# Starting Points for Designing Freeform Four-Mirror Telescopes 

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## Project Overview

- Central Objective: Survey of the four-mirror freeform solution space that considers geometries that could be advantageous for system constraints, such as mass, volume, stray light control, or radiation shielding.
- Methods/Techniques: Use analytically designed starting points before adding freeform terms to explore different design forms.



## Parts of the Design Process



# Considered Starting Points So Far (This is not an exhaustive list) 

| Method | Corrected <br> through 3rd <br> Order | Stigmatic Imaging at <br> Every Surface <br> (One Field Point) | Unobscured |
| :--- | :---: | :---: | :---: |
| Rotationally-Symmetric <br> Rakich All-Spherical Maps | $\bullet$ |  |  |
| Rotationally-Symmetric All- <br> Conic Maps | $\bullet$ | $\bullet$ | $\bullet$ |
| Off-Axis Conic Layout Tool |  | $\bullet$ | $\bullet$ |
| Off-Axis Conics from <br> Aberration Coefficients for <br> Plane-Symmetry | $\bullet$ | $\bullet$ | $\bullet$ |

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## Rotationally-Symmetric Rakich AllSpherical Maps

$$
\begin{gathered}
W_{\text {spherical }}=-\frac{1}{8} n^{2} i_{a}^{2} y_{a}\left(\frac{u_{a}^{\prime}}{n^{\prime}}-\frac{u_{a}}{n}\right) \\
\text { Total Spherical Aberration }=\sum_{i} W_{i} \\
\text { Total Coma } \propto \sum_{i} x_{i} W_{i} \\
\text { Total Astigmatism } \propto \sum_{i} x_{i}^{2} W_{i}
\end{gathered}
$$

To get an anastigmat solution, the following conditions must be satisfied:

$$
\begin{gathered}
W_{1}+W_{2}+W_{3}+W_{4}=0 \\
W_{1} x_{1}+W_{2} x_{2}+W_{3} x_{3}+W_{4} x_{4}=0 \\
W_{1} x_{1}^{2}+W_{2} x_{2}{ }^{2}+W_{3} x_{3}{ }^{2}+W_{4} x_{4}{ }^{2}=0
\end{gathered}
$$

Rakich solves for the curvature of mirrors 3 and 4 ; and the thicknesses after mirrors 2, 3, and 4 ; as a function of the curvature of mirror 2 , the thickness after mirror 1 , and stop location $\times 1$.

Rakich, Opt. Eng. 46(10), 2007

## Rotationally-Symmetric Rakich AllSpherical Maps

Matlab Implementation:
Parameters of the three dimensional solution space are ti (thickness after mirror 1), cZ (curvature of mirror 2), and $\mathrm{x}_{1}$ (represented as time axis of video, corresponds to stop position).

Interface = Flat Field Solutions

White: >0 PZT; Black: <0 PZT; Gray: No Viable solution


## Video of Solution Space



## Rotationally-Symmetric Rakich AllSpherical Maps

- Pick a solution from the solution map by filtering for solutions with desirable properties; such as adequate mirror separations that allow for unobscuration by using smaller tilts, or internal images, etc.
- Unobscure by tilting the mirrors while adding freeform terms (i.e. Zernikes) through optimization.


## Validation of Solution Maps

Parameters:
Cubic 1: solution 2
Cubic 2: solution 3
x1=2
$\mathrm{t} 1=1.245 \mathrm{~m}$



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## Rotationally-Symmetric All-Conic Maps for Afocal Three Mirror Systems

- Grayscale represents magnification.
- Focal length of primary set to 1.
- Assuming positive primary.



# Selected 2x Solution from Root 1 Map; t1=t2 <br> Object and Image at Infinity 

M2

Entrance Pupil Diameter 200mm $1.5^{\circ}$ Circular Full Field of View

M1\&M2
104.17 MM

## Third Order Analysis

| Afocal TMA Position 1, Wavelength |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | SA | TCO | TAS | SAS | PTB | DST |
| 1 | -0.247594 | 1.812133 | -4.353068 | -1.405749 | 0.067910 | 3.429543 |
|  | 0.247594 | -1.423124 | 2.726615 | 0.908872 |  | -1.741340 |
| STO | 0.025215 | -0.192614 | 0.326974 | 0.000000 | -0.163487 | 0.000000 |
|  | -0.025215 | 0.000000 | 0.000000 | 0.000000 |  | 0.000000 |
| 3 | -0.044840 | 0.314107 | -0.637873 | -0.148907 | 0.095577 | 0.347702 |
|  | 0.044840 | -0.510502 | 1.937353 | 0.645784 |  | -2.450749 |
| SUM | 0.000000 | 0.000000 | 0.000000 | 0.000000 | 0.000000 | -0.414845 |

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## Off-Axis Conic Layout Tool

- Force stigmatic imaging for the field point along optical axis ray (OAR)/base ray, such that all intermediate image points are stigmatic, allow "pivoting" about the foci of the conics. System is like a linkage of off-axis conic mirrors.
- When pivoting, the basal field point remains stigmatic.
- This method allows for unobscured starting points.


## Two Mirror Pivoting Conics



## Four Mirror Pivoting Conics



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## Video of Off-Axis Conic Layout Tool

## File Edit View Options Tools Window Help



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# Off-Axis Conics from Aberration Coefficients for Plane-Symmetry 

- All conic foci are constrained to a plane.
- Sasian developed aberration coefficients for planesymmetric systems that depend on paraxial raytrace quantities to third order. He demonstrated the coefficients on a two mirror system pivoting about shared conic focus.
- This method will utilize the solutions from the "Rotationally-Symmetric All-Conic Maps" method, and take it further by unobscuring those solutions (like in the "Off-Axis Conic Layout Tool", but this method is corrected through $3^{\text {rd }}$ order instead of just at one field point).


## Aberration Coefficients Before and After Tilting/Unobscuring

In waves zero-to-peak at 587.5618 nm ; before tilting

| Aberrations | Surface 1 | Surface 2 | Surface 3 | Sum |
| :--- | ---: | ---: | ---: | ---: |
| Linear Coma | -5.57 | 2.76 | 2.81 | 0.00 |
| Field Lin. Field Asym. Ast. | 0.00 | 0.00 | 0.00 | 0.00 |
| Quadratic Astigmatism | 1.46 | 1.77 | -3.23 | 0.00 |
| Field Curvature | 0.00 | 2.64 | -2.64 | 0.00 |

Tilt mirrors to unobscure while canceling introduced linear astigmatism, as we tilt.

|  | Surface 1 | Surface 2 | Surface 3 |  |  |
| :--- | ---: | ---: | ---: | ---: | :---: |
| Tilt | $10^{\circ}$ |  | $-10^{\circ}$ | $10^{\circ}$ |  |
| Aberrations | Surface 1 | Surface 2 | Surface 3 | Sum |  |
| Linear Coma | -5.49 | 2.76 | 2.85 | 0.13 |  |
| Field Lin. Field Asym. Ast. | 38.69 | -11.20 | -27.49 | 0.00 |  |
| Quadratic Astigmatism | 1.46 | 1.79 | -3.31 | -0.07 |  |
| Field Curvature | 0.01 | 2.62 | -2.67 | -0.03 |  |


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## Full Field Displays (Real Raytracing)




FRINGE ZERNIKE PAIR Z7 AND Z8
FIELD ANGLE IN OBJECT SPACE
Afocal TMA
Minimum $=0.59538 \mathrm{e}-8$
Maximum $=0.0050796$ Average $=0.0021227$ Std Dev $=0.0016161$

X Field Angle in Object Space - degrees
vs
FIELD ANGLE IN OBJECT SPACE

Minimum $=0.26505 \mathrm{e}-7$
Maximum $=0.21615$ Average $=0.13991$ Std Dev $=0.047951$



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## Conclusion

- Several analytical starting point design methods are being developed to facilitate a survey of the four-mirror freeform solution space.
- A combination of these methods can allow for unobscured starting points that are corrected for third order image degrading aberrations.


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## Questions?

