Experimental Particle Physics PHYS6011 Joel Goldstein, RAL

1. Introduction & Accelerators

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Particle Interactions and Detectors (1/2)

Collider Experiments

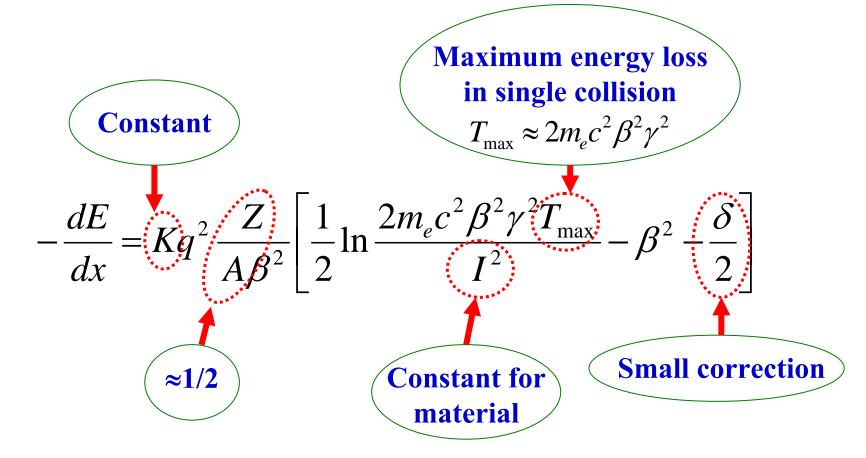
4. Data Analysis

Charged Particle Detectors

- **1. Ionisation losses**
- 2. Ionisation detectors
 - a) Non-electronic
 - **b) Scintillation**
 - c) Wire chambers
 - d) Drift detectors
 - e) Solid state
- 3. Cerenkov and transition radiation detectors

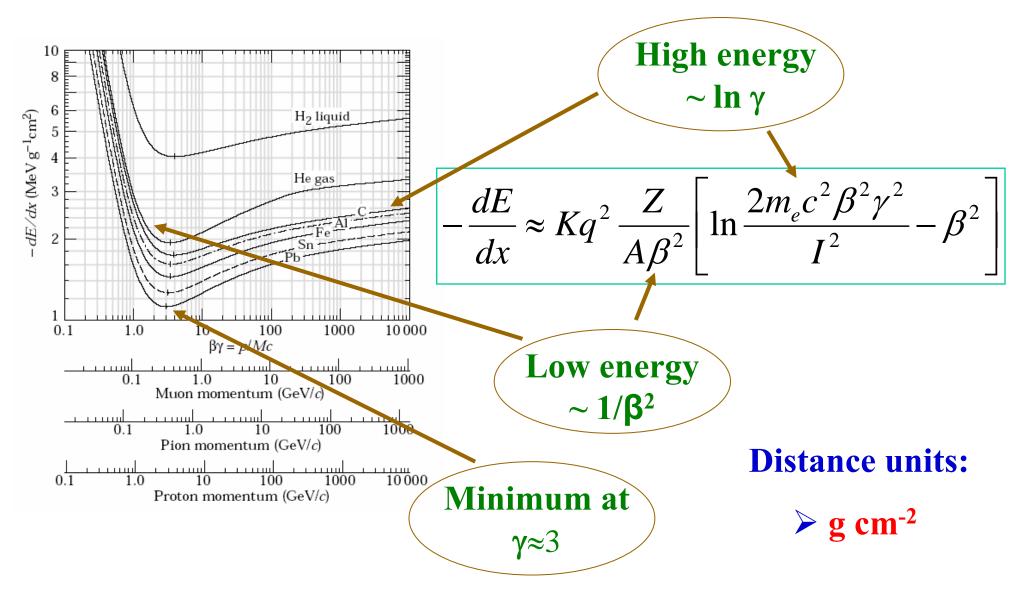
Ionisation and Excitation

- Charged particles interact with electrons in material as they pass
- Can be calculated: The Bethe-Bloch Equation



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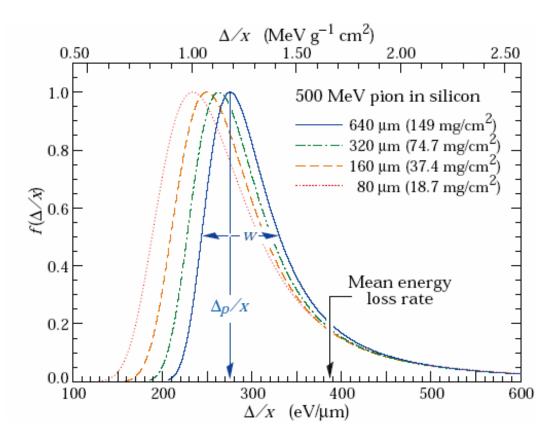
Mean Energy Loss



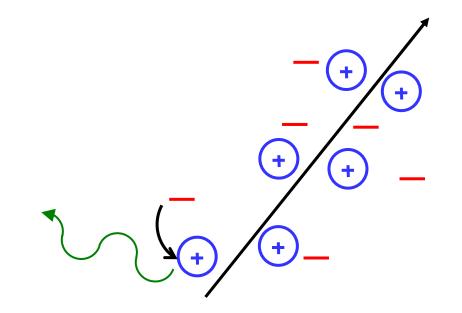
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Fluctuations

- Bethe-Block only give mean, not most probable
- Large high energy tail $-\delta$ rays
- Landau distribution:



Ionisation Detectors



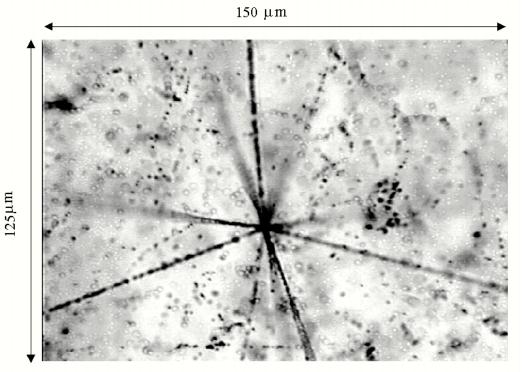
Ionisation used to detect particles in different ways:

- 1. Observe physical or chemical change due to ions
- 2. Detect energy from recombination scintillation
- 3. Collect and measure free charges electronic

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Emulsions

• Expose film to particles and develop



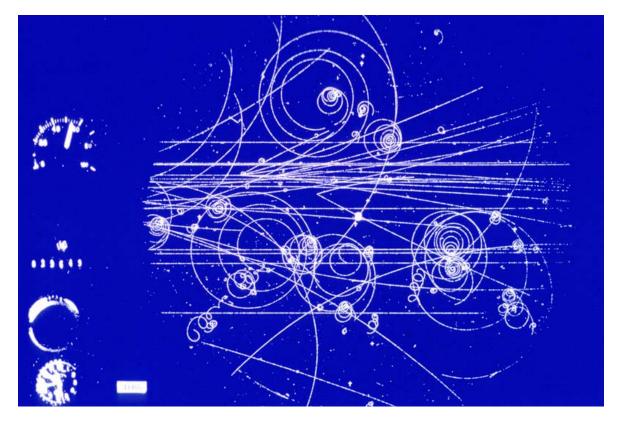
- Natural radioactivity was discovered this way
- Still occasionally used for very high precision, low rate experiments
- Similar technique in etched plastics

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Bubble Chambers

• Ionisation trail nucleates bubbles in superheated liquid

- 1. Liquid H₂ (or similar) close to boiling point
- 2. Suddenly reduce pressure
- 3. Fire beam into chamber
- 4. Take photo

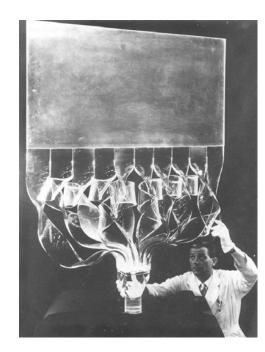


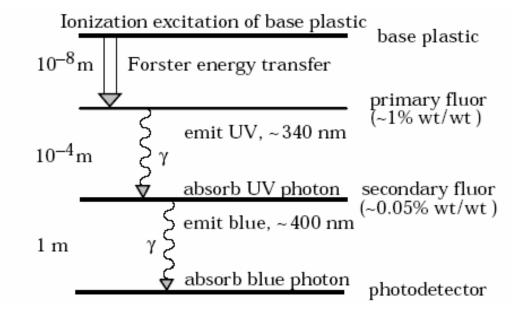
• Cloud chamber similar: ions nucleate condensation in saturated vapour

Scintillation Detectors

Detect photons from electronic recombination of ions

- Organic (plastic)
- Inorganic (crystal or glass)
 - doping normally required



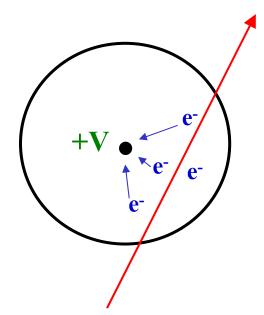


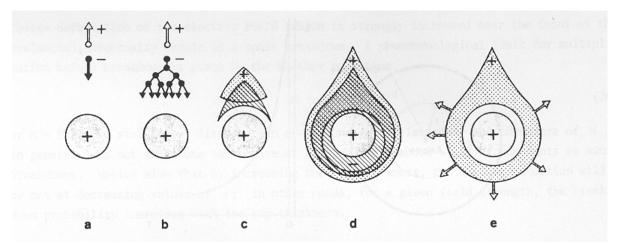
- Not very efficient
 - ~1 photon/100eV
- Light carried to sensitive photodetectors
 - Fast, cheap and flexible

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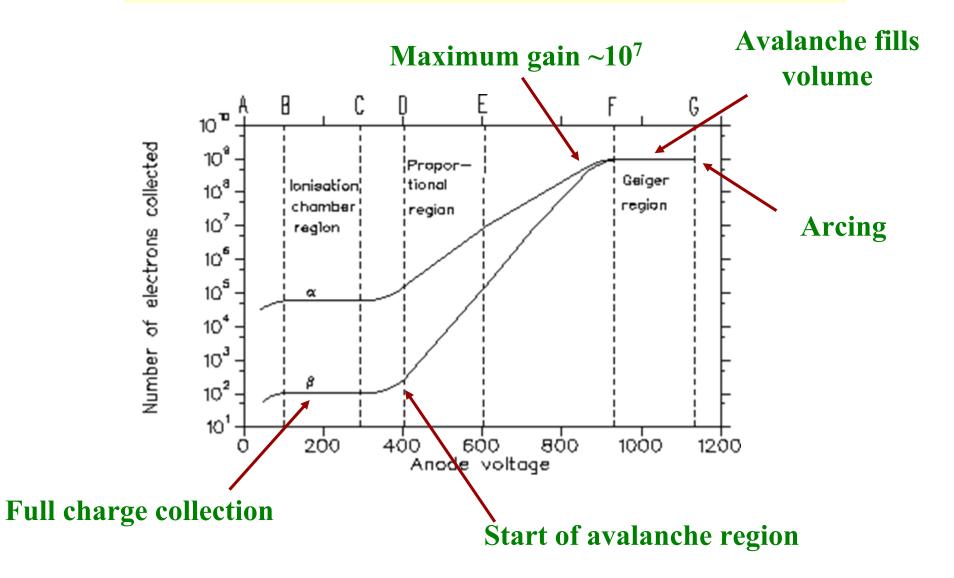
Wire Chambers

- Free electrons will be attracted to anode
- Electric field near thin wire increases
- Secondary ionisation may start to occur
 - avalanche!





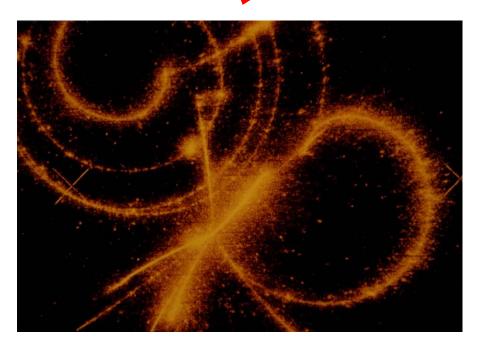
Gas Amplification

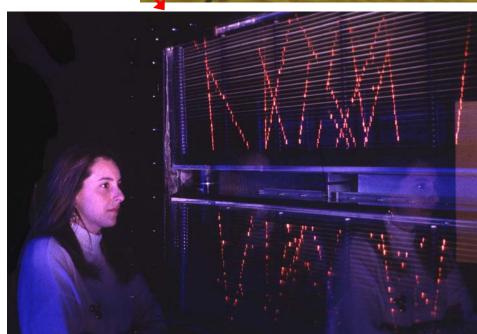


Geiger Region

- Geiger Counter
- Spark Chamber
 - short bias pulse->localise breakdown
- Streamer Chamber
 - Large volume, transparent electrodes



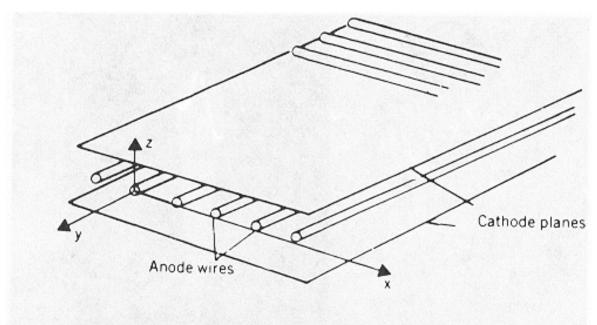




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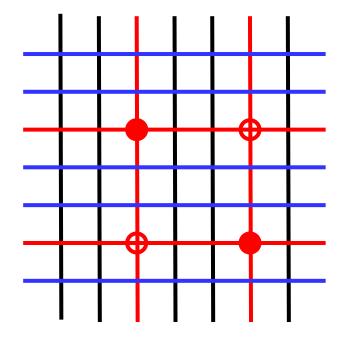
MWPC

- Need better idea for large volume coverage at high rates
 - Multiwire Proportional Chamber
 - Fast
 - Resolution ~pitch/ $\sqrt{12}$
 - x from anode
 - y from ions at segmented cathode plane

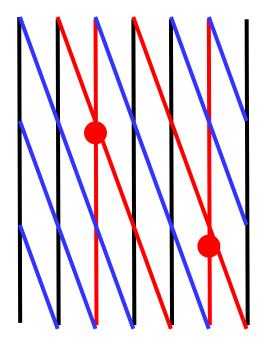


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Stereo Readout



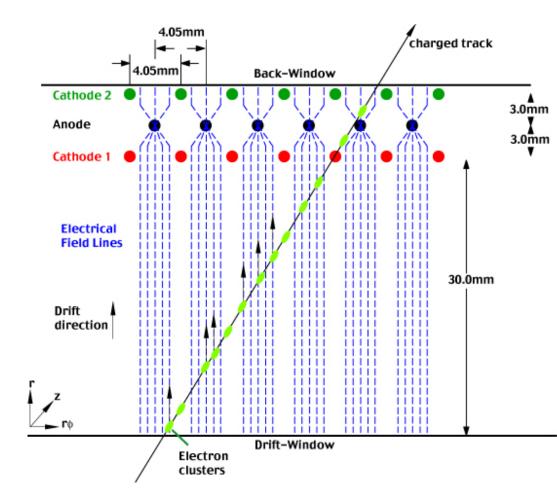
- Good *z* resolution
- Need readout along length
- Ghost hits



- Good pattern recognition
- Readout from ends
- **Poor** *z* **resolution**

Drift Chambers

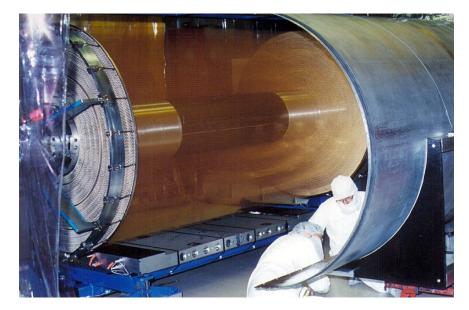
- Electron drift speed depends on electric field and gas
- Time delay of hit gives distance from sense anode
- Extra wires can be used to separate drift and avalanche regions
- Typical values:
 - drift distance ~cm
 - − drift time ~µs
 - precision ~100 μm

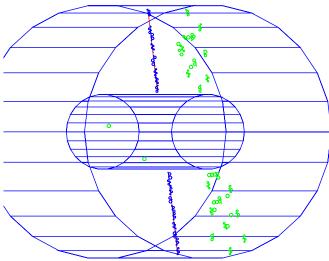


BaBar Drift Chamber

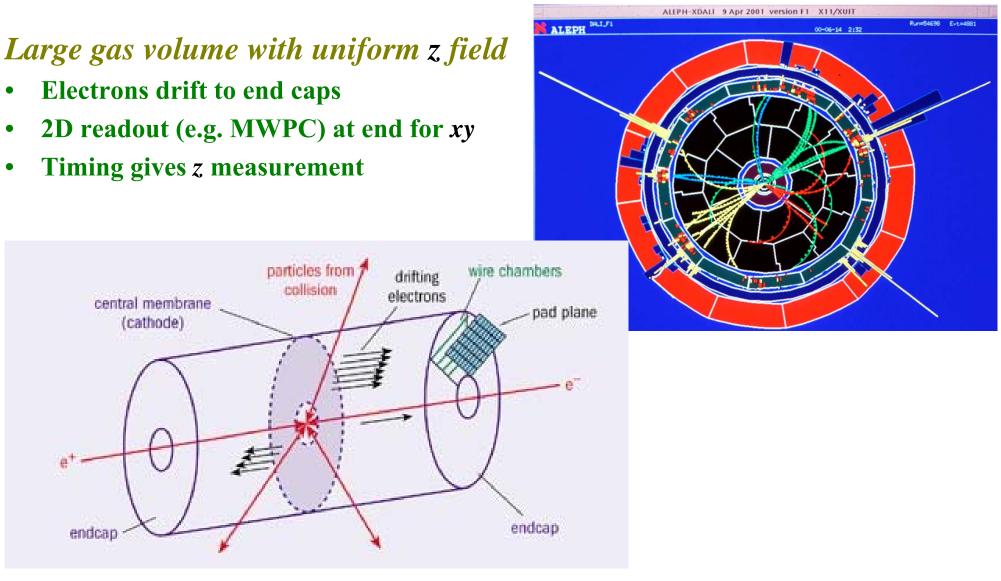
Open Cell Drift Chamber

- 2.8 m long
- Gas volume ~ 5.6 m^3
- 7100 anode wires
- Axial and stereo
- ~50,000 wires in total





Time Projection Chamber



Operating Wire Chambers

- Gas, voltage and geometry must be chosen carefully – precision, amplification, avalanche characteristics...
- External magnetic field influences behaviour
- MWPC:
 - fast, reliable
 - often used for triggering
- Drift/TPC:
 - large volume, reasonably precise
 - high incident fluxes can cause "short circuit"
 - long readout time
- Need other solution for high rates and/or extreme precision

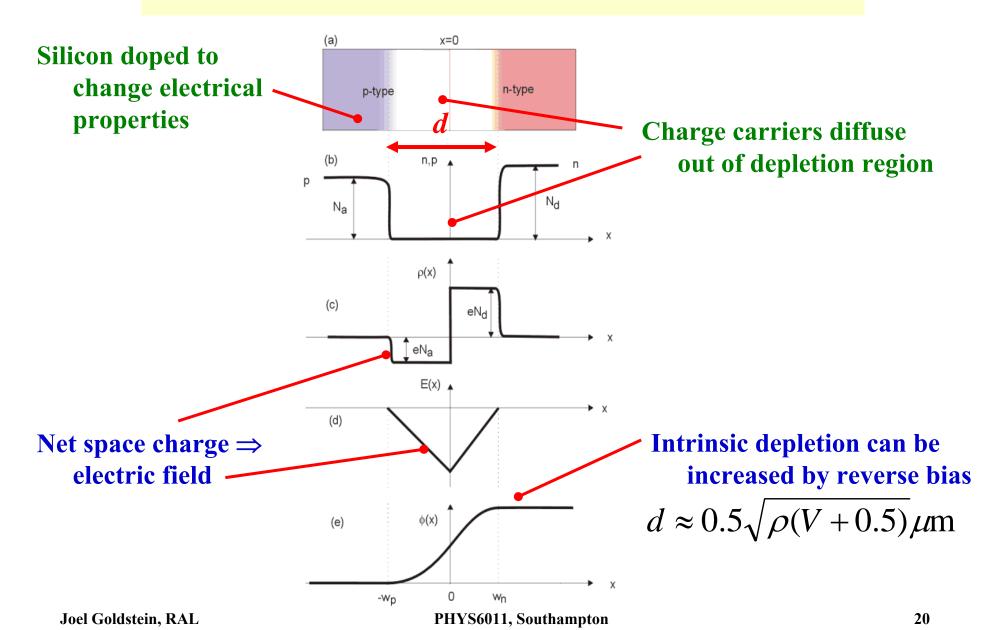
Solid State Detectors

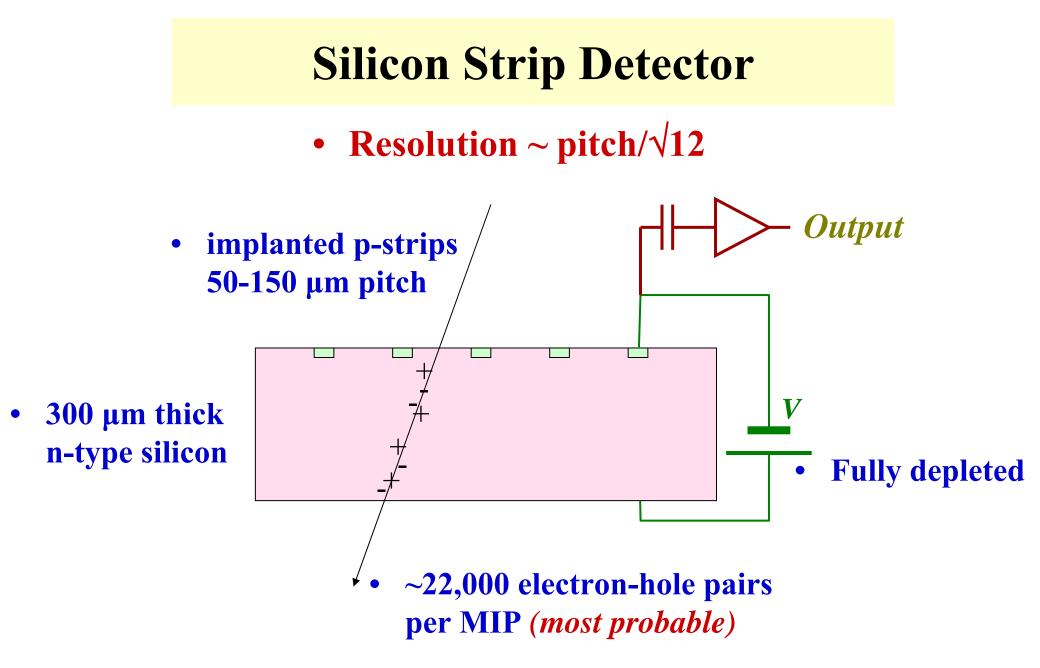
- Detect ionisation charges in solids
 - high density \rightarrow large dE/dx signal
 - mechanically simple
 - can be very precise
- Semiconductors

- Amplifier Charged Particle Diamond
- small energy to create electron-hole pairs
- silicon extremely widely used
 - band gap 1.1 eV
 - massive expertise and capability in electronics industry
- Resistors
 - plastic cheap
 - diamond robust

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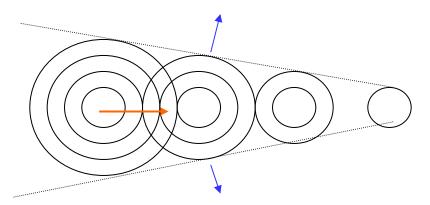
Reminder: p-n Junctions





Cerenkov & Transition Radiation

- Cerenkov Radiation
 - speed of light in medium = c/n
 - charged particles produce light "shock waves" if v>c/n
 - light cone $\cos\theta = c/vn$
 - "eerie blue glow"



- Transition Radiation
 - emitted as particle moves from one medium to another
 - function of γ
 - Energy loss small, but can be detected
 - Very useful for particle ID

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Next Time...

More interactions and detectors