

# **Optics Rules of Thumb**

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# What is a rule of thumb?

- A simple rule that guides your work
- A simple calculation that provides you immediate solution and answer!
  - make first order approximations, e.g.  $\sin(A)=\tan(A)=A$
- A number that helps you make design decision
  - Order of magnitude of some optical and mechanical properties
  - Manufacturing capability

# Photonics Rules of Thumb



- For quick and easy reference, this is a handy compilation of proven photonics calculations that cover the full range of photonics, from optics to lasers and detectors. These simple-to-implement calculations and rules let you keep your composure and provide immediate solutions and answers. This is a succinct, handy, and unique reference for anyone working in the optical sciences. Many of these rules have been used in the industry for years, but this is the first time they have been systematically collected. While providing a light-hearted guide to the lost art of estimation, it also shows how you can quickly predict the impact of changes. You'll develop a sense of what will work and what won't, and be able to explain why.

# How to use a rule of thumb?

**Memorize it!**

**Know the limit of application!**

# Contents

- General rules of thumb
- Rules of thumb mentioned in previous talks
- Rules of thumbs I often used

# General rules

- Murphy's law:  
If anything can go wrong, it will!

Don't take chances!

- Have a backup plan!
- Think twice before touching anything that has been aligned
- Dirty optics should be cleaned only after great deliberation and with great caution

# Figure of Merits

Domain	Geometric limit	Near Diffraction Limited
Criteria in WFE	$>1\lambda$	$\sim\lambda/4$
Figure of Merit	RMS spot size	RMS WFE

Strehl ratio:

When  $W_{rms}=0.07$ ,  $SR=0.8$

$$SR \approx 1 - (2\pi W_{rms})^2$$

Diffraction spot diameter:

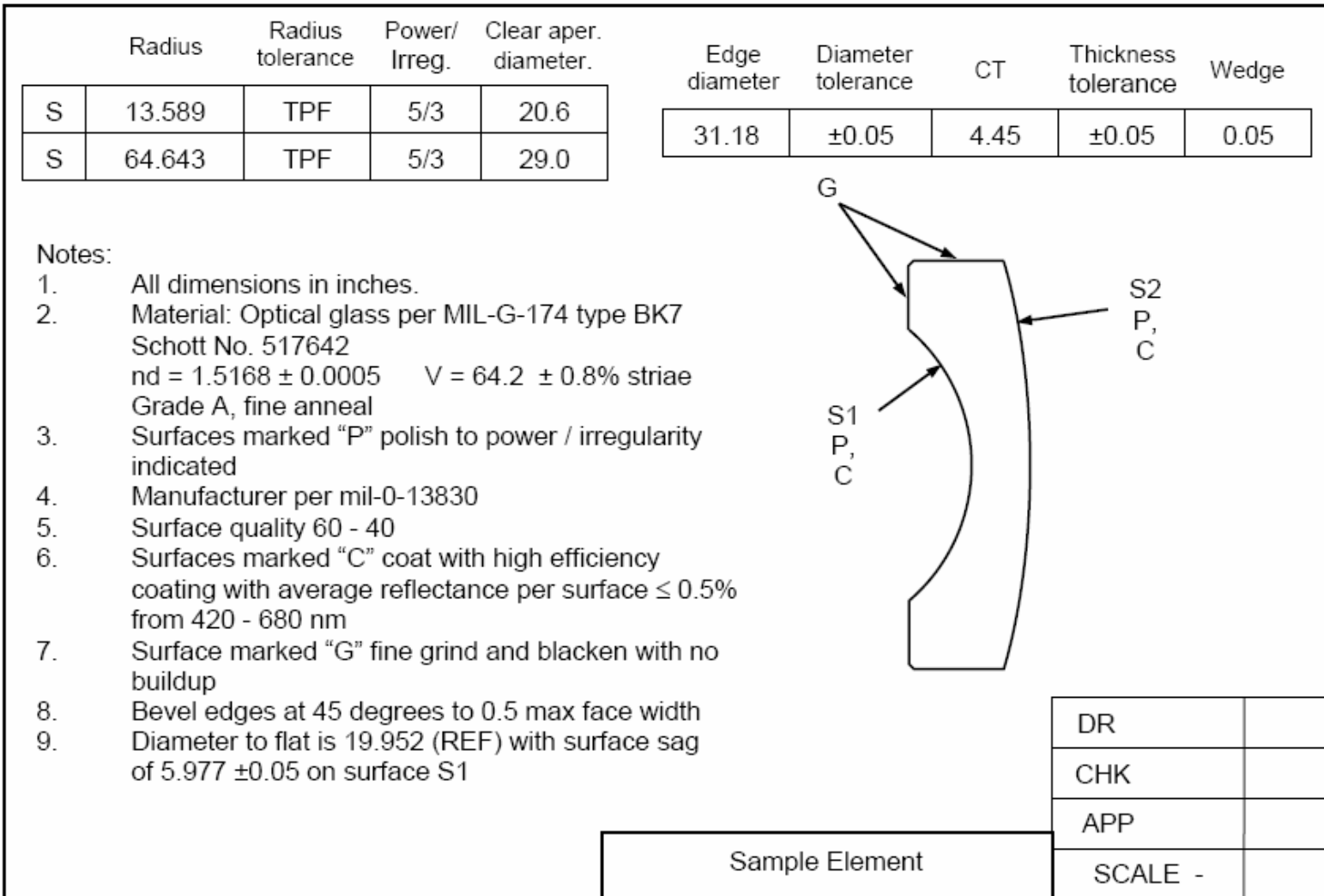
$$d = \frac{1.22\lambda}{NA} = 2.44\lambda F_n$$

Total scattering loss:

$\sigma$ : surface roughness in  $\lambda$

$$TIR = \frac{I_{scat}}{I_{tot}} = 1 - (2\pi\sigma)^2$$

# Lens drawing



# Optical element tolerances

Parameter	Base	Precision	High precision
Lens diameter	100 $\mu\text{m}$	12 $\mu\text{m}$	6 $\mu\text{m}$
Lens thickness	200 $\mu\text{m}$	50 $\mu\text{m}$	10 $\mu\text{m}$
Radius of curvature (tolerance on sag)	20 $\mu\text{m}$	1.3 $\mu\text{m}$	0.5 $\mu\text{m}$
Wedge (light deviation)	6 arc min	1 arc min	15 arc sec
Surface irregularity	5 fringes	1 fringe	0.25 fringe
Surface finish	50 $\text{\AA}$ rms	20 $\text{\AA}$ rms	5 $\text{\AA}$ rms
Scratch/dig	160/100	60/40	20/10
Dimension tolerances for complex elements	200 $\mu\text{m}$	50 $\mu\text{m}$	10 $\mu\text{m}$
Angular tolerances for complex elements	6 arc min	1 arc min	15 arc sec
Bevels (0.2 to 0.5 mm typical)	0.2 mm	0.1 mm	0.02 mm

**Base:** typical, no cost impact for reducing tolerances beyond this

**Precision:** readily available, may cost 25% more

**High precision:** need special equipment or personnel, may cost 100% more

# Optical material tolerances

<b>Parameter</b>	<b>Base</b>	<b>Precision</b>	<b>High precision</b>
Refractive index departure from nominal	$\pm 0.001$	$\pm 0.0005$	$\pm 0.0002$
Refractive index measurement	$\pm 3 \times 10^{-5}$	$\pm 1 \times 10^{-5}$	$\pm 0.5 \times 10^{-5}$
Dispersion departure from nominal	$\pm 0.8\%$	$\pm 0.5\%$	$\pm 0.2\%$
Refractive index homogeneity	$\pm 1 \times 10^{-4}$	$\pm 5 \times 10^{-6}$	$\pm 1 \times 10^{-6}$
Stress birefringence (depends strongly on glass)	20 nm/cm	10 nm/cm	4 nm/cm
Bubbles/inclusions (>50 $\mu\text{m}$ ) (Area of bubbles per 100 $\text{cm}^3$ )	0.5 $\text{mm}^2$	0.1 $\text{mm}^2$	0.029 $\text{mm}^2$
Striae Based on shadow graph test	Normal quality	Precision quality	Precision quality

# optical element mounting tolerances

<b>Parameter</b>	<b>Base</b>	<b>Precision</b>	<b>High precision</b>
Spacing (manual machined bores or spacers)	200 $\mu\text{m}$	25 $\mu\text{m}$	6 $\mu\text{m}$
Spacing (NC machined bores or spacers)	50 $\mu\text{m}$	12 $\mu\text{m}$	2.5 $\mu\text{m}$
Concentricity (if part must be removed from chuck between cuts)	200 $\mu\text{m}$	100 $\mu\text{m}$	25 $\mu\text{m}$
Concentricity (cuts made without de-chucking part)	200 $\mu\text{m}$	25 $\mu\text{m}$	5 $\mu\text{m}$

# Mechanical Machining Precisions

- 1mm: coarse
- 0.25mm: standard precision
- 0.025mm: precision machining
- 0.002mm: high precision machining

## Scratch/dig

- 80-50: commonly acceptable cosmetic standard
- 60-40: acceptable for most scientific research applications
- 40-20: Scattered light can begin to affect system performance
- 10-5: a precision standard for very demanding laser applications

# Coating

- Bare surface reflection at normal incidence:

$$r = \frac{n - 1}{n + 1}$$

- Single layer quarter wave AR coating:

- When  $n=1.5$ ,  $n_c=1.38$  ( $\text{MgF}_2$ ),  $R \cong 1\%$

$$n_c = \sqrt{n_{sub}}$$

- Multi-layer AR coating achieves low reflection (<1%) over a broad spectrum
- V-coating: reflectivity < 0.1% at design wavelength

# Metallic Coating

Coating Type	Wavelength Range (nm)	Average Reflectance (%)
Aluminum	400-1200	90
Protected Aluminum (Si <sub>2</sub> O <sub>3</sub> layer, half wave)	400-800	87
Enhanced Aluminum (multi-layer dielectric)	450-750	93
UV-Enhanced Aluminum (UV transmitted dielectric)	250-400	86
Internal Silver (an additional layer of either Inconel or copper).	400-1200	98
Protected Silver	400-20,000	95
Bare Gold	700-20,000	99
Protected Gold (hard dielectrics)	650-16,000	98

# Plastic optics

- Avoid flat or weak surfaces
- $Dn/dt \sim -100\text{ppm}/^\circ\text{C}$
- $\text{CTE} \sim 70\text{ppm}/^\circ\text{C}$
- In comparison:
  - For BK7:  $dn/dt = 1.4\text{ppm}/^\circ\text{C}$ ,  $\text{CTE} = 7.1\text{ppm}/^\circ\text{C}$
  - For germanium:  $dn/dt = 396\text{ppm}/^\circ\text{C}$ ,  $\text{CTE} = 6\text{ppm}/^\circ\text{C}$

# Thermal impact on focal length

Focal length:

$$F = \frac{n-1}{r}$$

$$\Delta F = \left( \alpha - \frac{1}{n-1} \frac{dn}{dt} \right) F \Delta T = -v F \Delta T$$

$$v = \frac{1}{n-1} \frac{dn}{dt} - \alpha$$

$$v \approx 2 \frac{dn}{dt} - \alpha \quad \text{in visible range}$$

Allowable focus shift for diffraction limited performance:

$$\Delta z = 2 \lambda F_n^2$$

Material	v (x10 <sup>-6</sup> )
Plastic	-237
BK7	-4.4
BaK4	0.3
BaK50	-11.4
SK16	3.4
SF4	-3.8
Germanium	127
ZnSe	35

# CTE for Typical Materials

Material	CTE ( $\times 10^{-6}/^{\circ}\text{C}$ )
Aluminum	23
Steel	10
Invar	0.6
Zerodour	0.02
ULE	0.03

## Useful numbers

- 1 arcsec = 5 urad
- 1 mdeg = 3 arcsec
- 1 degree = 1/60 radian
- 1 inch = 25.4mm
- $C = 3E8$  m/s
- $V = 6E14$ Hz

# Laser

- Coherence length

$$CL = \frac{\lambda^2}{\Delta\lambda}$$

- Far field diffraction angle:
  - D: aperture size

$$\alpha = \frac{\lambda}{D}$$

- Gaussian Beams:
  - Waist:  $\sigma$

- Rayleigh range:

$$Z_R = \frac{4\pi}{\lambda} \sigma^2$$

- Divergence:

$$\theta = \frac{\lambda}{\pi\sigma}$$

# Diode laser

- Astigmatism: 6~8nm
- Divergence: 30x10 degrees FAHM
- Polarization: along the short axis
- Spectrum width: ~1nm
- Lasing wavelength increases as temperature increases

# Aberrations of a conic surface

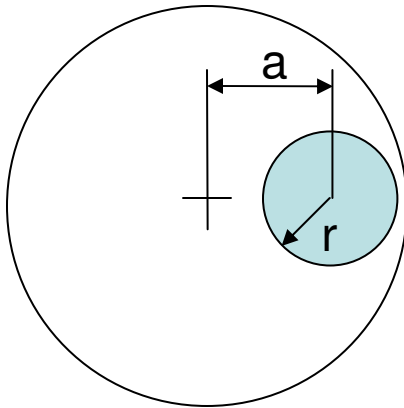
- Spherical aberration of a conic surface:

- K: conic constant
- R: vertex radius of curvature

$$SA = \frac{Kr^4}{8R^3}$$

- Aberrations of off-axis conic surfaces:

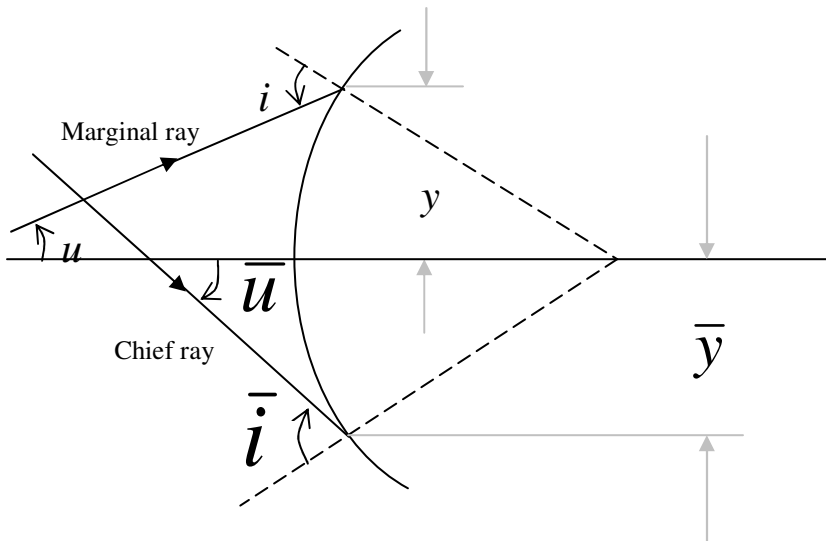
- a is off-axis distance



$$COMA = \frac{Kr^3 a}{2R^3}$$

$$ASTI = \frac{Kr^2 a^2}{2R^3}$$

# Seidel formulas



$$A = ni$$

$$\bar{A} = n\bar{i}$$

$$H = n\bar{u}y - nu\bar{y}$$

SA ( $W_{040}$ ):

$$S_I = -\sum A^2 y \Delta\left(\frac{u}{n}\right)$$

Coma ( $W_{131}$ ):

$$S_{II} = -\sum A\bar{A}y\Delta\left(\frac{u}{n}\right)$$

Asti ( $W_{222}$ ):

$$S_{III} = -\sum \bar{A}^2 y \Delta\left(\frac{u}{n}\right)$$

Petzval Curvature ( $W_{220P}$ ):

$$S_{IV} = -\sum H^2 c \Delta\left(\frac{1}{n}\right)$$

Distortion ( $W_{311}$ ):

$$S_V = \frac{\bar{A}}{A} (S_{III} + S_{IV})$$

Axial color:

$$C_I = Ay\Delta\left(\frac{\delta n}{n}\right)$$

Transverse color:

$$C_{II} = \bar{A}y\Delta\left(\frac{\delta n}{n}\right)$$

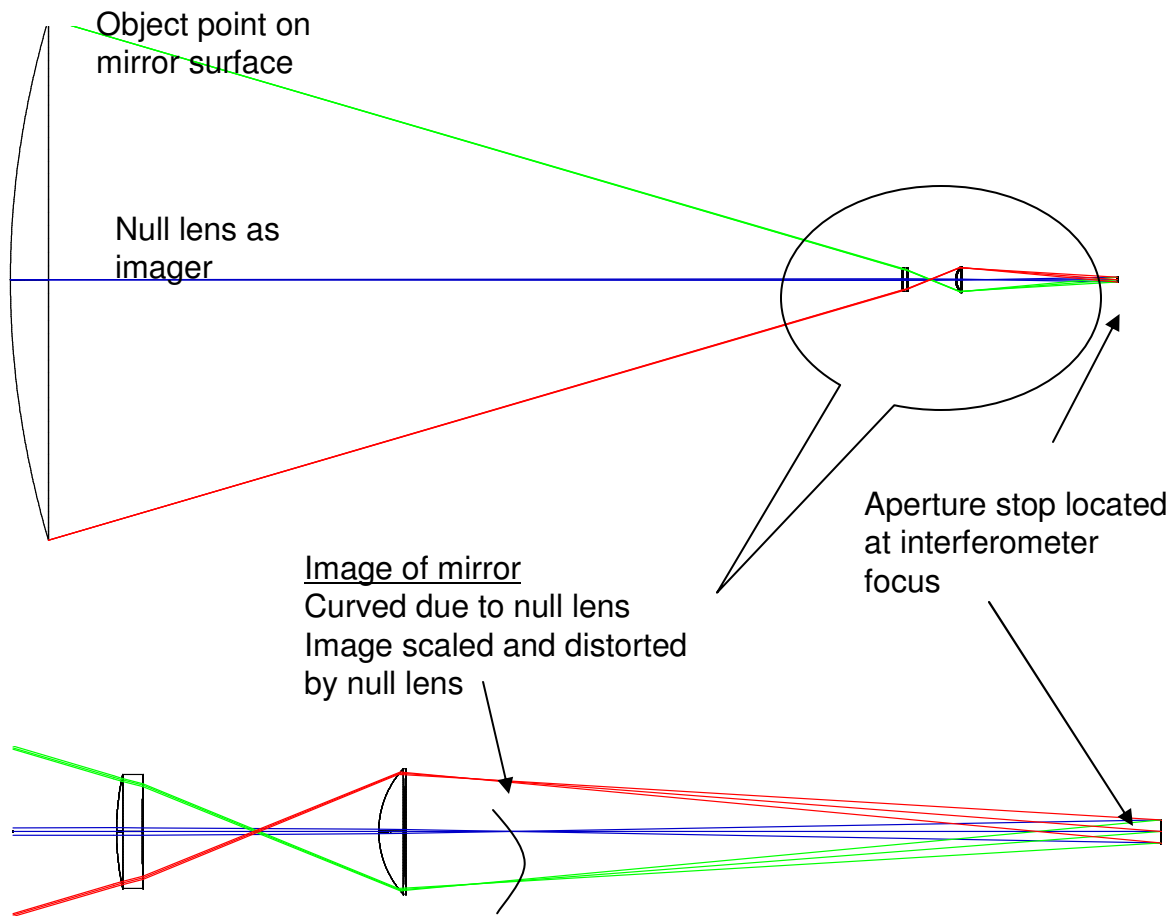
# Petzval Curvature

$$P = \sum C \Delta \left( \frac{1}{n} \right) = \sum \frac{\phi}{n}$$

- Complexity of lithography lenses is believed to be caused by effort of correction of Petzval curvature
- Positive lens has positive PC, while positive mirror has negative PC
- Diffractive elements on flat substrate has no PC

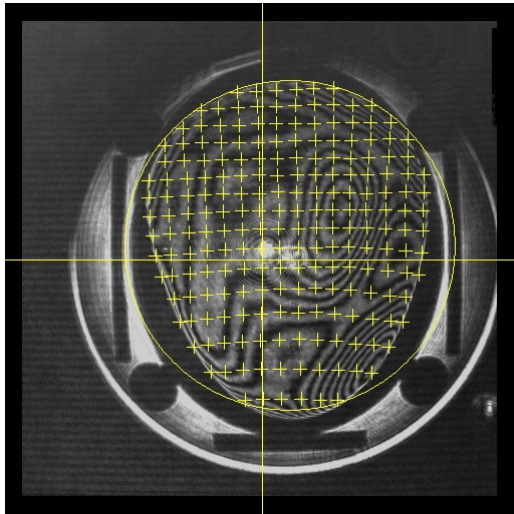
# Interferometer is an imaging system too!

- Aberrations that matter:
  - Distortion
  - Astigmatism
  - Field curvature

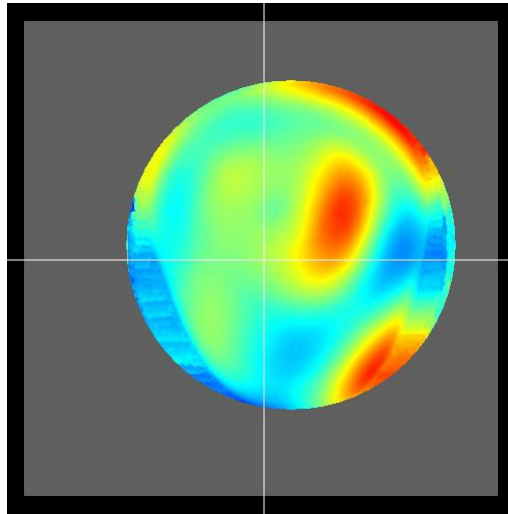


# Distortion correction – morphing

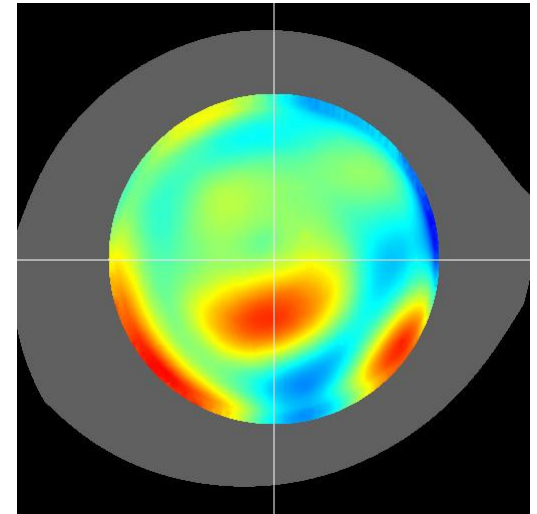
Interferogram



Phase map  
before morphing

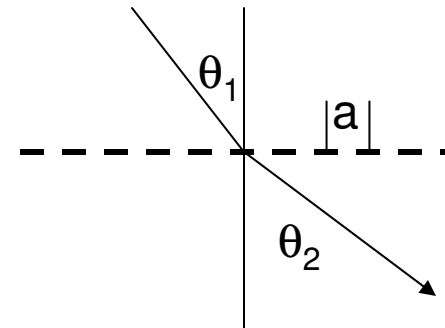


Phase map  
after morphing



# Grating equation

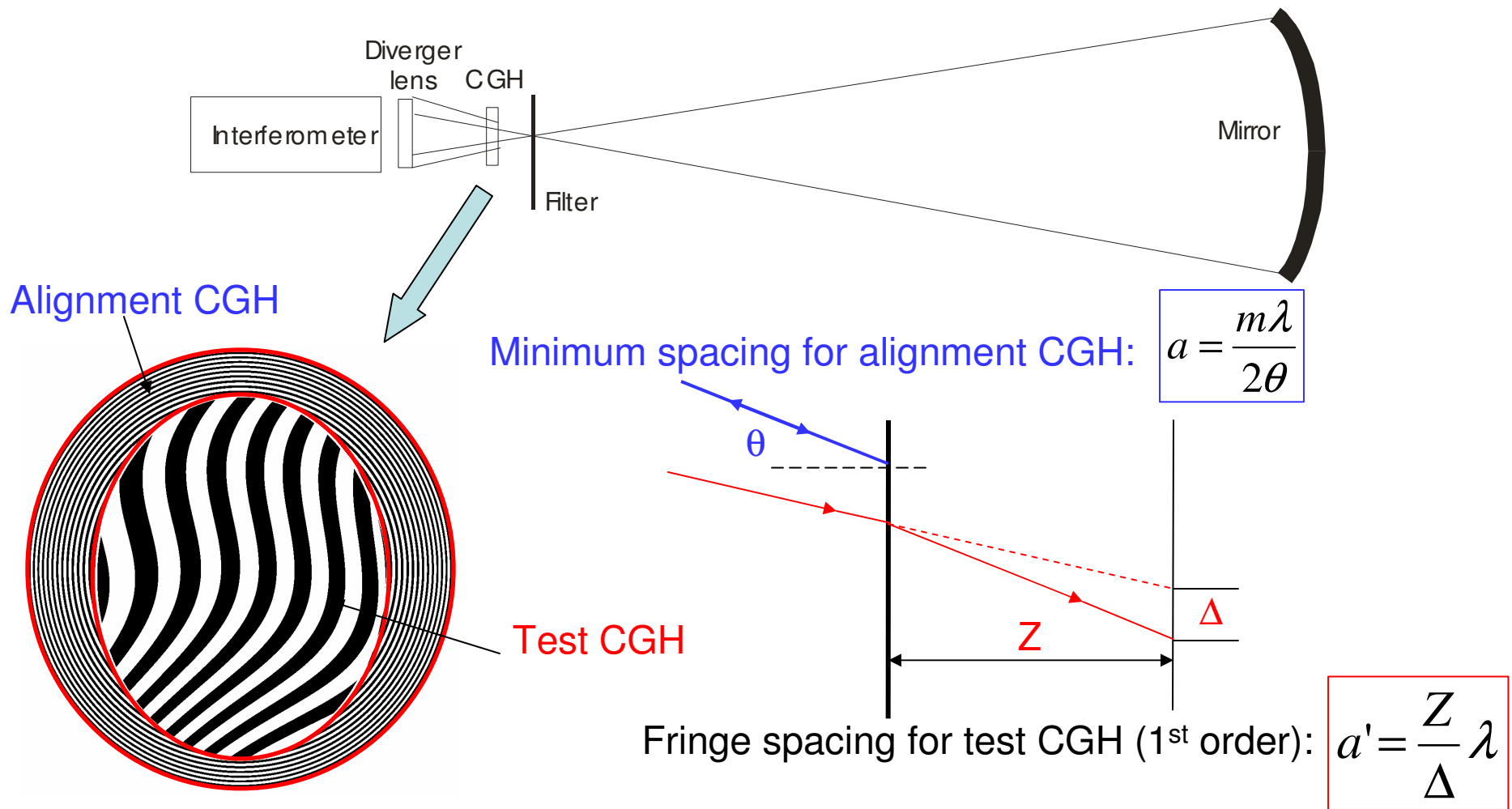
$$n_2 \sin \theta_2 - n_1 \sin \theta_1 = m \frac{\lambda}{a}$$



- Approximation:

$$\Delta\theta = m \frac{\lambda}{a}$$

# Optical testing with CGH



# Diffraction

- Longitudinal dimensions
  - Wavelength  $\lambda$  and Distance  $Z$
- Transverse dimensions
  - Slit width  $D$  and Beam width  $a$  at the observation plane

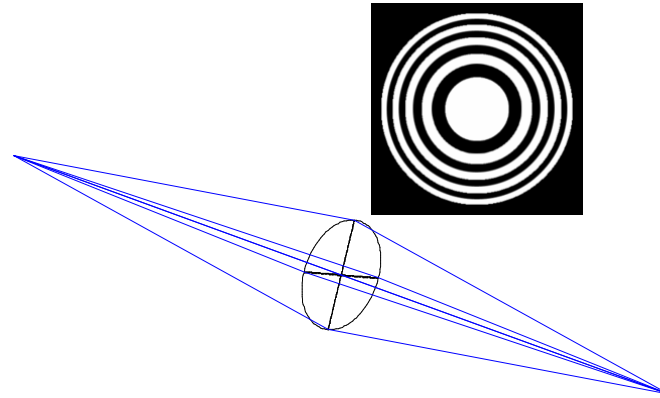


$$\lambda Z \propto Da$$

# Diffraction

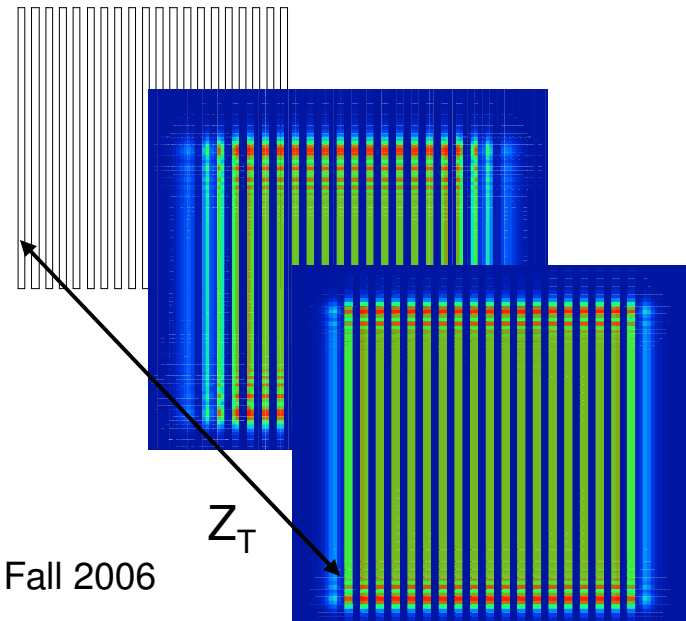
- Fresnel zone plate
  - nth zone radius:

$$r_n^2 = n\lambda f$$



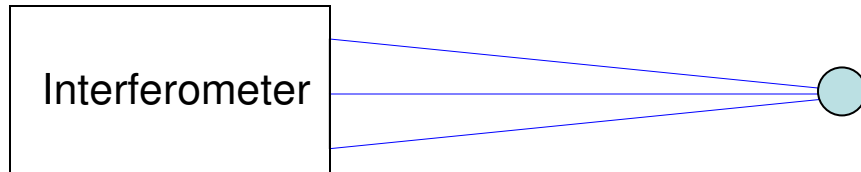
- Talbot distance:

$$z_T = \frac{2d^2}{\lambda} \implies 2d^2 = \lambda z_T$$



# Ball alignment

- Align a ball interferometrically



$F_n$ : Beam f number

R: Ball ROC

$\Delta L$ : Ball axial misalignment

$\Delta T$ : Ball lateral misalignment

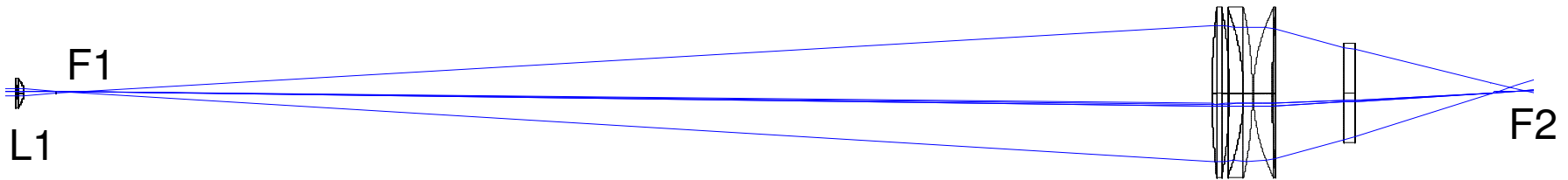
$$Power = 2 \cdot \frac{\Delta L}{8F_n^2}$$

$$Tilt = 2 \cdot \frac{\Delta T}{F_n}$$

$$BeamWalkOff \% = 2 \cdot \frac{\Delta T}{R} F_n \cdot 100\%$$

# Longitudinal magnification

$$m_{long} = m_{trans}^2$$



- If Lens L1 moves in 3 DOF, how much will Focus F2 move?

# Conclusion

- Optical rules of thumbs help you avoid common mistakes and work efficiently
- Have your own list of rules of thumb!