

Imaging by reflection and refraction

start with a spherical mirror

$$\left. \begin{aligned} \alpha + \alpha' &= 2\theta \\ \alpha + \phi &= \theta \end{aligned} \right\} \rightarrow \alpha - \alpha' = -2\phi$$

$$\tan \alpha = \frac{h}{s} \quad \tan \alpha' = \frac{h}{s'}$$

$$\tan \phi = \frac{h}{R}$$

$$\alpha = \frac{h}{s} \quad \alpha' = \frac{h}{s'} \quad \phi = \frac{h}{R}$$

\Downarrow

$$\frac{h}{s} - \frac{h}{s'} = -\frac{2h}{R} \Rightarrow \frac{1}{s} - \frac{1}{s'} = -\frac{2}{R}$$

note s' is independent of α

when $s \rightarrow \infty$, $\Rightarrow s' = \frac{R}{2}$ which is the focal length

we could repeat this for concave surfaces, but to keep the math straight, we need to adopt a sign convention

1. s is + if the object is to the left of the mirror vertex (real object)
2. s' is positive if the image is to the left of the vertex (real image)
3. R is + when the center of curvature is to the right of the vertex

Conventionally, a concave lens has a positive focal length

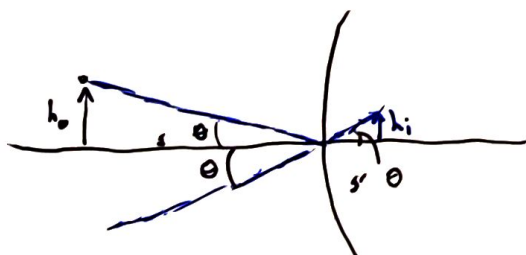
$f > 0$ for concave

$f < 0$ for convex

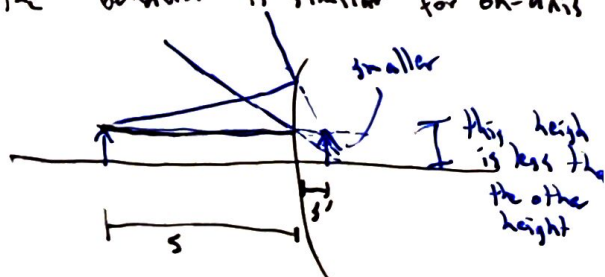
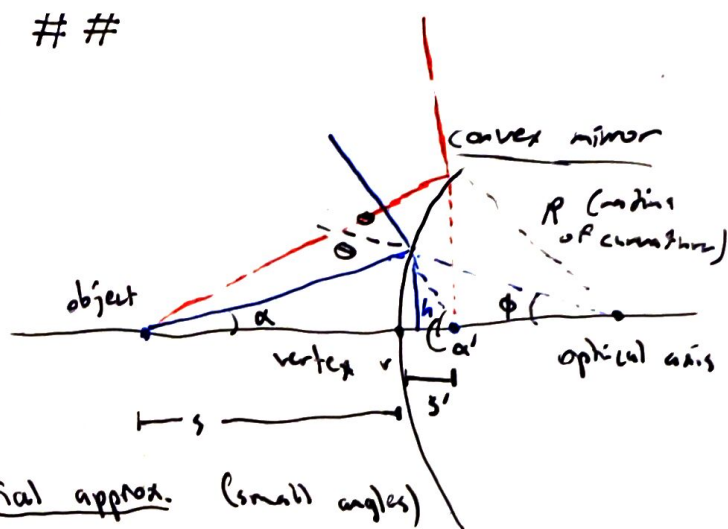
$$\Rightarrow f = -\frac{R}{2}$$



If we move our object point off-axis, the behavior is similar for on-axis



$$\frac{h_o}{s} = \frac{h_i}{s'} \Rightarrow m = \frac{h_i}{h_o} = \frac{s'}{s} \quad \text{magnification}$$



but typically $m = -\frac{s'}{s}$ to keep it with the previous sign convention

if $m > 0 \Rightarrow$ upright image

if $m < 0 \Rightarrow$ inverted image

ex:

$$s = 1.5 \text{ m}$$

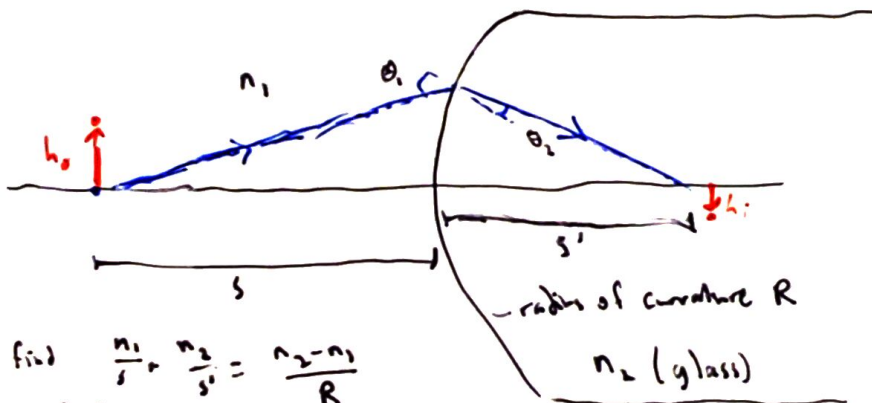
since R is to the left, $R < 0$

$$\text{and } f = -\frac{R}{2} \Rightarrow \frac{1}{s} + \frac{2}{s'} = \frac{1}{f}$$

$$\frac{1}{s'} = \frac{1}{f} - \frac{1}{s} = 2 - \frac{2}{3} = \frac{4}{3}$$

$$\therefore s' = \frac{3}{4} = 75 \text{ cm}$$

Refraction of spherical surfaces



$$n_1 \sin \theta_1 = n_2 \sin \theta_2$$

$$\text{we would find } \frac{n_1}{s} + \frac{n_2}{s'} = \frac{n_2 - n_1}{R}$$

sign convention:

s + for a real object (left of vertex)

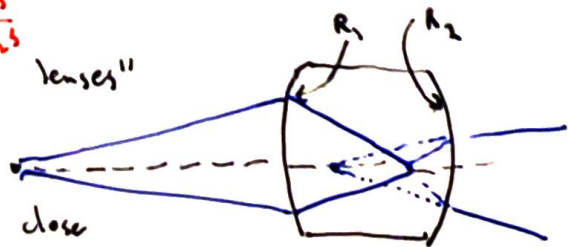
s' + for a real image (right of vertex)

R + when center to the right of the vertex

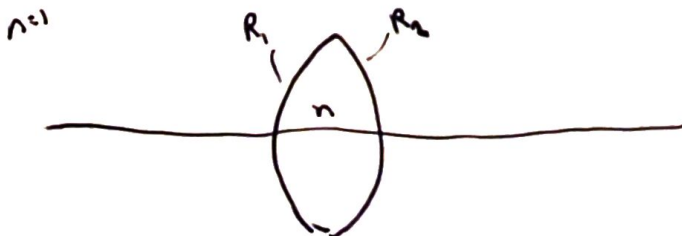
$$\text{for a off-axis point } m = -\frac{n_1 s'}{n_2 s}$$

We can use this to treat "thick lenses"

check out example 2.2 in text

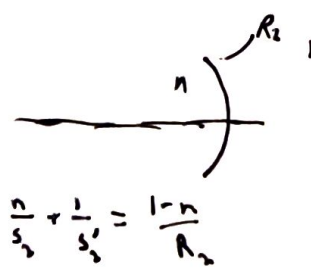
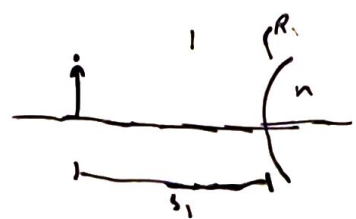


thin lenses: the two surfaces are very close



we have

$$\frac{1}{s} + \frac{n}{s'} = \frac{n-1}{R}$$



$s_2 = -s_1'$ because the lens is thin
the image of the first is the object of the second but on the opposite side

$$\frac{1}{s_1} - \frac{n-1}{R_1} = \frac{1-n}{R_2} - \frac{1}{s_2'}$$

location of the final image

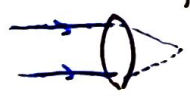
$$\frac{1}{s_1} + \frac{1}{s_2'} = (n-1) \left(\frac{1}{R_1} - \frac{1}{R_2} \right)$$

sometimes written $\frac{1}{s_1} + \frac{1}{s_2'} = \frac{1}{f}$

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

lens-maker's formula

Lens: converging or diverging



+f
positive focal length

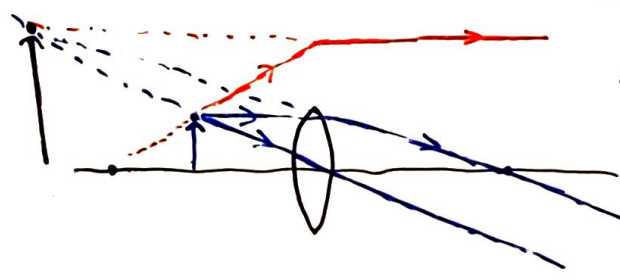
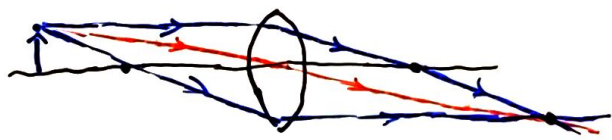


-f
negative focal length

the focal length describes where parallel rays of light will be focused

ray tracing ☹️

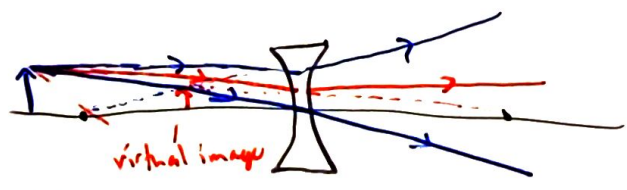
object outside the focus



simple magnifier

diverging lens

object to the left

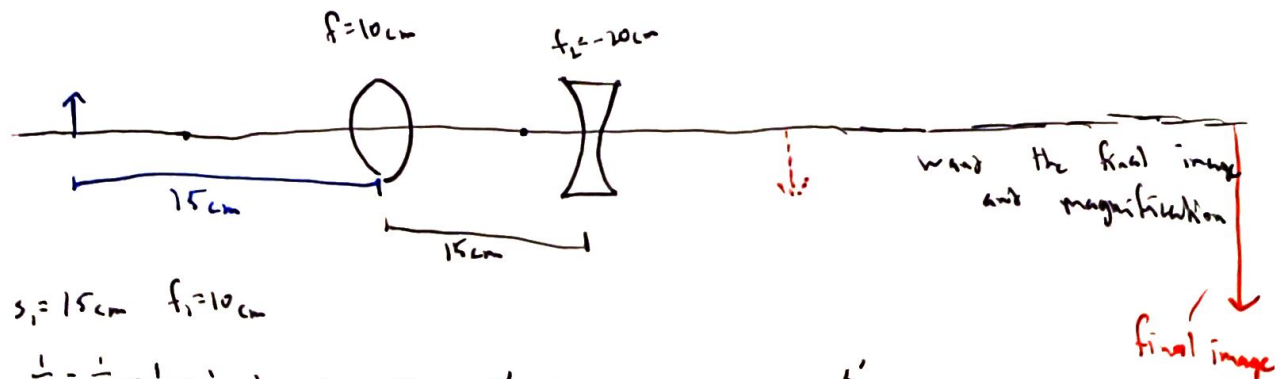


if the object is inside the focal length
↳ virtual, smaller, upright image

Example

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

Week 2 pt. 2



$$s_1 = 15 \text{ cm} \quad f_1 = 10 \text{ cm}$$

$$\frac{1}{s'_1} = \frac{1}{f_1} - \frac{1}{s_1} = \frac{1}{10} - \frac{1}{15} = \frac{1}{30} \Rightarrow s'_1 = 30 \text{ cm} \quad m = -\frac{s'_1}{s_1} = -2$$

$$\text{Lens 2: } s_2 = -15 \text{ cm} \quad f_L = -20 \text{ cm}$$

$$\frac{1}{s'_2} = \frac{1}{f_2} - \frac{1}{s_2} = \frac{1}{-20} + \frac{1}{15} = -\frac{3}{60} + \frac{4}{60} = \frac{1}{60}$$

$$\Rightarrow s'_2 = 60 \text{ cm}$$

$$m_2 = -\frac{s'_2}{s_2} = -\frac{60}{-15} = 4$$

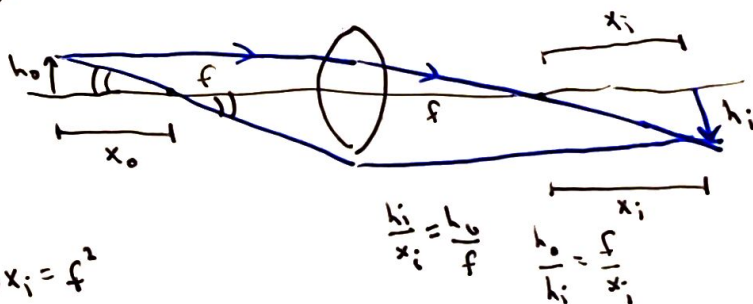
$$\text{overall magnification: } m_1 m_2 = (-2)4 = -8$$

Newton equation for thin lens:

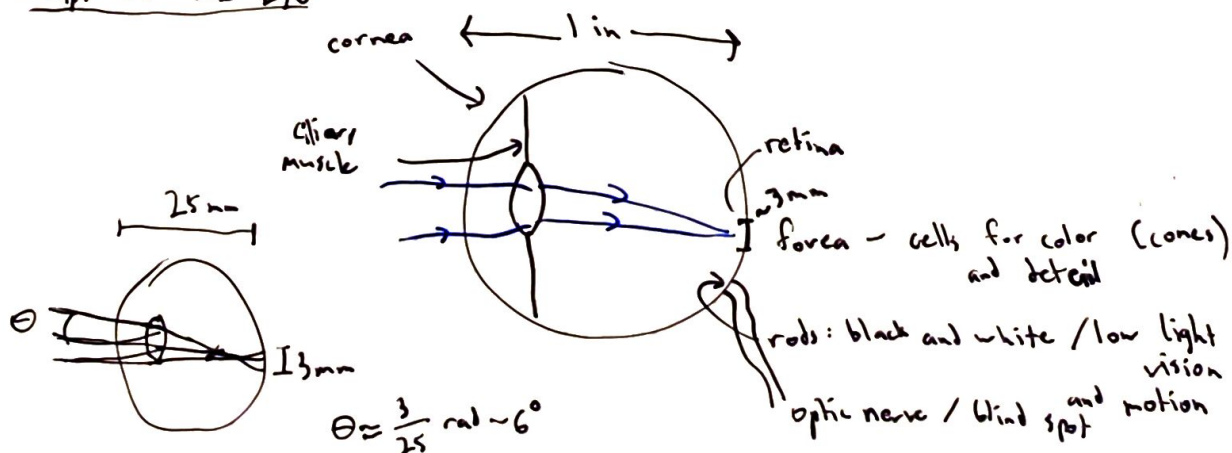
$$\frac{h_o}{x_o} = \frac{h_i}{f}$$

$$\frac{h_o}{h_i} = \frac{x_o}{f}$$

$$\text{so } \frac{x_o}{f} = \frac{f}{x_i} \Rightarrow x_o x_i = f^2$$

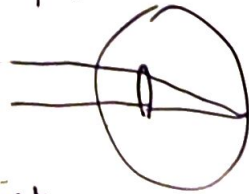


Chapter 19: The Eye



By changing lens thickness you can change the focal length

far object



close objects

