

Optics and Waves

Lectures 14-15

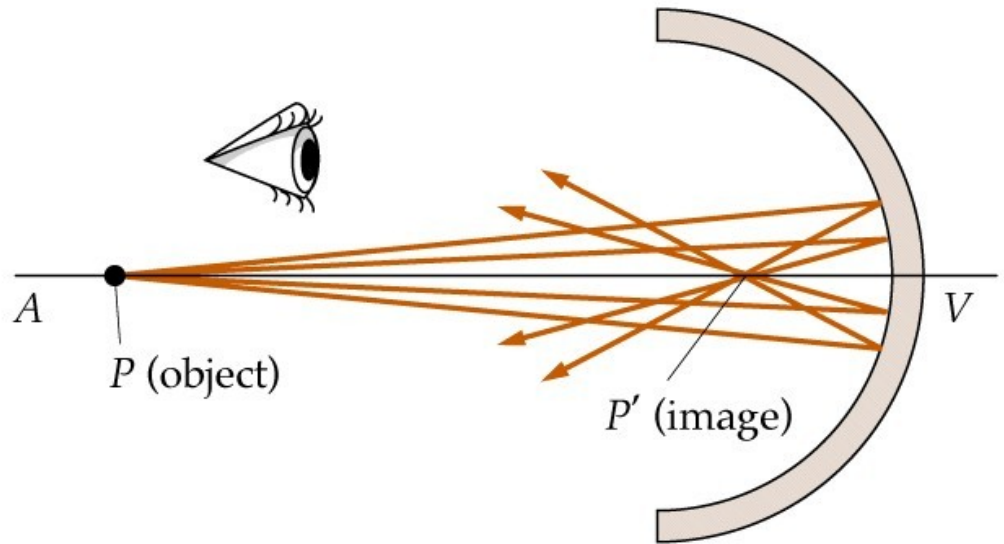
Spherical Mirrors

Y&F, Chapter 34,

34.2 Geometric optics/ Ray
optics

Spherical Mirrors:

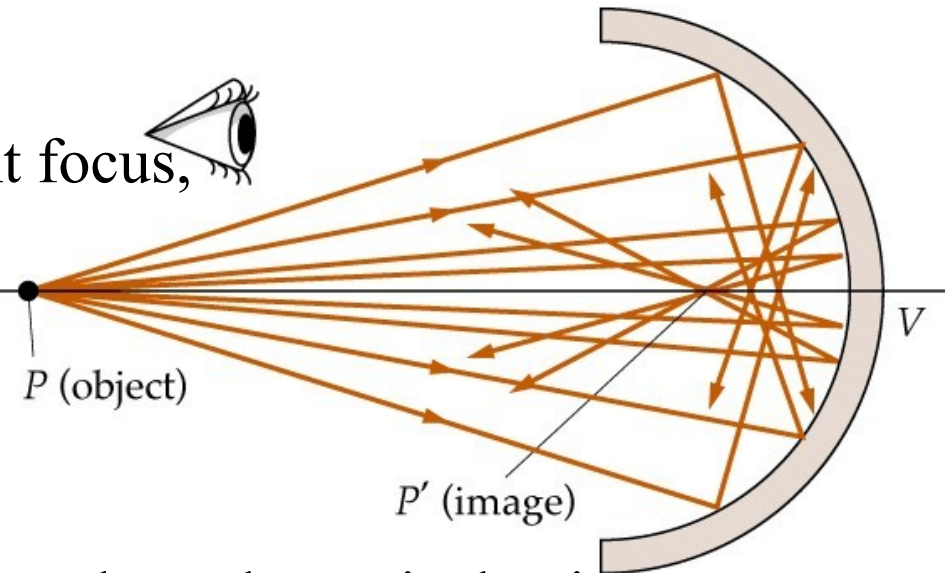
image is real –
light rays pass through it
and image could be projected
on a screen – not true for
virtual images.



Spherical aberrations

- non axial rays come to a different focus,
and thus image is blurred.

The non-paraxial rays are usually
removed using an aperture.



- Paraxial ray: a ray makes a small angle to the optical axis.

Objectives:

1. Use simple geometry to derive the mirror equation

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f} \quad (\text{The mirror equation})$$

2. Learn to use the mirror equation to find images

3. Use ray-diagrams to locate images.

$$\beta = \alpha + \theta$$

$$\gamma = \alpha + 2\theta$$

i.e. $2\beta = \alpha + \gamma$

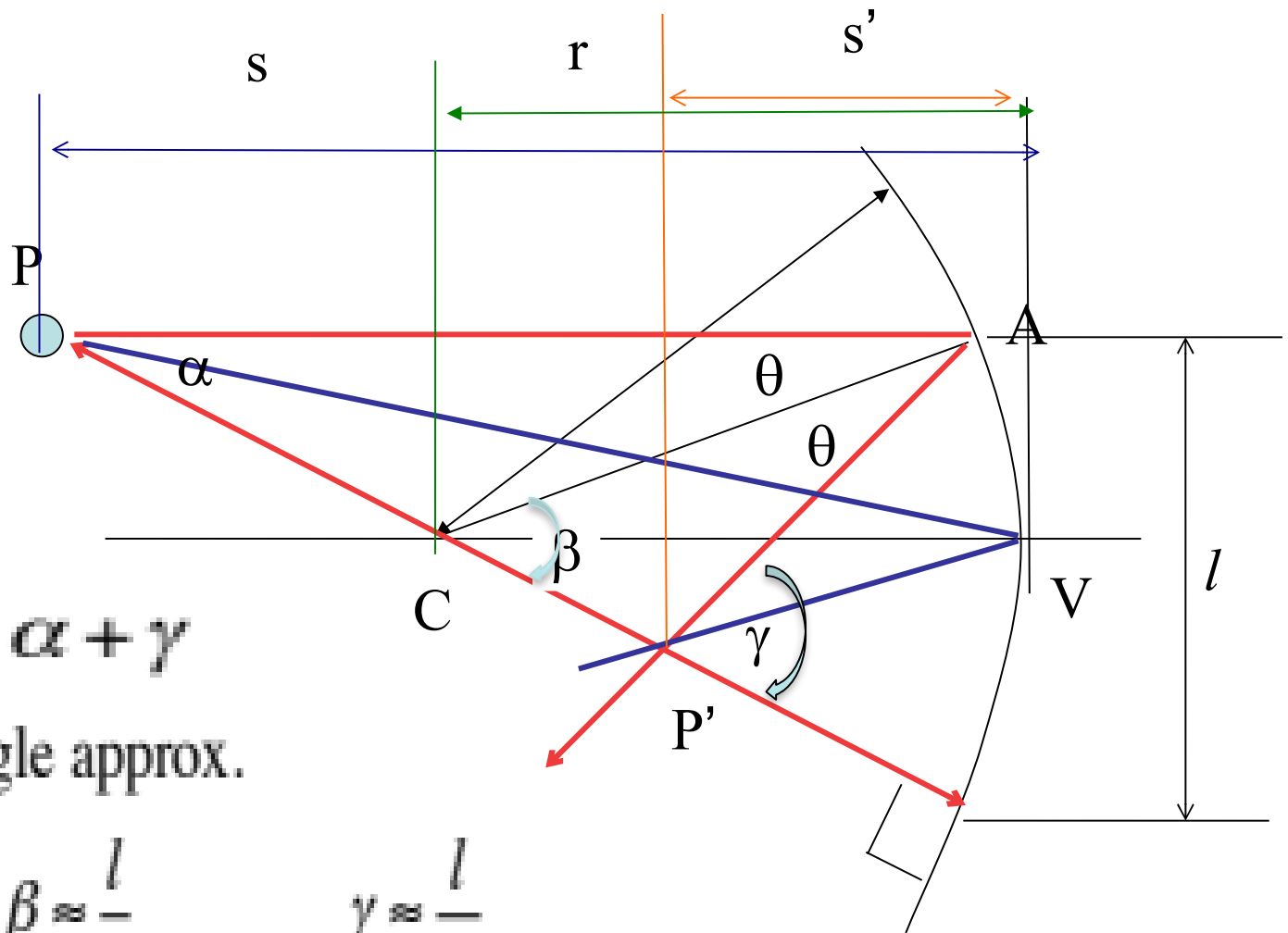
using small angle approx.

$$\alpha \approx \frac{l}{s} \quad \beta \approx \frac{l}{r} \quad \gamma \approx \frac{l}{s'}$$

i.e.

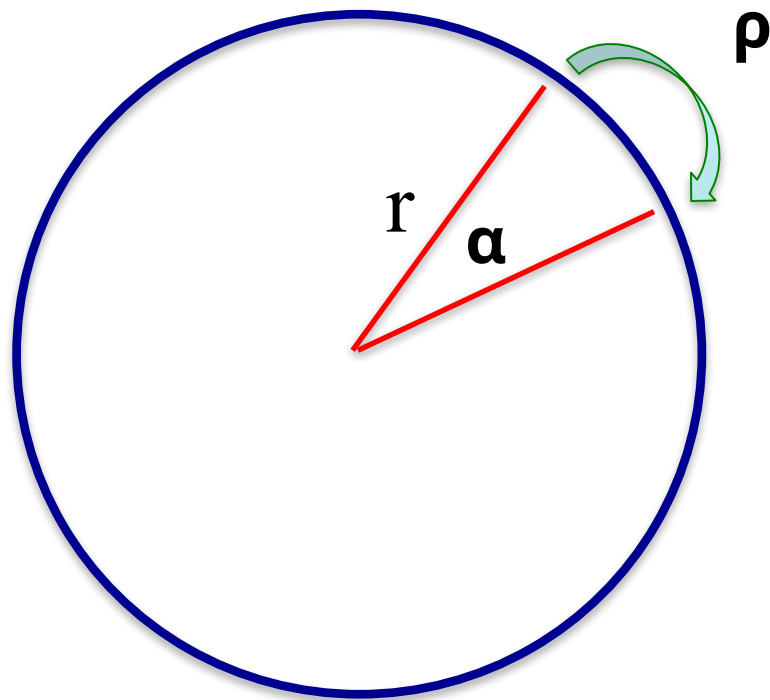
$$\frac{2}{r} = \frac{1}{s} + \frac{1}{s'}$$

All distances measured from V



V: Vertex of the mirror
CV: Optic axis

$$\alpha = \frac{\rho}{r}$$



$$\frac{1}{s} + \frac{1}{s'} = \frac{2}{r} = \frac{1}{r/2}$$

Introduce a new parameter f , $f = \frac{r}{2}$

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f} \quad (\text{The mirror equation})$$

For plane mirror, $r=\infty$, hence $f=\infty$, and $s=-s'$

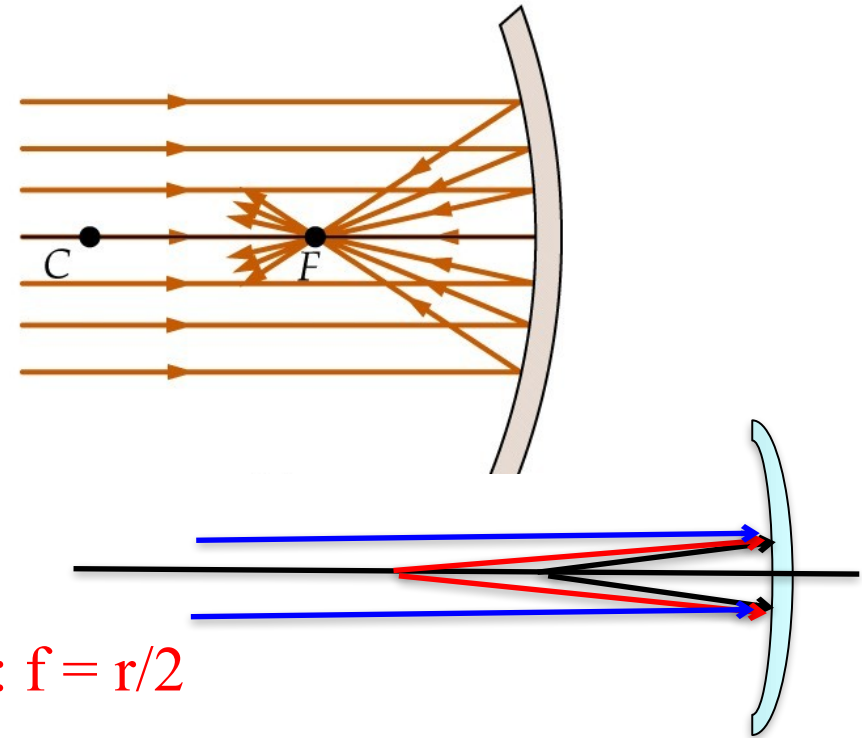
f is the focal length of the mirror

When parallel rays incident onto the mirror, they are focused at the focal point which is at distance f from the vertex.

$$\frac{2}{r} = \frac{1}{s} + \frac{1}{s'}$$

so as $s \rightarrow \infty$

$$s' \rightarrow \frac{r}{2}$$



Focal length of a spherical mirror: $f = r/2$

f takes the same sign as r .

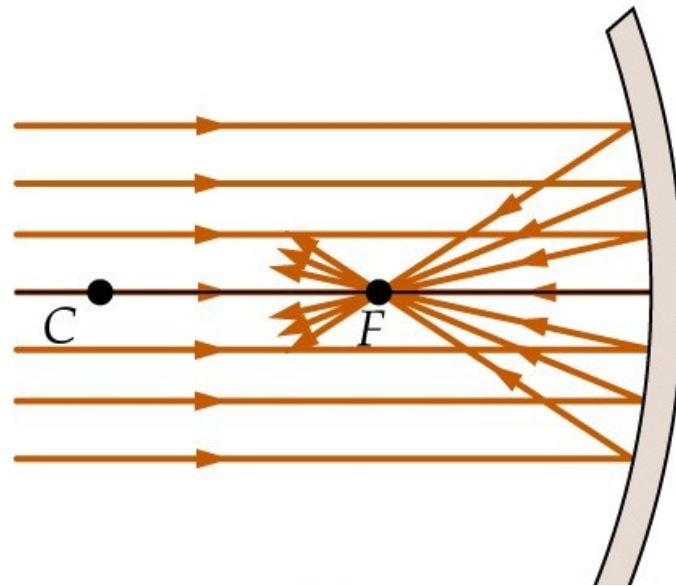
Sign for r . When the centre of curvature C is on the same side as the outgoing light, the radius of curvature is positive.

F , the focal point. When parallel rays incident onto mirror, the rays are brought to focus at F . If a point object is placed at F , all reflected rays are parallel to the optic axis.



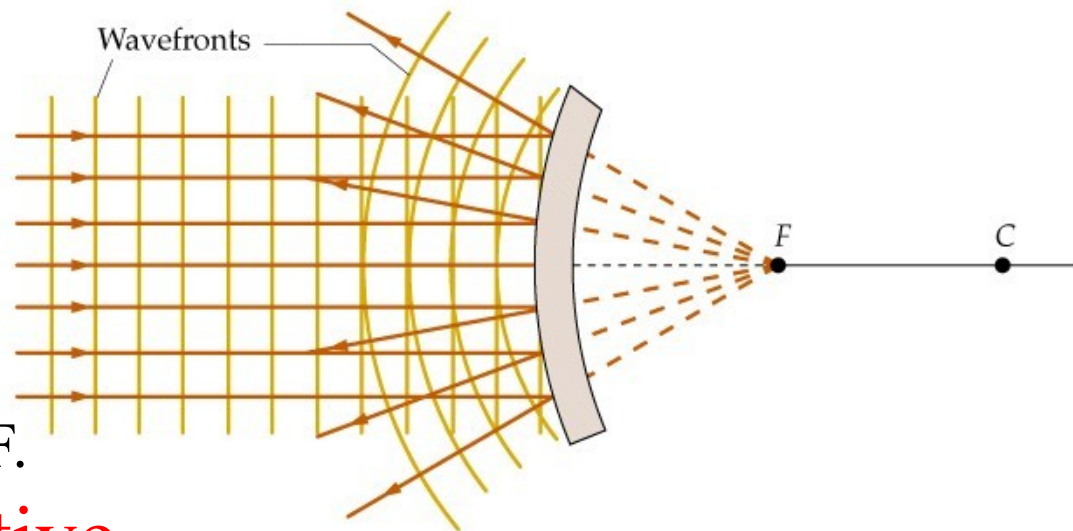
Concave mirror

- parallel rays strike the mirror and are focused at F at a distance $r/2$



Convex mirror

- the outgoing wavefronts appear to emanate from F behind the mirror.
- Rays appear to diverge from F .



r is negative, f is negative

The mirror equation is applicable to both Concave and convex mirrors.

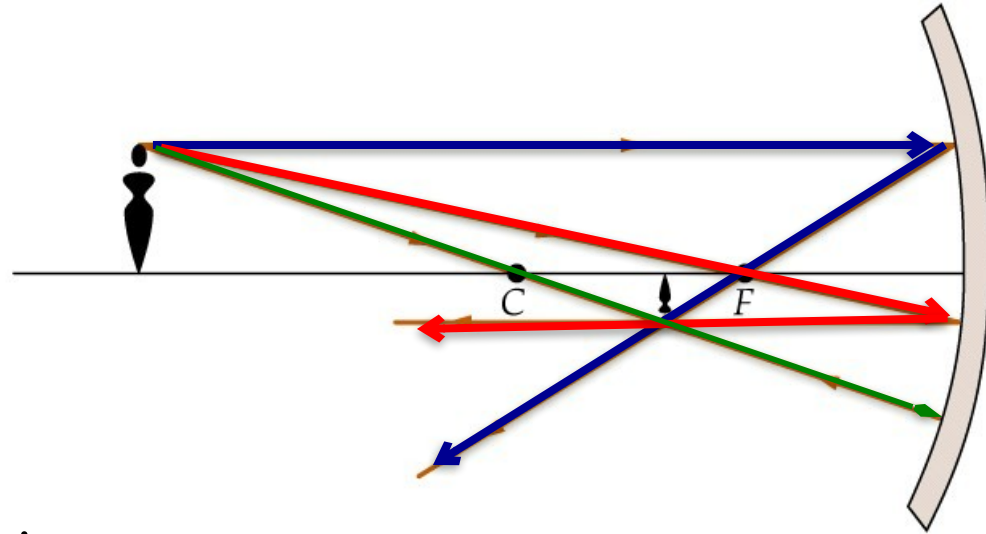
$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f} \quad (\text{The mirror equation})$$

Different signs for r and hence f.

Ray diagrams

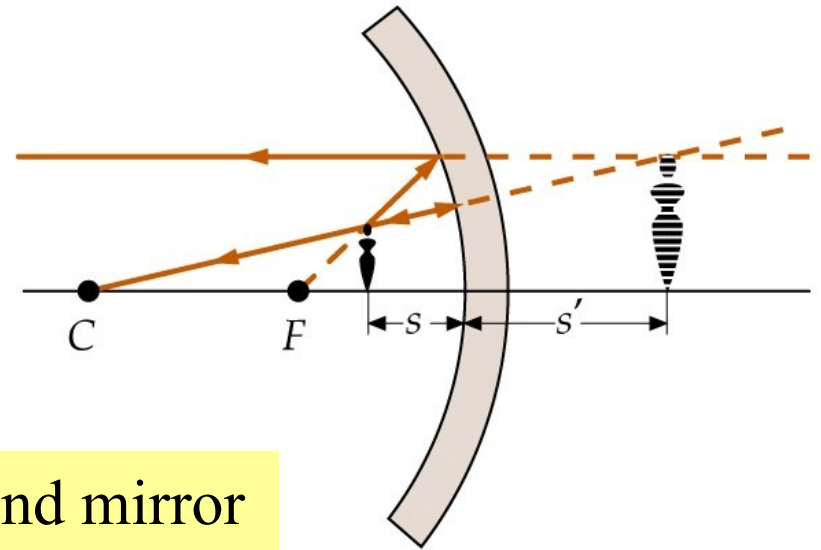
Draw 3 rays

1. parallel
2. focal
3. radial



Note. if $s < f$ image is behind mirror and virtual and need a different construction

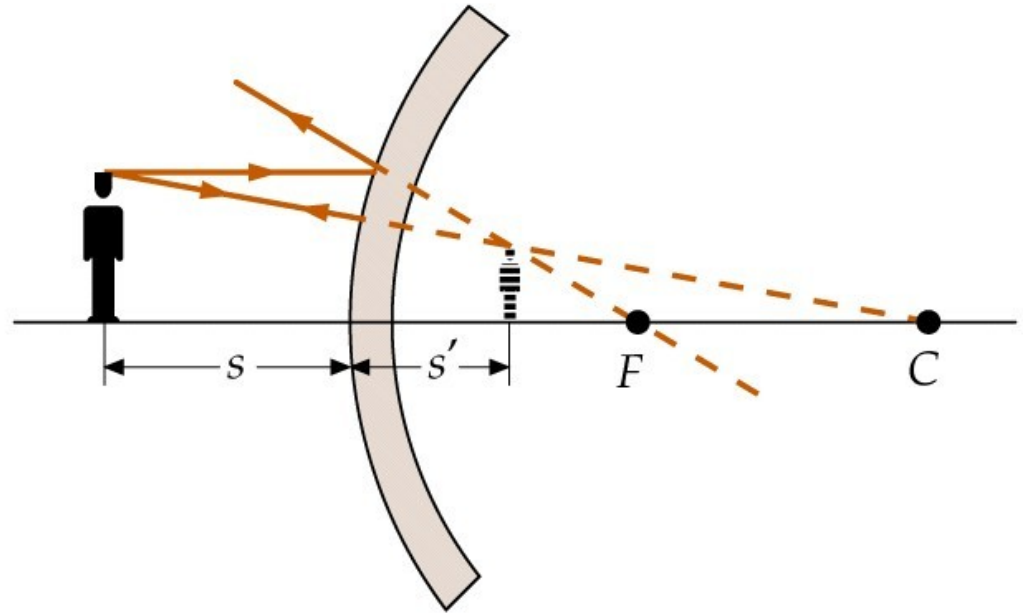
Convention for $\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$



s is +ve/-ve if object is in front/behind mirror
s' is +ve/-ve if image is in front/behind mirror
f/r +ve/-ve if mirror is concave/convex

For a concave mirror, depending on the object distance,
The image can be real and inverted,
or virtual and erect. (Cosmetic mirror)

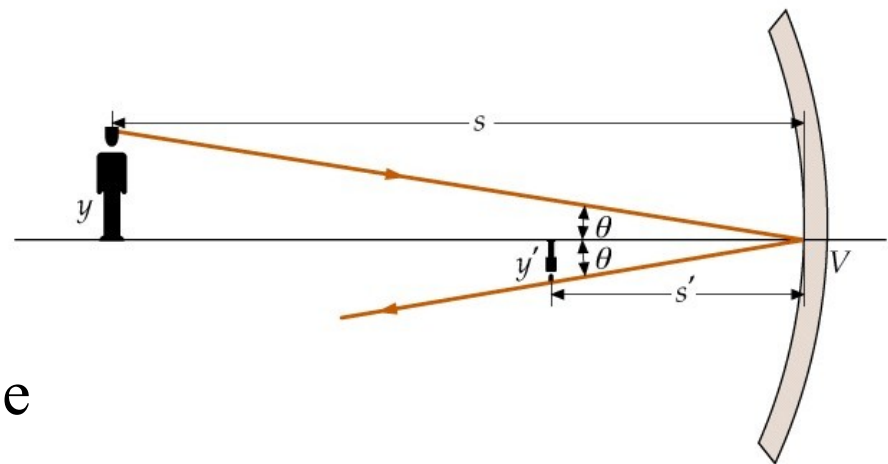
Ray diagram for
convex mirror



Magnification:

$$\tan \theta = \frac{y}{s} \quad \tan \theta = \frac{-y'}{s'}$$

$$m = \frac{y'}{y} = -\frac{s'}{s}$$



negative magnification hence
image is inverted.

Principle rays for concave mirror: Y&F P1124.

- 1) Ray parallel to axis reflects through the focal point.
- 2) Ray through focal point reflects parallel to axis.
- 3) Ray through centre reflects along its original path.
- 4) Ray to vertex reflects symmetrically around optic axis.

Principle rays for convex mirror: Y&F P1124.

- 1) Reflected parallel ray appears to come from focal point.
- 2) Ray towards focal point reflects parallel to axis.
- 3) Ray towards centre reflects along its original path.
- 4) Ray to vertex reflects symmetrically around optic axis.

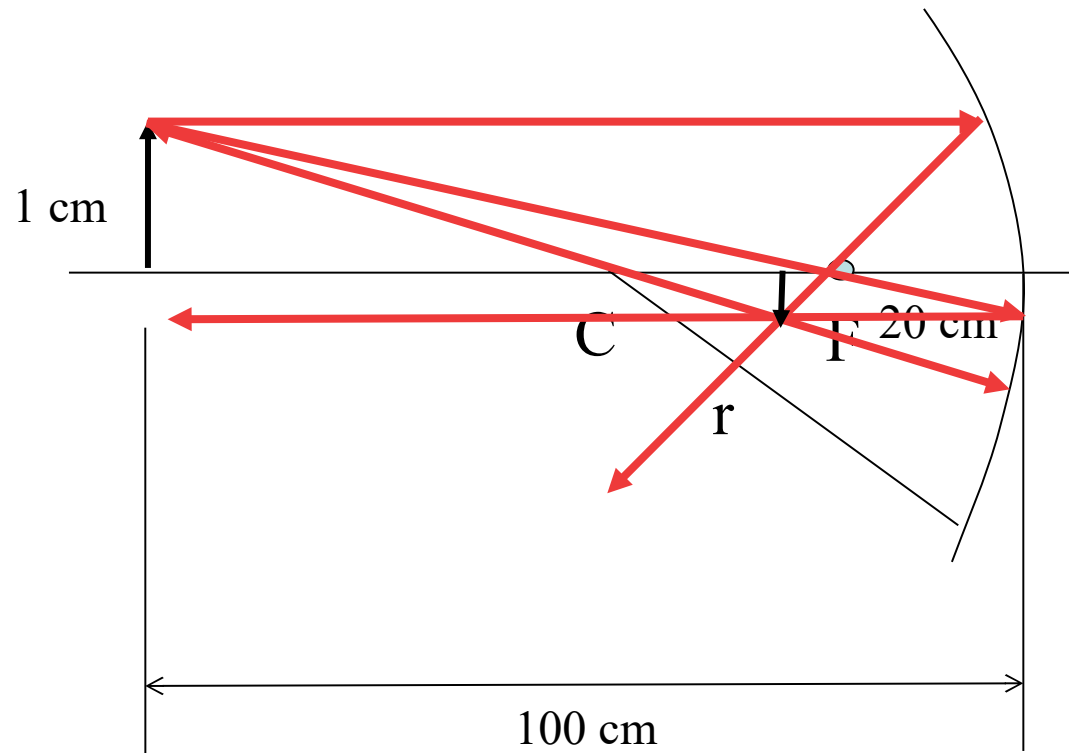
Better do an example or two!

Concave mirror, 40 cm radius of curvature, object 1 cm high, placed 100 cm from the mirror (beyond C) – where is the image and what is the magnification ?

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$
$$\frac{1}{s'} = \frac{1}{f} - \frac{1}{s} = \frac{1}{20} - \frac{1}{100} = \frac{4}{100}$$
$$s' = 25 \text{ cm}$$

$$m = -\frac{s'}{s} = -\frac{25}{100} = -0.25$$

Thus image is 0.25 cm high and inverted



Concave mirror, 40 cm radius of curvature, object 1 cm high, placed 10 cm from the mirror (inside F) – where is the image and what is the magnification

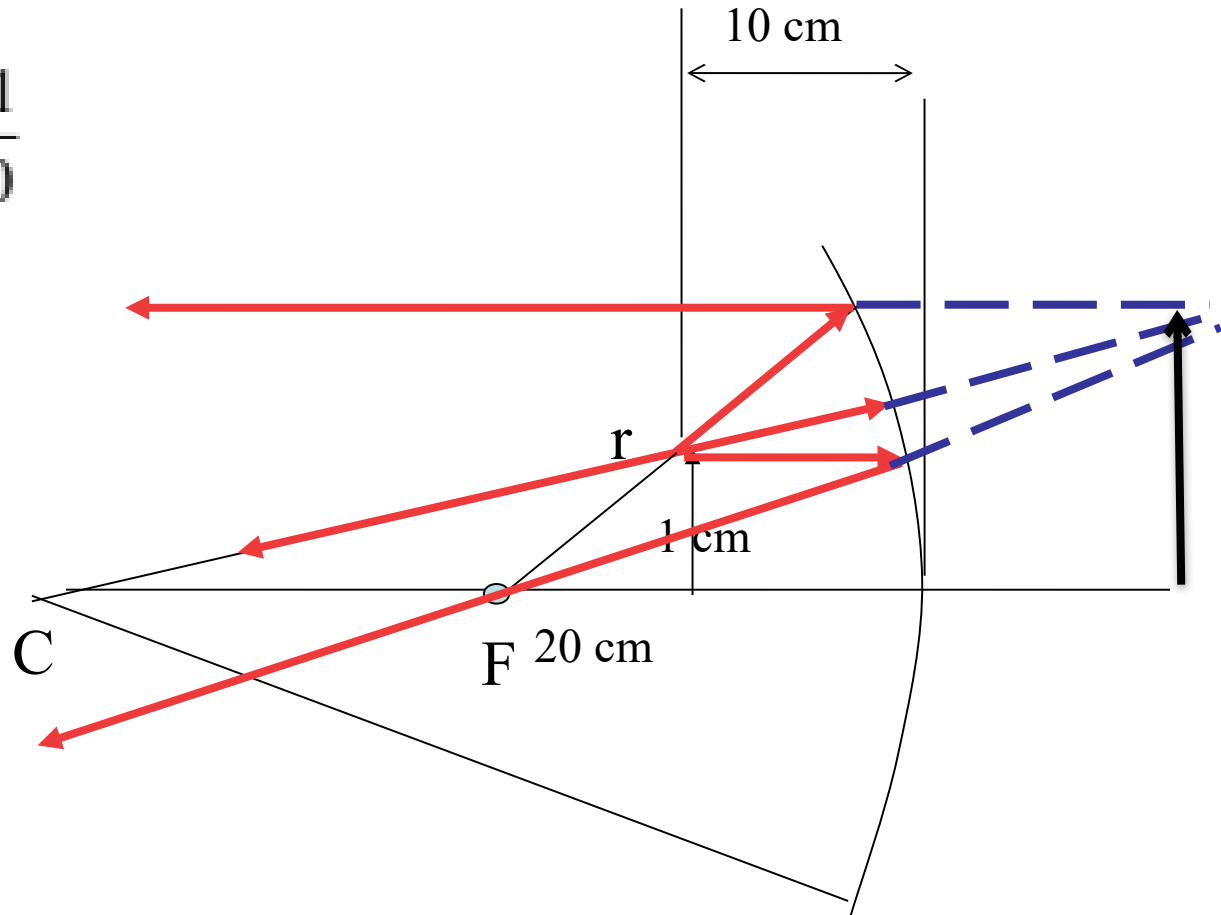
$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

$$\frac{1}{s'} = \frac{1}{f} - \frac{1}{s} = \frac{1}{20} - \frac{1}{10} = \frac{-1}{20}$$

$$s' = -20 \text{ cm}$$

$$m = -\frac{s'}{s} = -\frac{-20}{10} = 2$$

Thus image is 2 cm high and erect and virtual



Concave mirror, 40 cm radius of curvature, object 1 cm high,
Placed 30 cm from the mirror (between C and F) – where is the image
and what is the magnification?

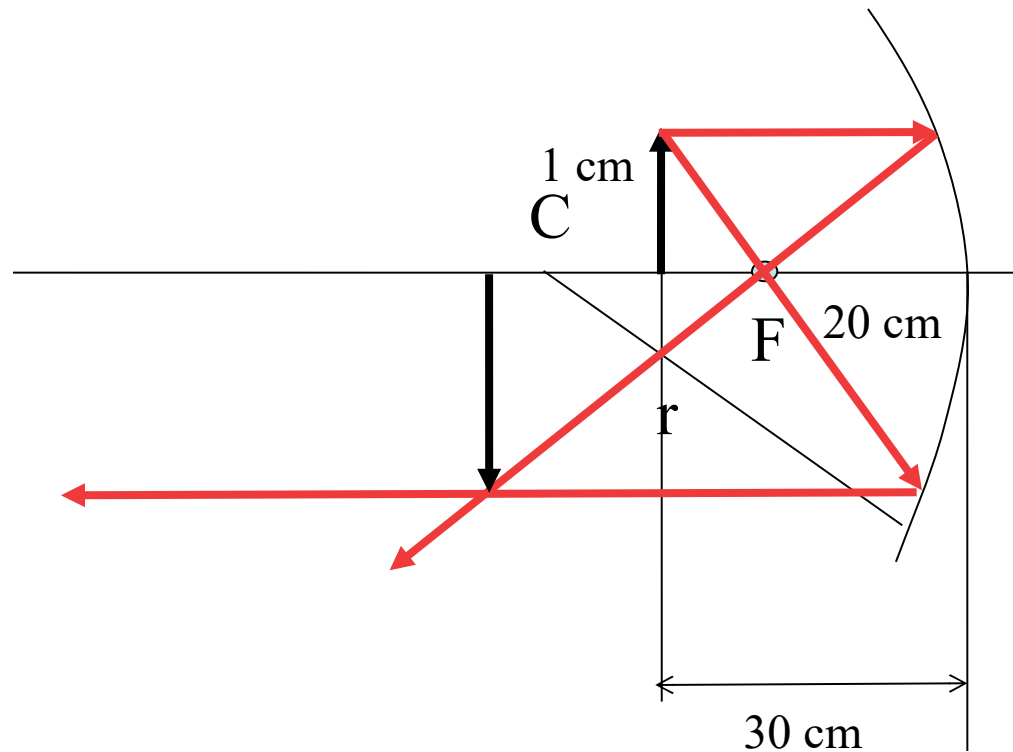
$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

$$\frac{1}{s'} = \frac{1}{f} - \frac{1}{s} = \frac{1}{20} - \frac{1}{30} = \frac{1}{60}$$

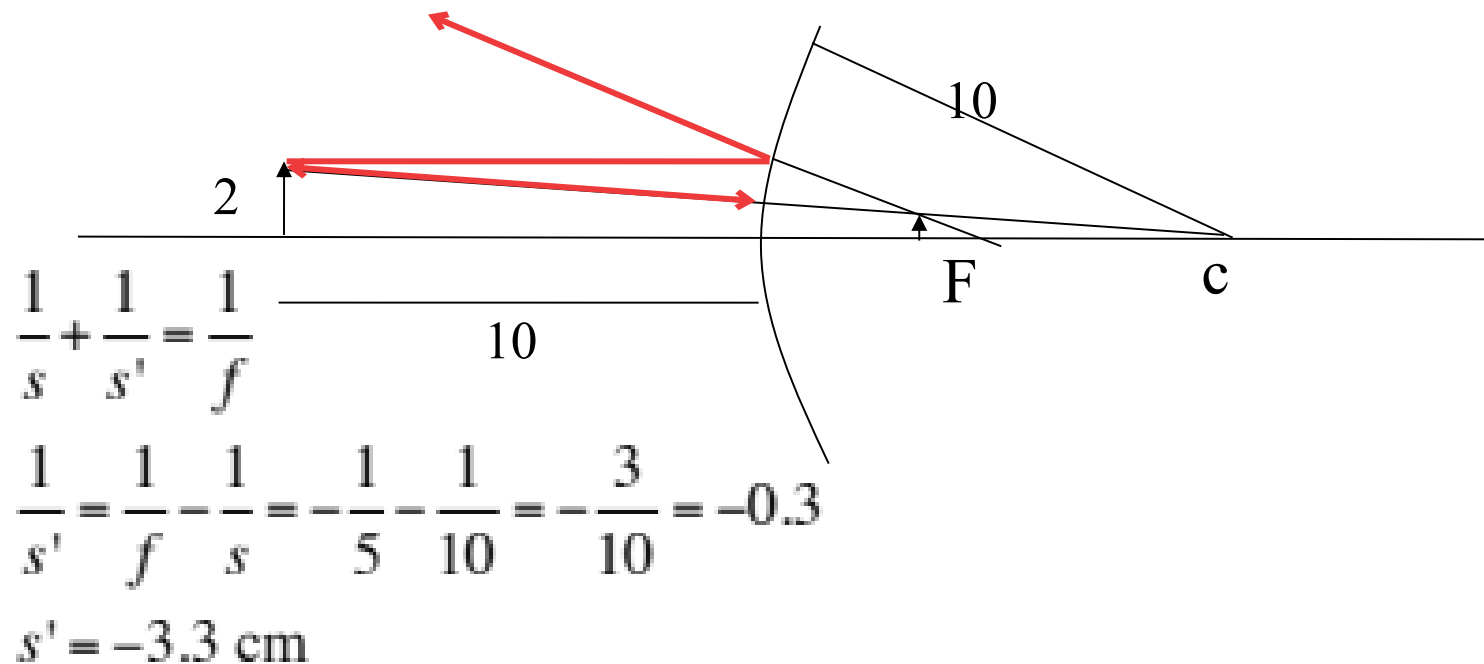
$$s' = 60 \text{ cm}$$

$$m = -\frac{s'}{s} = -\frac{60}{30} = -2$$

Thus image is 2 cm high, real
and inverted



An object is 2 cm high and 10 cm from a convex mirror with a radius of curvature 10 cm. (a) locate the image
(b) find the image height



$$m = -\frac{s'}{s} = -\frac{-3.3}{10} = 0.33$$

Mirror type	Object location	Image location	Image type	Orientation	f	Sign r	m
Plane	Anywhere						
Concave	Inside F						
	Outside F						
Convex	Anywhere						