

The combination of the BVP<sub>in situ</sub> and the spherocylindrical over-refraction with this lens (OR) will be equal to the patient's ocular refraction (Oc Rx).

$$\text{BVP}_{\text{in situ}} + \text{OR} = \text{Oc Rx} \quad \text{alternatively} \quad \text{BVP}_{\text{in situ}} = \text{Oc Rx} - \text{OR}$$

Given the over-refraction with the lens and the patient's ocular refraction, we can resolve these obliquely crossed cylinders and calculate BVP<sub>in situ</sub> using matrix optics and the following method:

- Express both the spherocylindrical ocular refraction and the spherocylindrical over-refraction in dioptric power matrix form.

$$F = \begin{vmatrix} S + C \sin^2\theta & -C \sin\theta \cos\theta \\ -C \sin\theta \cos\theta & S + C \cos^2\theta \end{vmatrix}$$

where S is the sphere power, C is the cylinder power and  $\theta$  is the axis (in radians) of the cylinder.

- Subtract the dioptric power matrix for the over-refraction from the dioptric power matrix for the ocular refraction, to obtain the dioptric power matrix,  $F_r$ , for the BVP<sub>in situ</sub>.

$$F_r = \begin{vmatrix} S_r + C_r \sin^2\theta_r & -C_r \sin\theta_r \cos\theta_r \\ -C_r \sin\theta_r \cos\theta_r & S_r + C_r \cos^2\theta_r \end{vmatrix}$$

- Convert the matrix form of the BVP<sub>in situ</sub> back to spherocylindrical notation using the following formulae:

If the lens power matrix is  $\begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix}$

trace (t) =  $a_{11} + a_{22}$  and determinant (d) =  $(a_{11}a_{22}) - (a_{12}a_{21})$

To convert the matrix form of the BVP<sub>in situ</sub> back to spherocylindrical notation,  $S_r$ ,  $C_r$  and  $\theta_r$  (the sphere power, cylinder power and cylinder axis respectively of the BVP<sub>in situ</sub>) can be determined as follows:

$$S_r = \frac{(t - C_r)}{2}$$

$$\theta_r = \text{atan} \left( \frac{(S_r - a_{11})}{a_{12}} \right) \times \frac{180}{\pi} \quad (\text{where } \theta_r \text{ is in degrees})$$

$$C_r = -\sqrt{t^2 - 4d}$$

(the minus sign prior to the radical symbol simply means that the final solution will be in minus cylinder form)

	A	B	C	D	E
1		<b>SPHERE</b>	<b>CYLINDER</b>	<b>AXIS</b>	
2					
3	<b>Oc Rx</b>	-3	-2	180	=D3/57.2958
4	<b>MATRIX</b>	=B3+C3*(SIN(E3)^2)	=-C3*SIN(E3)*COS(E3)		
5		=-C3*SIN(E3)*COS(E3)	=B3+C3*(COS(E3)^2)		
6	<b>OR</b>	0.5	-1	37.5	=D6/57.2958
7	<b>MATRIX</b>	=B6+C6*(SIN(E6)^2)	=-C6*SIN(E6)*COS(E6)		
8		=-C6*SIN(E6)*COS(E6)	=B6+C6*(COS(E6)^2)		
9	<b>SUM</b>	=B4-B7	=C4-C7		
10		=B5-B8	=C5-C8		
11	<b>TRACE</b>	=B9+C10			
12	<b>DET</b>	=(B9*C10)-(B10*C9)			
13	<b>BVPin situ</b>	=(B11-C13)/2	=-SQRT((B11^2)-4*B12)	=IF(57.2958*ATAN((B13-B9)/C9)>0, 57.2958*ATAN((B13-B9)/C9), 180+57.2958*ATAN((B13-B9)/C9))	
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