

# EE341 - Polarization of Light

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- Date: 4.22.2020

*"Engineer at your service." - Engineer,  
Stronghold Game Series*



# Overview

1. Polarization of Light
2. ~~Jones Matrices~~
3. Ethics Case



# I. Polarization of Light

Light propagates in strange ways, not just along its movement...



# Graphing Code

```
function GraphPolarizer(xFun, yFun, varargin)
    t = 0:0.01:50;
    x=xFun(t);
    y=yFun(t);
    plot(x,y)

    %% Arrow Annotation
    % Dynamically generates directional arrows around the curve.
    for i = 0:0
        %Pt1 = randi(length(t)-1);
        Pt1 = round(length(t)/8);
        if (Pt1 == 0)
            Pt = Pt + 1;
        end
        Pt2 = Pt1 + 1;
```



# 1. Linear Polarizer

```
GraphPolarizer(@cos,@cos,"1. Linear Polarizer at 45 Degrees");
```



## 2. Linear Polarizer

```
GraphPolarizer(@cos,@cosQuarter, "2. Left-Hand Elliptical Polariz  
"cos(wt)", "cos(pi/4 + wt)");
```



# 3. Left-Hand Circular Polarization

```
GraphPolarizer(@cos,@nSin, "3. Left-Hand Circular Polarization",.  
  "cos(wt)", "-sin(wt)");
```



# 4. Left-Hand Elliptical Polarization at -45

```
GraphPolarizer(@cos,@cosTripleQuarter, "4. Left-Hand Elliptical P  
"cos(wt)", "cos(wt + 3pi/4)");
```





# 5. Linear Polarization at -45

```
GraphPolarizer(@cos,@nCos, "5. Linear Polarization at -45",...  
  "cos(t)", "-cos(t)");
```



# 6. Right-Hand Elliptical Polarization at -45

```
GraphPolarizer(@cos,@nCQuarter, "6. Right-Hand Elliptical Polar  
"cos(t)", "-cos(t + pi/4)");
```



# 7. Right-Hand Circular Polarization

```
GraphPolarizer(@cos,@sin, "7. Right-Hand Circular Polarization",.  
  "cos(t)", "sin(t)");
```



# 8. Right-Hand Elliptical Polarization at 45

```
GraphPolarizer(@cos,@nCosTripleQuarter, "8. Right-Hand Elliptical  
"cos(wt)", "-cos(wt + 3pi/4)");
```



# 9. Linear Polarizer at 45 Degrees

```
GraphPolarizer(@cos,@cos,"9. Linear Polarizer at 45 Degrees");
```



# II. Ethics Case Study

*“And now for something completely different!” - And Now for Something Completely Different*



# Catherine's Dilemma

## Be Honest

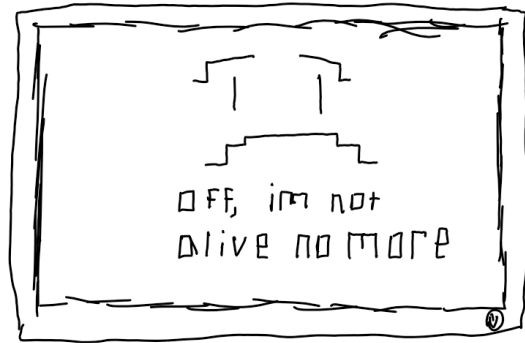
Tell the customer that the mistake was on her own company and the units can be replaced for free.

## Lie

Report the units as incorrectly installed or such to warrant a full re-purchase.



# Catherine's Dilemma



Honesty

+ 20r Honor

+ 5 Trustworthy



OR

Minimize  
Losses





-40 Mistake



+ 20% saving

+ \$7000

- Have to live  
with yourself

# Tough Moral Dilemma?

From the IEEE Code of Ethics...



## Avoid Conflict of Interests

*2. to avoid real or perceived conflicts of interest whenever possible, and to disclose them to affected parties when they do exist*

## Correct Errors

*7. to seek, accept, and offer honest criticism of technical work, **to acknowledge and correct errors**, and to credit properly the contributions of others*

## Avoid Injuries

*9. to avoid injuring others, their property, reputation, or employment by false or malicious action*

# It's not a Trolley Problem



Credit:

[https://gavinortlund.files.wordpress.com/2013/09/fo  
in-the-road.jpg](https://gavinortlund.files.wordpress.com/2013/09/fo-in-the-road.jpg)



# Conclusion

- Light rays propagate in unique ways; we can visualize this with graphs of their movement paths.
- We must strive to abide by standards of ethics for fair play as engineers.

Any Questions?



# Credit

...where credit's due.

- NowForSomethingCompletelyDifferent: [https://en.wikipedia.org/wiki/And\\_Now\\_for\\_Some](https://en.wikipedia.org/wiki/And_Now_for_Some)
- Stronghold: <https://en.wikipedia.org/wiki/Stronghold>
- TwoRoadsDiverged: <https://gavinortlund.files.wordpress.com/2012/08/two-roads-diverged-in-the-road.jpg>
- PolarizationOfLight: <https://www.physicsclassroom.com/class/light/1/Polarization>
- EthicalCaseStudy: <https://www.scu.edu/ethics/for-engineering-areas/more/engineering-ethics/engineering-ethics-with-you/>

≡   with-you/