

Interference and Diffraction

Chapter 35

Combination of Waves

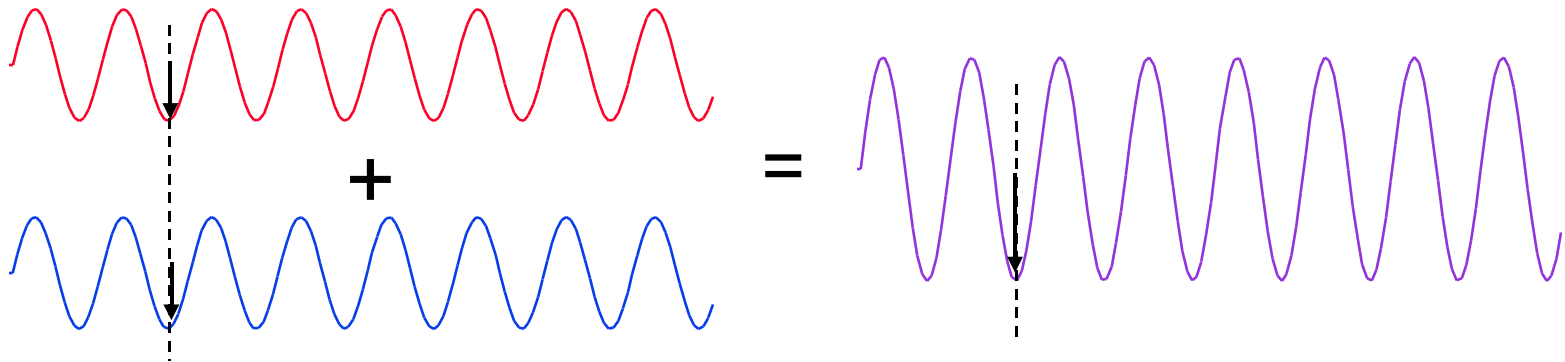
In general, when we combine two waves to form a composite wave, the composite wave is the algebraic sum of the two original waves, point by point in space [Superposition Principle].

When we add the two waves we need to take into account their:

Direction

Amplitude

Phase

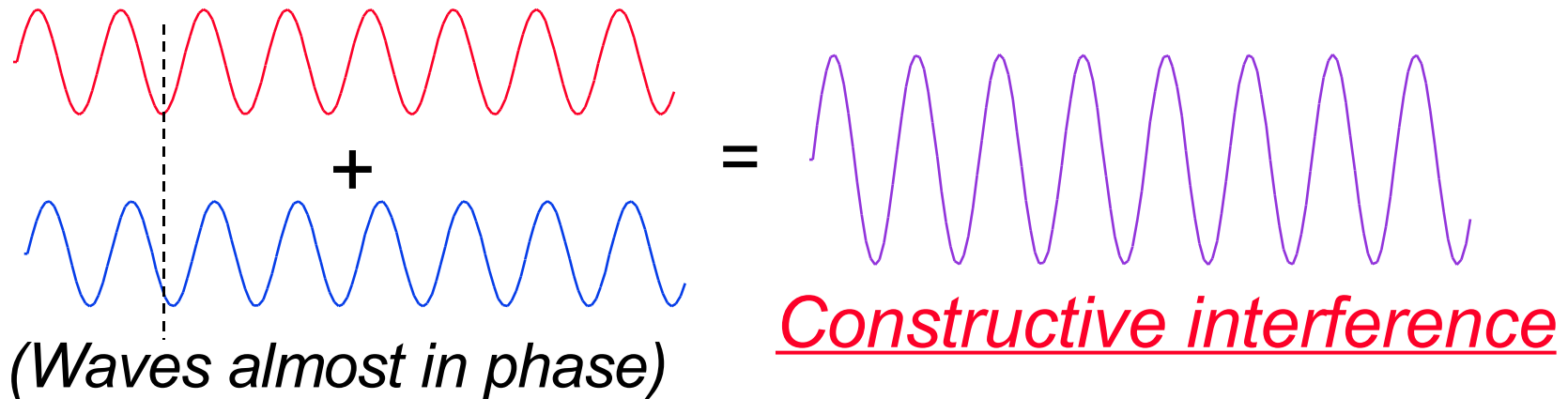


Combination of

Waves

The combining of two waves to form a composite wave is called:

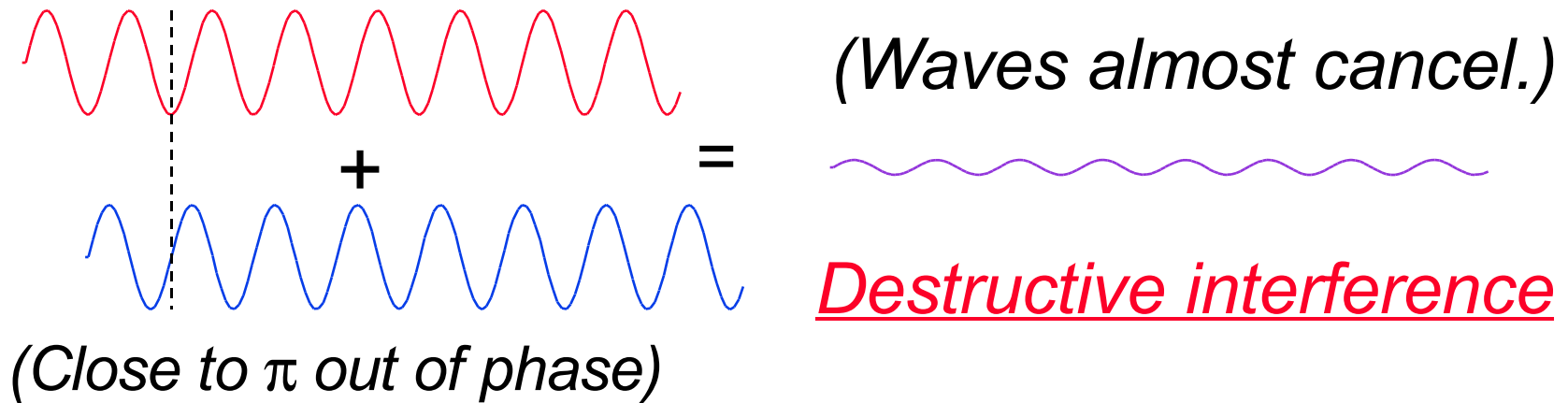
Interference



The interference is constructive if the waves reinforce each other.

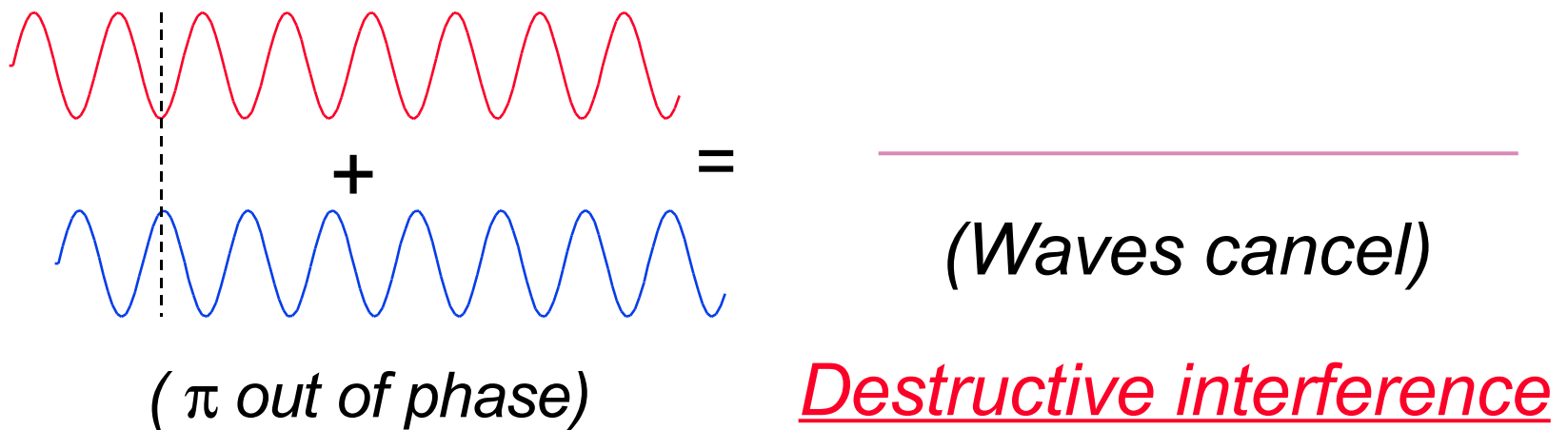
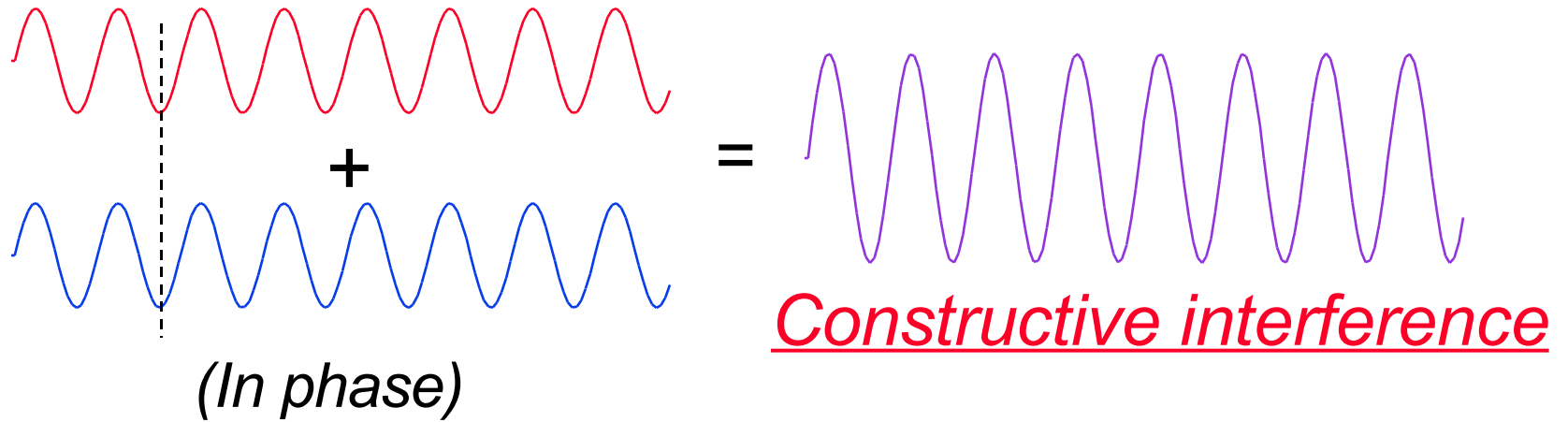
Combination of Waves

The combining of two waves to form a composite wave is called:
Interference



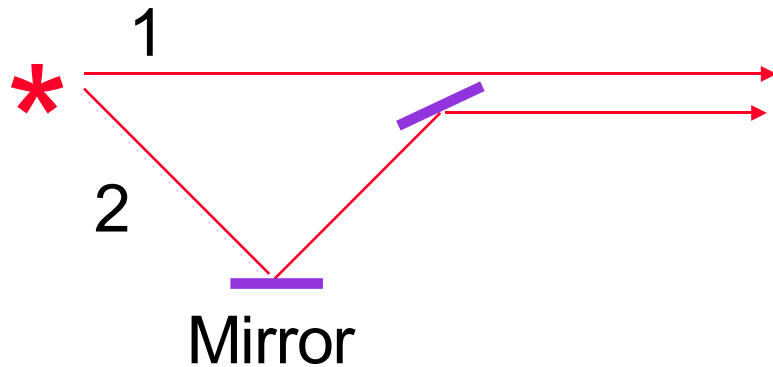
The interference is destructive
if the waves tend to cancel each other.

Interference of Waves



Interference of Waves

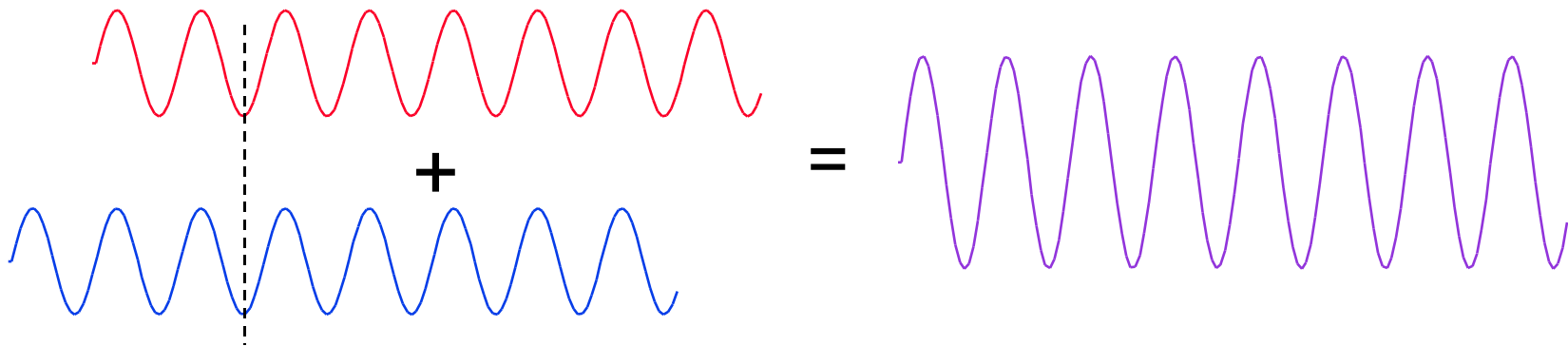
When light waves travel different paths, and are then recombined, they *interfere*.



Each wave has an electric field whose amplitude goes like:

$$\underline{E}(s,t) = E_0 \sin(ks - \omega t) \hat{i}$$

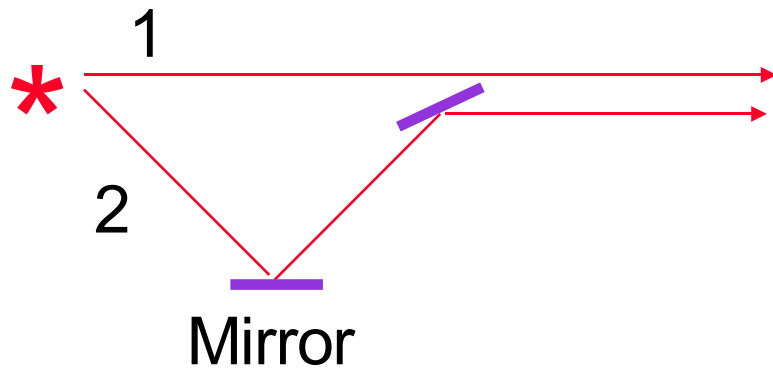
Here s measures the distance traveled along each wave's path.



Constructive interference results when light paths differ by an integer multiple of the wavelength: $\Delta s = m \lambda$

Interference of Waves

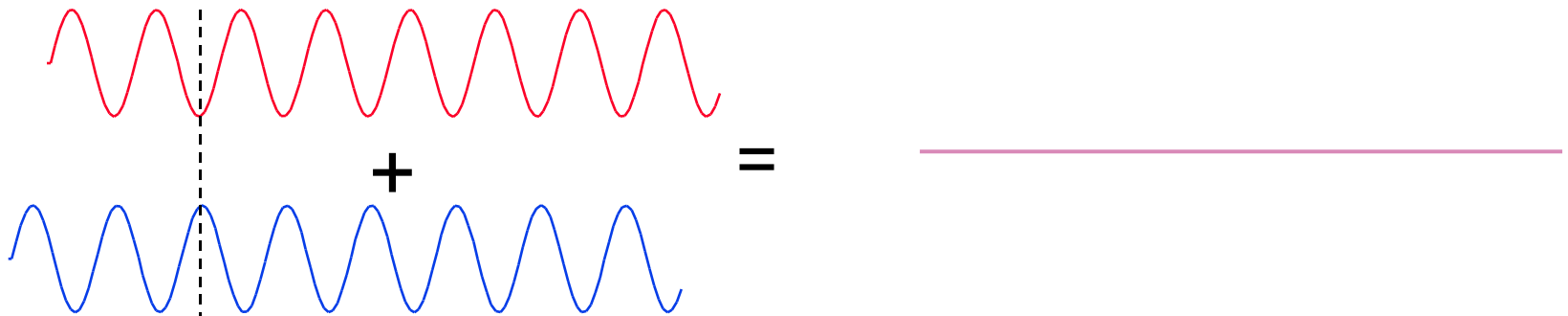
When light waves travel different paths, and are then recombined, they *interfere*.



Each wave has an electric field whose amplitude goes like:

$$\underline{E}(s,t) = E_0 \sin(ks - \omega t) \hat{i}$$

Here s measures the distance traveled along each wave's path.

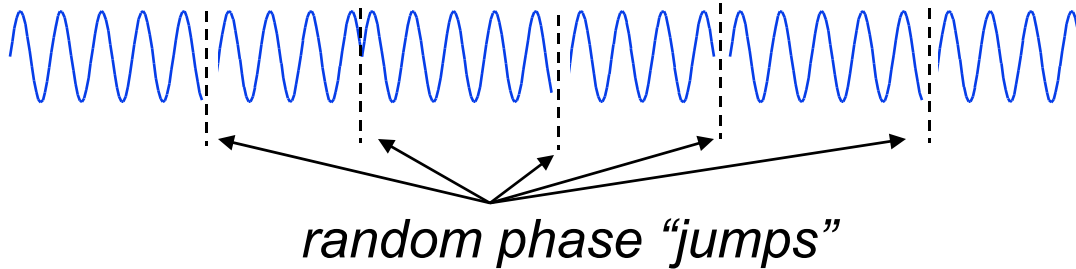


Destructive interference results when light paths differ by an odd multiple of a half wavelength: $\Delta s = (2m+1) \lambda/2$

Interference of Waves

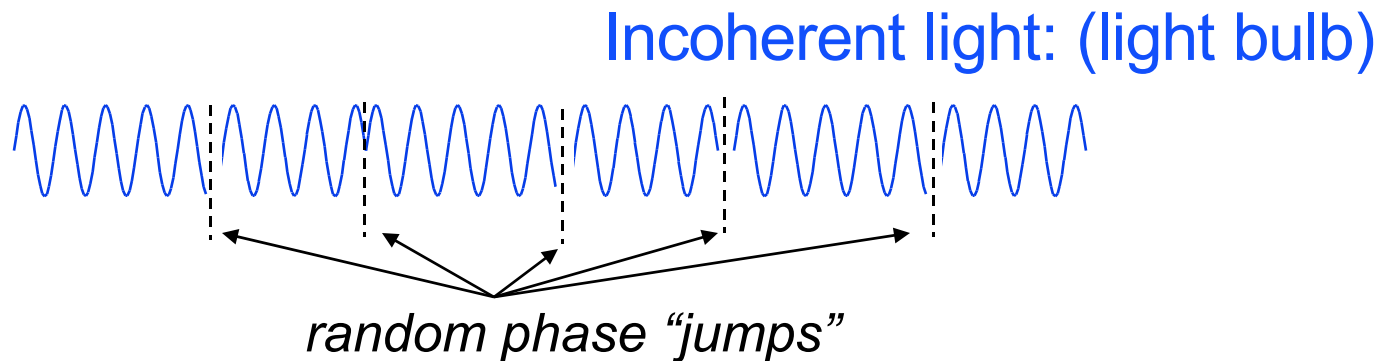
Coherence: Most light will only have interference for small optical path differences (a few wavelengths), because the phase is not well defined over a long distance. That's because most light comes in many short bursts strung together.

Incoherent light: (light bulb)

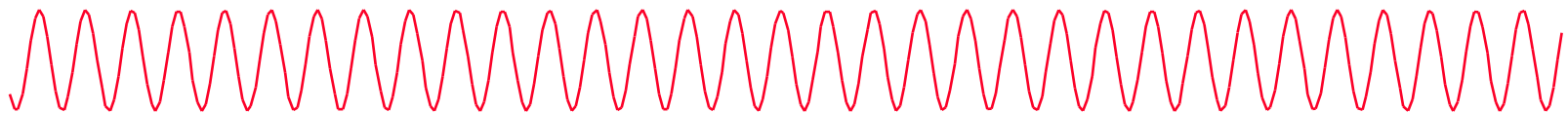


Interference of Waves

Coherence: Most light will only have interference for small optical path differences (a few wavelengths), because the phase is not well defined over a long distance. That's because most light comes in many short bursts strung together.

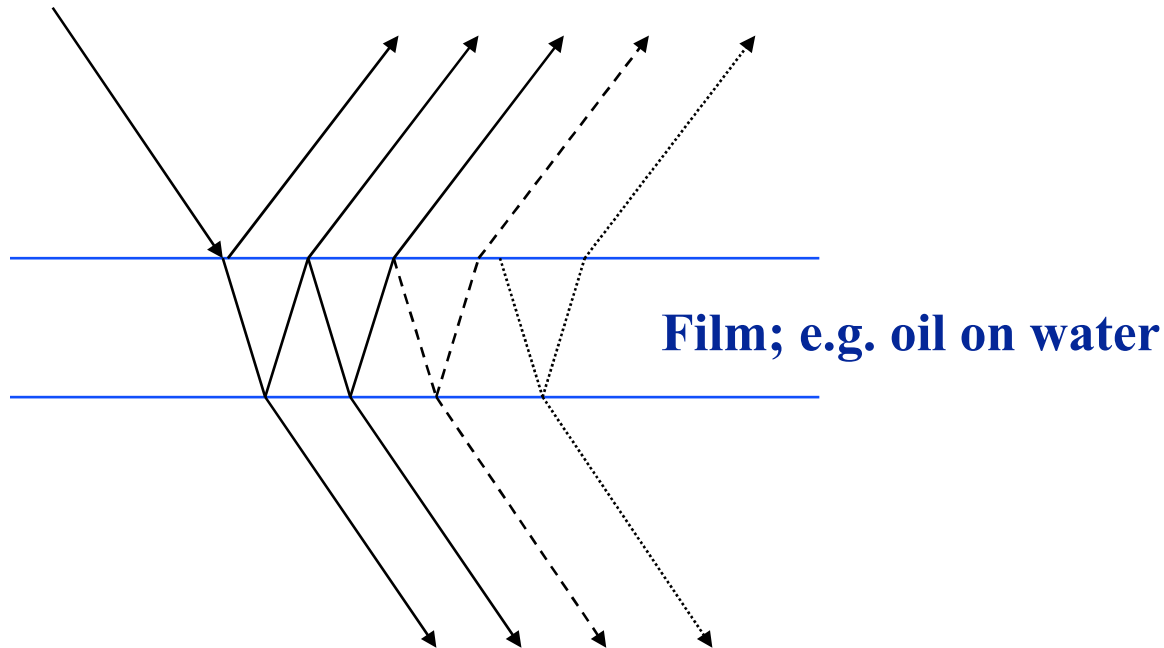


Laser light is an exception: **Coherent Light: (laser)**



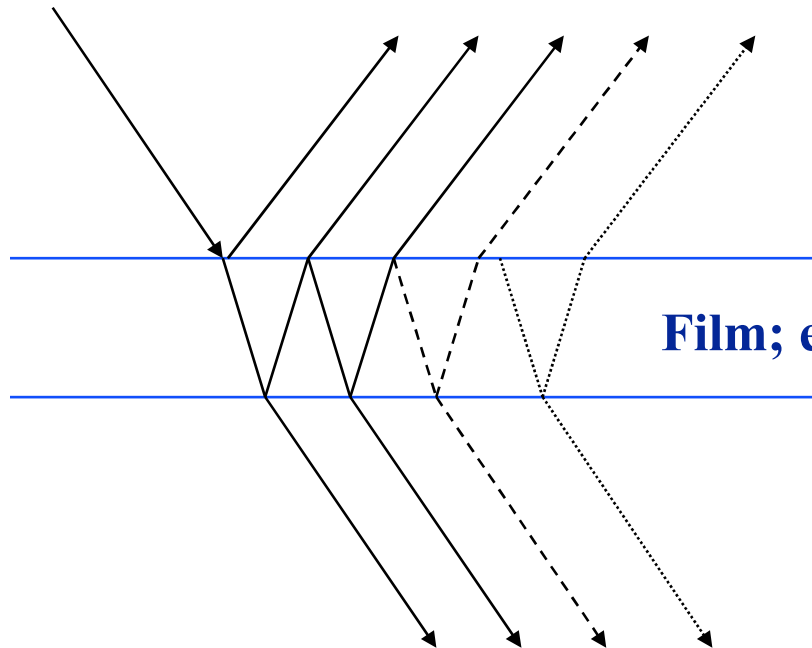
Thin Film Interference

We have all seen the effect of colored reflections from thin oil films, or from soap bubbles.



Thin Film Interference

We have all seen the effect of colored reflections from thin oil films, or from soap bubbles.

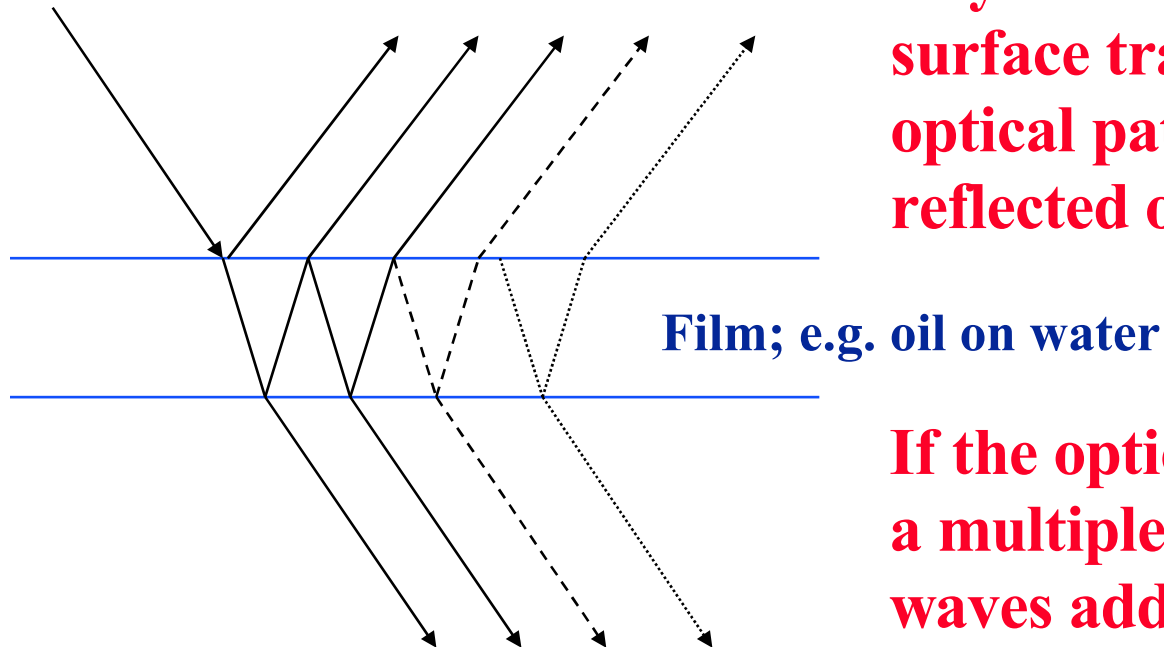


Rays reflected off the lower surface travel a longer optical path than rays reflected off upper surface.

Film; e.g. oil on water

Thin Film Interference

We have all seen the effect of colored reflections from thin oil films, or from soap bubbles.



Rays reflected off the lower surface travel a longer optical path than rays reflected off upper surface.

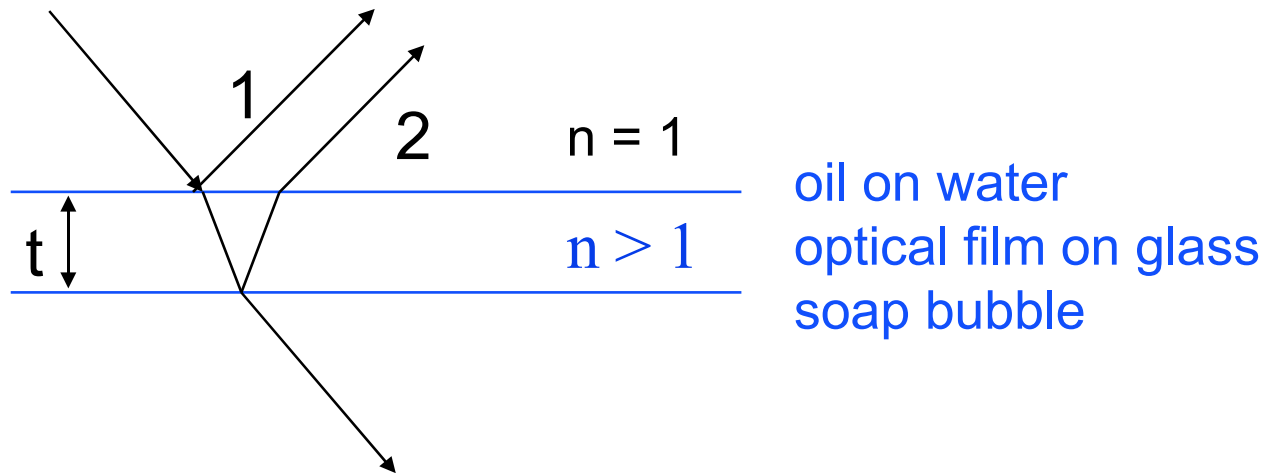
If the optical paths differ by a multiple of λ , the reflected waves add.

If the paths cause a phase difference π , reflected waves cancel out.

Thin Film Interference

Ray 1 has a phase change of π upon reflection

Ray 2 travels an extra distance $2t$ (normal incidence approximation)



Constructive interference: rays 1 and 2 are in phase

$$\Rightarrow 2t = m\lambda_n + \frac{1}{2}\lambda_n \Rightarrow \boxed{2nt = (m + \frac{1}{2})\lambda} \quad [\lambda_n = \lambda/n]$$

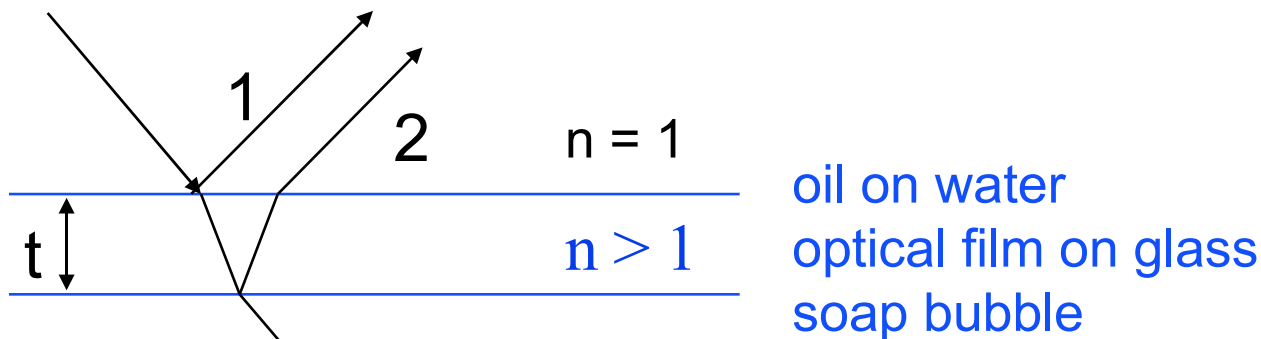
Destructive interference: rays 1 and 2 are π out of phase

$$\Rightarrow 2t = m\lambda_n \Rightarrow \boxed{2nt = m\lambda}$$

Thin Film Interference

When ray 2 is in phase with ray 1, they add up constructively and we see a bright region.

Different wavelengths will tend to add constructively at different angles, and we see bands of different colors.

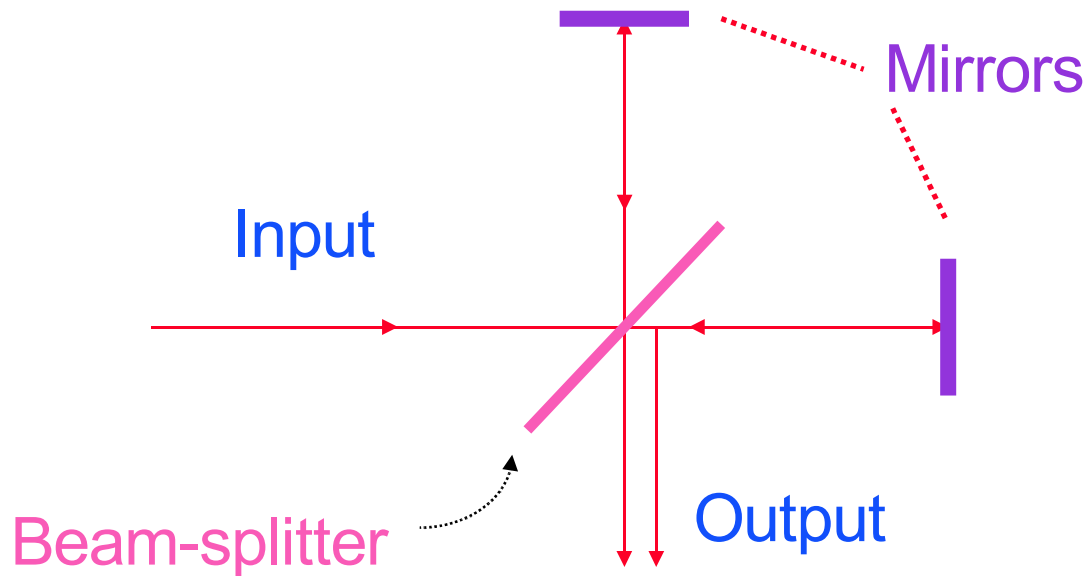


Thin films work with even low coherence light, as paths are short

When ray 2 is π out of phase, the rays interfere destructively. This is how anti-reflection coatings work.

Michelson Interferometer

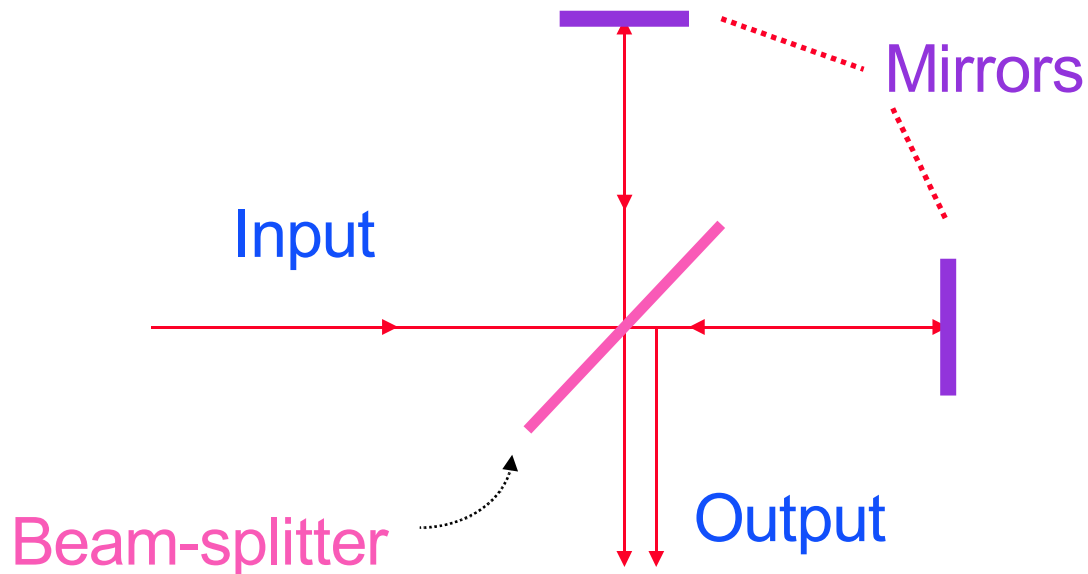
A Michelson interferometer uses a beam splitter to create two different optical paths. This can be used for optical testing.



What is the output?

Michelson Interferometer

A Michelson interferometer uses a beam splitter to create two different optical paths. This can be used for optical testing.

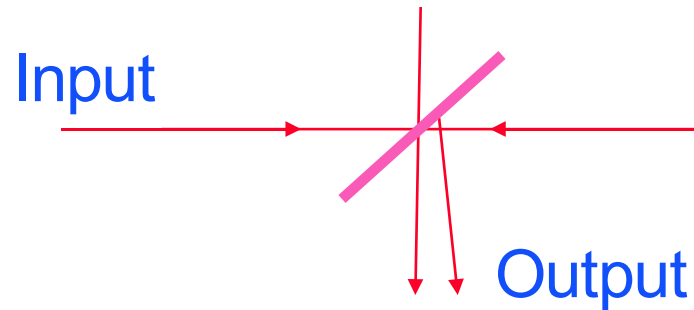


What is the output?

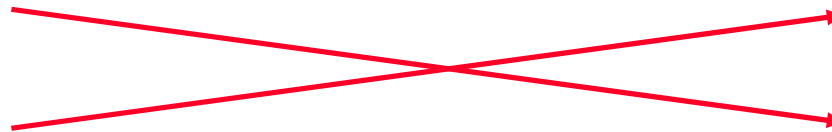
- If the output beams are perfectly aligned, they will interfere uniformly, giving either a bright or dark output, depending on their relative phase.

Michelson Interferometer

But usually the beams will be a little misaligned:

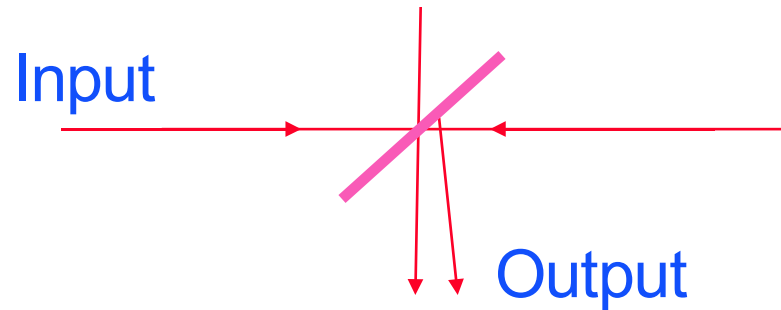


Interference of misaligned beams:

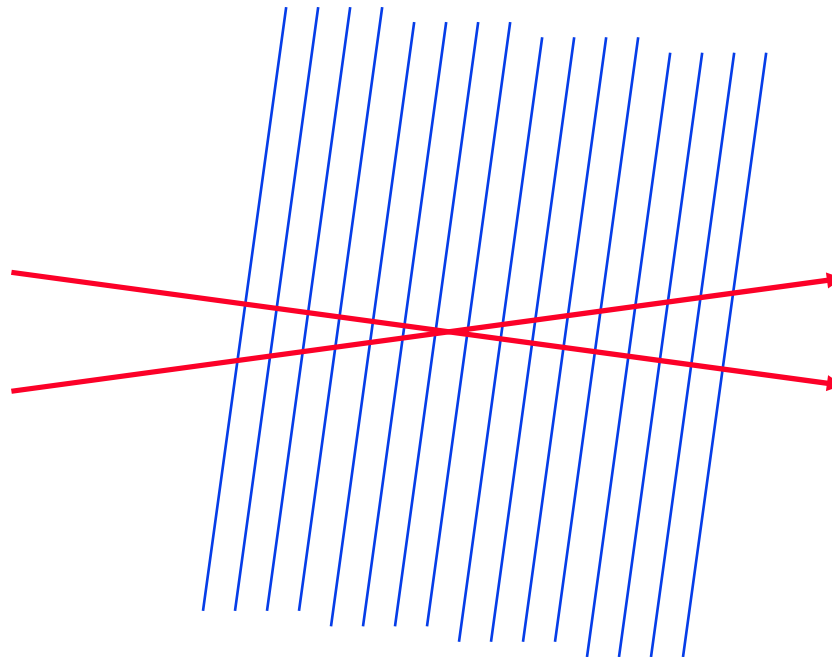


Michelson Interferometer

But usually, the beams will be a little misaligned:

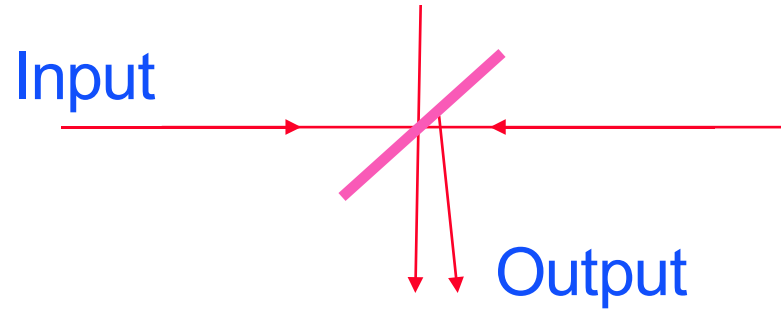


Interference of misaligned beams: (the lines represent maxima)

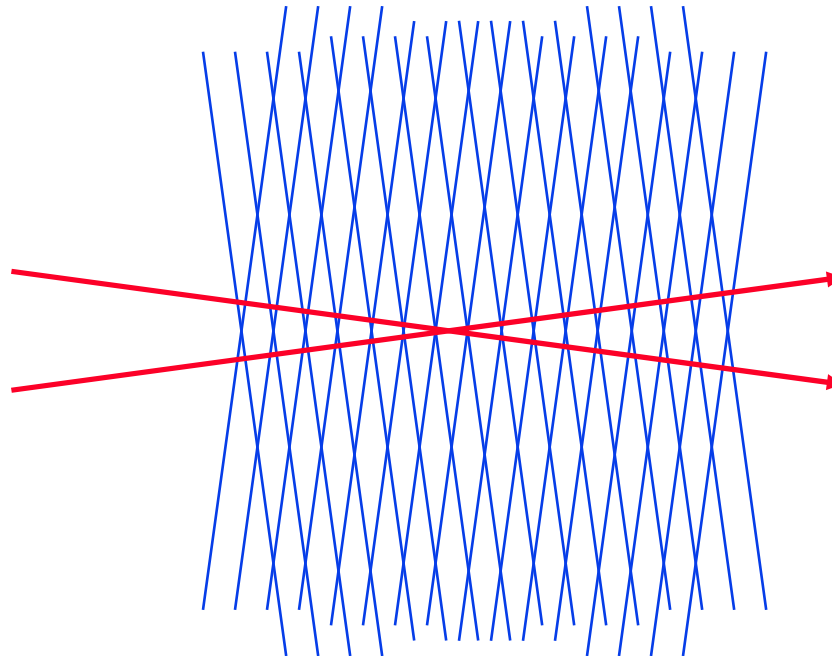


Michelson Interferometer

But usually, the beams will be a little misaligned:

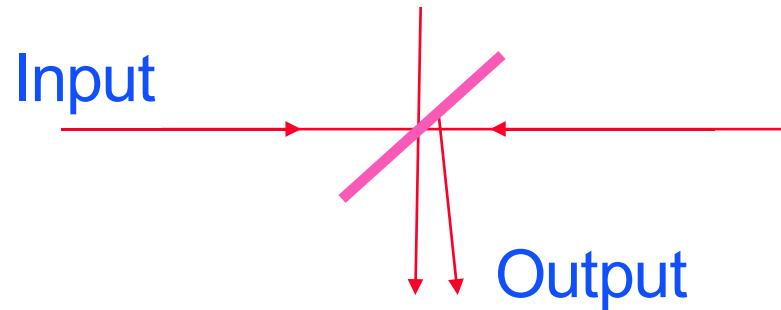


Interference of misaligned beams: (the lines represent maxima)

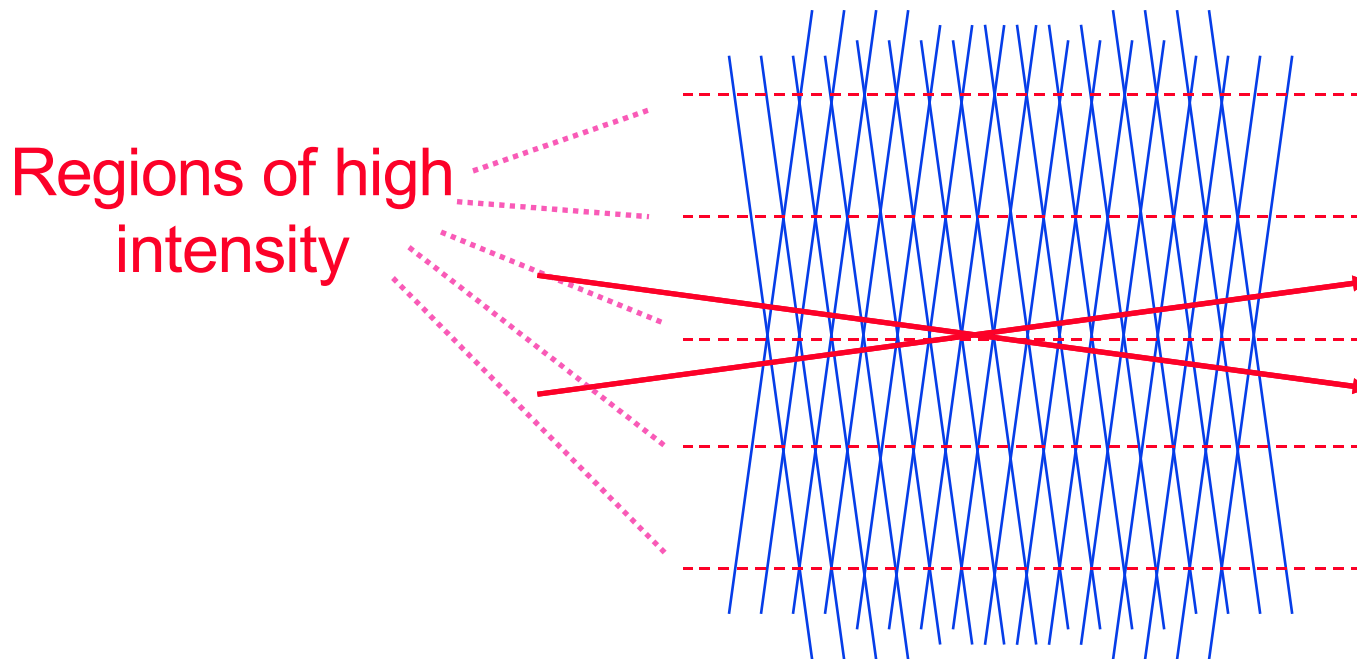


Michelson Interferometer

But usually, the beams will be a little misaligned:

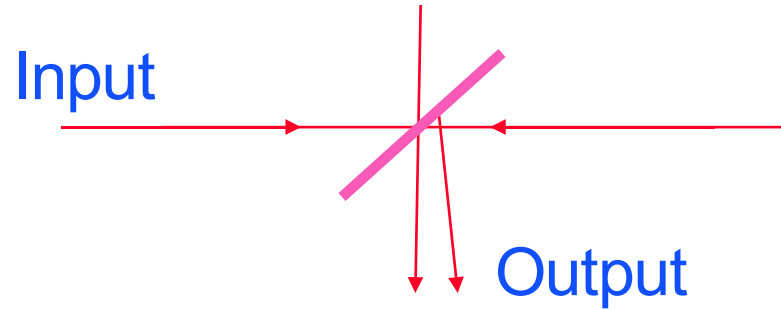


Interference of misaligned beams: (the lines represent maxima)

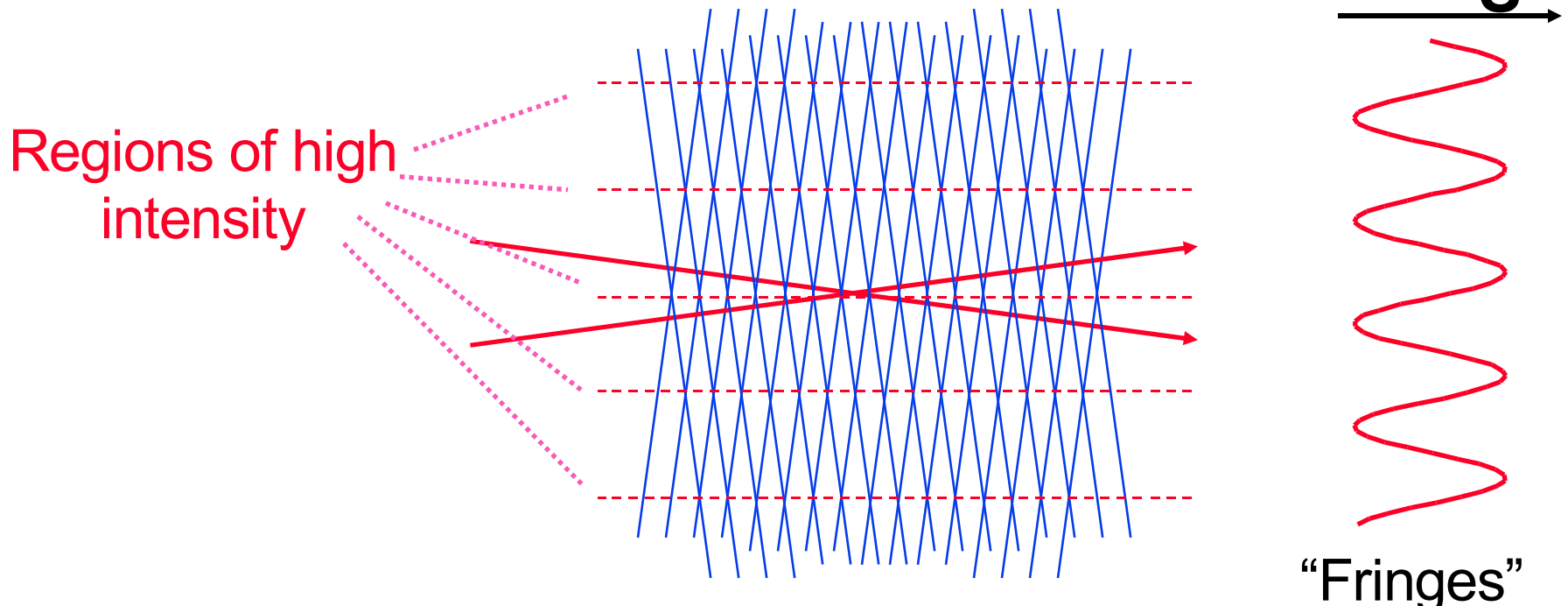


Michelson Interferometer

But usually, the beams will be a little misaligned:

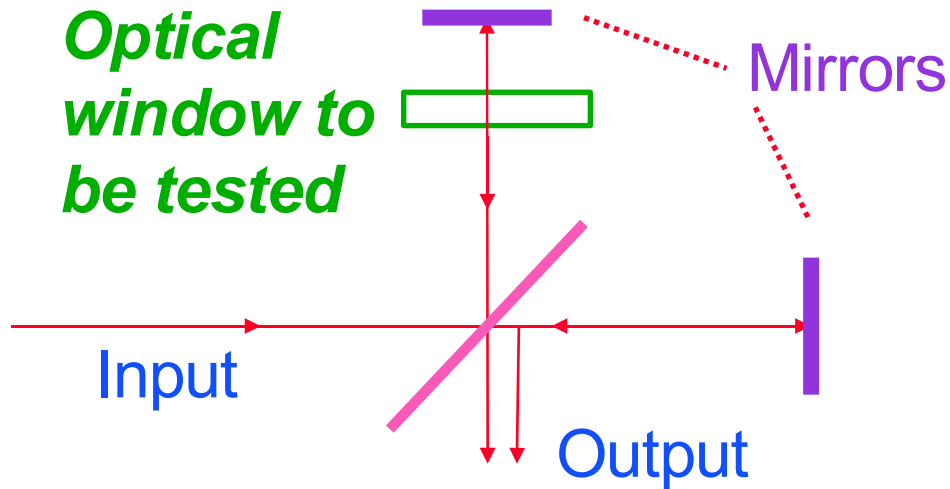


Interference of misaligned beams: (lines = maxima)



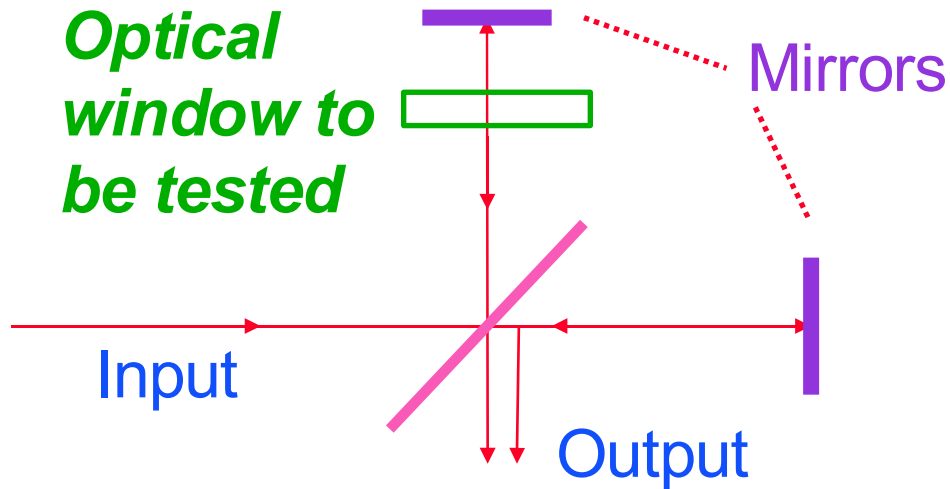
Optical Testing With a Michelson Interferometer

A Michelson interferometer uses a beam splitter to create two different optical paths. This can be used for optical testing.

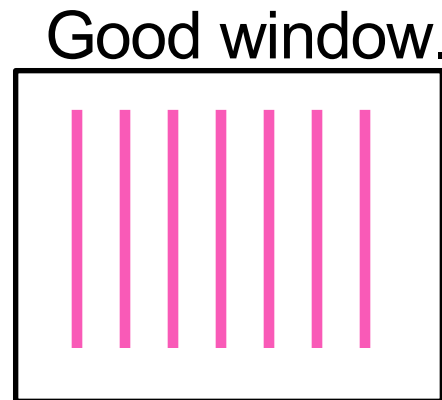


Optical Testing With a Michelson Interferometer

A Michelson interferometer uses a beam splitter to create two different optical paths. This can be used for optical testing.

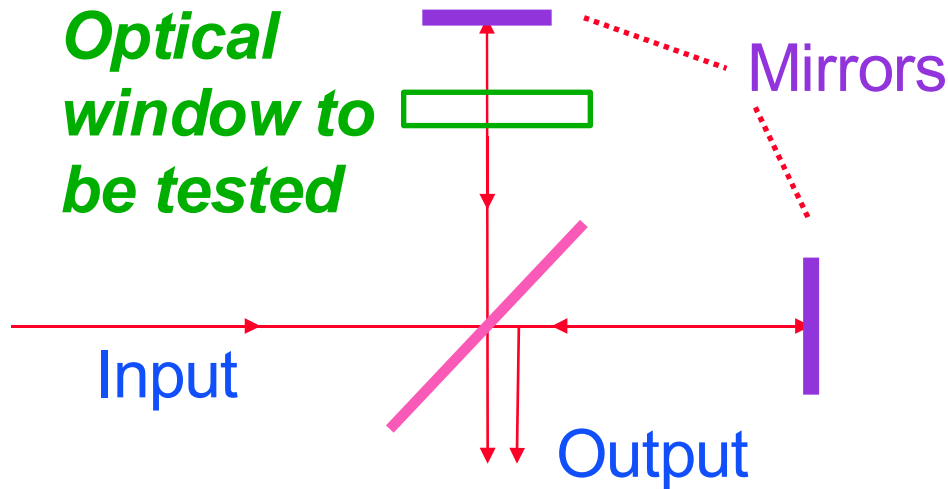


If the window distorts the waves, this will show up in the interference fringes:



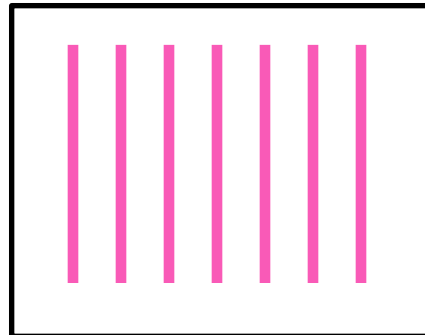
Optical Testing With a Michelson Interferometer

A Michelson interferometer uses a beam splitter to create two different optical paths. This can be used for optical testing.



If the window distorts the waves, this will show up in the interference “fringes”:

Good window.



Bad window

