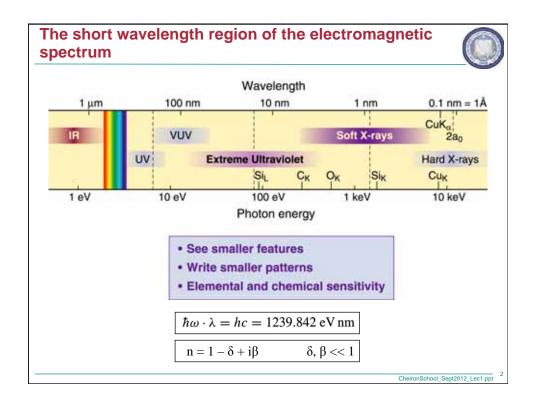


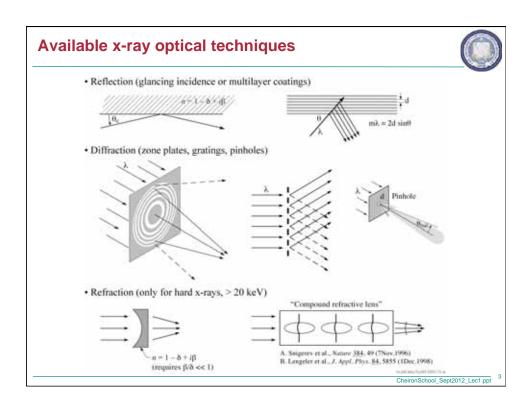
EUV and Soft X-Ray Optics

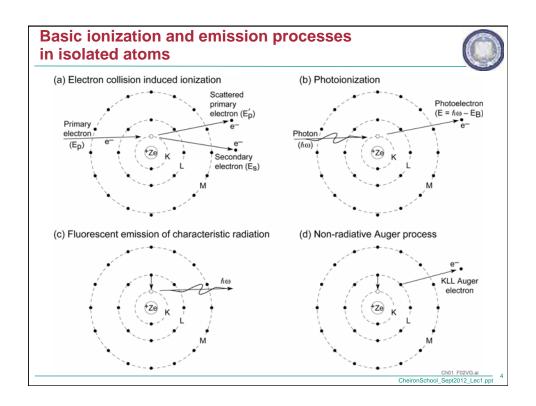
David Attwood University of California, Berkeley

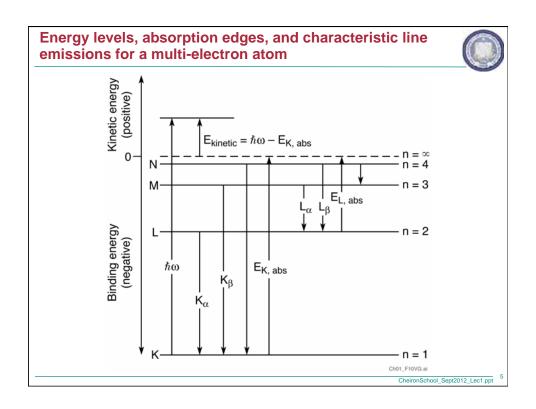
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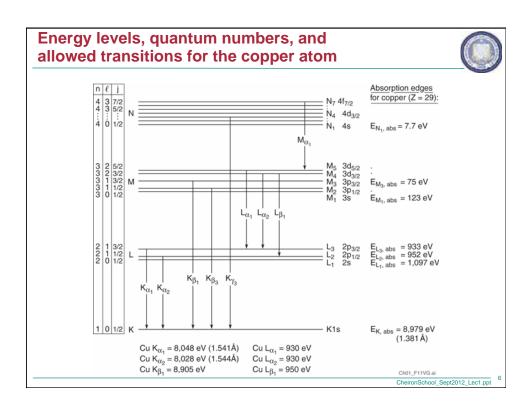
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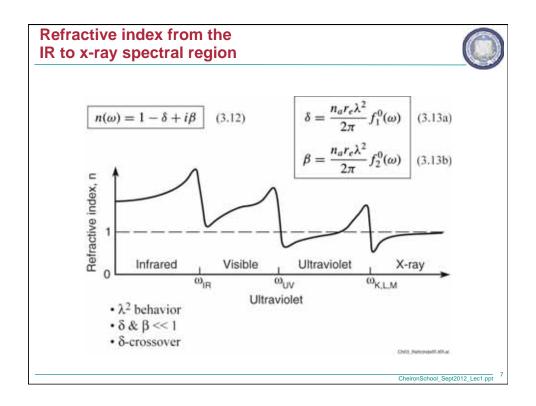


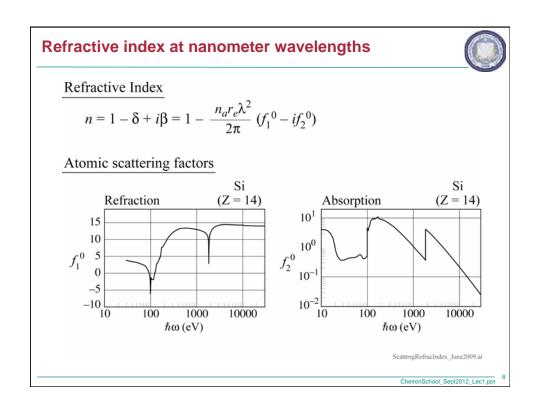












Refractive index in the soft x-ray and EUV spectral region



$$n(\omega) = 1 - \frac{1}{2} \frac{e^2 n_a}{\epsilon_0 m} \sum_s \frac{g_s}{\left(\omega^2 - \omega_s^2\right) + i\gamma\omega}$$
 (3.8)

Noting that

$$r_e = \frac{e^2}{4\pi \,\epsilon_0 m c^2}$$

and that for forward scattering

$$f^{0}(\omega) = \sum_{s} \frac{g_{s}\omega^{2}}{\omega^{2} - \omega_{s}^{2} + i\gamma\omega}$$

where this has complex components

$$f^0(\omega)=f_1^0(\omega)-if_2^0(\omega)$$

The refractive index can then be written as

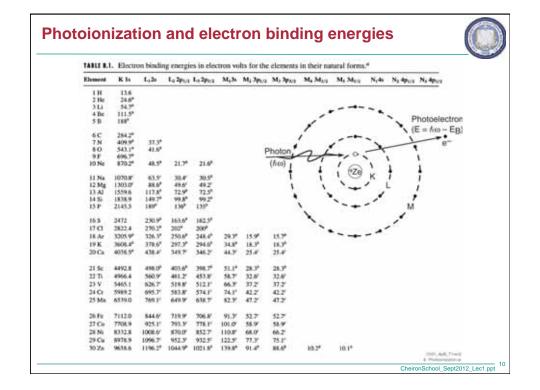
$$n(\omega) = 1 - \frac{n_a r_e \lambda^2}{2\pi} [f_1^0(\omega) - i f_2^0(\omega)]$$
 (3.9)

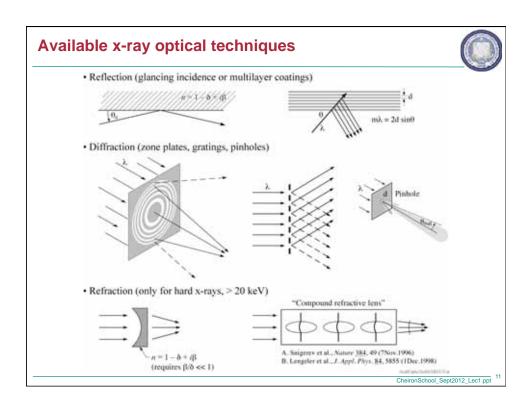
which we write in the simplified form

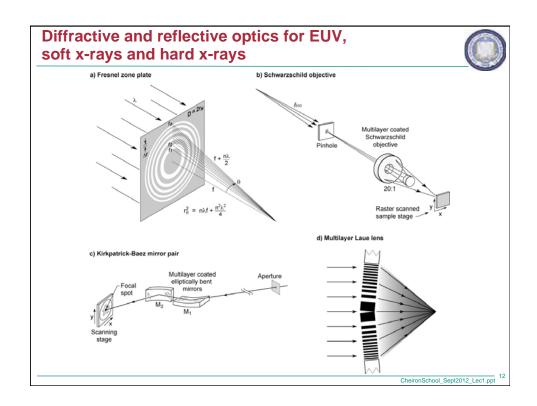
$$n(\omega) = 1 - \delta + i\beta \tag{3.12}$$

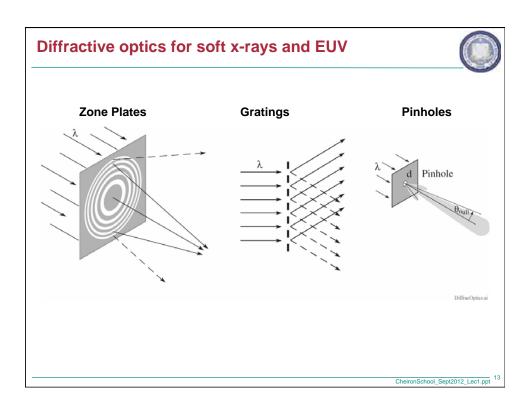
Ch03 RefracIndex

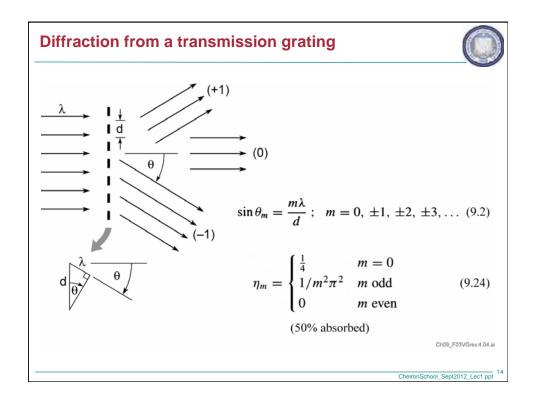
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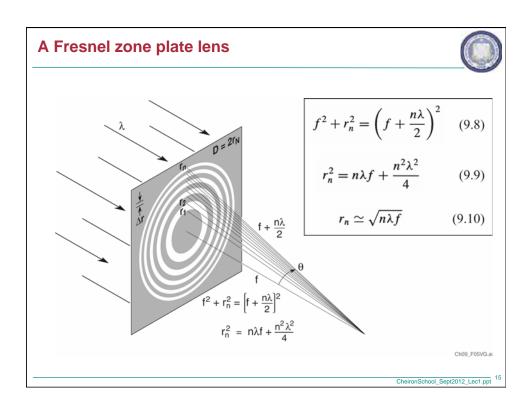


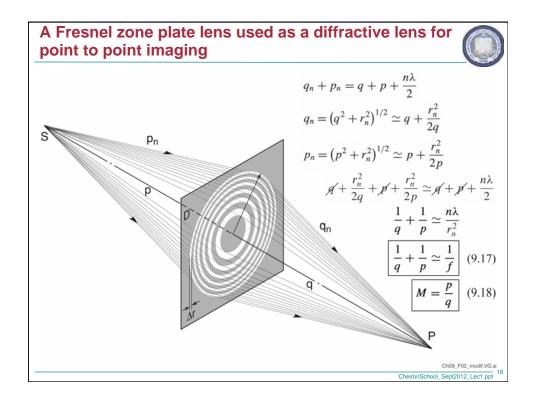


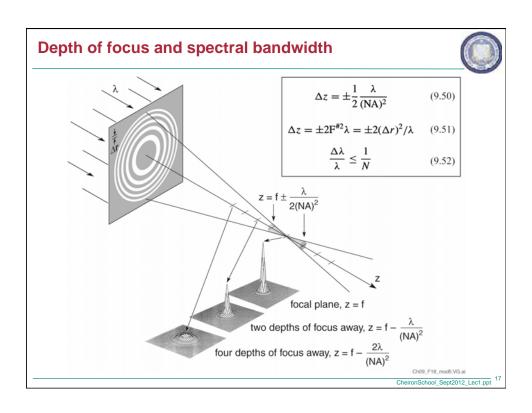


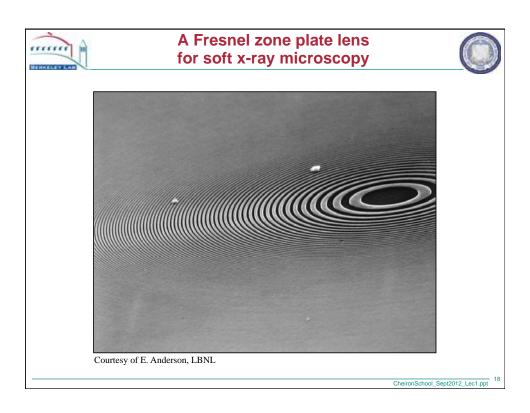


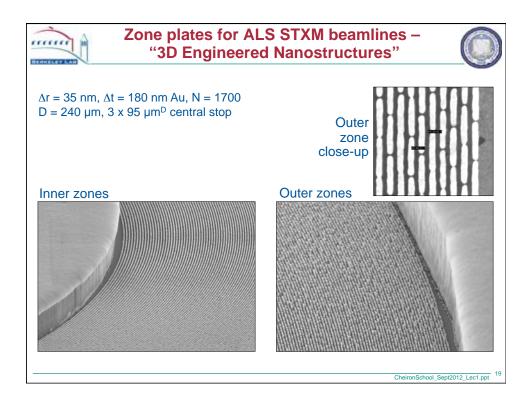


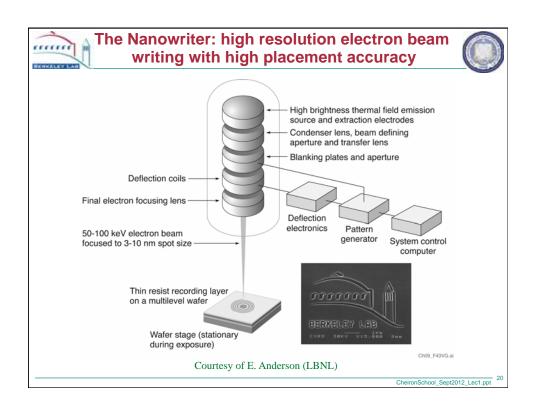


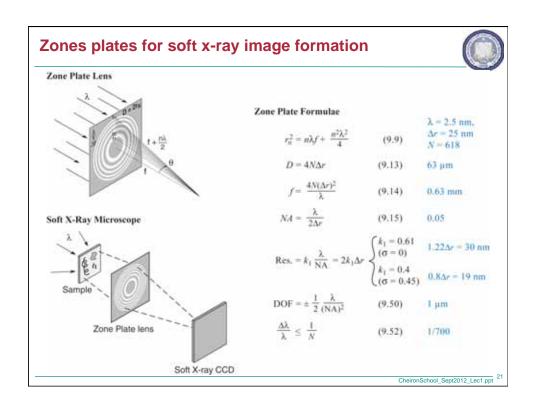


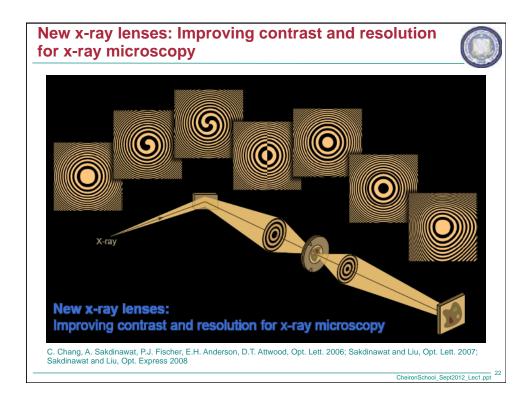


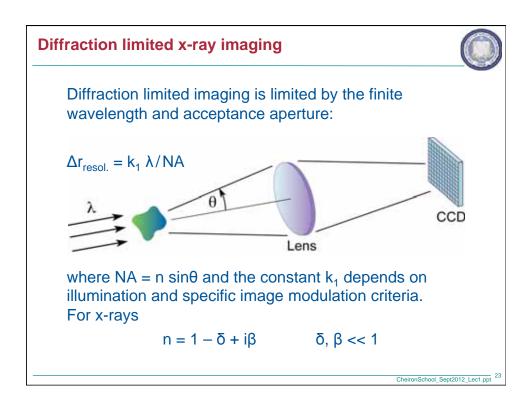


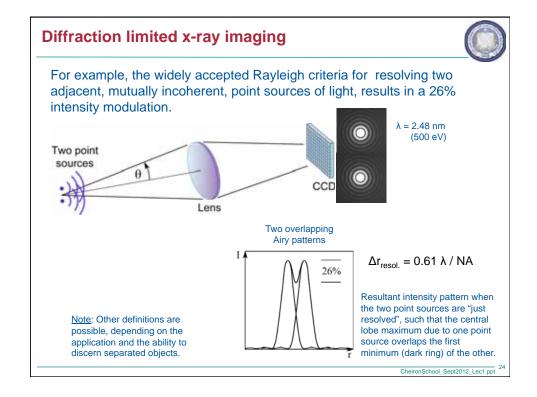


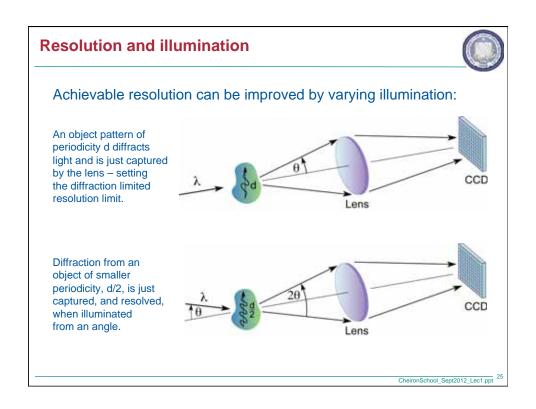


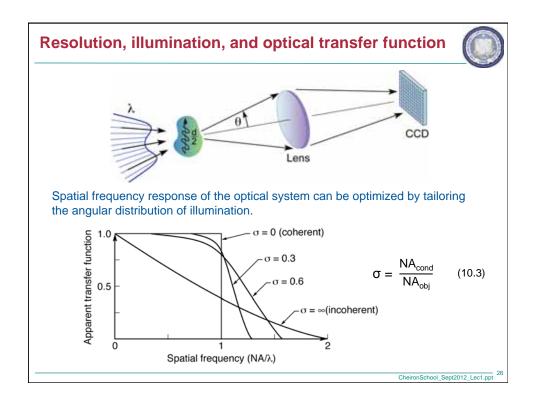




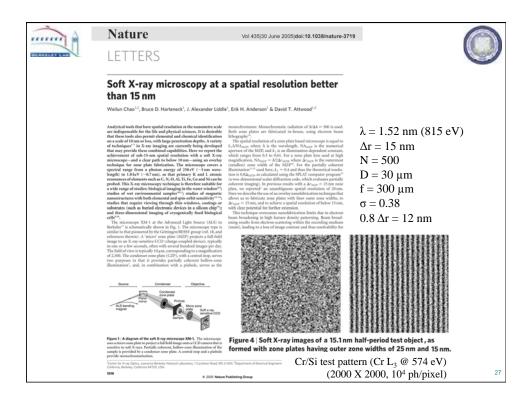








Professor David Attwood, UC Berkeley EUV and Soft X-Ray Optics

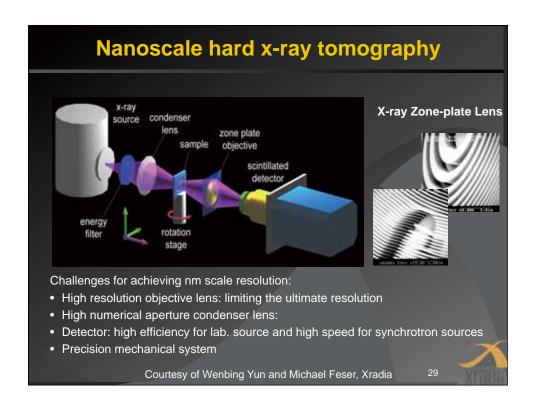


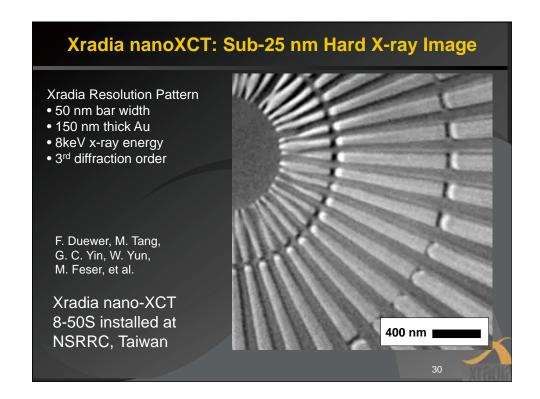
Hard x-ray zone plate microscopy



- Shorter wavelengths, potentially better spatial resolution and greater depth-of-field.
- Less absorption (β); phase shift (δ) dominates, higher efficiency.
- Thicker structures required (e.g., zones), higher aspect ratios pose nanofabrication challenges.
- Contrast of nanoscale samples minimal; will require good statistics, uniform background, dose mitigation.

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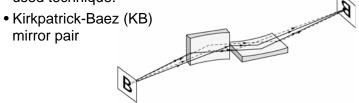




Hard x-ray imaging based on glancing incidence reflective optics



- Optics behave differently at these very short wavelengths (nanometers rather than 520 nm green light)
- The refractive index is less than unity, $n = 1 \delta + i\beta$
- Waves bend away form the normal at an interface
- Absorption is significant in all materials and at all wavelength.
- Because of absorption, refractive lenses do not work, prisms do not, windows need to be extremely thin (100 nm or less).
- Because light is bent away from the surface normal, it possible to have "total external reflection" at glancing incidence – a commonly used technique.



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