

Refraction at interface

$$\frac{n_o}{o} + \frac{n_i}{i} = \frac{n_i - n_o}{R}$$

radius of curvature between two mediums

For flat surface such as water

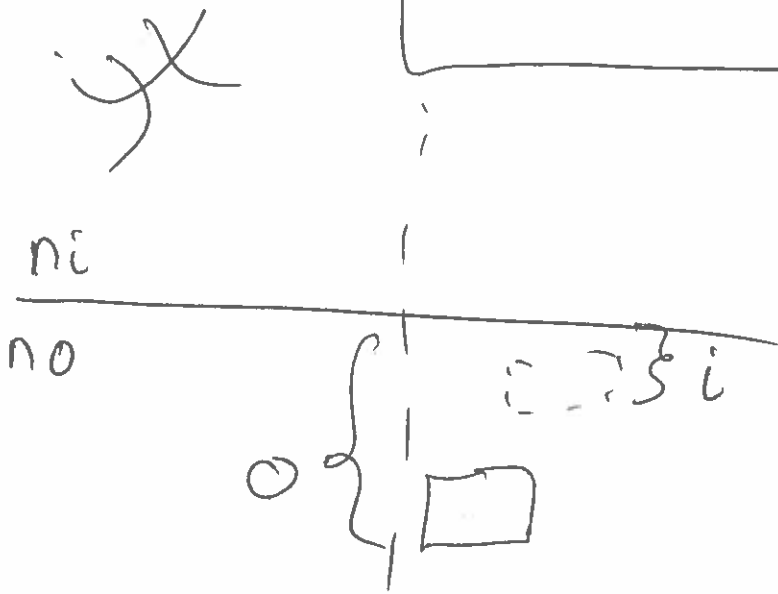
$$R = \infty$$

$$\frac{n_o}{o} + \frac{n_i}{i} = \frac{n_i - n_o}{R} \quad \text{---}$$

$$\frac{n_o}{o} + \frac{n_i}{i} = 0 \Rightarrow \frac{n_o}{o} = -\frac{n_i}{i}$$

$$i = -o \frac{n_i}{n_o}$$

apparent depth



ex/ coin at bottom of a fountain it appears to be 0.75 m below surface
How far actually?

$$n_i = n_{air} = 1.00$$

$$n_o = n_w = 1.333$$

$$i = -0.75 \text{ m}$$

$$o = ?$$

$$o = -i \frac{n_o}{n_i} = -(-0.75 \text{ m}) \frac{(1.333)}{(1.00)}$$

$$o = +0.975 \text{ m}$$

26-25

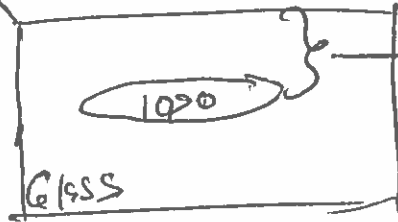


$$n_{\text{air}} = 1.00$$

Water

$$n_w = 1.333$$

1.50
cm



0_{w-g}
air
glass

$$= 3.20 \text{ cm}$$

$$n_g = 1.52$$

Law of superposition \Rightarrow total optical effect is the sum of the individual optical interfaces,

- 1) find image due to water-glass interface
- 2) That image (due to water-glass) becomes object for the air-water interface
- 3) find the final image relative to air-water

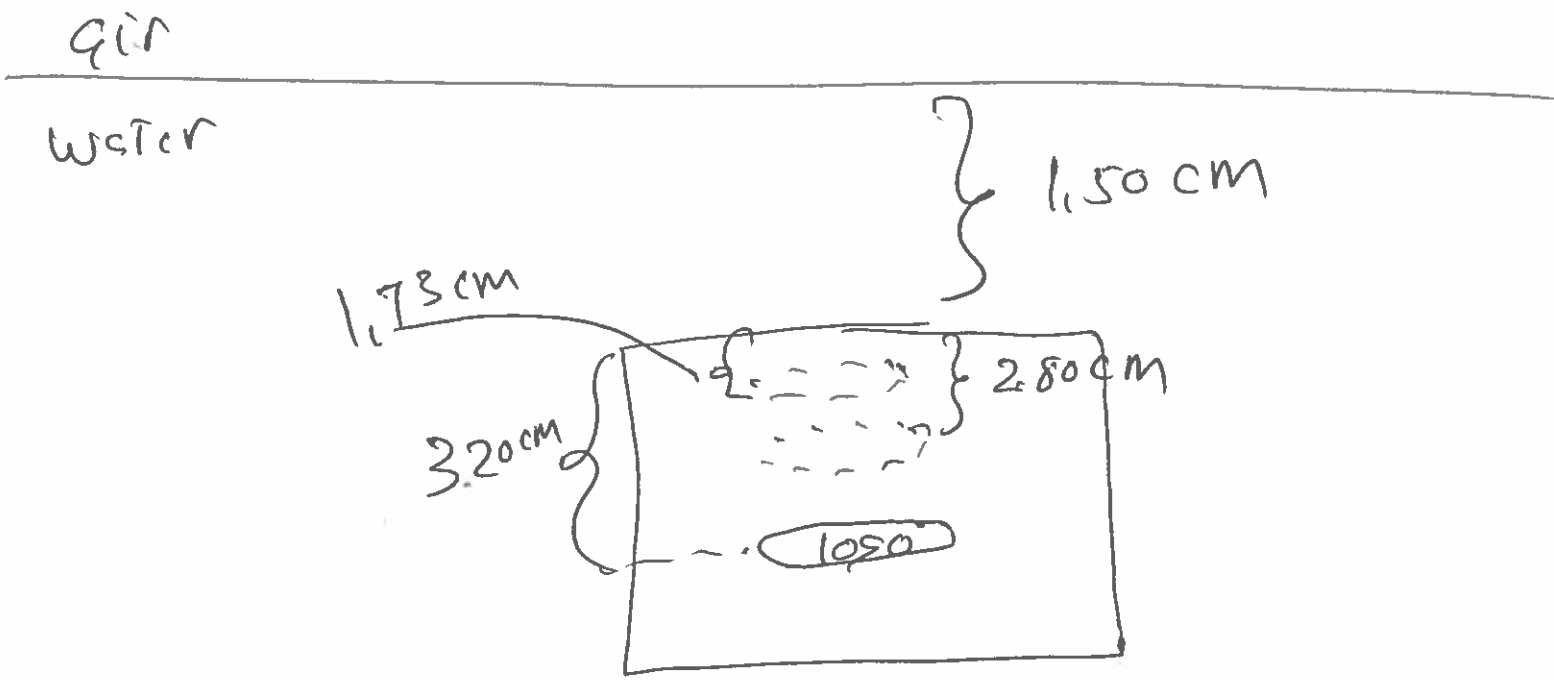
step 1)

$$i = -o \frac{n_i}{n_o}$$

$$i_{wg} = -o_{wg} \left(\frac{n_w}{n_g} \right)$$

$$i_{wg} = - (3.20 \text{ cm}) \left(\frac{1.333}{1.52} \right)$$

$$i_{wg} = - 2.80 \text{ cm}$$



$$O_{a-w} = d_w + d_{w-g}$$

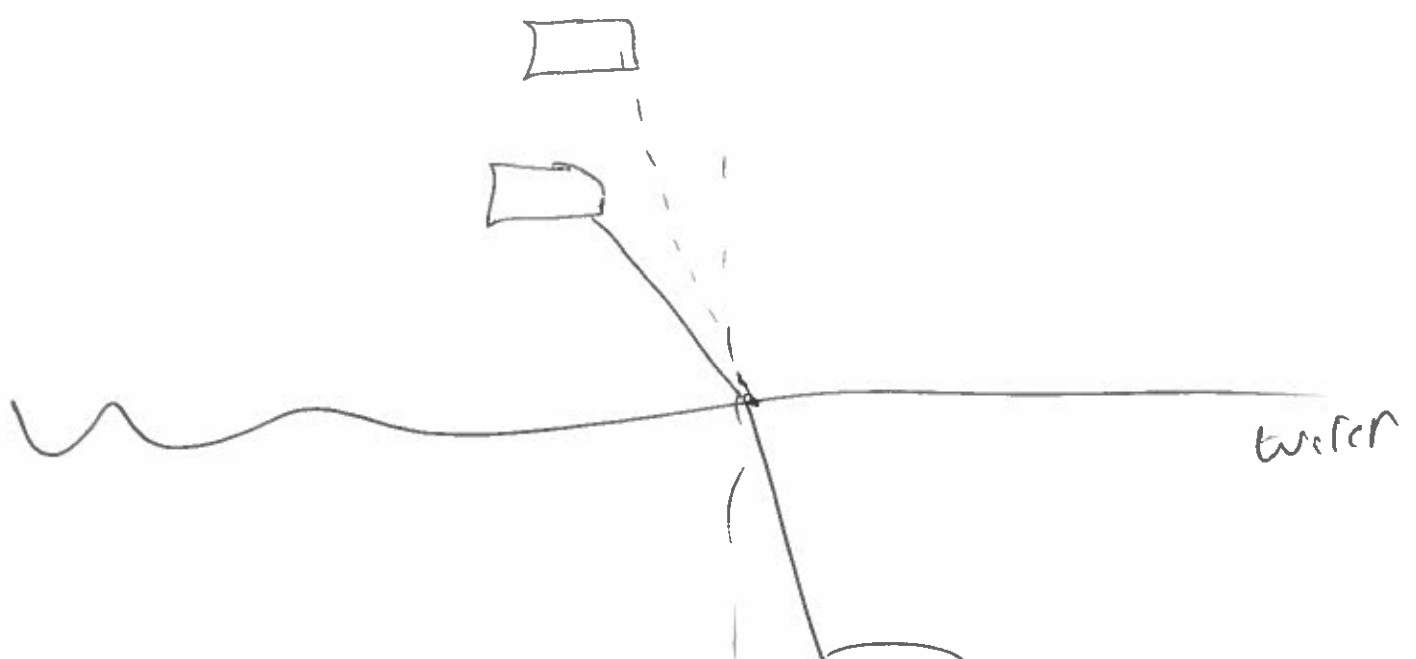
$$O_{a-w} = 1.50 \text{ cm} + 2.80 \text{ cm} = \underline{4.30 \text{ cm}}$$

$$i_{a-w} = - O_{a-w} \left(\frac{n_a}{n_w} \right) = - (4.30 \text{ cm}) \left(\frac{1.00}{1.333} \right)$$

$$i_{a-w} = \underline{-3.23 \text{ cm}}$$

- sign \Rightarrow Virtual

below surface of water
n_a = air



$$\frac{n_o}{o} + \frac{n_i}{i} = 0$$

for flat
interfaces

$$0 = -i \frac{n_o}{n_i}$$

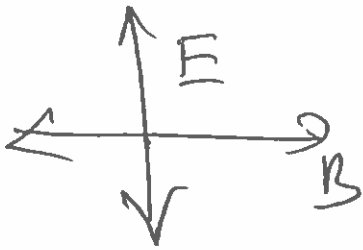
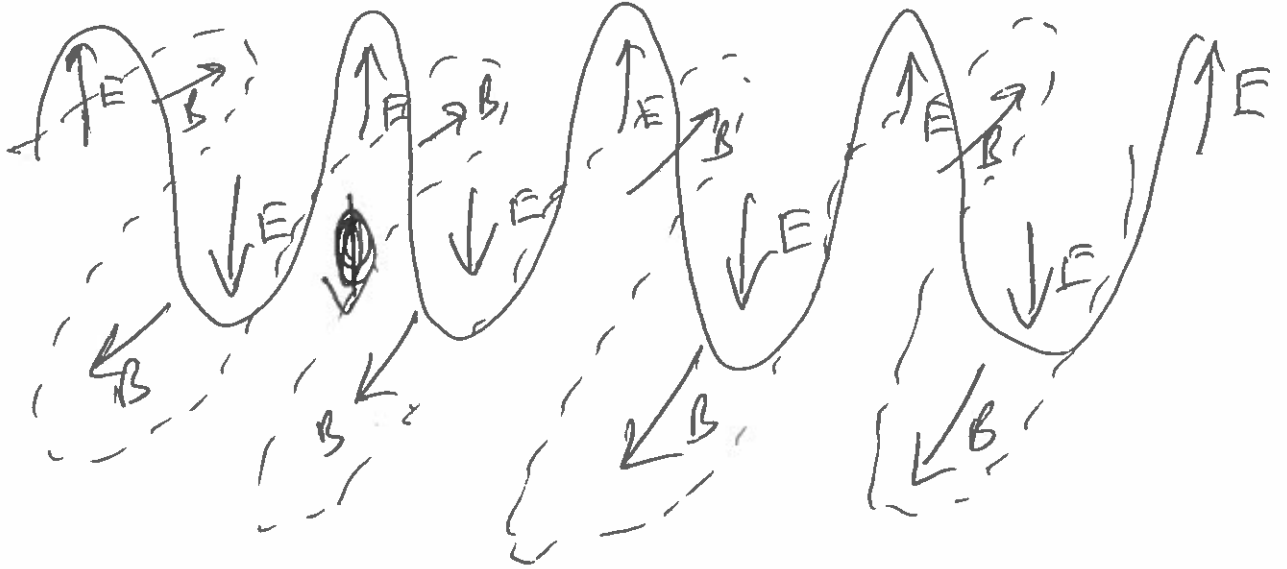
- sign
 \Rightarrow virtual

or

$$i = -o \frac{n_i}{n_o}$$

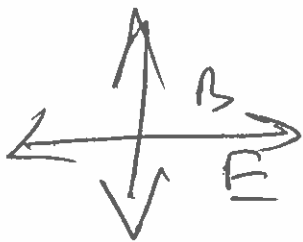
Polarization of Light

Light is an Electro Magnetic Wave



By convention polarization of light is the direction the \vec{E} is oscillating in

This orientation \Rightarrow vertically polarized light

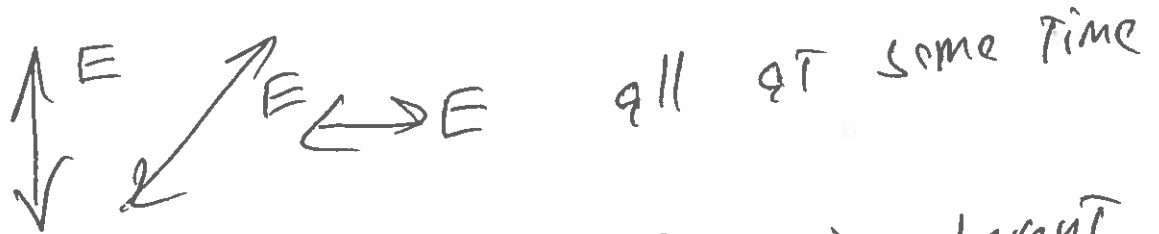


\Rightarrow horizontally polarized light.

In addition we can have circularly polarized light where \vec{E}, \vec{B} are rotating (clockwise or counter clockwise)

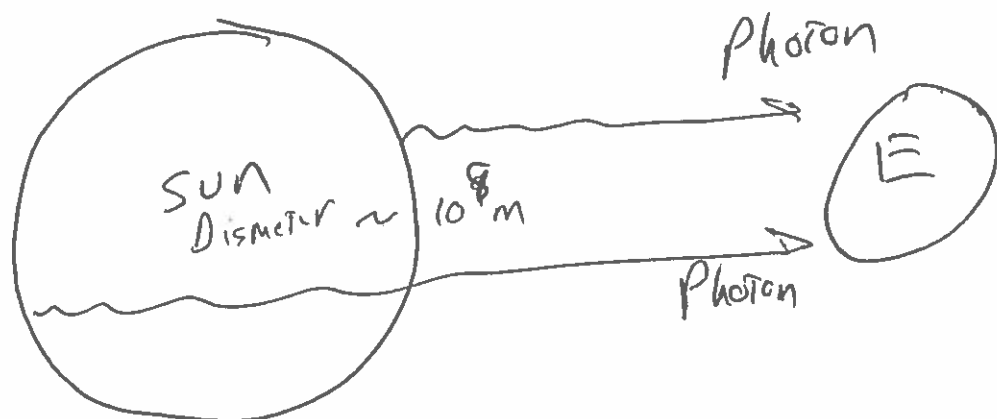


or UN Polarized light

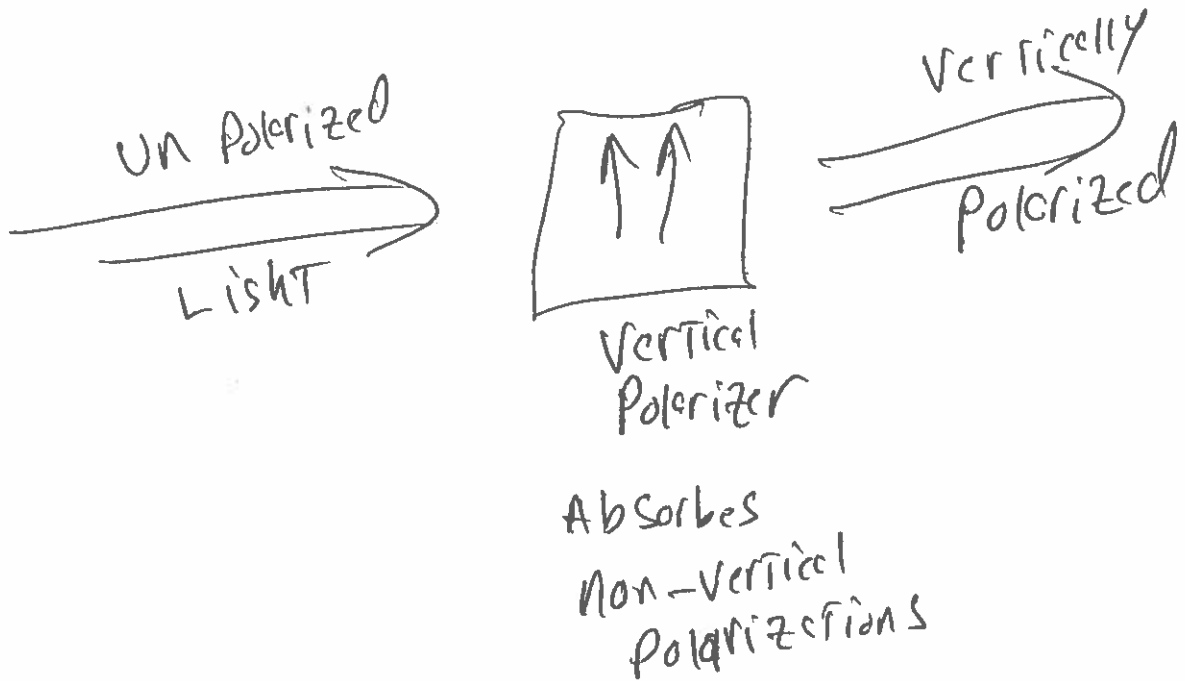


UN Polarized light occurs from incoherent light.

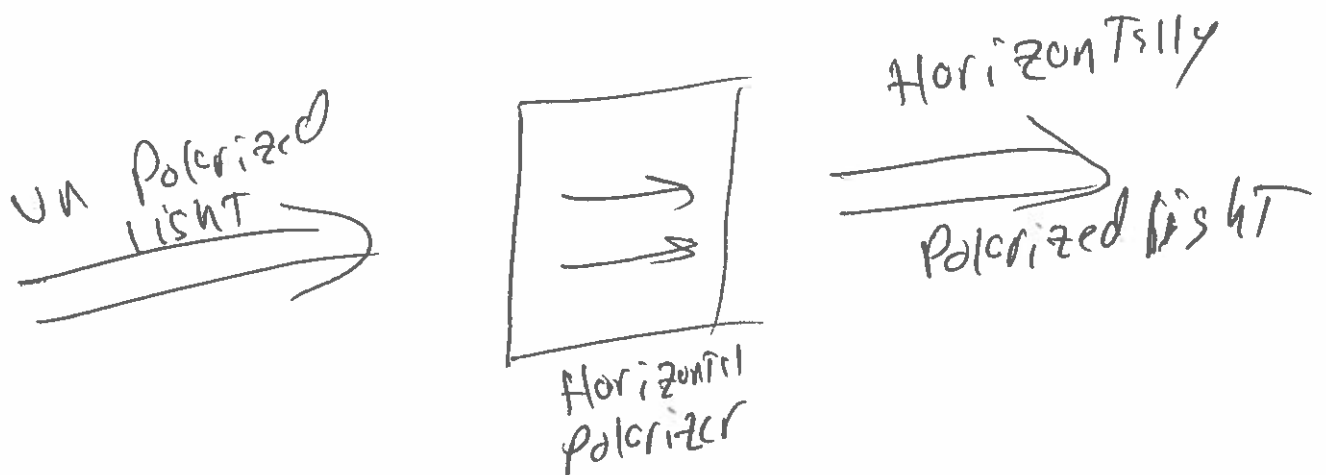
Coherent implies phase relationships



Polarizers \Rightarrow Polarize light in
a preferred direction



$$I_{\text{Trans}} = \frac{1}{2} I_0$$



Vertical
Polarized
Light

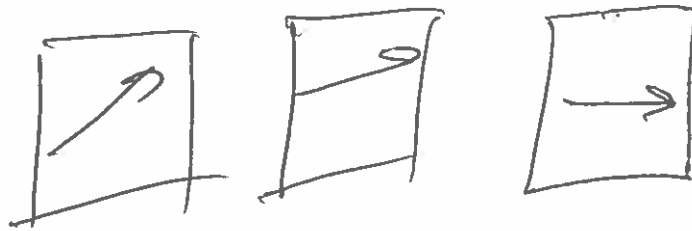


Polarizer
at angle θ to
vertical

Polarized at
angle θ to
vertical
Light

$$I_{\text{Trans}} = I_0 \cos^2 \theta \quad \text{— Law of Malus}$$

Vertical
light



Horizontal
light

$$\cos 0 = 1$$

$$\cos 10 = 0.9 / 0.8$$

$$\cos 90 = 0$$

$$\cos 45 = \frac{1}{\sqrt{2}}$$