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

Lecture #3: Light

Fergal Shevlin, Ph.D.

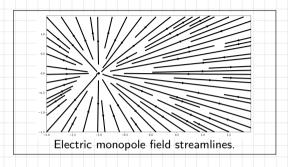
School of Computer Science and Statistics, Trinity College Dublin

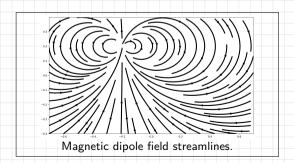
October 15, 2021

Electricity and magnetism are two of the four fundamental forces.

An electric field **E** exerts force on an electric charge.

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





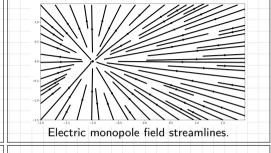
A magnetic field **B** exerts force on magnetic materials (and on electric charges in motion.)

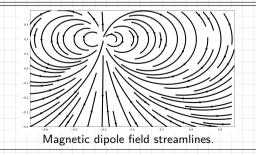
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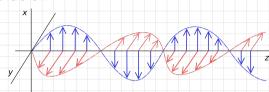
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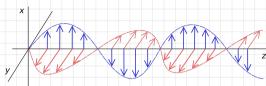
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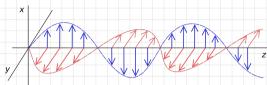
Synchronised oscillations of electric and mag. fields propagating at max, speed $c pprox 300 imes 10^6$ m s $^{-1}$

- "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, $\lambda = 532$ nm is a human-visible "green," 300×10^6 m s $^{-1}$ $\nu \approx 10^{-2}$ m s $^{-1}$ 0.564×10^{15} s $^{-1}$ 0.564×10^{17} s $^{-1}$ s $^$
- 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.)



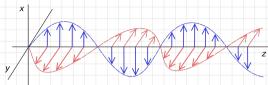
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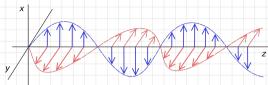
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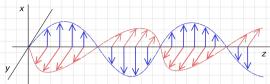


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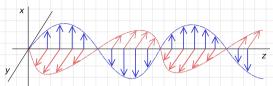
$$\nu \approx \frac{300 \times 10^{9} \,\mathrm{m \, s^{-1}}}{532 \times 10^{-9} \,\mathrm{m}} = 0.564 \times 10^{15} \,\mathrm{s^{-1}} = 564 \times 10^{12} \,\mathrm{s^{-1}} = 564 \,\mathrm{THz}.$$

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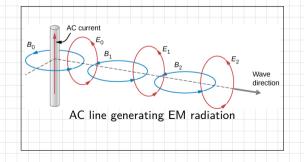
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A system of equations that describes relationships between electromagnetic radiation field characteristics at a point and time (p, t).

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/y6dbsrxj (text)

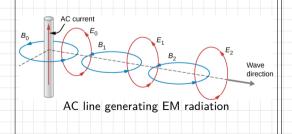
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For $a,b,c\in\mathbb{R}$, a vector $oldsymbol{v}\in\mathbb{R}^3$ can be written,

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

with standard basis vectors,

$$i = (1,0,0)$$
 and $j = (0,1,0)$ and $k = (0,0,1)$

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

 $Vectors \leftarrow Quaternions \leftarrow Hamilton \leftarrow TCD!$

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

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

$$\mathbf{v} \cdot \mathbf{w} = a\mathbf{x} + b\mathbf{y} + c\mathbf{z}$$
$$= \|\mathbf{v}\| \|\mathbf{w}\| \cos \theta.$$

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

$$\mathbf{v} \times \mathbf{w} = (bz - cy)\mathbf{i} + (cx - az)\mathbf{j} + (ay - bx)\mathbf{k}$$
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Magnitude of vector $\mathbf{w} = (x, y, z)$ is its length, $\|\mathbf{w}\| = \sqrt{x^2 + y^2 + z^2}.$

Scalar (or dot) product,

$$\mathbf{v} \cdot \mathbf{w} = a\mathbf{x} + b\mathbf{y} + c\mathbf{z}$$

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

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

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

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 (p,t) can be omitted for improved readability but you have to remember this when looking at formulae! E.g.

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

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

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.

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Divergence is,

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

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where ρ is electric charge and ϵ is electric permittivity.

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

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

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

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

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

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Assignment # 4: Electromagnetic Wave Simulation

- ▶ Write a SciPy program to make an animation of the propagation of electriomagnetic 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.
- Mork 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.

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