



FIGURE 27-8 Optical sound track on movie film. In the projector, light from a small source (different from that for the picture) passes through the sound track on the moving film. The light and dark areas on the sound track vary the intensity of the transmitted light which reaches the photocell, whose current output is then a replica of the original sound. This output is amplified and sent to the loudspeakers. High-quality projectors can show movies containing several parallel sound tracks to go to different speakers around the theater.

Applications of the Photoelectric Effect

The photoelectric effect, besides playing an important historical role in confirming the photon theory of light, also has many practical applications. Burglar alarms and automatic door openers often make use of the photocell circuit of Fig. 27-6. When a person interrupts the beam of light, the sudden drop in current in the circuit activates a switch—often a solenoid—which operates a bell or opens the door. UV or IR light is sometimes used in burglar alarms because of its invisibility. Many smoke detectors use the photoelectric effect to detect tiny amounts of smoke that interrupt the flow of light and so alter the electric current. Photographic light meters use this circuit as well. Photocells are used in many other devices, such as absorption spectrophotometers, to measure light intensity. One type of film sound track is a variably shaded narrow section at the side of the film. Light passing through the film is thus “modulated,” and the output electrical signal of the photocell detector follows the frequencies on the sound track. See Fig. 27-8. For many applications today, the vacuum-tube photocell of Fig. 27-6 has been replaced by a semiconductor device known as a **photodiode** (Section 29-8). In these semiconductors, the absorption of a photon liberates a bound electron, which changes the conductivity of the material, so the current through a photodiode is altered.

27-4 Energy, Mass, and Momentum of a Photon

We have just seen (Eq. 27-4) that the total energy of a single photon is given by $E = hf$. Because a photon always travels at the speed of light, it is truly a relativistic particle. Thus we must use relativistic formulas for dealing with its mass, energy, and momentum. The momentum of any particle of rest mass m_0 is given by $p = m_0v/\sqrt{1 - v^2/c^2}$. Since $v = c$ for a photon, the denominator is zero. To avoid having an infinite momentum, we conclude that the photon’s rest mass must be zero: $m_0 = 0$. This makes sense too because a photon can never be at rest (it goes at the speed of light). A photon’s kinetic energy is its total energy:

$$\text{KE} = E = hf. \quad [\text{photon}]$$

The momentum of a photon can be obtained from the relativistic formula (Eq. 26-10) $E^2 = p^2c^2 + m_0^2c^4$ where we set $m_0 = 0$ so $E^2 = p^2c^2$ or

$$p = \frac{E}{c}. \quad [\text{photon}]$$

Since $E = hf$ for a photon, its momentum is related to its wavelength by

$$p = \frac{E}{c} = \frac{hf}{c} = \frac{h}{\lambda}. \quad (27-6)$$

CAUTION
Momentum of photon is not mv

EXAMPLE 27-5 ESTIMATE Photons from a lightbulb. Estimate how many visible light photons a 100-W lightbulb emits per second. Assume the bulb has a typical efficiency of about 3% (that is, 97% of the energy goes to heat).

APPROACH Let’s assume an average wavelength in the middle of the visible spectrum, $\lambda \approx 500$ nm. The energy of each photon is $E = hf = hc/\lambda$. Only 3% of the 100-W power is emitted as light, or $3\text{ W} = 3\text{ J/s}$. The number of photons emitted per second equals the light output of 3 J per second divided by the energy of each photon.

SOLUTION The energy emitted in one second ($= 3\text{ J}$) is $E = Nhf$ where N is the number of photons emitted per second and $f = c/\lambda$. Hence

$$N = \frac{E}{hf} = \frac{E\lambda}{hc} = \frac{(3\text{ J})(500 \times 10^{-9}\text{ m})}{(6.63 \times 10^{-34}\text{ J}\cdot\text{s})(3.0 \times 10^8\text{ m/s})} \approx 8 \times 10^{18}$$

per second, or almost 10^{19} photons emitted per second, an enormous number.