

Student Online Teaching Advice Notice

- ▶ The materials and content presented within this session are intended solely for use in a context of teaching and learning at Trinity.
- ▶ Any session recorded for subsequent review is made available solely for the purpose of enhancing student learning.
- ▶ Students should not edit or modify the recording in any way, nor disseminate it for use outside of a context of teaching and learning at Trinity.
- ▶ Please be mindful of your physical environment and conscious of what may be captured by the device camera and microphone during videoconferencing calls.
- ▶ Recorded materials will be handled in compliance with Trinity's statutory duties under the Universities Act, 1997 and in accordance with the University's policies and procedures.
- ▶ Further information on data protection and best practice when using videoconferencing software is available at https://www.tcd.ie/info_compliance/data-protection/

©Trinity College Dublin 2021

1 / 8

Notes

CS7GV2: Mathematics of Light and Sound, M.Sc. in Computer Science.

Lecture #3: Light

Fergal Shevlin, Ph.D.

School of Computer Science and Statistics,
Trinity College Dublin

October 15, 2021

Notes

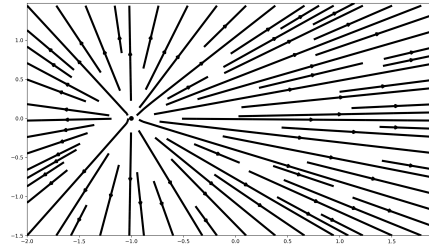
2 / 8

Fields

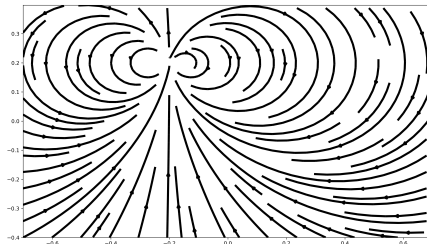
Electricity and magnetism are two of the four fundamental forces.

An electric field \mathbf{E} exerts force on an electric charge.

$\mathbf{E}(\mathbf{p}, t)$ is a vector denoting its magnitude and direction at position \mathbf{p} and time t .



Electric monopole field streamlines.



Magnetic dipole field streamlines.

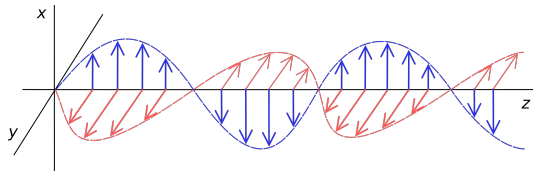
A magnetic field \mathbf{B} exerts force on magnetic materials (and on electric charges in motion.)

$\mathbf{B}(\mathbf{p}, t)$ is a (pseudo)vector denoting its magnitude and direction at position \mathbf{p} and time t .

Notes

3 / 8

Electromagnetic radiation



Synchronised oscillations of electric and mag. fields propagating at max. speed $c \approx 300 \times 10^6 \text{ m s}^{-1}$.

- ▶ “Light” is electromagnetic radiation with particular ranges of wavelength λ ,
Ultraviolet: 10—390 nm; Visible: 390—760 nm; Infrared: 760—1 000 000 nm.
- ▶ Frequency $\nu = c/\lambda$, the number of waves that pass a point per second, is sometimes used instead of λ .

- ▶ For example, $\lambda = 532 \text{ nm}$ is a human-visible “green,”

$$\nu \approx \frac{300 \times 10^6 \text{ m s}^{-1}}{532 \times 10^{-9} \text{ m}} = 0.564 \times 10^{15} \text{ s}^{-1} = 564 \times 10^{12} \text{ s}^{-1} = 564 \text{ THz.}$$

- ▶ Light has much higher frequency (shorter wavelength) than the “radio” frequencies used for mobile phones and WiFi (GHz,) FM radio (MHz,) and AM radio (kHz.)

Notes

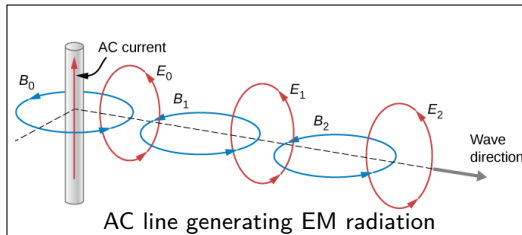
4 / 8

Maxwell's equations

A *system* of equations that describes relationships between electromagnetic radiation field characteristics at a point and time (\mathbf{p}, t) .

Solving the system at a sequence of points and moments in time allows the *propagation* of radiation to be modelled.

$$\begin{cases} \nabla \cdot \mathbf{E} = \rho/\epsilon \\ \nabla \cdot \mathbf{B} = 0 \\ \nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t} \\ \nabla \times \mathbf{B} = \mu(\mathbf{J} + \epsilon \frac{\partial \mathbf{E}}{\partial t}) \end{cases}$$



For very good explanations of electromagnetic radiation and Maxwell's equations, see:

<https://tinyurl.com/y6dbsrjxj> (text)

and

<https://tinyurl.com/y4uyma7u> (video.)

Notes

5 / 8

Vectors

For $a, b, c \in \mathbb{R}$, a vector $\mathbf{v} \in \mathbb{R}^3$ can be written,

$$\mathbf{v} = a\mathbf{i} + b\mathbf{j} + c\mathbf{k} = (a, b, c)$$

with standard basis vectors,

$$\mathbf{i} = (1, 0, 0) \text{ and } \mathbf{j} = (0, 1, 0) \text{ and } \mathbf{k} = (0, 0, 1)$$

in a Euclidean coordinate system with axes X,Y,Z.

Vectors ← Quaternions ← Hamilton ← TCD!

Magnitude of vector $\mathbf{w} = (x, y, z)$ is its length,

$$\|\mathbf{w}\| = \sqrt{x^2 + y^2 + z^2}.$$

Scalar (or dot) product,

$$\begin{aligned} \mathbf{v} \cdot \mathbf{w} &= ax + by + cz \\ &= \|\mathbf{v}\| \|\mathbf{w}\| \cos \theta. \end{aligned}$$

Vector (or cross) product is $\perp \mathbf{v}$ and $\perp \mathbf{w}$,

$$\begin{aligned} \mathbf{v} \times \mathbf{w} &= (bz - cy)\mathbf{i} + (cx - az)\mathbf{j} + (ay - bx)\mathbf{k} \\ \|\mathbf{v} \times \mathbf{w}\| &= \|\mathbf{v}\| \|\mathbf{w}\| \sin \theta. \end{aligned}$$

Notes

6 / 8

Vector fields and calculus

A vector-valued function of space, time, etc.,

$$\mathbf{F}(\mathbf{p}, t) = (F_x(\mathbf{p}, t), F_y(\mathbf{p}, t), F_z(\mathbf{p}, t))$$

with position vector $\mathbf{p} = (x, y, z)$ and time t .

Vector calculus is concerned with differentiation and integration of vector fields.

Space, time function parameters (\mathbf{p}, t) can be omitted for improved readability but you have to remember this when looking at formulae! E.g.

$$\frac{\partial \mathbf{F}}{\partial t} = \left(\frac{\partial F_x}{\partial t}, \frac{\partial F_y}{\partial t}, \frac{\partial F_z}{\partial t} \right).$$

Divergence is,

$$\nabla \cdot \mathbf{F} = \frac{\partial F_x}{\partial x} + \frac{\partial F_y}{\partial y} + \frac{\partial F_z}{\partial z}.$$

A scalar denoting by how much, if at all, the field is like a point source at that position.

Curl is,

$$\nabla \times \mathbf{F} = \left(\frac{\partial F_z}{\partial y} - \frac{\partial F_y}{\partial z} \right) \mathbf{i} + \left(\frac{\partial F_x}{\partial z} - \frac{\partial F_z}{\partial x} \right) \mathbf{j} + \left(\frac{\partial F_y}{\partial x} - \frac{\partial F_x}{\partial y} \right) \mathbf{k}.$$

A vector denoting rotation axis and magnitude, for how much the field rotates, if at all, at that position.

Notes

7 / 8

Some physical laws

Gauss's law for electricity: electric charges generate an electric field.

$$\nabla \cdot \mathbf{E} = \rho / \epsilon$$

where ρ is electric charge and ϵ is electric permittivity.

Gauss's law for magnetism: there are no separate magnetic charges (no monopoles.)

$$\nabla \cdot \mathbf{B} = 0.$$

Faraday's law of induction: A changing magnetic field creates a rotating electric field and vice-versa.

$$\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t}.$$

Ampère-Maxwell's law: an electric current and a changing electric field create a magnetic field.

$$\nabla \times \mathbf{B} = \mu(\mathbf{J} + \epsilon \frac{\partial \mathbf{E}}{\partial t})$$

where \mathbf{J} is electric current density and μ is magnetic permeability.

Note that $c = 1/\sqrt{\epsilon\mu}$.

Notes

8 / 8

Assignment # 4: Electromagnetic Wave Simulation

- ▶ Write a SciPy program to make an animation of the propagation of electromagnetic fields, inspired by the plot shown on slide 4.
- ▶ Make it into a self-contained project repository in your personal account on gitlab.scss.tcd.ie.
- ▶ Work out how to make it into a Jupyter notebook so that I can view over the web.
- ▶ For this and every other assignment, feel free to collaborate with your classmates about the the non-mathematical parts like plotting.

Notes

9 / 8

Notes
