

## 18.5 Thin Lenses: Ray Tracing

Look at two different types of lenses

1) Converging: parallel rays converge at a focal point

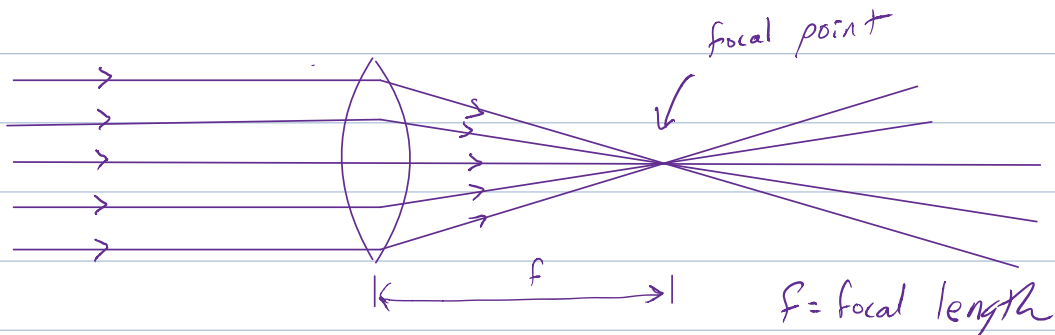
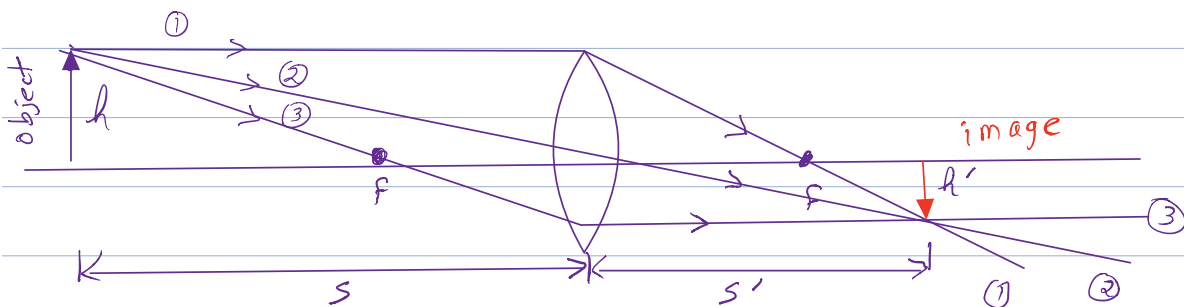


Image formation



Trace 3 rays

- ① ray parallel to the axis goes out through the focal point.
- ② ray through the center is undeflected
- ③ ray going in through the focal point comes out parallel to the axis.

$s$  = object distance

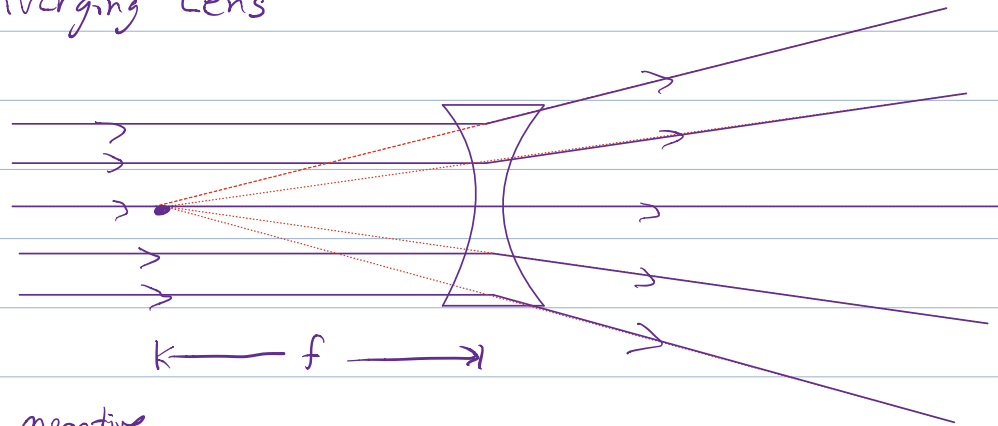
$s'$  = image distance

$h$  = object height

$h'$  = image height

(more details in next section)

## 2) Diverging Lens



$f$  is negative.

## 18.7: The Thin Lens Equation

How are these all related ?

Thin lens equation:

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f} \quad \text{gives location}$$

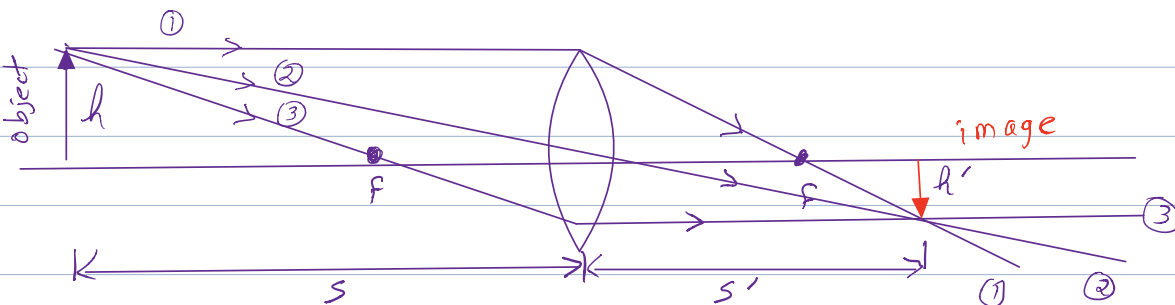
$$\text{magnification } m = \frac{h'}{h} = \frac{-s'}{s} \quad (- \text{ sign } \Rightarrow \text{ inverted})$$

For our converging lens configuration above,  
 $f, s, h,$  and  $s'$  are all positive.

$h'$  is negative, since the image is inverted.

Next - walk through some standard configurations.

1. Canonical case:



e.g.  $f = 10 \text{ cm}$     $s = 24 \text{ cm}$     $h = 3 \text{ cm}$ .

Where is the image?

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f} \Rightarrow \frac{1}{s'} = \frac{1}{f} - \frac{1}{s} = \frac{1}{10 \text{ cm}} - \frac{1}{24 \text{ cm}}$$

$$s' = 17.1 \text{ cm}$$

How tall is it?

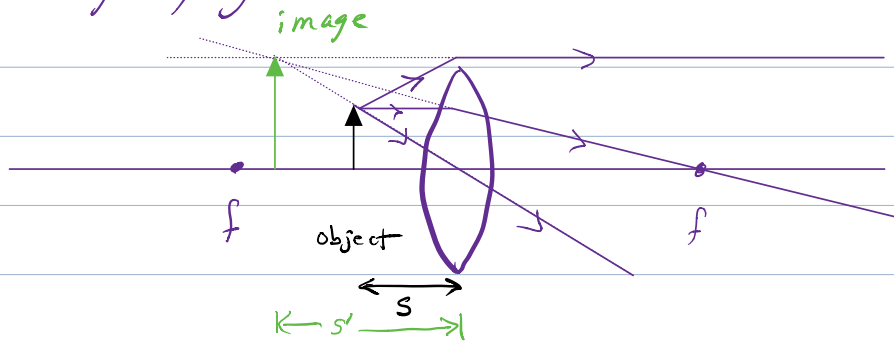
$$m = \frac{h'}{h} = \frac{-s'}{s} \Rightarrow h' = -h \left( \frac{s'}{s} \right)$$

$$h' = -(3 \text{ cm}) \left( \frac{17.1 \text{ cm}}{24 \text{ cm}} \right) = \underbrace{-2.14 \text{ cm}}_{\substack{\text{smaller} \\ \text{inverted}}}$$

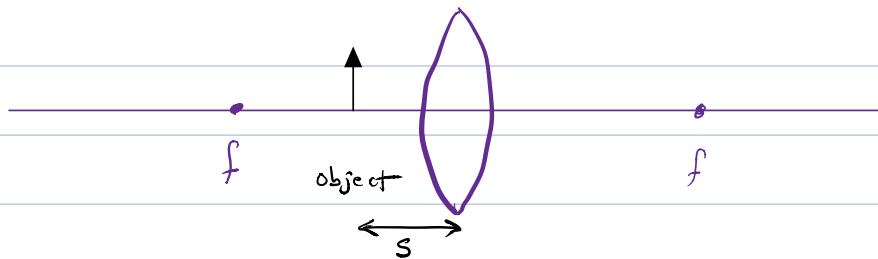
$$\text{OR.} \quad m = \frac{-s'}{s} = \frac{-17.1 \text{ cm}}{24 \text{ cm}} = \underbrace{-0.714}_{\substack{\text{smaller} \\ \text{inverted}}}$$

We say there is a REAL image  $\rightarrow$  the rays really converge at  $s'$ . If you put a screen there, you will see the image.

## 2. Magnifying Glass



Redraw:



example:  $f = 10 \text{ cm}$        $s = 4 \text{ cm}$        $h = 1 \text{ cm}$

$$\frac{1}{f} = \frac{1}{s} + \frac{1}{s'} \Rightarrow \frac{1}{s'} = \frac{1}{f} - \frac{1}{s}$$

$$\frac{1}{s'} = \frac{1}{10 \text{ cm}} - \frac{1}{4 \text{ cm}} = \frac{-3}{20 \text{ cm}} \Rightarrow s' = \frac{-20}{3} \text{ cm} \approx -6.7 \text{ cm}$$

what does this mean?

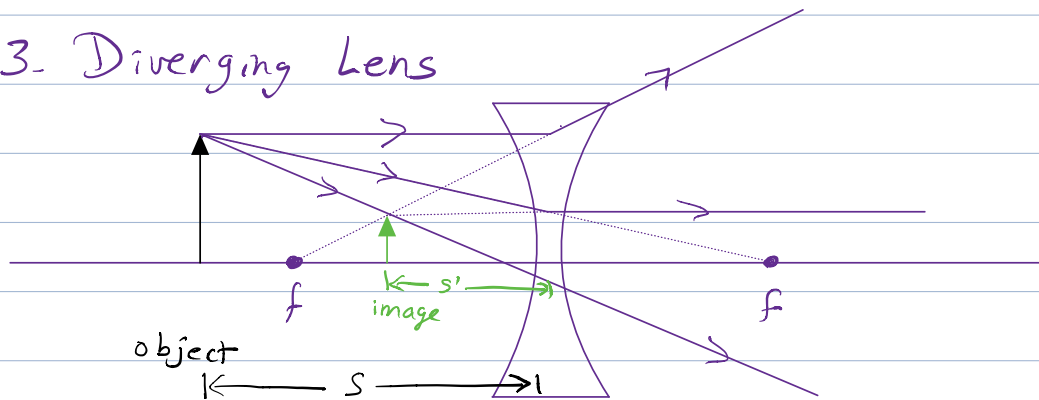
- sign  $\Rightarrow$  on "wrong" side of the lens,  
i.e. same side as object.

$$m = \frac{h'}{h} = \frac{-s'}{s} = \frac{-(-6.7 \text{ cm})}{4 \text{ cm}} = +1.67$$

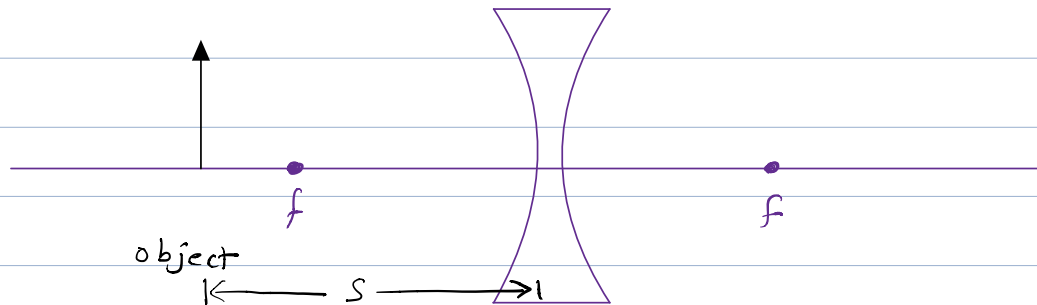
$\therefore h' = mh = 1.67 \text{ cm}$ . Positive  $\Rightarrow$  upright

This is a virtual image. No light rays are actually converging at  $s'$ .

### 3. Diverging Lens



(copy)



example:  $f = -10 \text{ cm}$  (diverging)  $s = 14 \text{ cm}$   
 $h = 3 \text{ cm}$

$$\frac{1}{f} = \frac{1}{s} + \frac{1}{s'} \Rightarrow \frac{1}{s'} = \frac{1}{f} - \frac{1}{s}$$

$$\frac{1}{s'} = \frac{1}{-10 \text{ cm}} - \frac{1}{14 \text{ cm}} = \frac{-12}{70 \text{ cm}} \Rightarrow s' = -5.8 \text{ cm}$$

- sign  $\Rightarrow$  same side of lens as object.

$$m = \frac{h'}{h} = -\frac{s'}{s} = \frac{-(-5.8)}{14} = +0.42$$

$$h' = (0.42)(3 \text{ cm}) = 1.25 \text{ cm.}$$

i.e. smaller but closer. Virtual image.

This is how eyeglasses for nearsighted people work - the image is closer than the actual object.

Alternate way to categorize a lens

$$\text{Power in Diopters } P \equiv \frac{1}{f \text{ (in meters)}}$$

$$\text{e.g. } -1.25 \text{ diopters} \Rightarrow f = \frac{1}{-1.25} = -0.8 \text{ m}$$

$$-6 \text{ diopters} \Rightarrow f = \frac{1}{-6} = -0.167 \text{ m}$$

$$+2 \text{ diopters} \Rightarrow f = \frac{1}{2} = +0.5 \text{ m}$$

Lens Combinations:

image from first lens serves as object for the second lens.



Ray tracing is hard.

See examples

Applications - Ch. 19.

