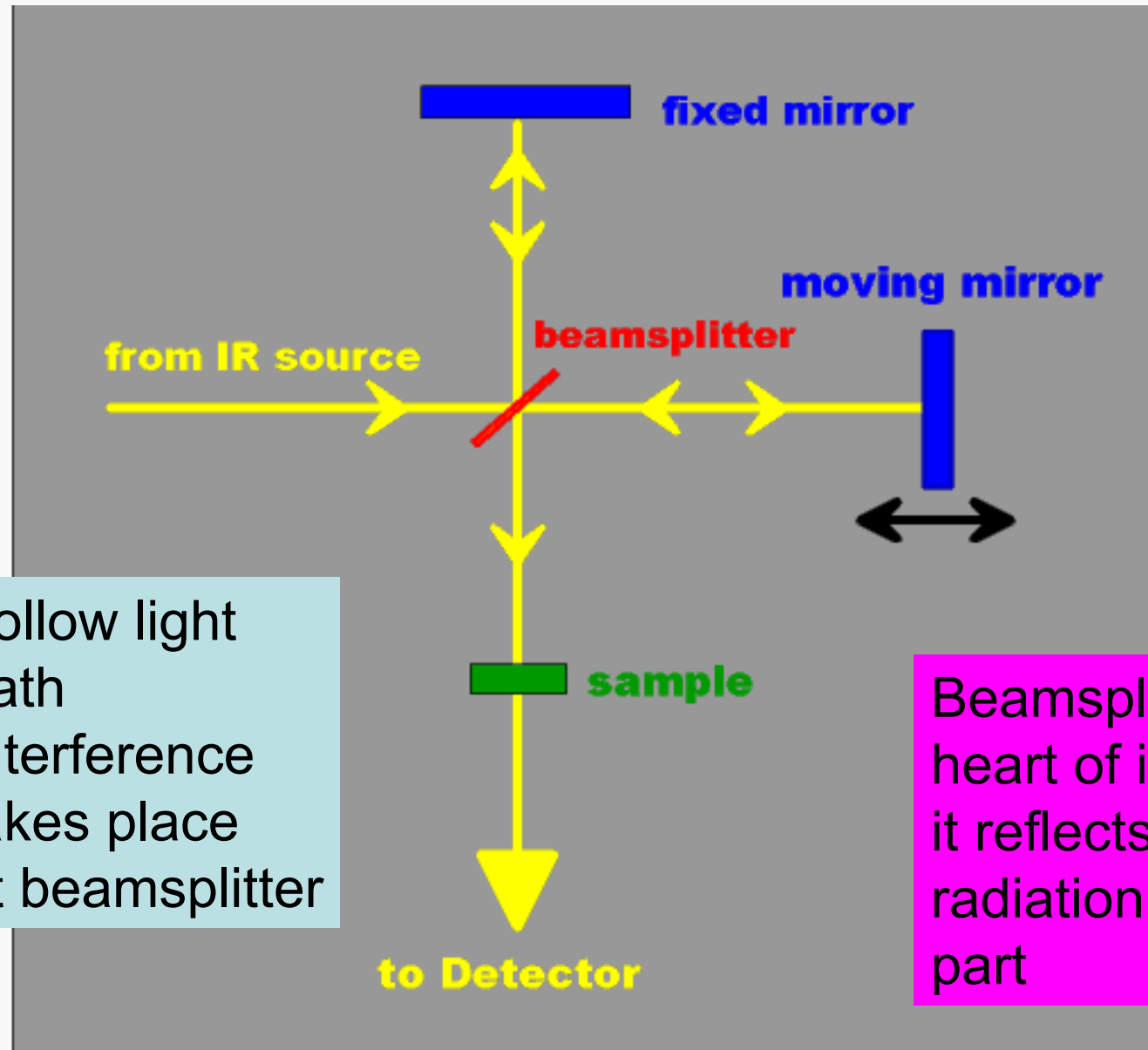


# Basic diagram of a Michelson Interferometer



Follow light path  
Interference takes place at beamsplitter

Beamsplitter is at the heart of interferometer, it reflects part of the radiation & transmits part

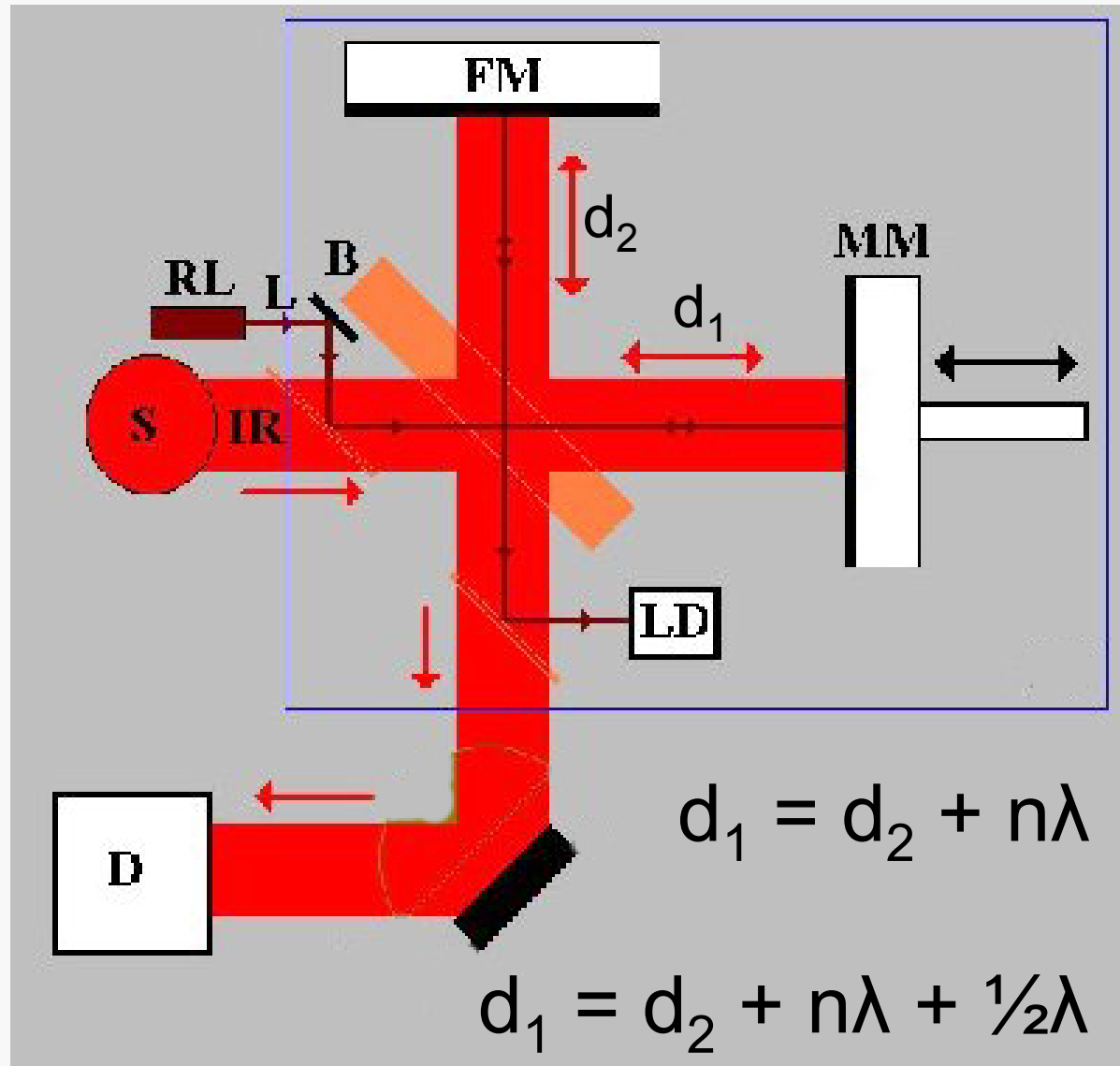
Interferometers have no slits so a wide beam of radiation can be used

Assuming monochromatic radiation

$d_1 = d_2 + n\lambda \quad \rightarrow$  for maximum  
constructive interference

$d_1 = d_2 + n\lambda + \frac{1}{2}\lambda \quad \rightarrow$  for maximum  
destructive interference

# Michaelson Interferometer as commonly used in an FTIR



Where:

S = IR source

IR = infrared beam

D = detector

B = beamsplitter

FM = fixed mirror

MM = moving mirror

RL = reference laser

L = laser beam

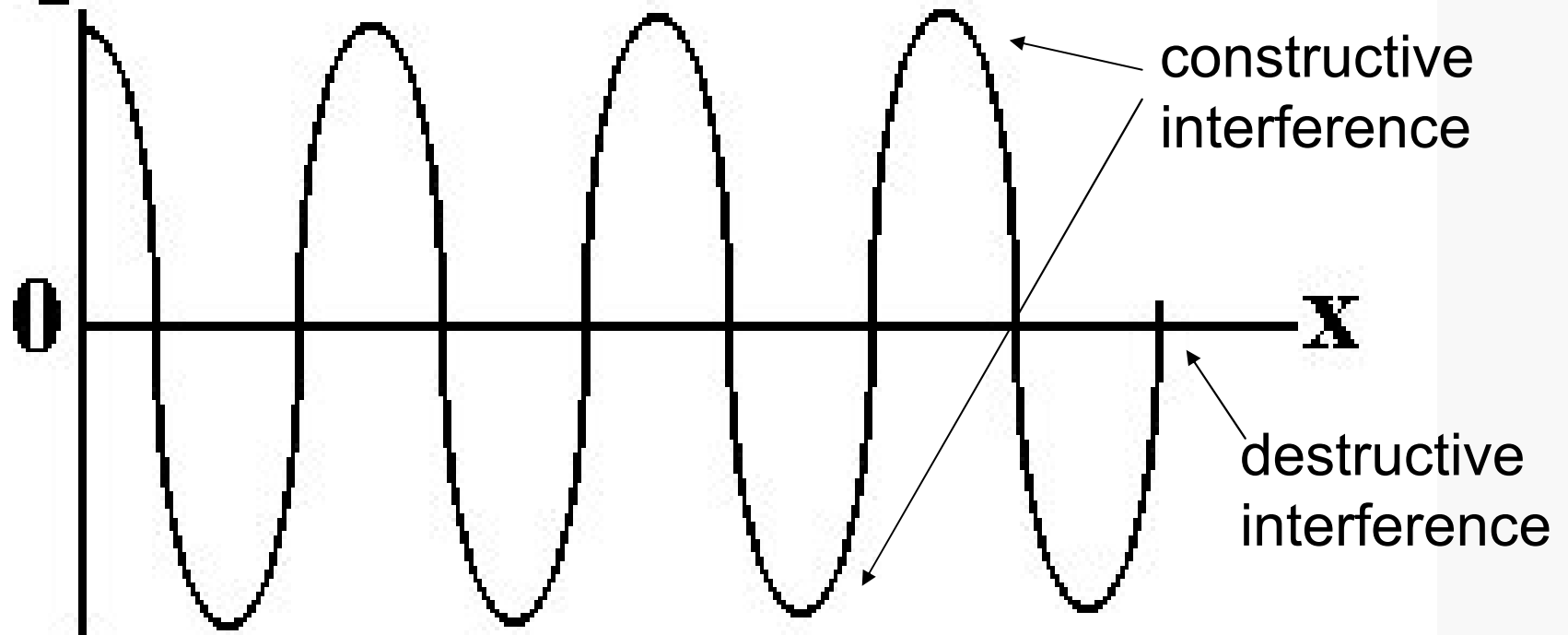
LD = laser detector

$d_1$  = distance to  
moving mirror

$d_2$  = distance to  
fixed mirror

Reference laser signal as it passes through the interferometer

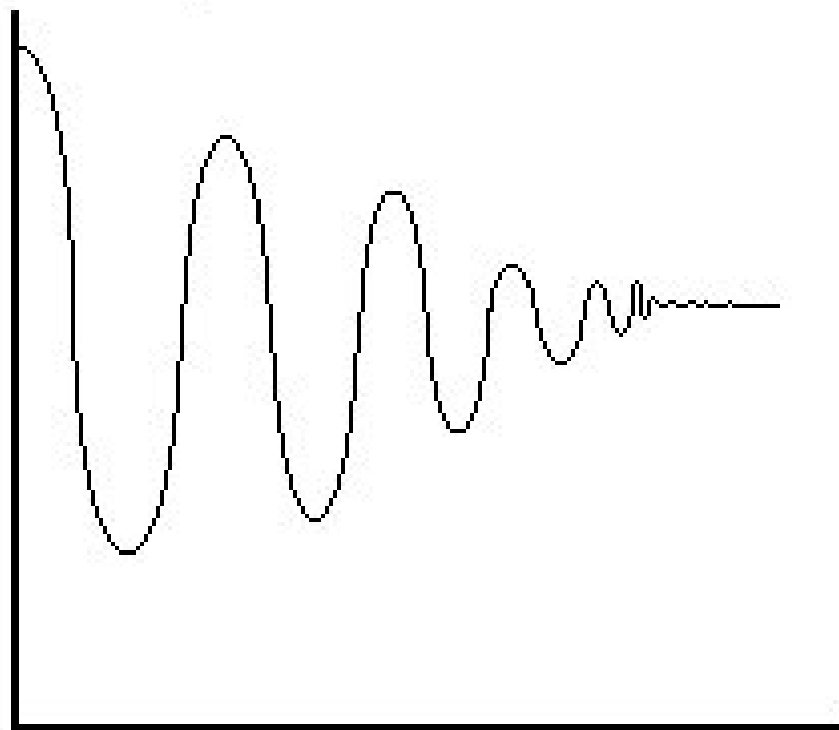
**Signal**



This allows the position of the moving mirror to be determined accurately

Interferogram is a plot of energy vs mirror displacement from zero (i.e.  $d_1 = d_2$ )

**Intensity**



**Retardation, x**

This is for  
polychromatic  
radiation

Mechanical specifications for mirror movement are very exacting → gets worse as  $\lambda$  gets shorter, therefore interferometers are used in the IR region but are not very feasible in the visible and UV regions

Extracting a conventional spectrum (i.e.  $I$  vs  $\lambda$ ) from interferogram involves the complex mathematics of the Fourier integral also known as Fourier Transform → need computer to do calculations

## Advantages of Interferometers:

- 1) Energy throughput is much greater than for monochromators → better signal to noise ratio because there are no slits – this is particularly important in IR where the sources are relatively weak
- 2) Multiplex Advantage – all signals are viewed simultaneously

Disadvantage: Mechanical tolerance for mirror movement is severe – can't do interferometry in the UV-vis region,  $\lambda$  too short