

# GEOMETRICAL OPTICS

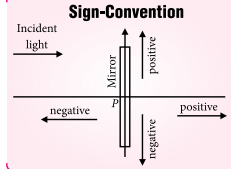
## Velocity of the Image of a Moving Object

Object is approaching the focus of a concave mirror from infinite

with speed  $v_{obj}$

$$v_{image} = \frac{dv}{dt} = -\frac{f^2}{(u-f)^2} \frac{du}{dt}$$

$$= -m^2 v_{obj}$$

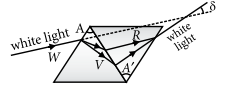
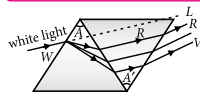


## Combination of Prism

• Deviation without dispersion

$$(\theta = 0) A' = -\frac{(\mu_V - \mu_R)A}{\mu_V - \mu_R}$$

$$\delta_{net} = (\mu - 1)A + (\mu' - 1)A'$$



• Dispersion without deviation

$$(\delta = 0) A' = -\frac{(\mu - 1)A}{\mu' - 1}$$

$$\theta_{net} = (\mu_V - \mu_R)A + (\mu'_V - \mu'_R)A'$$

## Newton's Formula

If object distance ( $x_1$ ) and image distance ( $x_2$ ) are measured from focus,

$$f^2 = x_1 x_2$$

## Through Spherical Mirrors

• Mirror formula,  $\frac{1}{u} + \frac{1}{v} = \frac{1}{f} = \frac{2}{R}$

• Magnification,  $m = -v/u$

- Longitudinal magnification:

$$m_l = -\frac{dv}{du} = \left[\frac{v}{u}\right]^2 = m^2$$

- Superficial magnification:

$$m_s = \frac{\text{area of image}}{\text{area of object}} = m^2$$

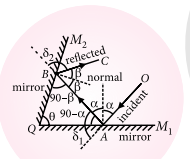
Angular dispersion,  $\theta = (\mu_V - \mu_R)A$

Dispersive power,  $\omega = \frac{\mu_V - \mu_R}{\mu_Y - 1}$

## Relation between $\mu$ and $\delta_m$

$$\mu = \frac{A + \delta_m}{\sin \frac{A}{2}} \left\{ \begin{array}{l} \text{where,} \\ \delta_m = \text{angle of minimum deviation} \\ A = \text{angle of prism} \end{array} \right.$$

or  $\delta_m = (\mu - 1)A$  (Prism of small angle)



Deviation produced by the combination of two plane mirrors,

$$\delta = 360 - 2(\alpha + \beta)$$

$$\delta = 360 - 2\theta$$

For two plane mirrors inclined at an angle  $\theta$ , the number of images of a point object formed are

- $n = 360/\theta - 1$  [If  $360/\theta$  is even]
- $n = 360/\theta$  [If  $360/\theta$  is odd]

## Through Plane Mirrors

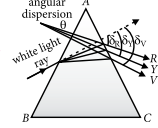
## Minimum length ( $L_m$ ) of a mirror to see complete Image of

- A person in the mirror  $L_m = 1/2 \times (\text{height of person})$
- A wall behind a person in the mirror  $L_m = 1/3 \times (\text{height of wall})$

# GEOMETRICAL OPTICS

Deals with light propagation in the form of rays.

## Through Prism



## REFRACTION OF LIGHT

Snell's law : When light travels from medium  $a$  to medium  $b$ ,

$${}^a\mu_b = \frac{\mu_b}{\mu_a} = \frac{\sin i}{\sin r}$$

Refractive index,  $\mu = \frac{c}{v}$

## Through Spherical Lenses

## General relation for spherical surfaces

$$\frac{\mu_{denser}}{v} - \frac{\mu_{rarer}}{u} = \frac{\mu_{denser} - \mu_{rarer}}{R}$$

## Lens maker's formula

$$\frac{1}{f} = (\mu - 1) \left[ \frac{1}{R_1} - \frac{1}{R_2} \right]$$

## Thin Spherical Lens

Thin lens formula :  $\frac{1}{v} - \frac{1}{u} = \frac{1}{f}$

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

## Through Different Medium

## Apparent Depth ( $d_{app}$ ) and Normal Shift ( $x$ )

- Object in denser medium is observed from rarer:  $d_{ap} = \frac{d_{ac}}{\mu}$ ;  $x = d_{ac} \left[ 1 - \frac{1}{\mu} \right]$
- Object in rarer medium is observed from denser:  $d_{ac} = \frac{1}{\mu} (< 1)$ ;  $x = [\mu - 1] d_{ac}$
- Lateral shift:  $d = \frac{t}{\cos r} \sin(i - r)$

## Special Cases

• If half portion of lens is covered by black paper then only intensity of image will be reduced.

• If a lens is made of number of layers of different R.I. for a given  $\lambda$  number of images = number of R.I.



• If lens is cut into two equal parts by a vertical plane, focal length of each part  $f' = 2 \times \text{focal length of original lens } (f)$