ASTROPHOTOGRAPHY (taking it to infinity)



Camera Club Presentation

- a bit about me
 - living on the edge
 - break
 - solutions
 - questions

A bit about me

THE ASTROPHOTOGRAP MANUAL

A PRACTICAL AND SCIENTIFIC APPROACH TO DEEP SPACE





CHRIS WOODHOUSE

THE ASTROPHOTOGRAPHY MANUAL

A PRACTICAL AND SCIENTIFIC APPROACH TO DEEP SKY IMAGING

SECOND EDITION CHRIS WOODHOUSE



living on the edge

Digital Photography difficult, confusing, expensive?

Pah!

That is *nothing* compared to astrophotography.



living on the edge

Meet the challenges:
finding something invisible
incredibly low light levels
image noise
everything is moving
weather
light pollution



M31 Andromeda Galaxy Canon EOS, 300mm Lf/4







meet the neighbours M31 Andromeda Galaxy:

3 degrees wide (Moon is 0.5 degrees) focal length 400 mm

Exposure:4 hours luminance4 hours through separate R, G & B filters

8 hours total, 240 exposures over several weeks



finding something invisible

Stellar Catalogs -Stars: GSC UCAC

Non Stellar: Messier Caldwell Herschel Millions of catalog entries, descriptions, size, intensity, position and colour information.

Sortable by database and visible in planetarium.

• • •

finding something invisible

Requires:

- accurate time and location
- accurate Polar alignment
- alignment to three stars
- robotic mount
- catalog coordinates

gets within ~ 0.25 degrees





incredibly low light levels (1)

compare a studio portrait:

EOS CMOS sensor, ISO 250
1/2,000 second exposure
16-bit face value of 40,000
about 80,000 photons

=1 photon/pixel every 6 nS



incredible low light levels (2)

with a typical nebula image:

15-year old 8 MP CCD sensor
20-min exposure @-20°C
16-bit pixel value of 65
about 30 electrons, or 50 photons =1 photon/pixel every <u>24 seconds</u>

 \sim 4,000 million times dimmer!



incredible low light levels (3)



Elephant Trunk Nebula

focal length 900 mm,132 mm aperture Exposure: multiple 20-minute exposures 40 hours with Ha, SII and OIII filters +5 hours through separate R,G & B filters

45 hours total, 180 exposures (over two months)





Lenses

- aperture ratio (f/stop) has little relevance
- physical aperture diameter (mm) is everything
- more aperture = more photons
- more aperture = higher resolution
- telescope optics are often 'diffraction limited' **

**(our atmosphere limits resolution to ~ 2 arc seconds)

M13 Globular Cluster

focal length 2,000 mm, 250 mm aperture

130 x 5-minute exposures through separate RGB filters.

~11 hours over 3 weeks



image noise

noise is everything in an image we don't want. sensors have noise

- pixel variations (pattern)
- read noise (pattern and random)
- thermal noise (average and random)

light has noise

- light pollution (unwanted background)
 + shot noise (random noise)
- deep sky (wanted signal)
 + shot noise (random noise)

light has noise

Photons are like raindrops; random in nature. If you measure and compare the accumulated photons on each pixel you will find:

The randomness (noise) between like pixels, increases with the average amount, defined by:

shot noise = $\sqrt{\text{mean pixel value}}$

Compare noise level of bright scene and a dim one: $\sqrt{40,000} = 200, 1/200^{\text{th}}$ of mean value $\sqrt{400} = 20, 1/20^{\text{th}}$ of mean value

Rosette Nebula

focal length 350 mm, 85 mm diameter imaged in narrowband Ha, SII, OIII 40 hours exposure over 3 months



SNR = Signal to Noise Ratio

comparing portrait with deep sky portrait $1/1000^{\text{th}} \text{ sec}$ SNR = 200 (almost 100% shot noise)

single narrowband 1,200 sec SNR = 3 (20% shot noise, 80% sensor noise)

average of $36 \ge 1,200 \sec$ SNR = 24

Sunflower Galaxy

focal length 2,000 mm

130 x 5-minute exposures through separate R, G & B filters.

~11 hours over 3 weeks





Break

Digital Astrophotography

welcome back





everything is moving

- <u>everything</u> is moving in relationship to everything else!
- principle apparent movement is from Earth's rotation every 23h 56m
 = 1 degree (3,600 arc seconds) every 4 min

= 15 arc seconds every second compared to a star width \sim 1.5 arc seconds

everything is moving

telescope is fitted to a mount which rotates with the stars, with incredible accuracy and stability

mechanical tolerances achieve:

 ± 2 to ± 15 arc seconds

... not good enough



solution

 remaining errors fixed by continual monitoring and adjustment on both axes-improves tracking to:

 $0.5 \text{ arc seconds} (1/7,000^{\text{th}} \text{ degree})$





wet weather? - solution: take up fishing





noise solutions

- take up oil painting
- add more exposure
- calibrate the image files
- find a darker site and use filters
- cool the sensor
- advanced image processing
- add even more exposure

add more exposure

SNR is improved with more exposure

lengthen each exposure (but do not clip)
 take more exposures and average them

Each time you double the exposure count, the averaged image exposure has 40% less noise.



calibrate each exposure

Why?

If you average thousands of image files, you will still have sensor pattern noise, hot pixels, dust shadows and vignetting in each image. This 'noise' is constant but still annoying.

Calibration uses dark frames, zero-exposure frames and images of featureless T-Shirts to create an image of pattern noise to subtract from each image and normalize with another, which makes all pixels behave the same.



sensor calibration

calibration typically requires:

- 50 averaged zero-length exposures of nothing
- 50 averaged exposures of nothing at image exposure time and temperature
- 50 averaged exposures of a flatly lit uniform subject
- 50+ exposures of the image itself

calibrated image = $(image - dark) \times (normalized flat)$

more is not enough

Heart Nebula

Shot with SII, H α and OIII filters

120 x 20 minute exposures SHO60 x 5 minute exposures RGB

45 hours over two months



deep exposure and dynamic range

increasing the exposure count also increases the dynamic range, a stop for every quadrupling

example: Orion Nebula - particularly tricky 10 hours Ha in 30, 120, 300 second exposures 8 hours SII in 120, 300 second exposures
8 hours OIII in 120, 300 second exposures
4 hours RGB for stars acquired over 10 nights (due to low altitude)



light pollution and sky noise

individual RGB filters and a monochrome sensor exclude more light pollution than a color sensor.



the red and green exclude sodium lamp yellow (@ 590 nm)



light pollution and sky noise

or... virtually exclude light pollution and its noise with narrowband filters - tuned to ionised gas emissions



advanced image processing

these are the same image, before and after 32-bit processing in PixInsight (Photoshop cannot handle this)







All-night, automated, remote imaging from Essex

QUESTIONS?

