

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

Lecture #7: Intensity

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Intensity

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,

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

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

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

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

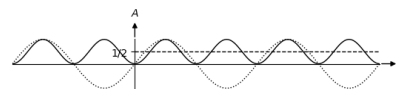
$$I = \frac{1}{2} \frac{1}{\mu} EB = \frac{E^2}{2\mu c} = \frac{cB^2}{2\mu}$$

where E and B are max. amplitudes.

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

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

Note that the average of the product of two equal sinusoids is \propto average of \cos^2 or \sin^2 which is $\frac{1}{2}$.



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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Intensity PDF

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

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

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

$$f_A(a) = \exp\left\{-\frac{a^2}{2\sigma_A^2}\right\} \frac{a}{\sigma_A^2}$$

$$f_I(i) = \exp\left\{-\frac{i}{2\sigma_A^2}\right\} \frac{\sqrt{i}}{\sigma_A^2} \frac{1}{2\sqrt{i}}$$

$$= \exp\left\{-\frac{i}{2\sigma_A^2}\right\} \frac{1}{2\sigma_A^2}$$

So intensity PDF follows an *exponential* distribution, i.e. $f_X(x) = \lambda e^{-\lambda x}$.

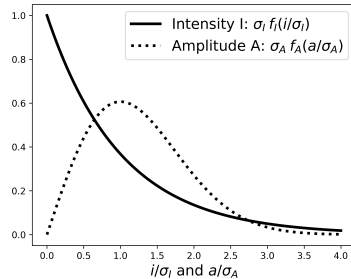
Mean intensity \bar{I} can be found as $2\sigma_A^2$ so the PDF can be written,

$$f_I(i) = \exp\left\{-\frac{i}{\bar{I}}\right\} \frac{1}{\bar{I}}$$

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

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

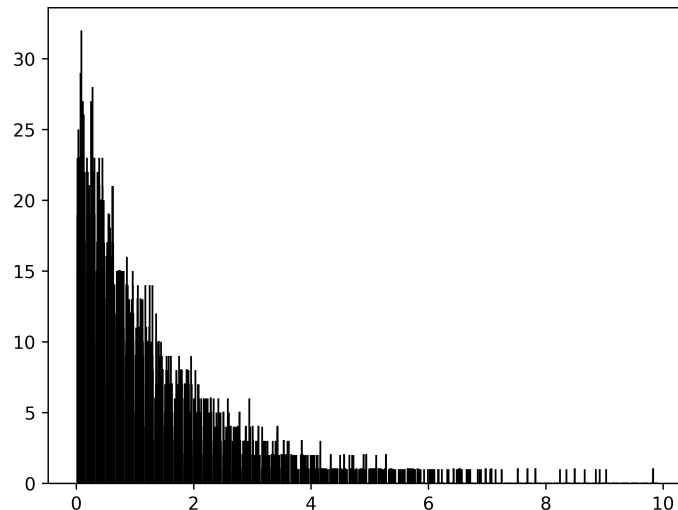
S/N ratio $= 1/C = \bar{I} / \sigma_I = 1.0$.



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Histogram of simulated intensities

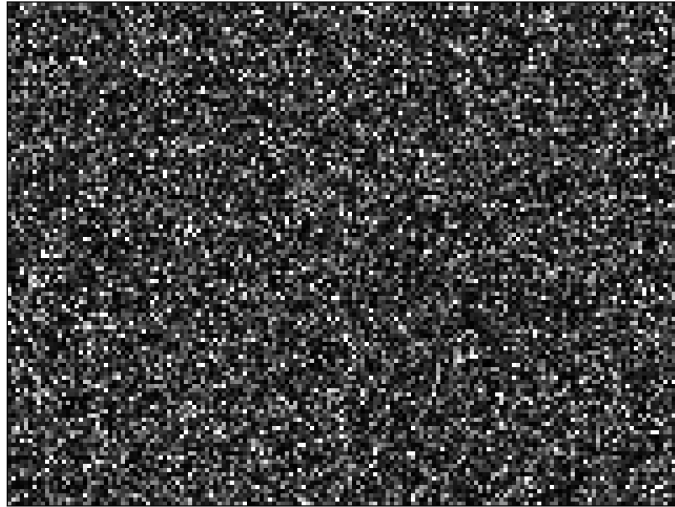


19,200 intensity values chosen randomly in accordance with an exponential PDF with $\bar{I} = 1.0$ and $\sigma_I = 1.0$. These could be many observations over time at a single point in space or many observations over space at a single point in time.

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Image of simulated intensities



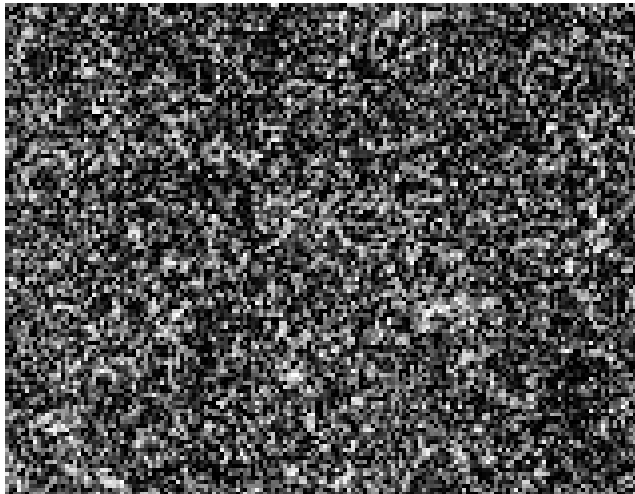
The same* intensity values i arranged as a 160×120 pixel image.
Contrast $C = \sigma_i / \bar{I} = 1.0$.

*These aren't exactly the same as those in the histogram. Values > 4.0 were replaced with 4.0 to avoid too much compression of dynamic range in display.

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Image of actual intensities

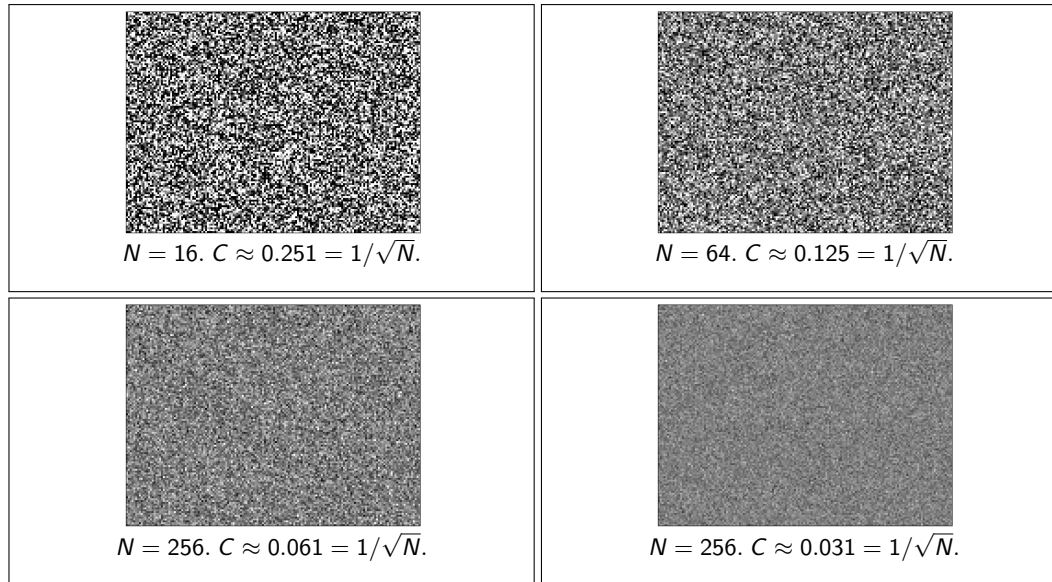


Material with diffuse reflectance characteristics illuminated evenly with *monochromatic* light with *no phase or amplitude change* during the observation time period. $C \approx 0.83$.

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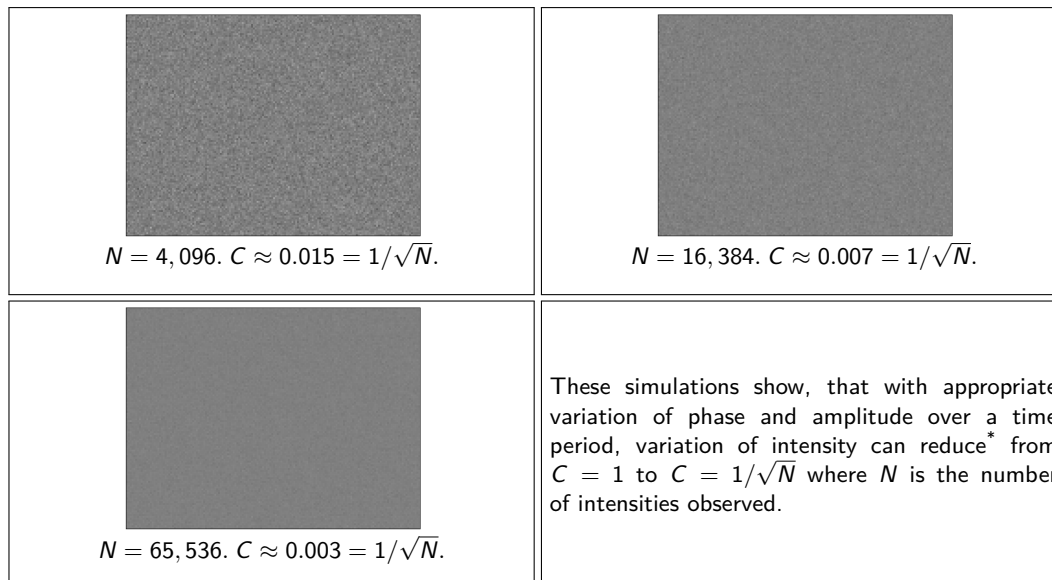
Averages of simulated intensity images



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Averages of simulated intensity images



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