

# Chapter 3

# Radiation



# Units of Chapter 3

**Types of radiation**

**Waves**

**Waves in What?**

**The Wave Nature of Radiation**

**The Electromagnetic Spectrum**

**Thermal Radiation**

**The Kelvin Temperature Scale**

**More about the Radiation Laws**

**The Doppler Effect**

## Learning Outcomes:

- 1) Understand the basic properties of waves (wavelength, period, speed, etc.)
- 2) Describe the major regions of the electromagnetic spectrum.
- 3) Distinguish between particle-like and wave-like phenomena of light.
- 4) Explain what is meant by blackbody radiation and how it pertains to real thermal radiation.
- 5) Describe how relative motion influences perceived frequencies through the Doppler Effect.

In short: LEARN THE PHYSICS OF LIGHT AND WAVES!

# Types of Radiation

**Electromagnetic Radiation: energy transmitted through space as varying electric and magnetic fields**

**Light, x-rays, radio waves, infrared, etc.**

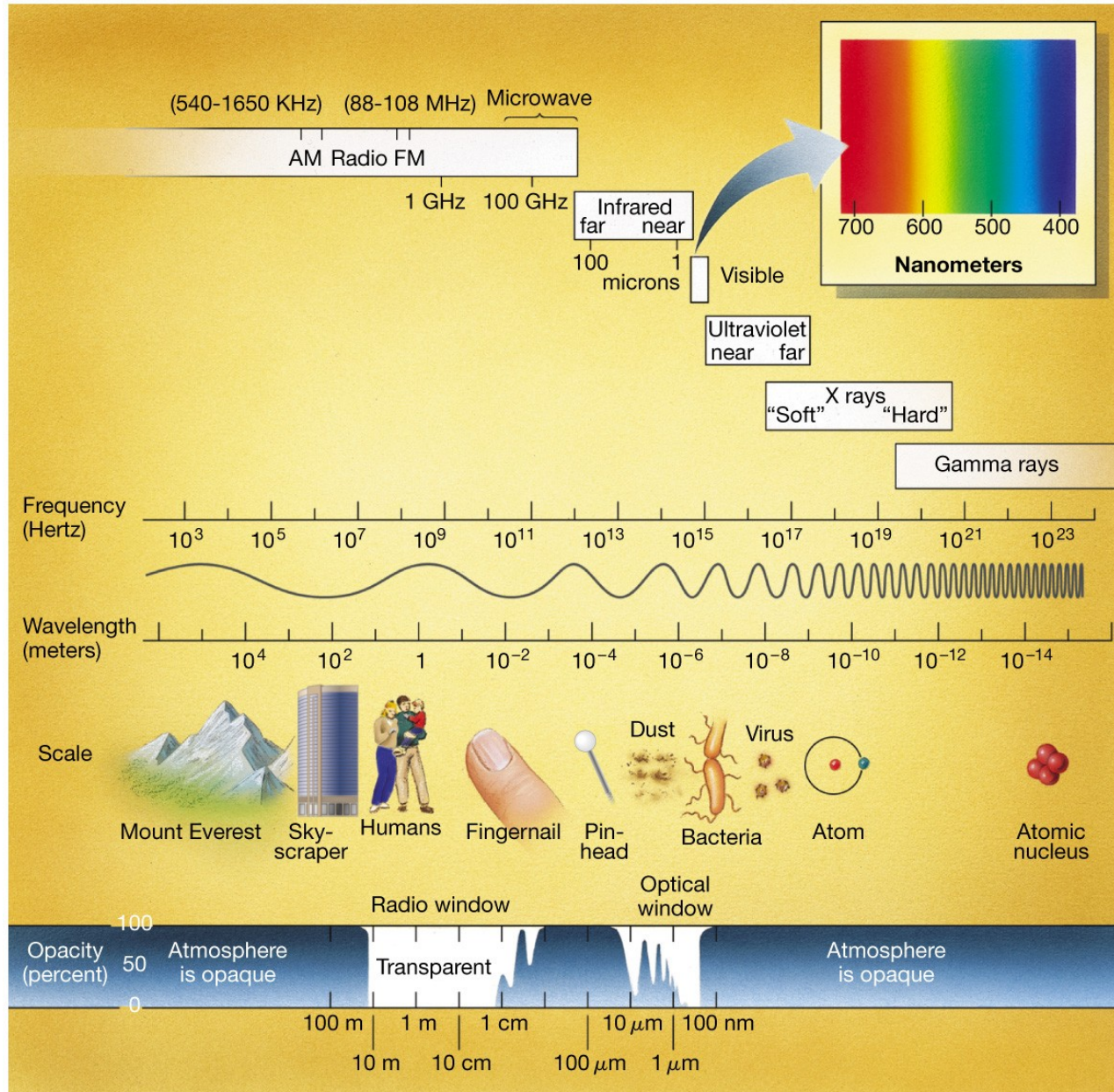
**Particulate radiation  
beta rays ( $e^-$ ),  
alpha rays ( $He$ )  
[Not covered here!]**



# Types of E-M radiation

**Electromagnetic radiation**

**Different ranges have different names**



# Types of radiation

**Electromagnetic Radiation interacts differently with different materials. It may be absorbed, emitted, transmitted, reflected, or scattered.**

**How it interacts depends on 1) the type of radiation (radio, IR, etc), 2) the composition.**

**Visible**



**Infrared**



# Types of radiation

**Astronomical objects in different wavelengths.**



Visible



Infrared



# Waves

**Wave:** a travelling disturbance or variation in a medium or field which carries energy.

**Types:**

**Mechanical**

**sound**  
**seismic**  
**water**  
**string**

**Electromagnetic**

**visible light**  
**microwaves**  
**x-rays, gamma rays**

**Gravitational(!)**

**inspiralling BHs**

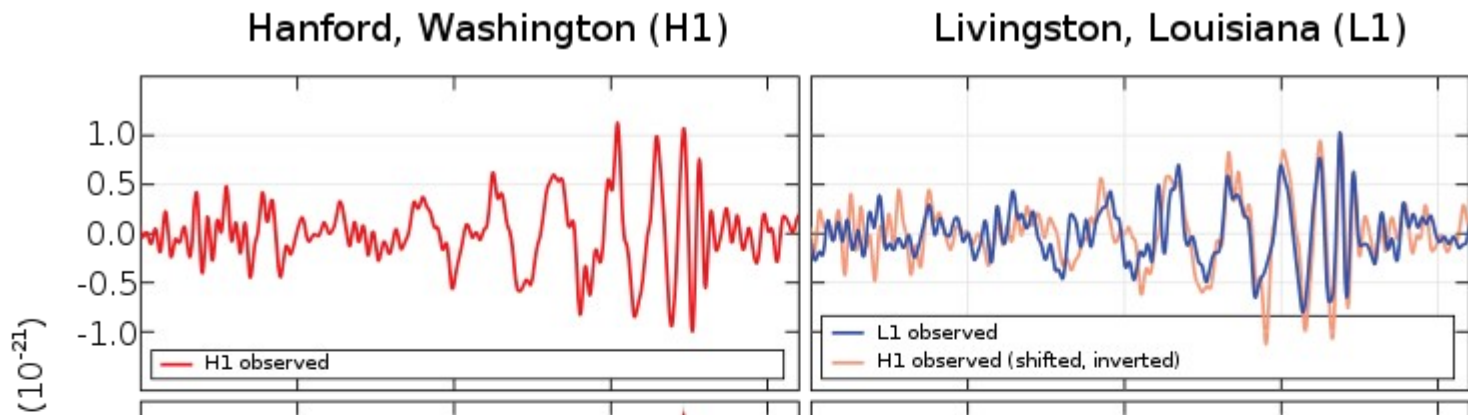
**What do they have in common?**



**The first gravitational wave detection: by the LIGO consortium on Feb 11, 2016.**

**Source: inspiralling binary black holes. One  $29 M_{\odot}$  and one  $36 M_{\odot}$ .  $1.3 \times 10^9$  LY away. Produced one  $62 M_{\odot}$  BH.**

**Power: momentarily greater than all of the stars in the observable universe.  $3 M_{\odot}$  converted into gravitational wave energy in  $\sim 0.2$  seconds.**



The "chirp"

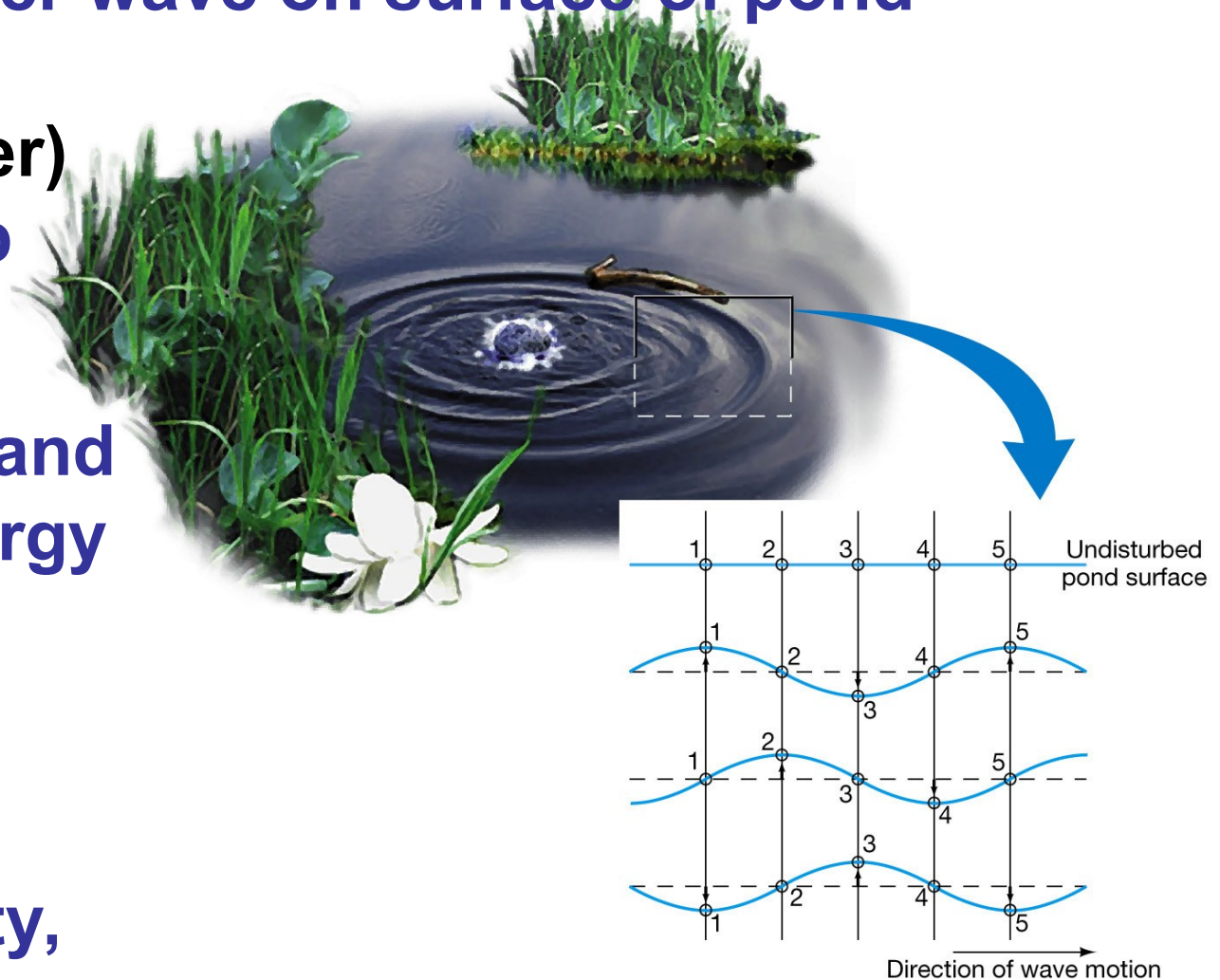
# Waves - terminology

Example: water wave on surface of pond

Medium (Water)  
just moves up  
and down

Wave travels and  
transmits energy  
(Kinetic and  
potential)

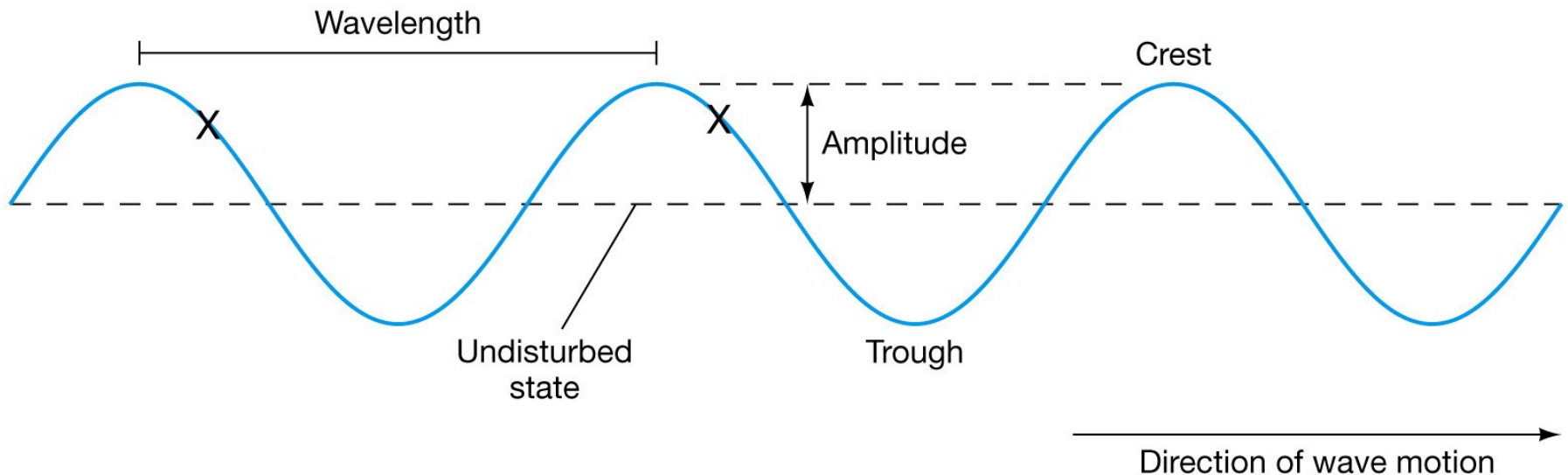
Restoring  
Forces: gravity,  
pressure



# Waves - terminology

**Waveforms:** can have many shapes, but usually are ...

**Sinusoidal:** described by a sine or cosine function.



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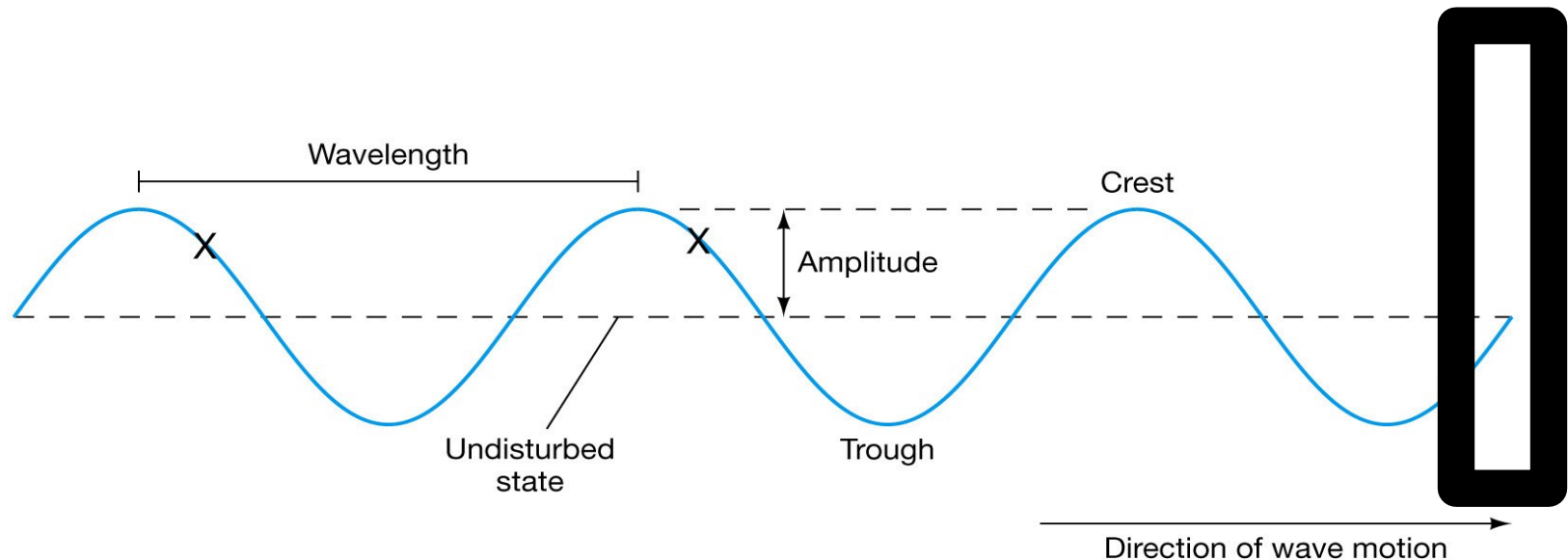
**This graph shows amplitude versus position, but amplitude versus time is ALSO a sinusoidal graph!**

# Waves - terminology

**Frequency:** number of wave crests that pass a given point per second

**Period:** time between passage of successive crests

**Relationship:** Frequency = 1 / Period



# Waves - terminology

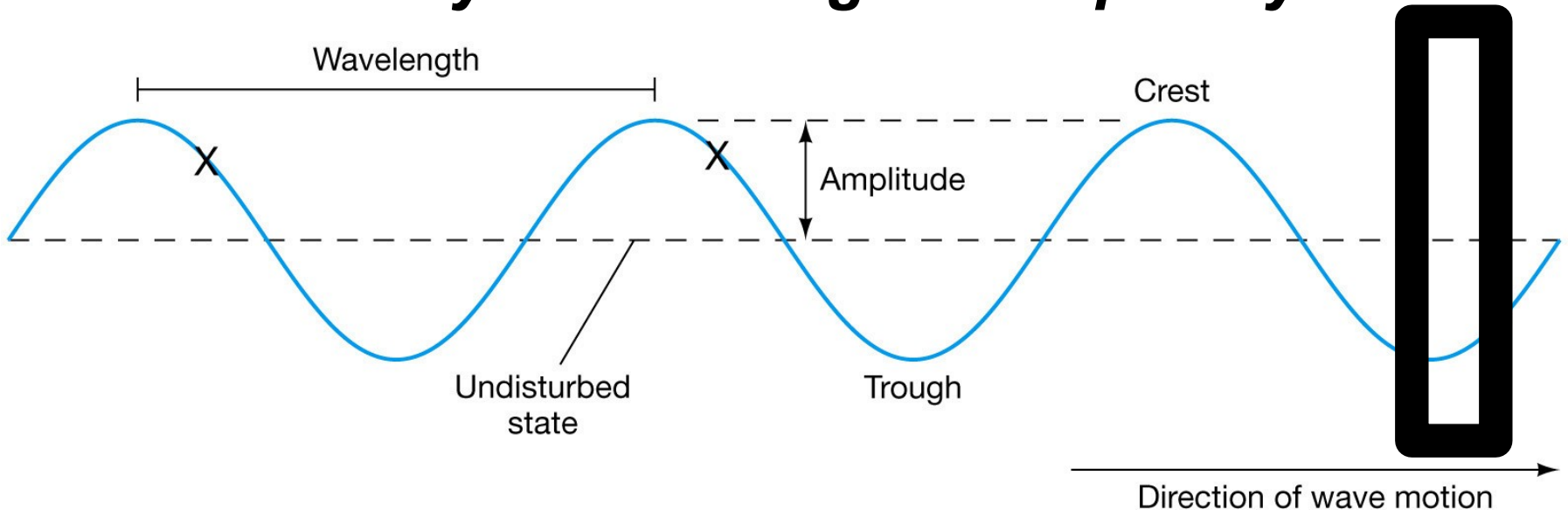
**Wavelength: distance between successive crests**

**Velocity: speed at which crests move**

$$\text{Velocity} = \text{Wavelength} / \text{Period}$$

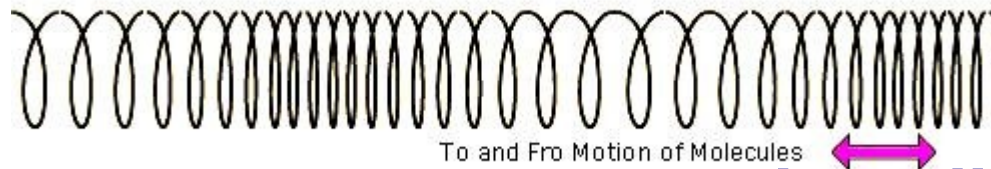
$$\text{Velocity} = \text{Wavelength} * \text{frequency}$$

Golden  
Rule!  
 $V = \lambda f$

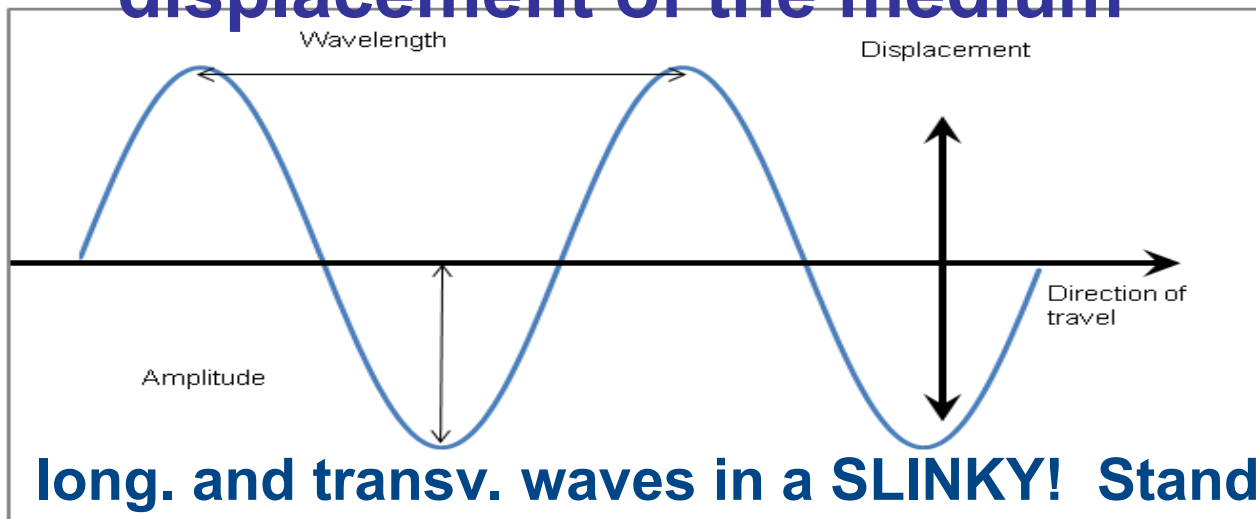


# Waves - terminology

**Longitudinal wave: propagates in a direction parallel to the displacement of the medium**

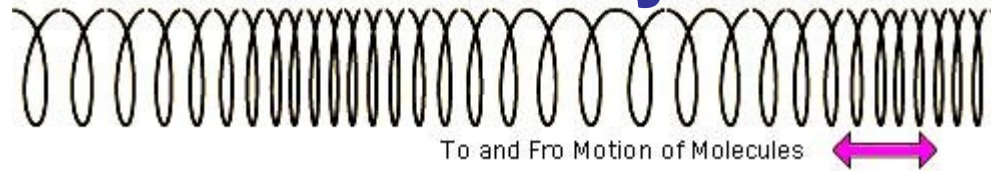


**Transverse wave: propagates in a direction perpendicular (or transverse) to the displacement of the medium**



**DEMO: long. and transv. waves in a SLINKY! Standing waves!**

# Waves – Slinky Demo



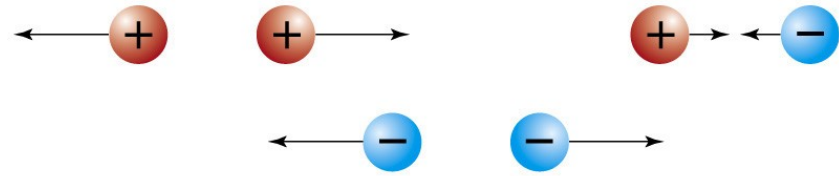
- 1. Longitudinal pulses**
- 2. Transverse pulses - note reflected pulse**
- 3. Speed of pulse – increases with tension**
- 4. Superposition of pulses**
- 5. Standing waves (superposition with reflected waves)**
- 6. Harmonics (N=number of antinodes)**
- 7. Polarization**

# E-M waves: waves in what?

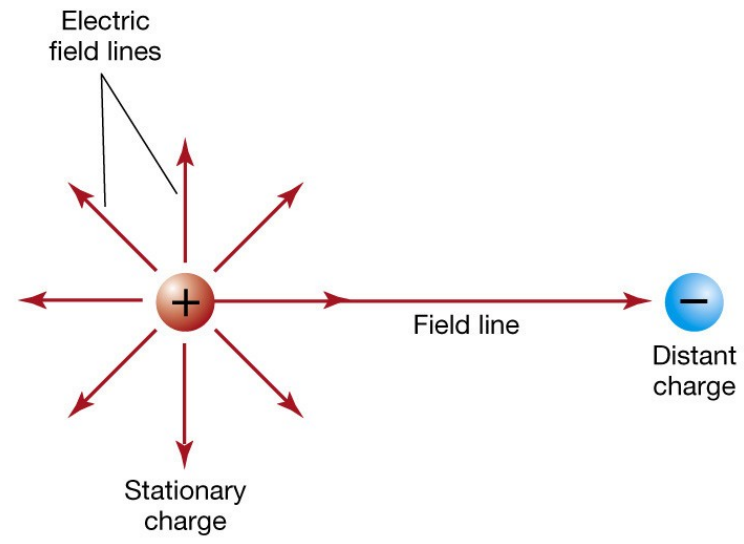
Water waves, sound waves, and so on, travel in a medium (water, air, ...)

Electromagnetic waves need no medium

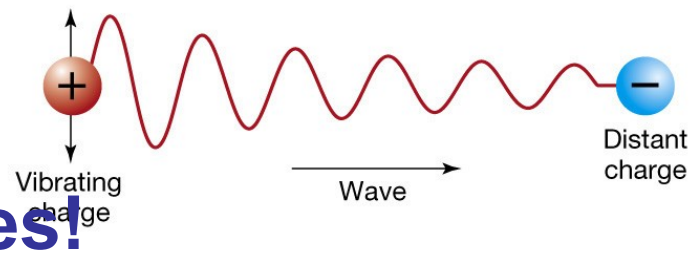
Created by accelerating charged particles:



(a)



(b)



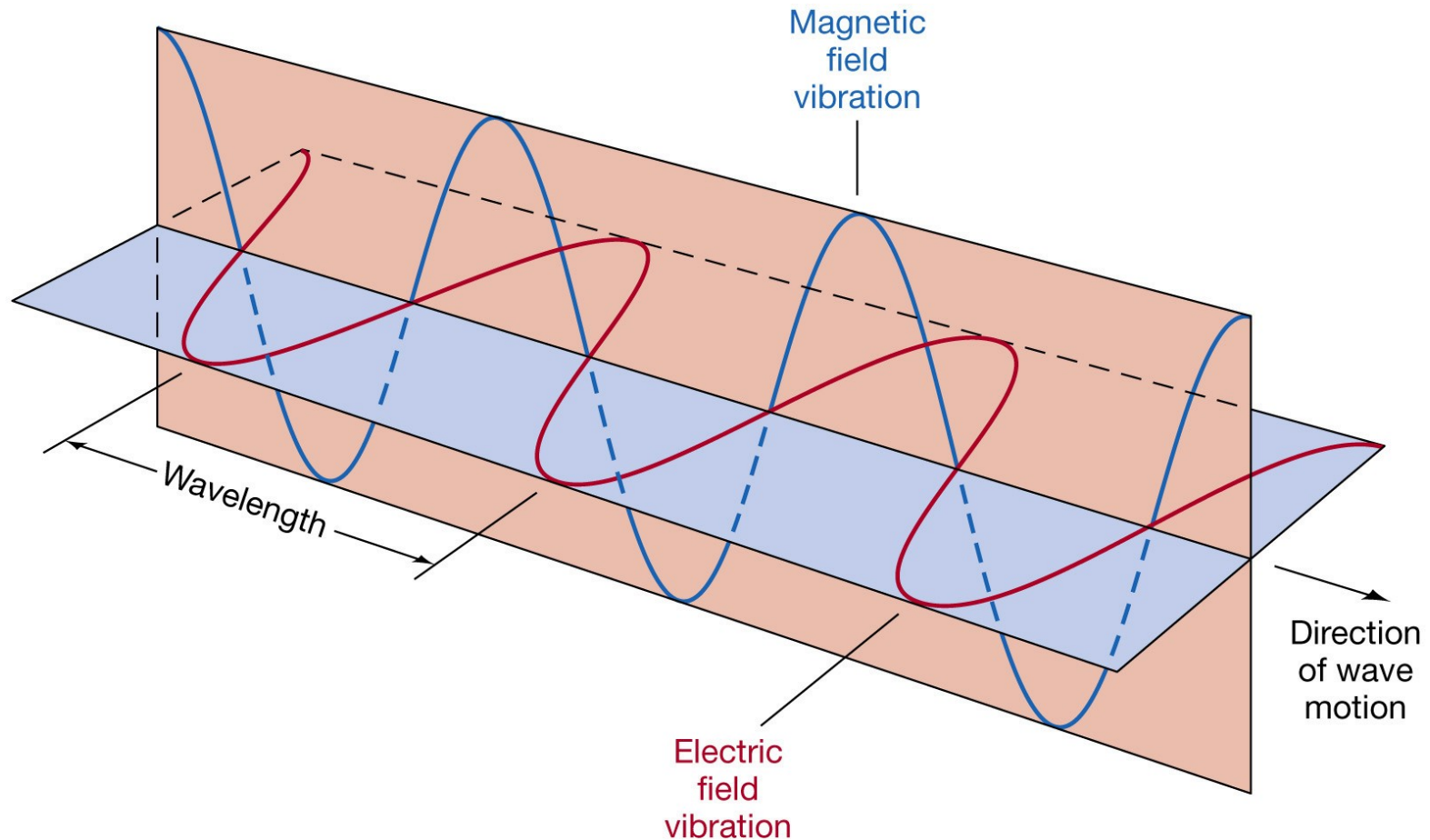
(c)

**Demo: spark makes radio waves!**



# Waves in What?

**Electromagnetic waves: Oscillating electric and magnetic fields. Changing electric field creates magnetic field, and vice versa**



# Waves in What?

**What is the wave speed of electromagnetic waves?**

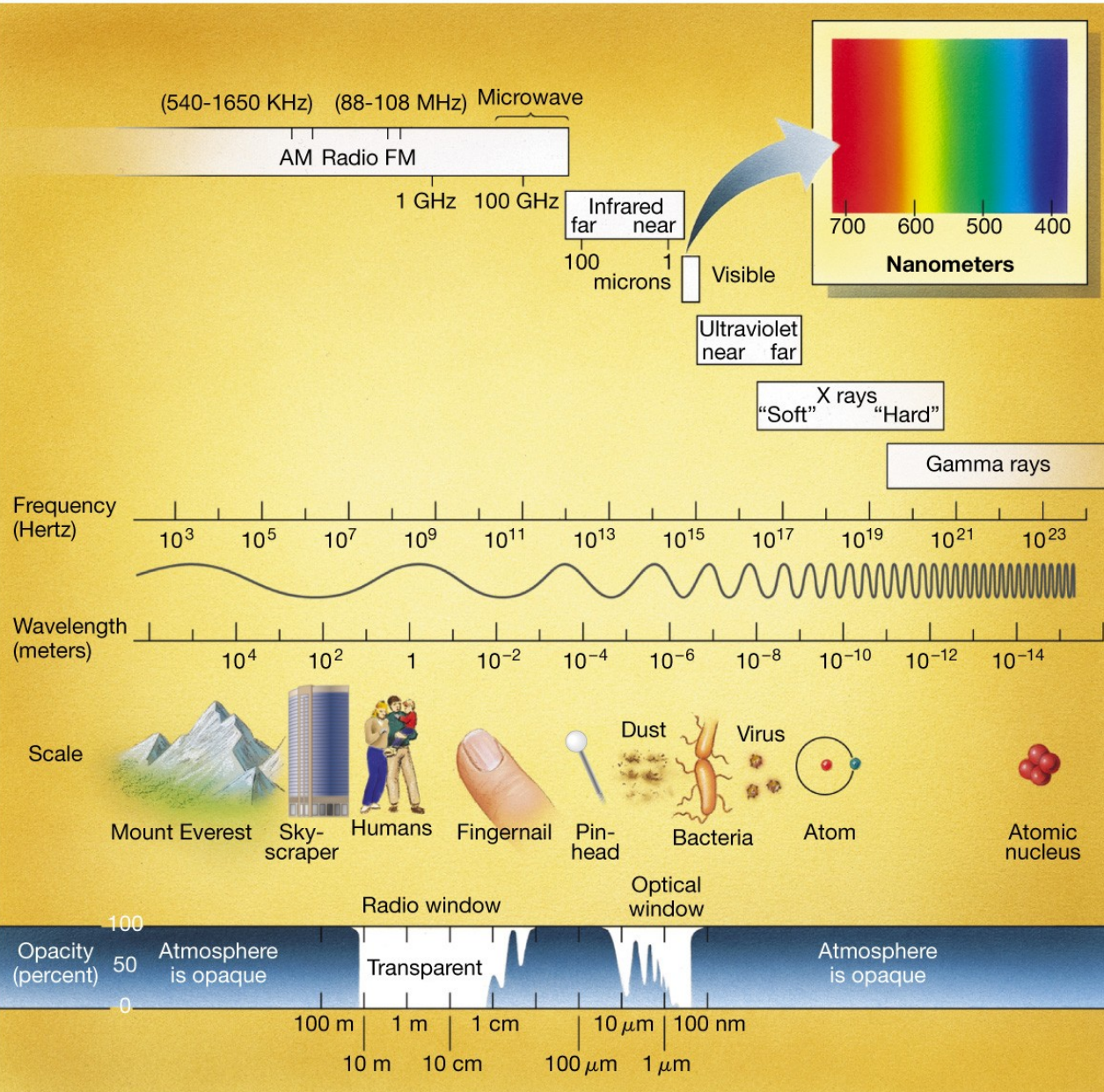
$$c = 3.0 \times 10^8 \text{ m/s}$$

**This speed is very large, but still finite; it can take light millions or even billions of years to traverse astronomical distances.**

**Why special?**

**1) Nature's speed limit. 2) A beam of light appears to move at the same speed through a vacuum to any observer.**

# The Electromagnetic Spectrum



No upper limit on wavelength

High frequency radiation has small wavelength.

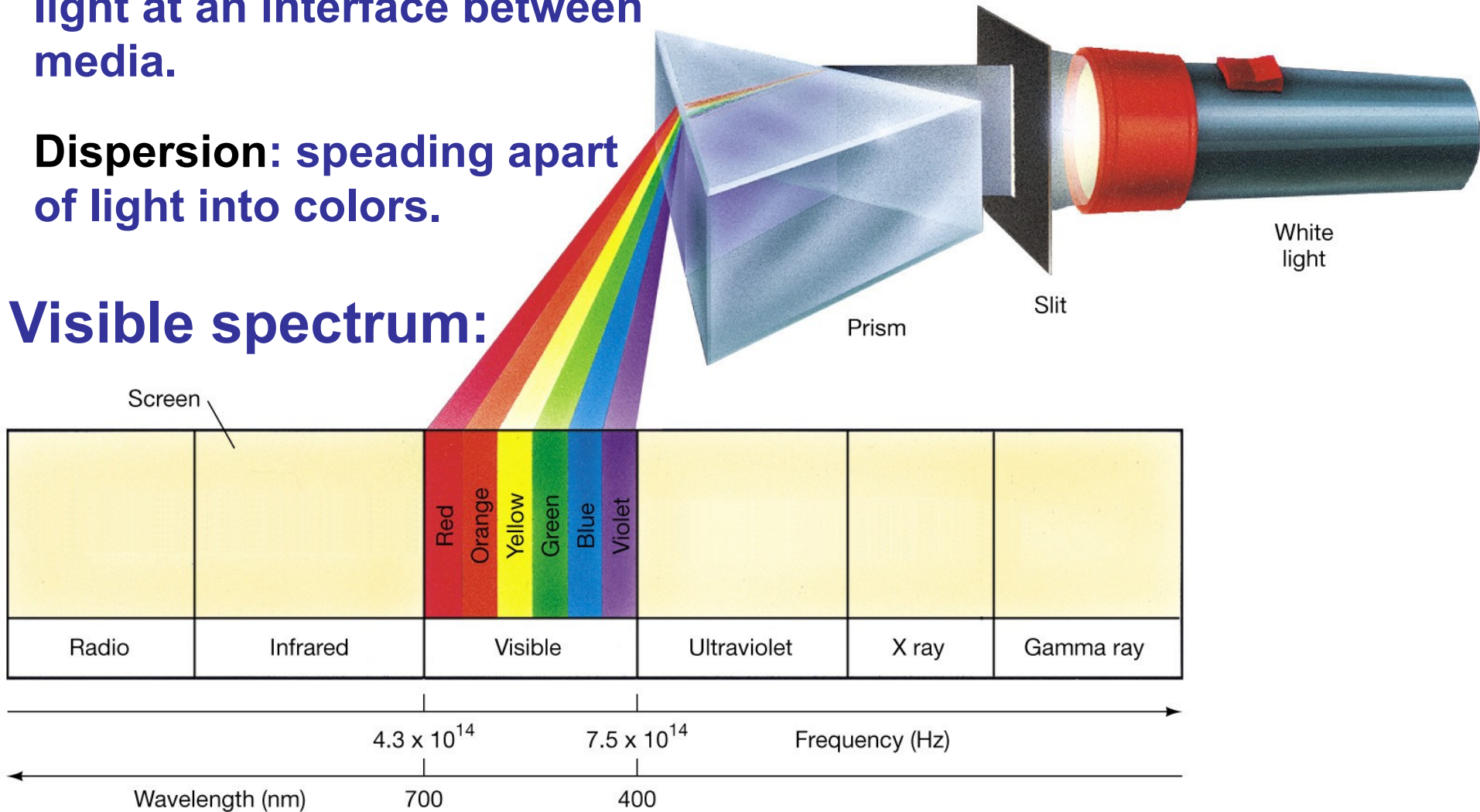
High opacity means low transparency.

# Electromagnetic spectrum

**Refraction:** the bending of light at an interface between media.

**Dispersion:** speading apart of light into colors.

**Visible spectrum:**



# Light as wave or particle

Light can behave like a wave or like a particle depending on the situation.

An example of a phenomenon which is best described with the particle model is ...

## *The Photoelectric Effect*

\* Light with a freq above some limit can dislodge e- from the surface of a metal. Just below that limit, no e- dislodged even if the intensity of the light is great!

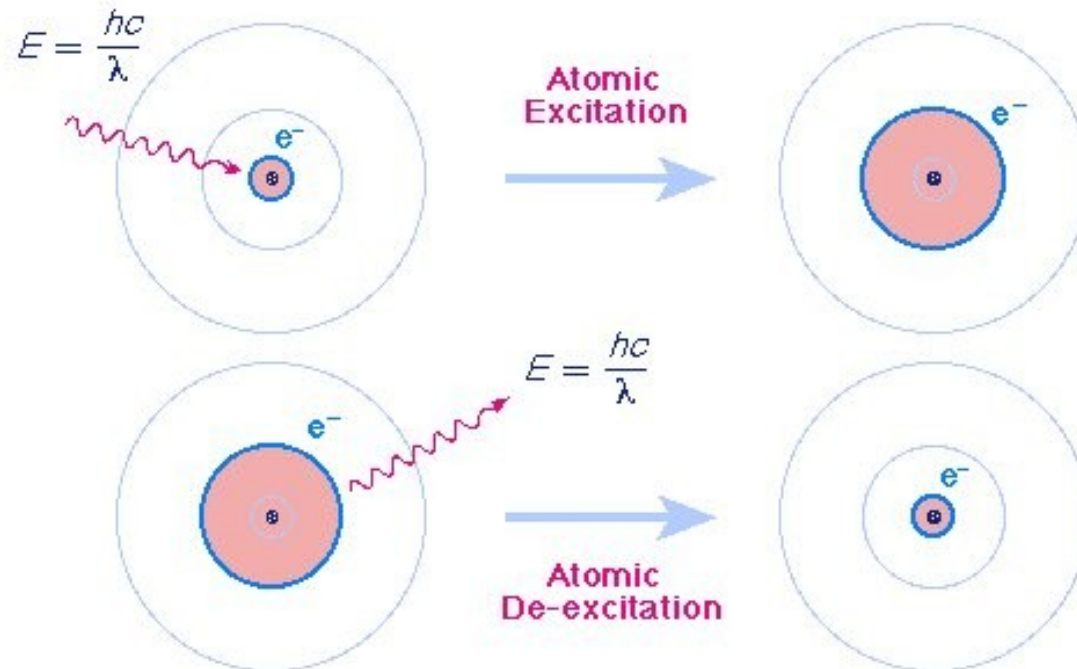
\* Conclusion: light comes in particles called photons with  $E_{\text{phot}} = hf$ . ( $h=6.626 \times 10^{-34}$  Js)

See [[phet.colorado.edu/en/simulation/photoelectric](http://phet.colorado.edu/en/simulation/photoelectric)]

# Light as wave or particle

Another phenomenon which is best described with the particle model is ...

*The emission and absorption of light by atoms*



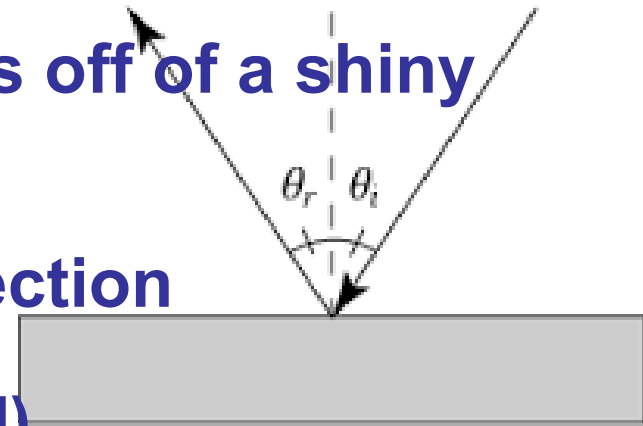
\* Light must have just the right photon energy (or frequency) to be absorbed by an atom.

# Light as wave or particle

Phenomena which could be described with the particle and wave models are ...

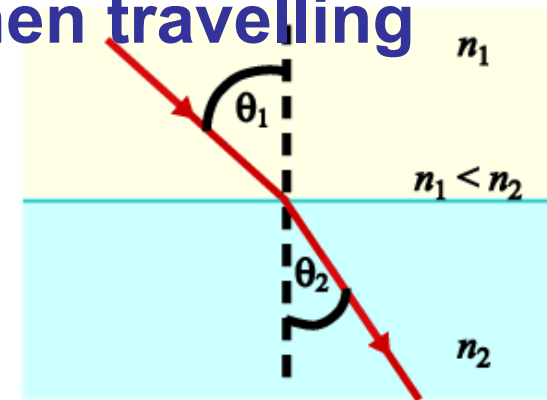
## *Reflection*

- \* the bouncing of photons or waves off of a shiny surface such that ...
- \* angle of incidence = angle of reflection



## *Refraction* (wave model is preferred)

- \* the slowing and bending of light when travelling from one medium to another
- \* Snell's law:  $n_1 \sin \theta_1 = n_2 \sin \theta_2$



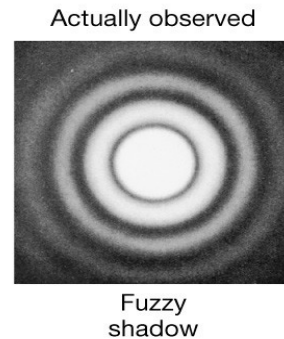
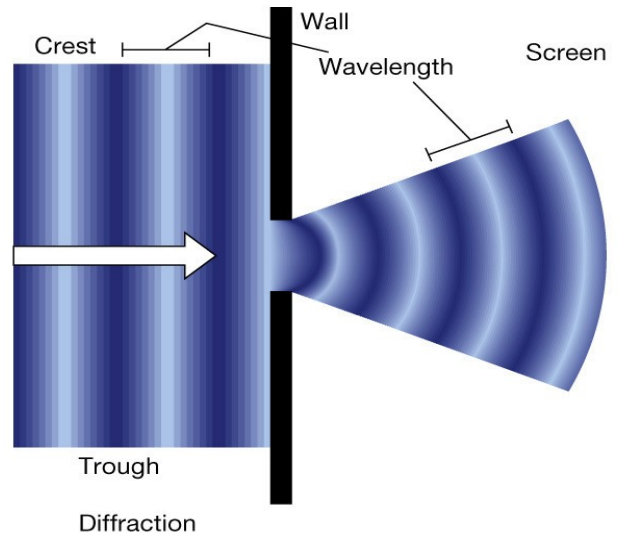
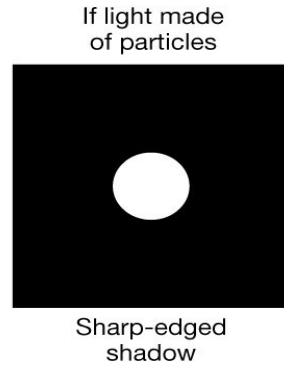
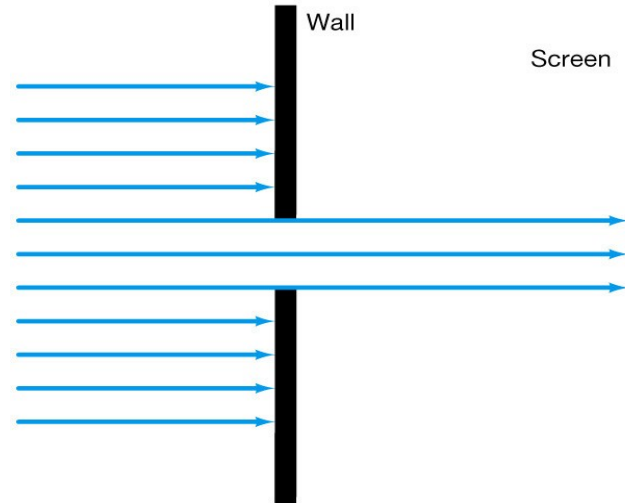
# Light as wave or particle

Phenomena best described with waves:

***Diffraction*** = bending of light around corners and slits.

Top: no diffraction

Bottom: diffraction

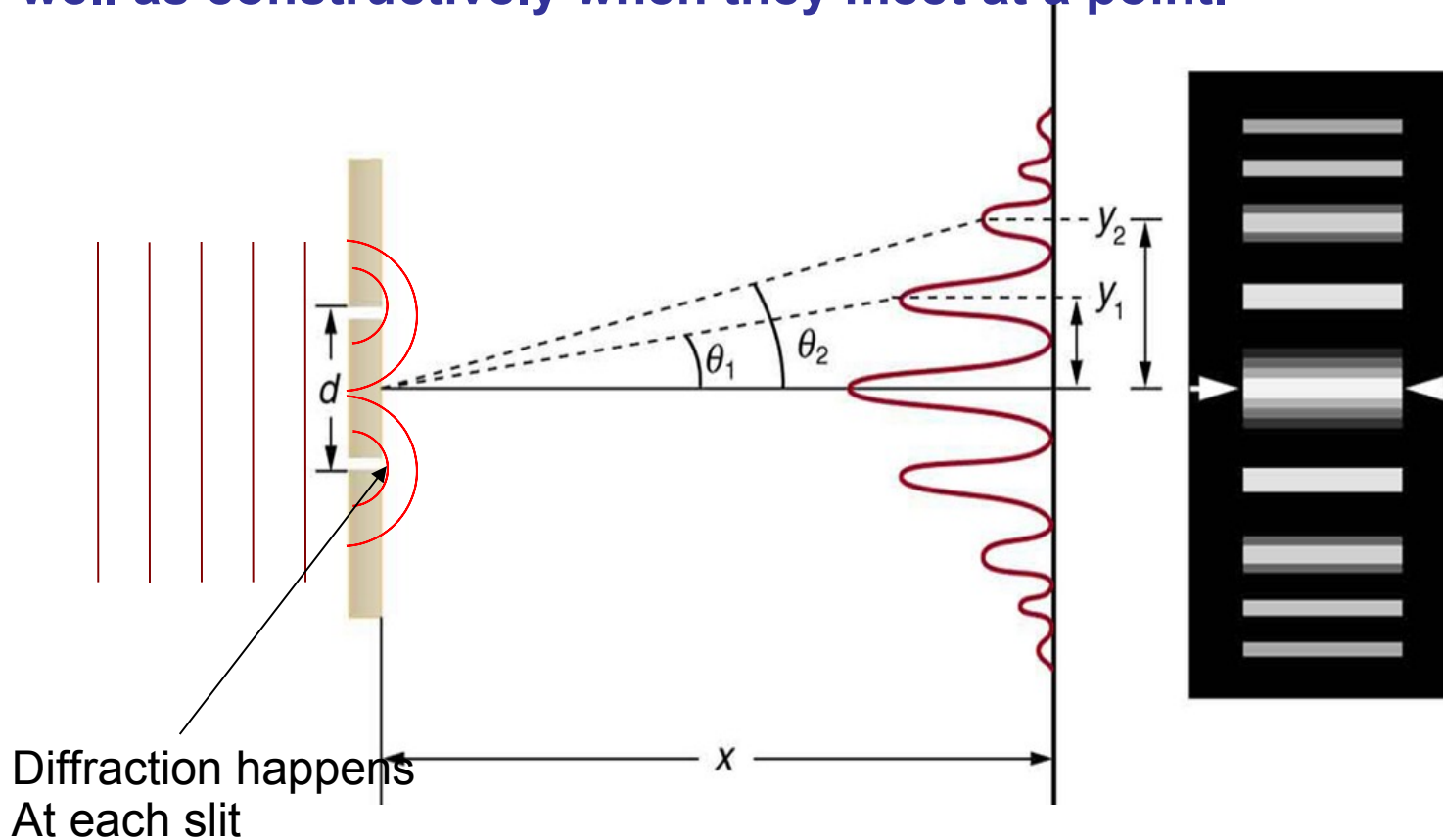




# Light as wave or particle

Phenomena best described with waves

***Interference*** = two or more waves can combine destructively as well as constructively when they meet at a point.



# Light as wave or particle

Phenomena best described with waves

***Polarization*** = certain processes (like reflection off of plastic, or scattering off of air molecules) can produce light that has its E-field oriented in only certain directions.

Light Passing Through Crossed Polarizers

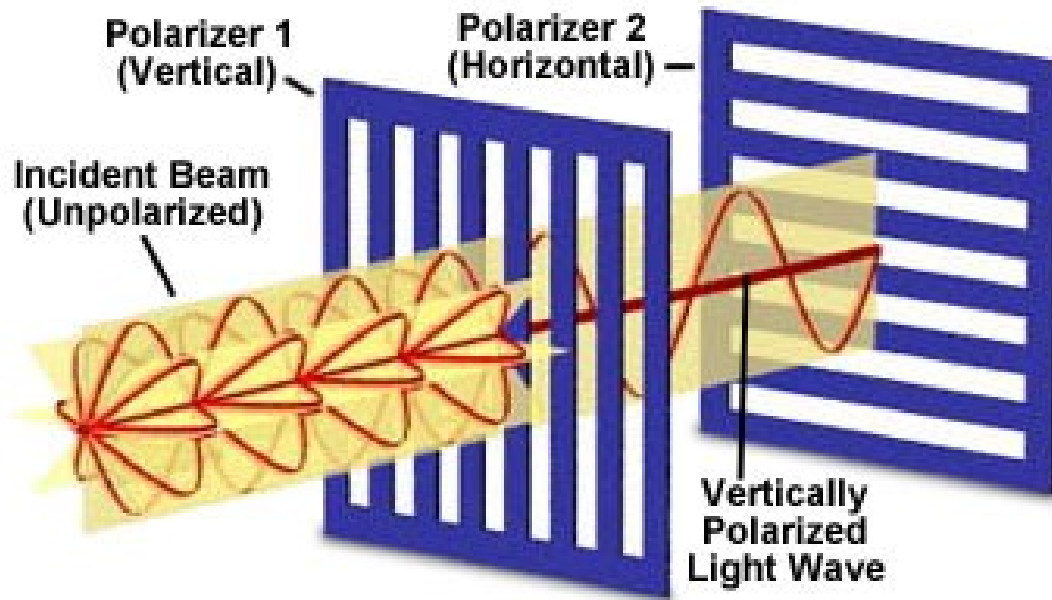


Figure 1

# Thermal Radiation

**Thermal radiation:** the light produced (not reflected) by real objects which depends on the object's temperature and emissivity.

--> Closely approximates *blackbody radiation*.

**Blackbody:** *absorbs* 100% of incident light, and *emits* light with a *blackbody spectrum* (continuous with single peak).

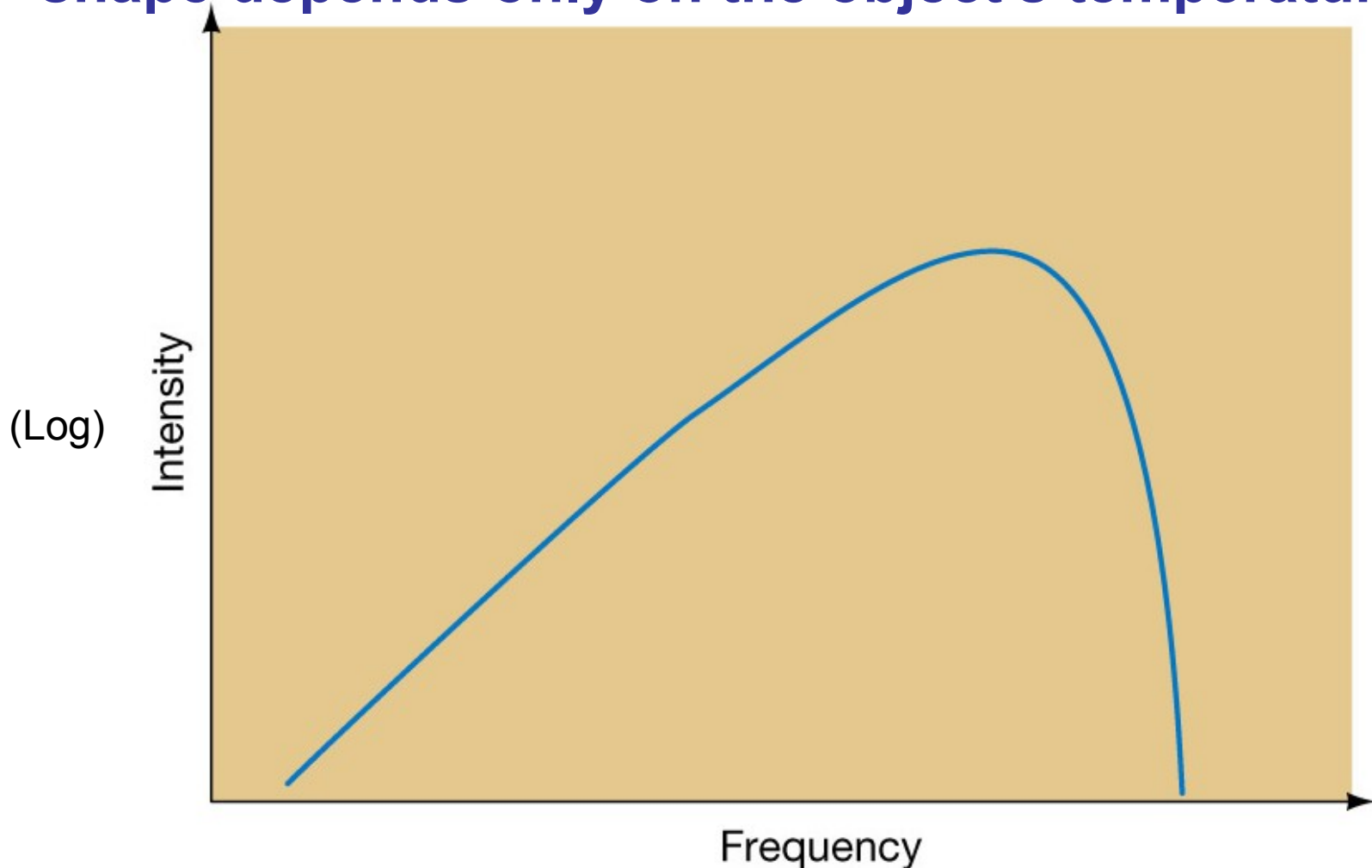
**Coal is a good approximation of a black body.**



See also “Vantablack” online.

# Thermal Radiation

**Blackbody Spectrum:** radiation emitted by a blackbody, or perfect absorber. The spectrum's shape depends only on the object's temperature.

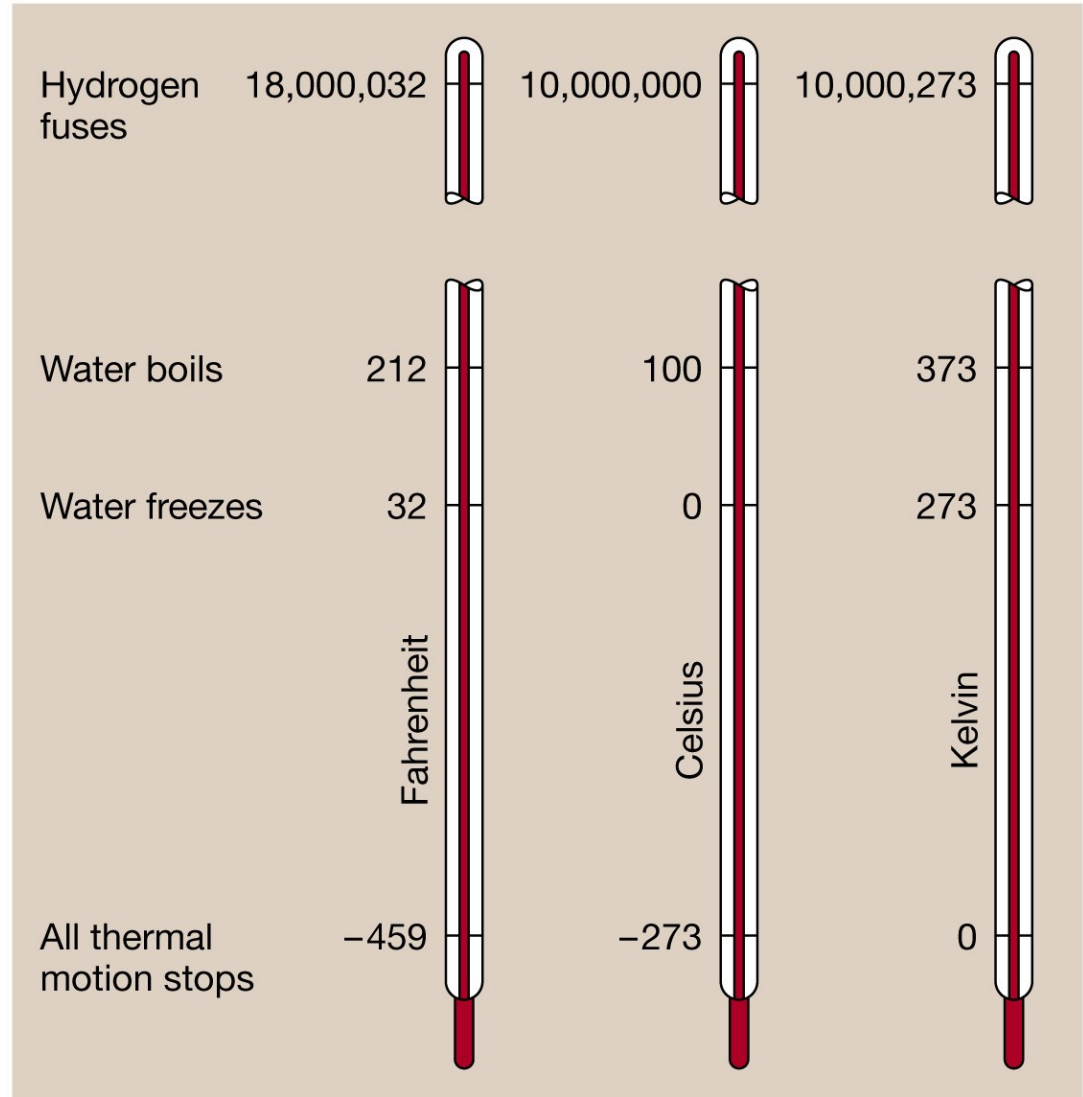


# Thermal Radiation *Review: Temperature*

**Temperature:** a measure of the energy stored in the random motions of atoms and molecules

**Kelvin – an absolute temperature scale:**

- **All thermal motion ceases at 0 K**
- **Water freezes at 273 K and boils at 373 K**



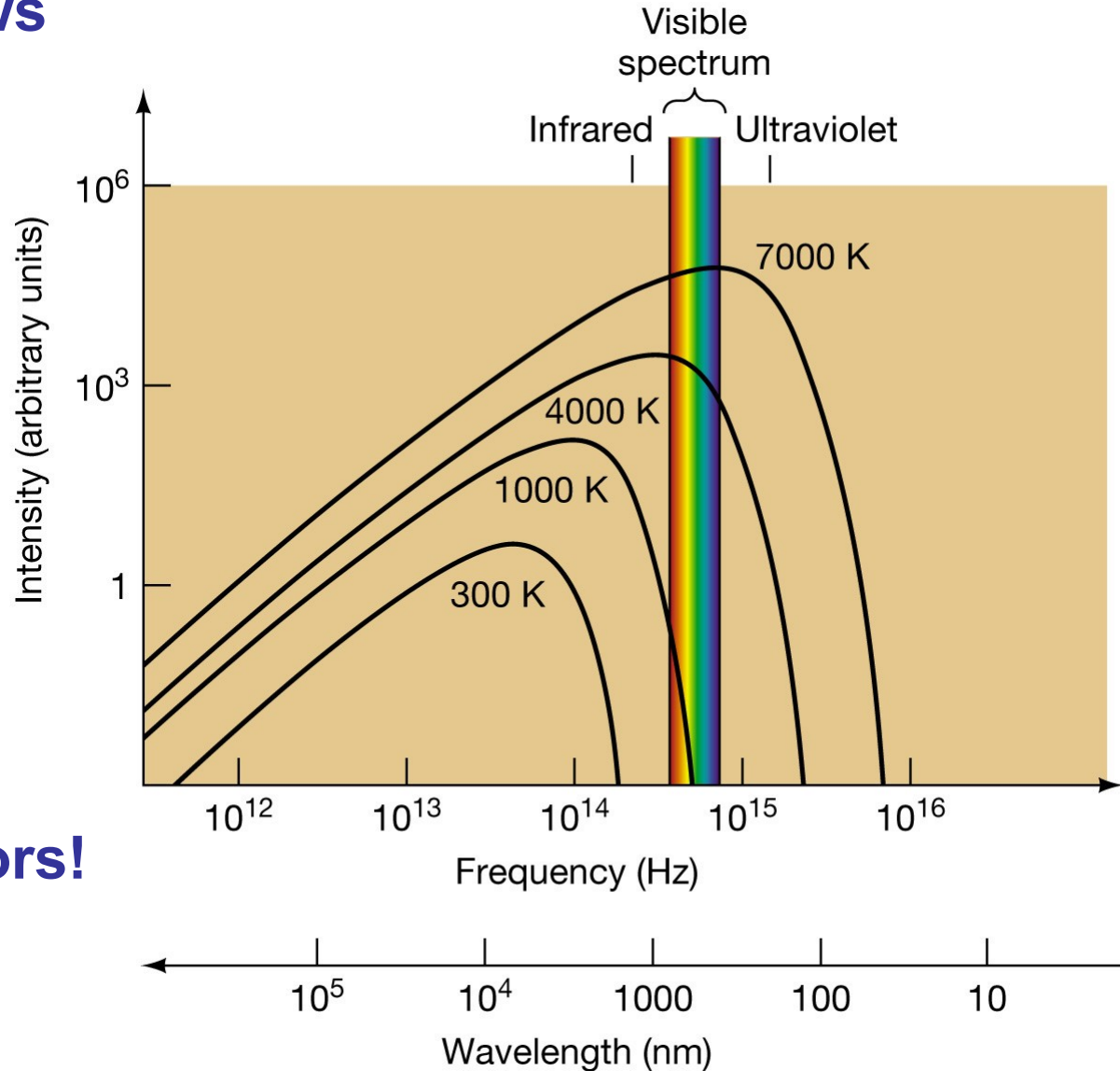
# Thermal Radiation

## Thermal Radiation Laws

**1. Wien's Law:**  
Peak wavelength is  
inversely proportional  
to temperature.

$$\lambda_{\text{max}} \sim 1/T$$

**This gives us a way to  
estimate temperatures  
of stars from their colors!**



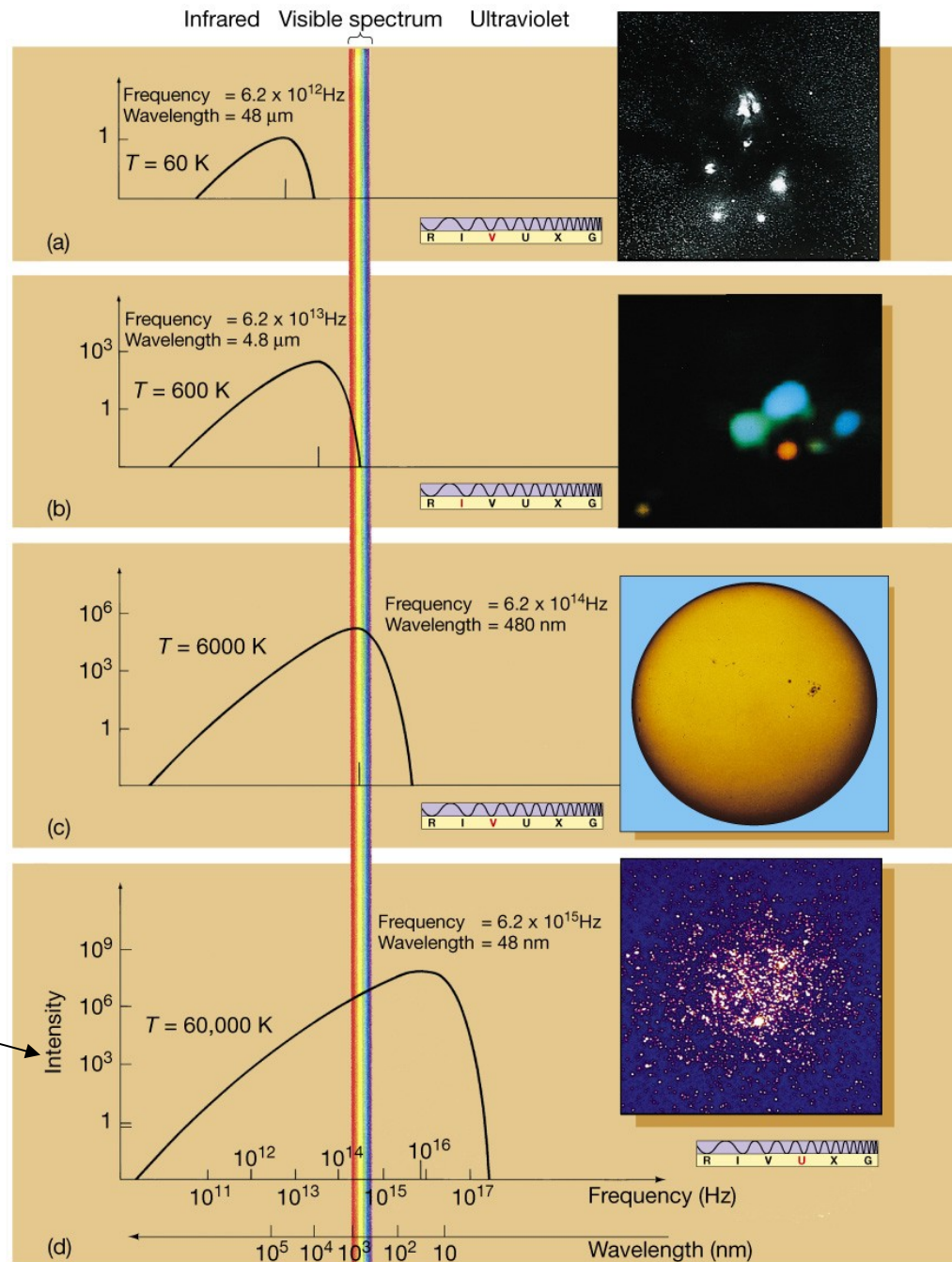
# Thermal Radiation

## Radiation Laws

2. Stefan's Law:  
light energy emitted is  
proportional to the  
fourth power of  
temperature;  $I \propto T^4$ .

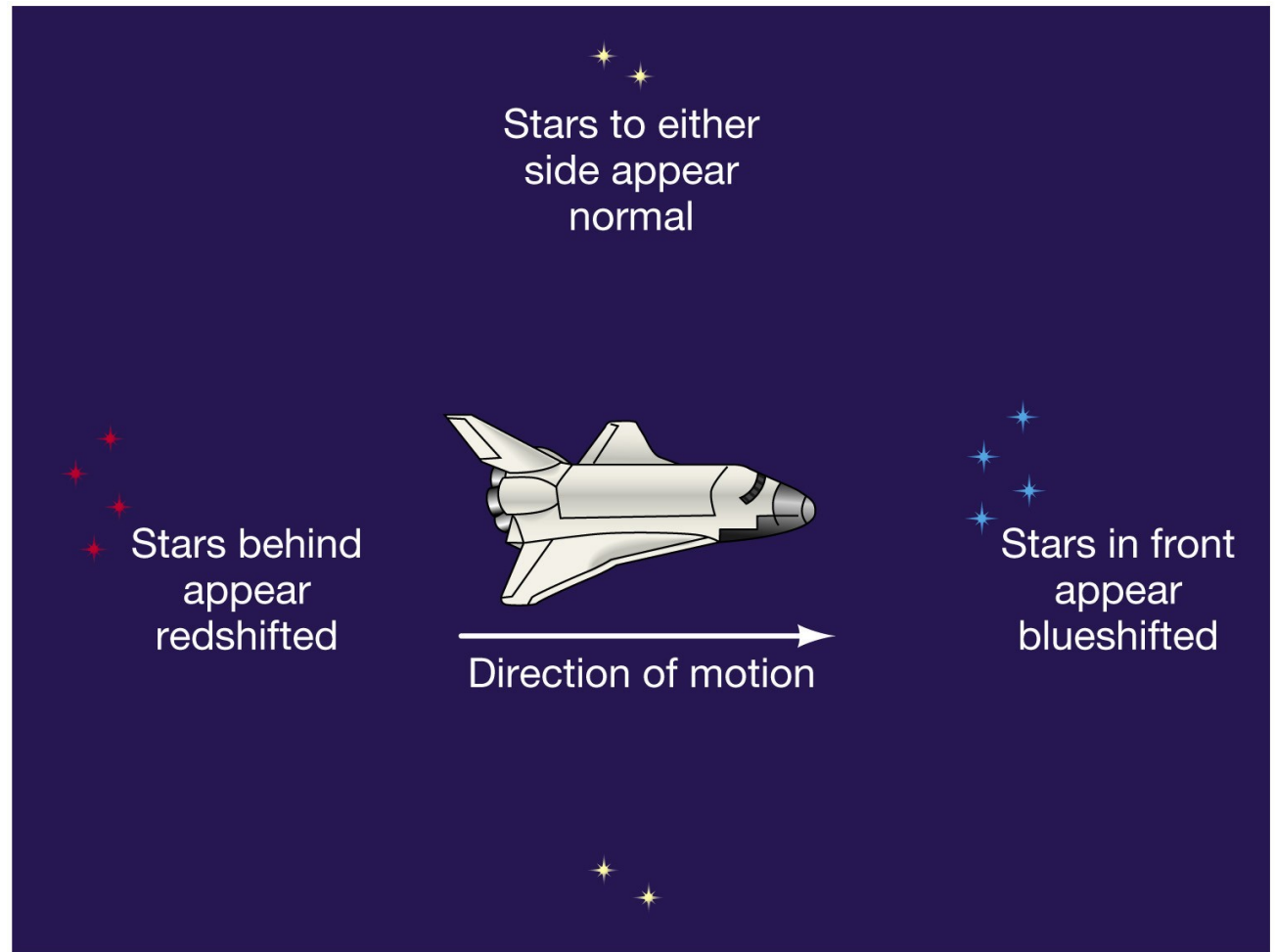
Note: intensity scale of  
curves is logarithmic!

DEMO: lightbulb filament  
with varying current



## 3.5 The Doppler Effect

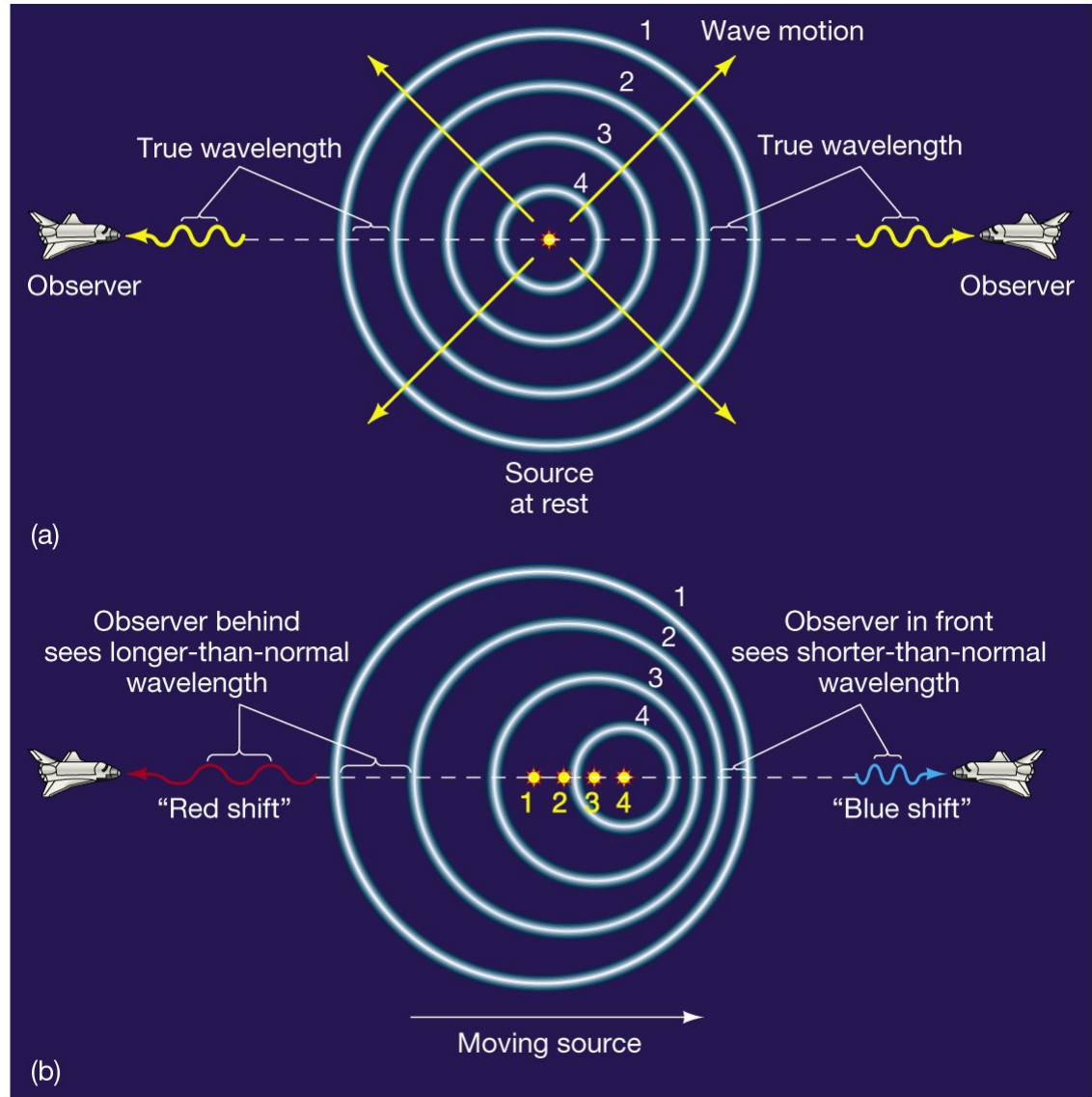
If one is moving toward a source of waves, the wavelengths seem shorter; if moving away, they seem longer.





# 3.5 The Doppler Effect

Doppler effect also happens if source moves relative to the observer:



# Summary of Chapter 3

- **Wave: period, wavelength, amplitude**
- **Electromagnetic waves created by accelerating charges**
- **Visible spectrum has about an octave range of frequency and wavelength (ROYGBIV)**
- **Entire electromagnetic spectrum:**
  - radio waves, infrared, visible light, ultraviolet, X rays, gamma rays**

# Summary of Chapter 3, cont.

- **Can tell the temperature of an object by measuring its thermal radiation**
- **Doppler effect can change perceived frequency of radiation**
- **Doppler effect depends on relative speed of source and observer**