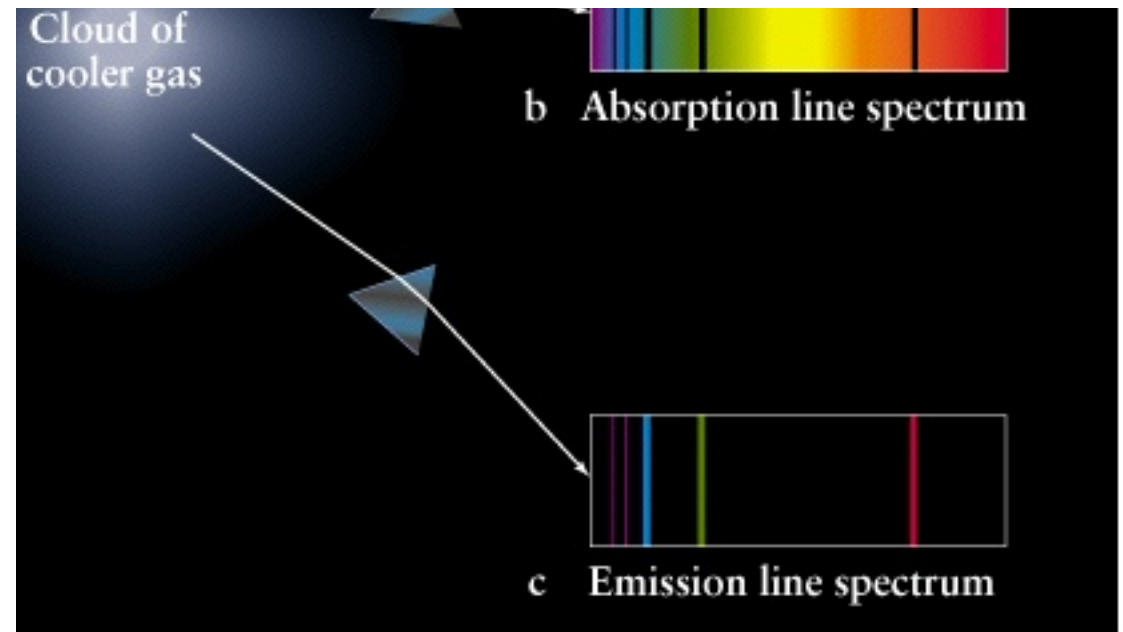
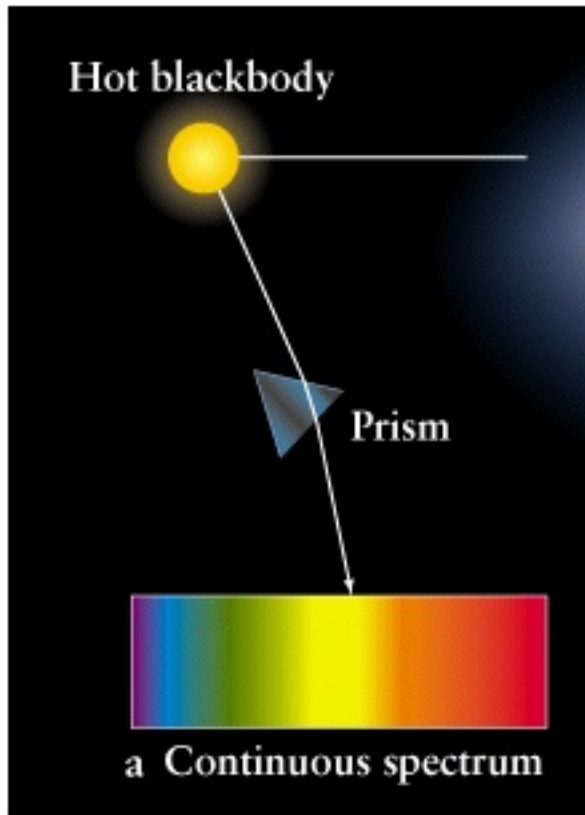


# Light Demonstration

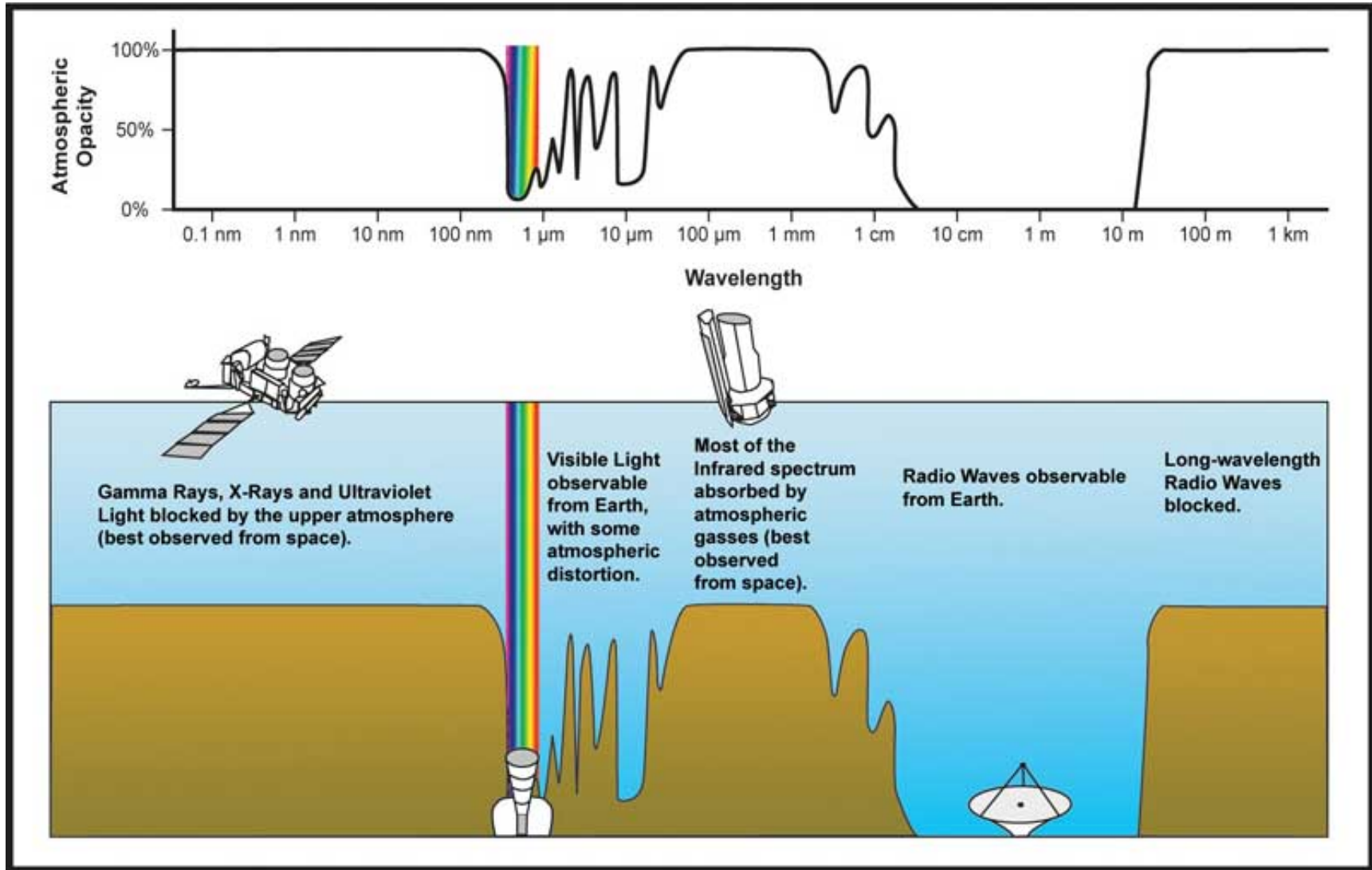
- In our class demo, will use diffraction grating glasses instead of prisms...



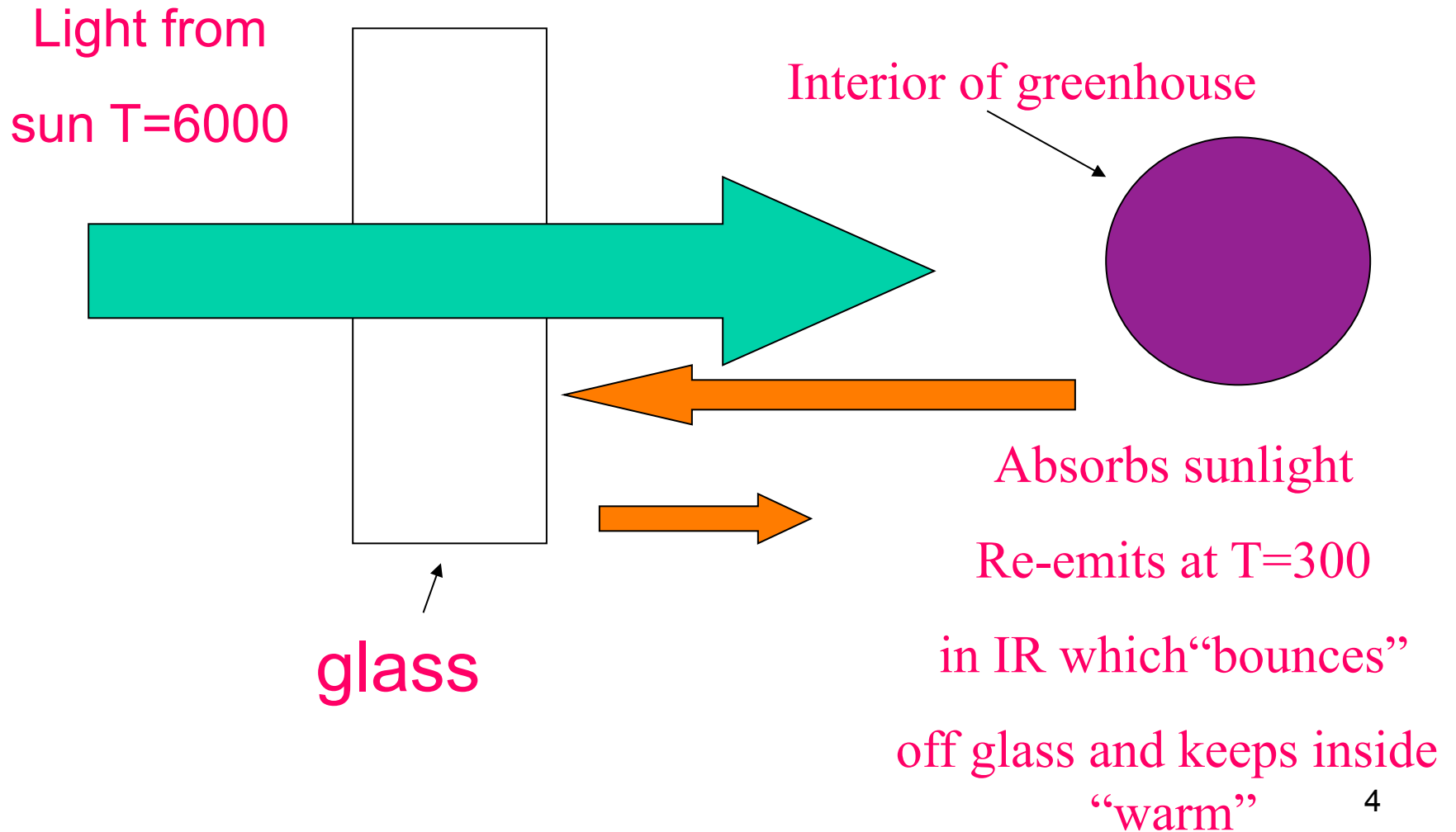
# Absorption of Light

- “Clear” → doesn’t absorb
- “Opaque” → absorbs
- Depends on frequency. Glass is clear in the visible but opaque in the infrared. Can cause **greenhouse effect**.
- Microwave ovens work by operating at a frequency near a water absorption line
- Atmosphere only clear in visible, radio, and part of infrared

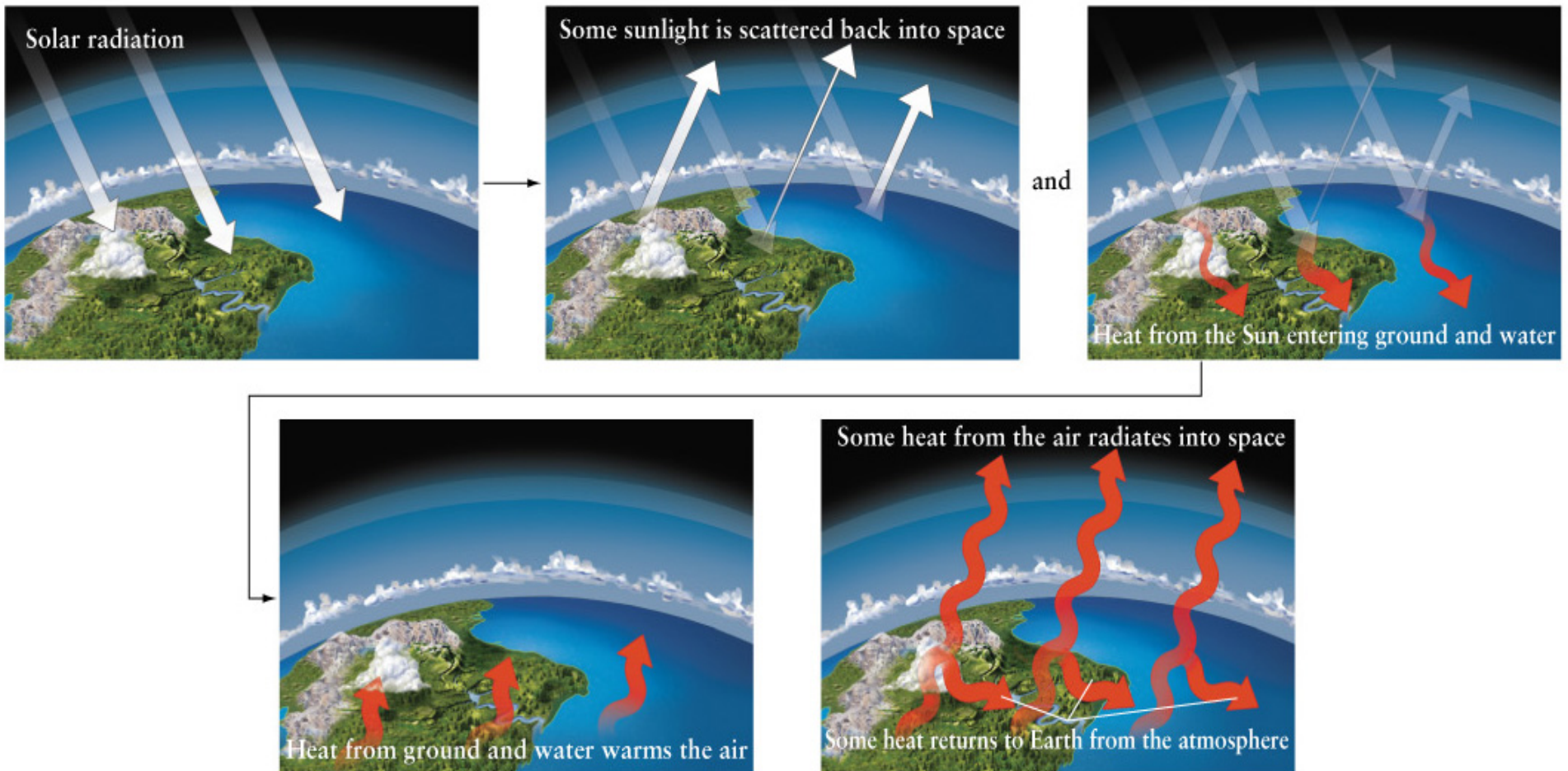
# Absorption of Light in Atmosphere



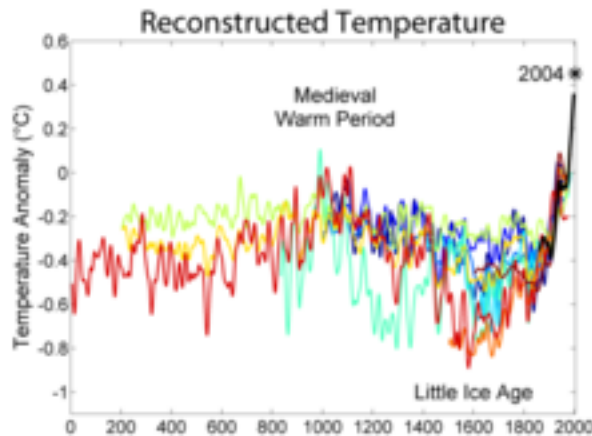
# Greenhouse Effect



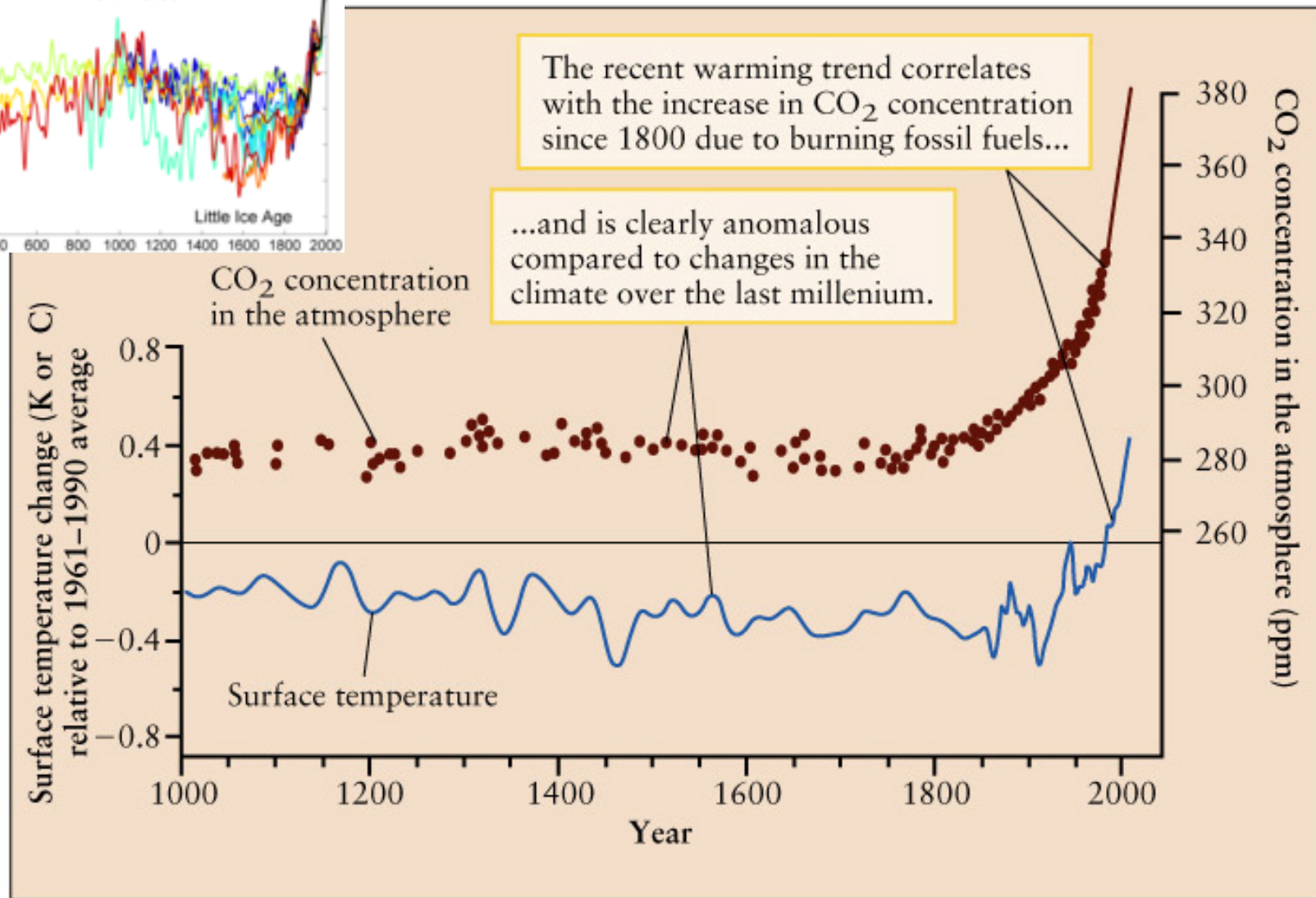
# Greenhouse effect in Earth's Atmosphere



# Greenhouse effect in Earth's Atmosphere



Climate proxy methods with instrumental temp. record



# Greenhouse Effect in Earth's Atmosphere

- Primary “greenhouse gas” in atmosphere is water vapor
- Its presence helps to keep Earth's average temperature above freezing
- Water's absorption frequencies depend mostly on the mass of Hydrogen
- Carbon Dioxide absorption frequencies depend on the masses of C and O → different than water and so “fill in” parts of the spectrum and so add to the absorption in the Infrared

# Greenhouse Effect countered by clouds?

- Clouds reflect light/heat – more warming produces more clouds? (major “systematic” uncertainty) – related to the “nuclear winter” scenarios earlier...
- Centuries past there has been a close correlation between global temperatures and solar activity.. But small (hundredths of degree)

Cosmic rays are deflected by solar activity (magnetic fields) – they may be able to seed clouds - CLOUD experiment at CERN – no evidence so far...





# Brightness $\rightarrow$ Luminosity $\rightarrow$ Magnitude

**Absolute:**  
intrinsic brightness

Ex. 25W vs 100W light bulb



30 m away

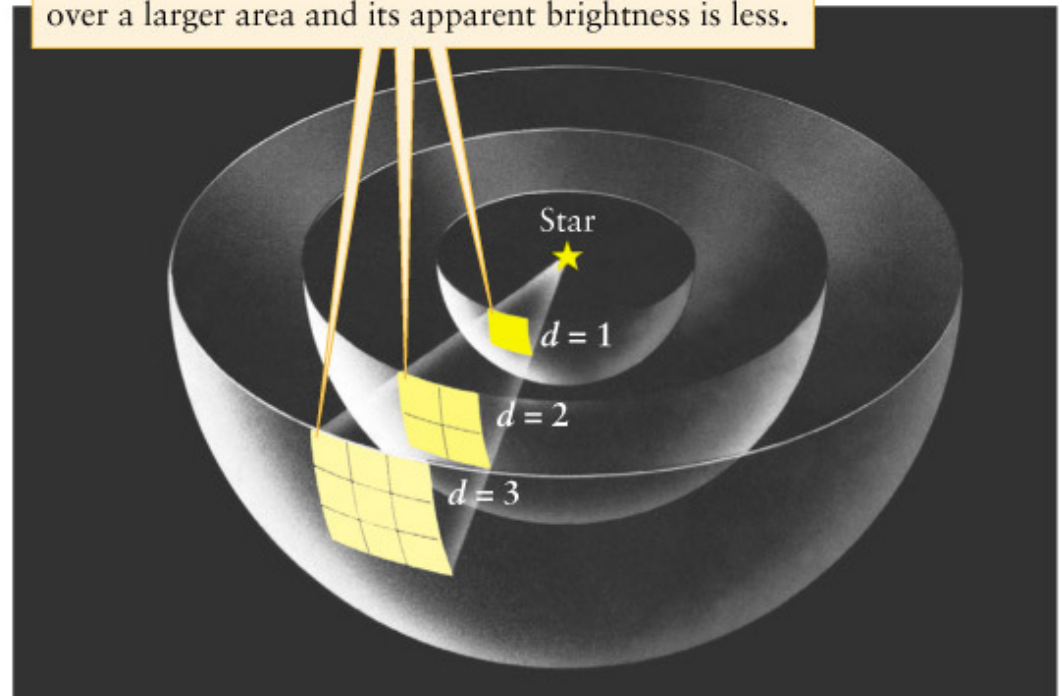


20 m away



10 m away

With greater distance from the star, its light is spread over a larger area and its apparent brightness is less.



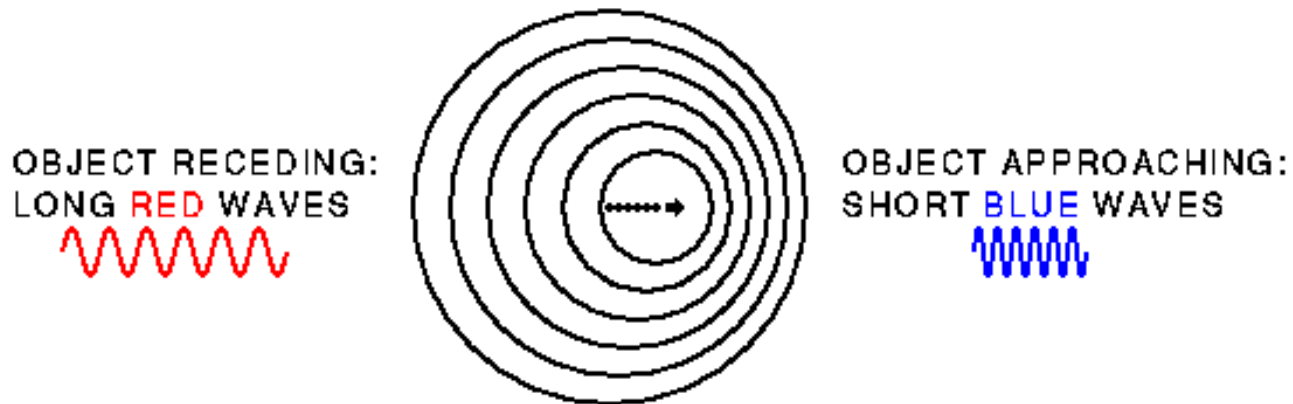
**Apparent:**  
observed brightness

depends on absolute brightness and  
how far away you are

# Doppler Shift

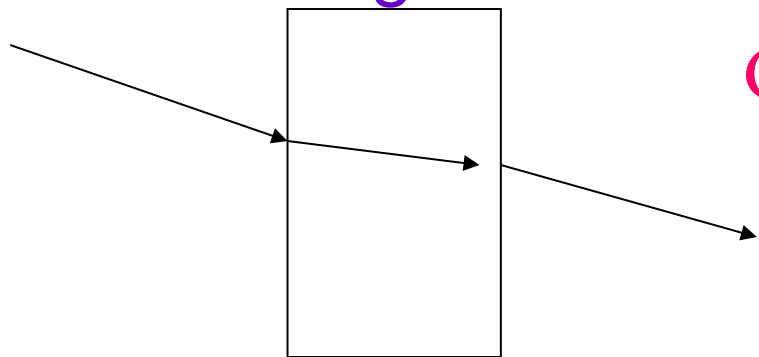
Change in frequency of light due to relative motion of the source to the observer

- Red Shift - changes to lower frequency if source is moving away from observer
- Blue Shift - changes to higher frequency if source is moving towards observer
- Easy to measure even if object very far away



# Lenses, Mirrors, Telescopes

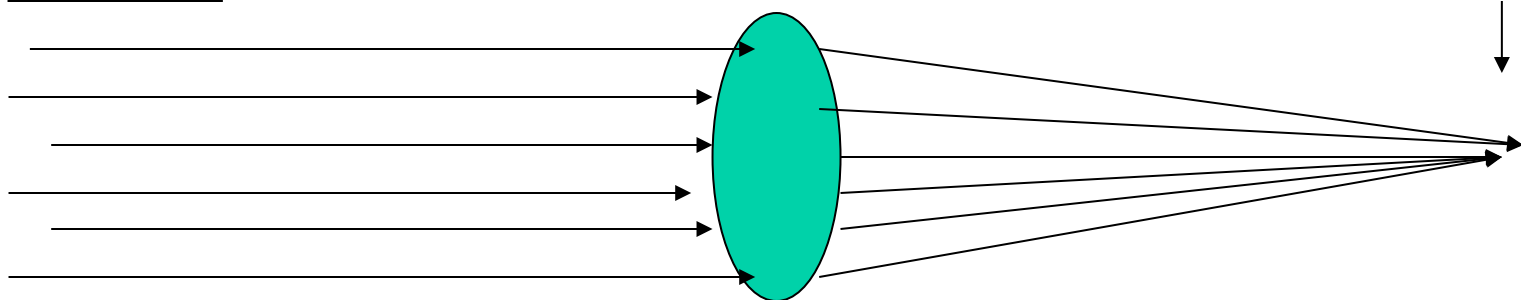
- Refraction: light is bent at the surface between two media
- spherical (parabolic) surfaces can focus light-collect over large area and gather to small
- bend angle varies with color/frequency



Glass will “bend” light

Focal point changes with color

Convex lens and focal point



# Reflecting Mirrors

Most big telescopes made from mirrors

- Easier to make (especially if large up to 10 m). Only one “good” surface needed
- Same focal point for all frequencies
- Can make out of many (1000s) of small elements which can be computer controlled to adjust focal point (improves resolution)

