

How to build an instrument for Astronomers

A person stands on a dark, rocky ridge, silhouetted against a vast night sky. The Milky Way galaxy is prominently visible, stretching diagonally across the frame from the bottom left towards the top right. The galaxy's core is a bright, dense region of yellow and orange light, while its arms are composed of countless stars and nebulae in shades of pink, purple, and blue. The sky is filled with numerous individual stars, and the overall scene conveys a sense of cosmic scale and human curiosity.

National Astronomy Meeting, Durham, UK, July 7th-11th 2025

Photo by [Greg Rakozy](#) on [Unsplash](#)

Who we are



Deborah Malone

Adaptive Optics
Scientist

Accidentally ended up
in Astronomy because
she was bored one
day.



Emily Ronson

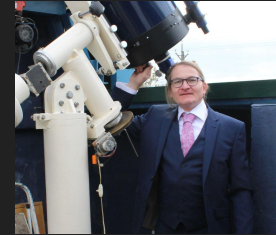
Mechanical Engineer



Meryem Dag

PhD Candidate in
Astronomy and Space
Instrumentation

Electronics Engineer
but loves the stars just
a little more than
circuits.



Jürgen Schmall

Senior Optical
Engineer

Loves playing with
telescopes since 1980



Joss Guy

Senior Mechanical
Engineer

Victim of Tolerance
Stackups

Aims

After this workshop, you should be able to:

- Understand constraints when building an astronomical instrument.
- The potential trade-offs you can consider, to meet both science and engineering goals.

Photo by Lucas Pezeta:
<https://www.pexels.com/photo/black-telescope-under-blue-and-black-sky-2034892/>



Introduction to Astronomical Instrumentation

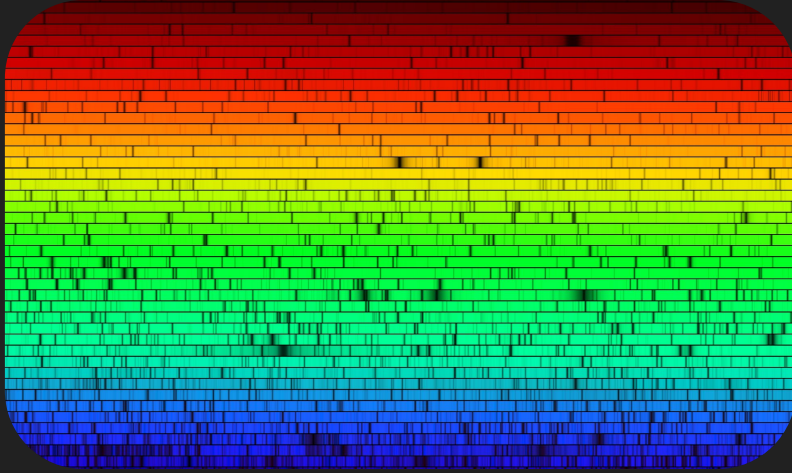
What is Astronomical Instrumentation?

- The tools and devices used by astronomers to observe outer space.
- Telescopes, Detectors, Spectrographs, Photometers/Imagers, Adaptive Optics.
- These need to work together to collect data to advance our understanding of the universe.
- Telescopes collect the light from astronomical objects.
- Some of the light is sent to the adaptive optics system to correct turbulence caused by the atmosphere.
- The remainder of the light is then sent to a spectrograph or imager, and the resulting data recorded on the detector.
- This data is then processed by software.

Types of Instruments

Spectrographs

Used to determine composition, Doppler effect, temperatures, redshift, etc.



http://spiff.rit.edu/richmond/asras/chemcomp_i/chemcomp_i.html

Imagers

Direct images of the sky, maps structures, monitoring brightness changes, etc



<https://www.flickr.com/photos/nasawebbtelescope/albums/72177720300469752/>

Types of Spectrographs

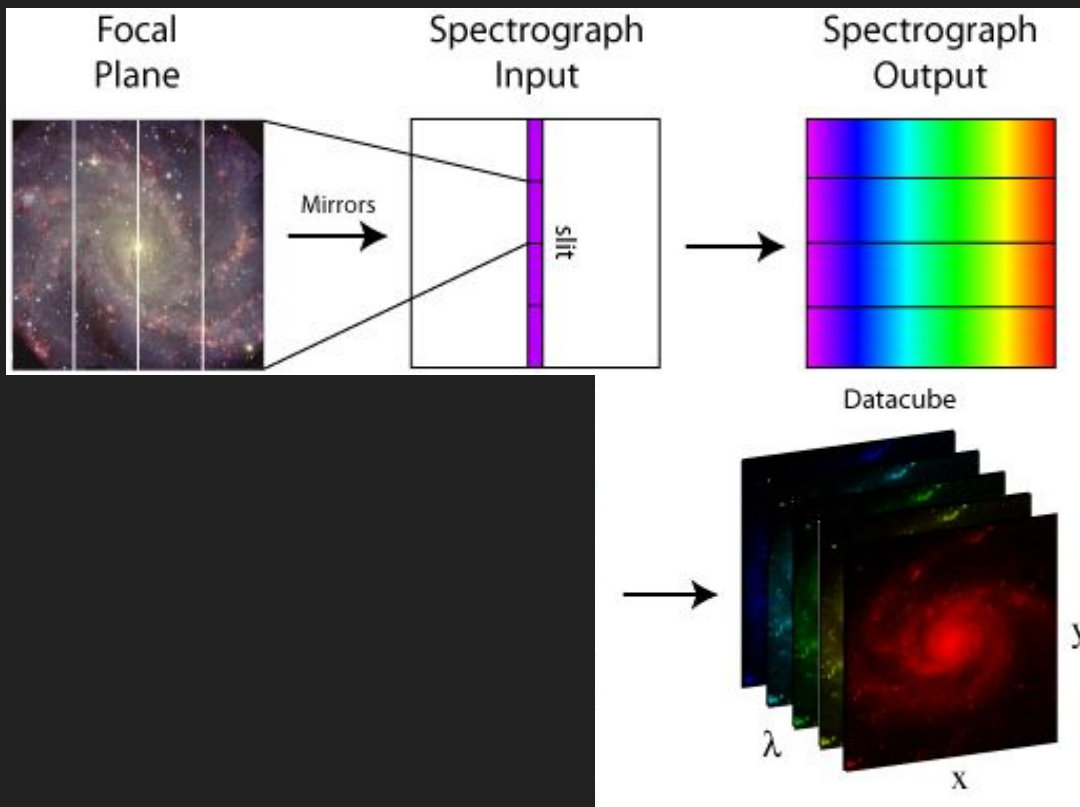
IMAGE SLICER

Slices a 2D field into narrow strips, rearranges them to be fed into a spectrograph.

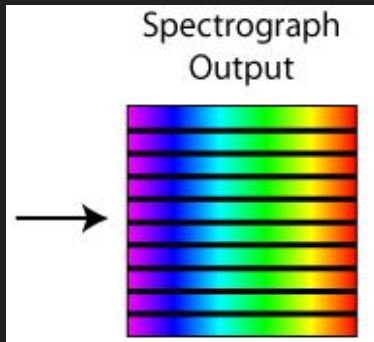
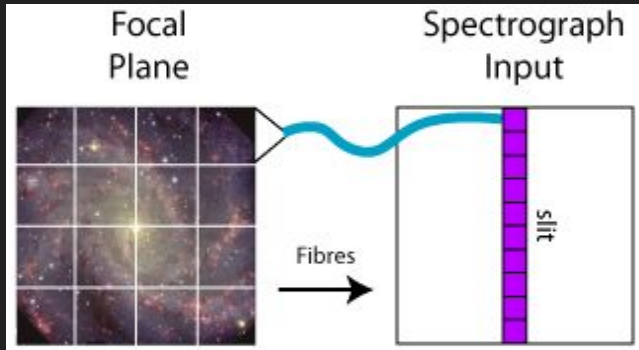
High resolution, high efficiency.

Requires complex optics.

Best used for high resolution spectroscopy of smaller objects, stars, AGN, etc.



Types of Spectrographs



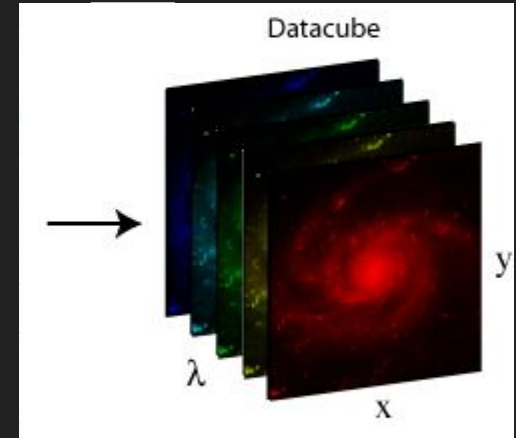
FIBRE-FED

Light on the focal plane is transmitted via fibres to the spectrograph.

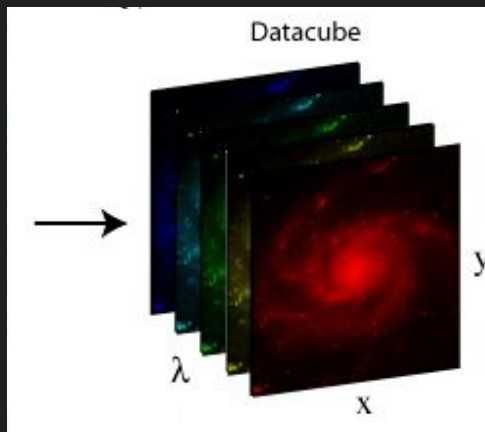
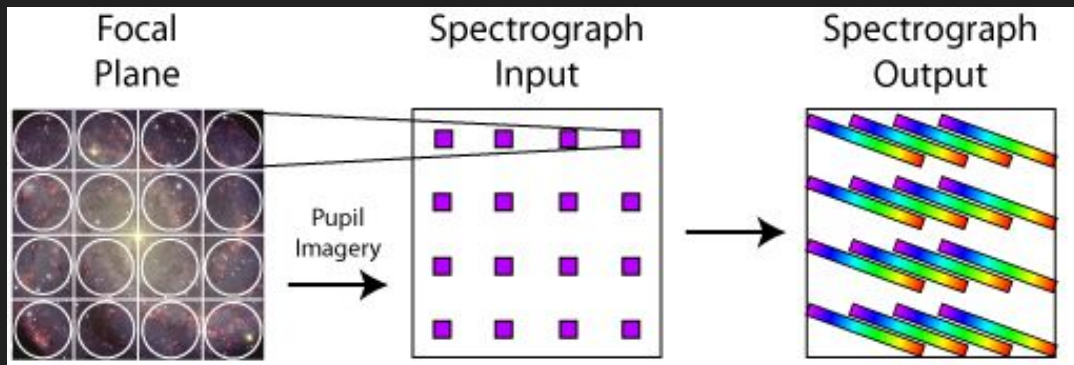
Can observe many objects at once.

Light lost in fibre, limited resolution.

Best for large surveys / multiple objects.



Types of Spectrographs



MICROLENS ARRAY

Many lenslets focus light into many spots, forming a pseudo-slit.

Can be compact, more light throughput than fibres.

Complex to calibrate.

Good for extended objects, galaxies, nebulae, etc.

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Types of Imagers

VISIBLE

Detects light in the
400–700 nm range using
CCD/CMOS sensors

High resolution and
well-developed technology

Affected by weather, light
pollution



Helix Nebula - Image credit: Space Telescope Science Institute

Types of Imagers

VISIBLE



Visible

INFRARED

Detects heat and light beyond visible (700nm to 1mm)

Sees through dust; good for cool objects. Can visualise star-forming regions, proto-planetary disks etc.

Needs cooling; atmospheric absorption. So not good for humid environments

INFRARED



Infrared

Types of Imagers



UV / X-RAY ETC

Captures high-energy photons (shorter than 400 nm)

Reveals energetic processes (e.g., black holes, hot stars)

Requires space-based platforms, as the atmosphere blocks the UV and X-rays.

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Adaptive Optics

The image depicts a large-scale astronomical observatory, possibly a radio telescope or a space-based instrument, set against a backdrop of a starry night sky. The observatory features a prominent, large, segmented mirror or antenna structure. Several bright, parallel yellow laser beams emanate from the top of the structure, pointing towards the upper left. The base of the observatory is a dark, rectangular building with several large, dark, rectangular openings. In the foreground, two people are visible on a dark, flat surface. One person is standing on the left, looking towards the observatory. The other person is on the right, looking at a device in their hands. A large, dark, cylindrical object, possibly a telescope component, is visible on the right side of the foreground. The overall scene conveys a sense of advanced technology and astronomical research.

Imaging through the Atmosphere

Atmospheric turbulence is bad for astronomy because it:

- Blurs images and reduces resolution.
- Absorbs wavelengths including most UV, some infrared and all the X-rays
- Adds background signal from light pollution
- Refraction of the wavelengths alters the apparent position of the objects.
- Weather conditions limit seeing time



Adaptive Optics

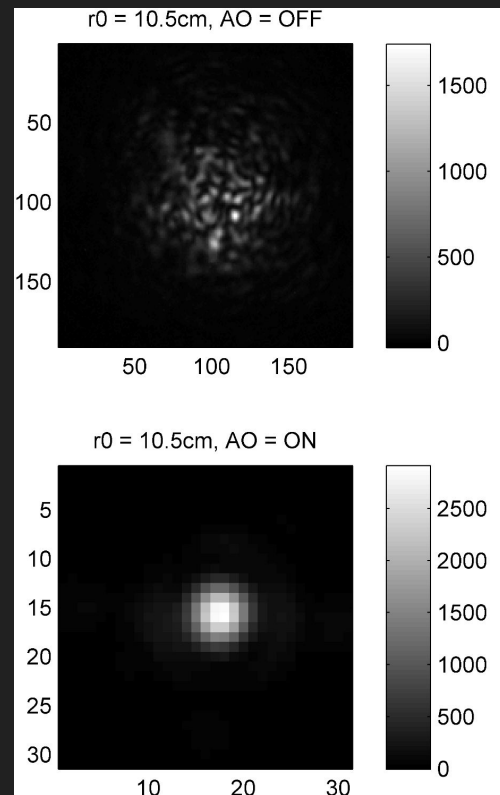
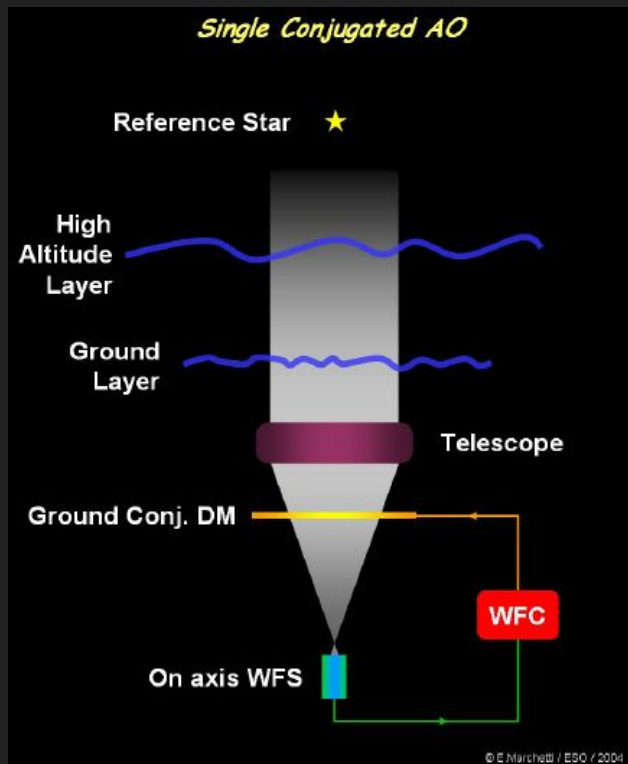
SCAO

Uses one deformable mirror and one guide star.

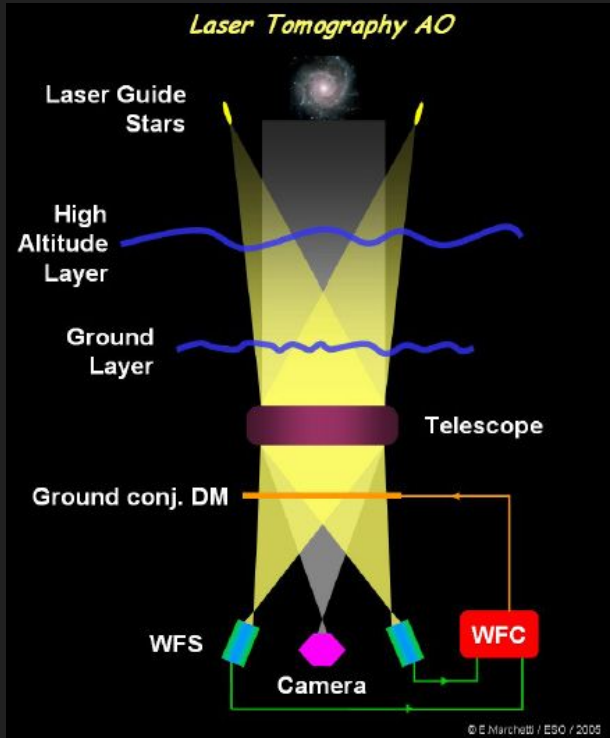
Simple and high correction near guide star

Can only manage a very small corrected field

Can't be used when no bright guide star near target



Adaptive Optics



LTAO

Uses multiple laser guide stars to model turbulence along line of sight

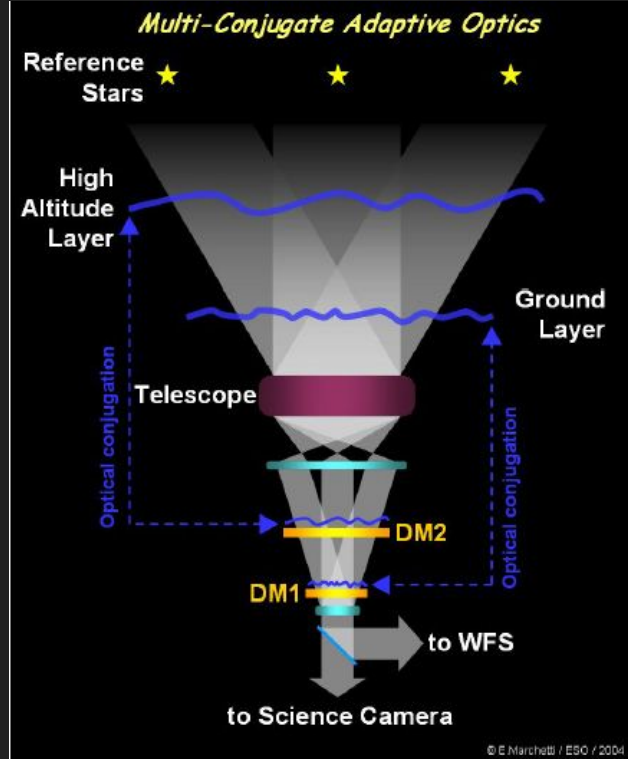
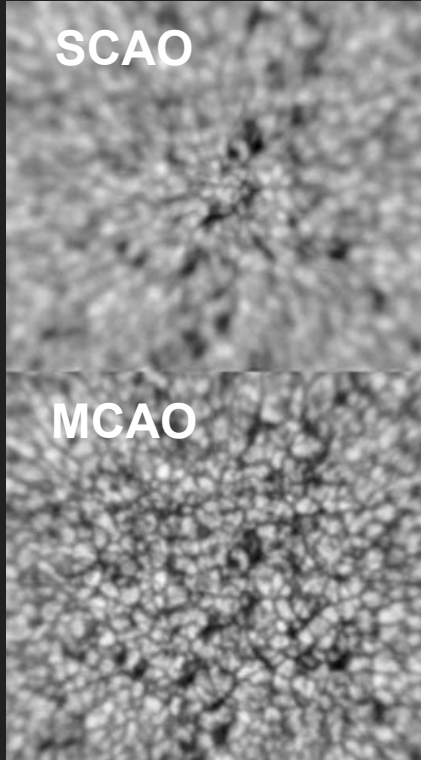
Enables correction without a nearby natural guide star

Still limited to single-object correction and a small field of view.

Can't be used for wide-field imaging or extended sources



Adaptive Optics



MCAO

Uses multiple deformable mirrors conjugate to different altitudes

Corrects over a wide field of view

Complex and expensive

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How to Build an Instrument

A low-angle, blue-tinted photograph of a large scientific instrument, possibly a particle detector, featuring several large hexagonal panels. Two workers in white cleanroom suits are visible on the right, working on the instrument. The background shows a high ceiling with a grid of skylights and industrial scaffolding.

Game

How to Play

Divide into teams of 3-5 people.

Follow the steps in your worksheet to choose your observation target and then pick the specification of your instrument.

Go wild and choose the instrument of your dreams. Then work through the sheet again to decide what you would be prepared to compromise to make it more feasible.

Step 1: Pick an observation target

Step 2: Pick and Instrument type

Step 3: What type of detector do you need and how efficient does it need to be?

Step 4: Resolution required?

Step 5: Size of the telescope.

Step 6: Telescope location?

Step 7: Do you need adaptive optics

Game

Decide on your answers for your dream telescope as a group and when you are ready complete the Google form with your dream design. The QR code and short code are to the right and on your worksheet.

You will present your answers for your dream design and comment on how you would make it feasible in the next section.



SCAN ME

<https://forms.gle/gDjJEFxNMTwVaNVq7>

Your time starts now...

10:00



SCAN ME

Feasible option

Take a look back over your instrument - would you fund it?

What could you compromise on your design to make is feasible, here are some criteria to get you started:

- Reduce the cost
- Reduce the complexity
- Alter the requirements to make it buildable (physically and logistically) e.g. is there already a telescope you could use for this instrument?

Fill in your worksheet with your original and feasible design options to submit to the judges.



Here are your results

Drumroll please...