

Formulas


$$c = \frac{c_0}{n} \quad k = nk_0 \quad v_p = \frac{c}{k} \quad n = \sqrt{\epsilon \epsilon'} \\ \lambda = \frac{\lambda_0}{n} \quad \lambda = \frac{c}{f} \quad v_g = \frac{\partial \omega}{\partial k}$$

Micro lens

$$M = -\frac{z_2}{z_1}$$

$$\frac{1}{z_1} + \frac{1}{z_2} = \frac{1}{f}$$

concave \rightarrow  $R = \ominus$

convex \rightarrow  $R = \oplus$

$$f = -\frac{R}{2}$$

$$\begin{pmatrix} y_2 \\ \theta_2 \end{pmatrix} = M \begin{pmatrix} y_1 \\ \theta_1 \end{pmatrix}$$

Snell

$$\theta_i = \theta_r$$

$$n_1 \sin \theta_i = n_2 \sin \theta_e$$

$$n_1 > n_2 \rightarrow \theta_i < \theta_e$$

$$n_1 < n_2 \rightarrow \theta_i > \theta_e$$

Critical ang

$$\theta_c = \frac{\pi}{2} \Rightarrow \theta_c = \sin^{-1}\left(\frac{n_2}{n_1}\right)$$

Brewster

only with TM

$$\theta_0 = \tan^{-1}\left(\frac{n_2}{n_1}\right)$$

TE

E \perp plane inci

$$t_{TE} = \frac{2 n_i \cos \theta_i}{n_t \cos \theta_t + n_i \cos \theta_i} \\ r_{TE} = \frac{n_i \cos \theta_i - n_t \cos \theta_t}{n_i \cos \theta_i + n_t \cos \theta_t}$$

TM

H \perp plane inci

$$t_{TM} = \frac{2 n_i \cos \theta_i}{n_i \cos \theta_t + n_t \cos \theta_i} \\ r_{TM} = \frac{n_i \cos \theta_t - n_t \cos \theta_i}{n_i \cos \theta_t + n_t \cos \theta_i}$$

$$R = \frac{P_r}{P_i} = |r|^2$$

$$T = \frac{P_t}{P_i} = 1 - R$$

$$P_t = I_t A_t = I_t \cos \theta_t$$

Fresnel app

$$\frac{n_f \theta_m^2}{z} \ll 1$$

$$n_f = \frac{a^2}{x^2}$$

$$\theta_m = \frac{a}{z}$$

$$t(x, y) = h_0 e^{-j(n-1)k_0 d(x, y)}$$

$$h_0 = e^{-jk_0 d_0}$$

Diff grat

$$\theta_q = \theta_i + q \frac{\lambda}{\Lambda}$$

Diffraction

$$d(\sin \theta_m - \sin \theta_i) = m \lambda$$

$$\frac{\Delta \lambda}{\lambda} = \frac{1}{mN}$$

Gaussian

beam div:

$$z_0 = \frac{4\lambda}{\pi n W_0^2}$$

depth fo:

$$z_0 = \frac{2\pi W_0^2}{\lambda}$$

diameter

$$2W(z) = W_0 \sqrt{1 + \left(\frac{z}{z_0}\right)^2} \cdot 2$$

rad. curv.

$$R(z) = z \left[1 + \left(\frac{z_0}{z}\right)^2 \right]$$

sp. intensity

$$I(r, z) = \frac{2P}{\pi W^2(z)} e^{-2r^2/W^2(z)}$$

$$W_0 = \sqrt{\frac{\lambda z_0}{\pi}}$$

$$\vec{E}(t, z) = \hat{x} a_x \cos(\omega t - kz) + \hat{y} a_y \cos(\omega t - kz + \phi)$$

linear pol: $\phi = 0$
 $\phi = \pi$

RHCP: $a_x = a_y = a$
 $\phi = \pi/2$



$$\cos(\alpha \pm \beta) = \cos \alpha \cos \beta \mp \sin \alpha \sin \beta$$

Jones

$$E = \begin{bmatrix} a_x \\ a_y e^{i\phi} \end{bmatrix}$$

$$\omega_{bragg} = \frac{n_1 + n_2}{4n_1 n_2} \frac{2\pi c}{\Lambda}$$

$$\lambda_{bragg} = \frac{2\pi c}{\omega_{bragg}}$$

$$L_1 + L_2 = \Lambda$$

Plasmon

$$|\epsilon'| \gg |\epsilon''|$$

$$k_{sp} = k_0 n_{sp} = \frac{\omega}{c} \sqrt{\frac{\epsilon_m' \epsilon_d}{\epsilon_m' + \epsilon_d}}$$

$$n_1 d = \lambda R/4$$

$$n_0 \begin{bmatrix} d \\ n_1 \end{bmatrix} n_2$$

$$n_1 = \sqrt{n_0 n_2}$$

to suppress completely reflection

o) Main steps manufacturing

Top-down \Rightarrow wafer \rightarrow processing \rightarrow dicing \rightarrow packaging

Bottom-up \Rightarrow molecular sup \rightarrow self assembly \rightarrow dicing \rightarrow device

Lithography

o) Surface plasmon

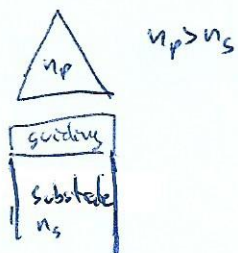
They are collective vibrations of an electron gas (or plasma) surrounding the atomic lattice sites of metal

\rightarrow e^- oscillations that exist at the interface between any two materials where the real part of dielectric function changes sign across interface

How to excite via prism coupling

We excite evanescent field

We introduce a prism in proximity of guiding film



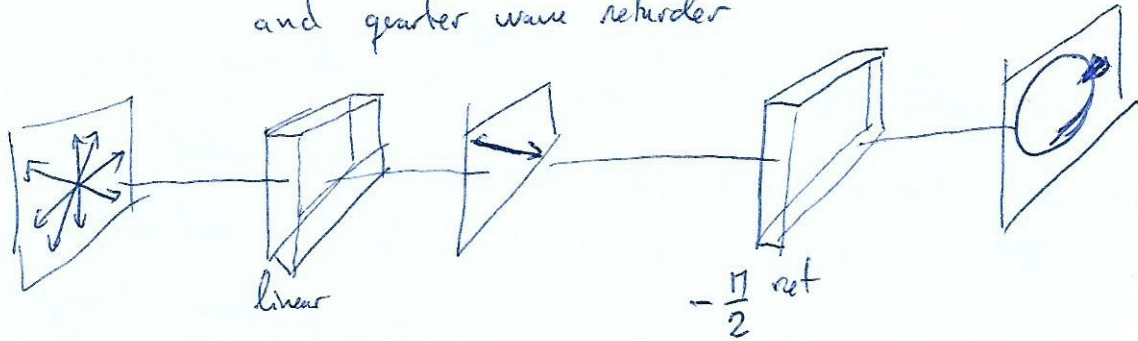
If transverse momentum inside prism k_{zp} matches modes propagation β the plane wave from the prism is coupled.

o) Scattering

o) Theories

a) How to obtain circularly polarized from unpolarized
We put a linear polarizer and then a wave retarder
The wave retarder delays one axis by a phase.

For instance, linear polarizer in x axis
and quarter wave retarder



b) Scattering

→ Redirection of radiation out of the original direction
due to interactions with molecules and particles

→ Refraction, reflection, diffraction etc are all different
forms of scattering

→ Types: elastic, inelastic, quasi-elastic, single, multiple