

# theory\_\_bessel\_gauss

April 16, 2020

## 1 Theory: Bessel-Gauss beam

```
[1]: # from beams package ./beams/test_airy.py
from test_bessel_gauss import plot_bessel_function, plot_bessel_gauss_function,
    plot_bg_pupil_full, plot_bg_propagation_pupil
```

### 1.0.1 References:

1. Gori, F., Guattari, G. & Padovani, C. Bessel-Gauss beams. Optics Communications 64, 491–495 (1987).
2. Vaity, P. & Rusch, L. Perfect vortex beam: Fourier transformation of a Bessel beam. Opt. Lett., OL 40, 597–600 (2015).

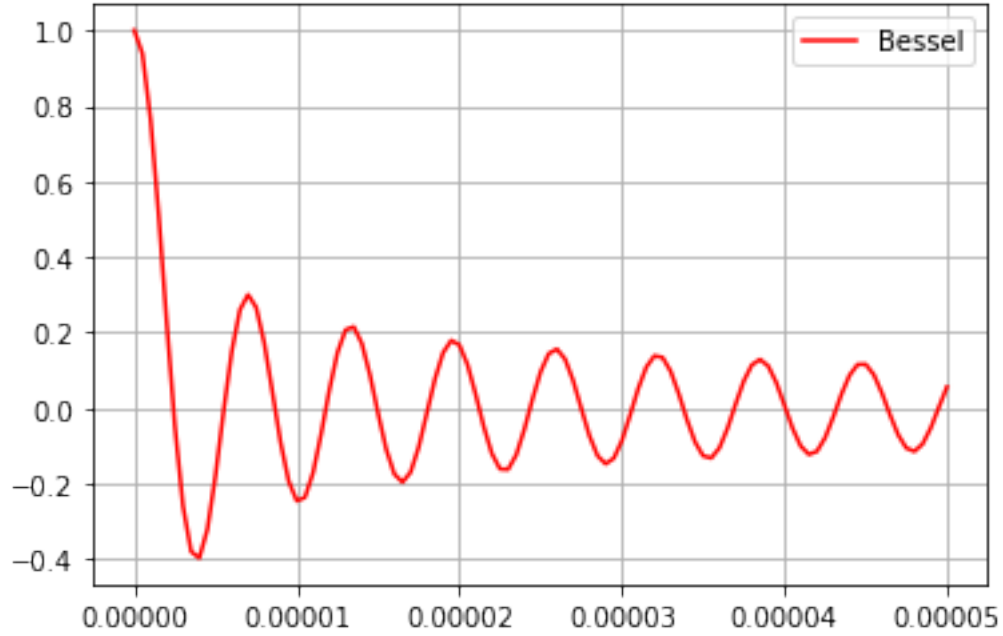
### 1.1 The Bessel beam

The Bessel beam, described by the Bessel function along the radial coordinate, is a non-diffracting beam solution to the wave equation. Here, we only consider a zero-order Bessel beam, which is described by:

$$E(r, z) = J_0(k_r r) \exp(ik_z z),$$

where  $k_r$  and  $k_z$  are radial and longitudinal wave vectors:  $k = \sqrt{k_r^2 + k_z^2} = 2\pi/\lambda$ , and  $J_0$  is the zero-order Bessel function, visualised below.

```
[2]: plot_bessel_function()
```

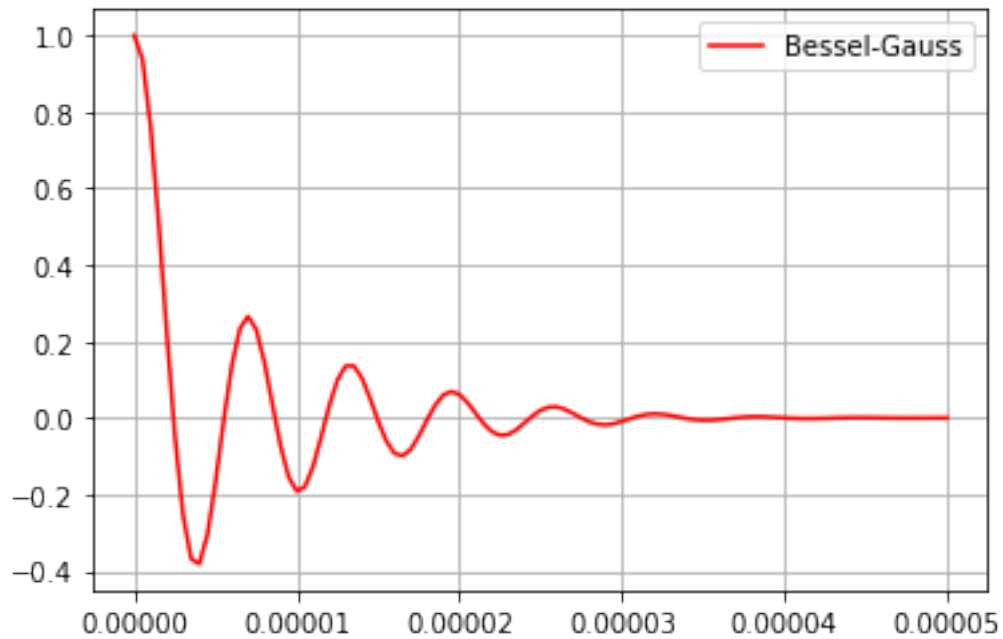


Each peak described a circular intensity that has equal energy. A finite energy beam can be described by a Bessel modulated by a Gaussian envelope - a Bessel-Gauss beam, described in the focus ( $z = 0$ ) as:

$$E(r) = J_0(k_r r) \exp(-r^2/w_g^2),$$

where  $w_g$  is the waist of the Gaussian modulation beam.

```
[3]: plot_bessel_gauss_function()
```



*The goal of this work is to describe the Bessel-Gauss beam in the pupil plane, relate it to experimental configurations, and to describe the propagation close to the focal plane*

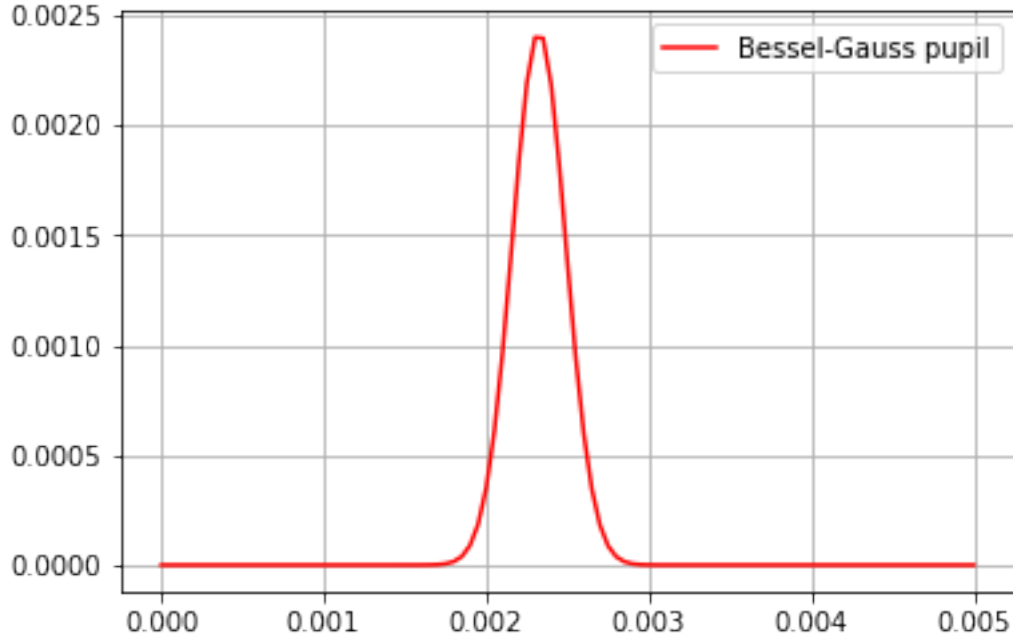
## 1.2 Bessel-Gauss beam in the pupil plane

The pupil function can be described by a Fourier transform of the beam at focus. Following the derivation in [2], using the Bessel function identity, the pupil function is:

$$E_1(r_1) = \frac{w_g}{w_0} \exp\left(-\frac{r_1^2 + r_r^2}{w_0^2}\right) I_0\left(\frac{2r_r r_1}{w_0^2}\right),$$

where  $w_0 = 2f/kw_g$ ,  $r_r = k_r f/k$  and  $I_0$  is the modified Bessel function of zero order and of first kind.

[4]: `plot_bg_pupil_full()`



Typically,  $r_r$  is much larger than  $w_0$ . In this case,  $I_0(x) \sim \exp(x)$ , reducing the above equation to:

$$E_1(r_1) = \frac{w_g}{w_0} \exp\left(-\frac{(r_1 - r_r)^2}{w_0^2}\right).$$

This describes a ring with a Gaussian thickness.

If we consider the refocussing of this beam in 2D (x,z), it describes two off-axis Gaussian beams that cross at focus, creating a Bessel beam via interference. In 3D, this can be described by vectors following a conical shape.

### 1.3 Bessel-Gauss beam propagation at the focus

Let's consider again the field of the Bessel-Gauss at focus ( $z = 0$ ), which we name  $E_2(r_2)$ . Here, we follow the work of [1]. As the field propagates in  $z$ , it is subject to diffraction, which can be described by the Fresnel diffraction integral:

$$E(r, z) = (-ik/z) \exp(ikz + kr^2/(2z)) \times \int_0^\infty E(r_0, 0) \exp(ikr_0^2/(2z)) J_0(kr_0r/z) r_0 dr_0$$

According to [1], this can be transformed into the following form:

$$E(r, z) = (Aw_g/w(z)) \times \exp\{i[(k - k_r^2/(2k))z - \Phi(z)]\} J_0(k_r r/(1 + iz/L)) \times \exp\{[-1/w(z)^2 + ik/(2R(z))](r^2 + k_r^2 z^2/k^2)\},$$

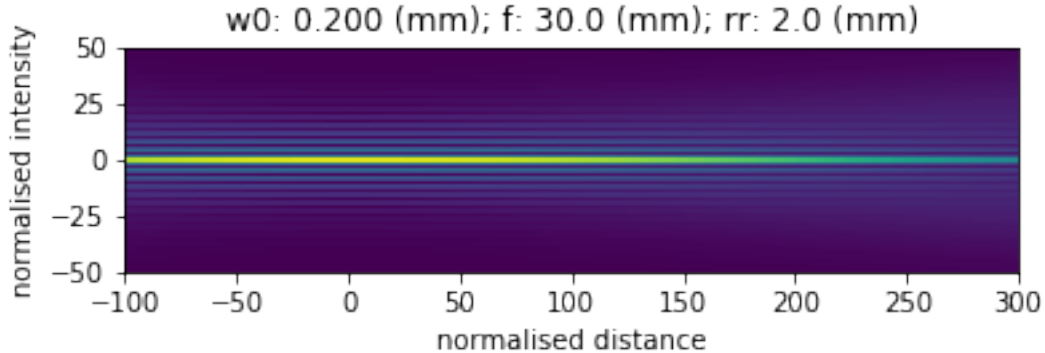
where

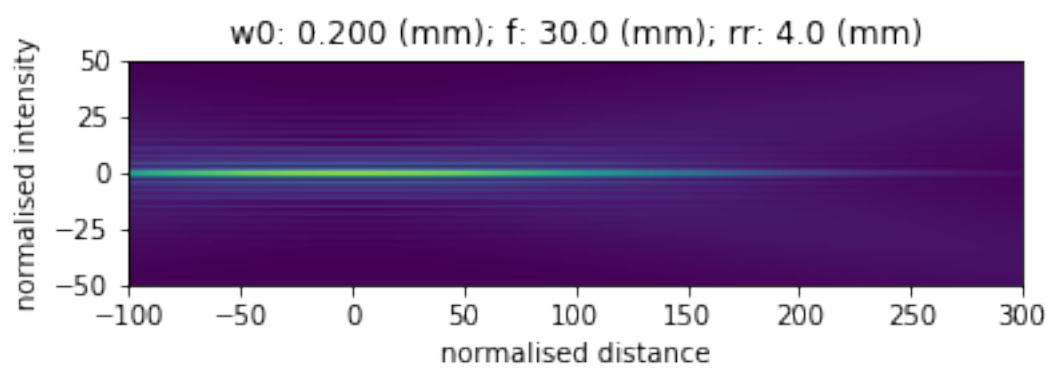
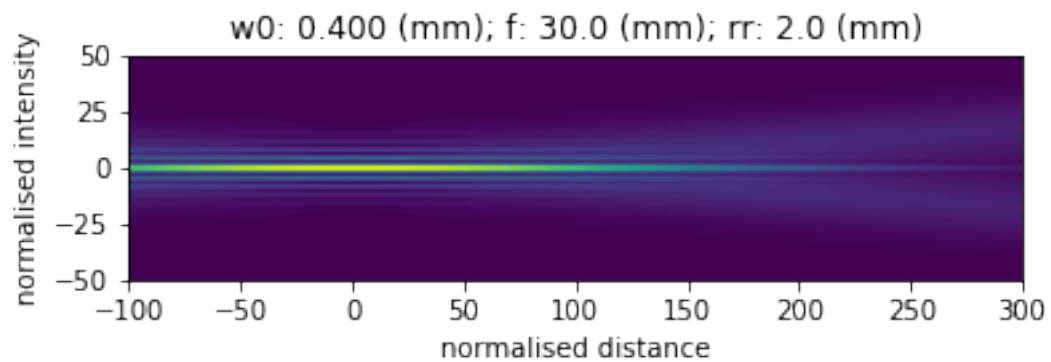
$$\begin{aligned} L &= kw_g^2/2 \\ w(z) &= w_g[1 + (z/L)^2]^{1/2} \\ \Phi(z) &= \arctan(z/L) \\ R(z) &= z + L^2/z \end{aligned}$$

Note the similarities to a Gaussian beam propagation, where  $R(z)$  is the radius of curvature,  $\Phi(z)$  is the Gouy phase,  $w(z)$  is the spot size parameter, and  $L$  is an effective analog of the Rayleigh range.

We plot the Bessel-Gauss propagation using the pupil parameters, which can be trivially substituted into the above as  $w_g = 2f/(w_0k)$  and  $k_r = r_r k/f$ .

```
[7]: plot_bg_propagation_pupil(rr = 2e-3, w0 = 2e-4, f = 30e-3)
      plot_bg_propagation_pupil(rr = 2e-3, w0 = 4e-4, f = 30e-3)
      plot_bg_propagation_pupil(rr = 4e-3, w0 = 2e-4, f = 30e-3)
```





Note, the plots are of the absolute electric field. Intensity can be expressed as  $I = |E|^2$ .