

# Why are Metals Shiny?

- Because they conduct.
- So why can we see through sea water?
- Well, sometimes we can't. Radio doesn't make it through.

# Plasma Frequency

- Say I have a block of plasma, and move all electrons by  $x$ . What is electric field?
- Surface charge is  $en_e x$ . From Gauss's law,  $E=en_e x/2\epsilon_0$ , where factor of 2 is from 2-sided cylinder.
- Of course, protons have charge, so total field is  $en_e x/\epsilon_0$ .
- $F=qE=-e^2 n_e x/\epsilon_0$ . also  $F=ma=mx''$ , so  $x''=-(e^2 n_e/m_e \epsilon_0)x$
- Plasma will oscillate with angular frequency  $\omega_p=\sqrt{(e^2 n_e/m_e \epsilon_0)}$ .

# Dispersion Relation

- If I send an EM wave into plasma, plasma can adjust if low frequency, not if high frequency.
- Dispersion relation is  $\omega^2 = \omega_p^2 + k^2 c^2$ .
- Phase velocity is  $\omega/k = c(1 + \omega_p^2/k^2 c^2)^{1/2}$ ,  $> c$
- Group velocity  $d\omega/dk = kc^2/(\omega_p^2 + k^2 c^2)^{1/2}$ ,  $< c$

# Low Frequency

- Recall wave equation is  $\exp(i(kx - \omega t))$ . If  $\omega < \omega_p$ ,  $k = (\omega_p^2 - \omega^2)^{1/2}i/c$  and spatial part of wave equation is  $\exp(-kx)$
- Wave decays exponentially with decay length  $c/(\omega_p^2 - \omega^2)^{1/2}$
- Limit is  $c/\omega_p$ , the plasma skin depth.
- What is skin depth of typical conductor?
- Other effects (like collisions) become important in real media, e.g. submarines can communicate underwater at very low (few kHz) frequencies.

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- What is skin depth of typical conductor?
  - copper atomic wt. is 63.5, density is 9. If 1 e<sup>-</sup> per atom, then  $\omega_p = 1.6e16$ , and skin depth is  $\sim 200 \text{ \AA}$ .
  - NB - sea water has ions instead of electrons, and only  $\sim 2\%$  vs. H<sub>2</sub>O, so simple plasma model would put frequency at  $\sim 1e12$ , skin depth of 0.3mm.
- Other effects become important in real media, e.g. submarines can communicate underwater at very low (few kHz) frequencies.

# High Frequency

- Group velocity  $d\omega/dk = kc^2/(\omega_p^2 + k^2c^2)^{1/2}$
- For large  $\omega$ ,  $kc \gg \omega_p$ , and  $v_g \sim kc^2/kc(1 + \omega_p^2/k^2c^2)^{1/2} = c(1 - \omega_p^2/2k^2c^2)$
- But,  $kc \sim \omega$ , so  $v_g/c = 1 - \omega_p^2/2\omega^2$ .
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- If I had 1 e/cm<sup>3</sup> for 1 pc, how long would a 1 MHz signal be delayed relative to high frequency?
  - $\omega_p \sim 56 \text{ kHz}$ ,  $v_p \sim 9 \text{ kHz}$ . Fractional velocity change is  $0.5 \cdot (9 \text{ kHz}/1 \text{ MHz})^2 = 4 \times 10^{-5}$ . Light travel time is 3.26 years, so total delay is  $4 \times 10^{-5} \cdot 3.26 = 4150$  seconds.
  - Origin of pulsar delay law that  $dt = 4150 \cdot DM/v^2$  where  $v$  in MHz and  $DM$  defined to be column density of electrons relative to 1/cm<sup>3</sup> for 1 pc.

# Waves in Plasma/Why Metals Reflect

- If free space wave hits plasma, if frequency below plasma frequency wave can't propagate, gets reflected by plasma.
- If above  $\nu_p$ , wave can go through, with group velocity  $< c$ , phase velocity  $> c$ .
- Metals have  $\nu_p \sim 2 \times 10^{15}$  Hz  $\sim 10$  eV. Optical photons reflect, but hard UV/x-rays will go through.
- If I want to build an X-ray telescope, I can't use traditional mirrors.



# Refraction

- If I have a wave propagating at some angle going between two different media, what happens?
- Wave phase has to be continuous across boundary.
- Wave will bend so that phase velocity along boundary is same on both sides.
- Phase velocity vs. free space is inverse of index of refraction,  $n$ .
- Snell's law is phase continuity constraint:  $\sin(\theta_1)n_1 = \sin(\theta_2)n_2$ .

# Total Internal Reflection

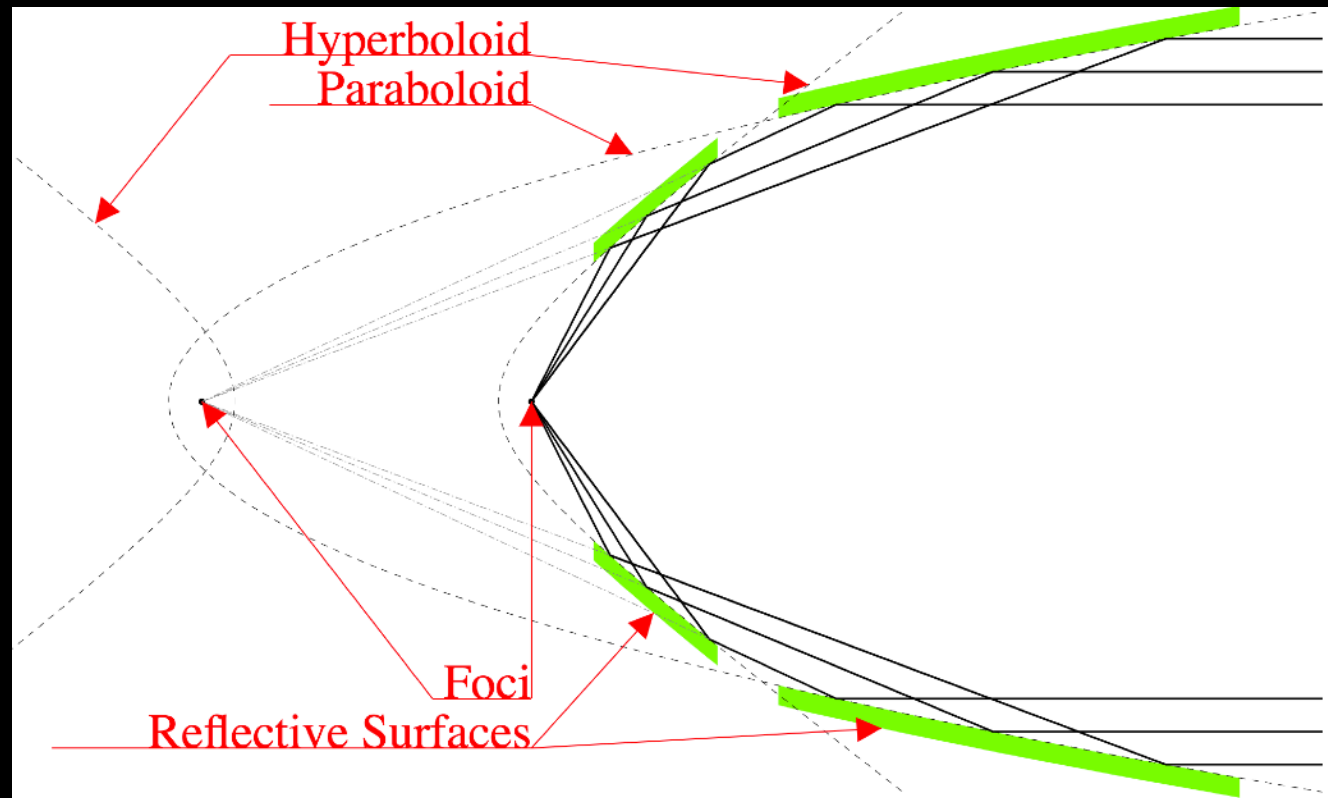
- $\sin(\theta_2)$  can't be larger than 1. So,  $\sin(\theta_1) < n_2/n_1$ .
- If  $n_2 < n_1$ , then there's a critical angle at which we can no longer go through. Instead, wave reflects.
- This is called total internal reflection.
- Only happens if we go from medium with low phase velocity to medium with high phase velocity.

# Grazing Incidence

- What is index of refraction of metals at 1 keV?
- phase velocity  $= c(1 + \omega_p^2/k^2c^2)^{1/2}, \sim c(1 + v_p^2/v^2)^{1/2}, v_p/c \sim 1 + 0.5(v_p/v)^2$ .
- Index of refraction  $\sim 1 - 0.5(v_p/v)^2$ .
- At 1 kHz,  $n \sim 1 - 0.5(10/1000)^2 = 1 - 5e-5$  Critical angle is  $\text{asin}(1 - 5e-5) \sim 89.5$  degrees.
- So, if X-ray comes in within half degree of parallel, it will reflect. This is *grazing incidence*.

# X-ray Telescope Design

- Turns out FOV is tiny for single grazing incidence mirror.
- Solution is to have multiple element to correct coma.
- Few different designs possible (Wolter types 1-3)
- To get collecting area, have to stack many elements.



Top: Wolter type 1 diagram  
Bottom: Chandra primary mirror