

01/31/05

Lecture 6

Gaussian beam:

$$u(\vec{r}) = A_0 \frac{w_0}{w(z)} e^{-\frac{r^2}{w(z)^2}} e^{-ik \left[z + \frac{r^2}{2R(z)} - \phi(z) \right]}$$

$$z_0 = \frac{\pi w_0^2}{\lambda}$$

$$w(z) = w_0 \sqrt{1 + \frac{z^2}{z_0^2}}$$

$$R(z) = \frac{z^2 + z_0^2}{z}$$

$$\phi(z) = \tan^{-1} \frac{z}{z_0}$$

$$I(r) = I_0 e^{-2r^2/w(z)^2}$$

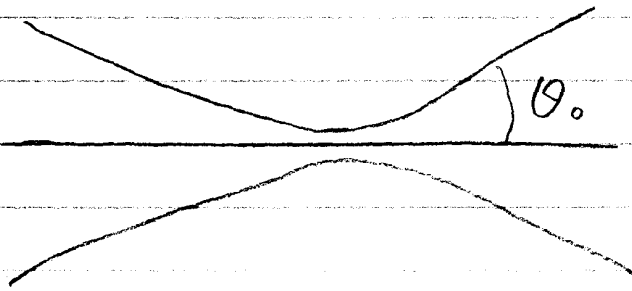
$$I_0 = \frac{2P}{\pi w^2}$$

One last property:

$$\begin{aligned} \text{For } z \gg z_0 \quad w(z) &\rightarrow w_0 \frac{z}{z_0} \\ &= \frac{\lambda}{\pi} \frac{z}{w_0} \end{aligned}$$

beam size $w(z)$ proportional to z , so beam

is expanding like a cone



Divergence angle $\theta_0 = \frac{W}{z} = \frac{\lambda}{\pi W_0}$

consistent with general rule for diffraction:

Light confined to region d , diffracts at

angle $\theta \sim \frac{\lambda}{d}$

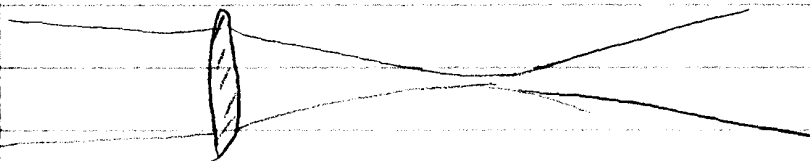
Non-laser sources typically diverge much faster:

so laser beam is said to be "diffraction-limited"

Moreover, for convergence:

To achieve tighter spot, need to focus at

steeper angle:



Note: paraxial approximation only valid for $\theta \lesssim 15^\circ$ or so.

③

Propagation of Gaussian beam: through optical systems

Remarkable result:

If Gaussian beam with complex parameter $q_1 = z + iz_0$ passes through optical system with ray matrix:

$$M = \begin{bmatrix} A & B \\ C & D \end{bmatrix}$$

then beam output from system has parameter:

$$q_2 = \frac{Aq_1 + B}{Cq_1 + D}$$

(1) free propagation, distance d .

beam doesn't change, just distance from center.

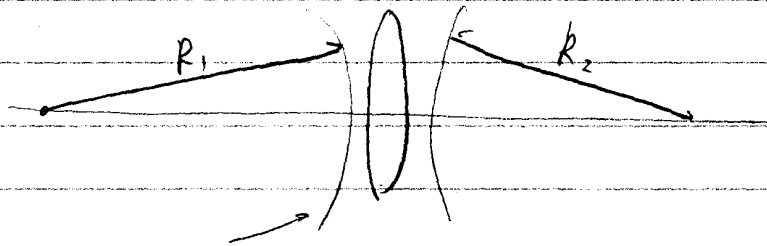
So if $q_1 = z + iz_0$, then $q_2 = (z+d) + iz_0$

Matrix is $\begin{bmatrix} 1 & d \\ 0 & 1 \end{bmatrix}$

$$\text{So } q_2 = \frac{Aq_1 + B}{Cq_1 + D}$$

(2) thin lens:

Don't change width W , but do change radius of curvature R



Looks like piece of spherical wave.

For actual spherical waves, know that:

$$\frac{1}{f} = \frac{1}{R_1} - \frac{1}{R_2} \quad (R_2 < 0 \text{ for converging beam})$$

$$\text{So } \frac{1}{R_2} = \frac{1}{R_1} - \frac{1}{f}$$

$$\text{But remember } \frac{1}{g_1} = \frac{1}{R_1} - \frac{i\pi}{\pi W^2}$$

$$\begin{aligned} \text{So } \frac{1}{g_2} &= \frac{1}{R_2} - \frac{i\pi}{\pi W^2} = \frac{1}{R_1} - \frac{1}{f} - \frac{i\pi}{\pi W^2} \\ &= \frac{1}{g_1} - \frac{1}{f} \end{aligned}$$

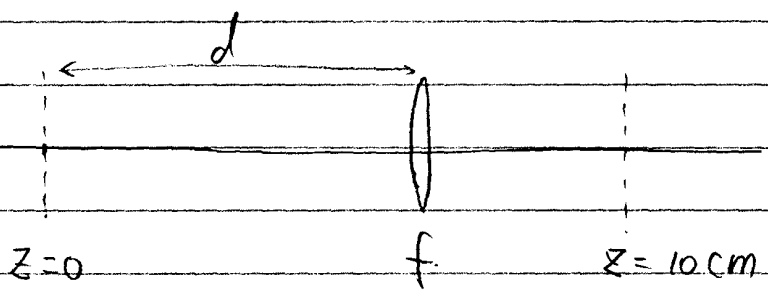
$$q_2 = \frac{1}{\frac{1}{q_1} - \frac{1}{f}} = \frac{q_1}{(-\frac{1}{f})q_1 + 1}$$

Matrix is $\begin{bmatrix} 1 & 0 \\ -\frac{1}{f} & 1 \end{bmatrix}$, so $q_2 = \frac{Aq_1 + B}{Cq_1 + D}$

Similar for other elementary matrices, and it also works for cascaded systems.

Example:

beam has $\lambda = 633 \text{ nm}$, focussed at $z=0$, with waist $W_0 = 100 \mu\text{m}$



want to refocus onto $z=10 \text{ cm}$ plane, with new

$$W_0' = 50 \mu\text{m}$$

what lens focus length f & position d are required?

At input to lens, $q = d + iz_0$

$$z_0 = \frac{\pi W_0^2}{\lambda} = 5 \text{ cm.} \quad (6)$$

after lens. $q' = \frac{q}{-\frac{1}{f}q + 1}$

$$= \frac{d + iz_0}{1 - \frac{d + iz_0}{f}}$$

$$= \frac{f(d + iz_0)}{f - d - iz_0}$$

We desire $q' = d - 10 \text{ cm} + iz_0'$

$$z_0' = \frac{\pi W_0'^2}{\lambda} = 1.25 \text{ cm}$$

$$\text{So } d - 10 + iz_0' = \frac{f(d + iz_0)}{f - d - iz_0}$$

$$(d - 10)(f - d) + z_0 z_0' + i [z_0'(f - d) - z_0(d - 10)] \\ = f(d + iz_0)$$

$$\text{So } (d - 10)(f - d) + z_0 z_0' = f d \quad (1)$$

$$z_0'(f - d) - z_0(d - 10) = f z_0 \quad (2)$$

Solve first:

$$fd - 10f - d^2 + 10d + z_0 z_0' = fd$$

$$f = \frac{1}{10} (z_0 z_0' + 10d - d^2)$$

Sub into second:

$$f(z_0' - z_0) - (z_0' + z_0)d + 10z_0 = 0$$

$$\frac{z_0' - z_0}{10} (z_0 z_0' + 10d - d^2) - (z_0' + z_0)d + 10z_0 = 0$$

Quadratic:

$$d^2 \frac{z_0 - z_0'}{10} - 2z_0 d + \left[\frac{(z_0' - z_0)z_0 z_0'}{10} + 10z_0 \right] = 0$$

or $0.375 d^2 - 10d + 47.65 = 0$

$$d = \frac{1}{2 \times 0.375} \left[10 \pm \sqrt{10^2 - 4 \times 0.375 \times 47.65} \right]$$

5.34

This is how laser beam works.

②

Apply to light in a cavity. (ch 9)

Before we have rays stably confined

How to have a confined Gaussian beam?

Cavity has matrix $\begin{bmatrix} A & B \\ C & D \end{bmatrix}$

Assume start with parameter q_1

after one round trip. get

$$q_2 = \frac{Aq_1 + B}{Cq_1 + D}$$

want beam to return to same state

So require : $q_2 = q_1 = q$

Solve :

$$q = \frac{Aq + B}{Cq + D}$$

$$Cq^2 + Dq = Aq + B$$

$$Cq^2 + (D-A)q - B = 0$$

①

$$f = \frac{1}{2c} \left[A - D \pm \sqrt{(D-A)^2 + 4BC} \right]$$

use $BC = AD - 1$

$$\begin{aligned} \text{So } (D-A)^2 + BC &= D^2 - 2AD + A^2 + 4AD - 4 \\ &= D^2 + 2AD + A^2 - 4 \\ &= (D+A)^2 - 4 \end{aligned}$$

$$\text{So } f = \frac{1}{c} \left[\frac{A-D}{2} \pm \sqrt{\left(\frac{A+D}{2}\right)^2 - 1} \right]$$

stability need $\frac{A+D}{2} < 1$