

10 — Radiation & Matter [*Revision : 1.3*]

- Specific intensity is constant along ray through empty space
- However, matter **interacts** with radiation to change I_λ
- Three principal processes:
 - **Absorption:** photon is destroyed, energy goes into excitation/kinetic energy of matter
 - **Emission:** photon is created, energy comes from excitation/kinetic energy of matter
 - **Scattering:** photon's direction, and possibly wavelength, is changed by 'collision' with matter
- Cross section
 - Consider photon beam of cross-section dA , impinging on black (completely-absorbing) object with cross-section σ . Fraction of photons absorbed is σ/dA
 - Probability that any individual photon absorbed is

$$P = \frac{\sigma}{dA}$$

- Apply similar reasoning to atomic-scale absorbers & scatterers: probability that individual photon interacts (absorb or scatter) is same, but σ is now the **interaction cross section** (units of area)
- Mean free path
 - Consider photons travelling through slab with face area dA and (infinitesimal) thickness ds , containing N particles
 - Probability that individual photon interacts is

$$P = N \frac{\sigma}{dA} = n\sigma ds$$

where $n \equiv N/(dA ds)$ is number of particles per unit volume

- Important result: probability of interaction per unit length is $P/ds = n\sigma$.
- If beam contains N_p photons when it enters the slab, then on exiting PN_p will have interacted; number remaining in beam is

$$N_p(s + ds) = N_p(s) - PN_p(s) = N_p(s)(1 - P)$$

where s is location where photons enter slab

- Rearranging:

$$N_p(s + ds) - N_p(s) = -N_p(s)P = -N_p(s)n\sigma ds$$

- In limit $ds \rightarrow 0$:

$$\frac{N_p(s + ds) - N_p(s)}{ds} = \frac{dN_p}{ds} = -N_p n\sigma$$

(**photon transport equation**)

- Solving:

$$N_p(s) = N_{p,0} e^{-n\sigma s}$$

where $N_{p,0}$ is constant of integration

- Corollary: probability that photon travels macroscopic distance s without interaction:

$$Q(s) = \frac{N_p(s)}{N_{p,0}} = e^{-n\sigma s}$$

- Also, probability that an interaction takes place in the interval $(s, s + ds)$ is probability photon travels distance s *without* interaction (see above), times probability it interacts in subsequent ds :

$$P(s)ds = Q(s)n\sigma ds = n\sigma e^{-n\sigma s} ds$$

- Most probable distance before interaction:

$$\langle s \rangle = \int_0^\infty n\sigma s e^{-n\sigma s} ds = \frac{1}{n\sigma};$$

This is the **mean free path** of photons

- Opacity

- For medium of density ρ , number density n is

$$n = \frac{\rho}{\mu}$$

where μ is **mean molecular weight**

- For absorption processes, solution of transport equation above can also be written

$$N_p(s) = N_{p,0} e^{-\kappa \rho s}$$

where κ is the **opacity**.

- Same for scattering processes, but different symbol typically used for opacity (often $\tilde{\sigma}$, which is confusing!)
- Can also write

$$N_p(s) = N_{p,0} e^{-\tau(s)}$$

where $\tau \equiv \kappa \rho s$ is **optical thickness**.

- **Optically thin:** $\tau \ll 1$:

$$N_p(s) \approx N_{p,0} (1 - \tau)$$

(varies linearly with τ)

- **Optically thick:** $\tau \gg 1$

- Optical depth $\tau = 1$ equivalent to one mean free path:

$$\kappa \rho s = 1 \longleftrightarrow s = \frac{1}{\kappa \rho} = \langle s \rangle$$

- So far, analysis for uniform (constant ρ , κ) slab. For non-uniform medium, define

$$d\tau = \kappa(s)\rho(s)ds$$

so that

$$\tau = \int \kappa(s)\rho(s)ds$$

Same formulae then apply, e.g.

$$N_p(s) = N_{p,0} e^{-\tau(s)}$$

- In language of specific intensity, above equations become

$$I(s) = I_0 e^{-\tau(s)}$$

- Since κ generally depends on wavelength, more-general form is

$$I_\lambda(s) = I_{\lambda,0} e^{-\tau_\lambda(s)}$$

where

$$\tau = \int \kappa(s) \rho(s) ds$$

and κ_λ is **monochromatic opacity**

- Emissivity

- Consider radiation travelling through same slab with (infinitesimal) thickness ds
- Change in specific intensity traveling through slab is

$$dI_\lambda = j_\lambda ds$$

where j_λ is **emissivity**: amount of radiation emitted per second, per unit wavelength interval, per unit volume, per unit solid angle, in certain direction.