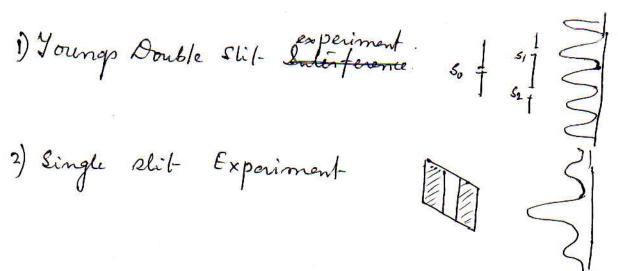
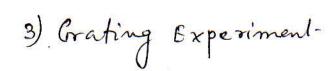
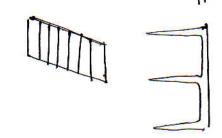
Intérference, Diffraction & Crating.

Let us understand the basic difference between interferences diffraction. The three experiment that we know are.







Now the first experiment is usually called interference experiment, second one diffraction experiment
and third one is also called Diffraction grating.

Hetually Calling them as interference experiment
or diffraction experiment are Wrong. Because
in all the three experiments both interference
and diffraction is there. Interference means
when two or more Coherent rays superimpose
that is adding. Diffraction on the other hand

means spreading or bending. So we find That in all the Three experiments both this phenomena are involved. Let us see these phenomena in little detail.

Interference Superposition

Coherent Same Source

Scome frequency (why)

Redistribution of

energy

Possible for waves only 4 not

for particle.

- (1) Superposition Adding of two or more waves.
- (2) Coherent When phase relations remain Constant with time in rays.
- Mostly they are created from the Same Source when we speak about light.

 In Case of sound waves two independent Sources may act as wherent and in that case their frequency should be Same (Why?) Why not wavelength?
- (3). Redistribution of energy

 We need to remember that there is

 always a redistribution of energy in case of

 interference phenomens. At one place it

 is maximum known as maxima (constructive
 interference) and other place is minima (destructive

For example, Suppose there are two sources Then we have studied earlier the resultant of many wave. For two wave Superposition.

 $a^2 = a_1^2 + a_2^2 + 2a_1 a_2 \cos \delta$ of len known as and a are amplifieds of individual ways and δ is the phase difference. In terms of interesty $I = I_1 + I_2 + 2\sqrt{I_1 I_2} \cos \delta$ interference term. (Why)

If both amplitudes are equal & $\cos \delta = 1$. (maxima) If $I = (I_1 + I_2)^2 = (2I_1)^2 = 4I^2$ Constructive Suterference.

For minima. Cos $\delta = \emptyset - 1 \Rightarrow$ destructive Interference. $I = (I_1 - \sqrt{I_2})^2 = 0$. $(I_1 = I_2)$

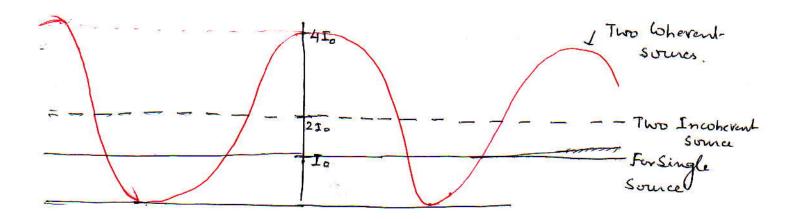
Here the Concept of redistribution of energy will be very clear if we take two incoherent-

Suppose You are asked to plot a distribution of Insity Intensity Versus distance in a double Sut- Suterference experiment for two Case. —

(a) if the light coming from both the Sources are incoherent. Then $I = I_1 + I_2 = 2I$ (5) $\delta = 0$

(6) If they are coherant.

Each Source internaty = Io.



This is a very very important figure. It should tell you that what is basically an interference pattern - the red Colour one. See how the intensity got redistributed which is not the Case when it in coherent.

(4) Interference is a wave Phenomena.

One cannot explain the interference effect without wave theory. The dark bands are getting light from both the hole, still how the internity of the dark band becomes 0 - It is possible only because of destructive interference.

How to find the bright and dark bands.

In case of interference phenomena we always calculate the path difference between two rays or sometimes more if they are parallel. If that path diff is equal to inlegral multiple of Wavelength Then it is the Case of marsima. Ipidais - They are reaching in phase. Mathe matically.

so 0) s_1 s_2 s_3 s_4 s_4 s_5 s_4 s_5 s_4 s_5 s_4 s_5 s_5

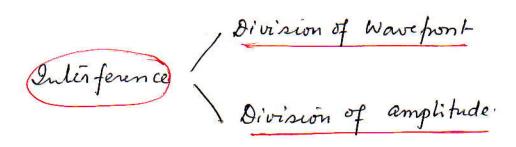
Now this technique's being followed in every case of interference.

Se cond Important point to remember here is The relation between phase difference and path difference.

path difference of 1 = Phase diff of 211.

of We will see some case where this is opposite. Can you guess in advance,

How to create Coherent Sources.

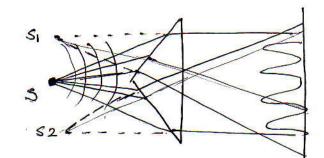


Division of Wavefront

(1) Double Stit Experiment by Young.

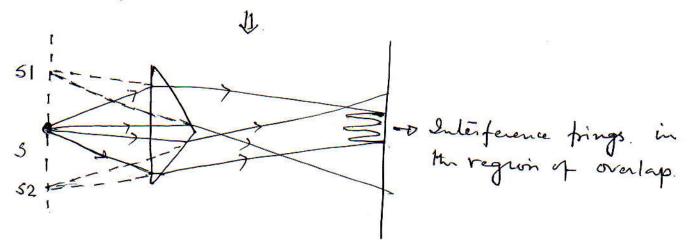
So 1)) S1) Wavefront dividing Into two and two Coherent Source are Created.

(2) Fresnet Biprism.



Two vistual imags Caused due to a repraction

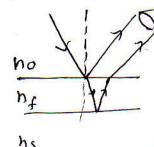
A Better picture & opposité Set up.



How to create Coherent Sources. Division of Amplitude.

(1) Interference in Dielectric films:

soap films result from interference in the films.

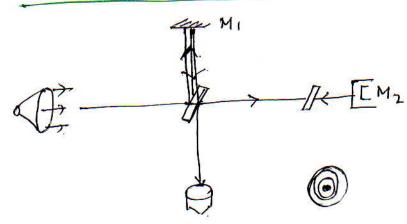


Transparent films

Substrate.

Double bearn interference from a film.

(2) Michelson Interferometer



It can be used for

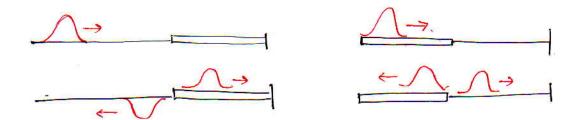
- 1) measure &
- 2) repractive Index of transparent material

3 ---

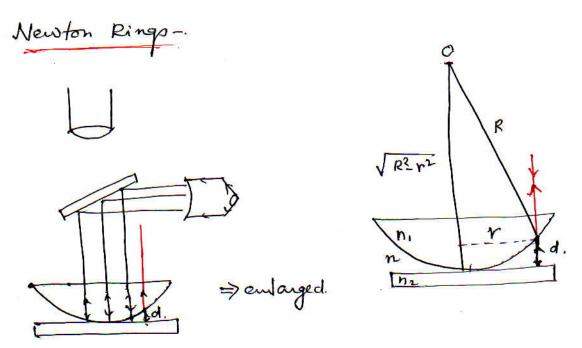
(3). Newton Rings.

Newton Rings

In order to understand Newton Rings we need to know the Physis of 'Phase Change' on reflection. Here one needs to revise the Concept of 2 attached strings of Variable mass per unit length.



I hope This picture's clear to you. Exactly the same way when light is reflected from an interface that is two mediums are present n_1 with refractive index n_1 and n_2 , if $n_1 > n_2$ the reflected tray does not undergo any phase change otherwise if $n_1 < n_2$ then the reflected wave will lendergo a phase change of n_1 .



Crucial. Point: Here light is reflected from two Surfaces one from the lower surface of the plano Convex lens and again from the lower glass plate. Now in between there is air interface. (There can be any liquid also)

Which ray will Undergo a phase change of $\pi = ?$ If the repractive index is such. $n_1 > n$ $n_2 > n$.

Then the light reflected from the glass Prism will get a phase change of TI (see the rope picture)

So the path difference between the two reflected ways will be

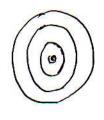
Maxima Condition.

2 mt 2 nd = (m+1/2) λ m=0,1,2.

m=0 funt ring.

Now it is not mit because of phase change of IT.

So a large number of circular trings will be observed starting with a dark Central tringe.



one can measure the diameter (radius) of these rings & find out the wavelength of light or radius of Curvature of the plano convox lens, or the thickness of the film at radius t

Derivation of the formula.

$$d = R - \sqrt{R^2 - r^2} = R - R \left(1 - \frac{r^2}{R^2}\right)^{\frac{1}{2}}$$

$$= R - R \left(1 - \frac{r^2}{R^2} \cdot \frac{1}{2} + \cdots\right) = \frac{r^2}{3R}.$$

$$2nd = (m+\gamma_2) d$$

$$2n \times \frac{r^2}{2R} = (m+\gamma_2) d$$

$$r = \int \frac{1}{n} (m+\gamma_2) dR$$

m= 0,1,2 ...

So measuring the radius of the bright fringe one can find out any of the unknown quantities. Generally a mono chromatic source of light ise Sodium lamp is used to see the rings. So one gets bright and dark fringes.