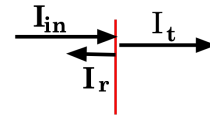


## Absorbance of a Solid Measured on the Integrating Sphere

A simple solid has two interfaces (air/solid and solid/air) and the absorbance of the material. At each interface an incoming ray,  $I_{in}$  produces a reflected ray,  $I_r$ , and a transmitted ray,  $I_t$ .



$$I_{in} = I_r + I_t \text{ or } 1 = \frac{I_r}{I_{in}} + \frac{I_t}{I_{in}} = r + t$$

$$\boxed{1 - t = r}, \quad (1)$$

where  $r$  and  $t$  are the reflectance and transmittance. For the solid part some of the light is absorbed in the solid and the rest transmitted. If  $I_{in}$  is the incoming ray's intensity that enters the solid (after any reflection at the interface) and  $I_t$  is the transmitted ray's intensity before interface reflection and  $I_A$  is the intensity absorbed by the solid.



$$I_{in} = I_A + I_t \text{ or } 1 = a_s + t_s$$

where  $a_s$  is absorbance, i.e.  $a_s = I_{in}/I_t$ . For the complete sample we measure the intensity of the transmitted beam or the transmittance,  $T$

$$T = t_1 \times t_s \times t_2 \quad (2)$$

where the subscripts 1 and 2 indicate the front and back air/sample and sample/air interfaces. Thus

$$\boxed{t_s = \frac{T}{t_1 t_2}} \quad (3)$$

where  $T$  transmittance that the integrating sphere measures. If the sample is mounted on the exit port you can measure  $r_1$  and then if you rotate the sample  $180^\circ$  you can measure  $r_2$ , which are related to  $t_1$  and  $t_2$  by eq 1. Since the transmittance of the sample is related to the extinction coefficient,  $\epsilon$ , or the attenuation length,  $\alpha$ ,

$$A = -\log(t_s) = \epsilon[c]l \quad \text{and} \quad \alpha l = -\ln(t_s) \quad (5)$$

where  $l$  is the length of the sample.

Notes:

- 1) When measuring the reflectance of one interface the second interface must not contribute to the measured reflectance.
- 2) The reflectance is normally independent of whether you are going from air to solid or solid to air.
- 3) For a flat surface normal to the surface the reflectance at a particular wavelength is given by  $r = (n_1 - n_2)^2 / (n_1 + n_2)^2$  where  $n$  is the refractive index at the wavelength.

Material	Refractive index	Wavelength range	Reflectance Air/material	Reflectance Water/material
Air	1.00	all	–	0.02
Water	1.33	Visible to NIR	0.02	–
Silicon	3.96	Visible	0.36	0.25
Quartz	1.46	UV-visible	0.035	0.002
Glass	1.5	Visible	0.04	0.004
TiO <sub>2</sub>	2.50	Visible	0.18	0.09

Note that transmittances are multiplicative so while the air/silicon interface reflects 36% of visible light an Si wafer in a water cell only reflects about 26%  $((1-0.04)*(1-0.004)*(10.25))$  of the light.