





## Examples $\rightarrow$ LHC (in construction) will collide two protons at 7 TeV each. (1 TeV = 1000 GeV $\rightarrow$ Center of mass energy = 14 TeV $\rightarrow$ 7 TeV proton on fixed target $E_{\rm cm} \approx 118 \,{\rm GeV}$ $\rightarrow$ the rest was used for the CM motion $\rightarrow$ 1 GeV proton on fixed proton target (KOMAC) $E_{\rm cm} = 2.33 \,{\rm GeV}$ → production of $p + K^+ + \Lambda$ requires $m_p + m_{K^+} + m_{\Lambda} = 2.55 \,\text{GeV}$ or 1.58 GeV beam





## **Cross Section - Part 1**

Mechanics, 3rd edition by Keith R. Symon

If N incident particles strike a thin foil containing n scattering centers per unit area, the average number dN of particles scattered through an angle between  $\Theta$  and  $\Theta + d\Theta$  is given in terms of the cross section  $d\sigma$  by the formula

$$\frac{dN}{N} = n \, d\sigma$$

 $d\sigma$  is called the cross section for scattering through an angle between  $\Theta$  and  $\Theta + d\Theta$ , and can be thought of as the effective area surrounding the scattering center which the incident particle must hit in order to be scattered through an angle between  $\Theta$ and  $\Theta + d\Theta$ . For if there is a "target area"  $d\sigma$  around each scattering center, then the total target area in a unit area is  $n d\sigma$ . If N particles strike one unit area, the average number striking the target area is  $Nn d\sigma$ , and this,..., is just dN,...

## Cross Section - Part 2

Dimension of the cross section

$$d\sigma = \frac{dN}{N}\frac{1}{n}$$
$$[d\sigma] = \frac{1}{[n]} = [area$$

In real experiments,

→ target is specified by  $density(\rho)$  and  $thickness(\Delta l)$ 

 $\rightarrow$  beam is specified by *current* (I)

$$n = \rho \cdot \Delta l$$
$$N = \int \frac{I}{e} dt$$

$$d\sigma = \frac{1}{\rho \cdot \Delta l} \frac{dN}{\int \frac{I}{e} dt}$$

→ In general, cross sections are written in *barns*, or b 1 barn =  $10^{-28}$ m<sup>2</sup> =  $10^{-24}$ cm<sup>2</sup>, 1 fm<sup>2</sup> = 10 mb

- → Actually, 1 barn is *very* big cross section, usually use smaller units such as  $\mu$ b, nb, pb.
- $\rightarrow$  In the previous expression,

$$(\rho \cdot \Delta l) \cdot \frac{I}{e}$$

is called *luminosity*,  $\mathcal{L}$  with units cm<sup>-2</sup>·sec<sup>-1</sup>.

 $\rightarrow \mathcal{L} \cdot d\sigma$  gives dN per second (reaction rate, event rate)





## Luminosity for Colliders

- → Two bunches each containing  $N_1$  and  $N_2$  particles colliding f times per second
- → Each bunch has Gaussian distribution in transverse direction with  $\sigma_x$  and  $\sigma_y$
- $\rightarrow$  Head-on collision along z direction

$$\mathcal{L} = f \cdot \frac{N_1 \cdot N_2}{4\pi\sigma_x\sigma_y}$$