

Interaction of light with atoms: Line broadening and saturation

Collisional broadening

Doppler broadening

Saturation:

- solving CW equilibrium rate equations

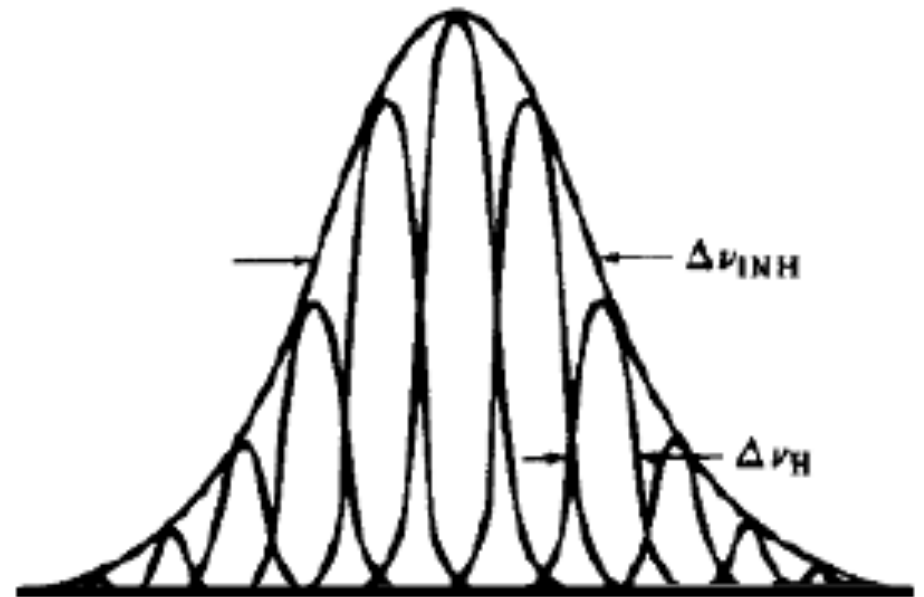
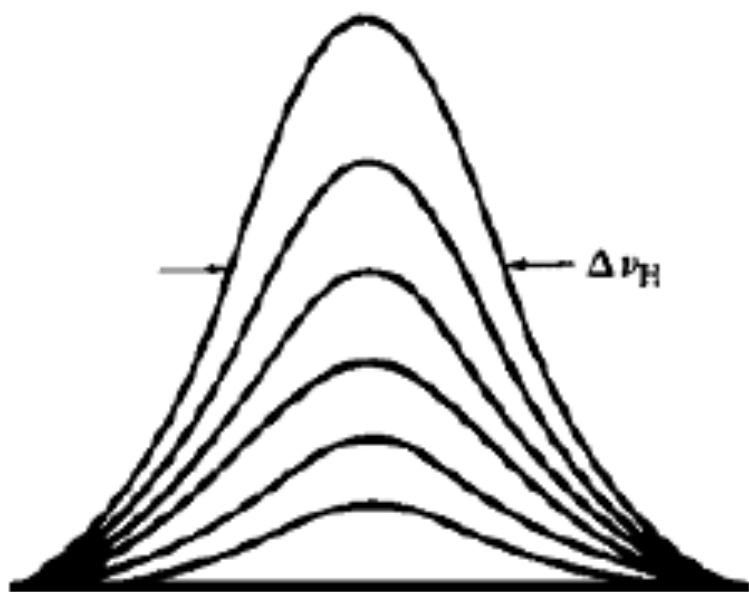
- saturation with short pulses, saturation fluence

Additional effects found in real systems

- An atom or ion is influenced by the external surroundings in several ways:
 - blackbody EM background: radiatively establishes a thermal (Boltzmann) population distribution
 - Collisions (other atoms or electrons) broaden energy levels (and linewidths) and can also lead to population changes
 - Local fields from a lattice can broaden lines

Types of broadening

- Homogeneous broadening: all individual atoms are broadened by the same amount
- Inhomogeneous broadening: each atom is shifted (e.g. Doppler) so that the ensemble has a broader spectrum



Collisional broadening

- Elastic collisions don't cause transition, but interrupt the phase

- Timescales:

- Period of EM cycle much less than radiative lifetime

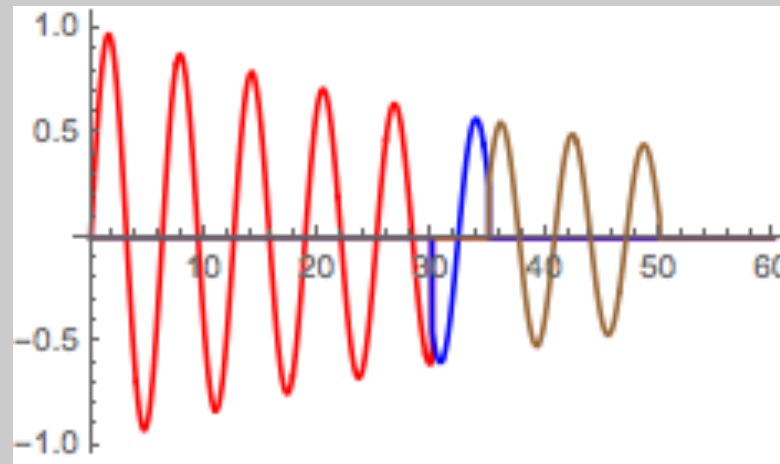
$$\frac{2\pi}{\omega_0} \ll \tau$$

- Avg time btw collisions < lifetime

$$\tau_c < \tau$$

- Duration of a collision \ll time btw coll, lifetime

$$\Delta\tau_c \ll \tau_c, \tau$$



Calculating collisional broadening linewidth

- Calculation:
 - Fourier Transform over time 0 to τ_1 to get lineshape for a specific oscillation length
 - Average over probability of a given time between collisions:

$$P(\tau_1)d\tau_1 = \frac{1}{\tau_c} e^{-\tau_1/\tau_c} d\tau_1$$

Result:

Lorentzian shape with new width

$$\Delta\nu = \gamma / 2\pi + 1 / \pi \tau_c$$

- All atoms see the same collision rate, so collisional broadening is **homogeneous**

Doppler broadening

- From relative velocity of atom to input beam, Doppler shift:

$$v'_0 = \frac{v_0}{1 - v_z / c} \quad \text{Beam propagating in z direction}$$

- Each atom in distribution is shifted according to its velocity

- Boltzmann distribution

$$P(v_z) \sim \exp\left[-\frac{1}{2} M v_z^2 / k_B T\right]$$

- Average over distribution to get effective lineshape:

$$g^*(\nu - \nu_0) = \frac{1}{\nu_0} \left(\frac{M c^2}{2\pi k_B T} \right)^{1/2} \exp\left\{ \frac{M c^2}{2 k_B T} \frac{(\nu - \nu_0)^2}{\nu_0^2} \right\}$$

FWHM: $\Delta \nu_0^* = 2\nu_0 \left[\frac{2k_B T \ln 2}{M c^2} \right]^{1/2}$

Doppler broadening in HeNe lasers

$$\Delta\nu_0^* = 2\nu_0 \left[\frac{2k_B T \ln 2}{Mc^2} \right]^{1/2}$$

$$\lambda_0 = 632.8 \text{ nm}$$

$$\nu_0 = 4.74 \times 10^{14} \text{ s}^{-1}$$

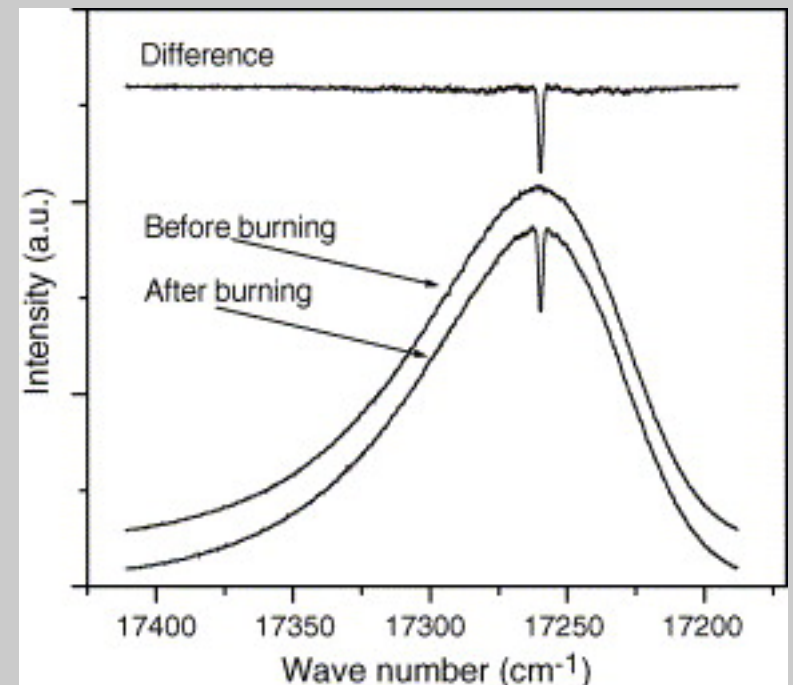
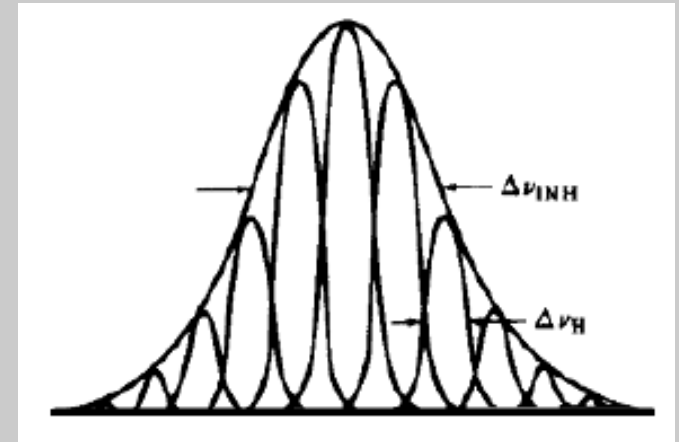
$$M = 20.12 \text{ amu} = 3.34 \times 10^{-26} \text{ kg} \quad \text{For Neon}$$

$$k_B T = 1/40 \text{ eV} = 4 \times 10^{-21} \text{ J}$$

$$\Delta\nu_0^* = 1.55 \text{ GHz}$$

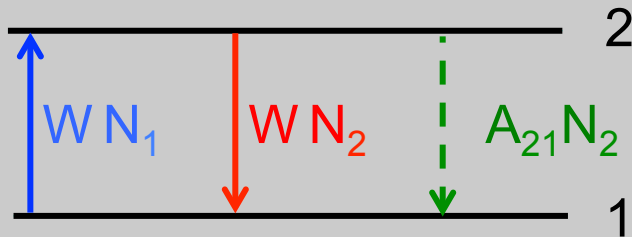
Inhomogeneous vs homogeneous broadening

- Homogeneous broadening: every atom is broadened by same shape
 - Radiative, collisional, phonon
 - All atoms participate in absorption or gain
- Inhomogeneous broadening:
 - Doppler broadening
 - Absorption or gain only by atoms in resonance
 - Leads to “spectral hole burning”



Population dynamics of absorption

- Closed 2 level system, assume $g_1=g_2$



$$\frac{dN_2}{dt} = W N_1 - W N_2 - A_{21} N_2$$

$$\frac{dN_1}{dt} = -\frac{dN_2}{dt}$$

- Since system is closed, reduce to one equation for population difference:

$$\Delta N = N_1 - N_2 \quad \rightarrow \quad \frac{dN_2}{dt} = W \Delta N - A_{21} N_2$$

$$\frac{d}{dt} \Delta N = \frac{dN_1}{dt} - \frac{dN_2}{dt} = -2 \frac{dN_2}{dt} = -2(W \Delta N - A_{21} N_2)$$

$$N_t = N_1 + N_2 \quad N_t = \Delta N + 2N_2 \quad \rightarrow \quad N_2 = \frac{1}{2}(N_t - \Delta N)$$

$$\frac{d}{dt} \Delta N = -2W \Delta N + A_{21}(N_t - \Delta N) = -\Delta N(A_{21} + 2W) + A_{21} N_t$$

Steady-state (CW) solutions for saturated absorption

- For continuous wave operation – all transients have damped out:

$$\frac{d}{dt} \Delta N = -\Delta N (A_{21} + 2W) + A_{21} N_t$$

$$0 = -\Delta N (A_{21} + 2W) + A_{21} N_t$$

$$\Delta N = \frac{A_{21} N_t}{A_{21} + 2W} \quad A_{21} = 1 / \tau_{21}$$

$$\Delta N = \frac{N_t}{1 + 2W \tau_{21}}$$

Saturation of absorption

- The key parameter in this situation is $W \tau_{21}$

$$W_{21} = \rho_{\nu} B_{21}$$

- Low intensity, $2W \tau_{21} \ll 1$, $\Delta N \approx N_t$
- High intensity, $2W \tau_{21} \gg 1$, $\Delta N \approx 0$. Here $N_1 \approx N_2$

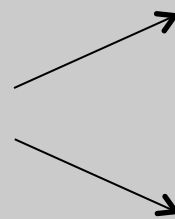
$$\Delta N = \frac{N_t}{1 + 2W \tau_{21}}$$

$$\Delta N = N_1 - N_2$$

- Energy balance:

Input power

Absorbed by atoms



Radiated power (into 4π)

Stimulated emission
(back into beam)

- Radiated power per unit volume:

$$\frac{dP}{dV} = h\nu_{21} W \Delta N(W) = h\nu_{21} \frac{N_t W}{1 + 2W \tau_{21}} \rightarrow h\nu_{21} \frac{N_t}{2\tau_{21}} \quad \text{For } W \tau_{21} \gg 1$$

Power radiated in high intensity limit: half of atoms are radiating

Saturation intensity

- Absorbed power per atom: $\sigma_{12}I$
- Absorption rate: $W = \frac{\sigma_{12}I}{h\nu_{21}}$
- In steady state: $\frac{\Delta N}{N_t} = \frac{1}{1 + 2W\tau_{21}} = \frac{1}{1 + 2\frac{\sigma_{12}I}{h\nu_{21}}\tau_{21}} \equiv \frac{1}{1 + \frac{I}{I_{sat}}}$
- Saturation intensity for absorption:
 - 2: transition affects both levels at once $I_{sat} = \frac{h\nu_{21}}{2\sigma_{12}\tau_{21}}$
 - At $I = I_{sat}$, stimulated and spontaneous emission rates are equal.
- Intensity-dependent absorption coefficient:

$$\alpha(I) = \frac{\alpha_0}{1 + I/I_{sat}}$$

At high intensity, material absorbs *less*.

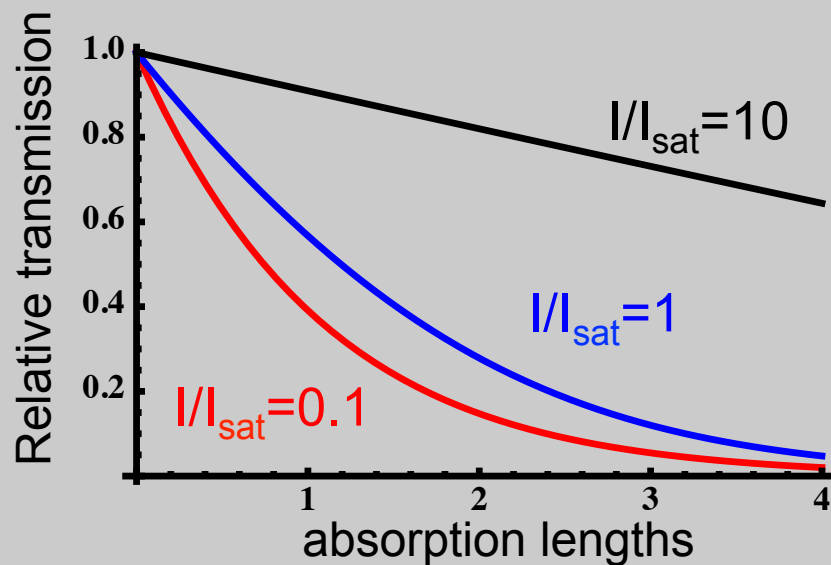
Saturable absorbers are used for pulsed lasers: Q-switching and mode-locking

Saturated CW propagation through absorbing medium

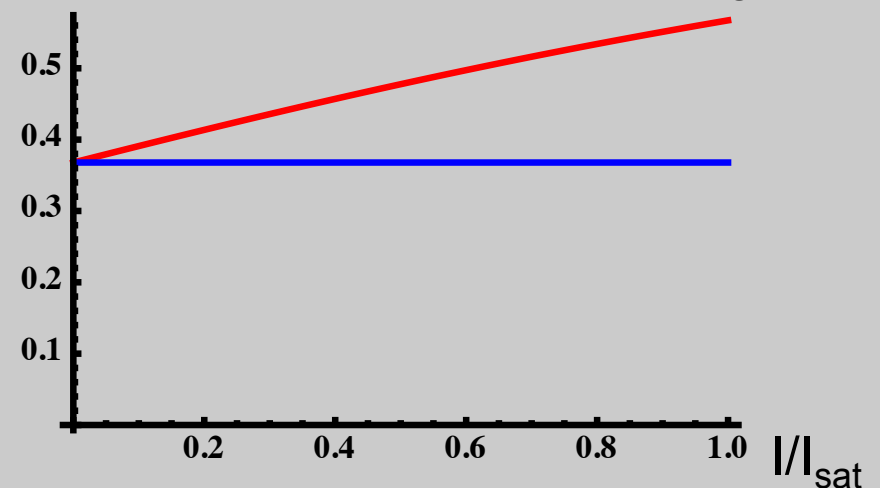
- For a given thickness for an absorbing medium, the transmission will increase with intensity

$$\alpha(I) = \frac{\alpha_0}{1 + I/I_{sat}} \quad \frac{dI}{dz} = -\alpha(I)I = -\frac{\alpha_0}{1 + I/I_{sat}} I$$

$$\int_{I_0}^I \left(\frac{1}{I} + \frac{1}{I_{sat}} \right) dI = -\int_0^L \alpha_0 dz \rightarrow \ln \left[\frac{I(z)}{I(0)} \right] + \frac{I(z) - I(0)}{I_{sat}} = -\alpha_0 z$$



Transmission over 1 absorption length



Dynamic saturation: pulsed input

- Rewrite equation using intensity:

$$\frac{d}{dt} \Delta N = -\Delta N \left(A_{21} + \frac{2\sigma}{h\nu_{21}} I(t) \right) + A_{21} N_t \equiv -\Delta N \left(A_{21} + \frac{I(t)}{\Gamma_{sat}} \right) + A_{21} N_t$$

Define Γ_{sat} = saturation fluence

- Scaling of equation: determine relative importance of terms

- Input intensity can be rewritten as:

$$I_{in} = \frac{\Gamma_{in}}{\tau_p}$$

- Rewrite equation:

$$\frac{d}{dt} \Delta N = -\Delta N \left(\frac{1}{\tau_{21}} + \frac{\Gamma_{in}}{\Gamma_{sat}} \frac{1}{\tau_p} \right) + \frac{1}{\tau_{21}} N_t = \frac{2N_2}{\tau_{21}} - \frac{\Gamma_{in}}{\Gamma_{sat}} \frac{1}{\tau_p} \Delta N \quad \Delta N = N_1 - N_2$$

- Note there are two timescales: τ_p and τ_{21}
- The weighting of the two controls which we might ignore.

Saturation with short pulse input

$$\frac{d}{dt} \Delta N = 2N_2 \frac{1}{\tau_{21}} - \frac{\Gamma_{in}}{\Gamma_{sat}} \Delta N \frac{1}{\tau_p}$$

- For short pulse input: ignore stimulated emission and fluorescence

$$\frac{\Gamma_{in}}{\Gamma_{sat}} \frac{1}{\tau_p} |\Delta N| \gg \frac{2N_2}{\tau_{21}} \quad \rightarrow \quad \frac{d}{dt} \Delta N \approx -\frac{\Gamma_{in}}{\Gamma_{sat}} \frac{1}{\tau_p} \Delta N$$

– Put back in terms of time-dependent intensity: $\frac{1}{\Delta N} \frac{d}{dt} \Delta N \approx -\frac{1}{\Gamma_{sat} \tau_p} I(t)$

– Solve equation by integrating $\rightarrow \ln \left[\frac{\Delta N(t)}{\Delta N(0)} \right] \approx -\frac{1}{\Gamma_{sat}} \int_0^t I(t') dt'$

– If all in ground state initially, $\Delta N(0) = N_t$

– At end of pulse: $\int_0^\infty I(t') dt' = \Gamma_{in} \quad \rightarrow \Delta N(\infty) = N_t \exp \left[-\frac{\Gamma_{in}}{\Gamma_{sat}} \right]$

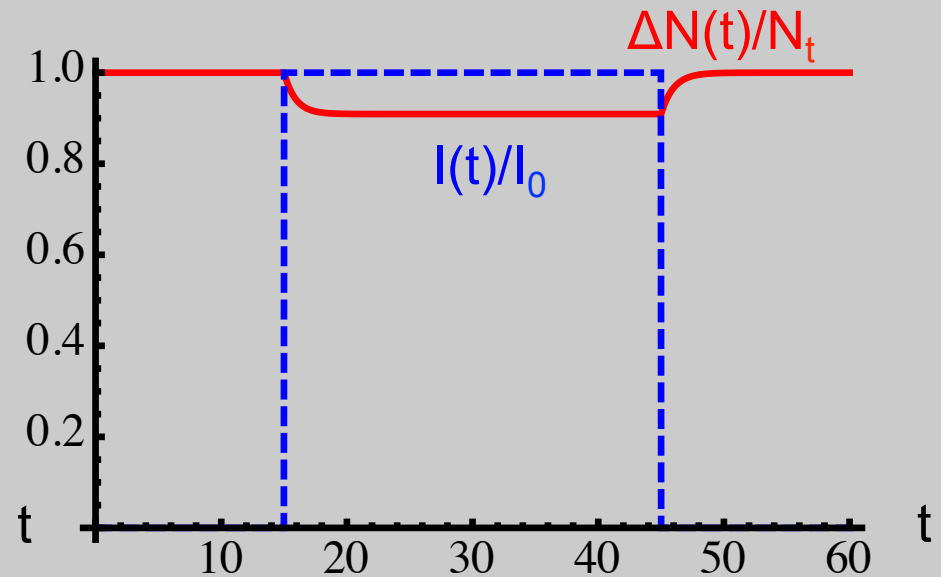
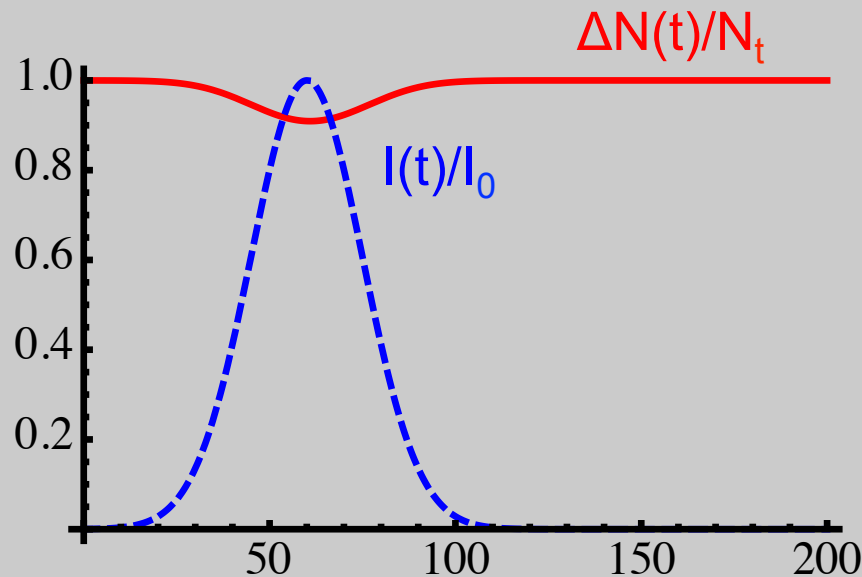
Long pulse limit

- For *long* pulse input: $\tau_p \gg \tau_{21}$, and peak $I \ll I_{sat}$, $\Delta N(t)$ follows $I(t)$

$$\rightarrow \frac{d}{dt} \Delta N \ll A_{21} N_t$$

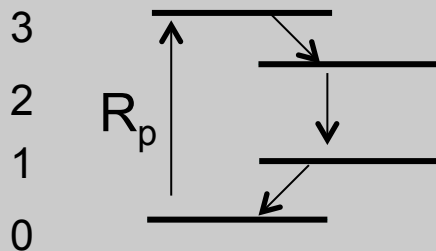
Quasi-static, quasi-CW limit
 N_t adiabatically follows $I(t)$

$$\frac{\Delta N}{N_t} = \frac{1}{1 + I(t)/I_{sat}}$$



Gain saturation

- Consider a 4-level system:



Assume: τ_{32} and $\tau_{10} \ll \tau_{21}$ and $W_{21}N_2$

- Look at level 2 only:

$$\frac{dN_2}{dt} = R_p - W N_2 - N_2 / \tau_{21}$$

Low intensity: $N_2 = R_p \tau_{12}$
 τ_{12} is called “storage time”

- Steady state: $N_2 = \frac{R_p \tau_{21}}{1 + W \tau_{21}} = \frac{R_p \tau_{21}}{1 + \frac{\sigma_{21} \tau_{21}}{h\nu_{21}} I} = \frac{R_p \tau_{21}}{1 + \frac{I}{I_{sat}}}$

- Saturation intensity for *gain*:

– No factor of 2

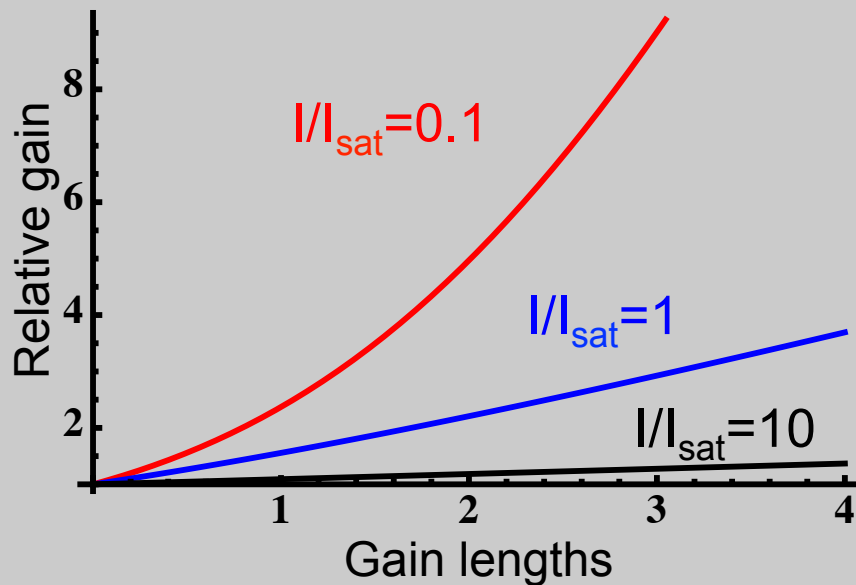
$$I_{sat} = \frac{h\nu_{21}}{\sigma_{21} \tau_{21}} = \frac{\Gamma_{sat}}{\tau_{21}}$$

$$g(I) = \frac{g_0}{1 + I/I_{sat}}$$

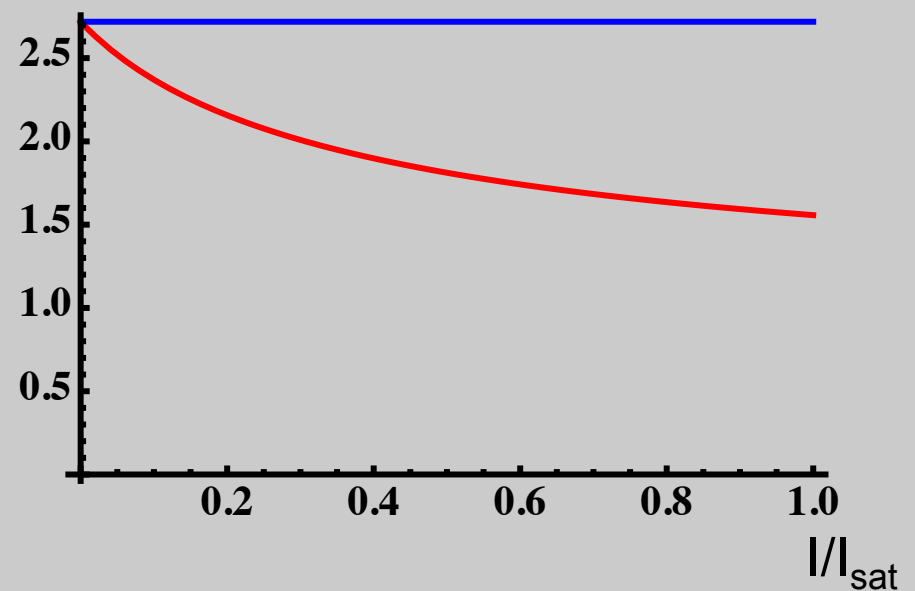
Beam growth during amplification

- Calculation just as with absorption

$$\int_{I_0}^I \left(\frac{1}{I} + \frac{1}{I_{sat}} \right) dI = + \int_0^L g_0 dz \rightarrow \ln \left[\frac{I(z)}{I(0)} \right] + \frac{I(z) - I(0)}{I_{sat}} = +g_0 z$$



Net gain over 1 absorption length



- Even though saturated gain is low, it is efficient at extracting stored energy

Spatial dependence

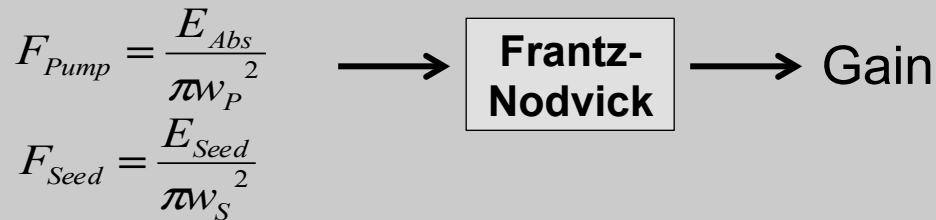
- Gain follows distribution of pump intensity
- Spatial variation of gain affects beam profile
- Examples:
 - longitudinal pumping with Gaussian beam leads to gain narrowing of spatial profile. More gain in center, less at edges
 - Saturated absorption by a Gaussian beam: saturation in center suppresses intensity there. Leads to widening of output beam.

Pulse amplification: saturated gain algorithm

Frantz-Nodvick Equation:

$$G = \frac{\Gamma_{sat}}{\Gamma_{seed}} \ln \left[1 + \left(e^{\Gamma_{seed}/\Gamma_{sat}} - 1 \right) e^{\Gamma_{Pump}/\Gamma_{Sat}} \right]$$

No Spatial Dependence:



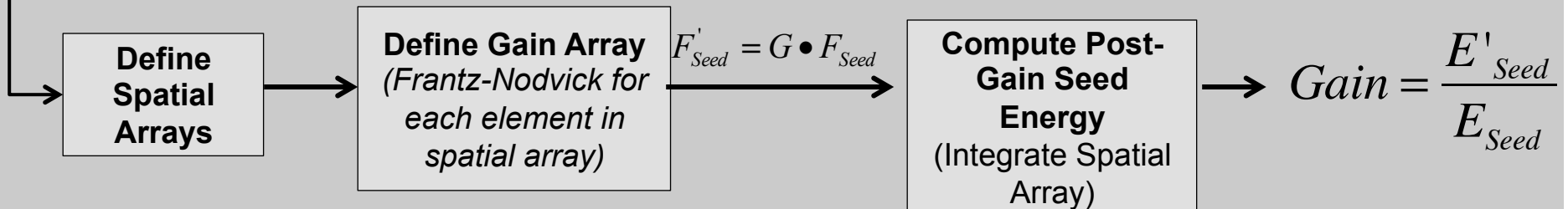
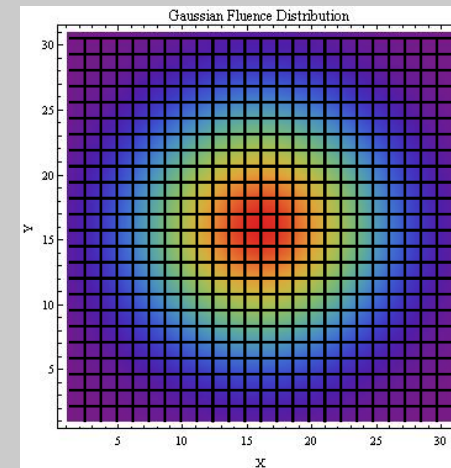
Assumptions:

- Thermal Equilibrium within Stark Manifolds
- Square Temporal Profile of Seed

Transverse dependence: super-Gaussian

$$\Gamma(x, y) = \Gamma_0 e^{-\left[\left(\frac{x}{w_x} \right)^{nx} + \left(\frac{y}{w_y} \right)^{ny} \right]} \quad (\Delta x, \Delta y)$$

where: - $nx, ny = 2$ (Gaussian),
 Even > 2 (Super-Gaussian)
 - F_0 is defined via the Total Energy and integration of the distribution

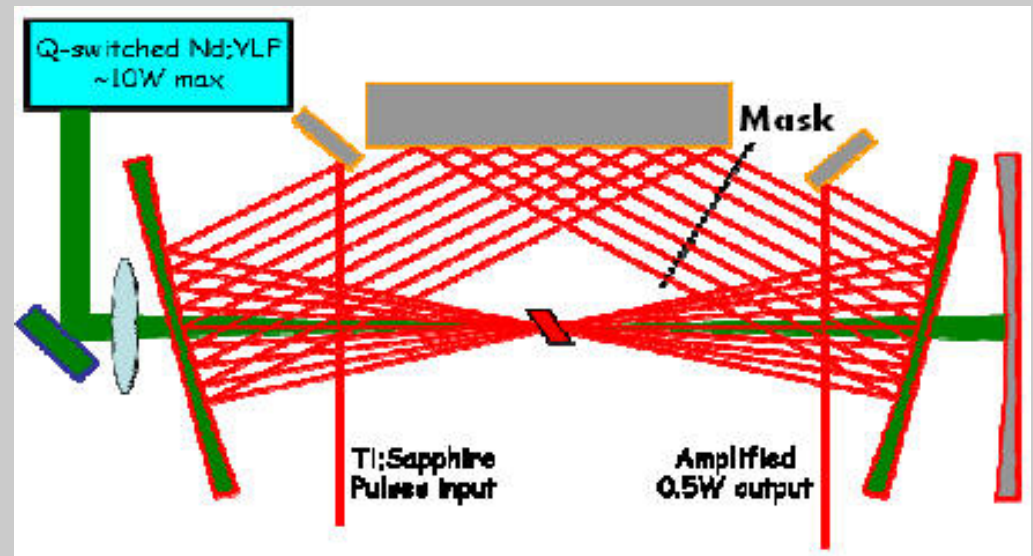


Example: Ti:sapphire multipass amp

- Seed pulse from pulsed laser oscillator: 1nJ (800nm)
- Amplify to 1mJ, use 7mJ of pump energy (532nm)
- Multipass designs: spatially separate beams

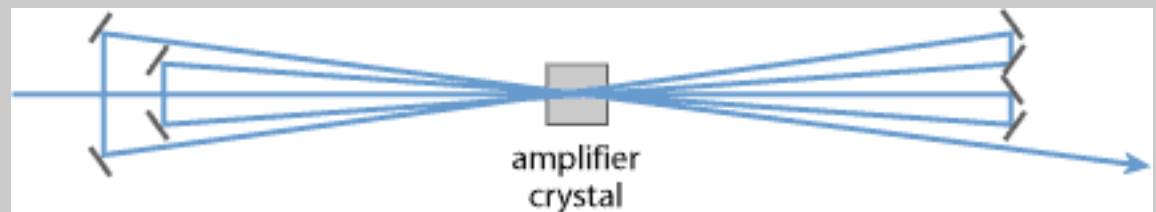
Three-mirror ring preamp:

- Up to 12 passes
- Focused beam in crystal
- 2 mirror alignment



Bowtie power amp:

- Collimated beam
- 8 mirrors



Multipass design

- Assume uniform pumping with round beams
- Calculate stored fluence and small signal gain
- Use saturated gain expression to calculate new energy after 1st pass
- Subtract extracted energy from stored energy (over seed spot area)
- Repeat for N passes

Conditions: 1nJ seed, 7mJ pump energy, 95% absorption, 10% loss/pass

Stored energy:

$$E_{stor} = E_{pump} \eta_{abs} \frac{h\nu_{seed}}{h\nu_{pump}} = 4.4 mJ$$

Small signal gain estimate:

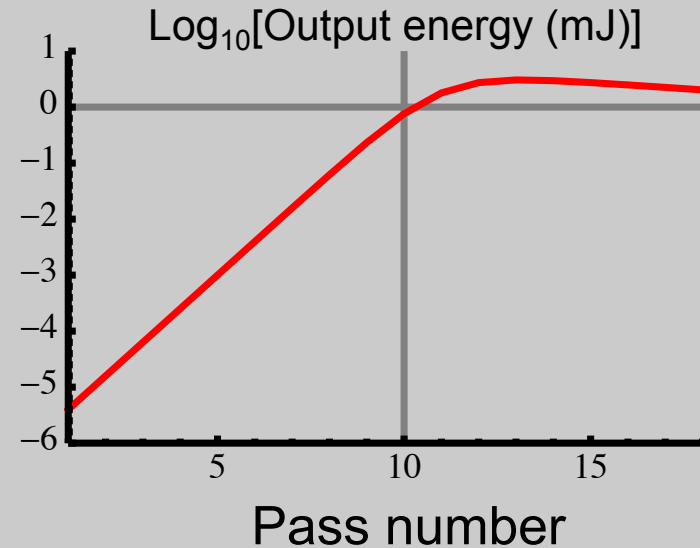
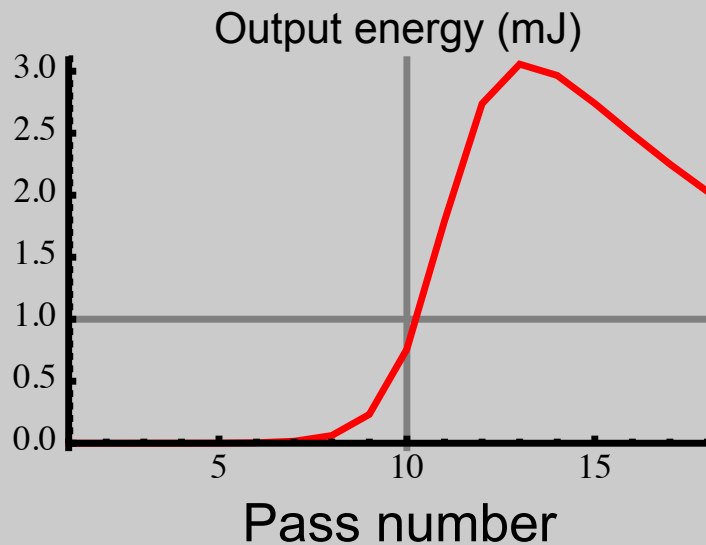
$$G_0 = \left(\frac{E_{target}}{E_{seed}} \right)^{1/N} \frac{1}{1-L} = 4.42$$

Estimated spot size:

$$A_{pump} = \frac{E_{stor}}{\Gamma_{sat} \ln[G_0]}, \quad w_p = 300 \mu m$$

Multipass: Simple calculated results

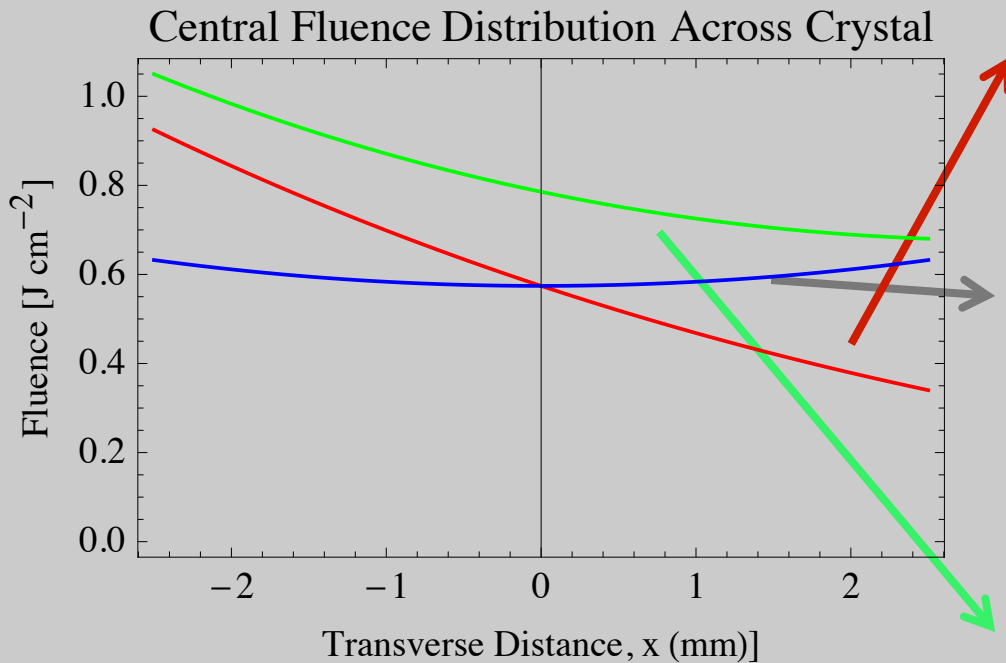
- Small signal gain estimate works as long as stored energy is not depleted



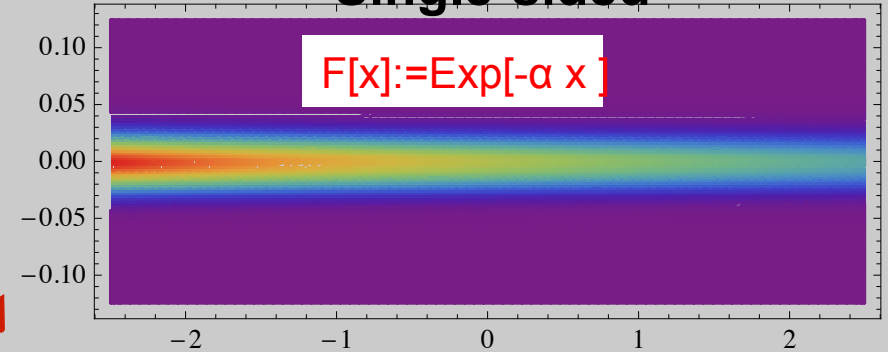
- Smaller seed size to ensure full overlap with pump
- Avoid damage thresholds for pump and seed
- Saturate at desired energy to reduce noise
- Account for size change in Brewster cut crystal

Transverse diode bar pumping

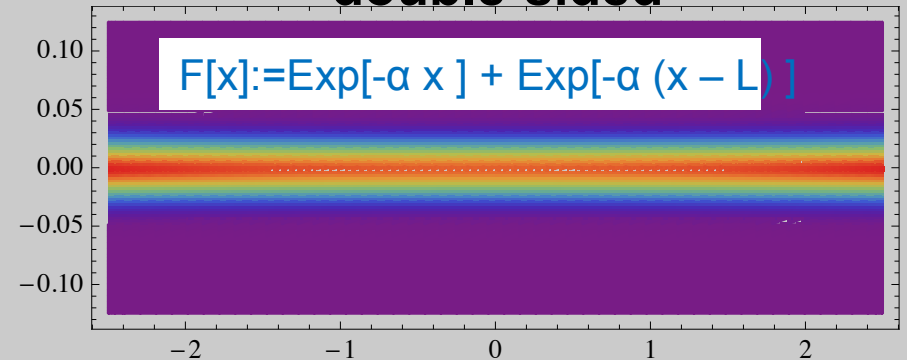
For good absorption, pump must have sufficient path length



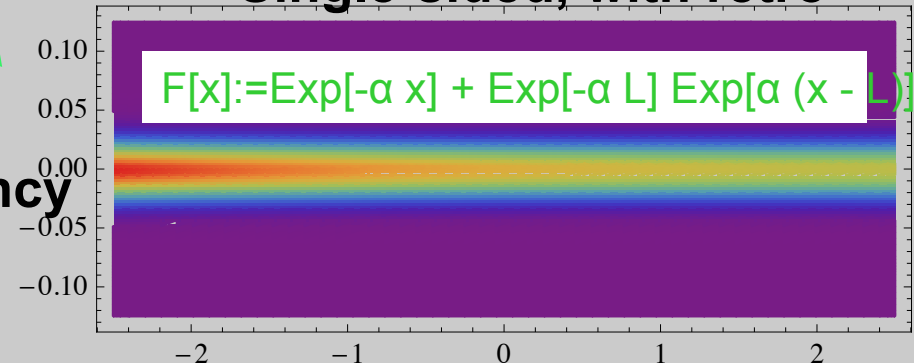
Single-sided



double-sided



Single-sided, with retro

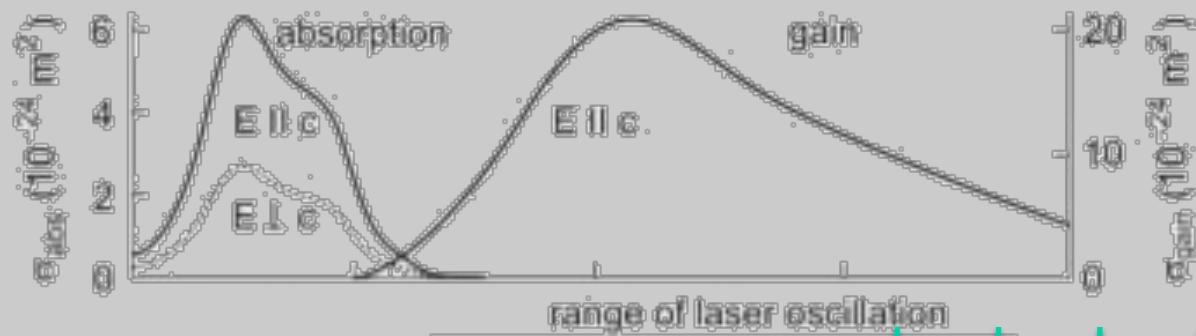


Using retro: better absorption efficiency

Double-sided: better uniformity

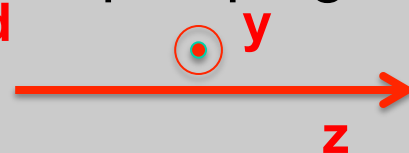
Polarization issues in pumping birefringent materials

- For Ti:sapphire, both polarizations contribute to seed gain along c-axis
- Much higher pump absorption for E along c-axis
 - α across c-axis is about 40% lower than along c-axis

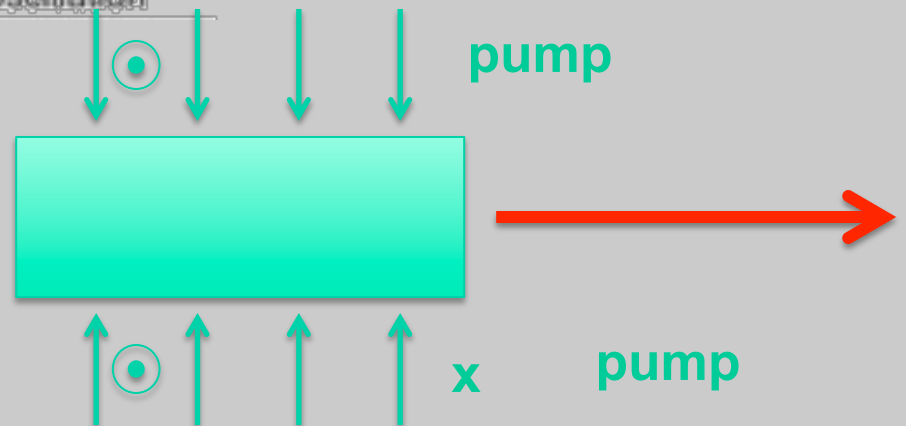


- Ex: transverse pumping:

seed



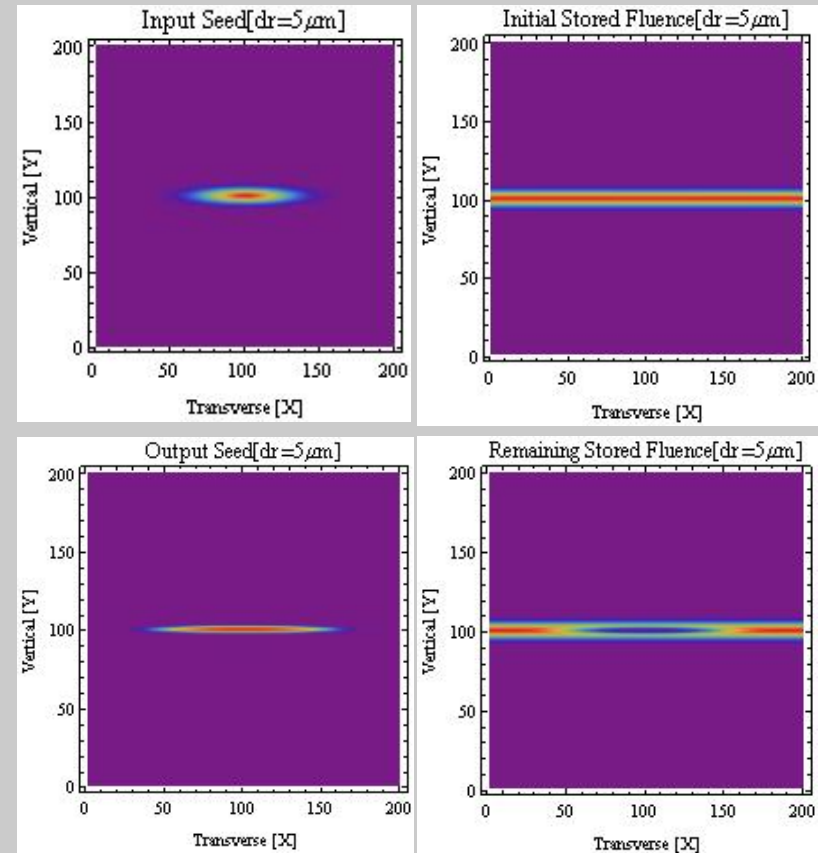
y



pump

Transverse Pumping Gain Estimates

- Seed: 2nJ
 - Cavity Losses: ~1%
 - T_{pass} : 1ns
- Pump (CW): 1kW (Total: 2X .5kW Bars)
 - $\eta_{\text{Abs}}=63.2\%$
 - $\eta_{\text{QD}}=55.6\%$
 - $\eta_{\text{Pump}}=\eta_{\text{Abs}} \eta_{\text{QD}}=35.1\%$
 - Heat: ~560 W
 - Significant (Cylindrical) Thermal Lens Expected
 - $w=30\mu\text{m}$
- Single Pass Gain (small signal)
 - Astigmatic Seed: $g\approx 1.64$
 - $w_x=200\mu\text{m}$, $w_y=30\mu\text{m}$
 - Spatially Chirped Seed: $g\approx 1.64$
 - $w_x=2\text{mm}$, $w_y=30\mu\text{m}$



•Multi-Pass Extraction: 37 Passes

- Astigmatic Mode: ~136uJ (small extraction area)
- Spatially Chirped:~.53mJ (46% extraction)

Central dip in gain: spatial gain mode *expansion*.

This could be used to counter gain narrowing for spatially-chirped seed

Frequency dependence: account for lineshapes

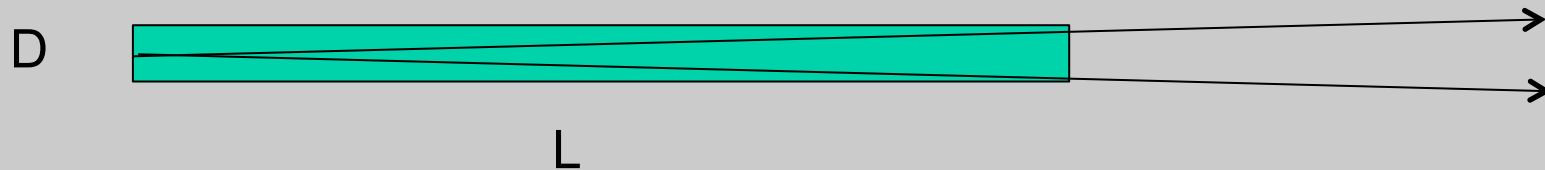
- Absorption and gain coefficients and saturation intensity both depends on frequency

$$\alpha(I, \nu) = \frac{\alpha_0 (\nu - \nu_0)}{1 + \frac{I(\nu)}{I_{sat} (\nu - \nu_0)}}$$

- For broadband input, saturation changes shape of transmitted spectrum
 - Absorption: power broadening
 - Gain: spectral gain narrowing

Amplified Spontaneous Emission (ASE)

- Spontaneous emission is emitted into 4π steradians, but is amplified on the way out if there is gain.



- ASE can be considered to be a noise source
- ASE is more directional than fluorescence, but not as directional as a coherent laser beam
- Some high-gain lasers are essentially ASE sources (no mirrors)
- Implications for amplifier design
 - ASE can deplete stored energy before pulse extraction
 - Use timing and good seed energy to extract energy from medium before ASE
 - Ensure that transverse gain is smaller than longitudinal to avoid parasitic depletion.

Self-absorption and “optically-thick” media

- A related phenomenon for an absorbing medium is when radiation is *absorbed* along the way out.
- More absorption near the line center, so the transmitted light is broader in spectrum.
- For an extended luminous body (e.g. the Sun), the individual spectral lines get merged together to look like the blackbody.