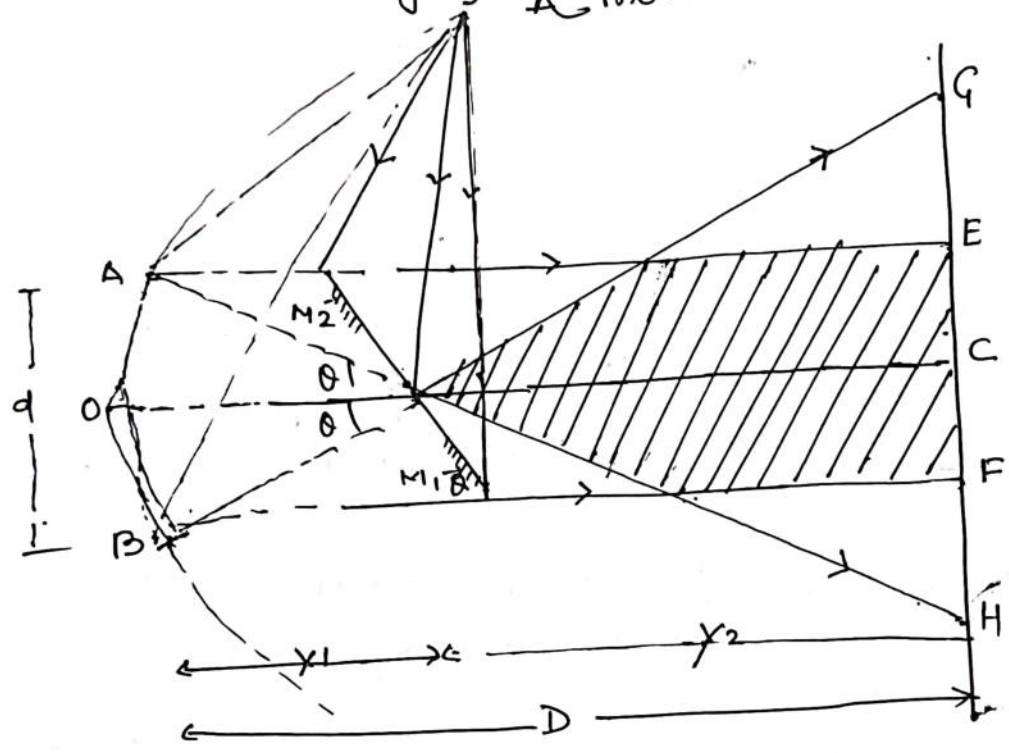


Dated  
07.02.25

TOPIC :- Interference by using Fresnel's Mirrors

Fresnel produced the interference fringes by using two plane mirrors  $M_1$  and  $M_2$  arranged at an angle of approx.  $180^\circ$  so that their surfaces are nearly coplanar. A monochromatic source of light used.



Light from source S incident on the two mirror  $M_1$  and  $M_2$ , after reflection, appears to come from two virtual sources A and B at some distance  $d$ . Therefore A and B act as two virtual sources and interference fringes are obtained on the screen. These fringes are obtained of the equal width and are alternately dark and bright.

Principle :- A and B are two coherent sources at a distance  $d$  apart.

$D$  = distance from source to virtual sources.  
 $M_1$  and  $M_2$  = Two deflected rays from  $M_1$  and  $M_2$  overlap between E and F (Shaded) and interference fringes formed

Here  $D = Y_1 + Y_2$

$$\text{Fringe width } \beta = \frac{\lambda D}{d}$$

A point on the screen will be at the centre of a bright fringe, if

$$\text{it distance from } C \text{ is } \frac{n\lambda D}{d}$$

where  $n = 0, 1, 2, 3, \dots$  and

it will be ~~dark~~ at the centre of a dark fringe.

$$\text{if it distance from } C = \frac{(2n+1)\lambda d}{2d}$$

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

For fringe to be formed the following conditions must be

- (i) The mirror  $M_1$  and  $M_2$  should be made from optically flat glass and silvered on the front surface.
- (ii) No surface should take place from the back of the mirrors.
- (iii) The polished should extend up to the line of intersection of the two mirrors and
- (iv) The line of intersection must be parallel to the line sources.

xx — Calculation of distance between two virtual sources A and B :

Suppose the distance between the points of intersection of the mirrors and distance source S is  $Y_1$ .

The angle of separation between A and B is  $2\theta$

$$d = 2\theta Y_1$$

When white light is used the central fringes C is white whereas other fringes on both sides of C are coloured because the fringe width depends upon the wave length. Therefore the no. of fringes seen in the field of view with monochromatic sources of light are more

$\alpha$  —————  $\alpha$  —————  $\alpha$  —————