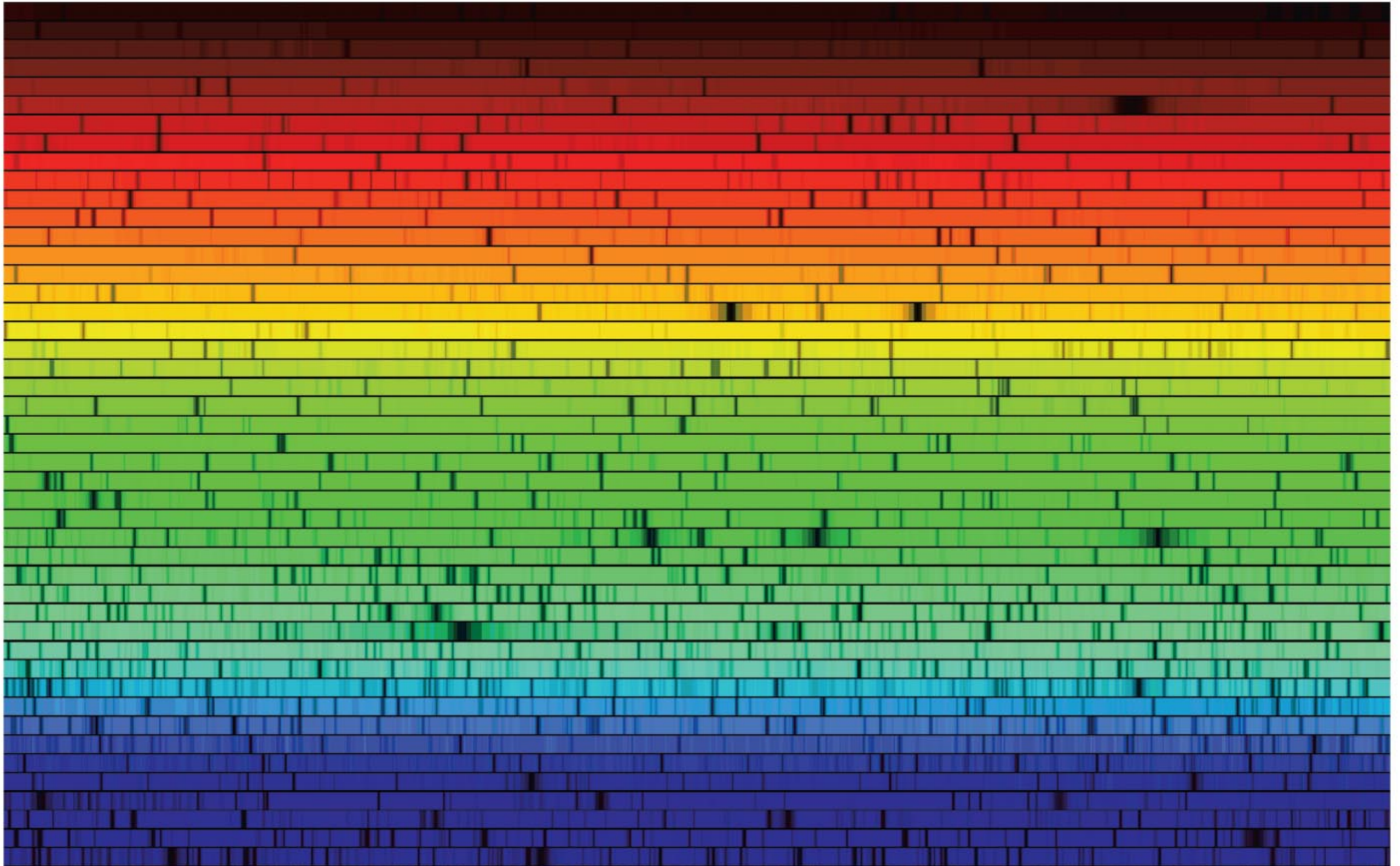


Electromagnetic Radiation



Electromagnetic Radiation

also known as Light

“Radiation” sounds scary, but there are many benign forms of radiation - including visible light, radio waves, and infrared radiation.

These are all fundamentally the same stuff.

Electromagnetic Radiation

Light

- has properties that are wave-like

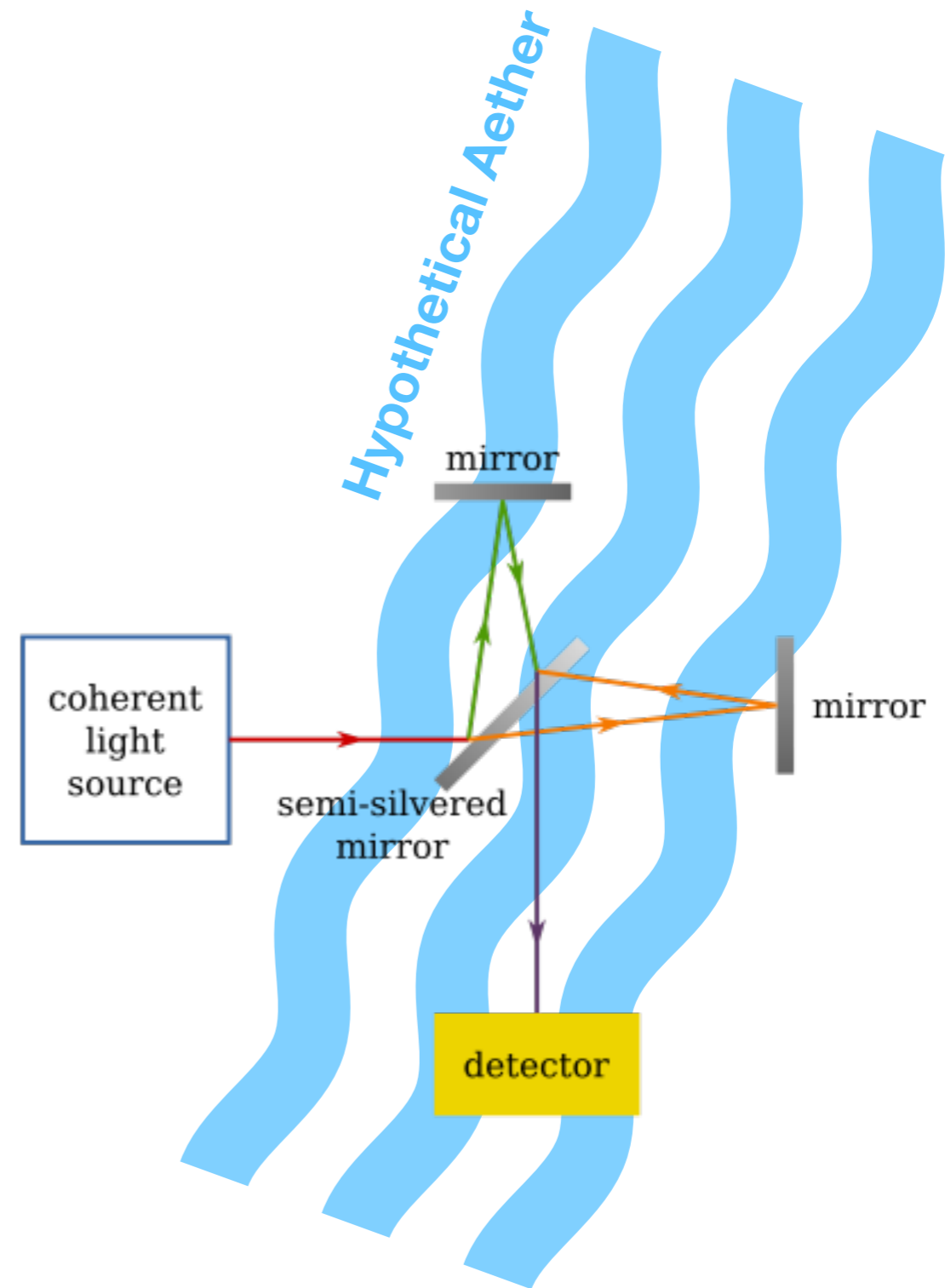
Sometimes light behaves like ripples on a pond (waves). Led physicists in the 19th century to hypothesize a “luminiferous aether” - an all pervasive substance that was the pond to light’s ripples. As physics was understood at that time, collective, wave-like phenomena required that there being a medium (aether) in which the waves propagated.

Michelson-Morley Experiment

Performed on campus in 1887

If light was a wave in some ethereal medium, its speed should depend on our motion through that medium, getting a boost from Earth's orbital speed (30 km/s) when parallel to it, and not when perpendicular.

Instead, Michelson & Morley measured the speed of light to be invariant at 300,000 km/s irrespective of direction. This led to Einstein's Special Relativity.



Electromagnetic Radiation

aka Light

- Properties of Light are simultaneously
 - **wave-like AND**
 - **particle-like**

Sometimes it behaves like ripples on a pond (waves).

Sometimes it behaves like billiard balls (particles).

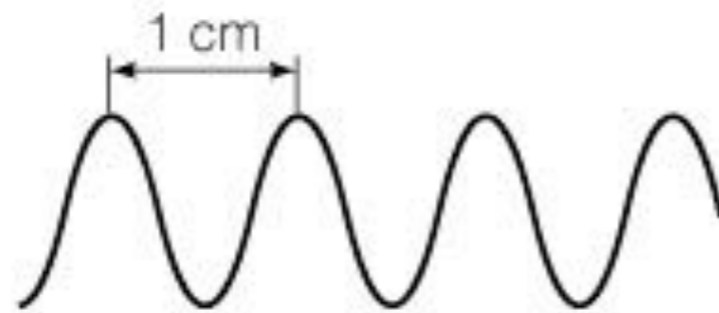
Called the “wave-particle” duality in quantum mechanics.

Particles of Light

- Particles of light are called **photons**.
- Each photon has a wavelength and a frequency.
- The energy of a photon depends on its frequency.

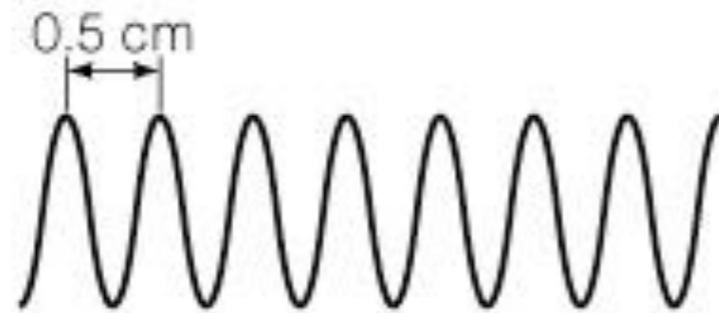
Wavelength and Frequency

inversely related

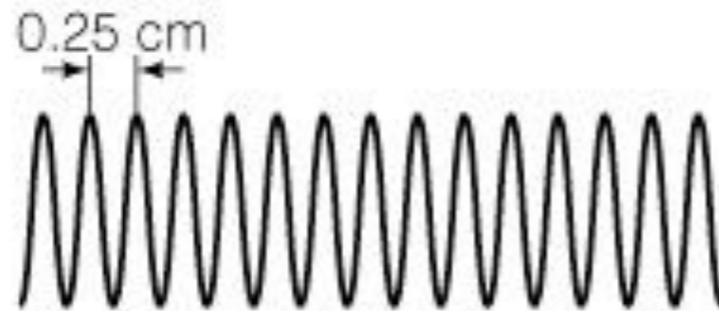


wavelength = 1 cm,
frequency = 30 Ghz

long wavelength,
low frequency



wavelength = $\frac{1}{2}$ cm,
frequency = 2×30 Ghz = 60 Ghz



wavelength = $\frac{1}{4}$ cm,
frequency = 4×30 Ghz = 120 Ghz

short wavelength,
high frequency

Wavelength & Frequency

λ = wavelength (separation between crests)

f = frequency (rate of oscillation)

c = speed of light = 300,000 km/s

$$\lambda f = c$$

Wavelength, Frequency, and Energy

photon energy:

$$E = hf = hc/\lambda$$

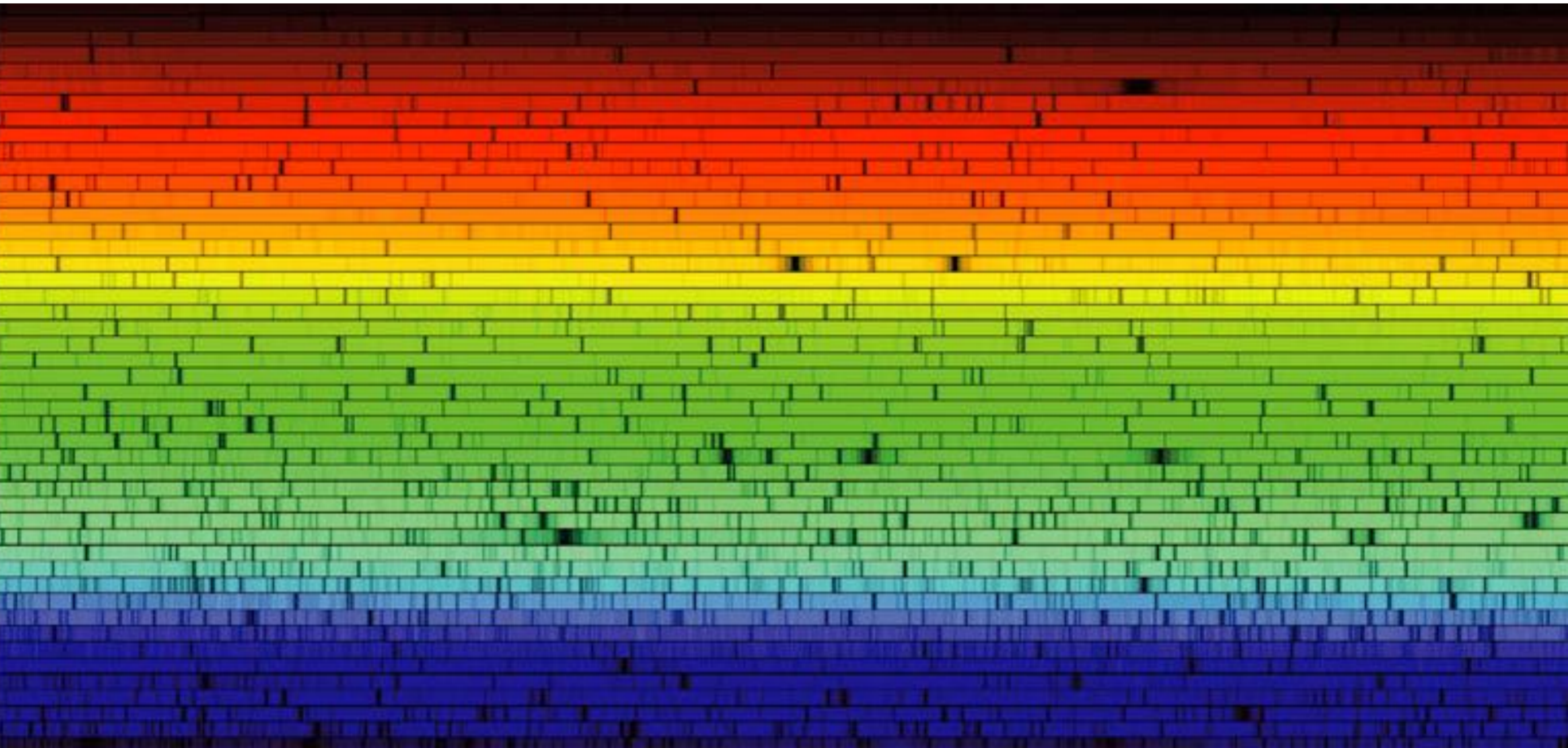
$$h = 6.626 \times 10^{-34} \text{ joule} \times \text{s}$$

(Planck's constant)

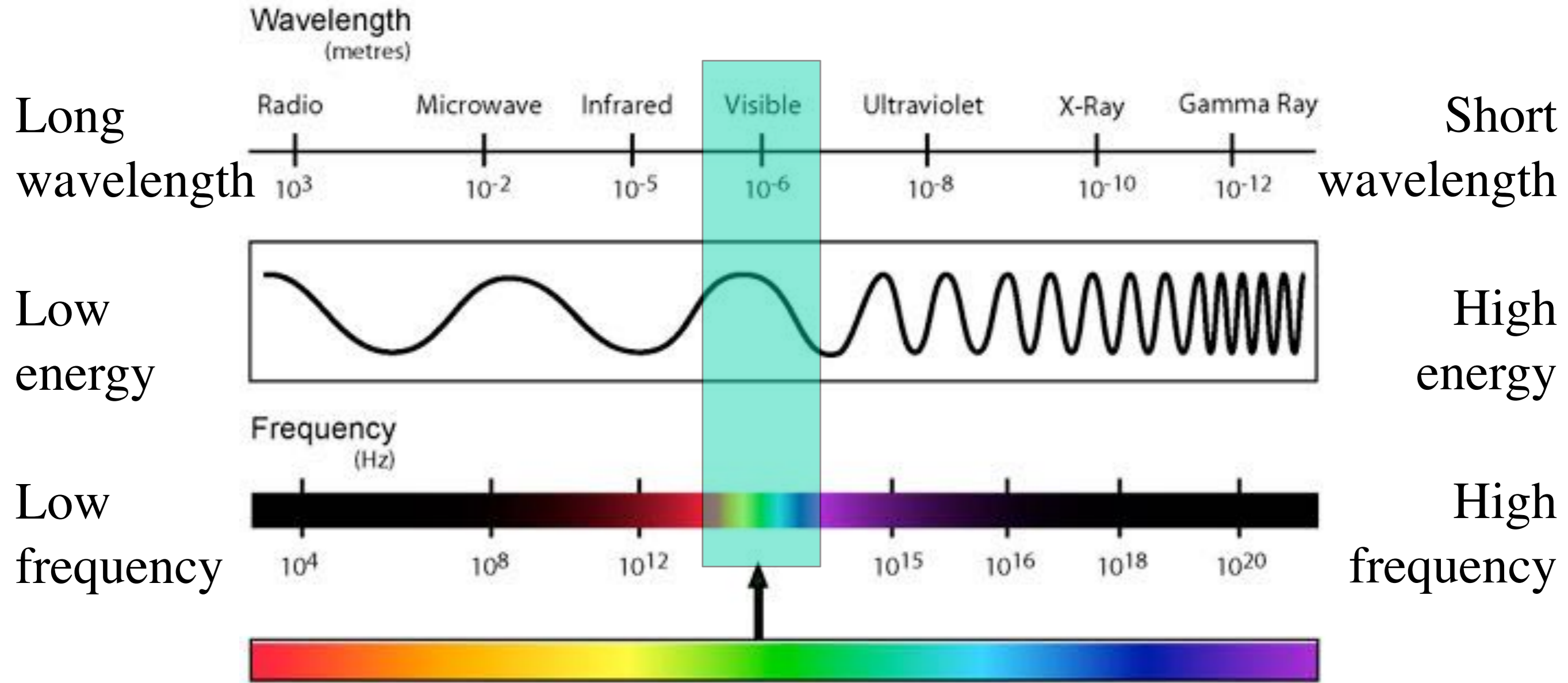
The frequency f can be arbitrarily high or low, so the energy carried by an individual photon can be arbitrarily high or low. However, the energy always comes in a finite unit of one photon at a time, not continuously (led to quantum mechanics).

Spectrum

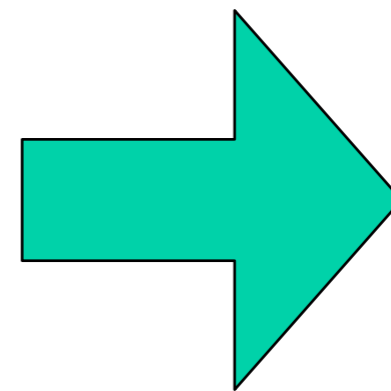
- Originally, “the range of colors obtained by passing sunlight through a glass prism”
- Quantitatively, the Intensity of electromagnetic radiation as a function of wavelength

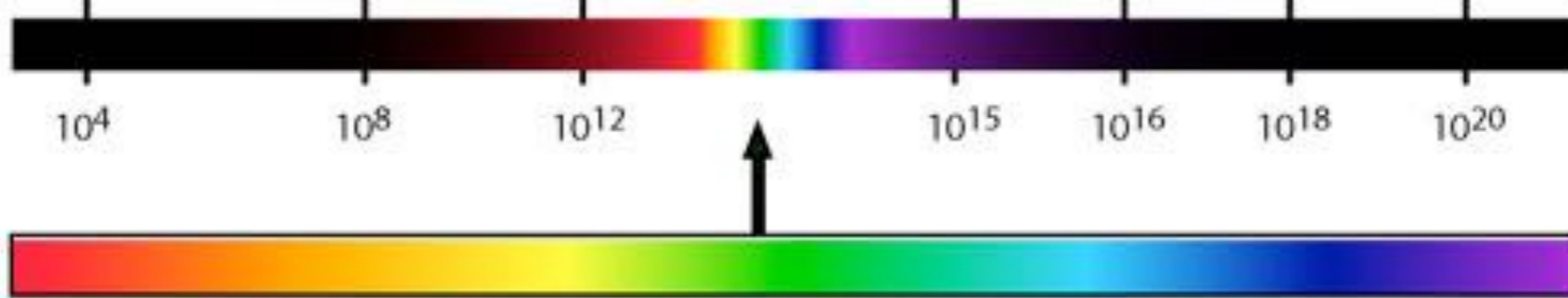


THE ELECTRO MAGNETIC SPECTRUM



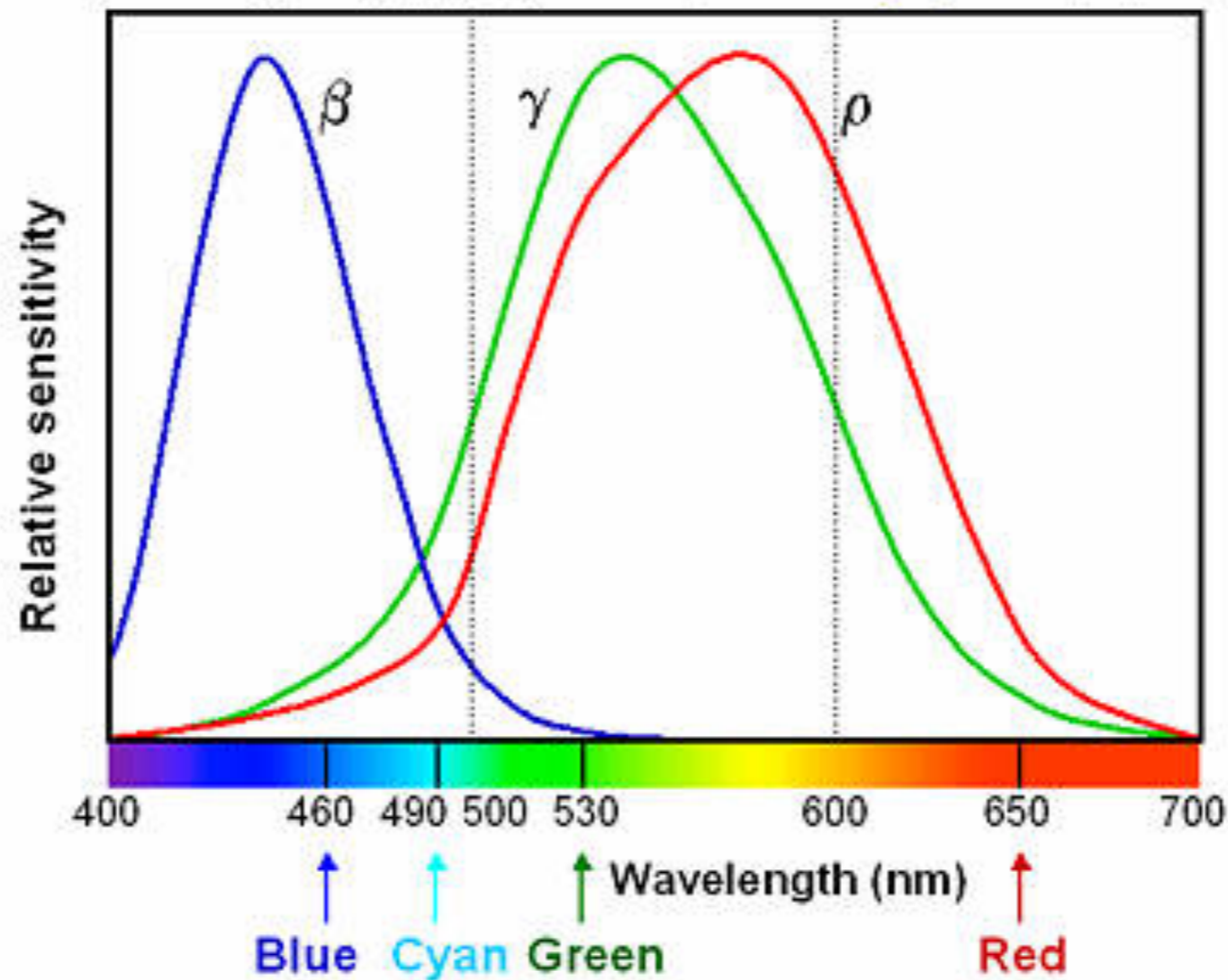
E , f increasing
 λ decreasing





Human spectral sensitivity to color

Three cone types (ρ , γ , β) correspond *roughly* to R, G, B.



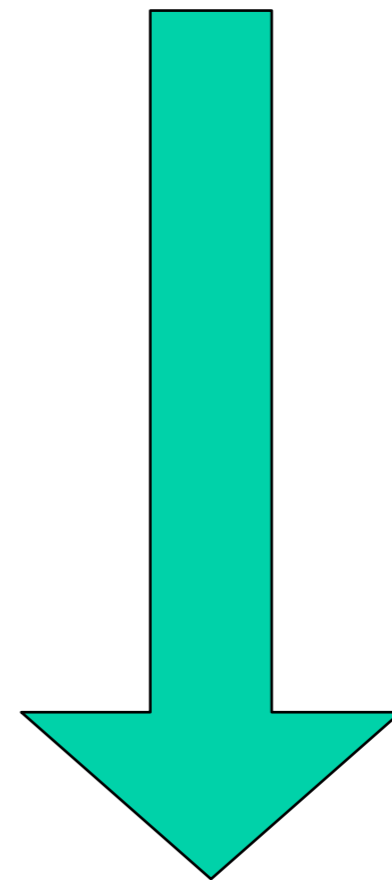
Our eyes are only sensitive to a factor of two range in wavelength, from 380nm (violet) to 700nm (deep red).

Same stuff, different Energy:

Electromagnetic Radiation

- Radio
- microwave
- infrared
- visible light
- ultraviolet
- X-ray
- gamma ray

Energy per photon
increasing




Electromagnetic Radiation

- Radio
- microwave }
• infrared
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Electromagnetic Radiation

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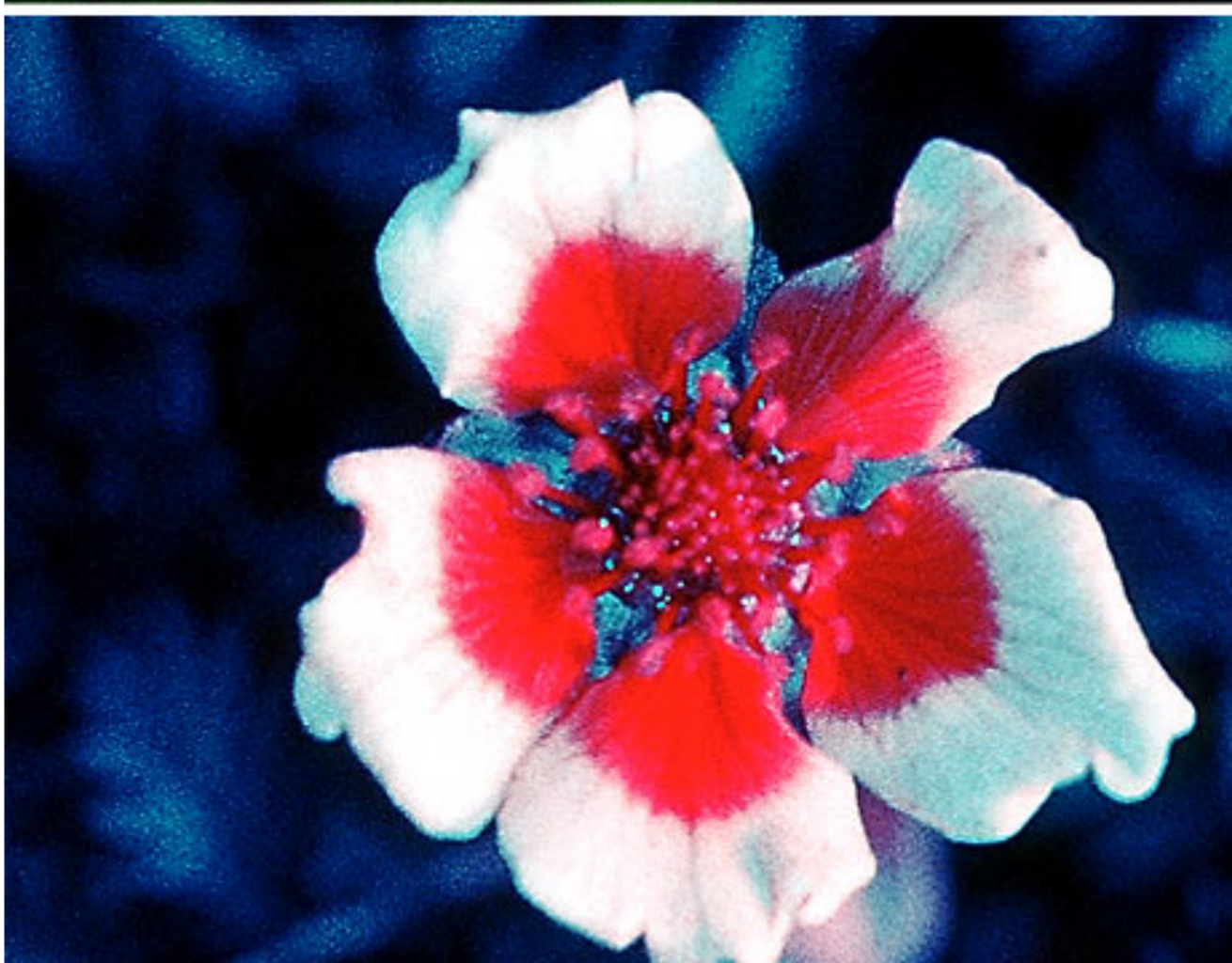
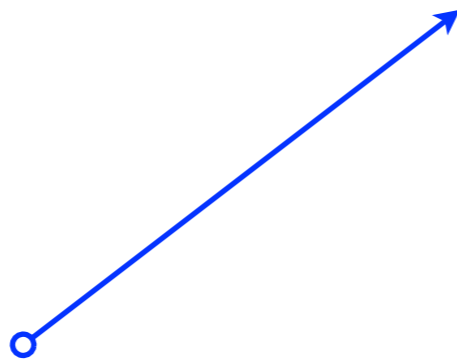
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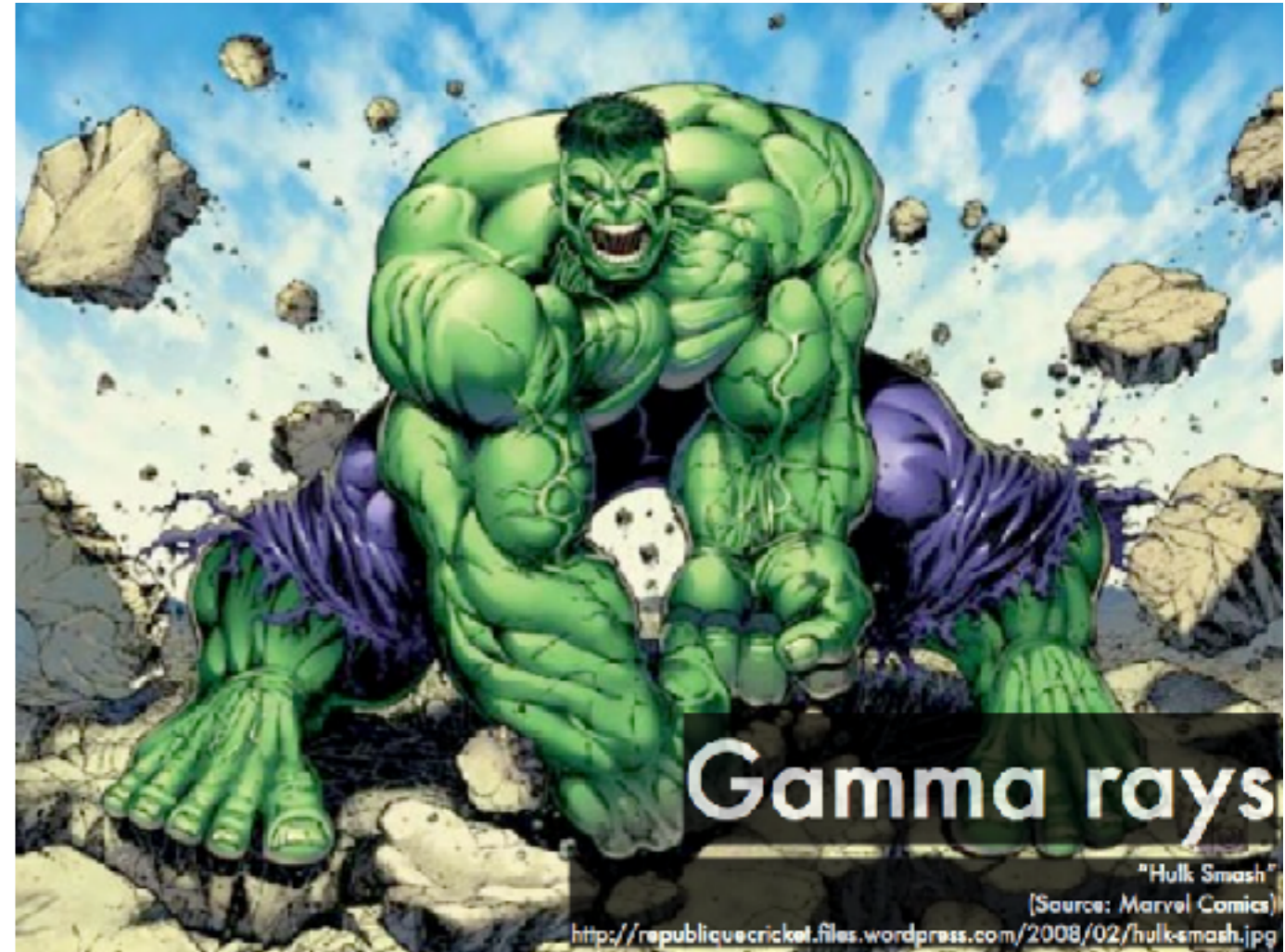
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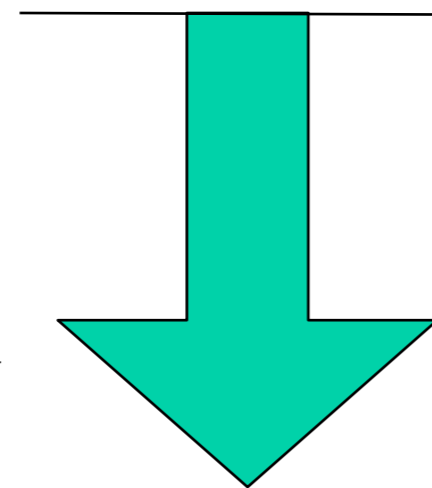
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Same stuff, different Energy:

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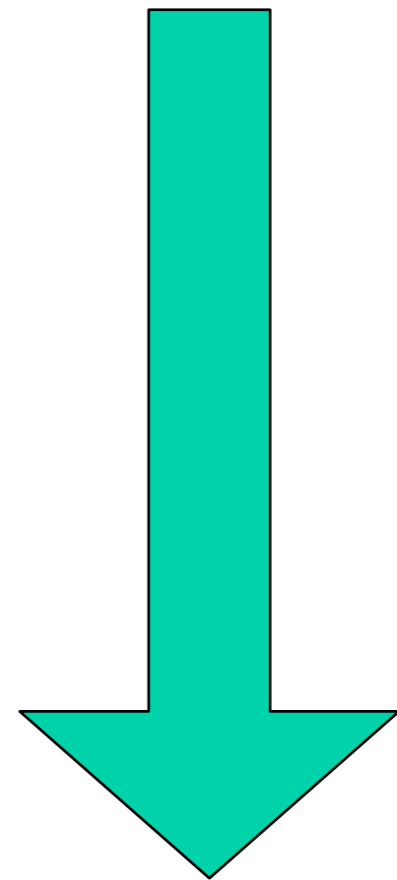
Ionizing
radiation

benign



potentially
dangerous

Energy per photon
increasing

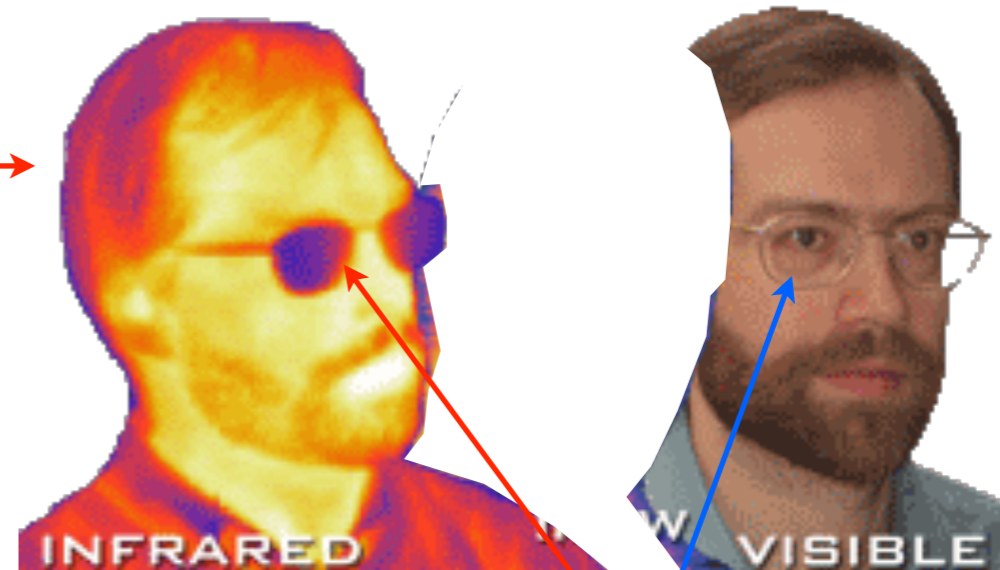


How do light and matter interact?

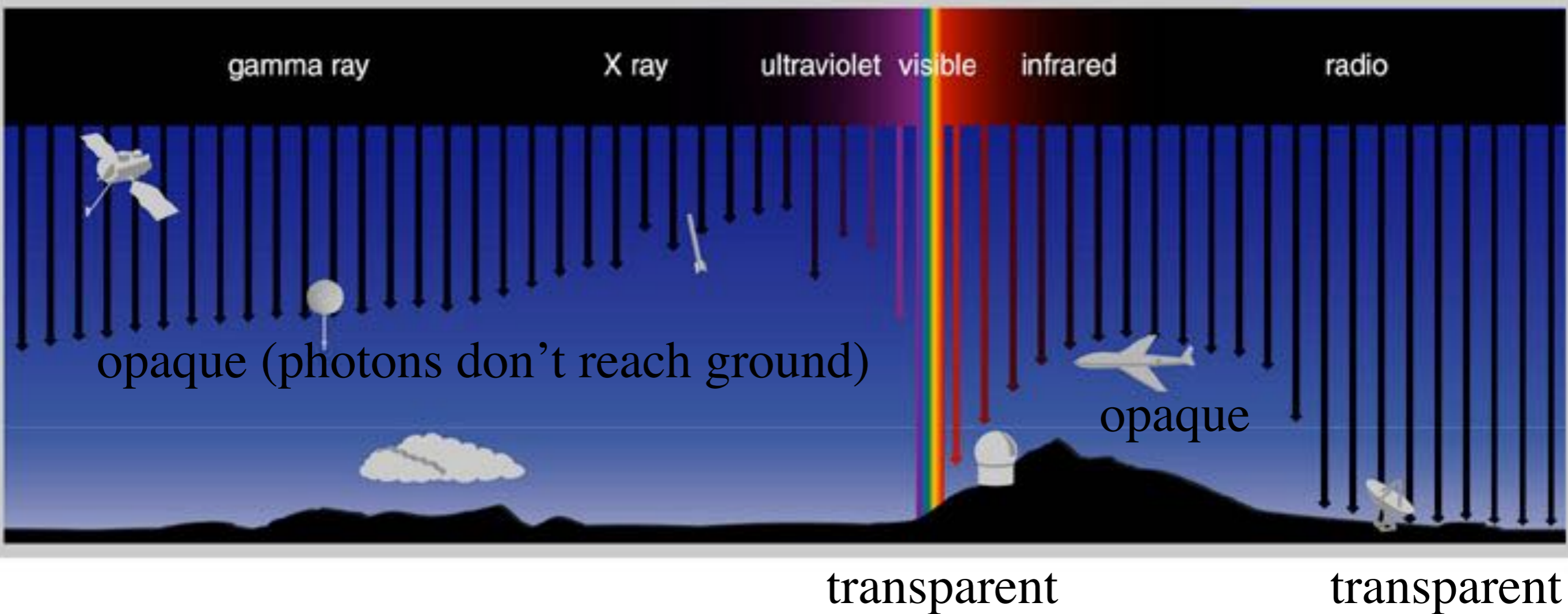
- Emission
- Absorption
- Transmission:
 - Transparent objects transmit light.
 - Opaque objects block (absorb) light.
- Reflection or scattering
 - we see by scattered light

How do light and matter interact?

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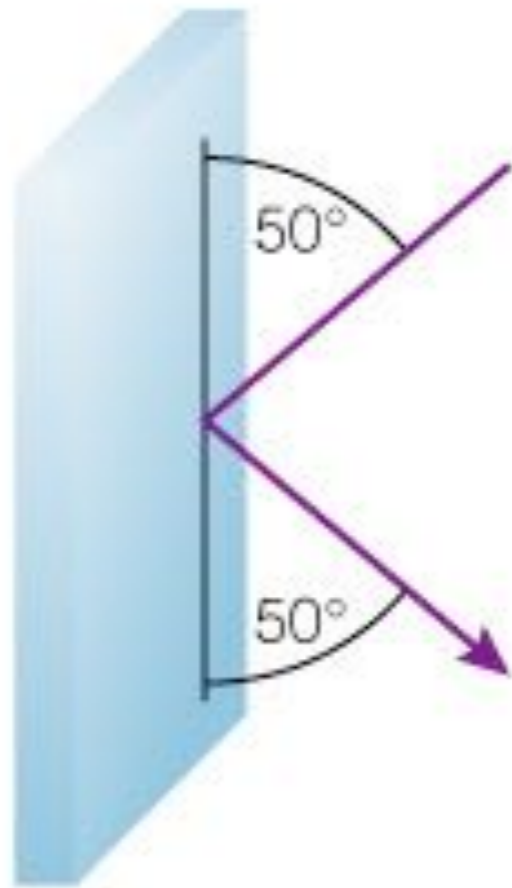


transmission & absorption

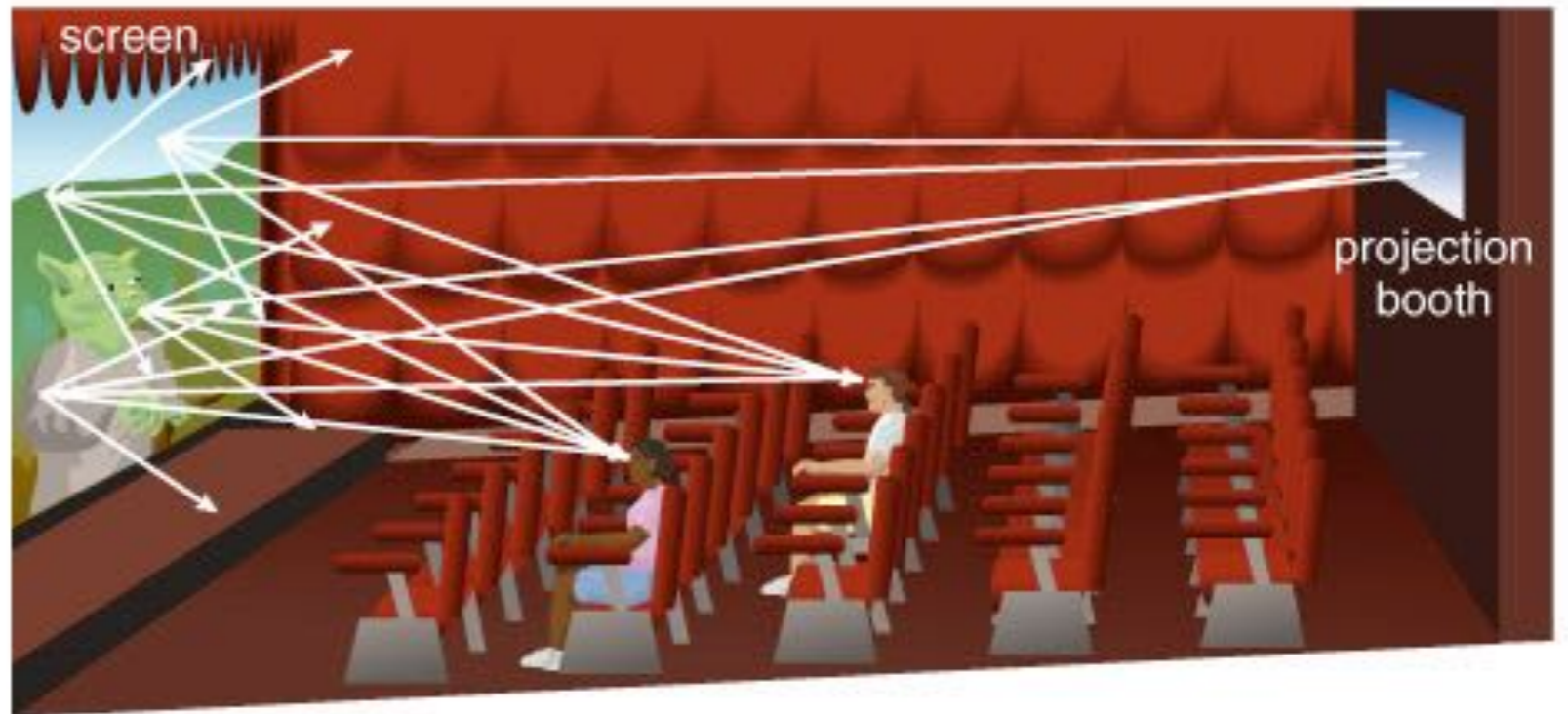


Earth's atmosphere is opaque to light at most wavelengths. It is transparent only to visible light and radio waves - and is only completely transparent to visible light when it isn't cloudy.

Reflection and Scattering

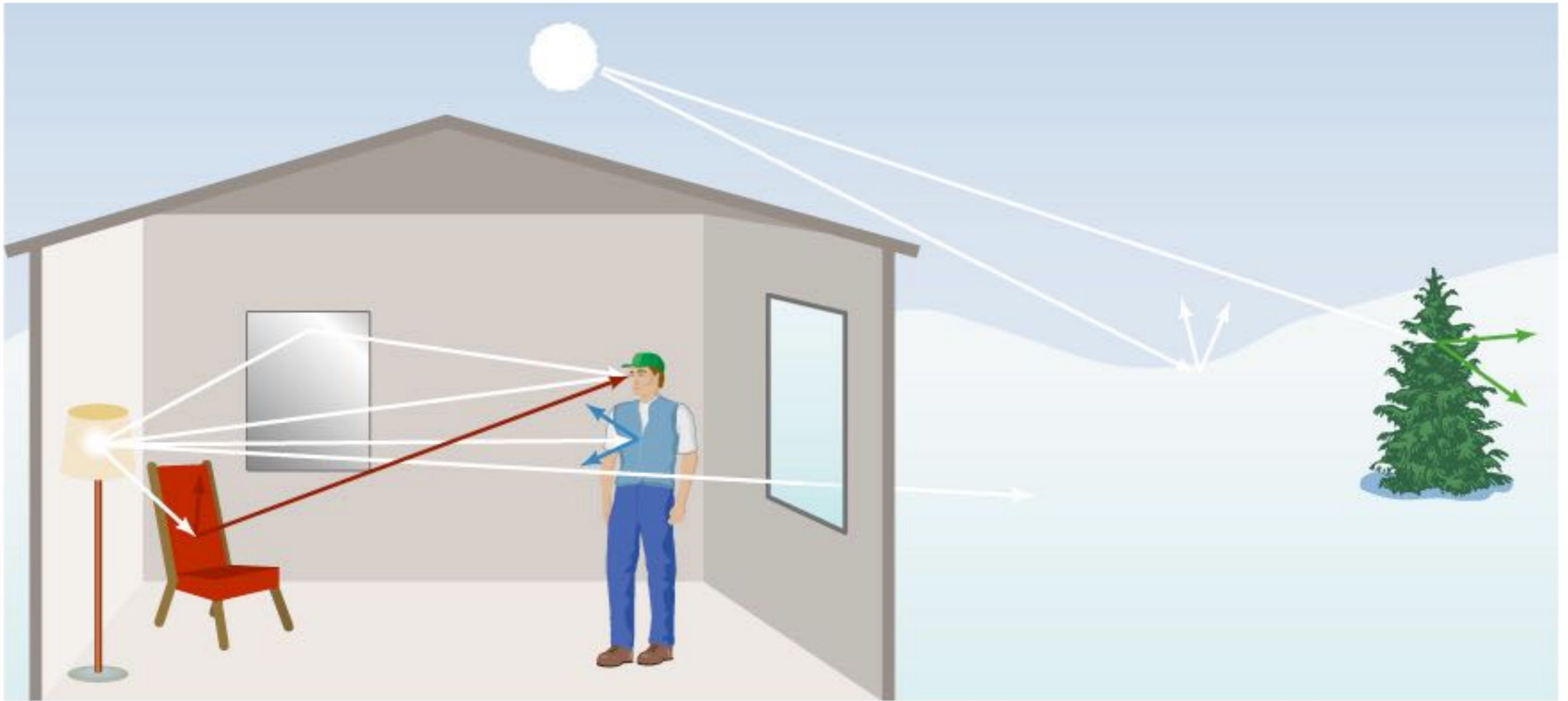


Mirror reflects light in a particular direction.



Movie screen scatters light in all directions.

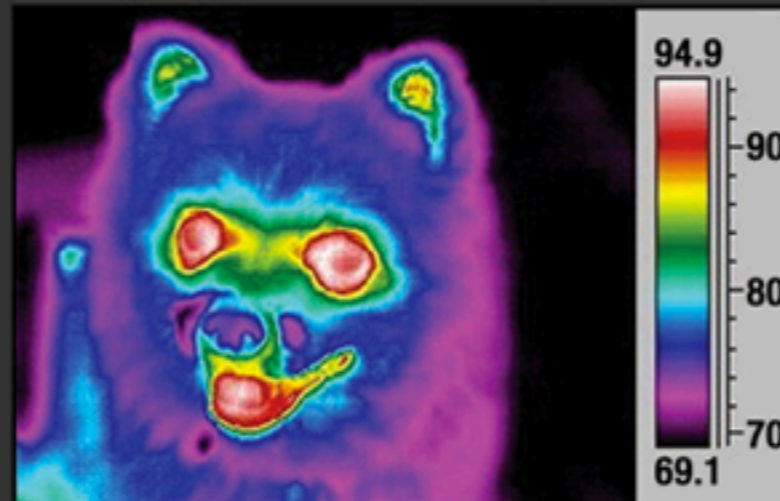
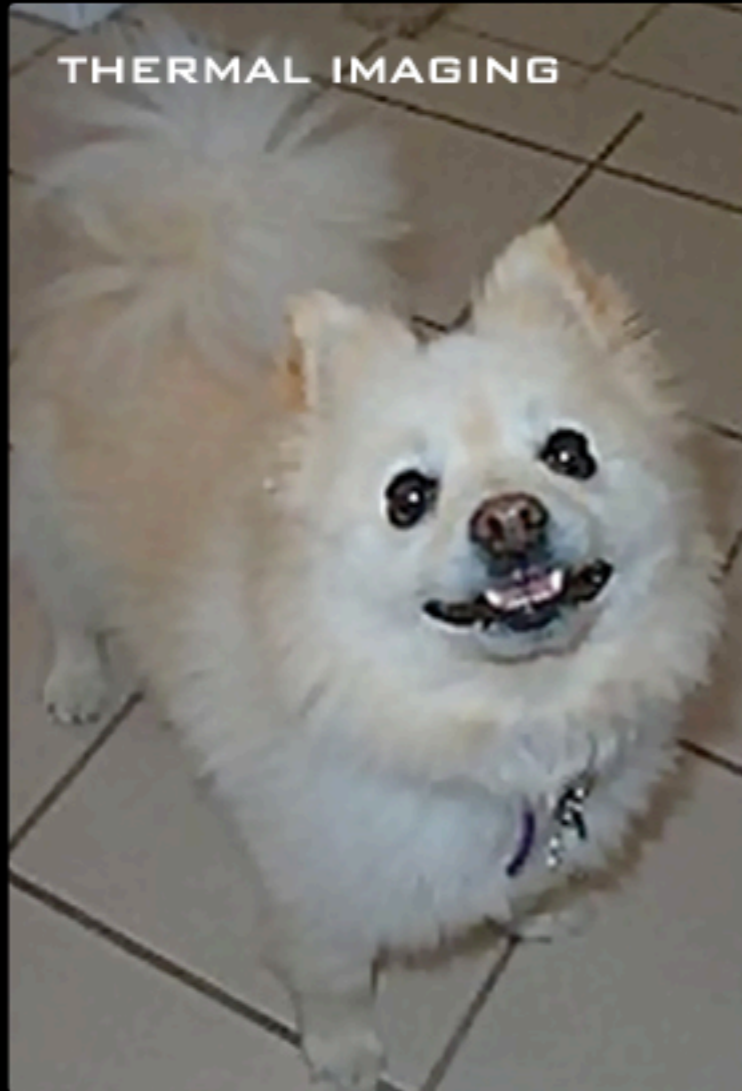
We see by scattered light



Interactions between light and matter determine the appearance of everything around us.

optical

infrared



**optical photons
scattered
ambient light**

**infrared photons
emitted
by warm object**

Temperature scale illustrated by false color

Production of light

Why do stars shine?



They're hot!

Thermal Radiation

- Hot, dense objects emit thermal radiation
 - includes stars, planets, and you.
- An object's thermal radiation spectrum depends on its **temperature**.

Properties of Thermal Radiation

1. Hotter objects emit more light at all frequencies per unit area.
2. Hotter objects emit photons with a higher average energy.

