ESO observing programme:  
VST Early-type GAlaxy Survey (VEGAS)

Abstract

VEGAS is a deep multi-band ($ugr'ri$) imaging survey, carried out with the ESO VLT Survey Telescope (VST). VST is a 2.6-m wide-field optical survey telescope, located at ESO Paranal Observatory (Chile). First VEGAS observations started in October 2011 (former PI: M. Capaccioli, see also Capaccioli et al. 2015). Later the program was approved for an extension to the period 2016-2021 (PI: E. Iodice). The whole VEGAS sample is made by selecting groups and clusters of galaxies with an early-type galaxy in the core brighter than $M_B = -21$ mag, in the local volume within 54 Mpc/h, mainly located in the Southern hemisphere. The total observing time allocated to the survey is 500 hours for five years (2016-2021). With the data release 1 (DR1), we provide the reduced VST mosaics of 10 targets, which have been presented in the VEGAS publications.

Taking advantage of the wide (1 deg$^2$) field-of-view of OmegaCAM@VST, the long integration time and the wide variety of targets, VEGAS has proven to be a gold mine to explore the structure of galaxies down to the faintest surface brightness levels of $\sim 27$-30 mag/arcsec$^2$ in the SDSS $g'$-band, for the dense clusters of galaxies as well as for the unexplored poor groups of galaxies. As such, in the wide panorama of deep imaging surveys, VEGAS has occupied a pivotal role in exploring the galaxy properties as a function of the environments down to the low surface brightness (LSB) regime. About 30% of the VEGAS observing time was dedicated to the Fornax Deep Survey (FDS), a new multi-band deep imaging survey of the Fornax cluster, where the reduced data have been recently released (Peletier et al. 2020, arXiv:2008.12633).

To date, using about 400 hours of the total observing time, VEGAS has already collected 43 targets (groups and clusters of galaxies) covering a total area on the sky of $\sim 95$ deg$^2$. Based on the analyzed data, VEGAS allowed us to i) study the galaxy outskirts, detect the intra-cluster light and LSB features in the intra-cluster/group space (Iodice et al. 2016, 2017a; Spavone et al. 2018; Cattapan et al. 2019; Raj et al. 2019, 2020; Iodice et al. 2019a, 2020a), ii) trace the mass assembly in galaxies, by estimating the accreted mass fraction in the stellar halos and provide results that can be directly compared with the predictions of galaxy formation models (Iodice et al. 2017b; Spavone et al. 2017, 2020), iii) trace the spatial distribution of candidate globular clusters (D’Abrusco et al. 2016; Cantiello et al. 2018, 2020); iv) detect the ultra-diffuse galaxies (Forbes et al. 2019, 2020; Iodice et al. 2020b).

Overview of Observations

Targets, covered area, filters and total exposure times of the DR1 are listed in Table 1. In this table, the adopted observing strategy for each target is also included. We have tested that for the brightest and most extended galaxies (with $m_B \leq 10$ mag and a major axis diameter $\geq 3$ arcmin), the best background estimate is achieved by adopting the step-dither observing strategy. This mimics the ON-OFF procedure devised in infrared astronomy where the background is estimated from exposures taken as close as possible, in space and time, to the scientific ones. Therefore, the step-dither strategy used for the VEGAS images consists of a cycle of short exposures (150 sec) on the science target and on an adjacent field (close in space and time) to the science frame. We adopted an offset of $\leq 0.3$ deg in the observing sequence and the directions of these small offsets were randomly chosen around the center of each field. An average sky image, for each night, is derived from the sky frames, which is then scaled and subtracted from the science frames. For less extended objects (with a major axis diameter $D \leq 3$ arcmin), we adopted the standard diagonal observing strategy, since the sky background can be estimated on the science frame, by using a polynomial surface fit over the entire frame (see Capaccioli et al. 2015).
Release Content

The DR1 of VEGAS consists of 23 science files and 23 weight maps. The total data volume is ~30 GB. The target list is provided in Table 1.

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Table 1: Target list of the VEGAS DR1. In column 1 is given the target name. In columns 2 and 3 are listed the J2000 celestial coordinates. From columns 4 to 7 are reported the total integration time for each 1 square deg field, in the u', g', r', and i' bands respectively. In column 8 is indicated the total covered area of the mosaic. In column 9 is indicated the adopted observing strategy.

Release Notes

Data Reduction and Calibration

Raw VEGAS data in the DR1 were processed with the VST-tube pipeline (Grado et al. 2012). A detailed description of all data-reduction steps is given by Capaccioli et al. (2015). In short, they include:

1. pre-reduction
2. astrometric and photometric calibration
3. mosaic production

In the pre-reduction process, science images are treated to remove the instrumental signatures, applying overscan, bias, and flat-field corrections, as well as gain harmonization of the 32 CCDs, illumination correction and, for the i-band, defringing. The absolute photometric calibration is performed by comparing the OmegaCAM magnitudes of the standard star fields observed during each night with SDSS DR8 photometry. For each night and band, the zero point (ZP) and color term were obtained using the tool Photcal (Radovich et al. 2004). The extinction coefficient was derived from the extinction curve M.OMEGACAM.2011-12-01T16:15:04.474 provided by ESO. Relative photometric correction among the exposures was obtained by minimizing the quadratic sum of magnitude differences between overlapping detections, by using the SCAMP task (Bertin 2006). The final coadded images were then normalized to an exposure time of one second and a ZP = 30 mag.
To obtain the absolute and relative astrometric calibrations we used the SCAMP task. For the absolute astrometric calibration, we refer to the 2MASS catalog. Finally, the image resampling, where the astrometric solution is applied, and the final image coaddition are made with SWARP (Bertin et al. 2002).

As an additional task, the VST-tube pipeline can provide sky-subtracted mosaics. For images obtained with the standard observing technique (using diagonal dithers), the sky background is modelled fitting a surface, typically a 2D polynomial, to the pixel values of the mosaic, where all bright sources are masked. The mask is made by using the ExAM task (Huang et al. 2011), a program based on SExtractor (Bertin & Arnouts 1996), which was developed to accurately mask background and foreground sources, as well as reflection haloes and spikes from saturated stars.

For the images acquired with the step-dither observing strategy, the background is estimated from exposures taken as sky frames. For each observing night, the pipeline produces an average sky frame which is scaled and subtracted to each science frame.

Data Quality

In Table 2 we report the limiting magnitudes and the average FWHM within the field, for each set of observations and in the different photometric bands. Same information is also reported in the image header. The limiting magnitude is the surface brightness of a point source corresponding at 5σ of the background noise in the image. The RMS error of the astrometric solution is ~0.3 arcsec.

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</table>

Table 2: Data quality of the VEGAS DR1. In column 1 is given the target name. From columns 2 to 5 are reported the average FWHM seeing, in the u', g', r', and i' bands, respectively. From columns 6 to 9 are reported the limiting magnitude for a point-source computed at 5σ of the background level, in the u', g', r', and i' bands, respectively.

Known issues

None
**Data Format**

**Files Types**

The files are in FITS format, with the relevant information in the header. Each science frame is accompanied by a weight frame. All files have been compressed using NASA’s HEASARC’s fpack routine (https://heasarc.gsfc.nasa.gov/fitsio/fpack/). Files are named based on the target, the filter, the date and time of the observation following the format:

- science images: `<TARGET><FILTER><DAY><MONTH><YEAR><h><m><s_all.fits.fz`

- weight maps: `<TARGET><FILTER><DAY><MONTH><YEAR><h><m><s_all.weight.fits.fz`

**Acknowledgements**

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The published VEGAS papers based on the DR1 are listed below:

Cantiello M., Capaccioli M., Napolitano N.R. et al., 2015, The Messenger, vol.159, pg.46: 
*VEGAS-SSS: A VST Programme to Study the Satellite Stellar Systems around Bright Early-type Galaxies*

References cited in text: