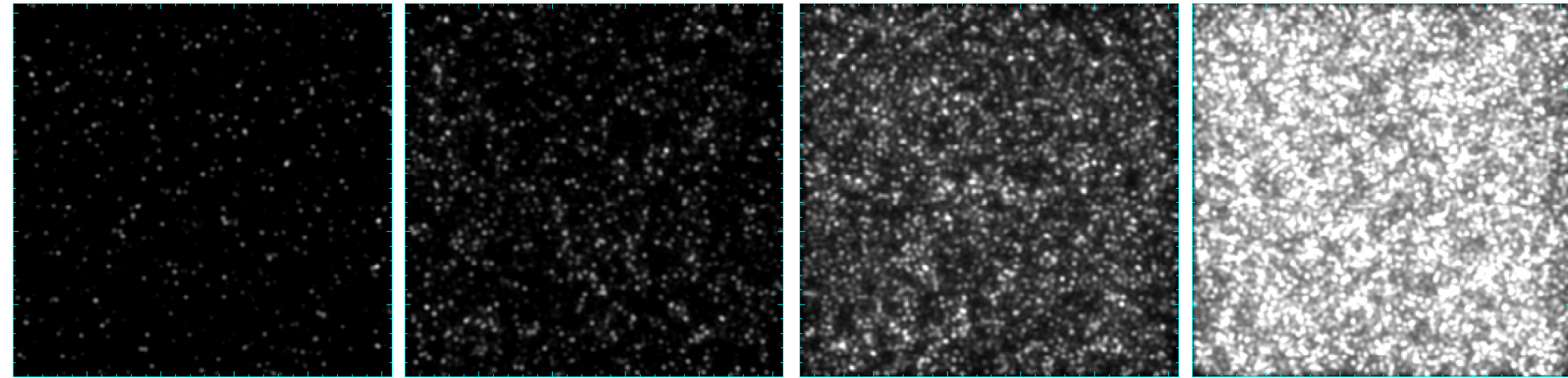




# Resolved stellar populations

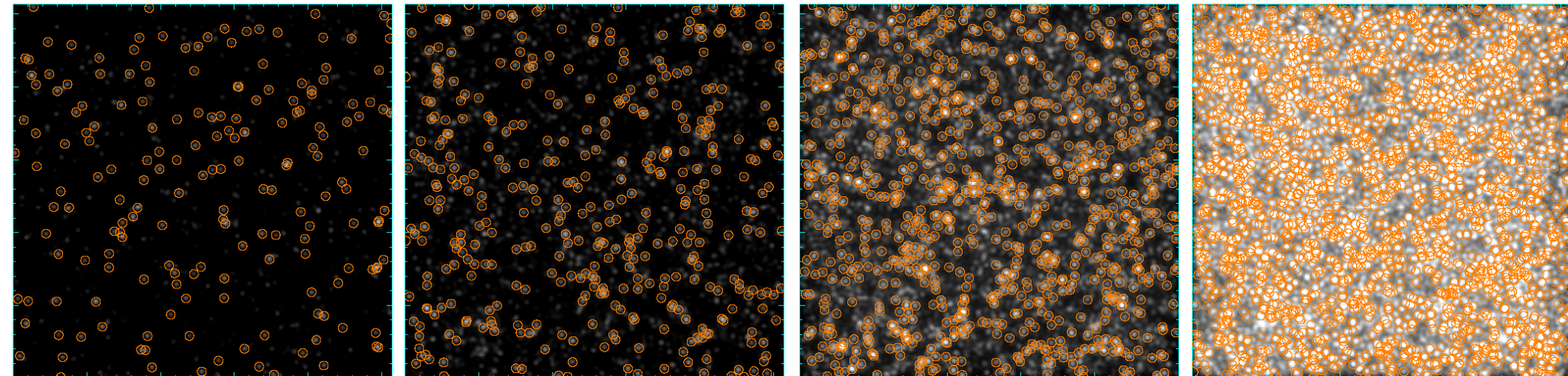


$\langle \mu_V \rangle = 21$

20

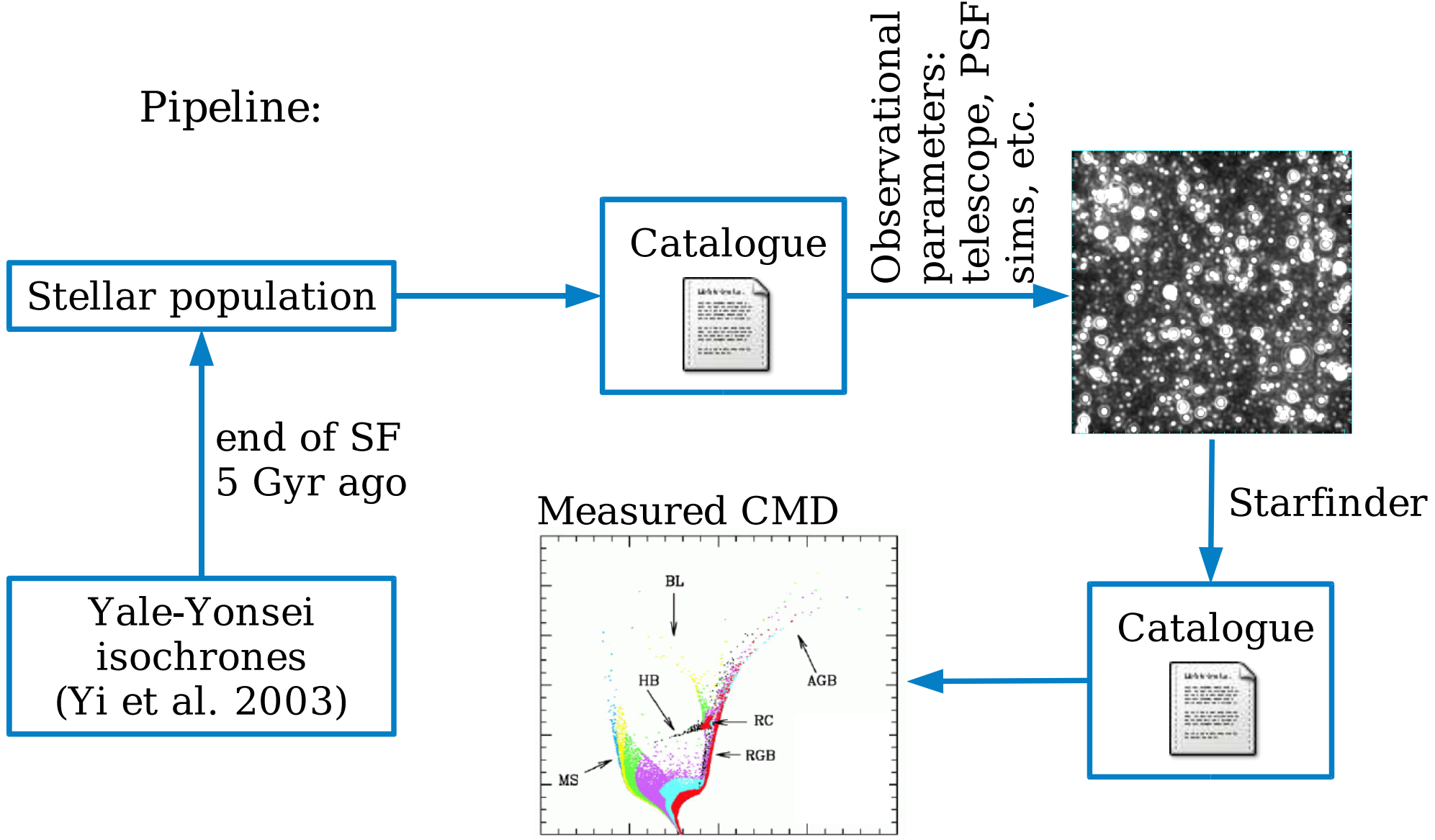
19

18 mag/arcsec<sup>2</sup>



# Resolved stellar populations

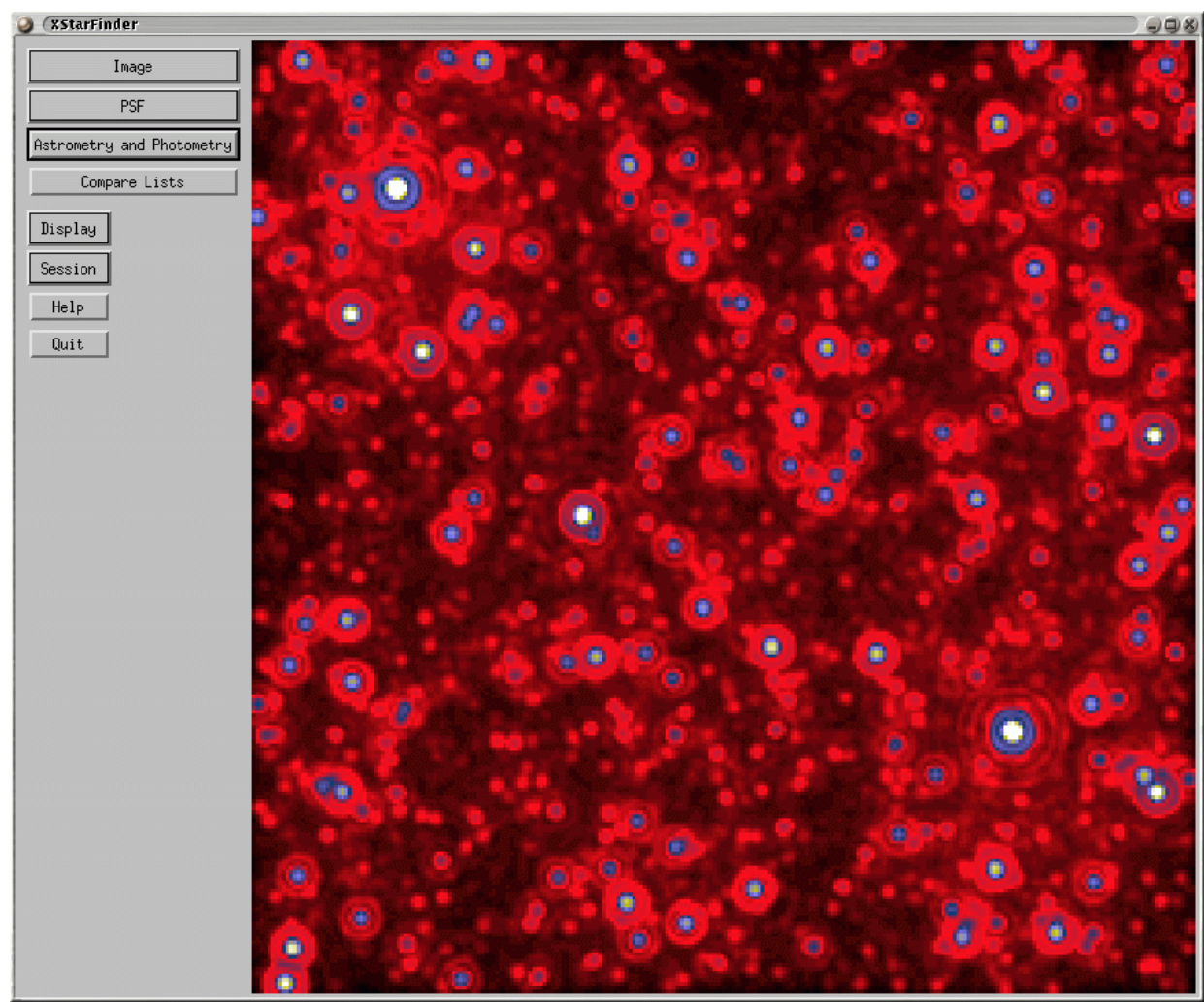
Pipeline:



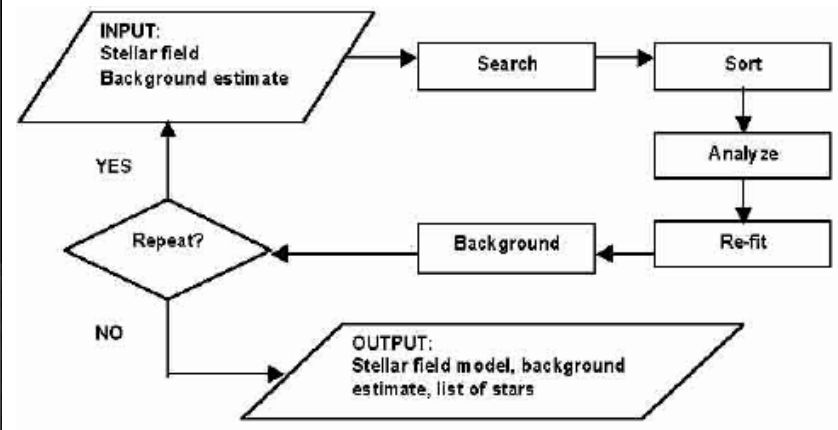


# Resolved stellar populations

PSF photometry – StarFinder (Diolaiti et al. 2000):



- Interactive
- Can determine PSF from image
- Iterative procedure:



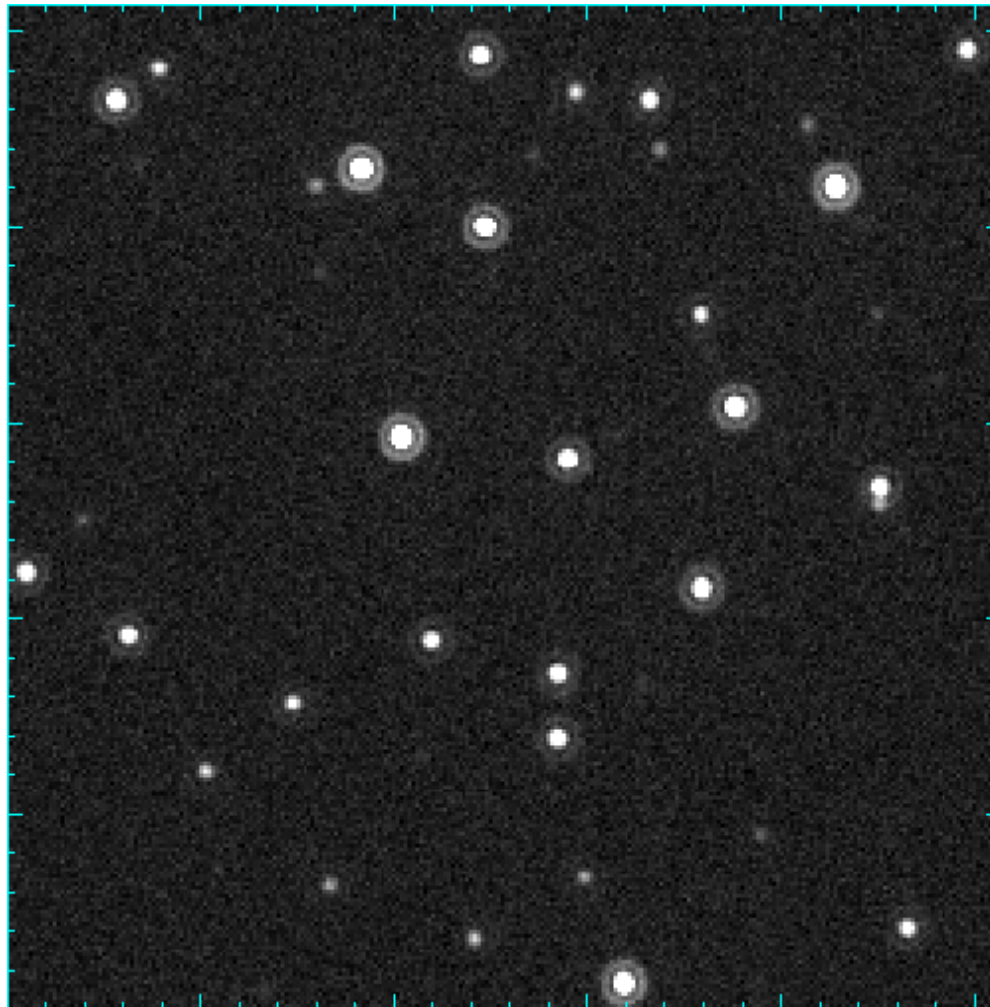
- BUT: bugs/unexplained behaviour have slowed recent progress





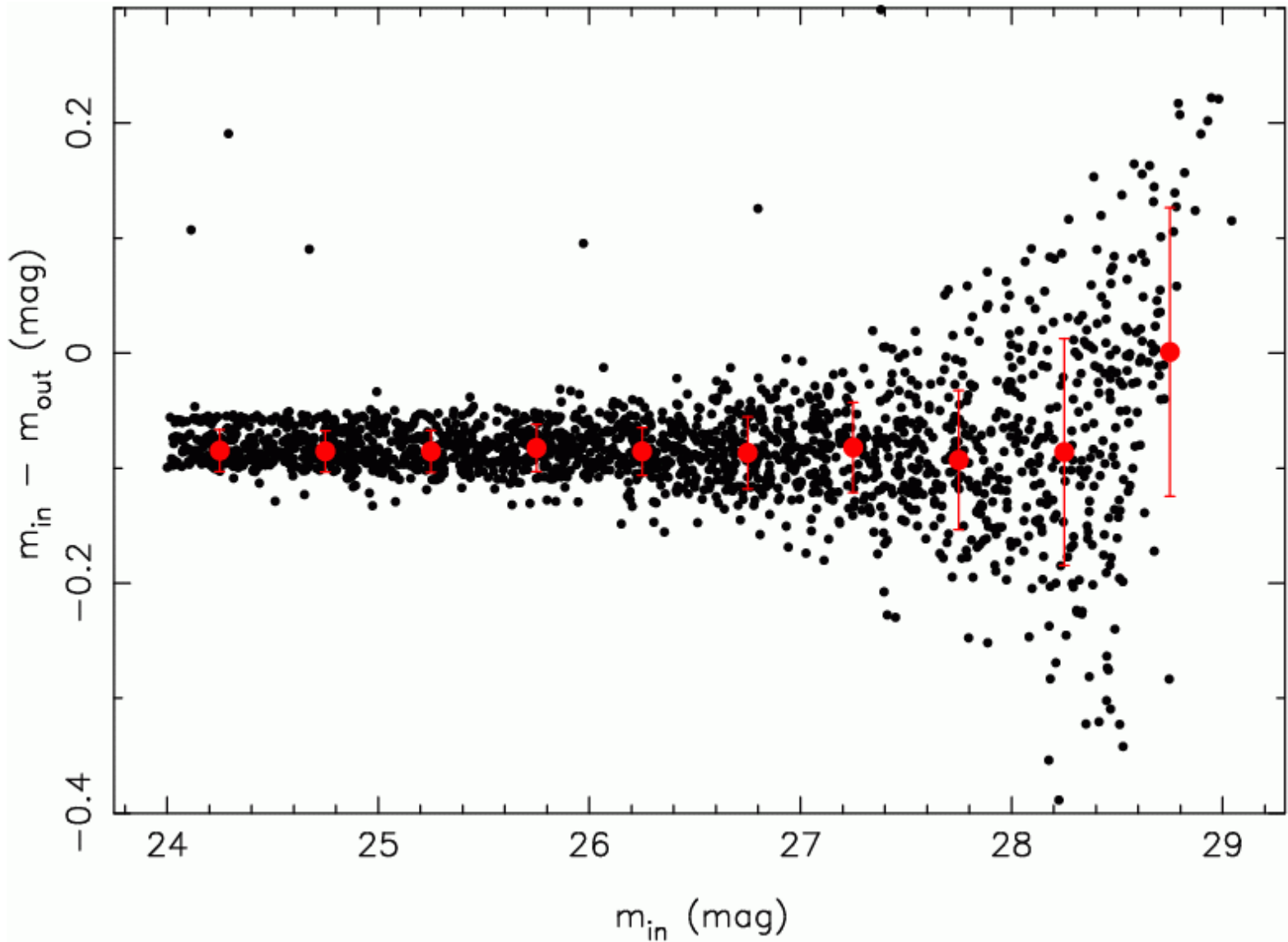
# Resolved stellar populations

Photometry of uncrowded fields:



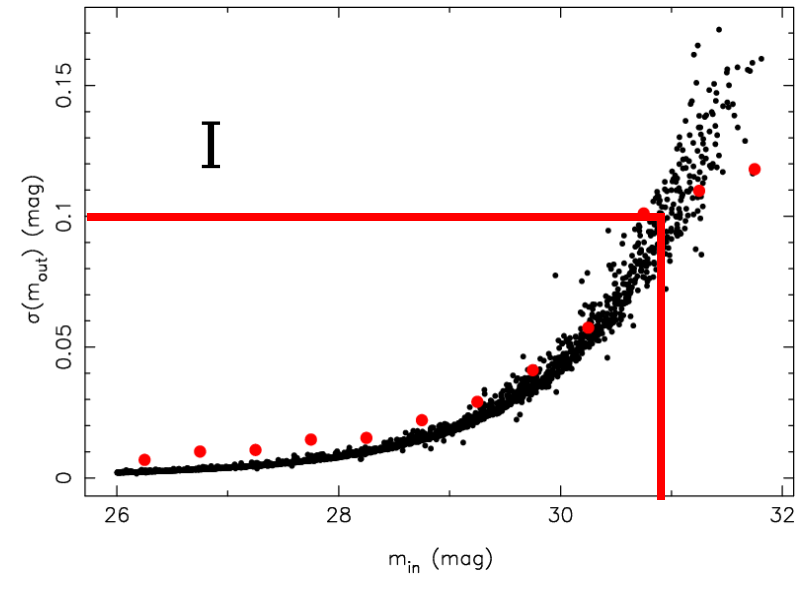
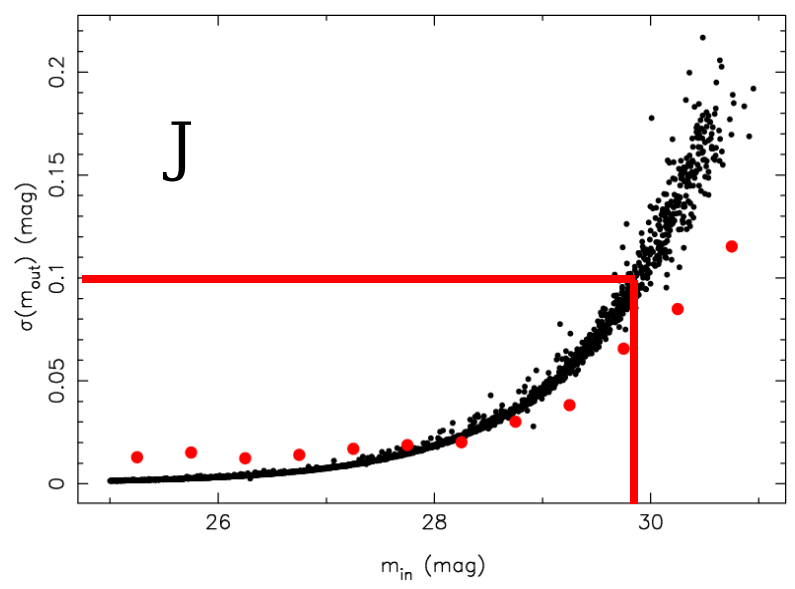
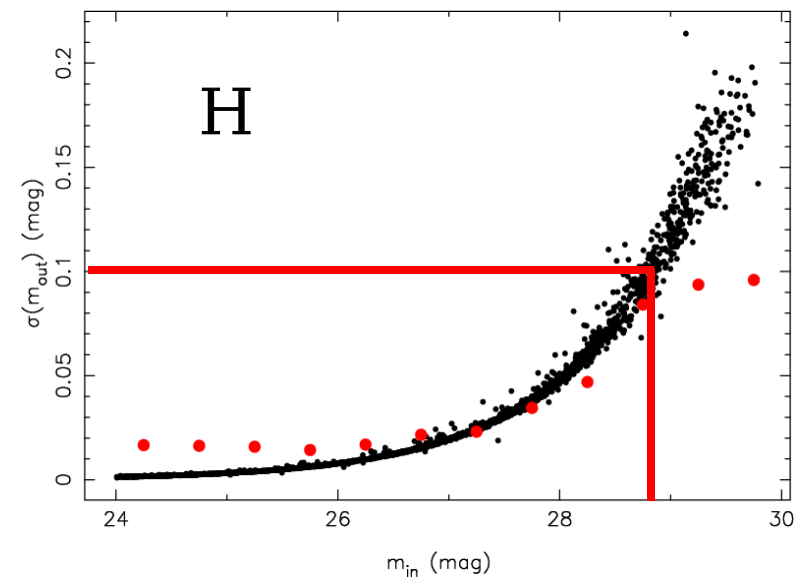
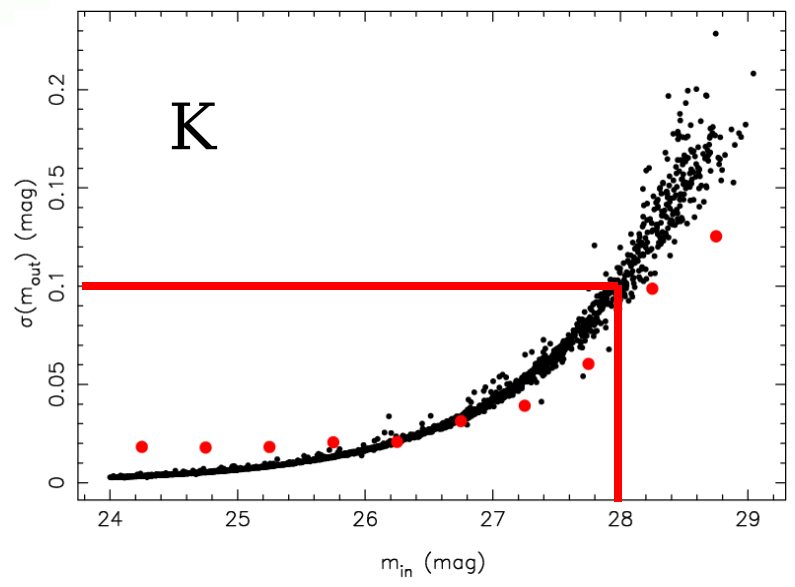
# Resolved stellar populations

Photometry of uncrowded fields, 10h integration:



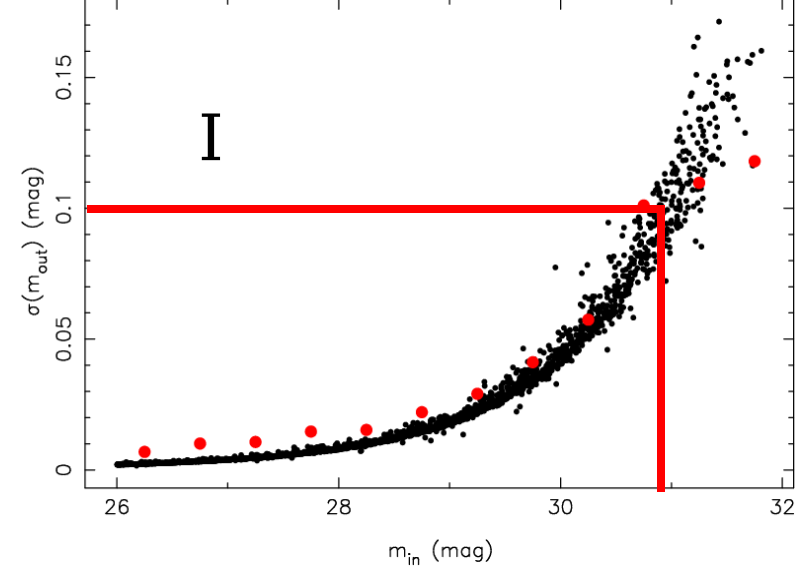
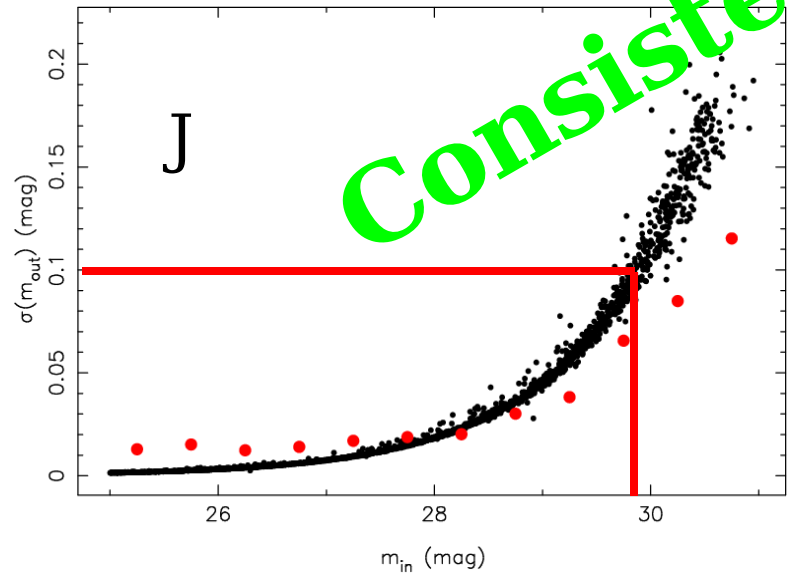
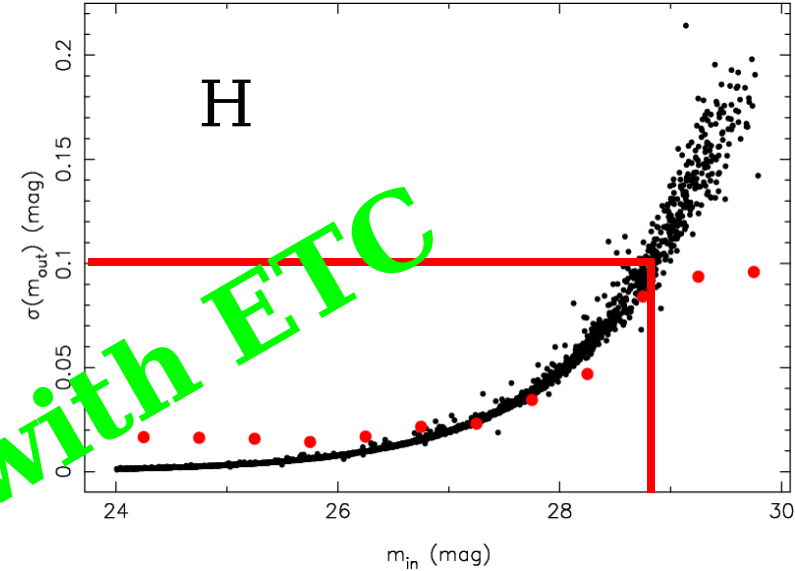
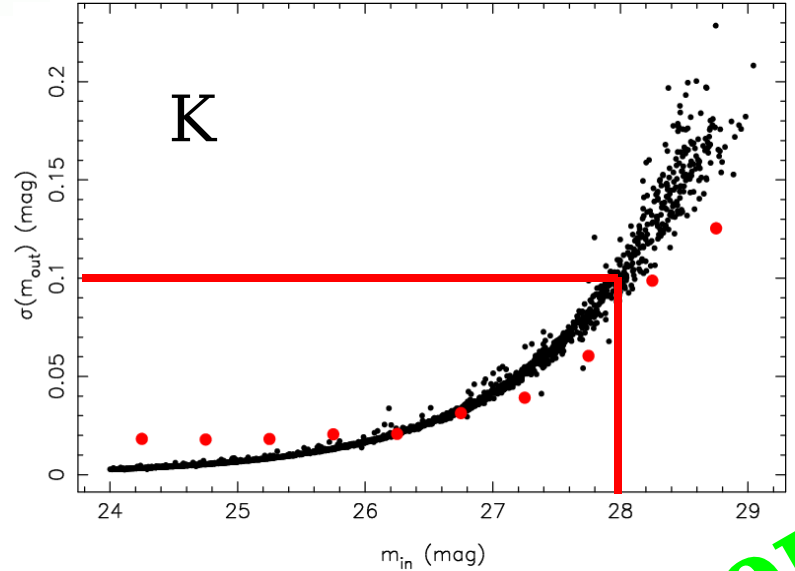


# Resolved stellar populations





# Resolved stellar populations



Consistent with ETC



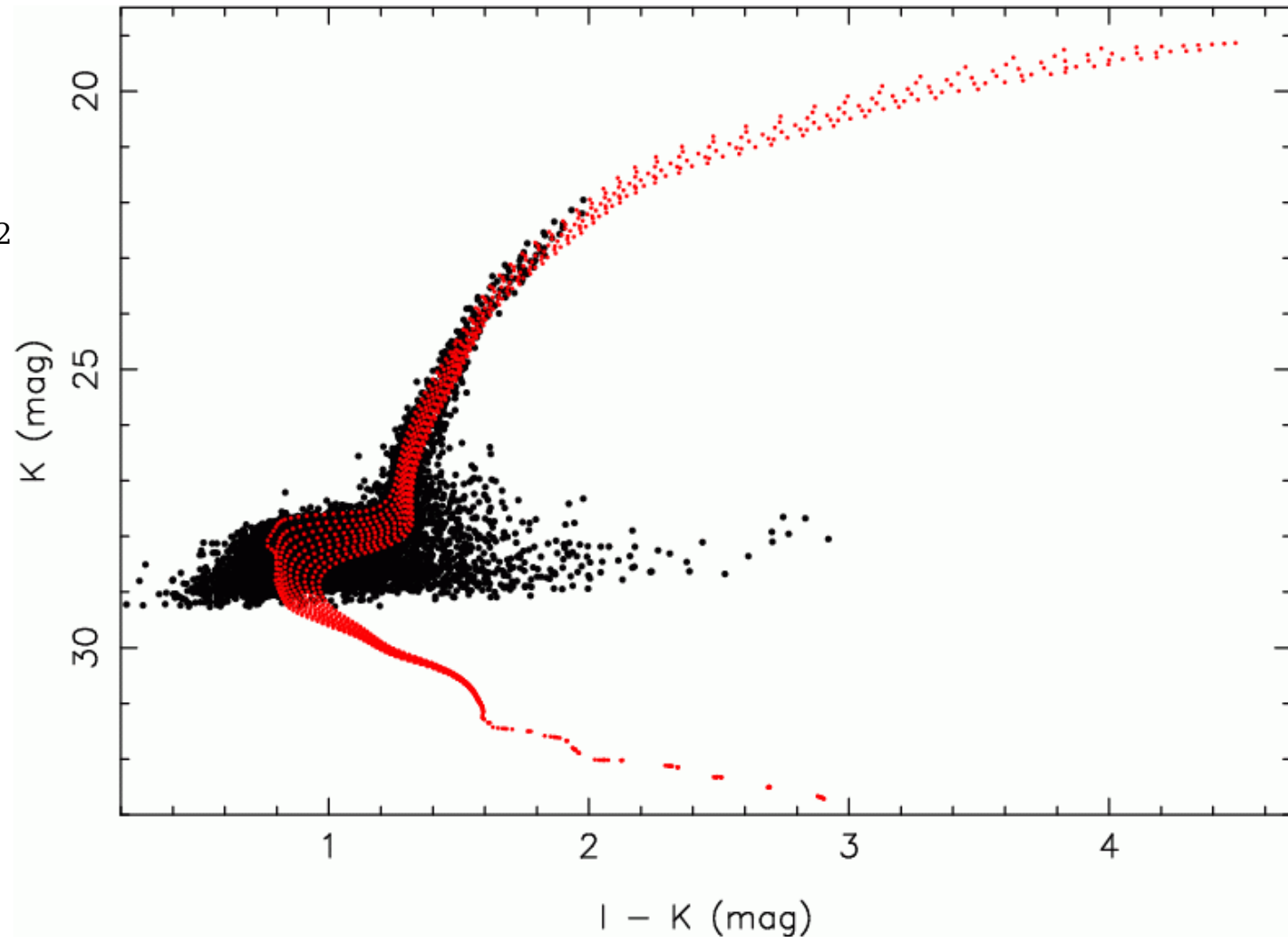
# Resolved stellar populations

DM = 26 mag

$\langle \mu_V \rangle = 22 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $3.6 \times 3.6$   
=  $13 \text{ arcsec}^2$







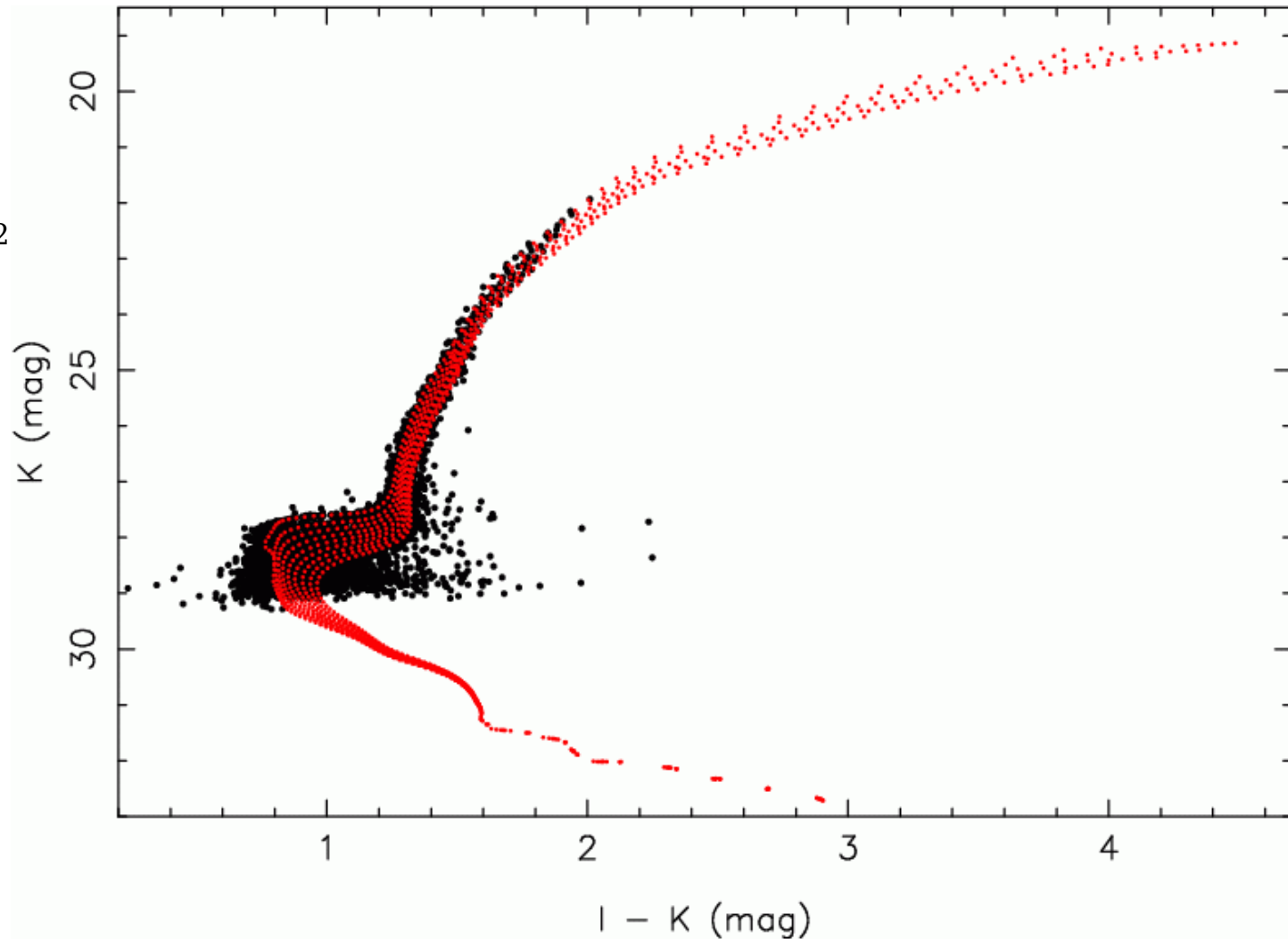
# Resolved stellar populations

DM = 26 mag

$\langle \mu_V \rangle = 24 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

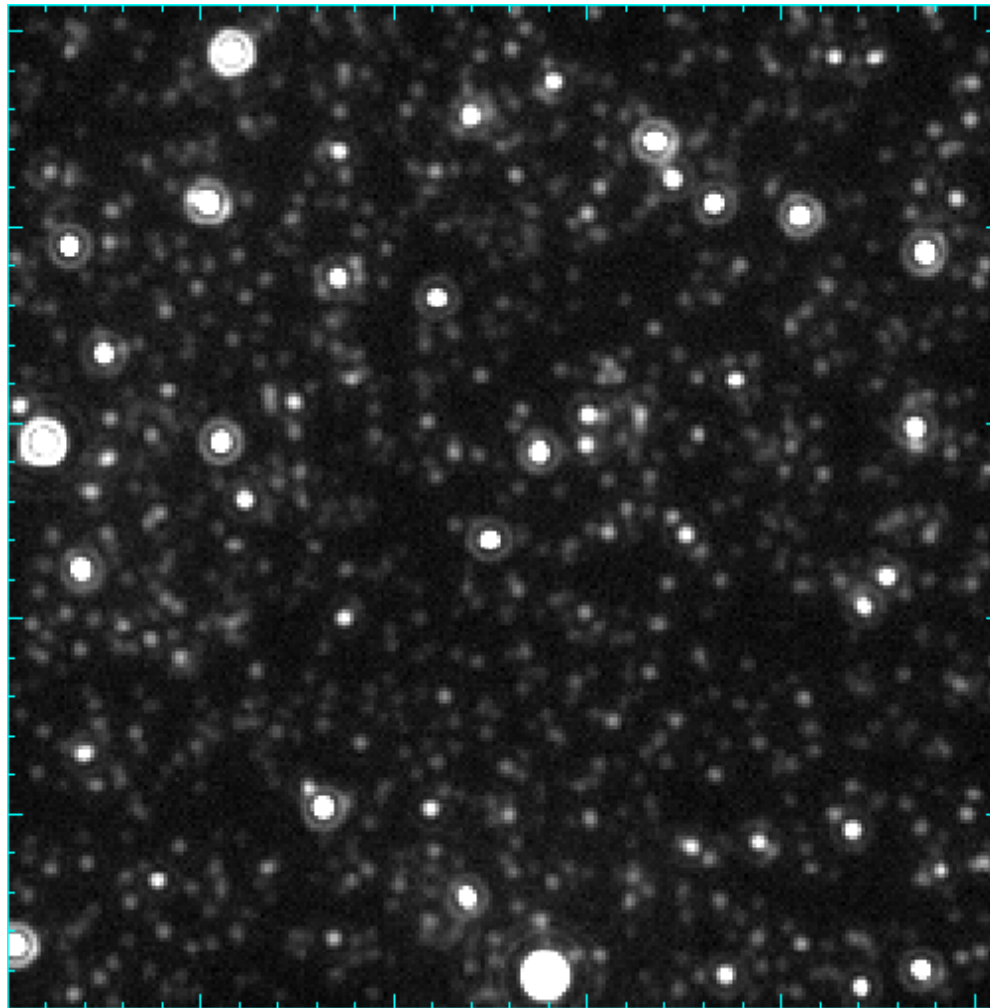
FoV =  $9.1 \times 9.1$   
=  $82 \text{ arcsec}^2$





# Resolved stellar populations

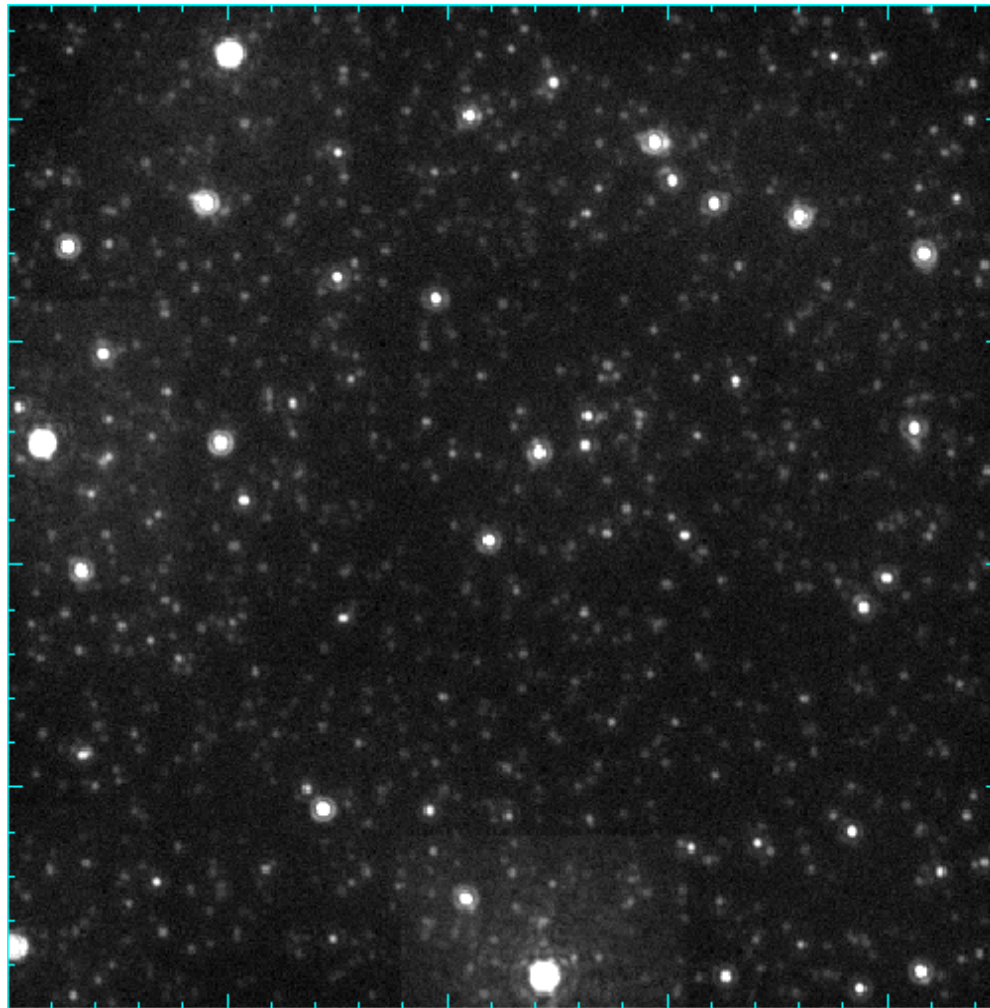
Original  
K-band





# Resolved stellar populations

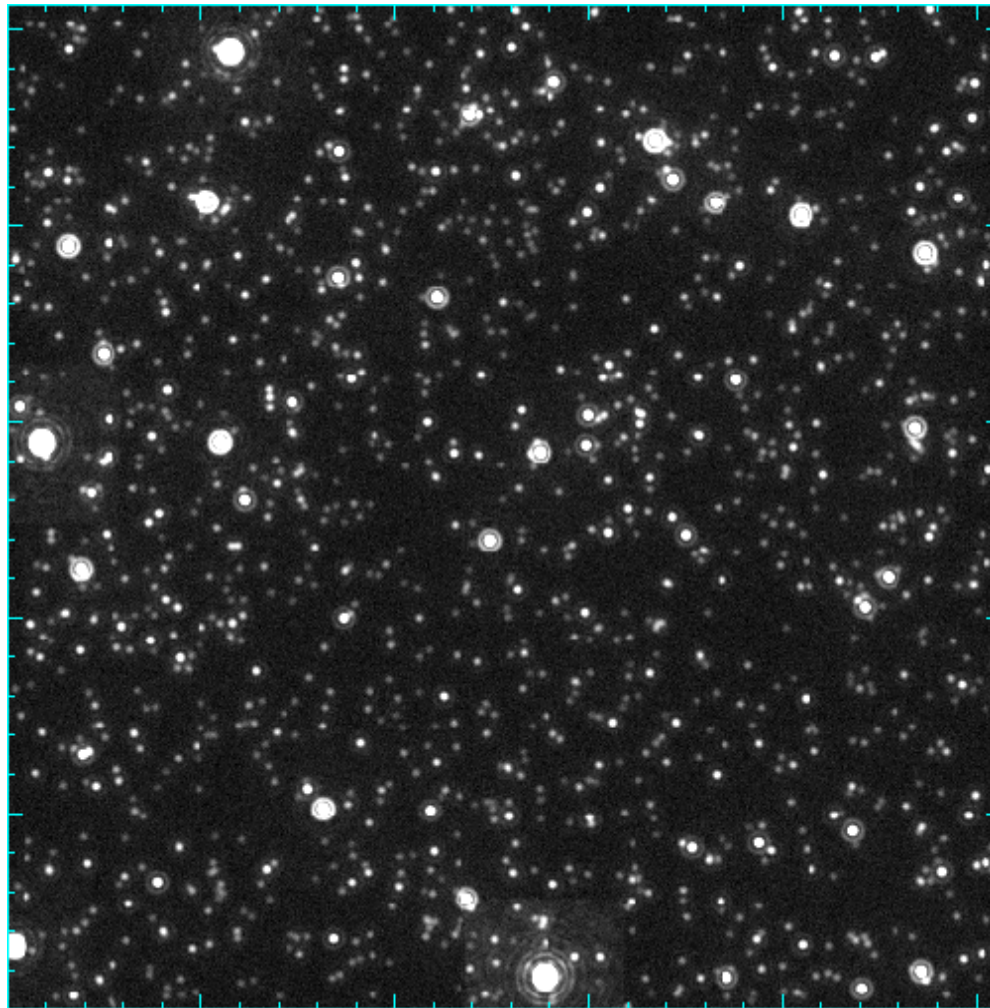
J-band PSF





# Resolved stellar populations

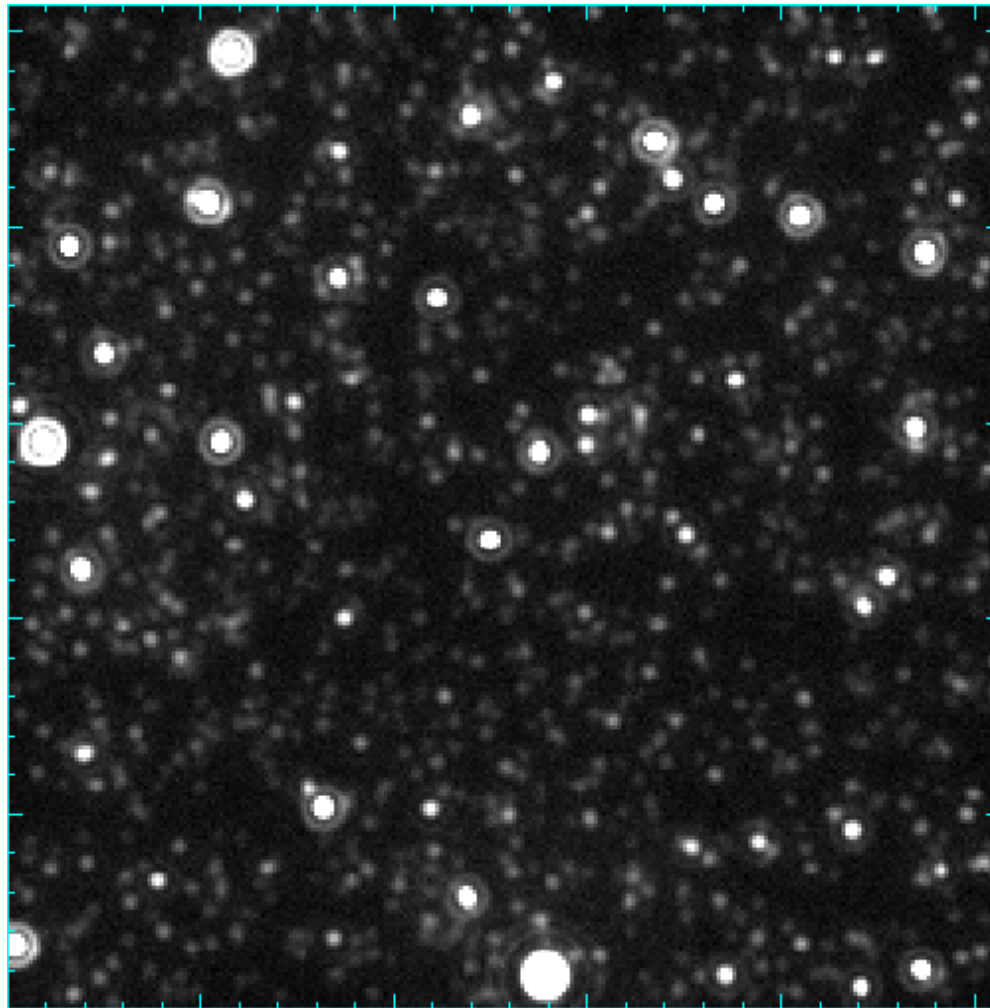
PSF scale / 2





# Resolved stellar populations

Original  
K-band







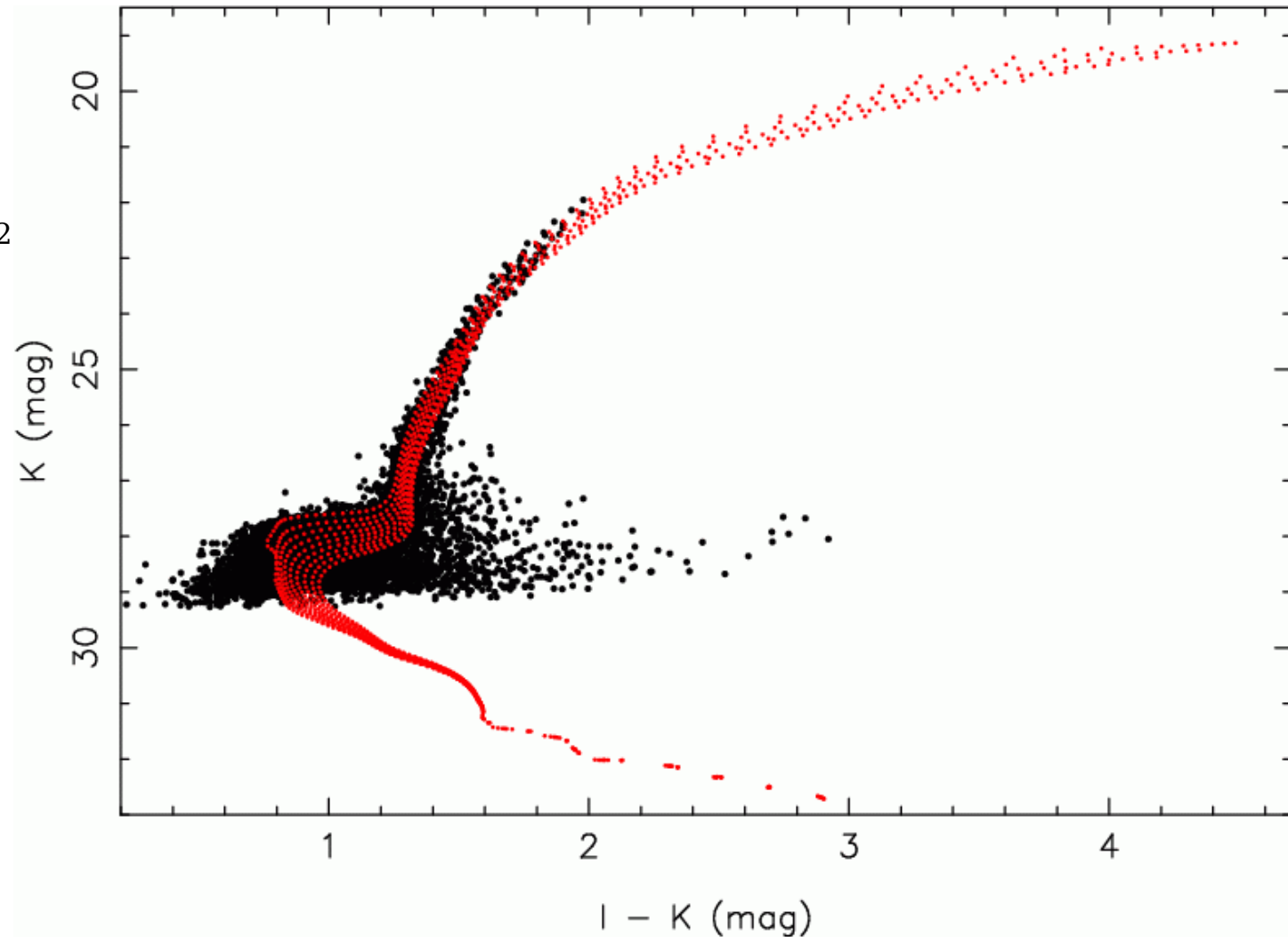
# Resolved stellar populations

DM = 26 mag

$\langle \mu_V \rangle = 22 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $3.6 \times 3.6$   
=  $13 \text{ arcsec}^2$





# Resolved stellar populations

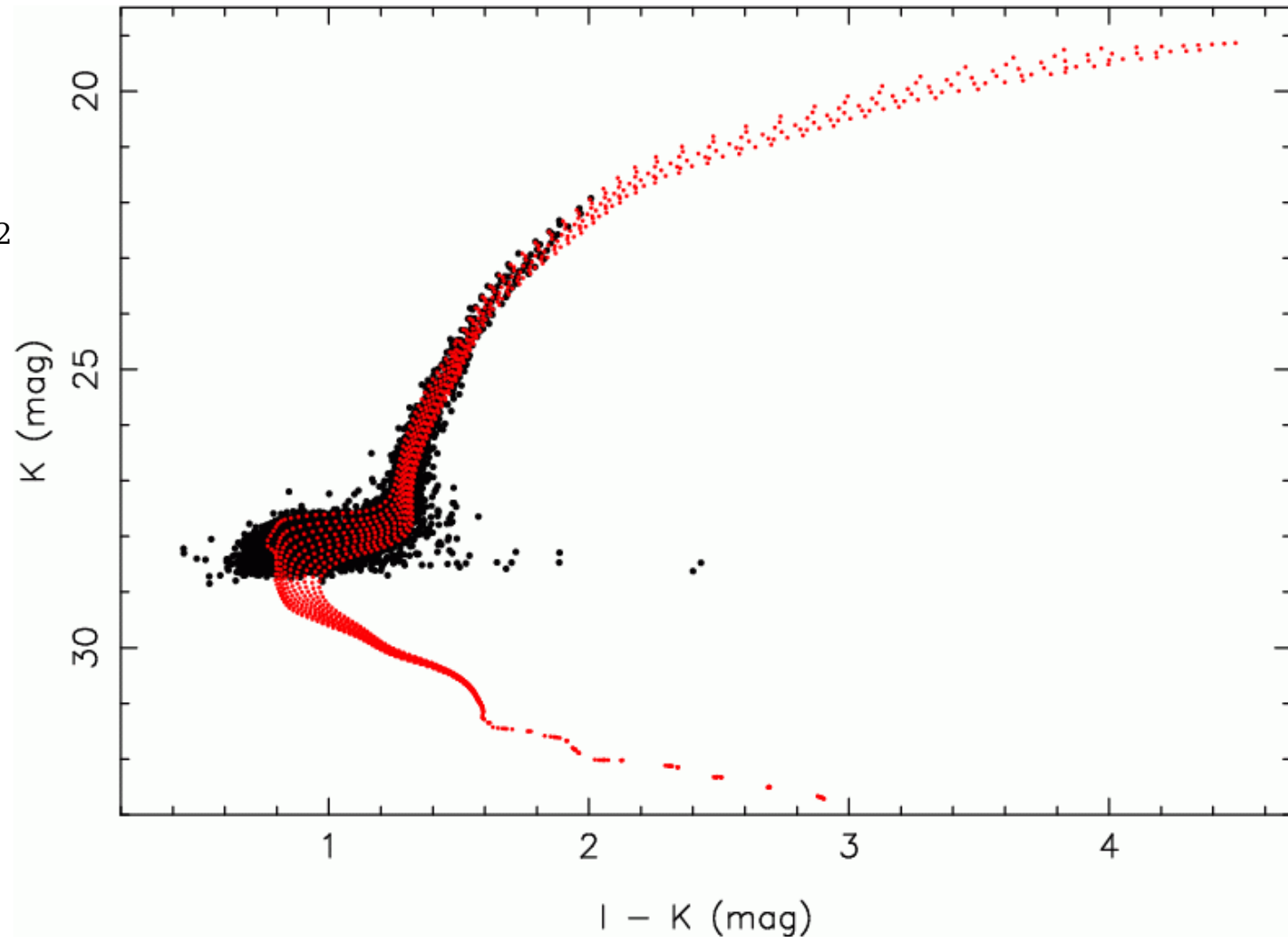
DM = 26 mag

$\langle \mu_V \rangle = 22 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $3.6 \times 3.6$   
=  $13 \text{ arcsec}^2$

PSF --> J-band PSF





# Resolved stellar populations

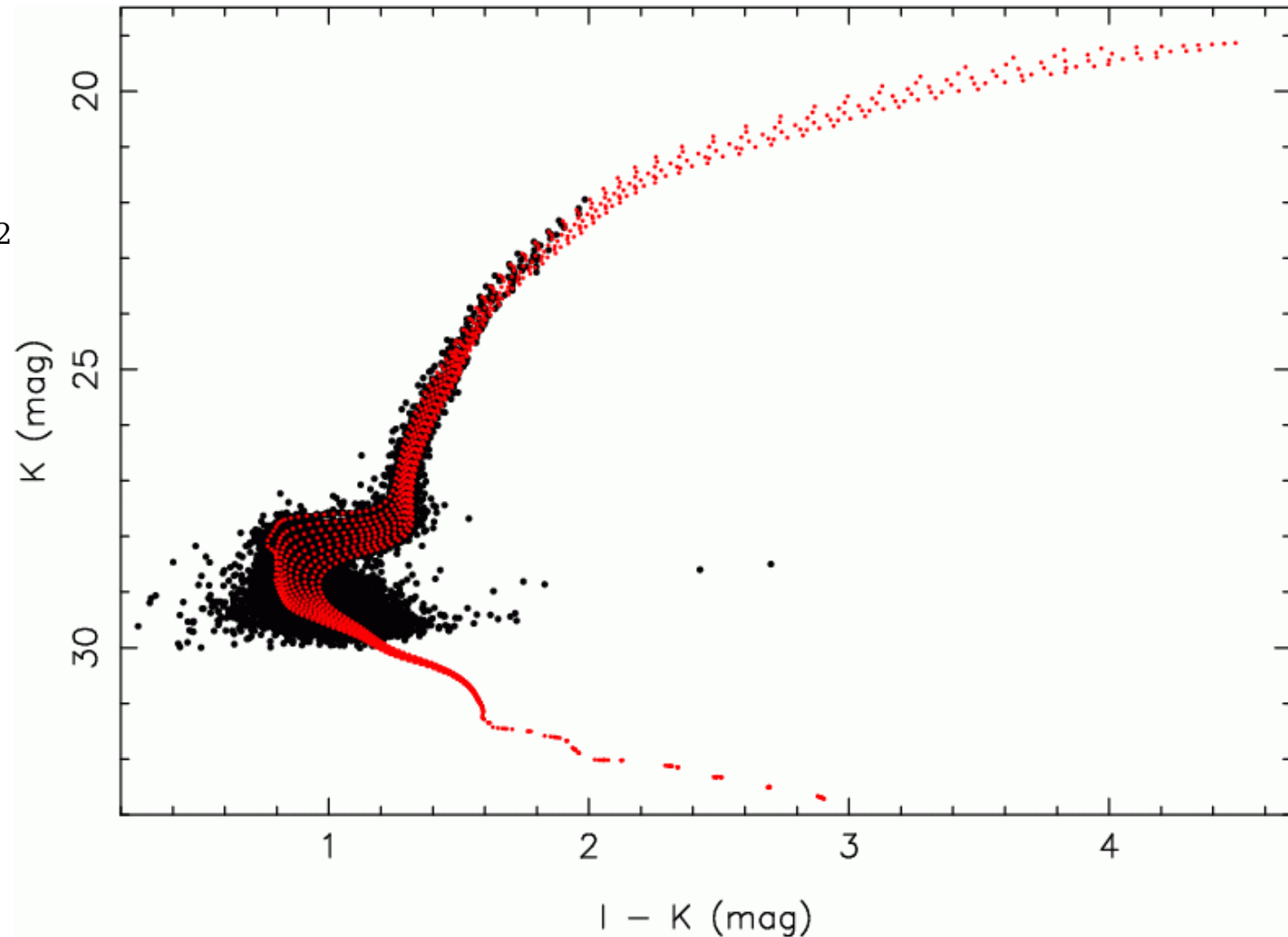
DM = 26 mag

$\langle \mu_V \rangle = 22 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $3.6 \times 3.6$   
=  $13 \text{ arcsec}^2$

PSF --> scale / 2





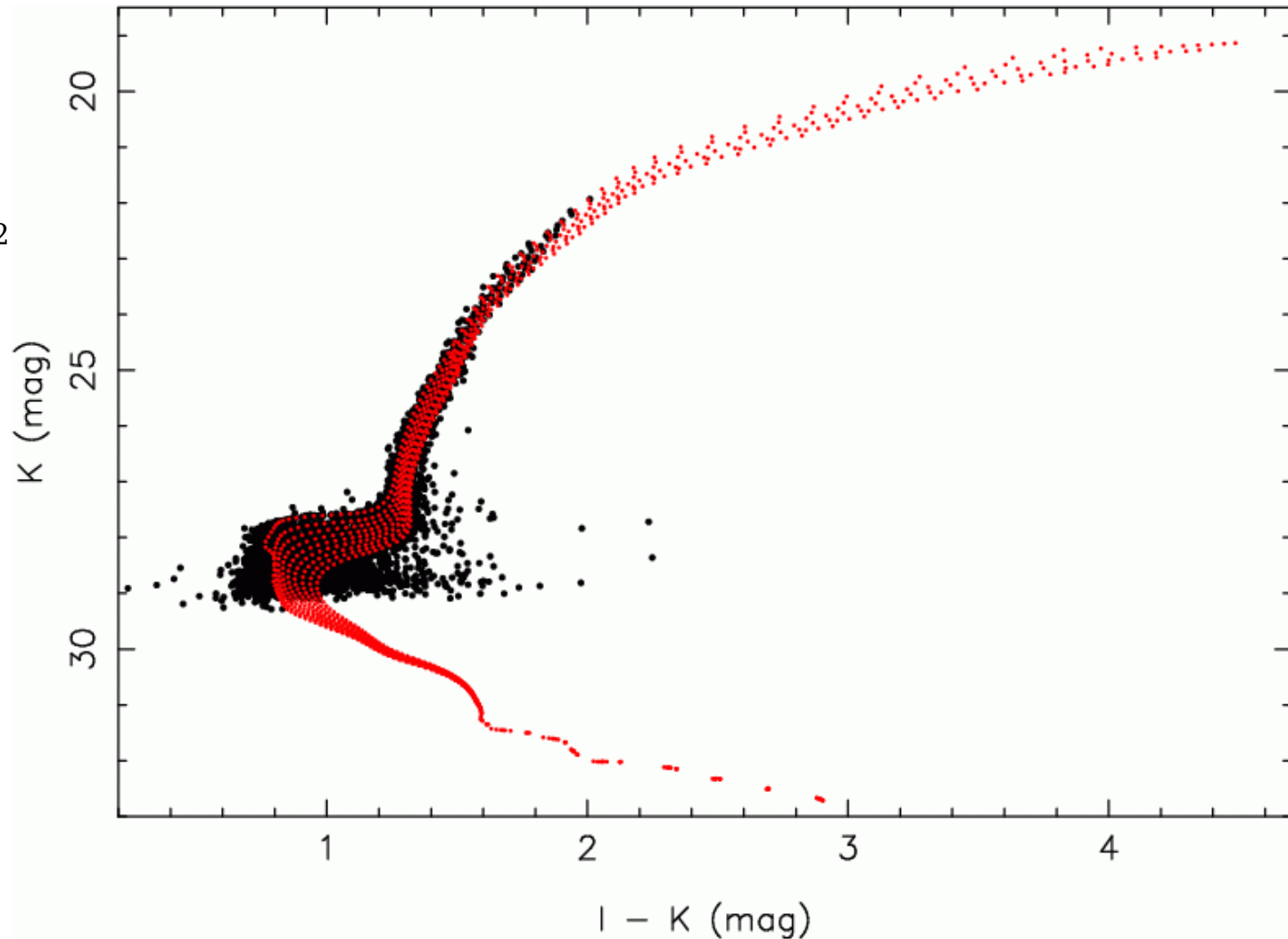
# Resolved stellar populations

DM = 26 mag

$\langle \mu_V \rangle = 24 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $9.1 \times 9.1$   
=  $82 \text{ arcsec}^2$





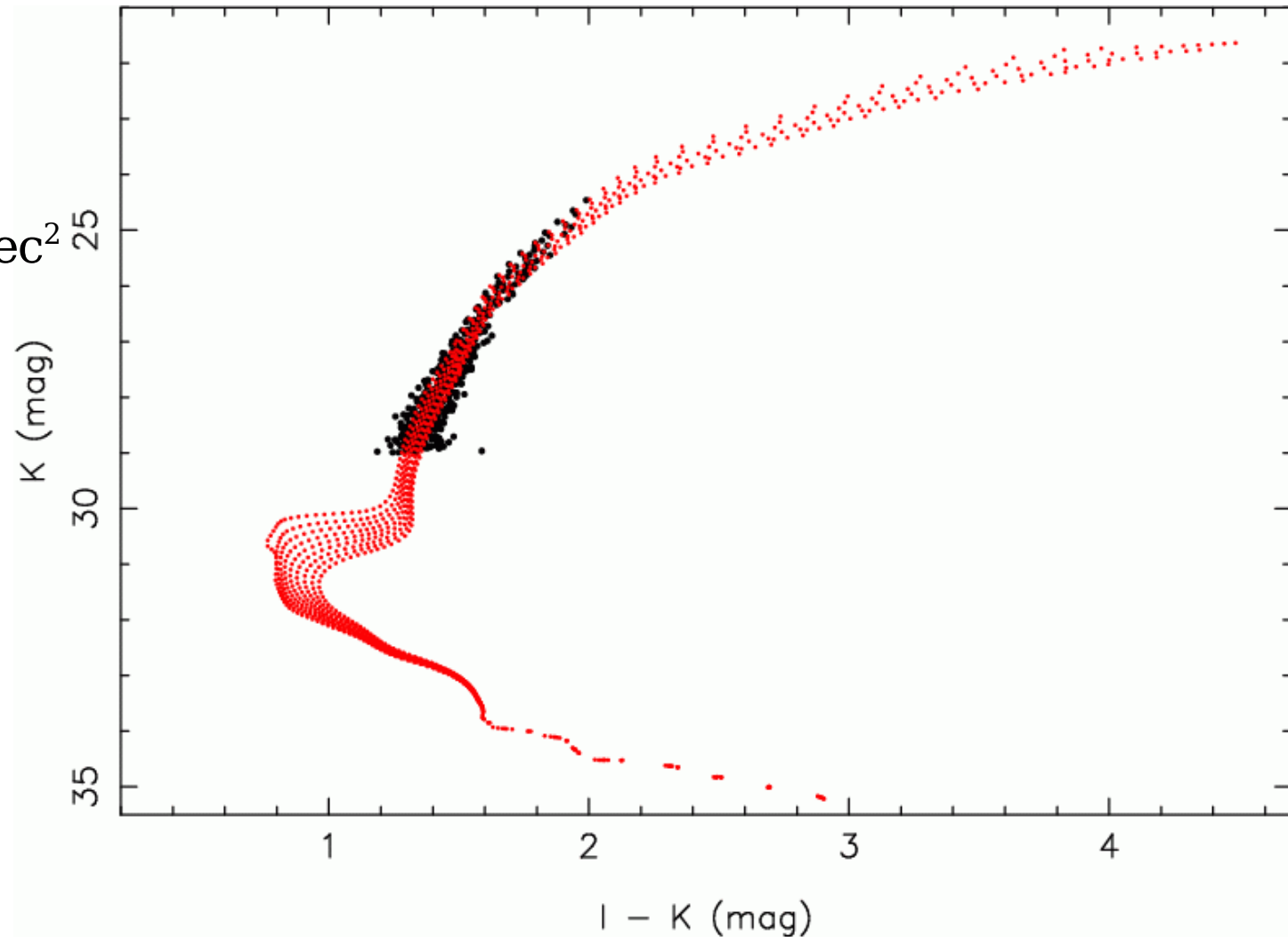
# Resolved stellar populations

DM = 28.5 mag

$\langle \mu_V \rangle = 26.5 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $9.1 \times 9.1$   
=  $82 \text{ arcsec}^2$







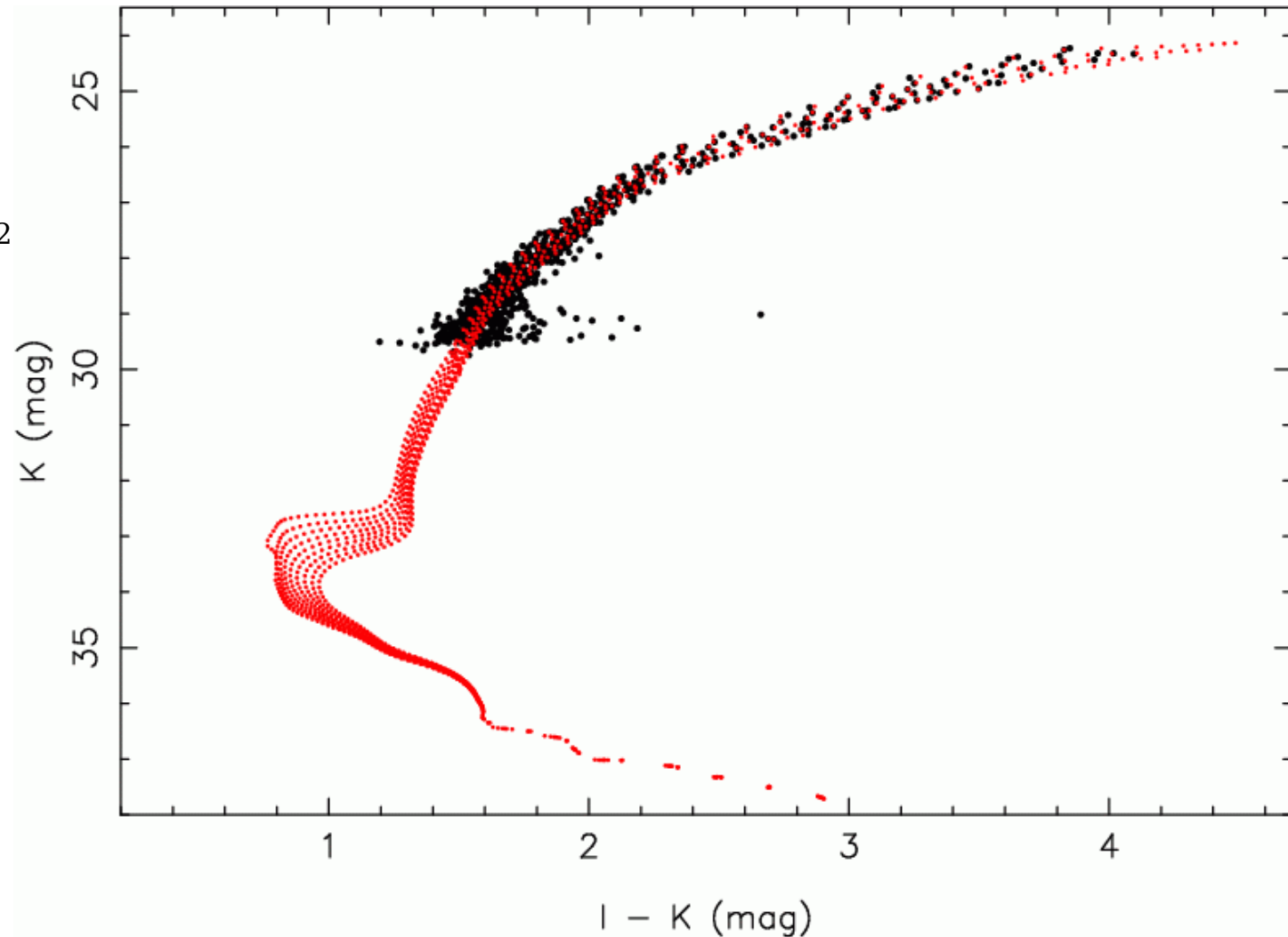
# Resolved stellar populations

DM = 31 mag

$\langle \mu_V \rangle = 25 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $3.6 \times 3.6$   
=  $13 \text{ arcsec}^2$





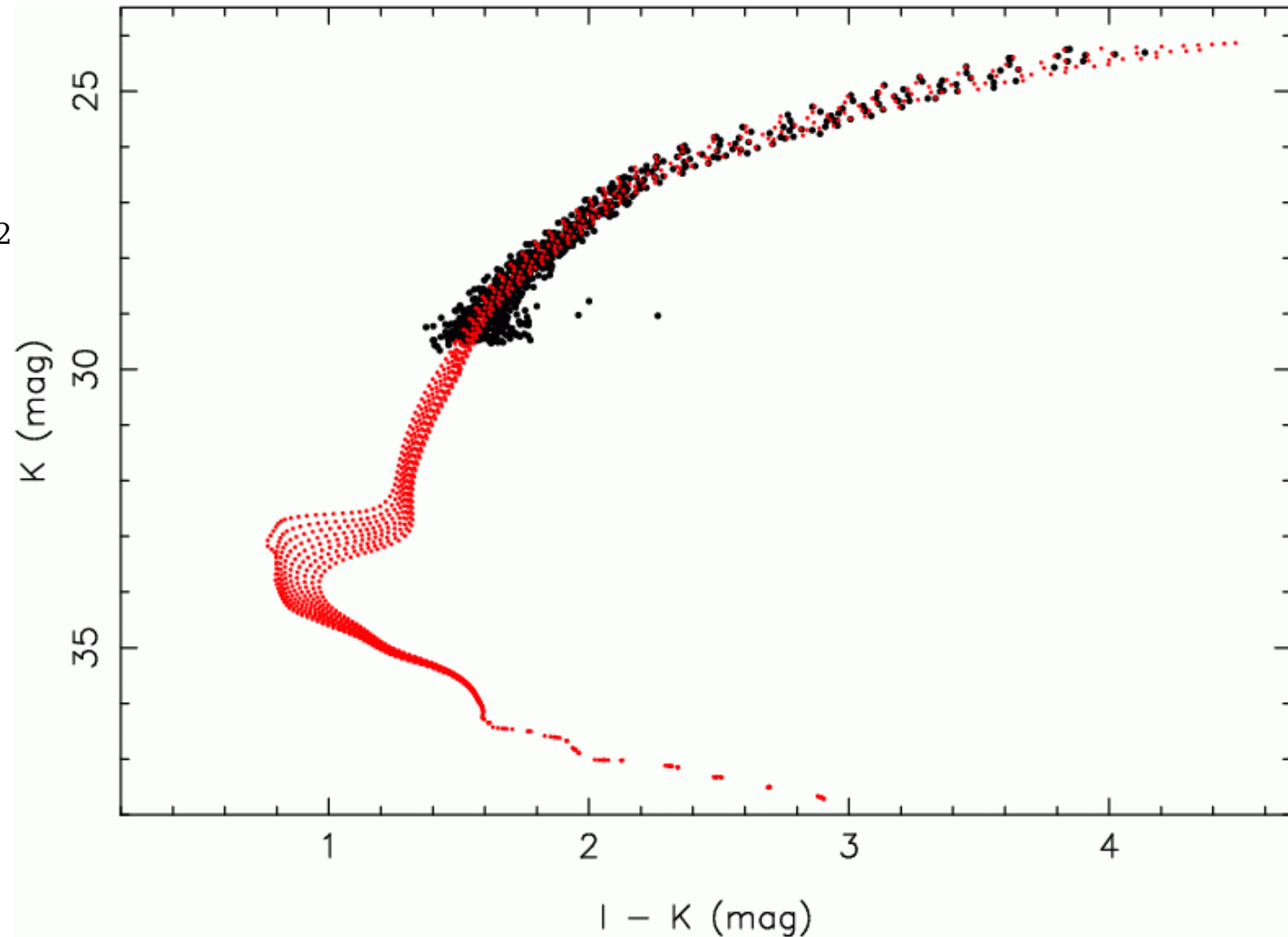
# Resolved stellar populations

DM = 31 mag

$\langle \mu_V \rangle = 27 \text{ mag/arcsec}^2$

$t_{\text{exp}} = 100 \text{ h}$

FoV =  $9.1 \times 9.1$   
=  $82 \text{ arcsec}^2$





# Summary

- MSTO should be possible to at least  $DM = 26$  mag (Cen A).
- HB should be possible to at least  $DM = 28.5$  mag (M83).
- Tip of RGB should be possible at  $DM = 31$  mag (Virgo).
  
- RGB (and HB) is not so much affected by crowding but rather by increased background
  - photometric accuracy is improved by improving AO correction (or by going to lower surface density).
  
- MSTO is affected by confusion
  - photometric accuracy is improved by improving resolution, i.e. by going to shorter wavelengths (or by going to lower surface density).



# Summary

- To make trade-off studies we need to define a science metric!  
e.g. time to get  $x$  stars with photometric accuracy  $y$  in CMD region  $z$ .
- Improvement of PSF photometry code?