

# Hadronic Physics I

Geant4 School at IFIN-HH, Bucharest

18 November 2016

Dennis Wright



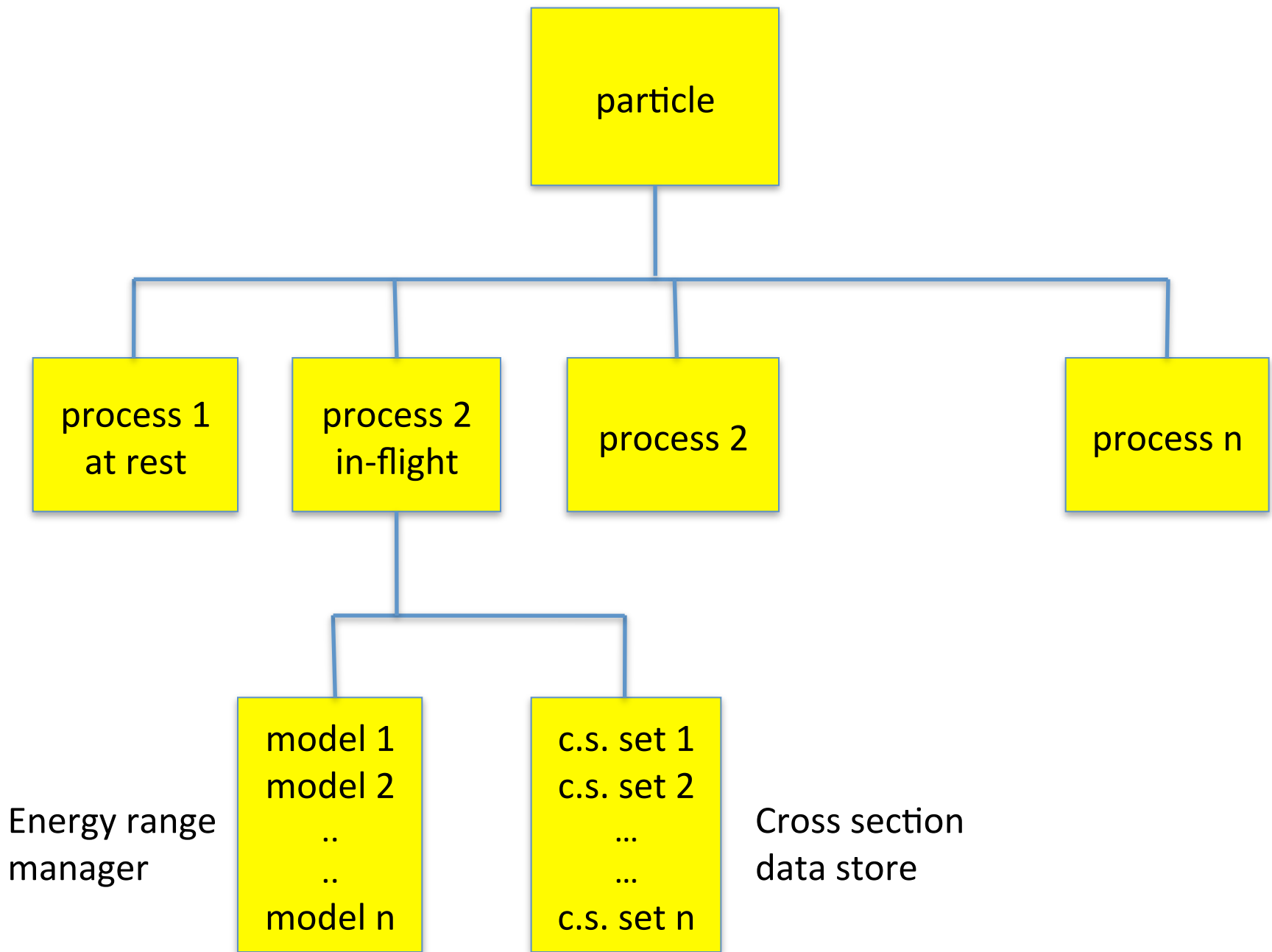
NATIONAL  
ACCELERATOR  
LABORATORY

# Outline

- Overview of hadronic physics
  - processes, cross sections, models
  - hadronic framework and organization
- Precompound models
  - and de-excitation models
- Cascade models
  - Bertini-style, binary, INCL++

# Hadronic Processes, Models and Cross Sections

- In Geant4 physics is assigned to a particle through **processes**
- Each process may be implemented
  - directly, as part of the process, or
  - in terms of a **model** class
- Geant4 often provides several models for a given process
  - user must choose
  - can, and sometimes must, have more than one per process
- A process must also have **cross sections** assigned
  - here too, there are options



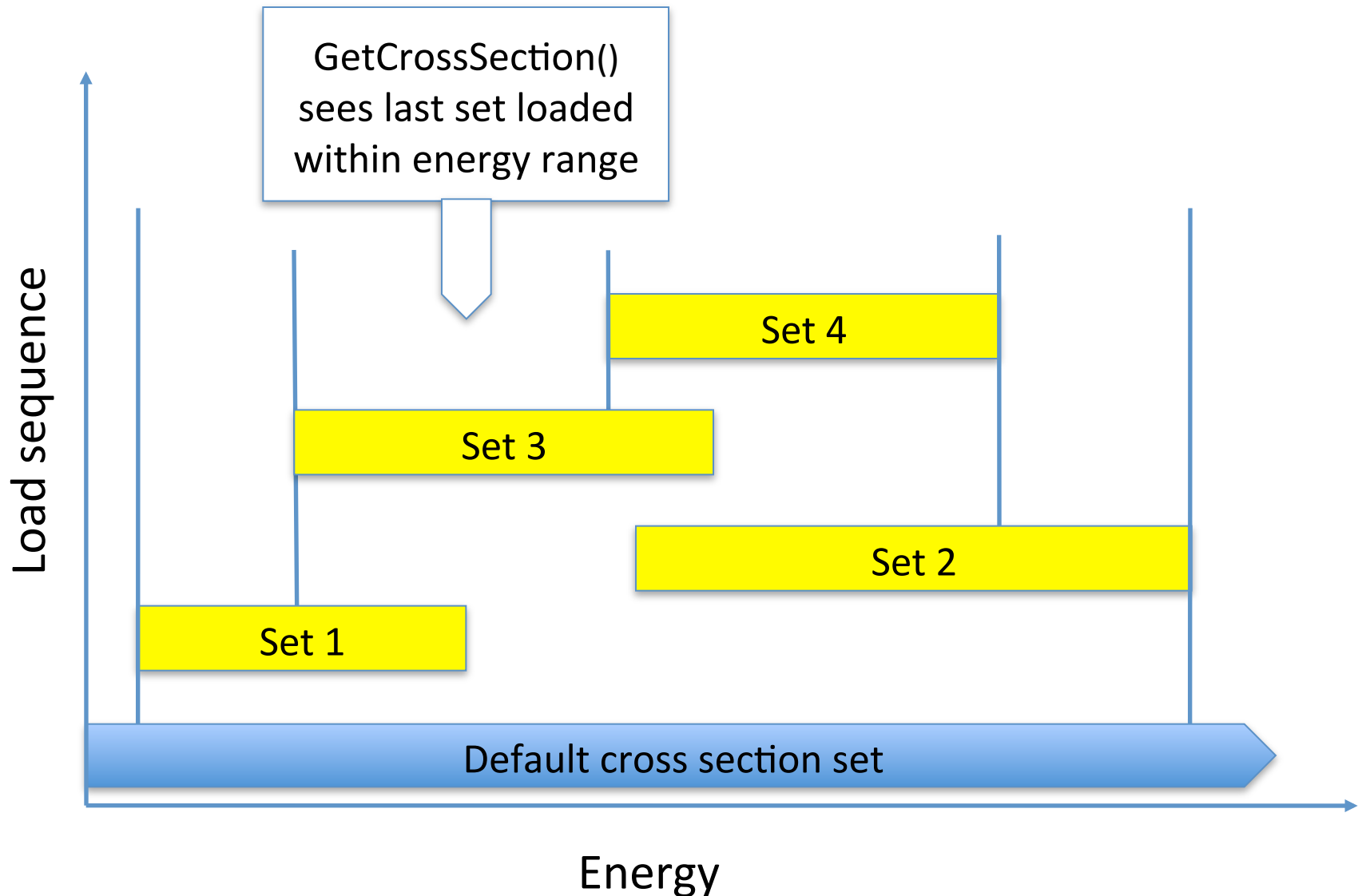
# Cross Sections

- Default cross section sets are provided for each type of hadronic process
  - fission, capture, elastic, inelastic
  - can be overridden or completely replaced
- Different types of cross section sets
  - some contain only a few numbers to parameterize the c.s.
  - some represent large databases
  - some are purely theoretical (equation-driven)

# Alternative Cross Sections

- Low energy neutrons
  - G4NDL available as Geant4 distribution files
  - Livermore database (LEND) also available
  - available with or without thermal cross sections
- Medium energy neutron and proton reaction cross sections
  - $14 \text{ MeV} < E < 20 \text{ GeV}$
- Ion-nucleus reaction cross sections
  - Tripathi, Shen, Kox
  - good for  $E/A < 10 \text{ GeV}$
- Pion reaction cross sections

# Cross Section Management



# Data-driven Hadronic Models

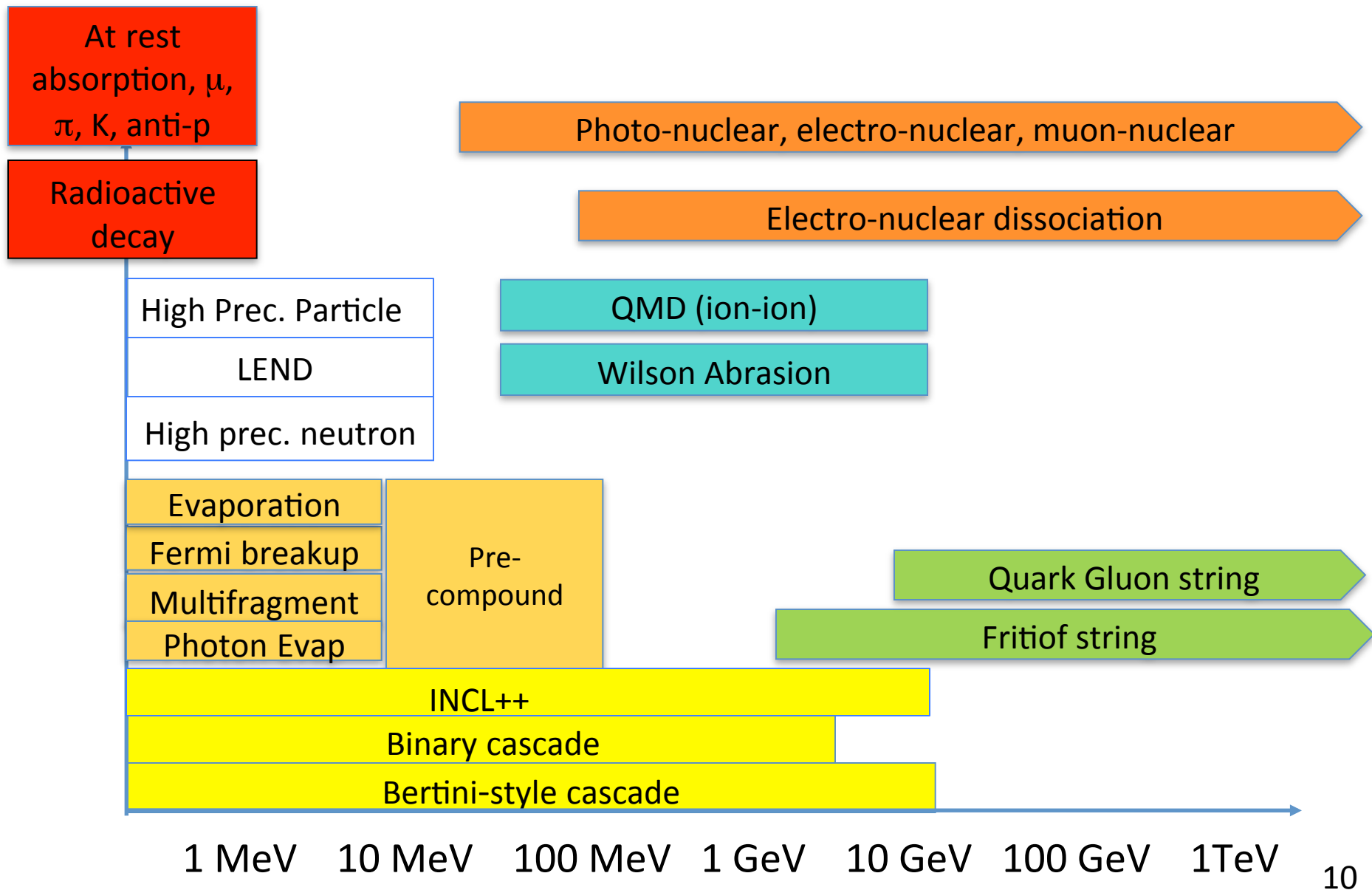
- Characterized by lots of data
  - cross sections
  - angular distributions
  - multiplicities, etc.
- To get interaction length and final state, models depend on interpolation of data
  - cross sections, Legendre coefficients
- Examples
  - neutrons ( $E < 20$  MeV)
  - coherent elastic scattering (pp, np, nn)
  - radioactive decay



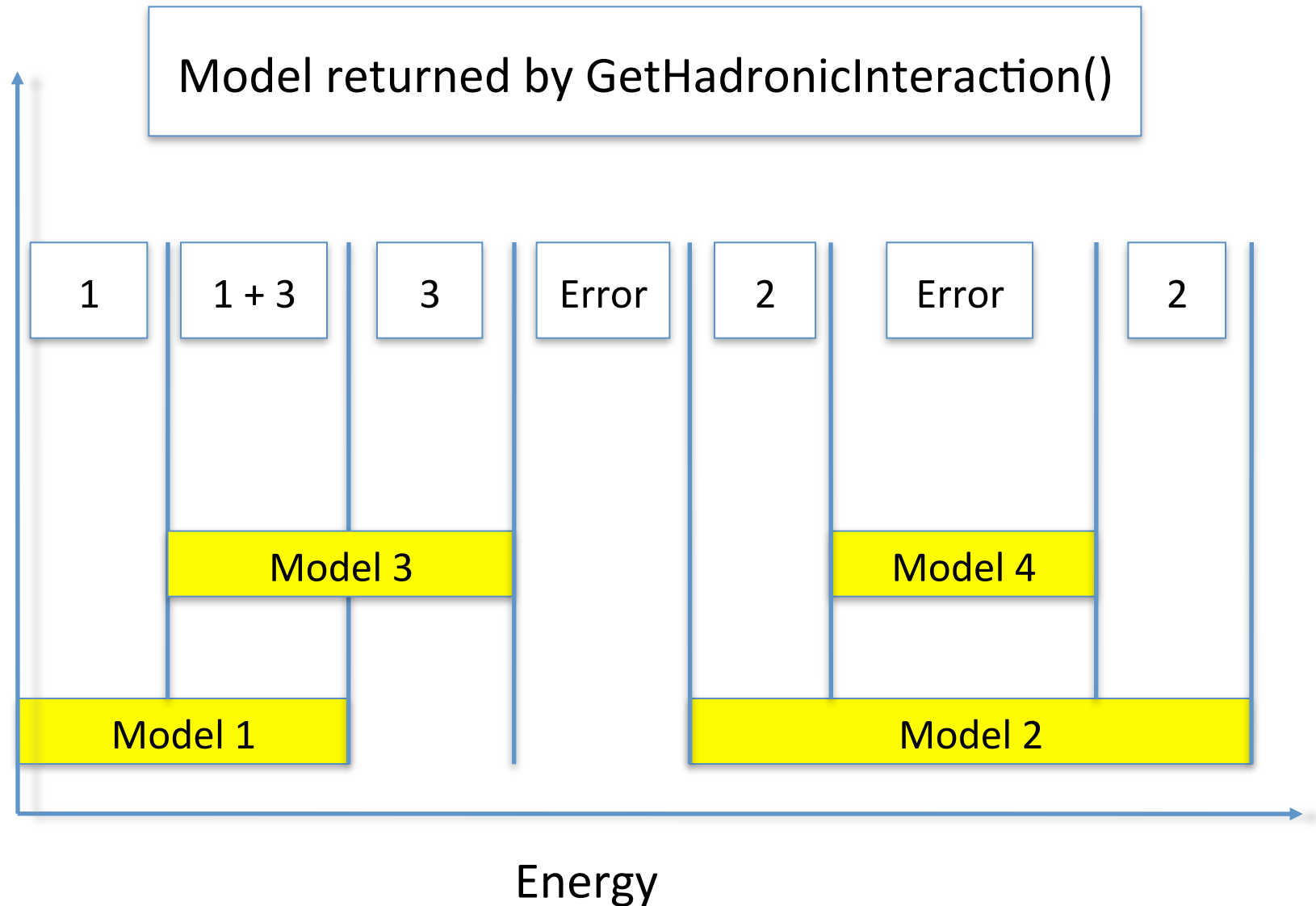
# Theory-driven Hadronic Models

- Dominated by theoretical arguments (QCD, Glauber theory, exciton theory...)
- Final states (number and type of particles and their energy and angular distributions) determined by sampling theoretically calculated distributions
- This type of model is preferred, as it is the most predictive
- Examples
  - quark-gluon string (projectiles with  $E > 20$  GeV)
  - intra-nuclear cascade (intermediate energies)
  - nuclear de-excitation and break-up

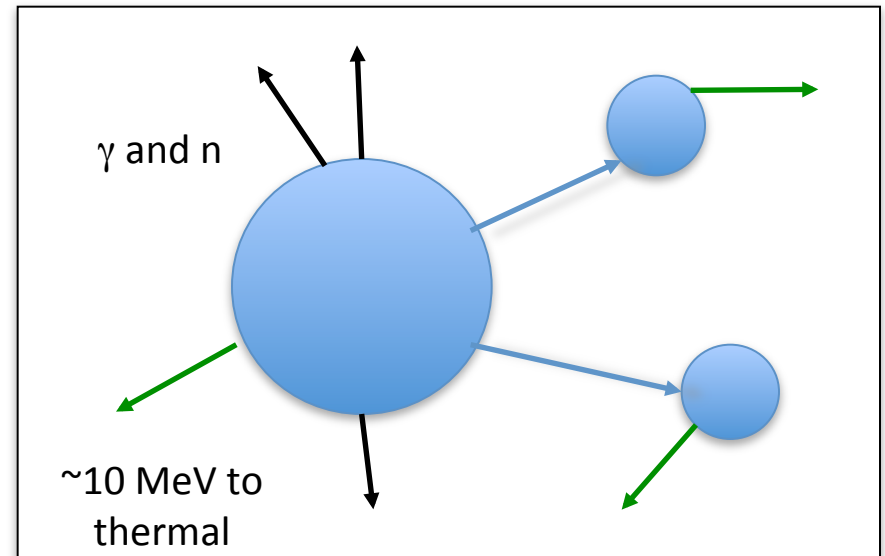
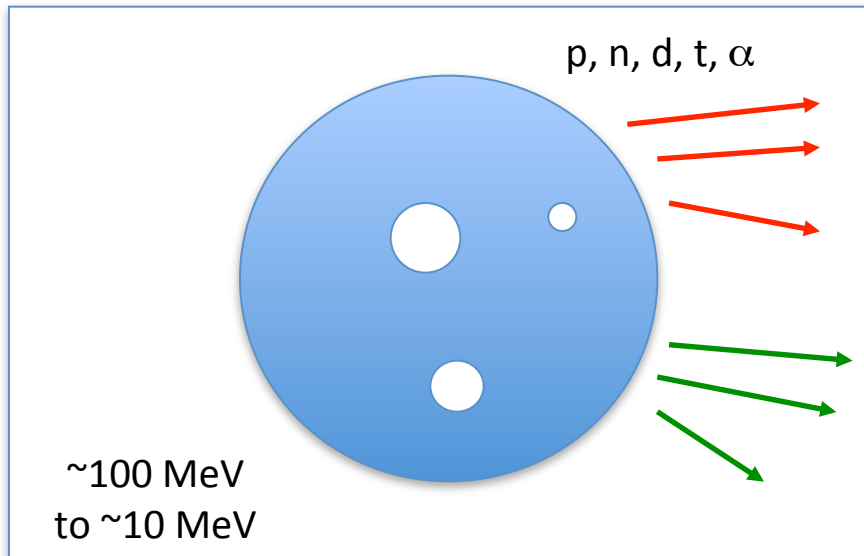
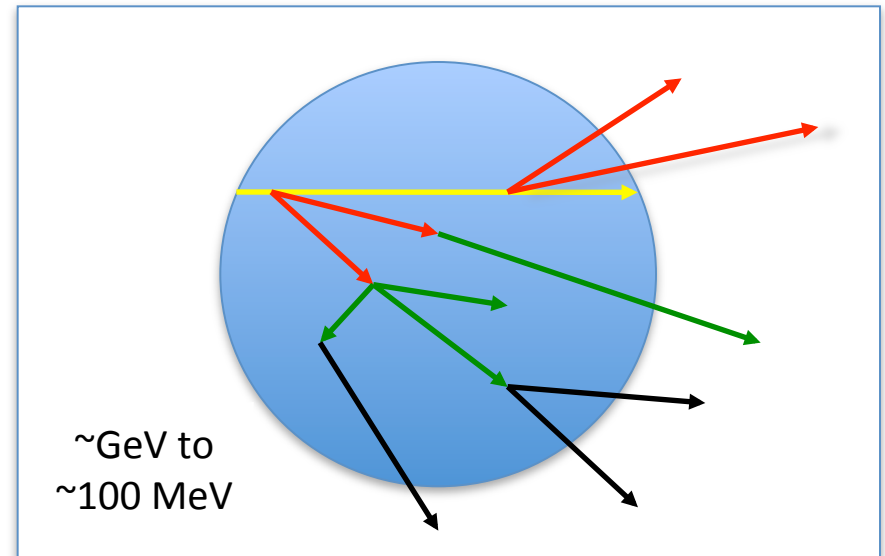
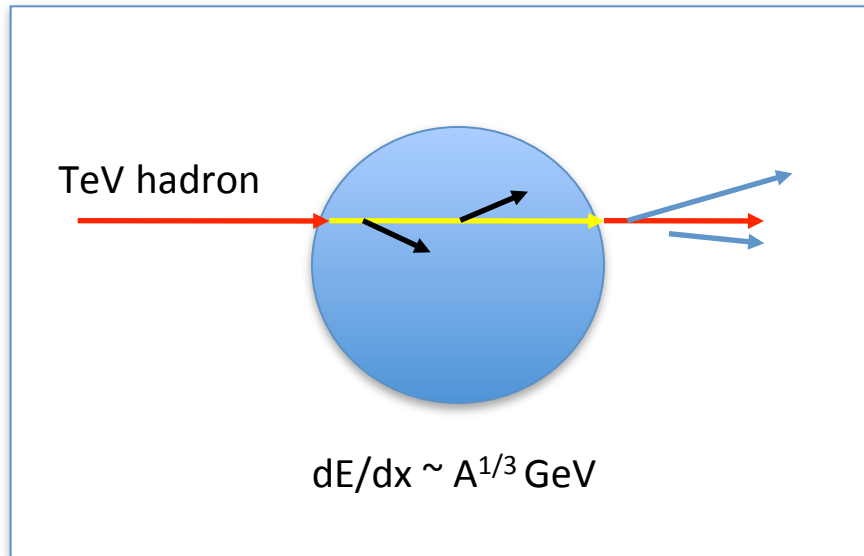
# Partial Hadronic Model Inventory



# Model Management



# Hadronic Interactions from TeV to meV



# Precompound Models

- G4PrecompoundModel is used for nucleon-nucleus interactions at low energy and as a nuclear de-excitation model within higher-energy codes
  - valid for incident p, n from 0 to 170 MeV
  - takes a nucleus from a highly excited set of particle-hole states down to equilibrium energy by emitting p, n, d, t,  $^3\text{He}$  and  $\alpha$
  - once equilibrium is reached, four sub-models are called to take care of nuclear evaporation and break-up
    - these 4 models not currently callable by users
- Two Geant4 cascade models have their own version of nuclear de-excitation models embedded in them

# De-excitation Models

- Four sub-models typically used to de-excite a remnant nucleus
  - Fermi break-up
  - photon evaporation
  - multi-fragmentation
  - fission
- These models are not intended to be assigned directly to a process
  - instead they are meant to be linked together and then assigned to the G4Precompound model through the class G4ExcitationHandler

# De-excitation Model Details

- Fermi break-up
  - remnant nucleus is destroyed – nothing left but p, n, t, a
  - valid only for  $A < 17$  and high excitation energies
- Fission
  - splits excited nucleus and emits fission fragments + n
  - valid only for  $A > 65$
- Multi-fragmentation
  - statistical breakup model with propagation of fragments in Coulomb field
  - for excitation energies  $E/A > 3$  MeV

# De-excitation Model Details

- Photon evaporation
  - usually final stage of nuclear de-excitation
  - data-driven: uses ENSDF database
    - currently have up to hundreds of gamma levels for 2071 nuclides in PhotonEvaporation3.1
  - handles gamma cascades, does electron emission in case of internal conversion
  - currently no correlation when more than one gamma emitted (but that's coming)



# Precompound Models

- Invocation of Precompound model:

```
G4ExcitationHandler* handler = new G4ExcitationHandler;  
G4PrecompoundModel* preco = new G4PrecompoundModel(handler);  
// Create de-excitation models and assign them to precompound model
```

```
G4NeutronInelasticProcess* nproc = new G4NeutronInelasticProcess;  
nproc->RegisterMe(preco);  
neutronManager->AddDiscreteProcess(nproc);  
// Register model to process, process to particle
```

- Here the model is invoked in isolation, but usually it is used in combination with high energy or cascade models
  - a standard interface exists for this

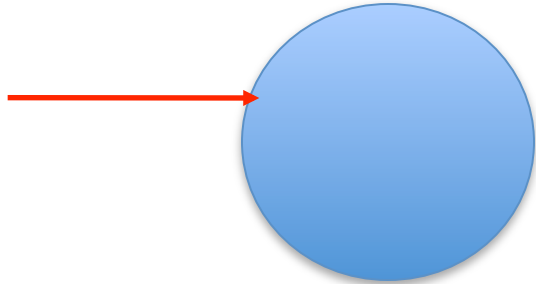
# Intra-nuclear Cascade Models

- Typical intra-nuclear cascade energies are inconvenient
  - too high for nuclear physics treatments
  - too low for QCD
- Must use Monte Carlo techniques to propagate hadrons within the target nucleus in order to produce a final state
  - “Monte Carlo within a Monte Carlo”
  - one of the first applications of Monte Carlo methods to nuclear interactions
  - time-consuming
- Specific channels not produced
  - do not use data to produce, for example  $^{14}\text{N}(p,n)^{14}\text{O}$

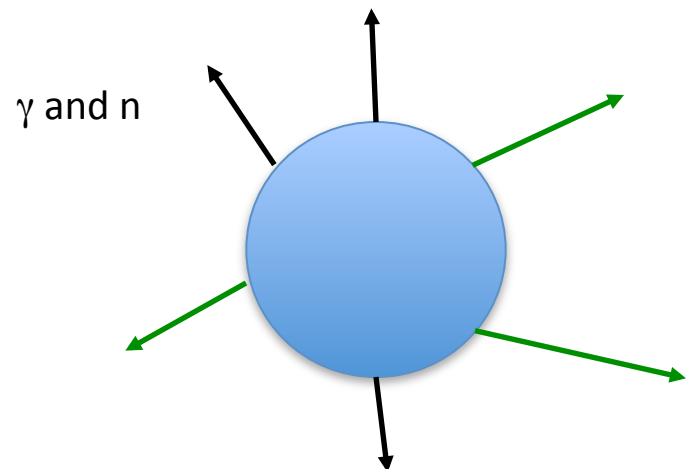
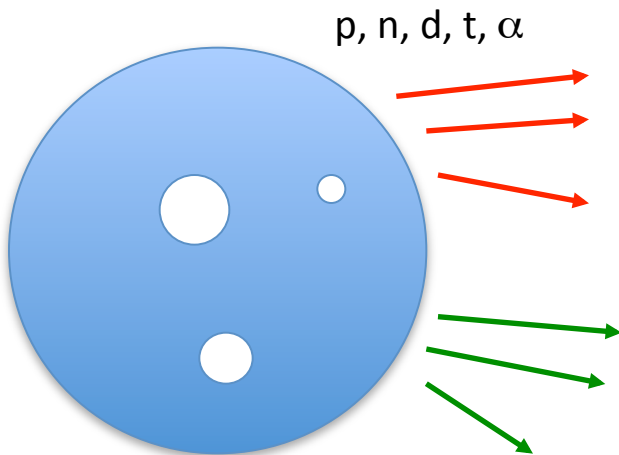
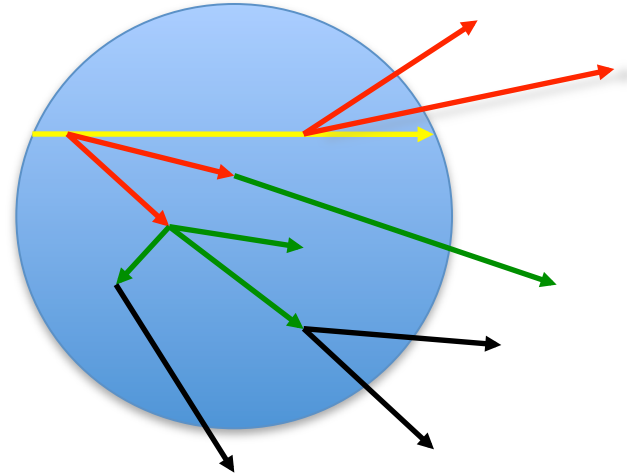
# Bertini-style Cascade Model

- A classical (non-quantum mechanical) cascade
  - average solution of a particle traveling through a medium (Boltzmann equation)
  - no scattering matrix calculated
  - can be traced back to some of the earliest codes (1960s)
- Core code:
  - elementary particle collisions with individual protons and neutrons: free space cross sections used to generate secondaries
  - cascade in nuclear medium
  - pre-equilibrium and equilibrium decay of residual nucleus
  - target nucleus built of three concentric shells

# Bertini Cascade ( $0 < E < 10 \text{ GeV}$ )



1 to 3 uniform density shells



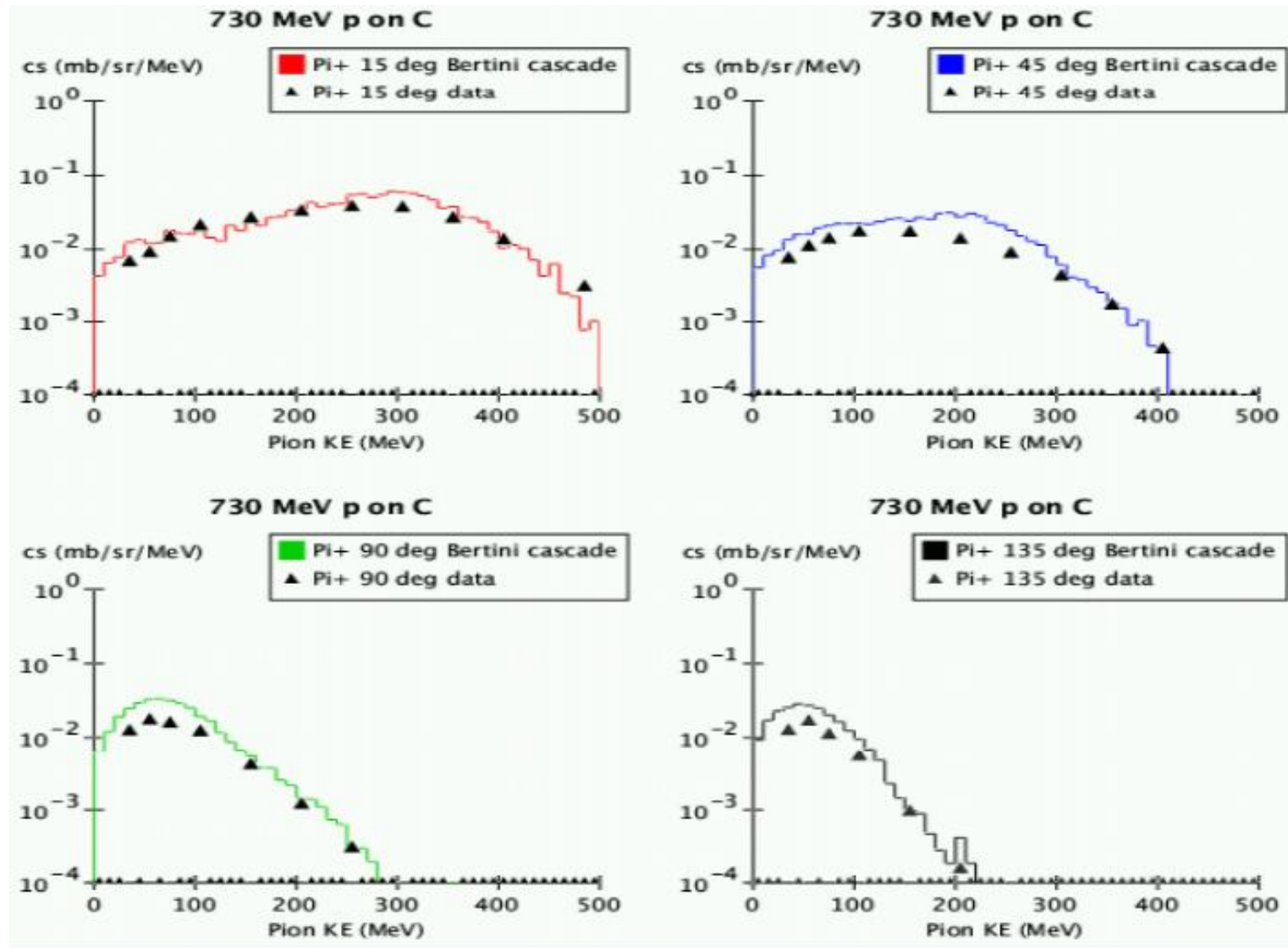
# Using the Bertini Cascade

- In Geant4 the Bertini cascade is used for  $p$ ,  $n$ ,  $\pi^+$ ,  $\pi^-$ ,  $K^+$ ,  $K^-$ ,  $K_L^0$ ,  $K_S^0$ ,  $\Lambda$ ,  $\Sigma^0$ ,  $\Sigma^+$ ,  $\Sigma^-$ ,  $\Xi^0$ ,  $\Xi^-$ ,  $\Omega^-$ 
  - valid for incident energies of 0 – 10 GeV
  - can also be used for gammas

- Invocation sequence

```
G4CascadeInterface* bert = new G4CascadeInterface;  
G4ProtonInelasticProcess* pproc = new G4ProtonInelasticProcess;  
pproc->RegisterMe(bert);  
protonManager->AddDiscreteProcess(pproc);  
// same sequence for all other hadrons and gamma
```

# Validation of Bertini Cascade



# Binary Cascade Model

- Modeling sequence similar to Bertini, except
  - it's a time-dependent model
  - hadron-nucleon collisions handled by forming resonances which then decay according to their quantum numbers
  - particles follow curved trajectories in smooth nuclear potential
- Binary cascade is currently used for incident p, n and  $\pi$ 
  - valid for incident p, n from 0 to 10 GeV
  - valid for incident  $\pi^+$ ,  $\pi^-$  from 0 to 1.3 GeV
- A variant of the model, G4BinaryLightIonReaction, is valid for incident ions up to  $A = 12$  (or higher if target has  $A < 12$ )

# Using the Binary Cascade

- Invocation sequence:

```
G4BinaryCascade* binary = new G4BinaryCascade();  
G4PionPlusInelasticProcess* piproc =  
    new G4PionPlusInelasticProcess();  
piproc->RegisterMe(binary);  
piplus_Manager->AddDiscreteProcess(piproc);
```

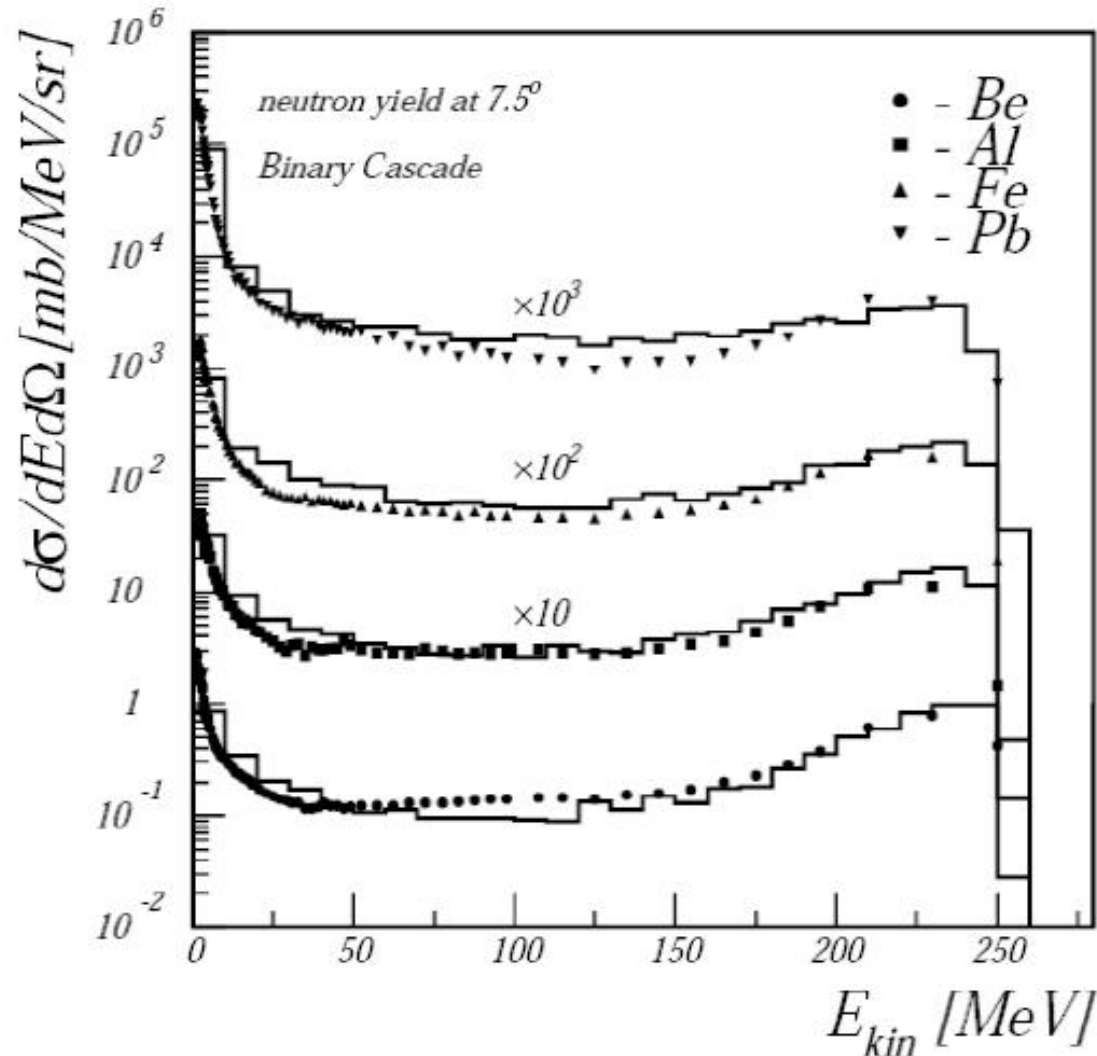
- Invoking BinaryLightIonReaction

```
G4BinaryLightIonReaction* ionBinary =  
    new G4BinaryLightIonReaction();  
G4IonInelasticProcess* ionProc = new G4IonInelasticProcess();  
ionProc->RegisterMe(ionBinary);  
genericIonManager->AddDiscreteProcess(ionProc);
```



# Validation of Binary Cascade

## 256 MeV protons

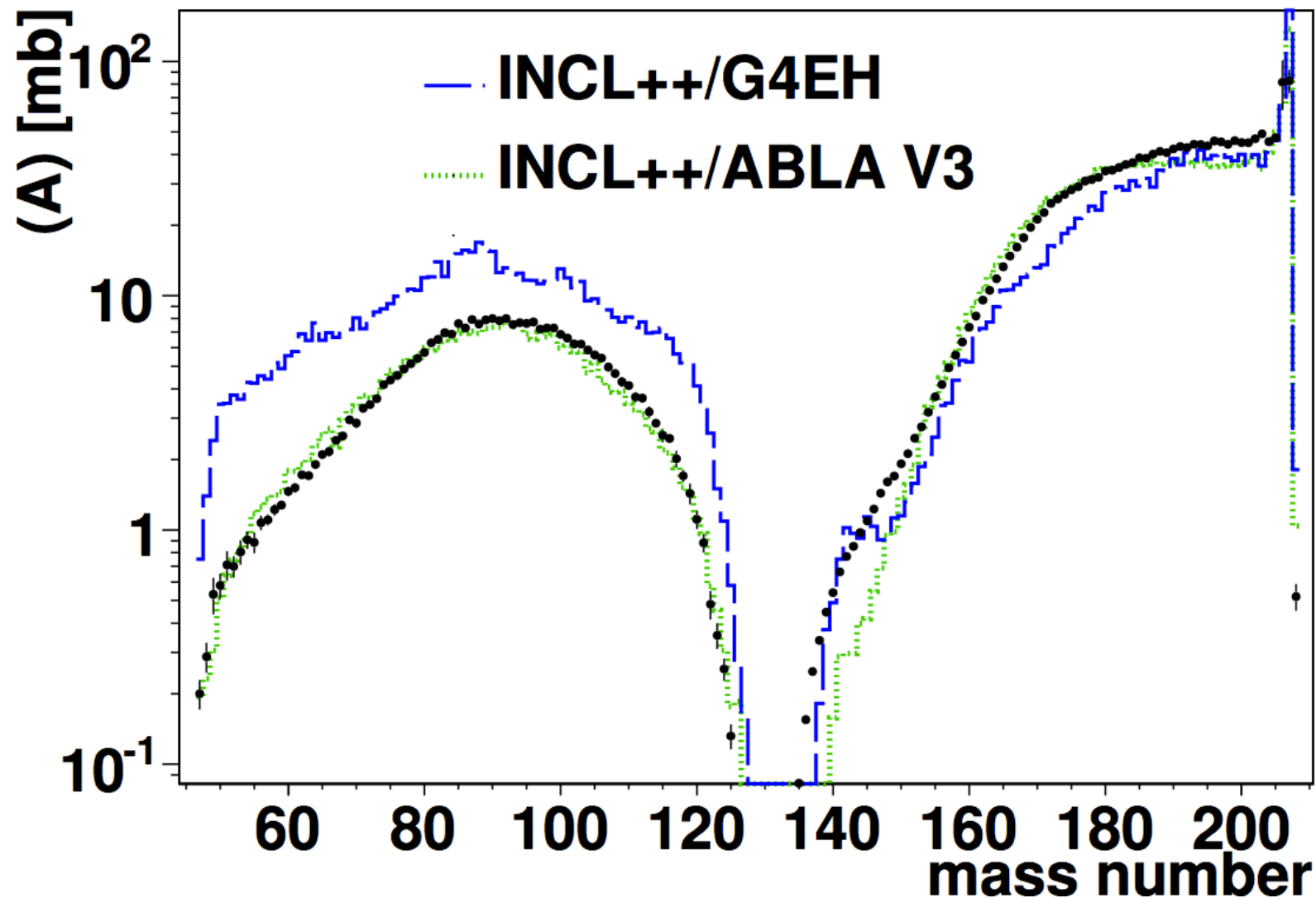


# INCL++ Cascade Model

- Model elements
  - time-dependent model
  - smooth Woods-Saxon or harmonic oscillator potential
  - particles travel in straight lines through potential
  - delta resonance formation and decay (like Binary cascade)
- Valid for incident p, n and  $\pi$ , d, t,  $^3\text{He}$ ,  $\alpha$  from 150 MeV to 10 GeV
  - also works for projectiles up to  $A = 12$
  - targets must be  $11 < A < 239$
  - ablation model (ABLA) can be used to de-excite nucleus
- Used successfully in spallation studies
  - also expected to be good in medical applications

# Validation of INCL++ Model

Spallation residues from  $p + {}^{208}\text{Pb}$



# Summary (1)

- Geant4 hadronic physics allows user to choose how a physics process should be implemented
  - cross sections
  - models
- Many processes, models and cross sections to choose from
  - hadronic framework makes it easier for users to add more
- Precompound models are available for low energy nucleon projectiles and nuclear de-excitation
  - de-excitation sub-models handle the decay after the precompound stage

## Summary (2)

- Three intra-nuclear cascade models available to cover medium energies (up to 10 GeV)
  - Bertini-style
  - Binary cascade
  - INCL++