Optics for laser measurements

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Outline

Geometrical optics
- lenses
- ray tracing
- aberrations

Physical optics
- diffraction and Fourier optics
- Gaussian optics

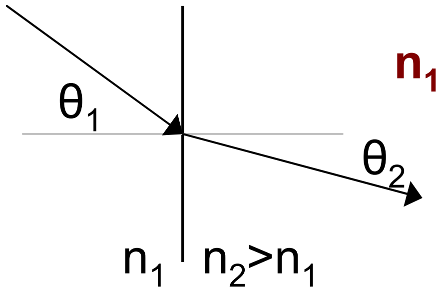
Reflections & coatings

Polarization, interference & coherence

Power of refracting surfaces

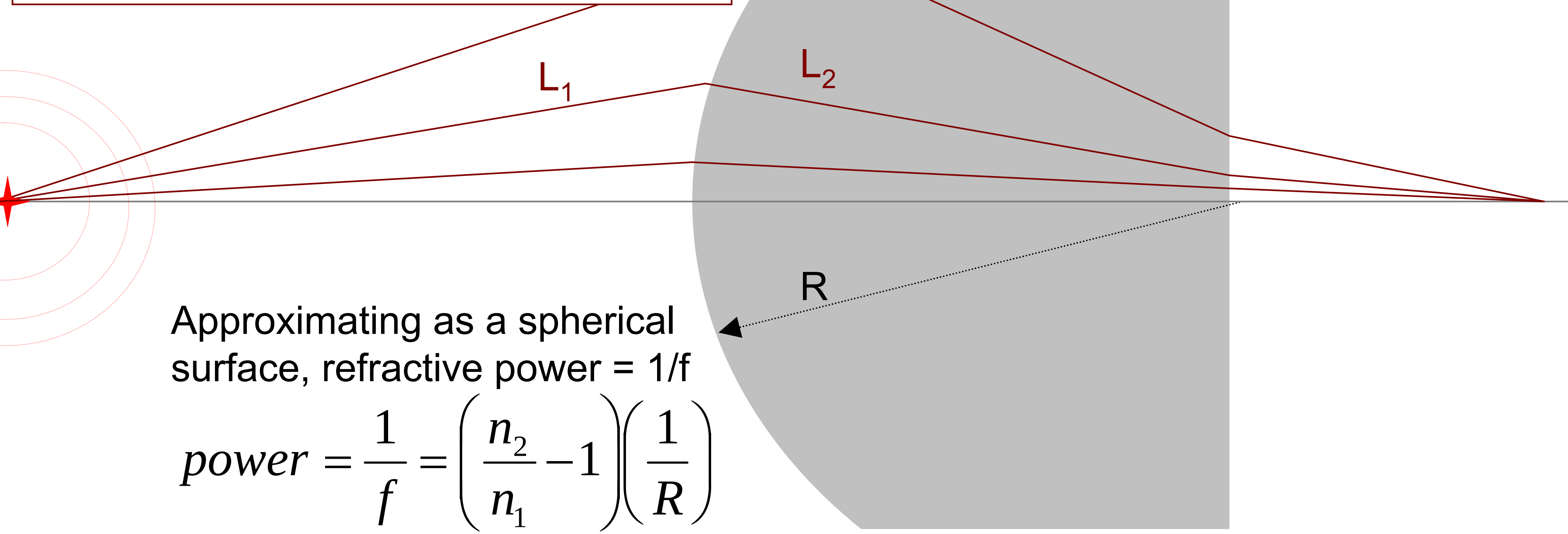
Fermat's principle of least time: $n_1 L_1 + n_2 L_2$ *is stationary* $(d(\Sigma nL)/dL = 0)$

This principle leads to *Snell's law*



$$\mathbf{n_1 \sin\theta_1 = n_2 \sin\theta_2}$$

and gives curved surfaces focusing power

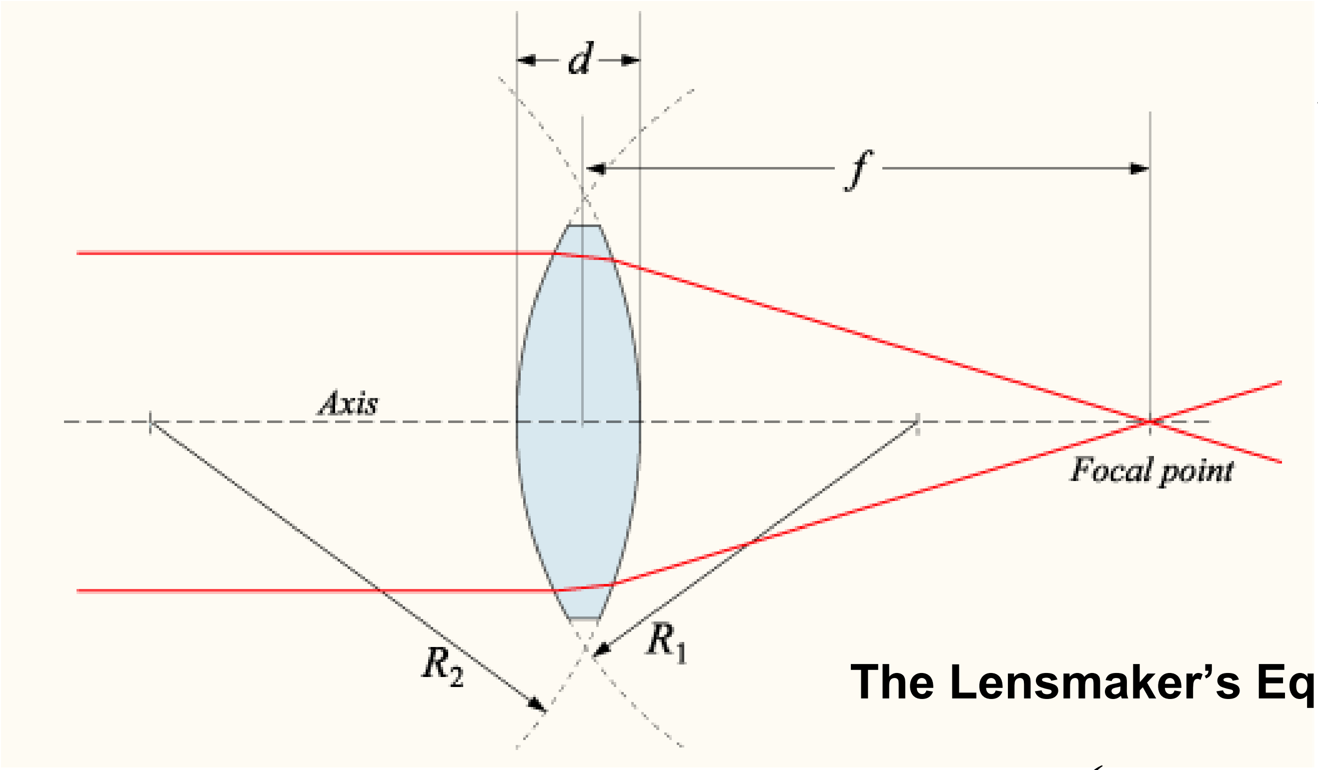


Approximating as a spherical surface, refractive power = 1/f

$$power = \frac{1}{f} = \left(\frac{n_2}{n_1} - 1\right)\left(\frac{1}{R}\right)$$

Thick lens (and lensmaker's equation)

A lens is transmitting optic that has refractive power

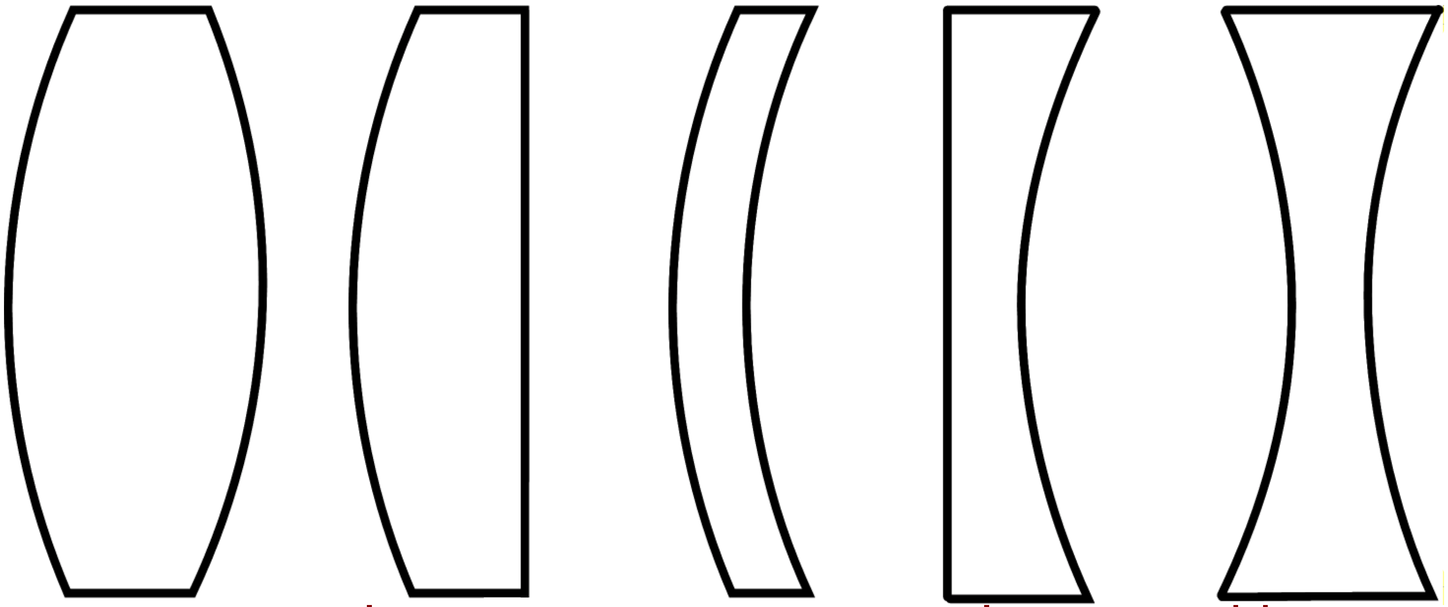


A collimated input beam focuses to focal point f

The Lensmaker's Equation

$$power = \frac{1}{f} = (n-1)\left(\frac{1}{R_1} + \frac{1}{R_2} + \frac{(n-1)d}{nR_1R_2}\right)$$

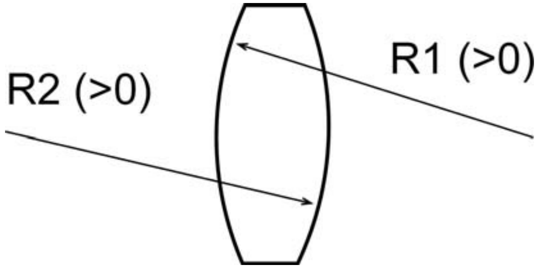
Types of lenses



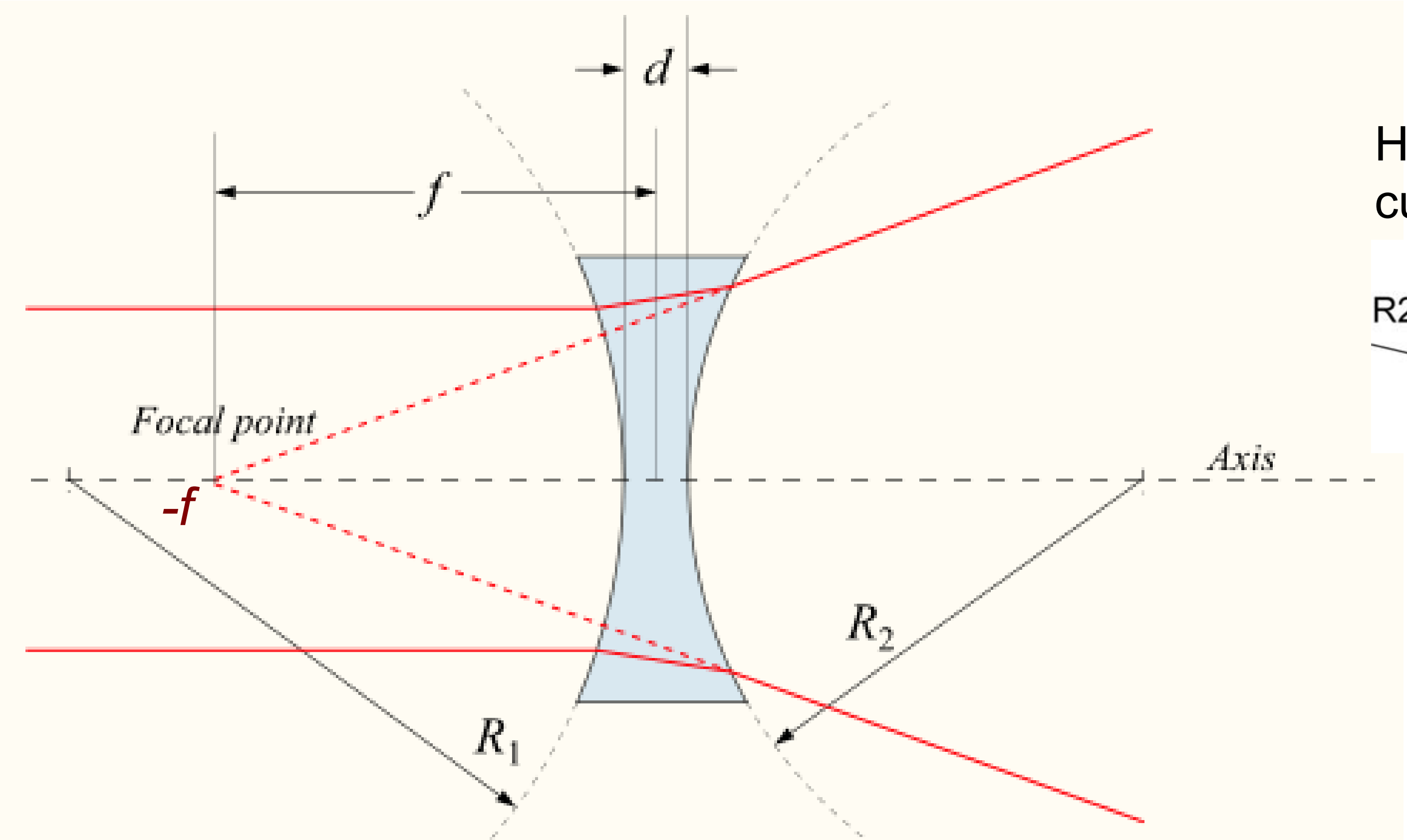
biconvex | plano-convex | convex-concave | plano-concave | biconcave

Coddington shape factor

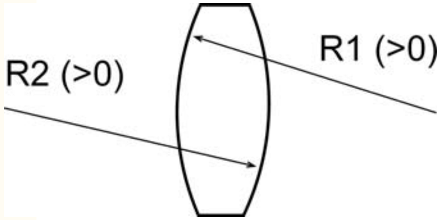
$$q = \frac{R_2 + R_1}{R_2 - R_1}$$



A lens with negative power



Here the radii of curvatures are < 0



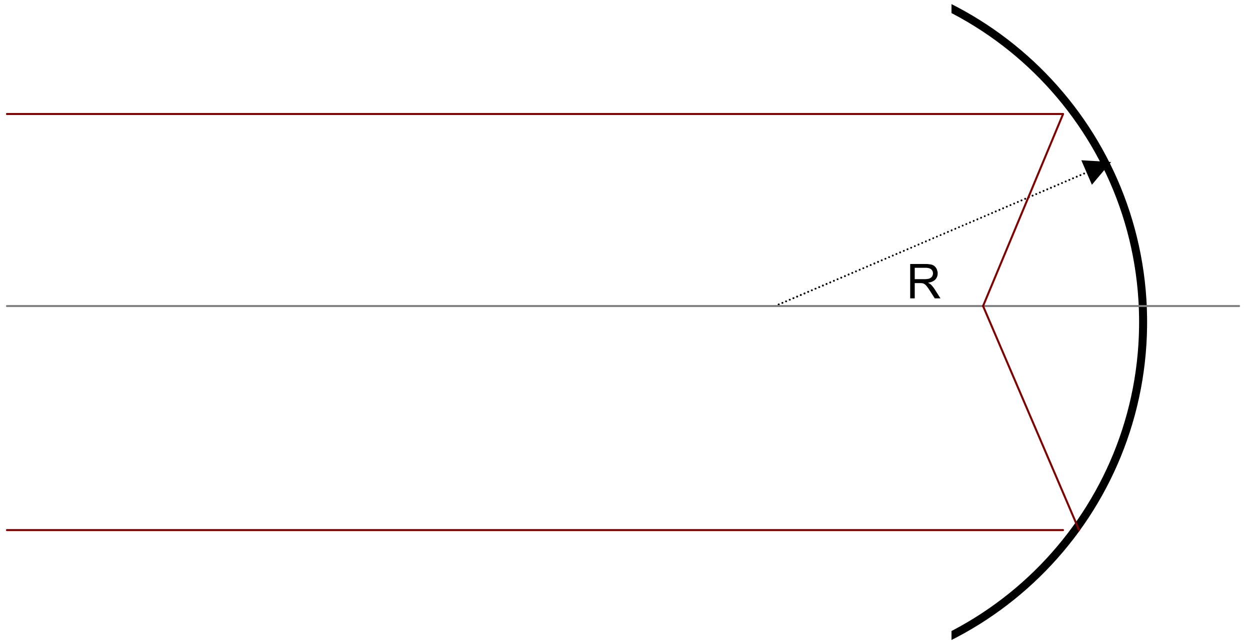
$$power = \frac{1}{f} = -(n-1)\left(\frac{1}{|R_1|} + \frac{1}{|R_2|} - \frac{(n-1)d}{nR_1R_2}\right)$$

Curved mirrors have power

For a mirror, n = -1

$$power = \frac{1}{f} = (n-1)\left(\frac{1}{R}\right)$$

so f = -R/2

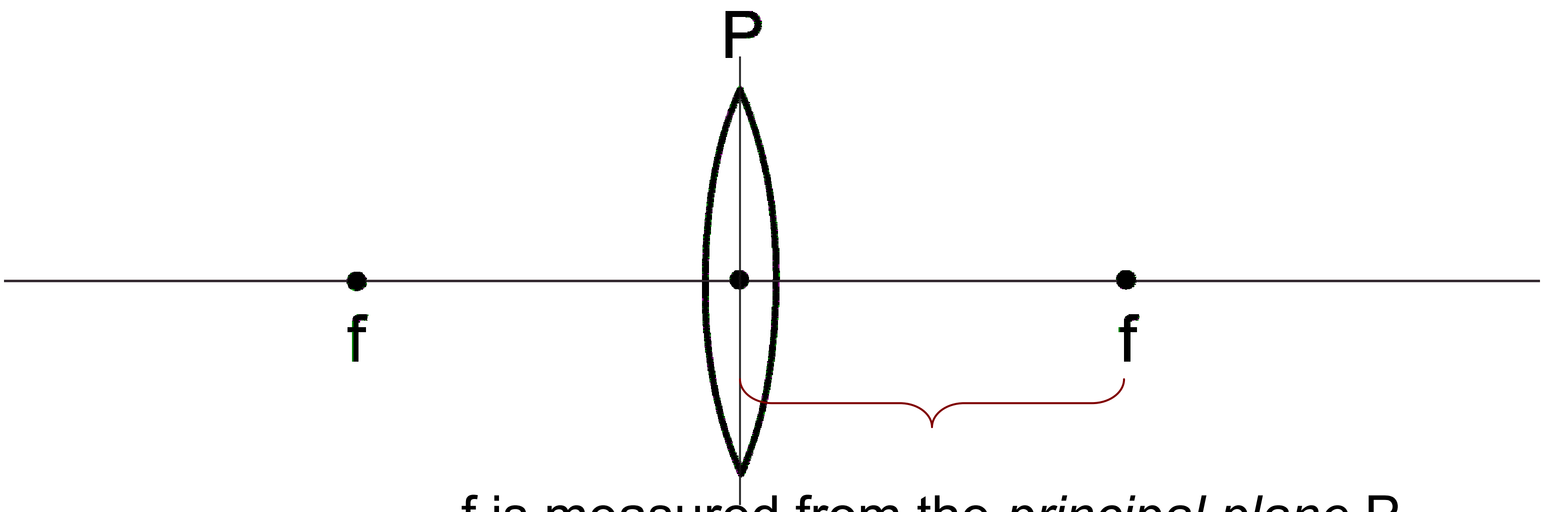


The thin lens – a useful simplification

A thin lens has radii of curvatures greater than thickness (R_1, R_2 > d)

For a thin lens in air

$$power = \frac{1}{f} = (n-1)\left(\frac{1}{R_1} + \frac{1}{R_2}\right)$$

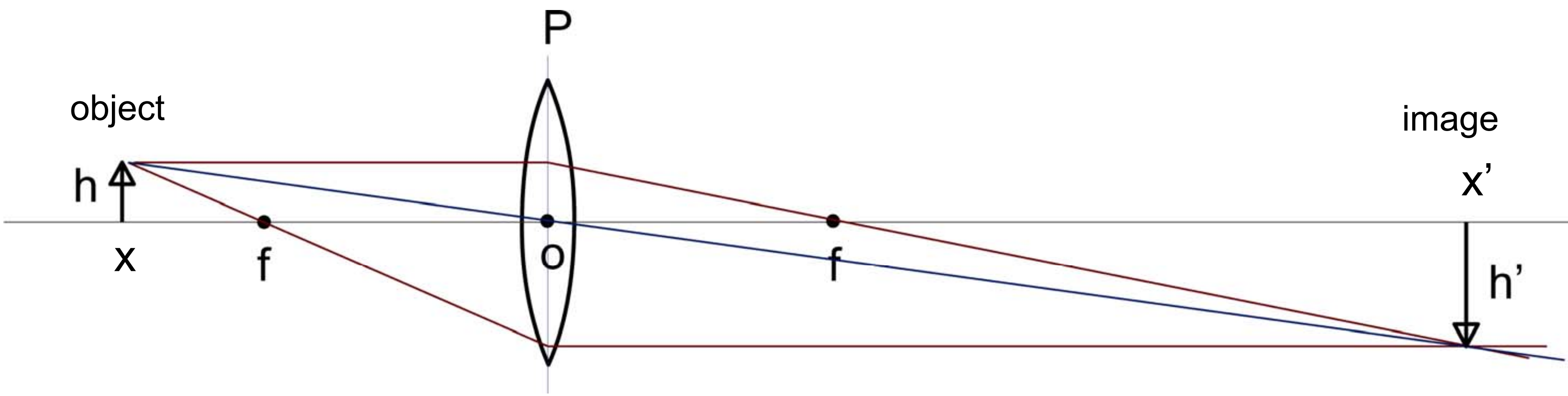


f is measured from the *principal plane* P

A thick lens may have two non-coincident principal planes

Simple ray tracing

An **object** h units high creates an **image** h' units high



Can map the object to the image using two of three rays:

- Ray parallel to axis to principal plane, then though back focal point
- Ray through front focal point to principal plane, then parallel to axis
- Ray through nodal point

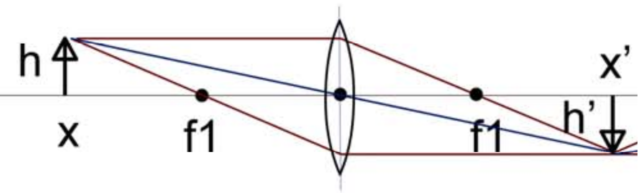
Points x and x' are called *conjugates*

see http://www.colorado.edu/physics/phet/simulations/lens/lens.swf

Simple two-lens system

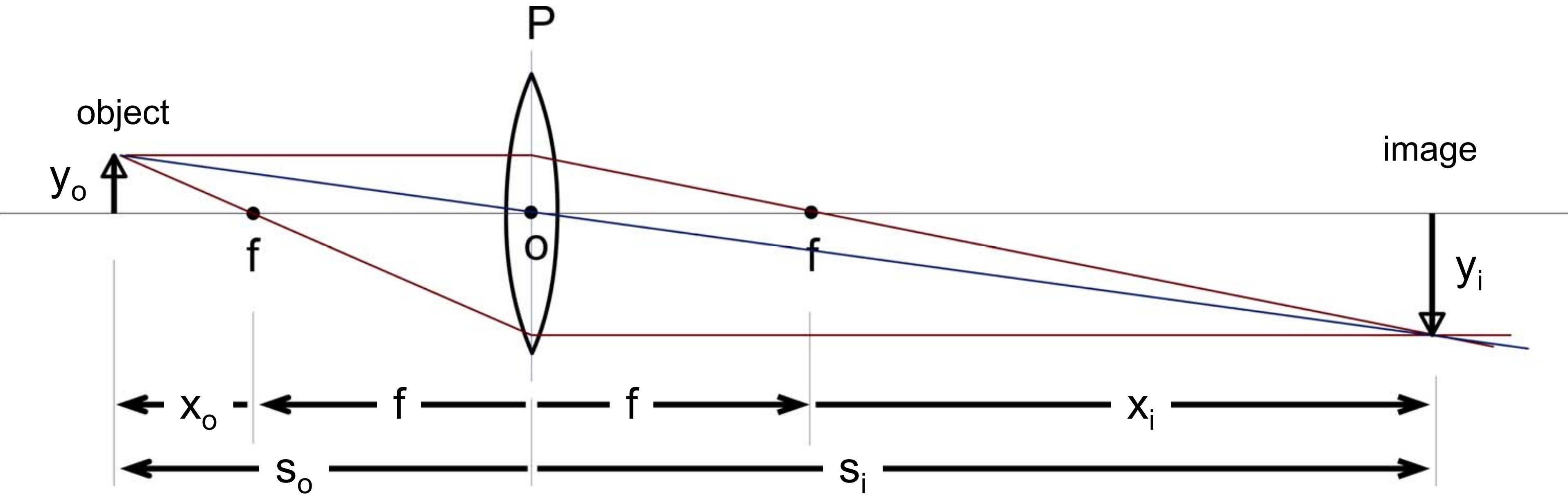
If lenses are separated by more than sum of focal lengths

- find an intermediate image
- map the intermediate image to the final image



Question… How does the lens diameter affect the image???

Imaging equations



Gaussian lens equation: $$\frac{1}{f} = \frac{1}{s_o} + \frac{1}{s_i}$$

Newtonian lens equation: $$x_o x_i = f^2$$

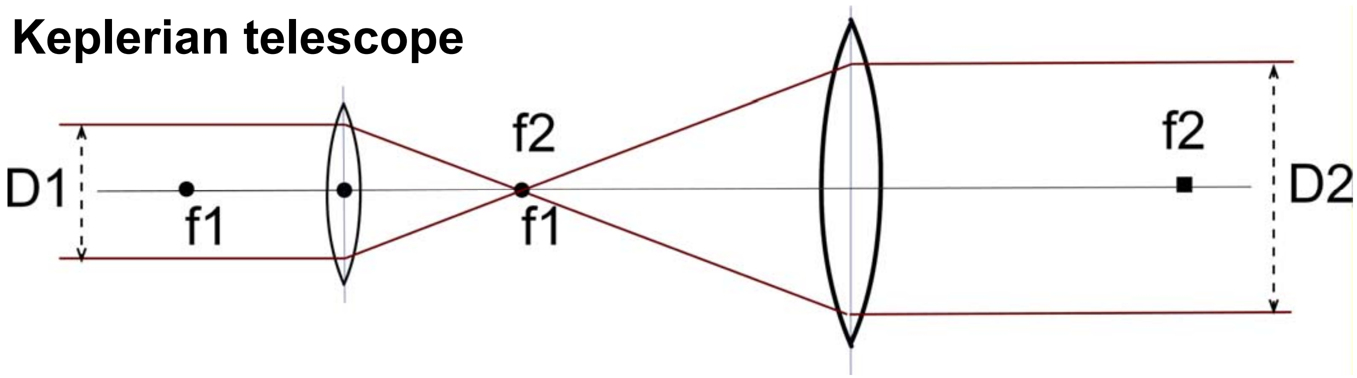
Transverse magnification

$$M = \frac{y_i}{y_o} = -\frac{s_i}{s_o}$$

Beam expanders

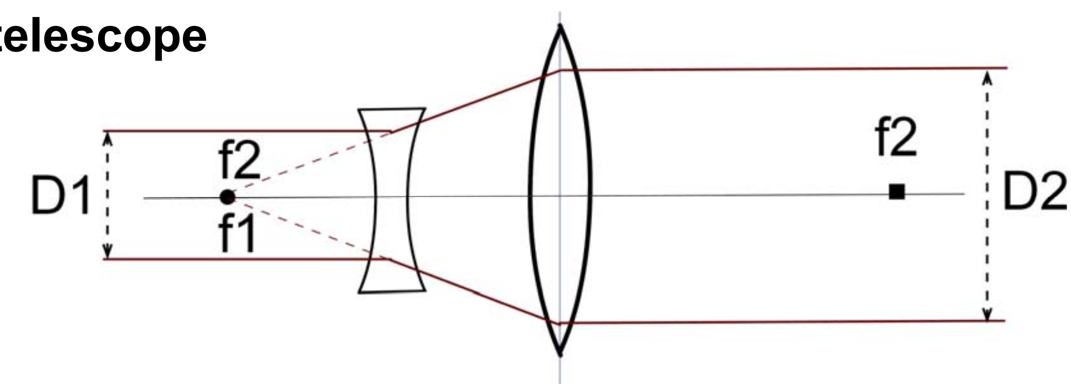
Can expand beam by separating two lenses by the sum of their focal lengths

Keplerian telescope



$$\frac{D_2}{D_1} = \frac{f_2}{f_1}$$

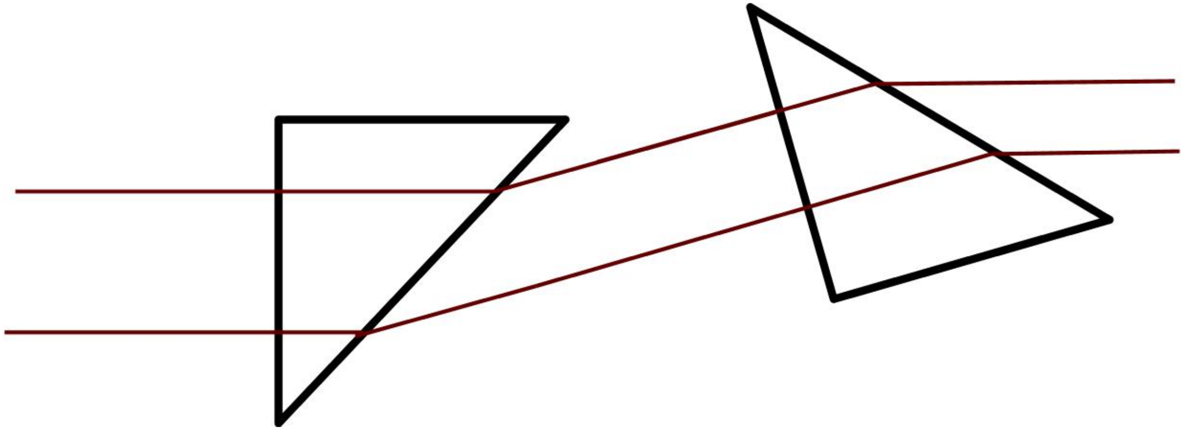
Galilean telescope



Does the lens diameter matter?
Which telescope is better for high pulse-energy lasers?

Beam shaping

Non-circular beams (e.g., laser diodes) can be "circularized" in one-dimension using cylindrical lenses or prisms

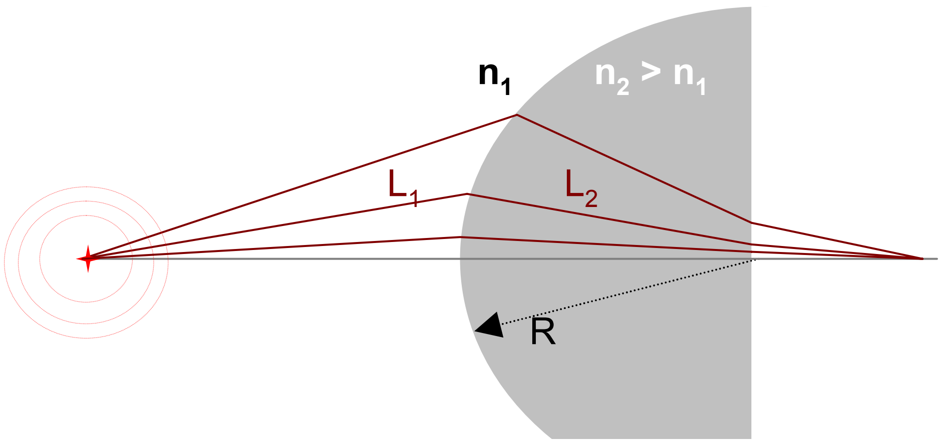


This method provides 1-d compression/expansion

To avoid the beam offset, use cylindrical lenses in a telescope

Aberrations

The perfect (or "stigmatic") imaging discussed before occurs for hyperboliods



Ray optics assumes spherical surfaces…

- *this only works in the "paraxial" (small angle, where sin x =x) limit*

- *we ignored $x^3/3! + x^5/5! - \dots$ in the expansion of sin x*

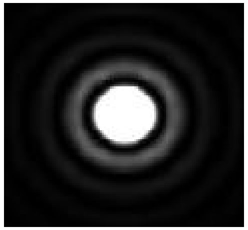
Aberrations exist when the marginal rays don't focus at the same place as the paraxial rays

The third-order aberrations are:

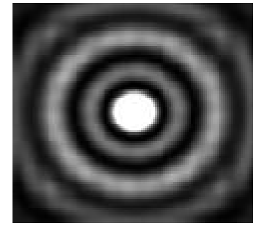
- spherical
- coma
- astigmatism
- field curvature
- distortion

increasing dependence on distance from image plane axis

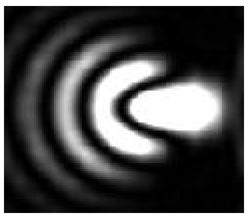
Focused spots with aberration



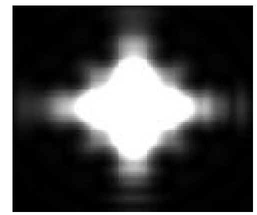
Perfect focus



Spherical aberration

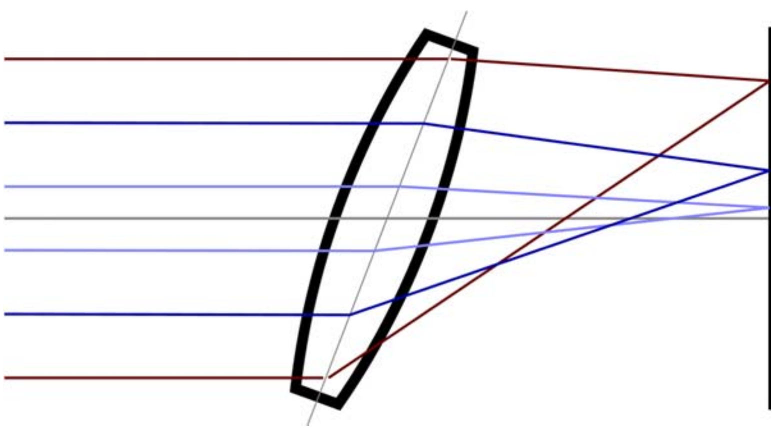


Coma

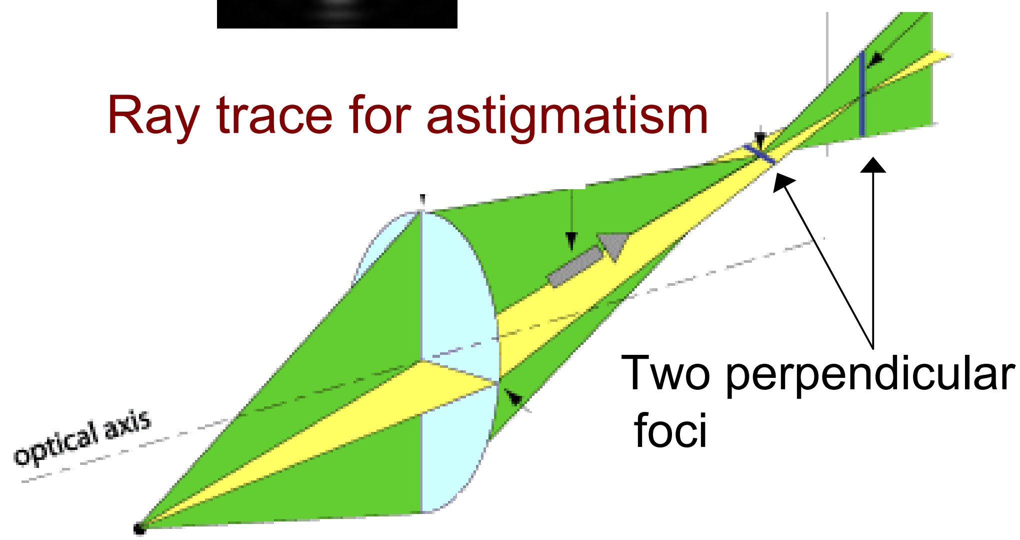


Astigmatism

Ray trace for coma



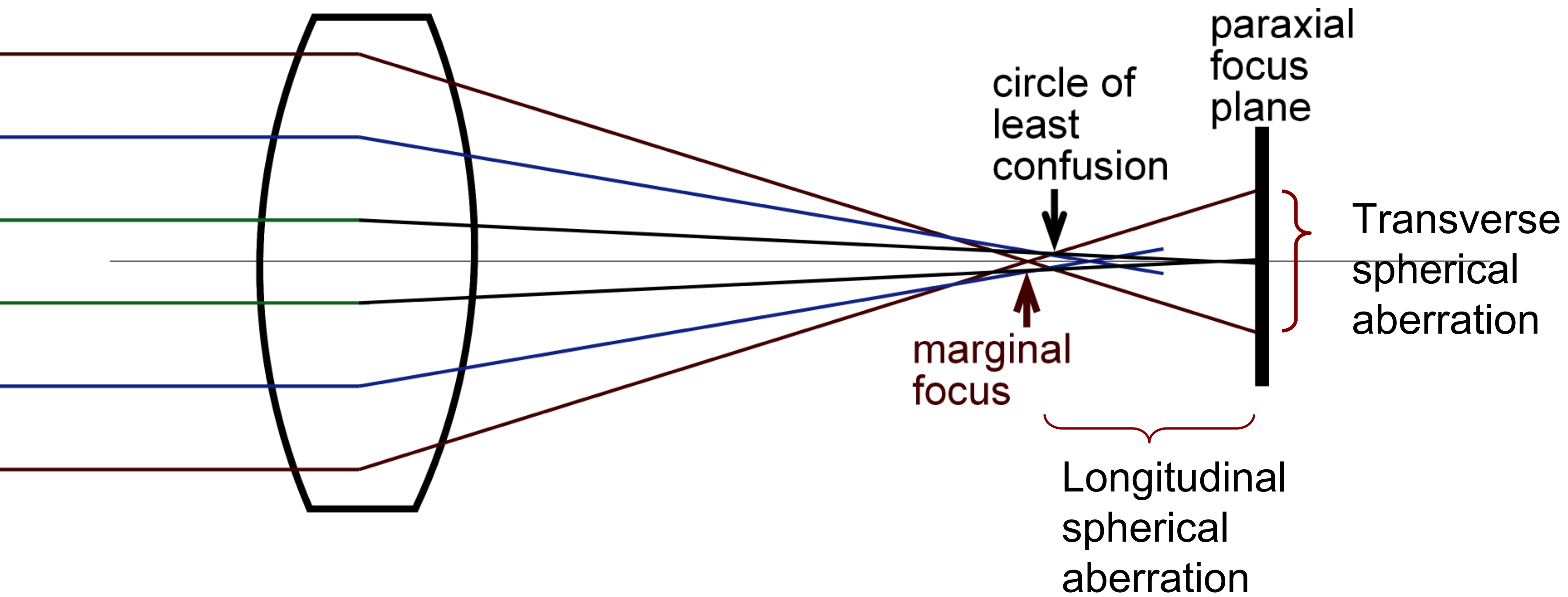
Ray trace for astigmatism



Astigmatism is common in laser diodes

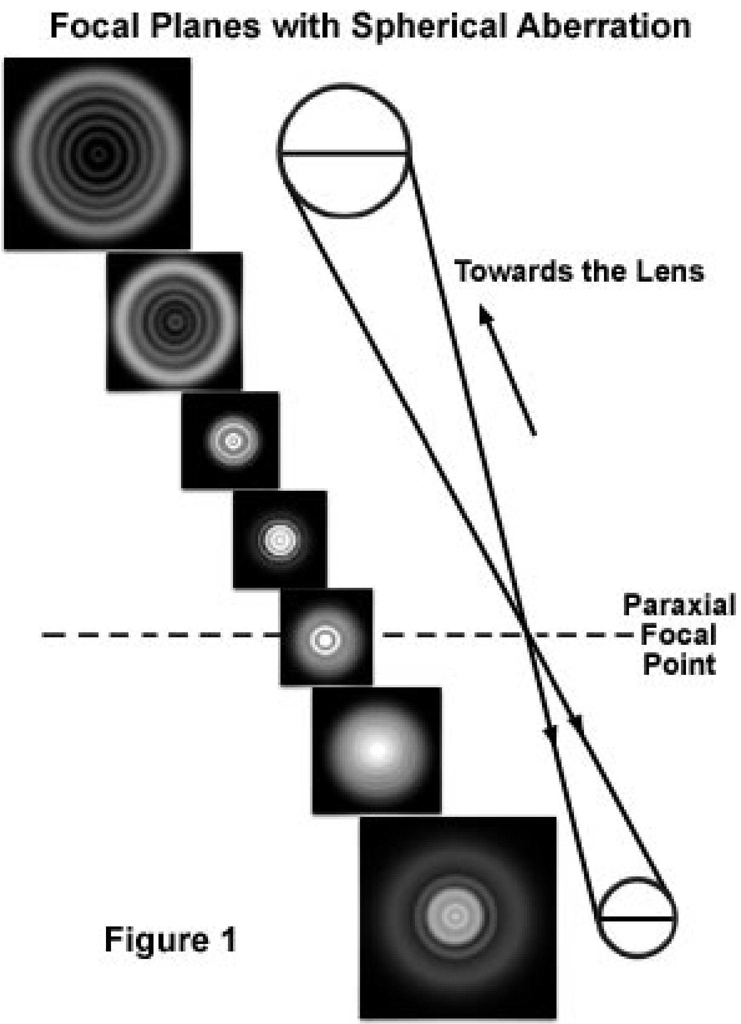
Spherical aberration

Spherical aberration causes on-axis distortion



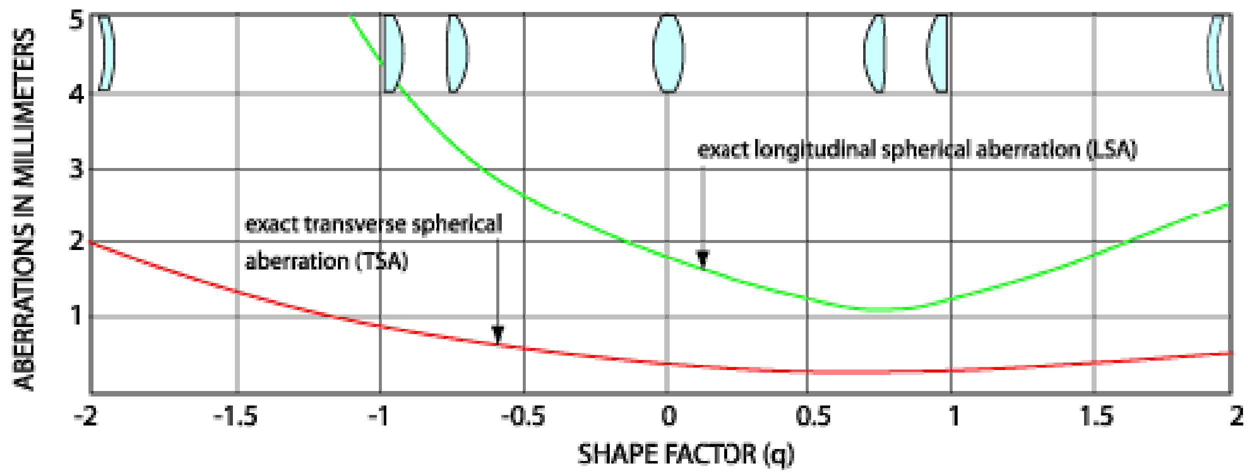
- SA causes a radially symmetric spread of the focused point
- Smallest "spot" will occur in front of paraxial focus plane

Pictures of SA though focus



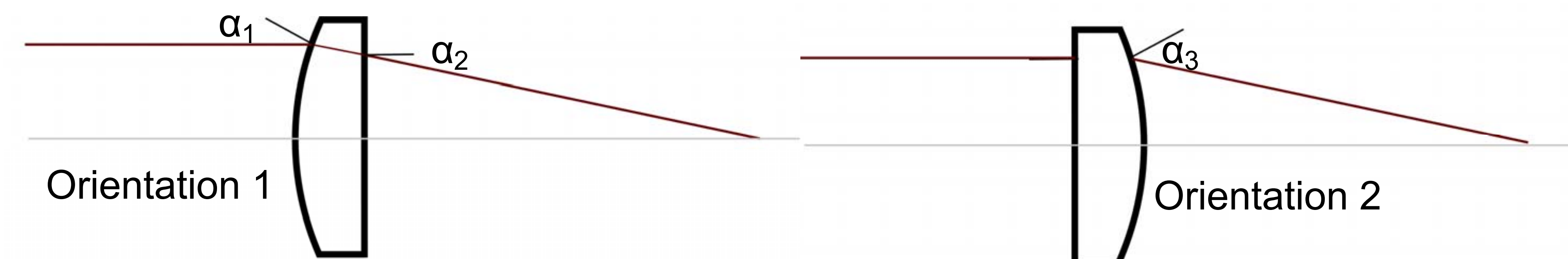
Java tutorial at http://www.olympusmicro.com/primer/anatomy/aberrationhome.html

SA depends on lens shape



http://optics.mellesgriot.com/opguide/fo_3_3.htm

Aberration is minimized when the incident angles to the optical surface are minimized

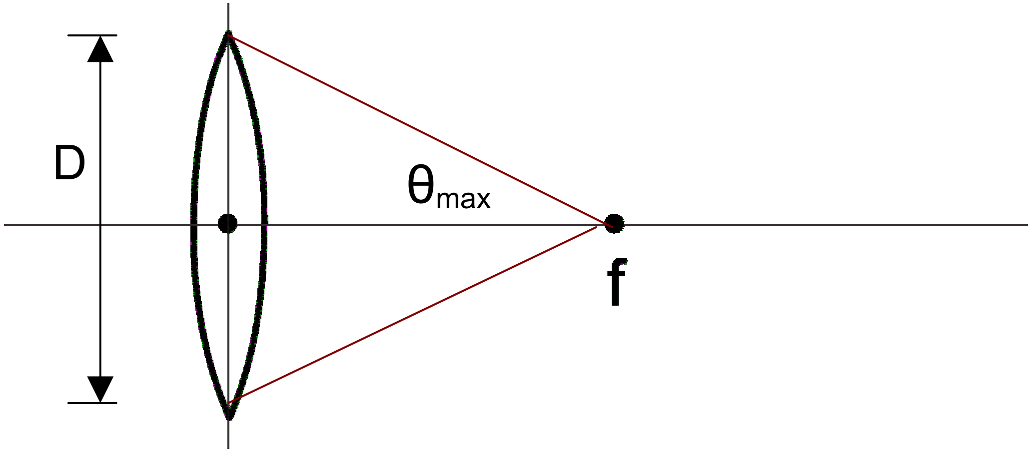


$\alpha_1^3 + \alpha_2^3 < \alpha_3^3$, so orientation 1 is better

Rule of thumb: point most curved surface towards most distant conjugate

Numerical aperture & F-number

Numerical aperture

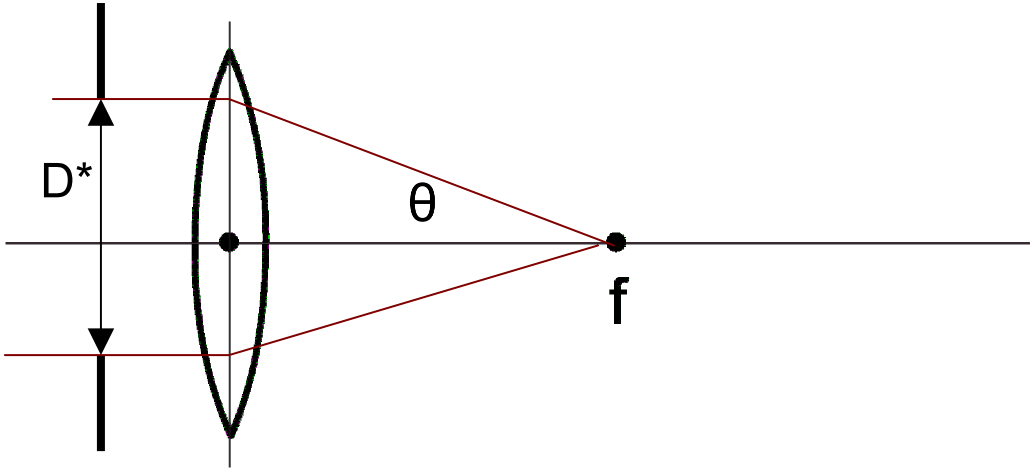


$NA = n \sin \theta_{max}$

n = 1 for lens in air

$F\# = f/D$

One can "stop down" to reduce the NA or increase the F#



$NA = n \sin \theta$

$F\# = f/D^*$

Aberration scaling

The severity of aberrations generally depends on the aperture stop diameter (D) and the off-axis distance of the image point (h')

Aberration	Dependence on D	Dependence on h'
Spherical aberration	D^3	none
Coma	D^2	h'
Astigmatism	D	h'^2

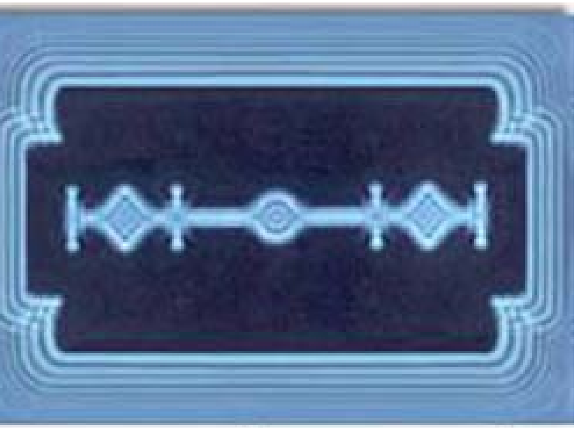
High NA or low F# systems have more SA than low NA / high F# systems

Physical optics

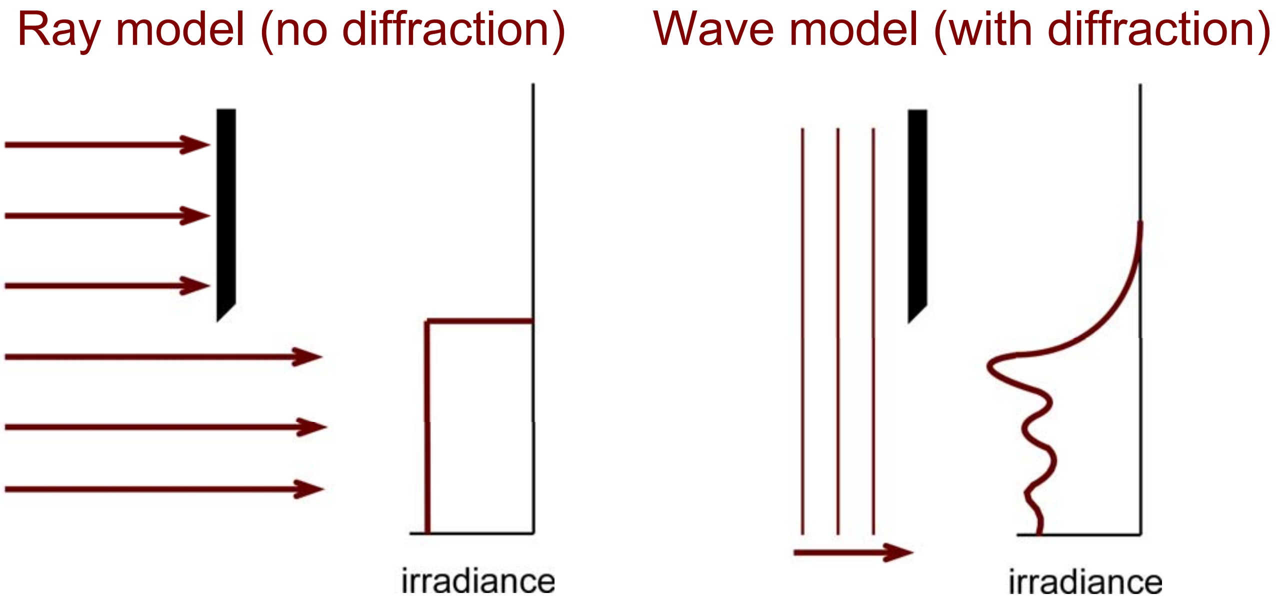
In geometric optics, a bundle of rays parallel to the axis will focus to a point

In real life, the spot size is finite even if aberrations are zero

Diffraction



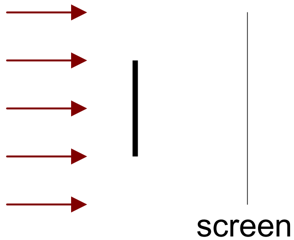
Diffraction: the interference phenomena that describes the alteration of wave propagation due to optics of finite size



Wave optics

diffraction creates intensity distributions geometric optics cannot explain

What do you see behind an illuminated opaque disk?



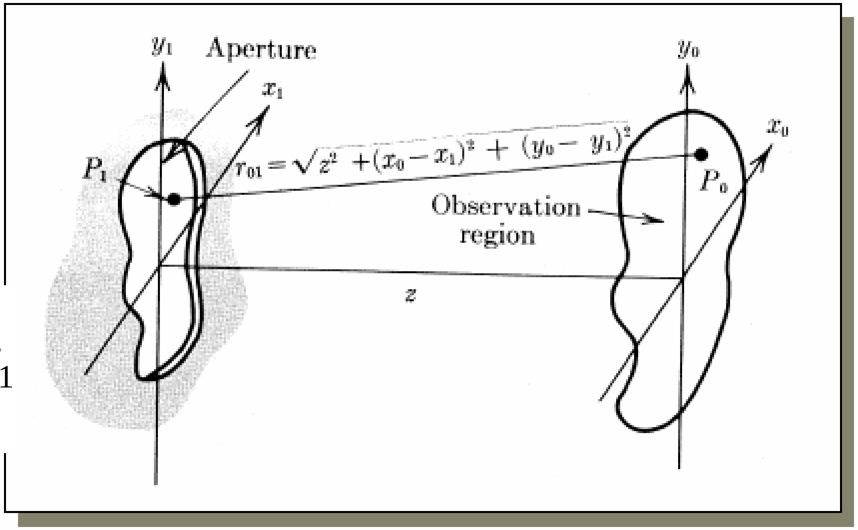
Arago's (or Poisson's) spot

To model the general propagation of a wave through space…

$$U(x,y,z) = E(x,y,z)\exp[-j(\omega t + \phi(x,y,z))]$$

$$U(x_0,y_0,z) = \frac{z}{j\lambda}\iint_{surface} U(x_1,y_1)\frac{\exp(jkr_{01})}{r_{01}^{\;2}}dx_1dy_1$$

for $r_{01} >> \lambda$



Fourier optics

The diffraction pattern is very complicated and evolves with the distance z from the aperture…*need simplifications!!*

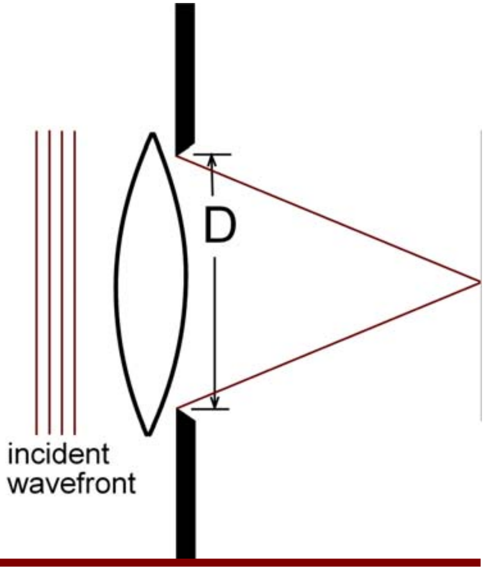
In the *far field* (or "Fraunhofer region") the field math is simplified:

Here the field is the Fourier transform of the wavefront in the aperture

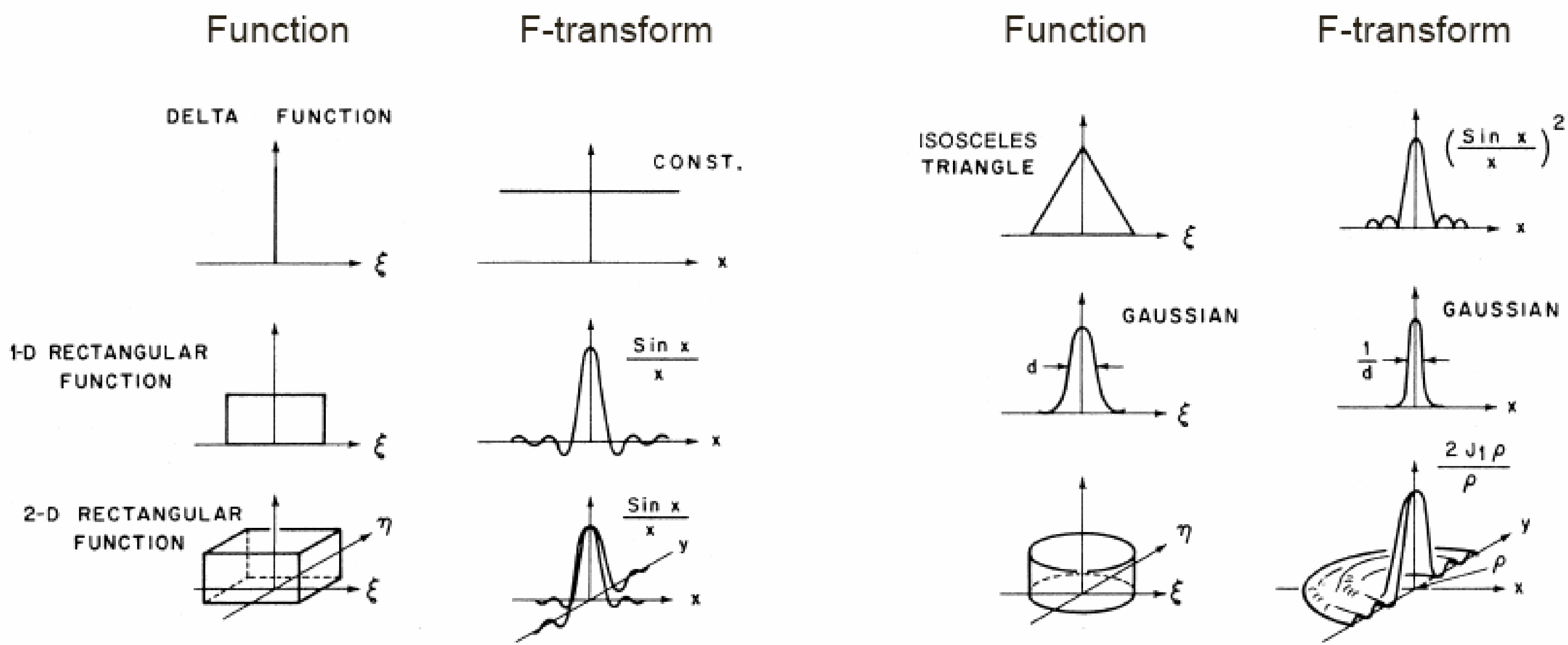
The far field exists at distances $z > \frac{2D^2}{\lambda}$

or

at the focal plane of a lens



Fourier transform pairs



Irradiance distribution is the *square* of the field distribution

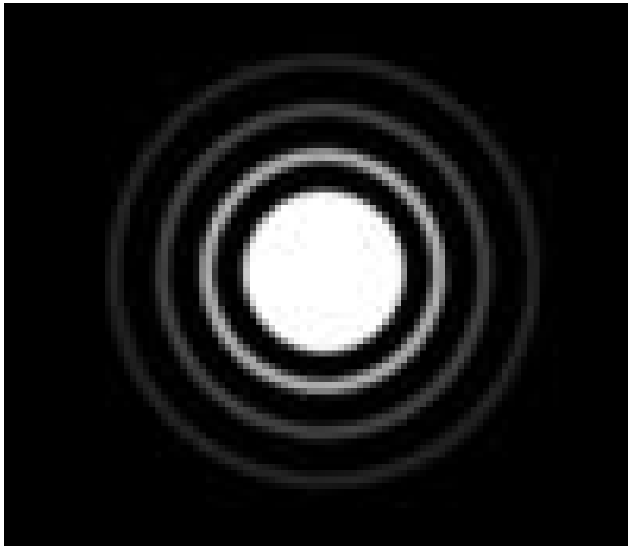
Airy function

The intensity distribution of a *plane wave* incident on a circular aperture with radius w is:

$$I(R) \propto \left[\frac{J_1(kwR/z)}{kwR/z} \right]^2$$

distance z from aperture, k=2π/λ

Diffraction-limited spot



Diameter of central lobe

$$d = 1.22 \frac{\lambda z}{w} \qquad for \quad z > \frac{2D^2}{\lambda}$$

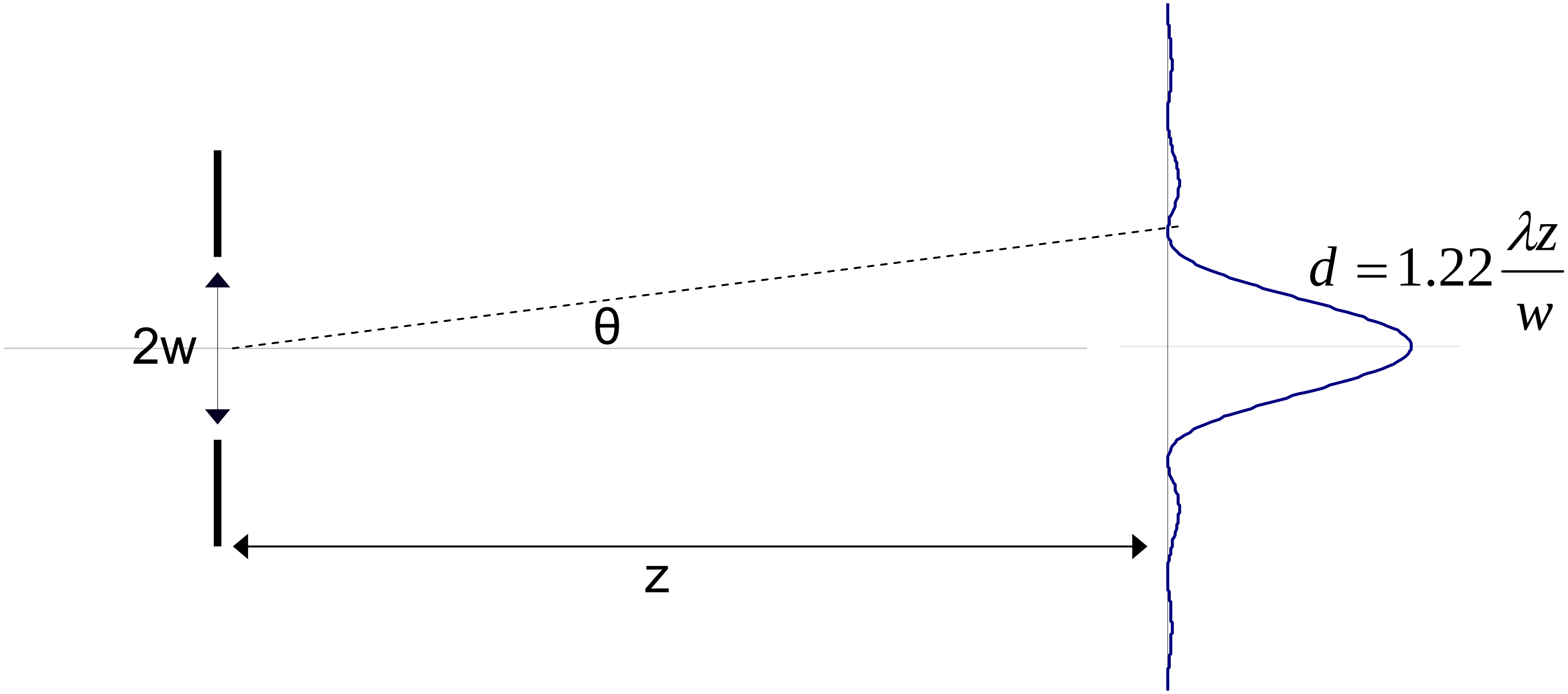
or

$$d = 1.22 \frac{\lambda f}{w}$$ at the focal plane

~86% of energy is in the central lobe

Beam divergence

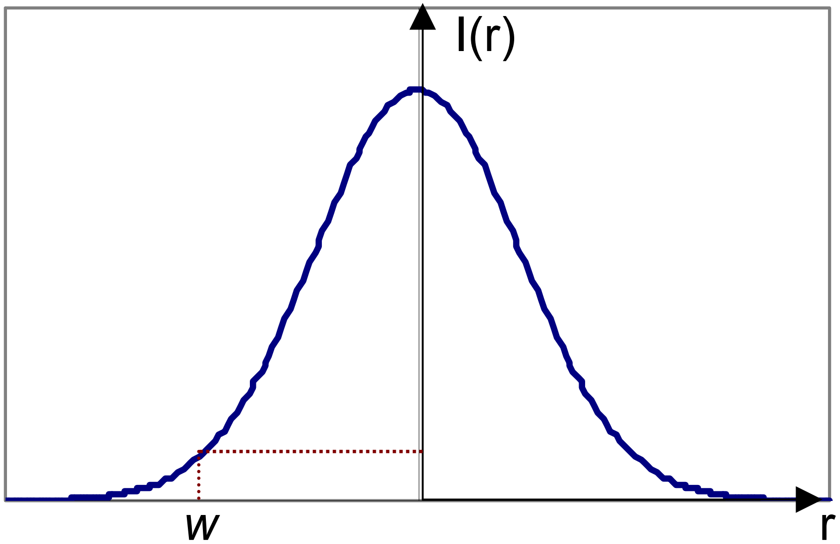
Beyond the far field, the beam diverges at a constant angle



$$\Theta \cong 0.61\frac{\lambda}{w}$$ *in the far field*

Gaussian beams

- Spherical-mirror resonator modes are Hermite-Gaussian
- Lowest-order mode is a Gaussian beam
- Hermite-Gaussians functions are self-transforms

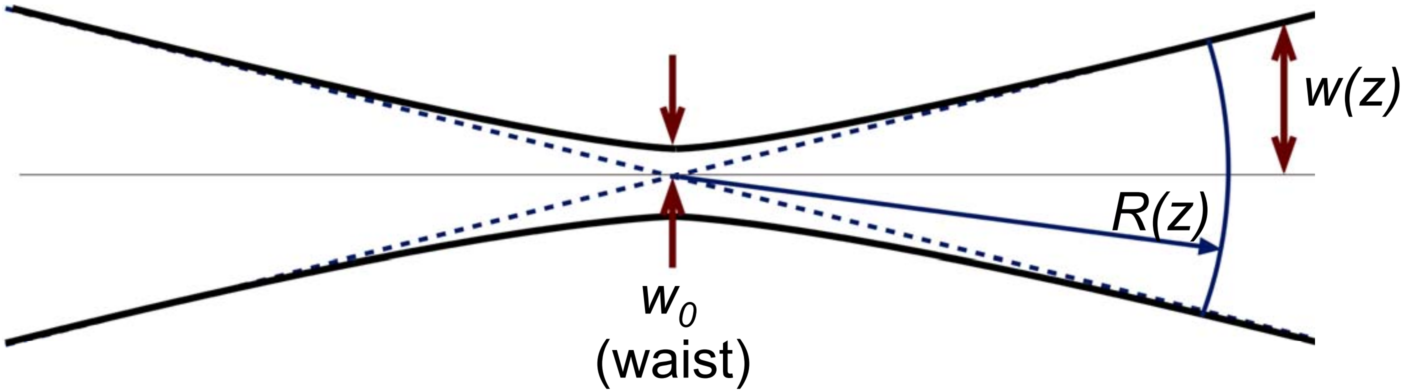


$$I(r) = \frac{2P}{\pi w^2} \exp\left[\frac{-2r^2}{w^2}\right]$$

w is the $1/e^2$ radius
(or the 1/e radius for the E field)

Gaussian beam propagation

Gaussian beam propagation is defined by the wavelength and w_0, the radius of the beam at the waist



Beam radius at z

$$w(z) = w_0 \sqrt{1 + \left(\frac{z}{z_R}\right)^2}$$

Radius of curvature at z

$$R(z) = z + \frac{{z_R}^2}{z}$$

Rayleigh range

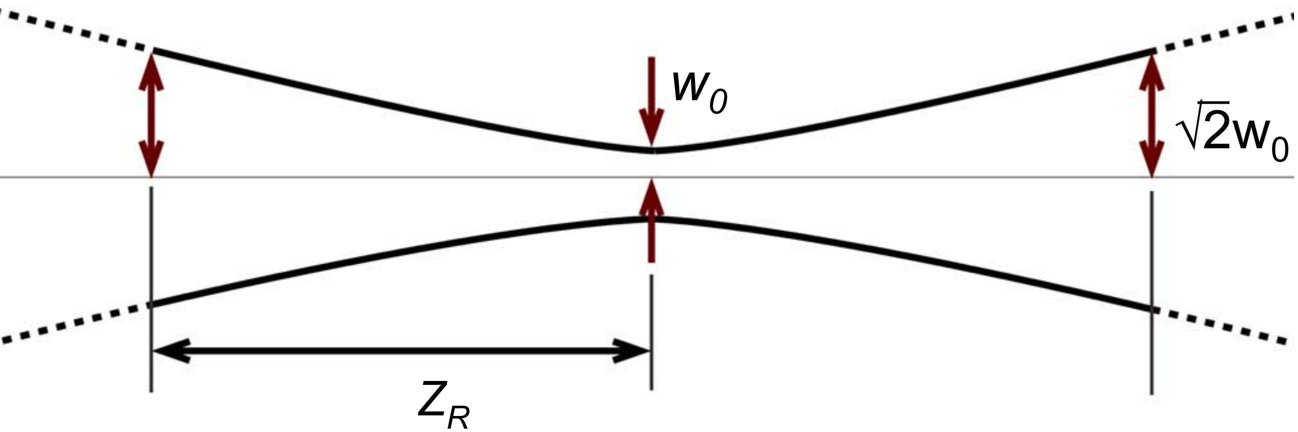
$$Z_R = \frac{\pi {w_0}^2}{\lambda}$$

Rayleigh range

The Rayleigh range is distance from waist at which beam area doubles

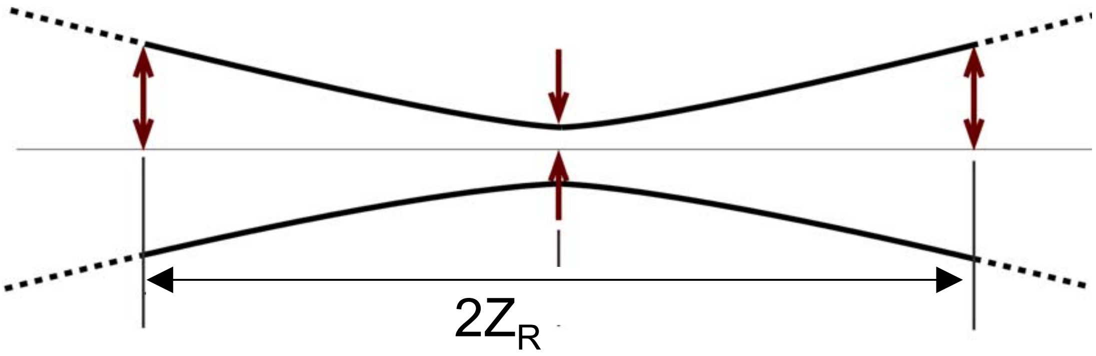
Rayleigh range

$$Z_R = \frac{\pi w_0^{\,2}}{\lambda}$$

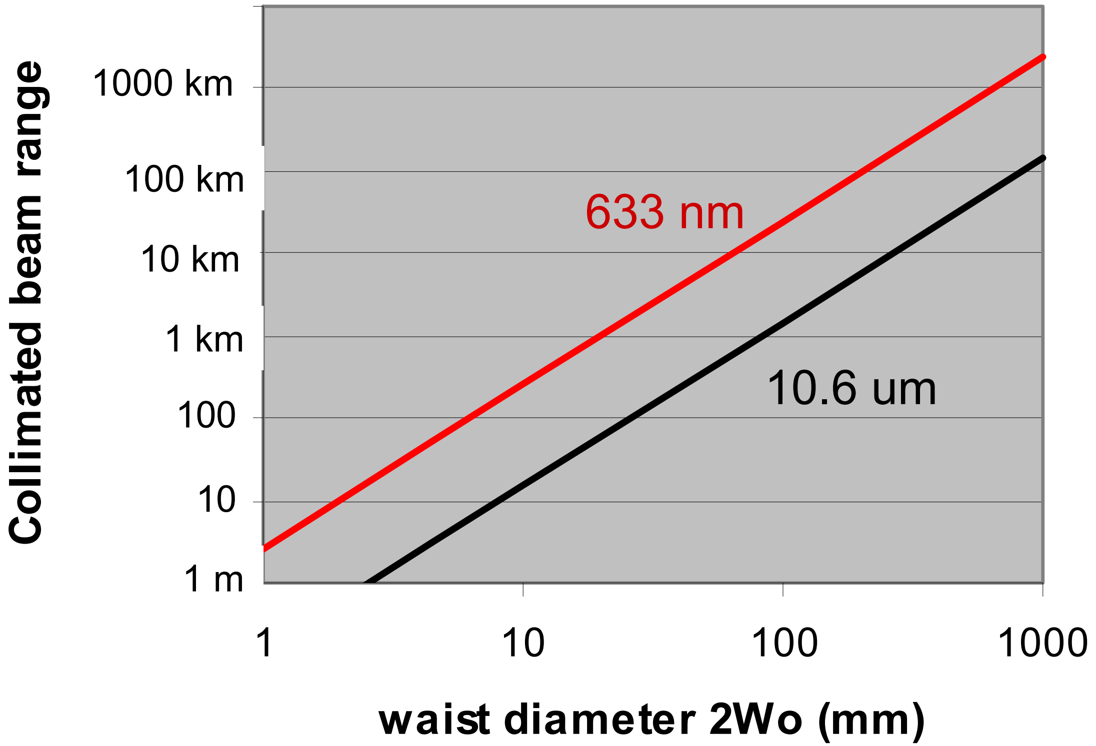


$2Z_R$ is know as the "confocal region" or "depth of focus"

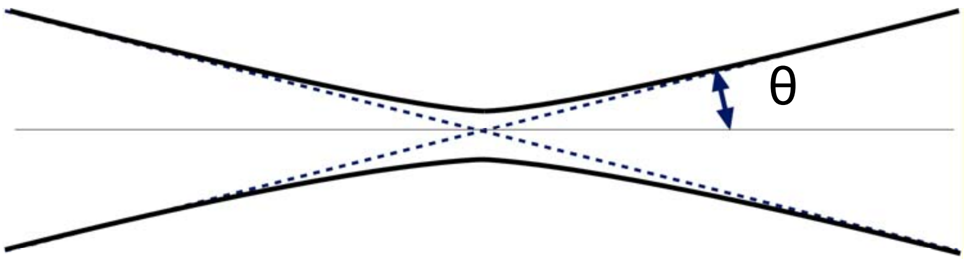
“collimated” beam range



Tighter focusing causes a smaller “collimated” range



Gaussian beam divergence



$$w(z) = w_0\sqrt{1+\left(\frac{z\lambda}{\pi w_0{}^2}\right)^2} \cong \frac{z\lambda}{\pi w_0}$$ for large z ($z >> z_R$)

Beam divergence

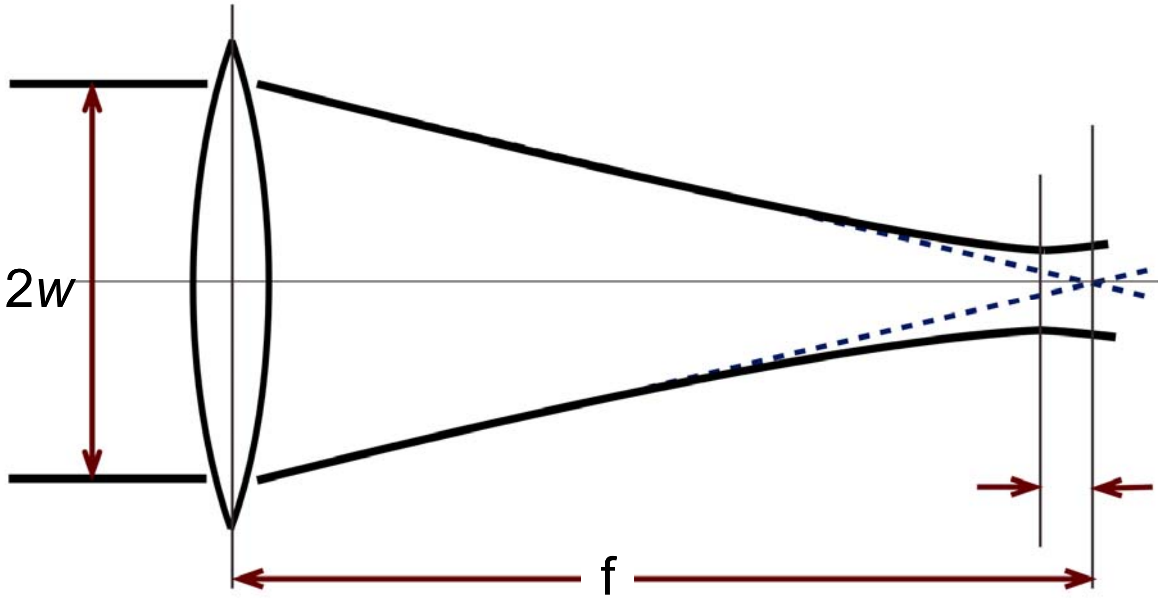
$$\theta_{1/e} = \lim_{z\to\infty}\frac{w(z)}{z} = \frac{\lambda}{\pi w_0}$$

Divergence is inversely proportional to w

Focusing a Gaussian beam

Recall $w(z) \cong \dfrac{z\lambda}{\pi w_0}$

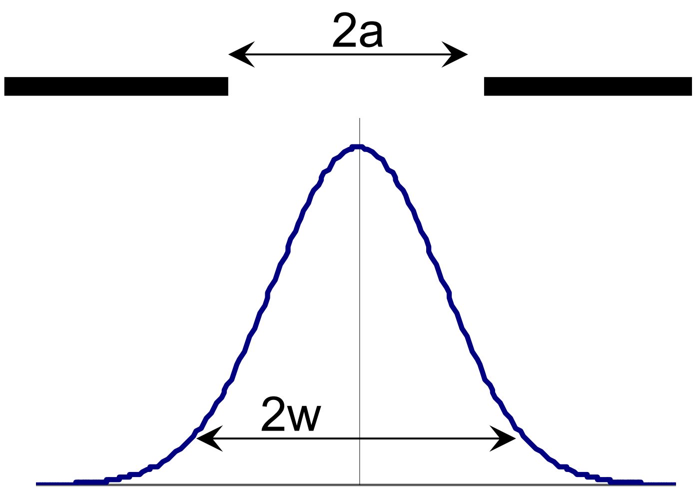
At focus, spot radius is $w_0 \cong \dfrac{\lambda f}{\pi w}$



$$\Delta f \cong \frac{z_R^{\;2}}{f} = \frac{\pi^2 w_0^{\;4}}{\lambda^2 f}$$

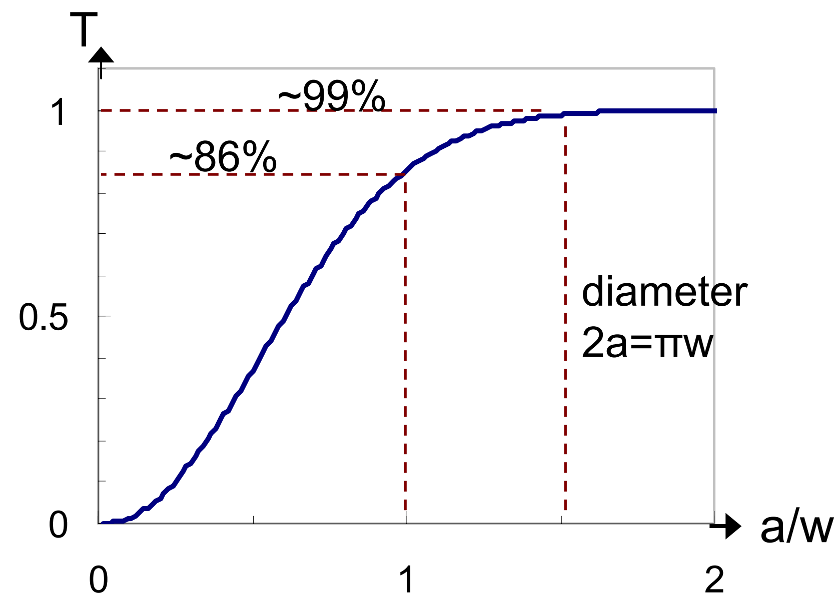
There is a (usually negligible) shift Δf between the waist position and geometric focus

Truncated Gaussian beams



Transmittance T through aperture is

$$T = 1 - \exp\left[-\frac{2a^2}{w^2}\right]$$



Choose lens diameter > πw
to transmit > 99% of energy

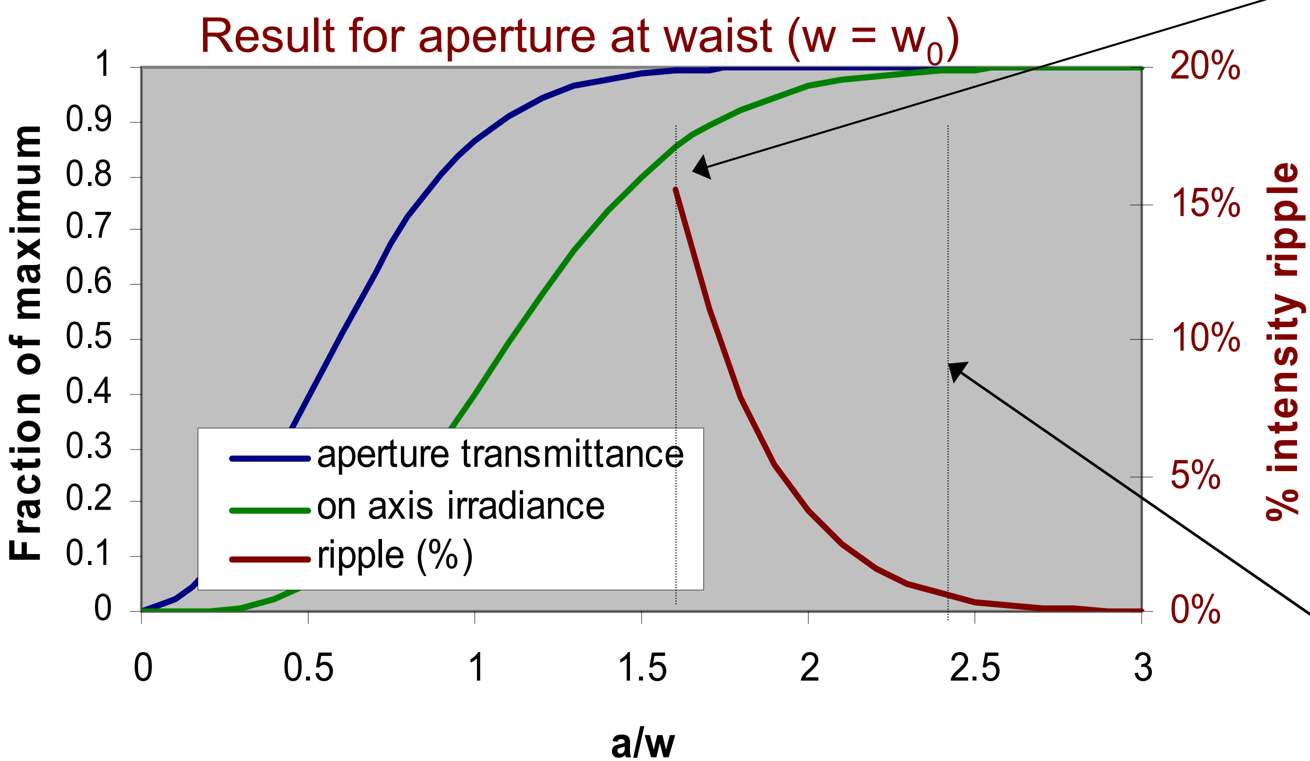
Truncated Gaussian problems

Truncating the Gaussian beam causes
- Decrease in total power transmitted
- **Diffraction!!!**

  Decreases on-axis irradiance

  Increases intensity ripple

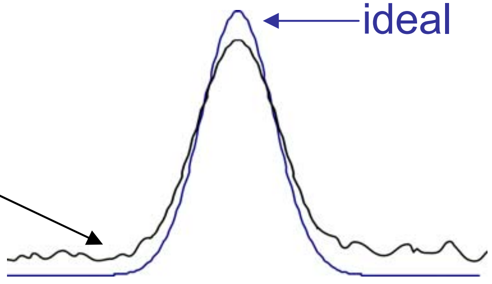
From last slide…
When a = πw/2
T = 99%
P_{axis} =84%
Ripple=17%



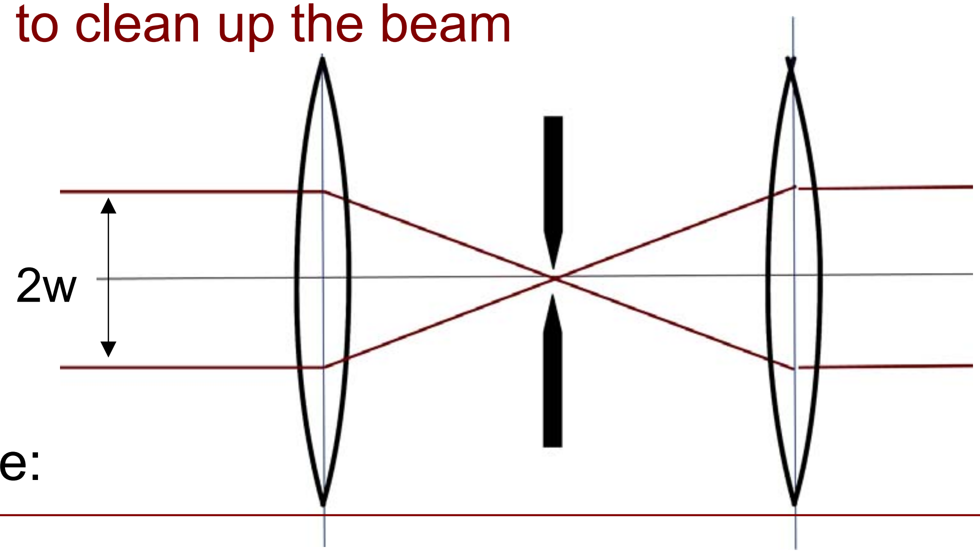
When a = 2.3w
P_{axis} = 99%
Ripple=1%

Spatial filtering

Surface roughness, dust, etc., adds high-spatial-frequency noise to beam profiles



Place pinhole at common foci of telescope to clean up the beam



For 1% ripple, pinhole diameter D ~ $4.6w_0$

Example:

f = 50 mm
λ = 633 nm
w = 1 mm

$\longrightarrow \quad w_0 \cong \dfrac{\lambda f}{\pi w} \quad \longrightarrow$ w_0 = 10 μm, so choose D = 50 μm

rounded up!

Beam expander alignment

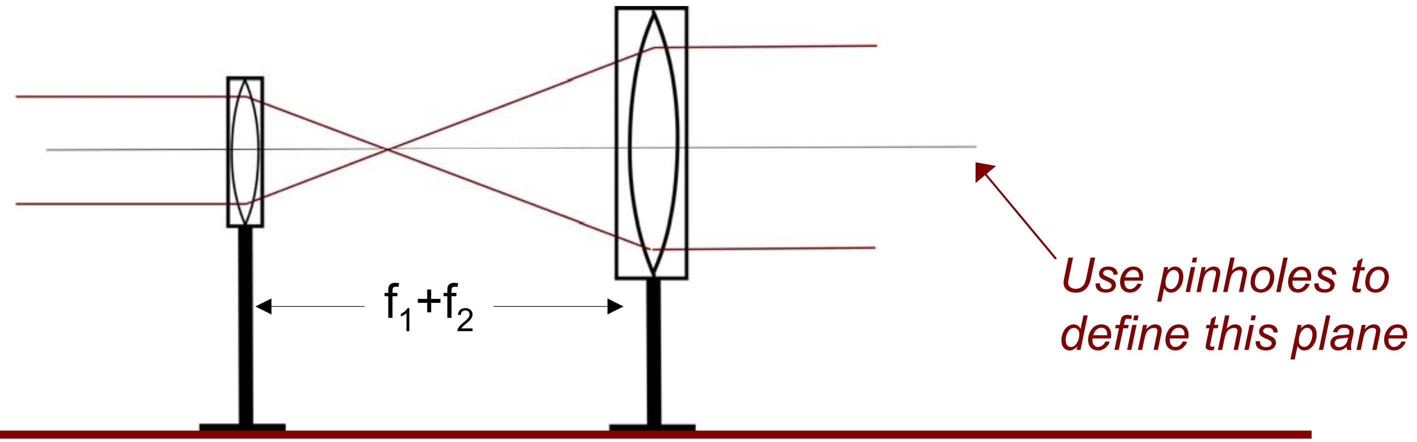
Step 1. Adjust the beam to be parallel to be the optical table

- choose an "operating height"
- have several pinholes at this height

Step 2. Center lens 1 in the beam path

Step 3. Center lens 2 in the beam path, ~f_1+f_2 from lens 1

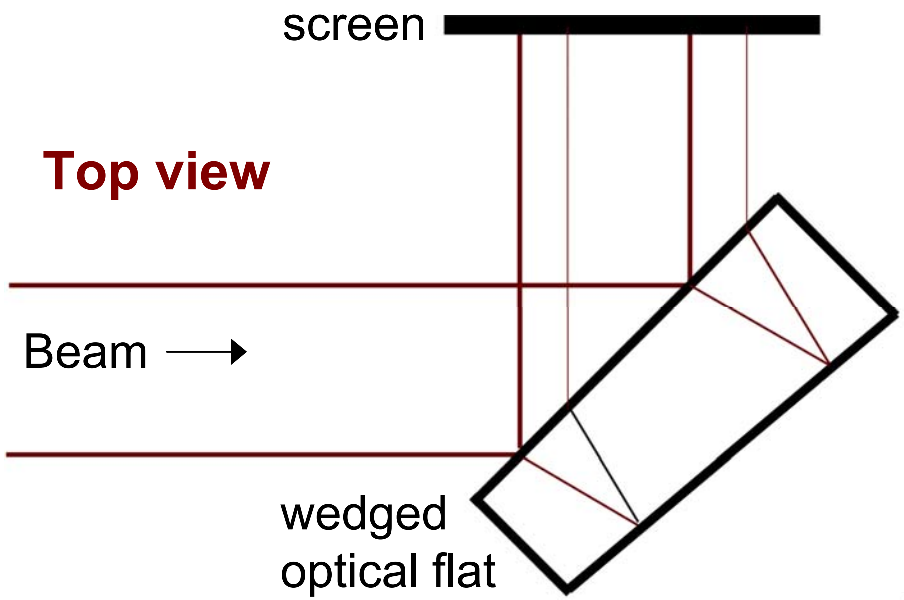
Step 4. Adjust lens 2 position along beam until beam diameter is approximately constant between lens 2 and the wall



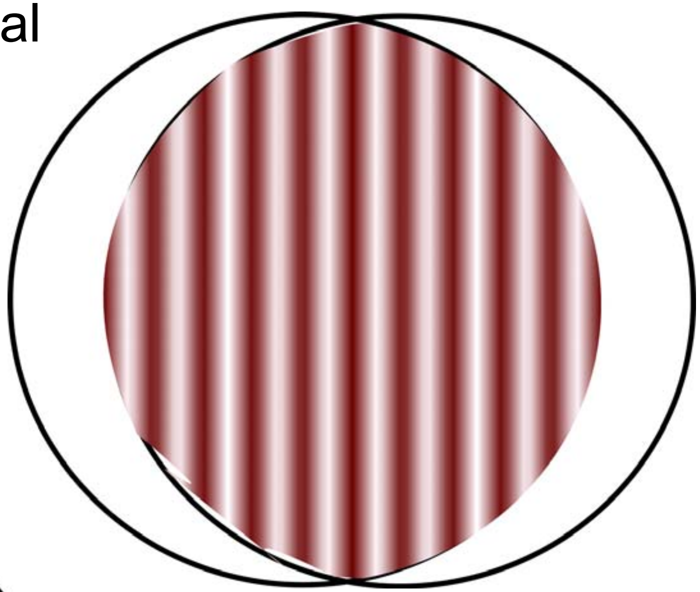
Collimation test with a shearing plate

Step 5. Do a fine adjustment of lens 2 position with a shearing plate

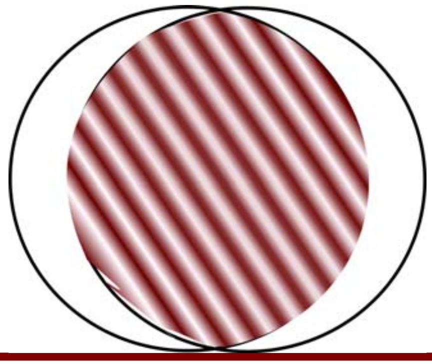
Top view



If collimated (R→∞ at screen), fringes are vertical



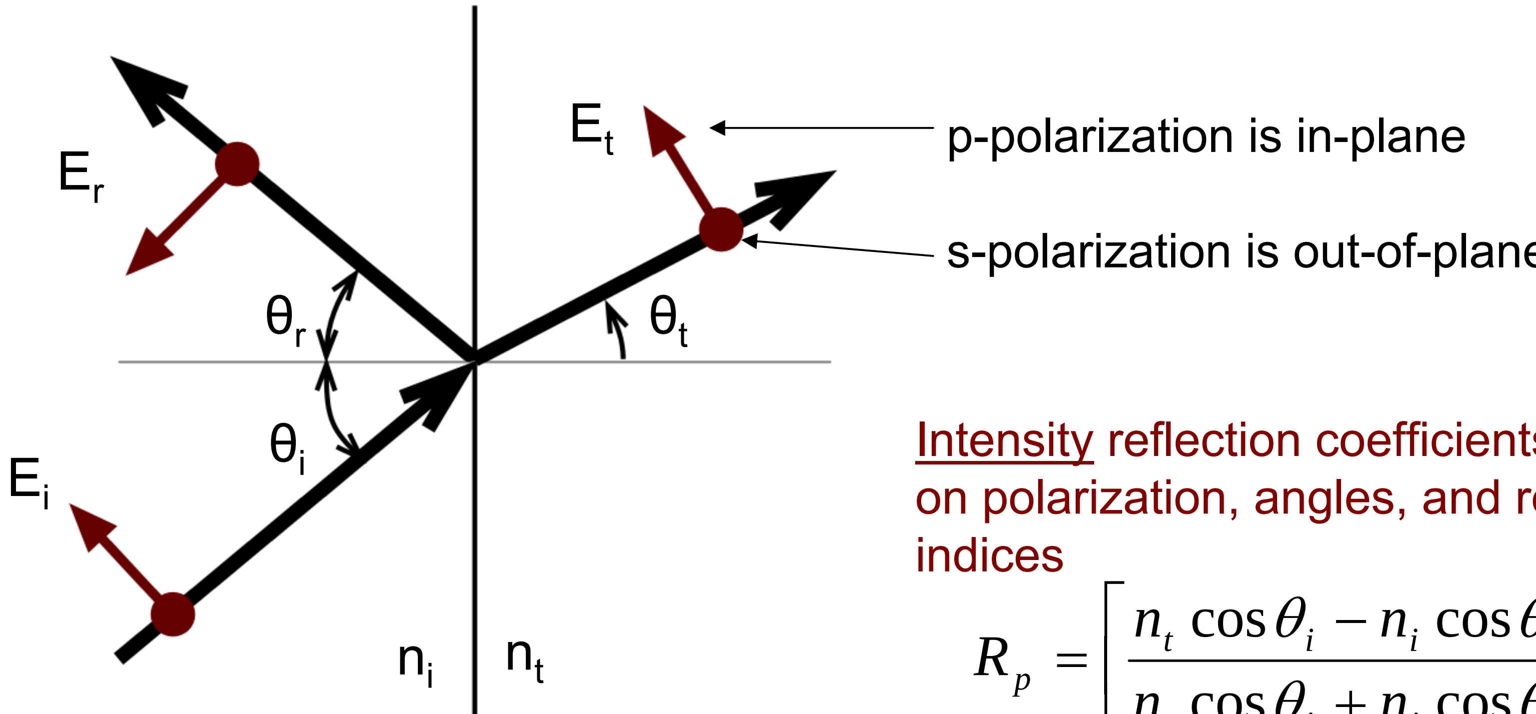
Fringes tilt if beam is converging or diverging



Reflections, coatings, and stuff

Fresnel reflection

An incident wave (E_i) will create a reflected wave (E_r) and transmitted wave (E_t)
The fields are decomposed with respect to the plane of incidence



Define reflectance and transmittance as

$$R = \left[\frac{E_r E_r^*}{E_i E_{i^*}}\right] = \frac{I_r}{I_i} \qquad T = 1 - R$$

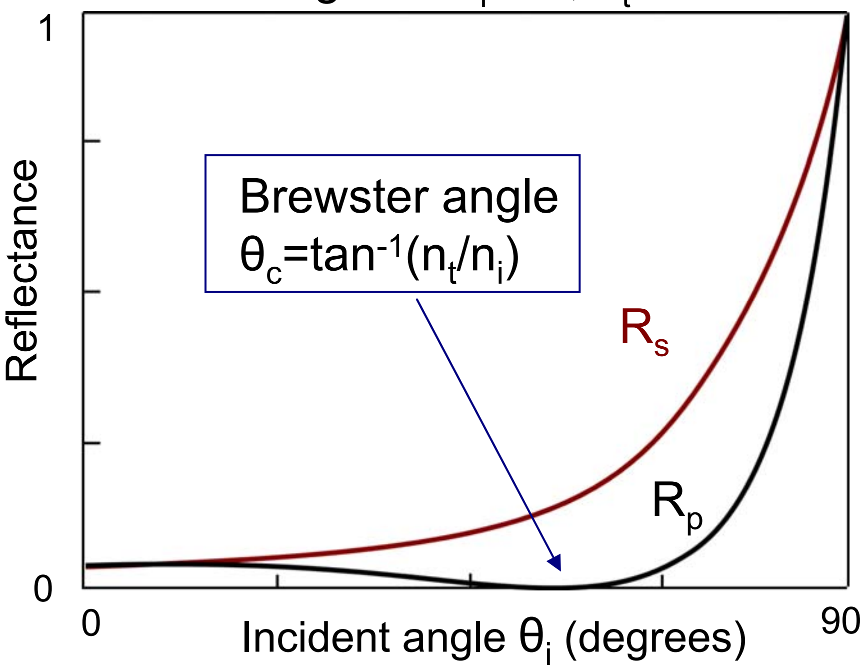
Intensity reflection coefficients depend on polarization, angles, and refractive indices

$$R_p = \left[\frac{n_t \cos\theta_i - n_i \cos\theta_t}{n_t \cos\theta_i + n_i \cos\theta_t}\right]^2$$

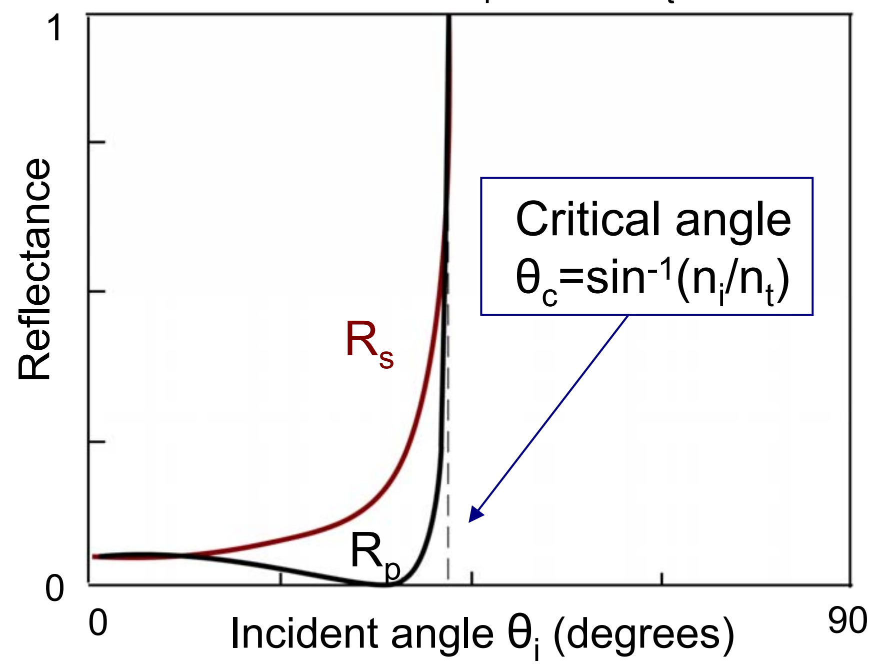
$$R_s = \left[\frac{n_i \cos\theta_i - n_t \cos\theta_t}{n_i \cos\theta_i + n_t \cos\theta_t}\right]^2$$

Fresnel coefficients

air-to-glass: $n_i = 1$, $n_t = 1.5$



glass-to-air: $n_i = 1.5$, $n_t = 1$



Brewster angle incidence provides perfect transmission for p-polarized

Reflectance is total for $\theta_i > \theta_c$

One can modify reflectance by applying thin films to the optic

Optical coatings – quarter wave rule

Consider a thin film of quarter-wave optical thickness

Incident light

air (or ??)	n_i	
thin film	n_f	$n_f d = \lambda/4$
substrate	n_s	

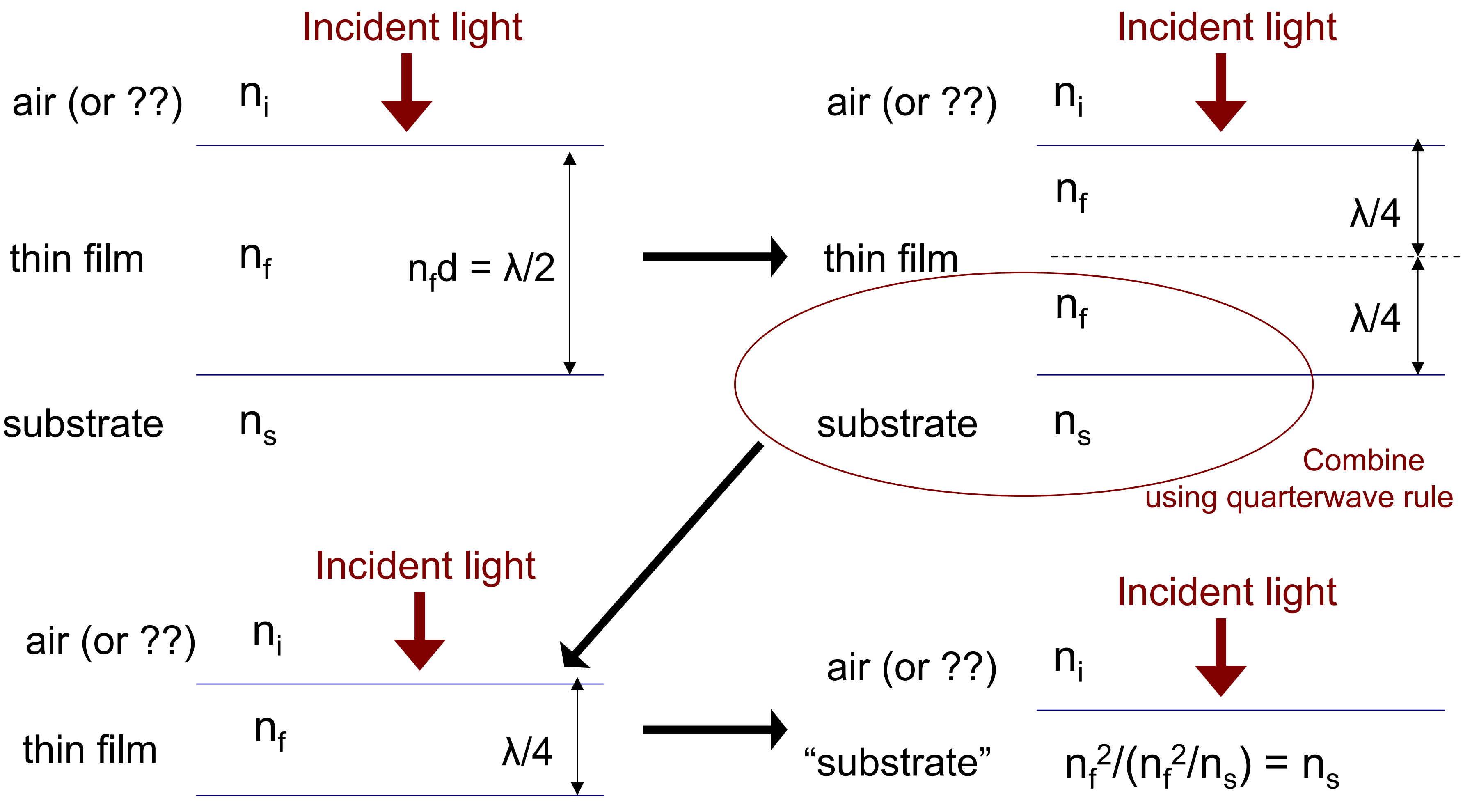
If film is exactly $\lambda/4$ thick ($=\lambda_0/(4n_f)$) can transform to an exact two-layer system

Incident light

air (or ??)	n_i
equivalent index	n_f^2/n_s

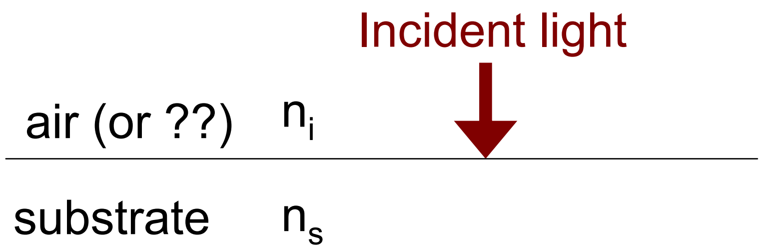
Now can use Fresnel reflection equations for the equivalent interfaces

Optical coatings – half wave rule



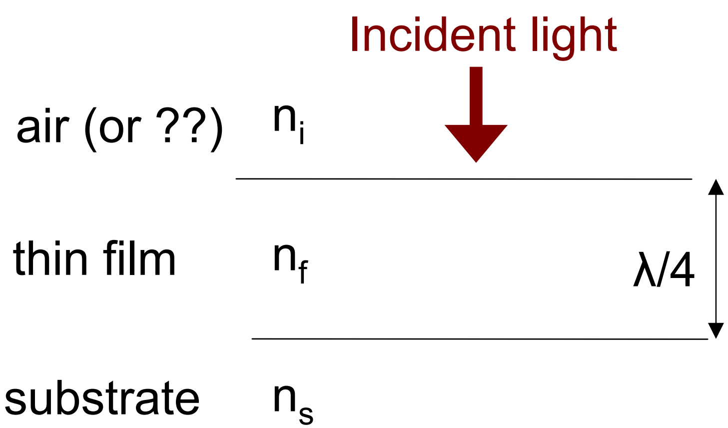
$\lambda/2$ layer is an "absentee layer"
... acts like it isn't there

Antireflection coatings



For normal incidence, Fresnel reflectance is

$$R = \left[\frac{n_i - n_s}{n_i + n_s} \right]^2$$



If the substrate is coated with a λ/4 film, we can use the quarter-wave rule…

$$R = \left[\frac{n_i - n_f^{\,2} / n_s}{n_i + n_f^{\,2} / n_s} \right]^2$$

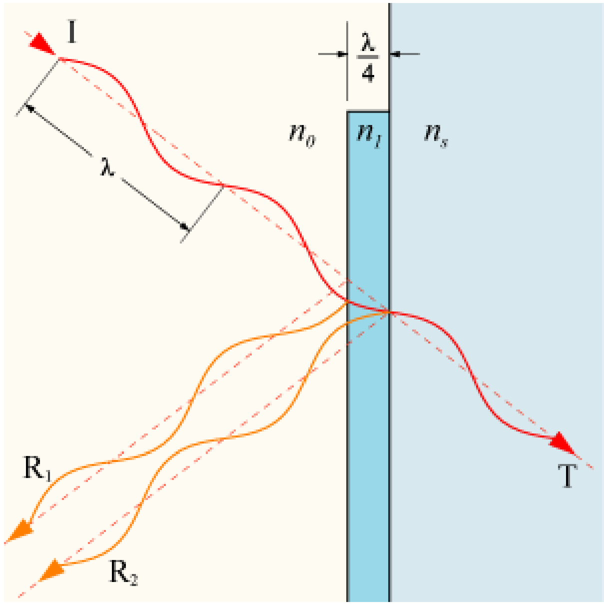
Reflectance is zero when numerator is zero (when $n_f = \sqrt{n_i n_s}$)

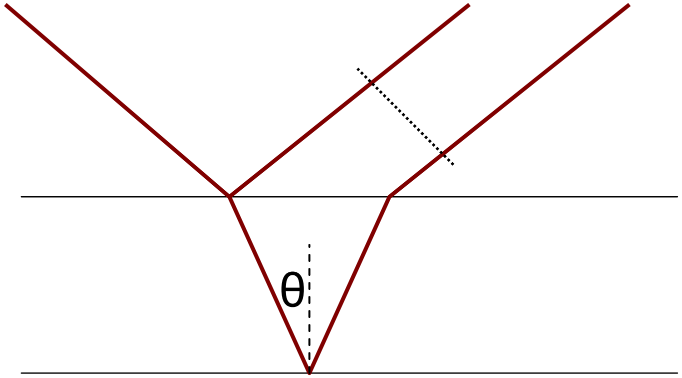
example: n_s = 1.5 (glass), n_f = 1.38 (MgF), n_i =1; R ~ 1.3%

AR coatings – what's the trick?

$$\boxed{\delta = \frac{2\pi\, n\, d}{\lambda_0}}$$

When path difference d = λ/2, the phase difference δ= π
…. *so the two reflected waves destructively interfere*



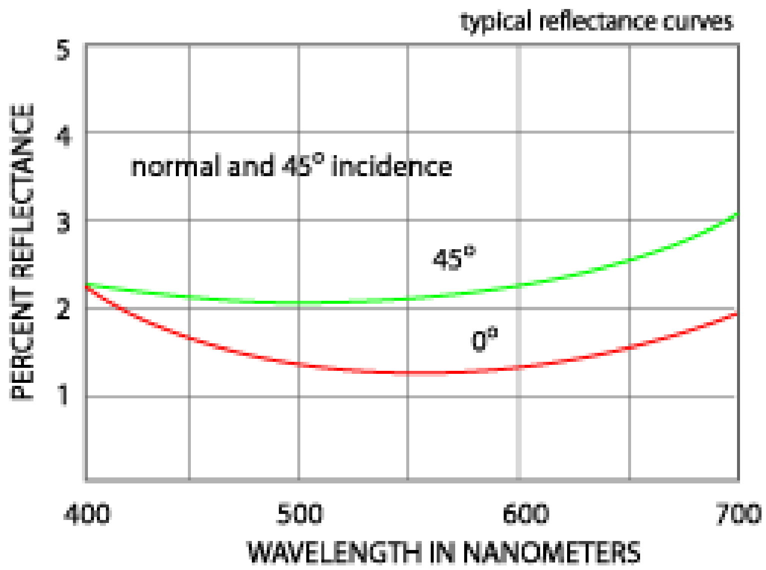


For non-normal incidence, require δ = π for the <u>refracted paths</u>

$$\delta = \frac{2\pi\, n\, d \cos\theta}{\lambda_0}$$

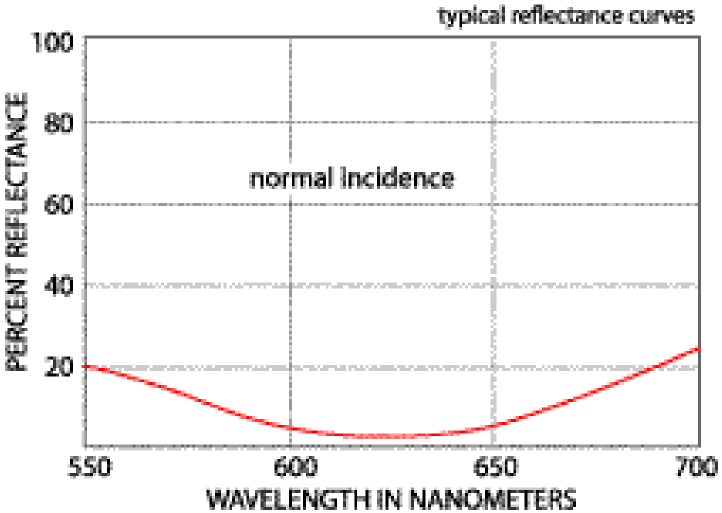
Non-normal incidence shifts minimum reflectance to shorter wavelength

AR coating performance

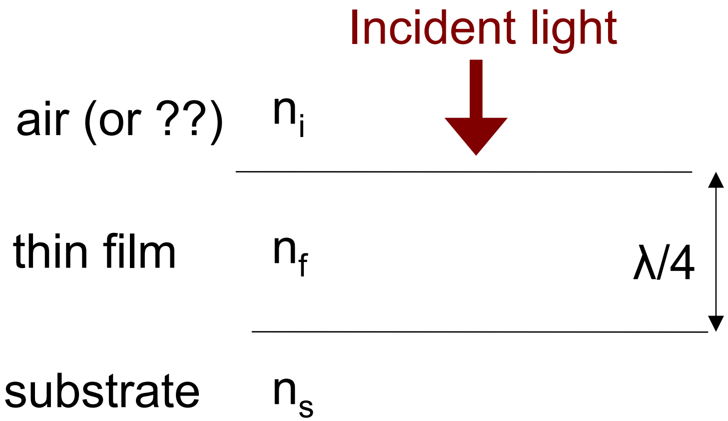


Single-layer MgF coating

Multi-layer "V-coating"



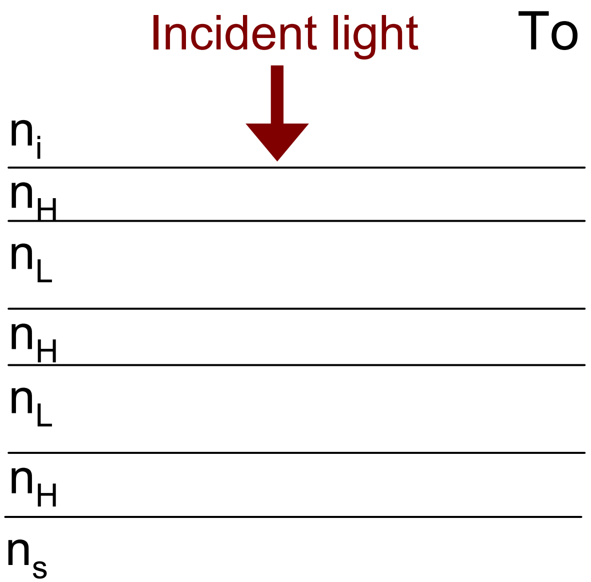
High-reflectance coatings



$$R = \left[\frac{n_i - n_f{}^2 / n_s}{n_i + n_f{}^2 / n_s} \right]^2$$

To increase R, make n_f large

To get higher reflectance, alternate n_H and n_L $\lambda/4$ layers

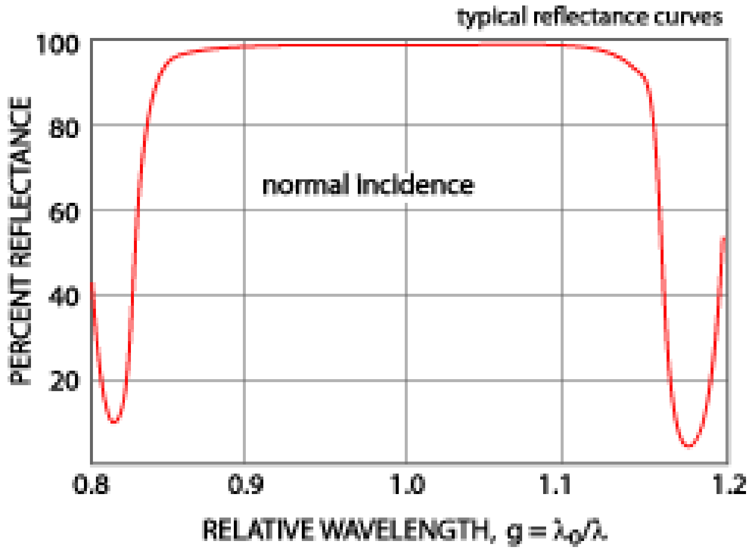


for x layers on n_H and x-1 layers n_L

$$R = \left[\frac{n_i - \dfrac{n_H{}^{2x}}{n_L{}^{2x-2} n_s}}{n_i + \dfrac{n_H{}^{2x}}{n_L{}^{2x-2} n_s}} \right]^2$$

maximize n_H/n_L

Multilayer reflector performance



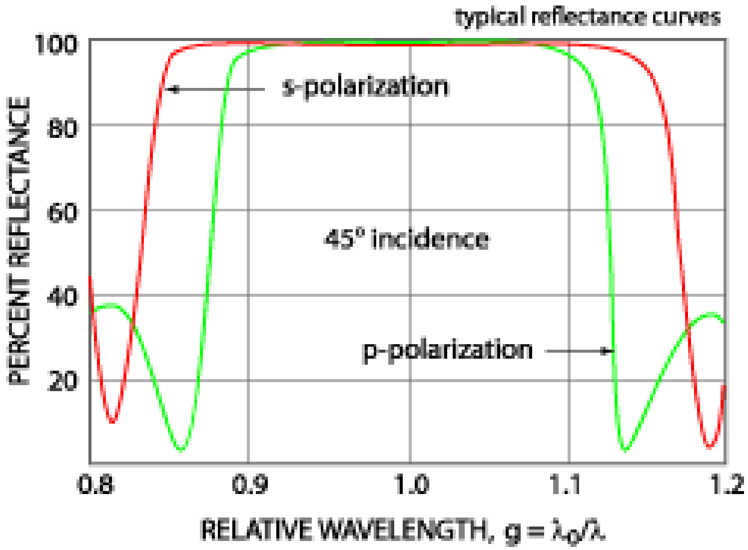
Can achieve R> 99.9% off-the-shelf

five-9's possible… limited by losses

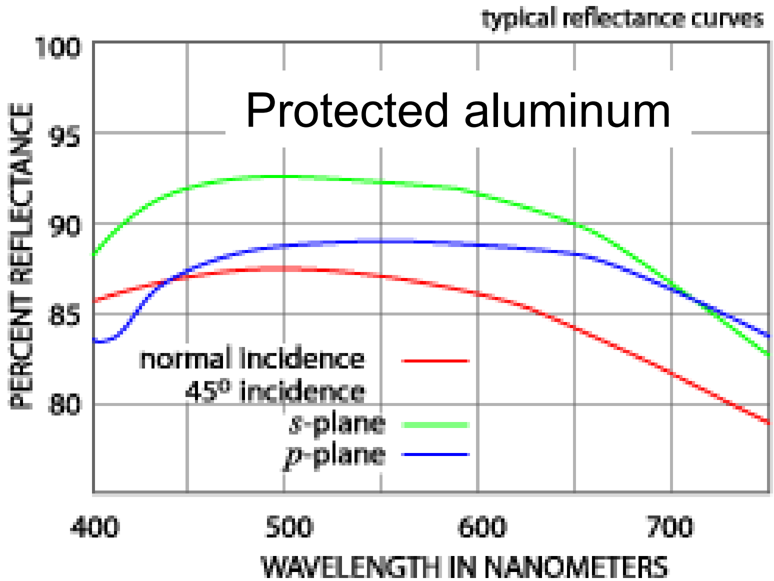
Damage thresholds> 10 J/cm² (10 ns pulse)

Non-normal incidence shows polarization dependence

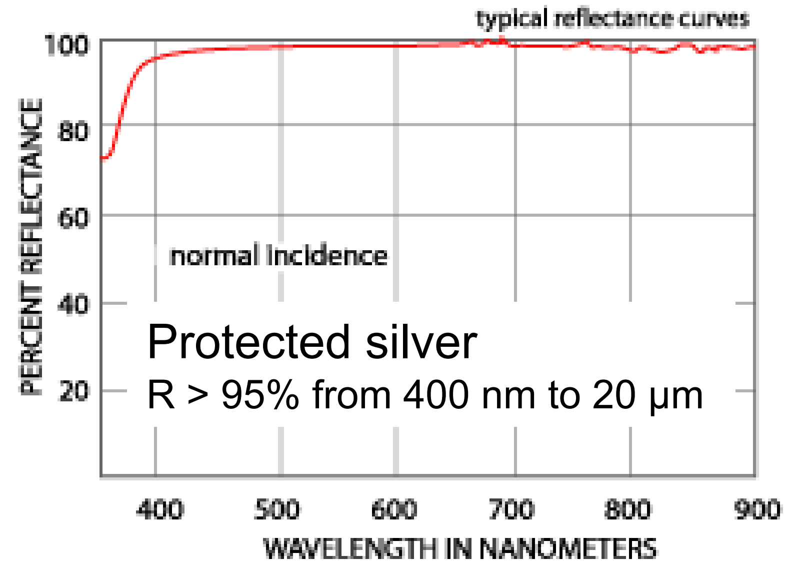
Caution: may not be suitable for ultrafast lasers… why??

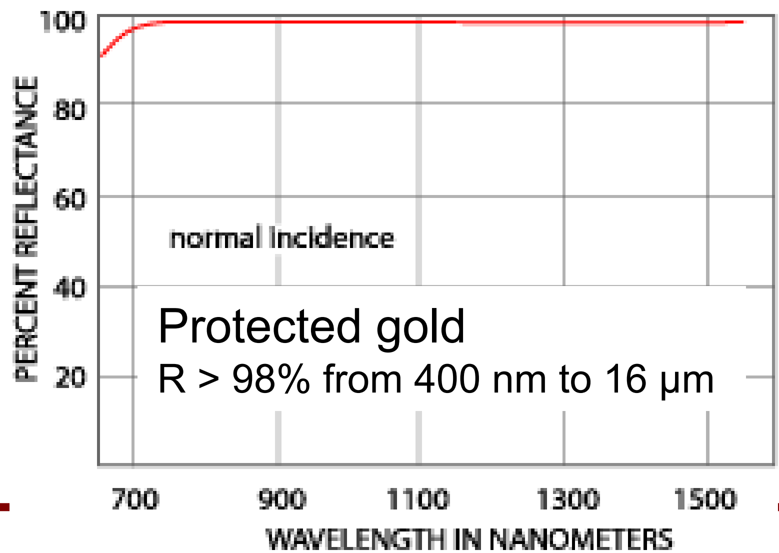


Metallic mirror performance



Damage thresholds 10x to 100x lower than dielectric stacks

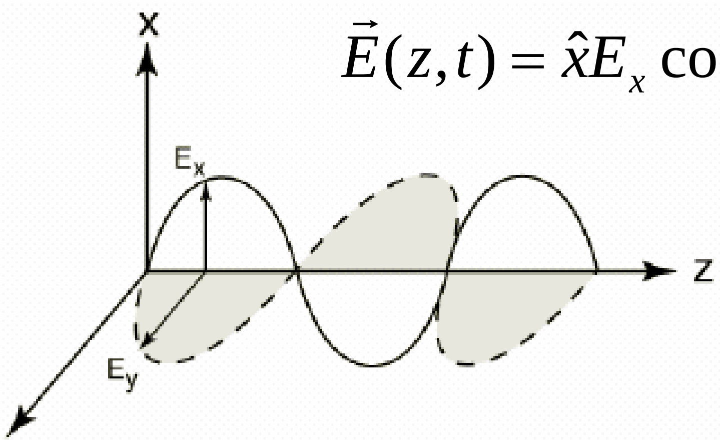




Polarization, interference & coherence

Wave polarization

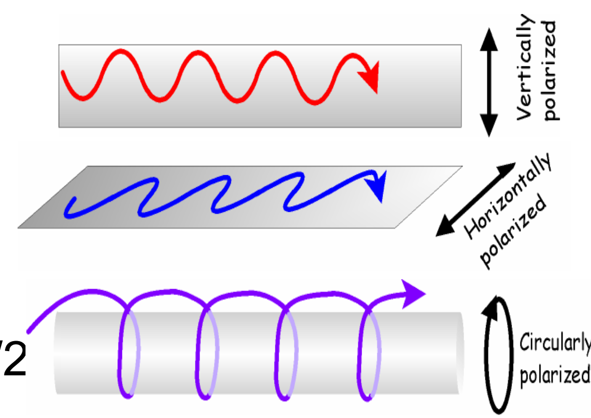
The polarization state is defined by the direction of the transverse E-field



$$\vec{E}(z,t) = \hat{x}E_x \cos(\omega t - k_0 z + \phi_x) + \hat{y}E_y \cos(\omega t - k_0 z + \phi_y)$$

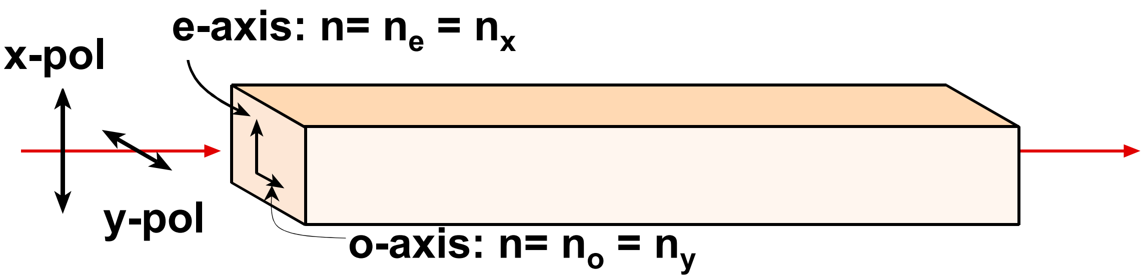
Any polarization can be decomposed into orthogonal components

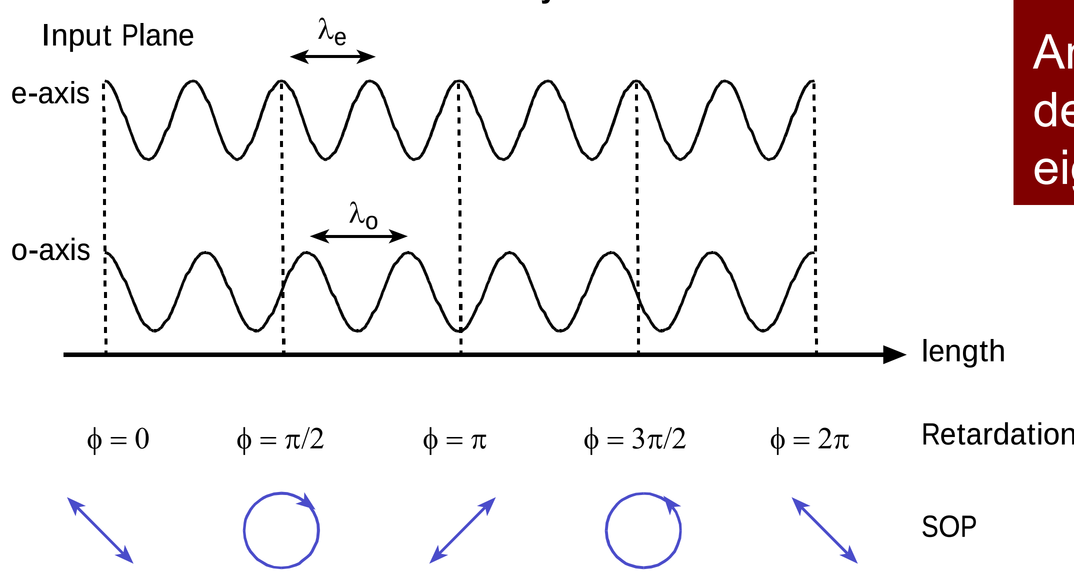
Polarization state	Ex	Ey	phase
Linear vertical	1	0	$\Phi_x = \Phi_y = 0$
Linear horizontal	0	1	$\Phi_x = \Phi_y = 0$
Linear @ 45°	$1/\sqrt{2}$	$1/\sqrt{2}$	$\Phi_x = \Phi_y = 0$
Right circular	$1/\sqrt{2}$	$1/\sqrt{2}$	$\Phi_x = 0$, $\Phi_y = \pi/2$
Left circular	$1/\sqrt{2}$	$1/\sqrt{2}$	$\Phi_x = 0$, $\Phi_y = -\pi/2$



Eigenpolarizations

Isotropic materials: refractive index and loss is independent of direction / polarization
Anisotropic materials: properties depend on direction & polarization





An **eigenpolarization** is a polarization state that propagates unchanged through optically anisotropic materials.

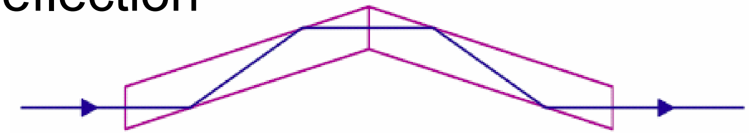
Any incident polarization can be decomposed into orthogonal eigenpolzarizations

Retarders (aka waveplates)

Retarders induce a phase difference $\Delta\Phi$ between orthogonally polarized components of light

Linear retarders produce $\Delta\Phi = \Phi_x - \Phi_y$

- waveplates use optically anisotropic materials with *linear birefringence* $\Delta n = n_x - n_y$
- electro-optic materials (Pockel's effect): $\Delta n = f(E)$
- rhombs use retardance from total-internal-reflection



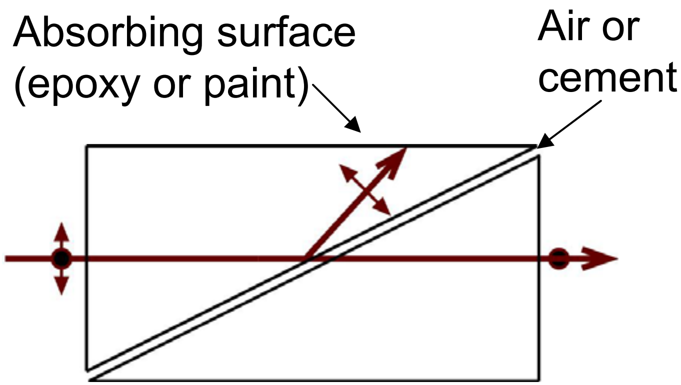
Circular retarders produce $\Delta\Phi = \Phi_{rcp} - \Phi_{lcp}$

- optically active chiral materials (sugar solution) with circular birefringence $\Delta n = n_{rcp} - n_{lcp}$
- magneto-optic effects: $n_{rcp} - n_{lcp} = f(H)$

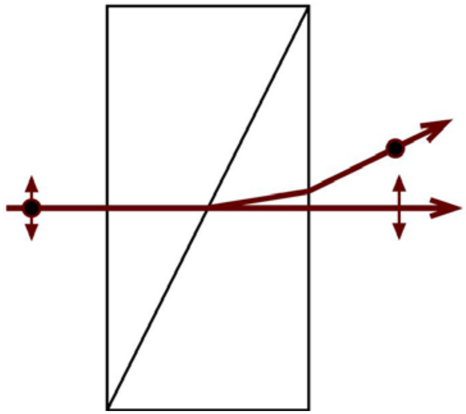
Retarders can rotate or transform the polarization state

Polarizers

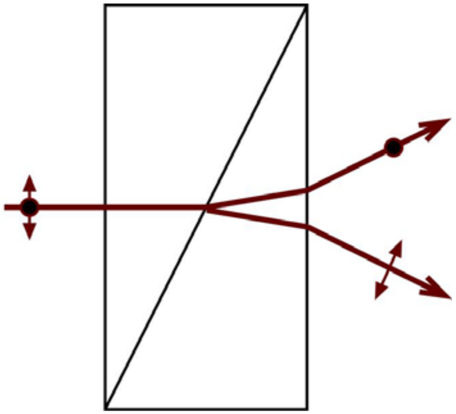
Birefringent crystal polarizers – extinction ratios of 10^{-5} to 10^{-7} are possible but have limited acceptance angle



Glan-Thompson



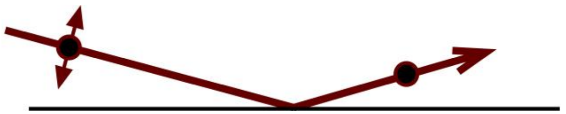
Rochon



Wollaston

Dichroic polarizers –
cheap, limited power-handling capability
extinction ratio ~ 10^{-2} to 10^{-5} in visible

How do you determine the polarizer's transmission axis?
look at the glare from a shiny surface…
s-polarization "skips", p-polarization "plunges"



Jones calculus

Jones calculus is a tool for calculating the evolution of <u>completely polarized</u> beams

$$\begin{bmatrix} E_x \\ E_y \end{bmatrix}_{out} = \begin{bmatrix} a_2 & b_2 \\ c_2 & d_2 \end{bmatrix} \begin{bmatrix} a_1 & b_1 \\ c_1 & d_1 \end{bmatrix} \begin{bmatrix} E_x \\ E_y \end{bmatrix}_{in}$$

Jones vectors (for fields)

Linear along x $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$

Linear along y $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$

Linear at 45º $\frac{1}{\sqrt{2}}\begin{bmatrix} 1 \\ 1 \end{bmatrix}$

Right-circular $\frac{1}{\sqrt{2}}\begin{bmatrix} 1 \\ i \end{bmatrix}$

Left circular $\frac{1}{\sqrt{2}}\begin{bmatrix} 1 \\ -i \end{bmatrix}$

Jones matrices (for components)

Polarizer at 0º $\begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$

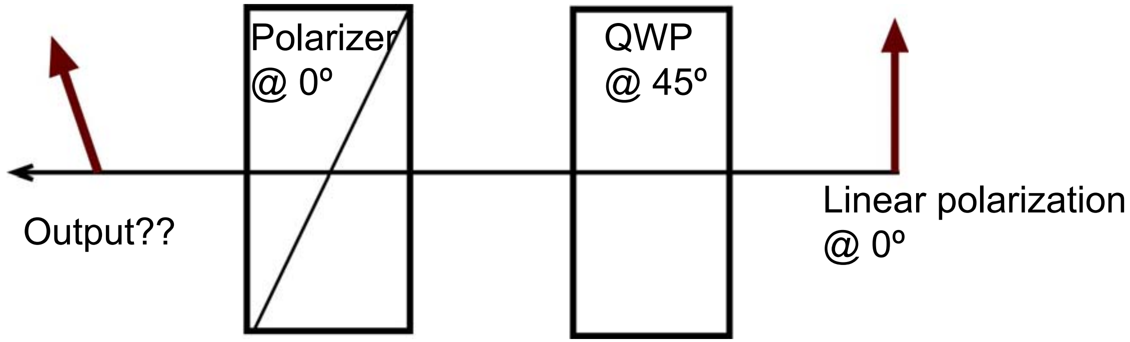
Polarizer at θº $\begin{bmatrix} \cos^2\theta & \sin\theta\cos\theta \\ \sin\theta\cos\theta & \sin^2\theta \end{bmatrix}$

Quarter wave retarder at 0º $\begin{bmatrix} e^{i\pi/4} & 0 \\ 0 & e^{-i\pi/4} \end{bmatrix}$

Quarter wave retarder at 45º $\frac{1}{\sqrt{2}}\begin{bmatrix} 1 & i \\ i & 1 \end{bmatrix}$

Half wave retarder at 0º $\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$

Jones calculus example



$$\begin{bmatrix} E_x \\ E_y \end{bmatrix}_{out} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & i \\ i & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}_{in}$$

$$= \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \qquad I = E\,E^* = \frac{1}{2}$$

Output polarization
is linear vertical

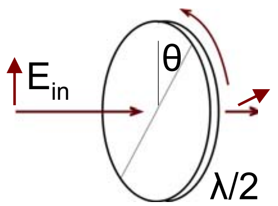
Optical power
is halved

Polarization control

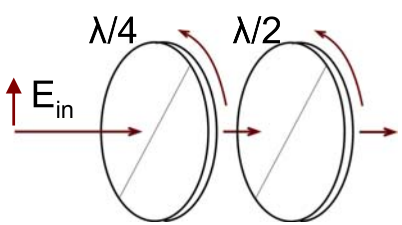
polarization control

Linear-to-linear

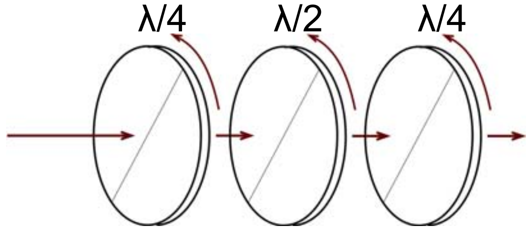
λ/2 plate rotates state by 2θ



Linear-to-arbitrary



Arbitrary-to-arbitrary

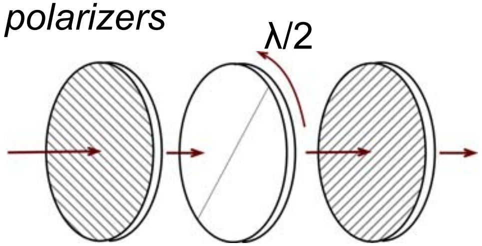


power control

Linear input attenuator

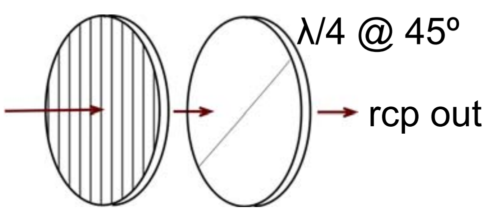
λ/2 between crossed polarizers

$T = \sin^2\theta$



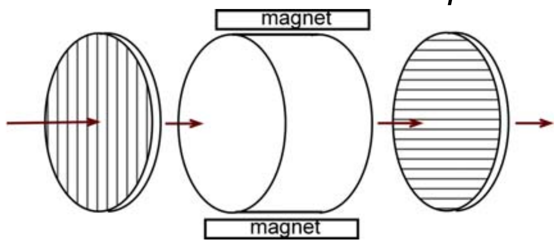
Linear input "pseudo-isolator"

requires unchanged reflection polarization



Optical isolator

magneto-optic rotator between crossed polarizers

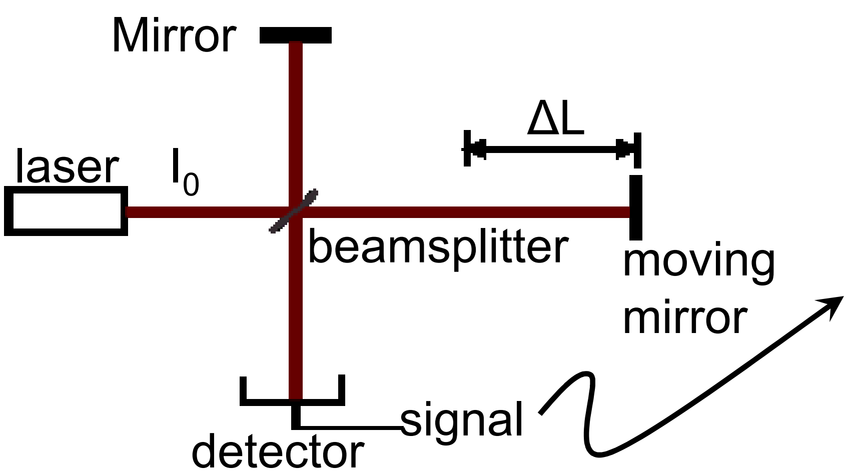


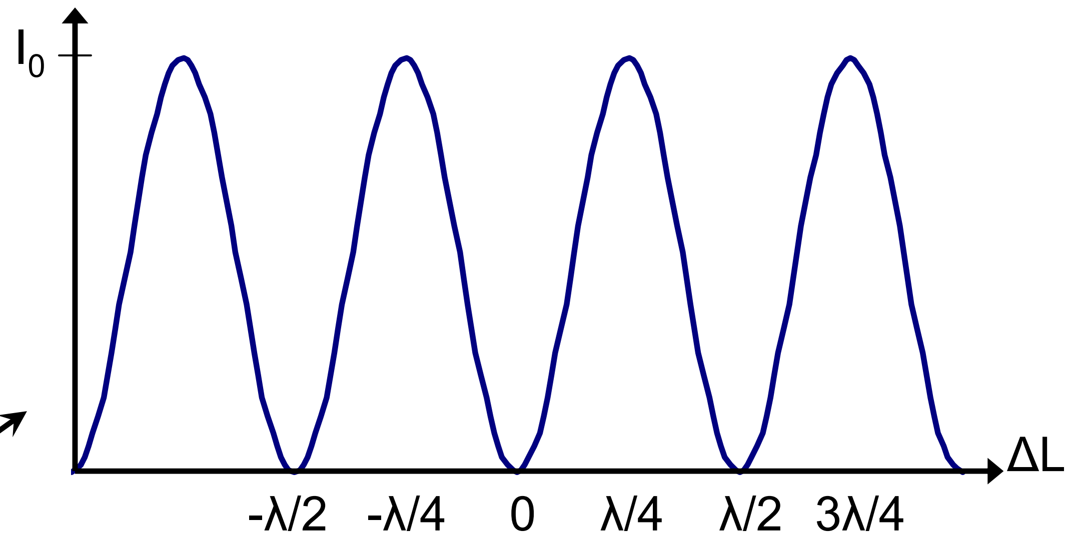
Interference

Monochromatic light waves can interfere

- constructive interference when waves interfere in phase
- destructive interference when wave interfere π out of phase

Michelson interferometer





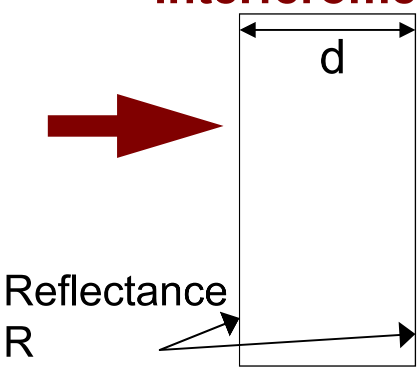
$$I(\Delta L) = \frac{I_0}{2}\left(1 - \cos\left(\frac{2\pi 2\Delta L}{\lambda}\right)\right)$$

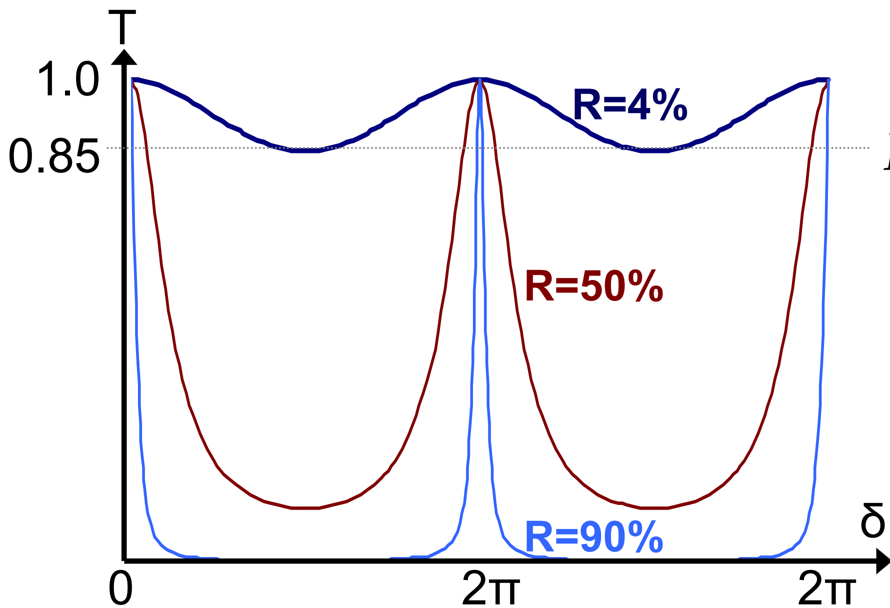
Why is interference constructive when ΔL=0??

Etalon interference

Flat, parallel surfaces may exhibit unintended interference effects

Fabry-Pérot interferometer





$$R_E \max = \frac{4R}{(1+R)^2}$$

$$T_E(\delta) = \frac{(1-R)^2}{1+R^2-2R\cos\delta}$$

$$\delta = \frac{2\pi}{\lambda} 2nd\cos\theta$$

To avoid this effect:
- use wedged flats
- use non-normal incidence
- use short coherence length sources

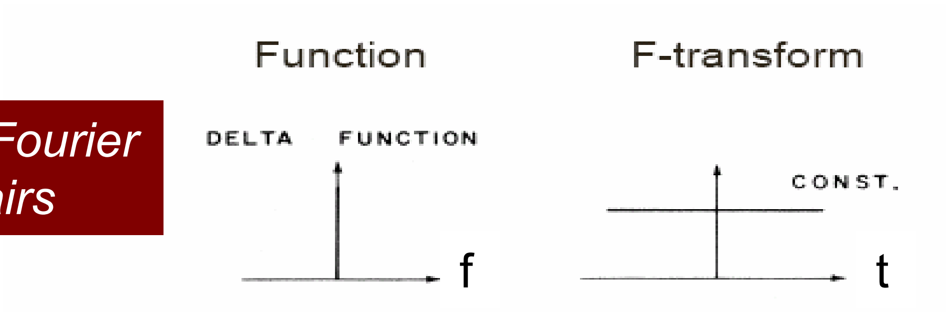
Monochromatic light and coherence

Monochromatic light is coherent

$$\vec{E}(z,t) = \hat{x}E_x \cos(\omega t - k_0 z + \phi_x) + \hat{y}E_y \cos(\omega t - k_0 z + \phi_y)$$

- For strictly monochromatic light Ex, Ey, φx, & φy are <u>constant</u>

Remember Fourier transform pairs



What if laser beam is not constant (e.g., pulsed laser)?

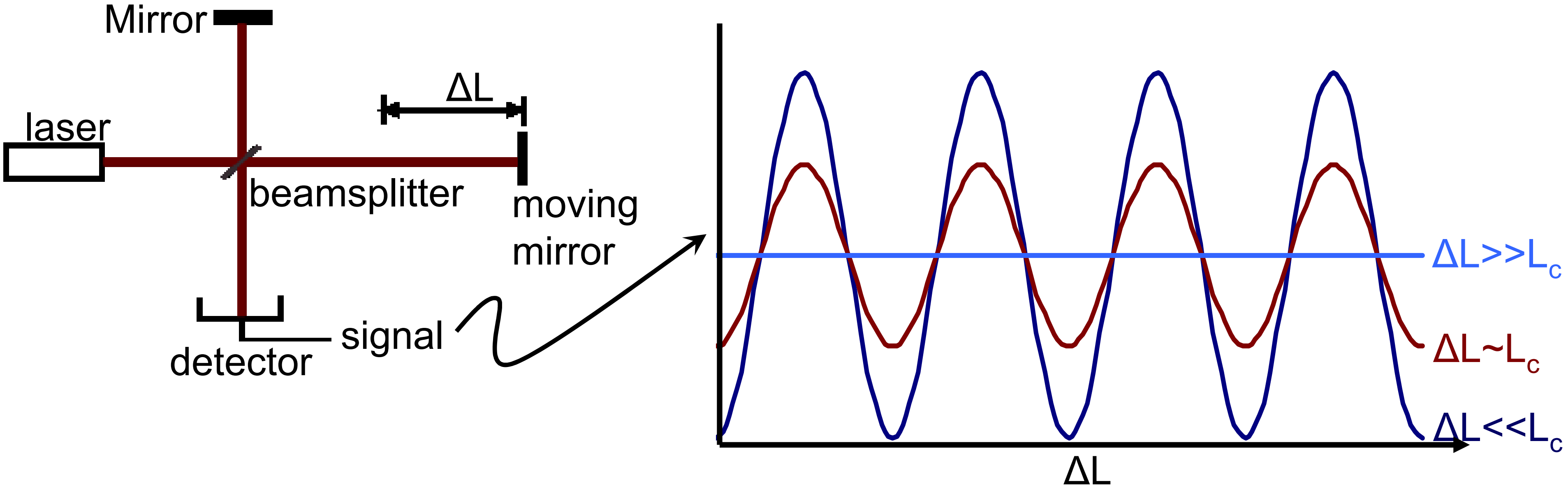
- Light is not monochromatic… Ex, Ey, φx, & φy are <u>constant</u>
- For Δω<<ω, use "quasi-monochromatic" approximation
- Amplitude and phase vary about mean frequency $\overline{\omega}$ and mean wavenumber $\overline{k}_o$

$$\vec{E}(z,t) = \hat{x}E_x(z,t)\cos(\overline{\omega} t - \overline{k}_0 z + \phi_x(z,t)) + \hat{y}E_y(z,t)\cos(\overline{\omega} t - \overline{k}_0 z + \phi_y(z,t))$$

Coherence time and length

Coherence time $\tau_c \sim 2\pi / \Delta\omega \sim \lambda^2 / c\Delta\lambda$
Coherence length $L_c = c\,\tau_c$

The laser beam will be mutually coherent over times (lengths) < τ_c, L_c



"Unpolarized" light

Monochromatic light is polarized

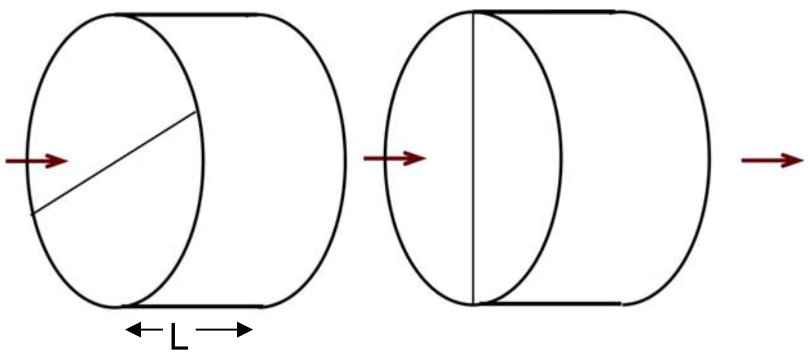
- Ex, Ey, φx, & φy are constant
  - in other words, one cannot make an unpolarized monochromatic laser beam
  - exception is *spatial* depolarization using ground glass or integrating spheres

For non-monochromatic light

- pairs E_x & E_y, and φ_x & φ_y have statistical correlations
- Correlation depends on the spectral bandwidth Δω of the light

  Light is correlated only within the coherence time τ_c or coherence length L_c

Can "depolarize" broadband light with a Lyot depolarizer



- Create delay >> Lc between eigenpolarizations
- Need thick birefringent retarders with $\Delta nL > L_c$

References

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