

Physics 1C Reading Quiz 2

1. The kinds of wave which can be polarized are

a) all waves ✗

b) all transverse waves

c) only electromagnetic waves

d) only visible light ✗

2. A beam of natural un-polarized light passes through

an ideal polarizer. Ignoring losses due to

reflection + absorption, the irradiance of the transmitted

vs. incident beam is:

a) dependent on the angle of the polarizer

b) increased

c) reduced

d) unchanged.

3. For two ^{wave} sources to be coherent, they must be

(a) in phase ("in step") with each other ✓

b) have the same amplitude ✗

c) be monochromatic ✗

d) All of the above ✗

(Hint: Coherent sources → a stable interference pattern.)

4. Compared to the ^{ideal} human eye, a ~~telescope~~ produces a sharper image of (say) moon features because :

a) it collects more light

b) it magnifies the image

(c) it suffers less from diffraction

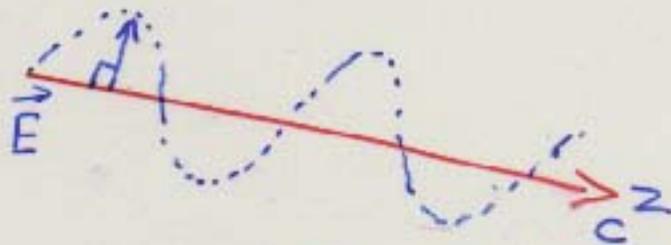
d) all of the above.

Physical Optics (Hecht ch. 25)

Polarization, Interference, Diffraction

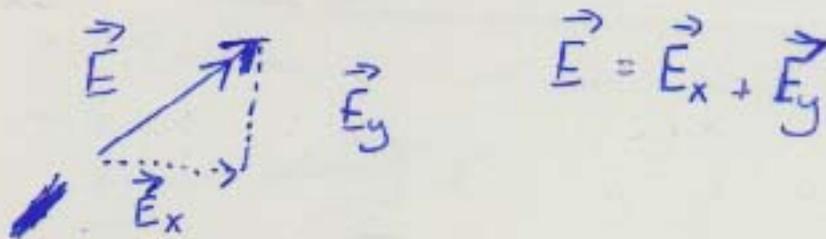
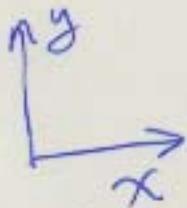
Polarization:

For plane transverse EM wave, $\vec{E} \perp$ to motion:



Viewed end on:

\vec{E} defines a plane of polarization in space as it oscillates. In general:



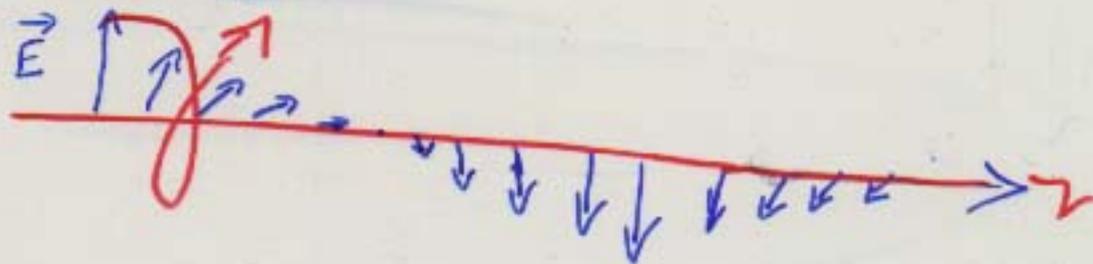
If \vec{E} has constant direction, the EM radiation is linearly polarized.

c.f. radio (vertical) and TV (horizontal) antennas.

If \vec{E}_x, \vec{E}_y are out of phase

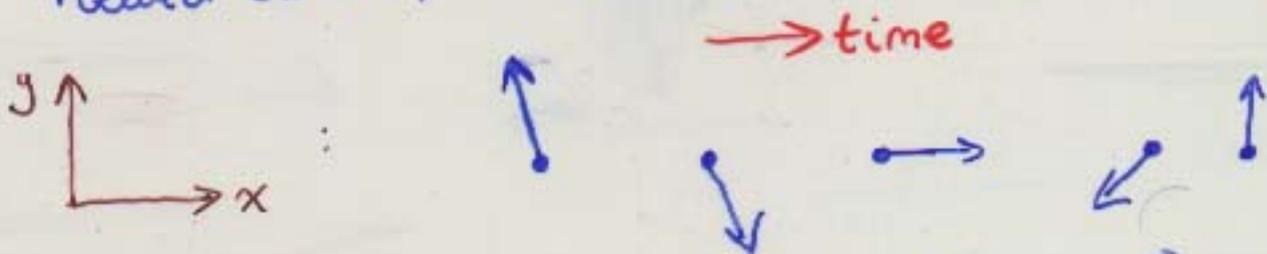
\Rightarrow Circular polarization: \vec{E} rotates

once per wave length:



Unpolarized ("natural" light)

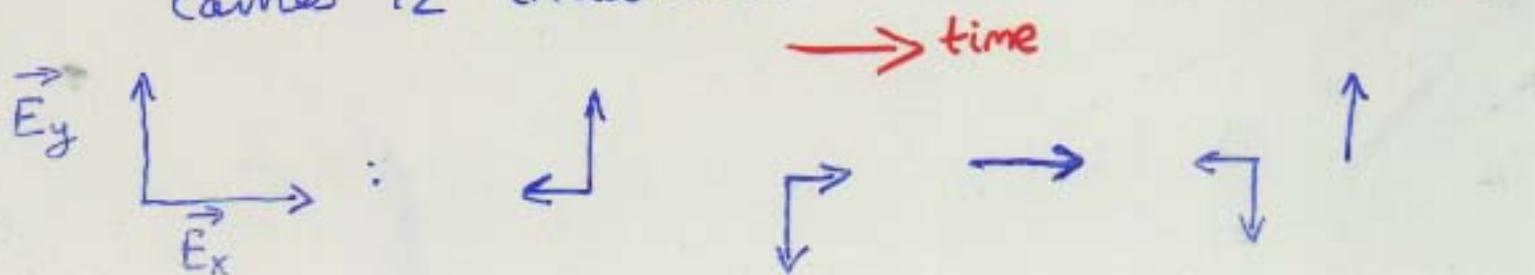
Viewed end on, \vec{E} field direction changes randomly



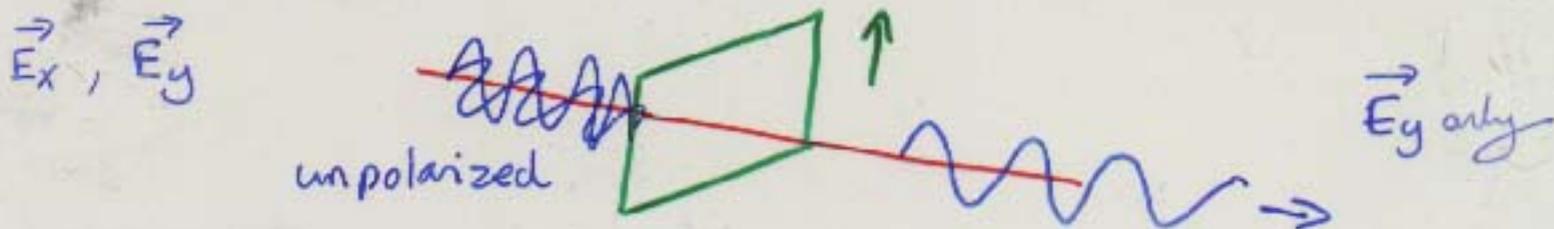
Can resolve \vec{E} at any instant into \vec{E}_x and \vec{E}_y components

ie. \vec{E} equivalent to two \perp polarized EM waves

varying randomly. On average, each wave carries $\frac{1}{2}$ irradiance:



Polarizers allow only one plane of \vec{E} to get through - they define a transmission axis.



Irradiance:

$$I_0 = \frac{1}{2} c \epsilon_0 E^2$$

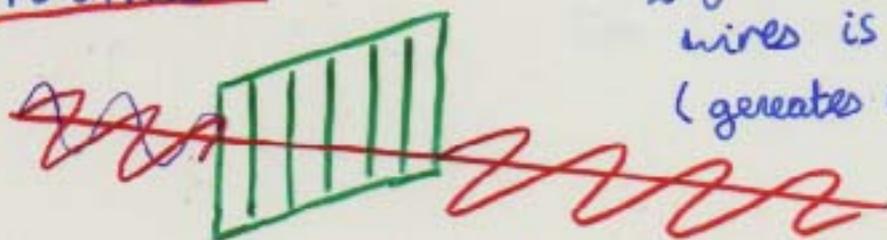
$$= \frac{1}{2} c \epsilon_0 (E_x^2 + E_y^2)$$

$$I_1 = \frac{1}{2} c \epsilon_0 E_y^2$$

Since irradiance shared between E_x , E_y ,

after polarizer: $I_1 = \frac{1}{2} c \epsilon_0 E_y^2 = \frac{1}{2} I_0$

Wire Grid Polarizer:

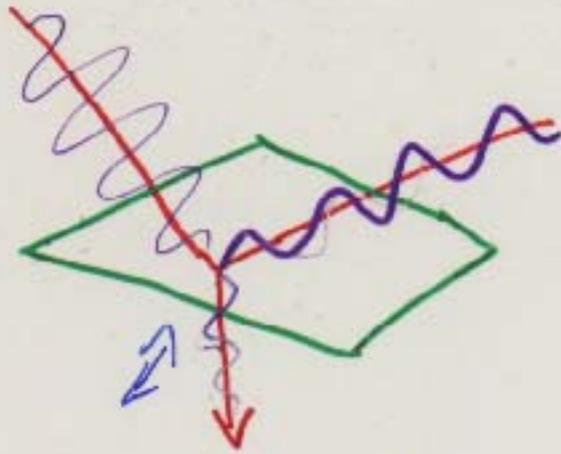


\vec{E} field \parallel to wires is absorbed (generates current)

\vec{E} field \perp to wires gets through

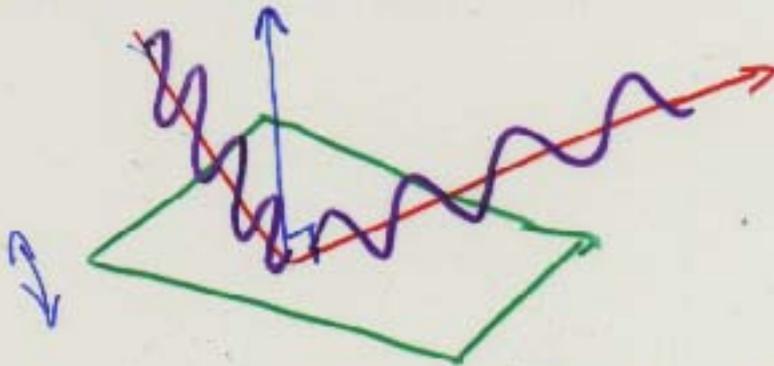
Polaroid: Uses long-chain hydrocarbon molecules as conducting "wires"

Polarization by Reflection (Ch 25.3)



For plane-polarized beam incident on surface,
if polarization plane \parallel plane of reflection
 \Rightarrow molecules in surface driven to oscillate \parallel to surface ("easy")
 \Rightarrow plane polarized beam in reflection.

BUT

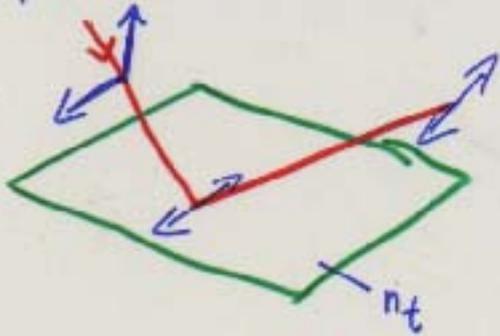


If polarization plane \perp reflection plane,
molecules oscillate \perp to surface ("difficult")
 \Rightarrow EM wave mostly absorbed.

Reflection contd.:

So unpolarized beam incident on surface

⇒ partial polarized beam reflected



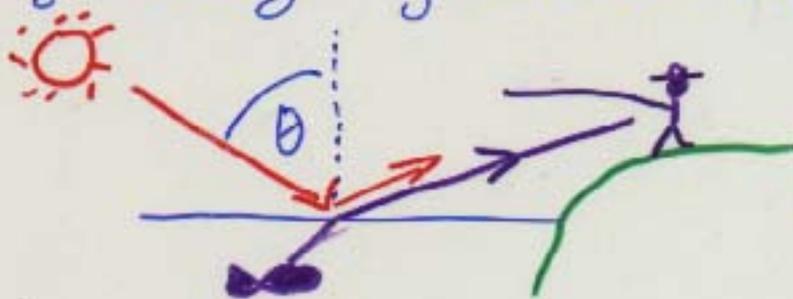
Polarization plane
⊥ plane of incidence.

At the Brewster angle θ_p

$$\tan \theta_p = \frac{n_t}{n_i}, \text{ reflected beam is } 100\% \text{ polarized}$$

Note: Polarized sunglasses should have vertical transmission axis; reduces "glare" from horizontal surfaces

(e.g. used by anglers to see into water).



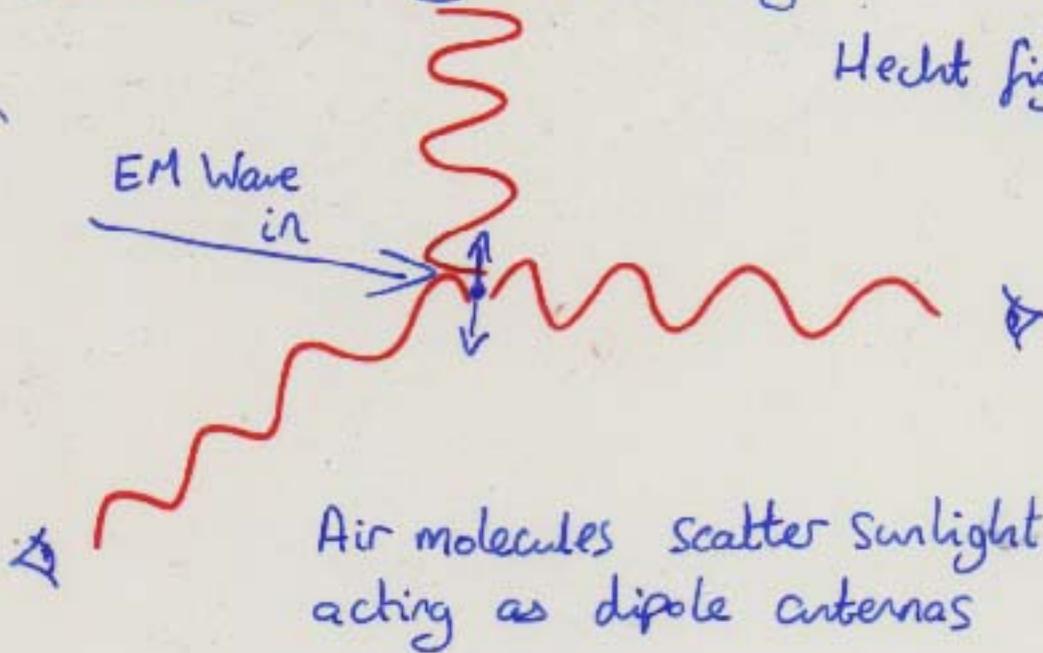
For water/air

$$\tan \theta_p = \frac{n_t}{n_i} = \frac{1.33}{1.0}$$

$$\Rightarrow \theta_p = 53.1^\circ$$

Polarization by Scattering

Hecht fig. 25.12

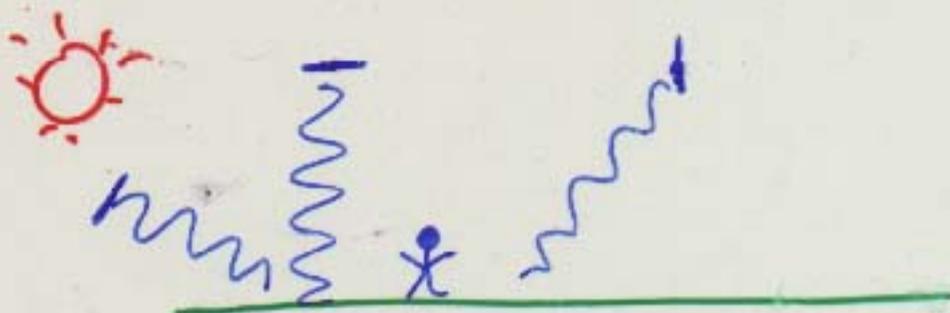


- no scattered radiation along dipole axis

⇒ partial polarization of scattered beam.

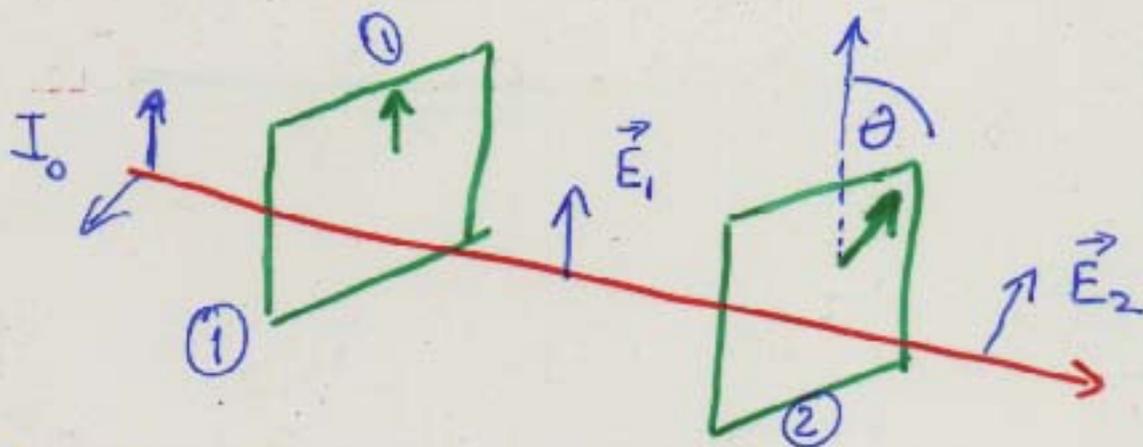
plane of polarization \perp scattering plane

Blue light in daytime sky is partially polarized by Rayleigh scattering. Polarization plane depends on angle between line of sight and sun.



(used by pigeons for navigation)

Combining Polarizers - Malus' Law



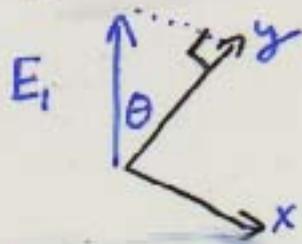
Take 2 polarizers with transmission axes misaligned at angle θ

Unpolarized light of irradiance I_0 incident on (1)

\Rightarrow new irradiance $I_1 = \frac{1}{2} I_0$, plane polarized beam. Take transmission axis of (2) as

the y axis:

$$\vec{E}_1 = \vec{E}_x + \vec{E}_y$$



with E_x absorbed,

$$\text{with } E_y = E_1 \cos \theta$$

$$\Rightarrow \vec{E}_2 = \vec{E}_y \text{ only,}$$

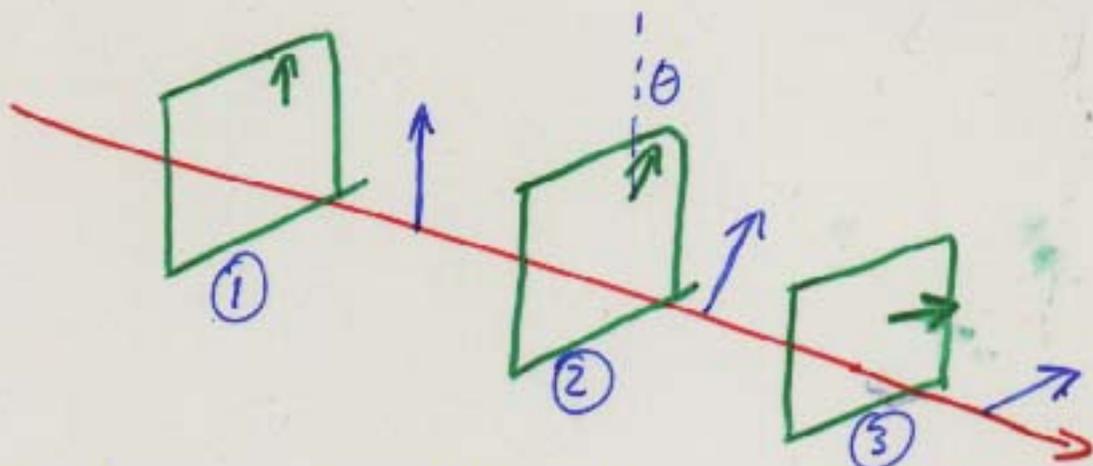
So since $I_2 \propto E_2^2$,

$$I_2 = I_1 \cos^2 \theta: \text{ Malus' Law}$$

\Rightarrow convenient way to vary irradiance of source without changing its color.

3 Polarizers, first and last at 90°

(Hecht ex. 25.2)



Can use 3 polarizers to rotate plane by 90°

$I_2 = I_1 \cos^2 \theta$, transmitted at θ to the vertical.

After polarizer ③, $I_3 = I_2 \cos^2 (90^\circ - \theta)$

i.e. $I_3 \neq 0$ if $\theta \neq 0$.

e.g. if $I_0 = 800 \text{ W/m}^2$, $\theta = 30^\circ$

After ①: $I_1 = \frac{1}{2} I_0 = 400 \text{ W/m}^2$

After ②: $I_2 = I_1 \cos^2 30^\circ = \left(\frac{\sqrt{3}}{2}\right)^2 I_1 = \frac{3}{4} I_1 = \frac{3}{8} I_0$

After ③: $I_3 = I_2 \cos^2 60^\circ = \left(\frac{1}{2}\right)^2 I_2 = \frac{1}{4} I_2 = \frac{3}{16} I_0$

$\Rightarrow I_1 = 400 \text{ W/m}^2$, $I_2 = 300 \text{ W/m}^2$, $I_3 = 75 \text{ W/m}^2$