

# Introduction in Optics interferometry and applications

## 1 A few definitions

- Metrology
- Interferometry

## 2 A few use cases

- Virgo for very big things
- Interferometric encoders for very small things
- Spectrometry : DESIRS beamline
- Mirror topography

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## Metrology in 3 questions

- What do I measure ? (Length, slopes, electrical currents, ... ?)
- How do I measure it ? (What steps do I take from alignment to climate control...)
- How sure am I that my measurement is what I wanted to measure ? (What's the uncertainty of each measurement step and how do they combine ?)

## Metrology in 3 answers

- What do I measure ? Norms, ISO standards, Unit system...
- How do I measure it ? Procedures, procedures, procedures...
- How sure am I that my measurement is what I wanted to measure ?  
Uncertainty analysis (methode, manpower, environment, instuments, sample)



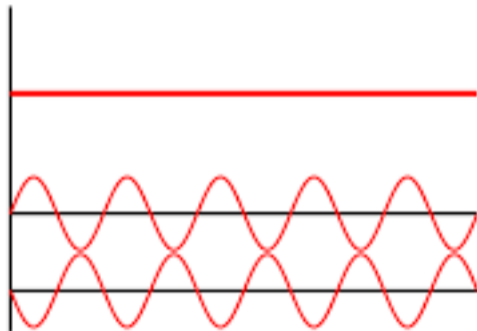
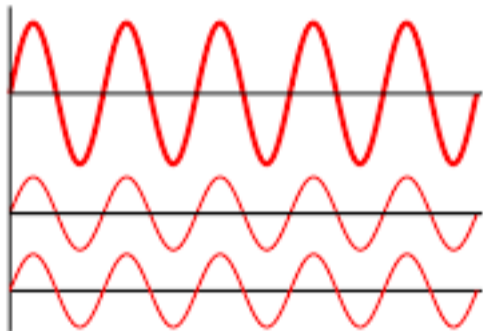
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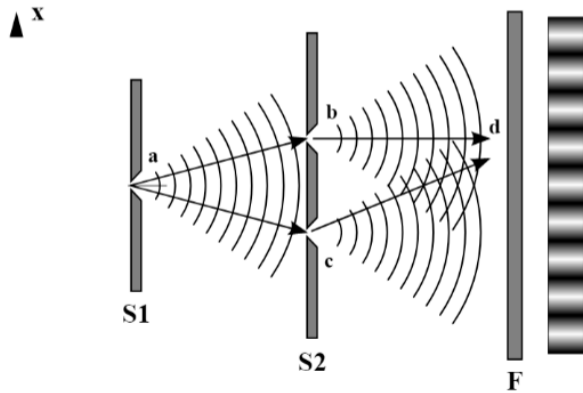
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Say you have two things that behave like waves and are similar :



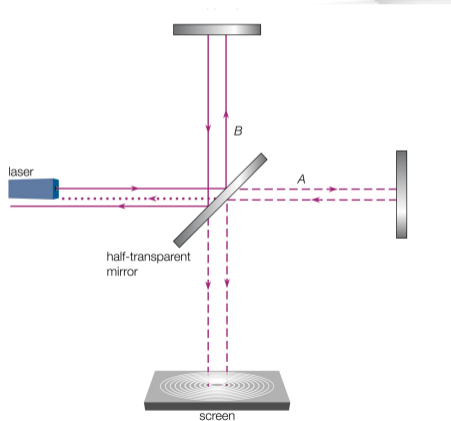
One way to get things to be similar is to split something :





# What is interferometry ?

Principle - Michelson interferometer



If the mirrors are perfect and parallel:  
flat field with  $I$  depending on  $(A - B)/\lambda$

VIRGO !

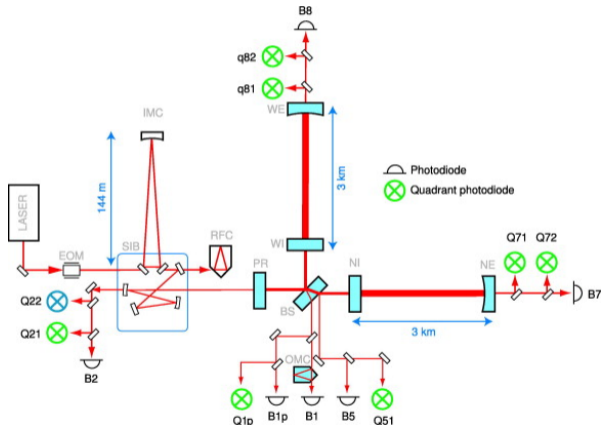
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# A Michelson interferometer: VIRGO



A few alignment systems  
and feedback loops  
... and 3 km arms !

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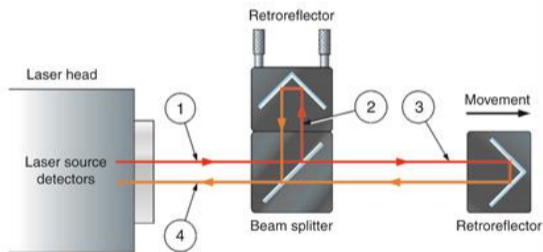
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# Another Michelson interferometer: renishaw encoders

A variation of the same thing :



Cube corners send light back  
180° in an orientation

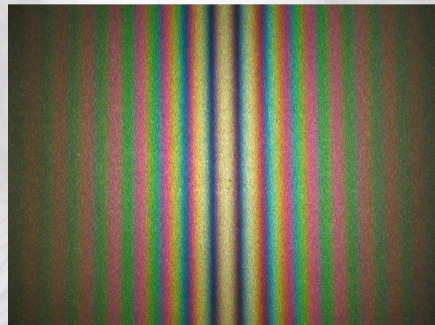
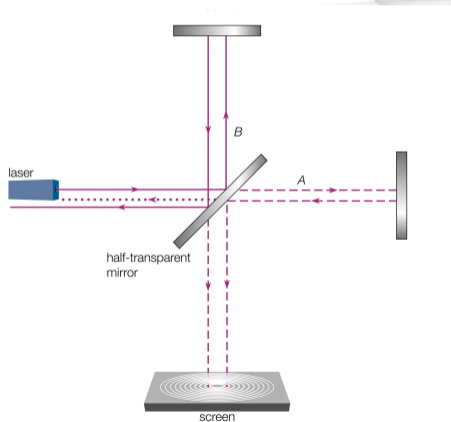
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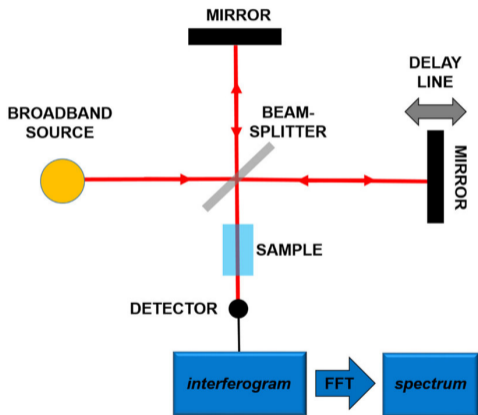
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# White light Michelson



# Fourier spectrometry

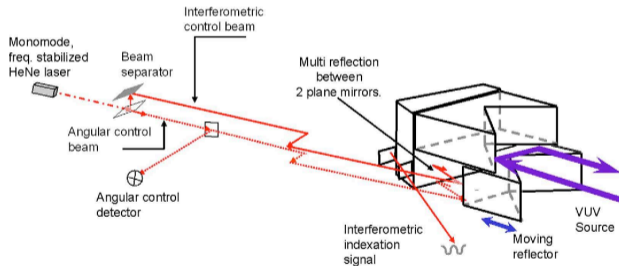


A few things to note :

- Sample under study is not in a given arm !
- Each step gives a structured spectrum
- Absorption computed in reciprocal space : very high resolutions can be obtained ( $R = 1\,000\,000$  at 20 eV)



They are everywhere...



The displacement is controlled by an interferometric encoder !



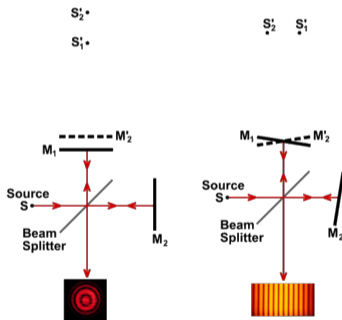
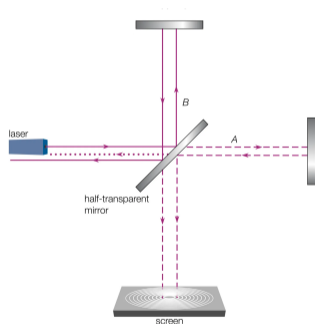
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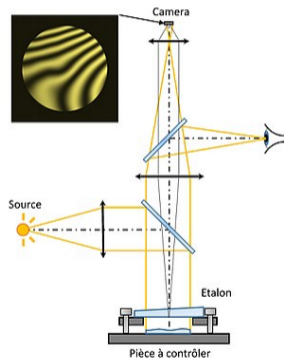
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Say the mirrors aren't perfectly aligned, source isn't perfectly collimated, mirrors aren't perfectly parallel :

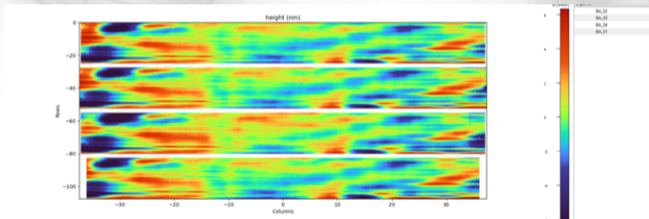
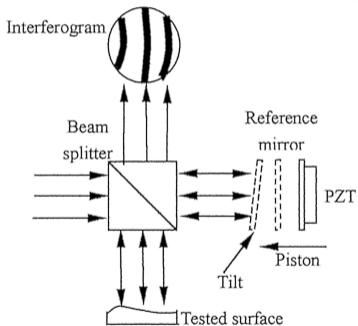


The reference is moved in front of the analyzed mirror :



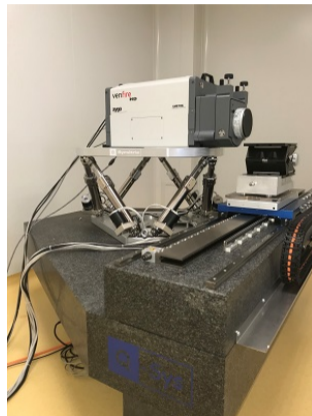
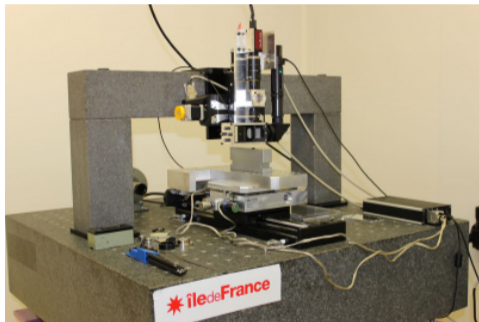
This allows for beam shaping before the interferometer for zoom capability

Each pixel gets its own shifted sinewave



# Come to the lab

(and see what's on the slab)



Thank you for your attention !

