

by

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LECTURE 3: Surface Reflection

Surface Reflection Is Very Different From Most Neutron Scattering

- We worked out the neutron cross section by adding scattering from different nuclei
 - We ignored double scattering processes because these are usually very weak
- This approximation is called the Born Approximation
- Below an angle of incidence called the critical angle, neutrons are perfectly reflected from a smooth surface
 - This is NOT weak scattering and the Born Approximation is not applicable to this case
- Specular reflection is used:
 - In neutron guides
 - In multilayer monochromators and polarizers
 - To probe surface and interface structure in layered systems

This Lecture

- Reflectivity measurements
 - Neutron wavevector inside a medium
 - Reflection by a smooth surface
 - Reflection by a film
 - The kinematic approximation
 - Graded interface
 - Science examples
 - Polymers & vesicles on a surface
 - Lipids at the liquid air interface
 - Boron self-diffusion
 - Iron on MgO
 - Rough surfaces
 - Shear aligned worm-like micelles

What Is the Neutron Wavevector Inside a Medium?

Comparing our expression for $S(Q)$ with that given by Fermi's Golden Rule, the

nucleus - neutron potential is given by : $V(\vec{r}) = \frac{2p\hbar^2}{m} b\mathbf{d}(\vec{r})$ for a single nucleus.

So the average potential inside the medium is : $\bar{V} = \frac{2p\hbar^2}{m} \mathbf{r}$ where $\mathbf{r} = \frac{1}{\text{volume}} \sum_i b_i$

\mathbf{r} is called the nuclear Scattering Length Density (SLD)

The neutron obeys Schrodinger's equation :

$$\left[\nabla^2 + 2m(E - \bar{V}) / \hbar^2 \right] \mathbf{y}(r) = 0$$

in vacuo $\mathbf{y}(r) = e^{i\vec{k}_0 \cdot \vec{r}}$ so $k_0^2 = 2mE / \hbar^2$. Similarly $k^2 = 2m(E - \bar{V}) / \hbar^2 = k_0^2 - 4p\mathbf{r}$

where k_0 is neutron wavevector *in vacuo* and k is the wavevector in a material

Since $k/k_0 = n = \text{refractive index (by definition)}$, and \mathbf{r} is very small ($\sim 10^{-6} \text{ \AA}^{-2}$) we get :

$$n = 1 - \mathbf{r} / 2p$$

Since generally $n < 1$, neutrons are externally reflected from most materials.

Typical Values

- Let us calculate the scattering length density for quartz – SiO_2
- Density is 2.66 gm.cm^{-3} ; Molecular weight is $60.08 \text{ gm. mole}^{-1}$
- Number of molecules per $\text{\AA}^3 = N = 10^{-24}(2.66/60.08) * N_{\text{avagadro}} = 0.0267 \text{ molecules per } \text{\AA}^3$
- $\rho = \Sigma b/\text{volume} = N(b_{\text{Si}} + 2b_{\text{O}}) = 0.0267(4.15 + 11.6) 10^{-5} \text{ \AA}^{-2} = 4.21 \times 10^{-6} \text{ \AA}^{-2}$
- This means that the refractive index $n = 1 - \lambda^2 2.13 \times 10^{-7}$ for quartz
- To make a neutron “bottle” out of quartz we require $k = 0$ I.e. $k_0^2 = 4\pi\rho$ or $\lambda = (\pi/\rho)^{1/2}$.
- Plugging in the numbers -- $\lambda = 864 \text{ \AA}$ or a neutron velocity of 4.6 m/s (you could out-run it!)

Only Those Thermal or Cold Neutrons With Very Low Velocities Perpendicular to a Surface Are Reflected

$$k / k_0 = n$$

The surface cannot change the neutron velocity parallel to the surface so :

$$k_0 \cos \mathbf{a} = k \cos \mathbf{a}' = k_0 n \cos \mathbf{a}' \quad \text{i.e.} \quad n = \cos \mathbf{a} / \cos \mathbf{a}'$$

Neutrons obey Snell's Law

$$\text{Since } k^2 = k_0^2 - 4pr \quad k^2 (\cos^2 \mathbf{a}' + \sin^2 \mathbf{a}') = k_0^2 (\cos^2 \mathbf{a} + \sin^2 \mathbf{a}) - 4pr$$

$$\text{i.e. } k^2 \sin^2 \mathbf{a}' = k_0^2 \sin^2 \mathbf{a} - 4pr \quad \text{or } k_z^2 = k_{0z}^2 - 4pr$$

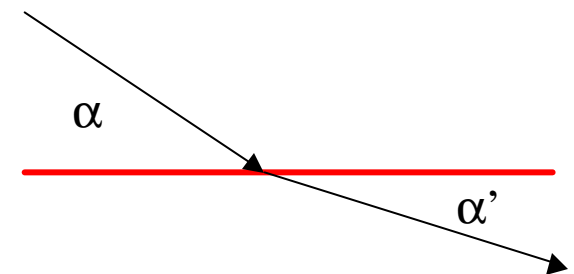
The critical value of k_{0z} for total external reflection is $k_{0z} = \sqrt{4pr}$

$$\text{For quartz } k_{0z}^{\text{critical}} = 2.05 \times 10^{-3} \text{ \AA}^{-1}$$

$$(2p / l) \sin \mathbf{a}_{\text{critical}} = k_{0z}^{\text{critical}} \Rightarrow$$

$$\mathbf{a}_{\text{critical}} (^{\circ}) \approx 0.02l (\text{\AA}) \text{ for quartz}$$

$$\text{Note : } \mathbf{a}_{\text{critical}} (^{\circ}) \approx 0.1l (\text{\AA}) \text{ for nickel}$$



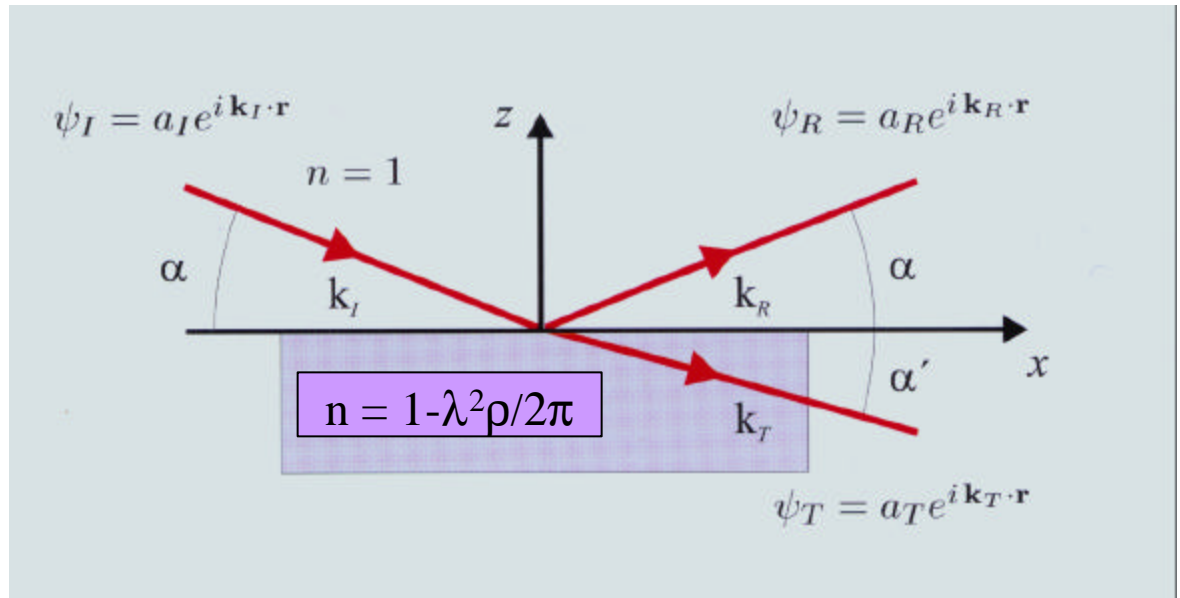
Reflection of Neutrons by a Smooth Surface: Fresnel's Law

continuity

of \mathbf{y} & $\dot{\mathbf{y}}$ at $z = 0 \Rightarrow$

$$a_I + a_R = a_T \quad (1)$$

$$a_I \vec{k}_I + a_R \vec{k}_R = a_T \vec{k}_T$$



components perpendicular and parallel to the surface :

$$a_I k \cos \mathbf{a} + a_R k \cos \mathbf{a} = a_T n k \cos \mathbf{a}' \quad (2)$$

$$-(a_I - a_R) k \sin \mathbf{a} = -a_T n k \sin \mathbf{a}' \quad (3)$$

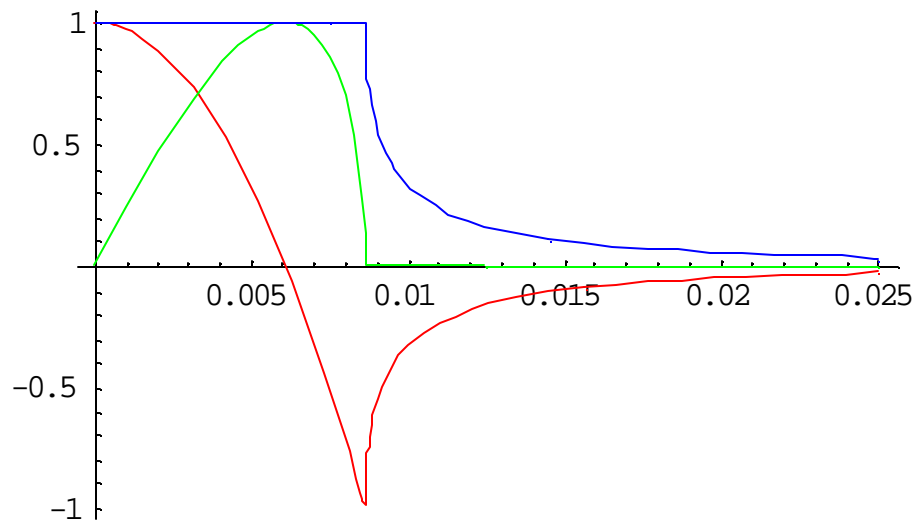
(1) & (2) \Rightarrow Snell's Law : $\cos \mathbf{a} = n \cos \mathbf{a}'$

(1) & (3) $\Rightarrow \frac{(a_I - a_R)}{(a_I + a_R)} = n \frac{\sin \mathbf{a}'}{\sin \mathbf{a}} \approx \frac{\sin \mathbf{a}'}{\sin \mathbf{a}} = \frac{k_{Tz}}{k_{Iz}}$

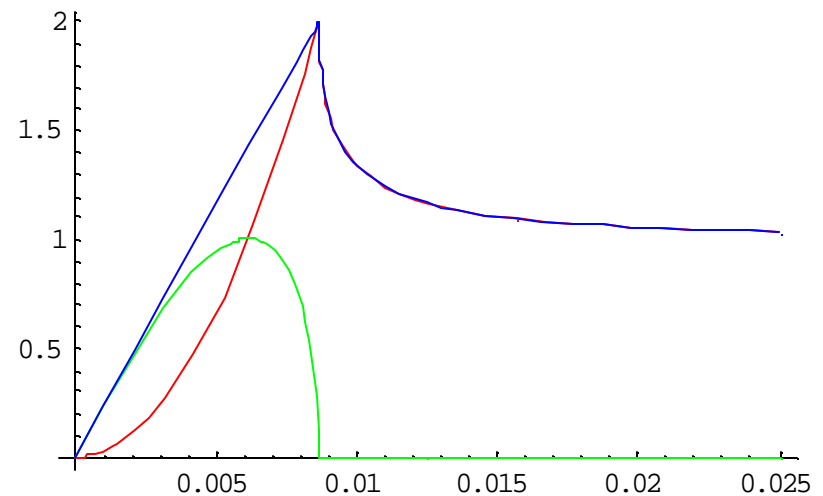
so reflectance is given by $r = a_R / a_I = (k_{Iz} - k_{Tz}) / (k_{Iz} + k_{Tz})$

What Do the Amplitudes a_R and a_T Look Like?

- For reflection from a flat substrate, both a_R and a_T are complex when $k_0 < 4\pi\rho$ i.e. below the critical edge. For $a_i = 1$, we find:

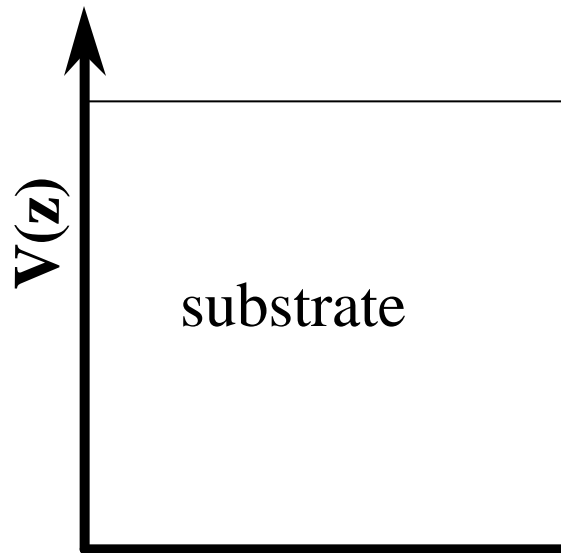
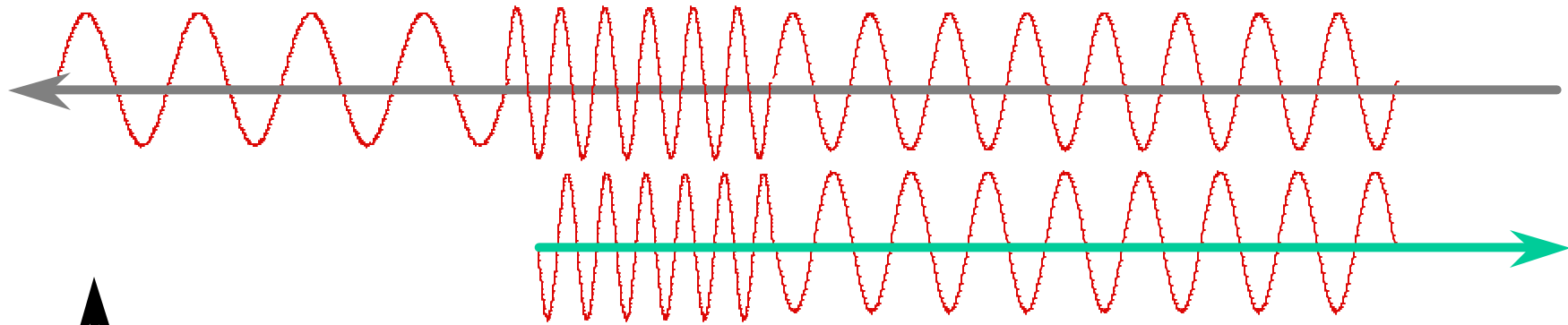


Real (red) & imaginary (green) parts of a_R plotted against k_0 . The modulus of a_R is plotted in blue. The critical edge is at $k_0 \sim 0.09 \text{ \AA}^{-1}$. Note that the reflected wave is completely out of phase with the incident wave at the critical edge



Real (red) and imaginary (green) parts of a_T . The modulus of a_T is plotted in blue. Note that a_T tends to unity at large values of k_0 as one would expect

One can also think about Neutron Reflection from a Surface as a
1-d Problem



substrate

z

Film

Vacuum

$$V(z) = 2 \pi \rho(z) \hbar^2 / m_n$$

$$k^2 = k_0^2 - 4\pi \rho(z)$$

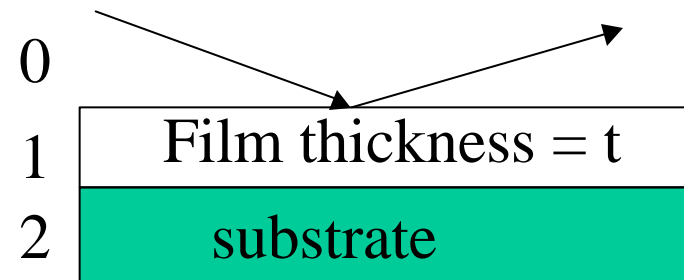
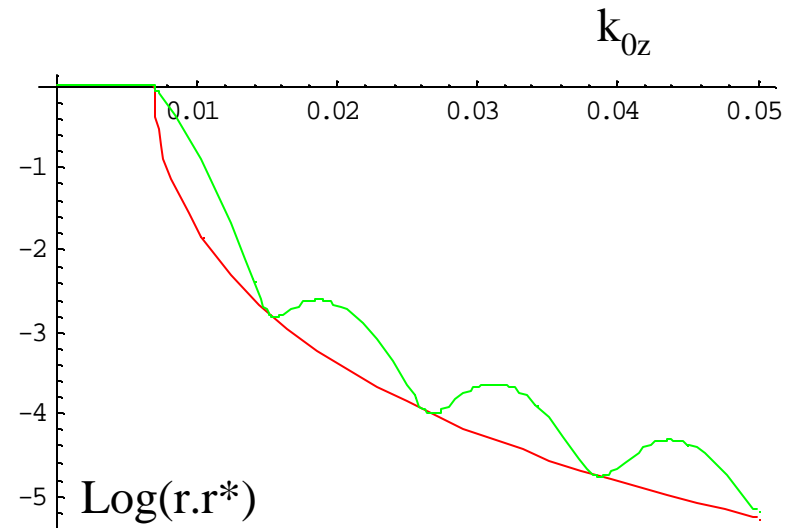
Where $V(z)$ is the potential seen by the neutron & $\rho(z)$ is the scattering length density

Fresnel's Law for a Thin Film

- $r = (k_{1z} - k_{0z}) / (k_{1z} + k_{0z})$ is Fresnel's law
- Evaluate with $\rho = 4 \cdot 10^{-6} \text{ \AA}^{-2}$ gives the red curve with critical wavevector given by $k_{0z} = (4\pi\rho)^{1/2}$
- If we add a thin layer on top of the substrate we get interference fringes & the reflectance is given by:

$$r = \frac{r_{01} + r_{12} e^{i2k_{1z}t}}{1 + r_{01} r_{12} e^{i2k_{1z}t}}$$

and we measure the reflectivity $R = r \cdot r^*$



- If the film has a higher scattering length density than the substrate we get the green curve (if the film scattering is weaker than the substance, the green curve is below the red one)
- The fringe spacing at large k_{0z} is $\sim \pi/t$ (a 250 \AA film was used for the figure)

Kinematic (Born) Approximation

- We defined the scattering cross section in terms of an incident plane wave & a **weakly** scattered spherical wave (called the Born Approximation)
- This picture is not correct for surface reflection, except at large values of Q_z
- For large Q_z , one may use the definition of the scattering cross section to calculate R for a flat surface (in the Born Approximation) as follows:

$$R = \frac{\text{number of neutrons reflected by a sample of size } L_x L_y}{\text{number of neutrons incident on sample } (= \Phi L_x L_y \sin \mathbf{a})}$$

$$= \frac{\mathbf{s}}{L_x L_y \sin \mathbf{a}} = \frac{1}{L_x L_y \sin \mathbf{a}} \int \frac{d\mathbf{s}}{d\Omega} d\Omega = \frac{1}{L_x L_y \sin \mathbf{a}} \int \frac{d\mathbf{s}}{d\Omega} \frac{dk_x dk_y}{k_0^2 \sin \mathbf{a}}$$

because $k_x = k_0 \cos \mathbf{a}$ so $dk_x = -k_0 \sin \mathbf{a} d\mathbf{a}$.

From the definition of a cross section we get for a smooth substrate :

$$\frac{d\mathbf{s}}{d\Omega} = \mathbf{r}^2 \int d\vec{r} \int d\vec{r}' e^{i\vec{Q} \cdot (\vec{r} - \vec{r}')} = \mathbf{r}^2 \frac{4\mathbf{p}^2}{Q_z^2} L_x L_y d(Q_x) d(Q_y) \text{ so } R = 16\mathbf{p}^2 \mathbf{r}^2 / Q_z^4$$

It is easy to show that this is the same as the Fresnel form at large Q_z

Reflection by a Graded Interface

Repeating the bottom line of the previous viewgraph but keeping the z -dependence

of \mathbf{r} gives : $R = \frac{16\mathbf{p}^2}{Q_z^2} \left| \int \mathbf{r}(z) e^{iQ_z z} dz \right|^2 = \frac{16\mathbf{p}^2}{Q_z^4} \left| \int \frac{d\mathbf{r}(z)}{dz} e^{iQ_z z} dz \right|^2$ where the second equality follows after intergrating by parts.

If we replace the prefactor by the Fresnel reflectivity R_F , we get the right answer for a smooth interface, as well as the correct form at large Q_z

$$R = R_F \left| \int \frac{d\mathbf{r}(z)}{dz} e^{iQ_z z} dz \right|^2$$

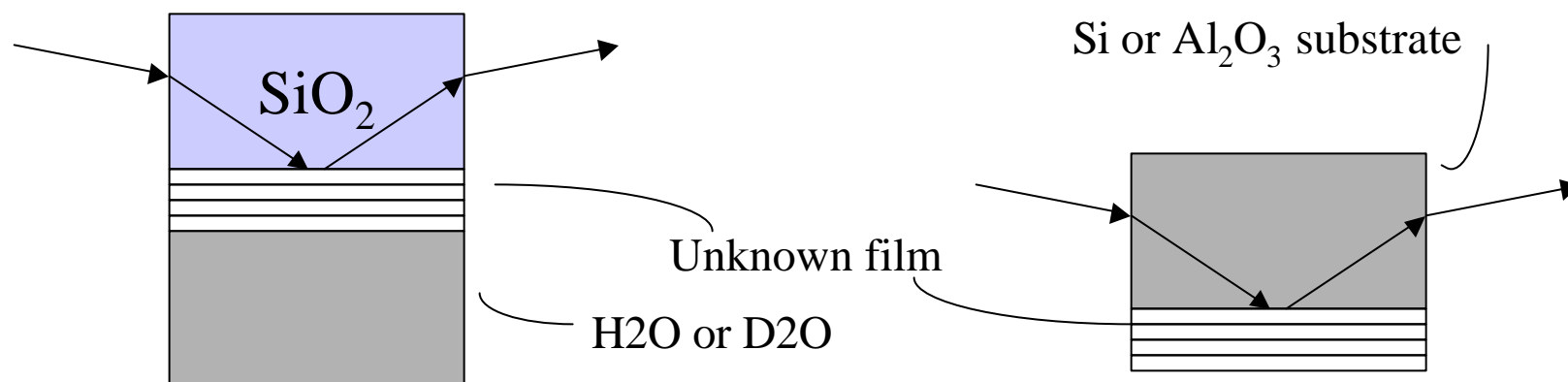
This can be solved analytically for several convenient forms of $d\mathbf{r}/dz$ such as $1/\cosh^2(z)$. This approximate equation illustrates an important point : reflectivity data cannot be inverted uniquely to obtain $\mathbf{r}(z)$, because we generally lack important phase information. This means that models refined to fit reflectivity data must have good physical justification.

The Goal of Reflectivity Measurements Is to Infer a Density Profile Perpendicular to a Flat Interface

- In general the results are not unique, but independent knowledge of the system often makes them very reliable
- Frequently, layer models are used to fit the data
- Advantages of neutrons include:
 - Contrast variation (using H and D, for example)
 - Low absorption – probe buried interfaces, solid/liquid interfaces etc
 - Non-destructive
 - Sensitive to magnetism
 - Thickness length scale 10 – 5000 Å

Direct Inversion of Reflectivity Data is Possible*

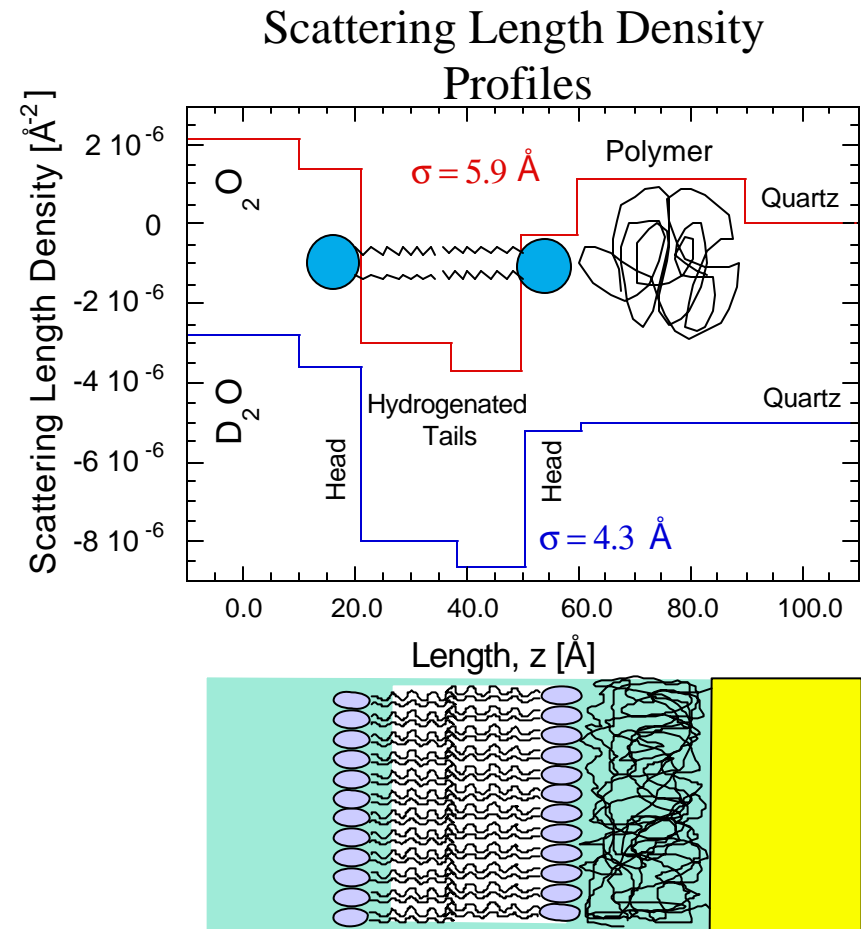
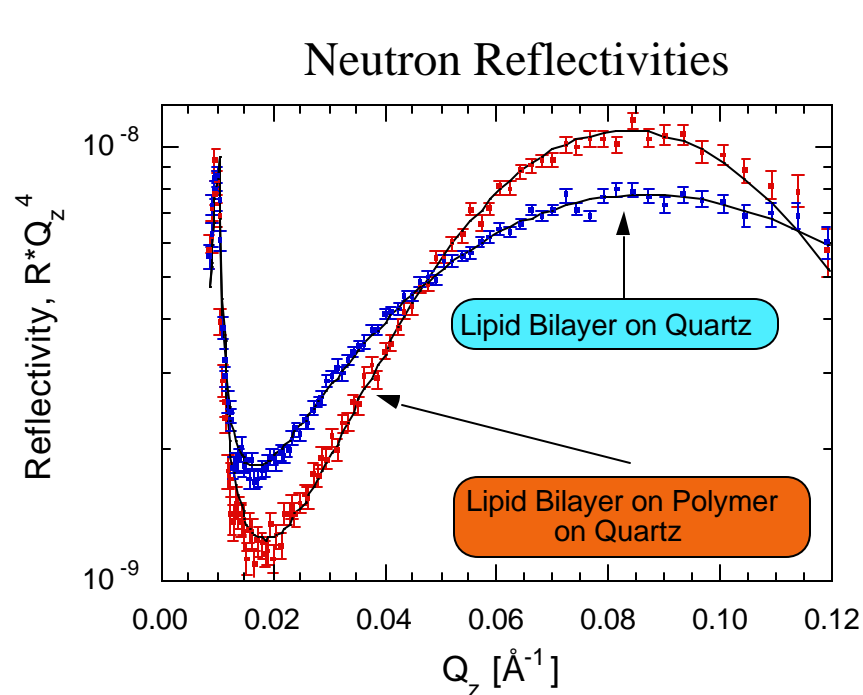
- Use different “fronting” or “backing” materials for two measurement of the same unknown film
 - E.g. D₂O and H₂O “backings” for an unknown film deposited on a quartz substrate or Si & Al₂O₃ as substrates for the same unknown sample
 - Allows Re(R) to be obtained from two simultaneous equations for $|R_1|^2$ and $|R_2|^2$
 - Re(R) can be Fourier inverted to yield a unique SLD profile
- Another possibility is to use a magnetic “backing” and polarized neutrons



* Majkrzak et al Biophys Journal, 79,3330 (2000)

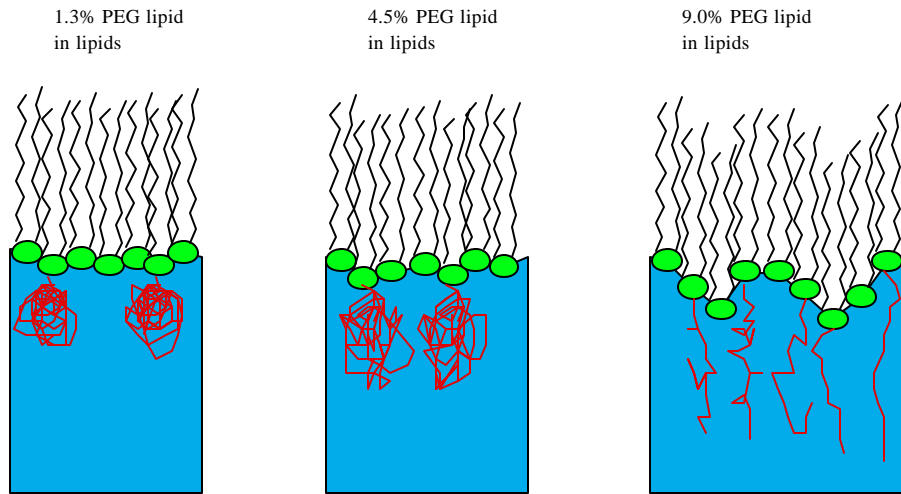
Vesicles composed of DMPC molecules fuse creating almost a perfect lipid bilayer when deposited on the pure, uncoated quartz block*
(blue curves)

When PEI polymer was added only after quartz was covered by the lipid bilayer, the PEI appeared to diffuse under the bilayer (red curves)



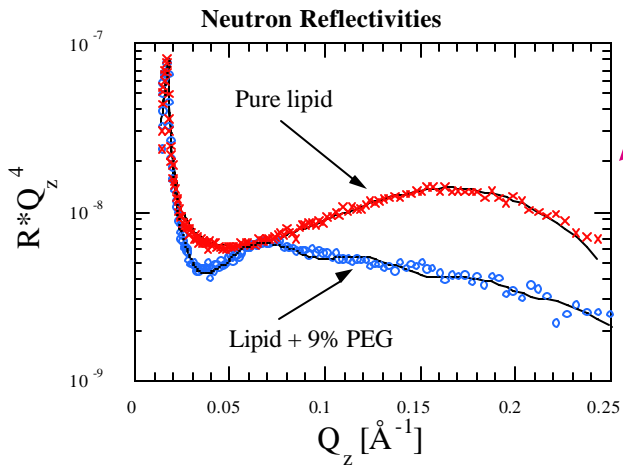
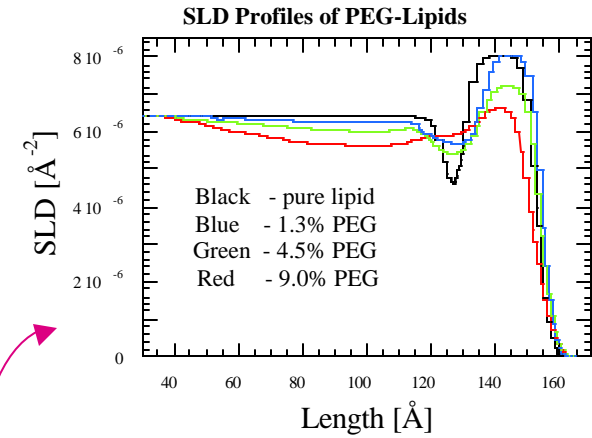
* Data courtesy of G. Smith (LANSCE)

Polymer-Decorated Lipids at a Liquid-Air Interface*



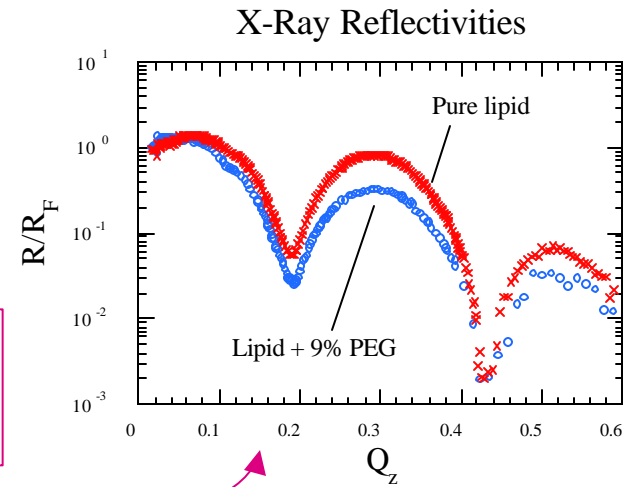
mushroom-to-brush transition

Interface broadens as PEG concentration increases - this is main effect seen with x-rays



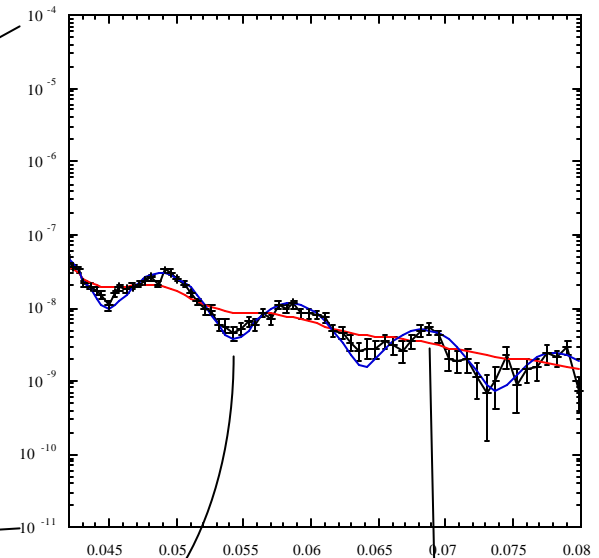
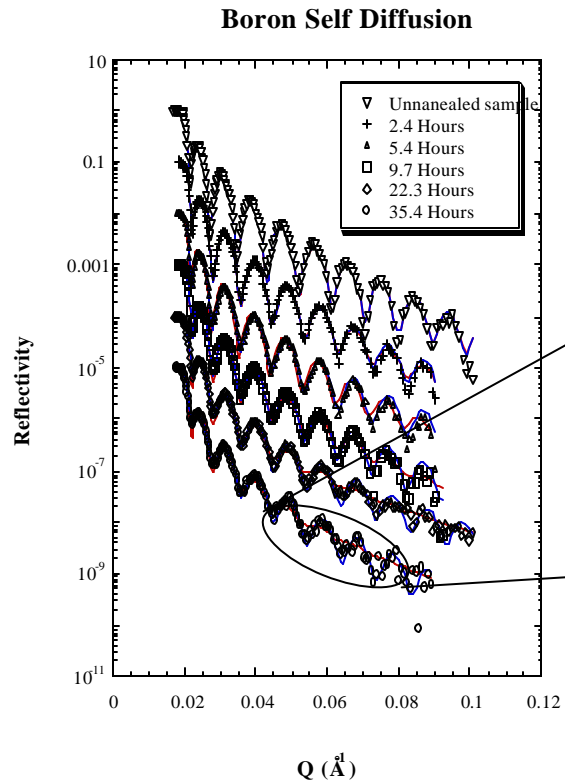
neutrons see contrast between heads (2.6), tails (-0.4), D₂O (6.4) & PEG (0.24)

x-rays see heads (0.65), but all else has same electron density within 10% (-0.33)



*Data courtesy of G. Smith (LANSCE)

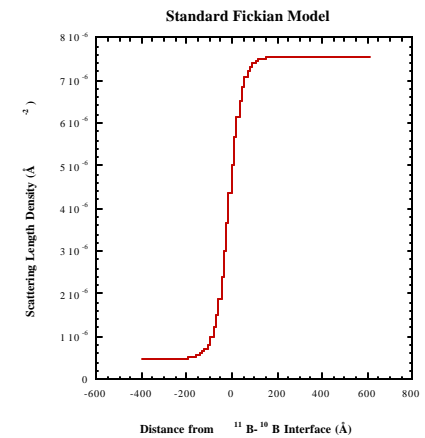
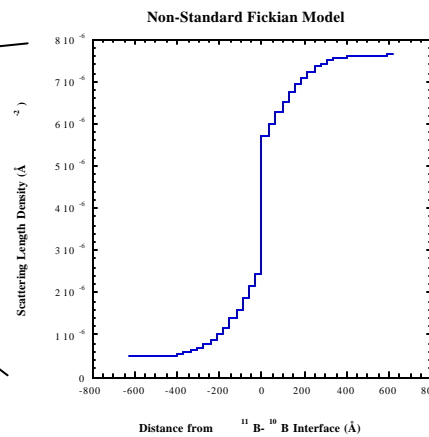
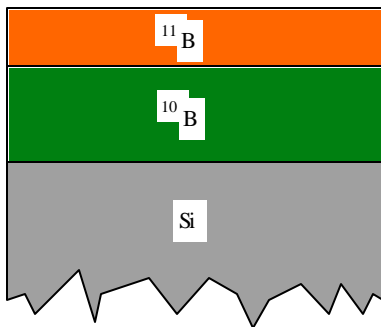
Non-Fickian Boron Self-Diffusion at an Interface*



Data requires density step at interface

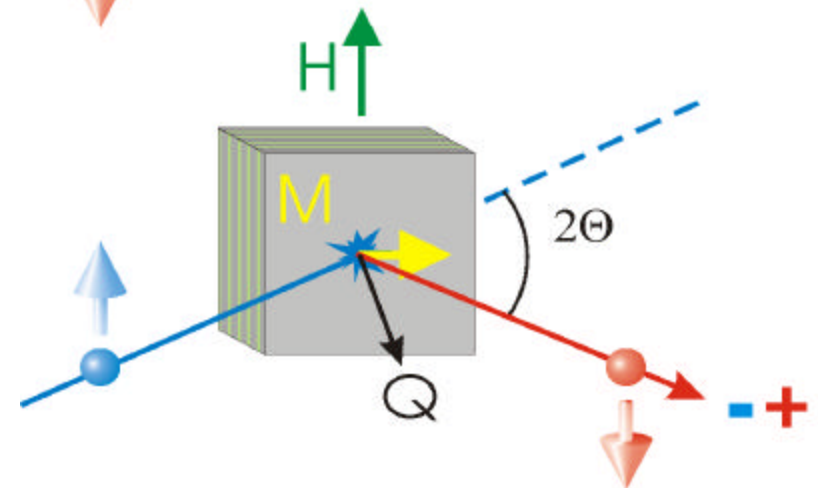
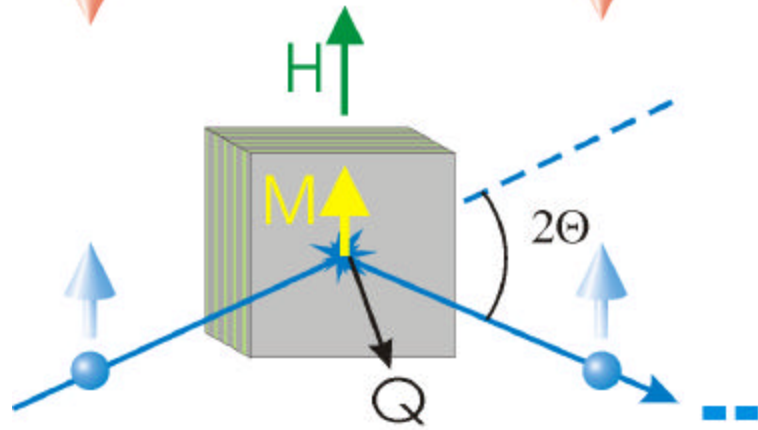
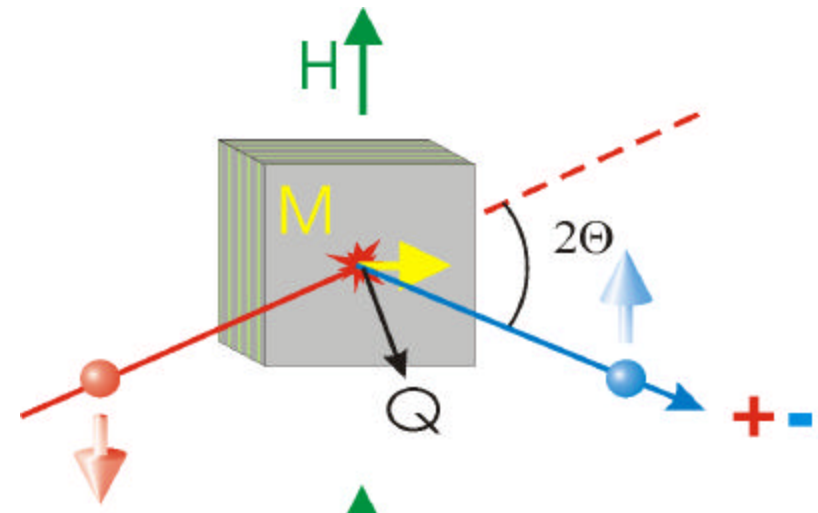
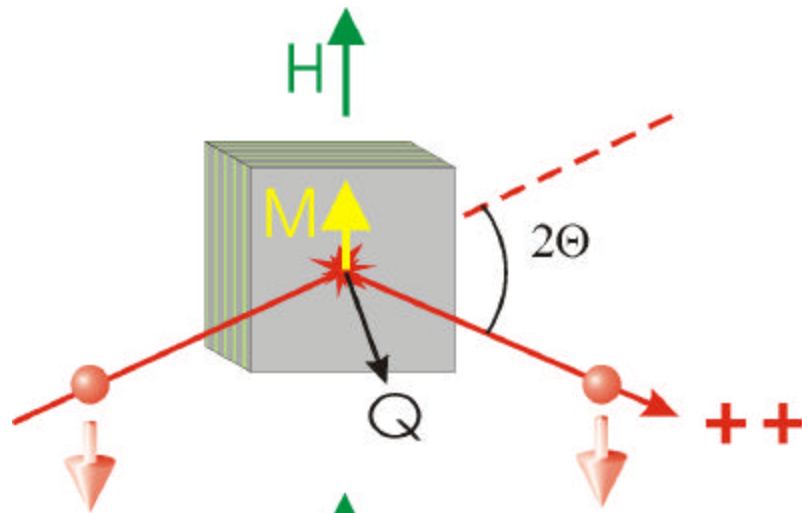
Fickian diffusion doesn't fit the data

~650 Å
~1350 Å



*Data courtesy of G. Smith (LANSCE)

Polarized Neutron Reflectometry (PNR)



Non-Spin-Flip

$++$ measures $b + M_z$

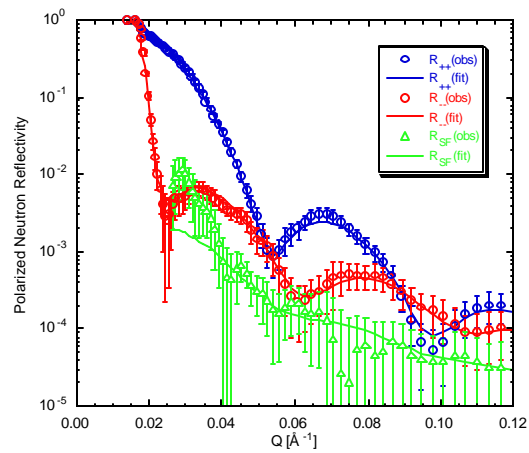
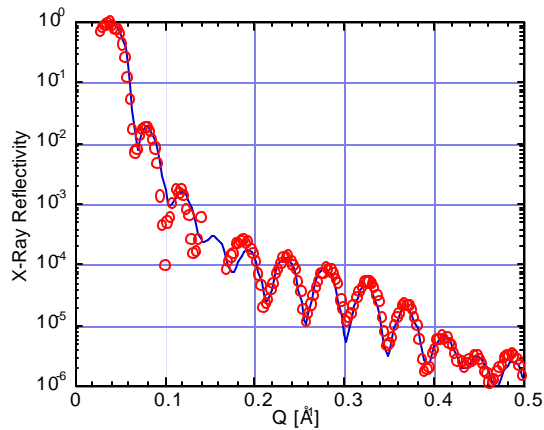
$--$ measures $b - M_z$

Spin-Flip

$+ -$ measures $M_x + i M_y$

$- +$ measures $M_x - i M_y$

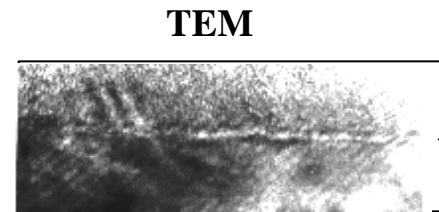
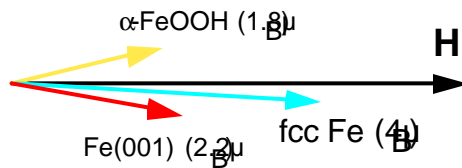
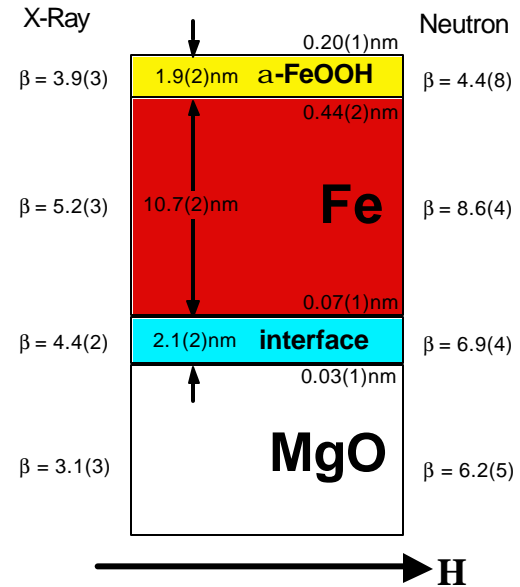
Structure, Chemistry & Magnetism of Fe(001) on MgO(001)*



X-Ray

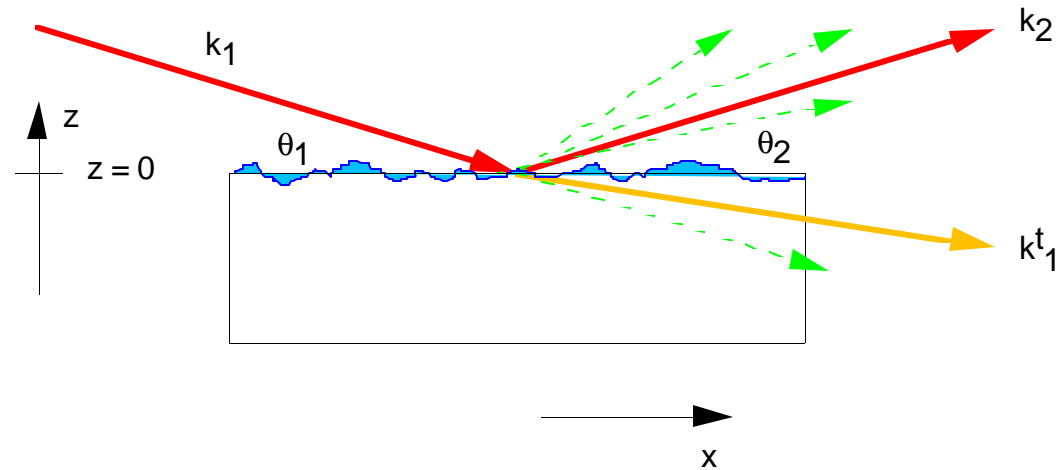
Co-Refinement

Neutron



*Data courtesy of M. Fitzsimmons (LANSCE)

Reflection from Rough Surfaces

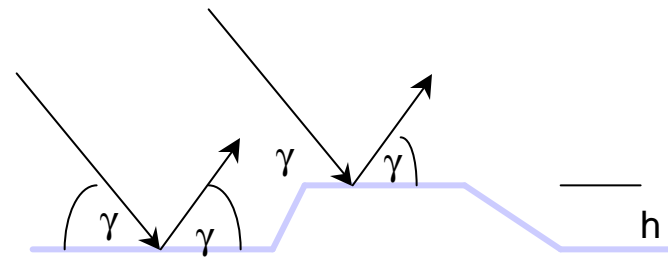


- diffuse scattering is caused by surface roughness or inhomogeneities in the reflecting medium
- a smooth surface reflects radiation in a single (specular) direction
- a rough surface scatters in various directions
- specular scattering is damped by surface roughness – treat as graded interface. For a single surface with r.m.s roughness σ :

$$R = R_F e^{-2k_{Iz}k_{1z}^t \sigma^2}$$

When Does a “Rough” Surface Scatter Diffusely?

- Rayleigh criterion

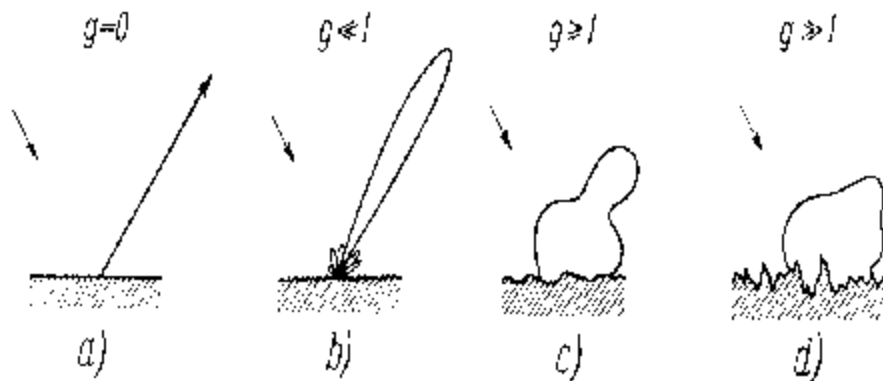


path difference: $\Delta r = 2 h \sin \gamma$

phase difference: $\Delta \phi = (4\pi h / \lambda) \sin \gamma$

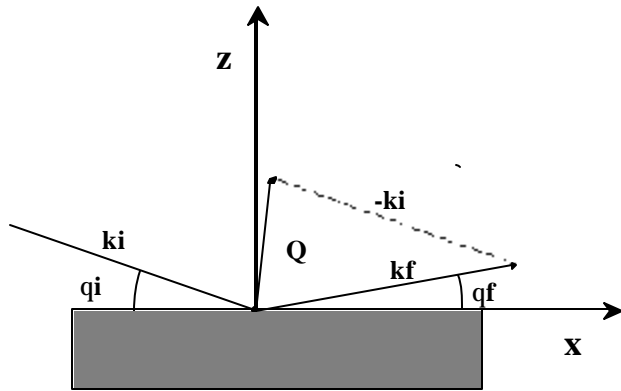
boundary between rough and smooth: $\Delta \phi = \pi/2$

that is $h < \lambda / (8 \sin \gamma)$ for a smooth surface



where $g = 4 \pi h \sin \gamma / \lambda = Q_z h$

Time-of-Flight, Energy-Dispersive Neutron Reflectometry



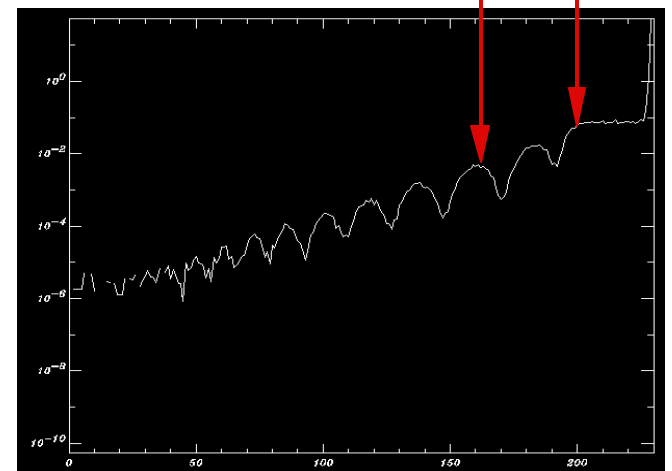
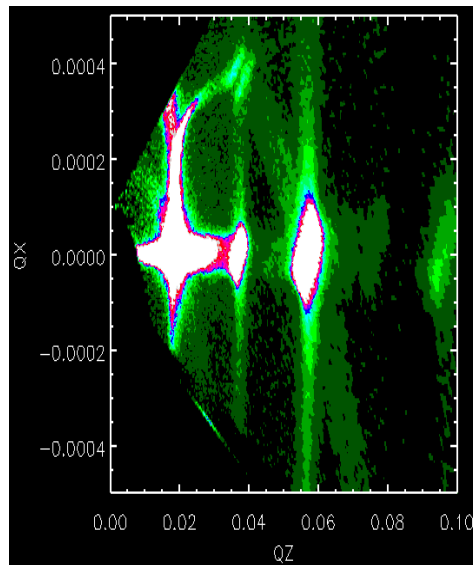
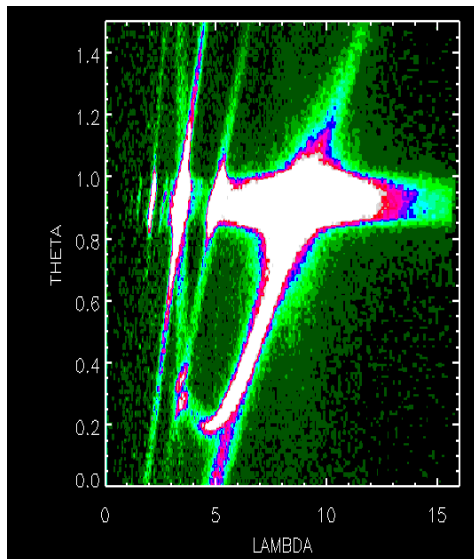
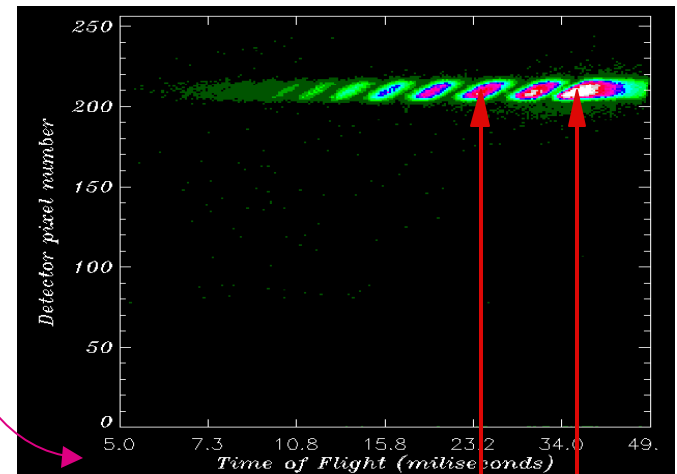
Raw data in θ_f -TOF space for a single layer.
 Note that large divergence does not imply poor Q_z resolution

TOF - $1 \cdot L / 4$

$Q = k_f - k_i$ where

$$Q_x = \frac{2p}{\lambda} (\cos q_f - \cos q_i)$$

$$Q_z = \frac{2p}{\lambda} (\sin q_f + \sin q_i)$$

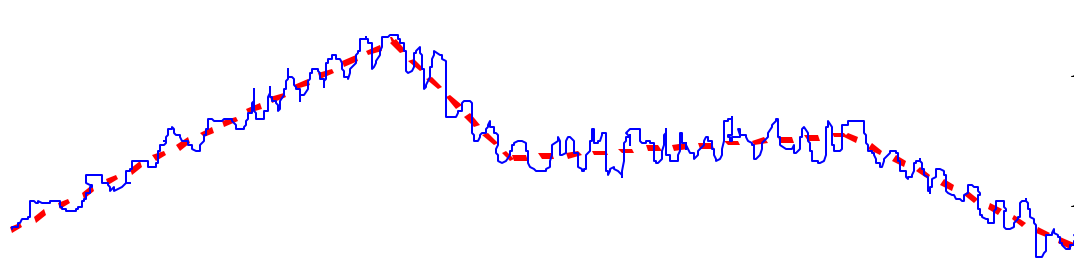


Vandium-Carbon Multilayer — specular & diffuse scattering in θ_f -TOF space and transformed to Q_x - Q_z

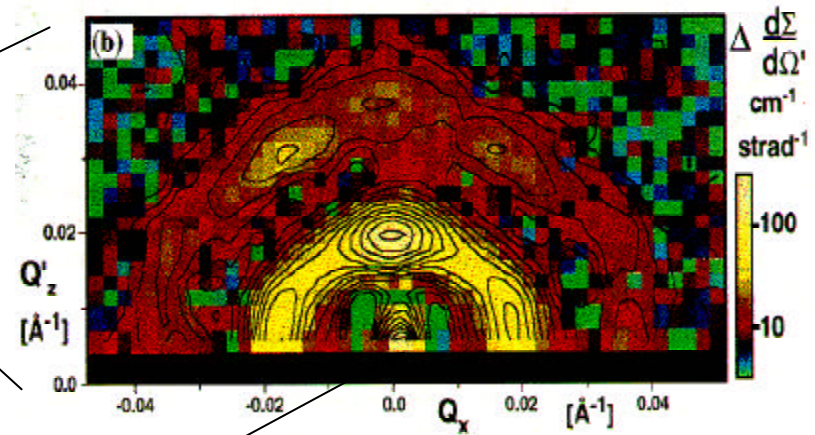
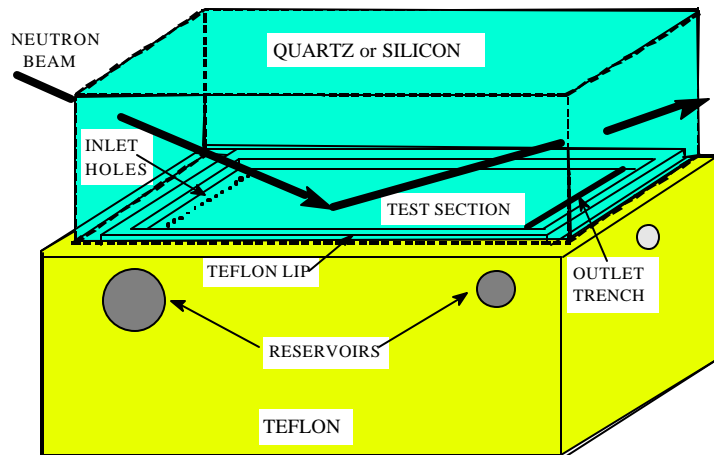
The Study of Diffuse Scattering From Rough Surfaces Has Not Made Much Headway Because Interpretation Is Difficult

The theory (Distorted Wave Born Approximation) used to describe scattering from a rough surface, works in some cases but breaks down when $\mathbf{x}k_z^2 / k^2 \gg 1$, where \mathbf{x} is the range of correlations in the surface

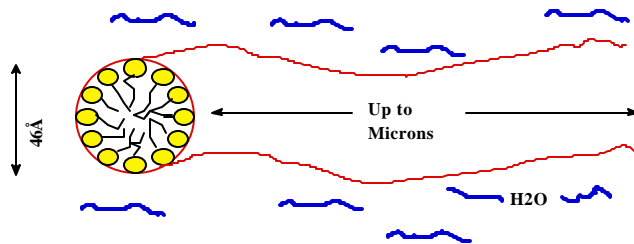
In some cases (e.g. faceted surfaces) one would also expect the approximation of a using an "average surface" wavefunction for perturbation theory to break down.


$$R_{micro-rough} = R_{smooth} e^{-2k_0 k_1^t s^2}$$
$$R_{facet} = R_{smooth} e^{-2k_0^2 s^2}$$

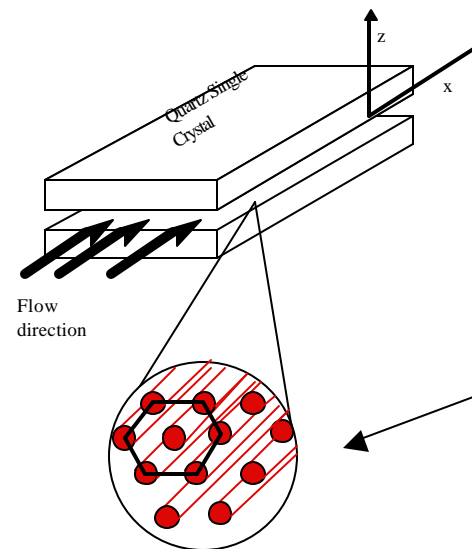
Observation of Hexagonal Packing of Thread-like Micelles Under Shear: Scattering From Lateral Inhomogeneities



Specularly reflected beam



Thread-like micelle



Scattering pattern implies hexagonal symmetry