CS7GV2: Mathematics of Light and Sound

Lecture #7: Intensity

Fergal Shevlin, Ph.D.

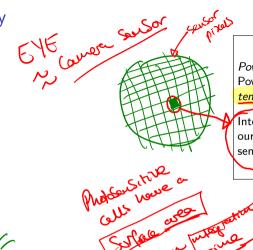
School of Computer Science and Statistics, Trinity College Dublin

November 27, 2020

Forces exerted by electric and magnetic fields can move or heat matter and move charges. This means electromagnetic waves have *energy*. (Actually they *transport* energy.)

The energy required to accelerate an object over 1 m distance with 1 N force is,

$$(1 \text{ J}) = (1 \text{ N m}) = 1 \text{ kg m s}^{-2} \cdot 1 \text{ m} = 1 \text{ kg m}^2 \text{ s}^{-2}.$$



Power is energy per unit time, $1W = 1 J s^{-1}$. Power per unit area, $W m^{-2}$, is energy flux or intensity.

Intensity of electromagnetic waves is what what our eyes see; and what is measured by the photosensitive elements in cameras.



Electromagnetic wave intensity at a point in space at time t is \propto to the product of field amplitudes,

$$1/\mu \| \mathbf{E}(t) \| \| \mathbf{B}(t) \|.$$

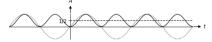
Average intensity over a wave time period is a more useful quantity,

$$I = \frac{1}{2} \frac{1}{\mu} EB = \frac{E^2}{2\mu c} = \frac{cB^2}{2\mu}$$

where E and B are max. amplitudes.

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Note that the average of the product of two equal sinusoids is \propto average of \cos^2 or \sin^2 which is $^1\!\!/_2$.



For simplicity, scaling factors can be ignored and field amplitudes denoted by A to consider avg. intensity $I \propto A^2$.

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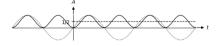
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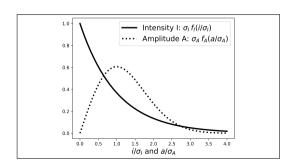
 $f_A(a)$ for amplitude A of a random phasor sum was found to follow a Rayleigh distribution. The *derived* PDF for intensity $I=A^2$ is,

$$f_I(i) = f_A(\sqrt{i}) \left| \frac{\mathrm{d}\sqrt{i}}{\mathrm{d}i} \right| = f_A(\sqrt{i}) \frac{1}{2\sqrt{i}}$$

since $\frac{\mathrm{d}i^{\frac{1}{2}}}{\mathrm{d}i} = \frac{1}{2} i^{\frac{-1}{2}} = \frac{1}{2} \frac{1}{\sqrt{i}} = \frac{1}{2\sqrt{i}}$.

$$egin{align} f_A(a) &= \exp\left\{-rac{a^2}{2\sigma_A^2}
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So intensity PDF follows an exponential distribution, i.e. $f_X(x) = \lambda e^{-\lambda x}$.



Mean intensity \overline{I} can be found as $2\sigma_A^2$ so the PDF can be written,

$$f_l(i) = \exp\left\{-\frac{i}{\overline{l}}\right\} \frac{1}{\overline{l}}.$$

Variance
$$\sigma_I^2 = \overline{I}^2$$
, Std. dev. $\sigma_I = \overline{I}$,

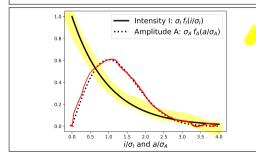
Contrast
$$C = \sigma_I/\overline{I} = 1.0$$
,

S/N ratio
$$= 1/C = \overline{I} / \sigma_I = 1.0$$
.

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$$f_A(a) = \exp\left\{-\frac{a^2}{2\sigma_A^2}\right\} \frac{a}{\sigma_A^2}.$$
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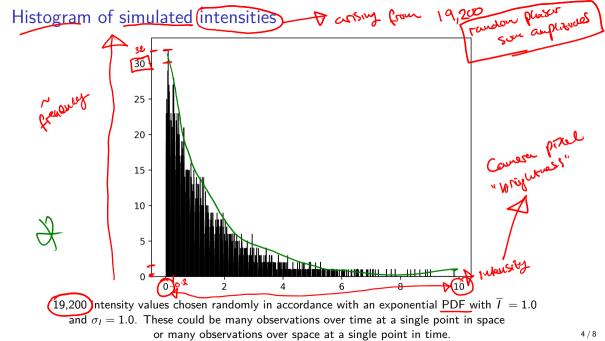
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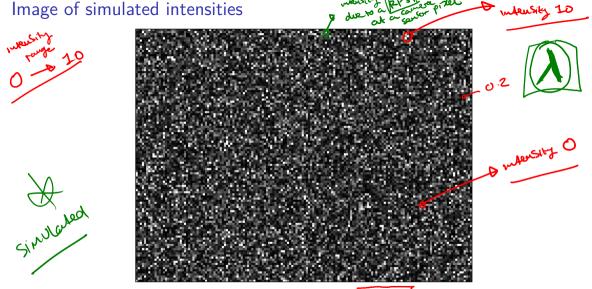
Mean intensity \overline{I} can be found as $2\sigma_A^2$ so the PDF can be written,

$$f_l(i) = \exp\left\{-\frac{i}{l}\right\} \frac{1}{l}.$$

Variance $\sigma_I^2=\overline{I}^{\,2},~~$ Std. dev. $\sigma_I=\overline{I}\,,$ Contrast $C=\sigma_I/\overline{I}\,=1.0,$

S/N ratio =
$$1/C = \overline{I}/\sigma_I = 1.0$$
.



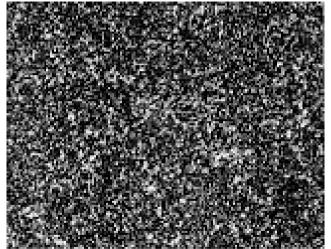


The same* intensity values i arranged as a 160×120 pixel image. Contrast $C = \sigma_I/\overline{I} = 1.0$.

Image of actual intensities

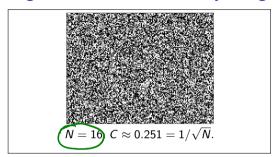
Acknow

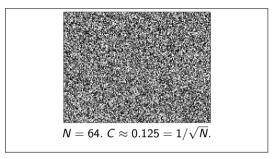


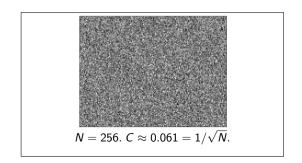


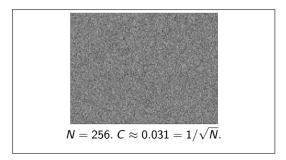
Material with diffuse reflectance characteristics illuminated evenly with *monochromatic* light with *no phase or amplitude* change during the observation time period. $C \approx 0.83$.

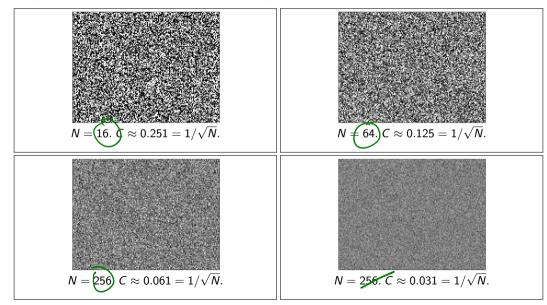


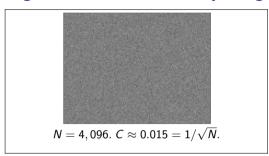


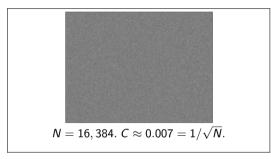


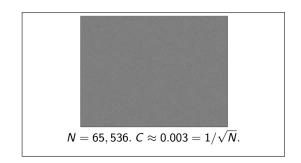












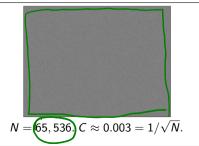
These simulations show, that with appropriate variation of phase and amplitude over a time period, variation of intensity can reduce* from C=1 to $C=1/\sqrt{N}$ where N is the number of intensities observed.



$$N = 4,096. \ C \approx 0.015 = 1/\sqrt{N}.$$



$$N = 16,384. \ C \approx 0.007 = 1/\sqrt{N}.$$



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