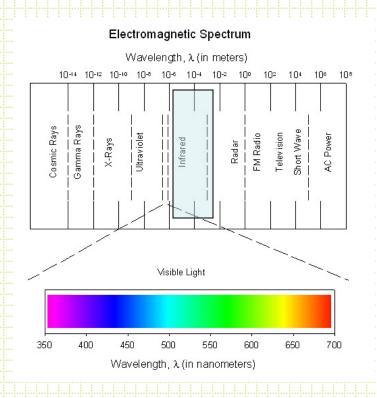
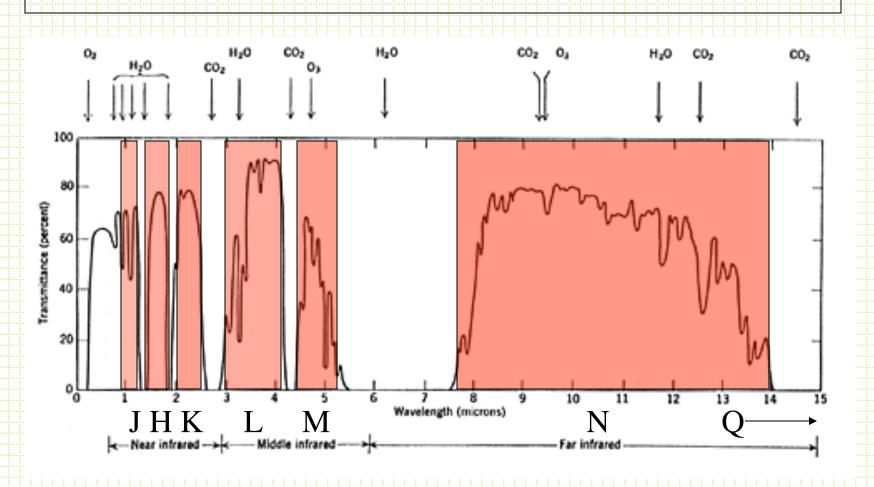
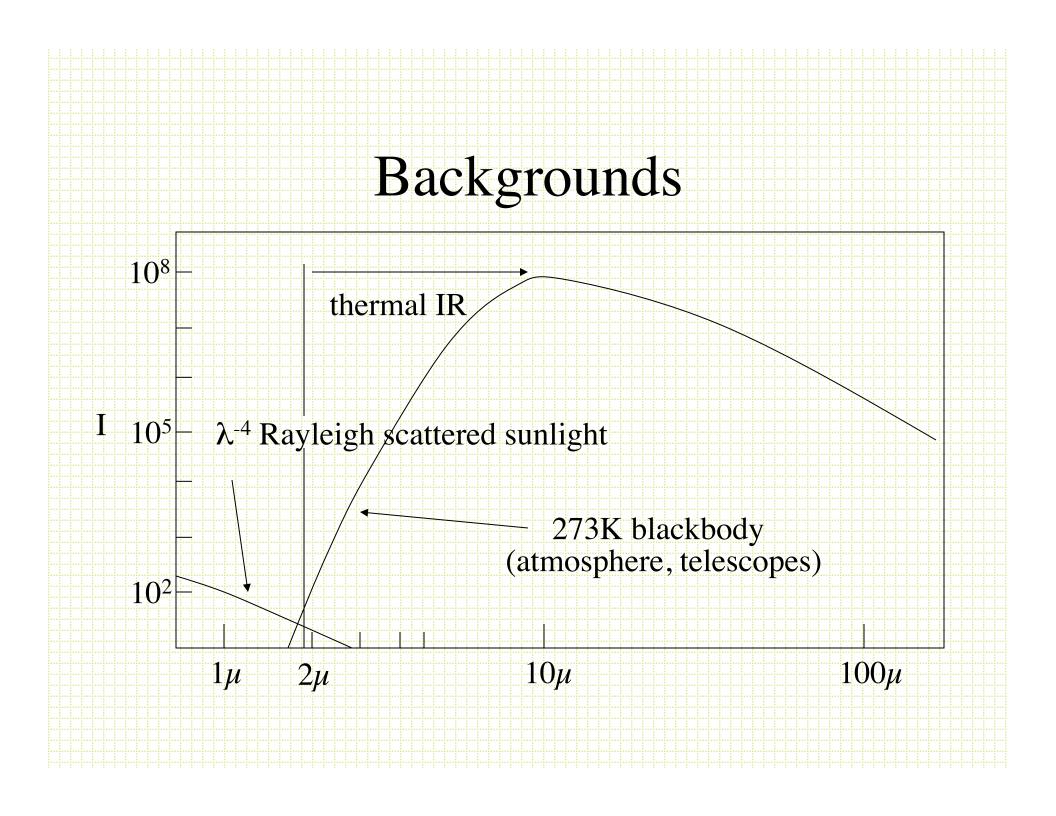
IR Astronomy

- Eye response goes to 0 at
 7500Å
- Silicon bandgap energy of
 1.1eV means a hard cutoff
 in CCD response at 1.1µ
- `near-IR' : $1\mu 2.5\mu$
- `mid-IR': $2.5\mu 25\mu$
- `far-IR' : 25μ 350μ

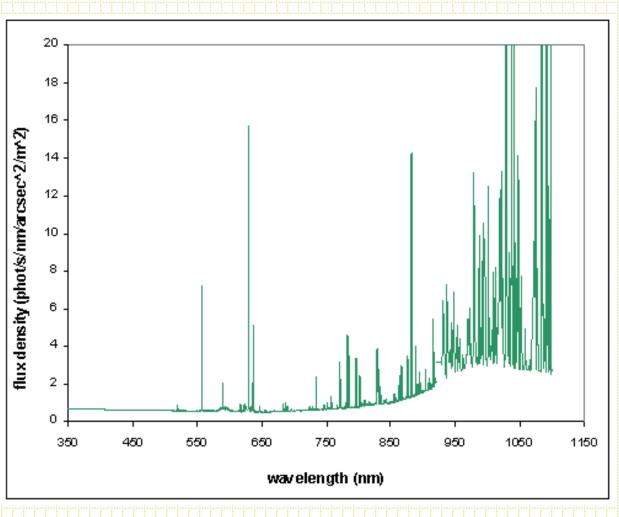


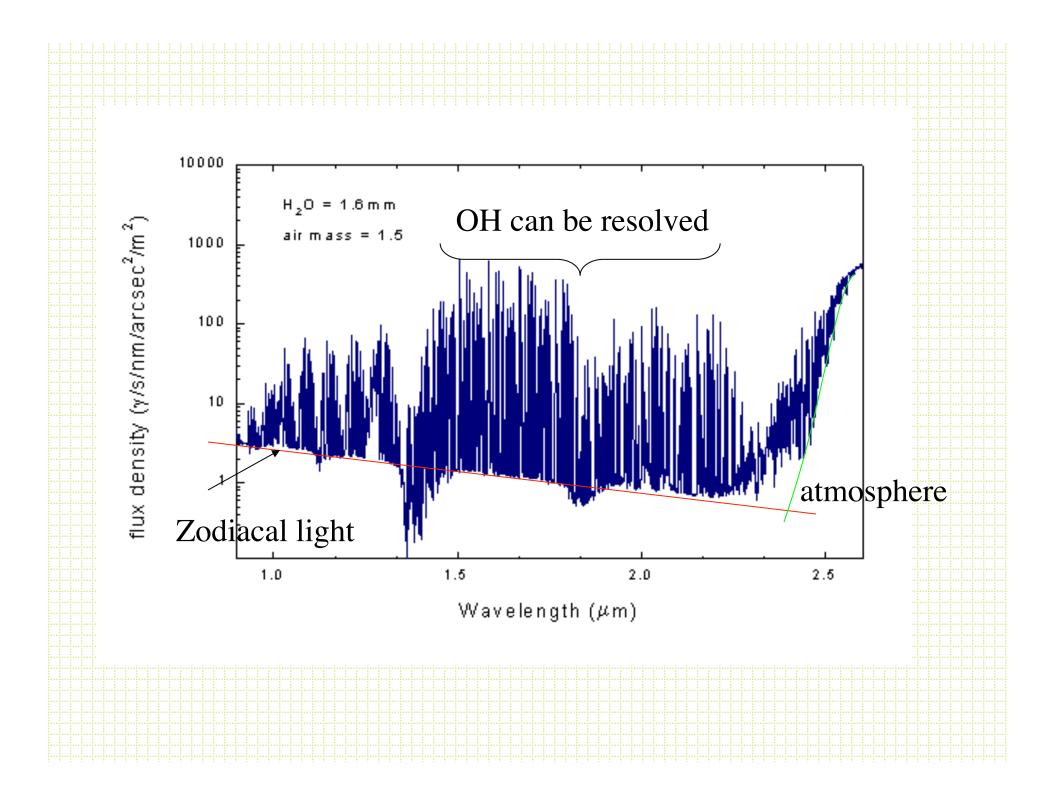
Atmospheric Windows



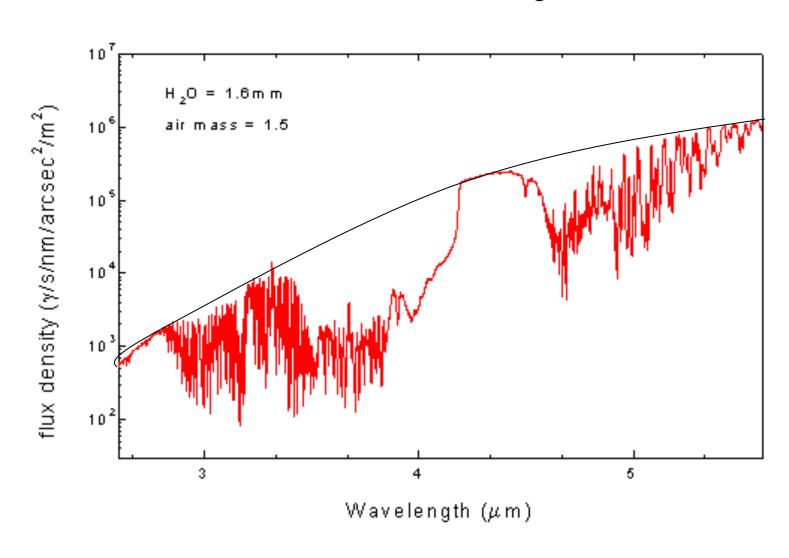


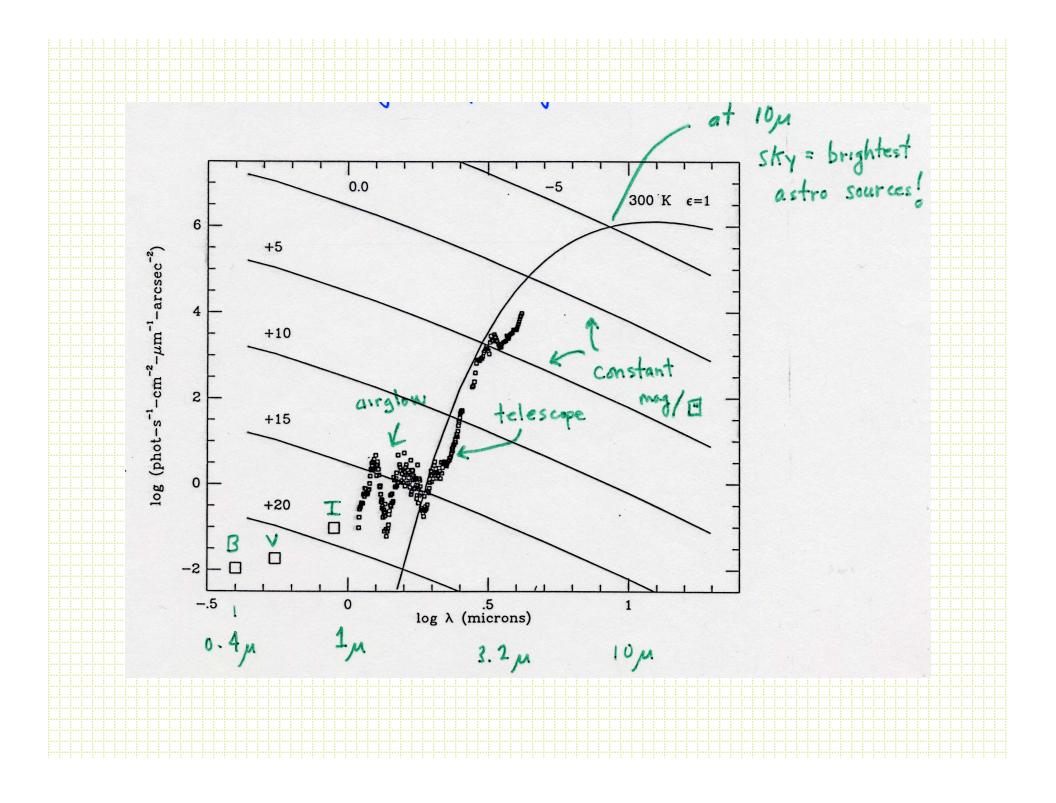
Backgrounds

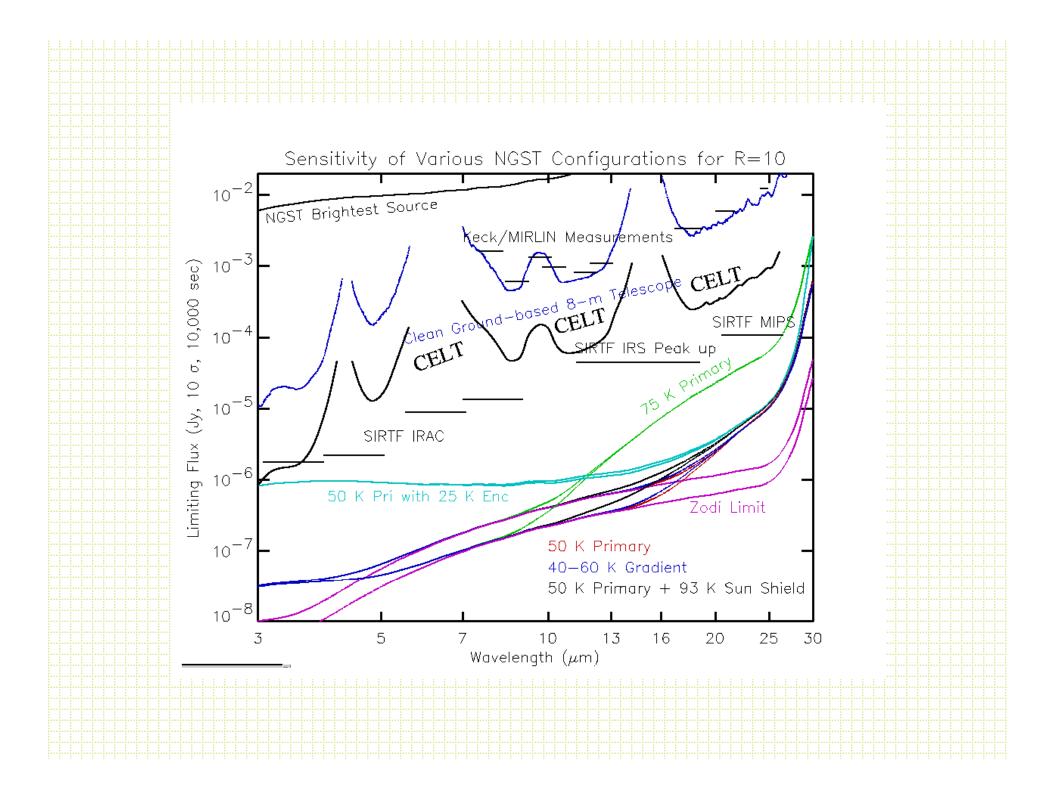




Note vertical scales on plots!





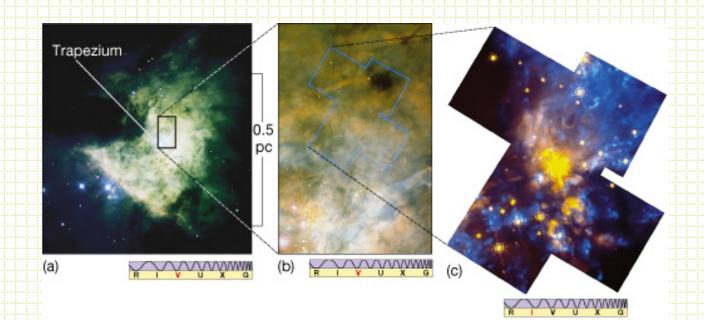


Why IR?

• Galactic dust extinction law:

 $k_{2.2\mu} \sim 0.1 k_{0.5\mu}$

- Cool stuff: $\lambda_{\text{peak}}(\text{planck}) = 2898/T (\mu)$
 - Cool stars emitted energy peak $\sim 1\mu$
 - Giant planets $\sim 6-15\mu$
 - Dust re-radiation $\sim 20-200\mu$



High-z Universe

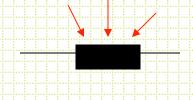
- $\lambda = \lambda_0(1+z)$
- @z=1.8 Ca H&K`break' redshifted to J band

• @z=8 L



Detectors

• Original IR detectors were lead-sulfide, then germanium *bolometers*.

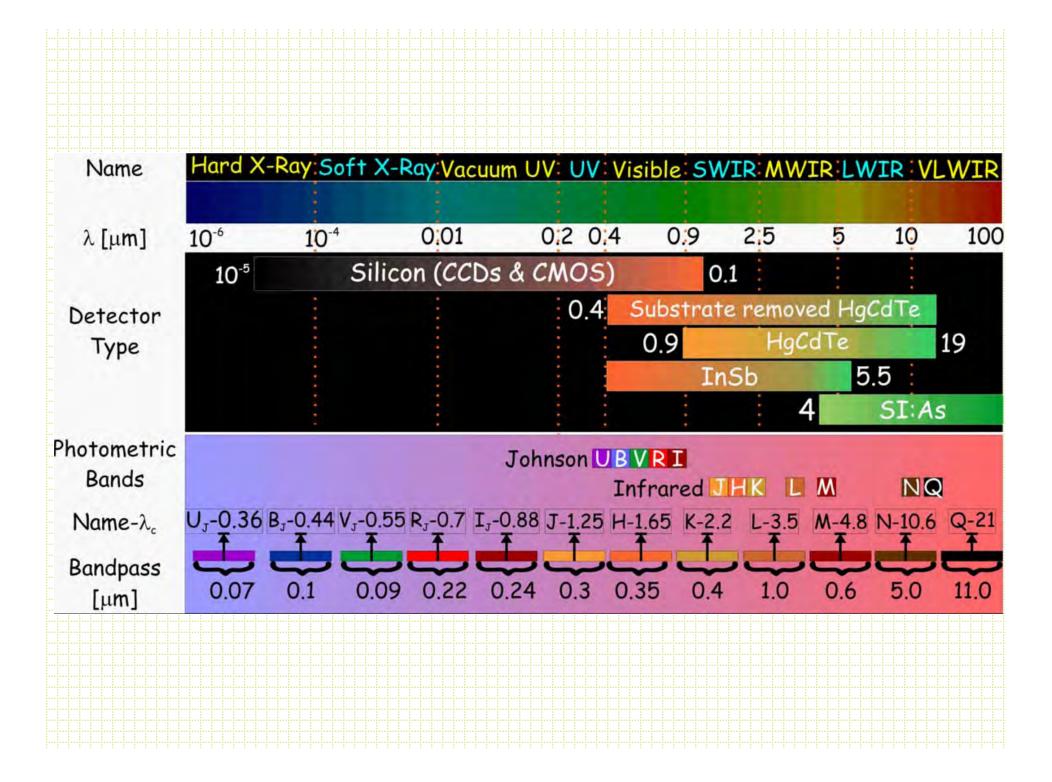


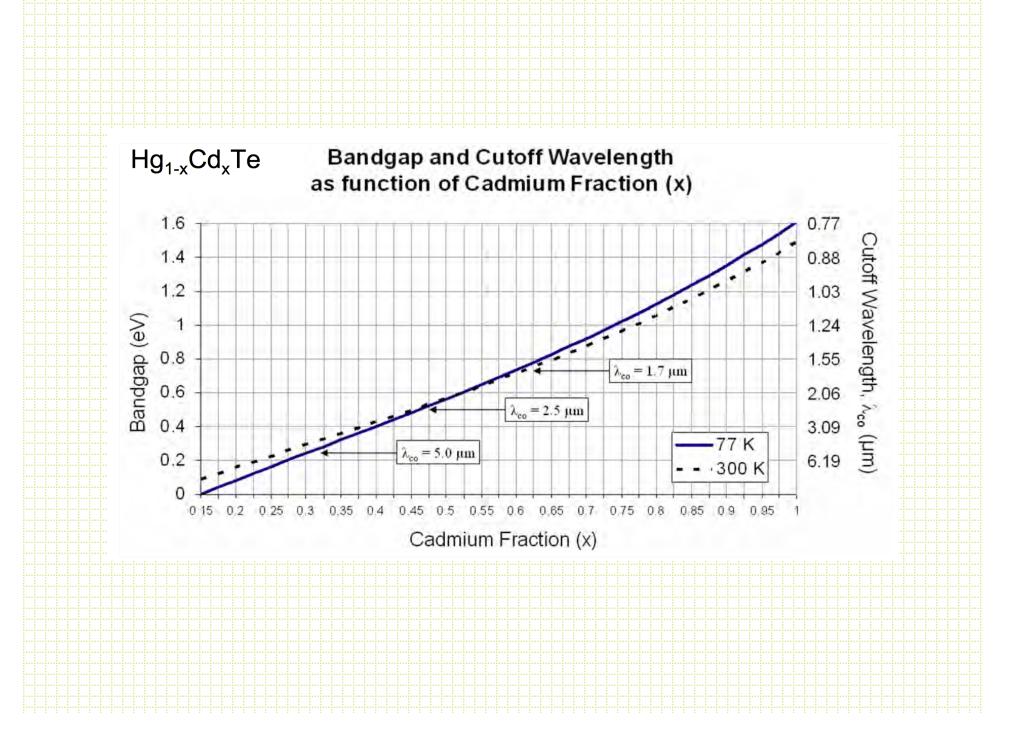
Photoconductive: resistance a very sensitive function of T. Ran at liquid helium temperatures (4K).

• 1980's the first photo-diode (CCD-like) detectors became available with semicondutors that had smaller bandgaps than silicon

larger dark currents!







Property	CCD	Hybrid CMOS	
Resolution	> 4K x 4K	up to 4K x 4K	
Pixel pitch	10 – 20 μm	10 – 40 μm (up to 100 μm if required)	
Typical wavelength coverage	400 – 1050 nm	400 – 1050 nm with Si PIN 400 – 18,000 nm with HgCdTe 400 – 5,000 nm with InSb	
Noise	Few electrons	Few electrons with multiple sampling	
Shutter	Mechanical	Electronic, rolling shutter, snapshot	
Power Consumption	High	Typ. 10x lower than CCD	
Radiation	Sensitive	Much less susceptible to radiation	
Control Electronics	High voltage clocks, at least 2 chips needed	Low voltage only Can be integrated into single chip	
Special Modes	Orthogonal Transfer Binning	Windowing, Guide Mode, Random Access, Reference Pixels, Large dynamic range (up the ramp)	

Material	wavelength(µ)	1 operate
Si	<1.1 <i>µ</i>	160K
IgCdTe	$0.8 - 5\mu$	65K
InSb	$1 - 5.6\mu$	35K
SiAs	6 - 27μ	10K

Special considerations for IR observing

- Hardly any!
- Chopping (highly variable background)
- Backgrounds are enormous
- Don't ignore detector dark/readout noise
- Telescope designers be careful
 - Baffling
 - Cold pupils
 - Underfilled secondaries