

Optics  $\Rightarrow$  light and image

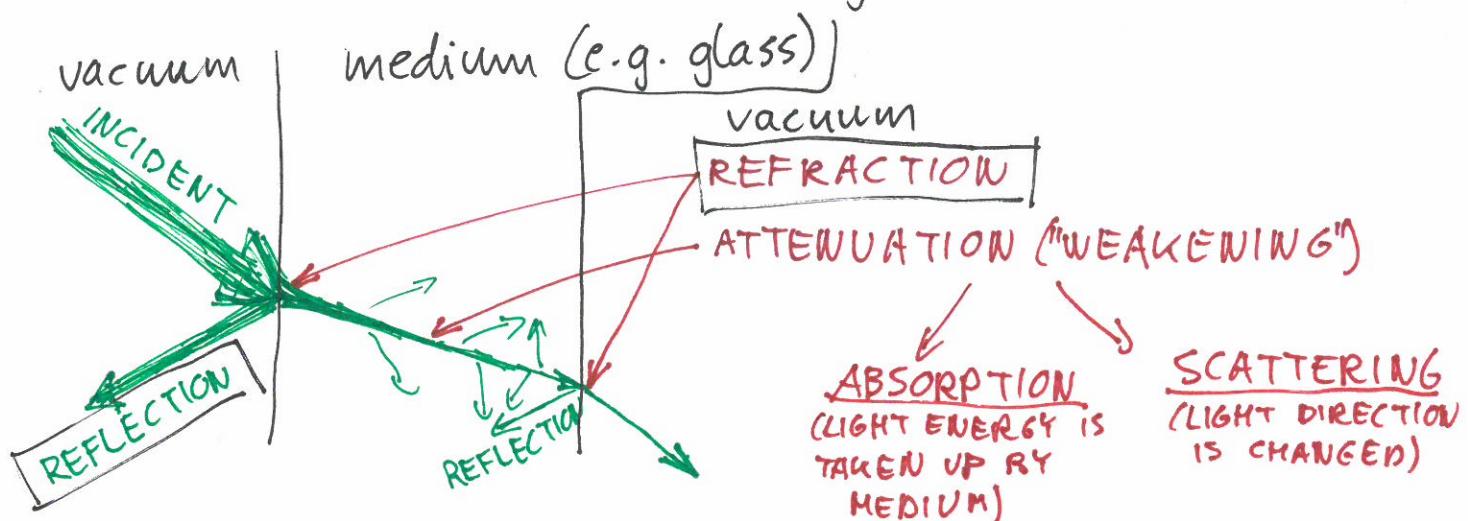
formation

Wave ~

Quantum ~

Light Ray:

- thin beam of light
- how does it interact with matter?
- how does it travel through media?

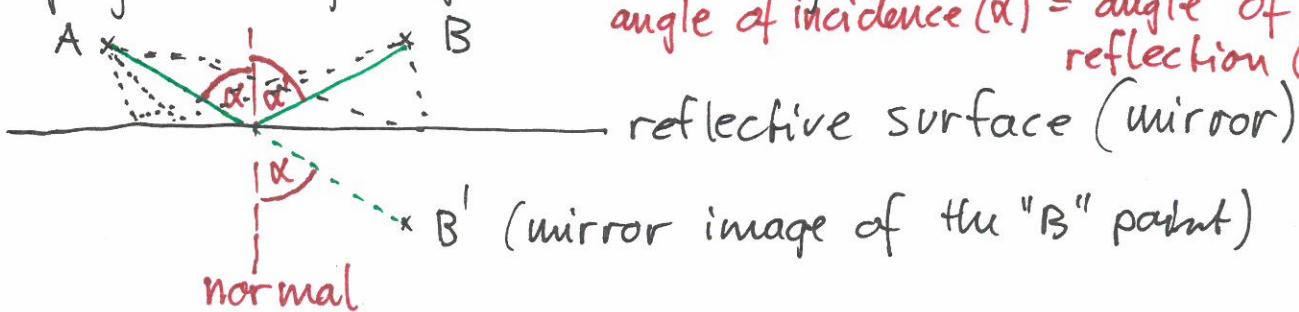


① FERMAT'S PRINCIPLE : between two points light takes the pathway which requires the least time  
[ferma:]

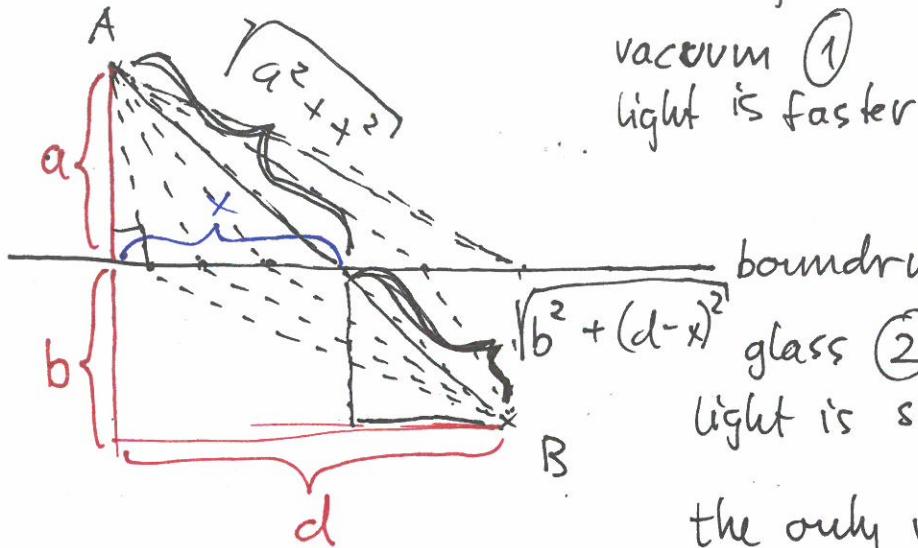
② Propagation of light in a homogeneous medium:  
light travels in a straight line



③ Propagation of light including a reflective surface:  
angle of incidence ( $\alpha$ ) = angle of reflection ( $\alpha'$ )



④ Refraction: propagation of light through an "breaking" ~~into~~ boundary of two media



vacuum ①  
light is faster ( $c_1$ )

boundary  
 $\sqrt{b^2 + (d-x)^2}$  glass ②  
light is slower ( $c_2$ )

the only variable is the point  $x$   
of entry into the 2<sup>nd</sup> medium

$$\text{speed} = \frac{\text{track}}{\text{time}}$$

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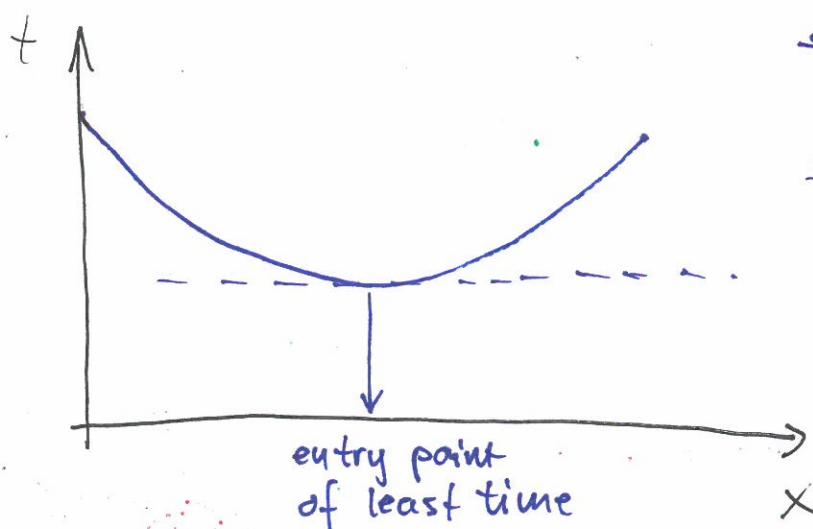
$$\text{Pythagoras } a^2 + b^2 = c^2$$

path in medium ① is  $\sqrt{a^2 + x^2}$

path in medium ② is  $\sqrt{b^2 + (d-x)^2}$

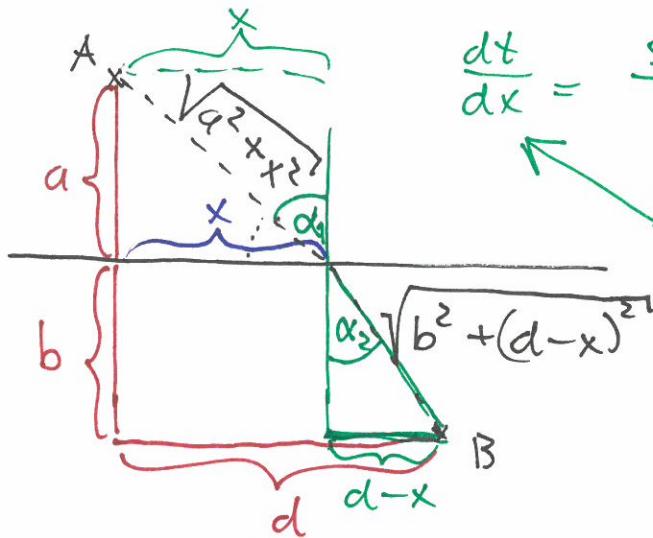
$$\text{total time: } t = \frac{\sqrt{a^2 + x^2}}{c_1} + \frac{\sqrt{b^2 + (d-x)^2}}{c_2}$$

we need to find the  $x$  for which  $t$  is minimal



derivative: slope  
of tangent line  
derivative at minimum  
is zero!

$$\text{derivative: } \frac{dt}{dx} = \frac{2x}{c_1 \sqrt{a^2 + x^2}} - \frac{2(d-x)}{c_2 \cdot \sqrt{b^2 + (d-x)^2}}$$



$$\frac{dt}{dx} = \frac{\sin \alpha_1}{c_1} - \frac{\sin \alpha_2}{c_2}$$

tangent (= derivative) is zero  
for fastest path

$$0 = \frac{\sin \alpha_1}{c_1} - \frac{\sin \alpha_2}{c_2}$$

$$\frac{\sin \alpha_1}{c_1} = \frac{\sin \alpha_2}{c_2}$$

$$c = \lambda \cdot f$$

Snell's law

$$\boxed{\frac{c_1}{c_2} = \frac{\sin \alpha_1}{\sin \alpha_2}}$$

speed of light / frequency

wavelength

$$c_1 f_1 \lambda_1$$

wavelength

boundary

$$c_2 f_2 \lambda_2$$

if  $c_1 > c_2$  then:

$$f_1 = f_2$$

$$\epsilon_1 = \epsilon_2$$

$$\lambda_1 > \lambda_2$$

$$\epsilon = h \cdot f$$

frequency  
Planck's constant

$$\boxed{\frac{\sin \alpha_1}{\sin \alpha_2} = \frac{c_1}{c_2} = \frac{\lambda_1}{\lambda_2} = n_{2,1}}$$

"n" is the refractive index (index of refraction) of the second medium relative to the first

$$\frac{c_v}{c_1} = n_1$$

vacuum

$c_1$  ①

absolute refractive index of the ① medium

$$\frac{c_v}{c_2} = n_2$$

vacuum

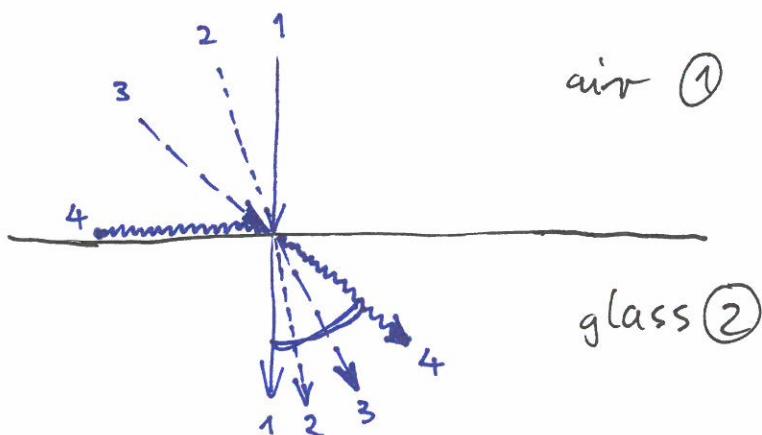
$c_2$  ②

$$c_1 = \frac{c_v}{n_1}$$

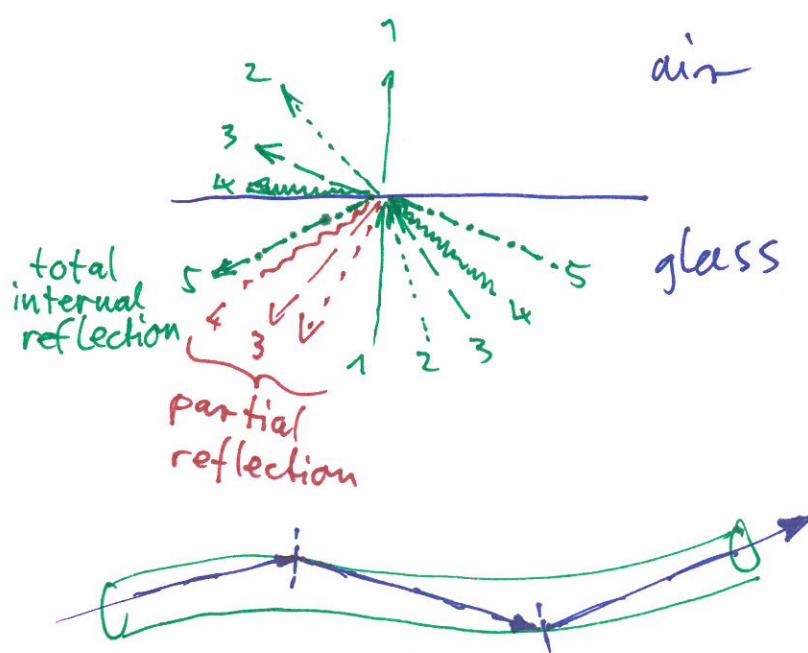
$$c_2 = \frac{c_v}{n_2}$$

$$n_{2,1} = \frac{c_1}{c_2} = \frac{\left(\frac{c_v}{n_1}\right)}{\left(\frac{c_v}{n_2}\right)} = \frac{c_v}{n_1} \cdot \frac{n_2}{c_v} = \frac{n_2}{n_1}$$

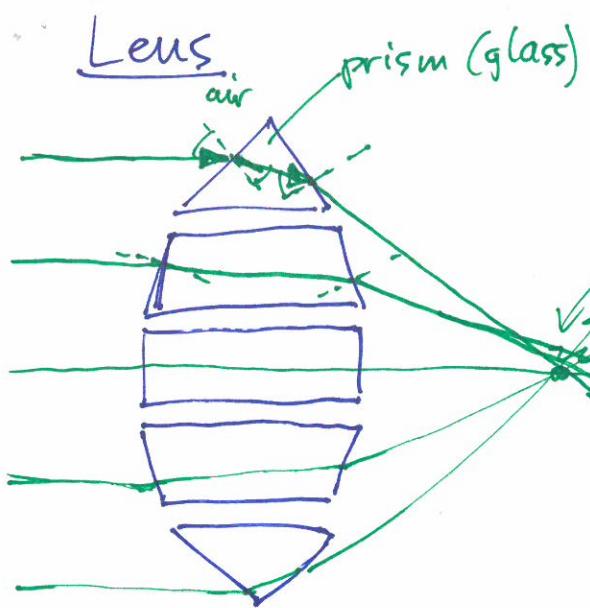
$$\boxed{\frac{\sin \alpha_1}{\sin \alpha_2} = \frac{c_1}{c_2} = \frac{\lambda_1}{\lambda_2} = \frac{n_2}{n_1} = n_{2,1}}$$



if light travels from "faster medium" to "slower medium", and the angle of incidence is  $90^\circ = \frac{\pi}{2}$  rad  
then the angle of refraction is the maximum,  
we call it critical angle

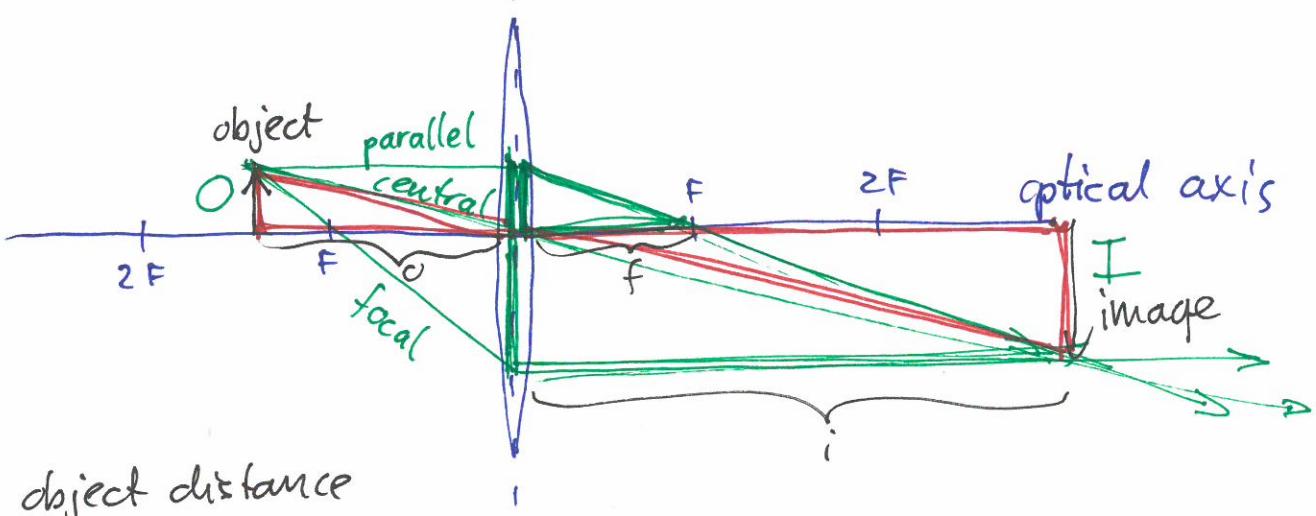


if light travels from "slower medium" to "faster medium" and the angle of incidence is greater than the critical angle it won't enter the faster medium but will be completely reflected = this is called total internal reflection TIR  
use: optical fibre endoscopy



focal point : light rays parallel to the optical axis (symmetry axis of the lens) are collected here

principal plane (represents the thin lens)



$o$  object distance

$f$  focal length

$i$  image distance

$O$  object size

$I$  image size

$$\frac{O}{f} = \frac{O+I}{i} = \frac{O}{i} + \frac{I}{i}$$

$$\frac{O}{o} = \frac{I}{i}$$

$$\frac{O}{f} = \frac{O}{i} + \frac{O}{o} \quad /: O$$

$$\boxed{\frac{1}{f} = \frac{1}{i} + \frac{1}{o}}$$

thin lens equation