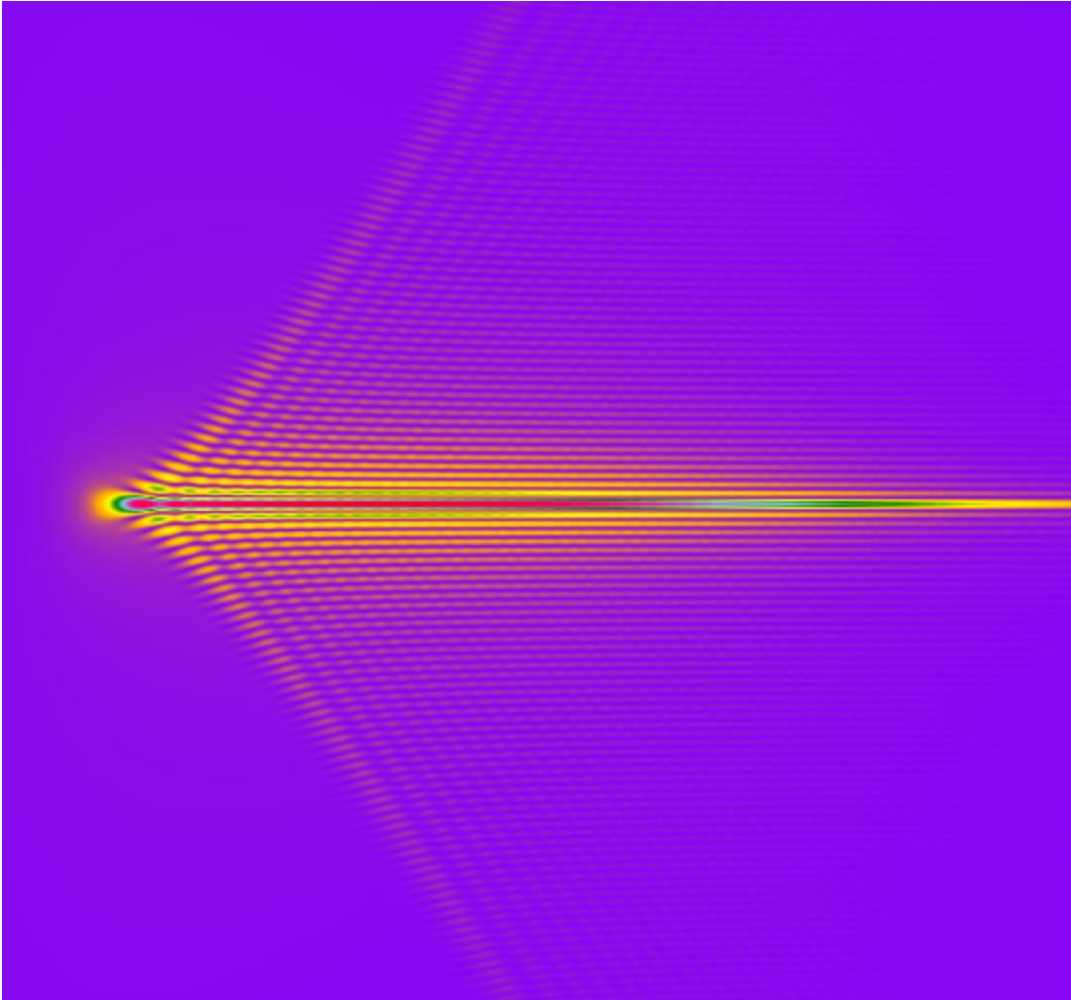


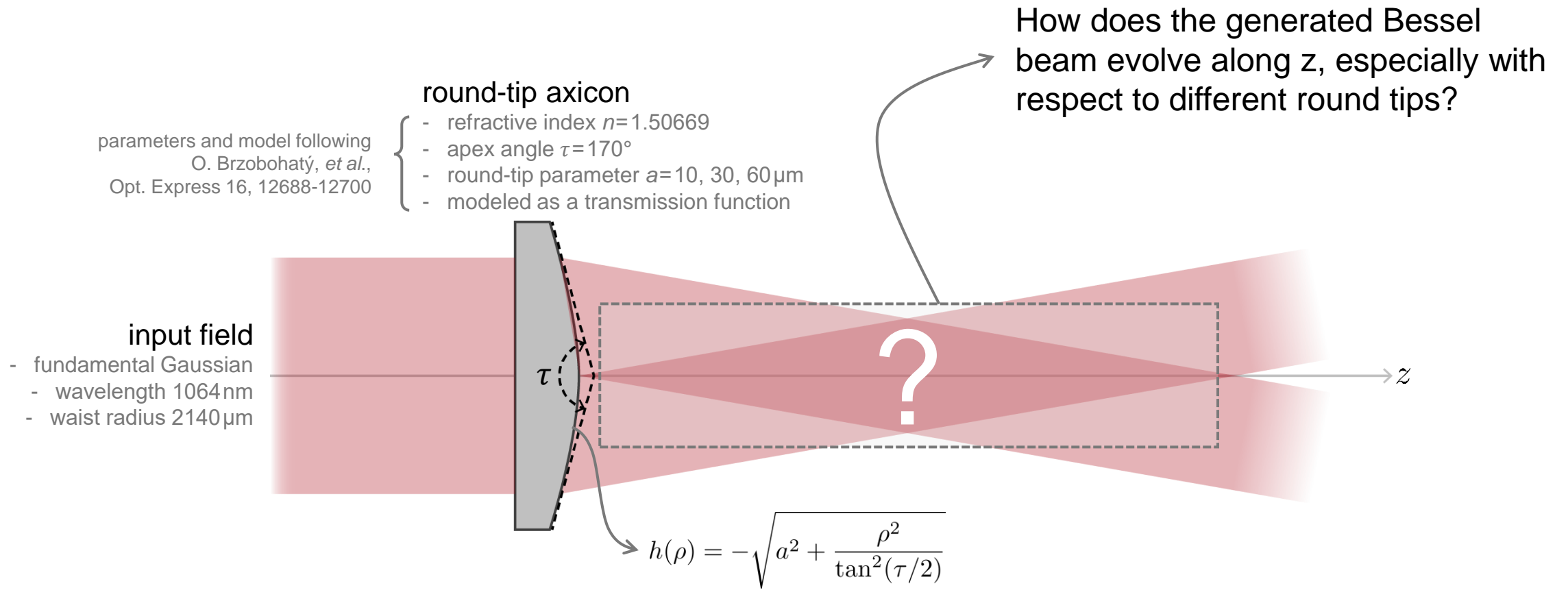
Modeling of Bessel Beam Generation from Axicon with Round Tip

Abstract

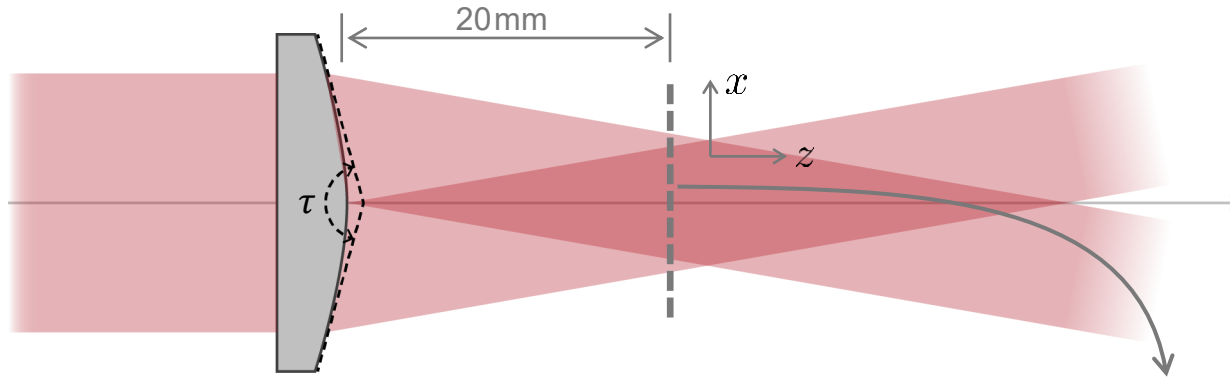


Bessel beams, due to their non-diffracting property, are drawing attentions for different applications. They are typically generated from axicons. An ideal axicon with infinite tip does not exist, and, in practice, an axicon comes with a rounded tip. In this example, we investigate the effect of the round tip on the generated Bessel beams, following the research work in [O. Brzobohatý, *et al.*, *Opt. Express* 16, 12688-12700 (2008)]. Particularly, we simulate beam evolution along z and compare the results.

Modeling Task

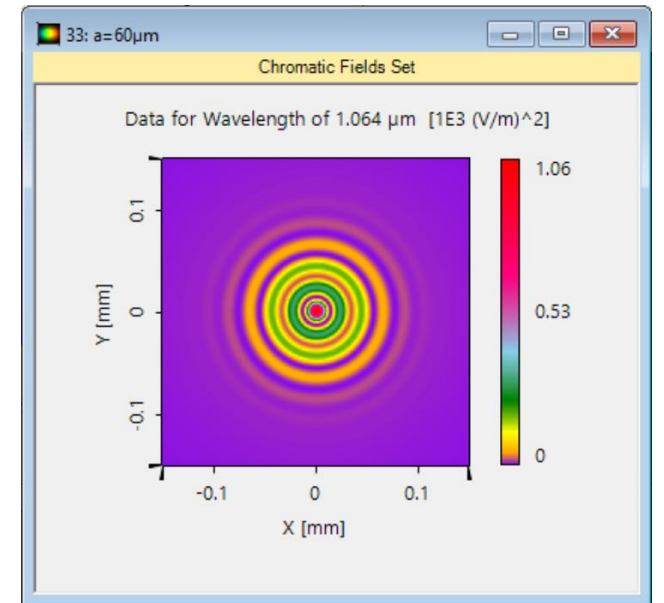
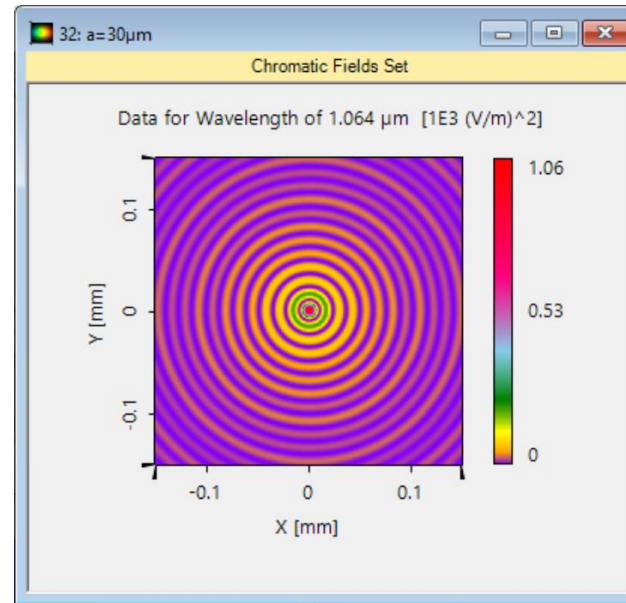
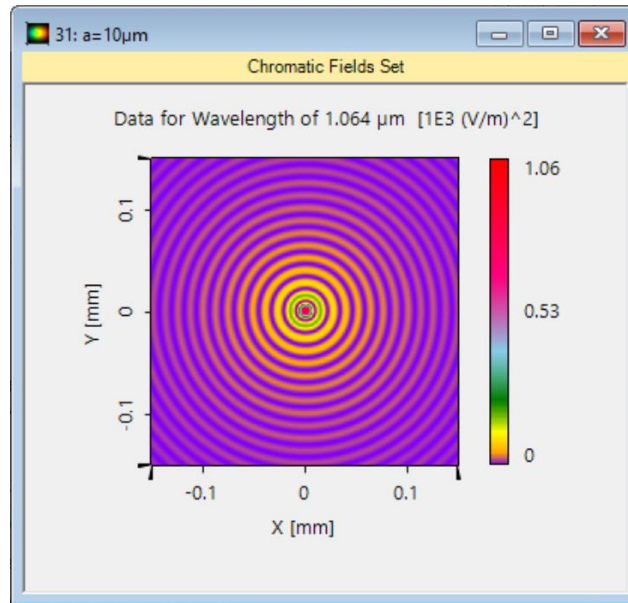


Bessel Beam at a Fixed Z-Position

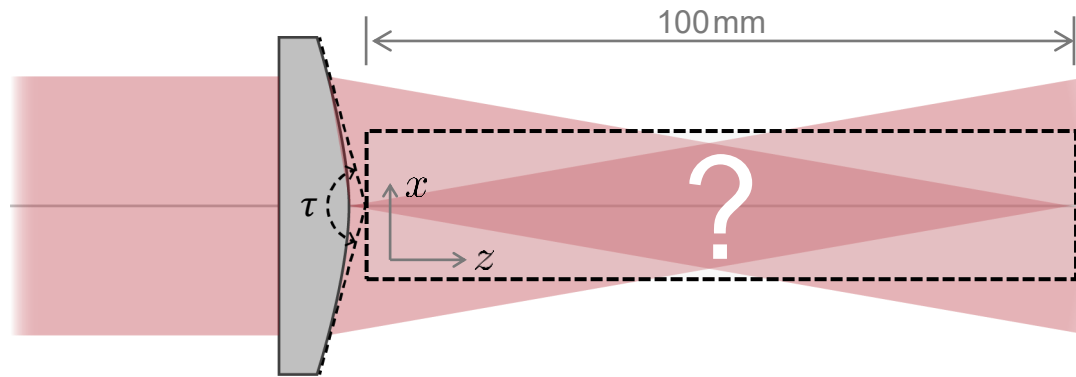


round-tip axicon

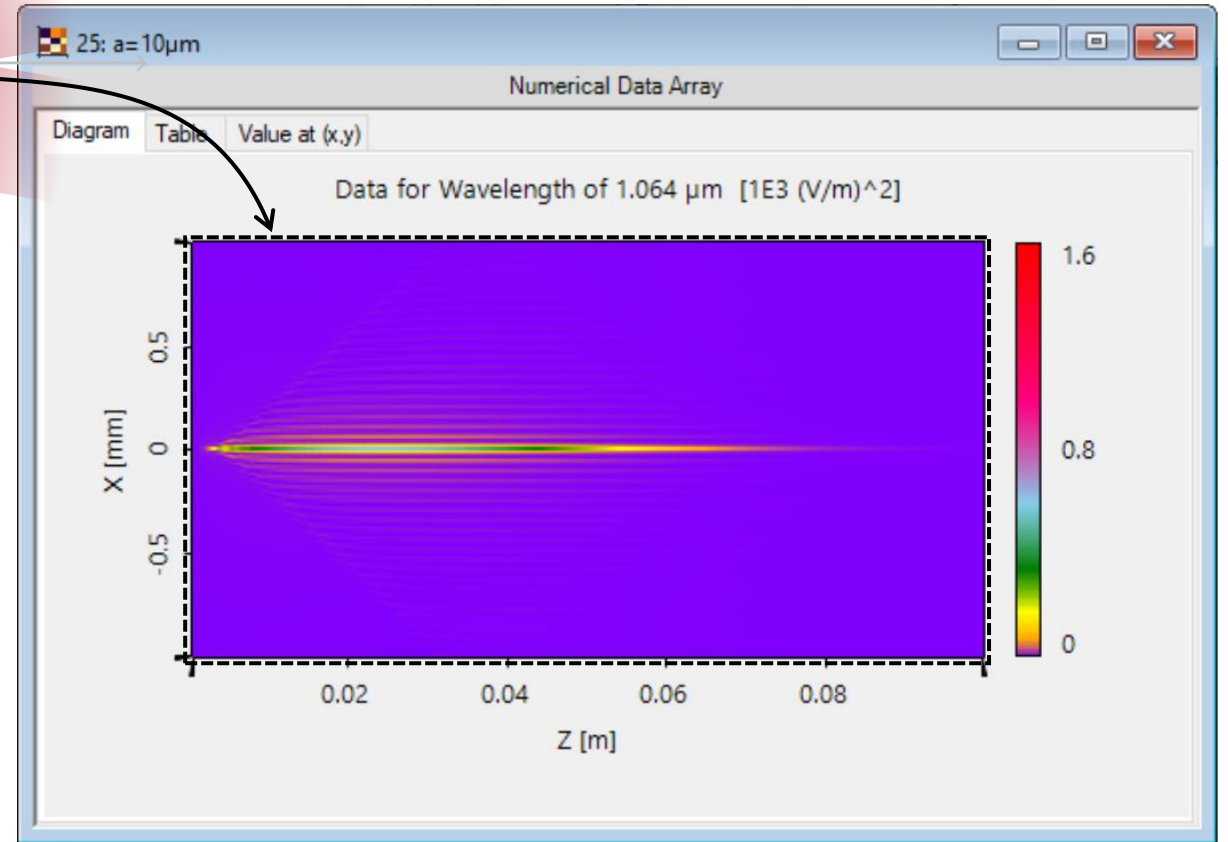
- $n=1.50669$
- apex angle $\tau=170^\circ$
- $a=10, 30, 60\ \mu\text{m}$



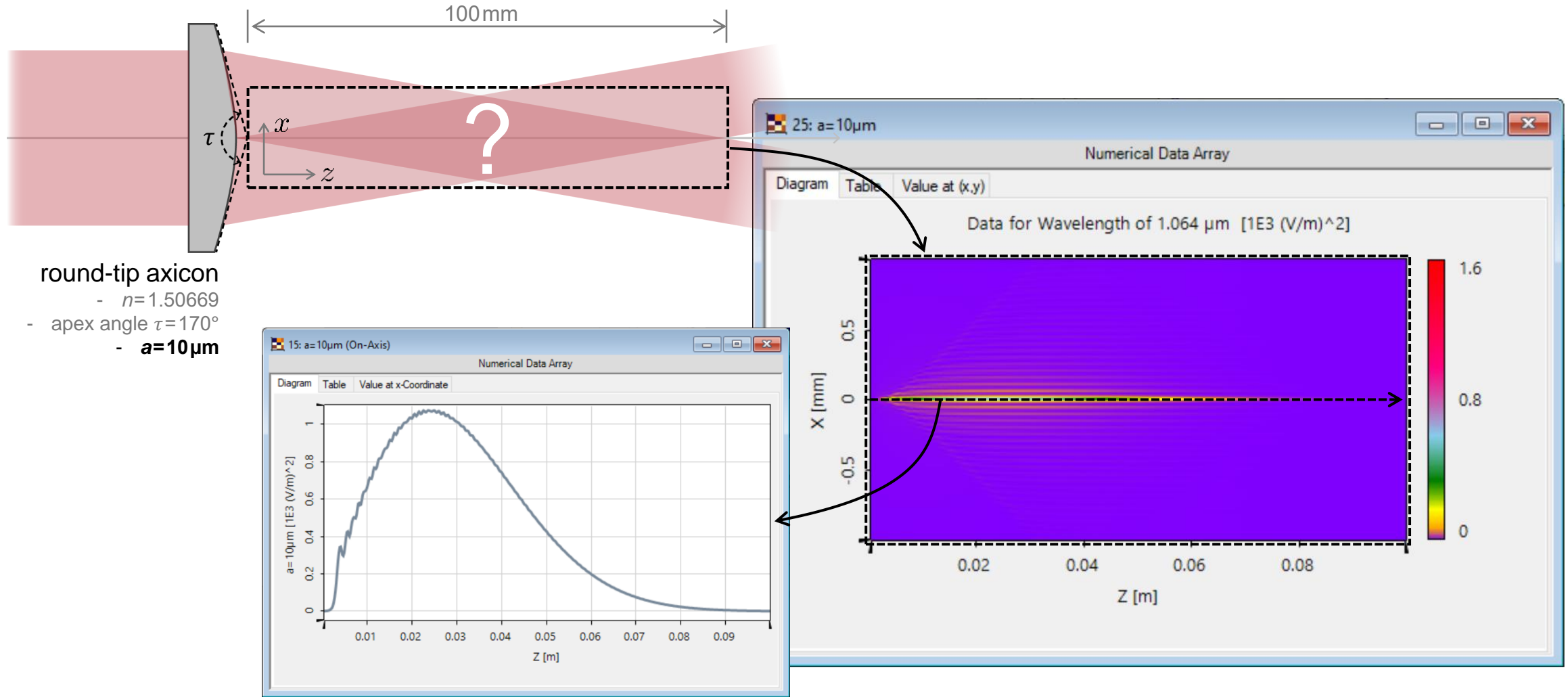
Bessel Beam Evolution Along Z ($a=10\mu\text{m}$)



- round-tip axicon
- $n=1.50669$
 - apex angle $\tau=170^\circ$
 - $a=10\mu\text{m}$

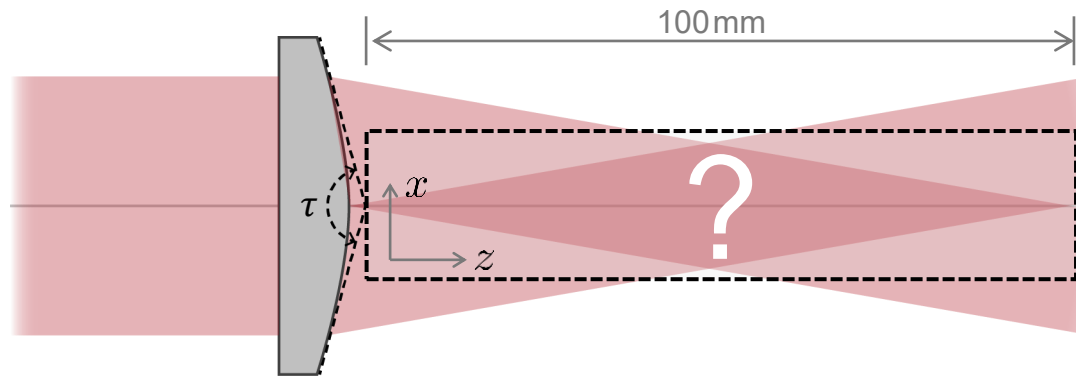


Bessel Beam Evolution Along Z ($a=10\mu\text{m}$)

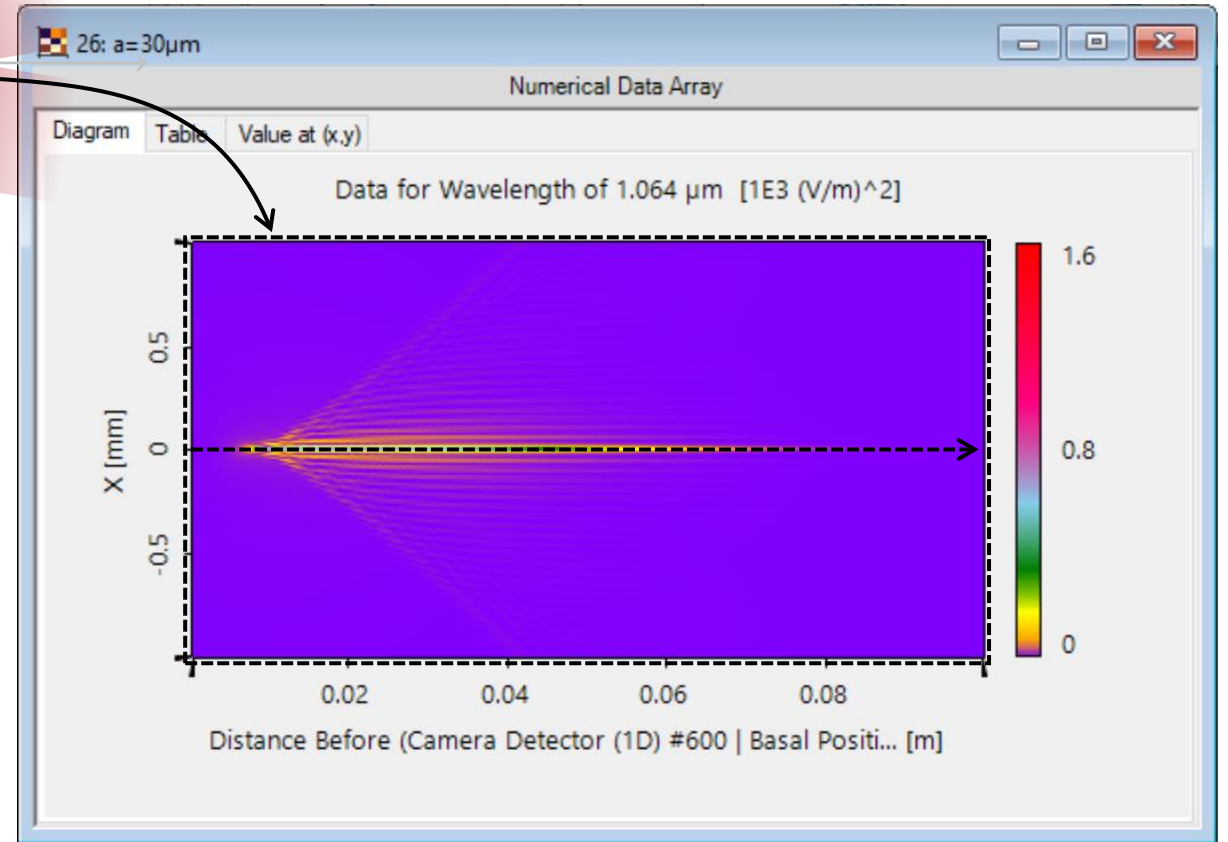


round-tip axicon
- $n=1.50669$
- apex angle $\tau=170^\circ$
- **$a=10\mu\text{m}$**

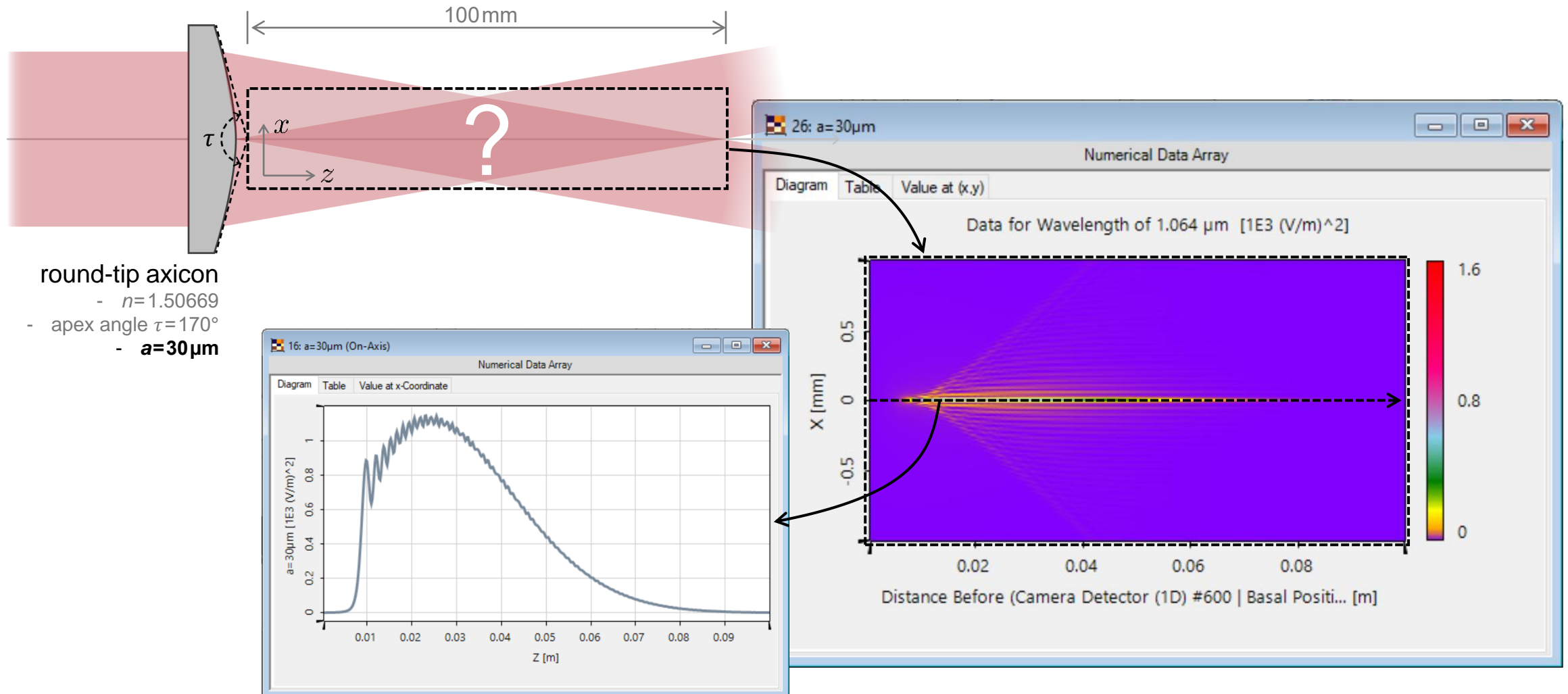
Bessel Beam Evolution Along Z (a=30 μ m)



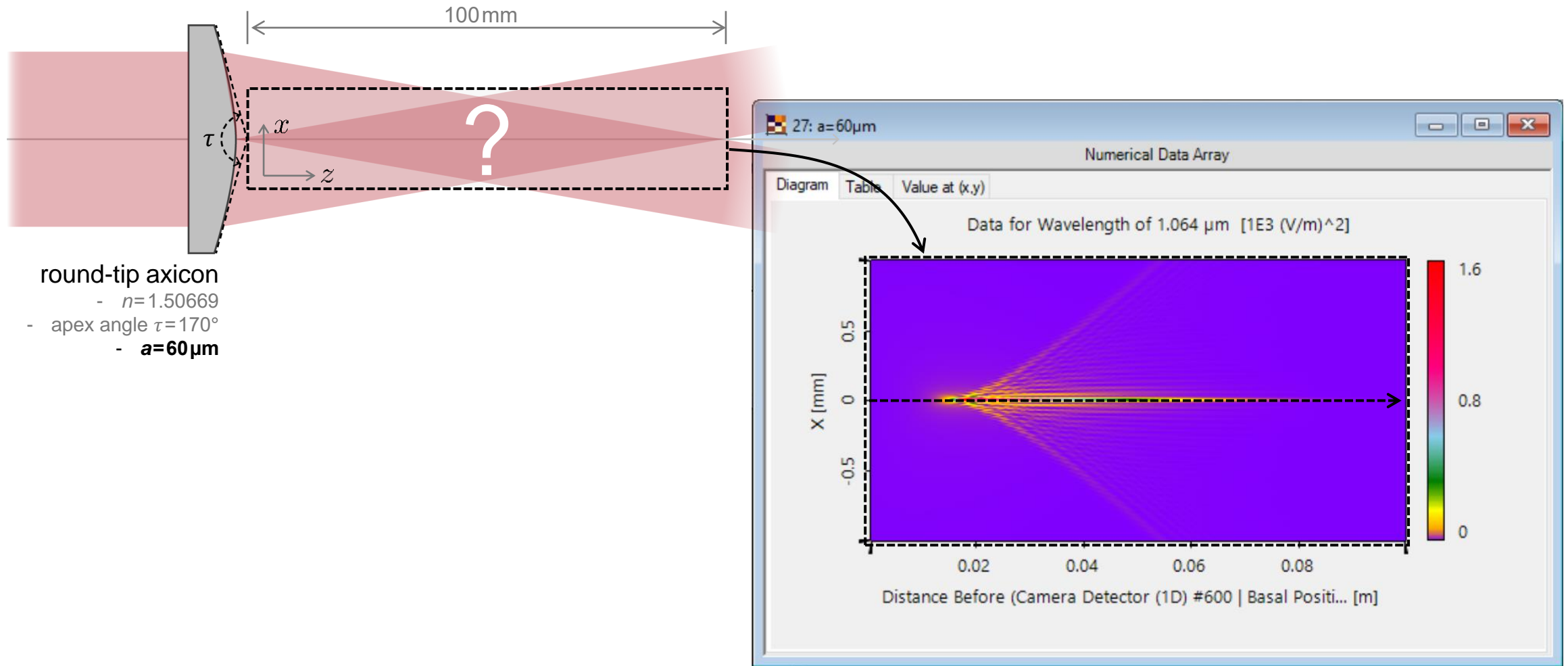
- round-tip axicon
 - $n=1.50669$
 - apex angle $\tau=170^\circ$
 - $a=30\mu\text{m}$



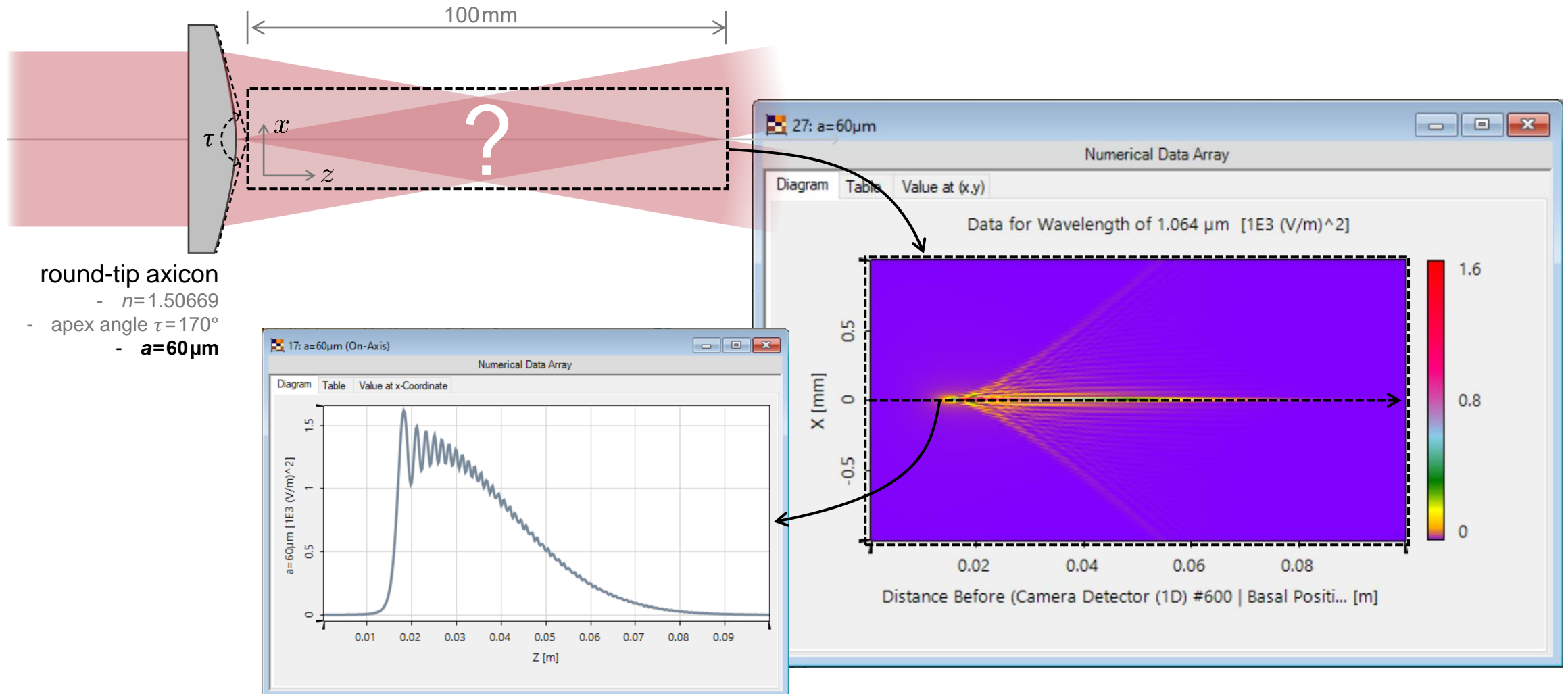
Bessel Beam Evolution Along Z ($a=30\mu\text{m}$)



Bessel Beam Evolution Along Z (a=60 μm)



Bessel Beam Evolution Along Z ($a=60\mu\text{m}$)



On-Axis Distribution and Comparison

simulation result in VirtualLab Fusion

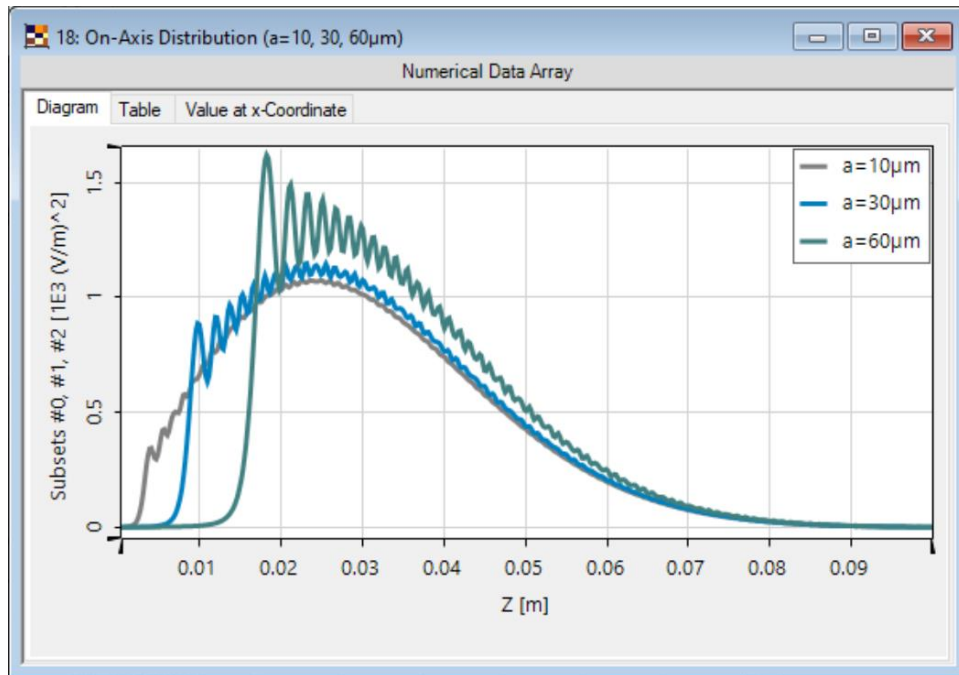
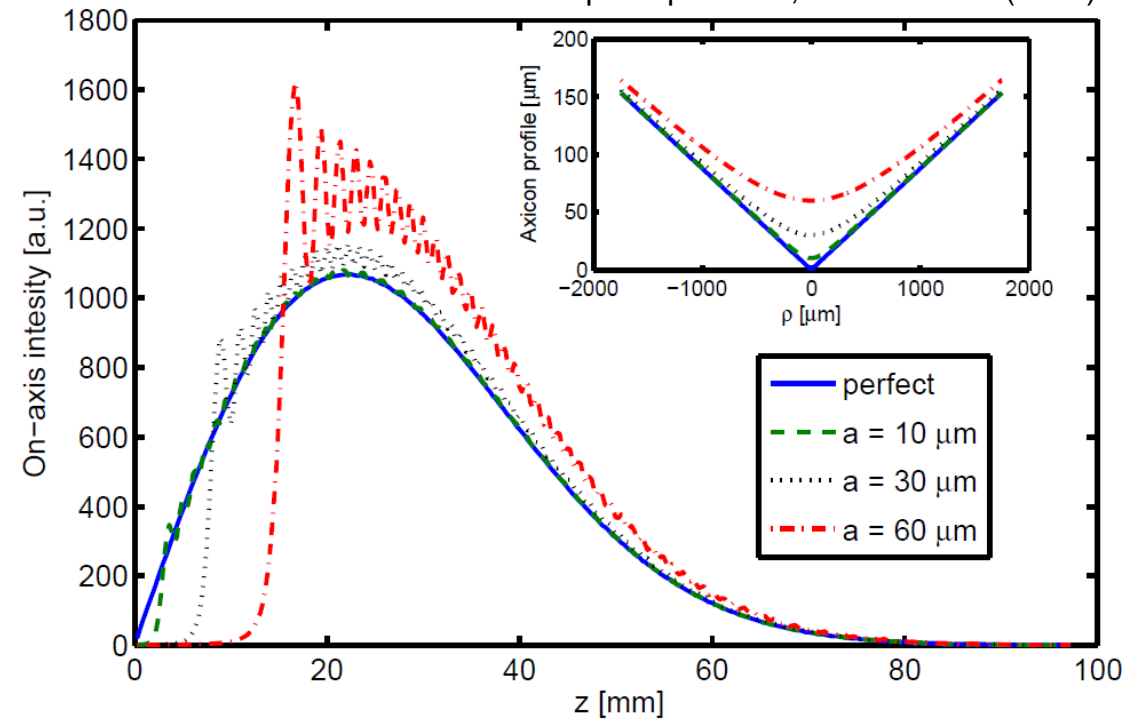


Fig. 2 from O. Brzobohatý, *et al.*,
Opt. Express 16, 12688-12700 (2008)

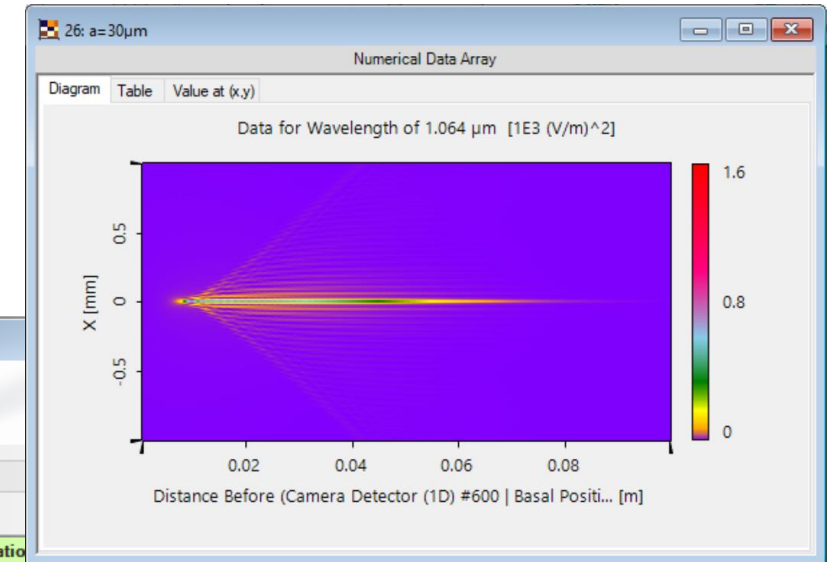


Peek into VirtualLab Fusion

customizable and flexible transmission definition

```
Source Code Editor
Source Code Global Parameters Snippet Help Advanced Settings
Main Function Snippet Body
1 double k0 = 2.0 * Math.PI / Wavelength;
2 double n0 = RefractiveIndex.Re;
3 double rho2 = x * x + y * y;
4 double phase = k0 * (n0 - n) * Math.Sqrt(a * a + rho2 / Math.Pow(Mat
5 double phase = k0 * (n0 - n) * Math.Sqrt(a * a + rho2 / Math.Pow(Mat
6
7 return Complex.Exp(Complex.i * phase);
Wavelength [double]
RefractiveIndex [Complex]
x [double]
y [double]
n [double]
a [double]
tau [double]
```

field visualization and analysis



parameter
sweep

19: C:\Users\...\Axicon with Round Tip_04_a=60µm.run

Results
Start the parameter run and analyze its results

Go!

Use Already Calculated Results for Next Run

		Iteration				
Detector	Subdetector	Combined Output	148	149	150	151
Varied Parameters	Distance Before (Camera...	Data Array	74 mm	74.5 mm	75 mm	75.5 mm
Camera Detector (1D) #60...		2D Chromatic	c Fields Set 1D	Chromatic Fields Set 1D	Chromatic Fields Set 1D	Chromatic Fields Set 1D

Create Output from Selection

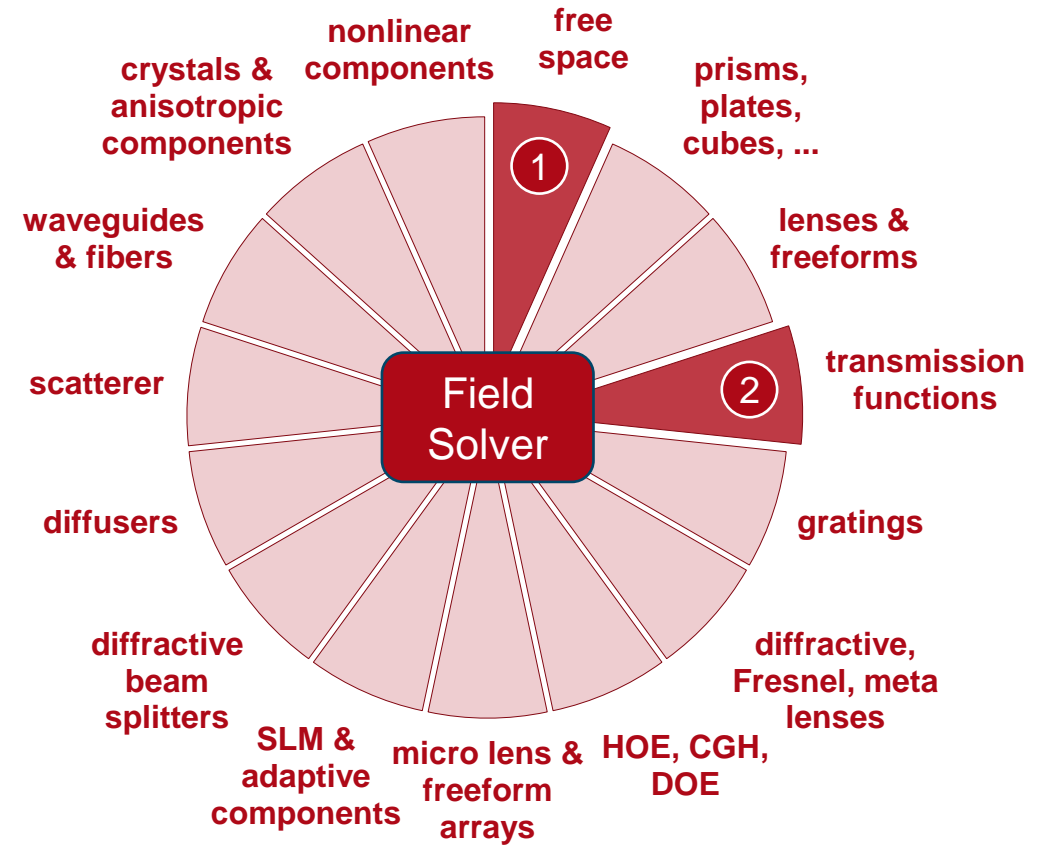
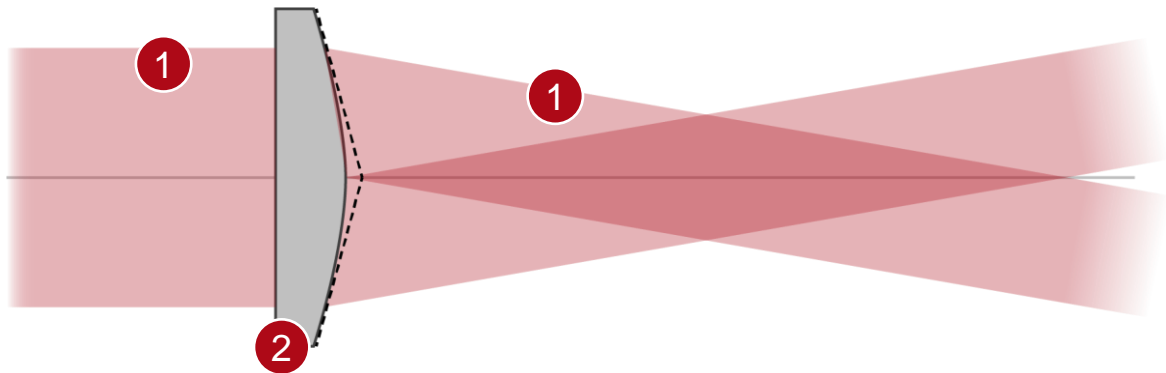
< Back Next >

Workflow in VirtualLab Fusion

- Set up input Gaussian field
 - [Basic Source Models](#) [Tutorial Video]
- Set the position and orientation of components
 - [How to Work with the Programmable Function & Example \(Cylindrical Lens\)](#) [Use Case]
- Sweep the parameters and check the influence
 - [Usage of the Parameter Run Document](#) [Use Case]

```
Source Code Editor
Source Code Global Parameters Snippet Help Advanced Settings
1 double k0 = 2.0 * Math.PI / Wavelength;
2 double n0 = RefractiveIndex.Re;
3 double rho2 = x * x + y * y;
4 double phase = k0 * (n0 - n) * Math.Sqrt(a * a + rho2 / Math.Pow(Mat
5
6
7 return Complex.Exp(Complex.i * phase);
Wavelength [double]
RefractiveIndex [Complex]
x [double]
y [double]
n [double]
a [double]
tau [double]
```

VirtualLab Fusion Technologies



Document Information

title	Modeling of Bessel Beam Generation from Axicon with Round Tip
document code	MISC.0009
version	1.2
edition	VirtualLab Fusion Basic
software version	2020.1 (Build 1.202)
category	Application Use Case
further reading	<ul style="list-style-type: none">- Programming an Axicon Transmission Function- Diffraction Patterns behind Different Apertures- Focal Spots for Different Aberrations