Electromagnetic interactions of particles with matter

November 4, 2002

Abstract

inplementation in Geant4 with matter, pertinent in Particle Physics, and their electromagnetic interactions of charged particles and photons This document is a brief review to the main mechanisms of

'Standard' em physics: the model

The projectile is assumed to have an energy $\geq 1 \text{ keV}$.

- The atomic electrons are quasi-free: their binding energy is neglected (except for photoelectric effect).
- The atomic nucleus is fixe: the recoil momentum is neglected.

The matter is described as homogeneous, isotropic, amorphous

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- 1. Common to all charged particles
- ionization
- Coulomb scattering from nuclei
- Cerenkov effect
- Scintillation
- transition radiation
- 2. Muons
- (e+,e-) pair production
- bremsstrahlung
- nuclear interaction
- B. Electrons and positrons
- bremsstrahlung
- e+ annihilation

$$(\sim keV \longrightarrow)$$

$$(\sim keV \longrightarrow)$$

- $(\sim 100 GeV \longrightarrow)$
- $(\sim 100 GeV \longrightarrow)$
- $(\sim 1 TeV \longrightarrow)$
- $(\sim 10 MeV \longrightarrow)$

4. Photons

- gamma conversion $(\sim 10 MeV \rightarrow)$
- incoherent scattering ($\sim 100 keV \longrightarrow \sim 10 MeV$)
- photo electric effect (←-~ 100keV)
- coherent scattering $(\leftarrow \sim 100 keV)$

5. Optical photons

- reflection and refraction
- absorption
- Rayleigh scattering

Total :~ 15 processes \longrightarrow ~ 40 classes

 $+ \sim 10$ classes for the materials category

A few words about the GEANT4 processes in general

A process may have three types of actions:

- well located in space: PostStep action
- not well located in space: AlongStep action
- well located in time: AtRest action

Each action is twofold:

- predicts where/when the interaction will occur: GetPhysicalInteractionLength()
- computes the final state of the interaction, where/when it occurs : DoIt()

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A process has to fill 1, 2 or 3 couples of the following methods:

	AtRest	AlongStep	PostStep
${\it GetPhysicalInteractionLength}()$			
$\operatorname{DoIt}()$			

- DiscreteProcess is shortcut for a process which have only PostStep action.
- ContinuousProcess is shortcut for a process which have only AlongStep action.
- AtRestProcess is shortcut for a process which have **only** AtRest action.

examples

discrete process: Compton scattering step determined by cross section, interaction at the end of the

step (PostStepAction).

- continuous process: Cerenkov effect proportional to the step length (AlongStepAction). photons are created along the step, nb of photons (roughly)
- at rest process: no displacement, time is the relevant variable, e.g. positron annihilation at rest.

These are the 'pure' process types.

Some of the e.m. processes have combinations of actions:

- ionisation: continuous (energy loss) + discrete (Moller/Bhabha scattering, knock-on electron production)
- bremsstrahlung: continuous (energy loss due to soft photons) + discrete (hard photon emission)

in both cases the production threshold separates the continuous and discrete part of the process:

- if the (kinetic) energy of the secondary \leq threshold energy, the secondary is not created, the effect of these soft interactions are treated as a continuous energy loss
- if the energy of the secondary is big enough, it is created at the end of the step (discrete part)

PhysicsList

processes to be apply. For each type of particle the ProcessManager maintains a list of

More precisely, there are 3 ordered lists of processes:

- AtRest action
- AlongStep action
- PostStep action

These lists are registered in the UserPhysicsList class.

```
pmanager->AddProcess(new G4eBremsstrahlung,
                                                                                                                               pmanager->AddProcess(new G4MultipleScattering, -1, 1,1)
                                                                                                                                                                             else if (particleName == "e+") {
                                                                                                                                                                                                                                                                                                         pmanager->AddProcess(new G4eBremsstrahlung,
                                                                                                                                                                                                                                                                                                                                                    pmanager->AddProcess(new G4eIonisation,
                                                                                                                                                                                                                                                                                                                                                                                             pmanager->AddProcess(new G4MultipleScattering, -1, 1,1);
                                                                                                                                                                                                                                                                                                                                                                                                                                          if (particleName == "e-") {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    example of PhysicsList
  pmanager->AddProcess(new G4eplusAnnihilation,
                                                                                      pmanager->AddProcess(new G4eIonisation,
                                                                                                                                                                                                                                                                                                        -1,-1,3);
                                           -1,-1,3);
                                                                                                                                                                                                                                                                                                                                                    -1, 2, 2);
                                                                                    -1, 2, 2;
0,-1,4);
```

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```
pmanager->AddProcess(new G4MultipleScattering, -1,1,1);
                                                                                                                                                                                                         if ((particle->GetPDGCharge() != 0.0) &&
                                                                                                                                                                                                                                                                                                                                                                                                          pmanager->AddProcess(new G4MuBremsstrahlung,
                                                                                                                                                                                                                                                                                                                                                                                                                                                             pmanager->AddProcess(new G4MuIonisation,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   pmanager->AddProcess(new G4MultipleScattering, -1, 1,1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if (particleName == "mu+" || particleName == "mu-") {
pmanager->AddProcess(new G4hIonisation,
                                                                                                                                                                                                                                                                                                                                                           pmanager->AddProcess(new G4MuPairProduction,
                                                                                                (particle->GetParticleName() != "chargedgeantino")) {
                                                                                                                                                    (!particle->IsShortLived()) &&
                                                                                                                                                                                                                                                                                                                                                        -1,-1,4);
                                                                                                                                                                                                                                                                                                                                                                                                             -1,-1,3);
                                                                                                                                                                                                                                                                                                                                                                                                                                                          -1, 2, 2);
 -1,2,2);
```

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```
For processes which have only PostStepAction, the ordering is not
                                                                                                                  pmanager->AddProcess(new G4GammaConversion,
                                                                                                                                                                 pmanager->AddProcess(new G4ComptonScattering,
                                                                                                                                                                                                                        pmanager->AddProcess(new G4PhotoElectricEffect, -1,-1,1);
                                                                                                                                                                                                                                                                                                 is a shortcut for:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           if (particleName
important
                                                                                                                                                                                                                                                                                                                                                                                                                  pmanager->AddDiscreteProcess(new G4GammaConversion);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                   pmanager->AddDiscreteProcess(new G4ComptonScattering);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     pmanager->AddDiscreteProcess(new G4PhotoElectricEffect);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        == "gamma") {
                                                                                                                                                                    -1,-1,2);
                                                                                                                   -1,-1,3);
```

Compton scattering

electrons: The Compton effect describes the scattering off quasi-free atomic

$$\gamma + e \rightarrow \gamma' + e'$$

is called incoherent scattering. Thus: Each atomic electron acts as an independent cible; Compton effect

cross section per atom = $Z \times \text{cross}$ section per electron

energy. This process is of importance in astrophysics collides with a low energy photon which is blue-shifted to higher The inverse Compton scattering also exists: an energetic electron

symmetry. Compton scattering is related to (e^+, e^-) annihilation by crossing

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energy spectrum

section per atom is given by the Klein-Nishina formula [Klein29]: Under the same assumption, the unpolarized differential cross

$$\frac{d\sigma}{dk'} = \frac{\pi r_e^2}{mc^2} \frac{Z}{\kappa^2} \left[\epsilon + \frac{1}{\epsilon} - \frac{2}{\kappa} \left(\frac{1 - \epsilon}{\epsilon} \right) + \frac{1}{\kappa^2} \left(\frac{1 - \epsilon}{\epsilon} \right)^2 \right] \tag{1}$$

where

energy of the scattered photon; $\epsilon = k'/k$

 r_e classical electron radius

 $\kappa = k/mc^2$

total cross section per atom

$$\sigma(k) = \int_{k'_{min}=k/(2\kappa+1)}^{k'_{max}=k} \frac{d\sigma}{dk'} dk'$$

$$\sigma(k) = 2\pi \ r_e^2 \ Z \ \left[\left(\frac{\kappa^2 - 2\kappa - 2}{2\kappa^3} \right) \ln(2\kappa + 1) + \frac{\kappa^3 + 9\kappa^2 + 8\kappa + 2}{4\kappa^4 + 4\kappa^3 + \kappa^2} \right]$$

limits

$$\infty$$
: σ goes to 0 : $\sigma(k) \sim \pi r_e^2 Z \frac{\ln 2\kappa}{\kappa}$

$$0$$
: $\sigma \to \frac{8\pi}{3} r_e^2 Z$ (classical Thomson cross section)

low energy limit

electron must be taken into account by a corrective factor to the Klein-Nishina cross section: In fact, when $k \leq 100 \ keV$ the binding energy of the atomic

$$\frac{d\sigma}{dk'} = \left[\frac{d\sigma}{dk'}\right]_{KN} \times S(k, k')$$

discussion of the scattering function S(k,k'). See for instance [Cullen97] or [Salvat96] for derivation(s) and

to 0 like k^2 . It also suppresses the forward scattering As a consequence, at very low energy, the total cross section goes

scattering is not the dominant process in this energy region. Klein-Nishina energy spectrum formula 1. In addition the Compton At X-rays energies the scattering function has little effect on the

total cross section per atom in Geant4

The total cross section has been parametrized:

$$\sigma(Z,\kappa) = \left[P_1(Z) \; \frac{\log(1+2\kappa)}{\kappa} + \frac{P_2(Z) + P_3(Z)\kappa + P_4(Z)\kappa^2}{1+a\kappa + b\kappa^2 + c\kappa^3} \right]$$

wnere:

$$\kappa = k/mc^2$$

$$P_i(Z) = Z(d_i + e_i Z + f_i Z^2)$$

The fit was made over 511 data points chosen between:

$$1 \le Z \le 100$$

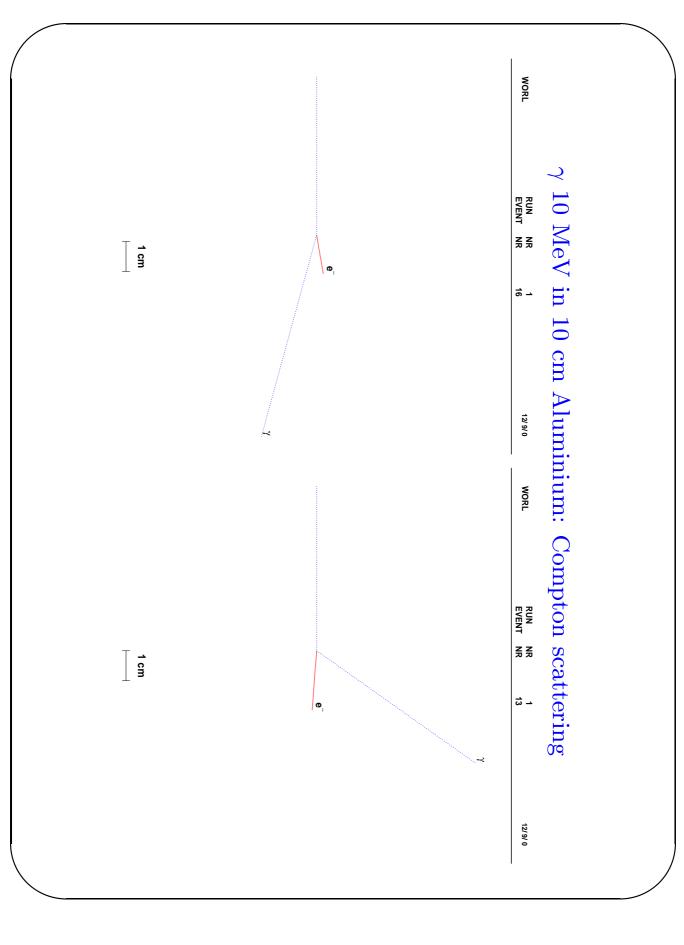
;
$$k \in [10 \text{ keV}, 100 \text{ GeV}]$$

The accuracy of the fit is estimated to be:

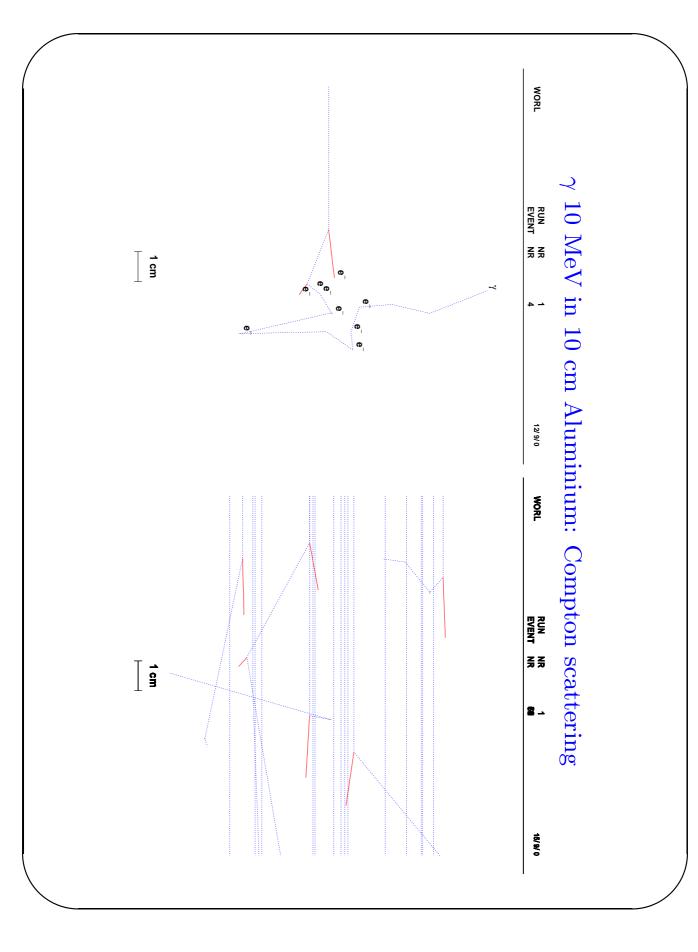
$$\frac{\Delta\sigma}{\sigma} = \begin{cases} \approx 10\% \\ \leq 5 - 6\% \end{cases}$$

for
$$k \simeq 10 \text{ keV} - 20 \text{ keV}$$

for
$$k > 20 \text{ keV}$$



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Gamma conversion in (e^+, e^-) pair

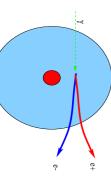
This is the transformation of a photon into an (e^+, e^-) pair in the Coulomb field of atoms (for momentum conservation).

 $2mc^2(1+m/M_{rec}).$ To create the pair, the photon must have at least an energy of

Theoretically, (e^+, e^-) pair production is related to bremsstrahlung by crossing symmetry:

- incoming $e^- \leftrightarrow \text{outgoing } e^+$
- outgoing $\gamma \leftrightarrow \text{incoming } \gamma$

For $E_{\gamma} \geq$ few tens MeV, (e^+, e^-) pair creation is the dominant process for the photon, in all materials



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differential cross section

[Heitl57], corrected and extended for various effects: The differential cross section is given by the Bethe-Heitler formula

- the screening of the field of the nucleus
- the pair creation in the field of atomic electrons
- the correction to the Born approximation
- the LPM suppression mechanism
- :

See Seltzer and Berger for a synthesis of the theories [Sel85].

high energies regime : $E_{\gamma} \gg m_e c^2/(\alpha Z^{1/3})$

Above few GeV the energy spectrum formula becomes simple:

$$\left. egin{array}{ll} rac{a\sigma}{d\epsilon}
ight|_{Tsai} &pprox & 4lpha\,r_e^2\, imes \ \left\{ \left[1 - rac{4}{3}\epsilon(1-\epsilon)
ight] \left(Z^2\left[L_{rad} - f(Z)
ight] + ZL'_{rad}
ight)
ight\} \end{array}$$

(2)

where

energy of the incident photon

total energy of the created e^+ (or e^-); $\epsilon = E/E_{\gamma}$

 $L_{rad}(Z) = \ln(184.15/Z^{1/3})$ (for $z \ge 5$)

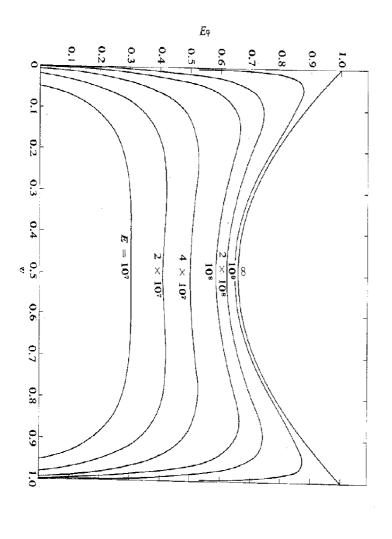
 $L'_{rad}(Z) = \ln(1194/Z^{2/3})$ (for $z \ge 5$)

Coulomb correction function

energy spectrum

limits: $E_{min} = mc^2$: no infrared divergence. $E_{max} = E_{\gamma} - mc^2$.

For $E_{\gamma} > TeV$ the LPM effect reinforces the asymmetry. energy $(E_{\gamma} \leq 50~MeV)$ and increasingly asymmetric with energy. The partition of the photon energy between e^+ and e^- is flat at low



total cross section per atom in Geant4

 $E_{\gamma} = \text{incident gamma energy, and } X = \ln(E_{\gamma}/m_e c^2)$

The total cross-section has been parameterised as:

$$\sigma(Z, E_{\gamma}) = Z(Z+1) \left[F_1(X) + F_2(X) Z + \frac{F_3(X)}{Z} \right]$$

with:

$$F_1(X) = a_0 + a_1 X + a_2 X^2 + a_3 X^3 + a_4 X^4 + a_5 X^5$$

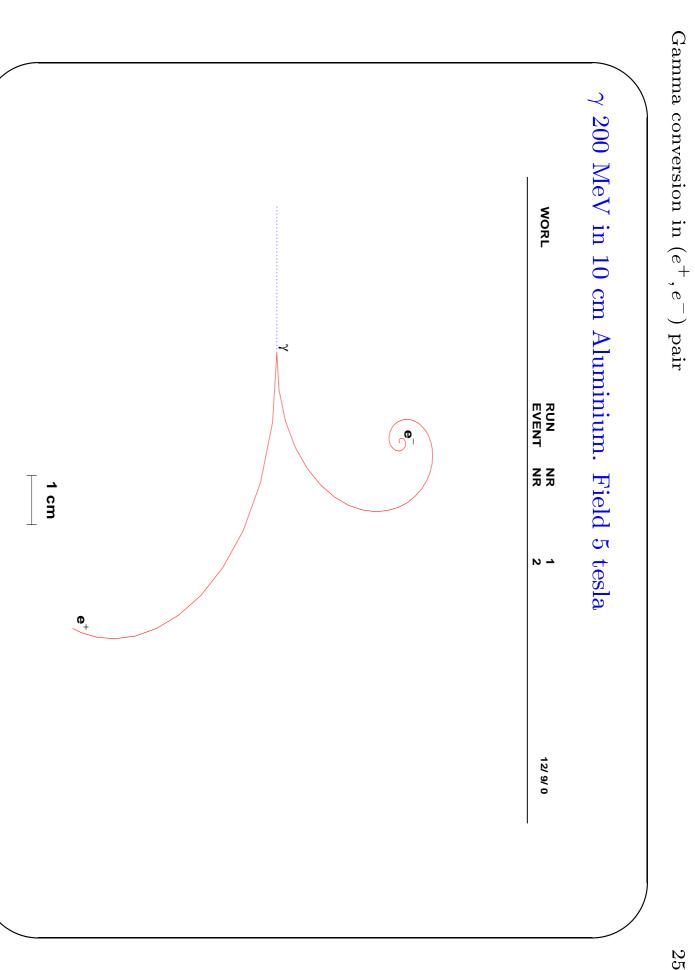
 $F_2(X) = b_0 + b_1 X + b_2 X^2 + b_3 X^3 + b_4 X^4 + b_5 X^5$

$$F_3(X) = c_0 + c_1 X + c_2 X^2 + c_3 X^3 + c_4 X^4 + c_5 X^5$$

The parameters a_i, b_i, c_i were fitted to the data [hubb80].

This parameterisation describes the data in the range:

$$E_{\gamma} \in [1.5 \text{ MeV}, 100 \text{ GeV}] \ \begin{cases} \Delta \ \sigma \\ \hline \sigma \end{cases} \leq 5\% \text{ with a mean value of} \approx 2.2\%$$



Ionization 26

Ionization

electron from the atom: particle with the atomic electrons of the material, ejecting off an The basic mechanism is an inelastic collision of the moving charged

$$\mu + atom \rightarrow \mu + atom^+ + e^-$$

small. But the total number of collisions is large, and we can well define the average energy loss per (macroscopic) unit path length. In each individual collision, the energy transferred to the electron is

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Mean energy loss and energetic δ -rays

$$\frac{d\sigma(Z,E,T)}{T}$$

total energy E moving in a material of density ρ . electron with kinetic energy T by an incident charged particle of is the differential cross-section per atom for the ejection of an

detection, explicit simulation ...). knock-on electrons produced above a given threshold T_{cut} (miss One may wish to take into account separately the high-energy

 $T_{cut} \gg I$ (mean excitation energy in the material).

 $T_{cut} > 1 \text{ keV in GEANT4}$

as continuous energy lost by the incident particle Below this threshold, the soft knock-on electrons are counted only

excluded from the mean continuous energy loss count. Above it, they are explicitly generated. Those electrons must be

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soft δ -rays is : The mean rate of the energy lost by the incident particle due to the

$$\frac{dE_{soft}(E, T_{cut})}{dx} = n_{at} \cdot \int_0^{T_{cut}} \frac{d\sigma(Z, E, T)}{dT} T dT$$
 (3)

 n_{at} : nb of atoms per volume in the matter.

energy $T > T_{cut}$ is : The total cross-section per atom for the ejection of an electron of

$$\sigma(Z, E, T_{cut}) = \int_{T_{cut}}^{T_{max}} \frac{d\sigma(Z, E, T)}{dT} dT$$
 (4)

electron. where T_{max} is the maximum energy transferable to the free

Mean rate of energy loss by heavy particles

energy loss formula [PDG]: The integration of 3 leads to the well known Bethe-Bloch truncated

$$\frac{dE}{dx} \bigg]_{T < T_{cut}} = 2\pi r_e^2 m c^2 n_{el} \frac{(z_p)^2}{\beta^2} \times \\ \bigg[\ln \left(\frac{2mc^2 \beta^2 \gamma^2 T_{up}}{I^2} \right) - \beta^2 \left(1 + \frac{T_{up}}{T_{max}} \right) - \delta - \frac{20}{3} \right]$$

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Fluctuations in energy loss

matter in Δx the distribution of ΔE can be strongly asymmetric ionization. There are fluctuations. Depending of the amount of $(\rightarrow \text{ the Landau tail}).$ $\langle \Delta E \rangle = (dE/dx).\Delta x$ gives only the average energy loss by

The large fluctuations are due to a small number of collisions with large energy transfers

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Ionization

Energy loss fluctuations: the model in GEANT

Based on a very simple model of the particle-atom interaction.

The atoms are assumed to have only two energy levels E_1 and E_2 .

The particle-atom interaction can be:

- an excitation with energy loss E_1 or E_2
- an ionization with energy loss distribution $g(E) \sim 1/E^2$.

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it can be used for any thickness of the materials, and for any T_{cut} . This simple model of the energy loss fluctuations is rather fast and

the results with experimental data, see e.g [Urban95]. This has been proved performing many simulations and comparing

distribution approaches smoothly the Landau form. Approaching the limit of the validity of Landau's theory, the loss

Ionization

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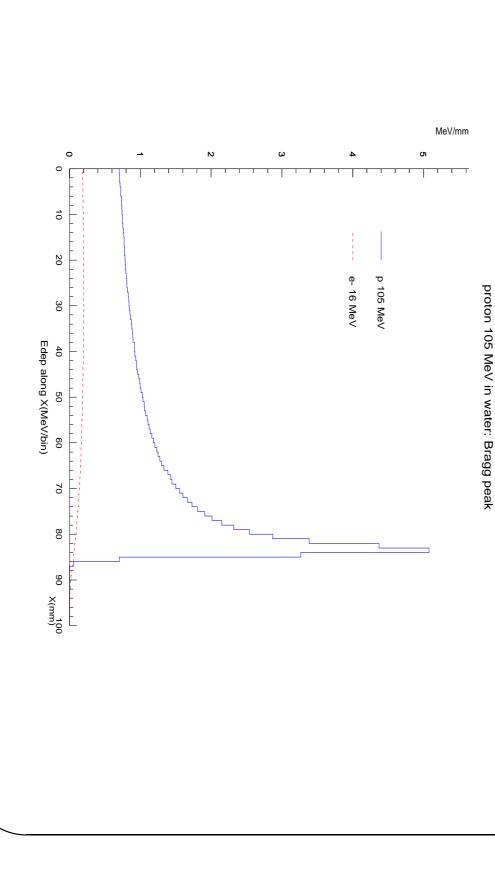
penetration of e^- (16 MeV) and proton (105 MeV) in 10 cm of water. (straggling). Fluctuations on ΔE lead to fluctuations on the actual range WORL RUN NR EVENT NR] g **2** _ e e e e 18/9/0 ₩ORL RUN NR EVENT NR] cm **2** _ 18/9/0

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Ionization

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the end of trajectory rather at its beginning. Bragg curve. More energy per unit length are deposit towards



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Energetic δ rays

kinetic energy T, with $I \ll T_{cut} \leq T \leq T_{max}$, can be written : The differential cross-section per atom for producing an electron of

$$\frac{d\sigma}{dT} = 2\pi r_e^2 mc^2 Z \frac{z_p^2}{\beta^2} \frac{1}{T^2} \left[1 - \beta^2 \frac{T}{T_{max}} + \frac{T^2}{2E^2} \right]$$

(the last term for spin 1/2 only).

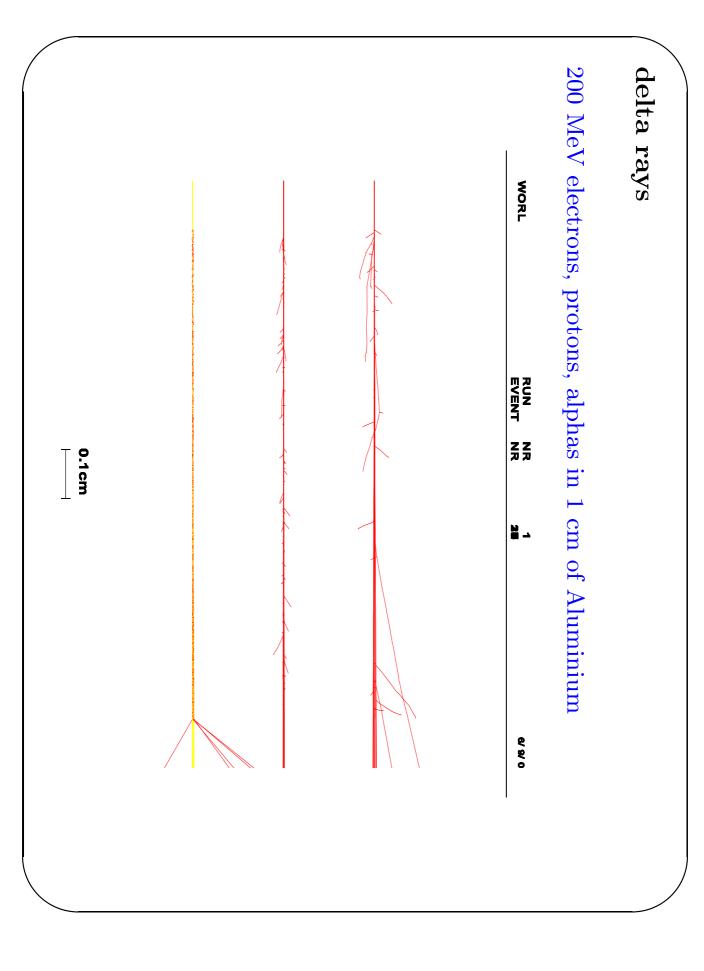
The integration (4) gives:

$$\sigma(Z, E, T_{cut}) = \frac{2\pi r_e^2 Z z_p^2}{\beta^2} \left[\left(\frac{1}{T_{cut}} - \frac{1}{T_{max}} \right) - \frac{\beta^2}{T_{max}} \ln \frac{T_{max}}{T_{cut}} + \frac{T_{max} - T_{cut}}{2E^2} \right]$$

(the last term for spin 1/2 only).

Ionization

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Ionization

Incident electrons and positrons

For incident $e^{-/+}$ the Bethe Bloch formula must be modified

because of the mass and identity of particles (for e^-).

Berger-Seltzer dE/dx formula [ICRU84, Selt84]. One use the Moller or Bhabha cross sections [Mess70] and the

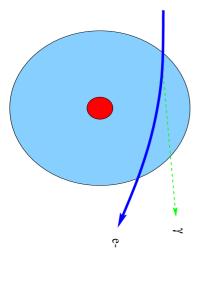
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Bremsstrahlung

of atoms. A fraction of its kinetic energy is emitted in form of real A fast moving charged particle is decelerated in the Coulomb field photons.

and $\propto Z^2$ (atomic number of the matter). The probability of this process is $\propto 1/M^2$ (M: masse of the particle)

pions) at few hundred GeV. e- and e+ in most materials. It becomes important for muons (and Above a few tens MeV, bremsstrahlung is the dominant process for



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differential cross section

The differential cross section is given by the Bethe-Heitler formula Heitl57], corrected and extended for various effects:

- the screening of the field of the nucleus

the contribution to the brems from the atomic electrons

- the correction to the Born approximation
- the polarisation of the matter (dielectric suppression)
- the so-called LPM suppression mechanism

See Seltzer and Berger for a synthesis of the theories [Sel85].

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Energetic photons and truncated energy loss rate

explicit simulation ...). photons emitted above a given threshold k_{cut} (miss detection, One may wish to take into account separately the high-energy

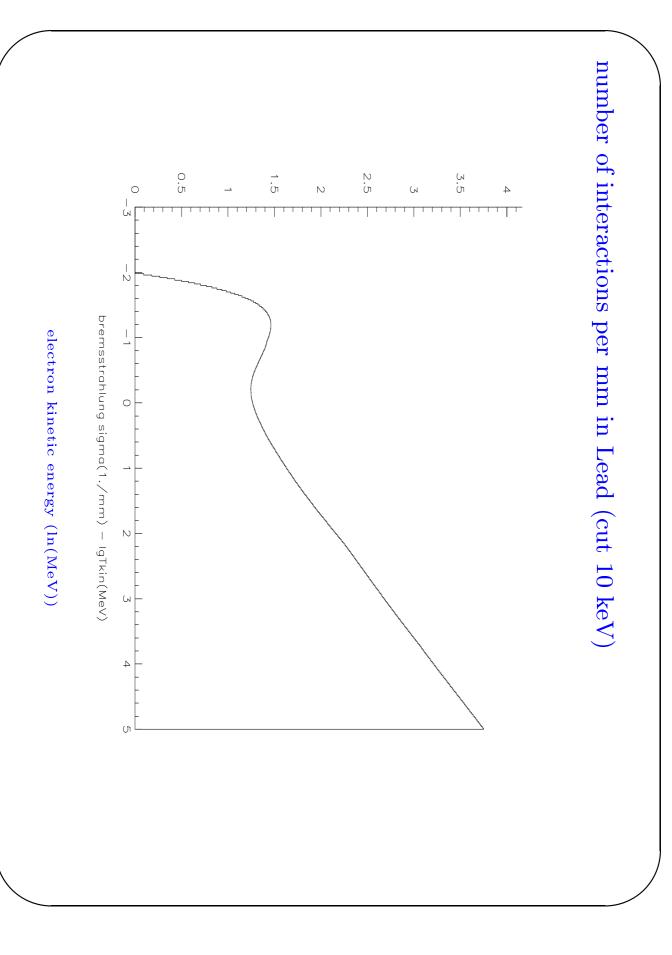
Those photons must be excluded from the mean energy loss count.

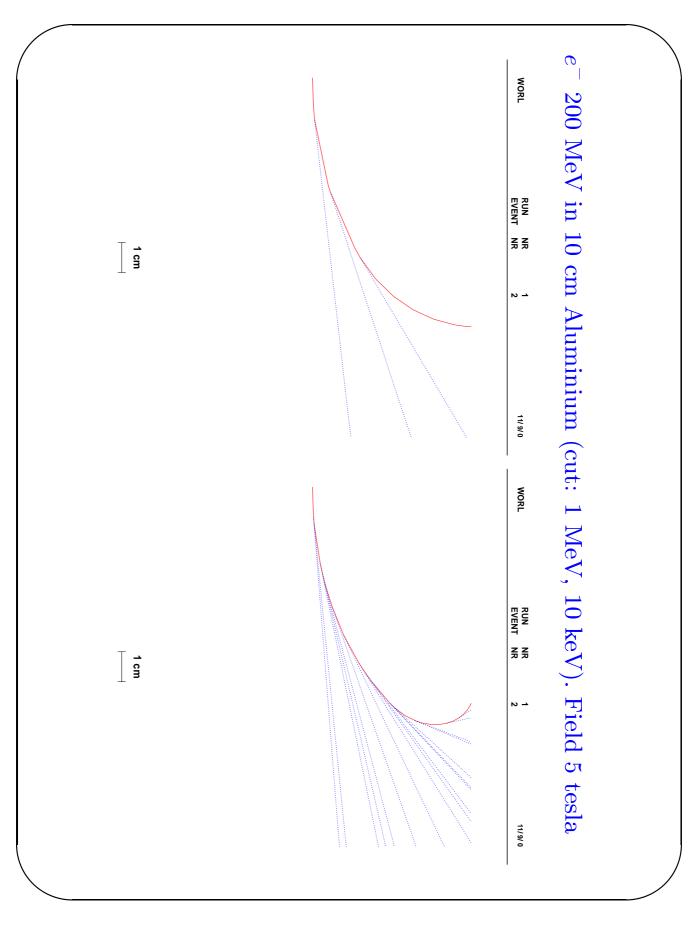
$$-\frac{dE}{dx}\bigg]_{k < k_{cut}} = n_{at} \int_{k_{min}=0}^{\kappa_{cut}} k \frac{d\sigma}{dk} dk$$
 (5)

 n_{at} is the number of atoms per volume.

1S: Then, the truncated total cross-section for emitting 'hard' photons

$$\sigma(E, k_{cut} \le k \le k_{max}) = \int_{L}^{\kappa_{max} \approx E} \frac{d\sigma}{dk} dk \tag{6}$$





formation length ([Antho96])

from the nucleus to the electron can be very small. For $E\gg mc^2$ and $E \gg k$: In the bremsstrahlung process the longitudinal momentum transfer

$$q_{long} \sim rac{k(mc^2)^2}{2E(E-k)} \sim rac{k}{2\gamma^2}$$

Thus, the uncertainty principle requires that the emission take place over a comparatively long distance:

$$f_v \sim \frac{2\hbar c\gamma^2}{k} \tag{7}$$

separate particles. If anything happens to the electron or photon while traversing this distance, the emission can be disrupted electron and photon to separate enough to be considered as f_v is called the formation length for bremsstrahlung in vacuum. It is the distance of coherence, or the distance required for the

Landau-Pomeranchuk-Migdal suppression mechanism

scattering, θ_{ms} , is greater than the typical emission angle of the emitted photon, $\theta_{br} = mc^2/E$, the emission is suppressed. while it is still in the formation zone. If the angle of multiple The electron can multiple scatter with the atoms of the medium

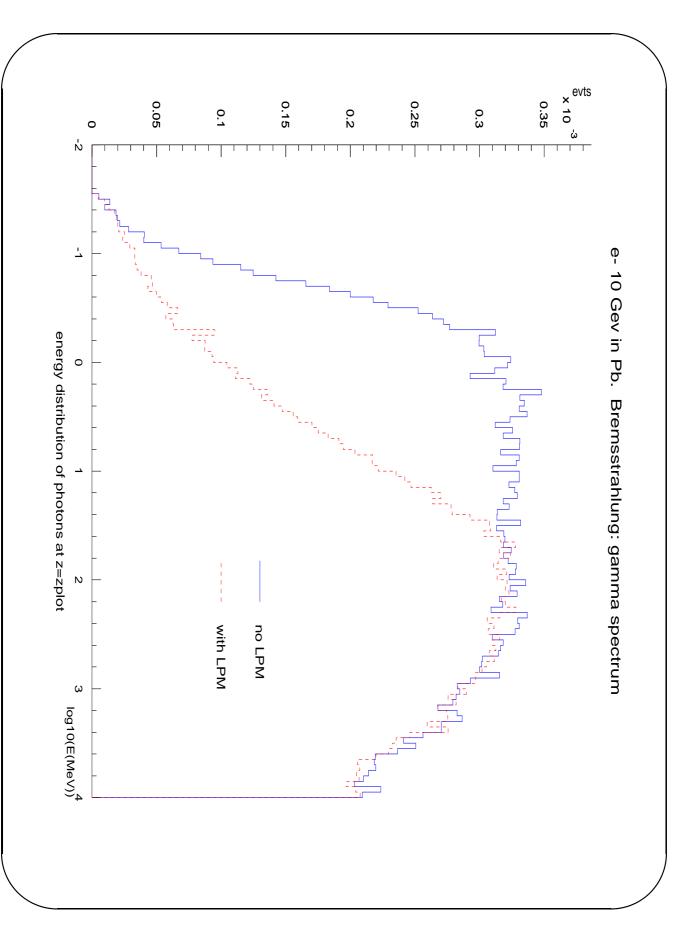
formation length in vacuum, defined in equation 7. In the gaussian approximation : $\theta_{ms}^2 = \frac{2\pi}{\alpha} \frac{1}{\gamma^2} \frac{f_v(k)}{X_0}$ where f_v is the

photon energies below a certain value, given by Writing $\theta_{ms}^2 > \theta_{br}^2$ show that suppression becomes signifiant for

$$\frac{\kappa}{E} < \frac{E}{E_{lnm}} \tag{8}$$

 E_{lpm} is a characteristic energy of the effect:

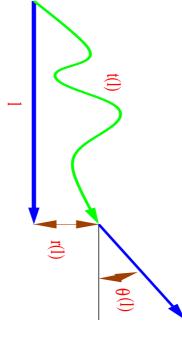
$$E_{lpm} = \frac{\alpha^2}{4\pi} \frac{mc^2}{r_e} X_0 \sim (7.7 \text{ TeV/cm}) \times X_0 \text{ (cm)}$$
 (9)



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Multiple Coulomb scattering

direction small angle scatterings is a net deflection from the original particle repeated elastic Coulomb scattering. The cumulative effect of these Charged particles traversing a finite thickness of matter suffer

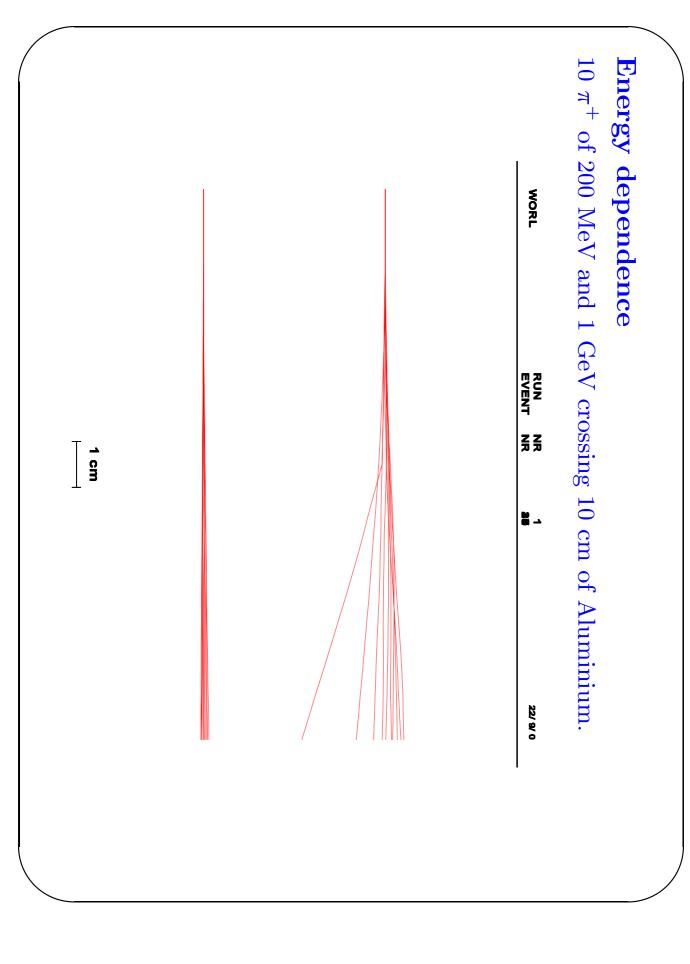


and like Rutherford scattering at large angles. Coulomb scattering angular distribution is gaussian at small angles If the number of individual collisions is enough (>20) the multiple

The Molière theory reproduces rather well this distribution.

[Mol48, Bethe53]

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Others models for simulation

algorithms have been proposed, not necessarily based on the Several models of multiple Coulomb scattering simulation For instance: Molière theory. (See the references in [PDG00])

- J.M. Fernandez-Verea et al. : a "mixed" (detailed + condensed) model. [Fer93]
- L.Urban: a condensed model based on Lewis theory. [Urb00]

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backscattering of low energy electrons

applications in mind not a trivial task for a code designed for high energy physics

in the cut or max.step limitation triggers big changes in the results sim.results are far from data and they are unstable, a small change e.g. GEANT3 is not able to reproduce the experimental data, -

codes ...) simulate backscattering, but these are 'microscopic' or 'mixed' MC GEANT4 can do the job! (some other simulation codes can

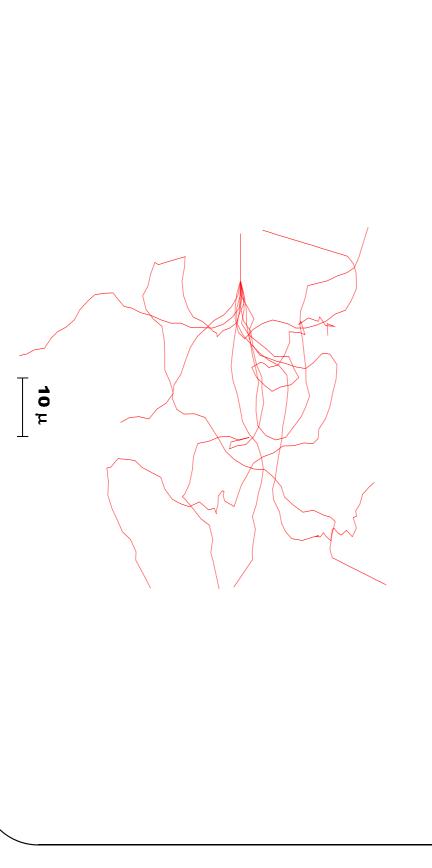
Some results follow

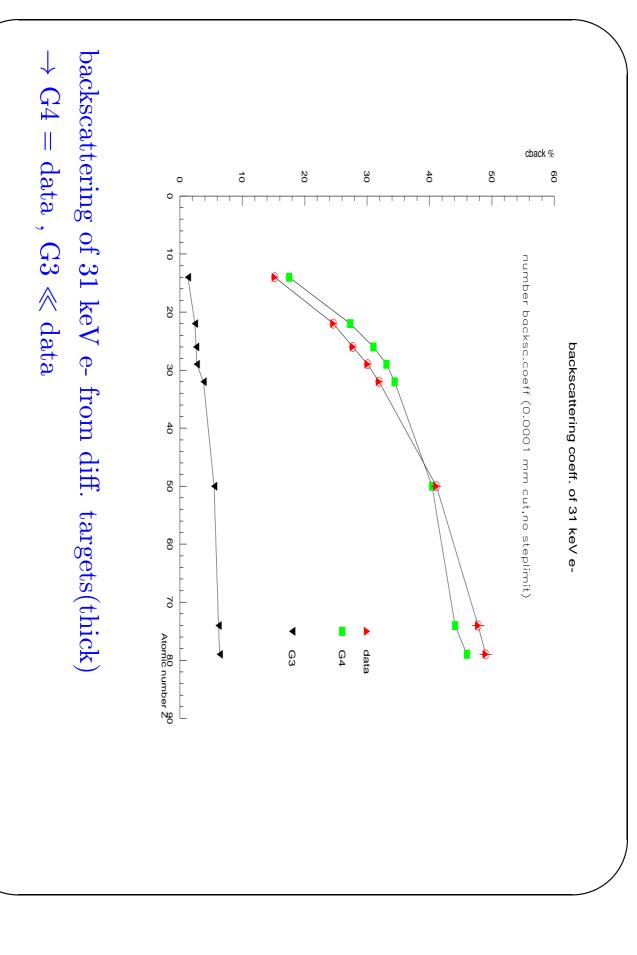
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 $50 \ \mu m$ of Tungsten. albedo: The incident beam is 10 electrons of 600 keV entering in



24/9/0





Cerenkov radiation

photons if its velocity is greater than the local phase velocity of In a material with refractive index n, a charged particle emits

These time dependent dipoles emit electromagnetic radiations The charged particle polarizes the atoms along its trajectory.

position, and the sum of all dipoles vanishes If v < c/n the dipole distribution is symmetric around the particle

dependent dipole is non nul, thus radiates If v > c/n the distribution is asymmetric and the total time

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mechanism of the Čerenkov radiation [Grupen96].

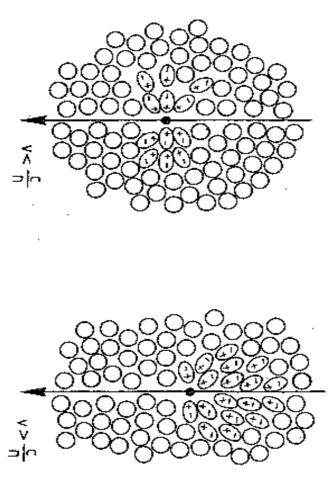
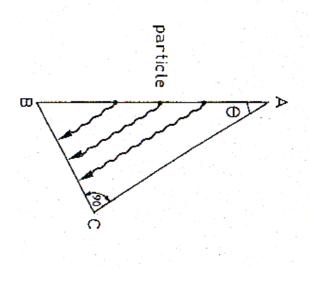


Fig. 6.7. Illustration of the Cherenkov effect [68].



The Huyghens construction gives immediately:

$$\cos \theta = \frac{1}{\beta n}$$

Thus:

$$\frac{1}{n} \le \beta < 1 \Longrightarrow 0 \le \theta < \arccos \frac{1}{n}$$

energy interval of the photons is The number of photons produced per unit path length and per

$$\frac{d^2N}{d\epsilon dx} = \frac{\alpha z^2}{\hbar c} \sin^2 \theta = \frac{(\alpha z)^2}{r_e mc^2} \left[1 - \frac{1}{\beta^2 n^2(\epsilon)} \right]$$

in which

$$\beta \ n(\epsilon) > 1$$

In the X-ray region $n(\epsilon) \approx 1$. There is no X-ray Cerenkov emission

The average number of photons produced per unit path length :

$$\frac{dN}{dx} = \frac{(\alpha z)^2}{r_e mc^2} \int_{\epsilon_{min}}^{\epsilon_{max}} d\epsilon \left(1 - \frac{1}{\beta^2 n^2(\epsilon)}\right)$$

The number of photons produced per step is calculated from a Poissonian distribution with average value:

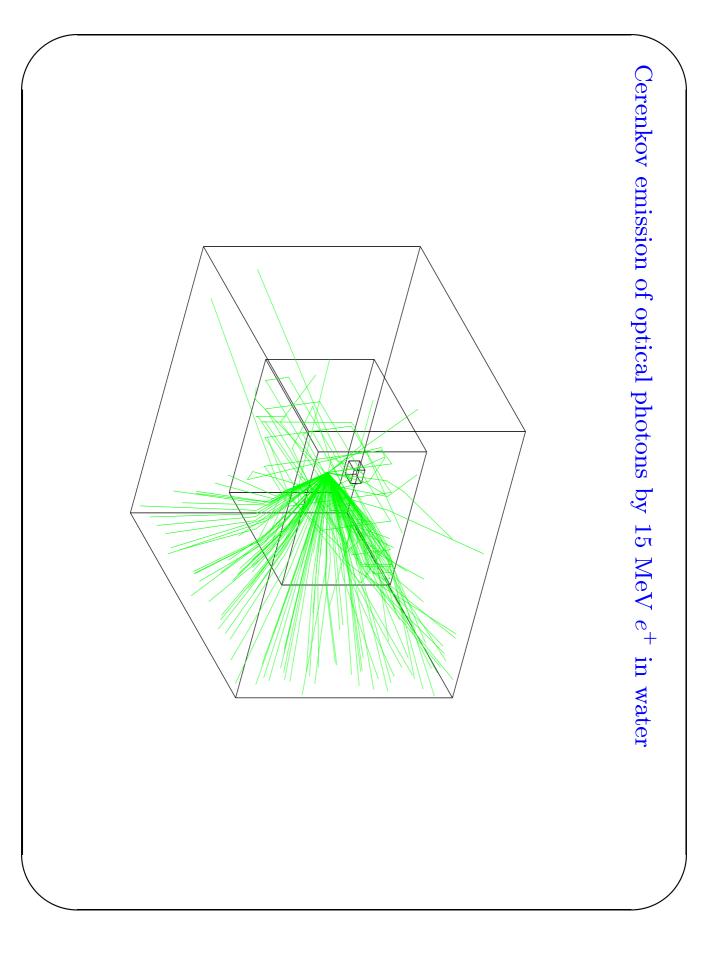
$$< n > = StepLength \frac{dN}{dx}$$

The generated photons are uniformly distribued along the track.

function: The energy distribution of the photon is sampled from the density

$$f(\epsilon) = \left[1 - \frac{1}{n^2(\epsilon)\beta^2}\right]$$

The Cerenkov radiation is an example of pure AlongStep process



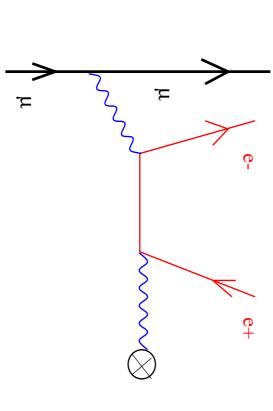
small compared to collision loss, even in gas: The energy lost by the charged particle due to Cerenkov emission is

 $\sim 10^{-1} \text{ to } 10^{-3} \text{ MeV/(g/cm}^2)$

Direct (e^+, e^-) pair creation by muon

of the nucleus (for momentum conservation). Creation of a (e^+, e^-) pair by virtual photon in the Coulomb field

$$\mu + \text{nucleus} \longrightarrow \mu + e^+ + e^- + \text{nucleus}$$

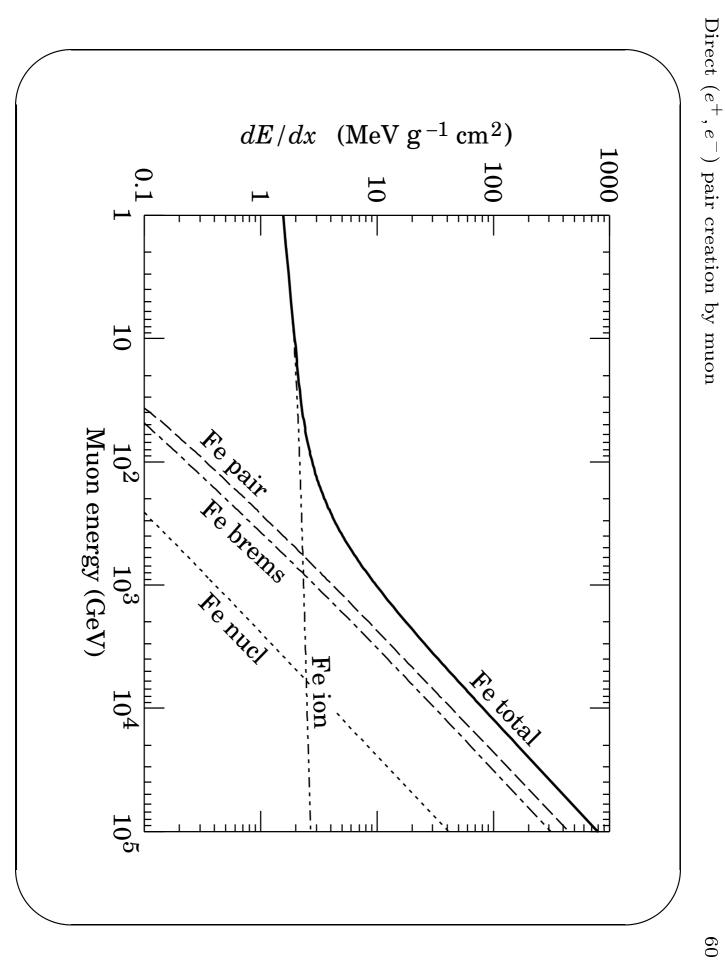


It is one of the most important processes of muon interaction

transfers: other muon interaction processes in a wide region of energy At TeV muon energies, pair creation cross section exceeds those of

$$100~{\rm MeV} \le \epsilon \le 0.1~E_{\mu}$$

to the total energy loss rate. muon energy, and in TeV region this process contributes over 50 % Average energy loss for pair production increases linearly with



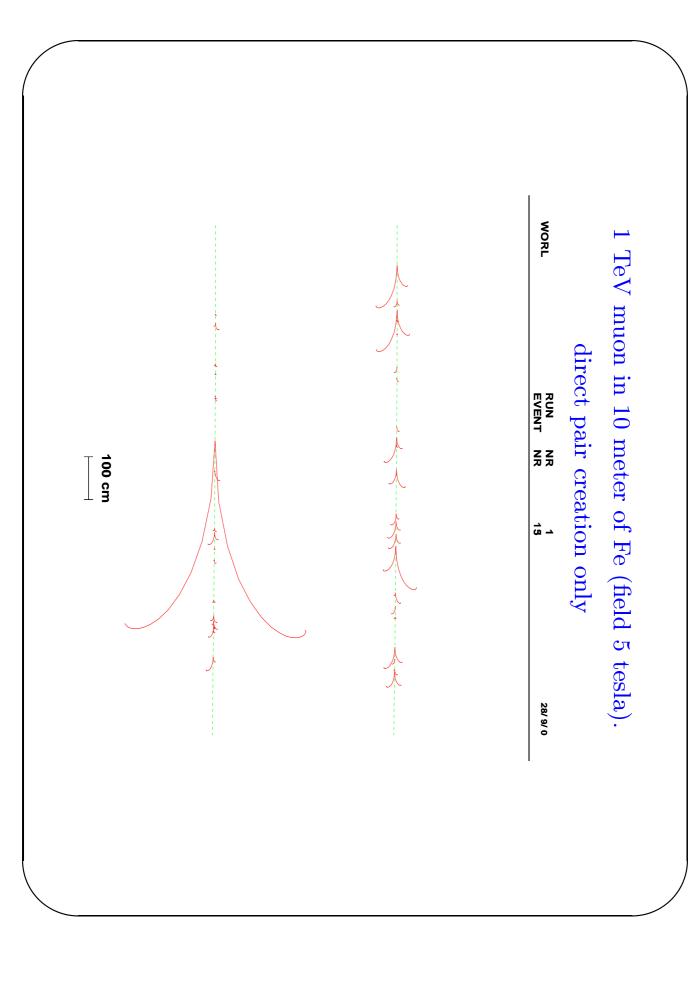
differential cross section

The differential cross section is given by Kokoulin et al. [Koko71]. It includes:

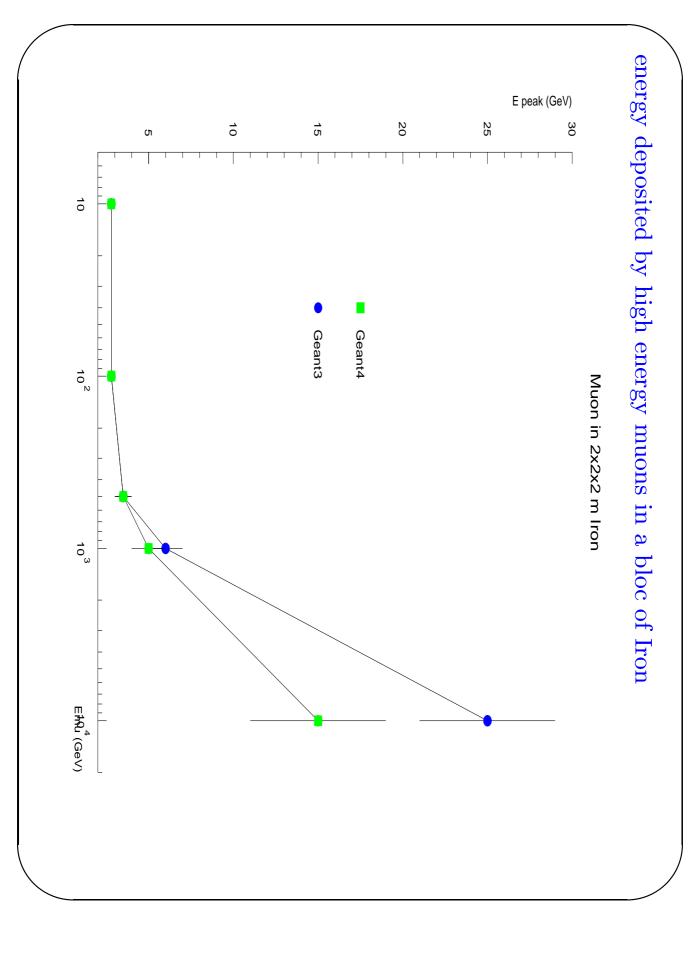
- screening of the field of the nucleus
- correction for finite nuclear size
- contribution from the atomic electrons [Keln97]

:

See [Koko71] for a complete discussion.



Direct (e^+, e^-) pair creation by muon



Energy-Range relation

Mean total pathlength of a charged particle of kinetic energy E:

$$R(E) = \int_{\epsilon=0}^{\epsilon=E} \left[\frac{d\epsilon}{dx} \right]^{-1} d\epsilon$$

In GEANT4 the energy-range relation is extensively used:

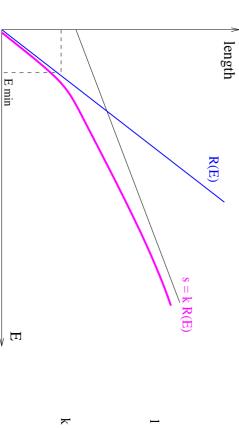
- to control the stepping of charged particles
- to compute the energy loss of charged particles
- to control the production of secondaries (cut in range)

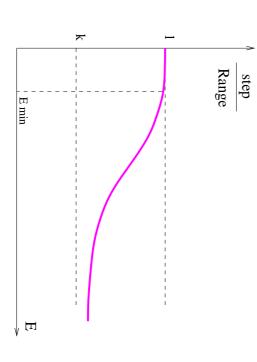
control the stepping of charged particles

The continuous energy loss imposes a limit on the stepsize.

small enough so that the energy difference along the step is a small The cross sections depend of the energy. The step size must be fraction of the particle energy.

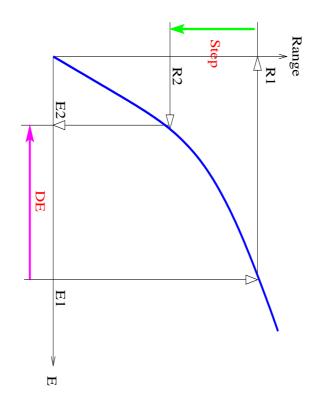
smoothly approaches the stopping range of the particle This constraint must be relaxed when $E \to 0$: the allowed step





compute the mean energy loss of charged particles

from the Range and inverse Range tables The computation of the mean energy loss on a given step is done



This is more accurate than $\Delta E = (dE/dx) * \text{stepLength}$.

slowing down along the step. tables, automatically taking account that the particle velocity is On the same spirit, the time of life of the particle is updated from

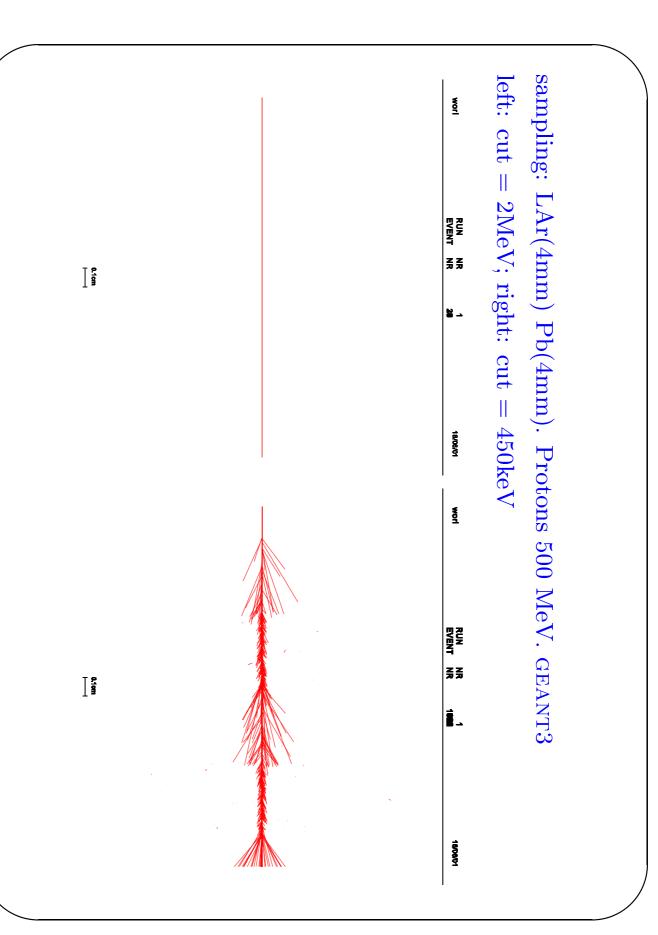
production thresholds (cuts) of secondaries

for charged particles and photons (photon 'range' = abs.length) Production thresholds are expressed in range (instead in energy)

better in general, e.g. sampling calorimeter. No difference in a homogenous material, but GEANT4 choice is

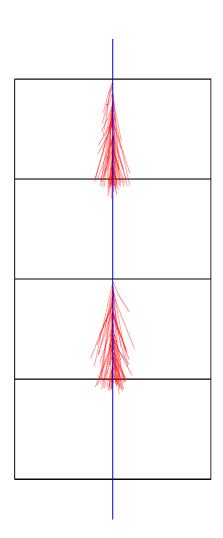
good' physics in the case of high cut or degrades the efficiency cuts in energy $E_{lAr}^{cut} < E_{Pb}^{cut}$ give 'coherent' physics (speed) for small cut value. while using the same energy cut in both material gives 'not so each layer is few mm thick \rightarrow cut/threshold can be 1(0.1) mm, example: Pb + liquidArgon + Pb + liquid Argon

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Cut in range: sampling: LAr(4mm) Pb(4mm). Protons 500 MeV. Geant4 cut: 1.5mm = (450keV, 2MeV)



design details

Ionization and Bremsstrahlung cannot be independent:

$$\left[rac{dE}{dx}
ight]_{tot} = \left[rac{dE}{dx}
ight]_{ioni} + \left[rac{dE}{dx}
ight]_{brem}$$

$$R(E) = \int_{\epsilon=0}^{\epsilon=E} \left[\frac{d\epsilon}{dx} \right]_{tot}^{-1} d\epsilon$$

G4VeEnergyLoss



G4eIonisation

G4eBremsstrahlung

The processes compute the individual contributions.

The base class computes the sum and the range.

The base class is pure virtual: it cannot be directly instantiated.

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