

# Interference / Diffraction

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## Superposition

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$$\vec{\Sigma F} = \vec{F}_1 + \vec{F}_2 = m \vec{a}_{\text{TOT}}$$

$$\vec{E}_{\text{TOT}} = \vec{E}_1 + \vec{E}_2 + \dots$$

$$\vec{B}_{\text{TOT}} = \vec{B}_1 + \vec{B}_2 + \dots$$

$$I_{\text{TOT}} = I_1 + I_2 \quad \text{Intensity}$$

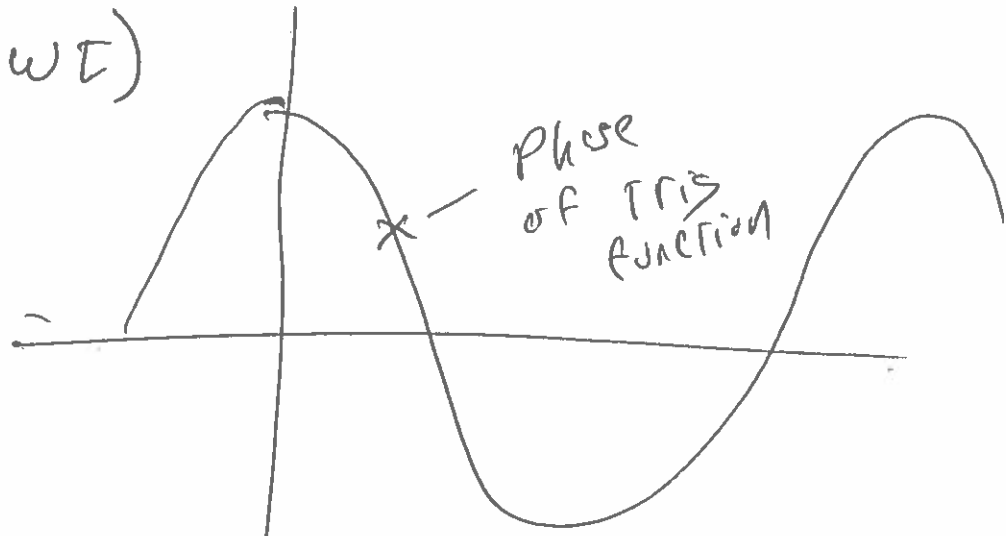
$$I \propto |E|^2$$

$$I_1 + I_2 \stackrel{?}{=} |E_1|^2 + |E_2|^2$$

$$\stackrel{?}{=} |E_1 + E_2|^2 \quad \text{Phase}$$

$$|E_1 + E_2|^2 = |E_1|^2 + |E_2|^2 + \underbrace{2|E_1||E_2|}_{\text{Interference}}$$

$\cos$   
~~SIN~~ ( $\omega t$ )



for  $\cos$

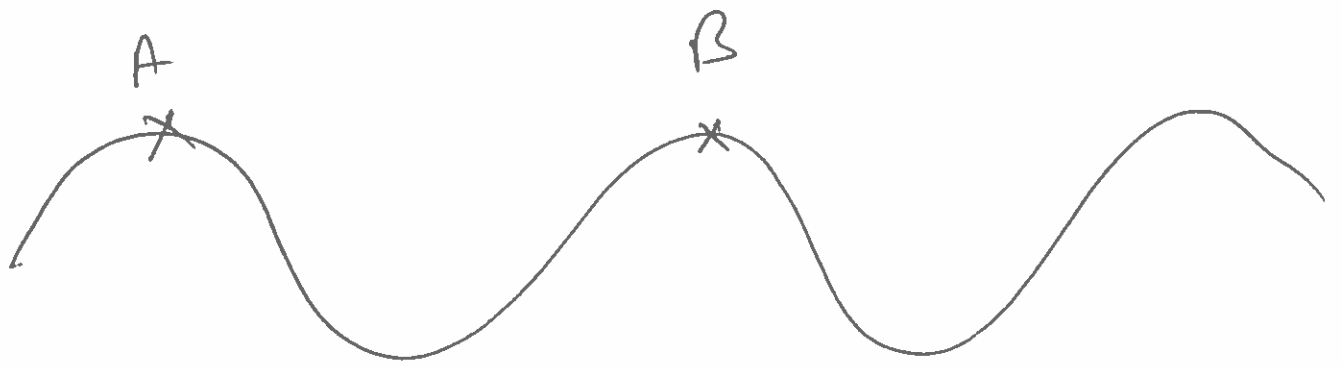
When Phase = $0$	$\cos = 1$
When Phase = $90^\circ$	$\cos = 0$
When Phase = $180^\circ$	$\cos = -1$
When Phase = $270^\circ$	$\cos = 0$
When Phase = $360^\circ$	$\cos = 1$

Phase can also referred by fractions of  
Wavelength

$0\lambda$	$\Rightarrow \cos = 1$
$\frac{1}{4}\lambda$	$\Rightarrow \cos = 0$
$\frac{1}{2}\lambda$	$\Rightarrow \cos = -1$
$\frac{3}{4}\lambda$	$\Rightarrow \cos = 0$
$\lambda$	$\Rightarrow \cos = 1$

Wavelength

$\Rightarrow$  Spatial Phase



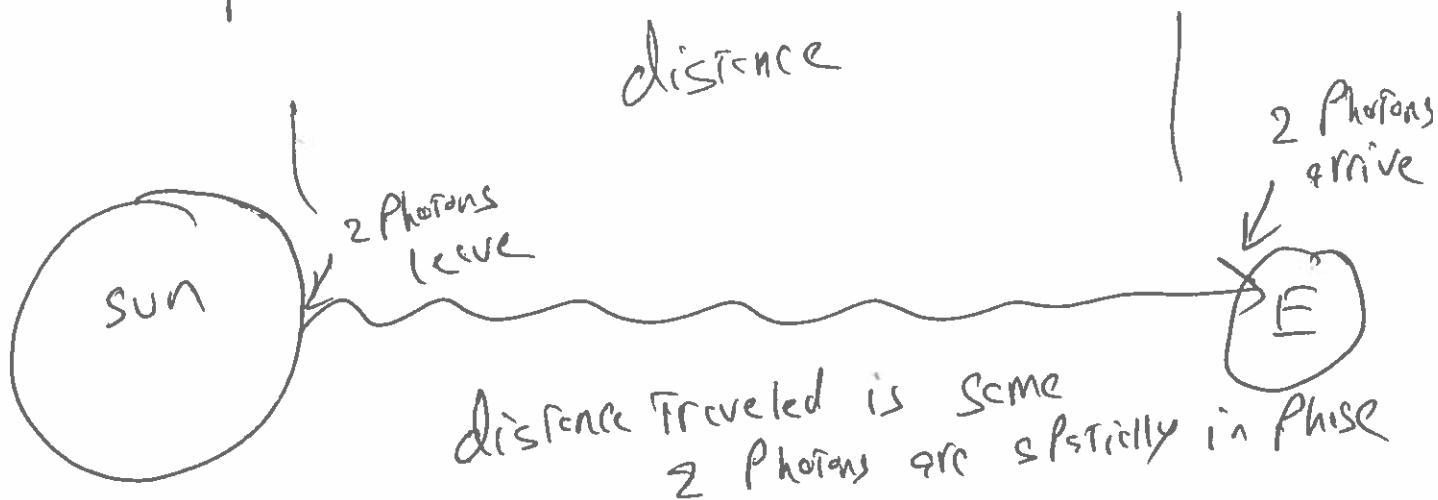
$$v = \lambda f$$

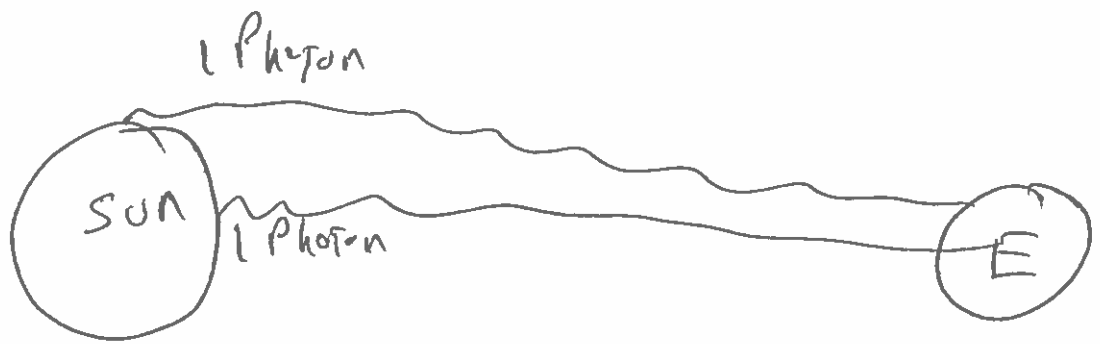
B is  $1\lambda$  from A

B is 1 cycle or frequency ahead of A

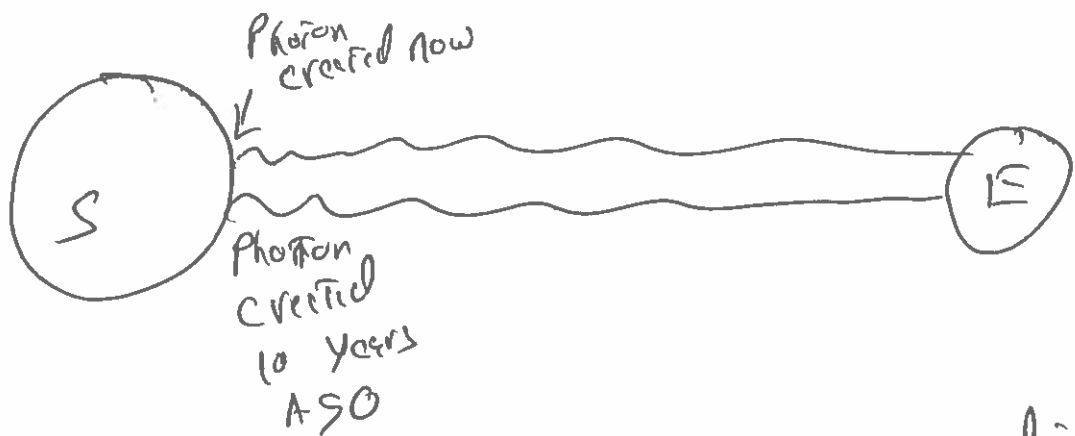
Temporal Phase

Coherency refers to being in synch with phase both spatially and temporally.





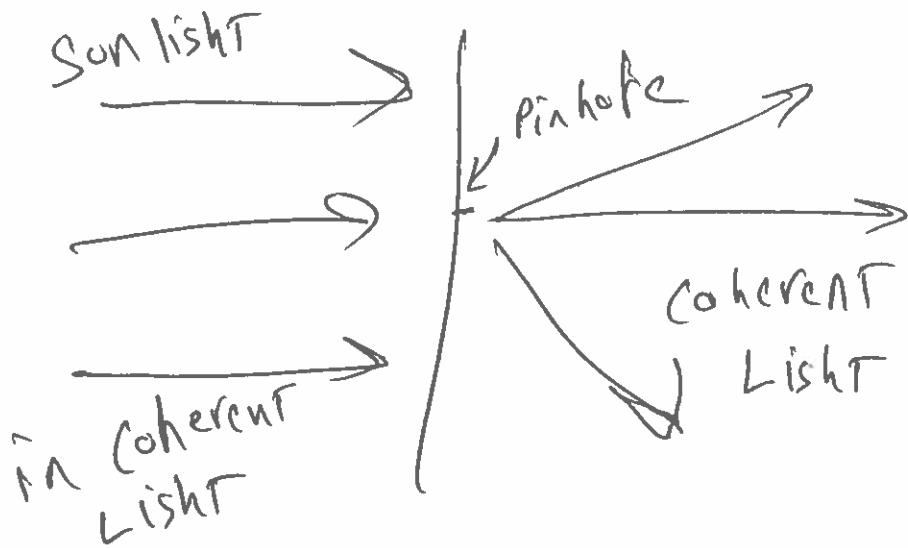
These 2 photons are not in phase  
 as 1 photon traveled  $cR_{sun}$  more  
 than the other.



These 2 photons travel some distance  
 but their phases differ due to  
 time.

⇒ In general sunlight is incoherent  
 light not in phase either  
 spatially or temporally!

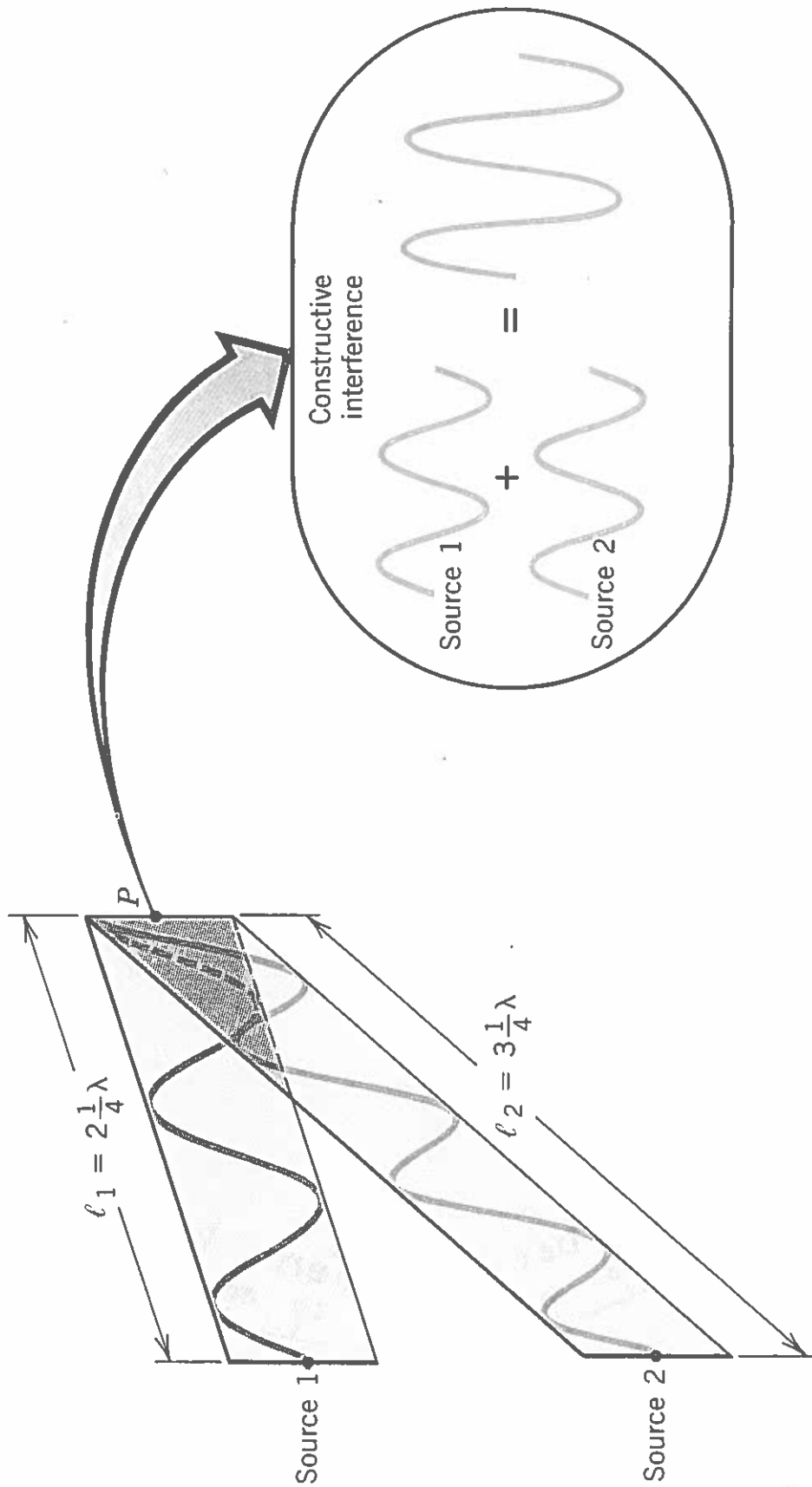
Generally coherent light is created  
 by a single point source.  
 Usually use a pinhole.

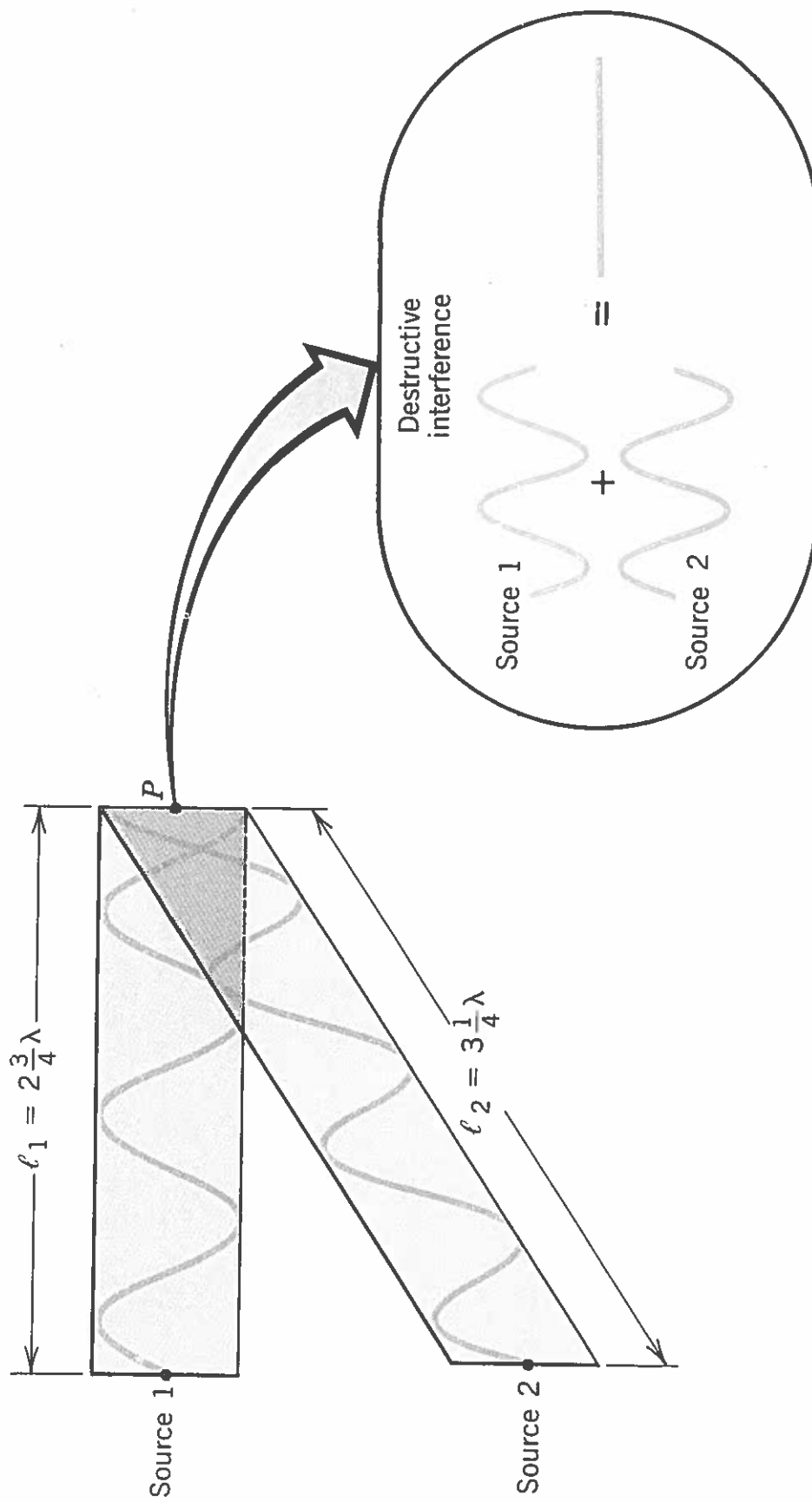


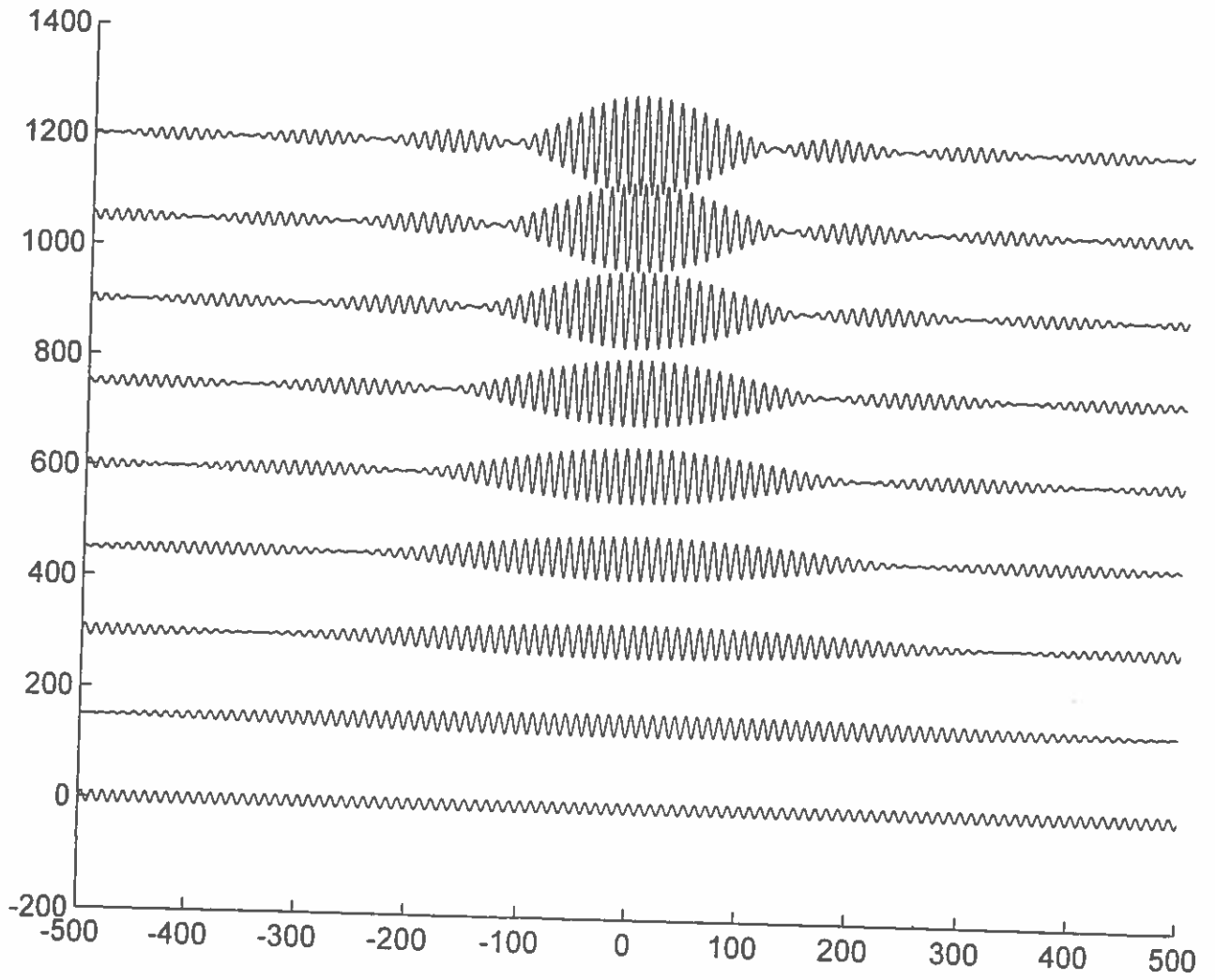
Modern Device making coherent  
 light is a laser.

In coherent light Intensity's Add  $\Rightarrow I_{\text{tot}} = |E_1|^2 + |E_2|^2$

Coherent light Intensity's Add  $\Rightarrow I_{\text{tot}} = |E_1 + E_2|^2$   
 $= |E_1|^2 + |E_2|^2$   
 $+ 2|E_1||E_2|$   
Interference









# Interference

In Phase  $\Rightarrow$  constructive Interference

Completely out of Phase  $\Rightarrow$  Destructive Interference

Not exactly in phase or ~~not~~ completely out of phase  $\Rightarrow$  Math

$$\sin(\text{Phase}_1) + \sin(\text{Phase}_2)$$

We need to consider

if Phase =  $0, m\lambda, n2\pi$

all in phase  $\Rightarrow$  constructive  
Bright  
or loud

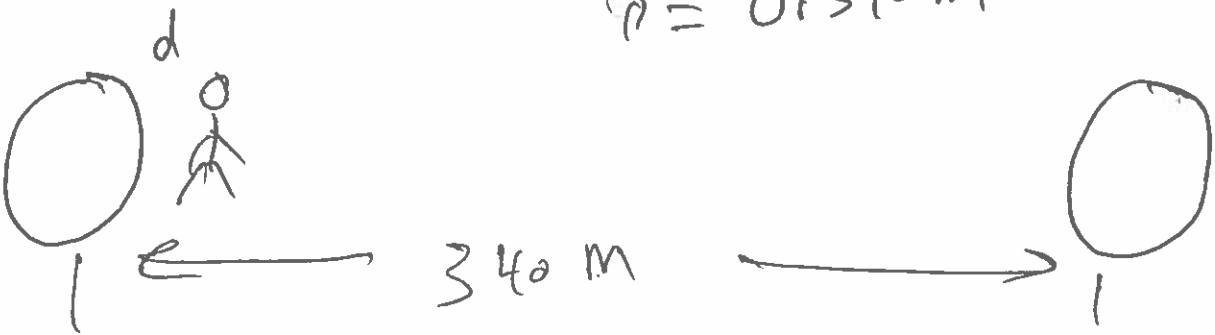
if Phase =  $180, (2m + \frac{1}{2})\lambda, (2m + 1)\pi$

all completely out of phase  
 $\Rightarrow$  destructive  
dark

ex/

$f = 1000 \text{ Hz}$   
 $v_s = 340 \text{ m/s}$

$\lambda = \frac{v}{f} = \frac{340 \text{ m/s}}{1000 \text{ /s}}$   
 $\lambda = 0.340 \text{ m}$



~~$\lambda = \frac{340 \text{ m} - d}{m + \frac{1}{2}}$~~

At d from left

- 1 wave traveled d
- 2 wave traveled  $340 \text{ m} - d$
- $\Delta$  Path traveled  $(340 \text{ m} - d) - d$

$$340 \text{ m} - 2d = \frac{\lambda}{2}$$

$$\textcircled{1} 680 \text{ m} - 4d = \lambda$$



$$2000 \lambda$$

$$d = \frac{\lambda}{4} \Rightarrow \text{Phase diff} = \frac{\lambda}{2}$$

$$\lambda = .34 \text{ m}$$

$$d = \frac{.34 \text{ m}}{4} = .085 \text{ m}$$