

INTERFERENCE

$$I_R = I_1 + I_2 + 2\sqrt{I_1 I_2} \cos \phi$$

$$\text{If } I_1 = I_2 = I$$

$$I_R = (2I + 2I \cos \phi)$$

$$I_R = 2I(1 + \cos \phi)$$

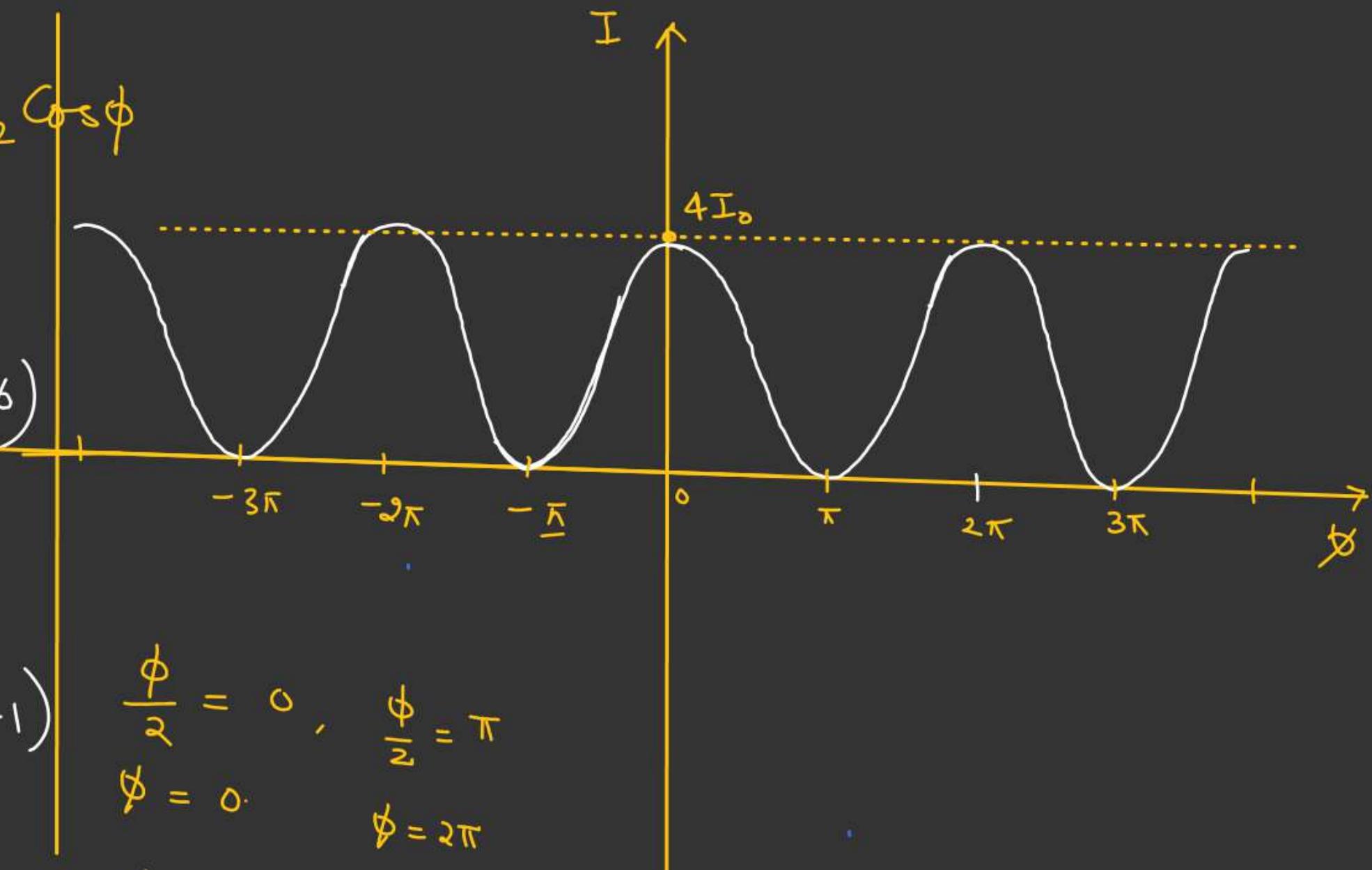
$$I_R = 2I \left( 1 + 2\cos^2 \frac{\phi}{2} - 1 \right)$$

$$I_R = 4I \cos^2(\phi/2)$$

$$(I_R)_{\max} = 4I \quad (I_R)_{\min} = 0$$

$$\phi = 2n\pi$$

$$\phi = (2n+1)\pi$$



$$\frac{\phi}{2} = 0, \quad \frac{\phi}{2} = \pi$$

$$\phi = 0$$

$$\phi = 2\pi$$

$$\frac{\phi}{2} = 2\pi$$

$$\phi = 4\pi$$

(A)

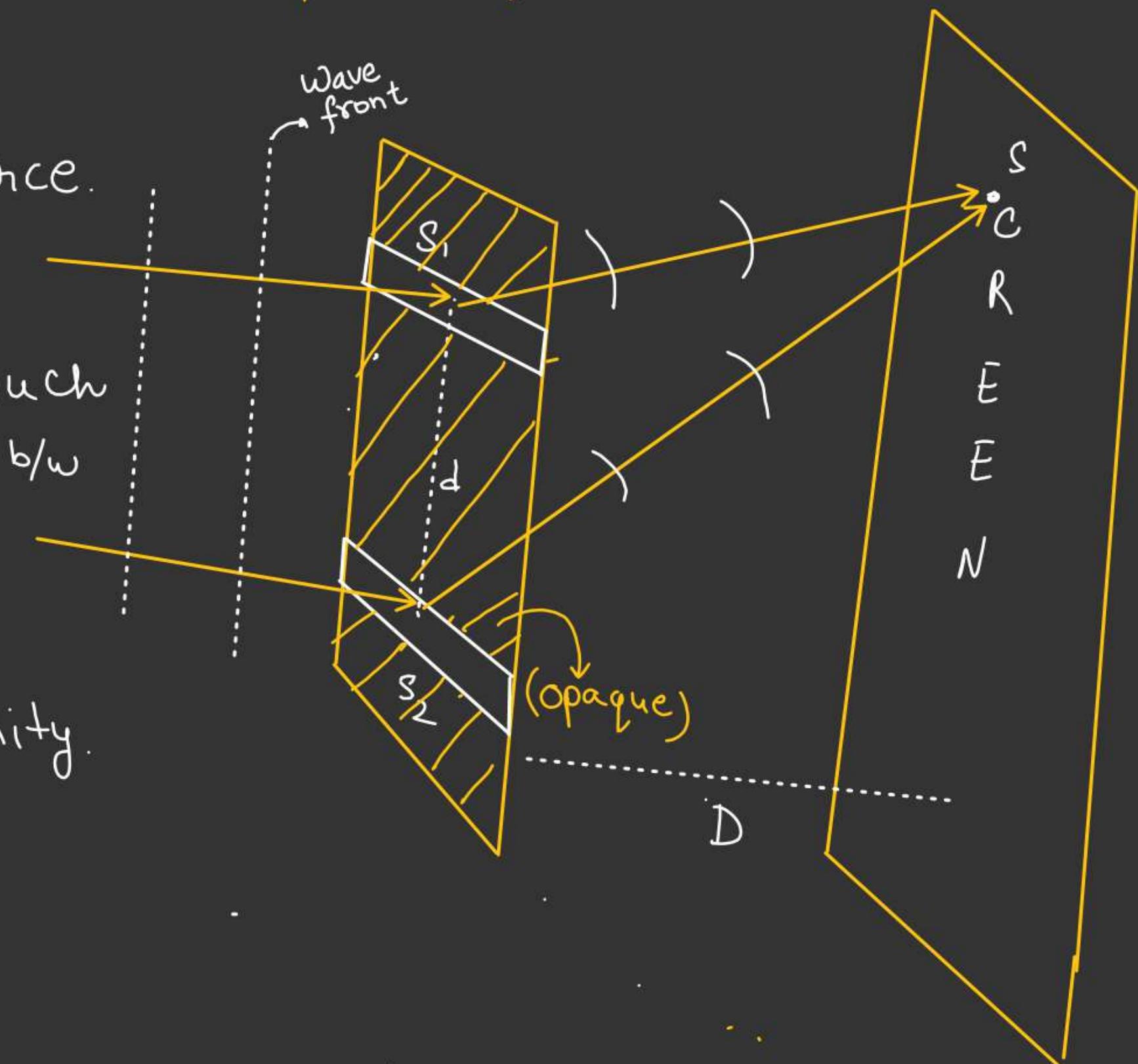
Coherent Sources:-

- ↳ Sources which have constant phase difference. are called Coherent Sources.
- ↳ Two Independent light Source never be Coherent.
- ↳ From a Single light source if we generate two secondary light sources then these light sources are coherent in nature.

# Y.D.S.E (Young's Double Slit experiment)

Assumption:-

1. Monochromatic light source  
(Single wavelength)
2. Distance b/w slits is much smaller than distance b/w screen. ( $d \ll D$ )
3. Light source at infinity.



Since  $D \gg d$ ,

$S_1 P$ ,  $O P$  &  $S_2 P$  assumed to be parallel.

In  $\triangle S_1 S_2 M$ ,

$$\sin \theta = \frac{S_2 M}{S_1 S_2}$$

$$S_2 M = S_1 S_2 \sin \theta$$

$$\Delta x = d \sin \theta = d \tan \theta - ①$$

$\theta$  very small.

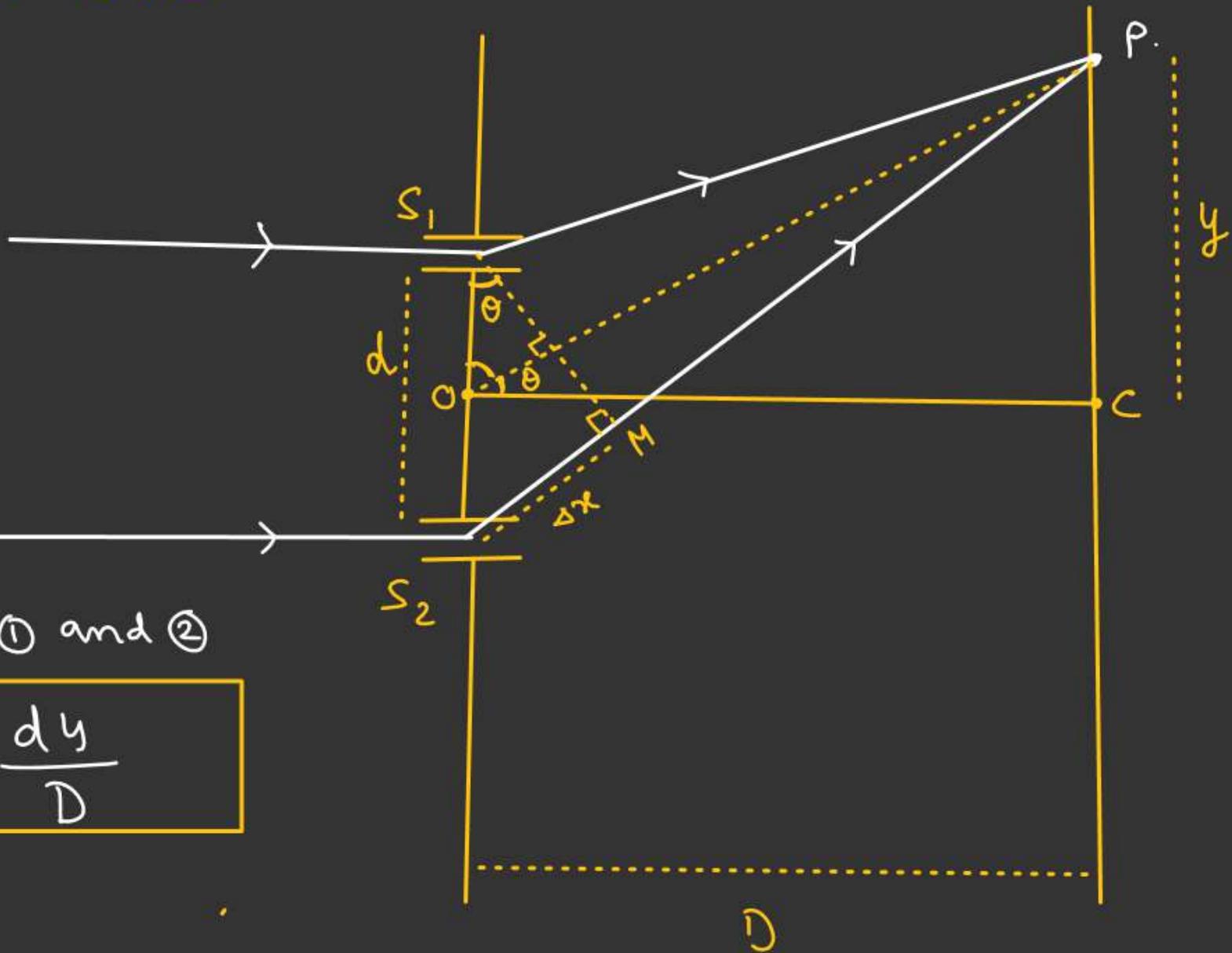
$$\sin \theta \approx \tan \theta.$$

In  $\triangle POC$

$$\tan \theta = \frac{y}{D} - ②$$

From ① and ②

$$\Delta x = \frac{dy}{D}$$



For Constructive interference.

$$\Delta x = n\lambda$$

$$\frac{dy}{D} = n\lambda$$

$$y = \frac{n\lambda D}{d}$$

For  $n=0$ ,  $y=0$   $\Rightarrow$  Central bright fringe } OR Central Maxima

$n=1$ ,  $y = \frac{D\lambda}{d}$   $\Rightarrow$  1<sup>st</sup> bright fringe } OR 1<sup>st</sup> Maxima

$n=2$ ,  $y = \frac{2D\lambda}{d}$   $\Rightarrow$  2<sup>nd</sup> bright fringe } OR 2<sup>nd</sup> Maxima

For destructive Interference

$$\Delta x = (2n+1) \frac{\lambda}{2} \quad (n=0,1,2,3,\dots)$$

$$\frac{dy}{D} = (2n+1) \frac{\lambda}{2}$$

$$y = (2n+1) \frac{D\lambda}{2d}$$

$$n=0, \quad y = \frac{D\lambda}{2d} \Rightarrow 1^{\text{st}} \text{ Minima.}$$

$$n=1, \quad y = \frac{3D\lambda}{2d} \Rightarrow 2^{\text{nd}} \text{ Minima}$$

$$n=2, \quad y = \frac{5D\lambda}{2d} \Rightarrow 3^{\text{rd}} \text{ Minima}$$

.

## FRINGE WIDTH

↳ Distance b/w two consecutive Maxima or two consecutive minima  
Called Fringe Width.

For Maxima

$$y_n = \frac{nD\lambda}{d}$$

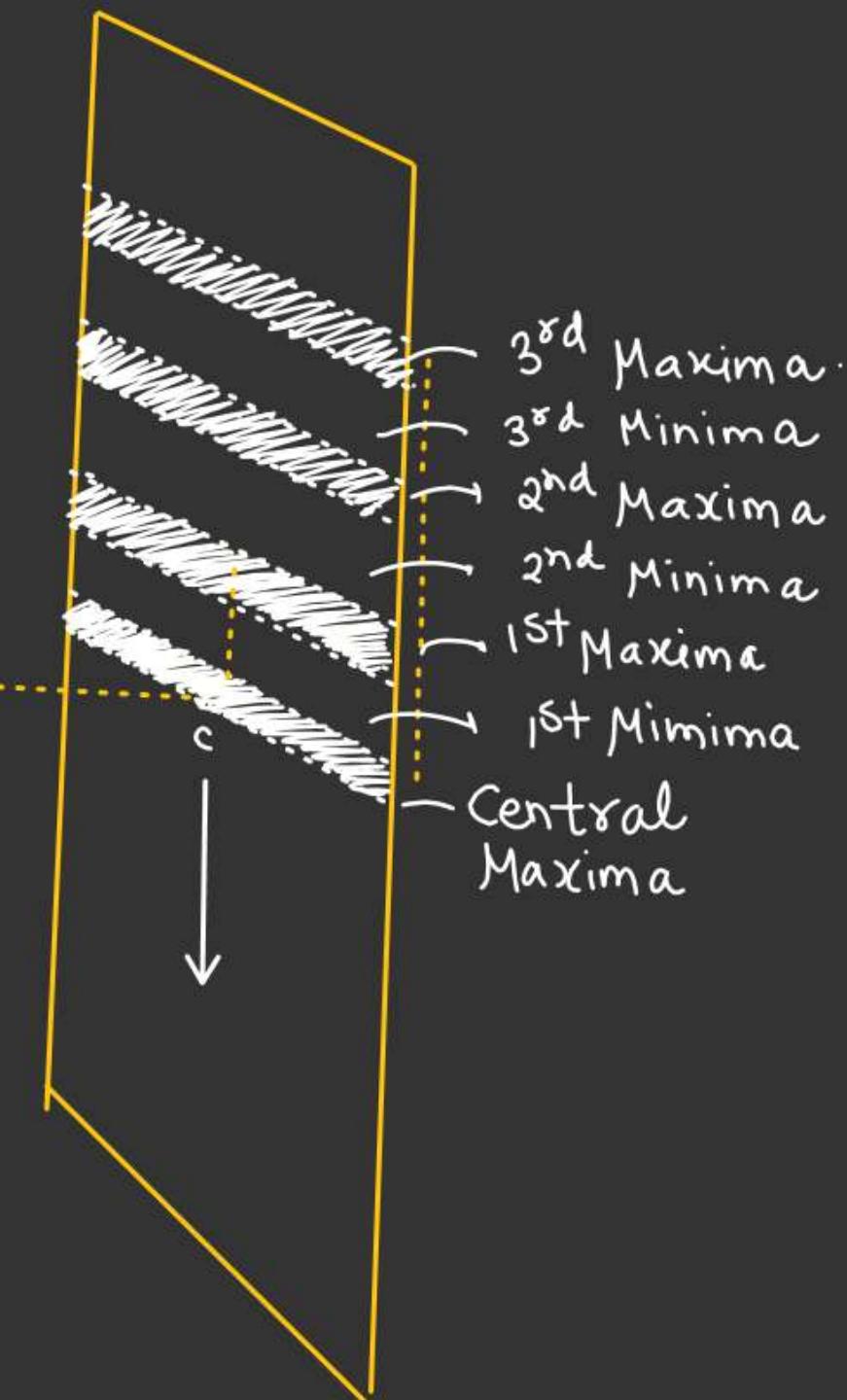
$$y_{n-1} = (n-1) \frac{D\lambda}{d}$$

$$W = y_n - y_{n-1}$$

$$W = \boxed{\frac{D\lambda}{d}}$$



Same pattern below the Center of Screen





## Angular fringe width

$$\tan \beta = \frac{w}{D}$$

$$w = \frac{D\lambda}{d}$$

$$\tan \beta \approx \beta = \left( \frac{w}{D} \right)$$

∴

$$\beta = \frac{D\lambda}{d \cdot D}$$

$$\boxed{\beta = \frac{\lambda}{d}}$$

•  
 $s_2$

$\beta$

