

## Applications for image formation

$$\frac{1}{q} + \frac{1}{p} = \frac{1}{f}$$

$p$  = distance to object

$q$  = distance to image

$f$  = focal length

$$\frac{h'}{h} = -\frac{q}{p}$$

$h$  = height of object

$h'$  = height of image

## Concave mirror

$$f = R/2$$

magnification of concave mirror

$$\frac{1}{q} + \frac{1}{p} = \frac{2}{R} = \frac{1}{f} \left(1 + \frac{p}{q}\right) > \frac{2}{R}$$

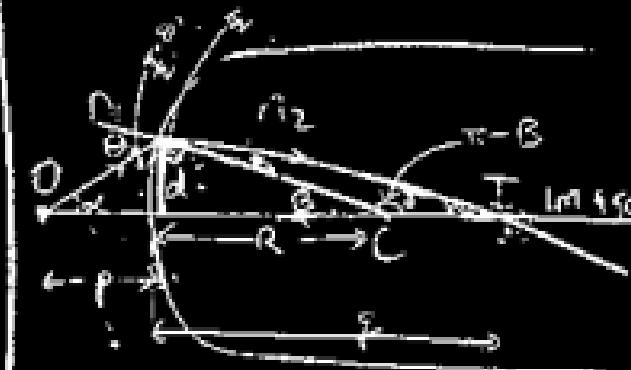
$$\frac{p}{q} = \frac{2p}{R} - 1$$

$$\Rightarrow \frac{h'}{h} = \frac{p}{q} = 1 - \frac{2p}{R}$$

$$\frac{h'}{h} = \frac{1}{1 - 2p/R}$$

## §36.3 lenses [refraction]

1st interface



$$\tan \alpha = d/p$$

$$\tan \gamma = d/q$$

$$\tan \beta = d/f$$

Use  $\tan \theta \approx \theta$  for small  $\theta$

$$\alpha \approx d/p$$

$$\beta = d/R$$

$$\gamma \approx d/q$$

Use Snell's law

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

$\theta_1, \theta_2$  small  $\Rightarrow \sin \theta \approx \theta$

$$n_1 \theta_1 = n_2 \theta_2$$

relate  $\theta_1, \theta_2$  to  $\alpha, \beta, \gamma$ .

$$\alpha + \beta + (\pi - \theta_2) = \pi \Rightarrow \theta_2 = \alpha + \beta$$

$$\theta_2 + \gamma + (\pi - \beta) = \pi$$

$$\Rightarrow \theta_2 = \beta - \gamma$$

eliminate  $\theta_1, \theta_2$

$$n_1(\alpha + \beta) = n_2(\beta - \gamma)$$

$$n_1 \alpha + n_2 \gamma = (n_2 - n_1) \beta$$

$$n_1 \frac{d}{p} + n_2 \frac{d}{q} = (n_2 - n_1) \frac{d}{R}$$

$$\Rightarrow \frac{n_1}{p} + \frac{n_2}{q} = \frac{n_2 - n_1}{R}$$

Sign convention

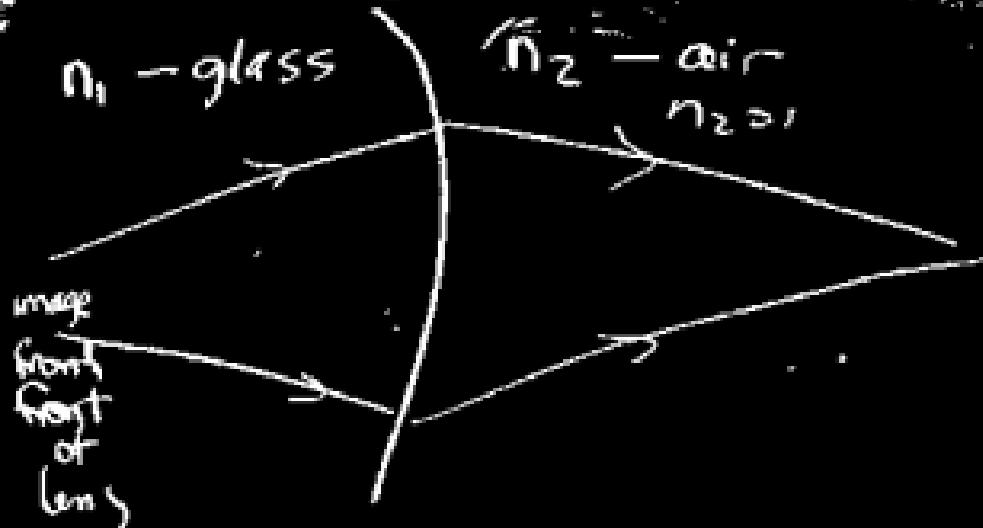
front side where light comes from  
— axis originate

real image formed by refraction is in back of surface

Do rest of lens

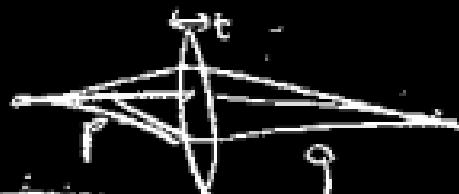
§ 36.4





done in book,

In limit of thin lens,



$$\frac{1}{P} + \frac{1}{Q} = (n-1) \left( \frac{1}{R_1} - \frac{1}{R_2} \right)$$

can write as

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

where focal length  $f$  given by

$$\frac{1}{f} = (n-1) \left( \frac{1}{R_1} - \frac{1}{R_2} \right)$$

$R_1$  = radius of curvature of front surface

$R_2$  = radius of curvature of back surface

converging versus diverging lenses



magnification

Similar geometric construction  
as for mirror yields

$$m = h'/h = -s/p$$

Ray diagrams for thin lenses

Converging lens

object farther than focal length:

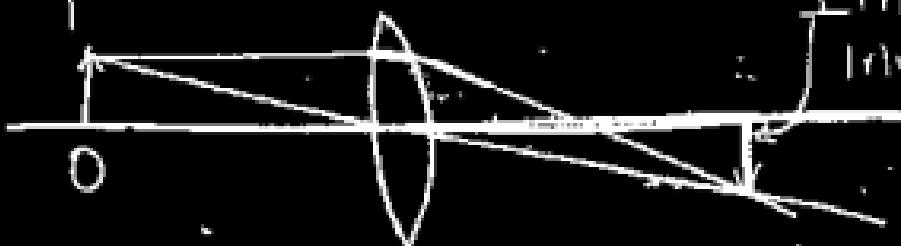


Image is real,  
inverted, & behind lens

object closer than focal length

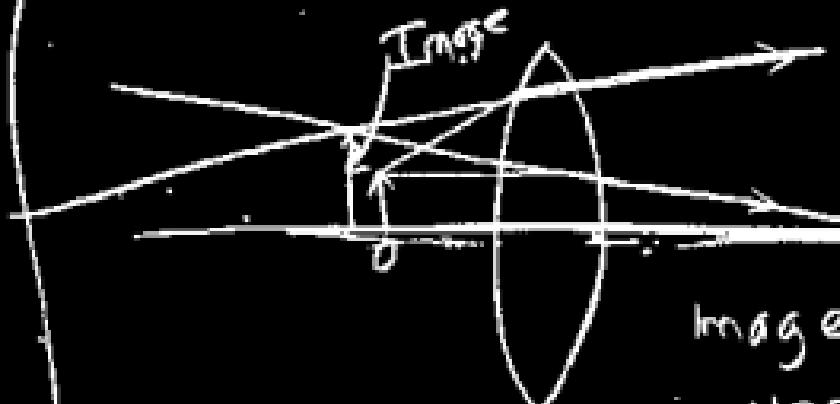


Image is virtual  
upright, larger  
than object  
on front side of  
lens

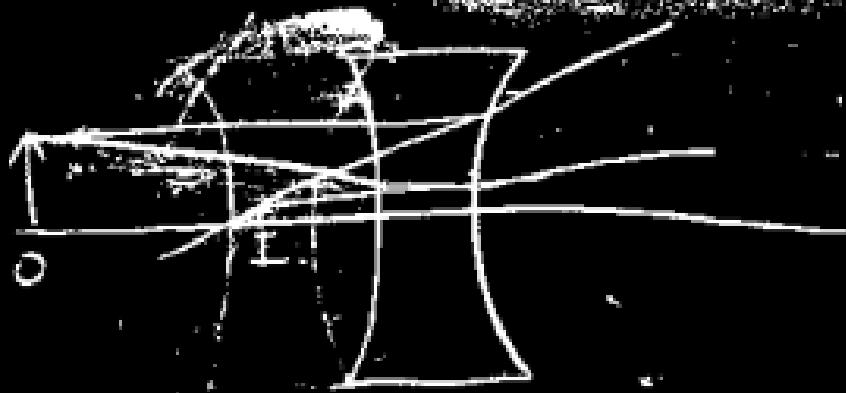


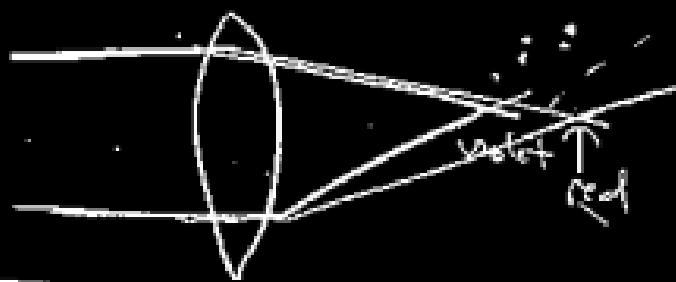
Image is virtual,  
upright, smaller than object  
in front of lens.

## § 36.5 Lens Aberrations

chromatic aberration:

different colors have different  $n$ .

typically



spherical aberration:

- rays at different positions on lens  
meet at same point only if close to <sup>principal</sup> axis

(~~thin lens~~ ~~stop~~)