#### Outline: ~15 minute lectures for previewing

1. Going between real space and reciprocal space: Waves and Fourier transforms.

2. Hitting the target: The differential scattering cross section.

 Crystals that glitter:
 Diffraction from materials with translational symmetry.



## Hitting the target The differential cross section

#### Modified drawing of scattering system by Squires

Scattering geometry is in polar coordinates of r,  $\phi$ , and  $2\theta$ 

Scattered beam into solid angle d $\Omega$ Incident beam in direction  $\phi$ ,  $2\theta$ described by flux  $\Phi$ with energy E' + dE'dS Incident beam has Scattered beam has wavevector  $\vec{k_i}$ wavevector  $k_f$  $d\Omega$  $2\theta$ ample

### Flux of particles from beam and scattering at a solid angle

- $\Phi$  = Flux of incoming particles
- $\Phi$  has units of area<sup>-1</sup> time<sup>-1</sup> (e.g. cm<sup>-2</sup> s<sup>-1</sup>)
- Scattering occurs within the plane by angle  $2\theta$ out of the plane by angle  $\phi$
- We can define the solid angle as  $d\Omega$



#### The partial differential cross-section

$$\mathrm{d}\Omega = \frac{\mathrm{d}S}{r^2}$$

# We are after the **partial** differential cross-section

 $d^2\sigma$ 

 $\overline{d\Omega dE'}$ 



Units



#### The partial differential cross-section

$$\frac{d\sigma}{d\Omega} = \int_0^\infty \frac{d^2\sigma}{d\Omega dE'} dE'$$

The energy-integrated cross-section is the **differential cross-section** 

 $rac{d\sigma}{d\Omega}$ 



Units

area

 $\frac{d\sigma}{d\Omega} = \frac{\text{\# of particles scattered per second into } d\Omega}{\Phi \, d\Omega}$ 

### The neutron scattering length

- In neutron scattering, the nucleus is a point source.
- $f(\lambda, \theta)$  is therefore a constant
- $f(\lambda, \theta) = b$  where b is known as the scattering length

$$\psi_f = \frac{b}{r} \frac{e^{i\vec{k}\vec{r}}}{r}$$

- Note that  $f(\lambda, \theta)$  and b must have units of length since it is divided by r
- Typical *b* are in fm or 10<sup>-15</sup> m
- Can be positive or negative!



### Neutron scattering length for hydrogen

- Neutron scattering length depends on nucleus and the spin state of the nucleus-neutron system.
- Units given in barns, where 1 barn = 10<sup>-28</sup> m<sup>2</sup>
- These are isotope specific and will depend on the orientation of nuclear spin with respect to the neutron
- Example: hydrogen vs. deuterium
- H proton plus neutron has either triplet or singlet state

$$\langle b \rangle = \frac{3}{4}b^+ + \frac{1}{4}b^- \qquad \Delta b = \sqrt{\langle b^2 \rangle - \langle b \rangle^2}$$

 $\langle b \rangle = -0.374 \times 10^{-14} m$   $\Delta b = 2.527 \times 10^{-14} m$ 

 $b^+ = 1.085 \times 10^{-14} m$  $b^- = -4.750 \times 10^{-14} m$ 

 $b = \langle b \rangle \pm \Delta b$ 

### Neutron scattering length for deuterium

- Deuterium has a quartet and doublet that can form with neutron from proton and neutron in its nucleus  $\rightarrow$  six states
- 2/3 of states are quartet, 1/3 are doublet

 $\Delta b = 0.403 \times 10^{-14} m^2$ 

$$\langle b \rangle = \frac{2}{3}b^{+} + \frac{1}{3}b^{-} \qquad \qquad \sigma = 4\pi |b|^{2}$$

$$\langle b \rangle = 0.668 \times 10^{-14}m \qquad \qquad \langle b^{2} \rangle = \langle b \rangle^{2} + (\Delta b)^{2}$$

$$\langle \sigma \rangle = \sigma_{coh} + \sigma_{inc}$$

(in units of barns)	$\sigma_{coh} = 4\pi \langle b \rangle^2$	$\sigma_{incoh} = 4\pi (\Delta b)^2$
Hydrogen	1.76	80.27
Deuterium	5.59	2.05

#### The atomic form factor for x-rays



#### Summary of the differential cross sections

For x-ray and neutron scattering, we are dealing with the scattering of plane waves by atoms and nuclei.

$$F(k) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^{\infty} f(x)e^{-ikx} dx$$

x-ravs

#### neutrons

$$\frac{d\sigma}{d\Omega} = \sum_{i,j} b_i b_j e^{-i\mathbf{Q} \cdot (\mathbf{R}_i - \mathbf{R}_j)}$$

$$\frac{d\sigma}{d\Omega} = r_0^2 \sum_{i,j} |f(Q)|^2 e^{-i\mathbf{Q} \cdot (\mathbf{R}_i - \mathbf{R}_j)} P(2\theta)$$

$$\left|\vec{Q}\right| = \frac{4\pi\sin\theta}{\lambda}$$

#### Where $P(2\theta)$ is the polarization factor