

1. a.

$$I_A = \frac{1}{2} I_0$$

Unpolarized light equation.

$$I_B = I_A \cos^2 60^\circ$$

$$I_B = \frac{1}{4} I_0$$

Rotation of <sup>vertically</sup> polarized light by  $60^\circ$ .

$$I_C = I_B \cos^2 30^\circ$$

$$I_C = \frac{3}{32} I_0$$

Rotation of  $60^\circ$ -polarized light by an additional  $30^\circ$ .

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b.

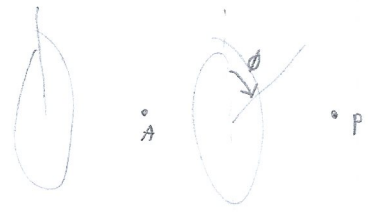
$I_C = 0$  - perpendicular polarizing filters.

2.

a.

$$I_A = \frac{1}{2} I_0$$

Unpolarized light equation



$$I_P = I_A \cos^2 \phi = \frac{I_0}{10}$$

Rotating light equation

$$\frac{I_0}{2} \cos^2 \phi = \frac{I_0}{10}$$

$$\cos \phi = \frac{\sqrt{5}}{5}$$

$$\phi = 63.4^\circ$$

b.

$$I_A = I_0 \cos^2 0^\circ$$

$$= I_0$$

polarized light equation

$$I_P = \frac{I_0}{10} = I_A \cos^2 \phi$$

$$\frac{I_0}{10} = I_0 \cos^2 \phi$$

$$\cos \phi = \frac{\sqrt{10}}{10}$$

$$\phi = \cos^{-1} \left( \frac{\sqrt{10}}{10} \right)$$

$$\phi = 71.6^\circ$$

3.

$$f = 0.120 \text{ m}$$

$$h' = 0.00800 \text{ m}$$

$$s' = 0.170 \text{ m}$$

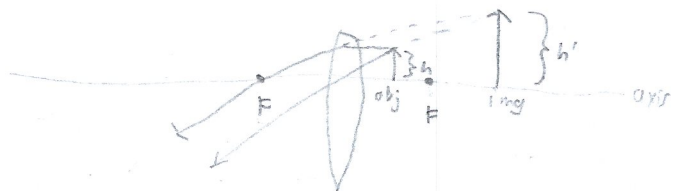
$$s = ?$$

$$m = ?$$

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

$$s = \frac{-1}{\frac{1}{f} + \frac{1}{s'}}$$

$$s = 0.0703 \text{ m to the right of the lens}$$



$$mh = h'$$

$$h = \frac{h'}{m}$$

$$= \frac{-h's}{s'}$$

$$h = 0.00331 \text{ m}$$

Encl

Som

4.

$$\begin{aligned} h_0 &= 0.0120 \text{ m} \\ s_0 &= 0.500 \text{ m} \\ s_1 &= 0.400 \text{ m} \\ s_2 &= 0.600 \text{ m} \\ l &= 3.000 \text{ m} \\ s_1 &= 1.000 \text{ m} \end{aligned}$$

a.

$$\frac{1}{s_0} + \frac{1}{s'_1} = \frac{1}{f_1}$$

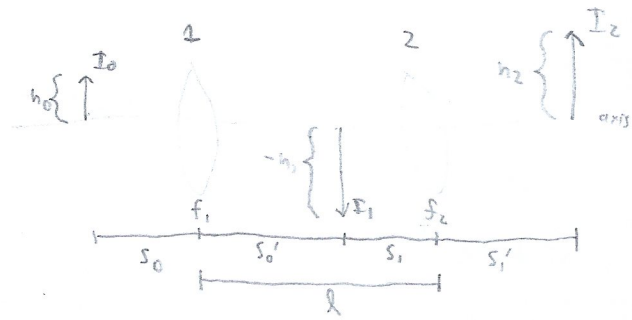
$$s'_1 = \frac{1}{\frac{1}{f_1} - \frac{1}{s_0}}$$

$$s'_1 = 2.00 \text{ m to the right of lens 1}$$

$$m = \frac{-s'_1}{s_0}$$

$$\begin{aligned} h_1 &= m h_0 \\ &= \frac{-s'_1 h_0}{s_0} \end{aligned}$$

$$h_1 = -0.0480 \text{ m (i.e., } 0.0480 \text{ m downwards)}$$



b.

$$s'_2 = \frac{1}{\frac{1}{f_2} - \frac{1}{s_2}}$$

$$s'_2 = 1.50 \text{ m}$$

$$\begin{aligned} h_2 &= m h_1 \\ &= \frac{-s'_2 h_1}{s_1} \end{aligned}$$

$$h_2 = 0.072 \text{ m}$$

$$V_c = 25 \text{ m/s}$$

$$v_I = 7.9 \text{ m/s}$$

$$S = 2.0 \text{ m}$$

$$S' = ?$$

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

$$= \frac{-2}{R}$$

$$S' = \frac{1}{-\frac{2}{R} - \frac{1}{S}}$$

$$= +0.55 \text{ m}$$

$$\frac{d}{dt} \left( \frac{1}{s} + \frac{1}{s'} \right) = \frac{d}{dt} \left( \frac{1}{s} \right)$$

$$\frac{d}{ds} \left( \frac{1}{s} \right) \cdot \frac{ds}{dt} + \frac{d}{ds'} \left( \frac{1}{s'} \right) \cdot \frac{ds'}{dt} = 0$$

$$-\frac{1}{s^2} \cdot \frac{ds}{dt} - \frac{1}{s^2} \cdot \frac{d}{dt}(s^2) = 0$$

$$\frac{ds}{dt} = \frac{-s^2}{s^{12}} \cdot \frac{ds'}{dt}$$

$$\Rightarrow \frac{-S^2}{S^{1/2}} \cdot V_I$$

$$\frac{ds}{dt} = 25.1 \text{ m/s}$$

$$V_T = V_C + \frac{ds}{dt}$$

$$V_T = 50 \text{ m/s}$$

6.

d.

In mirror, a virtual image is behind the mirror ( $s' < 0$ )Thus, in a lens, a real image is behind the lens ( $s' > 0$ )

$$f = 0.350 \text{ m}$$

$$m = \pm 2$$

$$\pm 2 = \frac{-s'}{s}$$

$$-2 = \frac{-s'}{s}$$

$$s' = 2s$$

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

$$\frac{1}{s} + \frac{1}{2s} = \frac{1}{f}$$

$$\frac{2}{2s} + \frac{1}{2s} = \frac{1}{f}$$

$$\frac{3}{2s} = \frac{1}{f}$$

$$s = \frac{3}{2}f$$

$$s = 0.525 \text{ m to the left of the lens.}$$

positive  $f \Rightarrow$  convex lens

b.

$$2 = \frac{-s'}{s}$$

$$s' = -2s$$

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

$$\frac{1}{s} - \frac{1}{2s} = \frac{1}{f}$$

$$\frac{1}{2s} = \frac{1}{f}$$

$$s = \frac{f}{2}$$

$$s = 0.175 \text{ m to the left of the lens}$$

positive  $f \Rightarrow$  converging lens

7.

a.

$$s + s' = d$$

$$s' = d - s$$

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

$$\frac{1}{s} + \frac{1}{d-s} = \frac{1}{f}$$

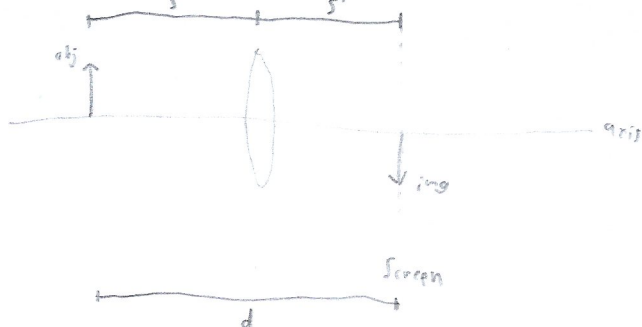
$$\frac{d}{sd-s^2} = \frac{1}{f}$$

$$fd = sd - s^2$$

$$s^2 - ds + fd = 0$$

$$s = \frac{d \pm \sqrt{d^2 - 4fd}}{2}$$

$$s = 0.184, 0.0358 \text{ m to the right of the object}$$



b.

$$m = \frac{-s'}{s}$$

$$= \frac{s-d}{s}$$

$$m = -0.195, -5.14, \text{ respectively}$$

8.

a.

$$\frac{1}{s_0} + \frac{1}{s_1} = \frac{1}{f_1}$$

$$-\frac{1}{s_1} + \frac{1}{s_2} = \frac{1}{f_2}$$

$$\frac{1}{s_0} + \frac{1}{s_2} = \frac{1}{f}$$



$$\frac{1}{s_0} + \frac{1}{s_1} - \frac{1}{s_1} + \frac{1}{s_2} = \frac{1}{f_1} + \frac{1}{f_2}$$

$$\frac{1}{s_0} + \frac{1}{s_2} = \frac{1}{f_1} + \frac{1}{f_2}$$

$$\boxed{\frac{1}{f} = \frac{1}{f_1} + \frac{1}{f_2}}$$

b.

$$n_1 = 1.55$$

$$r_1 = 0.0450 \text{ m}$$

$$r_2 = 0.0900 \text{ m}$$

$$n_2 = 1.46$$

$$\frac{1}{f} = \frac{1}{f_1} + \frac{1}{f_2}$$

$$= (n_1 - 1) \left( \frac{1}{r_1} - \frac{1}{r_2} \right) + (n_2 - 1) \left( \frac{1}{r_2} + \frac{1}{\infty} \right)$$

$$\boxed{f = 0.0891 \text{ m}}$$





9,

$$I_1 = I_0 \cos^2 \frac{\alpha_0}{2}$$

$$I_2 = \left( I_0 \cos^2 \frac{\alpha_0}{2} \right) \cos^2 \frac{\alpha_0}{2}$$

$$I_N = I_0 \left( \prod_{i=1}^N \cos \frac{\alpha_0}{N} \right)^2$$

— For every new screen, we rotate by fewer degrees, but we do so once more, relative to the coordinate system of the previous screen.

$$\lim_{N \rightarrow \infty} I_N$$

$$= I_0 \left( \lim_{N \rightarrow \infty} \prod_{i=1}^N \cos \frac{\alpha_0}{N} \right)^2$$

$$= I_0 \left( \prod_{i=1}^{\infty} \cos 0^\circ \right)^2$$

$$= I_0 \left( \prod_{i=1}^{\infty} 1 \right)^2$$

$$= I_0 \cdot 1^2$$

$$\sqrt{\phantom{x}} \\ = I_0$$