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Chapter - 10 Wave Optics

Wave-Optics

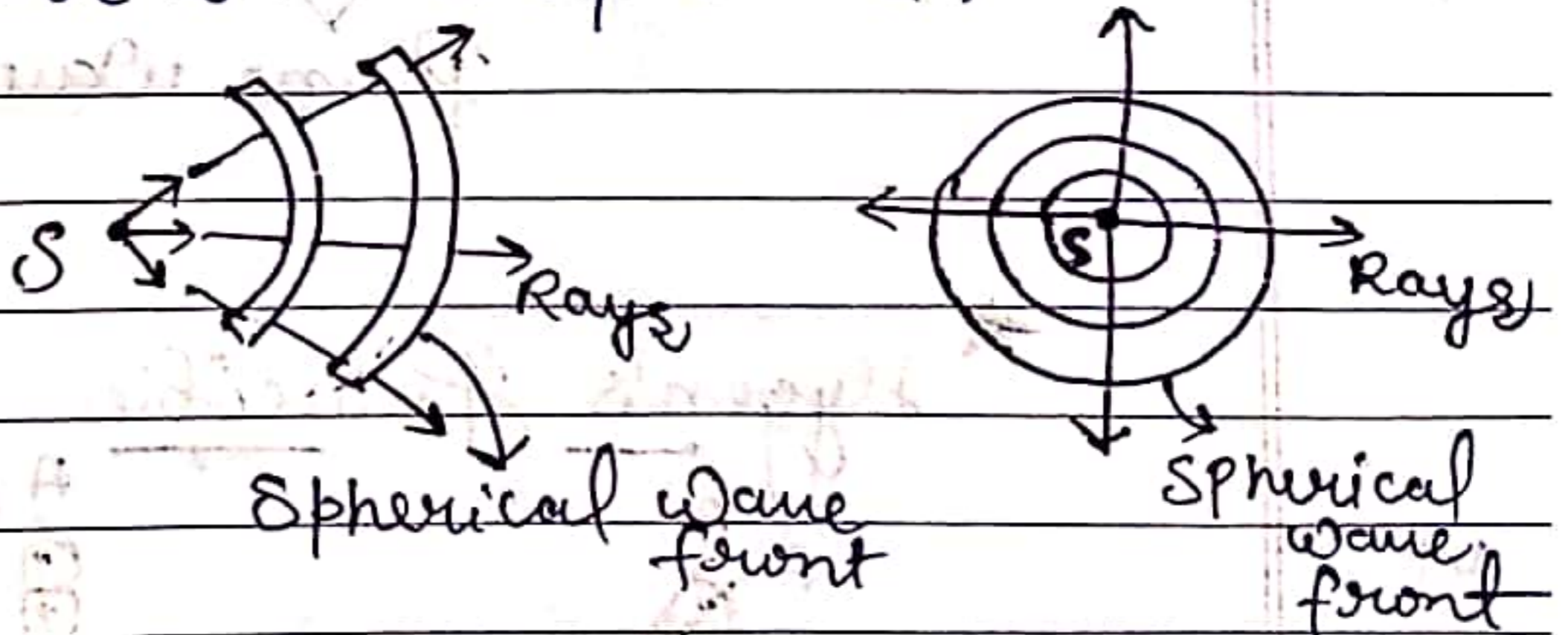
\* Huygen's Principle

wave front → A surface in any medium in which all the particles are same phase of oscillation is called wave front.

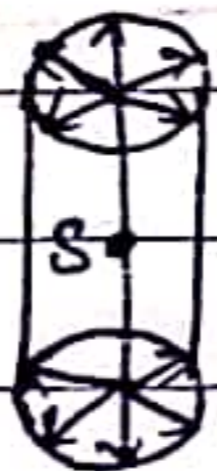
\* A line  $\perp$  to a wave front is called Ray.

\* Depending on the shape of source of light wave front can be classified in three form.

① Spherical wave front - When the source of light is point source. the wave front will be spherical.

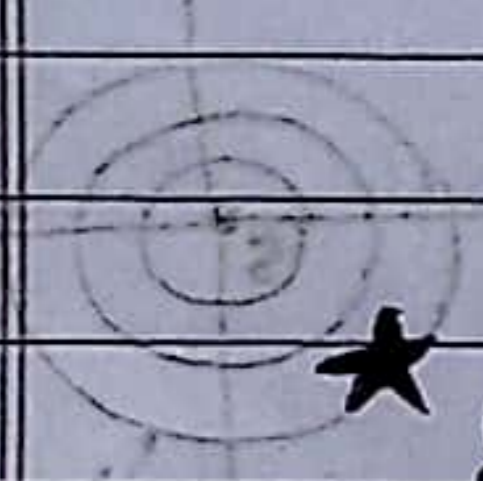
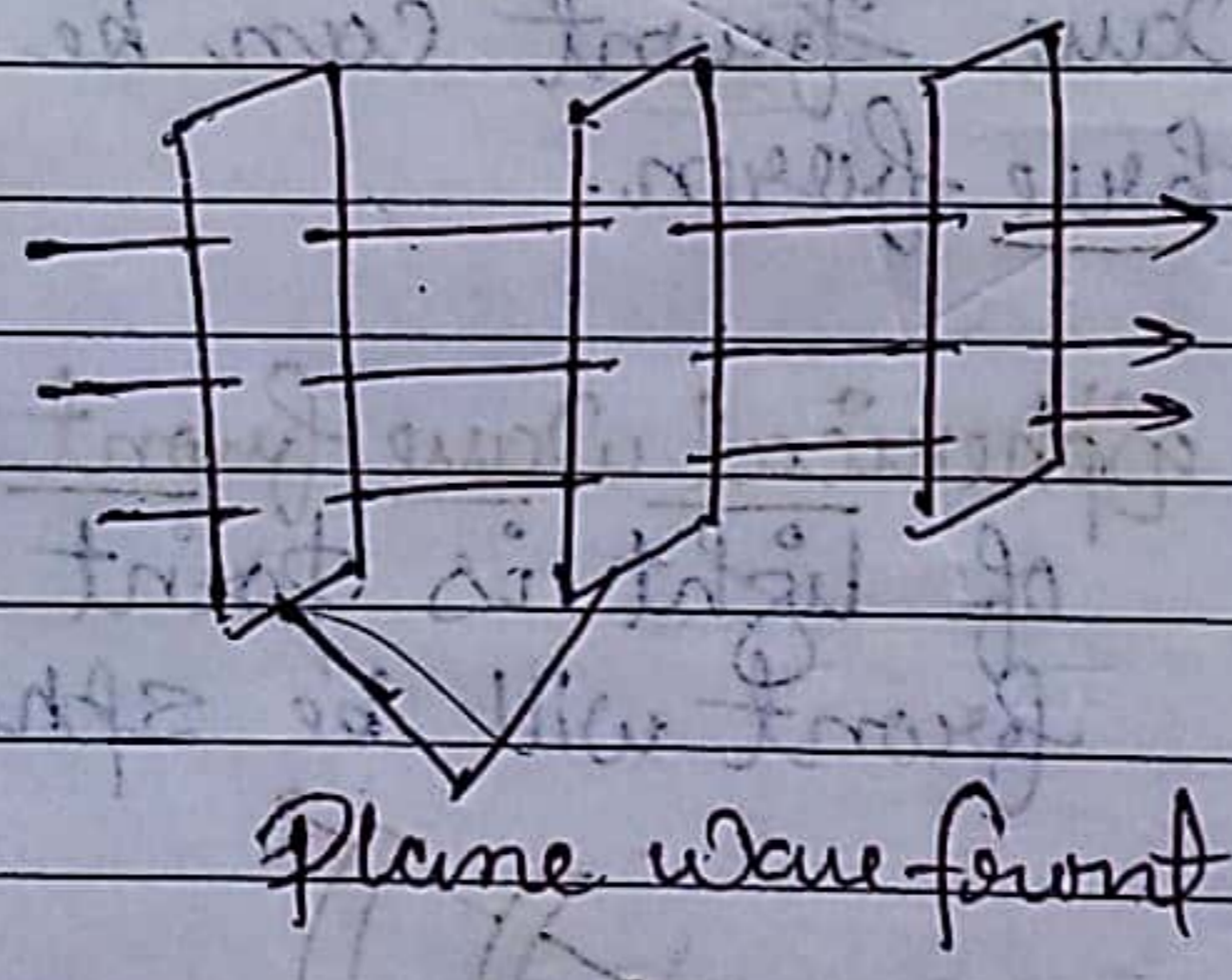


② Cylindrical wave front -

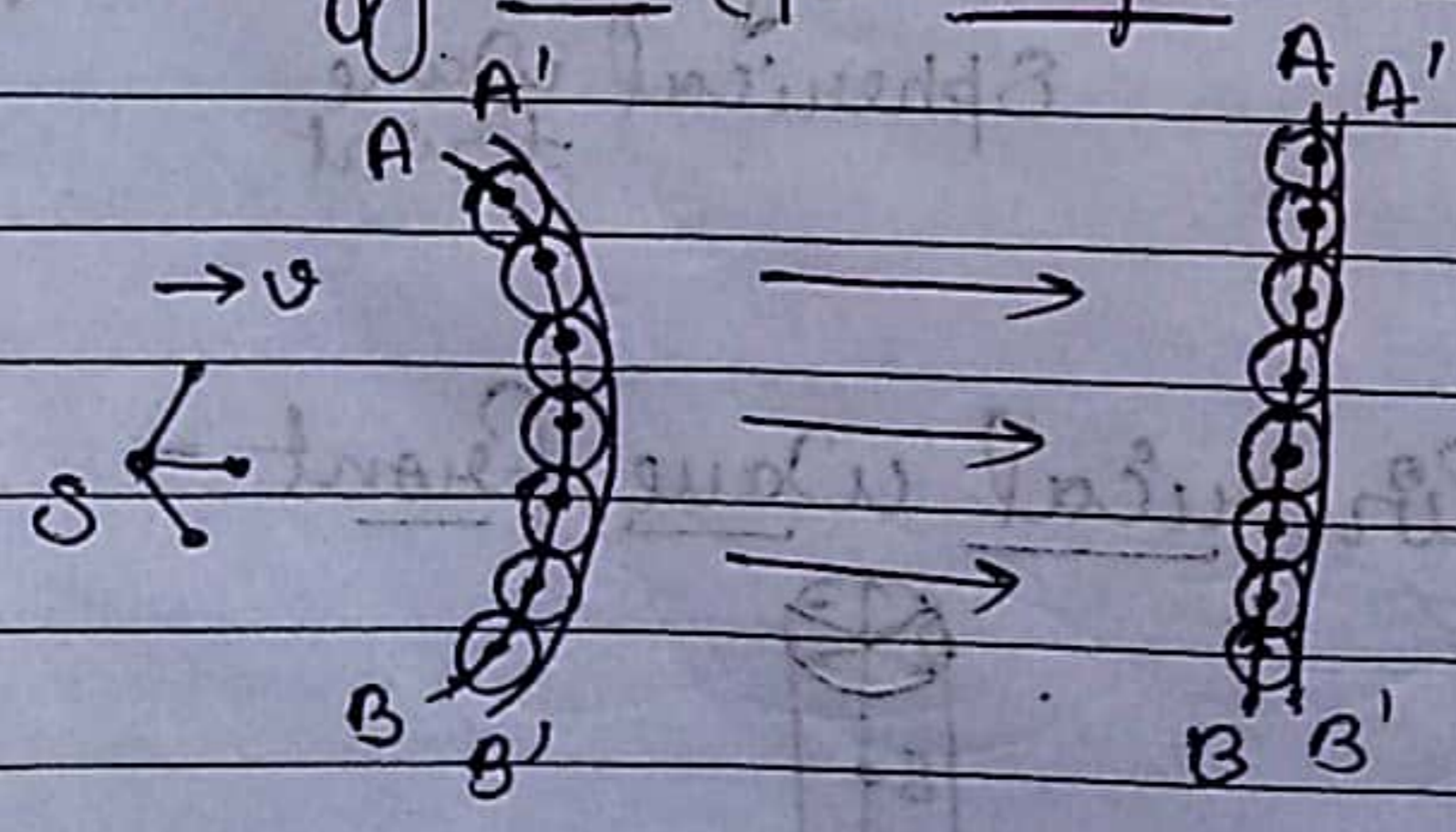


when the source of light is linear i.e. ~~is a~~ straight line with be source then all the point will be at same distance from the source and lies on a cylinder, therefore, the shape of wave front will be cylindrical

③ Plane wave front - when the point source or linear source of light is at very large distance then the spherical or cylindrical wave front appears like a plane and it is called plane wave front.



### ★ Huygen's Principle



## \* According to Hygen's Principle

1) Each point on a given wavefront is the source of secondary wavelets

And the wavelets emanating from these point spread out in all directions with the speed of wave.

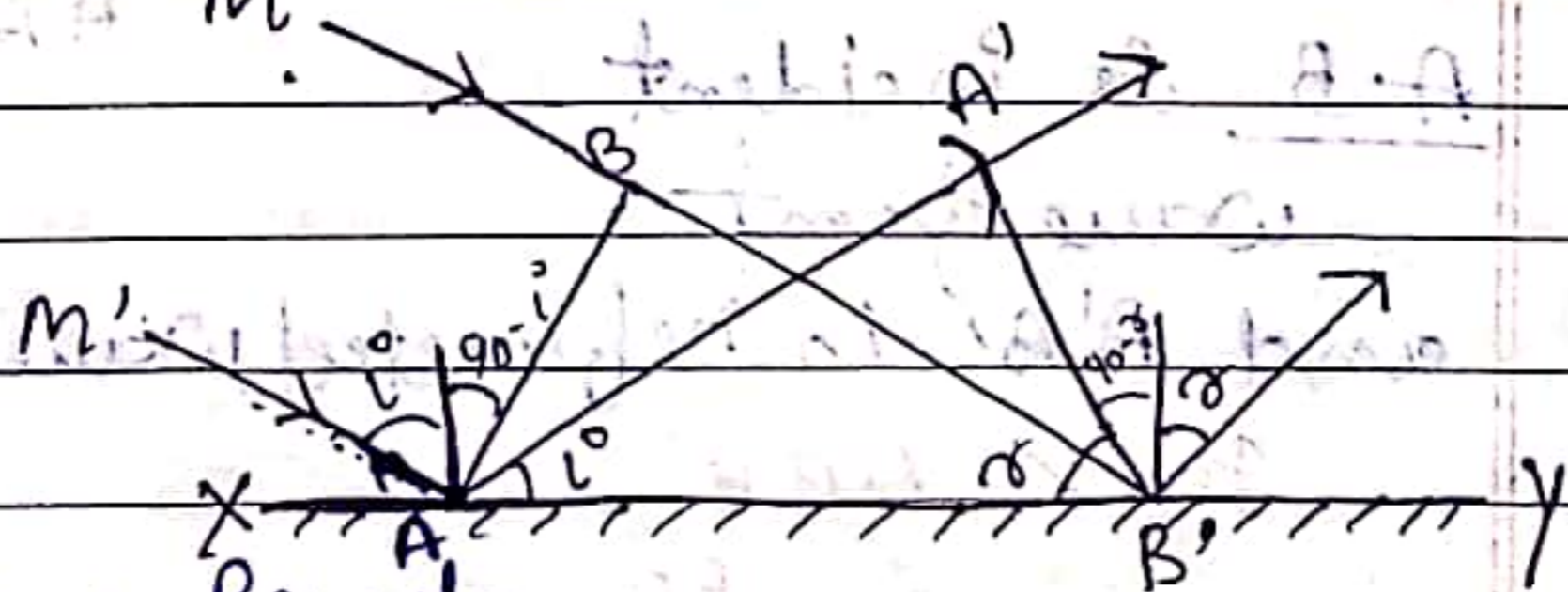
2) A surface touching these secondary wave tangentially in the forward direction at any time gives the new wave front i.e. called secondary wave front.

## Proving Law of Reflection by Hygen's principle

Let the velocity of wave is  $v$

$$BB' = vt$$

$$AA' = vt$$



AB is incident wave front

and A'B' is Reflection of wave front

In  $\Delta ABB'$  and  $AA'B'$

$$BB' = AA' = (vt)$$

$$\angle ABB' = \angle AA'B'$$

$AB'$  is common

$$\Delta ABB' \cong AA'B'$$

$\Rightarrow [\angle i = \angle r]$  This is the law of Reflection.

ii) Since, the incident wavefront  $AB$  reflecting surface  $XY$  and reflected ~~Surface~~ wavefront  $A'B'$  are all  $\perp$  to the plane. Therefore incident rays, reflected rays and normal all lie in the same plane this is second law of reflection.

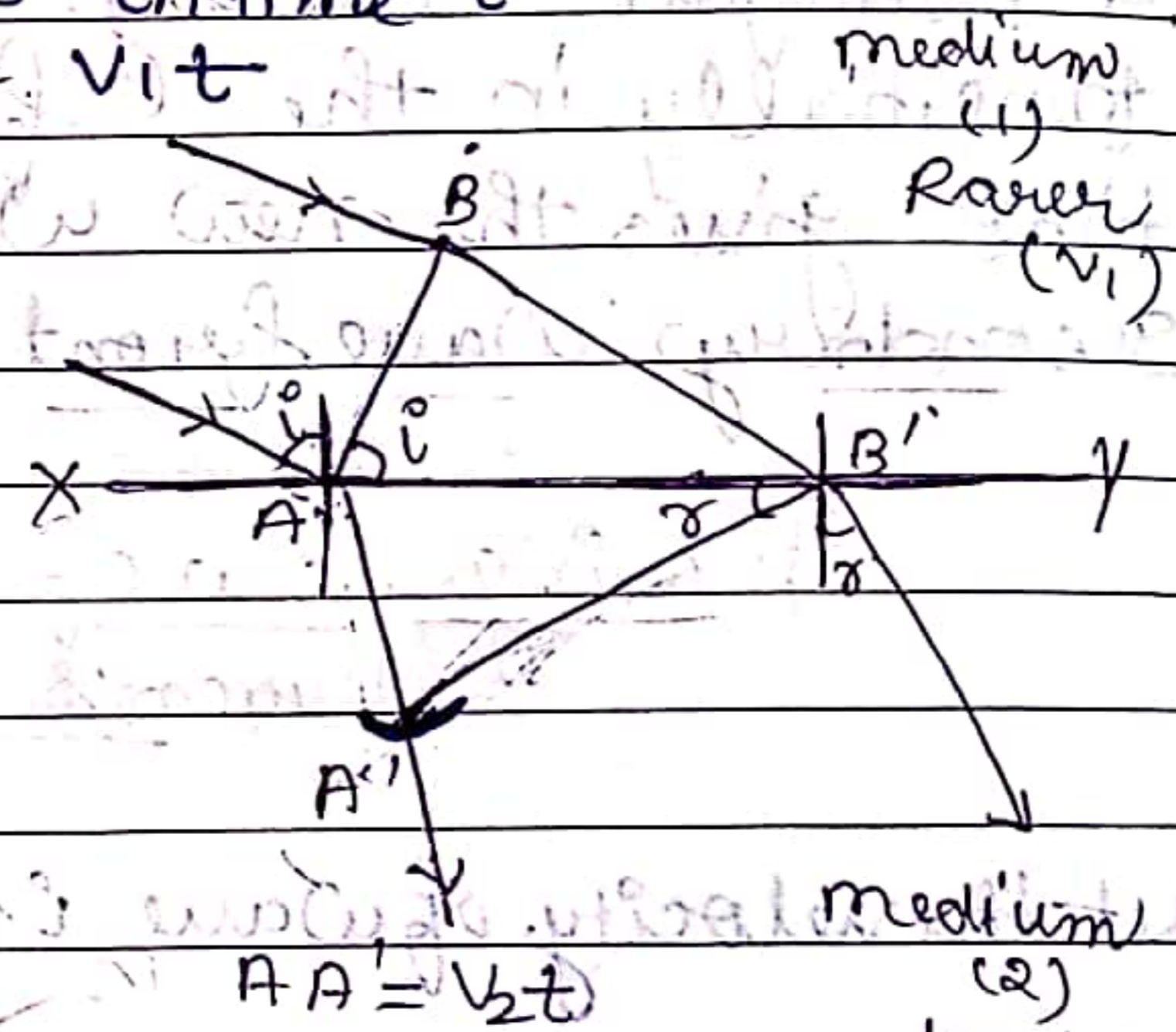
### Proving the law of refraction by Huygen's Principle

Let  $B$  reach  $B'$  in time  $t$

$$BB' = v_1 t$$

Let velocity of wave in rarer medium  $X$

① is  $v_1$  and in ② is  $v_2$



★

$AB$  is incident wave front

and  $A'B'$  is refracted wave front

In  $\triangle ABB'$

$$\sin i = \frac{BB'}{AB'}$$

In  $\triangle AA'B'$

$$\sin r = \frac{AA'}{AB'}$$

Therefore,  $\frac{\sin i}{\sin r} = \frac{BB'/AB'}{AA'/AB'}$

$$\frac{\sin i}{\sin r} = \frac{BB'}{AA'} = \frac{v_1 \cancel{t}}{v_2 \cancel{t}} = \frac{v_1}{v_2} = \text{Constant}$$

$$\left[ \frac{\sin i}{\sin r} = \frac{v_2}{v_1} \right]$$

This is the first law of refraction.

### Interference of light

Superposition Principle - According to this principle at a particular point in a medium the resultant displacement produced by number of waves is the vector sum of the displacement produced by each of wave.

For e.g.

Let two waves of displacement  $y_1$  and  $y_2$  travelling in a medium in same direction. Therefore at any point the resultant displacement

$$[y = y_1 + y_2]$$

### Interference of light waves

When two light waves of about equal frequency travel in same direction then the intensity of resultant wave does not remain uniform.

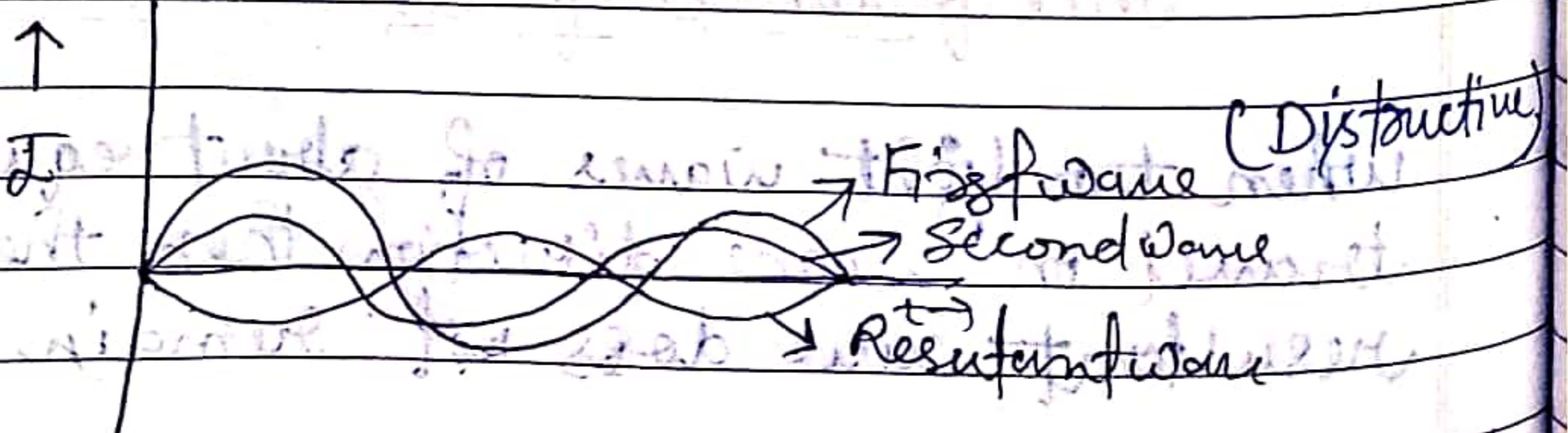
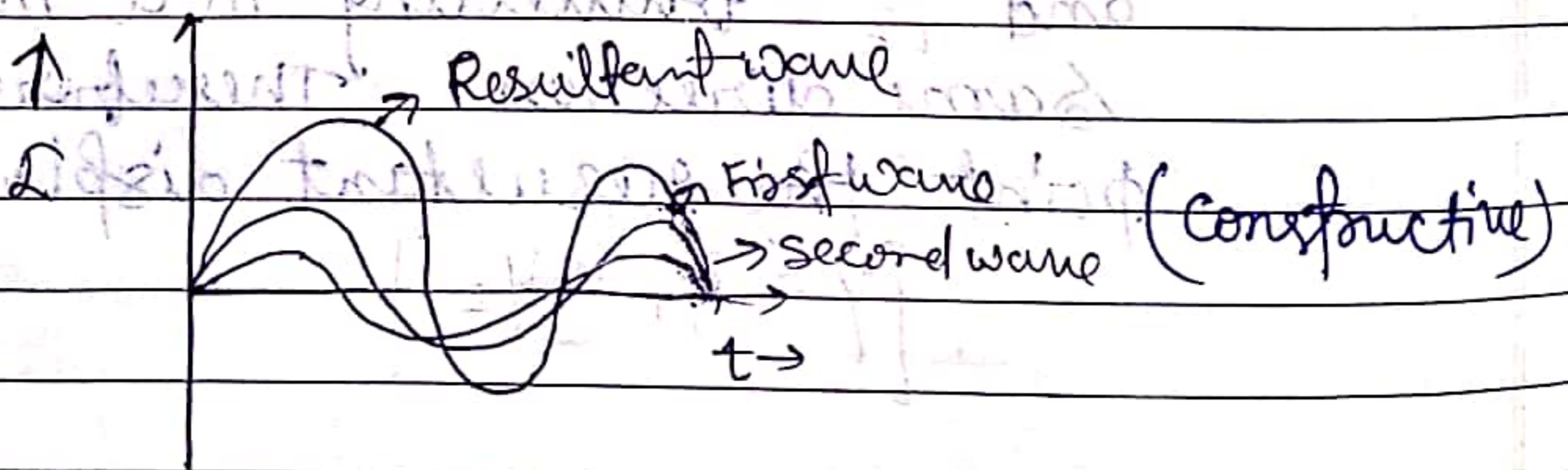
This phenomenon of formation of maximum intensity at some point and minimum intensity at some point is called the interference of light wave

ee The distribution of intensity of waves is called interference."

\* There are 2 type of interference

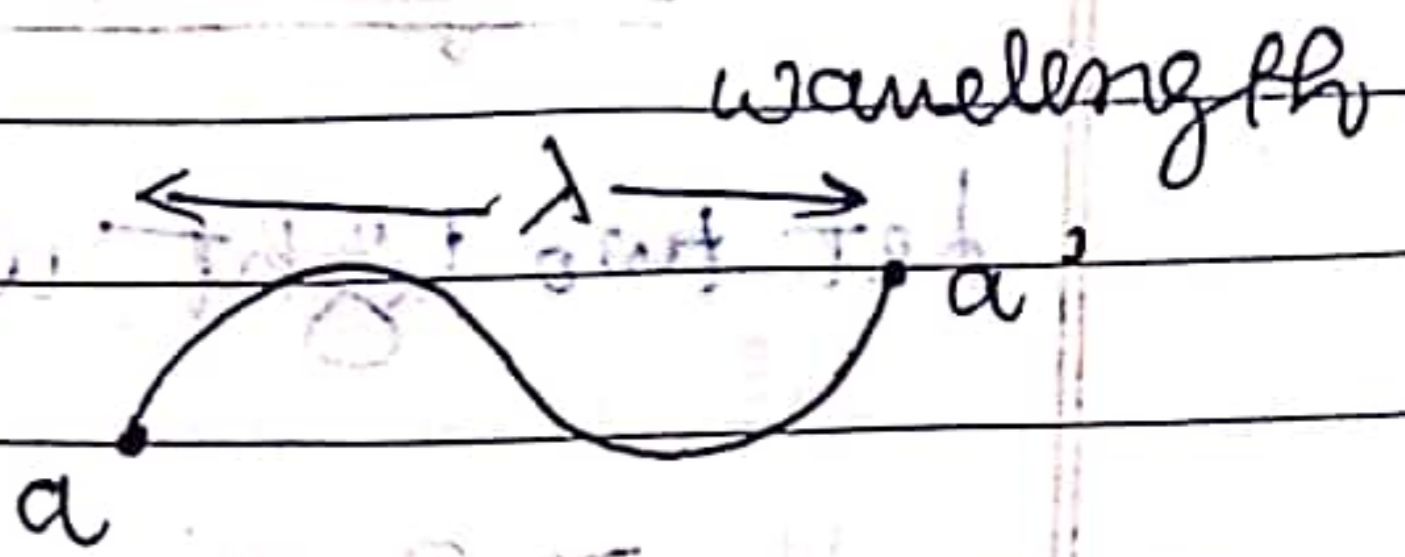
① Constructive - At the points where the resultant intensity of light is max interference is called constructive

② Destructive - At the point where the resultant intensity of light is minimum the interference is called destructive interference

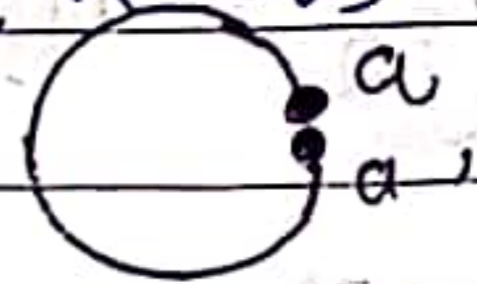


Phase difference

Path difference



Phase difference b/w  $a$  and  $a' = 2\pi$  Radius



Path diff =  $\lambda$  radius

$$\phi = \frac{2\pi}{\lambda} x$$

$$\left[ \text{Phase diff} = \frac{2\pi}{\lambda} \text{ path diff} \right]$$

eg

① If the phase diff b/w two vibrating particles is  $\pi$

$$\pi = \frac{2\pi}{\lambda} \text{ path diff}$$

$$\left[ \text{path diff} = \frac{\lambda}{2} \right]$$

② If phase diff =  $2\pi$

$$2\pi = \frac{2\pi}{\lambda} \text{ path diff}$$

$$\left[ \text{path diff} = \lambda \right]$$

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Interference b/w Two light waves

Let two light wave are

$$\left. \begin{aligned} y_1 &= a_1 \sin(\omega t) \\ y_2 &= a_2 \sin(\omega t + \phi) \end{aligned} \right\} \text{Phase diff} = \phi$$

According to superposition theory, the displacement of Resultant wave,

$$y = y_1 + y_2$$

$$y = a_1 \sin \omega t + a_2 \sin(\omega t + \phi)$$

$$y = a_1 \sin \omega t + a_2 [\sin \omega t \cos \phi + \cos \omega t \sin \phi]$$

$$y = a_1 \sin \omega t + a_2 \sin \omega t \cos \phi + a_2 \cos \omega t \sin \phi$$

$$y = (a_1 + a_2 \cos \phi) \sin \omega t + a_2 \sin \phi \cos \omega t$$

$$\text{Let } a_1 + a_2 \cos \phi = A \cos \theta \quad \text{--- (1)}$$

$$a_2 \sin \phi = A \sin \theta \quad \text{--- (2)}$$

$$y = A \cos \theta \sin \omega t + A \sin \theta \cos \omega t$$

$$\left[ y = A \sin(\omega t + \theta) \right]$$

This is the displacement equation of Resultant wave. Where  $A$  is the amplitude of Resultant wave.



$$①^2 + ②^2$$

$$A^2 \sin^2 \theta + A^2 \cos^2 \theta = a_1^2 + a_2^2 \cos^2 \theta + 2a_1 a_2 \cos \phi + a_2^2 \sin^2 \theta$$

$$A^2 = a_1^2 + a_2^2 + 2a_1 a_2 \cos \phi$$

$$\left[ A = \sqrt{a_1^2 + a_2^2 + 2a_1 a_2 \cos \phi} \right]$$

$$\left[ I = I_1 + I_2 + 2\sqrt{I_1 I_2} \cos \phi \right]$$

① For Constructive Interference

$$\cos \phi = +1$$

$$\Rightarrow \left[ \phi = 2m\pi \right]$$

Where  $m = 0, 1, 2, 3, 4, \dots$

it means there ~~is~~ will be constructive interference when the phase difference b/w the waves will be ~~zero~~  $0, 2\pi, 4\pi, 6\pi, \dots$

There will be constructive interference where the path difference b/w two waves will be  $0, \lambda, 2\lambda, 3\lambda, \dots$

$$\left[ \text{path diff} = m\lambda \right]$$

Where  $m = 0, 1, 2, 3, \dots$

$$\text{Therefore } I_{\max} = I_1 + I_2 + 2\sqrt{I_1 I_2}$$

$$I_{\max} = (\sqrt{I_1} + \sqrt{I_2})^2$$

$$I_{\max} = (\sqrt{I_1} + \sqrt{I_2})^2$$

② For Destructive Interference

$$\cos \phi = -1$$

$$[\phi = (2m-1)\pi]$$

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

$$\phi = \pi, 3\pi, 5\pi, 7\pi, \dots$$

$$[\phi = (2m-1)\pi]$$

$$\text{Path diff} = \frac{\lambda}{2\pi} \times \text{phase diff}$$

i) for  $\pi$

$$\text{path diff} = \lambda/2$$

ii) for  $3\pi$

$$\text{path diff} = 3\lambda/2$$

iii) for  $\phi = 5\pi$

$$\text{path diff} = 5\lambda/2$$

$$[\text{Path diff} = (2m-1)\lambda/2]$$

Where  $m = 1, 2, 3, 4, \dots$

# Interference pattern in light waves

## coherent and incoherent sources

The sources of light which emit light waves of same wavelength, same frequency and having constant phase difference are known as the coherent sources.

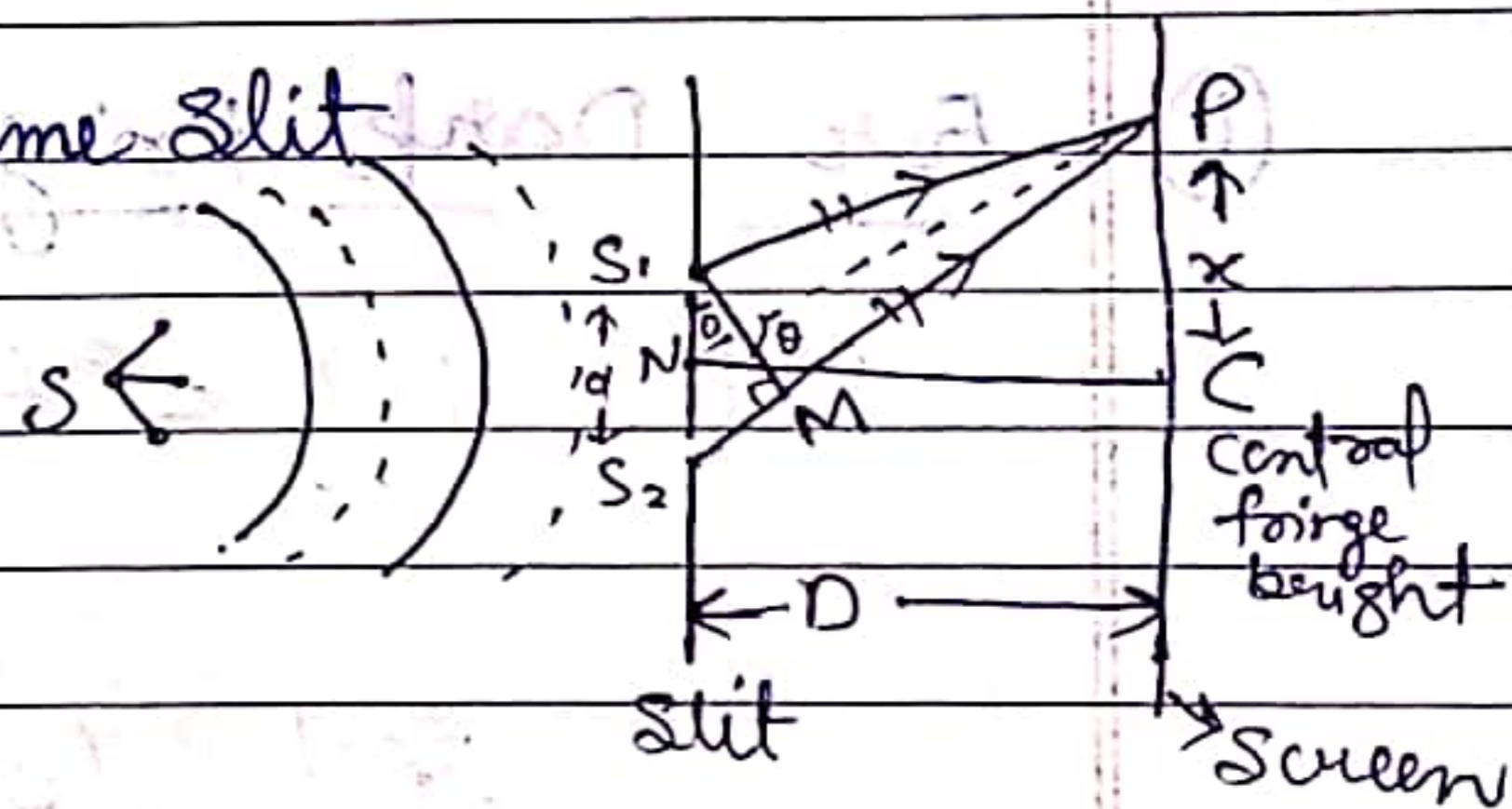
Two such sources of light which do not emit light waves with constant phase diff. are called incoherent sources.

## Young's Double Slit Experiment

$d =$  width of slit

$D =$  distance of screen from slit

The path difference b/w two rays arriving at P



In  $\Delta S_1 S_2 M$

$$\sin \theta = \frac{S_2 M}{S_1 S_2}$$

$$\sin \theta = \frac{S_2 M}{d} \quad \text{--- (1)}$$

In  $\Delta PNC$

$$\tan \theta = \frac{PC}{NC} = \frac{x}{D} \quad \text{--- (2)}$$

$\therefore \theta$  is very very small.

$$\sin \theta \approx \tan \theta$$

$$\frac{S_2 M}{d} = \frac{x}{D}$$

$$\text{Path diff} = \frac{S_2 M}{d} = \frac{x d}{D} \quad \text{--- (iii)}$$

### (i) For Bright Fringes

$$\text{Path diff} = m \lambda$$

where  $m = 0, 1, 2, 3, \dots$

$$\frac{x d}{D} = m \lambda$$

$$\boxed{x = \frac{m D \lambda}{d}}$$

### (ii) For Dark Fringes

$$\text{Path diff} = (2m-1) \lambda / 2$$

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

$$\frac{x d}{D} = (2m-1) \lambda / 2$$

$$\boxed{x = (2m-1) \frac{D \lambda}{2d}}$$

The distance b/w two successive bright or dark fringes is called fringe width  $\omega$

For Bright Fringe ★

$$x_n = \frac{n D \lambda}{d}$$

$$x_{n+1} = \frac{(n+1) D \lambda}{d}$$

$$W = x_{n+1} - x_n$$

$$= \frac{(n+1) D \lambda}{d} - \frac{n D \lambda}{d}$$

$$\frac{\cancel{n D \lambda}}{d} + \frac{D \lambda}{d} - \frac{\cancel{n D \lambda}}{d}$$

$$\left[ W = \frac{D \lambda}{d} \right]$$

For Dark Fringe ★

$$x_n = \frac{(2n-1) D \lambda}{2d}$$

$$x_{n+1} = \frac{(2(n+1)-1) D \lambda}{2d}$$

$$= \frac{(2n+1) D \lambda}{2d}$$

$$W = \frac{(2n+1) D \lambda}{2d} - \frac{(2n-1) D \lambda}{2d}$$

$$\frac{\cancel{2n D \lambda}}{2d} + \frac{D \lambda}{2d} - \frac{\cancel{2n D \lambda}}{2d}$$

$$\left[ W = \frac{D \lambda}{2d} \right]$$

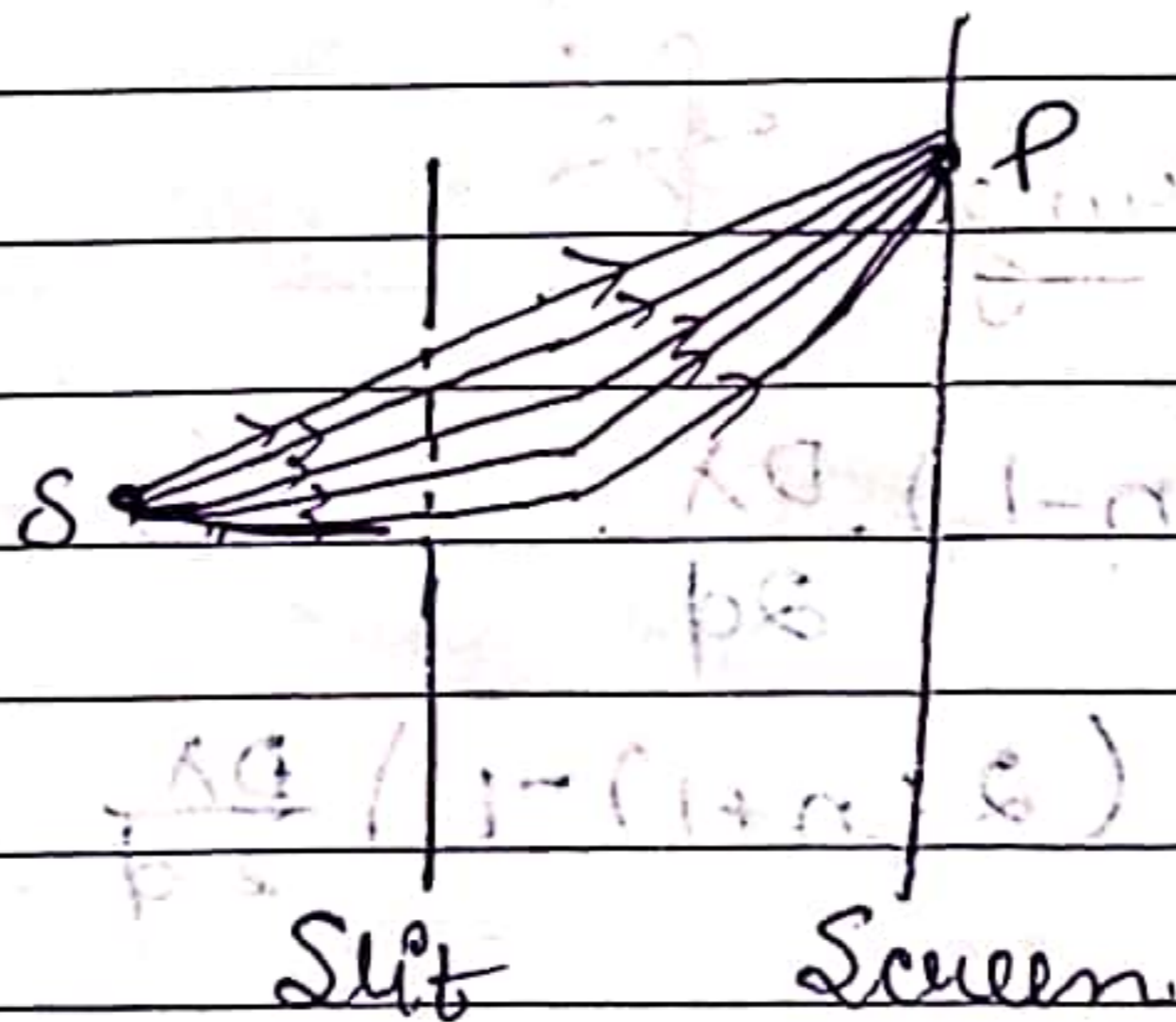
# Diffraction of light

The phenomenon of bending of light around the sharp corners and the spreading of light within the geometrical shadow of the opaque obstacles is called diffraction of light.

For diffraction the aperture of the obstacle are comparable to the wavelength of light.

★ There are 2 type of diffraction

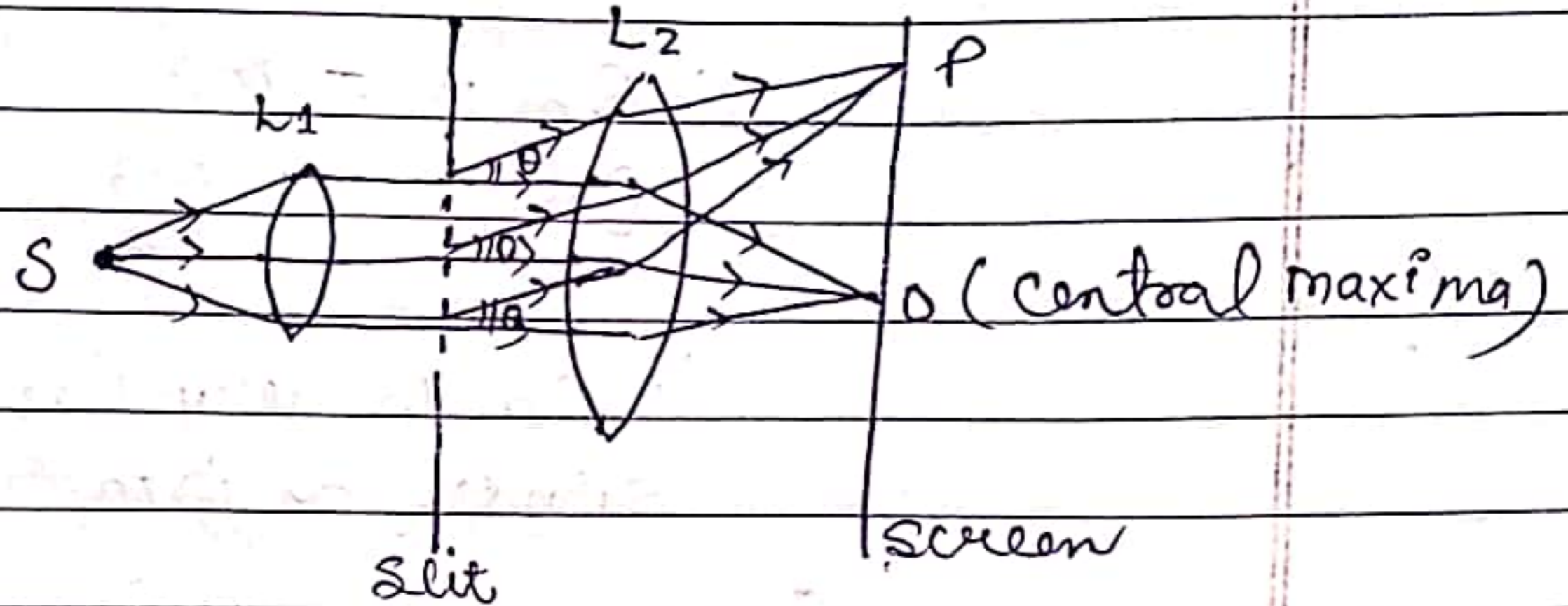
① Fresnel diffraction



If the distance  $p \ll D$  source and obstacle is short than the diffraction of light is called Fresnel diffraction.

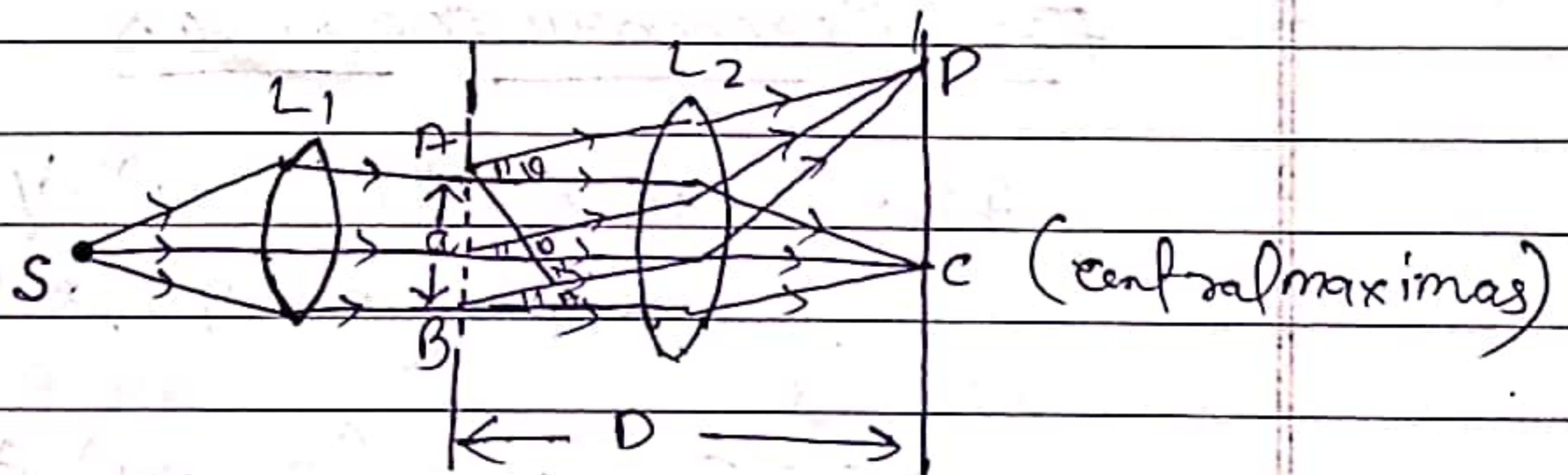
## ② Fraunhofer diffraction

$\theta =$  diffraction angle



When the diff distance b/w source and obstacle is large then the diffraction of light is called Fraunhofer diffraction.

### Diffraction of light at the single slit.



- i) Secondary minima's
- ii) Secondary maxima's

### For Secondary minima's

Path diff =  $m\lambda$  where  $m = 1, 2, 3, 4, \dots$

$$BN = \pm m\lambda$$

For in  $\Delta ABN$

$$\sin \theta = \frac{BN}{AB} = \frac{BN}{a}$$

$$BN = a \sin \theta$$

for ~~the~~ mth Secondary minima's

$$a \sin \theta_m = \pm m \lambda$$

$$\sin \theta_m = \pm \frac{m \lambda}{a}$$

$\therefore \theta_m$  is very less  
 $\sin \theta_m \approx \theta_m$

$$\left[ \theta_m = \pm \frac{m \lambda}{a} \right]$$

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

$$\theta_1 = \pm \frac{\lambda}{a}, \quad \theta_2 = \pm \frac{2\lambda}{a}, \quad \theta_3 = \pm \frac{3\lambda}{a}$$

For Secondary maxima's

$$\text{Path diff} = \pm (2m+1) \frac{\lambda}{2}$$

where  $m = 1, 2, 3, 4, \dots$

$$a \sin \theta_m = \pm (2m+1) \frac{\lambda}{2}$$

$$\sin \theta_m = \pm (2m+1) \frac{\lambda}{2a}$$

$$\left[ \theta_m = \pm (2m+1) \frac{\lambda}{2a} \right]$$

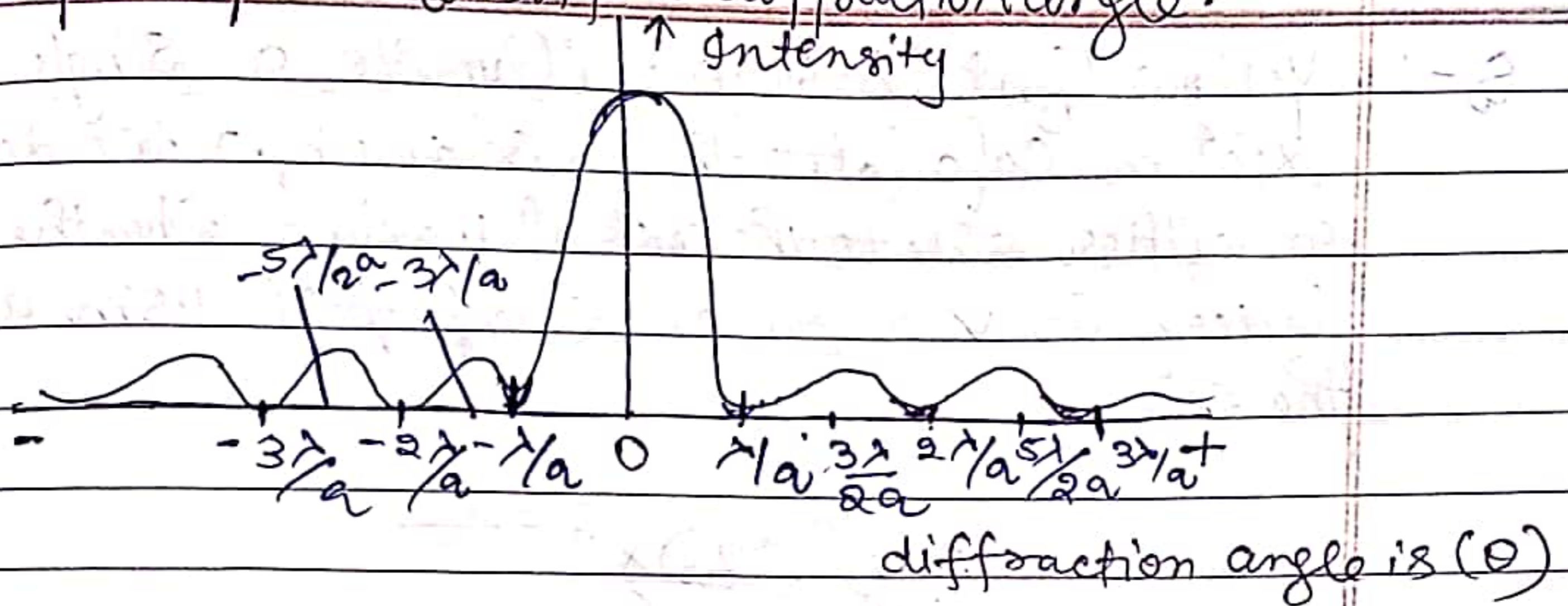
$$m = 1, 2, 3, \dots$$

$$\theta_1 = \pm \frac{3\lambda}{2a}$$

$$\theta_2 = \pm \frac{5\lambda}{2a}$$



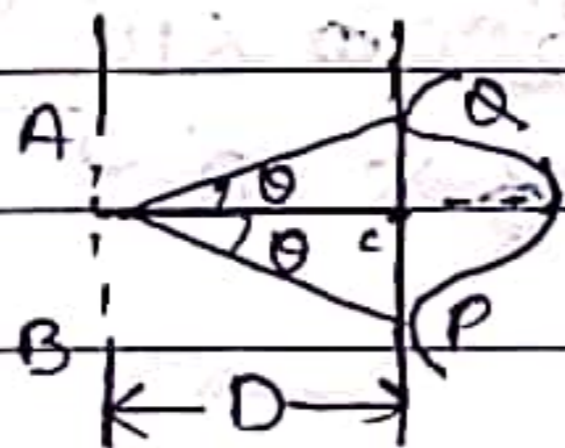
\* Graph b/w Intensity & diffraction angle. Date: \_\_\_\_\_ Page: \_\_\_\_\_



### Angular width of central maxima

It is the distance b/w first secondary minima of both side of central maxima.

$$\text{Angular width of central max } (2\theta) = \lambda/a + \lambda/a$$



$$\left[ 2\theta = \frac{2\lambda}{a} \right]$$

### Linear width of central maxima

$$\text{Angle} = \frac{\text{Arc}}{\text{radius}} \quad \therefore \theta = \lambda/a$$

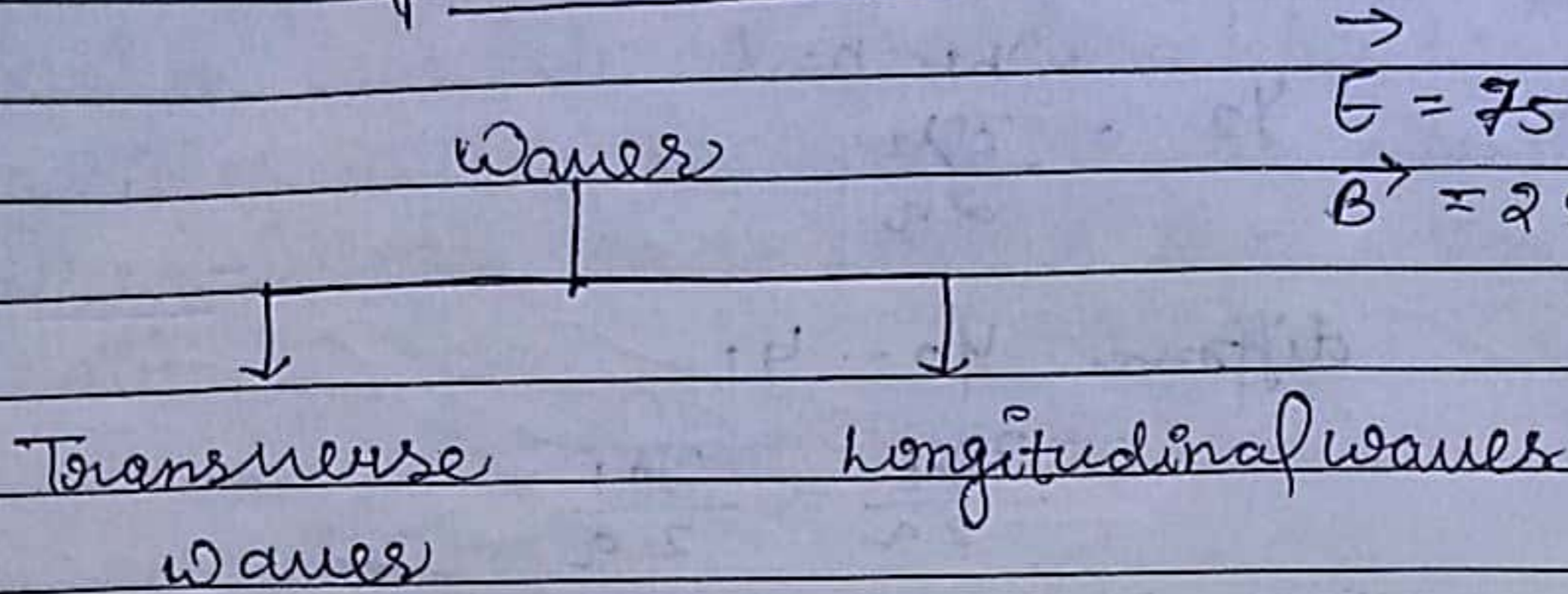
$$\theta = \frac{PC}{D}$$

$$PC = D\theta$$

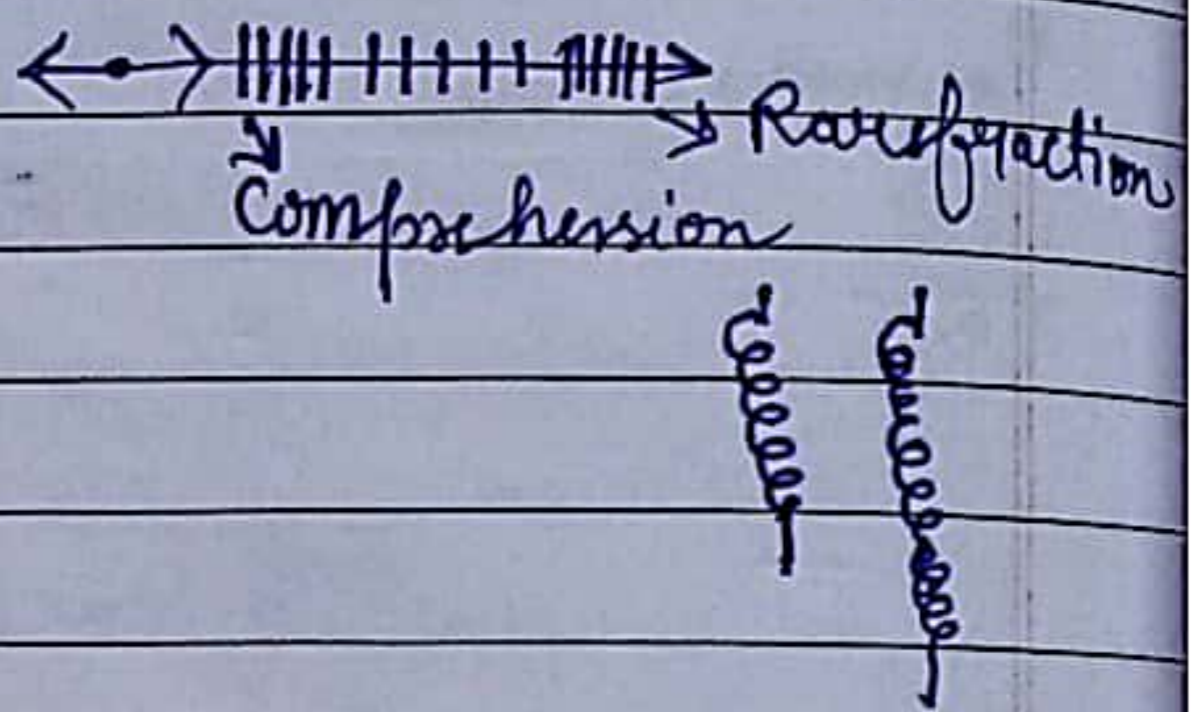
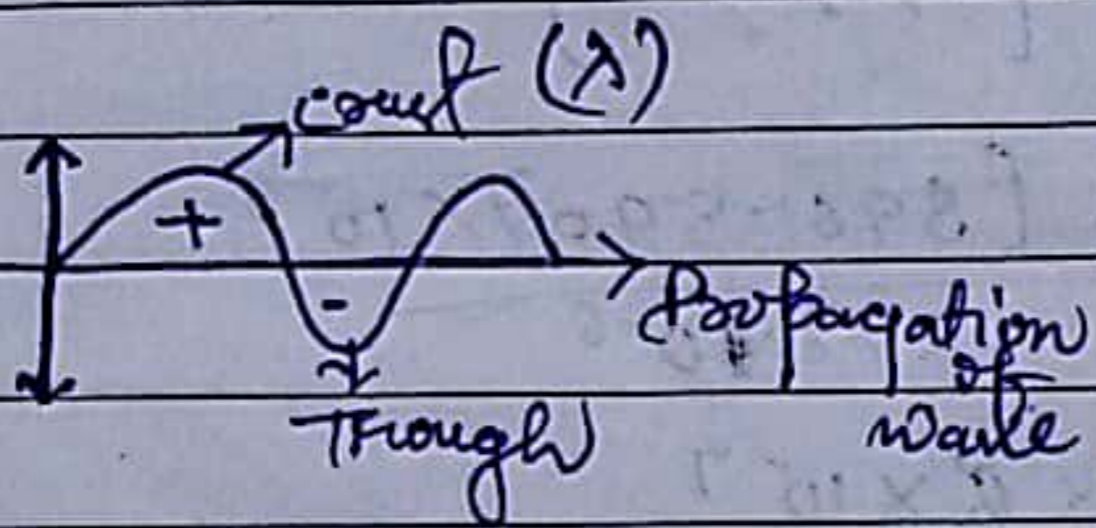
$$PC = \frac{D\lambda}{a}$$

$$\left[ \text{Linear width of central maxima} = \frac{2D\lambda}{a} \right]$$

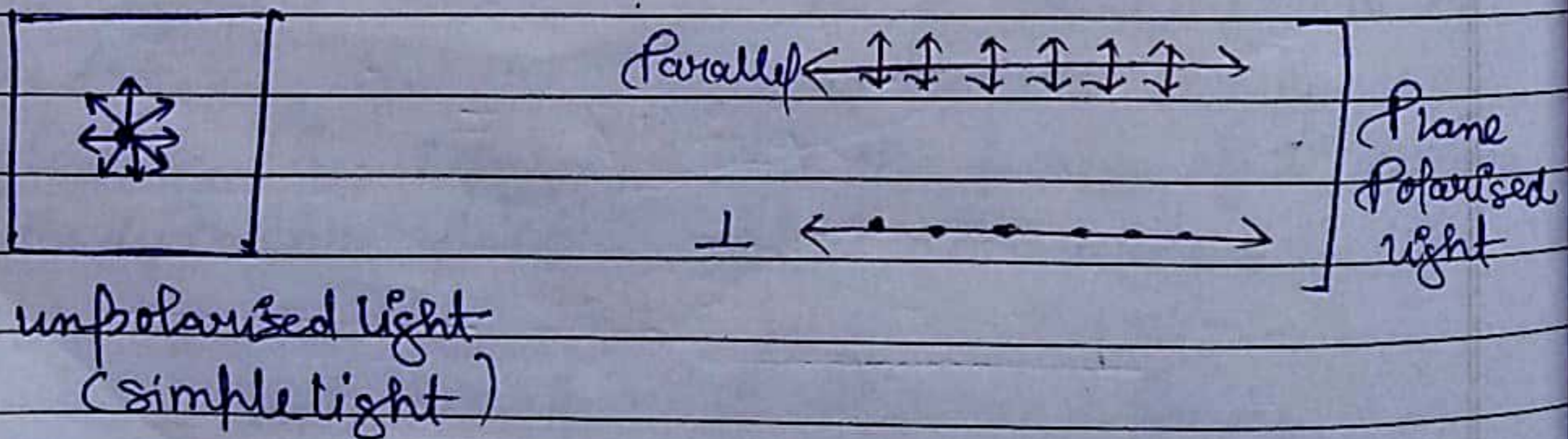
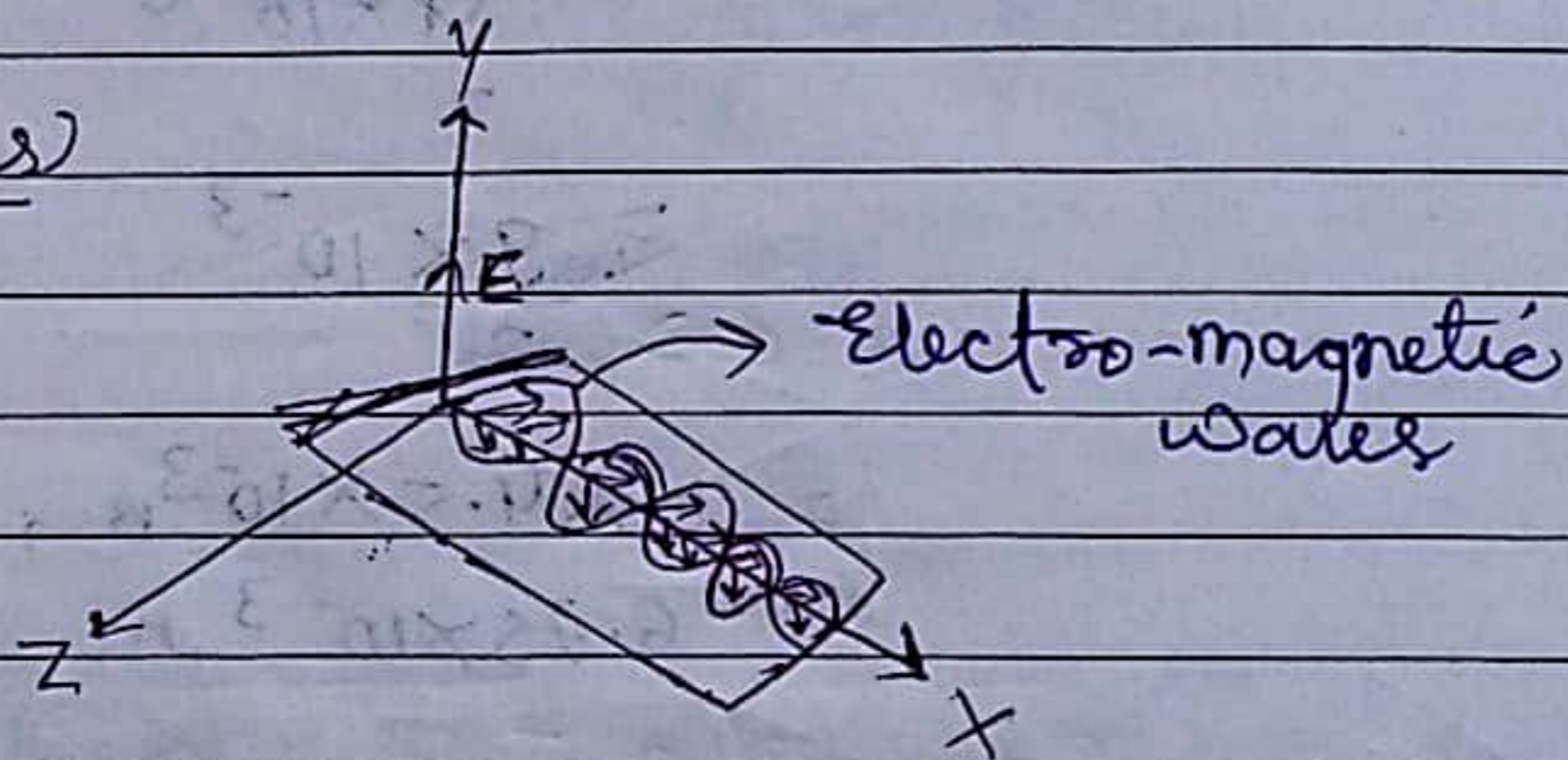
# Polarisation



→  
 $E = 75\%$   
 $B = 25\%$



## Light waves



Light is an electromagnetic wave in which electric & magnetic field vector vary sinusoidally  $\perp$  to each other.

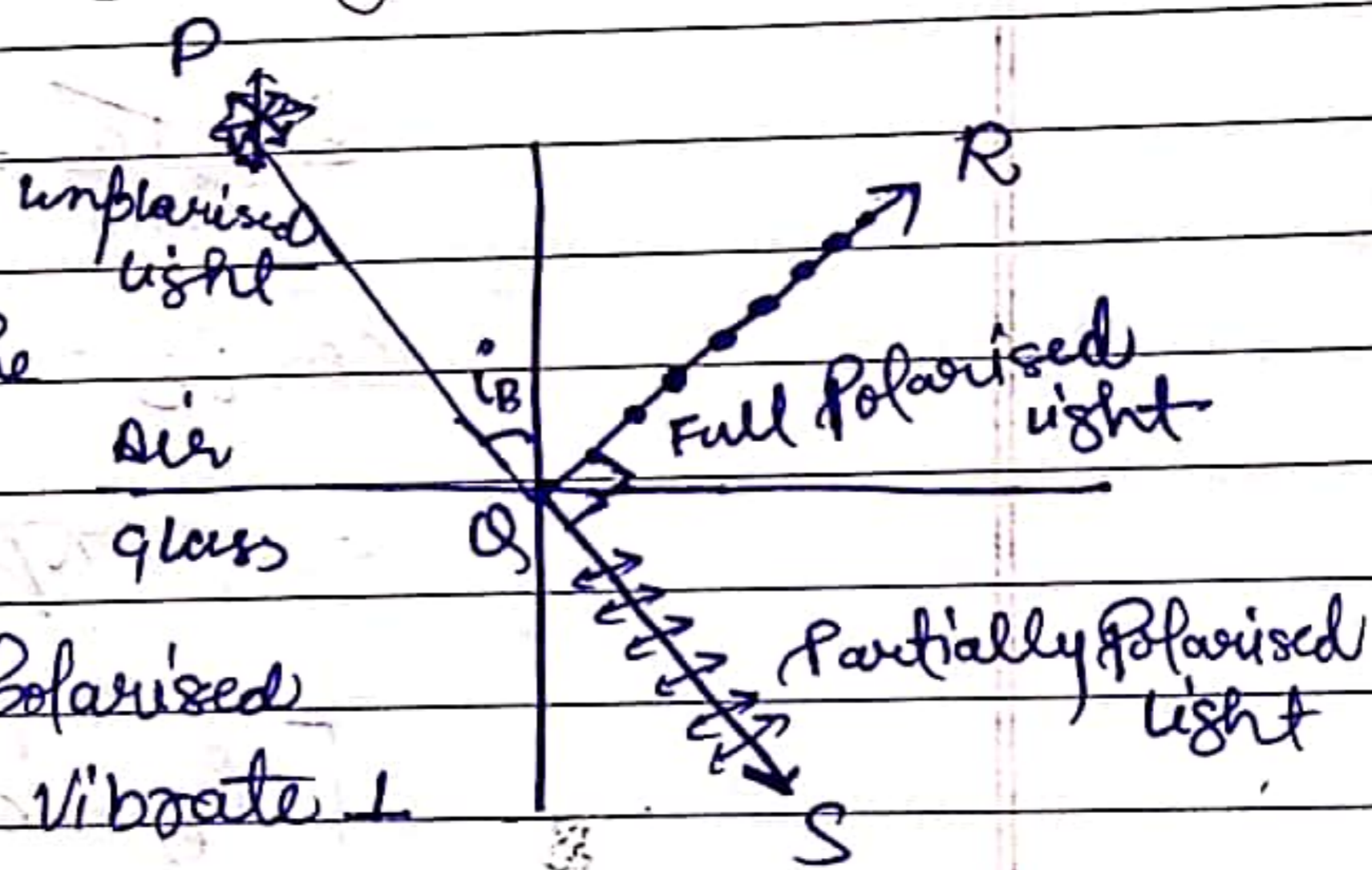
and as well as  $\perp$  to the direction of propagation of light.

If the vibration of electric vector occur symmetrically in all possible direction in a plane  $\perp$  to the direction of propagation of light then it is called unpolarised or ordinary light.

The phenomenon of restricting the vibration of light in a particular direction  $\perp$  to the direction of wave motion is called polarisation of light. and then the light obtain is called plane polarised light.

### Polarisation of light by reflection

$\Rightarrow$  When an unpolarised light is incident on the boundary b/w two transparent media the reflected light will be polarised and its electric vector vibrate  $\perp$  to the plane of incident.



$\Rightarrow i_B =$  Brewster's angle or angle of polarisation.

$\Rightarrow$  The refractive index of medium

$$[n = \tan i_B]$$

This is called Brewster's Law

The Reflected Ray & Refracted Ray will be perpendicular.

Proof - According to Snell's law -

$$n = \frac{\sin i_B}{\sin r} \quad \text{--- (1)}$$

According to Brewster's law

$$n = \tan i_B = \frac{\sin i_B}{\cos i_B} \quad \text{--- (2)}$$

from eq (1) & (2)

$$\frac{\sin i_B}{\sin r} = \frac{\sin i_B}{\cos i_B}$$

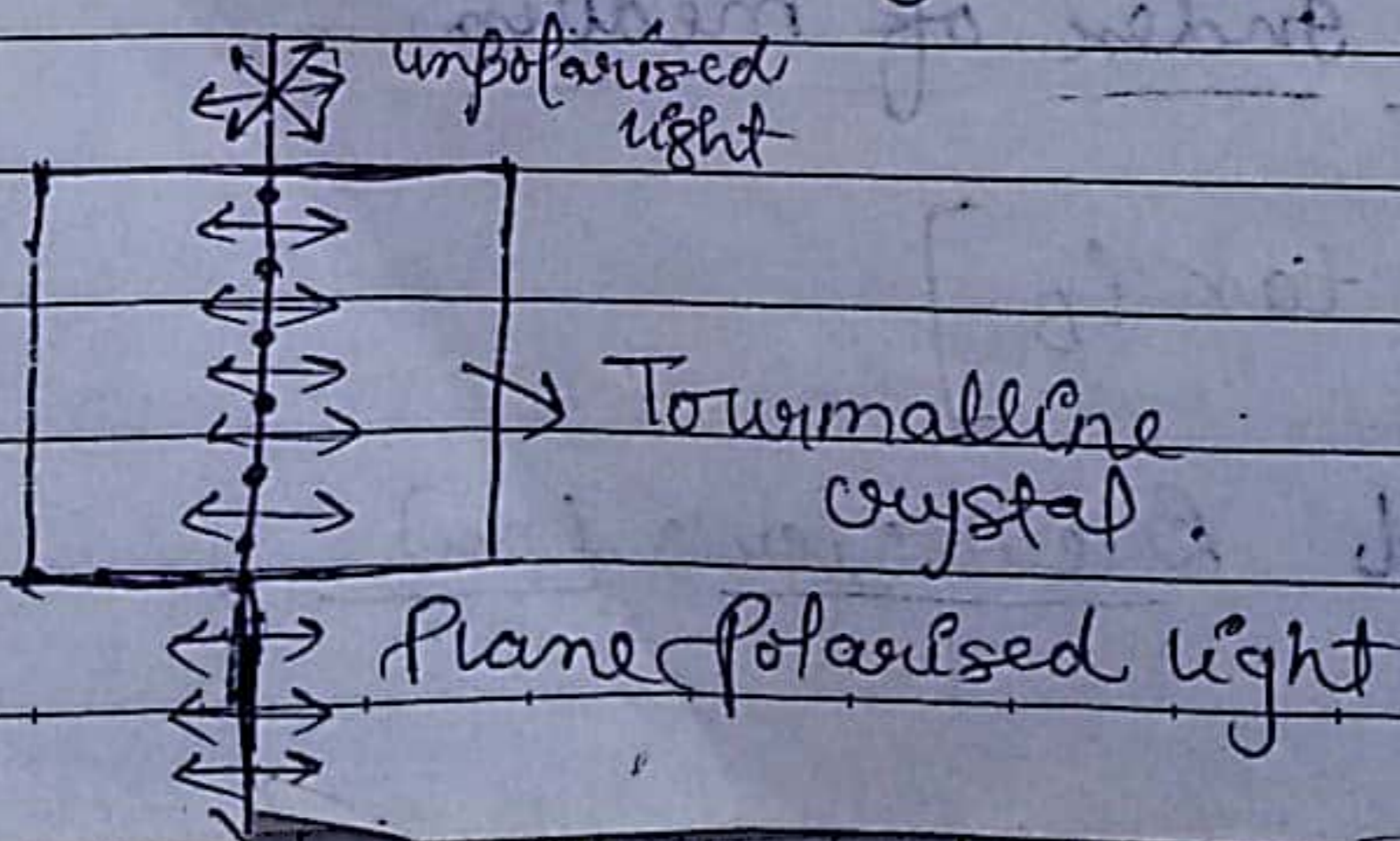
$$\cos i_B = \sin r$$

$$\sin(\pi/2 - i_B) = \sin r$$

$$\left[ \pi/2 - i_B = r \right]$$

$$\Rightarrow QR \perp QS$$

Polarisation by dichroism



when an unpolarise light incident on the surface of Tourmaline crystal it absorb by the crystal & split out in two polarise light and by selective absorption it absorb one polarise light & emerge another polarise light. This phenomenon is known as dipolarism.

# Resolving Power of Optical Instruments

Resolving power of an optical instrument is the ability of the instrument to produce distinctly separate images of two close objects.

(i) Resolving power of microscope

$$= \frac{1}{\Delta d} = \frac{2\mu \sin\beta}{\lambda}$$

(ii) Resolving power of a telescope

$$= \frac{1}{d\theta} = \frac{D}{1.22\lambda}$$

$d\theta$  = angle subtended by the two distinct objects of objective.

$\beta$  = half angle of cone of light from the point object.

$D$  = diameter of the objective.

Difference between the interference pattern and the diffraction pattern

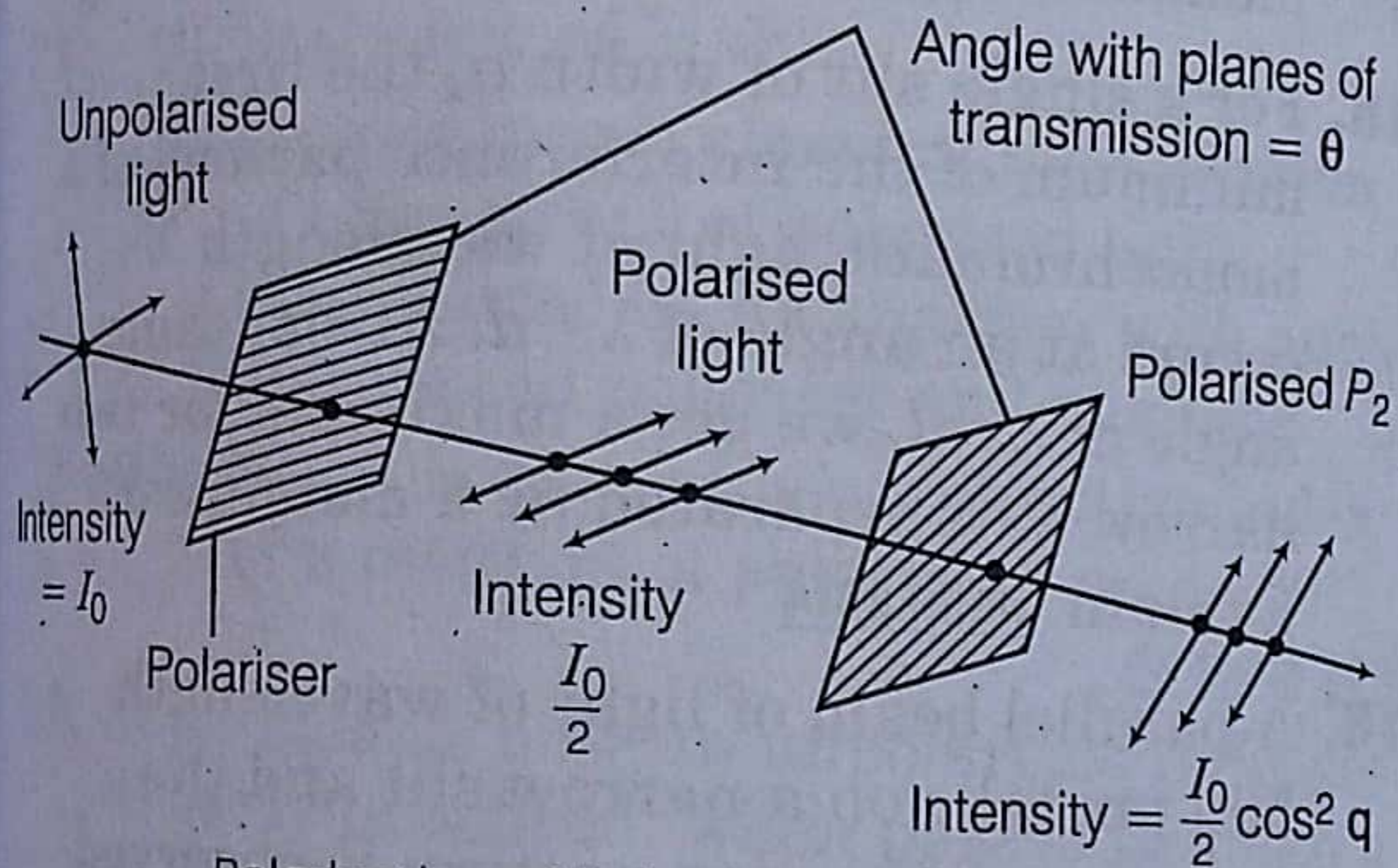
Characteristics	Interference	Diffraction
Fringe width	All bright and dark fringes are of equal width.	The central bright fringe have got double width to that of width of secondary maxima or minima.
Intensity of bright fringes	All bright fringes are of same intensity.	Central fringe is the brightest and intensity of secondary maxima, decreases with the increase of order of secondary maxima on either side of central maxima.

## Diffraction at a Circular Aperture

Angular spread of central maxima =  $1.22\lambda/d$ ,  
 Linear spread =  $D\theta'$ , Areal spread =  $D^2 \theta^2$

## Malus' Law

According to law of Malus', when a beam of completely plane polarised light is incident on an analyser, the resultant intensity of light ( $I$ ) transmitted from the analyser varies directly as the square of the cosine of the angle  $\theta$  between the plane of transmission of analyser and polariser.



Polarisation of light through polariser

i.e.

$$I \propto \cos^2 \theta \Rightarrow I = I_0 \cos^2 \theta$$

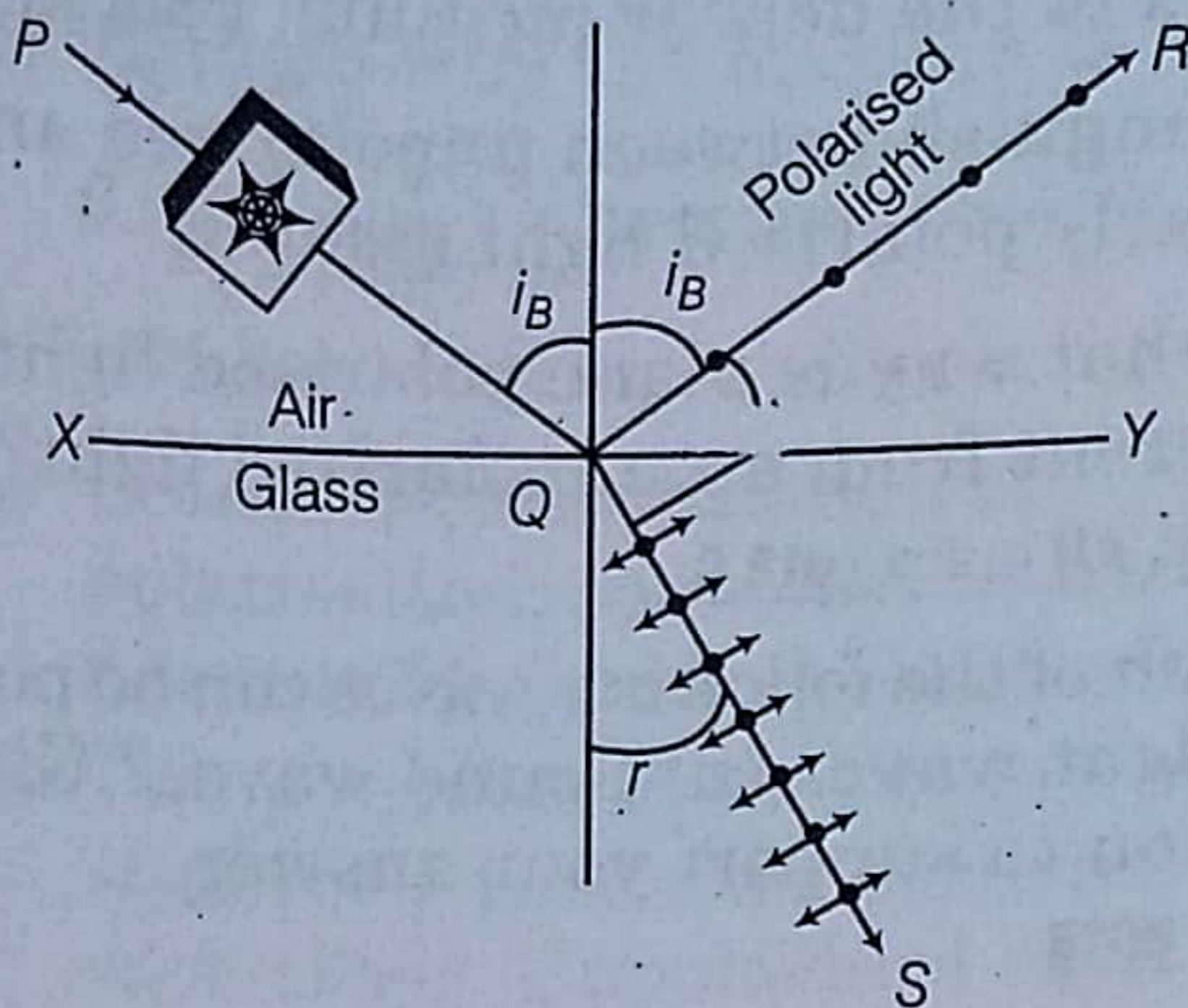
This rule is also called **cosine square rule**.

where,  $I_0$  = intensity of plane polarised light after passing through  $P_1$ .

## Brewster's Angle and Brewster Law

- (i) The angle of incidence at which the reflected light is completely plane polarised is called polarising angle or Brewster's angle ( $i_B$ ).
- (ii) According to this law, when unpolarised light is incident at polarising angle,  $i_B$  on an interface separating air from a medium of refractive index  $\mu$ , then the reflected light is

plane polarised (perpendicular to the plane of incidence), provided,  $\mu = \tan i_B$



Polarisation by reflection

where,  $i_B$  = Brewster's angle and  $\mu$  = refractive index,  
 $i_B + r = 90^\circ$ , i.e. reflected plane polarised light is at right angle from refracted light.

From Snell's law,

$$\mu = \frac{\sin i_B}{\sin r_B} = \frac{\sin i_B}{\sin (90 - i_B)} = \frac{\sin i_B}{\cos i_B} = \tan i_B$$

## Polaroids

Polaroids are the commercial devices to produce plane polarised light making use of selective absorption. Polaroids are used in sunglasses, wind screen, window panes of aeroplane and to make the 3-D movies to make images vivid and clear.

*Modes of production of plane polarised light are below:*

- (i) Reflection (Brewster's law)
- (ii) Scattering
- (iii) Double refraction (calcite)
- (iv) Selective absorption (dichroism)

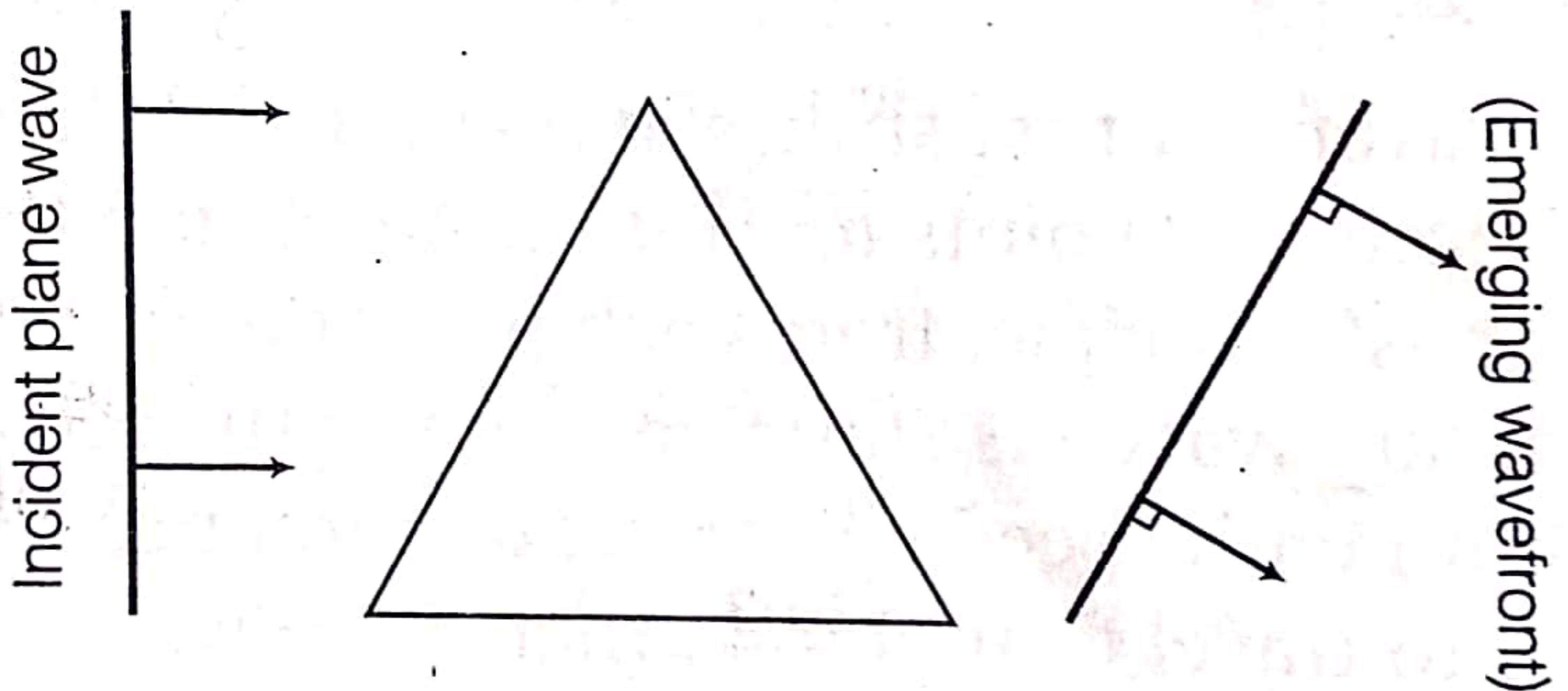


# Behaviour of a Prism, Lens and Spherical Mirror towards Plane Wavefront

*There are following behaviour of a prism, lens and spherical mirrors towards plane wavefront*

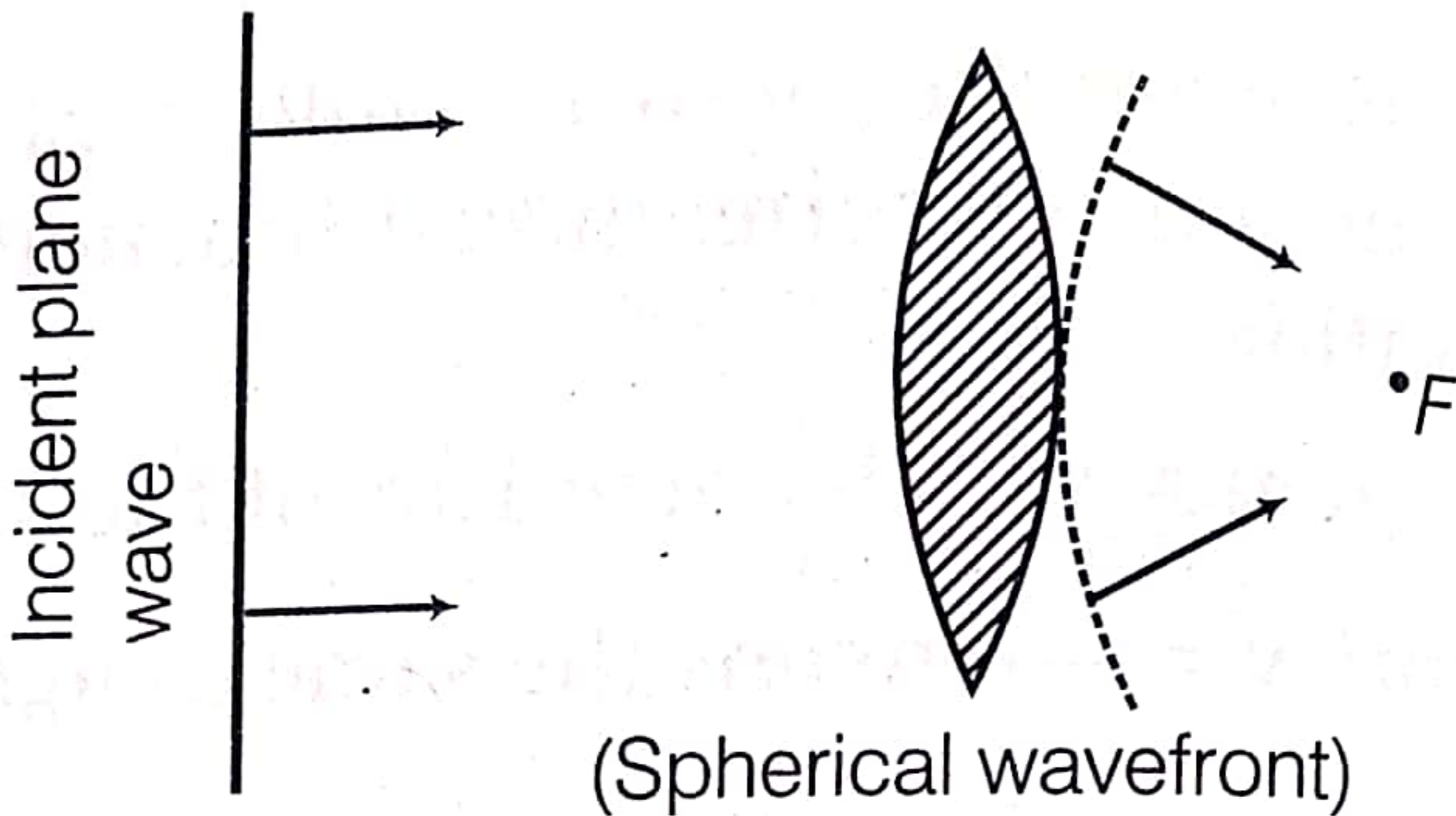
## Behaviour of a Prism

Emerging wavefront will be tilted.



# Behaviour of a Lens

Emerging wavefront will be spherical.



# Behaviour of a Spherical Mirror

Reflected wavefront will be spherical.

