

November 11th



Electromagnetic Waves - Chapter 34

# Review - EM Waves

- **Poynting vector**,  $S$  – rate of energy transported per unit area:

$$\vec{S} = \frac{1}{\mu_0} \vec{E} \times \vec{B}$$

- Instantaneous energy flow rate

$$S_{peak} = \frac{1}{\mu_0 c} E_m^2$$

$$E_{rms} = \frac{E_m}{\sqrt{2}}$$

- **Intensity** – average value of  $S$

$$I = \frac{1}{\mu_0 c} E_{rms}^2$$

# Review: Radiation pressure

- For **total absorption**, force, momentum and radiation pressure on the object are

$$F = \frac{IA}{c}$$

$$\Delta p = \frac{\Delta U}{c}$$

$$p_r = \frac{I}{c}$$

- For **total reflection** back along original path, force, momentum and radiation pressure are

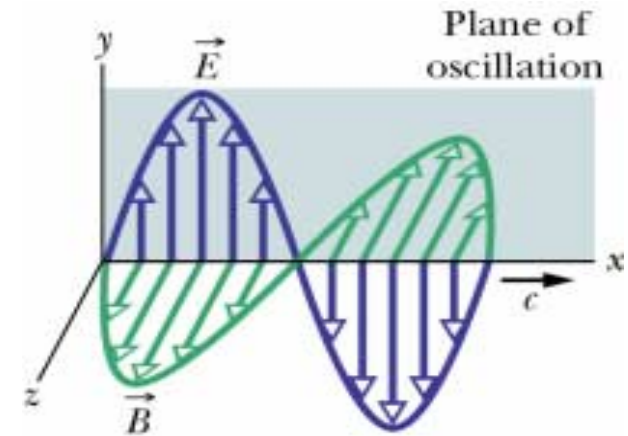
$$F = \frac{2IA}{c}$$

$$\Delta p = \frac{2\Delta U}{c}$$

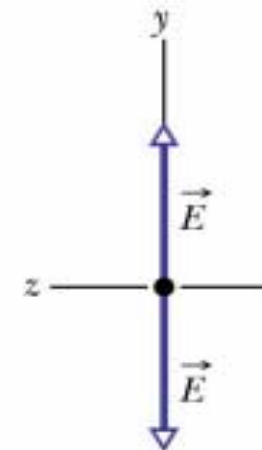
$$p_r = \frac{2I}{c}$$

# EM Waves: Polarization (Fig. 34-10)

- Source emits EM waves with  $E$  field always in same plane wave is **polarized**
- Indicate a wave is polarized by drawing double arrow
- Plane containing the  $E$  field is called **plane of oscillation**



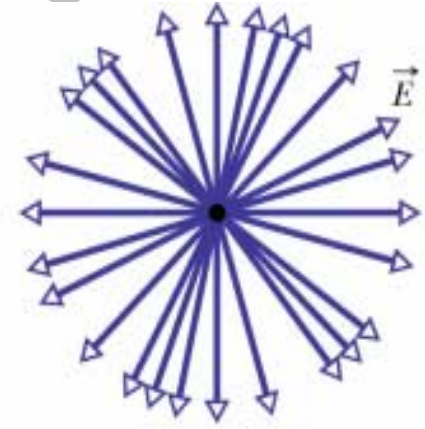
(a)



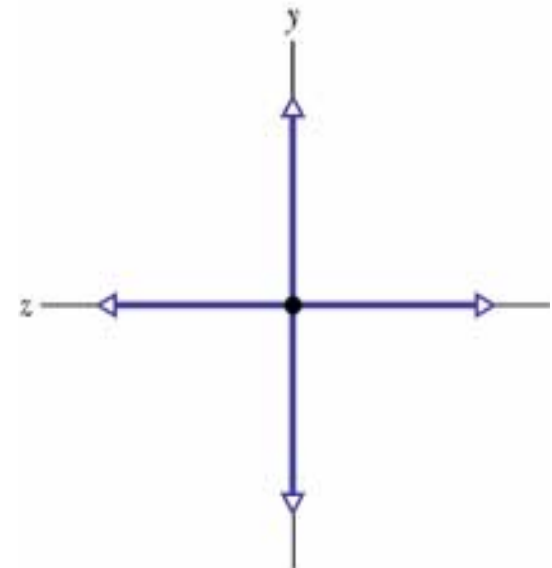
(b)

# EM Waves: Polarization (Fig. 34-11)

- Source emits EM waves with random planes of oscillation ( $E$  field changes direction) is **unpolarized**
  - Example, light bulb or Sun
- Resolve  $E$  field into components
- Draw unpolarized light as superposition of 2 polarized waves with  $E$  fields  $\perp$  to each other



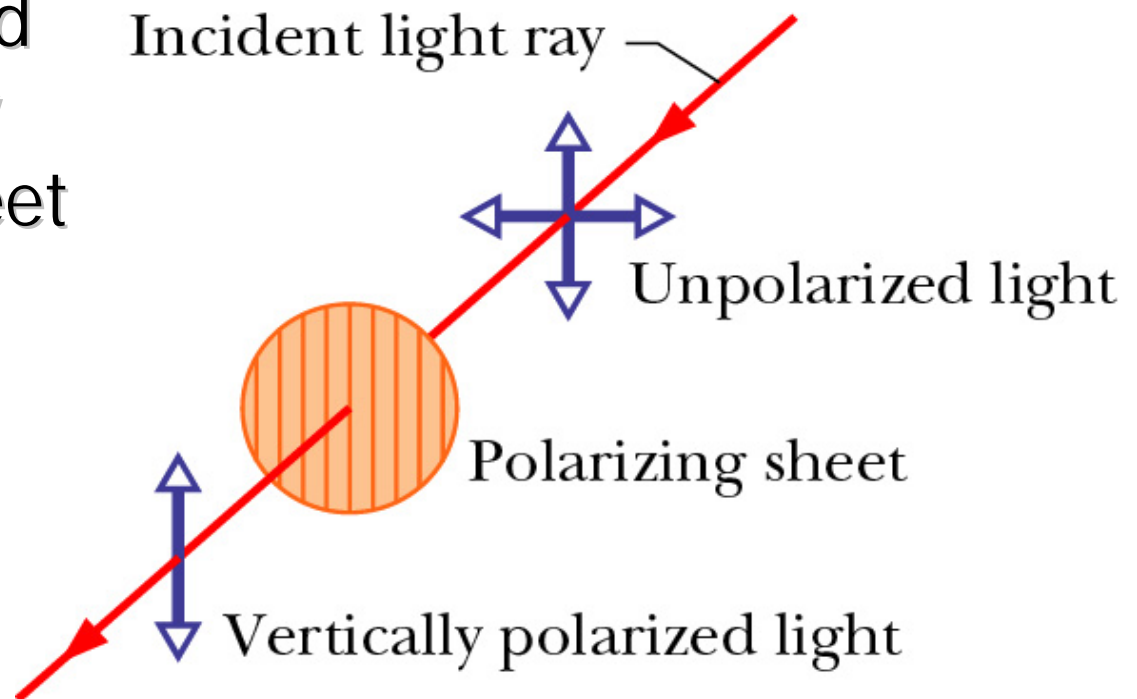
(a)



(b)

# EM Waves: Polarization (Fig. 34-12)

- Transform unpolarized light into polarized by using a polarizing sheet
- Sheet contains long molecules embedded in plastic which was stretched to align the molecules in rows



- $E$  field component  $\parallel$  to polarizing direction of sheet is passed (transmitted), but  $\perp$  component is absorbed
- So after the light goes through the polarizing sheet it is polarized in the same direction as the sheet.

# EM Waves: Polarization (Fig. 34-13)

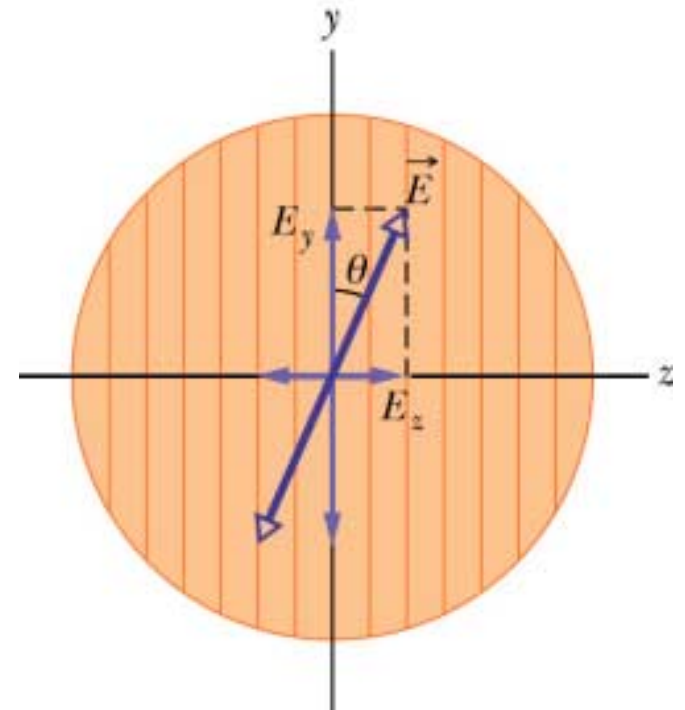
- What is the intensity,  $I$  of the light transmitted by polarizing sheet?
- For initially polarized light, resolve  $E$  into components

$$E_y = E_{\parallel} = E \cos \theta$$

- Transmitted  $\parallel$  component is

$$I = \frac{1}{c\mu_0} E_{\parallel}^2 = \frac{1}{c\mu_0} E^2 \cos^2 \theta = I_0 \cos^2 \theta$$

- **Cosine-squared rule:** Intensity of **polarized** wave changes as  $\cos^2 \theta$



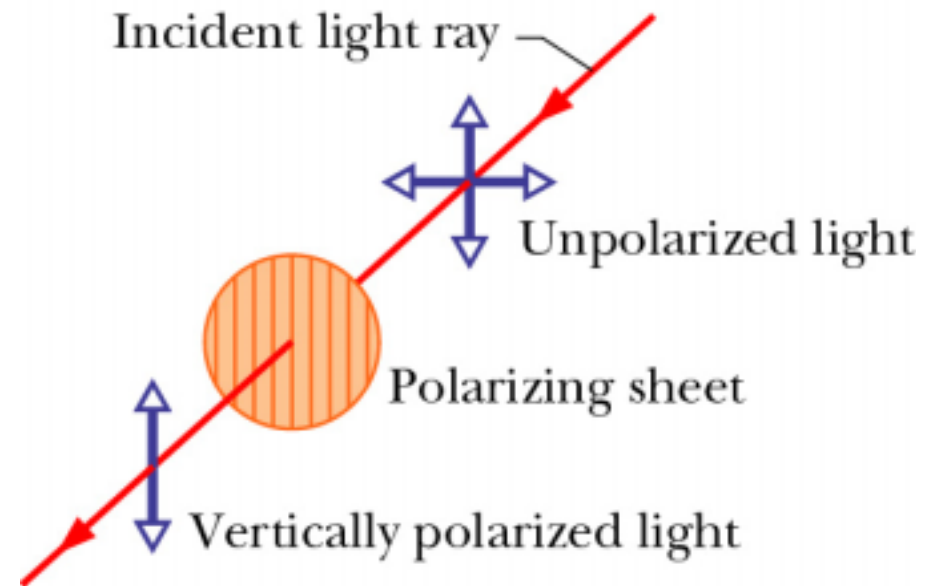
$$I = I_0 \cos^2 \theta$$

# EM Waves: Polarization (Fig. 34-12)

- For unpolarized light, average over  $\cos^2\theta$

$$I = \frac{1}{2} I_0$$

- Only light || to polarizer is transmitted



- **One-half rule:** Intensity of **unpolarized** wave after a polarizer is half of original



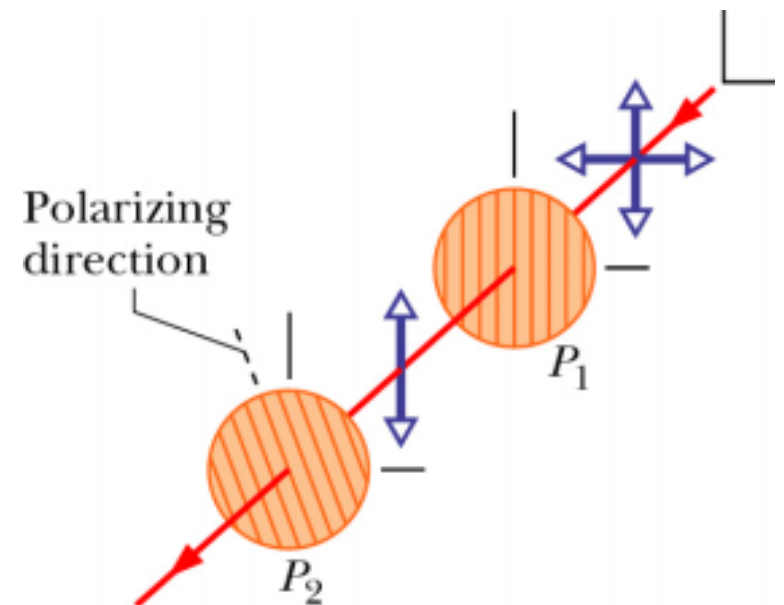
# EM Waves: Polarization (Fig. 34-14)

- Have 2 polarizing sheets
  - First one called polarizer
  - Second one called analyzer
- Intensity of unpolarized light going through first polarizer is

$$I_1 = \frac{1}{2} I_0$$

- Light is now polarized and intensity of light after second analyzer is given by

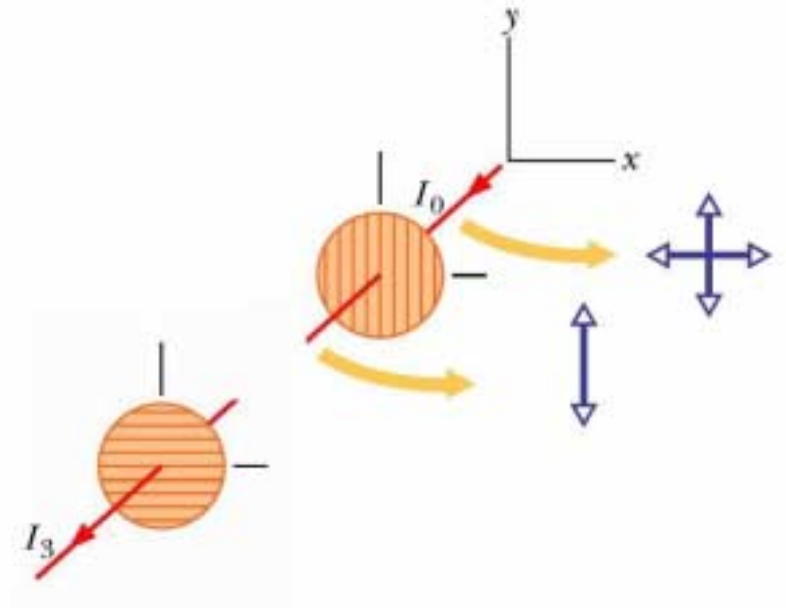
$$I_2 = I_1 \cos^2 \theta = \frac{1}{2} I_0 \cos^2 \theta$$



# An interesting demo

- Effect of  $P_1$  and  $P_3$
- Take  $\theta_1 = 0^\circ$  and  $\theta_3 = 90^\circ$
- After  $P_1$   $I_1 = \frac{1}{2} I_0$
- After  $P_3$

$$I_3 = I_1 \cos^2(90^\circ) = 0$$



# An interesting demo

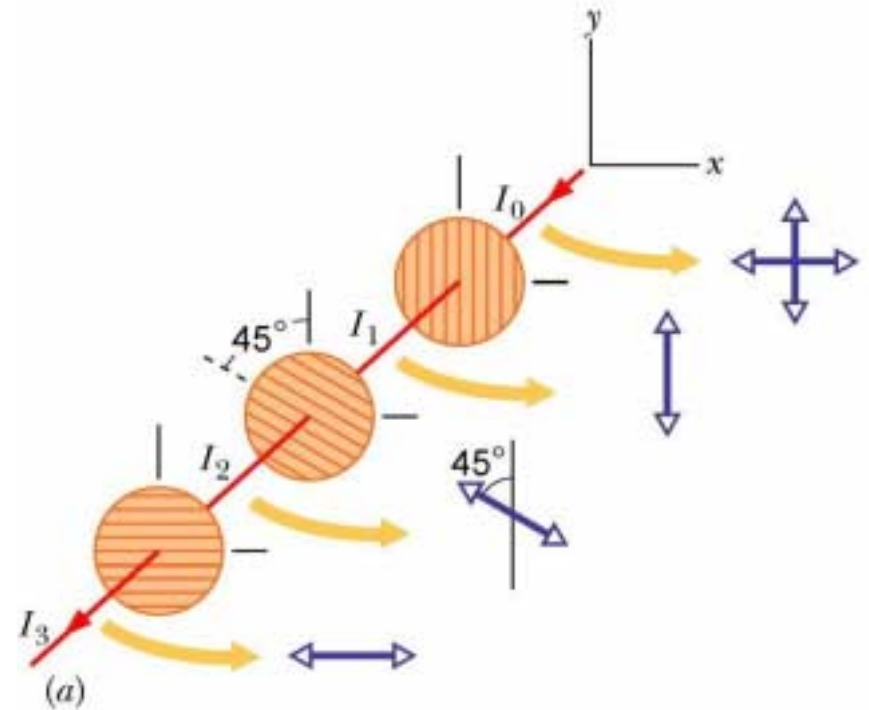
- Keep  $\theta_1 = 0^\circ$      $\theta_3 = 90^\circ$

- Now insert  $P_2$  in between  $P_1$  and  $P_3$  with  $\theta_2 = 45^\circ$

- After  $P_1$      $I_1 = \frac{1}{2} I_0$

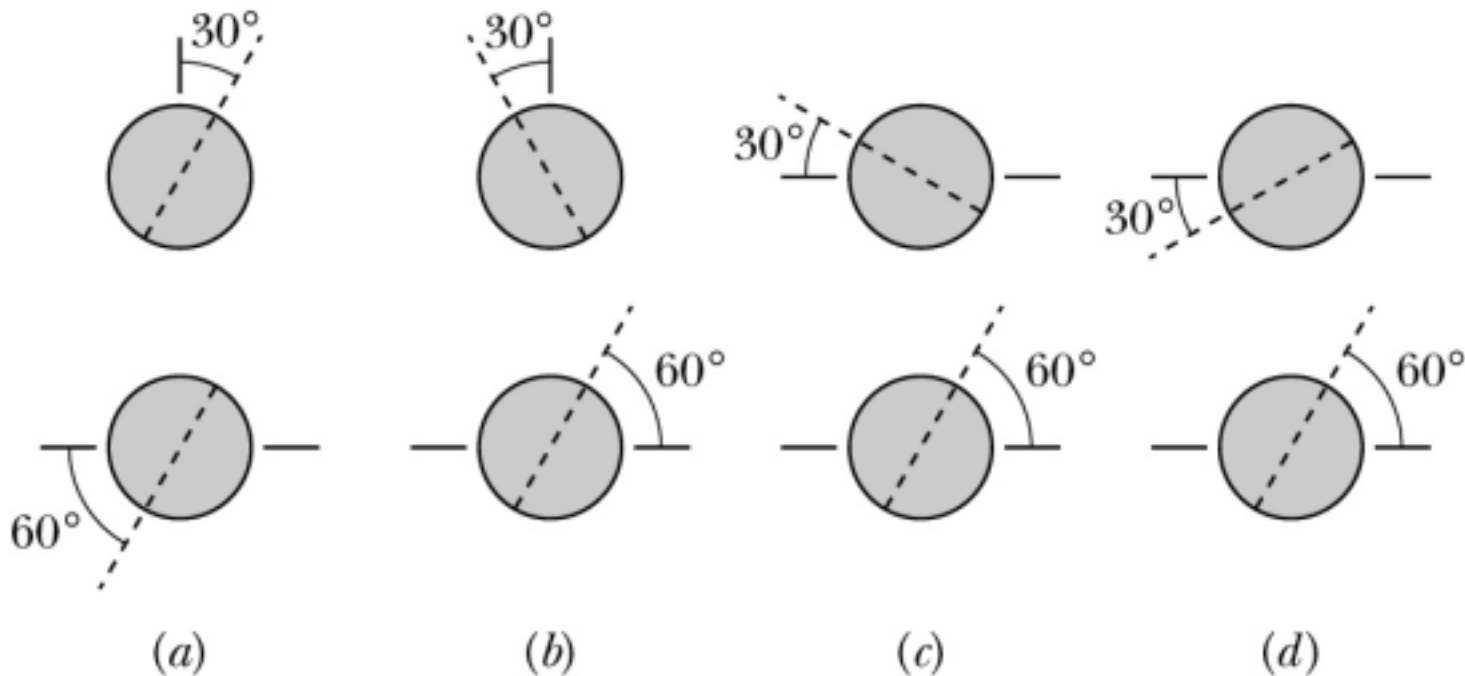
- After  $P_2$      $I_2 = I_1 \cos^2(45^\circ) = \frac{1}{4} I_0$

- After  $P_3$      $I_3 = I_2 \cos^2(45^\circ) = \frac{1}{8} I_0$



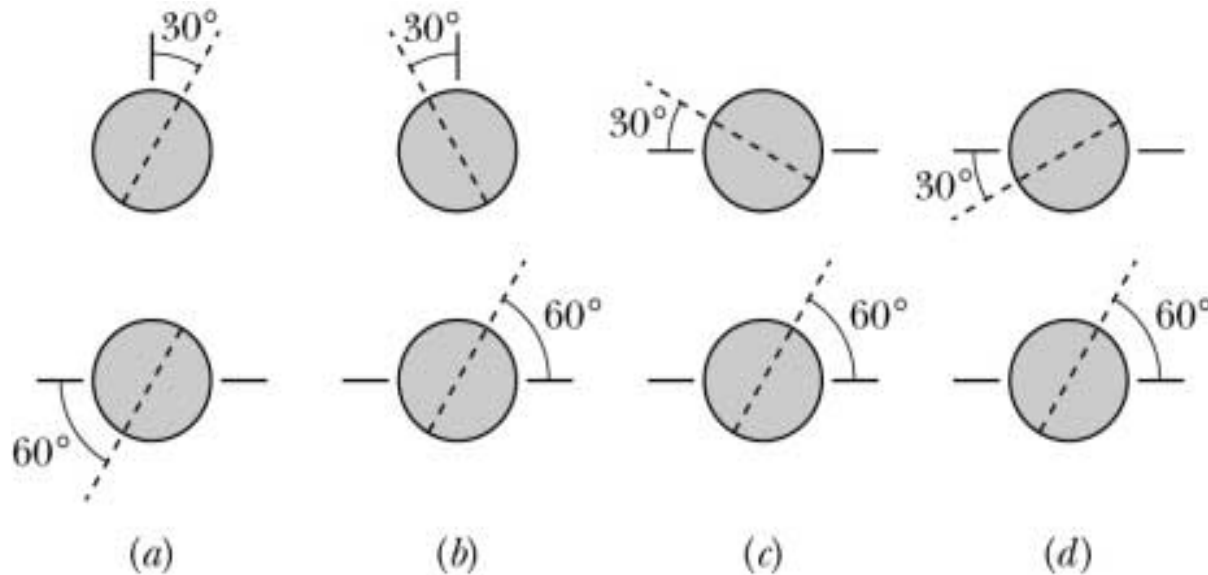
# Checkpoint #4

- Unpolarized light hits a polarizer and then an analyzer. The polarizing direction of each sheet is indicated by dashed line. Rank pairs according to fraction of initial intensity which is passed, greatest first.



# Checkpoint #4

- Look at relative orientation of polarization direction between the 2 sheets.
- What is the intensity if the sheets are...
  - Polarized  $\parallel$  – all light passes
  - Polarized  $\perp$  to each other – no light passes
  - For angles in between – get more light if closer to  $\parallel$



a,d,b,c

# Optical activity

- Certain materials rotate the plane of polarization
- The rotation angle may depends on the frequency (color)
- This is due to molecular asymmetry - e.g. molecules with spiral shapes
- Karo syrup and scotch tape

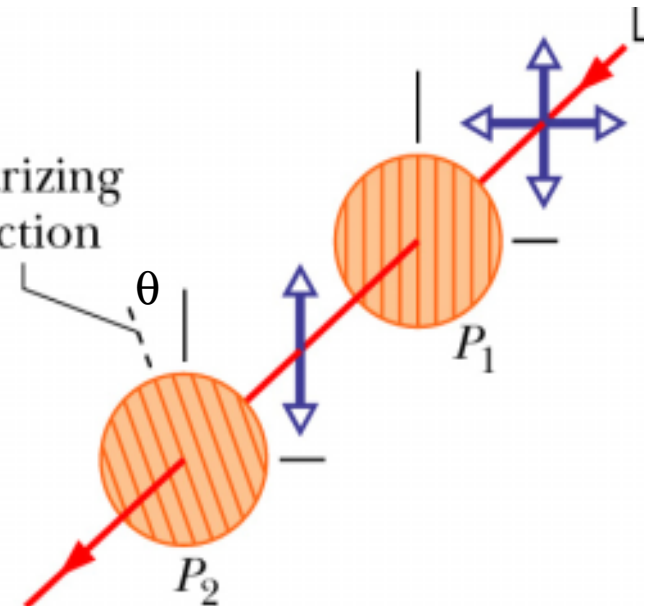
# Example of Polarized Light

- Two polaroids are placed in an unpolarized beam of light with angle  $\theta=10^\circ$  between their axes. What percent of the incident light makes it through?

$$I_1 = \frac{1}{2} I_0$$

$$I_2 = I_1 \cos^2 \theta = \frac{1}{2} I_0 \cos^2 \theta$$

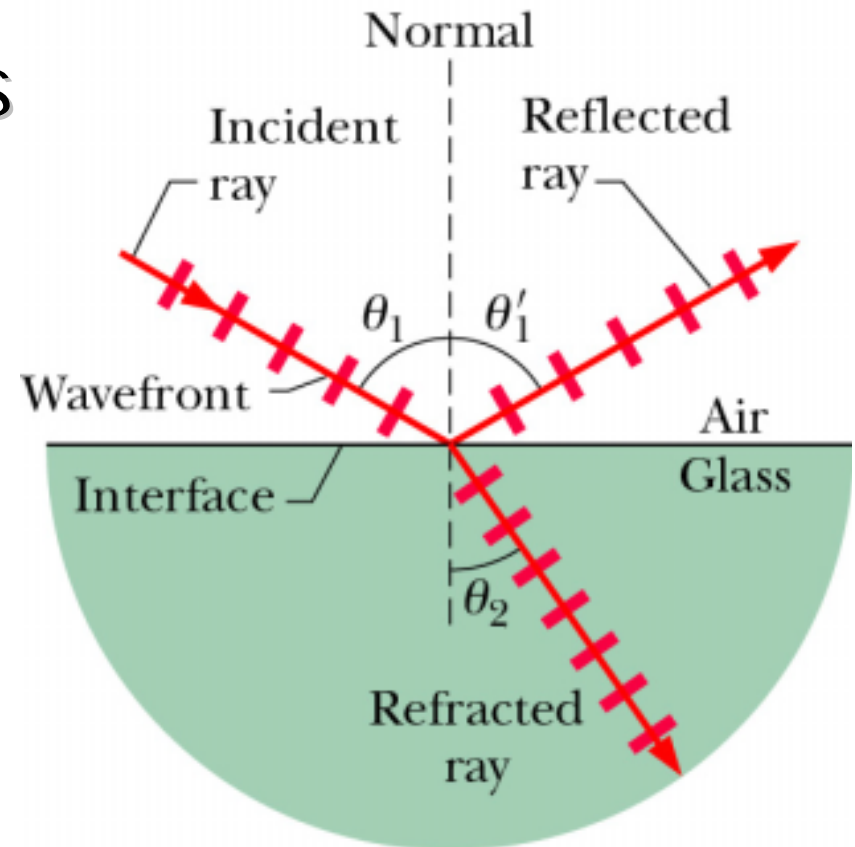
$$\frac{I_2}{I_0} = \frac{1}{2} \cos^2 \theta = \frac{1}{2} \cos^2 (10) = 0.4849$$



$$\frac{I_2}{I_0} = 48.49 \%$$

# Reflection & Refraction (Fig. 34-17)

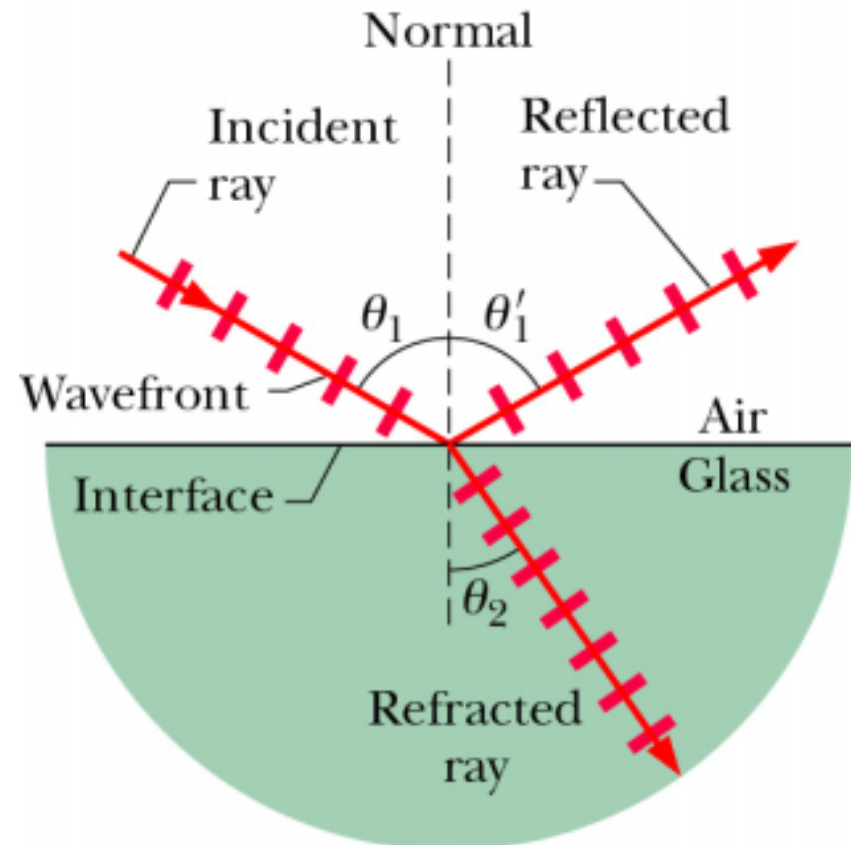
- Represent light waves as straight lines or rays
- If incident (incoming) light wave hits surface of different material some light will
  - Be **reflected** back
  - Travel through and be **refracted**





# Reflection & Refraction (Fig. 34-17)

- Define a line, the **normal**, which is  $\perp$  to surface at point where the incident beam hits the surface
- Angles relative to normal
  - Angle of incidence  $\theta_1$
  - Angle of reflection  $\theta_1'$
  - Angle of refraction  $\theta_2$
- Plane containing incident ray and normal is **plane of incidence**



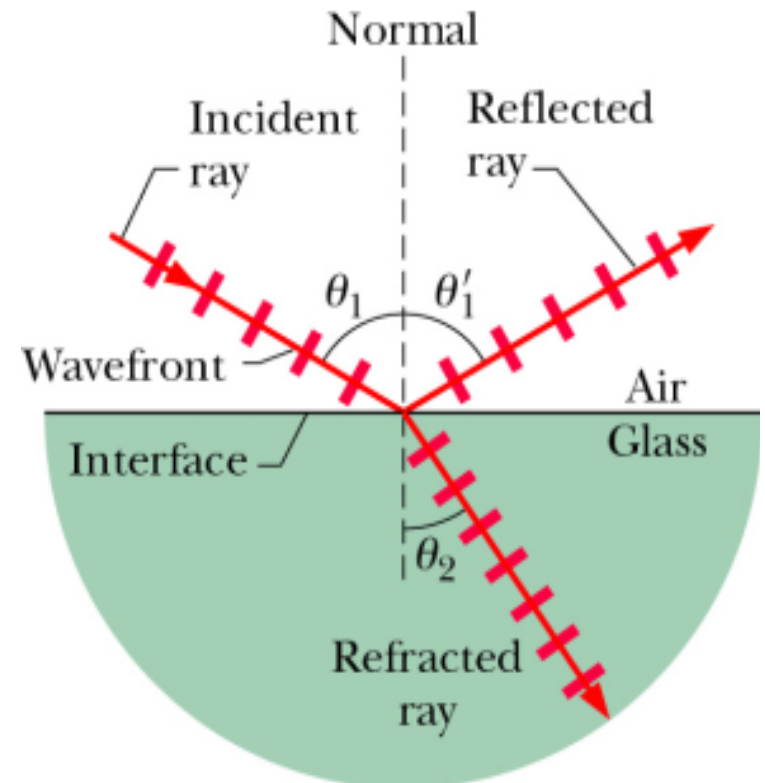
# Reflection & Refraction (Fig. 34-17)

- **Law of reflection:** Reflected ray lies in plane of incidence and angle for reflection is equal to angle of incidence

$$\theta'_1 = \theta_1$$

- **Law of refraction:** Refracted ray lies in plane of incidence and angle of refraction is related to angle of incidence by Snell's law

$$n_2 \sin \theta_2 = n_1 \sin \theta_1$$



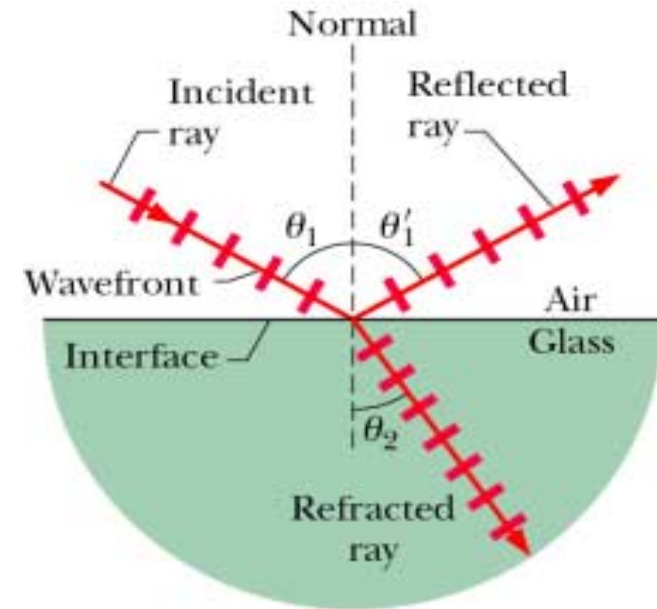
# Reflection & Refraction (Fig. 34-17)

$$n_2 \sin \theta_2 = n_1 \sin \theta_1$$

- $n$  is dimensionless constant called **index of refraction**
- Index of refraction,  $n$  for given medium is defined as

$$n = \frac{\text{speed of light in vacuum}}{\text{speed of light in medium}} = \frac{c}{v}$$

- Nothing has  $n < 1$ , velocity of wave in medium is always less than the speed of light



Medium	Index, $n$
Vacuum	Exactly 1
Air	1.00029
Glass	1.52
Diamond	2.42
Water	1.33