CCD Characterization and Modeling at UC Davis Craig Lage, Andrew Bradshaw, Tony Tyson, Kirk Gilmore UC Davis - Dec 2, 2018 Overview

The LSST Optical Simulator at UC Davis allows us to characterize CCDs from both LSST vendors on a common platform in a variety of ways, as detailed in the accompanying plots.

- Masks containing artificial stars as well as extended objects have been fabricated and imaged.
- Simulation code for simulating the electrical fields and electron paths in the CCDs has been built and calibrated using data from the optical simulator.







Artificial stars and galaxies





Serial CTI improvement with delay (ITL)



Impact of increasing delay on the serial Charge Transfer Inefficiency(CTI) for the STA3800, as measured using the EPER method.





Extended objects are built on the mask with $0.5\mu m$ "sub-pixels". 400 of these per $10\mu mx 10\mu m$ CCD pixel.

Size, brightness, orientation, and Sersic profiles are varied.

Astrometric shift at CCD edge



Astrometric shift



Simulation captures shape, location, and variation with

References and Code

References

- Tyson, J.A., et.al., "LSST optical beam simulator", SPIE Conference Series, V 9154, 2014, http://arxiv.org/abs/1411.5667
- Bradshaw, A.K., et.al., "Mapping charge transport effects in thick CCDs with a dithered array of 40,000 stars", JINST, V10, Apr, 2015.
- Lage, C, et.al., "Measurements and Simulations of the Brighter-Fatter Effect in CCD Sensors", JInst, V12, PC03091, 2017, http://arxiv.org/abs/1703.05823.
- Bradshaw, A.K., et.al., "Characterization of LSST CCDs Using Realistic Images, Before First Light", 2017,



- Poisson solution simulator for LSST CCD's, https://github.com/craiglagegit/Poisson_CCD22
- Python based GUI control software for the UC Davis LSST optical simulator, https://github.com/craiglagegit/LSST_GUI
- Code for building masks with simulated stars and galaxies, https://github.com/craiglagegit/MaskCode





