

Model: Static, local, piece-wise uniform, isotropic medium.
 (E.g., glass, air, but not too high ω).

$\Rightarrow \epsilon(\omega) = \text{F.T. of } \epsilon(t, t') = \epsilon(t-t')$

and $\vec{D}(\vec{x}, \omega) = \epsilon(\omega) \vec{E}(\vec{x}, \omega)$. also $\vec{B}(\vec{x}, \omega) = \mu(\omega) \vec{H}(\vec{x}, \omega)$

Write out source free Maxwell's eqns, all fields are fns. of (\vec{x}, ω) (they have been F.T.'d in time, e.g.

$$\vec{E}(\vec{x}, \omega) = \int_{-\infty}^{\infty} \frac{dt}{\sqrt{2\pi}} e^{i\omega t} \vec{E}(\vec{x}, t).$$

Note, $\frac{\partial}{\partial t} \rightarrow -i\omega$. $\rho = \vec{J} = 0$.

$$\nabla \cdot \vec{D} = \nabla \cdot (\epsilon \vec{E}) = 0$$

$$\nabla \cdot \vec{B} = \nabla \cdot (\mu \vec{H}) = 0.$$

$$\nabla \times \vec{E} = i\omega \vec{B} = i\omega \mu \vec{H}$$

$$\nabla \times \vec{H} = -i\omega \vec{D} = -i\omega \epsilon \vec{E}$$

Now ϵ depends on ω inside a given region. Can say it depends on \vec{x} at a boundary betw. regions, where it jumps. So inside a given region, ϵ indep. of \vec{x} and $[\nabla, \epsilon] = 0$. Sim $[\nabla, \mu] = 0$

So, $\nabla \cdot (\epsilon \vec{E}) = \epsilon \nabla \cdot \vec{E} = 0 \Rightarrow \nabla \cdot \vec{E} = 0$.

and, $\nabla \times (\nabla \times \vec{E}) = \nabla (\nabla \cdot \vec{E}) - \nabla^2 \vec{E} = i\omega \mu \nabla \times \vec{H} = \omega^2 \epsilon \mu \vec{E}$.

So, $\boxed{(\nabla^2 + \epsilon \mu \omega^2) \vec{E}(\vec{x}, \omega) = 0}$. Helmholtz equ.

Note, $\epsilon = \epsilon(\omega)$, $\mu = \mu(\omega)$ in general, and in general these are complex

Define $n(\omega)^2 = \frac{\epsilon(\omega)\mu(\omega)}{\epsilon_0\mu_0} = c^2 \epsilon(\omega)\mu(\omega).$

$n(\omega) =$ index of refraction. Note it may be complex too.

So can write Helmholtz equ in form,

$$\left[\nabla^2 + \frac{n(\omega)^2 \omega^2}{c^2} \right] \vec{E}(\vec{x}, \omega) = 0.$$

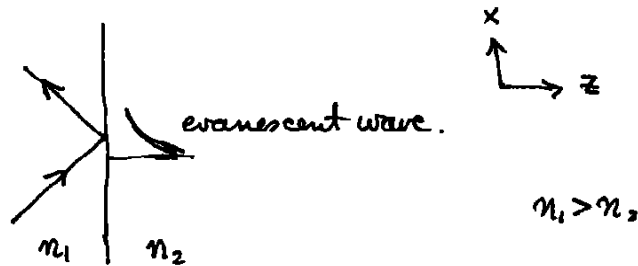
Helmholtz equ. possesses plane wave solutions,

$$\vec{E}(\vec{x}, \omega) = \vec{E}_0 e^{i\vec{k} \cdot \vec{x}}$$

\vec{E}_0 is a (generally complex) amplitude. Plugging in we find

$$k^2 = \vec{k} \cdot \vec{k} = \frac{n^2 \omega^2}{c^2}.$$

Note, if $n(\omega)$ complex then \vec{k} must be complex; but \vec{k} may be complex even if $n(\omega)$ is real. For example, in total internal reflection,



In less dense medium, if $\vec{k} = k_x \hat{x} + i k_z \hat{z}$, $k_z = \text{real}, > 0$

also, $\nabla \cdot \vec{E} = 0 \Rightarrow$
 $\vec{k} \cdot \vec{E}_0 = 0$
 $\vec{k} \perp \vec{E}_0.$

$$k^2 = k_x^2 - k_z^2 = \frac{n^2 \omega^2}{c^2}.$$

$$e^{i(k_x \hat{x} + i k_z \hat{z}) \cdot \vec{x}} = e^{i k_x x} e^{-k_z z}$$

Complex \vec{k} normally not allowed in ∞ medium (it blows up exponentially in some direction).

General solution of Helmholtz eqn at fixed ω is a linear combination of solutions of form $\vec{E}_0 e^{i(\vec{k}\cdot\vec{x})}$

(an integral actually) taken over all \vec{k} that satisfy $k^2 = n^2\omega^2/c^2$ (allowed by bdy cond's). including complex \vec{k} 's, if applicable. General solution of any kind (not restricting ω) is then a linear combination over ω . But must require $\vec{E}(\vec{x}, \omega) = \vec{E}(\vec{x}, -\omega)^*$ so that $\vec{E}(\vec{x}, t) = \text{real}$.

alternatively, if you are only interest in particular solutions of fixed ω , multiply soln of Helmholtz eqn by $e^{-i\omega t}$ and take Re part.

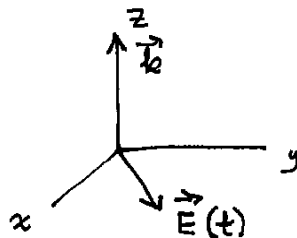
For a plane wave soln, $\vec{E}(\vec{x}, \omega) = \vec{E}_0 e^{i\vec{k}\cdot\vec{x}}$, get \vec{B} from Faraday's law,

$$\begin{aligned}\vec{B} &= -\frac{i}{\omega} \nabla \times \vec{E} = \frac{1}{\omega} \vec{k} \times \vec{E}_0 e^{i\vec{k}\cdot\vec{x}} \\ &= \vec{B}_0 e^{i\vec{k}\cdot\vec{x}}\end{aligned}$$

$$\text{where } \vec{B}_0 = \frac{1}{\omega} \vec{k} \times \vec{E}_0.$$

Now polarization of light.

In the following we consider a plane, electromagnetic wave propagating in the z -direction, with definite frequency ω . It can be either in a medium or in vacuum, but if in a medium we will assume $n = \text{real}$.



Then $\vec{k} = k\hat{z}$, \vec{E} eval. at $z=0$ lies in the x - y plane.

First suppose \vec{E} is in x -direction. Then most general form for \vec{E} is

$$\vec{E}(\vec{x}, t) = \hat{x} A_x \cos(kz - \omega t + \alpha_x)$$

where $A_x \geq 0$ is a real amplitude and α_x is a phase. At optical frequencies it is difficult to measure α_x , since it's the same as knowledge of origin of time ($t=0$ of the clock) to within an optical period $2\pi/\omega \sim 10^{-15}$ sec. Involves phase info about the wave.

Write this as

$$\vec{E}(\vec{x}, t) = \hat{x} A_x \operatorname{Re} \left(e^{i(kz - \omega t)} \right)$$

where $a_x = A_x e^{i\alpha_x} =$ complex amplitude.

Notice, complex wave has same information in it as real wave.

Similarly, the most gen. form of wave with \vec{E} in y -direc. is

$$\operatorname{Re} \left(\hat{y} a_y e^{i(kz - \omega t)} \right).$$

So most general EM wave of freq. ω propagating in z -direc is

$$\vec{E}(\vec{x}, t) = \operatorname{Re} \left[\vec{a} e^{i(kz - \omega t)} \right] = \text{lin. comb. of 2 waves above.}$$

where $\vec{a} = \begin{pmatrix} a_x \\ a_y \end{pmatrix}$ is the complex amplitude vector.

There are 4 parameters in specifying such a wave.

Examples: $\vec{a} = E_0 \begin{pmatrix} 1 \\ 0 \end{pmatrix}$, $E_0 = \text{real}, > 0$ linear polarization in x -direc.

$\vec{a} = E_0 \begin{pmatrix} 0 \\ 1 \end{pmatrix}$, lin. polariz. in y -direc.

Called linear because $\vec{E}(z=0, t)$ traces out a straight line.

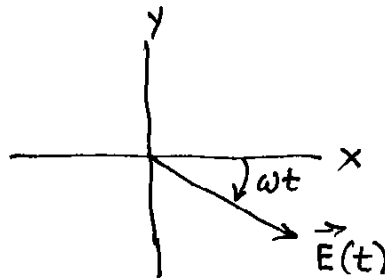
Example: $\vec{a} = E_0 \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ -i \end{pmatrix}$, $E_0 > 0$ real.

Then $E_x = \frac{E_0}{\sqrt{2}} \cos(kz - \omega t)$ } $-i = e^{-i\pi/2}$
 $E_y(\vec{r}, t) = \frac{E_0}{\sqrt{2}} \cos(kz - \omega t - \pi/2)$ } eval at $z=0$.

$$E_x = \frac{E_0}{\sqrt{2}} \cos \omega t$$

$$E_y = \frac{E_0}{\sqrt{2}} \cos(\omega t + \pi/2) = -\frac{E_0}{\sqrt{2}} \sin \omega t.$$

In x - y plane:
look at \vec{E} as fu. of t .



\vec{E} rotates in circle clockwise. This is Right Circularly Polarized light.
(RCP)

Sim., if $\vec{a} = \frac{E_0}{\sqrt{2}} \begin{pmatrix} 1 \\ +i \end{pmatrix}$ we get L.C.P. light.

In particle physics talk about helicity, $\vec{S} \cdot \hat{p}$ projection of spin onto direction of motion. Then:

$$\left. \begin{array}{l} \text{RCP} = \text{helicity } -1 \\ \text{LCP} = \text{helicity } +1 \end{array} \right\}$$

Types of measurement you can do on light wave:

1. Phase. Requires knowing $\vec{E}(t)$ on time scale of $2\pi/\omega$. Difficult to do at high ω .
2. Intensity Easy to do at any ω . Intensity is proportional to $|\vec{E}(\vec{x}, t)|^2$. at high ω , you normally measure only average intensity (averaged over oscillations, that is, time-averaged on scale $\frac{2\pi}{\omega}$).

In the following we will look at intensity measurements only. Then overall phase of wave cannot be measured, $\vec{a} \rightarrow e^{i\phi} \vec{a}$, can't measure ϕ .

Total intensity of wave,

$$\vec{E}(\vec{x}, t) = \text{Re} [\vec{a} e^{i(kz - \omega t)}]$$

pol. in x same as pol. in -x

measured at fixed \vec{x} (say $\vec{x}=0$), is proportional to $|\vec{a}|^2 = |a_x|^2 + |a_y|^2$.

Define a 2-component "spinor" $|\chi\rangle = \begin{pmatrix} a_x \\ a_y \end{pmatrix}$. Intensity = $\langle \chi | \chi \rangle$

~~intensity~~ $|\chi\rangle \rightarrow e^{i\phi} |\chi\rangle$ shift in origin of time

Now can measure intensity of x or y components by using ~~filter~~ linear polarizers.



piece of material, passes light polarized in one direc. only.

You can rotate it in any direction.

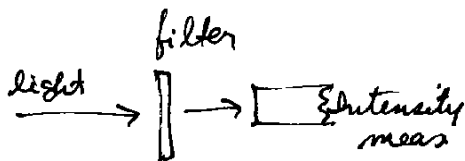
In x-direc., input $\vec{a} = \begin{pmatrix} a_x \\ a_y \end{pmatrix}$, output $\vec{a} = \begin{pmatrix} a_x \\ 0 \end{pmatrix}$.

Equiv. to projection operator,

$$P_x = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$$

Sim, in y-direc.,

$$P_y = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}$$



Intensity if you filter in x or y is

$$\langle \chi | P_x | \chi \rangle \text{ or } \langle \chi | P_y | \chi \rangle$$