

Optical Simulations for LhARA test stand (6) Peter Hobson

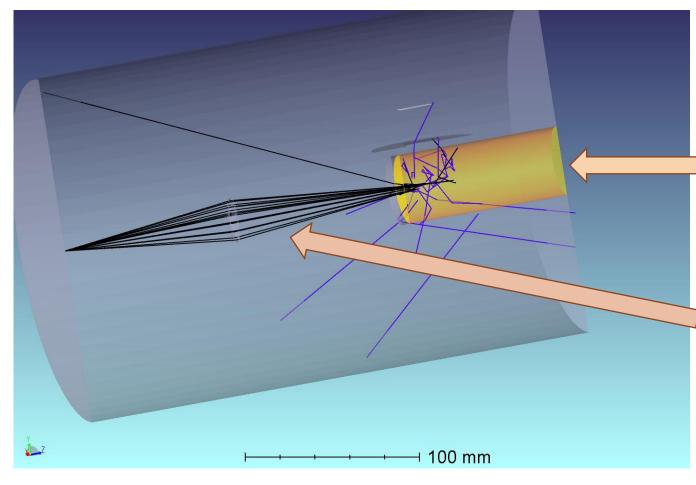
School of Physical and Chemical Sciences

18 May 2023

Modelling of UV LED test system

- 1. Using non-sequential ray tracing;
- 2. Simulating the UV test-tank with a fluorescent material in water, 5 mm thick BK7 glass entrance window. Imaging assumed to be through the water-air interface.
- 3. 10 million primary rays traced, rays split according to Fresnel equations, scatter with wavelength change simulating fluorescence is also modelled;
- 4. Primary rays from the LED have a single wavelength of 363 nm, Fluorescence is modelled as a single wavelength at 450 nm;
- 5. No absorbing surfaces, other than the lens aperture, are included yet;
- Simulations were carried out using ZEMAX OpticStudio Professional V22.2 on my home PC (Gen 11 i5 6/12 core @4.3 GHz sustained average, 32 Gbytes of 3200 MHz DDR4 memory).



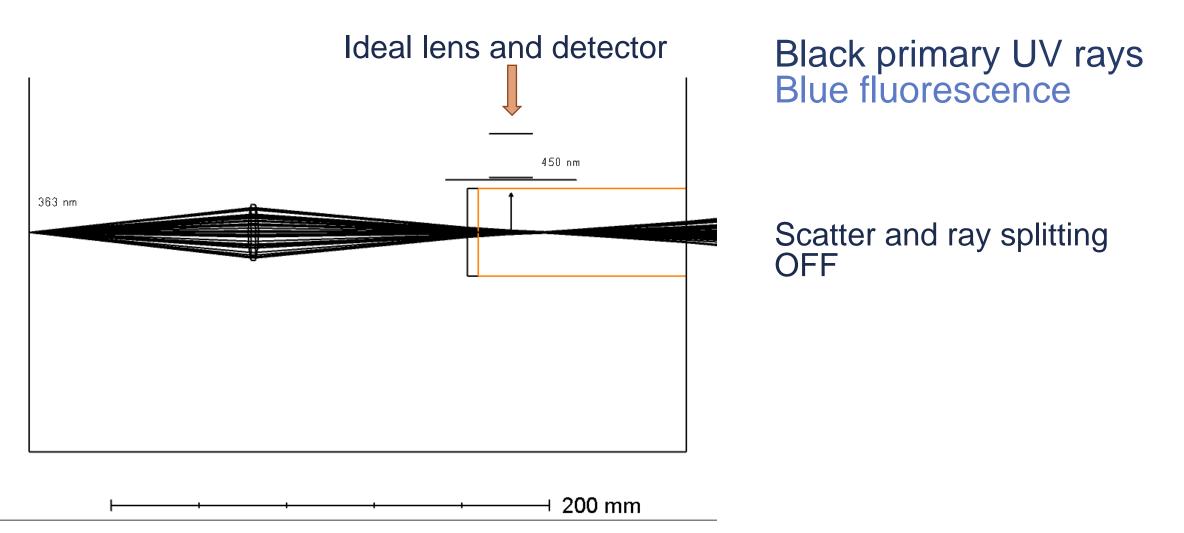


Black primary UV rays Blue fluorescence

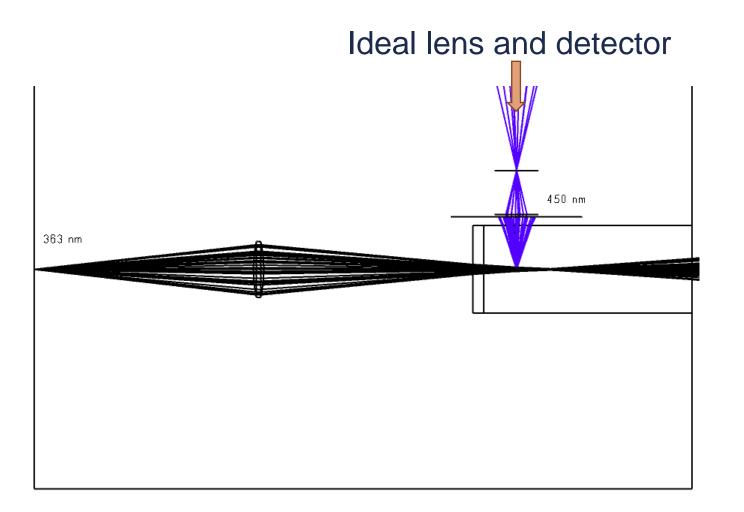
Water volume with 35% quantum efficiency to produce 450 nm fluorescence

Biconvex lens f= 60 mm



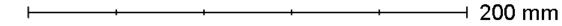




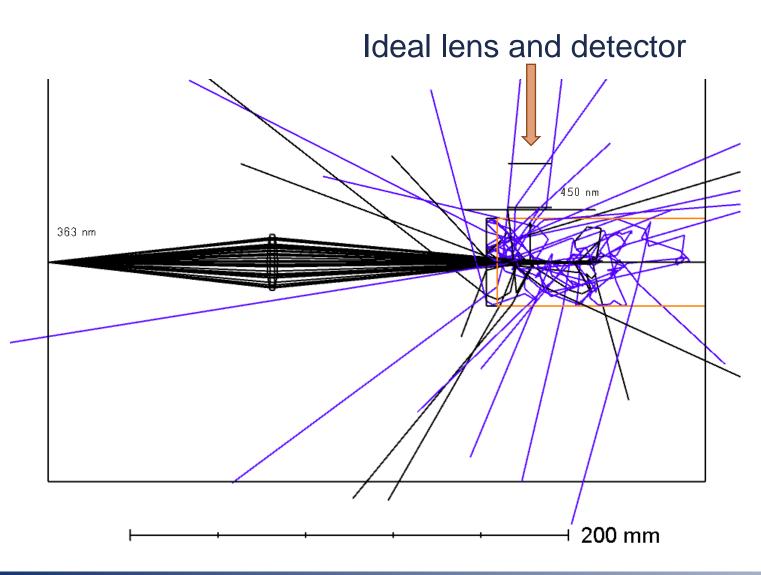


Black primary UV rays Blue fluorescence

Scatter and ray splitting OFF, a point source simulating fluorescence is shown to demonstrate imaging.







Black primary UV rays Blue fluorescence

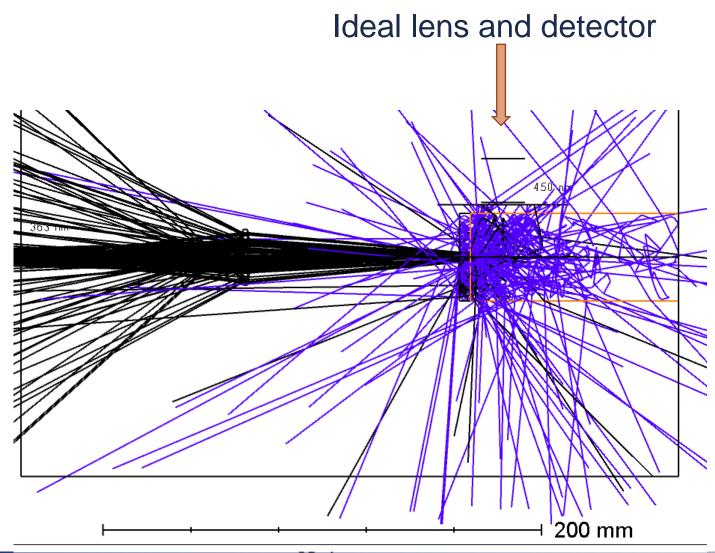
Scatter (fluorescence) is ON and ray splitting is OFF

Scattering model is "angle" with 180° cone semi-angle.

Rays traveling a distance xwithin the media have an integrated probability of having been scattered given by p(x) and μ is the reciprocal of the m.f.p.

 $\mathbf{p}\left(\mathbf{x}\right) = 1.0 - \mathrm{e}^{-\mu\mathbf{x}}$





Black primary UV rays Blue fluorescence

Scatter (fluorescence) is ON and ray splitting is ON

Mean path in water for UV light set to15 mm



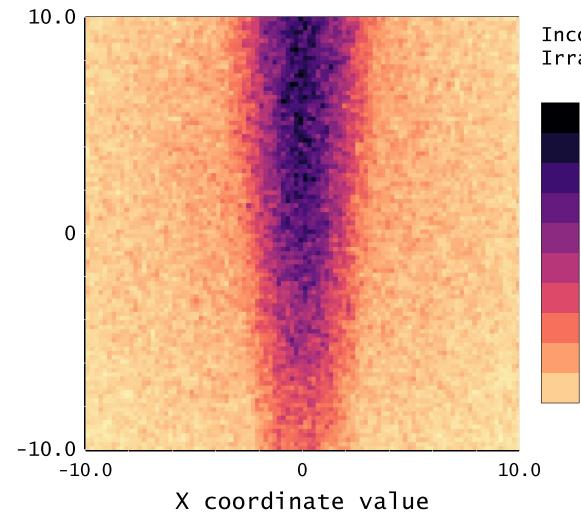
Image at detector

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Science and Engineering

coordinate value

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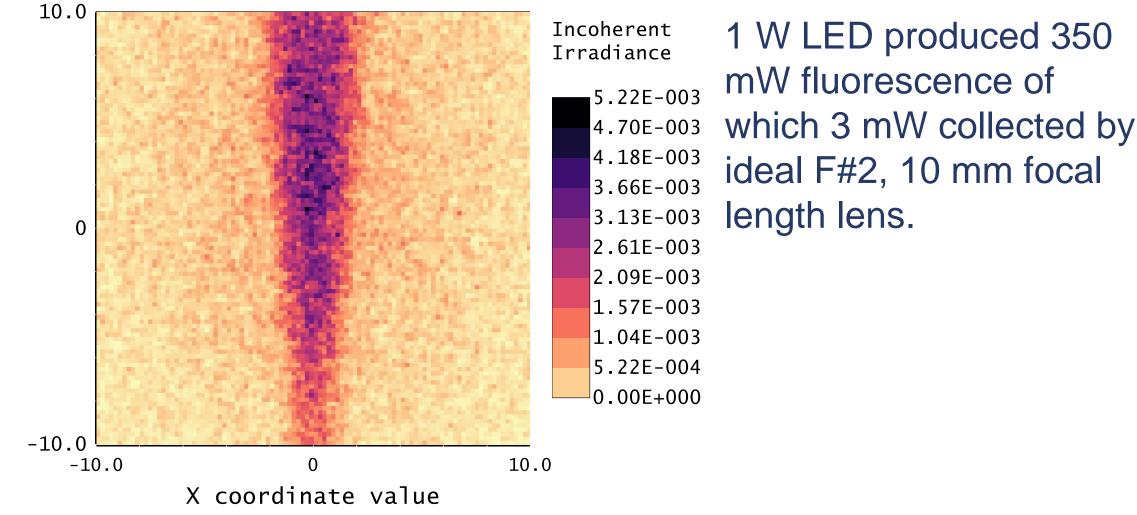


1 W LED produced 350 Incoherent Irradiance mW fluorescence of 0.0123 which 10 mW collected 0.0111 by ideal F#1, 10 mm 0.0099 0.0086 focal length lens. 0.0074 0.0062 0.0049 This is an 0.0037 unrealistically fast lens! 0.0025 0.0012 0.0000

Image at detector

coordinate value

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To do list!

- 1. Use a realistic lens and object/image distance for the imaging system
- 2. Add the PMMA sides to the water volume
- 3. You need to add to this list (in priority order)!

