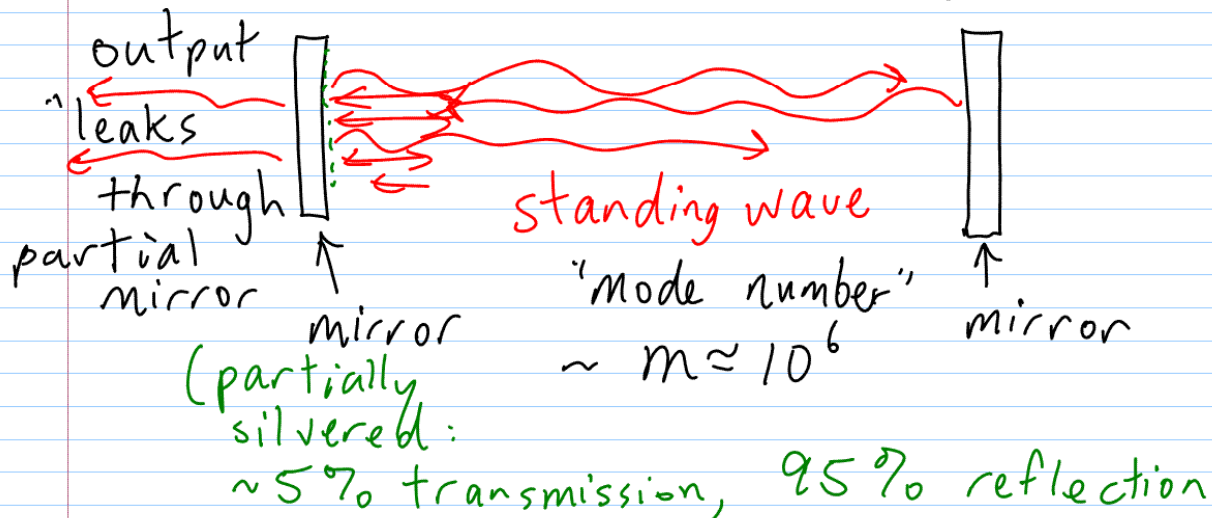


L A S E R : invented in 1960's

→ based on standing waves



Output: Very strong, single frequency, narrow beam of light. → "in phase" → "coherent light" ← Useful!

Interference. basics:

$$D_1 = a \sin(kx - \omega t + \phi_{10})$$
$$+ D_2 = a \sin(kx - \omega t + \phi_{20})$$

Different phase constants  $\phi_{10} \neq \phi_{20}$

$$D_1 + D_2 = a \sin(\dots + \phi_{10}) + a \sin(\dots + \phi_{20})$$

trig identities, algebra

$$D_1 + D_2 = 2a \cos\left(\frac{\Delta\phi}{2}\right) \cdot \sin\left(kx - \omega t + \frac{(\phi_1 + \phi_2)}{2}\right)$$

New Amplitude = A
Another sinusoidal wave

A depends on phase difference,

$$\Delta\phi = \phi_2 - \phi_1$$

Special cases:  $\Delta\phi = \pi + (2\pi n)$

↑  $n = \text{any integer}$

"perfect destructive interference"

$$A = 0$$

$$\Delta\phi = 2\pi n \quad (n = \text{any integer})$$

$A = 2a$  "perfect constructive interference".

- Headphones exist which contain a microphone which reads sound, adds  $\pi$  phase difference, and immediately plays it.

→ this creates "anti-sound" which cancels sound you hear by destructive interference.

→ Used by travelers to reduce engine noise.

In 2-D or 3-D, wave fronts mark "crests" and are circles

or spheres which spread away from the source

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Beats Two waves, same amplitude,  $a$ , same phase constant,  $\phi_0$ , slightly different frequencies

$$\omega_1 \approx \omega_2 \text{ but } \omega_1 \neq \omega_2$$

set  $x=0$  and examine temporal (time) interference (set  $\phi_0 = \pi$ )

$$D_1 = a \sin(-\omega_1 t + \pi)$$

$$D_1 = a \sin(\omega_1 t)$$

$$D_2 = a \sin(\omega_2 t)$$

$$D_1 + D_2 = a \sin(\omega_1 t) + a \sin(\omega_2 t)$$

$$\text{Result} = \underbrace{2a \cos(\omega_{\text{mod}} t)}_{\substack{\text{time varying} \\ \text{amplitude.}}} \cdot \underbrace{\sin(\omega_{\text{avg}} t)}_{\substack{\text{another sinusoidal} \\ \text{wave}}}$$

(blue wiggly line)

$$\omega_{\text{mod}} = \frac{\omega_1 - \omega_2}{2} \leftarrow \text{"Modulation Freq."}$$

$$\omega_{\text{avg}} = \frac{\omega_1 + \omega_2}{2} \leftarrow \text{"Average freq."}$$

$\omega_{\text{avg}} \gg \omega_{\text{mod}} \leftarrow \omega_{\text{avg}} = \text{fast wiggles}$   
times low frequency modulation.