

Nemaktis: a numerical platform for light propagation in liquid crystals

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ARRS

JAVNA AGENCIJA ZA RAZISKOVALNO DEJAVNOST
REPUBLIKE SLOVENIJE



Outline

- 1 Motivations
- 2 Ray-based simulation method
- 3 Operator-based simulation methods
- 4 Conclusion

Motivations

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Nemaktis: an easy-to-use open-source platform including tools for light propagation in arbitrary birefringent media.

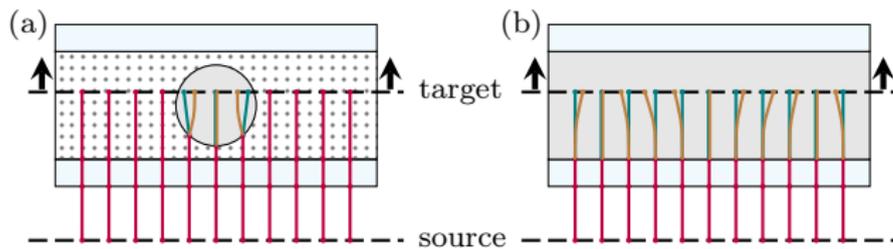
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Hamiltonian ray-tracing and energy transport

$$\frac{d\eta}{ds} = \{\eta, \mathcal{H}\}$$

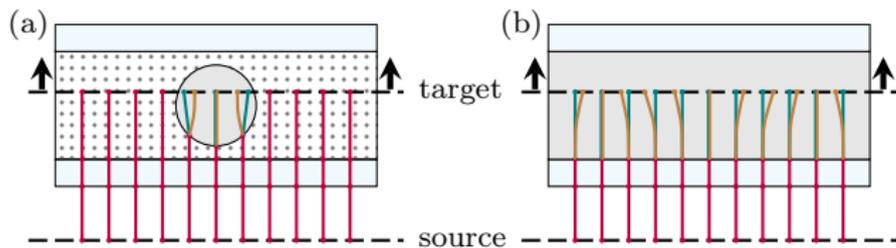
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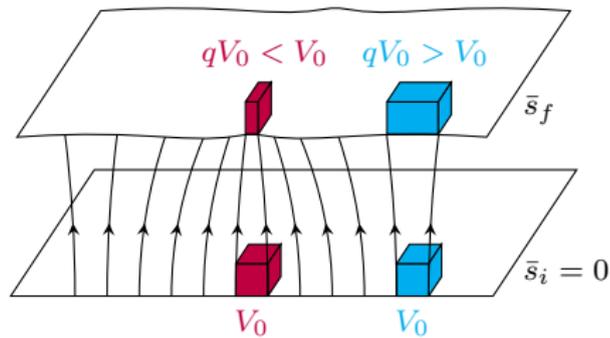
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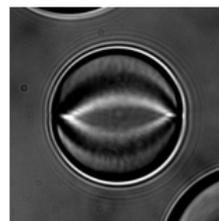
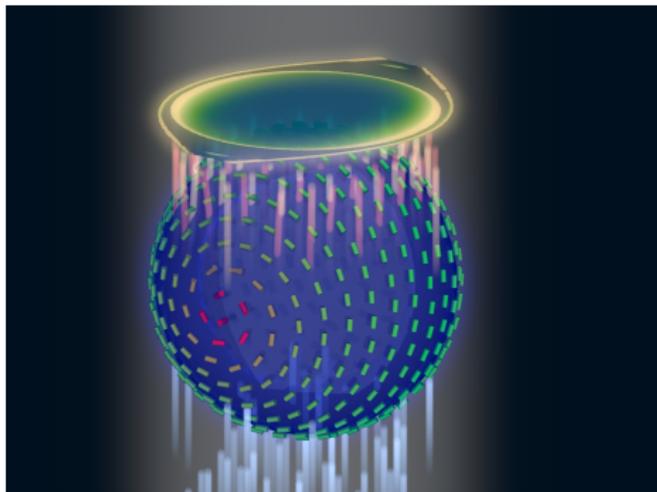
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$$\mathcal{F}^{(\alpha)} = n_{\text{eff}} \sqrt{q} E \text{ conserved along a ray}$$



Application to bright-field microscopy

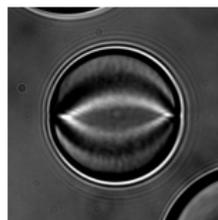
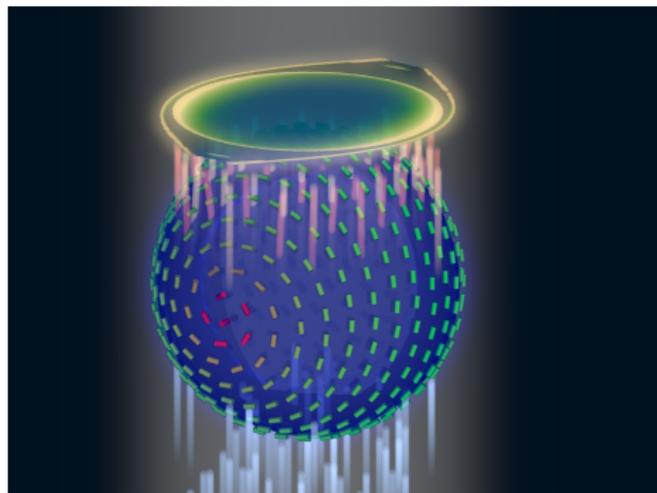


exp.



sim.

Application to bright-field microscopy



exp.



sim.

Advantage: access to ray geometry and natural eigenmodes

Disadvantage: Mauguin regime, caustics

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Evolution operator and light propagation

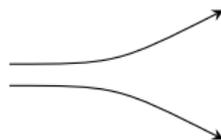
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$$\mathbf{E}(z + dz) = \mathbf{U}(z, dz) \mathbf{E}(z)$$

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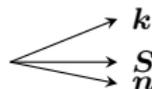
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Phase operator: exact if homogeneous layered system



Diffraction (\sim diffusion): redistribution of energy



Beam walk-off: tilt between Poynting vector and wavevector

Evolution operator and light propagation

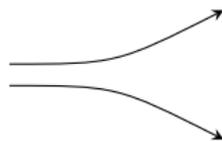
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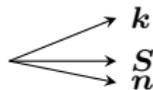
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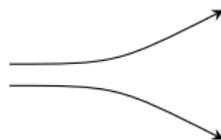
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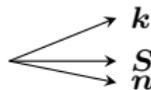
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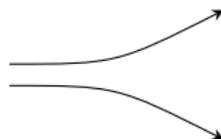
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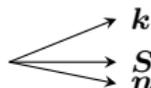
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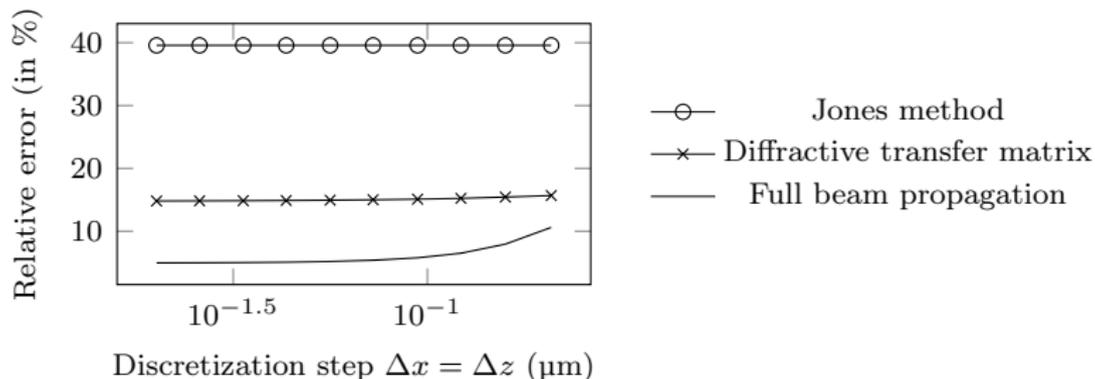
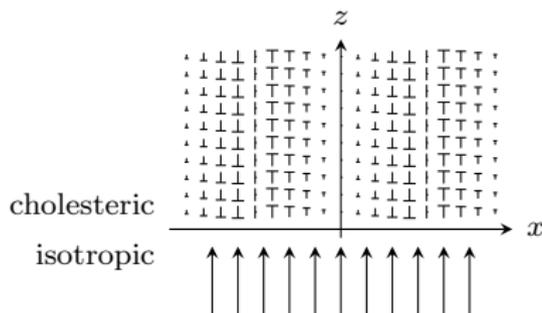


Beam walk-off: tilt between Poynting vector and wavevector

- Possible approximation schemes:

- ★ Jones method: only phase operator
- ★ Diffractive transfer matrix: phase operator + isotropic diffraction.
- ★ Tailored beam-propagation: all contributions except 2D wide-angle corrections.

Numerical error relative to FDTD solution



Comparison with experiment

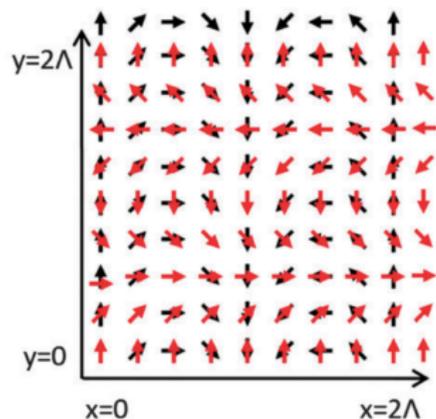
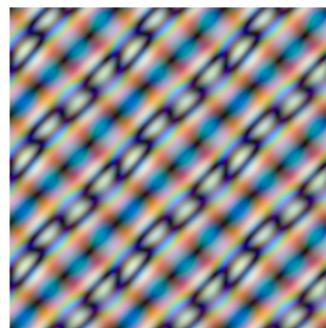
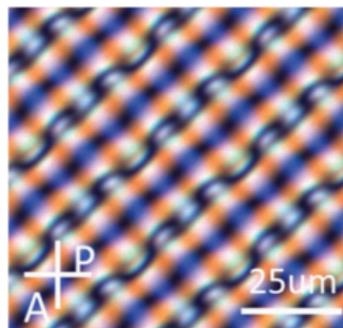


Photo-patterned sample:
I. Nys, J. Beeckman and K.
Neyts, *Soft Matter* **11**, 2015



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 - An easy-to-use high-level interface (python)
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- Where to find it: search **Nemaktis** on **github.com** (more advertisement to come)
- Only Linux package for now (Windows and Mac will be supported in the near future)

Thank you for your attention!