

Ay 20 - Fall 2004

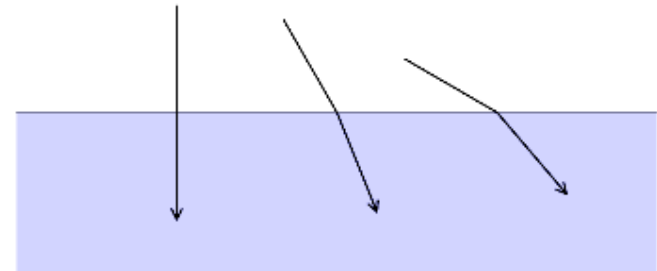
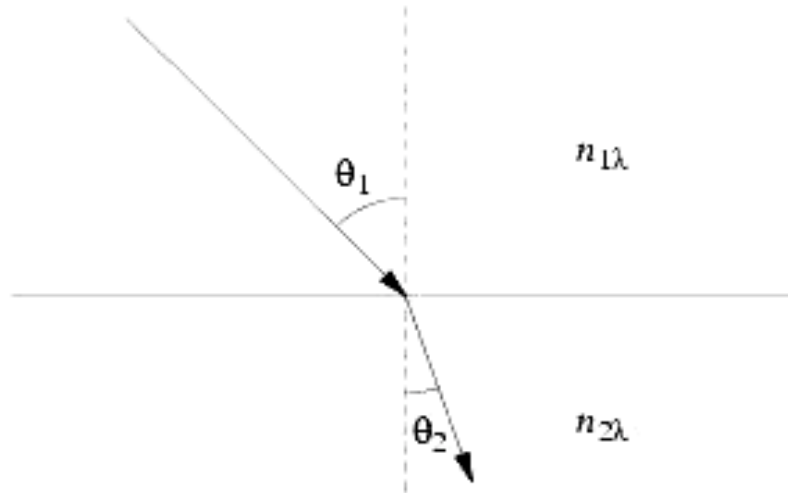
Lecture 2

- Telescopes and basic optics
- Atmospheric turbulence and adaptive optics (AO)
- Radio telescopes and interferometry
- Space observatories, high-energy astronomy
- Surveys, archives, data-rich astronomy, and Virtual Observatory (VO)

Note:

This printout is missing many pictures shown in the class, in order to keep the file size reasonably small

Basic Optics: Refraction



Index of refraction:
 $n(\lambda) = c / v(\lambda)$

e.g., $n_{\text{air}} \approx 1.0003$,
 $n_{\text{water}} \approx 1.33$,
 $n_{\text{glass}} \sim 1.5$, etc.

Snell's law: $n_1 \sin \theta_1 = n_2 \sin \theta_2$

If $\sin \theta_2 = 1$, then we have a total internal reflection for $\theta_1 > \sin^{-1} (n_2/n_1)$; e.g., in optical fibers

Index of Refraction of the Air

Cauchy's approximate formula:

$$n_{\text{air}} = 1.000287566 + (1.158102 \times 10^{-9} \text{ m} / \lambda)^2 + O(\lambda)^4$$

$\hookrightarrow \sim 5 \times 10^{-6}$ in visible light

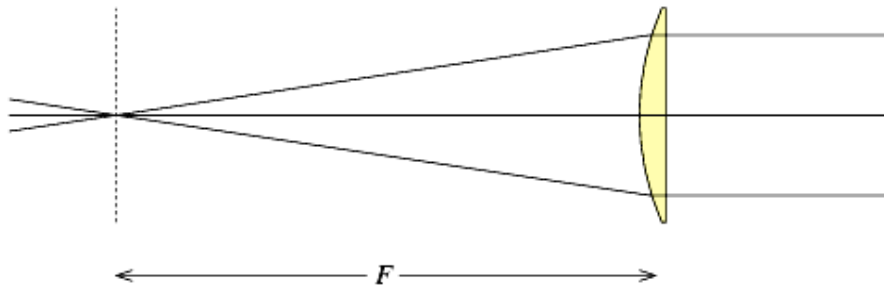
Thus, $\lambda \lambda' / \lambda \sim 3 \times 10^{-4}$ in visible light $\sim 1 - 3 \text{ \AA}$

Beware of the air vs. vacuum wavelengths in spectroscopy!

Traditionally, wavelengths ≥ 3000 (2800?) \AA are given as air values, and lower than that as vacuum values. Sigh.

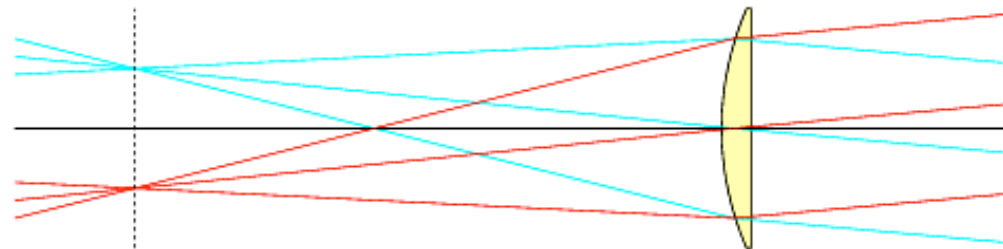
Lenses and Refractive Optics

No longer used for professional telescopes,
but still widely used within instruments

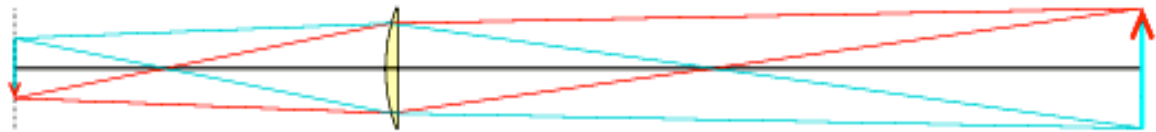


Focal length

Focal plane



Inverted images



Lensmaker's Formula

Using the Snell's law, it can be shown that

$$1/f = (n-1) (1/R_1 + 1/R_2)$$

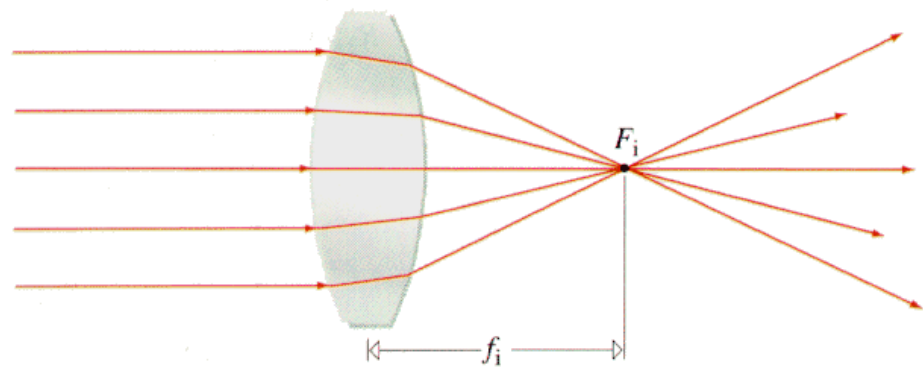
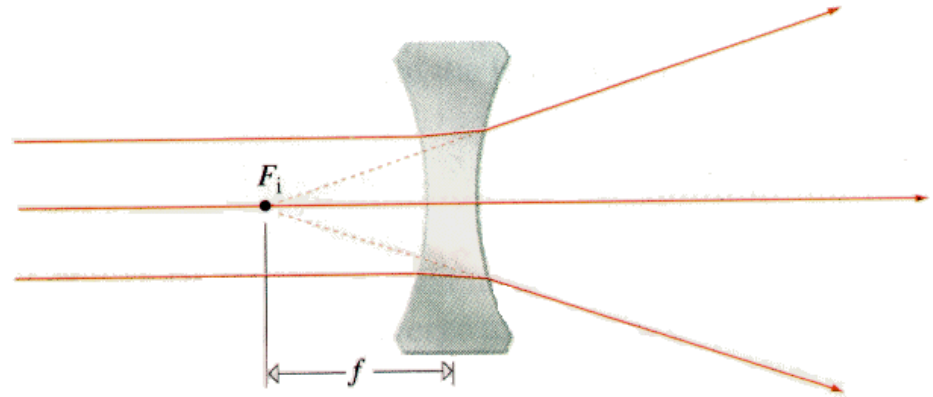
(aka the “lens power”)

where:

f = focal length

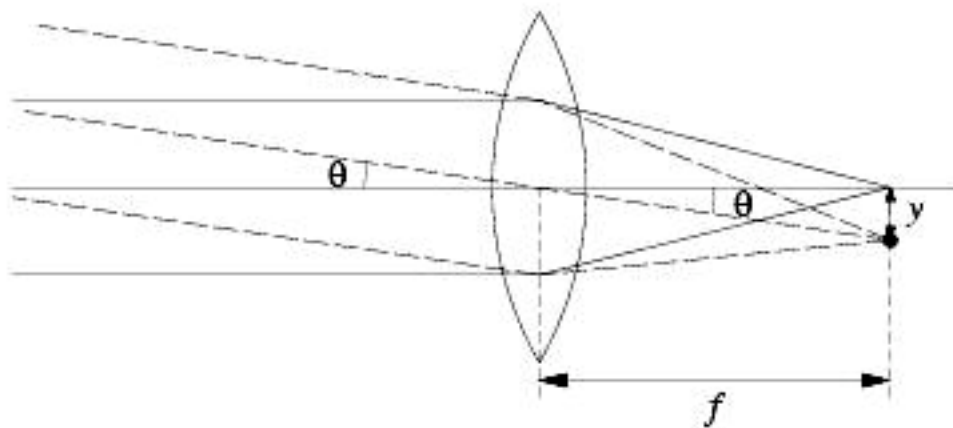
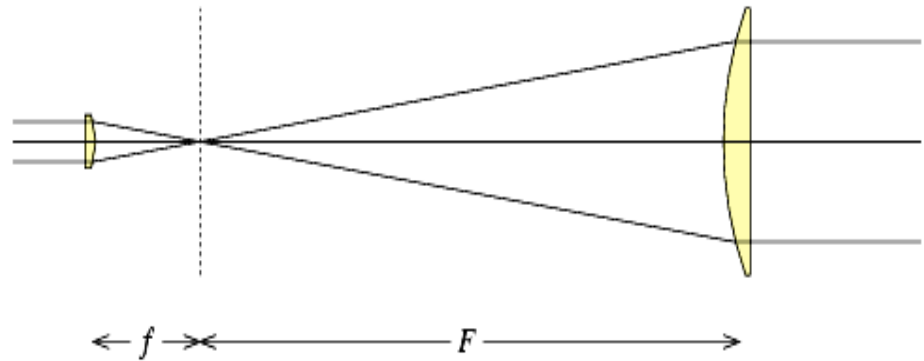
R_1, R_2 = curvature radii of the two lens surfaces

Note that for a spherical mirror, $f = R/2$



Magnification and Image Scale

$$M = F / f$$

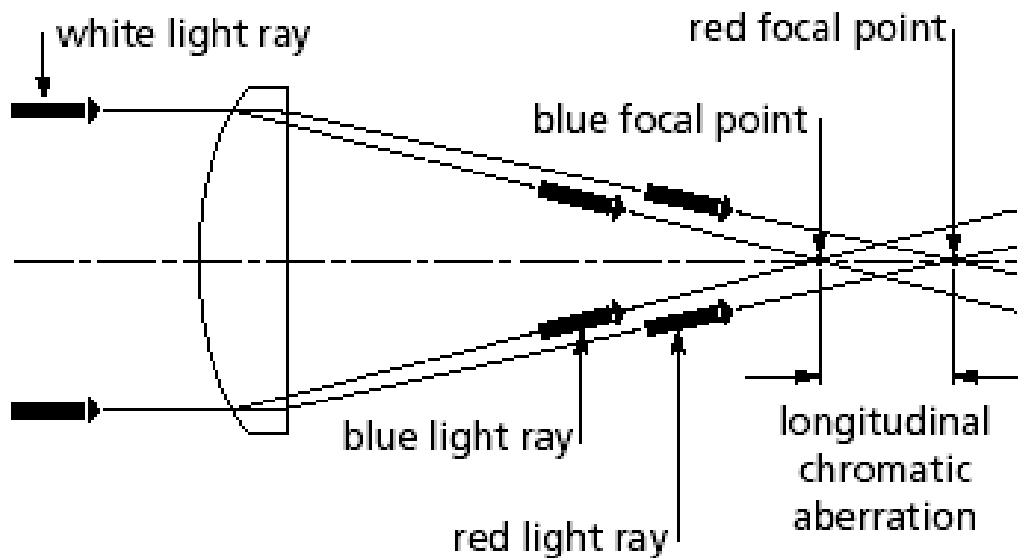
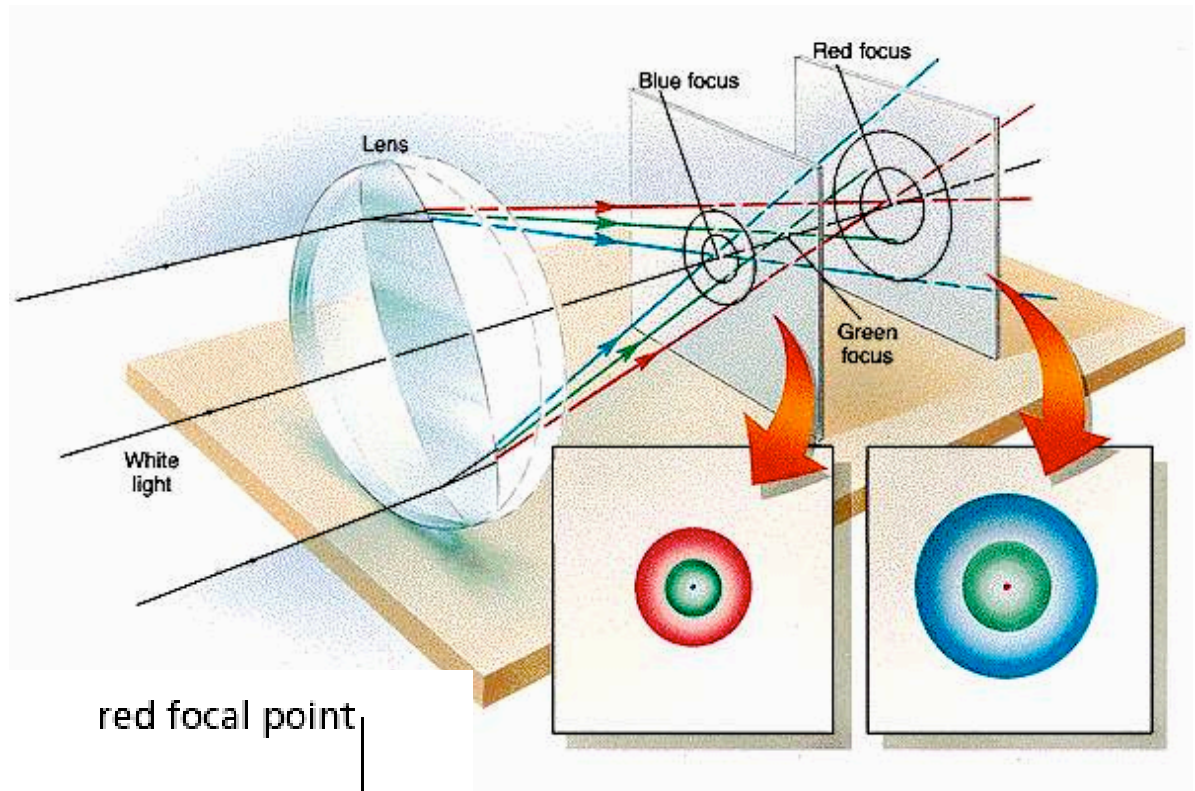


$$y = f \tan \theta \approx f \theta$$

scale: $d\theta/dy = 1 / f$

Chromatic Aberration

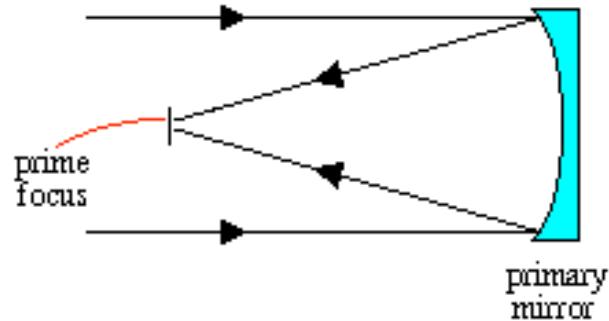
Because the speed of light in any medium is $f(\lambda)$



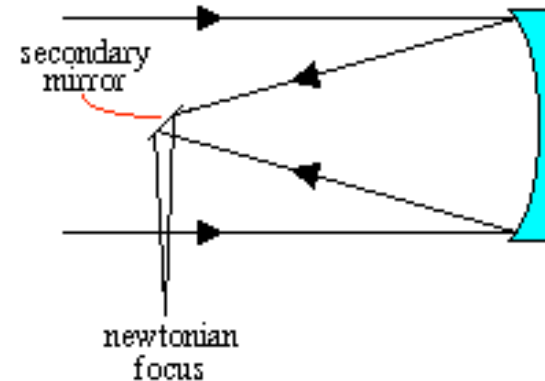
Cured by lens
multiplets ...
Or by reflective
optics!

Reflecting Telescopes

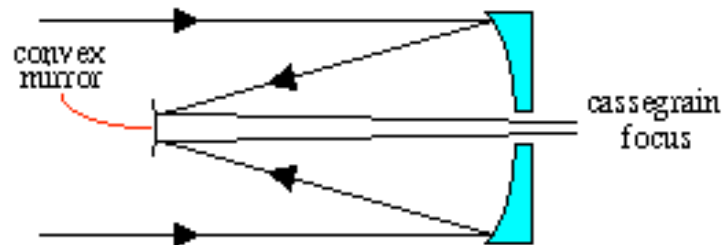
Prime



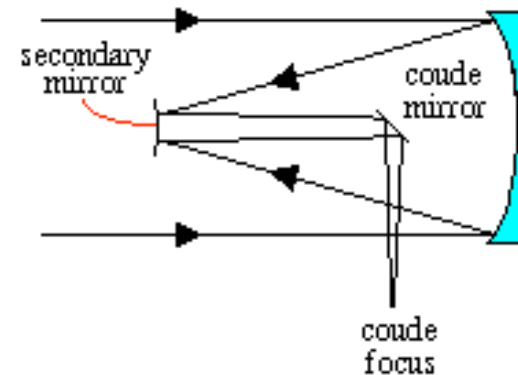
Newtonian



Cassegrain

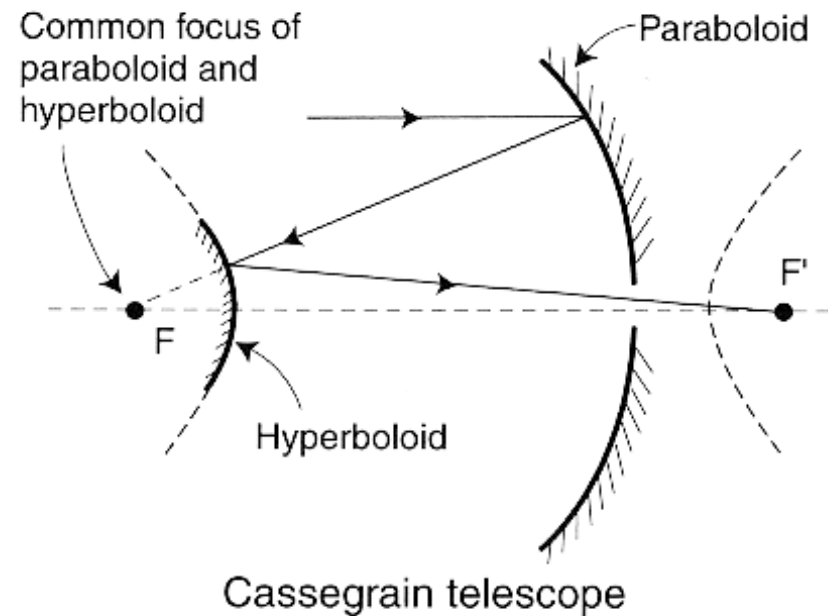
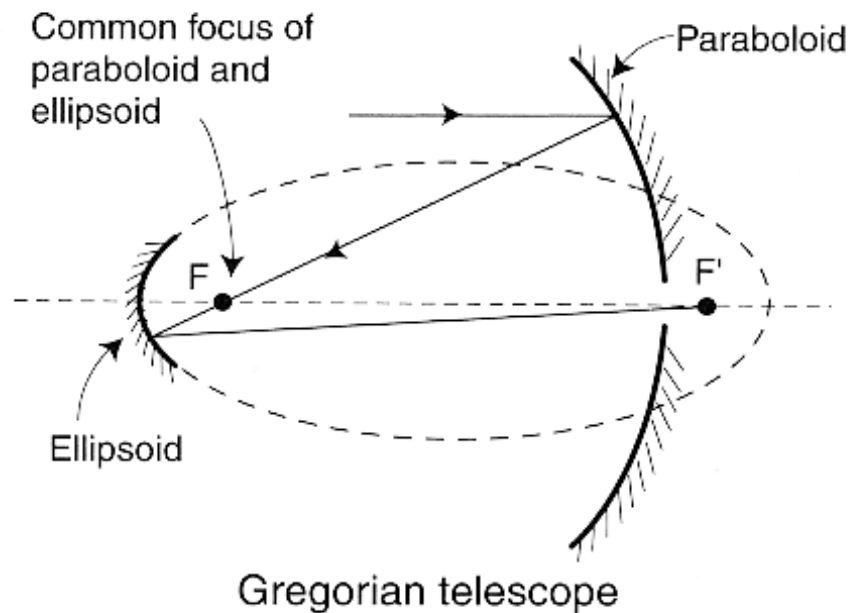


Coude

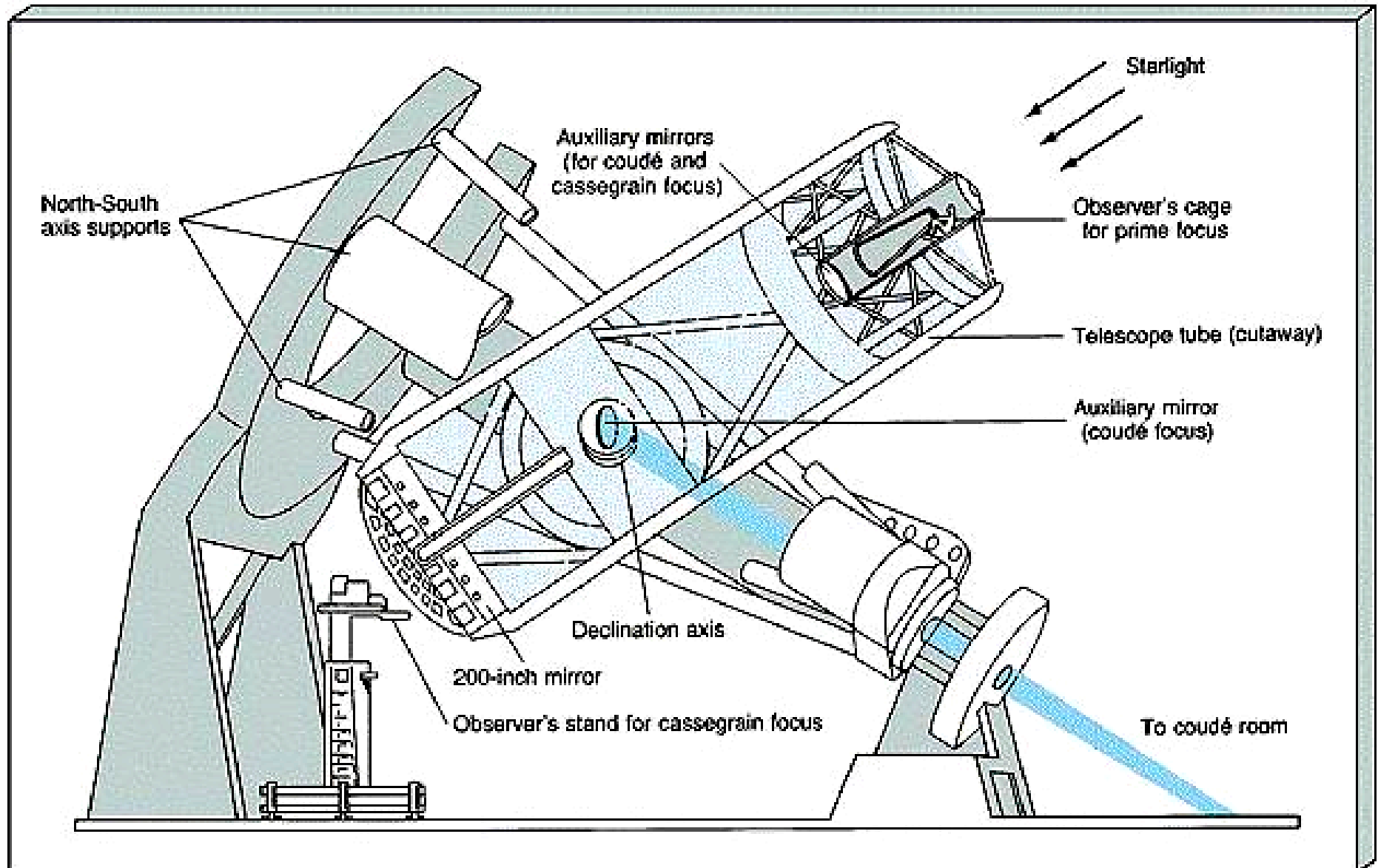


Mirror figures: always conic sections, mostly paraboloid, sometimes hyperboloid (Cassegrain secondary, Ritchie-Chretien both primary and sec.), rarely sphere (Schmidt, Maksutov).

Gregorian vs. Cassegrain

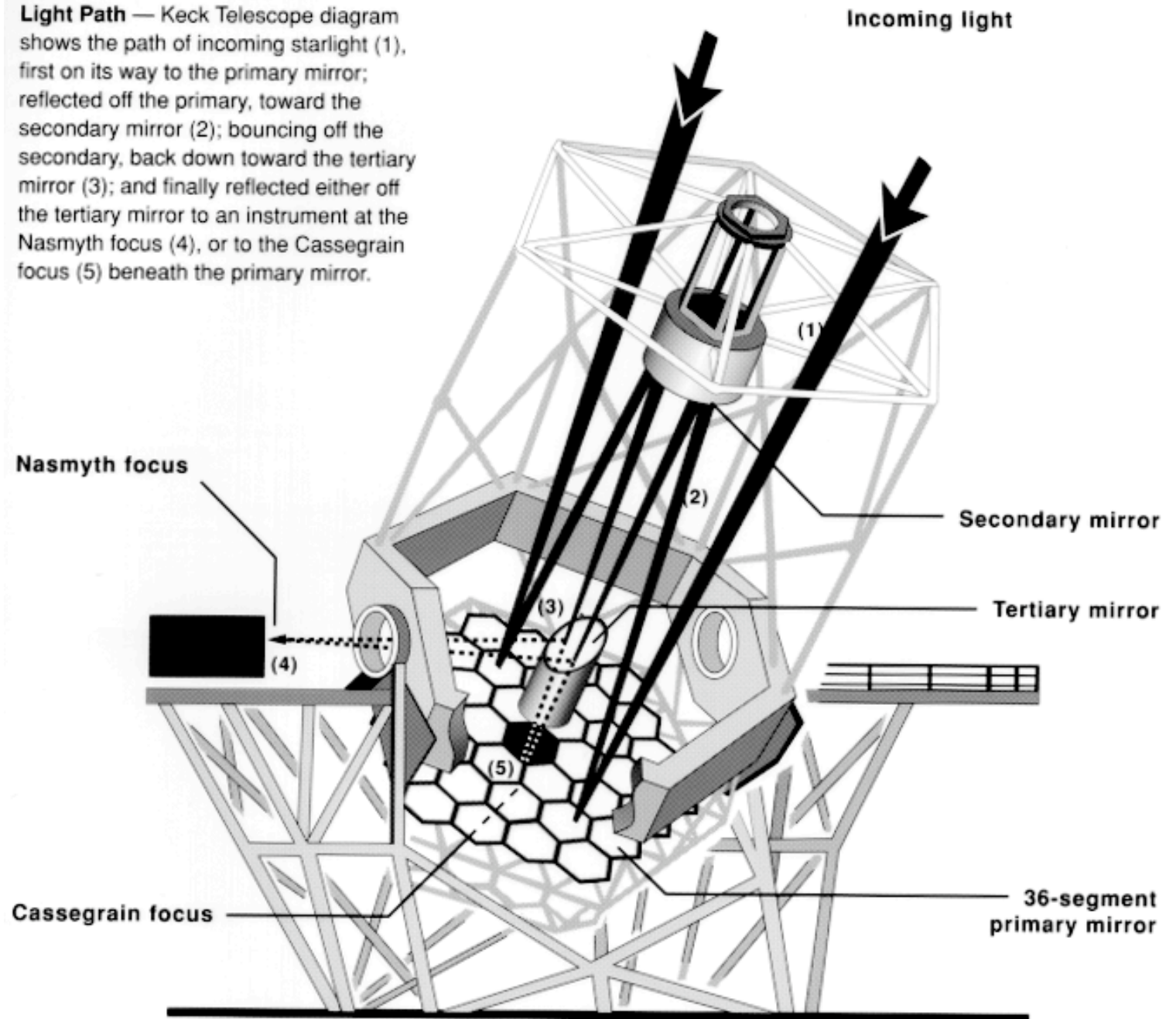


Palomar Hale 200-inch Telescope



Keck

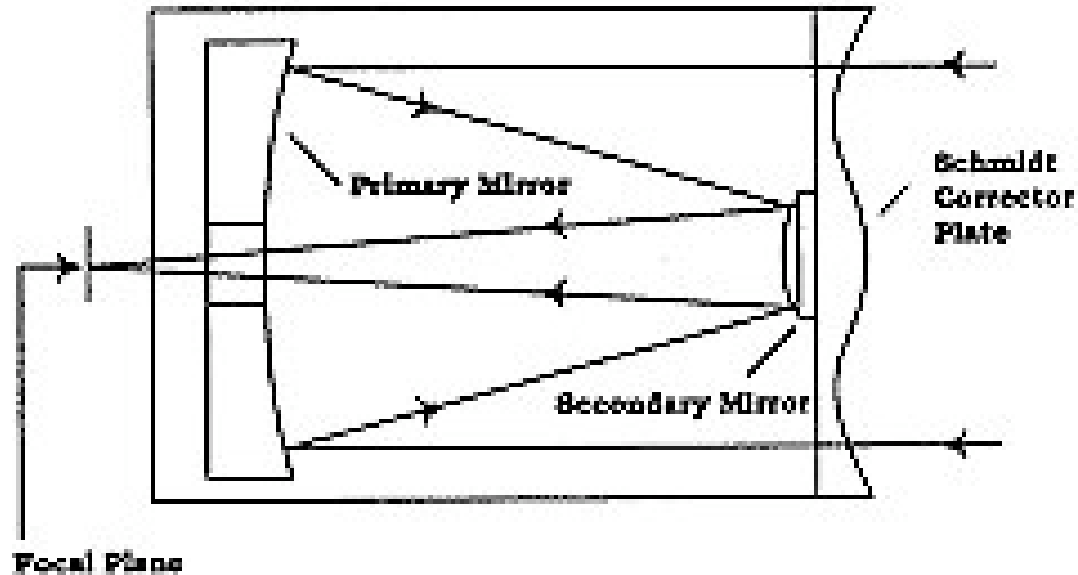
Light Path — Keck Telescope diagram shows the path of incoming starlight (1), first on its way to the primary mirror; reflected off the primary, toward the secondary mirror (2); bouncing off the secondary, back down toward the tertiary mirror (3); and finally reflected either off the tertiary mirror to an instrument at the Nasmyth focus (4), or to the Cassegrain focus (5) beneath the primary mirror.



Credit: California Association for Research in Astronomy

Schmidt Telescopes:

offering a large FOV
(popular for sky surveys)

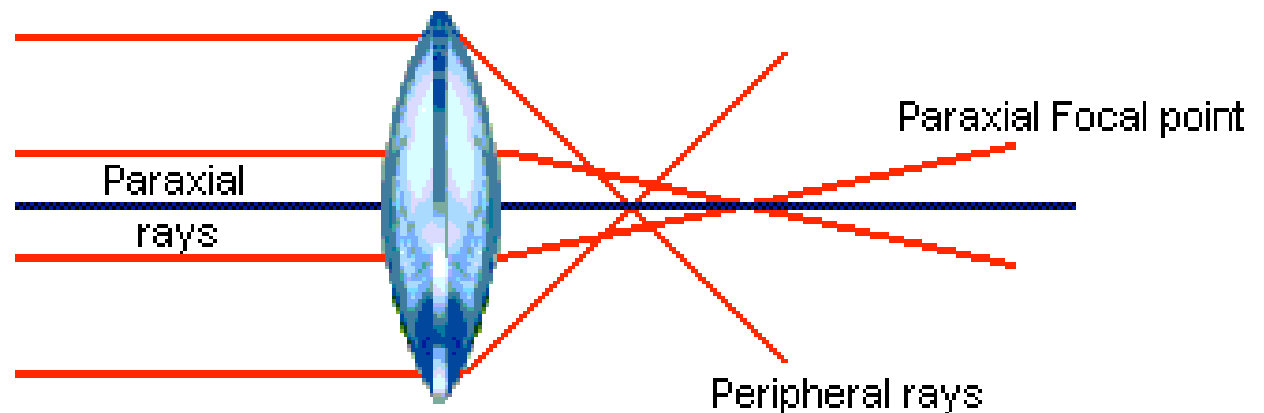


Aberrations Chromatic
Achromatic

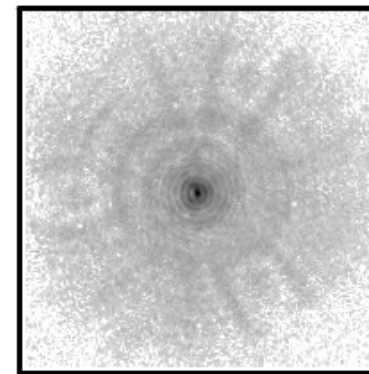
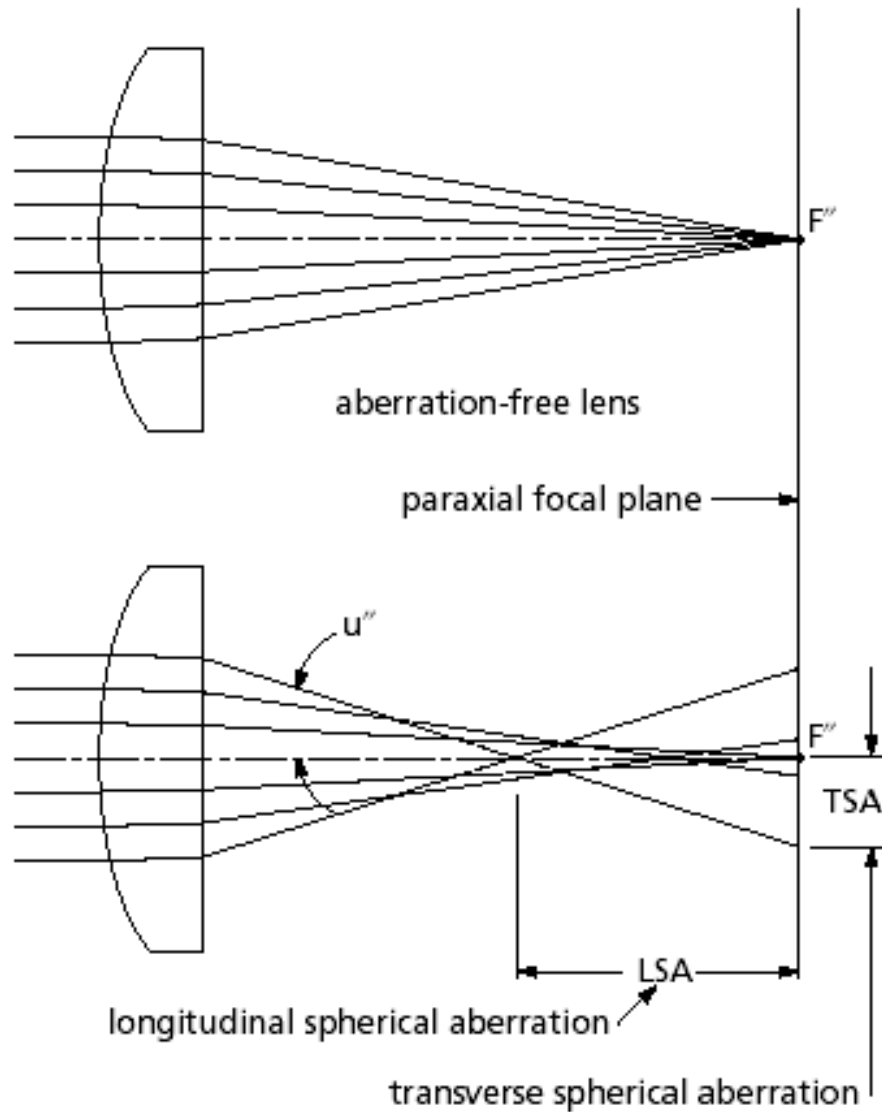
Image Deterioration
(spherical aberration,
coma, astigmatism)

Image Distortion
(Petzval field curvature,
pincushion, barrel
distortion)

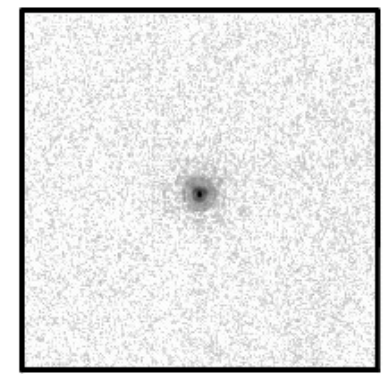
Spherical
aberration:



Spherical Aberration: The HST Saga

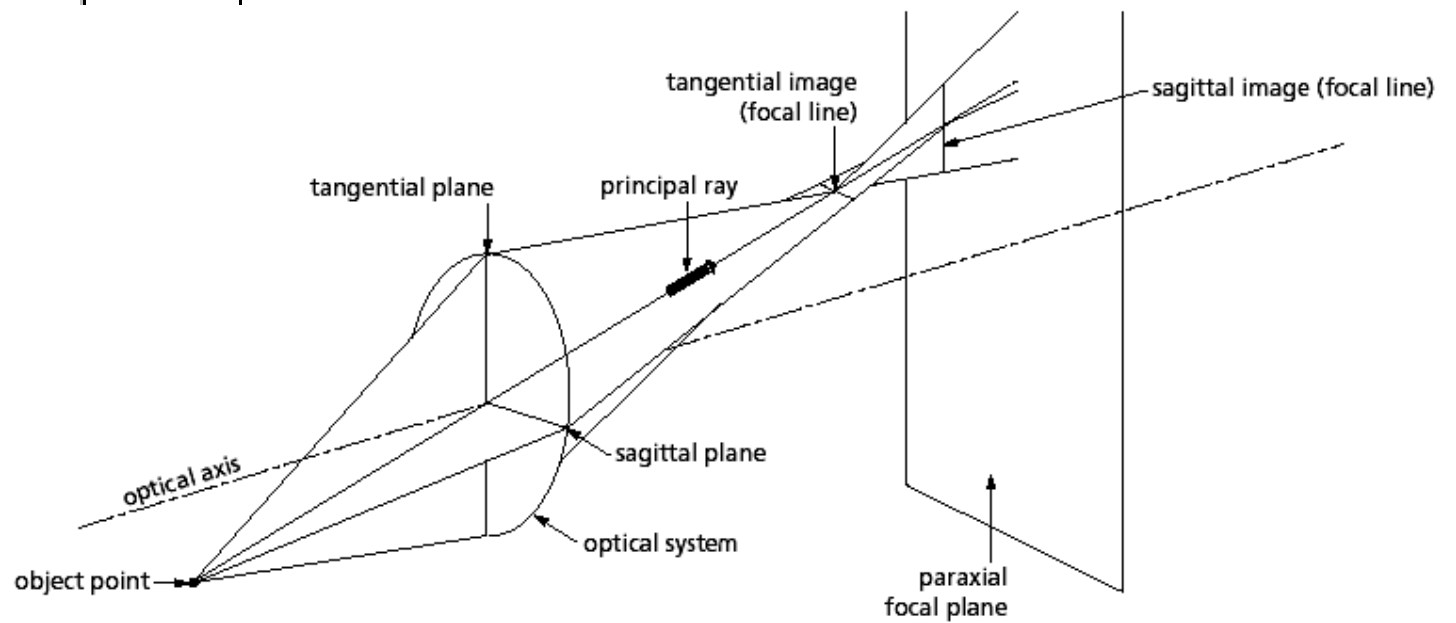
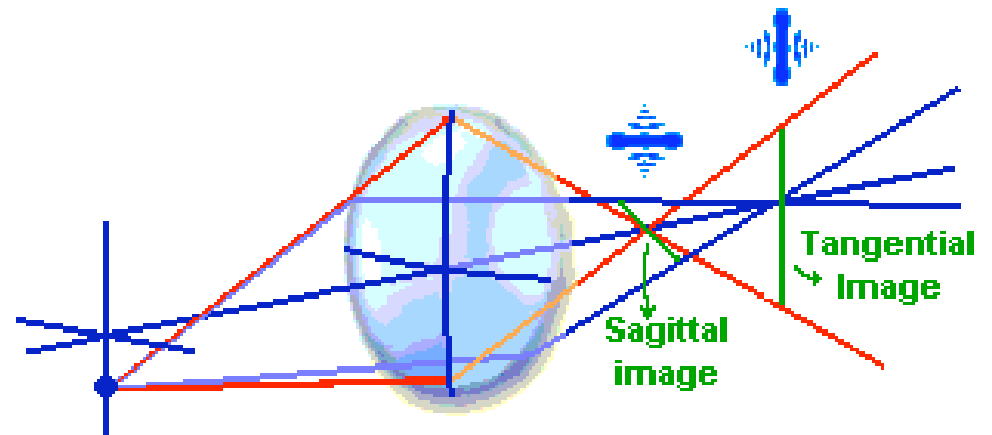
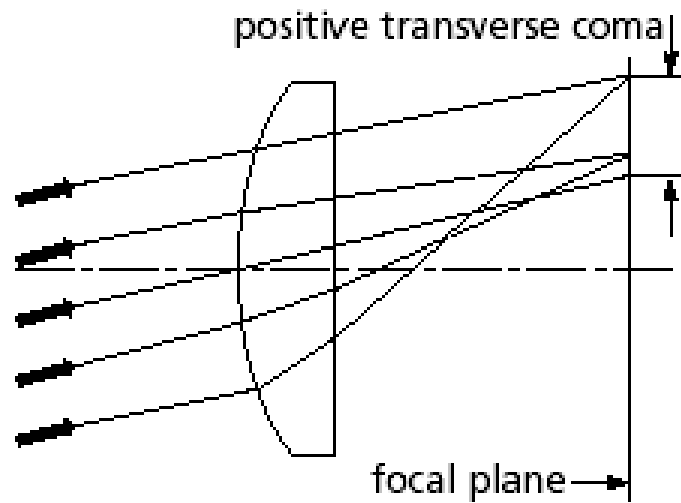


BEFORE COSTAR

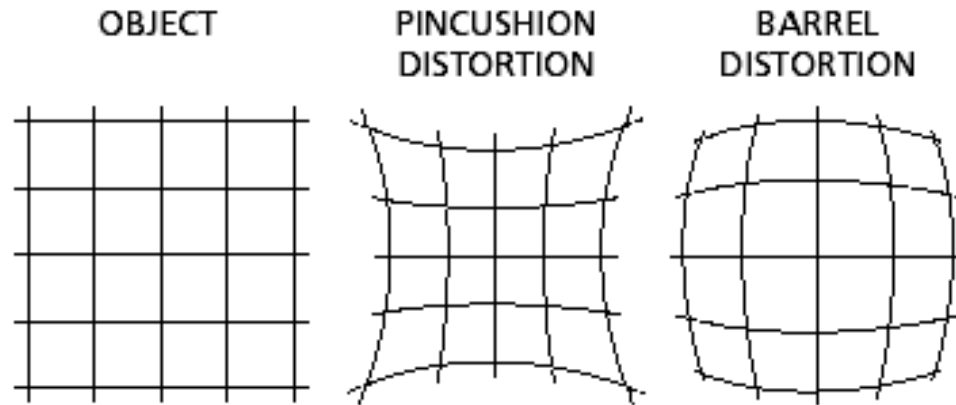


AFTER COSTAR

Coma and Astigmatism

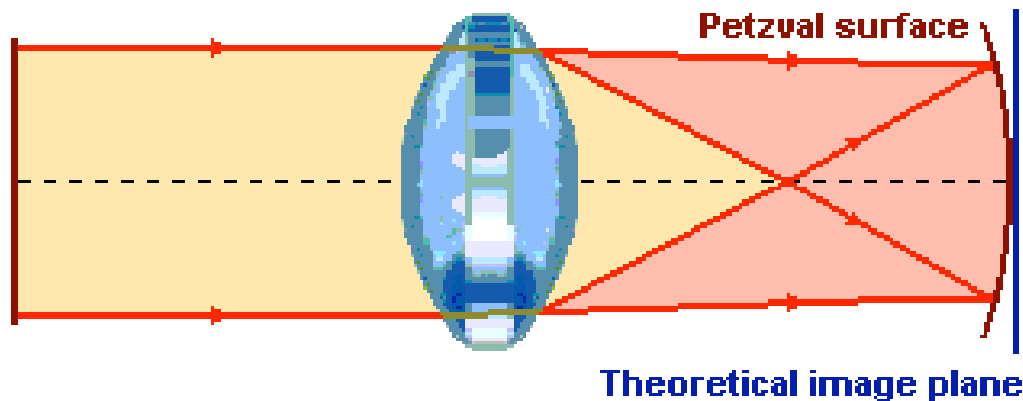


Pincushion and Barrel Distortion



Magnification varies as a function of off-axis distance

Petzval Field Curvature



Focal “plane” is actually spherical

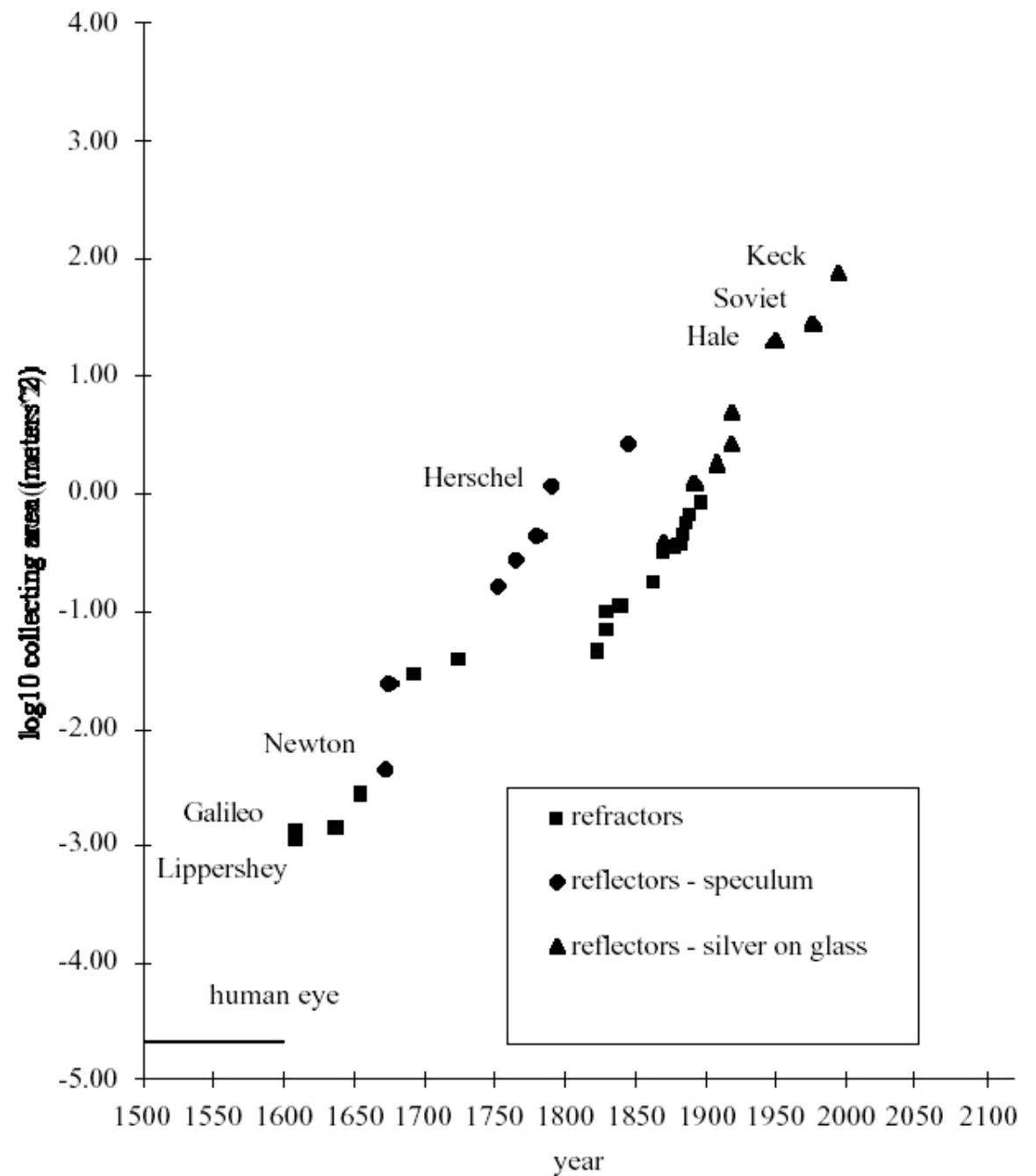
Modern Telescope Mirror Designs

- Lightweight honeycomb structures
- Thin meniscus (+ active optics)
- Segmented (all segments parts of the same conic surface); e.g., the Kecks, CELT/TMT
- Multiple (each mirror/segment a separate telescope, sharing the focus); e.g., HET, SALT
- Liquid, spinning

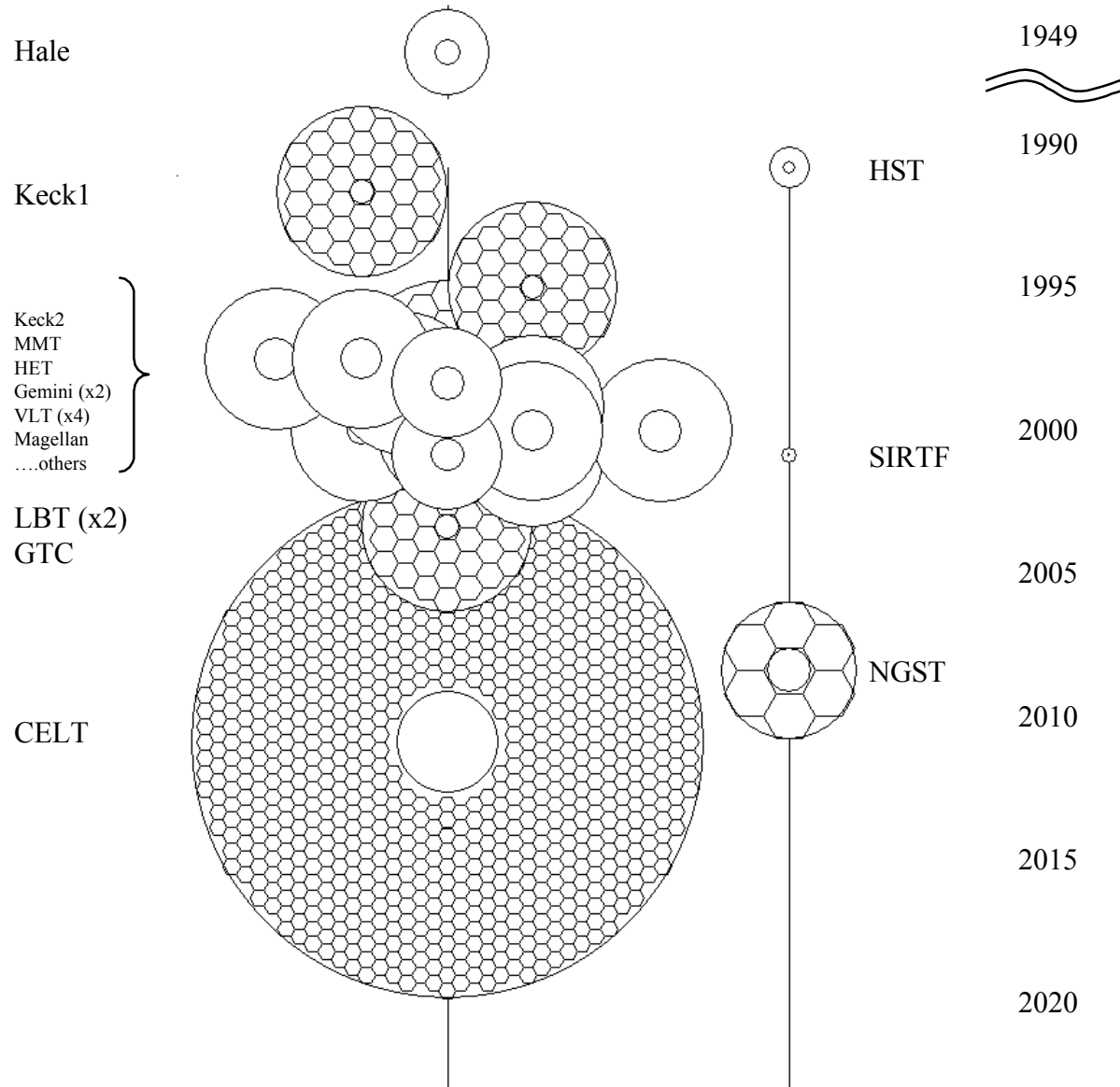
The critical issues:

- Surface errors (should be $< \lambda/10$)
- Active figure support (weight, thermal)
- Thermal equilibrium (figure, seeing)

The History of Telescopes



Large telescope projects 1950- 2020



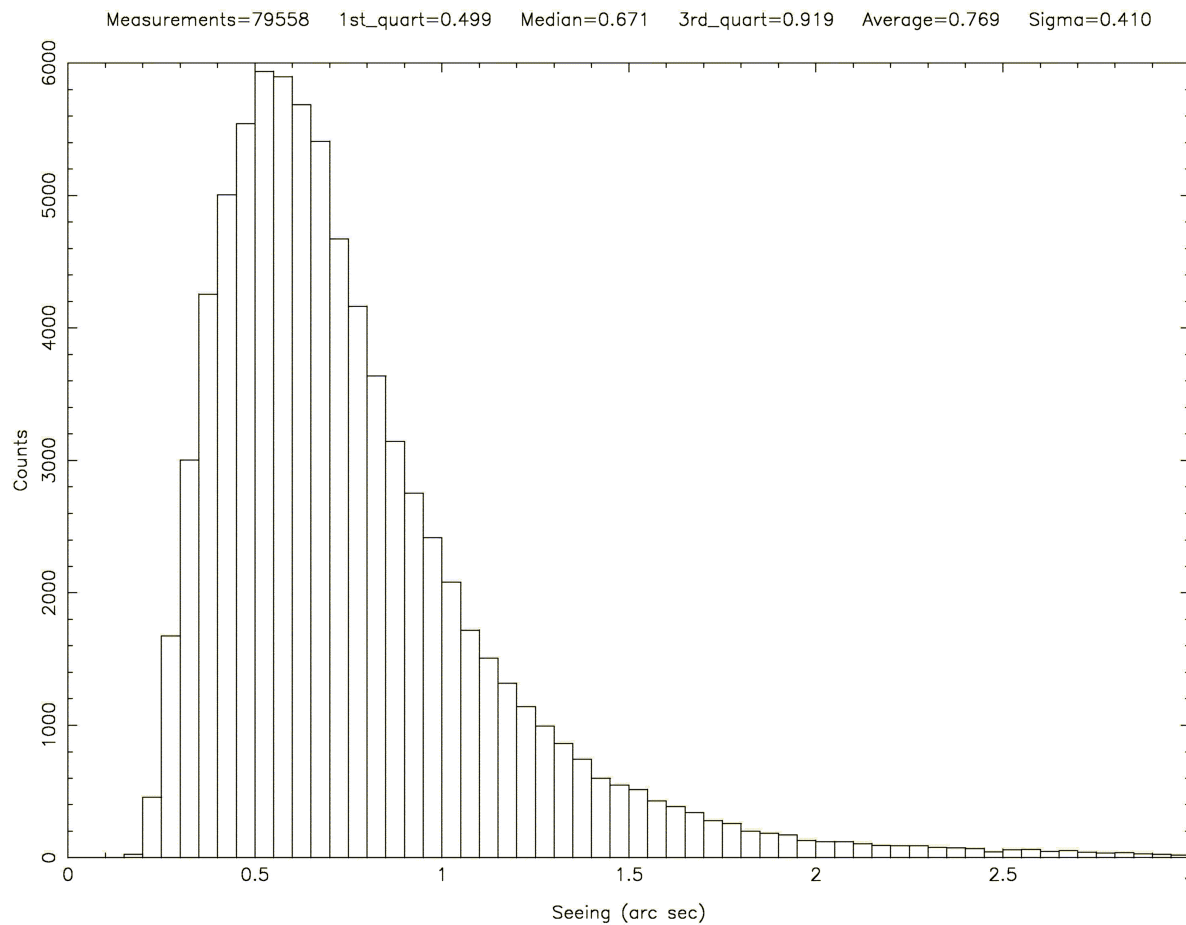
Telescope Site Selection

- Site selection is critically important
 - Number of good nights and atmospheric quality determine the amount and the quality of the science done
- Site selection issues and problems
 - Atmospheric (seeing, transparency, AO issues, wind ...)
 - Logistical (ease and cost of construction and operation)
 - Political/sociological (availability, security, staffing, etc.)
 - Geological (earthquakes, volcanos)

Historically, site selection was dominated by the seeing limited visible, convenience (e.g., within a driving distance), and small or subjective measurements. Nowadays the action is in the IR and AO, and the whole world is a stage.

The Best Known Sites: Mauna Kea, Canarias, Northern Chile, Southern California + Baja, Namibia, Antarctica, + a few ...

Seeing measurement telescopes at Cerro Tololo (CTIO) →



← Typical seeing
distribution

Telescopes in Space

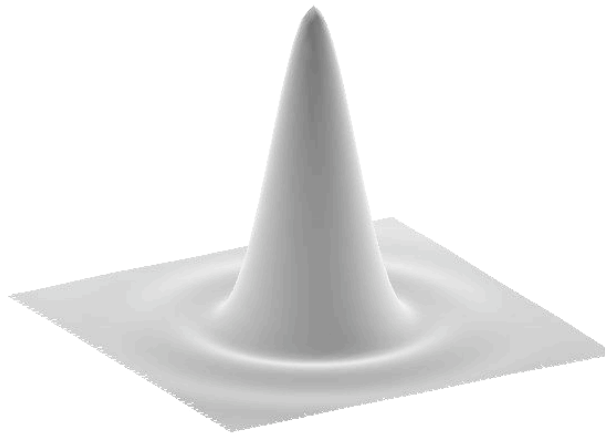
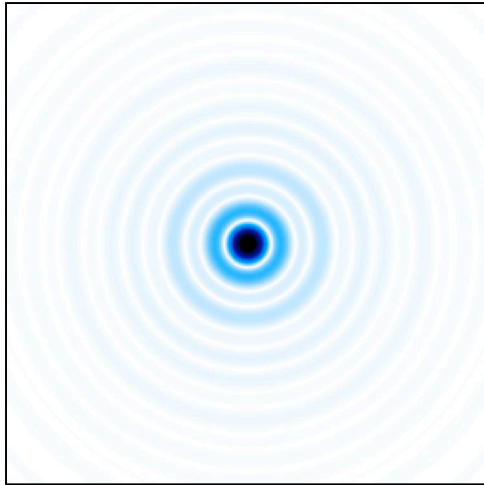
Hubble Space

Telescope: only 2.4-m,
but location, location,
location!

And its successor:

James Webb Space
Telescope (JWST)

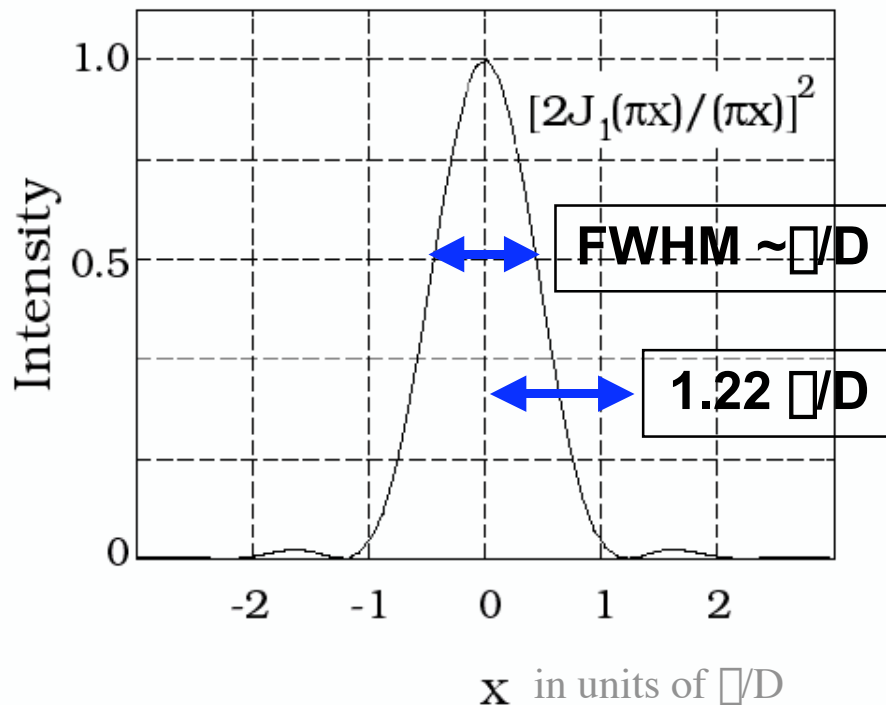
Diffraction-Limited Imaging (an ideal telescope)



The Airy function
~ a Fourier transform
of the actual open
telescope aperture

In reality, it tends to be more complex, due to the mirror geometry, etc.

Diffraction-Limited Imaging



With no turbulence,
FWHM is diffraction
limit of telescope:

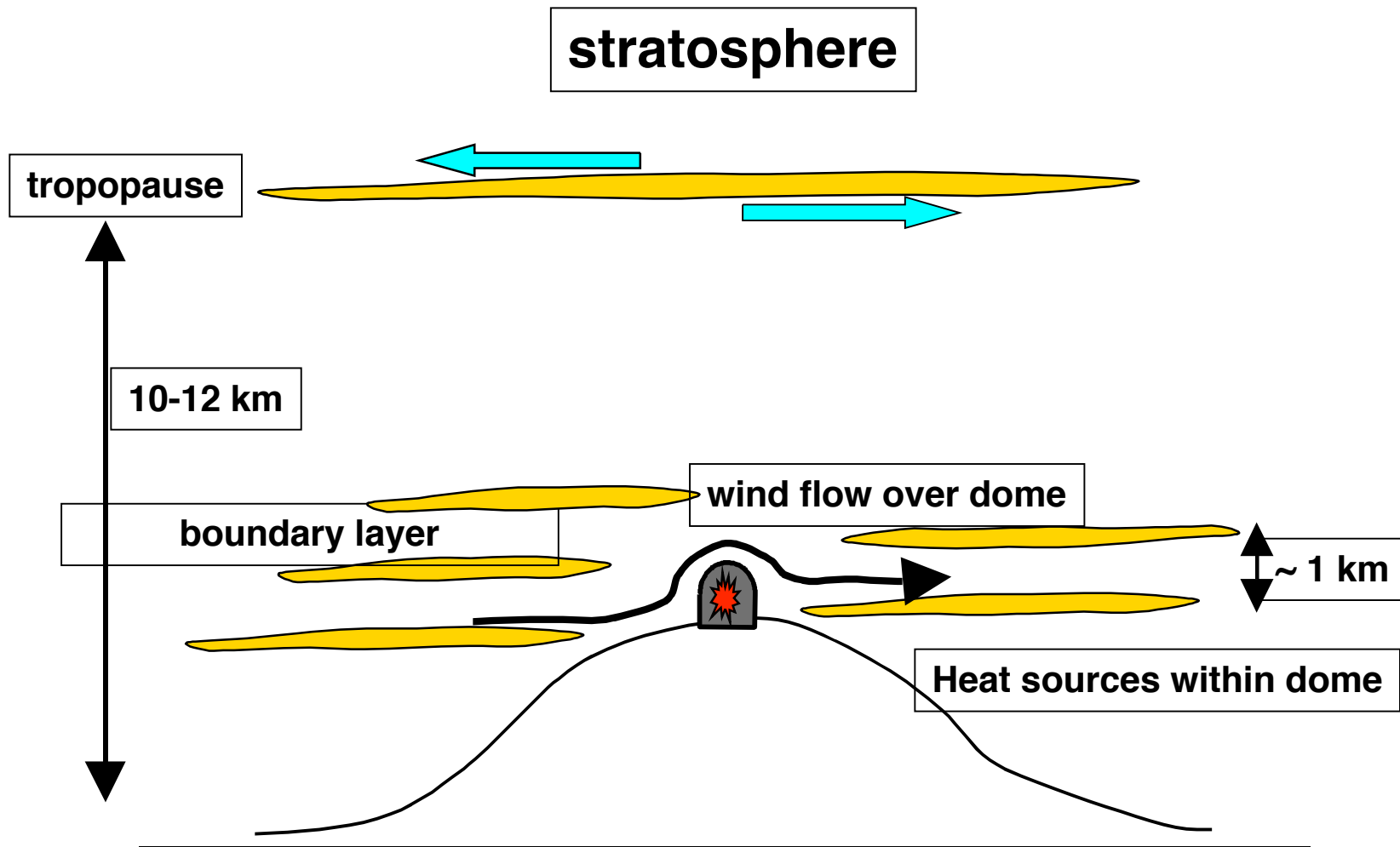
$$\theta [\text{radians}] \approx \lambda / D$$

Example:

$$\lambda/D = 0.02 \text{ arc sec for } \lambda = 500 \text{ nm, } D = 10 \text{ m}$$

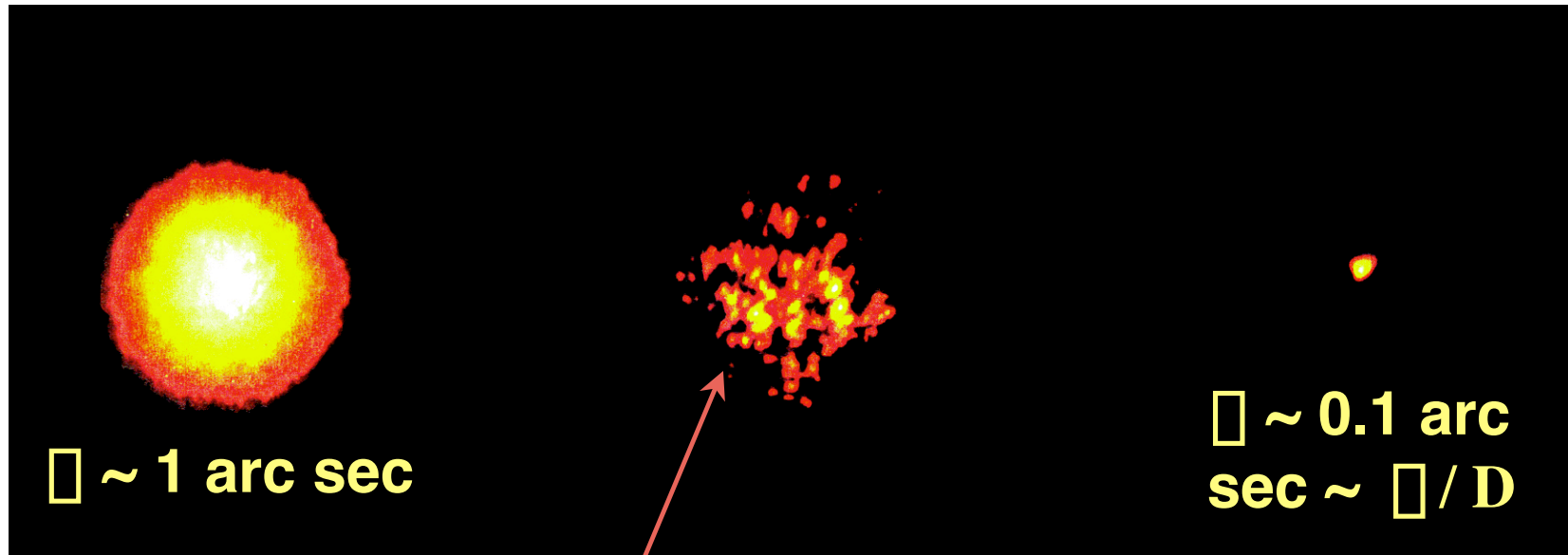
With turbulence, image size (“seeing”) gets much larger, typically $\sim 0.5 - 2$ arcsec. In order to restore the intrinsic angular resolution, we need **Adaptive Optics (AO)**

Turbulence arises in several places



Images of a bright star

Lick Observatory, 1 m telescope



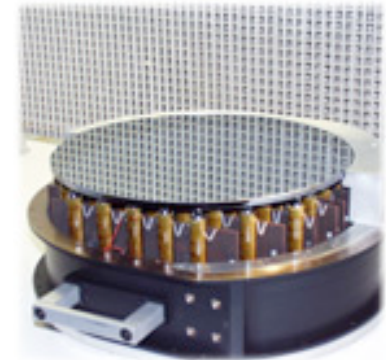
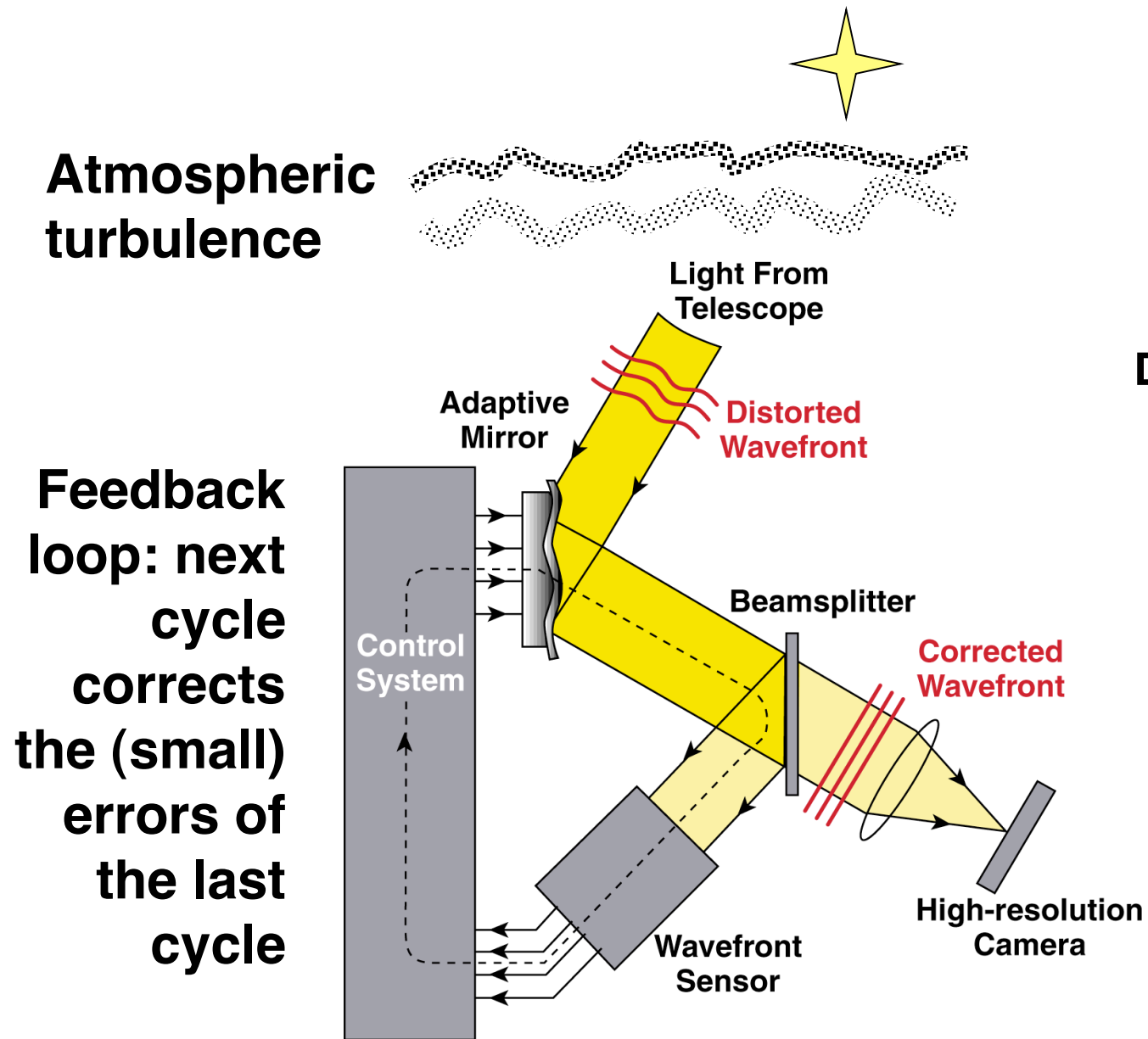
Long
exposure
image

Short
exposure
image

Image with
adaptive
optics,
(nearly)
diffraction
limited

Speckles (each is at
diffraction limit of
telescope)

Schematic of adaptive optics system

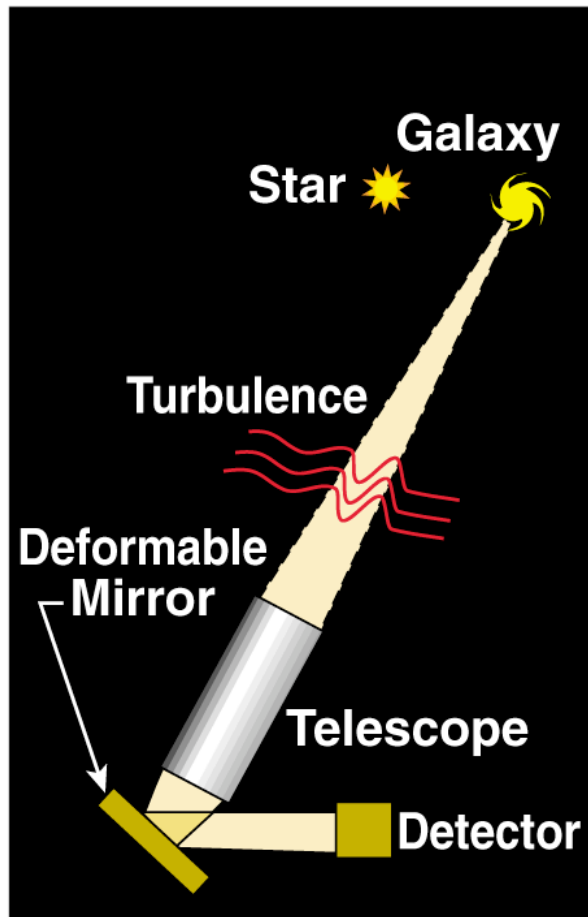


Deformable mirror

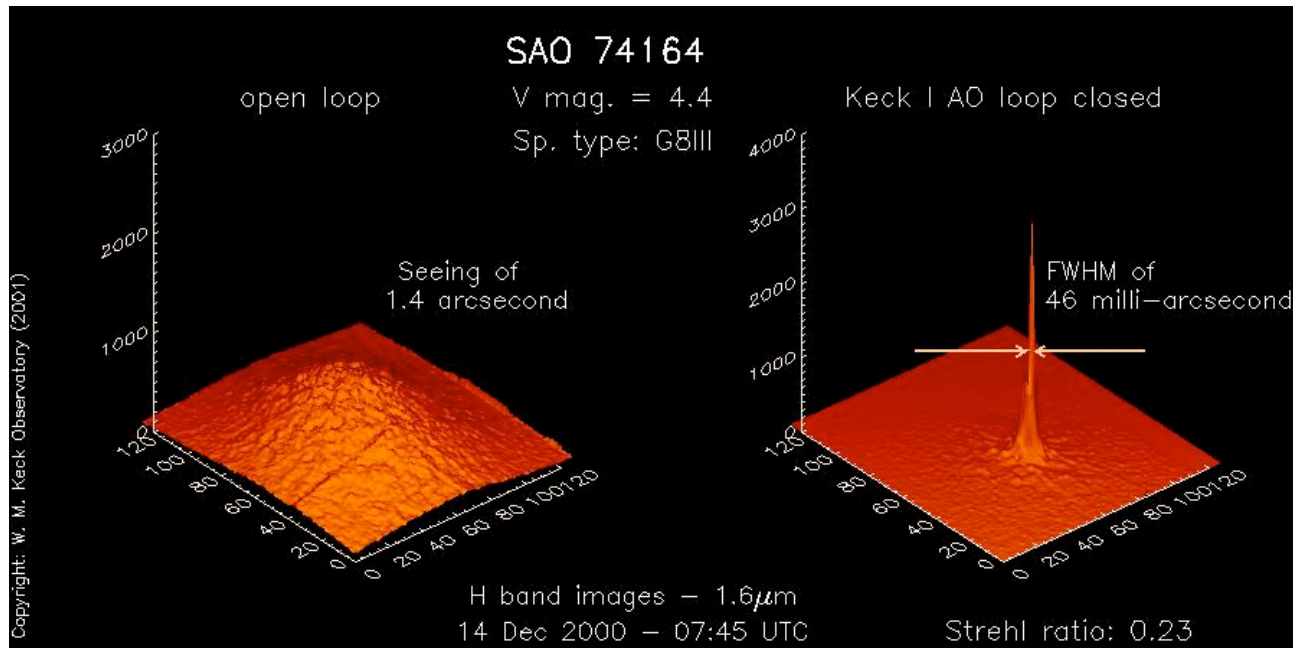
But you need a bright star very close to your target (a few arcsec) in order to compute the correction

*If there's no close-by bright star,
create one with a laser!*

Use a laser beam to create an artificial “star” at altitude of ~ 100 km (Na layer, Na D doublet)



Keck AO System Performance



Single Dish (the bigger the better) ...

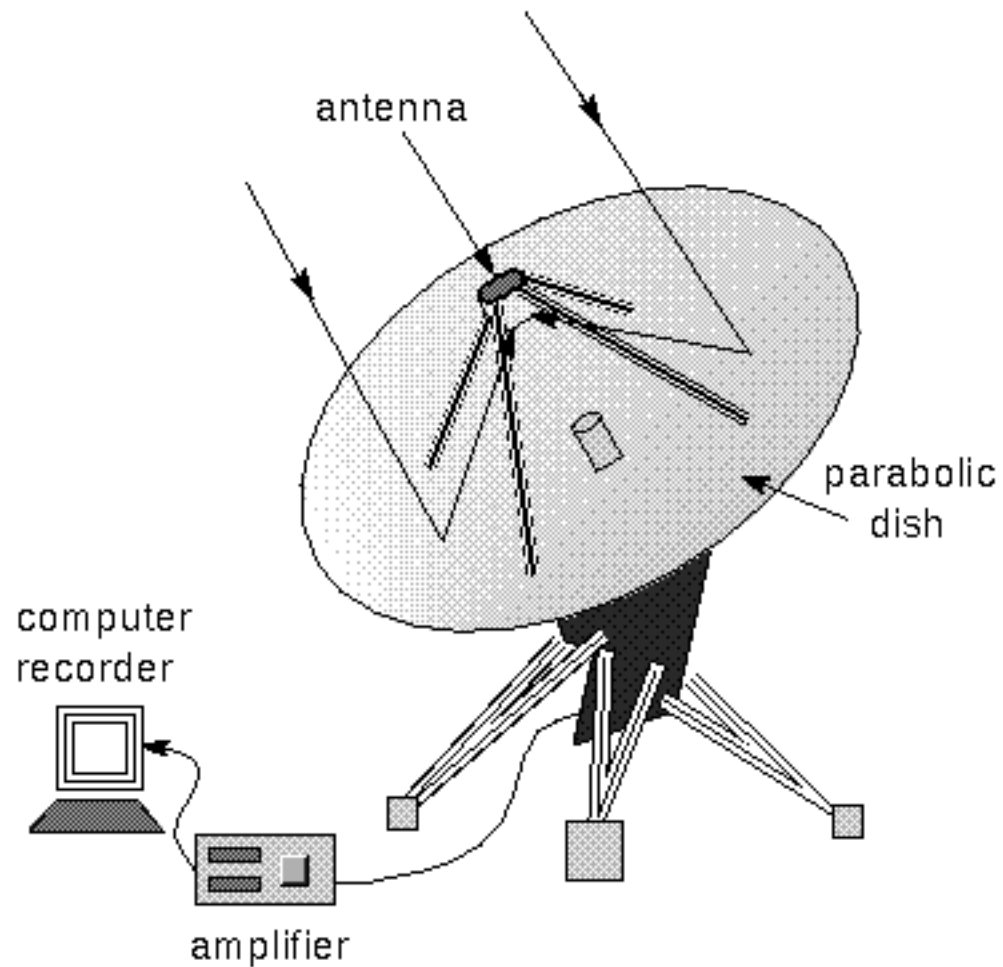
The Green Bank Telescope (GBT), $D = 100$ m

Arecibo, $D = 300$ m

... and Interferometers

They achieve the angular resolution corresponding to the largest baseline between the elements (dishes), but the collecting area is just the sum ...

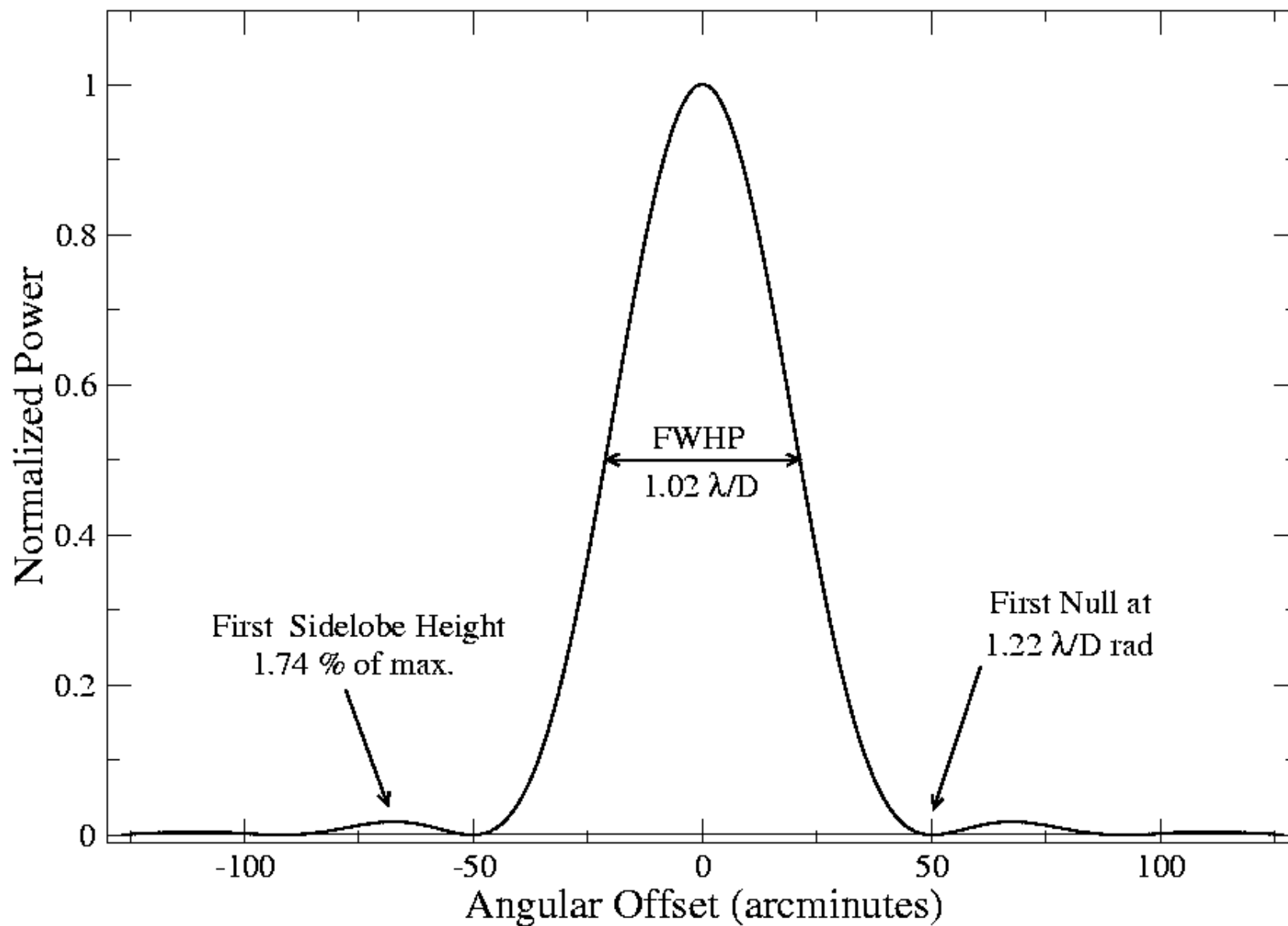
How a Radio Telescope Works



A radio telescope reflects radio waves to a focus at the antenna. Because radio wavelengths are very large, the radio dish must be very large.

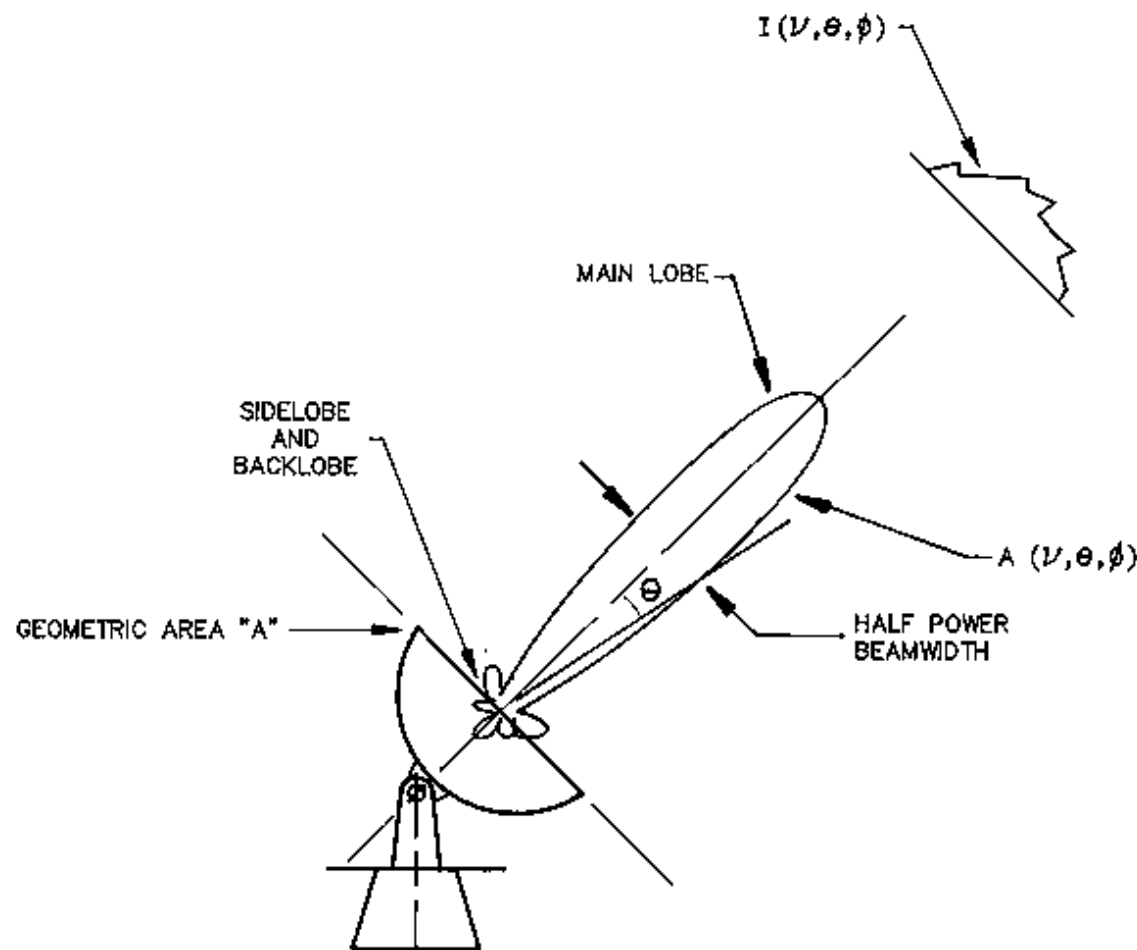
Antenna Power Response at 1 GHz

25-meter diameter, uniform illumination



Problems With Single Dishes

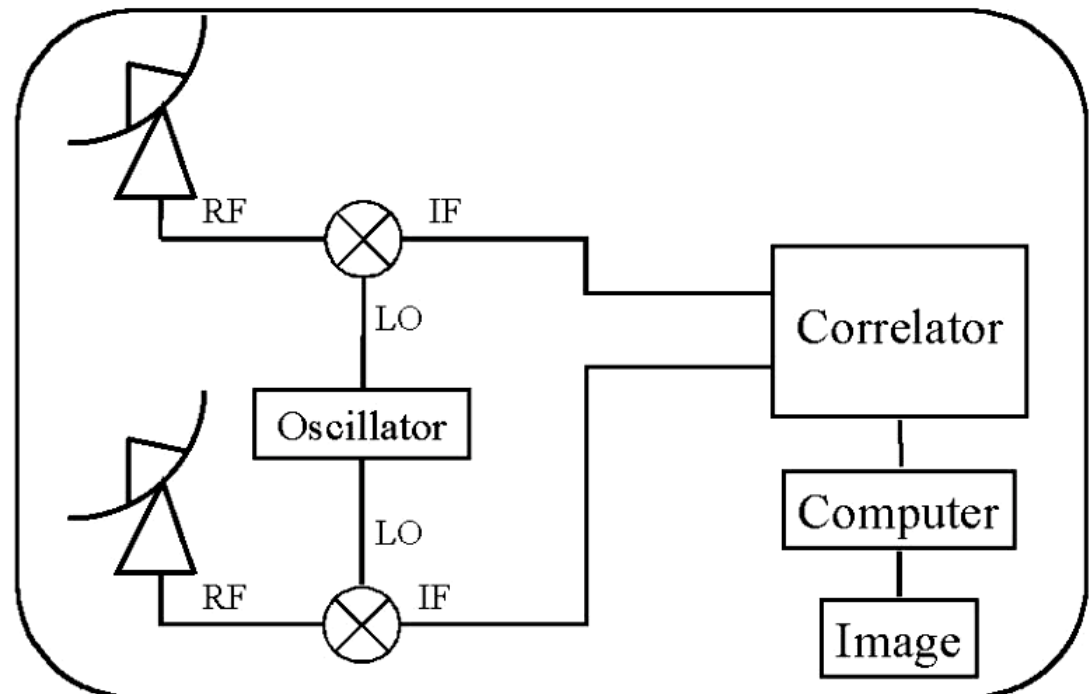
1. Poor resolution!
2. Sidelobes pick up scattered radiation, interference



How Interferometer Works

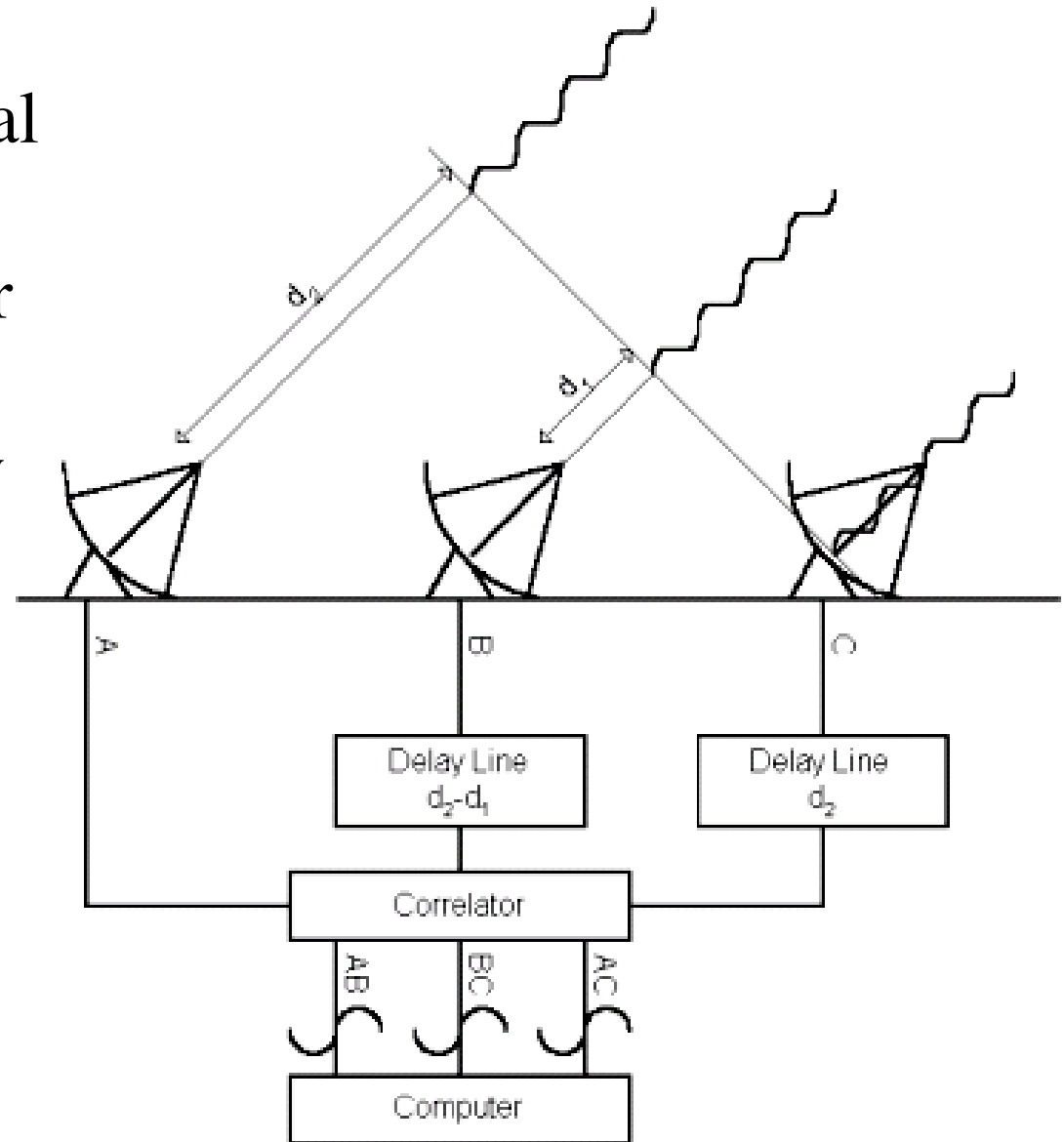
Signals from independent, separated receivers are coherently combined (correlated). What is measured is the amplitude of correlated signal as a function of a spatial baseline, i.e., angular frequency on the sky. This is a Fourier transform of the actual intensity image on the sky.

BASIC LINKED RADIO INTERFEROMETER



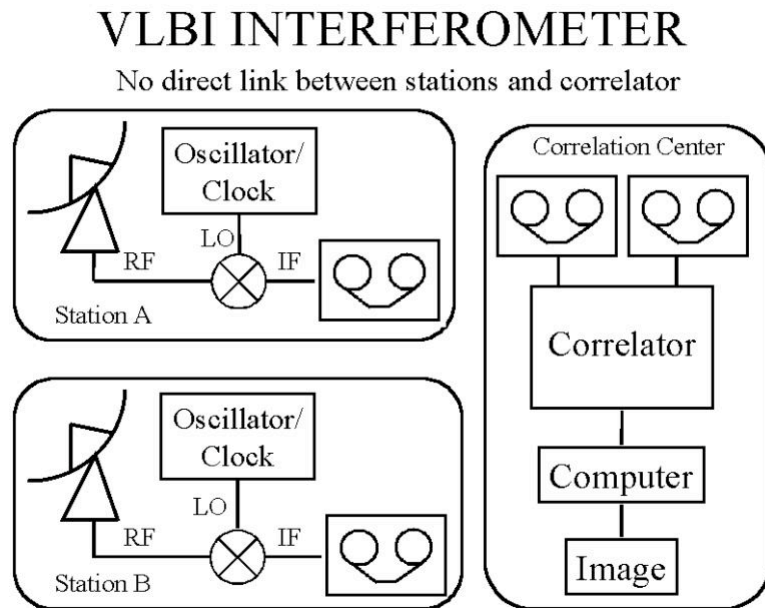
... how interferometer works ...

Signals from individual elements are delayed electronically, in order to simulate a flat wavefront, for slightly different arrival directions - thus mapping a field of view.



Very Long Baseline Interferometry (VLBI)

- Antennas very far apart (\sim Earth size)
 - ★ Resolution very high: milli-arcsec
- Record signals on tape, correlate later
- Now VLBA(rray)



The Future of Radio Astronomy

Square Kilometer
Array (SKA)

ALMA

X-Ray telescopes: Grazing incidence mirrors

Why? So that the
projected interatomic
separations are $\ll \lambda$

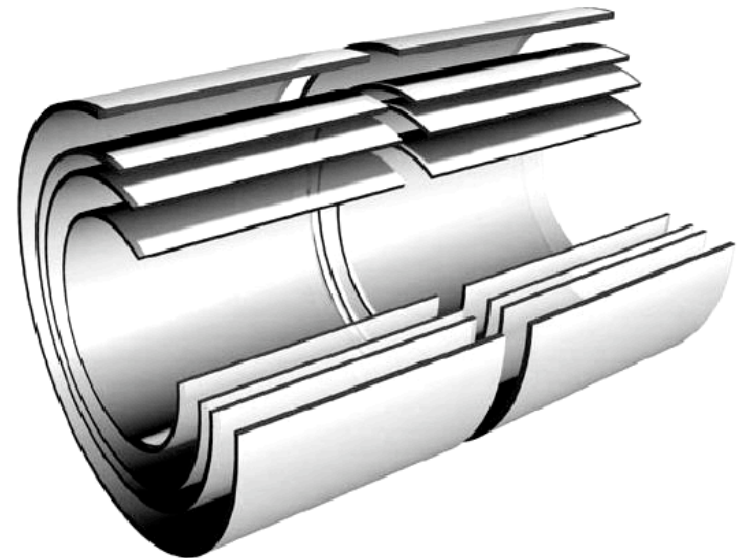
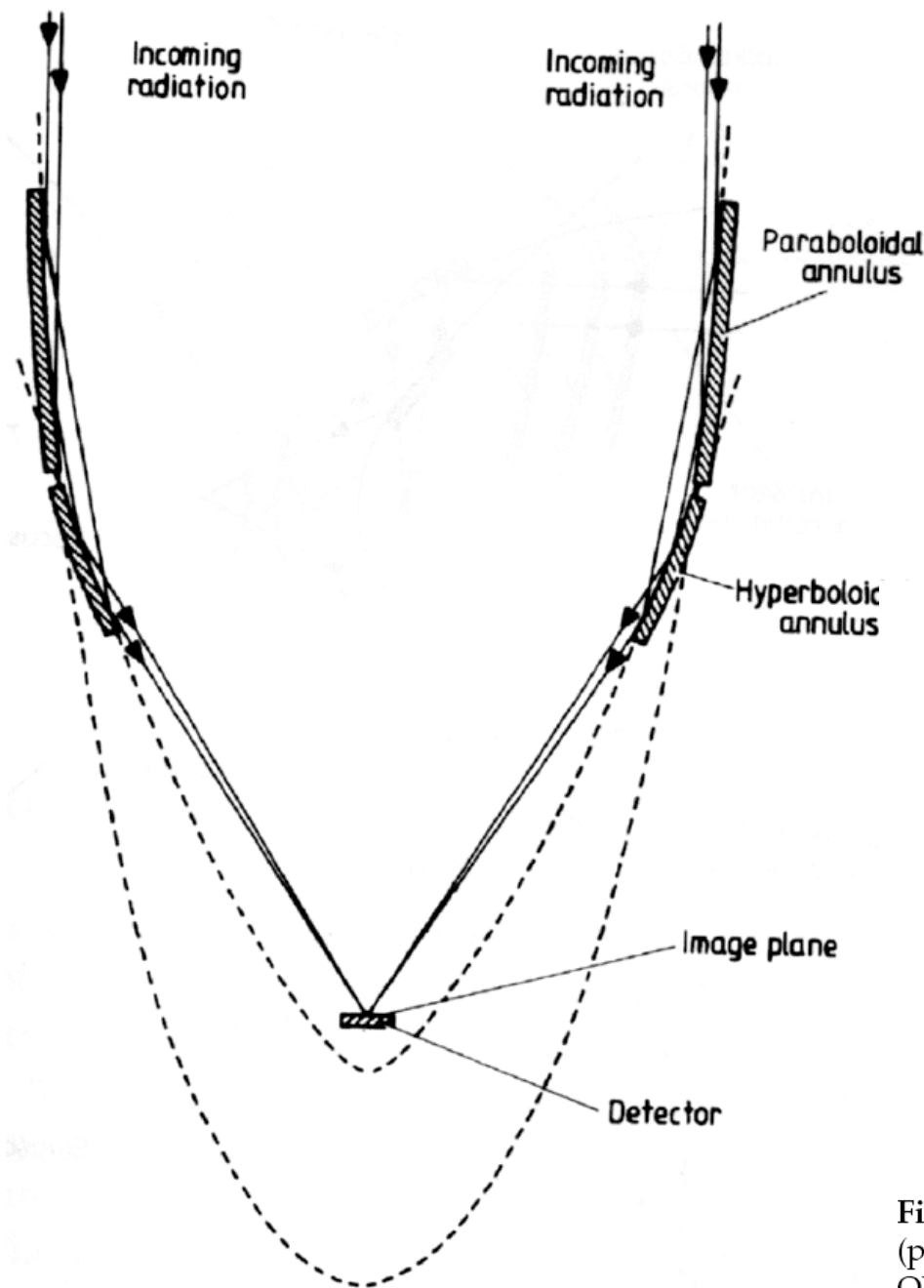
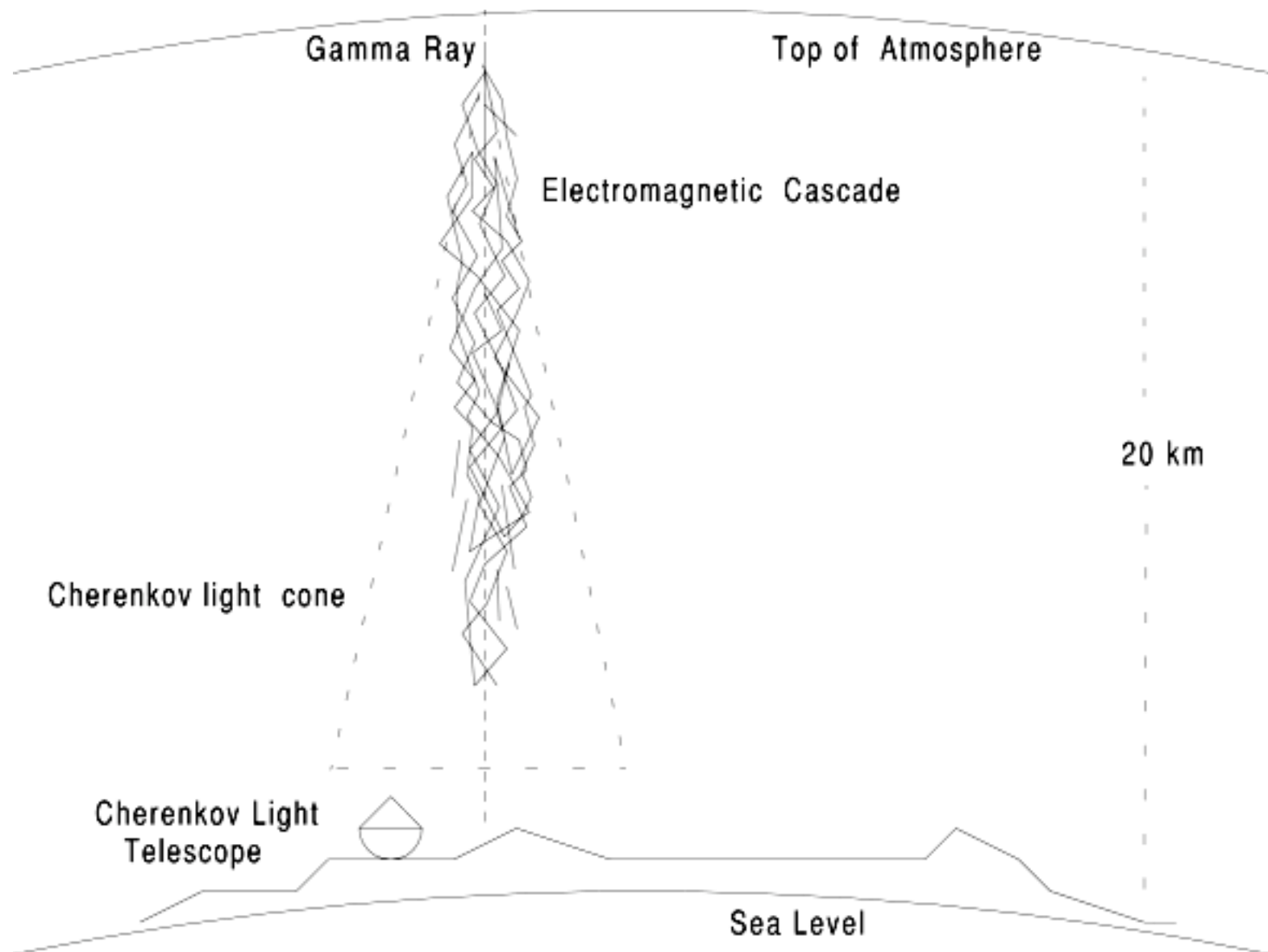
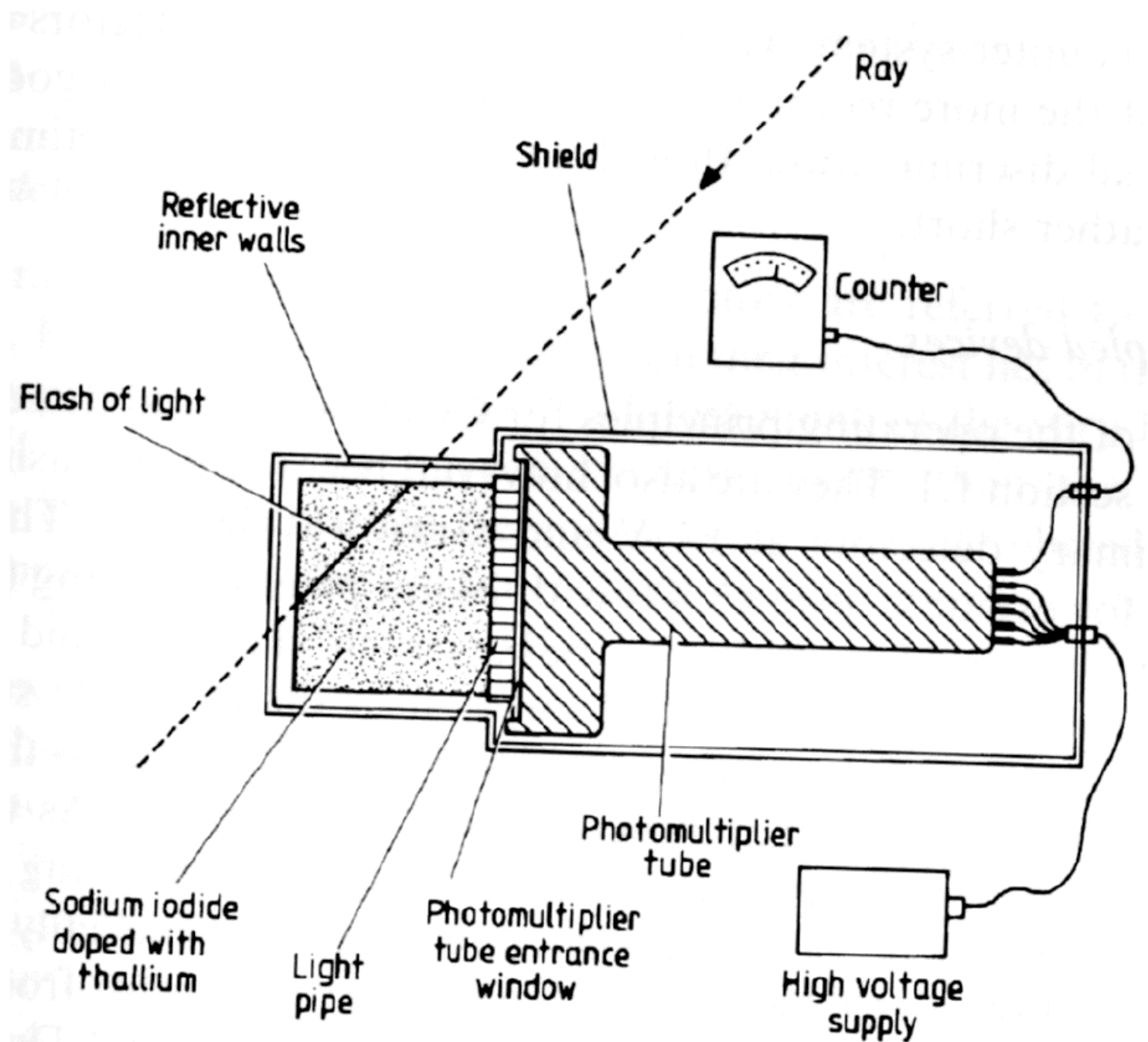


Figure 3. Cutaway schematic drawing of the nested four shells (paraboloid and hyperboloids) of the Chandra X-ray Observatory (courtesy of the Raytheon Co).

Detecting Ultra-High Energy Cosmic Rays





CGRO/COMPTEL

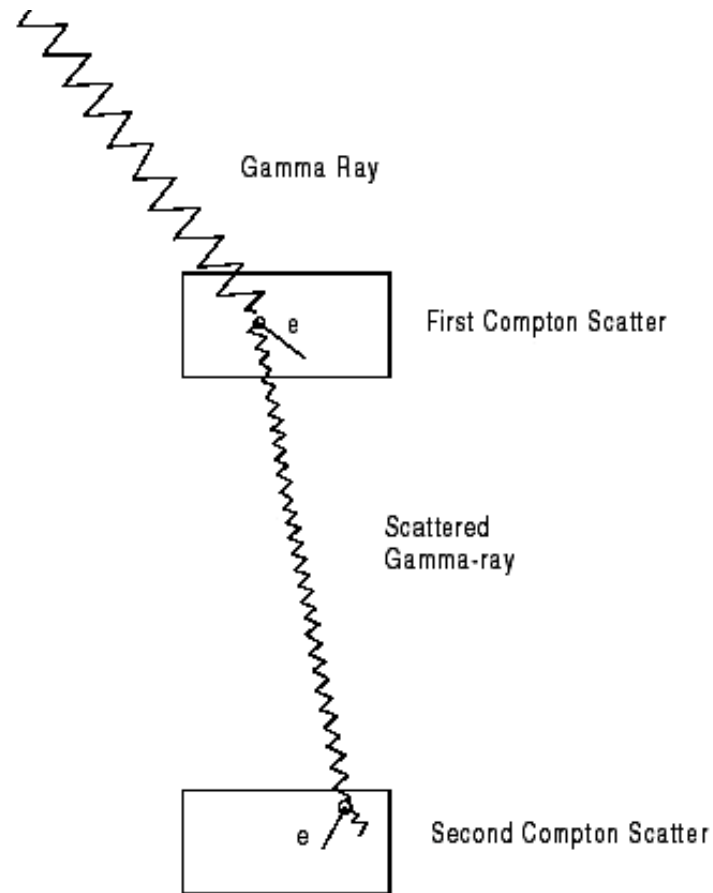
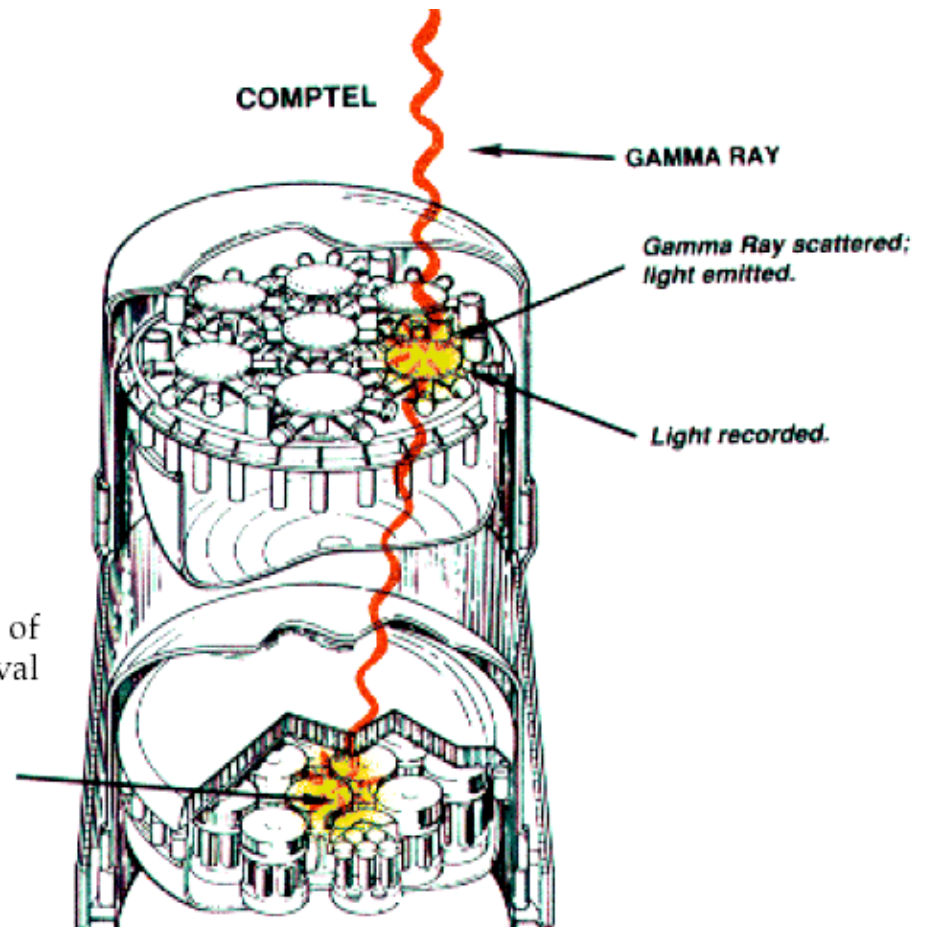


Figure 1. Schematic of double Compton scatter. In the upper scintillator the primary γ -ray Compton scatters in the downward direction; the γ -ray is then absorbed in another Compton scatter in the lower detector. In each case the energy of the recoil electron is measured and thence the energy and arrival direction of the primary are determined.

*Gamma Ray absorbed,
light pulse emitted
and recorded.*

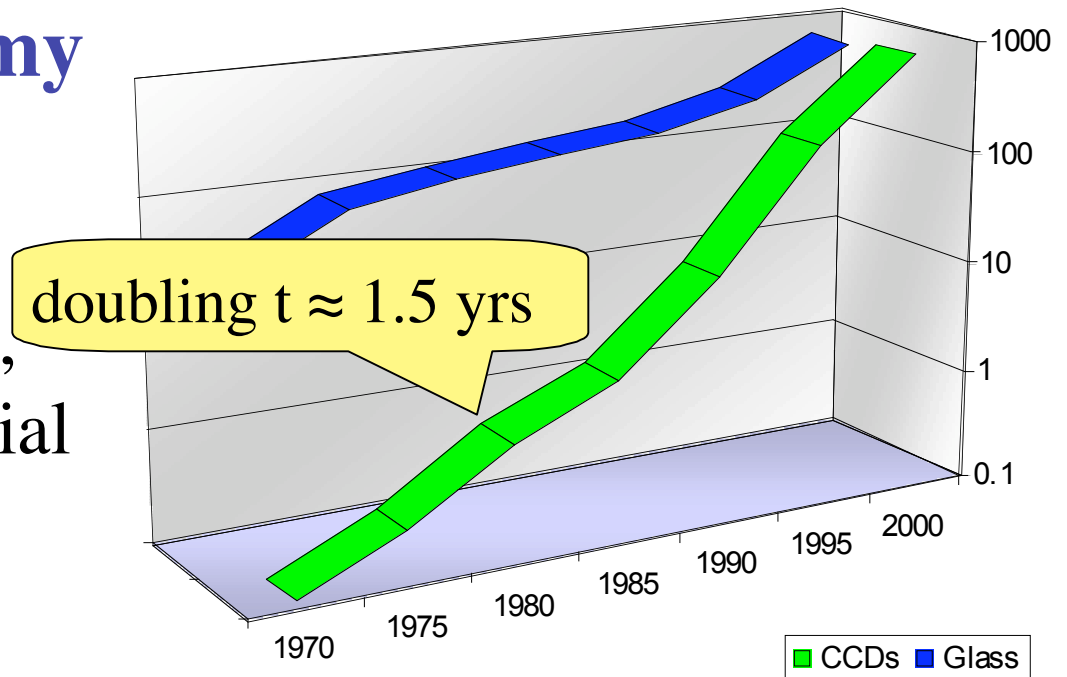


Sky Surveys, Archives, and Virtual Observatory

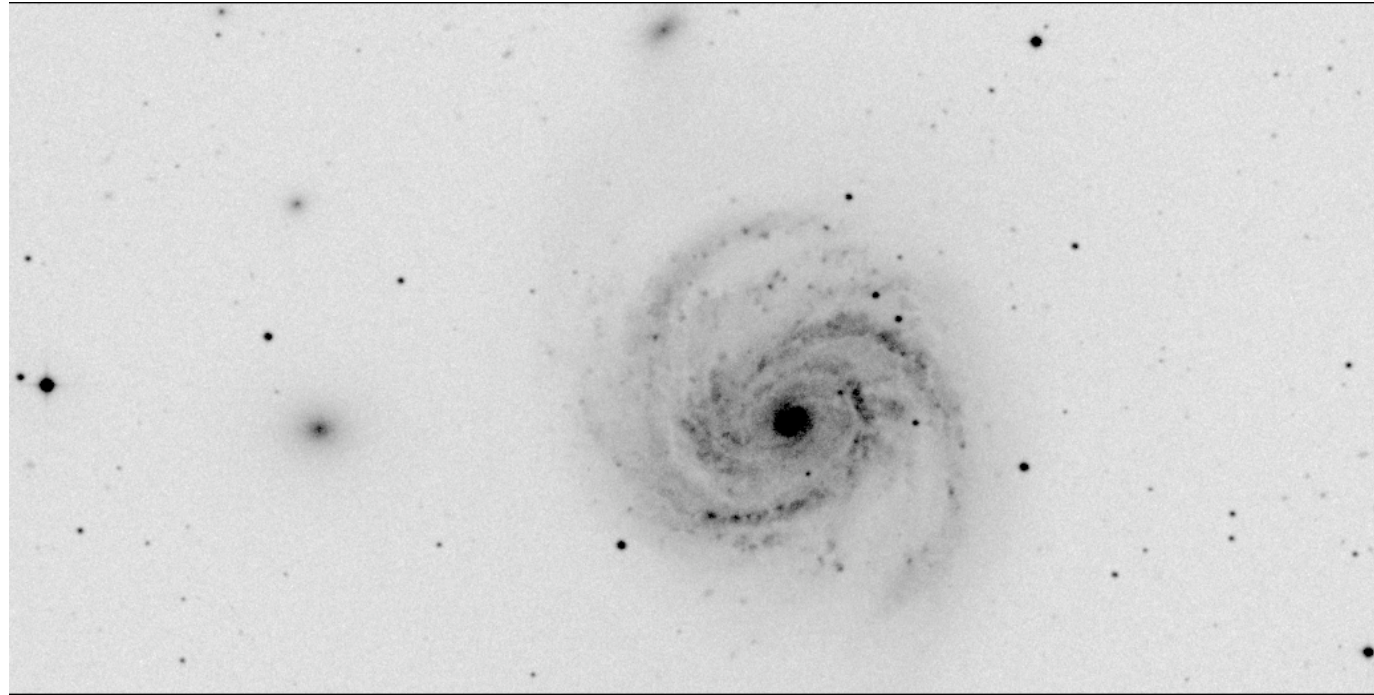
**Astronomy is facing a
major data avalanche:
it has become an
immensely data-rich
science**

The Exponential Growth of Data Volume in Astronomy

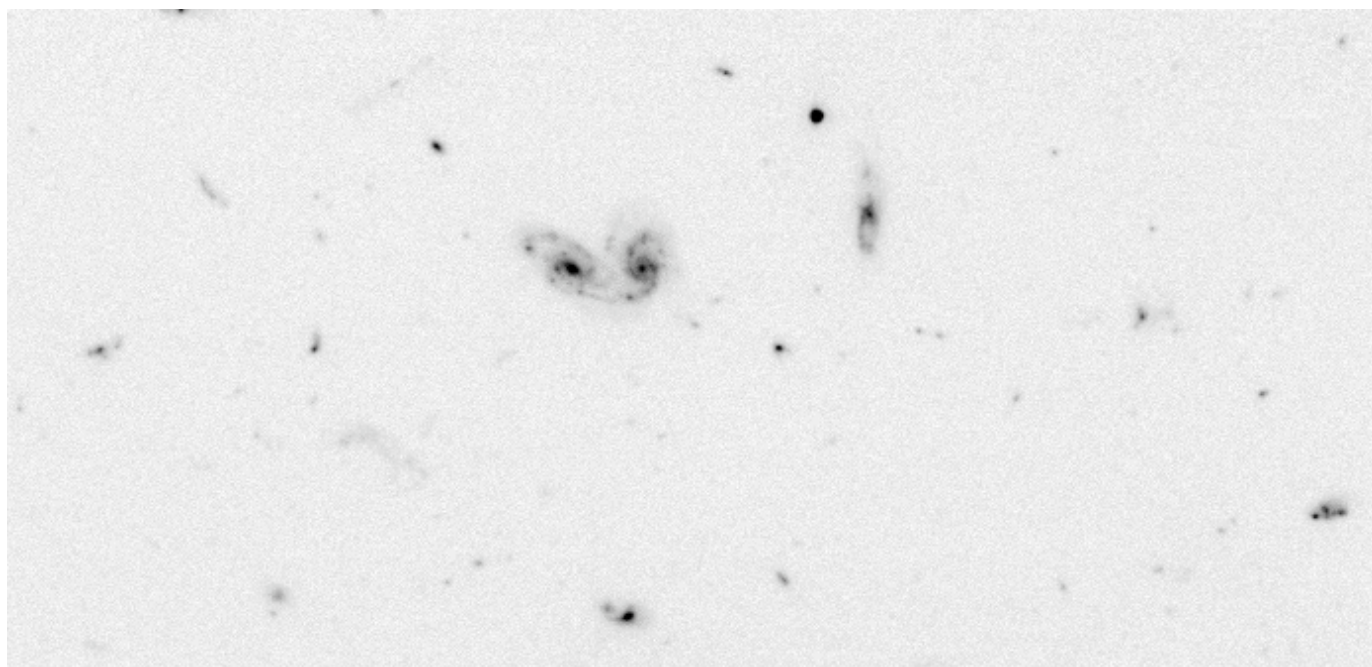
... And also data complexity and quality, driven by the exponential growth in detector and computing technology



- **Large digital sky surveys** are becoming the dominant source of data in astronomy: ~ 10 -100 TB/survey (soon PB), $\sim 10^6$ - 10^9 sources/survey, many wavelengths...
- **Data sets many orders of magnitude larger, more complex, and more homogeneous than in the past**



1 microSky
(DPOSS)



1 nanoSky
(HDF-S)

A Bit of History ...

Modern sky surveys
were effectively
invented at Palomar:
Zwicky, POSS-I,
POSS-II (DPOSS),
now Palomar-Quest...

The Changing Face of Observational Astronomy

- **Large digital sky surveys** are becoming the dominant source of data in astronomy: currently > 200 TB, and growing rapidly
- Spanning a **range of wavelengths**: visible (SDSS, DPOSS, etc.), IR (2MASS, COBE, IRAS, etc.), radio (FIRST, NVSS, etc.), X-ray (RASS, HEAO, etc.) ...
- Also: digital libraries, electronic journals, space mission and observatory archives, microlensing experiments, searches for Solar system objects ...
- Data sets orders of magnitude **larger, more complex, and more homogeneous** than in the past
- Roughly 1 TB/Sky/band/epoch
 - NB: Human Genome is < 1 GB, Library of Congress ~ 20 TB

The Changing Style of Observational Astronomy

The Old Way:

Pointed,
heterogeneous
observations
(\sim MB - GB)

Small samples of
objects ($\sim 10^1 - 10^3$)

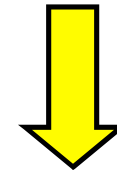
Now:

Large,
homogeneous sky
surveys (multi-TB,
 $\sim 10^6 - 10^9$ sources)

Archives of
pointed
observations (\sim a
few TB)

Future:

Multiple, federated
sky surveys and
archives (\sim PB)



**Virtual
Observatory**

So, What is a Virtual Observatory?

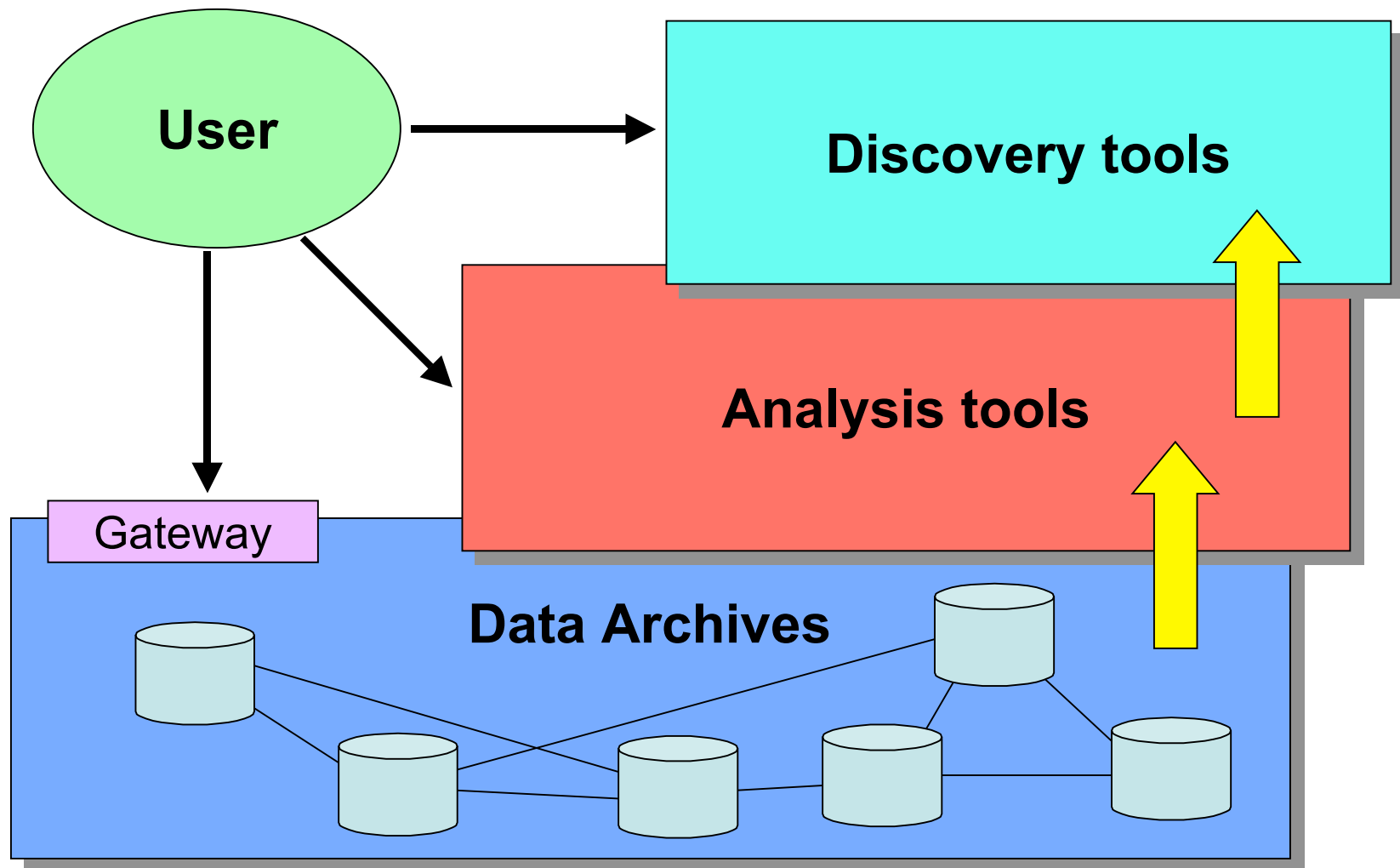
It will be a complete, distributed, web-based
*research environment for astronomy with massive
and complex data sets:*

- Federate major data archives, and provide tools for the data exploration
- A framework to harness developments in information technology for the benefit of astronomy

In the US: the National Virtual Observatory (NVO)
(see *<http://us-vo.org>*)

Globally: International V.O. Alliance (IVOA)

VO: Conceptual Architecture



This quantitative change in the information volume and complexity will enable the
Science of a Qualitatively Different Nature:

- **Statistical astronomy done right**
 - Precision cosmology, Galactic structure, stellar astrophysics ...
 - Discovery of significant patterns and multivariate correlations
 - Poissonian errors unimportant
- **Systematic exploration of the observable parameter spaces** (NB: Energy content \neq Information content)
 - Searches for rare or unknown types of objects and phenomena
 - Low surface brightness universe, the time domain ...
- **Confronting massive numerical simulations with massive data sets**

Information Technology → New Science

- The information volume grows exponentially

Most data will never be seen by humans!

➡ The need for data storage, network, database-related technologies, standards, etc.

- Information complexity is also increasing greatly

Most data (and data constructs) cannot be comprehended by humans directly!

➡ The need for data mining and data understanding technologies, hyperdimensional visualization, AI/Machine-assisted discovery ...

- These challenges are common to most sciences (and also commerce, industry, security ...) - what we develop may find some broad applications (remember WWW!)

In Summary ...

- Information technology is revolutionizing all sciences, including astronomy. **VO** is the framework for this change, the astronomy of the 21st century
- We are expecting **a new era of systematic exploration of the universe**, with many new discoveries and surprises
- The key issues are **methodological**: we have to learn to ask **new kinds of questions**, enabled by the massive data sets and technology