

# 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**

# Types of Radiation

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

Light, x-rays  
radio waves,  
infrared

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

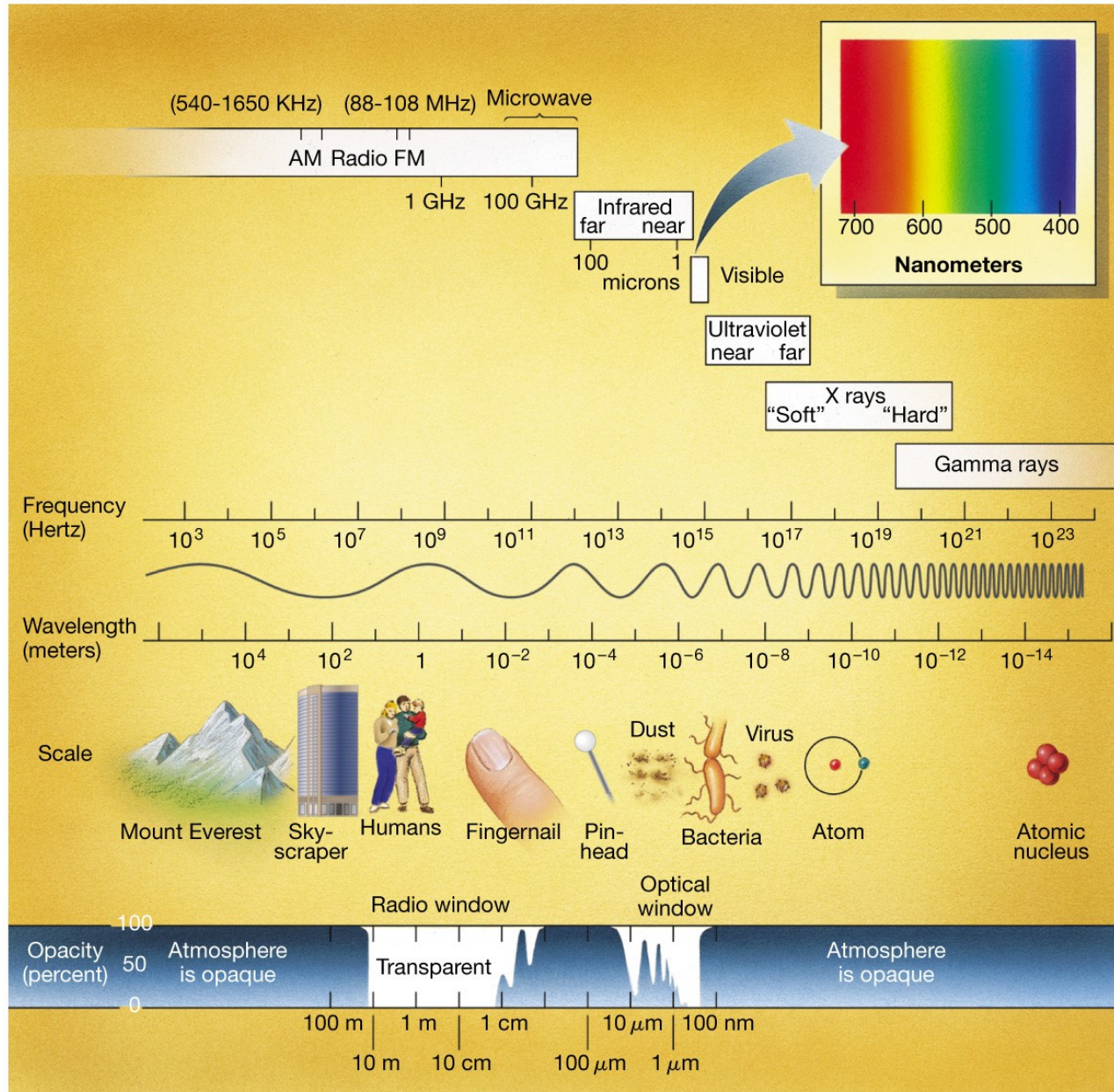




# Types of radiation

**Electromagnetic radiation**

**Different ranges have different names**



# Types of radiation

**Electromagnetic Radiation** may be transmitted, reflected, absorbed, or scattered off of obstructions. 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:**

<b>Mechanical</b>	<b>Electromagnetic</b>	<b>Gravitational</b>
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<b>sound</b>		
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	<b>Light</b>	
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		<b>inspiralling BHs</b>
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<b>seismic</b>		
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	<b>microwaves</b>	
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		<b>“chirp”</b>
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<b>water</b>		
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	<b>x-rays, gamma rays</b>	
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<b>“the wave”</b>		
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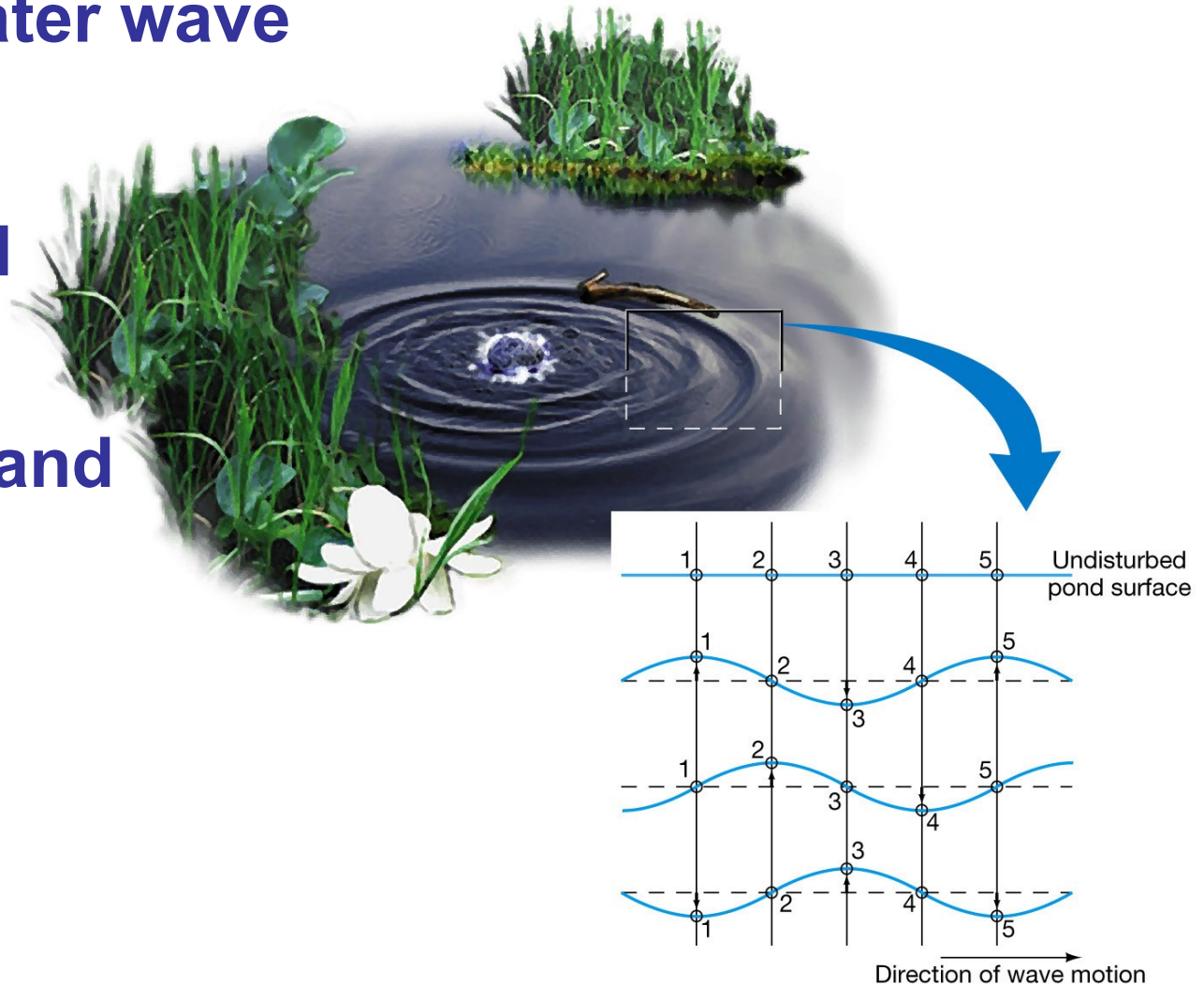
**What do they have in common?**

# Waves - terminology

## Example: water wave

**Water just moves up and down**

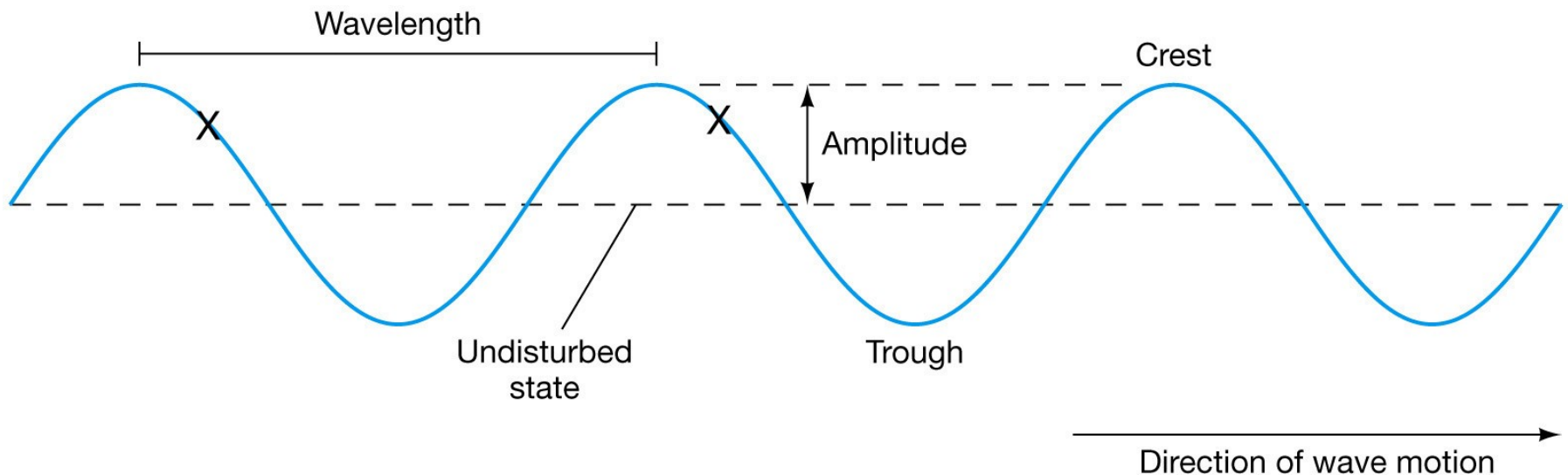
**Wave travels and can transmit energy**





# Waves - terminology

**Sine waves:** waves described by a sine or cosine function. Also called: “*sinusoidal*”



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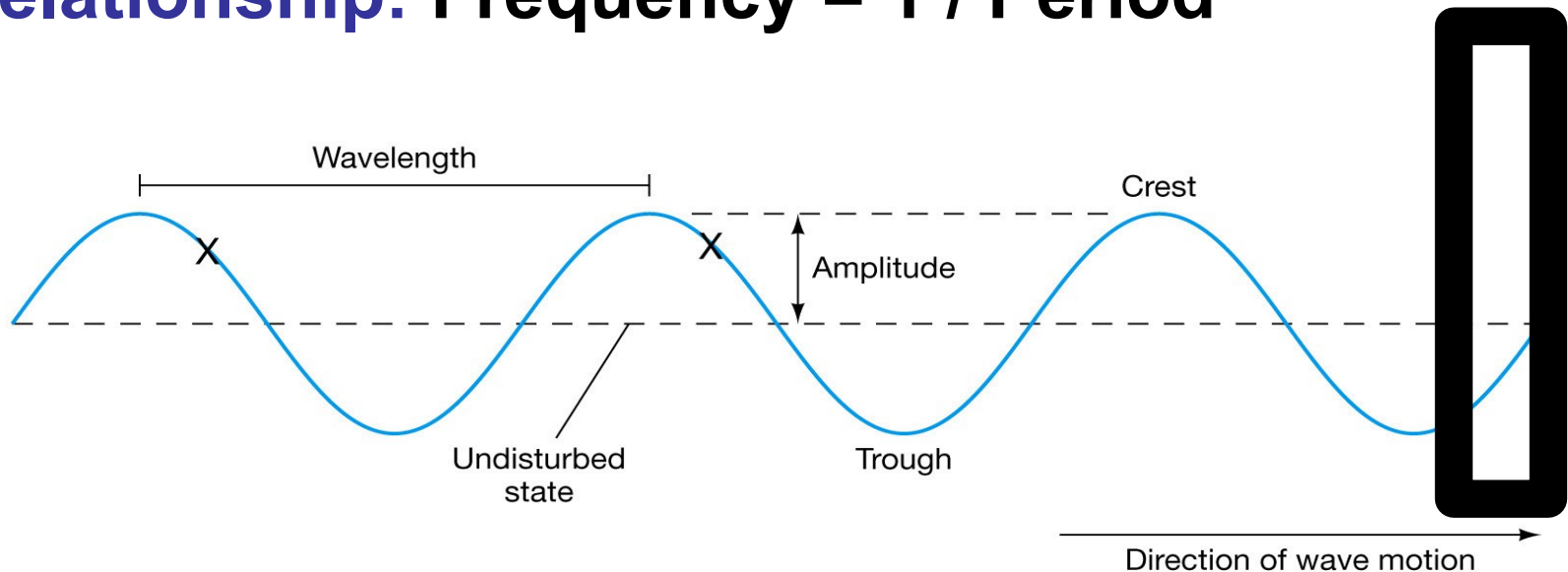
**This graph shows amplitude versus position, but amplitude versus time is ALSO a sinusoidal graph!**

# Waves - terminology

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

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

**Relationship:**  $\text{Frequency} = 1 / \text{Period}$



# Waves - terminology

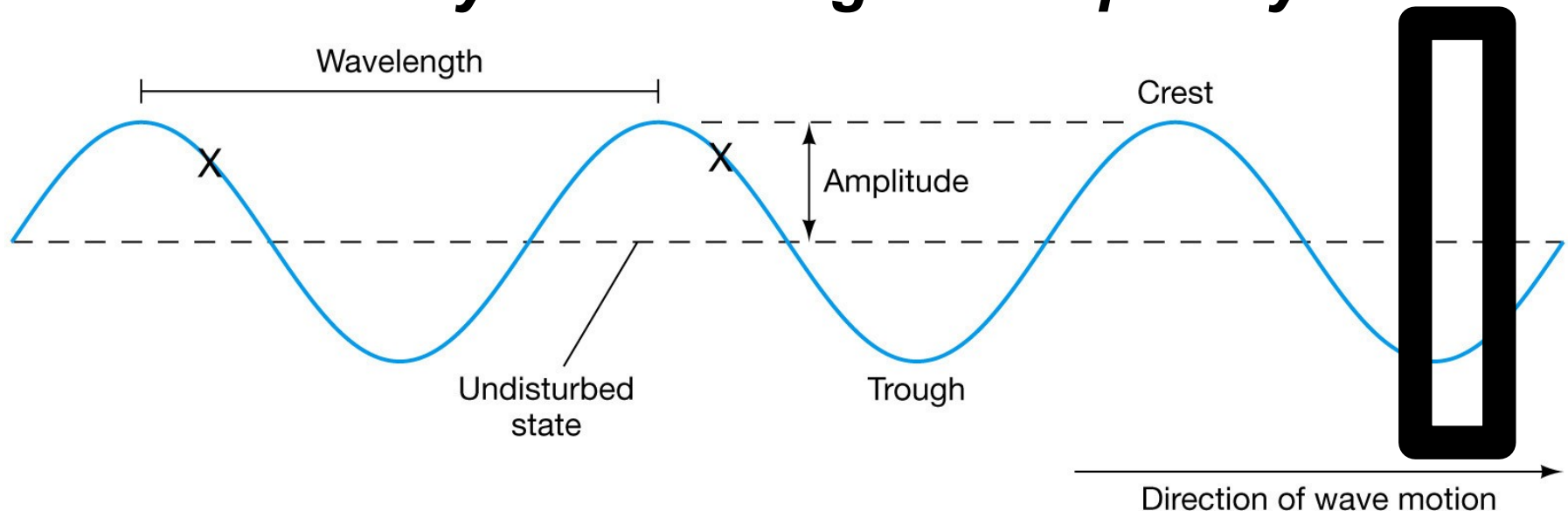
**Wavelength:** distance between successive crests

**Velocity:** speed at which crests move

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

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

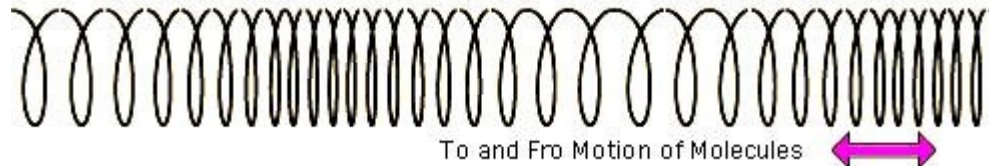
Golden  
Rule!  
 $V = \lambda f$



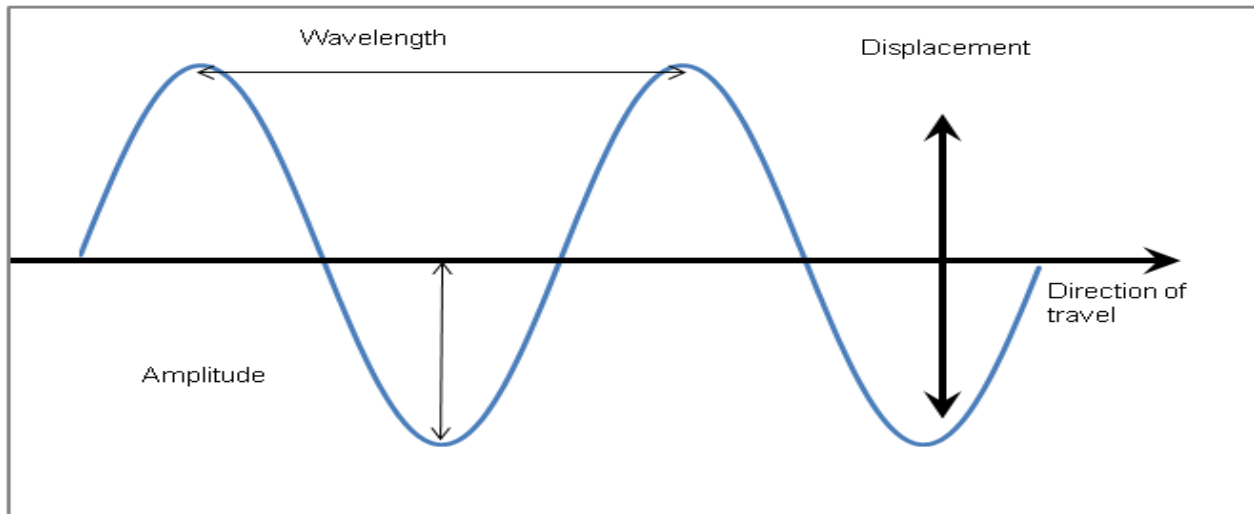


# Waves - terminology

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

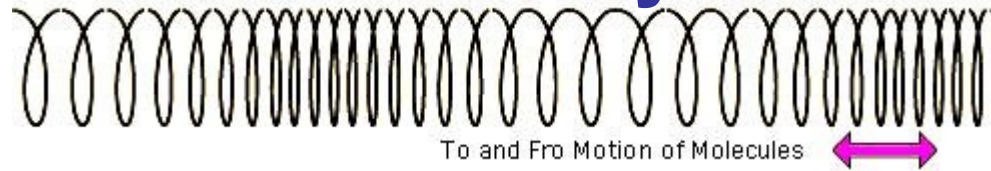


**Transverse wave:** propagates in a direction perpendicular (or transverse) to the displacement of the medium



**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**

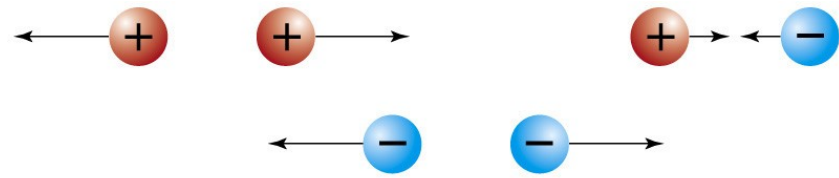
# Waves in What?

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

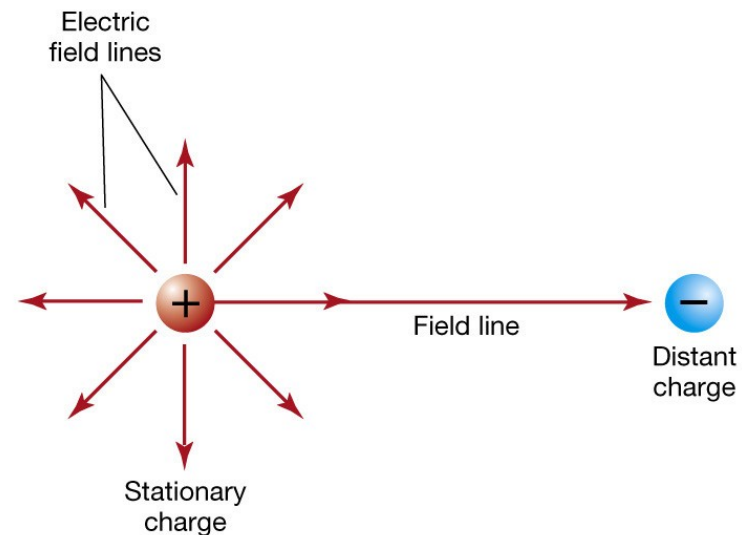
**Electromagnetic waves need no medium**

**Created by accelerating charged particles:**

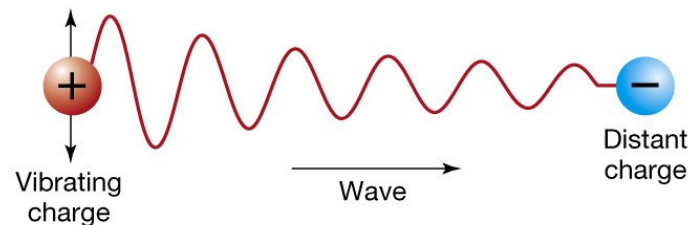
**Demo: spark makes radio waves!**



(a)



(b)

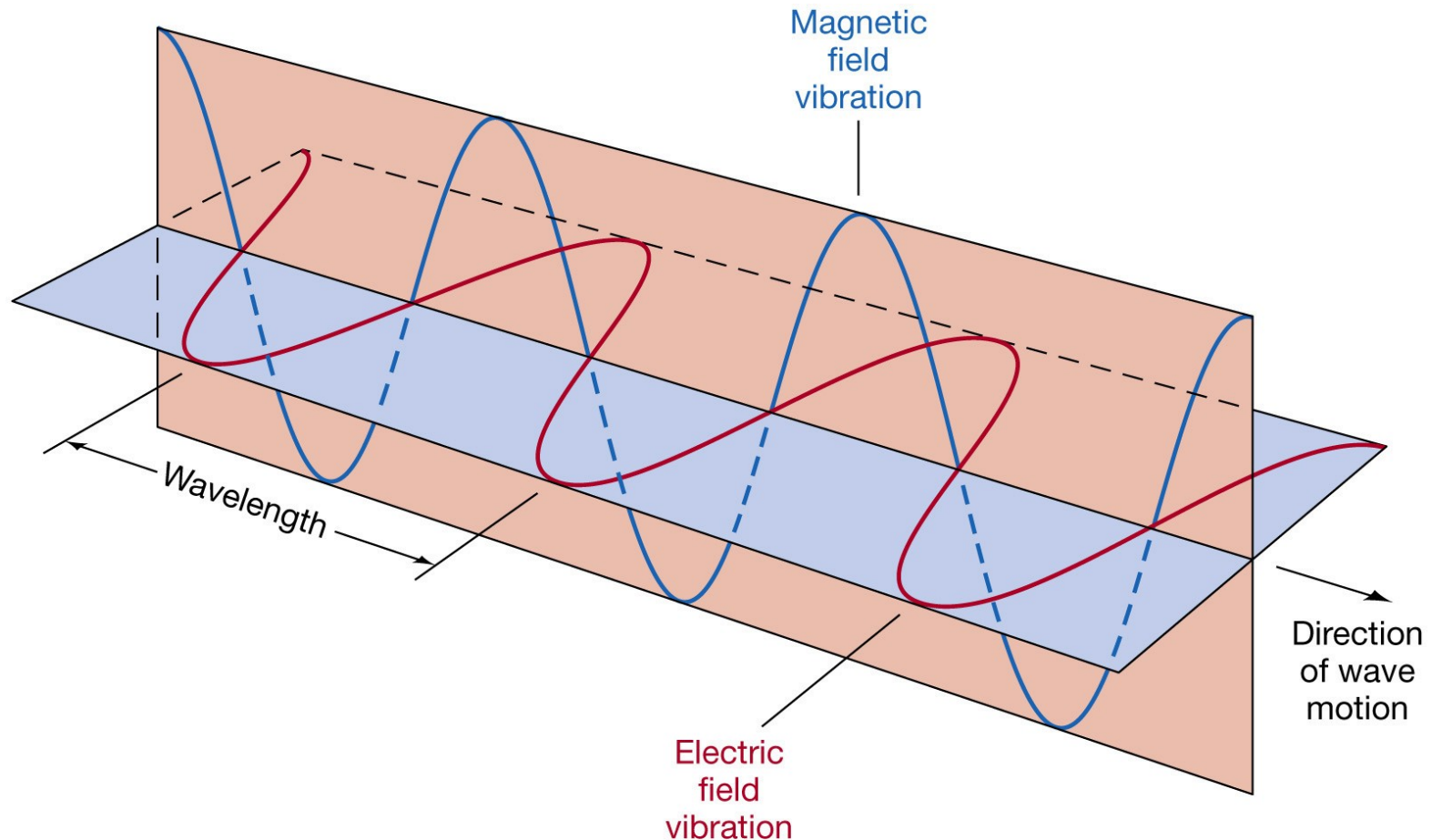


(c)



# 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?**

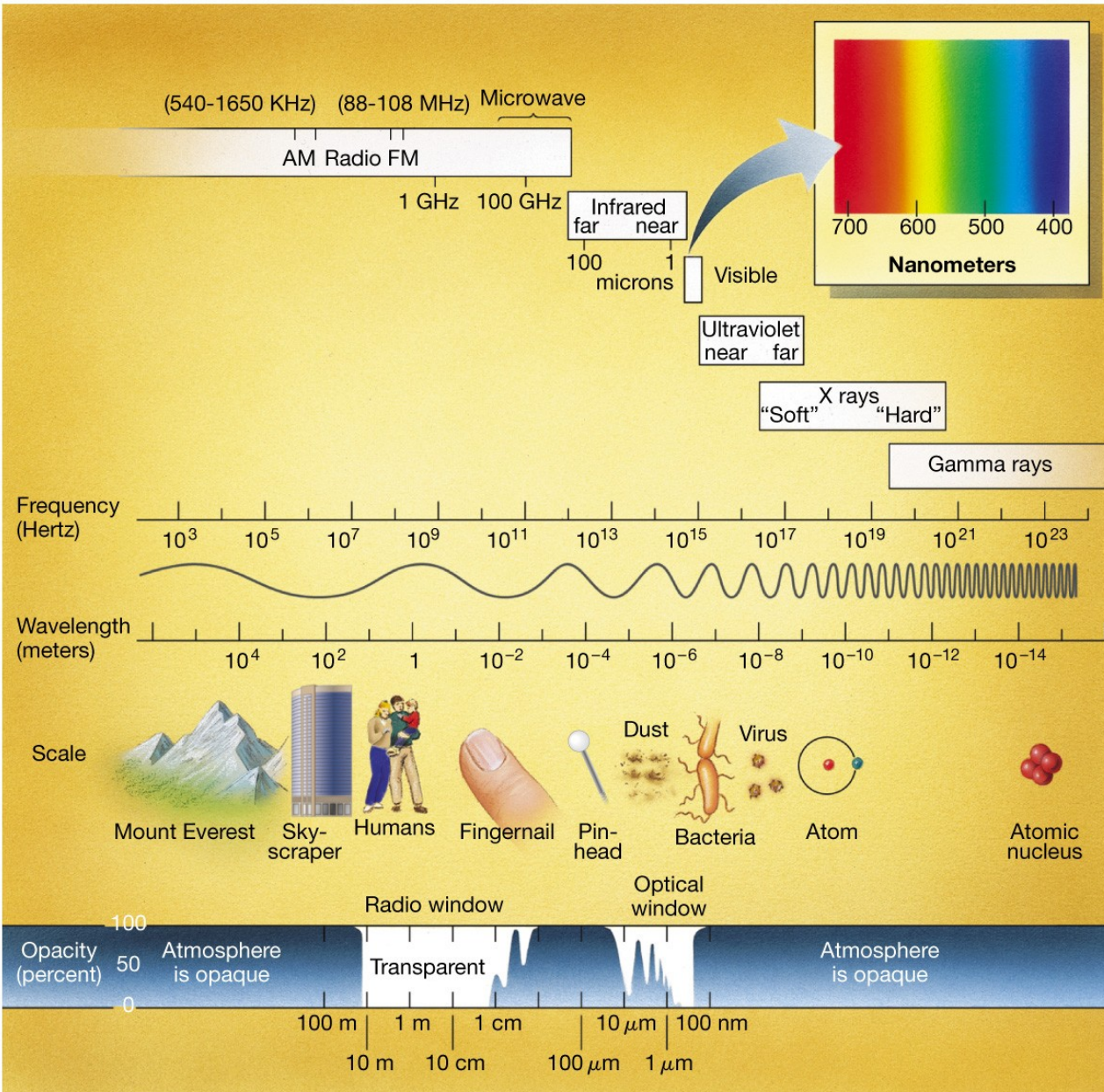
$$c = 3.0 \times 10^8 \text{ m/s}$$

**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.**

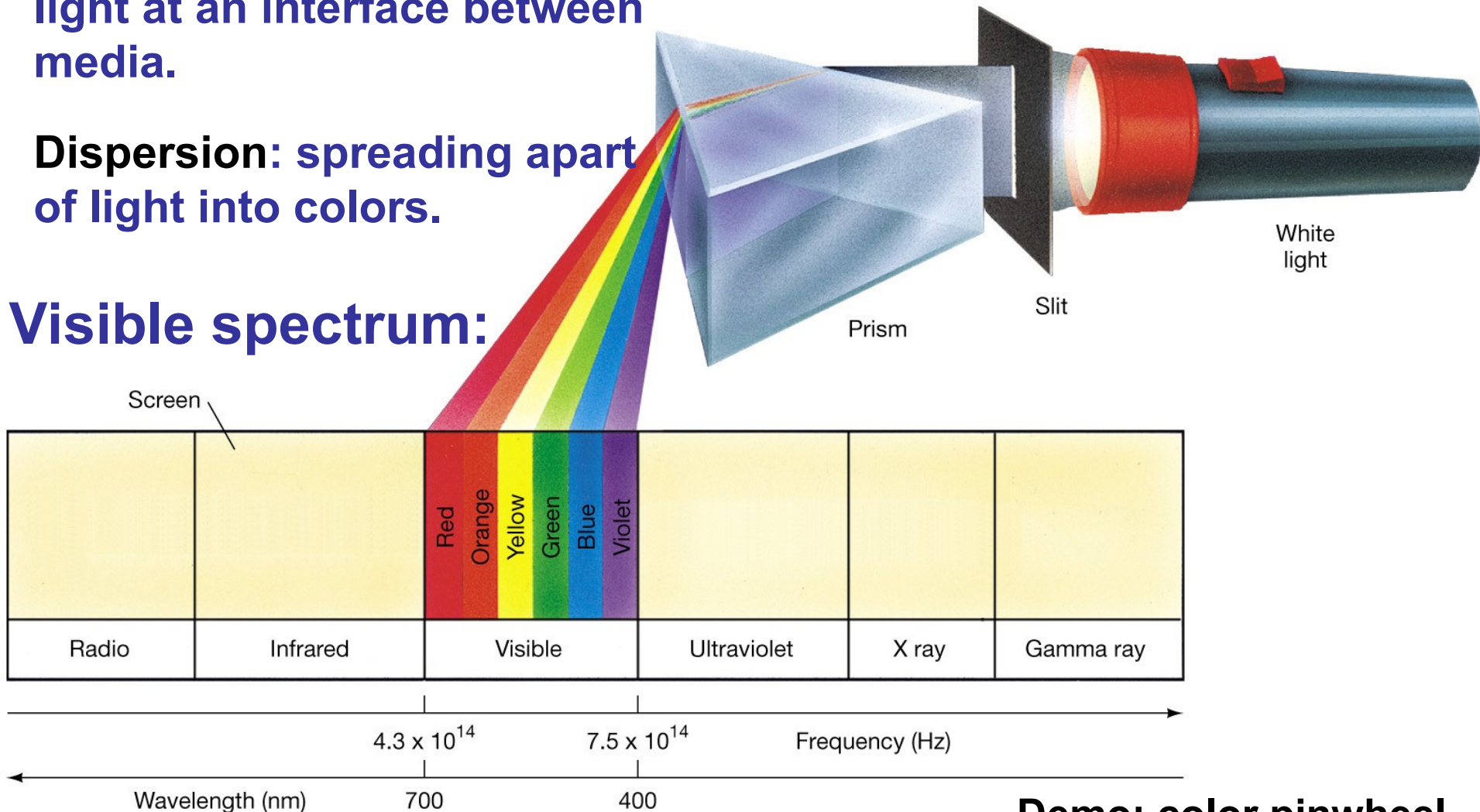


# Electromagnetic spectrum

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

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

**Visible spectrum:**



**Demo: color pinwheel**

# Light as wave or particle

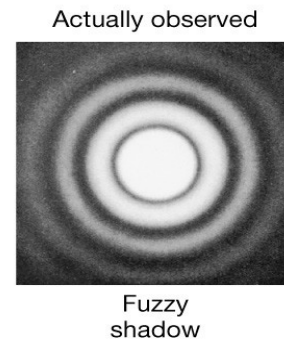
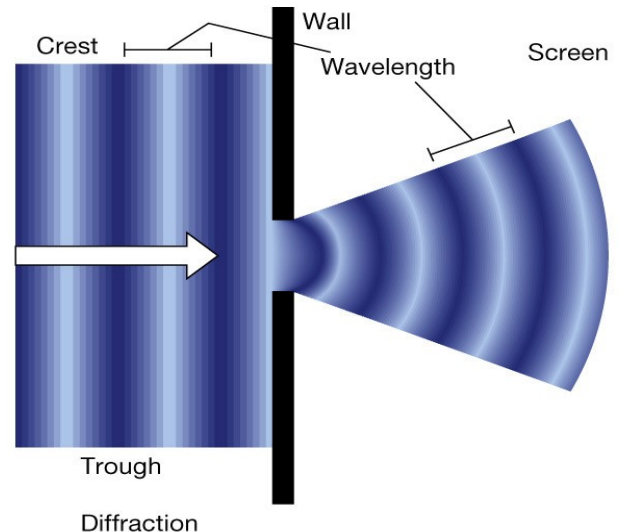
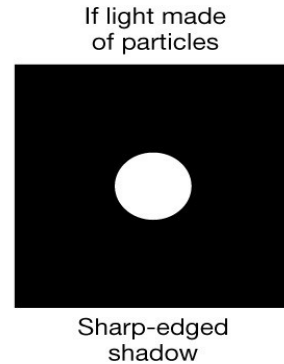
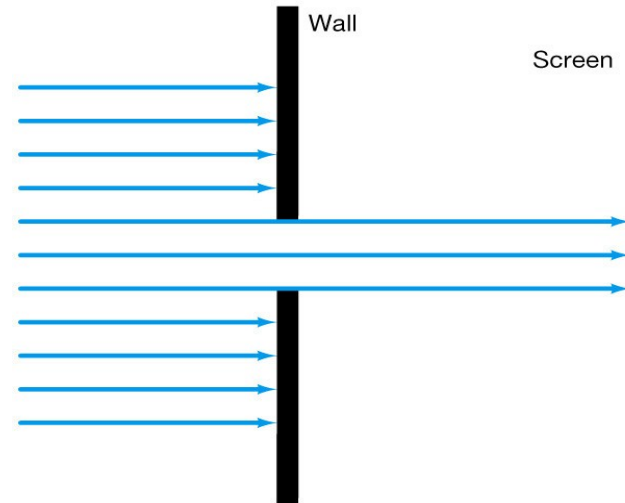
Phenomena best described with waves:

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

Top: no diffraction

Bottom: diffraction

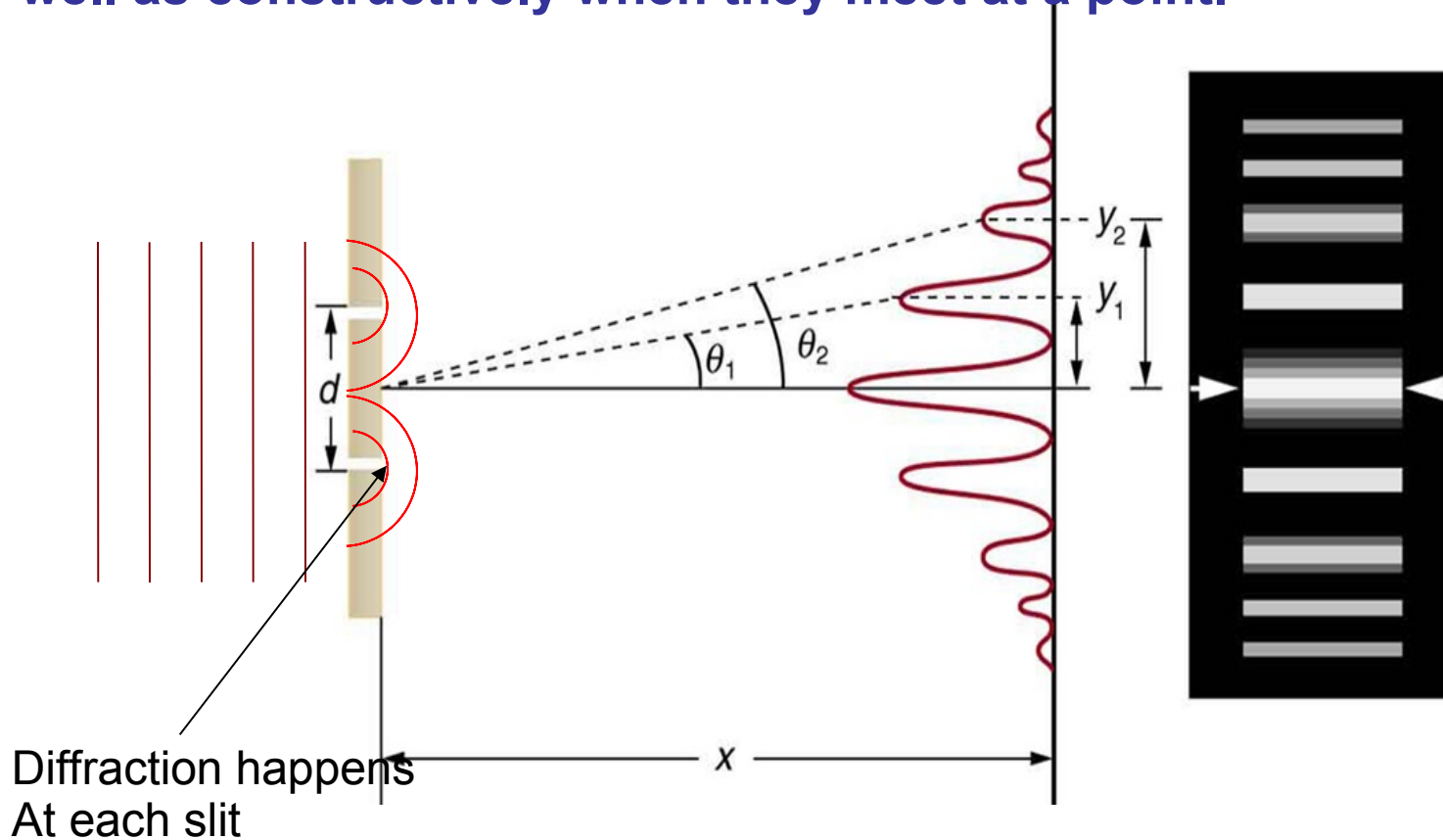
**DEMO: laser diffracted by edges.**



# 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

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)

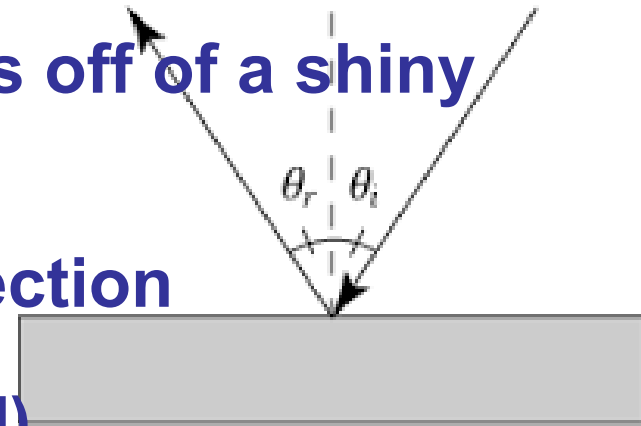
See [[phet.colorado.edu/en/simulation/photoelectric](http://phet.colorado.edu/en/simulation/photoelectric)]

# Light as wave or particle

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

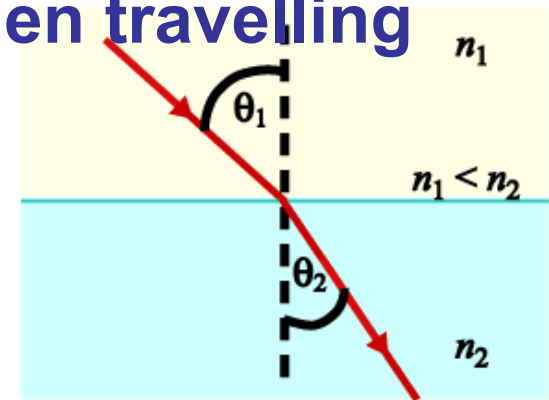
## *Reflection*

- \* 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:  $n_1 \sin \theta_1 = n_2 \sin \theta_2$



# 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.

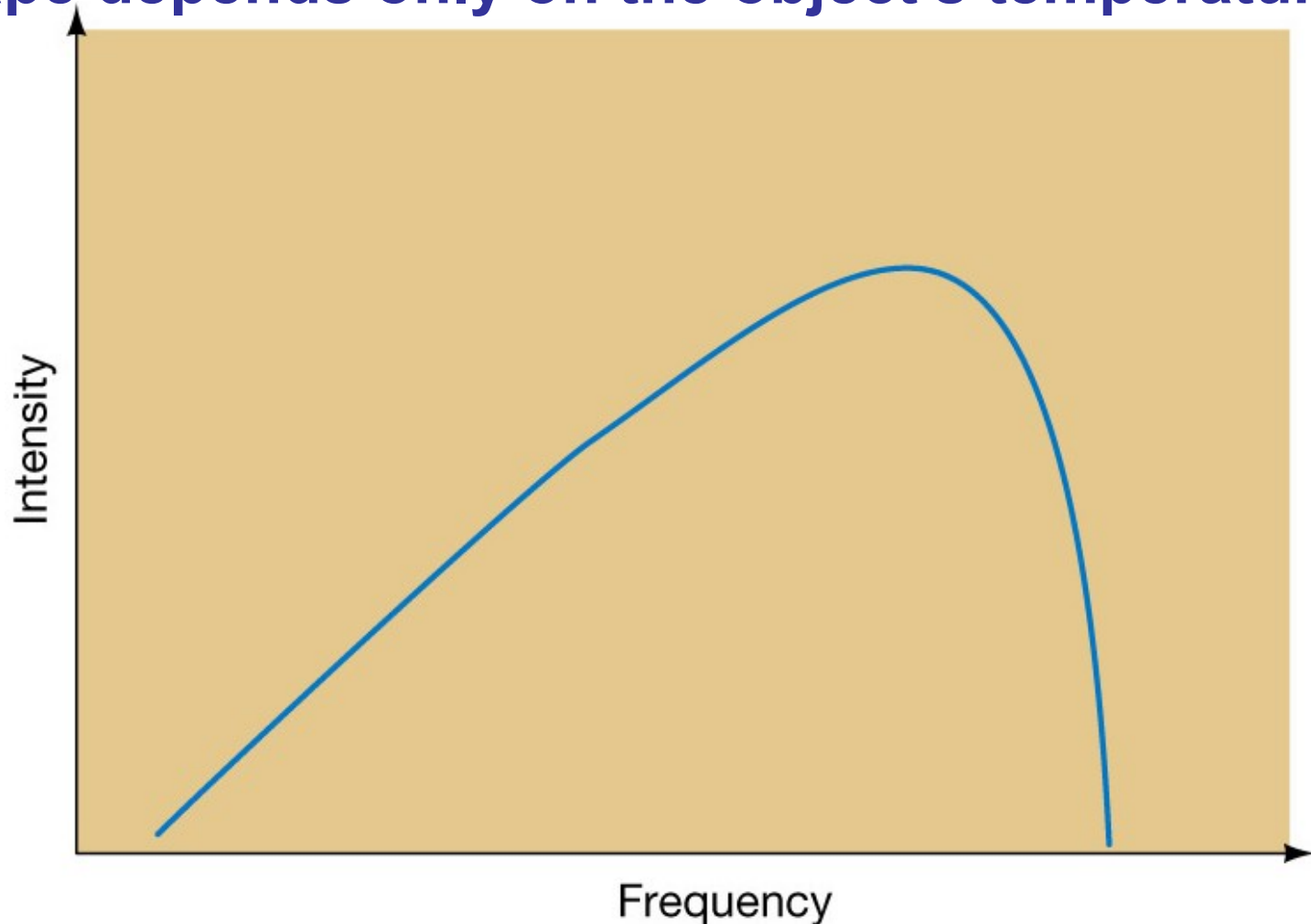
# Thermal Radiation

“Vantablack” is a better approximation of a black body (99.96% of light absorbed).



# Thermal Radiation

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



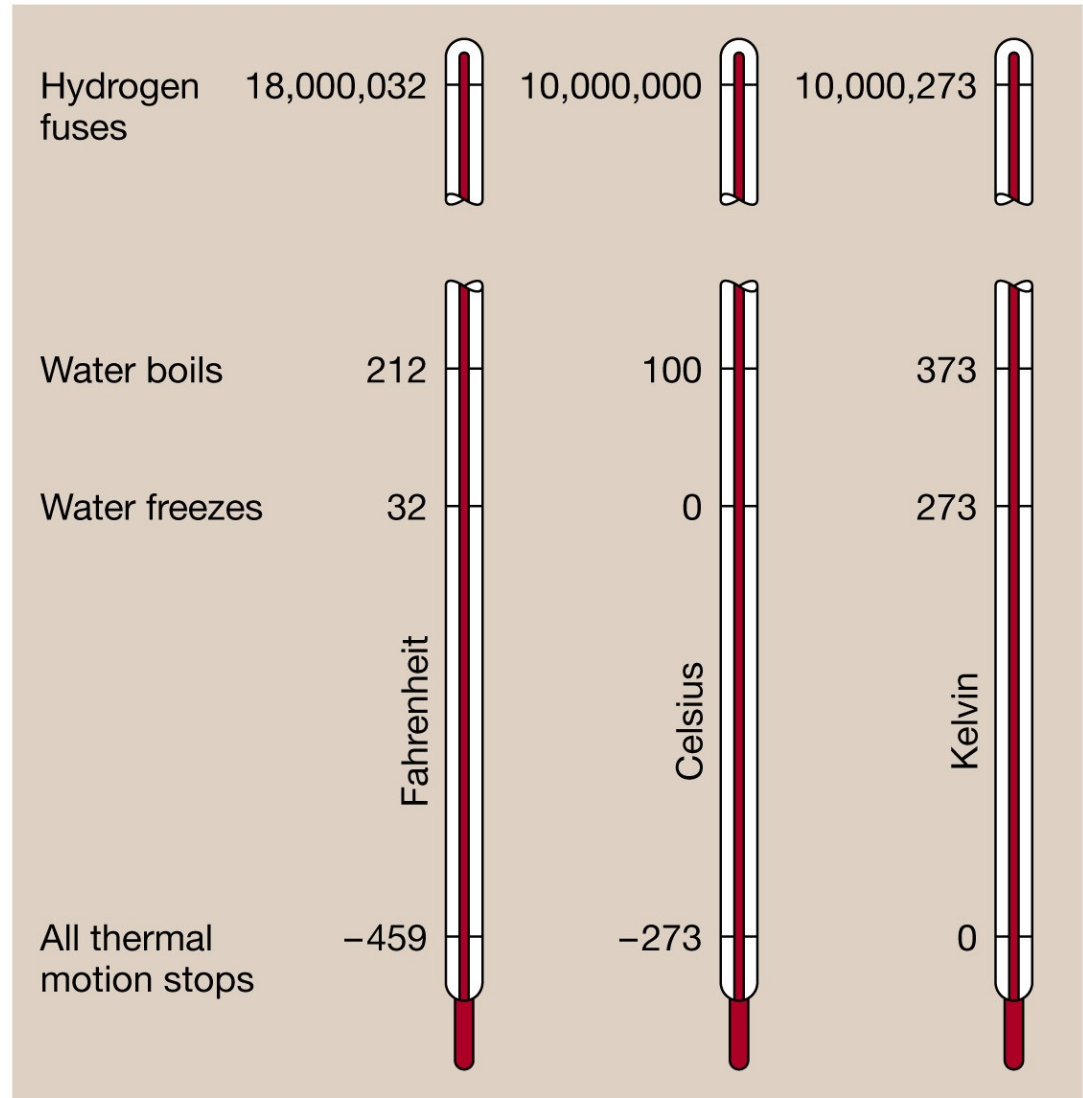


# Thermal Radiation *Review: Temperature*

**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**



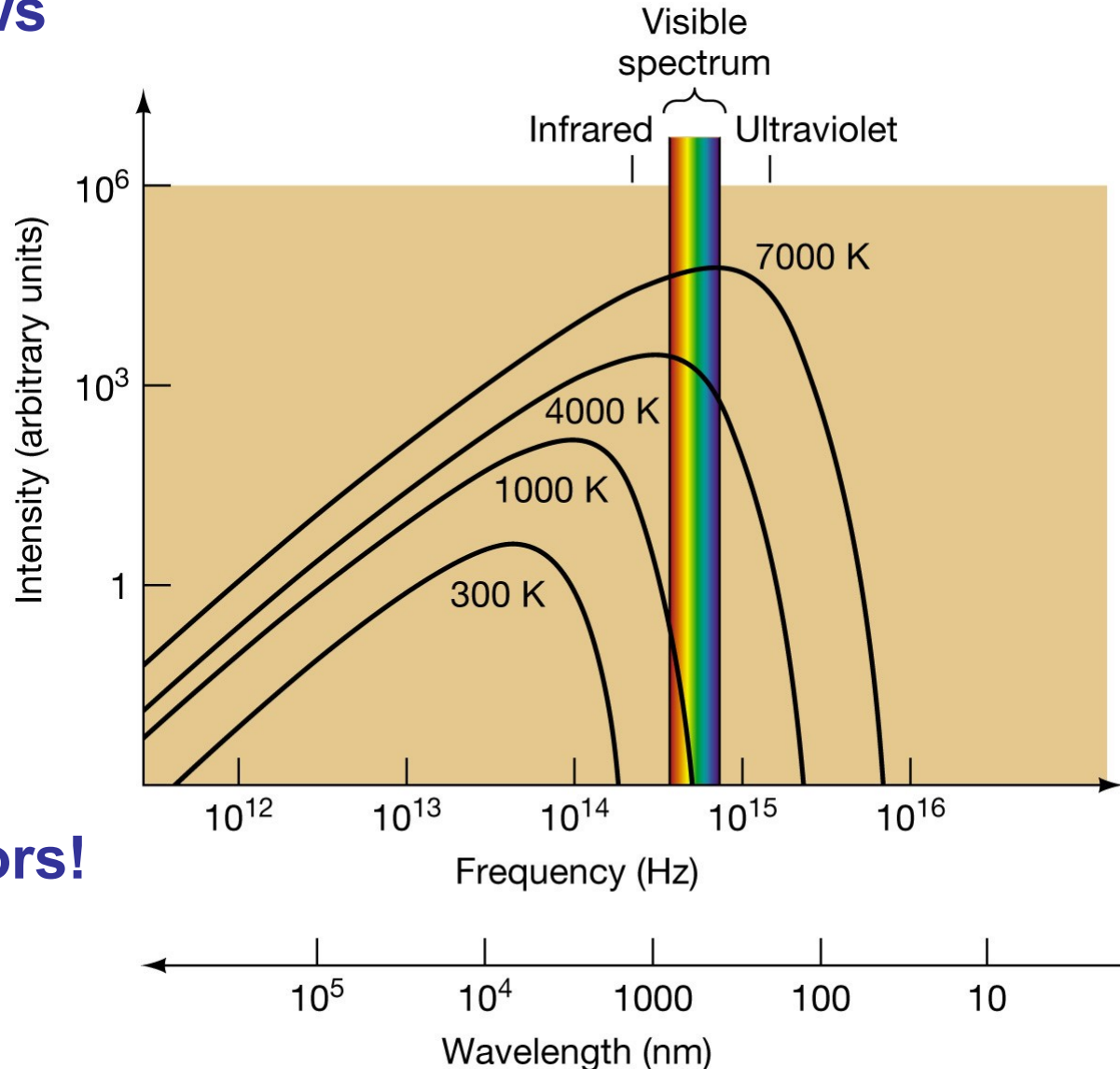
# Thermal Radiation

## 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!**



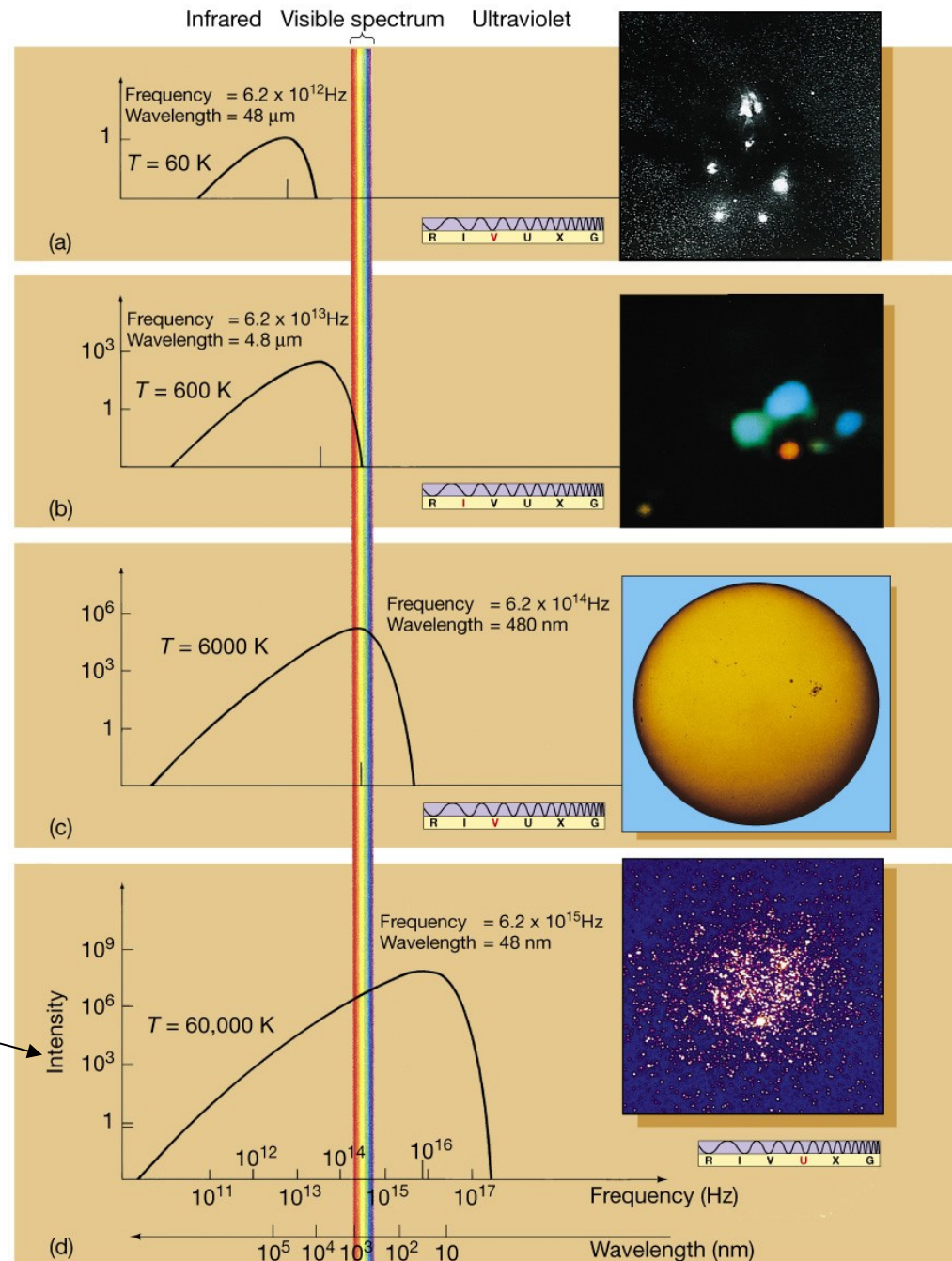
# Thermal Radiation

## Radiation Laws

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

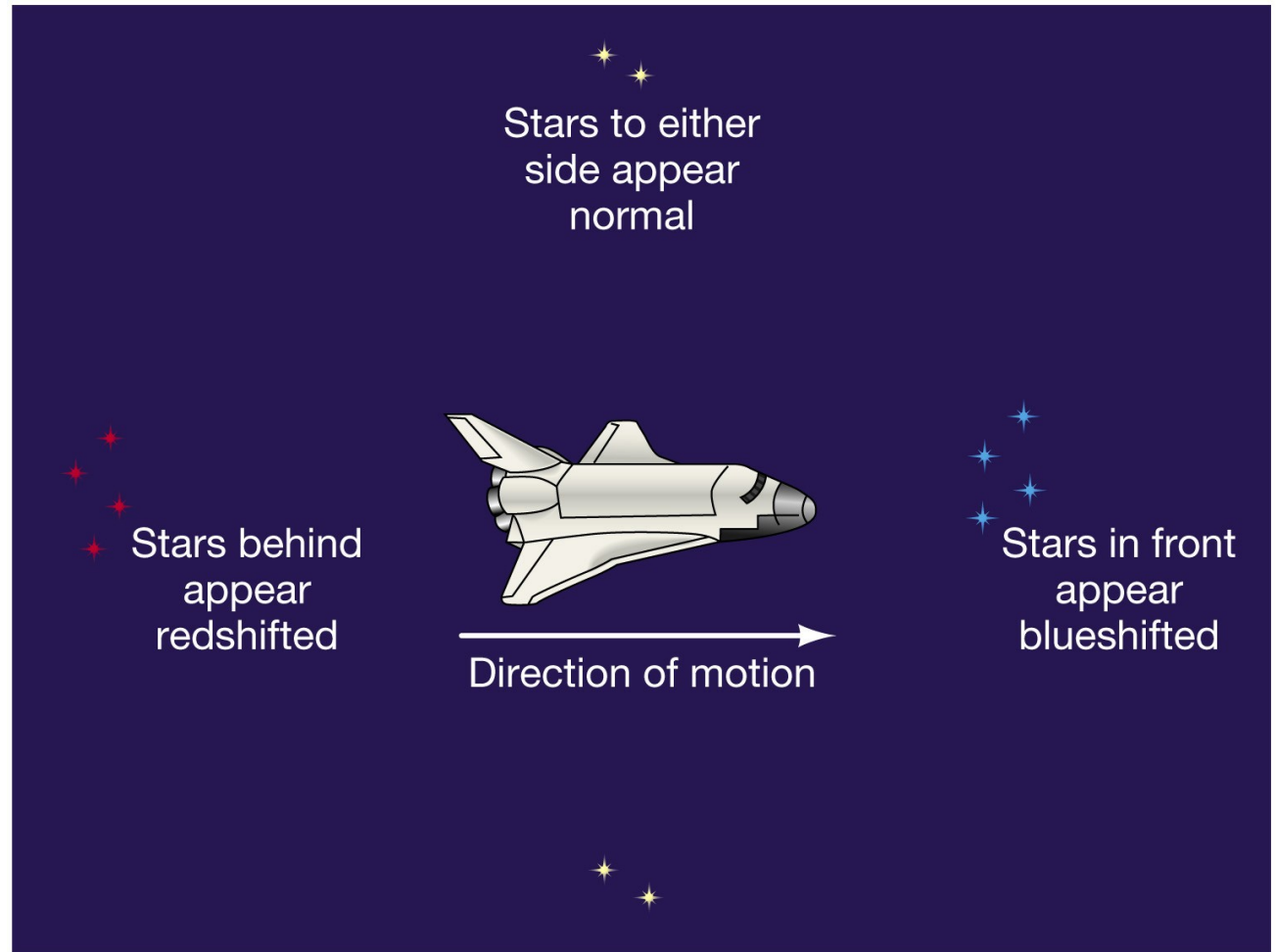
Note: intensity scale of  
curves is logarithmic!

DEMO: lightbulb filament  
with varying current



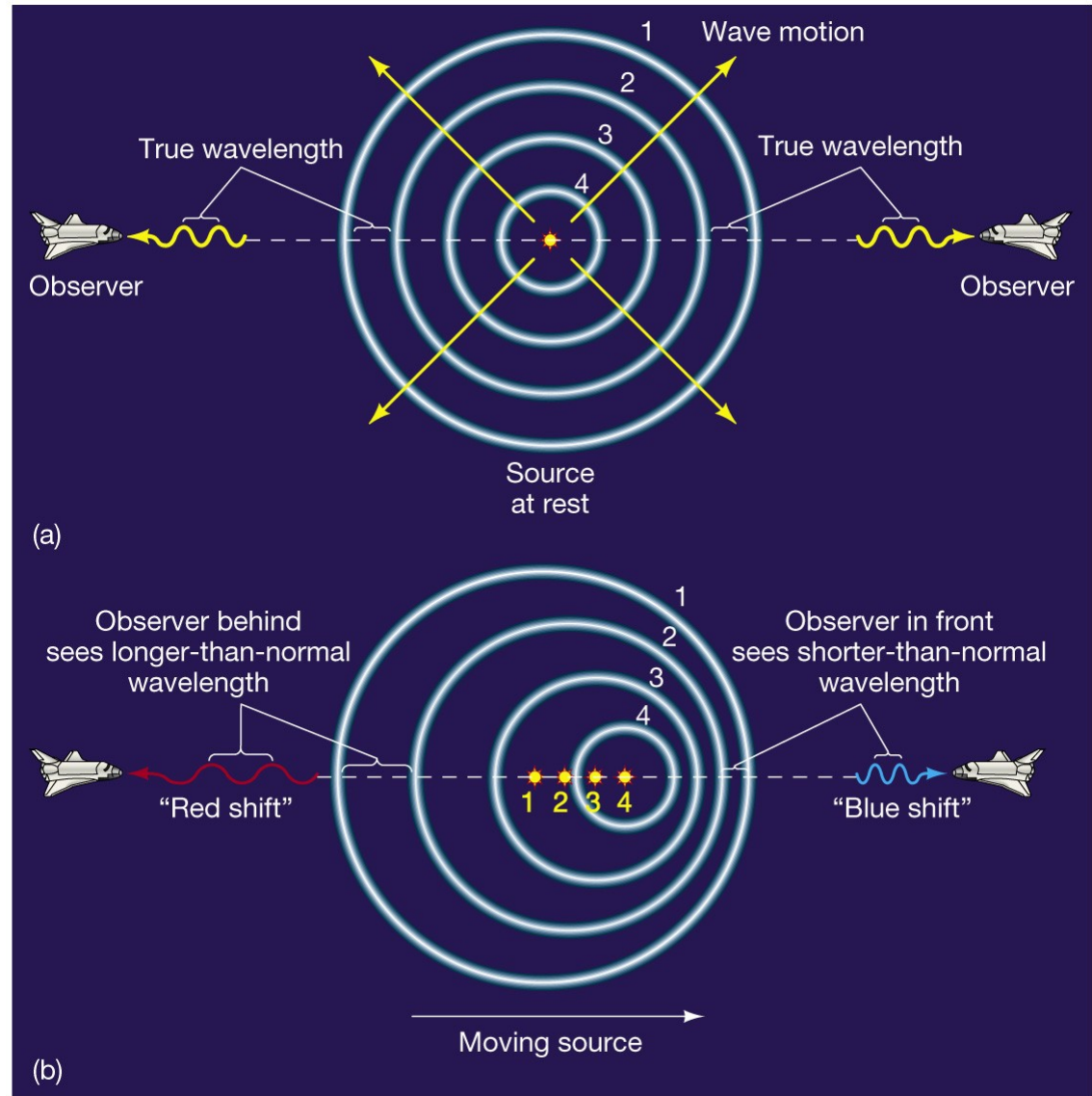
## 3.5 The Doppler Effect

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



# 3.5 The Doppler Effect

Depends only on the relative motion of source and observer:





# Summary of Chapter 3

- **Wave: period, wavelength, amplitude**
- **Electromagnetic waves created by accelerating charges**
- **Visible spectrum is different wavelengths of light**
- **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