

A Practical Introduction to Particle Physics

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Students Orientation Session

January 07, 2026

With figures from William R. Leo, *Techniques for Nuclear and Particle Physics Experiments*



We need to know the interactions because it is critical to our understanding of our detectors

- How is the signal I am looking for going to look like?
- Considering the material I am using, what kind of background am I expecting?
- How can I shield the detector?

What are the “particles” and the “matter



“Matter” can be anything

- Molecules
- Crystals
- Atoms
- A large sphere of liquified noble 2km underground...

A non-exhaustive list of particles

- Photons
- Electrons/positrons
- Nuclei (Proton, α , recoil nuclei...)
- Ions
- Muons
- Neutrinos
- WIMPs
- ...

Natural radioactivity: broad source of particles

- Electromagnetic: X-rays and γ -rays
- Corpuscular: Electrons/Positrons, α -particles, neutrons, protons, fission fragments, muons, neutrinos...

Table 1.1. Characteristics of nuclear radiations

Type	Origin	Process	Charge	Mass [MeV]	Spectrum (energy)
α -particles	Nucleus	Nuclear decay or reaction	+ 2	3727.33	Discrete [MeV]
β^- -rays	Nucleus	Nuclear decay	- 1	0.511	Continuous [keV - MeV]
β^+ -rays (positrons)	Nuclear	Nuclear decay	+ 1	0.511	Continuous [keV - MeV]
γ -rays	Nucleus	Nuclear deexcitation	0	0	Discrete [keV - MeV]
x-rays	Electron cloud	Atomic deexcitation	0	0	Discrete [eV - keV]
Internal conversion electrons	Electron cloud	Nuclear deexcitation	- 1	0.511	Discrete [high keV]
Auger electrons	Electron cloud	Atomic deexcitation	- 1	0.511	Discrete [eV - keV]
Neutrons	Nucleus	Nuclear reaction	0	939.57	Continuous or discrete [keV - MeV]
Fission fragments	Nucleus	Fission	≈ 20	80 - 160	Continuous 30 - 150 MeV

Chart of Nucleides

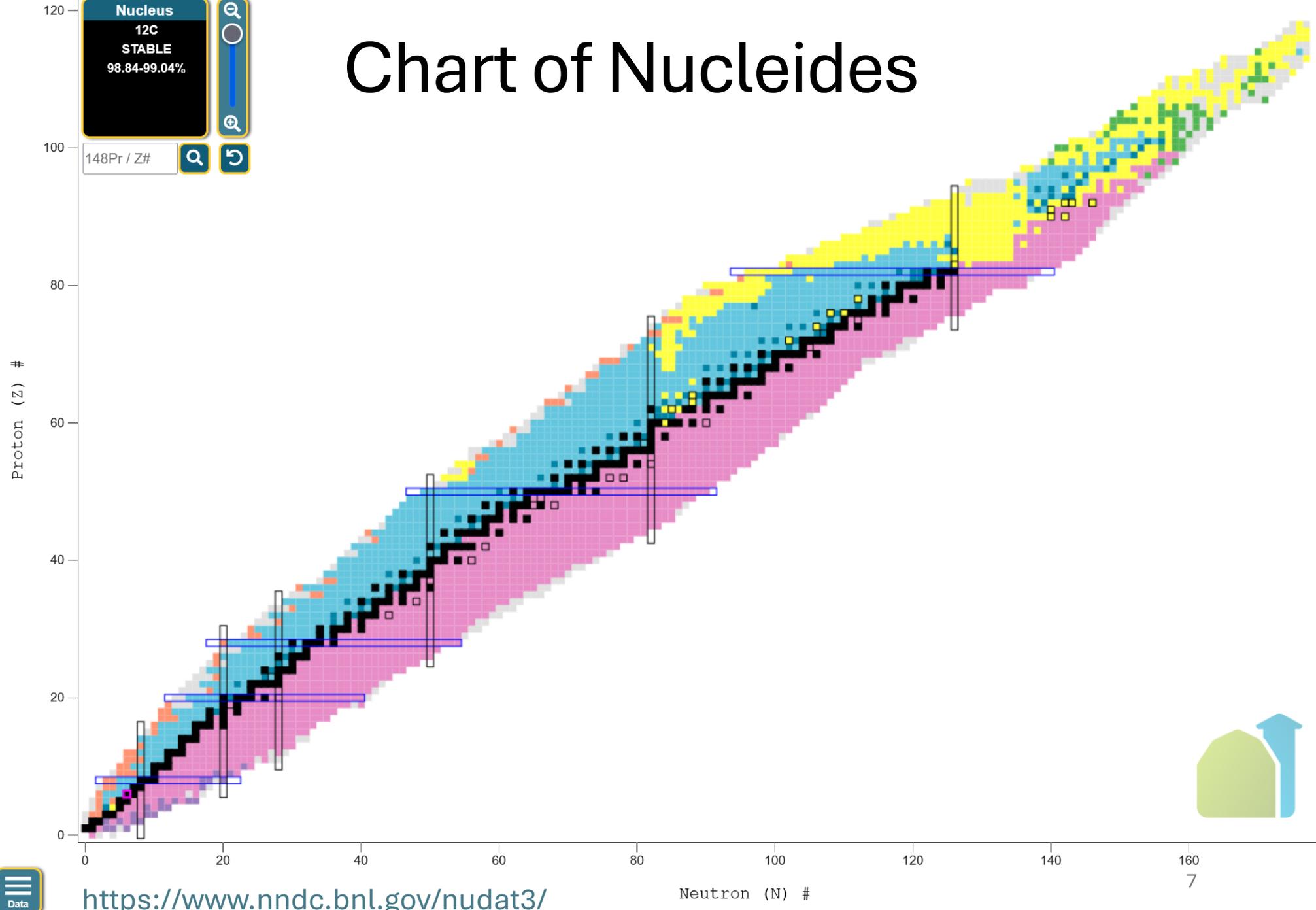
Nucleus
¹²C
STABLE
98.84-99.04%

148Pr / Z#

Decay Mode

Stable	A
EC+B+	P
EC	N
B-	SF
Unknown	

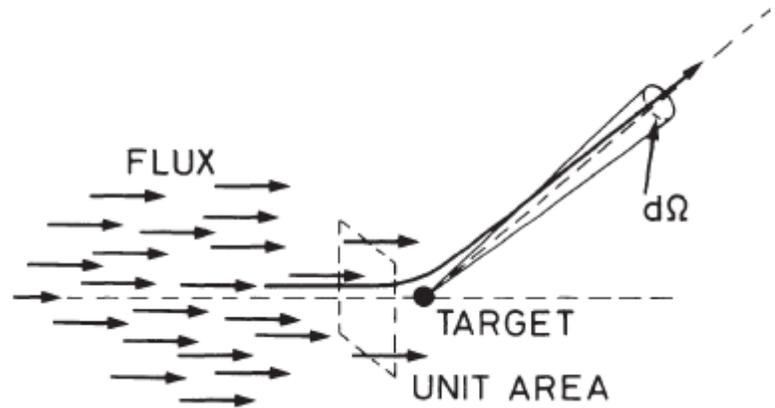
EC: electron capture
A: α -emission
B: β -emission
N: Neutron
P: Proton
SF: Spontaneous Fission



<https://www.nndc.bnl.gov/nudat3/>



Cross section



Large beam, homogeneous on target,
with flux F : number of incident particle
per unit of area, per unit of time

Probability for scattering in a solid angle $d\Omega$:

$$\frac{d\sigma}{d\Omega}(E, \Omega) = \frac{1}{F} \frac{dN_s}{d\Omega} \quad \Rightarrow d\sigma \text{ has dimension of area, referred as Cross section}$$

Total cross section:

$$\sigma(E) = \int d\Omega \frac{d\sigma}{d\Omega}$$

For a real material (many scattering centers):

$$N_s(\Omega) = F A N \delta x \frac{d\sigma}{d\Omega}$$

Target area

Thickness

Density centers

For all angles: $N_{\text{tot}} = F A N \delta x \sigma$

If single particle on large target of thickness δx : $P_{\text{int}} = N\sigma\delta x$

Probability not having an interaction after a distance x : $P(x)$

$w dx$: probability of having an interaction between x and $x+dx$

So Probability of not having an interaction between x and $x+dx$ is:

$$P(x + dx) = P(x)(1 - w dx)$$

$$P(x) + \frac{dP}{dx} dx = P - P w dx$$

$$dP = -w P dx$$

Probability of not having had any interaction after distance x :

$$P(x) = e^{-wx} \quad (\text{with } P(0)=1)$$

Mean distance λ traveled by the particle without suffering a collision is the *Mean Free Path*

Proba interaction in distance x : $P_{int}(x) = 1 - e^{-wx}$

$$\lambda = \frac{\int xP(x)dx}{\int P(x)dx} = \frac{1}{w}$$

If we consider a thin target δx , $P_{int} \approx \frac{\delta x}{\lambda} \rightarrow \lambda = \frac{1}{N\sigma}$

Charged particles through material (not e⁻)

Loss of energy

Change of trajectory



Mainly due to :

- Inelastic collisions with atomic e⁻
- Elastic scattering from nuclei

Also :

- Cherenkov radiation
- Nuclear reactions
- Bremsstrahlung

Inelastic collisions responsible for most of the energy losses

Energy transferred from particles to atom → excitation or ionization

Small transfer for each collision, but number of collisions large

Elastic collisions are less frequent

Large mass of the nucleus usually means that little energy is transferred

Stopping power or dE/dx

Large number of collision

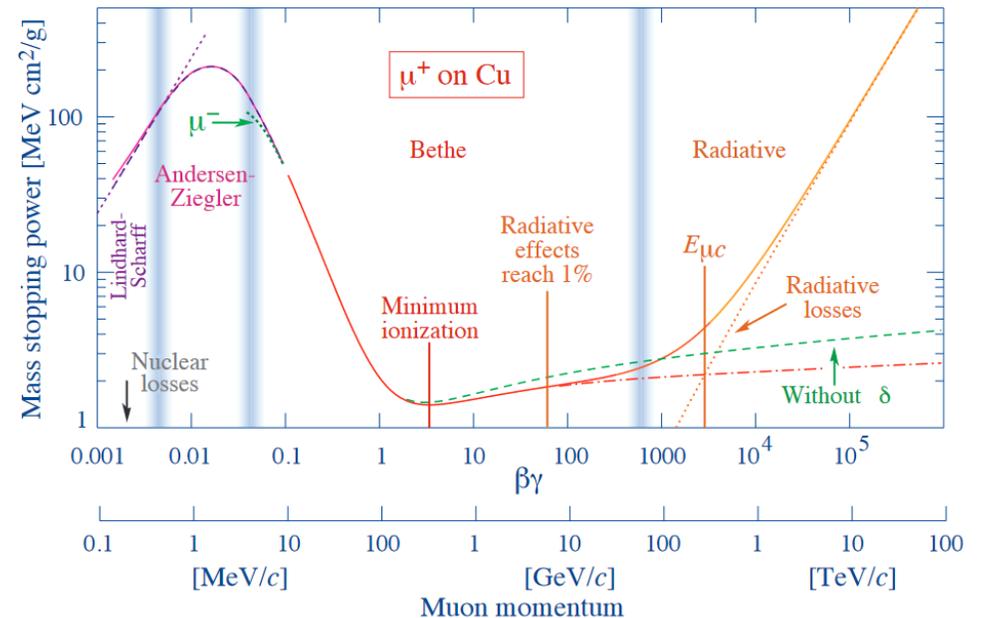
→ fluctuation in the energy losses are small

→ Easier to work with the average energy loss per unit path length

4

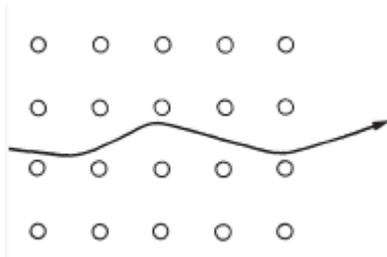
34. Passage of Particles Through Matter

Bethe-Bloch Formula:



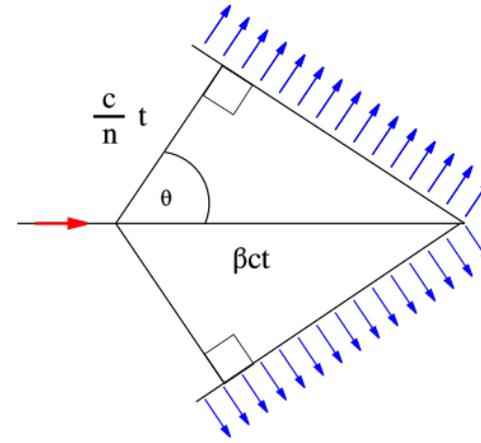
Remarks on the Bethe-Bloch formula

- If $\frac{dE}{dx}$ is expressed in units of mass thickness, it varies little over a wide range of materials.
- For slow moving particles, $\frac{v}{c} < 0.05$ many of the assumptions in the formulas are not valid anymore.
- In crystals, “channeling” may occur and the energy loss will be lower

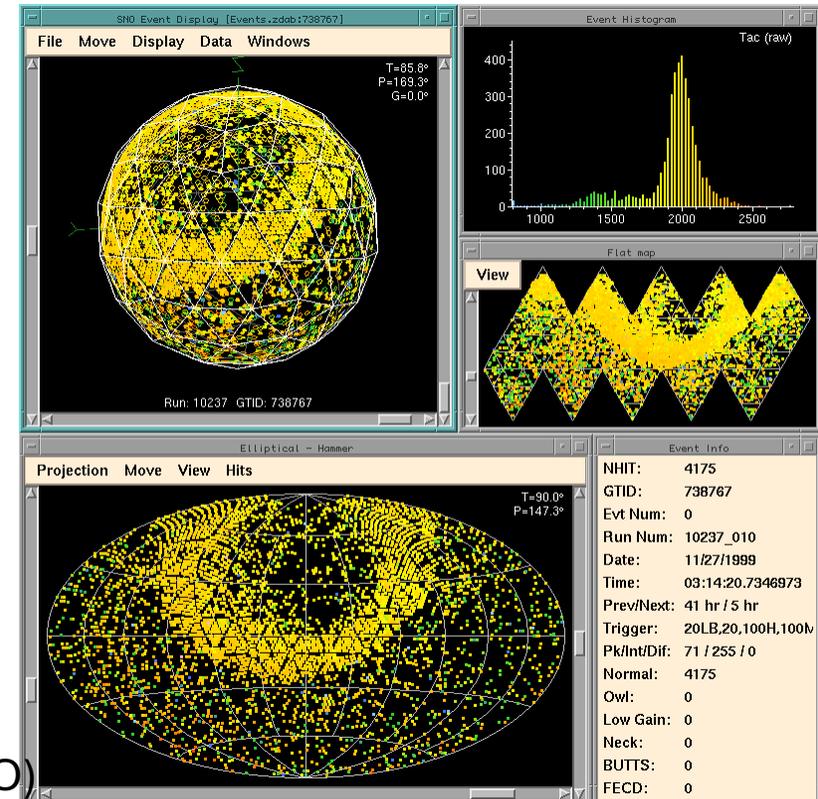


Cherenkov Radiation

- “Sonic Boom” of light
- Particle must be traveling faster than the speed of light in the medium
- Light is emitted only at angle θ



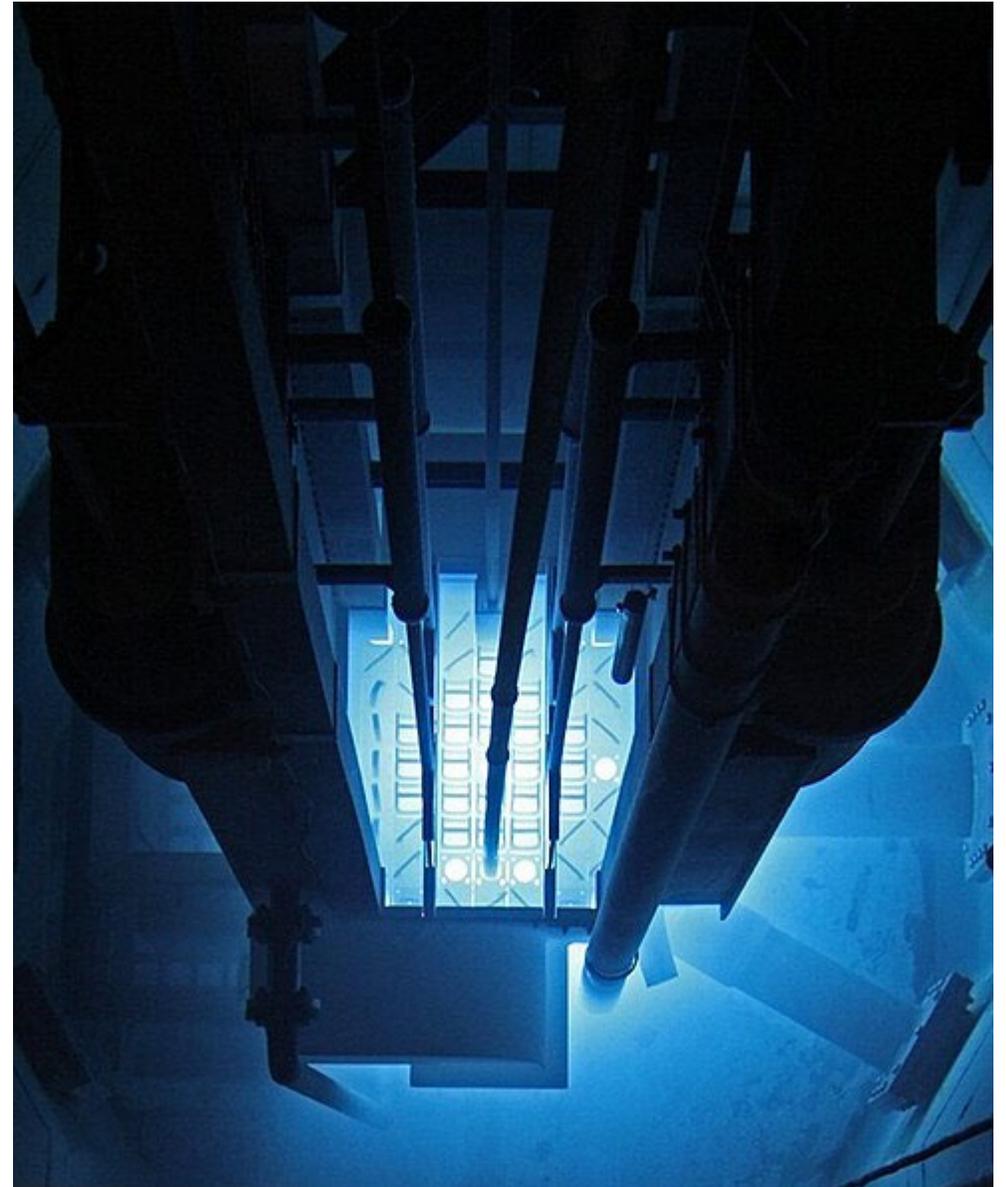
$$\frac{c}{n} \leq v_p < c$$
$$\beta = \frac{v_p}{c}$$
$$\rightarrow \cos \theta = \frac{1}{n\beta}$$



An upward going contained event (SNO)

Cherenkov Radiation

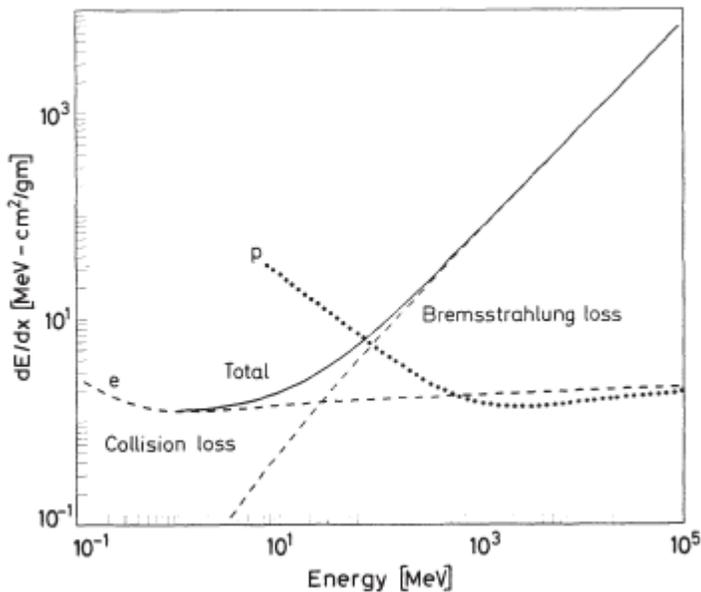
- “Sonic Boom” of light
- Particle must be traveling faster than the speed of light in the medium
- Light is emitted only at angle θ_c
- Extremely weak source of light



Electrons and Positrons

Collisional Energy losses through matter

Due to small mass, Bremsstrahlung is not negligible and can become dominant at high energies



$$\left(\frac{dE}{dx}\right)_{tot} = \left(\frac{dE}{dx}\right)_{brem} + \left(\frac{dE}{dx}\right)_{coll}$$

Modified Bethe-Block formula

Radiation length: distance at which e- energy is divided by 2

Table 2.3. Radiation lengths for various absorbers

Material	[gm/cm ²]	[cm]
Air	36.20	30050
H ₂ O	36.08	36.1
NaI	9.49	2.59
Polystyrene	43.80	42.9
Pb	6.37	0.56
Cu	12.86	1.43
Al	24.01	8.9
Fe	13.84	1.76
BGO	7.98	1.12
BaF ₂	9.91	2.05
Scint.	43.8	42.4

Photons (X-rays and Y-rays)

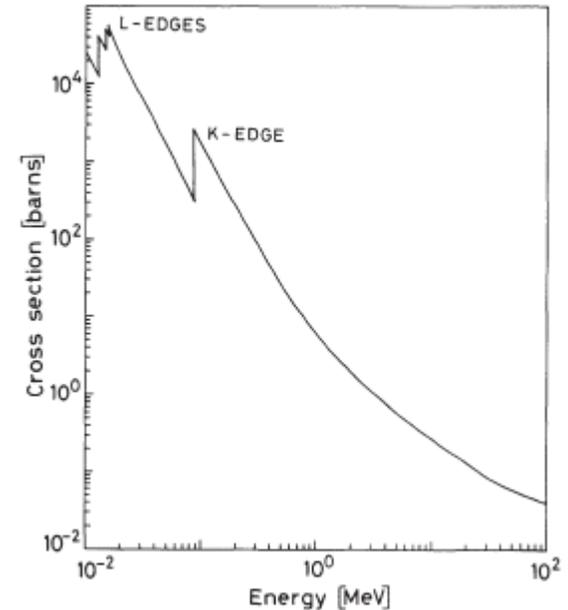
Main interactions:

- Photoelectric effect
- Compton scattering
- Pair production

A beam of photon is not degraded by passing through matter, but attenuated in intensity $I(x) = I_0 \exp(-\mu x)$ with μ the absorption coefficient

Photoelectric Effect

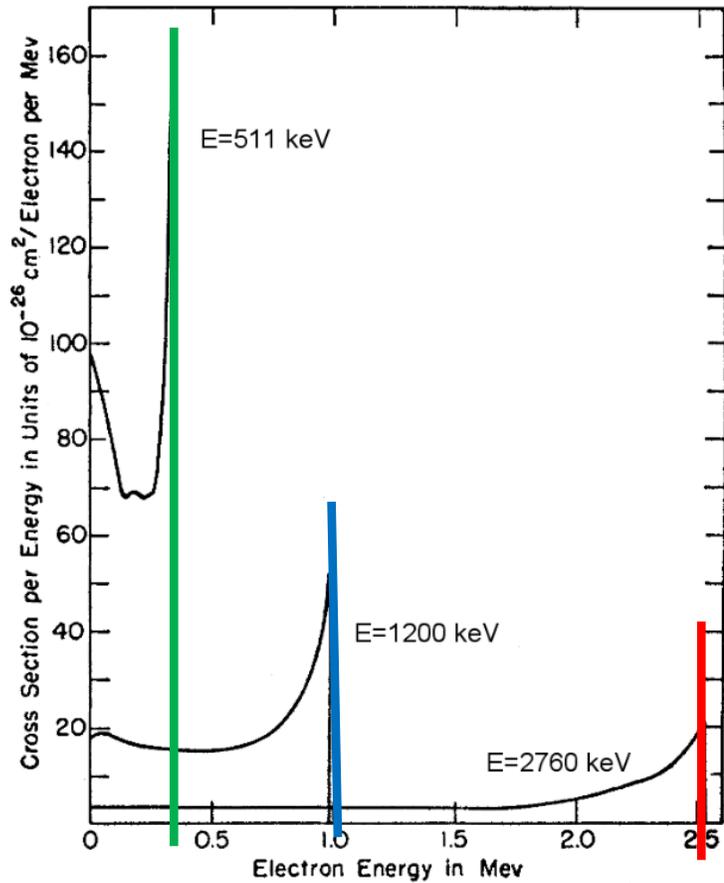
- Photon is absorbed by atom, electron is released
- Electron has energy equal to photon energy – atomic binding energy



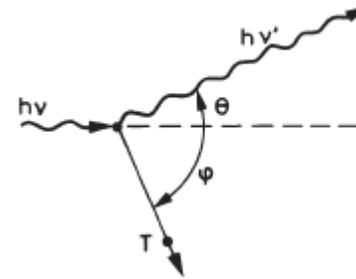
Calculated photoelectric cross section for lead

Compton Scattering

Photon bounces off an electron like billiard balls



Electron Energy

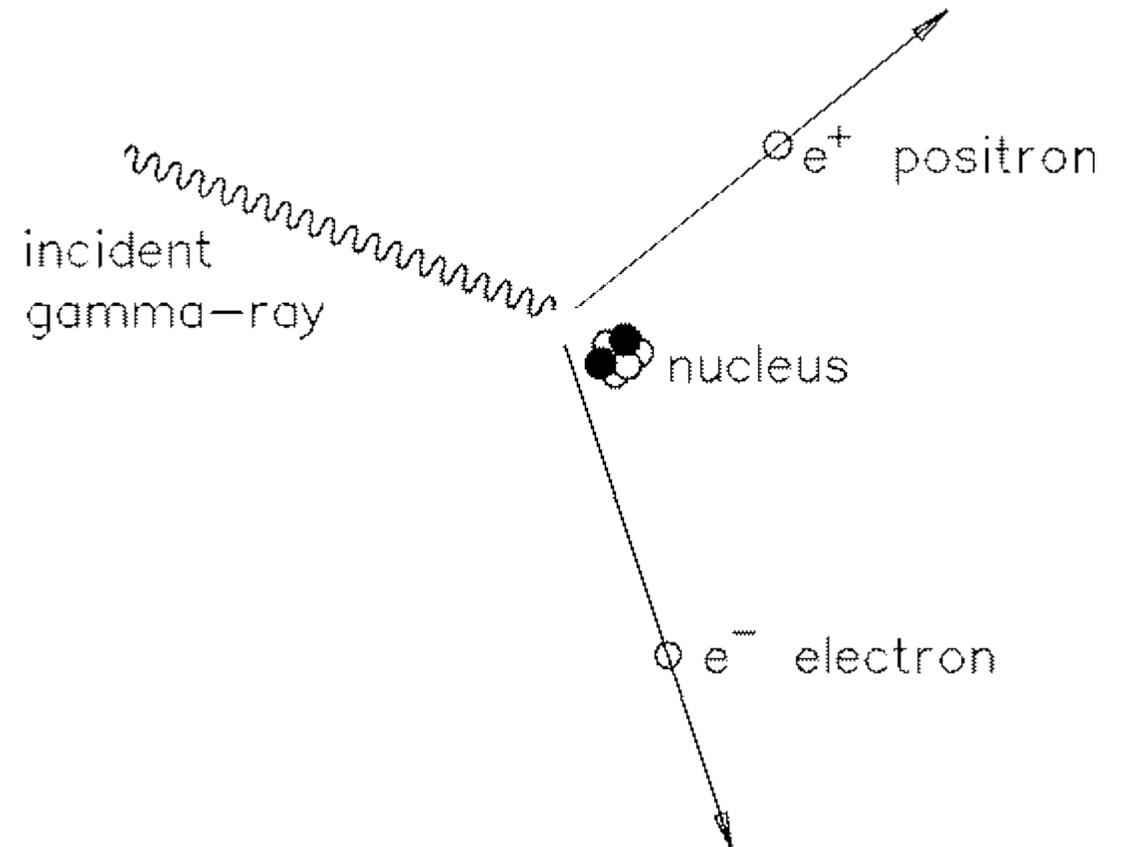


Exit direction of photon determines energy of photon and electron.

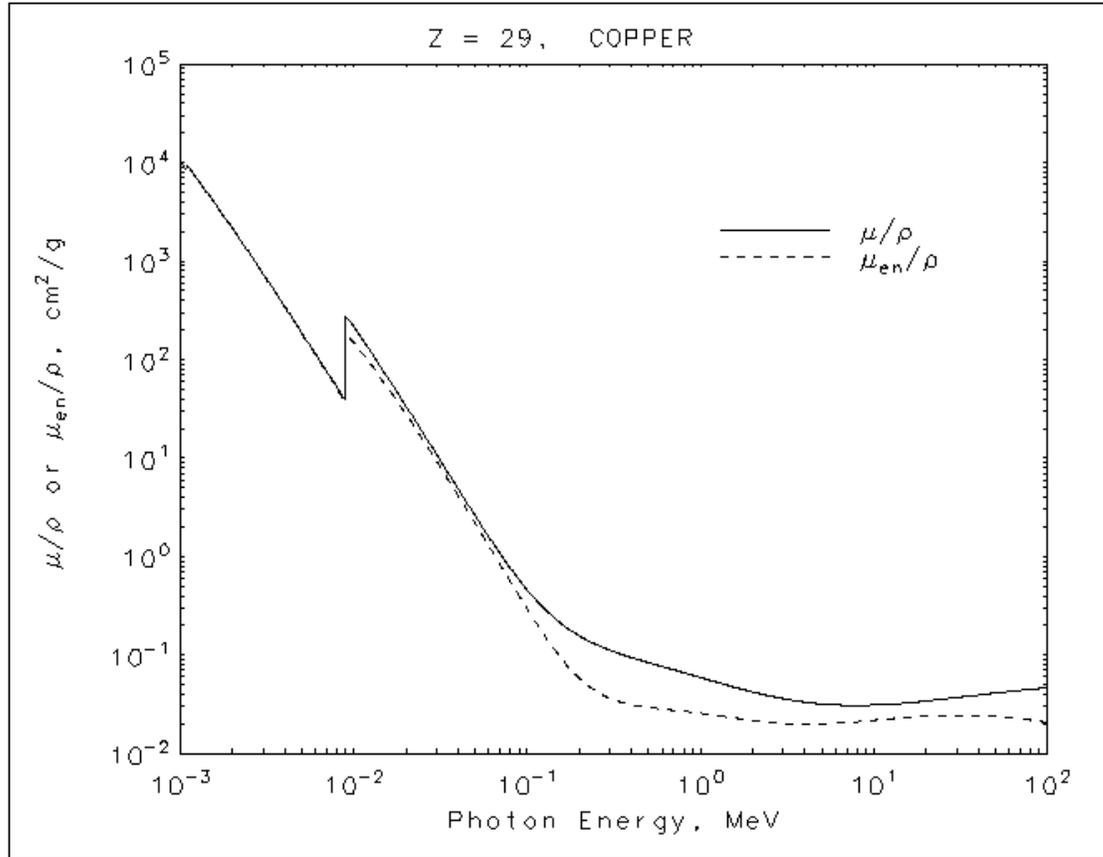
Pair Production

- Incident photon converts into an electron-positron pair
- Only possible in the presence of matter to conserve momentum
- Only possible if gamma ray energy is $> 1 \text{ MeV}$

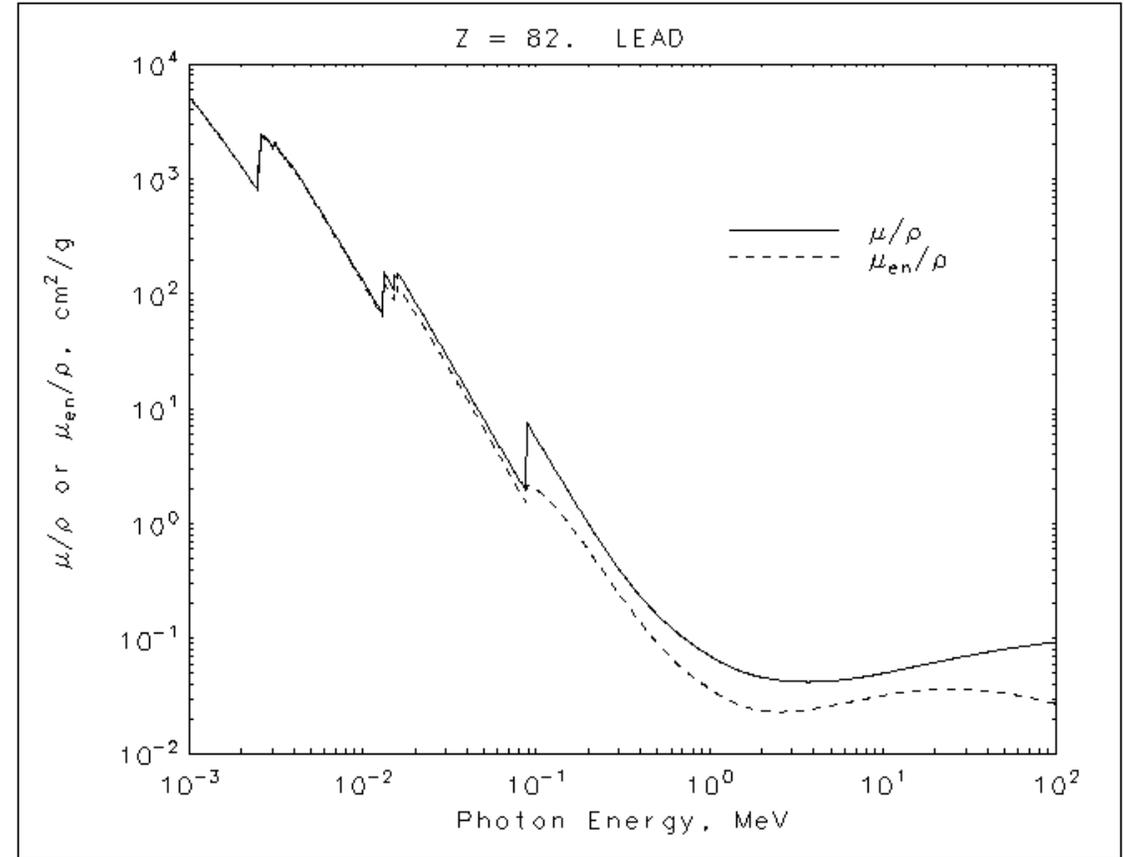
- Positron will quickly annihilate with an electron, producing 2 gamma rays with 511 keV each



Photon Attenuation

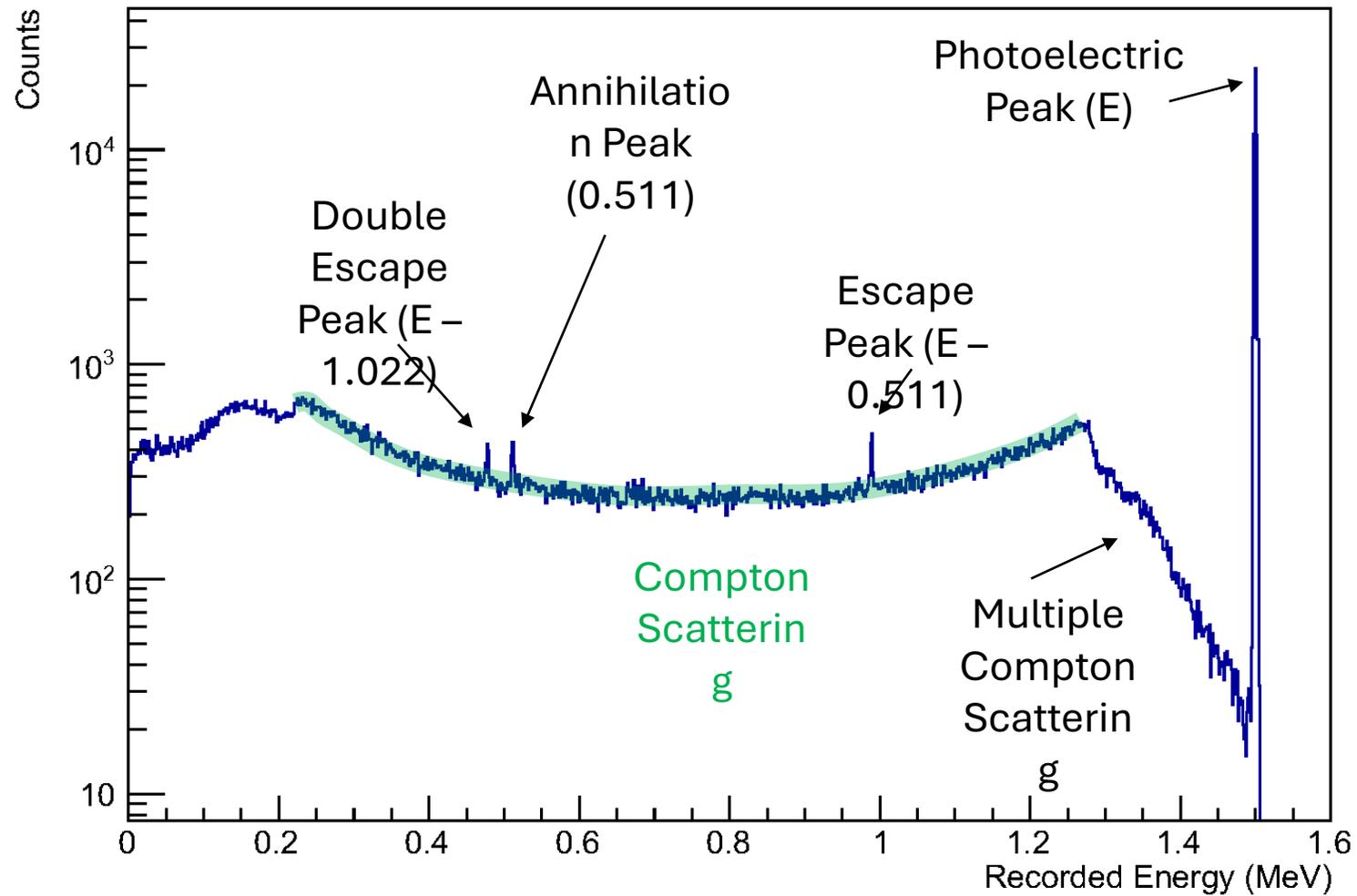


At 1 MeV, gamma rays are attenuated by $1/e$ at 1.9 cm in copper.



At 1 MeV, gamma rays are attenuated by $1/e$ at 1.2 cm in lead.

Simulation of 1.5 MeV Gamma Rays



Line widths are usually set by the resolution of the detector.
Germanium detectors have resolutions of 1 to 3 keV.

Muons (and anti-muon)

- Same charge as electron, 206 times more massive
- Unstable: half-life $\sim 1.5\mu\text{s}$
- Deeply penetrating (hence the depth of SNOLAB)
- Created in accelerator or when high energy particles interact with atmosphere (“shower”)
- Nuclear reactions will create radioactive elements and neutrons

Neutrons

No charge!

Energy transfer through atomic collisions

→ Max energy transfer to with light nuclei

→ Best shielding with H-rich material

Decays or get absorbed, producing γ -rays

Common Interactions at SNOLAB

- Cosmic Ray muons
 - Produced in the atmosphere by cosmic rays (extremely energetic protons)
 - Travel through the detectors
 - Deposit tons of energy
 - Can break up nuclei (spallation) which releases neutrons, and can activate other materials
- Alpha Decays
 - Nuclear decay that releases a helium-4 nucleus
 - Very energetic
 - Very short-ranged (mm in material)
- Beta Decays
 - Nuclear decay that releases an electron or positron (and neutrino)
 - Range of around 10 mm
- Gamma Decays
 - De-excitation of a nucleus after another decay
 - Highly penetrating
- Neutrons
 - Very rarely released
 - fission decays
 - spallation
 - alpha particle interactions
 - Highly penetrating
 - Detected as either nuclear recoil or capture on another nucleus

Periodic table of elements

Group ▶ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Period ▼

Nonmetals

Metals

Noble gases

Some elements near the dashed staircase are sometimes called *metalloids*

Transition metals
(sometimes excluding group 12)

1	2																2										
H																	He										
3	4											5	6	7	8	9	10										
Li	Be											B	C	N	O	F	Ne										
11	12											13	14	15	16	17	18										
Na	Mg											Al	Si	P	S	Cl	Ar										
19	20											21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
K	Ca											Sc	Ti	V	Cr	Mn	Fe	Co	Ni	Cu	Zn	Ga	Ge	As	Se	Br	Kr
37	38											39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
Rb	Sr											Y	Zr	Nb	Mo	Tc	Ru	Rh	Pd	Ag	Cd	In	Sn	Sb	Te	I	Xe
55	56	La to Yb										71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86
Cs	Ba											Lu	Hf	Ta	W	Re	Os	Ir	Pt	Au	Hg	Tl	Pb	Bi	Po	At	Rn
87	88	Ac to No										103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118
Fr	Ra											Lr	Rf	Db	Sg	Bh	Hs	Mt	Ds	Rg	Cn	Nh	Fl	Mc	Lv	Ts	Og
		s-block (plus He)	f-block	d-block								p-block (excluding He)															
			Lanthanides	57	58	59	60	61	62	63	64	65	66	67	68	69	70										
				La	Ce	Pr	Nd	Pm	Sm	Eu	Gd	Tb	Dy	Ho	Er	Tm	Yb										
			Actinides	89	90	91	92	93	94	95	96	97	98	99	100	101	102										
				Ac	Th	Pa	U	Np	Pu	Am	Cm	Bk	Cf	Es	Fm	Md	No										

Example of isotopes: Carbon

- Natural isotopes: ^{12}C (98.9%), ^{13}C (1.06%), and ^{14}C (Traces)
- Many isotopes can be made artificially: from ^8C to ^{23}C with very different half lives (from National Nuclear Data Center):

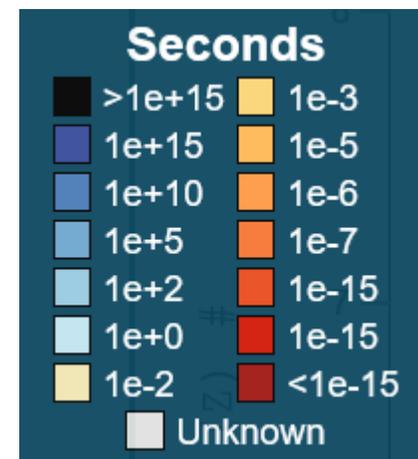
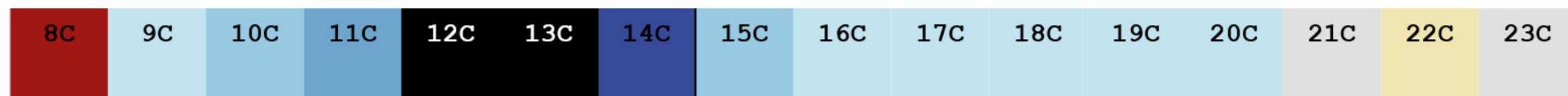
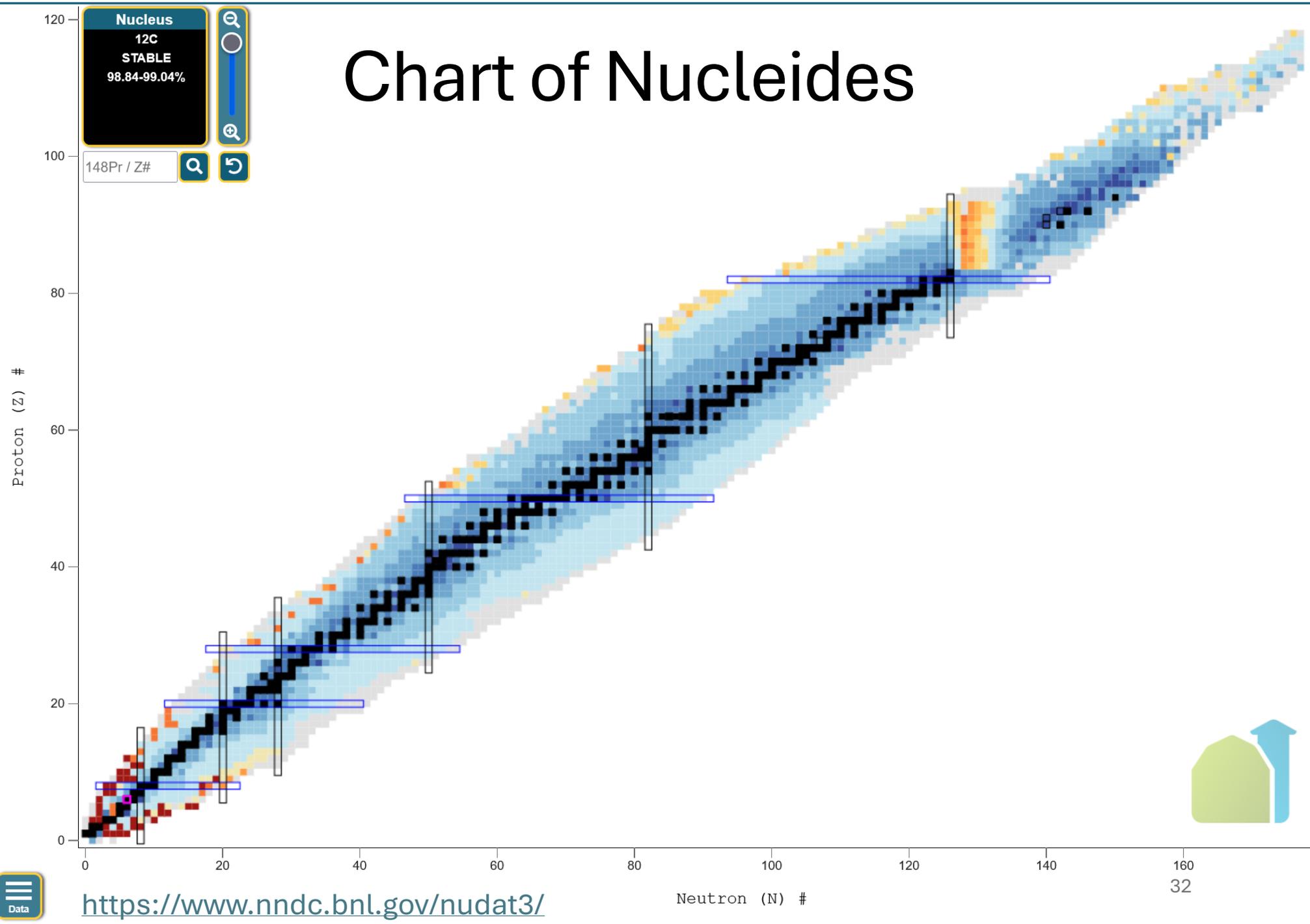


Chart of Nucleides



Nucleus
12C
STABLE
98.84-99.04%

148Pr / Z#

Half-life:

Seconds

Black	>1e+15	Yellow	1e-3
Dark Purple	1e+15	Orange	1e-5
Medium Purple	1e+10	Light Orange	1e-6
Light Blue	1e+5	Red-Orange	1e-7
Lighter Blue	1e+2	Red	1e-15
Very Light Blue	1e+0	Dark Red	1e-15
Yellow-Green	1e-2	Dark Red	<1e-15
Grey	Unknown		



<https://www.nndc.bnl.gov/nudat3/>

