

Optics

Yichao Yu

Journal Club

Oct. 18, 2022

Useful for $> 90\%$ of calculation.

Useful for $> 90\%$ of calculation.

Exceptions

- Focus
- Long propagation
- Diffraction optical elements
e.g. gratings.

Useful for $> 90\%$ of calculation.

Exceptions

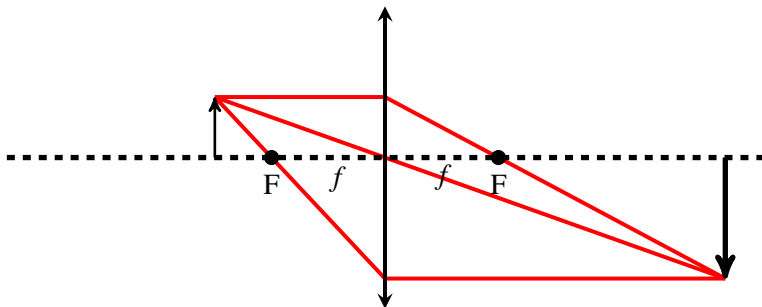
- Focus
- Long propagation
- Diffraction optical elements
e.g. gratings.

Useful for $> 90\%$ of calculation.

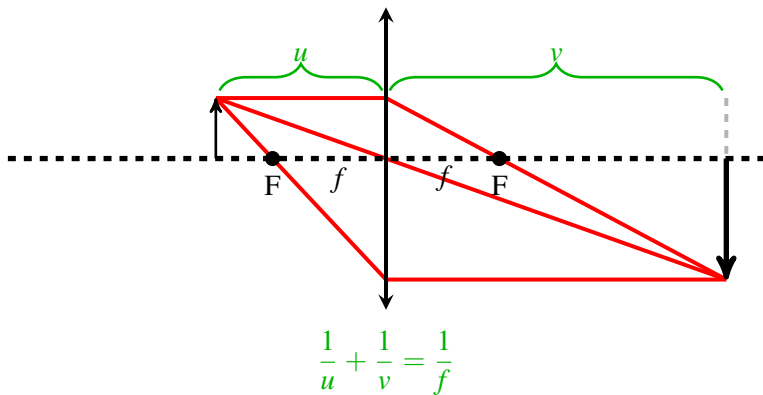
Exceptions

- Focus
- Long propagation
- Diffraction optical elements
e.g. gratings.

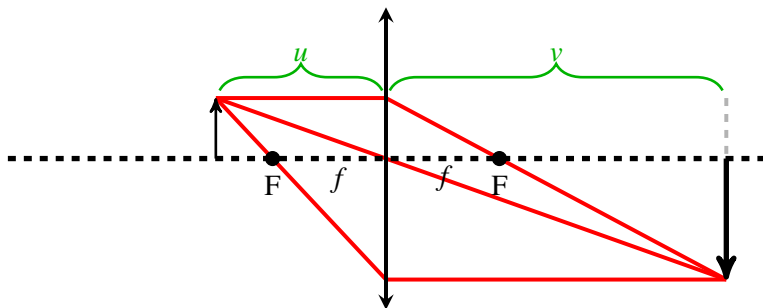
Ideal Lens



Ideal Lens



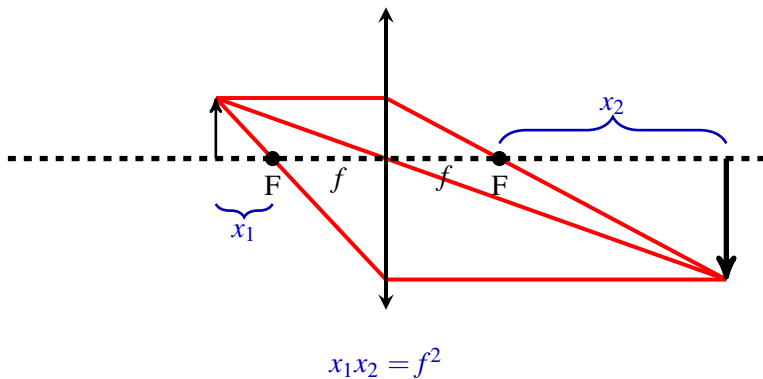
Ideal Lens



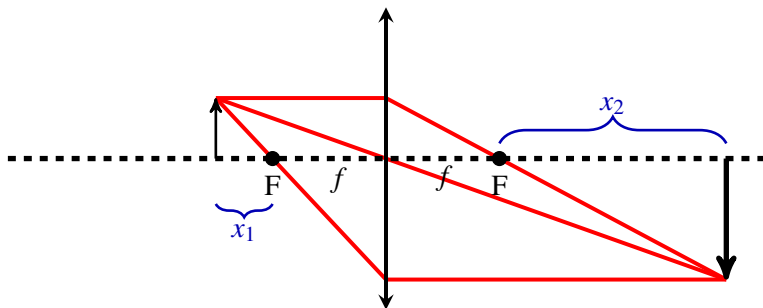
$$\frac{1}{u} + \frac{1}{v} = \frac{1}{f}$$

$$M = \frac{v}{u}$$

Ideal Lens



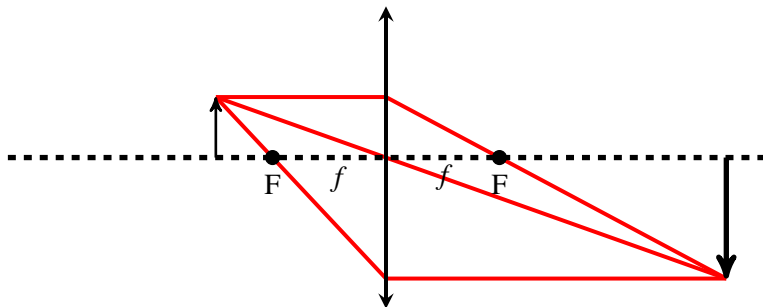
Ideal Lens



$$x_1 x_2 = f^2$$

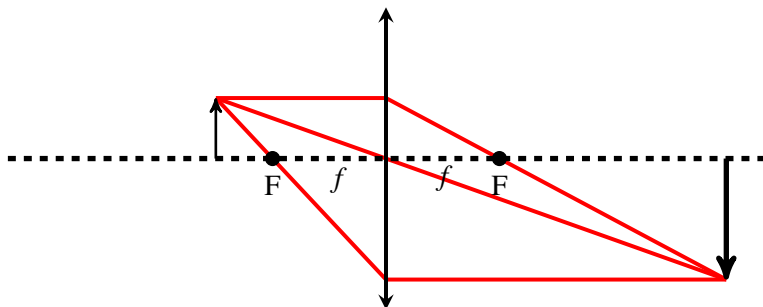
$$M = \frac{f}{x_1} = \frac{x_2}{f} = \sqrt{\frac{x_2}{x_1}}$$

Ideal Lens



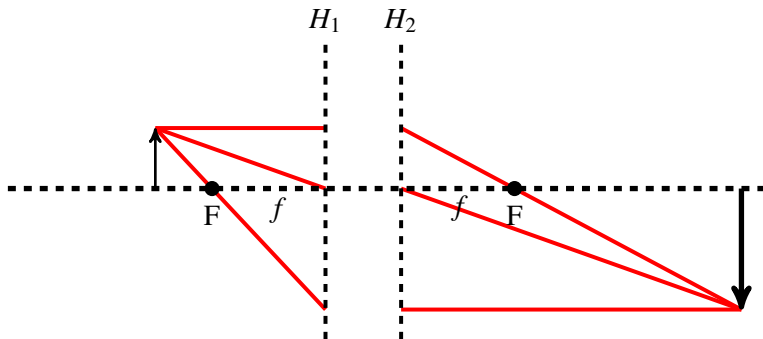
Conjugate plane: Perfect image under ray optics

Ideal Lens

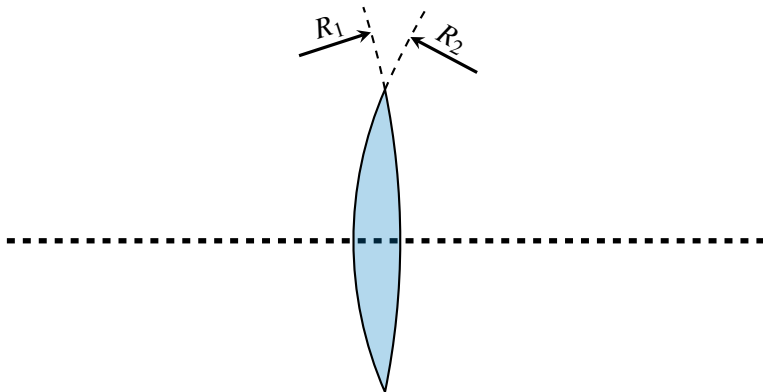


Conjugate plane: Perfect image under ray optics
Principal planes: Conjugate plane where $M = 1$

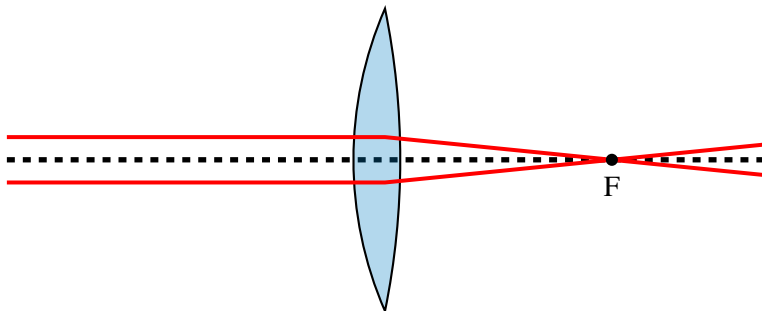
Ideal Lens



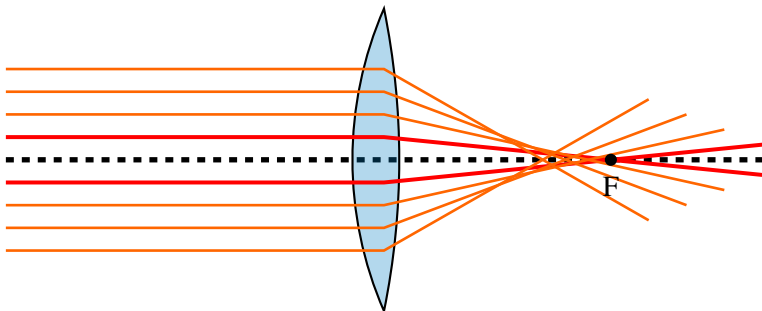
Spherical lens



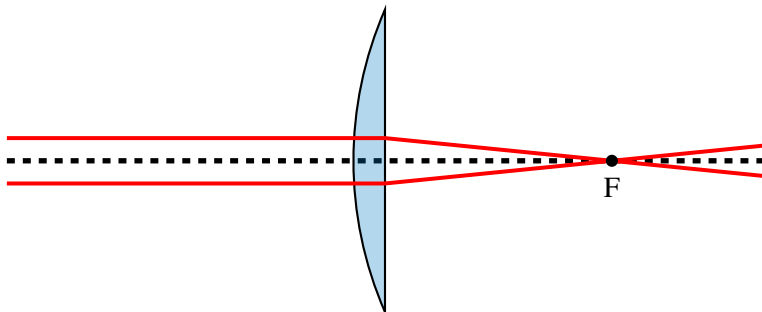
Spherical lens



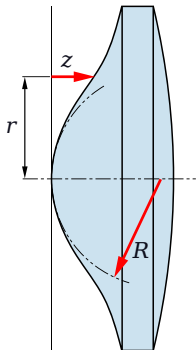
Spherical lens



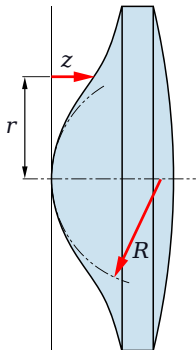
Spherical lens



Aspherical lens



Aspherical lens



Use cases

- Collimation
- Fiber coupling

Other lens types

Reflective

- No chromatic shift
- Can be aspherical
- More difficult beam path layout

Other lens types

Reflective

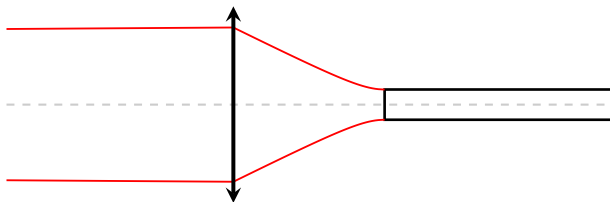
- No chromatic shift
- Can be aspherical
- More difficult beam path layout

Lens set

- Could fix chromatic shift
- Could fix monochromatic aberration
- Better surface quality
- May not be UV compatible

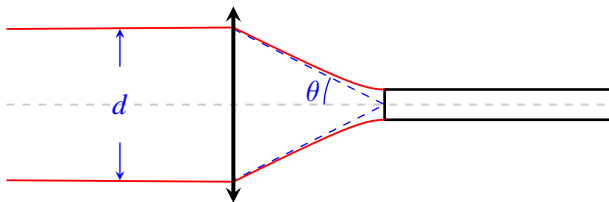
Fiber coupling

Collimation



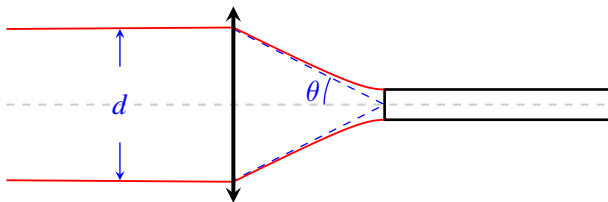
Fiber coupling

Collimation



Fiber coupling

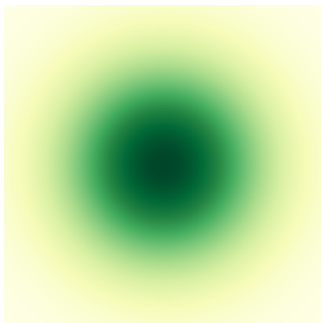
Collimation



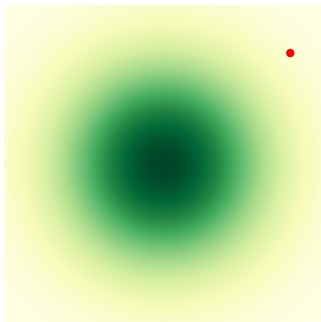
$$d \approx 2f \tan \theta$$

Alignment

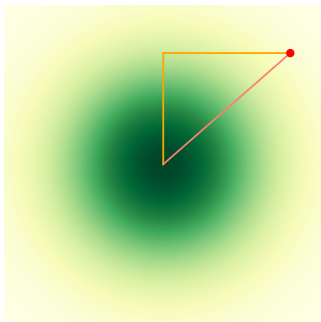
Alignment



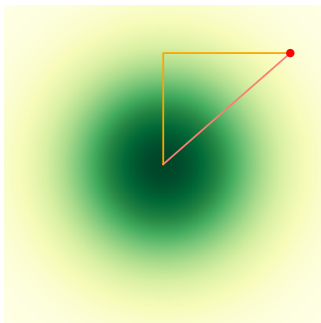
Alignment



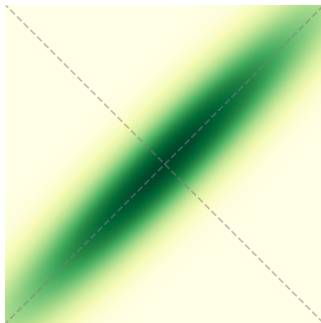
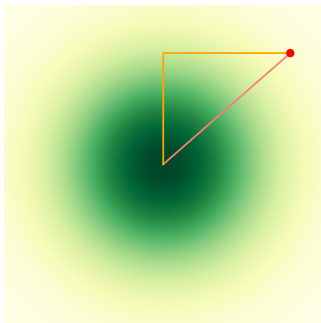
Alignment



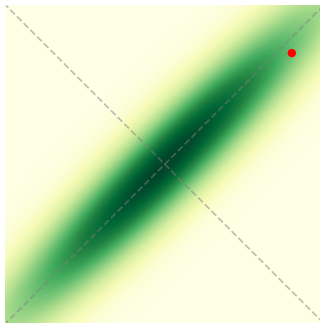
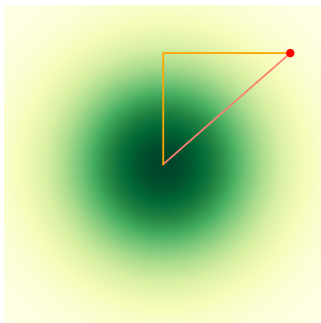
Alignment



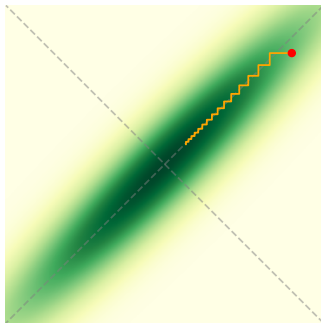
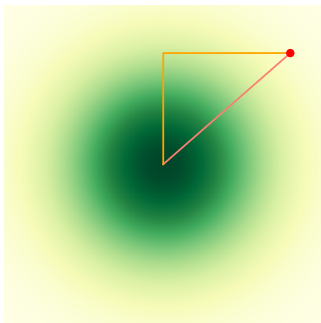
Alignment



Alignment



Alignment



Alignment

