

Reminders

Wednesday, February 11, 2026 (Week 3, lecture 9) – Chapter 5.

REMINDER #1: Midterm #1 is on Friday, February 20.

REMINDER #2: *Problem Set #3 part 1* is due on ExpertTA by Friday, February 13, 9:00 AM.
Problem Set #3 part 2 is due in class on Friday, February 13 (hard copy).

REMINDER #3: Free physics tutoring Thursday evenings (by SPS).
→ 6-8 pm
→ in Small Hall room 122.

Today's Topics

Wednesday, February 11, 2026 (Week 3, lecture 9) – Chapter 5.

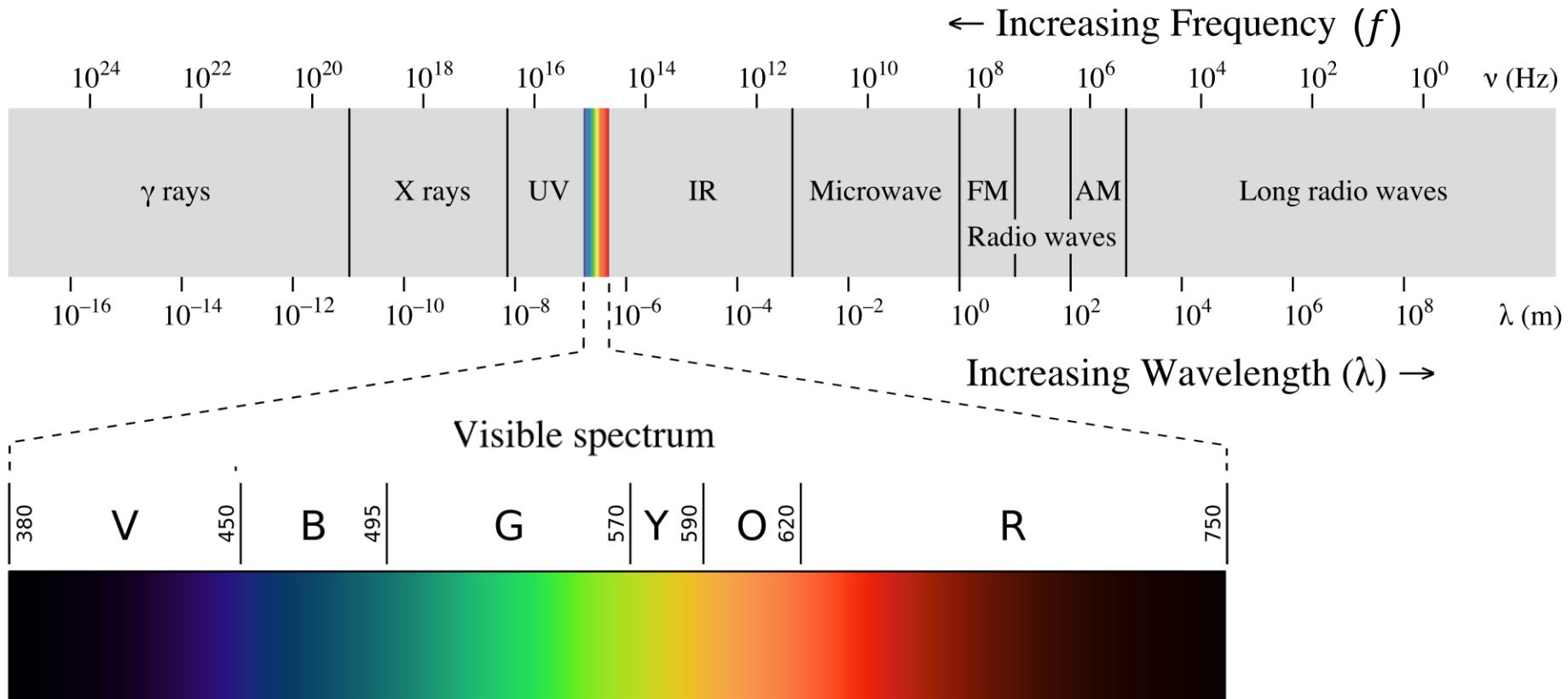
- A. Electromagnetic spectrum
- B. Blackbody radiation
- C. Inverse Square Law
- D. Light pressure
- E. Dipole radiation

Electromagnetic Spectrum

- Visible light represents only a small portion of electromagnetic waves.
- Electromagnetic waves cover over 25 orders of magnitude in frequency & wavelength.

Electromagnetic Spectrum

- Visible light represents only a small portion of electromagnetic waves.
- Electromagnetic waves cover over 25 orders of magnitude in frequency & wavelength.

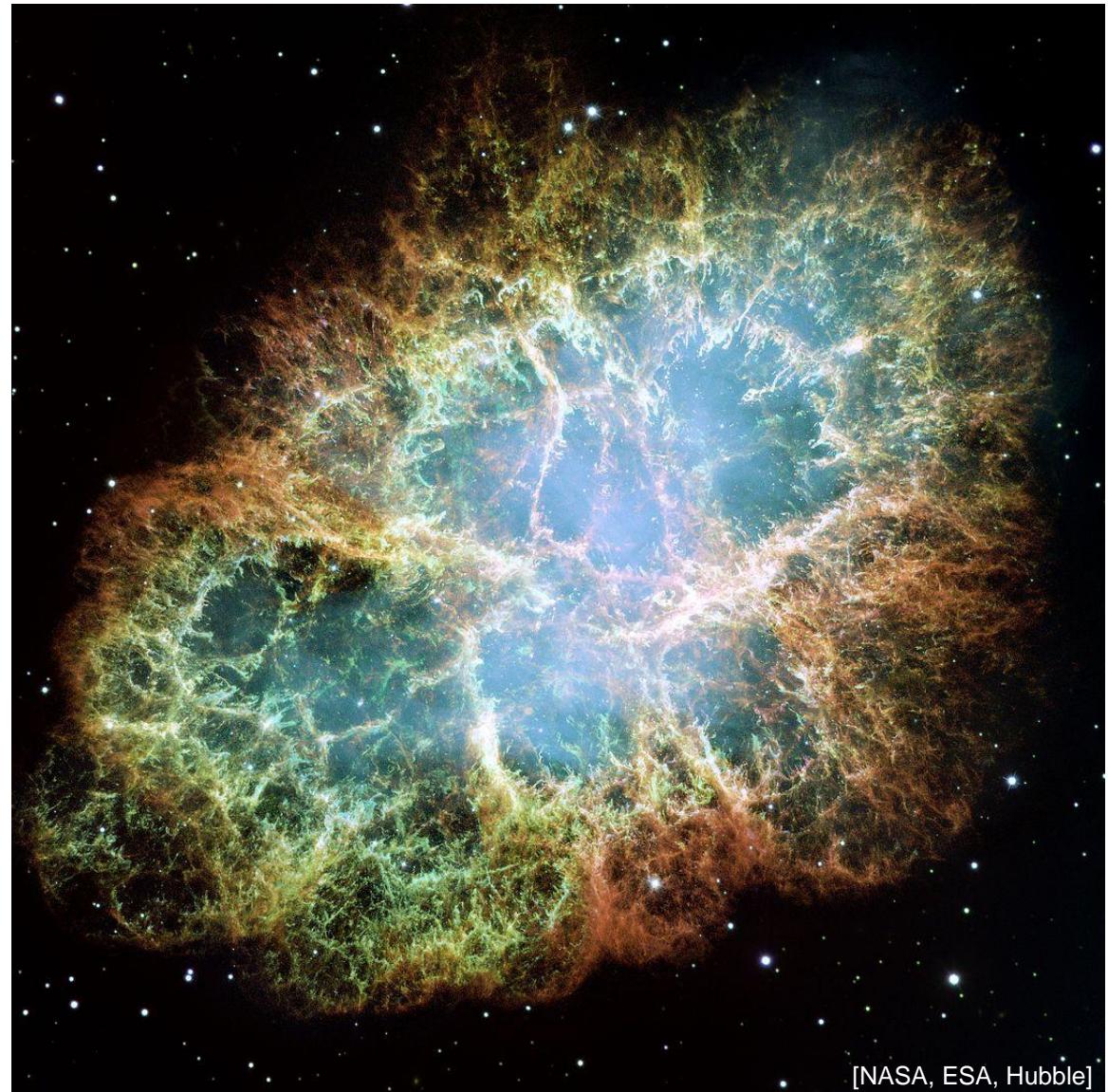


[By Philip Ronan, Gringer, Wikipedia]

Astronomers use all Wavelengths

Crab Nebula (M1)

- Exploding star remnant (superonova).
- Recorded by Chinese astronomers and others (1054 AD).
- Located at about 6500 ly in our galaxy (Taurus constellation).
- This composite image is by the Hubble Space Telescope (visible light).



[NASA, ESA, Hubble]

Crab Nebula with Near-IR & Mid-IR Light



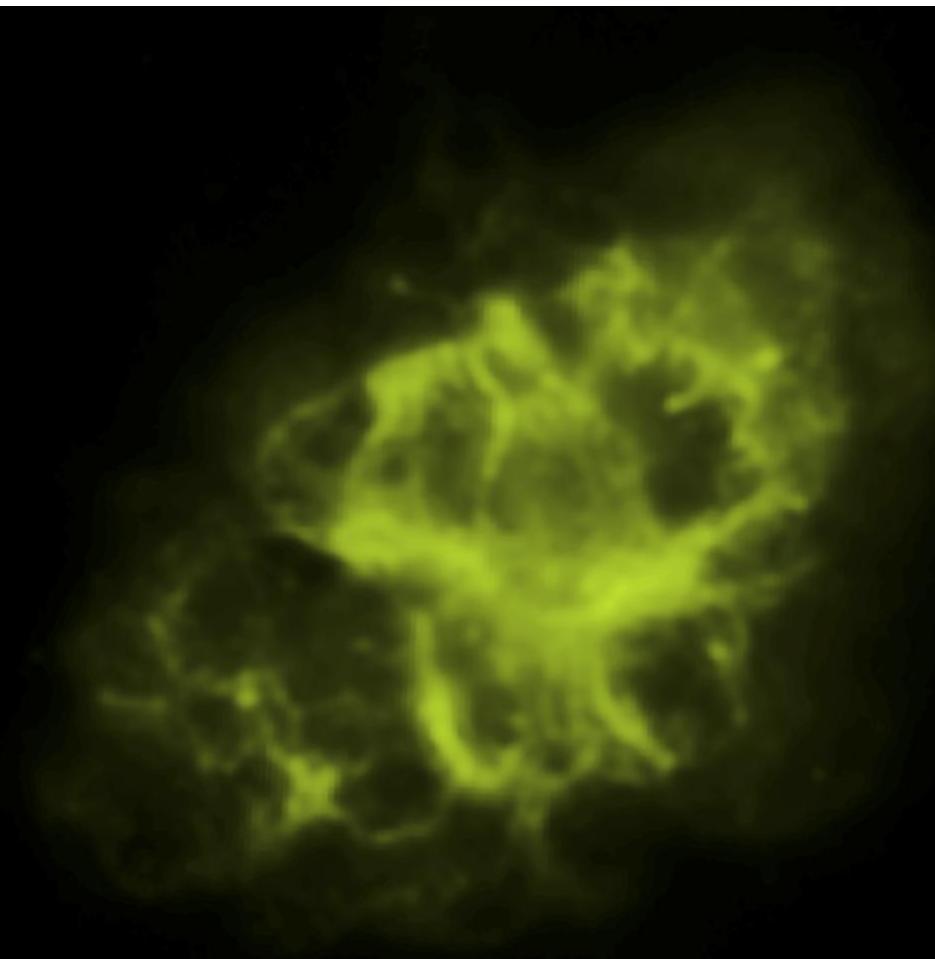
[James Webb Space Telescope, NASA/ESA]

Crab Nebula with Radio-Waves



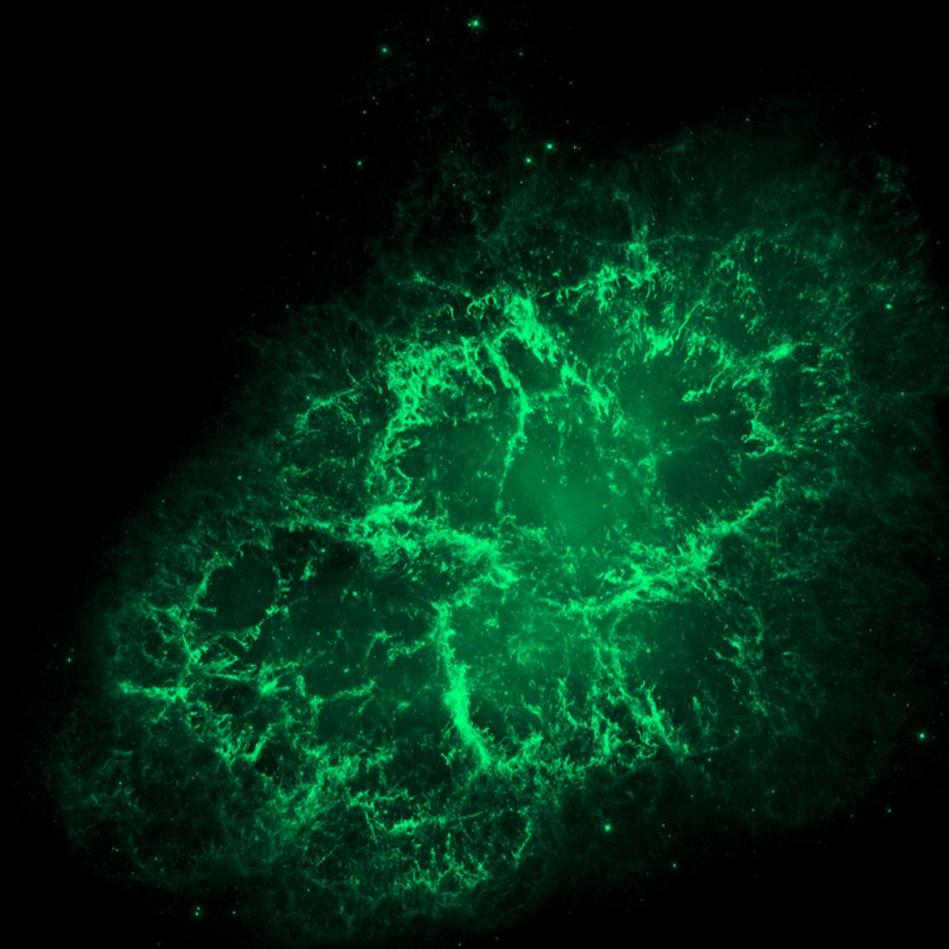
Radio (Very Large Array)

Crab Nebula with Infrared Light



Infrared (Spitzer)

Crab Nebula with Visible Light



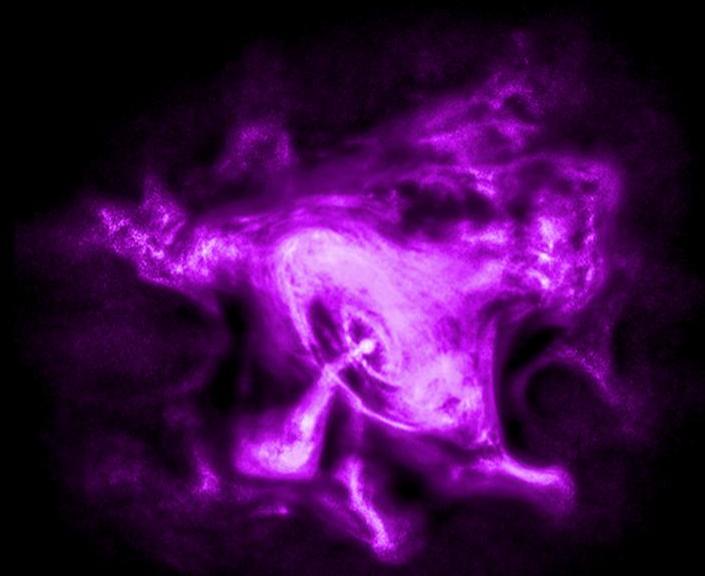
Optical (Hubble)

Crab Nebula with Ultraviolet Light



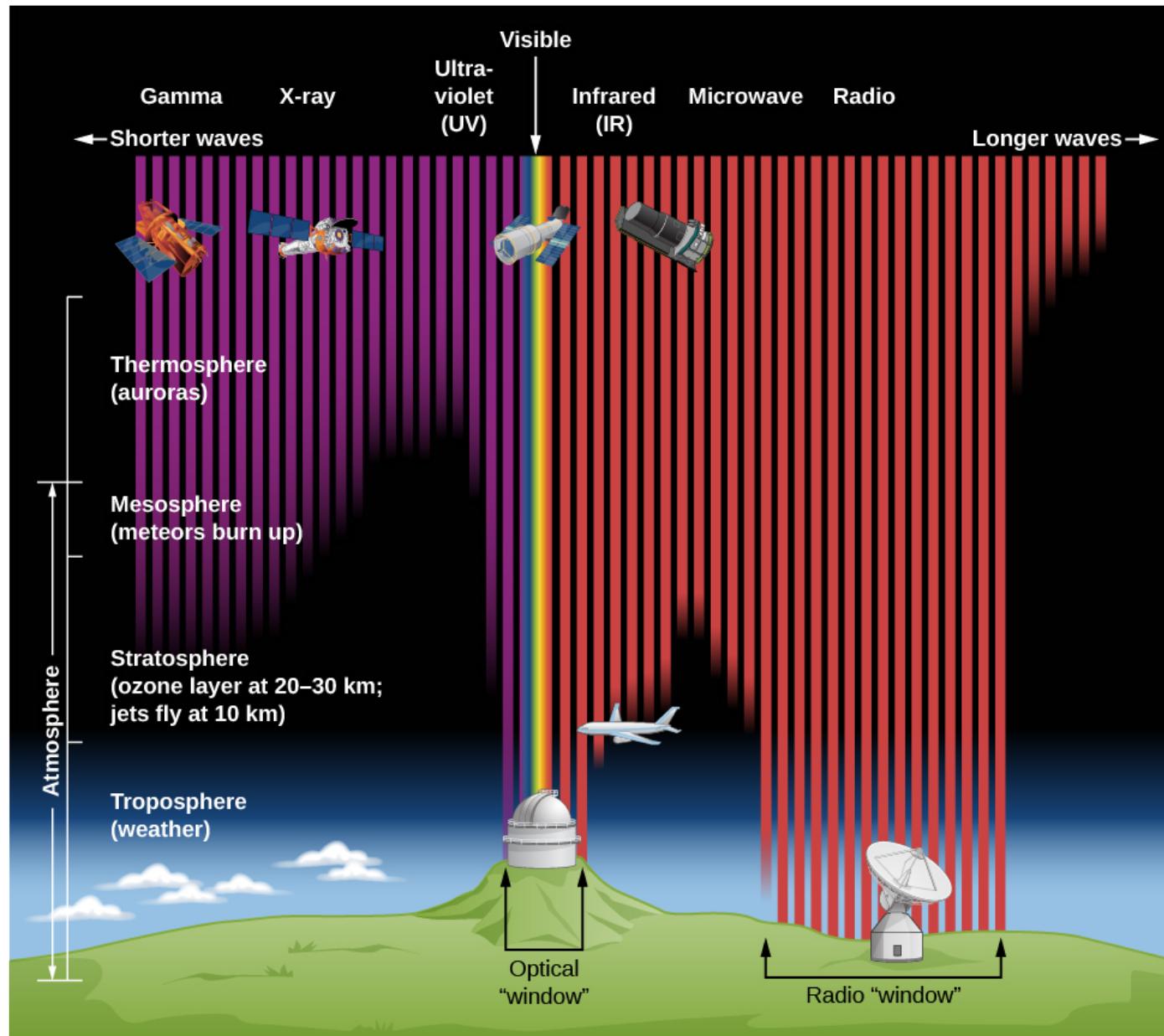
UltraViolet (XMM-Newton)

Crab Nebula with X-Rays



X-ray (Chandra)

Absorption by Earth's Atmosphere



Thermal Light Sources

Blackbody Radiation

- The oldest and simplest way to make light is by **heating** something up (filament, gas, wood, etc).
- Hotter = brighter, colder = dimmer.
- **Hotter = white-blue**, **colder = dim red**.
- Color of thermal source → temperature.



incandescent lightbulb

Thermal Light Sources

Blackbody Radiation

- The oldest and simplest way to make light is by **heating** something up (filament, gas, wood, etc).
- Hotter = brighter, colder = dimmer.
- **Hotter = white-blue**, **colder = dim red**.
- Color of thermal source → temperature.



incandescent lightbulb

Blackbody (definition): An object that does not reflect light. All light emitted by its surface is due to heat.

Thermal Light Sources

Blackbody Radiation

- The oldest and simplest way to make light is by **heating** something up (filament, gas, wood, etc).
- Hotter = brighter, colder = dimmer.
- **Hotter = white-blue**, **colder = dim red**.
- Color of thermal source → temperature.



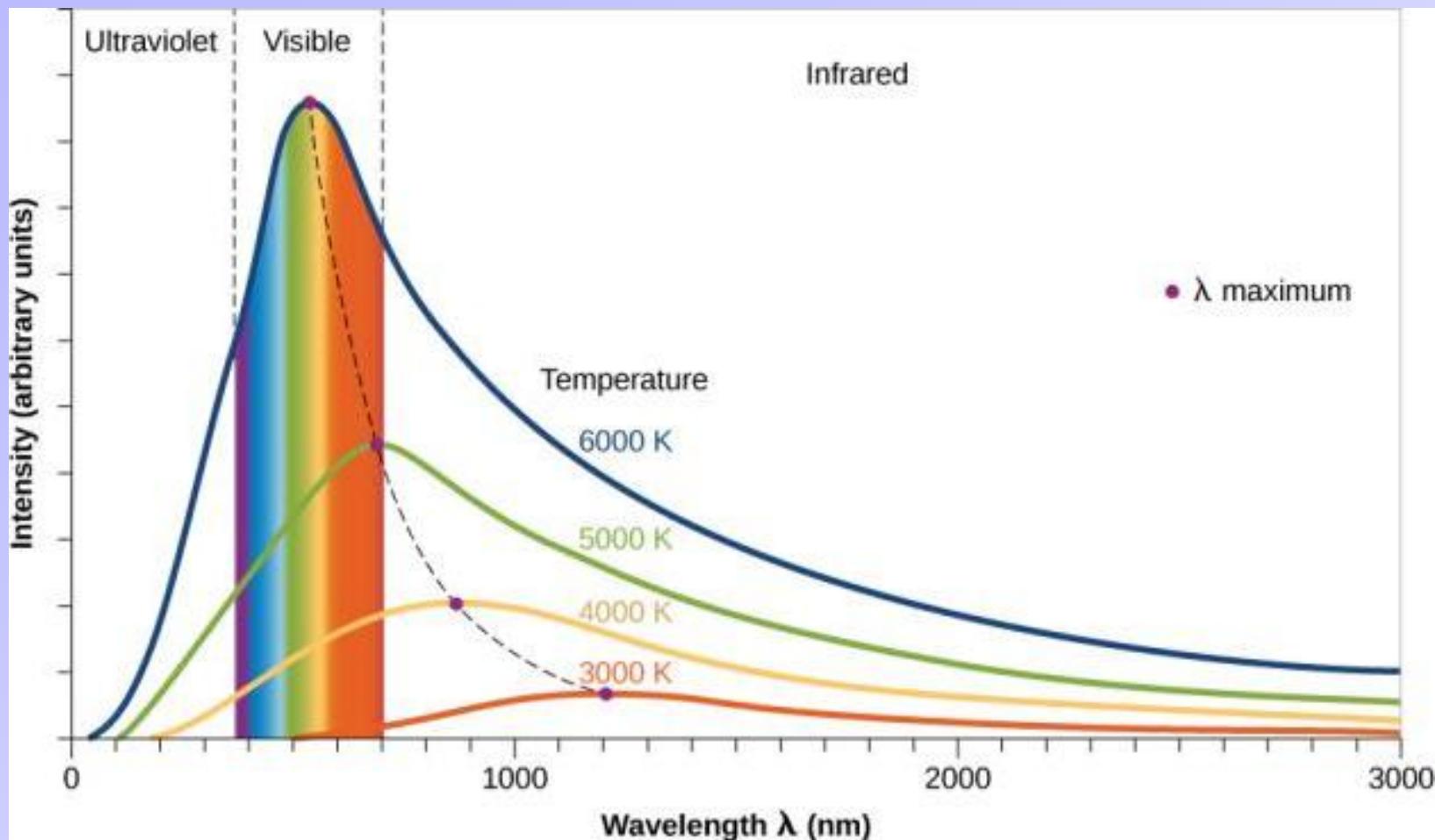
incandescent lightbulb

Blackbody (definition): An object that does not reflect light. All light emitted by its surface is due to heat.

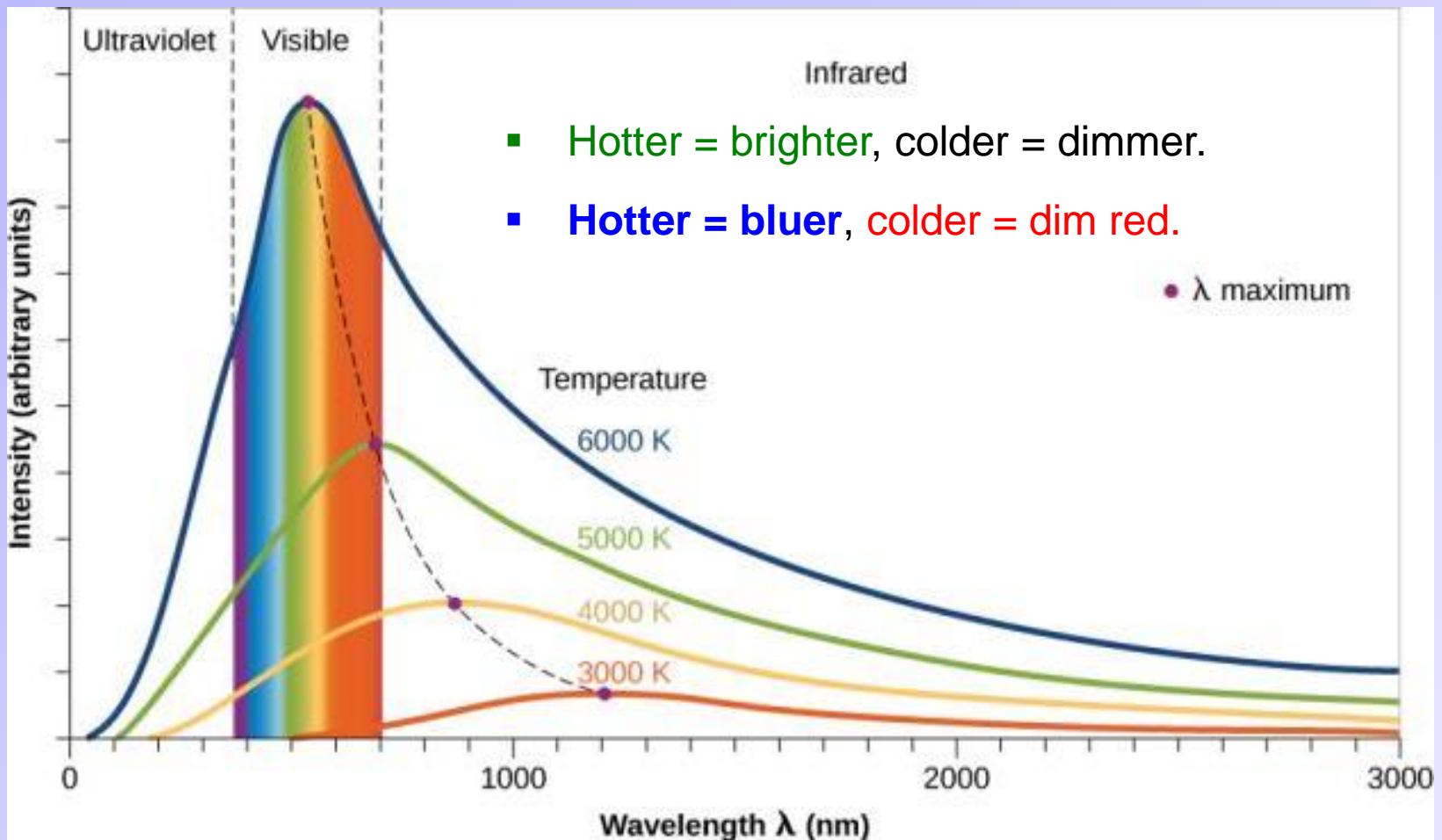


Ideal thermal source of light

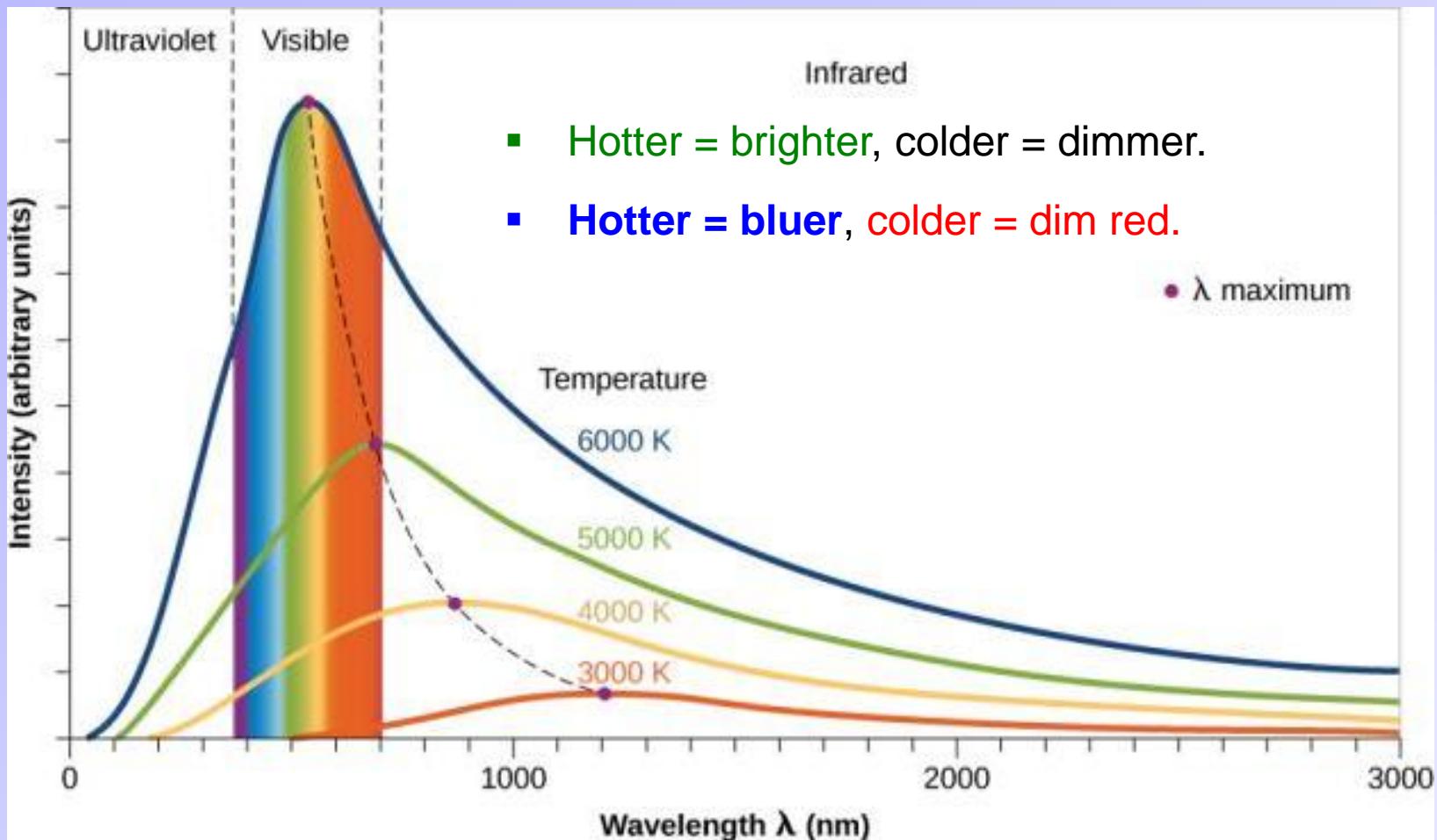
Blackbody Radiation (1)



Blackbody Radiation (1)



Blackbody Radiation (1)



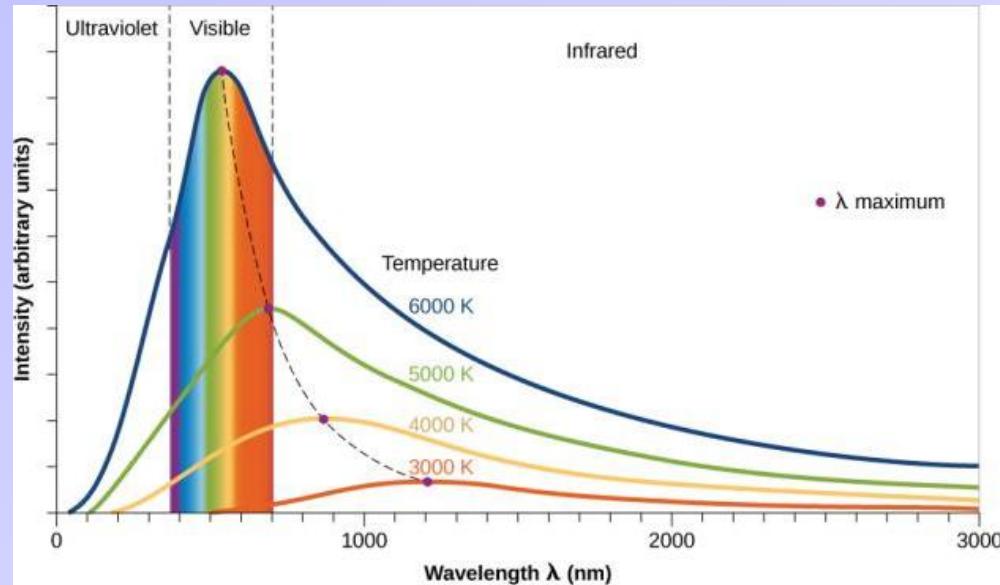
Wien's Law: $\lambda_{max} = \frac{2.9 \times 10^6}{T}$

nm T degrees Kelvin

PollEv Quiz: PollEv.com/sethaubin

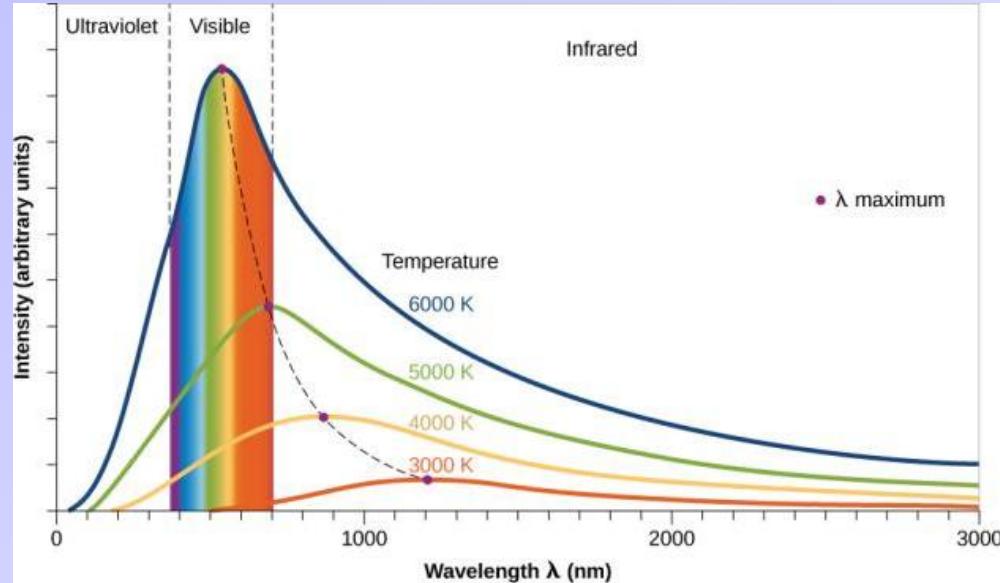
Blackbody Radiation (2)

- Total output power (per unit area)
= area under the curve
= Luminosity (L)
- Power = Energy per time
- Luminosity = Power per area



Blackbody Radiation (2)

- Total output power (per unit area)
= area under the curve
= Luminosity (L)
- Power = Energy per time
- Luminosity = Power per area



Stefan-Boltzmann Law:

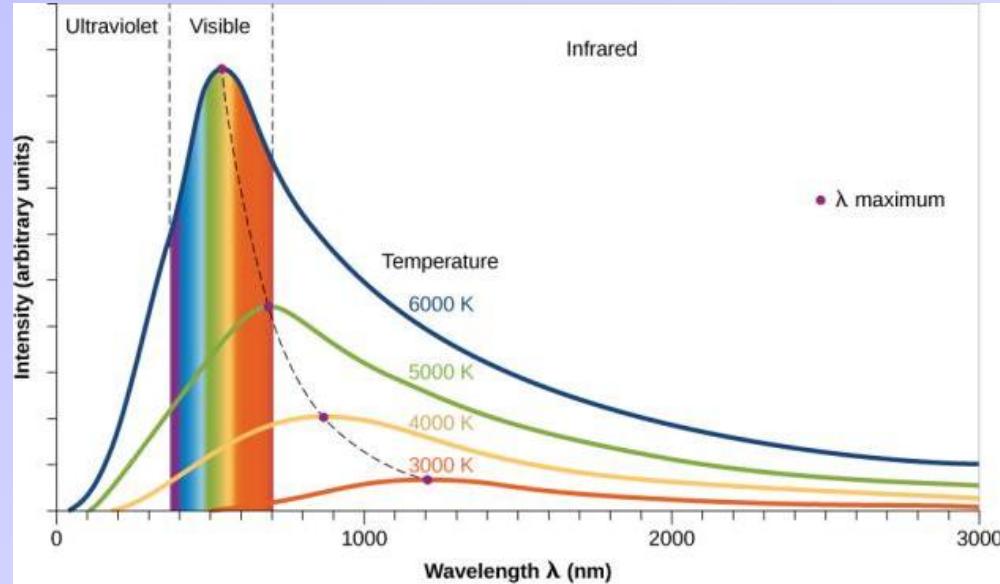
$$L = \sigma T^4$$

Stefan-Boltzmann constant:

$$\sigma = 5.67 \times 10^{-8} \frac{\text{W}}{\text{m}^2 \text{K}^4}$$

Blackbody Radiation (2)

- Total output power (per unit area)
= area under the curve
= Luminosity (L)
- Power = Energy per time
- Luminosity = Power per area



Stefan-Boltzmann Law:

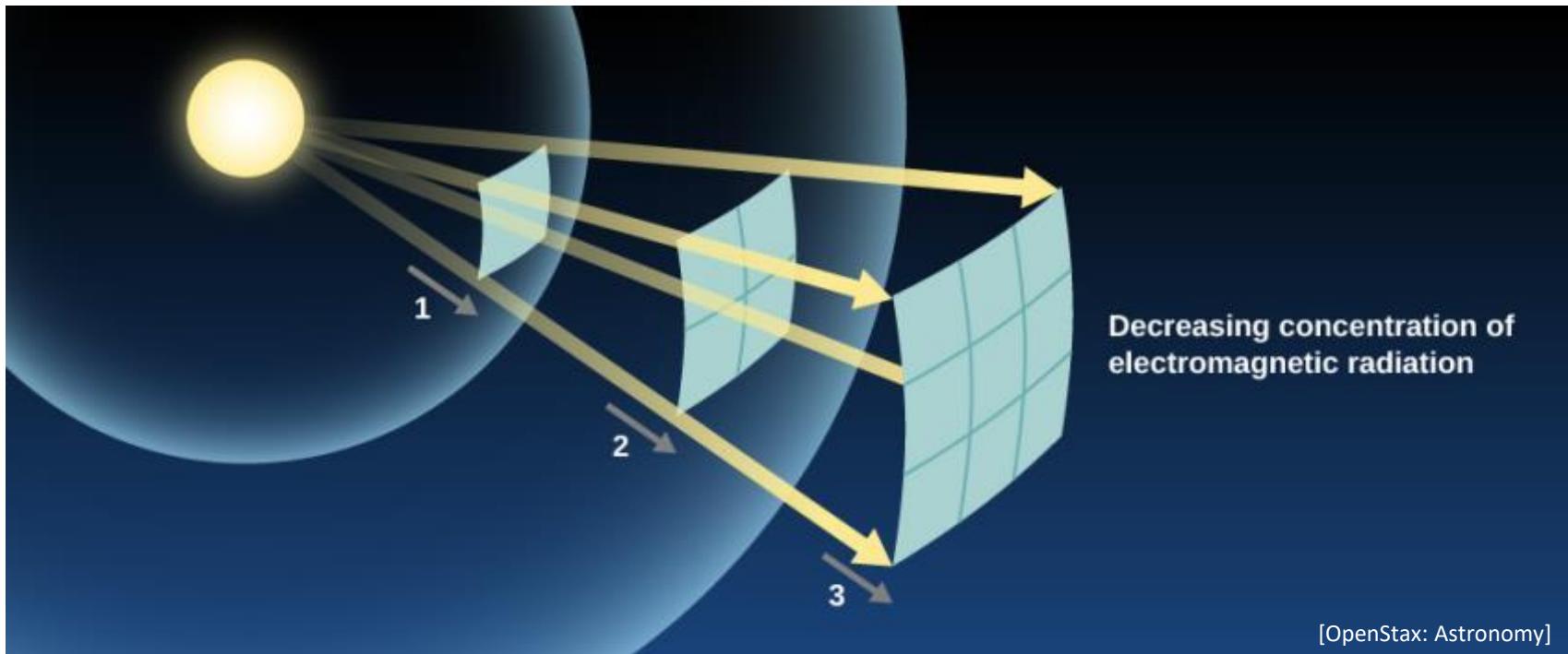
$$L = \sigma T^4$$

Increasing temperature,
increases output power a lot

Stefan-Boltzmann constant:

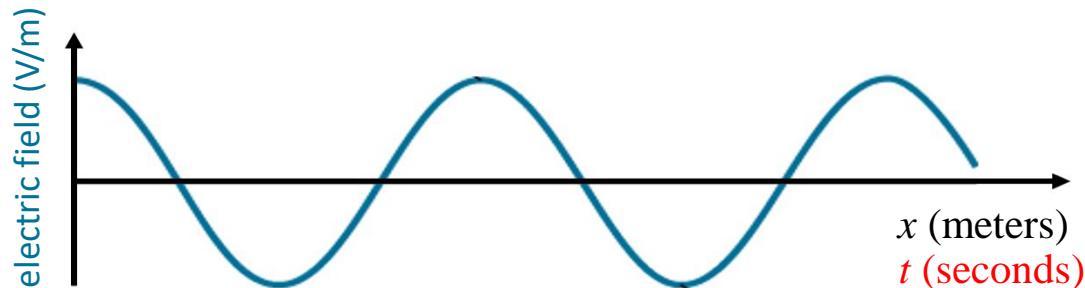
$$\sigma = 5.67 \times 10^{-8} \frac{\text{W}}{\text{m}^2 \text{K}^4}$$

Inverse Square Law for Light



- As light radiates away from its source, it spreads out such that its intensity decreases as the **square** of the **distance d** from its source.
- $Intensity \propto 1/d^2$

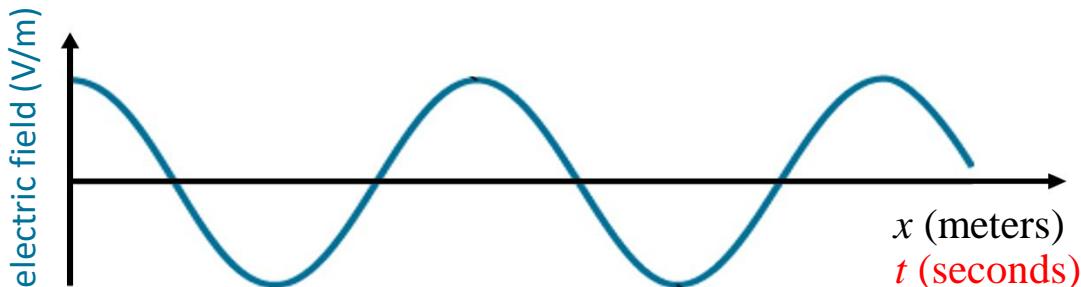
Intensity & Light Pressure



propagation
at speed **c**

$$\text{magnetic field [Tesla]} = \frac{\text{electric field}}{c}$$

Intensity & Light Pressure



propagation
at speed **c**

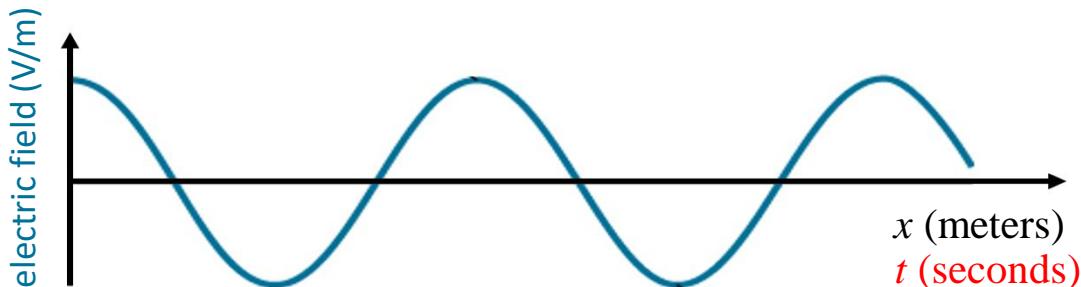
$$\text{magnetic field [Tesla]} = \frac{\text{electric field}}{c}$$

$$\text{Intensity} = \text{power/area} = I = \frac{1}{2} c \epsilon_0 E^2 \text{ [W/m}^2\text{]} \quad E = \text{electric field [V/m]}$$

“brightness” of light (not source)

$$\epsilon_0 = \text{permittivity of vacuum} = 8.85 \times 10^{-12} \text{ C}^2/(\text{N} \cdot \text{m}^2)$$

Intensity & Light Pressure



propagation
at speed **c**

$$\text{magnetic field [Tesla]} = \frac{\text{electric field}}{c}$$

$$\text{Intensity} = \text{power/area} = I = \frac{1}{2} c \epsilon_0 E^2 \text{ [W/m}^2\text{]}$$

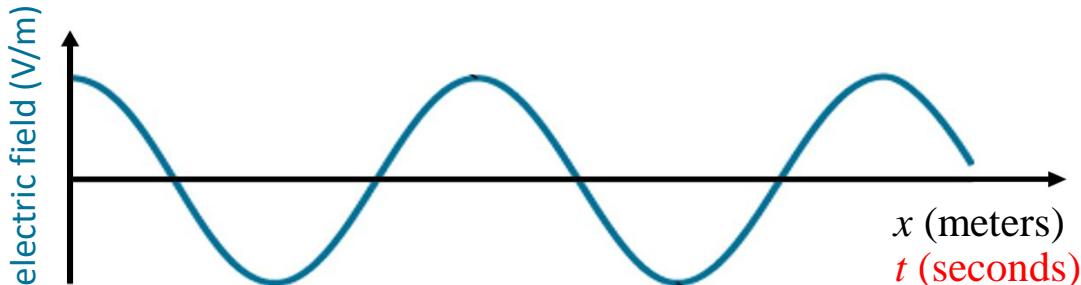
E = electric field [V/m]

“brightness” of light (not source)

$$\epsilon_0 = \text{permittivity of vacuum} = 8.85 \times 10^{-12} \text{ C}^2/(\text{N}\cdot\text{m}^2)$$

$$\text{Pressure} = \text{force/area} = \frac{I}{c} = \frac{\text{intensity}}{c} \text{ [N/m}^2\text{]}$$

Intensity & Light Pressure



propagation
at speed **c**

$$\text{magnetic field [Tesla]} = \frac{\text{electric field}}{c}$$

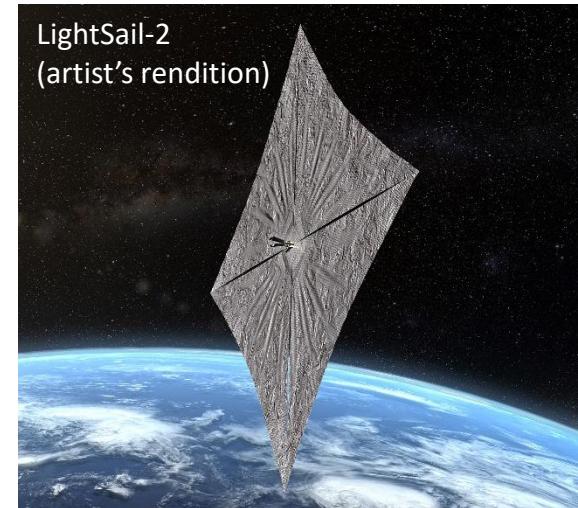
$$\text{Intensity} = \text{power/area} = I = \frac{1}{2} c \epsilon_0 E^2 \text{ [W/m}^2\text{]}$$

“brightness” of light (not source)

E = electric field [V/m]

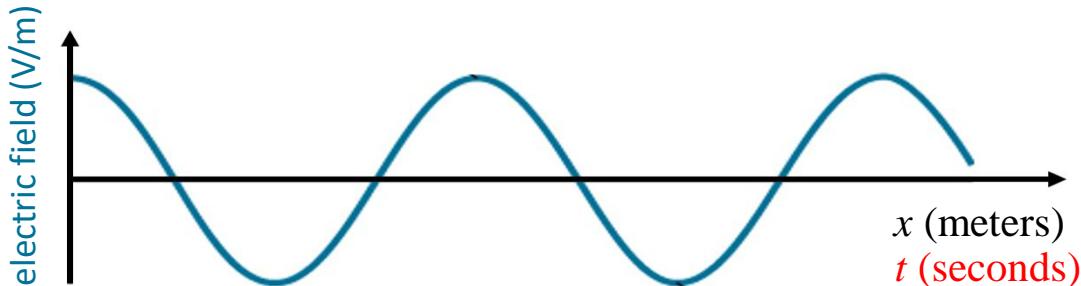
ϵ_0 = permittivity of vacuum
 $= 8.85 \times 10^{-12} \text{ C}^2/(\text{N}\cdot\text{m}^2)$

$$\text{Pressure} = \text{force/area} = \frac{I}{c} = \frac{\text{intensity}}{c} \text{ [N/m}^2\text{]}$$



[Josh Spradling / The Planetary Society]

Intensity & Light Pressure



propagation
at speed **c**

$$\text{magnetic field [Tesla]} = \frac{\text{electric field}}{c}$$

$$\text{Intensity} = \text{power/area} = I = \frac{1}{2} c \epsilon_0 E^2 \text{ [W/m}^2\text{]} \quad E = \text{electric field [V/m]}$$

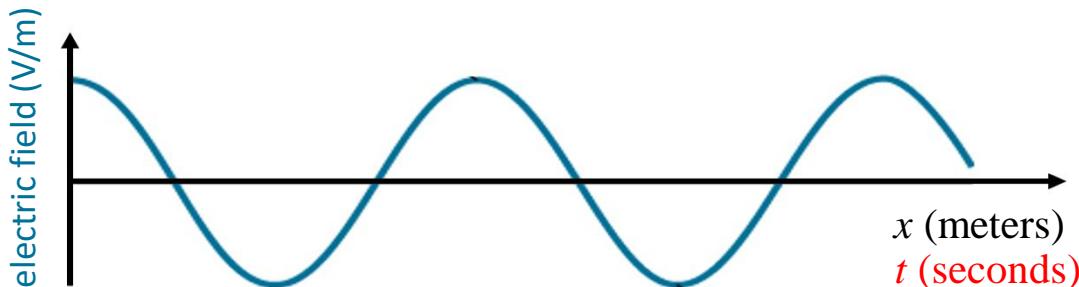
“brightness” of light (not source)

$$\epsilon_0 = \text{permittivity of vacuum} = 8.85 \times 10^{-12} \text{ C}^2/(\text{N} \cdot \text{m}^2)$$

$$\text{Pressure} = \text{force/area} = \frac{I}{c} = \frac{\text{intensity}}{c} \text{ [N/m}^2\text{]}$$



Intensity & Light Pressure



propagation
at speed **c**

$$\text{magnetic field [Tesla]} = \frac{\text{electric field}}{c}$$

$$\text{Intensity} = \text{power/area} = I = \frac{1}{2} c \epsilon_0 E^2 \text{ [W/m}^2\text{]} \quad E = \text{electric field [V/m]}$$

“brightness” of light (not source)

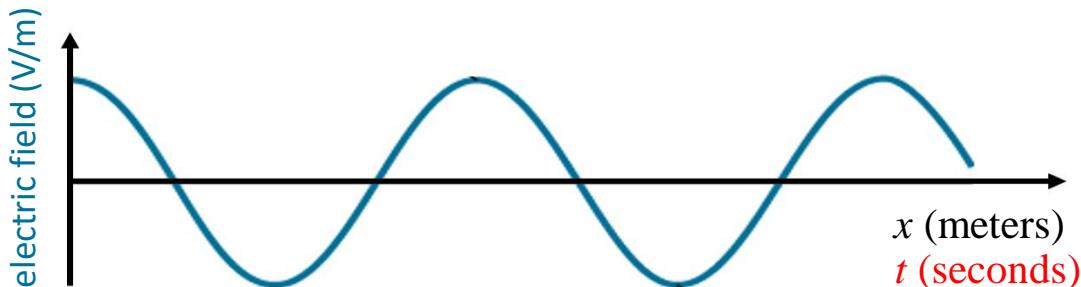
$$\epsilon_0 = \text{permittivity of vacuum} = 8.85 \times 10^{-12} \text{ C}^2/(\text{N} \cdot \text{m}^2)$$

$$\text{Pressure} = \text{force/area} = \frac{I}{c} = \frac{\text{intensity}}{c} \text{ [N/m}^2\text{]}$$



Laser-powered light sail
for interstellar travel (art concept)

Intensity & Light Pressure



propagation
at speed **c**

$$\text{magnetic field [Tesla]} = \frac{\text{electric field}}{c}$$

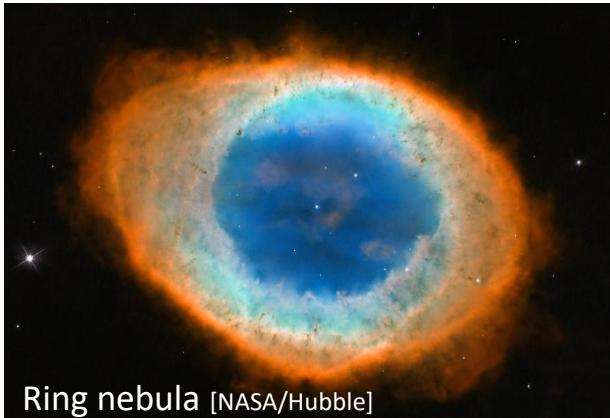
$$\text{Intensity} = \text{power/area} = I = \frac{1}{2} c \epsilon_0 E^2 \text{ [W/m}^2\text{]}$$

“brightness” of light (not source)

E = electric field [V/m]

$$\epsilon_0 = \text{permittivity of vacuum} = 8.85 \times 10^{-12} \text{ C}^2/(\text{N} \cdot \text{m}^2)$$

$$\text{Pressure} = \text{force/area} = \frac{I}{c} = \frac{\text{intensity}}{c} \text{ [N/m}^2\text{]}$$



Ring nebula [NASA/Hubble]



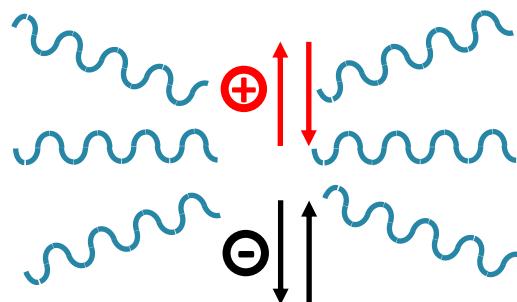
Laser-powered light sail
for interstellar travel (art concept)

[Kevin M. Gill - Laser Sail, CC BY 2.0, wikipedia]

How do you generate light ?

Question: How do you generate an electromagnetic wave?

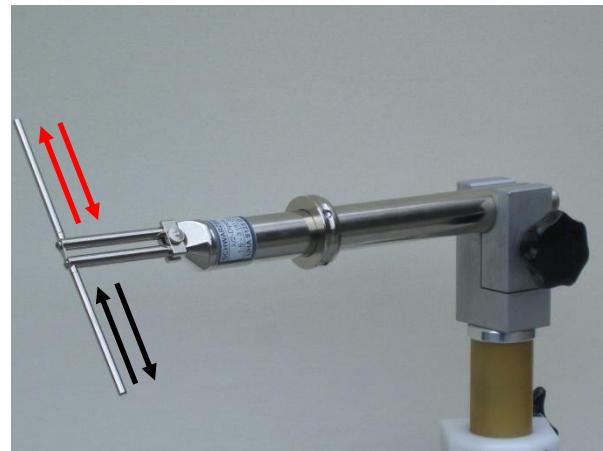
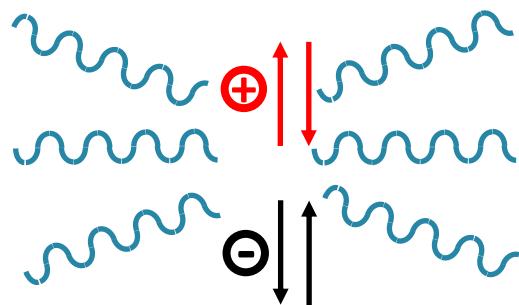
Answer: *oscillate an electric charge (or accelerate it).*



How do you generate light ?

Question: How do you generate an electromagnetic wave?

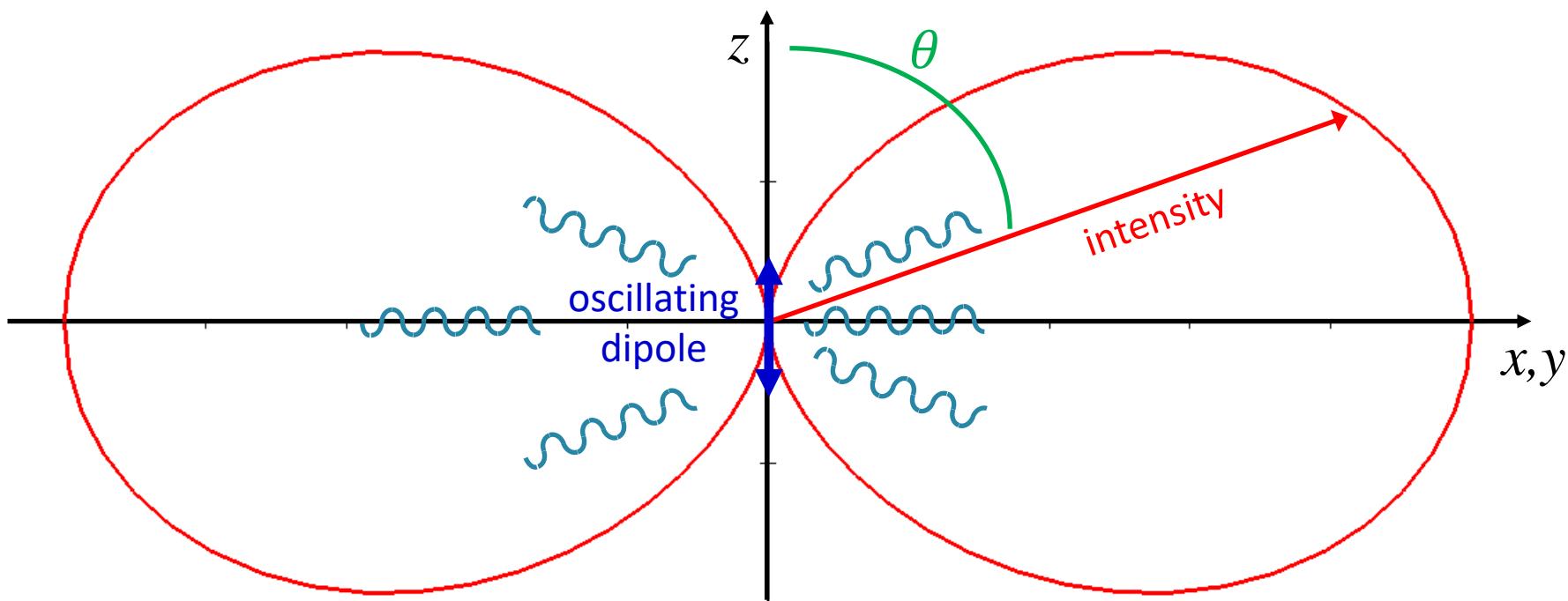
Answer: oscillate an electric charge (or accelerate it).



[Schwarzbeck Mess-Elektronik, Wikipedia (2025)]

Dipole Radiation Pattern

dipole moment = p_0 = charge × separation

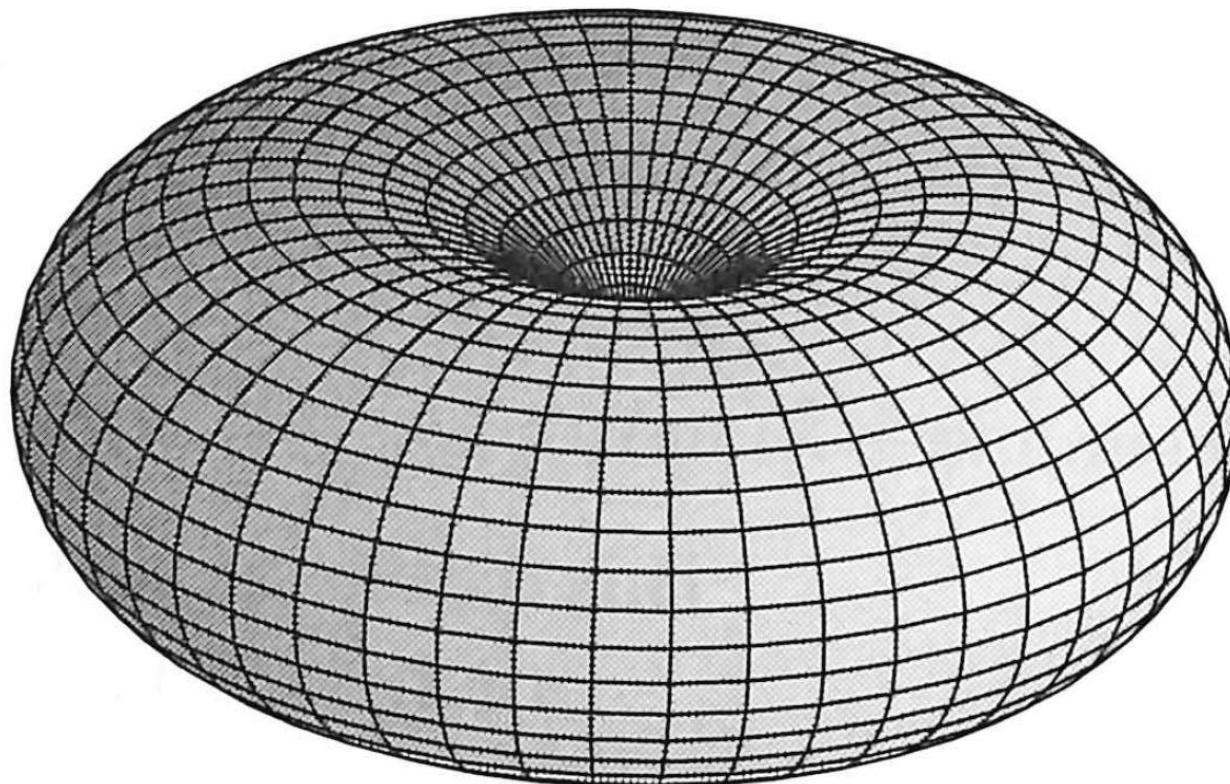


$$\text{Intensity} = \frac{\pi^2 p_0^2}{2\epsilon_0 c^3} \cdot f^4 \cdot \frac{\sin^2 \theta}{r^2}$$

$$\propto f^4 \frac{1}{r^2}$$

r = distance from dipole
 f = frequency

Dipole Radiation Pattern



[Figure 11.4, *Introduction to Electrodynamics*, by D. Griffiths, 4th Ed.]

$$\text{Intensity} = \frac{\pi^2 p_0^2}{2\epsilon_0 c^3} \cdot f^4 \cdot \frac{\sin^2 \theta}{r^2}$$

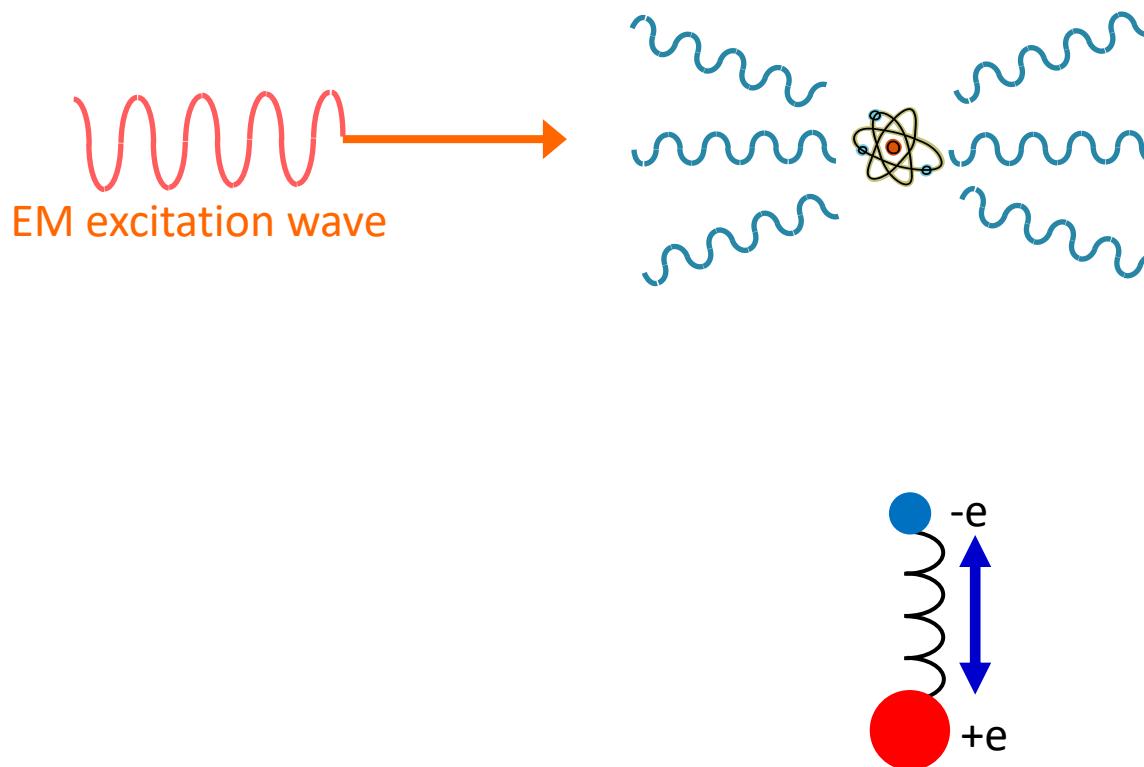
$$\propto f^4 \frac{1}{r^2}$$

r = distance
from dipole
 f = frequency

Dipole Radiation Example #1

Atomic fluorescence & photon scattering

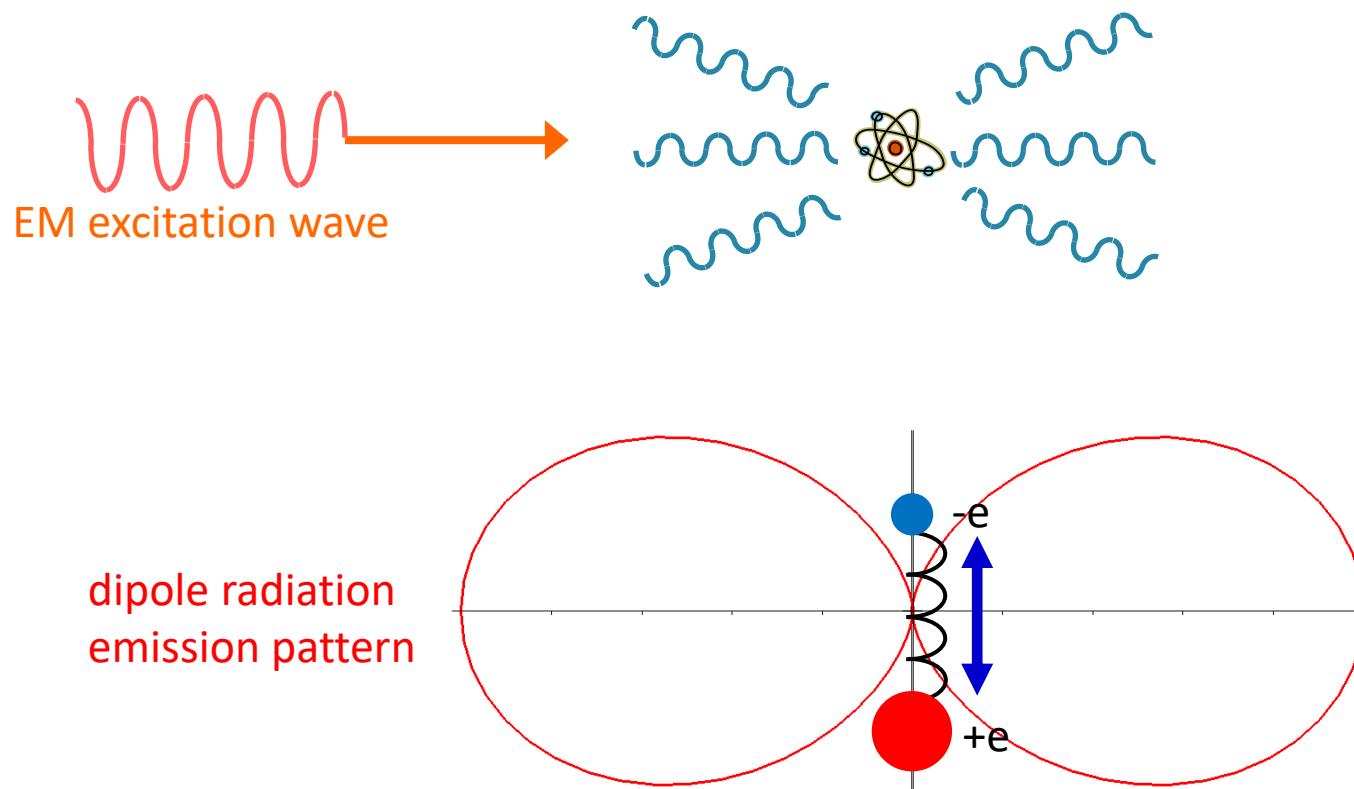
Rayleigh scattering: an atom behaves like a perfect electric dipole when excited by an EM wave.



Dipole Radiation Example #1

Atomic fluorescence & photon scattering

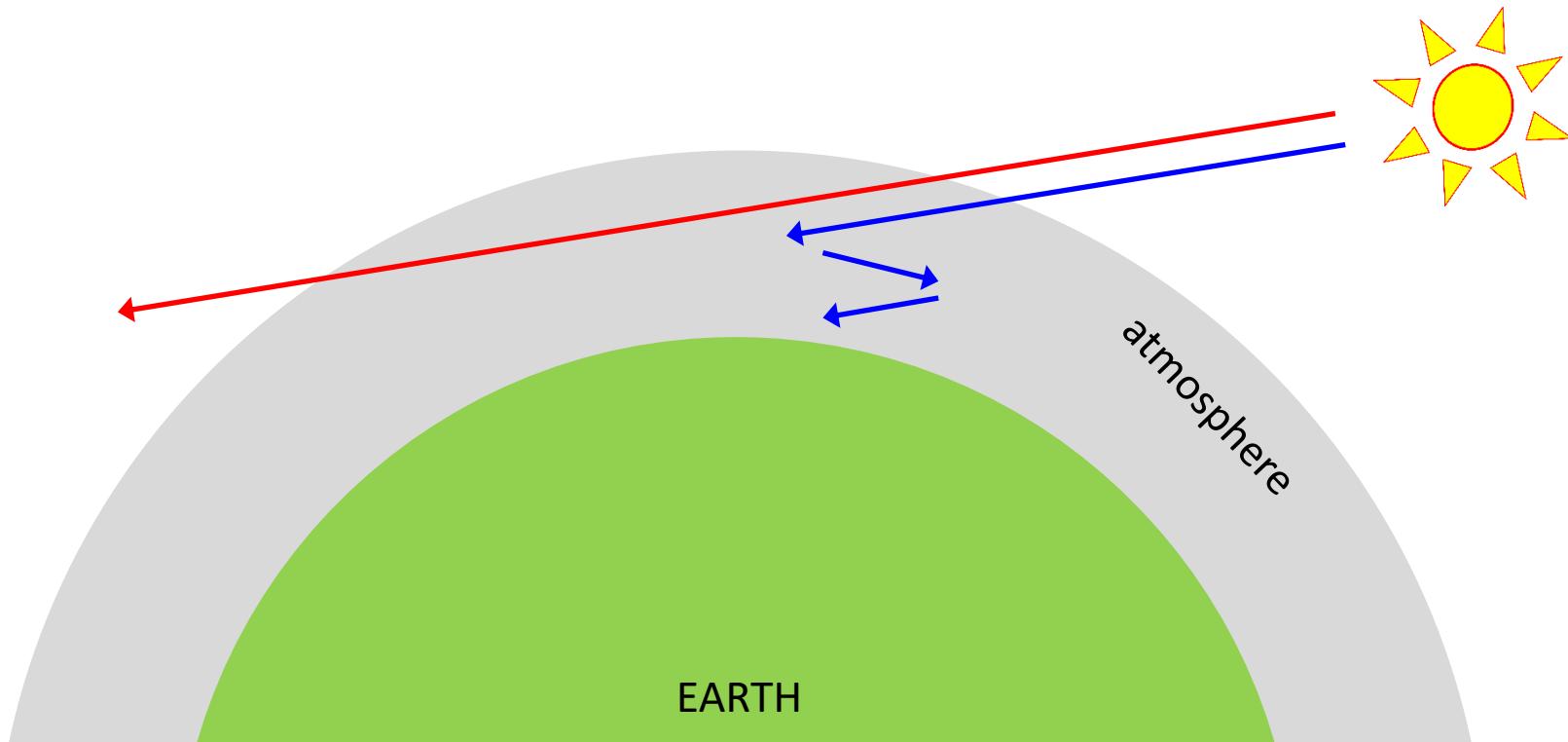
Rayleigh scattering: an atom behaves like a perfect electric dipole when excited by an EM wave.



Dipole Radiation Example #2

Blue Sky

Blue light scatters at a higher rate than **red light** → Sky looks blue.

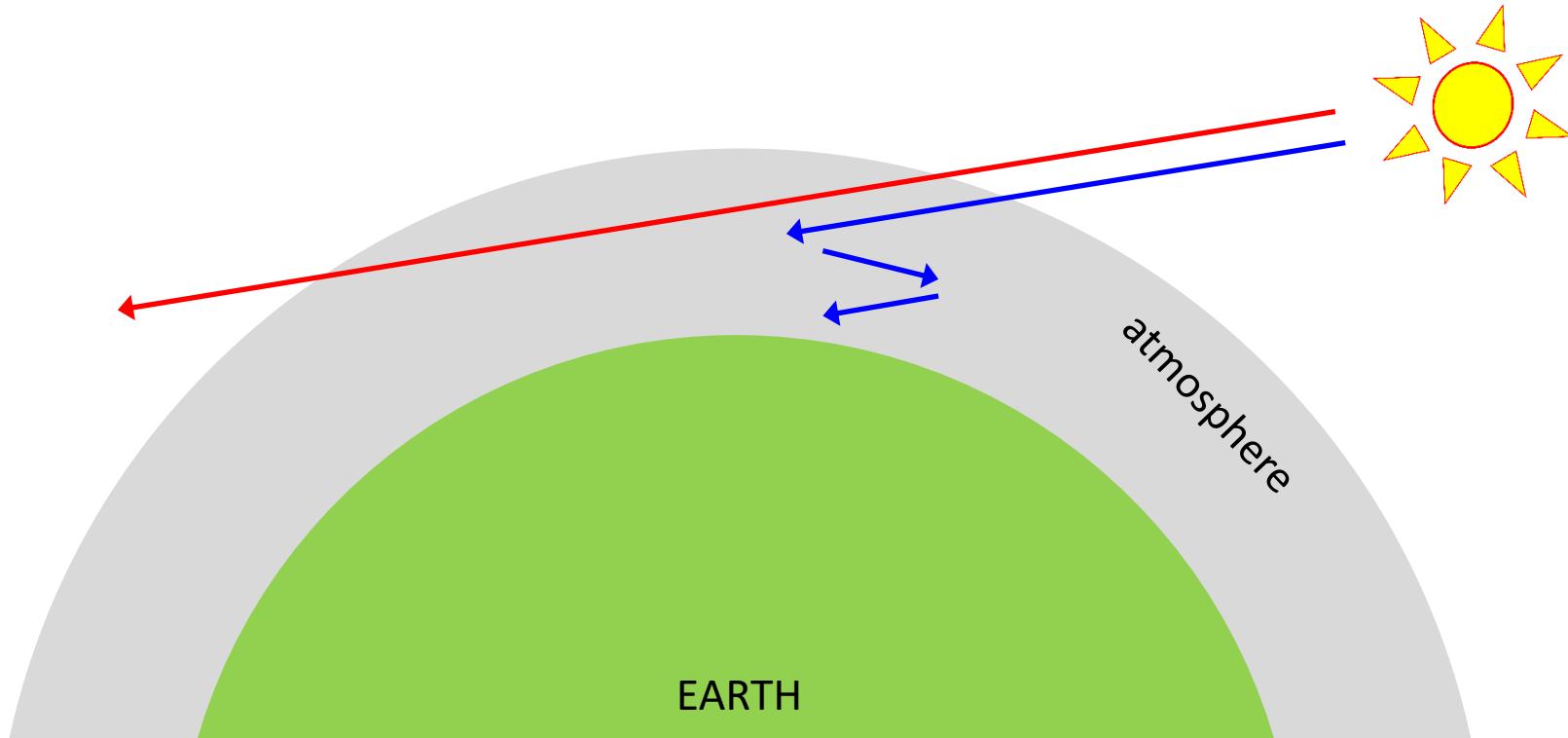


Dipole Radiation Example #2

Blue Sky

Blue light scatters at a higher rate than **red light** → Sky looks blue.

$$\text{Intensity} \propto f^4 \propto \frac{1}{\lambda^4}$$



Dipole Radiation Example #2

Blue Sky

Blue light scatters at a higher rate than **red light** → Sky looks blue.

$$\text{Intensity} \propto f^4 \propto \frac{1}{\lambda^4} \rightarrow \left. \begin{array}{l} \lambda_{\text{blue}} = 450 \text{ nm} \\ \lambda_{\text{red}} = 650 \text{ nm} \end{array} \right\} \frac{I_{\text{blue}}}{I_{\text{red}}} = \left(\frac{650}{450} \right)^4 \approx 4.3$$

