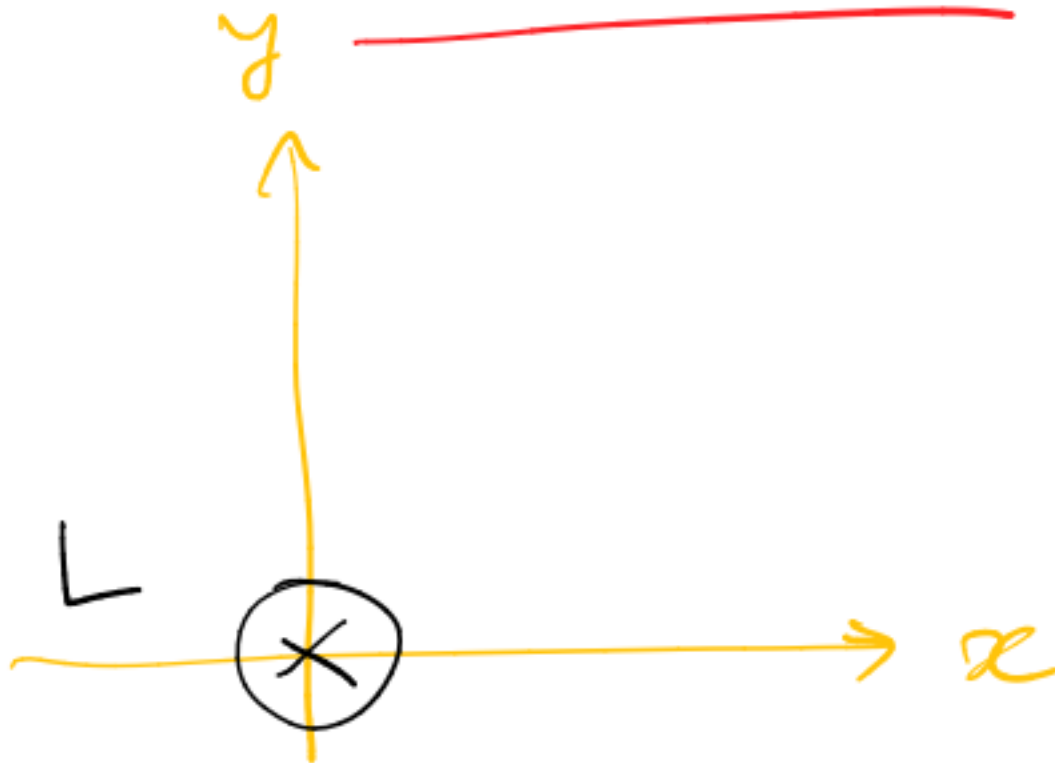


AS3520

Lecture 7



Consider  
a light  
wave

whose electric field  
amplitudes along the

$$\begin{pmatrix} A_x e^{i\phi_x} \\ A_y e^{i\phi_y} \end{pmatrix}$$

x- & y- dims are

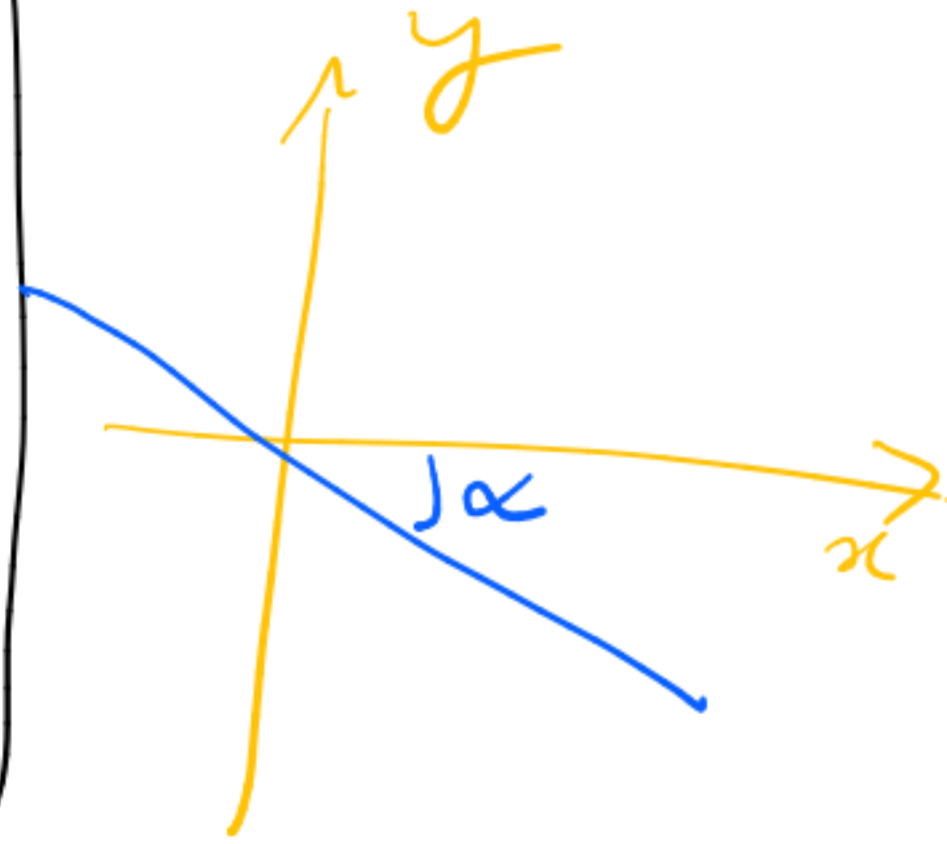
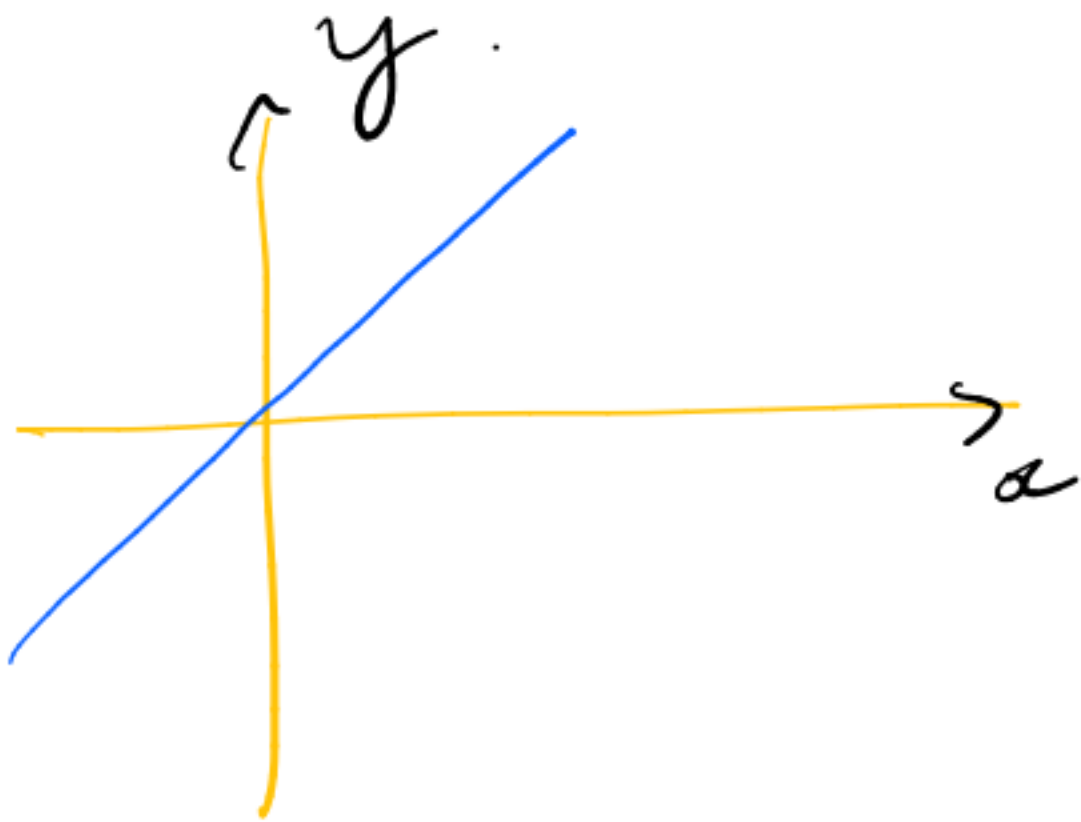
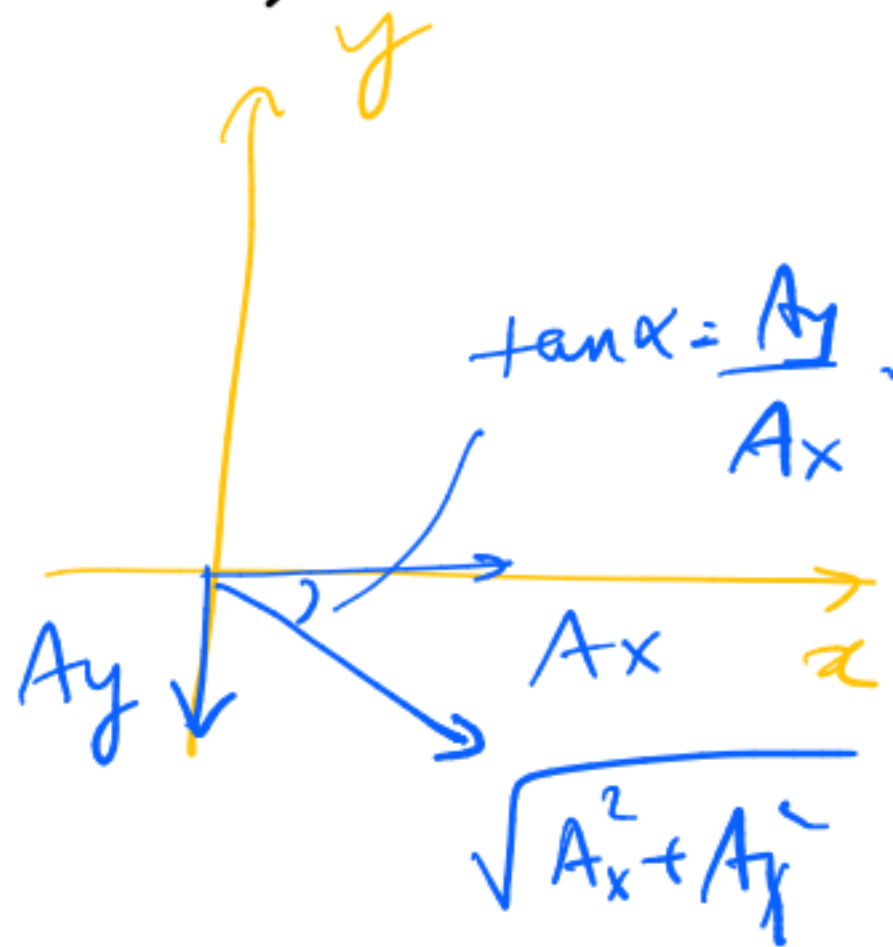
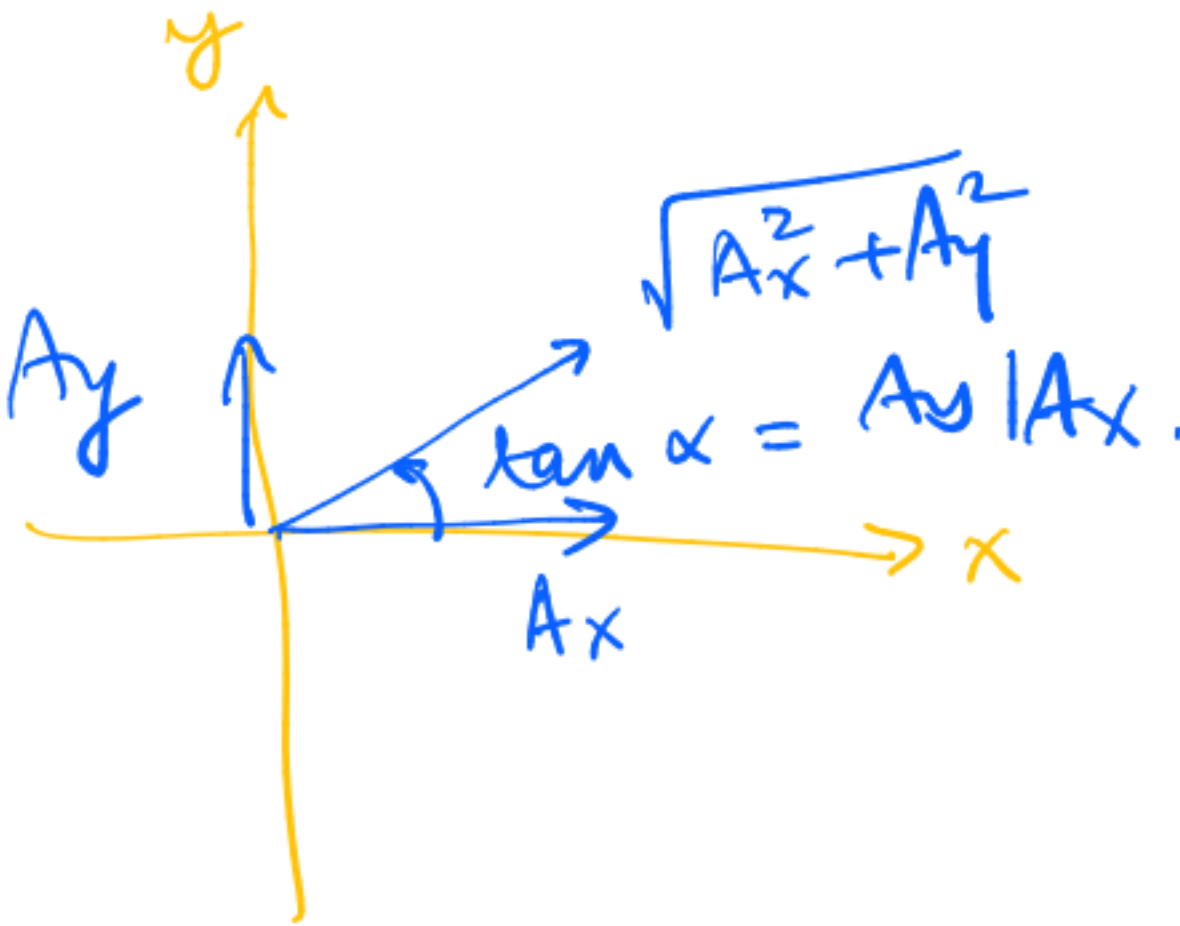
$$= \begin{pmatrix} A_x \\ A_y e^{+i\Delta} \end{pmatrix} e^{i\beta/2} e^{-i\Delta/2}$$

# Plane polarised light:

$$\Delta = 0 \text{ or } \pi$$

$$\begin{pmatrix} A_x \\ A_y \end{pmatrix}$$

$$\begin{pmatrix} A_x \\ -A_y \end{pmatrix}$$





## AmazonBasics Circular Polarizer Filter- 55 mm

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★★★★☆ 1,311 ratings

| 98 answered questions

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Price: ₹ 539.00 ✓prime

You Save: ₹ 506.00 (48%)

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Circularly polarized light,

$$A_x = A_y$$

$$\Delta = \pm \pi/2$$

Light vector corresponding to circularly pol. light:

$$\begin{pmatrix} A_x \\ A_x e^{\pm i\frac{\pi}{2}} \end{pmatrix} = A_x \begin{pmatrix} 1 \\ \pm i \end{pmatrix}$$

$$E_x = \operatorname{Re} \left[ A_x e^{i \left( \frac{2\pi}{\lambda} (r - ct) \right)} \right]$$

$$E_x = A_x \cos \left( \frac{2\pi}{\lambda} (r - ct) \right)$$

---

$$E_y = \operatorname{Re} \left[ A_y e^{i \left( \frac{2\pi}{\lambda} (r - ct) \right)} \right]$$

$\uparrow$   
 $\pm i A_x$

$$= \operatorname{Re} \left[ A_x (\pm i) \left( \cos \left( \frac{2\pi}{\lambda} (r - ct) \right) + i \sin \left( \frac{2\pi}{\lambda} (r - ct) \right) \right) \right]$$

$$E_y = \mp A_x \sin \left( \frac{2\pi}{\lambda} (r - ct) \right)$$

---

The  $E_x$  &  $E_y$  above satisfy

$$E_x^2 + E_y^2 = A_x^2$$

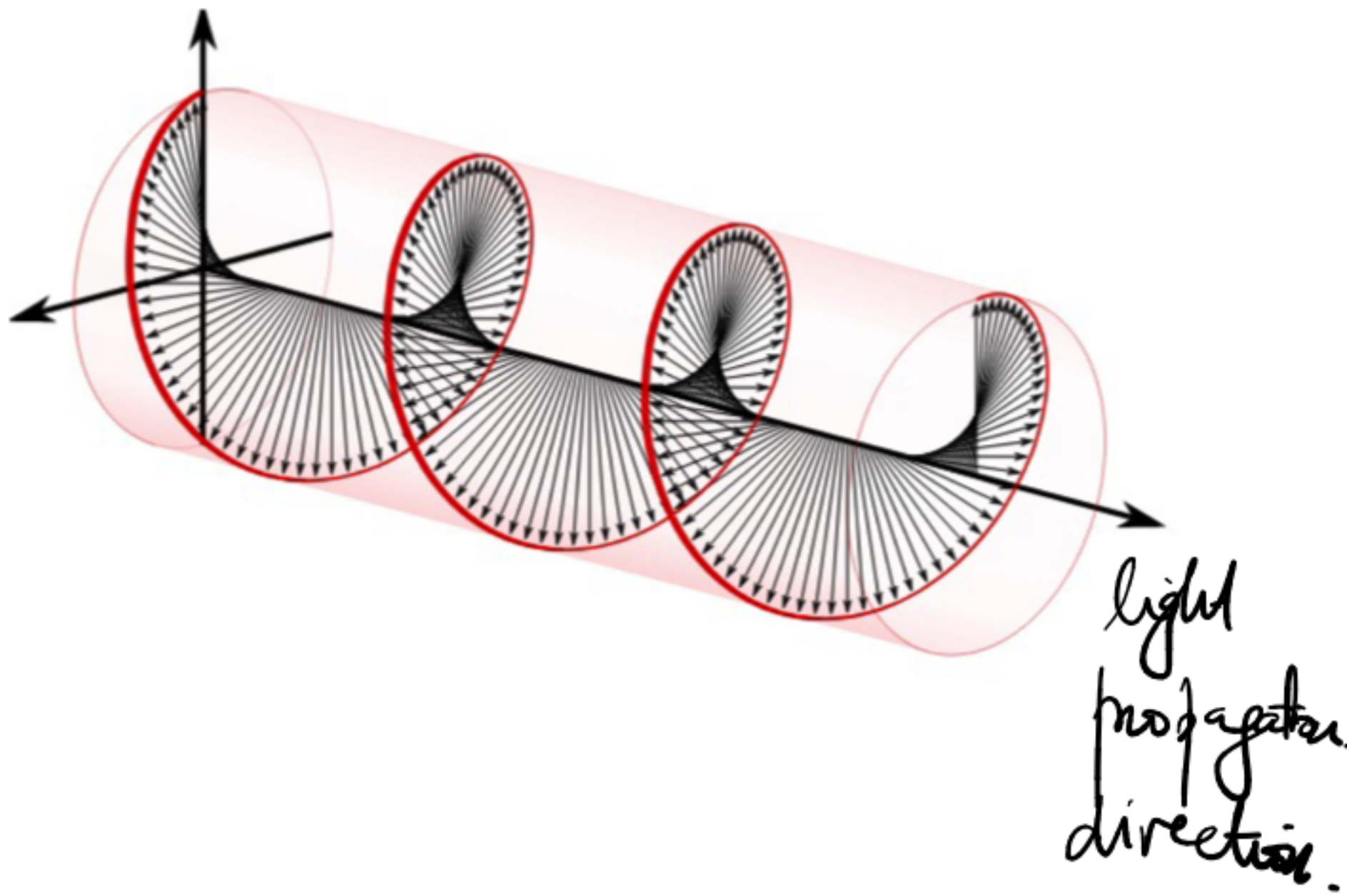
Angle that the resultant vector makes with the  $x$ -axis

$$\tan \alpha = \frac{E_y}{E_x} = \mp \tan \left( \frac{2\pi}{\lambda} (x - ct) \right)$$

$$\Rightarrow \alpha = \mp \frac{2\pi}{\lambda} (x - ct)$$

The angle the resultant  $\vec{E}$  of constant magnitude  $A_x$  makes w/ the  $x$ -axis changes linearly with time.





Elliptically polarised light.

Light vector amplitude components  
along  $x$  -  $y$  - axes.

$$\begin{pmatrix} A_x \\ \pm i A_y \end{pmatrix}$$

$$E_x = A_x \cos \left( \frac{2\pi}{\lambda} (r - ct) \right)$$

$$E_y = A_y \sin \left( \frac{2\pi}{\lambda} (r - ct) \right)$$

$$\Rightarrow \frac{E_x^2}{A_x^2} + \frac{E_y^2}{A_y^2} = 1.$$

Phase angle depends also on  $E_y/E_x$ .

Plane polarizer.



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$P =$  polarising axis of the polarising sheet

Incident light wave



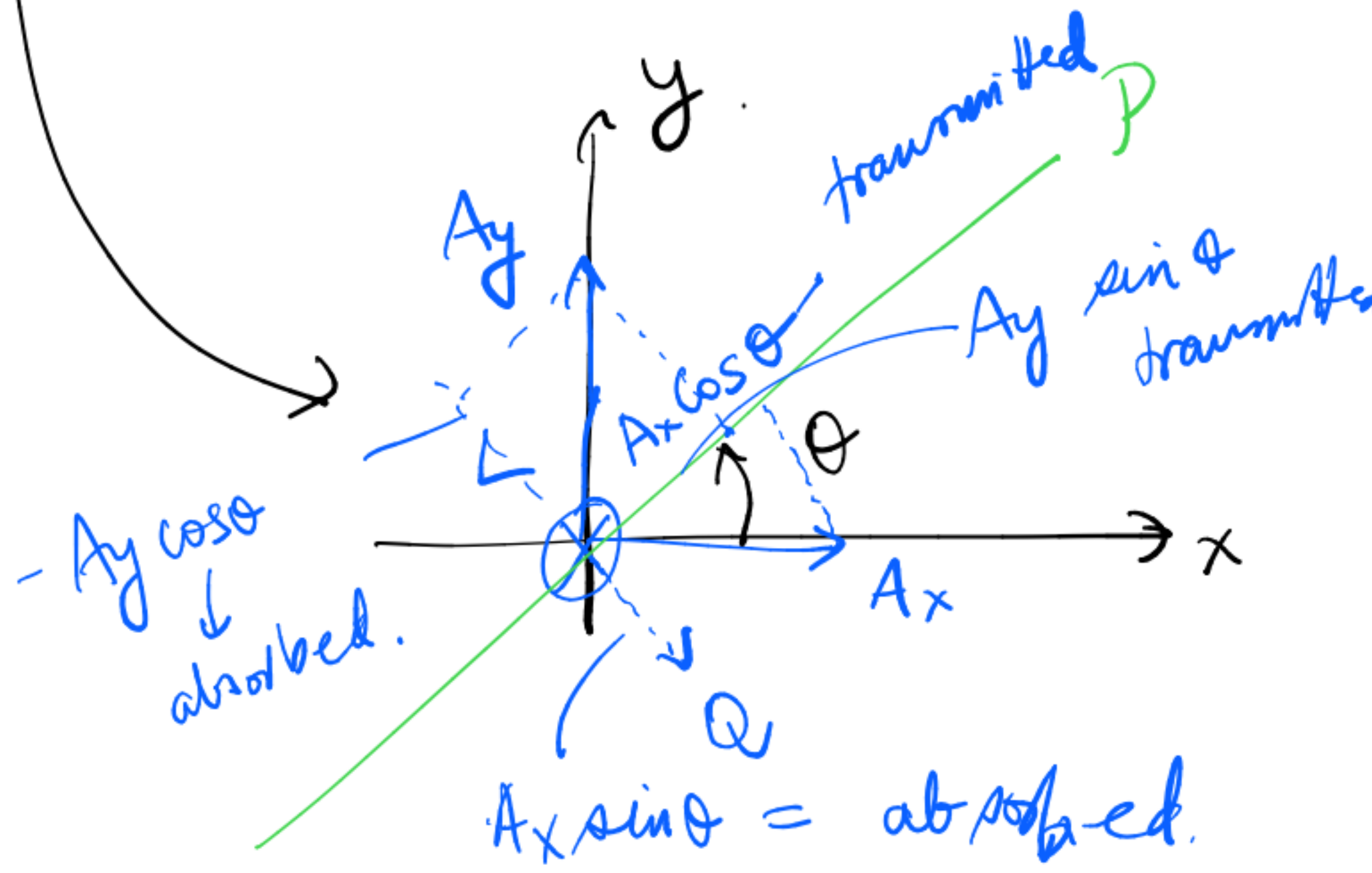
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Emerging light will have electric field amplitude

$$A_p = A_x \cos \theta + A_y \sin \theta$$

along the polarizer axis - P

Components of the emerging light vectors along the x- & y-

$$\text{axes} = \begin{pmatrix} A'_p \cos \theta \\ A'_p \sin \theta \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} A'_x \\ A'_y \end{pmatrix} = \begin{pmatrix} \cos^2 \theta & \sin \theta \cos \theta \\ \sin \theta \cos \theta & \sin^2 \theta \end{pmatrix} \begin{pmatrix} A_x \\ A_y \end{pmatrix}$$

$P_\theta =$  polarizer matrix.

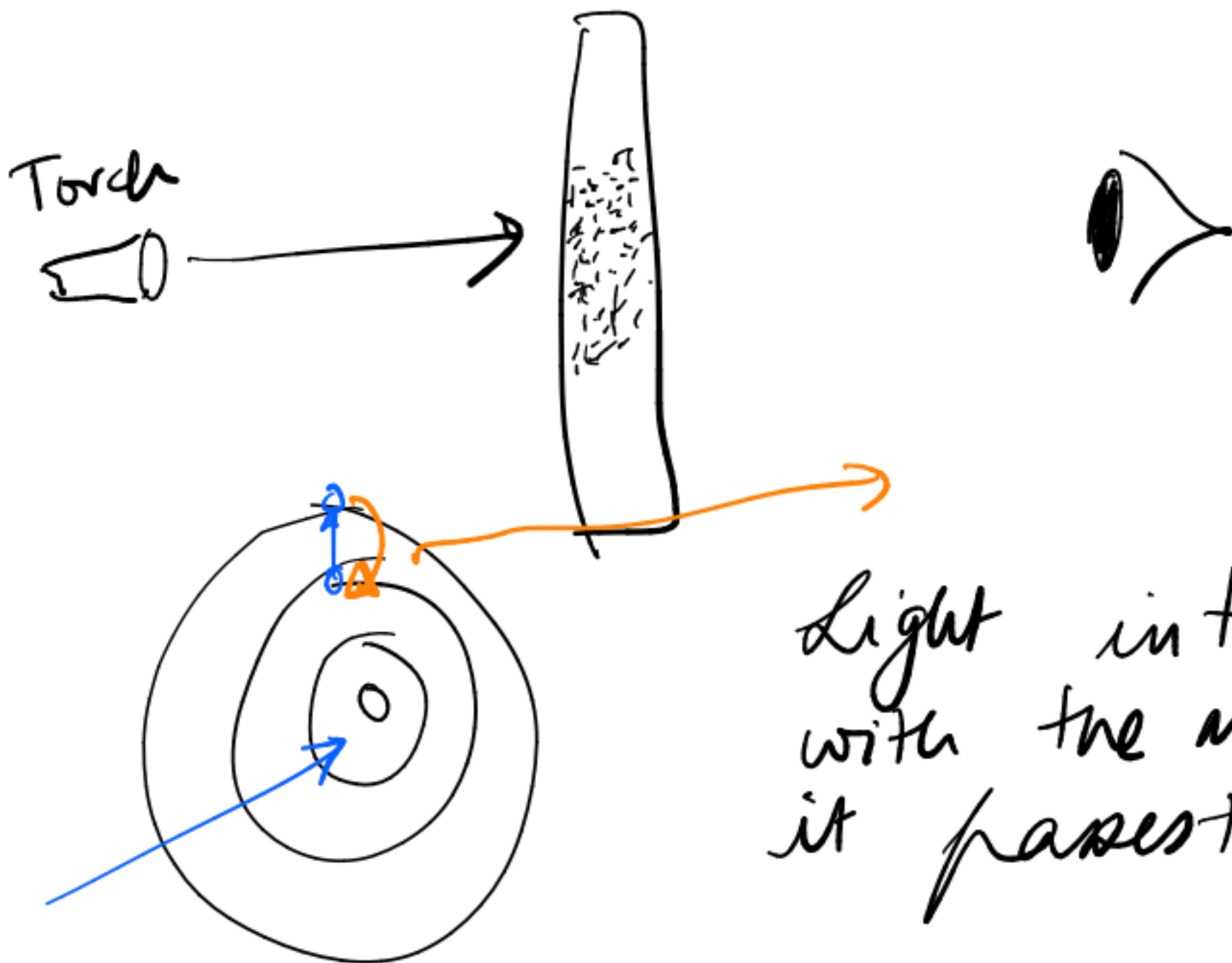
Common polarizer orientation is w/  
 $\theta = \pi/4$ .

$$P_{\theta} = \frac{1}{2} \begin{pmatrix} 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{pmatrix}$$

---

Light in media other than  
vacuum.

---



Light travels slowly in non-vacuum media.

Speed of light in a medium =  $\frac{c}{n}$ ,

where  $n$  = refractive index of

the medium.

$n = 1.3$  for water

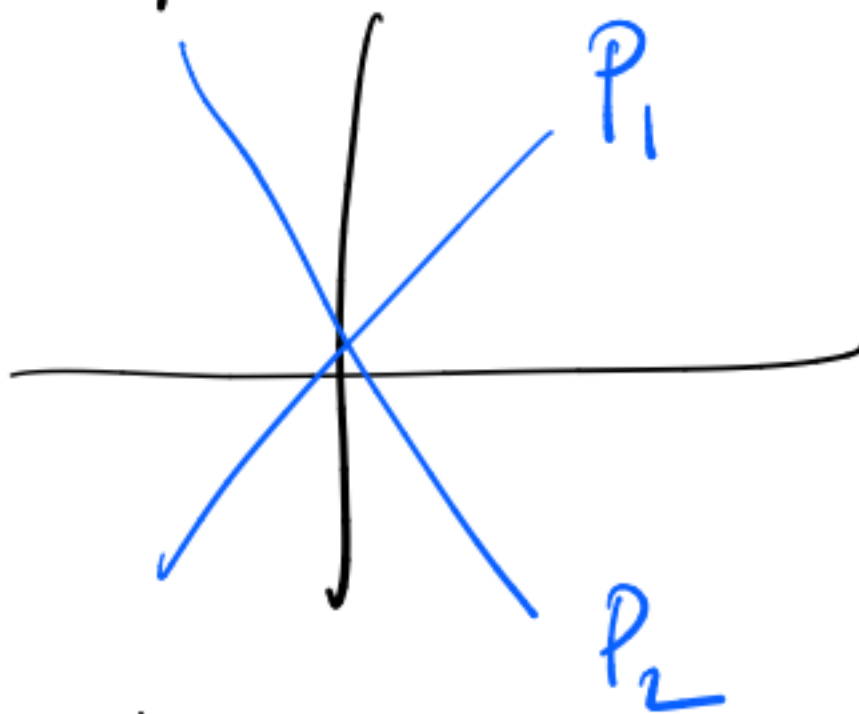
$n = 1.5$  for glass.

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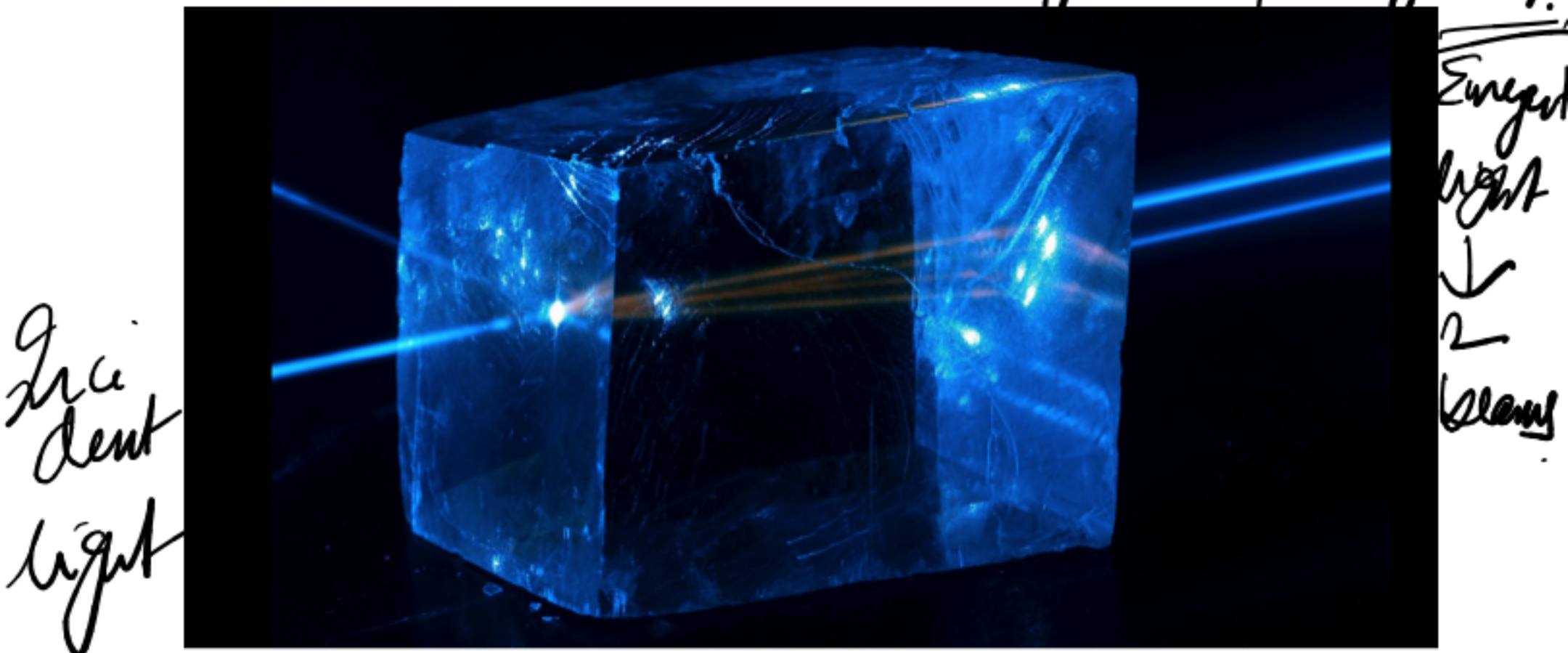
Birefringence.

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Water is an isotropic transmitter of light  $\Rightarrow$  The speed of light in water does not depend on the polarization of light.



Calcite crystal: Speed of light/refractive index depends also on light's polarization.



The incident beam is split into multiple (2) emergent beams — Light travels through Calcite with diff. speeds depending on polarization.

---

Many non-crystalline transparent materials are optically isotropic (like water) when unloaded.

When loaded, however, they become anisotropic along the principal axes  $\sigma_1, \sigma_2, \sigma_3$  of the tensor.

This phenomenon is called **temporary or artificial birefringence**.