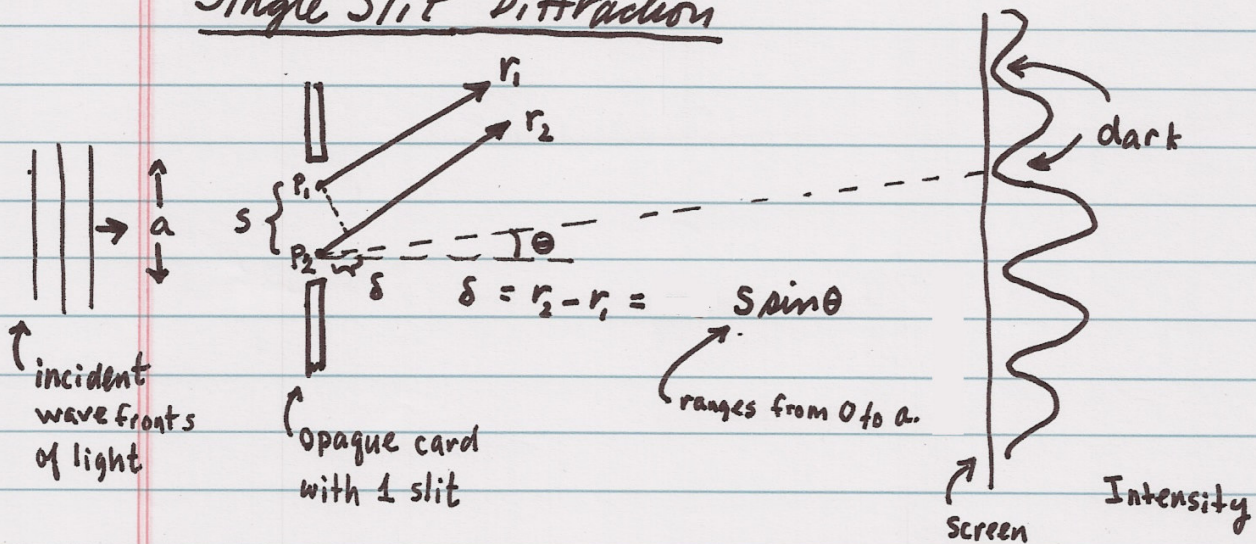


Diffraction

Diffraction — the bending or spreading of light rays due to obstacles and small holes

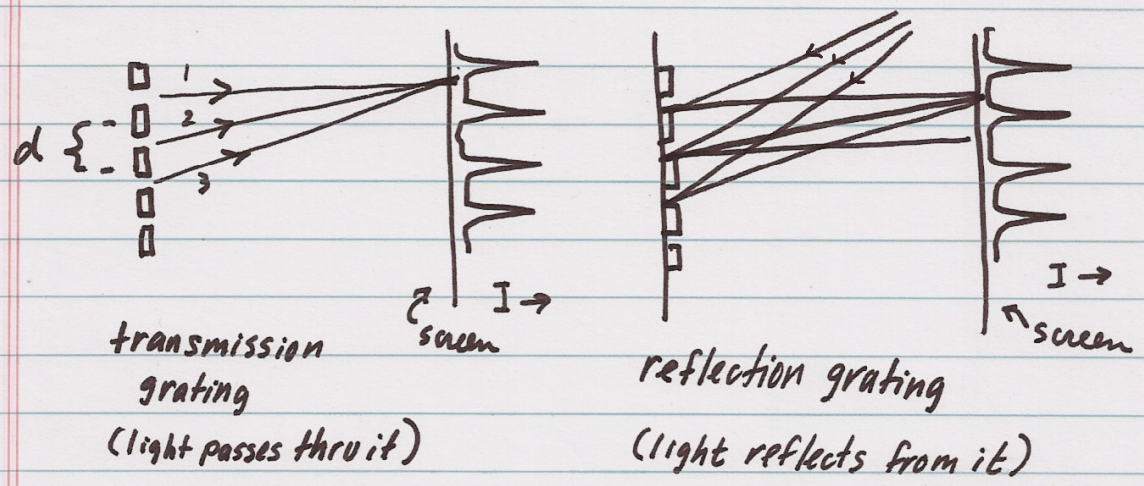
Single Slit Diffraction



- Any two points on wave front are each a light source (Huygen's Principle)
- Consider the interference between every possible pair of points between the edges of slit (use result of two slit interference)
- Result: Single slit also produces pattern of light & dark bands (fringes) on screen

$$\sin \theta_{\text{Dark}} = \frac{m\lambda}{a} \quad \begin{array}{l} m = \pm 1, \pm 2, \pm 3 \\ m \neq 0 \end{array}$$

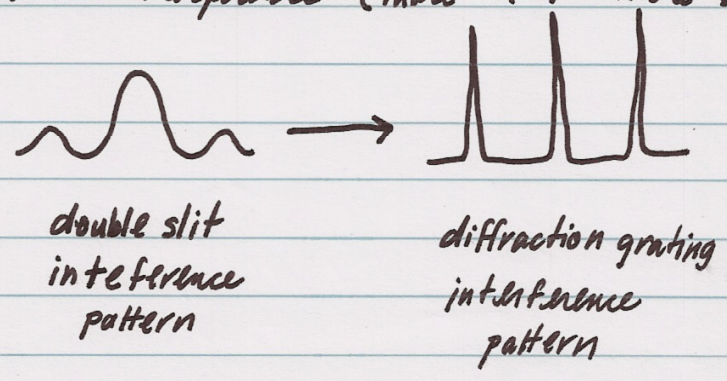
Diffraction Grating - Multiple Slits



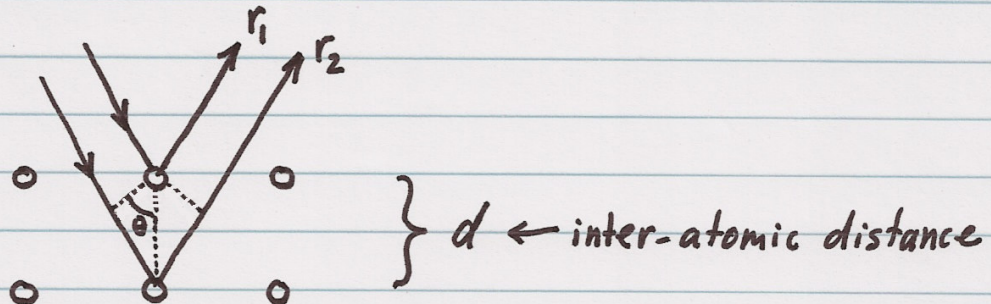
$$r_2 - r_1 = d \sin \theta = m \lambda \quad \text{C.I.}$$

$$\sin \theta_{\text{Bright}} = \frac{m \lambda}{d}$$

C.I. and D.I. from many sources at regular separations sharpens the interference (more C.I. & more D.I.)



Diffraction by Crystals



$$r_2 - r_1 = \boxed{2d \sin \theta = m \lambda} \quad \text{C.I.}$$

$m = 1, 2, 3$

Bragg's Law

Know λ , measure $\theta \Rightarrow$ get d

λ is X-ray frequency (penetrates matter)

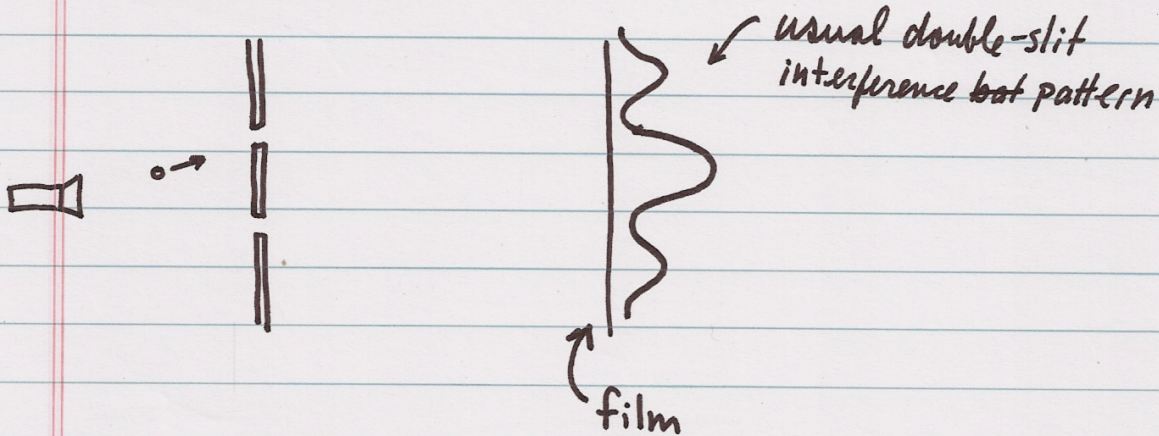
Holography

Principle - all of the visual information about an object is contained in the interference pattern at any surface surrounding the object

Hologram - captures the interference pattern, then send light through it. Result is realistic (3D) appearance of object (in its absence)

Intro to Quantum Theory

Double slit experiment



- Send particles of light through the slit one at a time
- Still get the same interference pattern
- What is each particle interfering with?!
(Remember, they go through one at a time)

Quantum Mechanics

- Physics needed to correctly describe very small systems such as atoms
- Classical physics gives wrong answers for atoms
(e.g. electrons do not spiral in toward nucleus)