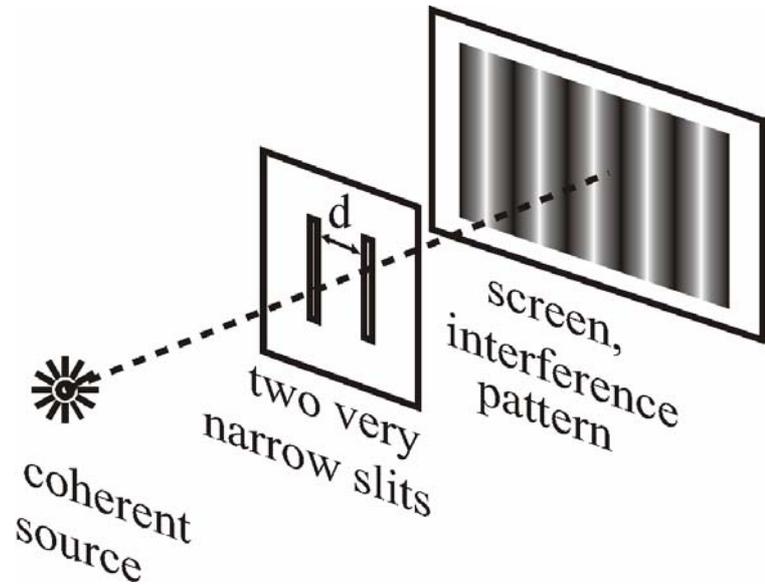


Typical experiment and pattern of light interference

Young's double slit experiment (diffraction)

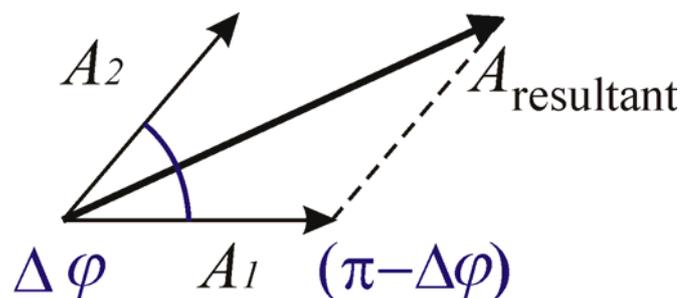


The places of **constructive** and **destructive** interference are determined by the **difference in phase** ($\Delta\varphi$).

Our eyes are sensitive to the **light-power** (P), that is proportional to the square of the amplitude.

Thus $A_{\text{resultant}}^2 \sim P_{\text{res.}}$, and $A_{\text{res.}} = A_1 + A_2$ hence $P_{\text{res.}} \neq P_1 + P_2$.

Resultant ($A_{\text{resultant}}$) of two vectors (A_1, A_2), or the square of it, if the angle between them is $\Delta\varphi$:



$$P \sim A_{\text{resultant}}^2 = A_1^2 + A_2^2 - 2A_1 A_2 \cos(\pi - \Delta\varphi) \quad (\text{cosine theorem})$$

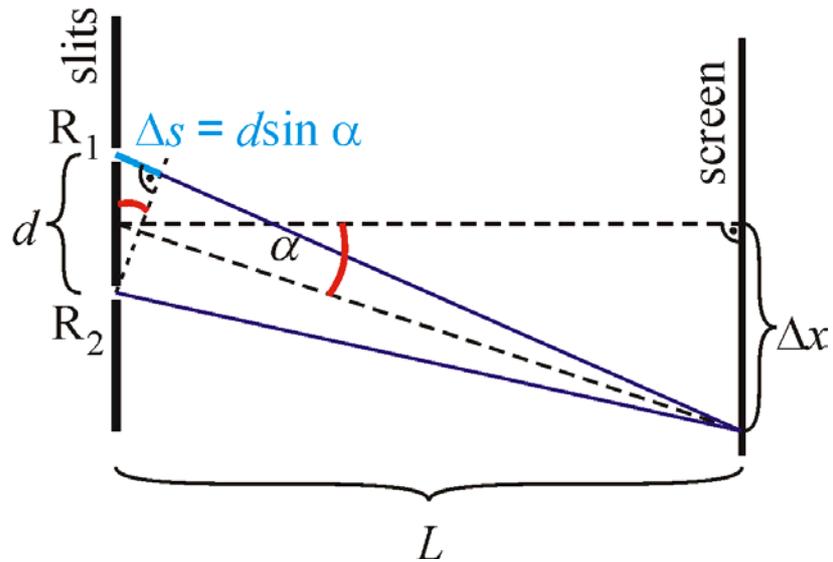
$$P \sim A_{\text{resultant}}^2 = A_1^2 + A_2^2 + 2A_1 A_2 \cos\Delta\varphi$$

$$\text{If } A_1 = A_2 = A, \quad \text{then } A_{\text{resultant}}^2 = 2A^2 (1 + \cos\Delta\varphi)$$

The **difference in phase** ($\Delta\phi$) is determined by the relation of **difference in path length** (Δs) and the **wavelength** (λ).

If $L \gg d$,

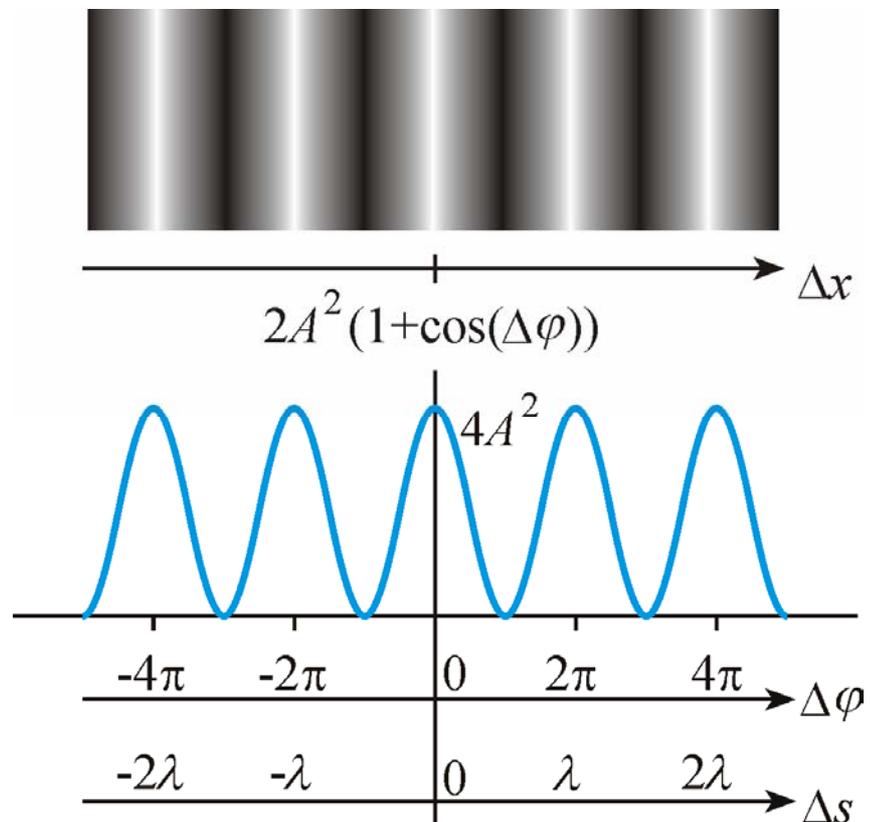
the **difference in path length**
 $\Delta s = d \sin \alpha$.



The **difference in phase** is given as:

$$\Delta\phi = \frac{2\pi}{\lambda} \Delta s = 2\pi \frac{d \sin \alpha}{\lambda} \approx 2\pi \frac{d \Delta x}{\lambda L}$$

Demonstration:



In the case of many uniform slits, namely **optical grating**, very **sharp maxima** can be observed at places correspond to $\Delta\varphi = 2k\pi$ or $\Delta s = k\lambda$; $k = 0, 1, 2, \dots$ condition.

$$2k\pi = \Delta\varphi \approx 2\pi \frac{d\Delta x}{\lambda L}$$

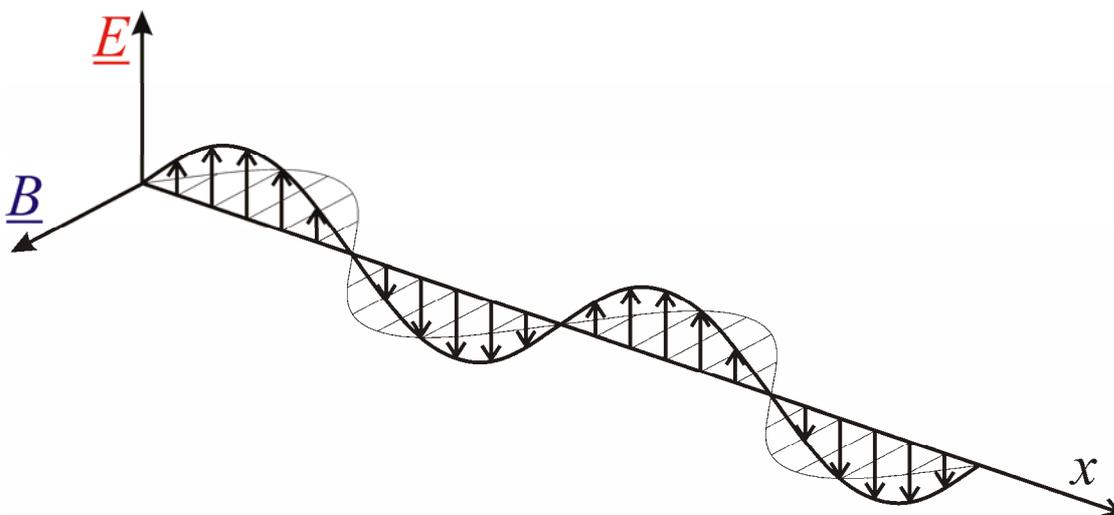
L and Δx macroscopically measurable. If λ is known, the microscopic d can be determined, consequently in general:

we can get microscopic data from macroscopic diffraction pattern.

Applications: determination of the resolving power of microscopes, but this is the bases of any diffraction methods as well (x-ray diffraction; determination of **protein structure**).

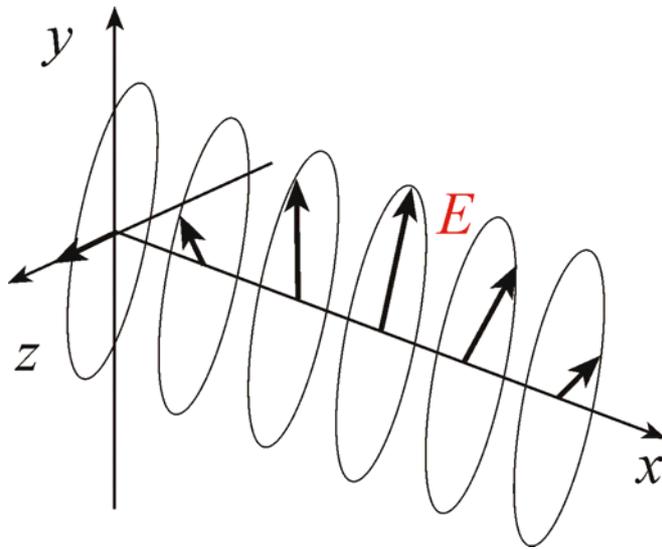
Light is **electromagnetic wave** transversal

thus can be **polarized** **linearly polarized light** or **plane polarized light**



But

elliptically polarized light also exists.



Optical anisotropy

E.g. in an „anisotropic matter” the **speed of a suitably linearly polarized light depends on the direction of propagation.**

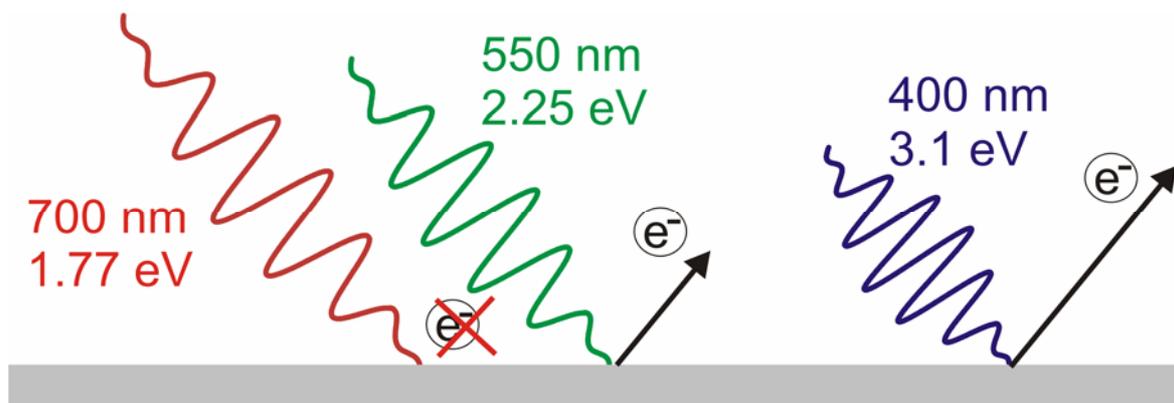
The reason of it is connected to the structure of matter.

Consequences, applications: double refraction, polarization microscope

Particle Properties

The photon is the elementary particle which carries the energy of electromagnetic radiation.

Photoelectric effect: An incident photon removes an electron from the bound electrons of an atom or molecule, while the photon is absorbed.



Wave-Particle Duality

Wave-particle duality is the concept that all matter and energy exhibits both wave-like and particlelike properties

Phenomenon

Can be explained in terms of **waves**.

Can be explained in terms of **particles**.

	waves	particles
Reflection	+	+
Refraction	+	+
Interference	+	-
Diffraction	+	-
Polarization	+	-
Photoelectric effect	-	+

Basics of radiometry

Source, radiation, irradiated target

Emitted power (P), intensity (J_E), (Flux density)

$$J_E = \frac{\Delta E}{\Delta t \Delta A} \quad M = \frac{\Delta P}{\Delta A}$$

Point-like isotropic radiator

Radiation is independent of the direction in the whole solid angle.

Total emitted power per unit surface area

Simple laws: the roles of symmetry, distances and angles

Spherical symmetry
Cylindrical symmetry

(Planar symmetry)

