

Light



Light

- *light* is an **electromagnetic wave**
- also has *particle-like* properties!

- **speed of light** in a **vacuum**:

$$c = 3 \times 10^8 \text{ m/s}$$

- $\sim$ **one billion** km/h

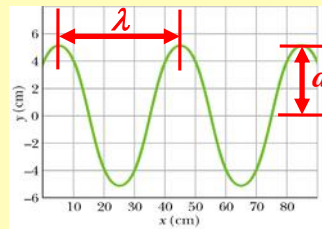


(eg) light could travel **8 times around Earth** in **1 s**

(eg) light from Sun takes $\sim$ **8 minutes** to reach Earth

- **wavelength (λ)**: distance from one peak to the next

- **amplitude (a)**: "height" of the **peaks** of a wave



CLICKER: λ for the wave shown above is:

(a) 10cm (b) 20cm (c) 30cm (d) 40cm (e) 50cm

(eg) wavelengths vary **tremendously**:

- **radio** waves: $\lambda \sim \text{km}$
- waves on pond: $\lambda \sim \text{cm}$
- **visible light**: $\lambda \sim \text{nm}$

- **frequency (f)**: how often wave peaks pass by
(eg) number of wavelengths per second

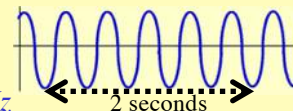
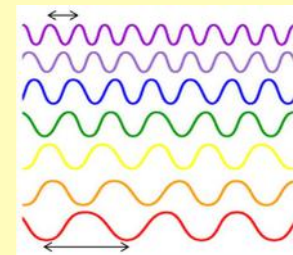
- **frequency** has units of **cycles/sec** or **hertz (Hz)**
(eg) $1 \text{ Hz} = 1 \text{ wave (peak-to-peak) per second}$

Q: Have you heard of **hertz**?

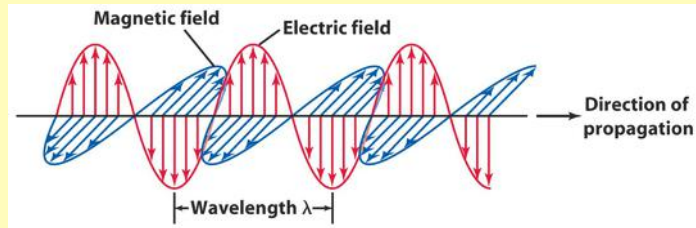
DEMO: wave generator & speaker

CLICKER: What is the **f** of the wave to the right?

(a) 1Hz (b) 2Hz (c) 2.5Hz (d) 5Hz



- **radiation**: energy transmitted via an **EM wave**



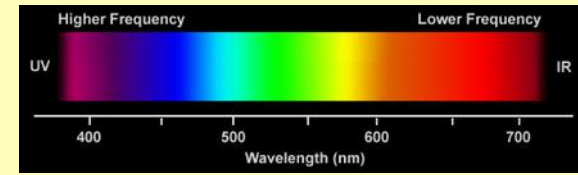
- **light is self-propagating**

Q: How does this compare to sound waves?

Q: What if light wasn't self-propagating?

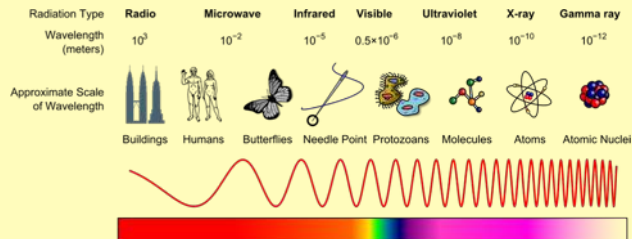
EM Spectrum

- **colours vary only in their wavelength**



- **spectrum**: split light into **component wavelengths** (eg) a prism & ROYGBIV

- **classify light based on wavelength**



- **visible light** is only a **tiny** part of **EM spectrum**
- **smallest λ** : gamma rays (10^{-15} m)
- **visible λ** : 400 nm - 700 nm
- **largest λ** : radio (~km)
- **higher frequency** corresponds to **more energy**
- **wavelength** affects **interaction with matter**

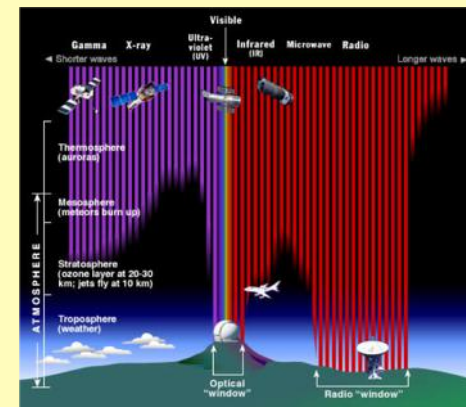


- **gamma & X-rays** mostly **absorbed**

- **UV absorbed*** by O_3

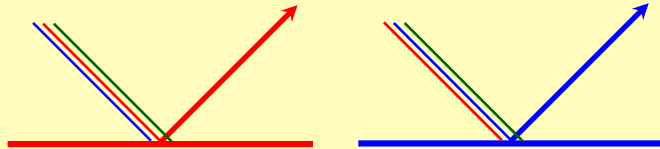
- **infrared absorbed** by CO_2 , CH_4 & H_2O vapor

- **visible light & radio waves** reach the ground



Colour

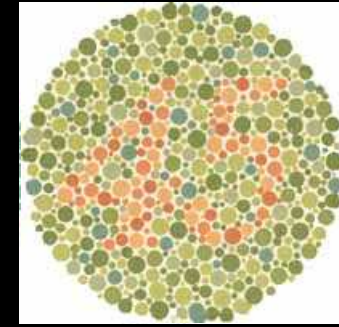
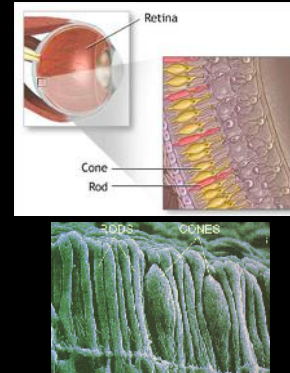
- see *colour* due to *reflected wavelengths*
- other *wavelengths* are *absorbed*



DEMO: laser pointer & coloured plastic

CLICKER: An object appears *black* if it
(a) absorbs all wavelengths (b) reflects all wavelengths

Q: How do we actually see colour?



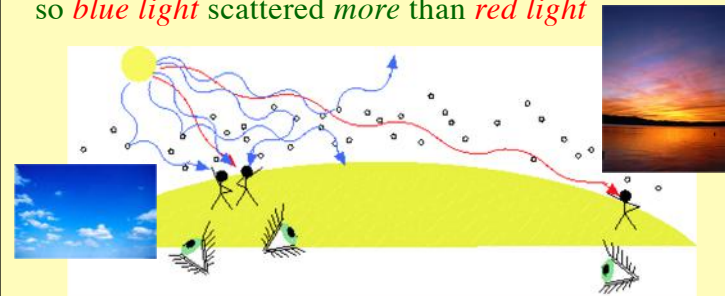
- *rods* see dim light; *cones* see in bright light & RGB
- *cones* concentrated in center of retina, *rods* on edges
- "averted vision"

Reflection & Refraction

- waves *reflect* off *opaque, smooth* surfaces
(eg) reflecting telescope
- light *refracts*
(slows and/or bends)
as it moves from *one material into another*
- *different wavelengths* are *refracted by different amounts*



- *shorter wavelengths* more easily bent (*scattered*),
so *blue light* scattered *more* than *red light*



(eg) Why is the Moon a (dim) red colour during a *total lunar eclipse*?



CLICKER: Which of the following is correct?

- (a) radio waves have the lowest frequency
- (b) reflection of sunlight causes our blue skies
- (c) visible light, radio and X-rays readily pass through Earth's atmosphere
- (d) visible light is a large part of the EM spectrum

LIGHT