

## 4. Spectrographs for astronomy

### Types of spectrographs: slit, multi-objects, IFUs

#### OUTLINE:

##### Multi-object slit spectrographs

- concept
- slit masks

##### Fiber spectrographs

- positioning fibers in multi-object spectrographs
- from fiber output to spectra

##### Integral Field Units (IFUs)

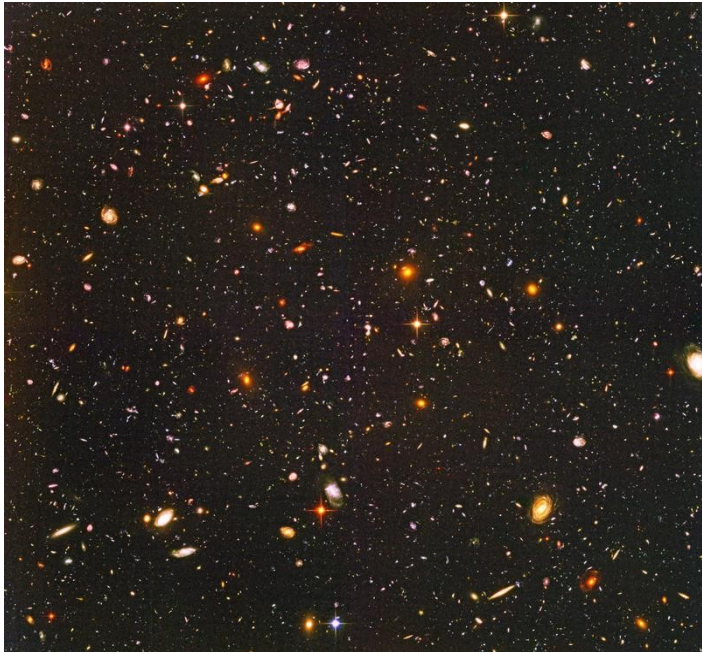
- lenslet
- fiber
- slicer
- Fabry-Perot

##### Sky emission suppression in spectrographs

**Multiobject spectroscopy:** many spectra at the same time



# Multiobject spectroscopy: many spectra at the same time



Why not simply put a prism (or other dispersing element) ?

BAD idea:

- collisions between spectra
- spectra mixed with sky → poor sensitivity for faint targets

Light from the sources needs to be optically selected (mask, aperture) and dispersed

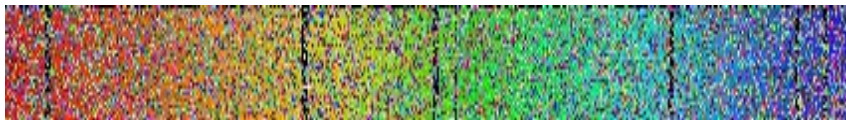
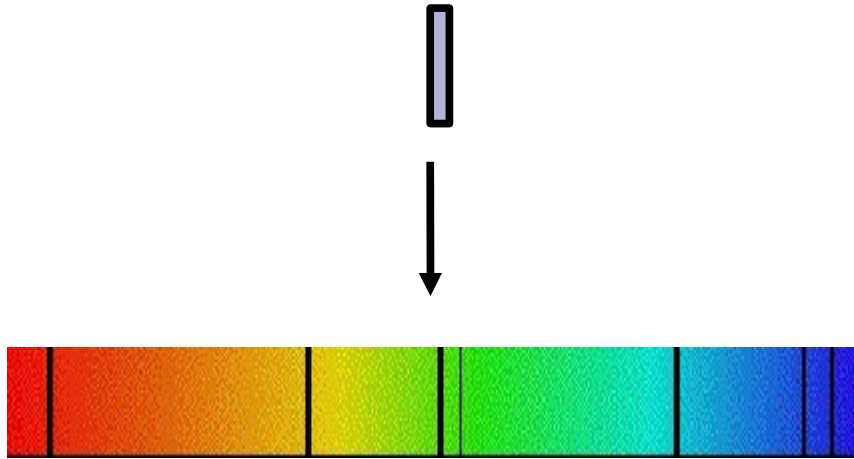
Total number of pixel in detector is a limit. At best:  
 $\text{spectral coverage } (\Delta\lambda) \times \text{spectral resolution } (R) \times \# \text{ of objects} \sim \# \text{ of pixels}$   
(unless measurement is done sequentially)

→ multi-object spectroscopy is typically for low/mid resolution spectroscopy

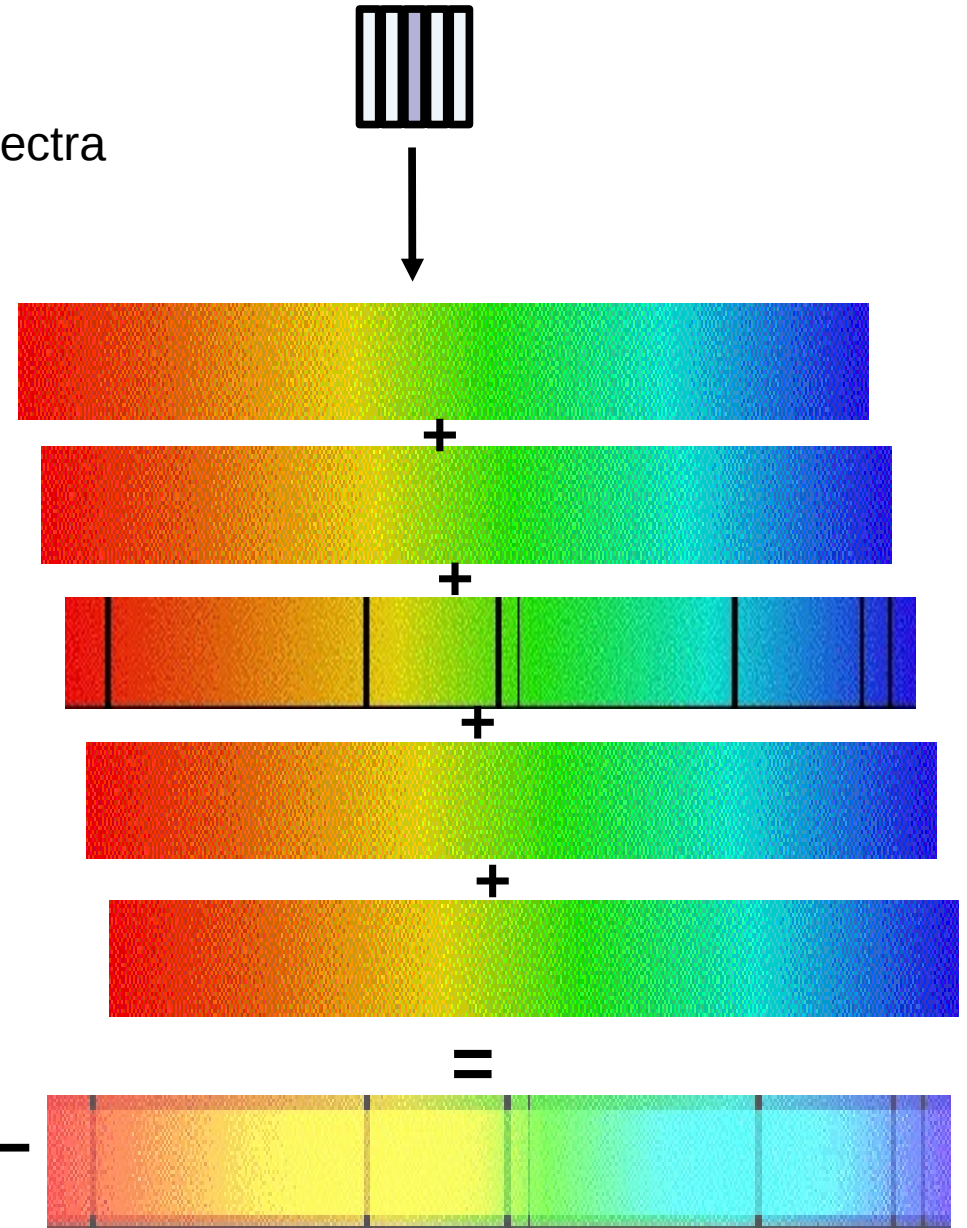


# Why use masks/slits ?

Simple prism or grating, WITHOUT mask/slit:  
Large amount of sky background mixed with spectra



Sky  
subtraction

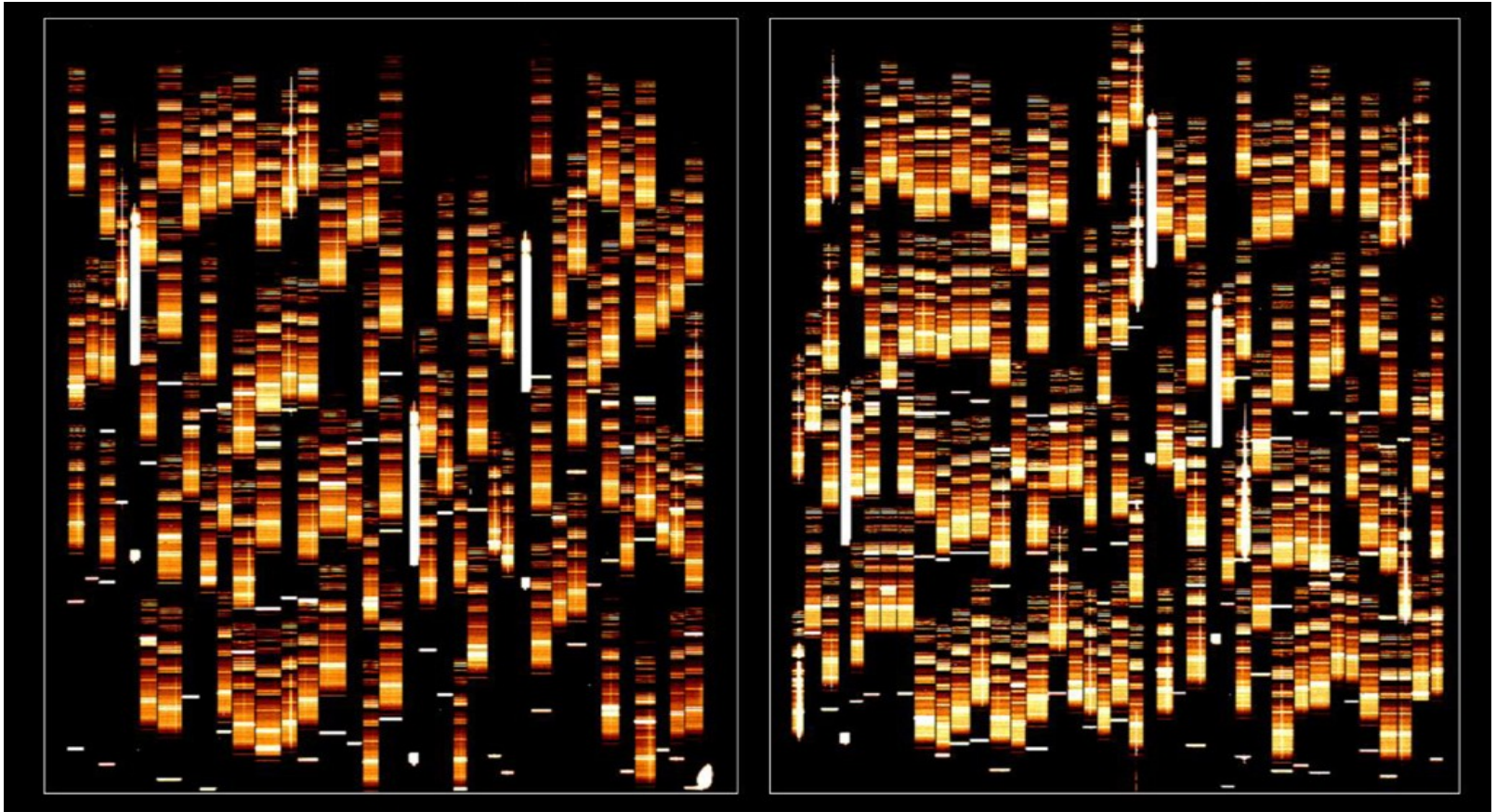


# Multi-object slit spectrographs

## Concept

Single object slit spectrograph: source is imaged on slit, and slit is then dispersed on detector(s)

Multi-object slit spectrograph: multiple sources imaged on multiple slits, and slits dispersed on detector(s)



First VIMOS Spectra of Faint Galaxies  
(VLT MELIPAL + VIMOS)

# Multi-object slit spectrographs

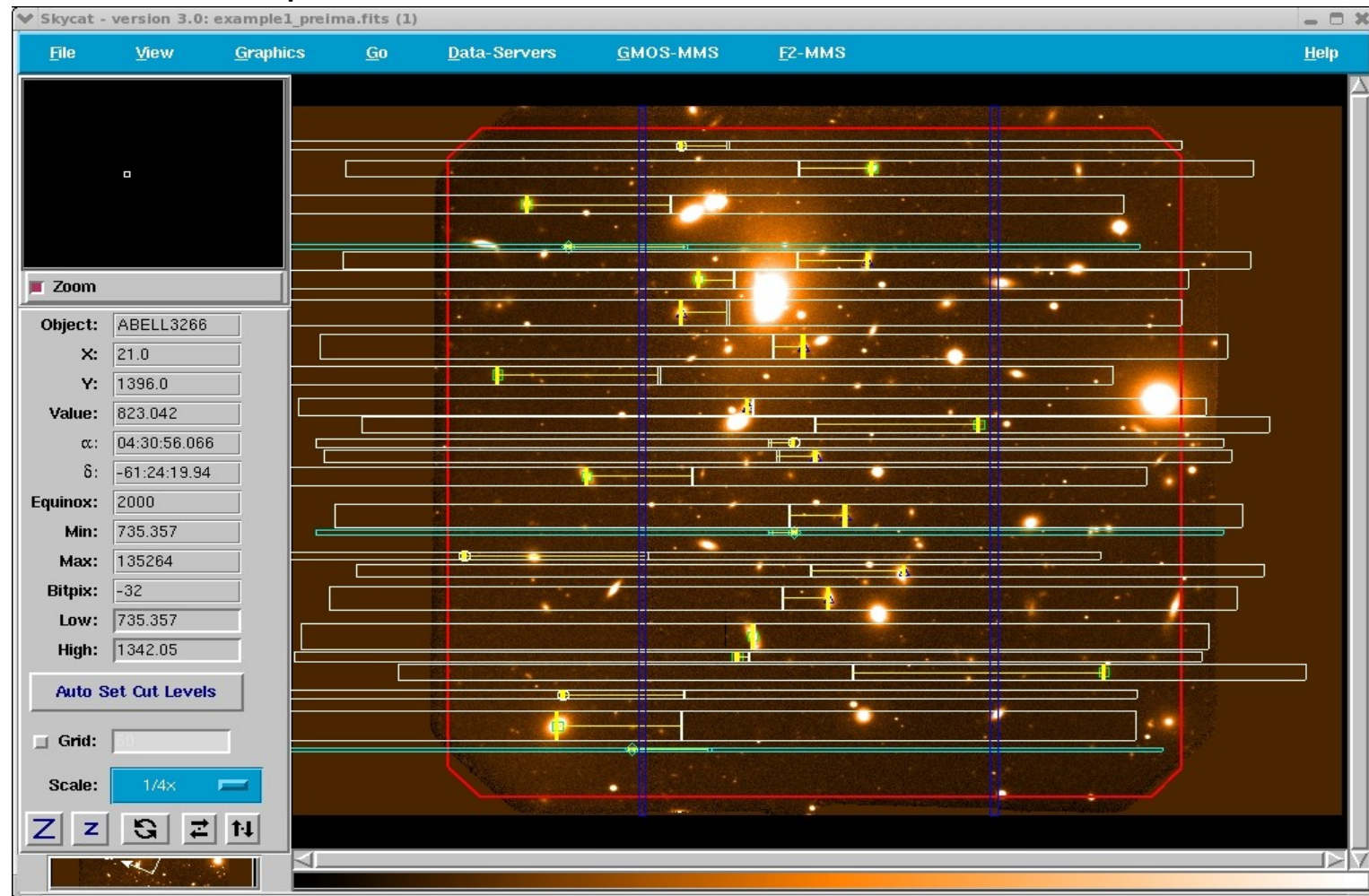
## Pre-imaging:

Acquire image of the field to identify objects of interest and accurately measure their positions

**Mask design:** design slit mask to acquire spectra of as many objects without collisions

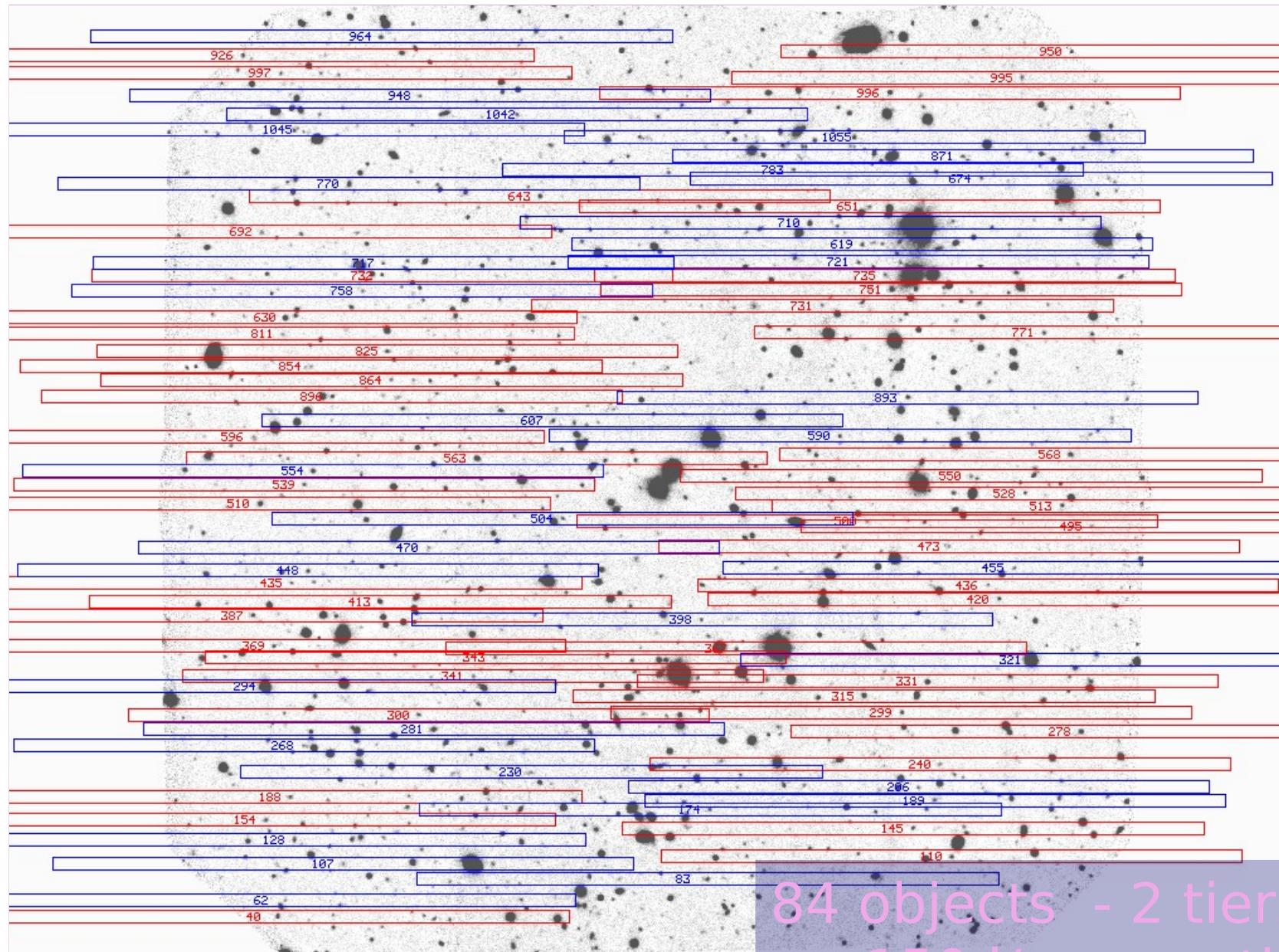
**Mask cutting:** laser cutting machine cuts masks

**Observation:** mask is inserted in focal plane





# Sample GDDS Mask

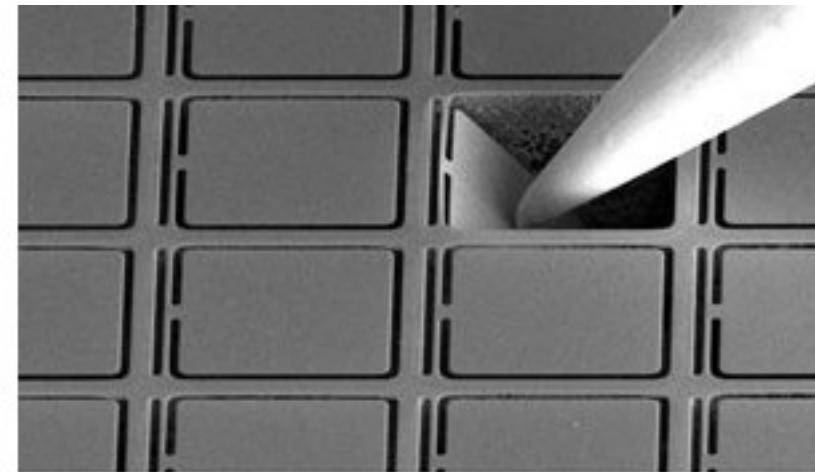
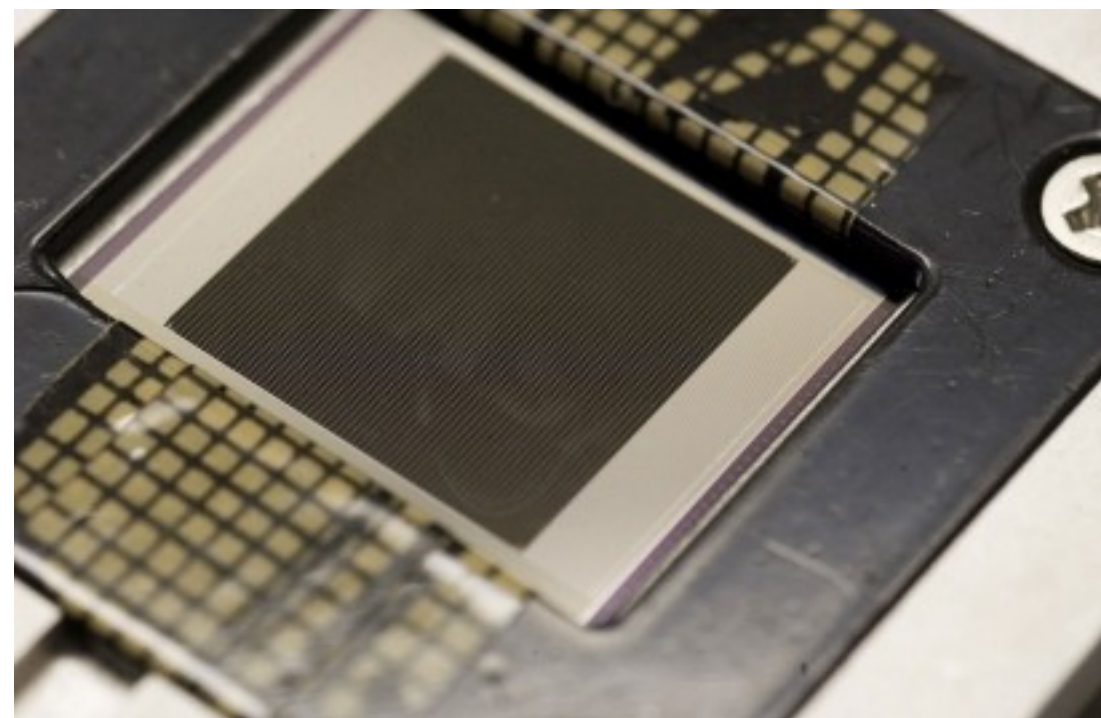


84 objects - 2 tiers with  
150 l/mm grating



# Clever slit masks...

NIRSPEC, for the JWST, uses an array of microshutter to produce any slit geometry

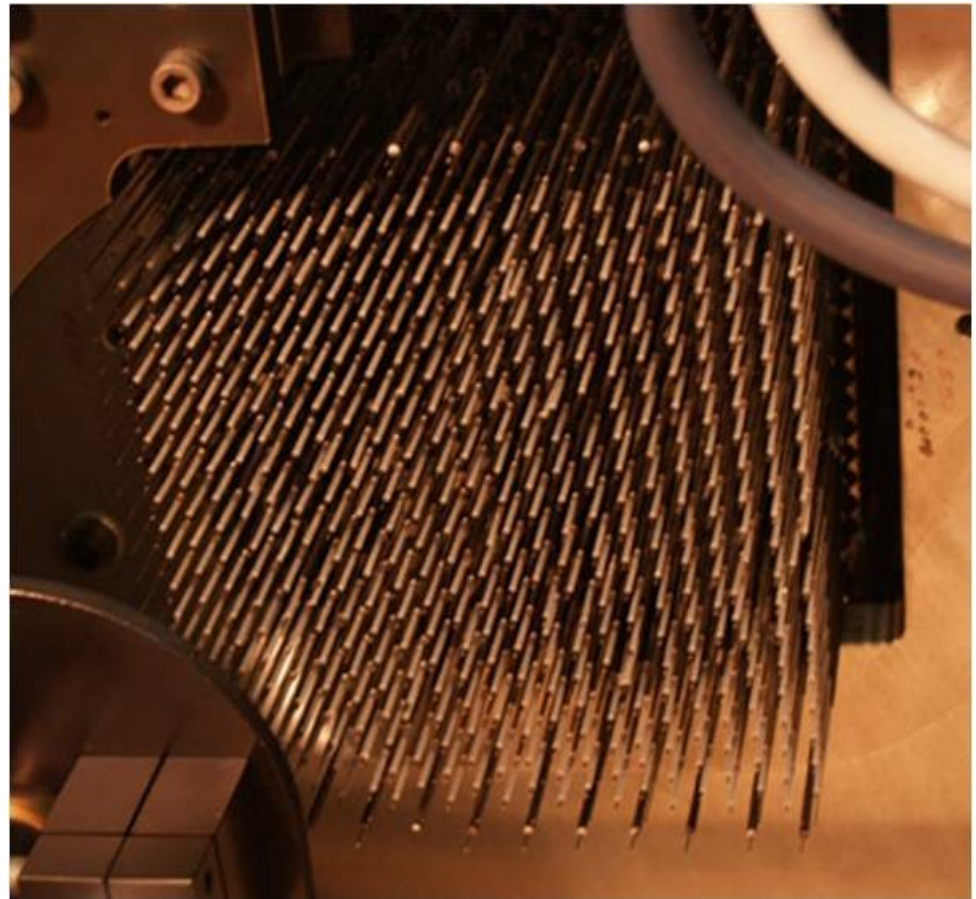
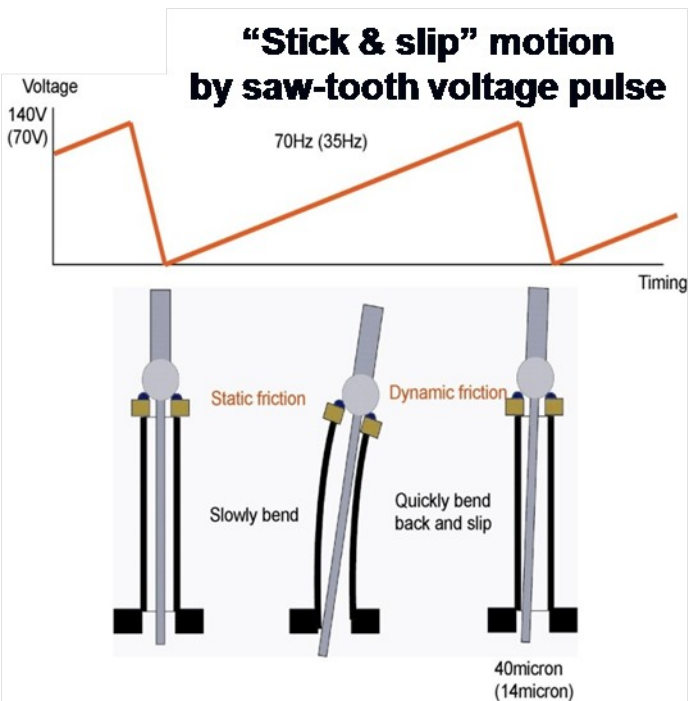




# Fiber Spectrographs

Concept: light transported from focal plane to spectrograph by a fiber

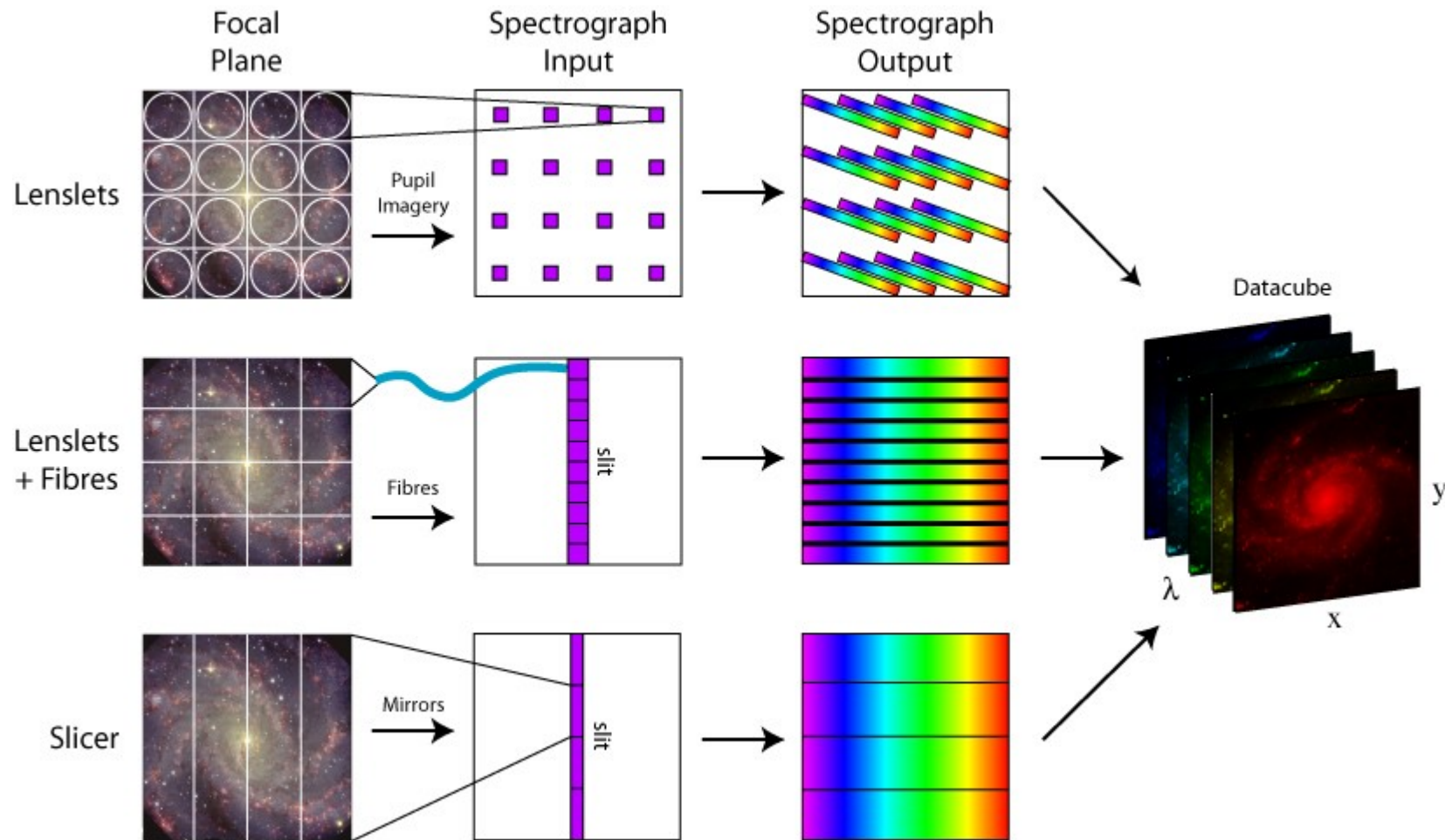
Concept can be expanded to multiple objects: one fiber per object



FMOS fibers

# Integral Field Units (IFUs)

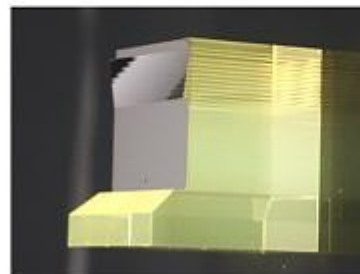
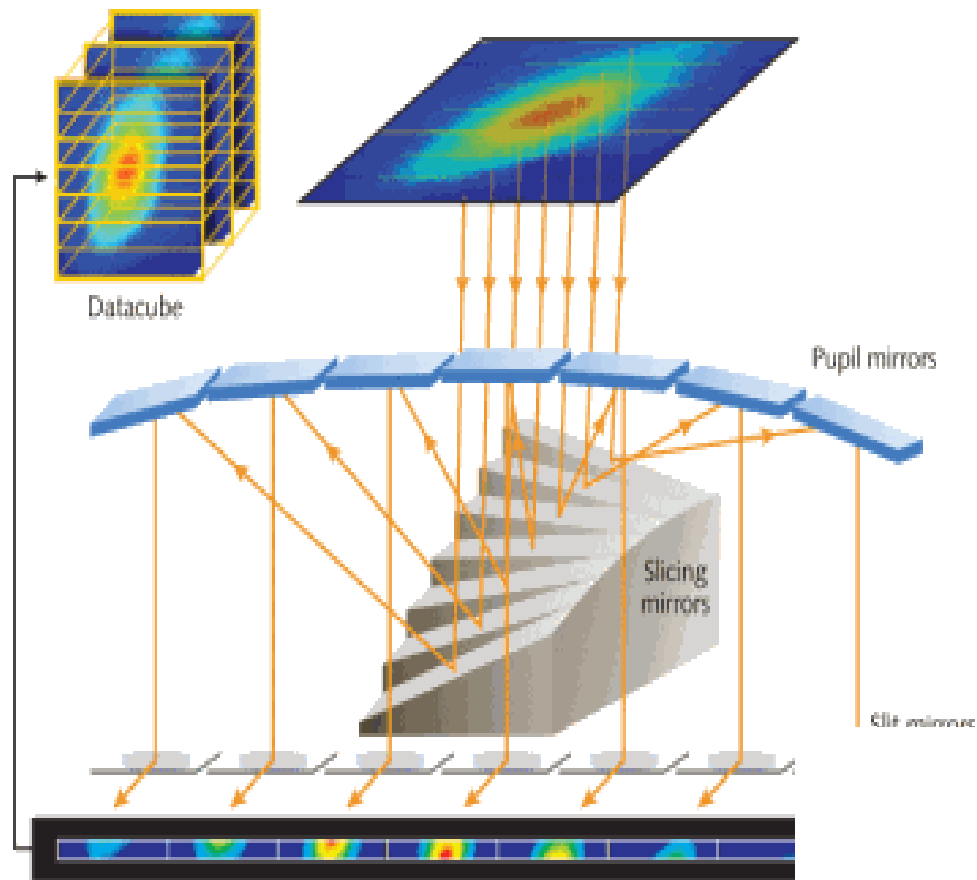
Concept: acquire spectra for each point in the field, no gaps





# Image slicer

Uses stack of mirrors to slice 2D image into a 1D slit



# From image slicer to 3D data cube

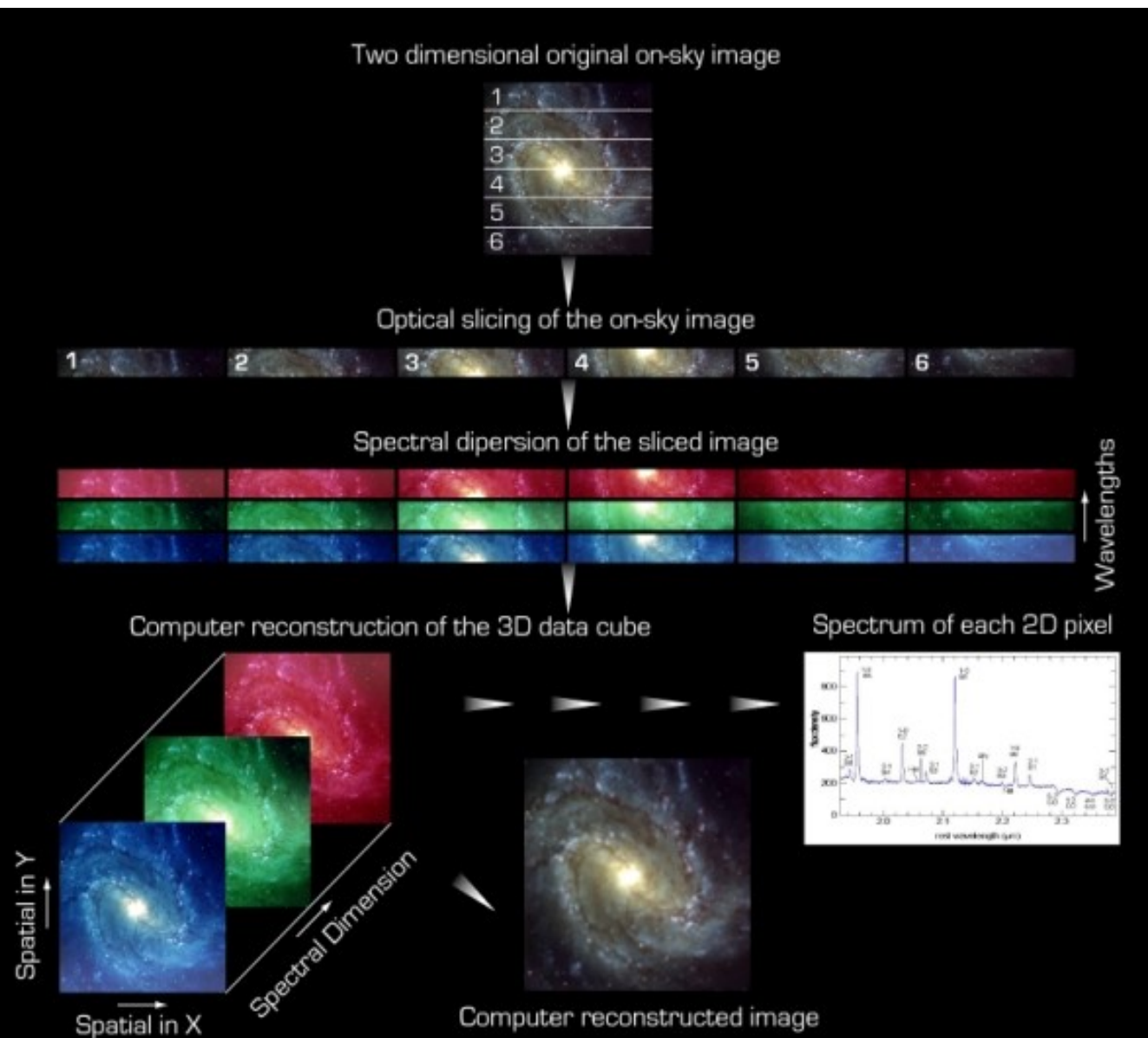
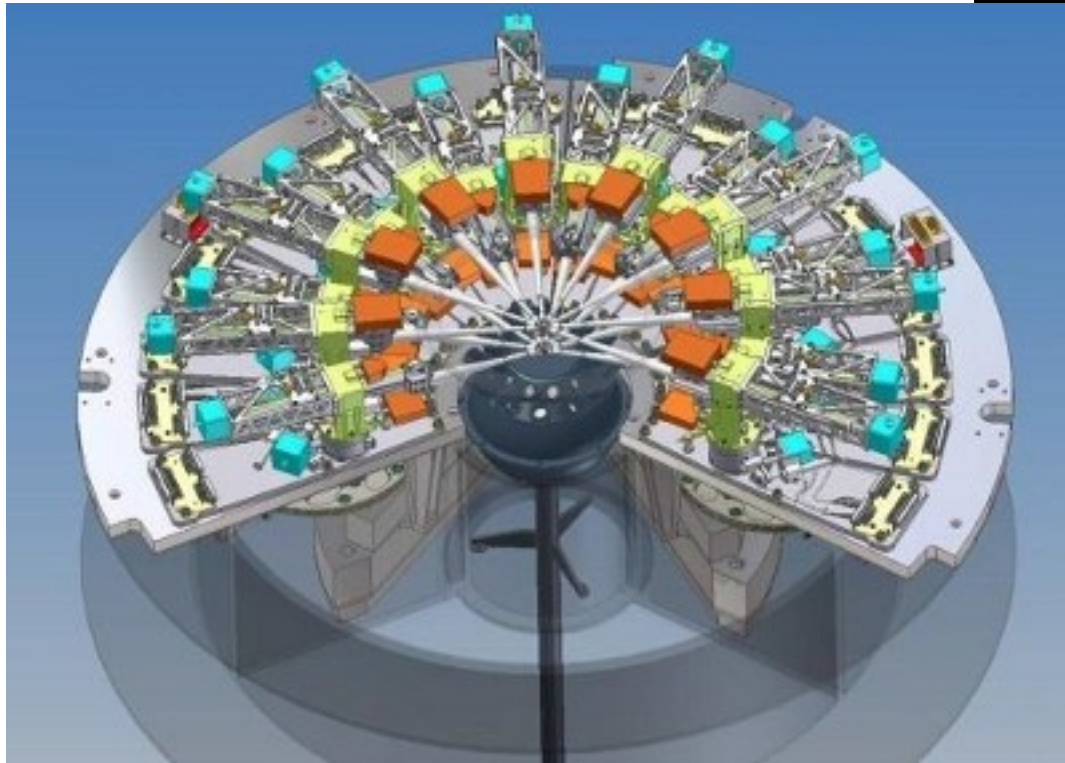
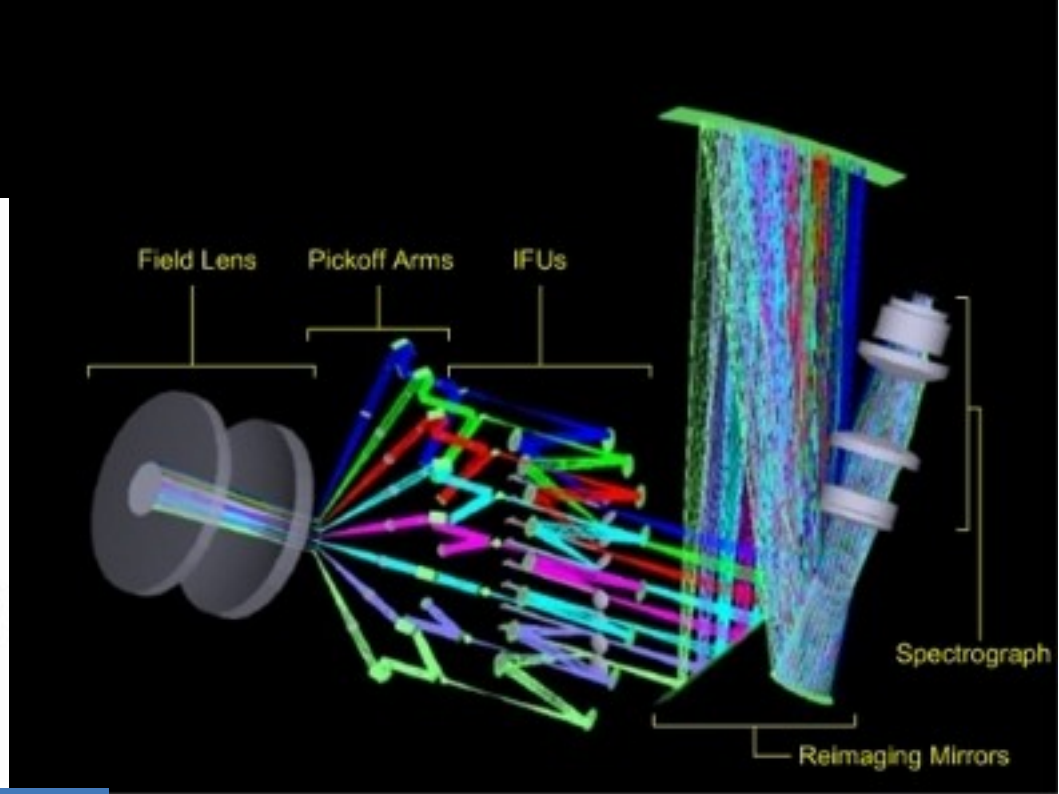


Image slicer concept:  
slice image in small slices,  
line them up into a long slit  
and disperse

*Courtesy: KMOS*



# Multiple small field IFUs

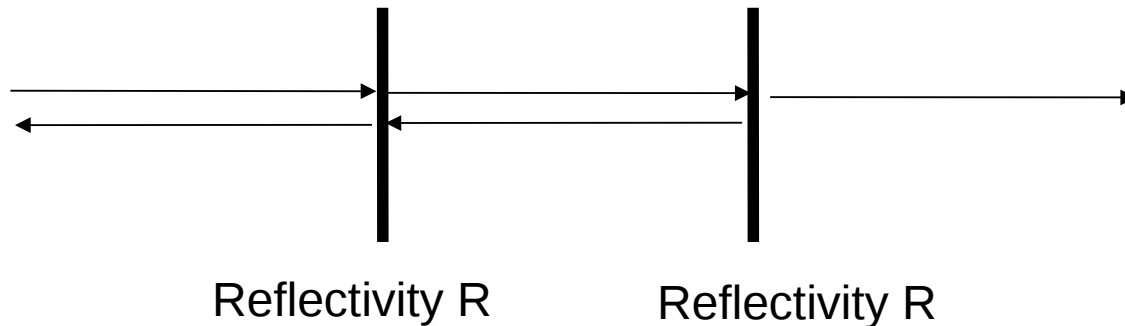


KMOS design (ESO)  
24 IFUs, each 14x14 elements

# Fabry-Perot cavity

Resonant cavity consists of two // semi-reflective mirrors

Very good for high spectral resolution imaging, but poor efficiency



$n$ : refractive index in cavity

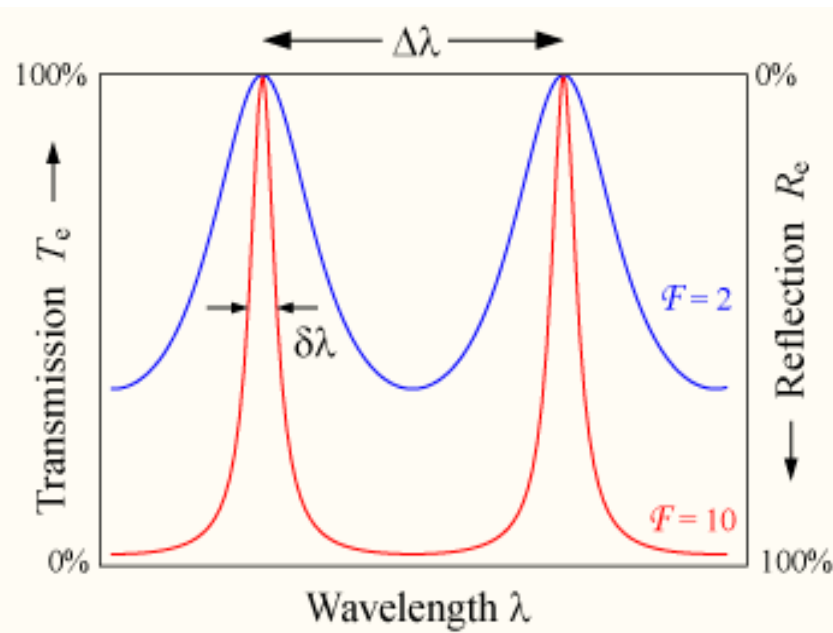
$l$ : cavity length

$\theta$ : angle of incidence inside cavity

$$\delta = \left( \frac{2\pi}{\lambda} \right) 2n\ell \cos \theta.$$

Finesse:

$$F = 4R / (1-R)^2$$



Fabry-Perot transmission:

$$T_e = \frac{(1-R)^2}{1 + R^2 - 2R \cos \delta} = \frac{1}{1 + F \sin^2(\delta/2)}$$



# Suppressing sky emission

Concept: remove narrow emission line due to Earth's atmosphere

Problem : sky emission is spatially and temporally variable. It may interact with pixels in ways that are not well characterized (series of narrow spectral lines, can cause interference within pixel)

## Removal by software:

- in slit spectroscopy, slit is larger than object, and contains sky only emission which can be subtracted from object location
- in multi-object spectroscopy, some slits (or resolution elements) only contain sky emission

## Software + observing technique:

Nod & Shuffle technique: acquire sky and object on same pixels by nodding the telescope back and forth. Shuffle charges to avoid readout noise penalty

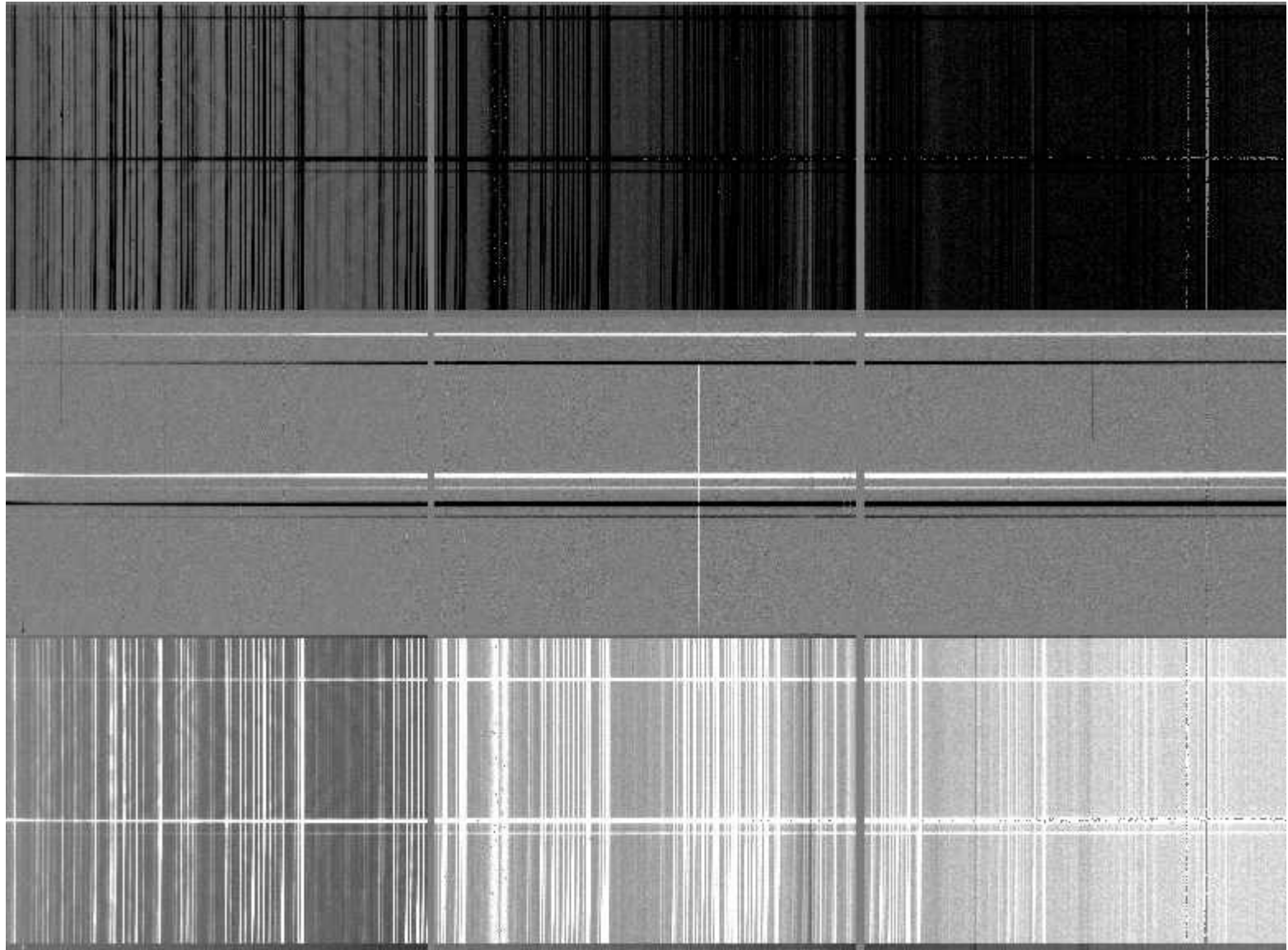
## Hardware:

Physically block sky emission with a mask before it hits the detector. The mask may be in a plane where spectral resolution is larger than on the detector

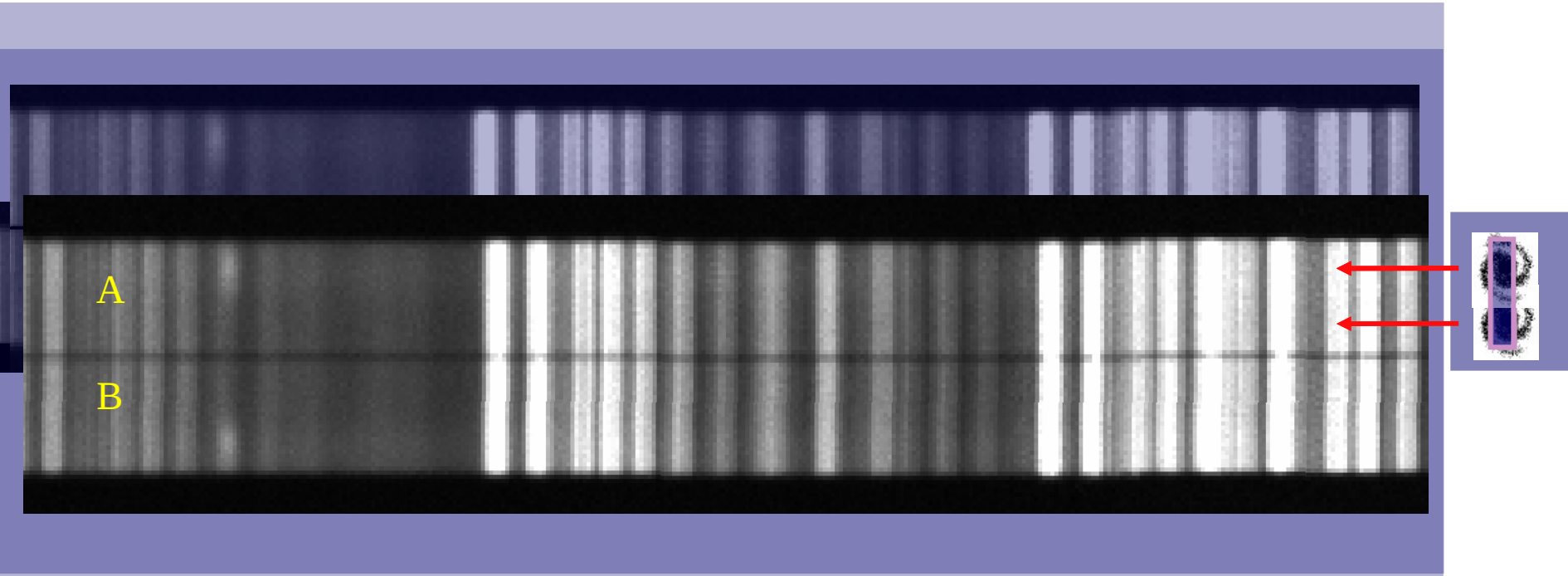
# Suppressing sky emission

Concept: remove narrow emission line due to Earth's atmosphere

*Nod and Shuffle  
(GMOS, Gemini)*



# Sky cancellation: Nod & Shuffle Demonstration



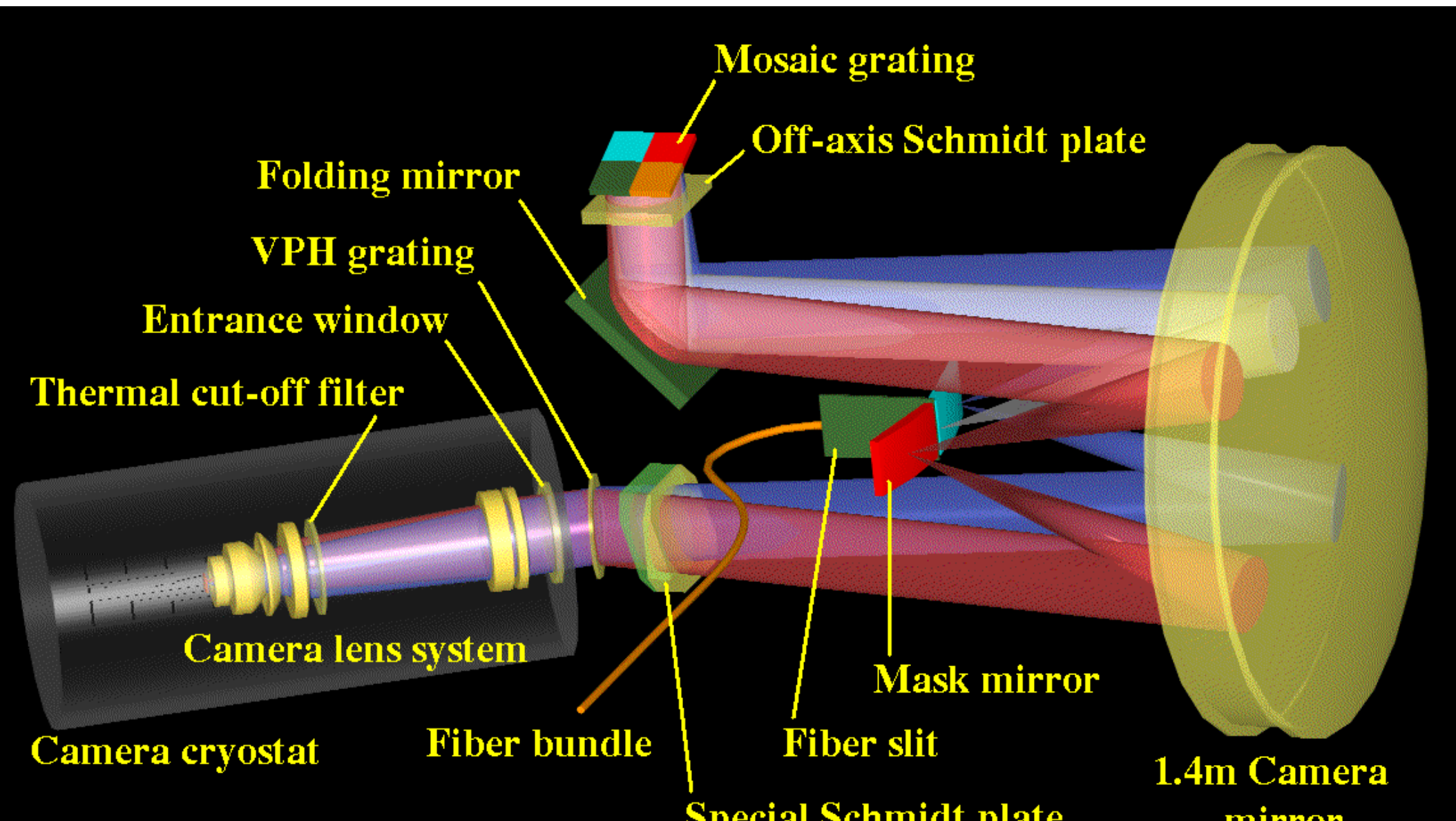
Typically  $A=60\text{s}/15\text{ cy}$ : 1800s exposure  $\Rightarrow 10^{-3}$  subtraction

*Credit: Kathy Roth (Gemini)*



# Fiber Spectrographs: from fibers to spectra

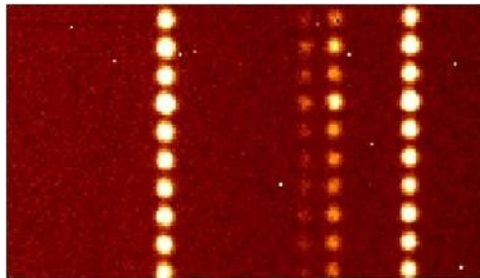
Example below shows FMOS optical design, shows sky emission blocked by mask mirror





# Fiber Spectrographs: from fibers to spectra

FMOS spectra



individual fibers visible  
in this calibration image  
(narrow emission lines)

