

CS7GV2: Mathematics of Light and Sound, M.Sc. in Computer Science.

Lecture #7: Intensity

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Intensity

Forces exerted by electric and magnetic fields can move or heat matter and move charges. This means electromagnetic waves have *energy*.

The energy required to accelerate an object over 1 m distance with 1 N force is,

$$1 \text{ J} = 1 \text{ N} \cdot 1 \text{ m} = 1 \text{ kg} \cdot 1 \text{ m s}^{-2} \cdot 1 \text{ m} = 1 \text{ kg m}^2 \text{ s}^{-2}.$$

Power is energy per unit time, $1 \text{ W} = 1 \text{ J s}^{-1}$.

Intensity, or energy flux density, is power per unit area, W m^{-2}

Intensity of electromagnetic waves is what our eyes see; and what is measured by the photosensitive elements in cameras.

Notes

Electromagnetic wave intensity at a point in space at time t is \propto to the product of field amplitudes,

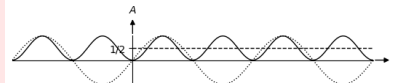
$$\frac{1}{\mu} \|\mathbf{E}(t)\| \|\mathbf{B}(t)\|.$$

Average intensity over a wave time period is a more useful quantity,

$$I = \frac{1}{2} \frac{1}{\mu} EB = \frac{E^2}{2\mu c} = \frac{cB^2}{2\mu}$$

where E and B are max. amplitudes.

The product of two in-phase sinusoids of equal amplitude has an average over time of $\frac{1}{2}$ amplitude².



For simplicity, scaling factors can be ignored and E and B field amplitudes denoted by A to consider average intensity $I \propto A^2$.

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Intensity PDF

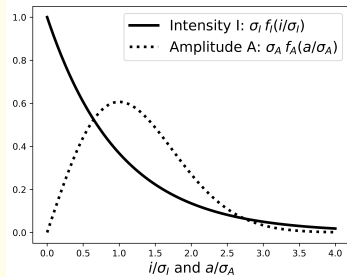
$f_A(a)$ for amplitude A of a random phasor sum was found to follow a Rayleigh distribution. The *derived* PDF for intensity $I = A^2$ is,

$$f_I(i) = f_A(\sqrt{i}) \left| \frac{d\sqrt{i}}{di} \right| = f_A(\sqrt{i}) \frac{1}{2\sqrt{i}}$$

since $\frac{di^{\frac{1}{2}}}{di} = \frac{1}{2} i^{-\frac{1}{2}} = \frac{1}{2} \frac{1}{\sqrt{i}} = \frac{1}{2\sqrt{i}}$.

$$\begin{aligned} f_A(a) &= \exp\left\{-\frac{a^2}{2\sigma_A^2}\right\} \frac{a}{\sigma_A^2} \\ f_I(i) &= \exp\left\{-\frac{i}{2\sigma_A^2}\right\} \frac{\sqrt{i}}{\sigma_A^2} \frac{1}{2\sqrt{i}} \\ &= \exp\left\{-\frac{i}{2\sigma_A^2}\right\} \frac{1}{2\sigma_A^2} \end{aligned}$$

So intensity PDF follows an *exponential* distribution, i.e. $f_X(x) = \lambda e^{-\lambda x}$.



Mean intensity \bar{I} can be found as $2\sigma_A^2$ so the PDF can be written,

$$f_I(i) = \exp\left\{-\frac{i}{\bar{I}}\right\} \frac{1}{\bar{I}}$$

Variance $\sigma_I^2 = \bar{I}^2$, Std. dev. $\sigma_I = \bar{I}$,

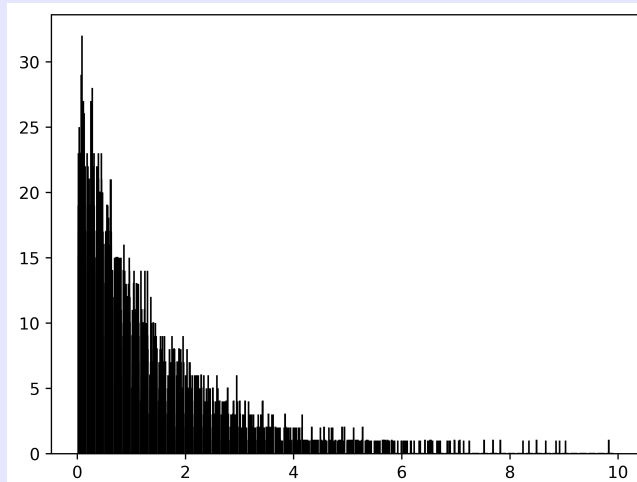
Contrast $C = \sigma_I / \bar{I} = 1.0$,

S/N ratio $= 1/C = \bar{I} / \sigma_I = 1.0$.

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Histogram of simulated intensities

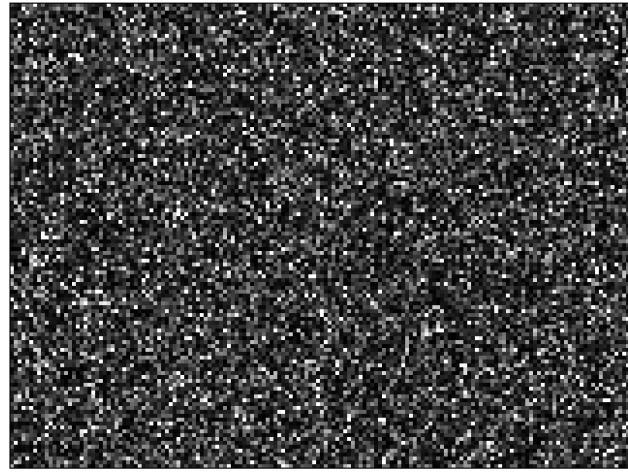


19,200 intensity values chosen randomly in accordance with an exponential PDF with $\bar{I} = 1.0$ and $\sigma_I = 1.0$. These could be many observations over time at a single point in space or many observations over space at a single point in time.

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Image of simulated intensities



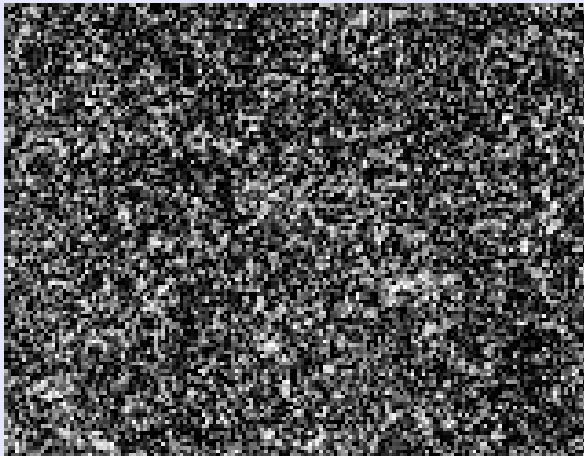
The same^a intensity values i arranged as a 160×120 pixel image. Contrast $C = \sigma_i / \bar{I} = 1.0$.

^aThese aren't exactly the same as those in the histogram. Values > 4.0 were replaced with 4.0 to avoid too much compression of dynamic range in display.

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Image of actual intensities

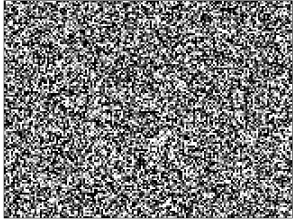


Material with diffuse reflectance characteristics illuminated evenly with *monochromatic* light with *no phase or amplitude change* during the observation time period. $C \approx 0.83$.

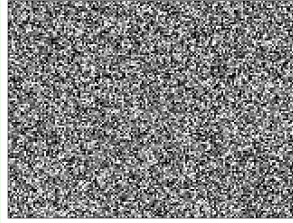
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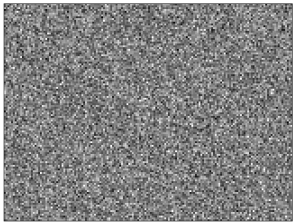
Averages of simulated intensity images



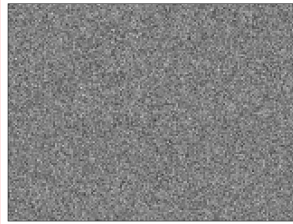
$$N = 16. C \approx 0.251 = 1/\sqrt{N}.$$



$$N = 64. C \approx 0.125 = 1/\sqrt{N}.$$



$$N = 256. C \approx 0.061 = 1/\sqrt{N}.$$

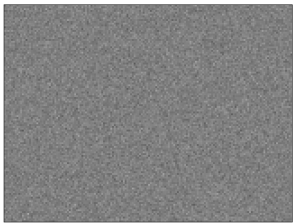


$$N = 256. C \approx 0.031 = 1/\sqrt{N}.$$

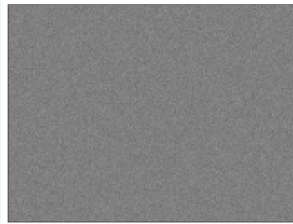
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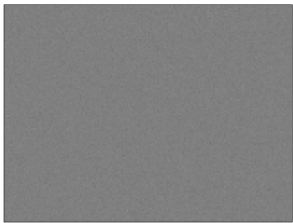
Averages of simulated intensity images



$$N = 4,096. C \approx 0.015 = 1/\sqrt{N}.$$



$$N = 16,384. C \approx 0.007 = 1/\sqrt{N}.$$



$$N = 65,536. C \approx 0.003 = 1/\sqrt{N}.$$

These simulations show, that with appropriate variation of phase and amplitude over a time period, variation of intensity can reduce* from $C = 1$ to $C = 1/\sqrt{N}$ where N is the number of intensities observed.

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