Diffraction is an example of scattering which does not require collisions. It is completely described by quantum theory and can be solved using wave equations with boundary conditions.

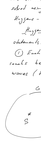
$$\nabla^2 E - \frac{1}{c^2}\frac{\partial^2 E}{\partial t^2} = 0 \quad \text{with boundary conditions}$$

However, we do not perform such equations. Instead we use approximations called Huygens' principle and Fresnel's principle.

Huygens-Fresnel principle (1678-1818)

Huygens-Fresnel principle consists of two statements:

1) Each point of wave that arrives becomes a secondary source of spherical wavelets (Huygens)



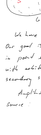
2) The new wavelets are coherent and can interfere (Fresnel)

This principle was initially used to explain reflection and refraction laws.

Moreover, it does not explain diffraction, when wave bends as light is propagating into the geometrical shadow.

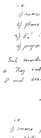
Fresnel added to this principle statement that all secondary waves are coherent

$E_p = \int dE$



Let's use this principle and solve couple of simple problems

Mathematical description of H-F principle



We have sources of and point of observation. Our goal is to find amplitude of oscillations in point P. For this we will represent S with infinitely small dS and observe how secondary waves which radiate from dS to the point P.

Amplitude of oscillation of this secondary source:

$$dE = \frac{E_0}{r_0}\, e^{i(\omega t)}\, dS$$

where

1) wave proportional to r_0
2) phase angle of dE
3) E_0 is some constant that is property of source
4) dE proportional to dS

But secondary waves are anyways on surface of S. They radiate waves that reach our point P and create resulting field:

$$dE_P = k(\varphi)\left(\frac{E_0}{r_0}\, e^{i(\omega t)}\right)\frac{e^{ikr}}{r}\, dS$$

where

1) wave proportional to dS
2) additional phase kr
3) $k(\varphi)$ is coefficient that reflects amplitude of radiation of secondary sources.

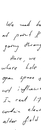
The resulting field:

$$E_P = \int_S k(\varphi)\frac{E_0}{r_0}\, e^{i(\omega t)}\frac{e^{ikr}}{r}\, dS$$

E_P - mathematical description of H-F principle

Now, using this principle we will solve few simple problems

Diffraction on round hole (Fresnel) Case



We need to find amplitude of oscillations at point P. Line between S and P is going through the center of the hole.

Here, we assume that field at the space where hole is open is the same as the open space field - i.e. the hole borders do not influence very strongly distribution. It real life this is not true, but we consider shielding and borders - issue can solve field distribution.

S is spherical surface with radius r_0

$$dS = dS_{\varphi=0} = 2\pi r_0 \sin\theta \cdot r_0 d\theta$$

from A SSS theorem (or theorem (cosine)) we can determine radius R

$$R^2 = r_0^2 + (r_0 + r)^2 - 2r_0(r_0 + r)\cos\theta$$

Let's take derivative:

$$2RdR = 2r_0(r_0 + r)\sin\theta\, d\theta$$

Here only θ is variable. As we go through it other parameters are constants, i.e. r and r_0

Hence

$$dS = \frac{2\pi R dR r_0}{r_0 + r}$$

Using mathematical description of H-F principle

$$E_P = \int_S k(\varphi)\frac{E_0}{r_0 R}\, e^{i(\omega t)}\, dS_{\varphi=0}$$

$$E_P = \frac{2\pi r_0}{r_0 + r}\frac{E_0}{r}\, e^{i(\omega t)}\int_{r_0}^{r_0+r} k(\varphi)\, e^{ikR}\, dR$$

constant

How to take $k(\varphi)$ integral? The problem is that we do not know $k(\varphi)$ (only Schwarz-Fresnel zones Fresnel proposed the following

Let's find the radius of n-zone R_n

We can denote R_n from lengths SAB and PAB.

SAB: $R_n^2 = r_0^2 + (r_0 + \frac{\lambda}{2})^2 - 2r_0(r_0 + \frac{\lambda}{2})\cos\theta$

PAB: $R_n^2 = r^2 + (r + \frac{\lambda}{2})^2 - 2r(r + \frac{\lambda}{2})\cos\theta$

If we drop $(\frac{\lambda}{2})^2$ then

$$2r_0\lambda + r\lambda = 2r\lambda + 2r_0\lambda$$

$$\downarrow$$

$$L = \frac{r\lambda + 2}{2(r_0 + r)}$$

$$R_n = \sqrt{r_0^2 + (r_0 + L)^2 - 2r_0(r_0 + L)\cos\theta} = \sqrt{\frac{r_0 r_n \lambda}{r_0 + r}}$$

Let's calculate what would be radii of first zones:

$$\begin{cases} r_0 = r = 1m \\ \lambda = 5 \cdot 10^{-7} m \end{cases} \Rightarrow R_1 = 0.5\,mm$$

Now, let's find area of first zone

$$S_1 = \pi(r_0 L - r_0^2) = \frac{\pi r_0 r \lambda}{r_0 + r}$$

$$dS_1 = S_{r_0 + L} - S_{r_0} = \frac{\pi r_0 r \lambda}{r_0 + r}$$

dS_1 - Area of Fresnel Zone - do not depend on n !

Fresnel zones

Let's return to our integral. We can not able to solve it because of $k(\varphi)$

$$E_P = 2\pi\frac{r_0}{r_0 + r}\frac{E_0}{r}\, e^{i(\omega t)}\int_{r_0}^{r_0+r} k(\varphi)\, e^{ikR}\, dR$$

What has changed now we are considered Fresnel zones? Since the zone is small $k(\varphi)$ is constant within the zone.

$$R_n \int_{r+\frac{\lambda}{2}}^{r} e^{ikR}\, dR = \frac{R_n}{ik}\left[e^{ik\left(r - \frac{\lambda}{2}\right)} - e^{ikr}\right] =$$

$$= \frac{2R_n}{ik}(-1)e^{ikr}$$

$\frac{2R_n}{ik}$ is condition of single Fresnel zone.

Now we need to sum up all zones.

$$E_P = \frac{\pi r_0}{r_0 + r}\frac{E_0}{r}\, e^{i(\omega t)}\left(k_1 - k_2 + k_3 - k_4 + \ldots\right) =$$

$$= \frac{\pi r_0}{r_0 + r}\frac{E_0}{r}\, e^{i(\omega t)}\left(k_1 - k_2 + k_3 - k_4 + \ldots\right)$$

Remember $-1 = e^{i\pi}$ That means $k_2 = -$ inverse phase to k_1, k_3 is in inverse phase to k_2, etc. Instead, it should be like this as distance changes by $\frac{\lambda}{2}$

We can re-group terms:

$$E_P = \frac{\pi r_0}{r_0 + r}\frac{E_0}{r}\, e^{i(\omega t)}\left(k_1 - (k_2 - k_3) - (k_4 - k_5) - \ldots\right) < E_1$$

This is very interesting fact which does it mean?

Let's use vector diagram

Phase vectors that the waves is not equal. First, each vector dE has slightly

Another amplitude with distance, because they have phase difference of π also not a constant.

If imagine there is no hole

Projected to hole, $E_1 < E_0$

That means if only first zone is open, the amplitude will be $E_1 < E_0$

$E_1 < E_0$ That means the resulted field is not boundary conditions were considered