
This note repeated Lin's result with our code, and got the right result.

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The input parameters.

```
clear; clc;

import model.phy.PhysicalObject.Lens
import model.phy.PhysicalObject.LaserBeam.ParaxialBeam.ParaxialLaguerreGaussianBeam
import model.phy.PhysicalObject.LaserBeam.OpticalField
%%Lens
f=1.0;%focal distance in mm
NA=0.95; working_medium='vacuum';
lens=Lens(f, NA, working_medium);
%%incBeam
power=0.1;
% This power is used to calc the incbeam parameters.
%Also used as the focal plane power.
wavelength=1.064; waist=950.0; center=[0, 0, 0]; %in micron
%filling_factor = n_work_medium*waist/(f*1000)/NA
px=1.0; py=0.0; p=0; l=1;
incBeam1=ParaxialLaguerreGaussianBeam(wavelength, power, waist, center, p, l, px,
lg1=model.phy.PhysicalObject.LaserBeam.AplanaticBeam.LinearCircularPol(lens, incBeam1);
lg1.calcAmpFactor(power);
%%scatter
k=lg1.focBeam.k; n_relative=1.46; radius =0.05;
%%Now begin calcualte.
Nmax=60;%It's fast in Fortran.Also in example_lg. But not ours, strange.
Nmax=ott13.ka2nmax(k*radius);Nmax=Nmax*5;
```

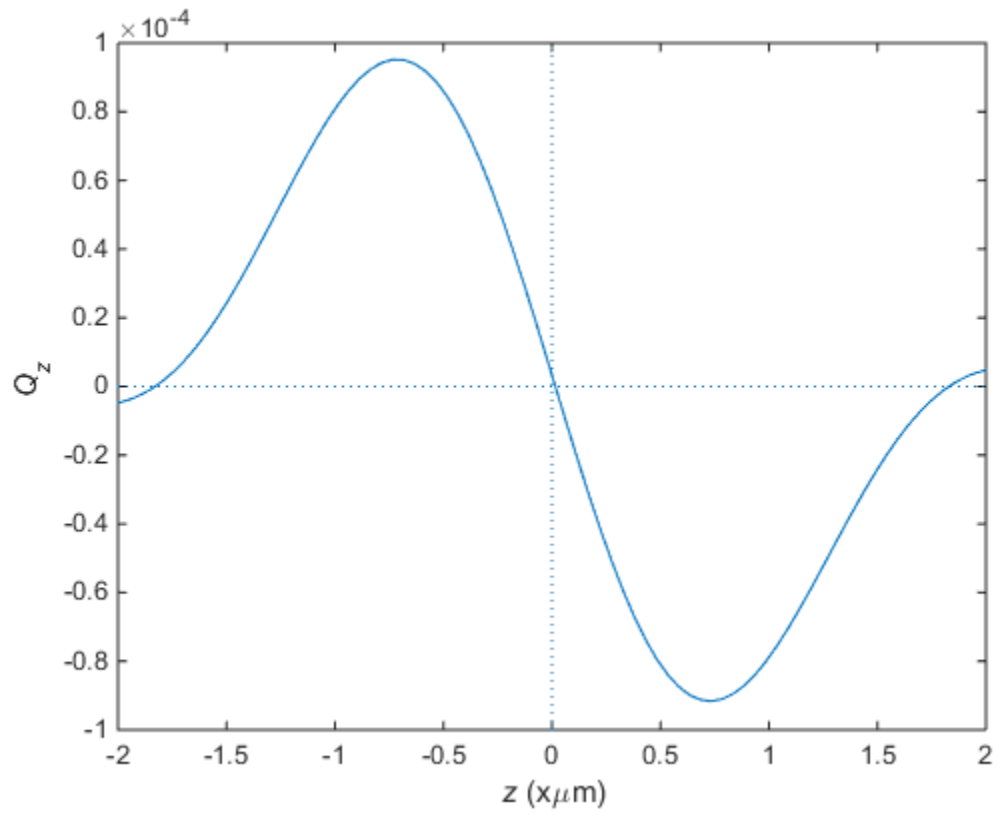
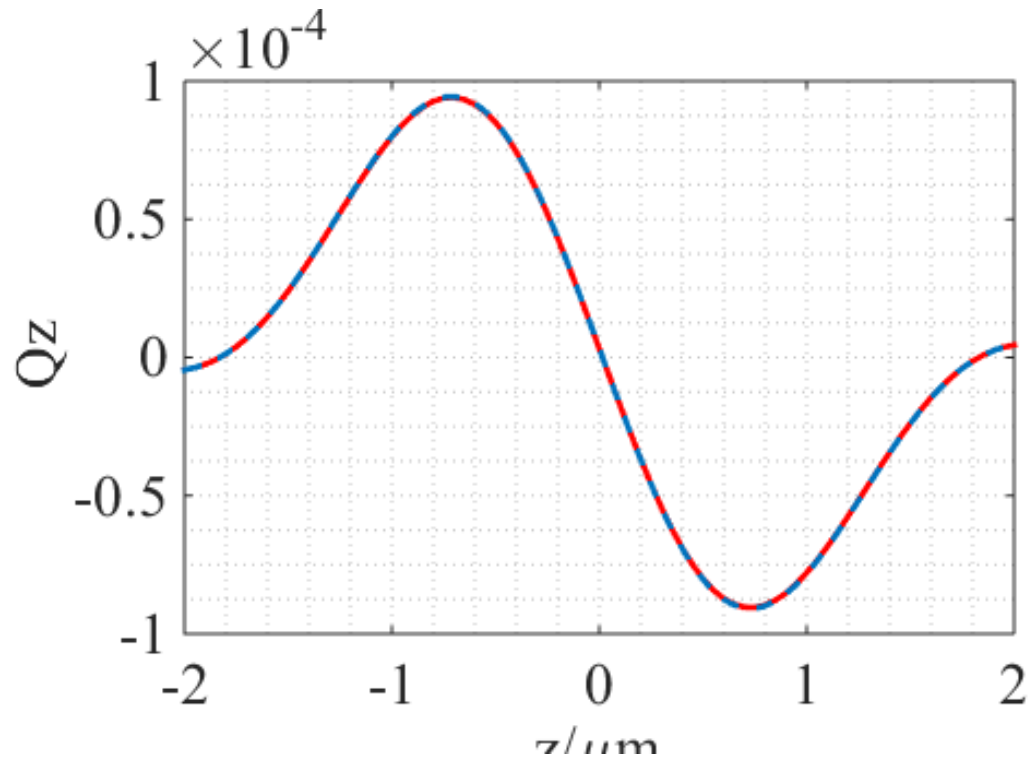
get ab and T matrix.

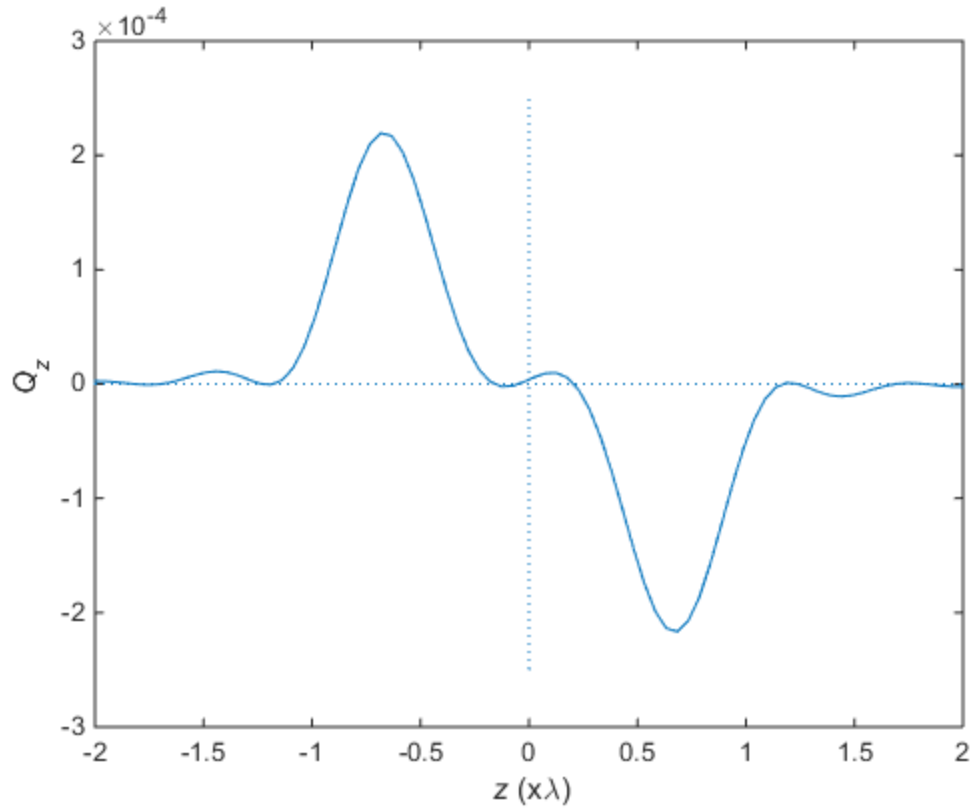
```
lg1.getVSWFcoeff(Nmax);
lg1.focBeam.aNNZ;
a0=lg1.focBeam.aNNZ(:,3);
b0=lg1.focBeam.bNNZ(:,3);
n=lg1.focBeam.aNNZ(:,1);
m=lg1.focBeam.aNNZ(:,2);
```

```
[a0,b0,n,m]=abLin2Nie(a0,b0,n,m);  
[a,b,n,m] = ottl3.make_beam_vector(a0,b0,n,m);  
  
T = ottl3.tmatrix_mie(Nmax,k,k*n_relative,radius);
```

plot Qz

```
z = linspace(-2,2,80);  
r = linspace(-2,2,80);  
z = z/wavelength;  
r = z/wavelength;  
  
fz = zeros(size(z));  
fr = zeros(size(r));  
  
%root power for nomalization to a and b individually.  
pwr = sqrt(sum( abs(a).^2 + abs(b).^2 ));  
  
%normalize total momentum of wave sum to 1. Not good for SI EM field.  
a=a/pwr;  
b=b/pwr;  
  
%calculate the force along z  
for nz = 1:length(z)  
    %      nz  
    [A,B] = ottl3.translate_z(Nmax,z(nz));  
    a2 = ( A*a + B*b );  
    b2 = ( A*b + B*a );  
  
    pq = T * [ a2; b2 ];  
    p = pq(1:length(pq)/2);  
    q = pq(length(pq)/2+1:end);  
  
    fz(nz) = ottl3.force_z(n,m,a2,b2,p,q);  
  
end  
  
figure;  
plot(z*wavelength,fz);  
xlabel( '\it z (x\mum)' );  
ylabel( '\it Q_z' );  
aa = axis;  
hold on  
line(aa(1:2),[ 0 0 ],'linestyle','');  
line([0 0],aa(3:4),'linestyle','');  
%compare with Lin  
open( 'D:\mywork\zhoulm\OpticalTrap\FScat\SphereScat\SphereScat\calibration1\Qz50nm.tif' );  
%Nieminen's result.  
open( 'D:\mywork\zhoulm\OpticalTrap\FScat\SphereScat\SphereScat\calibration1\Qz50nm.tif' );
```





plot Qx

```
%calculate the x-axis coefficients for force calculation.
%now work out spherical coordinates along that axis:
zeq=0;
[rt,theta,phi]=ottl3.xyz2rtp(r,0,zeq);
Rx = ottl3.z_rotation_matrix(pi/2,0);
% Dx = ottl3.wigner_rotation_matrix(Nmax,Rx);
Dx = wigner_rotation_matrix1(Nmax,Rx');

for nr = 1:length(r)
    %     nr
    R = ottl3.z_rotation_matrix(theta(nr),phi(nr)); %calculates an appropriate axis
    %     D = ottl3.wigner_rotation_matrix(Nmax,R);
    D = wigner_rotation_matrix1(Nmax,R');

    [A,B] = ottl3.translate_z(Nmax,rt(nr));
    a2 = D'*( A * D*a + B * D*b ); % Wigner matrices here are hermitian. Therefore
    b2 = D'*( A * D*b + B * D*a ); % In MATLAB operations on vectors are done first
    %
    pq = T * [ a2; b2 ];
    p = pq(1:length(pq)/2);
    q = pq(length(pq)/2+1:end);

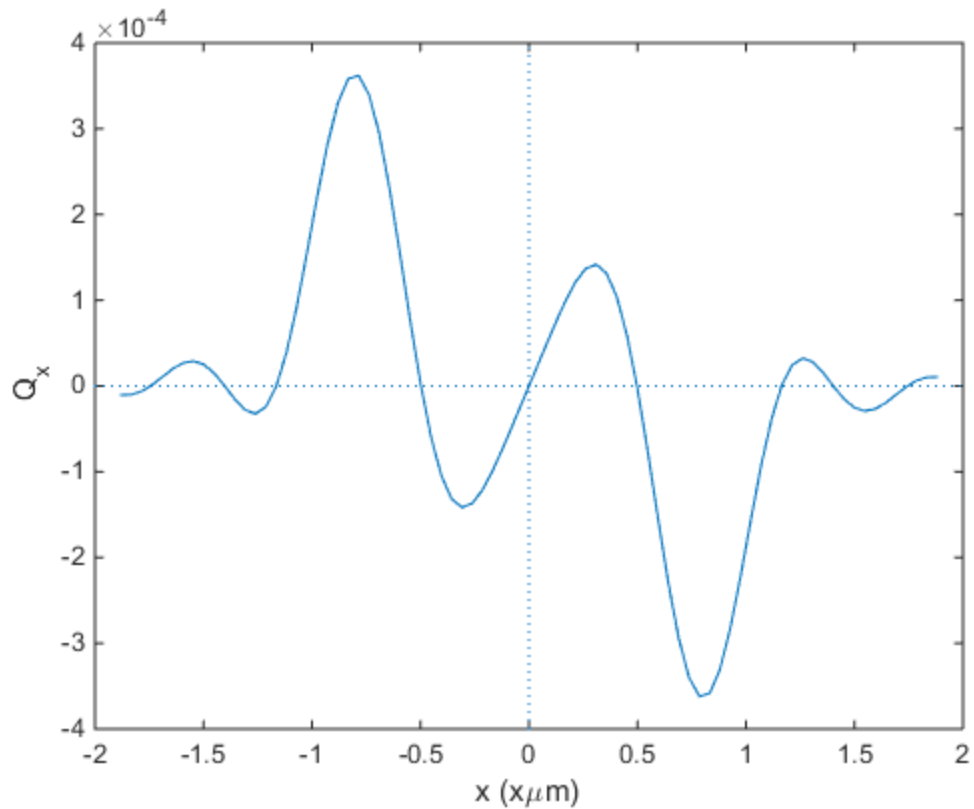
    fr(nr) = ottl3.force_z(n,m,Dx*a2,Dx*b2,Dx*p,Dx*q); %Dx makes the z-force calculation
```

```

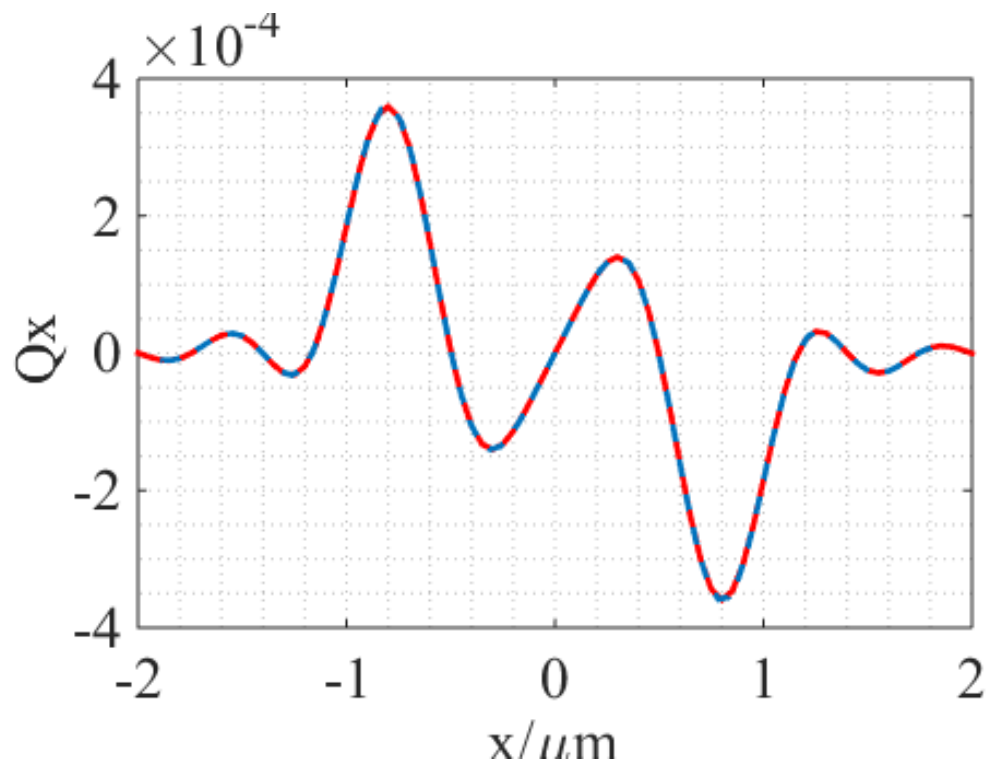
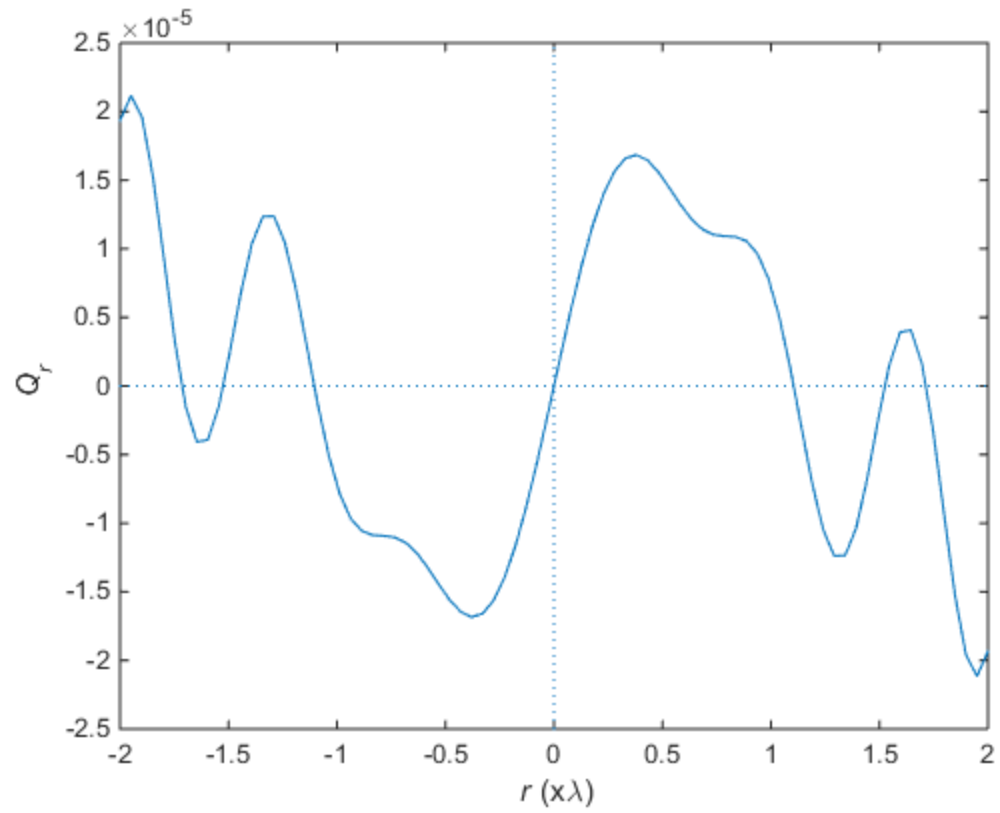
end
%   timetakes(ii)=toc;
% end
%
% plot(log([4:length(timetakes)])/log(10),log(timetakes(4:end)-timetakes(3:end-1)),
% plot([1:length(timetakes)-1],timetakes(2:end)-timetakes(1:end-1))

figure; plot(r*wavelength,fr);
xlabel('{x} (x\mum)');
ylabel('{Q_x}');
aa = axis;
hold on
line(aa(1:2),[ 0 0 ],'linestyle',':');
line([0 0],aa(3:4),'linestyle',':');
%compare with Lin
open('D:\mywork\zhoulm\OpticalTrap\FScat\SphereScat\SphereScat\calibration1\Qx50nm
%Nieminen's result.
open('D:\mywork\zhoulm\OpticalTrap\FScat\SphereScat\SphereScat\calibration1\Qr50nm

```



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