L33 Scattering cross section

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- To first order, the scattering of a beam of particles from the atoms in a material target can be described geometrically.
 - If we flatten the target to 2-d, the probability of hitting a target is proportional to the "cross sectional area", which we just call "cross section" of the interaction.
 - Even in quantum mechanics the cross section σ is defined to behave in exactly this way
 - The "target thickness" $t = nd = N_{targ}/A$ is the areal density of targets viewed head-on, where target density $n = N_{targ}/V$
 - Scattering cross sections are measured by counting the interactions, divided by the luminosity $\mathcal{L} = \dot{N}_{beam} \cdot t$
- The mean-free path λ is defined as the average distance traveled before hitting a target, ie. $n\sigma\lambda = 1$
 - As the beam attenuates exponentially as it passes through a thick target ($d \gg \lambda$)



- Usually we detect interactions by deflection of the beam
 - This gives us extra information: the scattering angle θ , a function of the impact parameter b (also called s)
 - Most problems are azimuthally symmetric (independent of ϕ) (the beam is directed along +z)
 - We break σ down into small pieces $d\sigma$ 'differential cross section' for each direction scattered into
 - All beam particles intercepted by $d\sigma$ scatter into a cone with solid angle $d\Omega = dA/r^2$.
 - The ratio $d\sigma/d\Omega$, what is actually called the differential cross section is measured in nuclear/atomic expts.
 - It can be calculated theoretically from the relation $\theta(b)$ which comes from the dynamics of the interaction
 - The 'total cross section' is $\sigma_t = \int d\sigma = \int_{4\pi} d\Omega \ ^{d\sigma}/_{d\Omega}$

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