RIPTIDE



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Gen-Z Learner's Dictionary

BDE: acronym. *Term used for someone who exudes confidence and ease.*

Courtesy of E. Sanzani

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RIPTIDE

1) Sensor characterization using diffraction pattern

1) Setup

Objective: to *estimate* the lowest amount of photons that is possible to detect in the sensor camera

1) Measured the total light exiting from the slit

2) Compared this value with the amplitude of the single diffraction peaks





This is the raw data.

We can identify two pattern

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Laser= 405 nm - Gain= 300 - expTime= 1 ms









this weird shape is intrinsic to the laser we used

Moreover, the Y-Profiles are different for each diffraction peak





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. Need to make the average of a bigger region in order to minimize the effect of the laser profile

The **main goal** is to compare the amount of light in the diffraction peaks with the amount of light measured by the photodiode.

I need to know:

1) The amount of light reaching the photodiode:

 $\begin{array}{l} $ V_{measured} [V] = Power measured by the photodiode ((270\pm20)E-3 \ V) \\ $ Gain [V]/[A] = amplifier conversion factor (10^6 \ V/A) \\ $ S [mA]/[W] = Photodiode conversion factor (180 \ mA/W) \\ $ C [eV] / [J] = Joule to eV conversion (6.24E18 \ eV/J) \\ $ E_{photon} = energy of the single photon (3.06 \ eV for blue light) \\ \end{array}$

Photons per
$$s = \frac{V_{measured}}{Gain \cdot S} \cdot \frac{C}{E_{photon}}$$

2) The ratio between the total area and the area of the single peak: (next slides...)

my Y-Profile







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bias subtraction (2762 GL/pixel)





find diffraction peaks and valleys



For each diffraction peak:

- Select a region around the peak and summed al the GL of the pixels inside the region
- Compare this value with the total integral in GL

photons in peak =
$$\frac{\sum GL_{peak}}{\sum GL_{total}} \cdot photons \ per \ millisecond$$

- Then estimate average photons per pixel

$$photons \ per \ pixel = \frac{photons \ per \ millisecond}{ythickness \cdot window \ width}$$

ythichness = 1200 pixels (see previous slide) window width = [1, 2, 5, 10, 20, 30, 50] pixels

NB: this is necessairly an underestimation of the number of photons per pixel



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Laser blu: 405 nm

Photons per pixel for each diffraction peak

window width

\mathbf{peak}	1	2	5	10	20	30	50
0	1156 ± 9	1156 ± 7	1158 ± 4	1164 ± 3	1189 ± 3	1240 ± 2	1456.8 ± 1.7
1	268 ± 4	268 ± 3	267 ± 2	267.0 ± 1.3	265.3 ± 1.0	264.1 ± 0.8	272.6 ± 0.7
2	119 ± 3	117 ± 2	118.5 ± 1.6	118.3 ± 1.1	117.3 ± 0.8	115.9 ± 0.7	115.9 ± 0.6
3	73 ± 3	73 ± 2	72.6 ± 1.4	72.3 ± 1.0	71.2 ± 0.8	69.5 ± 0.6	66.9 ± 0.5
4	44 ± 3	44 ± 2	44.0 ± 1.4	44.0 ± 1.0	43.4 ± 0.7	42.7 ± 0.6	41.7 ± 0.5
5	40 ± 3	40 ± 2	39.9 ± 1.5	39.6 ± 1.1	38.6 ± 0.7	37.4 ± 0.6	34.5 ± 0.5
6	31 ± 3	31 ± 2	31.3 ± 1.4	31.1 ± 1.0	30.7 ± 0.7	30.2 ± 0.6	29.5 ± 0.5
7	28 ± 3	28 ± 2	28.1 ± 1.5	28.0 ± 1.0	27.5 ± 0.7	26.8 ± 0.6	25.5 ± 0.5
8	22 ± 3	23 ± 2	22.6 ± 1.4	22.6 ± 1.0	22.5 ± 0.7	22.5 ± 0.6	22.5 ± 0.5
9	15 ± 3	15 ± 2	15.4 ± 1.5	15.4 ± 1.0	15.4 ± 0.7	15.3 ± 0.6	15.1 ± 0.5
10	11 ± 3	11 ± 2	11.0 ± 1.3	10.9 ± 1.0	10.7 ± 0.7	10.6 ± 0.6	10.3 ± 0.5
11	9 ± 4	9 ± 2	8.5 ± 1.4	8.4 ± 1.0	8.3 ± 0.7	8.3 ± 0.6	8.4 ± 0.5
12	8 ± 3	8 ± 2	8.5 ± 1.4	8.5 ± 1.0	8.0 ± 0.7	7.7 ± 0.6	7.0 ± 0.5
13	6 ± 3	6 ± 2	5.7 ± 1.4	5.8 ± 1.0	6.0 ± 0.7	6.0 ± 0.6	6.0 ± 0.5
14	7 ± 3	7 ± 2	6.9 ± 1.4	6.9 ± 1.0	6.7 ± 0.7	6.6 ± 0.6	6.2 ± 0.5
15	6 ± 3	6 ± 2	6.1 ± 1.4	6.2 ± 1.0	6.2 ± 0.7	6.3 ± 0.6	6.2 ± 0.5





Can obtain a calibration curve (linear) (Gain = 300)



RECALL: system gain from camera specifics



$$\frac{photons}{GL} = \left(\frac{\sum GL_{peak}}{Region \ Area} \cdot \sum GL_{total} \cdot Photons/ms \right) : \frac{\sum GL_{peak}}{Region \ Area} =$$

 $= \frac{Photons/ms}{\sum GL_{total}}$

These are constants in our setup.

 \therefore all points are in a straight line

Can obtain a calibration curve (linear) (Gain = 300)



need three photons for each GL step

RECALL: system gain from camera specifics







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1.3 e-rms correspond to a std of 50 GL :(

THE END

CONCLUSION

- Need to 'amplify' the camera by a factor x100 in order to have a single-photons count

TO DO

- Repeat the same analysis with the other cameras.

- Next time we could try with diffraction hole instead fo slit to reduce the effects of the laser dis-uniformities

Perché non hai fatto un fit?

Non viene neanche se considero solo i massimi

 $(sen^{2}(x)/x^{2} = 0)$



Q&A E i setup con il laser rosso?

Lo stesso setup è stato ripetuto anche con un laser rosso (635 nm) window width = 50



	Gain 0	$Gain \ 300$
	309.2 ± 1.7	315.0 ± 0.9
1	104.4 ± 1.6	96.0 ± 0.7
2	62.2 ± 1.5	58.8 ± 0.7
3	53.7 ± 1.5	47.9 ± 0.7
4	45.3 ± 1.5	34.4 ± 0.7
5	44.3 ± 1.5	33.7 ± 0.7
6	40.0 ± 1.5	32.1 ± 0.7
7	38.4 ± 1.5	26.7 ± 0.7
8	31.7 ± 1.5	19.8 ± 0.7
9	28.1 ± 1.5	15.5 ± 0.7
10	18.1 ± 1.5	11.3 ± 0.7
11	9.9 ± 1.6	7.4 ± 0.7
12	7.9 ± 1.6	1.6 ± 0.7
13	-4.4 ± 1.6	-4.3 ± 0.7
14	-10.1 ± 1.6	-10.6 ± 0.7
15	-30.8 ± 1.6	$-18.9 \pm \ 0.7$
16	-48.1 ± 1.6	-28.4 ± 0.8
17	-60.9 ± 1.6	-43.0 ± 0.8
18	-82.2 ± 1.7	$-56.5 \pm \ 0.8$
19	-105.5 ± 1.7	$\textbf{-72.5} \pm \ \textbf{0.8}$



Perché non c'è l'analisi con Gain 0 anche per il laser blu?

Perché l'intensità del laser non era cosante

Laser blu, camera ASI533, Gain = 0







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è stato calcolato dalla nota relazione tra i minimi della figura di diffrazione, λ laser (noto) e la distanza (D) tra fenditura e schermo



$$I(u) = I_0 \frac{sen^2(u)}{u^2}$$
$$u = \frac{\pi}{\lambda} a\theta = \frac{\pi}{\lambda} a \frac{y}{D}$$
$$a = \frac{n\lambda D}{y}$$
$$a = \frac{n\lambda D}{y}$$
$$a = 278 \ \mu m$$
$$b = 30.5 \ cm$$

NB: questo è solo un esercizio di stile. Non è utile ai fini della stima del numero di fotoni

THE END

stavolta per davvero