## Introduction to Observational Astronomy

Giacomo Beccari

European Southern Observatory (ESO)

gbeccari@eso.org

## What is astronomy?

➢Observational science

## What is astronomy?

### Observational science

- laboratory experiment
- observer(s)

## What is astronomy?



# We observe energy coming from the sky

➢ Electromagnetic radiation

➤Cosmic rays

➢Neutrinos

➤Gravitaional Waves

### Cosmic Rays extremely energetic sub-atomic charged particles



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### Cosmic Rays extremely energetic sub-atomic charged particles



## Neutrinos

neutral particles with almost immeasurably small mass

Super-Kamiokande

http://www-sk.icrr.u-tokyo.ac.jp/sk/index-e.html

- ➢ 39.3m diameter and 41.4m tall,
- filled with 50,000 tons of water
- ~ 13,000 photo-multipliers



Courtesy: Kamioka Observatory, ICRR, University of Tokyo

## Gravitational Waves disturbances in a gravitational fields



Sky localisations of gravitational-wave signals detected by LIGO beginning in 2015 (GW150914, LVT151012, GW151226, GW170104), and, by the LIGO-Virgo network (GW170814, GW170817).



Credits: LIGO/Virgo/NASA/Leo Singer/Axel Mellinger

### Gravitational Waves disturbances in a gravitational fields

#### June 2021

#### 24/06/21 (Thursday)

15:15, Webinar | ESO Garching

Munich Joint Astronomy Colloquium

Munich Joint Astronomy Colloquium https://www.eso.org/sci/meetings/garching.html

Talk — The beginnings of gravitational wave astronomy: current state and future Rainer Weiss (MIT on behalf of the LIGO Scientific Collaboration)

Download video | Watch video / View Abstract

#### Abstract

The first detection of gravitational waves was made in September 2015 with the measurement of the coalescence of two  $\sim$ 30 solar mass black holes at a distance of about 1 billion light years from Earth. The talk will provide some history and description of the detector. A review will be given of more recent measurements of black hole events as well as the first detection of the coalescence of two neutron stars and the beginning of multi-messenger astronomy. The talk will end with a discussion of some prospects for the field.

Video		
Pla	ne gravitational waves	
	Transverse Plane Wave Solutions with "Electric" and "Magnetic" Terms Geometric Interpretation	
	$ds^2 = g_{ij}dx^i dx^j$ $g_{ij} = \eta_{ij} + h_{ij}$ weak field	
	$\eta_{ij} = \begin{pmatrix} 1 & 0 \\ -1 & 0 \\ 0 & -1 \\ & -1 \end{pmatrix}$ Minkawski Metric of Special Relativity	
	Gravity Wave Propagating in the $x_1$ Direction $\begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}$	
	$h_{ij} = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & h_{22} & h_{33} \\ 0 & 0 & h_{32} & h_{33} \end{bmatrix}$ all $h_{ij} \ll 1$ Plane Ware	
	$ \begin{array}{llllllllllllllllllllllllllllllllllll$	
	<ul> <li>04:46 / 1:04:44</li> </ul>	₩JWPLAYER 🖌

A wave and a particle

A wave and a particle

### **Maxwell's Equations of Electromagnetism**

 $\nabla \cdot \mathbf{E} = 0$  $\nabla \cdot \mathbf{B} = 0$  $\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t}$  $\nabla \times \mathbf{B} = \mu_0 \varepsilon_0 \frac{\partial \mathbf{E}}{\partial t}$ 

A wave and a particle



> wavelength  $\lambda$  (lambda): distance between two corresponding positions of adjacent waves units [meter, centimeter, micron ( $\mu$ m = 10<sup>-6</sup>m), nanometer (nm = 10<sup>-9</sup>m), and Ångstrom (Å = 10<sup>-10</sup>m)]

A wave and a particle



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> frequency  $\nu$  (nu): number of waves that pass a given point per second units [ $s^{-1}$  i.e. Hertz]

A wave and a particle



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```
> velocity c : \lambda v = c
units [e.g. m/s]
The speed of light in a vacuum is 2.99792458 × 10<sup>8</sup> m/s. ~300000 km/s
```



A wave and a particle

$$E = h \cdot v$$

- > h is Planck's constant (6.626 ×  $10^{-34}$  J· s)
- $\succ v$  (nu): is the frequency of the light wave.

The energy of a light wave is quantized: Photons

$$p=rac{E}{c}=rac{h
u}{c}=rac{h}{\lambda}=h ilde{
u}$$



### Multi-Wavelength



Image Credit: ESA/NASA/Felix Mirabel

#### Particle



#### Credit: Moravian Instruments

The history of astronomy is how human people have learn

1. to amplify and collect these waves

2. to extract (from them) fundamental informations on the structure of the universe



Image Credit: ESA/NASA/Felix Mirabel



Credit: Moravian Instruments

#### - 26 • Sun - 22 • Southern Hemisphere fireballs Nov. 1 - 3, 1994 - 12 • Full Moon - 10 Ouarter Moon Venus at brightest MAGNITUDE Jupiter at brightest -2 Sirius 0 • Vega VISUAL + 2 OPolaris APPARENT \* +4+ 6 Naked-eye limit at dark site 50-mm binocular limit +10 Visual limit of 3-in telescope + 12 Visual limit of 6-in telescope Visual limit of 12-in telescope + 16 + 18 • Visual limit of 200-in telescope + 22 + 24 • Photographic limit of 200-in telescope + 30 • 18-hour exposure with HST

#### -26 Sun

#### -12 Full Moon

#### -4 Venus 0 Vega +2 Polar

### Hipparchus (120 BC)







#### -26 Sun

#### -12 Full Moon

#### -4 Venus 0 Vega +2 Polar

+9 Neptune +11 Pluto

+13 LMC/SMC +15 Globular Clusters

+23 low Z galaxies

+32 High Z galaxies

### Galileo Galilei (1600 AC)







#### -26 Sun

#### -12 Full Moon

#### -4 Venus 0 Vega +2 Polar

+9 Neptune +11 Pluto

+13 LMC/SMC +15 Globular Clusters

+23 low Z galaxies

+32 High Z galaxies

The use of Telescopes increases sensibility to light thanks to the large collecting area and use of long exposures





## Interaction Light-matter Reflection



## Interaction Light-matter Refraction $\theta_1$ $\boldsymbol{n}_1$ $\mathbf{n}_2$

 $\theta_1 \neq \theta_2$ 

 $n_1\sin heta_1 = n_2\sin heta_2$ 

(Snell's Law)

>  $n_1$  and  $n_2$ = refractive index (n=c/v) Indices of refraction are temperature-dependent and wavelength-dependent.

### Interaction Light-matter Refraction and Reflection



### Interaction Light-matter Refraction and Reflection

MIRROR(S)



### Interaction Light-matter Refraction and Reflection

LENS(ES)





Lens: transparent refracting optical elements made of glass or crystals.



> focal ratio=f/D or F-number

## System of lenses



## System of lenses



## Mirrors are preferred to lenses

#### LENS

- Must be transparent and free of internal flaws that can cause scattering
- Chromatic aberration due to the wavelength dependence of its refractive index
- Must be supported around its rim

- MIRROR
- Good surface
- > Achromatic
- Can be fully supported across the back

Mirrors: reflective optical elements that change the direction and/or wavefront of a beam.

**Spherical Mirror** 



Mirrors: reflective optical elements that change the direction and/or wavefront of a beam.

Spherical Mirror



suffers from spherical abberration
#### Mirrors

Best solution: use conic sections ellipse, parabola or hyperbola



#### Mirrors

Best solution: use conic sections ellipse, parabola or hyperbola



another problem: light goes back into de incoming beam

#### Telscopes made of multiple mirrors!



Very successful: Ritchey-Chrétien (or RC) design in which both the primary and secondary are hyberbolic surfaces.

#### Final word on Lens vs Mirro Tel:



#### Final word on Lens vs Mirro Tel:



#### Telscopes made of multiple mirrors!



https://elt.eso.org/mirror/

#### Astronomical Sites

#### ≻Requirements:

- Clear sky
- Low umidity
- ...and dark

# 

#### CERRO PARANAL (Cile - 2700 mt.)



• MAUNA KEA (Hawaii – 4200 mt)



### ROQUE DE LOS MUCHACHOS (Canary Islands – 2500 mt)





#### ESO-NTT, 3.6m, provided with an active optic







Credits: Wikipedia

#### Extremely Large telescopes era! • 8 meters class











La Silla: 3.6m - Equatorial

Paranal: UT – Alt-Azimuth



La Silla: 3.6m - Equatorial

Paranal: UT – Alt-Azimuth



# Summary: astronomers observe the sky by using...



# What makes a perfect imaging system in astronomy ?

Image of the source is driven by



the limit of detection for faint objects determined only by photon (Poisson) counting statistic



limit of detection is described by the signal-to-noise ratio (SNR or S/N) What makes a perfect imaging system in astronomy ?





#### Image Formation



- $\succ$  Lens or Mirror of diameter D at a wavelength  $\lambda$  create and Airy diffraction disk
- Diffraction pattern introduced by the telescope optics

#### Image Formation



The PSF is typically described with the Full Width at Half Maximum (FWHM) intensity. For the diffraction-limited case this corresponds to  $\sim \lambda/D$ 

#### Image Formation



> Performance is also given by the diameter that contains 80% of the energy: encircled energy. For the diffraction-limited case this corresponds to ~1.8  $\lambda$ /D.

#### Diffraction Limited: some examples



D=10m at 5000Å

(Å = 10<sup>-10</sup>m)

Diff.Lim. FWHM = (5000\*10<sup>-10</sup>)m / 10m = 5\*10<sup>-8</sup> radians (1 rad = 206265 arcsec) = 0.01 arcsec

Diff.Lim. Enc.Ener.=1.8\*0.01 =~0.018arcsec

INFRARED

D=10m at 1  $\mu$ m

 $(\mu m = 10^{-6}m),$ 

Diff.Lim. FWHM ~= 0.02 arcsec

Diff.Lim. Enc.Ener.~=0.037 arcsec

Resolution: how close 2 objects can be so that I can distinguish them?



Resolution: how close 2 objects can be so that I can distinguish them?



# Resolution: how close 2 objects can be so that I can distinguish them?

The Rayleigh Criterion: two diffraction-limited PSFs are distinguishable if the maximum of one Airy disk falls on the first minimum of the second; this is a separation of ~1.22  $\lambda$  / D

# Airy Disk Separation and the Rayleigh Criterion

#### Diffraction Limited: some examples



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#### Diffraction Limited: some examples

In case of a PURELY Diffraction Limited System:

Given a mirror size  $\rightarrow$  Better resolution in the Visual



What makes a perfect imaging system in astronomy ?



What makes a perfect imaging system in astronomy ?

In addition to diffraction, aberrations in the optical system, the Earth's atmosphere, and scattered light contribute to the PSF.
What makes a perfect imaging system in astronomy ?



 $\succ$  no illumination  $\rightarrow$  no signal

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different measurements of the same constant light source should give the same average signal with a deviation determined only by Poisson statistics.

 $\succ$  no illumination  $\rightarrow$  no signal

different measurements of the same constant light source should give the same average signal with a deviation determined only by Poisson statistics.

> All pixels should have exactly the same characteristics.

Minimize the random errors (the noise)

The perfect detector does not exist!

Characterise an instrument and calibrate the data is all about knowing the noise in your detector!! e the

# References:

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