

Wave Optics Simulator

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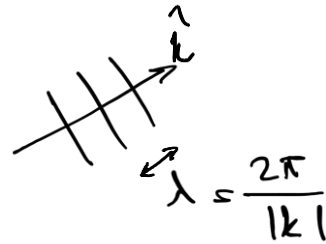
Theoretical Approach

Scalar Wave Equation

Helmholtz equation: $\nabla^2 \psi + k^2 \psi = 0$ \rightarrow source free

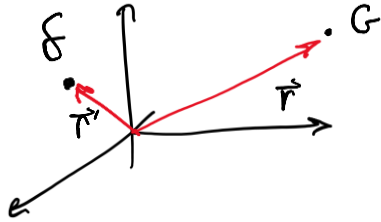
Where $\psi(\vec{r})$ is the Electro-Magnetic field
and we have the intensity, $I(\vec{r}) = |\psi(\vec{r})|^2$

Plane waves, $\psi(\vec{r}) = e^{i\vec{k} \cdot \vec{r}}$,
(a complete solution for the problem)



Green Function

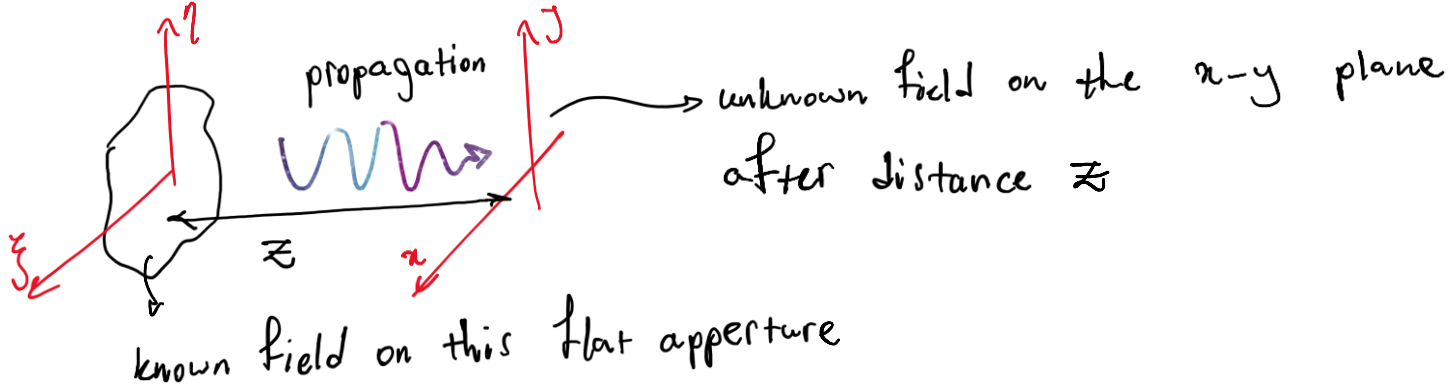
Green Function: $\nabla^2 G + k^2 G = -\delta(\vec{r} - \vec{r}')$, $G = G(\vec{r}, \vec{r}')$



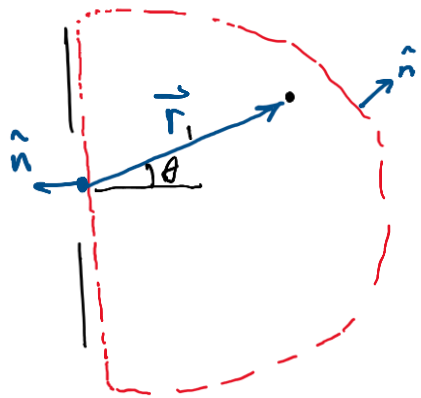
$$G(\vec{r}, \vec{r}') = G(|\vec{r} - \vec{r}'|) = \frac{e^{i\vec{k} \cdot (\vec{r} - \vec{r}')}}{4\pi |\vec{r} - \vec{r}'|}$$

isotropic
homogeneous
space

Planar POV



Huygens Principle



Green's 3rd theorem:

$$\int_V (U \nabla^2 V - V \nabla^2 U) dV = \oint_S (U \vec{\nabla} V - V \vec{\nabla} U) \cdot d\vec{s} \hat{n}$$

if: $V = G(\vec{r}, \vec{r}_0)$ $\nabla^2 G = -\delta(\vec{r} - \vec{r}_0) - k^2 G$

$U = \psi(\vec{r}) \Rightarrow \nabla^2 \psi = -k^2 \psi$

$$\Rightarrow U(\vec{r}_1) = \frac{1}{j\lambda} \int_{\text{on the hole}} ds \cos \theta \frac{e^{jk|\vec{r}_1 - \vec{r}_0|}}{|\vec{r}_1 - \vec{r}_0|} U(\vec{r}_0)$$

\downarrow
 each point radiates in sphere

Near Field to Far Field

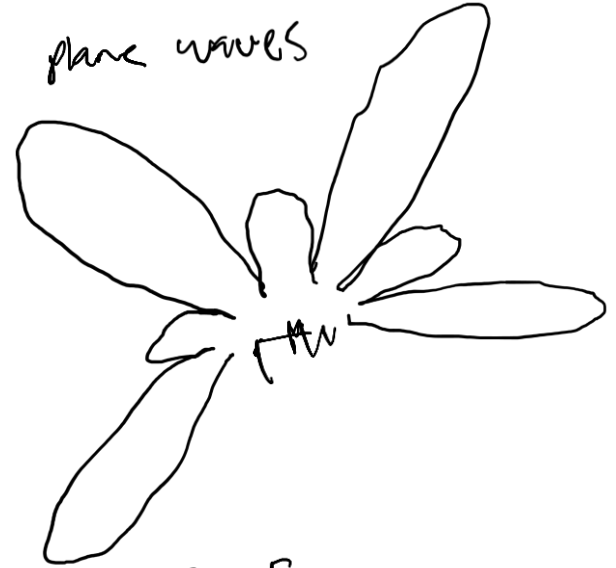
Antenna view:



near field



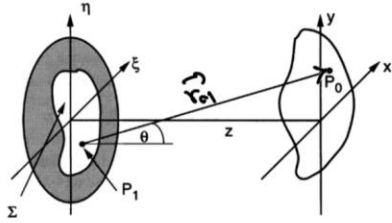
Fresnel Field



Far field
(Fraunhofer field)



Paraxial Approximation



$$\Rightarrow U(P_0) = \frac{1}{j\lambda} \int_{\Sigma} U(P_1) \frac{e^{jk r_{01}}}{r_{01}} \cos \theta \, ds$$

$$\therefore \cos \theta = \frac{z}{r_{01}}$$

$$\Rightarrow U(x, y) = \frac{z}{j\lambda} \iint_{\Sigma} U(\xi, \eta) \frac{e^{jkR}}{R^2} d\xi d\eta, \quad R^2 = z^2 + (x-\xi)^2 + (y-\eta)^2$$

$$\sqrt{1+\alpha} \approx 1 + \frac{\alpha}{2} - \frac{\alpha^2}{8} + \dots \quad |\alpha| \ll 1 \Rightarrow R = z \left(1 + \left(\frac{x-\xi}{z} \right)^2 + \left(\frac{y-\eta}{z} \right)^2 \right)^{\frac{1}{2}} \approx z \left[1 + \frac{1}{2} \frac{(x-\xi)^2 + (y-\eta)^2}{z^2} \right]$$

$$U(x, y) = \frac{e^{jkz}}{j\lambda z} \iint_{\Sigma} U(\xi, \eta) \exp \left[j \frac{k}{2z} ((x-\xi)^2 + (y-\eta)^2) \right] d\xi d\eta \leftarrow \text{Fresnel Diffraction}$$

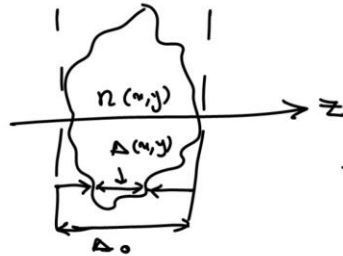
Free Space as a Transfer Function

$U(x, y) = \iint U(z, \eta) h(x-z, y-\eta) dz d\eta \leftarrow \text{Convolution!}$
 بکے تحت متوجہ/موضوع:

$$h(x, y) = \frac{e^{jkz}}{j\lambda z} \exp\left(j\underbrace{\frac{k}{2z}}_{\frac{\pi}{\lambda z}}(x^2 + y^2)\right) \rightarrow H(f_x, f_y) = e^{jkz} \exp(-j\pi\lambda z(f_x^2 + f_y^2))$$

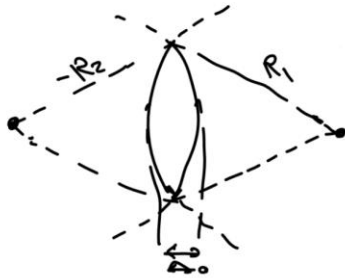
$$U(x, y) = F^{-1} \left\{ U(f_x, f_y) H(f_x, f_y) \right\}$$

Lens Transfer Function



$$\Rightarrow t_A(x, y) = \exp(jk_0[\underbrace{\Delta_0 - \Delta(x, y)}_{\text{طول موج، فاصله}} + n(x, y)\Delta(x, y)])$$

$$= e^{jk_0\Delta_0} e^{jk_0(n(x, y)-1)\Delta(x, y)}$$



$$R_1 > 0, R_2 < 0$$

$$\rightarrow \Delta(x, y) = \Delta_0 - R_1\left(1 - \sqrt{1 - \frac{x^2 + y^2}{R_1^2}}\right) + R_2\left(1 - \sqrt{1 - \frac{x^2 + y^2}{R_2^2}}\right)$$

$$\sqrt{1 - \frac{x^2 + y^2}{R_i^2}} \approx 1 - \frac{x^2 + y^2}{2R_i^2} \quad (\text{Paraxial})$$

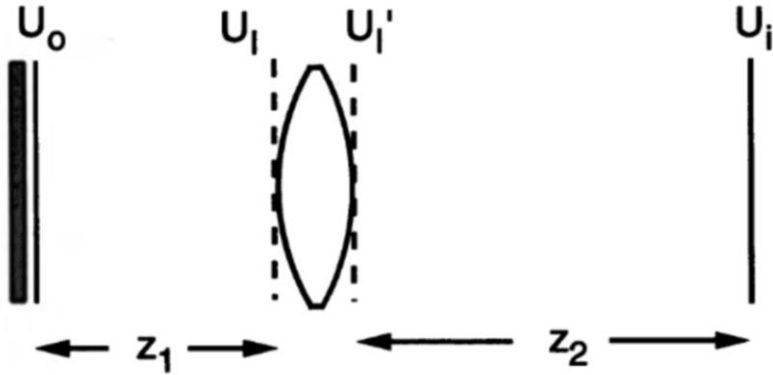
$$\Delta(x, y) \approx \Delta_0 - \frac{x^2 + y^2}{2} \left(\frac{1}{R_1} - \frac{1}{R_2} \right)$$

lens makers

$$\text{if } \frac{1}{f} := (n-1) \left(\frac{1}{R_1} - \frac{1}{R_2} \right) \Rightarrow$$

$$t_A(x, y) = e^{jk_0\Delta_0} e^{-j\frac{k}{2f}(x^2 + y^2)}$$

Imaging Condition



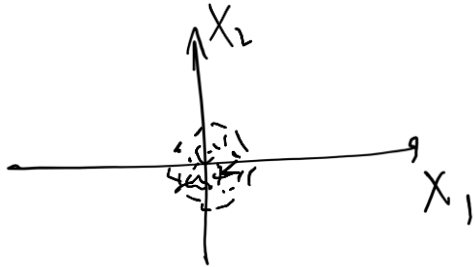
For having a point image of an initial point input we should satisfy the condition:

$$\frac{1}{z_1} + \frac{1}{z_2} = \frac{1}{f}$$

$$U_0 = \delta(x-z) \delta(y-y)$$

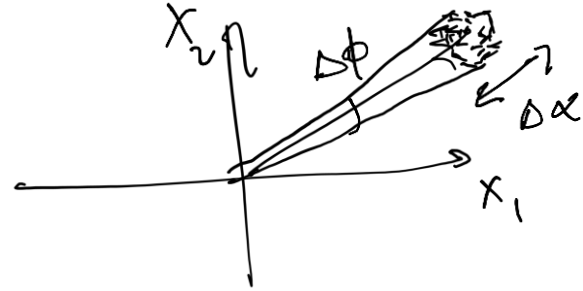
Light as Quantum Photons

Instead of the classical coherent light we can shine the coherent state, although it has uncertainty in both amplitude and phase.



$|0\rangle$ vacuum

Displacement
 $\hat{D}(\alpha)$



coherent state: $|\alpha\rangle = \sum \frac{\alpha^n}{\sqrt{n!}} |n\rangle \cdot e^{-|\alpha|^2/2}$

Light as Quantum Photons

For different modes summing we will have the same wavefront for the coherent state which changes in the linear optical system.

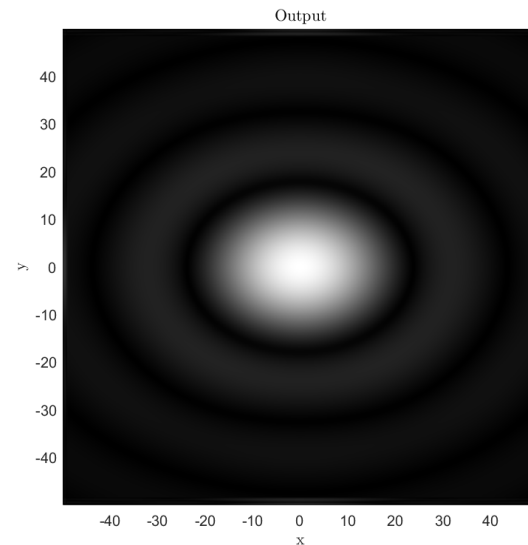
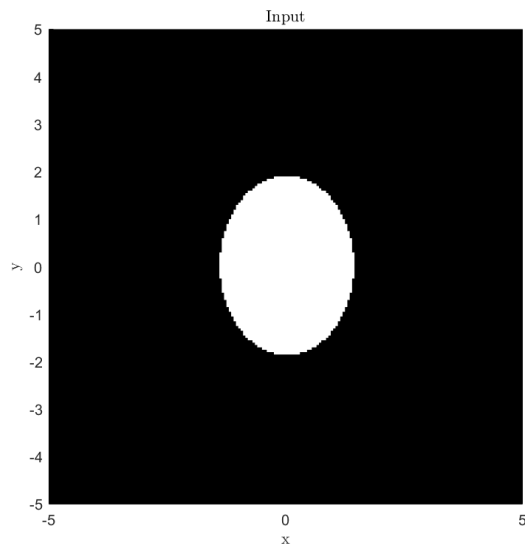
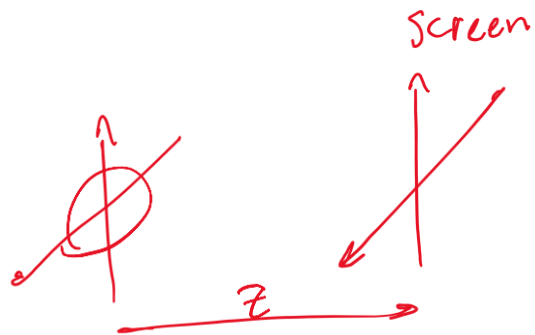
$$\text{Set of } a_{\vec{k}}^\dagger, \quad [a_{\vec{k}}^\dagger, a_{\vec{k}'}] = \delta_{\vec{k}, \vec{k}'} \quad \text{in momentum}$$

$$\text{Set of } a_{\vec{r}}^\dagger, \quad [a_{\vec{r}}^\dagger, a_{\vec{r}'}] = \delta(\vec{r} - \vec{r}') \quad \text{in position}$$

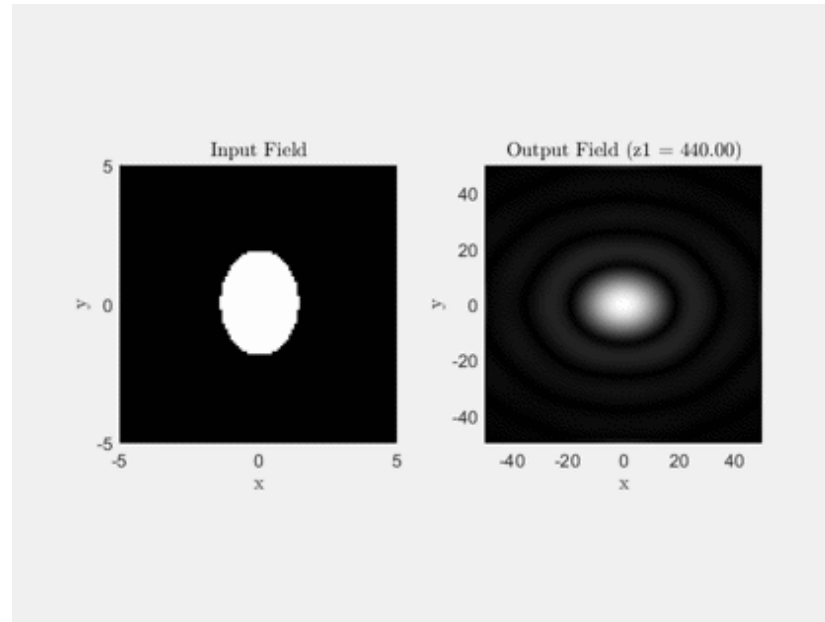
$$a_{\vec{v}}^\dagger = \int dx dy \underbrace{U(x, y)}_{\substack{\downarrow \\ \text{linearly changes}}} a_{x,y}^\dagger$$

No Lens Test

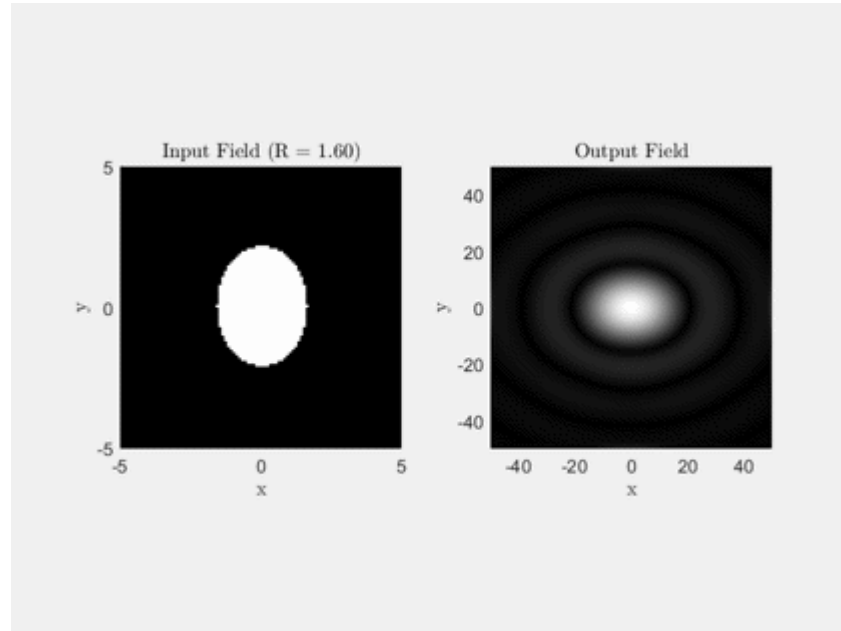
Circle Hole



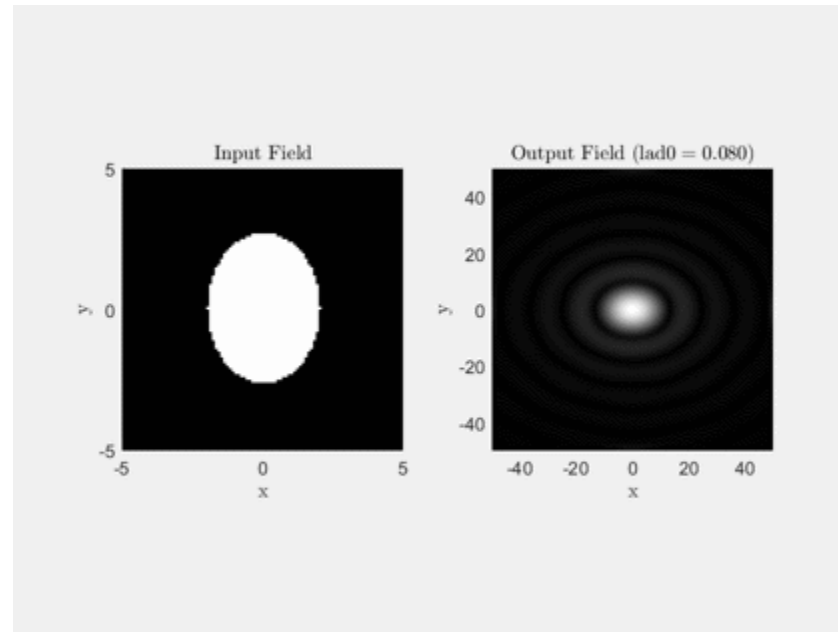
Circle Hole



Circle Hole



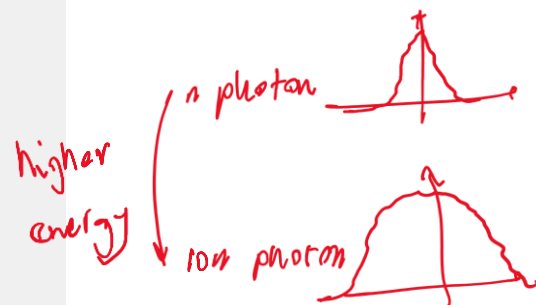
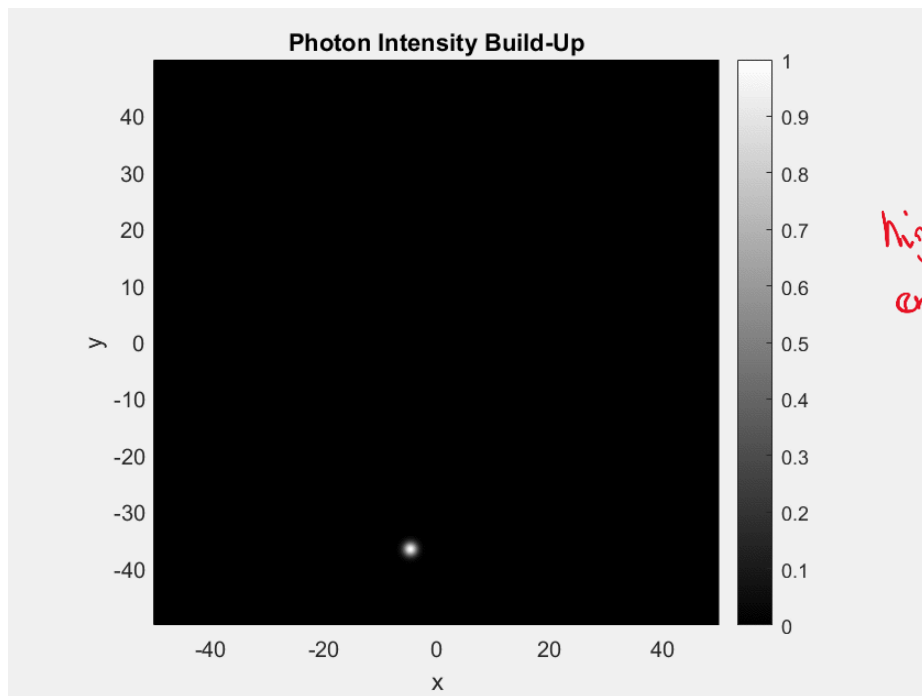
Circle Hole



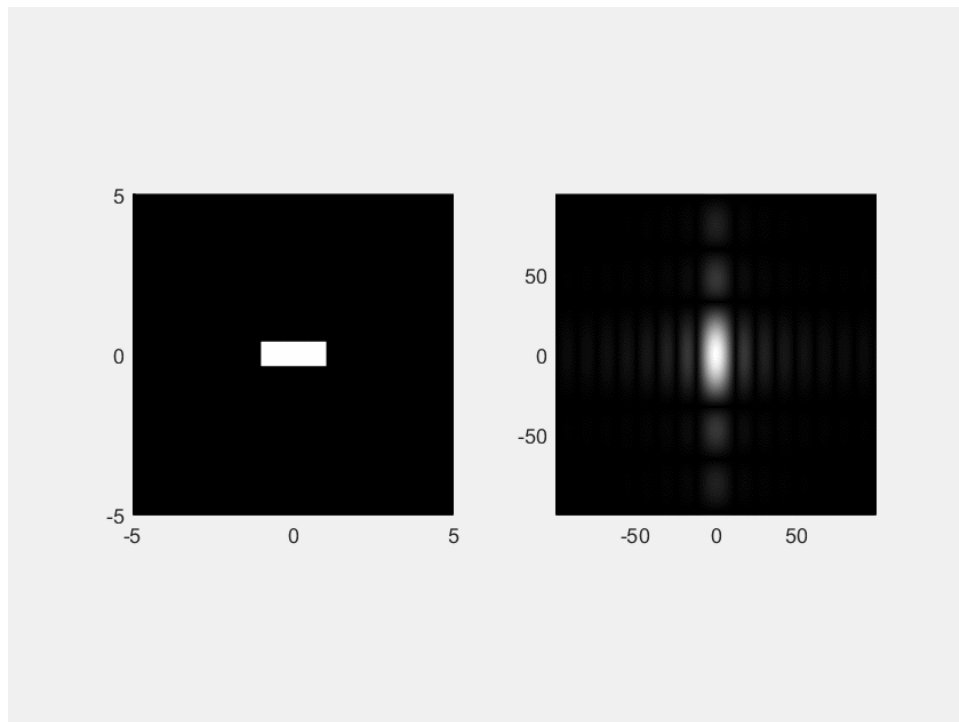
Photons Sampling

For coherent state we have

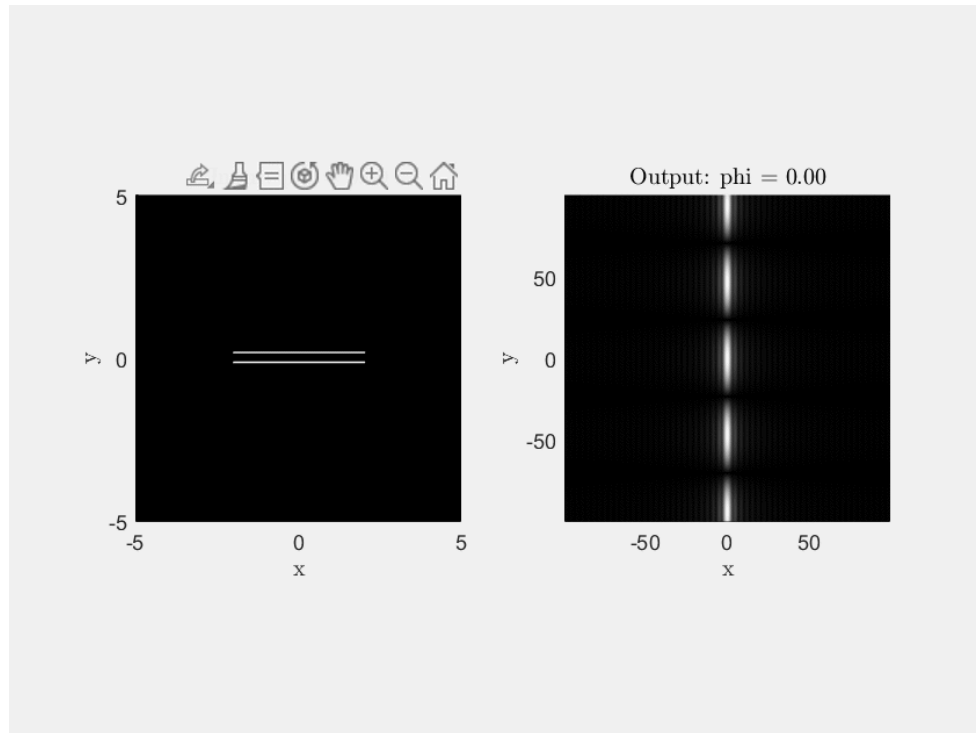
$$P(n) = \frac{e^{-\bar{n}} \bar{n}^n}{n!}$$



Single Slit

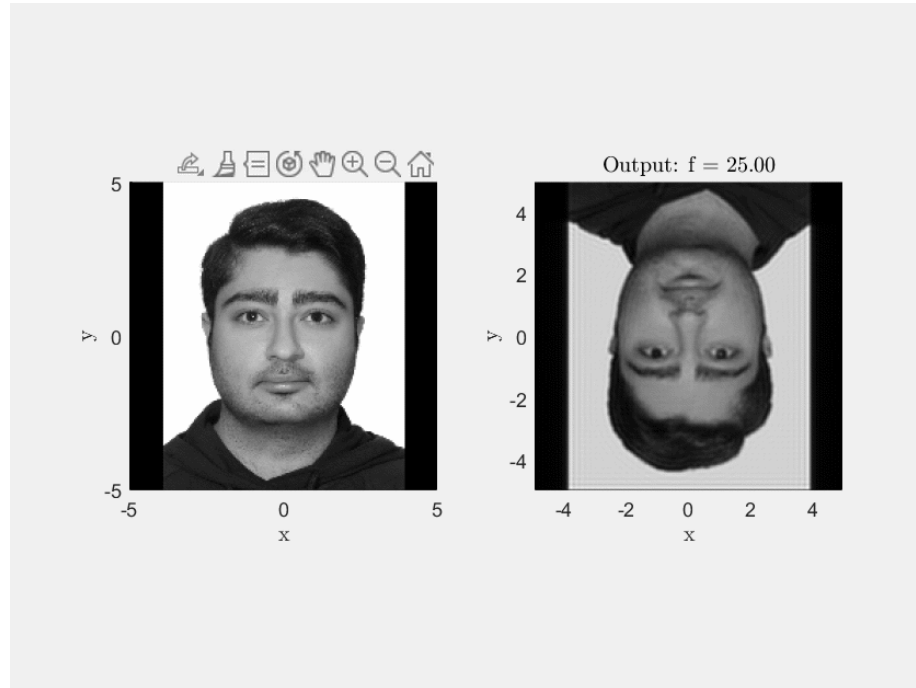


Double Slit

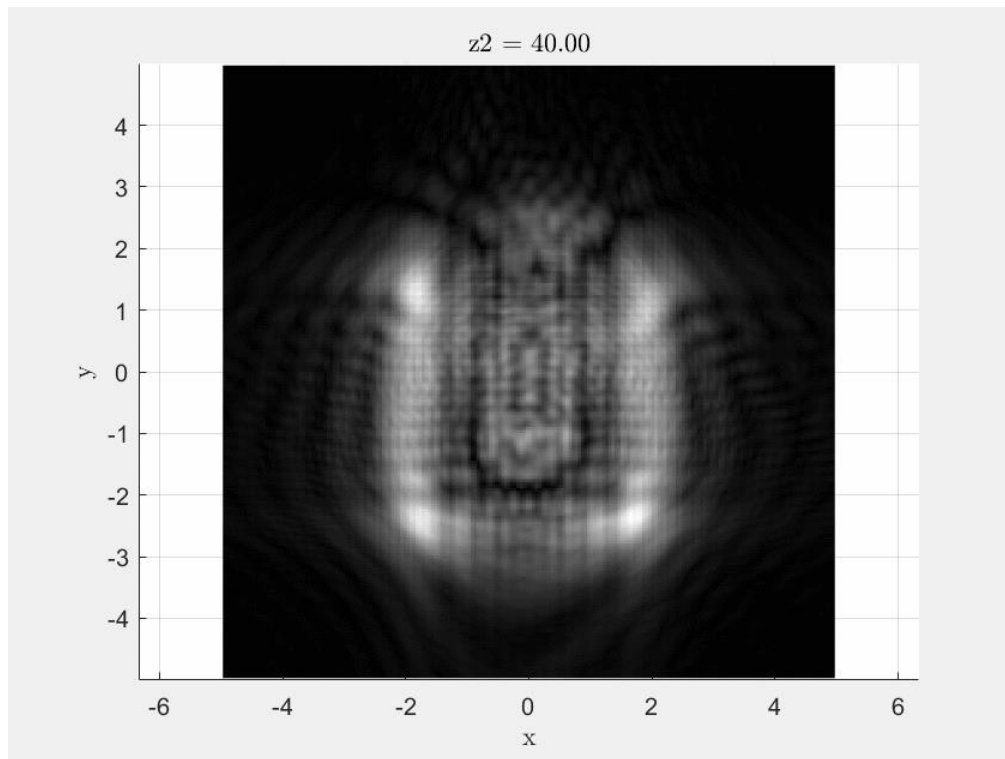


Single Lens Simulations

Single Lens

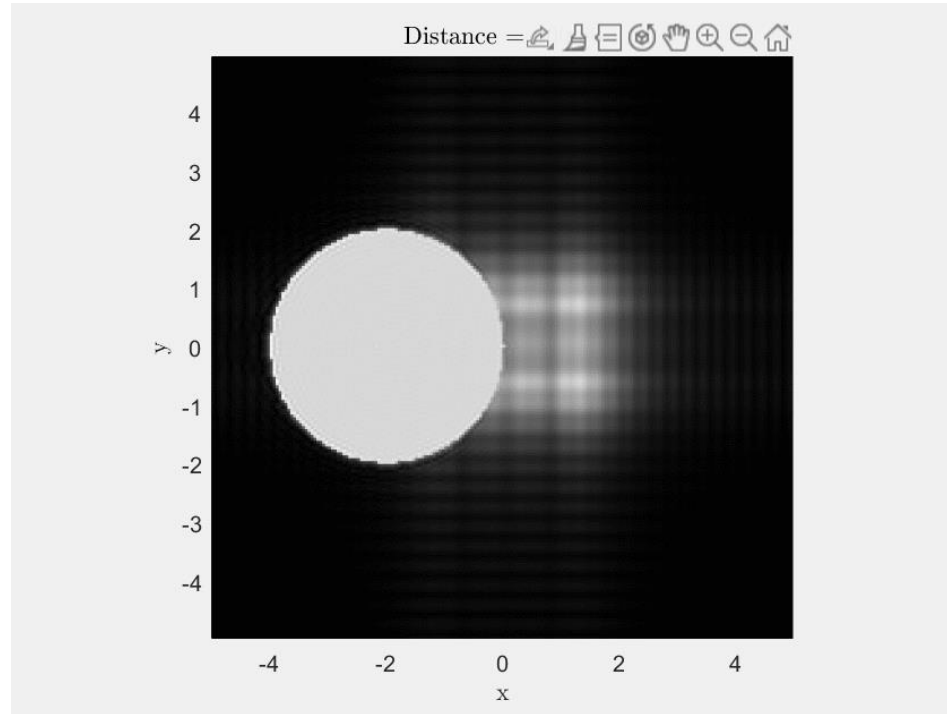


Single Lens

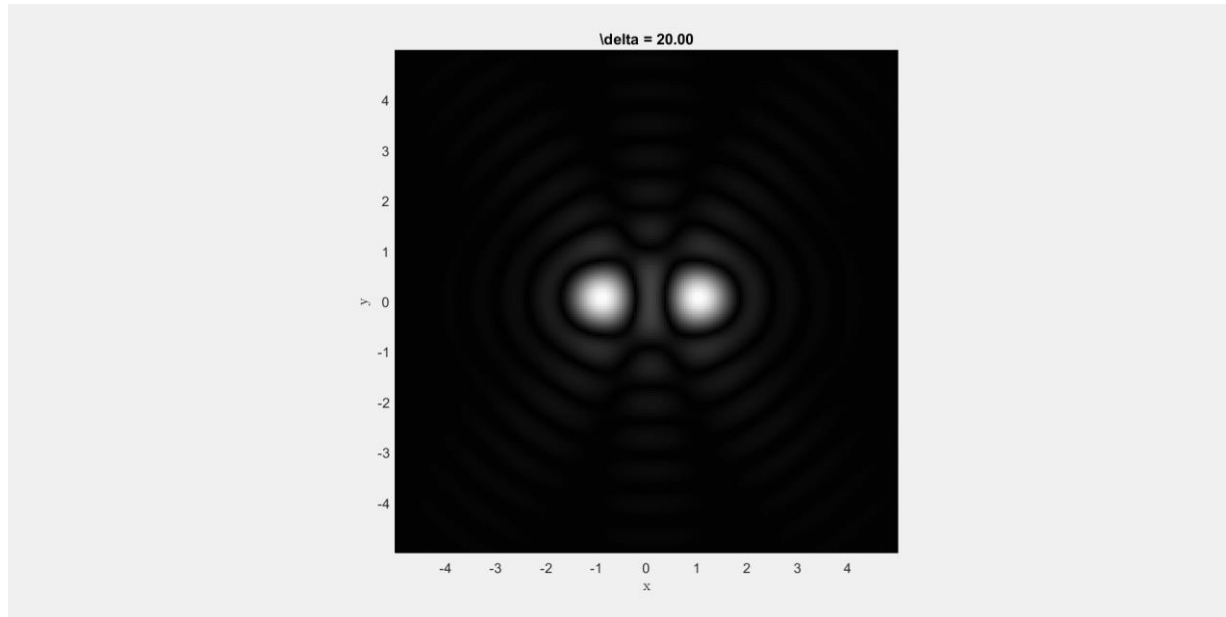


2f System

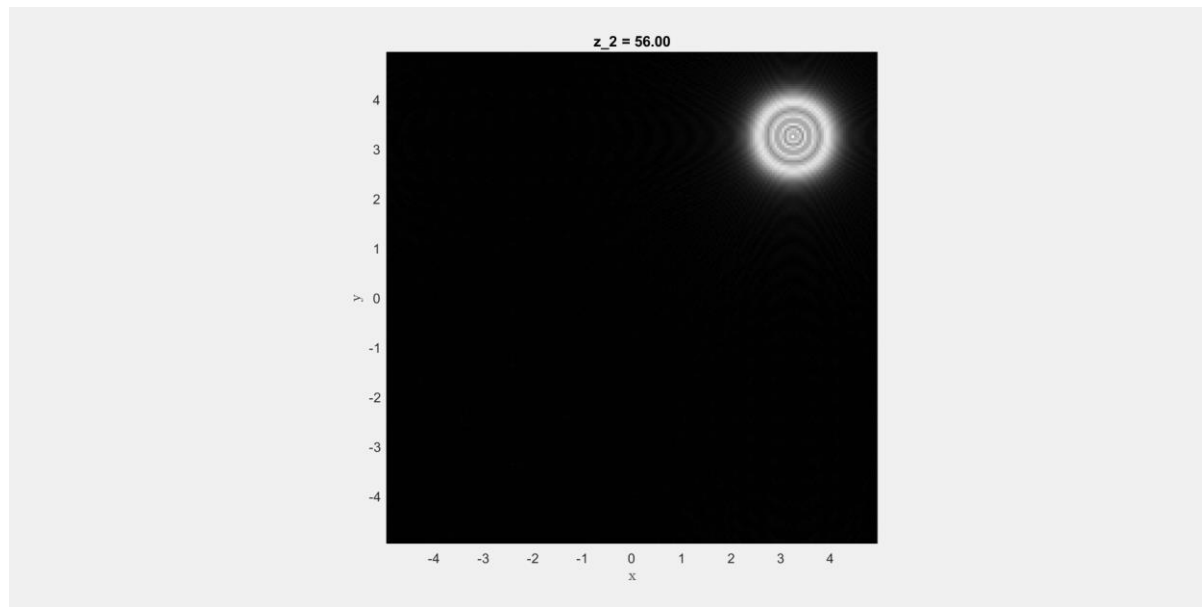
Focusing



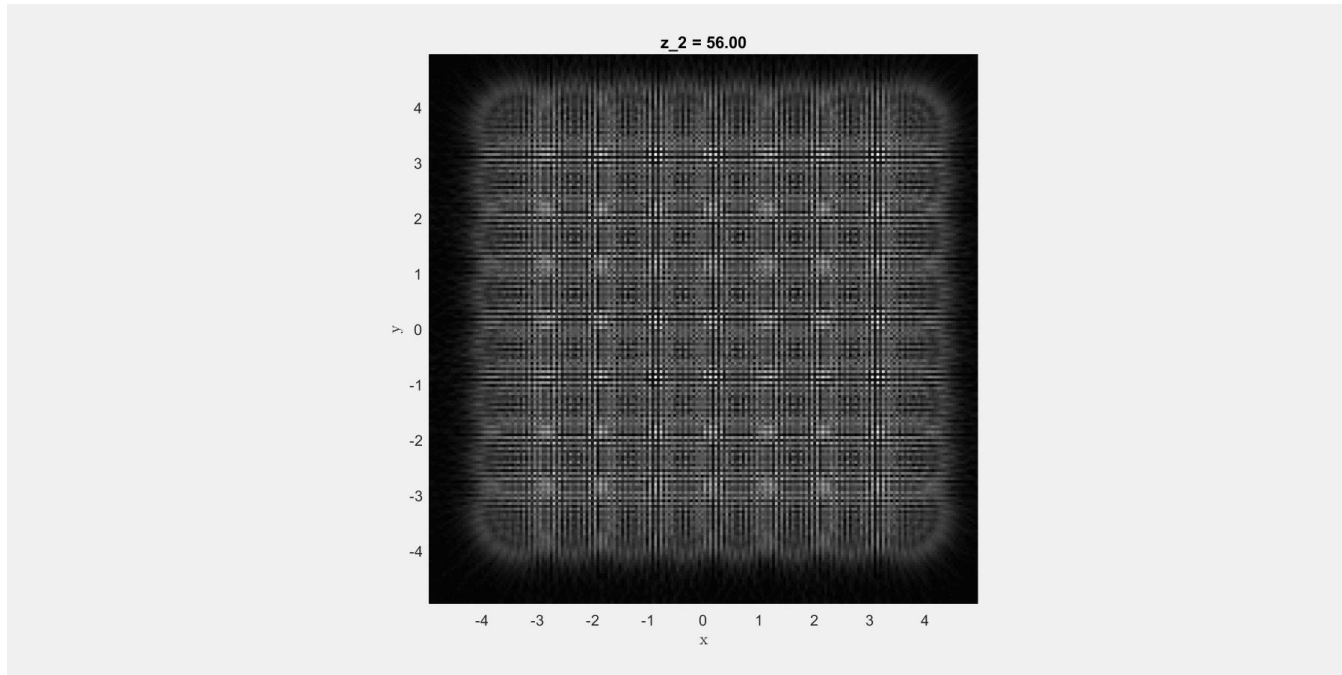
Two Stars Reileigh Criterion



Comma Abboration

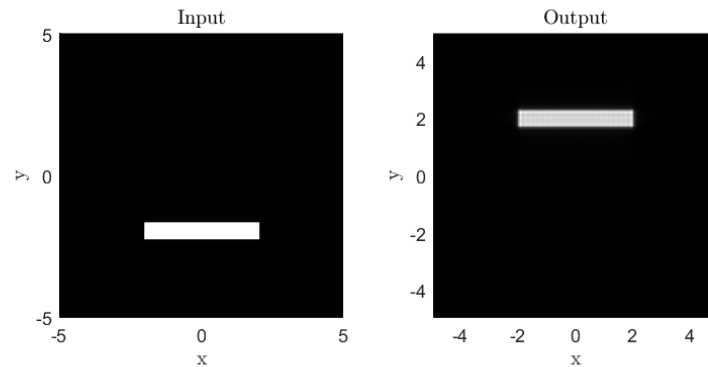


Point Spread Function

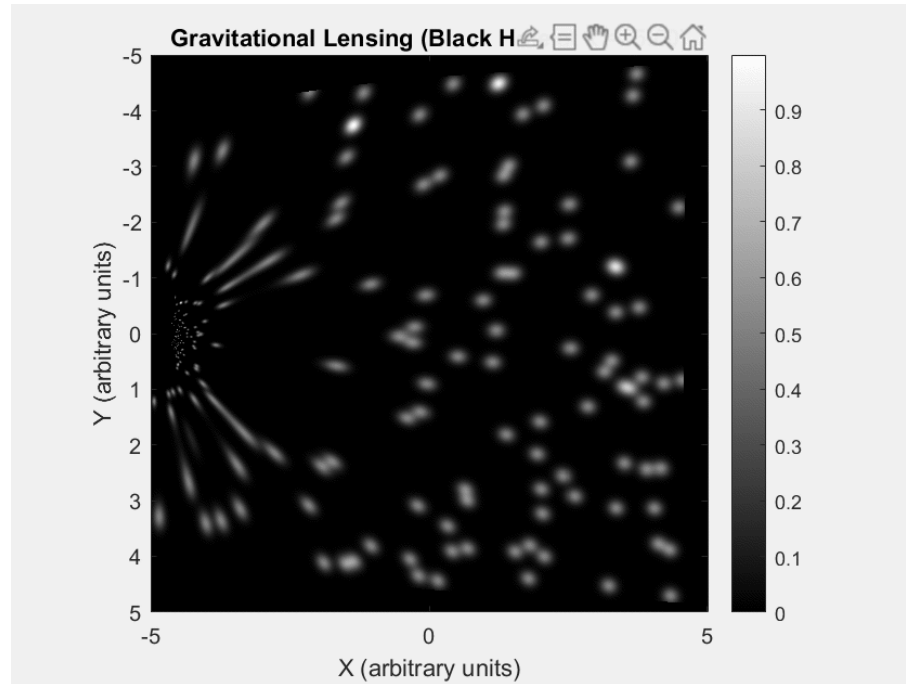


Perfect Lens

Perfect Lens

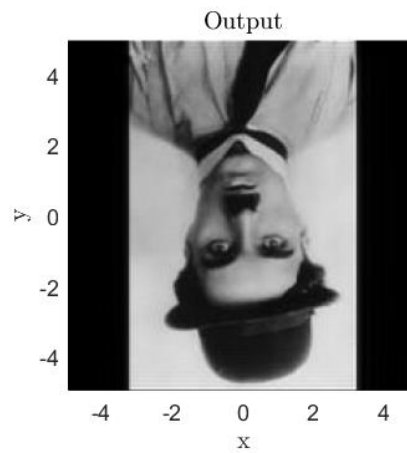
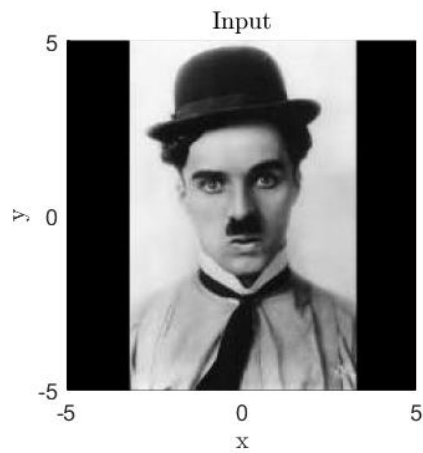


Black Hole as a Lens

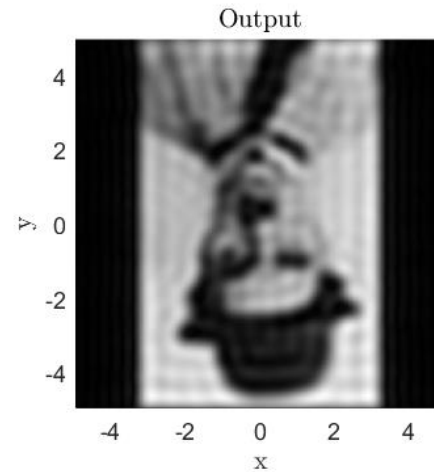
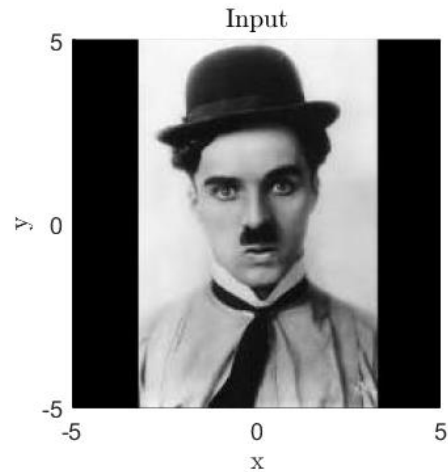


Multi Lens Simulations

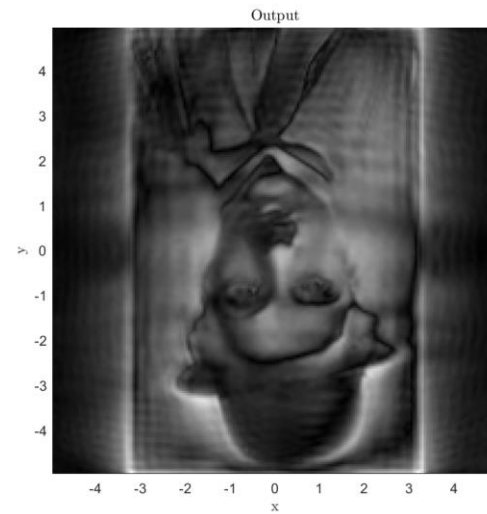
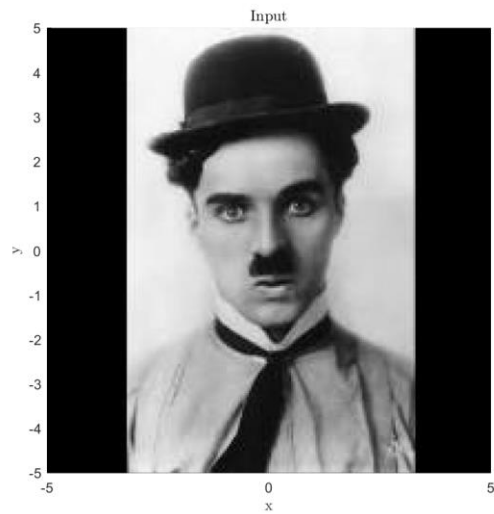
4f System



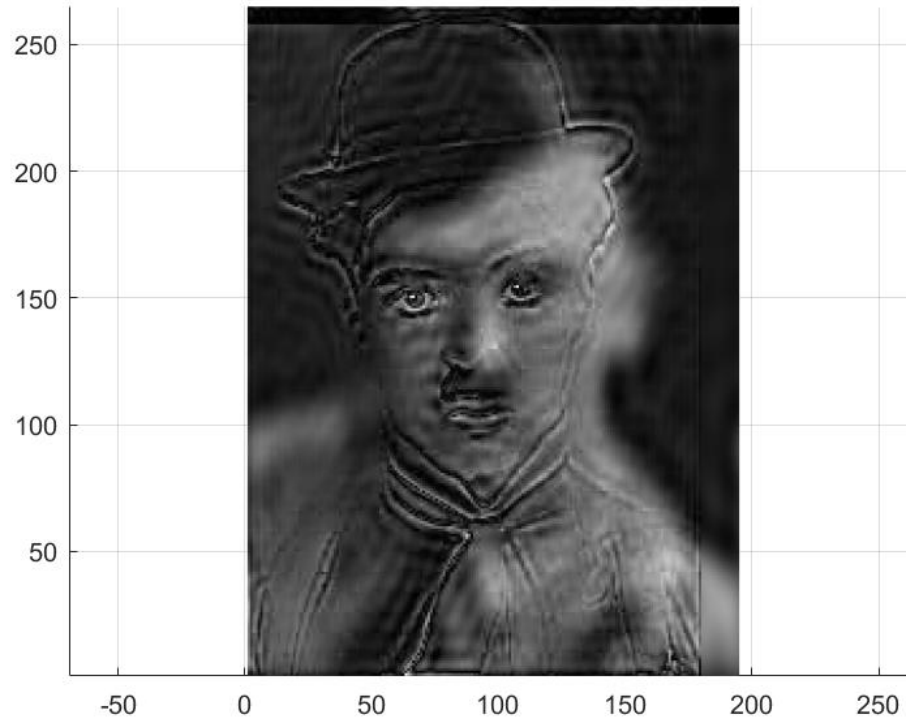
Low Pass Filter



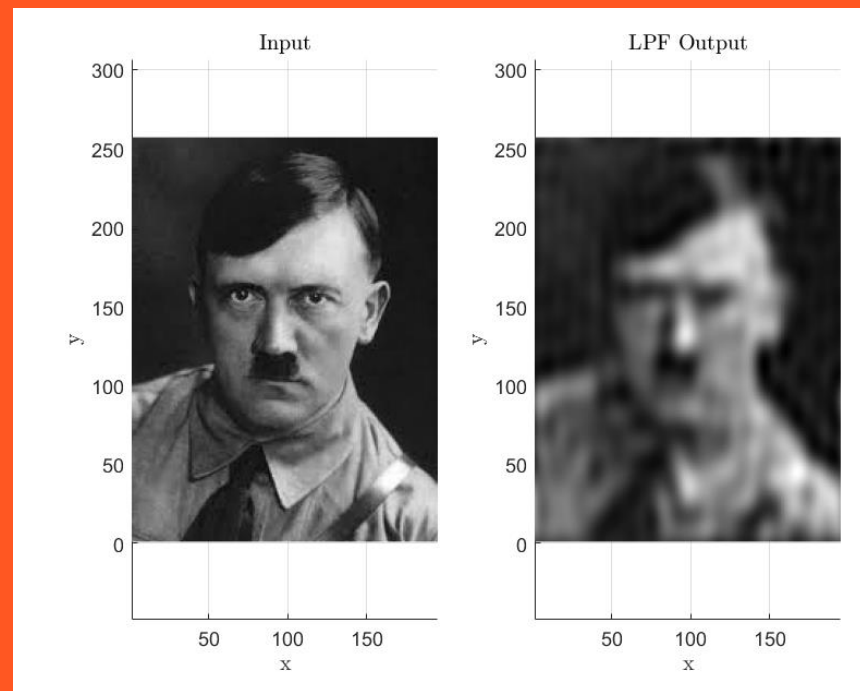
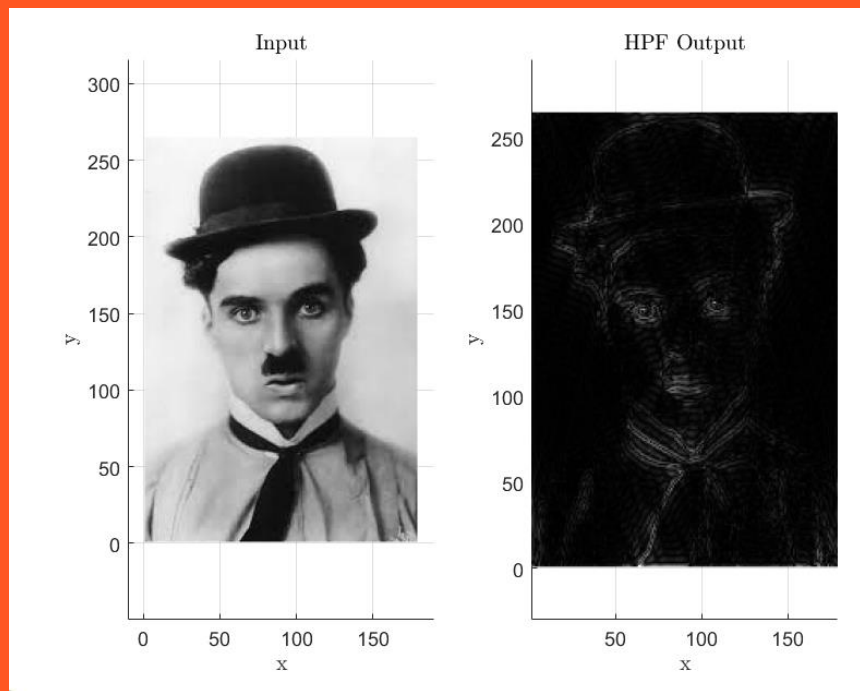
High Pass Filter



Hybrid Image

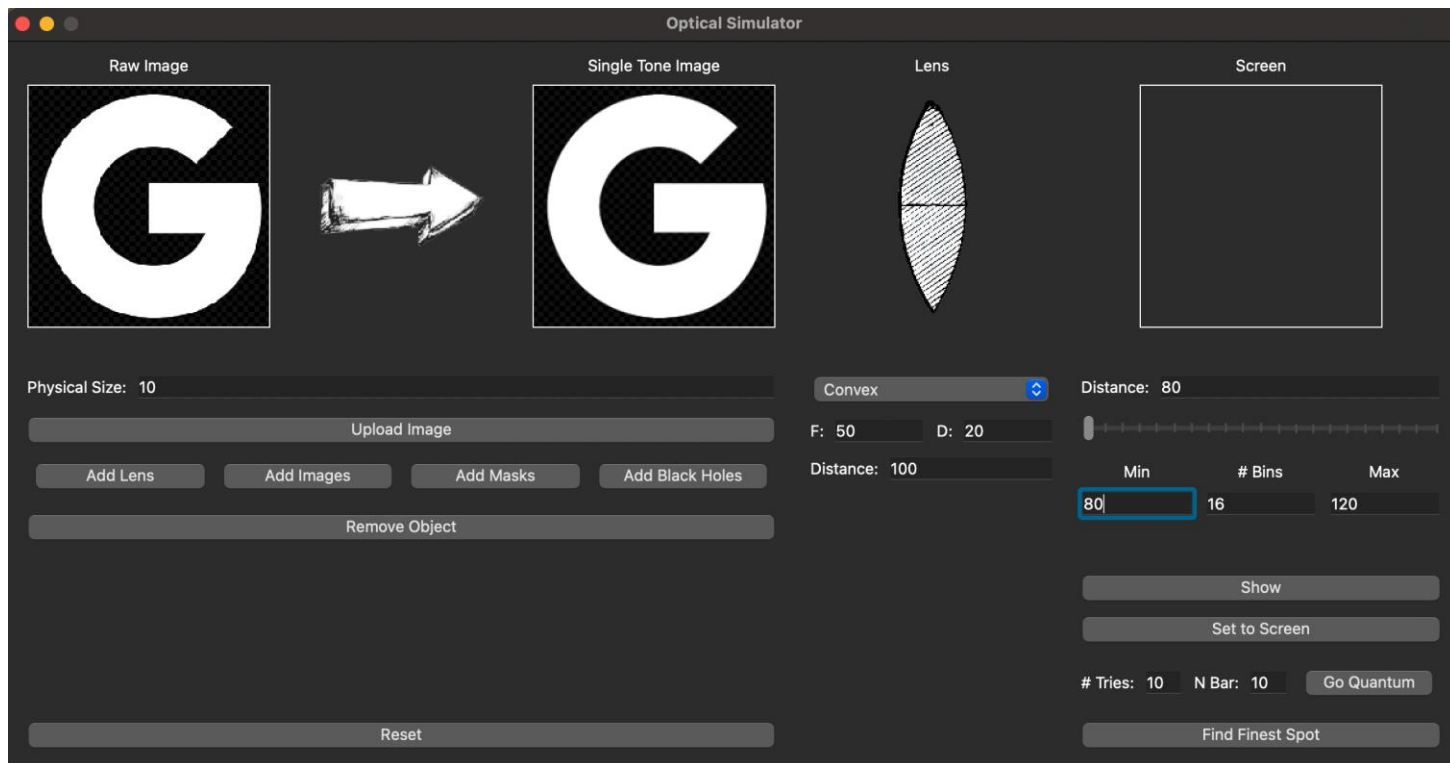


Hybrid Image



Say Hello to the Application

User Interface



Appendix

Any question?

References

- **J. Goodman. *Introduction to Fourier optics, 3rd ed., by JW Goodman. Englewood, CO: Roberts & Co. Publishers, 2005, (2005)***
- M. Rezai and J. A. Salehi, “Quantum fourier optics (QFO),” 2023

Materials

Found around the house!

- 2 drinking glasses
- Table salt
- 2 eggs
- Water
