

**Example 2:**

A light beam travels at  $1.94 \times 10^8 \text{ m s}^{-1}$  in quartz. The wavelength of the light in quartz is 355 nm.

- Find the index of refraction of quartz at this wavelength.
- If this same light travels through air, what is its wavelength there?  
(Given the speed of light in vacuum,  $c = 3.00 \times 10^8 \text{ m s}^{-1}$ )

No. 33.3, pg. 1278, University Physics with Modern Physics, 11th edition, Young & Freedman.

Solution:  $v = 1.94 \times 10^8 \text{ m s}^{-1}$ ,  $\lambda = 355 \times 10^{-9} \text{ m}$

- By applying the equation of absolute refractive index, hence

$$n = \frac{c}{v}$$

$$n = 1.55$$

- By using the equation below, thus

$$n = \frac{\lambda_0}{\lambda}$$

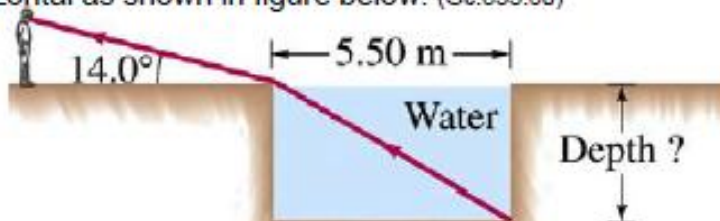
$$\lambda_0 = n\lambda$$

$$\lambda_0 = 5.50 \times 10^{-7} \text{ m @ } 550 \text{ nm}$$

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**Example 3 : (H.W)**

We wish to determine the depth of a swimming pool filled with water by measuring the width ( $x = 5.50 \text{ m}$ ) and then noting that the bottom edge of the pool is just visible at an angle of  $14.0^\circ$  above the horizontal as shown in figure below. (Gc.835.60)

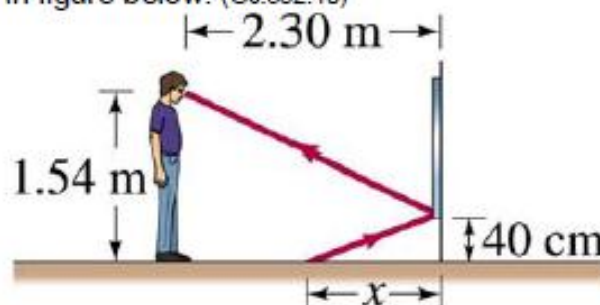


Calculate the depth of the pool. (Given  $n_{\text{water}} = 1.33$  and  $n_{\text{air}} = 1.00$ )

Ans. : 5.16 m

**Example 4 : (H.W)**

A person whose eyes are 1.54 m above the floor stands 2.30 m in front of a vertical plane mirror whose bottom edge is 40 cm above the floor as shown in figure below. (Gc.832.10)



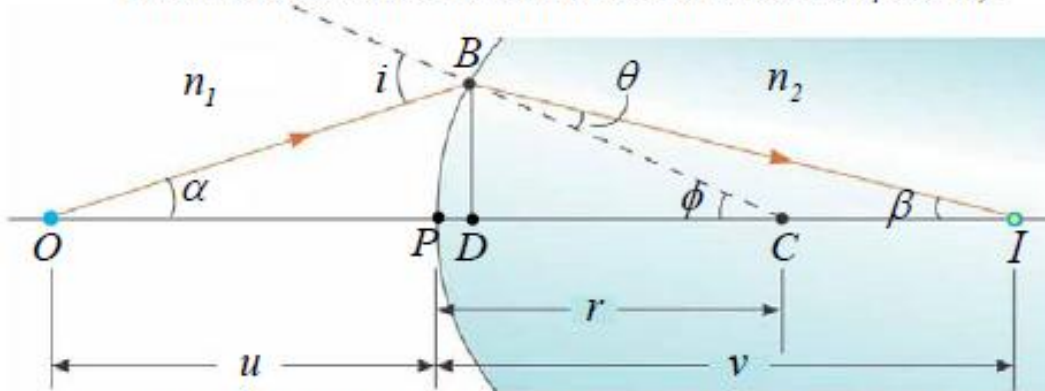
Find x.

Ans. : 0.81 m

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## 1.2. Refraction of Spherical Surfaces

- Figure below shows a spherical surface with radius,  $r$  forms an interface between two media with refractive indices  $n_1$  and  $n_2$ .



- The surface forms an image  $I$  of a point object  $O$  as shown in figure above.
- The incident ray  $OB$  making an angle  $i$  with the normal and is refracted to ray  $BI$  making an angle  $\theta$  where  $n_1 < n_2$ .
- Point  $C$  is the centre of curvature of the spherical surface and  $BC$  is normal.

- From the figure,

$$\triangle BOC \Rightarrow i = \alpha + \phi \text{ -----(1)}$$

$$\triangle BIC \Rightarrow \begin{aligned} \phi &= \beta + \theta \\ \theta &= \phi - \beta \text{ -----(2)} \end{aligned}$$

- From the Snell's law

$$n_1 \sin i = n_2 \sin \theta$$

By using  $\triangle BOD$ ,  $\triangle BCD$  and  $\triangle BID$  thus

$$\tan \alpha = \frac{BD}{OD}; \tan \phi = \frac{BD}{CD}; \tan \beta = \frac{BD}{ID}$$

By considering point  $B$  very close to the pole  $P$ , hence

$$\sin i \approx i; \sin \theta \approx \theta; \tan \alpha \approx \alpha; \tan \phi \approx \phi; \tan \beta \approx \beta$$

$$OD \approx OP = u; CD \approx CP = r; ID \approx IP = v$$

then Snell's law can be written as

$$n_1 i = n_2 \theta \text{ -----(3)}$$

- By substituting eq. (1) and (2) into eq. (3), thus

$$n_1(\alpha + \phi) = n_2(\phi - \beta)$$

$$n_1\alpha + n_2\beta = (n_2 - n_1)\phi$$

then

$$n_1 \left( \frac{BD}{u} \right) + n_2 \left( \frac{BD}{v} \right) = (n_2 - n_1) \left( \frac{BD}{r} \right)$$

$$\frac{n_1}{u} + \frac{n_2}{v} = \frac{(n_2 - n_1)}{r} \quad \text{Equation of spherical refracting surface}$$

where

$v$  : image distance from pole

$u$  : object distance from pole

$n_1$  : refractive index of medium 1

(Medium containing the incident ray)

$n_2$  : refractive index of medium 2

(Medium containing the refracted ray)

o Note :

- If the refraction surface is **flat (plane)** :

$$r = \infty \text{ then } \frac{n_1}{u} + \frac{n_2}{v} = 0$$

- The equation (formula) of linear magnification for refraction by the spherical surface is given by

$$M = \frac{h_i}{h_o} = -\frac{n_1 v}{n_2 u}$$

- Sign convention for **refraction** :

Physical Quantity	Positive sign (+)	Negative sign (-)
<i>Object distance, <math>u</math></i>	<b>Real object</b> (in front of the refracting surface)	<b>Virtual object</b> (at the back of the refracting surface)
<i>Image distance, <math>v</math></i>	<b>Real image</b> (opposite side of the object)	<b>Virtual image</b> (same side of the object)
<i>Focal length, <math>f</math></i>	<b>Convex surface</b>	<b>Concave surface</b>
<i>Radius of curvature, <math>r</math></i>	<b>Convex surface</b>	<b>Concave surface</b>
<i>Linear magnification, <math>M</math></i>	<b>Upright (erect) image</b>	<b>Inverted image</b>