

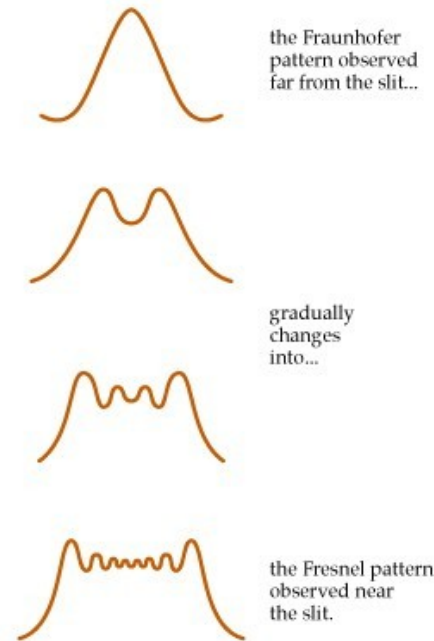
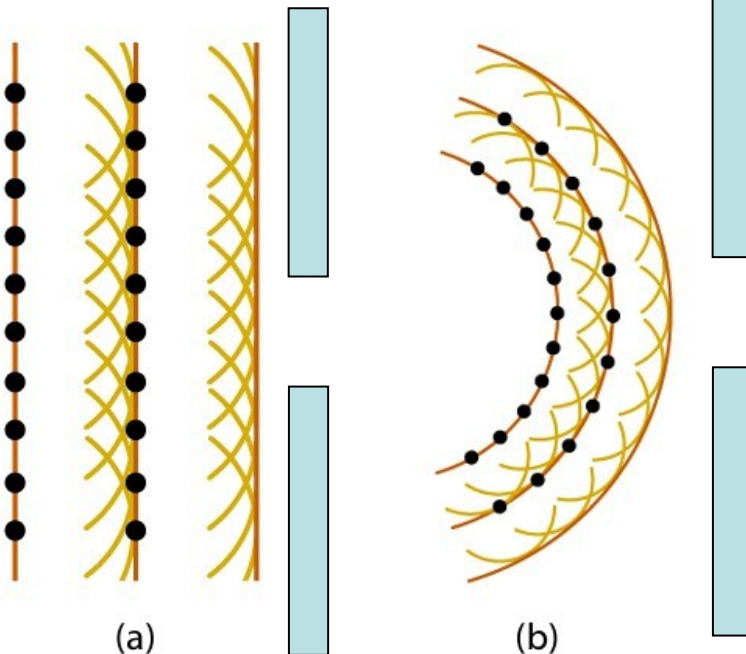
Fraunhofer and Fresnel Diffraction

Fraunhofer – far field

when incoming and outgoing waves can be considered planar or parallel

Fresnel – near field

when the slit and source are at finite distances from each other



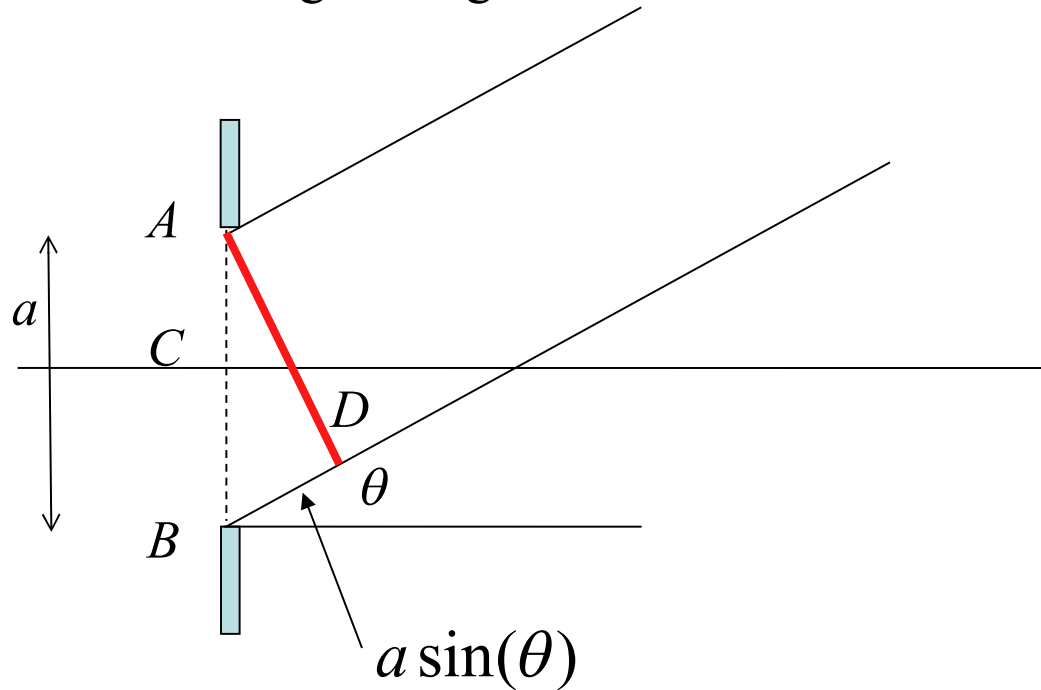
Fraunhofer if:

$$d > \frac{a^2}{\lambda}$$

d is the smaller of source and screen distance from slit, and a is slit size

Here we consider only Fraunhofer as it is simpler!

Diffraction through a single slit

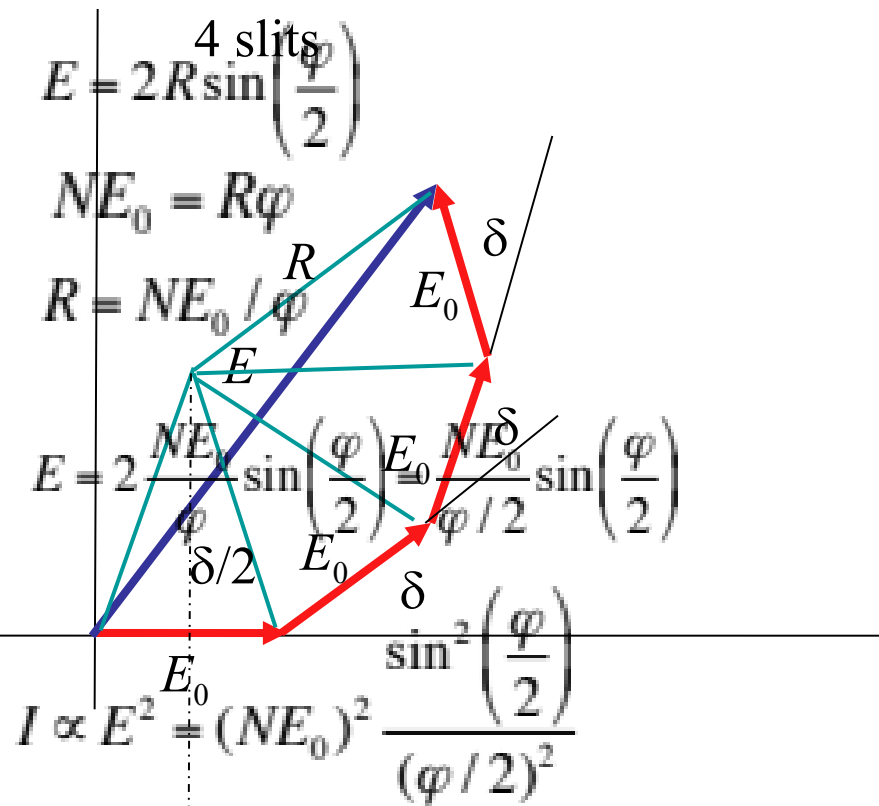


Consider wavefront to be composed of a large number of emitters A to B (*Huygens*)

Total phase difference between wavelets from A and B is:

$$\phi = 2\pi \frac{a \sin(\theta)}{\lambda}$$

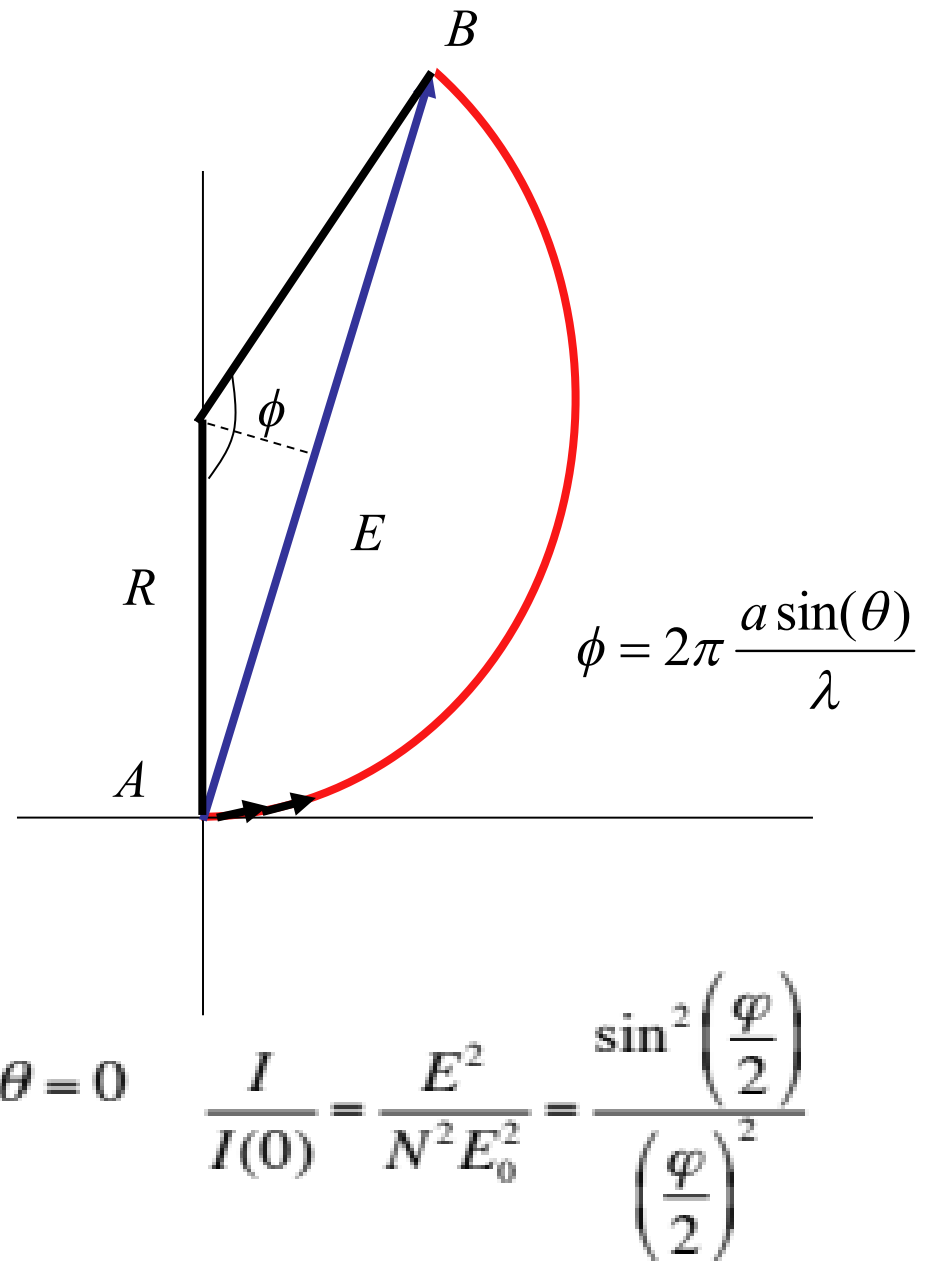
Phase diff of each source is: $\frac{\phi}{N} = \frac{2\pi}{N} \frac{a \sin(\theta)}{\lambda}$



$$\varphi = 0, E = NE_0,$$

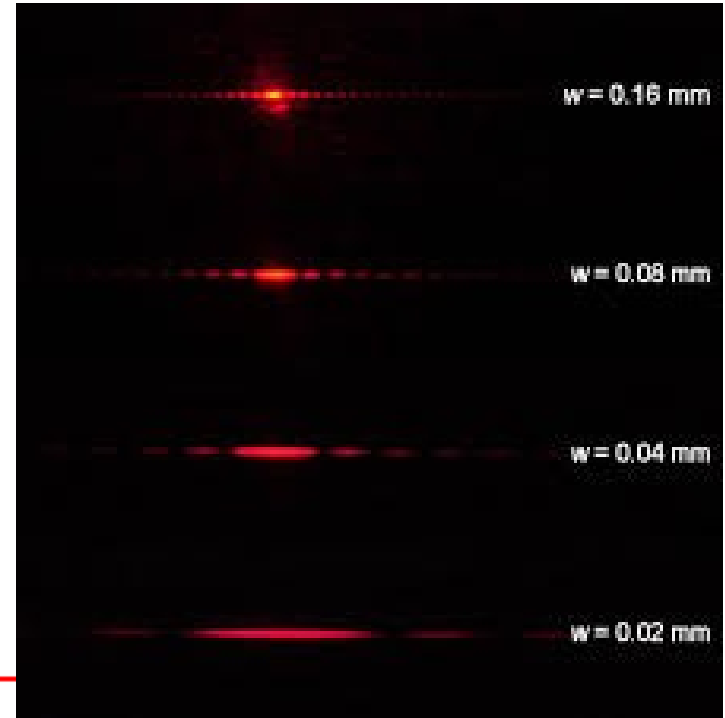
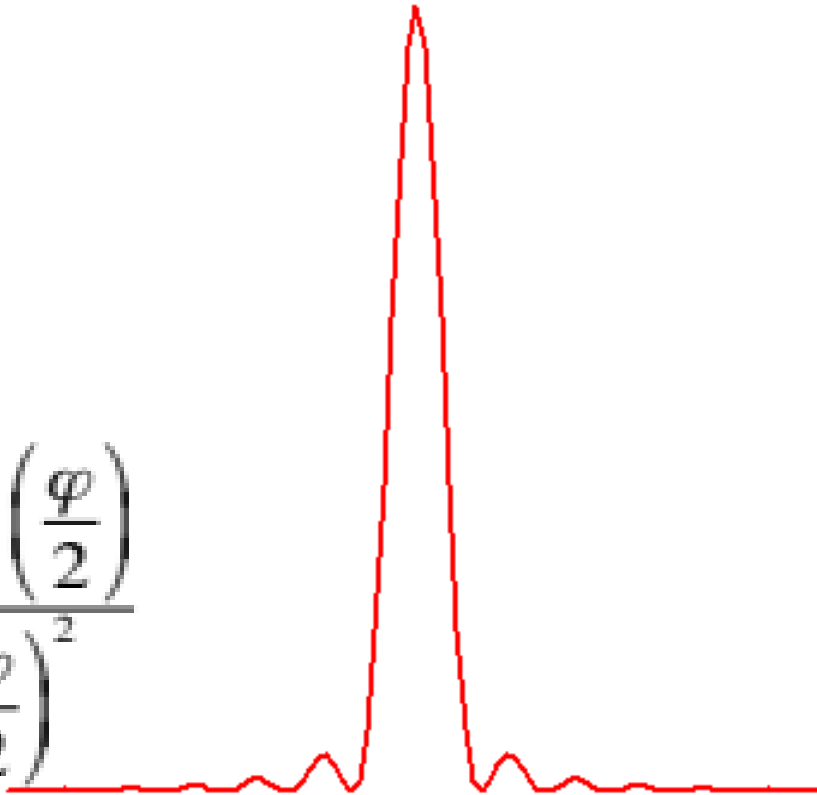
$$I(0) = N^2 E_0^2,$$

this is the intensity for $\varphi = 0$, i.e. $\theta = 0$



$$\phi = 2\pi \frac{a \sin(\theta)}{\lambda}$$

$$I = I_0 \frac{\sin^2\left(\frac{\varphi}{2}\right)}{\left(\frac{\varphi}{2}\right)^2}$$



$I_0 = I(0)$, the intensity at zero angle

Compute location of max and minima

I is a max/min when $dI/d\phi=0$

$$I = I_0 \frac{\sin^2\left(\frac{\varphi}{2}\right)}{\left(\frac{\varphi}{2}\right)^2} = uv, \quad \sin^2\left(\frac{\varphi}{2}\right) = u, \quad \frac{1}{\left(\frac{\varphi}{2}\right)^2} = v$$

$$\frac{dI}{d\varphi} = \frac{2 \sin\left(\frac{\varphi}{2}\right) \cos\left(\frac{\varphi}{2}\right) \frac{1}{2}}{\left(\frac{\varphi}{2}\right)^2} + \frac{\sin^2\left(\frac{\varphi}{2}\right) (-2) \frac{1}{2}}{\left(\frac{\varphi}{2}\right)^3} = 0$$

$$\frac{\sin\left(\frac{\varphi}{2}\right) \cos\left(\frac{\varphi}{2}\right)}{\left(\frac{\varphi}{2}\right)^2} = \frac{\sin^2\left(\frac{\varphi}{2}\right)}{\left(\frac{\varphi}{2}\right)^3}$$

$$\sin\left(\frac{\varphi}{2}\right) \left(\frac{\varphi}{2} \cos\left(\frac{\varphi}{2}\right) - \sin\left(\frac{\varphi}{2}\right) \right) = 0$$

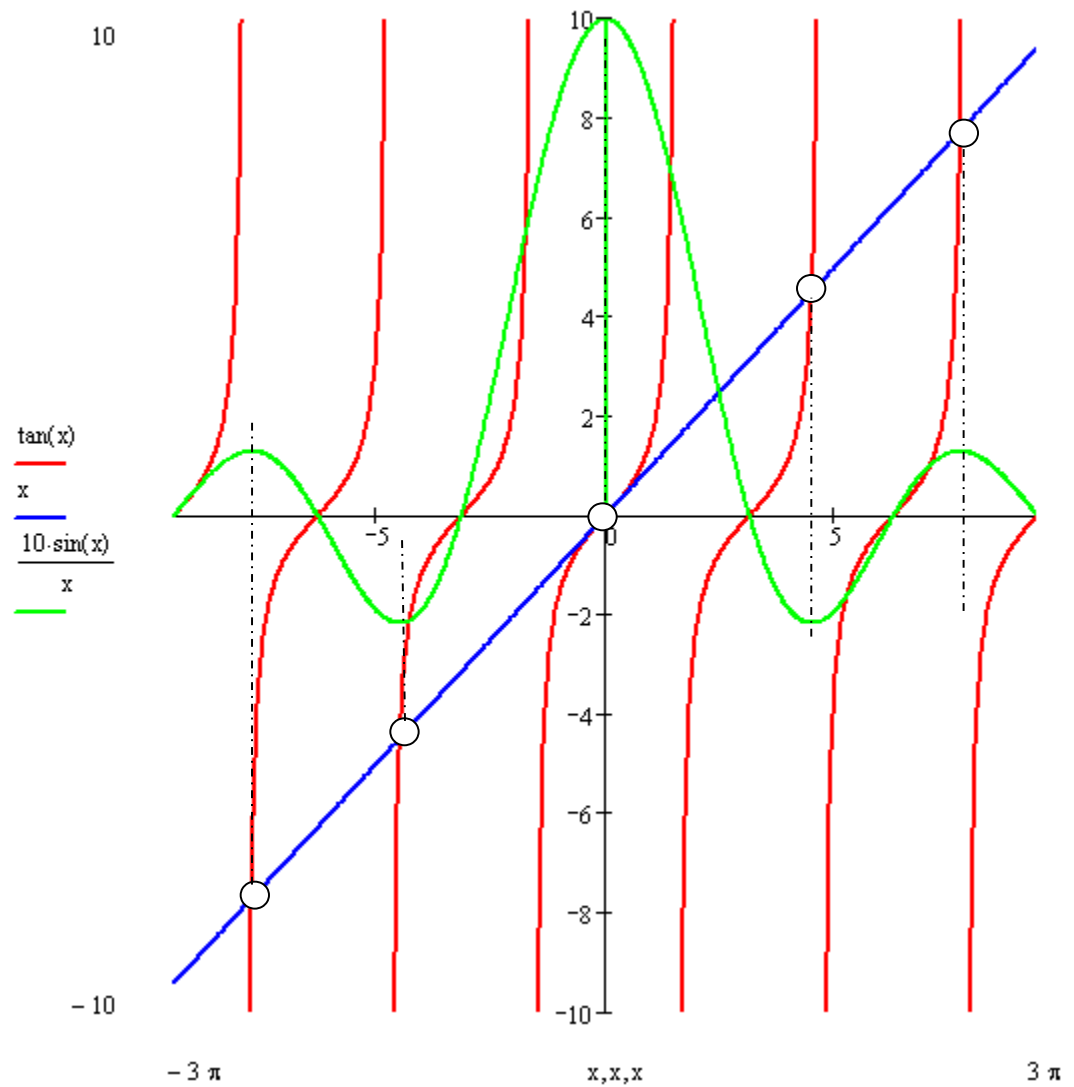
min

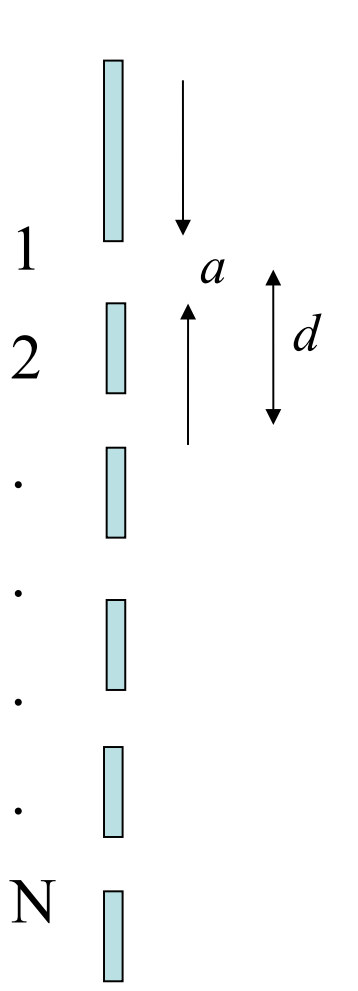
$$\sin\left(\frac{\varphi}{2}\right) = 0, \text{ excluding } \varphi=0$$

max

$$\left(\frac{\varphi}{2} \cos\left(\frac{\varphi}{2}\right) - \sin\left(\frac{\varphi}{2}\right)\right) = 0$$

$$\frac{\varphi}{2} = \tan\left(\frac{\varphi}{2}\right)$$





$$I_{\text{single}} = I_0 \frac{\sin^2\left(\frac{\phi}{2}\right)}{\left(\frac{\phi}{2}\right)^2} \quad \text{Single slit} \quad \phi = 2\pi \frac{a \sin(\theta)}{\lambda}$$

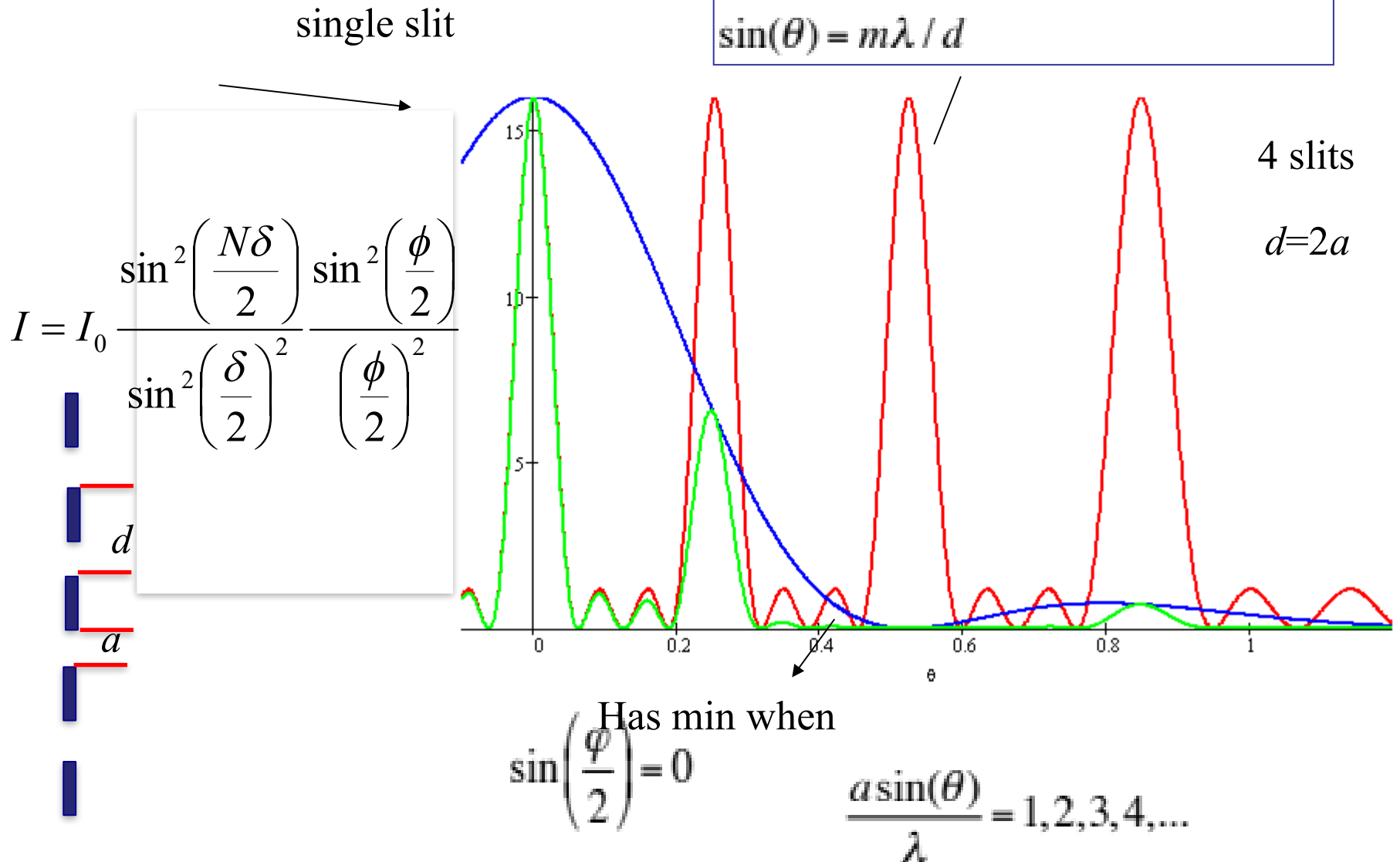
$$I = I_{\text{single}} \frac{\sin^2\left(N \frac{\delta}{2}\right)}{\sin^2\left(\frac{\delta}{2}\right)} \quad \text{N-slits} \quad \delta = \frac{2\pi}{\lambda} d \sin \theta$$

Combining both the response of the diffraction patterns

$$I = I_0 \frac{\sin^2\left(\frac{N\delta}{2}\right)}{\sin^2\left(\frac{\delta}{2}\right)^2} \frac{\sin^2\left(\frac{\phi}{2}\right)}{\left(\frac{\phi}{2}\right)^2}$$

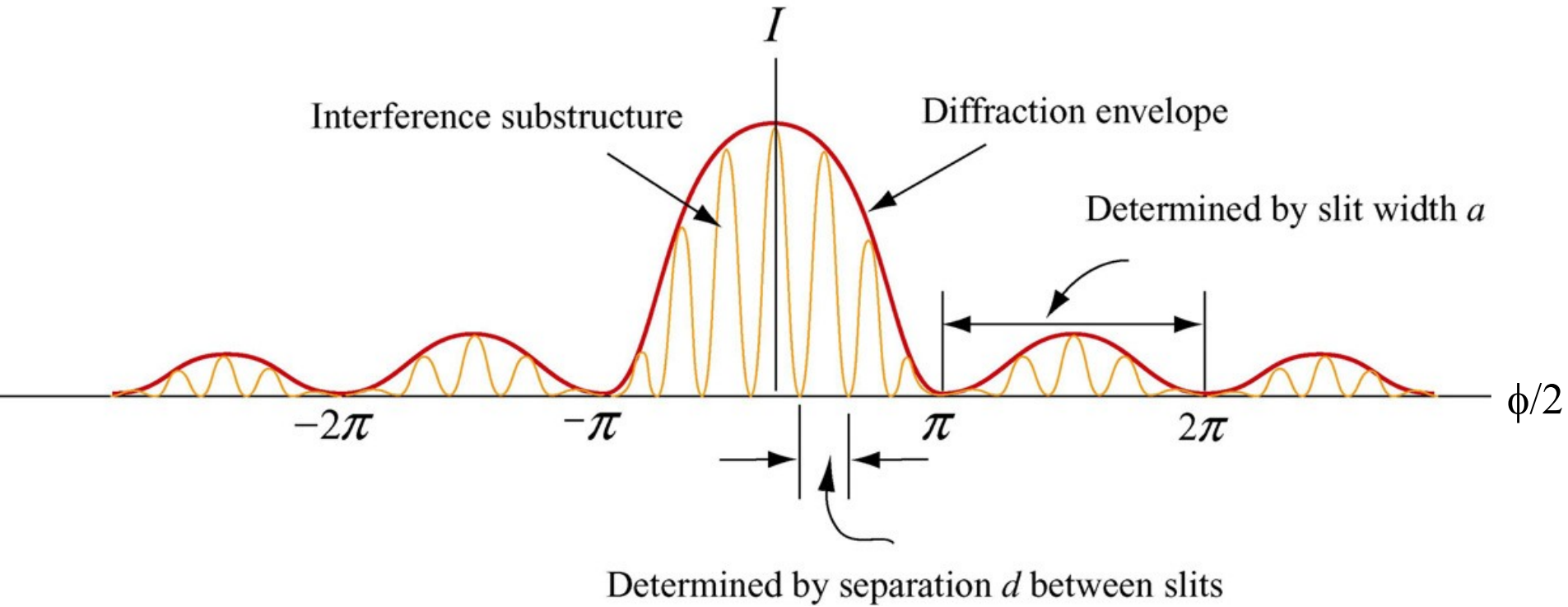
Where are the maxima and the minima?

Max when: $\delta = 2m\pi$, $\frac{d \sin(\theta)}{\lambda} = m$
 $\sin(\theta) = m\lambda / d$



Can get missing orders in the diffraction pattern

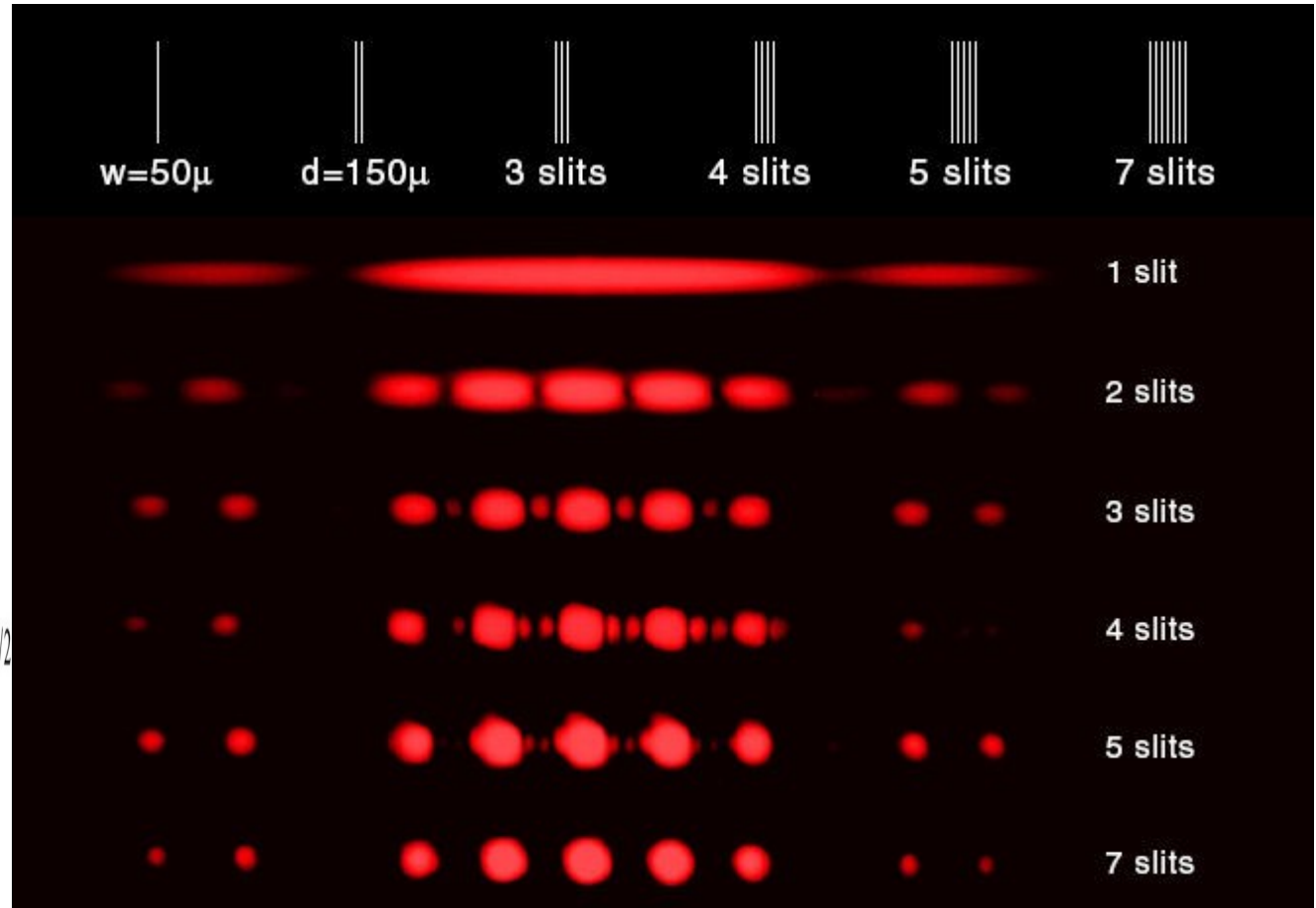
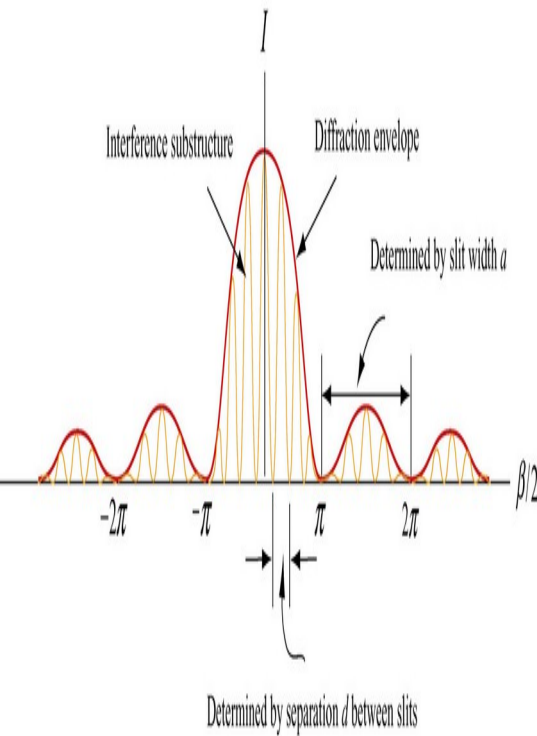
i.e. $\frac{\phi}{2} = \pi, 2\pi, 3\pi, \dots$ $\sin(\theta) = \lambda / a, 2\lambda / a, 3\lambda / a, \dots$



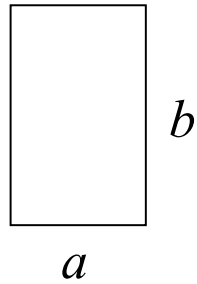
Double-slit interference with diffraction.

DiffractionDiff

particle size



Two dimensional diffraction (rectangular slit):

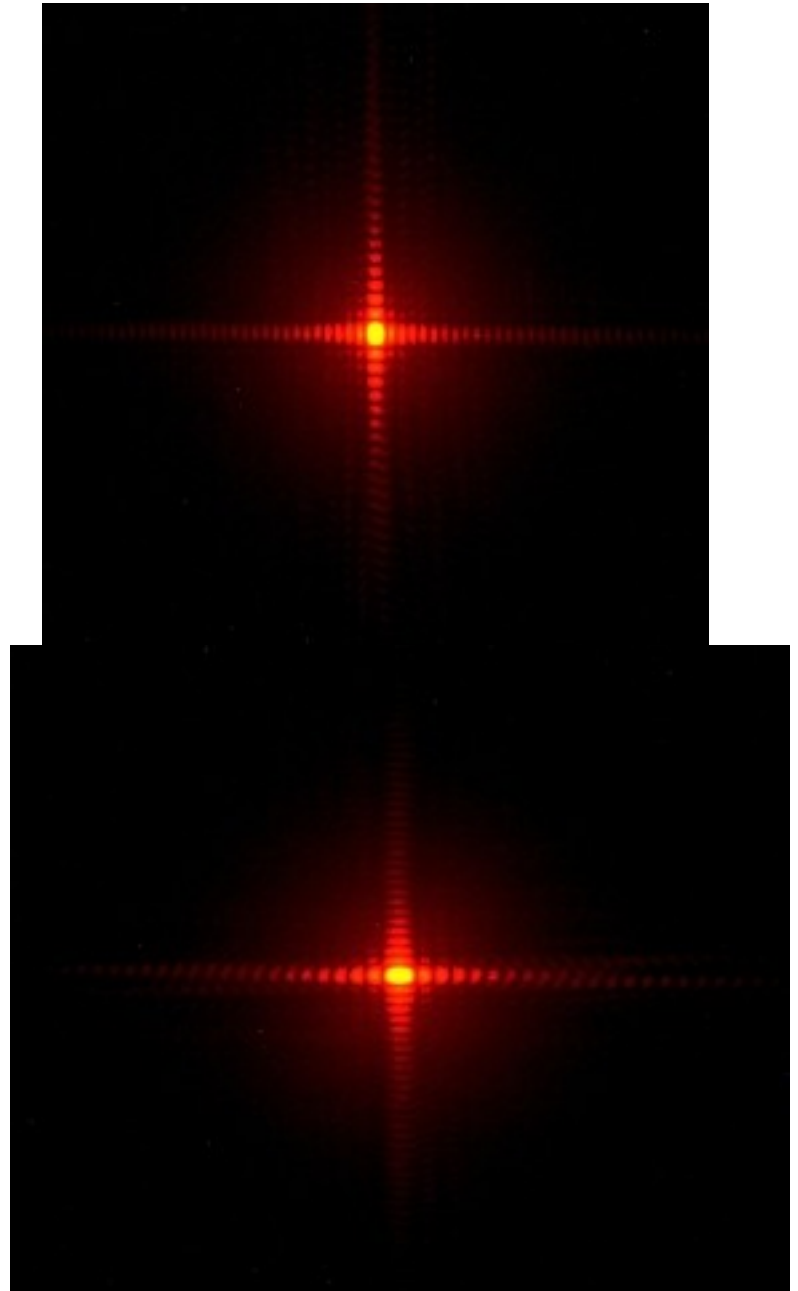


Rectangular slit

$$\alpha = 2\pi \frac{a \sin(\theta)}{\lambda}$$

$$\beta = 2\pi \frac{b \sin(\theta')}{\lambda}$$

$$I = I_0 \frac{\sin^2\left(\frac{\alpha}{2}\right)}{\left(\frac{\alpha}{2}\right)^2} \frac{\sin^2\left(\frac{\beta}{2}\right)}{\left(\frac{\beta}{2}\right)^2}$$

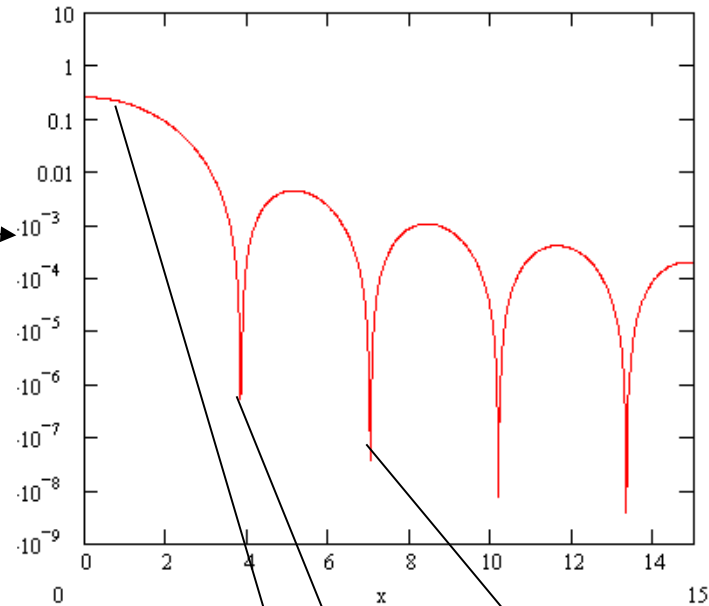


The circular aperture

$$I = I_0 \left(\frac{2J_1\left(\frac{2\pi}{\lambda} a \sin \theta\right)}{\frac{2\pi}{\lambda} a \sin \theta} \right)^2$$

J_1 is a first order Bessel function

$J_1(x)=0$ at $x=0, 3.83, 7.018$



note:
log scale

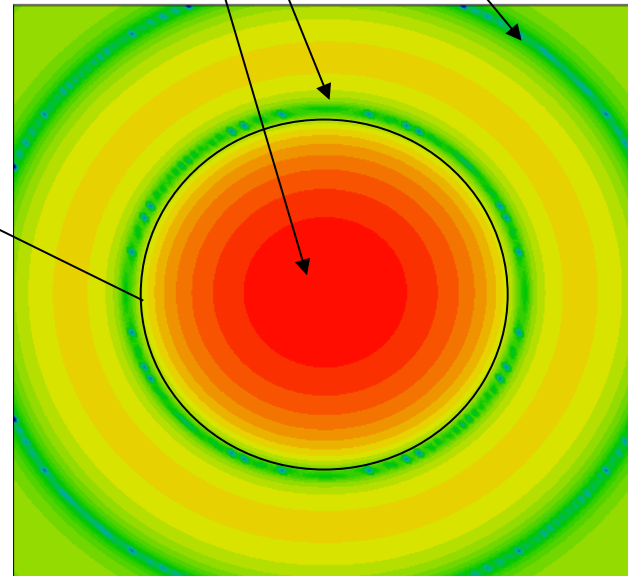
Airy disc

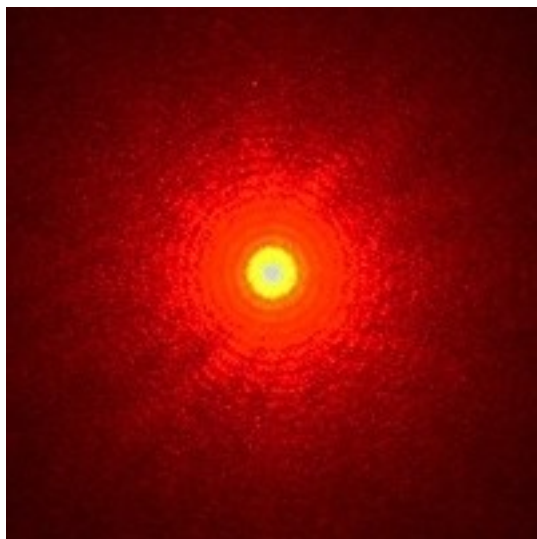
first dark ring

$$\frac{2\pi}{\lambda} a \sin \theta = 3.83$$

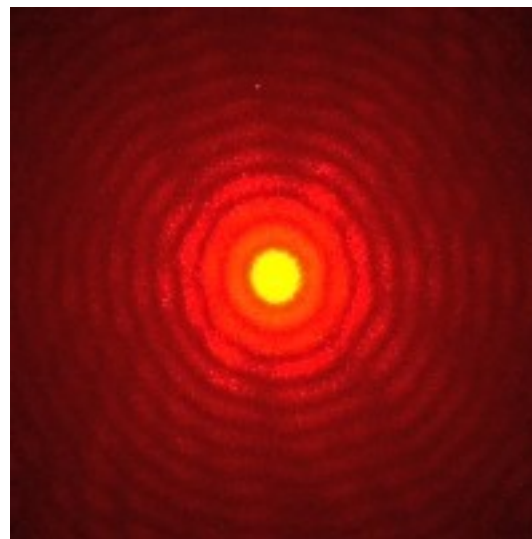
$$\sin \theta = \frac{3.83}{\pi} \frac{\lambda}{2a} = 1.22 \frac{\lambda}{D}$$

$D = 2a$ (diameter of aperture)

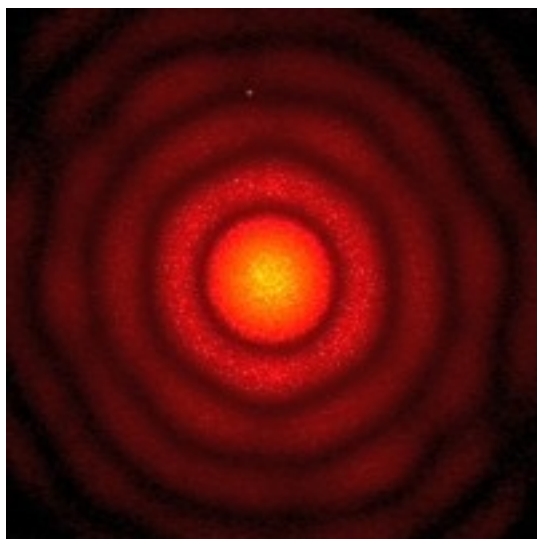




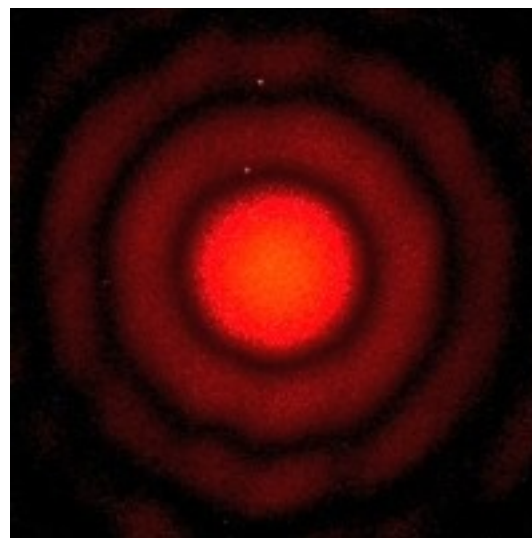
0.48 mm diameter



0.24 mm diameter



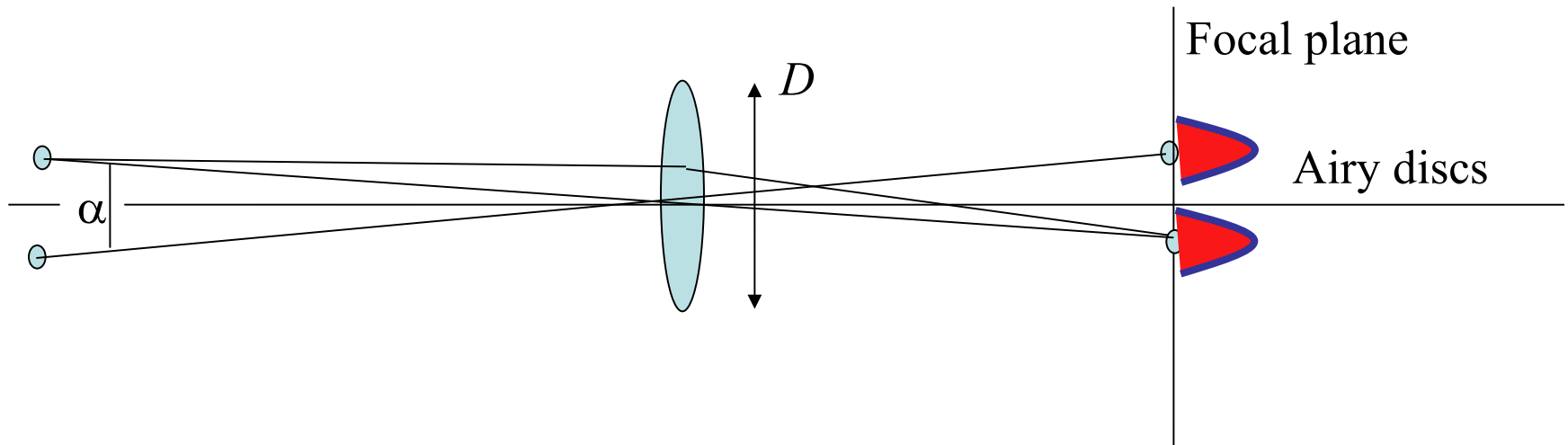
0.12 mm diameter

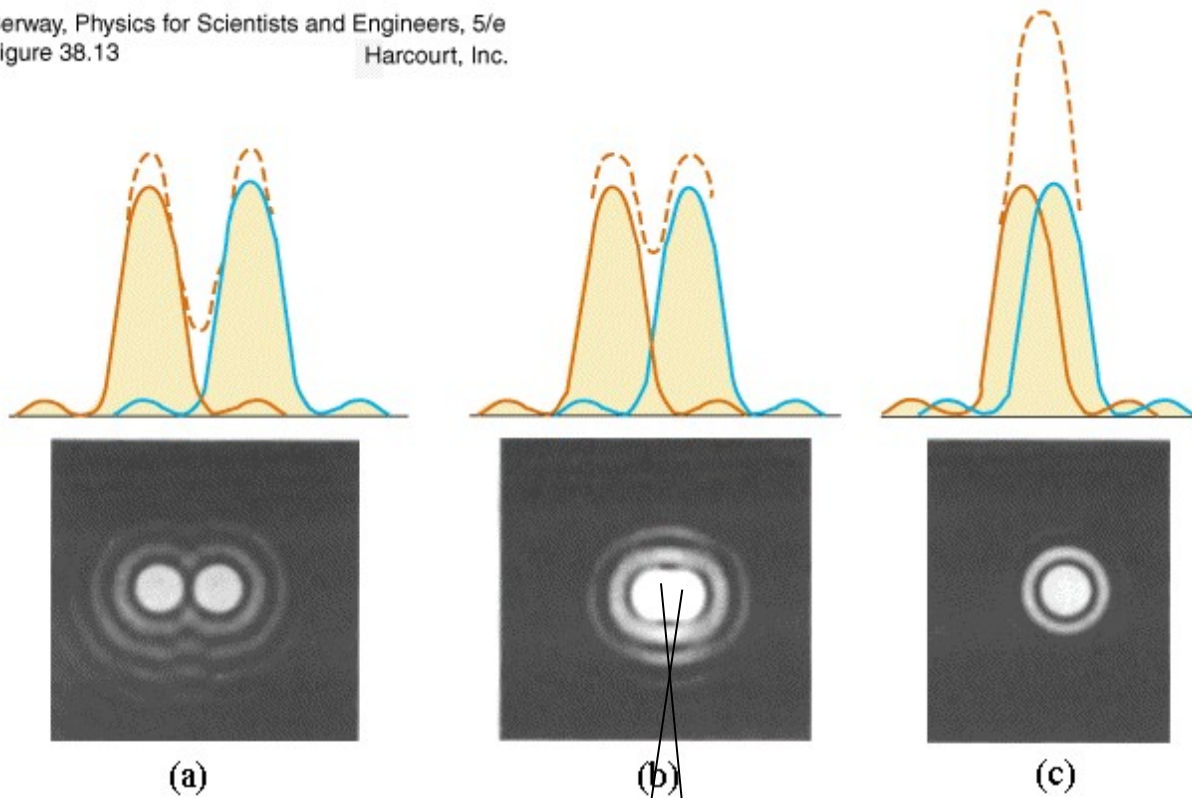


0.08 mm diameter

Resolution of Imaging Systems

Lens forms an image which can be regarded as an Airy pattern (circular aperture).
When the Airy discs overlap too much, the two objects cannot be resolved.





Clearly resolved

just resolved
(Raleigh)

Not resolved

To improve resolution:
Use light with small λ ;
Use large aperture!

The Raleigh criterion: Centre of one disc occurs at the first minimum of the other.

$$\alpha = 1.22 \frac{\lambda}{D}$$

for small angles

Resolution of the human eye

$$\theta = 1.22 \frac{\lambda}{D}$$

$\lambda \sim 500 \text{ nm}$, $D=5 \text{ mm}$, (Size of pupil)

$$\theta = 1.22 \frac{\lambda}{D} \sim 0.0001 \text{ rad} \sim 0.005 \text{ degrees}$$

Cannot resolve two objects separated by $<1 \text{ mm}$ at 10 m distance.

Interference and diffraction explained without using any mathematics, and in an entertaining way:

[Diffraction interference patterns with phasor diagrams - YouTube](#)

