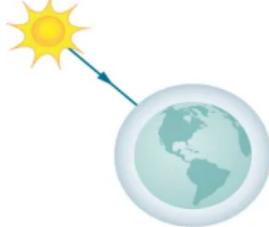


Ray Model of Light

3 ways light can travel from a source to another location



(a)



(b)



(c)

- a directly from source through vaccum . Sun to Earth
- b light can travel through various media like Air, glass, water to the observer
- c light can also arrive after being reflected such as mirrors

Ray of Light

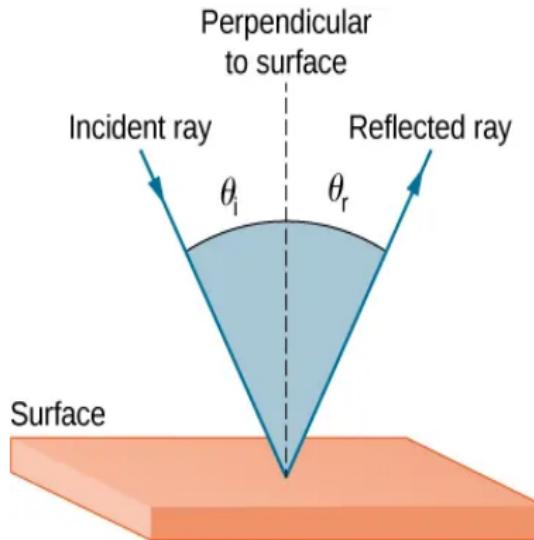
We model path of light as a straight line called **ray**

- Light behaves both as a particle and a wave
- When light interacts with an object several times larger than its wavelength($\approx 10^{-6}$), it travels in a straight line and acts like a ray.
- Light may change direction when it
 - reflection : encounters objects (such as a mirror)
 - refraction: passing from one material to another (such as in passing from air to glass)

Law of Reflection

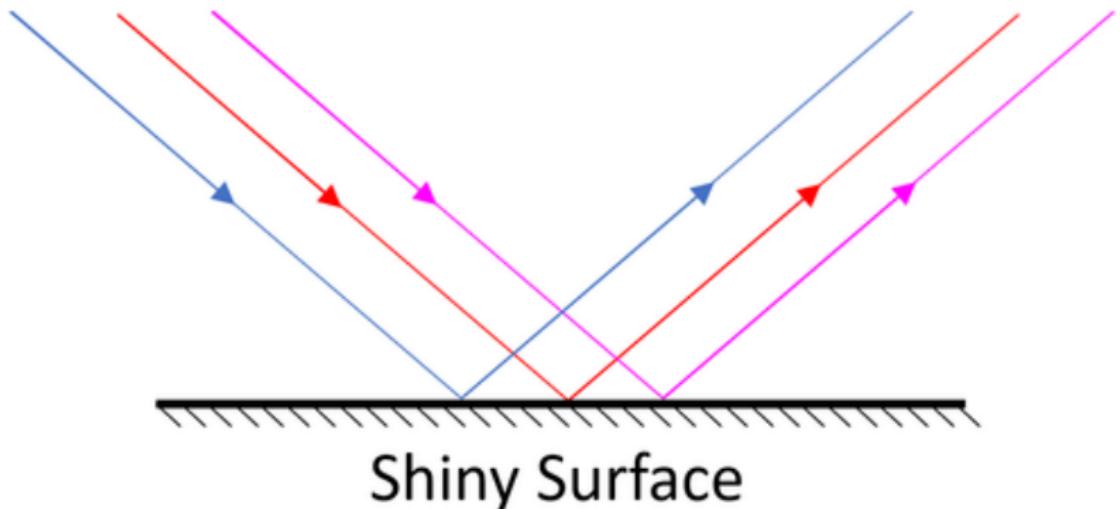
the law states that angle of reflection is equal to angle of incidence

$$\theta_r = \theta_i$$

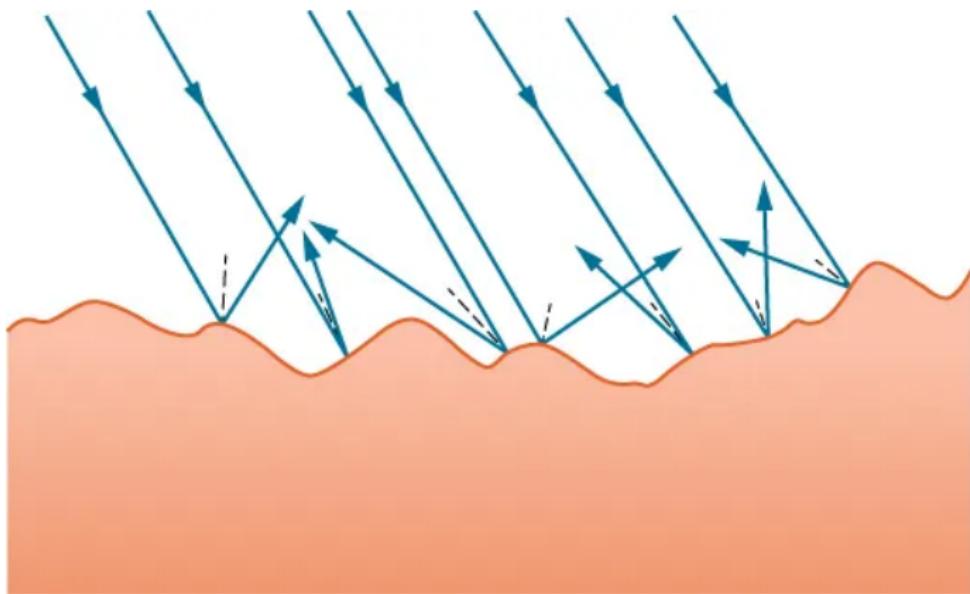




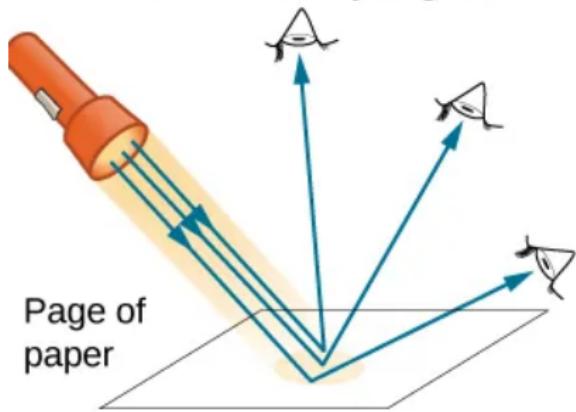
Specular Reflection



Diffused Reflection

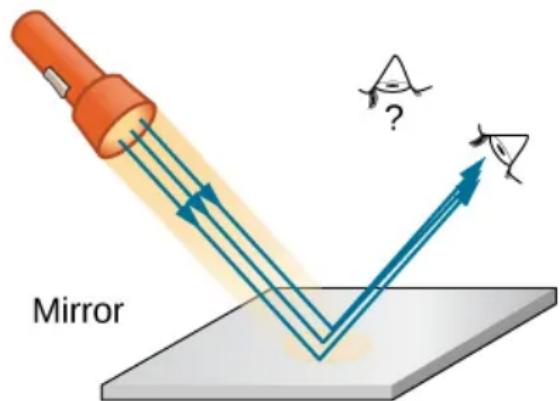


Light reflects from a rough surface at many angles



(a)

Light reflects from a smooth surface at just one angle



(b)



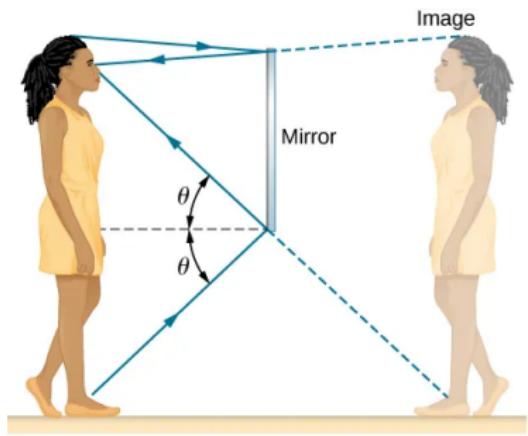




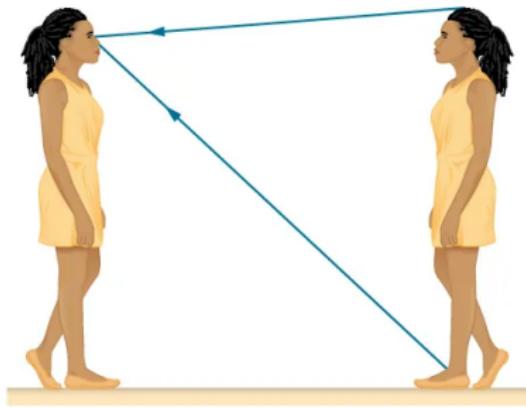


Reflections: Mirror





(a)



(b)

Reflections: Retroreflector

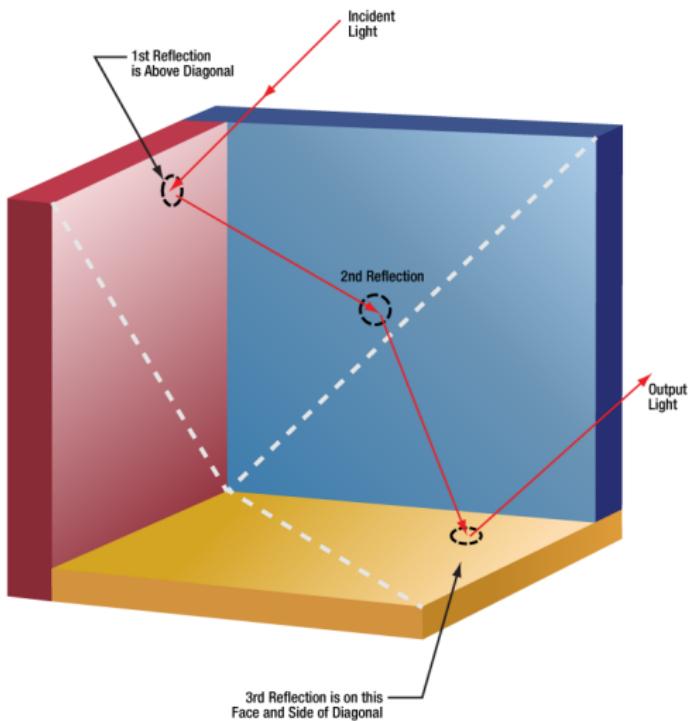
Definition

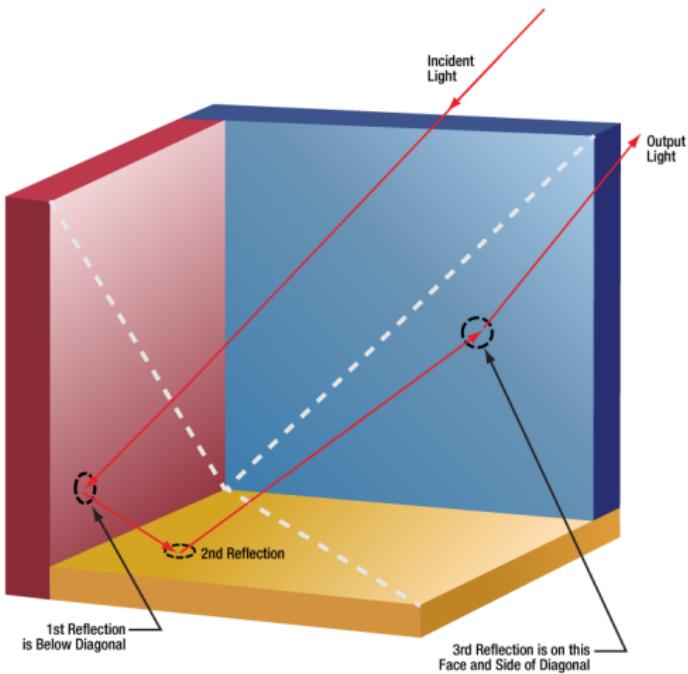
A **retroreflector** is a device or surface that reflects radiation (usually light) back to its source with minimum scattering

What is the difference from a **planar mirror** ?

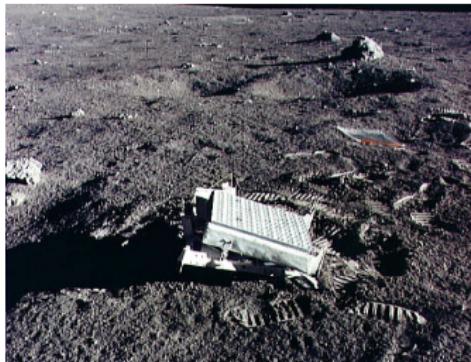
This works in wide range of angle of incidence while mirror needs to be perpendicular to the wave front

Retroreflector: Corner Cube Reflector





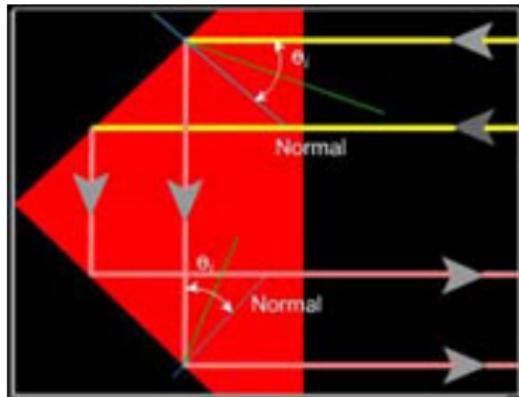
Retroreflector : Uses



- Astronauts placed a corner reflector on the Moon to measure its gradually increasing orbital distance. Laser signals from Earth can be bounced from that corner reflector to measure the gradually increasing distance to the Moon of a few centimeters per year.



(a) cycle reflectors



(b) working principle

- Retroreflection ensures high visibility if the driver and the light source are located together in case of cycle reflectors

Retroreflector : Radar



- Small boats made of fiberglass or wood do not strongly reflect radio waves emitted by radar systems. To make these boats visible to radar (to avoid collisions, for example), radar reflectors are attached to boats, usually in high places

The actual location of Mug ?



The actual location of Mug ?



Both are not the actual location !!!

Why two mugs ?

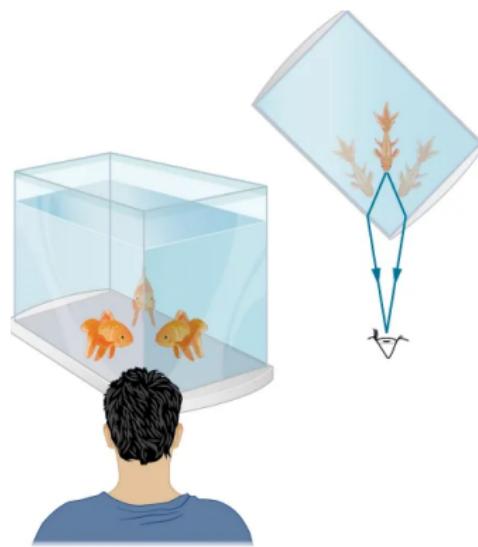
Refraction

The changing of a light ray's direction (loosely called bending) when it passes through substances of different refractive indices is called **refraction**

Why two mugs ?

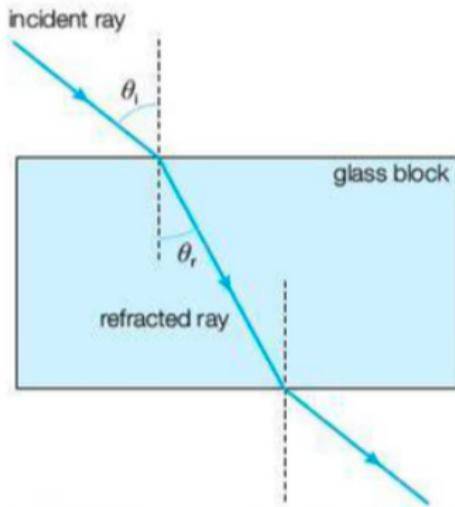
Refraction

The changing of a light ray's direction (loosely called bending) when it passes through substances of different refractive indices is called **refraction**

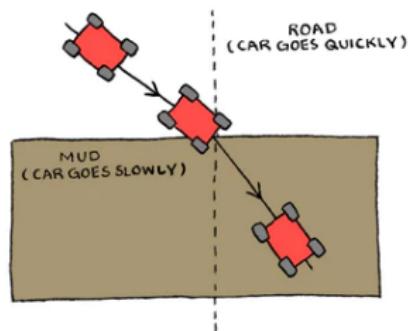


Velocity of Light

$$v = c/\eta$$



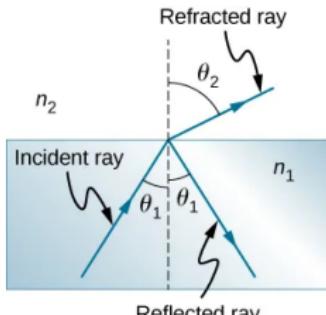
(a) Refraction through a glass block



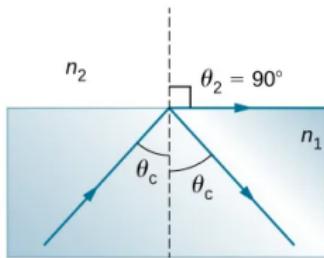
(b) Direction of Bending

Snell's Law

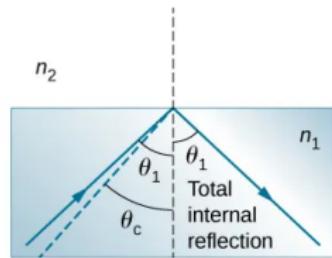
$$\eta_1 \sin \theta_1 = \eta_2 \sin \theta_2$$



(a)



(b)



(c)

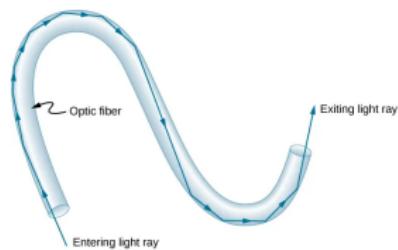
- a. $\eta_1 > \eta_2 \implies \theta_2 < \theta_1$
- b. $\theta_1 \uparrow \implies \theta_2 \uparrow$. At $\theta_1 = \theta_c, \theta_2 = 90^\circ$
- c. At $\theta_1 > \theta_c$, all of the light is reflected back into medium = **total internal reflection**

$$\theta_c = \sin^{-1} \left(\frac{\eta_1}{\eta_2} \right) \text{ for } \eta_1 > \eta_2$$

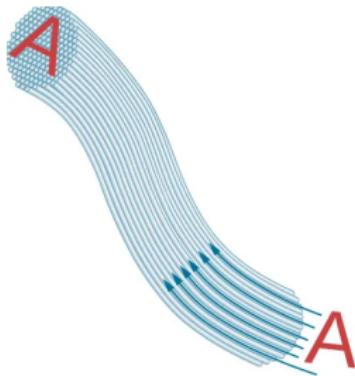
What is happening here?



Fiber Optical Cables and Endoscopes



(a) Total internal
reflection in fiber optic
cable



(b) Bundle of Fiber optic
cables



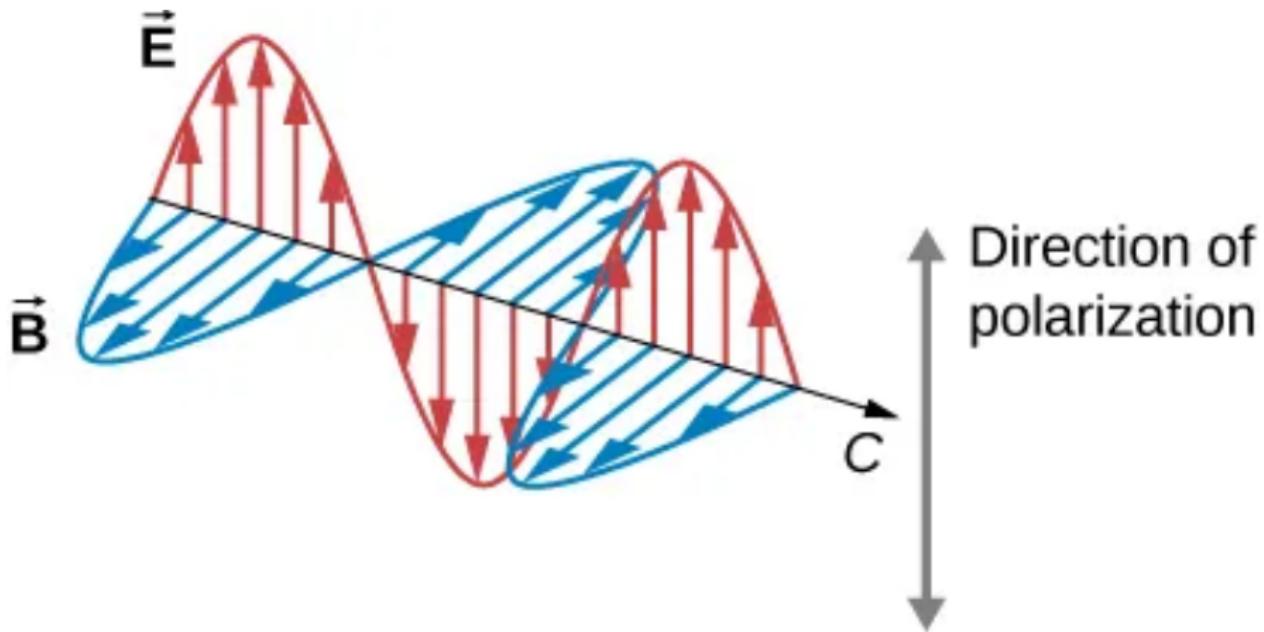
(c) Endoscopic Camera

Premise

- Light behaves as both wave and particle
- Some optical phenomena require analysis based on wave characteristics of light when the wavelength is not negligible compared to dimension of optical device e.g. slit in case of **diffraction**



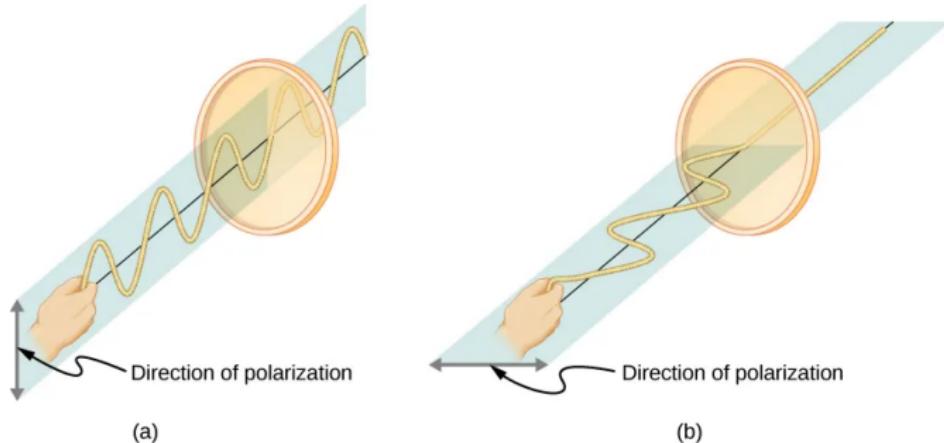
- a. glare effect
- b. using polarizing filter . this reduces the glare



EM wave propagation

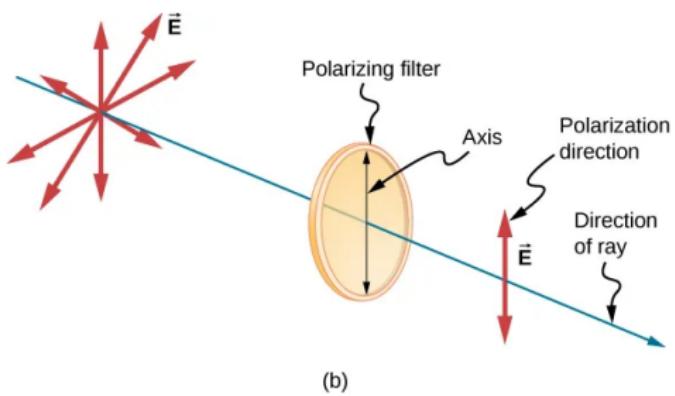
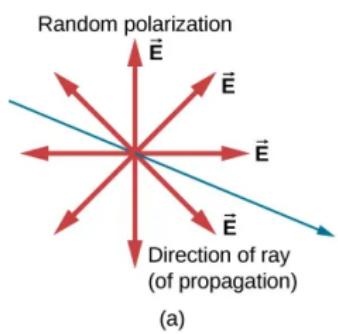
- EM waves are transverse waves consisting of varying Electric and Magnetic fields that oscillate perpendicular to the direction of propagation
- **Polarization** is the attribute that a wave's oscillations do have a definite direction relative to the direction of propagation of the wave
- For an EM wave, the direction of polarization is the direction parallel to the electric field.

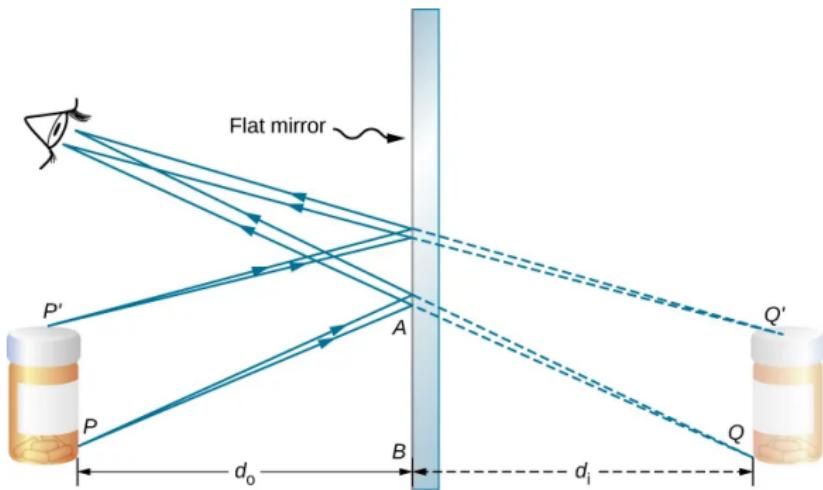
Vertical vs Horizontal Polarization



- a. Vertical polarization . Effect of vertical slit placed on the rope and the waves will pass through
- b. Horizontal polarization. Effect of horizontal slit where the wave propagation got blocked

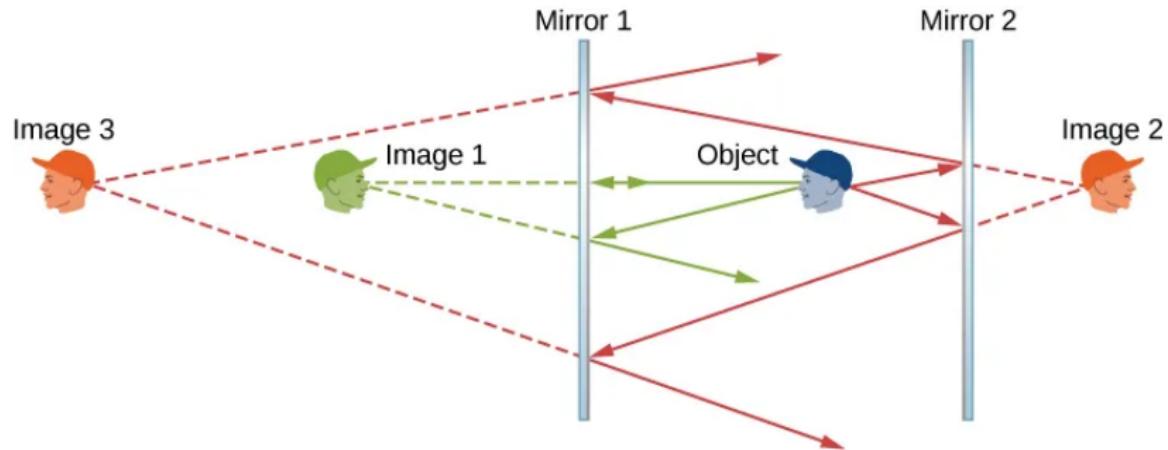
Polarizing filter



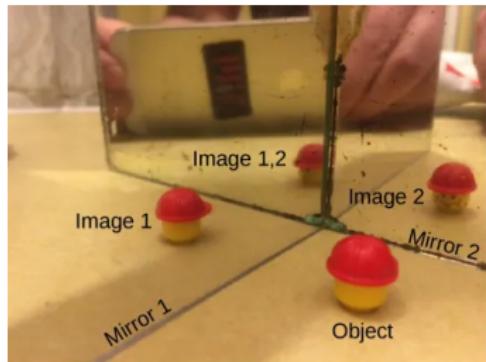


$$d_o = -d_i$$

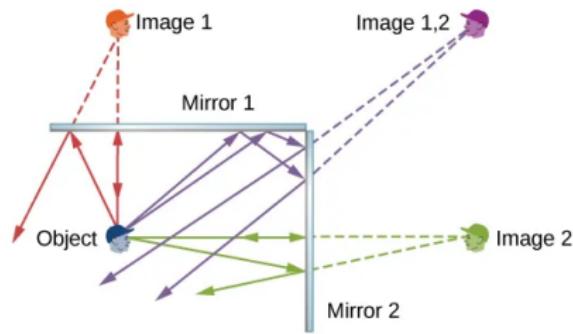
Multiple Images: infinite



Multiple Images: finite



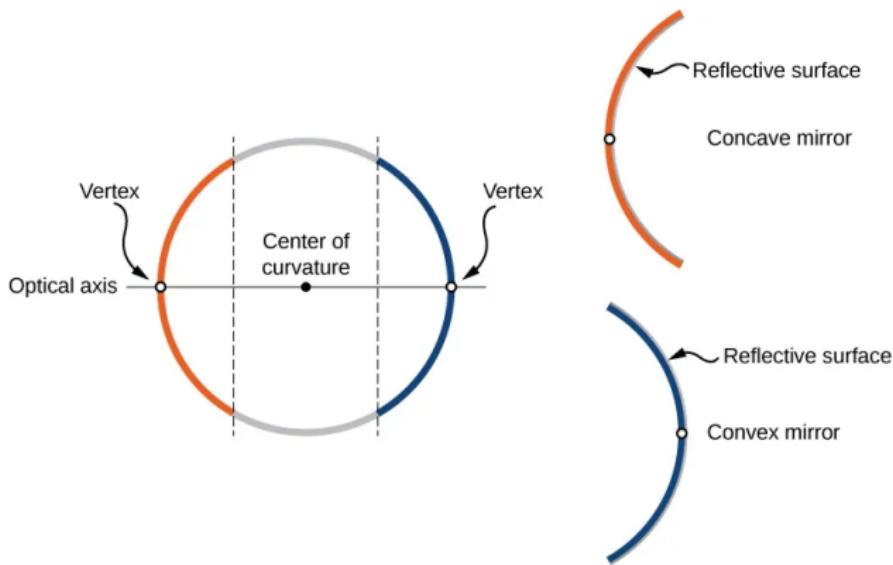
(a)



(b)

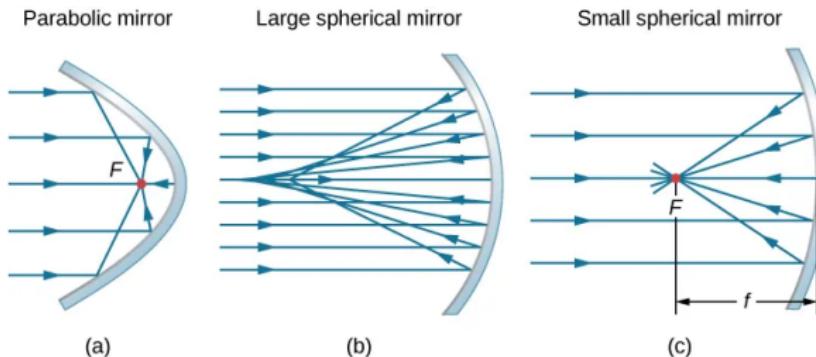
Curved Mirrors

- A **curved mirror** can form images that may be larger or smaller than the object and may form either in front of the mirror or behind it.



Curved Mirrors

- a Rays parallel to the optical axis of a parabolic mirror converges at the point called **focal point**
- b If the mirror is large compared to radius of curvature then rays will not converge
- c If the mirror is small compared to radius of curvature, then it can be approximated to parabolic mirrors



Walkie Talkie Building

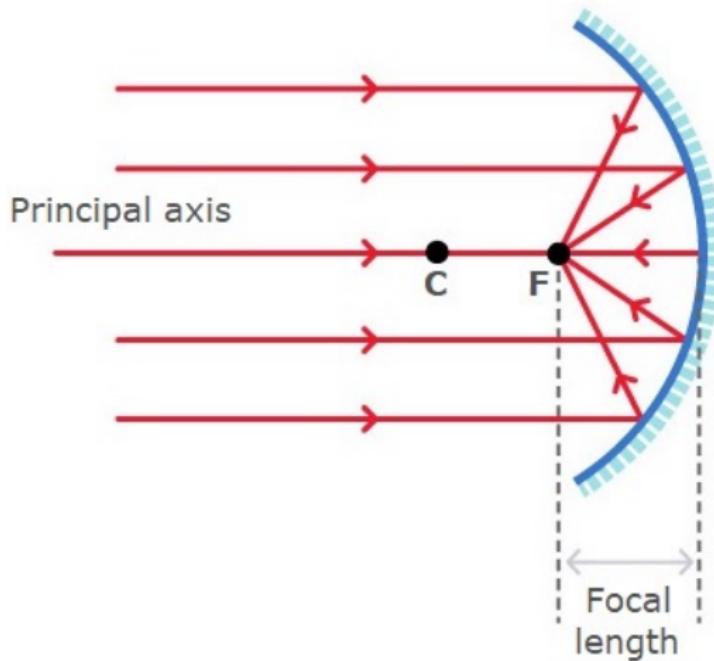


(a) Walkie Talkie Building



(b) Egg Fry

Reflection of light on a concave mirror



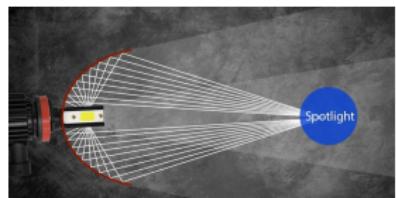
Concave Mirror Applications



(a) Microscope



(b) Dish TV



(c) Reflector Headlight

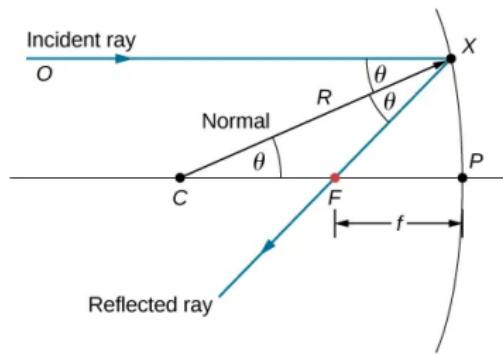


Image Formation in Concave Mirror

