Quick notes on Light Propagation

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Let there be light

- Light is comprised of quanta, known as photons,
- Each carry energy E = hv, where h is Planck's constant and v is the frequency
- Frequency is related to wavelength via $\lambda v = c$, where c is the speed of light
- A light source will have an angular extent (described by solid angle Ω) and an energy distribution (known as the spectrum)
- Luminosity: energy per unit time released from a light source [W]
- Flux: energy per area and unit time some distance from a light source [Wm⁻²]
 F = L/(4πd²)
- Intensity (also known as Spectral Radiance): energy per unit time and unit solid angle and unit projected angle and unit wavelength [Wsr⁻¹m⁻²nm⁻¹] emitted by a light source or collected/reflected from a light source

Specific Radiative Intensity

- Uses the ray picture of light (vs wave picture):
 - Photons propagate along straight lines
 - Because we need to quantize continuous space somehow, each ray corresponds to a cone of light with a small solid angle $d\Omega$ about some direction
- Intensity about point P1: $I(P1) = dE/(\cos \theta_1 dA_1 d\Omega_1 d\lambda dt),$ where $\cos \theta_1 dA_1$ is the projected area. The differentials are meant to note a small slice in energy/time/angle/area.



Etendue (you too can be fancy and pronounce this properly: <u>https://www.youtube.com/watch?v=65nnLn26w7Y</u>)

- Geometric property of a light cone
 - Product of the source area and solid angle
 ...sort of how spread-out the light is
- Conserved in free space, meaning dG = dA cos θ dΩ is constant.
 Proof:
 - $d\Omega_{\Sigma} = (dS \cos \theta_S)/d^2$
 - $d\Omega_S = (d\Sigma \cos \theta_{\Sigma})/d^2$
 - $dG_S = dS \cos \theta_S d\Omega_S = dS \cos \theta_S (d\Sigma \cos \theta_\Sigma)/d^2$
 - $dG_{\Sigma} = d\Sigma \cos \theta_{\Sigma} d\Omega_{\Sigma} = d\Sigma \cos \theta_{\Sigma} (dS \cos \theta_{S})/d^{2} = dG_{S}$
- Why care? This means intensity is conserved from source to detector

