

# Optics & Instruments

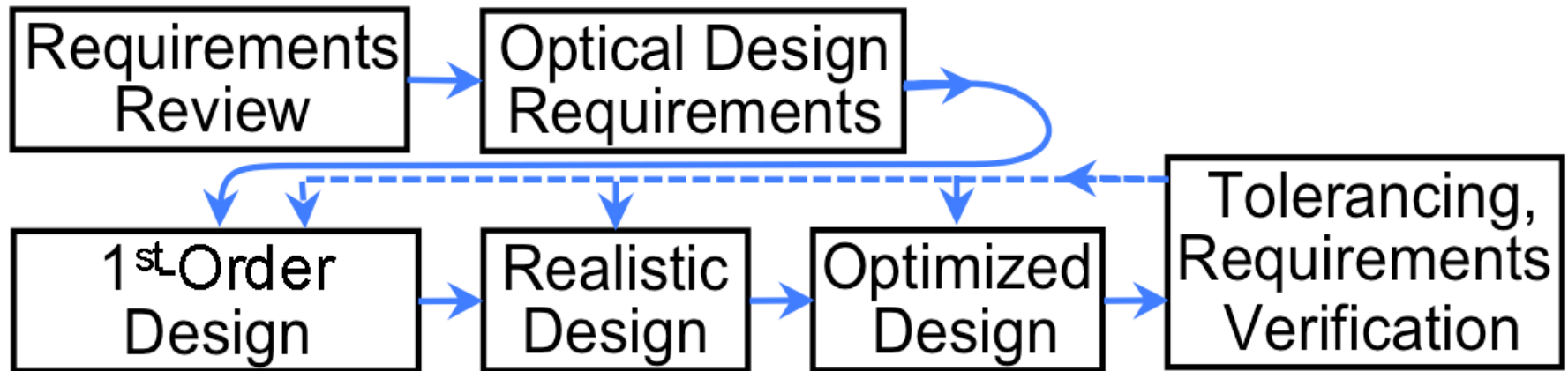
## Lecture 8: Optical Design

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# Overview

- Introduction
- Requirements
- Optical Design Principles
- Ray-Tracing and Design Analysis
- Optimization and Merit Function
- Tolerance Analysis and Optomechanical Design
- Wavefront Error Budget
- Transmission Budget

# Introduction



- optical design is not linear, but iterative process
- close coupling between optical, mechanical, electrical, controls, software design and science
- optical design is first design effort, provides first idea of how final instrument will look

# Typical Requirements

- spatial range: field-of-view (FoV)
- spatial resolution, spatial sampling
- spectral range & resolution, sampling
- transmission
- detector pixel size
- stability and repeatability
- polarimetric sensitivity and accuracy

# Example Optical Design Requirements

Parameter	Specification	Comment
<b>Spectral</b>		
<b>spectral lines</b>	<b>630.1515, 630.2507 nm, 854.2089 nm, 1083.0 nm</b>	<b>selected suitable spectral lines</b>
spectral resolution	200,000	
<b>wavelength range</b>	<b>630.1515-0.05 nm to 630.2507+0.05 nm 854.2 +/- 0.1 nm 1083.0 +/- 0.5 nm</b>	<b>were unable to design efficient instrument over full range of 600 to 1600 nm</b>
spectral lines	at least two simultaneously	
<b>Polarimetry</b>		
type	630.2 nm: I,Q,U,V <b>854.2 nm: I,V 1083.0 nm: I</b>	<b>Analysis of vector polarimetry in 854.2 nm not clear, traded wider spectral range in 1083.0 nm for polarimetry</b>
sensitivity	0.0002 per pixel in 0.5 s	
relative accuracy	0.001	
<b>Miscellaneous</b>		
image motion stabilization	at about 100 Hz	to improve spatial resolution
<b>cloud</b>	<b>detection at user-specified level</b>	
<b>real time seeing monitoring</b>		<b>for information only</b>
<b>interruption of scanning during continuation after clouds</b>		

excerpt from SOLIS VSM Optical Design Requirements

# Boundary Conditions

- site characteristics (seeing, temperatures)
- telescope properties
- telescope interfaces
- instrument location (fixed or variable gravity vector, space and weight limits)
- detector availability
- available €, \$, ...

# Requirements Review

- requirements review
  - identifies unnecessary, incompatible and omitted requirements
  - ensures that all requirements can be verified and traced back to scientific needs
- optical design requirements
  - derive from science requirements
  - set boundary conditions for optical design in terms of optical quantities

# Optical Design Principles 1 - 3

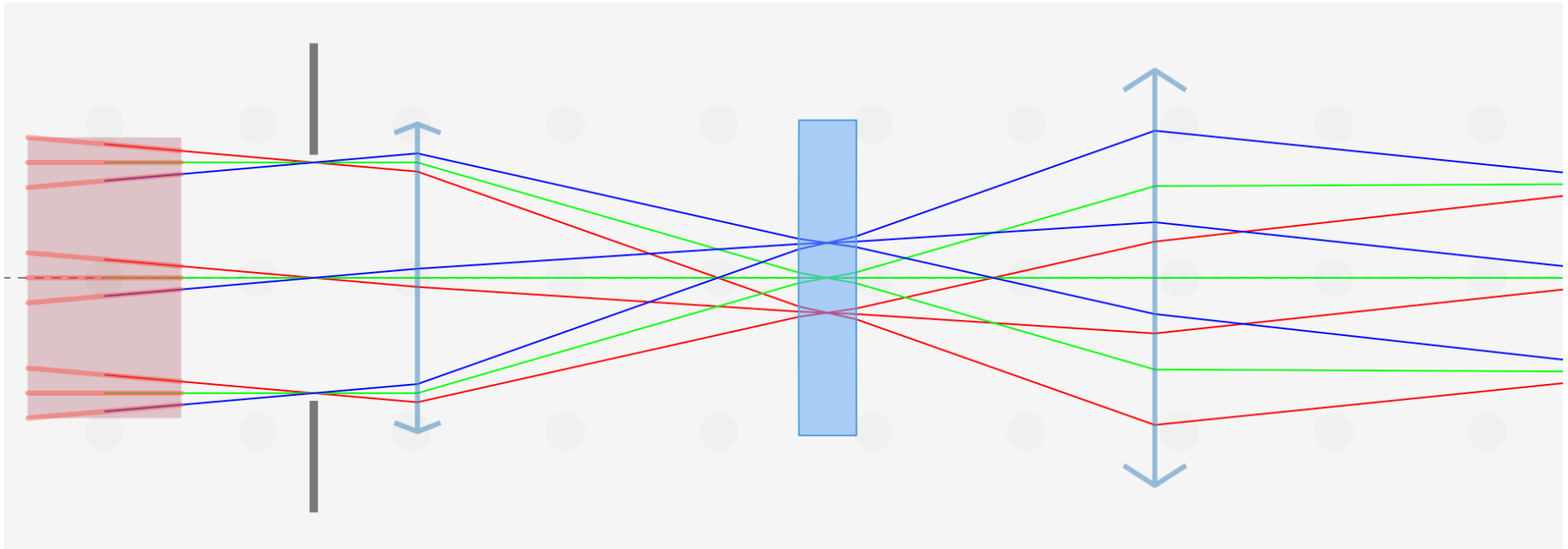
1. Minimize the number of optical components
  - additional elements add cost, ghosts, scattered light
  - but: additional elements increase performance
2. Minimize the radii of curvature
  - reduces aberrations
  - eases manufacturing and alignment
  - but: might require more elements and long designs
3. Maximize the allowed tolerances
  - simplifies manufacturing, mechanical design and operational requirements



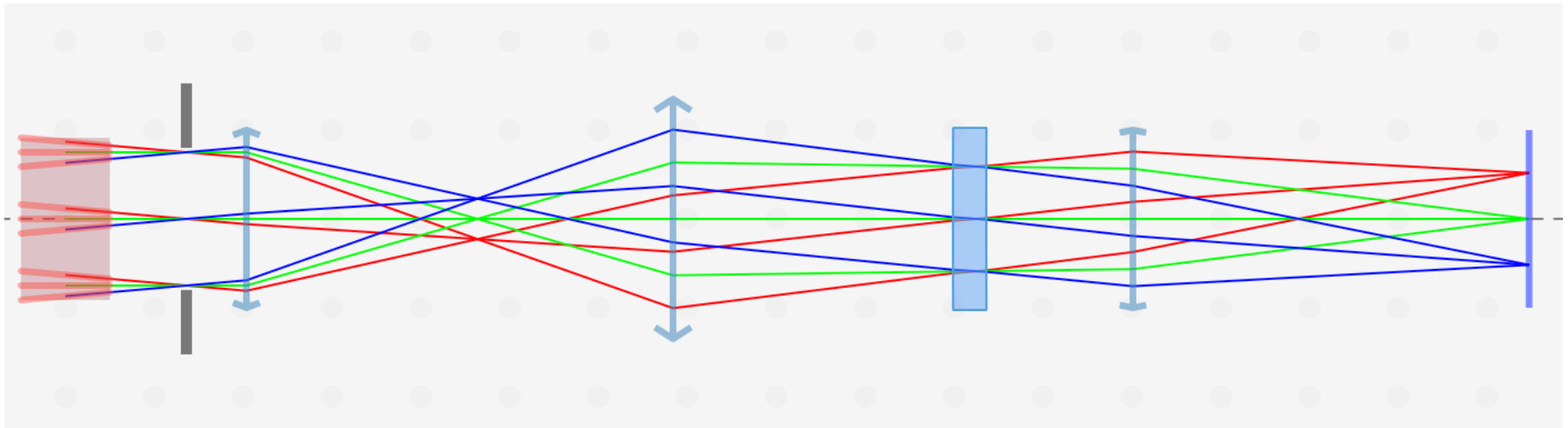
# Optical Design Principles 3 - 6

3. Place components close to focus if they introduce wavefront aberrations
4. Place components close to pupil if all field points must pass same part of component
5. Place components in collimated beam if all rays from one field point should pass the component under the same inclination angle
6. Place components in a telecentric beam if the component is sensitive to the inclination angle

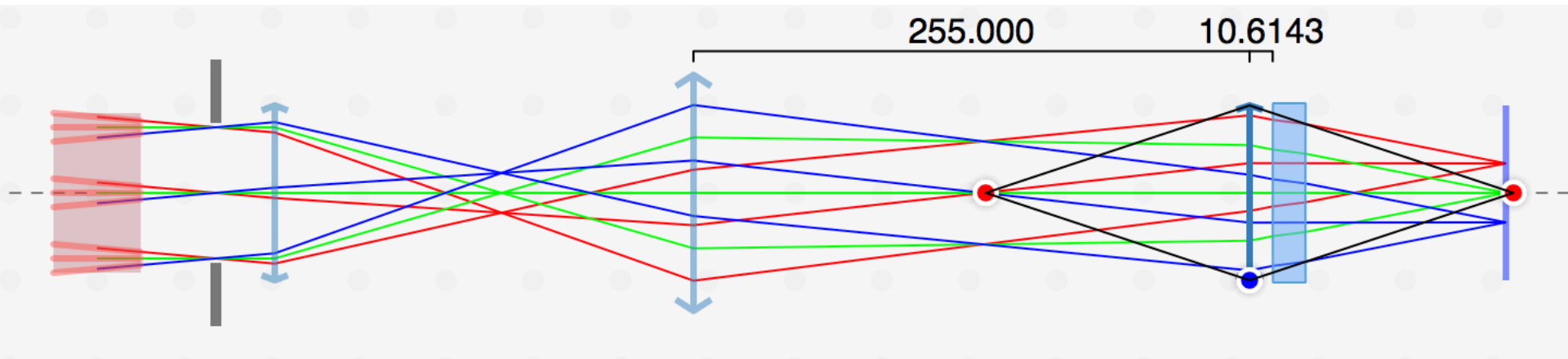
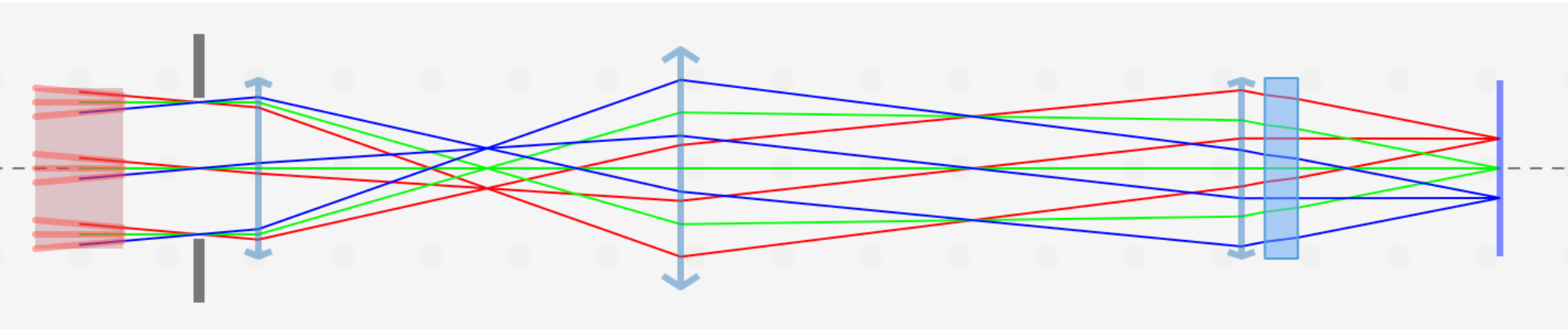
# Example: Filter in Image



# Example: Filter in Pupil



# Example: Filter in Telecentric Beam



# Optical Design Principle 7

## 7. Oversize optical elements

- optical manufacturing quality always worse at edge

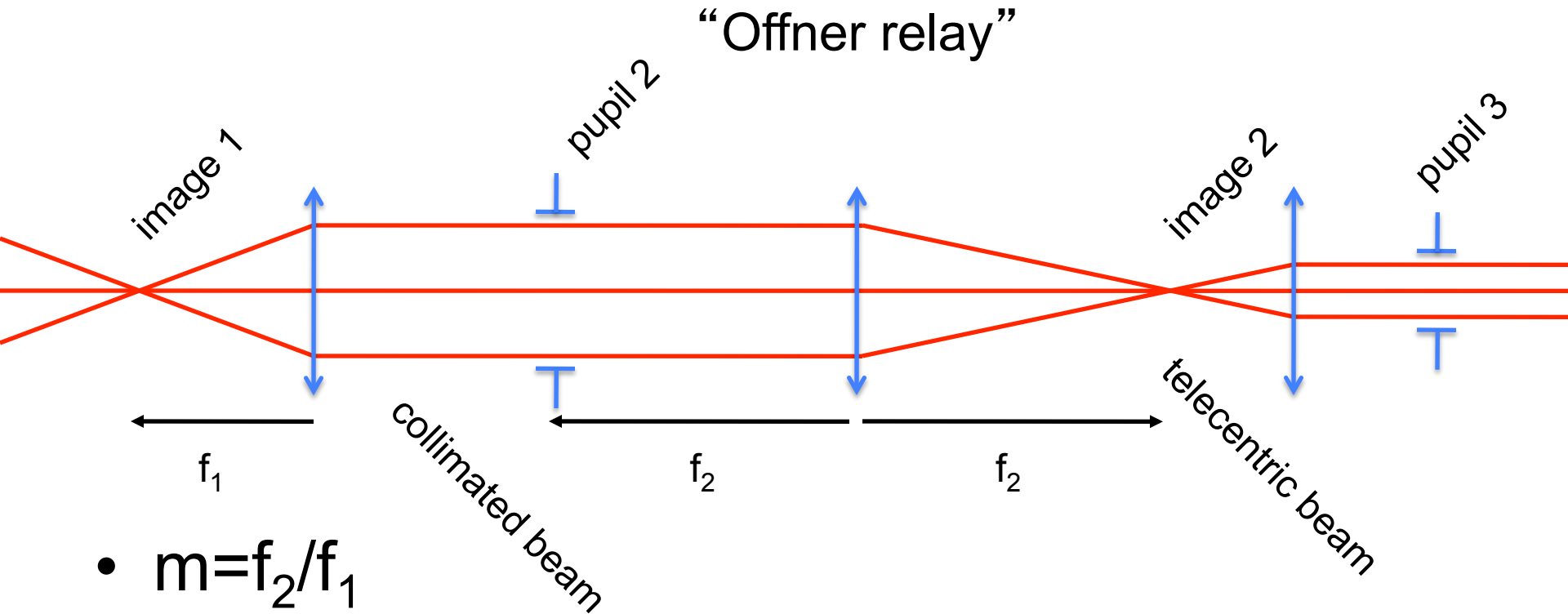
# Global Design Choices

- lenses or mirrors (depends on wavelength range)
- choice of dispersing elements (prism, grating)
- location of aperture stop
- locations of image and pupil planes
- sampling (Nyquist:  $>2$  pixels per resolution element)
- (dichroic) beam-splitting
- (de-)magnification
- F-numbers (problems  $\sim 1/F$ -number)
- collimated beam?
- telecentric beam?

# First-Order Design

- first-order optical designs use
  - ideal optical elements (e.g. paraxial surfaces)
  - central and extreme field points and rays
  - image and pupil locations
- establishes general configuration
- often based on existing designs
- can be sketched on paper or in a spreadsheet
- provide first idea of size of different designs

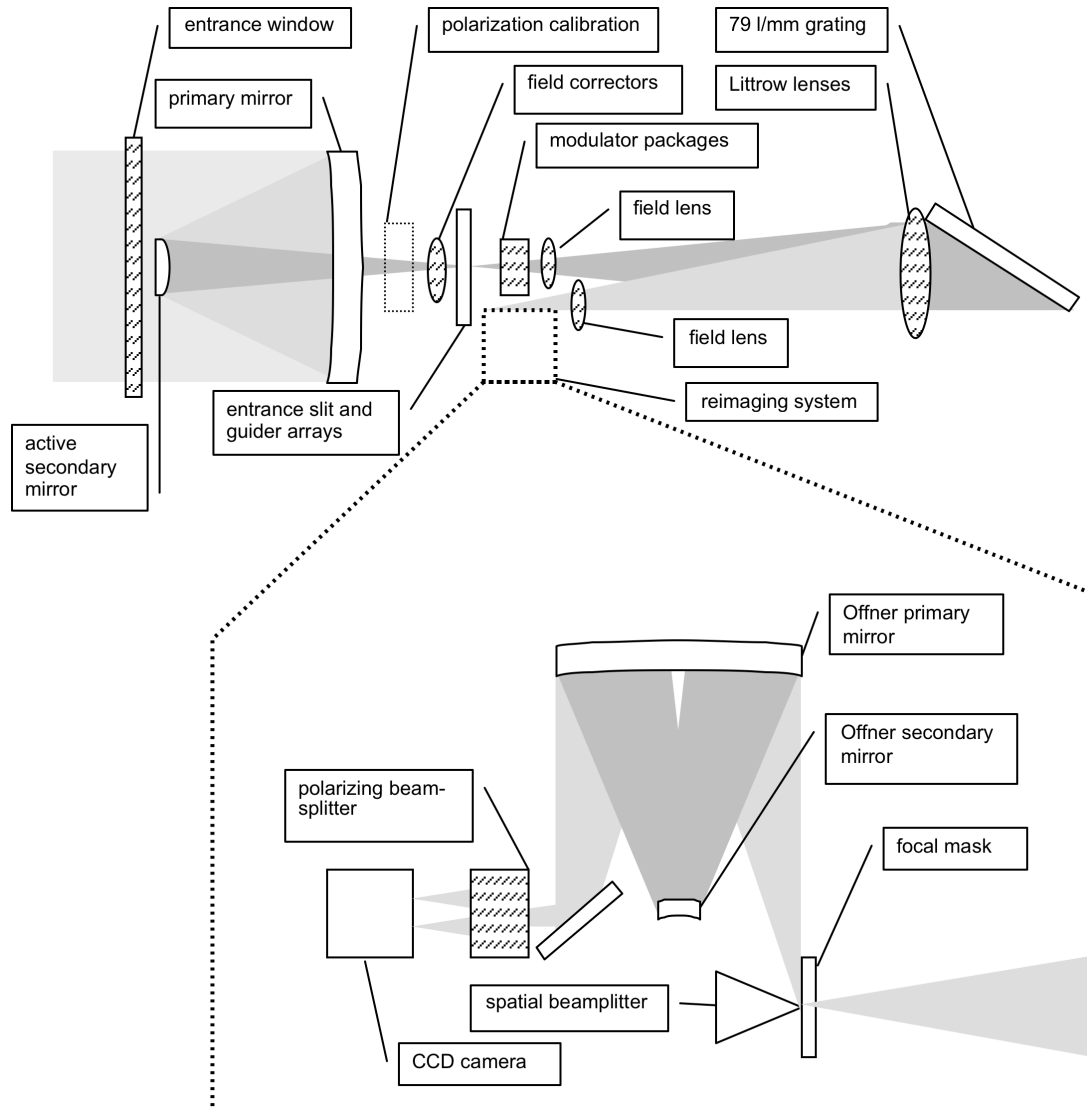
# Example First-Order Design 1



- $m=f_2/f_1$
- minimum geometrical aberrations for symmetric system ( $m=1$ )

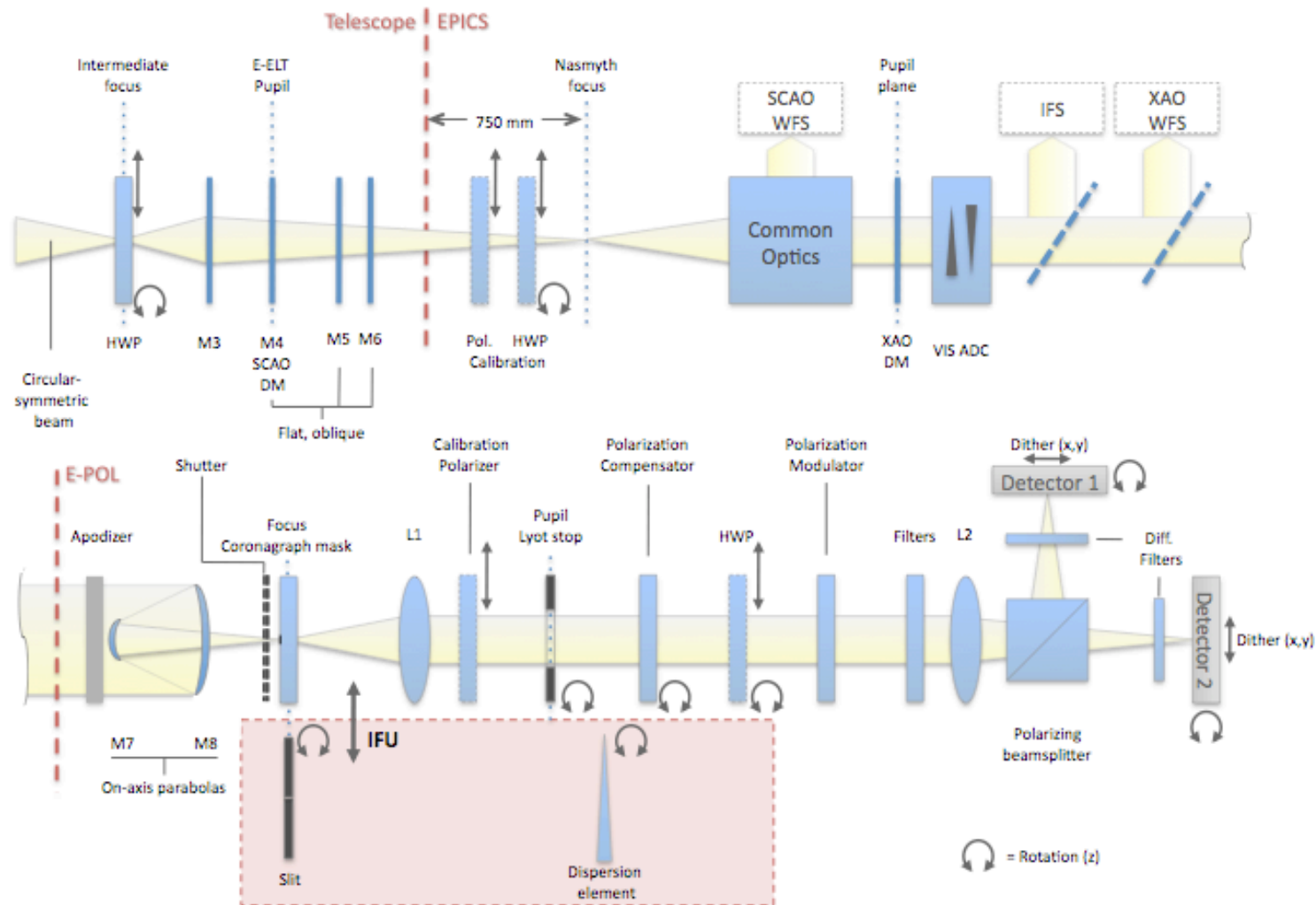


# Example First-Order Design 2



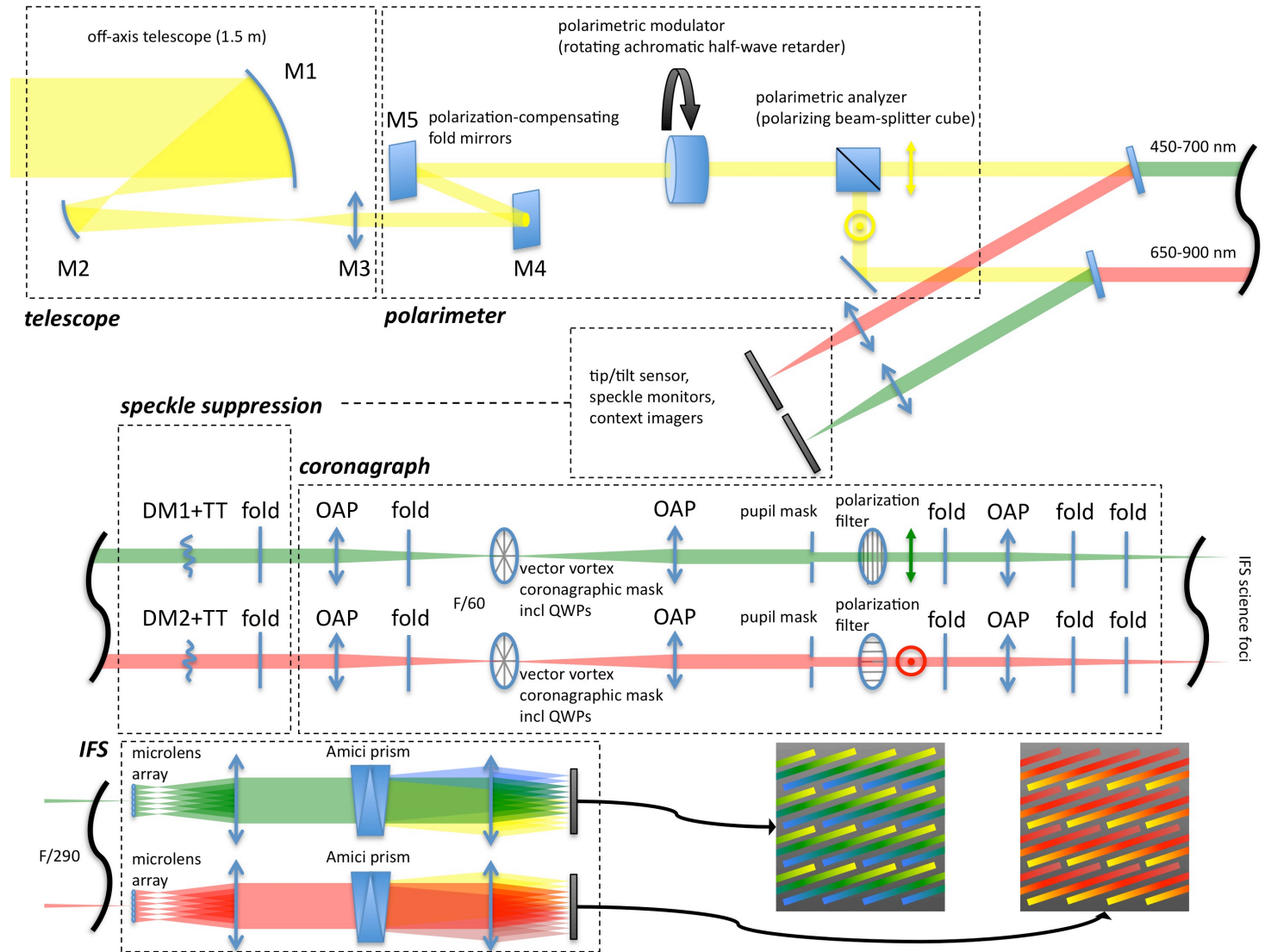
# First-Order Design Example 3

## EPICS-EPOL



# First-Order Design Example 4

SPICES



# Collimated vs. Converging Beam

- components in collimated beam?
  - dispersion element
  - cold stop
  - Lyot stop
  - filter?
  - polarization modulator?
- components in converging beam?
  - slit
  - coronagraphic mask
  - detector
  - filter?

# Ray Tracing

- Ray-tracing based on geometrical optics approximation (wavefronts are locally flat)
- Rays are traced from source to image
- Sequential ray-tracing traces rays according to predetermined sequence of optical elements
- Non-sequential ray-tracing determines at each step next surface a given ray will reach (much slower)
- Optical design programs: WinLens, ZEMAX, OSLO
- Programs only useful once major design decisions have already been made!

# Ray Tracing Software (sequential)

ZEMAX-EE - C:\ZEMAX\SAMPLES\LENS.ZMX

File Editors System Analysis Tools Reports Macros Extensions Window Help

New Ope Sav Sas Upd Gen File Wav Lay L3d Ray Opd Fod Spt Mtl Fps Enc Opt Han Tol Gla Len Sys Pre

### 1: Lens Data Editor

Surf #	Type	Comment	Radius	Thickness	Glass	Semi-Diameter	Conic
OBJ	Standard		Infinity	Infinity		Infinity	0.000000
1*	Standard	55273	107.030000	1.250000	SF10	6.250000 U	0.000000
2*	Standard		10.990000	5.000000	BAFN10	6.250000 U	0.000000
3*	Standard		-17.270000	2.840000		6.250000 U	0.000000
4*	Standard		22.940000	3.680000	SF11	6.250000 U	0.000000
5*	Standard		-15.540000	1.500000	SFS	6.250000 U	0.000000
6*	Standard		-58.840000	0.000000		6.250000 U	0.000000
3T0	Standard		Infinity	10.619667 M		3.314095	0.000000
IMA	Standard		Infinity			2.252033	0.000000

### 2: Wavefront Map

Update Settings Print Window Text Zoom

WAVEFRONT FUNCTION

LENS HAS NO TITLE.  
THU JAN 8 2009  
R.0628 MICRONS AT 0.0000 DEG.  
PKV TO VALLEY IS 186.9225 WAVELS.

C:\ZEMAX\SAMPLES\LENS.ZMX  
CONFIGURATION 1 OF 1

### 1: Layout

Update Settings Print Window Text Zoom

LAYOUT

LENS HAS NO TITLE.  
THU JAN 8 2009  
TOTAL LENGTH: 24.88967 MM

### 4: Shaded Model

Update Settings Print Window Text Zoom

### 2: FFT MTF

Update Settings Print Window Text Zoom

MODULUS OF THE OTF

SPATIAL FREQUENCY IN CYCLES PER MILLIMETER

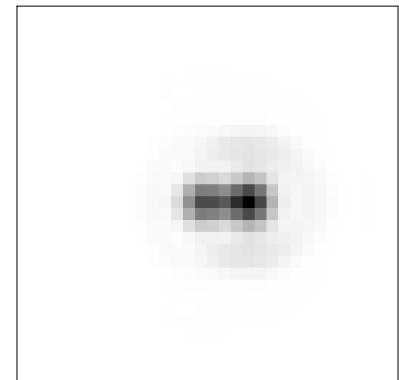
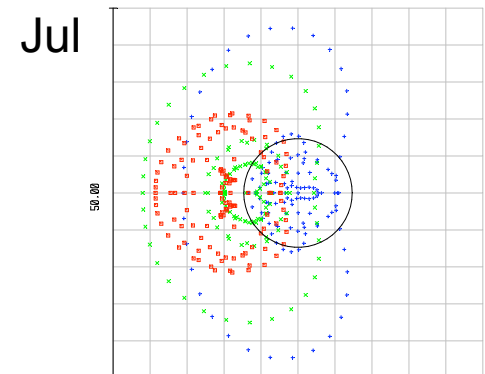
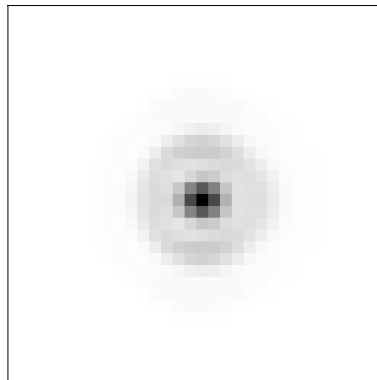
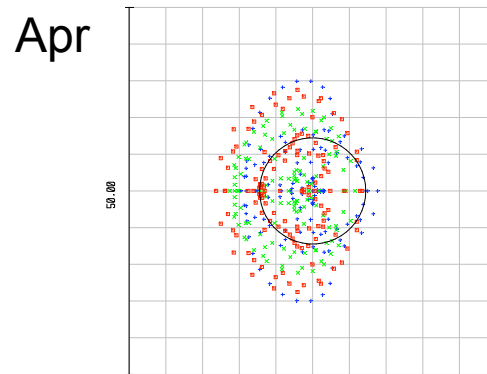
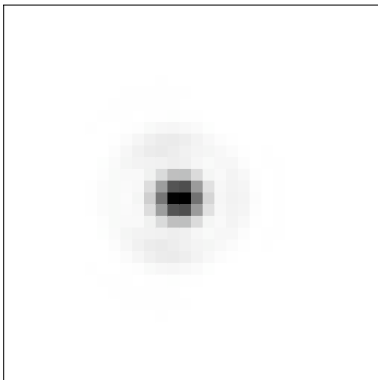
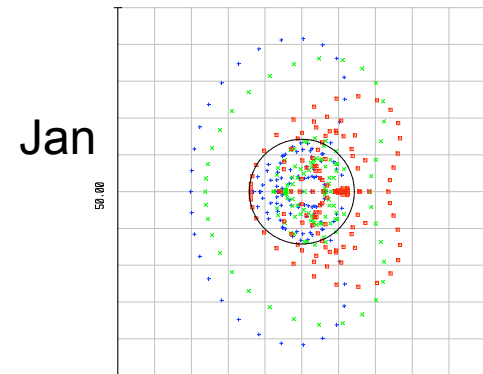
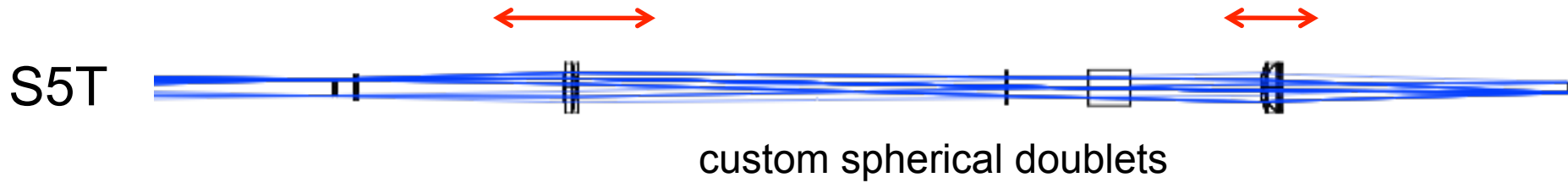
POLYCHROMATIC DIFFRACTION MTF

LENS HAS NO TITLE.  
THU JAN 8 2009  
DATA FOR 0.6500 TO 0.6500 MICRONS.

C:\ZEMAX\SAMPLES\LENS.ZMX  
CONFIGURATION 1 OF 1

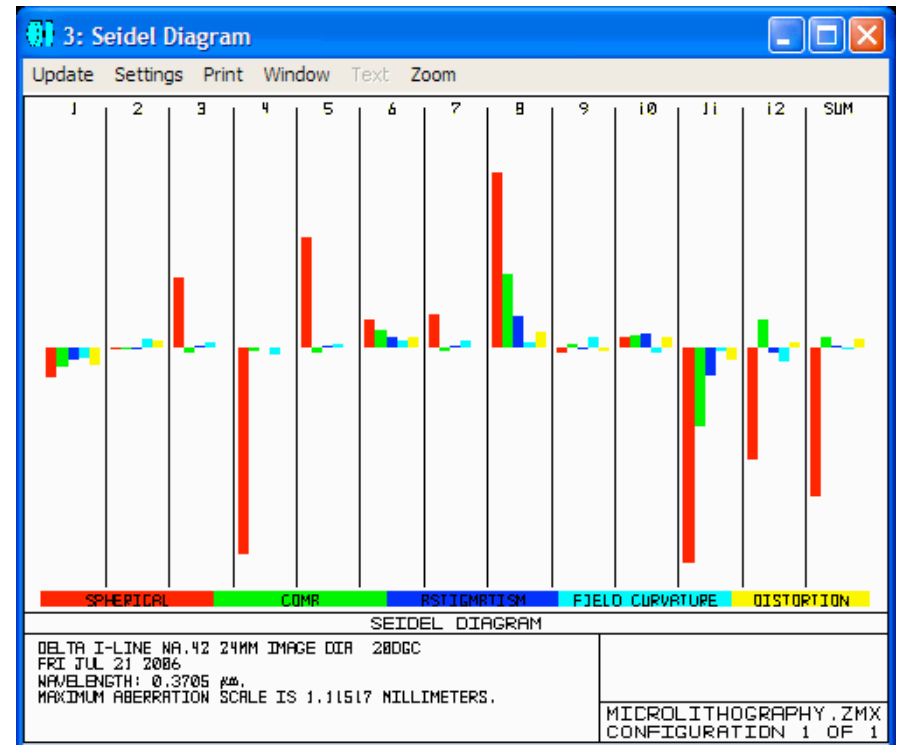
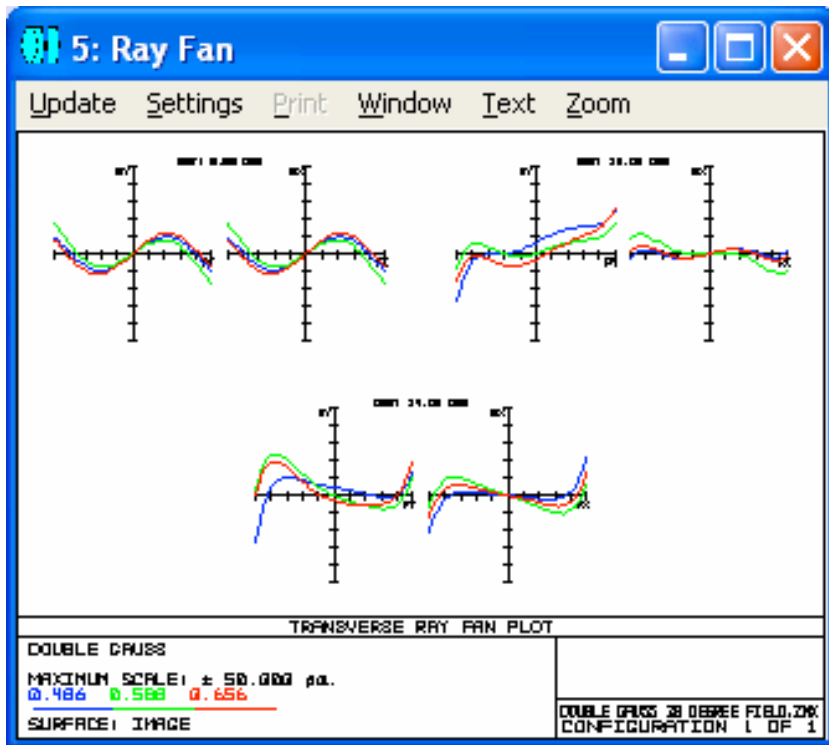
LENS HAS NO TITLE. EFFL: 15.5683 WFN0: 1.54365 ENPD: 10 TOTR: 24.8897

# Spot Diagrams



# Aberration Plots

- optical path differences
- Seidel diagram





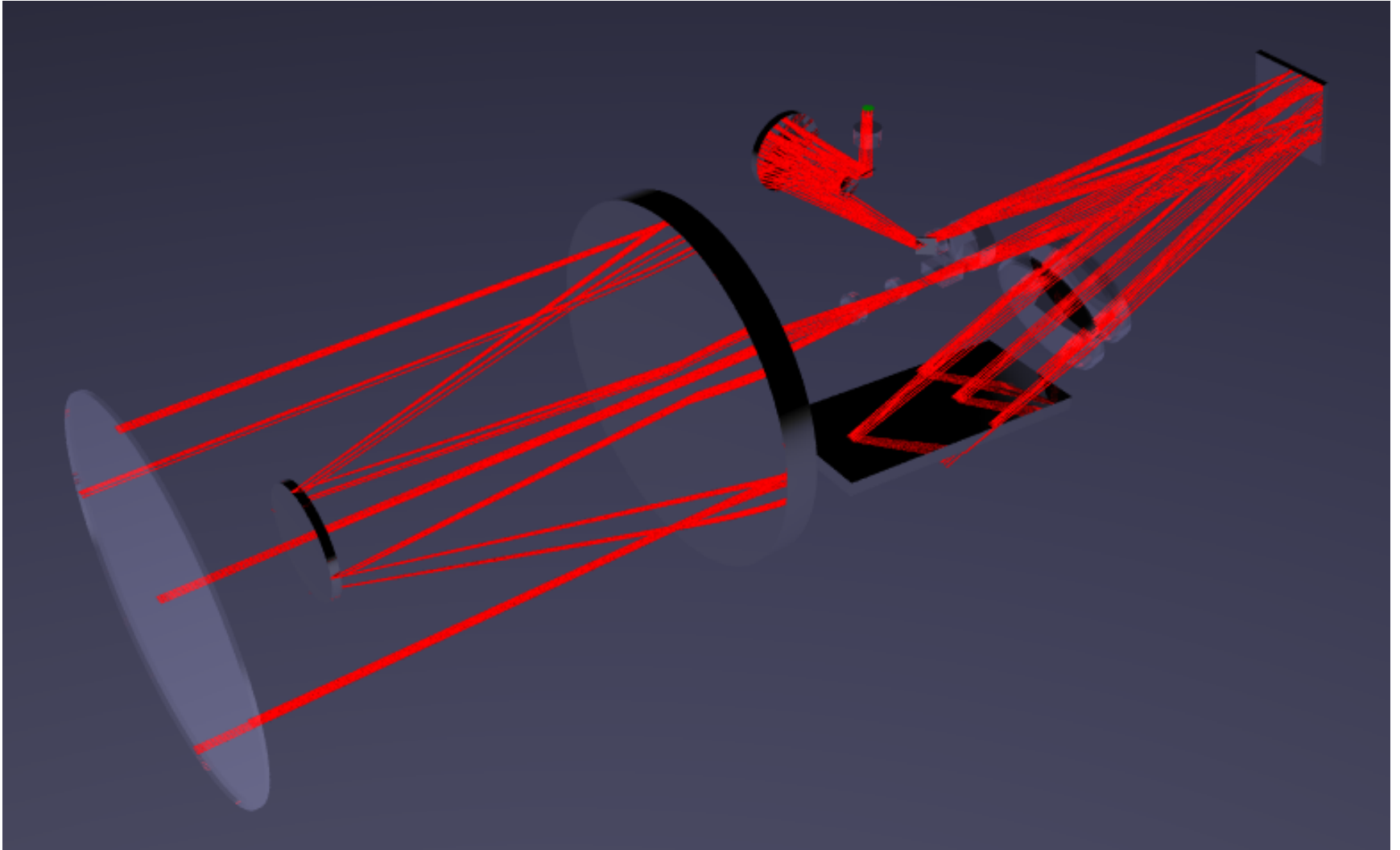
# Optimization

- built into most optical design software
- automatically improves performance
- degrees of freedom = variables of optical design
  - radii of curvature of optical surfaces
  - spacing between elements
  - conic constants
  - glass thicknesses
- can change glass type
- generally does not add or remove optics

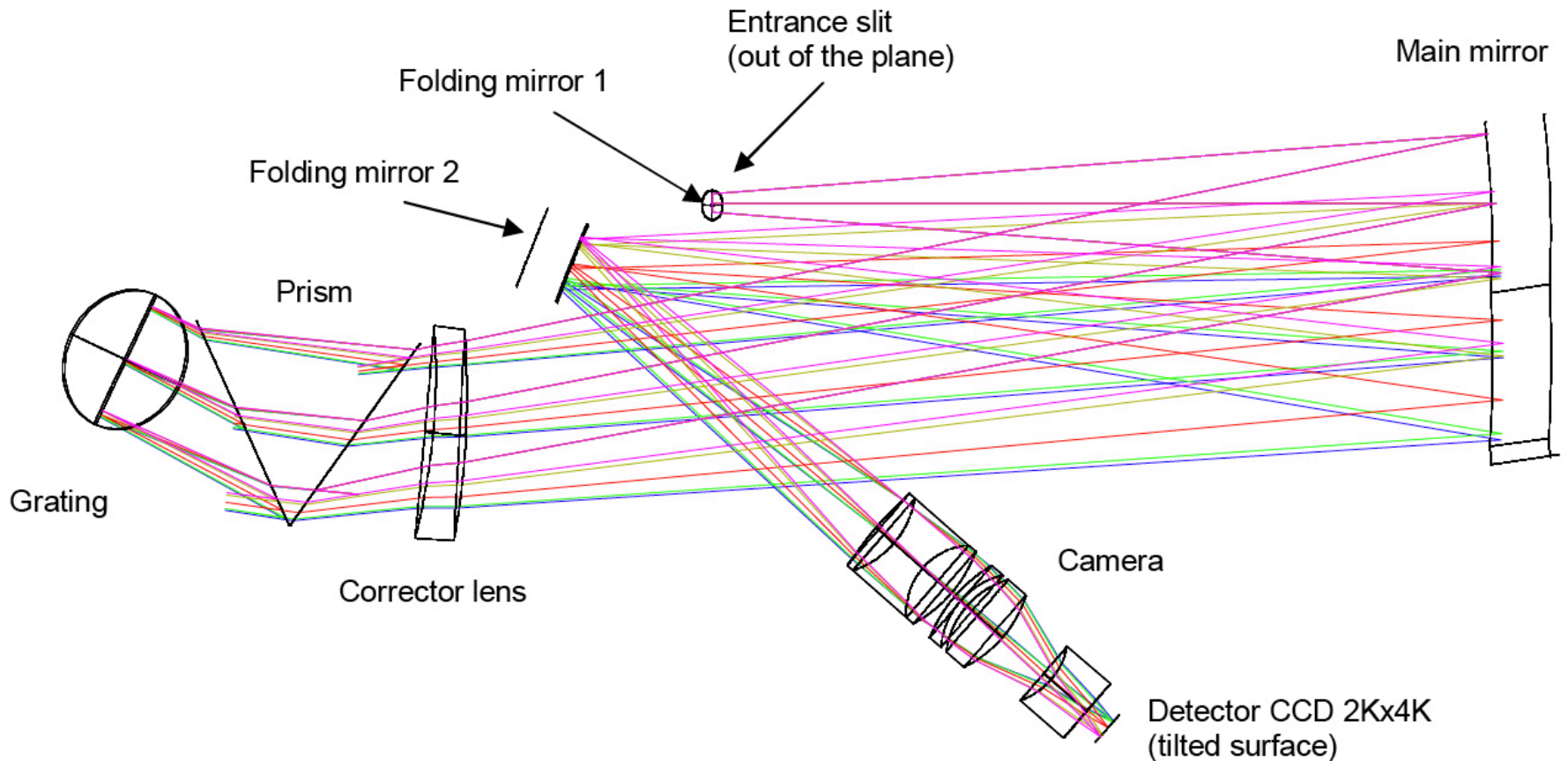
# Optimization: Merit Function

- merit function
  - based on design requirements
  - design optimal = merit function at global minimum
- merit function depends on
  - optical design parameters (restrictions on diameters, thicknesses, etc.)
  - system parameters (f-number to be achieved, overall system length, etc.)
  - aberration parameters (such as rms wavefront aberration, field curvature etc., often as a function of field angle and wavelength)

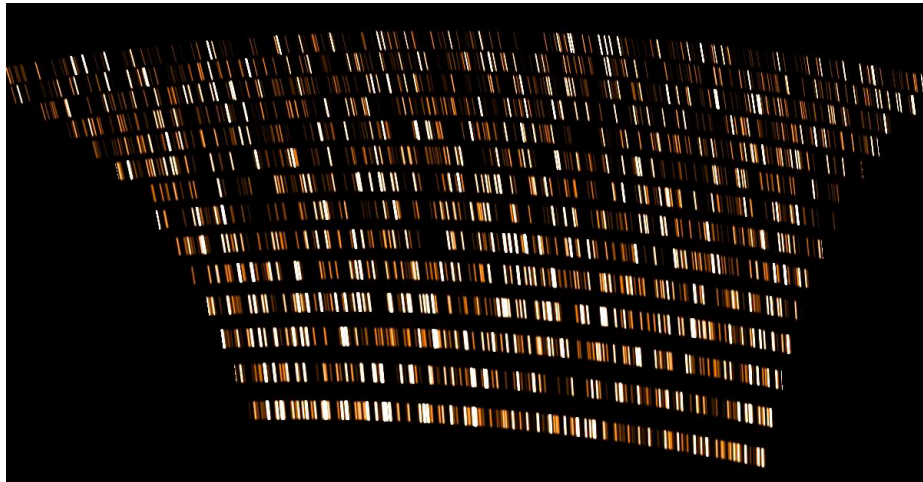
# Design Example 1: SOLIS VSM



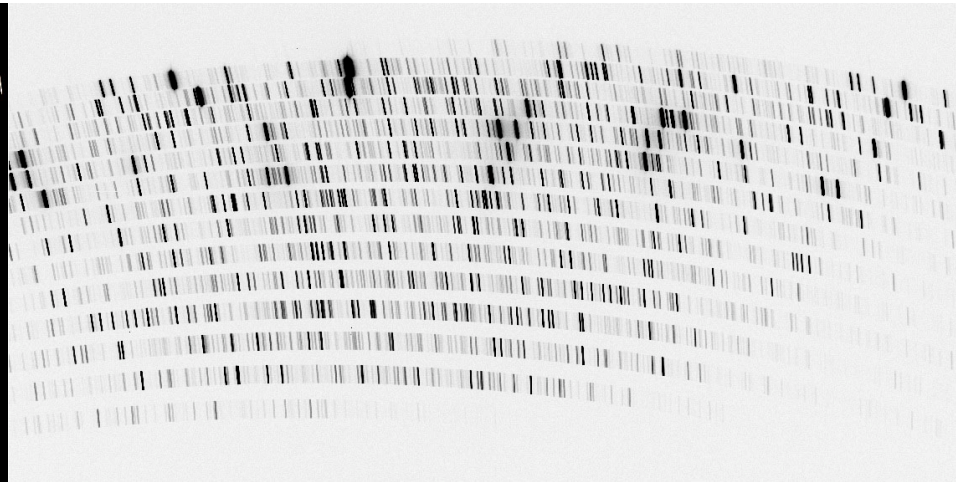
# Design Example 2: X-shooter



# Design Example 2: X-shooter



simulated from optical design



measured

# Tolerance Analysis

- determines tolerances to which
  - optical elements have to be manufactured
  - optical elements have to be positioned
  - environmental parameters have to be controlled
- needs to consider all design parameters that are subject to errors
- different optical designs may have same performance but one may be much more demanding on the manufacturing and/or alignment than another design

# Sensitivity Analysis

- tolerance analysis based on merit function
  - maybe the same as used for optimization
- sensitivity analysis
  - simplest form of tolerance analysis
  - reveals sensitivity of merit function with respect to an assumed error in each design parameter (e.g. known manufacturing tolerances)

# Inverse Sensitivity Analysis

- inverse sensitivity analysis
  - determines maximum allowed error in design parameter for given maximum allowed change in merit function
  - provides first approximation to tolerances to be specified
  - does not consider coupled effect of simultaneous errors in all design parameters
- Monte Carlo tolerance analysis provides realistic estimate of expected performance by using statistical distributions



# Tolerancing Example

Toerance sensitive analysis table

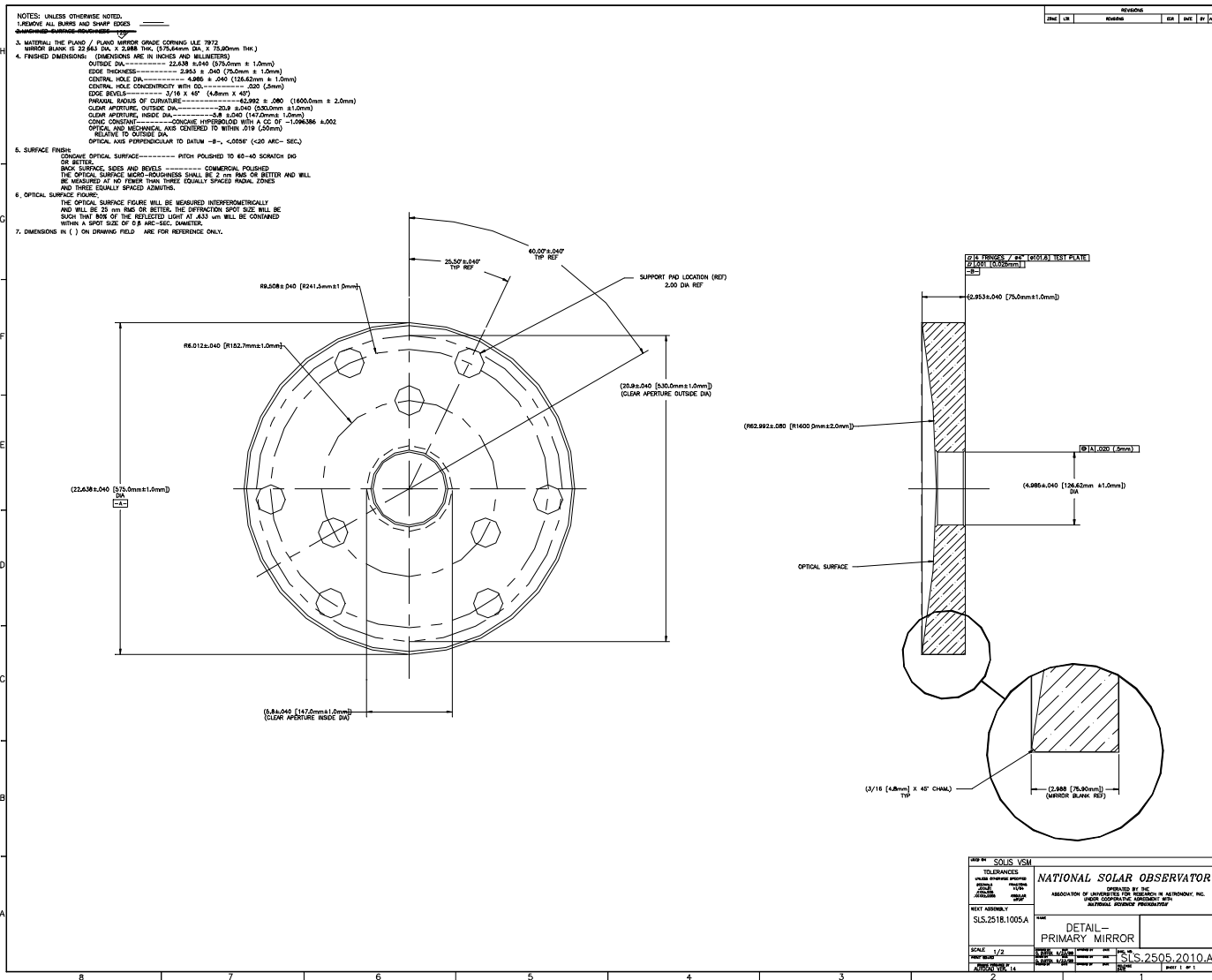
		errors	CC	$\Delta$ CC	R	$\Delta$ R	budget error	CC errors
<b>r1</b>	69.5879	0.02	-1.09576	.00062	1599.9329	-0.0671	0.02	0.000624
		-0.02	-1.09701	-.00063	1600.0673	0.06732		
<b>r2</b>	92.6792	0.02	-1.09657	-.00018	1599.9967	-0.003262	0.02	-0.000183
		-0.02	-1.09620	.00018	1600.0033	0.00326		
<b>d1</b>	280	0.02	-1.09576	.00062	1600.0804	0.08041	0.04	0.0012482
		-0.02	-1.09701	-.00063	1599.9195	-0.0805		
<b>d2</b>	12	0.03	-1.09738	-.00099	1599.9283	-0.0717	0.01	-0.000331
		-0.03	-1.09665	-.00026	1599.9106	-0.0894		
<b>d3</b>	169.082	0.05	-1.09732	-.00094	1600.0224	0.02238	0.03	-0.000561
		-0.05	-1.09545	.00093	1599.9776	-0.0224		
<b>d4</b>	5	0.02	-1.09637	.00001	1600.0132	0.0132	0.02	1.309E-05
		-0.02	-1.09640	-.00001	1599.9868	-0.0132		
<b>d5*</b>	53.994	1	-1.09572	.00067	1600.9999	0.9999	2	0.0013325
		-1	-1.09705	-.00067	1599.0001	-0.9999		

Total conic constant error 0.0020447

\*The error of d5 including the radius measurement error of the primary mirror.

excerpt from SOLIS VSM conic constant tolerance analysis

# Drawing Example



# System Budgets

- Look at the whole instrument at once
- Find the optimum balance
- The whole is the sum of its parts
- Examples:
  - wavefront error
  - transmission/photon budget
  - thermal background
  - polarimetric accuracy
  - weight, cost, ...

# Wavefront Error Budget

overall:

		$\Delta s$ in nm	Number of surface	Materials interface	index of refraction difference	$\Delta w$ for each component in nm	PV spec nm in wave at 633 nm
<b>Polarization compensator HWP-Z</b>		13.9	2	Fused Silica-Air	0.455	9.0	20
		19.0				9.0	20
	Surface1	9.5	1	Air-Quartz	0.541		
	Surface2	9.5	1	Quartz-Air	0.541		
	Surface3	9.5	1	Air-MgF2	0.376		
	Surface4	9.5	1	MgF2-Air	0.376		
<b>Window FLC Housing</b>		26.9	2			8.9	20
	Surface1	19	1	Air-Fused Silica	0.455		
	Surface2	19	1	Fused Silica-Cement_NOA61	0.108		
<b>Zero order plate</b>		24.0				9.3	20
	Surface1	17	1	Cement_NOA61-Quartz	0.022		
	Surface2	17	1	Quartz-Air	0.541		
<b>FLC Window FLC Housing</b>		9.2	2	Fused Silica-Air	0.455	6.0	30
		13.9	2	Fused Silica-Air	0.455	9.0	20
Beam Splitter	Surface1	<b>14.0</b>	1	Air-N-SF15	0.689	<b>9.7</b>	19
	Surface2	<b>14.0</b>	1	Air-N-SF15		<b>9.7</b>	19
<b>Filter 1</b>		28.0	2	Fused Silica-Air	0.455	18.1	10
<b>Camera Lens</b>		26.0				8.9	20
	Surface1	13	1	Air-S-NSL36	0.513		
	Surface2	13	1	S-NSL36-Cement_NOA61	0.050		
	Surface3	13	1	Cement_NOA61-CAF2	0.153		
	Surface4	13	1	CAF2-Air	0.410		
<b>Filter 2</b>		<b>28.0</b>	2	Fused Silica-Air	0.455	<b>18.1</b>	10
<b>Field Lens</b>		<b>14.0</b>	2	Caf2-Air	0.410	<b>8.1</b>	22
					<b>Total WFE in nm</b>	<b>37.9</b>	

sensitivities from ZEMAX:

	$\Delta \Phi / \Phi$ (%)	Pup $\Delta X / \Phi$ (%)	WFE RMS (in nm)
Dx EPOL M1	0.6		52.9
Dy EPOL M1		0.3	52.8
Dz EPOL M1	0.1		909.6
Tx EPOL M1	1.2	0.6	49.3
Ty EPOL M1			49.3
TFRN EPOL M1			72.7
Dx EPOL M2	0.9		52.8
Dy EPOL M2		0.5	52.8
Dz EPOL M2	0.01		912.1
Tx EPOL M2	0.3	0.2	9.2
Ty EPOL M2			9.3
TFRN EPOL M2			59.8
Tx folding 1	1.4	0.7	0.1
Dz folding 1	0.01		8.2
TFRN folding 1			21.2
Tx folding 2	1.7	0.8	0.1
Dz folding 2			8.2
TFRN folding 2			9.2

# Photon Budget

Quantity	wavelength (nm)			units	comment
	630.2	854.2	1083		
<b>Total transmission</b>	0.228804	0.227108	0.225067		unpolarized
<b>Photoelectric flux</b>	1.23E+08	1.12E+08	3.13E+06	e-/s	per pixel
CCD maximum detection	1.20E+08	1.20E+08	6.00E+07	e-/s	given by full-well depth
<b>Detected flux</b>	1.20E+08	1.12E+08	3.13E+06	e-/s	
Stokes Q modulation efficiency	0.58				
Stokes V modulation efficiency	0.50	1.00			
<b>Stokes I noise in 0.5s</b>	1.29E-04	1.34E-04	7.99E-04		
<b>Stokes Q,U noise in 0.5s</b>	<b>2.24E-04</b>				
<b>Stokes V noise in 0.5s</b>	<b>2.58E-04</b>	<b>1.34E-04</b>			

# Transmission Budget

X-shooter

