GUINEA-PIG

Daniel Schulte

Introduction

GUINEA-PIG**:**
Generator of **U**nwanted **I**nteractions for **N**umerical **E**xperiment **A**nalysis
– **P**rogramme **I**nterfaced to **G**EANT

GUINEA-PIG written in C as PhD project at DESY (first version 1994)
Mainly a tool for detector and physics studies for TESLA
⇒ focus on single passage

GUINEA-PIG++:
Translation into C++ at LAL (written in 2007) some additions like polarisation, but no hadronic background
Should now have stabilised
Guy Le Meur, B. Dalena, J. Esberg, C. Rimbault, J. Snuverink

Physics

GUINEA-PIG simulates the interaction of two colliding ultra-relativistic beams containing electrons, positrons and photons (others can be approximated using tricks)
Made for single collisions, can be used for repeated collisions at some level but with care

Can load electron, positron and gamma beams, typically required because complex energy profile exists, also for gamma-gamma collider

It includes:
- Pinching of the beams
- Emission of beamstrahlung
- Initial state radiation
- Production of incoherent pair background
- Bremsstrahlung
- Beam size effect
- Production of coherent pair background
- Production of hadronic background (also minijets)

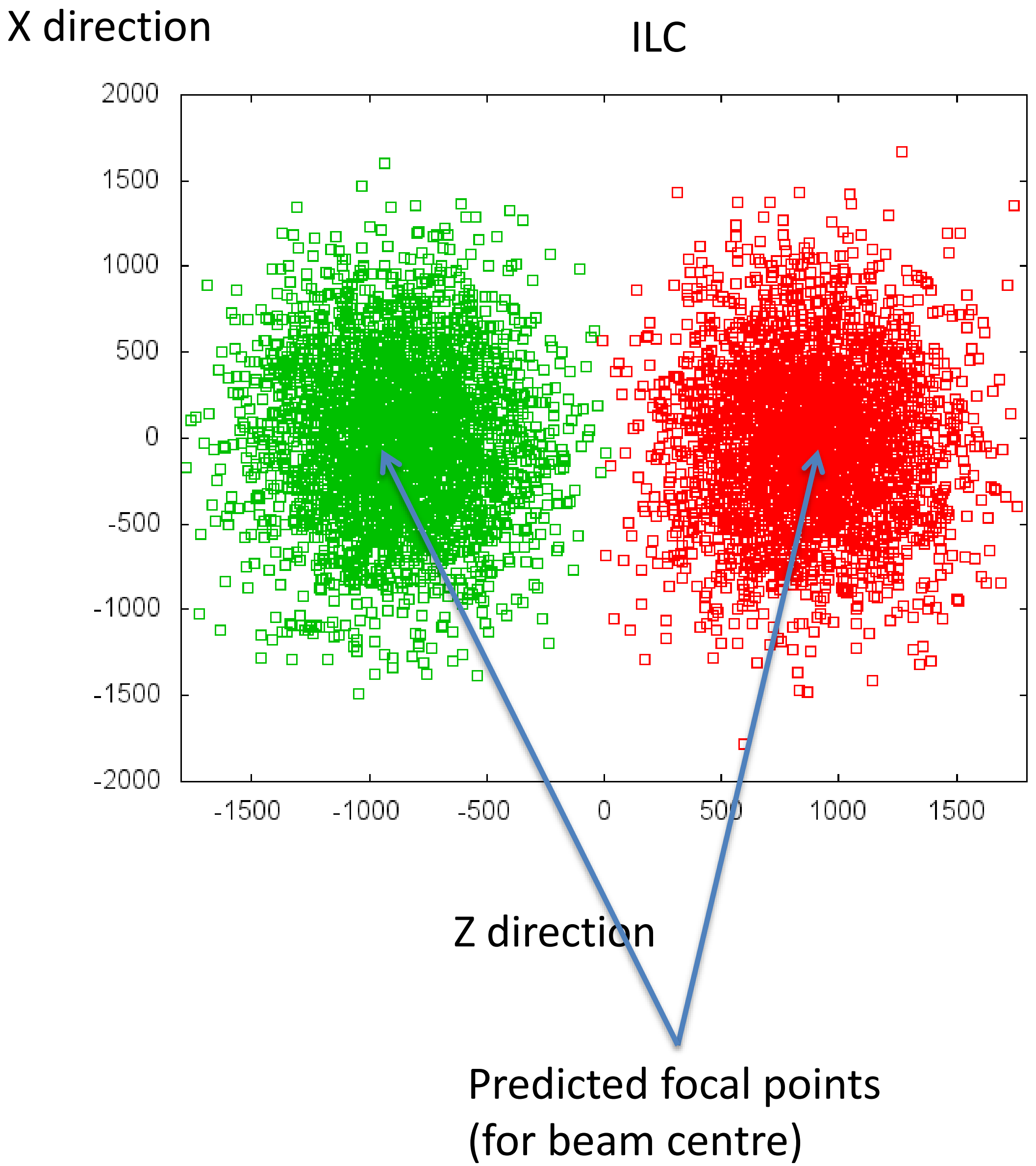
GUINEA-PIG++ also includes
- Beam polarisation
- Trident cascade process
- but no hadrons

Pinch Effect

Need strong-strong code
- CAIN (K. Yokoya et al.)
- GUINEA-PIG (D. Schulte et al.)

- Beams => macro particles
- Beams => slices
- Slices => cells
- The simulation is performed in a number of time steps in each of them
- The macro-particle charges are distributed over the cells
    - ○ The forces at the cell locations are calculated
    - ○ The forces are applied to the macro particles
    - ○ The particles are advanced

All simulation performed with GUINEA-PIG



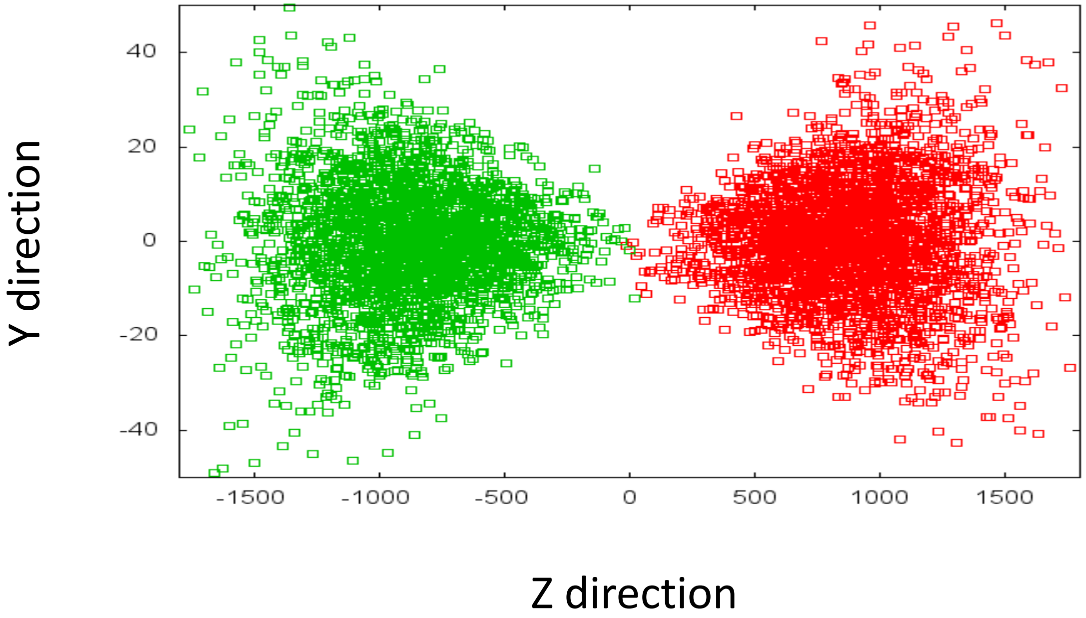
Pinch Effect

Need strong-strong code

- CAIN (K. Yokoya et al.)
- GUINEA-PIG (D. Schulte et al.)

- Beams => macro particles
- Beams => slices
- Slices => cells
- The simulation is performed in a number of time steps in each of them
- The macro-particle charges are distributed over the cells
    - The forces at the cell locations are calculated
    - The forces are applied to the macro particles
    - The particles are advanced

Beam-beam force switched off



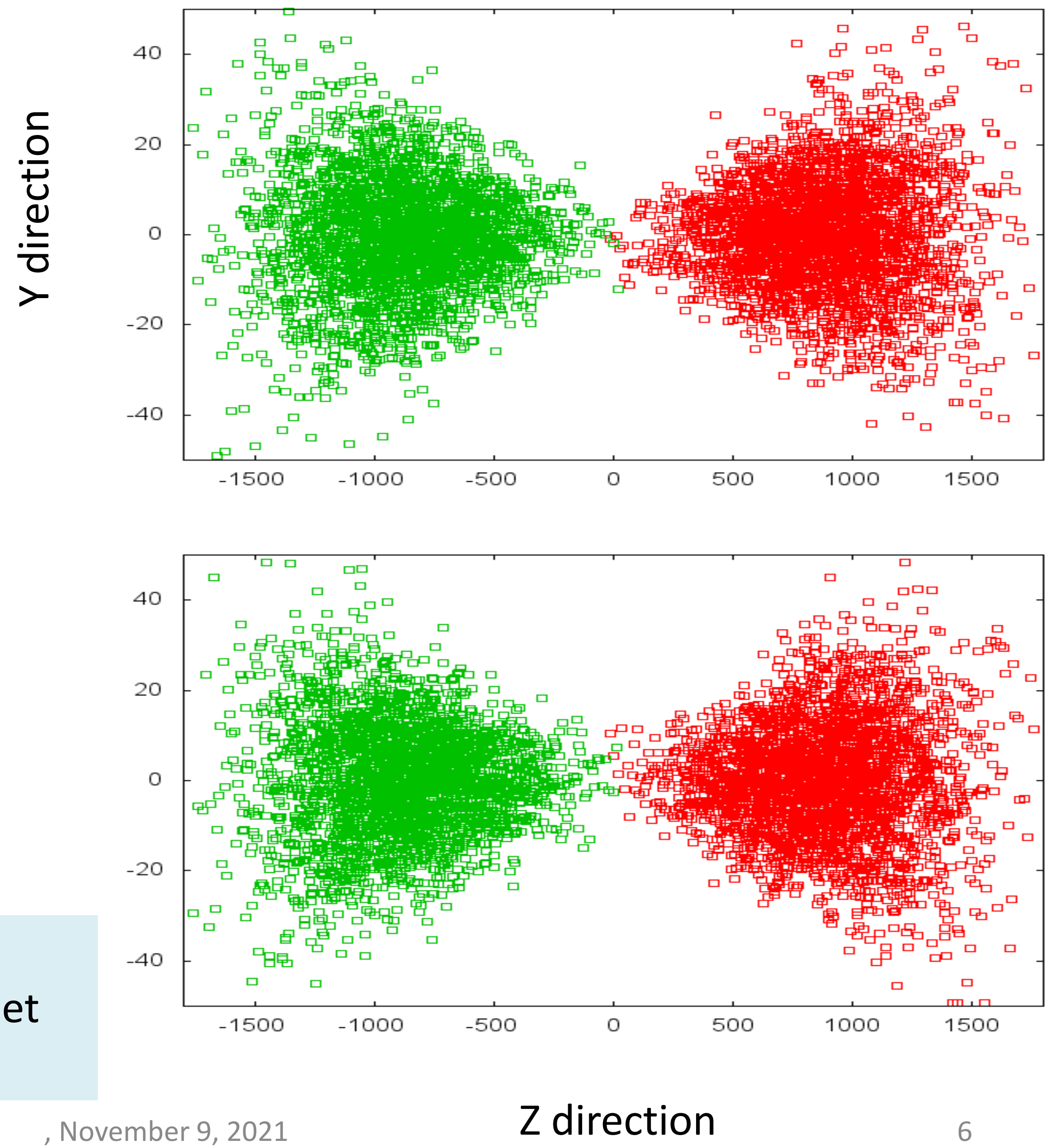
Pinch Effect

Need strong-strong code
- CAIN (K. Yokoya et al.)
- GUINEA-PIG (D. Schulte et al.)

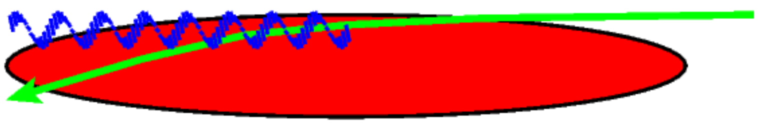
- Beams => macro particles
- Beams => slices
- Slices => cells
- The simulation is performed in a number of time steps in each of them
- The macro-particle charges are distributed over the cells
  - The forces at the cell locations are calculated
  - The forces are applied to the macro particles
  - The particles are advanced

Note: Luminosity increase has been benchmarked to SLC (F. Zimmermann et al.)

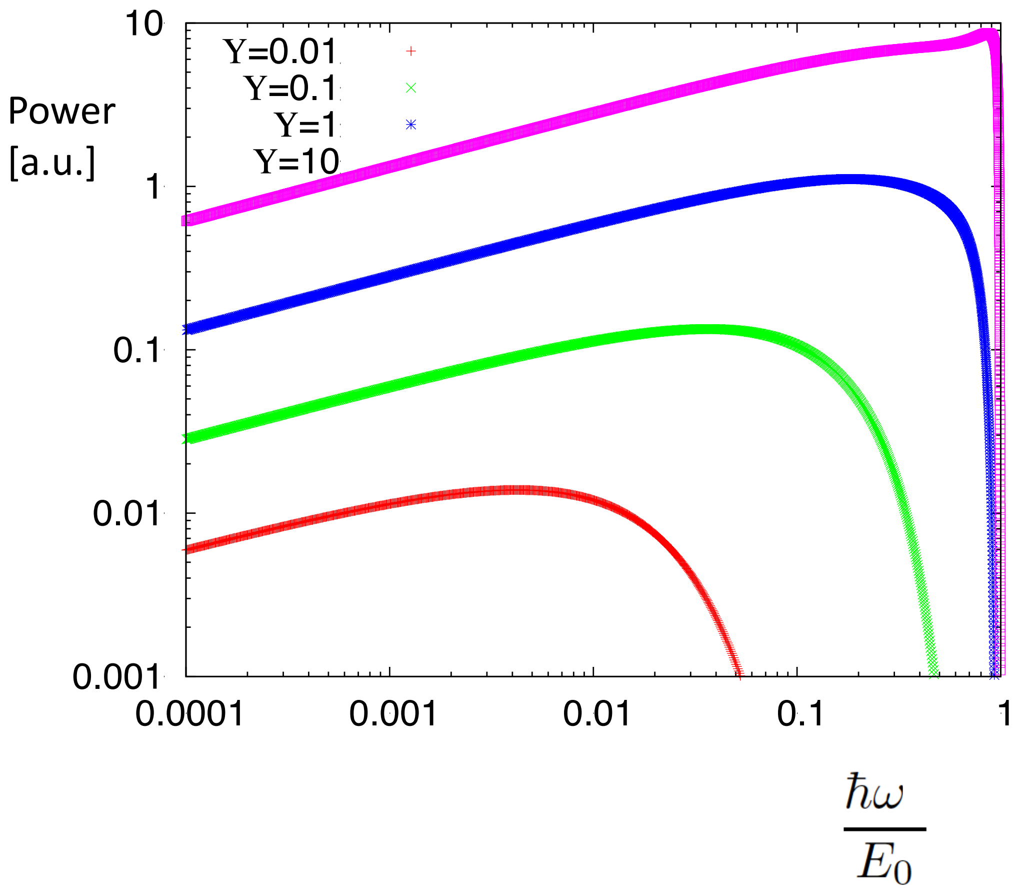
Beam-beam force switched off



Beamstrahlung



$$\Upsilon = \frac{2}{3}\frac{\hbar\omega_c}{E_0}$$



Classical regime $\Upsilon \ll 1$

ILC (0.06), CLIC at 380GeV (0.17)

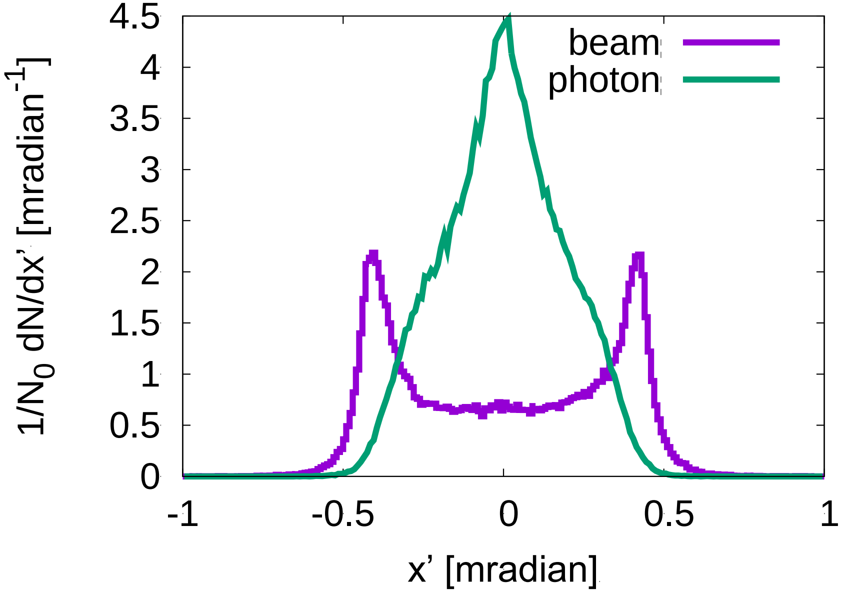
Quantum regime $\Upsilon \gg 1$

CLIC at 3TeV Y=5

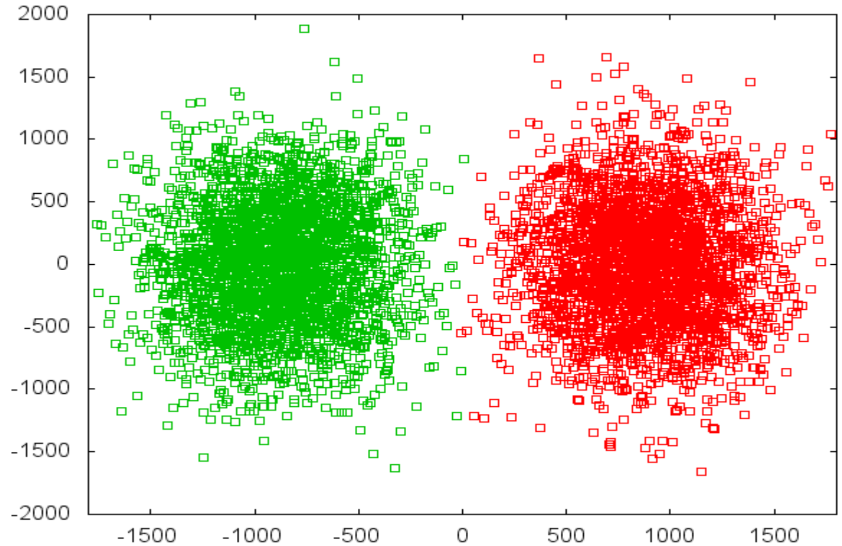
The spectrum is given by Sokolov-Ternov Spectrum $$\frac{d\dot{w}}{d\omega} = \frac{\alpha}{\sqrt{3}\pi\gamma^2}\left[\int_x^\infty \mathrm{K}_{\frac{5}{3}}(x')dx' + \frac{\hbar\omega}{E}\frac{\hbar\omega}{E-\hbar\omega}\mathrm{K}_{\frac{2}{3}}(x)\right]$$

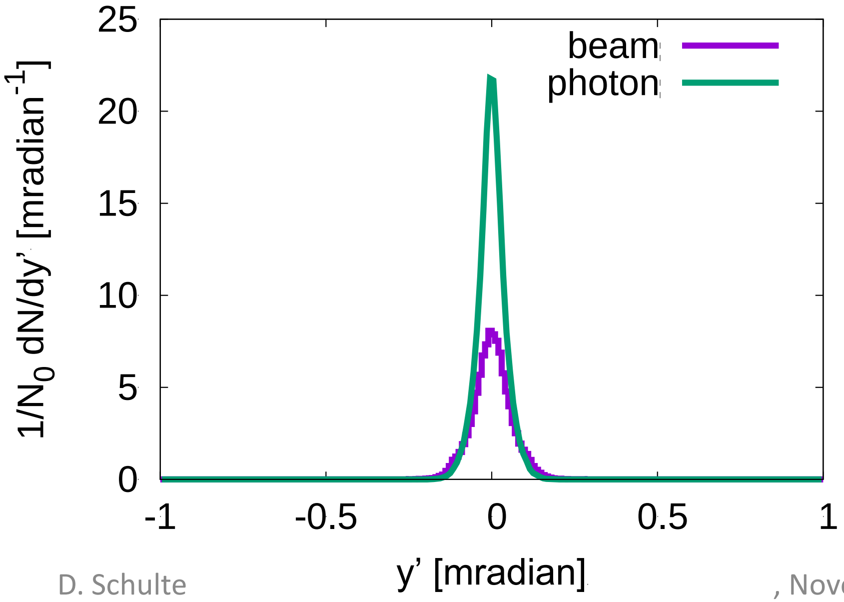
With modified Bessel functions $\mathrm{K}_{\frac{5}{3}}$ and $\mathrm{K}_{\frac{2}{3}}$ $\quad x = \frac{\omega}{\omega_c}\frac{E}{E-\hbar\omega}$

Photon Production

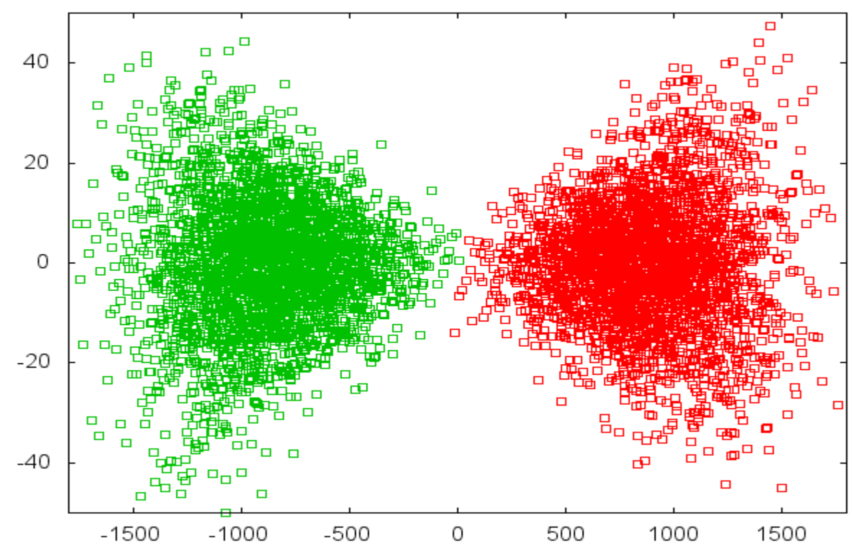


Horizontal plane





Vertical plane



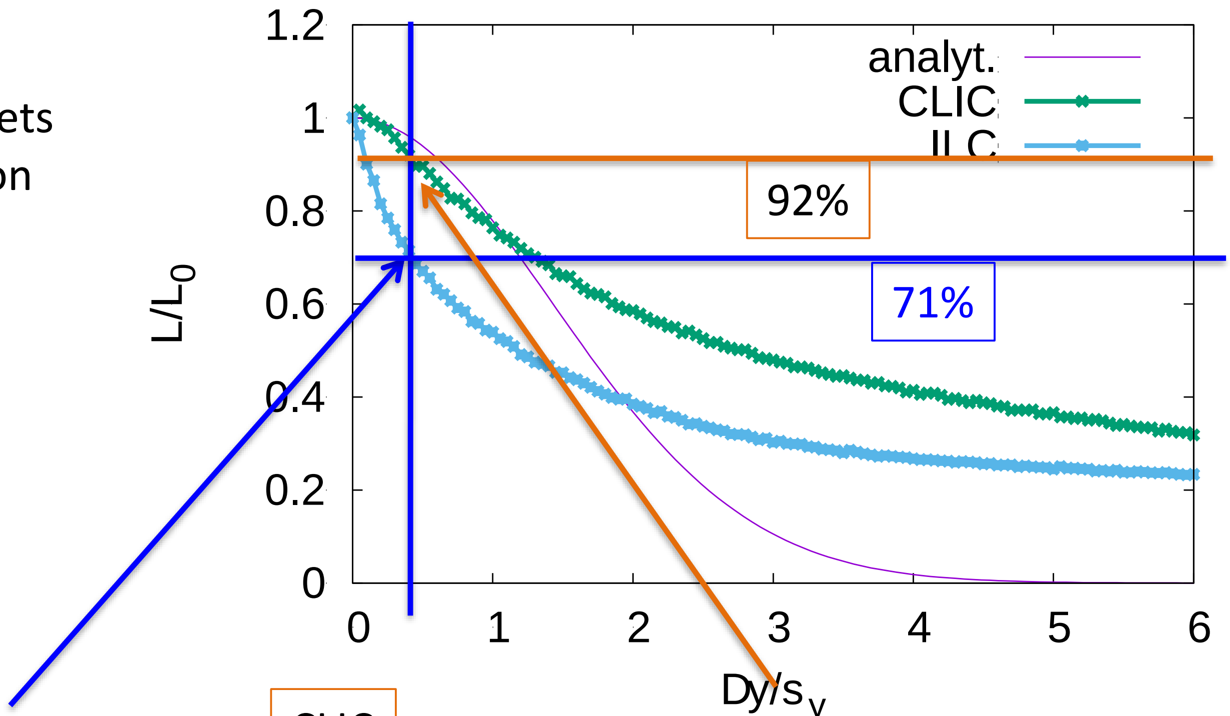
Luminosity and Offset

Luminosity loss for beam offsets depends strongly on disruption parameter

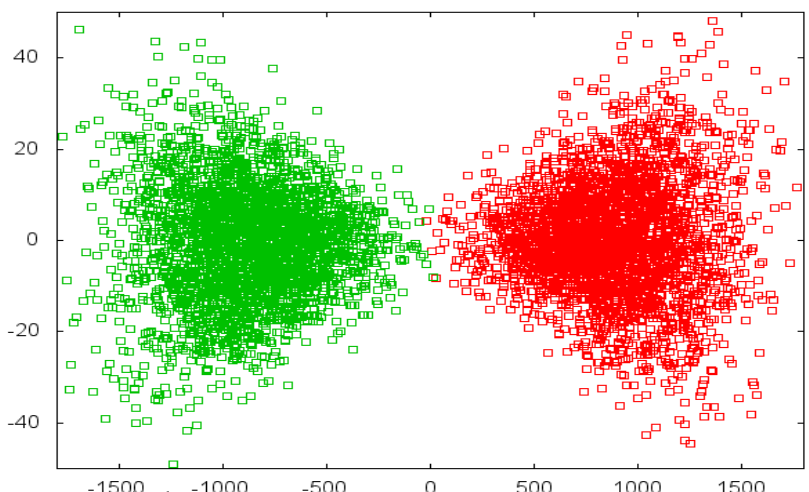
$\Delta y = 0.4\ \sigma_y$

$L = 0.71\ L_0$ D_y~24

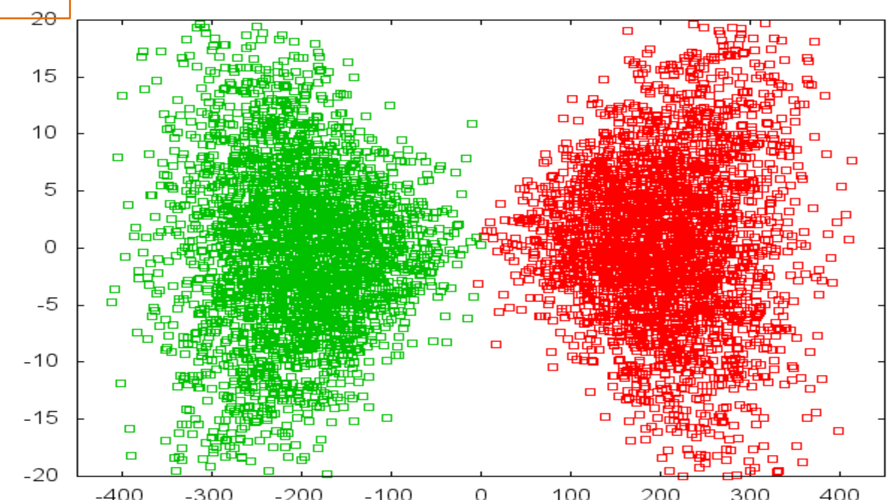
$L = 0.92\ L_0$ D_y~12



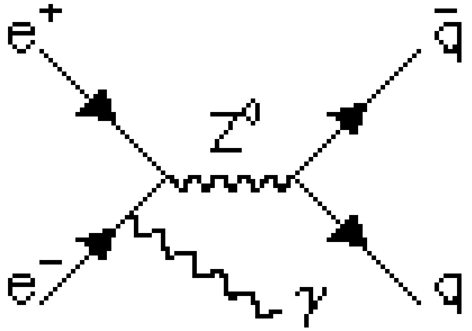
ILC



CLIC



Note: Initial State Radiation



Can be switched on, if required

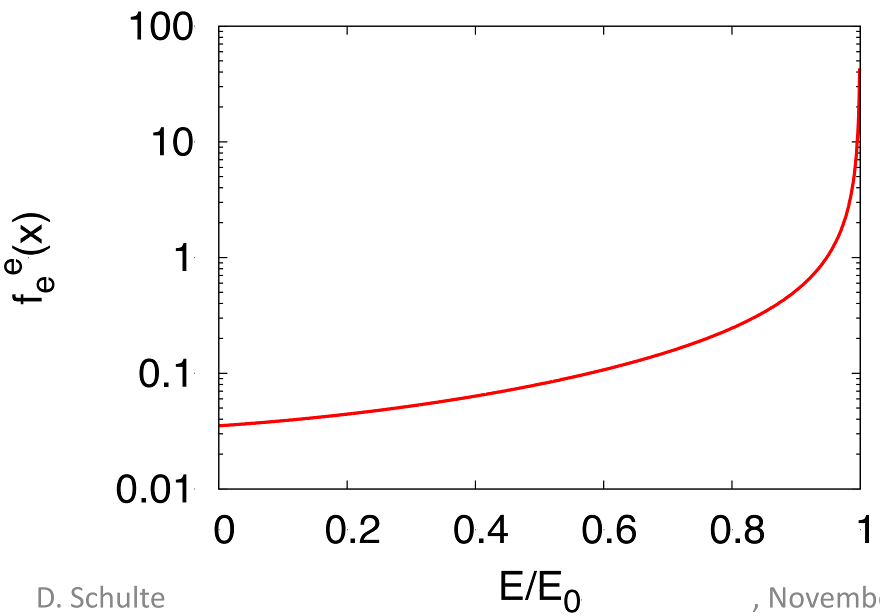
- default is **off**

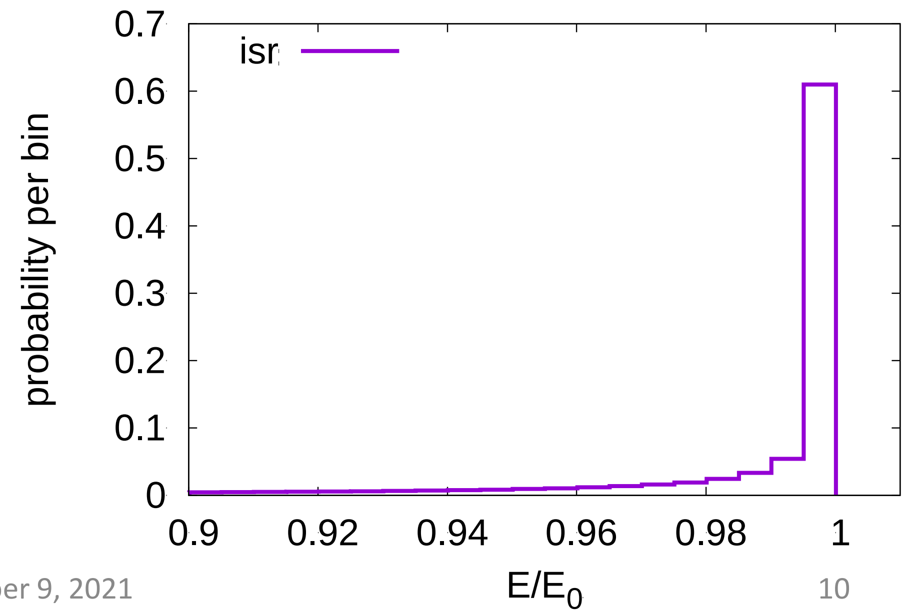
Uses simple model

Probably best to do it separately in the physics generator

$$f_e^e(x,Q^2) = \frac{\beta}{2}(1-x)^{\frac{\beta}{2}-1}\left(1+\frac{3}{8}\beta\right) - \frac{\beta}{4}(1+x)$$

$$\beta = \frac{2\alpha}{\pi}\left(\ln\frac{Q^2}{m^2}-1\right)$$





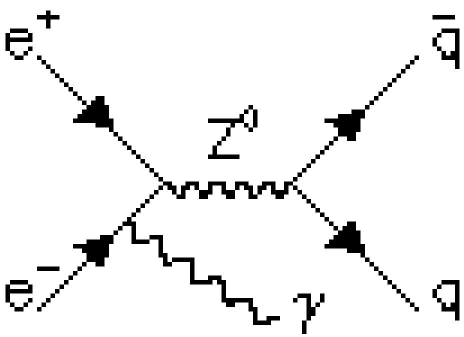
Example: Top Production at Threshold

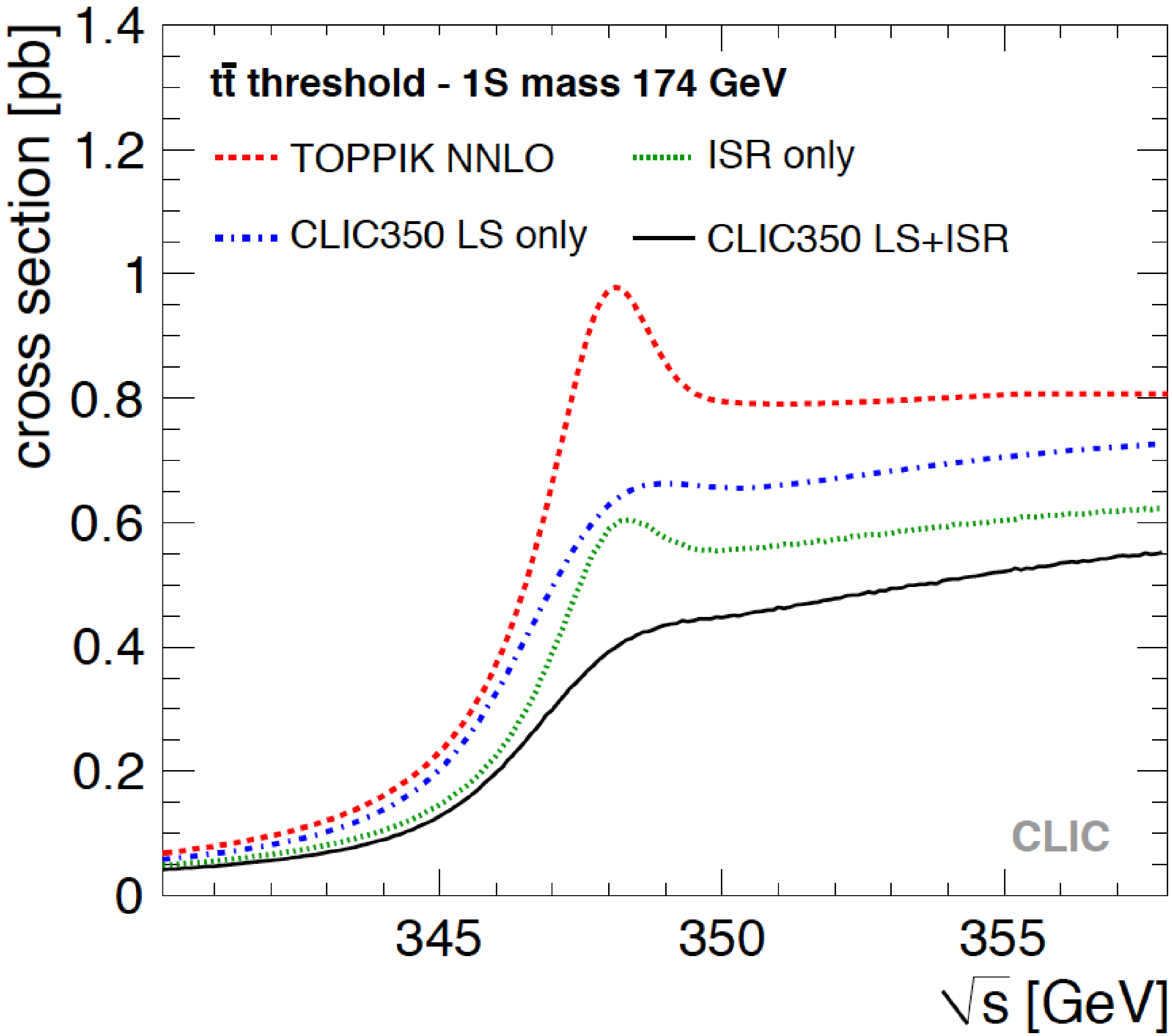
K. Seidel et al. **arXiv:1303.3758**

Top production at threshold is strongly affected by beam energy spread and beamstrahlung

For $L_{0.01} > 0.6$ L impact of beamstrahlung is comparable to ISR

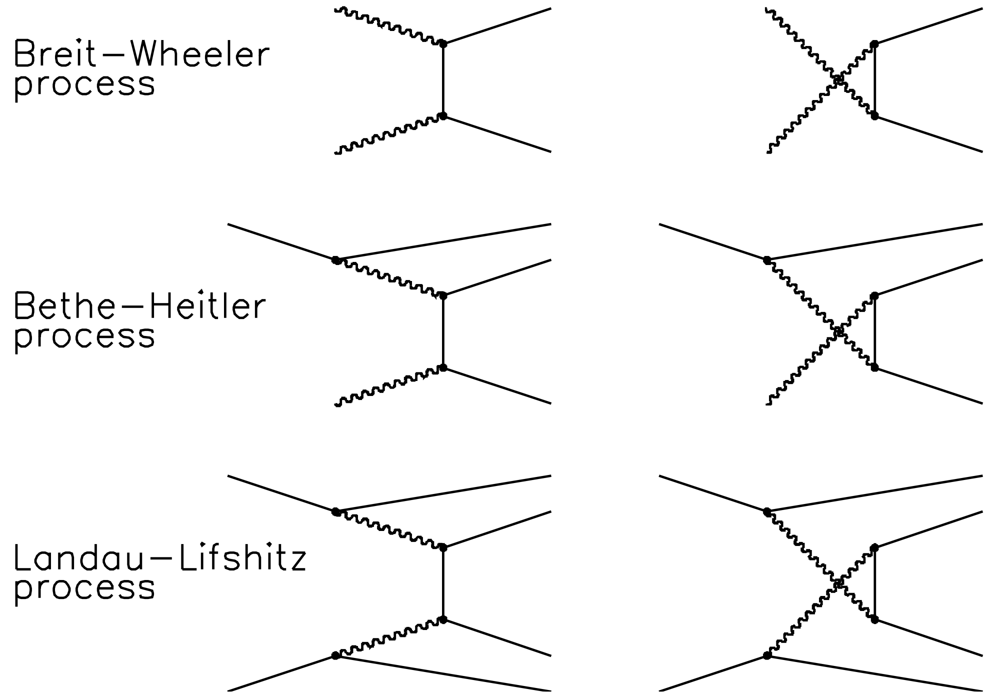
But depends on physics



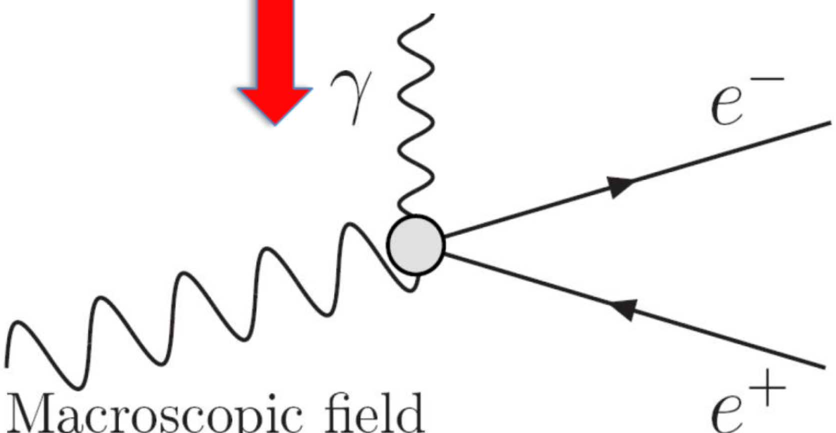


Lepton Pair Production

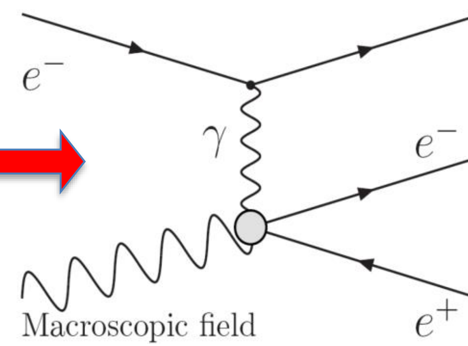
Colliding Photons can produce electron-positron pairs (incoherent pair production)
O(10^5) per bunch crossing



Beamstrahlung photons can turn into pair in strong field (coherent pair production)
O(1-10^8) per bunch crossing



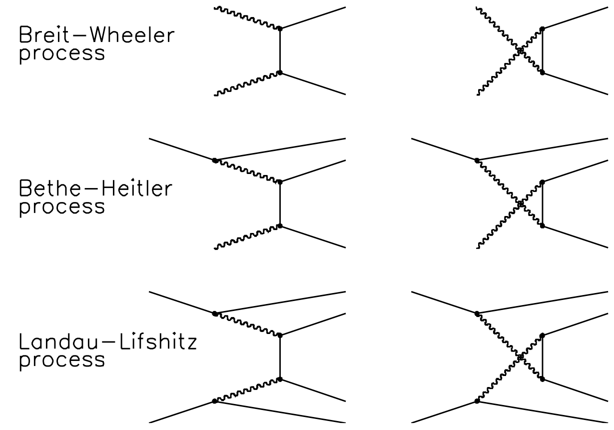
Trident cascade

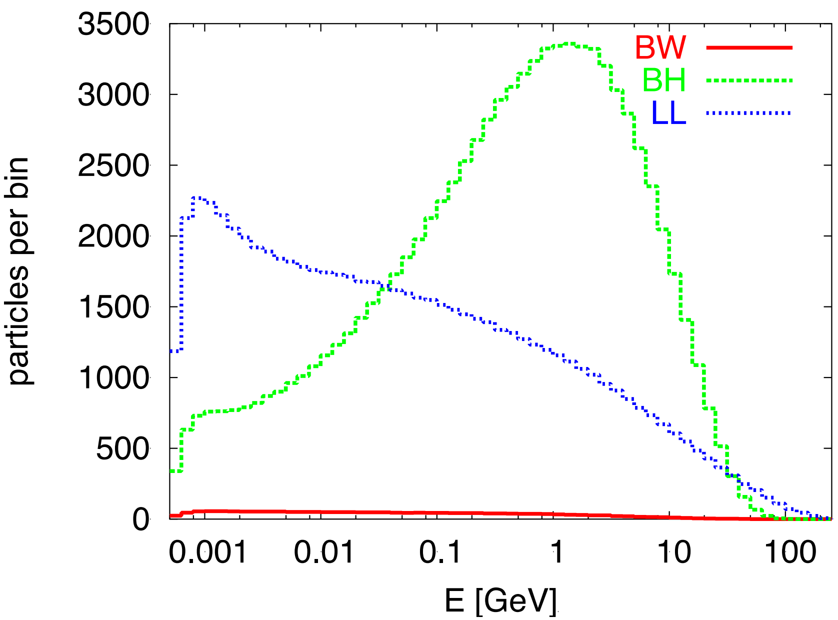


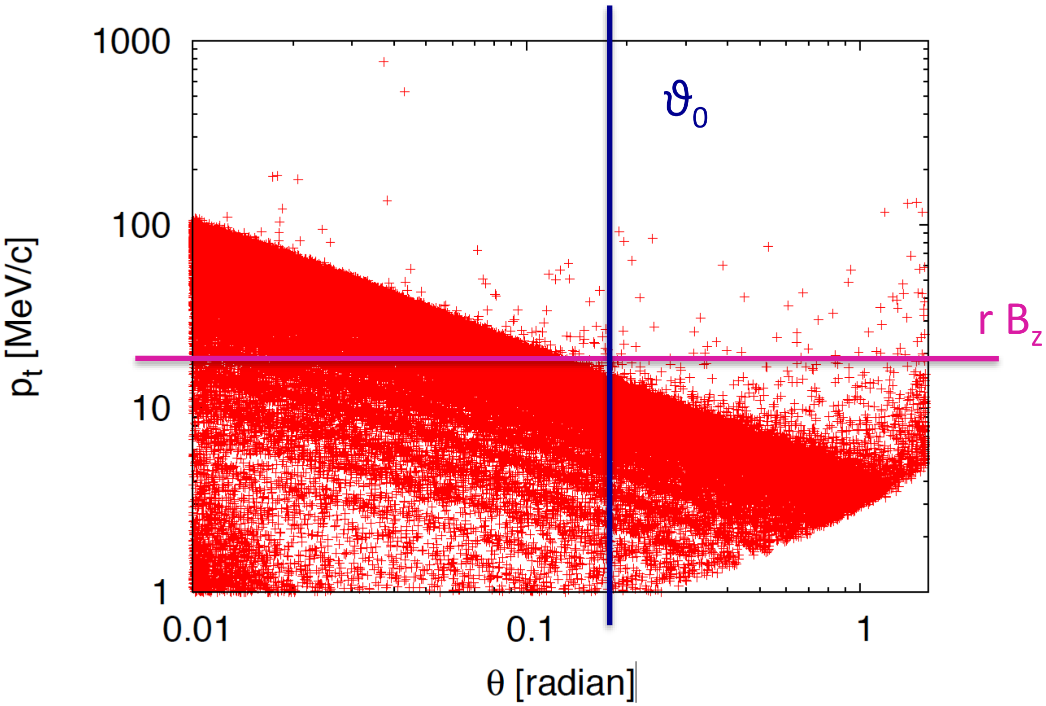
Electron-Positron Pair Production

Colliding photons can produce electron-positron pairs (incoherent pair production)
$O(10^5)$ per bunch crossing

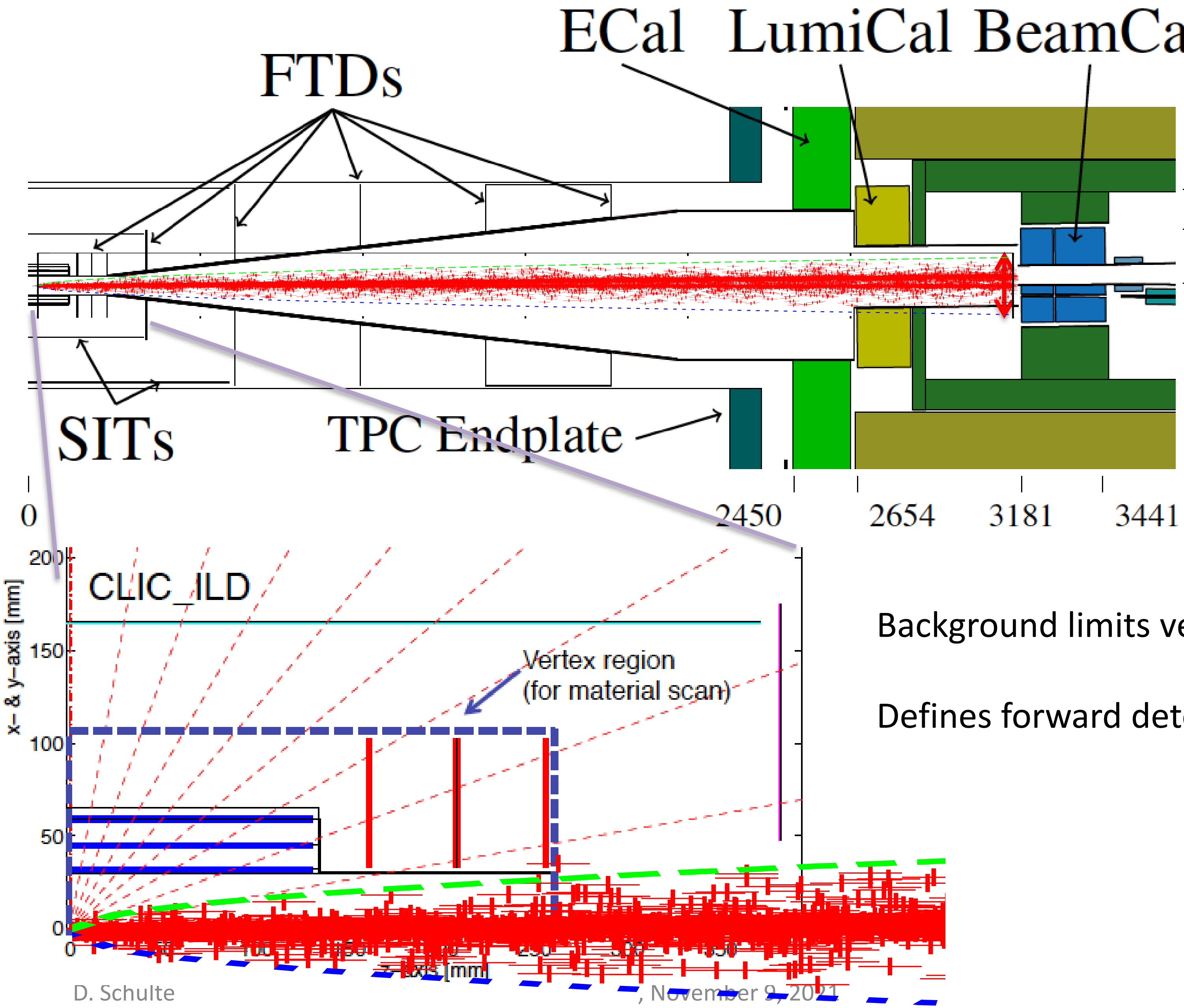
Virtual photon approximation used (beam size and external field effect can be included)
Benchmarked to Vermaseren Monte Carlo
Note: better than CAIN







Impact on Detector Design



CLICdp
A. Sailer

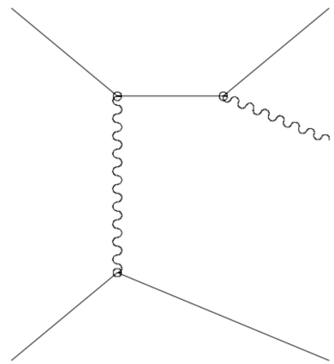
Background limits vertex detector

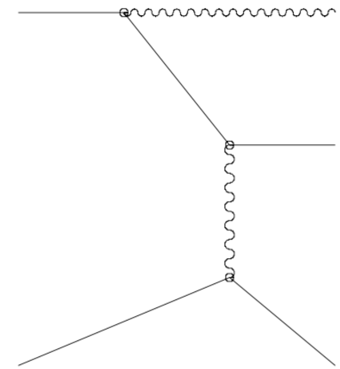
Defines forward detector design

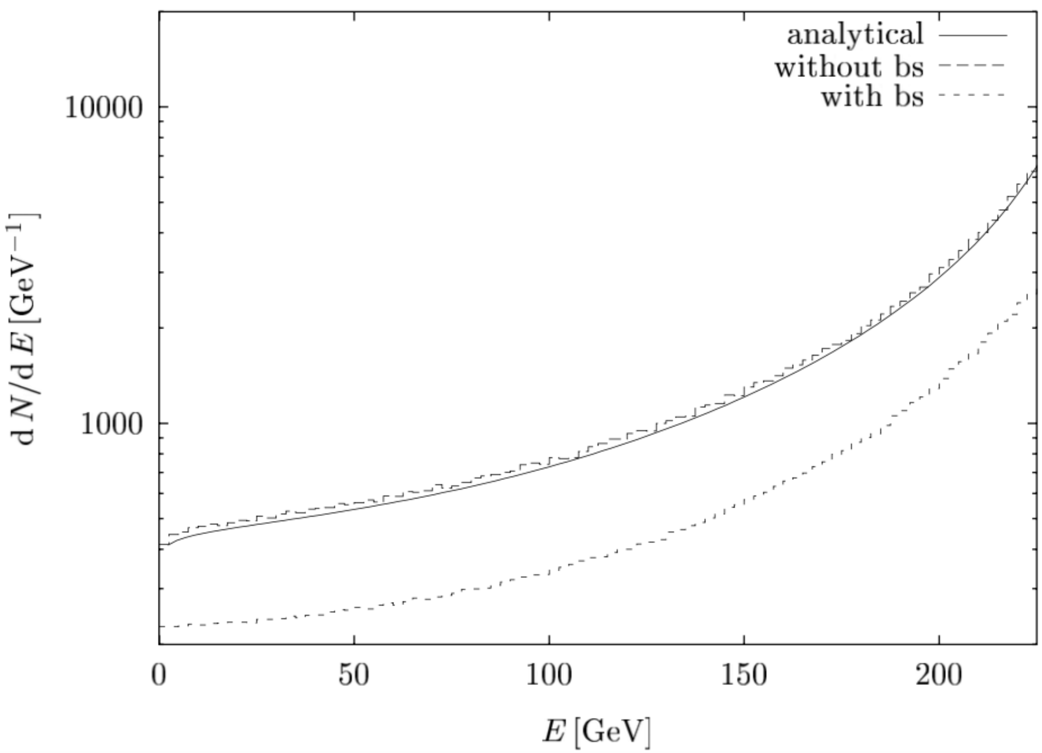
Bremsstrahlung

Modelled as Compton scattering on virtual photons

Beam size effect is taken into account as displacement of virtual photon from original particle





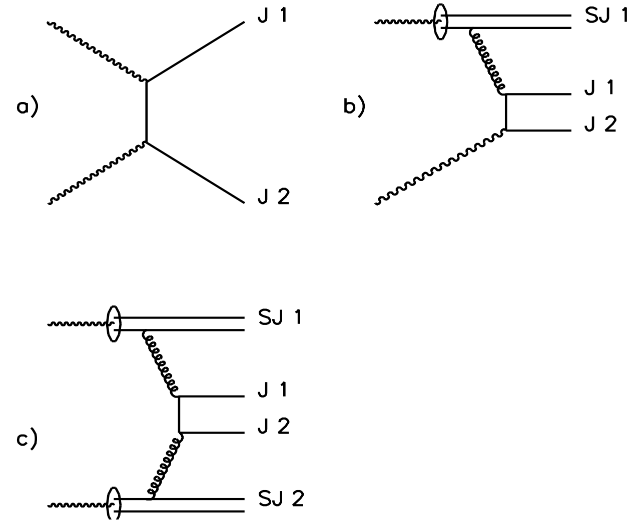


The beam size can have a significant impact on the bremsstrahlung cross section

For actual luminosity measurements careful benchmarking will be required

Hadronic Background

Two colliding photons can also produce hadrons (photons look like part-time like a hadron)

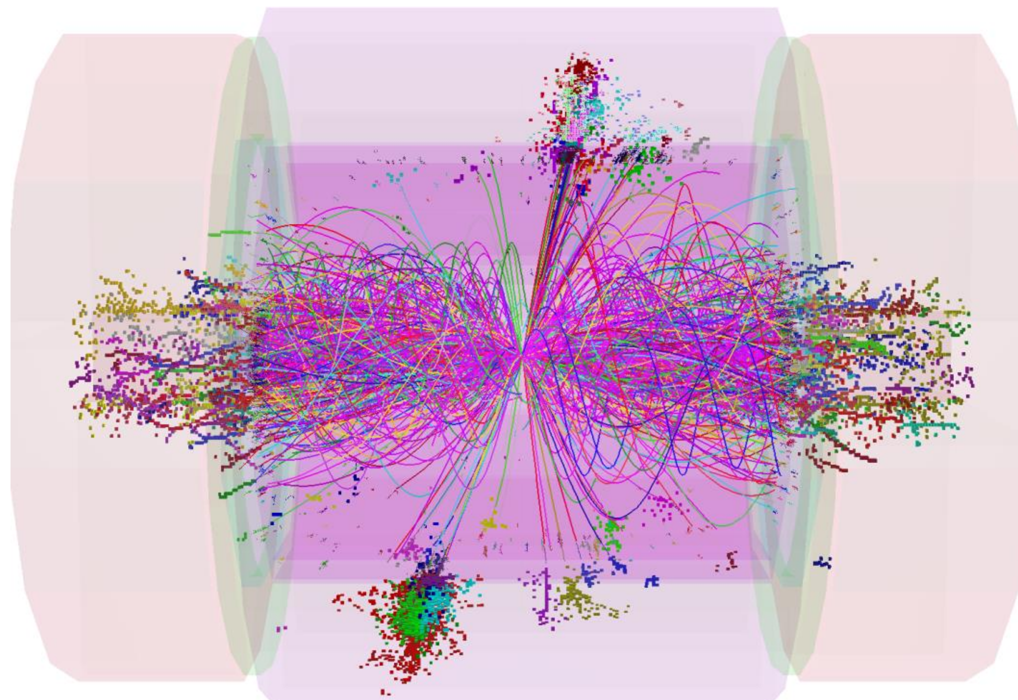


Two implementations in GUINEA-PIG:

Total cross section parametrisation
- In particular PYTHIA cross section
- stored initial states can be then be turned to events with PYTHIA
- Easily modified to include any other cross section
- Includes limits on virtual photons
  - different cuts in virtuality

Direct calculation of **parton-parton scattering**, based on parametrisations
- of Glück, Reya and Vogt
- or Drees and Grassie

Works only for hard scattering
Fragment with JETSET



How to Run

GUINEA-PIG is steered using a database and potentially some input files

Beam (electrons, positrons, photons) is described by charge, emittance, beta-function, bunch length, energy and energy spread
Or can be loaded from a file (format corresponds to our main tracking code PLACET)

Processes can be switched on or off setting variable in database

Computational parameters can be chosen

- number of macro-particles (O(10^5) or more)
- number of slices (O(30))
- grid size and number of cells (64x64 or more)
- Cut-off for Weizäcker-Williams method (electron mass, photon collision energy, transverse momentum of final state)
- beam size effect (incoherent pairs, hadrons, bremsstrahlung)
- hadronic cross section/parton model
- …

Be careful when choosing and confirm convergence and stability of results

Output

Different results and spectra in main output file, e.g.

- luminosity
- luminosity spectrum for all particle combinations
- number and energy of beamstrahlung photons produced
- …

Specialised files

- Luminosity weighted collisions (electron-positron, electron-photon, photon-photon, …)
    - 3x3 matrix of options
- Cross section weighed collisions producing hadronic events (with real and virtual photons)
- Spent beam (in tracking format for PLACET), photons, coherent/trident pairs
- Incoherent pairs before/after tracking though beam fields
- All files have trivial format: e.g. one line, one particle or one collision

- Note: Cross section for collision files is adjusted on the fly to avoid overflow if initial cross section is too large

Code Implementation

GUINEA-PIG

- Written in C (my C++ compiler was broken)
- Mainly functional, some object oriented methods
- Requires C compiler, GCC is a great choice
- Advisable (but not required) to use FFTW2 or FFTW3
- Can use input from beam tracking (e.g. PLACET)
- Some output can be used in physics tools (e.g. PYTHIA, CIRCE, CALYPSO)
- No parallelisation in public version
    - as always not simple to switch between grid and tracking

GUINEA-PIG++

- Translation of GUINEA-PIG to C++
- Was originally meant to be parallel

Can be found on the web, e.g. https://gitlab.cern.ch/clic-software/guinea-pig
Some documentation is available
Normally, I manage to answer questions, Barbara Dalena (CEA FR) can also help

Performance

The performance is adequate for many applications

- Has been the basis for a large set of linear collider studies for the machine and for the detector
- Ran originally on i486

Can run many cases in parallel

- Sequential runs in same directory can hand over random number generator status to have different sequence each time
- In different directories need to use the proper random number generator (sorry, in the code, could be made public if demand exists)
- Could imagine to use more advanced generator

For some applications a speed-up of single run would be useful

- Simulation of dynamic effects in linear colliders (many subsequent collisions)
- Circular colliders (many turns)

Best to fill results into reference data base

- More convenient to use
- Can be used to verify results
- It is not fully straightforward to correctly model the machine

Conclusion

GUINEA-PIG simulates beam-beam interaction in lepton colliders
- Strong-strong beam dynamics
- Production of secondaries

Core tool for linear colliders
- Machine studies
- Detector design
- Physics performance prediction

Code(s) are publicly available
- Limited maintenance
- But at the same level as the past 20+ years
- Will have a new fellow in January

- Will consider to upgrade to muons
  - some first results are based on

- An effort to develop general purpose code for all types of particles and multiple turns is ongoing

Reserve

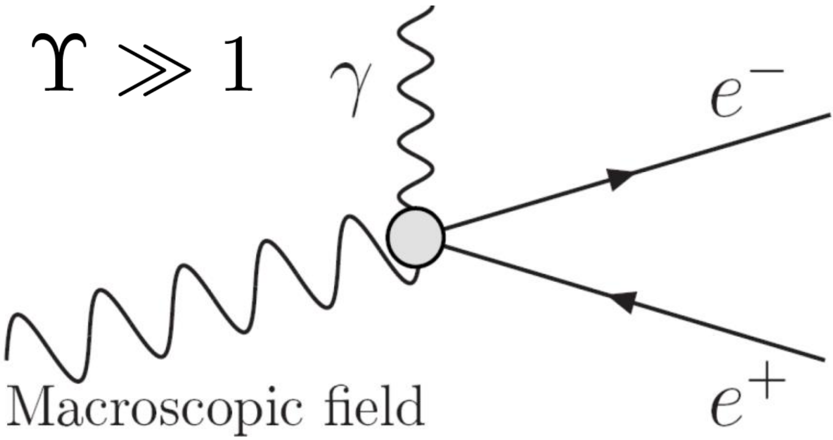
Coherent Pair Creation

Beam fields in the rest system of a photon can reach the **Schwinger Critical Field**

$\Rightarrow$ The quantum electrodynamics becomes non-linear

A photon in a very strong field can form an electron-positron pair

$\Rightarrow$ Coherent pair creation

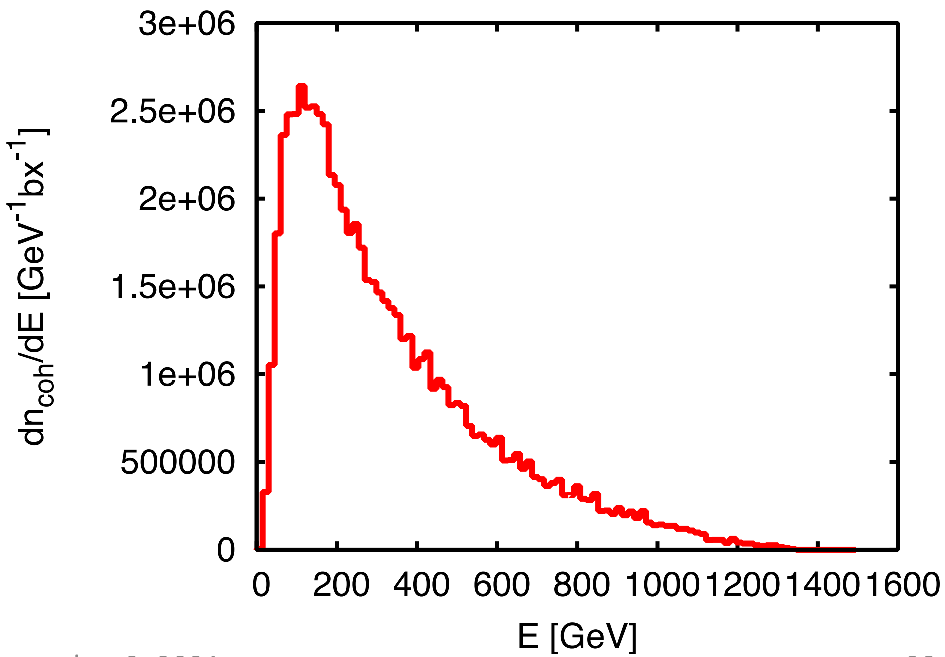


$$\frac{\gamma B}{B_c} = \Upsilon$$

$$B_c \approx 4.4 \times 10^9 \mathrm{T}$$

Produce 6.8×10^8 pairs

Average particle energy 0.3TeV



Computational Model

The beam is represented by macro-particles (typically O(>10^5))

- Can be generated on the fly or loaded from files

The beams are sliced, slices interact pairwise (typically O(30))

Slice interactions are using grids (typically O(64x64) cells)

- Beam particles are distributed
- Transverse fields use clouds-in-cell model and FFT for the convolution
- Generation of
  - Beamstrahlung photons
  - Coherent pairs
  - (Trident cascade)
- Virtual photons are created at each step and also distributed on the grid
- Particles in the same cell can collide and produce secondaries
  - Hadrons are stored
  - Pairs are tracked further
- Stepping of particles
- Note: Larger grids are used for low energy background

Spent Beam Content

Spent beam particles

Beamstrahlung

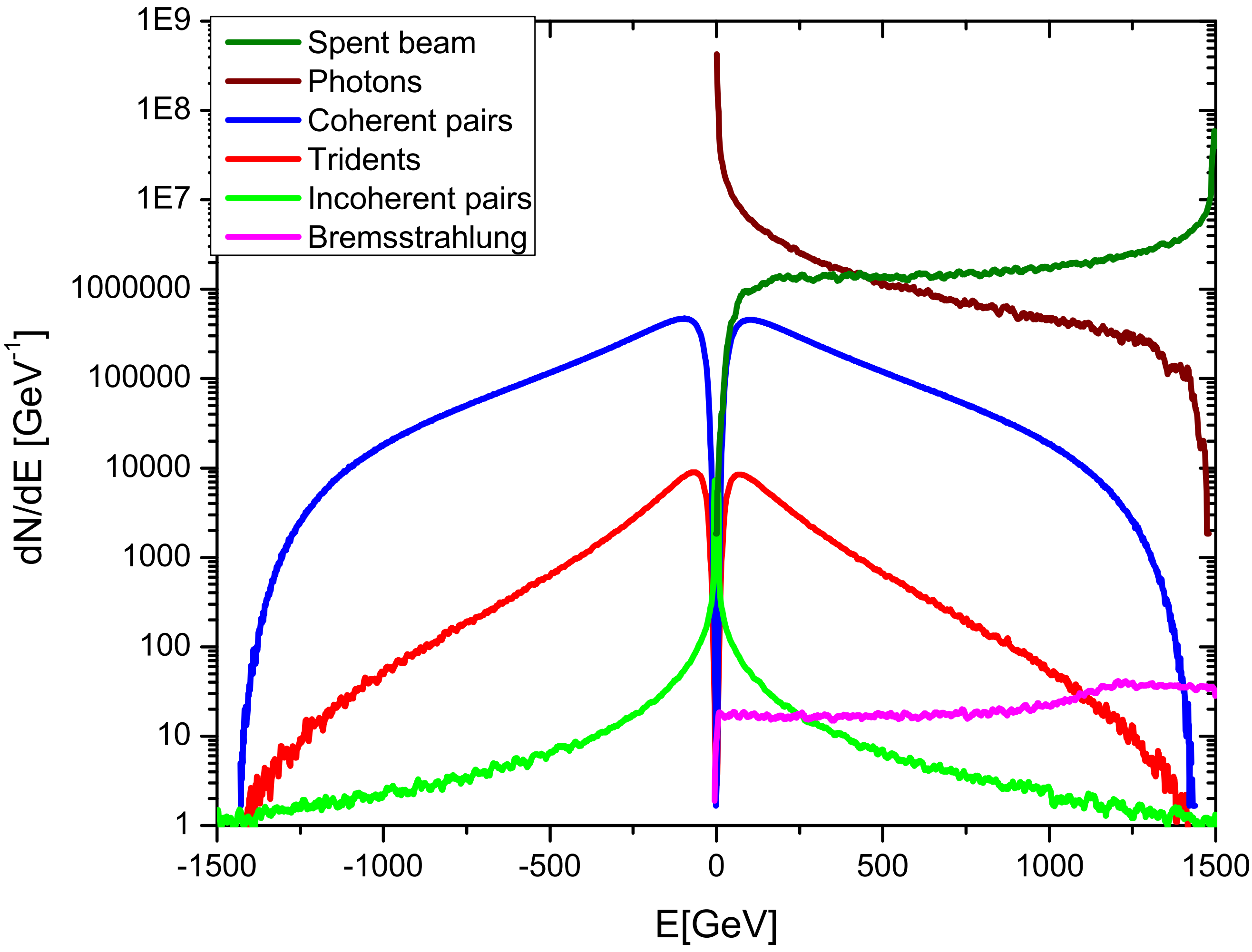
Coherent pairs

Trident cascade pairs

Incoherent pairs

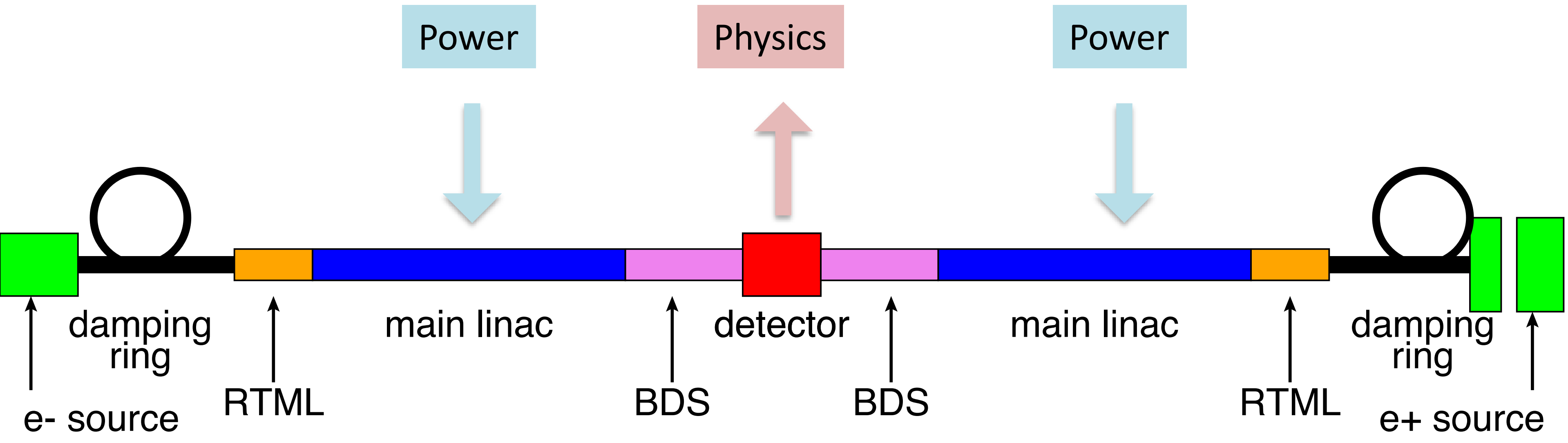
Hadrons

…



J. Esberg

Generic Linear Collider



Can reach high electron-positron centre-of-mass energies

- almost no synchrotron radiation

Single pass, hence two main challenges

- gradient
- luminosity

ILC and CLIC Main Parameters

Parameter	Symbol [unit]	SLC	ILC	CLIC	CLIC
Centre of mass energy	E_{cm} [GeV]	92	500	380	3000
Geometric luminosity	L_{geom} [$10^{34}cm^{-2}s^{-1}$]	0.00015	0.75	0.8	4.3
Total luminosity	L [$10^{34}cm^{-2}s^{-1}$]	0.0003	1.8	1.5	6
Luminosity in peak	$L_{0.01}$ [$10^{34}cm^{-2}s^{-1}$]	0.0003	1	0.9	2
Gradient	G [MV/m]	20	31.5	72	100
Particles per bunch	N [10^9]	37	20	5.2	3.72
Bunch length	σ_z [μm]	1000	300	70	44
Collision beam size	$\sigma_{x,y}$ [nm/nm]	1700/600	474/5.9	149/2.9	40/1
Emittance	$\varepsilon_{x,y}$ [μm/nm]	~3/3000	10/35	0.95/30	0.66/20
Betafunction	$\beta_{x,y}$ [mm/mm]	~100/10	11/0.48	8.2/0.1	6/0.07
Bunches per pulse	n_b	1	1312	352	312
Distance between bunches	Δz [ns]	-	554	0.5	0.5
Repetition rate	f_r [Hz]	120	5	50	50

There are more parameter sets for ILC and CLIC at different energies
CLIC at 3TeV has higher order optics and radiation effects

Beam-beam Effect

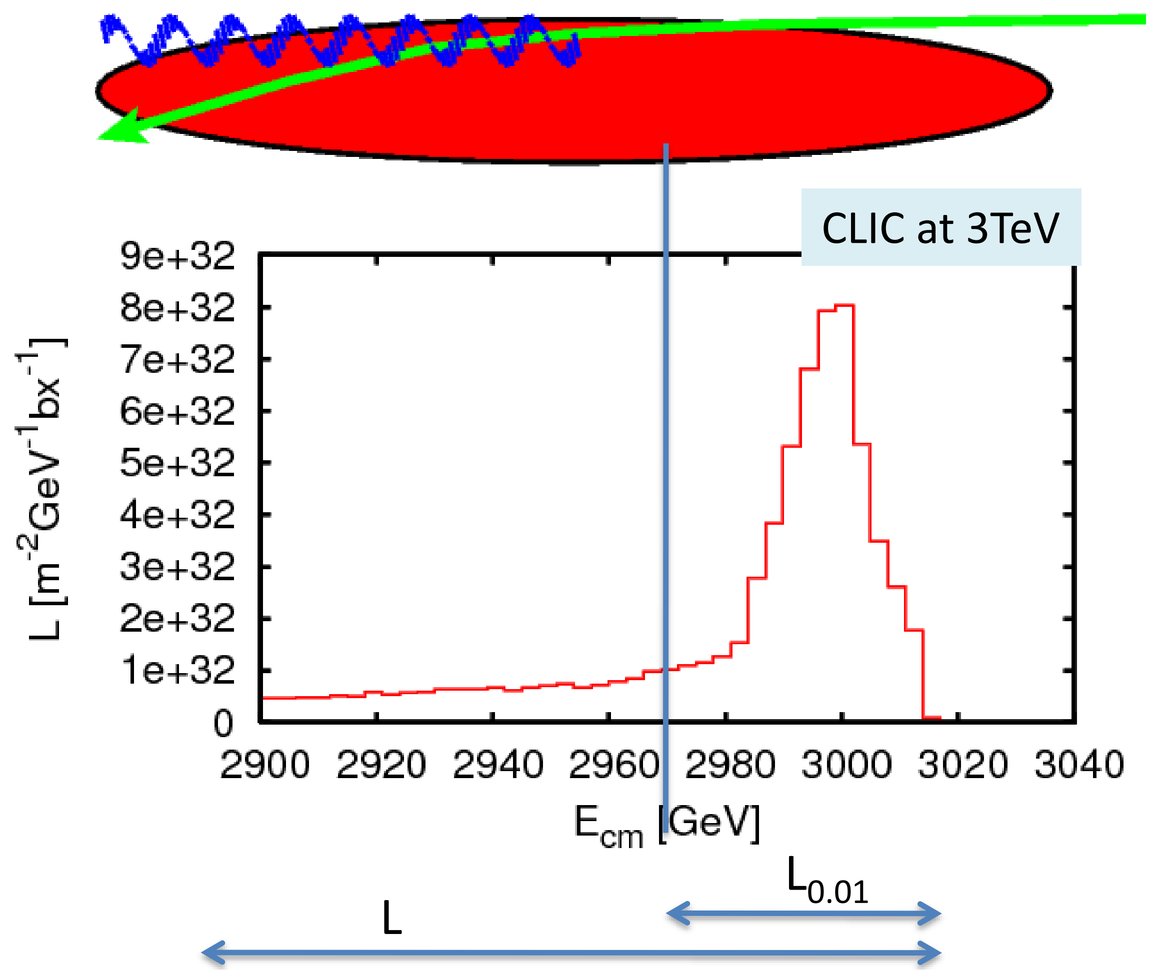
Bunches are squeezed strongly to maximise luminosity

Electron magnetic fields are very strong

Beam particles travel on curved trajectories

They emit photons (O(1)) (beamstrahlung)

They collide with less than nominal energy



Request from physics

$L_{0.01}/L>0.6$ below 500GeV

$L_{0.01}/L>0.3$ at 3TeV

Beam Focusing

Beam have linear focusing force

We define the disruption parameters to compare the bunch length to the focal length

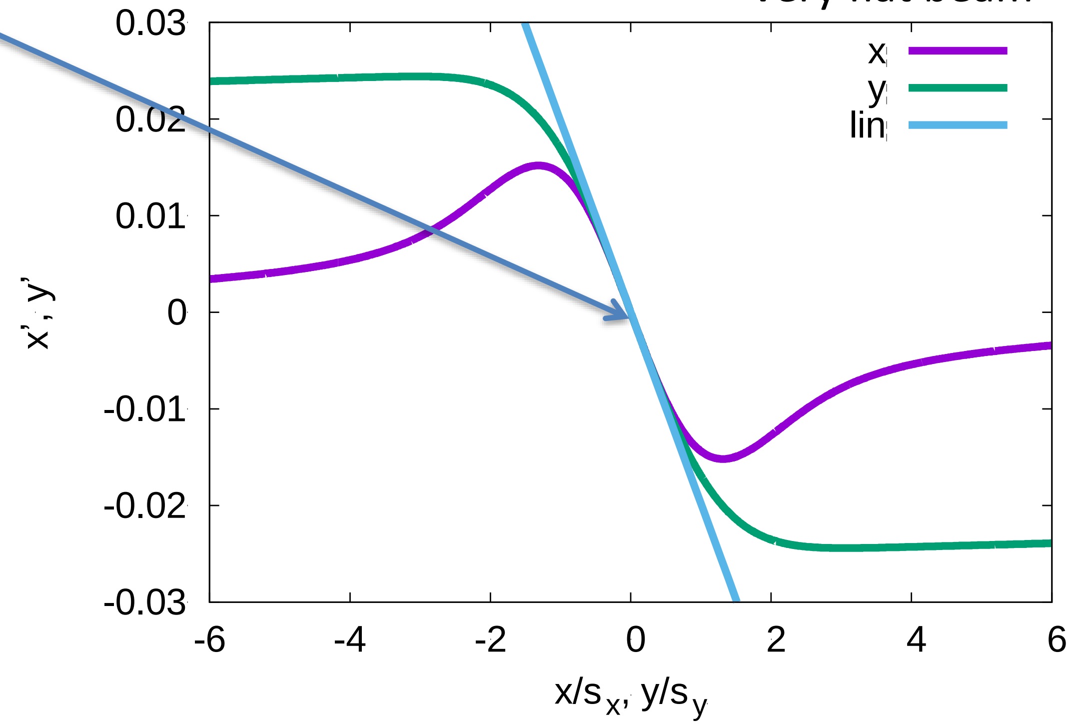
$$D_x = \frac{\sigma_z}{f_x} = \frac{2Nr_e\sigma_z}{\gamma(\sigma_x + \sigma_y)\sigma_x}$$

Typically smaller than 1

$$D_y = \frac{\sigma_z}{f_y} = \frac{2Nr_e\sigma_z}{\gamma(\sigma_x + \sigma_y)\sigma_y}$$

Typically much larger than 1

Very flat beam



Parameter	Symbol [unit]	SLC	ILC	CLIC	CLIC
Horizontal disruption	D_x	0.6	0.3	0.24	0.2
Vertical disruption	D_y	1.7	24.3	12.5	7.6

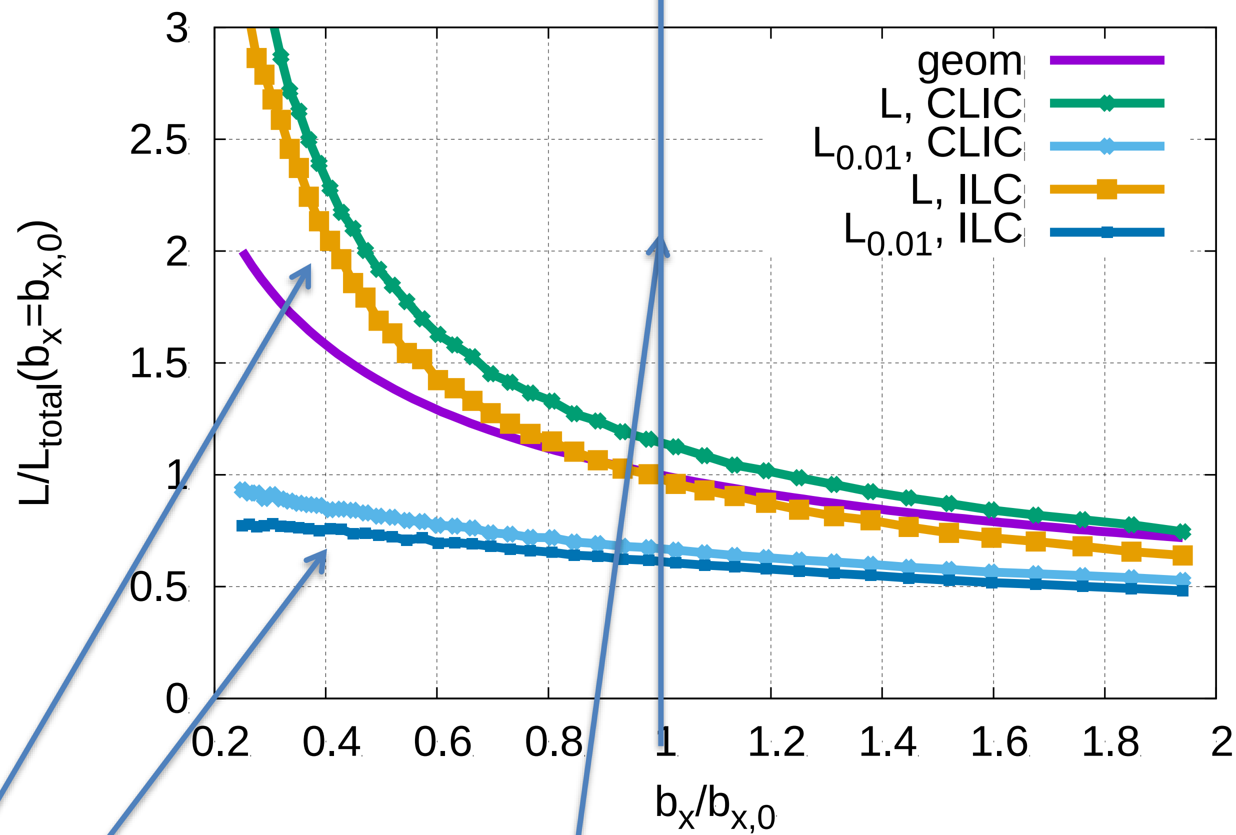
Luminosity Spectrum

$$n_\gamma \propto \frac{N}{\sigma_x + \sigma_y}$$

$$\mathcal{L} \propto \frac{N}{\sigma_x \sigma_y}$$

$$\sigma_x \gg \sigma_y$$

$$\sigma_x + \sigma_y \approx \sigma_x$$



The total luminosity L varies strongly with beta-function

But $L_{0.01}$ does not change so much

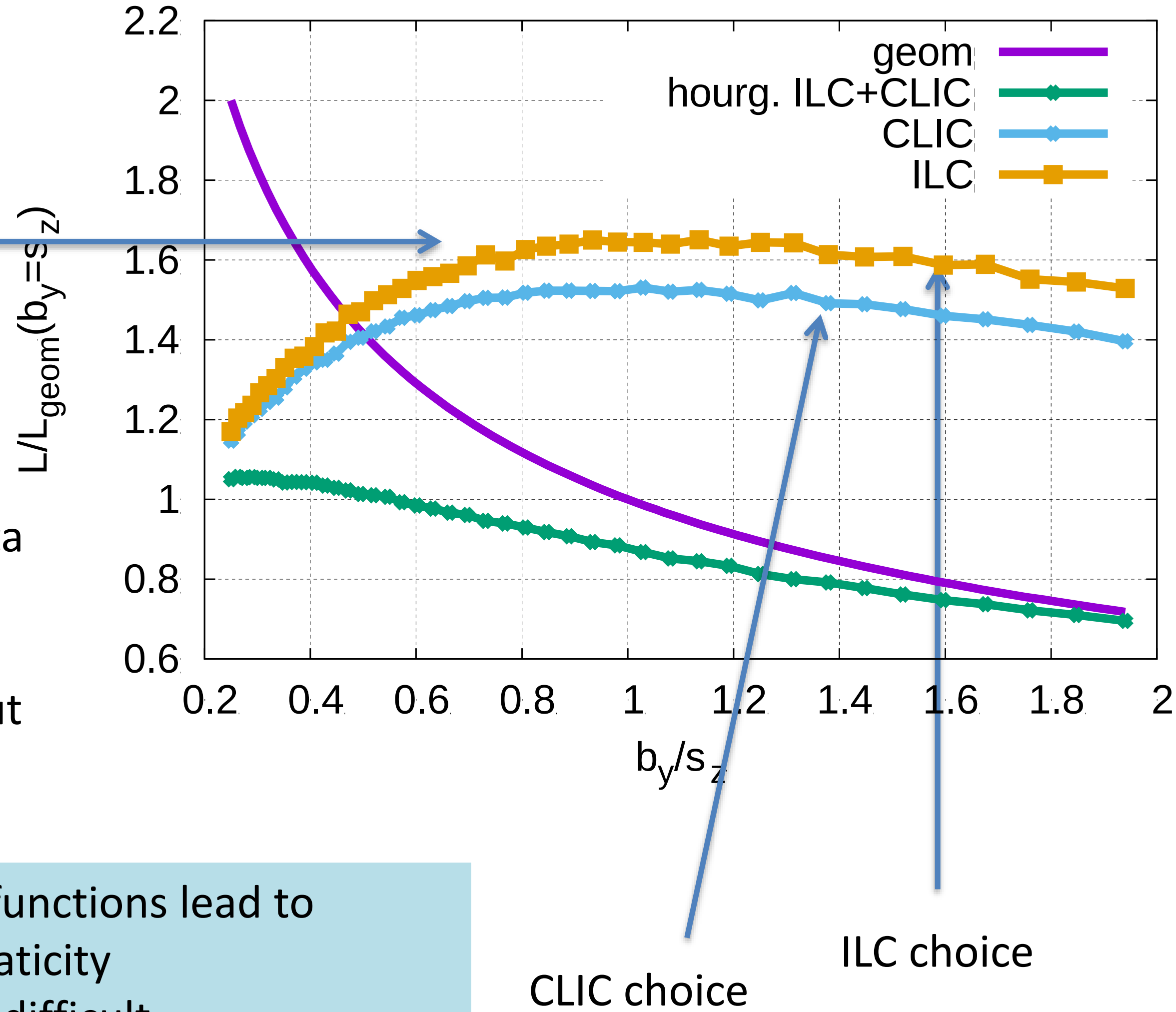
So tend to use $L_{0.01}/L=60\%$ as criterion
i.e. typically $n_\gamma=1.5-2$

Reasonable compromise for most physics studies

Hourglass and Beam-beam Effects

Including pinch effect

$$\mathcal{L} = H_D \frac{N^2}{4\pi\sigma_x\sigma_y} n_b f_r$$



There is an optimum value for beta

For smaller beta-function the geometric luminosity increases but the enhancement is reduced

Small beta-functions lead to
High chromaticity
$\Rightarrow$ Optics is difficult
Large divergence
$\Rightarrow$ Quadrupole aperture is limited

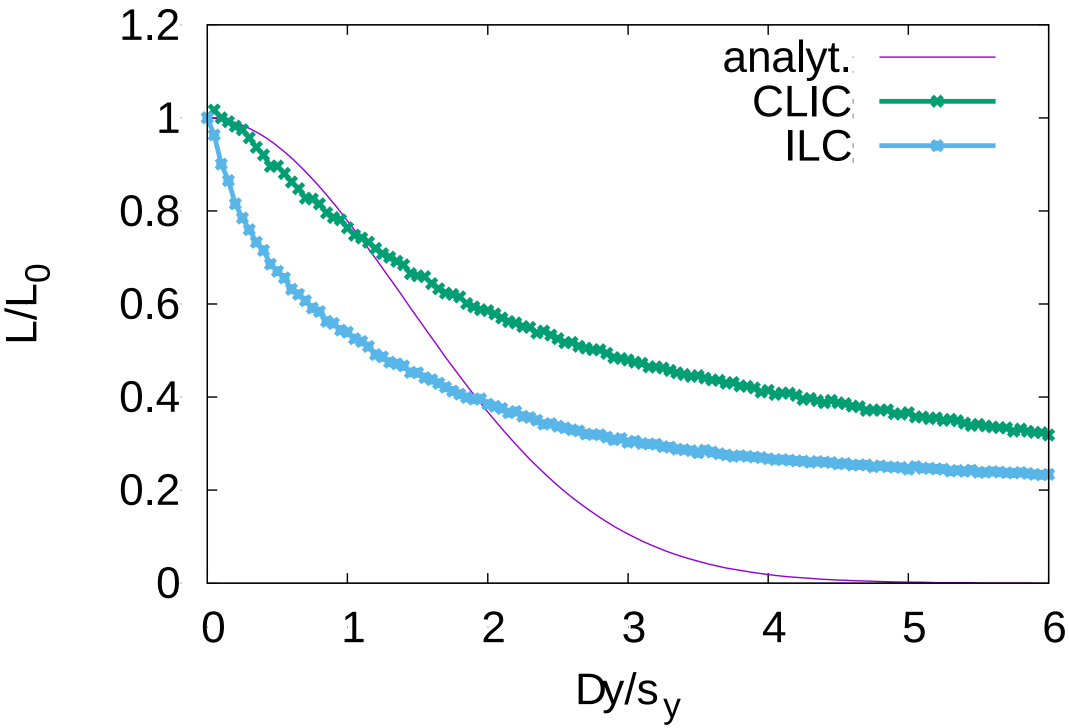
Luminosity and Offset

Luminosity loss for beam offsets depends strongly on disruption parameter

$\Delta y = 0.4\ \sigma_y$

$L = 0.71\ L_0$ $D_y \sim 24$

$L = 0.92\ L_0$ $D_y \sim 12$



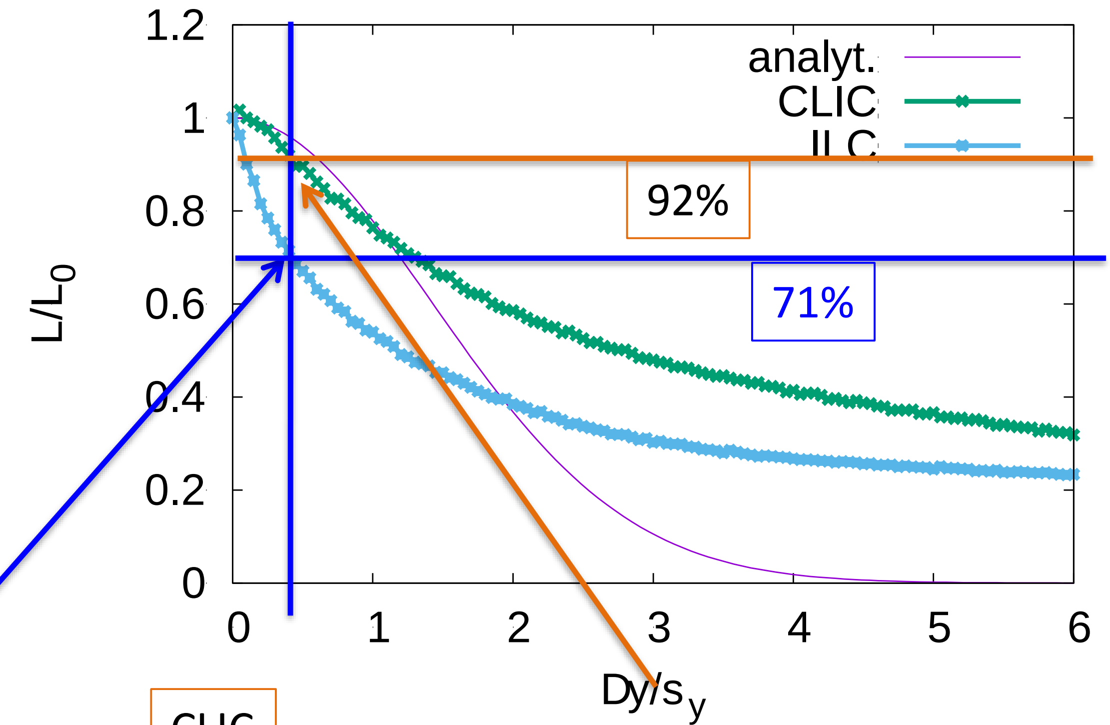
Luminosity and Offset

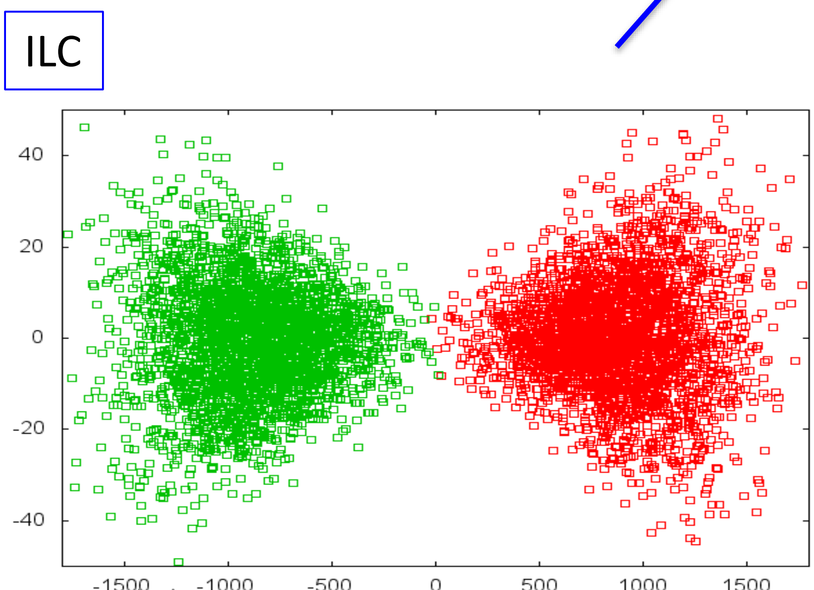
Luminosity loss for beam offsets depends strongly on disruption parameter

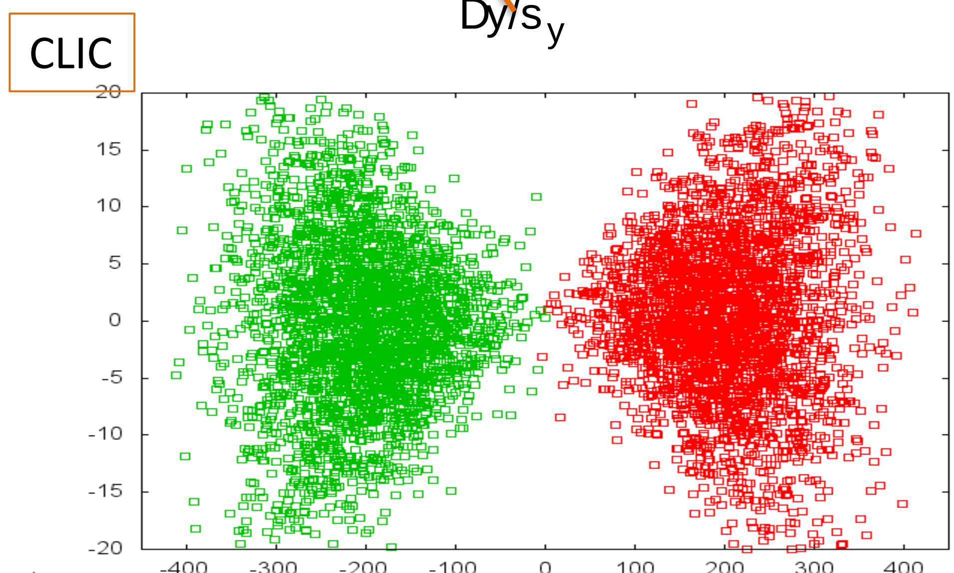
$\Delta y = 0.4\ \sigma_y$

$L = 0.71\ L_0$ D_y~24

$L = 0.92\ L_0$ D_y~12





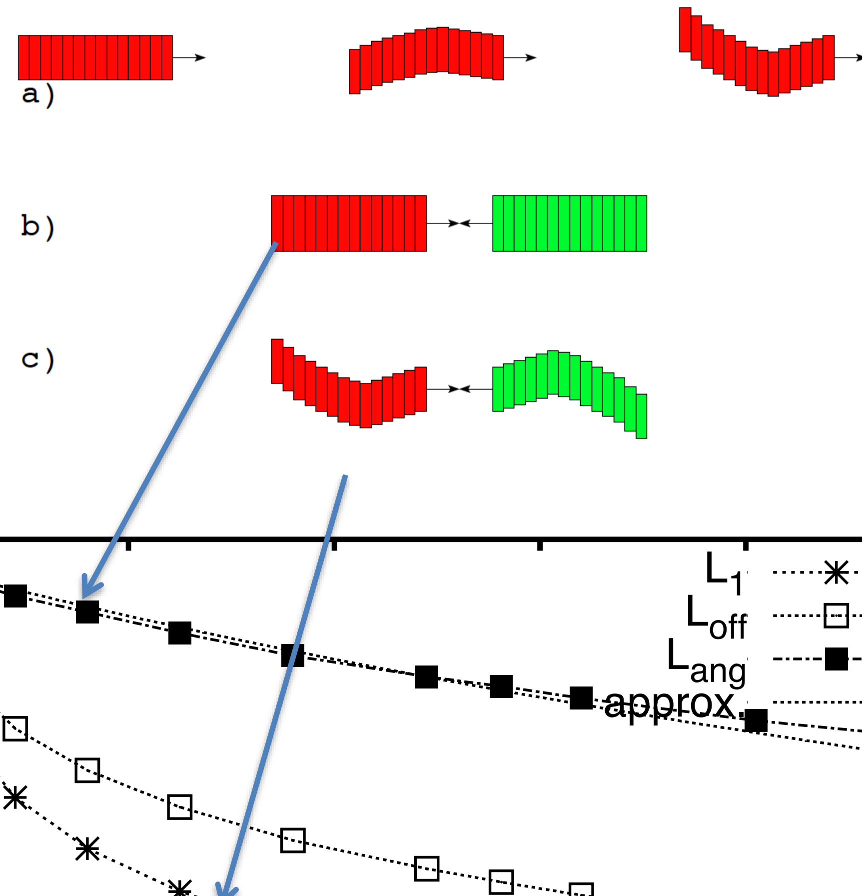


Note: The Banana Effect

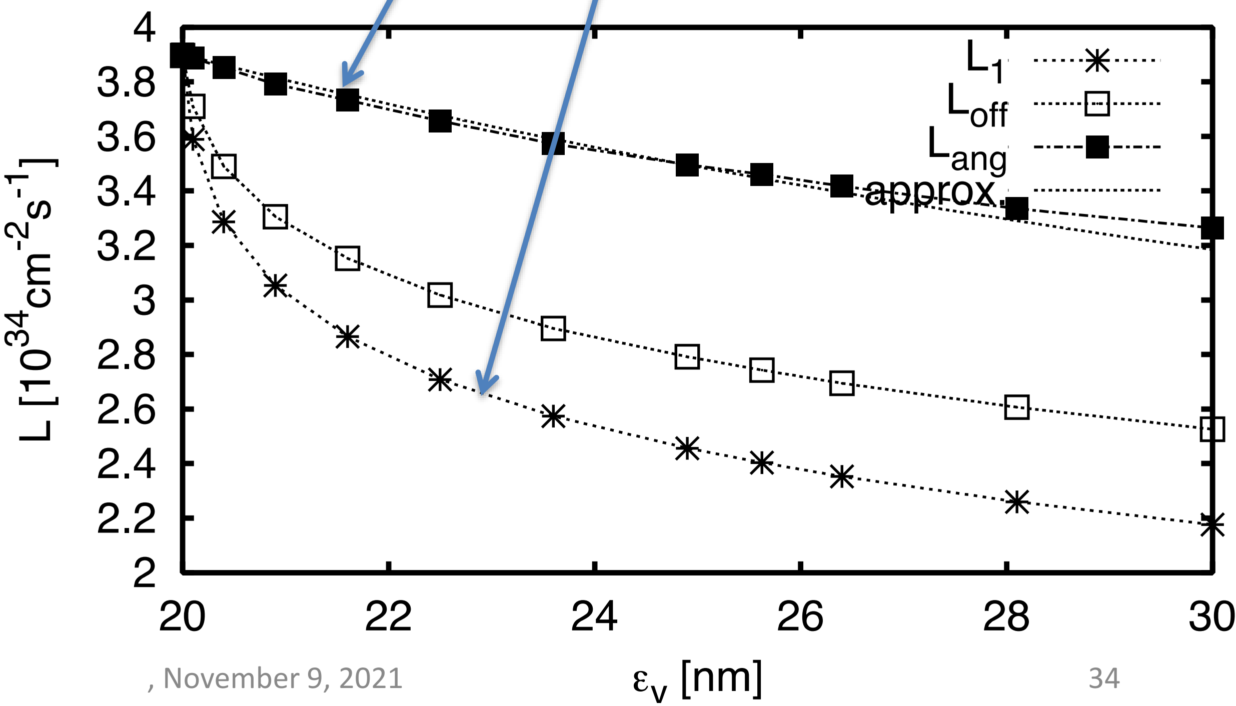
a) Wakefields+dispersion can create banana-shaped bunch in main linac

b) Do not model with projected emittance

c) The correct shape should be used



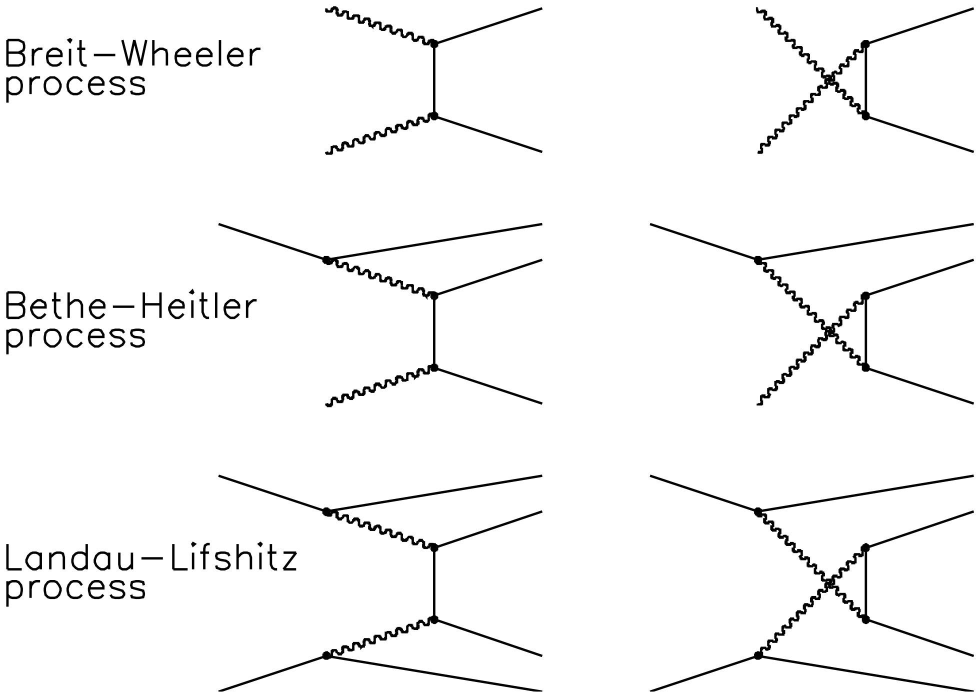
For large disruption (ILC) banana can reduce luminosity



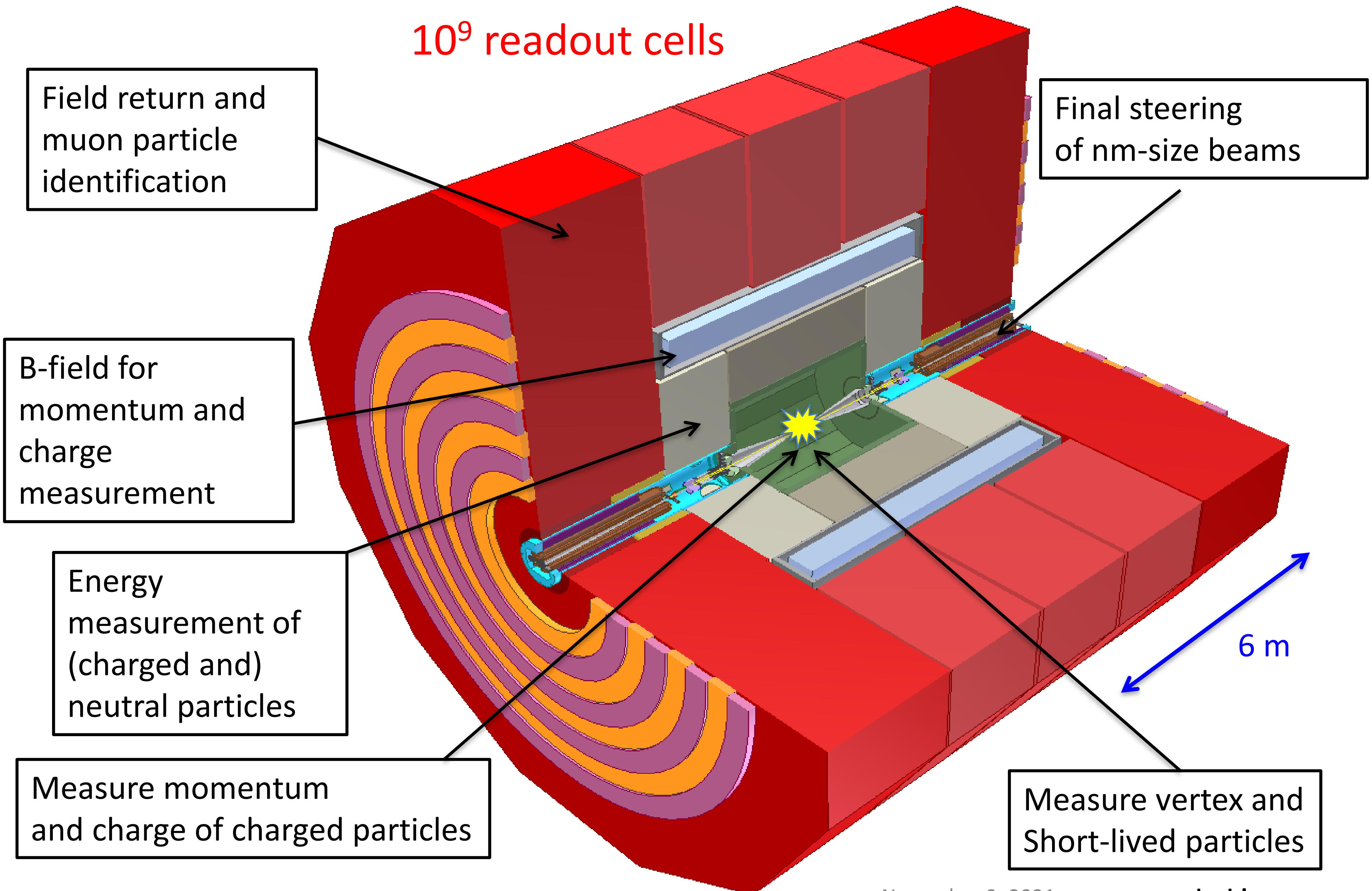
Study done for TESLA
Similar disruption as ILC

GUINEA-PIG uses the Weizäcker-Williams approach

- particles are replaced with equivalent photon spectra



Linear Collider Experiment



Spent Beam Divergence

Beam particles are focused by oncoming beam

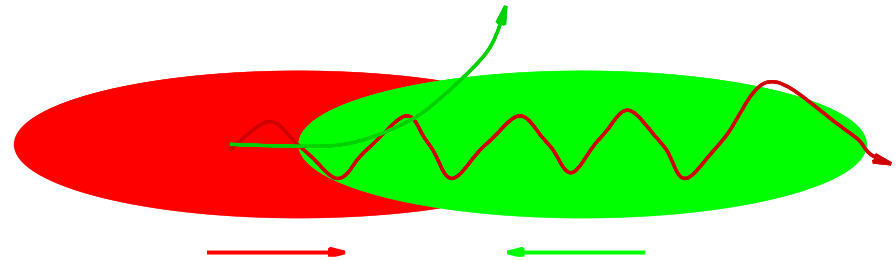
Photons are radiated into direction of beam particles

Coherent pair particles can be focused or defocused by the beams but deflection limited due to their high energy

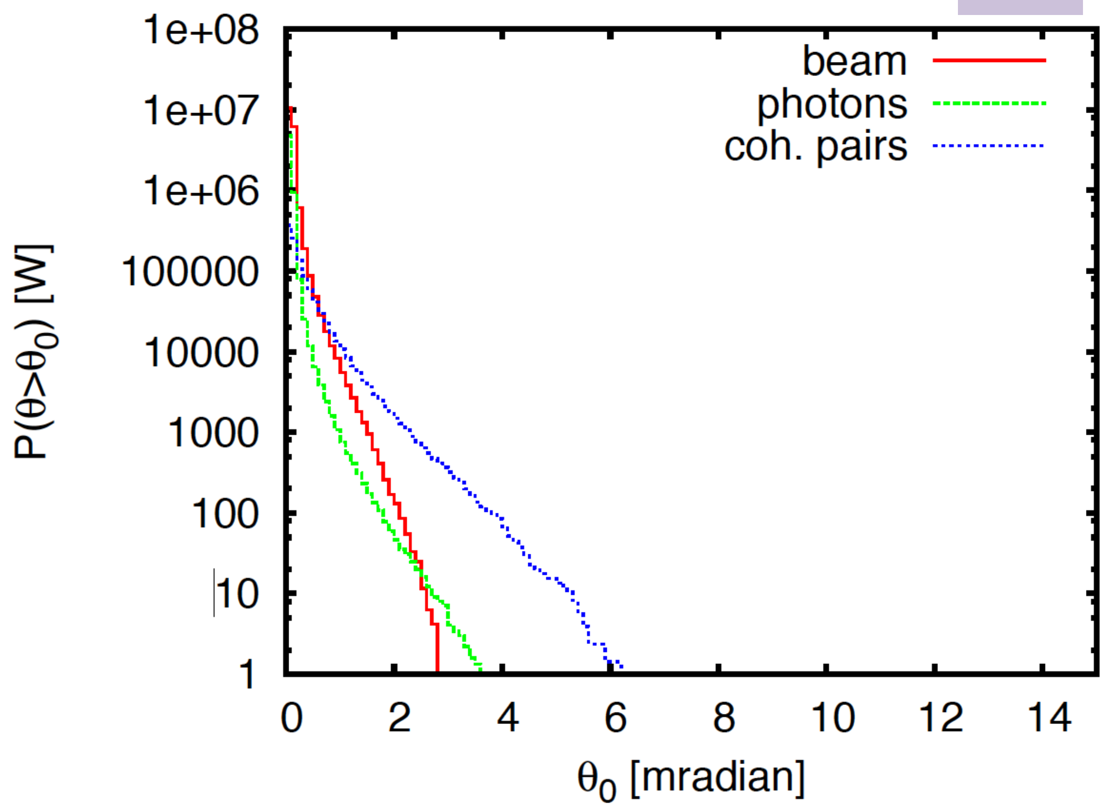
-> Extraction hole angle should be significantly larger than 6mradian

We chose 10mradian for CLIC
-> 20mradian crossing angle

ILC requires 14mradian crossing angle



CLIC



$1\,\mathrm{W} \approx 400\,\mathrm{TeV/bx} \approx 300\,\mathrm{beamparticles/bx}$

GUINEA-PIG Impact on CERN Studies

GUINEA-PIG is central for linear collider machine, detector and physics studies

- Used on TESLA, SLC, SBLC, JLC, VLEPP, CLIC, ILC, plasma-based collider, …
- Luminosity estimates
  - Including imperfections
- Produces luminosity spectrum for physics analysis
  - Actually used in optimisation of machine for physics
  - Used for estimation of physics performance
- Produces background data for detector design
  - E.g. pair background defines vertex detector
  - Used for estimation of physics performance

LHeC and FCC-he

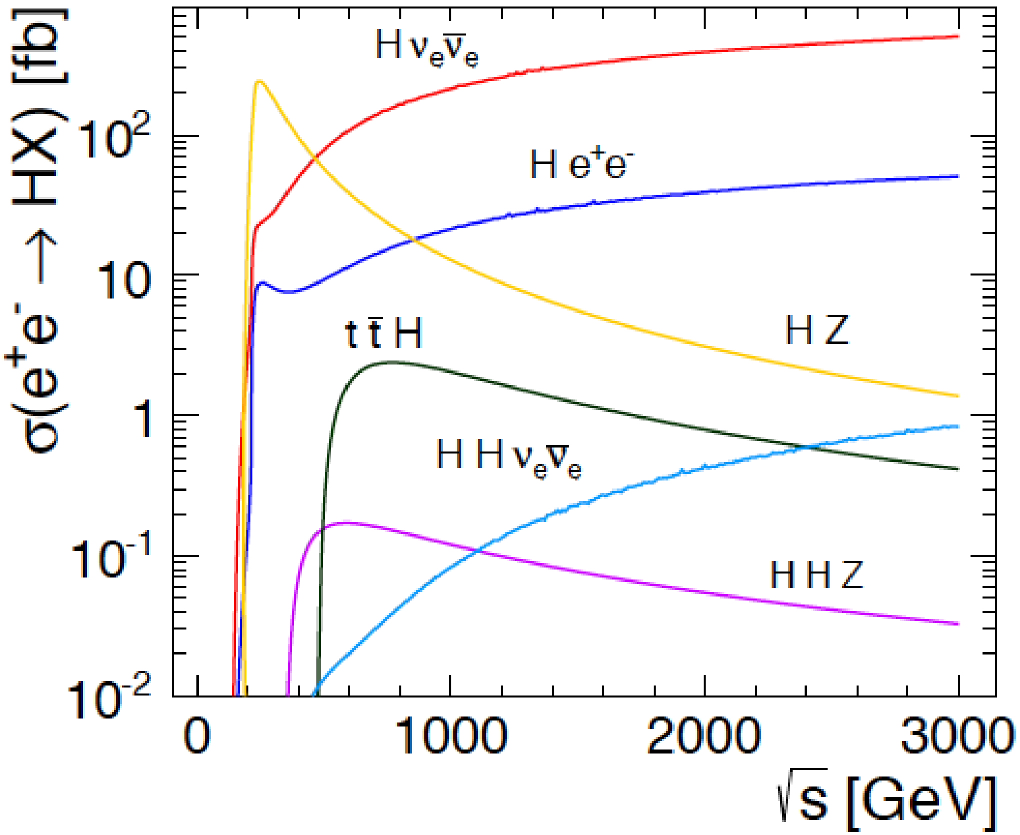
- Prediction of luminosity
- Impact of electron beam on proton beam emittance

FCC-ee, LEP3

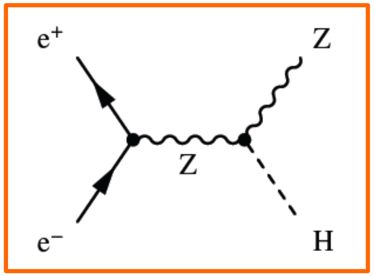
- Some simulations of beam-beam and particle energy loss

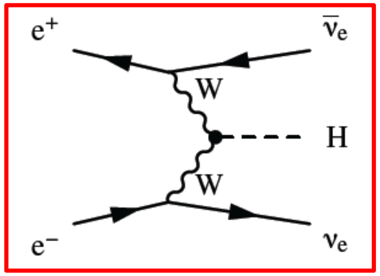
Reserve

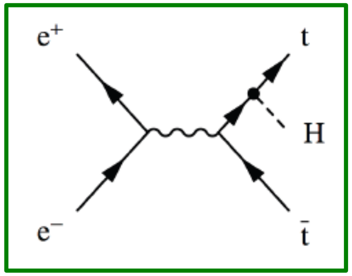
Higgs Physics in e+e- Collisions

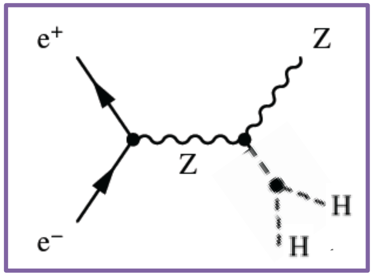


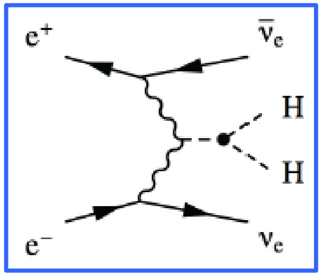
- **Precision Higgs measurements**
- Model-independent
  - Higgs couplings
  - Higgs mass
- Large energy span of linear colliders allows to collect a maximum of information:
  - ILC: 500 GeV (1 TeV)
  - CLIC: ~350 GeV – 3 TeV









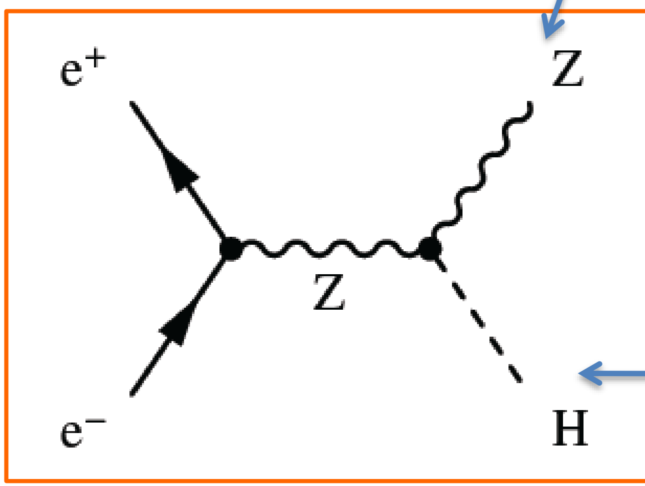


Invisible Higgs Decays

Can we check that the Higgs does not decay into something invisible, e.g. neutrinos?

Yes, missing mass (or recoil mass) analysis:

1) Measure the Z, e.g. from produced jets



2) Subtract Z momentum from initial state

$(E_{cm},0,0,0)-(E_Z, P_{Z,x}, P_{Z,y}, P_{Z,z})=(E_H, P_{H,x}, P_{H,y}, P_{H,z})$

3) Result is mass and momentum of other particle

Even if we do not see it

So we know the missing particle

Automatic Parameter Determination

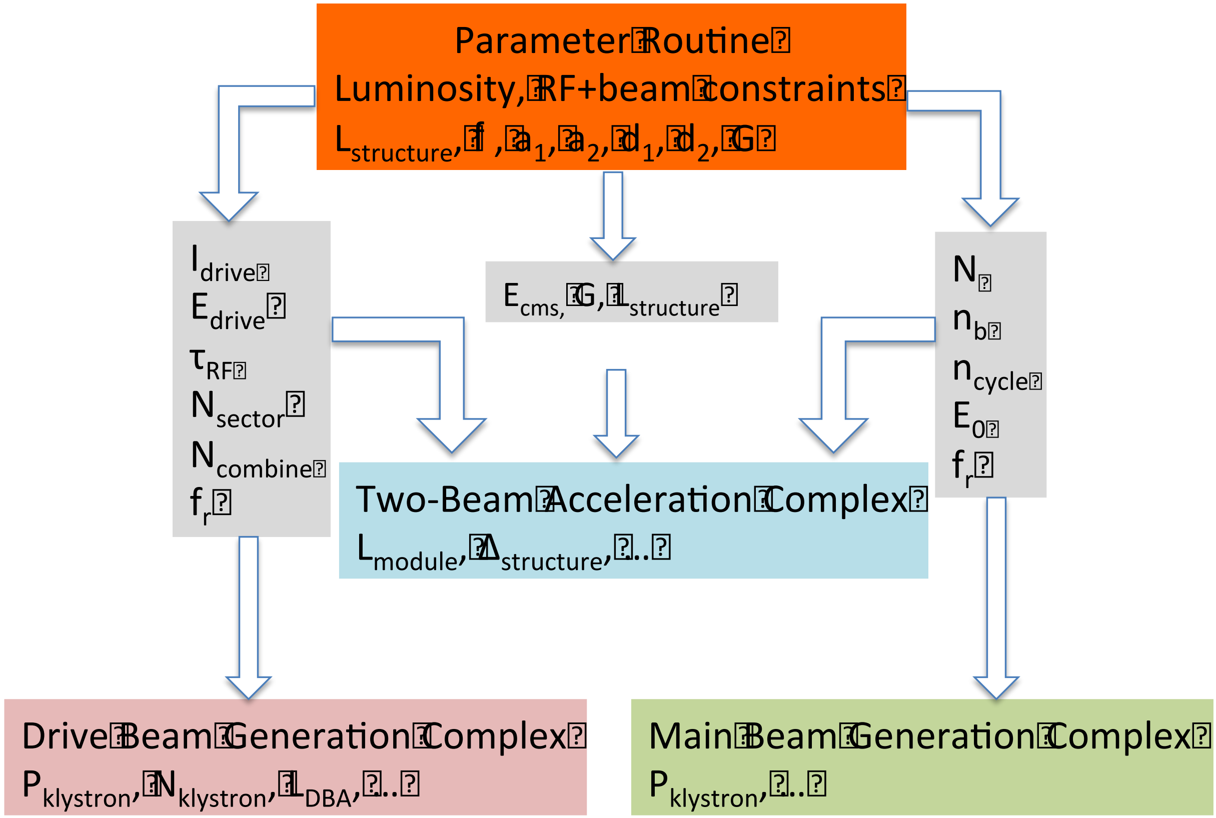
Structure design fixed by few parameters

$a_1, a_2, d_1, d_2, N_c, \phi, G$

Beam parameters derived automatically to reach specific energy and luminosity

Consistency of structure with RF constraints is checked

Repeat for 1.7 billion cases



Design choices and specific studies

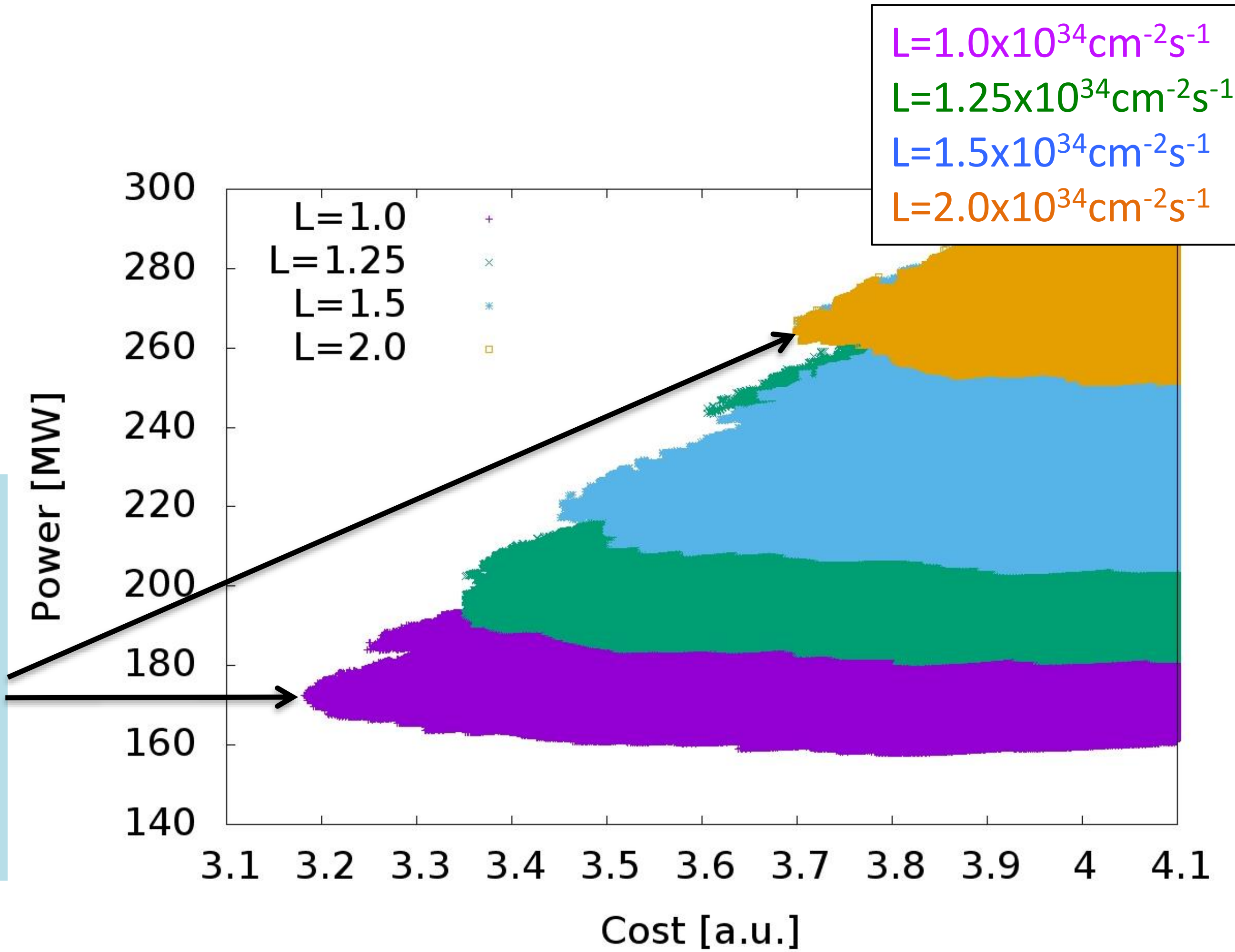
- Use 50Hz operation for beam stability
- Scale horizontal emittance with charge to keep the same risk in damping ring
- Scale for constant local stability in main linac, i.e. tolerances vary but stay above CDR values
- BDS design similar to CDR, use improved β_x-reach as reserve
-

Optimisation at 380GeV

Many thanks to the rebaselining team that provided the models that are integrated in the code

Luminosity goal significantly impact minimum cost
For $L=1x10^{34}cm^{-2}s^{-1}$ to $L=2x10^{34}cm^{-2}s^{-1}$:

Costs 0.5 a.u.
And O(100MW)



Cheapest machine is close to lowest power consumption => small potential for trade-off

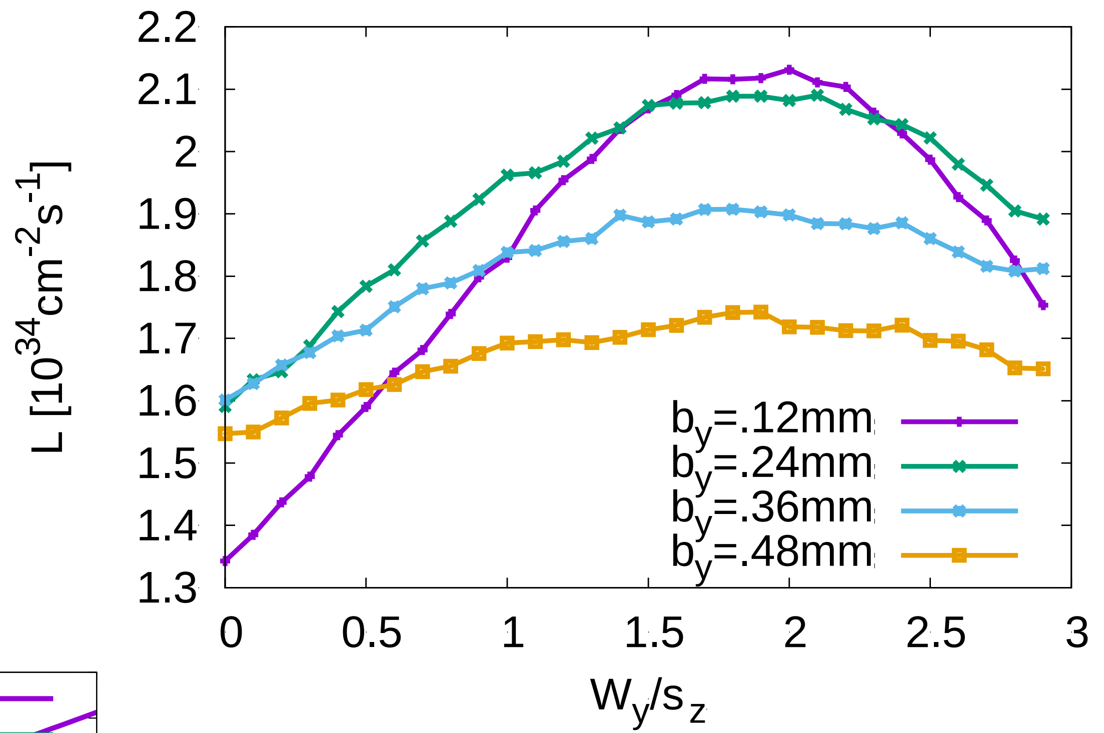
Note: Luminosity Enhancement

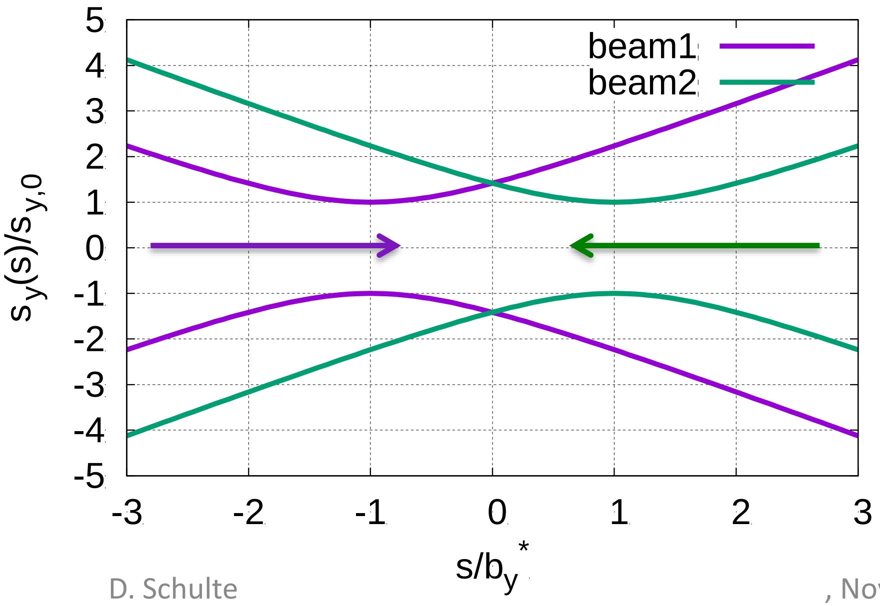
Parameter	Symbol [unit]	ILC	CLIC	CLIC
Centre of mass energy	E_{cm} [GeV]	500	380	3000
Total luminosity	L [$10^{34}cm^{-2}s^{-1}$]	1.8	1.5	6
Luminosity in peak	$L_{0.01}$ [$10^{34}cm^{-2}s^{-1}$]	1	0.9	2
Particles per bunch	N [10^{9}]	20	5.2	3.72
Bunch length	σ_z [μm]	300	70	44
Collision beam size	$\sigma_{x,y}$ [nm/nm]	474/5.9	149/2.9	40/1
Vertical emittance	$\varepsilon_{x,y}$ [nm]	35	40	20
Geometric luminosity	L_{geom} [$10^{34}cm^{-2}s^{-1}$]	0.75	0.8	4.3
Enhancement factor	H_D	2.4	1.9	1.5

Note: Travelling Focus

Travelling focus (Balakin):
We focus each slice of the beam on one point of the oncoming beam, e.g. $2\sigma_z$ before the centre

The beam-beam forces keep the beam small

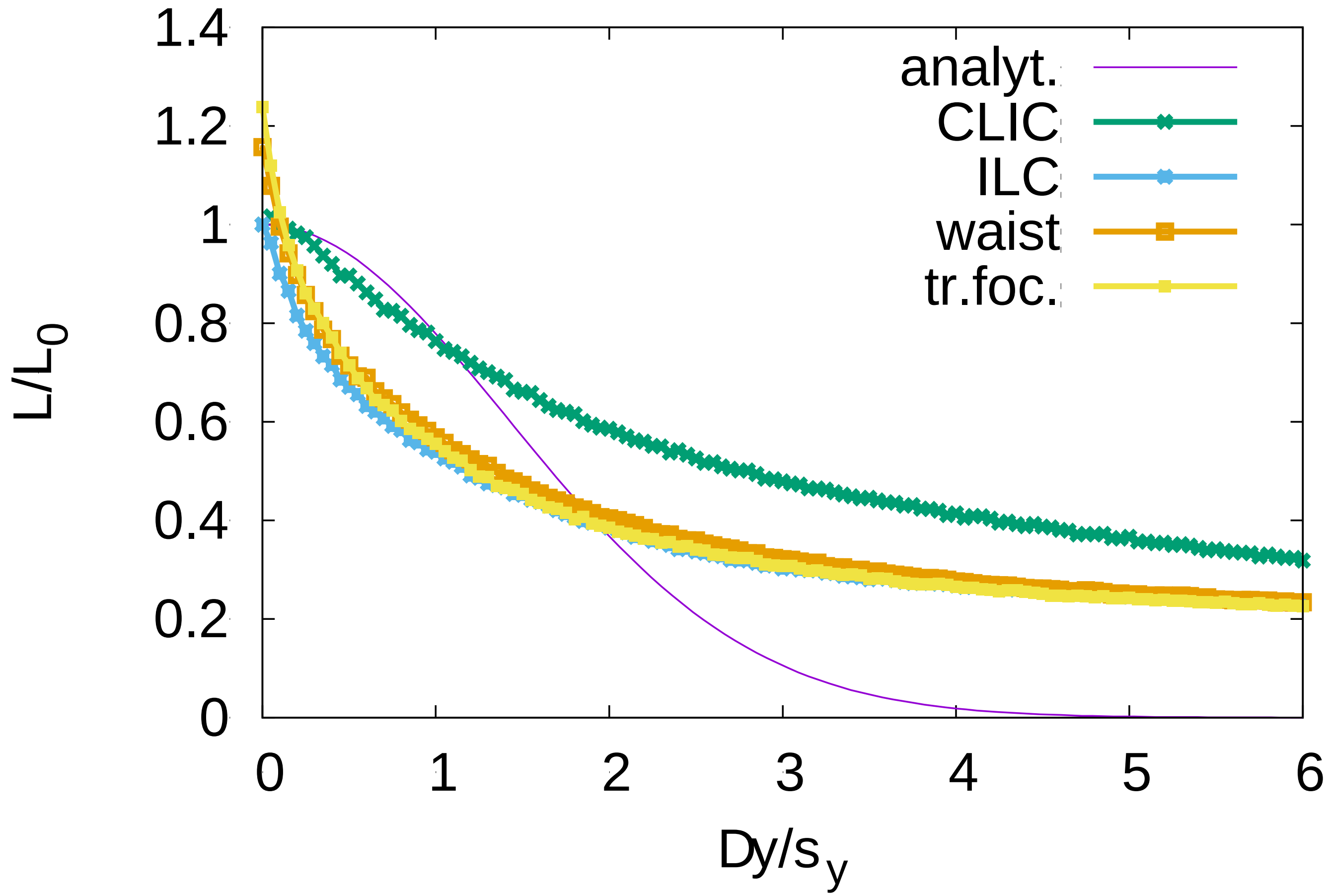




Additional gain of 10% in luminosity

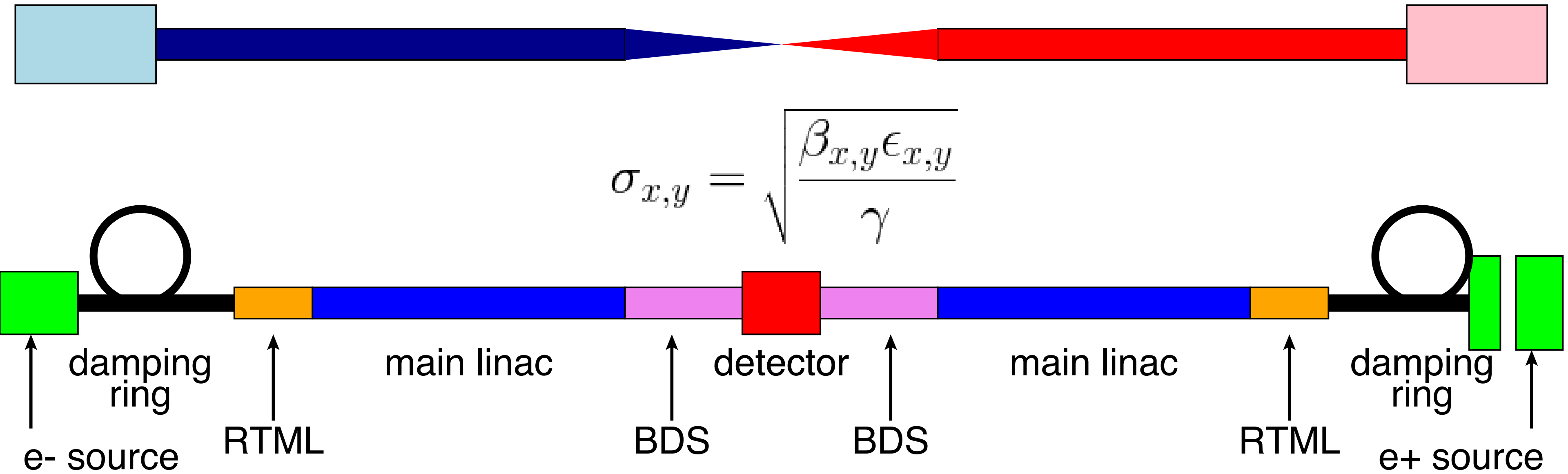
Note: ILC with β_y=0.24mm

Even stronger offset dependence for smaller beta-function



So in practice less gain than expected

Generic Linear Collider



$$\sigma_{x,y} = \sqrt{\frac{\beta_{x,y}\epsilon_{x,y}}{\gamma}}$$

Single pass poses luminosity challenge

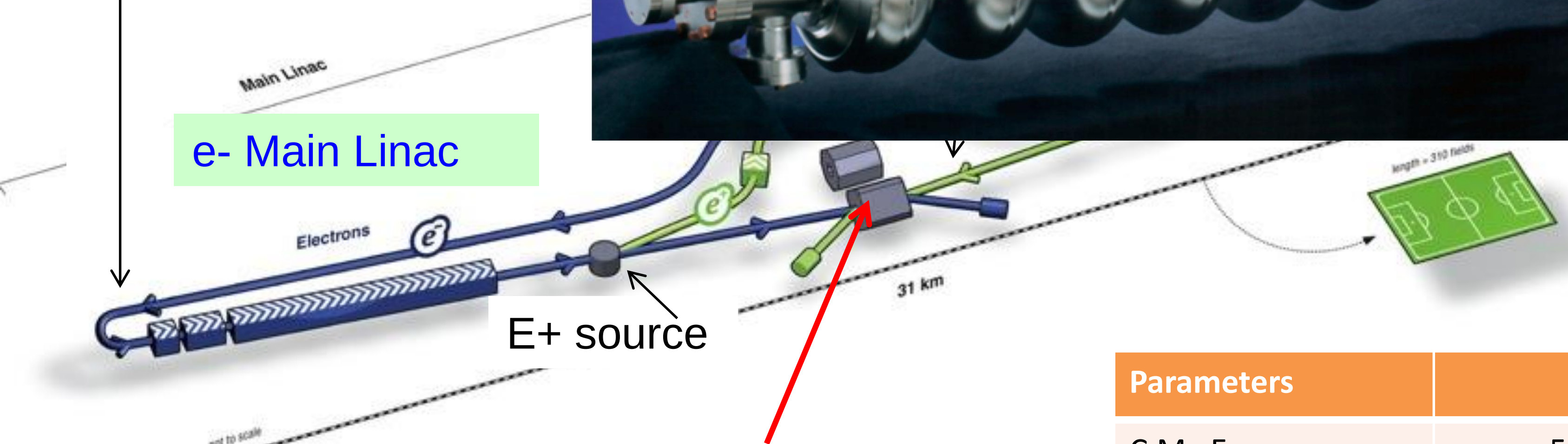
Low emittances are produced in the damping rings

They must be maintained with limited degradation

The beam delivery system (BDS) squeezes the beam as much as possible

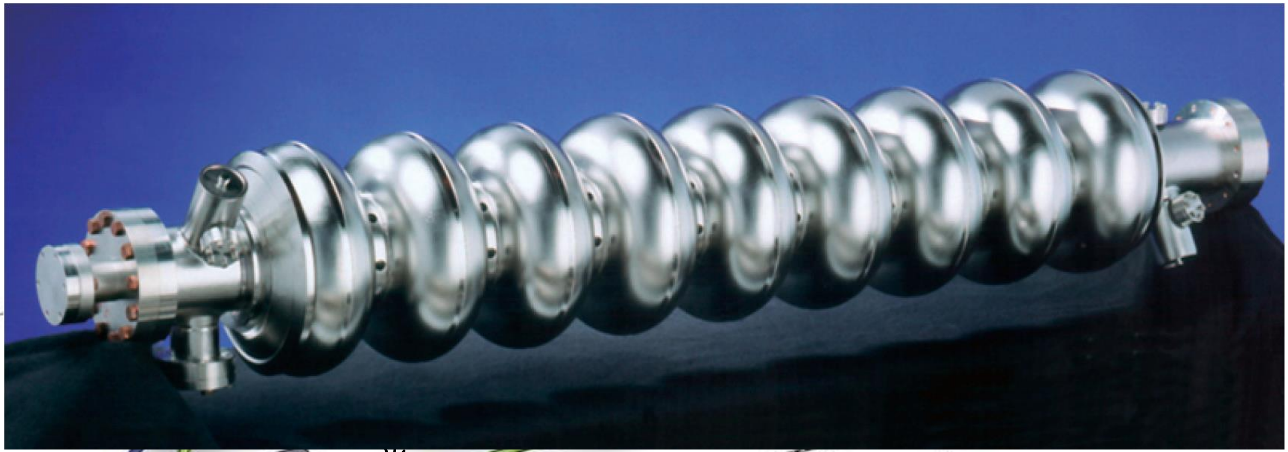
ILC

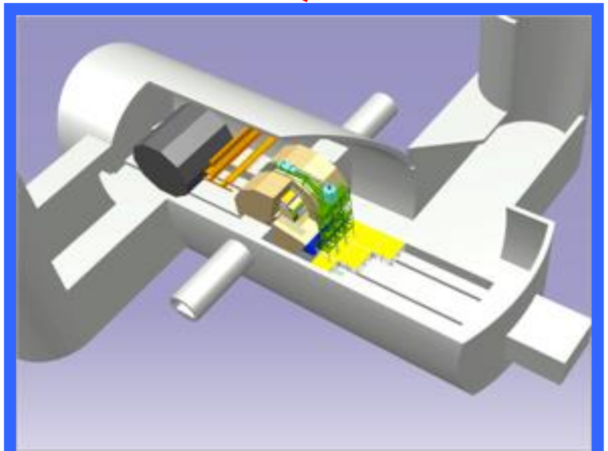
Ring to Main Linac (RTML)
(w. bunch compressors)



e- Main Linac

E+ source

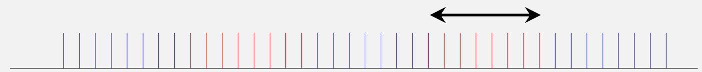




Parameters	Value
C.M. Energy	500 GeV
Peak luminosity	1.8 x10^{34} $cm^{-2}s^{-1}$
Beam Rep. rate	5 Hz
Pulse duration	0.73 ms
Average current	5.8 mA (in pulse)
E gradient in SCRF acc. cavity	31.5 MV/m +/-20% Q_0 = 1E10

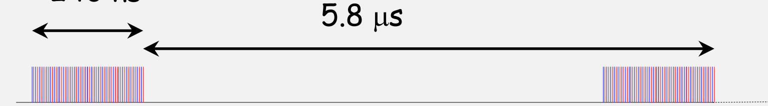
CLIC (at 3TeV)

Drive beam time structure - initial

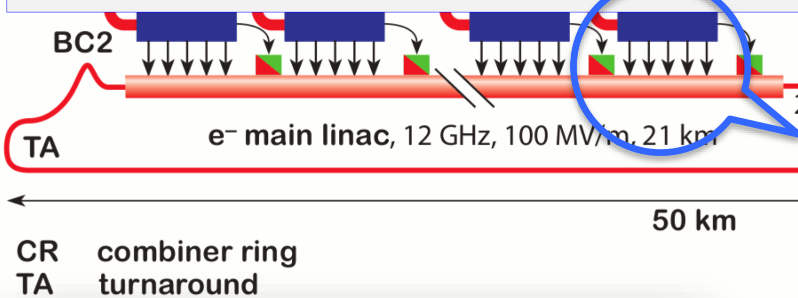


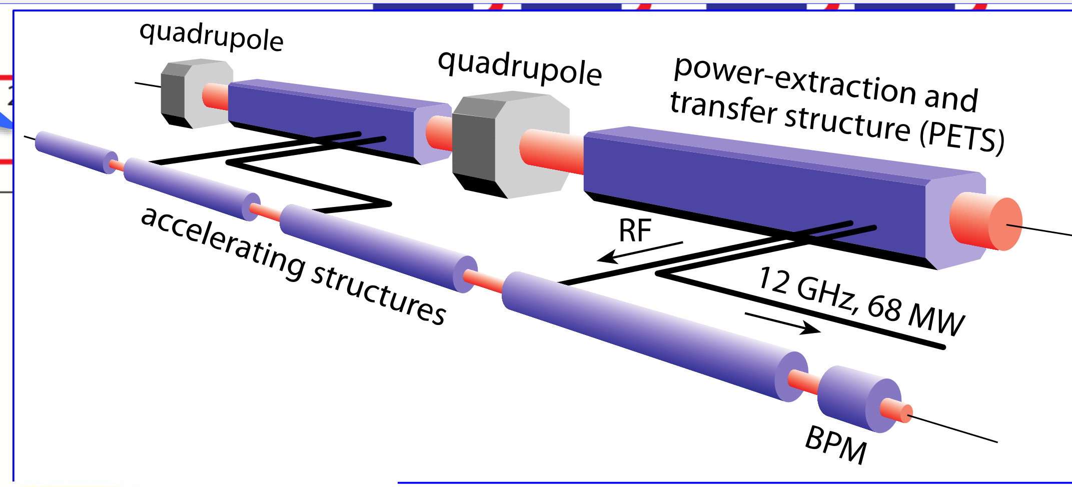
140 µs train length - 24 × 24 sub-pulses
4.2 A - 2.4 GeV – 60 cm between bunches

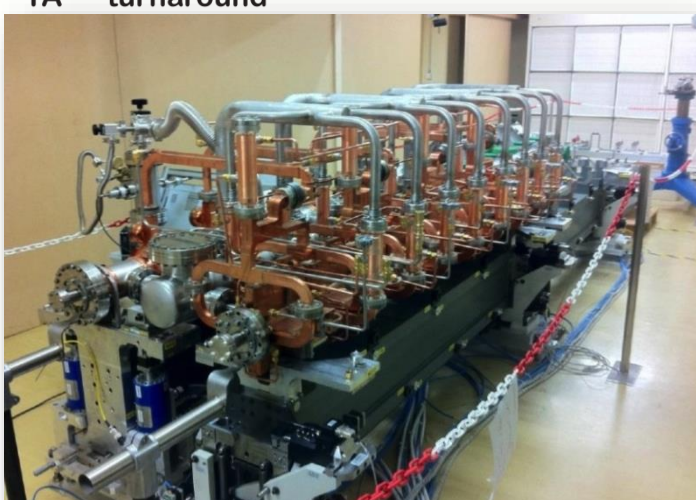
Drive beam time structure - final

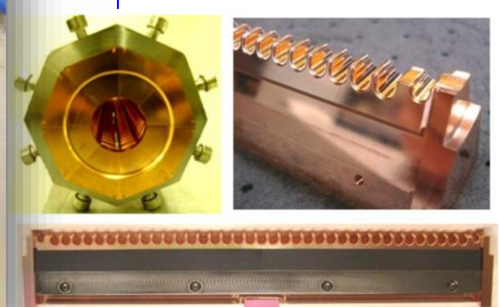


24 pulses – 101 A – 2.5 cm between bunches

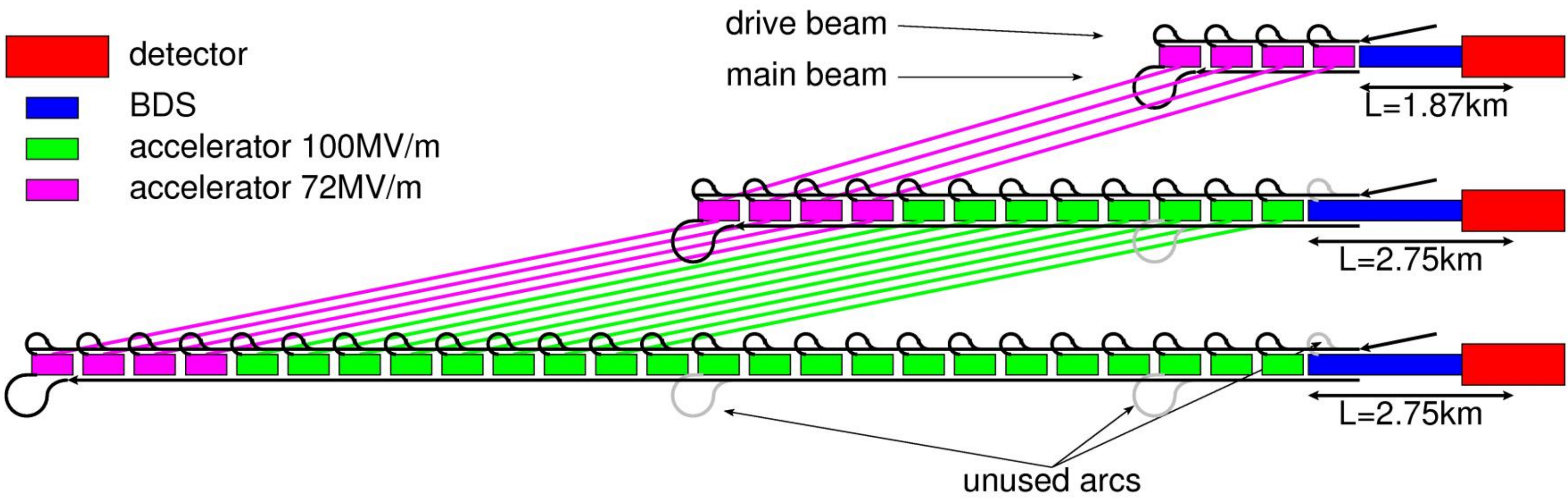








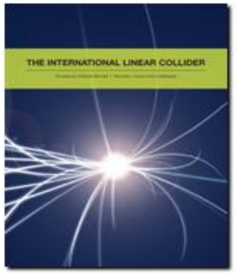
CLIC Staged Approach



- First stage: E_{cms}=380Gev, L=1.5x$10^{34}cm^{-2}s^{-1}$, $L_{0.01}$/L>0.6
- Second stage: E_{cms}=O(1.5TeV)
- Final stage: E_{cms}=3TeV, $L_{0.01}$=2x$10^{34}cm^{-2}s^{-1}$, $L_{0.01}$/L>0.3

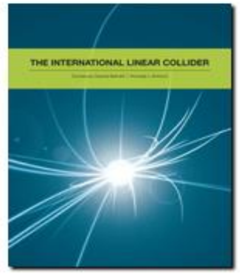
Note: ILC TDR

Volume 1 - Executive Summary



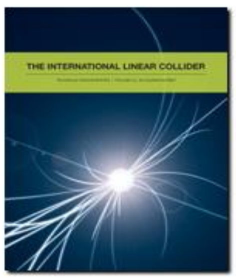
Download the pdf (9.5 MB)

Volume 2 - Physics



Download the pdf (9.5 MB)

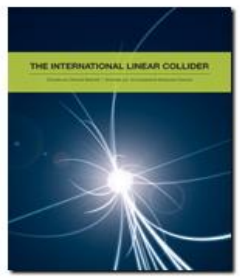
Volume 3 - Accelerator



Part I:
R&D in the Technical Design Phase

Download the pdf (91 MB)

Volume 3 - Accelerator



Part II:
Baseline Design

Download the pdf (72 MB)

Volume 4 - Detectors

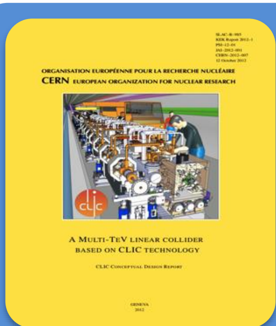
Download the pdf (66 MB)

From Design to Reality

Download the pdf (5.5 MB)
Visit the web site

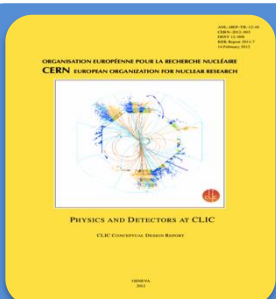
http://www.linearcollider.org/ILC/Publications/Technical-Design-Report

Note: CLIC CDR



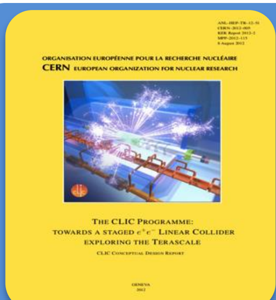
Vol 1: The CLIC accelerator and site facilities

- CLIC concept with exploration over multi-TeV energy range up to 3 TeV
- Feasibility study of CLIC parameters optimized at 3 TeV (most demanding)
- Consider also 500 GeV, and intermediate energy range
- https://edms.cern.ch/document/1234244/



Vol 2: Physics and detectors at CLIC

- Physics at a multi-TeV CLIC machine can be measured with high precision, despite challenging background conditions
- External review procedure in October 2011
- http://arxiv.org/pdf/1202.5940v1



Vol 3: "CLIC study summary"

- Summary and available for the European Strategy process, including possible implementation stages for a CLIC machine as well as costing and cost-drives
- Proposing objectives and work plan of post CDR phase (2012-16)
- http://arxiv.org/pdf/1209.2543v1

In addition a shorter overview document was submitted as input to the European Strategy update, available at: http://arxiv.org/pdf/1208.1402v1

Input documents to Snowmass 2013 has also been submitted: http://arxiv.org/abs/1305.5766 and http://arxiv.org/abs/1307.5288

52

Luminosity and Parameter Drivers

Can re-write normal luminosity formula (note: no crossing angle assumed)

$$\mathcal{L} = H_D \frac{N^2}{4\pi\sigma_x\sigma_y} n_b f_r$$

$$\mathcal{L} \propto H_D \; \frac{N}{\sigma_x} \; N n_b f_r \; \frac{1}{\sigma_y}$$

Beam power

Luminosity spectrum

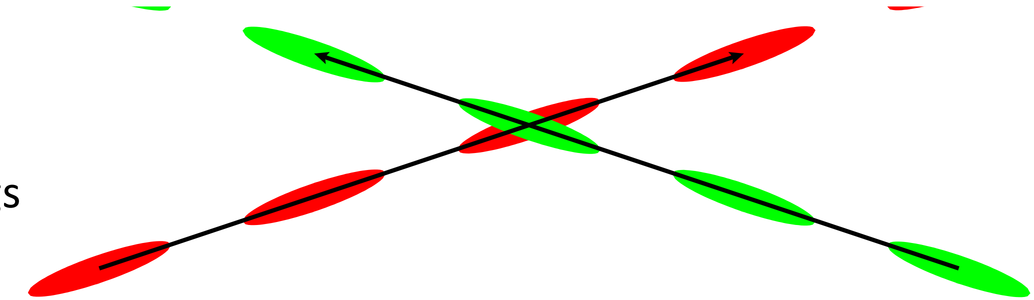
Beam Quality (+bunch length)

Somewhat simplified view

Note: Crossing Angle

Have crossing angles

- ILC: 14mradian
- CLIC: 20mradian
- to reduce effects of parasitic crossings
- to extract the spent beam cleanly

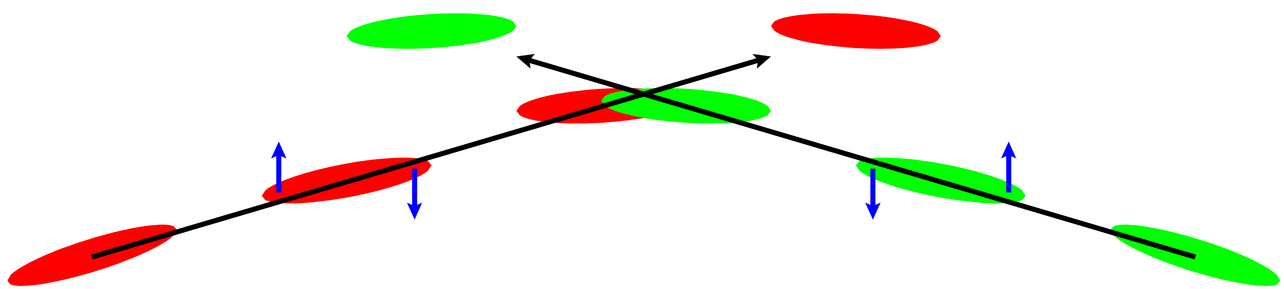


Luminosity with crossing angle

$$\mathcal{L} = H_D \frac{N^2 f_r n_b}{4\pi\sigma_x\sigma_y} \frac{1}{\sqrt{1+\left(\frac{\sigma_z}{\sigma_x}\tan\frac{\theta_c}{2}\right)^2}}$$

0.1-0.2

Use crab cavities:

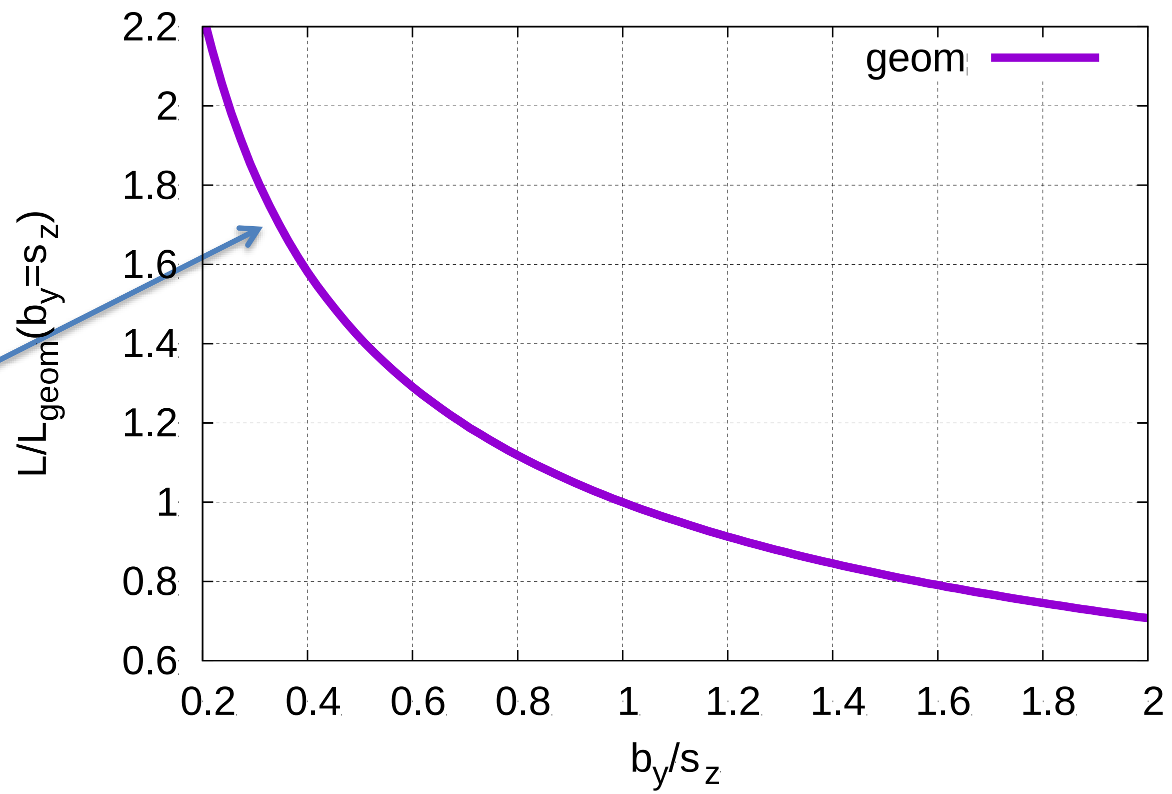


Can ignore crossing angle for beam-beam calculation
But not in detector design

Vertical Beamsize

Using the naïve luminosity calculation with beta-function at the IP we find that the luminosity can be increased by reducing β_y

$$\mathcal{L} = \frac{N^2}{4\pi\sigma_x\sigma_y} n_b f_r$$



There are two limits:

The lattice design tends to find a practical lower limit a bit below β_y=100 μm
CLIC at 3TeV has β_y=70 μm but strong geometric aberrations

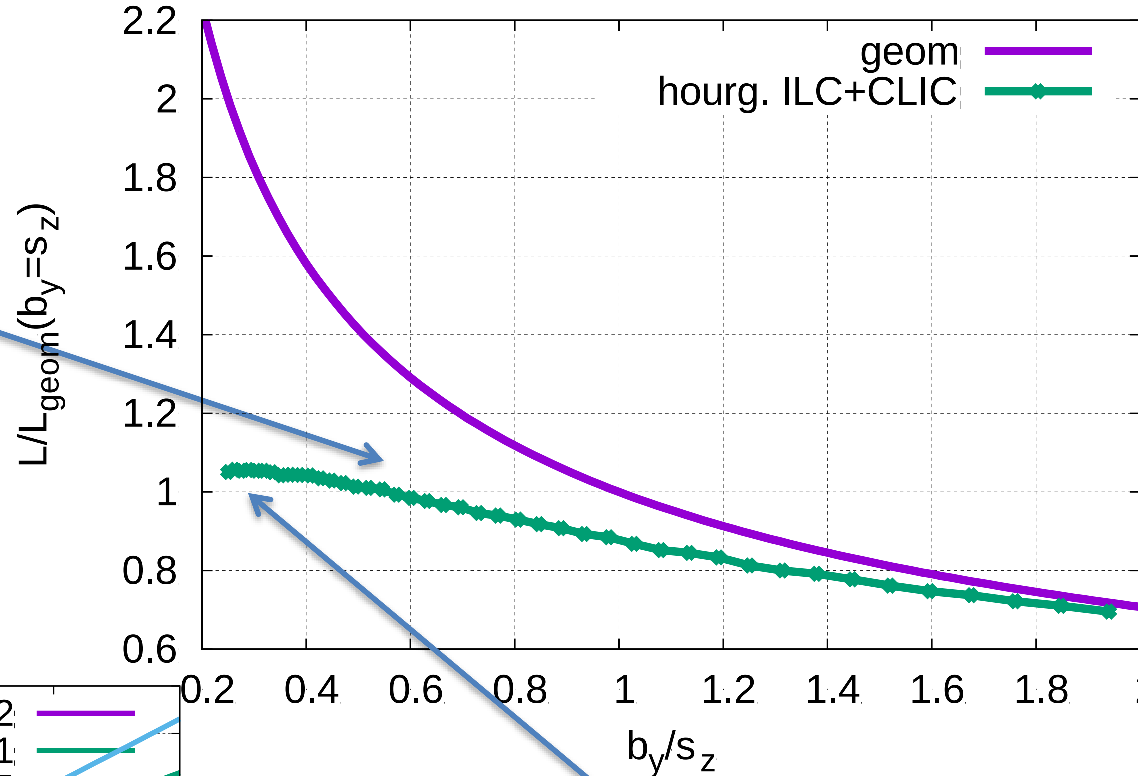
Luminosity actually increases not as predicted

Not excluded that this can be improved but people worked on it for years

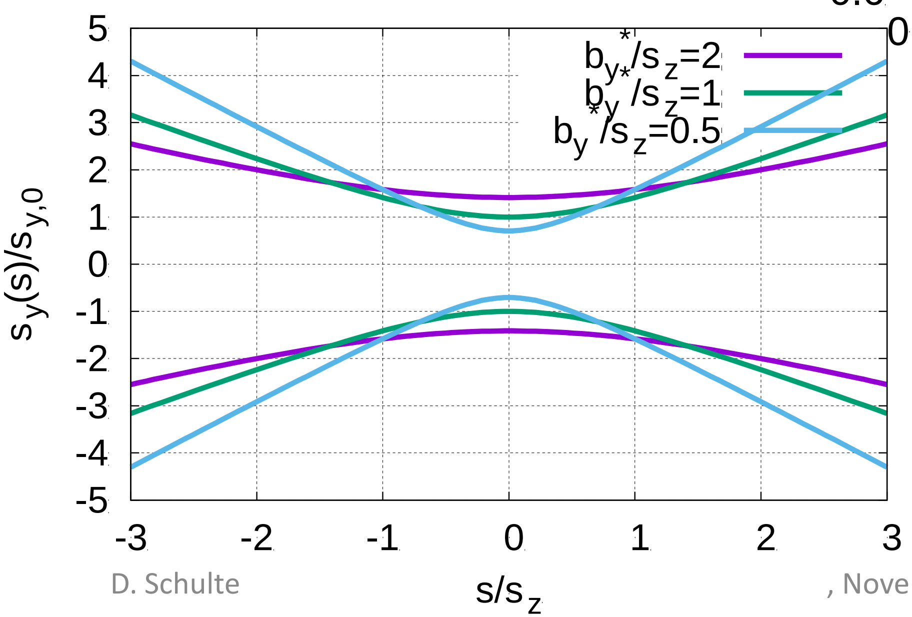
Hourglass Effect

Taking into account hourglass effect

$$\beta(s) = \sqrt{\beta(0) + \frac{s^2}{\beta(0)}}$$



Luminosity does not improve much below $\beta_y < \sigma_z$



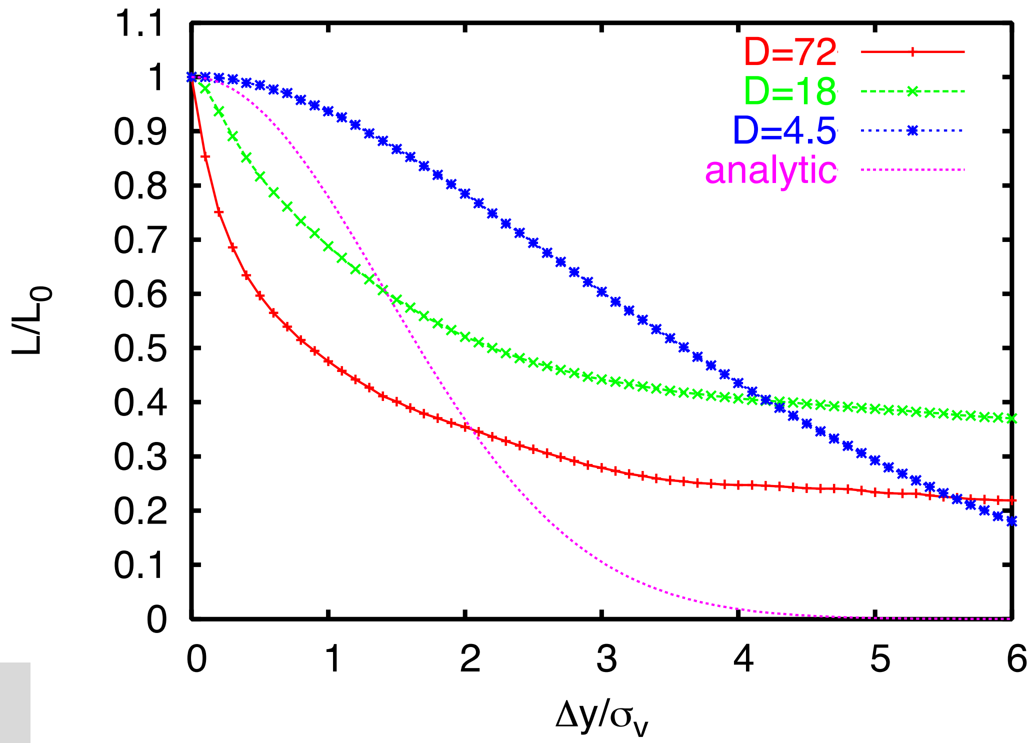
For flat beams, the optimum is around $\beta_y = 0.25 \times \sigma_z$

Note: This is different for round beams

Luminosity and Offset

Luminosity loss for rigid bunches with offset

$$\frac{\mathcal{L}}{\mathcal{L}_0} = \exp\left(-\frac{\Delta y^2}{4\sigma_y^2}\right)$$



Actual loss depends strongly on disruption

Note: the simulations suffer from noise (use of macroparticles)

Need to enforce symmetric charge distribution to simulate high disruption

Can you trust the results in real life?

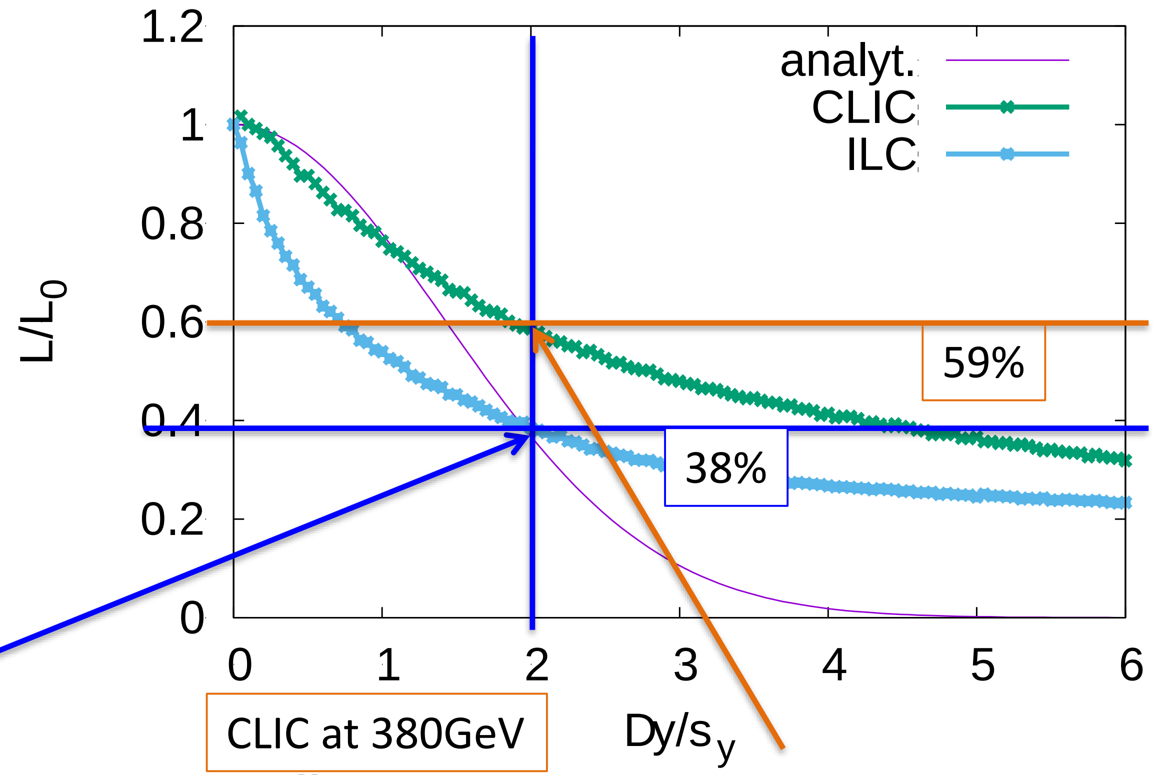
Luminosity and Offset

Luminosity loss for beam offsets depends strongly on disruption parameter

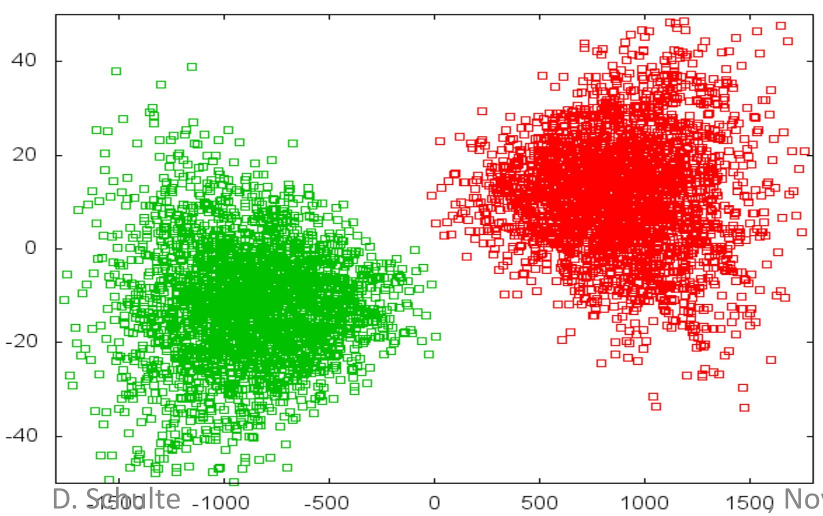
$\Delta y = 2\,\sigma_y$

$L = 0.38\,L_0$

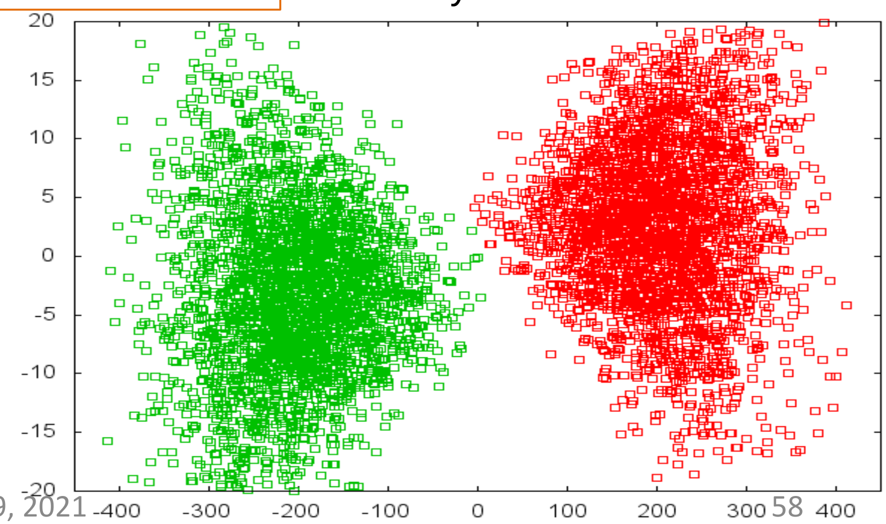
$L = 0.59\,L_0$



ILC



CLIC at 380GeV

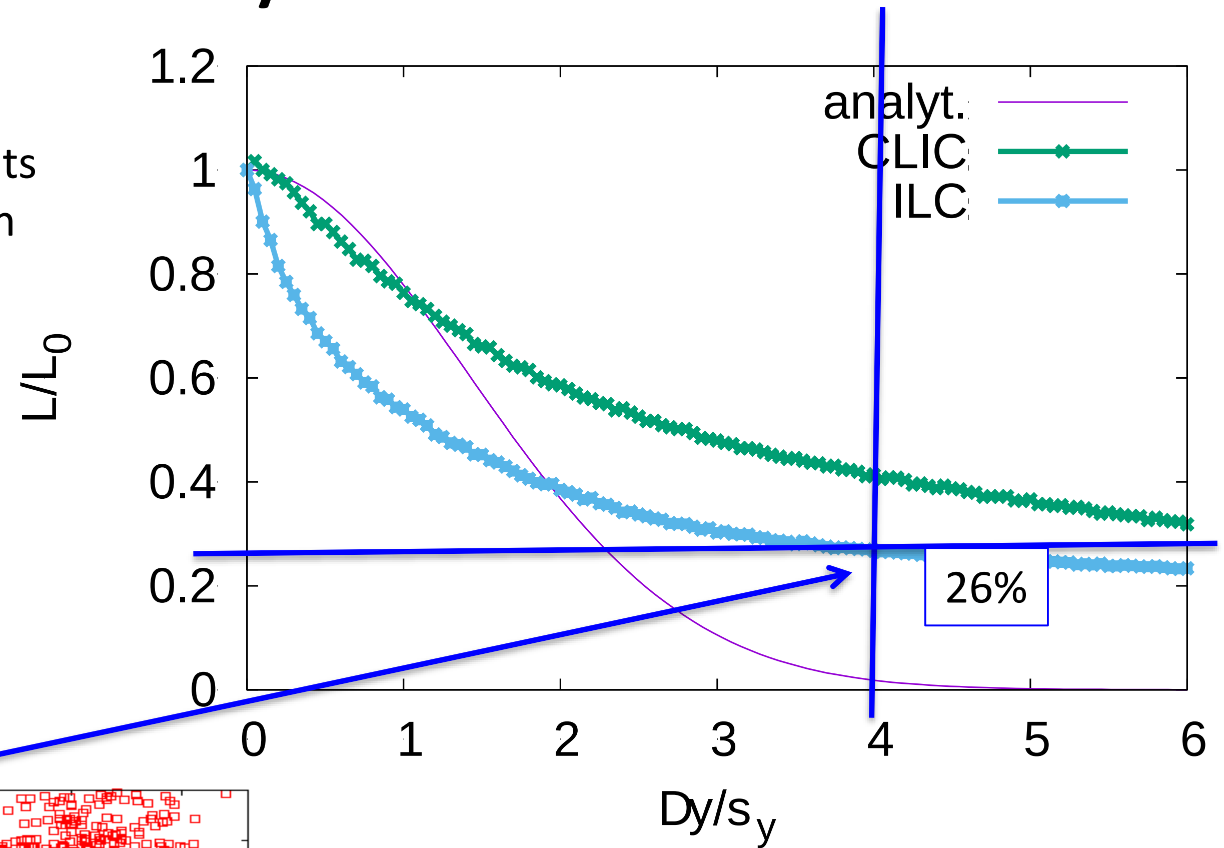


Luminosity and Offset

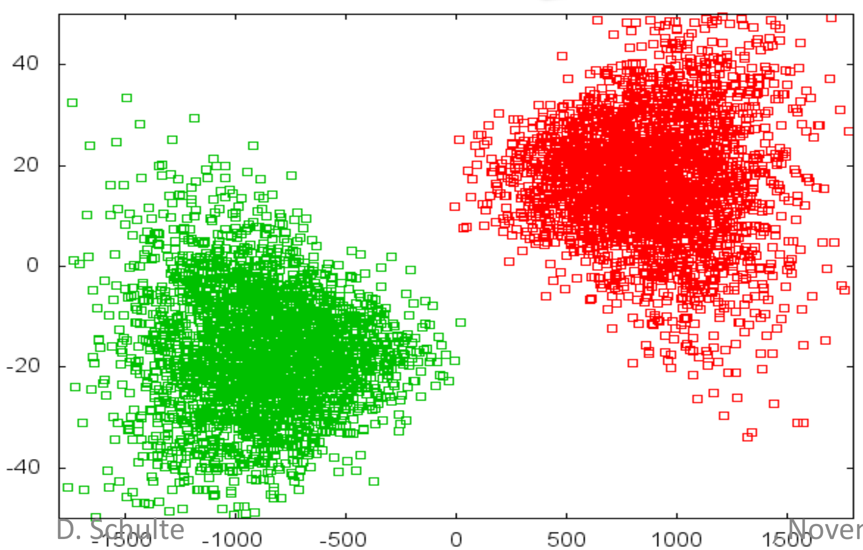
Luminosity loss for beam offsets depends strongly on disruption parameter

$\Delta y = 4\,\sigma_y$

$L = 0.26\, L_0$



ILC

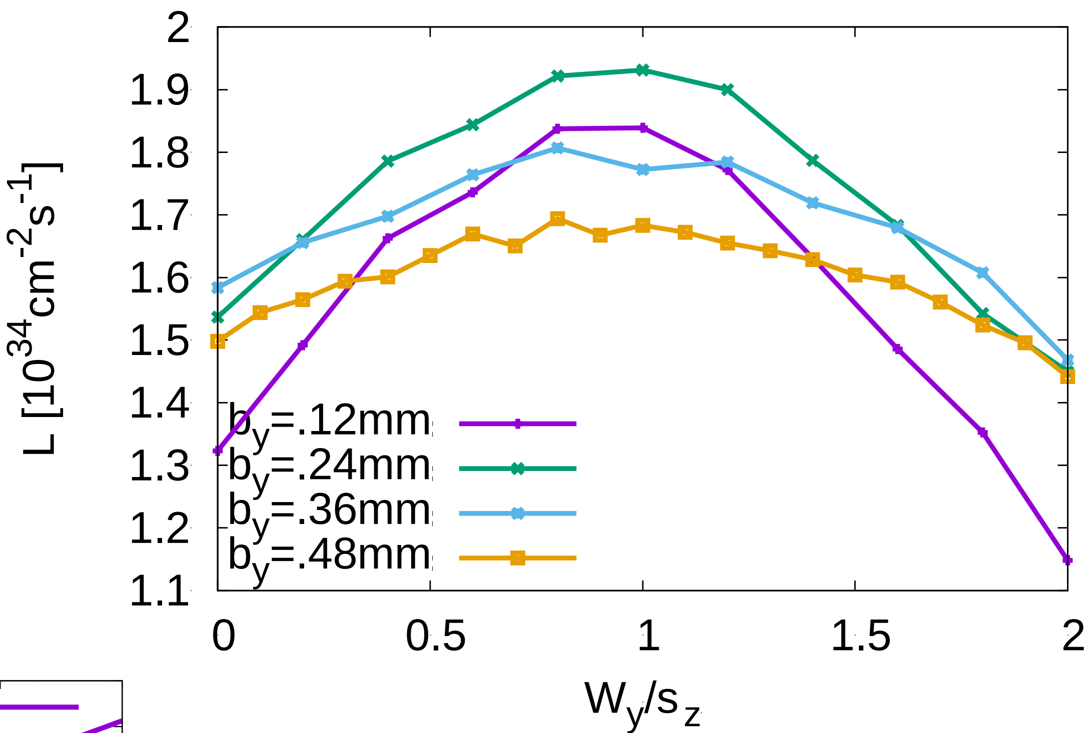


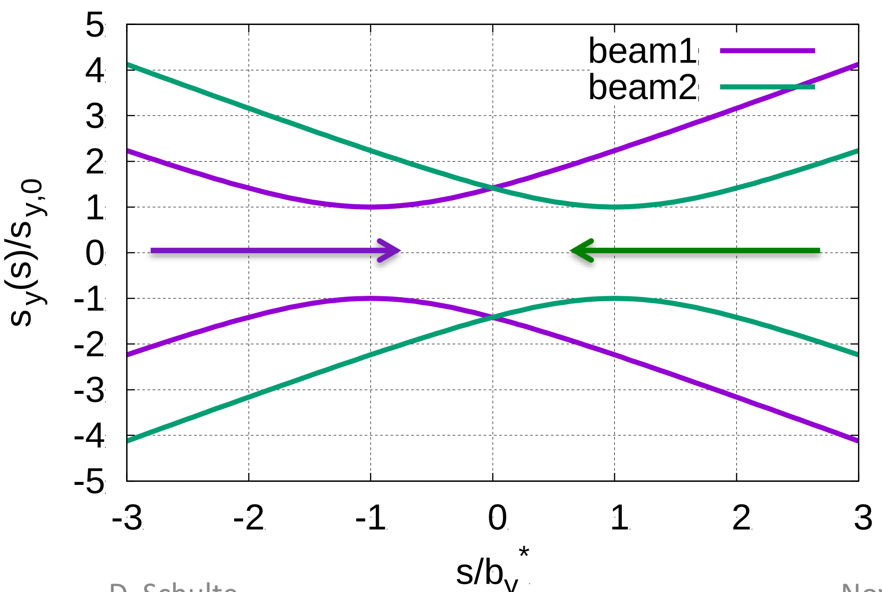
Note: ILC Full Optimisation

For ILC could consider smaller vertical beta-functions

Smaller beta-functions profit more from waist shift
⇒ 0.24mm seems best

Would gain 15% luminosity





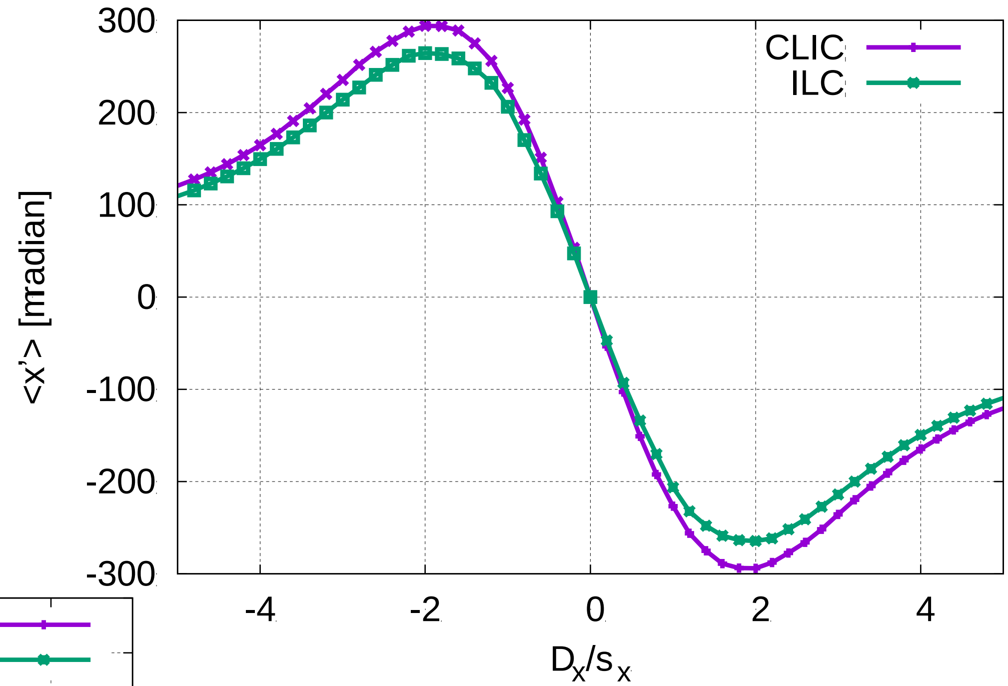
But still more difficult to produce (larger divergence)
And tolerances become tighter

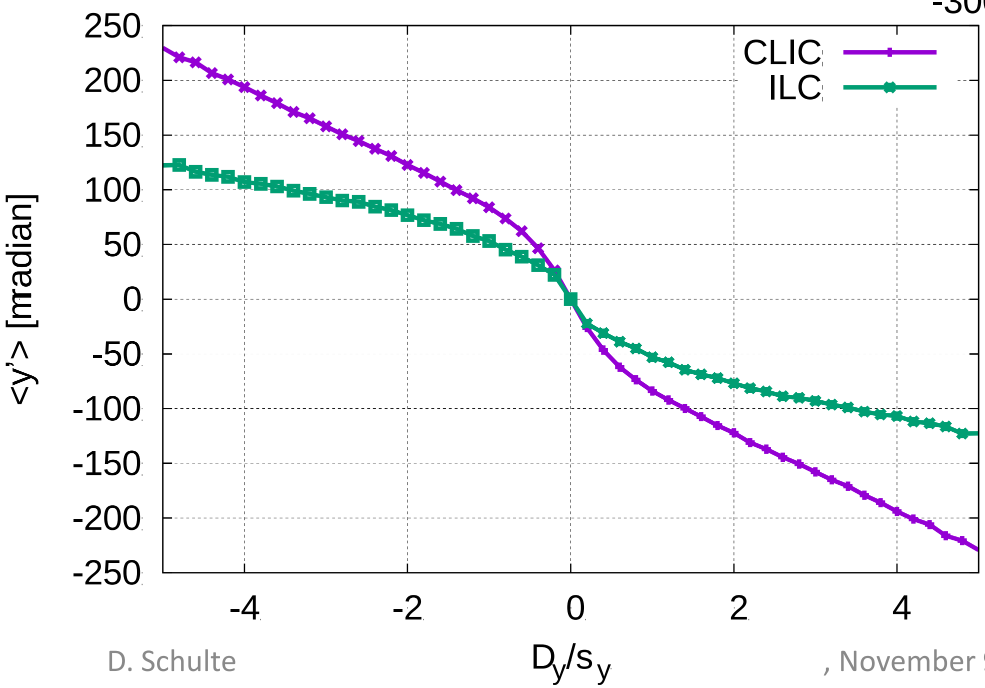
Beam-beam Deflection

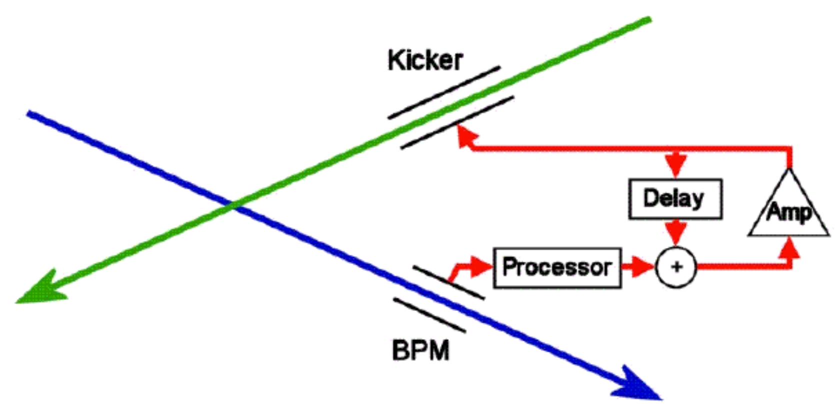
Strong deflection allows to easily measure and correct offset

In CLIC an offset $\Delta_y = 0.1\sigma_y = 0.1$nm
$\Rightarrow$ 3m downstream of IP 40μm beam offset

Get great signals for the BPMs

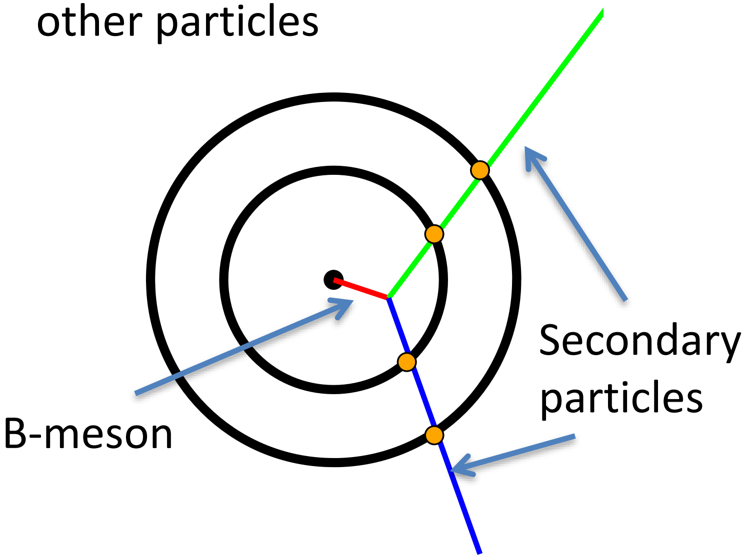


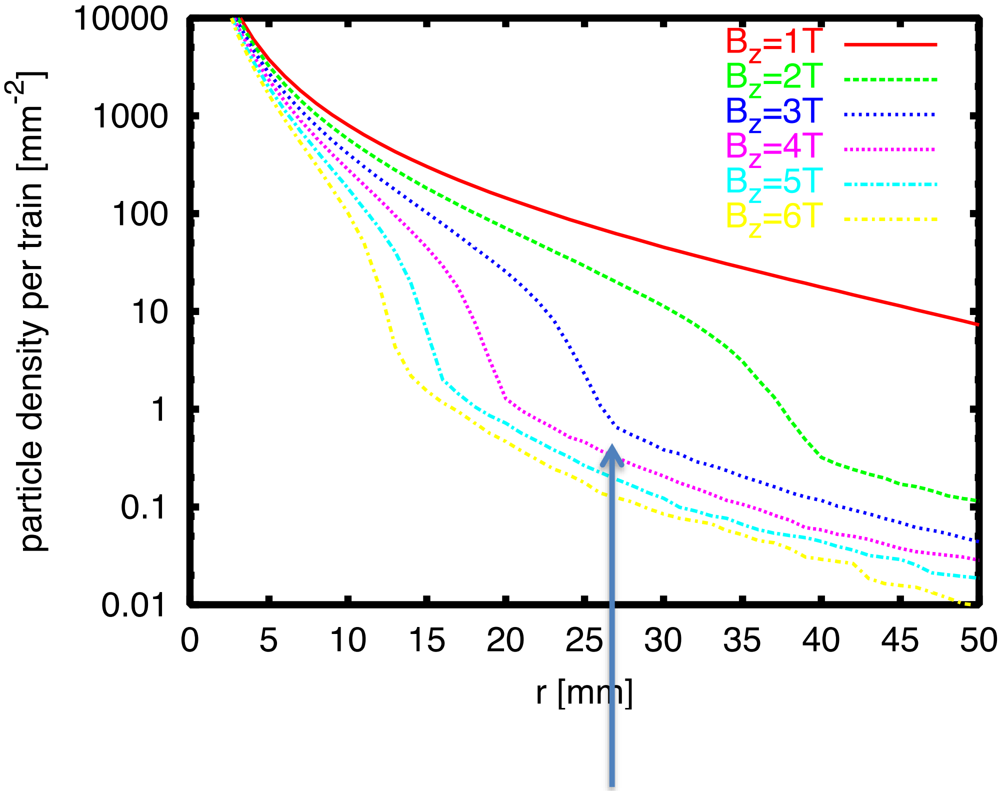




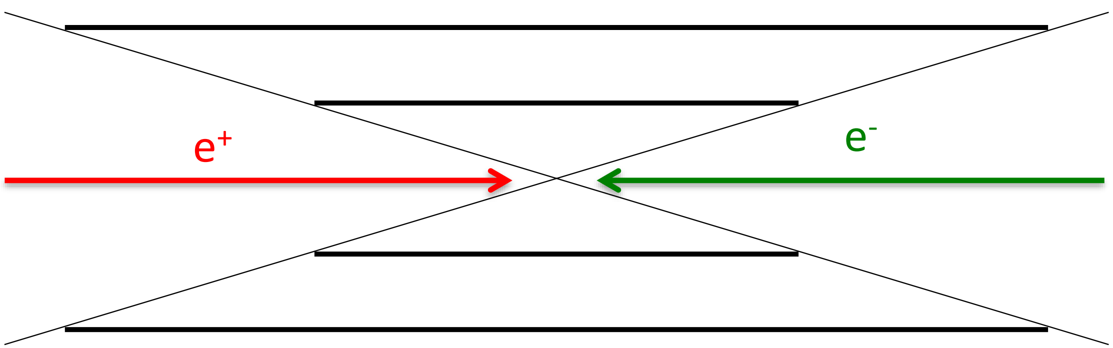
Impact on Vertex Detector

To vertex detector can identify particles originating from decays of other particles





Need a certain angular coverage

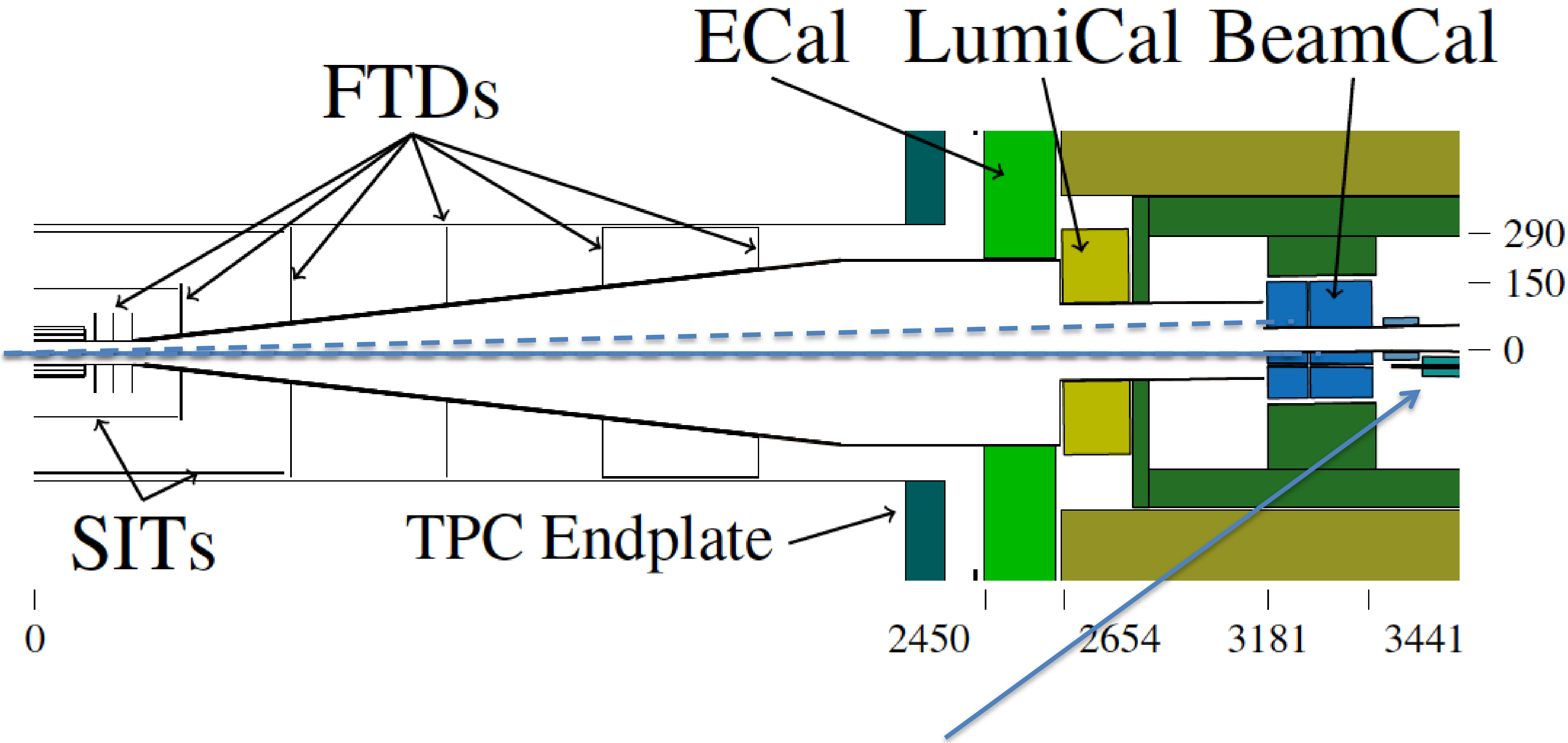


Hit density from pairs depends on radius and field

Edge is due to beam-beam deflection

Limit O(1mm^{-2})

CLIC Inner Detector Layout

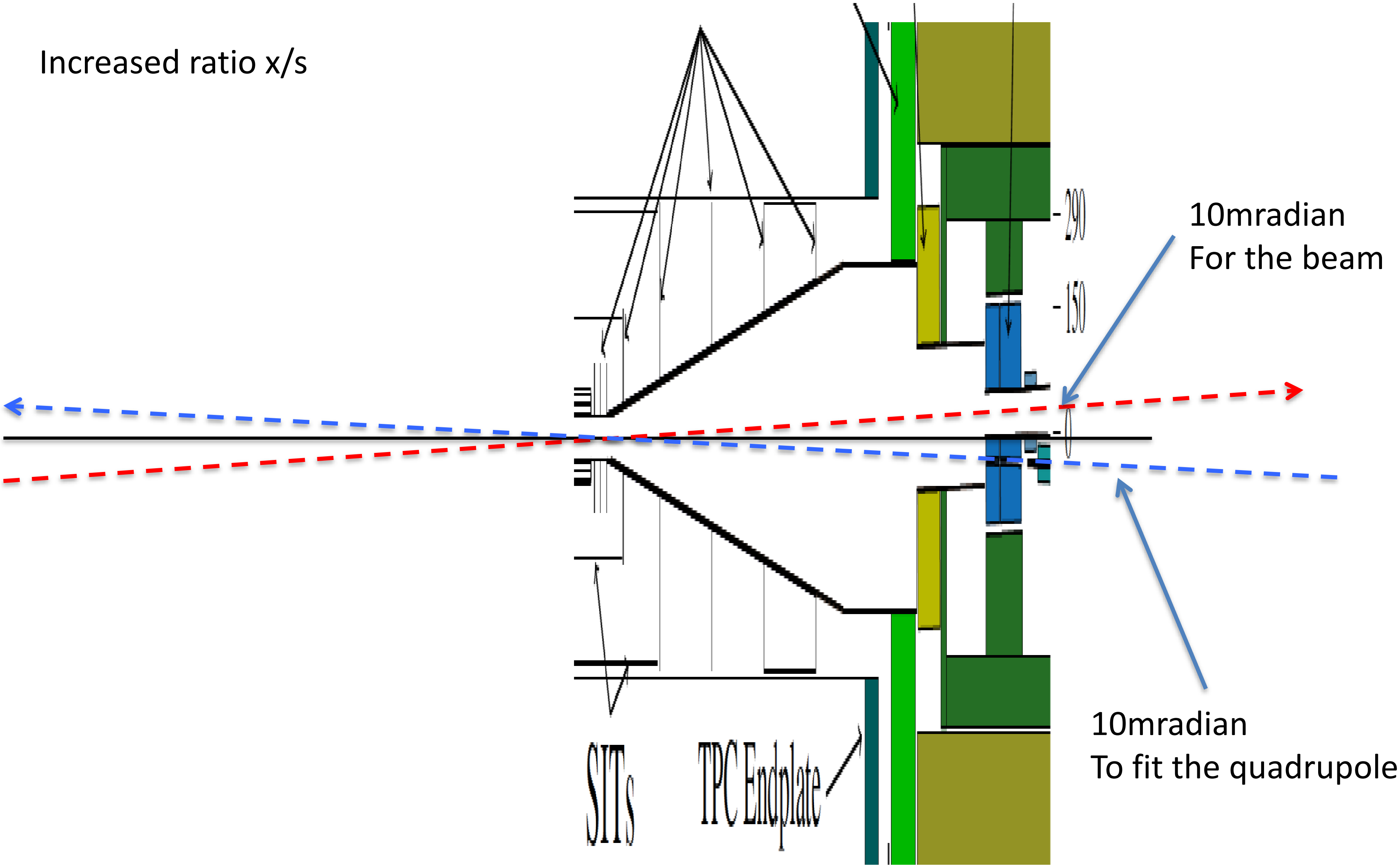


The last focusing magnet of the machine is inside of the detector

A. Seiler

CLIC Inner Detector Layout

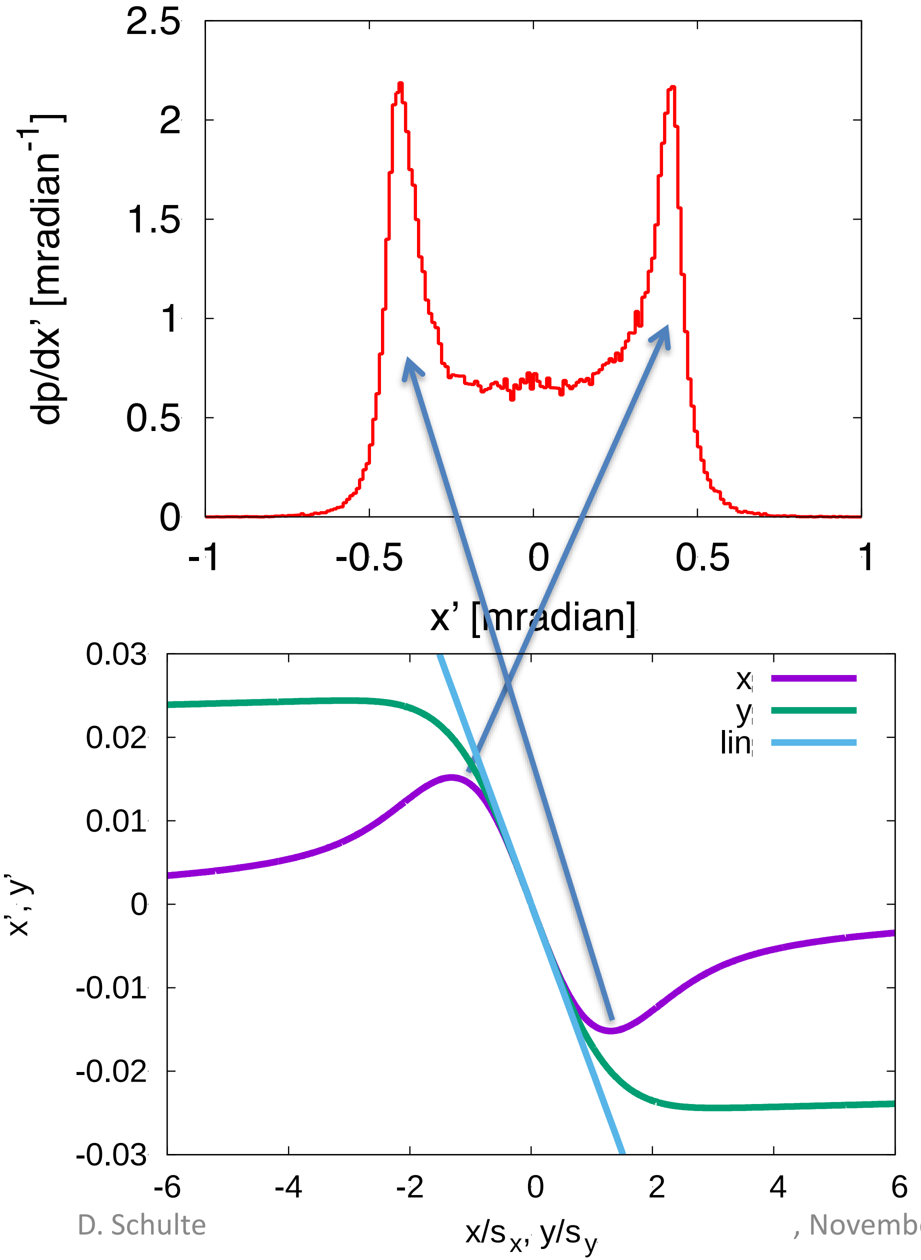
Increased ratio x/s

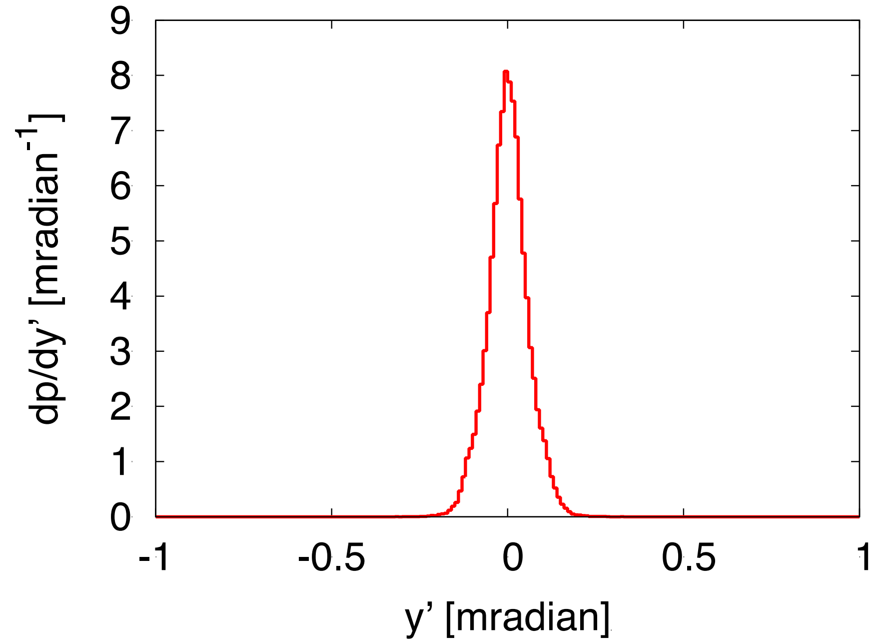


ILC and CLIC Main Parameters

Parameter	Symbol [unit]	ILC	CLIC	CLIC
Centre of mass energy	E_{cm} [GeV]	500	380	3000
Total luminosity	L [$10^{34}cm^{-2}s^{-1}$]	1.8	1.5	6
Luminosity in peak	$L_{0.01}$ [$10^{34}cm^{-2}s^{-1}$]	1	0.9	2
Particles per bunch	N [10^9]	20	5.2	3.72
Bunch length	σ_z [μm]	300	70	44
Collision beam size	$\sigma_{x,y}$ [nm/nm]	474/5.9	149/2.9	40/1
Vertical emittance	$\varepsilon_{x,y}$ [nm]	35	40	20
Photons per beam particle	n_γ	1.9	1.5	2.1
Average photon energy	$\langle E_\gamma/E_0 \rangle$ [%]	2.4	4.5	13
Coherent pairs	N_{coh}	-	-	6.8×10^8
Their energy	E_{coh} [TeV]	-	-	2.1×10^8
Incoherent pairs	N_{incoh}	196×10^3	58×10^3	300×10^3
Their energy	E_{incoh} [TeV]	484	187	2.3×10^4

The Spent Beam





Particles move little in the horizontal plane
⇒ Can see the field profile

They start to oscillate in the vertical plane
=> Final angle depends also on the phase that they happen to have at the end of the collision

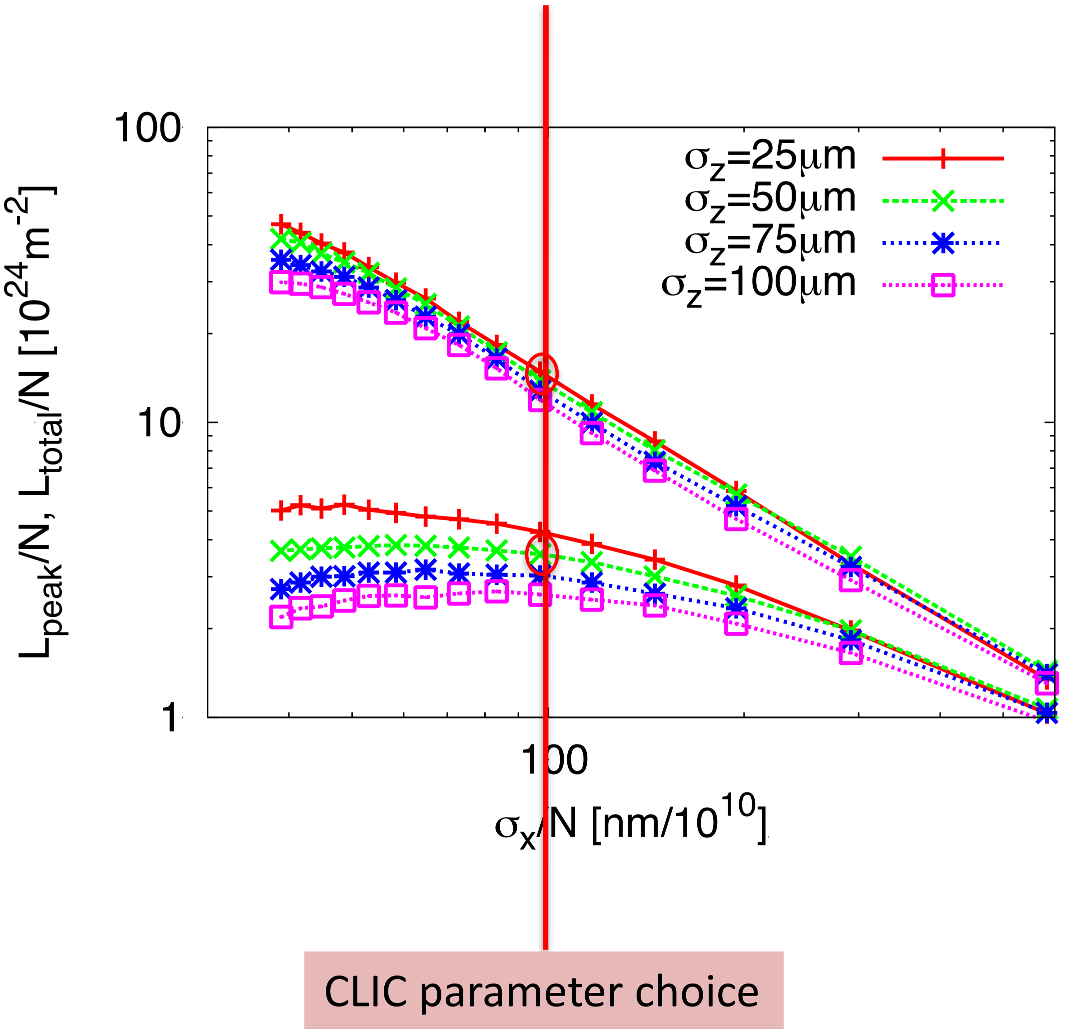
CLIC 3TeV Beamstrahlung

Goal is to maximise $L_{0.01}$
And $L_{0.01}/L > 0.3$

$$\Upsilon \gg 1$$

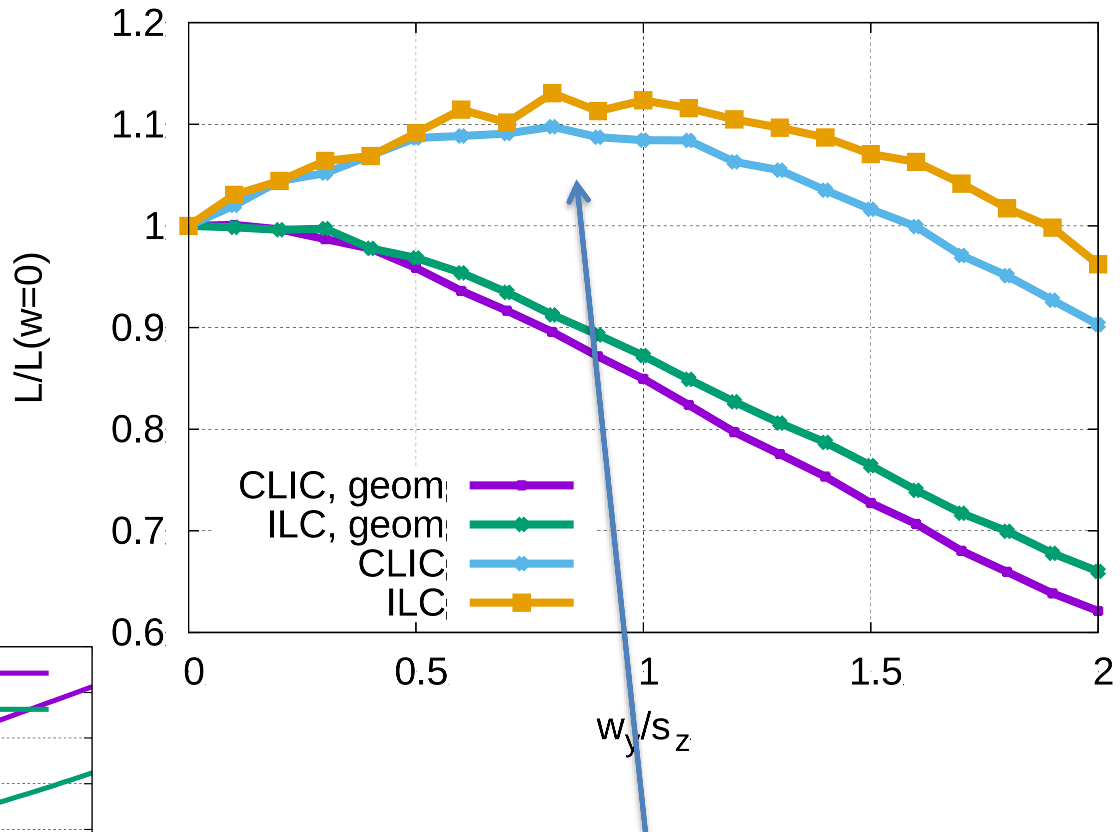
$$n_\gamma \propto \left(\frac{\sigma_z}{\gamma}\right)^{\frac{1}{3}} \left(\frac{N}{\sigma_x + \sigma_y}\right)^{\frac{2}{3}}$$

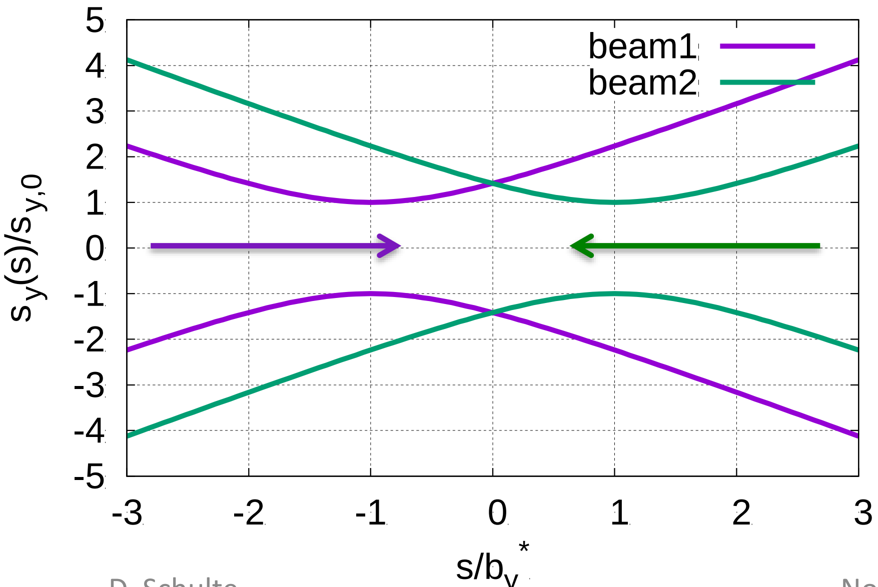
$$\mathcal{L} \propto \frac{n_\gamma^{3/2}}{\sqrt{\sigma_z}} \eta P_{wall} \frac{1}{\sigma_y} H_D$$



Waist Shift

Focusing before IP leads to more luminosity (D.S.)





For CLIC and ILC ~10% luminosity gain

FCC-eh

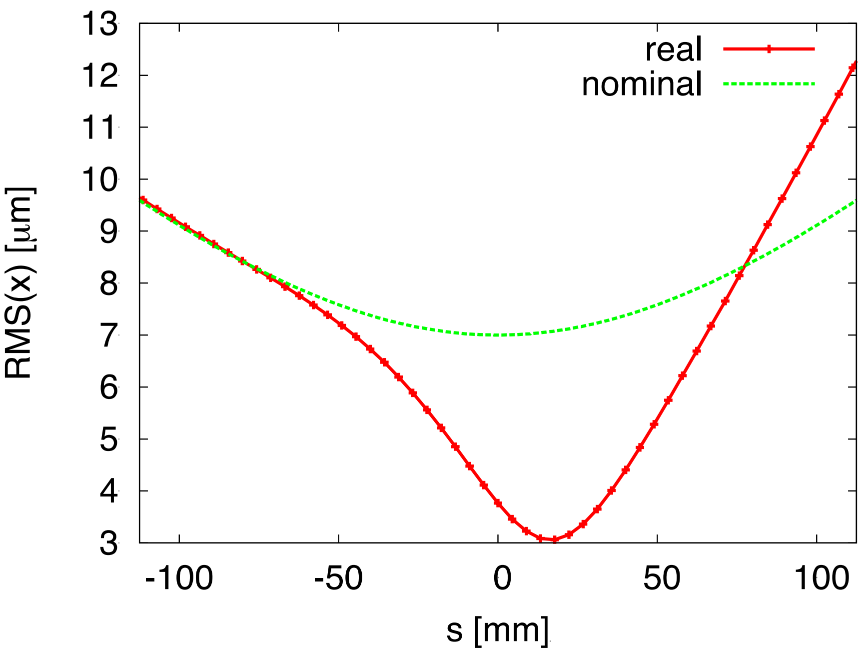
Do the electron and proton transverse beam sizes have to be matched?

In LHeC the sizes are not matched along the collision

- Strong pinching of electrons

⇒ Not obvious why beam sizes do need to match

⇒ Scan for optimum electron beam size and waist position



Electron beam shrinks during collision
Increases beam-beam tune shift for protons