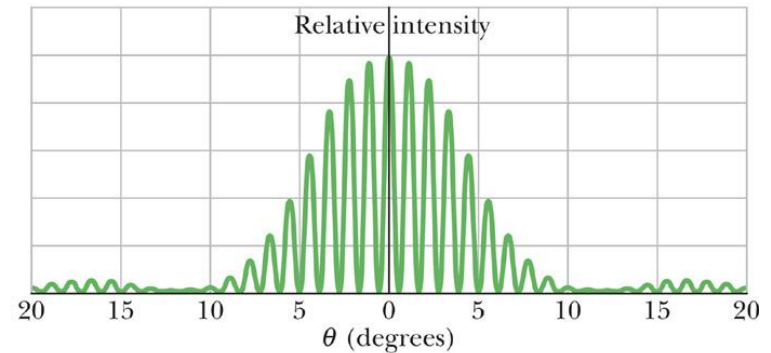
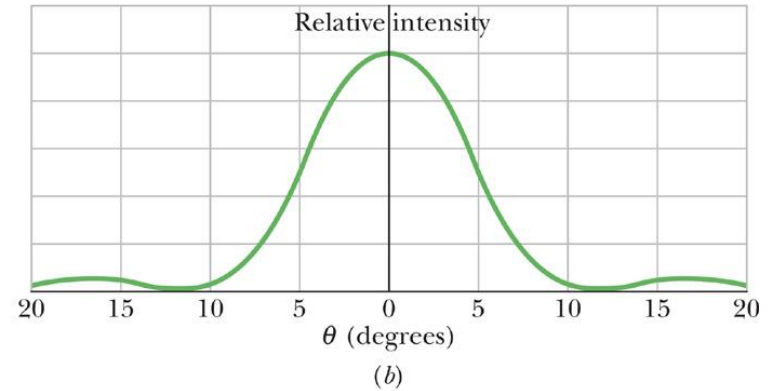
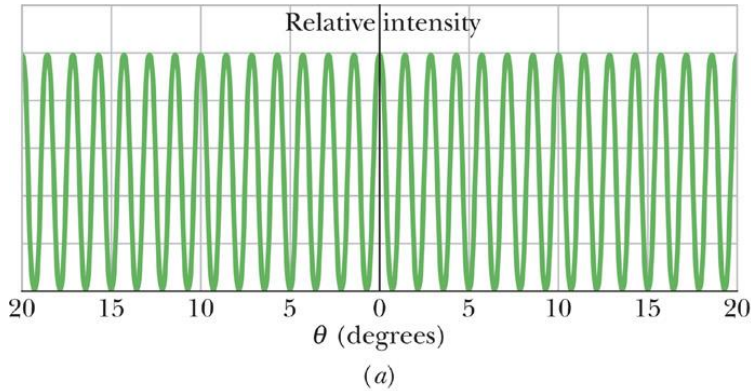


# Copyright statement

- The images and the pictures in this lecture are provided by the CDs accompanied by the books
  1. University Physics, Bauer and Westfall, McGraw-Hill, 2011.
  2. Principles of Physics, Halliday, Resnick, and Walker, Wiley, 8<sup>th</sup> and 9<sup>th</sup> Ed.
- The rest is made by me.

# Double slit diffraction



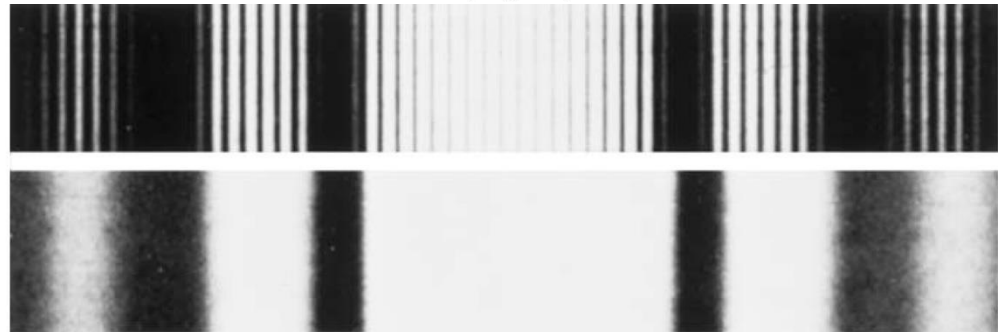
$$I = I_m \cos^2 \beta \left( \frac{\sin \alpha}{\alpha} \right)^2$$

$$\beta = \frac{\pi d}{\lambda} \sin \theta$$

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

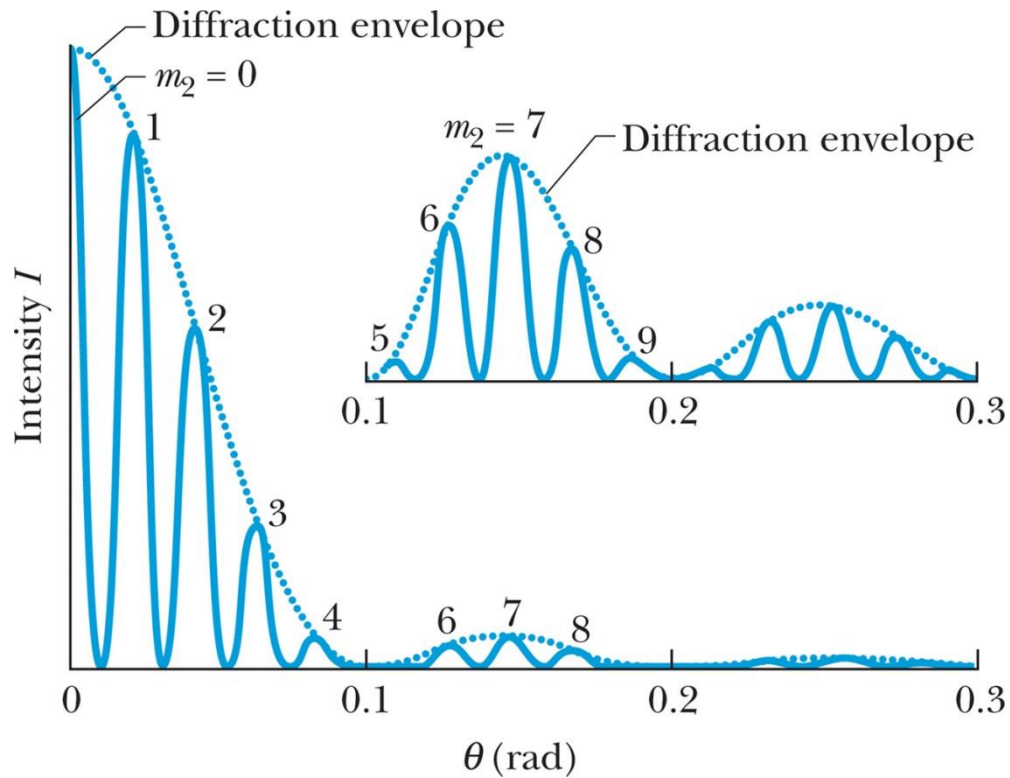
Double slit (a)

Single slit (b)



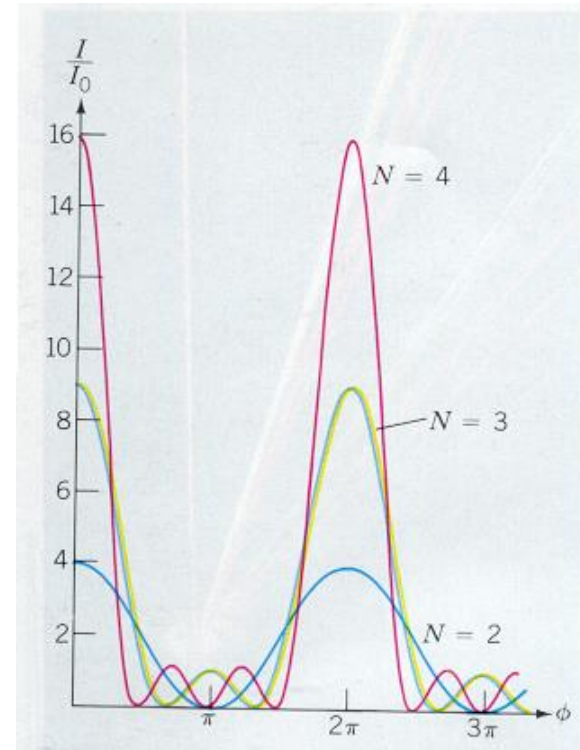
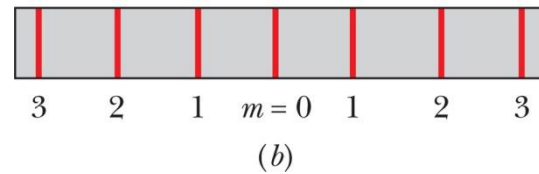
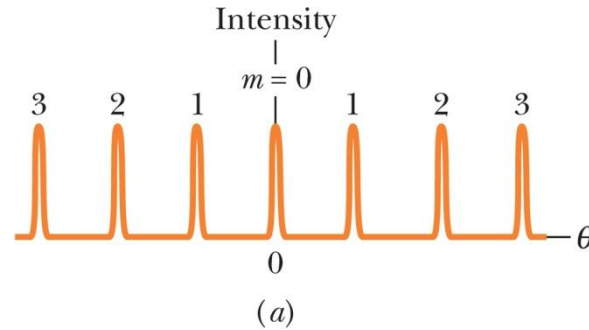
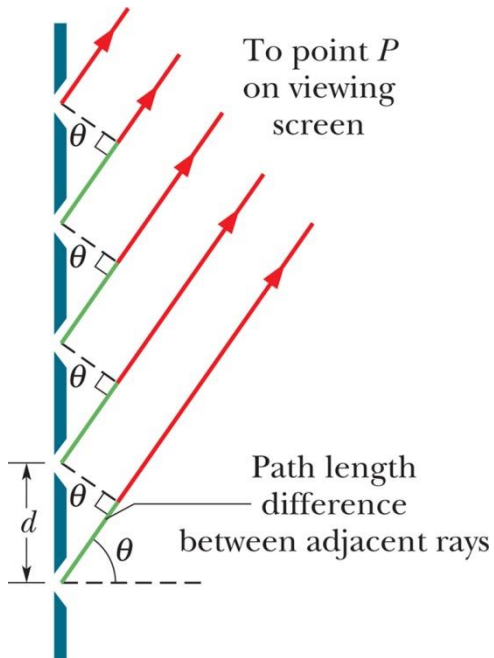
# Example

$$\lambda = 405 \text{ nm}, d = 19.44 \text{ }\mu\text{m}, a = 4.050 \text{ }\mu\text{m}$$



- (a) 중앙극대의 밝은 간섭무늬 개수
- (b) 이차극대의 밝은 간섭무늬 개수

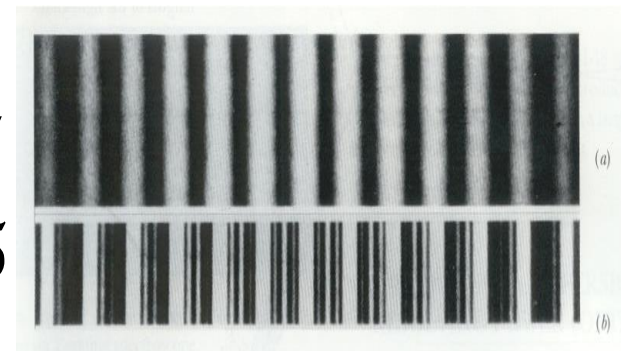
# Gratings



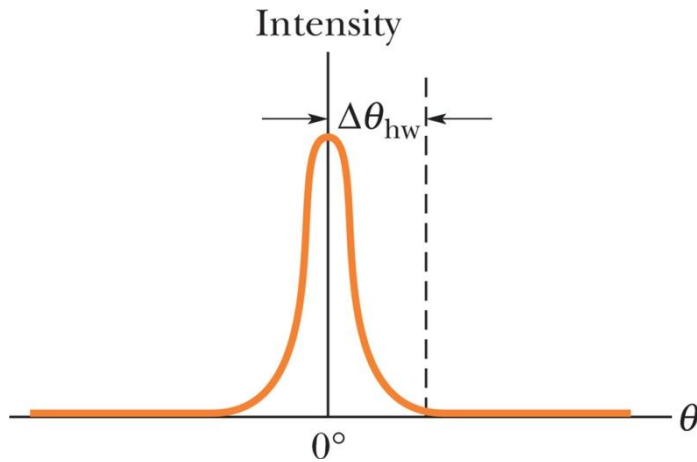
$$d \sin \theta = m \lambda \quad (m = 0, 1, 2, 3, \dots)$$

$$N = 2$$

$$N = 5$$



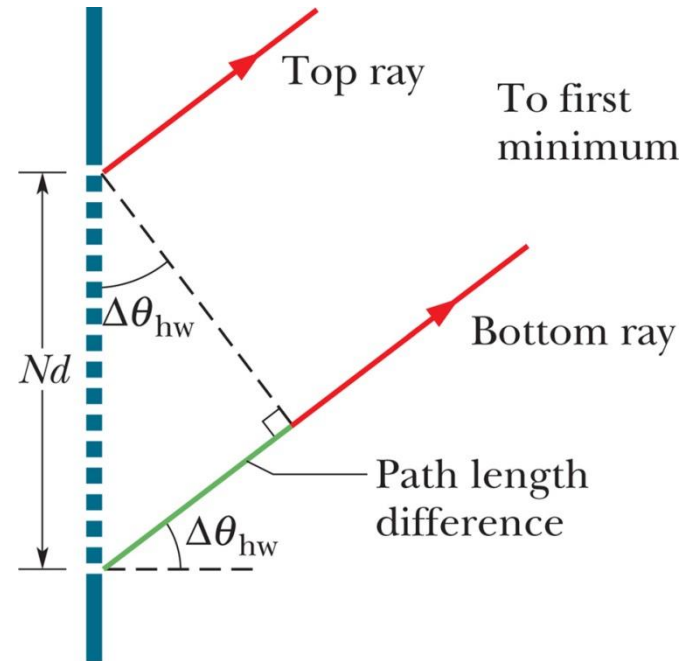
# Width of diffraction pattern



$$Nd \sin \Delta\theta_{hw} = \lambda$$

$$\Delta\theta_{hw} = \frac{\lambda}{Nd} \quad \text{half-width angle at the center}$$

$$\Delta\theta_{hw} = \frac{\lambda}{Nd \cos \theta} \quad \text{Half-width angle at arbitrary position}$$



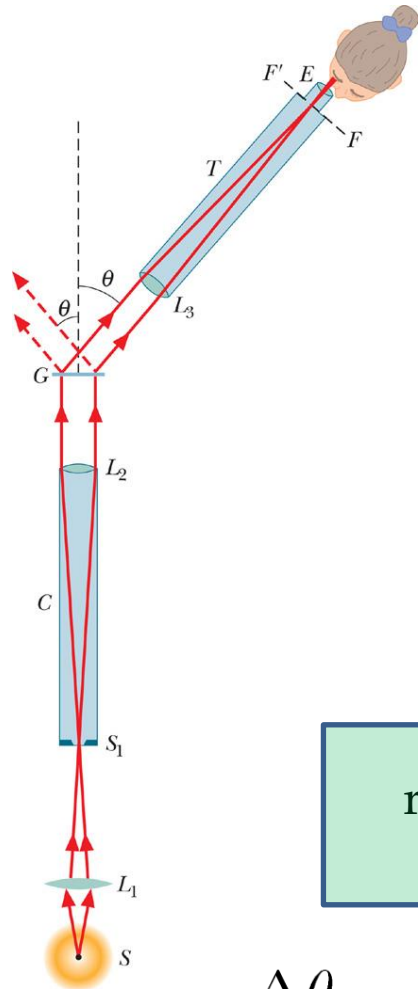
$$Nd \sin \theta = m\lambda$$

$$Nd \cos \theta \Delta\theta = \Delta m \lambda$$

$$\Delta m = 1$$

$$\Delta\theta = \frac{\lambda}{Nd \cos \theta}$$

# Dispersion vs. resolving power



dispersion  $D = \frac{\Delta\theta}{\Delta\lambda}$

$\Delta\theta$  : 파장이  $\Delta\lambda$ 만큼 다른 두 빛의 diffraction 선 사이의 분리각

$$d \sin \theta = m\lambda \quad d \cos \theta \Delta\theta = m\Delta\lambda$$

$$D = \frac{\Delta\theta}{\Delta\lambda} = \frac{m}{d \cos \theta}$$

resolution  $R = \frac{\lambda_{\text{avg}}}{\Delta\lambda}$

$\lambda_{\text{avg}}$  겨우 분해할 수 있는 빛의 파장의 평균값

$$\Delta\theta_{\text{hw}} = \frac{\lambda}{Nd \cos \theta} = \frac{m\Delta\lambda}{d \cos \theta}$$

$$R = \frac{\lambda}{\Delta\lambda} = Nm$$

## dispersion

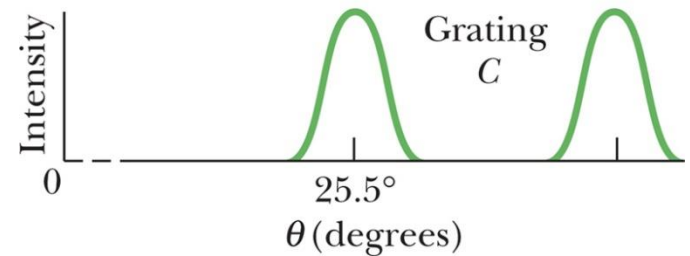
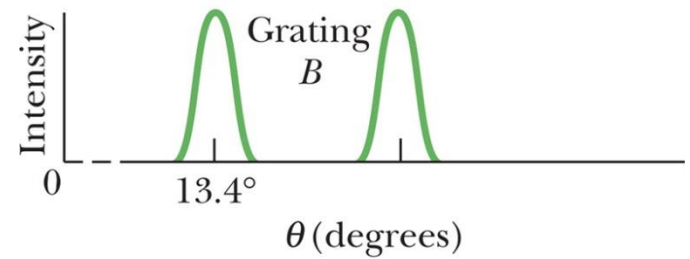
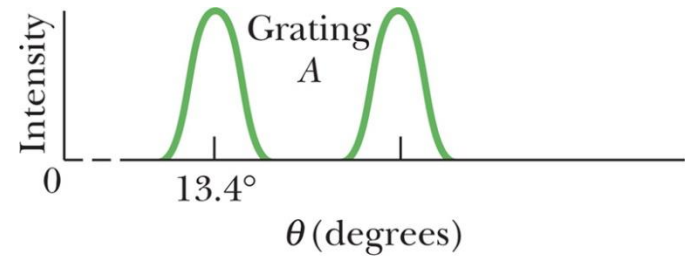
파장이 비슷한 빛을 분리하려면 이들의 회절무늬가 서로 떨어져 있어야 한다.

$$D \equiv \frac{\Delta\theta}{\Delta\lambda} = \frac{m}{d \cos \theta}$$

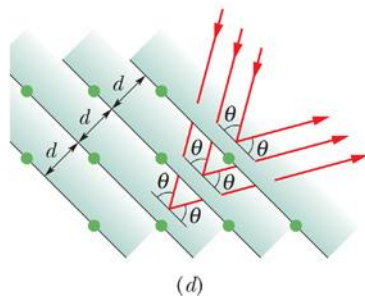
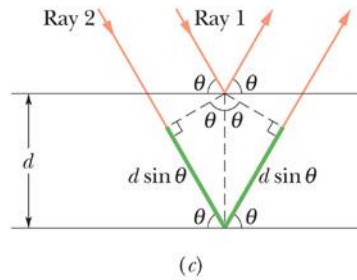
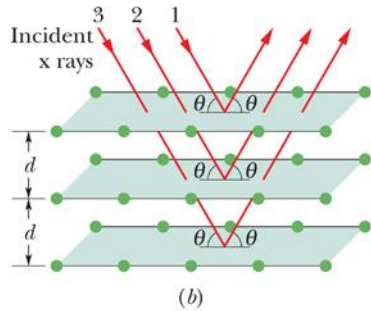
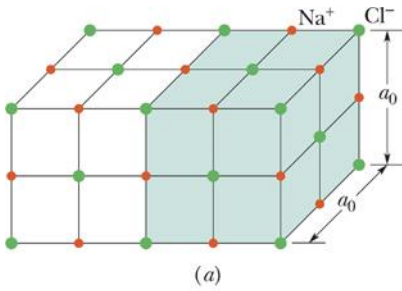
## resolving power

파장이 비슷한 빛들을 구별하려면, 선들이 가능한한 가늘어야 한다.

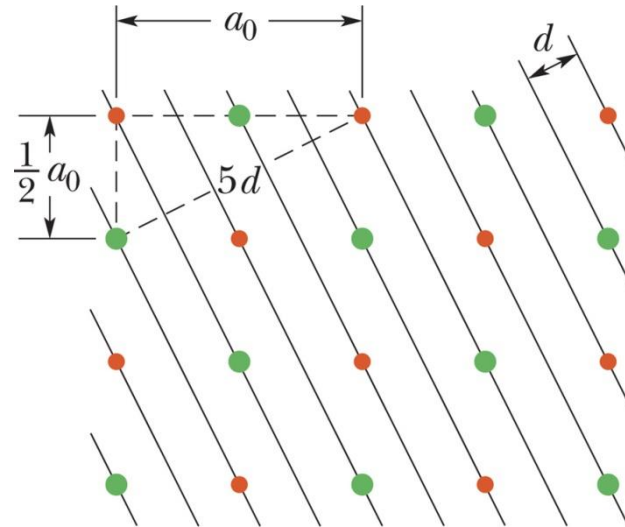
$$R \equiv \frac{\lambda_{av}}{\Delta\lambda} = Nm$$



# X-ray diffraction: Bragg's law

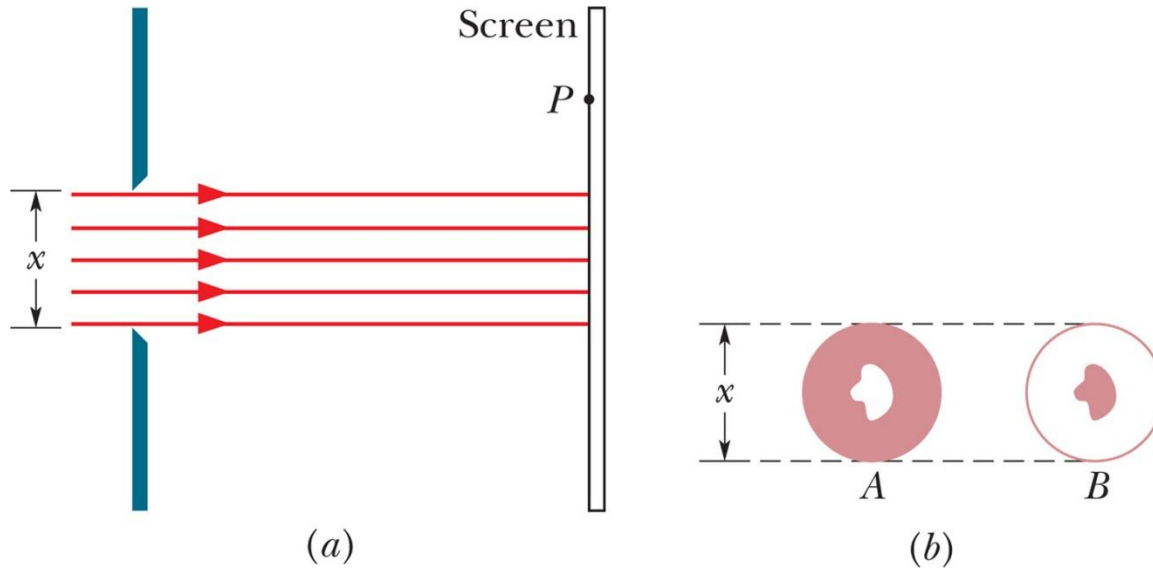


Maximum condition  $2d \sin \theta = m\lambda$  ( $m = 1, 2, 3, \dots$ )  
condition

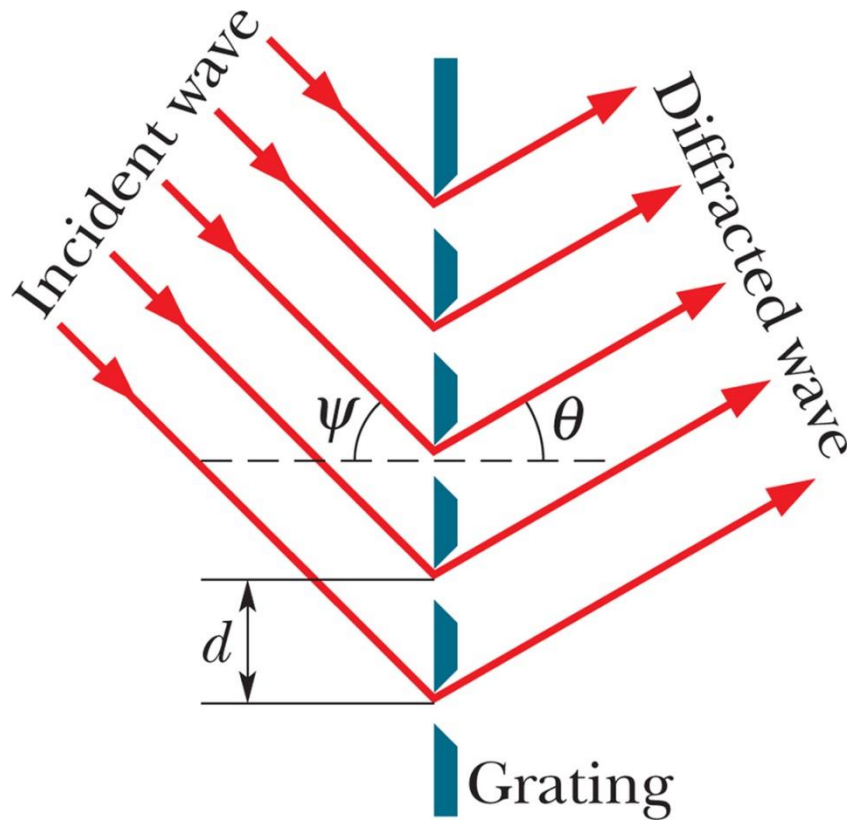




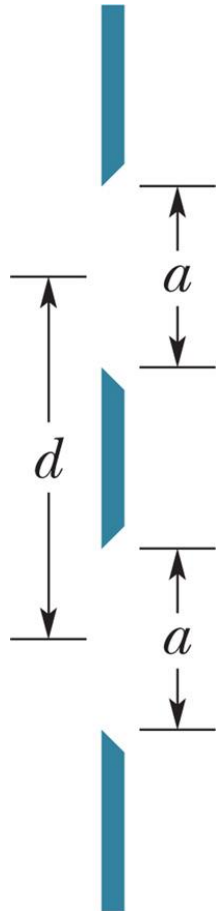
# Problem: Babinet의 원리



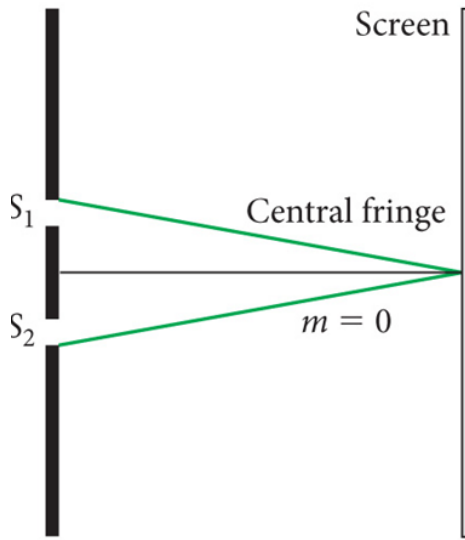
# Problem



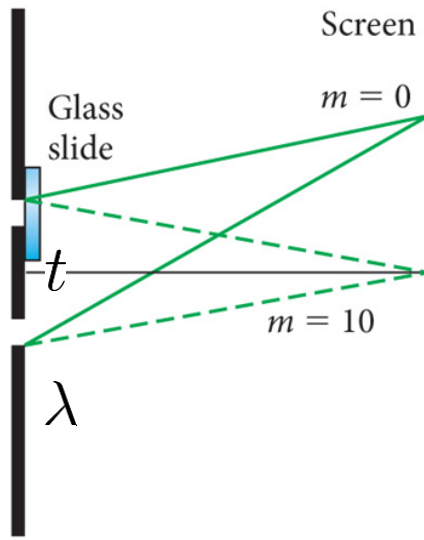
# Problem



# Problem



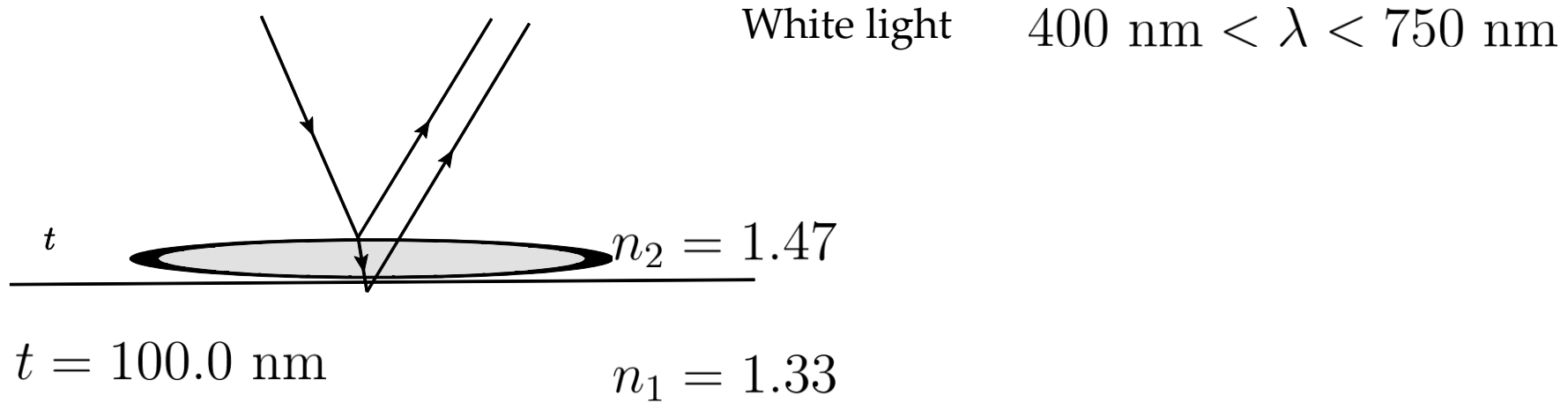
(a) Without the glass slide



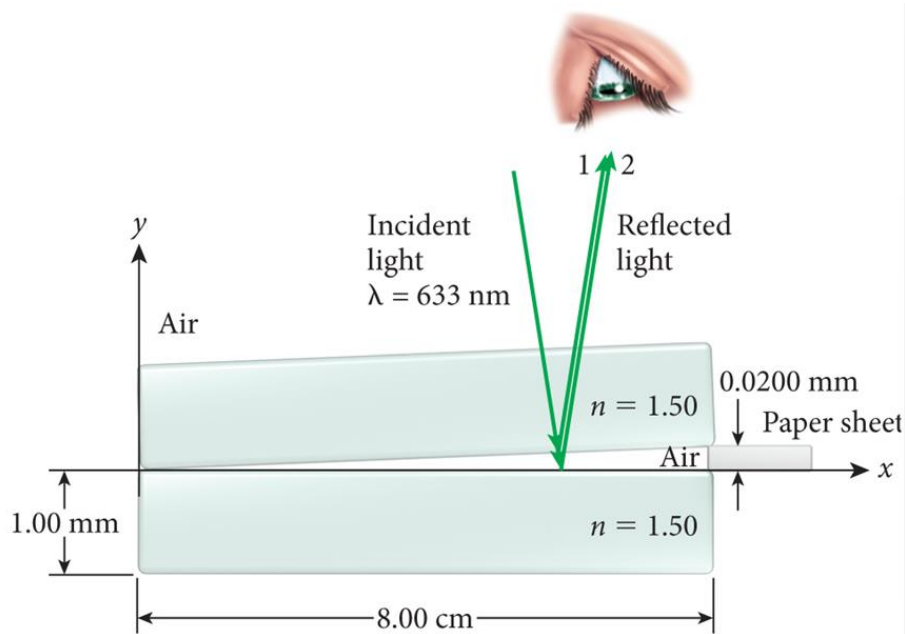
(b) With glass slide

$$n = ?$$

# Problem



# Problem



Number of maxima?

# Problem

$a, d, \lambda?$

Single-Slit and Two-Slit Irradiance Distribution

