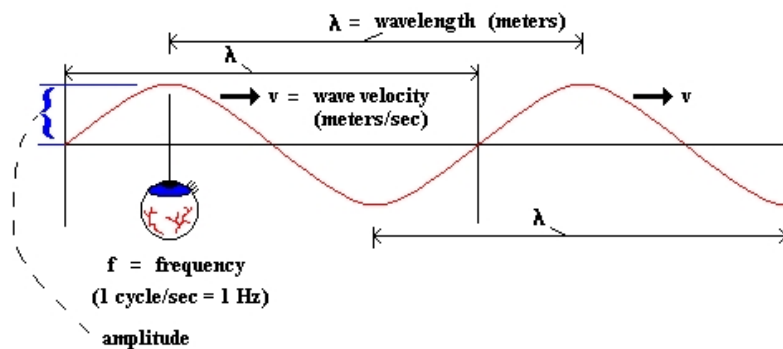


Basic Wave Properties:**basic wave equation:**

$$v = \lambda f$$

Waves carry or transmit energy; energy transmitted is proportional to the square of the amplitude

Waves exhibit interference phenomena

Light:

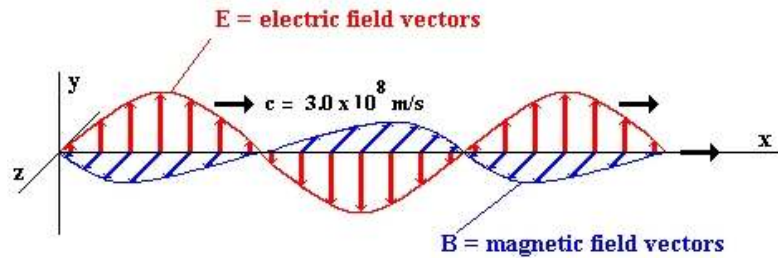
Newton: "corpuscular theory" - light as particles (used to explain refraction, and dispersion)

interference phenomena observed for light - light as waves

Maxwell (1862) - linear field theory of light - light as transverse electro-magnetic waves

Einstein (1905) - photoelectric effect explanation - light as particles (photons)

Electro-magnetic waves:



$$\nabla^2 \vec{E} = \epsilon_0 \mu_0 \frac{\partial^2 \vec{E}}{\partial t^2} \quad \nabla^2 \vec{B} = \epsilon_0 \mu_0 \frac{\partial^2 \vec{B}}{\partial t^2}$$

$$\frac{\partial^2 \psi}{\partial x^2} + \frac{\partial^2 \psi}{\partial y^2} + \frac{\partial^2 \psi}{\partial z^2} = \frac{1}{v^2} \frac{\partial^2 \psi}{\partial t^2}$$

where $v = \frac{1}{\sqrt{\epsilon_0 \mu_0}}$

v for E&M waves was calculated and shown to be equal to the measured speed of light

light = transverse E&M waves

$$E_y(x,t) = E_0 \cos \left[\omega \left(t - \frac{x}{c} \right) + \phi \right]$$

$$E_y = c B_z$$

Poynting Vector: magnitude = power/area crossing a surface whose normal is parallel to

\vec{S} direction, \vec{S} direction is the direction of propagation

$$\vec{S} = c^2 \epsilon_0 \vec{E} \times \vec{B}$$

Irradiance = Intensity = Flux Density

I = the time average of power/area (the time average of the Poynting Vector)

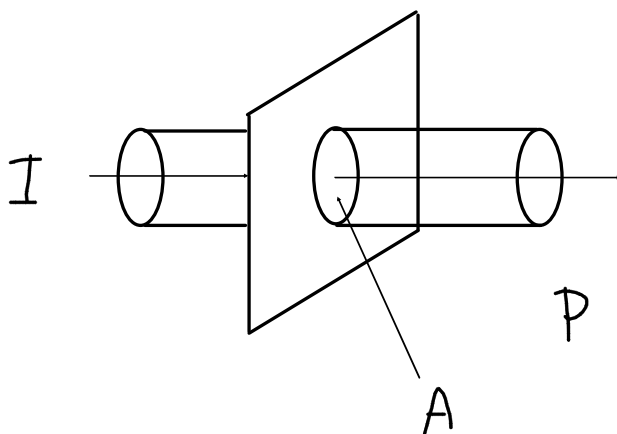
time average for harmonic waves:
 (note: $|\vec{r}|$ = magnitude of \vec{r}) $\frac{1}{\tau} \int_0^{\tau} \cos^2 \theta d\tau = \frac{1}{2}$
 for $\tau \gg$ period of oscillation

$$\langle S \rangle_{\tau} = c^2 \epsilon_0 |\vec{E}_0 \times \vec{B}_0| \langle \cos^2(\vec{k} \cdot \vec{r} - \omega t) \rangle$$

$\frac{1}{2}$ see above

$$\langle S \rangle_{\tau} = \frac{c^2 \epsilon_0}{2} |\vec{E}_0 \times \vec{B}_0| \quad E_0 = c B_0$$

$$I \equiv \langle S \rangle_{\tau} = \frac{c^2 \epsilon_0}{2} (\vec{E}_0 \times \frac{\vec{E}_0}{c}) = \boxed{\frac{c \epsilon_0}{2} E_0^2}$$



radiant flux:

$$P = IA$$

P (power passing through surface area "A")

Inverse square law for intensity:

