

L6-L7-L8 overview!

$\lambda = 532 \text{ nm}$

2021-11-26

Grating: $522 - 542 \text{ nm} \neq 20 \text{ nm } \Delta \lambda$

0. Light behaves like a **wave**! In particular, a sinusoid.
1. Wave characteristics are wavelength λ , amplitude A , and phase ϕ
2. "Illumination" is the **sum** of lots of light waves incident to an area on an object.
3. How can sinusoids be added / summed?
4. Phasor is ^{a mathematical} object that encodes sinusoid properties A, ϕ

$$A e^{j\phi} = A (\cos \phi + j \sin \phi)$$

5. Sum of sinusoids can be found as the sum of their phasor terms

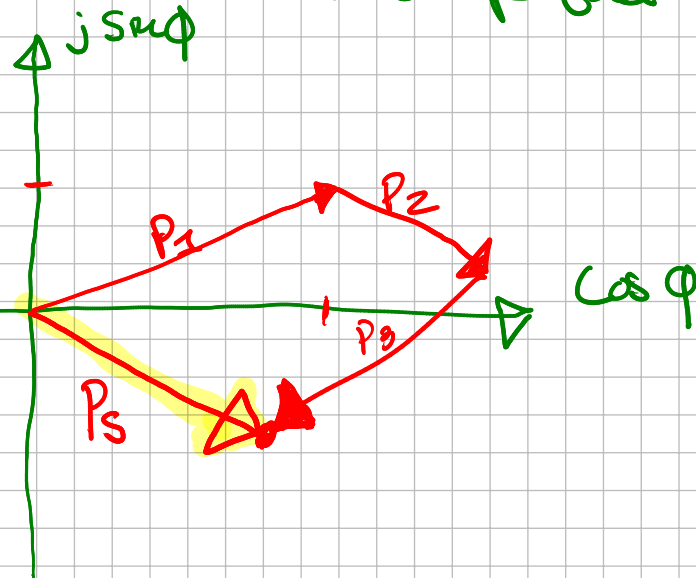
$$S_1: [A_1, \phi_1] \rightarrow A_1 (\cos \phi_1 + j \sin \phi_1) : P_1$$

$$S_2: [A_2, \phi_2] \rightarrow A_2 (\cos \phi_2 + j \sin \phi_2) : P_2$$

$$S_3: [A_3, \phi_3] \rightarrow A_3 (\cos \phi_3 + j \sin \phi_3) : P_3$$

what's $S_1 + S_2 + S_3$?

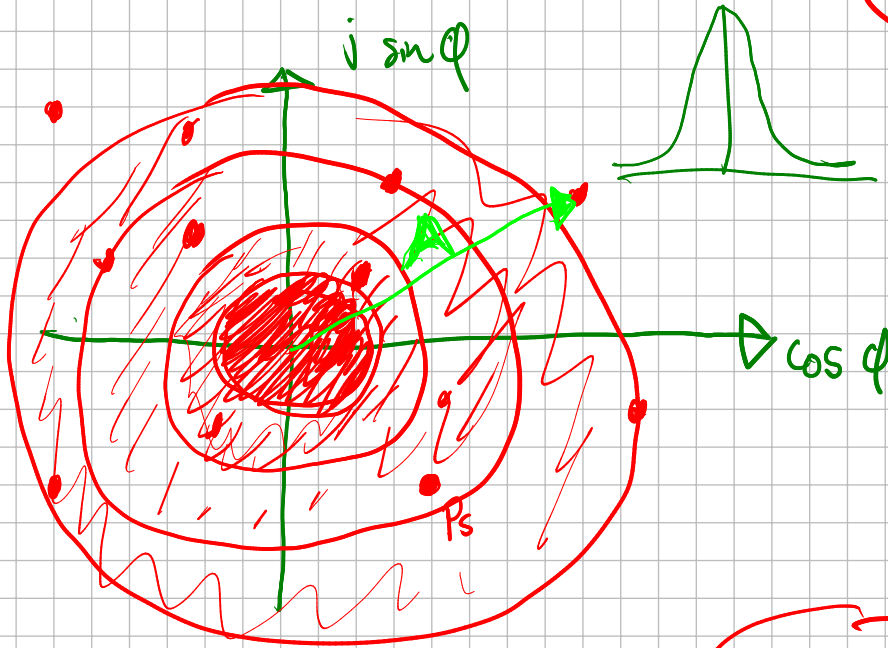
$$P_5 = P_1 + P_2 + P_3$$



6. Phasor summation is straightforward for specific waves / sinusoids.

7. Random Phasor Sum concept is important for a general analysis of illumination.

RPS follow
a "normal"
Gaussian distribution



Answer to
Q4 should
look something
like this!

8. Amplitude of RPS can be
shown to follow Rayleigh distribution



See Gaussian point
plot on p.4 of
L6 notes

9. Intensity $\propto (\text{Amplitude})^2$



Intensity has this probability distribution!
Negative exponential

10. Intensity sums



Simulated

(L7)



Analysis

(L8)

$$\frac{1}{\sqrt{N}}$$