

Problem 2: (Grating Diffraction)

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(a)
$$\Lambda = 5\mu m$$
 $n_0 = 2.00$, $d = 250\mu m$
 $j_{0} = 0.6328 \mu m$ $\theta' = 20^{\circ}$
The Bragg angle can be specified from the equation
 $m \frac{\lambda_0}{n_0} = 2\Lambda \sin\theta$ θ : inside the grating
For m=1 we have: $\frac{\lambda_0}{n_0} = 2\Lambda \sin\theta$
 $m = 1$ (1)
The angle in air θ' is related with θ through shell's Law:
 $n_0 \sin\theta = n_{,T} \sin\theta' = \sin\theta'$ $(n_T = n_{air} = 1.0)$ (2)
From (1) and (2):
 $n_0 \sin\theta = \sin\theta' = \frac{\lambda_0}{2\Lambda}$
 $\theta' = \sin^{-1}(\frac{\lambda_0}{2\Lambda}) = \sin^{-1}(\frac{0.6328}{2.5}) = 3.628^{\circ}$
 $\theta = \sin^{-1}(\frac{\sin\theta'}{n_0}) = 1.813^{\circ}$
 $\theta'_B = 3.628^{\circ}$ (in air)
 $\theta_B = 1.913$ (inside the grating
(b) The grating equation for the forward-diffracted waves
is:
 $i \frac{\lambda_0}{\Lambda} = (n_T \sin\theta' - n_m \sin\theta_i')$
 $n_T = n_m = 1.0$

Problem 3: (Fraunhofer Diffraction by a Rectangular Aperture)



$$|g(x_{f}, y_{f})|^{2} = \alpha^{2}b^{2} \cdot \frac{\sin^{2}\left(\pi \frac{x_{f}}{\lambda f/a}\right)}{\left[\pi\left(\frac{x_{f}}{\lambda f/a}\right)\right]^{2}} \cdot \frac{\sin^{2}\left(\pi \frac{y_{f}}{\lambda f/b}\right)}{\left[\pi\left(\frac{x_{f}}{\lambda f/b}\right)\right]^{2}}$$

Zeros along x_f : $x_f = m \frac{\lambda f}{\alpha}$ Zeros along y_f : $y_f = n \frac{\lambda f}{b}$









Problem 4: (Edge Diffraction)



Figure 1: Case (a) with an incident plane wave

(a) The diffraction from the edge will follow the Fresnel diffraction assumptions in order to use the theory of the Cornu spiral with the Fresnel integrals. Since the incident wave is a plane wave $p = \infty$ and q = 60 cm. The wavelength of the incident plane wave is $\lambda_0 = 589$ nm. Let's assume the random point z_0 along the z-axis in Fig. 1. Then, assume the s-axis such as $s = z - z_0$. Therefore the origin of s is the point $z = z_0$. From the Fresnel integral the field at z_0 is given by

$$E(z_0) = C \int_0^\infty \exp\left[-j\frac{k}{2}(z-z_0)^2\frac{1}{q}\right]dz,$$

= $C \int_{-z_0}^\infty \exp\left[-j\frac{k}{2}s^2\frac{1}{q}\right]ds,$

where C is a constant. Defining the normalized variable $u = s(2/\lambda_0 q)^{1/2}$ as in the book we can write the field at point z_0 in the form

$$E(z_0) = \frac{E_u}{\sqrt{2}} \Big[[0.5 - C(-u_0)] - j[0.5 - S(-u_0)] \Big],$$
$$\frac{I(z_0)}{I_u} = \frac{1}{2} \Big[[0.5 - C(-u_0)]^2 + [0.5 - S(-u_0)]^2 \Big],$$

where E_u and I_u is the unobstructed amplitude and intensity while C(u) and S(u) the standard Fresnel integrals and $u_0 = z_0 (2/\lambda_0 q)^{1/2}$.

Now for $z_0 = z_1 = 1 \text{ mm} \Rightarrow u_1 = z_1 (2/\lambda_0 q)^{1/2} = 1.6822$ and $C(-u_1) = -0.3277$ and $S(-u_1) = -0.5666$ which results in $I(z_1)/I_u = 0.9114$.

Similarly, for $z_0 = z_2 = -2 \text{ mm} \Rightarrow u_2 = z_2 (2/\lambda_0 q)^{1/2} = -3.3643$ and $C(-u_2) = +0.4159$ and $S(-u_2) = +0.4570$ which results in $I(z_2)/I_u = 0.0045$.



Figure 2: Case (b) with an incident spherical (actually cylindrical) wave emerging from point A

(b) The case of the icident light coming through a slit at point A the main difference is that we have to take into account the relative wavefront that arrives at he edge's plane. According to the theory, the $s_0 = z'_0$ distance on the edge plane corresponding to z_0 at the screen plane are related (from similar triangles) by the following equation

$$\frac{z_0'}{z_0} = \frac{p}{p+q},$$

where it is evident that for $p \to \infty$, $z'_0 \to z_0$. Then, assume the s-axis such as $s = z - z'_0$ as before. Therefore the origin of s is the point $z = z'_0$. From the Fresnel integral the field at z_0 is given by

$$E(z_0) = C \int_0^\infty \exp\left[-j\frac{k}{2}(z-z'_0)^2\left(\frac{1}{p}+\frac{1}{q}\right)\right] dz,$$

$$= C \int_{-z'_0}^{\infty} \exp\left[-j\frac{k}{2}s^2\left(\frac{1}{p}+\frac{1}{q}\right)\right] ds,$$

where C is a constant. Defining the normalized variable $u = s[(2/\lambda_0)(1/p + 1/q)]^{1/2}$ as in the book we can write the field at point z_0 in the form

$$E(z_0) = \frac{E_u}{\sqrt{2}} \Big[[0.5 - C(-u_0)] - j [0.5 - S(-u_0)] \Big],$$
$$\frac{I(z_0)}{I_u} = \frac{1}{2} \Big[[0.5 - C(-u_0)]^2 + [0.5 - S(-u_0)]^2 \Big],$$

where E_u and I_u is the unobstructed amplitude and intensity while C(u) and S(u) the standard Fresnel integrals and $u_0 = z'_0 [(2/\lambda_0)(1/p + 1/q)]^{1/2}$

Now for $z_0 = z_1 = 1 \text{ mm}$ $(p = 60 \text{ cm} \text{ and } q = 120 \text{ cm}), z'_1 = z_1[p/(p+q)] = 1/3 \text{ mm}$ $\Rightarrow u_1 = z'_1[(2/\lambda_0)(1/p+1/q)]^{1/2} = 0.9712 \text{ and } C(-u_1) = -0.7786 \text{ and } S(-u_1) = -0.4095$ which results in $I(z_1)/I_u = 1.2310$.

Similarly, for $z_0 = z_2 = -2 \text{ mm}$, (p = 60 cm and q = 120 cm), $z'_2 = z_2[p/(p+q)] = -2/3 \text{ mm} \Rightarrow u_2 = z'_2(2/\lambda_0 q)^{1/2} = -1.9424$ and $C(-u_2) = +0.4319$ and $S(-u_2) = +0.3536$ which results in $I(z_2)/I_u = 0.0130$.



Figure 3: Plot of the intensity pattern I/I_u as a function of the screen distance z for a Spherical wave (blue) and a plane wave (green)