



X-shooter design & performance

Joël Vernet
9 May 2016

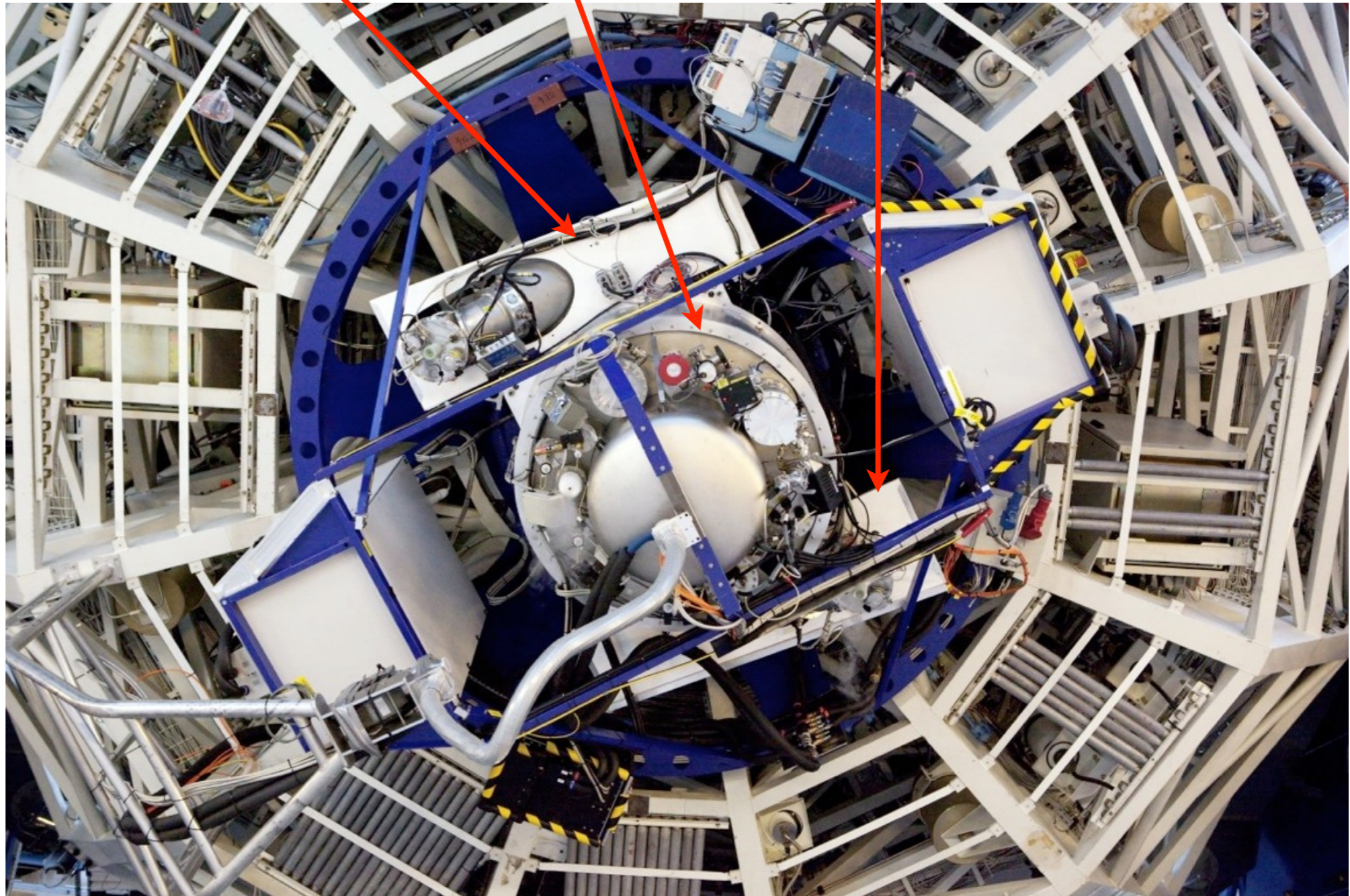
X-shooter @ UT2 Cassegrain

UVB

NIR

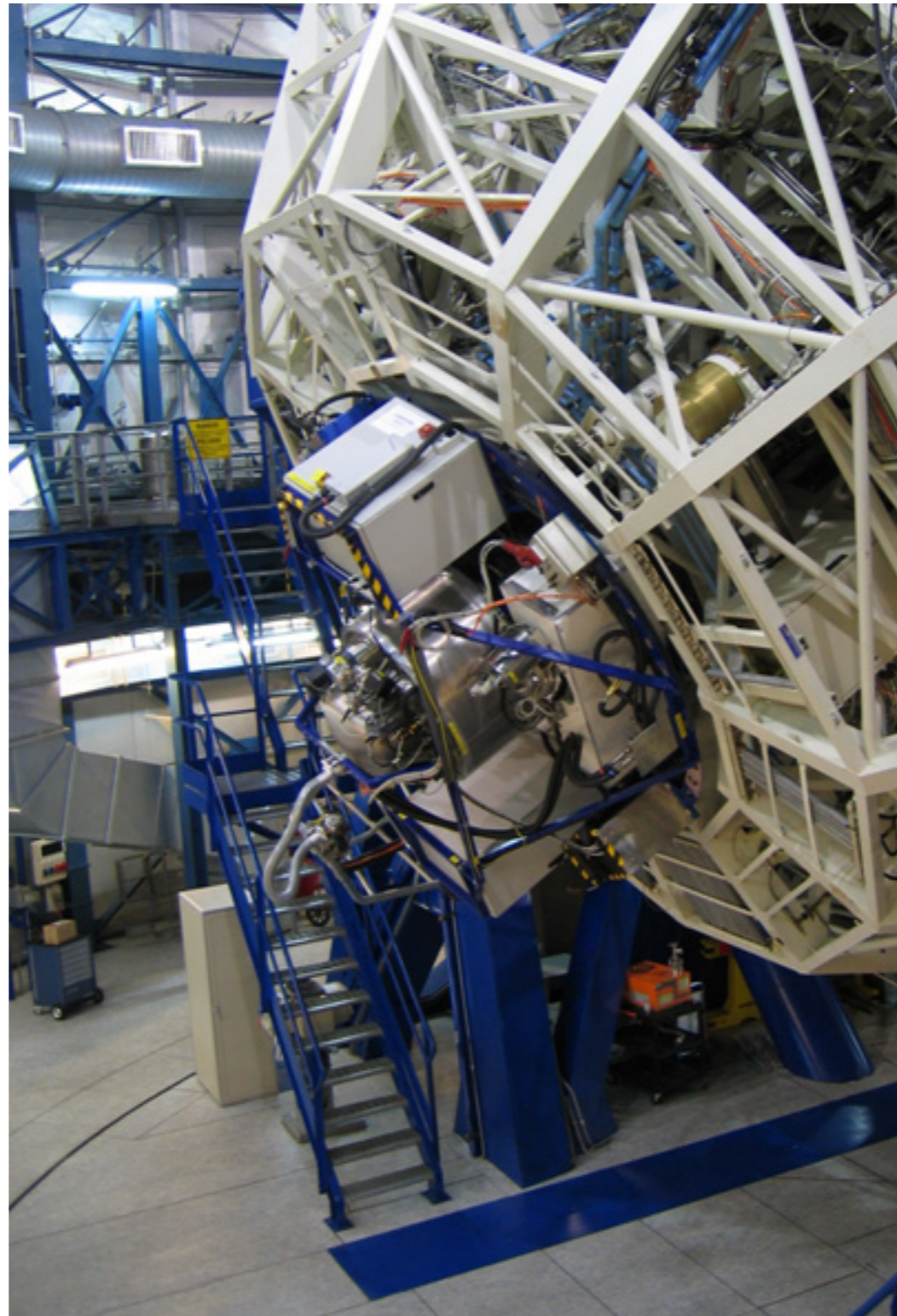
VIS

- Obtain spectra from 300 to 2500 nm in one shot
- $R=5100, 8800$ and 5600 for $1''/0.9''/0.9''$ slits in UVB/VIS/NIR
- single object, $11''$ slit or $4'' \times 1.8''$ IFU
- Light split by two high efficiency dichroics
- 3 arms, cross-dispersed échelle spectrographs



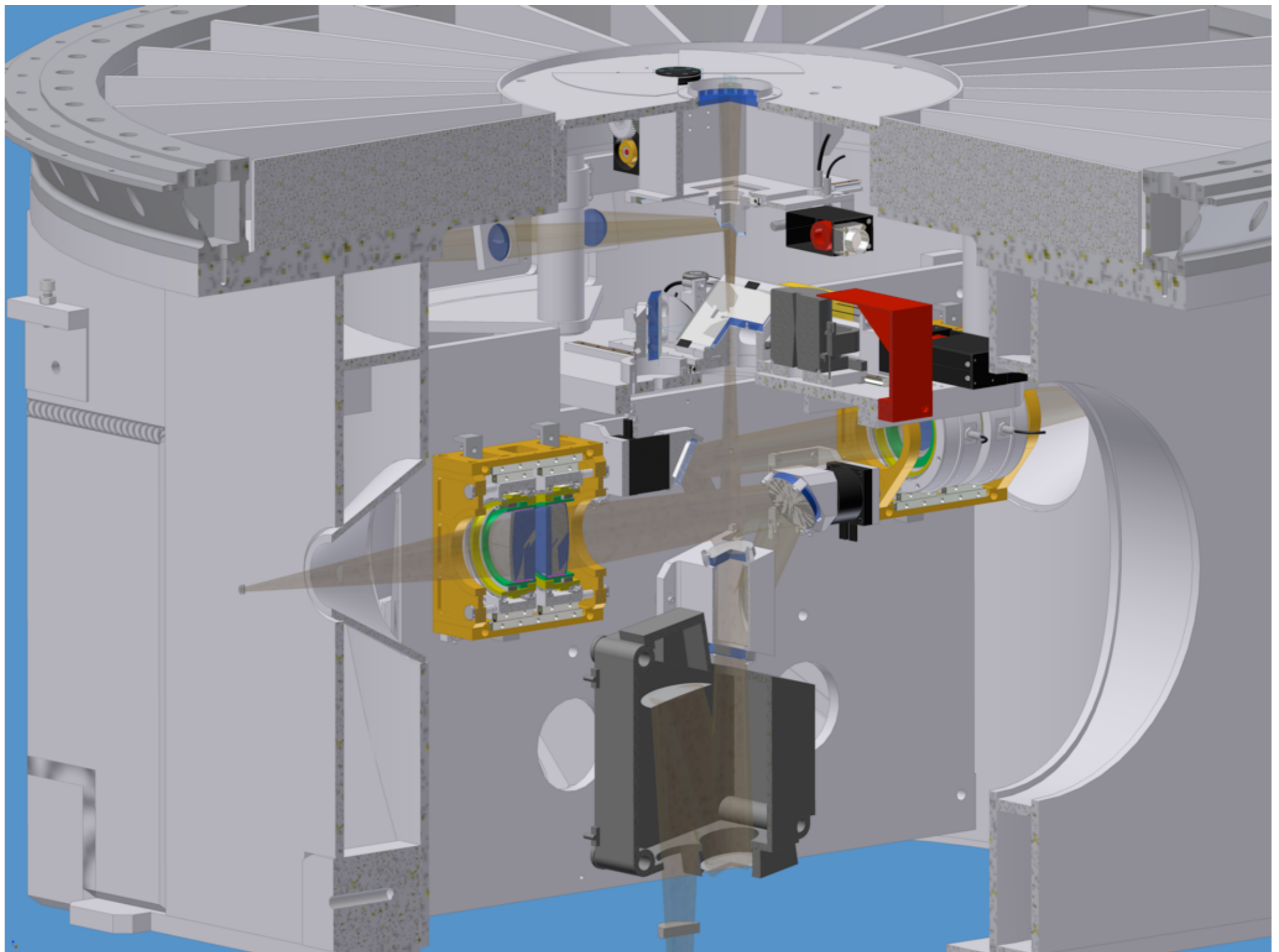


A European project



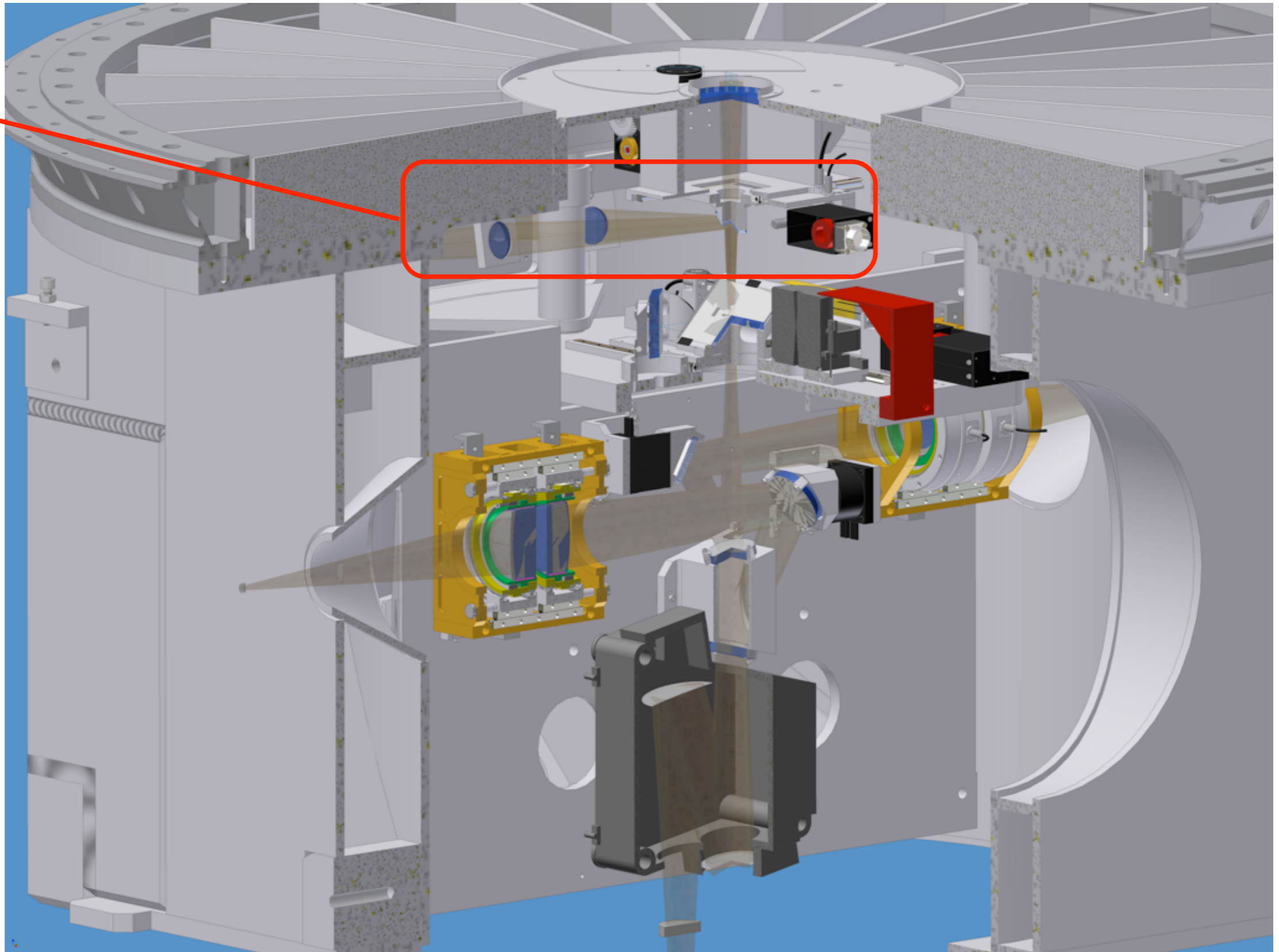
- 11 institutes
- 5 countries
- 5.3 millions €
- 70 person-years
- 5 years development
- in operations since 1/10/2009

The Backbone

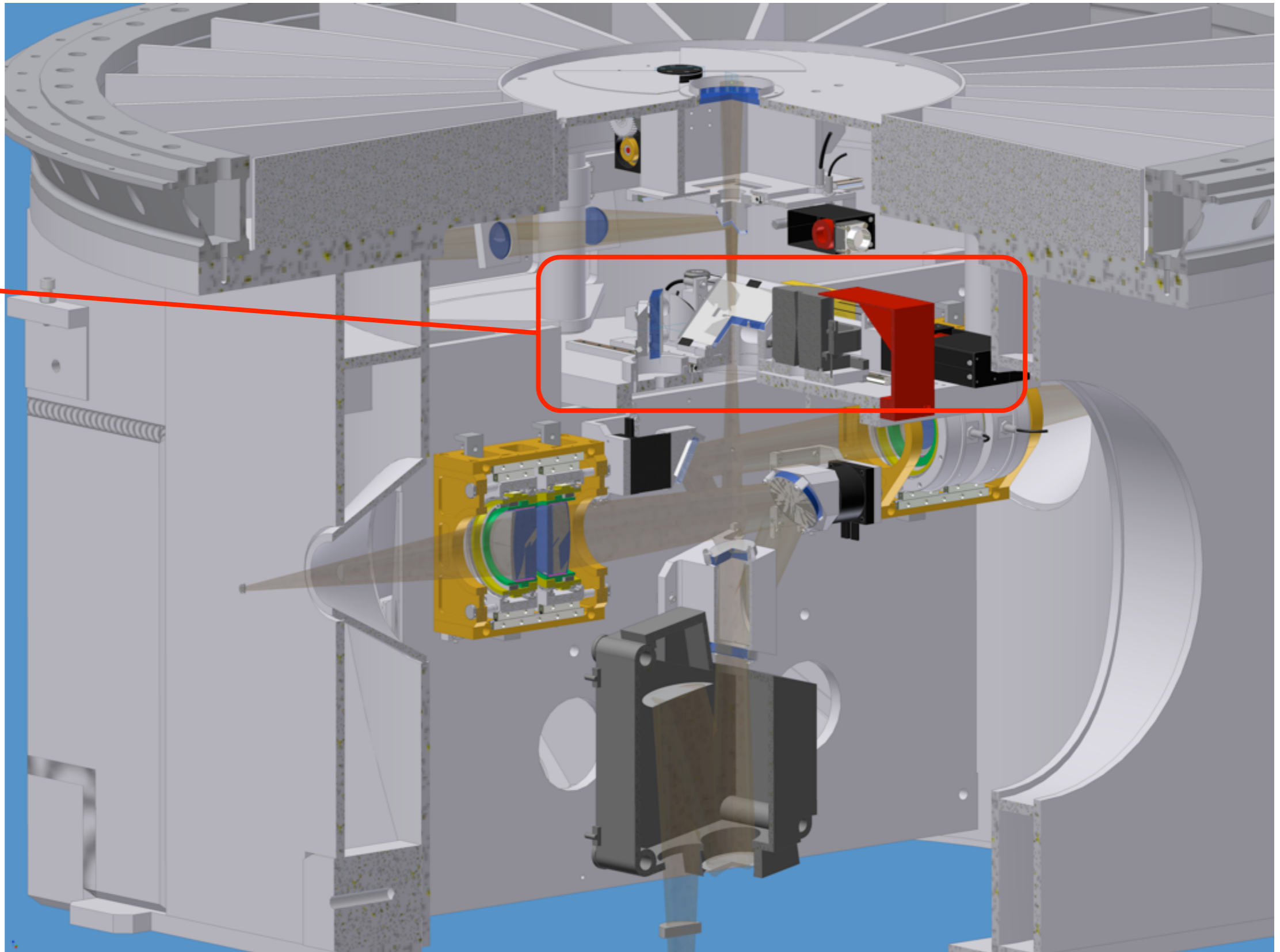


The Backbone

Calibration unit



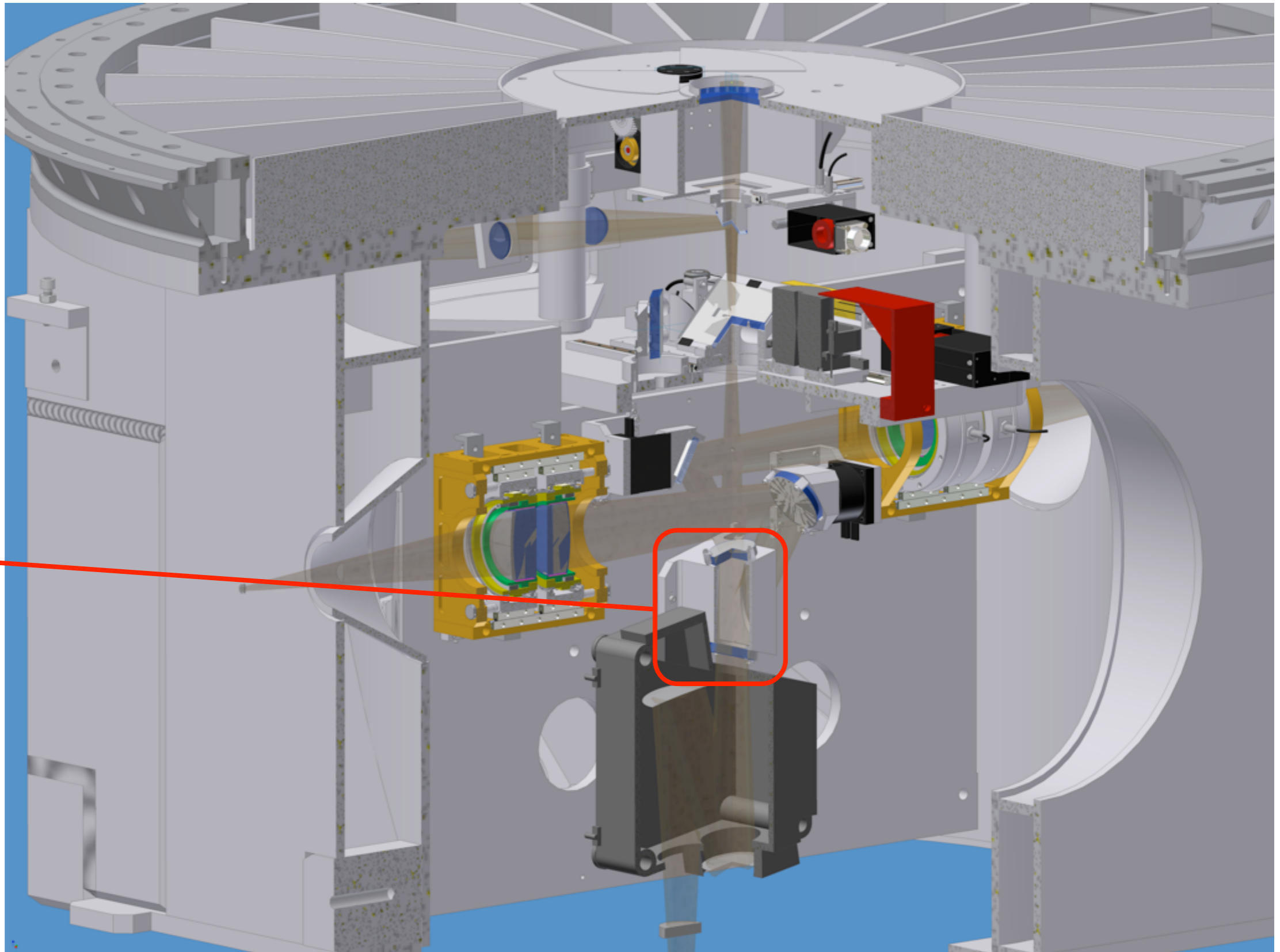
The Backbone



Cassegrain
focal plane:

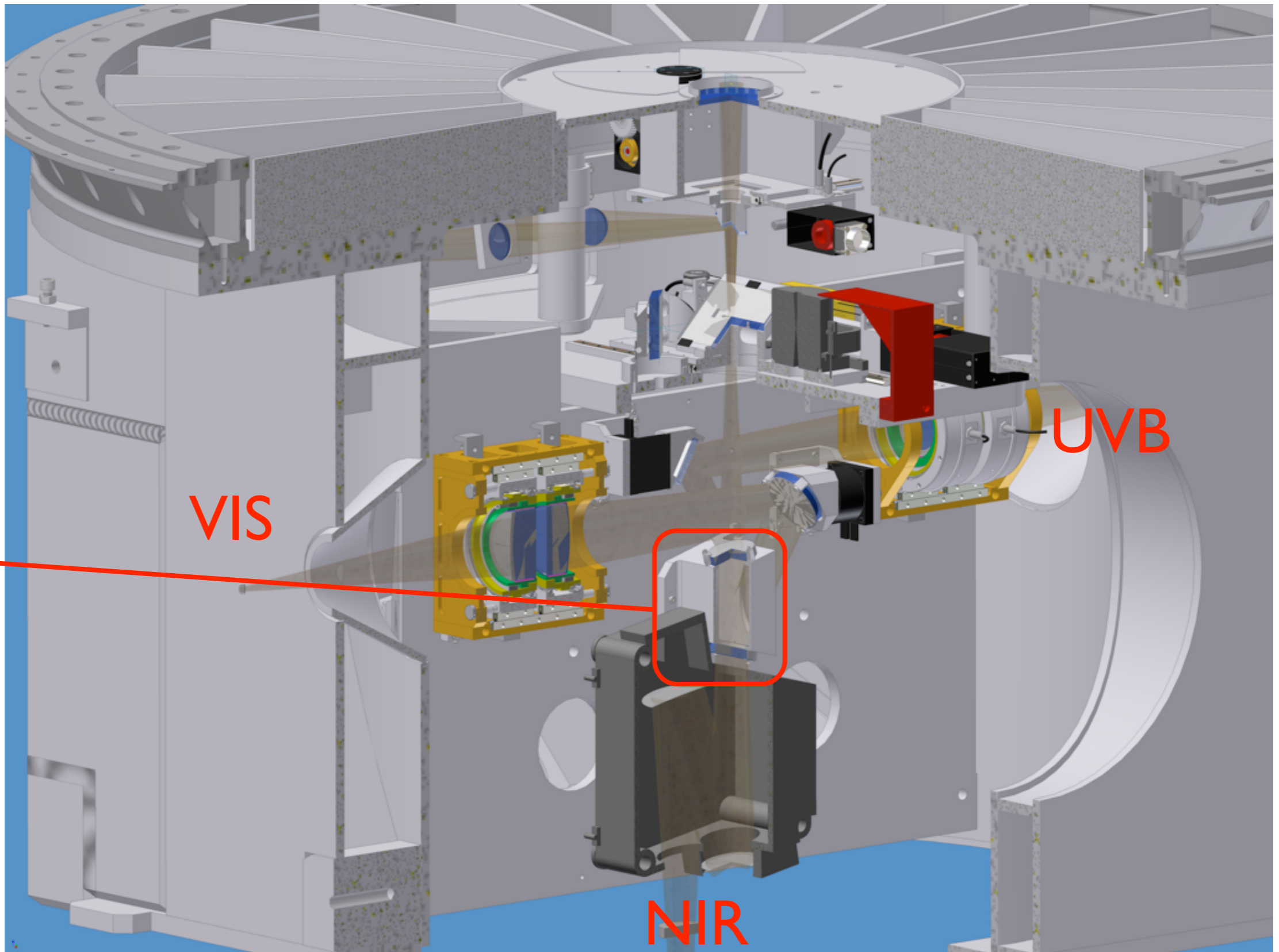
- acquisition
- reference
pinhole
- IFU

The Backbone

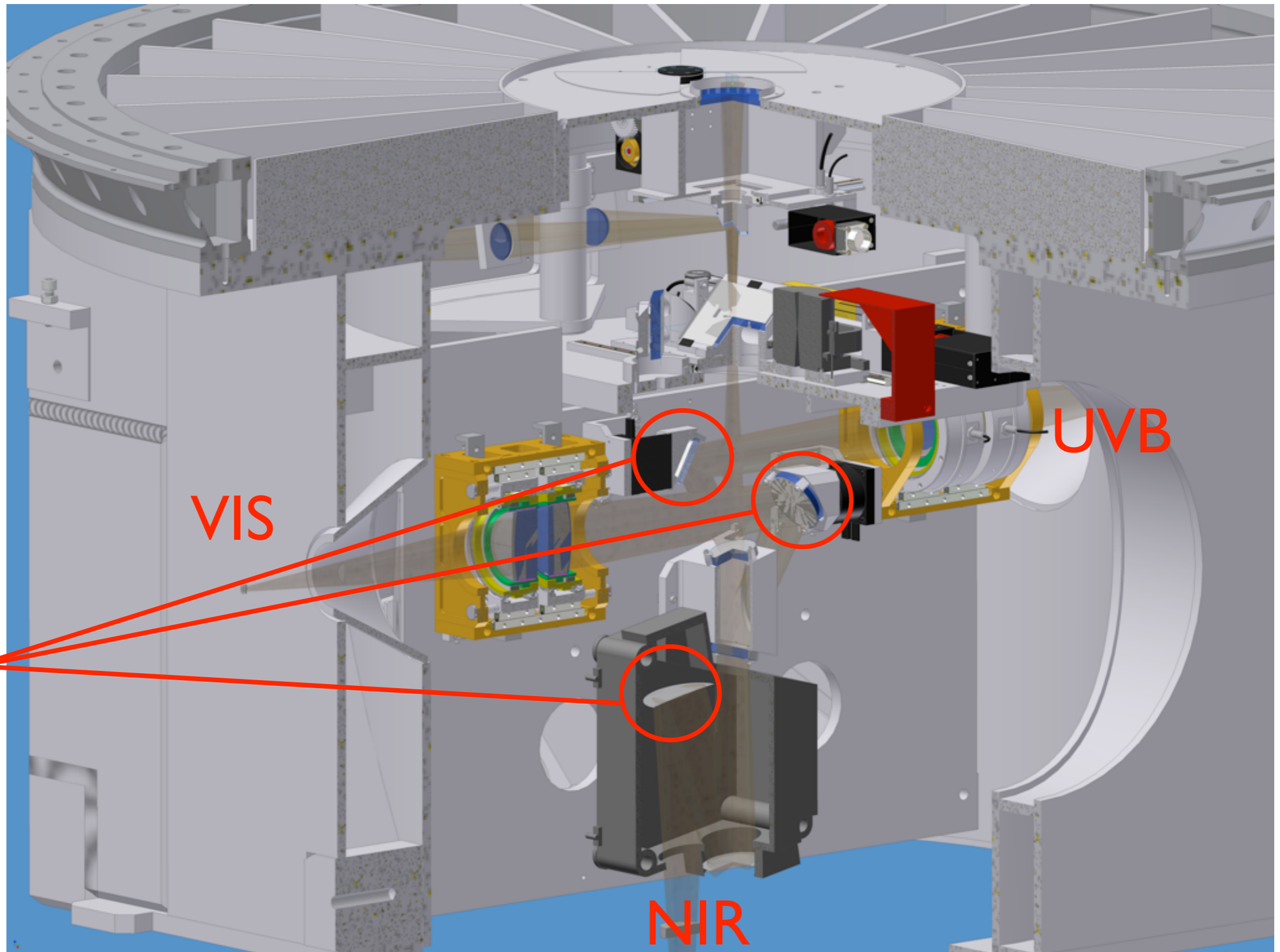


Dichroic box

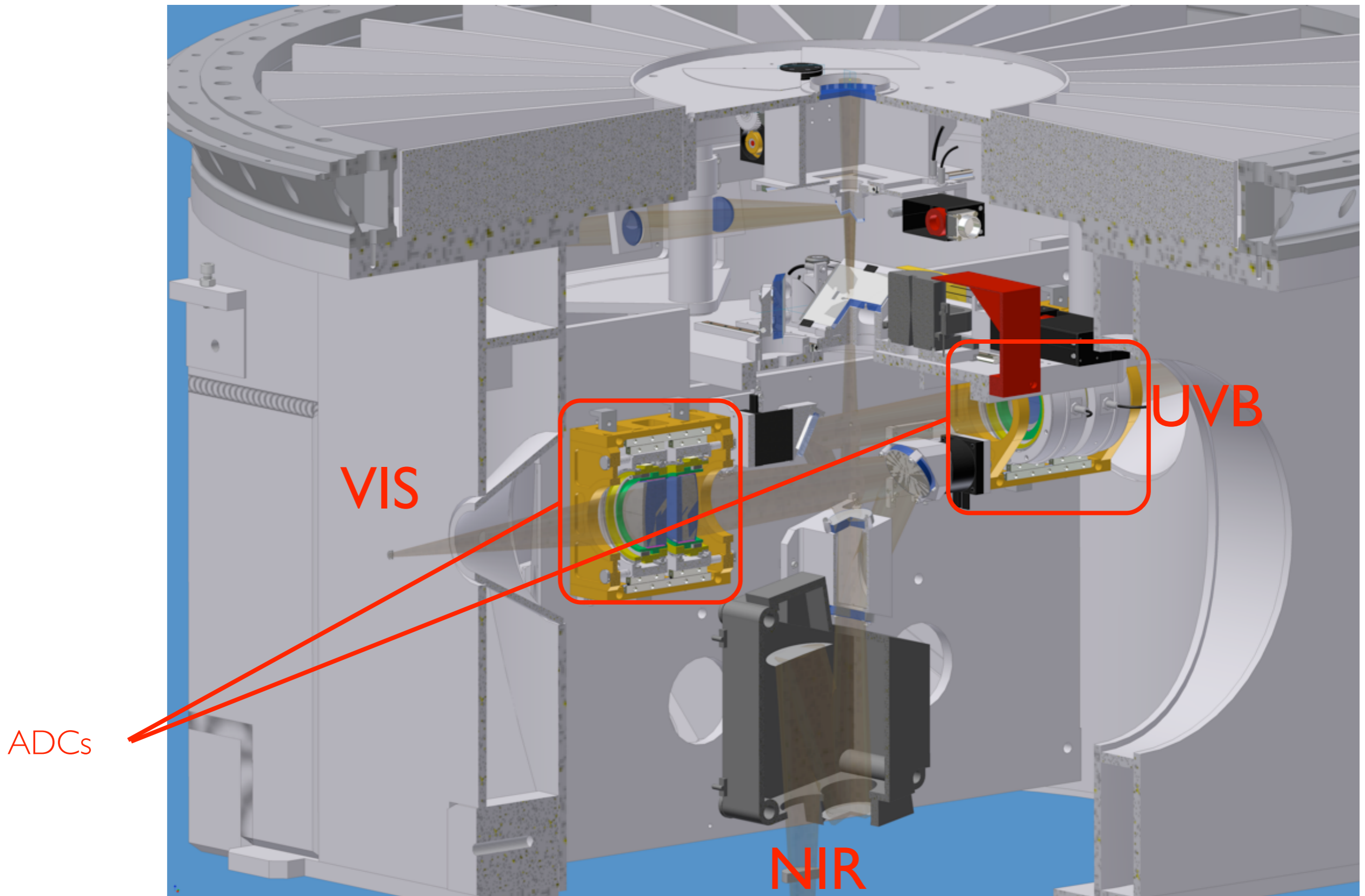
The Backbone



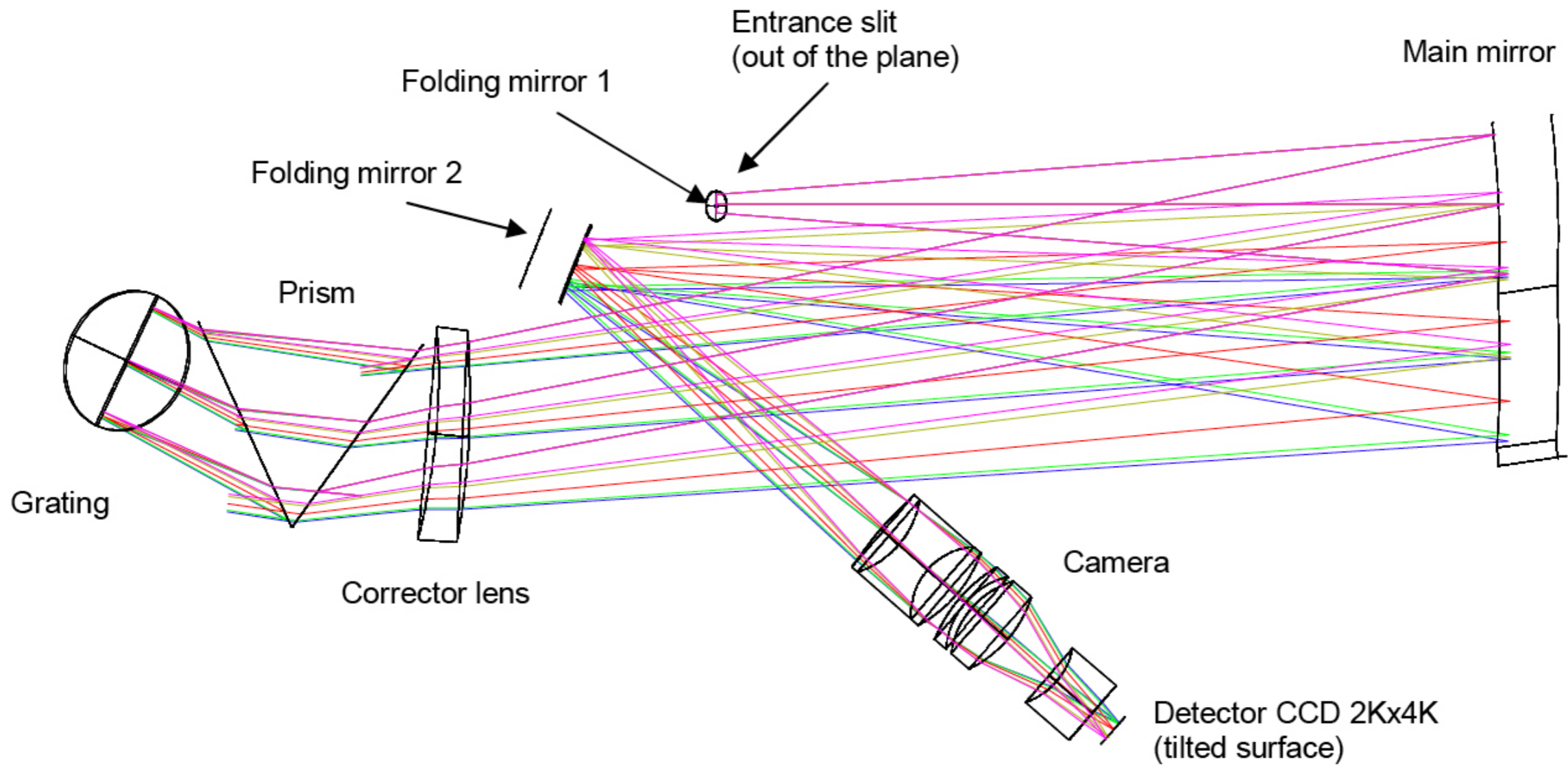
The Backbone



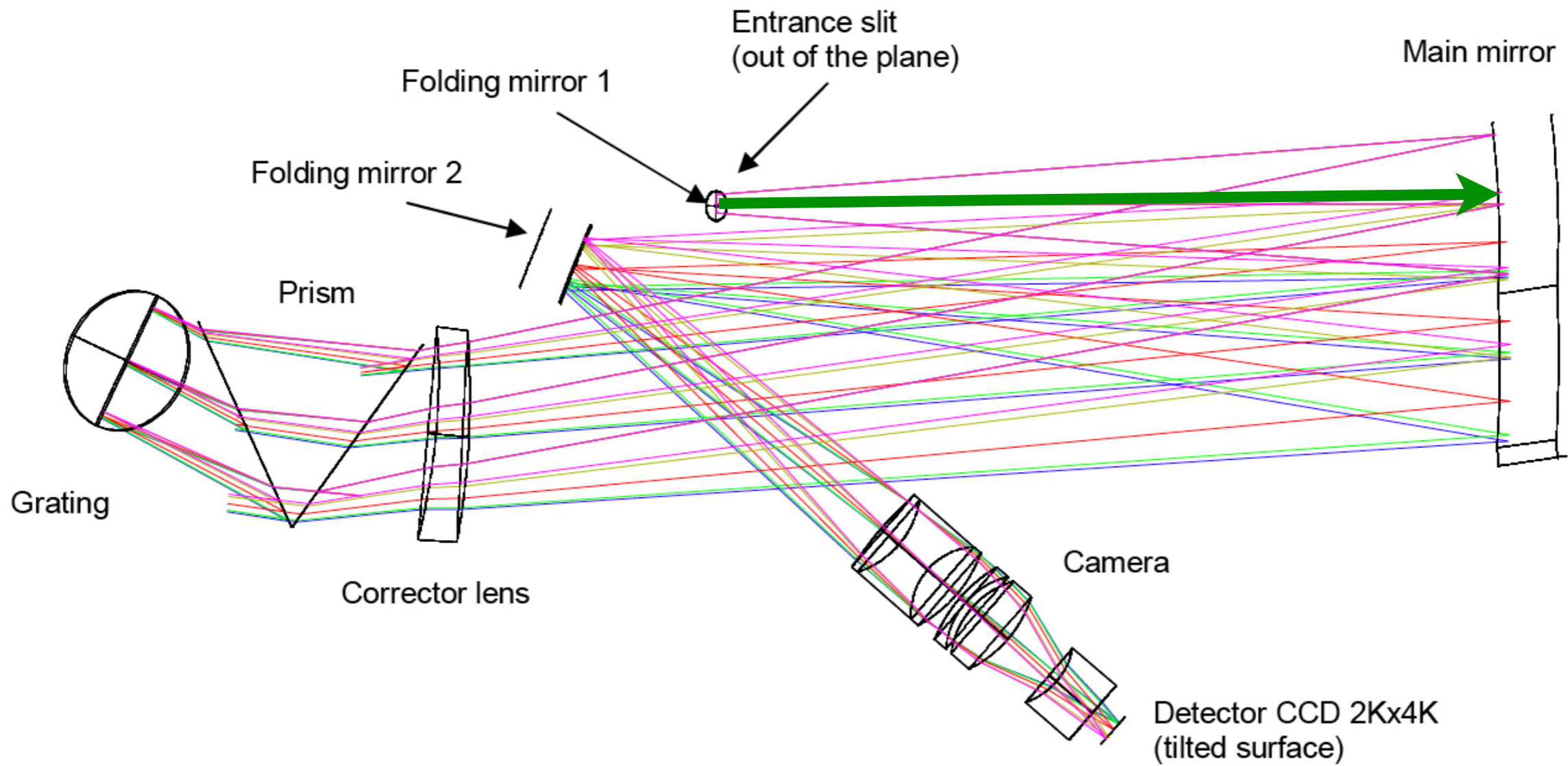
The Backbone



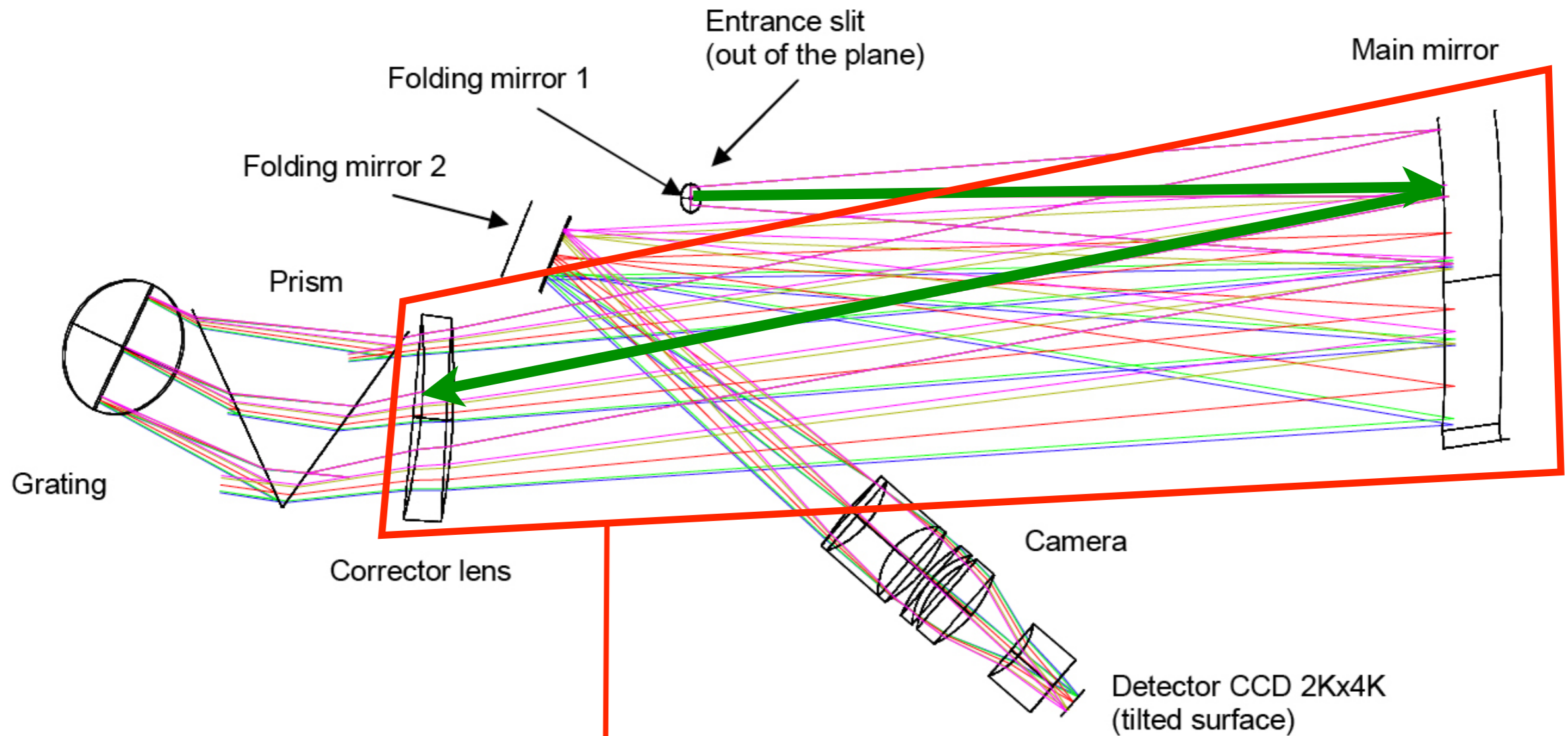
Cross-dispersed échelle spectrographs



Cross-dispersed échelle spectrographs

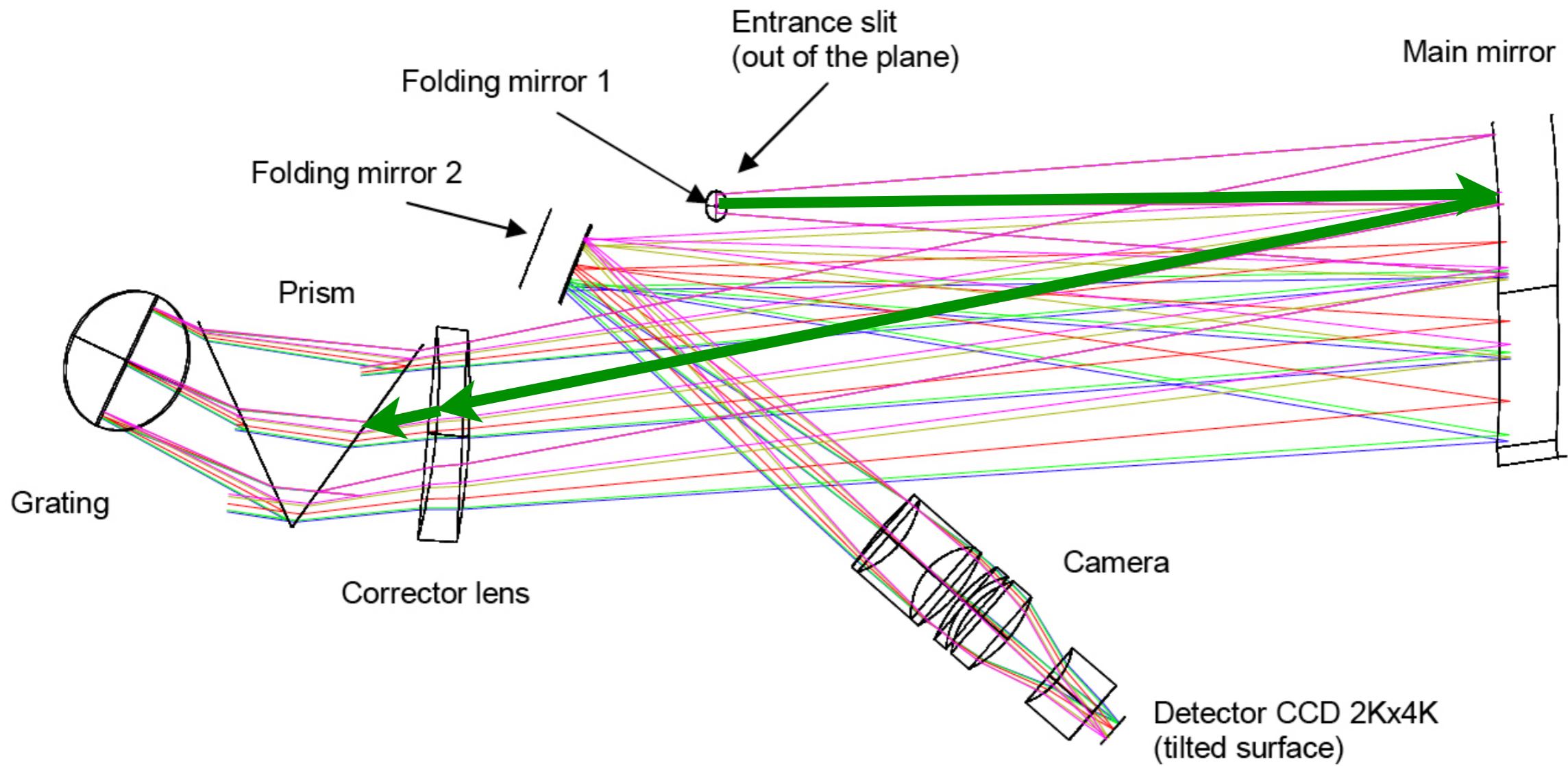


Cross-dispersed échelle spectrographs

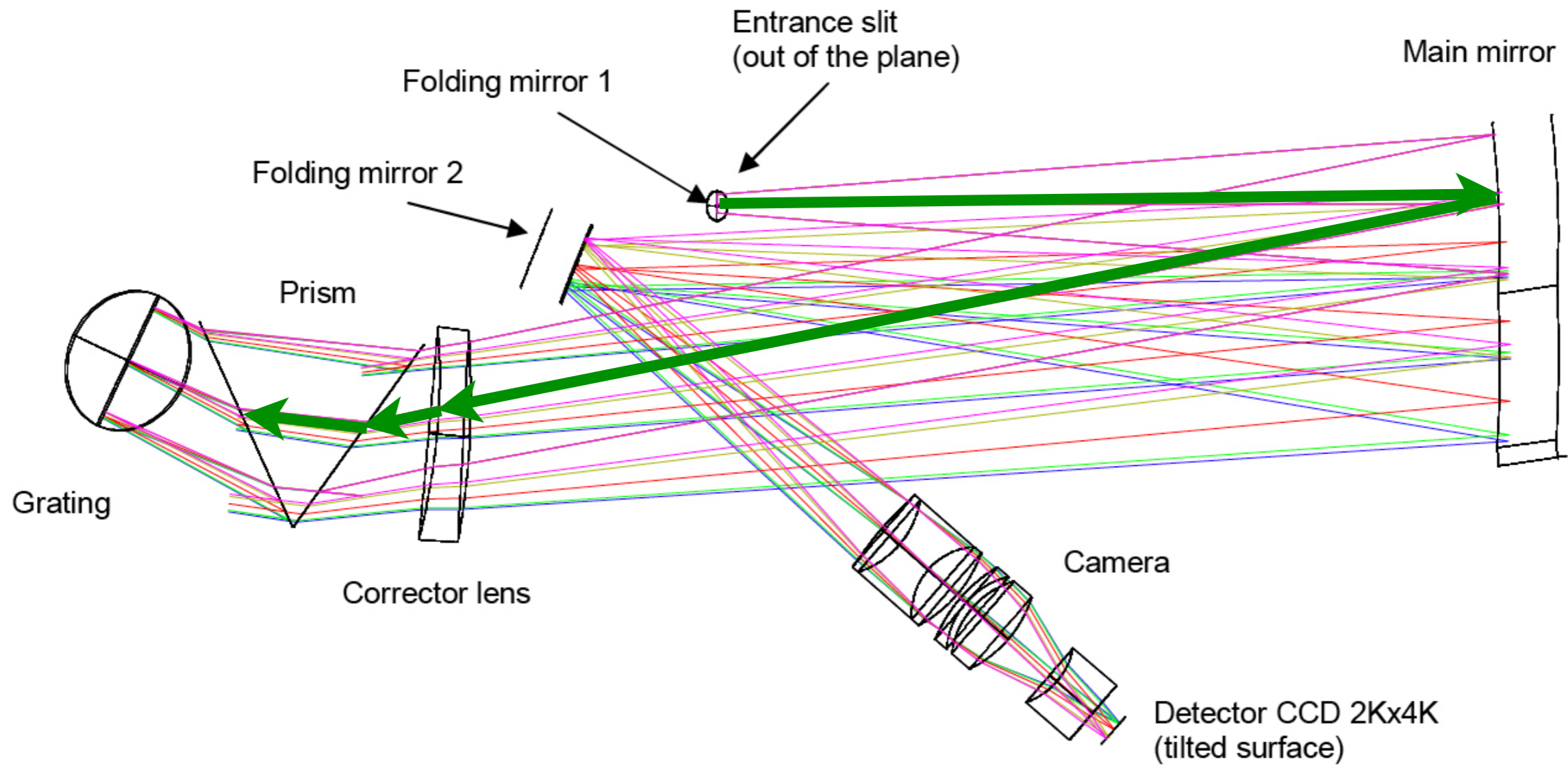


5° off-axis
Matsukov collimator

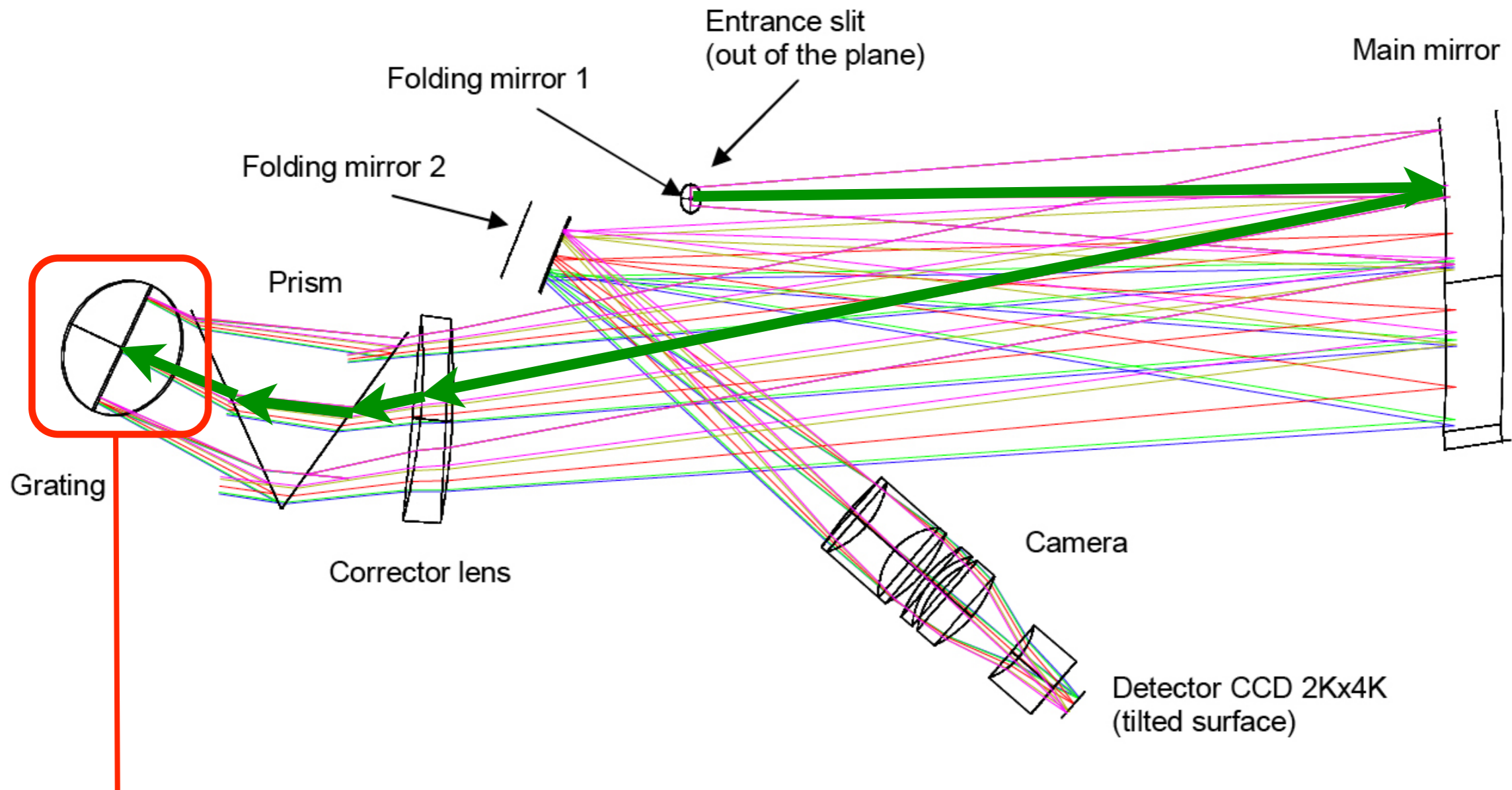
Cross-dispersed échelle spectrographs



Cross-dispersed échelle spectrographs

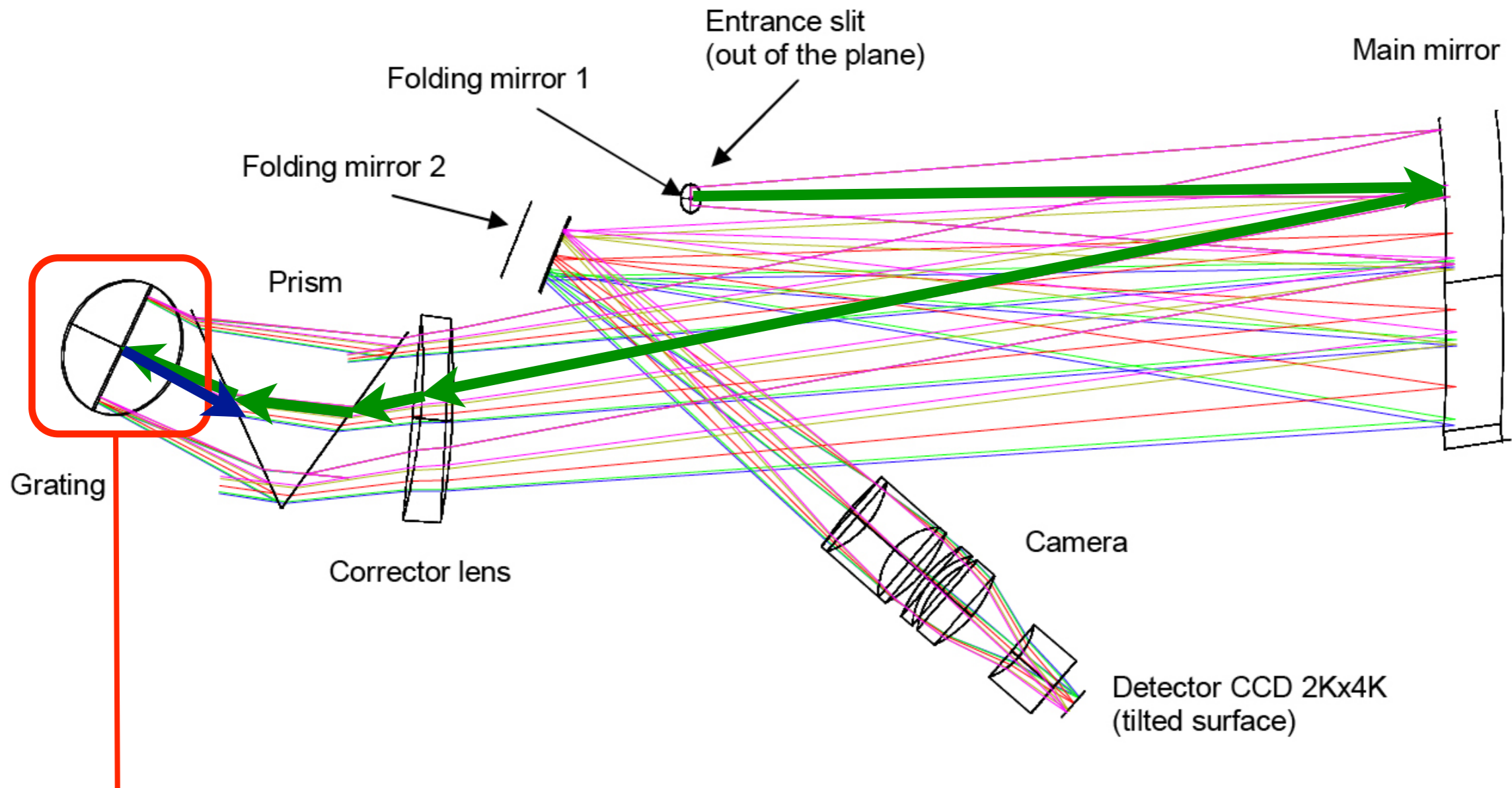


Cross-dispersed échelle spectrographs



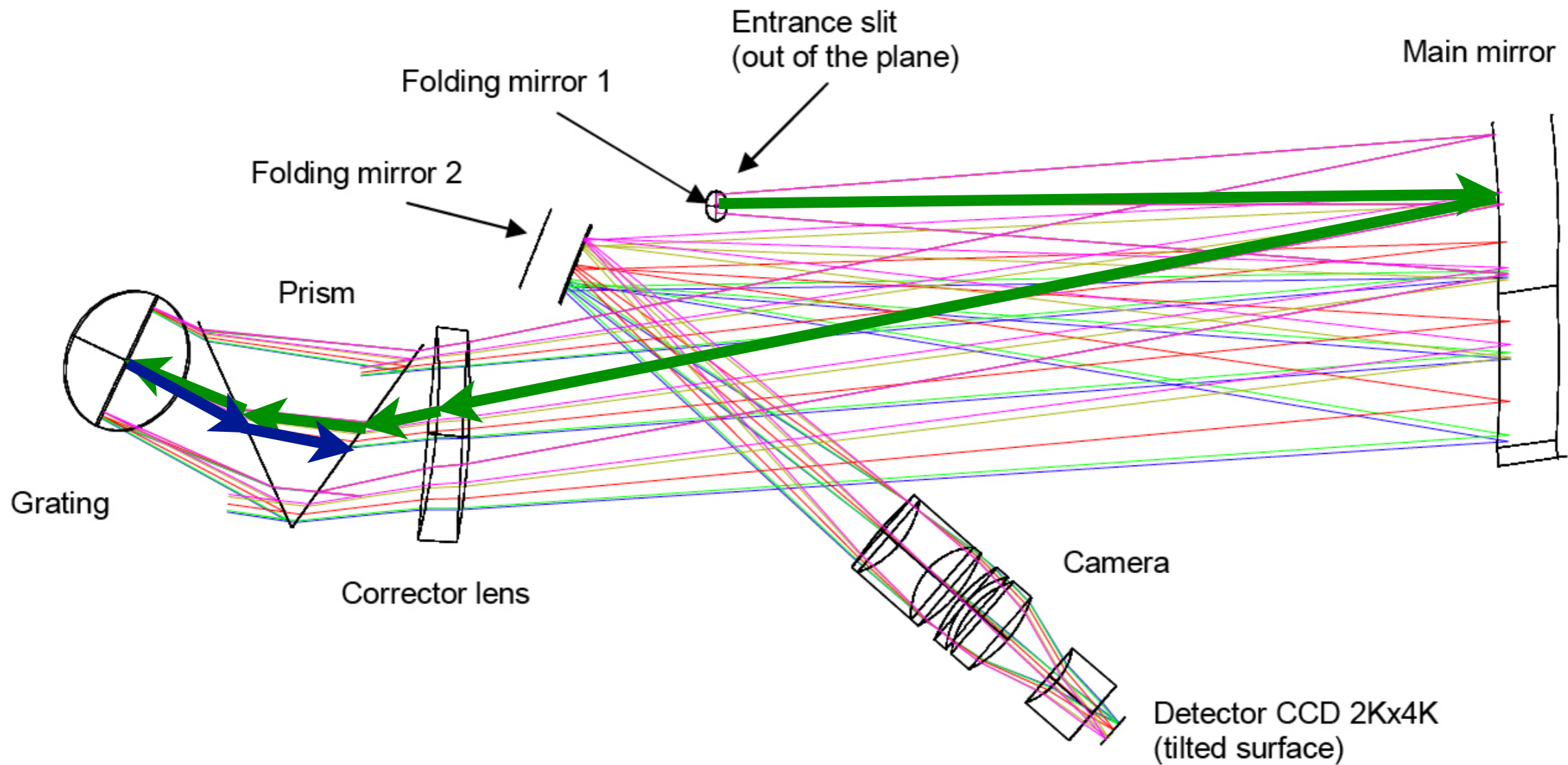
180 grooves/mm échelle grating blazed at 41.77° .
off-blaze angle: 0.0° ,
off-plane angle: 2.2°

Cross-dispersed échelle spectrographs

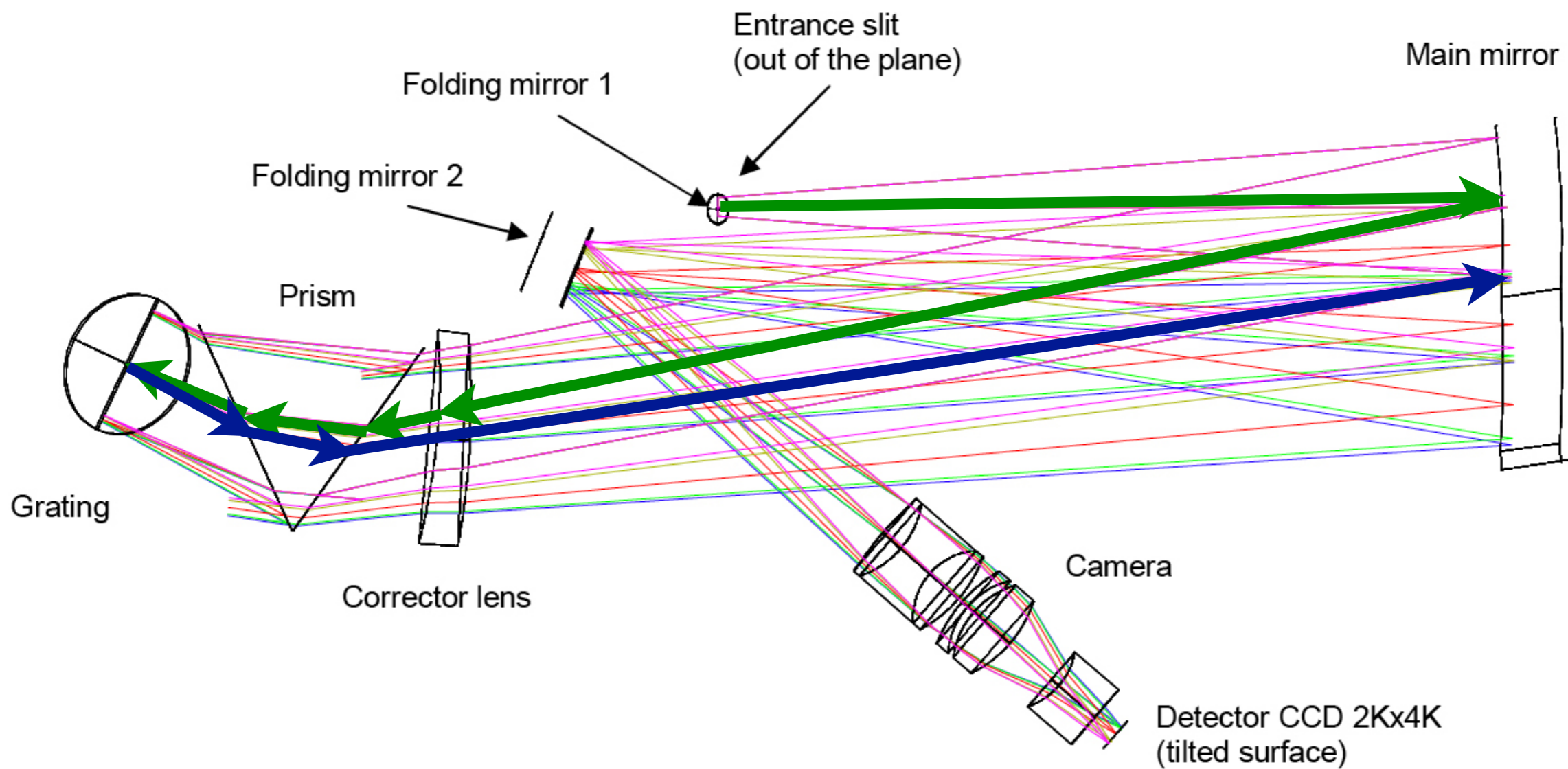


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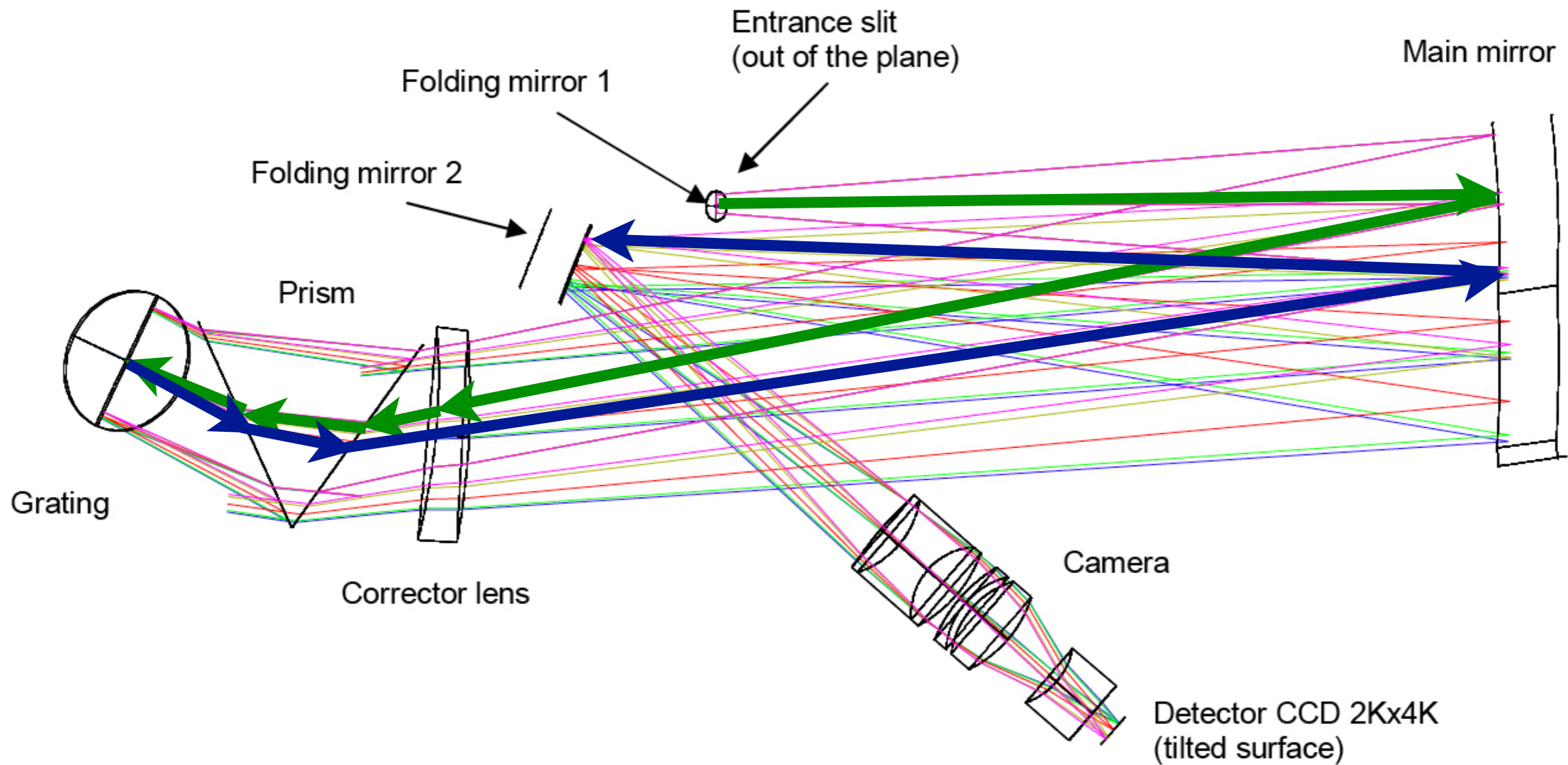
Cross-dispersed échelle spectrographs



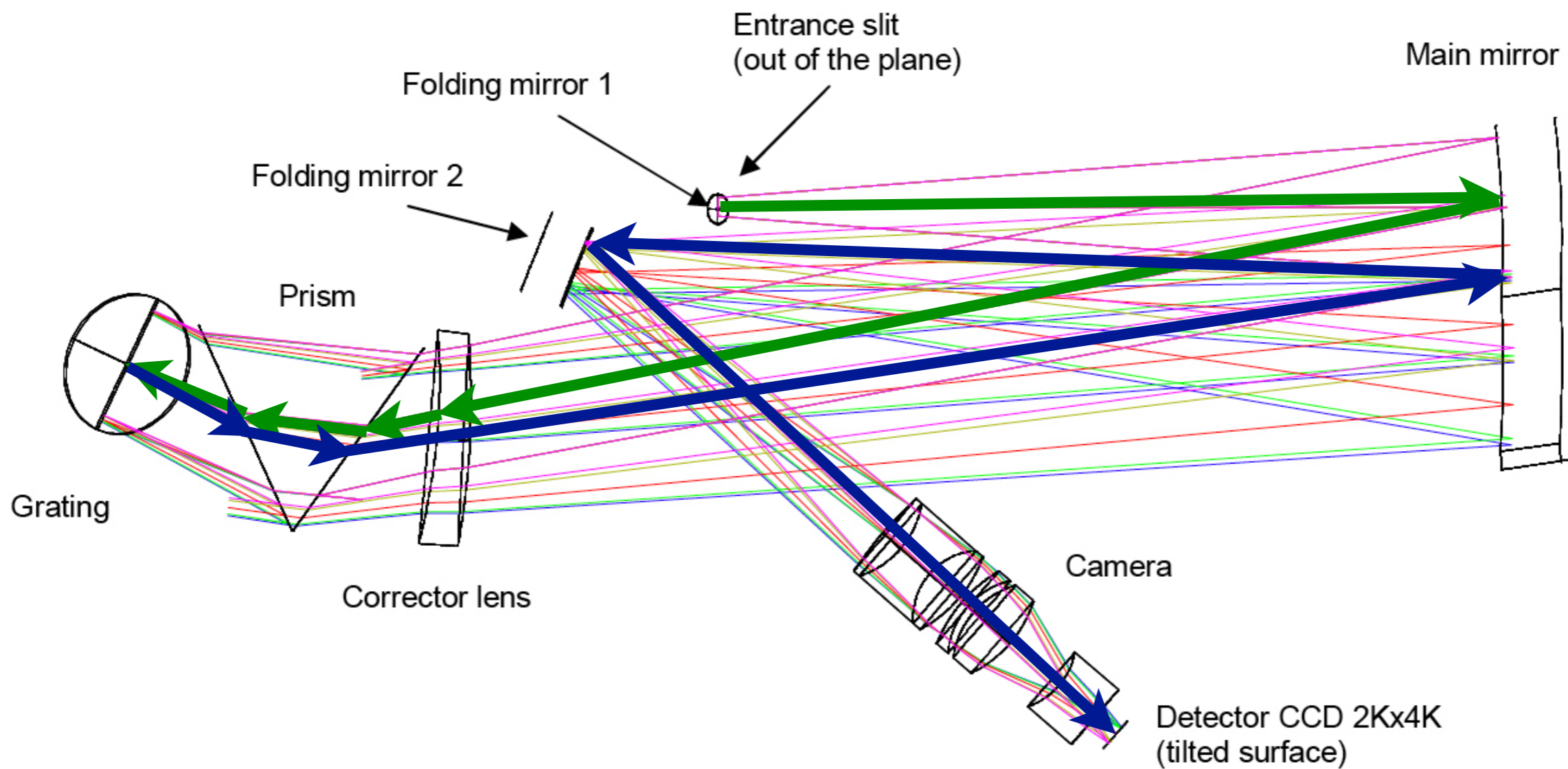
Cross-dispersed échelle spectrographs



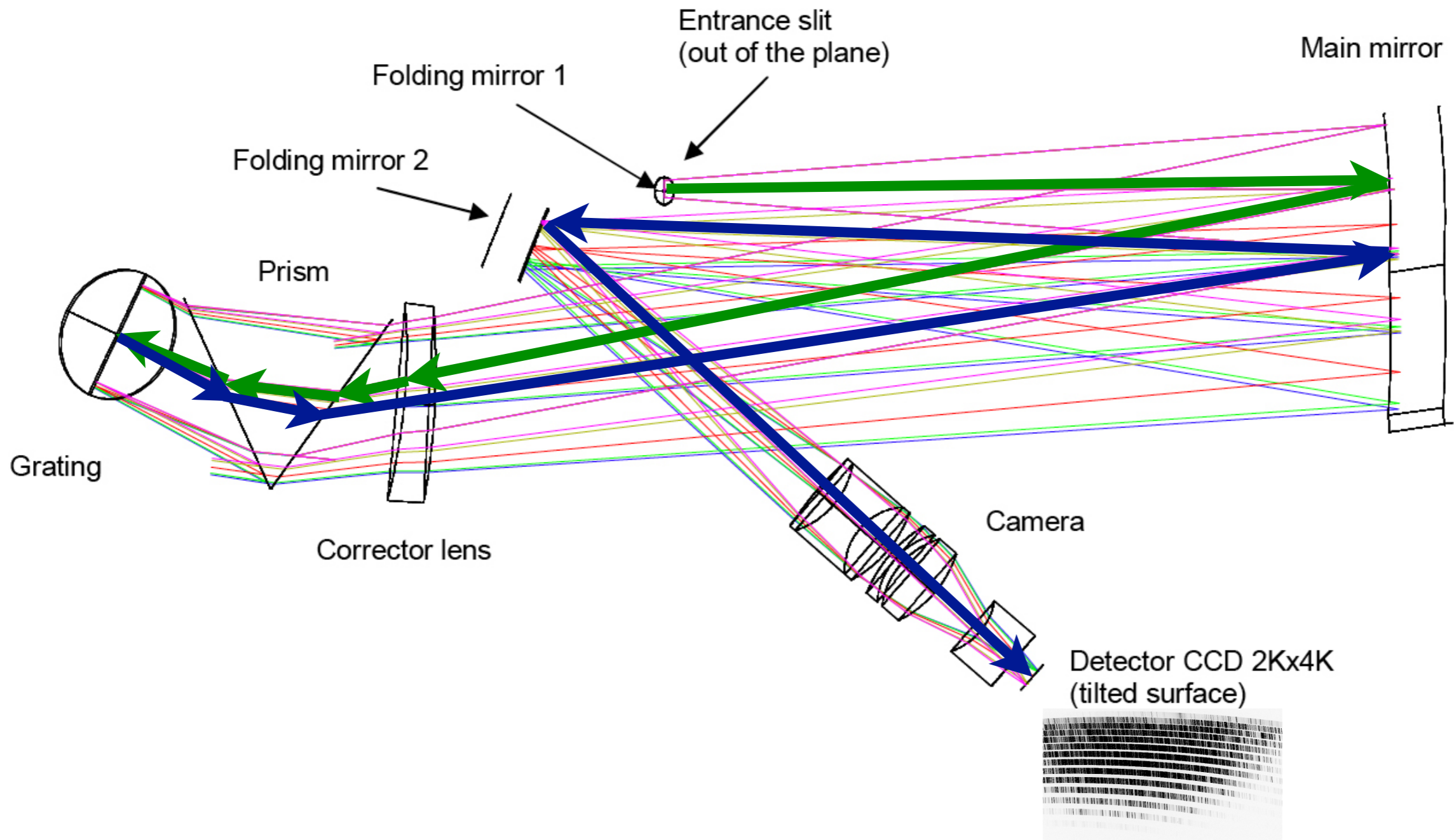
Cross-dispersed échelle spectrographs



Cross-dispersed échelle spectrographs



Cross-dispersed échelle spectrographs



Spectral format (UVB)

RED

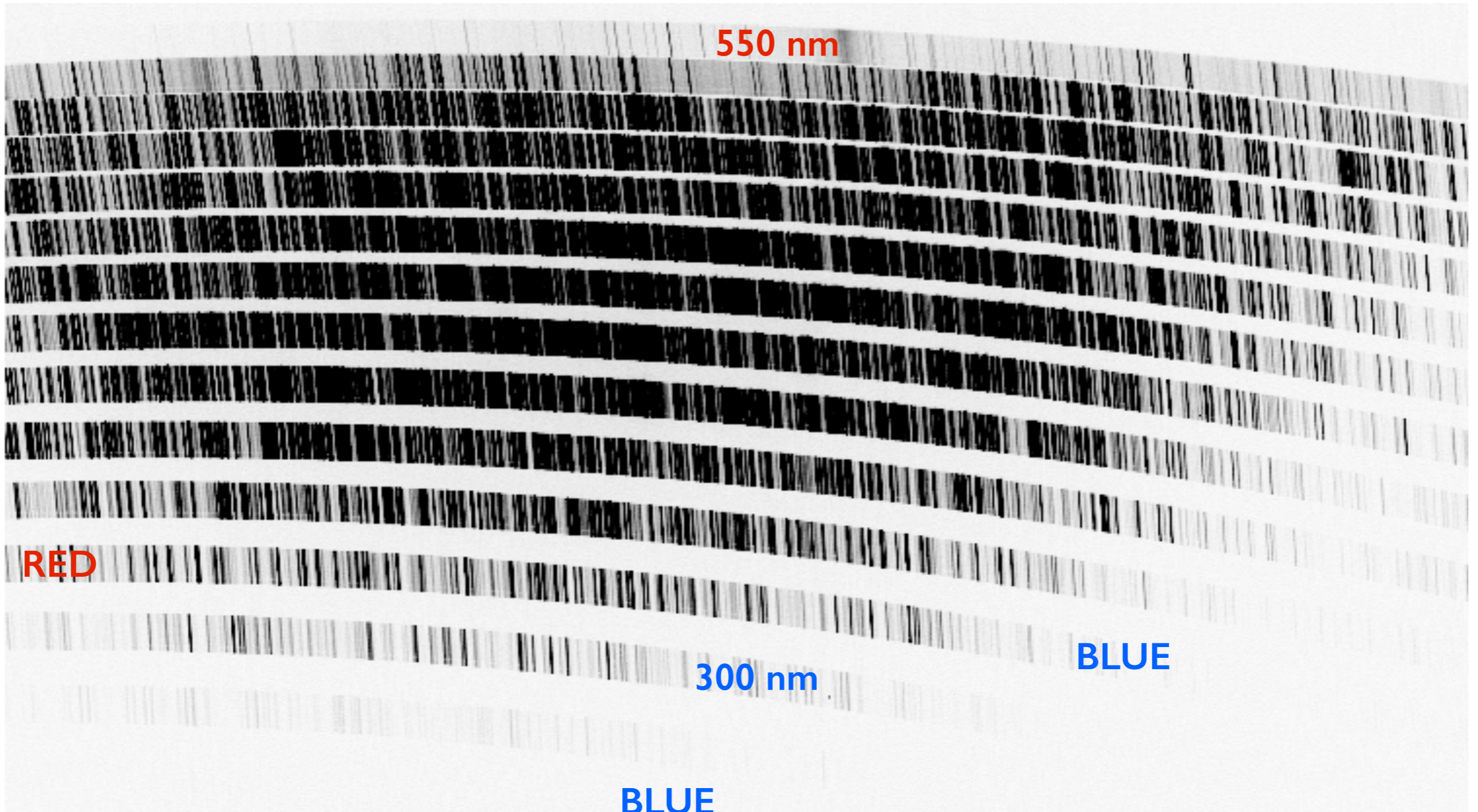
550 nm

RED

300 nm

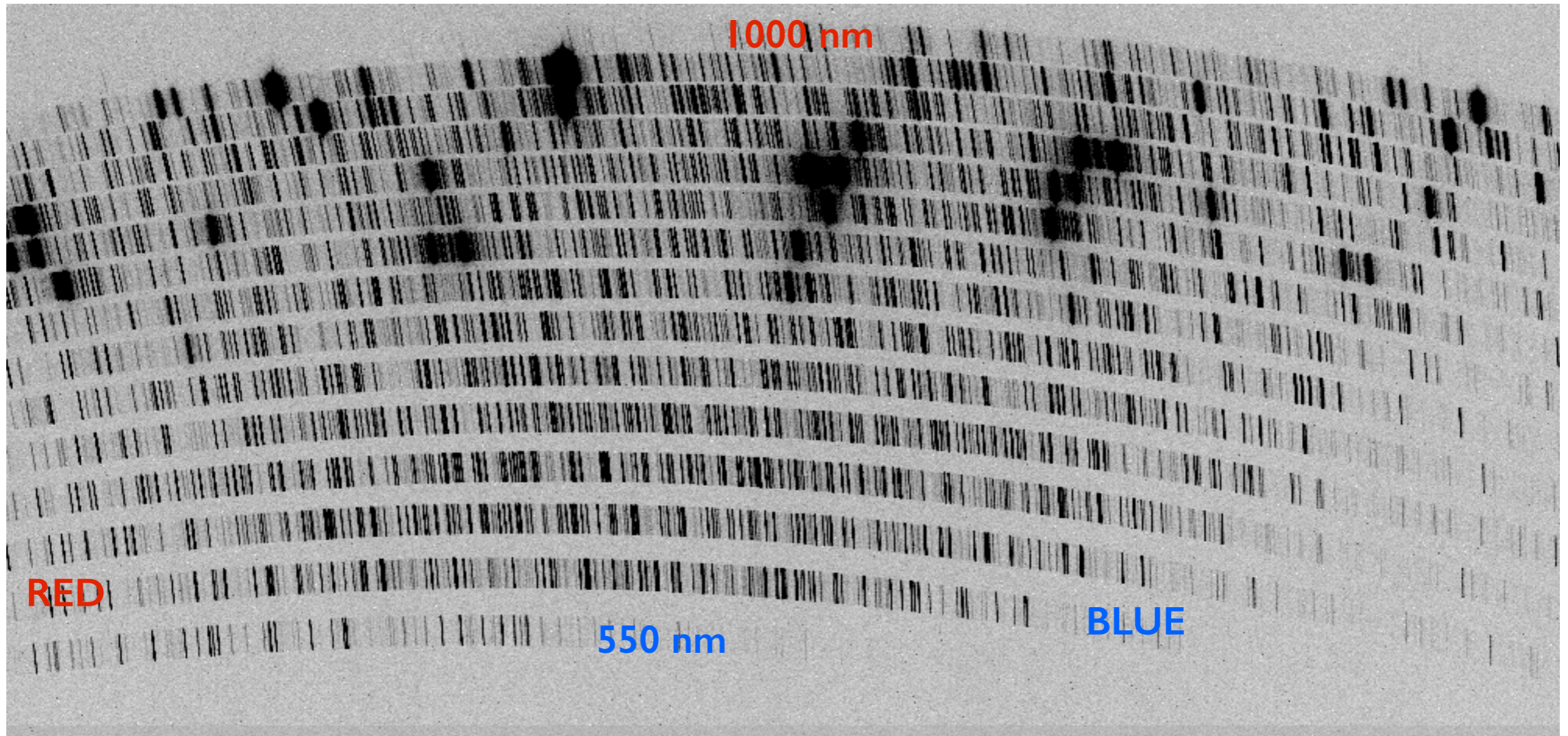
BLUE

BLUE



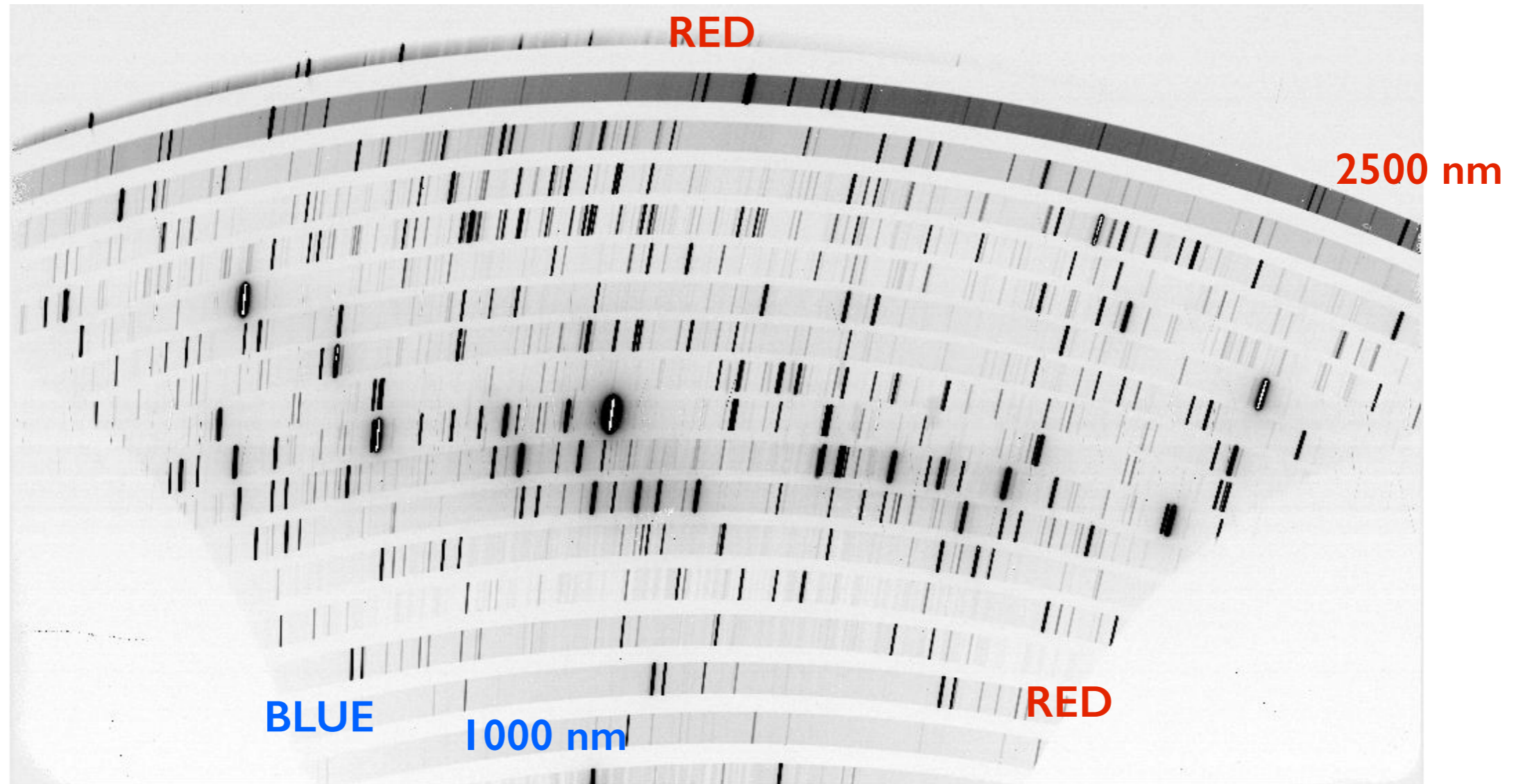
Spectral format (VIS)

RED



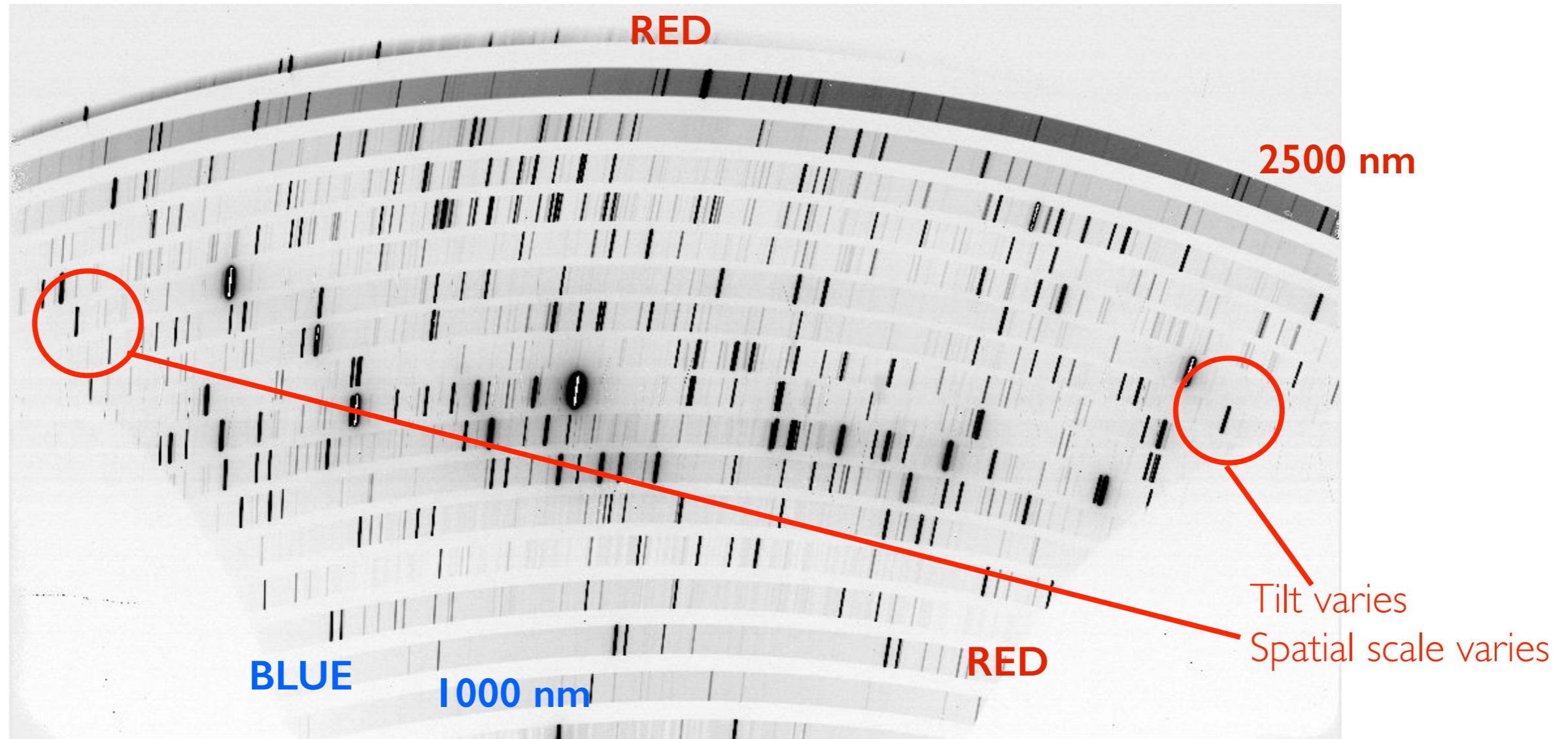
BLUE

Spectral format (NIR)



BLUE

Spectral format (NIR)



Performances of X-shooter

▶ Stability

▶ Throughput

▶ Background

Performances of X-shooter

▶ **Stability**

▶ Throughput

▶ Background

Stability

- Before the slits (backbone flexures)

- After the slit
 - spectrograph flexures
 - thermal effects

Stability

- Before the slits (backbone flexures)**

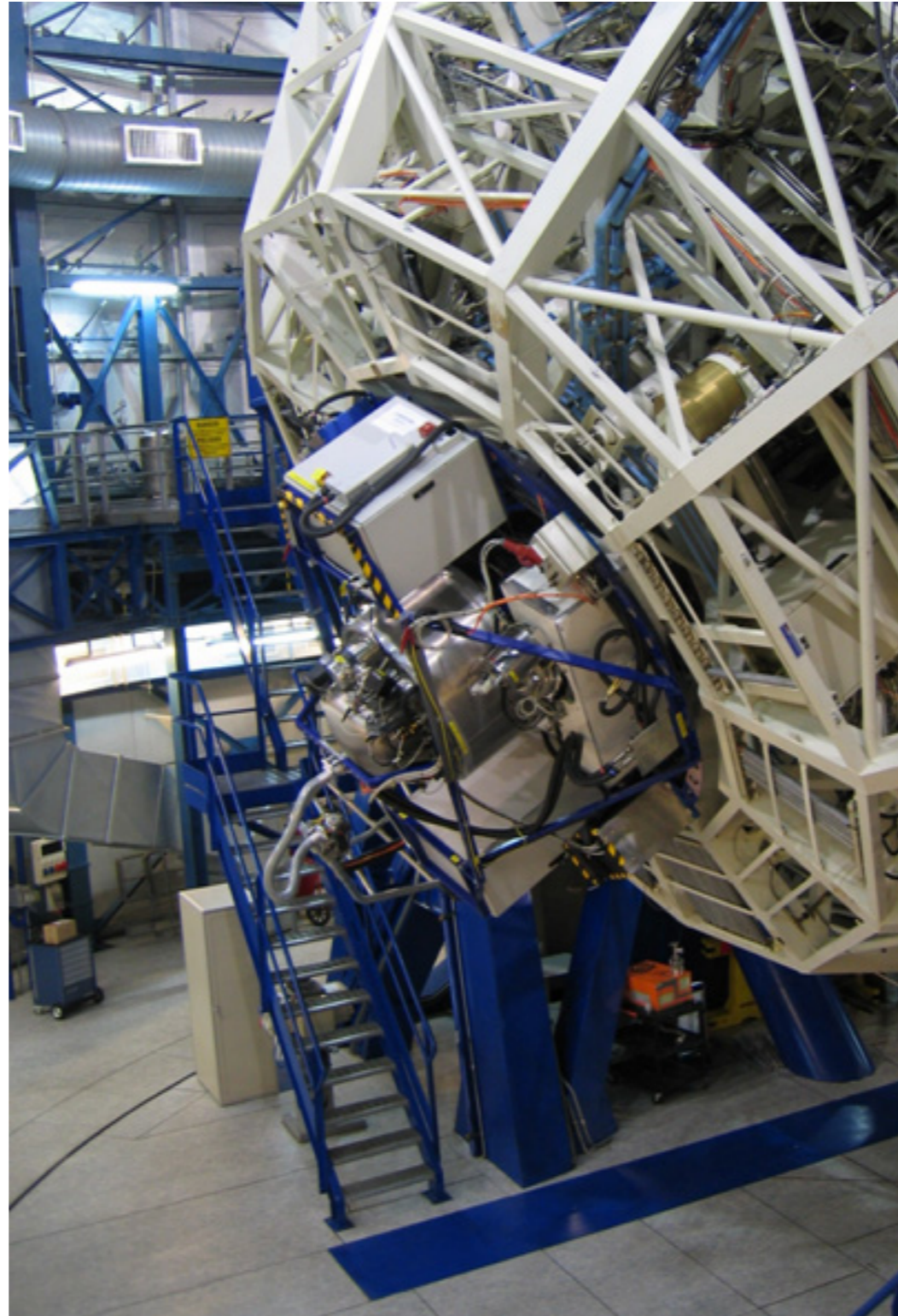
- After the slit
 - spectrograph flexures
 - thermal effects

Pre-slit stability

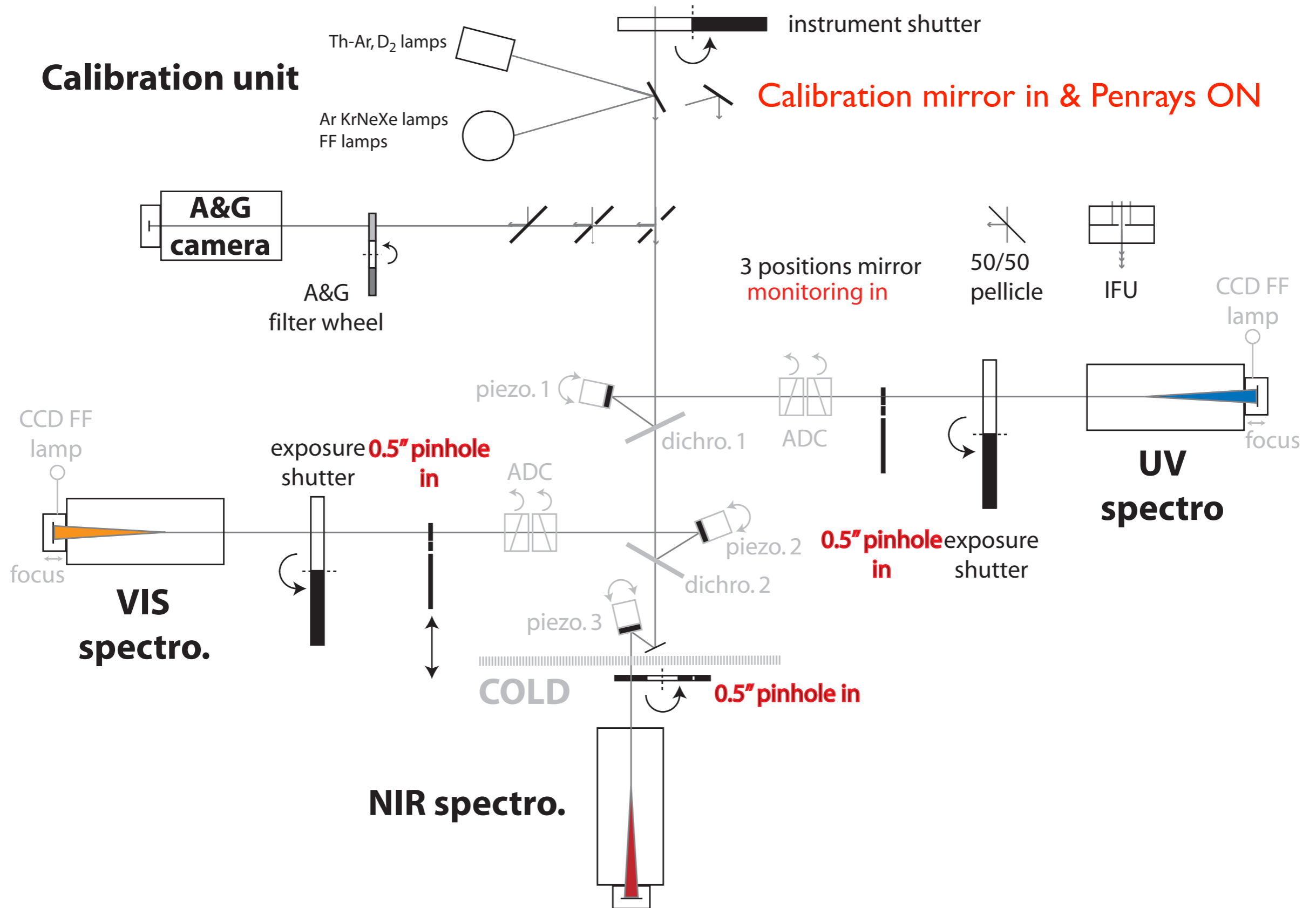
3 arms design at Cassegrain focus is challenging

- How to keep the 3 slits staring at the same patch of sky?
- ... i.e. to less than 1/10th of the narrowest slit
- alignment has to be $<0.04''$ at any position angle and $ZD < 60^\circ$

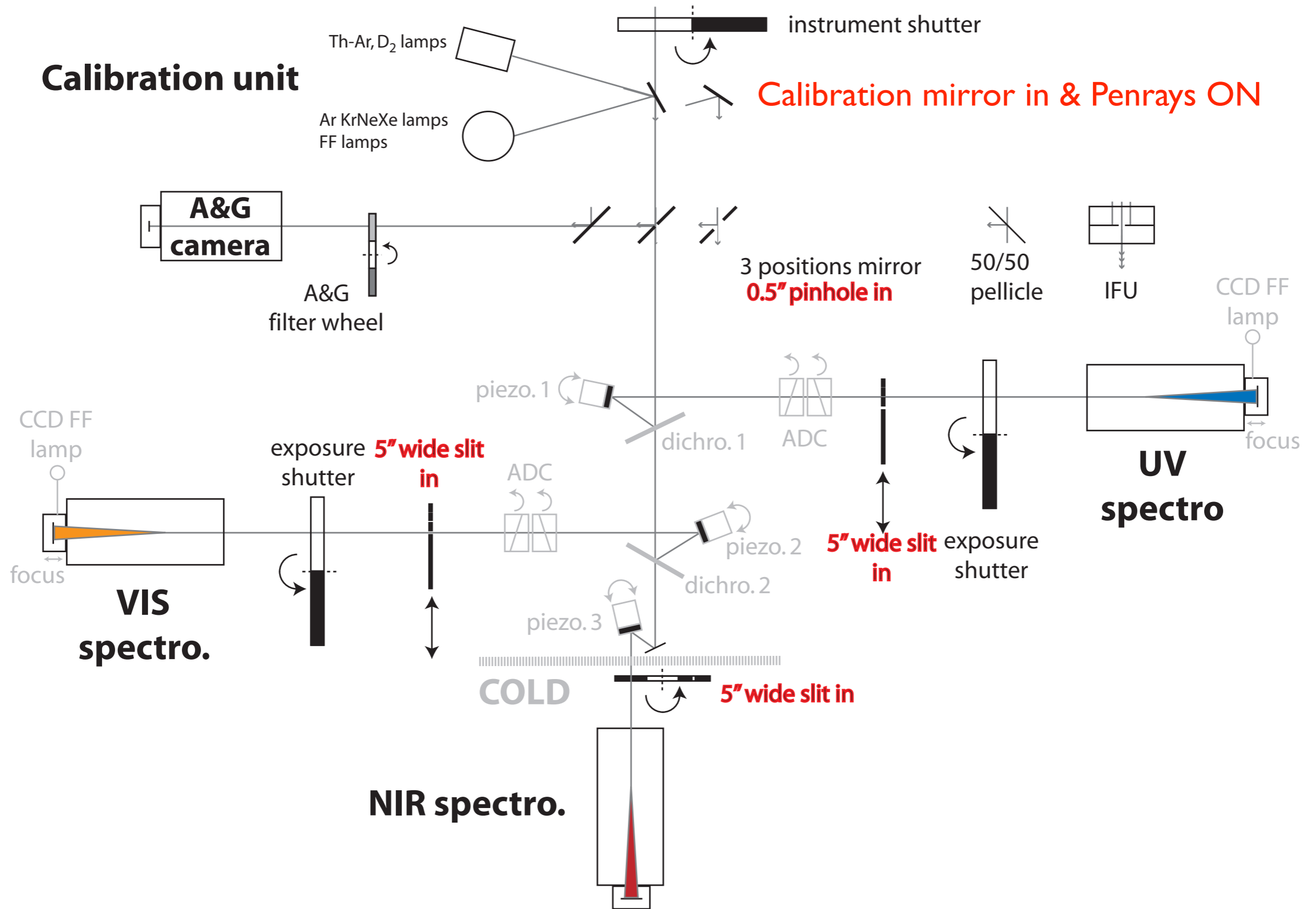
Active Flexure Compensation



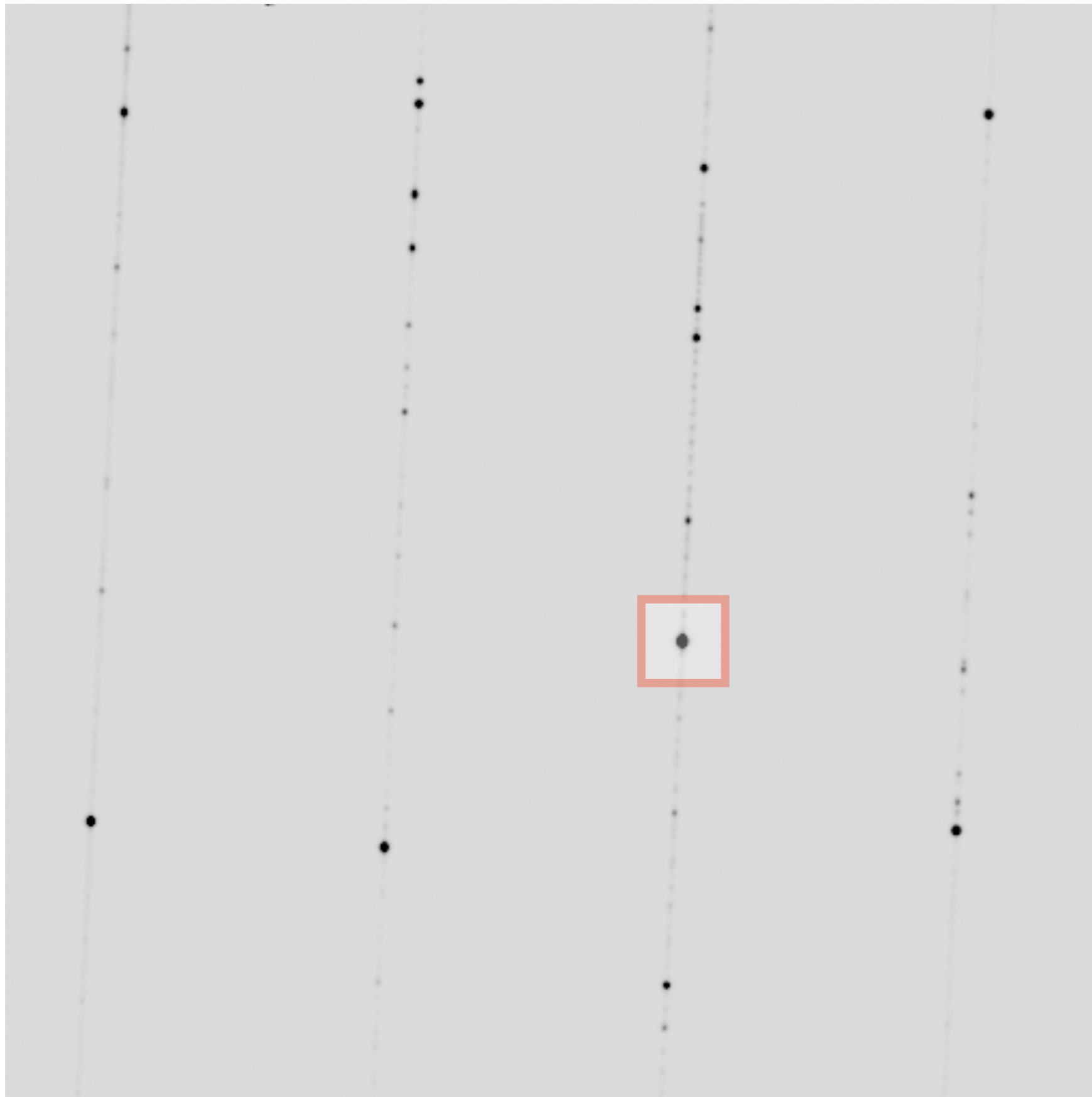
Calibration unit



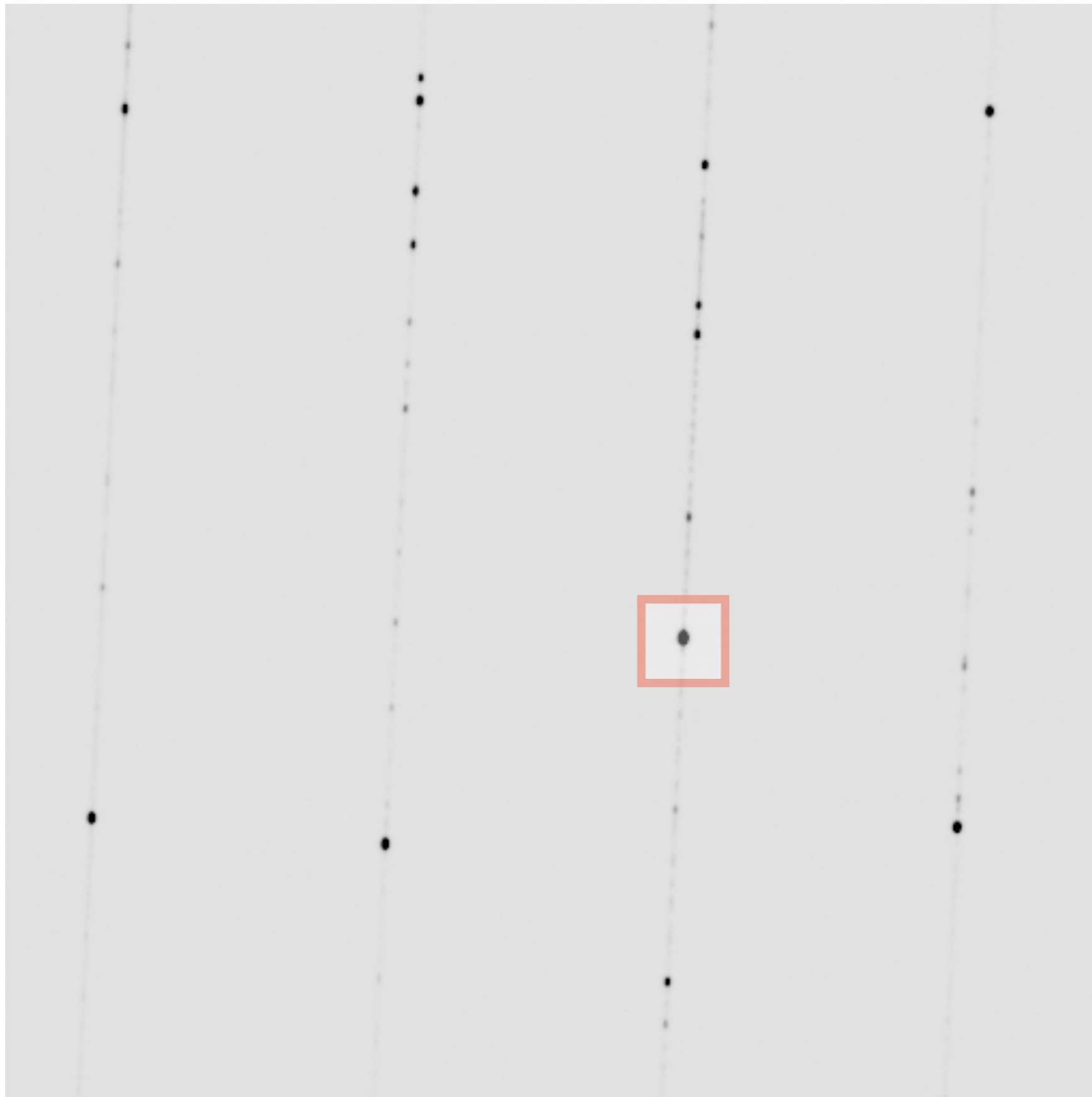
Calibration unit

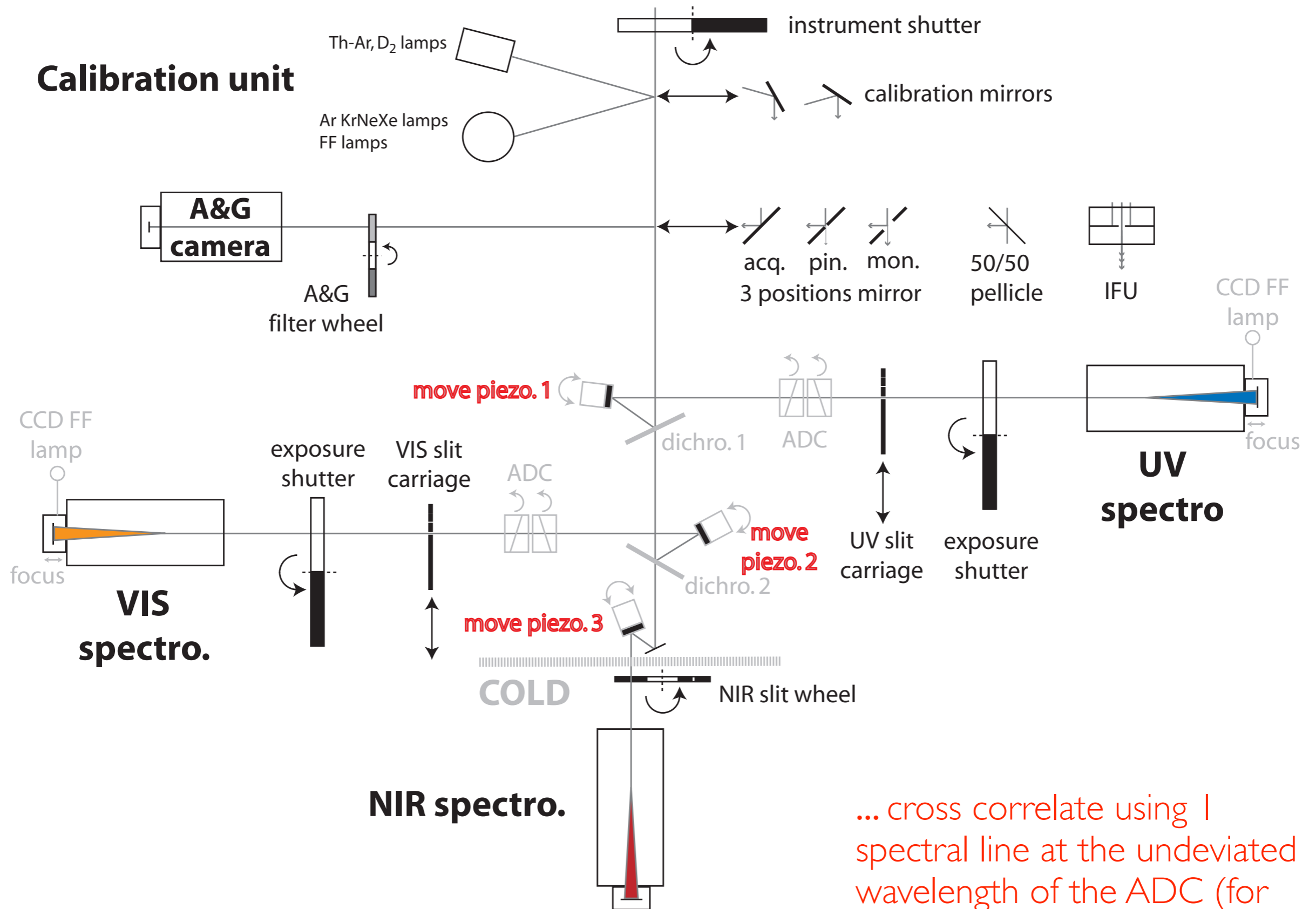


3x
Frame2
UVB,VIS,
NIR



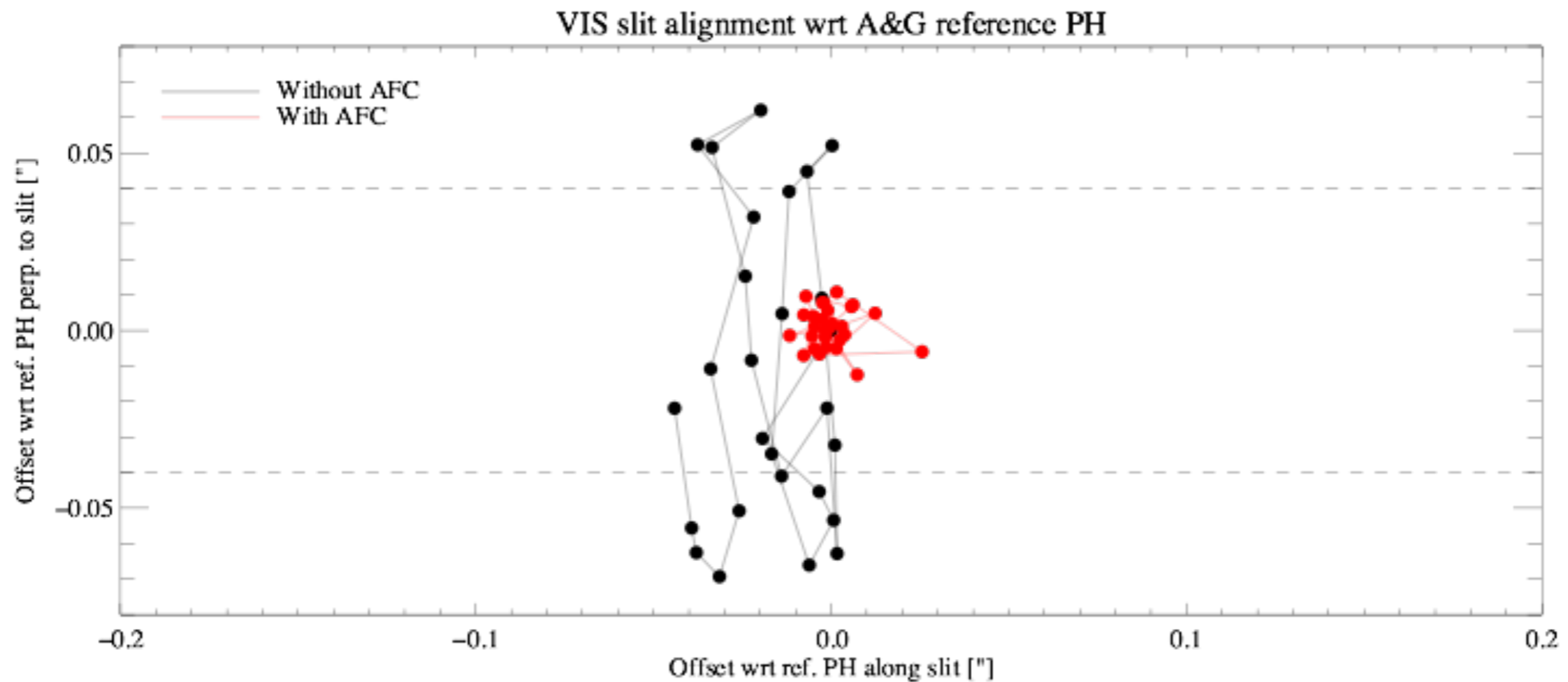
3x
Frame I
UVB, VIS,
NIR





... cross correlate using I spectral line at the undeviated wavelength of the ADC (for UVB and VIS)...

Active Flexure Compensation



Stability

- Before the slits (backbone flexures)
- After the slit**
 - spectrograph flexures**
 - (thermal effects - DRS model)

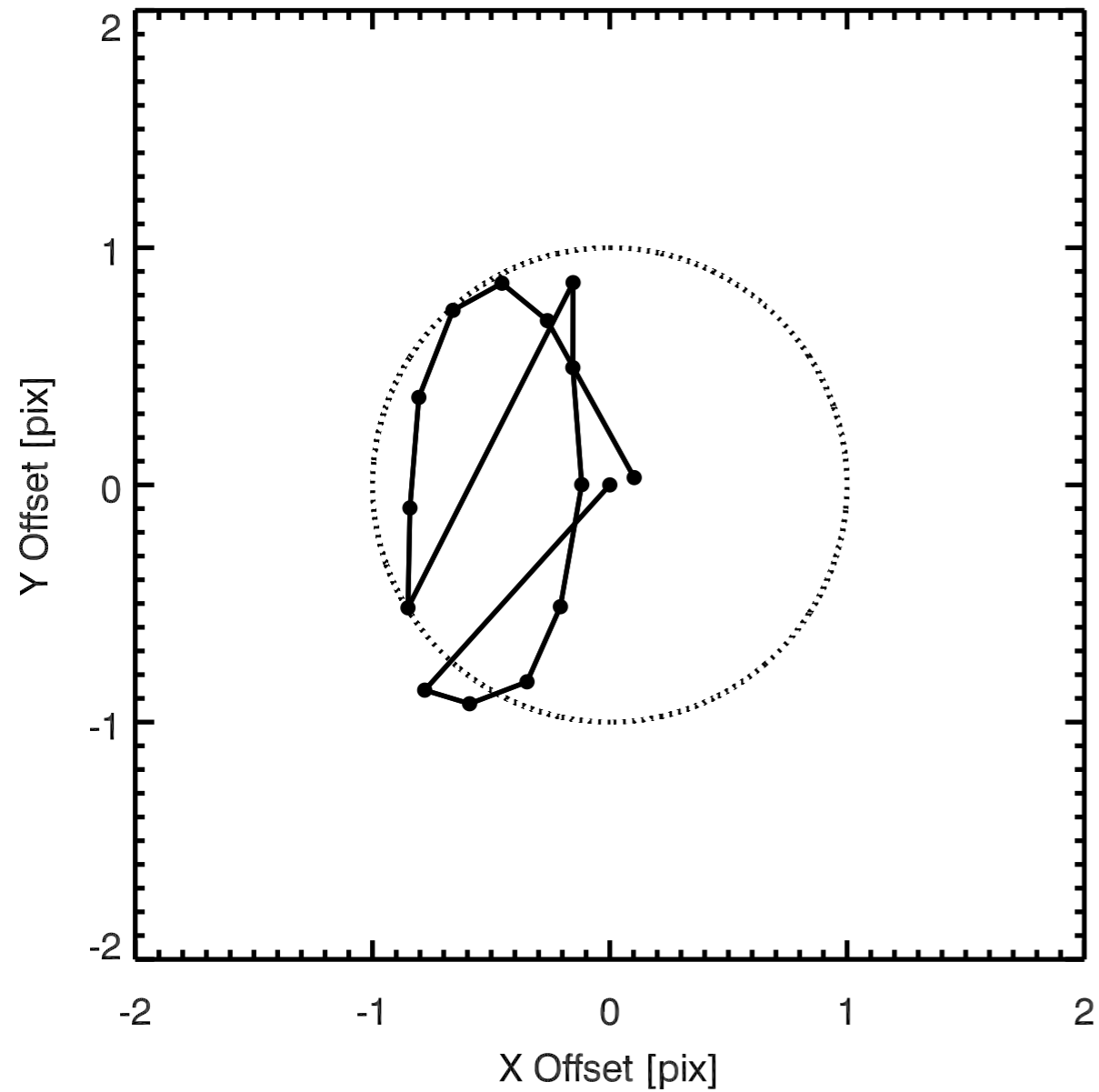
Spectral format stability

Flexures will never be 0 at Cassegrain but has to be kept to a minimum

- Has direct implications on the accuracy of the wavelength calibration
- ... on the flat-fielding
- ... and on the sky subtraction

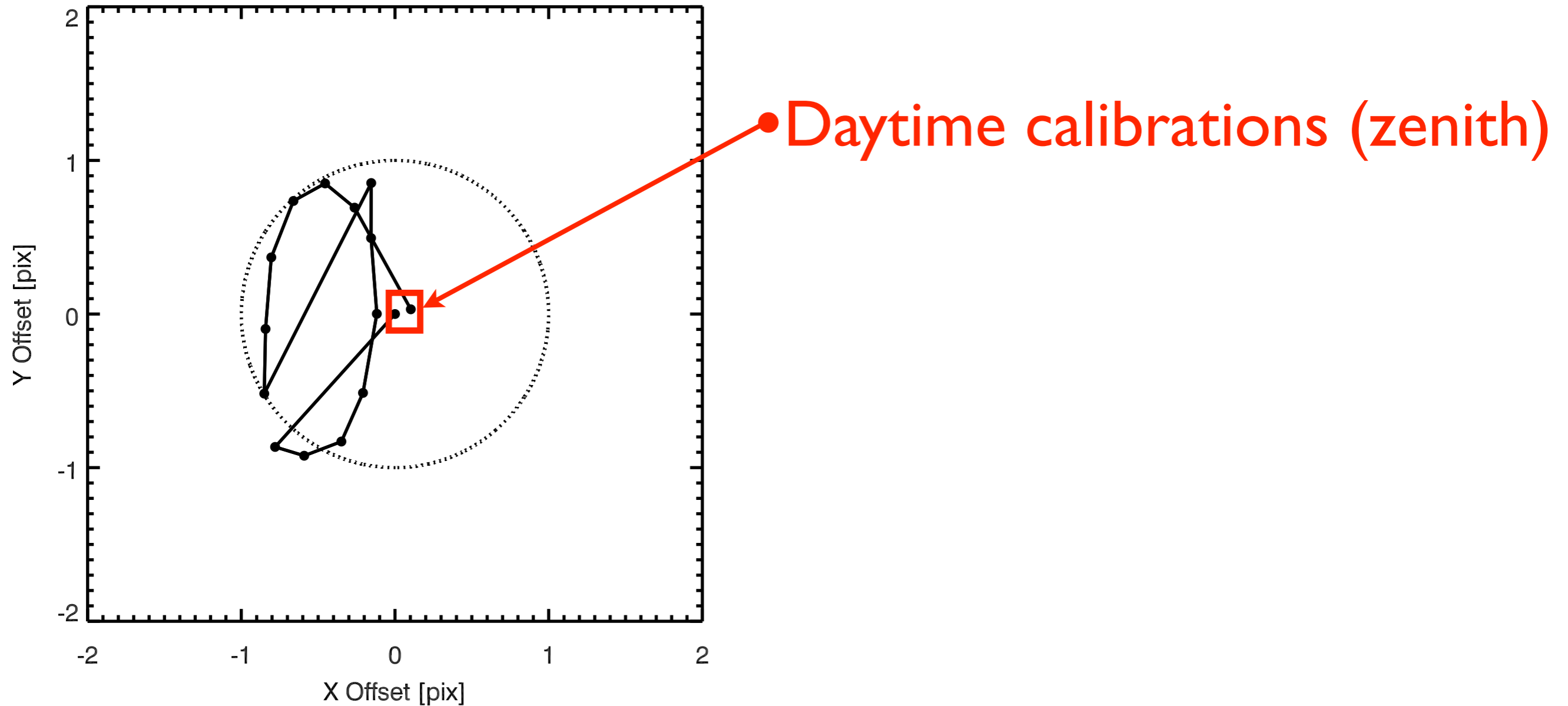
Spectrograph flexures (UVB/VIS)

Movement of the spectral format



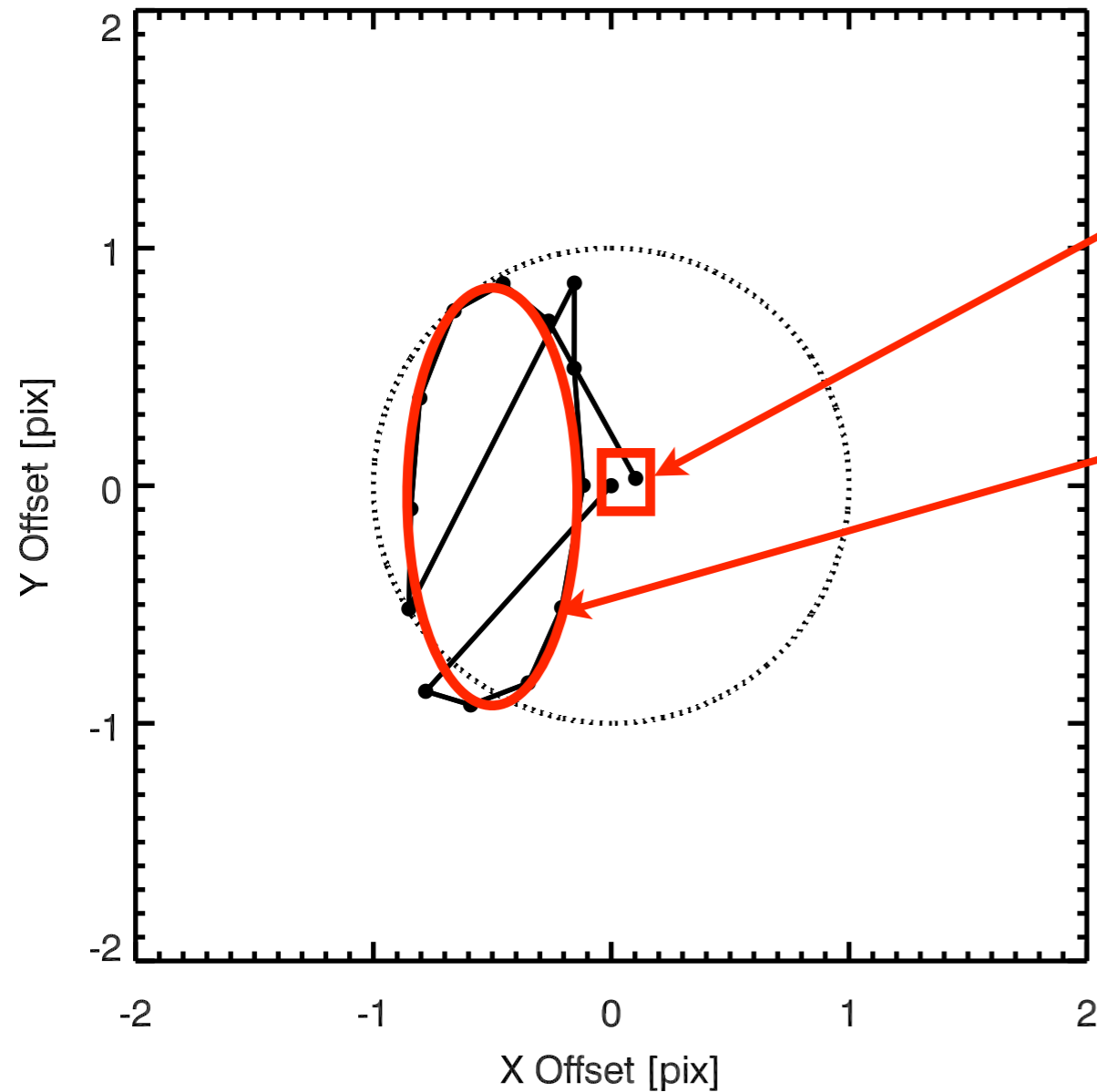
Spectrograph flexures (UVB/VIS)

Movement of the spectral format



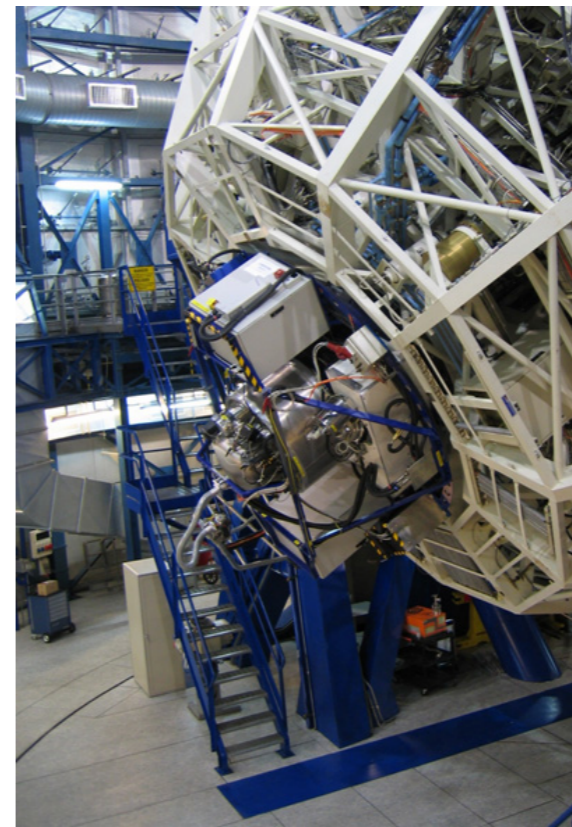
Spectrograph flexures (UVB/VIS)

Movement of the spectral format

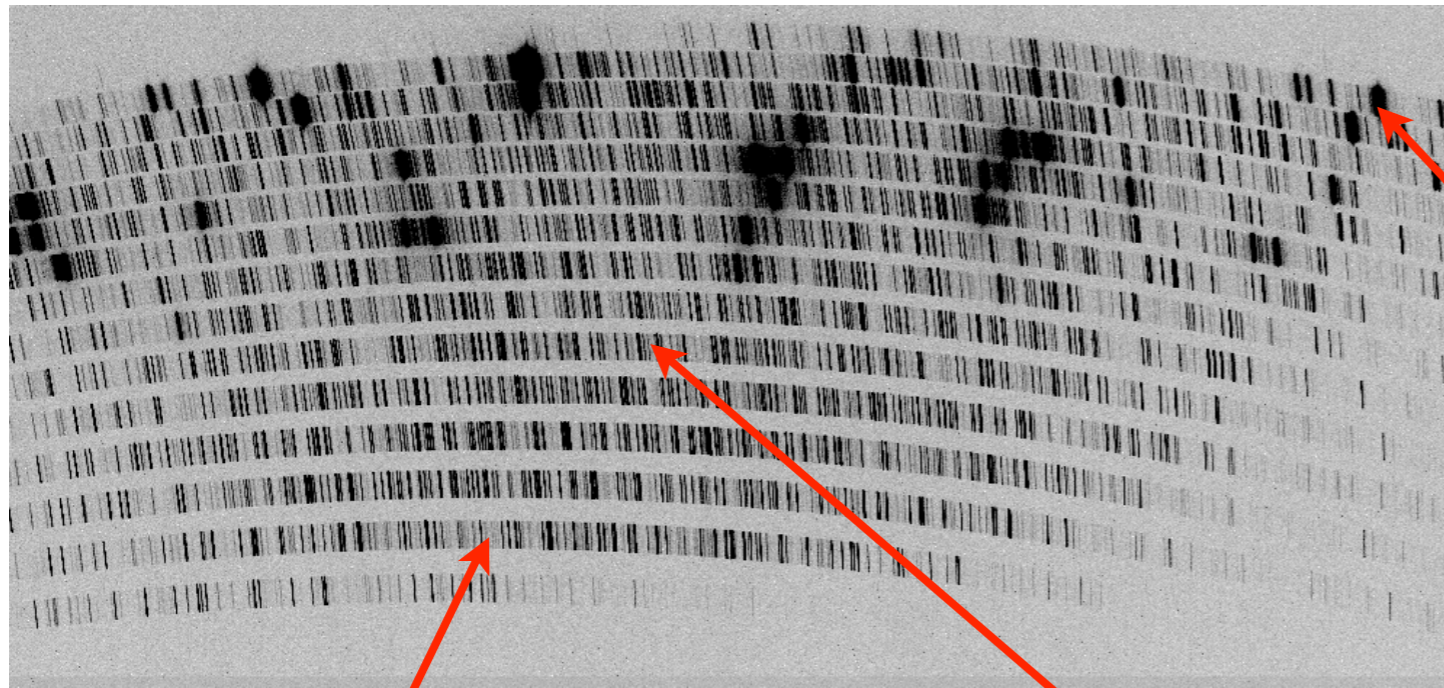


• Daytime calibrations (zenith)

• Full rotation at $ZD=60^\circ$

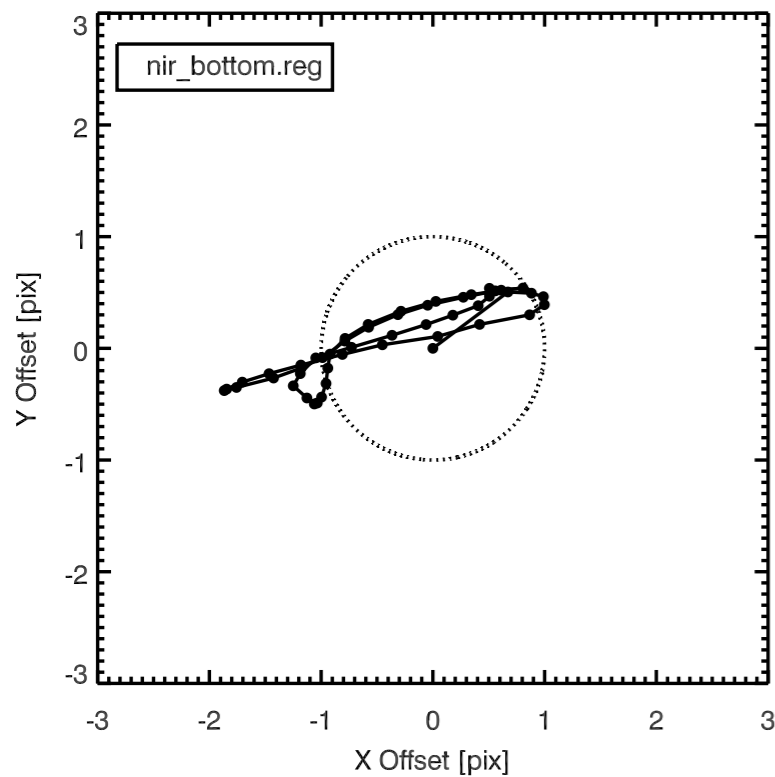


Spectrograph flexures

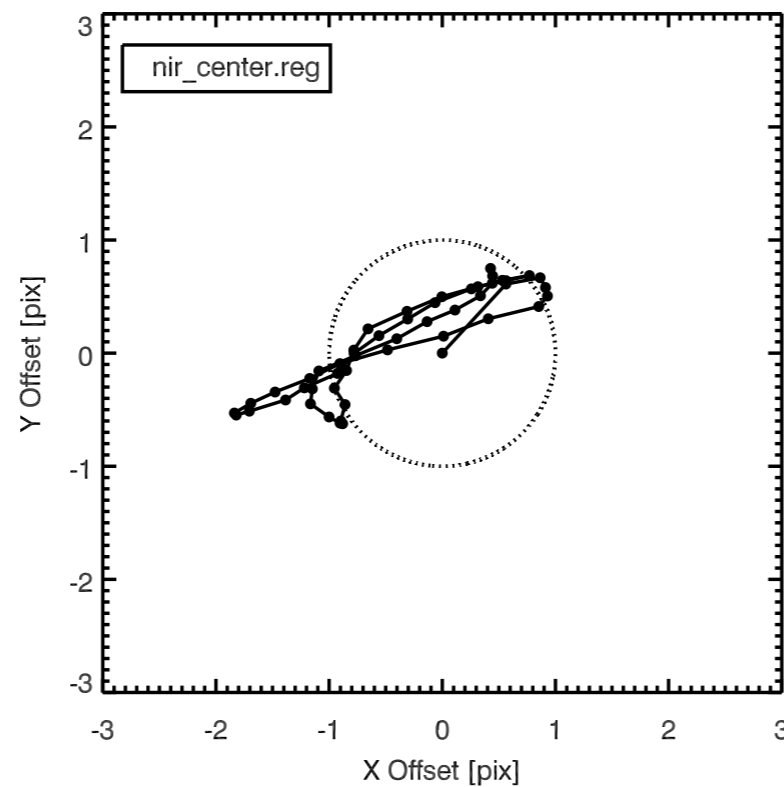


Shift is not rigid
(slight defocus)

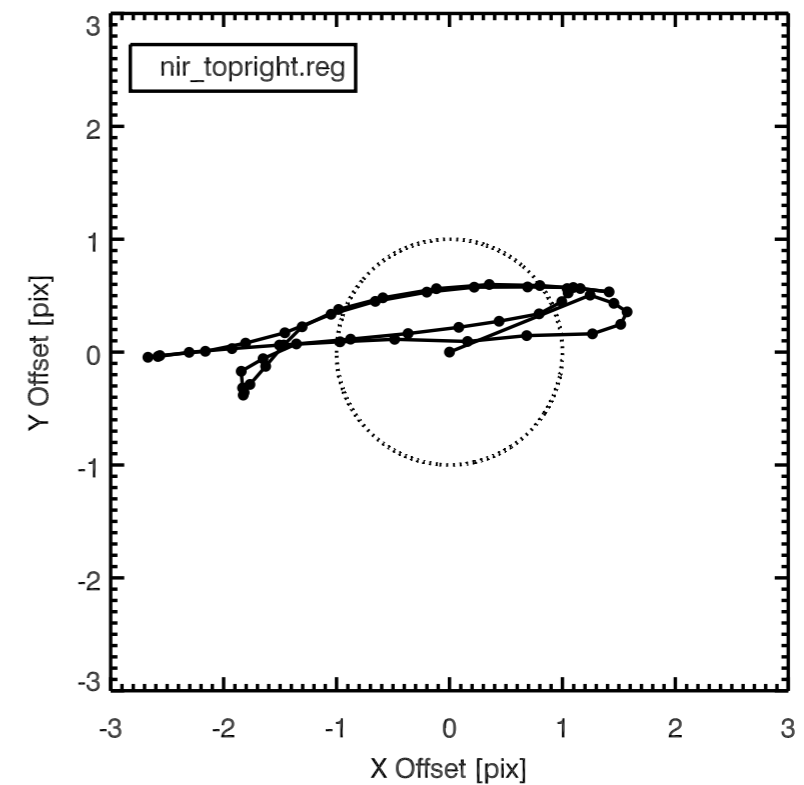
NIR flexure test



NIR flexure test



NIR flexure test



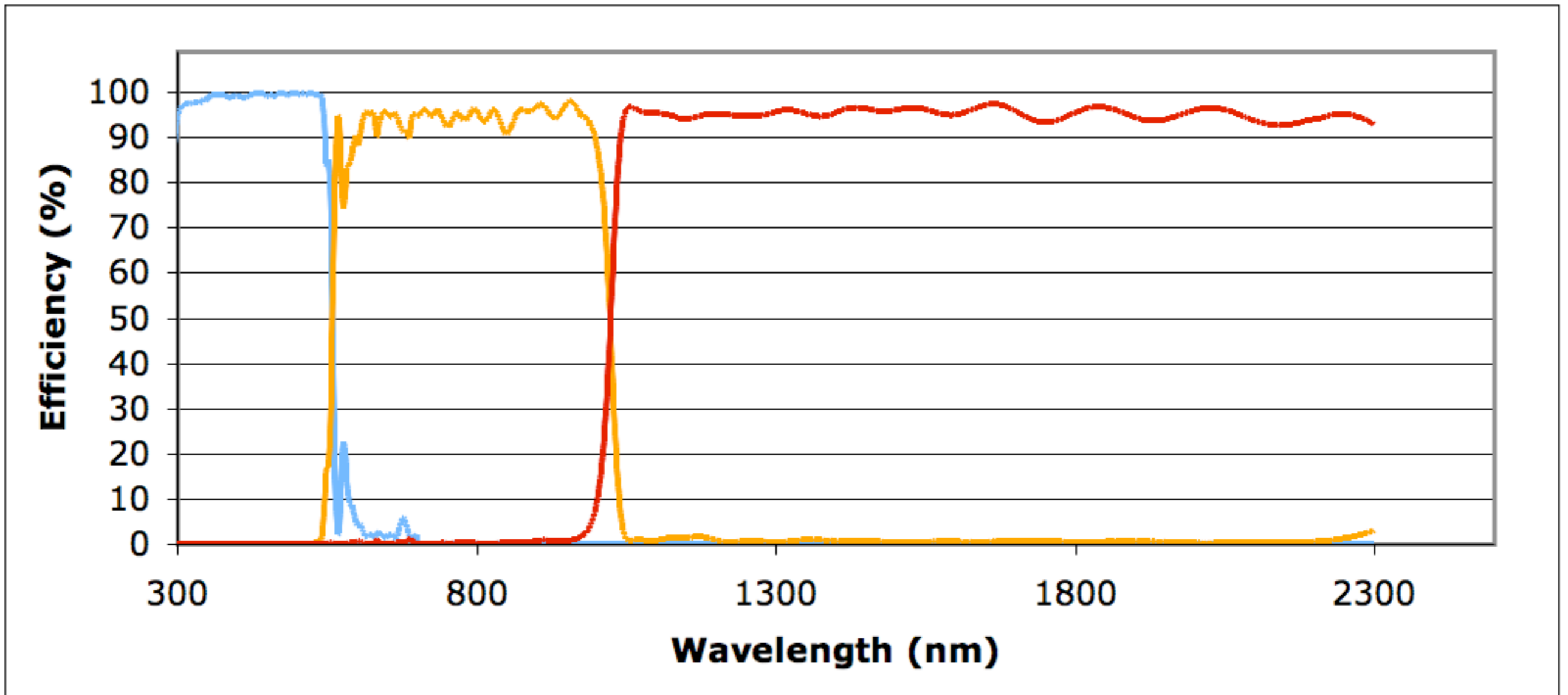
Performances of X-shooter

▶ Stability

▶ **Throughput**

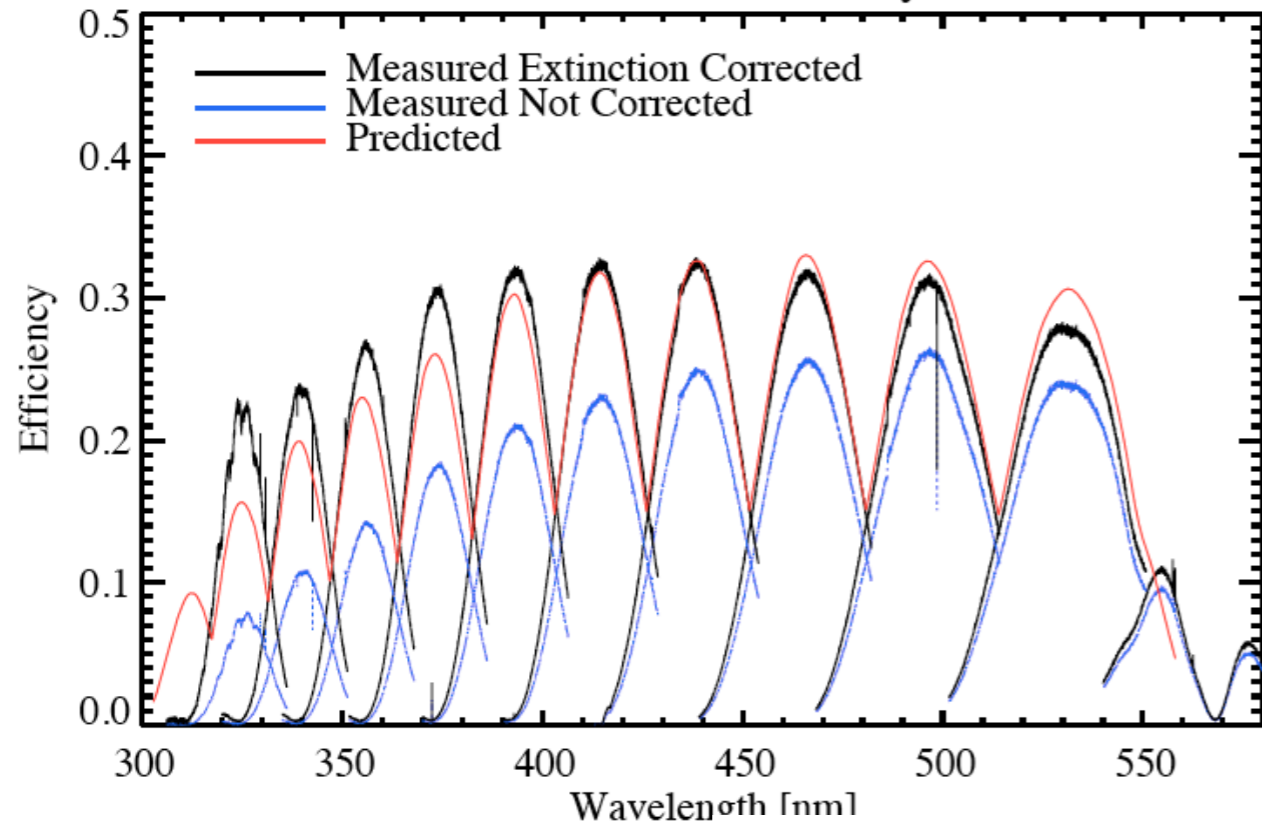
▶ Background

High efficiency dichroics

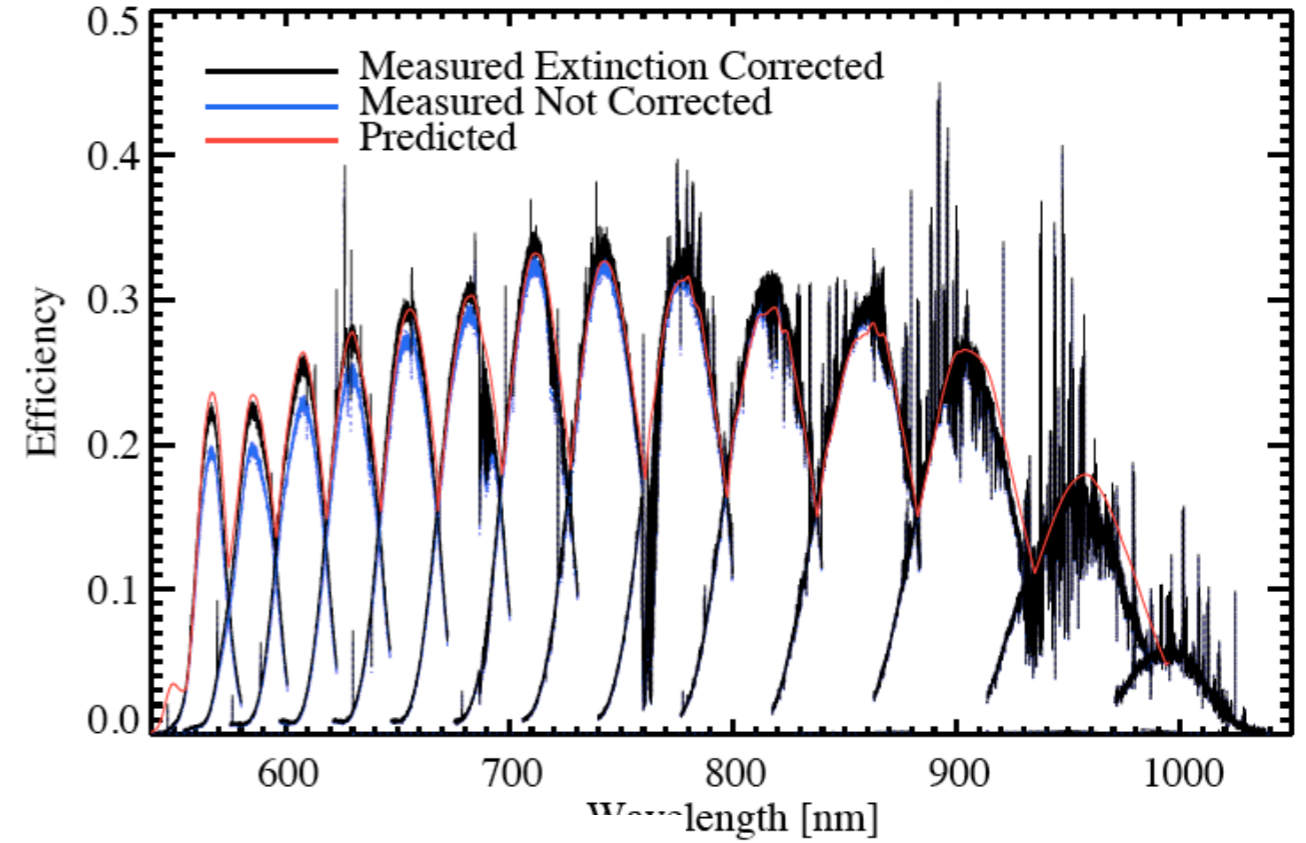


Efficiency

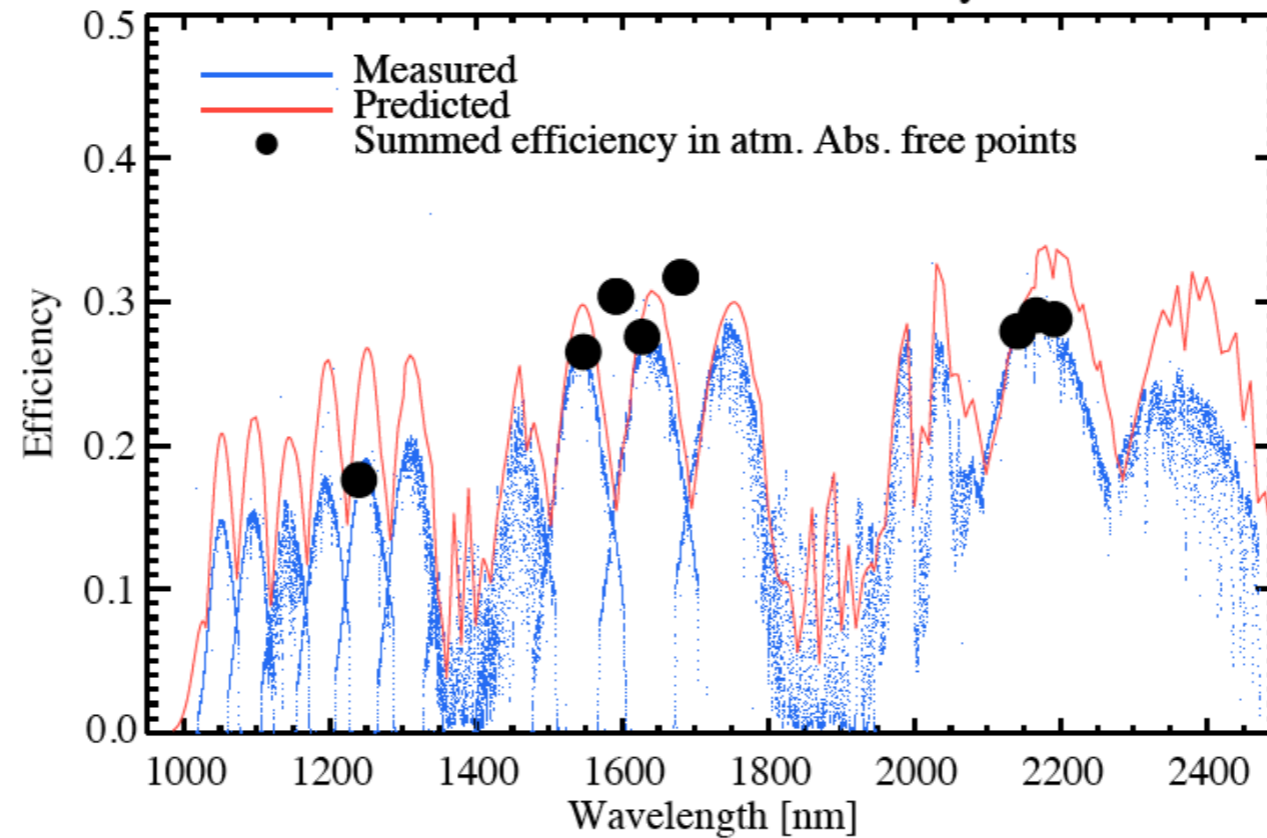
X-shooter UVB efficiency



X-shooter VIS efficiency



X-shooter NIR efficiency



Performances of X-shooter

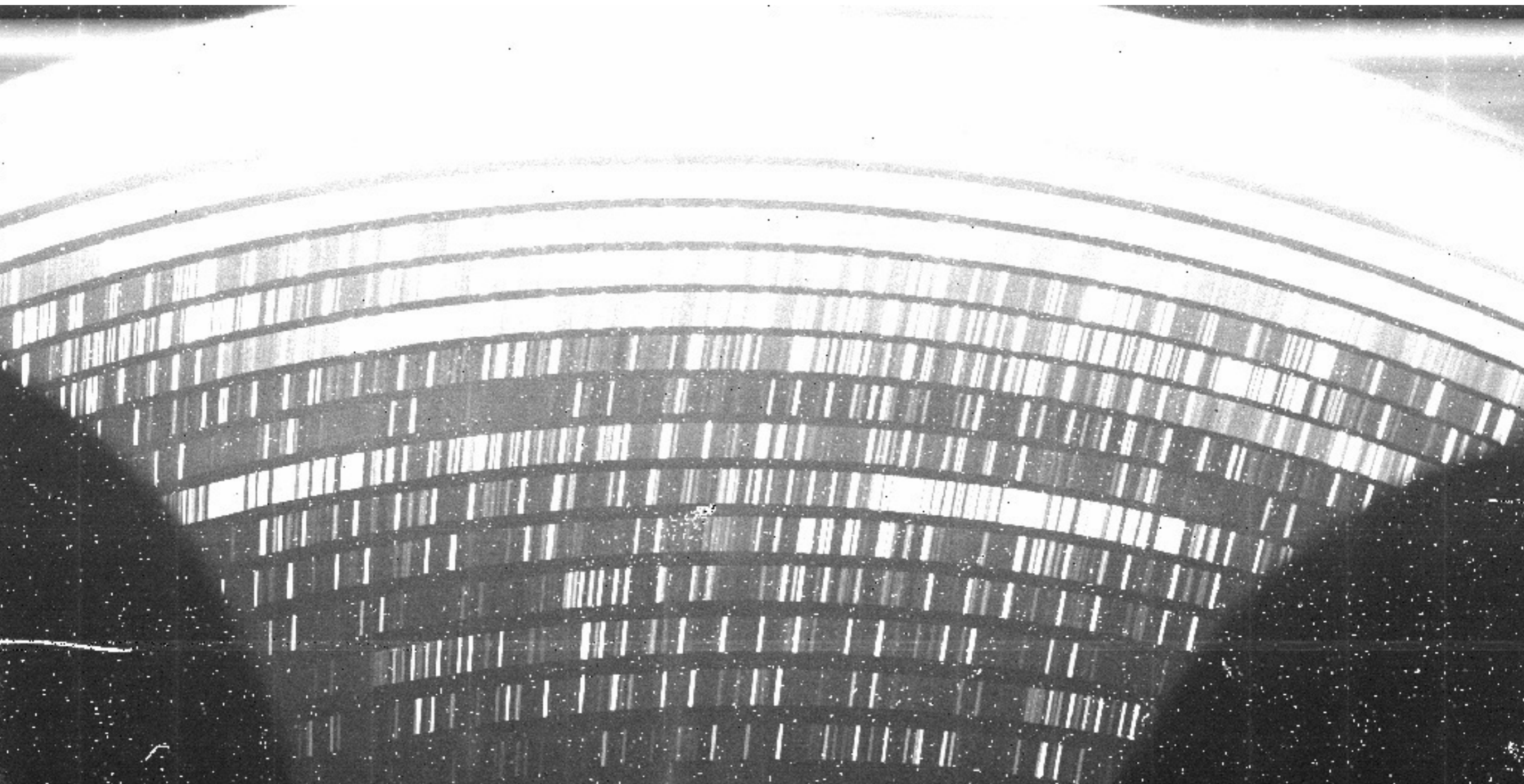
▶ Stability

▶ Throughput

▶ **Near-IR Background**

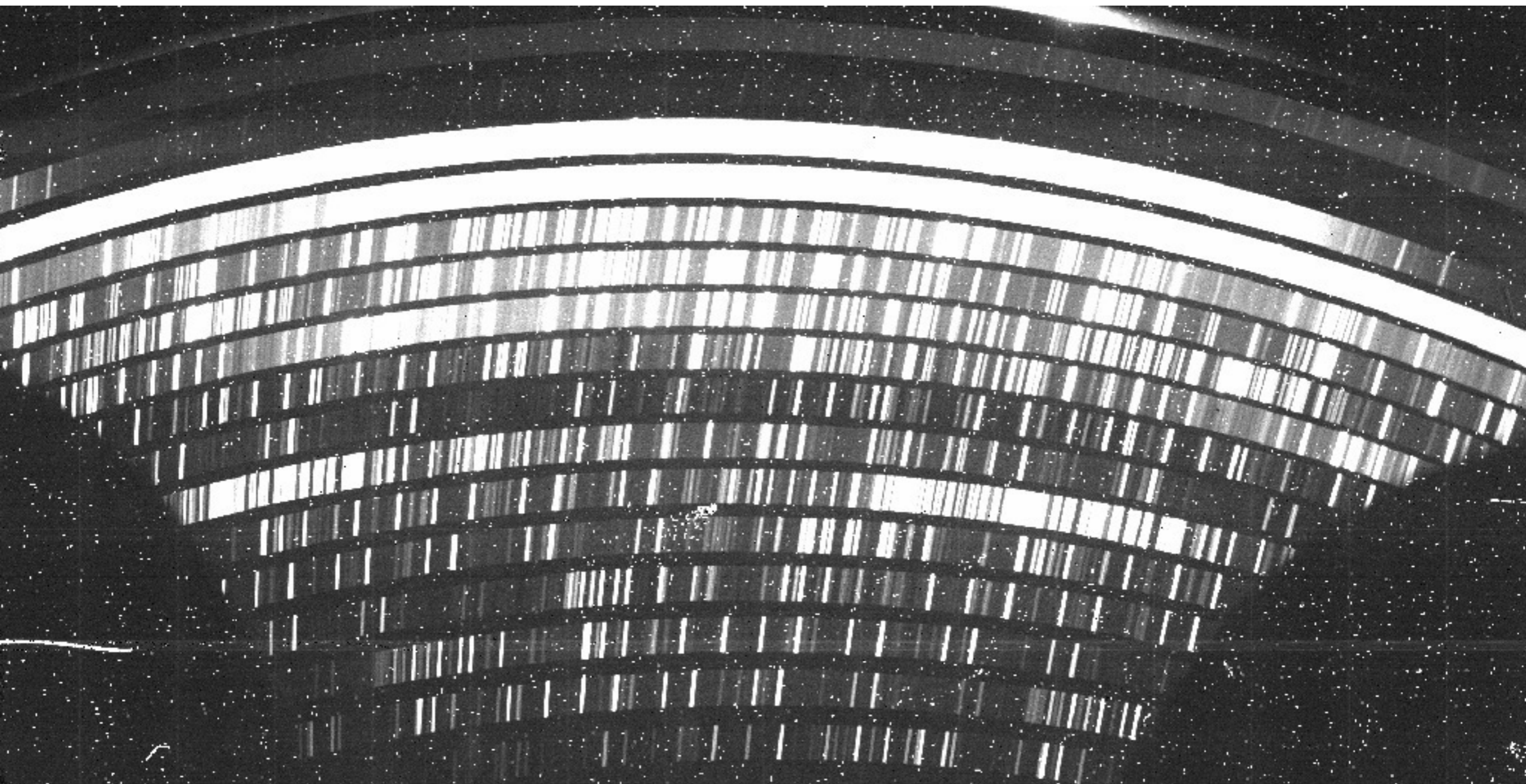
Background light in the NIR

NIR 0.9" slit



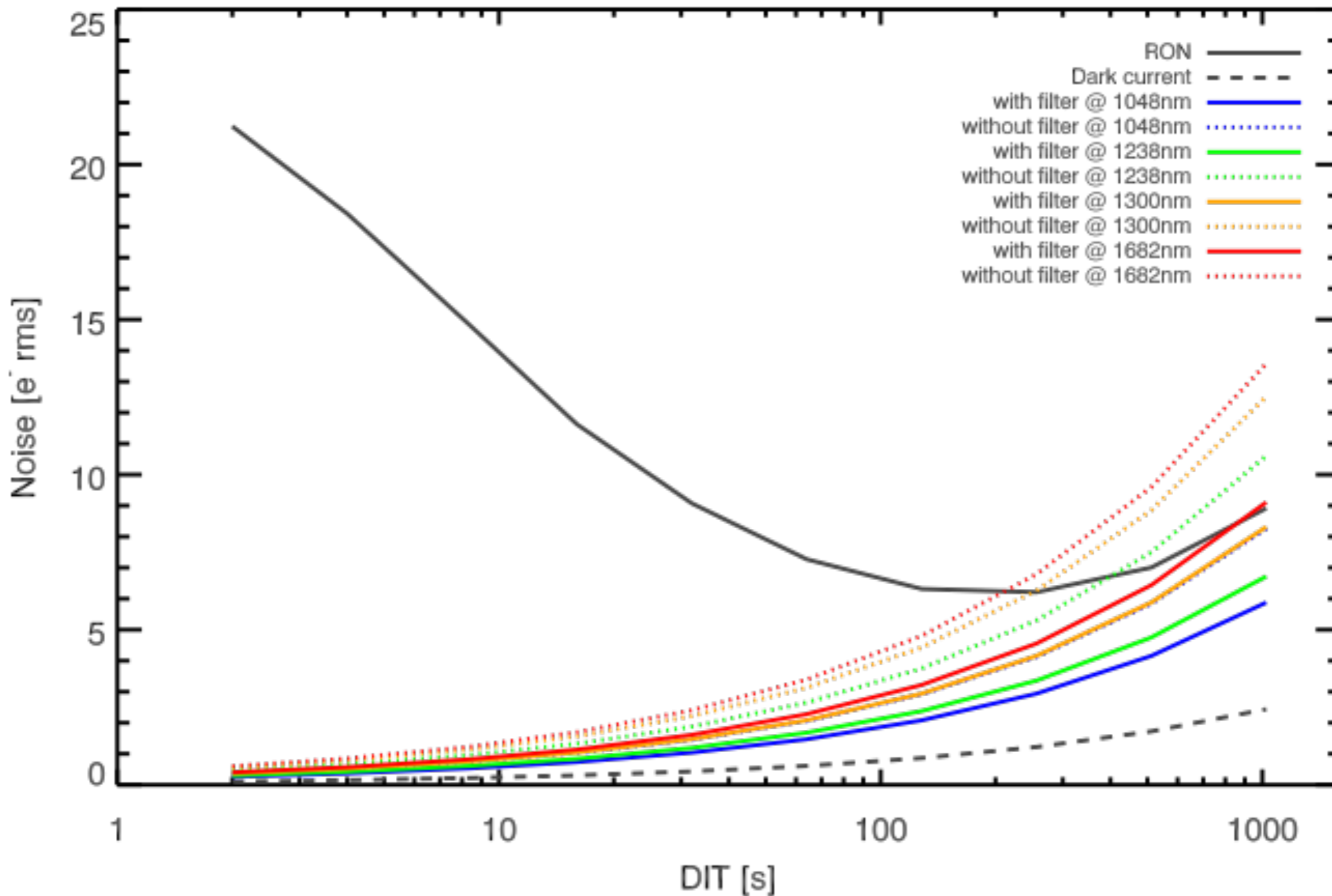
Background light in the NIR

NIR 0.9'' slit + K band blocking



Background light in the NIR

Noise contributions as a function of DIT for a 0.9 " slit (darktime)



Key points



- ▶ unprecedented simultaneous **wavelength coverage**
- ▶ very well chosen intermediate **resolution** for wide range of applications
- ▶ high overall **efficiency**
- ▶ **easy** to use. point & shoot.
- ▶ ... and very **popular**