

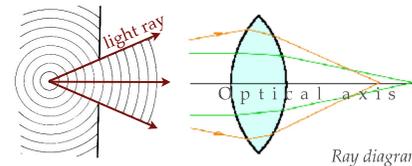
WAVE OPTICS

MIKLÓS KELLERMAYER

GEOMETRIC OPTICS AND WAVE OPTICS

Geometric optics

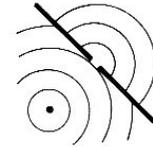
If light propagates through a slit much larger than its wavelength, then the spreading of the wavefront (phase) may be simplified into a line ("light ray").



- Optical (light) ray ("light beam"): abstraction, mathematical line.
- Arrows represent the direction of energy propagation.
- Optical axis: line connecting the midpoint of optical components (e.g., lenses).
- Principle of reversibility: the direction of energy propagation (arrows) may be reversed.

Wave optics

If light propagates through a slit comparable or smaller than its wavelength, then its wave properties must be taken into account.



Important parameters of the propagating wave:

- Period (T)
- Frequency ($f=1/T$)
- Velocity (v, c)
- Wavelength (λ): distance covered in a period:

$$\lambda = cT = \frac{c}{f}$$

Speed of propagation of light in *vacuum*: $c=2,99792458 \times 10^8 \text{ ms}^{-1}$

In *optically denser media* the speed of propagation is reduced (c_1). $n_1 = \frac{c}{c_1}$

This may be expressed with the *absolute refractive index* (n_1):

Wave: propagating oscillation

What is an oscillation?

Example:
Tacoma Narrows Bridge



- Tacoma Narrows Bridge ("Gallop'n' Gertie")**
- ("Gertie the Dinosaur" (1914), cartoon, Winsor McCay)
 - Opening: July 1, 1940.
 - During wind (50-70 km/h): oscillation for hours
 - Oscillation amplitude initially 0.5 m, then, after snapping of a suspension cable, up to 9 m!
 - Collapse: November 7, 1940.

(Explanation of the effect)



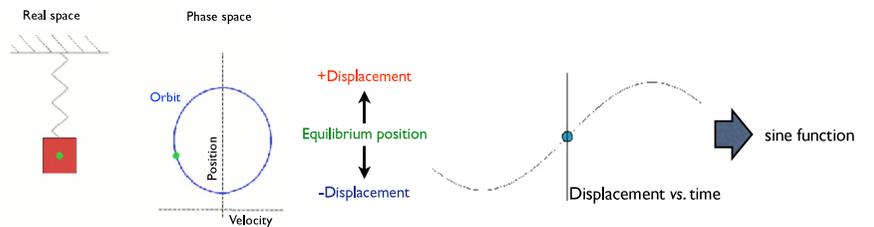
Kármán vortex street



Theodore von Kármán
1881-1963

Harmonic oscillation

Restoring force acts on a system displaced out of equilibrium (e.g., mass on a spring).



$$y = R \sin \phi$$

Because $\phi = \omega t$: $y = R \sin(\omega t)$

If the initial phase angle (ϕ_0) differs from 0: $y = R \sin(\omega t + \phi_0)$

Because angular velocity (ω) is the full circular orbit (2π) per period (T): $y = R \sin\left(\frac{2\pi}{T}t + \phi_0\right)$

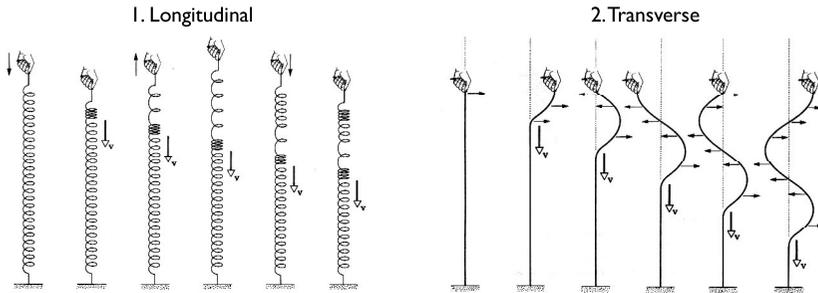
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Types of waves

- According to **source**:
 1. Mechanical: elastic deformation propagating through elastic medium
 2. Electromagnetic: electric disturbance propagating through space (vacuum)
- According to **propagation dimension**:
 1. One-dimensional (rope)
 2. Surface waves (pond)
 3. Spatial waves (sound)
- According to **relative direction of oscillation and propagation**:



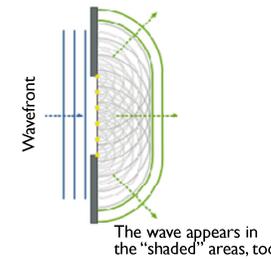
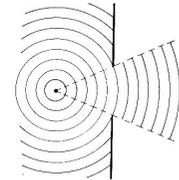
Wave phenomena I. Diffraction

Huygens-Fresnel principle:

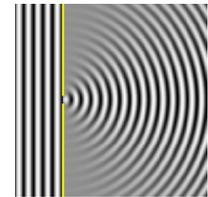
every point of a wavefront is the source of further waves



Slit much greater than the wavelength (λ)

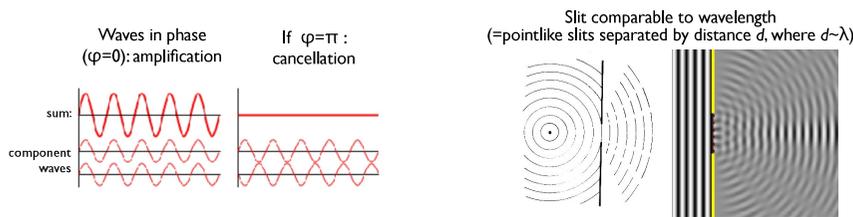


Slit much smaller than wavelength (λ)

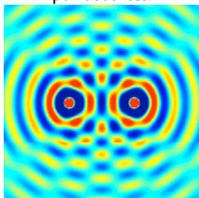


Wave phenomena II. interference

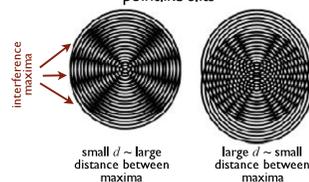
Principle of superposition



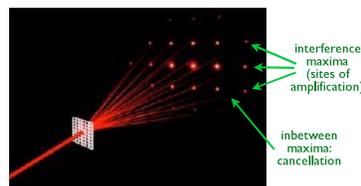
Interference of waves emerging from two point sources.



Interference pattern depends on distance (d) separating the pointlike slits



Diffraction pattern of a 2D optical grating



Wave phenomena III. Polarization

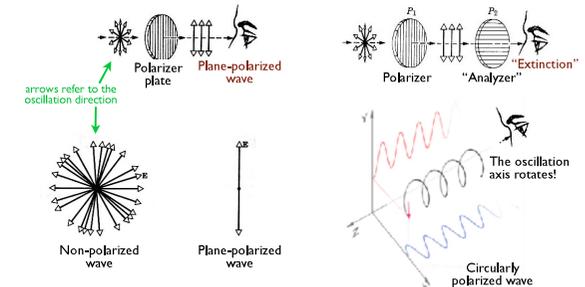
- **Polarization**: oscillation is oriented in some **preferred** direction
- **Birefringence** is related to polarization: anisotropic propagation velocity
- Only **transverse** waves can be polarized.



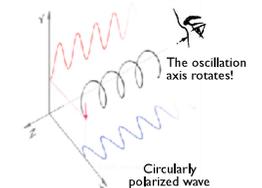
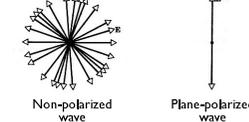
Polarization of Mechanical waves



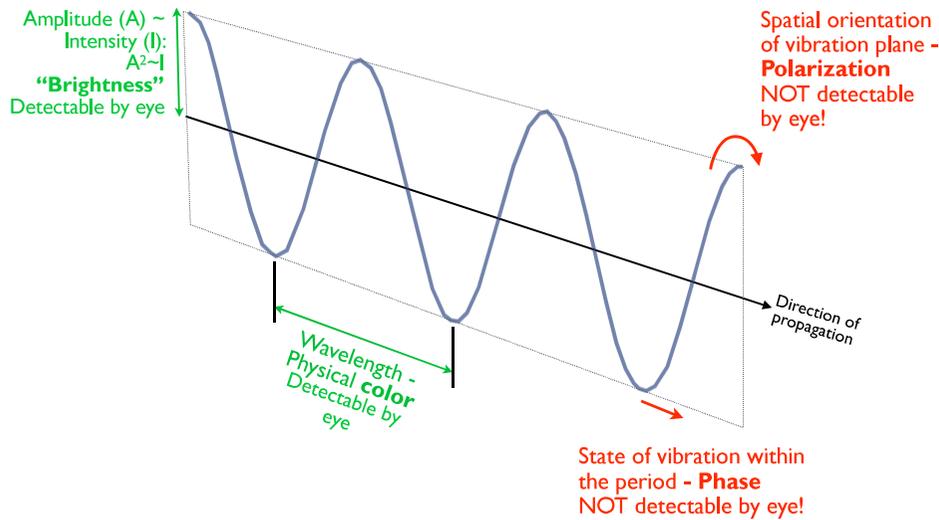
Polarization of Electromagnetic waves



Polarization can be understood by observing the **head-on** view of the wave:



Detectable parameters of the light wave

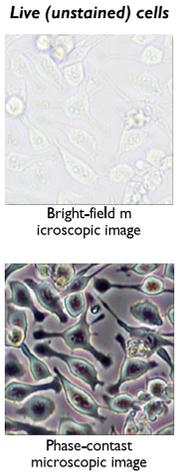
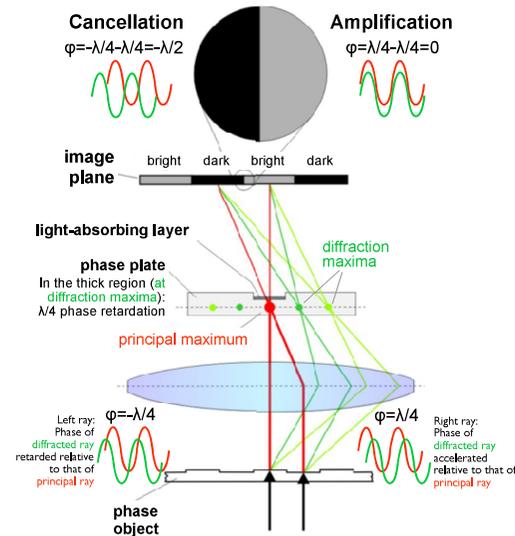


Origin and nature of wave: next week!

Phase, phase contrast microscopy



- Phase: shows the state of vibration within the entire period (2π).
- Expressed with the phase angle (ϕ).
- Phase difference between waves: phase shift (retardation or acceleration)

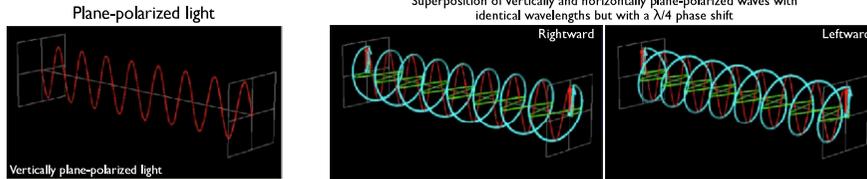


Polarized light and its interactions

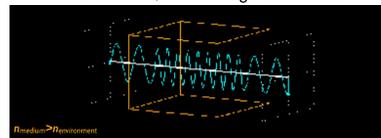
Direction of the vibration (electric or magnetic field) has preferred orientation

Circularly polarized light:

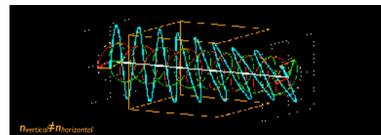
Superposition of vertically and horizontally plane-polarized waves with identical wavelengths but with a $\lambda/4$ phase shift



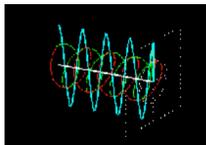
Light decelerates in optically dense medium; because its frequency is constant, its wavelength is reduced.



In an anisotropic* medium a phase shift occurs between the circularly polarized components: the polarization plane of the emerging wave rotates.



Superposition of a right- and leftward circularly polarized wave results in plane-polarized light.

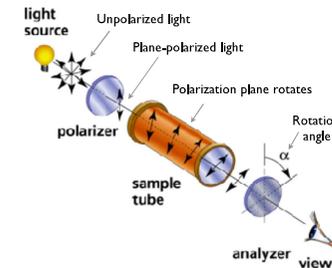


Orientation of polarization plane depends on the relative phase of the two circularly polarized waves

*Anisotropy (birefringence): refractive index (~light speed) is orientation dependent (i.e., in different directions within the sample, light propagates with different speeds).

Applications of polarization

Polarimetry



Rotation angle depends on the concentration (c) of the optically active* material:

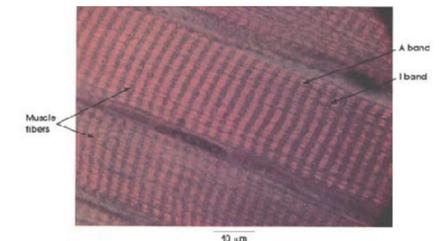
$$\alpha = [\alpha]_D^{20} \cdot c \cdot l$$

$[\alpha]$ = specific angle of rotation ("20": room temperature; "D": emission spectral line of Na $\lambda=589$ nm)
 l = length of sample tube

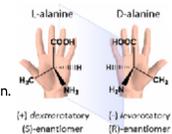
*Optically active material: contains chiral (mirror-symmetric) molecules that rotate the plane of polarization.

Polarization microscopy

Cross-striated skeletal muscle in the polarization microscope



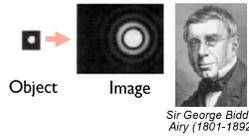
- A-band: anisotropic (birefringent) region (contains myosin helically ordered myosin molecules)
- I-band: isotropic region



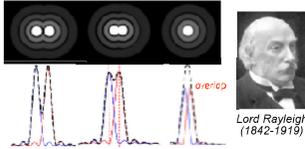
Resolution of the human eye I.

Diffraction limit

Because of diffraction: image of a point object is an Airy disk



Rayleigh criterion: objects may be resolved if their corresponding Airy disks do not overlap



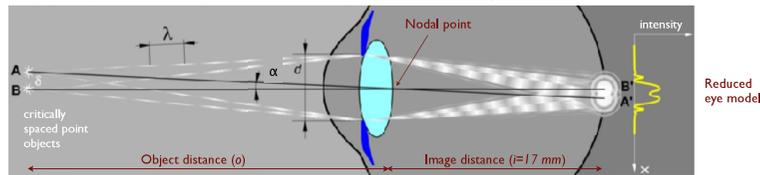
Smallest resolved distance has a limit (Abbe equation):

$$d = \frac{0.61\lambda}{n \sin \alpha}$$

λ = wavelength
 n = refractive index of medium
 α = angle between axis and outermost ray

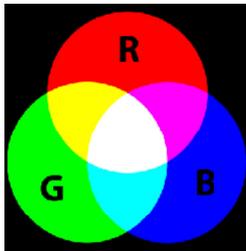


Diffraction limit of the human eye



Limiting visual angle: $\alpha_H = 1.22 \frac{\lambda}{d}$ Smallest angle of view at which two closely spaced objects may be resolved.
 At average wavelength (550 nm) and pupil diameter (4 mm): **0.6'** (angular minutes)

Color coding, color vision



Additive color coding

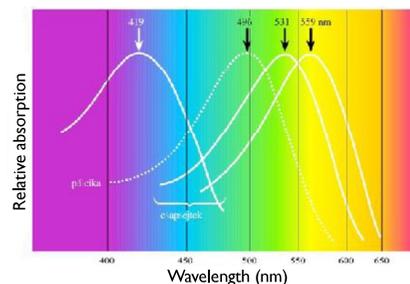
Any color may be generated by mixing three basic colors (R=red, G=green, B=blue) with varying weighing factors.

$$X = rR + gG + bB$$

In the human eye:

- 3 different color-sensitive receptors.
- Each receptor absorbs in different regions of the visible spectrum (R=64%, G=32%, B=2%).

Absorption spectra of the human color-sensitive receptors (cones)



Resolution of the human eye II.

Biological limit: receptor cell density

Object	Image on receptors	Sensed image

- Condition of resolution: at least one inactivated receptor cell falls in between two activated ones. The limiting angle of view under this condition is $(\alpha_b) \approx 0.8'$
- The diffraction and biological limits of the human eye are **comparable!**

Visual Acuity ("visus", vision):

$$visual_acuity = \frac{1'}{\alpha}$$

α = experimental (measured) visual angle

Average visual angle in healthy humans: $1'$ (= 100% vision)

Measurement of visual acuity

