

**(1) pinhole camera**

In the following you may wish to refer to Figure 4.24. Let the distance between the object plane and pinhole plane be  $s_o$  and the distance between the pinhole plane and observing screen be  $s_i$ . Let the diameter of the pinhole be  $a$ . Assume paraxial conditions. Except for part (a), work with an object point that is on axis.

- (a) What is the magnification,  $m$ ? Follow standard sign conventions.
- (b) Neglecting diffraction and using ray optics only, the object point is “imaged” onto an illuminated circle of what diameter  $d$ ?
- (c) According to ray optics alone, choosing a small pinhole diameter will yield a smaller  $d$ , improving image quality at the cost of less light reaching the screen and a longer exposure time. However, if  $a$  is small enough, diffraction effects will produce a diffraction pattern as big as the diameter  $d$ , greatly reducing image quality.

The first minimum in the diffraction pattern from a round pinhole is approximately given by:  $a \sin\theta = 1.22 \lambda$ . Here  $\theta$  is the angle of the line extending from the center of the pinhole to the diffraction minimum. Let's guess that a reasonable way to include the effect of diffraction is to define the actual diameter of the illuminated circle on the screen as:  $D = d + 2w$ , where  $w$  is the distance from the center of the circle to the diffraction minimum. Find the pinhole diameter that gives you the smallest  $D$ .

- (d) For 550 nm light, an object distance of 10 m and a magnification of  $-1/100$ , what is the minimum  $D$  possible?

**(2) text 4.44**

**(3) text 4.45**

**(4) text 5.4**

**(5) text 5.5**

**(6) test 5.6**