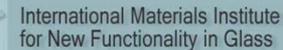


# Advanced Vitreous State – The Physical Properties of Glass



## Passive Optical Properties of Glass

### Lecture 2:

Pierre Lucas

Department of Materials Science & Engineering

University of Arizona

Tucson AZ

[Pierre@u.arizona.edu](mailto:Pierre@u.arizona.edu)

# Spectrometers:

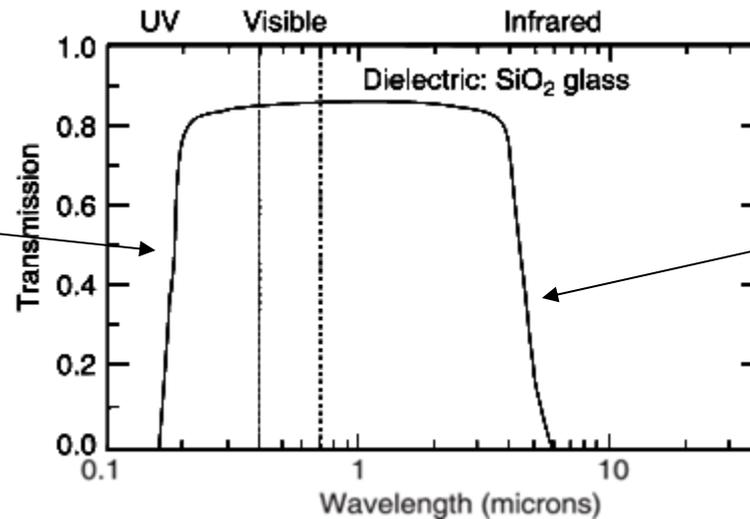
- No spectrometer has light sources and detectors that cover the entire range of wavelength, we need two types of spectrometers to fully characterize a glass optical window.

$$n=n+iK$$

## UV-visible spectrometer

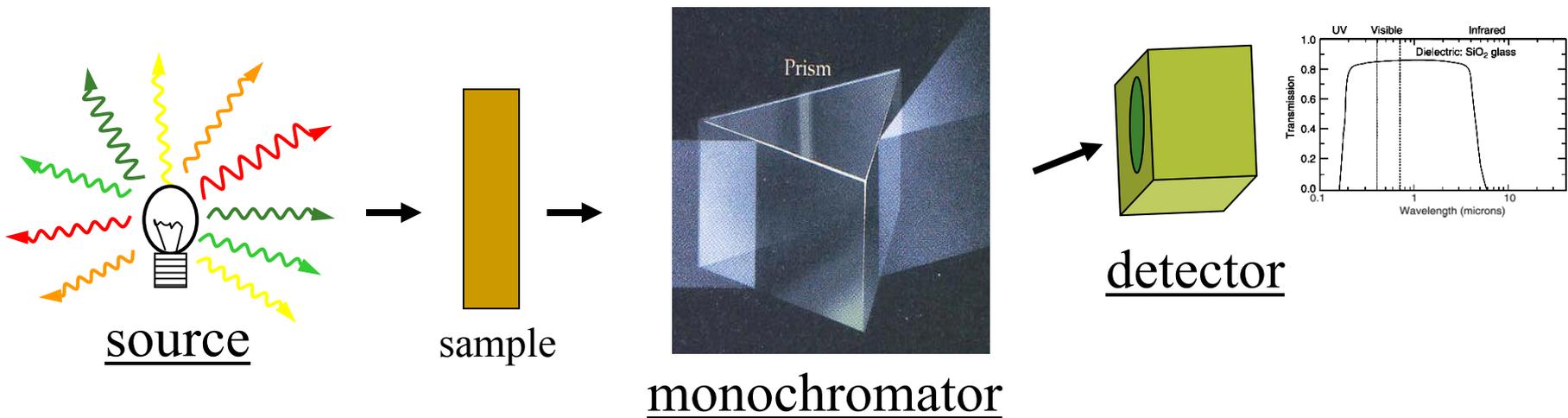


## Infrared spectrometer



# Spectrometers:

- Most spectrometer consist of three parts:
  - A light source covering the range of interest (infrared, UV etc..)
  - A monochromator to discriminate wavelengths
  - A detector to measure the transmitted intensity through the sample



# UV- Vis - NIR Spectrometers:

- Typically covers a range of wavelength from 180 nm to 3000 nm which include UV, visible and near infrared.

## LIGHT SOURCE

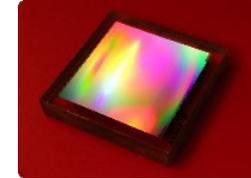
**Deuterium lamp** are used as light source for the **UV** range.

**Tungsten or halogen lamps** are used for the **visible** region.



## MONOCHROMATOR

**Gratings** are more efficient, smaller and cheaper than prism.

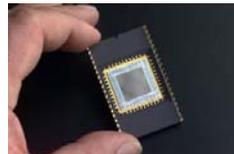


## DETECTOR UV-Vis(180-860nm)

**Photomultipliers tube (PMT):**



**Charge Coupled Device (CCD):**  
**Silicon semiconductor**



## DETECTOR NIR (860-3000nm)

**InGaAs: 860-2000nm**

**PbS: 2000-3000nm**

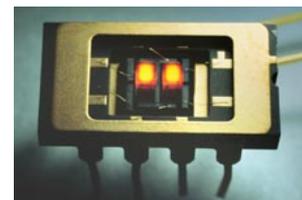


# FTIR Spectrometers:

- Typically covers the wavelength range from 2  $\mu\text{m}$  (2000 nm) to 30  $\mu\text{m}$  which includes all molecular vibrations

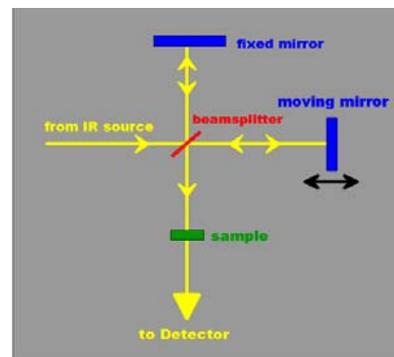
## LIGHT SOURCE

**Glow bar:** Black body Radiations (heated coil of **silicon carbide**)



## INTERFEROMETER

(Not technically a MONOCHROMATOR)



Journal of Chemical Education  
63, A5, A269, A296 (1986)

## DETECTOR

**Pyroelectric Detectors**



**MCT (HgCdTe)**

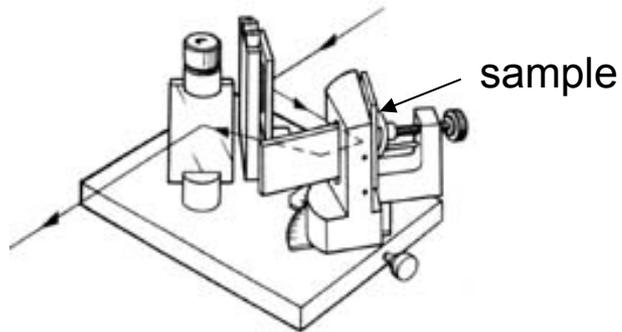


highly sensitive for low intensity

# Reflection spectroscopy.

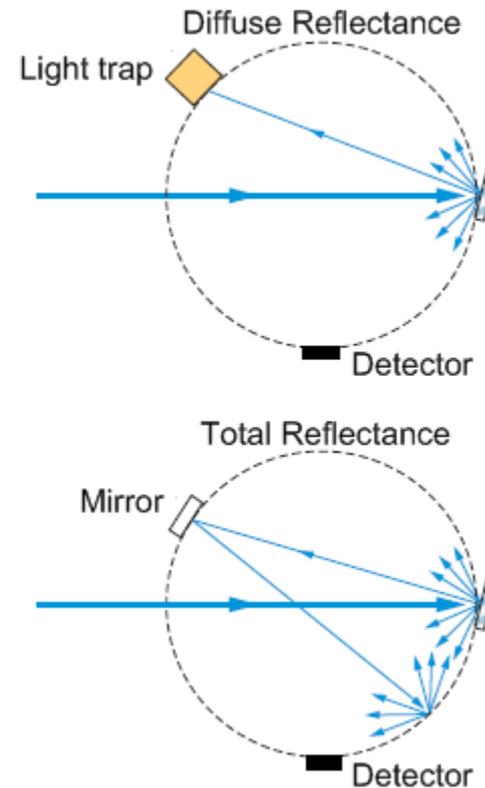
$$R = \left( \frac{n-1}{n+1} \right)^2 \quad \text{for normal incident beam only}$$

## Specular Reflection stage



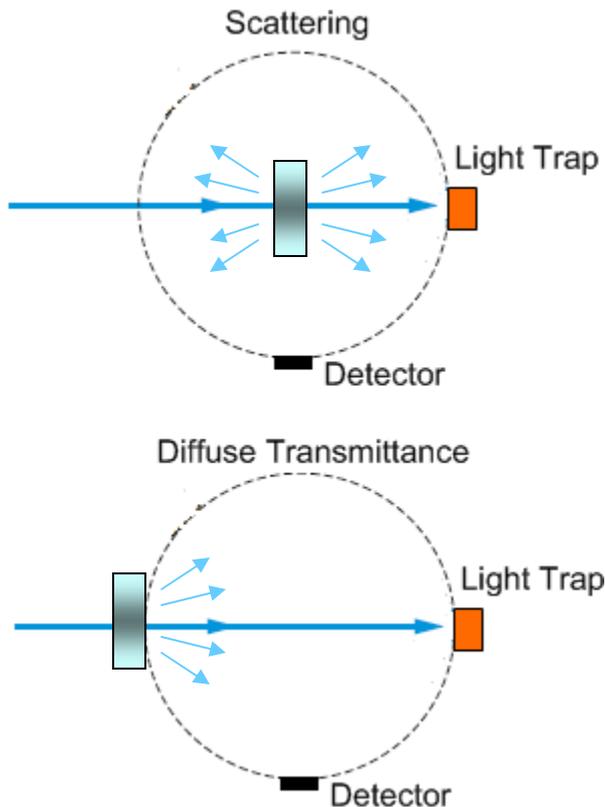
Measurement at variable angle

## Diffuse Reflection Integrating Sphere



Important in glass window industry to assess solar reflectance of glass and coatings

# Scattering:



Scattering intensity at variable wavelength can be estimated using an integrating sphere detector.



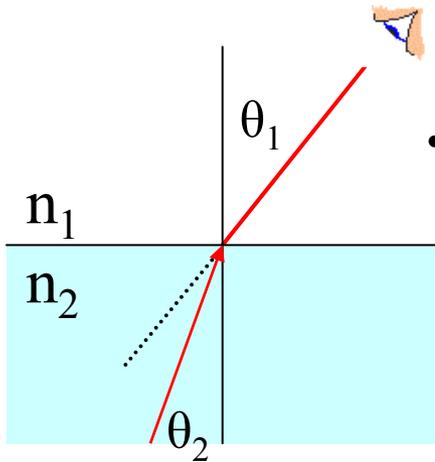
Complementary measurements of transmittance, diffuse transmittance, reflection and scattering allow to extract the contribution of each effects.

# Refraction

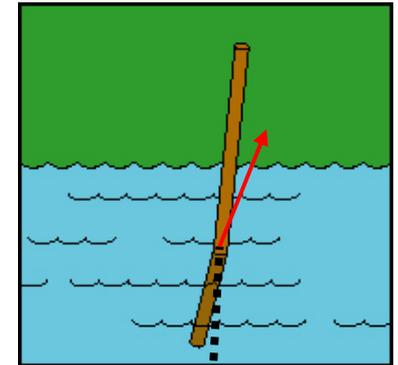
When light propagates into a material, it polarizes the medium:  $n = \sqrt{\epsilon}$

This interaction slows down the light to a velocity  $v < c$  according to:  $n = \frac{c}{v}$

- A consequence of that change in velocity is **refraction** which bends a light ray as it proceeds into a medium of different refractive index.



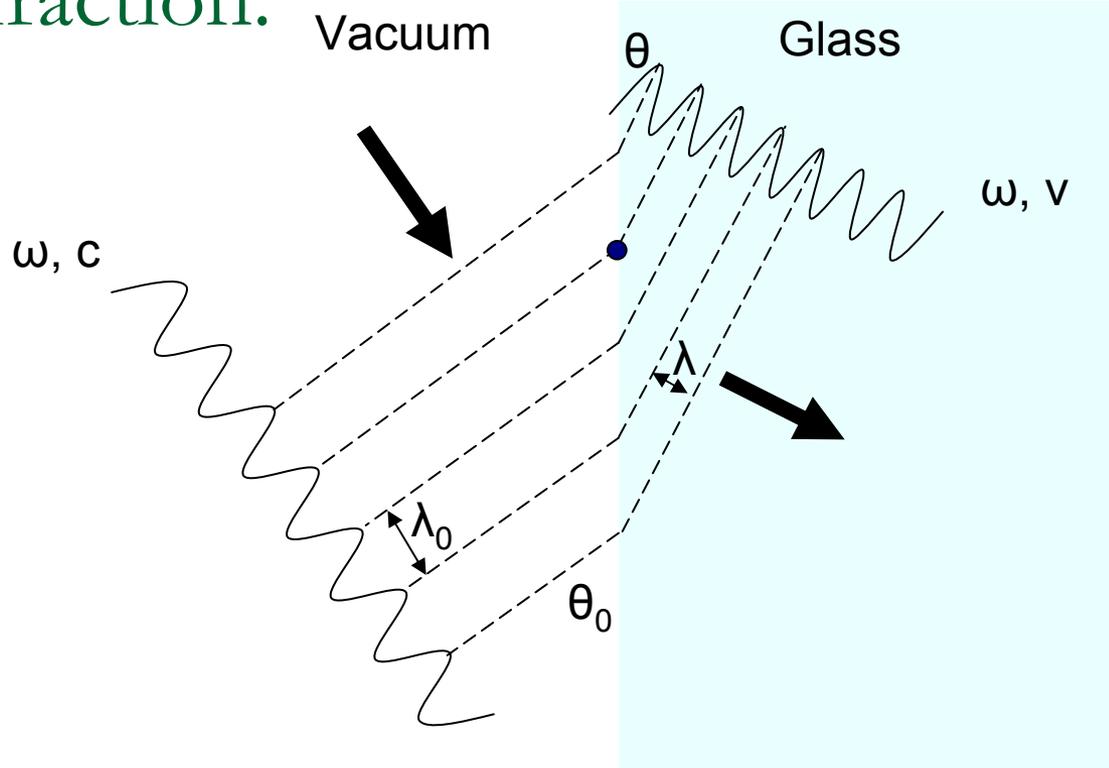
- A well known consequence of refraction is the distorted aspect of a stick immersed in water.



- The angle of refraction depends on the difference in refractive index between the two mediums according to Snell's law:

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

# Refraction:



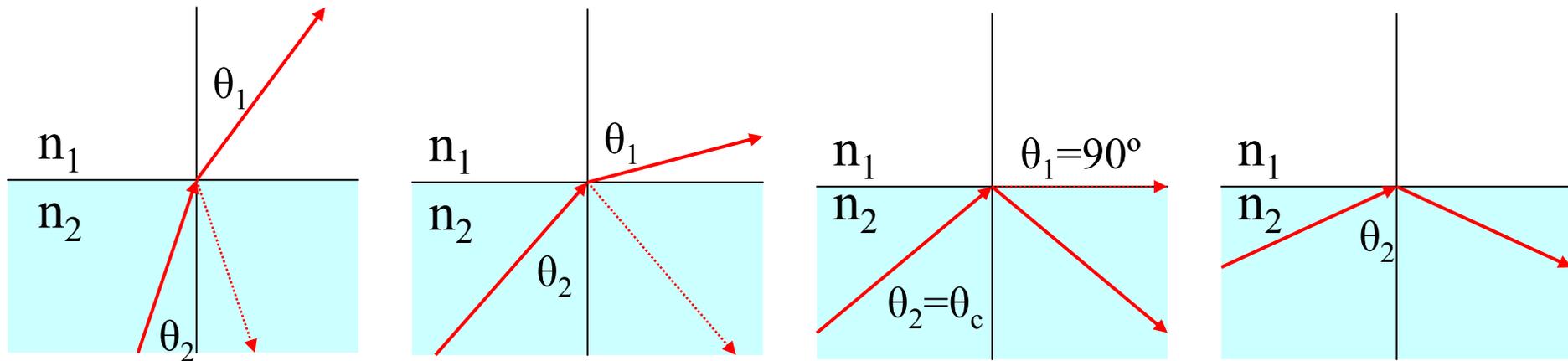
A charge sitting at the interface must feel only one frequency ( $\omega$ ). However the wave propagating in the glass has a lower velocity  $v < c$ . This means the distance between two crest ( $\lambda$ ) must be shorter.

$$\lambda_0 = \frac{2\pi c}{\omega} \quad \text{and} \quad \lambda = \frac{2\pi v}{\omega}$$

The only way to achieve this is for the wave to travel at a different angle.

# Total internal reflection

- According to the relationship  $\sin \theta_1 = \frac{n_2}{n_1} \sin \theta_2$  if  $n_2 > n_1$  then  $\theta_1 > \theta_2$
- And as  $\theta_2$  becomes larger,  $\theta_1$  gradually approaches tangency with the boundary.

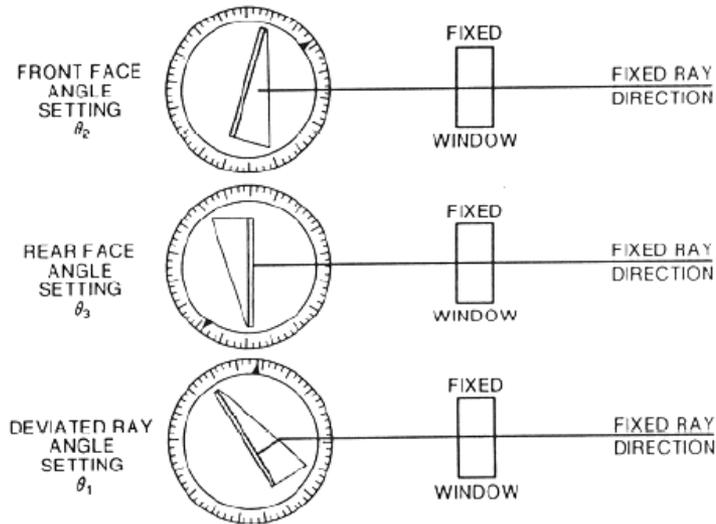


- At the critical angle  $\theta_c$  the refracted beam reach the surface and  $\theta_1 = 90^\circ$
- The value of the critical angle is given by  $\sin \theta_c = \frac{n_1}{n_2}$
- For all angle angle  $\theta_2$  larger than the critical angle  $\theta_c$  all the light is reflected back into the incident medium. This process is known as **total internal reflection**.

# Refractive Index measurement

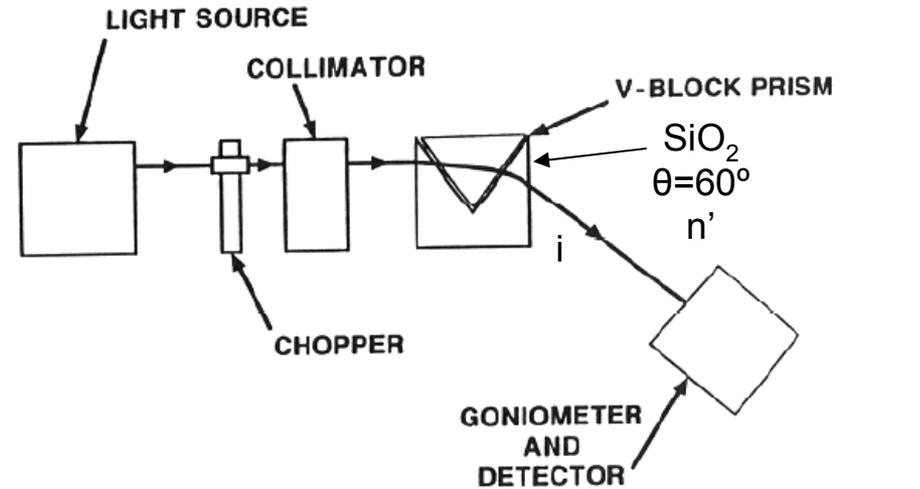
Refraction angle measurements are the method of choice for accurate determination of refractive index  $n$ .

## Prism Autocollimation



$$n = \frac{\sin(\theta_2 - \theta_1)}{\sin(\pi - (\theta_3 - \theta_3))}$$

## V-Block



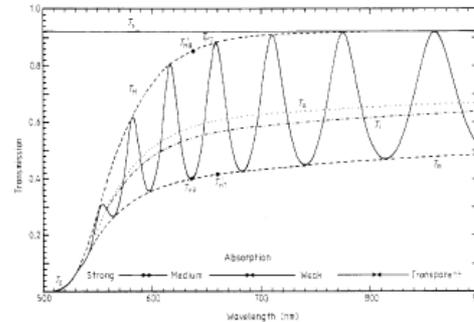
$$n = \sqrt{\frac{1}{3} [2 \sin^2 i + \sqrt{3} n' \sin i + 2 n'^2 + (2 \sqrt{3} \sin i + n') \sqrt{n'^2 - \sin^2 i}]}$$

J.W. Fleming, Experimental Techniques of Glass Science, American Ceramic Society (1993)

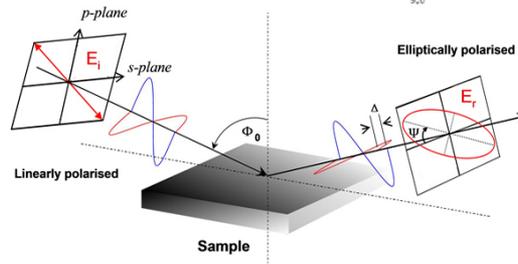
# Refractive Index measurement

## Standard techniques for index characterization in film:

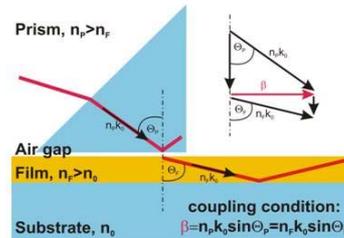
- Transmission/Reflection:



- Ellipsometry:



- Prism Coupling:



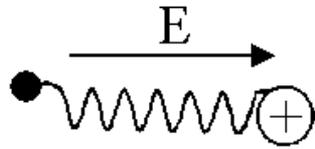
---

# QUESTIONS?

## **BIBLIOGRAPHY:**

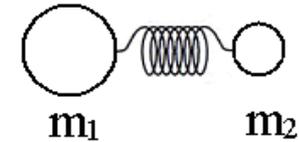
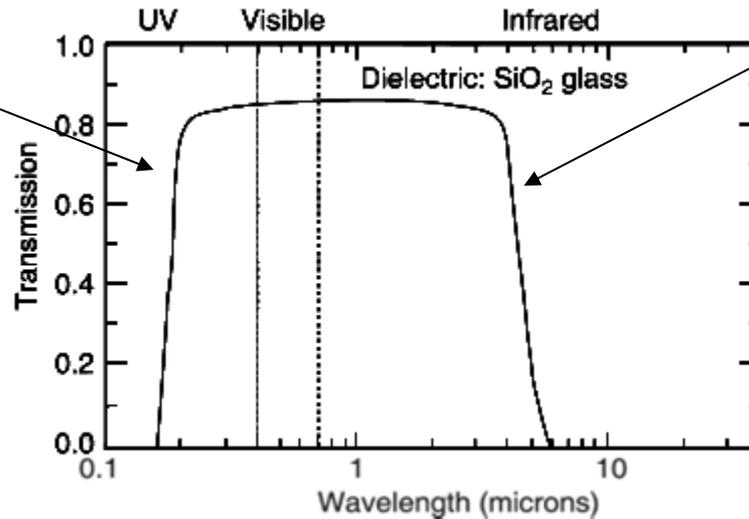
*Experimental Techniques of Glass Science*, Edited by C. J. Simmons and O. H. El-Bayoumi, American Ceramic Society (1993)

# Optical Window of Glasses:



$$\omega_0 \propto \sqrt{\frac{1}{\mu}}$$

$$\frac{1}{\mu} = \frac{1}{m_e} + \frac{1}{m_N}$$

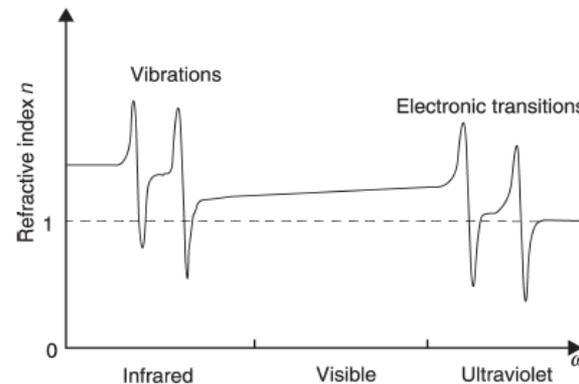


$$\omega_0 = \frac{1}{2\pi} \sqrt{\frac{k}{\mu}}$$

$$\mu = \frac{m_1 m_2}{m_1 + m_2}$$

$$n^2 = 1 + \frac{q^2}{\epsilon_0 m} \sum_j \frac{N_j}{\omega_j^2 - \omega^2 + i\gamma_j \omega}$$

Lorentz Oscillators



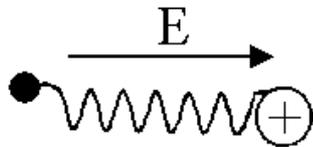
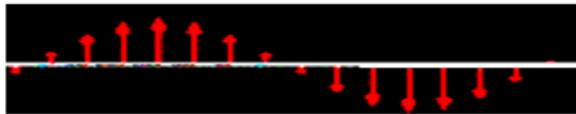
# Correlation between Quantum and Classic models

## Classic:

light=wave

electron=particle

frequency  $\omega_0$



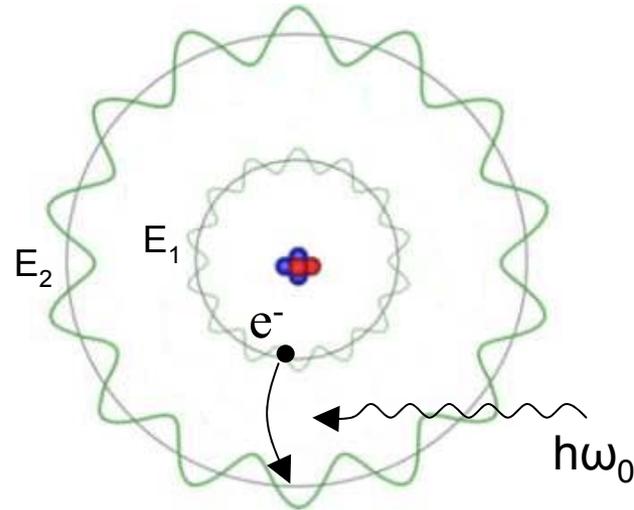
$$\omega_0 \propto \sqrt{\frac{1}{\mu}} \quad \frac{1}{\mu} = \frac{1}{m_e} + \frac{1}{m_N}$$

Absorption occurs when light wave frequency  $\omega_0$  is equal to the resonant frequency of oscillator

## Quantum:

light=photon

electron=wave  $\frac{\partial^2 \psi}{\partial x^2} + \frac{8\pi^2 m}{h^2} (E - V)\psi = 0$



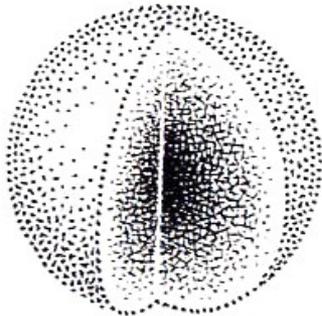
Absorption occurs when photon energy  $h\omega_0$  is equal to the difference between electronic levels  $\Delta E = E_2 - E_1$

# Quantum Description of Electrons in Solids

Electrons behave as standing wave and are described by wavefunctions  $\psi$  which are solutions to the Schrodinger equation.

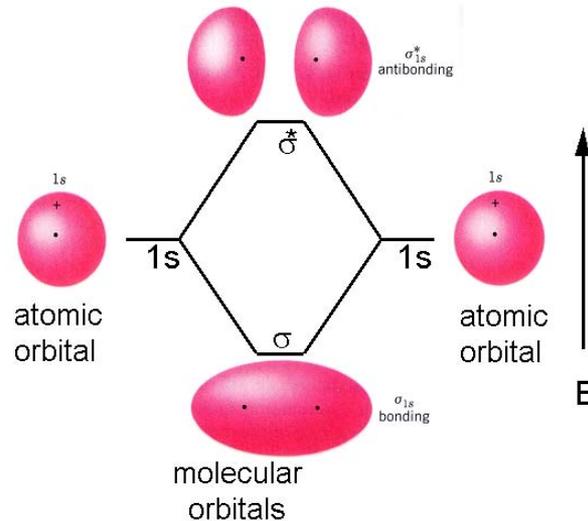
$$\frac{\partial^2 \psi}{\partial x^2} + \frac{8\pi^2 m}{h^2} (E - V) \psi = 0$$

**Atom**

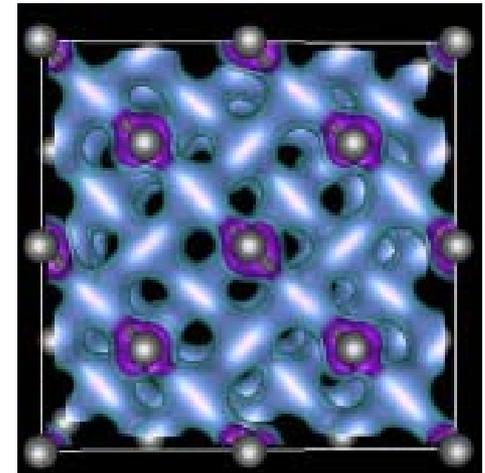


$$\psi_{100} = \frac{1}{\sqrt{\pi}} \left( \frac{z}{a_0} \right)^{3/2} e^{-zr/a_0}$$

**Molecule**



**Solid**

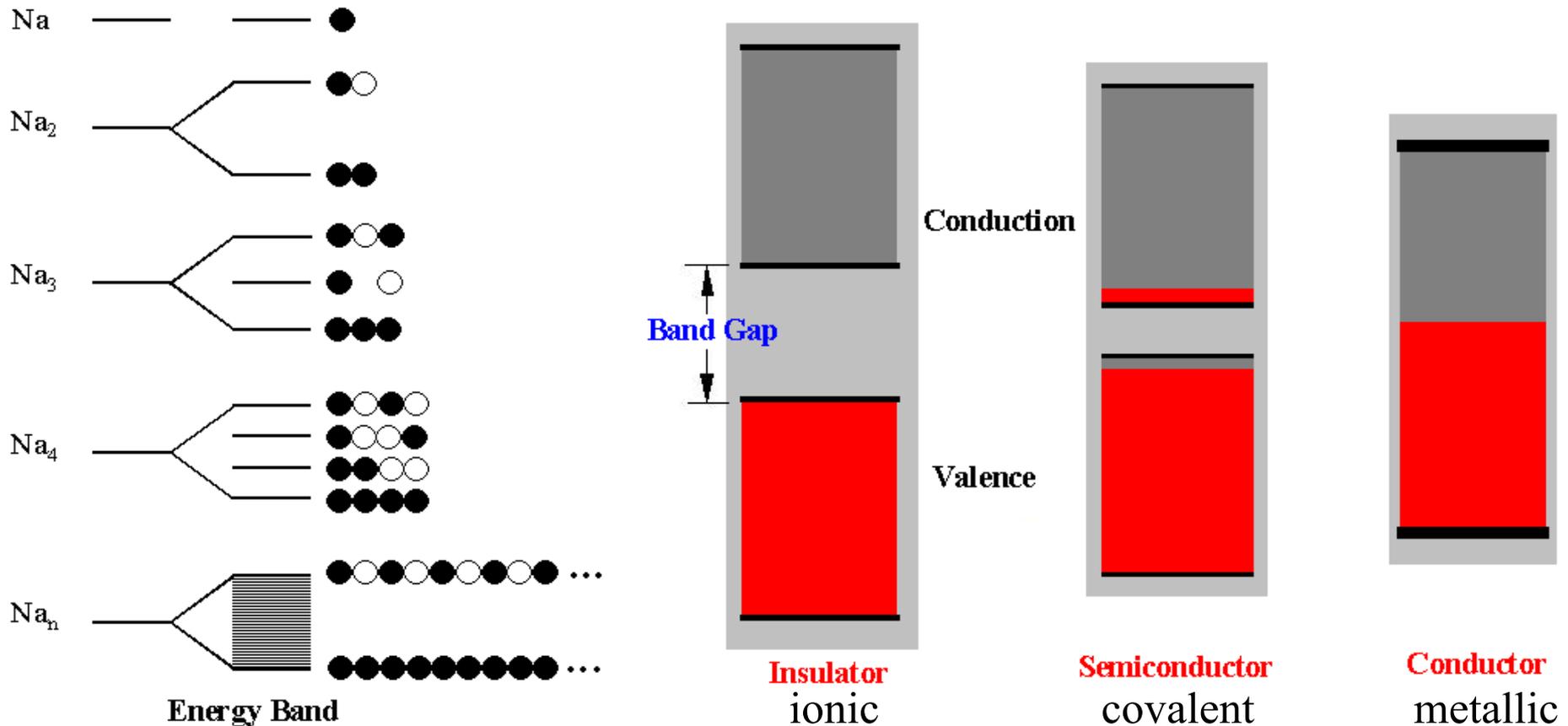


$$\Psi(\mathbf{r}) \propto e^{i\mathbf{k} \cdot \mathbf{r}} U(\mathbf{r})$$

Bloch function

# Electronic Band Structure

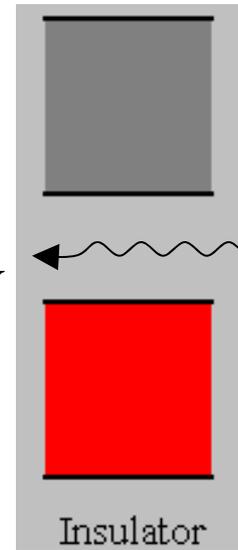
- On the short wavelength side, light absorption is due to electronic transitions across energy levels in the band structure.



# Transparent solids:



NaCl  $E_g = 8.5 \text{ eV}$



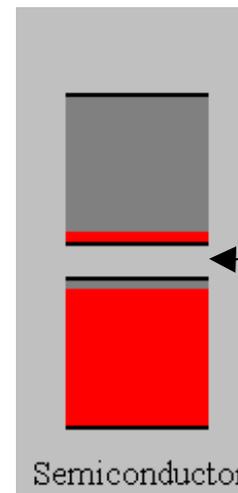
- Visible light is not absorbed by insulator: they are transparent

$h\nu$  not absorbed

- Visible photons are not energetic enough for the band gap



Si  $E_g = 1.1 \text{ eV}$



- Visible light is absorbed by semiconductors they are opaque

$h\nu$  absorbed

- Visible photon can promote an  $e^-$  in the conduction band.

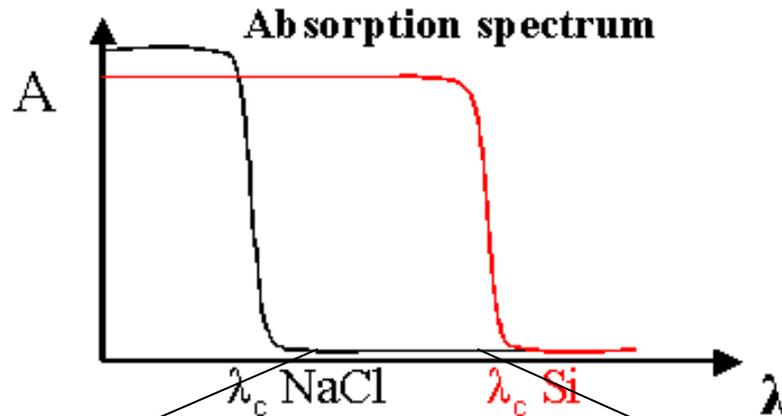
# Transparent solids:

- A solid with bandgap  $E_g$  has a cut off wavelength define as  $\lambda_c = hc/E_g$ .
- The solid will absorb photons of wavelength shorter than  $\lambda_c$  (higher energy photons) and be transparent for photons with wavelength longer than  $\lambda_c$  (lower energy photon).



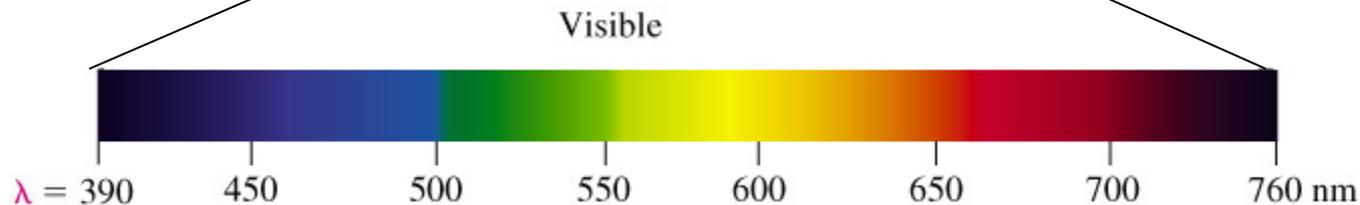
**NaCl**

$$\lambda_c = hc/E_g = 146 \text{ nm}$$



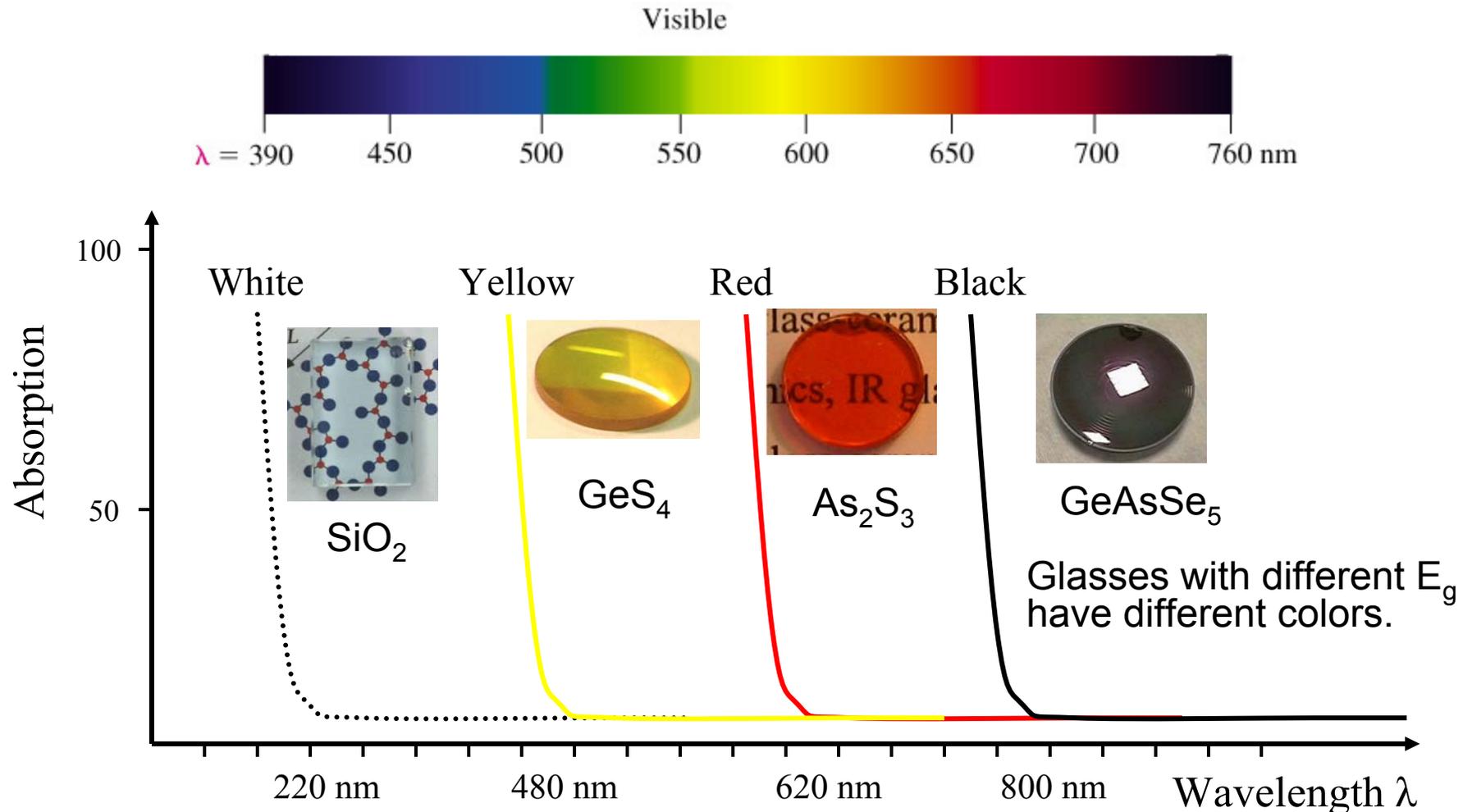
**Si**

$$\lambda_c = hc/E_g = 1130 \text{ nm}$$



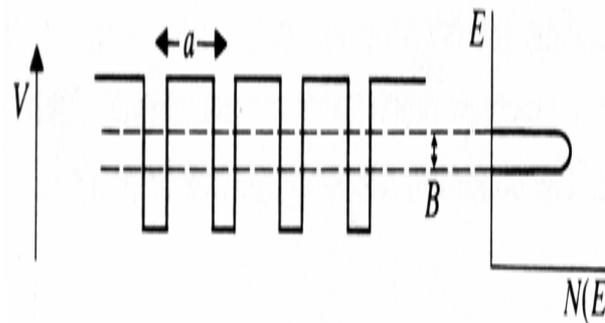
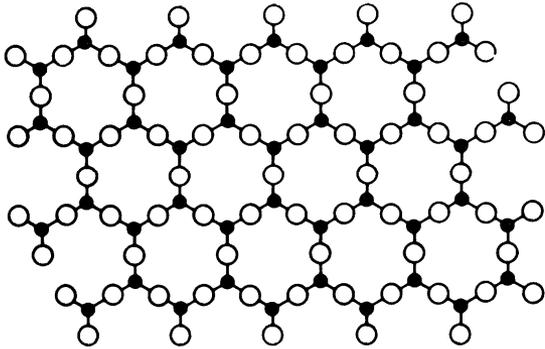
# Optical window of transparent materials

- Due to bandgap absorption, solids filter out all the visible light with wavelength shorter than  $\lambda_c$  and appear colored.



# Band edge in glass

## CRYSTAL

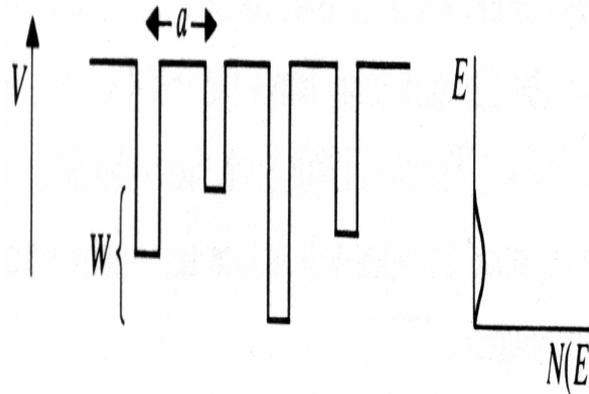
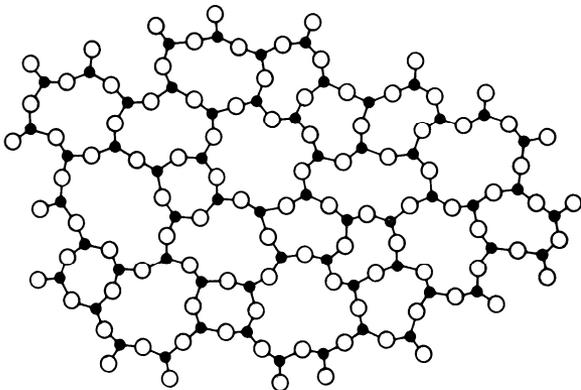


Bloch function

$$\Psi(r) \propto e^{ik \cdot r} U(r)$$

- *Electrons: delocalized.*
- *Density of state: sharp band.*

## GLASS



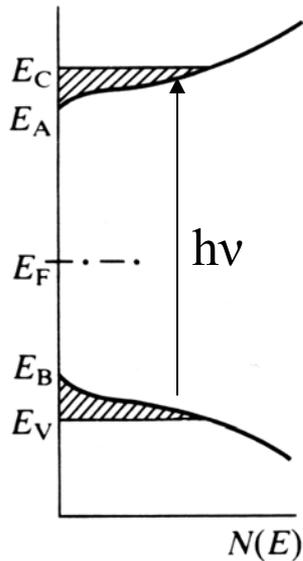
$\alpha_L$ : Localization Length

$$\alpha_L \propto (\xi_0 - \xi)$$

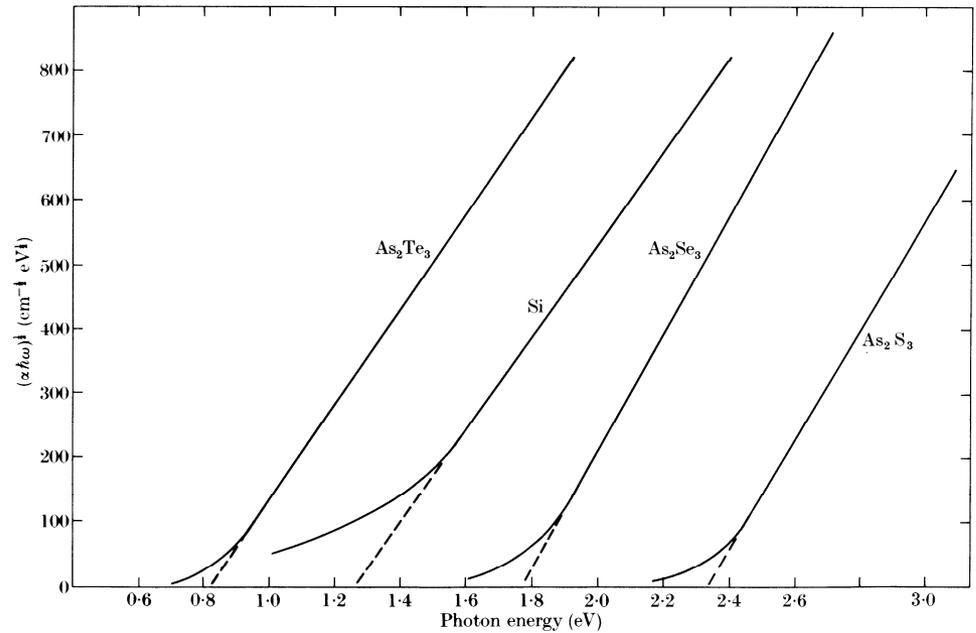
$$\Psi(r) \propto \exp(-\alpha_L r)$$

- *Electrons: localized at the top of band.*
- *Density of state: spread out.*

# Band edge in glass



## BAND TAILING IN THE DENSITY OF STATE

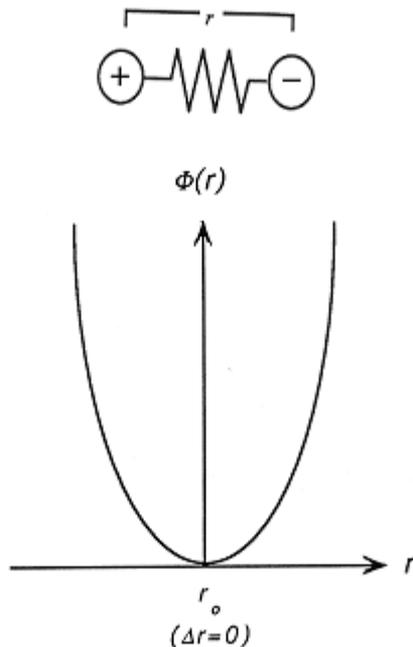


## OPTICAL ABSORPTION EDGES OF AMORPHOUS SEMICONDUCTORS

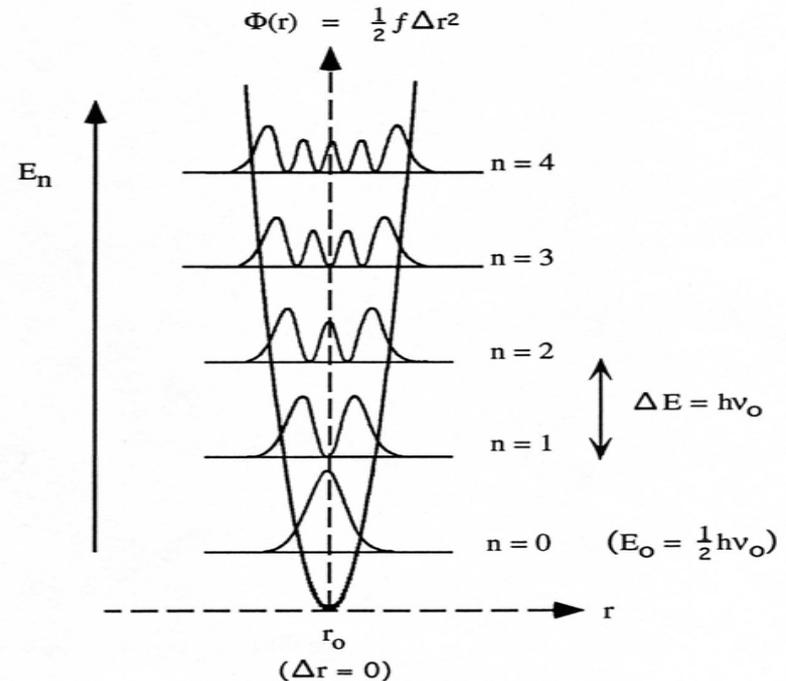
**It is the localized states in the sub-bandgap region which are excited during photoinduced processes.**

# Classical and Quantum model of vibrations:

- CLASSICAL



- QUANTUM



- From equation of motion:

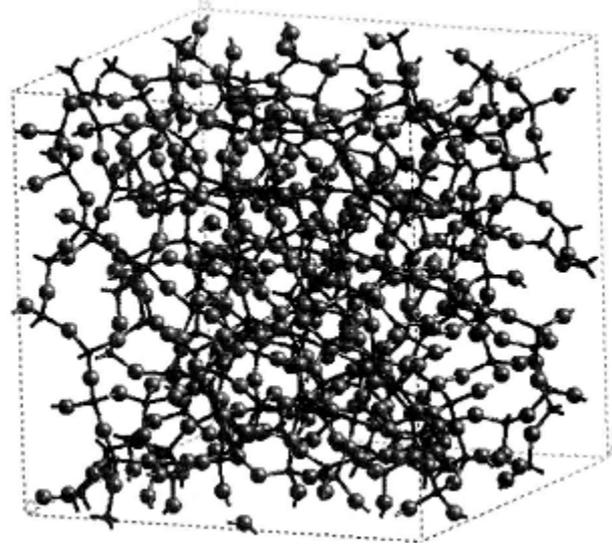
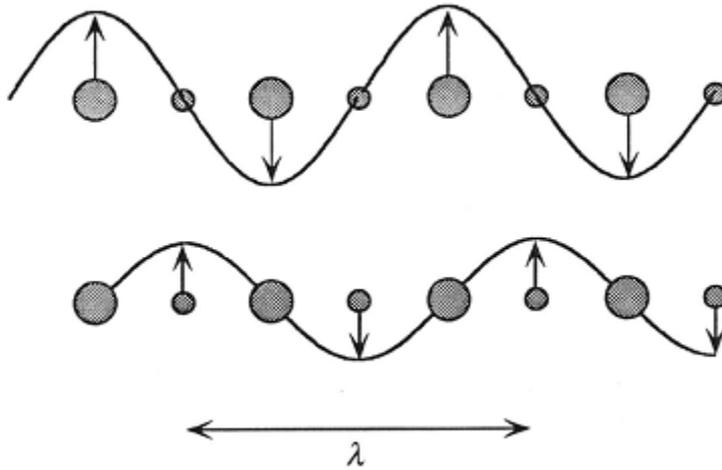
$$\bar{\nu} = \frac{1}{2\pi} \sqrt{k \left( \frac{1}{m_1} + \frac{1}{m_2} \right)}$$

- From Schrodinger's wave equation:

$$E_n = \left( n + \frac{1}{2} \right) \frac{h}{2\pi} \sqrt{k \left( \frac{1}{m_1} + \frac{1}{m_2} \right)} = \left( n + \frac{1}{2} \right) h\nu$$

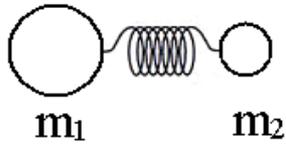
## Multiphonon vibrations:

- In solids, many atoms vibrate cooperatively in response to the electric field.



- Due to the large number of atoms there are many many types of vibrational modes, and the solids can absorb infrared light over a wide range of energies (wavelength)

# Multiphonon edge in glass:



$$\omega_0 = \frac{1}{2\pi} \sqrt{\frac{k}{\mu}}$$

$$\mu = \frac{m_1 m_2}{m_1 + m_2}$$

