

# OPTICAL DESIGN

**Suresh Sivanandam**

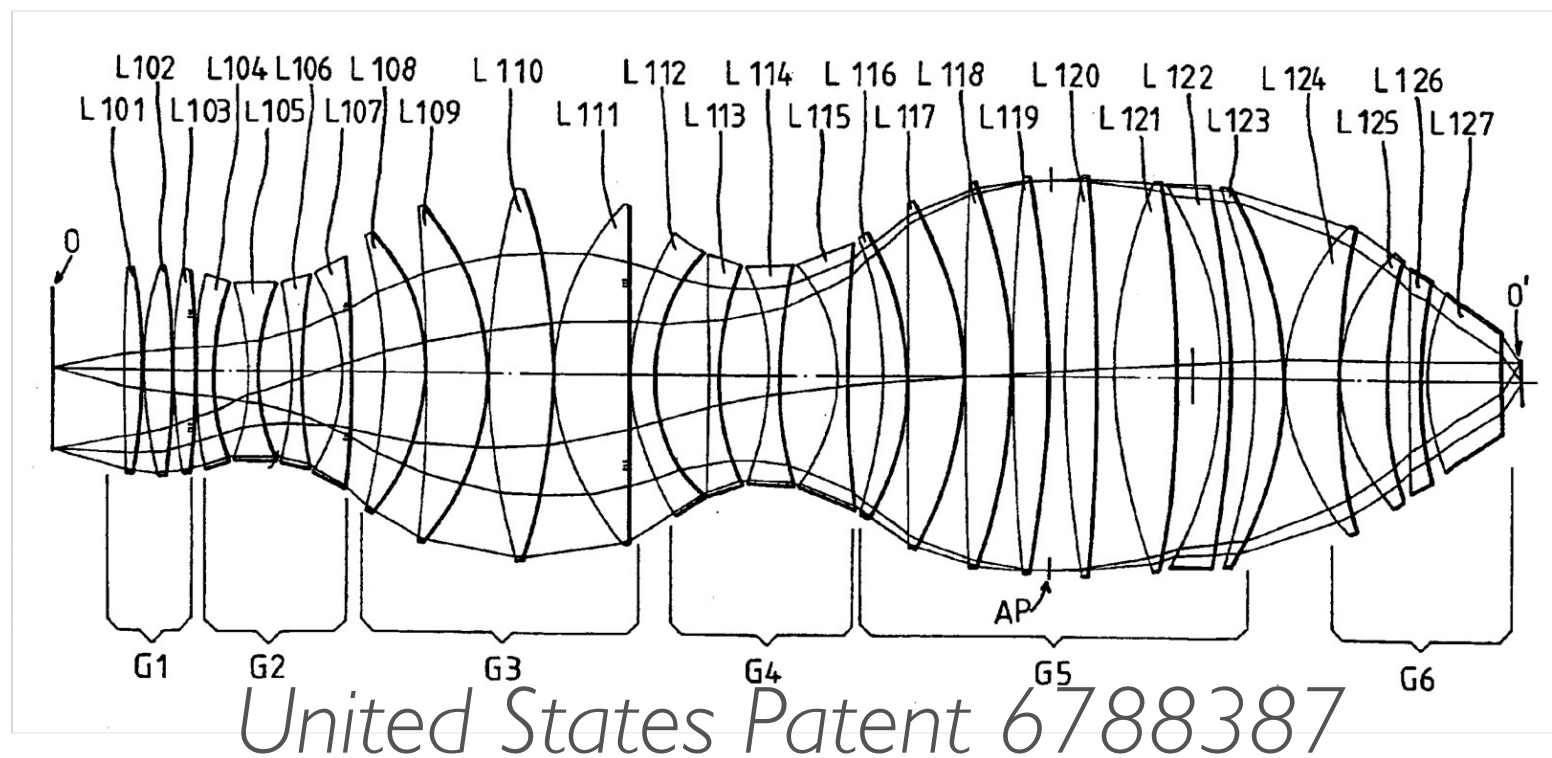
**Assistant Professor**

(Dunlap Institute/University of Toronto)

**Facilitators:**

**Dr. Shaojie Chen, Elliot Meyer**

State-of-the-art Lithography Lens



Credit: Nature Pub

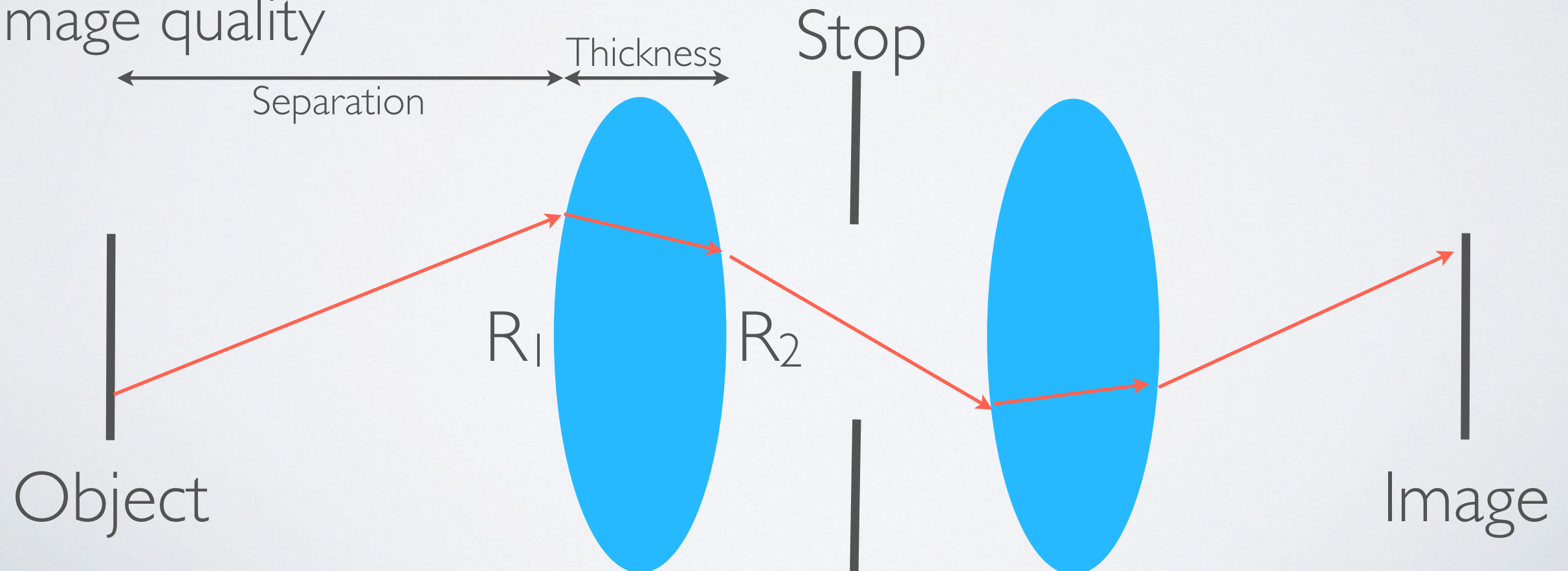
# WHERE DO YOU START?

- System Requirements:
  - Field-of-view
  - Resolution
  - Wavelength
  - Sensitivity
  - Mechanical Constraints
  - Environment
- Other Considerations:
  - Cost
  - Timescale
  - Complexity
  - Manufacturability

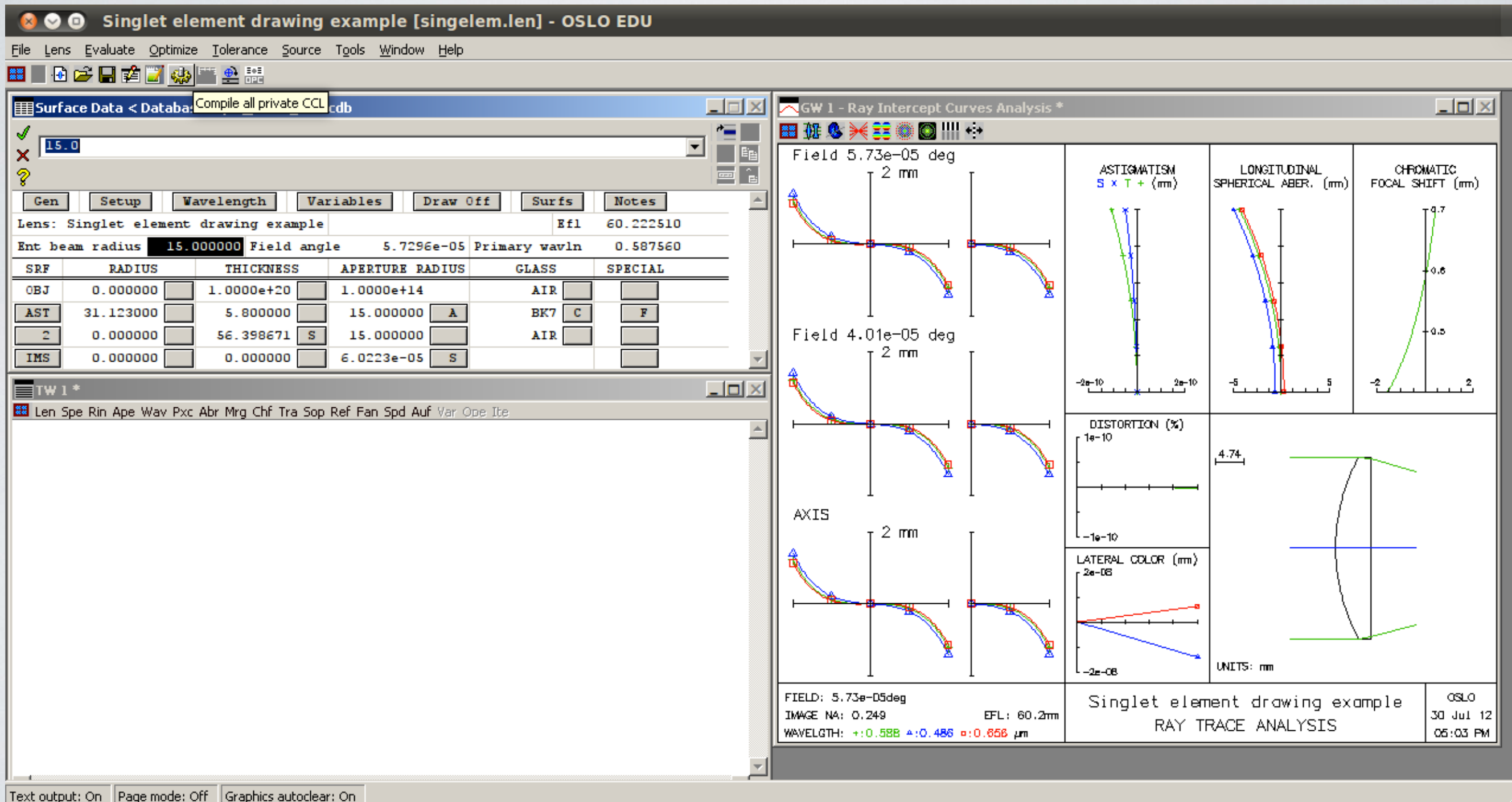


# LENS DESIGN SOFTWARE

- Ray trace codes (e.g. Zemax, Code V, OSLO) that trace rays through optical systems to determine their performance
- They use sequential ray tracing to determine optical parameters
- One can evaluate various performance parameters such as image quality



OSLO-EDU



# Optics Software for Layout and Optimization

# INPUT FORMAT

Gen	Setup	Wavelength	Variables	Draw Off	Surfs	Notes
Lens: Singlet element drawing example					Ef1	60.222510
Ent beam radius		15.000000	Field angle	5.000000	Primary wavln	0.587560
SRF	RADIUS	THICKNESS	APERTURE RADIUS	GLASS	SPECIAL	
OBJ	0.000000	1.0000e+20	8.7489e+18	AIR		
AST	31.123000	5.800000	15.000000	BK7	C	F
2	0.000000	56.398671	15.000000	AIR		
IMS	0.000000	0.000000	5.268787			

LENS  
S1  
S2

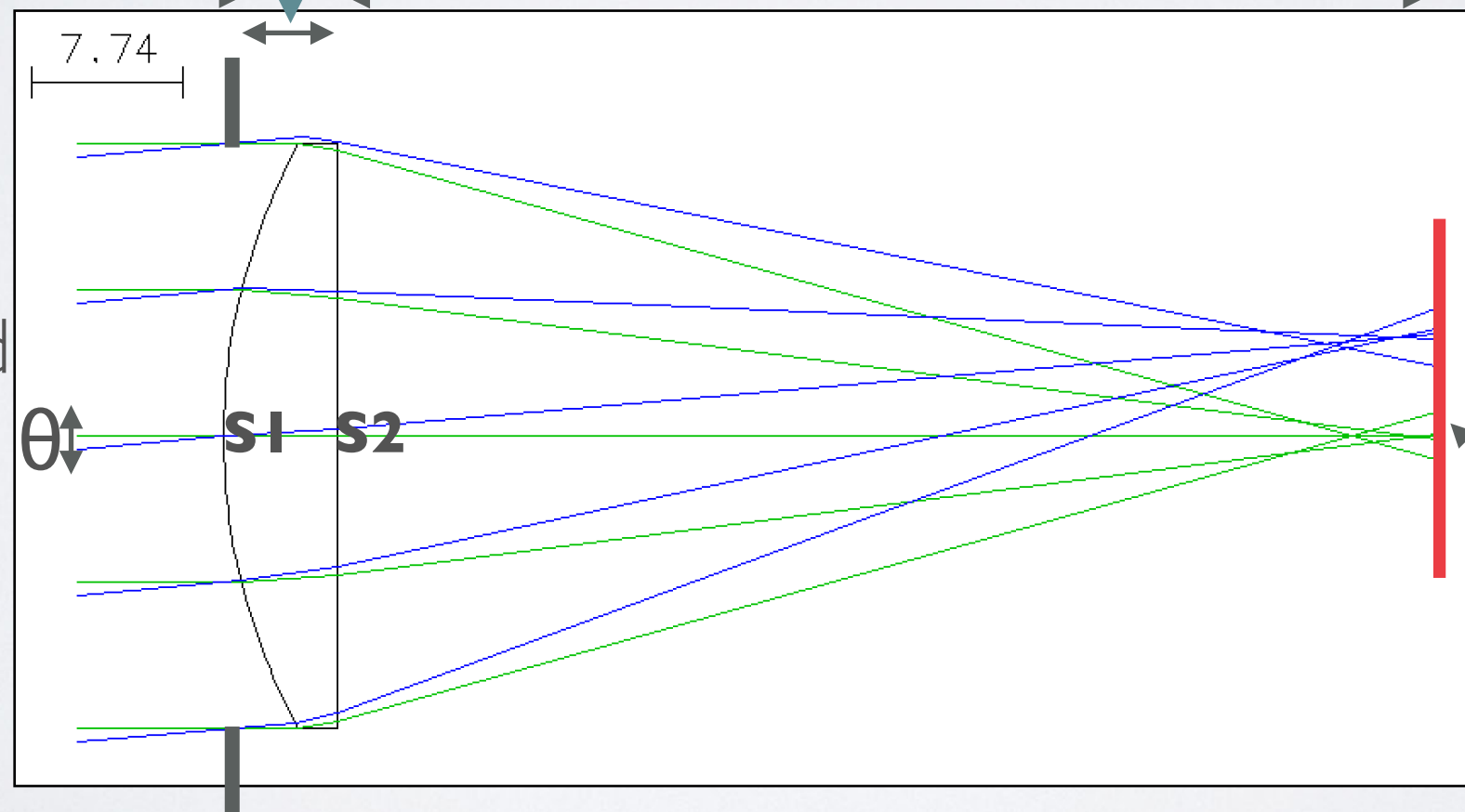
Lens  
Material

Object  
Surface  
(OBJ)

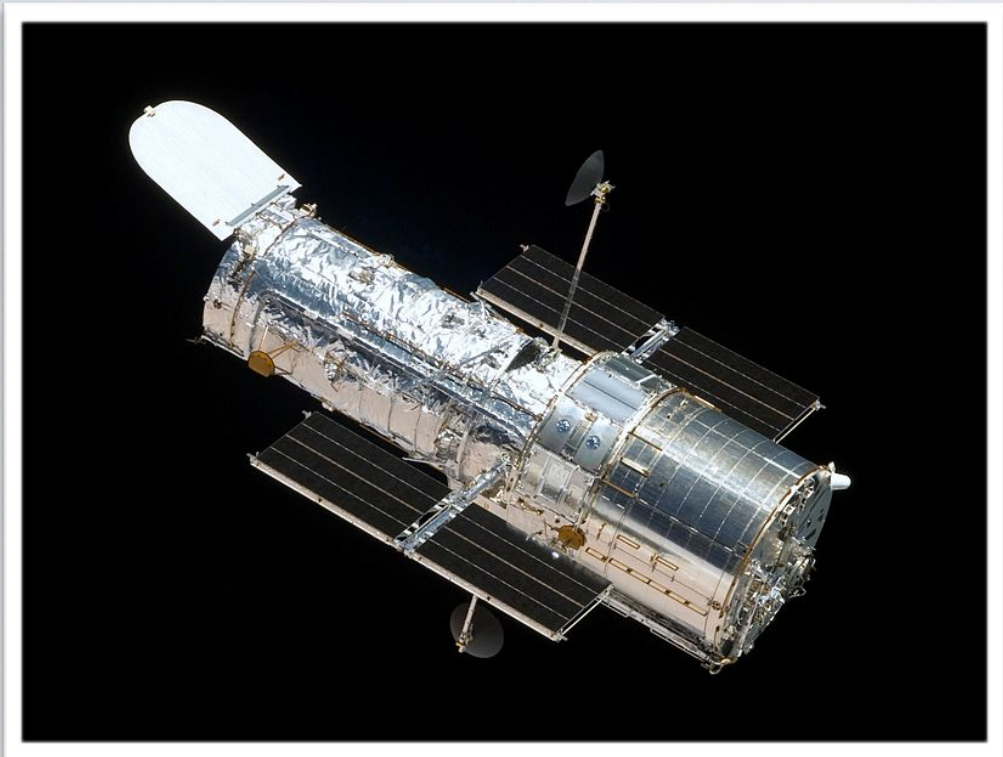
Field  
Angle  $\theta$

Aperture Stop (AST)

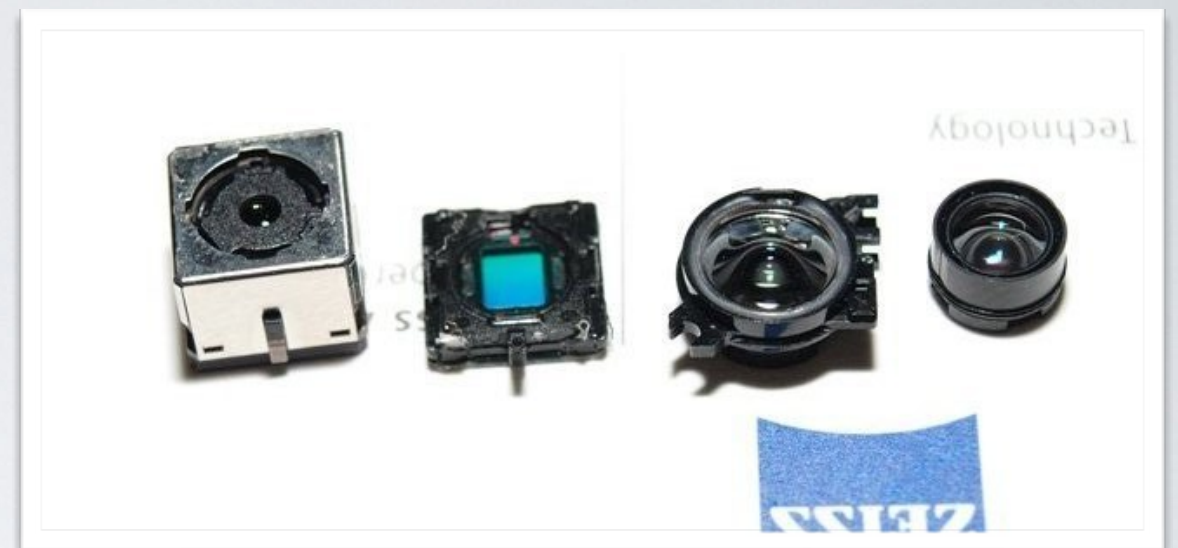
Image  
Surface  
(IMS)





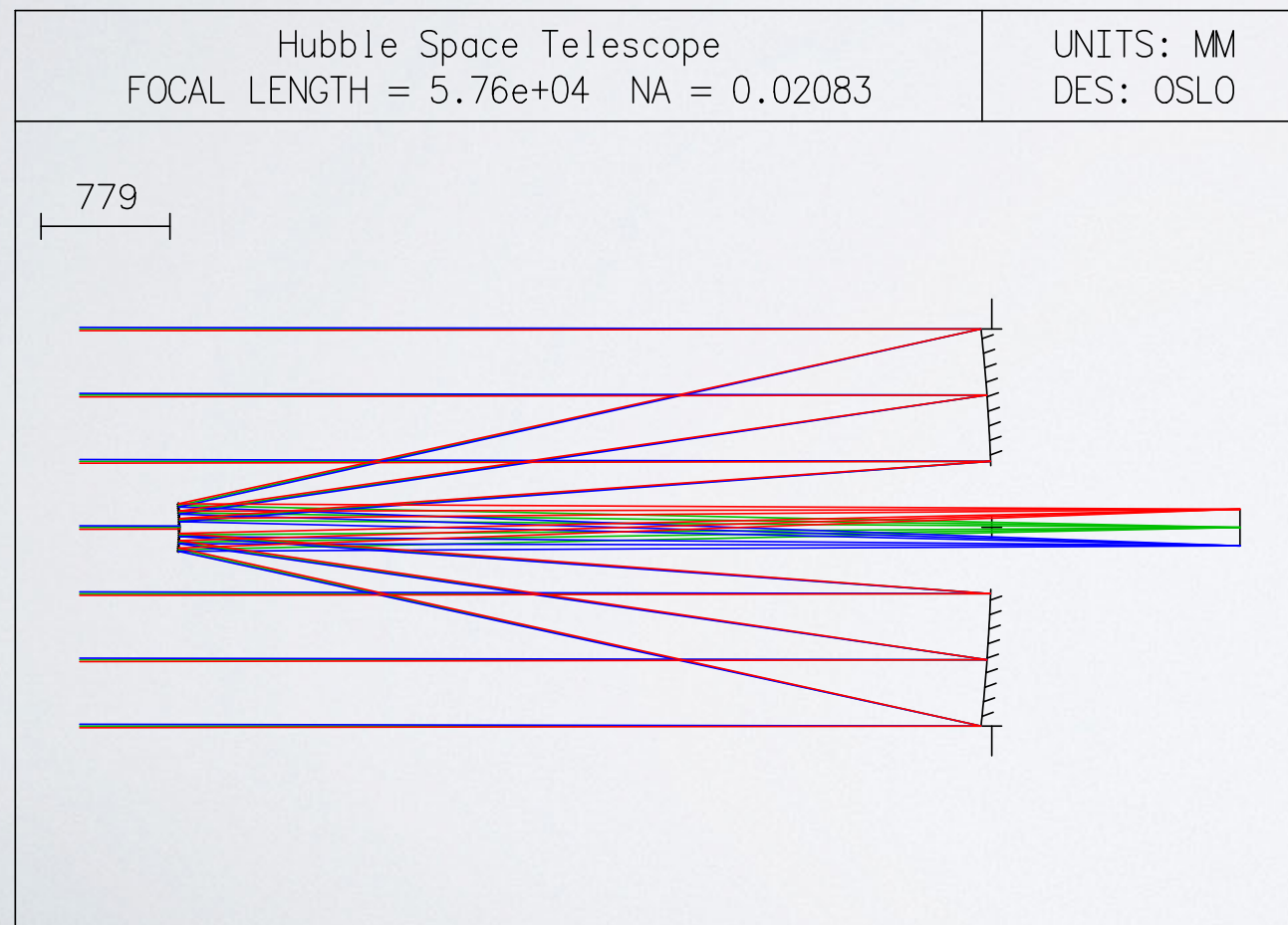


(Credit: Wikipedia)

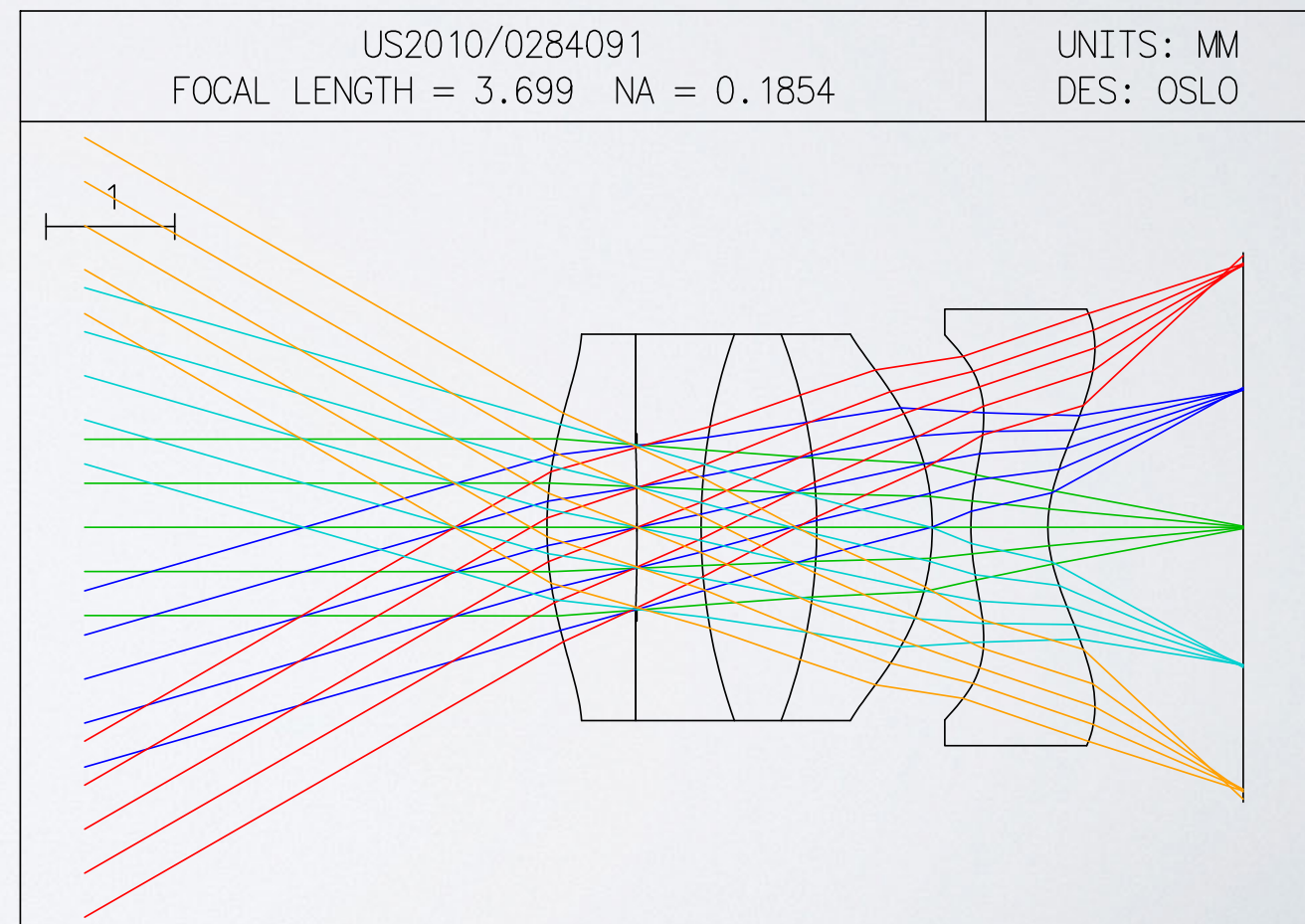


## Cellphone Camera

(Credit: Carl Zeiss)



**Hubble Space Telescope**



**Sony Cellphone Camera Patent**

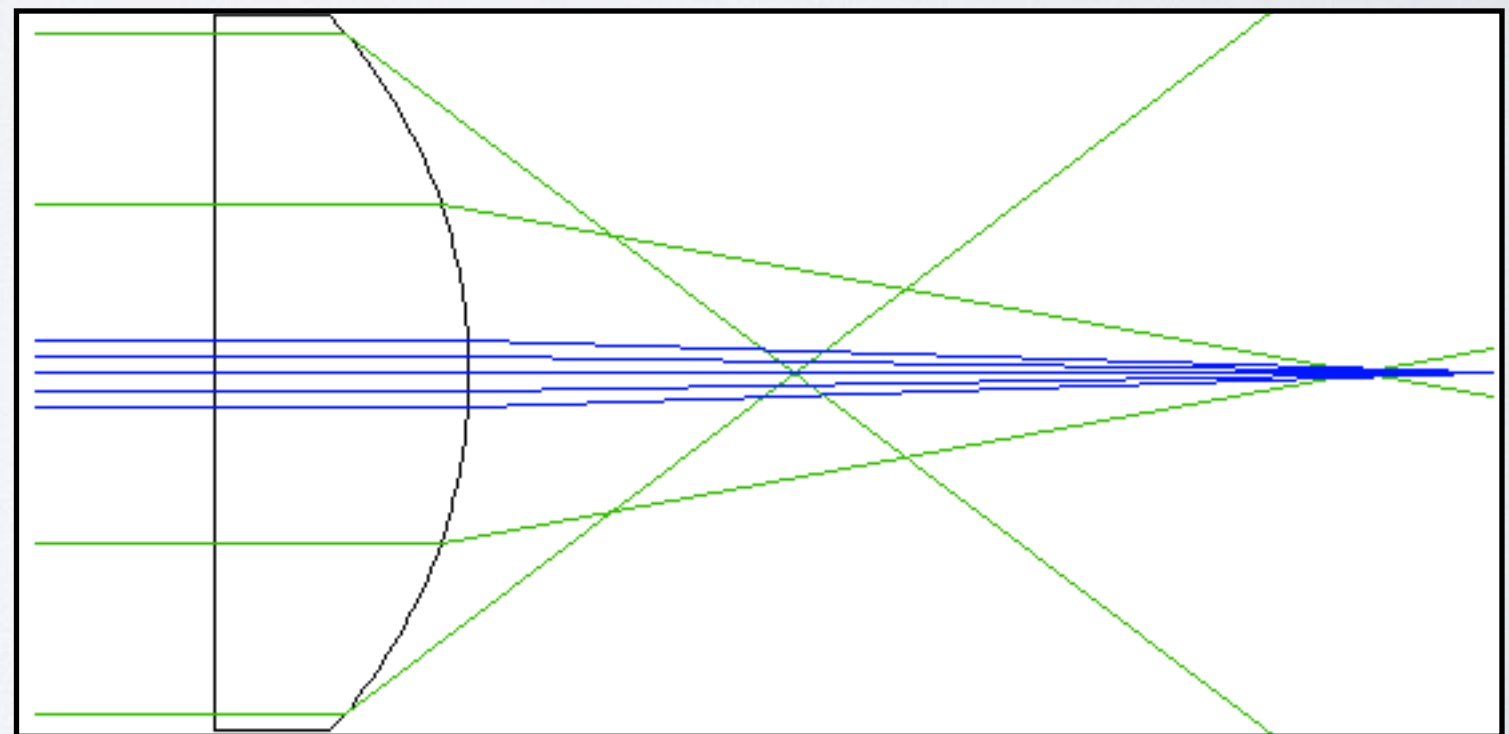
# 3RD ORDER OPTICS

$$\sin \theta = \boxed{\theta} - \boxed{\frac{\theta^3}{3!}} + \frac{\theta^5}{5!} \dots$$

Paraxial Optics  
(1st order)

Geometric Aberrations  
(3rd order)

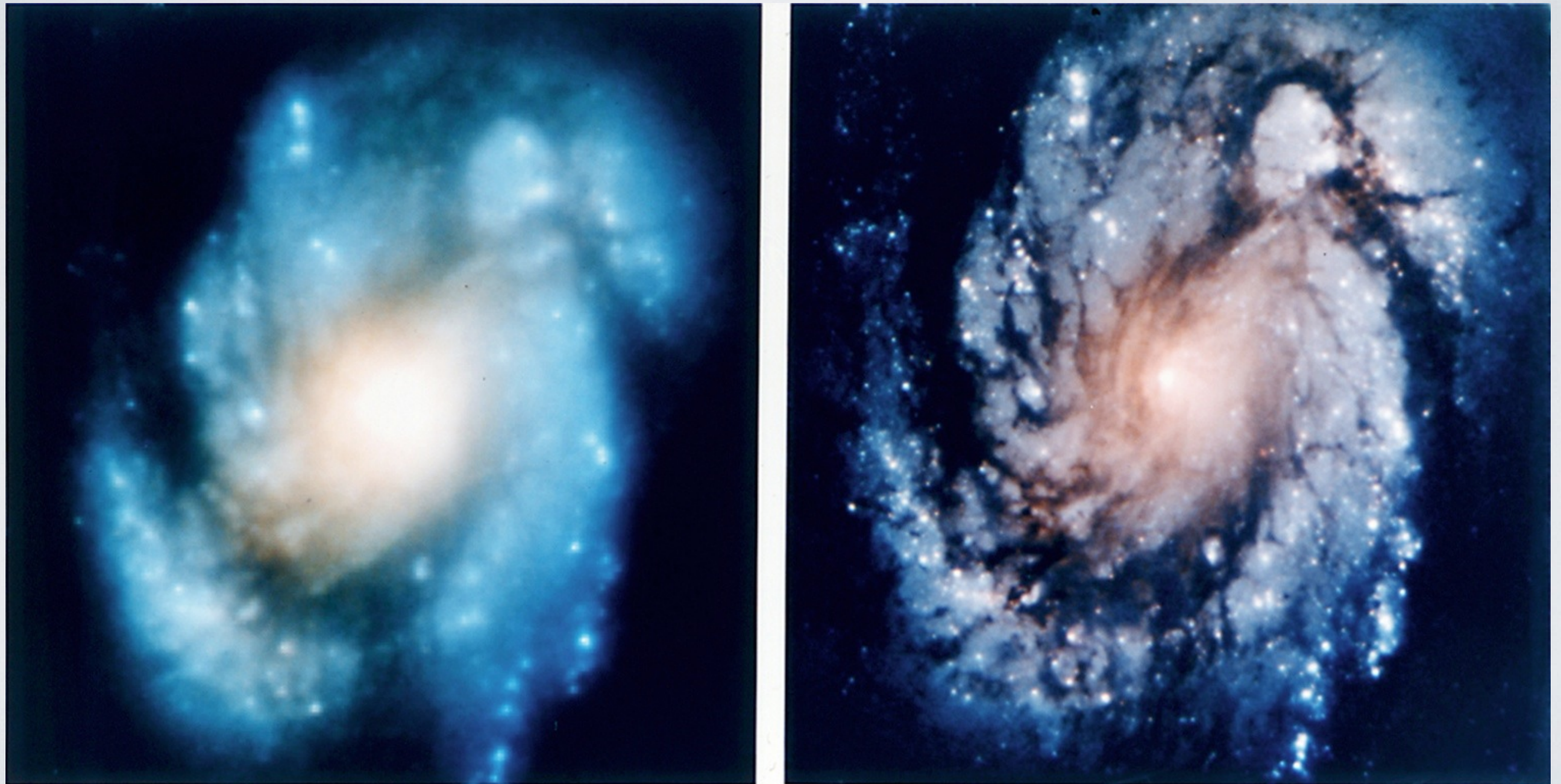
- If you use spherical surfaces, the paraxial approximation breaks down at larger incident angles, which produces optical aberrations



$f/1.5$  spherical planoconvex lens



# OPTICAL ABERRATIONS



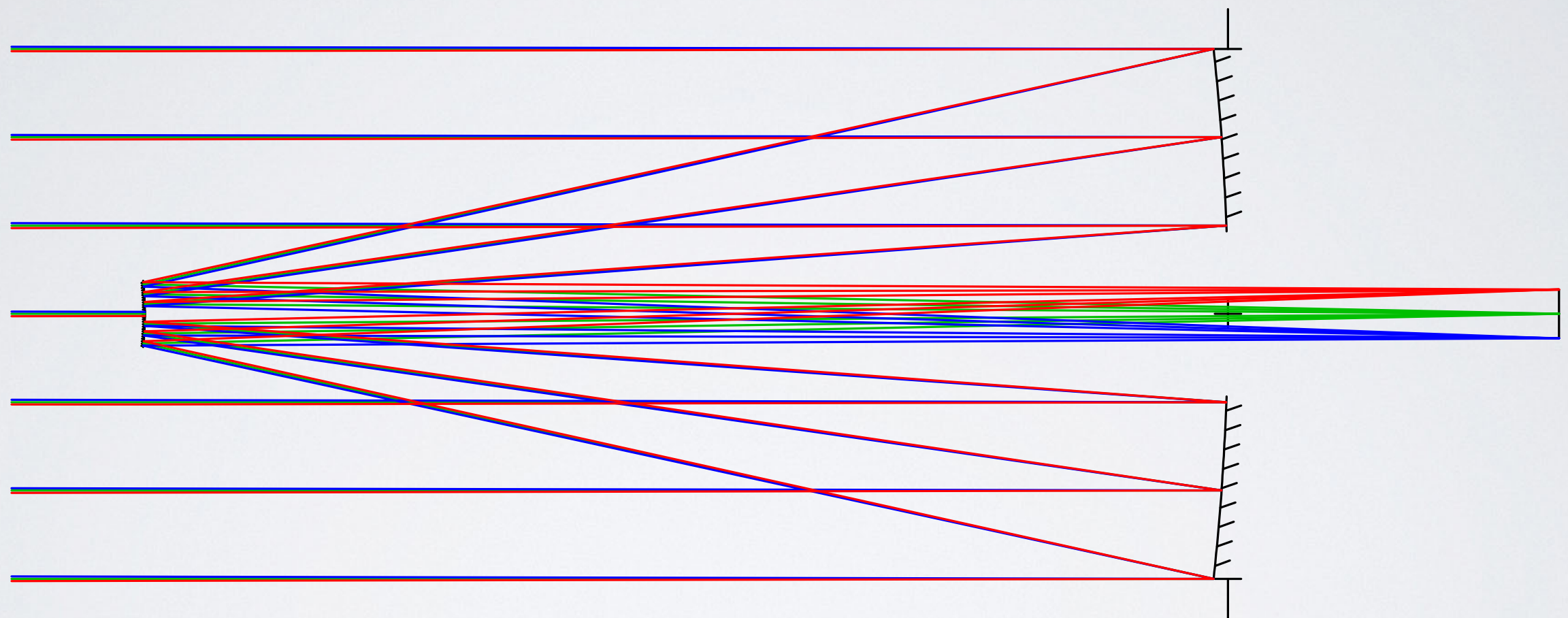
Well-defined formalism exists that predicts optical performance



Hubble Space Telescope  
FOCAL LENGTH =  $5.76 \times 10^4$  NA = 0.02083

UNITS: MM  
DES: OSLO

779



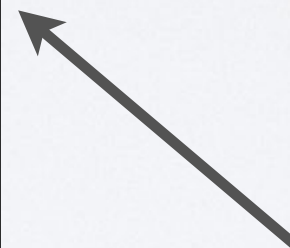
# ABERRATIONS

- MONOCHROMATIC ABERRATIONS

- Spherical
- Coma
- Field Curvature
- Astigmatism
- Distortion

- CHROMATIC ABERRATIONS

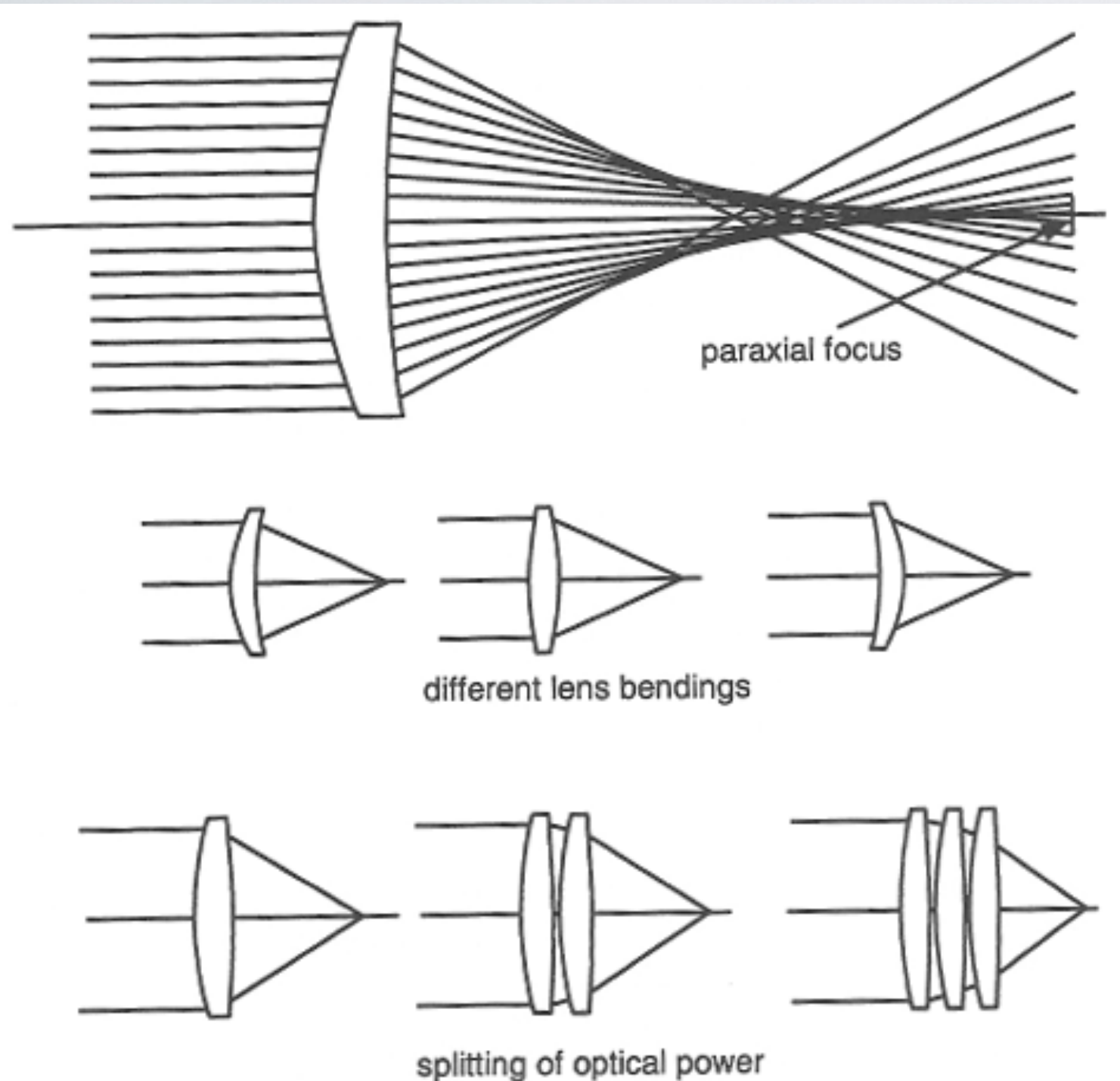
- Axial Colour
- Lateral Colour



***Seidel Aberrations***

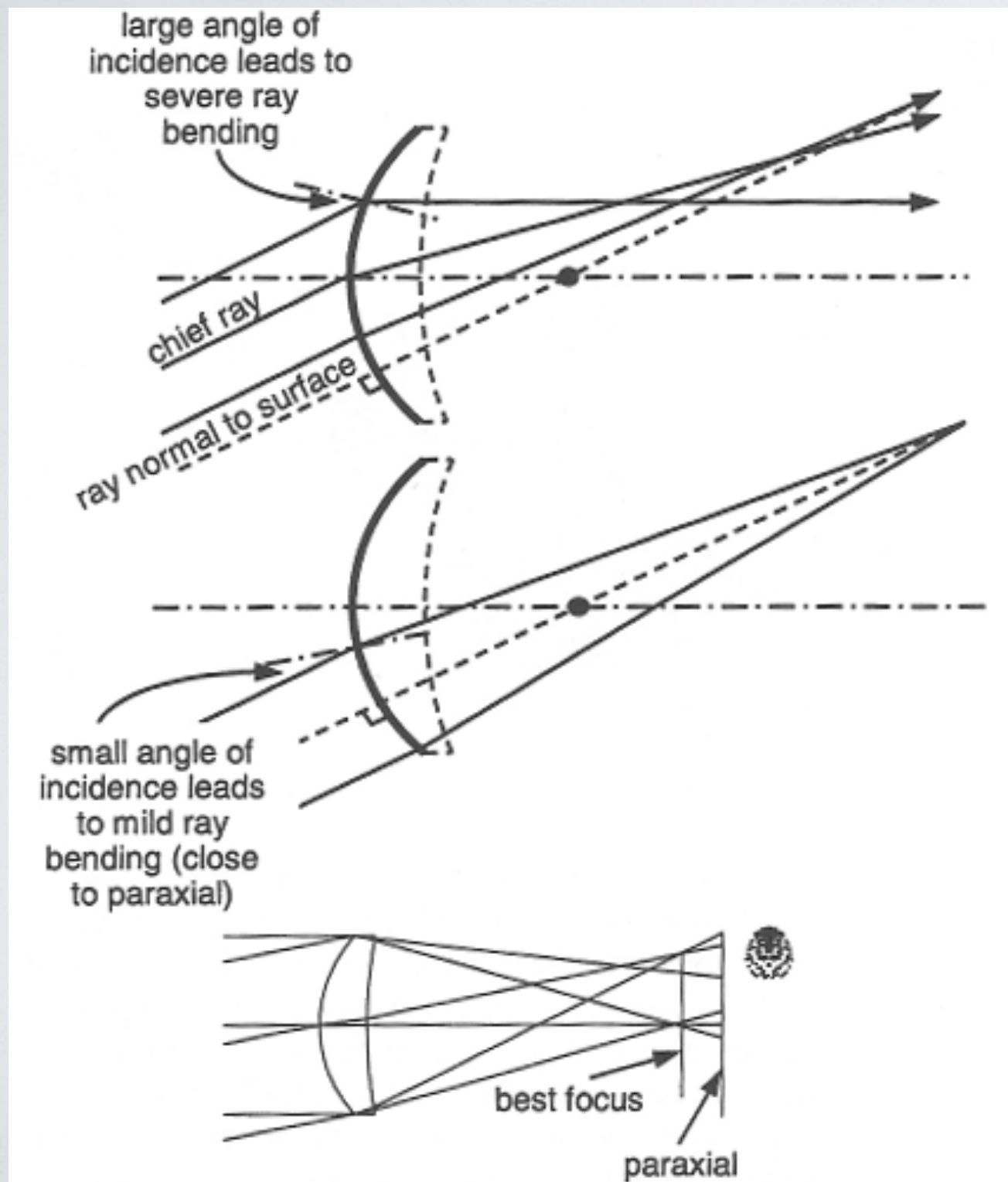


# SPHERICAL ABERRATION



- Field independent aberration
- Strong function of  $f/\#$
- Methods of reduction
  - Slow optics
  - Lens bending
  - Lens splitting

# COMA

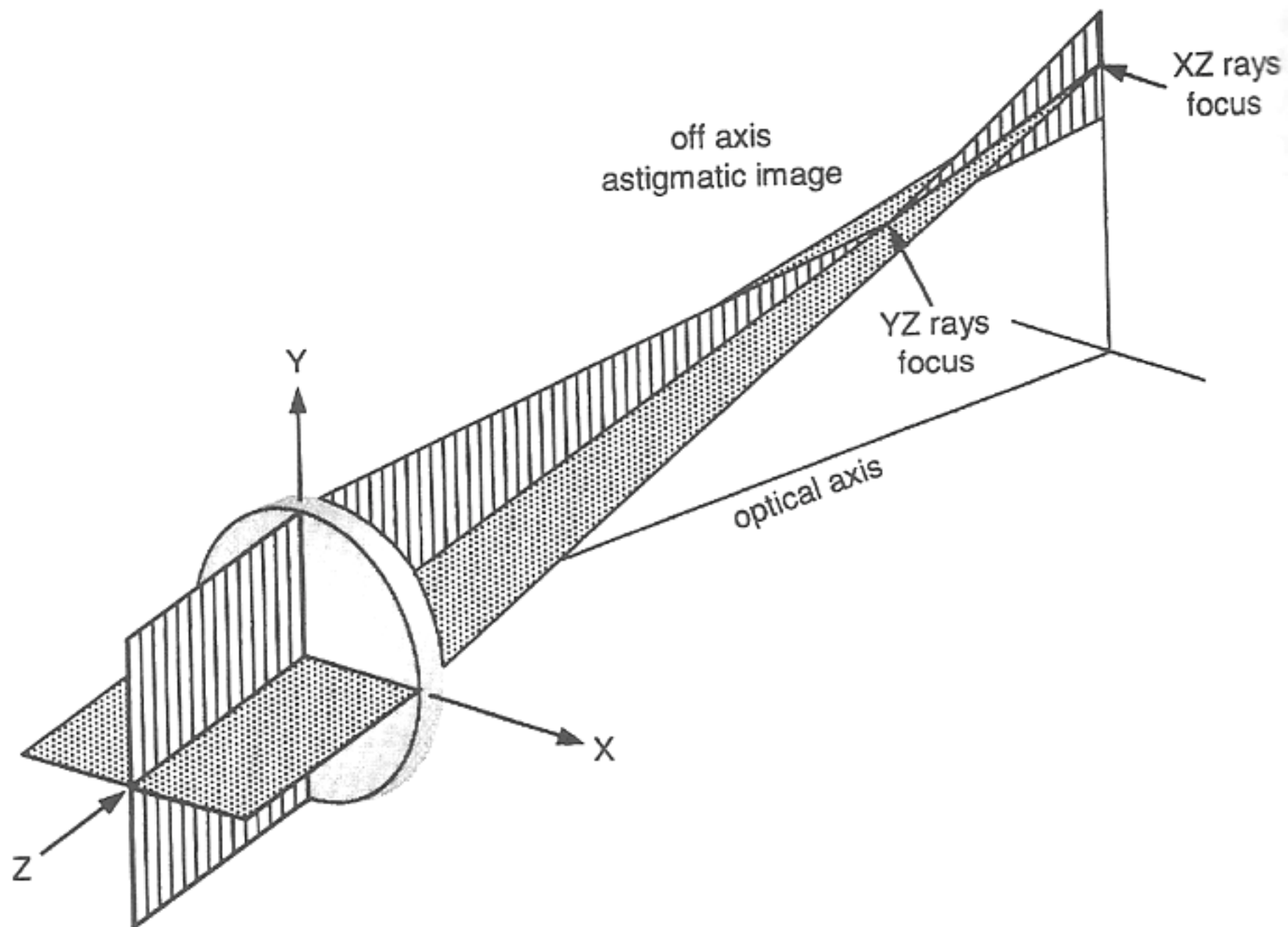


- Field dependent aberration
- Methods of reduction
  - Shift aperture stop
  - System symmetry

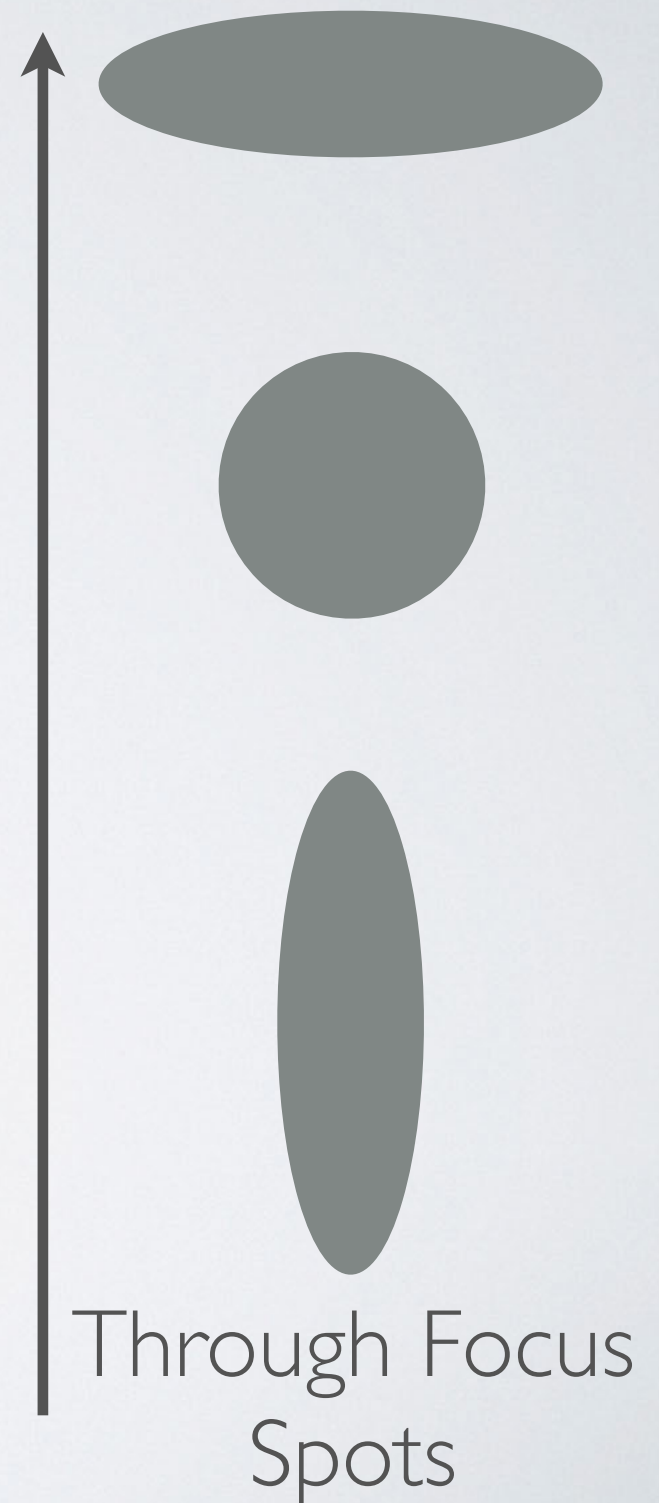
**Credit: Optical System Engineering**



# ASTIGMATISM

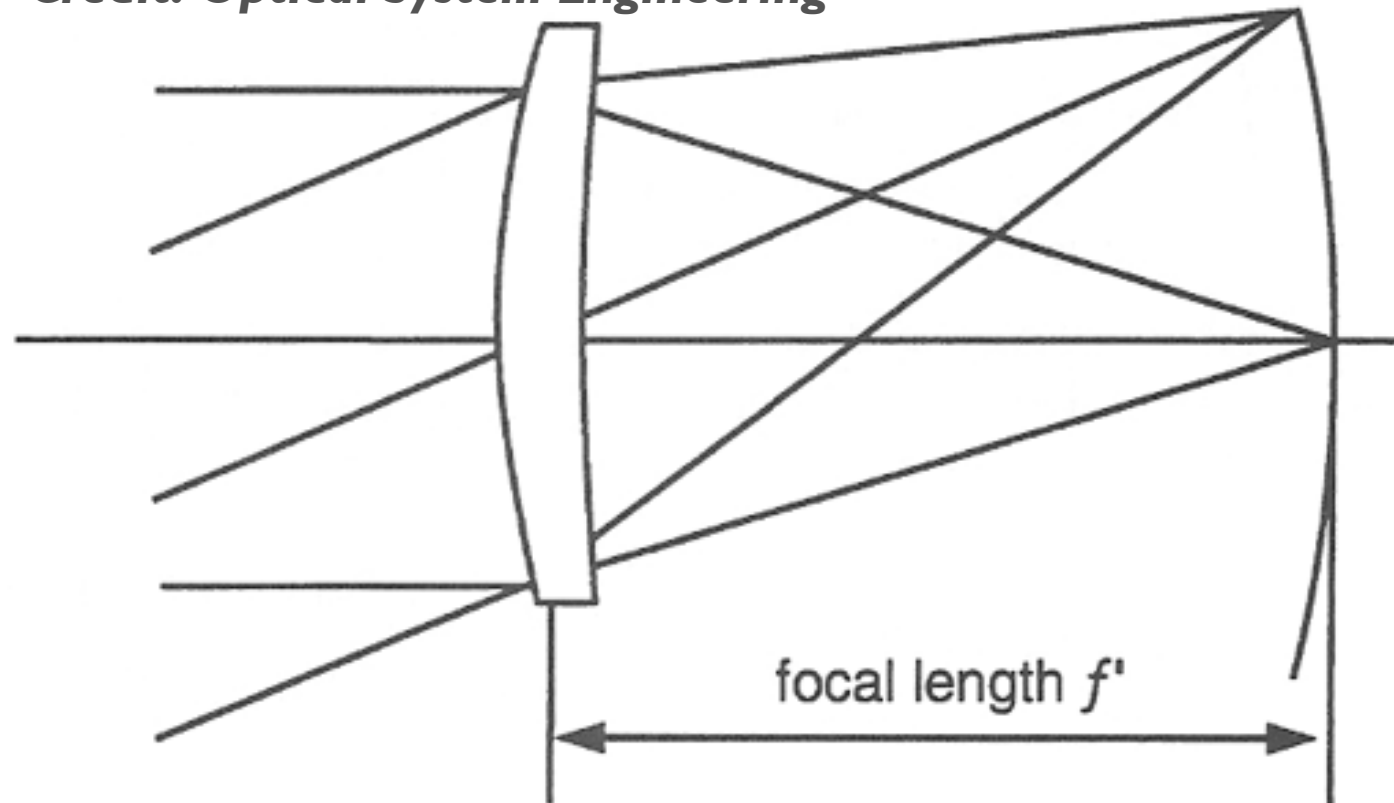


**Credit: Optical System Engineering**

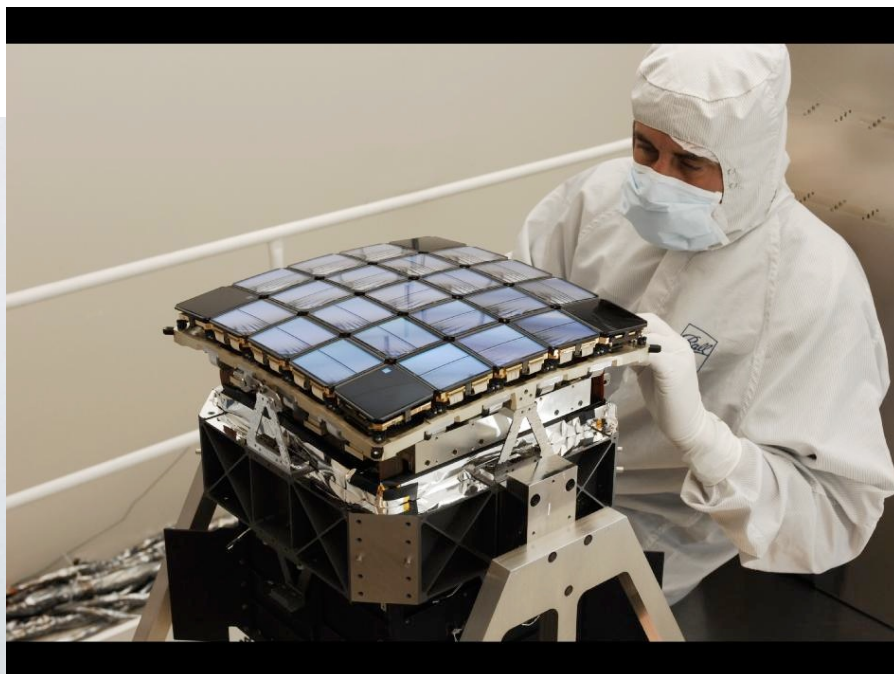


# FIELD CURVATURE

**Credit: Optical System Engineering**



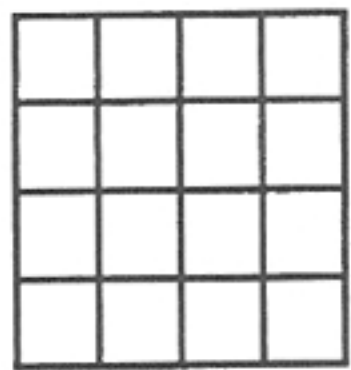
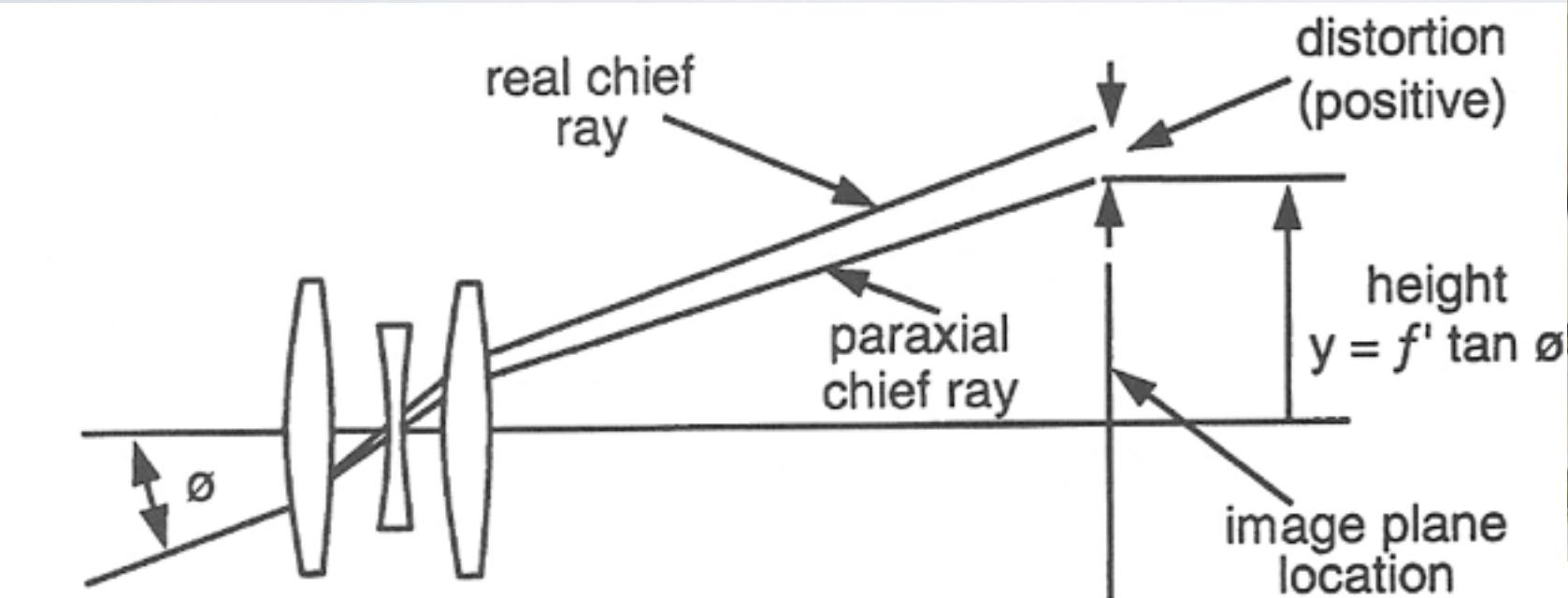
- Curved focal plane
- Methods of reduction
  - Curved focal plane
  - Field flattener
  - Negative astigmatism



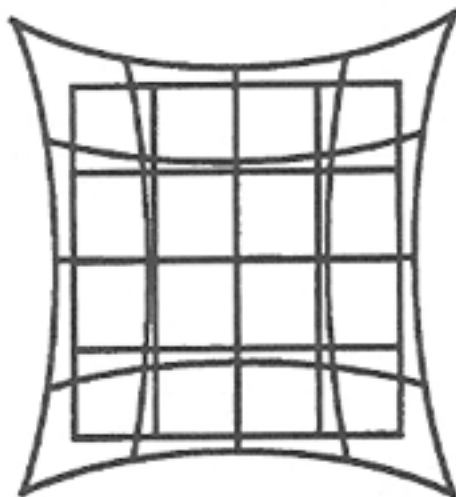
**Kepler Focal Plane**



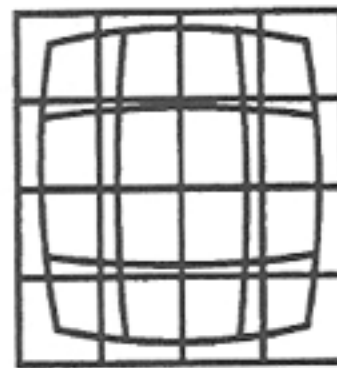
# DISTORTION



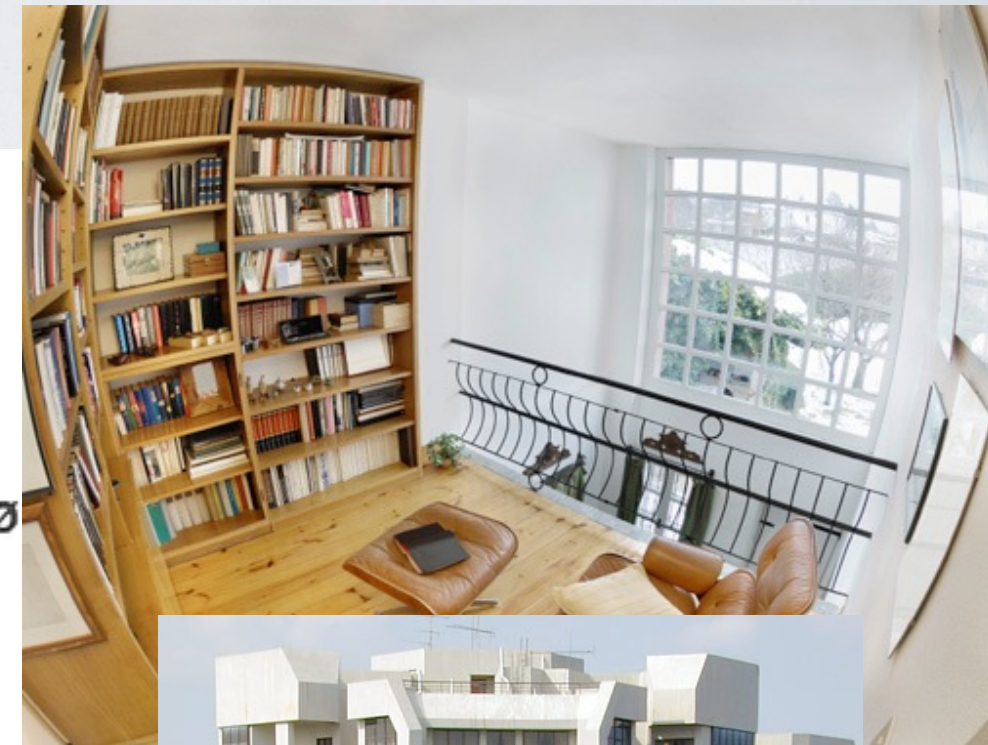
zero  
distortion



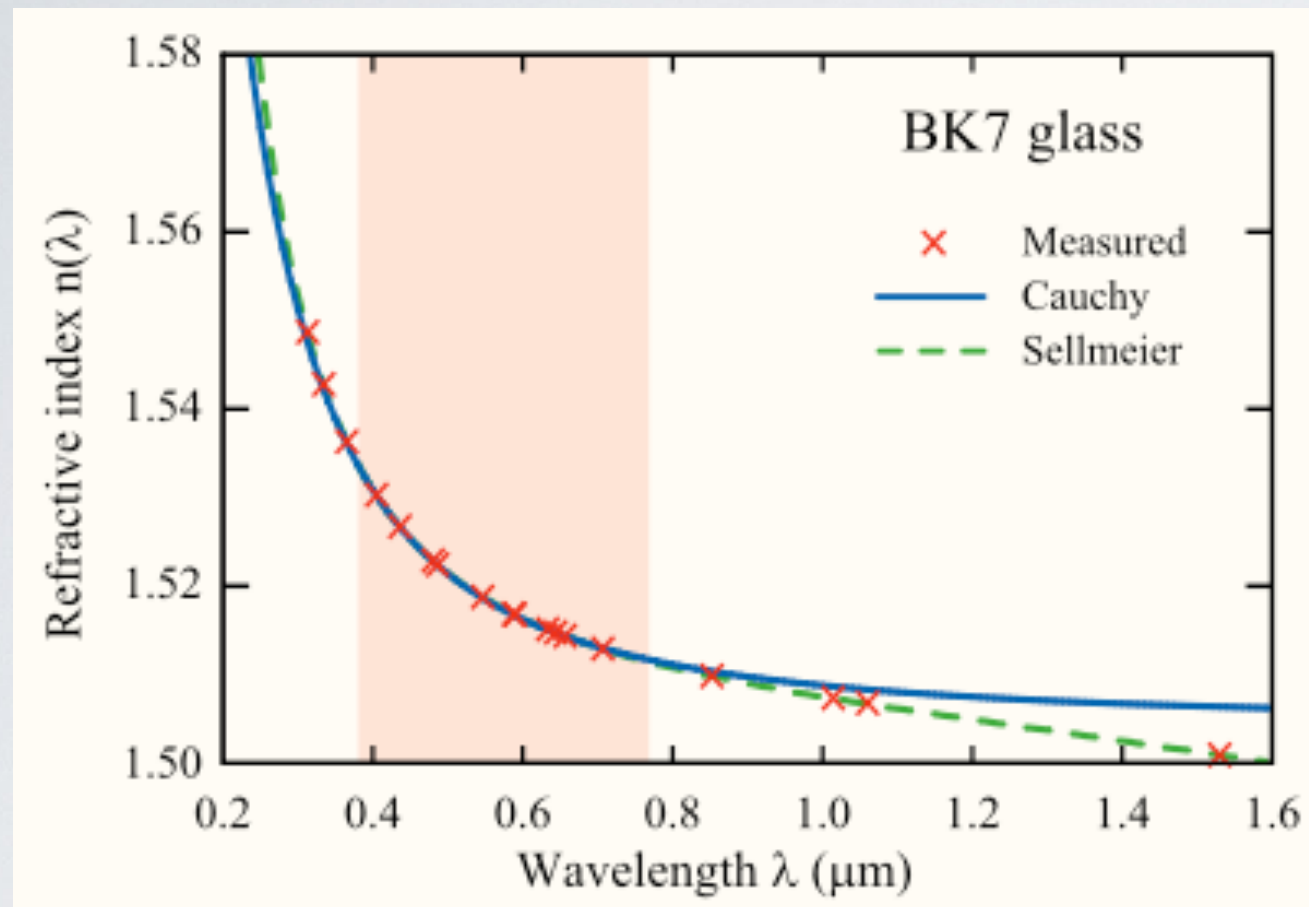
positive or  
pincushion distortion



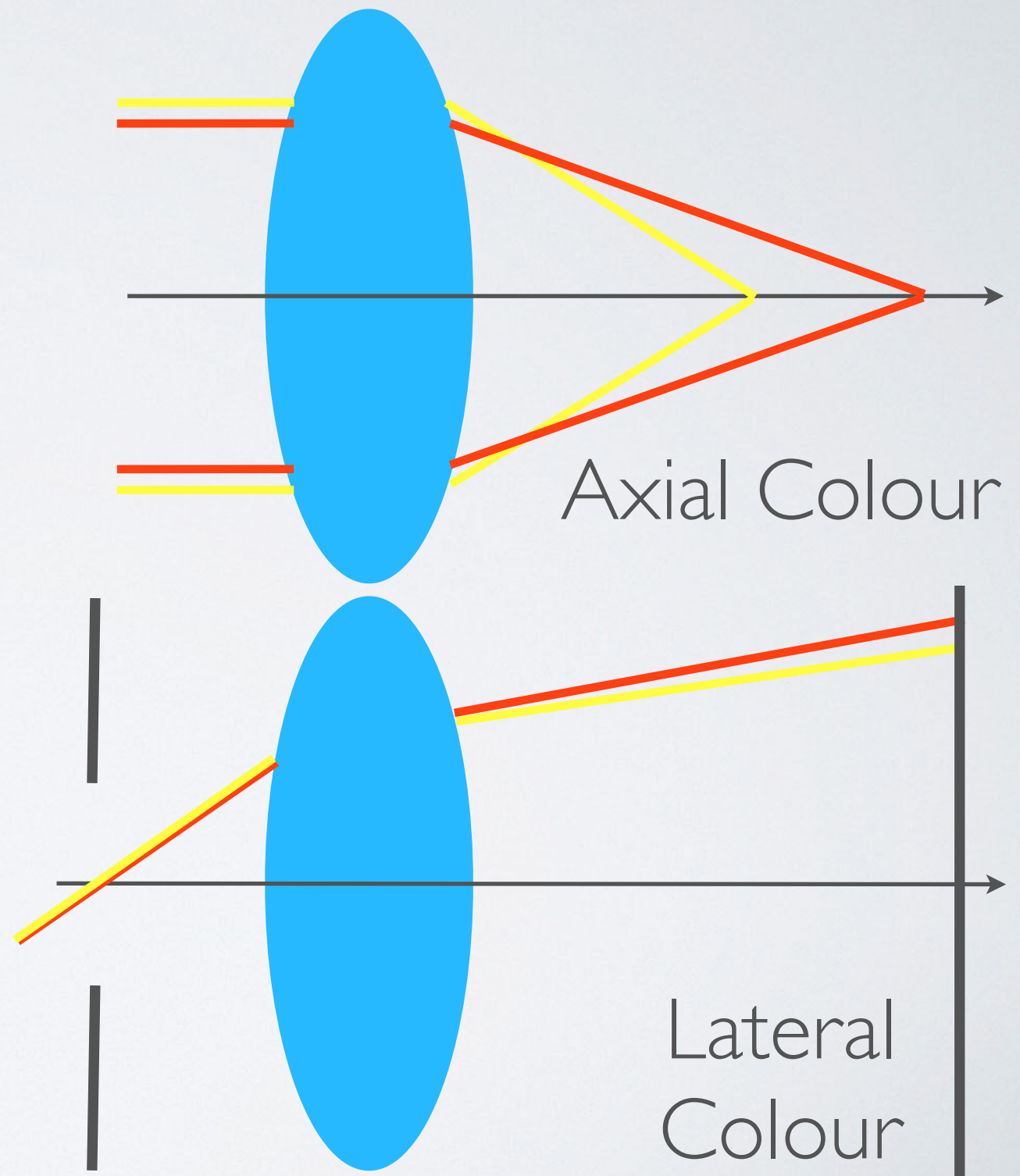
negative or  
barrel distortion



# CHROMATIC ABERRATION



- Index of refraction of glass varies with wavelength
- Outside the scope of lab

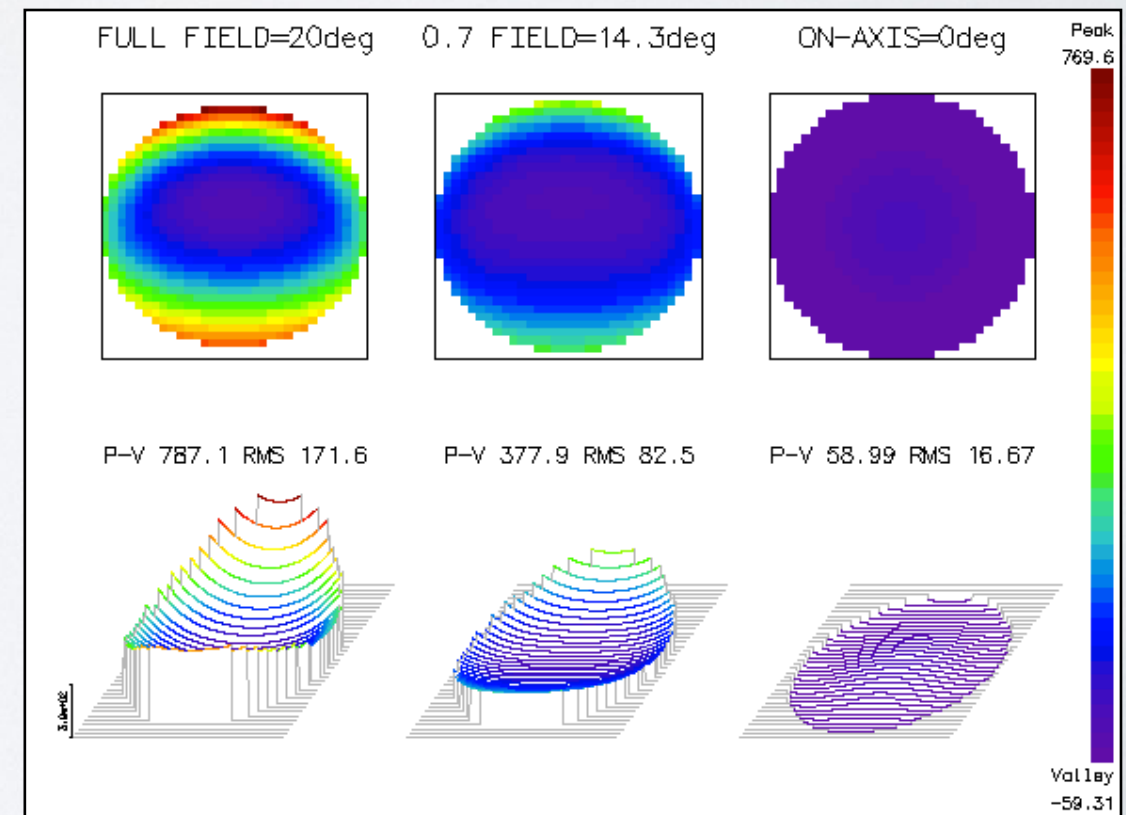
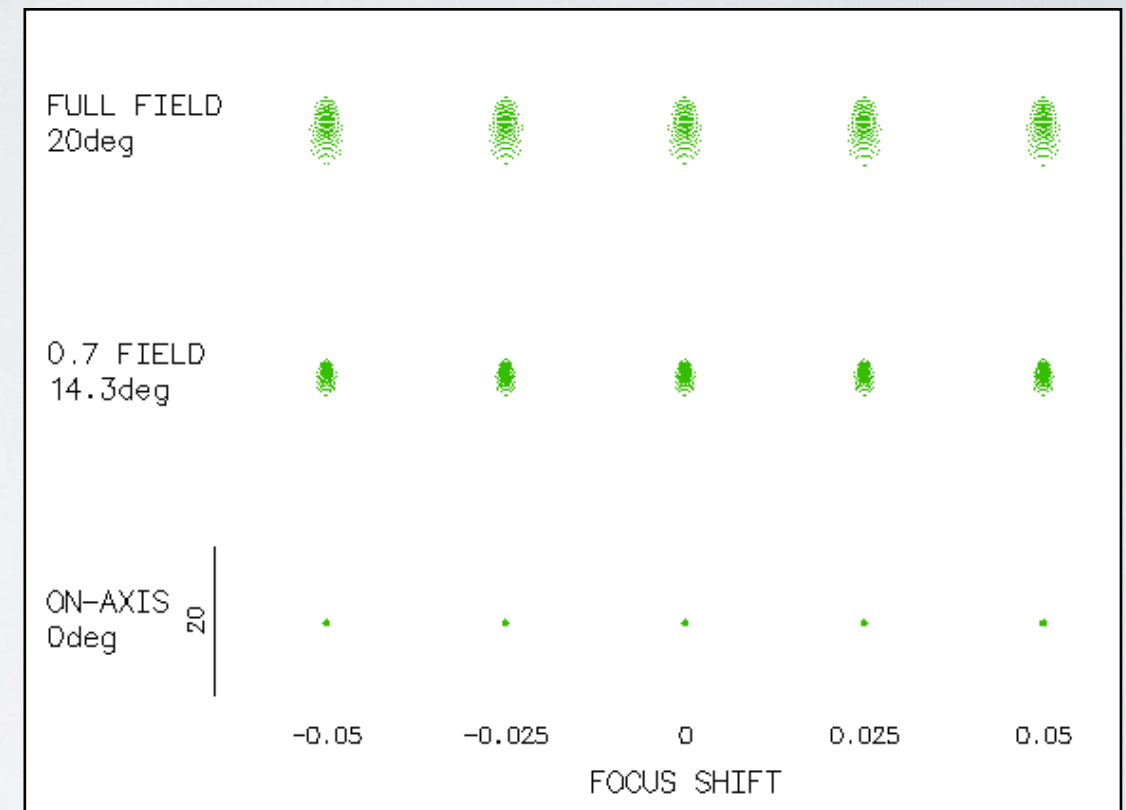




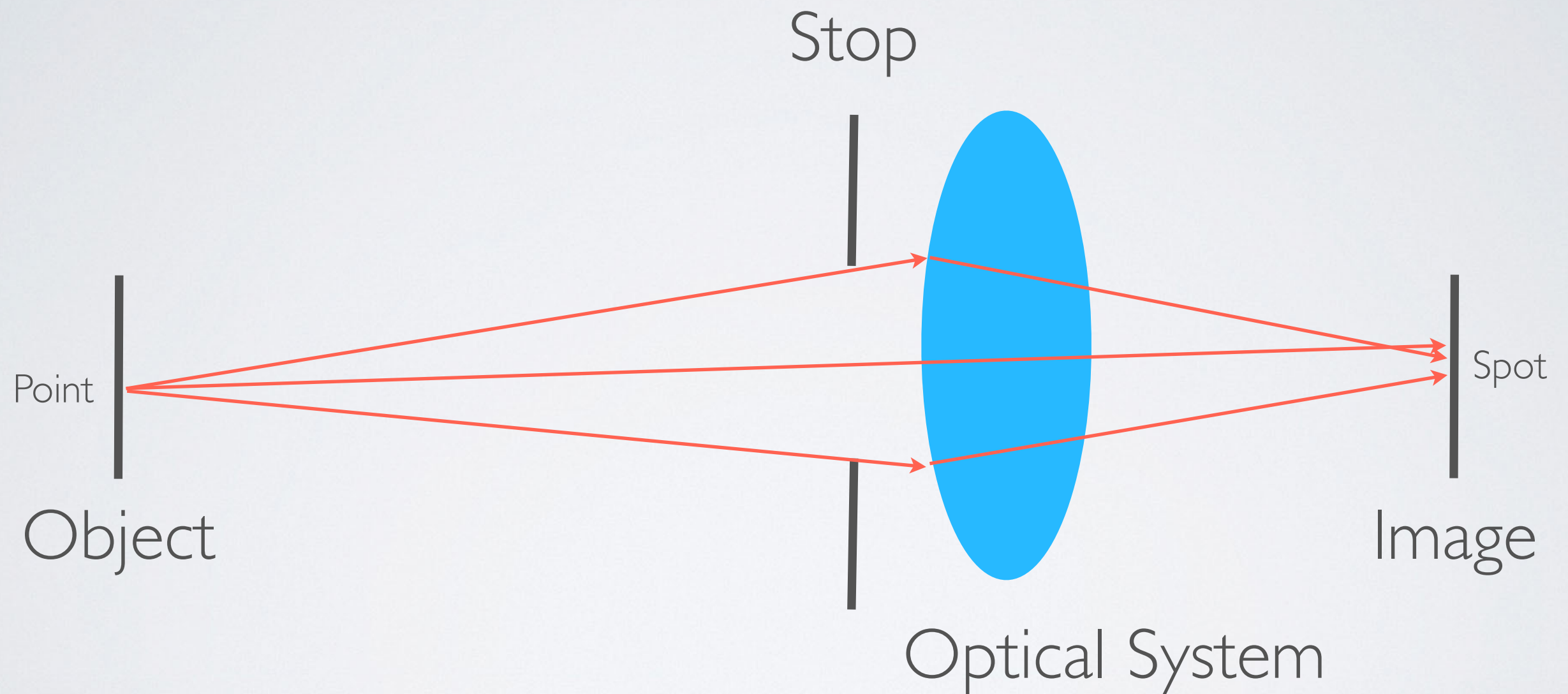
# IDENTIFYING ABERRATIONS

- Many Methods:

- Spot Diagrams
- Optical Path Difference Plots
- Seidel Coefficients
- Zernike Polynomials
- Ray Fans
- Encircled Energy

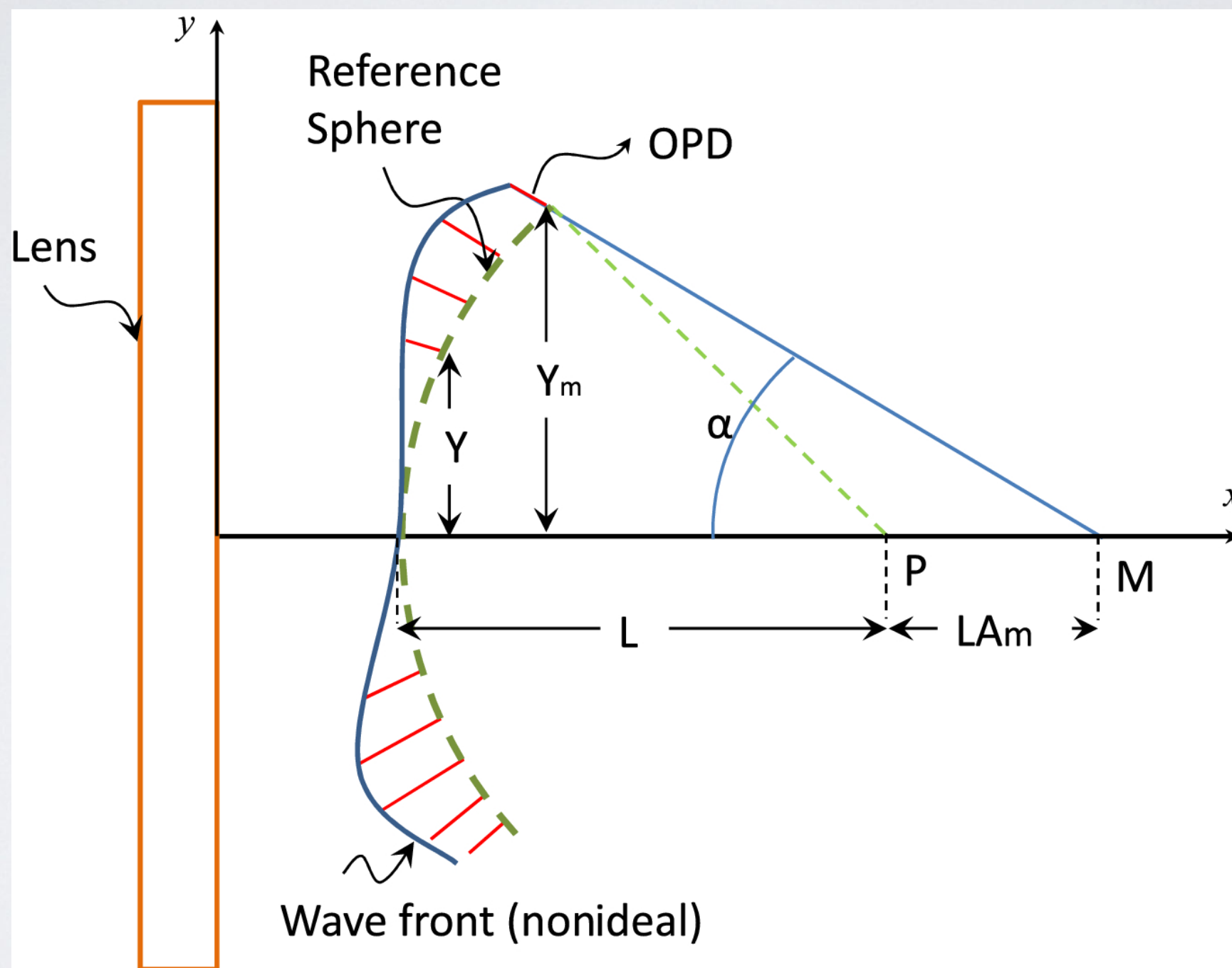


# SPOT DIAGRAM





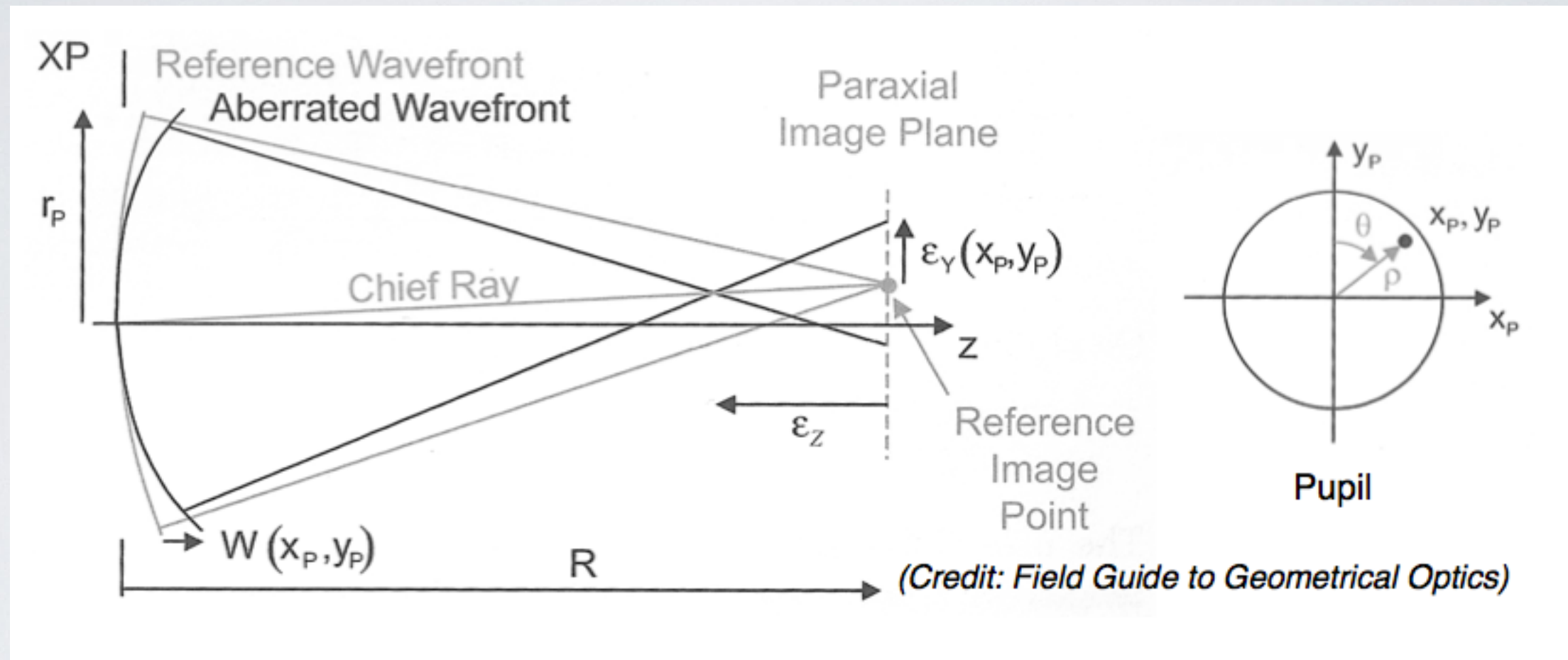
# OPTICAL PATH DIFFERENCE



(Credit: OSA)

# ABERRATION THEORY

## SEIDEL COEFFICIENTS



$$OPD = W(\rho, \theta, H) = W_{040}\rho^4 + W_{131}H\rho^3 \cos \theta + W_{222}H^2\rho^2 \cos^2 \theta + W_{220}H^2\rho^2 + W_{311}H^3\rho \cos \theta$$

Optical Path Difference      Spherical      Coma      Astigmatism      Field Curvature      Distortion

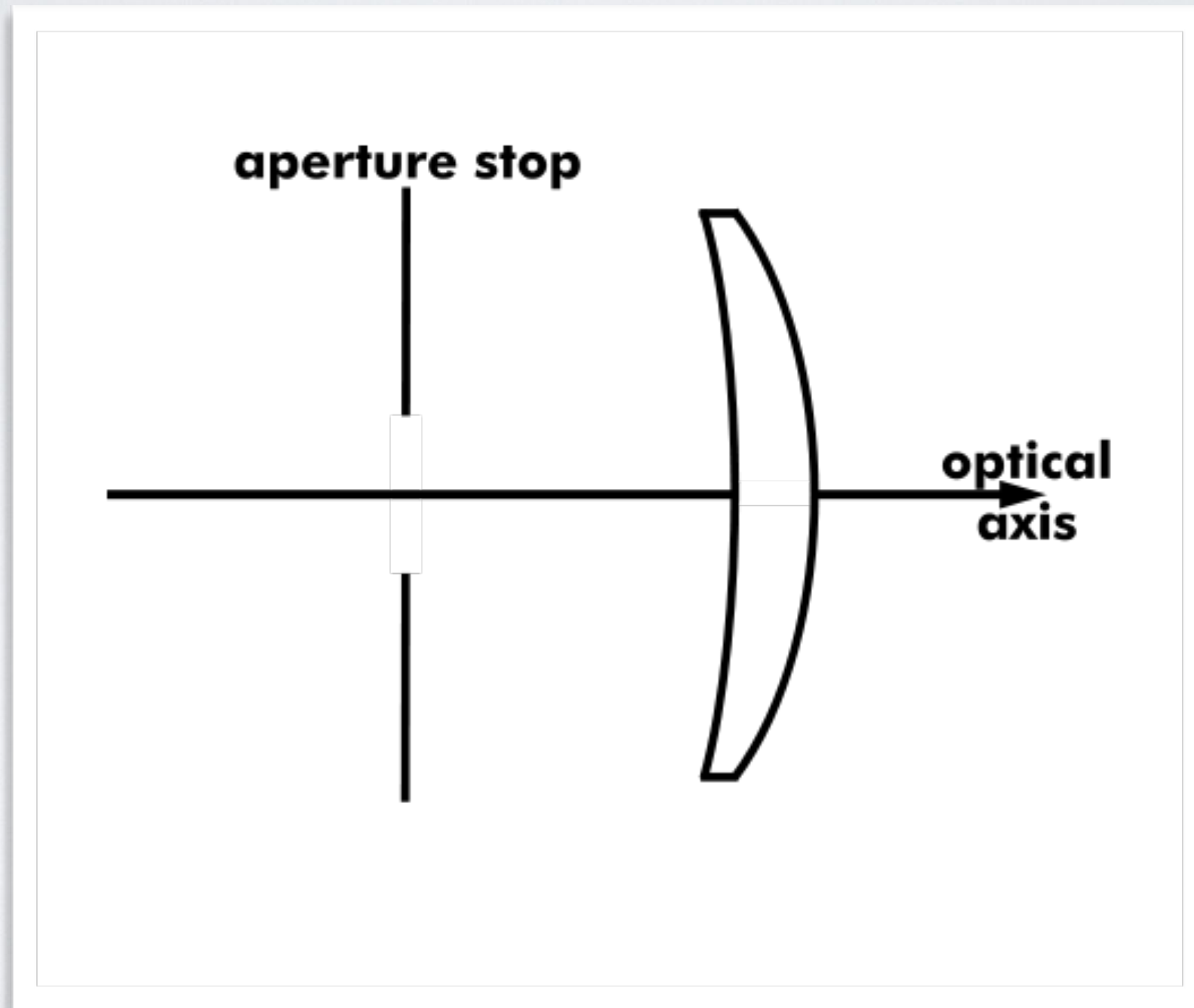
Difference



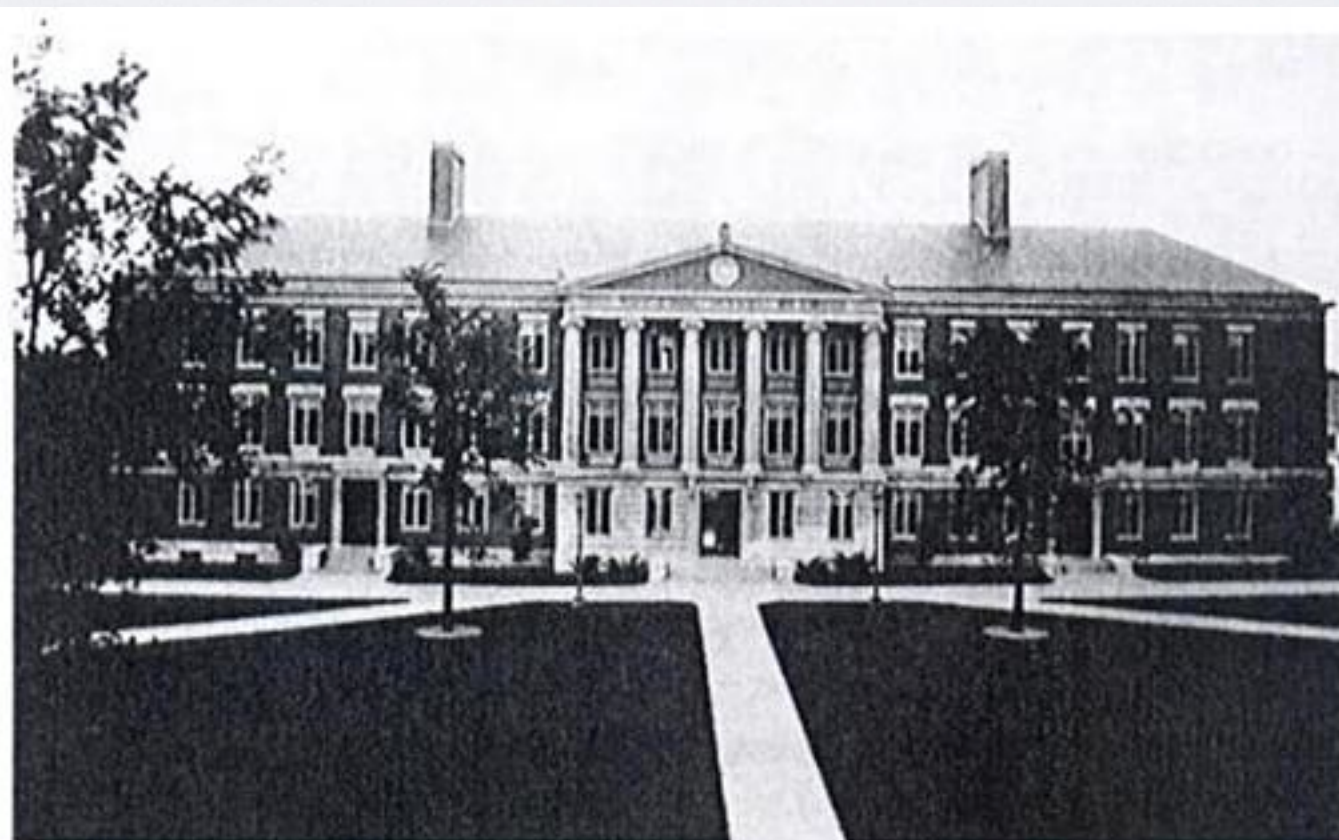
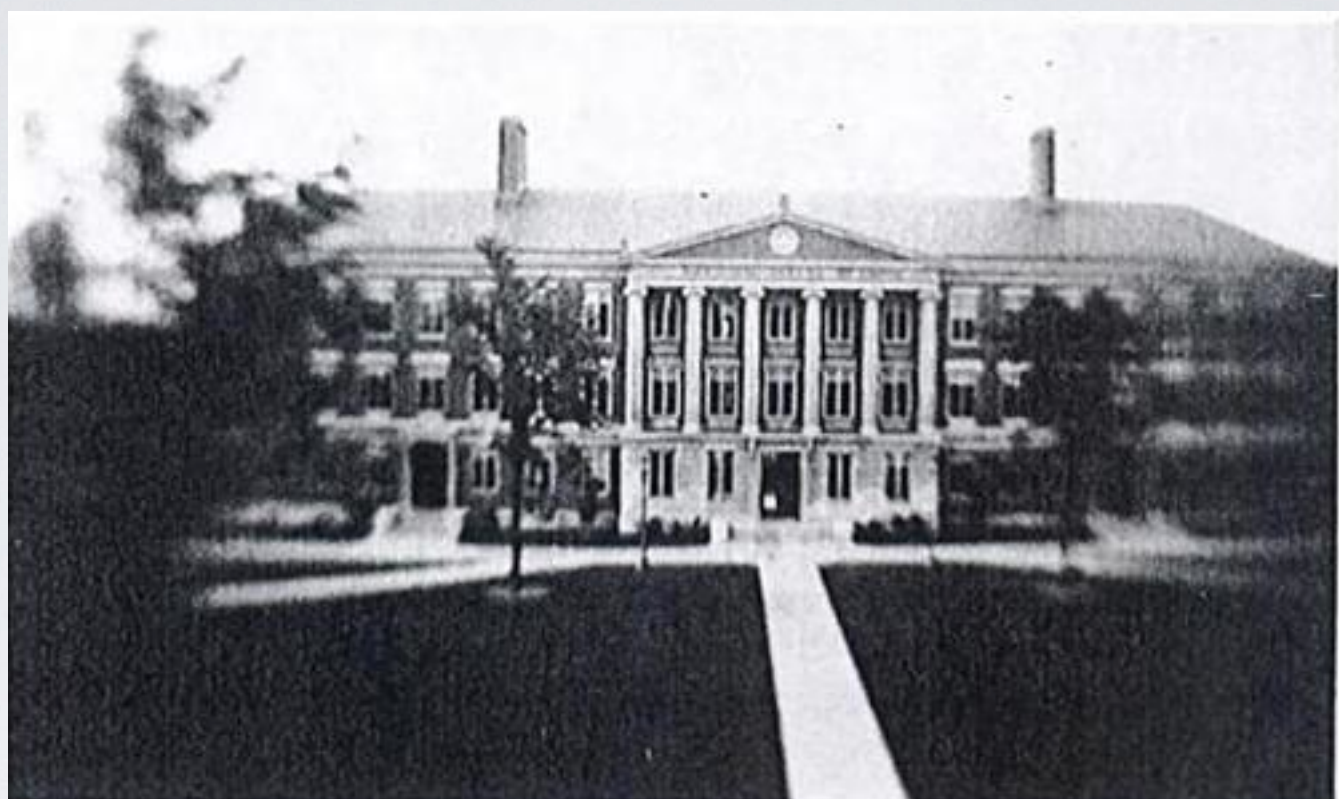
# LAB ACTIVITY

- 1. Learn to use optical design software**
- 2. Construct your own lens**
- 3. Identify geometric aberrations**
- 4. Correct for those aberrations**

# LANDSCAPE LENS







# REFERENCES

- Optical System Design (Fischer)
- Astronomical Optics (Schroeder)
- Lens Design Fundamentals (Kingslake)
- Field Guide to Geometrical Optics (Greivenkamp)