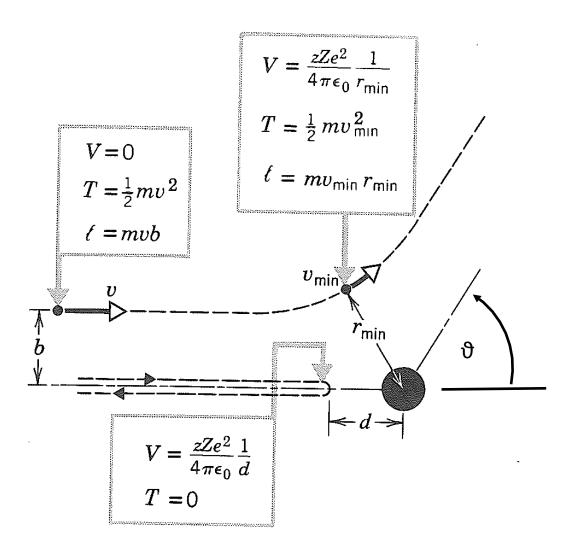
Rutherford Scattering for pedestrians

See Krane, pp 396-399

Rutherford Scattering



Characteristic:

Impact parameter **b** kinetic energy of projectile scattering angle **ð**

Use:

Conservation of

- Energy
- Angular Momentum
- Momentum

Some relations

Distance of closest approach in head-on collision:

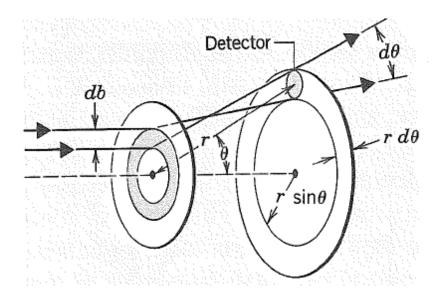
$$\frac{1}{2}mv_0^2 = \frac{1}{4\pi\varepsilon_0} \frac{zZe^2}{d}$$

Energy balance anywhere:

$$\frac{1}{2}mv_0^2 = \frac{1}{2}mv^2 + \frac{1}{4\pi\varepsilon_0} \frac{zZe^2}{r}$$

Particle flux

Incident particles with impact parameter between **b** and **b+db** go into a cone shell with opening angles between **ð** and **ð+dð**



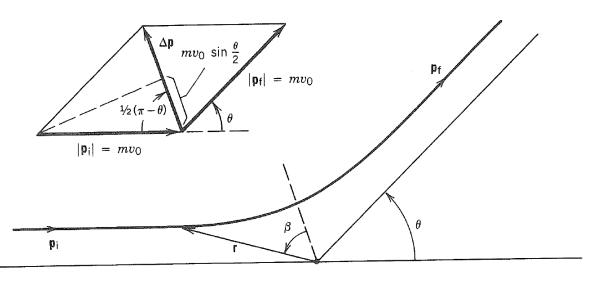
The fraction of particles going through this ring is

$$\Delta f = nx \cdot (2\pi b \Delta b)$$

(Δ used instead of d for clarity only!)

Momentum balance

Momentum only changes direction, not magnitude (elastic scattering!)



The change in momentum is then easily found from the geometry:

$$|\Delta p| = 2mv_0 \sin \frac{\vartheta}{2}$$

Newton's 2nd Law:

Use Coulomb Force to get change in Momentum:

$$\Delta p = \int dp = \int F dt = \frac{zZe^2}{4\pi\varepsilon_0} \int \frac{dt}{r^2} \cos\beta(t)$$

The angle β is defined on the picture and changes with time. It gives the tangential direction to the target at all times.

$$\vec{v} = \frac{d\vec{r}}{dt}\hat{r} + r\frac{d\vec{\beta}}{dt}\hat{\beta}$$

velocity = radial velocity + tangential velocity

Angular Momentum

Only tangential velocity contributes!

$$\left| \vec{L} \right| = \left| \vec{r} \times m\vec{v} \right| = mr^2 \frac{d\beta}{dt}$$

But at great distances we have

$$\left| \vec{L} \right| = m v_0 b$$

So we can relate b and β :

$$mv_0b = mr^2 \frac{d\beta}{dt}$$
 or $\frac{dt}{r^2} = \frac{d\beta}{v_0b}$

Integrate

Now we can solve the integral:

$$\Delta p = \int dp = \int F \, dt = \frac{zZe^2}{4\pi\varepsilon_0} \int \frac{dt}{r^2} \cos\beta(t) = \frac{zZe^2}{4\pi\varepsilon_0} \int \frac{d\beta}{v_0 b} \cos\beta$$

$$= \frac{zZe^2}{4\pi\varepsilon_0 v_0 b} \int_{-(\frac{\pi}{2} - \frac{\vartheta}{2})}^{+(\frac{\pi}{2} - \frac{\vartheta}{2})} \cos\beta \, d\beta = \frac{zZe^2}{2\pi\varepsilon_0 v_0 b} \cos\frac{\vartheta}{2}$$

$$\Rightarrow \Delta p = \frac{zZe^2}{2\pi\varepsilon_0 v_0 b} \cos\frac{\vartheta}{2}$$

Combine:

$$\Delta p = \frac{zZe^2}{2\pi\varepsilon_0 v_0 b} \cos\frac{\vartheta}{2} \qquad \Delta p = 2mv_0 \sin\frac{\vartheta}{2} \qquad \frac{1}{2}mv_0^2 = \frac{1}{4\pi\varepsilon_0} \frac{zZe^2}{d}$$

$$\frac{zZe^2}{2\pi\varepsilon_0 v_0 b}\cos\frac{\vartheta}{2} = 2mv_0 \sin\frac{\vartheta}{2} = \frac{1}{\pi\varepsilon_0} \frac{zZe^2}{dv_0} \sin\frac{\vartheta}{2}$$

$$\Leftrightarrow \frac{1}{2b}\cos\frac{\vartheta}{2} = \frac{1}{d}\sin\frac{\vartheta}{2}$$

$$\Leftrightarrow b = \frac{d}{2}\cot\frac{\vartheta}{2}$$

This is the relation between scattering angle and impact parameter we were after!

Bring it together:

$$df = nx \cdot (2\pi b db)$$

$$b = \frac{d}{2}\cot\frac{\vartheta}{2} \Rightarrow db = -\frac{d}{4}\csc^2\frac{\vartheta}{2}d\vartheta$$

This gives the fraction of the outgoing particle flux on the ring between b and b+db as

$$df = nx \cdot (2\pi bdb) = nx\pi \frac{d^2}{4} \cot \frac{\vartheta}{2} \csc^2 \frac{\vartheta}{2} d\vartheta$$

We can turn this into a cross section:

Cross Section=Flux_{out}/(Flux_{in} x N_{target})

Cross Section

Flux in: I_a Flux out: $I_a df$ $N_{target} = nx$

$$\frac{I_a df}{d\Omega} \frac{1}{I_a nx} = \frac{I_a nx\pi}{I_a nx\pi \sin \frac{\vartheta}{2} \cos \frac{\vartheta}{2} d\vartheta} \frac{d^2}{4 \sin^3 \frac{\vartheta}{2}} d\vartheta$$

$$\frac{d\sigma}{d\Omega} = \frac{d^2}{4} \frac{1}{\sin^4 \frac{\vartheta}{2}} = \left(\frac{zZe^2}{4\pi\varepsilon_0}\right)^2 \left(\frac{1}{4E^2}\right) \frac{1}{\sin^4 \frac{\vartheta}{2}}$$