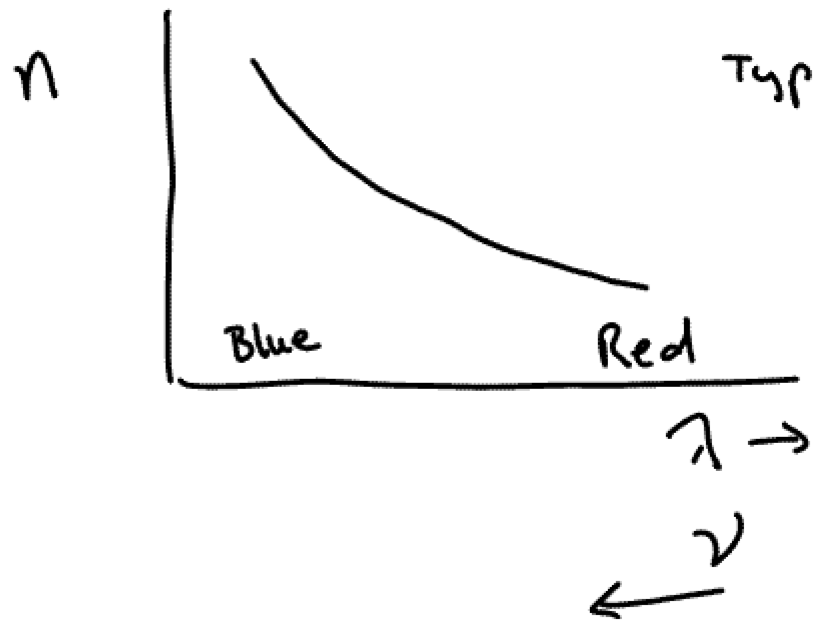
Physics 142 – December 1, 2005

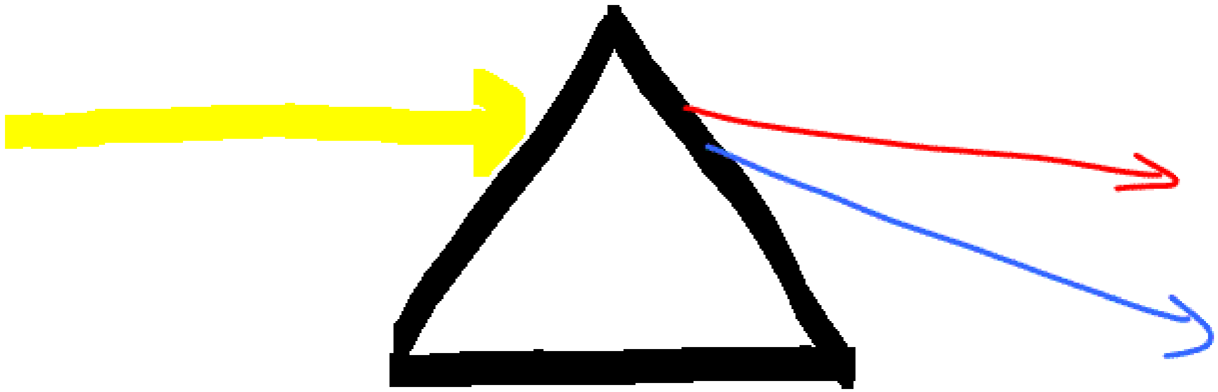
Geometric Optics

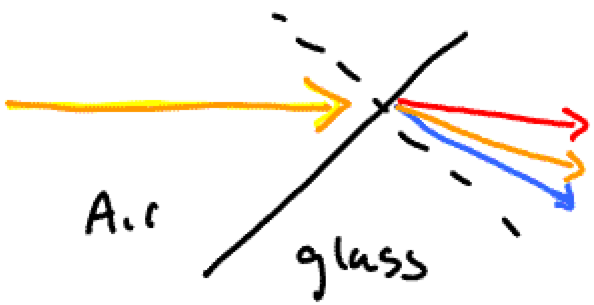
Dispersion

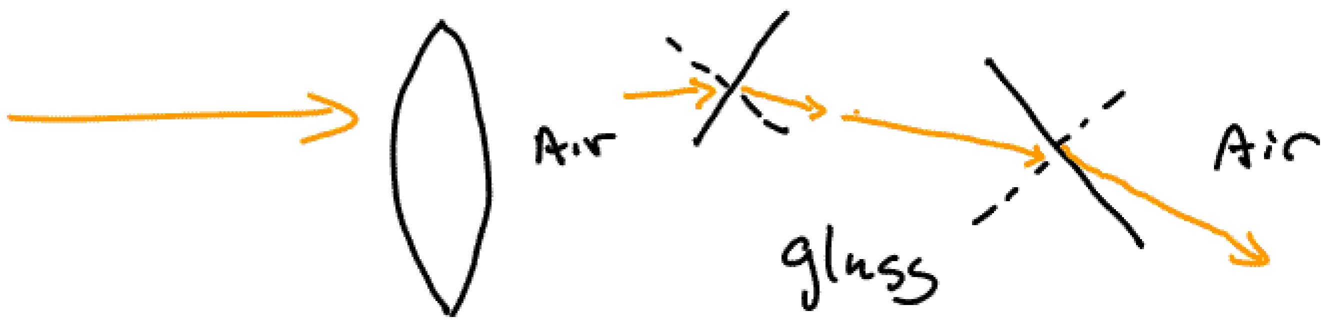
n depends on λ (ν)



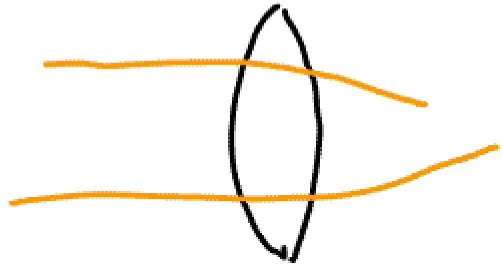
Typically $n(\text{red}) < n(\text{blue})$

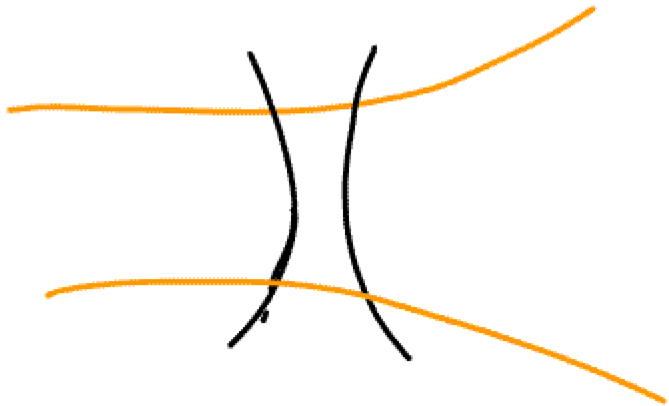



Air
glass


Air
glass
Air

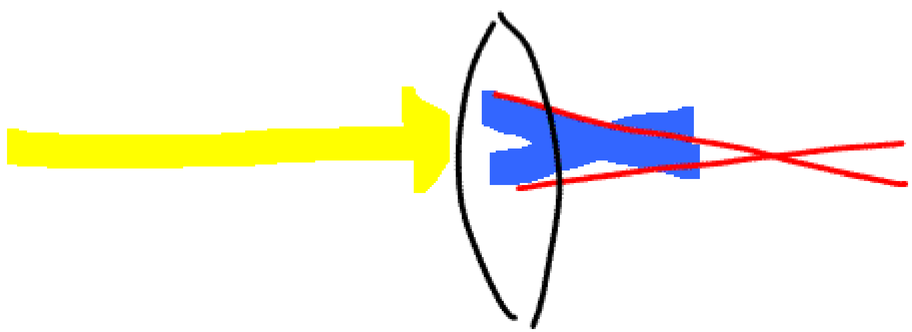
converging lens

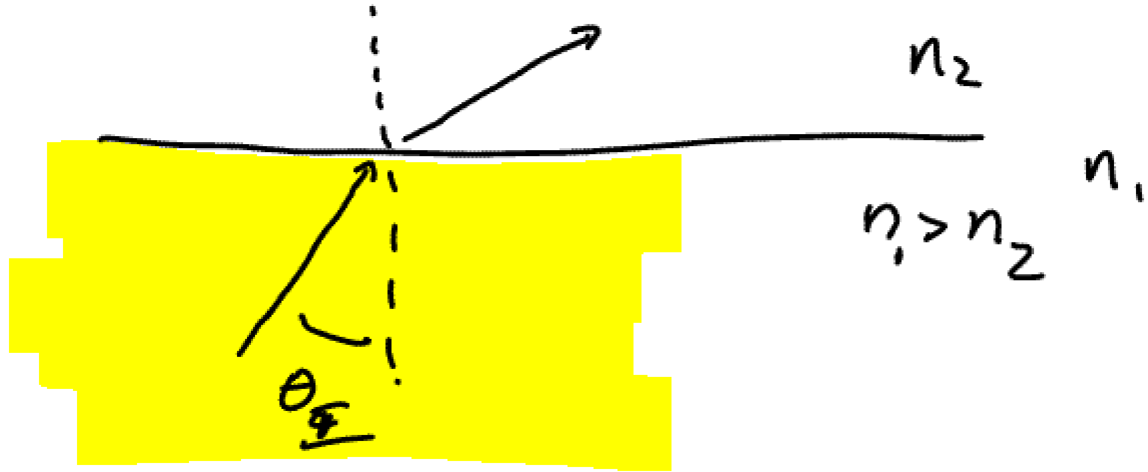




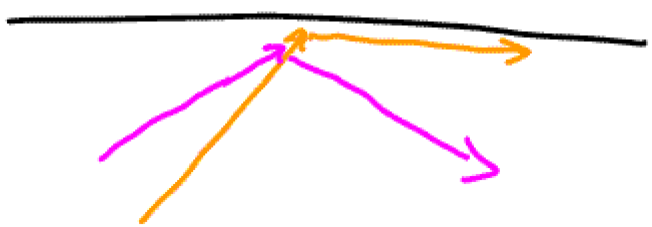
abberation

Chromatic dispersion





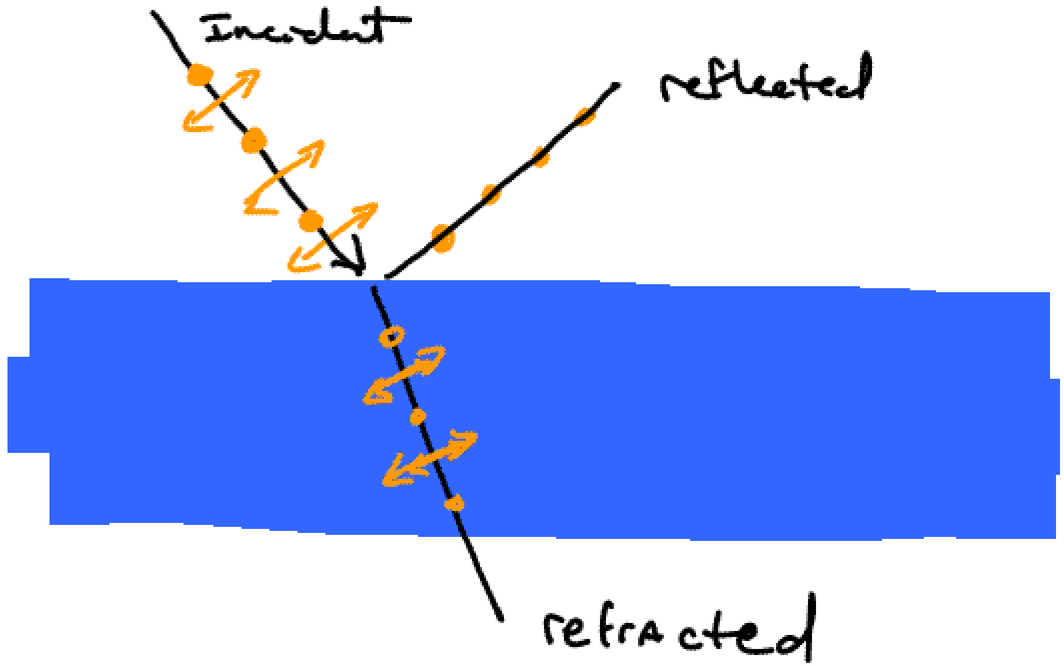
$$n_1 \sin \theta_1 = n_2 \sin \theta_2$$

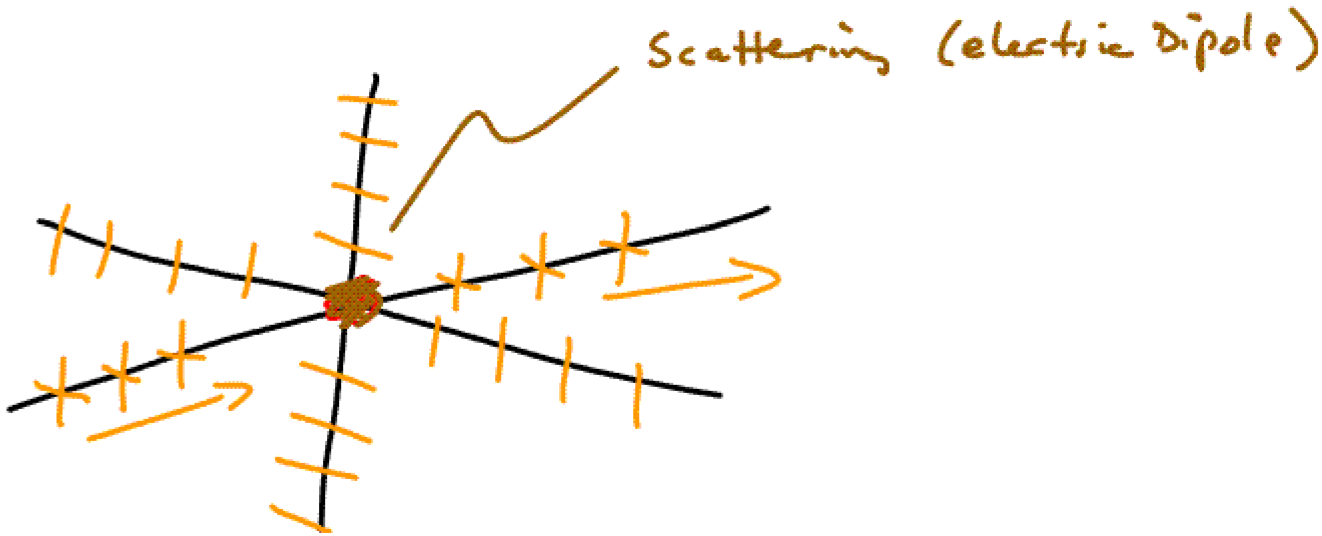


$$n_1 \sin \theta_c = n_2 \sin 90$$

θ_c = critical Angle

If $\theta_I > \theta_c$ Total internal reflection


Incident
reflected
refracted


Scattering (electric Dipole)

Thin lenses and optical instruments

Physics 142

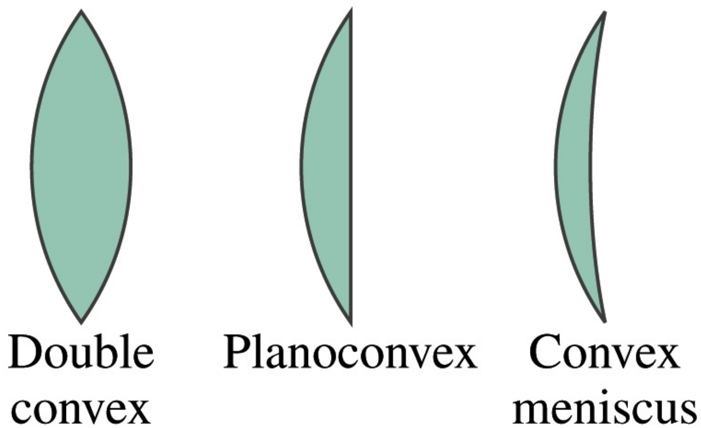
Fall 2005 – S. Manly

References and photo sources:

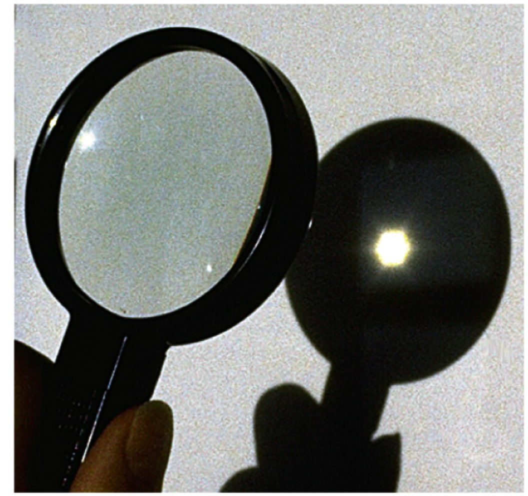
D. Giancoli, Physics for Scientists and Engineers, 3rd ed., 2000, Prentice-Hall

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

http://www.ebiomedia.com

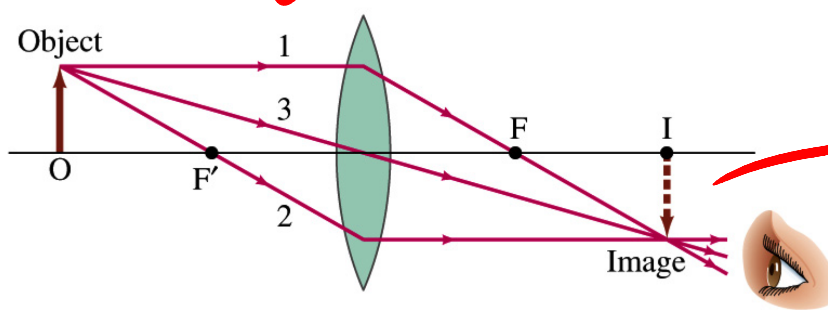


(a) Converging lenses



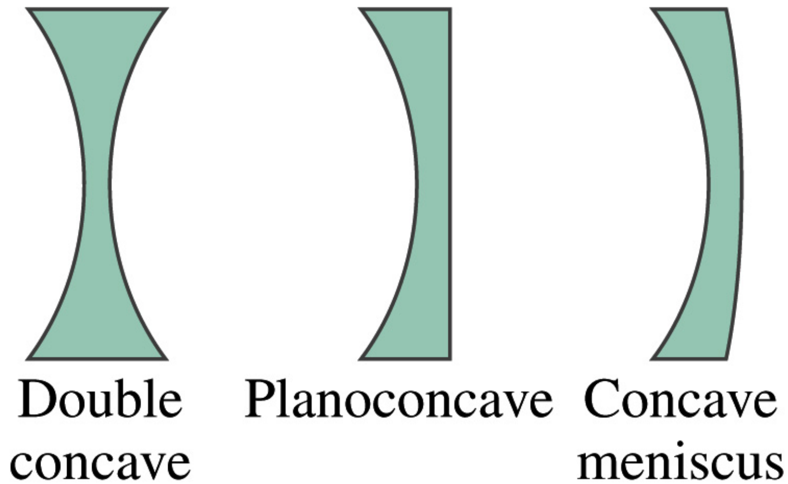
∞

from ∞

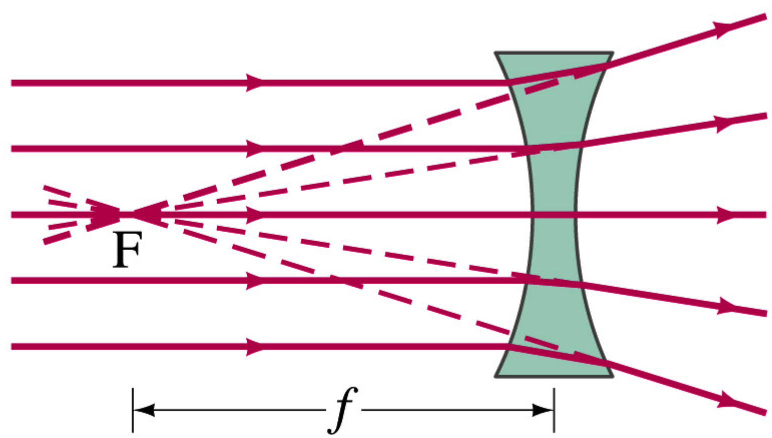


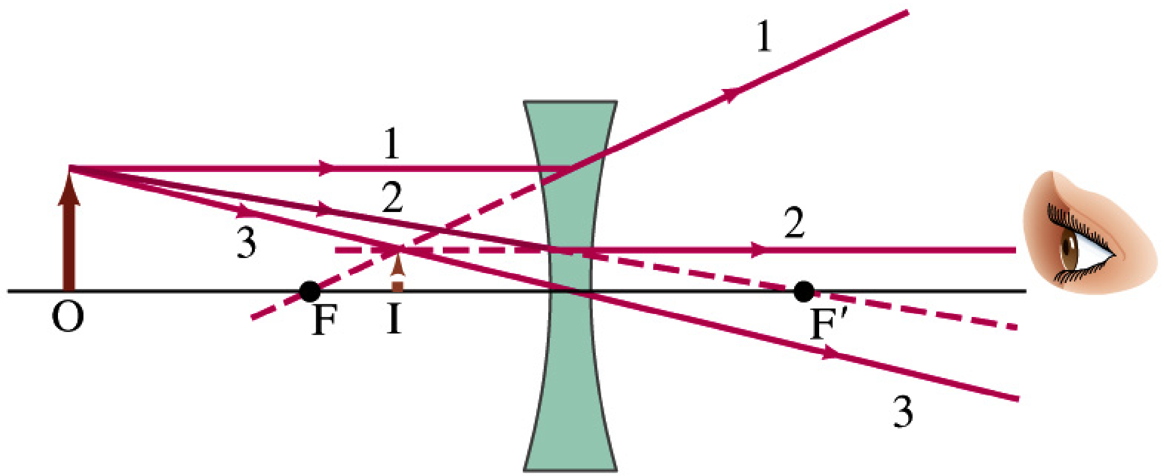
(c) Ray 3 passes straight through the center of the lens (assumed very thin).

inverted image



(b) Diverging lenses



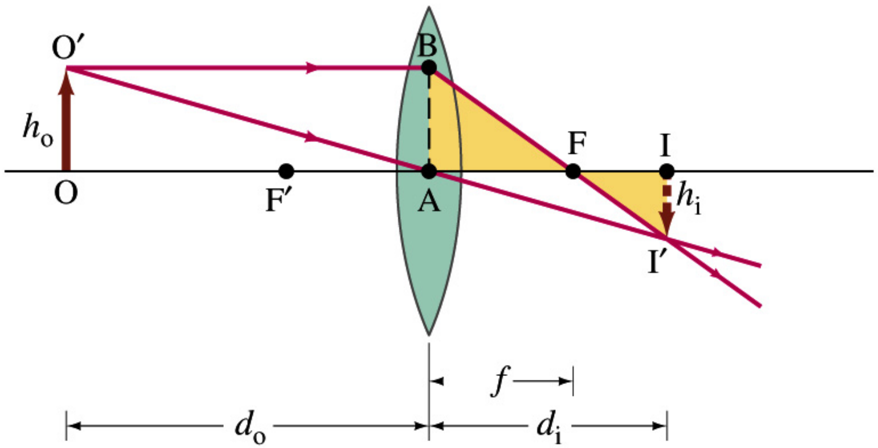

1
1
2
2
3
3
O
F
I
F′

Power of lens measured in diopters

$$P = \frac{1}{f}$$

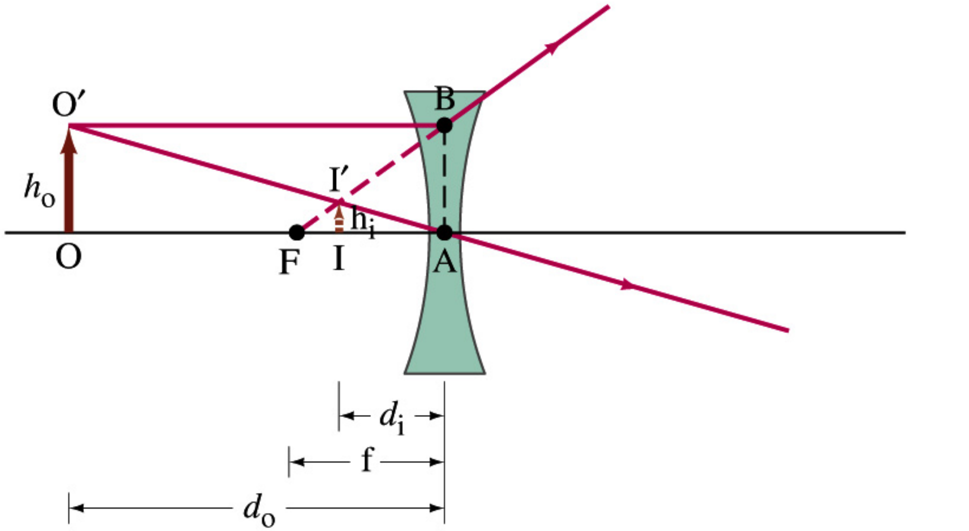
where f is focal length in meters

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:

$$\frac{1}{d_o} + \frac{1}{d_i} = \frac{1}{f}$$

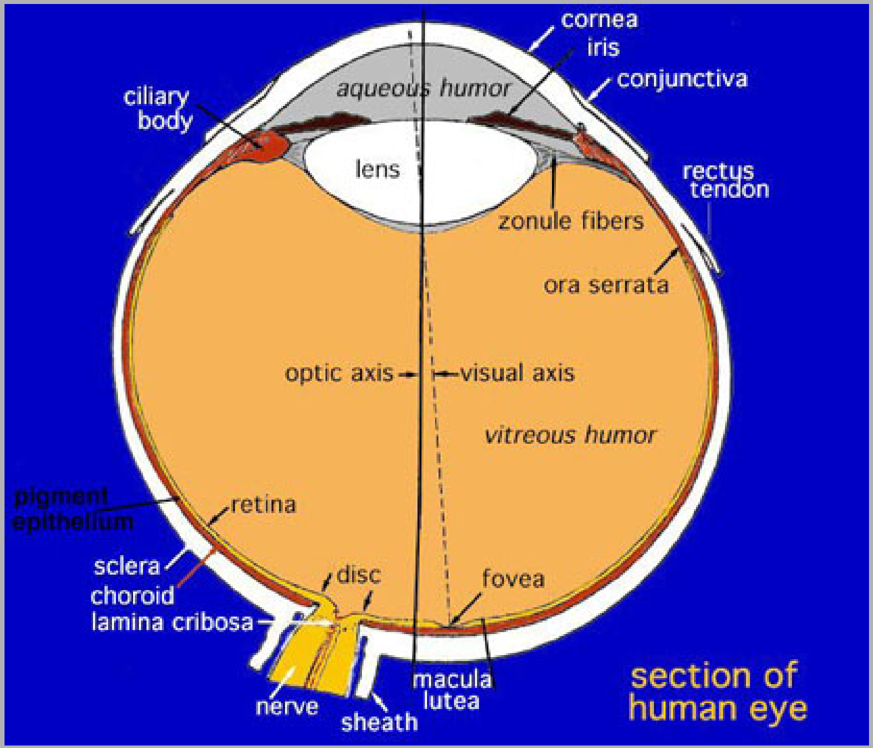
Real image: rays actually pass thru image

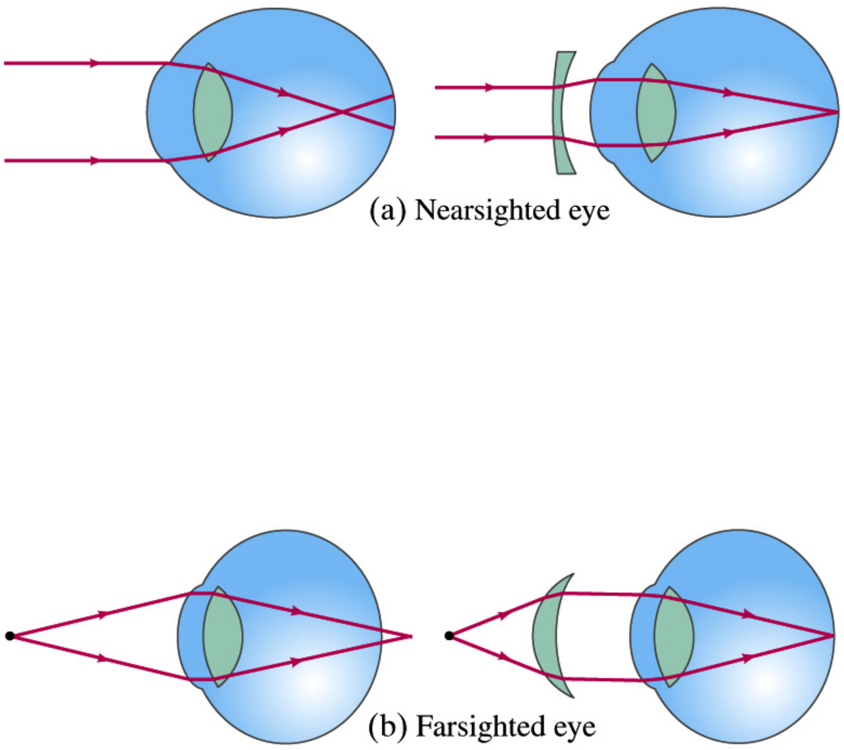
Virtual image: rays do not actually pass thru image

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 +.**

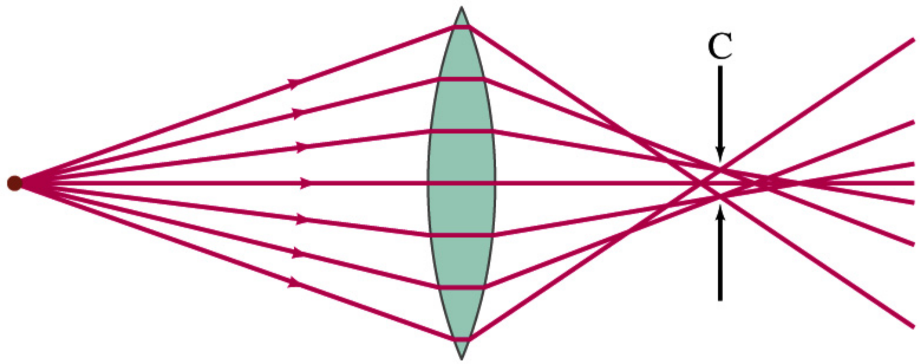




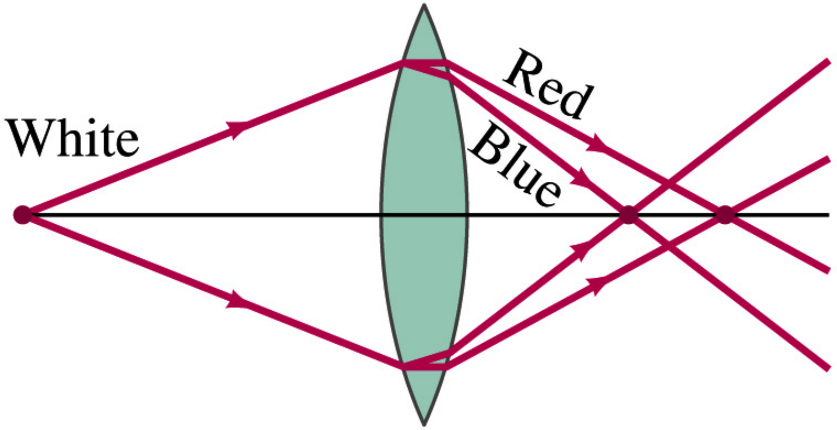
(a) Nearsighted eye

(b) Farsighted eye

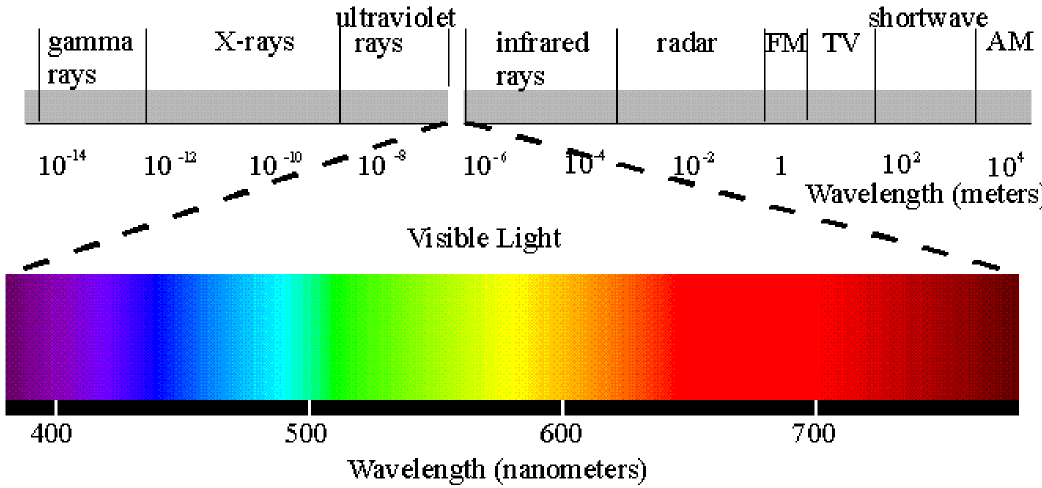
Aberrations



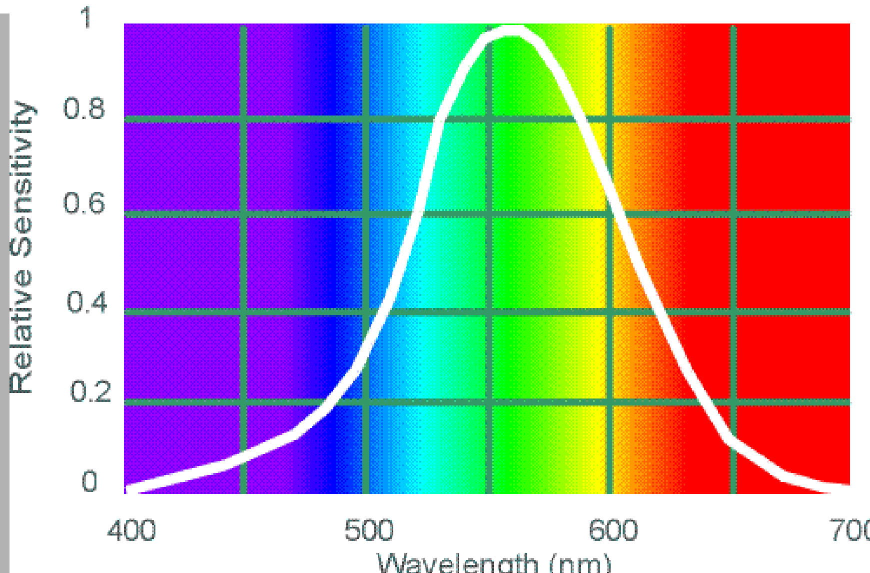
Spherical aberration

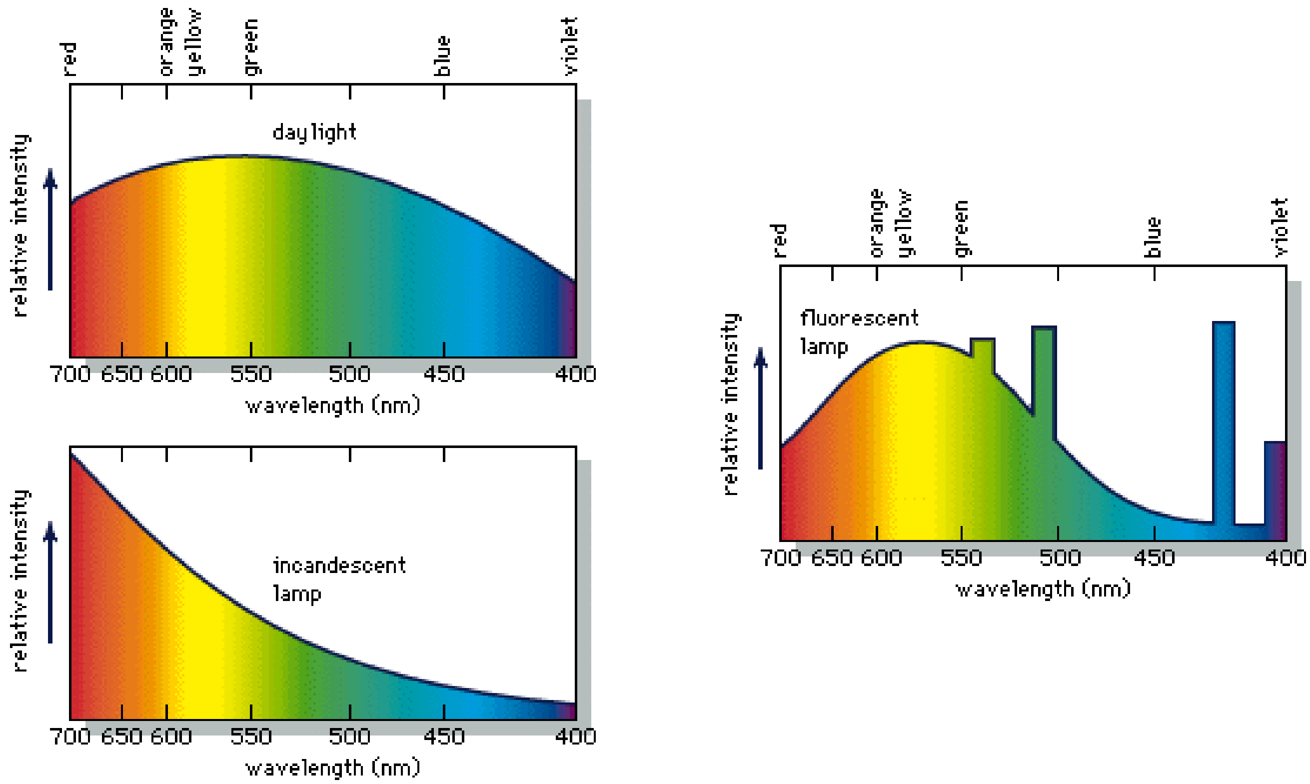


Chromatic aberration

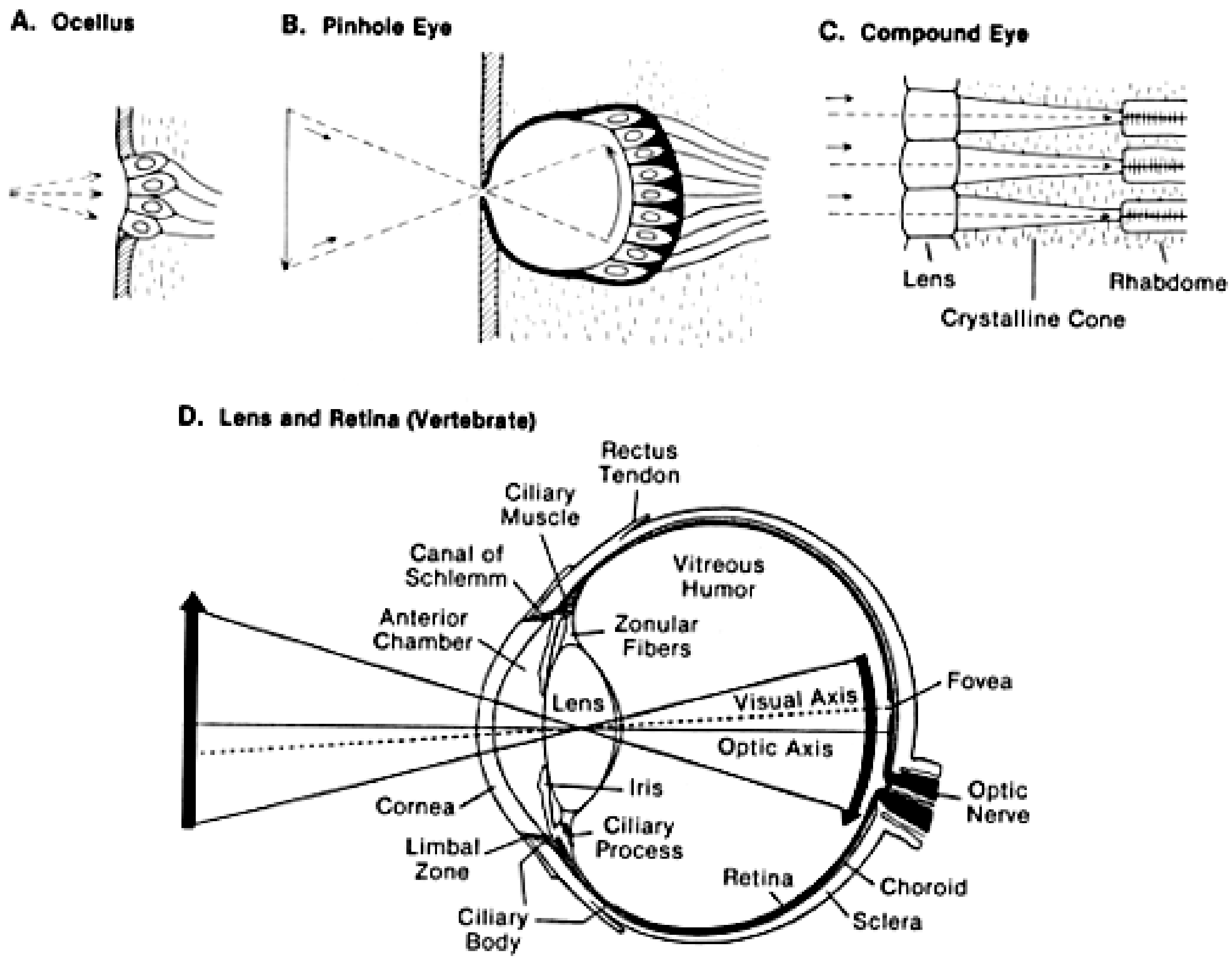


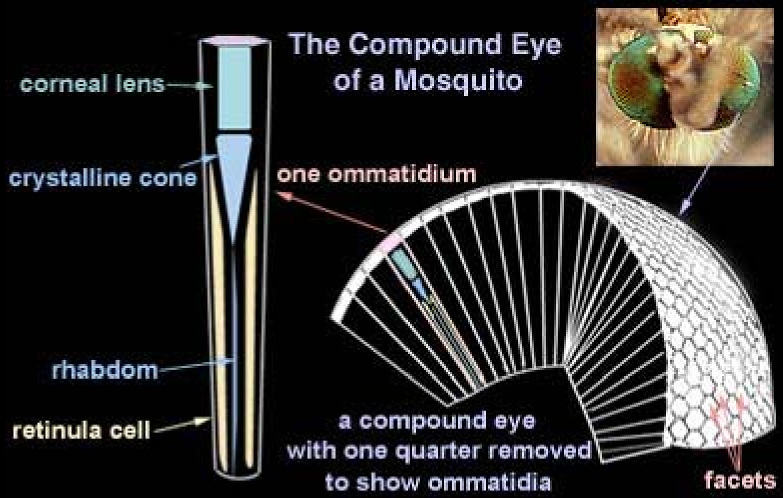
The electromagnetic spectrum
from "The Joy of Visual Perception: A Web Book"
http://www.yorku.ca/eye/

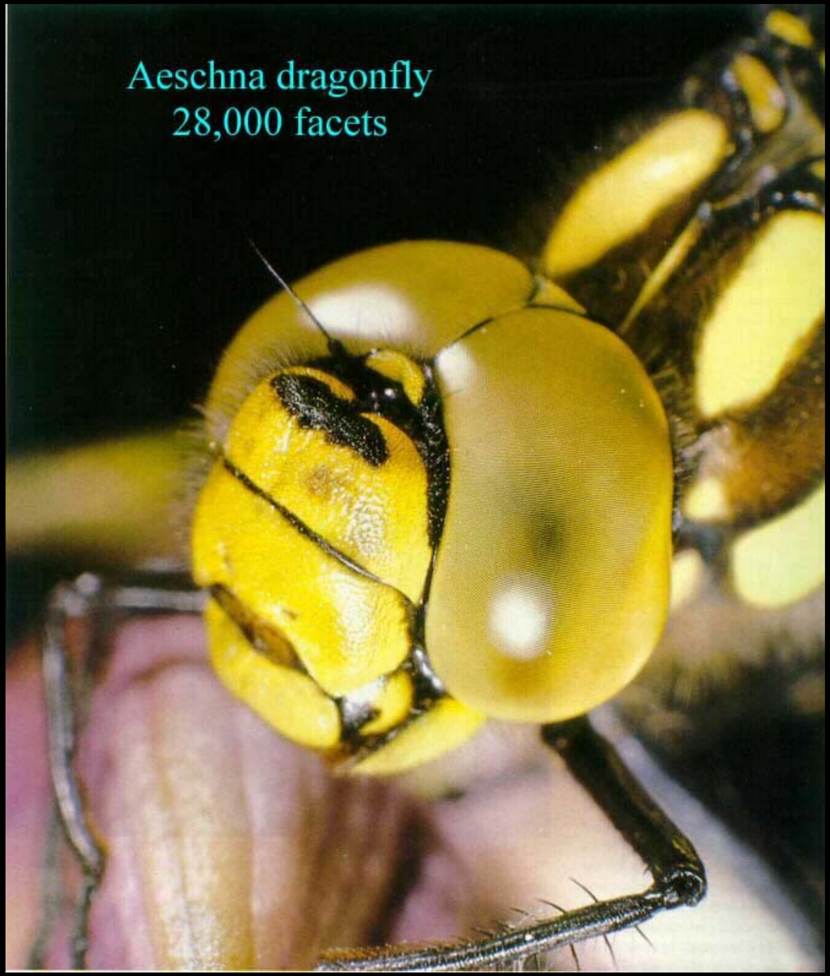



red
orange
yellow
green
blue
violet
day light
relative intensity
700 650 600 550 500 450 400
wavelength (nm)
incandescent
lamp
relative intensity
700 650 600 550 500 450 400
wavelength (nm)
red
orange
yellow
green
blue
violet
fluorescent
lamp
relative intensity
700 650 600 550 500 450 400
wavelength (nm)

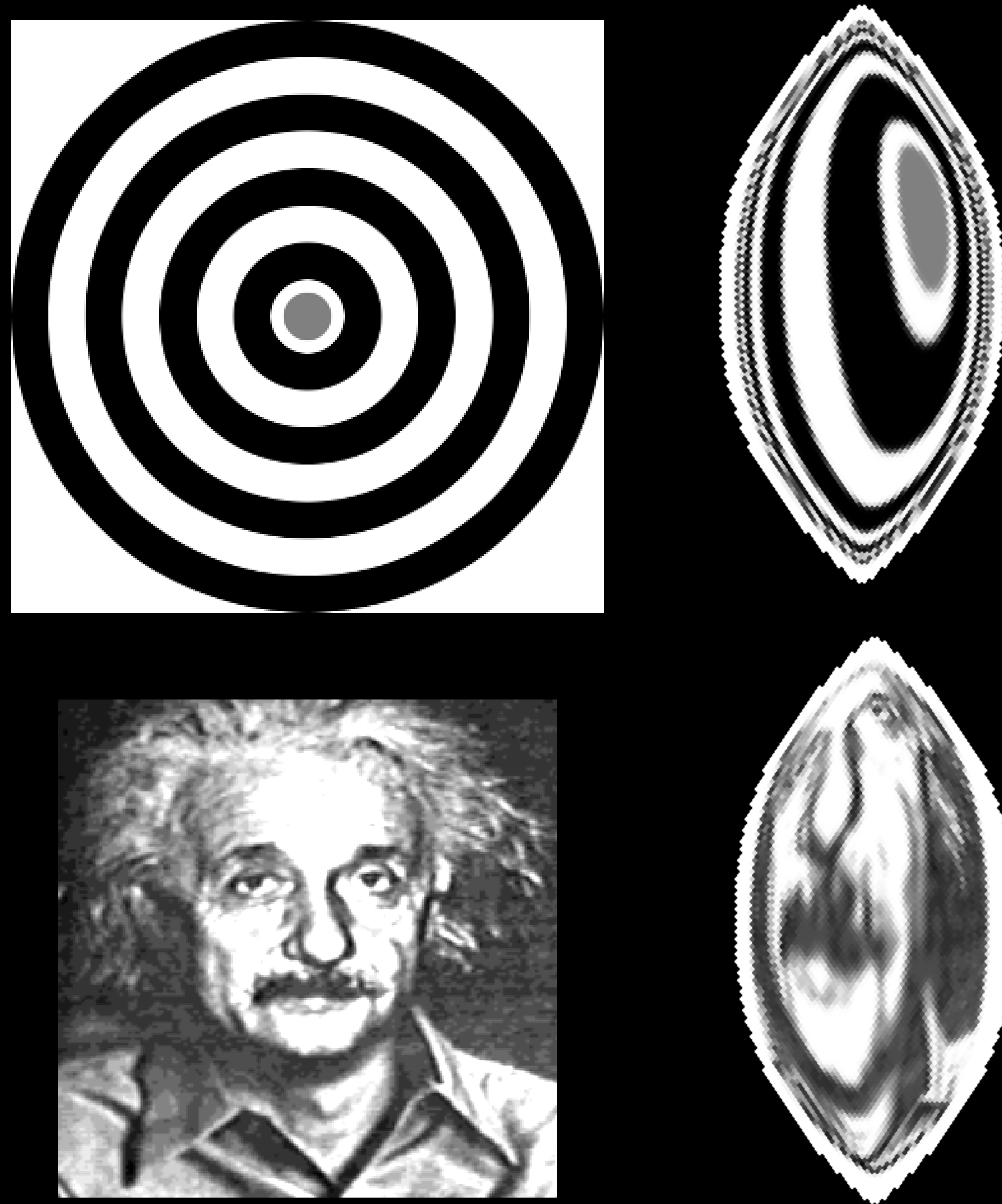
Types of eyes in the animal kingdom




The Compound Eye
of a Mosquito
corneal lens
crystalline cone
one ommatidium
rhabdom
retinula cell
a compound eye
with one quarter removed
to show ommatidia
facets


Aeschna dragonfly
28,000 facets

A bee’s eye view



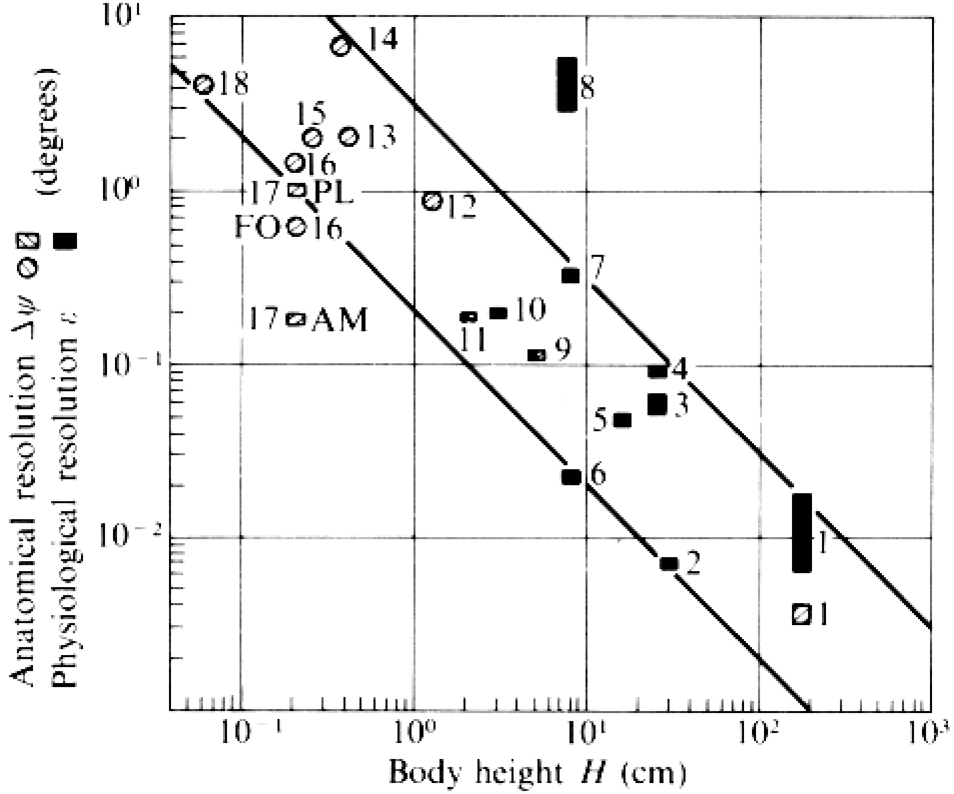
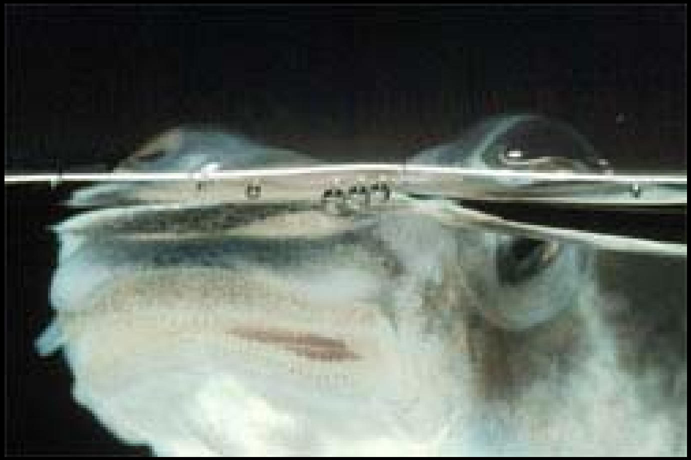
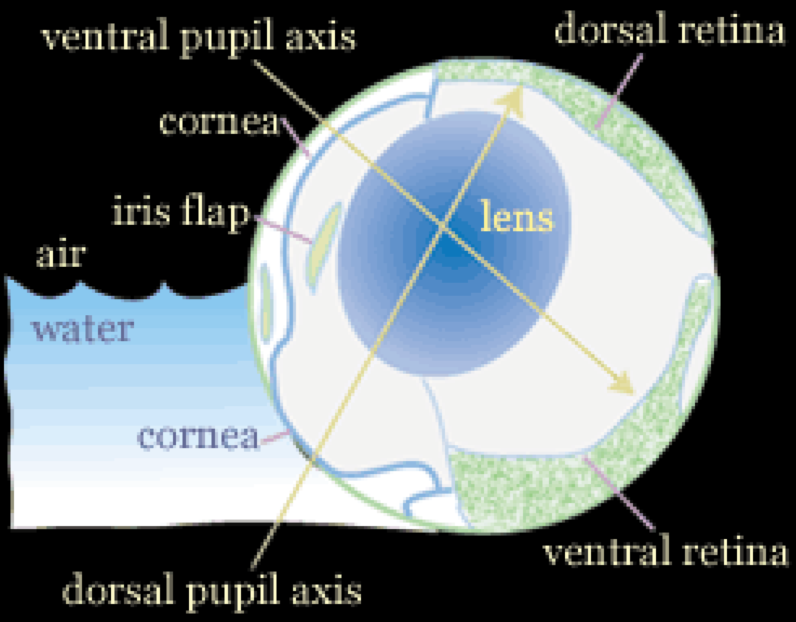


Fig. 2.9. Resolution of the eyes of various animals measured physiologically and deduced from anatomical criteria compared to body height: (1) man; (2) peregrine falcon; (3) hen; (4) cat; (5) pigeon; (6) chaffinch; (7) rat; (8) bat (*Myotis*); (9) frog; (10) lizard; (11) minnow; (12) dragonfly (*Aeschna*); (13) bee (Apis); (14) *Chlorophanus*; (15) housefly (*Musca*); (16) hover fly (*Syrrita*), frontal region FO; (17) jumping spider (*Methaphidippus*), anteromedian eye AM, postero-lateral eye PL; (18) fruit fly, *Drosophila*. (From Kirschfeld 1976.)

Anableps - minnow

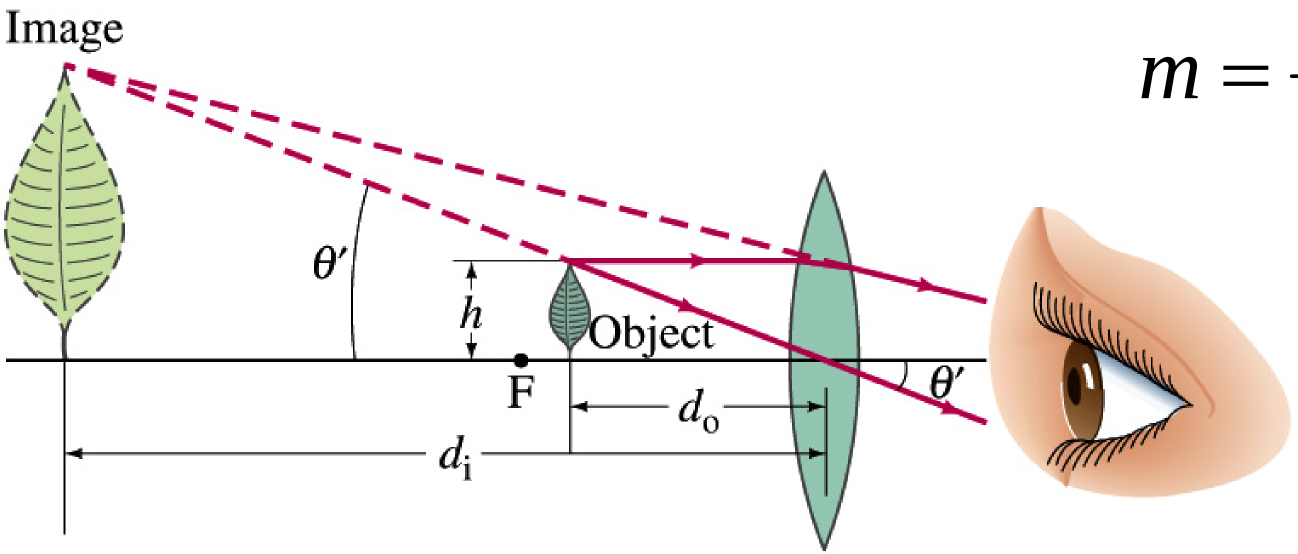


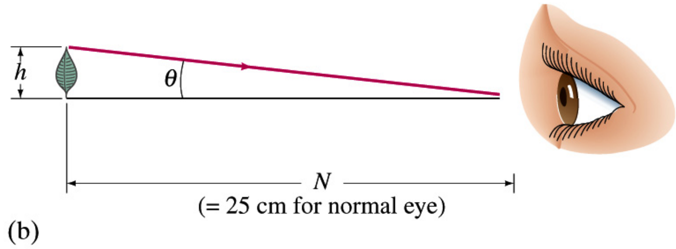


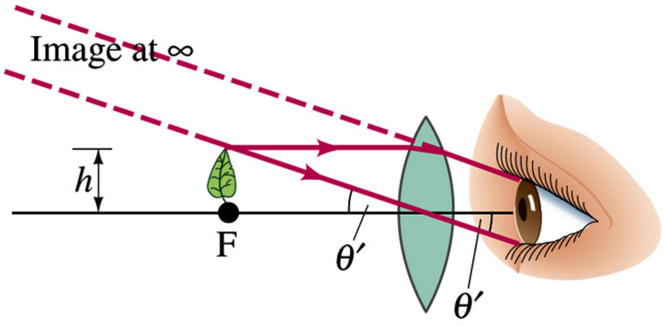
Magnifying glass

Virtual

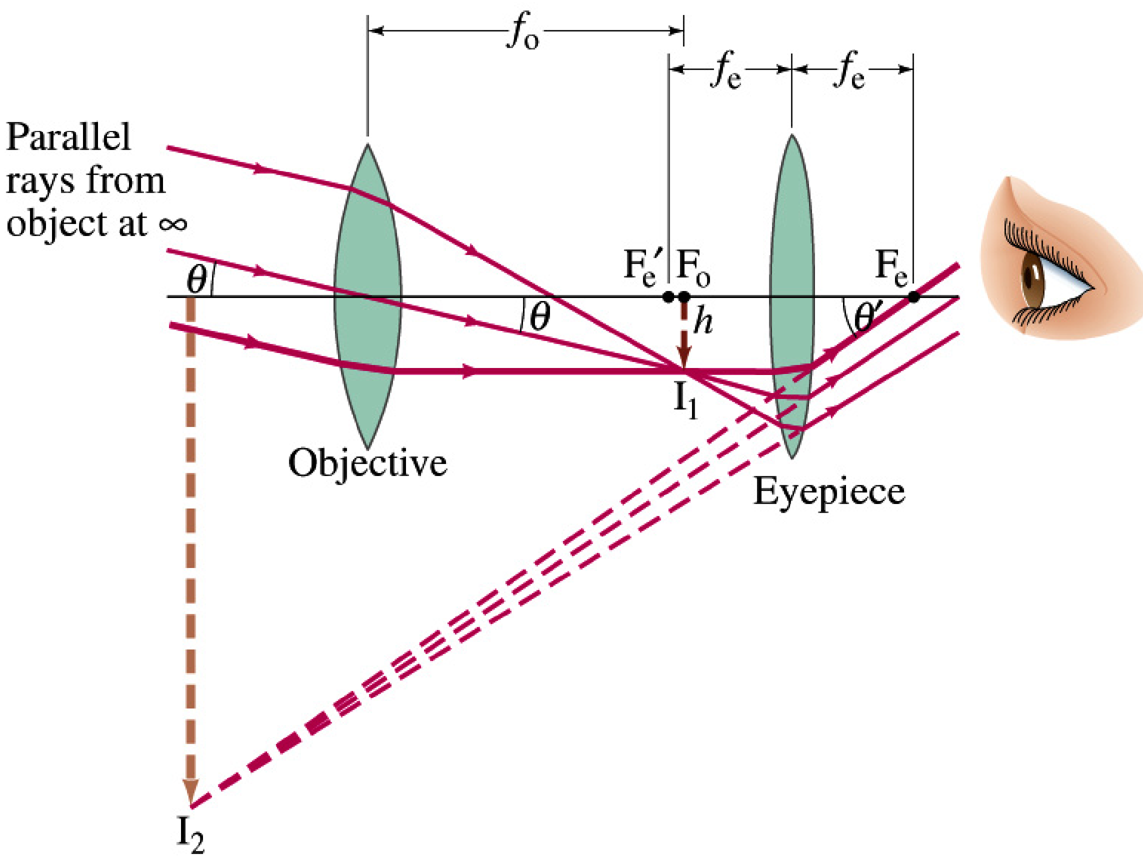
$$m = \frac{\theta'}{\theta} = \frac{N}{f}$$





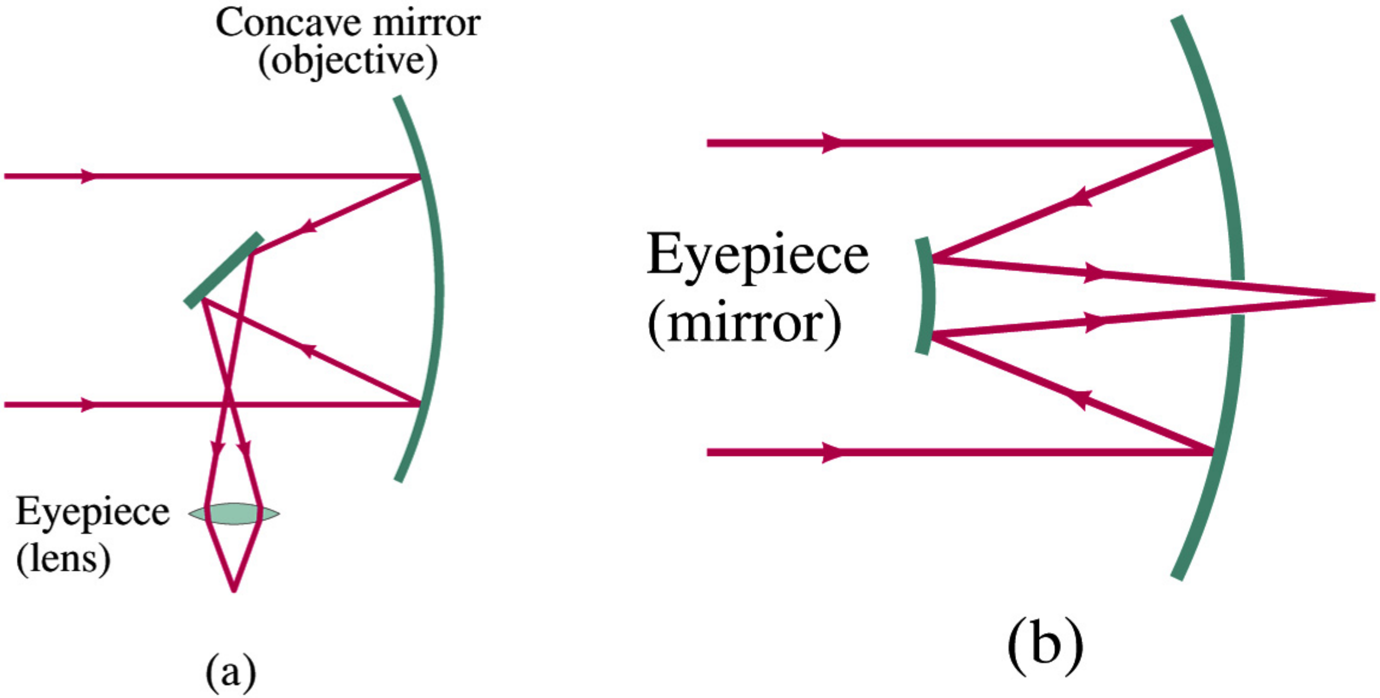


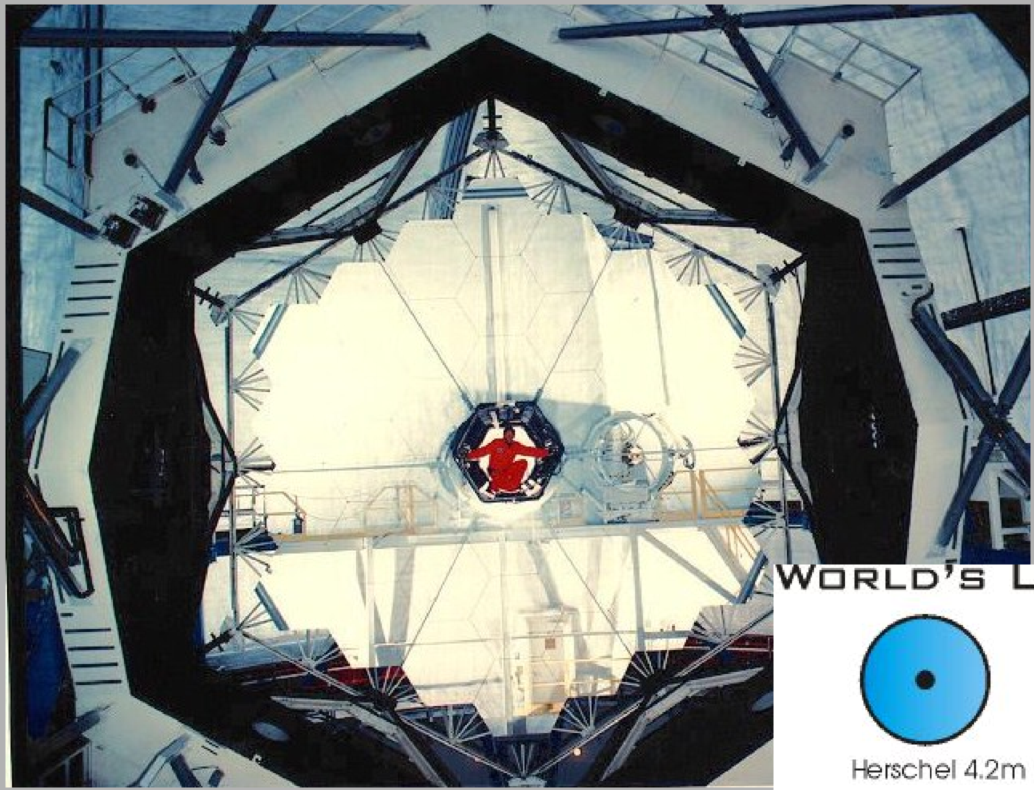
Refracting telescope

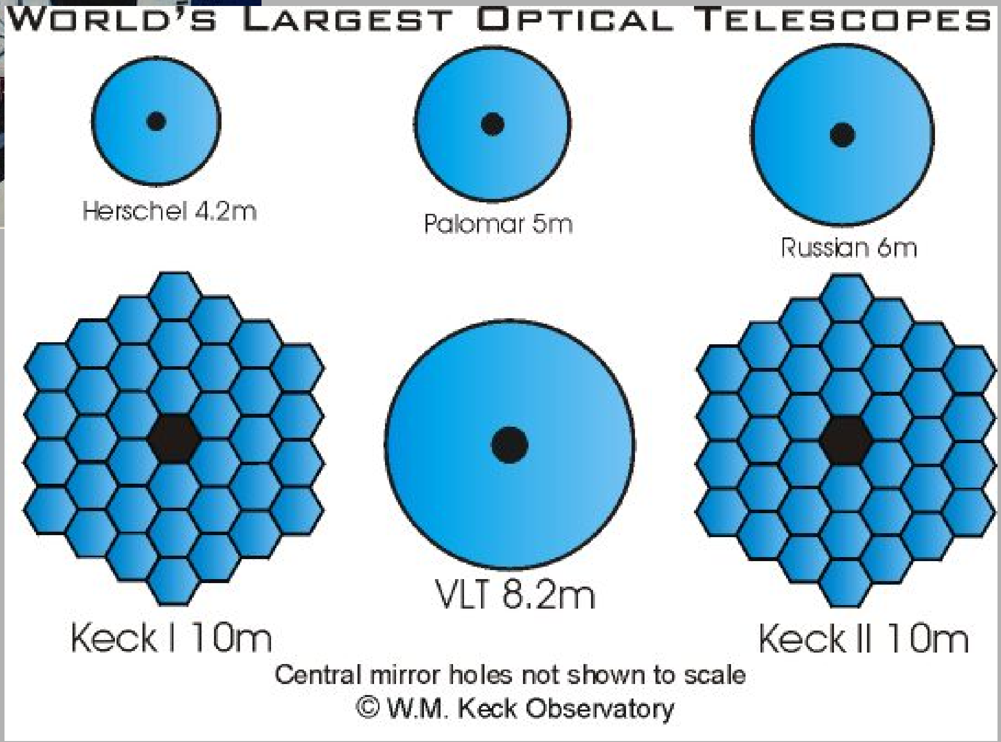


40 inch refractor – Yerkes Observatory

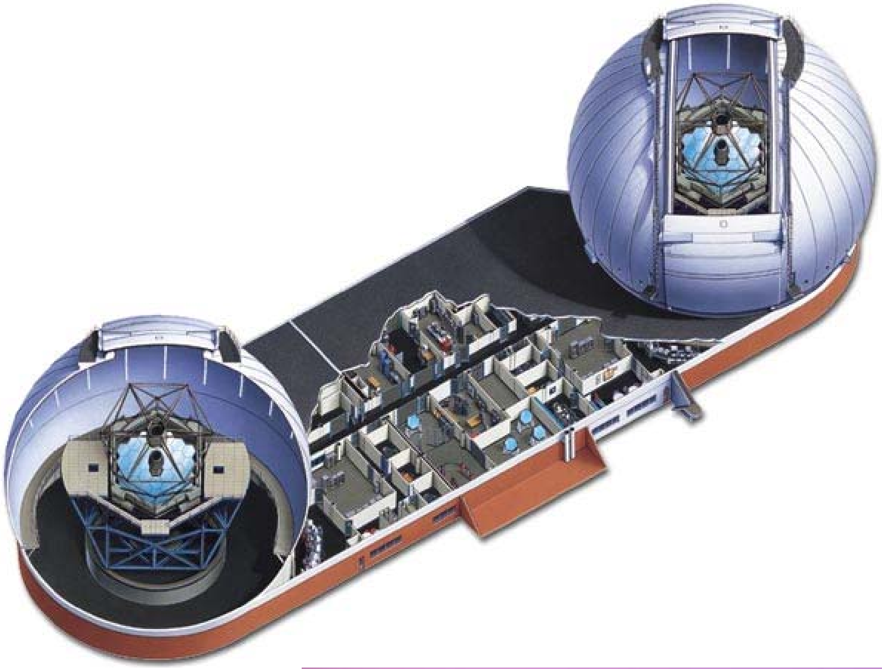
Reflecting telescope





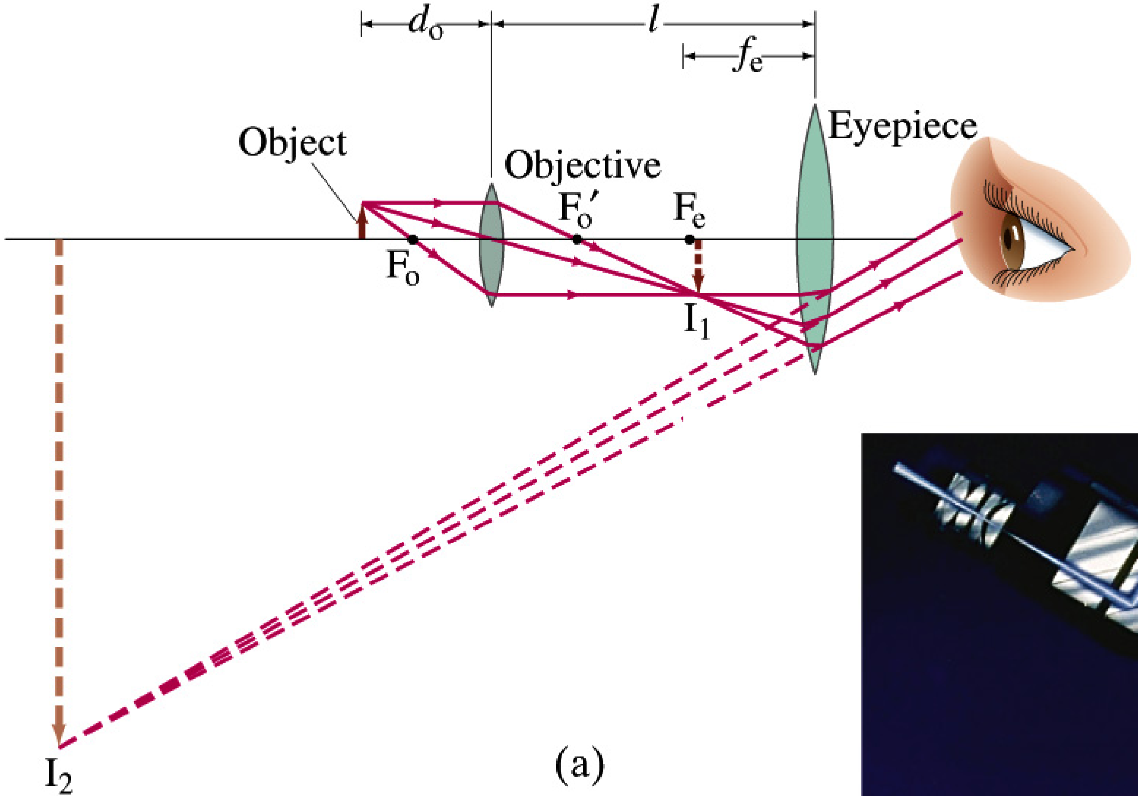


WORLD'S LARGEST OPTICAL TELESCOPES
Herschel 4.2m
Palomar 5m
Russian 6m
Keck I 10m
VLT 8.2m
Keck II 10m
Central mirror holes not shown to scale
© W.M. Keck Observatory



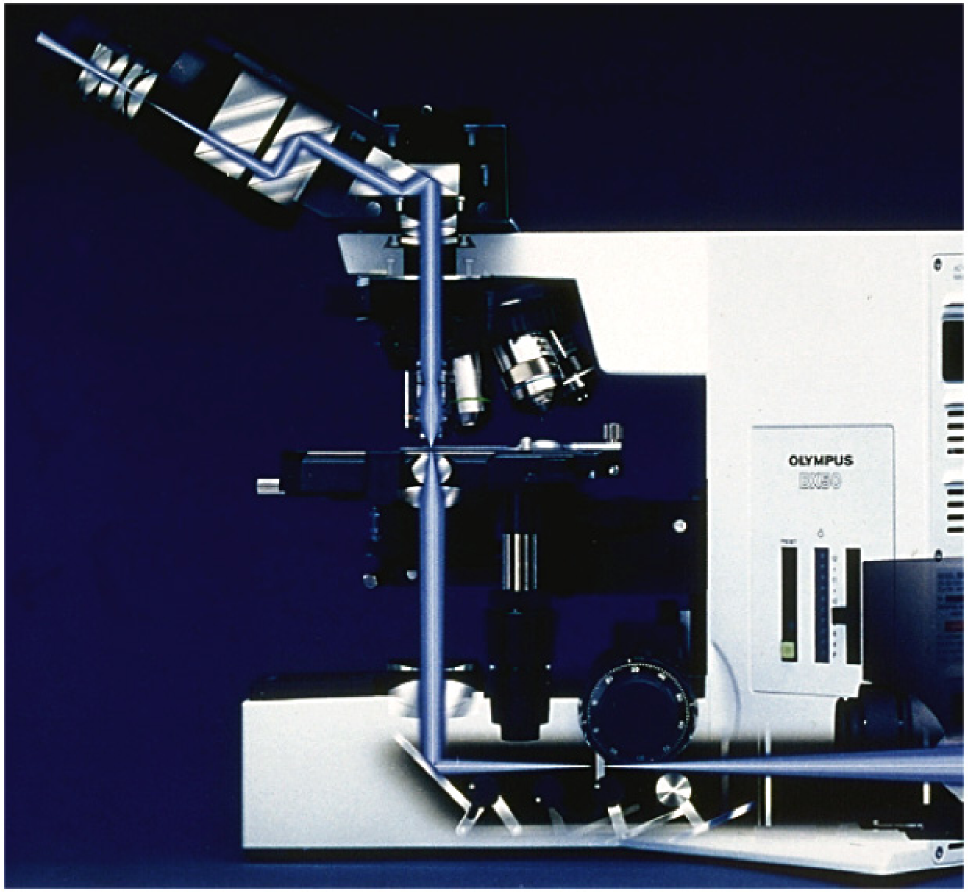
Keck Observatory


Hubble Space Telescope



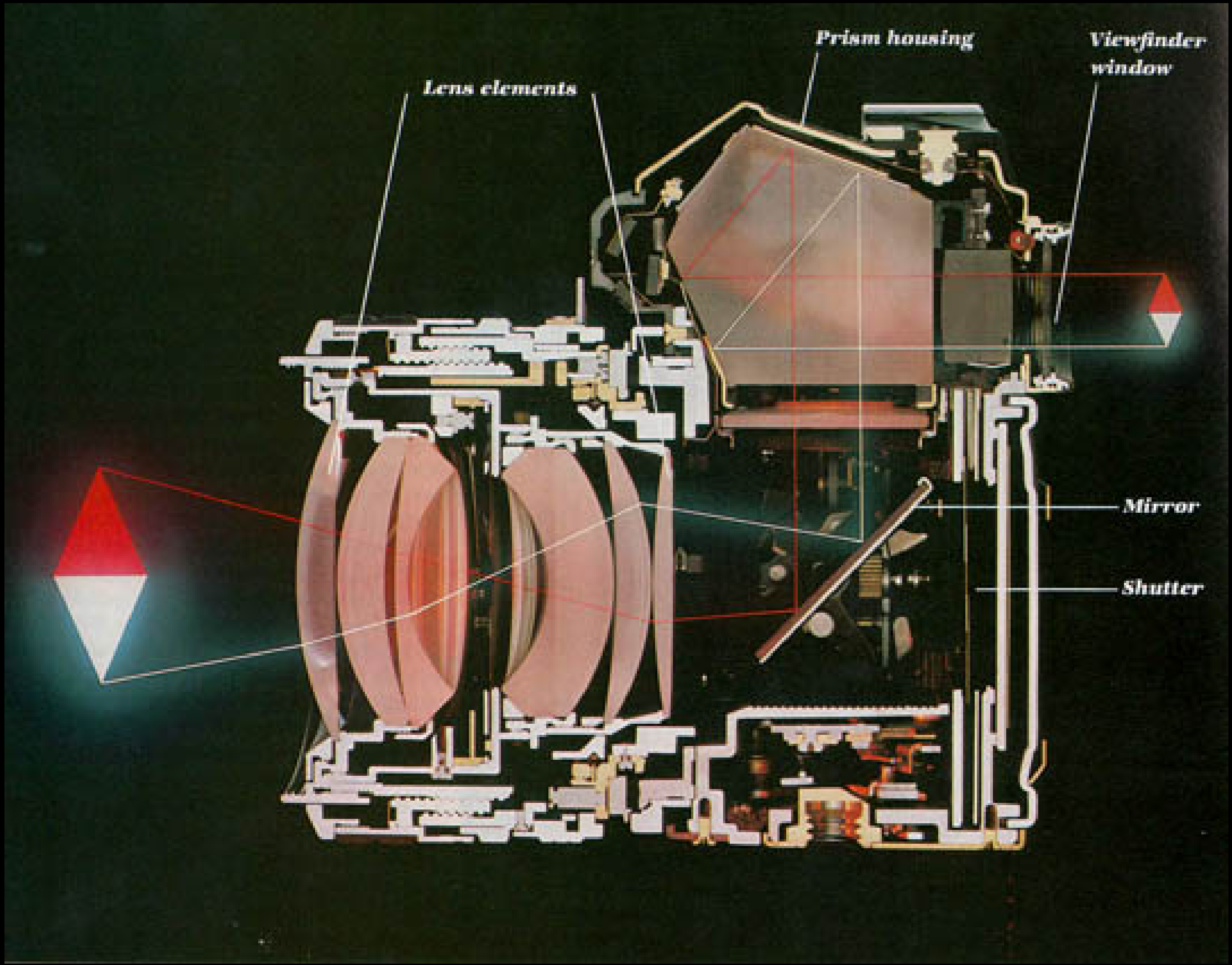
(a)

Compound microscope



(b)

Camera



Prism housing
Viewfinder window
Lens elements
Mirror
Shutter

Light vs. depth of field

Shutter speed

f-stop=f/D, each f-stop=factor of 2 in light intensity

Faster the object or darker the day, need slower speed and/or larger D

Larger D means narrower depth of field