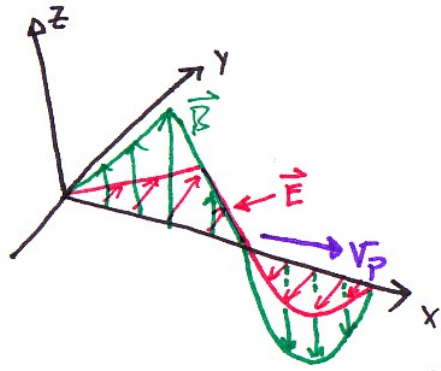


Plane waves + MEQ + vacuum

$$\boxed{E = cB}$$



The superposition principle for traveling waves

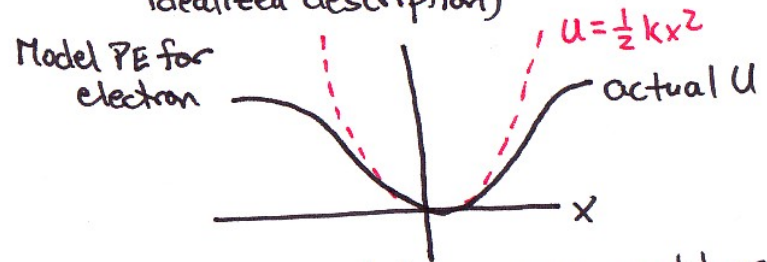
The wave eqn is a linear DEQ  $\Rightarrow$  can superpose multiple solns. For example:



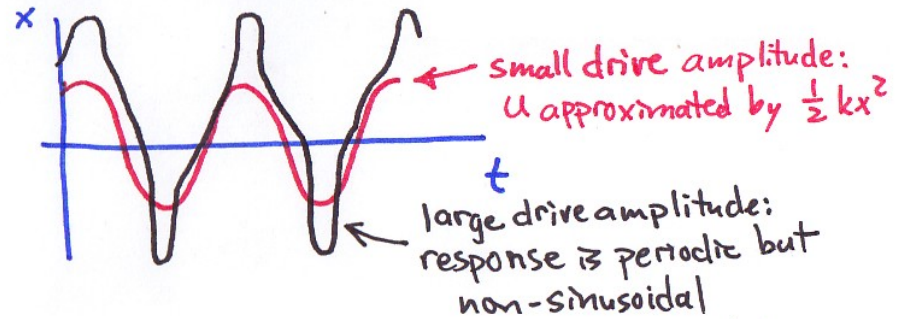
Non-linear waves

For waves travelling in a medium, at very high amplitudes the DEQs become non-linear  $\Rightarrow$  no longer get simple superposition

example: frequency-doubling crystal (highly idealized description)

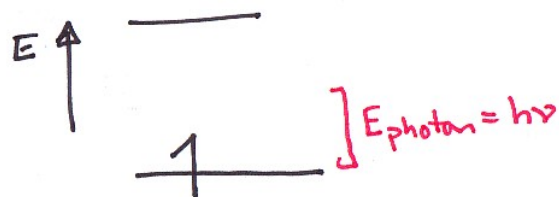


Excite with sinusoidal em wave, model as harmonic oscillator



Can Fourier synthesize the non-sinusoidal response by summing responses at  $\omega, 2\omega, 3\omega, \dots$   
 $\Rightarrow$  electron radiates at  $\omega, 2\omega, 3\omega, \dots$   
 $\Rightarrow$  Get some photons out at  $2\omega!$

Another example of non-linear waves: two-photon absorption



Irradiate molecule with photons of half the required energy. If intensity is extremely high, can essentially absorb two photons at once & cause the electron to jump to the higher level.

Can localize where the intensity is high enough by the intersection of two laser beams or by the "focussing" effect of a sharp metal tip.

The Poynting vector

$\vec{S} = \frac{1}{\mu_0} \vec{E} \times \vec{B}$  points in the direction of propagation

Section 9.10  $\rightarrow |\vec{S}| = \text{intensity}$

Traveling sinusoidal waves

$\rightarrow y = A \sin [k(x - v_p t)] = A \sin (kx - \omega t)$

phase velocity  $\vec{v}_p = \frac{\omega}{k}$  conventional way to write