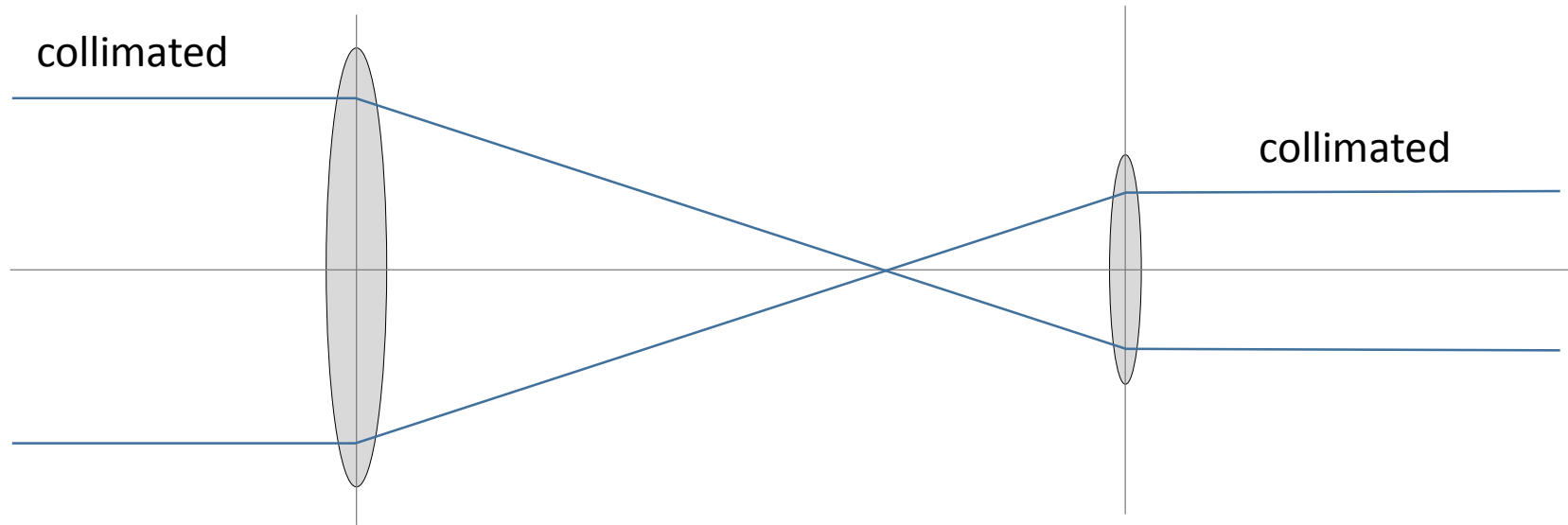


## Gaussian laser beams

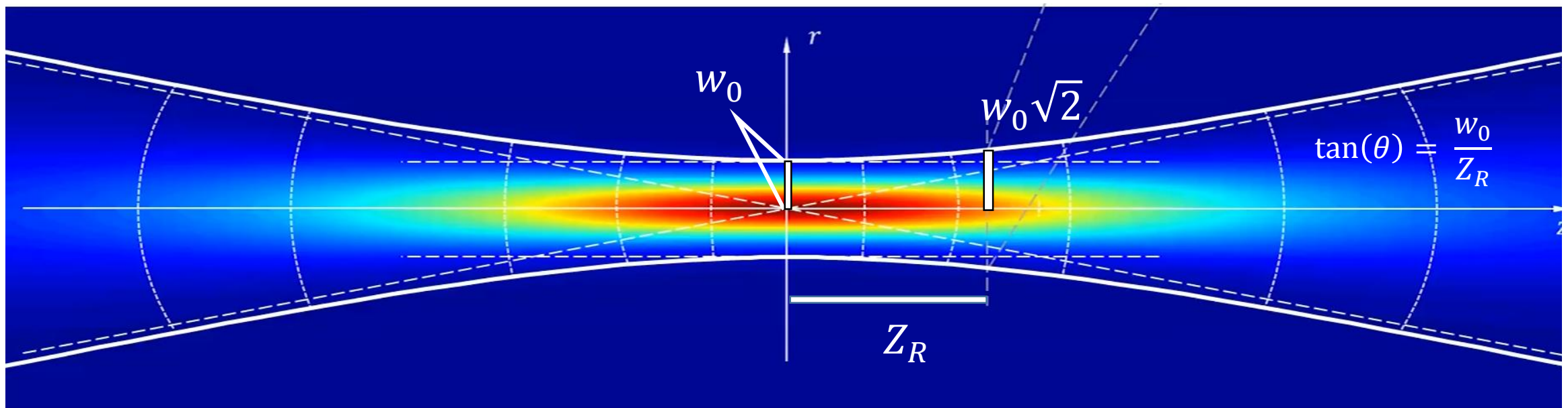


Collimated beam is an idealized concept

Real beams loose collimation as they propagate

Rayleigh length:  $Z_R = \frac{\pi w_0^2}{\lambda}$

$w_0$  - beam waist radius,  
 $\lambda$  - laser wavelength

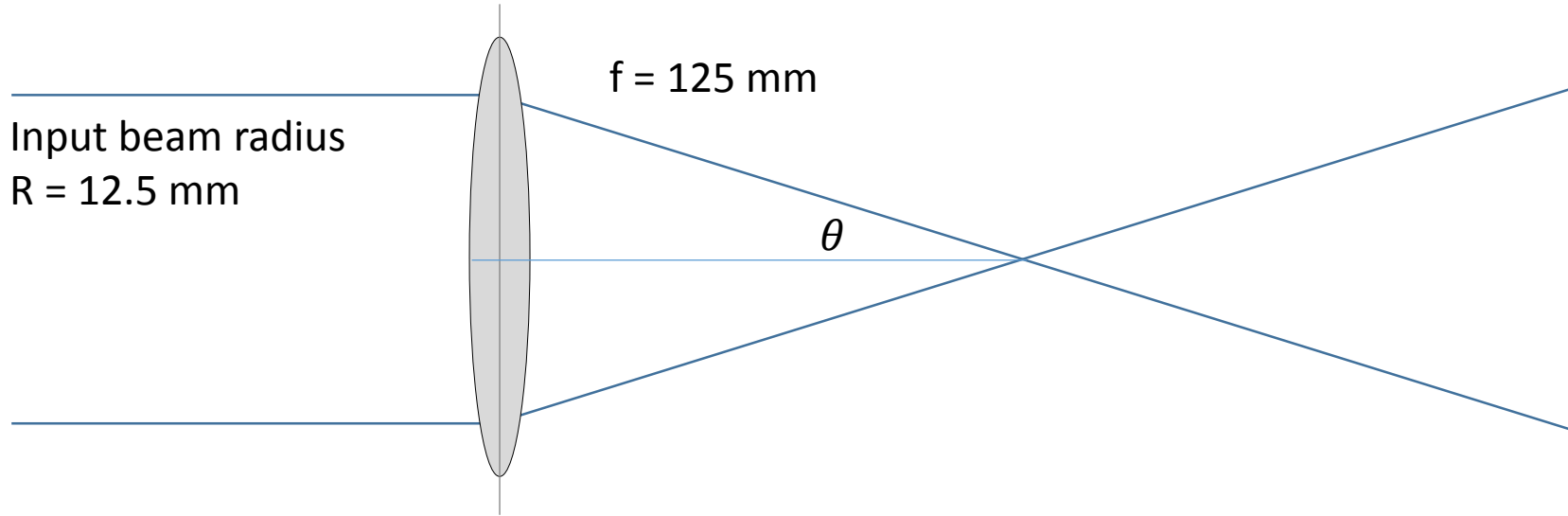


Think of light-sheet

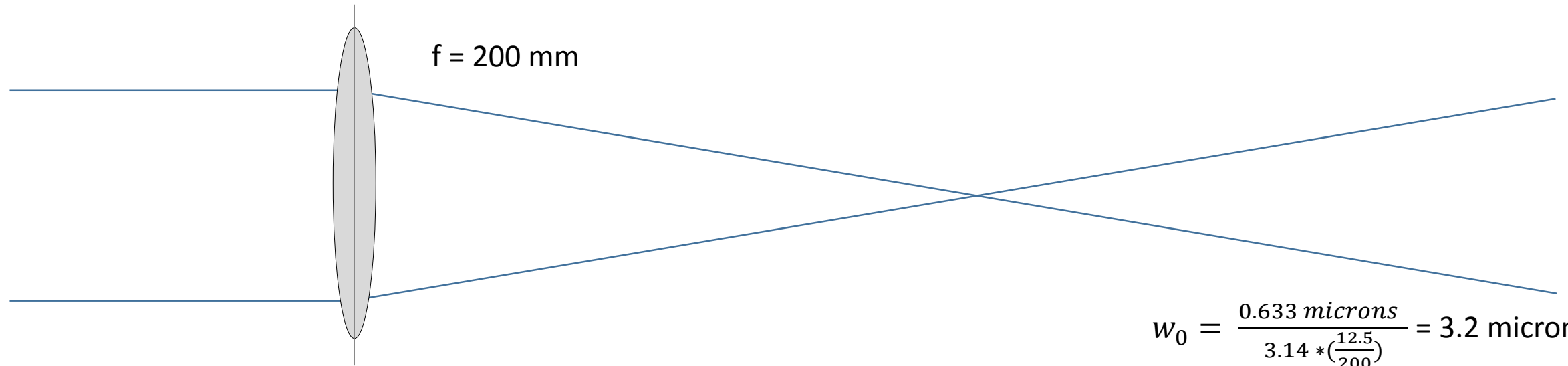
Demo: How large is the beam waist, *i. e.*  $w_0$  radius ?

$$Z_R = \frac{\pi w_0^2}{\lambda}, \quad \tan(\theta) = \frac{w_0}{Z_R}$$

$$w_0 = \frac{\lambda}{\pi \tan(\theta)}$$



$$w_0 = \frac{0.633 \text{ microns}}{3.14 * (\frac{12.5}{125})} = 2 \text{ microns}$$



$$w_0 = \frac{0.633 \text{ microns}}{3.14 * (\frac{12.5}{200})} = 3.2 \text{ microns}$$

Gaussian, high NA



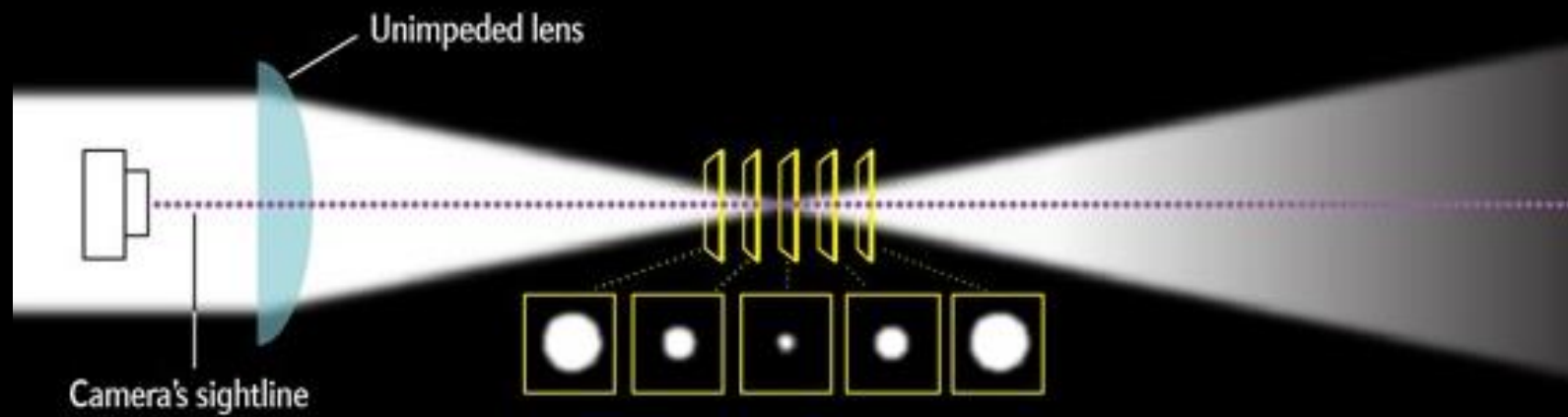
Gaussian, low NA



Bessel

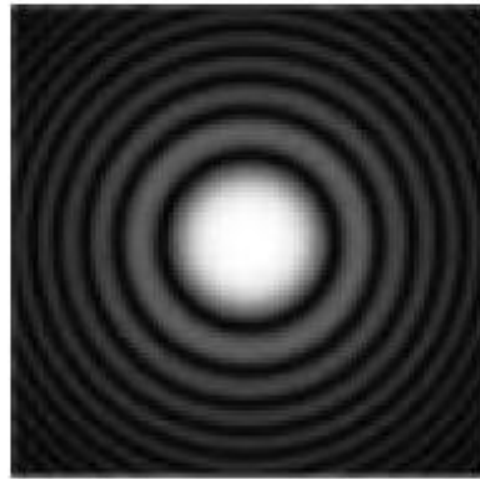


## Gaussian

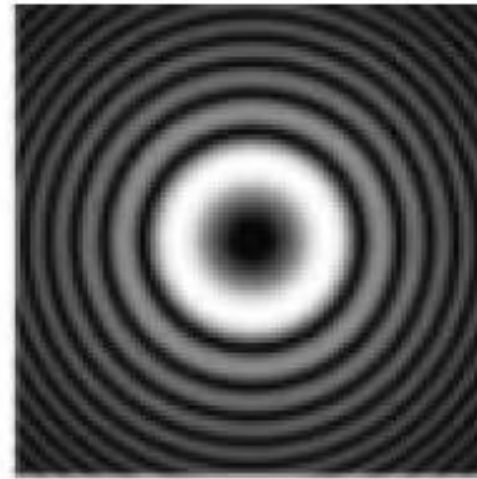


## Bessel





(a)



(b)

Figure 1. Bessel beam intensity profiles: (a) for a zeroth-order beam and (b) a first-order beam ( $J_1$  beam). Both beams have the same  $k_r$  values.