

Neutron Generation and Detection/Neutron Optics and Instrumentation - Part 1

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Neutron school 2007 (Los Alamos)!



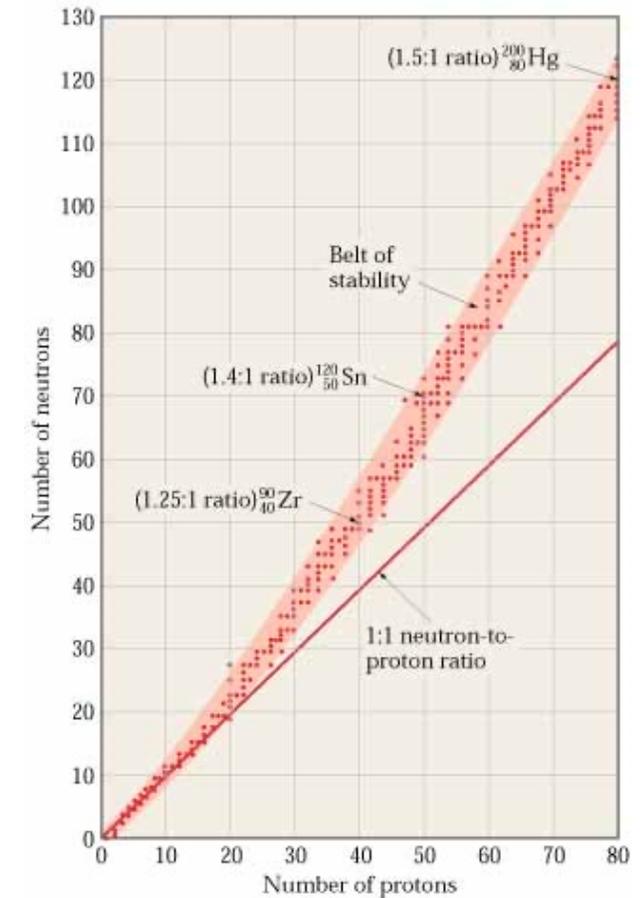
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Neutron Generation and Detection/Neutron Optics and Instrumentation

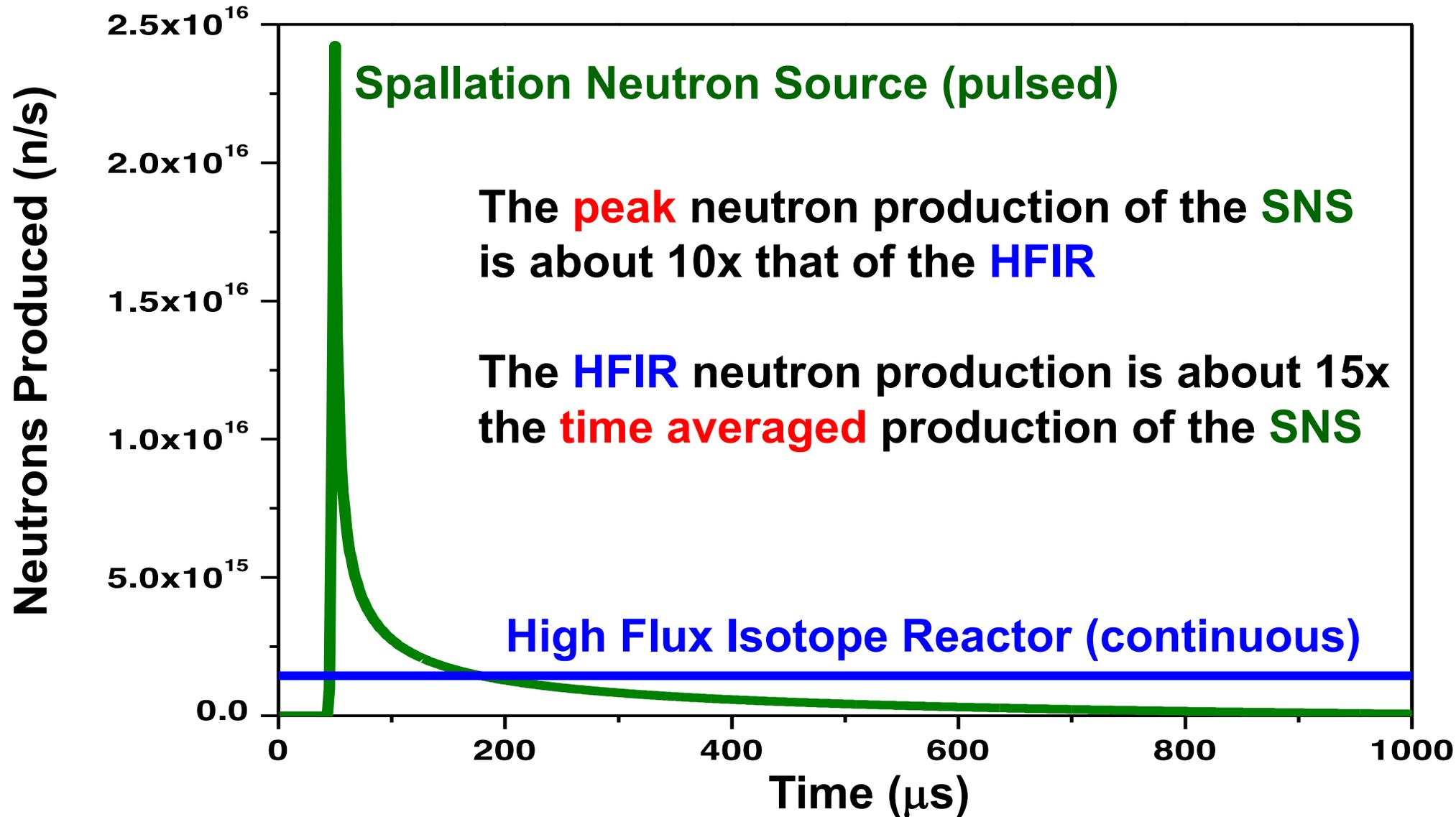
- How to build a neutron scattering instrument from scratch:
 - Make neutrons!
 - Transport neutrons!
 - Scatter neutrons! (other people will tell you about this)
 - Detect neutrons!

Make neutrons!

- We don't make neutrons, we "liberate" them
- ...by breaking atoms!
- Heavy atoms have disproportionately more neutrons
 - Split them into smaller atoms, and you have a surplus of neutrons!
- At HFIR: nuclear chain reaction (Uranium)
- At SNS: high power accelerator (Protons -> Mercury)



Pulsed vs Continuous Neutron Sources



Make useful neutrons!

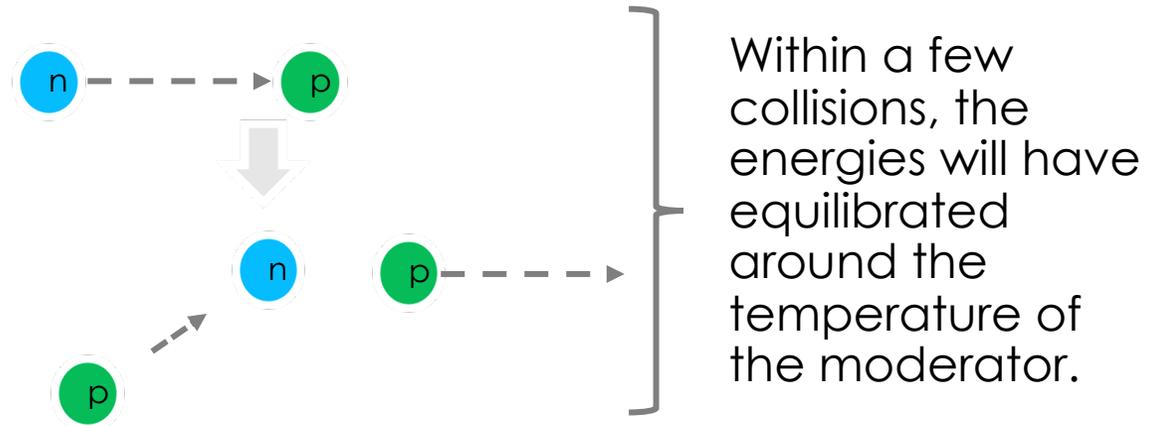
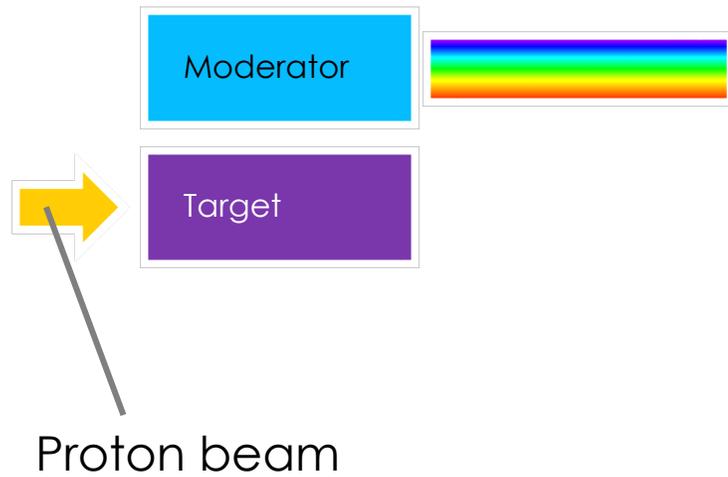
Energy (meV)	Velocity (m/s)	Temp (K)	Wavelength (Å)
0.1 – 5	100-1000	1 – 120 (“Cold”)	4 – 30
5 – 100	1000-4000	120 – 1000 (“Thermal”)	1 – 4
100 – 500	4000-40000	1000 – 6000 (“Hot”)	0.4 – 1
⋮			
⋮			
⋮			
> MeV	~1E7	1E9	< mÅ



You are here!

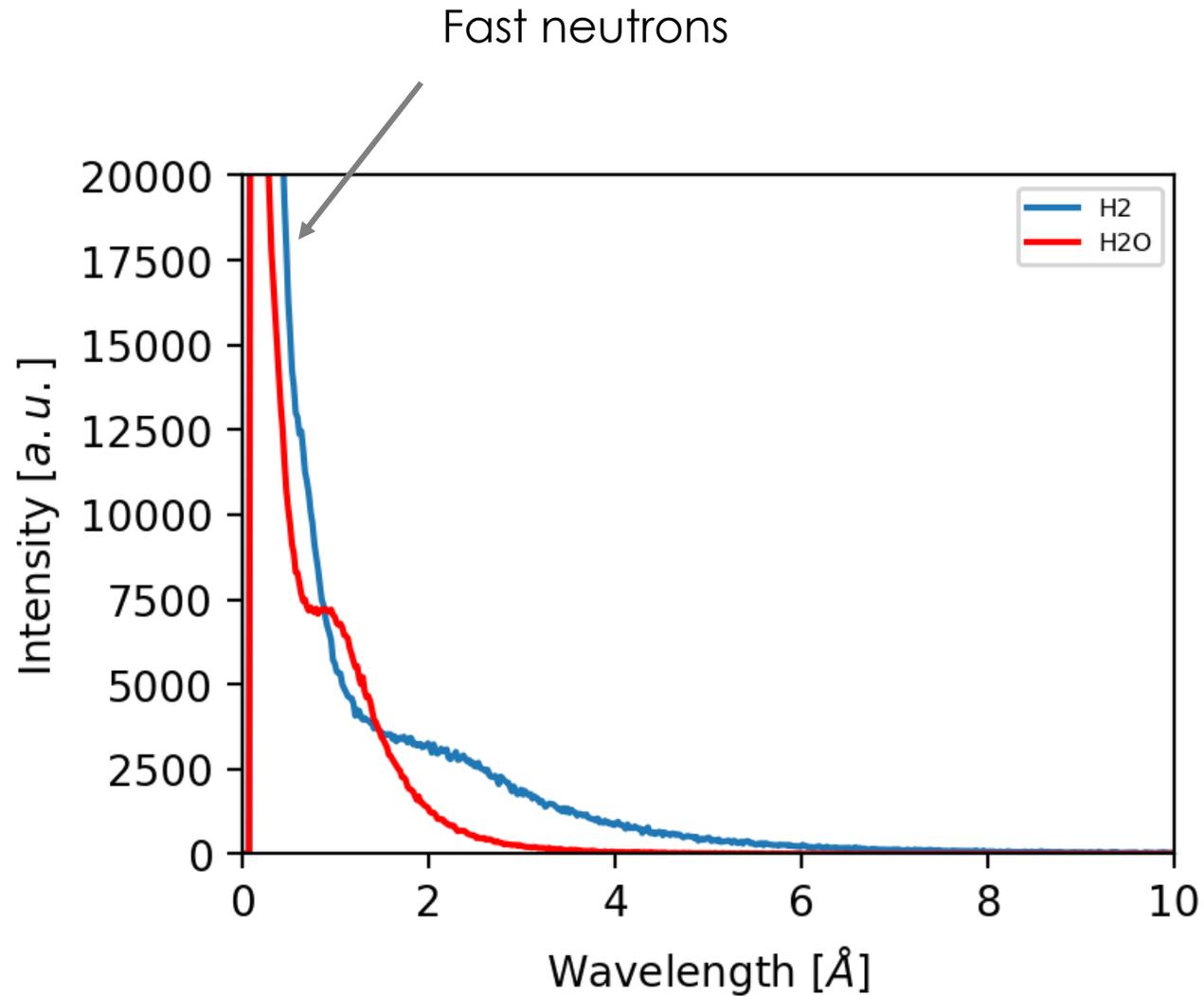
Moderators

usually: LH₂ or H₂O



Energy (meV)	Velocity (m/s)	Temp (K)	Wavelength (Å)
0.1 – 5	100-1000	1 – 120 (“Cold”)	4 – 30
5 – 100	1000-4000	120 – 1000 (“Thermal”)	1 – 4
100 – 500	4000-40000	1000 – 6000 (“Hot”)	0.4 – 1

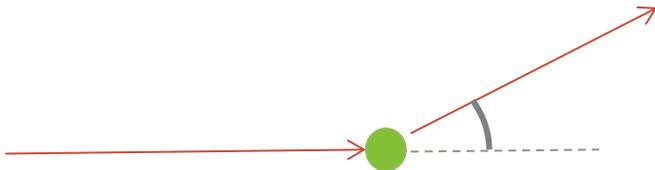
Spectra H2 vs H2O @ SNS



Two instrument concepts

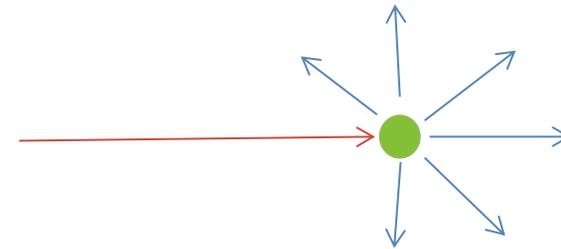
Diffractometer (elastic scattering)

- Characteristic changes in angle
- No change in wavelength

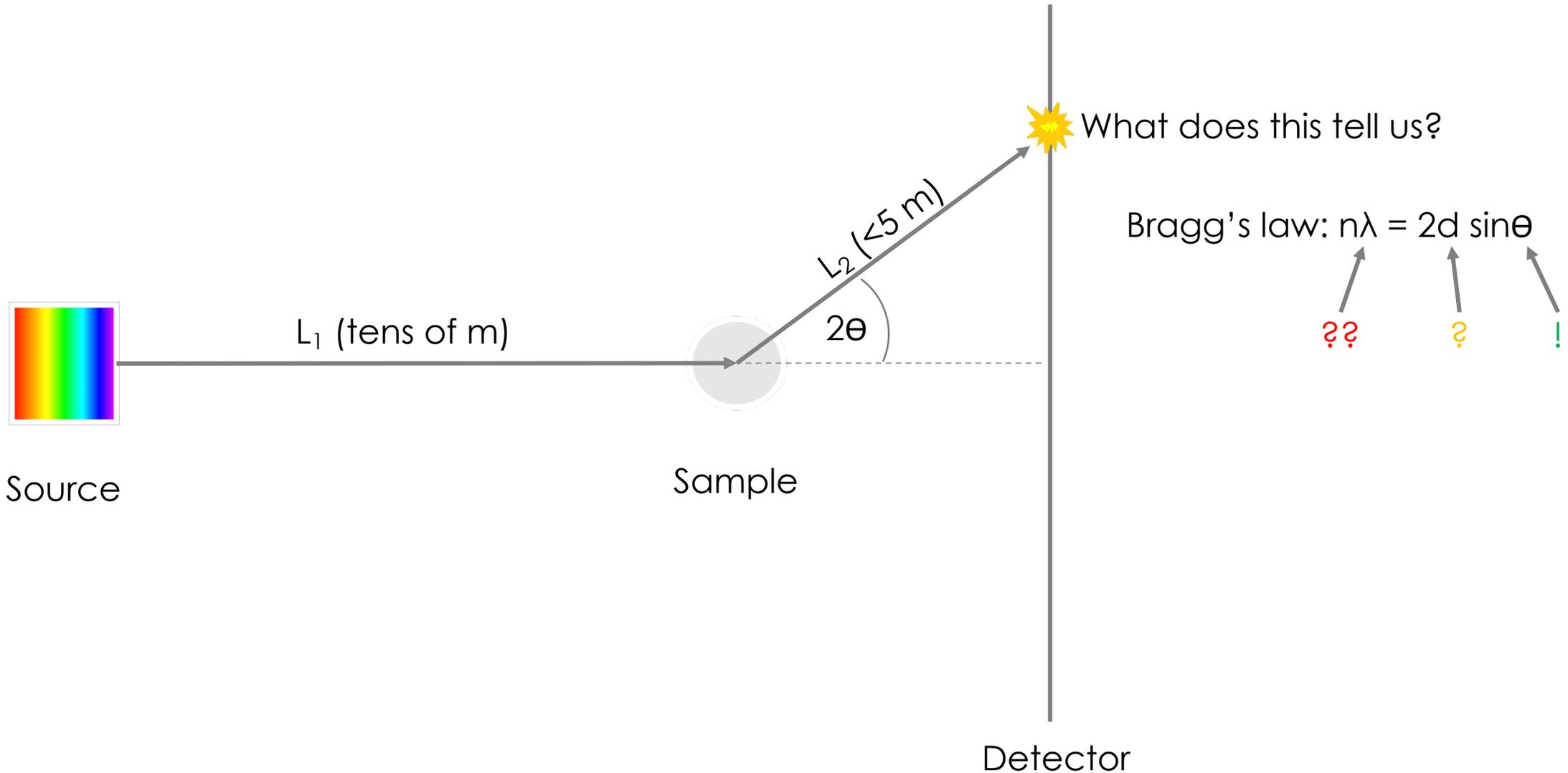


Spectrometer (inelastic scattering)

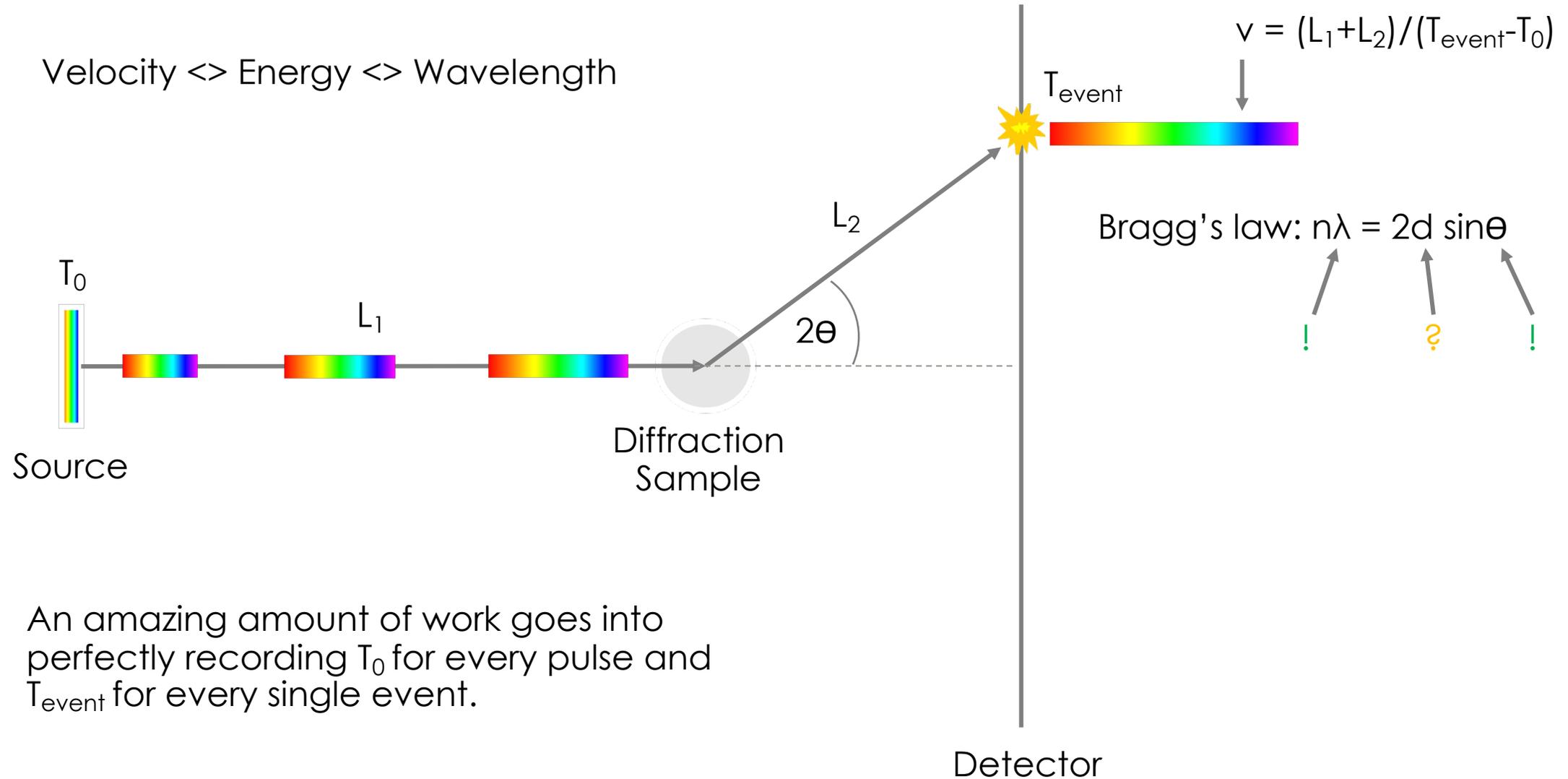
- Isotropic change in angle
- Characteristic change in wavelength



Let's build an instrument already!



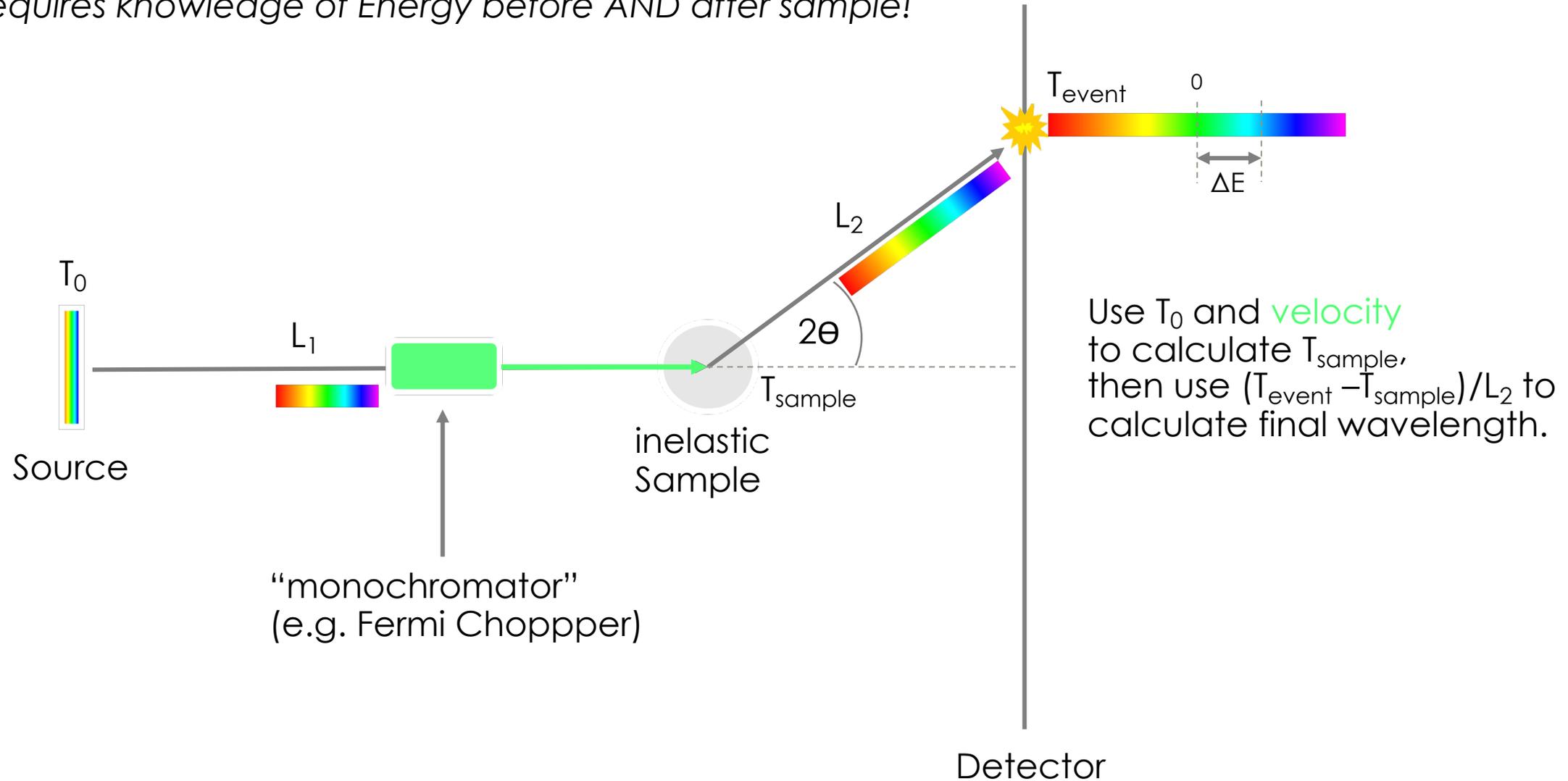
At a pulsed source: Time Of Flight (TOF) - elastic



An amazing amount of work goes into perfectly recording T_0 for every pulse and T_{event} for every single event.

At a pulsed source: Time Of Flight (TOF) - inelastic

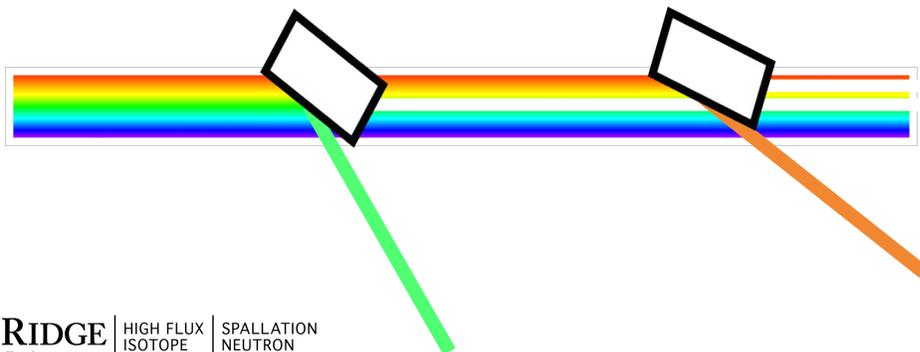
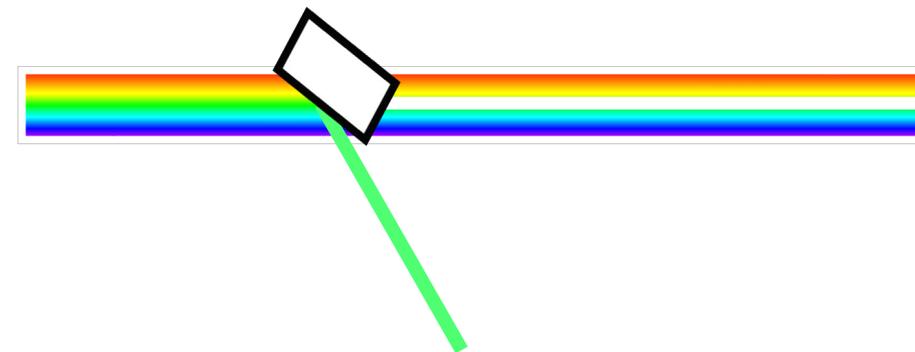
Requires knowledge of Energy before AND after sample!



Detour: Crystal monochromators

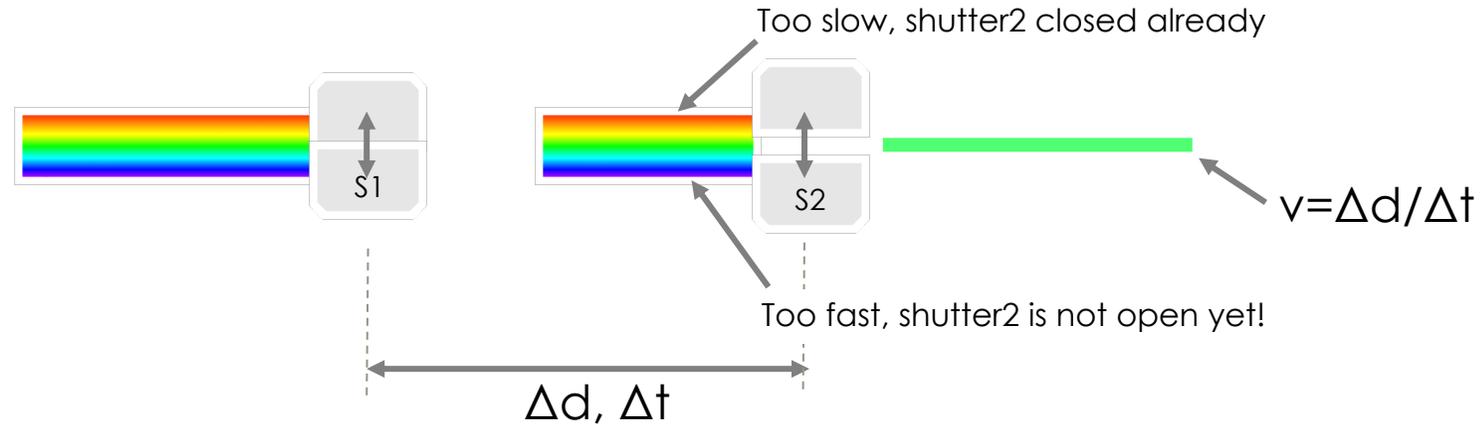
- Bragg's law: $n\lambda = 2d \sin\theta$
 - Known d-spacing, can select λ by choosing θ

- Can re-use the transmitted beam for other wavelengths!

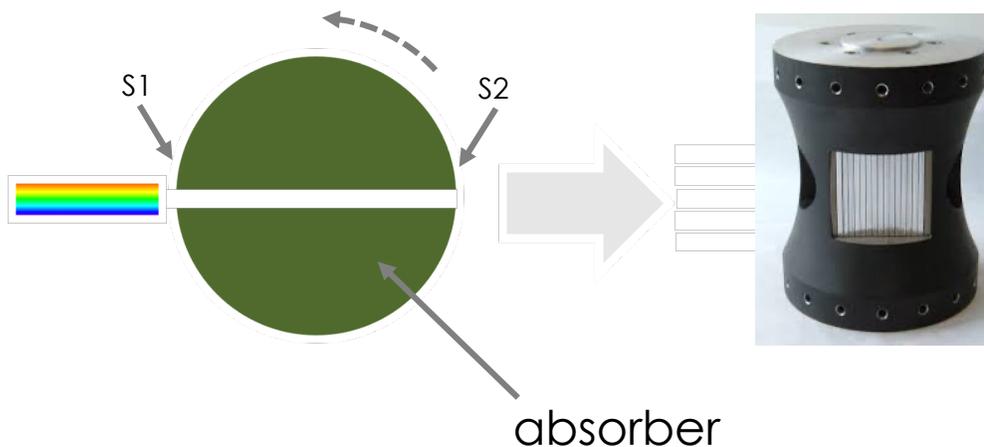


USANS @ SNS

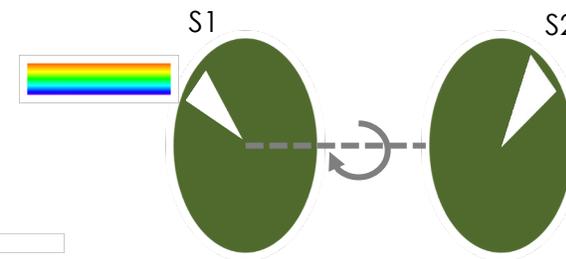
Detour: Fermi Choppers, velocity selectors



Fermi Chopper

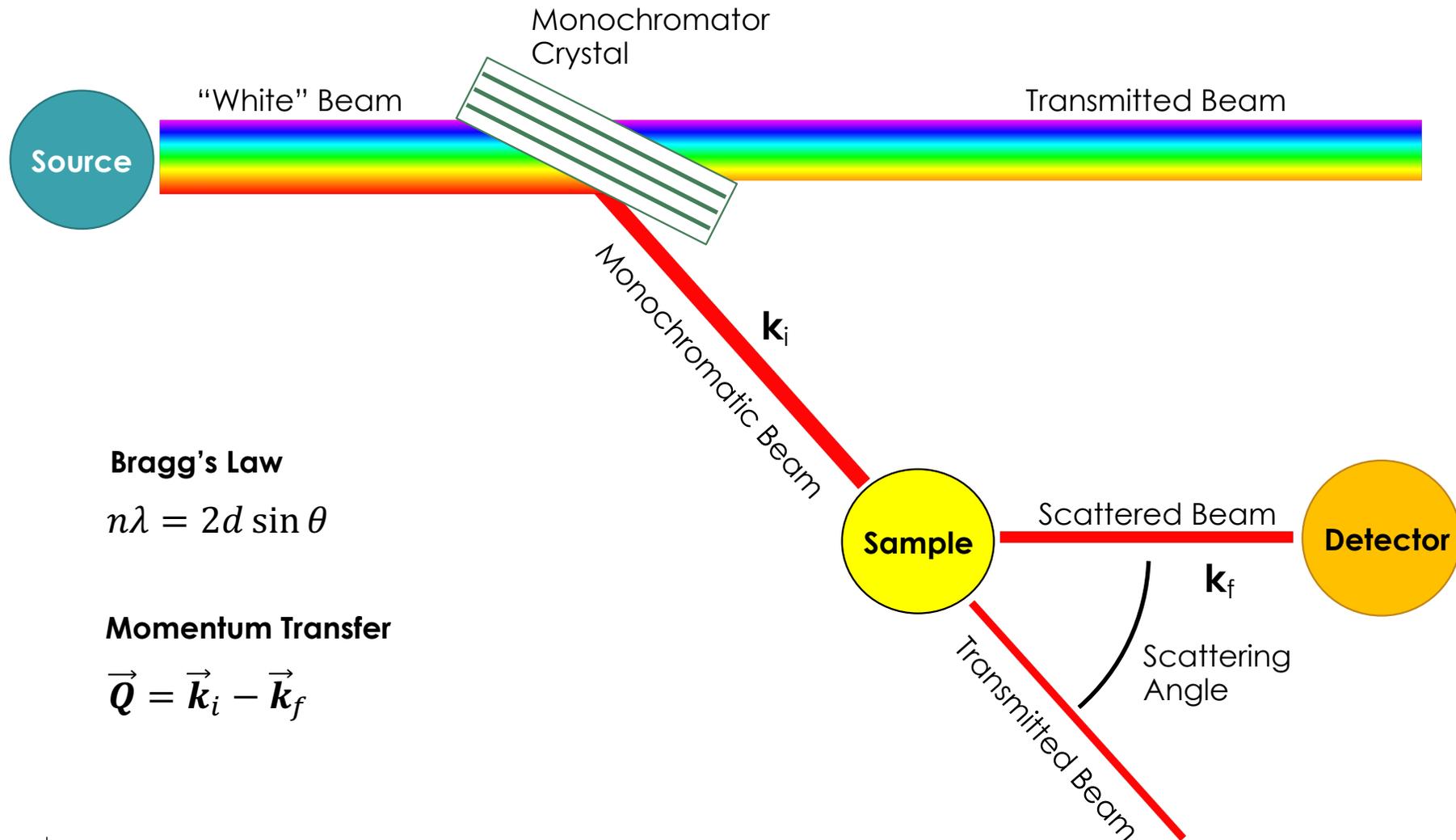


Velocity selector



Astrium
Formerly: Dornier

Reactor instruments - elastic



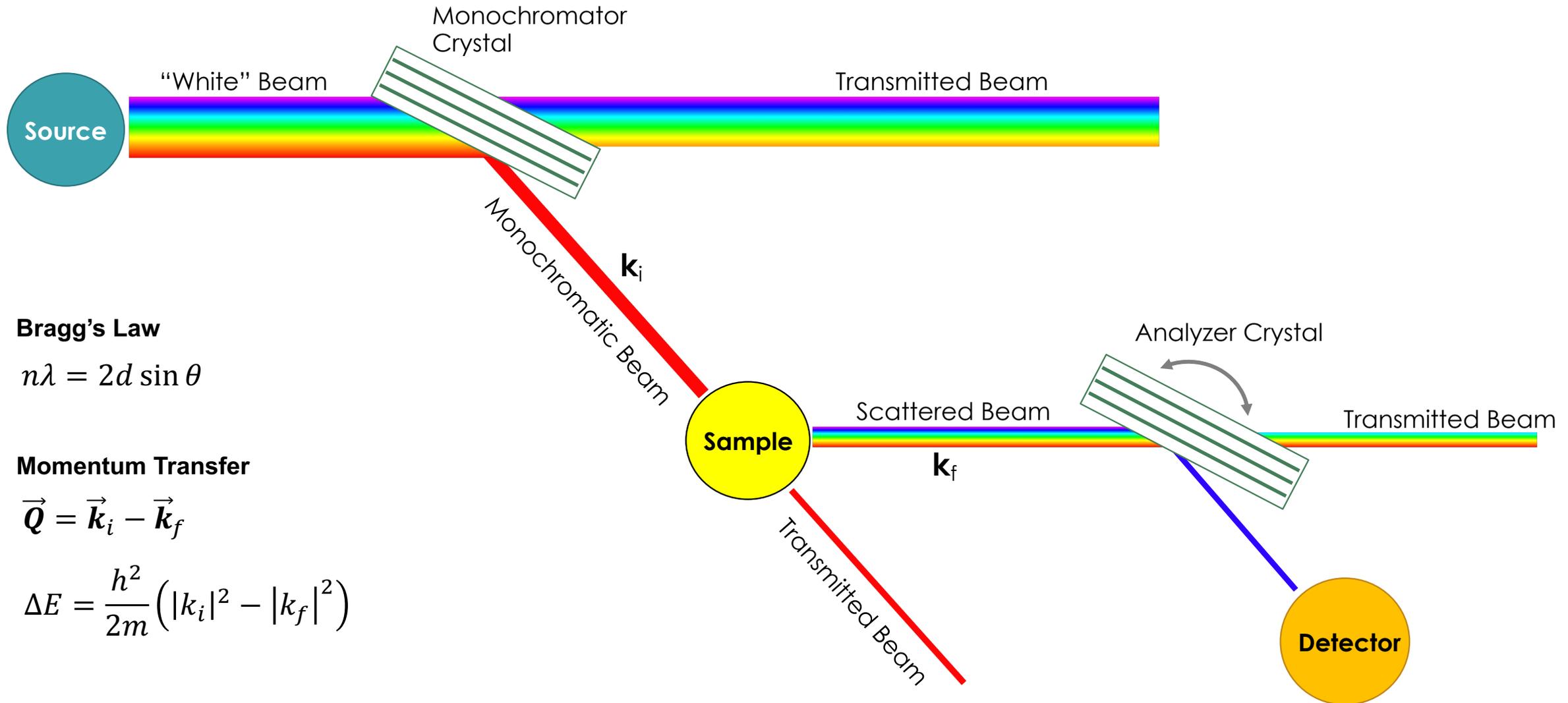
Bragg's Law

$$n\lambda = 2d \sin \theta$$

Momentum Transfer

$$\vec{Q} = \vec{k}_i - \vec{k}_f$$

Reactor instruments - inelastic



Bragg's Law

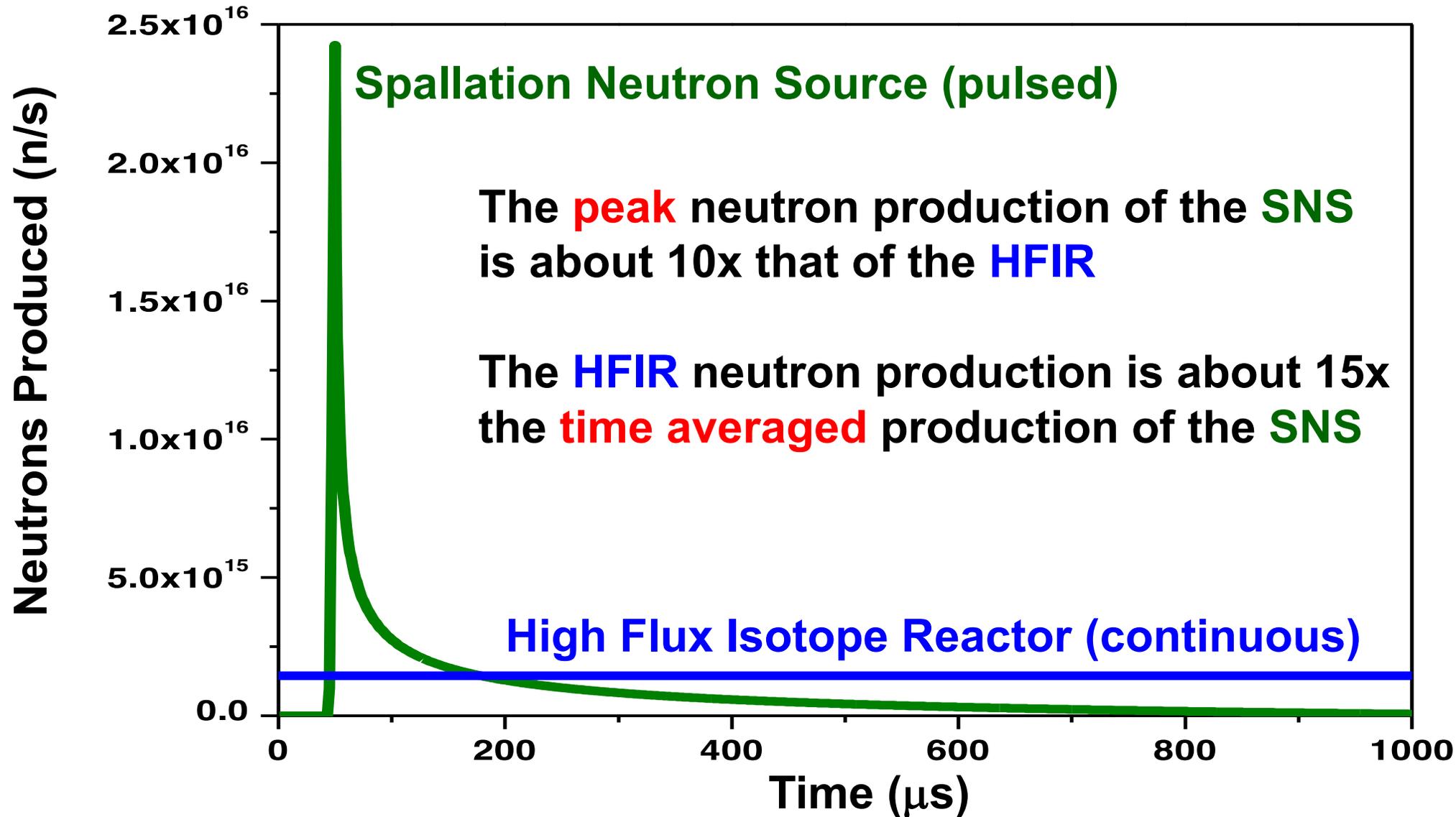
$$n\lambda = 2d \sin \theta$$

Momentum Transfer

$$\vec{Q} = \vec{k}_i - \vec{k}_f$$

$$\Delta E = \frac{h^2}{2m} (|\mathbf{k}_i|^2 - |\mathbf{k}_f|^2)$$

Pulsed vs Continuous Neutron Sources



End of part one

- So far:
 - How to make neutrons
 - Difference between Reactor and Pulsed Source
 - How to make useful neutrons
 - How to determine and/or select neutron wavelength:
 - Time-of-flight
 - Crystal monochromators, Fermi Choppers, Velocity Selectors
 - Two essential instrument concepts:
 - Diffractometer (elastic scattering)
 - Spectrometer (inelastic scattering)
- Please post questions into the slack channel!