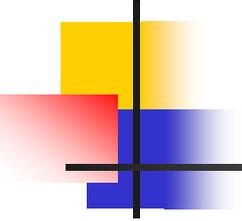


# Building a Spectrometer

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Dr. Chen-Hanson Ting  
Silicon Valley Forth Interest Group  
8/26/2017



# Spectroscopy

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## **Spectroscope**

Visual observation of spectra

## **Spectrograph**

Record spectra as photographs

## **Spectrometer**

Record spectra electronically

## **Spectrophotometer**

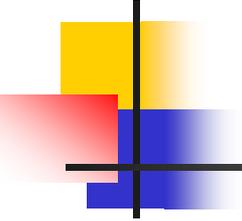
Record and analyze spectra electronically for quantitative analysis

# CD Spectroscopy



# CD Spectroscopes





# CD Spectrograph

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**Spectrographs are spectra recorded on photographic plates.**

**Modern digital cameras have millions of pixels and are capable of recording good spectrographs.**

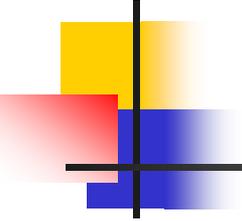
**Digital spectrographs still need “development”.**

# My Spectrograph



# My Spectrograph





# CD Spectroscopy

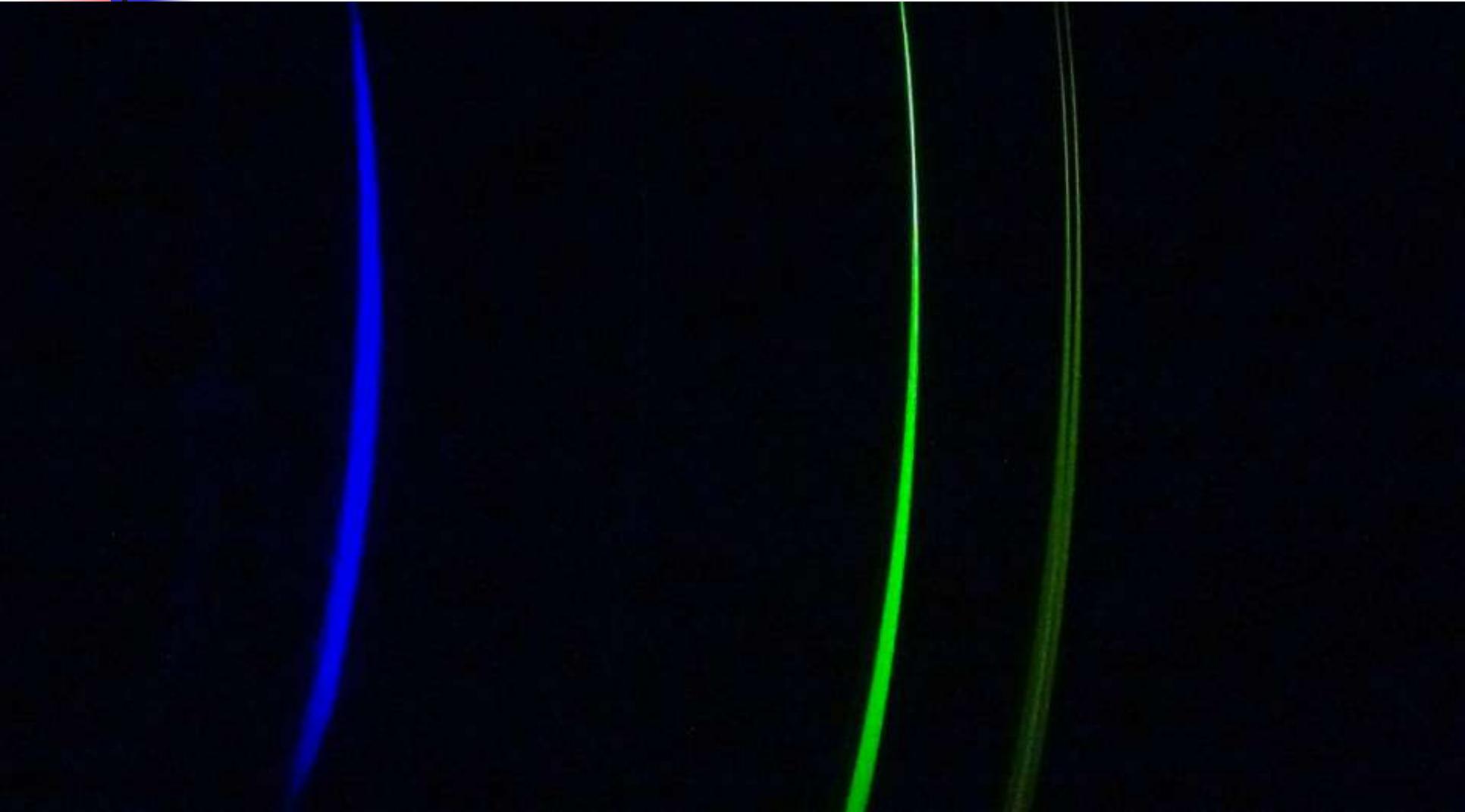
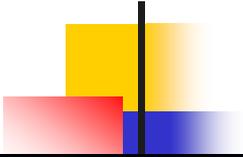
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**CDROM has very accurate ruling, and can be used as precision grating for spectroscopy.**

**Digital cameras are very sensitive and accurate area detectors for spectrographs and for spectrometer.**

**The only drawback in CD spectroscopy is that the spectral lines are curved.**

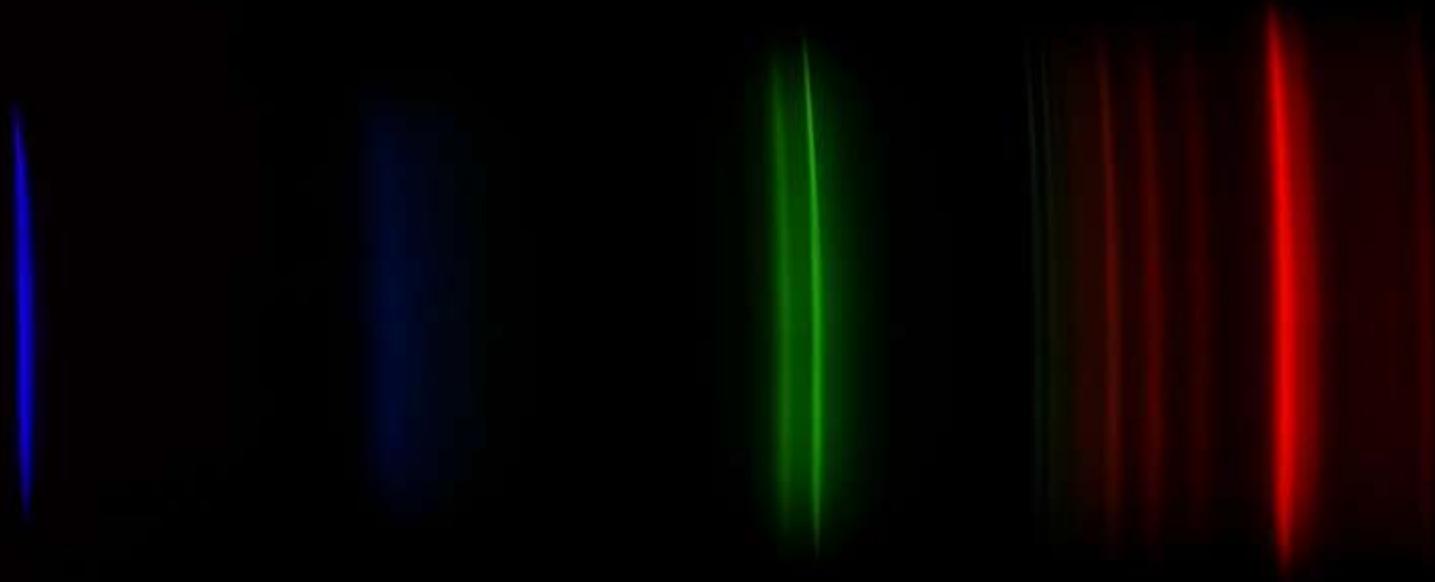
# Mercury Spectrathp

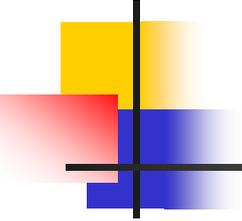


# Compact Fluorescent Lamp Spectrograph



# Compact Fluorescent Lamp Spectrograph





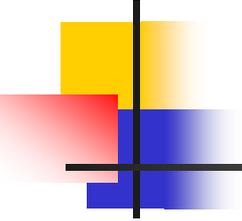
# Spectrometer

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**Electronic images recorded by digital camera can be processed to become a spectrometer.**

**Curved spectral lines must be straightened.**

**Straightened spectral lines must be integrated vertically to form accurate spectrum.**



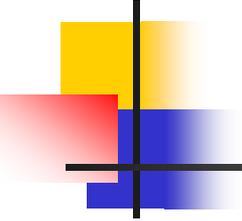
# **Straighten Curves**

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**Assume spectral lines are on concentric circles.**

**Take 3 points on a spectral line to determine the center of all concentric circles.**

**Move pixels on a concentric circle to a straight line.**



# 3 Points on a Circle

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**$A(x_1, y_1); B(x_2, y_2); C(x_3, y_3)$**

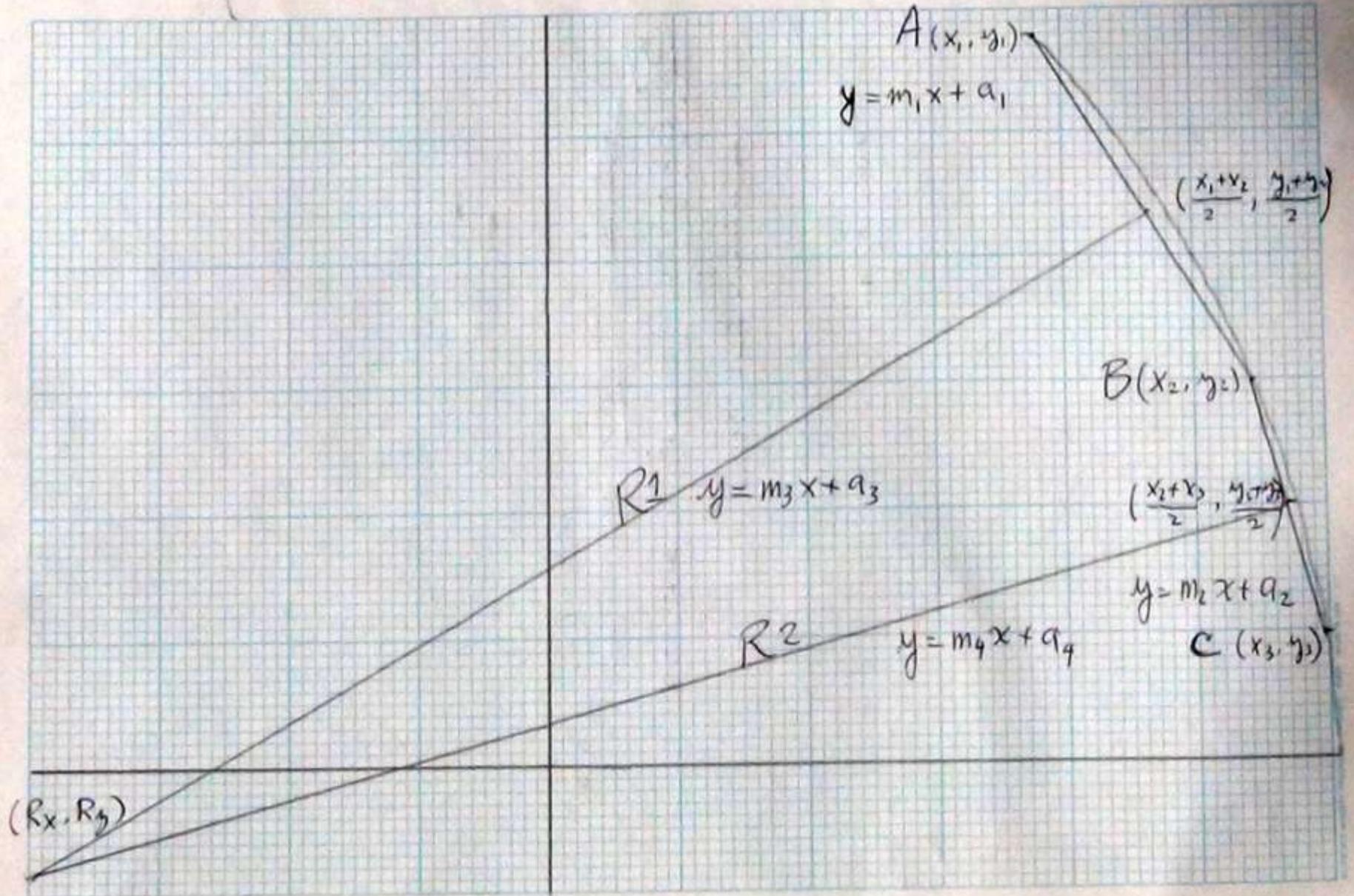
**AB:  $y = h_1 * x + a_1$**

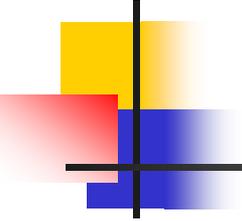
$$h_1 = (y_2 - y_1) / (x_2 - x_1)$$

**BC:  $y = h_2 * x + a_2$**

$$h_2 = (y_3 - y_2) / (x_3 - x_2)$$

# 3 Points on a Circle





## 2 Bisecting Lines

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**M1:  $y=h_3*x+a_3$**

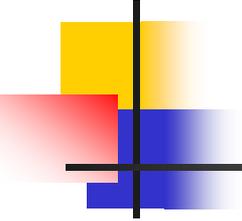
**$h_3=-1/h_1$**

**$a_3=(y_2+y_1)/2 + (x_2+x_1)/2/h_1$**

**M2:  $y=h_4*x+a_4$**

**$h_4=-1/h_2$**

**$a_4=(y_3+y_2)/2 + (x_3+x_2)/2/h_2$**



# Center of Circle

---

**$R(x_4, y_4)$  is at intersect of  $M_3$  and  $M_4$ :**

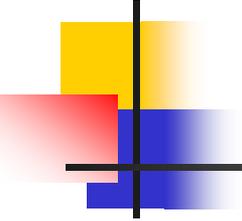
$$y_4 = h_3 * x_4 + a_3$$

$$y_4 = h_4 * x_4 + a_4$$

**Solve these two equations to get center of circle:**

$$x_4 = -(a_4 - a_3) / (h_4 - h_3)$$

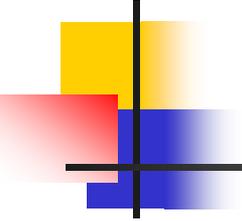
$$y_4 = h_3 * x_4 + a_3$$



# Center of Circle

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**A spreadsheet was used to compute centers of circle for spectral lines in two spectrographs of compact fluorescent lamps.**

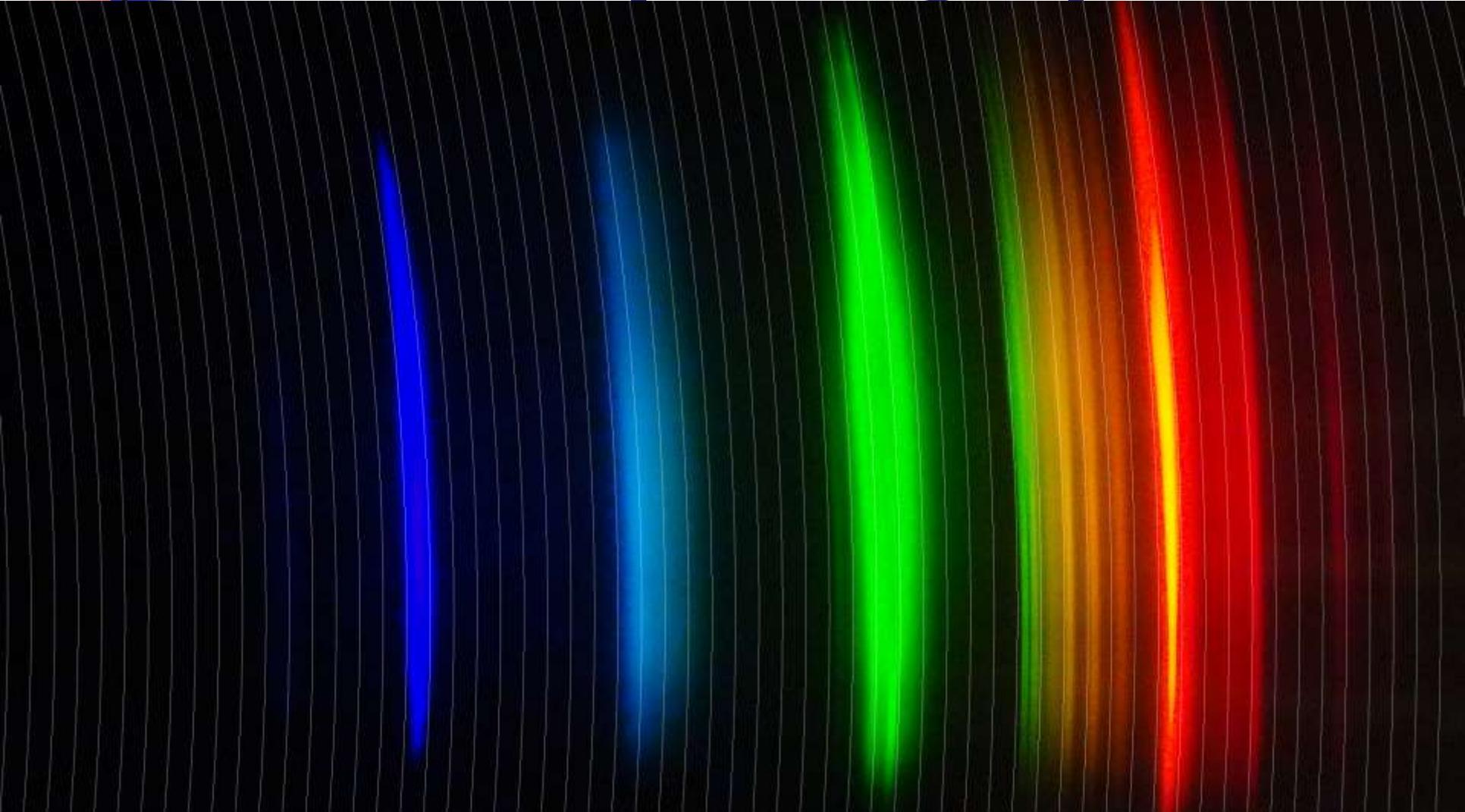


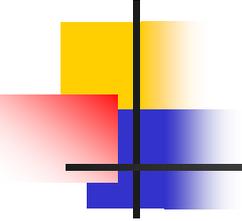
# **Straighten Spectral Lines**

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- 1. Scan top row in a spectrograph.**
- 2. For each pixel, draw a circle over spectrograph.**
- 3. Read each pixel on circle, and store it in the corresponding pixel in a vertical column.**
- 4. Sum all pixels to form one spectral trace.**

# Concentric Circles on a Spectrograph





# Draw a Circle in 1<sup>st</sup> Quadrant

---

**For point  $(x,y)$  on a circle of radius  $R$**

$$\mathbf{RR = x * x + y * y = RR0}$$

**Move  $y$  to  $y-1$ ,  $RR$  is reduced to**

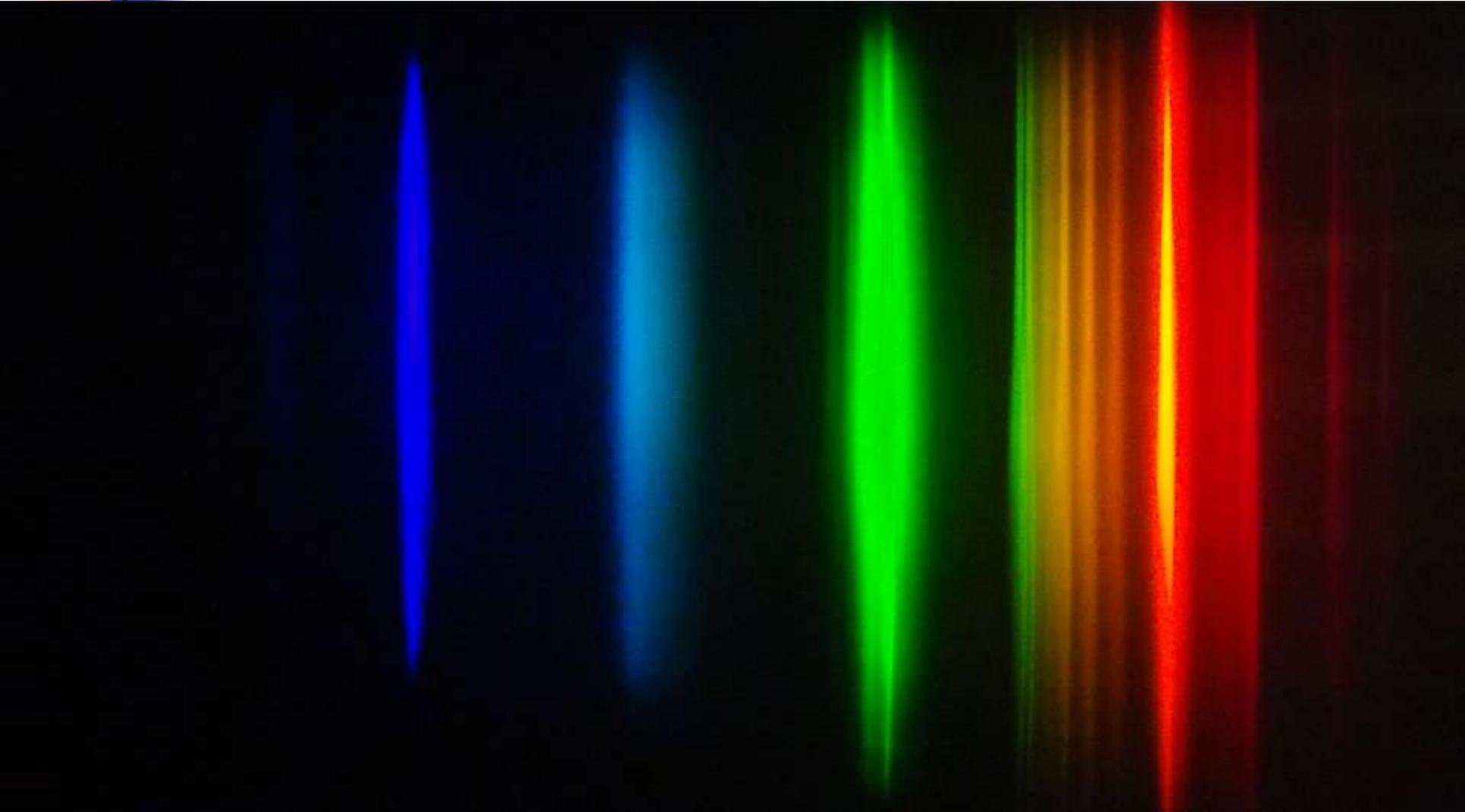
$$\mathbf{RR - 2y + 1}$$

**Move  $x$  to  $x+1$ ,  $RR$  is increased to**

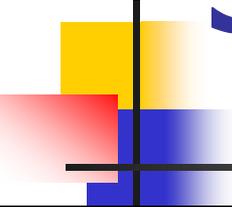
$$\mathbf{RR - 2y + 1 + 2x + 1}$$

**Increment  $x$ , until  $RR > RR0$ , then reduce it by 1. New  $(x,y)$  is always inside the circle, and  $RR$  is always  $x * x + y * y$ .**

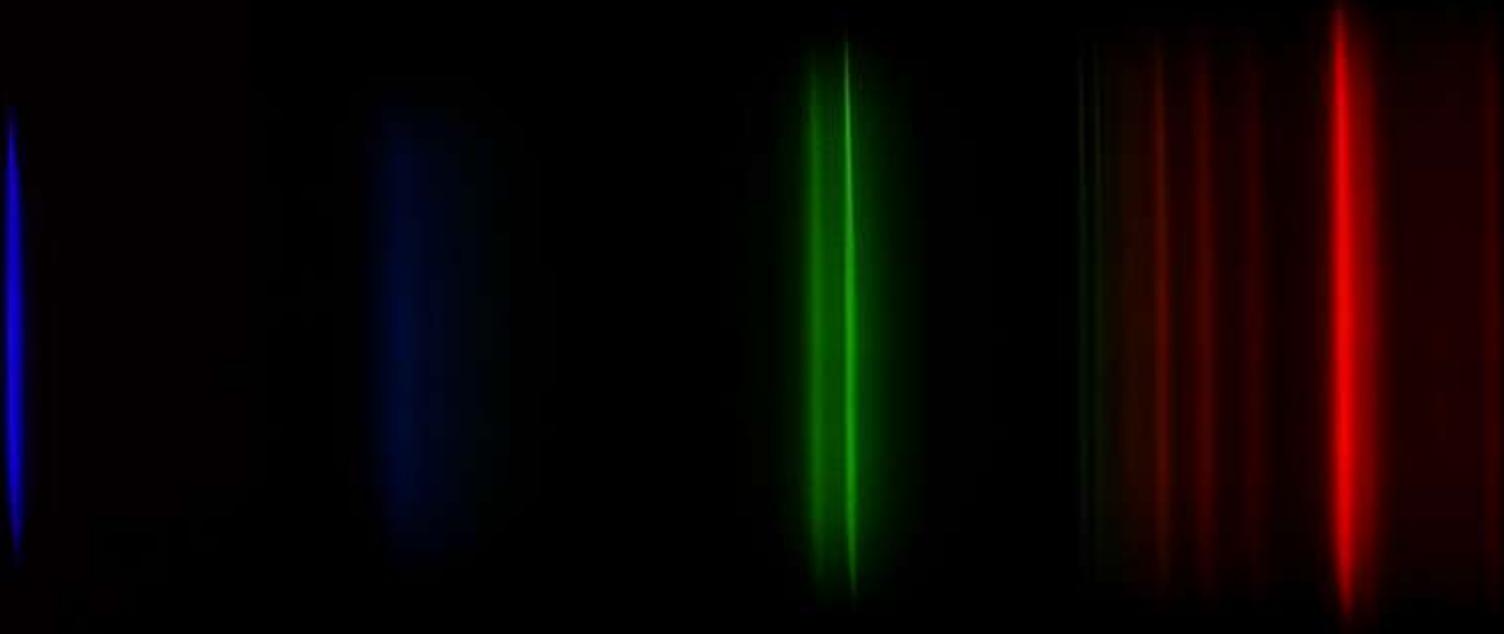
# Straightened Spectrograph



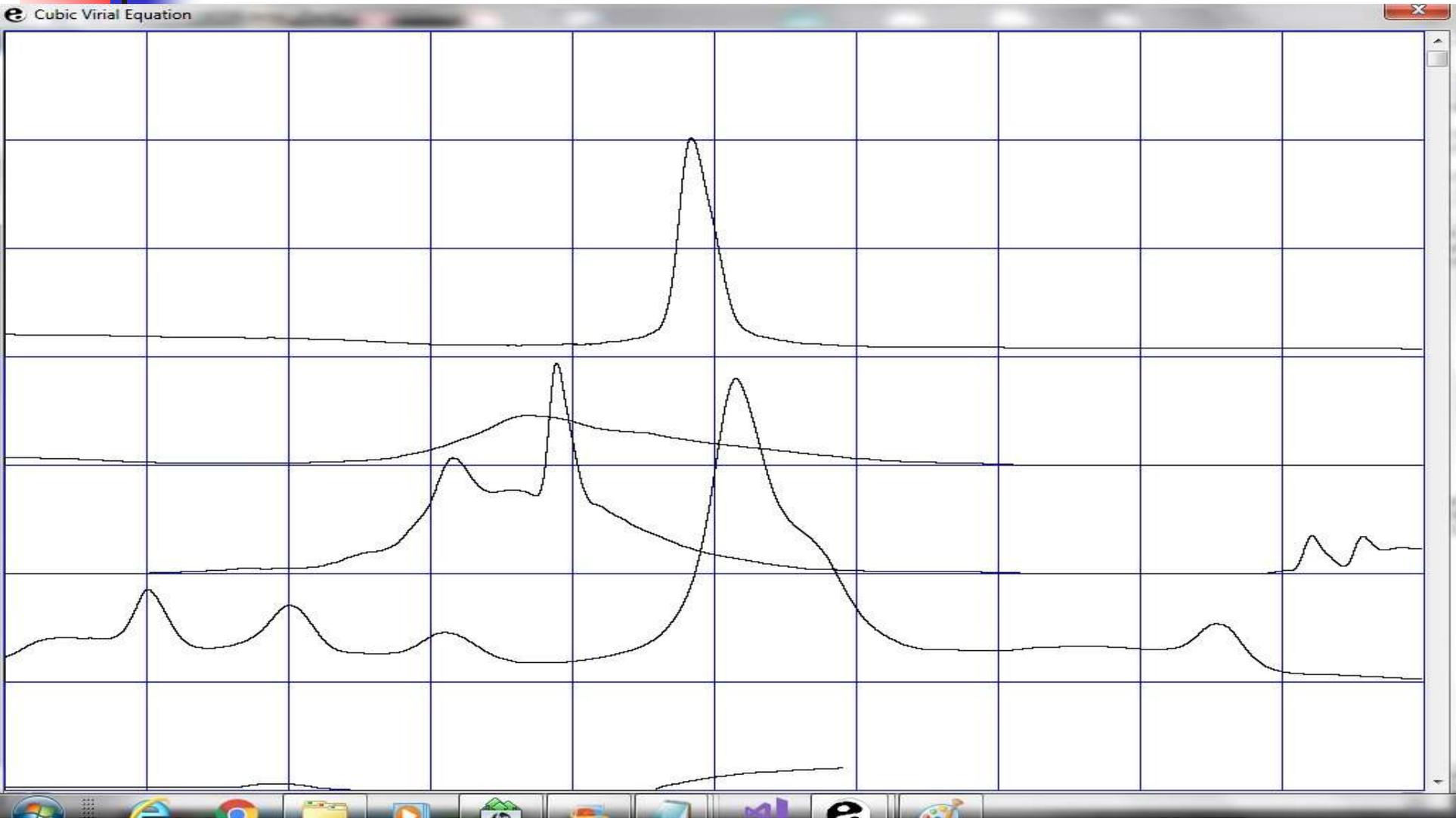
# Straightened Spectrograph



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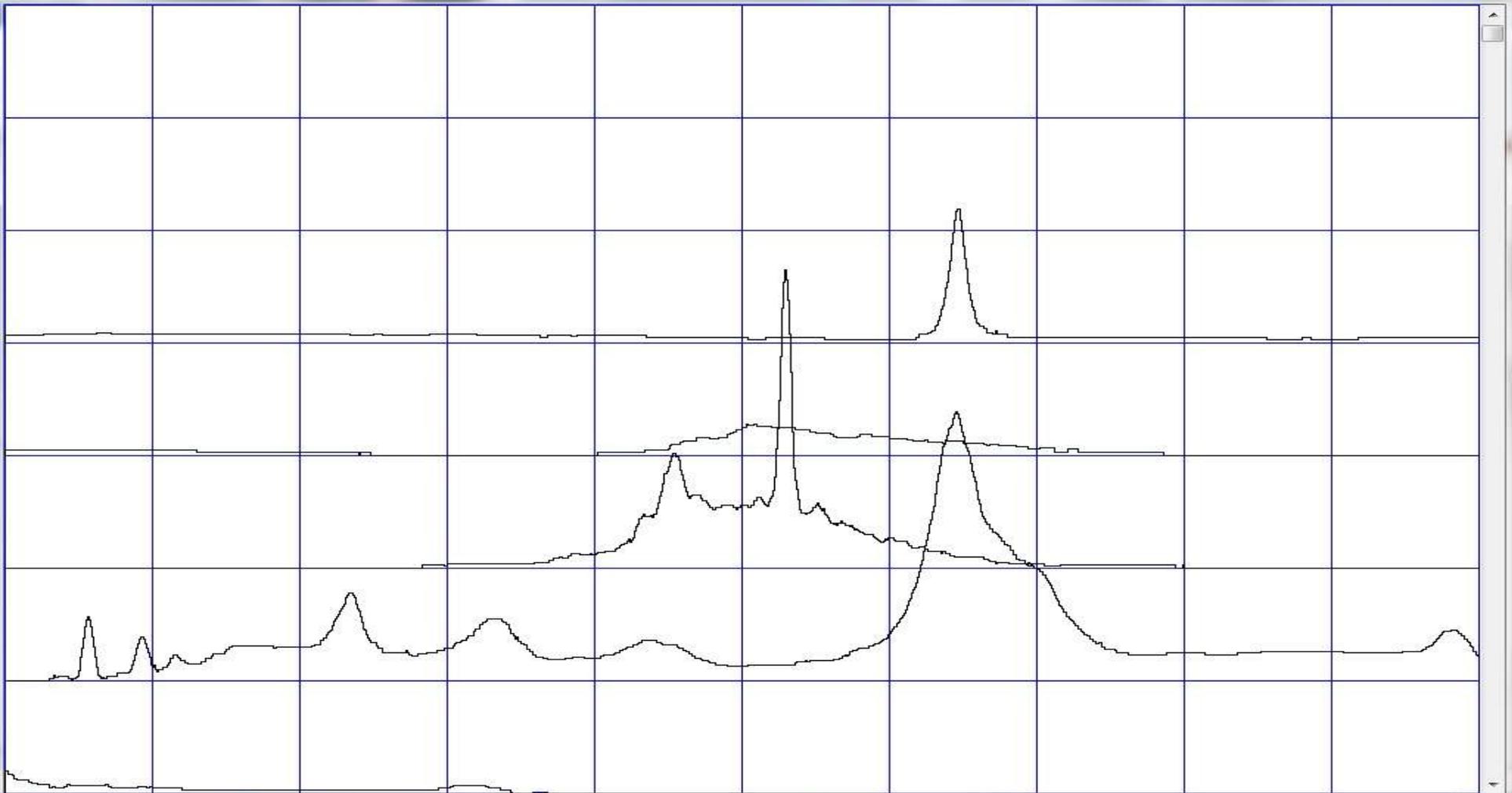


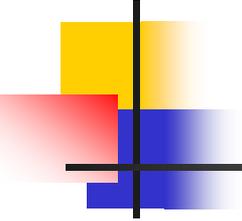
# Plot a Spectral Trace



# Plot a Spectral Line

Cubic Virial Equation



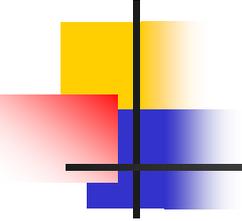


# Spectrophotometer

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**Accurate measurement of spectral line intensity for quantitative analyses of atoms and molecules.**

**Once we have a spectrometer, spectrophotometer is just another software layer.**

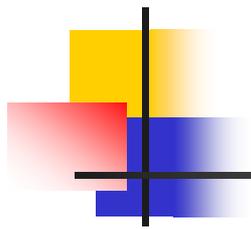


# Digital Camera is No Spectrometer Yet

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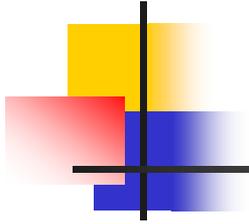
**To make a spectrometer, I need intimate control of camera, focal length, aperture, exposure, and instant downloading image.**

**USB3 cameras will allow these capabilities, but they are not yet available commercially.**



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**Questions?**



**Thank you very much.**