

Summary III - Optics & Light

1) We have now seen all four of Maxwell's Equations.

$$\oint \vec{E} \cdot d\vec{a} = \frac{q_{in}}{\epsilon_0}$$

$$\oint \vec{E} \cdot d\vec{s} = - \frac{d\Phi_B}{dt}$$

$$\oint \vec{B} \cdot d\vec{a} = 0$$

$$\oint \vec{B} \cdot d\vec{s} = \mu_0 I + \mu_0 \epsilon_0 \frac{d\Phi_E}{dt}$$

$$\mu_0 = 4\pi \times 10^{-7} \frac{T \cdot m}{Amp}$$

$$\epsilon_0 = 8.854 \times 10^{-12} \frac{C^2}{N \cdot m^2}$$

you should know what these equations are & how to use them.

2) We learned that light is an electromagnetic wave (transverse) with velocity $c = \frac{1}{\sqrt{\mu_0 \epsilon_0}}$, $\vec{E} \perp \vec{B}$, $\frac{E_{max}}{B_{max}} = c$

3) Poynting vector $\vec{S} = \frac{1}{\mu_0} \vec{E} \times \vec{B}$

$$[S] = J/m^2 \cdot sec$$

4) Intensity, $I = S_{avg} = \frac{E_{max}^2}{2\mu_0 c} = \frac{c B_{max}^2}{2\mu_0}$

5) Light carries momentum. The pressure on a completely absorbing surface is $P = \frac{S}{c}$
The pressure on a completely reflecting surface is $P = \frac{2S}{c}$

6) For waves: $v = \lambda f$, $\omega = v k$, $k = \frac{2\pi}{\lambda}$, $\omega = 2\pi f$

7) Know some basic properties of the electromagnetic spectrum, such as typical λ & f values for visible light, X-rays, microwaves, radio waves.

Geometrical optics

8) reflection: $\theta_i = \theta_r$

refraction $n_1 \sin \theta_1 = n_2 \sin \theta_2$
or

$$v_2 \sin \theta_1 = v_1 \sin \theta_2 \quad \text{with } v = \frac{c}{n}$$

9) Know about total internal reflection

$$\sin \theta_c = \frac{n_2}{n_1} \quad (n_1 > n_2)$$

10) Be familiar with the mirror/lens equation and know ray tracing techniques (i.e. know the rules for which rays to draw)

$$\boxed{\frac{1}{p} + \frac{1}{q} = \frac{1}{f}}$$

Know the sign conventions for p , q , and f , for mirrors and lenses.

11) Magnification $m = -\frac{q}{p}$. Know the meaning of m , and what it tells you about whether images are real or virtual, and inverted or upright.

12) The eye: Know the definitions of near point & far point, and how to correct for "near-sighted" and "far-sighted" vision.

$$P = \frac{1}{f} \quad \text{where } P \text{ is in Diopters, and } f \text{ is in meters.}$$

13) Know how to analyze combinations of lenses.

Interference / Wave Optics

14) wave period $T = \frac{1}{f}$. wave travels one wavelength in one period ($\lambda f = c = \frac{\lambda}{T}$)

$\frac{\text{path difference}}{\lambda} \cdot 2\pi = \text{phase shift}$

15) when we add waves (superposition) that are coherent - i.e. have well defined phase relationships - then we can get:

a) in phase \Rightarrow constructive interference \Rightarrow bright spots

b) out of phase \Rightarrow destructive interference \Rightarrow dark spots

16) reflective phase changes: when light reflects at an interface with $n_{\text{incident}} < n_{\text{transmitted}}$ the reflection introduces a $\frac{\lambda}{2}$ or π phase shift.
(this does not happen for $n_{\text{incident}} > n_{\text{transmitted}}$)

17) know how to work with various examples that generate interference patterns such as:

a) double slit - bright fringes $d \sin \theta = m\lambda$; $y = L \frac{m\lambda}{d}$
dark fringes $d \sin \theta = (m + \frac{1}{2})\lambda$; $y = L (m + \frac{1}{2}) \frac{\lambda}{d}$

b) Thin Films:

know why these are different \rightarrow One phase change (#16)
phase change @ each surface

dark: $2nt = m\lambda$

bright: $2nt = (m + \frac{1}{2})\lambda$

dark: $2nt = (m + \frac{1}{2})\lambda$

bright: $2nt = m\lambda$

18) Intensity for double slit interference pattern:

$$I = I_{\max} \cos^2 \left[\frac{\pi d \sin \theta}{\lambda} \right]$$

Diffraction & Polarization

19) Single slit diffraction: minima for $\sin \theta = \frac{m \lambda}{a}$
(for slit width a)

$$\text{or } y = \frac{m \lambda}{a} L$$

20) Diffraction Gratings: $d \sin \theta_{\text{bright}} = m \lambda$

21) For circular apertures, $\theta_{\min} = 1.22 \frac{\lambda}{D}$

22) Polarization refers to the orientation of the electric field. Light transmitted through a polarizer is attenuated according to Malus' Law:

$$I = I_{\max} \cos^2 \theta$$

23) Light can be polarized by reflection

$$\tan \theta_p = \frac{n_2}{n_1} \quad (\theta_p \text{ also called Brewster's angle})$$

24) Know the orientation of polarization for reflected light, and know how polarized sunglasses work.