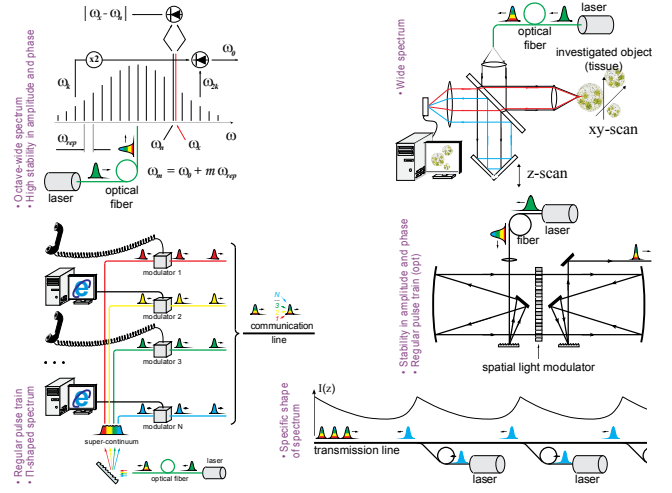


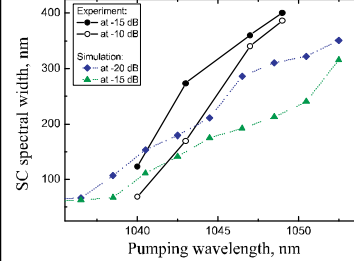
Introduction

Different applications pose different and often opposite requirements to super-continuum properties

Super-continuum generators with controlled parameters are required

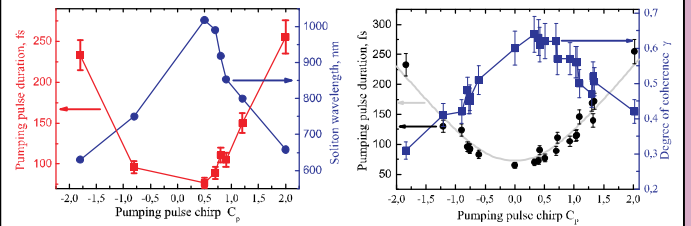


Wavelength dependence



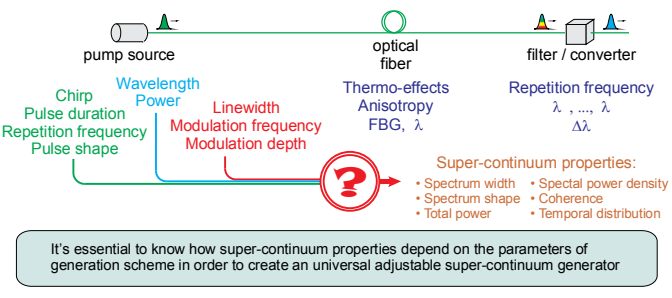
Tuning of pump wavelength in the vicinity of ZDW of the fiber can affect significantly form and width of super-continuum spectrum and consequently the level of its spectral power density

Pulse chirp dependence



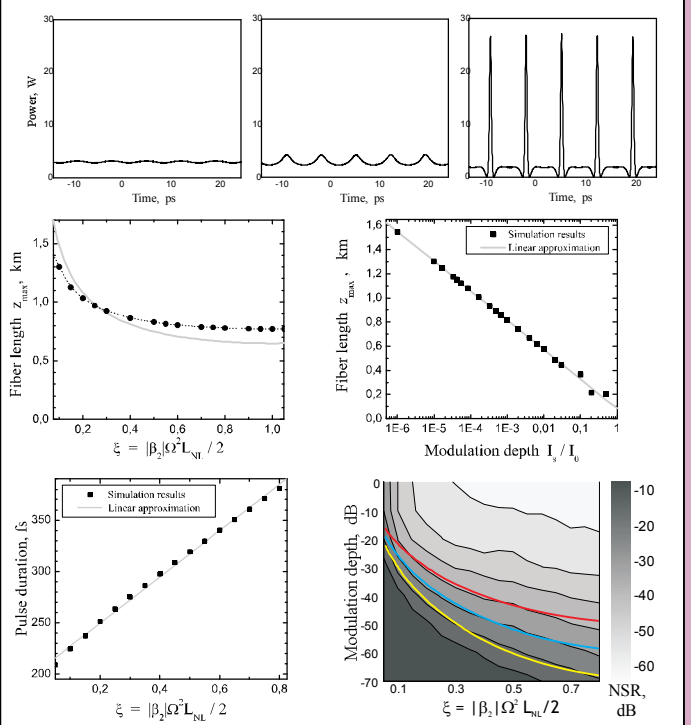
Both maximum spectral width and maximum pulse-to-pulse coherence are reached at near-zero chirp of pumping pulses

Generator scheme



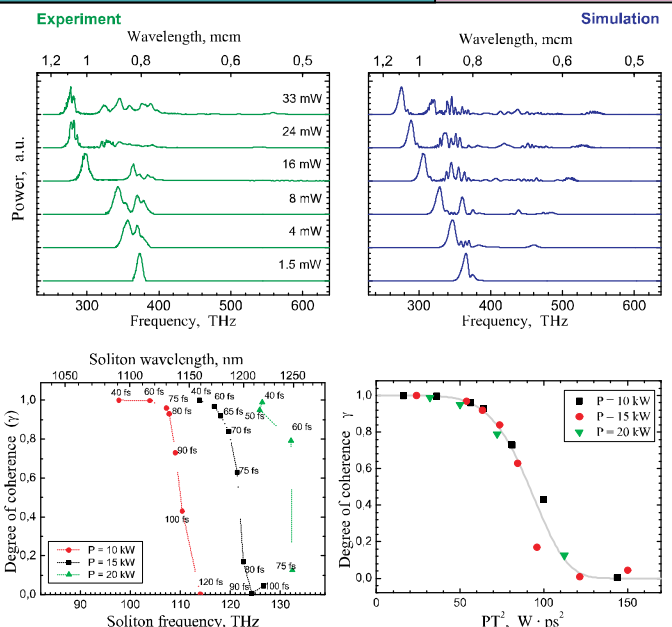
It's essential to know how super-continuum properties depend on the parameters of generation scheme in order to create an universal adjustable super-continuum generator

Modulated CW pumping



Using amplitude modulation of CW pumping it is possible to generate a regular train of ultra-short pulses with repetition frequency equal to the frequency of initial modulation. Varying pump power and initial modulation depth one can adjust duration of generated pulses.

Power & pulse duration dependence



- Increase of pump power results in broadening and smoothing of SC spectrum, increase of exit power and deterioration of pulse-to-pulse coherence
- Increase of pump pulse duration leads to reduction of spectral width, lowering of pulse-to-pulse coherence and smoothing the spectrum

Summary

In this work we have analyzed for the first time a whole set of methods that allow control of super-continuum parameters. In particular we have shown that (i) super-continuum spectral power density can be controlled by means of variation in repetition rate of pumping pulses as well as of pumping wavelength; (ii) one can increase super-continuum coherence by choosing optimal chirp of pumping pulses; (iii) it's possible to control repetition rate and duration of pulses generated with the help of dual-wavelength pumping by means of adjusting input power and frequency difference.