

Q 1). A non monochromatic light has red and blue components, such that,  $n_b = 2n_r$  (per sec).

Assume 10% Quantum efficiency of metal surface.

What would be the saturation photoelectric current ?

- (A)  $n_r$       (B)  $0.2n_r$       (C)  $0.3n_r$       (D)  $3n_r$

$$\eta = \frac{n_e}{n_p} \times 100$$

$$10 = \frac{n_e}{3n_r} \times 100$$

$$n_e = 0.3n_r$$

Q 2). In the above case, what should be the stopping potential ?

(A)  $\frac{hc}{\lambda_b} - \phi$

~~(B)~~  $\frac{hc}{\lambda_b e} - \frac{\phi}{e}$

(C)  $\frac{hc}{\lambda_r e} - \frac{\phi}{e}$

(D)  $\frac{hc}{(\lambda_b + \lambda_r)e} - \frac{\phi}{e}$

$$n_b = 2n_\gamma$$

Q 3). Above source is kept at a distance of 5m from metal surface what would be the saturation current?

(A)  $\frac{0.3n_r}{100\pi} A$   $N_p = \phi_p A$

(B)  $\frac{n_r}{\pi} A$

$$\eta_e = \frac{3n_\gamma}{100\pi} \times 0.1 \times A$$

(C)  $\frac{n_r}{50\pi} A$

(D)  $\frac{0.3n_r}{25\pi} A$

$$\phi_p = \left[ \frac{2n_\gamma}{4\pi(5)^2} + \frac{n_\gamma}{4\pi(5)^2} \right]$$

$n_e = 0.3n_\gamma \frac{1}{100\pi} \times A$

$$\eta = 10\%$$

$$N_p = I \times A$$

$$N_p = \frac{P}{4\pi(5)^2} \times \frac{A}{hc}$$

$$= N_{p1} + N_{p2}$$

$$\left[ \frac{2n_\gamma}{4\pi(5)^2} \right] \left[ \frac{n_\gamma}{4\pi(5)^2} \right]$$

Find radiation force on a perfectly reflecting sphere if intensity of light is  $I_0$ .

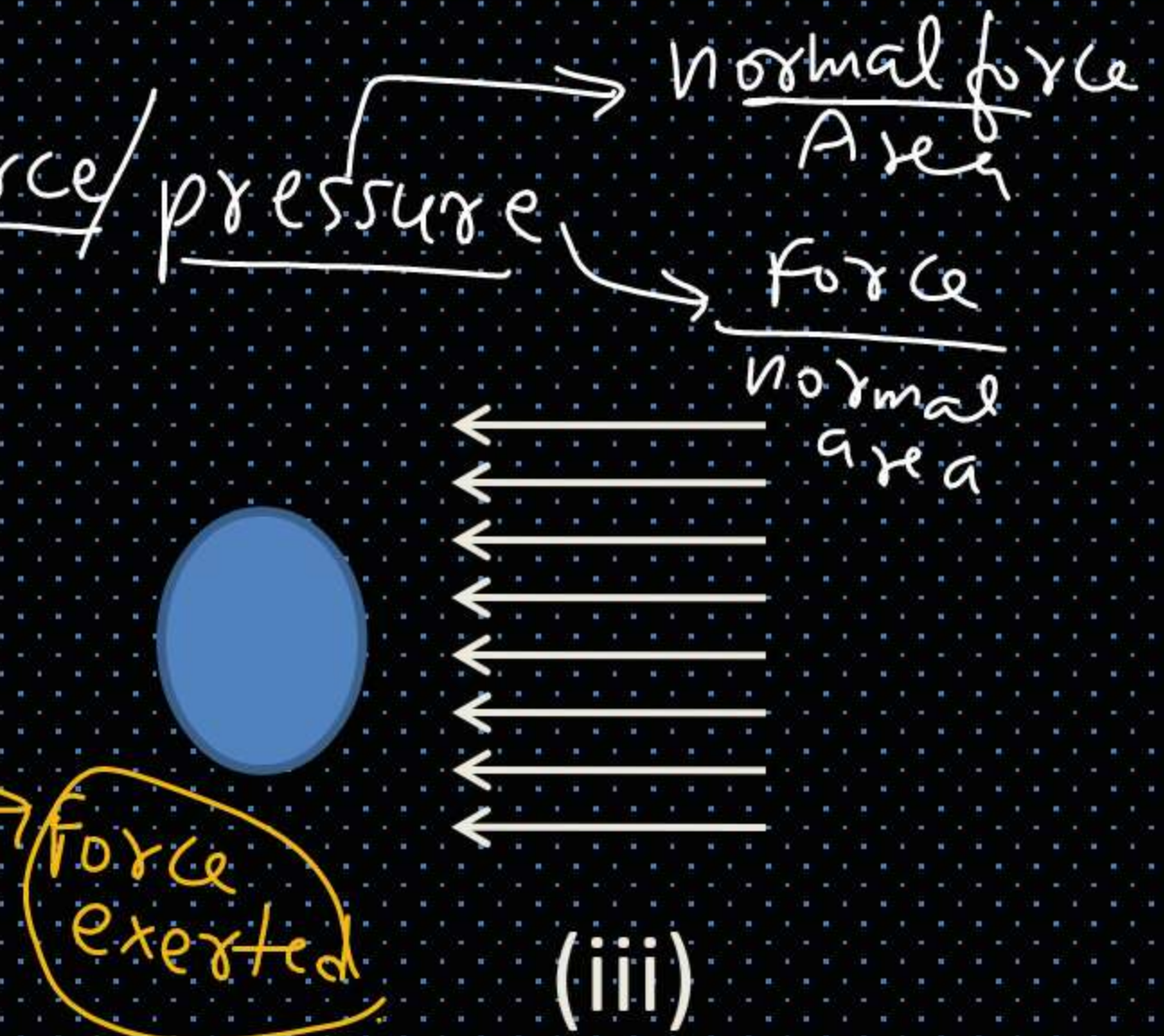
Steps for calculation of radiation force/pressure

① Find out the power incident normal area

② Find  $N_p \rightarrow \frac{P \lambda}{hc}$

③ Find out rate of change in momentum

④ Vector addn of forces  
 (observe individual photon)  
 $N_p \times \Delta p_{\text{photon}}$



force exerted

$$\vec{F}_S = \frac{IA \cos \theta}{c} \left[ \overbrace{a}^{F_a} (\searrow) + \overbrace{2\gamma \cos \theta}^{F_\gamma} (\downarrow) \right]$$

$$|\vec{F}_{res}| = \sqrt{|F_1|^2 + |F_2|^2 + 2|F_1||F_2|\cos \phi}$$

$$|\vec{F}_S| = \left( \frac{IA \cos \theta}{c} \right) \sqrt{a^2 + (2\gamma \cos \theta)^2 + 2 \cdot a \cdot (2\gamma \cos \theta) \cos \theta}$$

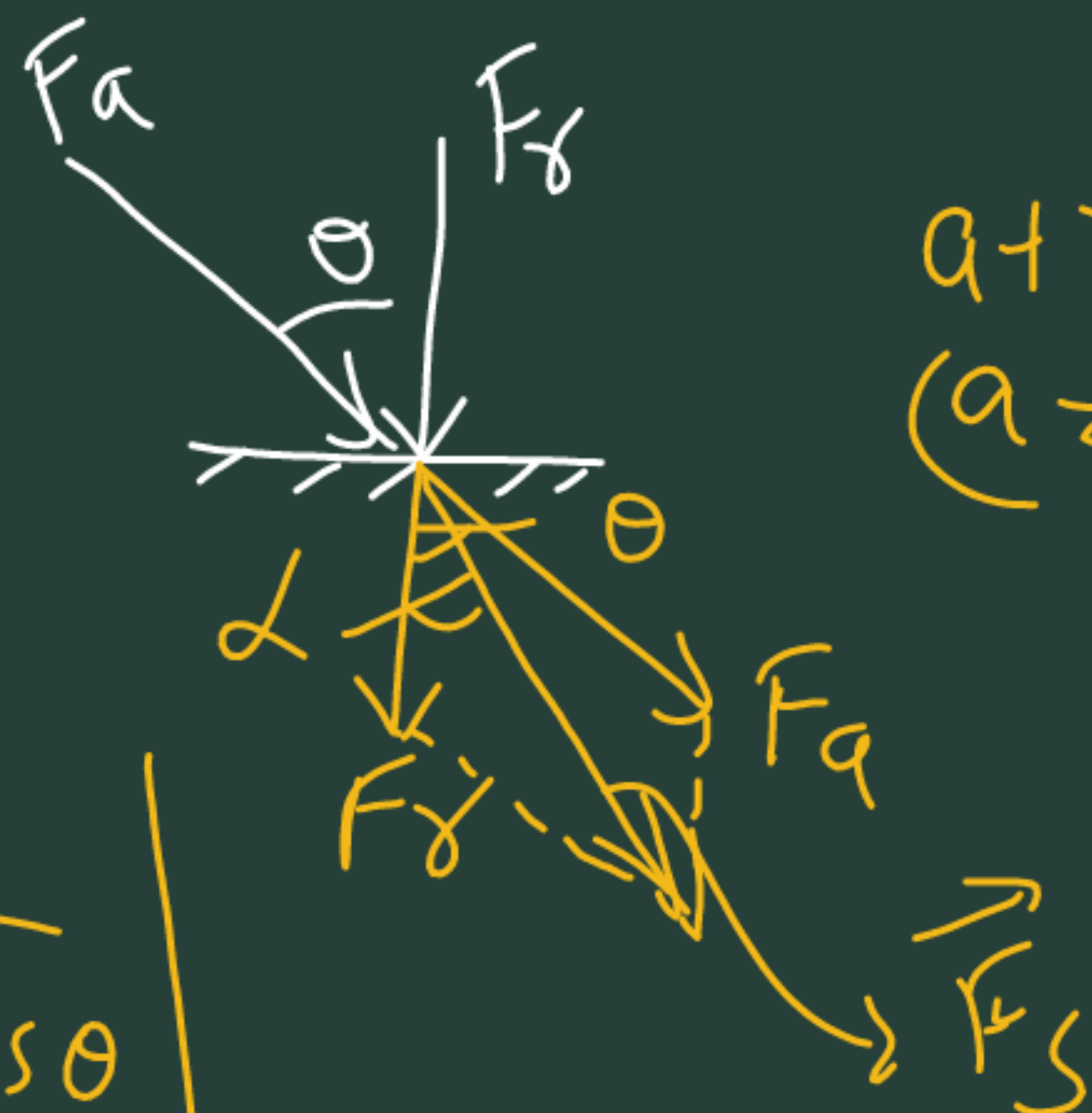
$$= \left( \frac{IA \cos \theta}{c} \right) \sqrt{(1-\gamma)^2 + 4\gamma^2 \cos^2 \theta + 4(1-\gamma)\gamma \cos^2 \theta}$$

$$|\vec{F}_S| = \frac{IA \cos \theta (1+\gamma)}{c}$$

if  $\theta = 0$ ,  $|\vec{F}_S| = \frac{IA(1+\gamma)}{c}$

$$\tan \alpha = \frac{F_a \sin \theta}{F_\gamma + F_a \cos \theta} = \frac{a \sin \theta}{2\gamma \cos \theta + a \cos \theta}$$

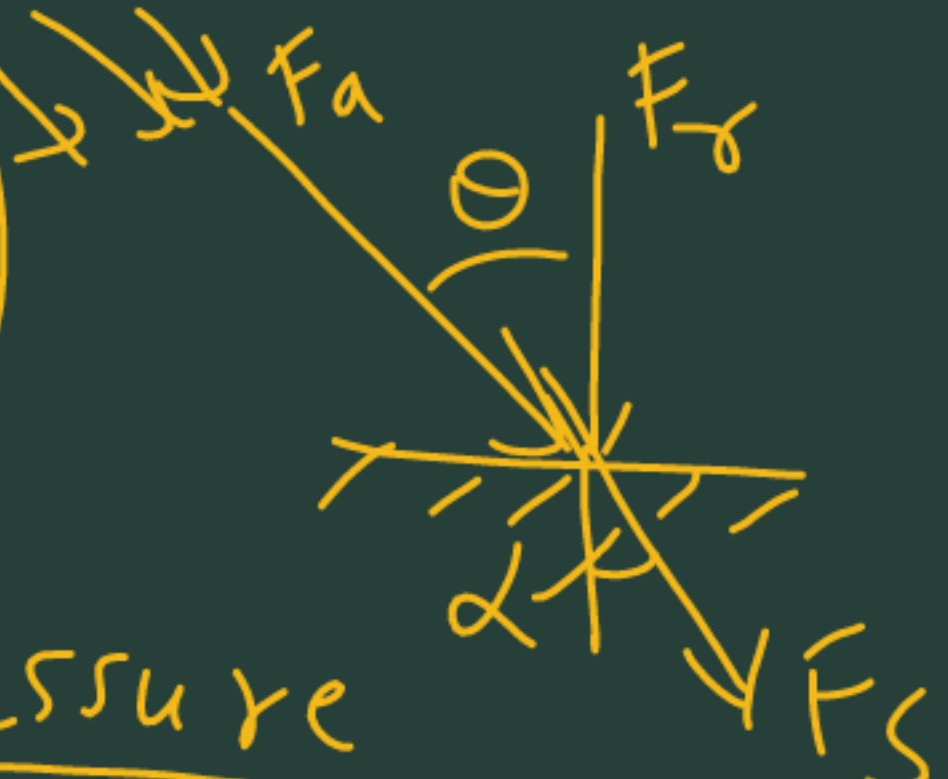
$$\tan \alpha = \left( \frac{1-\gamma}{1+\gamma} \right) \tan \theta = \frac{\sin \theta (1-\gamma)}{\cos \theta (1+\gamma)}$$



$$a + \gamma = 1$$

$$(a = 1 - \gamma)$$

$$|\vec{F}_s| = \frac{IA \cos \theta (1 + \gamma)}{c} \quad \tan \alpha = \left( \frac{1 - \gamma}{1 + \gamma} \right) \tan \theta$$



Case 1) if  $\theta = 0 \Rightarrow$  normal incidence.

$$|\vec{F}_s| = \frac{IA(1 + \gamma)}{c} \quad \tan \alpha = 0 \Rightarrow \alpha = 0$$

Case 2)  $\gamma = 0$

$$|\vec{F}_s| = \frac{IA \cos \theta}{c} \quad \tan \alpha = \tan \theta \Rightarrow \alpha = \theta$$

Case 3)  $\gamma = 1$

$$|\vec{F}_s| = \frac{2IA \cos \theta}{c} \quad \tan \alpha = 0 \Rightarrow \alpha = 0$$

Pressure

$$P_o = \frac{|\vec{F}_y| + |\vec{F}_s|}{A \cos \theta}$$

$$P_o = \frac{IA \cos \theta}{c A} [a \cos \theta + 2\gamma \cos \theta]$$

$$P_o = \frac{I \cos \theta}{c} [1 + \gamma] \cos \theta$$

$$P_o = \frac{I(1 + \gamma)}{c} \cos^2 \theta$$

Radiation force on a sphere ( $r=1$ )  $r = R \sin \theta$

$$dA = (2\pi r) R d\theta$$

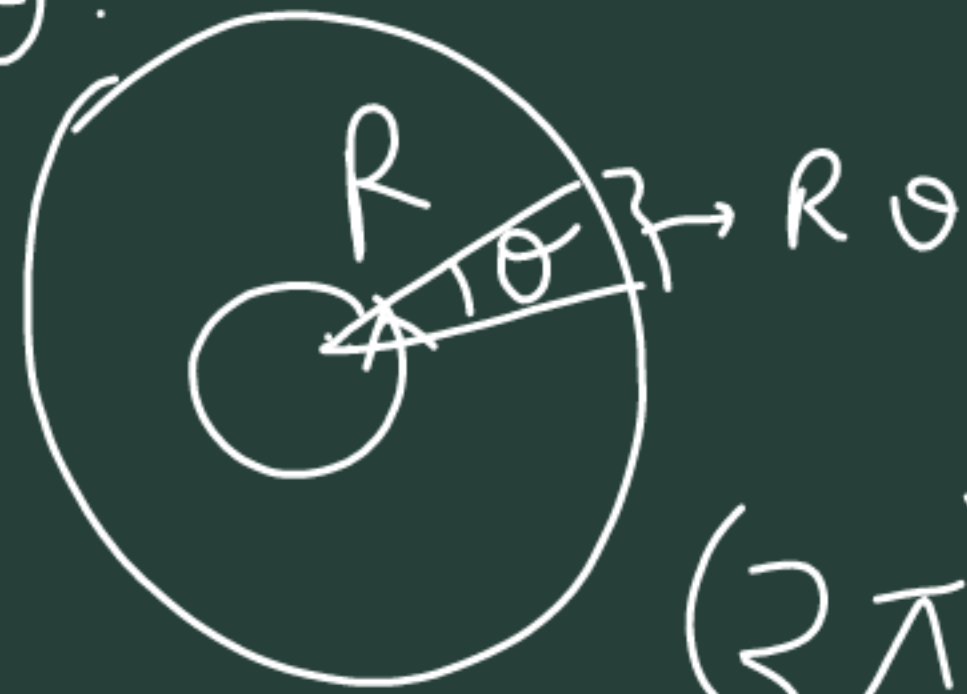
$$dA = 2\pi R^2 \sin \theta d\theta$$

① Power incident

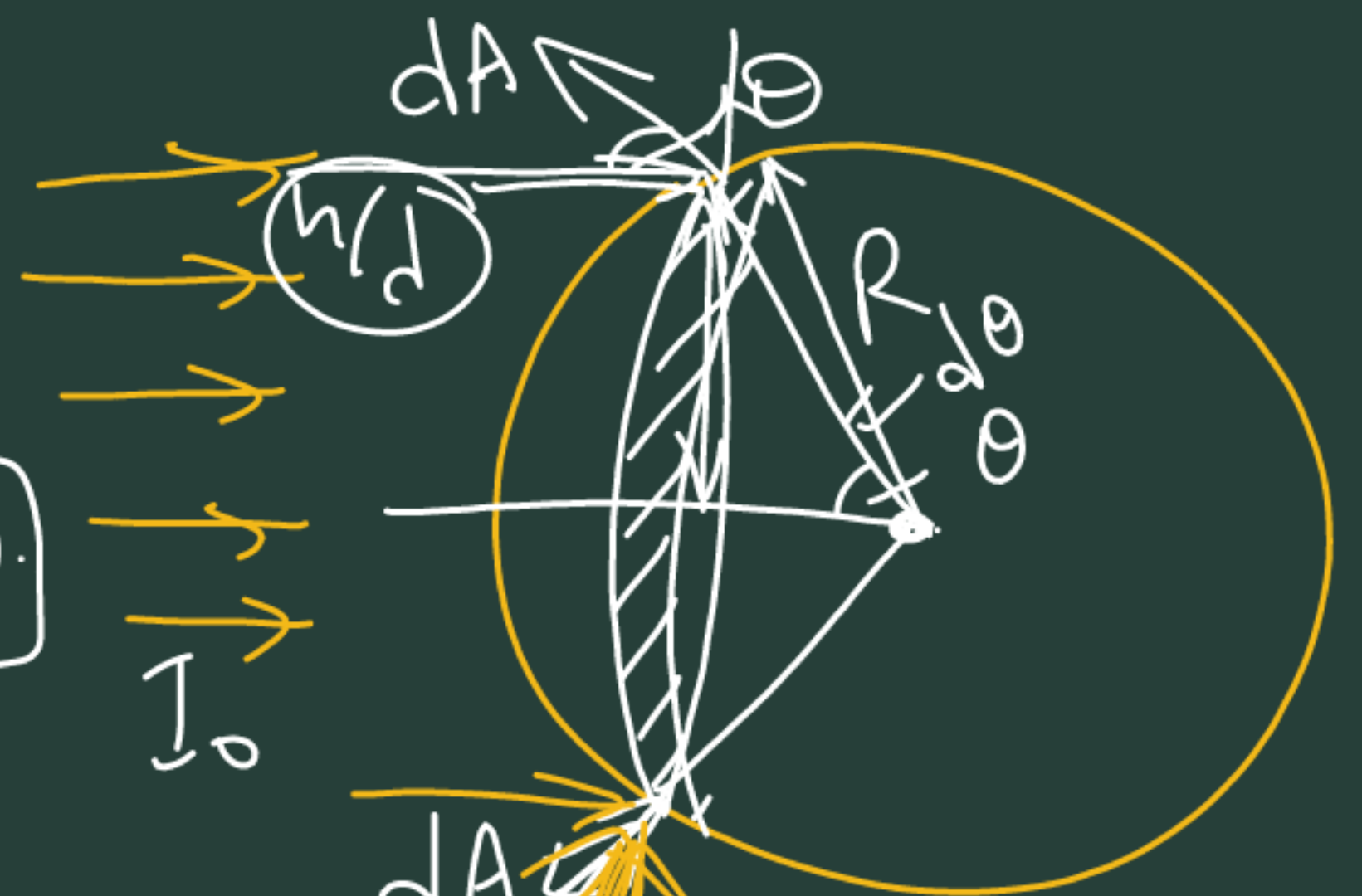
$$P = I_0 \times dA \cos \theta$$

$$\begin{aligned} \text{② } N_p &= \frac{P \Delta t}{hc} \\ &= \frac{I_0 dA \cos \theta \Delta t}{hc} \end{aligned}$$

$$\begin{aligned} \text{③ } \Delta p_{\text{photon}} &= \frac{2h}{\lambda} \cos \theta \\ F_{\text{ring}} &= N_p \times \Delta p_{\text{photon}} \end{aligned}$$



$$\begin{aligned} (2\pi)R &= l \\ l &= R\theta \\ v &= R\omega \\ a &= R\alpha \end{aligned}$$



$$\text{④ vector addition}$$

$$(F_{\text{net}})_{\text{ring}} = (F_{\text{ring}} \cos \theta)$$