- Gain calculated from the PTC agrees with the gain measured from electron peaks to within $\sim 1\%$.

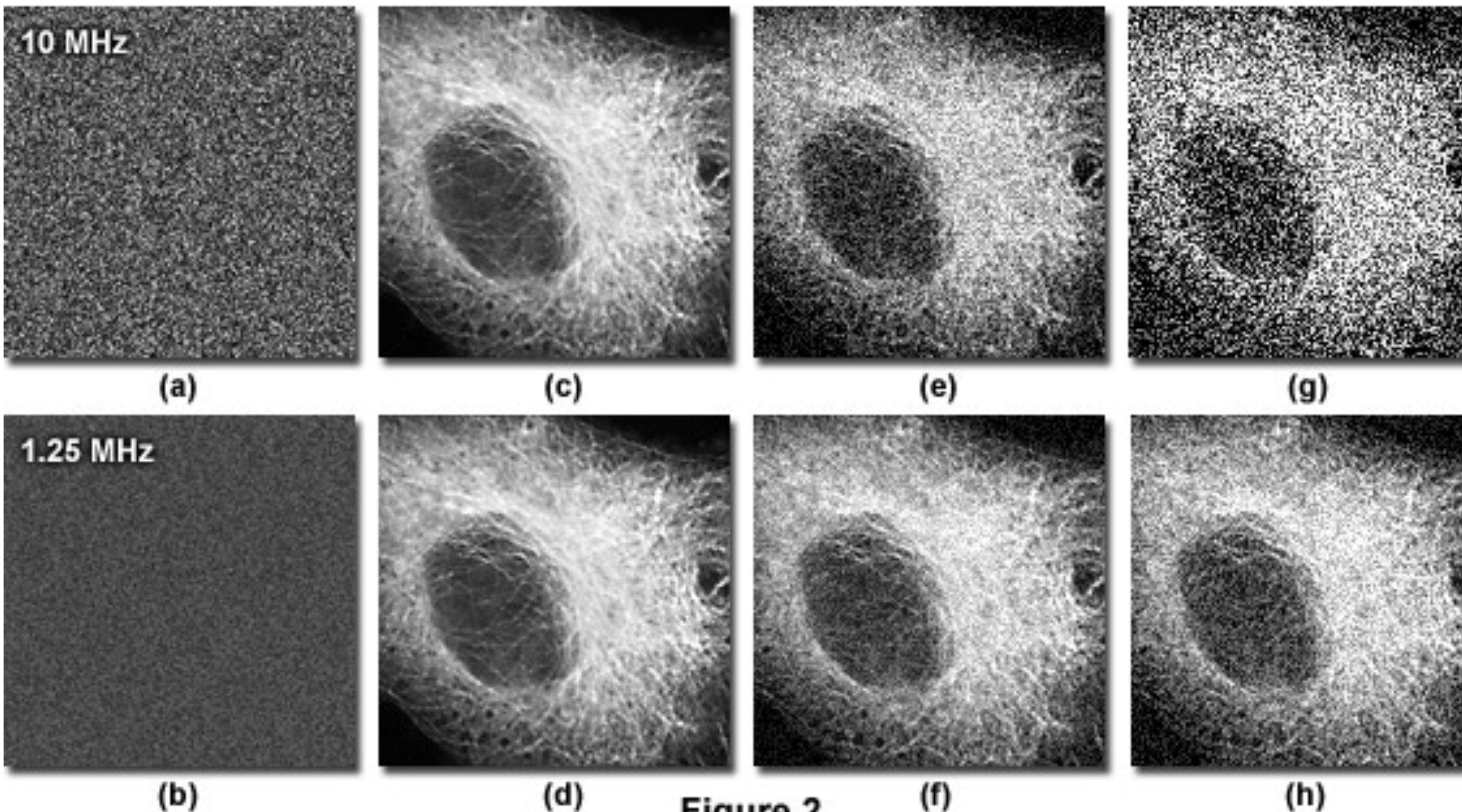


Additional “Noise” Sources

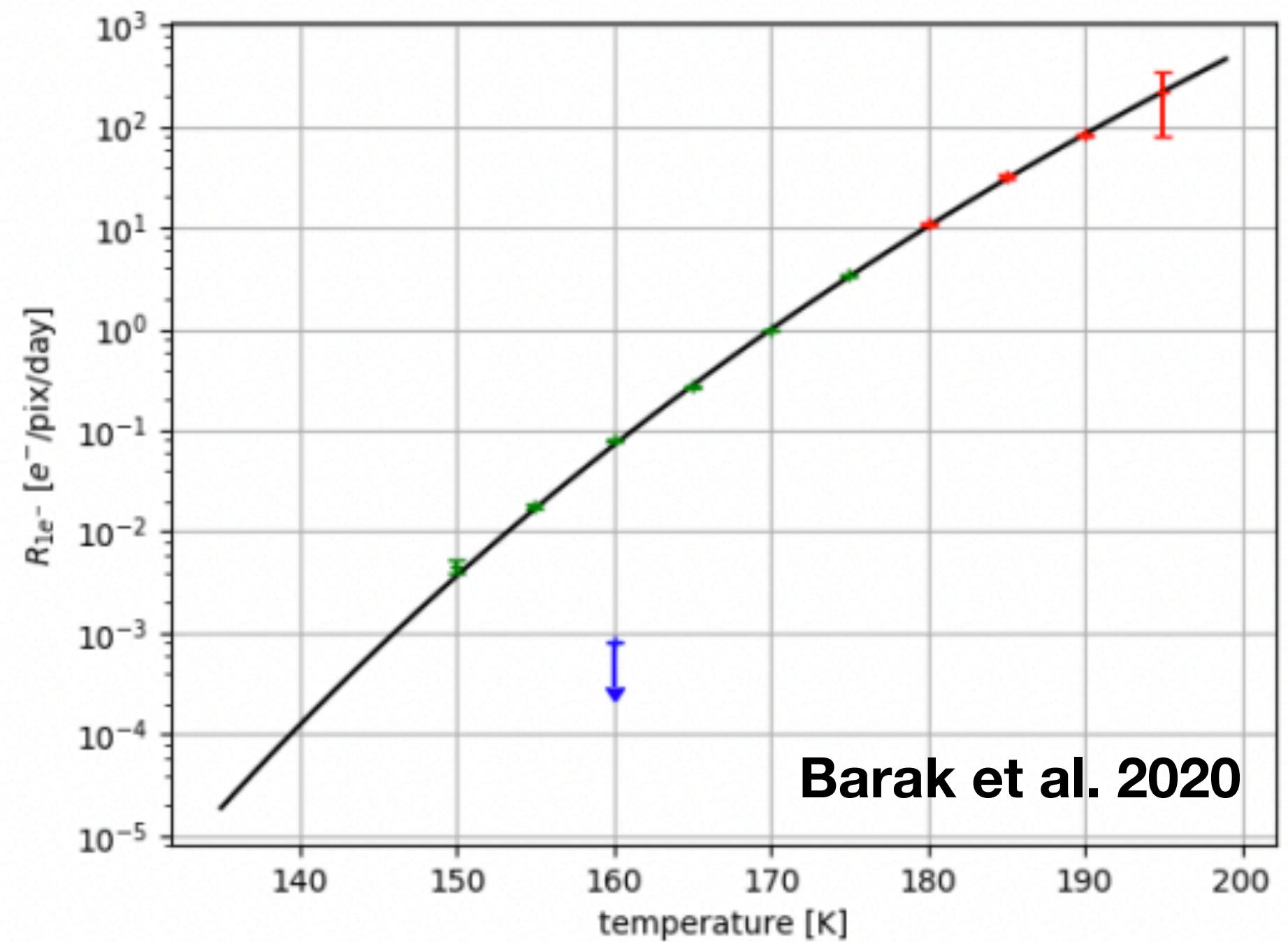
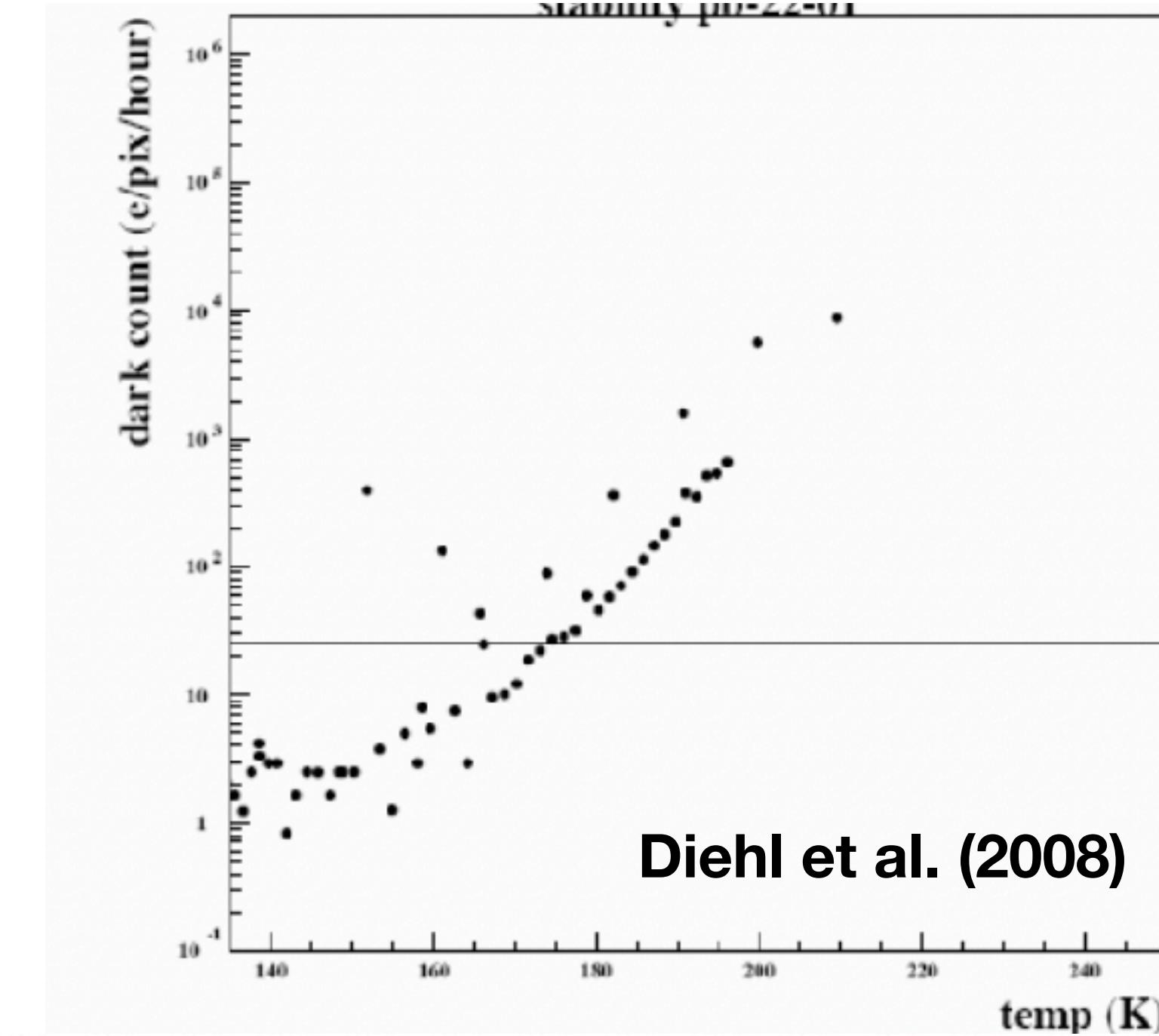
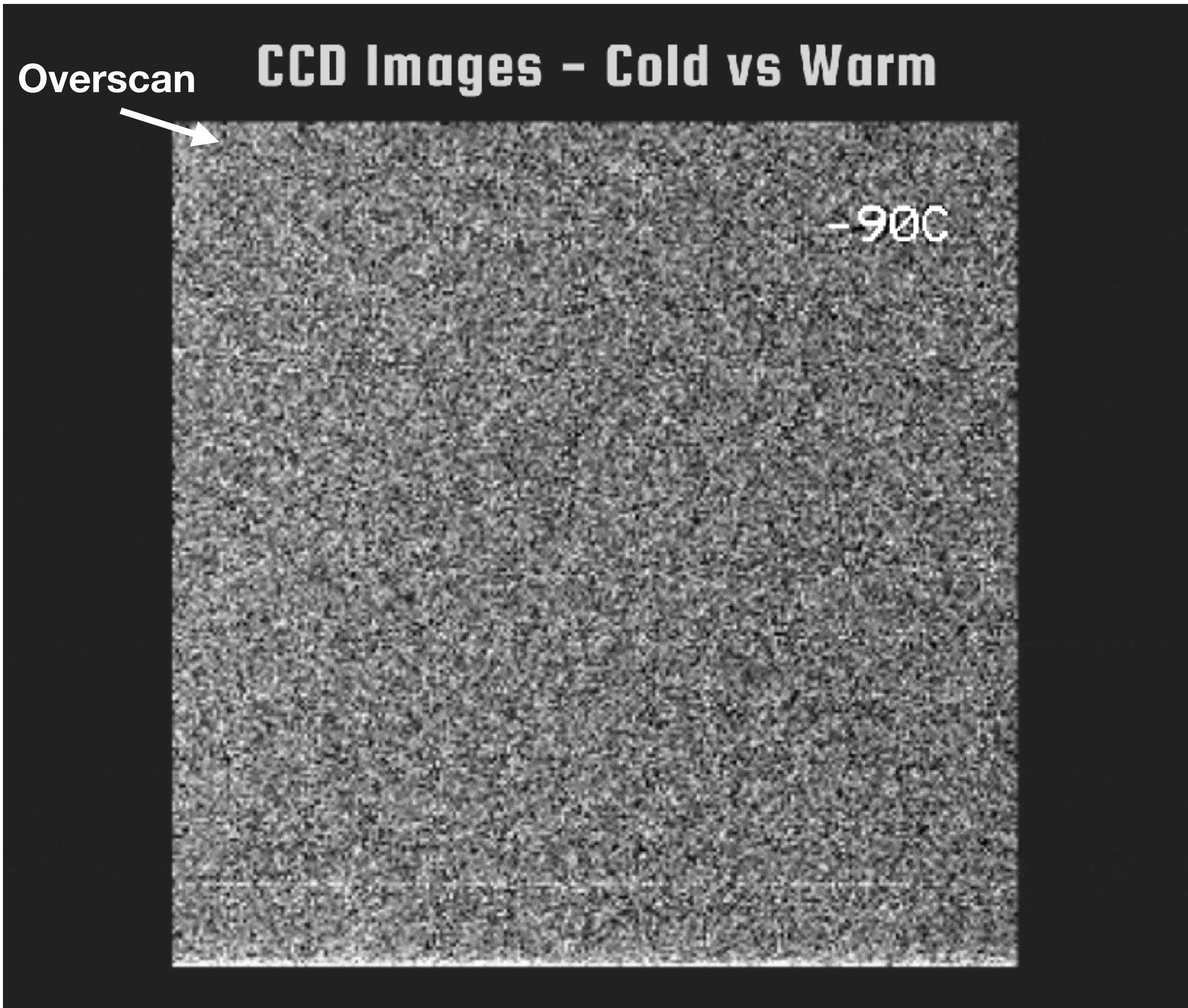
- Readout Noise
- Dark current
- Cross talk
- Bias shifts
- Correlated noise
- Cosmic rays
- Tree rings
- Bad Pixels & Columns
- Saturation, bleed trails, edge bleeds
- ...

Readout Noise

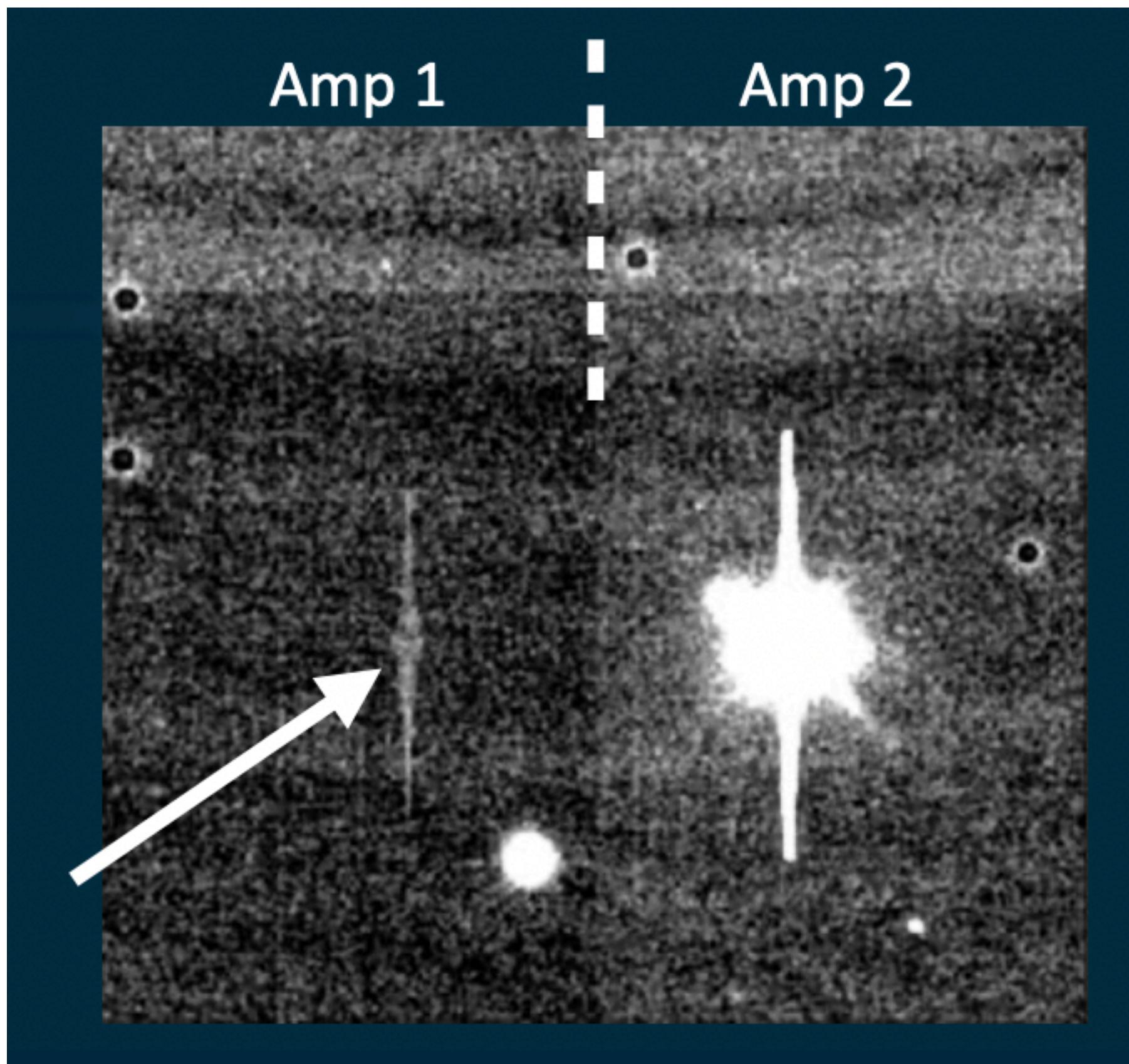
Effects of Digital Camera Sensitivity and Readout Speed on Image Quality



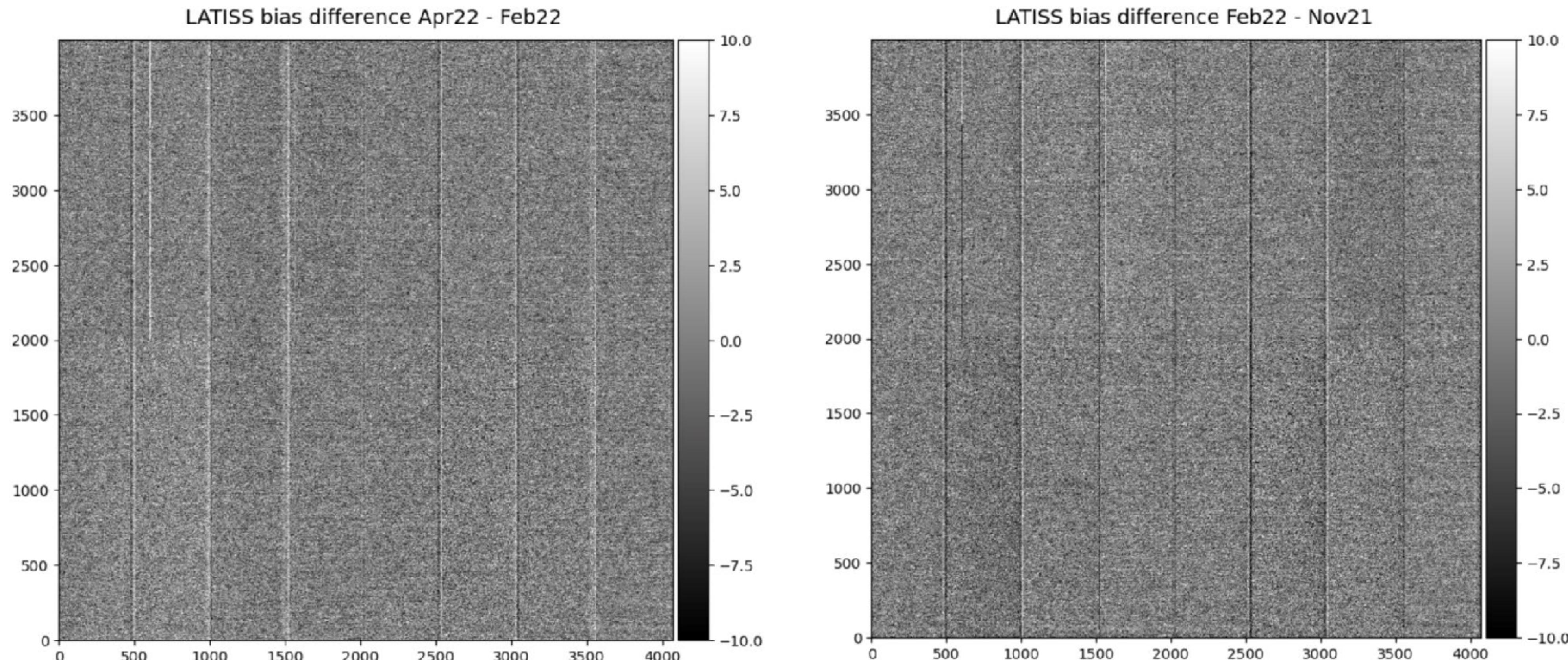
Dark Current



Crosstalk

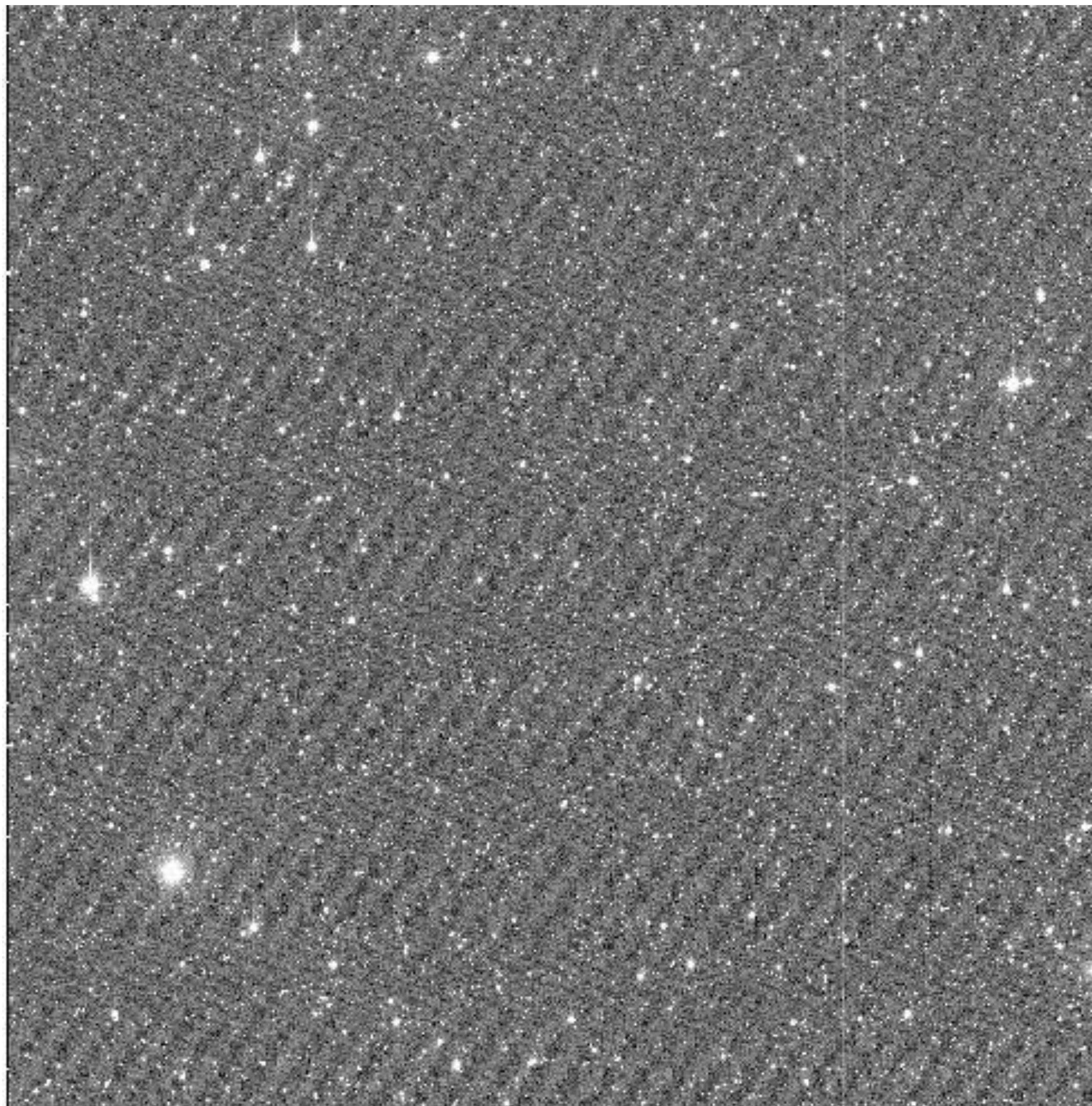


Bias Shifts

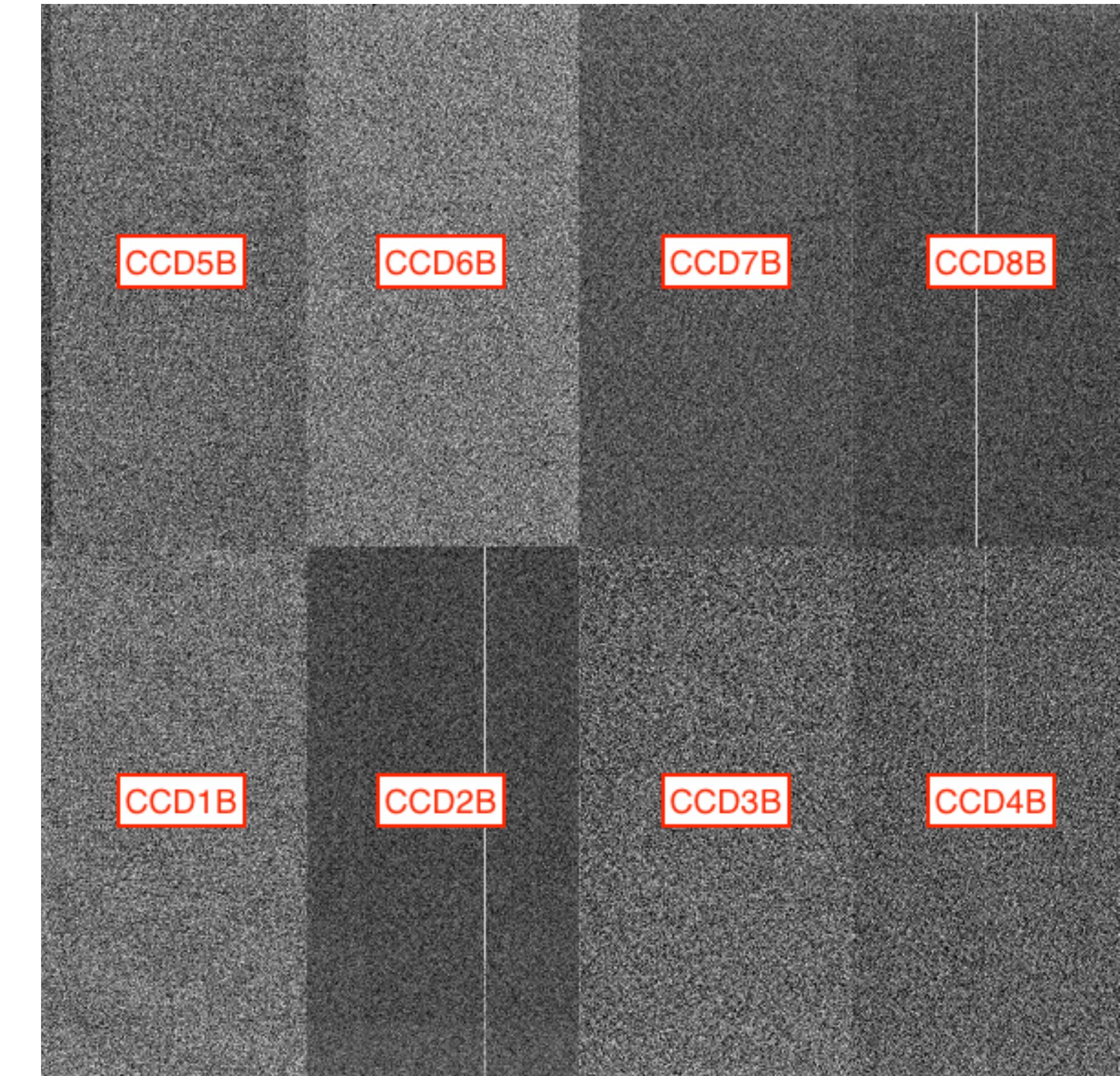


Correlated (Fixed Pattern) Noise

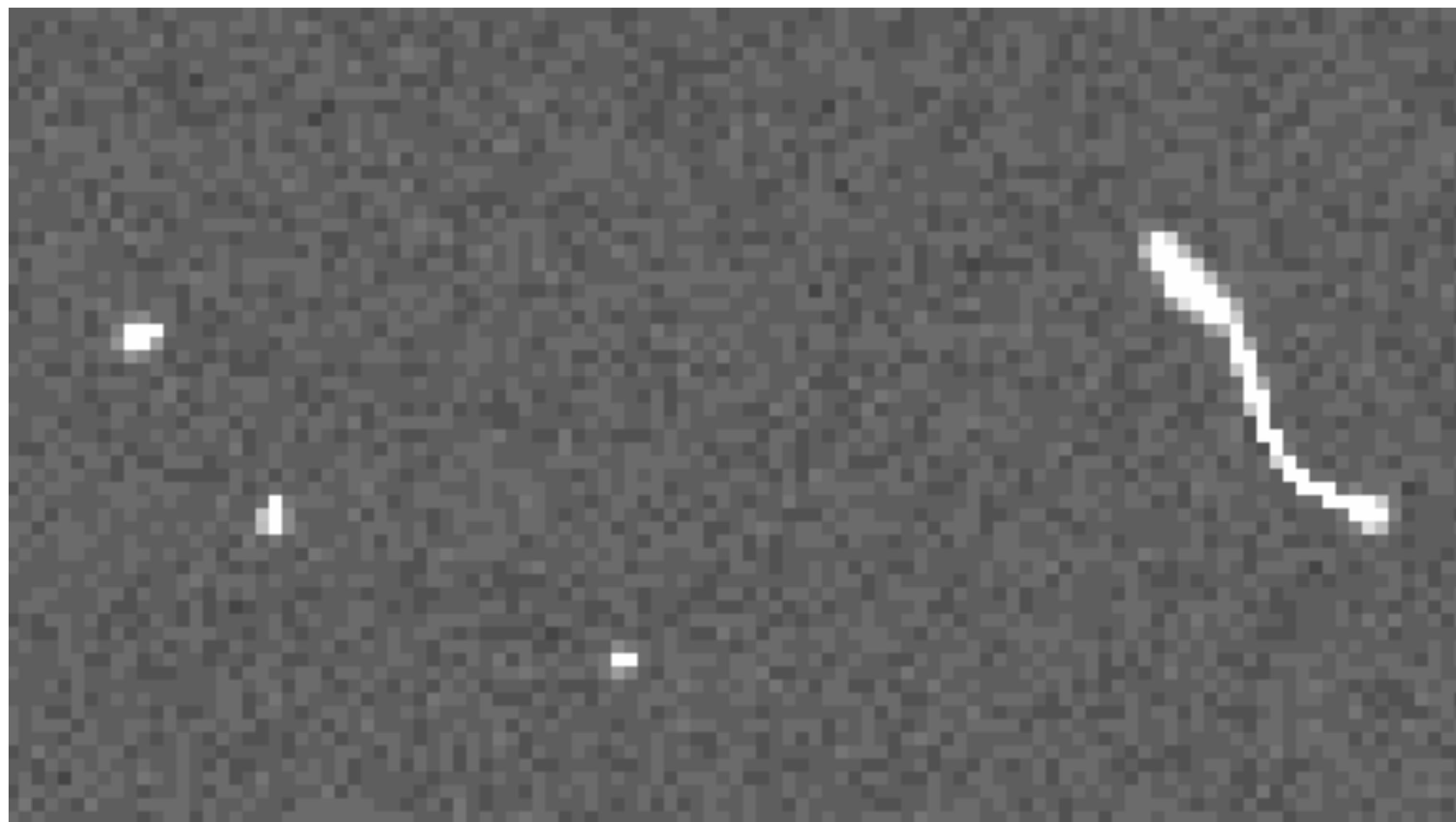
ZTF



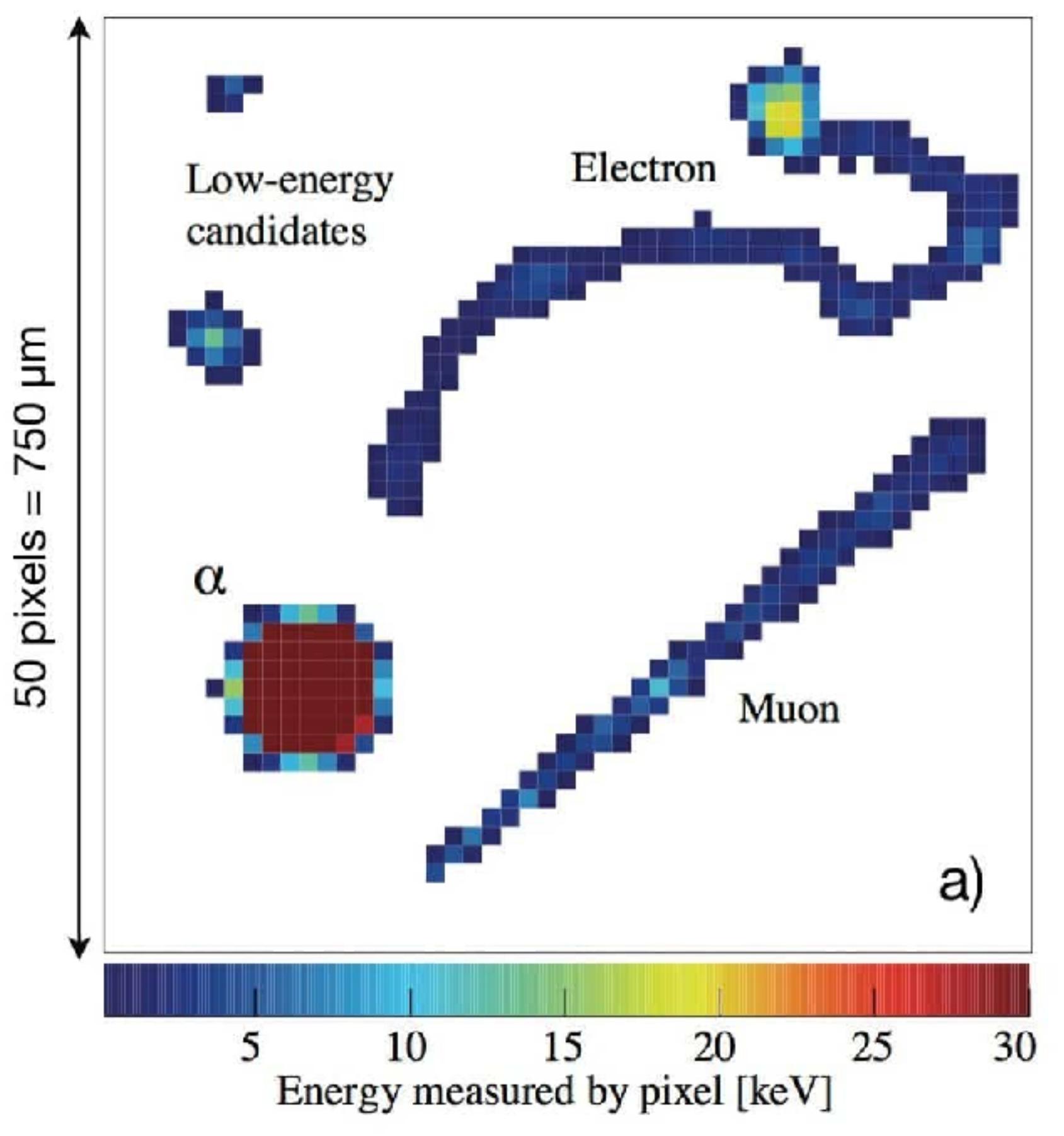
DEIMOS



Cosmic Rays

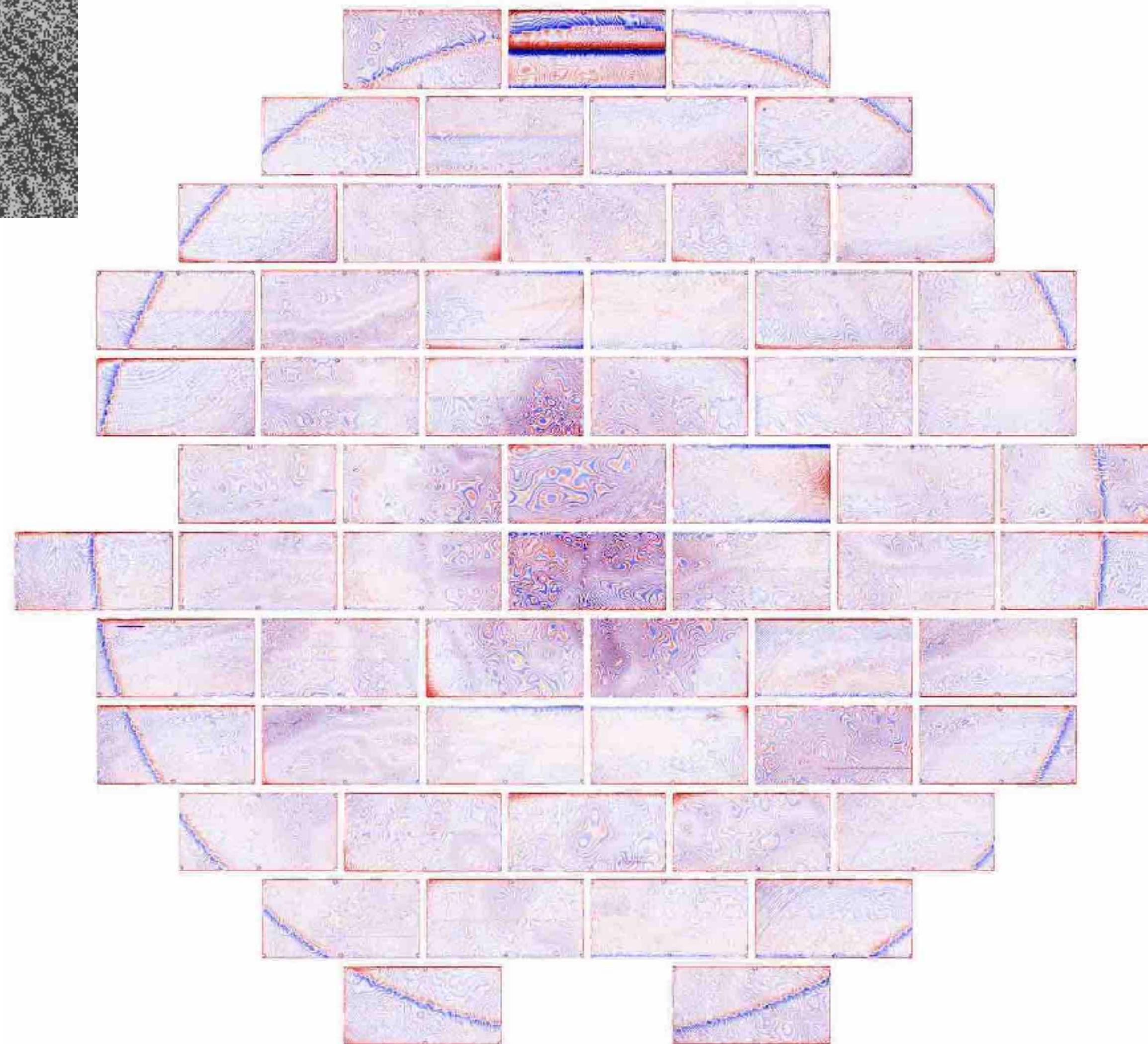
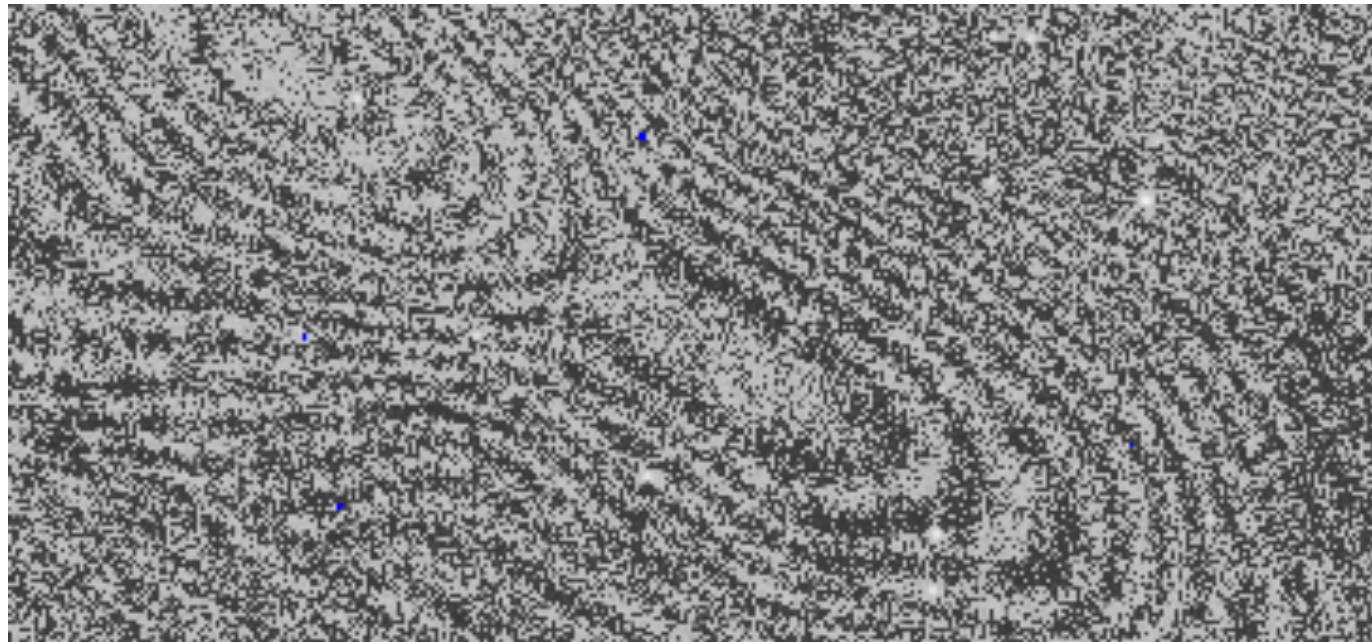


CFHT/MegaCam

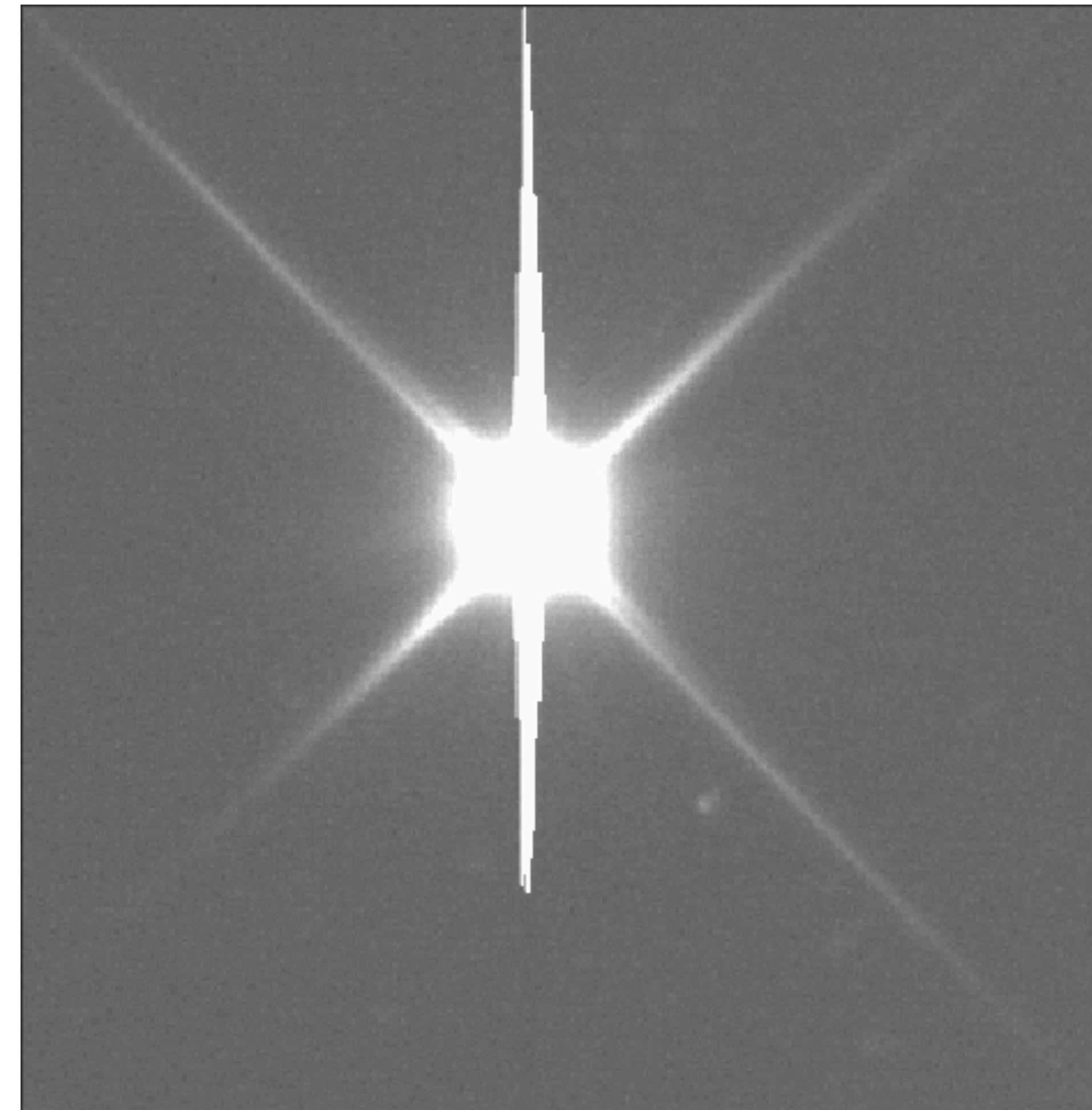


DAMIC-M

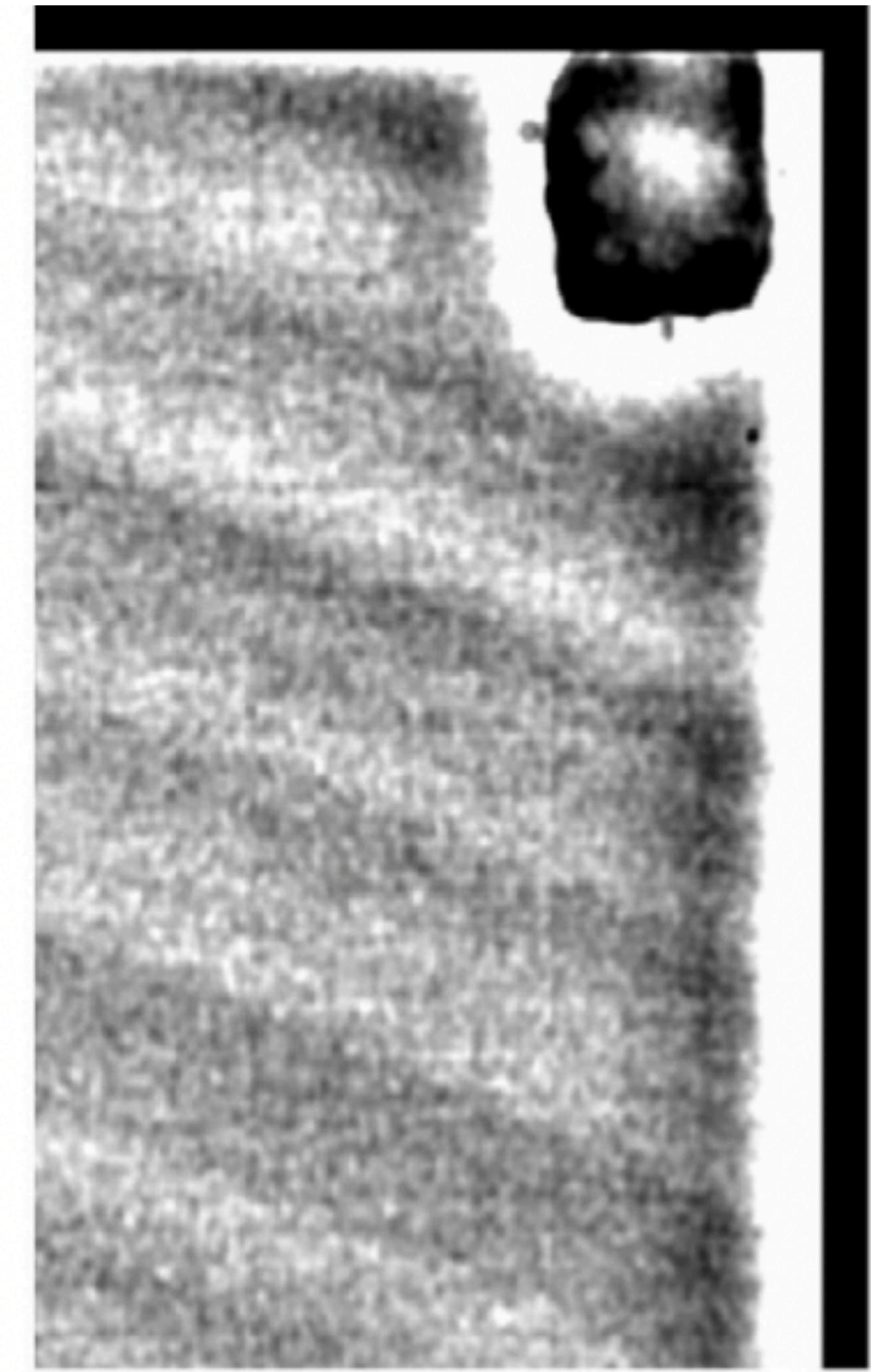
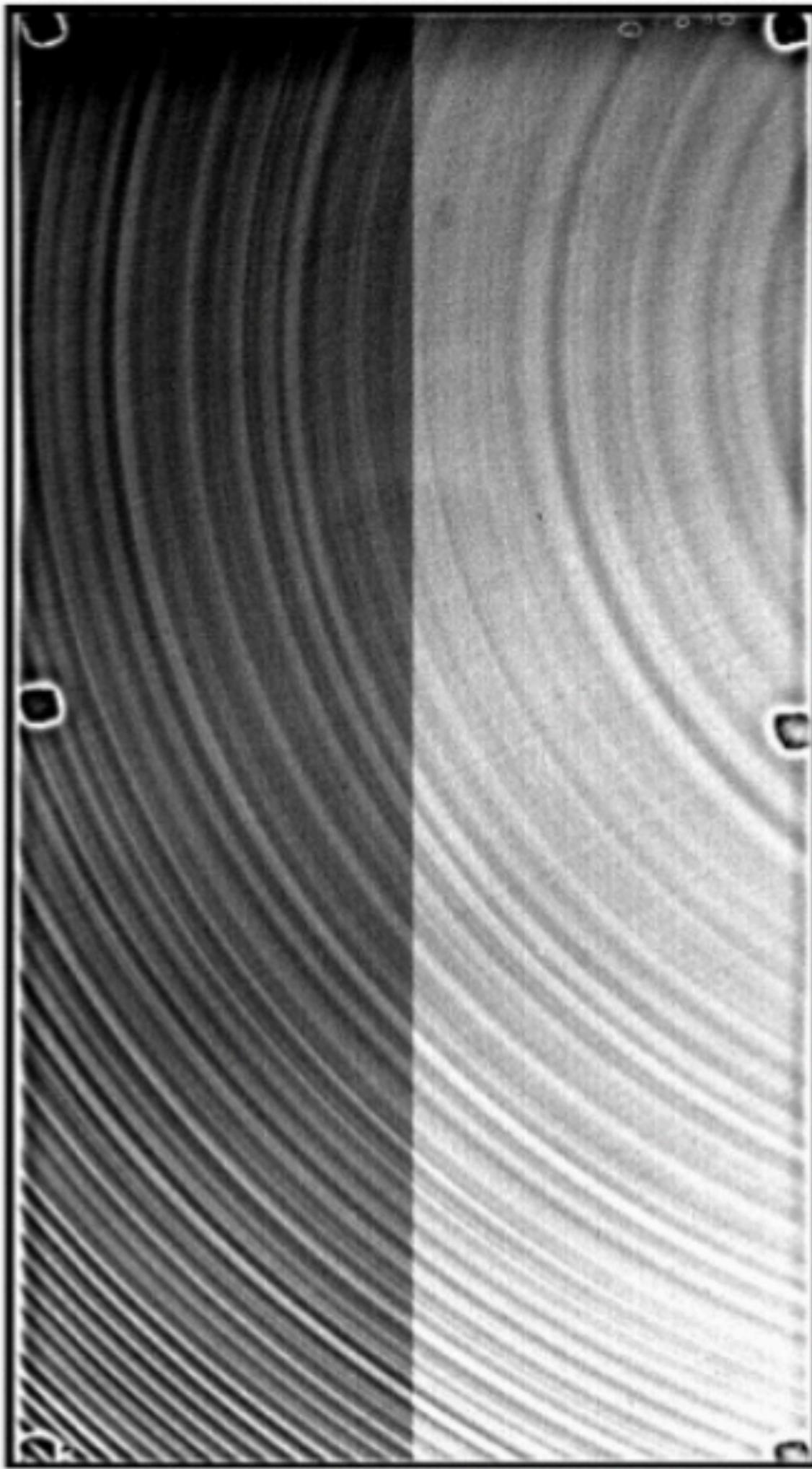
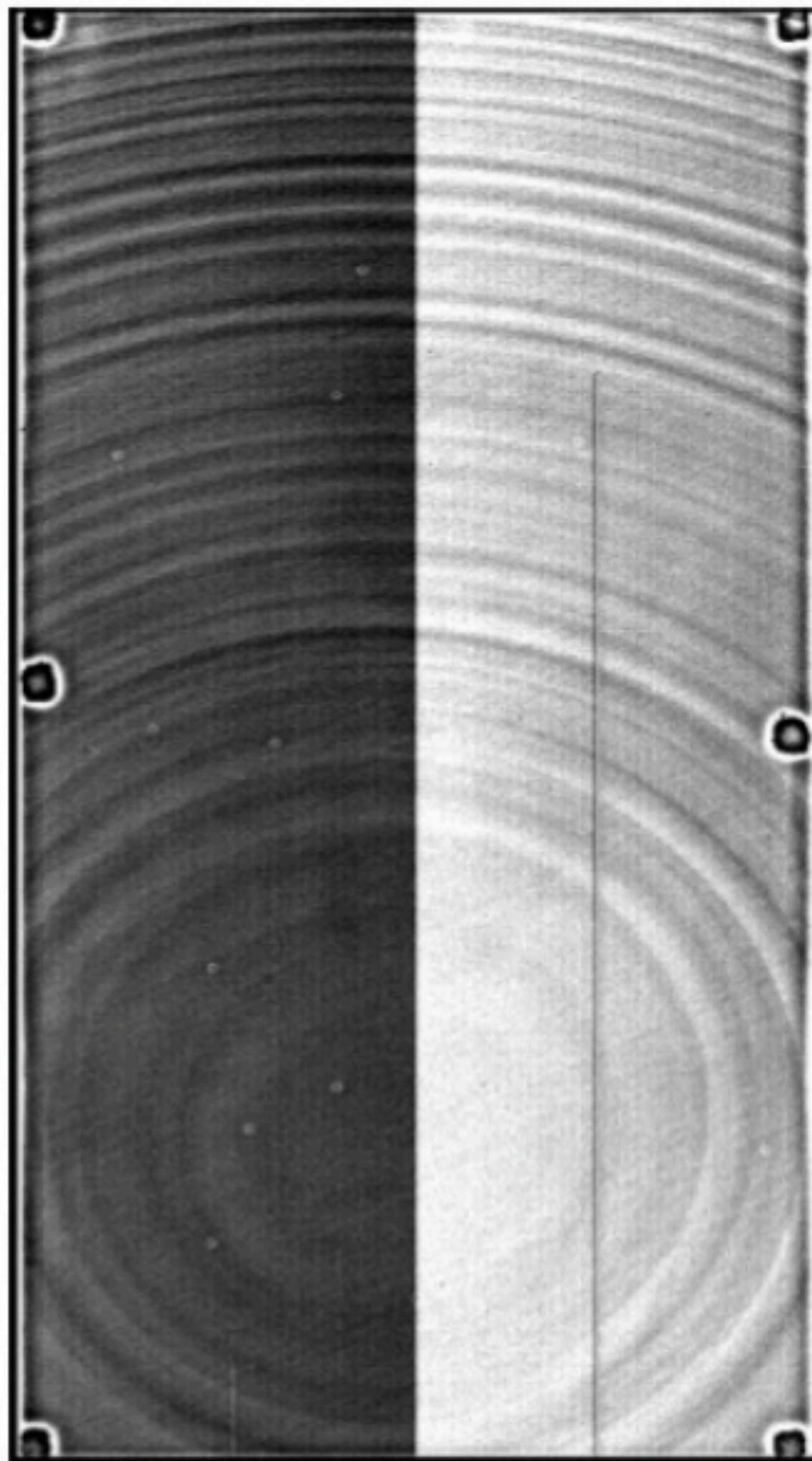
Fringing



Bleed Trails



Tree Rings & Tape Bumps



Packaging

