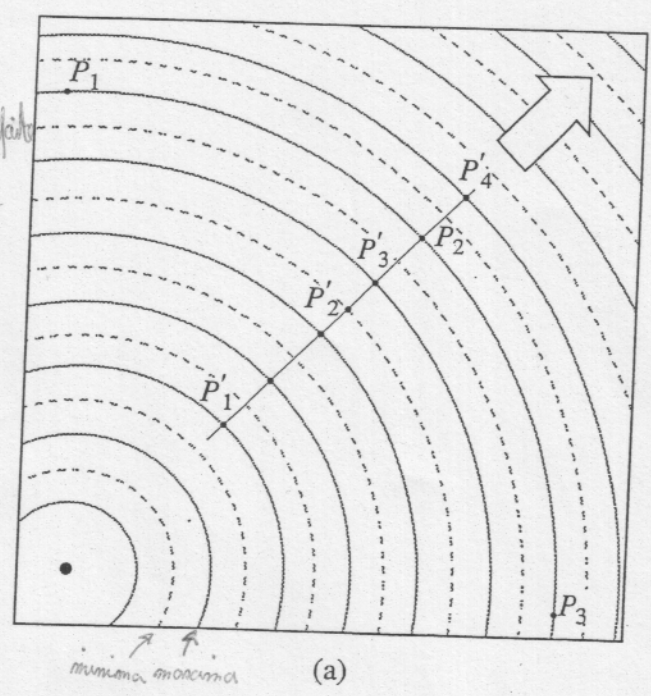


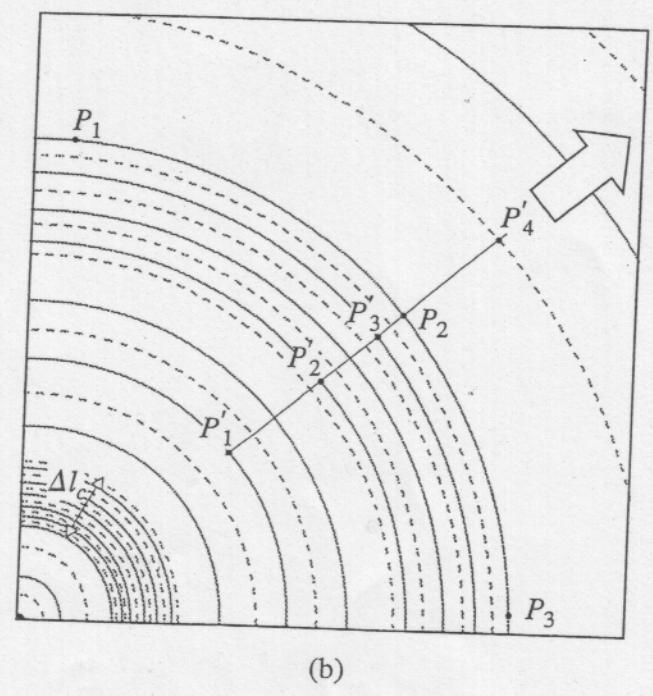
cohérence spatiale et temporelle

P_1, P_2, P_3 corrélés en phase
 entre eux \Rightarrow cohérence spatiale parfaite

$P'_1, P'_2, P'_3, P'_4 \rightarrow$ distances constantes
 \Rightarrow cohérence temporelle parfaite

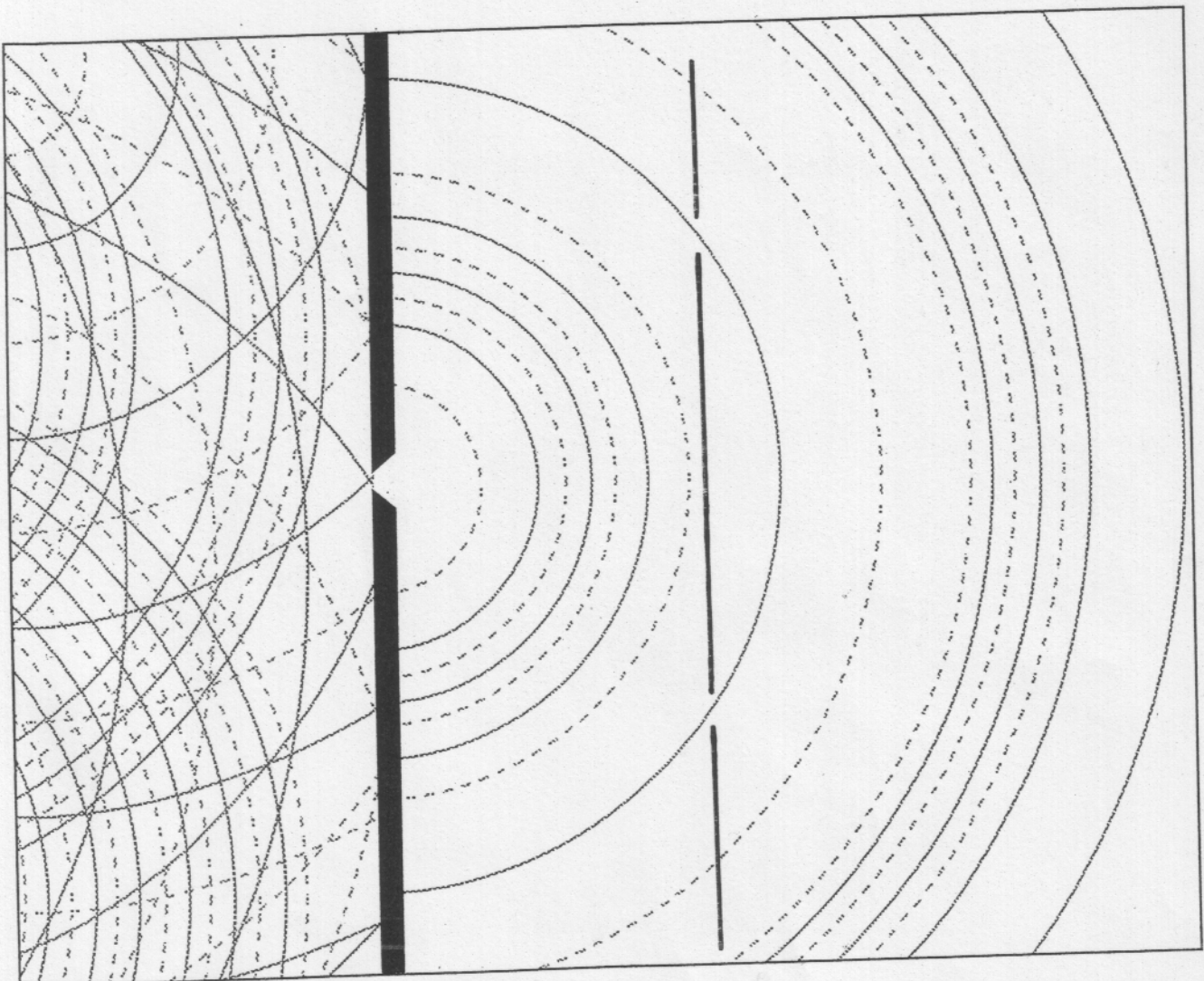


cohérence spatiale parfaite
 cohérence temporelle partielle



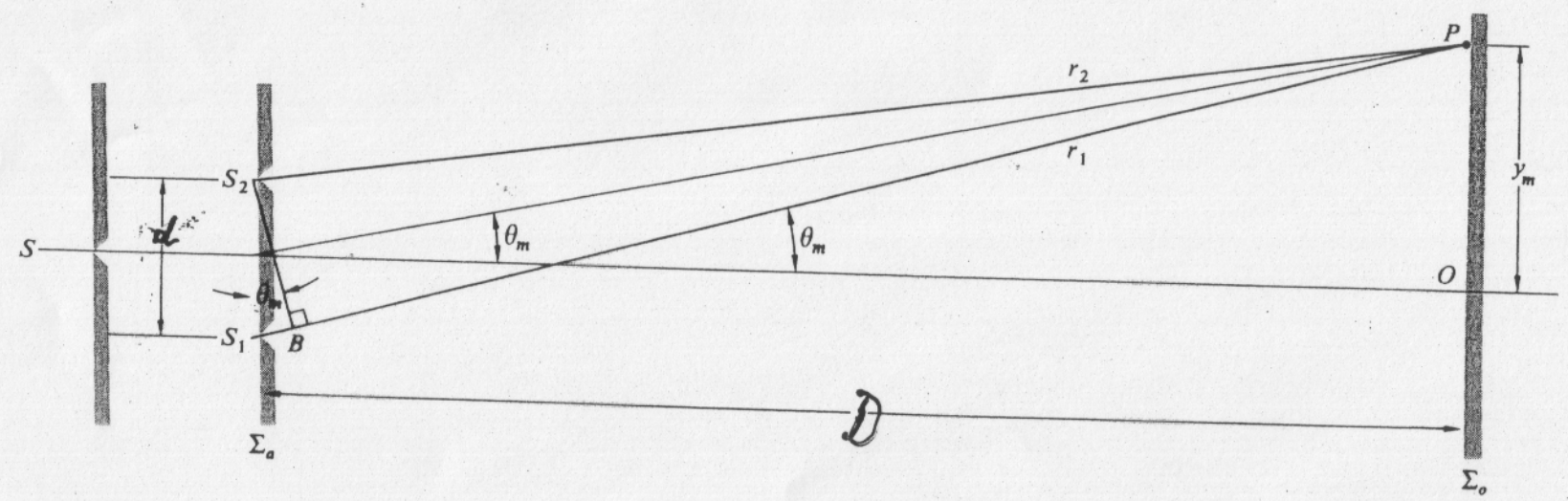
Cohérence spatiale

Trick:



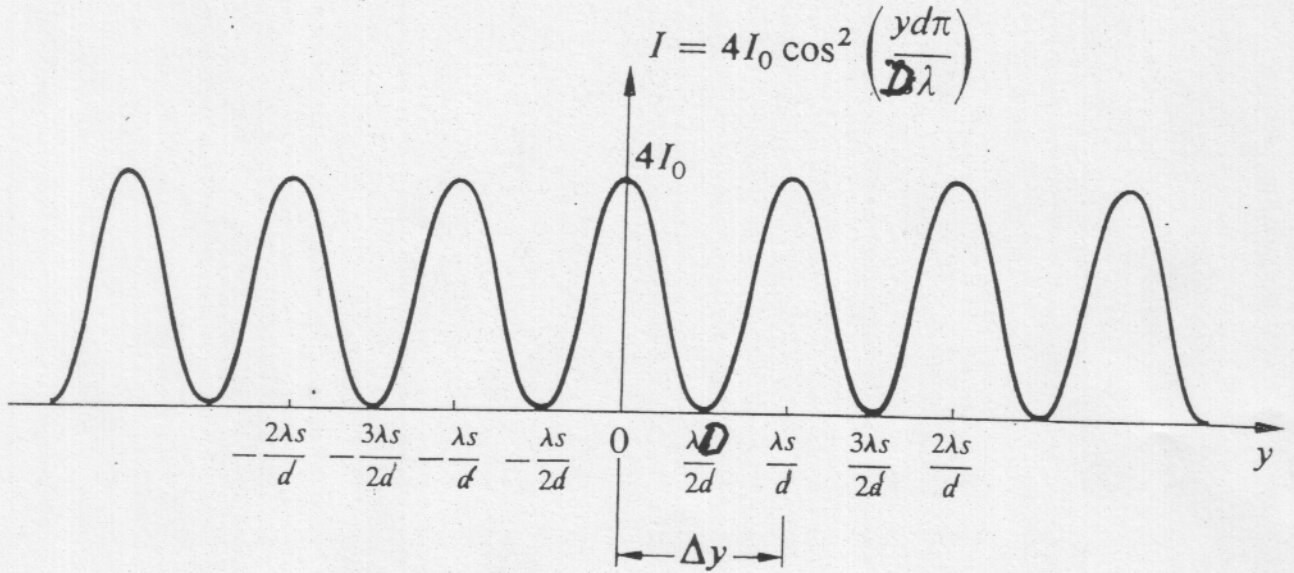
Cohérence spatiale obtenue par les doubles festes

Fentes de Young

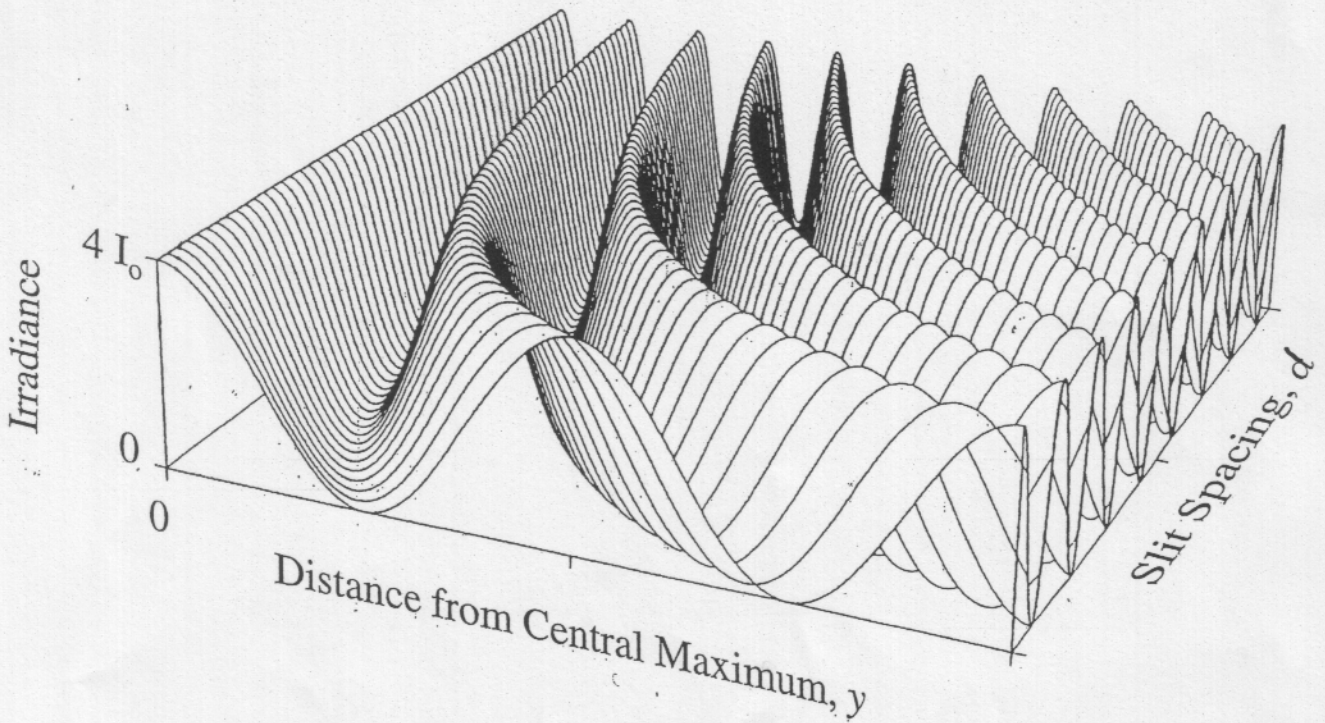


Fentes de Young

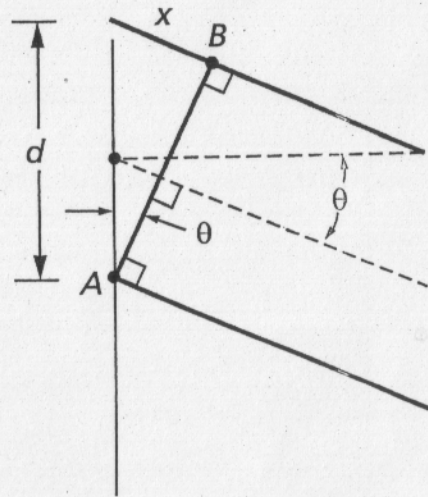
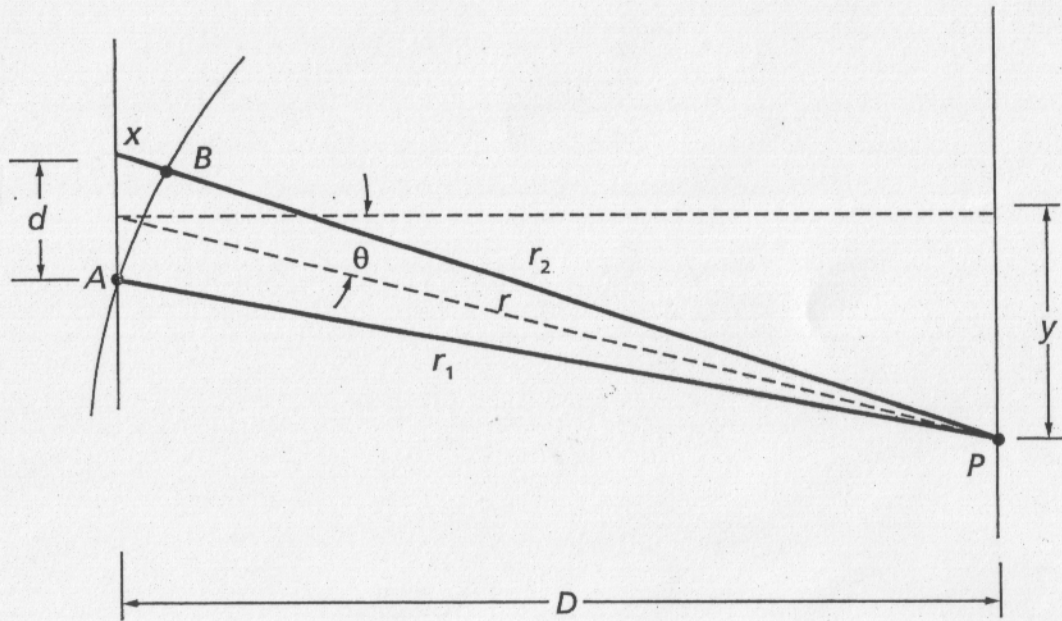
Figure de Interference



(a)



(b)

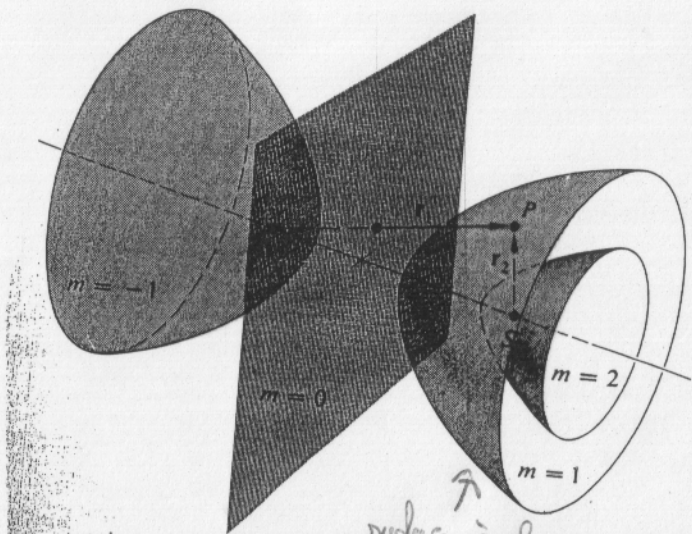


$$r = (r_1 + r_2) / 2 \quad , \quad r \approx D$$

$$\sin \theta = y / r \approx y / D \quad ; \quad r_2 - r_1 = x \Rightarrow \sin \theta = x / d \Rightarrow y = D \sin \theta$$

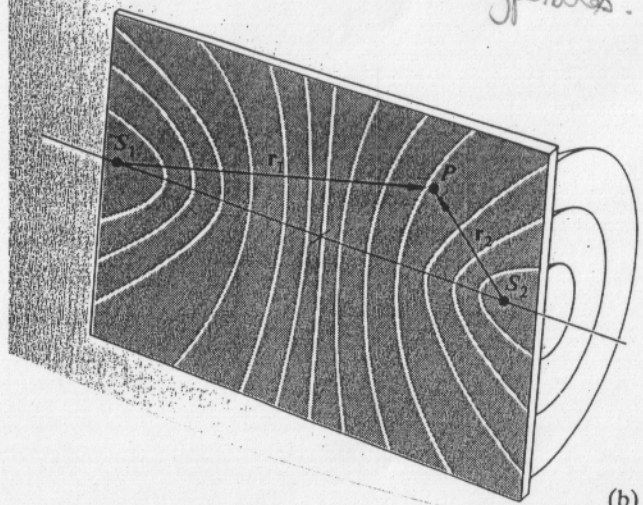
Int. constr. pour $y_m = m \lambda D / d$ ou bien $\lambda = \frac{y_m d}{m D} = D \frac{x}{d}$
 \uparrow
 $x = m \lambda$

(12)

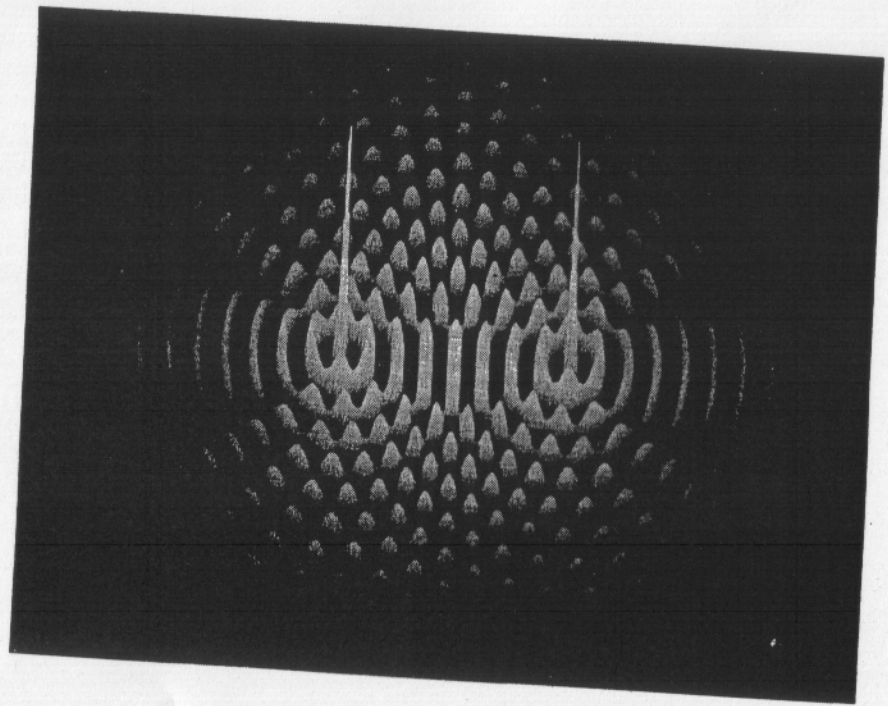


↑
surface à phase
constante : hyperboles.

(a)



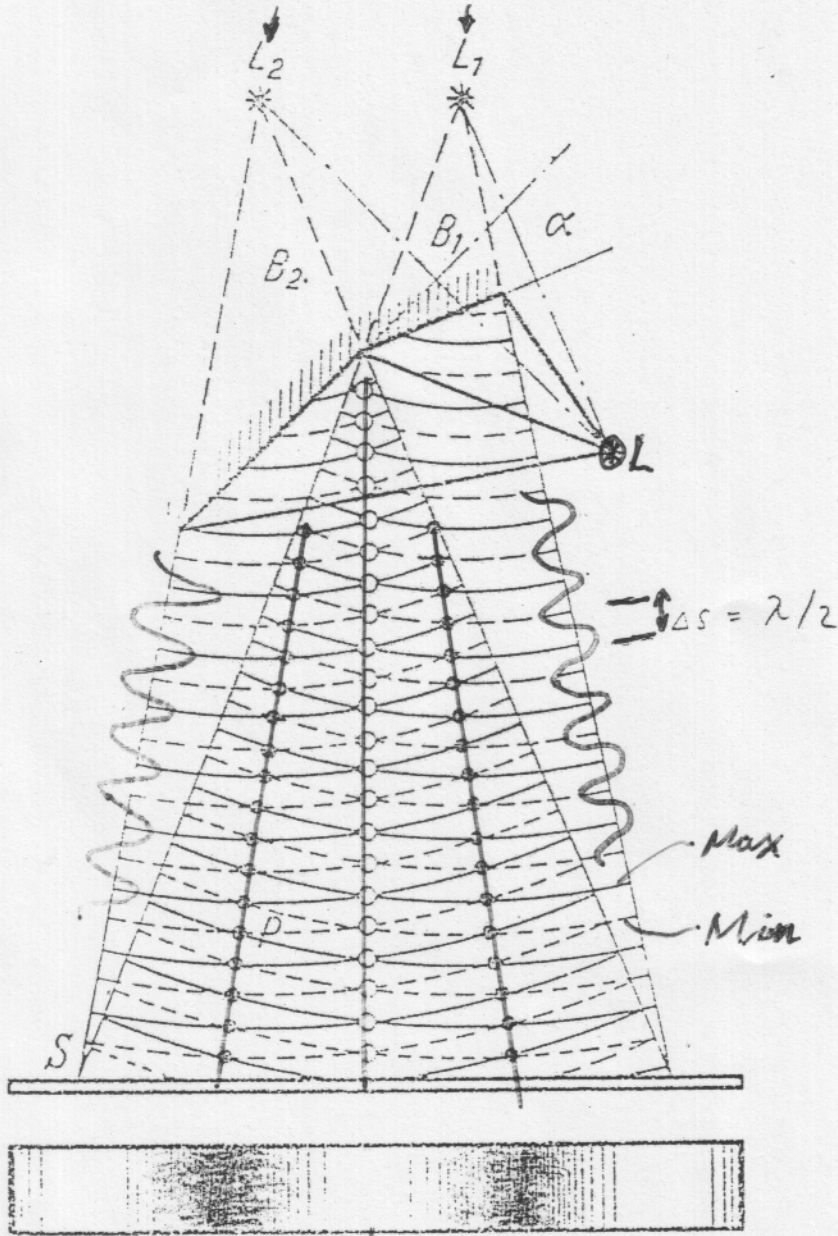
(b)



(c)

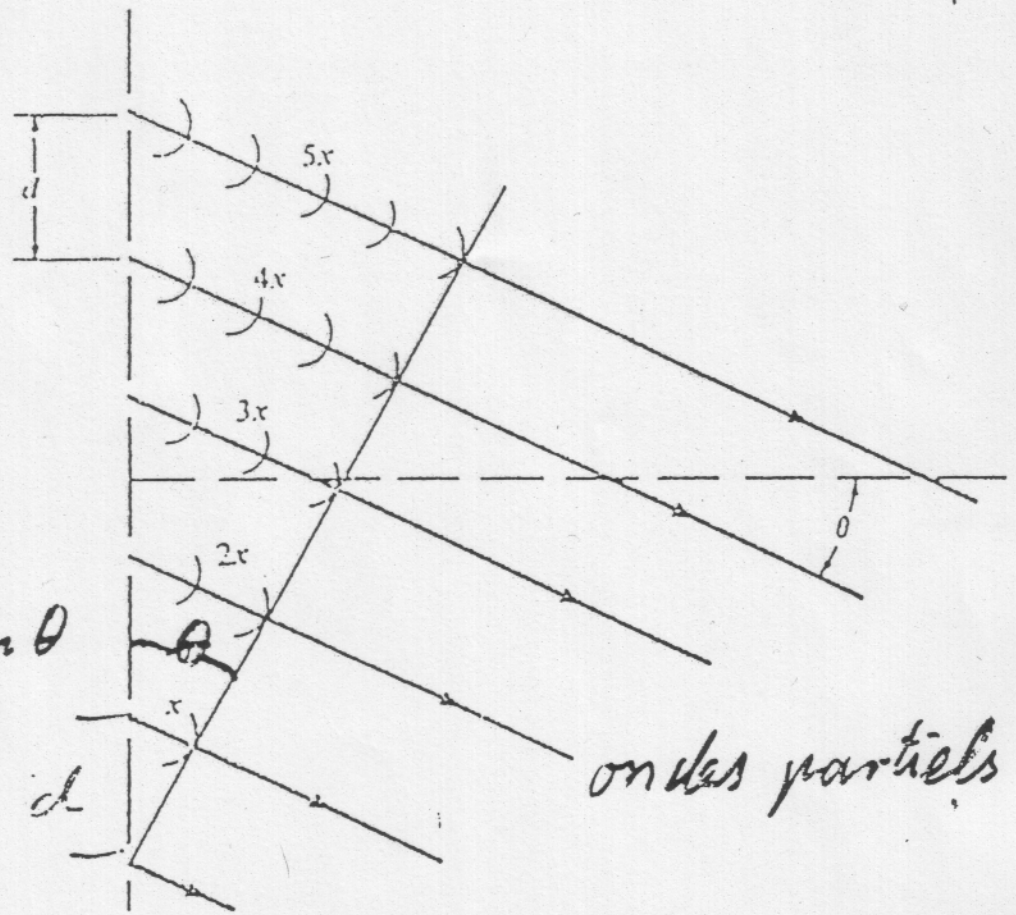
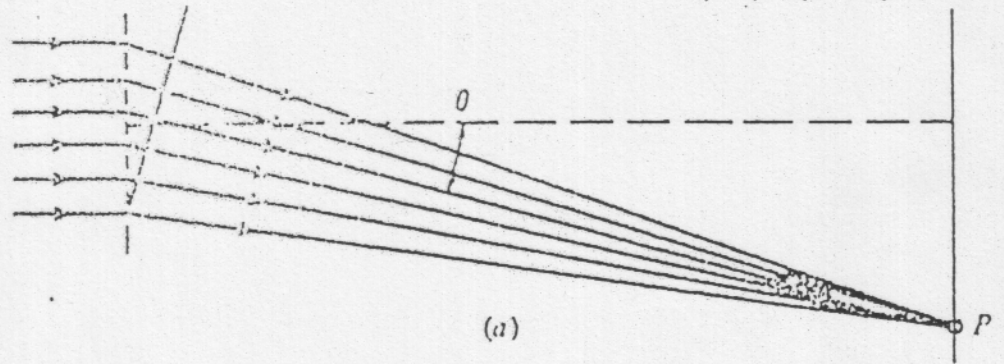
Miroir double de Fresnel

Sources lumineuses virtuelles



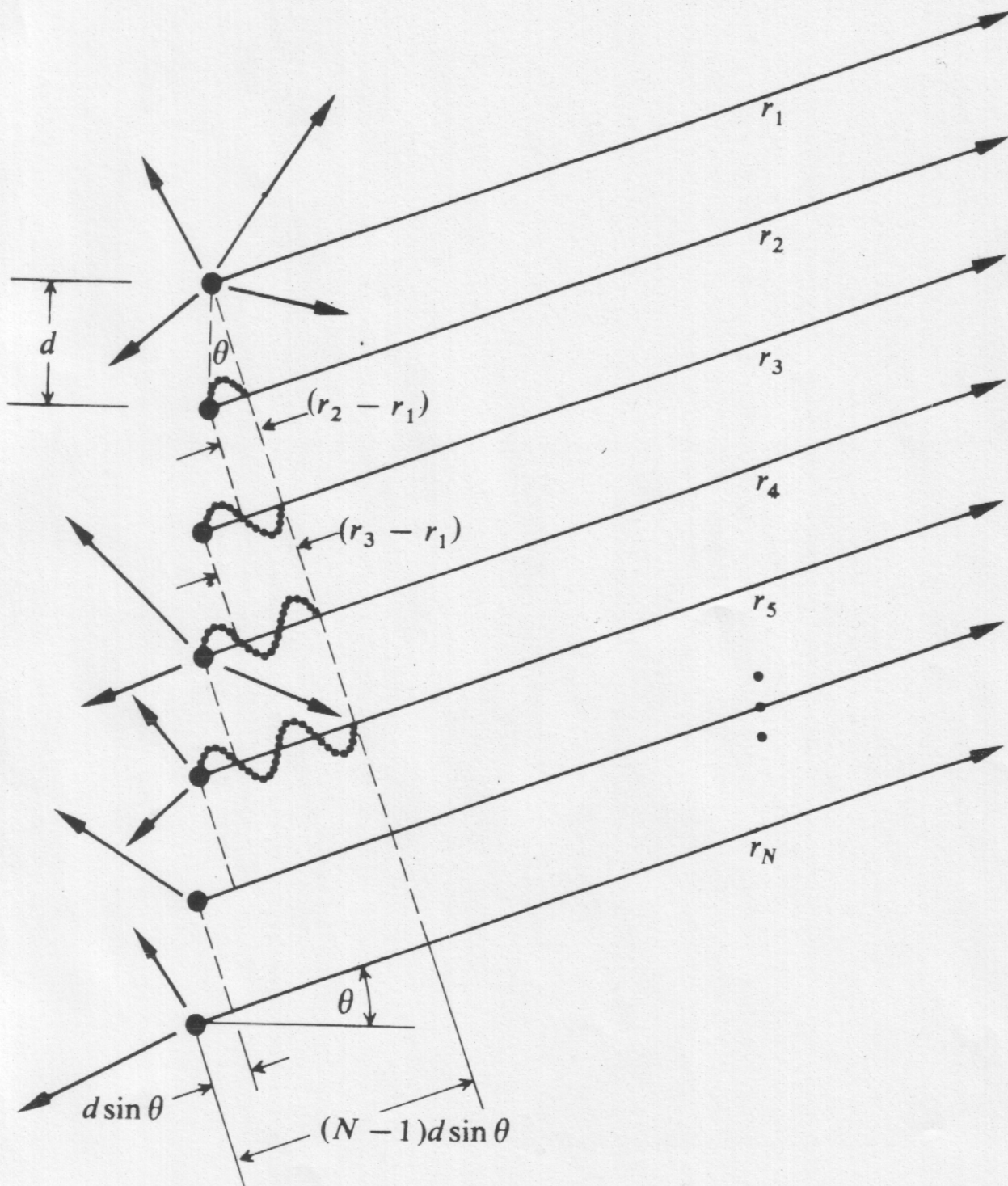
| ligne de
 ombres ligne de noeuds
 |

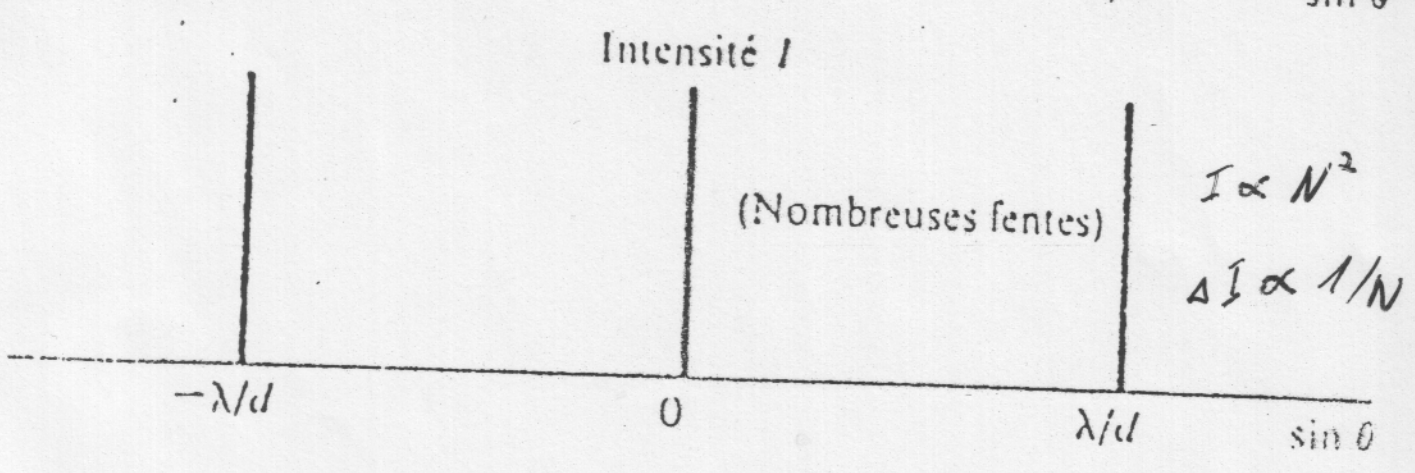
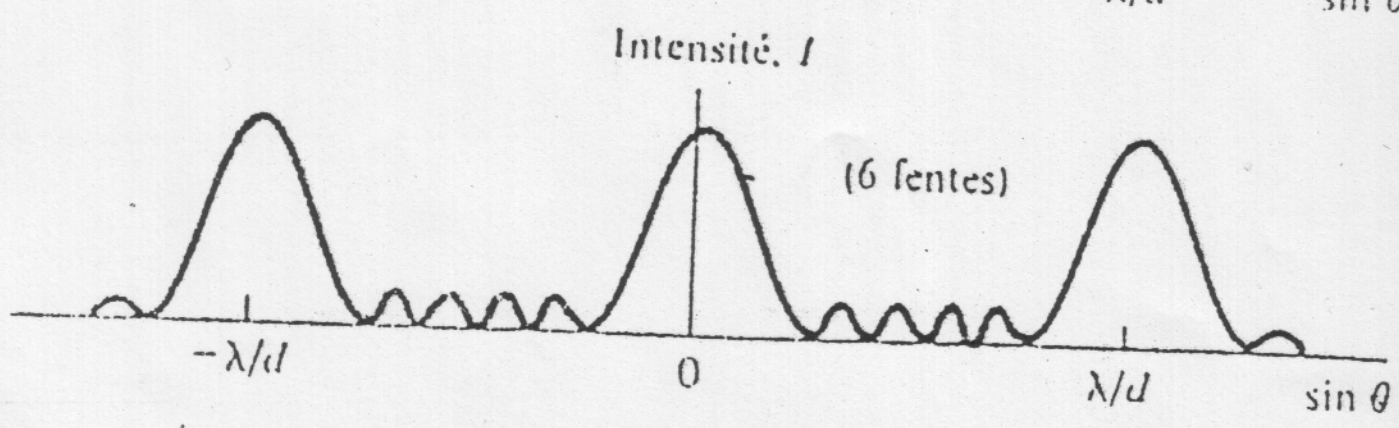
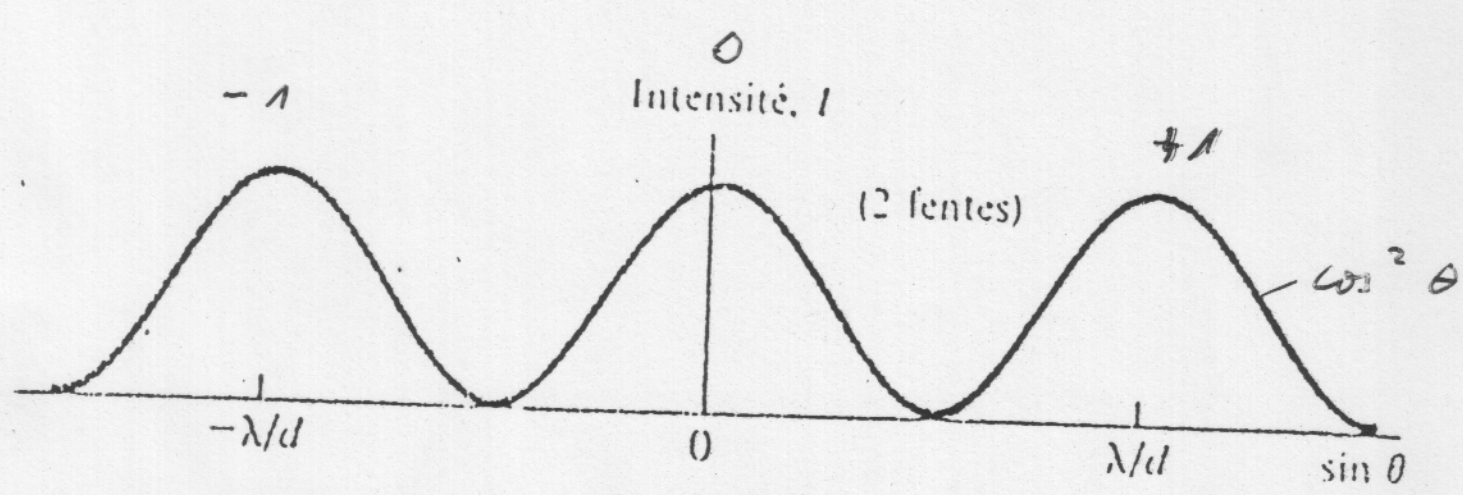
Ecran ou
plaque photographique



$$x = d \cdot \sin \theta$$

ondes partiels





Maxima : $d \sin \theta_m = m \lambda, m = \text{entier}$
 $m = 0, \pm 1, \pm 2, \dots$

