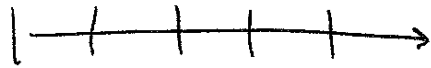
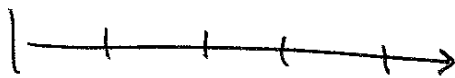


Interference of Light

$$E_1 = A e^{i(k s_1 - \omega t)}$$



$$E_2 = A e^{i(k s_2 - \omega t)}$$



Waves  
Overlap  
here  
↓  
- P

To get interference, we need

- same polarization
  - coherent waves
- } often we get this by using the same light source for both waves.

Assume polarization is the same, so we ignore the vector notation and just use scalar waves.

$$E_p = A e^{i(k s_1 - \omega t)} + A e^{i(k s_2 - \omega t)}$$

$$= A e^{-i\omega t} (e^{i k s_1} + e^{i k s_2})$$

Define  $\delta = s_2 - s_1$ ,  $\bar{s} = \frac{1}{2}(s_1 + s_2)$

Then  $s_1 = \bar{s} - \frac{\delta}{2}$ ,  $s_2 = \bar{s} + \frac{\delta}{2}$

$\delta$  is the spatial difference between wavefronts.

$$E_p = A e^{-i\omega t} (e^{i k (\bar{s} - \frac{\delta}{2})} + e^{i k (\bar{s} + \frac{\delta}{2})})$$

$$= A e^{i(k \bar{s} - \omega t)} (e^{i k \delta / 2} + e^{-i k \delta / 2})$$

$$= 2A e^{i(k \bar{s} - \omega t)} \cos\left(\frac{k \delta}{2}\right)$$

$$E_p = \underbrace{2A \cos\left(\frac{k\delta}{2}\right)}_{\text{Amplitude Factor}} \underbrace{e^{i(k\delta - \omega t)}}_{\text{wave factor (usually unobservable)}}$$

$$I \propto E_p E_p^* = 4A^2 \cos^2\left(\frac{k\delta}{2}\right)$$

↑  
gets rid of the wave factor

If we only had one beam, then

$$I = I_p = E_1 E_1^* = A^2$$

So  $4A^2 \cos^2\left(\frac{k\delta}{2}\right)$  has four times the amplitude of one beam alone.

Can also write  $\cos^2\left(\frac{k\delta}{2}\right) = \frac{1}{2}(1 + \cos(k\delta))$  or

$$E_p E_p^* = 2A^2 (1 + \cos k\delta)$$

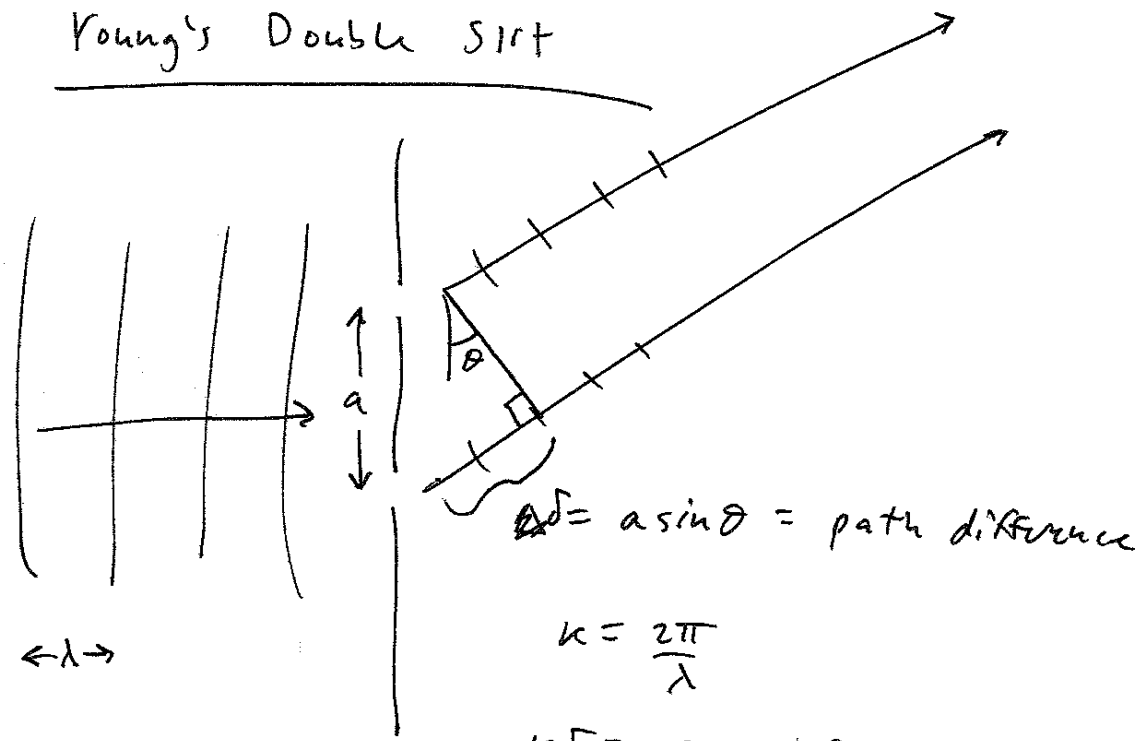
$m(2\pi)$

When  $k\delta = m(2\pi)$ ,  $m = 0, \pm 1, \pm 2, \dots$

constructive interference

When  $k\delta = (m + \frac{1}{2})(2\pi)$ ,  $m = 0, \pm 1, \pm 2, \dots$   
destructive interference

# Young's Double Slit



$\delta = a \sin \theta = \text{path difference}$

$k = \frac{2\pi}{\lambda}$

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

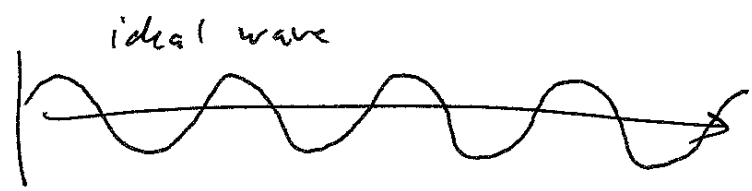
$E_p E_p^* = \underset{\substack{\uparrow \\ A^2}}{4 I_0} \cos^2 \frac{k\delta}{2} = 4 I_0 \cos^2 \left( \frac{\pi a \sin \theta}{\lambda} \right)$

## Coherence

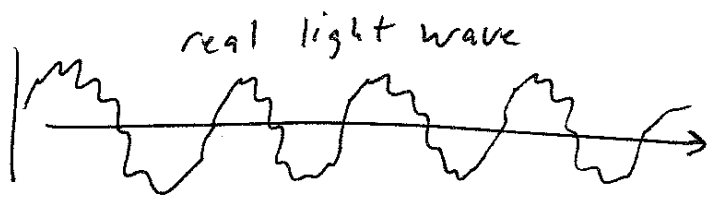
Real light waves aren't perfect sines & cosines:

$\cos(kx + \phi(t))$

↑ some random function of time



perfectly predictable for ever



only predictable for a time called the "coherence time"

Lasers → up to a few ns.  
 incoherent → incandescent → less than  $10^{-14}$  sec