

Geometric optics
reflection



$$\theta_r = \theta_i$$

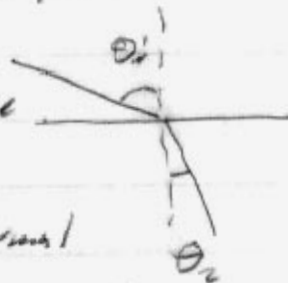
(for a diffraction grating, true only for zero order)

refraction - Snell

$$n_1 \sin \theta_1 = n_2 \sin \theta_2$$

- represents continuity of phase across boundary

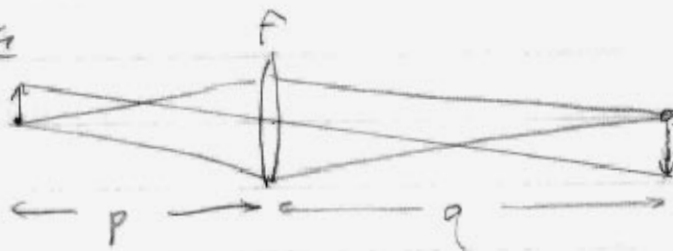
$k_1 \sin \theta_1 =$ projection
along surface



$n_1 < n_2$: refract toward normal

$n_1 > n_2$: " away from normal

lenses



$$\frac{1}{p} + \frac{1}{q} = \frac{1}{f} \quad \text{for "thin" lens}$$

magnification $M = -q/p$

$M < 0$ when image is inverted.

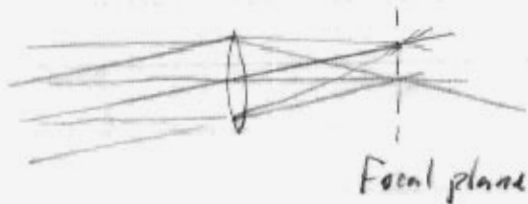
ray thru center of lens is undeviated.

$$M = -1 \text{ if } p = q = 2f$$

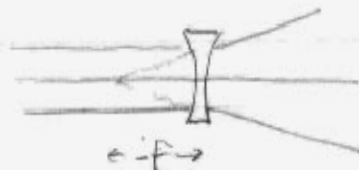
sign conventions:

$q > 0$ real image

$f > 0$ collimated rays focus



Focal plane



$-f$

$$p = +\infty \quad q < 0$$

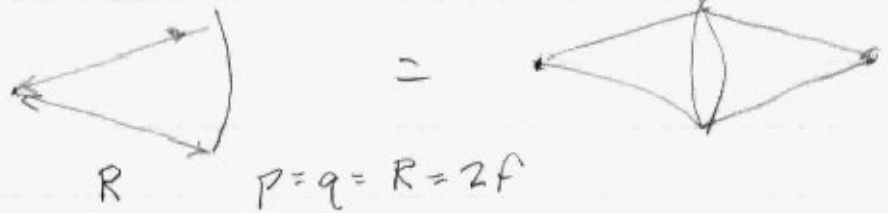
mirrors

Flat mirrors "fold" the system around mirror axis



curved mirrors

- concave (relative to incident beam)
act as +ve lens



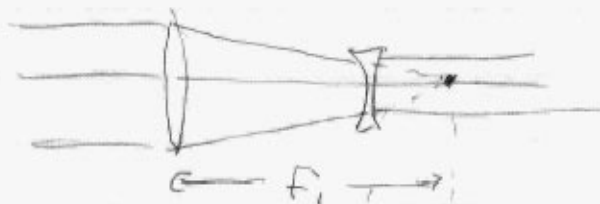
- convex \rightarrow -'ve lens



Simple systems:
telescope



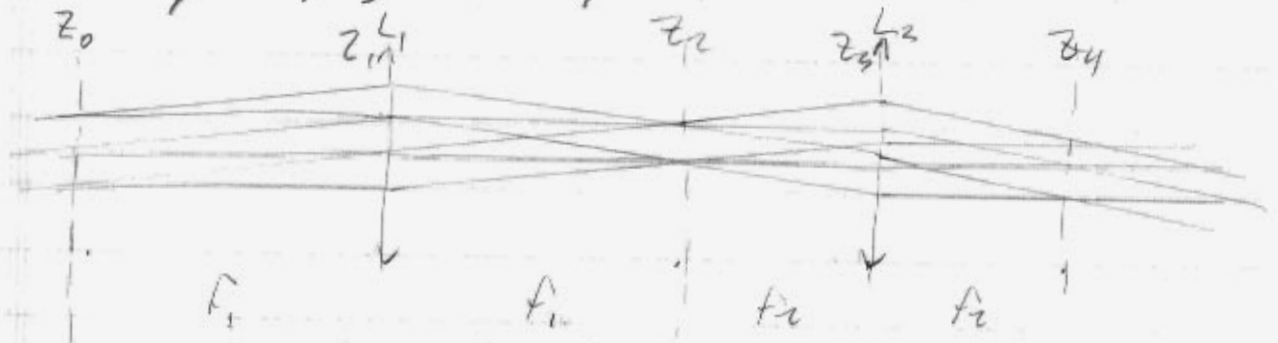
Newtonian



Galilean.

used to change beam size.

relay imaging: 4f system.



any beam tilt at back focal plane of L_1 results in no translation of beam at focal plane of L_2

- images z_0 to z_4



wave is reproduced (w/ magnification)

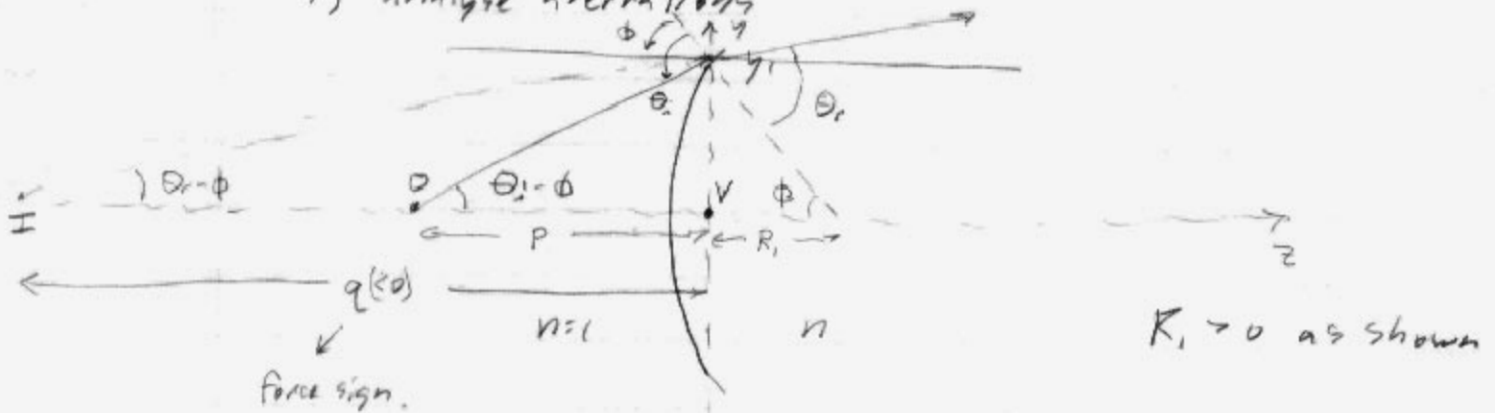
- imaging "removes" diffraction effects.

Ray tracing

- no approximation: use CAD programs
- paraxial (small angle to optical axis)
 - ABCD matrix calc - can be used for Gaussian beams.

design procedure:

- 1) general approach - find existing design that is similar to need.
- 2) ray diagram: object, image on-axis, use paraxial
- 3) " " " " off-axis
 - magnification, test for aperture size.
- 4) use matrices / computer design to optimize
- 5) analyse aberrations



angles to z-axis are small

$$\theta_i - \phi = y_i / p \quad \theta_r - \phi = y_i / (-q) \quad \phi = y_i / R_1$$

$$\frac{\sin \theta_i}{\sin \theta_r} = \frac{\theta_i}{\theta_r} = n = \frac{\phi + y_i / p}{\phi - y_i / q} = \frac{1/R_1 + 1/p}{1/R_1 - 1/q}$$

$$\rightarrow -\frac{n}{q} - \frac{1}{p} = \frac{1}{R_1} (1 - n)$$

now add a second surface → q'

source appears to come from -q p → -q
interchange 1 ↔ n

$$-\frac{1}{q'} + \frac{2}{q} = \frac{1}{R_2} (n-1)$$

$$-\frac{1}{q'} - \frac{1}{p} + \frac{1}{R_1} (n-1) = \frac{1}{R_2} (n-1)$$

$$\rightarrow \frac{1}{q'} + \frac{1}{p} = (n-1) \left(\frac{1}{R_1} - \frac{1}{R_2} \right) \equiv \frac{1}{f}$$

lens maker's eqn

Sign convention: $\left(\begin{array}{c} \\ \end{array} \right)$
 $R > 0$ $R < 0$

plano-convex lens $R_1 = \infty$ $R_2 < 0$ $f = |R_2| / (n-1)$
if $n = 1.5$ $f = 2 |R_2|$

ABCD matrices

keep track of ray height $\begin{pmatrix} r \\ r' \end{pmatrix}$
and angle $\Theta = \frac{dr}{dz}$

so that
$$\begin{pmatrix} r_2 \\ r_2' \end{pmatrix} = \begin{pmatrix} A & B \\ C & D \end{pmatrix} \begin{pmatrix} r_1 \\ r_1' \end{pmatrix}$$

Translation:
$$\begin{aligned} r_2 &= r_1 + L r_1' \\ r_2' &= r_1' \end{aligned} \rightarrow \begin{pmatrix} 1 & L \\ 0 & 1 \end{pmatrix}$$

flat interface
$$\begin{aligned} r_2 &= r_1 \\ r_2' &= n_1 r_1' / n_2 \end{aligned} \rightarrow \begin{pmatrix} 1 & 0 \\ 0 & 1/n \end{pmatrix}$$

 $n_1 = 1$
 $n_2 = n$

window

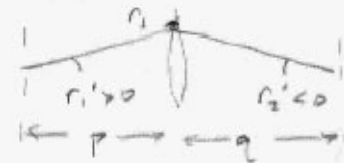
$$\begin{aligned} & \begin{pmatrix} 1 & 0 \\ 0 & n \end{pmatrix} \begin{pmatrix} 1 & L \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & 1/n \end{pmatrix} \\ &= \begin{pmatrix} 1 & 0 \\ 0 & n \end{pmatrix} \begin{pmatrix} 1 & L/n \\ 0 & 1/n \end{pmatrix} = \begin{pmatrix} 1 & L/n \\ 0 & 1 \end{pmatrix} \end{aligned} \quad 4.2.4$$

lens

$$r_2 = r_1$$

$$r_1' = r_1 / p$$

$$r_2' = -r_1 / q$$



$$\frac{1}{q} = \frac{1}{f} - \frac{1}{p}$$

$$r_2' = -\frac{r_1}{f} + \frac{r_1}{p} = -\frac{1}{f} r_1 + r_1'$$

$$\rightarrow \begin{pmatrix} 1 & 0 \\ -1/f & 1 \end{pmatrix}$$

spherical interface

from before:
$$-\frac{n_2}{q} - \frac{n_1}{p} = \frac{1}{R} (n_1 - n_2)$$

$$r_2' = \frac{r_1}{-q} = r_1 \left(\frac{n_1}{n_2} + \frac{1}{R} (n_1 - n_2) \right)$$

$$= r_1' \left(\frac{n_1}{n_2} \right) + \frac{r_1}{R} \frac{n_1 - n_2}{n_2}$$

$$\rightarrow \begin{pmatrix} 1 & 0 \\ \left(\frac{n_1 - n_2}{n_2} \right) \frac{1}{R} & \frac{n_1}{n_2} \end{pmatrix} \quad \begin{matrix} \text{w/ } R > 0 \\ R < 0 \end{matrix}$$