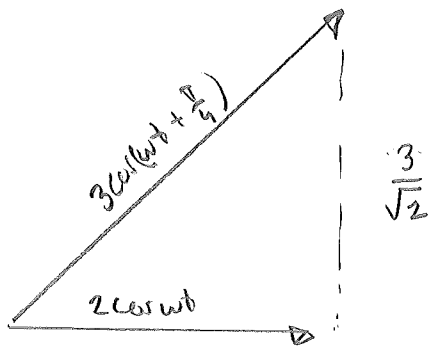


Phasor Written Homework Solutions.

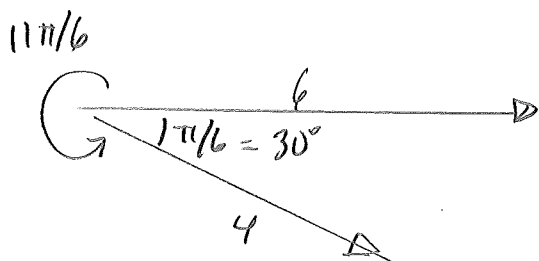
1a)



$$A = \text{Magnitude} = \left[\left(2 + \frac{3}{\sqrt{2}} \right)^2 + \left(\frac{3}{\sqrt{2}} \right)^2 \right]^{1/2} = 4.6$$

$$B = \text{phase} = \sin^{-1} \frac{3/\sqrt{2}}{4.6} = 27.5^\circ = 0.48 \text{ rad.}$$

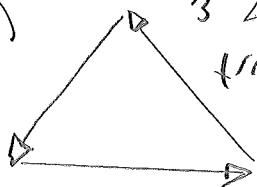
b)



$$A = \left((6 + 4 \cos \pi/6)^2 + (4 \sin \pi/6)^2 \right)^{1/2} = 9.7$$

$$B = -\sin^{-1} \left(\frac{4 \sin \pi/6}{9.7} \right) = -11.9^\circ = -0.21 \text{ rad}$$

2. a)



3 equal slots can only add to zero in an equilateral triangle, which requires equal phase shifts.

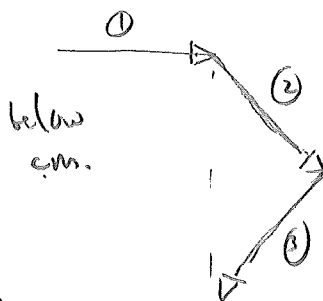
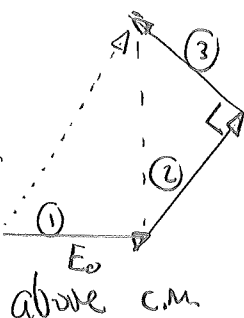
Since slot spacing are unequal, this cannot happen.

b) $\theta = \frac{1}{80} \text{ rad}$ $\phi_{12} = \frac{d_{12} \sin \theta}{\lambda} \cdot 2\pi = \frac{5}{0.5} \cdot \frac{1}{80} \cdot 2\pi = \frac{\pi}{4}$ above c.m., (2) leads (1) below, (2) lags (1)

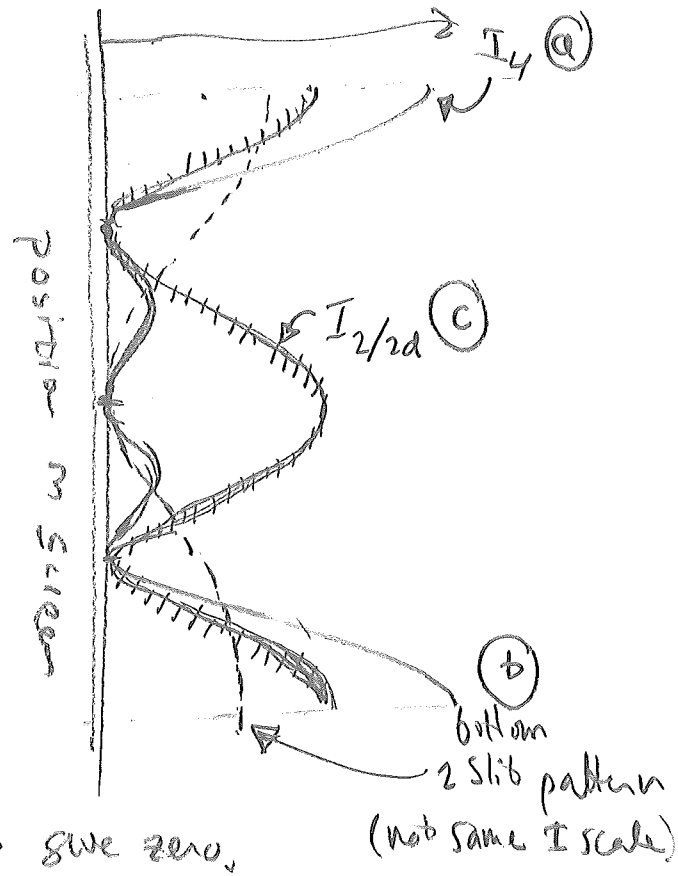
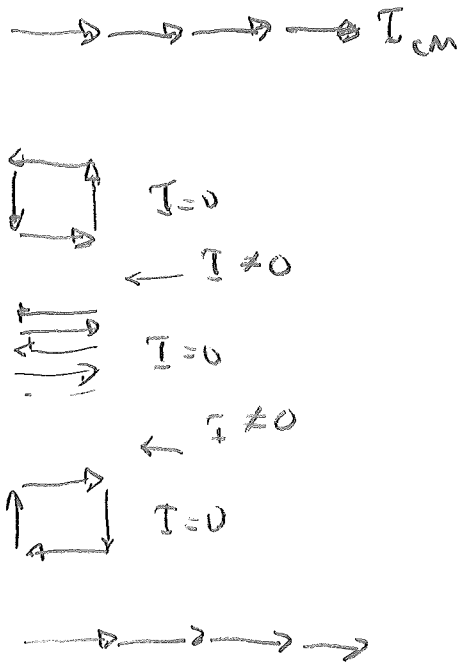
$$\phi_{23} = 2\phi_{12} = \frac{\pi}{2}, \quad (d_{23} = 2d_{12})$$

c) $\text{Sum} = \sqrt{3} E_0$

so $I = \left(\frac{\sqrt{3}}{3} \right)^2 I_{\text{cm}} = \frac{1}{3} I_{\text{cm}}$



3)

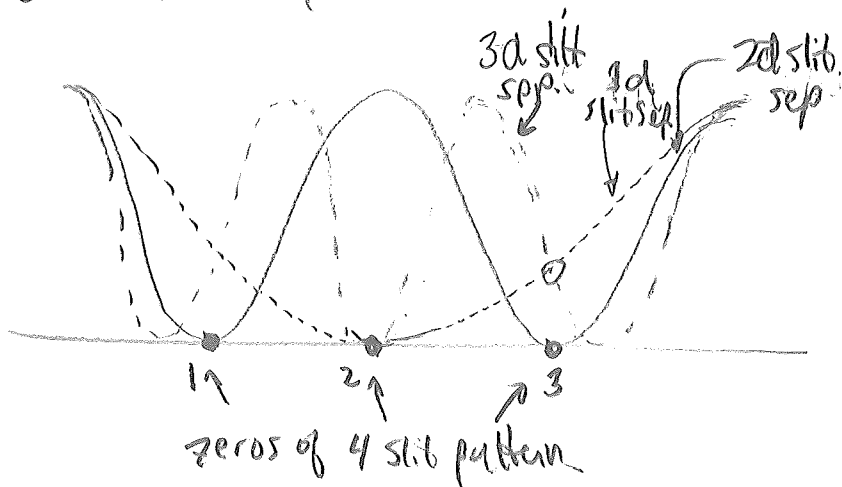


b) For only bottom two slits, only \Rightarrow give zero.

c) See fig.

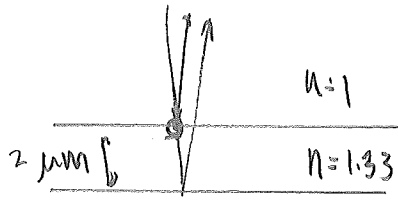
d) The zeros will NOT be in the same place! In the same places as the 4 slit pattern, so closer to the principal maxima.

$I_{2/2d}$ has zeros 1 & 3
 $I_{2/3d}$ will have them



The 4 slit zeros 1 & 3 arise because the E field from slits 1 & 4 is out of phase with E field from slits 2 & 3. And they cancel

4.



$\phi_0 = \pi$ off top of film $\Delta\phi_0 = \pm\pi$

$\phi = \frac{\Delta\text{path}}{\lambda} \cdot 2\pi + \Delta\phi_0$ $\Delta\text{path} = 2d$

$\lambda = \frac{\lambda_0}{n} = \begin{matrix} 300 \text{ nm} \\ 526 \text{ nm} \end{matrix}$

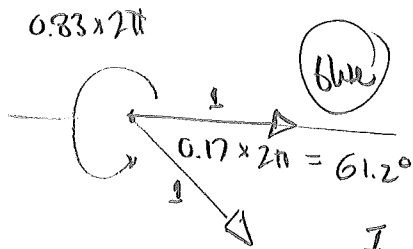
$\phi = (13.33 \pm \frac{1}{2}) \cdot 2\pi$ blue

$\phi = (7.60 \pm \frac{1}{2}) \cdot 2\pi$ red

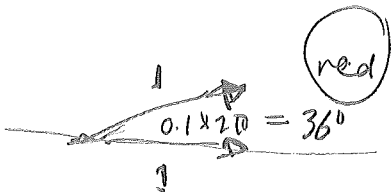
Ignore multiples of 2π

$\phi = 0.83 \times 2\pi$ blue

$\phi = 0.10 \times 2\pi$ red



$I = 0.74 I_m$



$I = 0.90 I_m$

} Use phasor addition,
divide by 2 (max. E_{refl})
and square.