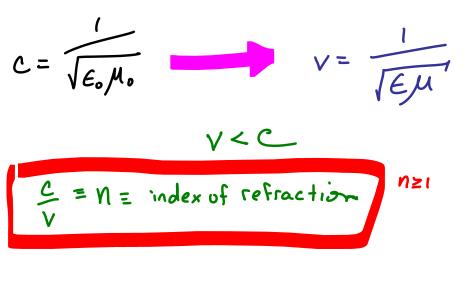
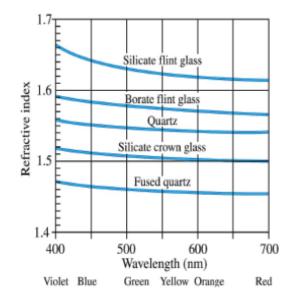
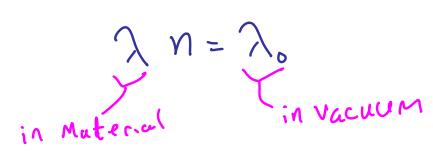
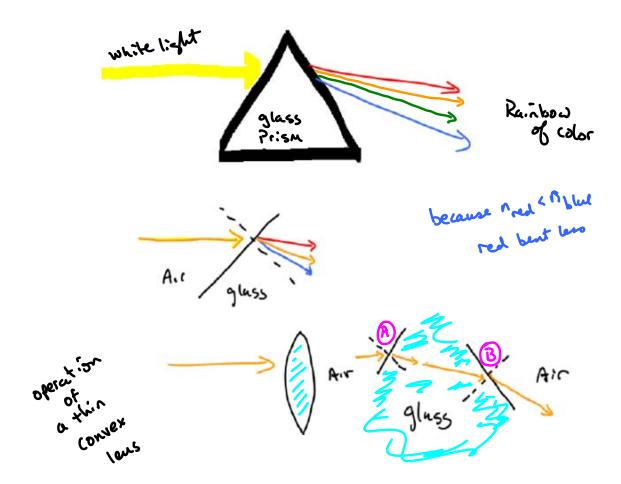
Physics 123 - March 6, 2013 ExAml graded - stay timed regrade requests Solutions posted last problem No publien set due next week (Hey Dude - the Enjorg your I'm saying sintase, pressure is intase, Break

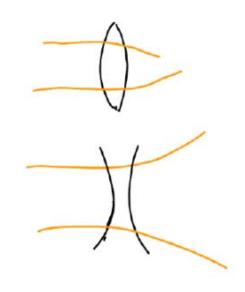






Critical Angle ٩z n'>N^S n, Total internal reflection Oc = critical Angle Θ_{c} n, Sind, = n, Sindz h, Sinde $Sin \theta_c = n_z$ \overline{n}_i





Converging lens

diverging lense

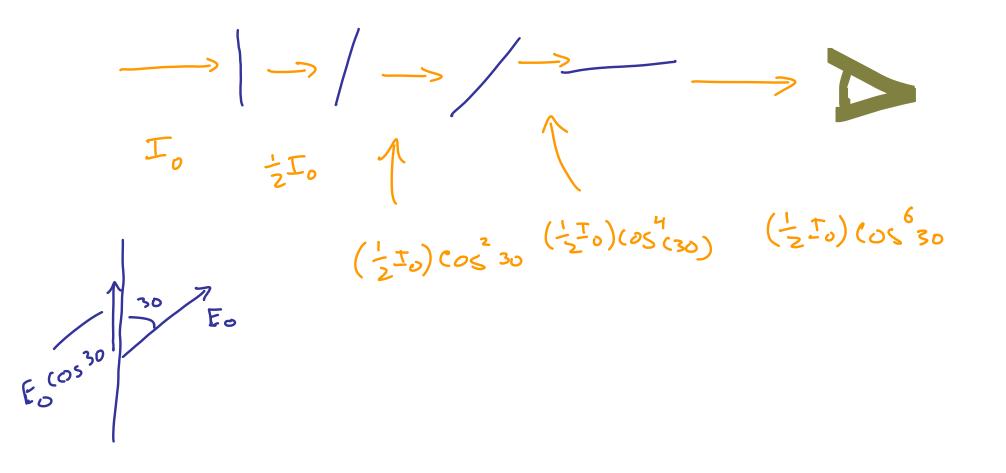
abberation

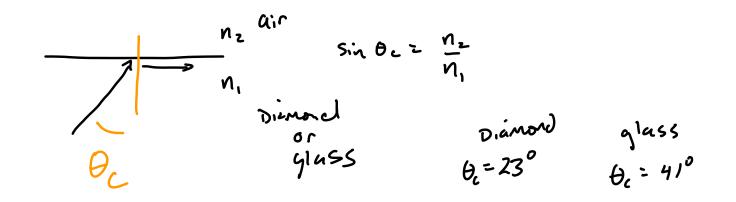
Chrometic dispersion

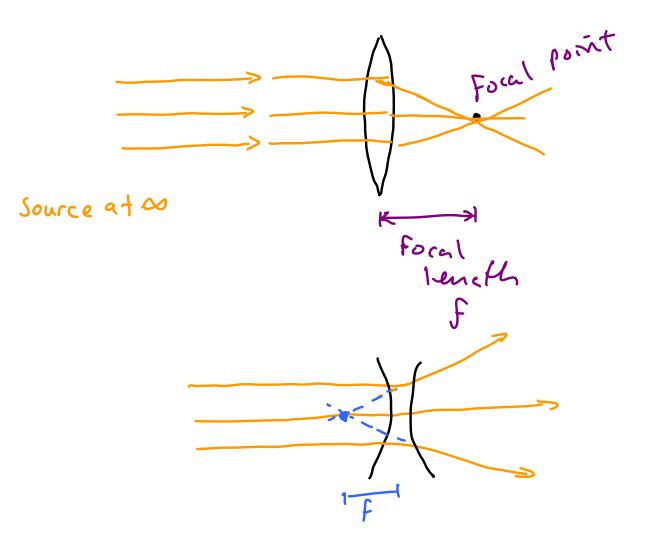
pulse broadening

•

- 1) zero 2) 0.78% 3) 6.3% 4) 21% 5) 42%
- 6) 100 70







Thin lenses and optical instruments

SM, Phy 123, Spring 2013

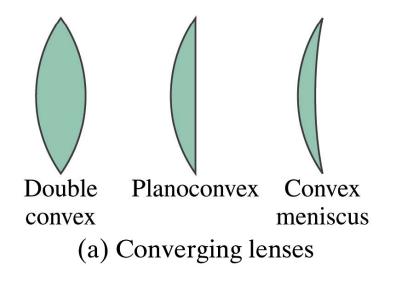
References and photo sources:

D. Giancoli, Physics for Scientists and Engineers, 3rd ed., 2000, Prentice-Hall

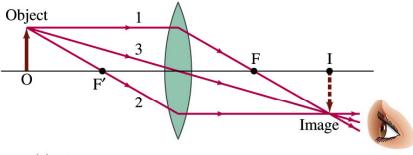
http://cvs.anu.edu.au (D. Denning and M. Kirk)

http://www.ebiomedia.com

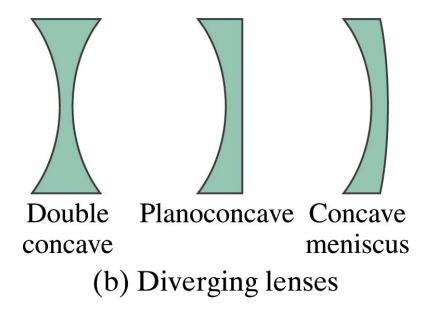
NASA

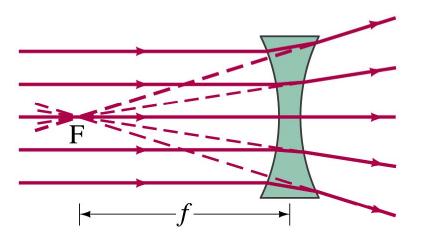


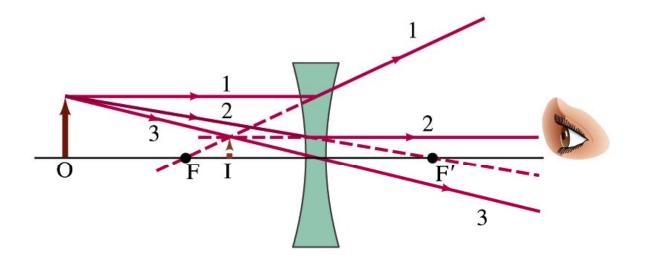




(c) Ray 3 passes straight through the center of the lens (assumed very thin).



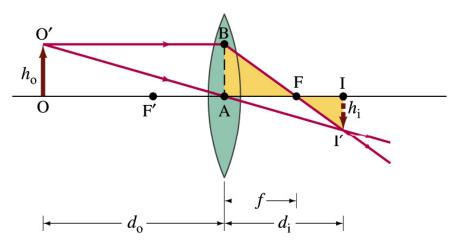




Power of lens measured in diopters

$$P = \frac{1}{f}$$
 where f is focal length in meters

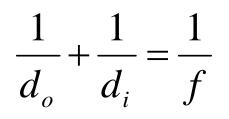
Power is positive for converging lenses and negative for diverging lenses

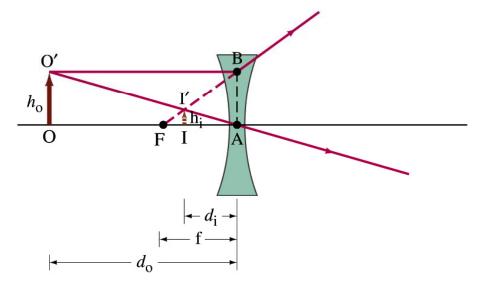


Magnification:

$$m = \frac{h_i}{h_o} = -\frac{d_i}{d_o}$$

Lens equation:





Real image: rays actually pass thru image Virtual image: rays do not actually pass thru image

Sign convention is the tricky part, especially in multiple lens systems

Convention from Giancoli p. 841:

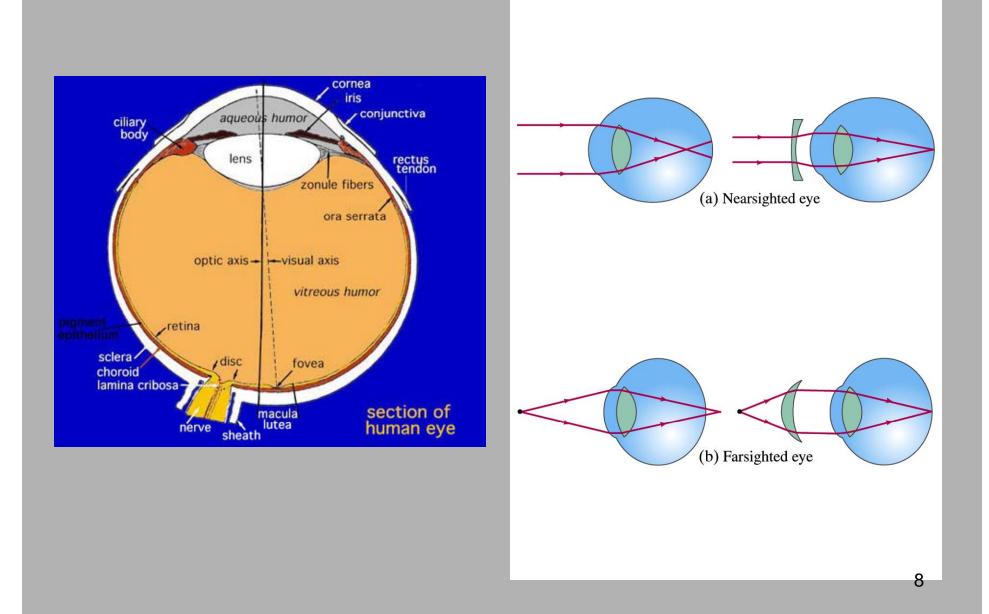
Focal length is + for converging lens and - for diverging lens

Object distance is + if on the side of the lens from which the light is coming (usual, unless in multi-lens system)

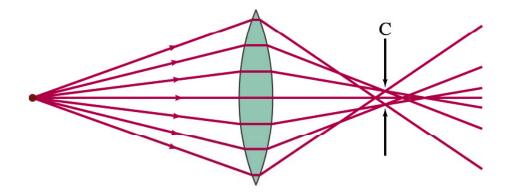
Image distance is + if on the opposite side of the lens from where the light is coming, if on same side, image distance is –

Image distance is + for real images and – for virtual images

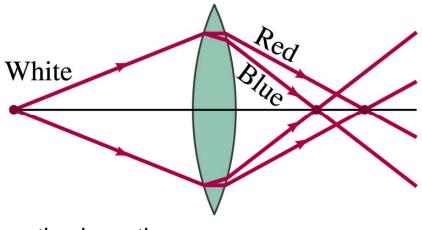
Height of image is + if image is upright and – if image is inverted. Height of object is always taken to be +.



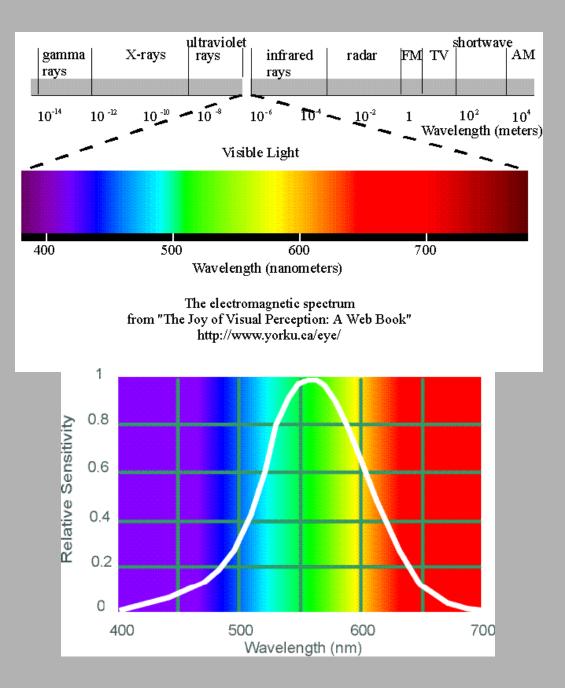
Aberrations

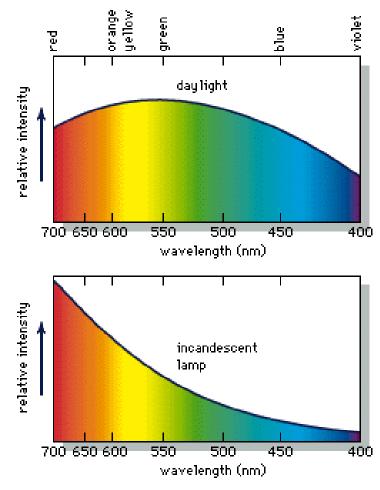


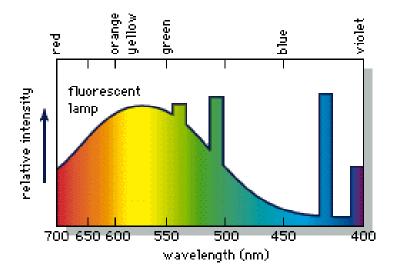
Spherical aberration



Chromatic aberration







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