

# INTRODUCTION TO PHOTONICS

## SUMMER 2019

 Neurophotonics Center

 Photonics Center

# OVERVIEW

## THE NATURE OF LIGHT

AM I A PARTICLE OR A WAVE?

REFLECTION AND REFRACTION

POLARIZATION AND INTERFERENCE

## SHAPING AND MEASURING LIGHT

THE SIMPLE LENS

IMAGE FORMATION AND ABERRATIONS

FILTERS AND GRATINGS

SOURCES AND DETECTORS

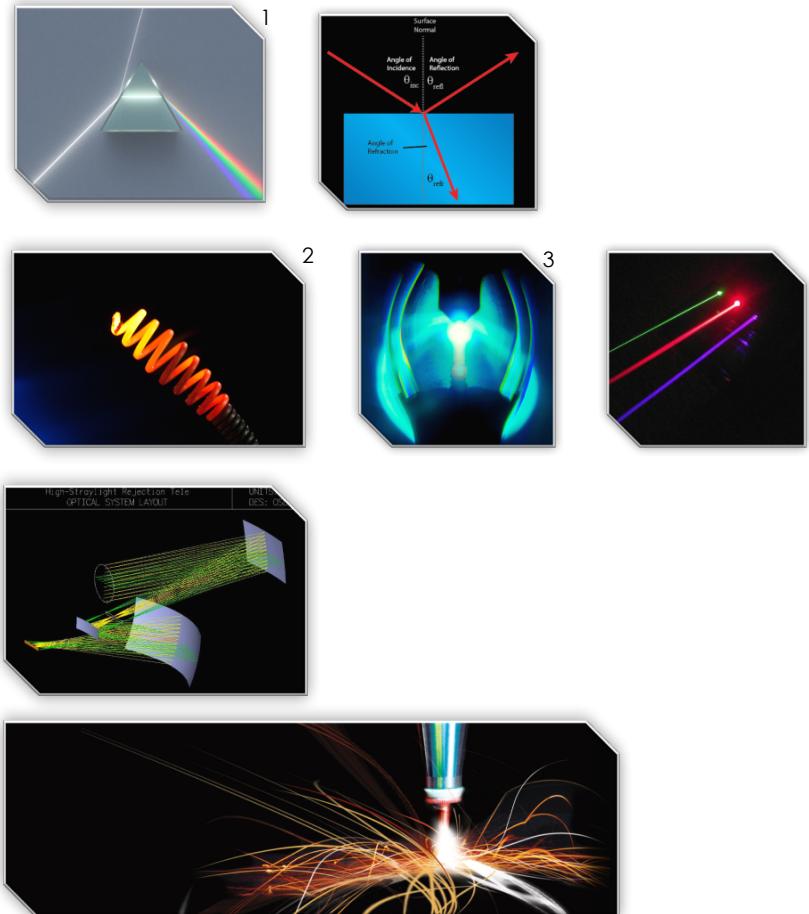
## APPLICATIONS

TElescopes AND MICROScopes

CAMERAS AND THE INTERNET

MACHINING AND MANUFACTURING

## CONCLUDING REMARKS



<sup>1</sup><https://phys.org/news/2015-03-particle.html>

<sup>2</sup><http://fancyfrindle.com/first-quantum-theory-black-body-radiation-max-planck/>

<sup>3</sup><https://lot-qd.de/en/products/light-lasers/light-sources-for-scientific-applications/product/arc-light-sources/>

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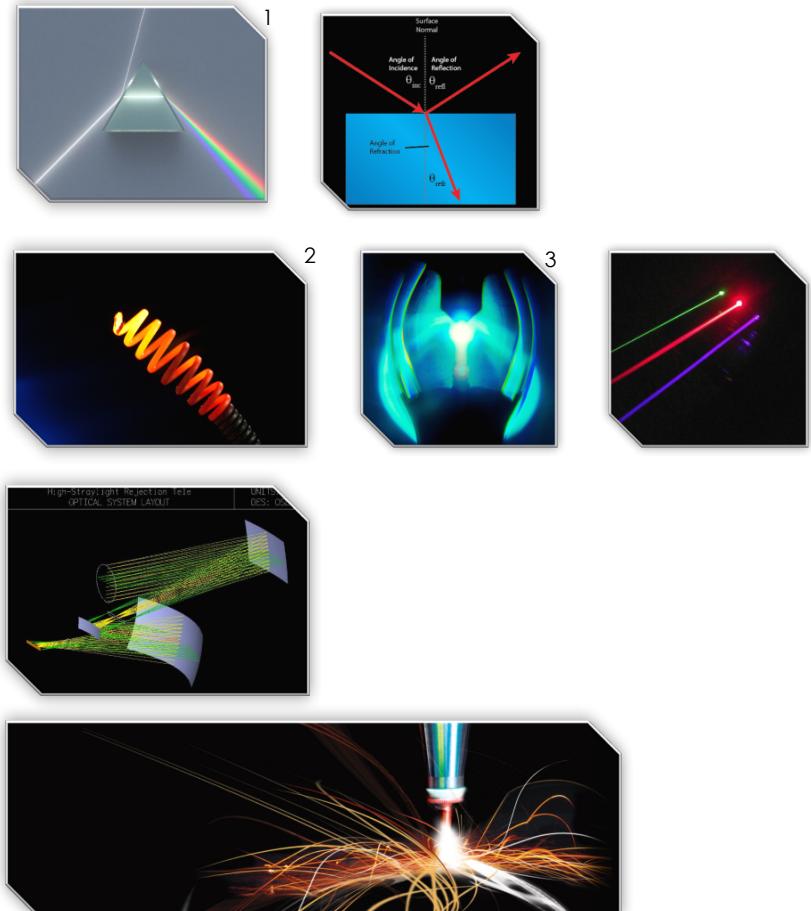
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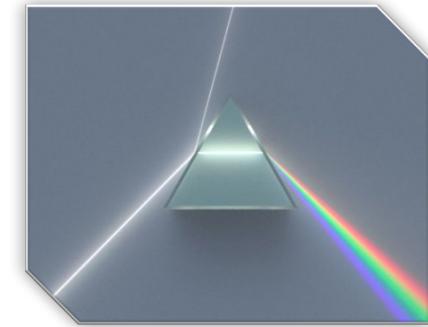
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# AM I A PARTICLE OR A WAVE?



Newton



Light behaves as “particles”

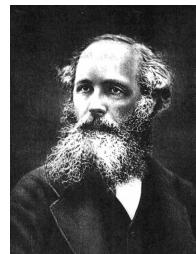


Huygens

Light behaves as “waves”



Triple Rainbow -Bozeman, MT (06/19/2014)



Maxwell

$c$  = speed of light ( $3 \times 10^8$  m/s)

$\lambda$  = wavelength of light

$h$  = Planck's constant ( $6.63 \times 10^{-34}$  m<sup>2</sup>kg/s)



Planck



Einstein



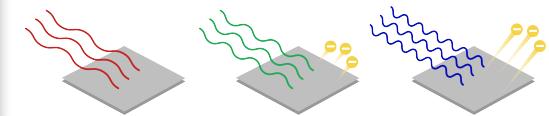
Schrödinger

Light is both a “particle” and a “wave”

The Quanta (Photon)

$$E = hc/\lambda$$

Photoelectric Effect

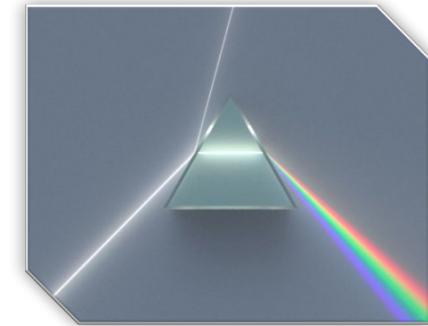


Quantum Mechanics

# AM I A PARTICLE OR A WAVE?



Newton



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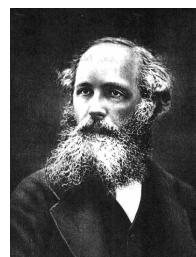


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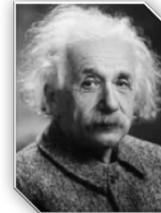
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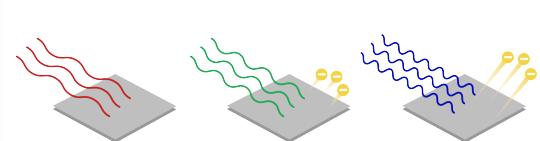
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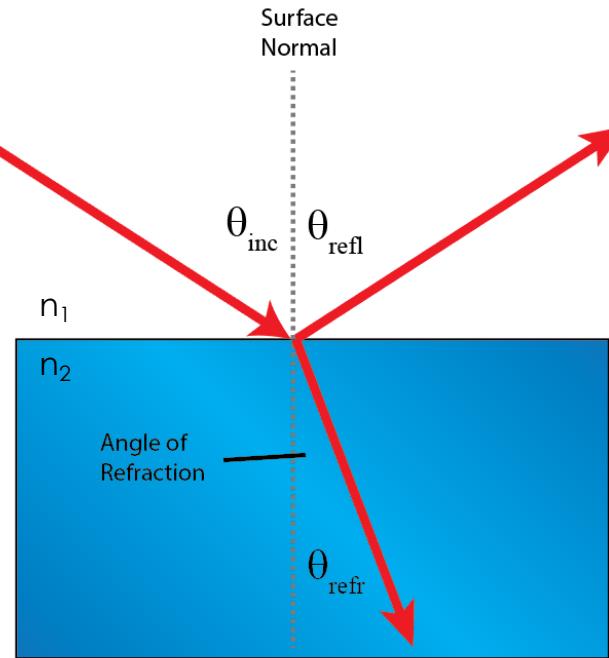
Schrödinger

Quantum Mechanics

$$\left[ -\frac{\hbar^2}{2m} \nabla^2 + V \right] \Psi = i\hbar \frac{\partial}{\partial t} \Psi$$

NEXT TOPIC:  
Reflection and Refraction

# REFLECTION AND REFRACTION



$$n_1 \sin \theta_{inc} = n_2 \sin \theta_{refr}$$

**Snell's Law** describes how light rays bend as they pass through a boundary between two different media.



Which tire will hit first?  
How will your car turn?

## KEY CONCEPTS

SNELL'S LAW

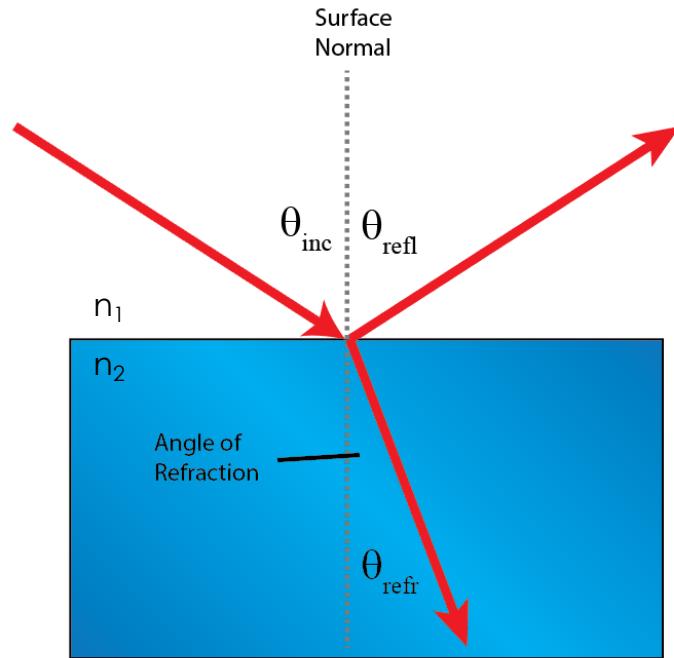
LAW OF REFLECTION  
CAR MUD INTERFACE

$$\theta_{inc} = \theta_{refl}$$

## Law of Reflection

describes how light rays reflect at a boundary between two different media.

# REFLECTION AND REFRACTION



$$n_1 \sin \theta_{inc} = n_2 \sin \theta_{refr}$$

**Snell's Law** describes how light rays bend as they pass through a boundary between two different mediums.

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Which tire will hit first?  
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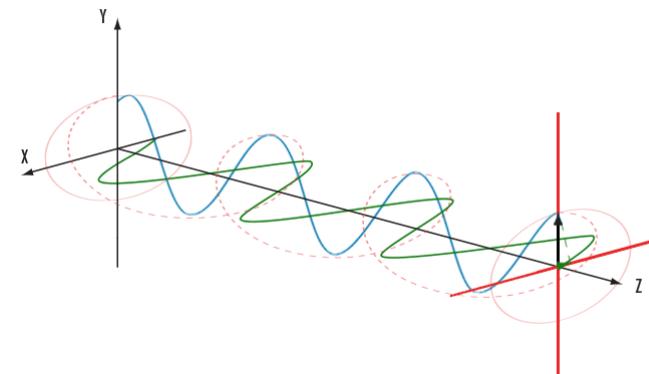
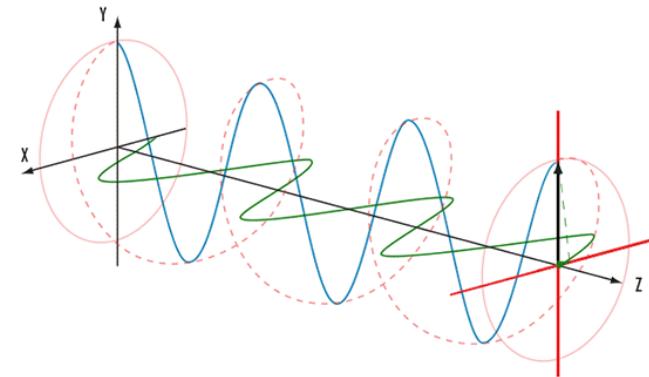
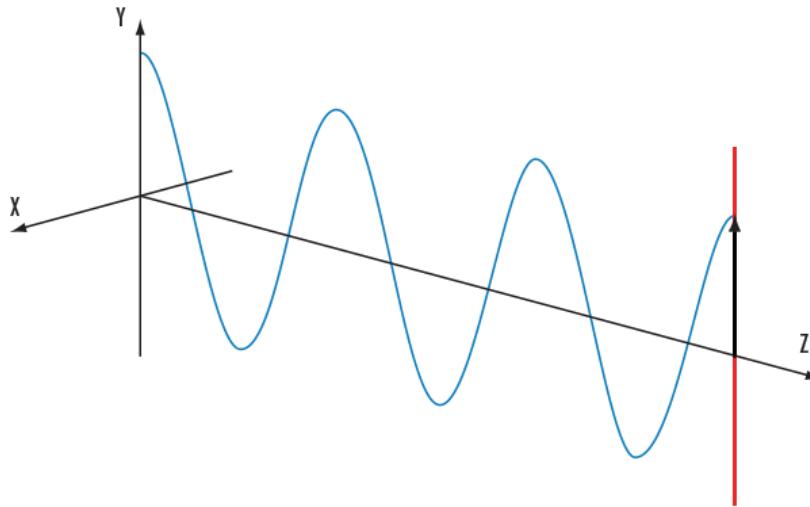
$$n_1 \sin \theta_{inc} = n_2 \sin \theta_{refr}$$

**KEY CONCEPTS**  
SNELL'S LAW  
LAW OF REFLECTION  
CAR MUD INTERFACE

NEXT TOPIC:  
Polarization and  
Interference

# POLARIZATION AND INTERFERENCE

Other interesting properties of light...



## KEY CONCEPTS

ELECTRIC FIELD

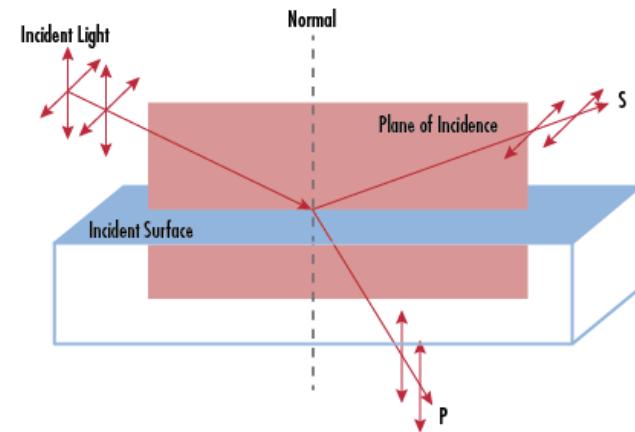
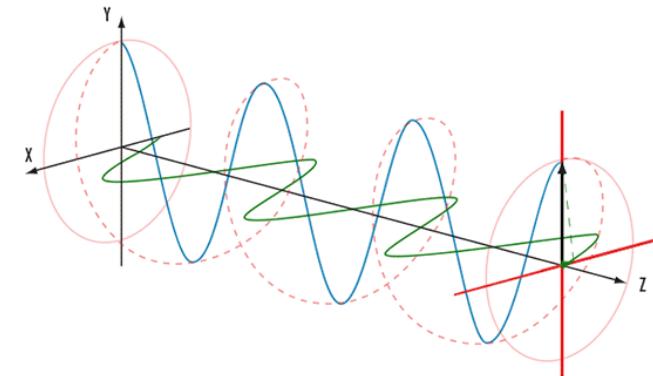
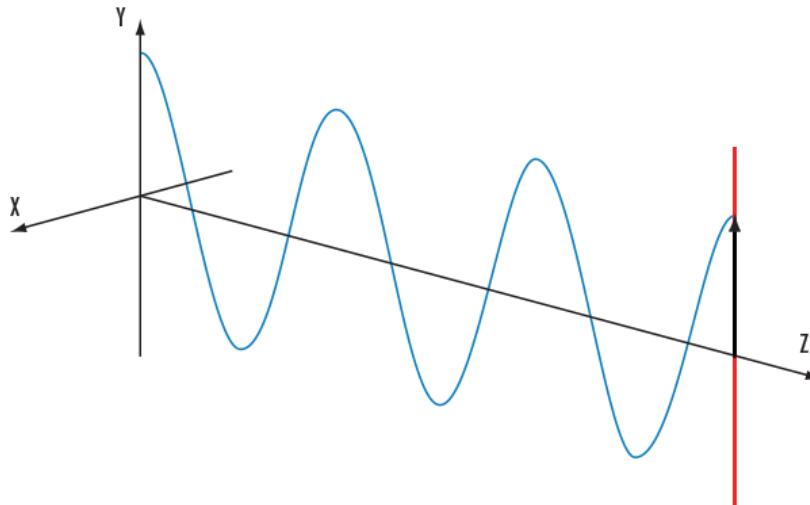
S AND P POLARIZATIONS

LINEAR, CIRCULAR ( $\pi/2$ ), ELLIPTICAL

<sup>1</sup><https://www.edmundoptics.com/resources/application-notes/optics/introduction-to-polarization/>

# POLARIZATION AND INTERFERENCE

Other interesting properties of light...



## KEY CONCEPTS

ELECTRIC FIELD

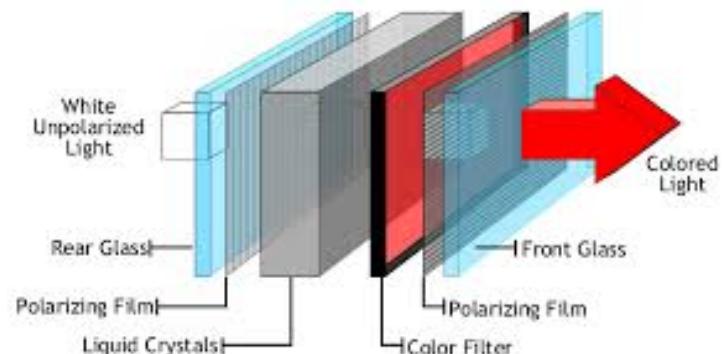
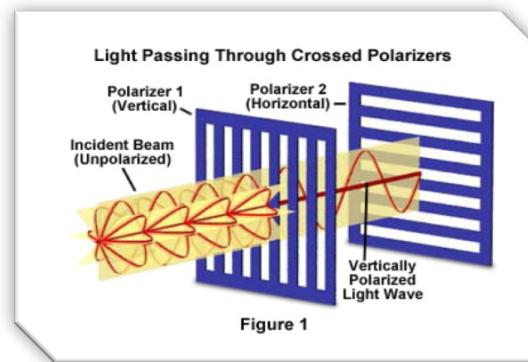
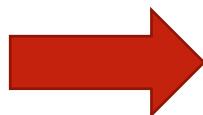
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# POLARIZATION AND INTERFERENCE

Other interesting properties of light...



© Lon Koenig

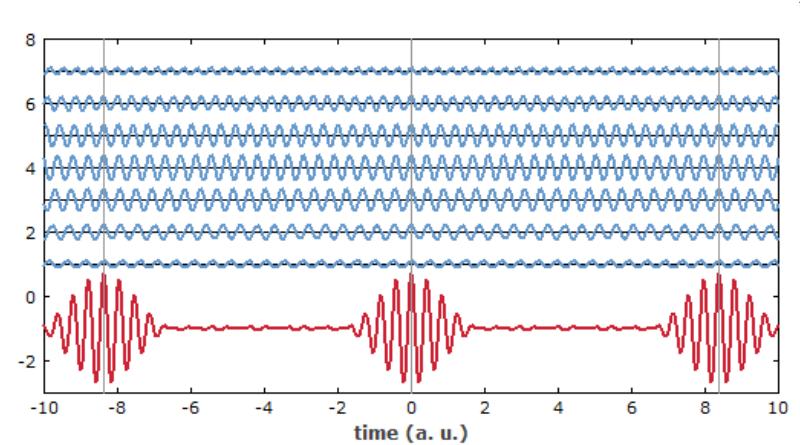
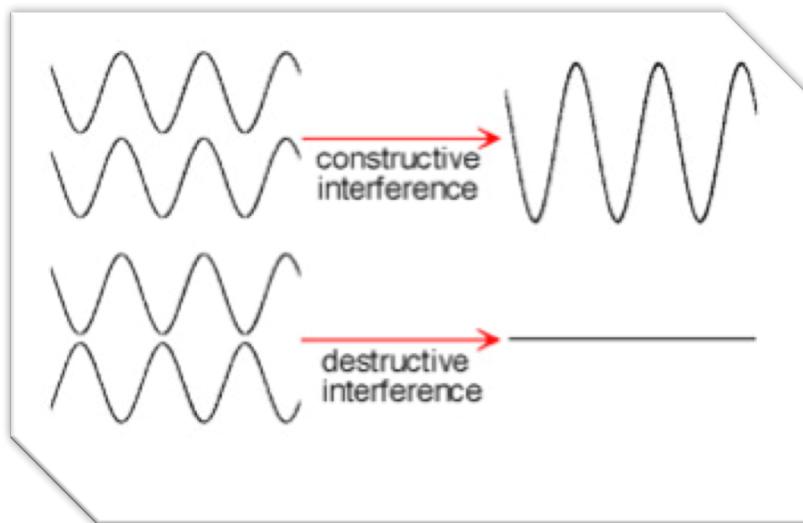
## KEY CONCEPTS

- POLARIZERS AND POLARIZING UNPOLARIZED SOURCES
- VARIABLE POLARIZATION RETARDERS
- LCD DISPLAYS

<sup>1</sup><https://www.olympus-lifescience.com/en/microscope-resource/primer/lightandcolor/polarization/>

# POLARIZATION AND INTERFERENCE

Other interesting properties of light...



## KEY CONCEPTS

CONSTRUCTIVE AND DESTRUCTIVE INTERFERENCE  
IN PHASE ( $2\pi$ ), OUT OF PHASE ( $\pi$ )  
MANY WAVELENGTHS, SAME PHASE

<sup>1</sup><http://www.intellectualventureslab.com/invent/what-the-is-a-femtosecond-spectrometer>

NEXT TOPIC:  
Shaping and  
Measuring Light

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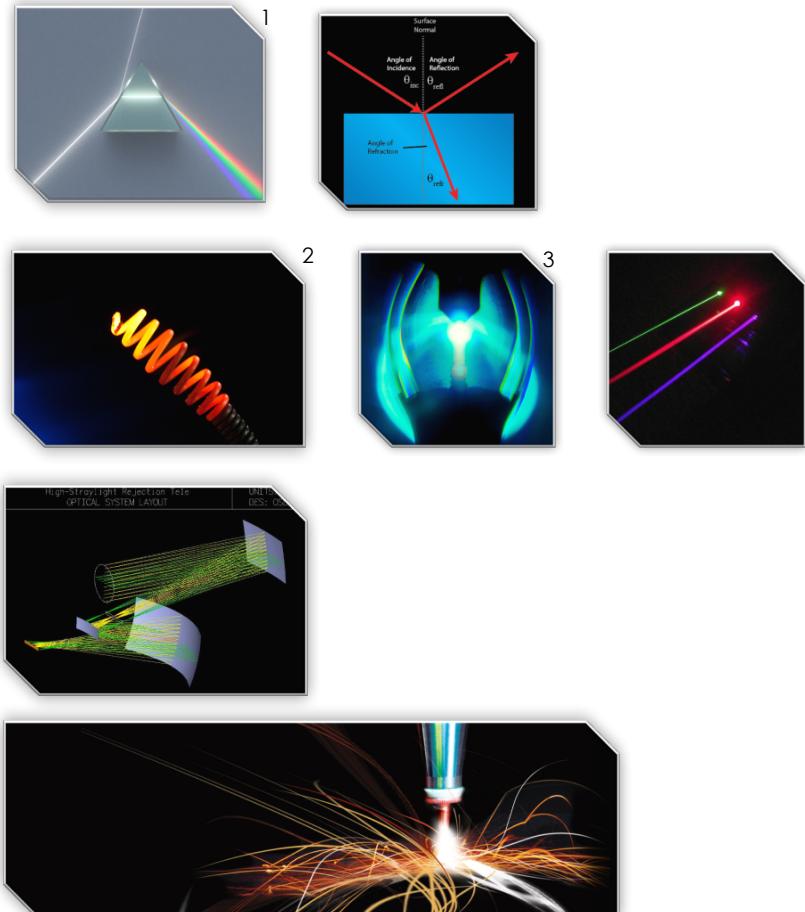
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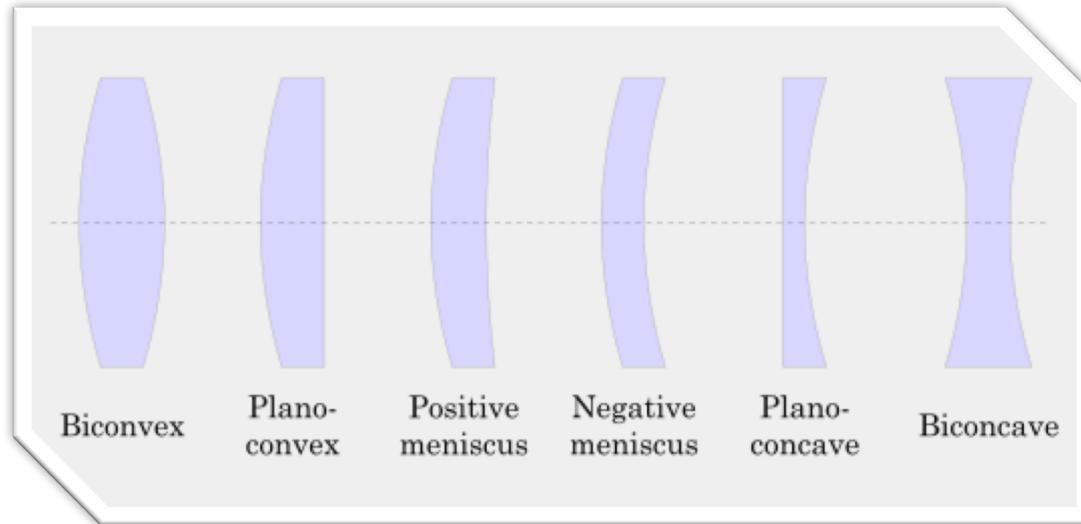


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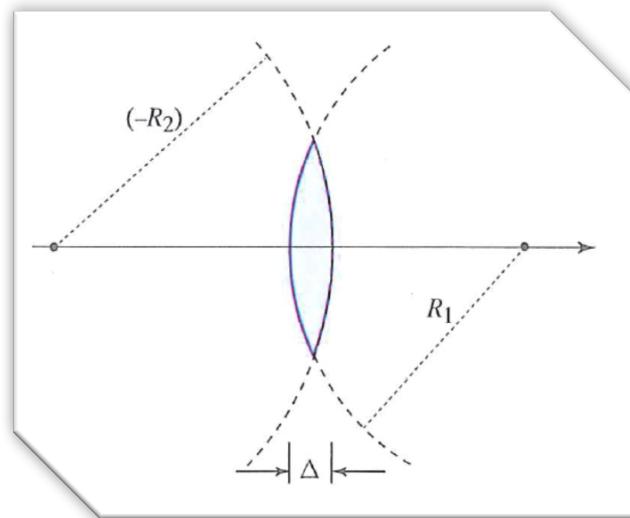
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# THE SIMPLE LENS



LENSMAKERS EQUATION

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



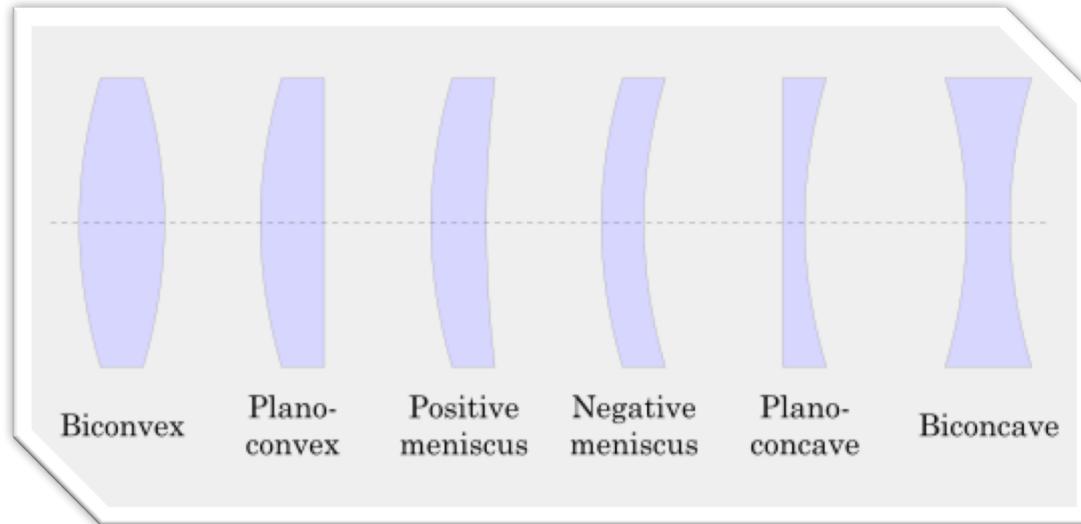
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THIN LENS EQUATION

RADIUS OF CURVATURE

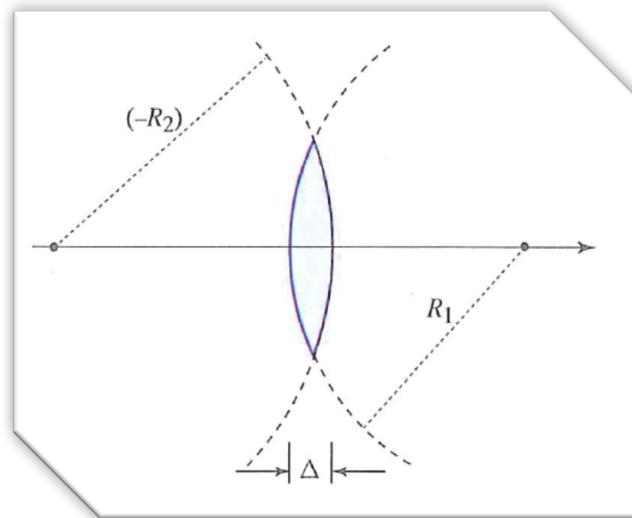
SIGN CONVENTION

# THE SIMPLE LENS



LENSMAKERS EQUATION

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



## KEY CONCEPTS

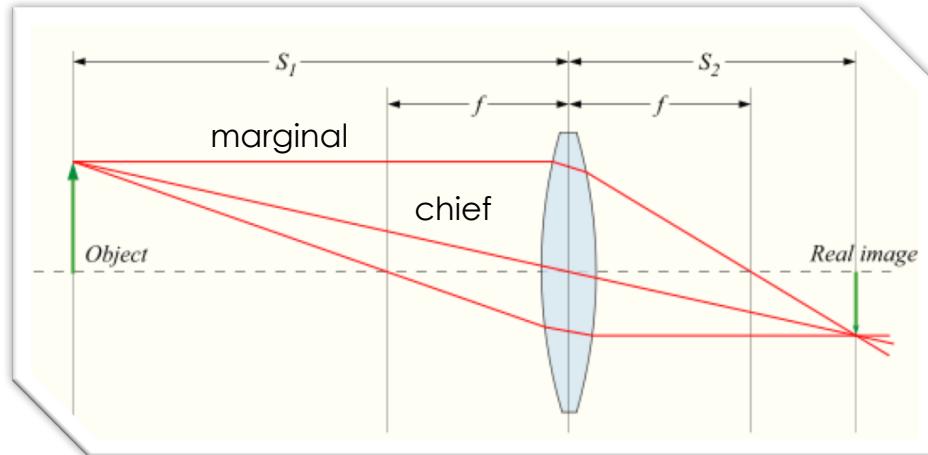
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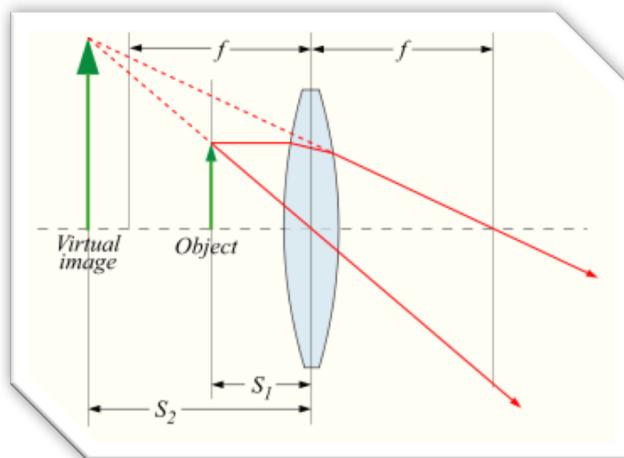
NEXT TOPIC:  
Image formation  
and Aberrations

# IMAGE FORMATION AND ABERRATIONS



## KEY CONCEPTS

CHIEF/MARGINAL RAY  
OBJECT/IMAGE HEIGHT  
REAL/IMAGINARY FOCUS



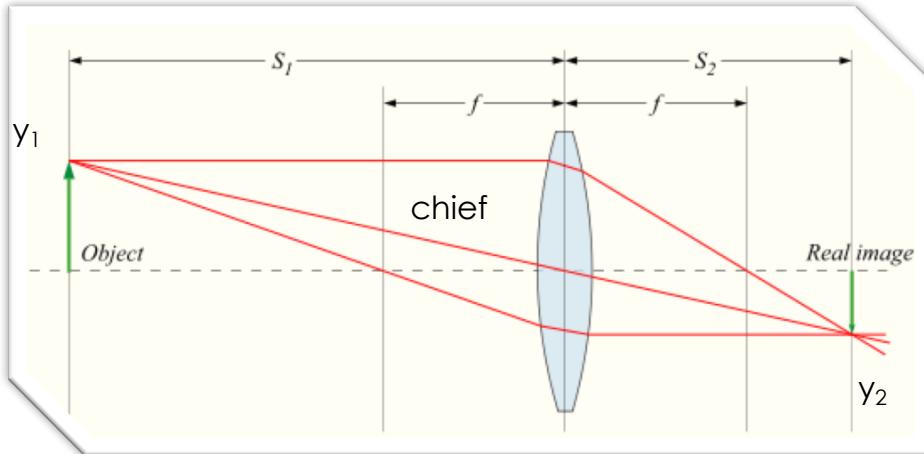
## THIN LENS EQUATION

$$\frac{1}{f} = \frac{1}{s_1} + \frac{1}{s_2}$$

## MAGNIFICATION

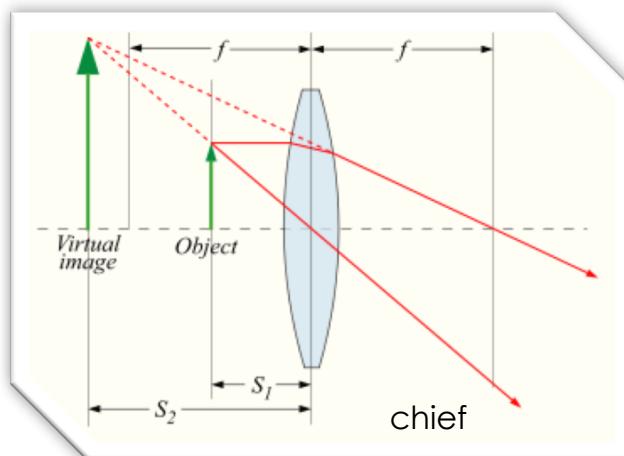
$$M = -\frac{s_2}{s_1} = \frac{y_2}{y_1}$$

# IMAGE FORMATION AND ABERRATIONS



## KEY CONCEPTS

CHIEF/MARGINAL RAY  
OBJECT/IMAGE HEIGHT  
REAL/IMAGINARY FOCUS  
Diopter



## THIN LENS EQUATION

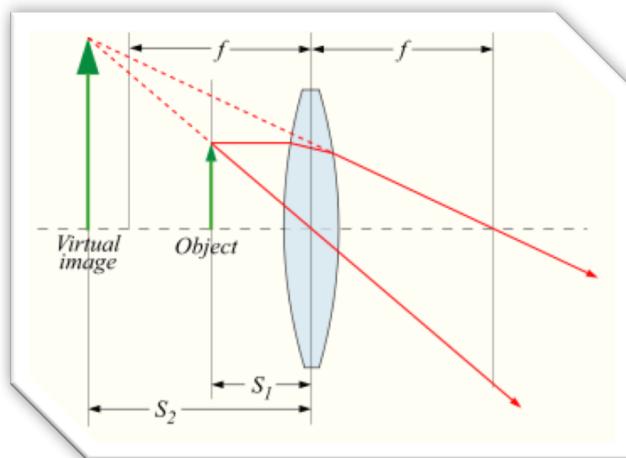
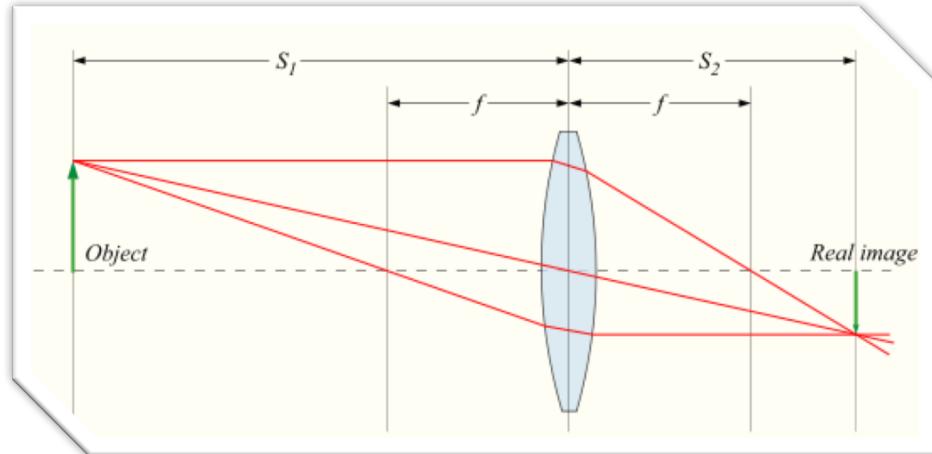
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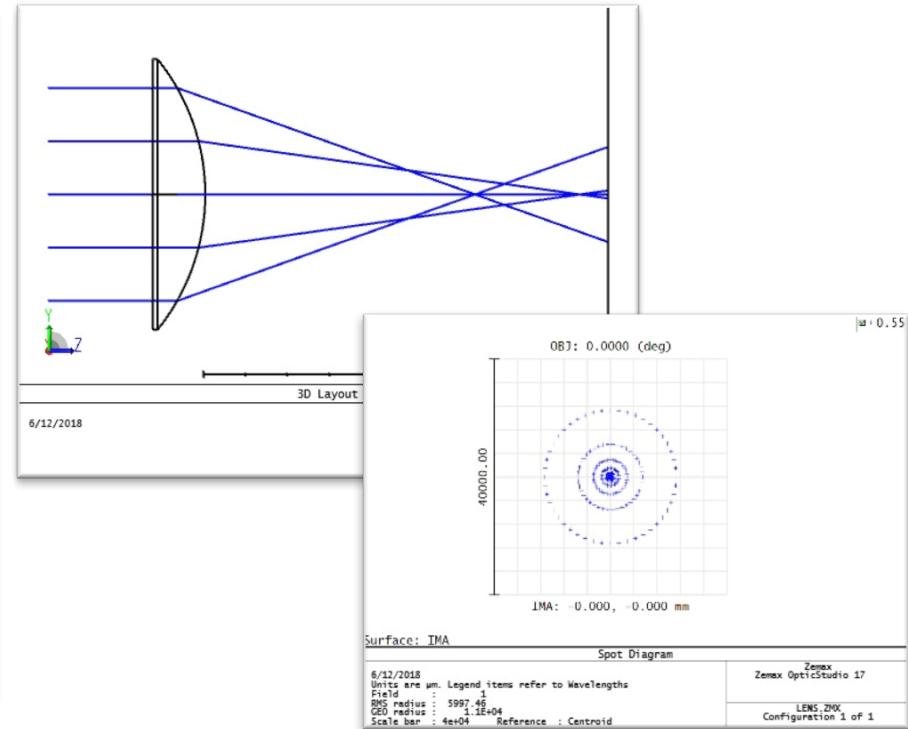
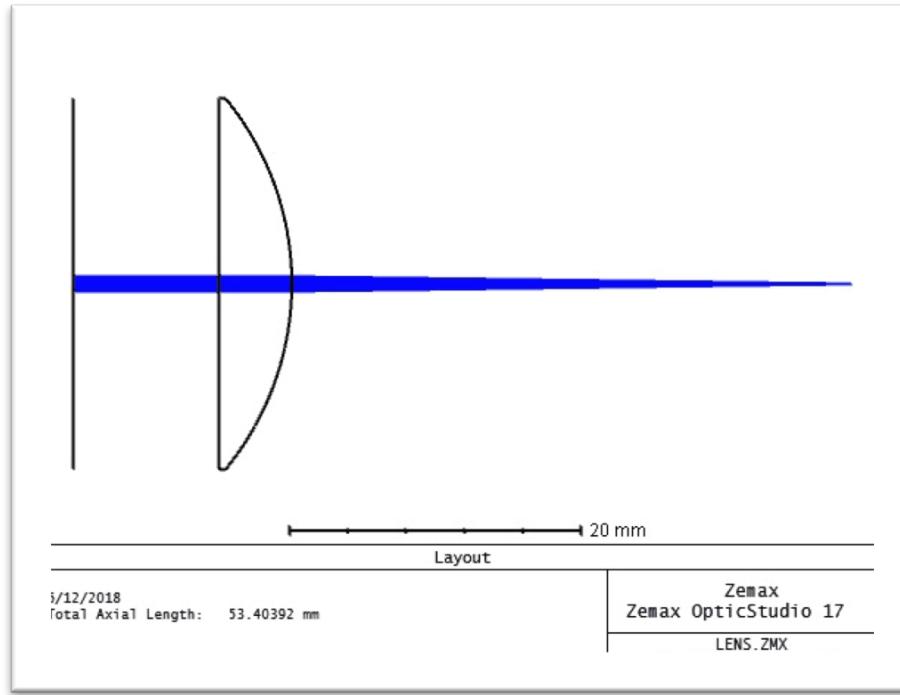
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NEXT TOPIC:  
Spherical  
Aberration

# IMAGE FORMATION AND ABERRATIONS

## SPHERICAL ABERRATION

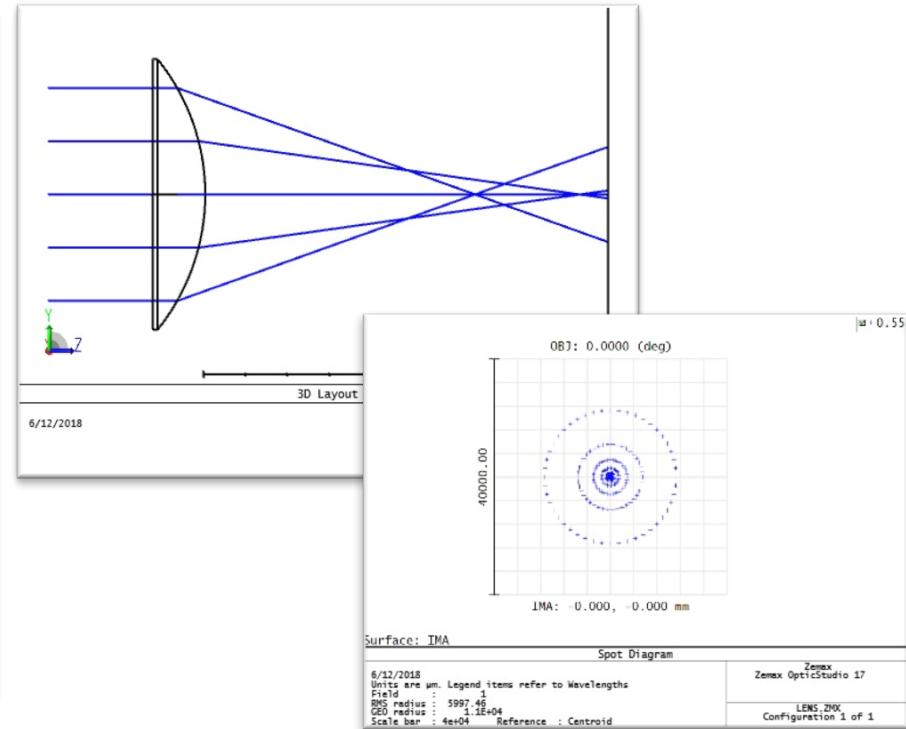
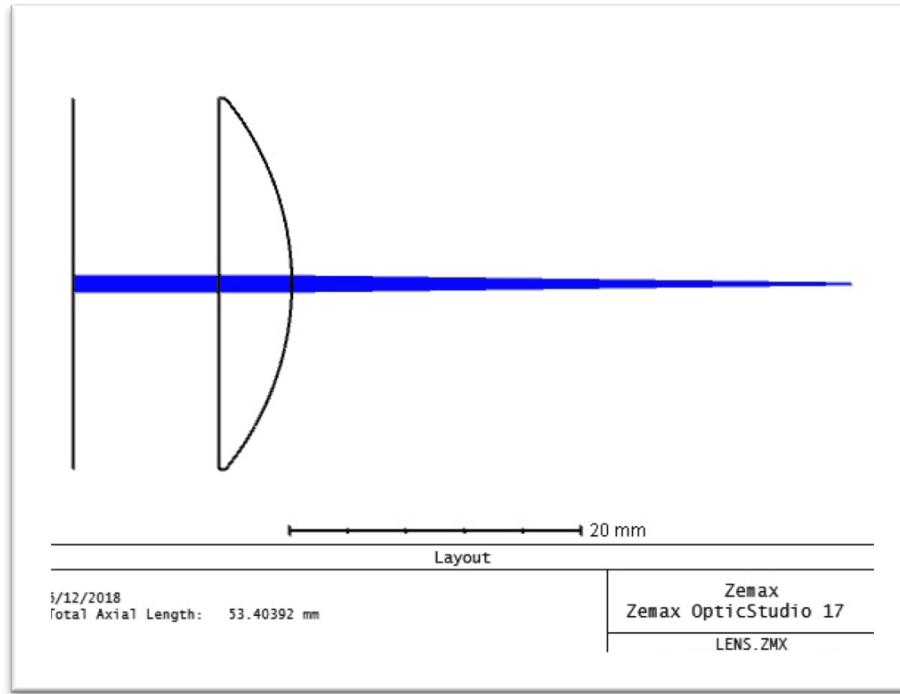


## KEY CONCEPTS

- PARAXIAL APPROXIMATION
- EFFECTS OF SPHERICAL ABERRATION
- ENLARGE FOCAL SPOT

# IMAGE FORMATION AND ABERRATIONS

## SPHERICAL ABERRATION



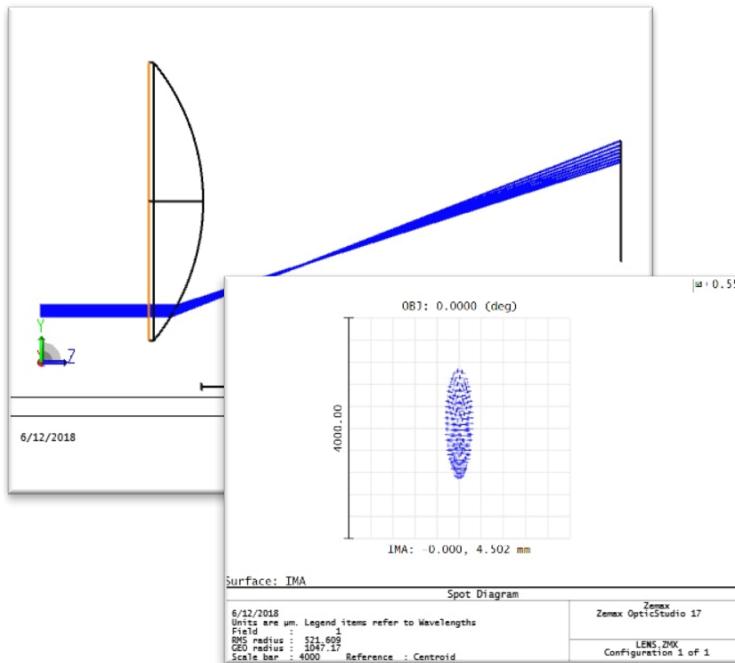
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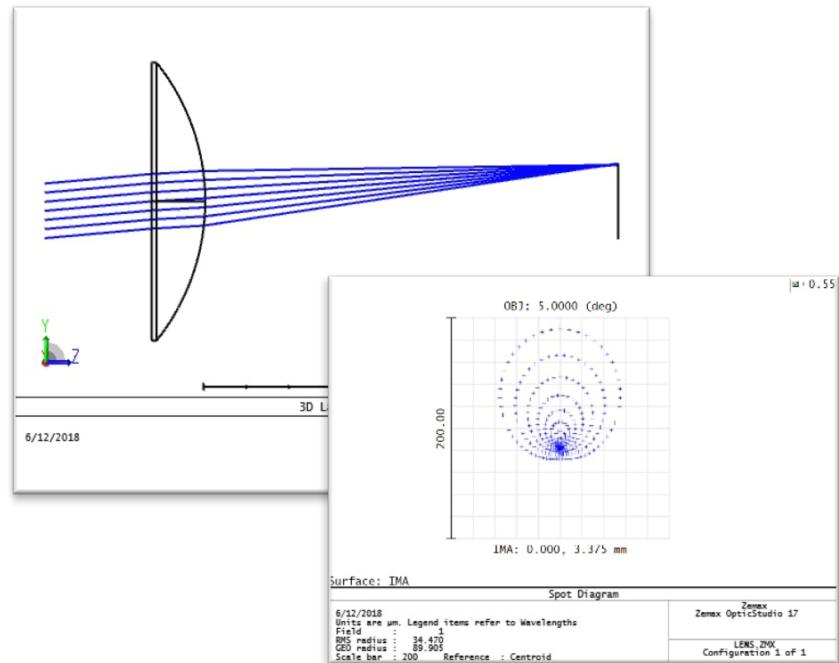
NEXT TOPIC:  
Coma and  
Astigmatism

# IMAGE FORMATION AND ABERRATIONS

## ASTIGMATISM



## COMA

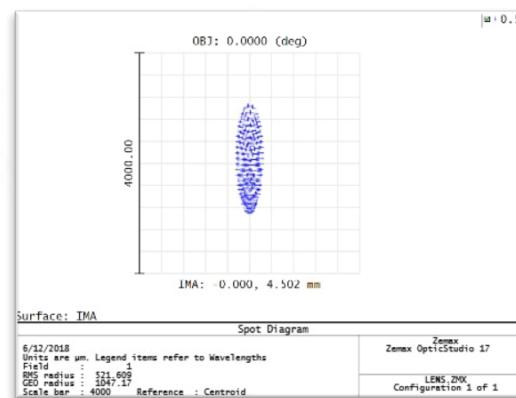
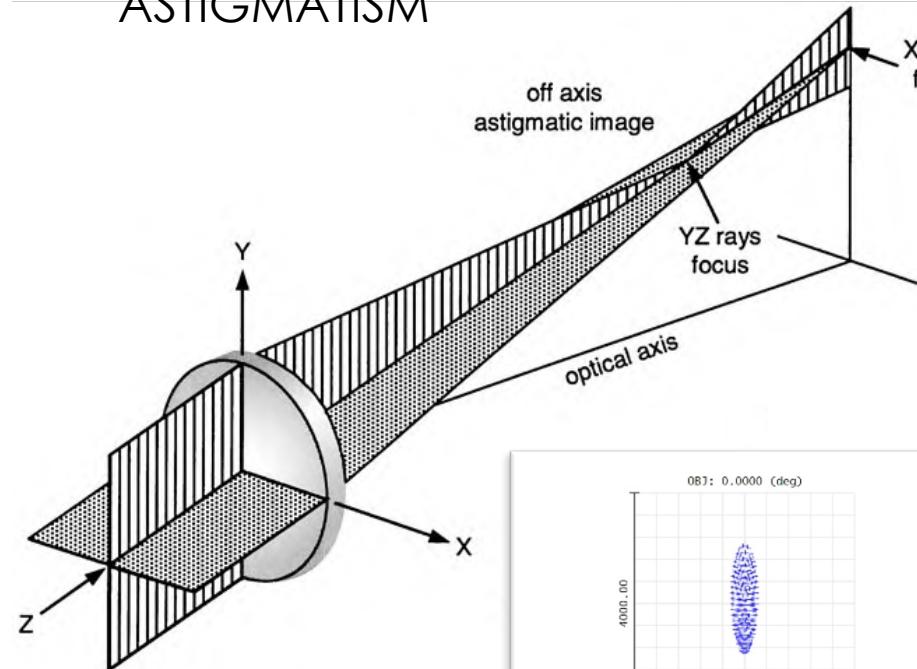


## KEY CONCEPTS

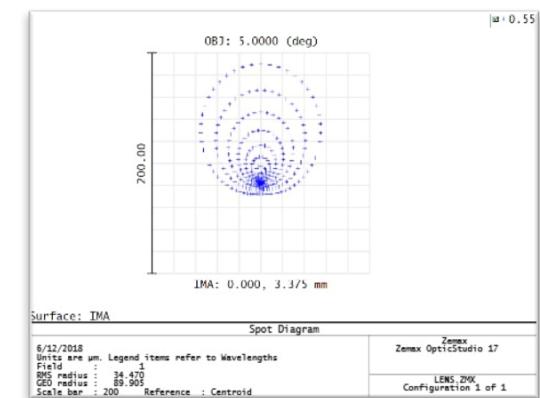
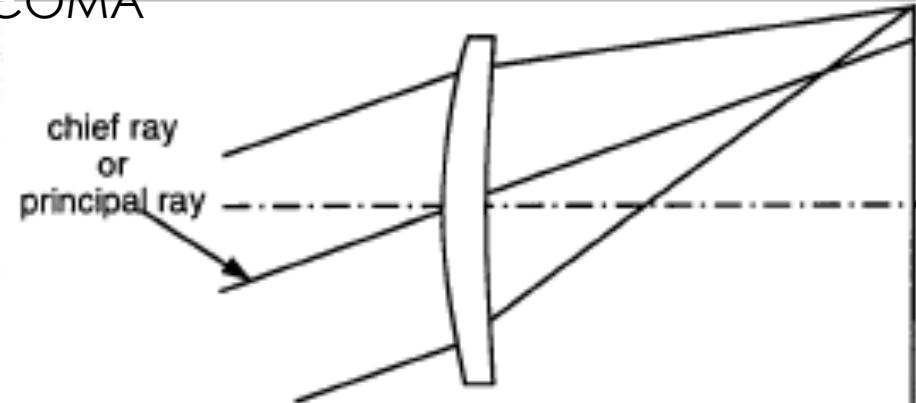
SOURCES OF COMA/ASTIGMATISM

# IMAGE FORMATION AND ABERRATIONS

## ASTIGMATISM



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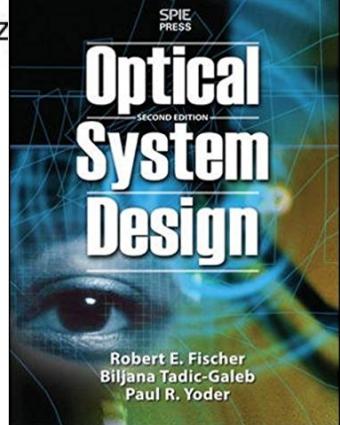
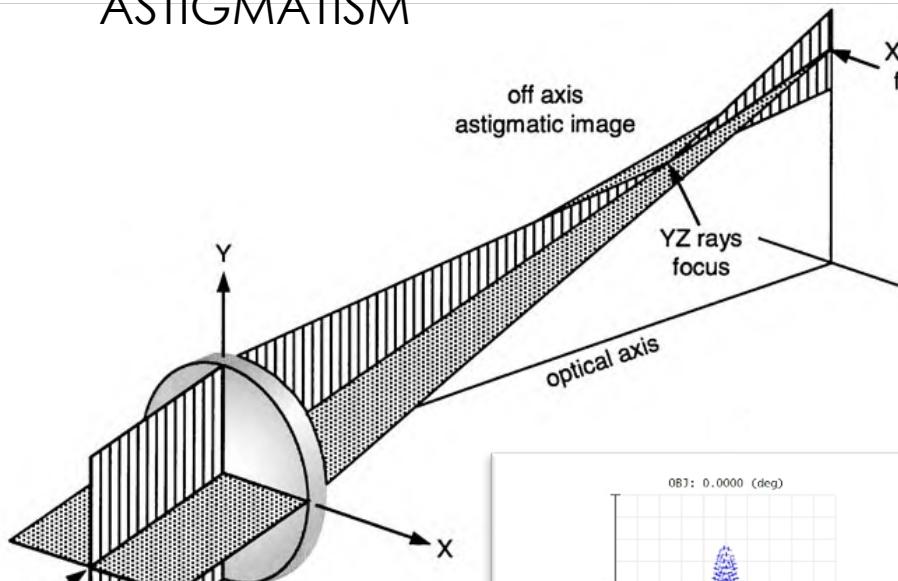


## KEY CONCEPTS

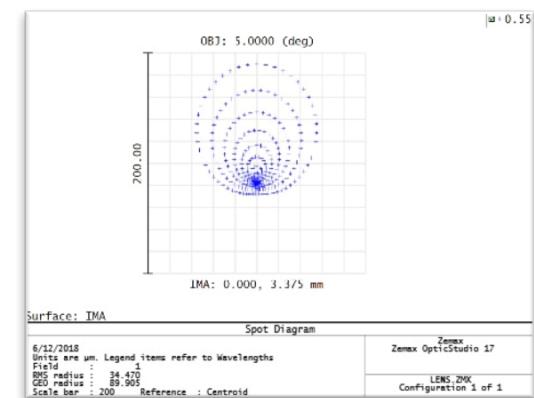
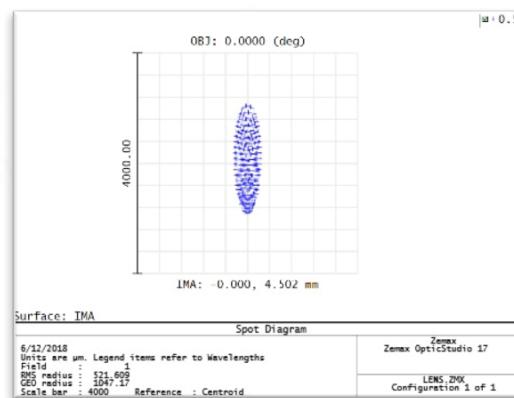
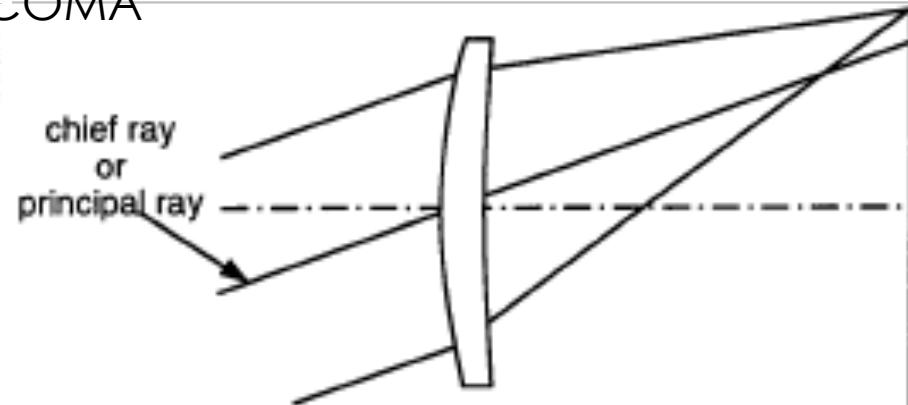
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# IMAGE FORMATION AND ABERRATIONS

## ASTIGMATISM



## COMA

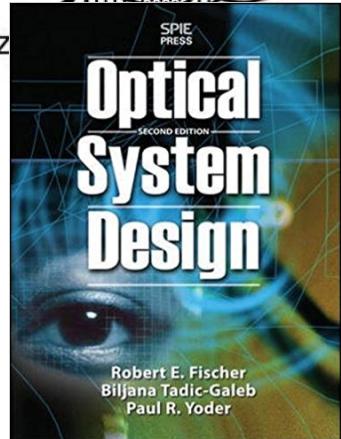
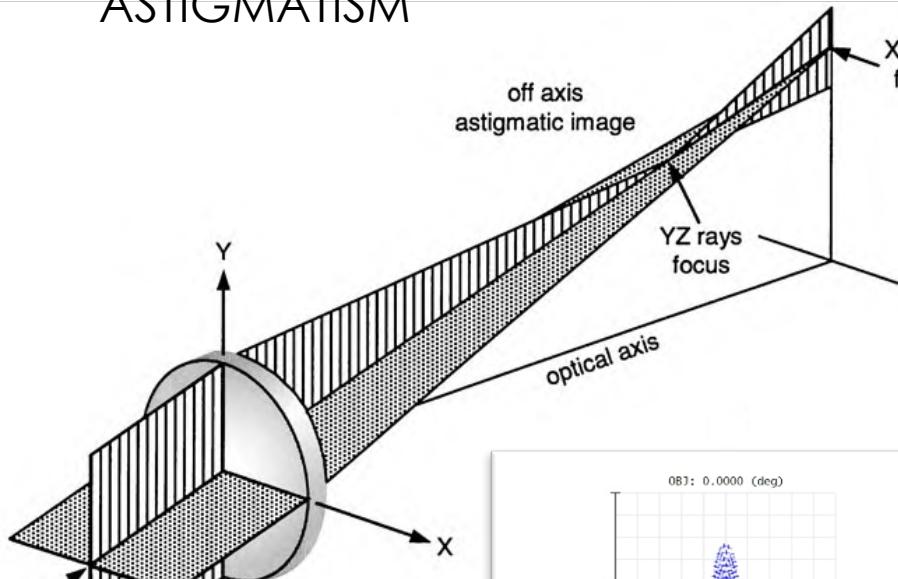


## KEY CONCEPTS

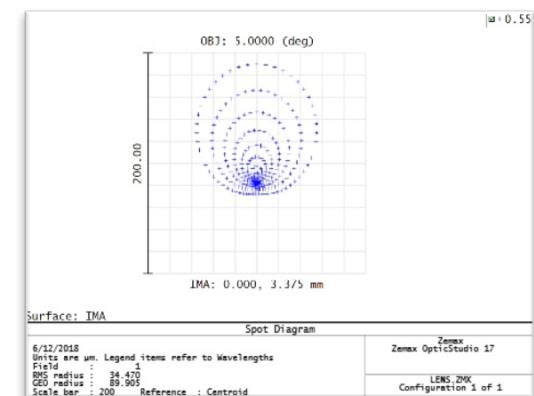
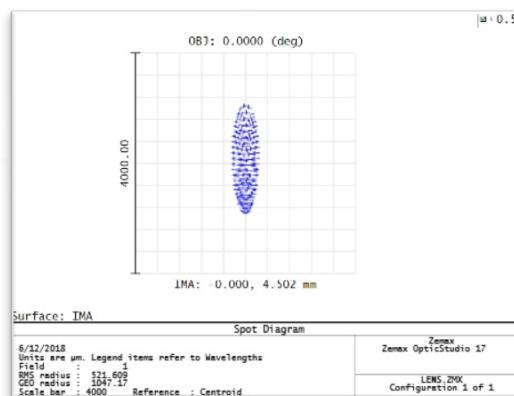
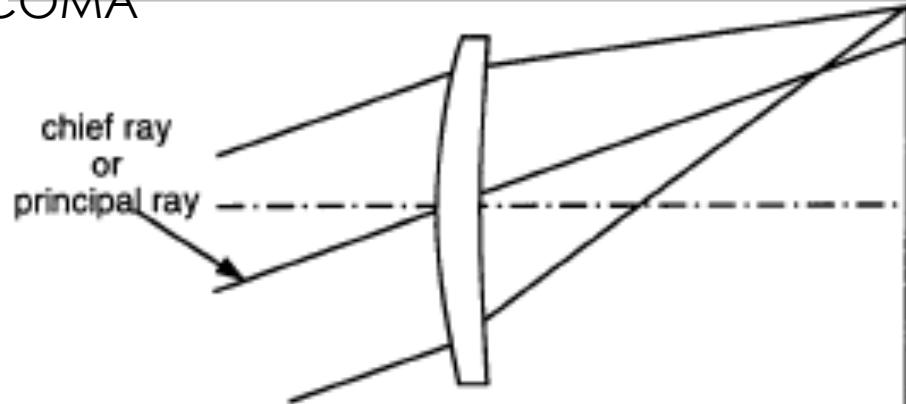
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# IMAGE FORMATION AND ABERRATIONS

## ASTIGMATISM



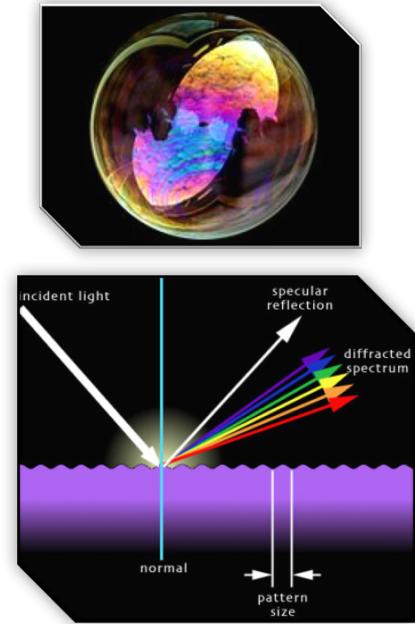
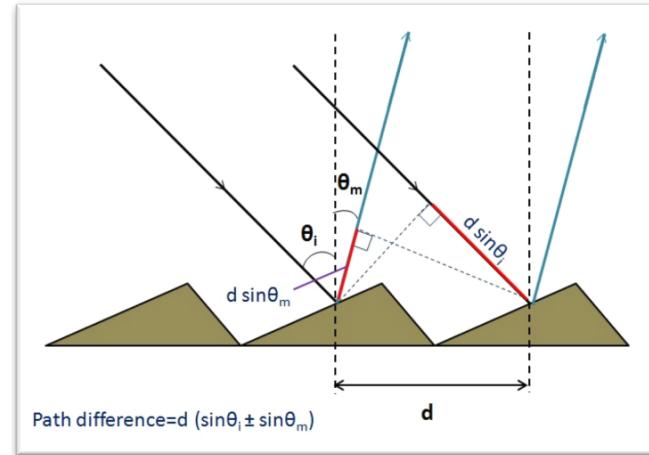
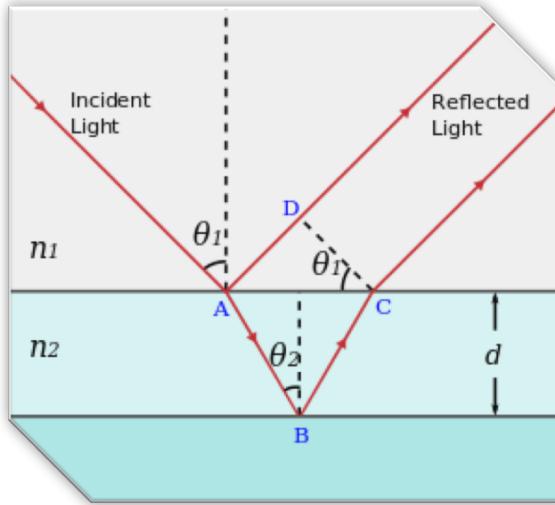
## COMA



**KEY CONCEPTS**  
SOURCES OF COMA/ASTIGMATISM

NEXT TOPIC:  
Filters and Gratings

# FILTERS AND GRATINGS



CONSTRUCTIVE INTERFERENCE

$$m\lambda = 2n_2 d \cos \theta_2$$

DESTRUCTIVE INTERFERENCE

$$(m - 1/2)\lambda = 2n_2 d \cos \theta_2$$

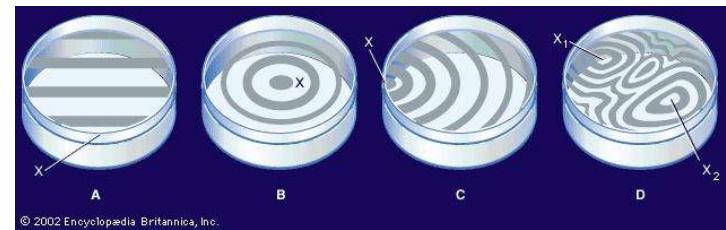
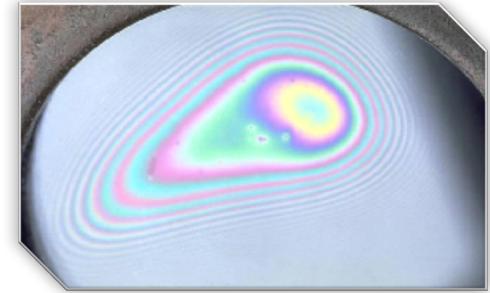
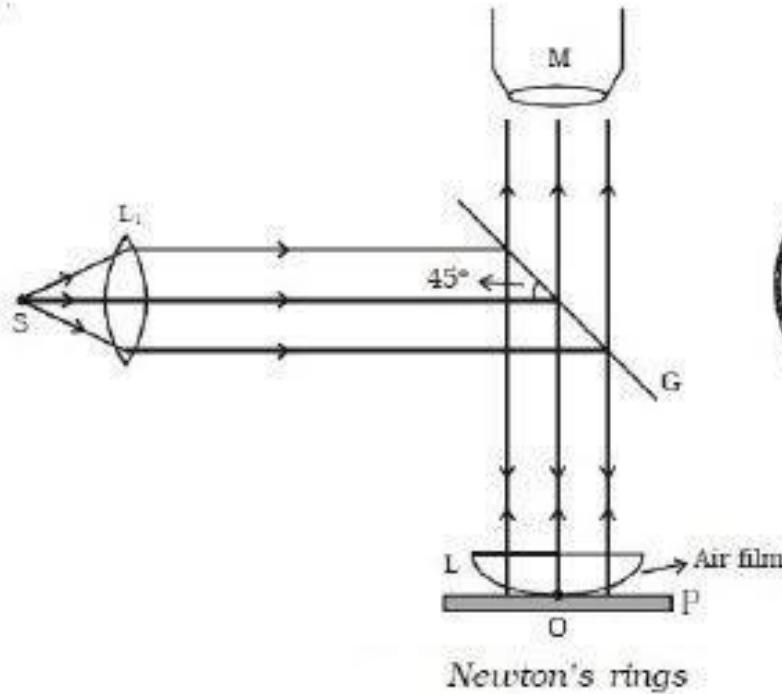
GRATING EQUATION

$$d(\sin \theta_i - \sin \theta_m) = m\lambda$$

## KEY CONCEPTS

ANTI-REFLECTION DIELECTRIC COATINGS  
TRANSMISSIVE AND REFLECTIVE GRATING

# FILTERS AND GRATINGS



Newton Rings (Radius of dark rings/fringes)

$$r_n^2 = nR\lambda$$

R = radius of curvature  
λ = wavelength of light  
n = nth fringe

## KEY CONCEPTS

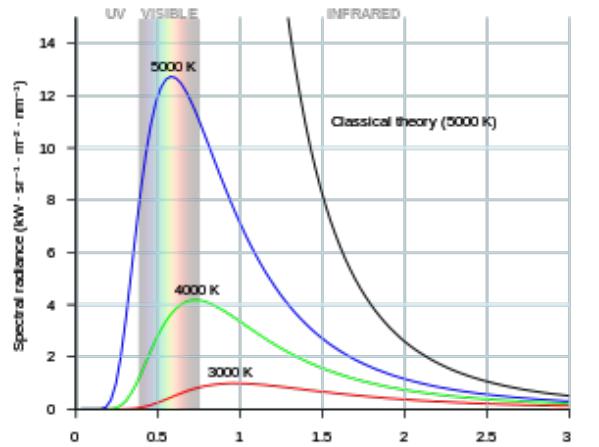
INTERFERENCE FRINGES

MEASURE QUALITY OF LENS OR FILMS

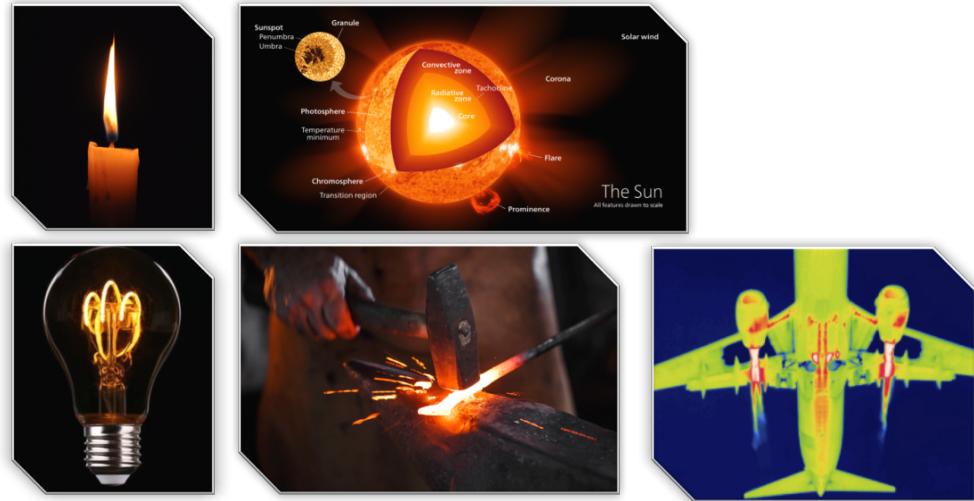
NEXT TOPIC:  
Black Body  
Radiators

# SOURCES AND DETECTORS

## BLACKBODY RADIATION



[https://en.wikipedia.org/wiki/Black\\_body](https://en.wikipedia.org/wiki/Black_body)



<https://en.wiktionary.org/wiki/candle>  
<https://www.pexels.com/search/light%20bulbs/>  
<https://www.cricketscove.net/forge-gallery-intro/>

## BLACK BODY EQUATION (Planck)

$$B_\nu(T) = \frac{2h\nu^3}{c^2} \frac{1}{e^{h\nu/kT} - 1} \quad \text{W/sr m}^2 \text{ Hz}$$

Power density

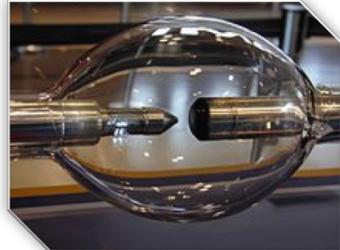
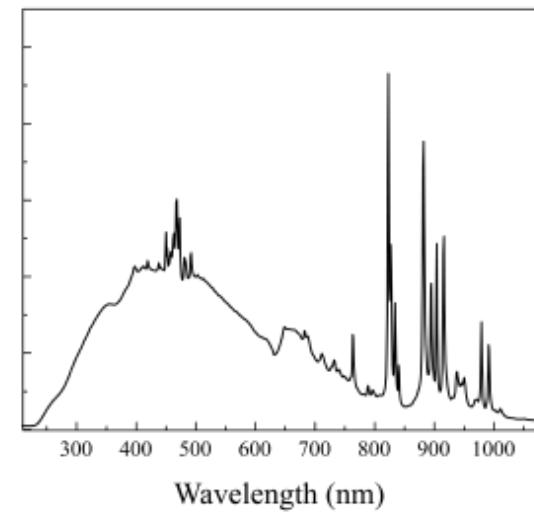
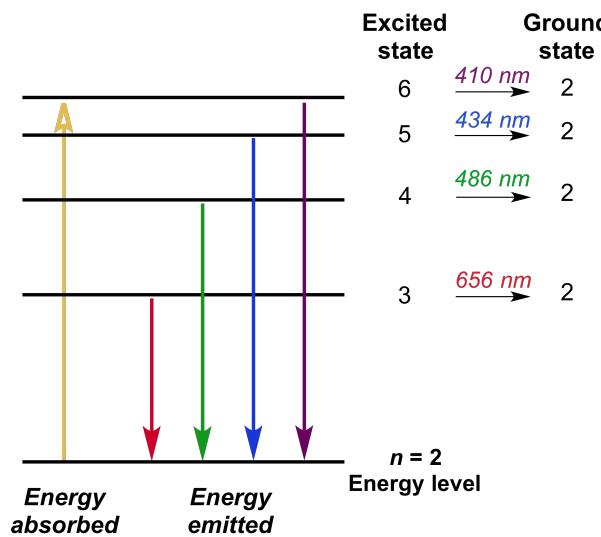
## KEY CONCEPTS

BLACK BODY TEMPERATURE  
THE ULTRAVIOLET CATASTROPHE

NEXT TOPIC:  
Arc Lamps

# SOURCES AND DETECTORS

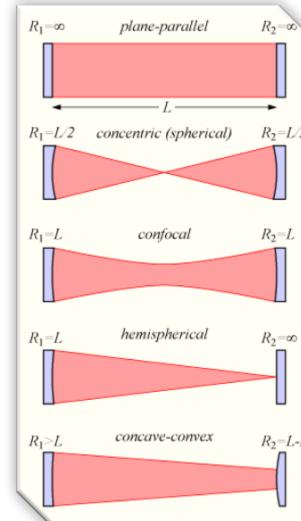
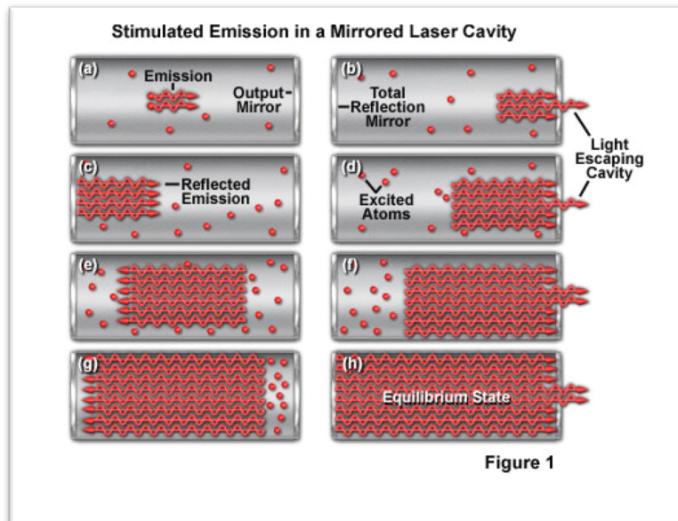
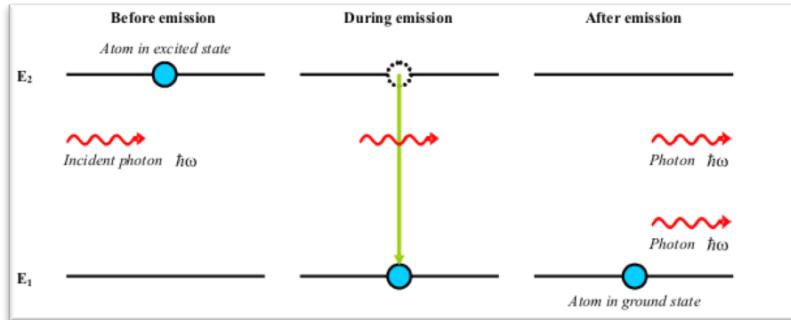
## Arc Discharge Lamps (Gas Discharge)



**KEY CONCEPTS**  
SPECTRAL EMISSION LINES  
HIGH INTENSITY DISCHARGE

# SOURCES AND DETECTORS

## Light Amplification by Stimulated Emission of Radiation



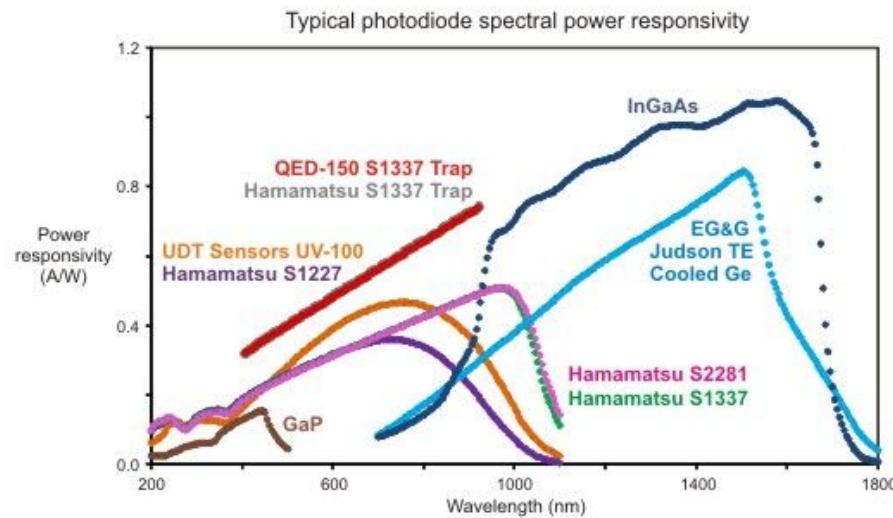
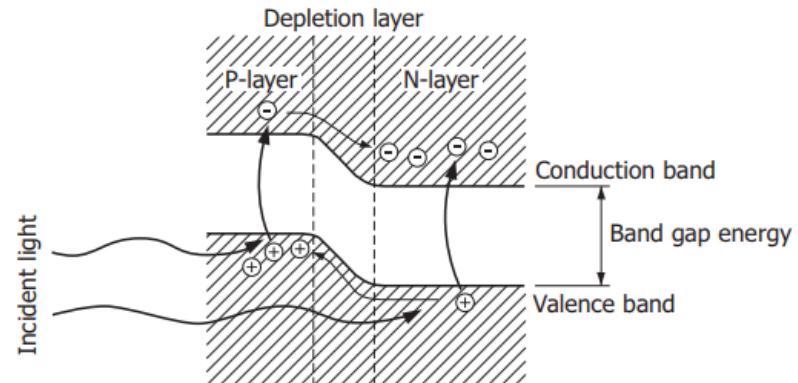
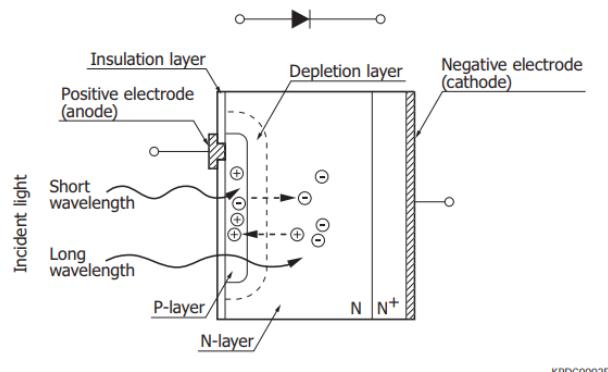
Various Types of Commercial Lasers  
Diode Lasers  
Gas Lasers  
Dye Lasers  
Diode Pumped Solid State Lasers  
Fiber Lasers



**KEY CONCEPTS**  
LIGHT AMPLIFICATION  
GAIN MEDIUM  
RESONATOR CAVITY

# SOURCES AND DETECTORS

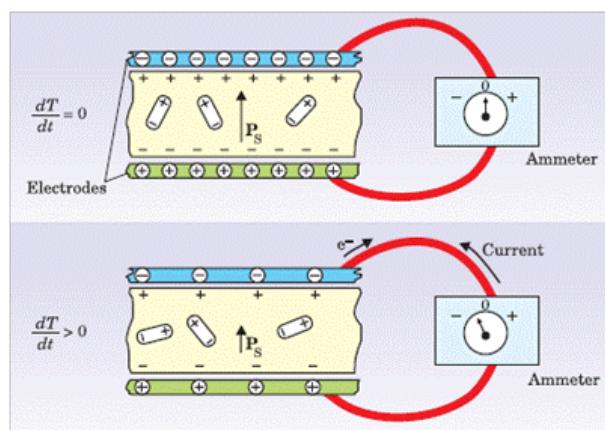
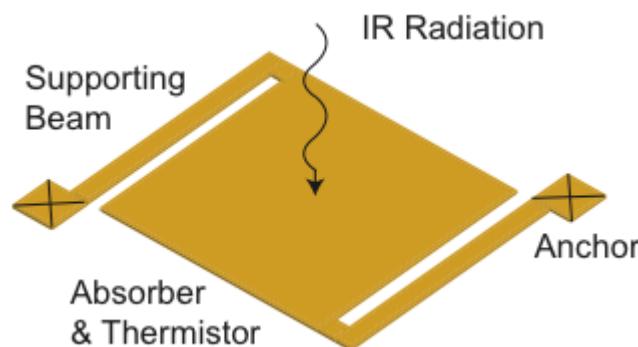
AND OF COURSE... we need to measure the light!



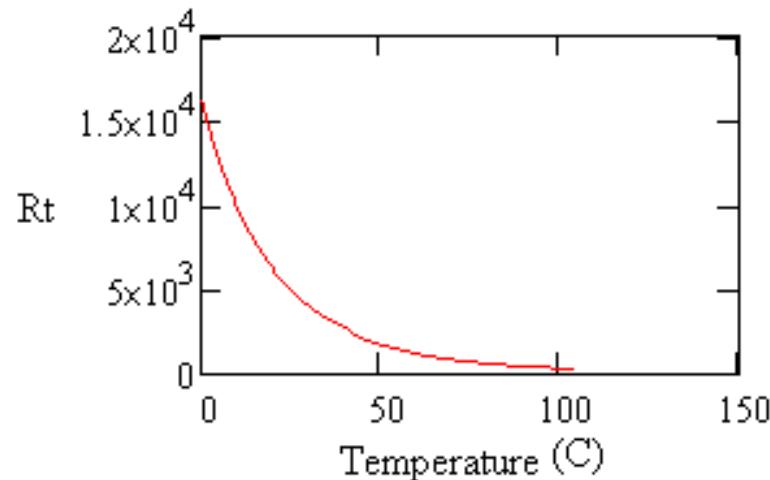
**KEY CONCEPTS**  
DOPED MATERIALS  
PHOTOCURRENT  
BAND GAP ENERGY

NEXT TOPIC:  
Thermal Detectors

# SOURCES AND DETECTORS



RESISTANCE VS TEMPERATURE



## KEY CONCEPTS

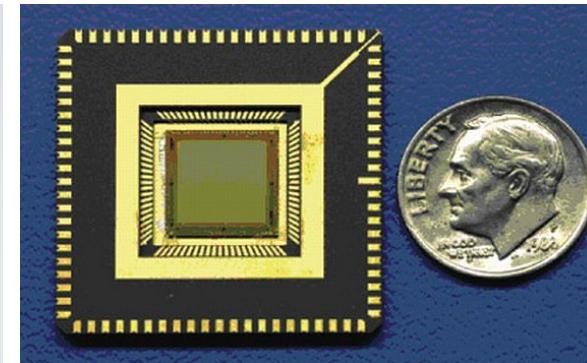
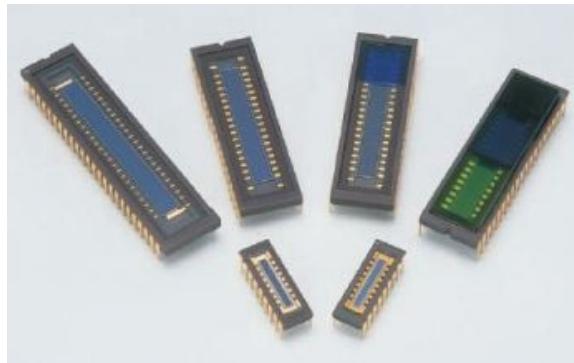
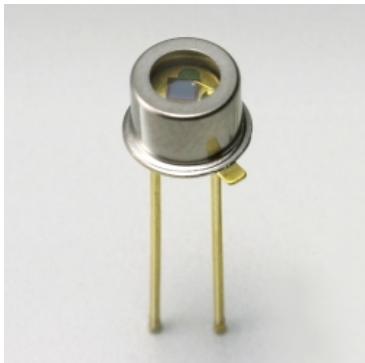
THERMISTOR

PYROELECTRICITY & AC CURRENT  
ABSORBER

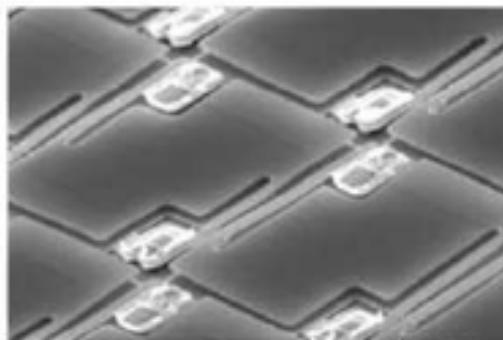
NEXT TOPIC:  
Detector Arrays

# SOURCES AND DETECTORS

## BANDGAP DETECTORS



## THERMAL DETECTORS



**KEY CONCEPTS**  
SINGLE ELEMENT  
FOCAL PLANE ARRAY  
COST VS PERFORMANCE

NEXT TOPIC:  
Applications

# OVERVIEW

## THE NATURE OF LIGHT

AM I A PARTICLE OR A WAVE?

REFLECTION AND REFRACTION

POLARIZATION AND INTERFERENCE

## SHAPING AND MEASURING LIGHT

THE SIMPLE LENS

IMAGE FORMATION AND ABERRATIONS

FILTERS AND GRATINGS

SOURCES AND DETECTORS

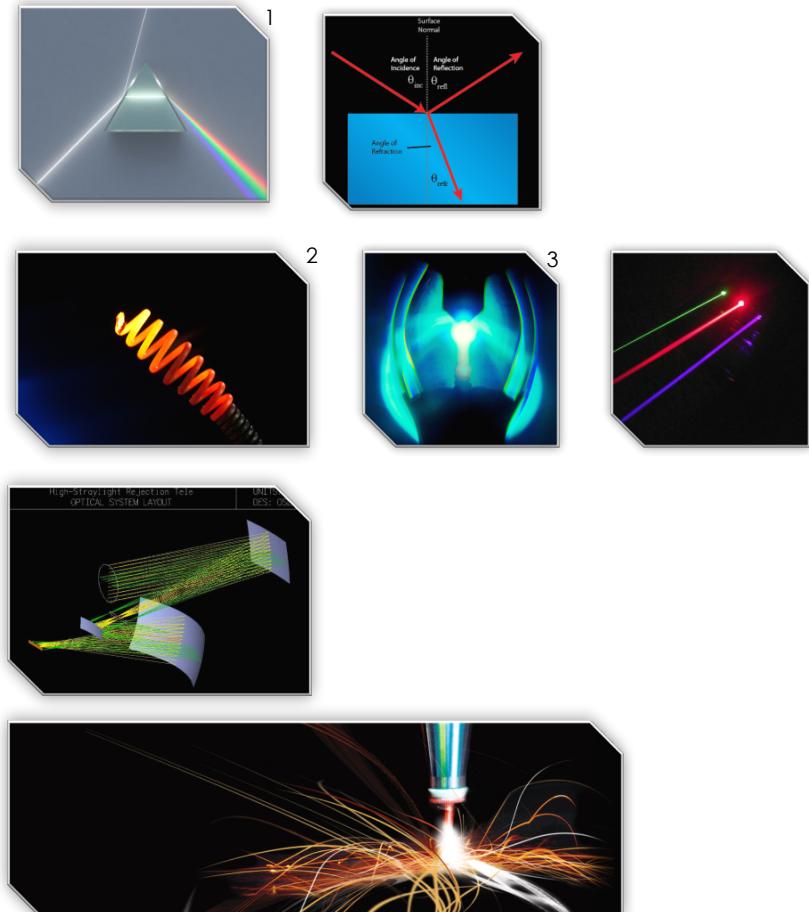
## APPLICATIONS

TElescopes AND MICROScopes

CAMeras AND THE INTERNET

MACHINING AND MANUFACTURING

## CONCLUDING REMARKS



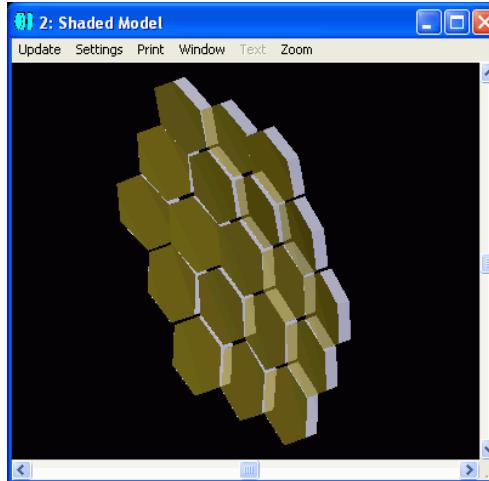
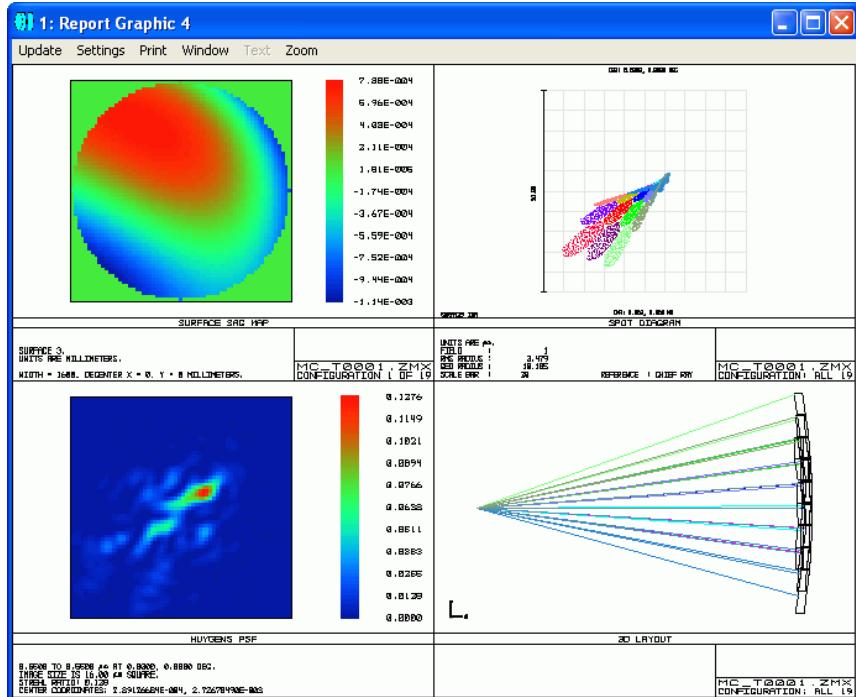
<sup>1</sup><https://phys.org/news/2015-03-particle.html>

<sup>2</sup><http://fancyfrindle.com/first-quantum-theory-black-body-radiation-max-planck/>

<sup>3</sup><https://lot-qd.de/en/products/light-lasers/light-sources-for-scientific-applications/product/arc-light-sources/>

# TELESCOPES AND MICROSCOPES

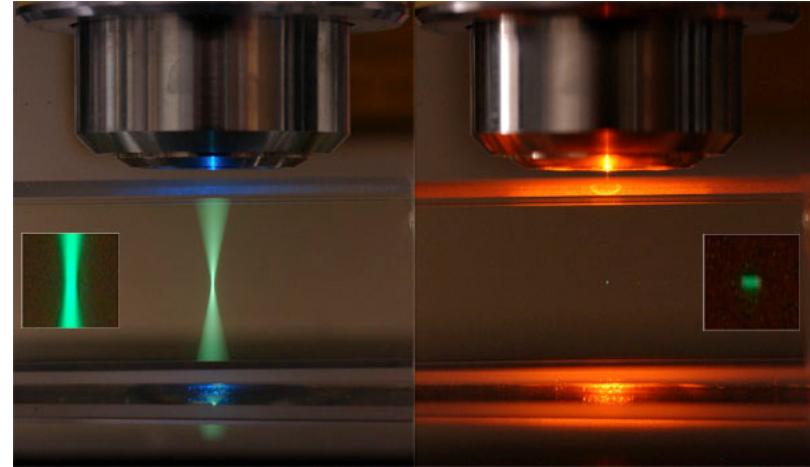
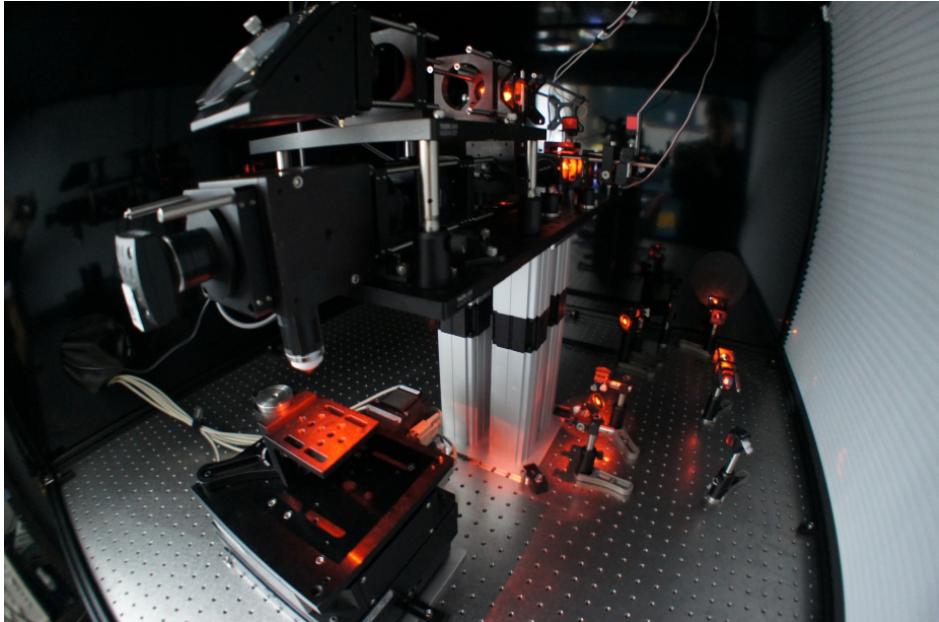
## KECK OBSERVATORY



**KEY CONCEPTS**  
ADAPTIVE OPTICS

NEXT TOPIC:  
Laser Scanning  
Microscopes

# TELESCOPES AND MICROSCOPES

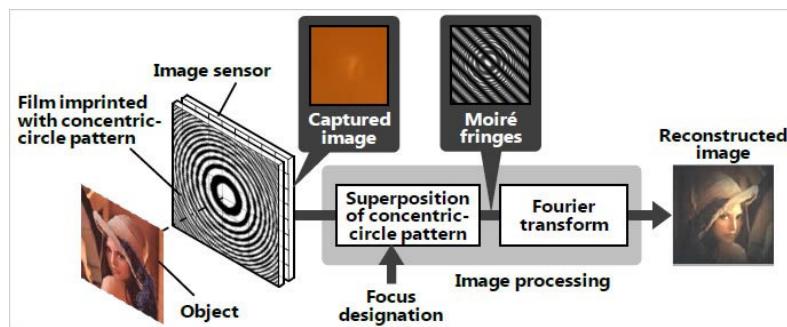
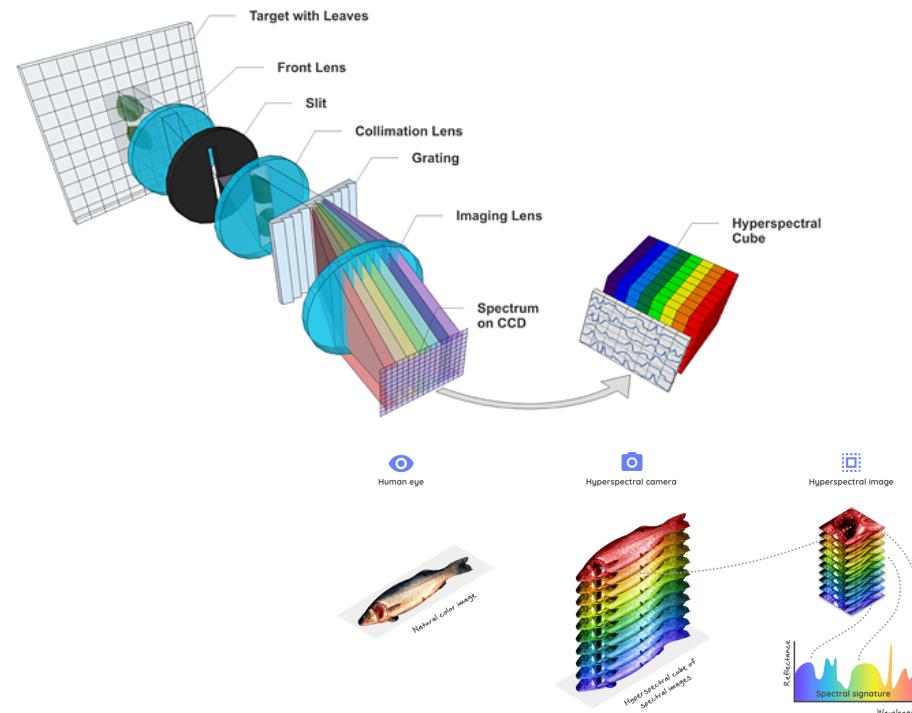
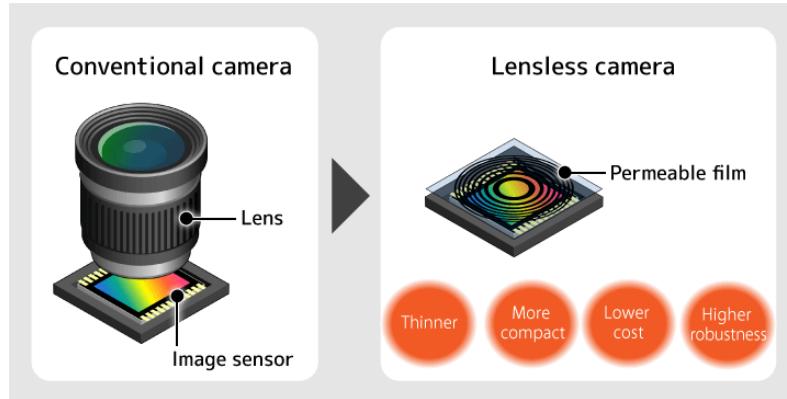


## KEY CONCEPTS

FEMTOSECOND ( $10^{-15}$ ) LASERS  
CONFOCAL MICROSCOPES  
MULTIPHOTON MICROSCOPES

NEXT TOPIC:  
Lensless Cameras and  
Hyperspectral Imaging

# CAMERAS AND THE INTERNET



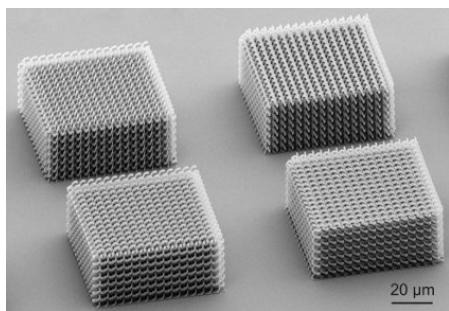
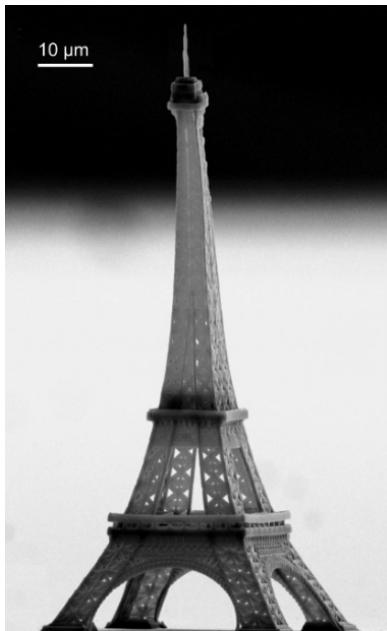
<http://www.hitachi.com/rd/portal/contents/story/lensless/index.html>

**KEY CONCEPTS**  
**LENSLESS CAMERAS**  
**HYPERSPECTRAL CUBE**

NEXT TOPIC:  
Machining and  
Manufacturing

# MACHINING AND MANUFACTURING

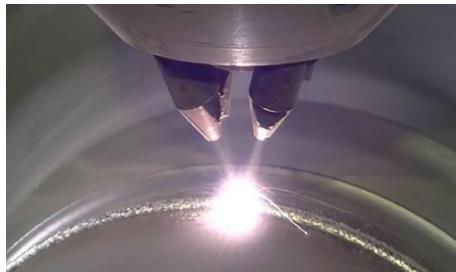
## MICROMACHINING



## LASER CUTTING



## 3D LASER SINTERING/WELDING



# OVERVIEW

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SOURCES AND DETECTORS

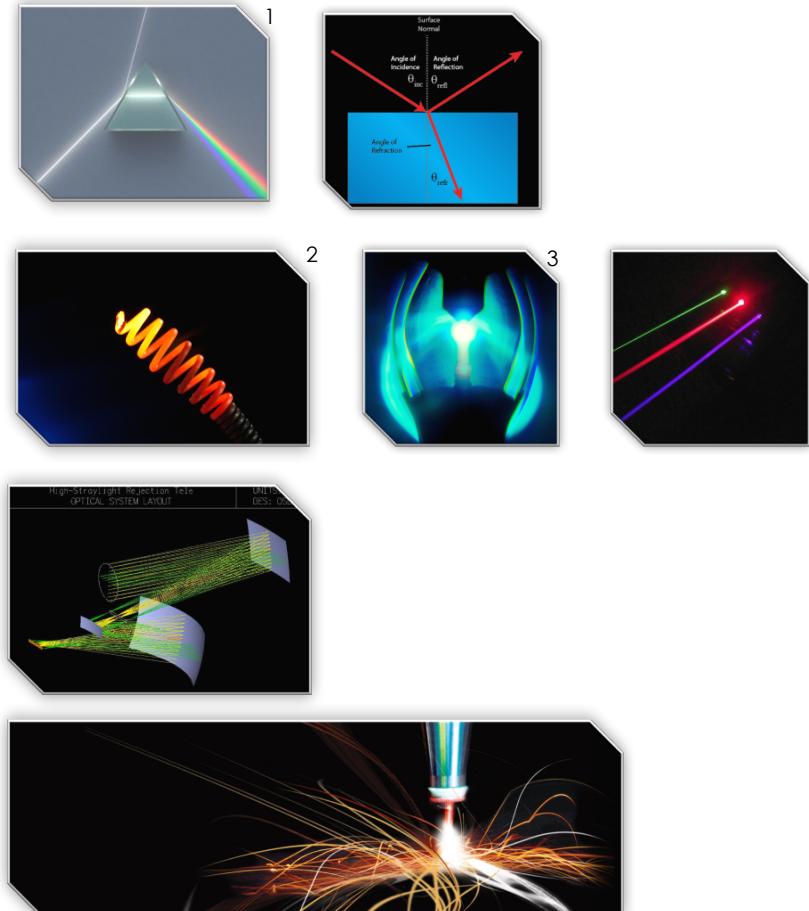
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CAMERAS AND THE INTERNET

MACHINING AND MANUFACTURING

## CONCLUDING REMARKS

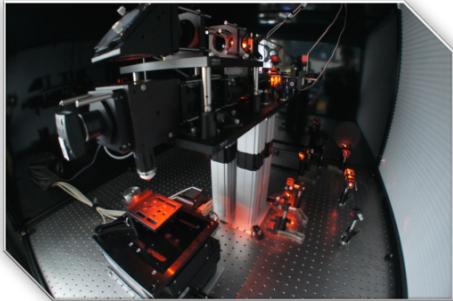
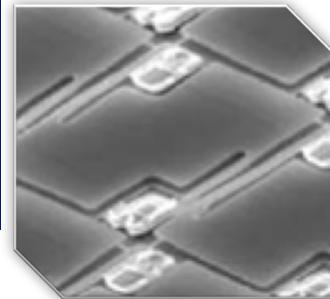
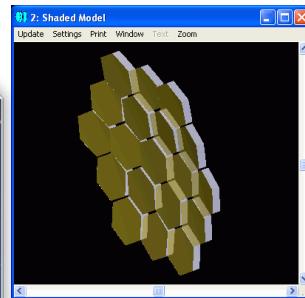
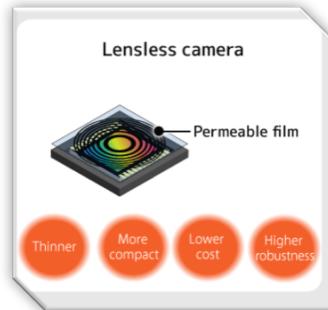


<sup>1</sup><https://phys.org/news/2015-03-particle.html>

<sup>2</sup><http://fancyfrindle.com/first-quantum-theory-black-body-radiation-max-planck/>

<sup>3</sup><https://lot-qd.de/en/products/light-lasers/light-sources-for-scientific-applications/product/arc-light-sources/>

# CONCLUDING REMARKS



“Ancient astronauts didn't build the pyramids. Human beings built the pyramids, because they're clever and they work hard.”

Gene Roddenberry