

AD A072715

AFAL-TR-79-1115, Vol II

HOLOGRAPHIC SPECTRAL ANALYSIS

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June 1979

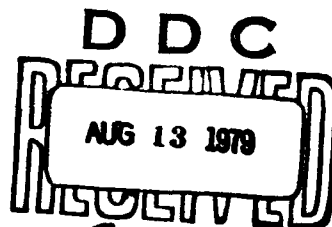
TECHNICAL REPORT AFAL-TR-79-1115, Vol II

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Final Report for Period 1 July 1975 - 30 September 1978.

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------|---------------------------------------------|
| 1. REPORT NUMBER                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 2. GOVT ACCESSION NO.                                       | 3. RECIPIENT'S CATALOG NUMBER               |
| AFAL-TR-79-1115- <del>Vol-1</del> -VOL-2                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                             |                                             |
| 4. TITLE (and Subtitle)                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 5. TYPE OF REPORT & PERIOD COVERED                          |                                             |
| HOLOGRAPHIC SPECTRAL ANALYSIS.                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Final Report.<br>1 Jul 75 - 30 Sep 78                       |                                             |
| 6. AUTHOR(s)                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 6. PERFORMING ORG. REPORT NUMBER                            |                                             |
| T. L. Williamson<br>C. R. Lane<br><i>Charles Richard Lane</i>                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                             |                                             |
| 7. PERFORMING ORGANIZATION NAME AND ADDRESS                                                                                                                                                                                                                                                                                                                                                                                                                                          | 8. CONTRACT OR GRANT NUMBER(s)                              |                                             |
| AIR FORCE AVIONICS LABORATORY<br>AFAL/DHO-2<br>WPAFB, OHIO 45433                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                             |                                             |
| 9. CONTROLLING OFFICE NAME AND ADDRESS                                                                                                                                                                                                                                                                                                                                                                                                                                               | 10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS |                                             |
| Same                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 62204F; 20010242                                            |                                             |
| 11. MONITORING AGENCY NAME & ADDRESS (if different from Controlling Office)                                                                                                                                                                                                                                                                                                                                                                                                          | 12. REPORT DATE                                             |                                             |
| Same                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | June 1979                                                   |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 13. NUMBER OF PAGES                                         |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 41                                                          |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 14. SECURITY CLASS. (of this report)                        |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | UNCLASSIFIED                                                |                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 15a. DECLASSIFICATION/DOWNGRADING SCHEDULE                  |                                             |
| 16. DISTRIBUTION STATEMENT (of this Report)                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                             |                                             |
| Approved for public release; distribution unlimited.                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                             |                                             |
| 17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report)                                                                                                                                                                                                                                                                                                                                                                                           |                                                             |                                             |
| 18. SUPPLEMENTARY NOTES                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                             |                                             |
| 19. KEY WORDS (Continue on reverse side if necessary and identify by block number)                                                                                                                                                                                                                                                                                                                                                                                                   |                                                             |                                             |
| Laser<br>Hologram<br>Optics<br>Spectral Analysis                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                             |                                             |
| 20. ABSTRACT (Continue on reverse side if necessary and identify by block number)                                                                                                                                                                                                                                                                                                                                                                                                    |                                                             |                                             |
| This report discusses the basic concepts and techniques required to design and use holographic optics for a number of spectral analysis problems. Since an in depth knowledge of the holographic processes is not required to use holographic optics for the various applications, the text is written for simplistic implementation into optical spectral analysis systems. Included in the report is a 9820A calculator ray trace program for aiding in the optical system design. |                                                             |                                             |

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## SECTION I

### INTRODUCTION

Numerous applications arise where it is desirable to apply the spectral dispersive properties of holographic elements in order to perform a spectral decomposition. To design holograms for this type of application in most cases does not require an in-depth understanding of the holographic process. The following is a discussion of the basic concepts and techniques of sufficient detail to permit the reader to design and use holographic optics for a number of spectral analysis applications. Included is a calculator ray trace program for use on the Hewlett Packard 9820A calculator. This program can serve as a design aid for a large class of applications.

## SECTION II

### BASIC VECTOR RELATIONSHIPS

The field emanating from a point source can be represented by,

$$Ae^{i\vec{k} \cdot \vec{r}} \quad (1)$$

where A is the amplitude of the field,  $\vec{k} = (2\pi/\lambda)\hat{k}$  is the propagation vector, and  $\vec{r}$  is the vector from the point source to the point of observation. The phase relationship is described by the vector dot product

$$\vec{k} \cdot \vec{r} \quad (2)$$

In the construction of a hologram two such fields  $\vec{k}_R$  and  $\vec{k}_O$  (reference and object fields) exist simultaneously within the recording material. The resultant field is characterized by the vector relation

$$\begin{aligned} (\vec{k}_R - \vec{k}_O) \cdot \vec{r} = \\ \vec{K} \cdot \vec{r} \end{aligned} \quad (3)$$

where  $\vec{K}$  is the vector describing the orientation of the resultant interference fringes.

The recording and processing of the imposed fringe pattern within the recording material results in a fringe pattern that is proportional to this incident interference pattern. (For a more complete description of this process in silver halide emulsions, see reference 1) i.e.,

$$\begin{aligned}\vec{k}_H &= a(\vec{k}_R - \vec{k}_0) \\ &= a\vec{K}\end{aligned}\quad (4)$$

where  $\vec{k}_H$  is the vector describing the orientation of the recorded fringes and  $a$  is a constant reflecting the exposure and recording characteristics.

The process of reconstruction consists of illuminating the processed hologram (in the same angular orientation as recorded) with a wavefront that duplicates the reference wave. The resultant diffracted wavefront has a propagation vector given by,

$$\vec{k} = \vec{k}_R \pm n\vec{K} \quad (5)$$

where  $n$  is the diffraction order. If the wavelength and geometry is identical to those of the construction process, the propagation vector will reduce to,

$$\vec{k} = n\vec{k}_0, (1+n)\vec{k}_R - n\vec{k}_0 \quad (6)$$

Only the first term is of interest for this usage. The first diffracted order then results in a wavefront that is identical to the original object beam.

If a wavelength variation is included between the reconstruction and construction, the vector relationship becomes

$$\begin{aligned}\hat{k}(2\pi/\lambda_I) &= (2\pi/\lambda_I)\hat{k}_R \pm n(2\pi/\lambda_E)\hat{K} \\ \hat{k} &= \hat{k}_R \pm n(\lambda_I/\lambda_E)\hat{K}.\end{aligned}\quad (7)$$

where  $\hat{\phantom{x}}$  indicates the unit vector and the subscripts E and I refer to exposure and illumination conditions. Thus for a given angular direction of the reconstructing field, the angle of the reconstructed ray is dependent on the illumination wavelength.

This analysis considers the fringe spacing to be a constant over the area of reconstruction. Through superposition, this can be extended to more complex holographic structures and is, in fact, quite general. The important result is that the change in propagation direction of the illumination that is induced by the hologram is proportional to the wavelength of the radiation. This result is illustrated in figure 1. This figure shows the change in focal position that results from various wavelengths of illumination when the holographic grating is placed in front of a simple lens. From this figure it is obvious that the plane containing the on axis focal points for the various wavelengths is curved. This will result in a design limitation if image resolution is to be maintained over a significant range of wavelengths.

One other feature that must be taken into account in the design is the fact that the multiple diffraction orders may overlap either due to spectral spread or spatial extent. The overall range of wavelengths is limited only by the angular range of the optics and the transmission characteristics of both the optics and the holographic materials. A considerable amount of flexibility exists due to the ability of varying the spatial frequency of the holographic fringes in the construction process.

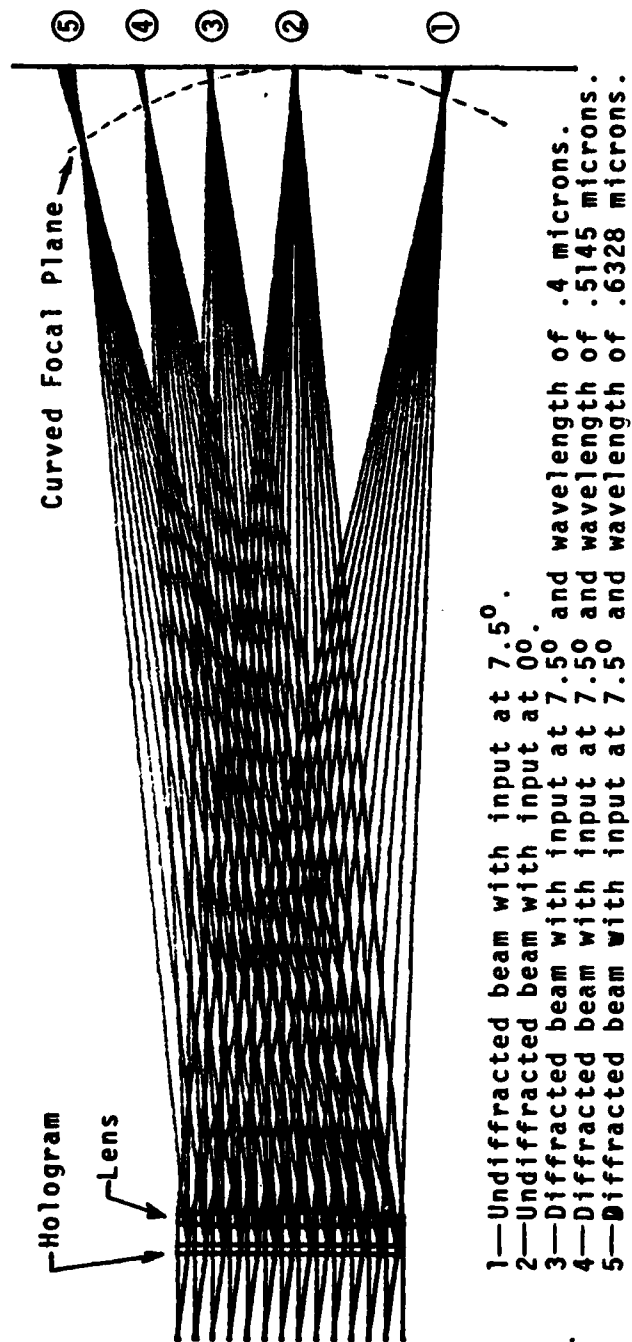


FIGURE 1. Ray Trace of Simple Hologram-Lens System showing Axial Focus Positions for Several Illumination Wavelengths.

### SECTION III

#### CONCLUSION

The proceeding discussion is meant to be only a first look at the use of holographic gratings as a tool to perform spectral decomposition. The discussion gives some of the basic vector relations that are used in the calculator ray trace program of the attached Appendix. This discussion together with the ray trace program will allow the reader to perform sufficient design analysis to answer the first questions associated with the use of holographic elements. For a more detailed treatment of the theory of holographic optics, the reader is referred to any of the current texts on the subject or the three dissertations listed as references.

## APPENDIX

### CALCULATOR RAY TRACE PROGRAM FOR SPHERICAL DIFFRACTIVE, REFRACTIVE AND REFLECTIVE OPTICAL ELEMENTS

## Introduction

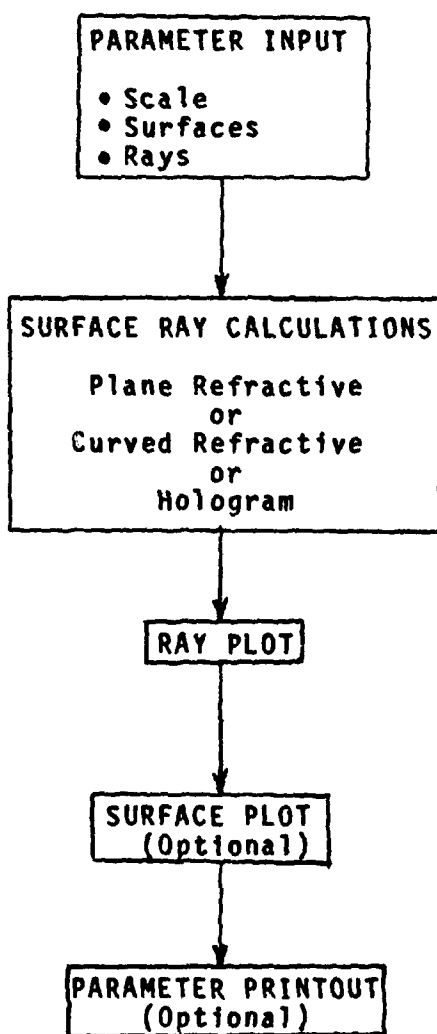
Over the past several years programs have been written to simulate various aspects of hologram performance. These programs vary extensively in the degree of complexity depending on the flexibility and thoroughness required. Several programs for use with the table top (Hewlett-Packard 9820 ) calculator have existed in DHO alone. These programs are typically written for a particular problem and for this reason they are not general enough for widespread usage. This is an attempt to write and document a relatively simple program that is sufficient to be used for the analysis of a large number of optical problems. The program will handle refractive elements of spherical shape as well as reflective spherical elements and holographic elements. The program will provide a ray trace analysis of an optical system that is a combination of refractive or reflective elements together with one holographic lens.

The program uses Snell's law to calculate the ray direction across the refractive interfaces, and the vector relationship to determine the ray direction through diffractive elements. For reflective elements

the index of refraction and the surface to surface distance must undergo a sign change at the reflective interface. This will be illustrated by an example in the ensuing discussion.

The following discussion gives a description of the program, its input requirements, the memory allocations, the calculations performed, examples of each type of element, and a printout of the program. The calculations are shown in mathematical form together with their equivalent statement in calculator form. This is provided for ease in trouble shooting as well as program modification. The program is written for use on the 9820A Hewlett-Packard calculator in conjunction with the 9862A Plotter, 9866A Printer, and the 9865A Cassette Memory.

# PROGRAM FLOW DIAGRAM



## INPUT PARAMETERS

SCALE:  $x_{\min}$ ,  $x_{\max}$ ,  $y_{\min}$ ,  $y_{\max}$  .

### NON-HOLOGRAM SURFACES:

$R_D$  Radius of curvature of the surface.  
( Positive if center of curvature is  
to the right of surface.)( 0 = flat surf.)

TH On axis distance to the next surface.

n Index of refraction of the medium  
following the surface.

CA Clear Aperture. ( Radius of the active  
area of the surface.)

INPUT PARAMETERS  
(continued)

HOLOGRAM PARAMETERS:

R/D Diverging wave focal distance from the  
hologram surface.

$\alpha/D$  Diverging wave angle with axis.  
(Positive if point source is above the  
axis)

R/C Converging wave focal distance from the  
hologram surface.

$\alpha/C$  Converging wave angle with axis.  
(Positive if point of convergence is  
below axis)

$\lambda/I$  Illumination wavelength.

$\lambda/E$  Exposure wavelength.

INPUT PARAMETERS  
(continued)

INPUT RAY BUNDLE PARAMETERS:

CENTRAL- $Y_1$     Y position of the central ray  
                  in the input bundle.

DELTA- $Y_1$         Spacing between the parallel  
                  input rays.

$A_{12}$               Angle of rays between the first  
                  two surfaces. (Positive if the  
                  ray has a negative slope.)

## MEMORY ALLOCATION

| REGISTER | INFORMATION STORED                            |
|----------|-----------------------------------------------|
| A        | Surface number of hologram.<br>(If none, A=0) |
| B        | $X_{min}$                                     |
| C        | $X_{max}$                                     |
| X        | $Y_{min}$                                     |
| Y        | $Y_{max}$                                     |
| Z        | Index Register for Surfaces.                  |
| R(0)     | Hologram R/D.                                 |
| R(1)     | Hologram $\alpha/D$ .                         |
| R(2)     | Hologram R/C.                                 |
| R(3)     | Hologram $\alpha/C$ .                         |
| R(4)     | Hologram $LAMBDA/I$ .                         |
| R(5)     | Hologram $LAMBDA/E$ .                         |
| R(6)     |                                               |
| R(7)     | Central $Y_1$ .                               |
| R(8)     | Delta $Y_1$ (From R(498)).                    |
| R(9)     | Interim storage used in calc.                 |

**MEMORY ALLOCATION**  
continued

| REGISTER | INFORMATION STORED                                 |
|----------|----------------------------------------------------|
| R(10Z)   | Radius of curvature of surface Z.                  |
| R(10Z+1) | On axis distance to surface Z+1.                   |
| R(10Z+2) | Index of refraction between Z and Z+1.             |
| R(10Z+3) | Radius of clear aperture of Z.                     |
| R(10Z+4) | Angle of incoming ray at plane Z.                  |
| R(10Z+5) | X position of Z plane on axis.                     |
| R(10Z+6) | X distance between intercepts of planes Z-1 and Z. |
| R(10Z+7) | X value at intercept point on plane Z.             |
| R(10Z+8) | Y value at intercept point on plane Z.             |
| R(10Z+9) | Angle of normal to surface at intercept point.     |
| R(498)   | Delta $Y_1$                                        |
| R(507)   | Interim calculations in Holo. sub.                 |
| R(508)   | " " " " "                                          |
| R(509)   | " " " " "                                          |

## DEFINITION OF TERMS

- $x_{Z0}$  On axis x component of  $Z^{\text{th}}$  surface.
- $d_{Z,Z+1}$  X distance between the intercept on the Z and Z+1 surfaces.
- $\alpha_{Z,Z+1}$  Angle with respect to the x axis of the ray between surfaces Z and Z+1.
- $\alpha_{RZ}$  Angle of the normal to the  $Z^{\text{th}}$  surface at the point of intersection.
- $x_Z$  x component of the intersection point on the  $Z^{\text{th}}$  surface.
- $y_Z$  y component of the intersection point on the  $Z^{\text{th}}$  surface.
- $n_Z$  Index of refraction of the medium following the  $Z^{\text{th}}$  surface.
- $x'_{1Z}$  x component of the center of curvature of the  $Z^{\text{th}}$  surface.

Calculations for a flat surface:

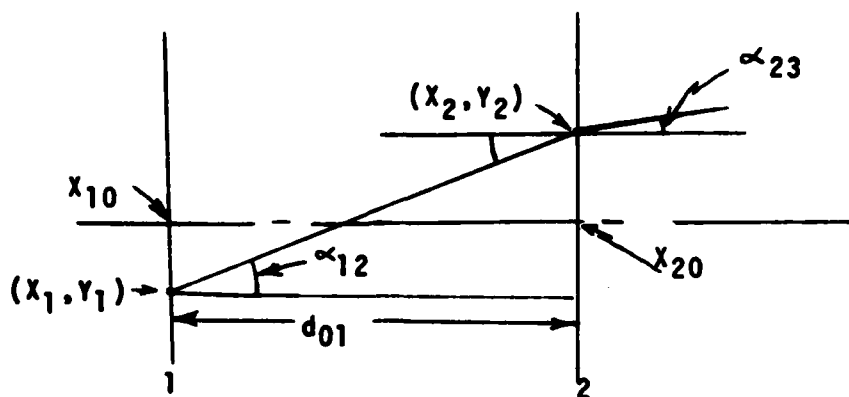


Figure A-1. Flat Surface Geometry

$$TH_1 + X_0 = X_{20}$$

$$R(Z+1) + R(Z+5) \rightarrow R(Z+15)$$

$$X_{20} - X_1 = d_{01}$$

$$R(Z+15) - R(Z+7) \rightarrow R(Z+16)$$

IF NEXT SURFACE IS FLAT

IF  $R(Z+10) = 0$

$$Y_1 - d_{01} \tan \alpha_{12} = Y_2$$

$$R(Z+8) - R(Z+16) \tan R(Z+4) \rightarrow R(Z+18)$$

$$X_1 + d_{01} = X_2$$

$$R(Z+7) + R(Z+16) \rightarrow R(Z+17)$$

IF NEXT SURFACE IS FLAT

$$\text{IF } R(Z+10) = 0$$

$$\alpha_{R2} = 0$$

$$0 \rightarrow R(Z+19)$$

$$\sin^{-1} ((n_1/n_2) \sin \alpha_{12}) = \alpha_{23}$$

$$\sin^{-1} (R(Z+2)(\sin R(Z+4))/R(Z+12)) \rightarrow R(Z+14)$$

GO TO NEXT SURFACE

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#### Calculations for a spherical surface:

The calculations for the ray intercept with a spherical surface require the simultaneous solution of the equation describing the ray path and that of

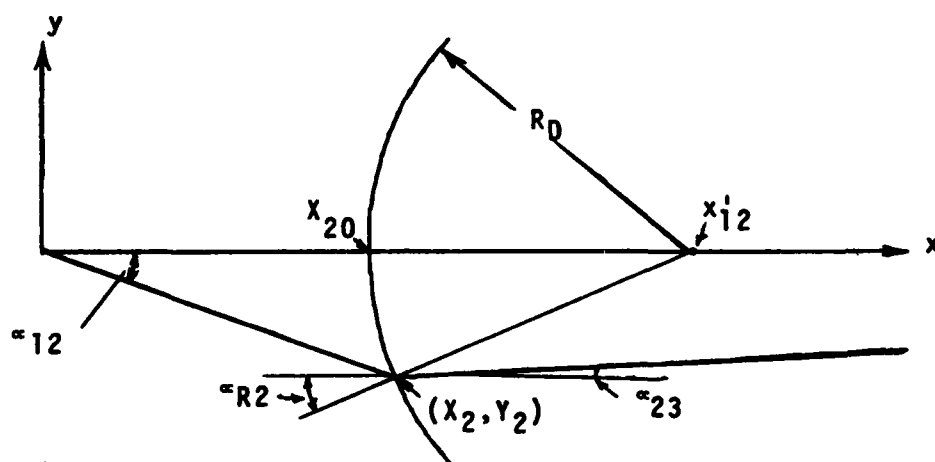


Figure A-2. Geometrical Layout for the Spherical Surface Calculation.

the spherical surface. The equation of the ray is,

$$y = mx + b$$

where

$$m = -\tan \alpha_{12}$$

and

$$b = Y_1 + X_1 \tan \alpha_{12}.$$

Then

$$y = -x \tan \alpha_{12} + (Y_1 + X_1 \tan \alpha_{12}).$$

The equation for a circular intercept whose center is located on the x axis is of the form;

$$(x - x'_{12})^2 + y^2 = R_{D2}^2$$

where

$$x'_{12} = x_{20} + R_{D2}$$

is the center. Thus

$$y^2 = R_{D2}^2 - x^2 + 2x'_{12}x - x'^2_{12}.$$

Setting these equations for y equal and solving for the intercept point  $X_2$  and letting

$$B = (x'_{12} + (Y_1 + X_1 \tan \alpha_{12}) \tan \alpha_{12}) \cos^2 \alpha_{12}$$

and

$$C = (x'^2_{12} - R_{D2}^2 + (Y_1 + X_1 \tan \alpha_{12})^2) \cos^2 \alpha_{12}$$

we have the familiar equation

$$x_2^2 - 2Bx_2 + C = 0$$

Thus

$$X_2 = B \pm (B^2 - C)^{1/2}$$

and

$$Y_2 = Y_1 + (X_1 - X_2) \tan \alpha_{12}.$$

The sign is determined by ;

$$\frac{R_{D2}}{|R_{D2}|} = \frac{R_{D2}}{(R_{D2}^2)^{1/2}}.$$

This solution is implemented in the program by the following steps.

$$\begin{aligned} X_{20} + R_{D2} + x'_{12} \\ R(Z+15) + R(Z+10) \rightarrow R9 \end{aligned}$$

Calculation of B

$$\cos^2 R(Z+4) (R9 + (R(Z+8) + R(Z+7) \tan R(Z+4)) \tan R(Z+4)) \rightarrow R8$$

Calculation of C

$$\cos^2 R(Z+4) (R9^2 - R(Z+10)^2 + (R(Z+8) + R(Z+7) \tan R(Z+4))^2) \rightarrow R7$$

$$\begin{aligned} B - R_{D2} ((B^2 - C) / R_{D2}^2)^{1/2} = X_2 \\ R8 - R(Z+10) ((R8^2 - R7) / R(Z+10)^2)^{1/2} \rightarrow R(Z+17) \end{aligned}$$

$$Y_1 - (X_2 - X_1) \tan \alpha_{12} = Y_2$$

$$R(Z+8) - (R(Z+17) - R(Z+7)) \tan R(Z+4) \rightarrow R(Z+18)$$

$$\sin^{-1}(Y_2/R_{D2}) = \alpha_{R2}$$

$$\sin^{-1}(R(Z+18)/R(Z+10)) \rightarrow R(Z+19)$$

$$\alpha_{R2} + \sin^{-1}((n_1/n_2)(\sin(\alpha_{12} - \alpha_{R2}))) = \alpha_{23}$$

$$R(Z+19) + \sin^{-1}((R(Z+2)/R(Z+12))(\sin(R(Z+4) - R(Z+19))/R(Z+12))))$$

$$\rightarrow R(Z+14)$$

GO TO NEXT SURFACE.

.....

### Calculations for a holographic element:

The calculations of the ray path through a holographic element are based on the following vector relations. The fringe pattern recorded in the hologram will have a localized fringe distribution whose orientation is described by the vector  $\vec{K}$  where,

$$\vec{K} = \vec{k}_1 - \vec{k}_2 .$$

$\vec{k}_1$  and  $\vec{k}_2$  are the wave propagation vector for the two fields used in the construction of the hologram.

The vector  $\vec{K}$  can then be used to determine the direction of the diffracted ray upon reconstruction.

$$\vec{k}_R = \vec{k}_I - \vec{K}$$

where  $\vec{k}_R$  and  $\vec{k}_I$  refer to the reconstructed and illumination rays respectively. The program uses the direction sines for the wave vectors for the calculations.

The implementation is as follows;

Direction sine of the diverging field is

$$\sin\theta_{12D} = (1/n_1) \sin(\tan^{-1}((Y_1 + R/D \sin\alpha/D)/R/D \cos\alpha/D))$$

$$\sin \tan^{-1}((R(Z+8)+R0\sin R1)/R0\cos R1)/R(Z+2) \rightarrow R508$$

The direction sine of the converging field is

$$\sin \theta_{12C} = (1/n_1) \sin \tan^{-1}((Y_1 + R/C \sin \alpha/C)/R/C \cos \alpha/C).$$

$$\sin \tan^{-1}((R(Z+8)+R2\sin R3)/R2\cos R3)/R(Z+2) \rightarrow R507$$

Then, the diffracted ray angle is

$$\theta' = \sin^{-1}(\sin \alpha_{12} - (\lambda_I/\lambda_E)(\sin \theta_{12D} - \sin \theta_{12C}))$$

$$\sin^{-1}(\sin R(Z+4) - (R4/R5)(R508 - R507)) \rightarrow R509$$

$$\alpha_{12} \rightarrow R510$$

$$R(Z+4) \rightarrow R510$$

$$(TH_1 + X_{10} = X_{20}) \wedge (X_{20} - X_1 = d_{01})$$

$$(R(Z+1) + R(Z+5) \rightarrow R(Z+15)) - R(Z+7) \rightarrow R(Z+16)$$

$$Y_1 - d_{01} \tan \theta' = Y_2$$

$$R(Z+8) - R(Z+16) \tan R509 \rightarrow R(Z+18)$$

$$X_1 + d_{01} = X_2$$

$$R(Z+7) + R(Z+16) \rightarrow R(Z+17)$$

$$\text{IF } |n_1 \sin \theta' / n_2| \leq 1$$

$$\text{IF ABS } (R(Z+2) \sin R509 / R(Z+12) \rightarrow R(Z+14)) \leq 1$$

$$\sin^{-1} (n_1 \sin \theta' / n_2) = \alpha_{23}$$

$$\sin^{-1} R(Z+14) \rightarrow R(Z+14)$$

GO TO NEXT SURFACE.

.....

### Data Output:

The program is designed primarily to provide a ray trace plot as the output. This plot consists of a surface to surface plot of each of the rays in the prescribed ray bundle. An optional feature that exists is the plotting of the surfaces themselves. This subroutine is executed by the answer "1 RUN PROGRAM" when the display "SURF.?" is shown. The plot of a given ray will be stopped if the intersection with the next surface exceeds the clear aperture range.

A second form of output is the tabular listing of the input surface parameters. This output is included for record keeping and as a check of the accuracy of the input. The format of the data printout is shown in Figure A-3.

| HOLLO.AT | R/D  | ALPHA/D | R/C  | ALPHA/C | LAMDA/I | LAMDA/E |
|----------|------|---------|------|---------|---------|---------|
| SURF.NO. | ...  | .....   | ...  | .....   | .....   | .....   |
|          |      |         |      |         |         |         |
| SURF.NO. | RD   | TH      | N    | CA      |         |         |
|          | .... | ....    | .... | ....    |         |         |

Figure A-3. Format for Data Printout.

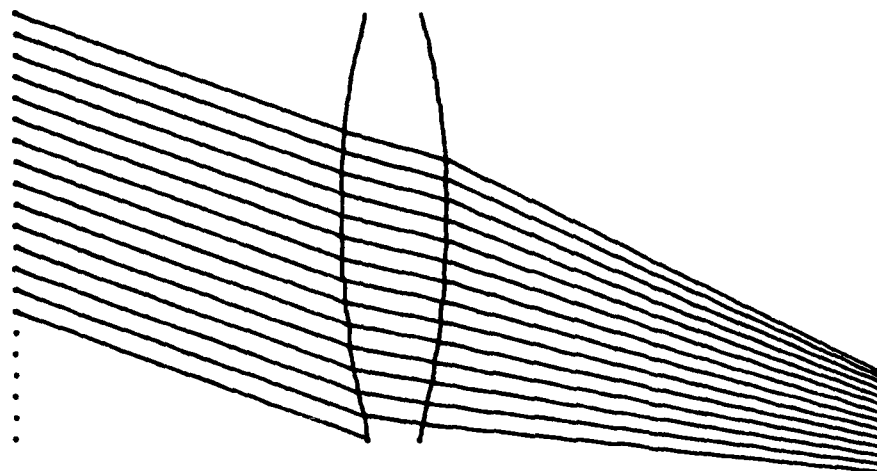


Figure A-4. Sample plot for a simple lens with an input ray bundle with spacing of .1 and an angle of  $20^\circ$ . The surface parameters are shown in Figure A-5.

| SURF.NO. | RD        | TH       | N        | CA       |
|----------|-----------|----------|----------|----------|
| 1        | 0.000000  | 1.500000 | 1.000000 | 1.000000 |
| 2        | 4.000000  | .500000  | 1.500000 | 1.000000 |
| 3        | -4.000000 | 2.000000 | 1.000000 | 1.000000 |
| 4        | 0.000000  | 0.000000 | 1.000000 | 1.500000 |

Figure A-5. Data Printout for the Parameters Used in Figure A-4.

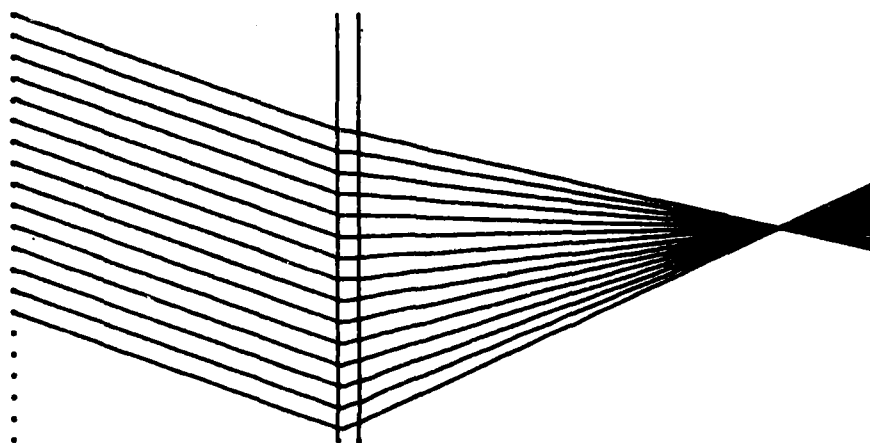


Figure A-6. Sample Ray Trace through a Holographic Lens. Input Rays are the same as Figure A-3.

| HOLD-AT  | R/D     | ALPHA/D | R/C  | ALPHA/C | LAMDA/I | LAMDA/E |
|----------|---------|---------|------|---------|---------|---------|
| SURF.NO. |         |         |      |         |         |         |
| 2        | 1000.00 | 20.00   | 2.00 | 0.00    | .6328   | .6328   |

| SURF.NO. | KD       | TH       | N        | CA       |
|----------|----------|----------|----------|----------|
| 1        | 0.000000 | 1.500000 | 1.000000 | 1.000000 |
| 2        | 0.000000 | .100000  | 1.500000 | 1.000000 |
| 3        | 0.000000 | 2.400000 | 1.000000 | 1.000000 |
| 4        | 0.000000 | 0.000000 | 1.000000 | 1.500000 |

Figure A-7. Printout of the Parameters Used in Figure A-6.

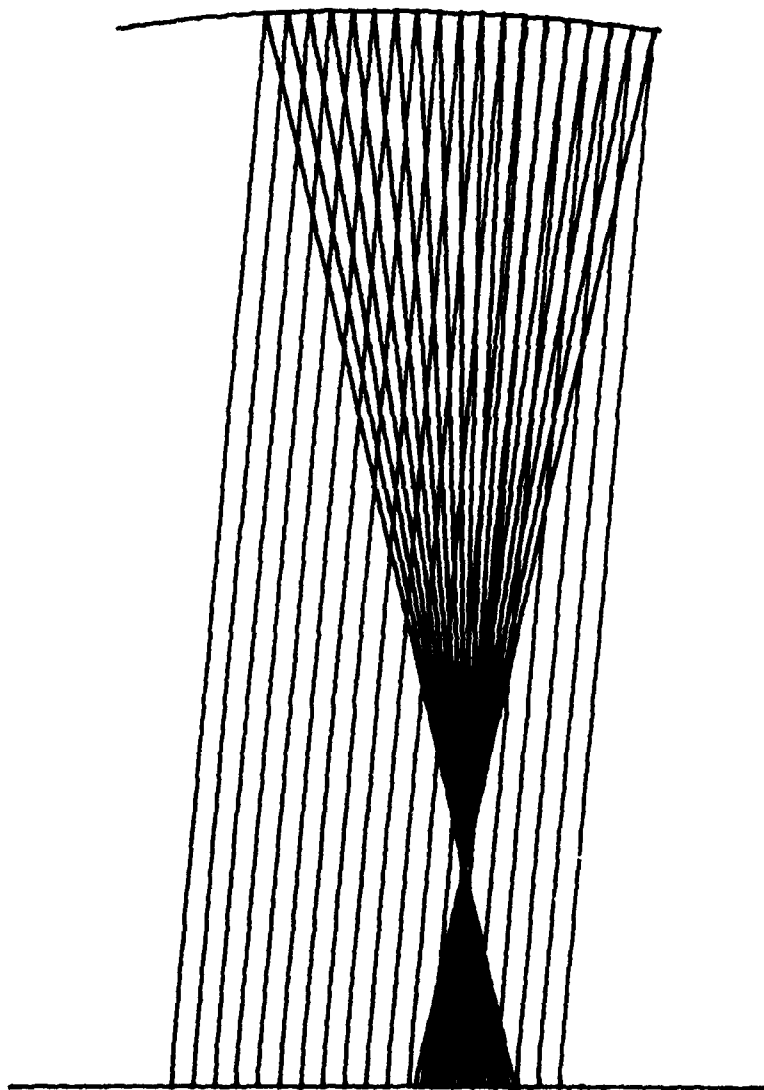


Figure A-8. Ray Trace for a Single Element Spherical Reflector.

| SURF.NO. | RD        | TH        | N         | CA       |
|----------|-----------|-----------|-----------|----------|
| 1        | 0.000000  | 5.000000  | 1.000000  | 1.000000 |
| 2        | -8.000000 | -5.000000 | -1.000000 | 1.250000 |
| 3        | 0.000000  | 0.000000  | 1.000000  | 1.750000 |

Figure A-9. Input Parameters for the Ray Trace of Figure A-8.

```

0:
FXD 6;SFG 14;
ENT "SCALE,X MIN
",B,"X MAX",C,"Y
MIN",X,"Y MAX",
YF
1:
ENT "HOLD,AT SUR
F.NO?",A;IF A=0;
JMP 3F
2:
ENT "R/D=?",R0,"
ALPHA/D=?",R1,"R
/C=?",R2,"ALPHA/
C=?",R3F
3:
ENT "LAMDA/I=?",
R4,"LAMDA/E=?",R
5F
4:
10+ZF
5:
ENT "RD=?",RZ,"T
H=?",R(Z+1),"N=?
",R(Z+2),"CA=?",
R(Z+3)F
6:
IF R(Z+1)≠0;Z+10
+Z;JMP -1F
7:
ENT "CENTRAL Y1=
?",R7,"DELTA-Y1=
?",R498,"A12=?",
R14F
8:
R7-R13+R18;R498+
R8F
9:
0+R15+R16+R17+R1
9;10+ZF
10:
(R(Z+1)+R(Z+5)+R
(Z+15))-R(Z+7)+R
(Z+16);IF R(Z+10
)≠0;JMP 3F
11:
R(Z+8)-R(Z+16)
TAN R(Z+4)+R(Z+1
8);R(Z+7)+R(Z+16
)+R(Z+17)F

```

```

12:
0+R(Z+19);ASN (R
(Z+2)SIN R(Z+4)/
R(Z+12))+R(Z+14)
;JMP 8F
13:
R(Z+15)+R(Z+10)+
R(Z+19)F
14:
(R(Z+19)+(R(Z+8)
+R(Z+7)TAN R(Z+4
))TAN R(Z+4))
COS R(Z+4)+2+R(Z
+18)F
15:
(R(Z+19)+2-R(Z+1
0)+2+(R(Z+8)+R(Z
+7)TAN R(Z+4))+2
)COS R(Z+4)+2+R(
Z+17)F
16:
R(Z+18)-R(Z+10)F
((R(Z+18)+2-R(Z+
17))/R(Z+10)+2)+
R(Z+17)F
17:
R(Z+8)-(R(Z+17)-
R(Z+7))TAN R(Z+4
)+R(Z+18)F
18:
ASN (R(Z+18)/R(Z
+10))+R(Z+19)F
19:
R(Z+19)+ASN (R(Z
+2)SIN (R(Z+4)-R
(Z+19))/R(Z+12))
+R(Z+14)F
20:
IF R(Z+1)≠0;Z+10
+Z;IF Z=10A;GSE
"HOLD"F

```

```

21:
IF R(Z+1)≠0; JMP
-11H
22:
SCL B,C,X,YH
23:
10→ZH
24:
IF ABS R(Z+8)>R(
Z+3); JMP 3H
25:
PLT R(Z+7),R(Z+8
)H
26:
IF R(Z+1)≠0; Z+10
→Z; JMP -2H
27:
PEN ;R18+R8→R18;
IF R18≤R7+R13;
GTO 9H
28:
ENT "SURF.",R10
00; IF R1000=1;
GSB "SURF."H
29:
ENT "PRINT OUT ?
",R1001; IF R1001
=1; GSB "PRINTER"
H
30:
GTO 7H

```

```

21:
"SURF."H
32:
20→ZH
33:
JMP 1; IF A≠0; IF
Z=10A+20; JMP 6H
34:
IF RZ=0; PLT R(Z+
5),-R(Z+3); PLT R
(Z+5),R(Z+3);
PEN ; IF R((Z+10→
Z)-9)≠0; JMP -1H
35:
-R(Z+3)→R15; IF R
(Z-9)=0; JMP 4H
36:
PLT R(Z+5)+RZ-RZ
R(1-R15↑2/RZ↑2),
R15H
37:
R15+R(Z+3)/20→R1
5; IF R15≤R(Z+3);
JMP -1H
38:
PEN ; Z+10→Z; IF R
(Z-9)≠0; JMP -5H
39:
RET H

```

```

40:
"HOLO"
41:
SIN ATH ((R(Z+8)
+R0SIN R1)/R0
COS R1)/R(Z+2)+R
508+
42:
SIN ATH ((R(Z+8)
+R2SIN R3)/R2
COS R3)/R(Z+2)+R
507+
43:
ASN (SIN R(Z+4)-
R4(R508-R507)/R5
)+R509;R(Z+4)+R5
10+
44:
(R(Z+1)+R(Z+5)+R
(Z+15))-R(Z+7)+R
(Z+16)+
45:
R(Z+8)-R(Z+16)
TAN R509+R(Z+18)
;R(Z+7)+R(Z+16)+
R(Z+17)+
46:
IF ABS (R(Z+2)
SIN R509/R(Z+12)
+R(Z+14))<1;ASN
R(Z+14)+R(Z+14)+
47:
Z+10+Z;GTO 10+

```

```

48:
"PRINTER"
49:
FMT 2/;WRT 8+
50:
IF A=0;JMP 7+
51:
FMT "HOLO.A1";
WRT 8+
52:
FMT "SURF.NO.",3
X,"R/D",3X,"ALPH
A/D",3X,"R/C",3X
,"ALPHA/C",3X,Z;
WRT 8+
53:
FMT "LAMDA/I",3X
,"LAMDA/E";WRT 8
+
54:
FMT FXD 4.0,FXD
11.2,FXD 8.2,2
FXD 8.2,2FXD 10.
4,FXD 11.4,FXD 1
0.2;WRT 8+
55:
WRT 8,A,R0,R1,R2
,R3,R4,R5+
56:
FMT 2/;WRT 8+
57:
FMT "SURF.NO.",9
X,"RD",16X,"TH",
16X,"N",17X,"CA"
,1/;WRT 8+
58:
10+Z+
59:
FMT FXD 4.0,4
FXD 18.6;WRT 8.2
/10,R2,R(Z+1),R(
Z+2),R(Z+3)+
60:
IF R(Z+1)≠0;Z+10
+Z;JMP -1+
61:
FMT 4/;WRT 8;
RET +
62:
STP +
63:
END +
R1100

```

#### REFERENCES

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3. Young D.D., The Theory of Diffraction from a Holographic Lens,  
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