Poisson's Spot Simulator

Group Members:

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1 Installing Required Packages

The python modules required to run this program are,

- numpy
- matplotlib
- PyQt5.

All three modules should have already been installed on the Raspberry Pi configured for PHYS 129L, but for use on other systems (including Windows 10, macOS and full-fledged Linux), please run the following commands in the corresponding command line tools.

```
pip3 install numpy
pip3 install matplotlib
pip3 install pyqt5
```

Due to the ARM architecture of the processor of Raspberry Pi 3 Model B, the above commands may not work and user should look for other solutions if any modules above are not installed.

2 External Hardwares

There are no external hardwares needed for this program to function.

3 Program Description

The program is a Poisson Spot Simulator using Huygens–Fresnel principle. According to the principle, each point on the light path can be seen as a secondary point light source, so every grid point outside the disk are used as a light source with same phase. The intensity of a point on the screen will be the superposition of the light from these points. The phase shifts of the points will cause interference, and ultimately lead to the appearance of a Poisson Spot.

The phase shifts of the light sources are caused by the difference of the distance between the sources and the point on the screen. Following this idea, distance between each light source and the point are calculated as a matrix. The matrix is then used to calculate the phases of the lights using exponential expression $(e^{i\theta}$, where $\theta = \frac{2\pi l}{\lambda}$). The absolute value of the sum of the phases is the intensity of that point.

Since the Poisson Spot is a radial symmetric plot of the interference pattern of light outside the disk. The intensities of light at different distance to the origin are calculated instead of looping through all the points on the x-y plane. The intensity function of r is then converted back to points on the x-y plane. Plotting the grid of points using cmap 'gray' and the interference pattern of the Poisson Spot is shown. Note that the graph shows only the intensity but not the color of the wavelength used.

A more efficient way suggested by Professor Lipman is to use the complement light method. This method states that the intensity of a hole with same radius of the disk will show a complementary interference pattern of the pattern of the disk. This is a promising method to speed up the program, but the algorithm gives the constant intensity on the screen as complex numbers with unknown phases, which will ruin the plausibility of this method.

4 Results

To run this program, go to the project directory and run the following command:

\$project_directory\$ main.py

You will be greeted with an introduction of the program when you start. Press OK to go to the input interface. A suggestion is shown on this page, but you can change these parameters as long as they meet the requirements of poisson spot interference pattern. The program will take about 10 minutes on a Raspberry Pi 3 Model B to run and show the image. After the image is shown, the image will be saved as an eps file with parameters in the filename to avoid duplication.

After the first image is shown, you can change the parameters and compute another interference pattern using outher parameters. Some example images created by this program are shown at the end of the document.

5 Credits

This program is divided into two main parts: GUI and algorithm. Renjie Zhu is responsible mainly for the GUI part and other user interactive parts. Zhexing Zhang is responsible for implementing the algorithm that generates a grid of resulting intensity from the diffraction. However, extensive collaboration is the key during the process of writing this program and is the reason this program works as described.

We want to thank Jiahao for testing the program and giving feedback about the user experience. We also want to thank Prof. Lipman for the insight and help on the problems we were trying to solve.

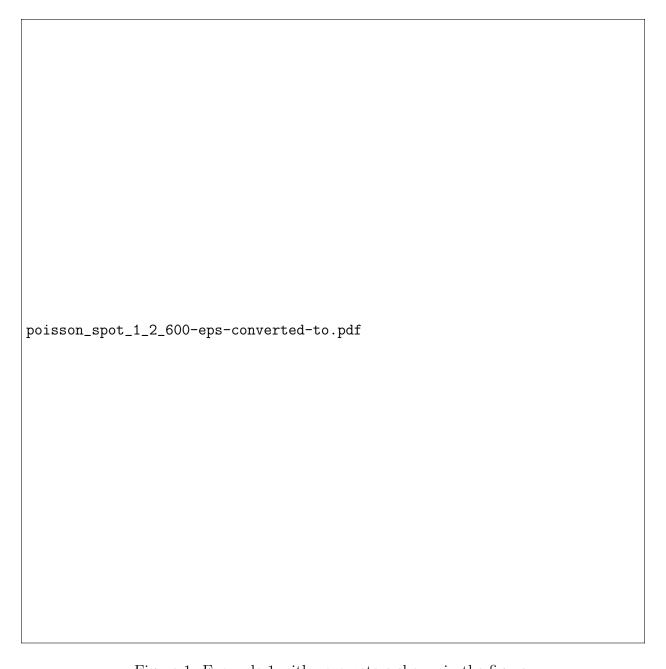


Figure 1: Example 1 with parameters shown in the figure.

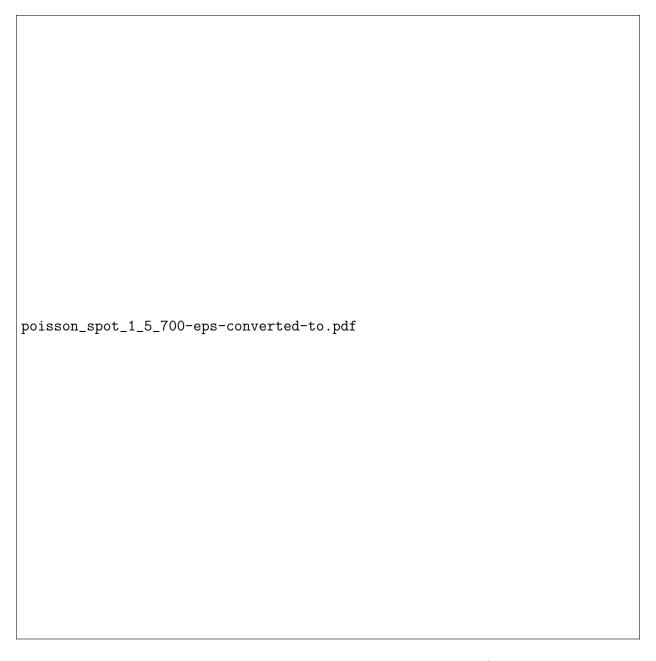


Figure 2: Example 2 with parameters shown in the figure.

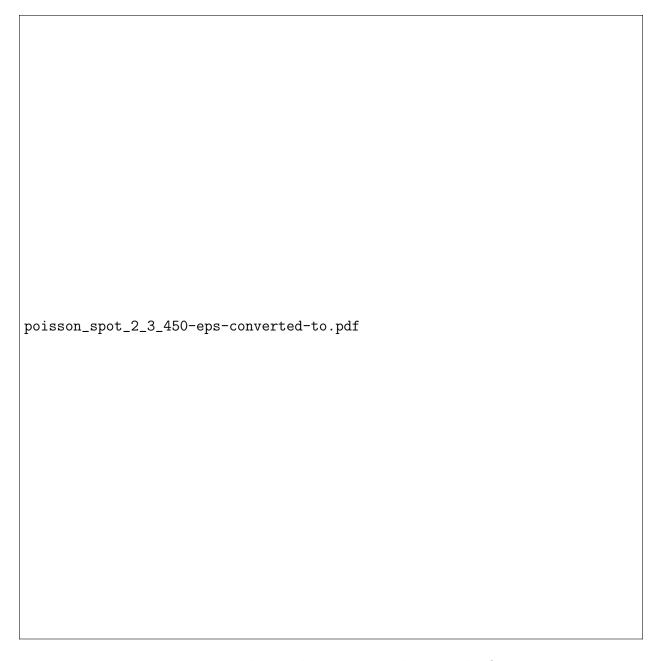


Figure 3: Example 3 with parameters shown in the figure.