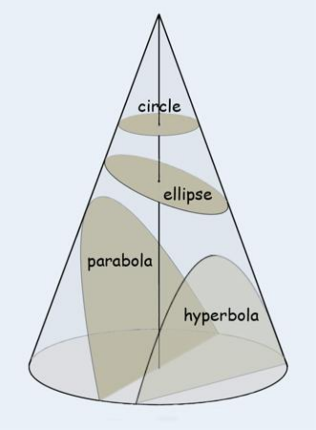
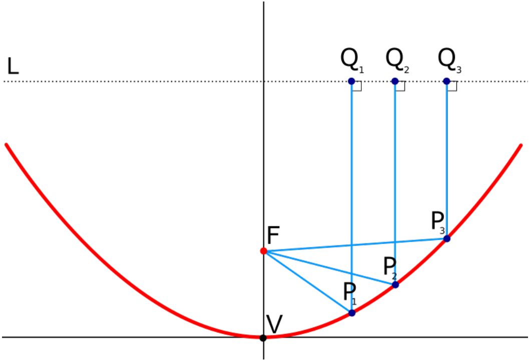
# Conic sections

- Mirrors in reflecting telescopes are shaped into a curve. Their exact shape can be spherical, parabolic or hyperbolic.



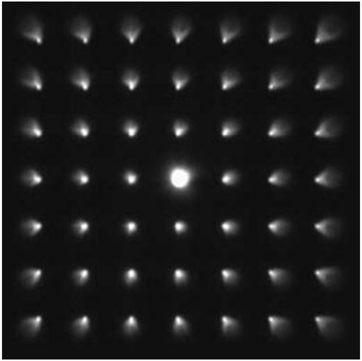
# Reflectors - mirrors

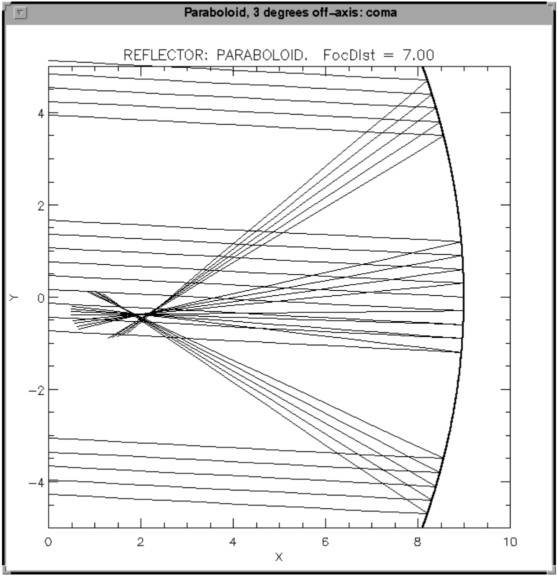
- The shape of the mirror in a reflecting telescope has to balance two problems that affect reflecting telescopes.
- For parallel light rays travelling along the axis of the mirror, a parabolic mirror is the best shape – it will bring all the light rays to a single focus.



# Reflectors - mirrors

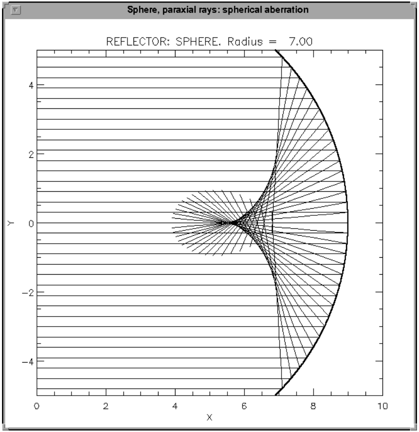
- But not all of the light is travelling parallel to the axis of the mirror. Light that is off-axis is brought to a slightly different focus, and so the image is distorted.
- The problem is called coma. It is worse for objects further from the centre of the field of view.




Paraboloid, 3 degrees off–axis: coma
REFLECTOR: PARABOLOID. FocDist = 7.00
Y
4
2
0
−2
−4
0
2
4
6
8
10
X

# Reflectors - mirrors

- A spherical mirror is easy to make and does not suffer from coma, but it does suffer from spherical aberration: light falling on the outer part of the mirror is brought to a different focus to light falling on the inner part of the lens.

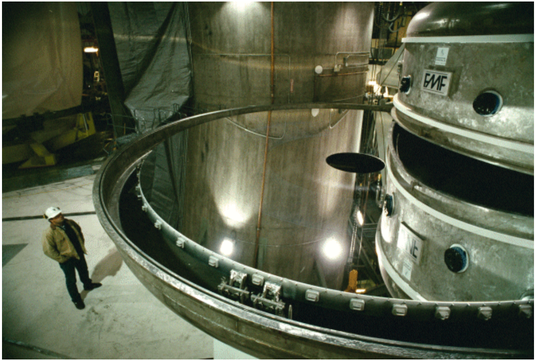


# Reflectors - mirrors

- One solution for small telescopes is to use a spherical mirror to avoid coma, and a correcting lens in front of the mirror to reduce the spherical aberration.
- Many variants of this design exist. A telescope which uses lenses and mirrors is called catadioptric.
- Catadioptric telescopes suffer from the same disadvantages as refractors and so are limited to relatively small sizes.

# Reflectors - mirrors

- A better solution is a Ritchey-Chrétien telescope: this uses hyperbolic primary and secondaries, to eliminate the off-axis aberrations.
- The disadvantage is the cost of making hyperbolic surfaces. Ritchey-Chrétien telescopes are the favoured design for very large professional telescopes



# Making mirrors

- The construction of mirrors for large telescopes is very complex. A common method of constructing the base is with a spinning furnace. By spinning the furnace a few times a minute as the glass inside it cools, you 'pre-figure' the mirror into a roughly spherical shape.
- Then, the mirror grinding and polishing takes place. For the highest image quality, you need a mirror surface that is accurate to within about 1/20 of the wavelength of the light you are looking at.
- So, for visible light with a wavelength of $\sim$500nm, you need a mirror polished to an accuracy of $\sim$25nm.
- The width of a human hair is 100,000nm!

# Making mirrors

- The final step is to coat the mirror with a highly reflective substance.
- The Gemini telescopes are coated with silver. Just 50 grammes of silver coats each of the 8m mirrors, and this coating reflects 98.75% of the light that falls on it.
- Coatings are very thin – typically about 0.1$\mu$m thick (human hair = 100$\mu$m). Silver and aluminium both react with the atmosphere and so slowly degrade over time, becoming less reflective. Mirrors need to be recoated every 1-2 years.

# Telescope mounts

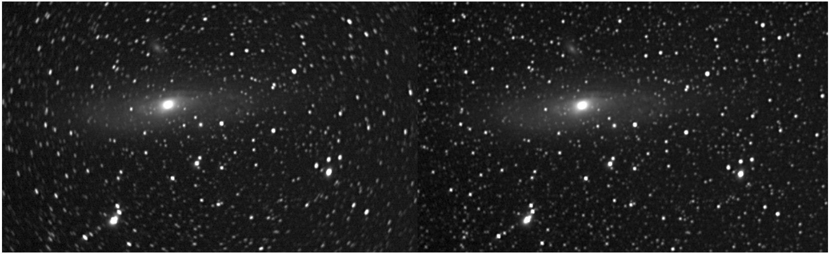
- Telescope mounts form one of the crucial components of the system. For very high quality observations, you need a very steady mount.
- Mounts are isolated from the ground surrounding them to minimise the transferrence of vibrations (you may have noticed this at ULO).

# Telescope mounts

- The most common mount for small telescopes is an equatorial mount. With this kind of mount, the telescope is able to rotate around an axis which points to the celestial poles.
- Then, to track an object, you only need to rotate the telescope in one direction at a constant rate.
- This makes guiding relatively easy – but autoguiding systems are ubiquitous at large telescopes.

# Telescope mounts

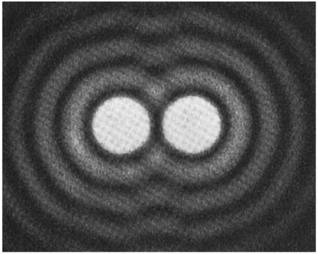
- For very large telescopes, equatorial mounts become too expensive. Instead, the simpler altazimuth mount is used. The telescope is not tilted onto the polar axis.
- Altazimuth mounts are cheaper to build, but suffer from field rotation. This is corrected by rotating the detector at the same rate as the sky appears to be rotating.



# Limits to observations

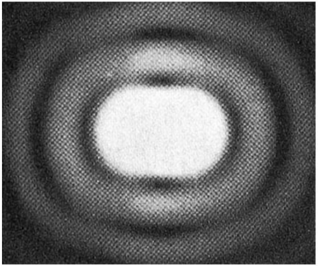
- Why make big telescopes?
- First of all, you can gather more light. The 10m Keck telescope can see things 10 million times fainter than Galileo's 3cm telescope could.
- The second reason is that a larger lens or mirror can resolve smaller objects. There is a fundamental limit to how small an object any telescope can resolve, caused by diffraction. The smaller a telescope aperture, the more it diffracts light, so larger telescopes suffer from less diffraction.

# Limits to observations



(a)

Two light sources with angular separation greater than angular resolution of telescope: Two sources easily distinguished



(b)

Light sources moved closer so that angular separation equals angular resolution of telescope: Just barely possible to tell that there are two sources

# Limits to observations

- For a perfectly constructed and polished mirror or lens with a diameter in metres of *D*, if you are observing light with a wavelength of $\lambda$ in nanometres, then you can resolve objects with an angular size of $\theta$, given by this equation:

$$\Theta = 2.5 \times 10^{-4} \lambda / D$$

# Limits to observations

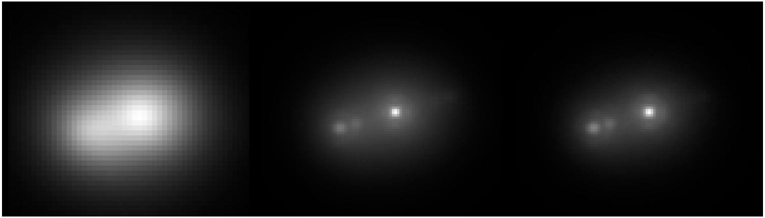
- So, for visible light (500nm), the human eye's diffraction limit is $2.5\times10^{-4}\times 500$ / 0.005 = 25 arcseconds (good enough to just about resolve London, if it was on the moon)
- For the Hubble Space Telescope, with a 2.4m mirror, the diffraction limit is $2.5\times10^{-4}\times 500$ / 2.4 = 0.05 arcseconds (good enough to see Wembley Stadium on the moon)
- For the 10.4m GTC, the limit is $2.5\times10^{-4}\times 500$ / 10 = 0.012 arcseconds (Could resolve the quad at UCL with that)

# Limits to observations

- In practice, the Hubble Space Telescope can achieve its diffraction-limited resolution, but the Keck could not, originally.
- This is because the Keck is on the surface of the Earth, underneath the atmosphere. The atmosphere is in constant motion, and this ‘smears’ images out a bit. It is the reason stars ‘twinkle’.
- The resolution limit imposed by the atmosphere is called the *seeing*. At the very best sites, the seeing might typically be $\sim$0.6 arcseconds. At Mill Hill, it is normally 3-4 arcseconds.
- I have seen $>$10 arcsecond seeing on La Palma...!

# Overcoming seeing

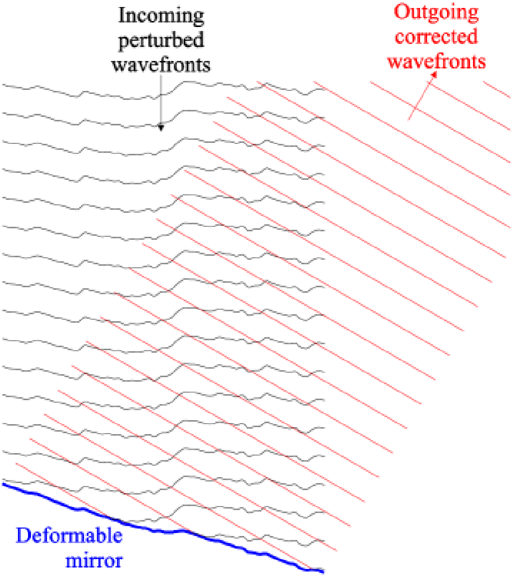
- The Hubble Space Telescope overcame the limits of seeing by going into space. In recent years, it has become possible to achieve diffraction-limited imaging from the ground.
- One way is called **lucky imaging**. You simply take a huge number of very short exposures. In some of them, you'll be lucky and the column of atmosphere you are looking through will hardly have moved at all during the exposure.
- Then, you can throw away all the duff exposures and keep the few good ones. This works pretty well – but it's horribly inefficient.



# Overcoming seeing

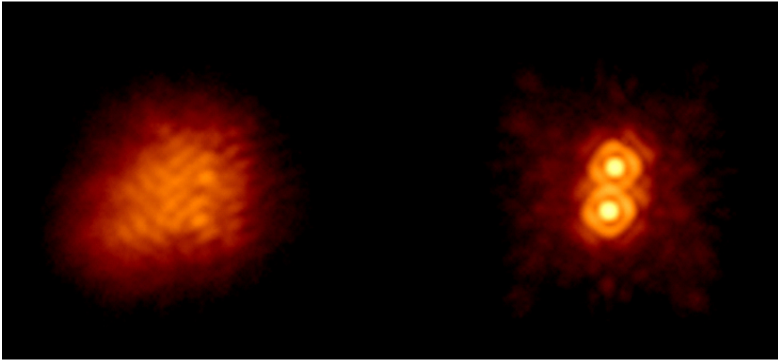
- A more efficient method is with a technique called adaptive optics.
- By looking at the light from a star, and watching how it changes as the atmosphere distorts it, extremely fast computers can control actuators which distort the mirror of a telescope by the tiny amounts needed to correct for the atmospheric distortion.
- The actuators work at frequencies of typically $\sim$100Hz. AO systems are now in place at most ground-based professional observatories.

# Overcoming seeing



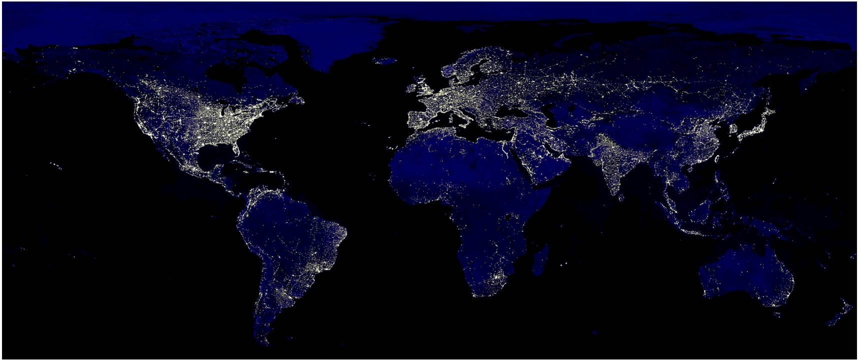
# Overcoming seeing

- With AO, you can get close to the diffraction limit at the largest ground-based telescopes.



# Other ground-based problems

- But although you can overcome seeing limits, other problems remain.
- Most large telescopes are in remote places, to avoid light pollution. But it is impossible to avoid it completely.



# Other ground-based problems

- And even if every light on the planet was switched off at night, there would still be some background light. The atmosphere glows, very very faintly, because of cosmic rays hitting it, ions recombining, and chemical reactions.
- And, when the moon is around, the sky is very bright, because moonlight gets scattered around.
- So, ground-based observations are ultimately limited by the background. Solution – go to space!

# Hubble Space Telescope

- Even with its fairly modest 2.4m mirror, Hubble made stunning advances in astronomy, because it avoided all the problems that the atmosphere causes.
- It wasn't all plain sailing though. Immediately after launch, it was realised that there had been a problem...

# Hubble Space Telescope

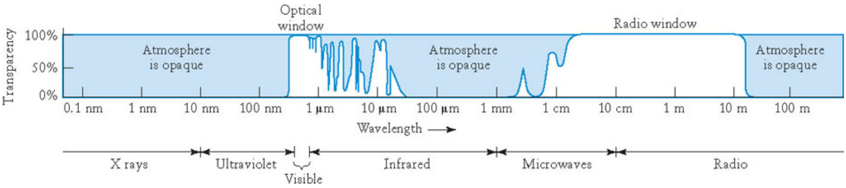
- I mentioned earlier that telescope mirrors need to be accurate to 1/20 of the wavelength of light. Hubble's mirror was as perfectly figured as any mirror ever has been... but to slightly the wrong shape.
- This came about because of incompetence and mismanagement at Perkin-Elmer, the company contracted to do the polishing.
- They tested the shape of the mirror with three machines, one of which had been wrongly calibrated.
- Inexplicably, although two machines said the mirror was wrong, they trusted the one that said it was right, and Hubble's early years were a bit of a disaster.

# Hubble Space Telescope

- The problem was solved when Hubble was serviced in 1993. New optical components were put in, which had exactly the same error as the mirror, but in the opposite sense.
- The improvements were dramatic:

# More advantages of space

- Another problem with the atmosphere is that it absorbs very strongly at many wavelengths:
- If you want to observe gamma rays, x-rays, UV or sub-mm radiation, you need a space observatory.



# Detectors

- The ability to record astronomical images came about in the mid-19th century with the advent of photography. This was quite a revolution. Long photographic exposures reveal detail which cannot be seen with the naked eye.

# Film

- Photographic film consists of silver halide crystals. Light falling on the film breaks up these crystals, resulting in a build up of silver atoms called a latent image.
- The latent image is invisible. To get a final image, you need to remove all the remaining silver halides to make film light-insensitive, then react the silver with something else to produce a visible image. This is the process of developing.
- It is not hard to get the developing very wrong – as many who have had photos developed at cheap places will know...

# Film - disadvantages

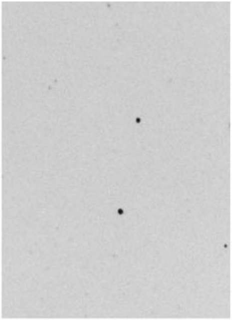
- The main disadvantages of film as an astronomical detector are
  1. very low **quantum efficiency** (QE). This is the fraction of photons falling on the detector which are recorded. For film, it's typically about 2%, which means that 98% of the light falling on the film is not recorded.
  2. Non-linear response. This means that there is not a simple direct relation between the brightness of an object and its brightness on the film. When imaging very faint objects with film, to record an object half as bright as another often requires much more than twice the exposure.
- This is called *reciprocity failure*

# Film - disadvantages

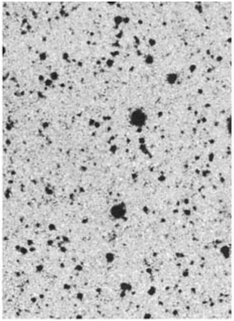
- Over the years, people came up with very innovative ways of (partially) overcoming these problems.
- One way was called hypersensitising or hypering: this involved baking film in pure nitrogen for many hours. This made its quantum efficiency much higher, but this kind of approach is quite inconvenient.
- Film also becomes more sensitive when cooled to well below freezing. Again, not very convenient.

# Charge-Coupled Devices (CCDs)

- In the early 1970s, charge-coupled devices were invented and developed. These involve semiconductors which give off an electron when struck by a photon (the photoelectric effect).
- A well-designed CCD can have a QE of nearly 100% in some parts of the EM spectrum. Typically, their QE is $\sim$70%, so they are 35 times more efficient than film.



(b) An image made with photographic film



(c) An image of the same region of the sky made with a CCD

# Charge-Coupled Devices (CCDs)

- The main disadvantage used to be that their size was extremely limited, and was much smaller than film plates could be. This is less of a restriction nowadays as the cost of components has dropped, and larger format CCDs can be made.

# Charge-Coupled Devices (CCDs)

- A typical CCD in a commercial digital compact camera is very small – my old Canon Powershot has a sensor 5.5mm wide and 4mm high (cf 36x24 mm for 35mm film). It has 3 million pixels.
- In comparison, the largest astronomical CCD detector that I know of is at Llano del Hato in Venezuela. It is 18.2cm wide and 12.6cm high, and has 67 million pixels.
- The Palomar Observatory Sky Survey used photographic plates 36cm x 36cm.
- Larger CCDs are very expensive, and astronomical CCDs must be as free from defects as possible.

# Charge-Coupled Devices (CCDs)

- The most recent major film-based astronomical survey that I know of was completed in 2003. The Macquarie/AAO/Strasbourg H-alpha (MASH) survey imaged the southern Galactic plane using tech-pan film, which is extremely fine-grained and sensitive to red light.
- The large area of film compared to CCDs led MASH to go with film. But this was probably the last major film-based survey.