



Observing with FIFI-LS

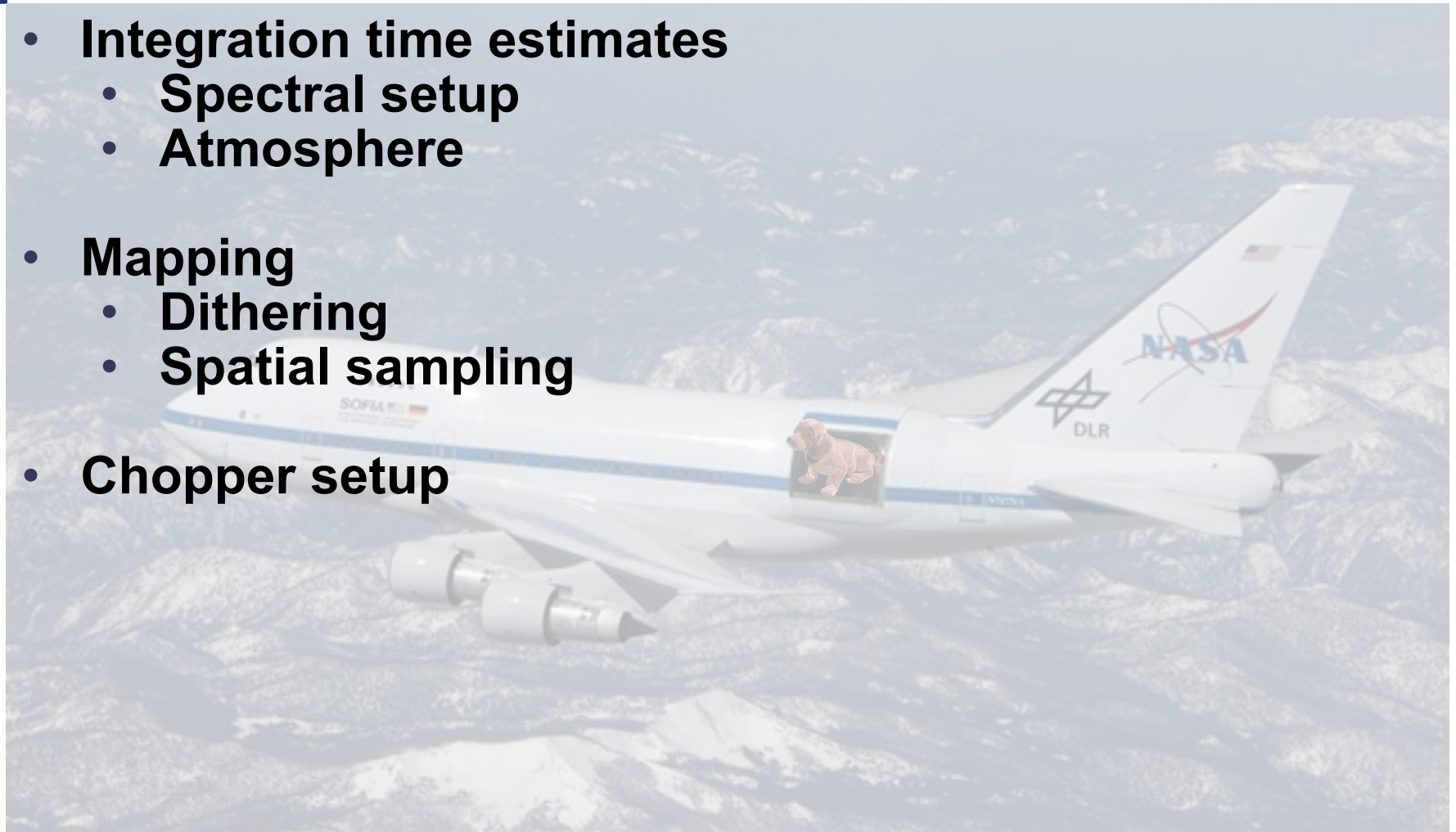
Typical observing modes and how to use them



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Albrecht Poglitsch, Felix Rebell, Christopher Trinh, William Vacca**



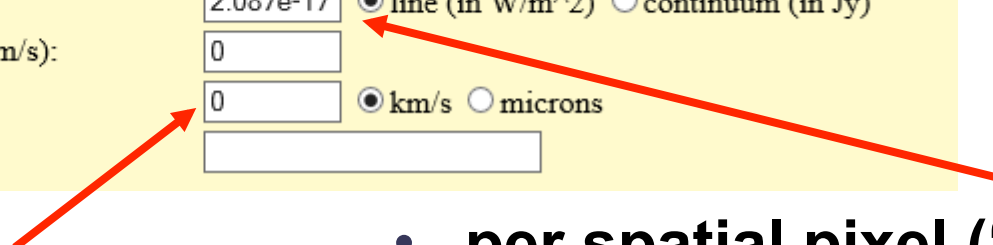
- **Integration time estimates**
 - **Spectral setup**
 - **Atmosphere**
- **Mapping**
 - **Dithering**
 - **Spatial sampling**
- **Chopper setup**





The online time estimator:

Observatory Altitude (in feet; < 60000 ft):	<input type="text" value="38000"/>	<input checked="" type="radio"/> ft <input type="radio"/> m
Water Vapor Overburden (in microns; 0 if unknown):	<input type="text" value="0"/>	
Telescope elevation (between 20 and 60 deg):	<input type="text" value="40"/>	
Signal to Noise Ratio / Integration Time (minutes):	<input type="text" value="5"/>	<input checked="" type="radio"/> SNR <input type="radio"/> On-Source Int. Time
Wavelength (in microns, between 51 and 203):	<input type="text" value="157.741"/>	
Source :	<input type="text" value="2.087e-17"/>	<input checked="" type="radio"/> line (in W/m ²) <input type="radio"/> continuum (in Jy)
Velocity correction (source VLSR, in km/s):	<input type="text" value="0"/>	
Band width :	<input type="text" value="0"/>	<input checked="" type="radio"/> km/s <input type="radio"/> microns
Comment :	<input type="text"/>	



Be aware how FIFI-LS works spectrally

- per spatial pixel (“spaxel”)
 - 6”x6” blue channel
 - 12”x12” red channel

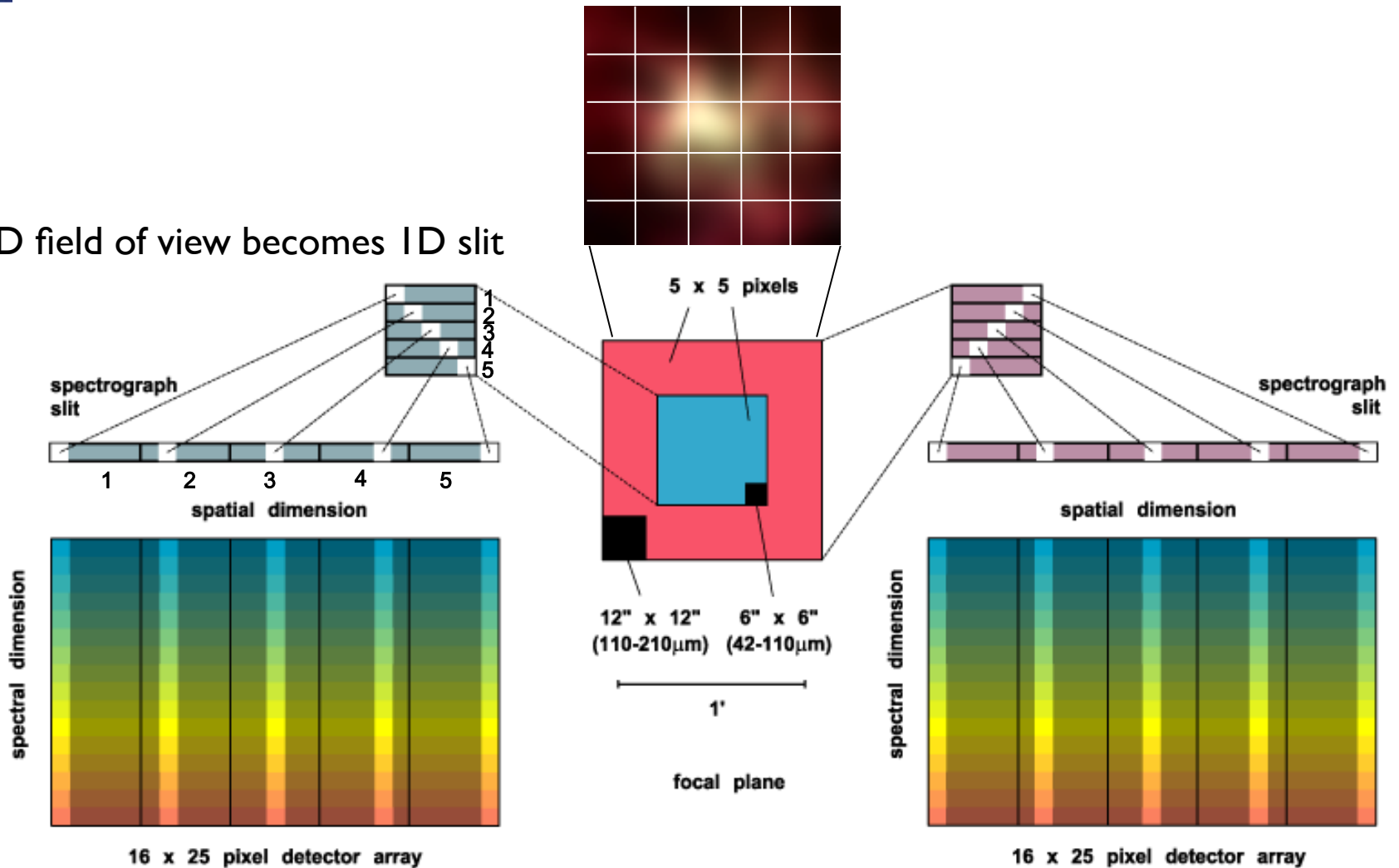
<https://fifi-ls.sofia.usra.edu/cgi-bin/fifi-ls/fifi.cgi>





Be aware how FIFI-LS works spectrally

2D field of view becomes 1D slit

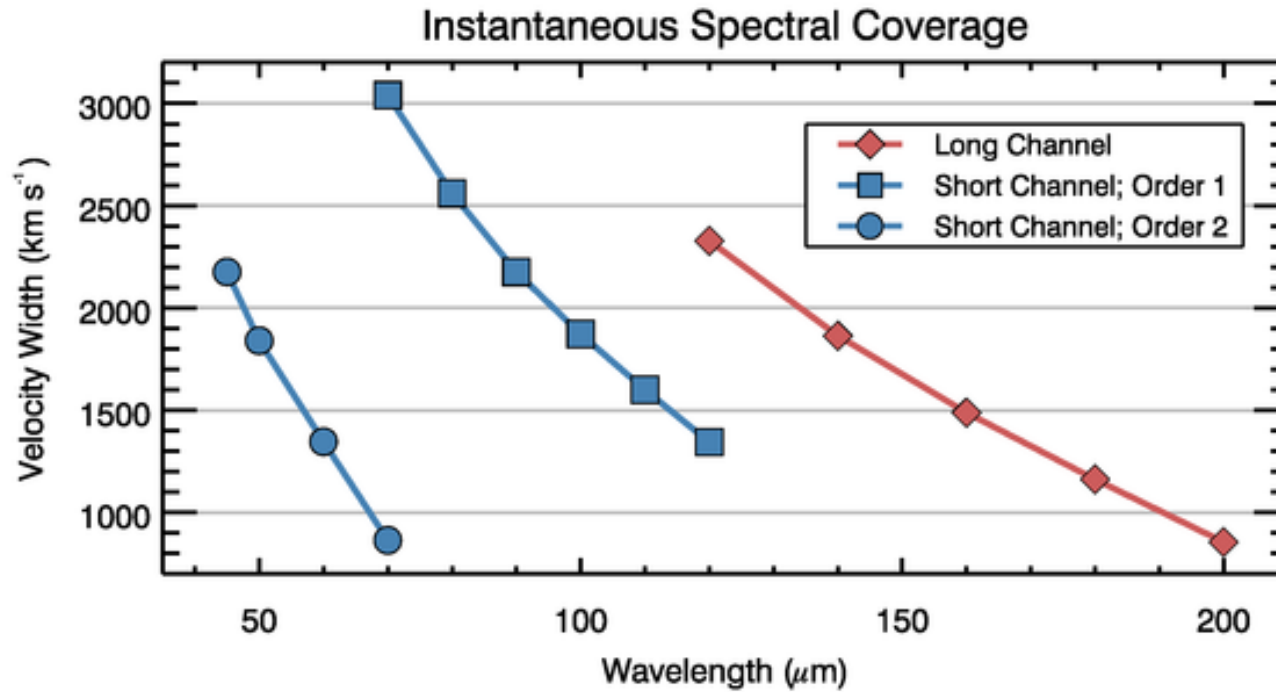


2D detector contains 3D data cube
Christian Fischer





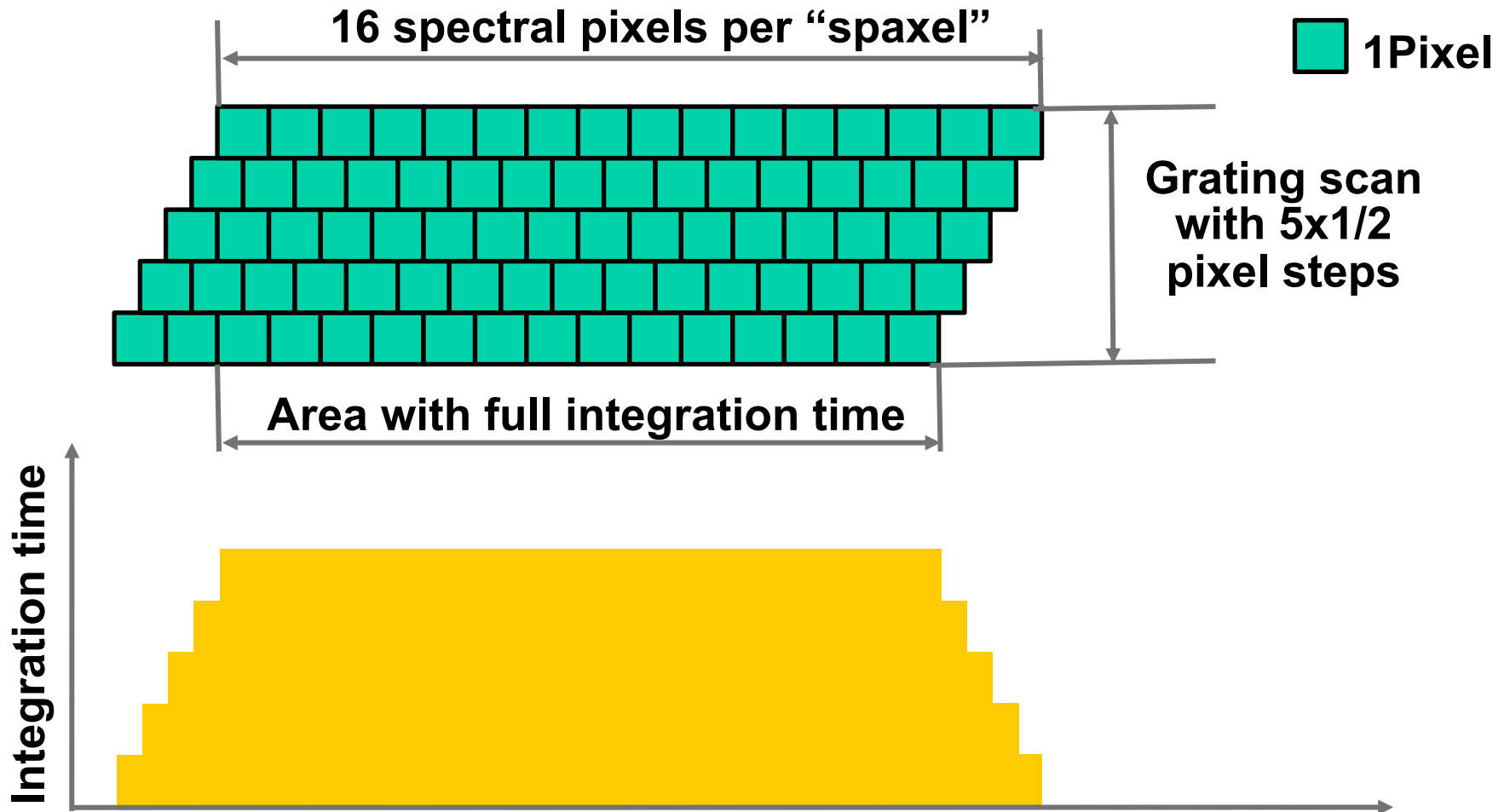
Be aware how FIFI-LS works spectrally



- Instantaneous spectral coverage is fixed

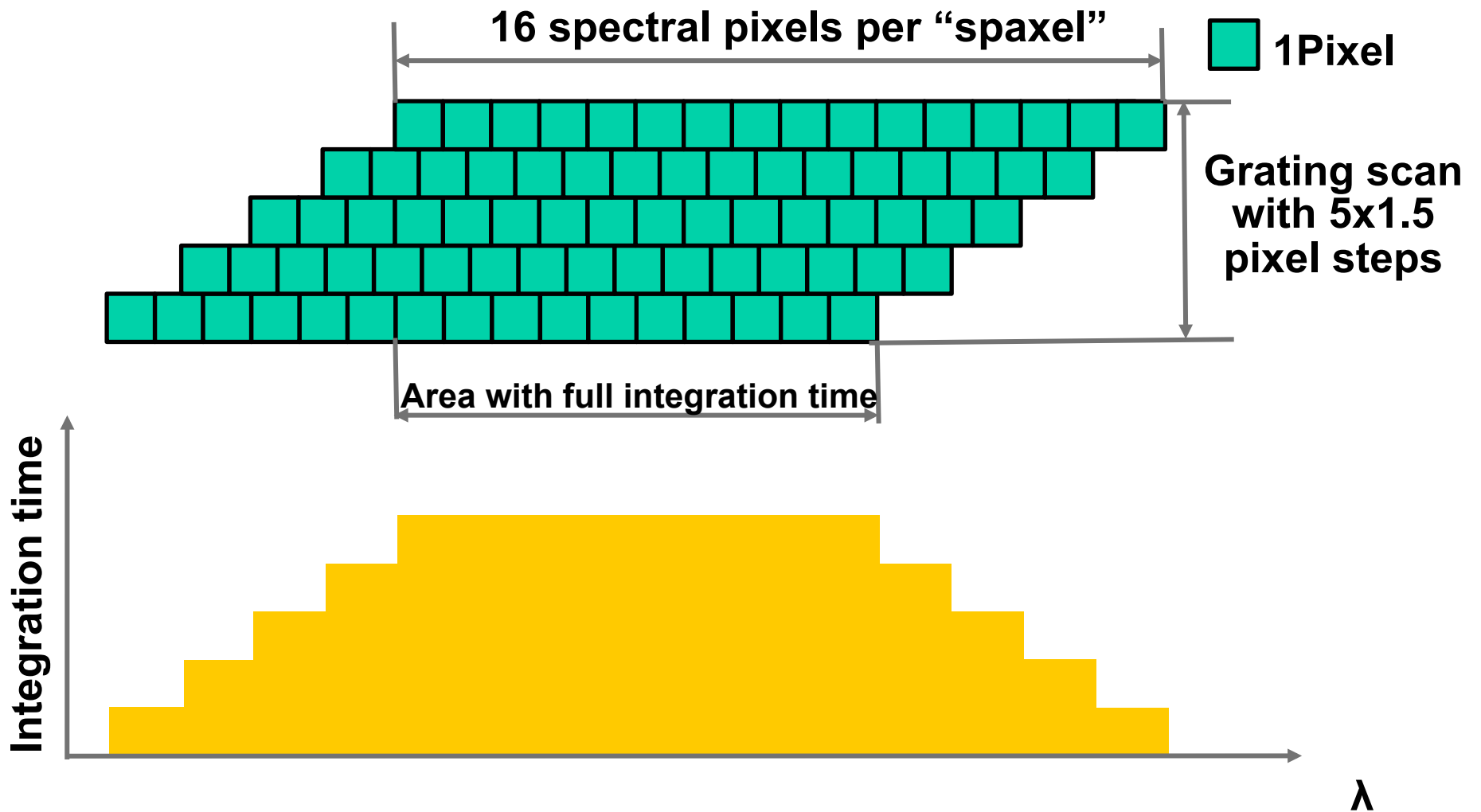


Be aware how FIFI-LS works spectrally





Be aware how FIFI-LS works spectrally

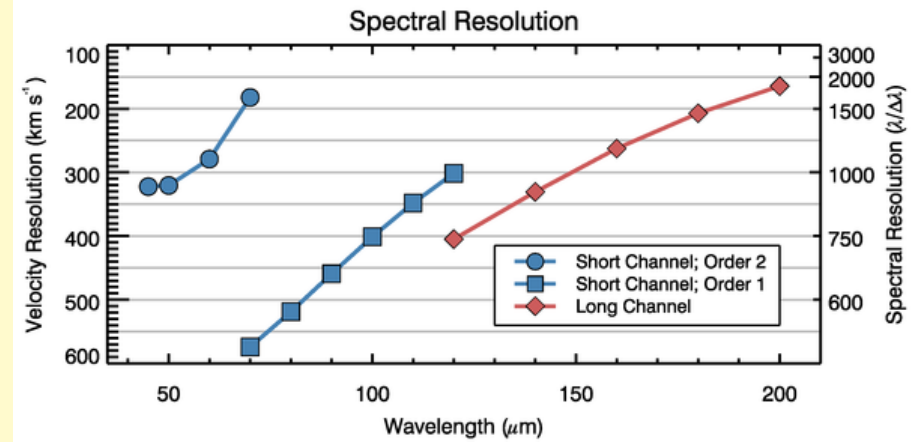




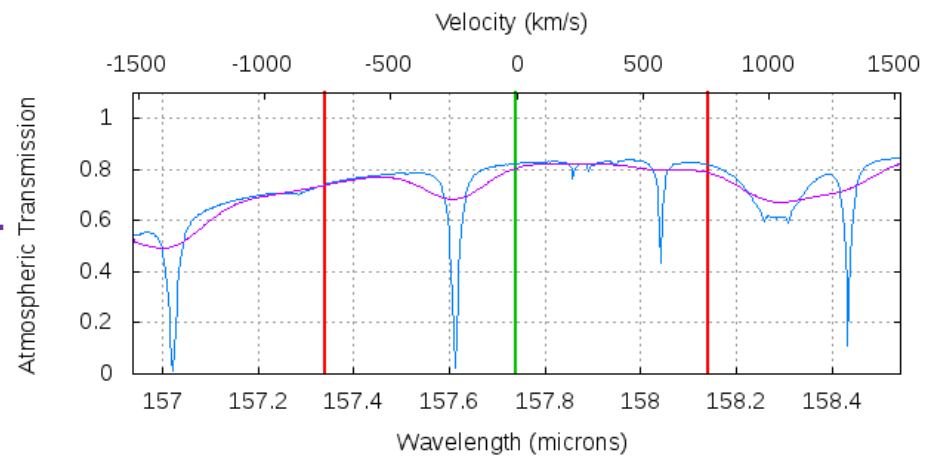
Observatory Altitude (in feet; < 60000 ft): 39000 ft
Water Vapor Overburden (in microns; 0 if unknown): 0
Telescope elevation (between 20 and 60 deg): 45
Signal to Noise Ratio / Integration Time (s): 5 SNR
Wavelength (in microns, between 40 and 200): 157.741
Source : 2.087e-17 line (in W/m²)
Velocity correction (source VLSR, in km/s): 0
Band width : 0 km/s

List of derived values:

Velocity corrected wavelength (in microns): 157.741
Plotted wavelength range (in microns): 156.938 - 158.544
Interpolated values from data table :
 Bandwidth = 0.803 microns
 MDLF = 2.087e-17 W/m²
 MDCF = 0.570 Jy
Atmospheric Transmission : 0.807 (smoothed) 0.824 (unsmoothed)
Integration time (t_{on}): 36.027 (smoothed) 34.555 (unsmoothed) minutes



Plot of Atmospheric Transmission

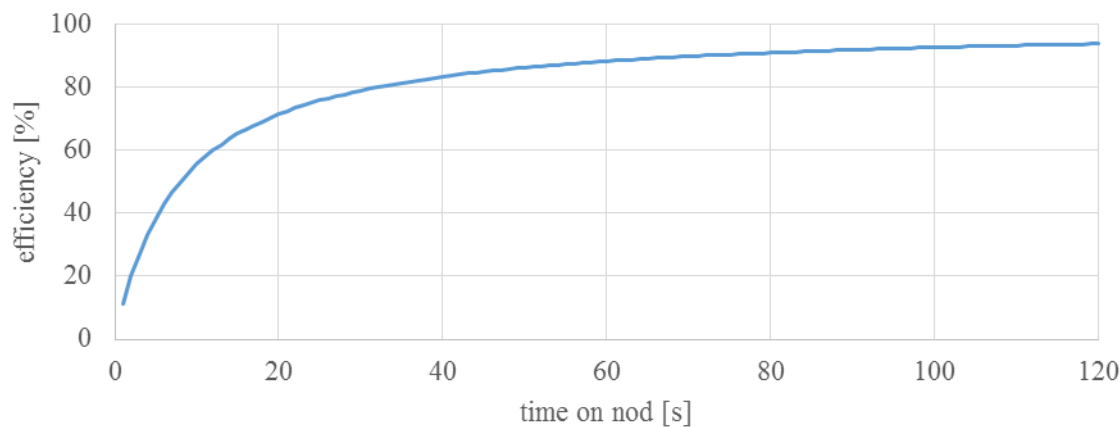


- **Blue: Atmospheric transmission as is**
- **Violet: Atmospheric transmission with FIFI-LS spectral resolution**



Observing Modes

- Integration time is typically a multiple of:
 - 30s on source -> 76s with overheads (Symmetric chop)
 - 15s on source -> 57s with overheads (ABA asymmetric chop)
 - 10s on source -> 35s with overheads (AABAA asymmetric chop)
- SSPOT has a little more conservative values and a 5 min additional overhead per AOR



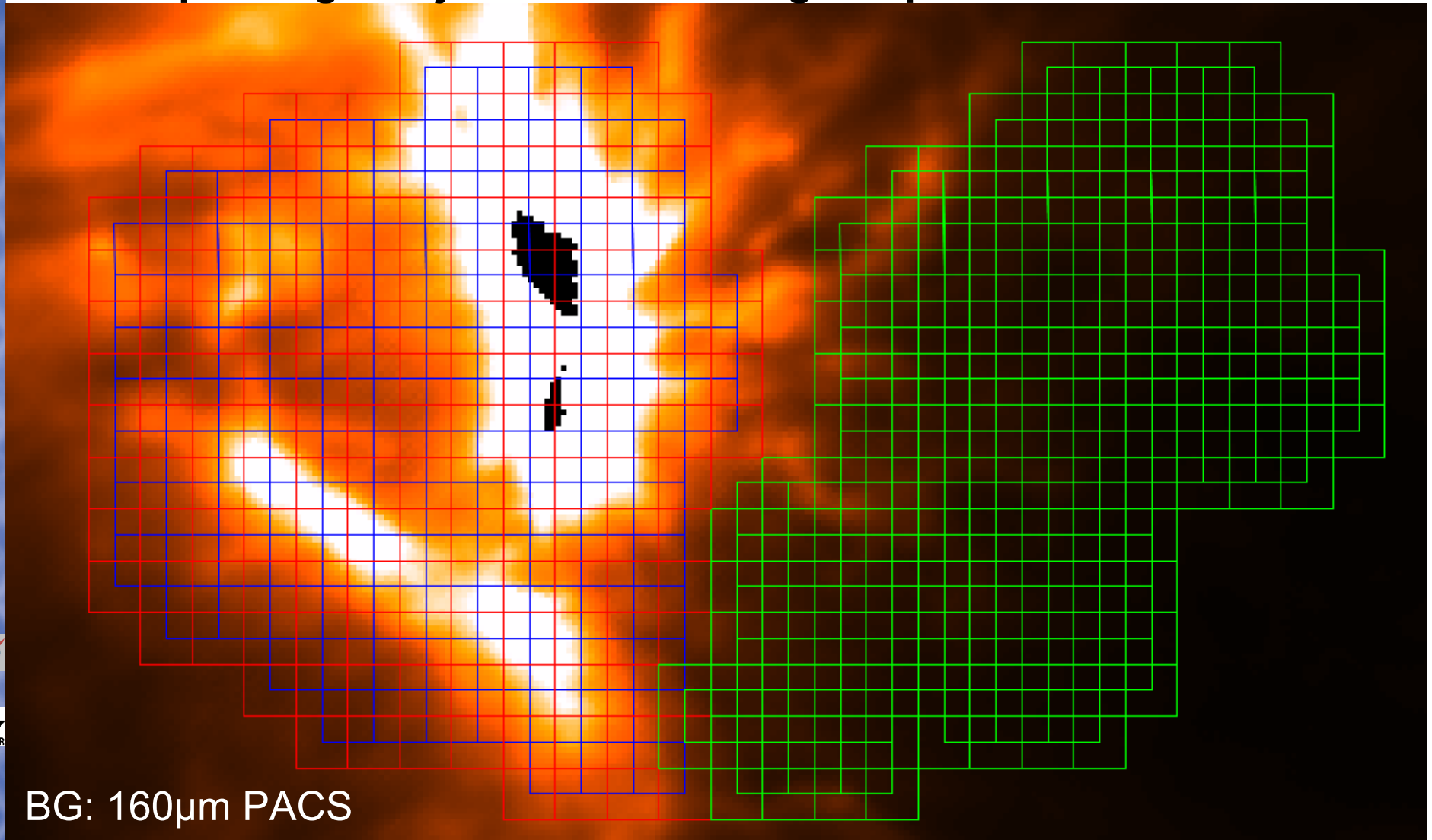
- Dominated by telescope move time





Observing Modes

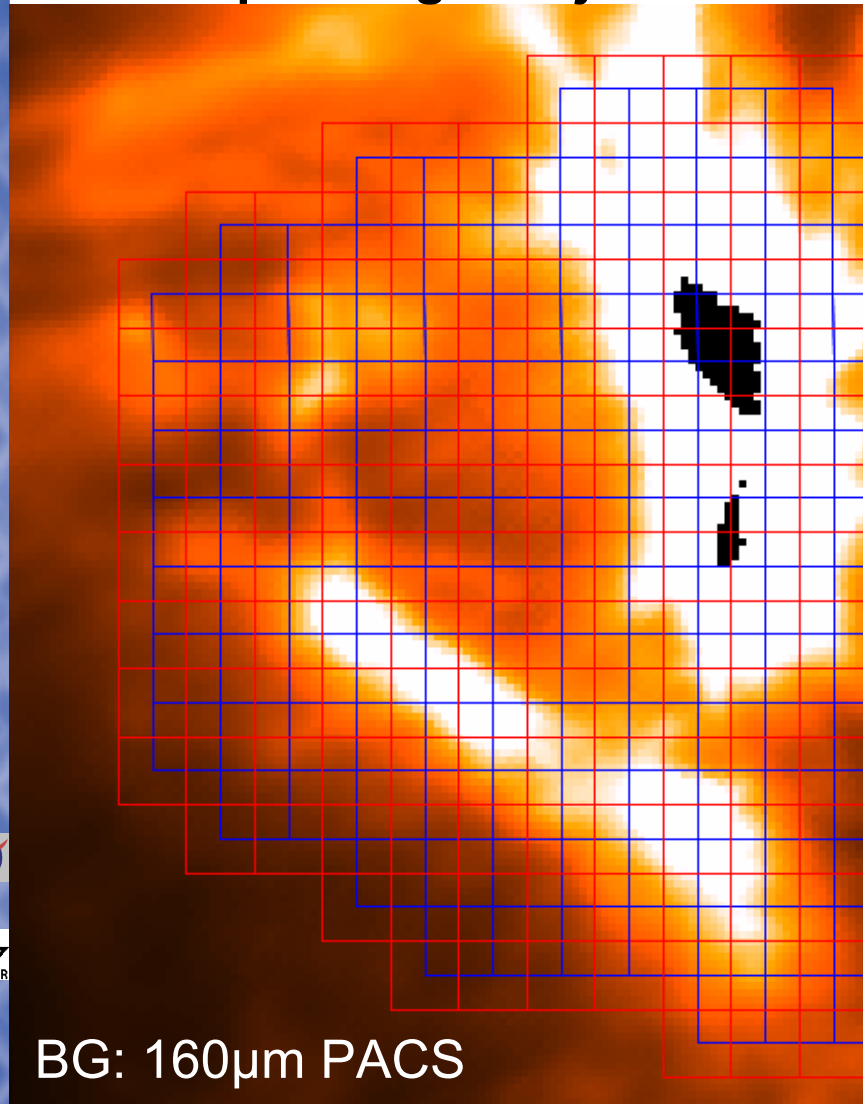
- **Example: bright object mode for a large map**





Observing Modes

- **Example: bright object mode for a large map**



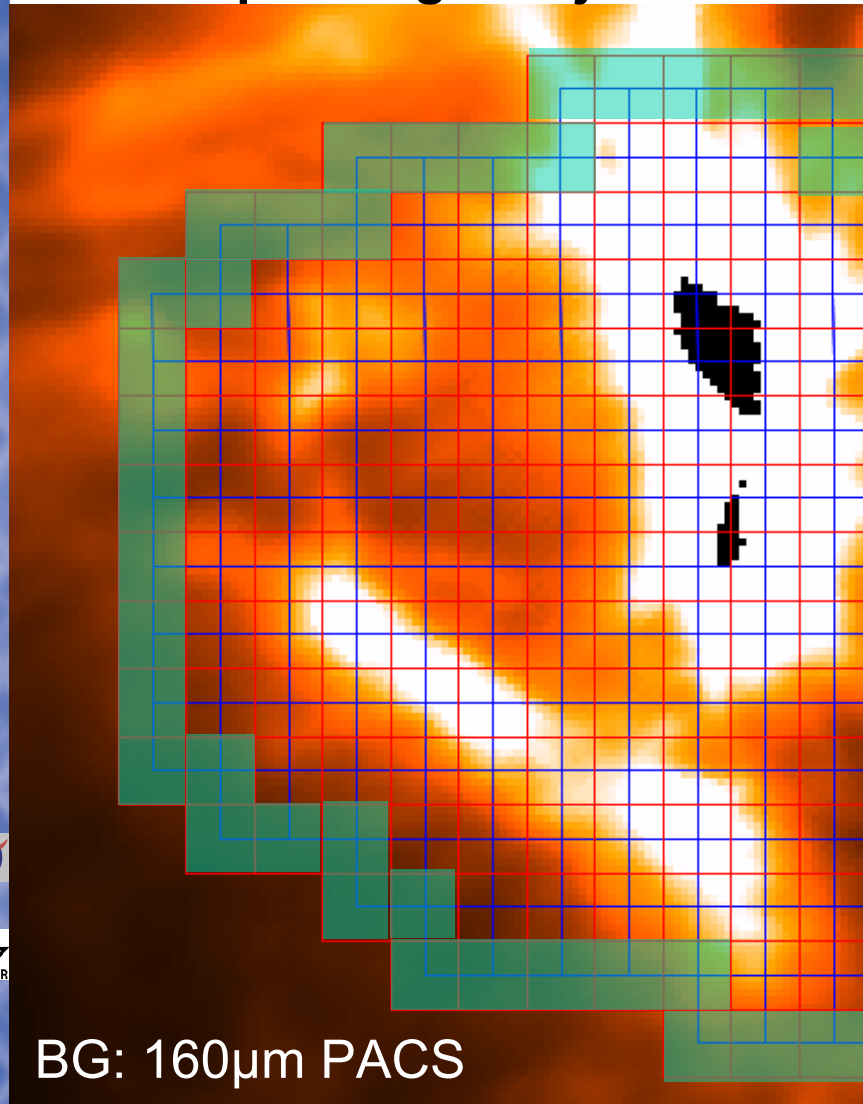
- 30'' raster
- 10s on source per field
- Will yield 40s on source for red channel
- Be aware of outer area with half integration time and non ideal sampling
- $3e-17$ W/m² noise level (line flux per spaxel) for [CII] 157.741 μ m
- $1.6e-16$ W/m² noise level W(line flux per spaxel) for [OI] 63.184 μ m
- 76 min total time (130 fields)
- Half pixel sampling in red channel
- full pixel sampling in the blue channel
- Half pixel sampling for blue channel recommended but would double the integration time
- Multiple chop setups
 - Please use PACS data for chop feasibility!
 - Please contact us for large throws!
- Total power reduction possible in case of self chopping

BG: 160 μ m PACS



Observing Modes

- Example: bright object mode for a large map



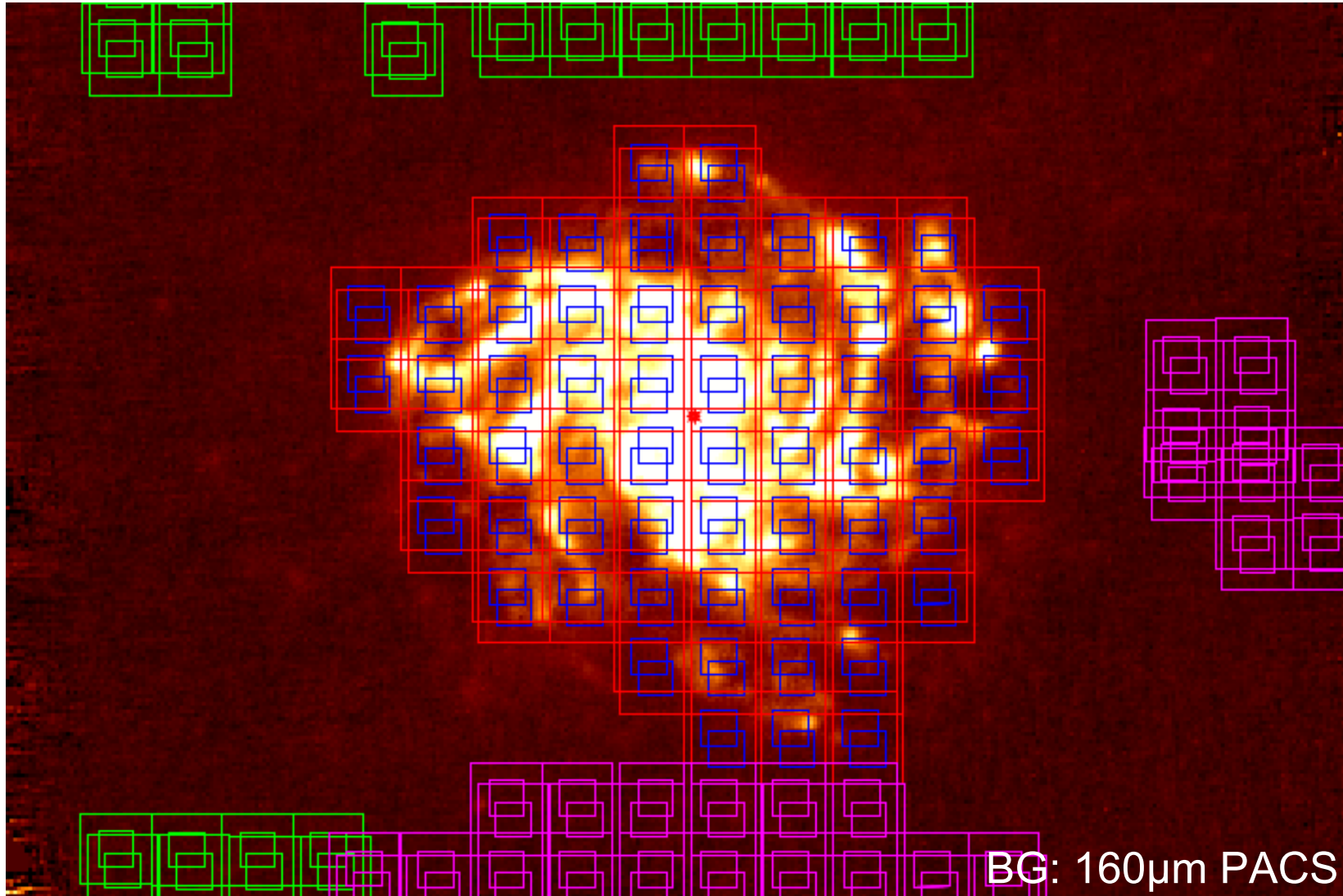
- 30'' raster
- 10s on source per field
- Will yield 40s on source for red channel
- **Be aware of outer area with 0.25-0.75 integration time and non ideal sampling**
- $3e-17$ W/m² noise level (line flux per spaxel) for [CII] 157.741µm
- $1.6e-16$ W/m² noise level W(line flux per spaxel) for [OI] 63.184µm
- 76 min total time (130 fields)
- Half pixel sampling in red channel
- Full pixel sampling in the blue channel
- Half pixel sampling for blue channel recommended but would double the integration time
- Multiple chop setups
 - Please use PACS data for chop feasibility!
 - Please contact us for large throws!
- Total power reduction possible in case of self chopping

BG: 160µm PACS



Observing Modes

- **Example: large map of a galaxy**

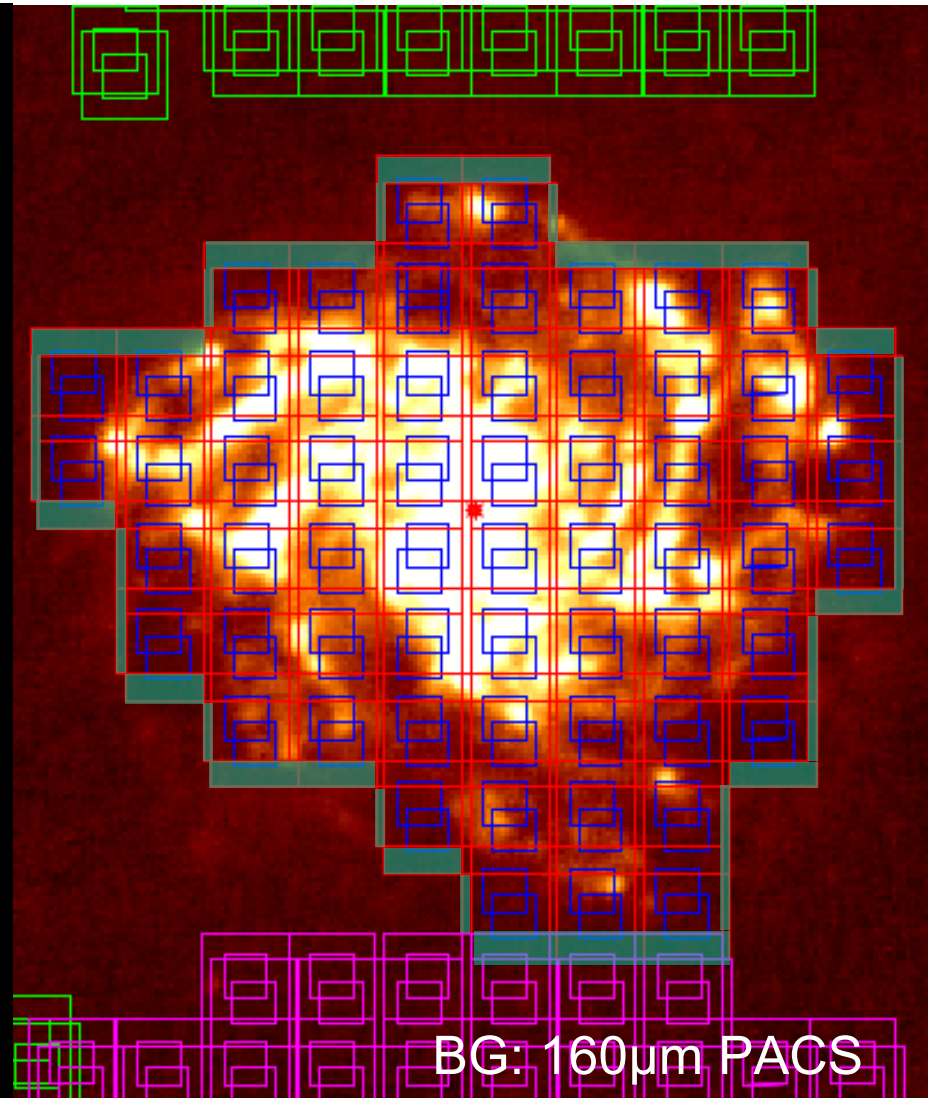




Observing Modes

- **Example: large map of a galaxy**

- 2 x 60'' raster
- Double coverage for the red map
- Incomplete coverage for the blue map
- Symmetric chop with 4 nod cycles per field (120s on source)
- 1.2×10^{-17} W/m² noise level (line flux per spaxel) for [CII] 157.741μm
- 10h total time (120 fields)
- Half pixel sampling in red channel
- Be aware of outer area with half integration time and non ideal sampling
- Multiple chop setups
 - Please use PACS data for chop feasibility!
 - 8 arcmin total throw will potentially degrade blue channel image quality
- Possible alternative:
 - 30'' raster -> 240 fields -> 90s on source -> 1×10^{-17} W/m² noise -> 15h





Observing Modes

- **Spatial dithering**
 - **Things get easier for deeper integrations**
 - **More time to use nod cycles for new positions**
 - **Example: $4''$, $4''$; $0''$, $0''$; $-4''$, $-4''$**
 - **Will result in $2''/4''$ sampling for blue/red channel**

