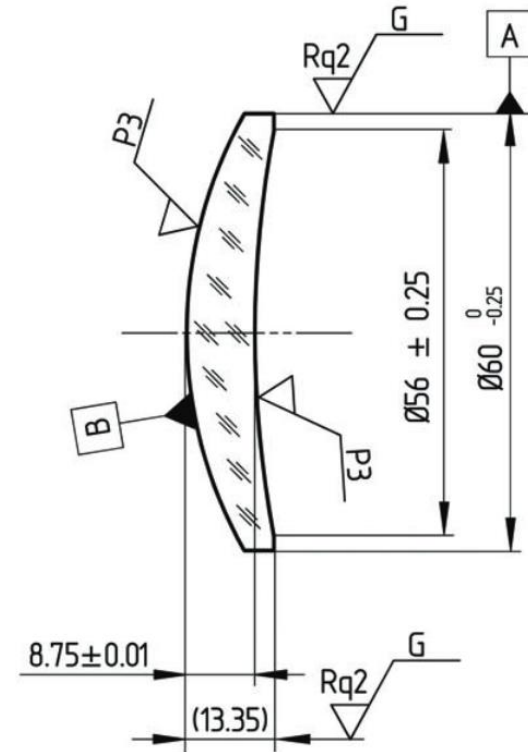




## Lecture 17 Tolerancing Analysis

**Ahmet Bingül**

Gaziantep University  
Department of Optical  
Engineering



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# Content

- 1. Introduction**
- 2. Tolerancing**
- 3. ISO 10110 Drawings**

For more details you can read the following reference book:  
Field Guide to Lens Design. J Bentley and C. Olson.

# What is Tolerancing?

- Nothing is perfect in the world!
- A real lens element fabricated is more or less different from the designed element in terms of
  - surface radius and surface smoothness,
  - central thickness,
  - parallelism between the two surfaces,
  - and glass index and Abbe number.
- In addition, an element will not be perfectly mounted; there is always a centering error, a position error and a tilting error.
- Because of all these errors, the performance of a real lens will be more or less lower than the design performance.
- Tolerance analysis is meant to set the maximum acceptable range for every error so that the lens can still perform to the specifications.
- *For more information see additional lecture notes on the webpage.*

# Optics Manufacturing Tolerances for Glass

Attribute	Commercial	Precision	High Precision
Glass Material ( $n_d, v_d$ )	$\pm 0.001, \pm 0.8\%$	$\pm 0.0005, \pm 0.5\%$	Melt Rebalanced & Controlled
Diameter (mm)	+0.000/-0.100	+0.000/-0.025	+0.000/-0.010
Center Thickness (mm)	$\pm 0.150$	$\pm 0.050$	$\pm 0.020$
Sag (mm)	$\pm 0.050$	$\pm 0.025$	$\pm 0.010$
Clear Aperture	80%	90%	90%
Radius (larger of two)	$\pm 0.2\%$ or 5 fr	$\pm 0.1\%$ or 3 fr	$\pm 0.025\%$ or 1 fr
Irregularity - Interferometer (waves, PV)	1	0.25	0.05
Irregularity - Profilometer (microns, PV)	$\pm 2$	$\pm 0.5$	N/A
Irregularity - CMM (microns, PV)	$\pm 5$	$\pm 1$	N/A
Wedge Lens (ETD, mm)	0.050	0.010	0.005
Scratch Dig (ISO 10110-7:2017)*	80-50	60-40	10-5
Surface Roughness ( $\text{\AA}$ RMS)	20	10	5
AR Coating ( $R_{Ave}$ )	$\text{MgF}_2$ R < 1.5%	V-coat R < 0.2%	Custom Design

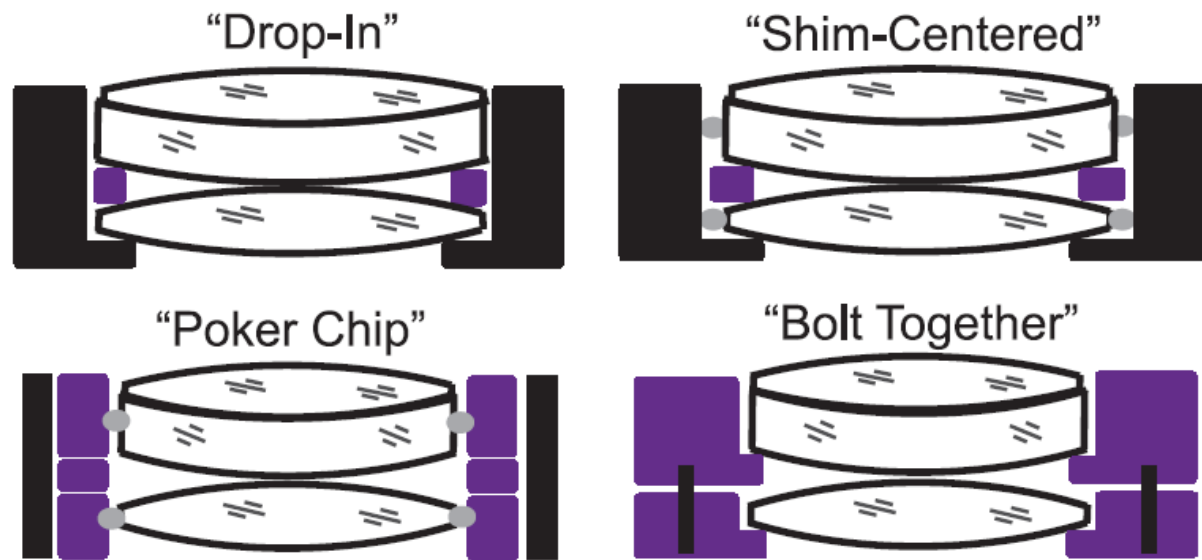
# Compensators

- Tolerances include both optical print values (e.g., radius of curvature, center thickness, index variation, wedge) and
- mechanical print and assembly values (e.g., tilt, decenter, axial spacing, subassembly alignment).

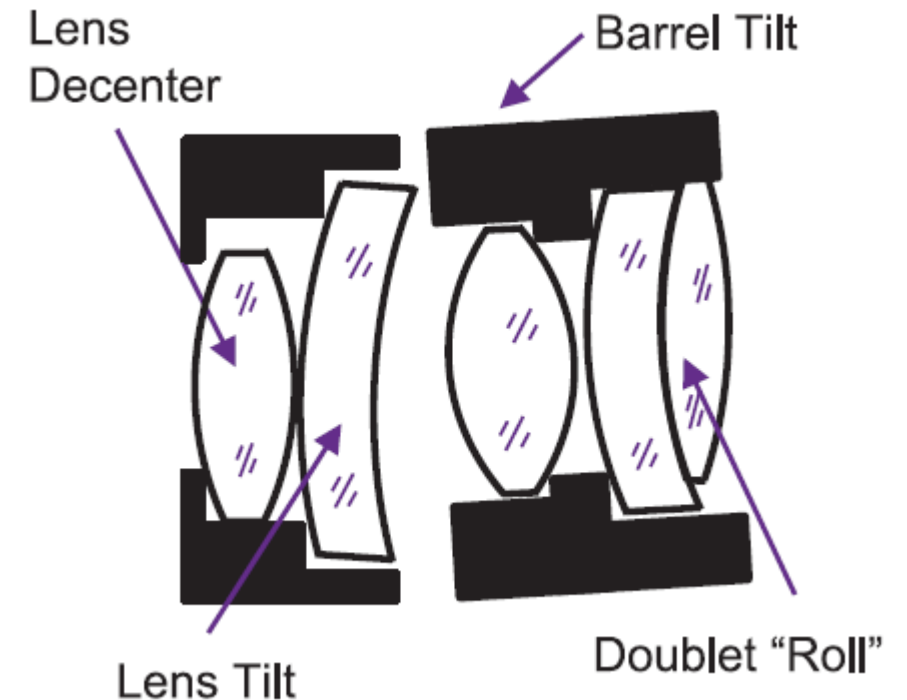
Compensators are parameters that can be adjusted during the lens build (e.g., focus, airspace changes, active element centering) to recover performance losses caused by other tolerances.

# Lens Assembly Methods and Tolerances

To properly tolerance a lens assembly, it is important to anticipate how the lens elements will be mounted and aligned.



Assembly tolerances (such as decenter, tilt, roll, and axial spacing) represent positioning errors of optical surfaces in a lens system.



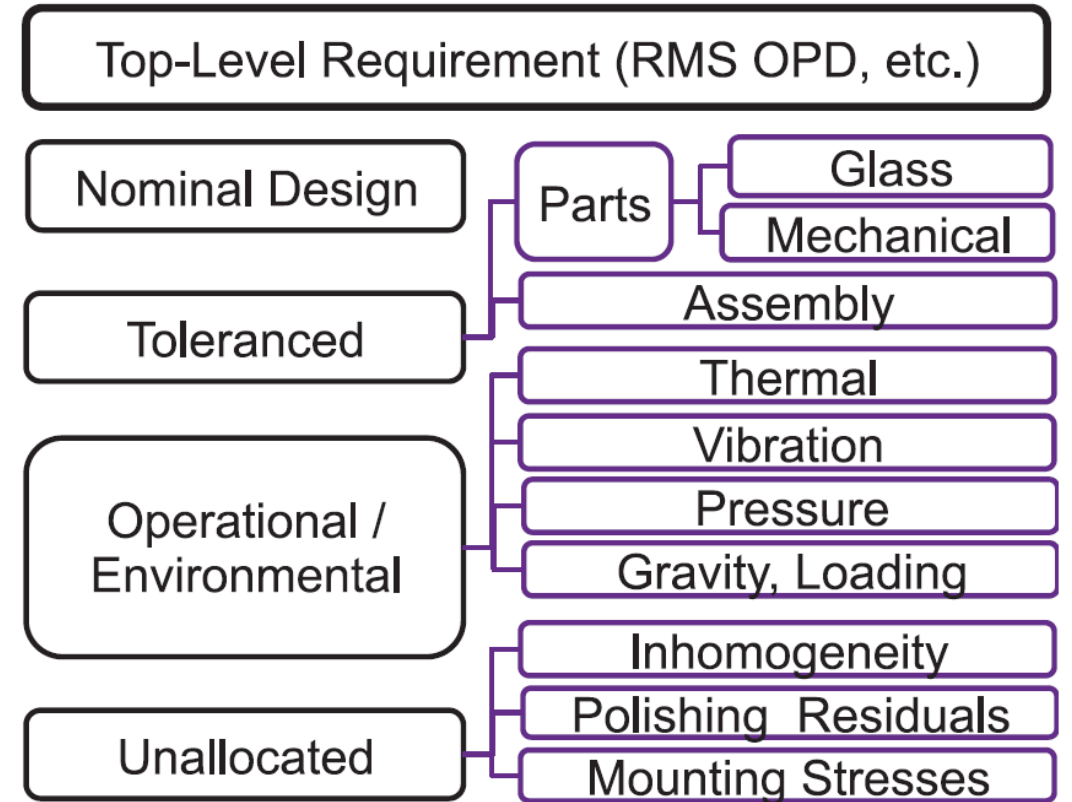
# Procedure for Tolerancing

1. Choose initial tolerance values for all parameters.
2. Define the performance metrics (e.g., MTF, RMS spot size, ... ) and the requirements.
3. Run a sensitivity analysis to determine the impact on performance from each tolerance, and identify sensitive and cost-driving tolerances.
4. Define compensators and their allowable ranges.
5. Run appropriate statistical analyses (e.g., Monte Carlo analysis) and evaluate the expected as-built performance and manufacturing yield.
6. Adjust tolerances and compensators until cost and performance goals are met, or a redesign is needed.

# Design Margins

Design margin is the difference between the required as-built performance and the nominal design performance.

In addition to tolerancing, the performance budget values are used for design targets.





# Tolerance Wizard

Tolerance Data Editor

Operand 1 Properties

Operand 1  
Tolerance Wizard

Tolerance Presets

Vendor: Edmund Optics Grade: Precision Select Preset

Surface Tolerances

<input checked="" type="checkbox"/> Radius	Fringes	3	<input checked="" type="checkbox"/> Tilt X	Degrees	0.0333
<input checked="" type="checkbox"/> Thickness	Millimeters:	0.05	<input checked="" type="checkbox"/> Tilt Y	Degrees	0.0333
<input type="checkbox"/> Decenter X	Millimeters:	0.2	<input checked="" type="checkbox"/> S + A Irregularity	Fringes:	0.5
<input type="checkbox"/> Decenter Y	Millimeters:	0.2	<input type="checkbox"/> Zernike Irregularity	Fringes:	0.2

Element Tolerances

<input type="checkbox"/> Decenter X	0.05
<input type="checkbox"/> Decenter Y	0.2
<input type="checkbox"/> Tilt X Degrees:	0.2
<input type="checkbox"/> Tilt Y Degrees:	0.2

Index Tolerances

<input checked="" type="checkbox"/> Index	0.0005
<input checked="" type="checkbox"/> Abbe %	0.8

Options

Start At Row:	1
Test Wavelength	0.633
Start At Surface:	1
Stop At Surface:	2
<input checked="" type="checkbox"/> Use Focus Compensation	

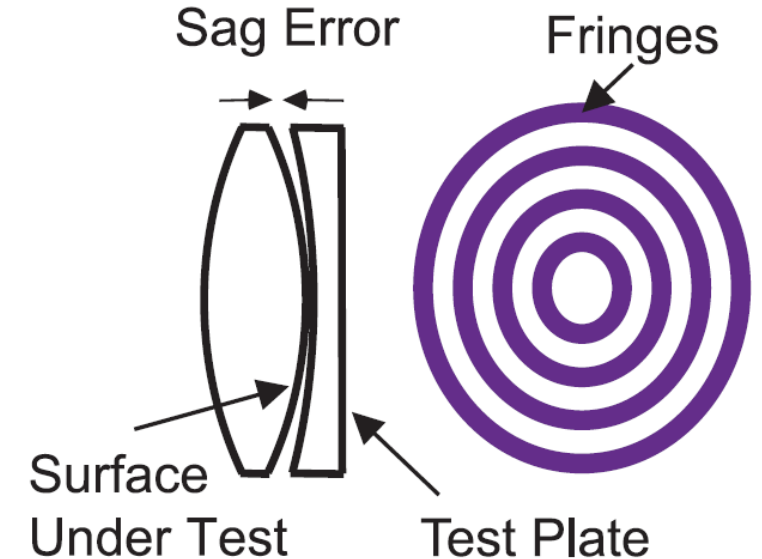
OK Apply Save Load Reset

# Surface Tolerances

## Radius

We can select either tolerance with unit Millimeters, Fringes or Percent.

$$\text{Fringe} = \frac{\Delta sag}{\lambda/2} = \frac{1}{8(\lambda/2)} \frac{D^2}{R} \frac{\Delta R}{R}$$

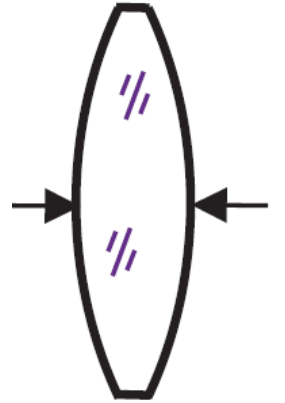


*Radius tolerances refer to the change in vertex curvature of a surface and are specified differently depending on how the lens is to be measured. One can measure Radius of Curvature (ROC) directly using **spherometer**, **profilometer**, or **distance measuring interferometer**. Other designs use **test plate** fringes indirectly measure ROC.*

## Thickness.

A center thickness (ct) tolerance specifies the allowable error in the vertex thickness of an element ( $\pm 0.05$  mm tolerance is common).

*Lenses with diameter-to-ct ratio 10:1 to 5:1 are cheap and easy to fabricate. But, thin lenses with diameter-to-ct ratios greater than about 15:1 typically require special handling during fabrication, increasing their manufacturing cost.*

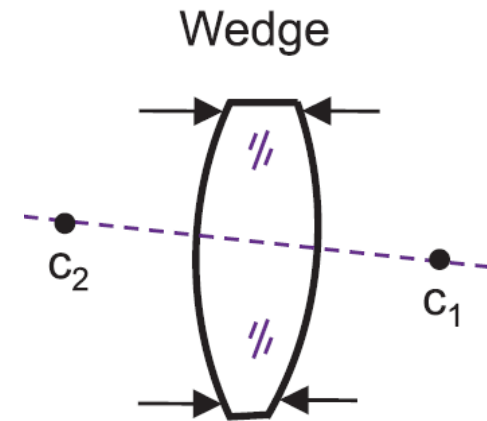


## Decenter X and Decenter Y

The lens surface decenter is equivalent to the surface tilt (wedge).

Use either tilt or decenter.

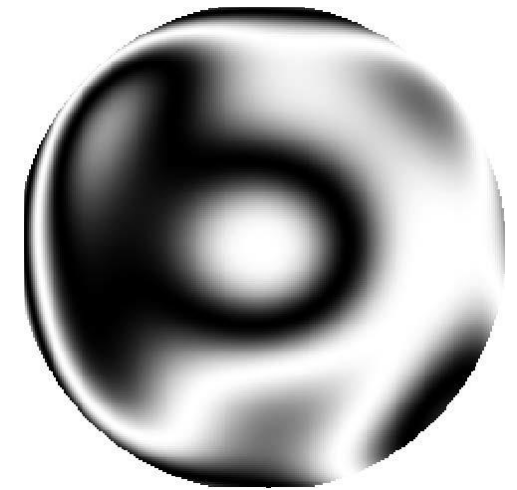
*Surface decenter is more difficult to measure than surface tilt.*



## **S + A Irregularity.**

Irregularity refers to any measured deviation of an optical surface from its intended shape. 0.5 wave = 1 fringe (peak-to-valley) is common for lens surface irregularity.

*During a standard polishing process, irregularity is monitored with a test plate by assessing the number of fringes and/or their irregularity*



## **Zernike Irregularity.**

More-complex tolerance models use a combination of Zernike polynomials.

*It's redundant if you selected S + A Irregularity.*

# Element and Index Tolerances

**Decenter X and Decenter Y and Tilt X and Tilt Y.**

The decenter and tilt of lens mounting are two different issues.

We need to specify both the tolerances. Mounting tolerance of the lens can vary highly, based on lens housing the structure and the mounting technique used.

**Index** tolerance of 0.001 is typical

**Abbe** number tolerance of 1% is typical.

# Options

**Start at Row.** Select 1 if there is no other content in the Tolerance Data Editor box.

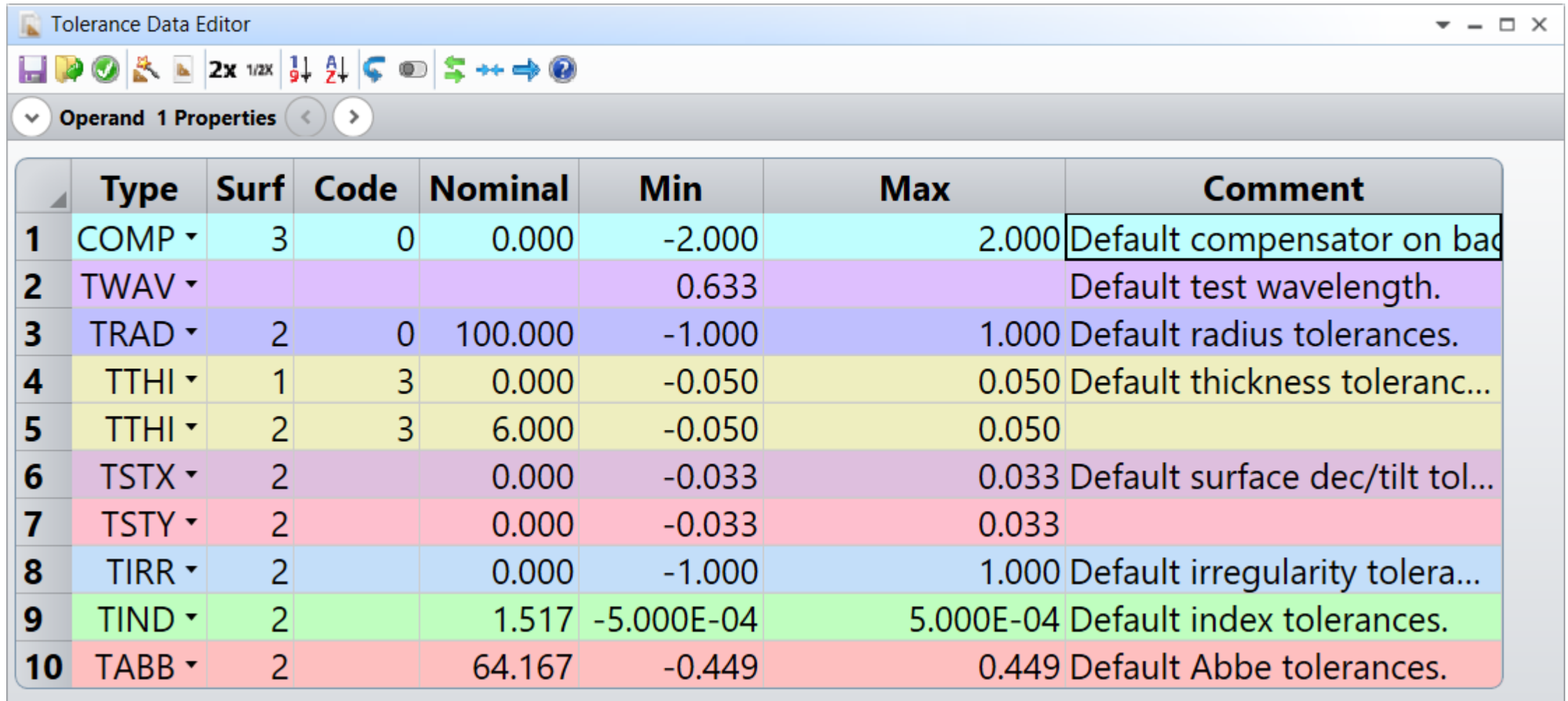
**Test Wavelength.** He–Ne laser is commonly used to test lenses, and the wavelength is 0.6328  $\mu\text{m}$ .

**Start At Surface** and **Stop At Surface.** Select the range of surface in the Lens Data Editor box to perform the tolerance analysis. If nothing special is going on, the range should cover all the elements.

We should check the **Use Focus Compensation** box so that Zemax will move the image plane back and forth during the tolerance analysis process for the best focusing.

# Tolerance Data Editor (TDE) in Zemax

If you click on OK button in Wizard you may see operands in TDE as follows:

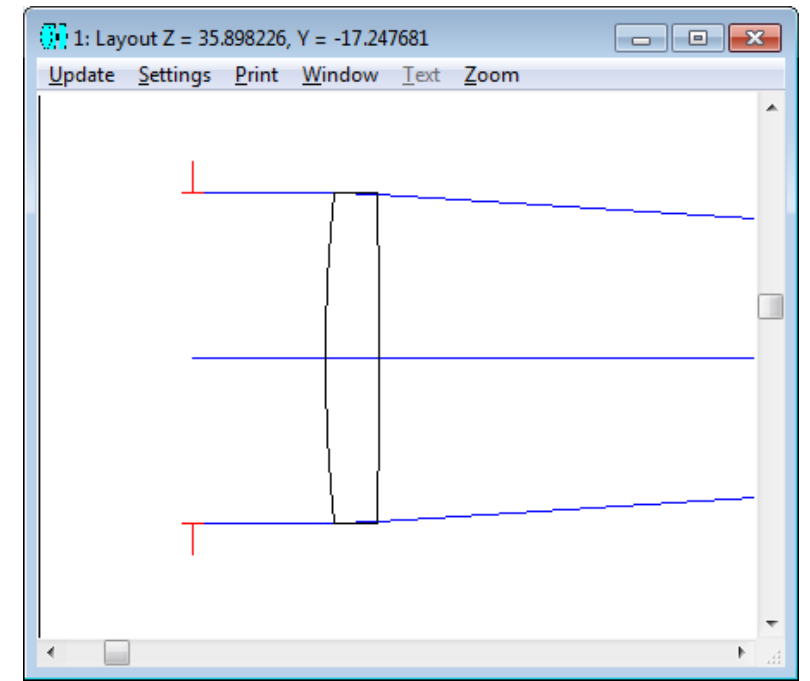


	Type	Surf	Code	Nominal	Min	Max	Comment
1	COMP ▾	3	0	0.000	-2.000	2.000	Default compensator on back
2	TWAV ▾				0.633		Default test wavelength.
3	TRAD ▾	2	0	100.000	-1.000	1.000	Default radius tolerances.
4	TTHI ▾	1	3	0.000	-0.050	0.050	Default thickness toleranc...
5	TTHI ▾	2	3	6.000	-0.050	0.050	
6	TSTX ▾	2		0.000	-0.033	0.033	Default surface dec/tilt tol...
7	TSTY ▾	2		0.000	-0.033	0.033	
8	TIRR ▾	2		0.000	-1.000	1.000	Default irregularity tolera...
9	TIND ▾	2		1.517	-5.000E-04	5.000E-04	Default index tolerances.
10	TABB ▾	2		64.167	-0.449	0.449	Default Abbe tolerances.

# Example 1

## Singlet Designing and Tolerancing

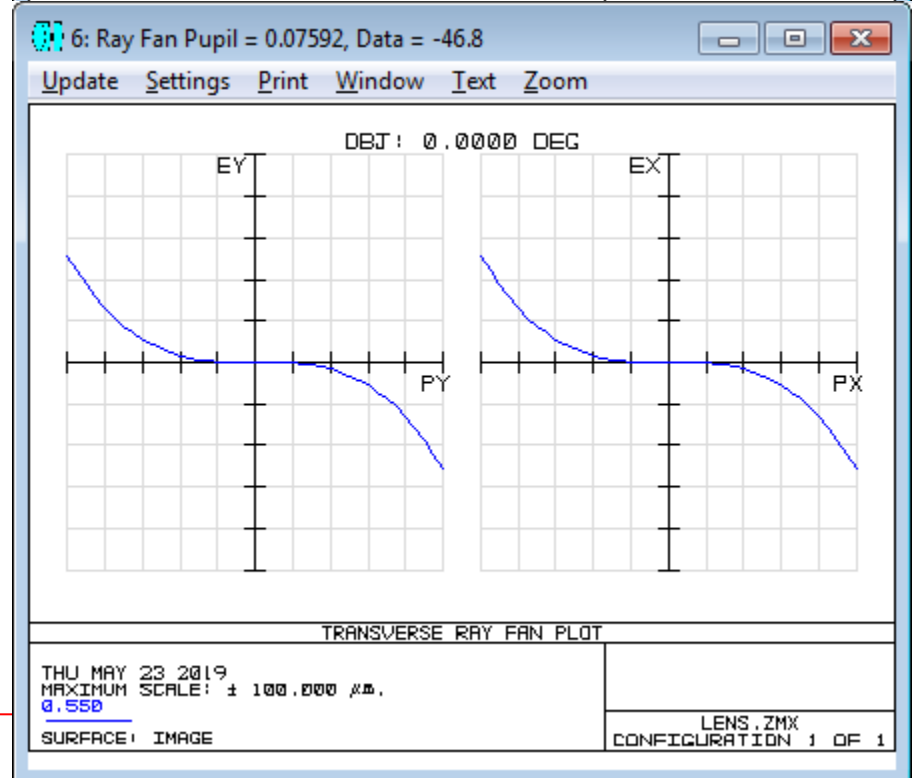
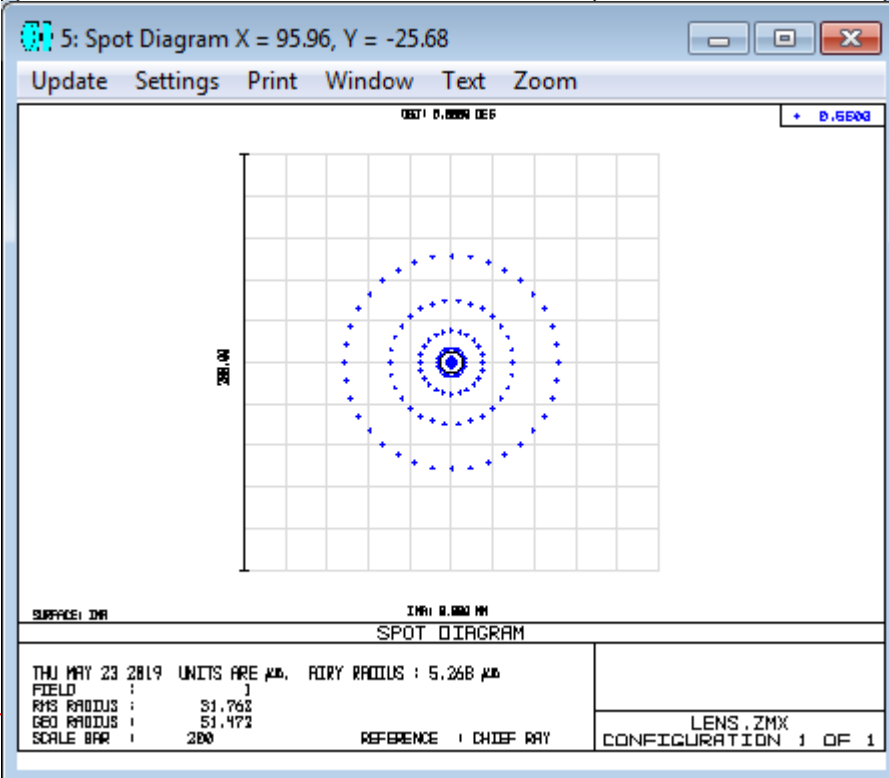
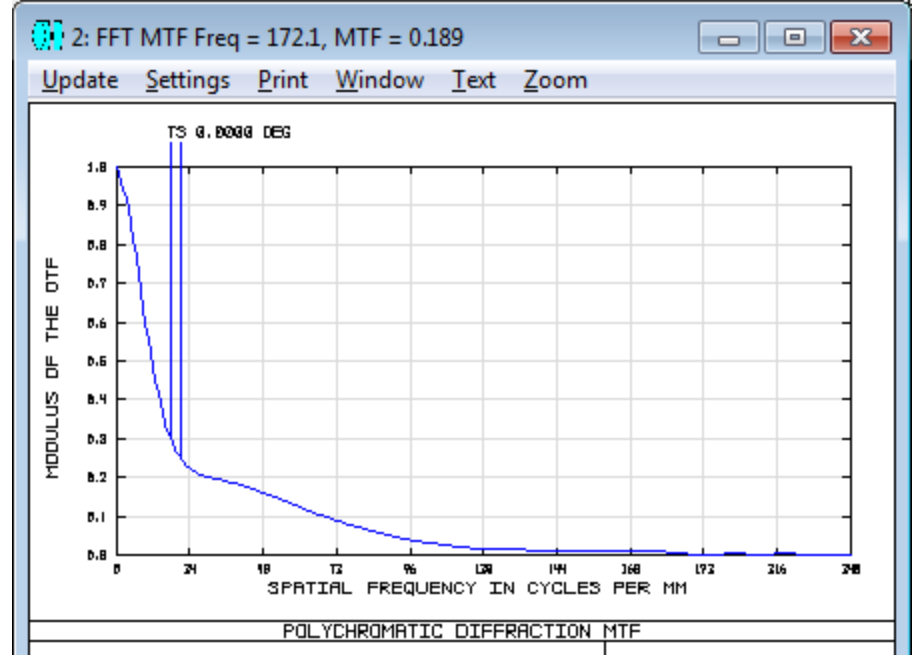
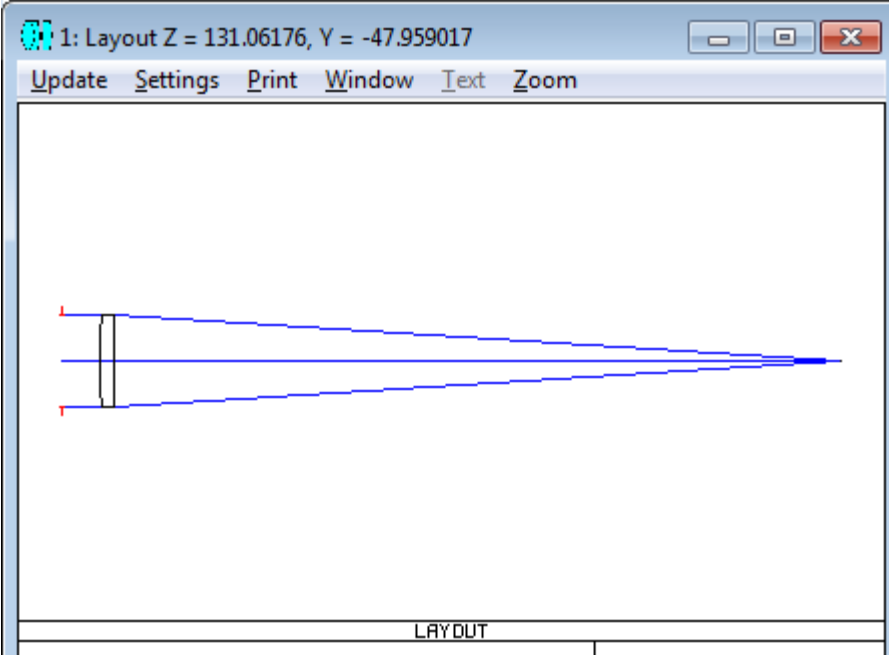
- Glass = N-BK7
- $ct = 4 \text{ mm}$
- $EnP = 25 \text{ mm}$
- $EFFL = +200 \text{ mm}$
- Object is at infinity
- Radius of curvatures:  
 $R_1 = +117.960 \text{ mm}$   
 $R_2 = -753.890 \text{ mm}$
- Image plane is placed a position where we get the smallest RMS spot radius



Surface	Surface Type	Commer	Radius	Thickness	Material	Co	Clear Semi-Di	Chi
0	OBJECT	Standard	Infinity	Infinity			0.000	0.000
1	STOP	Standard	Infinity	10.000			12.500 U	0.000
2	(aper)	Standard	117.960	4.000	N-BK7		12.500 U	0.000
3	(aper)	Standard	-753.890	195.509			12.383 U	0.000
4	IMAGE	Standard	Infinity	-			0.017	0.000

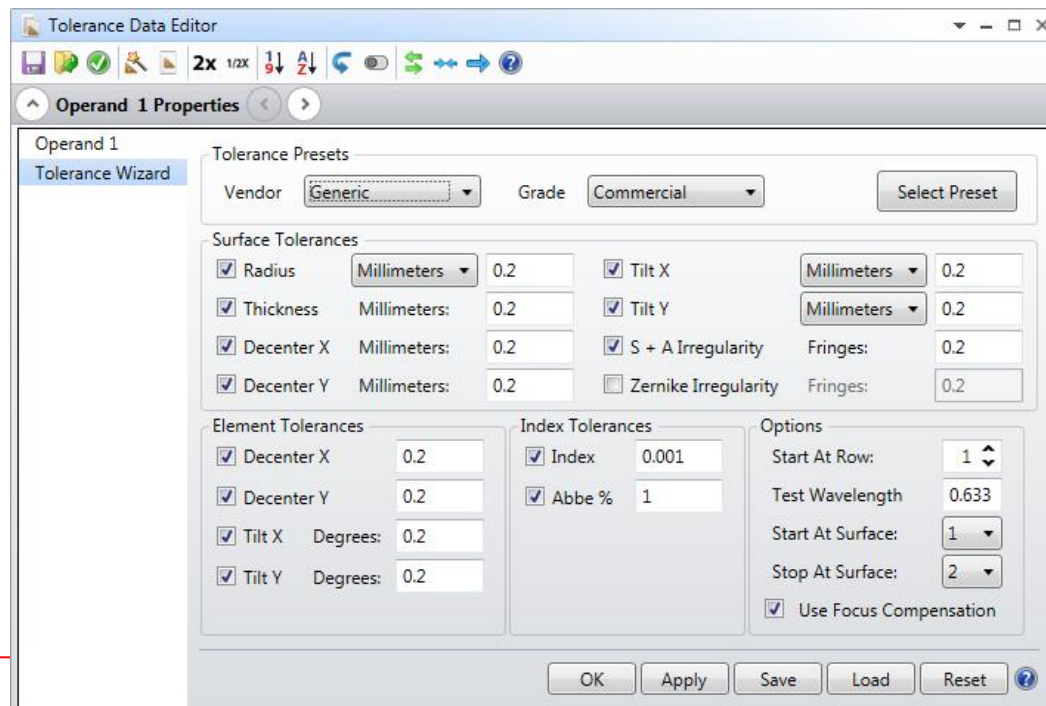
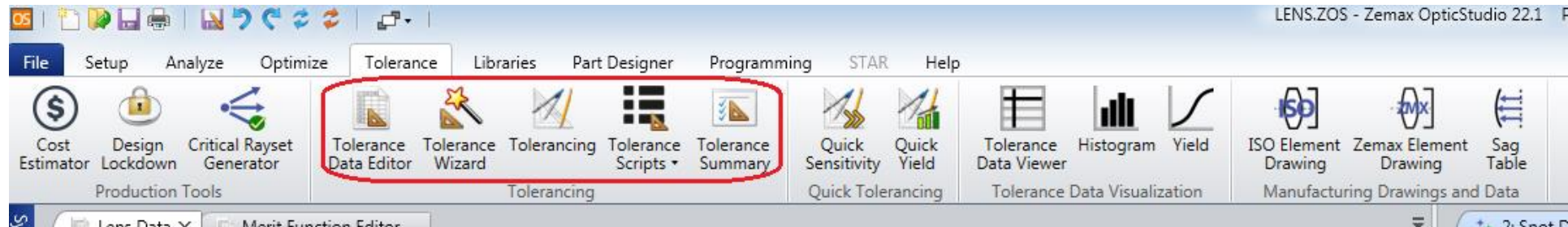


# Exam



# Procedure for Tolerancing in Zemax

1. Go to **Tolerance** Tab
2. Click on **Tolerance Wizard**
3. Click on **Tolerancing**



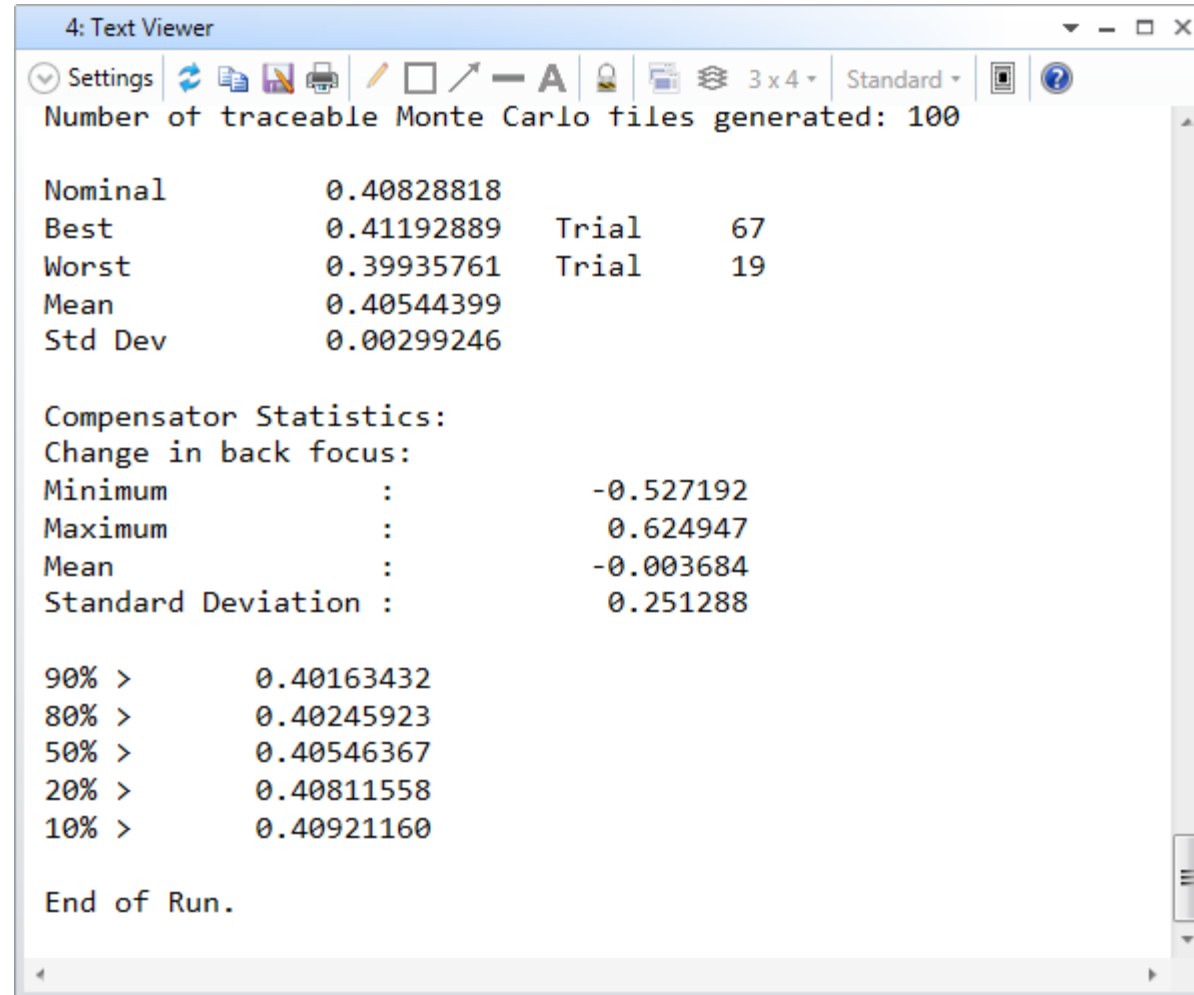
# Tolerance Settings

The image displays four screenshots of the Tolerancing dialog box, arranged in a 2x2 grid. Each screenshot shows a different tab selected in the left-hand pane.

- Top-Left Screenshot (Set-Up tab):** Shows the 'Set-Up' tab selected. The 'Mode' is set to 'Sensitivity', 'Polynomial' is 'None', 'Cache' is 'Recompute All', 'Change' is 'Linear Difference', and '# of Cores' is '4'. There are checkboxes for 'Force Ray Aiming On' (checked) and 'Separate Fields/Configs' (unchecked). Buttons at the bottom include 'Save', 'Load', 'Reset', 'OK', 'Cancel', and 'Apply'.
- Top-Right Screenshot (Criterion tab):** Shows the 'Criterion' tab selected. 'Criterion' is 'Geom. MTF Avg' with a value of '50' and a 'Check' button. 'Sampling' is '20', 'MTF Frequency' is '30', 'Comp' is 'Paraxial Focus', 'Configuration' is '1/1', 'Fields' is 'User Defined', and 'Cycles' is 'Automatic'. A 'Script' field contains 'oduz2.tsc' with 'Edit' and 'New' buttons. Buttons at the bottom include 'Save', 'Load', 'Reset', 'OK', 'Cancel', and 'Apply'.
- Bottom-Left Screenshot (Monte Carlo tab):** Shows the 'Monte Carlo' tab selected. '# Monte Carlo Runs' is '100', 'Statistics' is 'Normal', '# Monte Carlo Save' is '0', and 'File Prefix' is empty. There are checkboxes for 'Save Best and Worst Monte Carlo Files' and 'Overlay Monte Carlo Graphics'. Buttons at the bottom include 'Save', 'Load', 'Reset', 'OK', 'Cancel', and 'Apply'.
- Bottom-Right Screenshot (Display tab):** Shows the 'Display' tab selected. There are checkboxes for 'Show Descriptions', 'Show Compensators', and 'Hide All But Worst'. 'Show Worst' is set to '10' and 'Output To File' is empty. Buttons at the bottom include 'Save', 'Load', 'Reset', 'OK', 'Cancel', and 'Apply'.

If you click OK.

You will see a report of 100 MC simulations



The screenshot shows a '4: Text Viewer' window with a standard toolbar. The text content is as follows:

```
Number of traceable Monte Carlo files generated: 100

Nominal      0.40828818
Best         0.41192889   Trial    67
Worst       0.39935761   Trial    19
Mean        0.40544399
Std Dev     0.00299246

Compensator Statistics:
Change in back focus:
Minimum      :          -0.527192
Maximum      :           0.624947
Mean         :          -0.003684
Standard Deviation :       0.251288

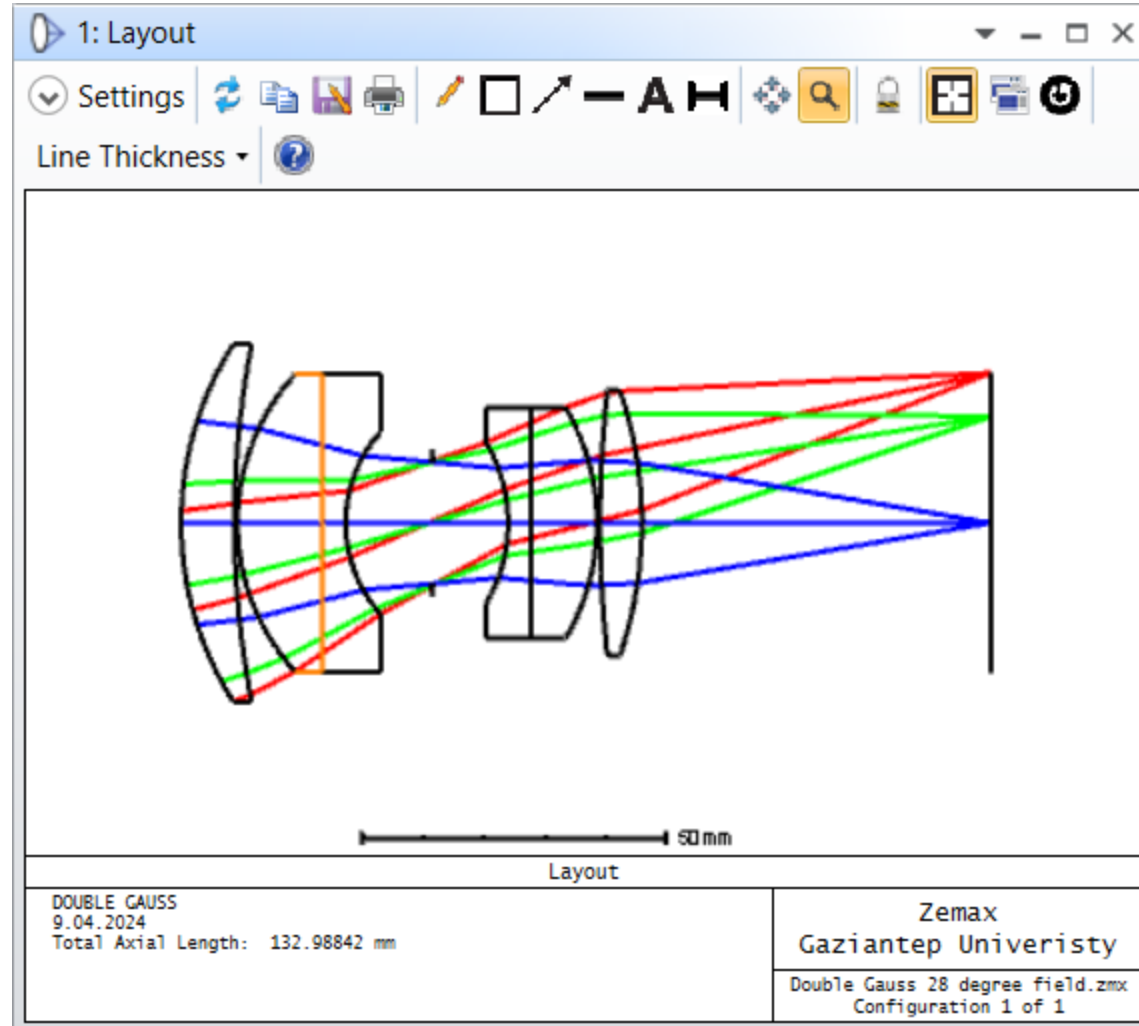
90% >       0.40163432
80% >       0.40245923
50% >       0.40546367
20% >       0.40811558
10% >       0.40921160

End of Run.
```

# Example 2

Perform tolerancing analysis of objective at:

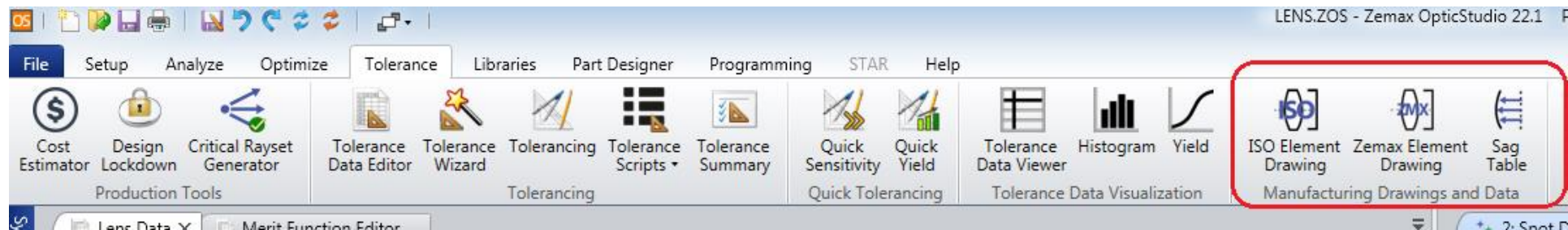
C:\<Zemax>\Samples\Sequential\Objectives\Double Gauss 28 degree field



# ISO 10110 Drawings

The ISO 10110 standard is an optical drawing standard used to explicitly describe an optical part based on the principle of geometric dimensioning and tolerancing.

In Zemax, **ISO Element Drawing** can be opened from **Tolerance Tab**.



# Structure of the ISO 10110 standard

Part	Title	Indication
ISO 10110-1	General	N/A
ISO 10110-2	Material imperfections – stress birefringence	0/
ISO 10110-3	Material imperfections – bubbles and inclusions	1/
ISO 10110-4	Material imperfections – inhomogeneity and striae	2/
ISO 10110-5	Surface form tolerances	3/
ISO 10110-6	Centering tolerances	4/
ISO 10110-7	Surface imperfection tolerances	5/ and 15/
ISO 10110-8	Surface texture	$\sqrt{\quad}$
ISO 10110-9	Surface treatment and coating	$\textcircled{\lambda}$
ISO 10110-10	Table representing data of a lens element	N/A
ISO 10110-11	Nontolerance data	N/A
ISO 10110-12	Aspheric surfaces	N/A
ISO 10110-17	Laser irradiation damage threshold	6/

# ISO 10110 standard

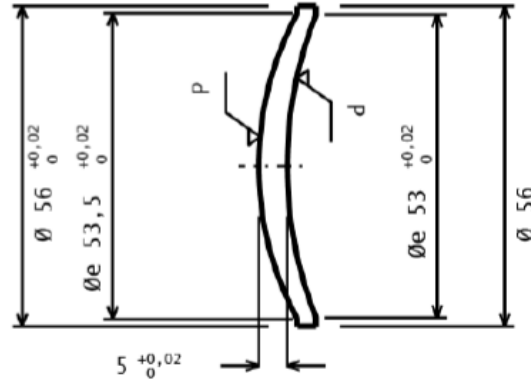
Examples of low-quality, typical, and high-quality ISO 10110 indications

Parameter	Indication	Low quality	Typical	High quality
Stress birefringence	0/A	20 nm/cm	10 nm/cm	4 nm/cm
Bubbles/Inclusions	1/N×A	1/10×0.3	1/4×0.1	1/2×0.075
Inhomogeneity/Striae	2/A;B	2/1;2	2/3;3	2/5;5
Surface irregularity (for spherical surfaces)	3/A(B)	3/-(2) (radius tolerance is a dimension)	3/3(0.5)	3/1(0.2)
Centering tolerances (wedge, arc minutes)	4/σ	4/5'	4/2'	4/0.6'
Surface imperfection (scratch and dig per MIL-PRF-13830 in the USA)	5/N×A; 5/LN'' ×A''; 5/EA'''	5/5×0.5; 5/L1×0.008; 5/E1.0 (80–50 in the USA)	5/5×0.4; 5/L1×0.006; 5/E0.5 (60–40 in the USA)	5/5×0.05; 5/L1×0.001; 5/E0.5 (10–5 in the USA)
Laser irradiation damage threshold	6/H <sub>TH</sub> ; λ; pdg	6/10; 1064; 2 (group 2 per ISO 11254-1)	6/20; 1064; 2 (group 2 per ISO 11254-1)	6/40; 1064; 2 (group 2 per ISO 11254-1)

See ISO-GUDE shown in course web page!

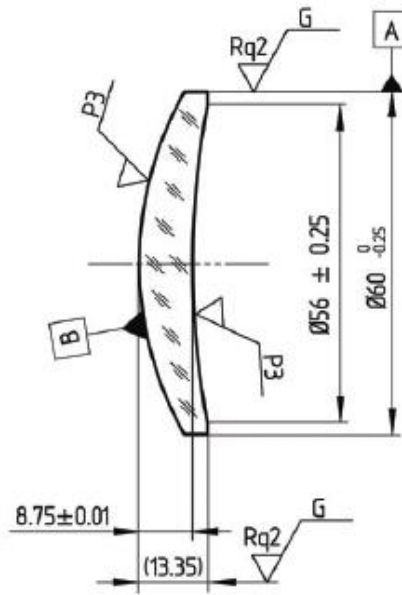


# Example Lens Drawing in Zemax OpticStudio




Dimensions in Millimeters

Left Surface		Material	Right Surface	
R 56,1272 $\begin{smallmatrix} +0,001 \\ 0 \end{smallmatrix}$ CX		GLASS: GERMANIUM N(8 $\mu$ m) = 4,006687 $\begin{smallmatrix} +0,001 \\ +0,001 \end{smallmatrix}$ V - 0/ 10 1/ 1x0,025 2/ 3;2	R 71,7485 $\begin{smallmatrix} +0,001 \\ 0 \end{smallmatrix}$ CC	
$\text{Øe } 53,5 \begin{smallmatrix} +0,02 \\ 0 \end{smallmatrix}$			$\text{Øe } 53 \begin{smallmatrix} +0,02 \\ 0 \end{smallmatrix}$	
Ⓢ AR+DLC			Ⓢ	
3/ - RMSi < 0,5000			3/ -(-/()) RMSi < 0,5000	
4/ -			4/ -	
5/ 3x0,63;C2x1,6;L2x0,01;E0,1			5/ 3x0,63;C2x1,6;L2x0,01;E0,1	
6/ -		6/ -		
ISO Element Drawing Indications According to ISO 10110				
DATE 17.02.2020	SCALE 0,7600:1	DRAWN FERHAT BÖLÜKBAŞ	APPRV	<b>69.12 mm LWIR OBJECTIVE</b>
PROJECT/TITLE 69mmOBJ				
PART/DRAWING L1		REVISION 1.1	LWIR_69mm-DES_VER_18h1_Ge_Ge_ZnS_Fina1_05_S0N++Ready_For_Tolerancing - Kopya1.ZMX <b>Configuration 4 of 8</b>	



Left surface		Material specification	Right surface	
R	55.1±0.1	SchoTT SK2	R	52.5±0.03
Ø <sub>e</sub>	56 <sup>+0.025</sup> <sub>0</sub>		Ø <sub>e</sub>	52 <sup>+0.025</sup> <sub>0</sub>
Prot. chamfer 0.1-0.3		n <sub>d</sub>	Prot. chamfer 0.1-0.3	
λ	AR @0.5876 µm BBAR AVG T>98%	v <sub>d</sub>	λ	AR @0.5876 µm BBAR AVG T>98%
3/	3 (0.5)	0/	3/	3 (0.5)
4/	2'	1/	4/	2'
5/	5 x 0.4; L1 x 0.006; E0.5	2/	5/	5 x 0.4; L1 x 0.006; E0.5
6/	20 J/cm <sup>2</sup> ; 1064 nm; 2 ns		6/	20 J/cm <sup>2</sup> ; 1064 nm; 2 ns

Responsible dept. Optical Systems Engineering	Technical reference Jason Lane	Created by Michael Pfeffer	Approved by Thomas Spagele	Indications according to ISO 10110
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 Hochschule Ravensburg-Weingarten University of Applied Sciences	Document type ISO 10110 Tutorial example	Document status Released		
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	Rev. A	Date of issue. 2012-09-24	Lang. en	Sheet 1/1