

# Dabney Biography

- Matthew S. Dabney spent 13 years mastering details of optics at Hyperfine, Inc. He fabricated and qualified most of the optics in the Hubble Space Telescope and other space flight optics. Matthew brought his optics and engineering experience with him to the National Renewable Energy Labs (NREL) National Center for Photovoltaics in Golden, CO, where he currently is an optical engineer. During his 14 years at NREL as an engineer, he was encouraged to pursue first a Master's and then a PhD in materials science at Colorado School of Mines, while working full time on optical processing of materials for photovoltaics. He also served as the LSO for NREL from 2013-2016.

# Laser Optics 101

Matthew Dabney, PhD, CLSO

September 28, 2016



# My Optics Background

- 13 years high end Spaceflight Optics Design/Manufacturing/Testing
- Hubble Telescope/Ground Based Scopes
- Telecom/Communication
- Lasers
  - Holography
  - Metrology
  - Products
- 14 years laser processing research

# Optics 101 - Overview

- Researcher interactions
- What to look for in an Optics lab
- Notoriously hazardous Optics
- How laser users select Optics
- Engineering controls/Eyewear
- Examples



One Laser to rule them all!

# Researcher Interactions

## The Plan

1. Break the Us vs Them mentality
  2. Best Friend/Good Parent approach
  3. Confidence vs Competence balance
- 
1. Be prepared - requirements/goals
  2. Partner

# Researcher Interactions In the Lab

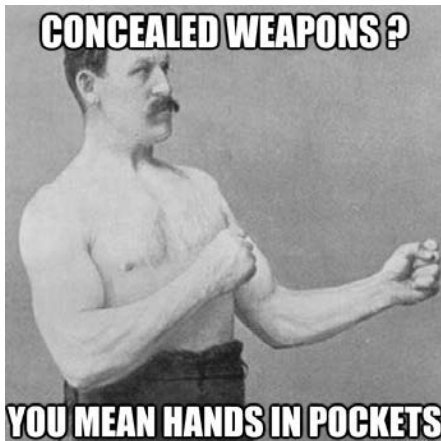
1. Ask Questions – they are the expert usually
1. Explain the requirements/goals
2. Explain what you plan to do to help
3. Come to a mutual plan forward
4. How do they mentor a balance Confidence vs Competence
5. Expedient, Organized, set tasks and timelines

# Discussing Requirements

- Discuss key hazards (example: periscopes)
- Explain the Requirements
- Discuss best methods for meeting requirements
- Example question: What could we do to improve the system if we had the resources?
- Brainstorm with them on how to get those resources.

# Do's and Don'ts in Optics Labs

## 1. Put your hands in your pockets!



You will be tempted to touch something....

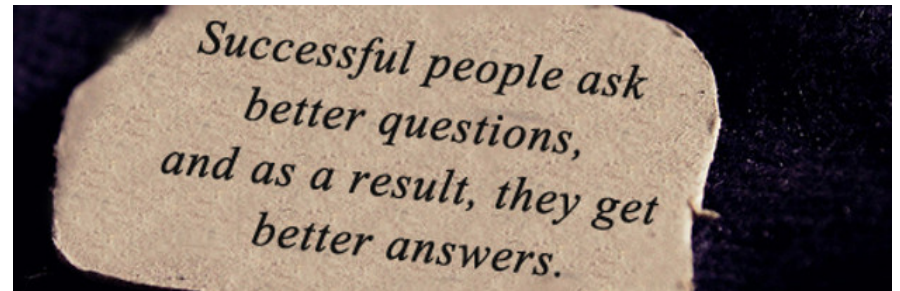
**DON'T Touch Anything!!!**





# Ask Questions

2. They want to tell you what they are doing.



Let them!

If they don't, work on the us/them mentality and be watchful of possible mentoring issues.

# What to look for in Optics Labs

General Lab Layout

Follow the Beam-line

Critical pieces of the laser interaction

# General Lab Layout

Safe Approach?

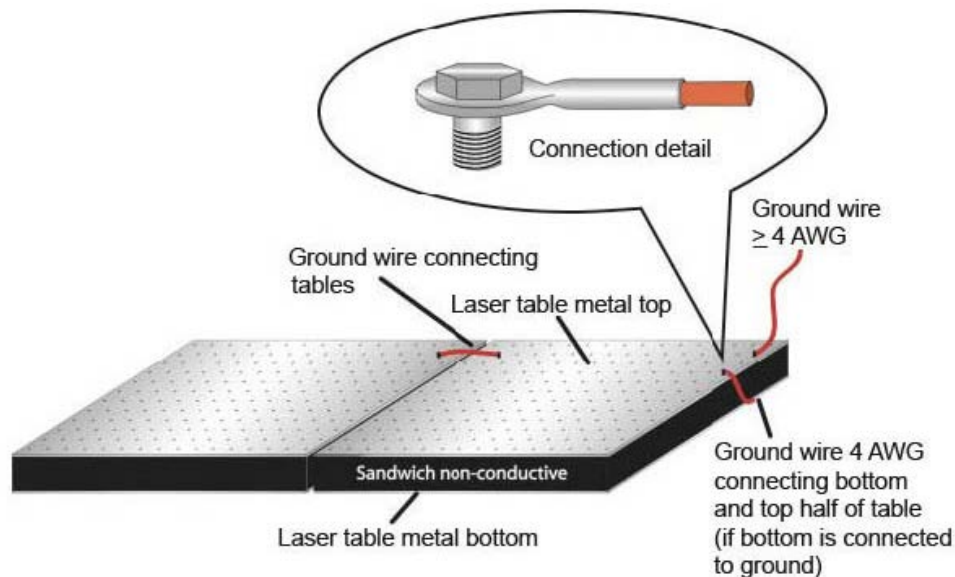
Optical tables Electrically Grounded?

Clean and Orderly?

Optics and Eyewear storage?

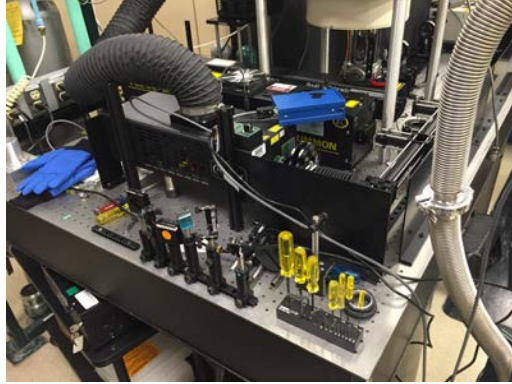
# Grounding of Optical tables

- Most laser fatalities
- NFPA requirement



# Typical Storage Issues

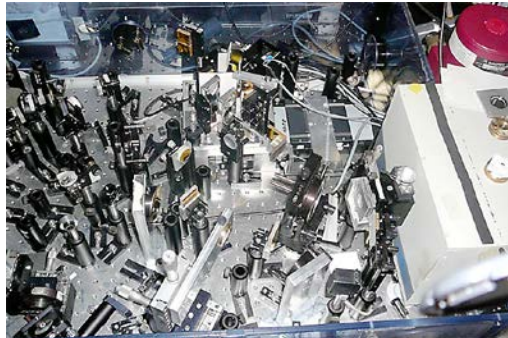
- Optics



- Eyewear in drawers or on table

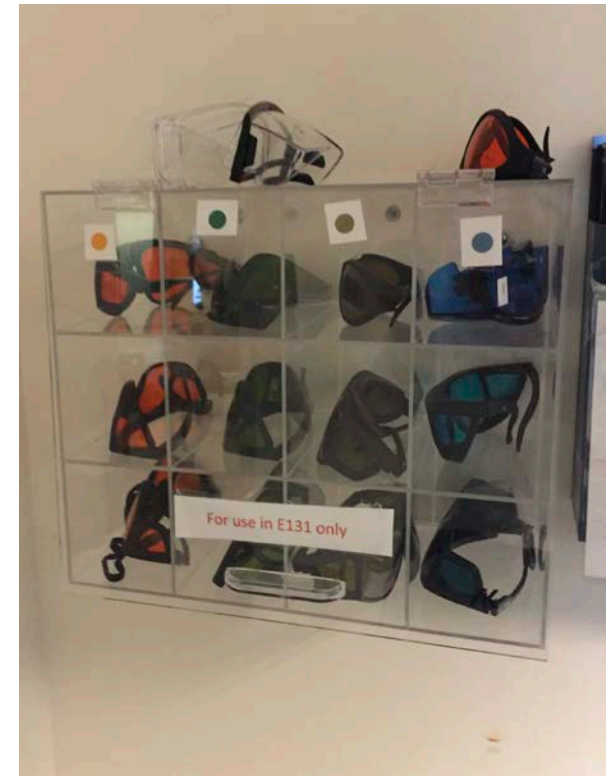
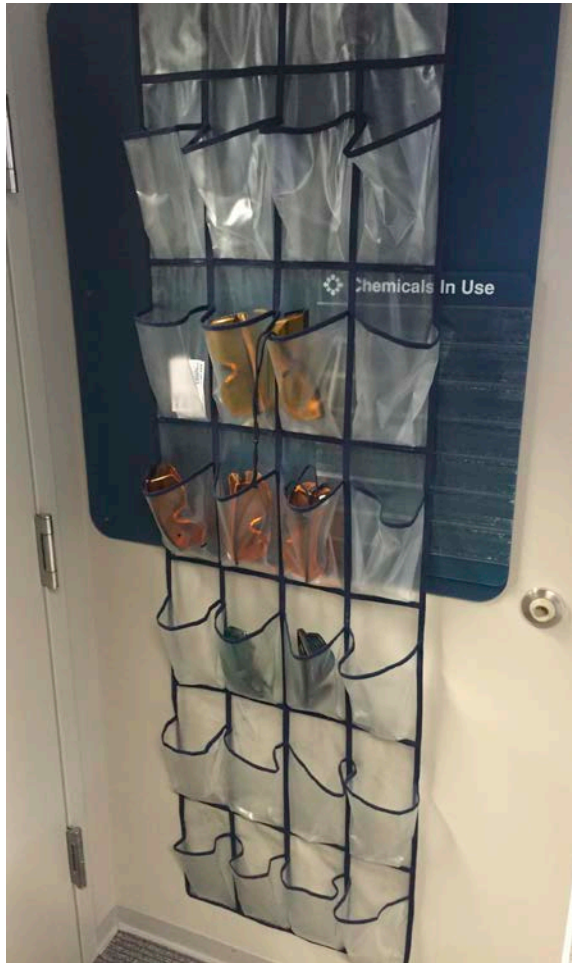


- Crowded Optical table





# Good Eyewear storage



# Good Optics storage



# Following the Beam-line

- Ask Researcher to walk you through the system
- Ask if there is any Wavelength changing/mixing?
- Ask what they consider the most worrisome parts?
- Ask what are normal/frequent adjustments?
- Where will the beam go if deviation occurs?
- Look for reflectors close by
- Look for notorious optics



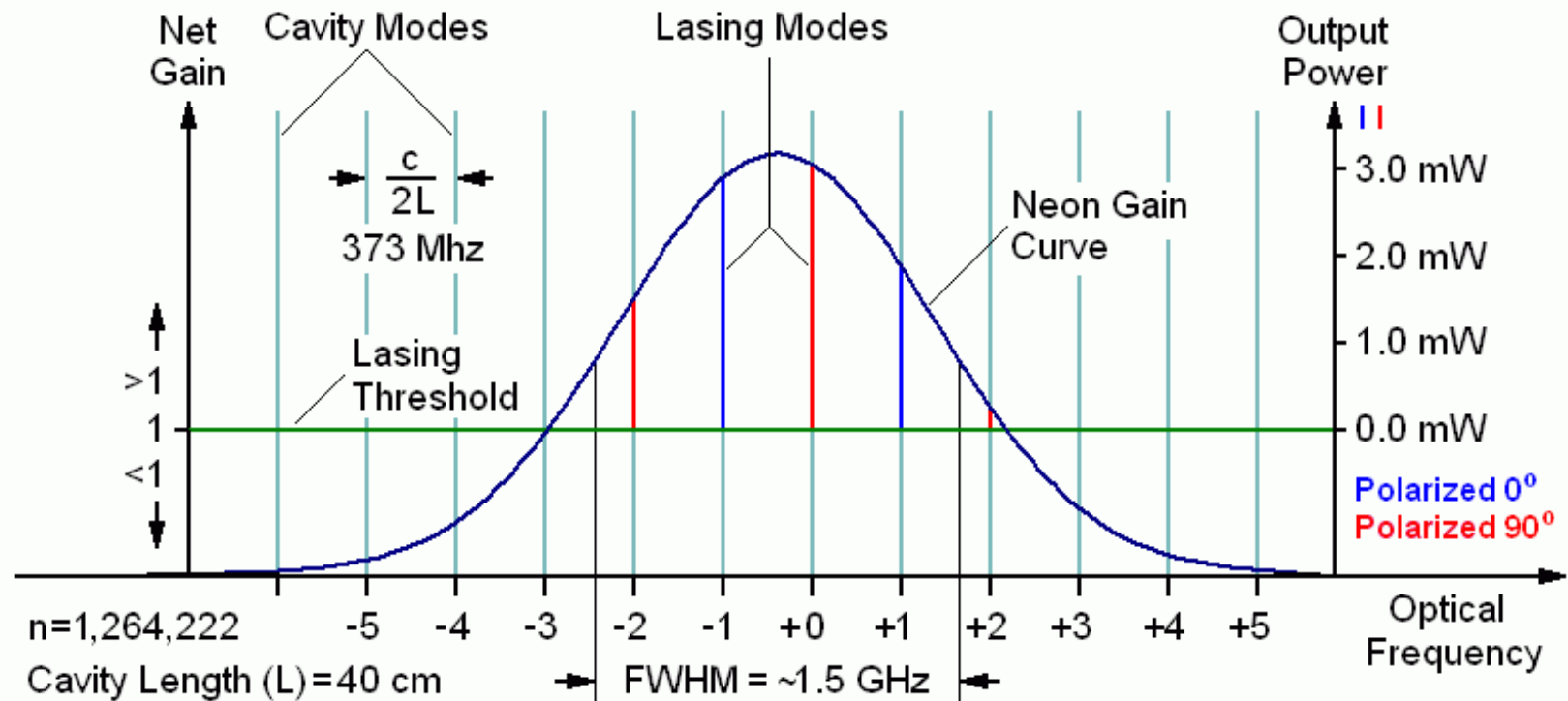


# Why do things need adjusting?

- World of Peanut Butter and Rubber



# Other Contributors - Thermal drift



Longitudinal Modes of Typical Random Polarized 8 mW HeNe Laser

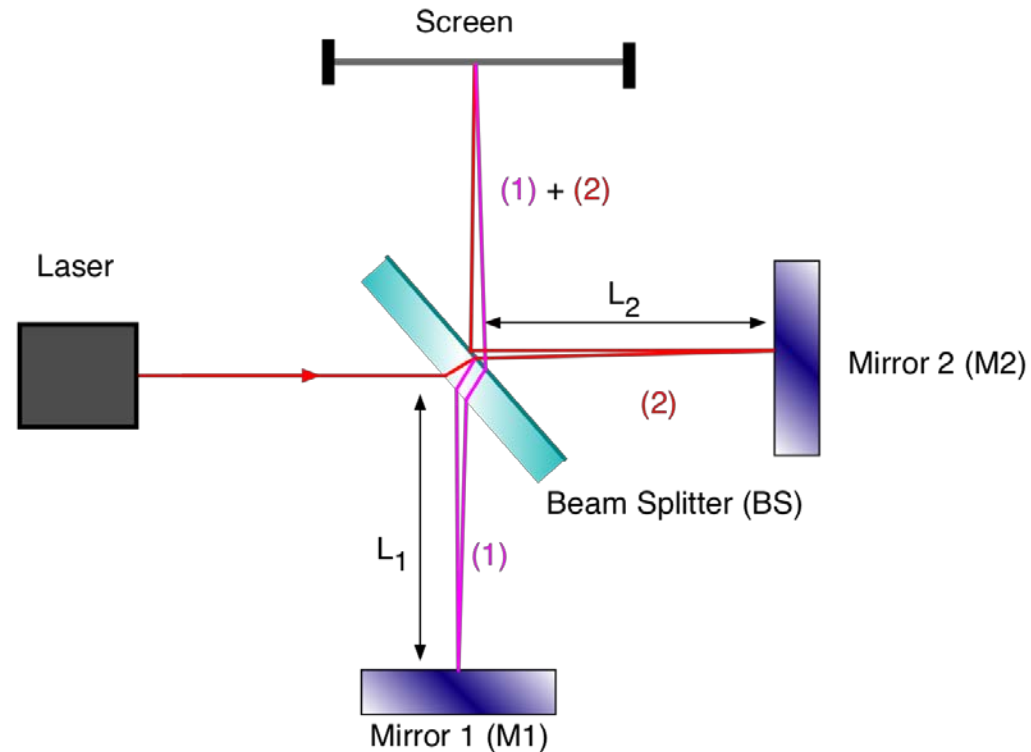
# Other Contributors - Vibration

- HVAC can cause vibrations
- Motors/generators
- Traffic
- Gravity Waves

How sensitive are lasers systems?

# How Sensitive? (Interferometry)

- Half wavelength sensitivity in single pass
- Gravitational wave measurement
- Microscopy scalable ( $<1\text{\AA}$ )

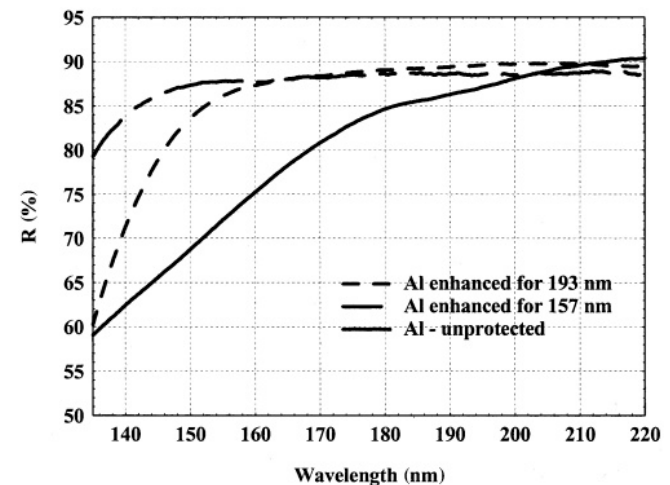
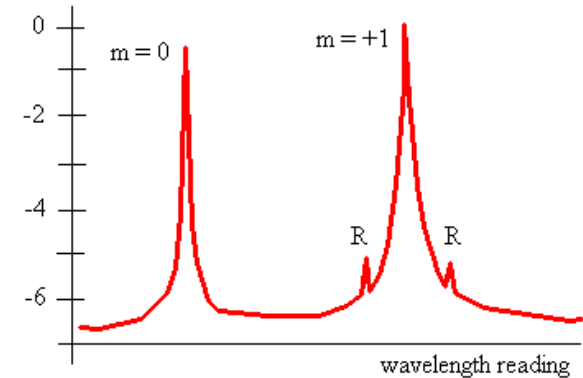


# How laser users select optics

- Function
- Material Selection
- Grade/finish
- Wedge
- Reflectivity/Transmittance
- Wave front
- Signal to Noise
- Wavelength
- Irradiance
- Power
- Pulse width

# Laser User Optical Concerns

- Signal to noise
- Wavelength specific
- Ghosts
- High energy optics (Heat)
- Degradation

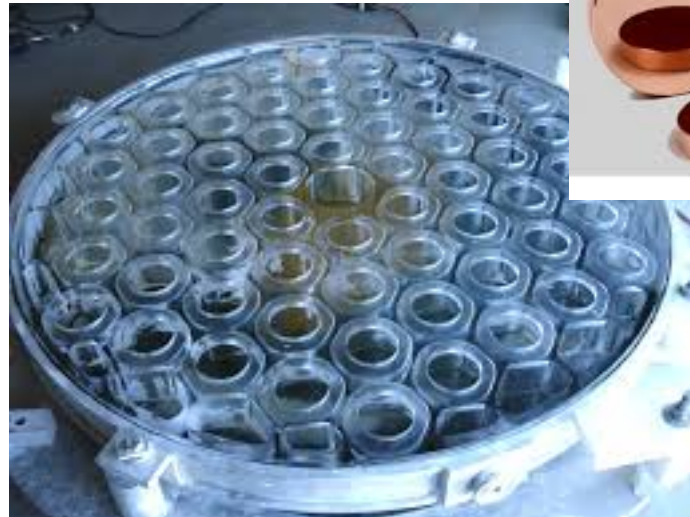


# Optics Manufacturing Mini-tutorial

- Materials selection
- Specifications
- Manufacturing process
- Shaping
- Grinding
- Polishing
- Coating

# Material selection

- Glasses
- Metals
- Crystals
- Lightweight





# Optical Manufacturing Specifications

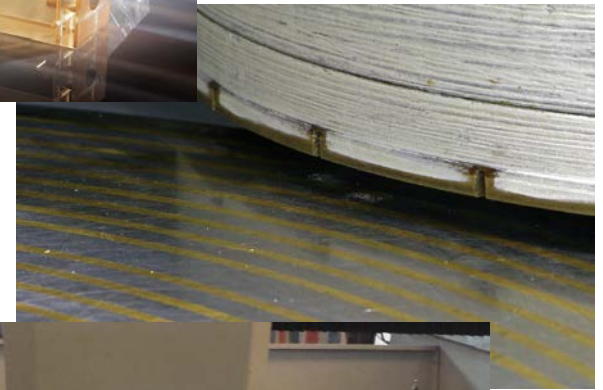
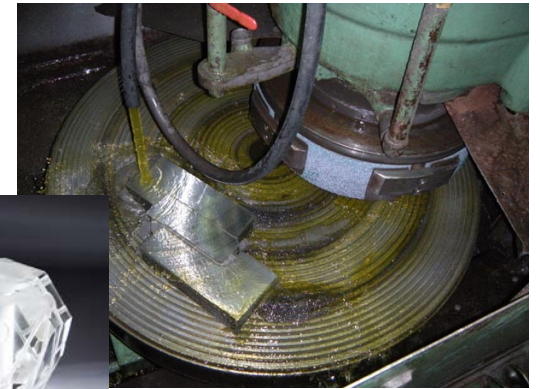
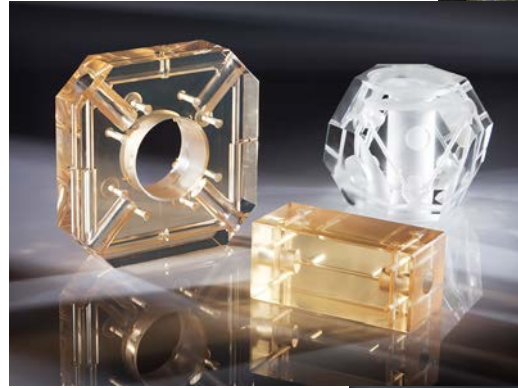
- Wavefront – thickness for stability
- Roughness
- Scratch and Dig
- Bevels
- Wedge
- Reflectivity/Absorption

# Optic manufacturing processes

- Shaping
- Bevels
- Grinding
- Polishing
- Post-polishing/coating

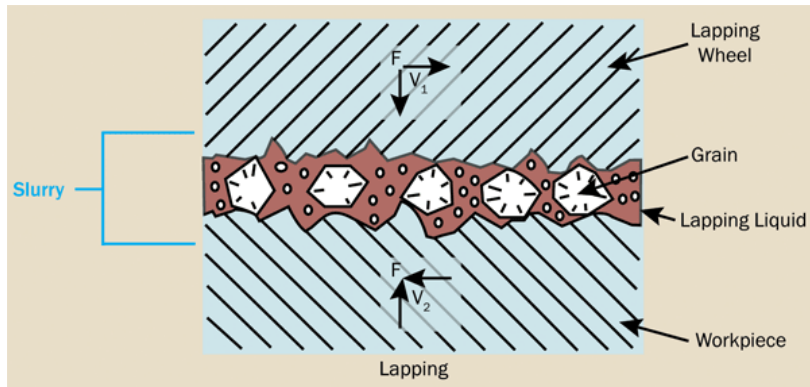
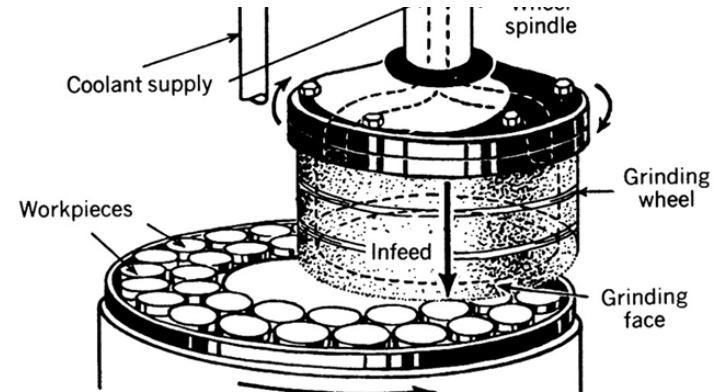
# Shaping

- Raw cut material
- Cast
- Blanchard
- Drilling
- Saws – wire, dicing...
- Milling
- Lathes



# Grinding

Grit size usually starts at 40  $\mu\text{m}$   
finishes at 5-10  $\mu\text{m}$



# Polishing



Slurries: CeO, colloidal silica,  
diamond powder



# Coatings

- Mirror
- Anti-reflection
- Strengths/Weaknesses
- Cleaning





# Notoriously Hazardous Optics

- Mirrors
- Beam Splitters/Polarizers/Windows
- Periscopes
- Retro-reflectors
- Diffraction Gratings

**Assume everything is trying to get you!  
How would you protect a 12 year old!?!**

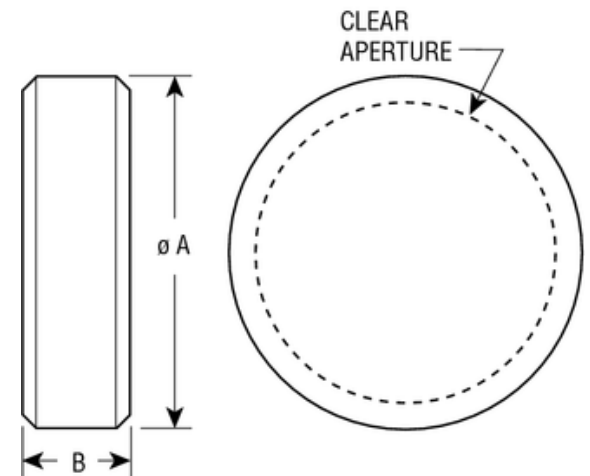
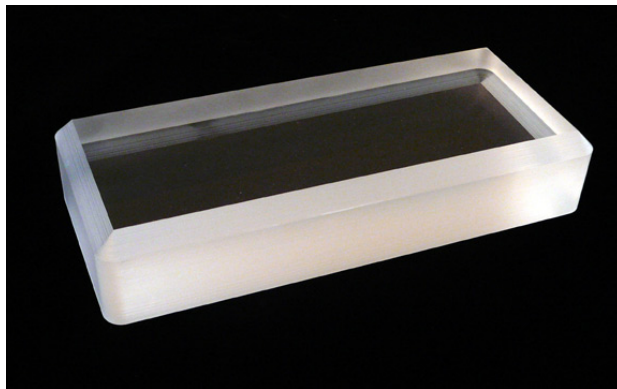
# Mirrors

- Coatings – dichroics/metallic/dielectric
- Sheres - Focusing/de-focusing
- Aspheric
- High energy
- Rastering



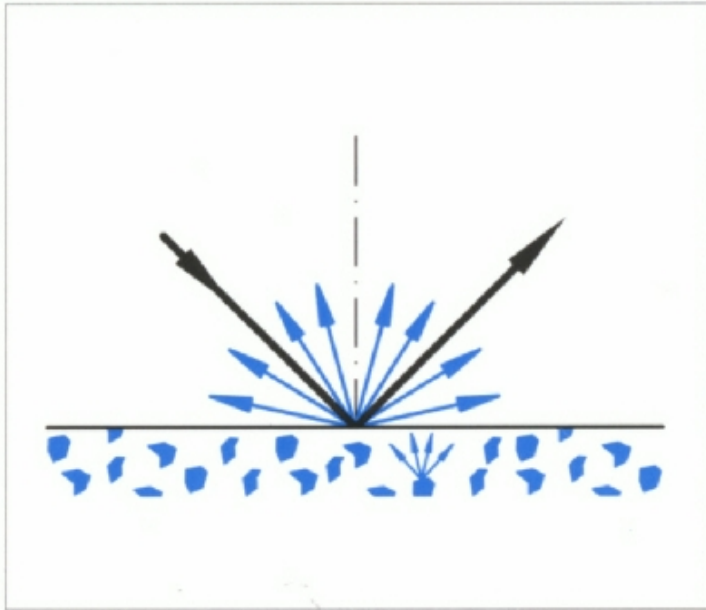
# Mirror hazards

- Bevels can be polished
- Unexpected beam direction change
- Unrecognized transmission
- Failure mechanisms

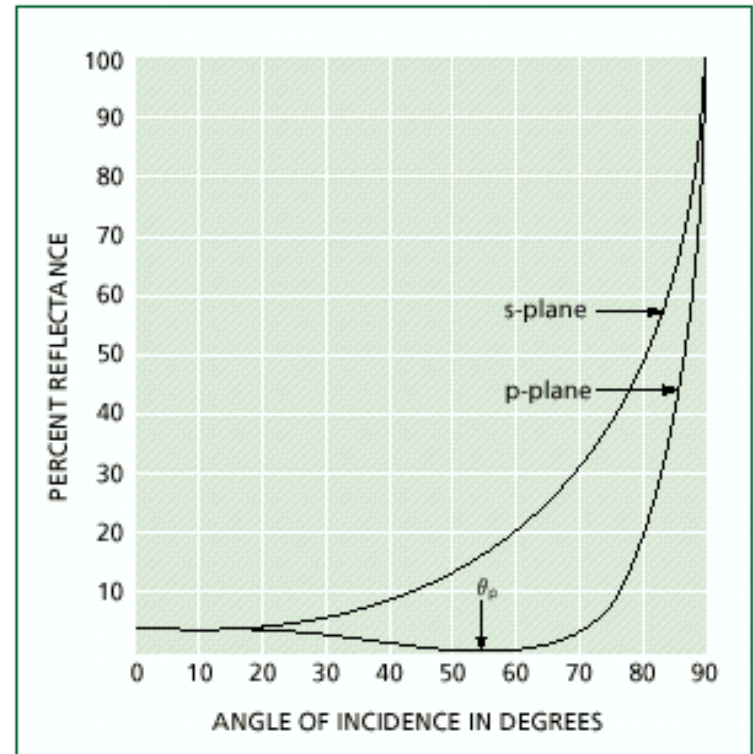


Brewster's Angle can make everything a mirror!!!

# Brewster's Angle makes almost everything a Mirror



Beware Brewster's angle  
and  
Increased High angle reflectivity



# Brewster's Angle Example



# Brewster's Angle Example



# Brewster's Angle Example (It's complicated)



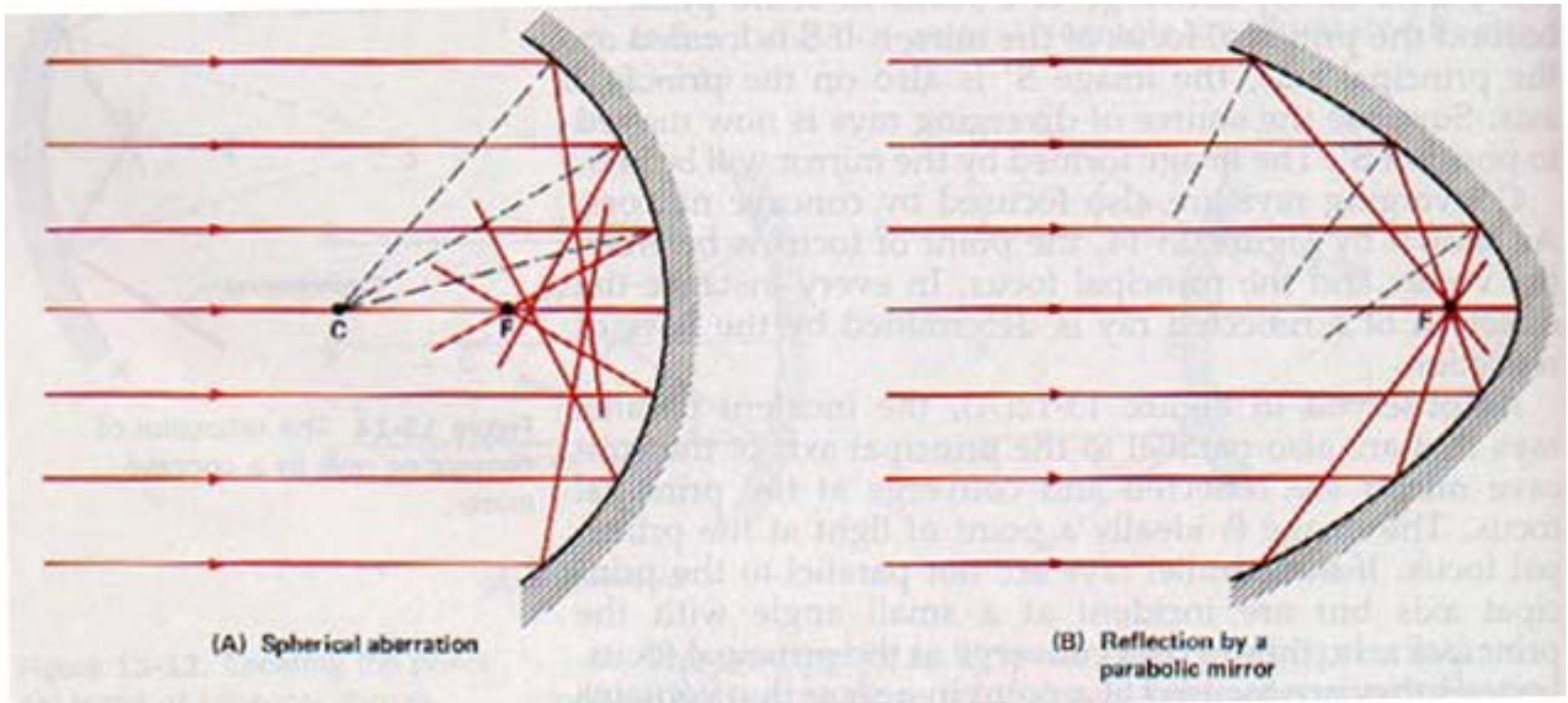


# Discussion Question?

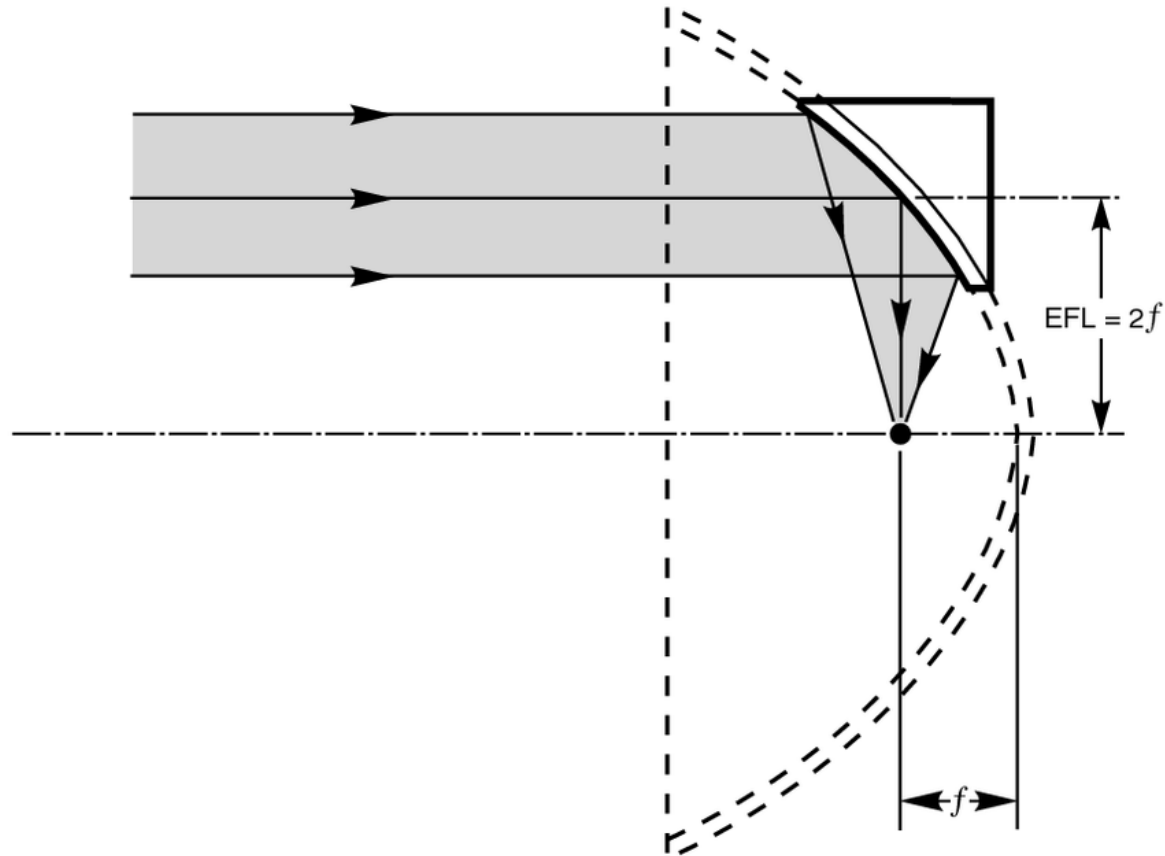


Why is the reflection blurry?

# Spherical vs Aspherical mirrors



# Off axis Aspherical mirrors



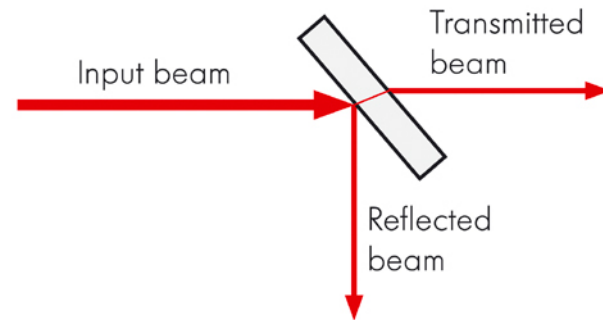
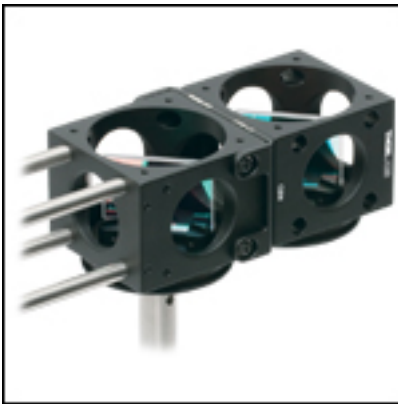


# Periscopes



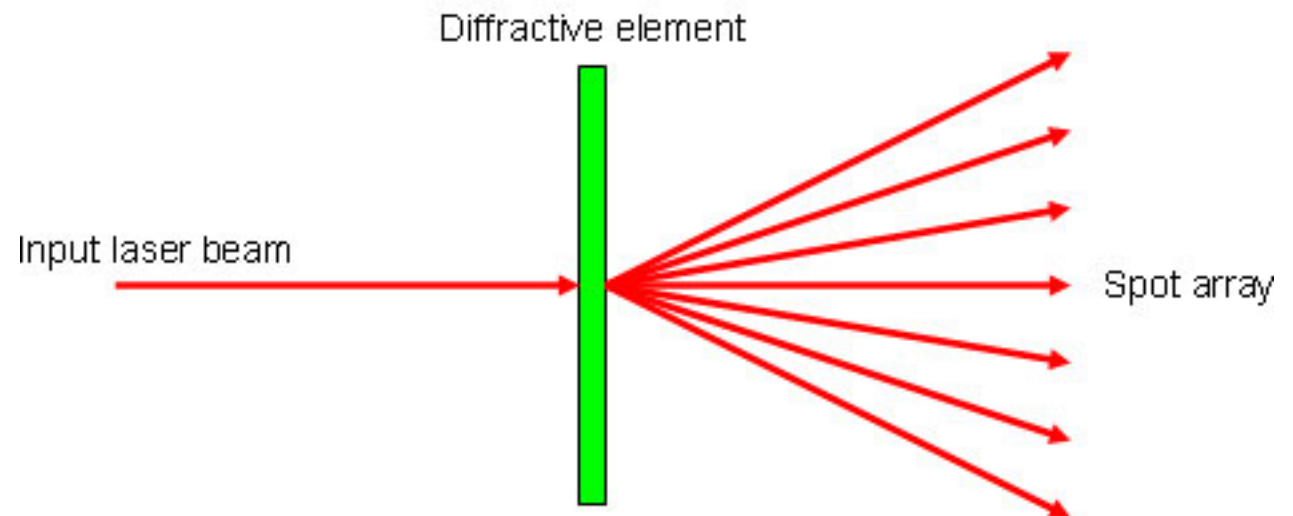
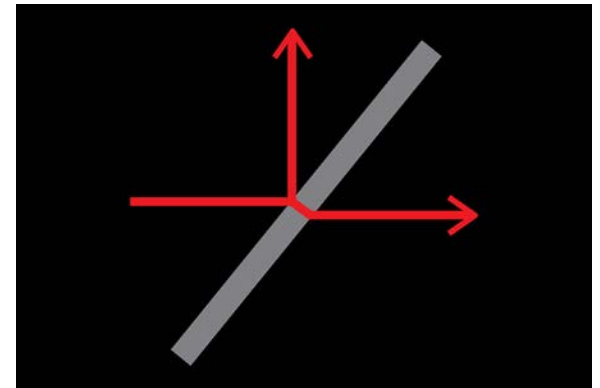
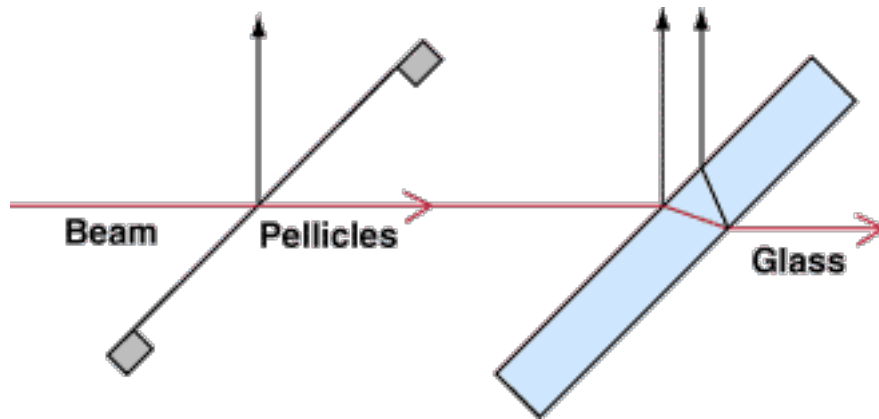
# Periscope Hazards

- Vertical redirection of the beam
- Transmission
- Mirror removed



**Beam Dumps are important!**

# Beam Splitters



# Beam Splitter Hazards

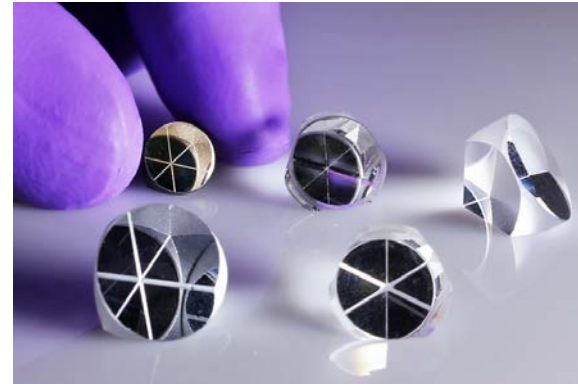
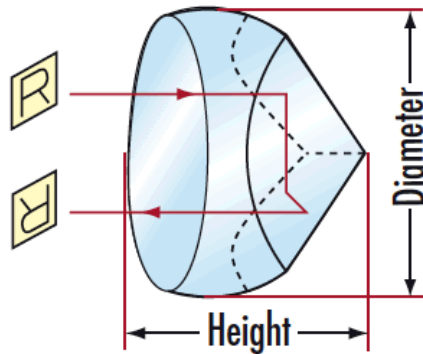
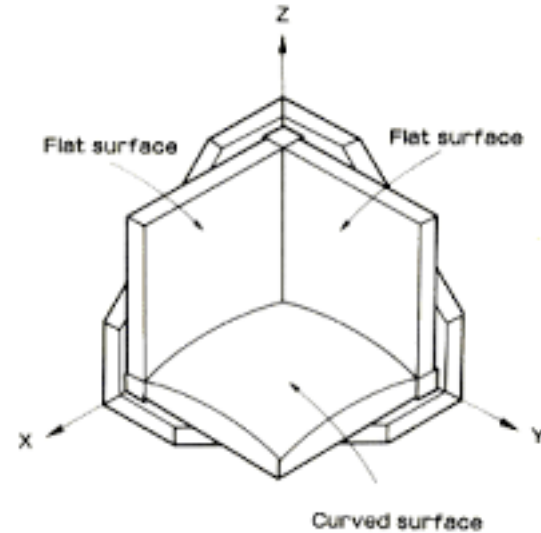
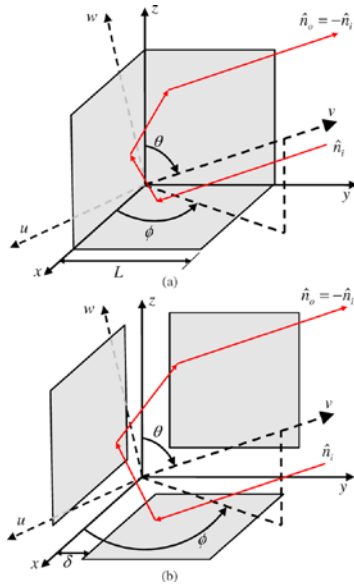
Reflections

Transmissions

Direction changes

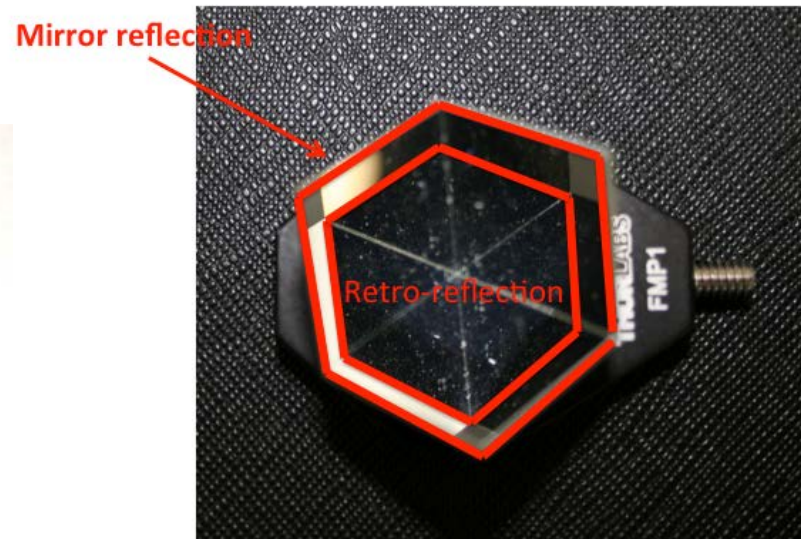
**Beam Dumps are your friends!**

# Retro-Reflectors/Corner Cubes



# Open/Hollow Retro-Reflector hazards

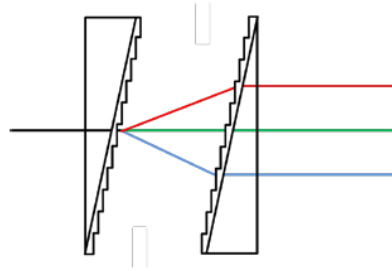
- Functionality change at edges
- Driven to this edge by intended use



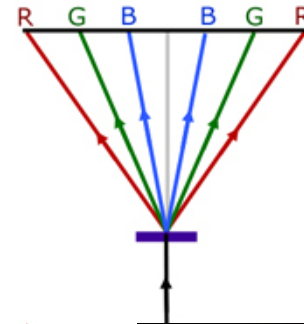
Shields up!!!!

# Diffractive Optics

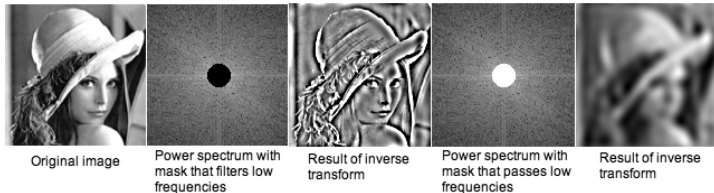
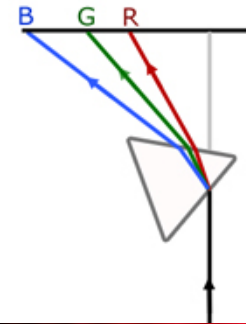
- Gratings
- Prisms/Grisms
- Edges
- Slits
- Spatial filters



diffraction grating



prism



Original image

Power spectrum with mask that filters low frequencies

Result of inverse transform

Power spectrum with mask that passes low frequencies

Result of inverse transform



# Diffraction optics hazards

Multiple beams

Unexpected reflections

Unexpected beam directions

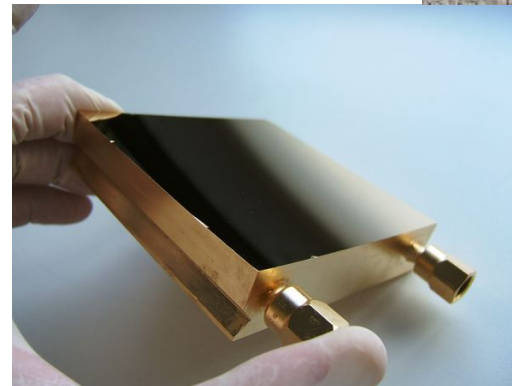
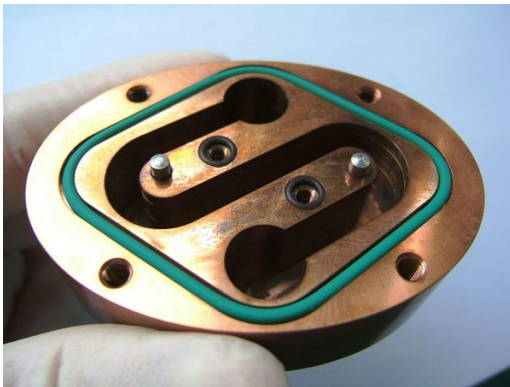
Improper diffraction plane orientation

**Beam Dumps are still your friends!**



# High Energy Optics

- Thermal Conduction
- Passive Cooling
- Active Cooling
- Coefficient of Thermal expansion
- Failure mechanisms



# Engineering Controls Need to Be

Cost effective,

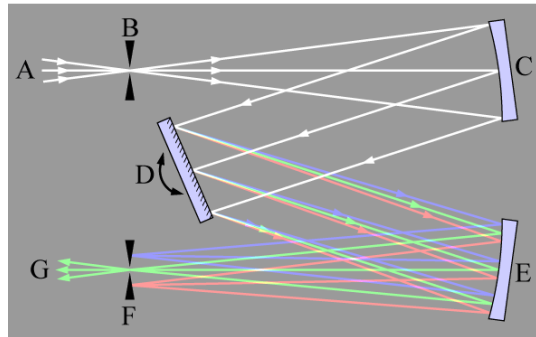
Ideally - simple solutions(Zones)

User friendly

More involved solutions

# Engineered protections

- Shields
- Baffles
- Enclosures
- Barriers



- Cost effective, simple solutions
- User friendly



# Overcoming Safety Costs

- Huge upfront Capital investment
- Not used much after initial setup

Possible solution:

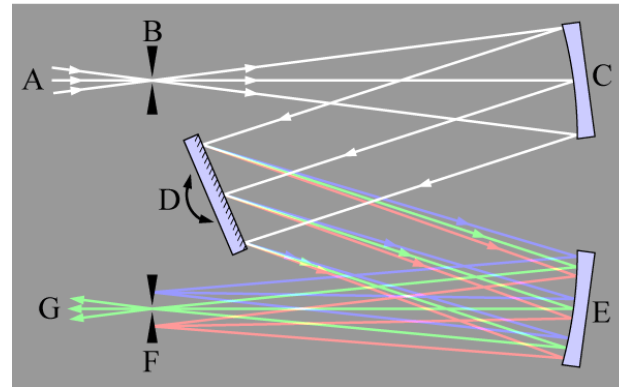
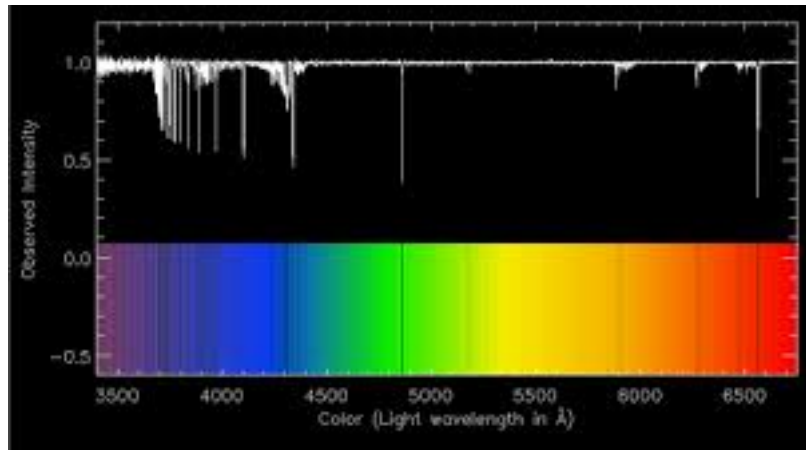
Collective Tool bag?

# Laser Protective Eyewear

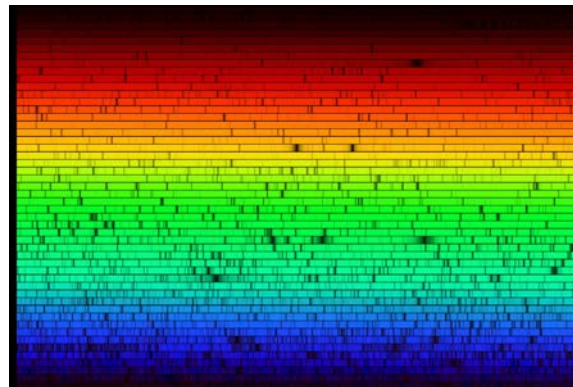
- Non-reflective
- Good condition
- Correct for the application/laser



# Spectrograph Example

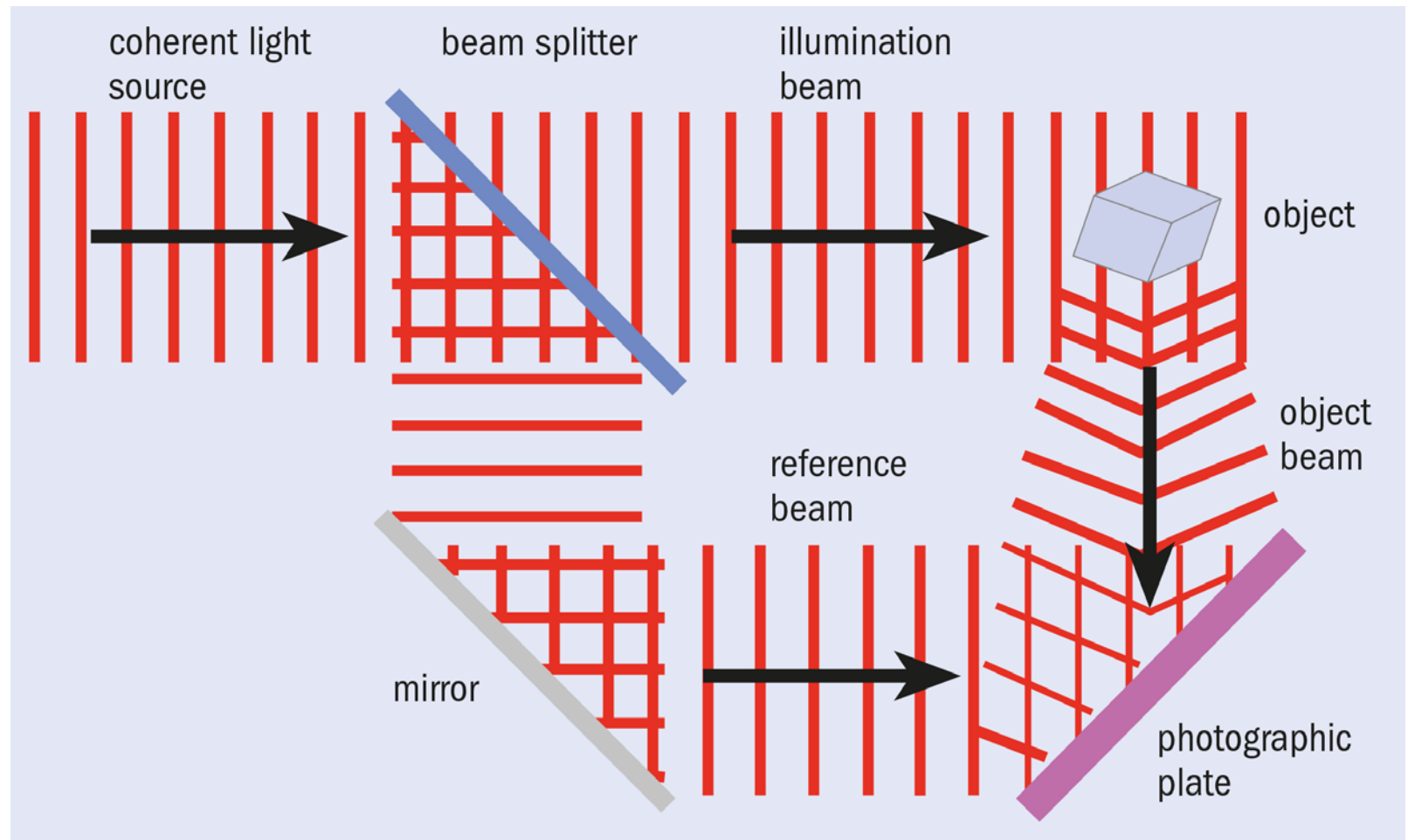


Monochrometer

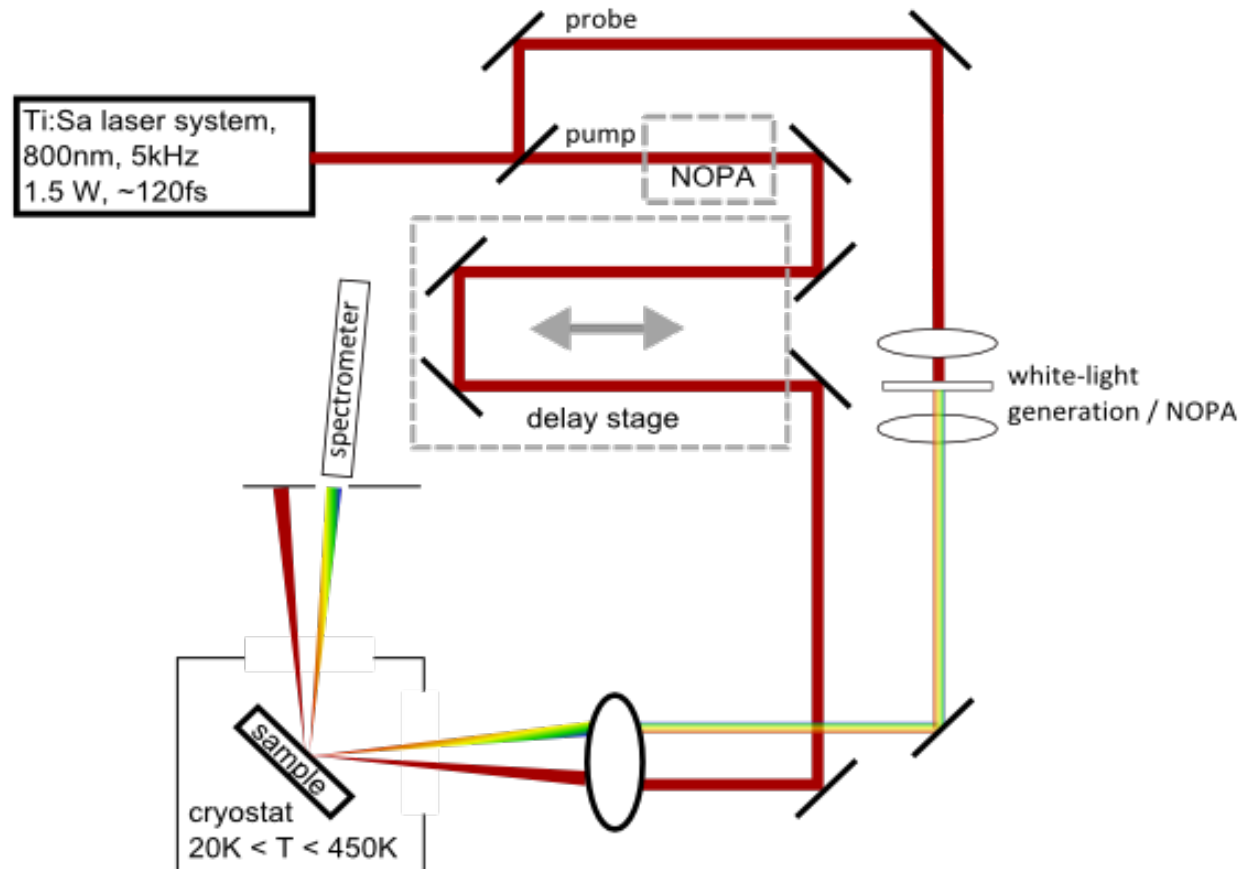


Cross grating Spectrograph

# Holography Example

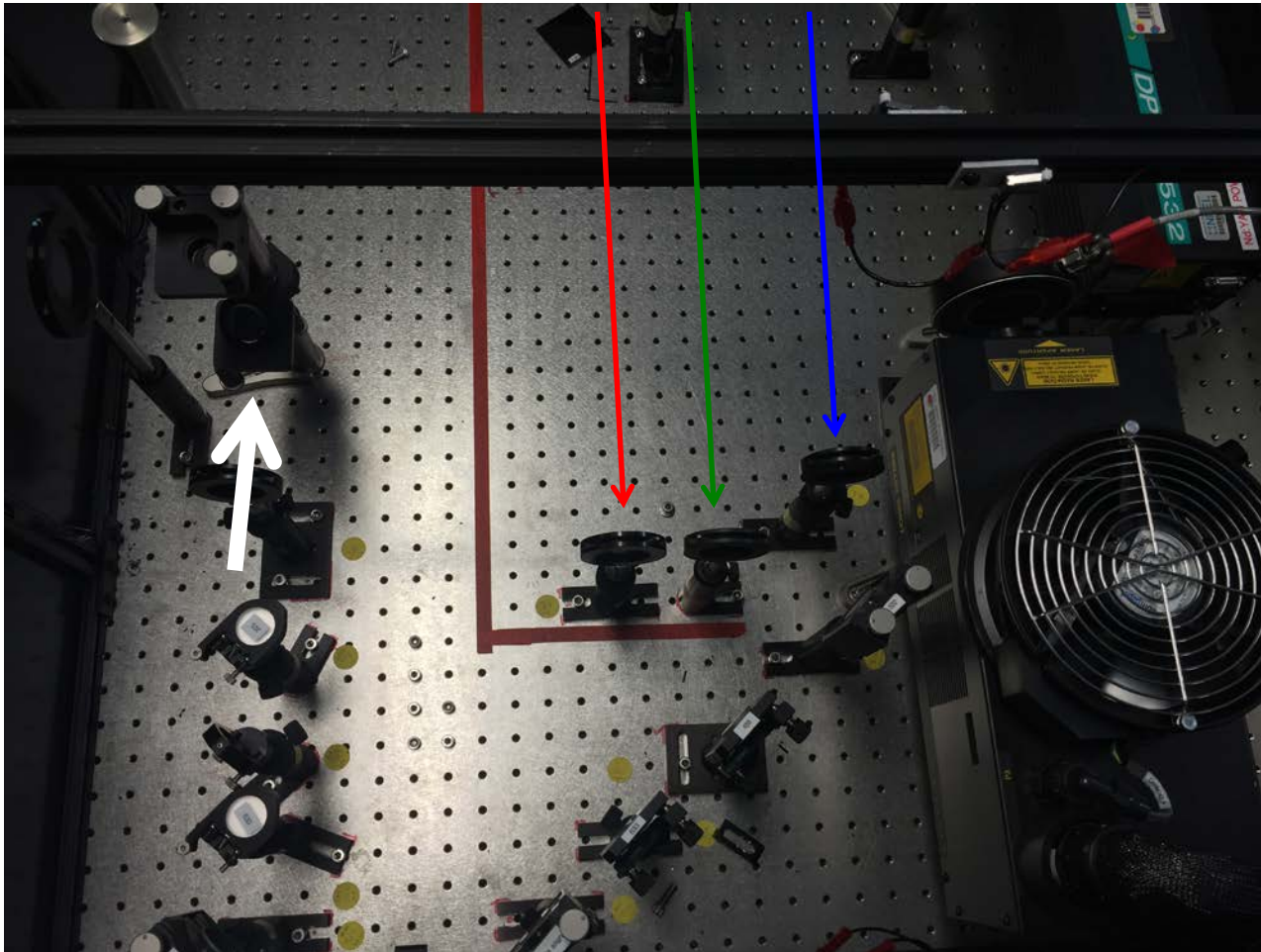


# Pump-Probe Example

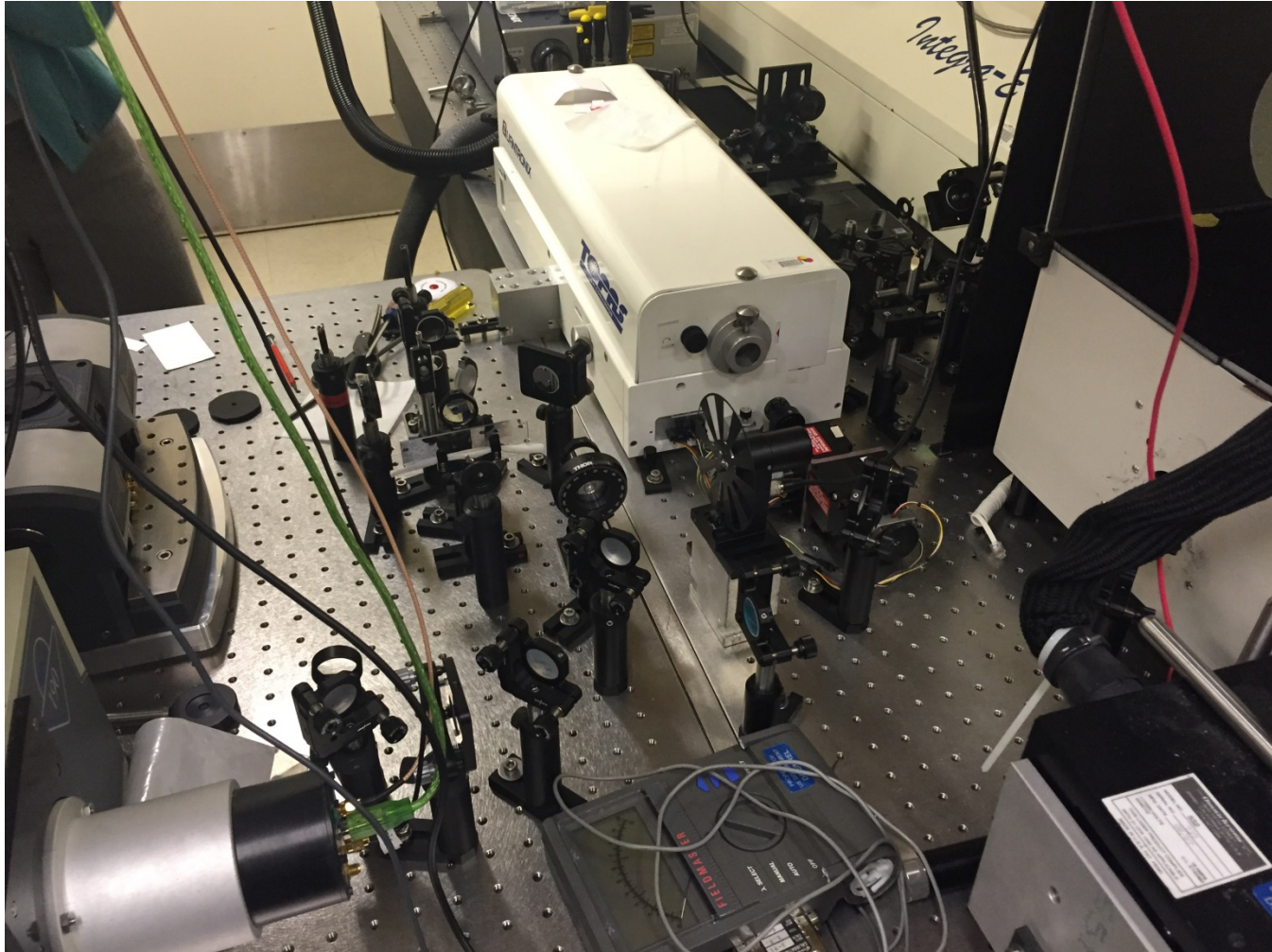




# Example simple beam line



# Example moderate beam line





# Example complex beam line



# Questions/Discussion

**YOU MATTER.**

**Until you multiply  
yourself times the speed  
of light squared.  
Then you Energy.**