

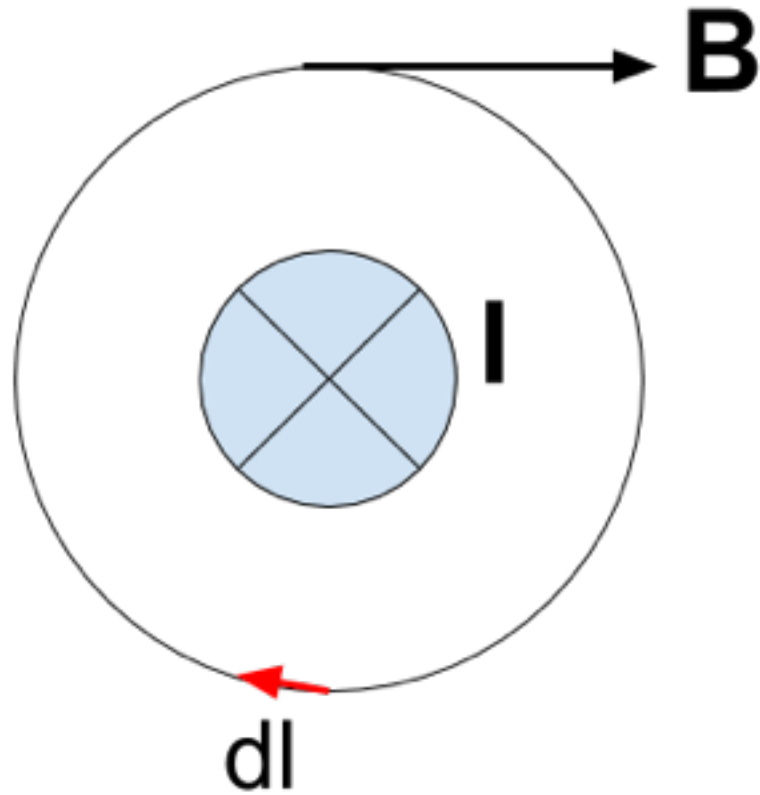
Justifying Geometric optics

The Maxwell Way

@V Kapoor

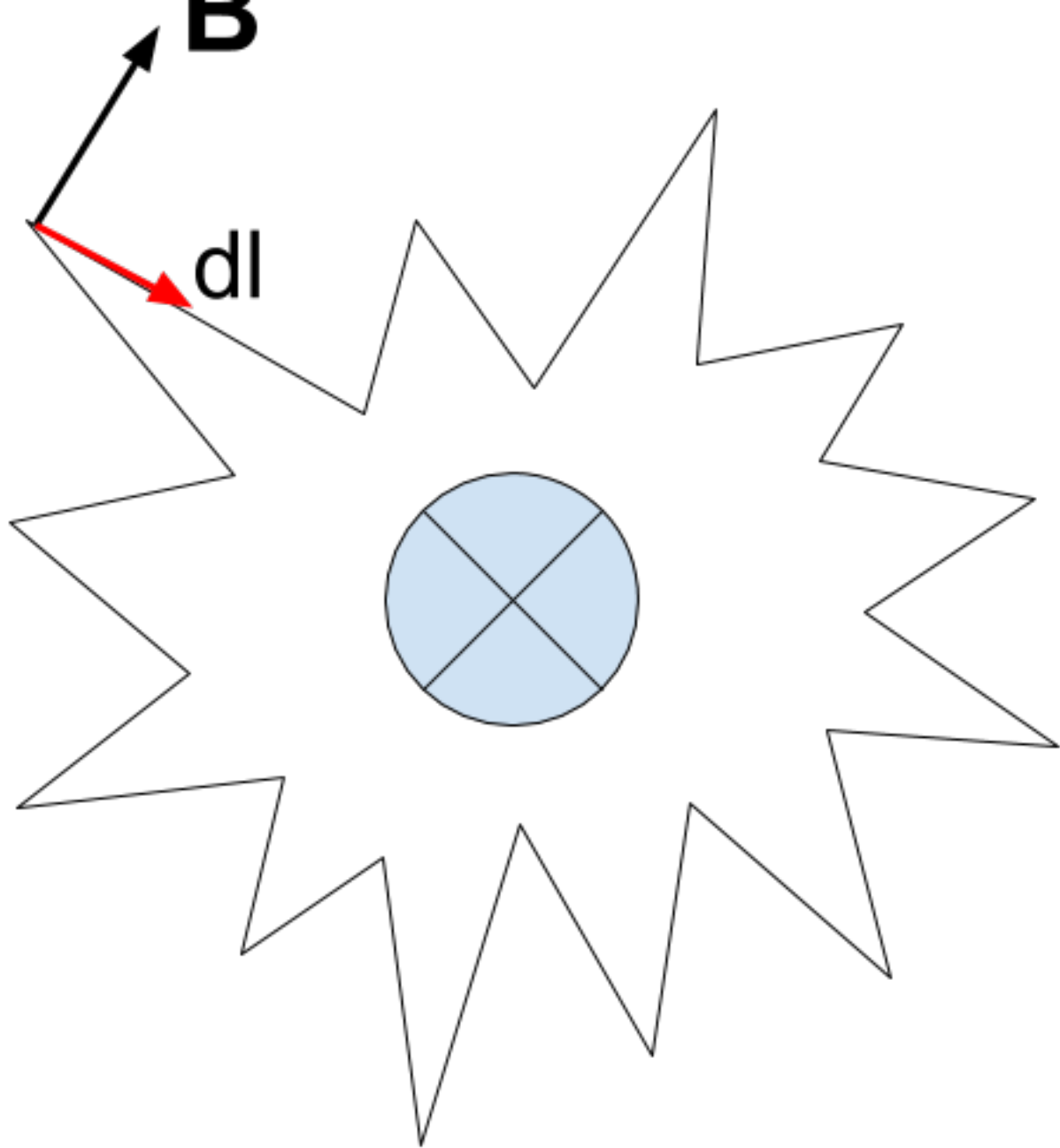
Thing that goes round
and round around the wire
is the magnetic field

Current going into the
plane of the slide
(imagine current carrying wire)



$$\oint \vec{B} \cdot d\vec{l} = B(2\pi r) = \mu_0 I$$

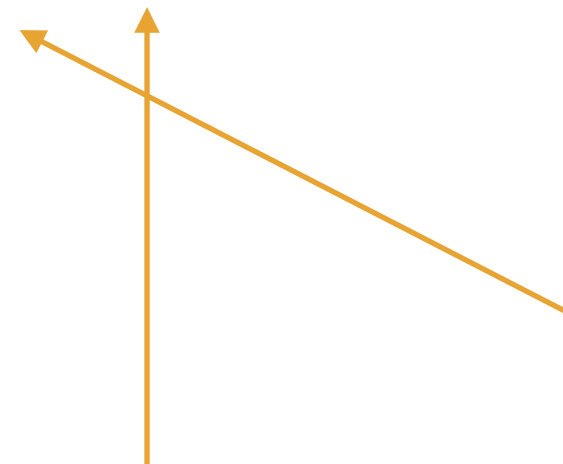
Ampere = Does not have to be a circle,
only has to be closed



$$\oint \vec{B} \cdot d\vec{l} = \mu_0 I_{\text{enclosed}}$$

$$I_{\text{enclosed}} = \oint \vec{J} \cdot d\vec{s}$$

$$\nabla \times \vec{B} = \mu_0 \vec{J} \quad \vec{\nabla} = \left(\frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right)$$



$$\begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ B_x & B_y & B_z \end{vmatrix}$$

Almost 3rd Maxwell equation

Introducing the Maxwell equations

$$\nabla \cdot \vec{E} = \frac{\rho}{\epsilon_0}$$

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

$$\nabla \cdot \vec{B} = 0$$

$$\nabla \times \vec{B} = \mu_0 \vec{J} + \epsilon_0 \mu_0 \frac{\partial \vec{E}}{\partial t}$$

In free space

$$\rho = 0$$

$$\vec{J} = 0$$

Ampere

Maxwell

Genius idea:

We understood how light travels,
made mobile phones, radio, radar and GPS possible

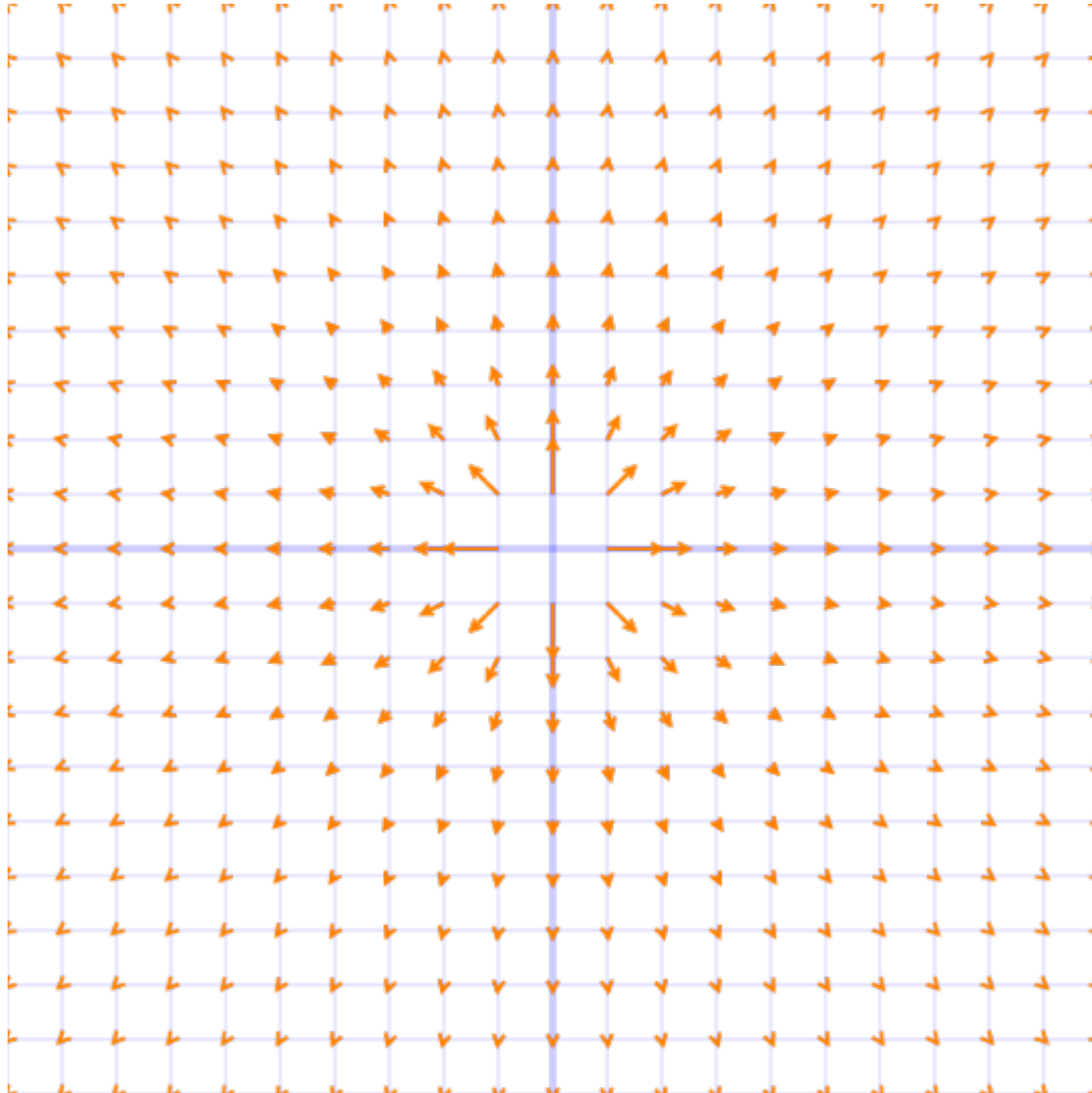
Explaining divergence

$$\vec{\nabla} \cdot \text{terms}$$

Field with positive divergence

Negative divergence fields will point “inwards” (reverse arrows here)

Zero divergence fields are just flat (think rain falling from sky)



EM waves can exist without any charges or currents

$$\nabla \times (\nabla \times E) = -\frac{\partial}{\partial t}(\nabla \times B)$$

$$\nabla(\nabla \cdot E) - \nabla^2 E = -\epsilon_0 \mu_0 \frac{\partial^2 E}{\partial t^2}$$

$$\epsilon_0 \mu_0 \frac{\partial^2 E}{\partial t^2} = \nabla^2 E$$

wave with velocity = $\frac{1}{\sqrt{\epsilon_0 \mu_0}}$

$$\nabla^2 B = \epsilon_0 \mu_0 \frac{\partial^2 B}{\partial t^2}$$

3D wave equations

Oscillation in
E and B
without any charges
or currents

Propagation with
speed of light

determined by two
static quantities

$$\frac{1}{\sqrt{\epsilon_0 \mu_0}}$$

1D case, A simple solution to Maxwell Equations

$$E_x = E_{0x} \cos(\omega t - kz) \quad E_y = 0 \quad E_z = 0 \quad \frac{\partial^2 E_x}{\partial z^2} = \mu_0 \epsilon_0 \frac{\partial^2 E_x}{\partial t^2}$$

What is B? $\xrightarrow{\text{use}} \nabla \times \vec{E} = -\frac{\partial \vec{B}}{\partial t} \longrightarrow \frac{\partial E_x}{\partial z} \hat{y} = -\frac{\partial \vec{B}}{\partial t}$

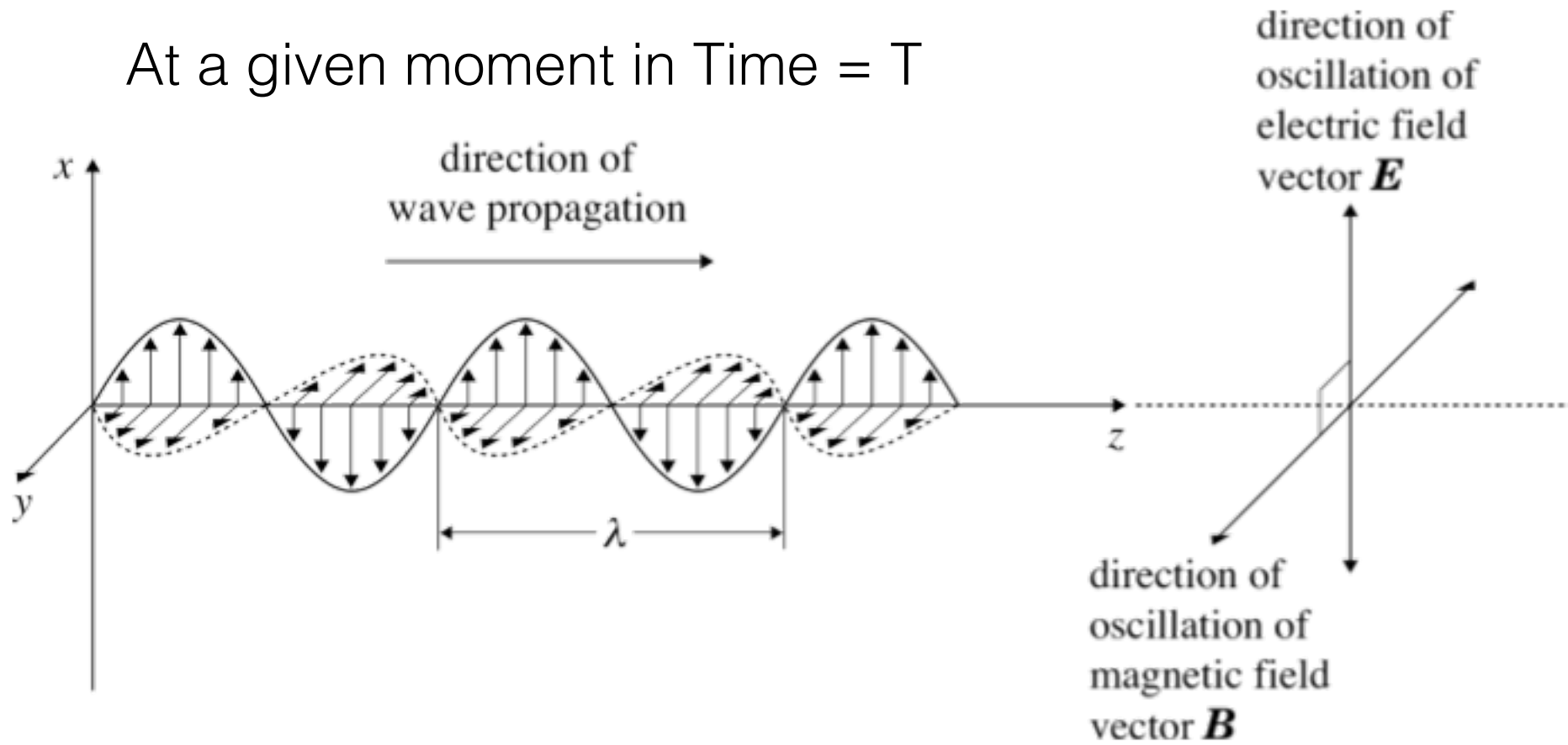
$$\vec{B} = \frac{k}{\omega} E_{0x} \cos(\omega t - kz) \hat{y} \xleftarrow{\text{Integration in time}} k E_{0x} \sin(\omega t - kz) \hat{y} = -\frac{\partial \vec{B}}{\partial t}$$

$$= \frac{E_{0x}}{c} \cos(\omega t - kz) \hat{y} \quad \vec{B} \text{ and } \vec{E} \text{ in phase}$$

$$\vec{B} \perp \vec{E} \perp \text{direction of propagation} = \vec{E} \times \vec{B}$$

$$B = \frac{E}{c}$$

At a given moment in Time = T



Linearly polarised E field in x direction

If you are standing at a point in z you will see something going up and down in X , that is E field of light

A more complicated solution than before

$$E_x = E_{0x} \cos(\omega t - kz) \quad E_y = E_{0y} \cos(\omega t - kz + \delta) \quad E_z = 0$$



General Plane wave solutions

$$\vec{E}(\vec{r}, t) = \vec{E}_0 \cos(\omega t - \vec{k} \cdot \vec{r})$$

What does this term mean?

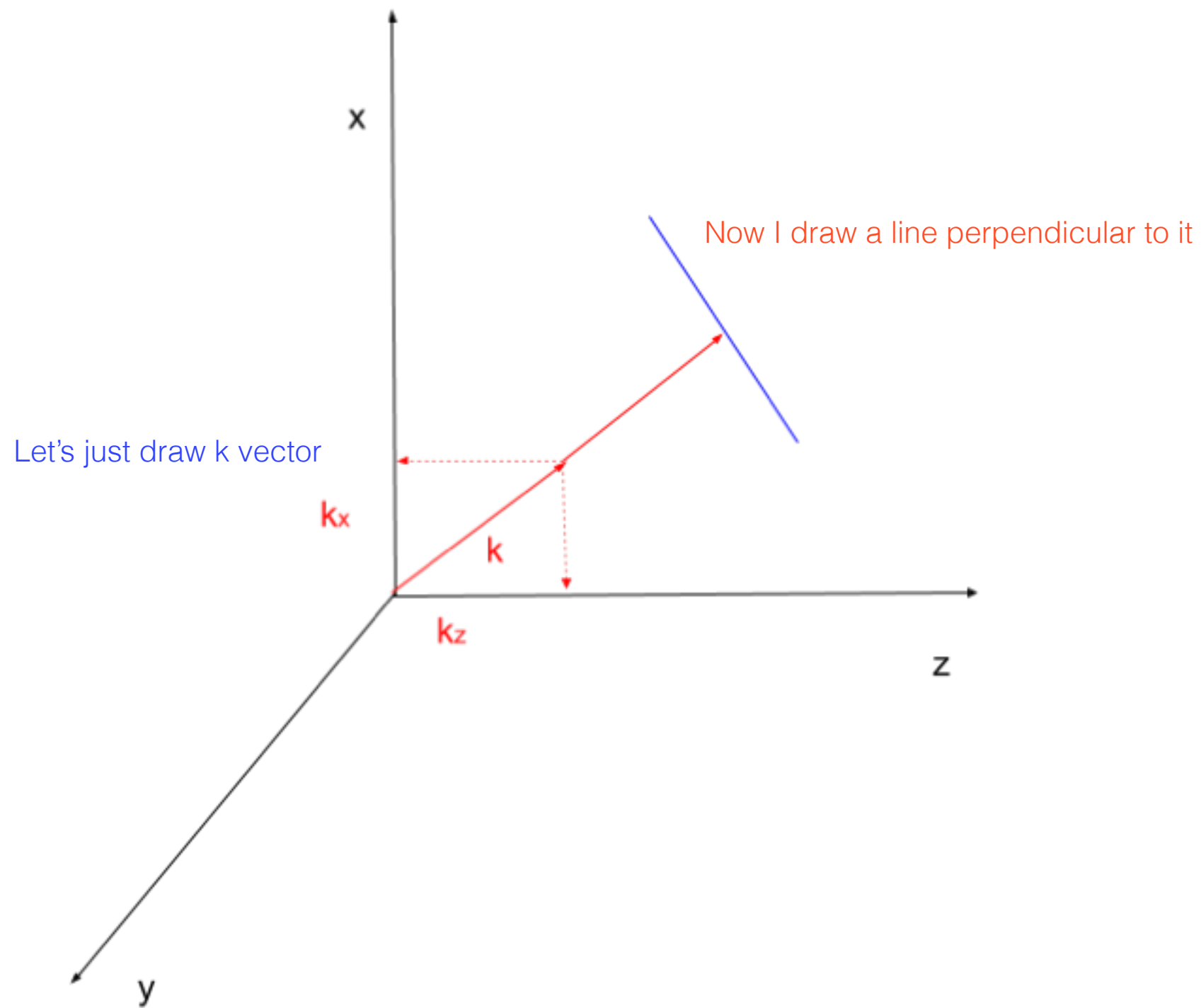
A geometric insight here is
going to justify geometrical optics

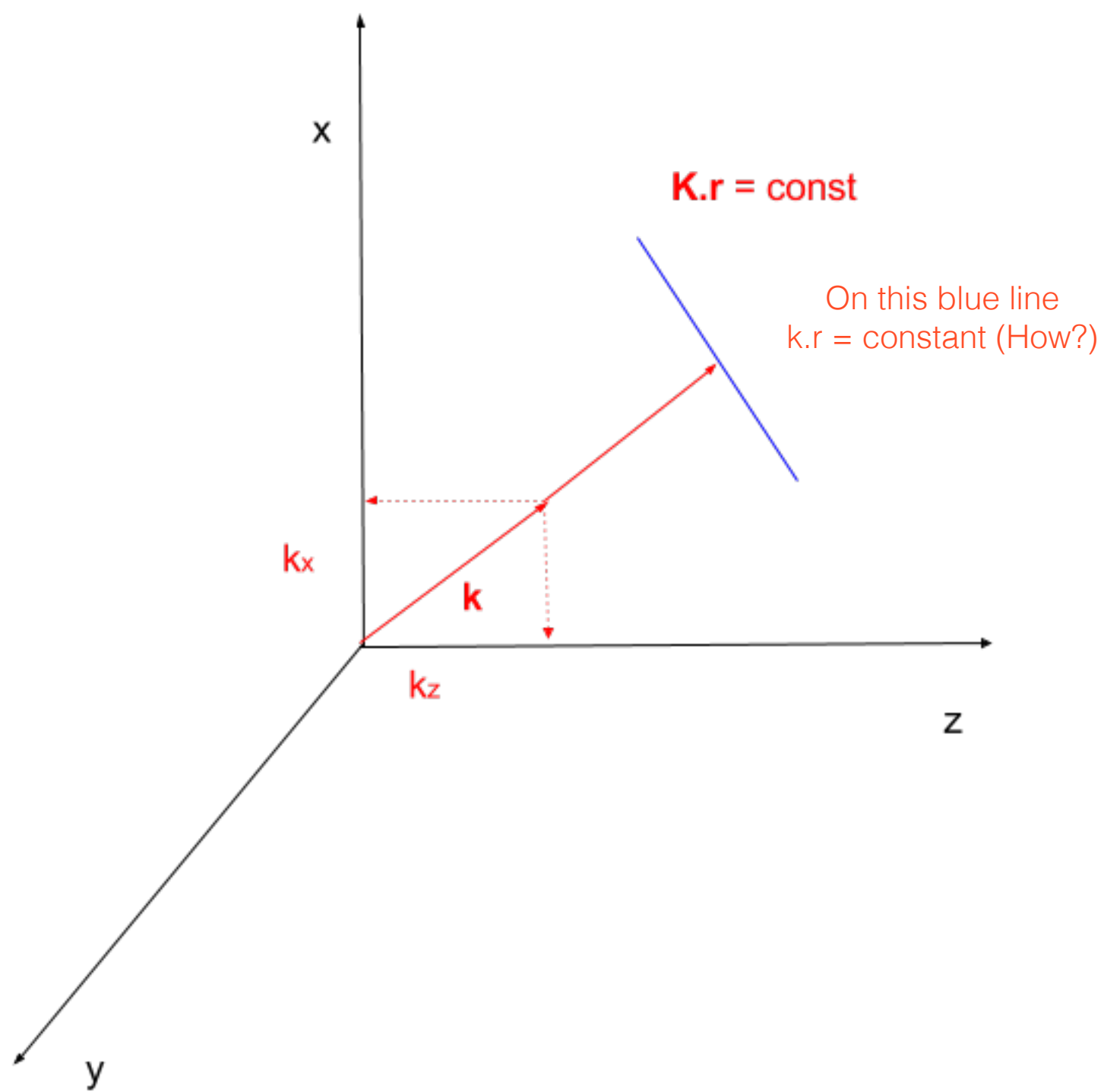
$$\vec{r} = x\hat{x} + y\hat{y} + z\hat{z}$$

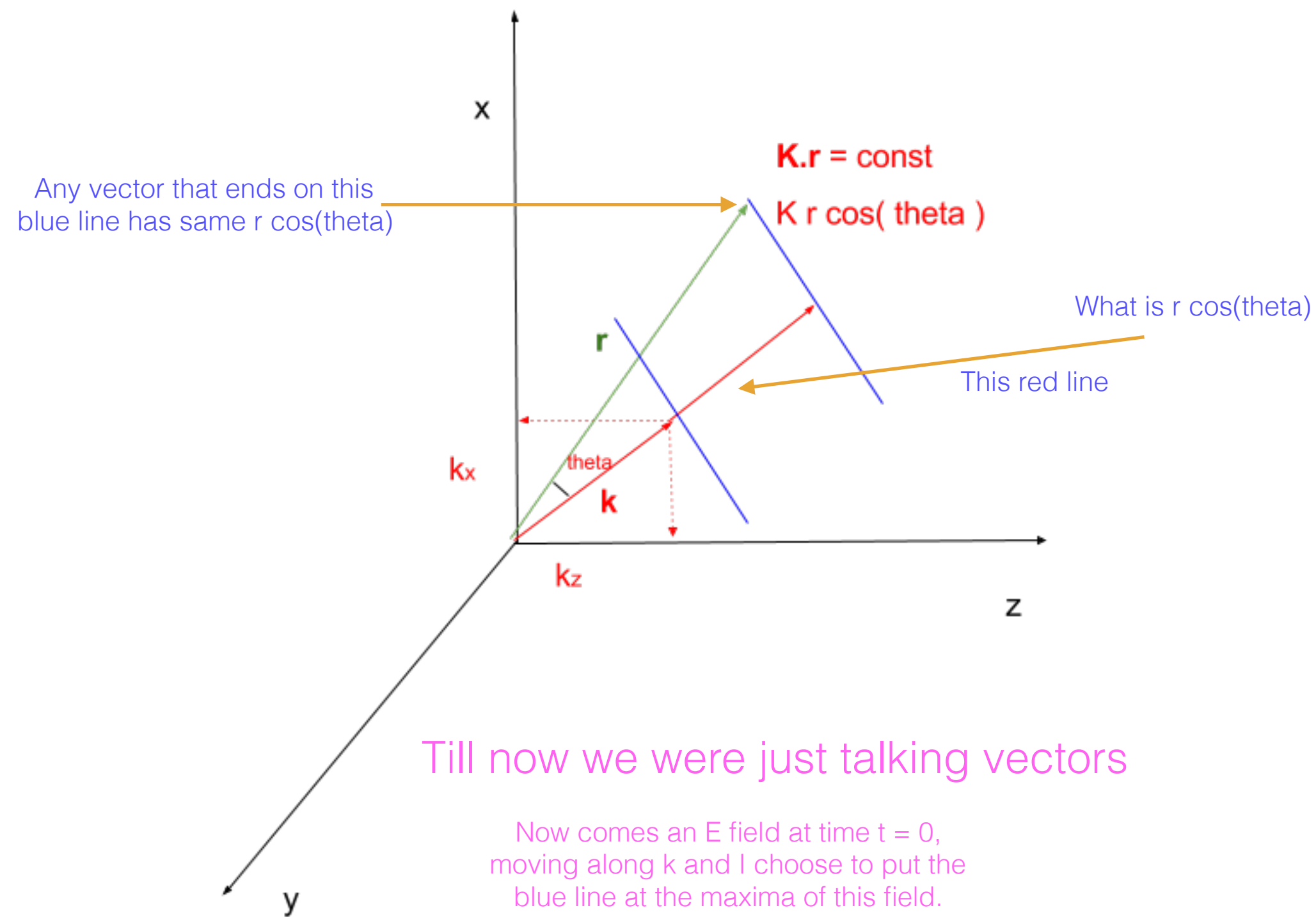
$$\vec{k} = k_x\hat{x} + k_y\hat{y} + k_z\hat{z}$$

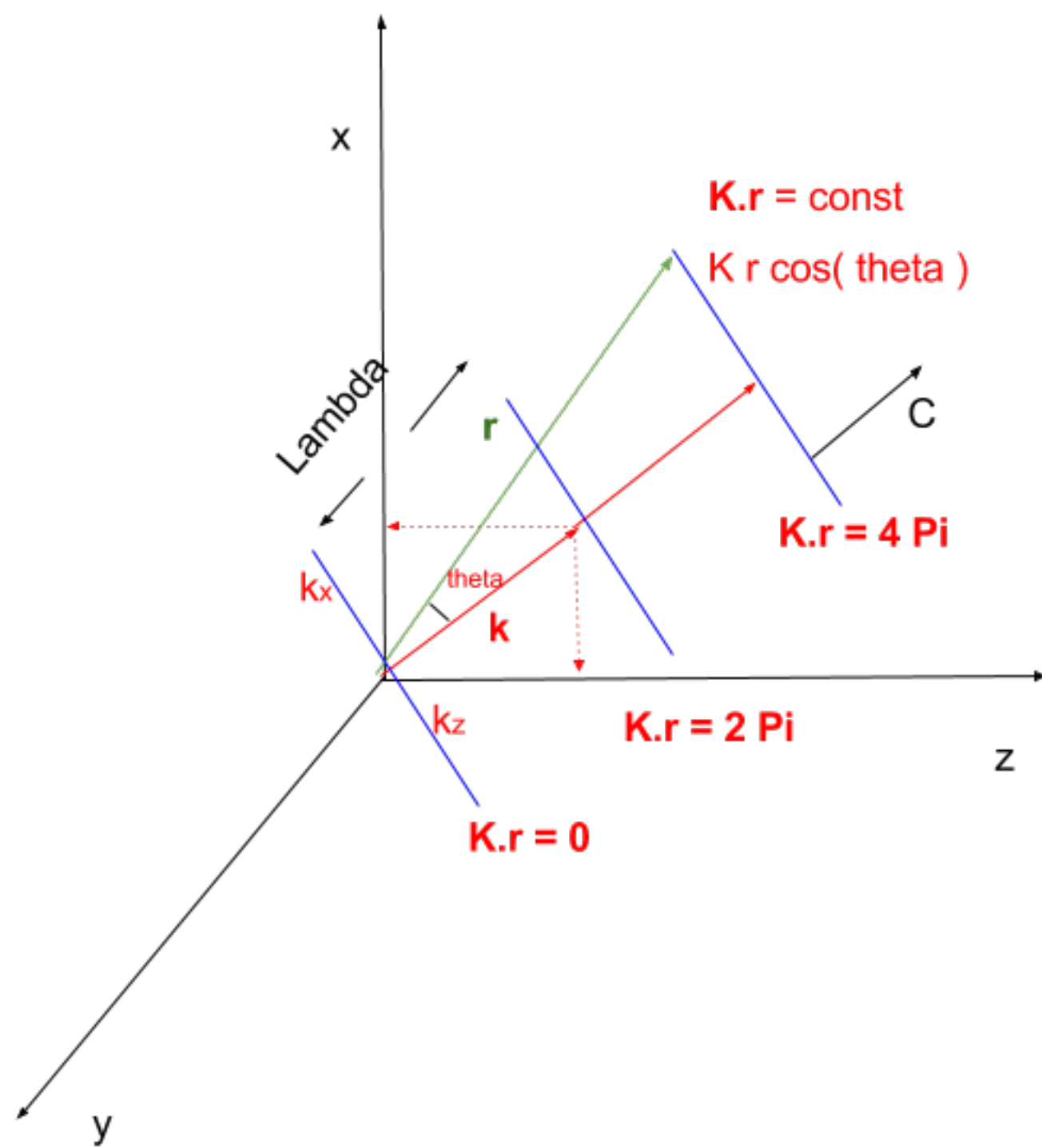
$$k = \frac{2\pi}{\lambda}$$

Direction of propagation, as you will see









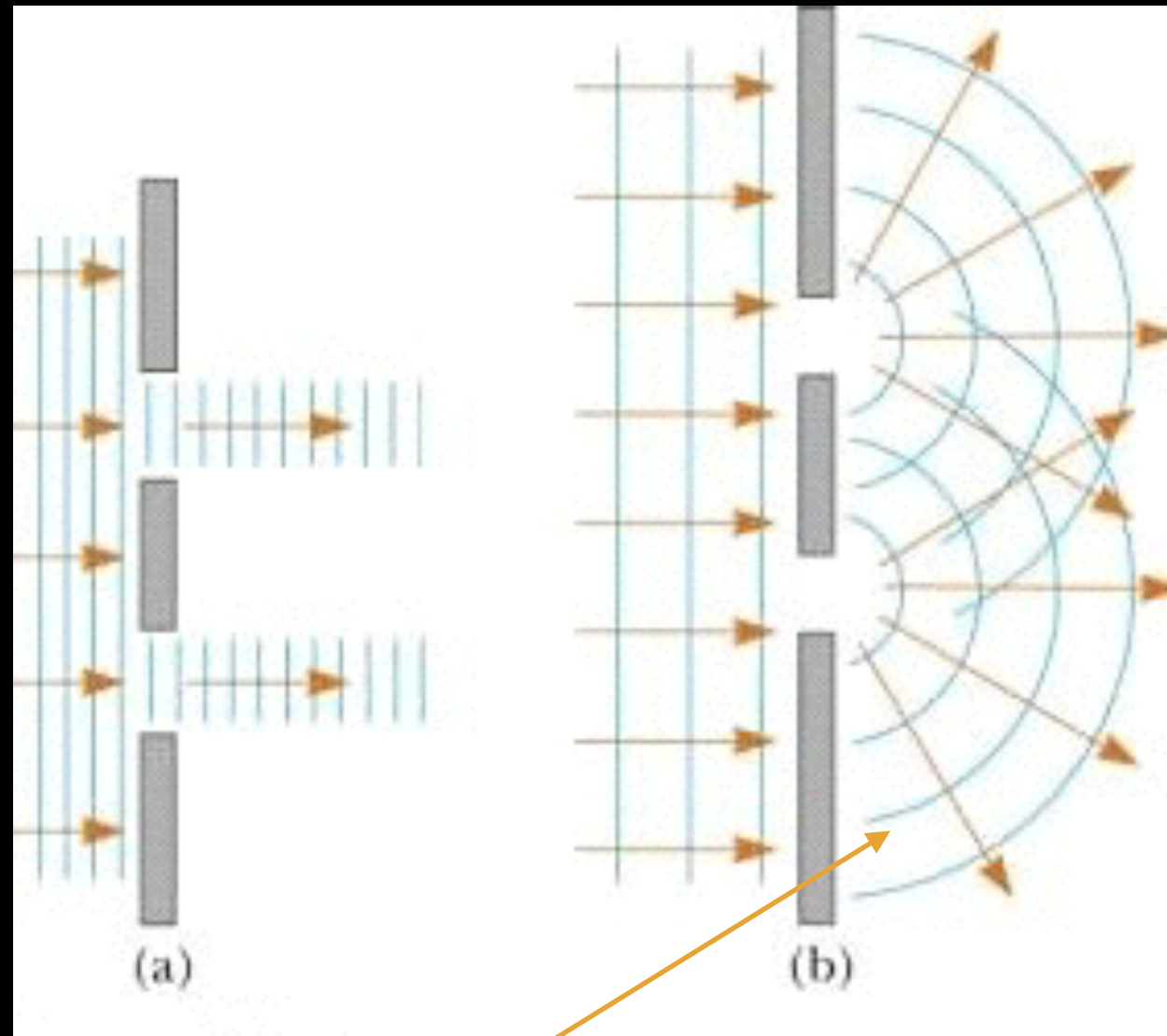
In previous club talks, you have seen:

Travelling/Plane waves

It shows you the lines
where E field is maxima
and where $k \cdot r = \text{const}$

Separation between blue lines
is the wavelength of light

Wavefront moves
with the speed of light



Travelling/Spherical waves

$k \cdot r = \text{constant}$ along blue curve

