

Ch19 Lenses

Monday, 7 December 2020 23:57

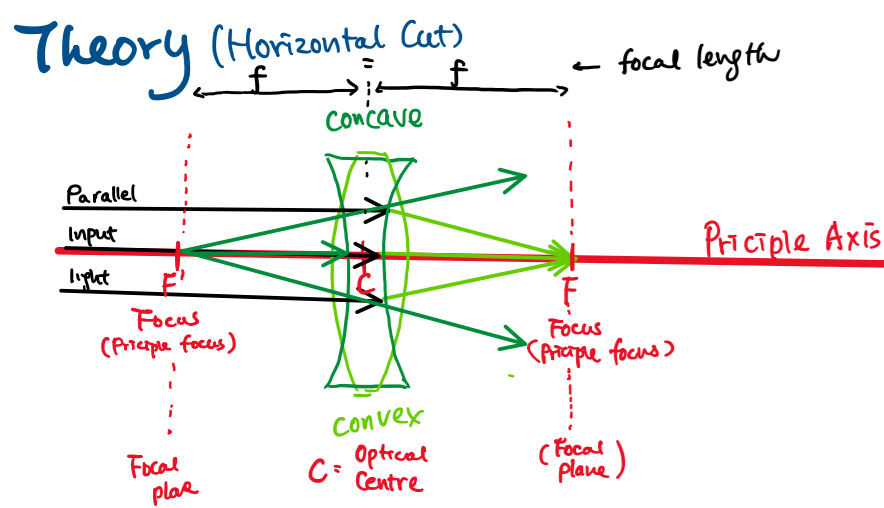


Abb. usage

F/F' = focus pt. usually on principle axis
C = Optic Centre I w/ principle axis
f = focal length length between C & F/F'

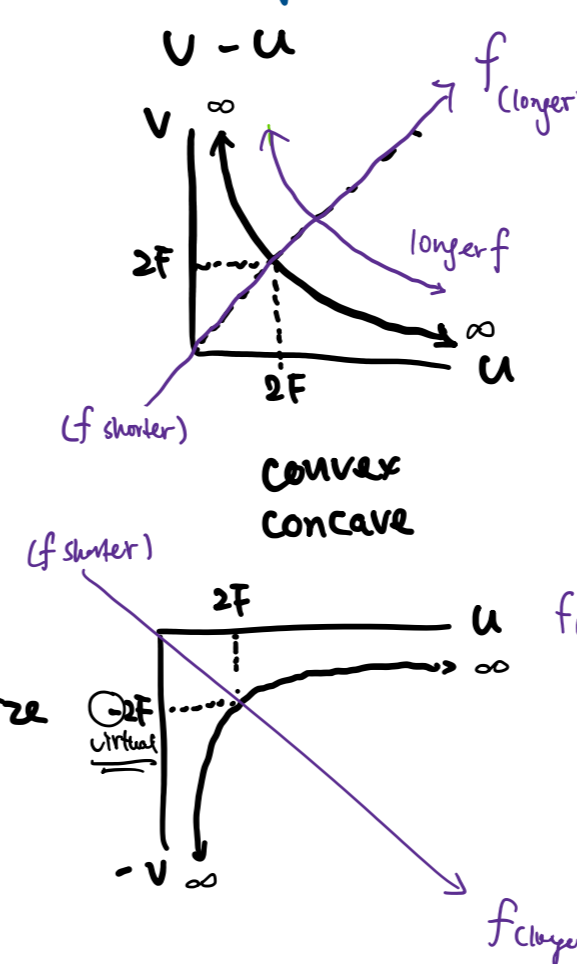
Focal length

$$f \propto \frac{1}{\text{curvature} \times \text{thickness}}$$

$$\frac{h_i}{h_o} = \frac{v}{u} = m$$

Obj/Img Height
 length between i & C : v
 O & C : u
 Linear magnification (of img)

Graph



reciprocal of v-u
 $(v^{-1} - u^{-1})$

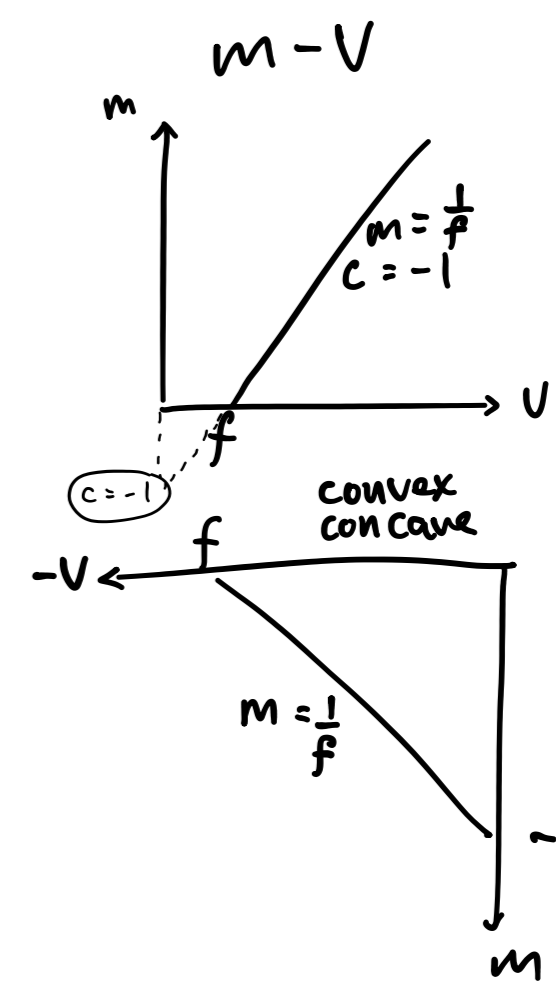
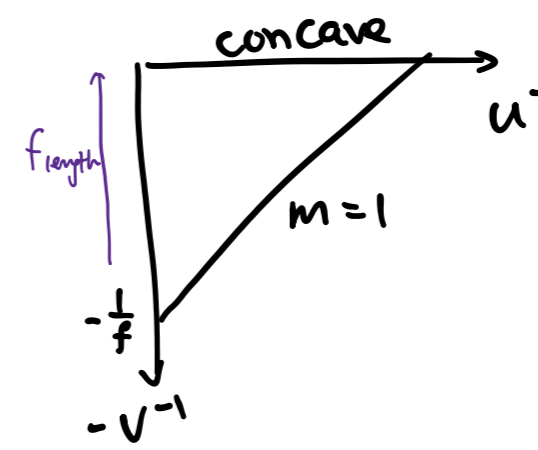
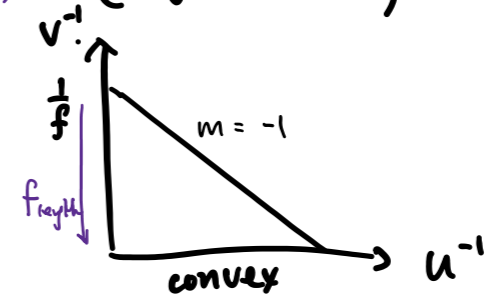
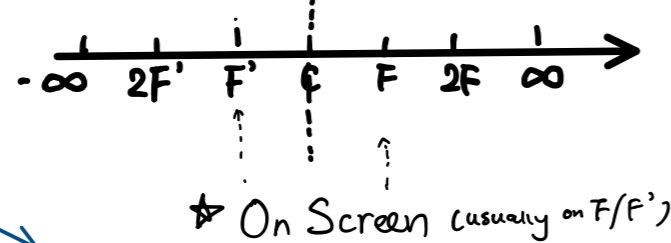


Image Nature (3 for each)

Remember (a)!
 Real \downarrow / Virtual \uparrow
 Erect \uparrow / Invert \downarrow
 Magnified \uparrow / Diminish \downarrow

Same Size \uparrow

Position (1 for each)



On Screen (usually on F/F')

Img **m**

< 1 → Smaller than Obj
 $= 1$ → $h_o = h_i$ Same Size
 > 1 → larger than Obj

Lens Formula

$$\frac{1}{u} + \frac{1}{v} = \frac{1}{f}$$

Sign of magnitude

+f \downarrow convex
 -f \downarrow concave

+v Real Img

-v Virtual Img

u Real Object

Cases

Sharp Img $\rightarrow v = u \rightarrow f = 4F$

Notes

$$m = \frac{|v|}{|u|}$$

Can't calculate?
 Use conjugate

$$u = v'$$

$$v = u'$$

why? Lens formula

$$\frac{1}{u} + \frac{1}{v} = \frac{1}{f}$$

$$\Rightarrow \frac{1}{v} = -1 \cdot \frac{1}{u} + \frac{1}{f}$$

$$y = m \cdot x + c$$

$m = -1$
 $c = \frac{1}{f}$

why? Lens formula

$$\frac{1}{v} + \frac{1}{u} = \frac{1}{f}$$

$$\Rightarrow \frac{1}{v} + \frac{1}{u} = \frac{1}{f} \text{ (multiply w/ } v)$$

$$\Rightarrow 1 + m = \frac{1}{f} \cdot v$$

$$\Rightarrow m = \frac{1}{f} \cdot v - 1 \text{ (rearrange as } y = mx + c)$$

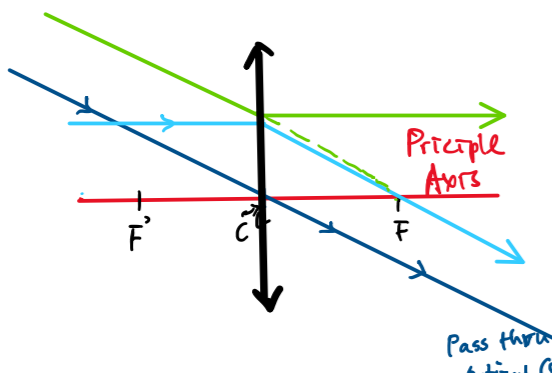
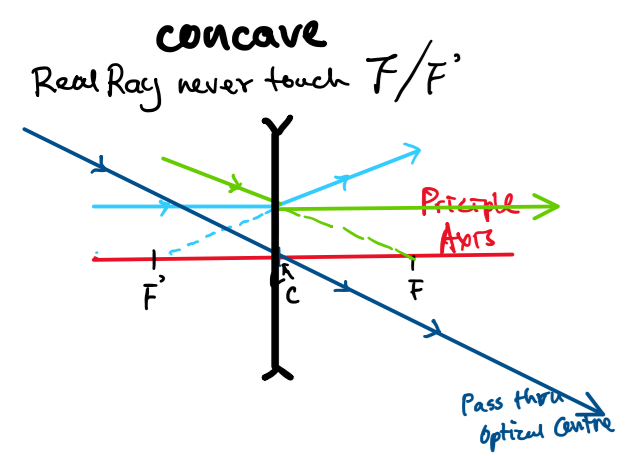
$$y = m \cdot x + c$$

$m = \frac{1}{f}$
 $c = -1$

concave
 - converging

convex
 - diverging

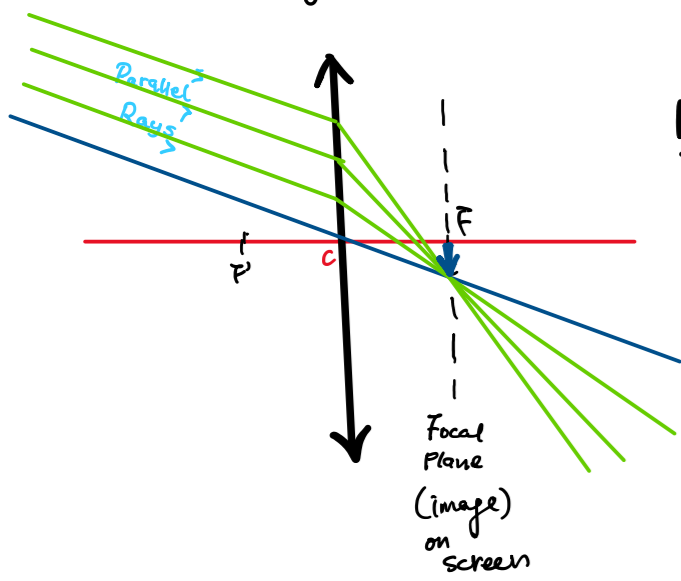
convex
 only touching forward F



Images

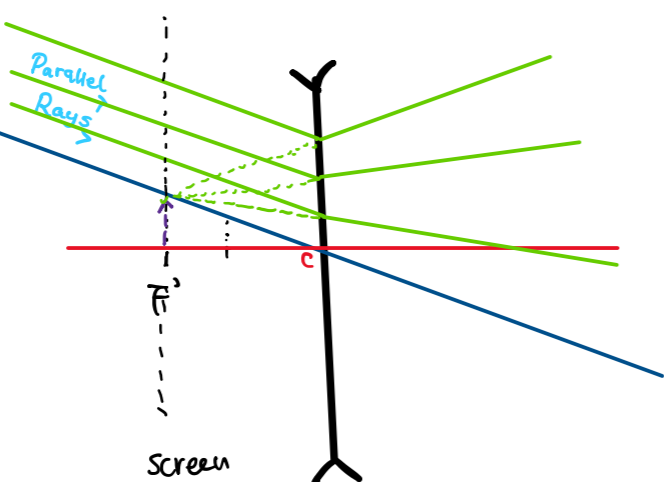
properties w/ related lens

Distant Obj **CONVEX**

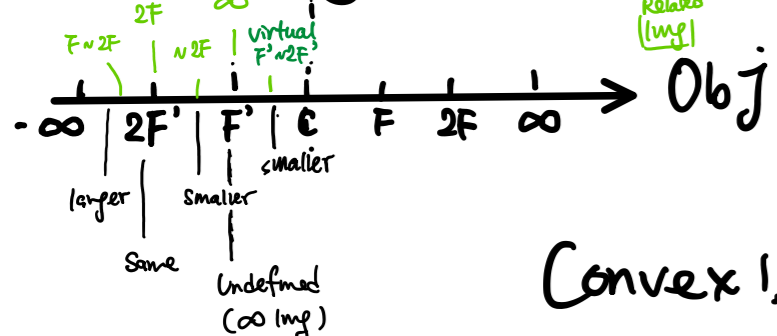


3N+1Pos

Inverted Diminish Real + Screen F
 Erect Diminish Virtual + Screen F'



Obj = Img Position



Draw dist. img { Line thru Optical Centre Principle Axis Focus Screen F'/F

Near Img { Line thru C Principle Axis Obj head - hori to lens - pass thru F focus (Opposite)

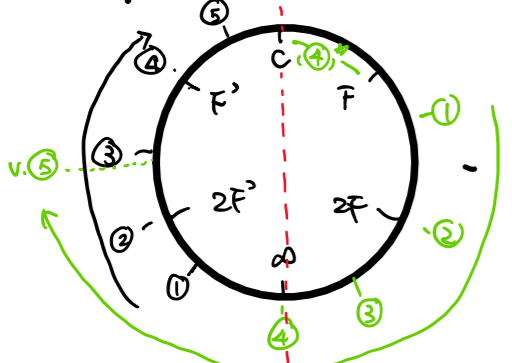
Convex!

Concave Near Img { Line thru C Principle Axis Obj head - hori to lens - pass back to F' (same size)

Convex Virtual { Line thru C Principle Axis Obj head hori - pass forward F - Ext back touch Line thru C

Obj \rightarrow : Img \rightarrow

- $\sim 2F'$: $F \sim 2F$
- $2F'$: $2F$
- $F' \sim 2F'$: $\sim 2F$
- F' : ∞ (at $F=C$)
- $F \sim C$: Virtual $F \sim 2F$



Img = Virtual & Diminished (Always Real)
 Obj = Real Obj (DSE)

Img size

Between F' & $2F'$: img larger $h_i > h_o$
 At $2F'/2F$: Same $h_i = h_o$
 Beyond $2F'/2F$: img smaller $h_i < h_o$

Img Nature Separated line
 (a) at line Undetermined

Rules: Eye view from ∞ or $C \neq F$
 - Small Obj. DSE
 - At ∞ (eye) - Actual size