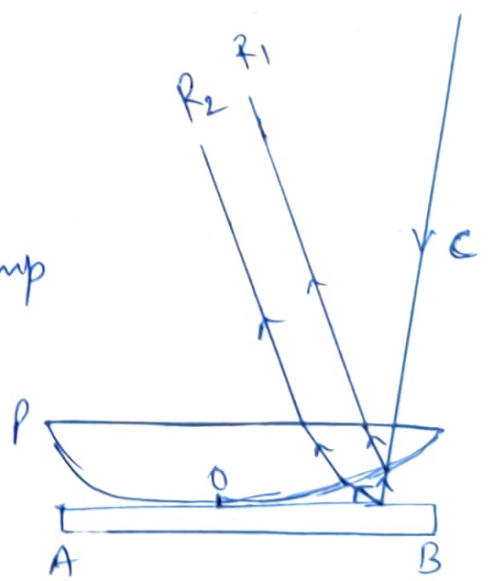
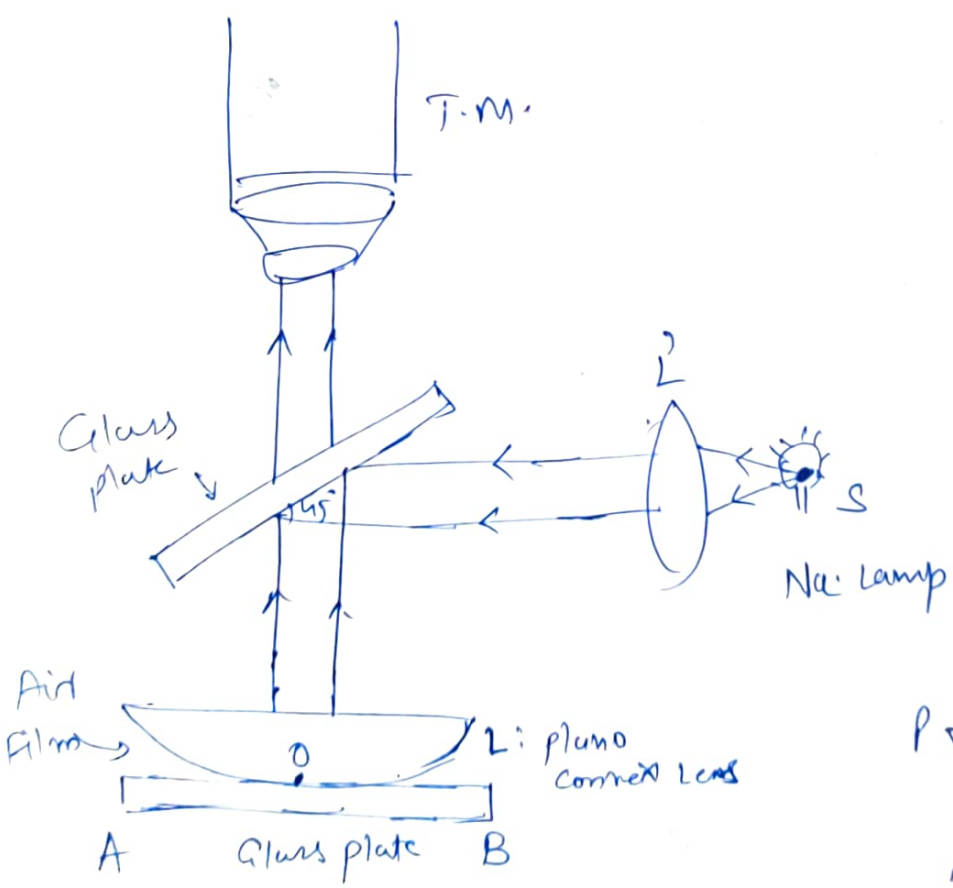


# ① Application of Interference: ①

Newton's Ring — (i) Determination of wavelength  
(ii) Refractive Index of transparent Liquid  
~~Anti Reflecting Coating~~

## ② Anti Reflecting Coating

### Newton's Ring Experiment



The optical path difference between the Ray  $R_1$  and  $R_2$  is given by  $\Delta$

where  $\Delta = 2\mu t \cos r = \frac{\lambda}{2}$

For the Normal Incidence of light from air  
 $\cos r = 1$  and  $\mu = 1$

$$\therefore \Delta = 2t - \frac{\lambda}{2}$$

Condition for maxima :  $\Delta = m\lambda$

$$\therefore 2t - \frac{\lambda}{2} = m\lambda$$

$$m = 1, 2, 3, \dots$$

Integral multiple

$$\therefore \boxed{2t = (2m+1) \frac{\lambda}{2}}$$

Condition for minima :  $\Delta = (2m+1) \frac{\lambda}{2}$

$$\therefore 2t - \frac{\lambda}{2} = (2m+1) \frac{\lambda}{2}$$

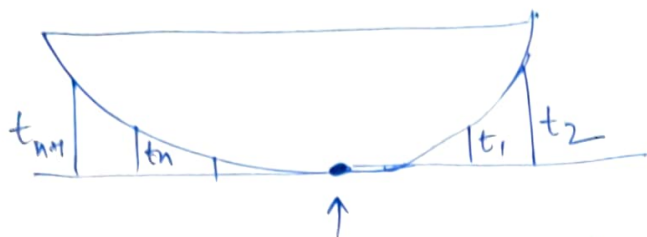
$$m+1 \approx m$$

$$\therefore 2t = (m+1) \lambda$$

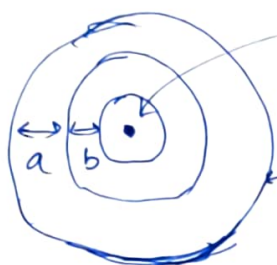
$$\boxed{2t = m\lambda}$$

## circular fringes:

(2)



$t=0$  at center point of contact



At Center it is dark.

Locus of points where the air film has same thickness

**Question**

The fringes are equally spaced

$\therefore a = b$ ?

Will check.

Thickness of air film is constant for a given ~~circle~~ point on a circle.

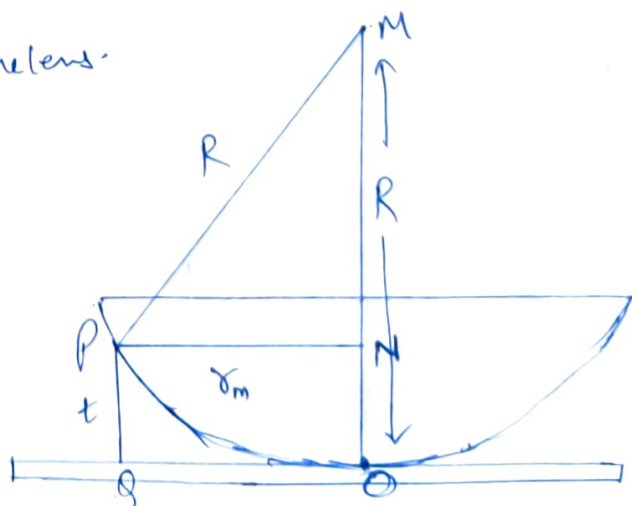
Also called fringes of equal thickness.

## Radius of dark fringes:

Let:

$R$ : Radius of Curvature of the lens.

Consider a dark fringe located at point  $Q$



Therefore at point Q

Let the thickness of air film =  $PQ = t$

Let the Radius of  $m^{th}$  Circular fringe at Q be  $r_m$

$$\therefore \boxed{r_m = OQ}$$

$\therefore$  By pythagoras theorem

$$PM^2 = PN^2 + MN^2$$

$$R^2 = r_m^2 + (R-t)^2$$

$$\therefore r_m^2 = 2Rt - t^2$$

As  $R \gg t$ ,  $2Rt \gg t^2 \therefore t^2 \rightarrow 0$

$$\therefore r_m^2 \approx 2Rt \Rightarrow \boxed{t = \frac{r_m^2}{2\lambda}} \quad \text{--- (1)}$$

The Condition for dark band at point Q

$$\therefore 2t = m\lambda \quad \text{--- (2)}$$

$$\therefore r_m^2 = (2t) R = (m\lambda) R \quad \text{from --- (1)}$$

$$\boxed{r_m = \sqrt{m\lambda R}}$$

$$m = 1, 2, 3, \dots$$

1. The radii of 1<sup>st</sup> dark fringe is for  $m=1$  (3)

$$\begin{aligned} \therefore r_1 &= \sqrt{1 \lambda R} \\ \text{for } 2^{\text{nd}} \quad r_2 &= \sqrt{2 \lambda R} \\ \text{for } 3^{\text{rd}} \quad r_3 &= \sqrt{3 \lambda R} \end{aligned} \quad \left. \begin{aligned} &\Rightarrow r_m \propto \sqrt{\lambda} \\ &\Rightarrow r_m \propto \sqrt{\text{Natural numbers}} \end{aligned} \right\} \begin{aligned} &\text{The Diameter of the ring} \\ &\text{will be} \end{aligned}$$

$$D_m = 2r_m = 2\sqrt{m\lambda R}$$

\* Spacing between the fringes

The diameter is given as  $D_m = 2\sqrt{m\lambda R}$   
 $m=1,2,3,\dots$

$$D_1 = 2\sqrt{1 \cdot \lambda \cdot R} = 1(2\sqrt{\lambda R}) = 1 \cdot x = x$$

$$D_2 = 2\sqrt{2 \cdot \lambda \cdot R} = \sqrt{2}(2\sqrt{\lambda R}) = \sqrt{2} \cdot x = 1.41x$$

$$D_3 = 2\sqrt{3 \cdot \lambda \cdot R} = \sqrt{3}(2\sqrt{\lambda R}) = \sqrt{3} x = 1.73x$$

$$D_4 = 2\sqrt{4 \cdot \lambda \cdot R} = \sqrt{4}(2\sqrt{\lambda R}) = \sqrt{4} x = 2x$$

$$\begin{aligned} D_2 - D_1 &= 0.41x \\ D_3 - D_2 &= 0.32x \\ D_4 - D_3 &= 0.27x \end{aligned} \quad \left. \begin{aligned} &\text{Not equally spaced.} \\ &\text{as } m \uparrow \quad \beta \downarrow \end{aligned} \right\} \Rightarrow \text{The fringes get closer and closer with increasing } m.$$

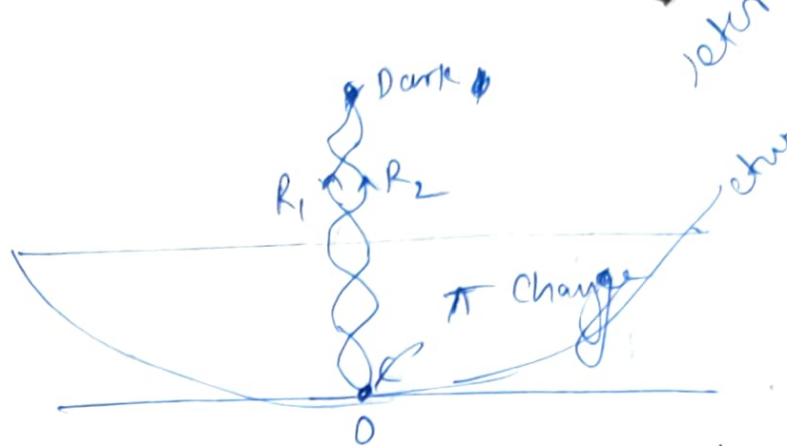


\* Dark Central spot

At Center point

O we know that

$$t = 0$$



∴ The condition for

Darkness

$$\Delta = \cancel{2t} - \frac{\lambda}{2}$$

at O

$$\Delta_0 \cong \frac{\lambda}{2}$$

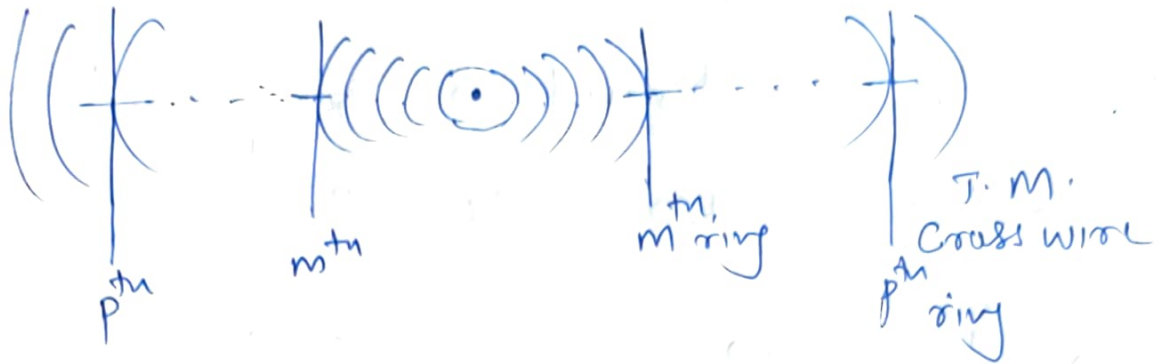
Path difference is  $\frac{\lambda}{2}$

The reflected wave from surface 1 i.e. R, does not undergo change of phase.

But the reflected wave from bottom surface undergoes a phase change of  $\frac{\pi}{2}$

⇒ The interfering waves are in opposite phase and we see a dark spot.

Determination of wavelength of light source ④  
 setup the Newton's ring interference experiment



We know that  $D_m = 2\sqrt{m\lambda R}$

for  $m^{\text{th}}$  ring  $D_m^2 = 4m\lambda R$

for  $(m+p)^{\text{th}}$  ring  $D_{m+p}^2 = 4(m+p)\lambda R$

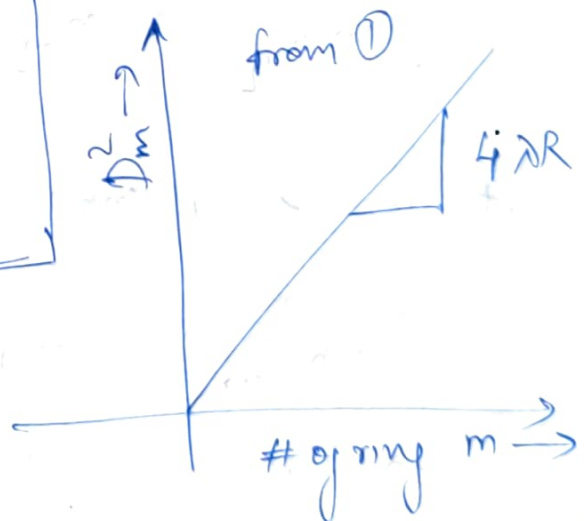
$$\begin{aligned} \text{--- ① } & \boxed{y = mx} \\ & \Downarrow \\ \text{--- ② } & \boxed{m = 4\lambda R} \end{aligned}$$

Subtracting ① from ②  $D_{m+p}^2 - D_m^2 = 4p\lambda R$

$$\Rightarrow \boxed{\lambda = \frac{D_{m+p}^2 - D_m^2}{4pR}}$$

from Graph slope =  $4\lambda R$

$$\therefore \boxed{\lambda = \frac{\text{slope}}{4R}}$$



(2) Refractive index of transparent liquid.

\* In the setup the liquid whose R.I is to be determined is filled in the gap between the lens and glass plate.

Let the R.I of liquid be  $\mu$  then the condition for dark ring can be written as

$$2\mu t = m\lambda$$

the diameter of  $m^{\text{th}}$  dark ring  $[D_m^2]_L = \frac{4m\lambda R}{\mu}$  — (1)

iii) for  $(m+p)^{\text{th}}$  ring  $[D_{m+p}^2]_L = \frac{4(m+p)\lambda R}{\mu}$  — (2)

subtracting (1) from (2)

$$[D_{m+p}^2]_L - [D_m^2]_L = \frac{4p\lambda R}{\mu} \quad \text{--- (3)}$$

But we already know that in air

$$[D_{m+p}^2]_{\text{air}} - [D_m^2]_{\text{air}} = 4p\lambda R \quad \text{--- (4)}$$

from (3) and (4) we can write

$$\text{R.I of liquid } \mu = \frac{[D_{m+p}^2]_{\text{air}} - [D_m^2]_{\text{air}}}{[D_{m+p}^2]_L - [D_m^2]_L}$$



## Anti Reflection Coatings:

(5)

A.R. coatings are thin transparent coating of optical thickness of one quarter wavelength given on surface in order to suppress reflection from the surface.

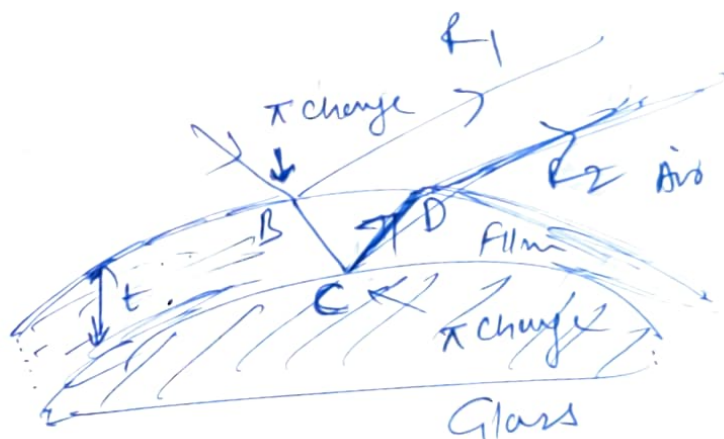
A Thin film can act as A.R. coating if

a) phase condition: The reflected waves from top and bottom surface of thin film are in opposite phase leading to destructive interference.

b) Amplitude condition: The waves have equal amplitudes.

### 1) Phase Condition and minimum thickness of the film.

Let the thickness of the A.R coating film be  $t$  and R.I of ' $y_f$ ' such that  $y_f < y_g$ .



$\therefore$  The optical path difference between  $R_1$  and  $R_2$  must be equal to  $\frac{\lambda}{2}$

$$\Delta = 2y_f t \cos \theta - \frac{\lambda}{2} - \frac{\lambda}{2}$$

air to film boundary film to glass boundary

If we assume the normal incidence  $\cos r = \frac{\text{amp}}{10}$

$$\therefore \Delta = 2\mu_f t - \lambda \quad \leftarrow \begin{array}{l} \text{phase shift} \\ \text{of } 2\pi \end{array}$$

$$\therefore \Delta = 2\mu_f t$$

The  $R_1$  and  $R_2$  interfere ~~an~~ destructively.

$$\therefore 2\mu_f t = (2m+1)\frac{\lambda}{2} \quad m = 0, 1, 2, \dots$$

for the film to be transparent, its thickness should be minimum, which happens when  $m = 0$

$$\text{i.e. } 2\mu_f t_{\min} = \frac{\lambda}{2}$$

$$\therefore \boxed{t_{\min} = \frac{\lambda}{4\mu_f}} \quad \text{provided } (\mu_f < \mu_{\text{glass}})$$

$\Rightarrow$  The optical thickness of the A.R. coating should be of one quarter wavelength.

## Amplitude Condition:

(6)

This condition requires the amplitudes of reflected rays  $R_1$  and  $R_2$  are equal  $E_1 = E_2$

i.e. It requires 
$$\left[ \frac{\mu_f - \mu_a}{\mu_f + \mu_a} \right]^2 = \left[ \frac{\mu_g - \mu_f}{\mu_g + \mu_f} \right]^2 \quad \text{--- (1)}$$

$\mu_a$ : R.I of air       $\mu_f$ : R.I of film       $\mu_g$ : R.I of glass

Eqn (1) can be re-written as

$$\left[ \frac{\mu_f - 1}{\mu_f + 1} \right]^2 = \left[ \frac{\mu_g - \mu_f}{\mu_g + \mu_f} \right]^2 \quad \text{as } \mu_a = 1 \text{ for air}$$

$$\frac{\mu_f^2 - 2\mu_f + 1}{\mu_f^2 + 2\mu_f + 1} = \frac{\mu_g^2 - 2\mu_g\mu_f + \mu_f^2}{\mu_g^2 + 2\mu_g\mu_f + \mu_f^2}$$

$$\Rightarrow 4\mu_f^3\mu_g + 4\mu_f\mu_g = 4\mu_f^3 + 4\mu_f\mu_g^2$$

Divide by  $4\mu_f$  and rearranging we get

$$\mu_f^2 - \mu_g \mu_f + \mu_g^2 - \mu_g = 0$$

$$\therefore \mu_f^2 = \mu_g (1 + \mu_f - \mu_g)$$

If say  $\mu_f \approx \mu_g$  then

$$\mu_f^2 = \mu_g \Rightarrow \boxed{\mu_f = \sqrt{\mu_g}}$$

$\Rightarrow$  The R.I of thin film A.R. Coating should be less than that of substrate and possibly nearer to its square root.

for glass  $\mu_g = 1.5$   $\mu_f = \sqrt{1.5} \approx 1.22$

The materials have R.I nearer to this is

$\text{MgF}_2$  ( $\mu = 1.38$ ) Magnesium Fluoride (cheaper)

$3\text{NaF} \cdot \text{AlF}_3$  ( $\mu = 1.36$ ) cryolite

mostly  $\text{MgF}_2$  is used in AR coatings.

- Film should
  - 1) adhere well & durable
  - 2) Scratch proof and insoluble in ordinary solvents.



# Newton's Ring by transmitted light

$$\Delta = 2\mu t \cos r$$

$\cos r = 1$  for  $\perp$  incidence

$$\Delta = 2t$$

For maxima  $\Delta = m\lambda$

$$\boxed{2t = m\lambda}$$

For minima  $\Delta = (2m+1) \frac{\lambda}{2}$

$$2t = (2m+1) \frac{\lambda}{2}$$

Radius of  $n^{\text{th}}$  bright fringe  $r_m = \sqrt{m\lambda R}$

for dark fringe  $r_m = \sqrt{\frac{(2m+1)\lambda R}{2}}$

