

## 5 Optics

### 5.1 Refraction of Light

When considering the effect of lenses or mirrors on the path of light, we draw diagrams using **light rays** and **normals**.

- **Light rays** represent the direction of travel of wavefronts.
- The **normals** is an imaginary line perpendicular to a boundary between two materials or a surface.

**Refraction** is the change of direction that occur when light **passes at an angle** across a boundary between two **transparent substances**. When entering a glass block from air, the light ray bends

- **Towards the normal** when it passes from air into glass.
- **Away from the normal** when it passes from glass into air.

**No refraction** takes place if the incident light ray is along the normal.

At a boundary between two transparent substances, the ray bends towards the normal if it passes into a **more dense substance**.

#### Investigating Refraction by Glass

1. Use a **ray box** to direct a light ray into a **rectangular glass block** at different angles of incident at point  $P$  on one of the sides.
2. For each angle of incidence, mark point  $Q$  where the light leaves the block.

The **angle of incidence** is the angle between the incident light ray and the **normal** at the point of incident. The **angle of reflection** is the angle between the refracted light ray and the normal at the point of incident.

- The angle of diffraction  $r$  is always less than the angle of incident  $i$ .
- **Snell's law**: the ratio  $\sin i / \sin r$  is the same for each light ray.
  - The ratio is referred to as the **refractive index**  $n$  of glass.

$$\text{refractive index of the substance } n = \frac{\sin i}{\sin r}$$

**Partial reflection** also occur when a light ray in air enters any refractive substance.

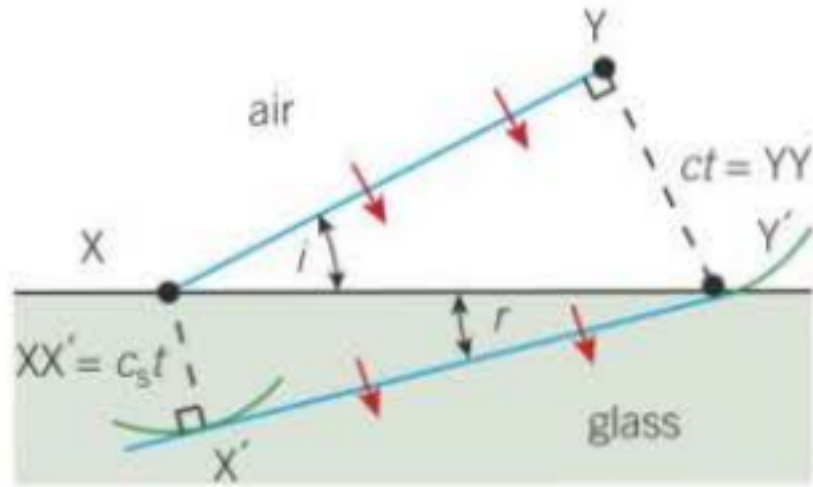
The angle of refraction of the light ray emerging from a rectangular glass block is the same as the **angle of incidence** of the ray entering the block.

- The two side of the block are **parallel to each other**.
- Refractive index when entering the glass is  $n$ , when leaving the glass is  $1/n$ , so the combined effect is  $n = 1$ .

## 5.2 More about Refraction

Refraction occurs because the **speed of light waves** is different in each substance. The amount of refraction that takes place depends on the **speed of the waves in each substance**.

Consider a wavefront of light waves when it passes across a **straight boundary** from a vacuum into a transparent substance.



The wave front moves

- A distance  $ct$  at speed  $c$  in vacuum from  $Y$  to  $Y'$ .
- A distance  $c_s t$  at speed  $c_s$  in the substance from  $X$  to  $X'$ .

This gives us equations

$$\begin{cases} ct &= XY' \sin i \\ c_s t &= XY' \sin r \end{cases}$$

Combining the equations give

$$\frac{\sin i}{\sin r} = \frac{c}{c_s}$$

This shows the **smaller the speed of light** is in a substance, the **greater the refractive index** of the substance.

Since the **frequency does not change** when refraction occurs

$$n_s = \frac{c}{c_s} = \frac{\lambda}{\lambda_s}$$

### Refraction at a Boundary between Two Transparent Substances

Consider light crossing a boundary from a substance which the speed of light is  $c_1$  to one that the speed of light is  $c_2$ .

$$\begin{aligned}\frac{\sin i}{\sin r} &= \frac{c_1}{c_2} \\ \frac{1}{c_1} \sin i &= \frac{1}{c_2} \sin r \\ \frac{c}{c_1} \sin i &= \frac{c}{c_2} \sin r \\ n_1 \sin \theta_1 &= n_2 \sin \theta_2\end{aligned}$$

which is the equation form of **Snell's law**.

Note that the refractive index of air is 1.0003, for most purposes can be assumed to be 1.

### White Light Spectrum

A **glass prism** can be used to split a **beam of white light** from a filament lamp into the colours of the spectrum. The dispersive effect occur because the speed of light in glass **depends on wavelength**.

- White light is composed of light with a **continuous range of wavelengths**.
- The shorter the wavelength in air, the greater the amount of diffraction.
- So each colour in the white light beam is **refracted by a different amount**.