



Beam background studies at C³

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bold - did most of the work :-)



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Background Simulations at C³

- Linear collider machine and beam backgrounds play a significant role in:
 - Detector design (occupancies of innermost tracking layers)
 - Ultimate physics reach (fake rate / misreconstructions from spurious hits)
- Up to now no estimate of these backgrounds for C³ beam configuration
 - We have been assuming ILC-like physics performance of an SiD-like detector @ C³
 - Here we show first estimates for the pair-production backgrounds without hadron photoproduction (effectively a 10% increase to what we will see)
 - Other machine backgrounds (tertiary muons, etc.) to come later, they are smaller effects
- We will see:
 - That we can start to answer the question if C³ is no worse than ILC or CLIC from pair-background perspective
 - Spoiler - seems like yes, with some detector optimization
 - Interesting considerations in developing accurate simulations at scale

C3 Parameters

- Input values to simulation derived from C3 optics and dynamics simulations @ 250 GeV CoM
 - Started this project with some guesses due to incomplete information
 - Now have complete configuration of the machine from background simulation perspective
- Note that bunch/repetition structure at C3 different from ILC

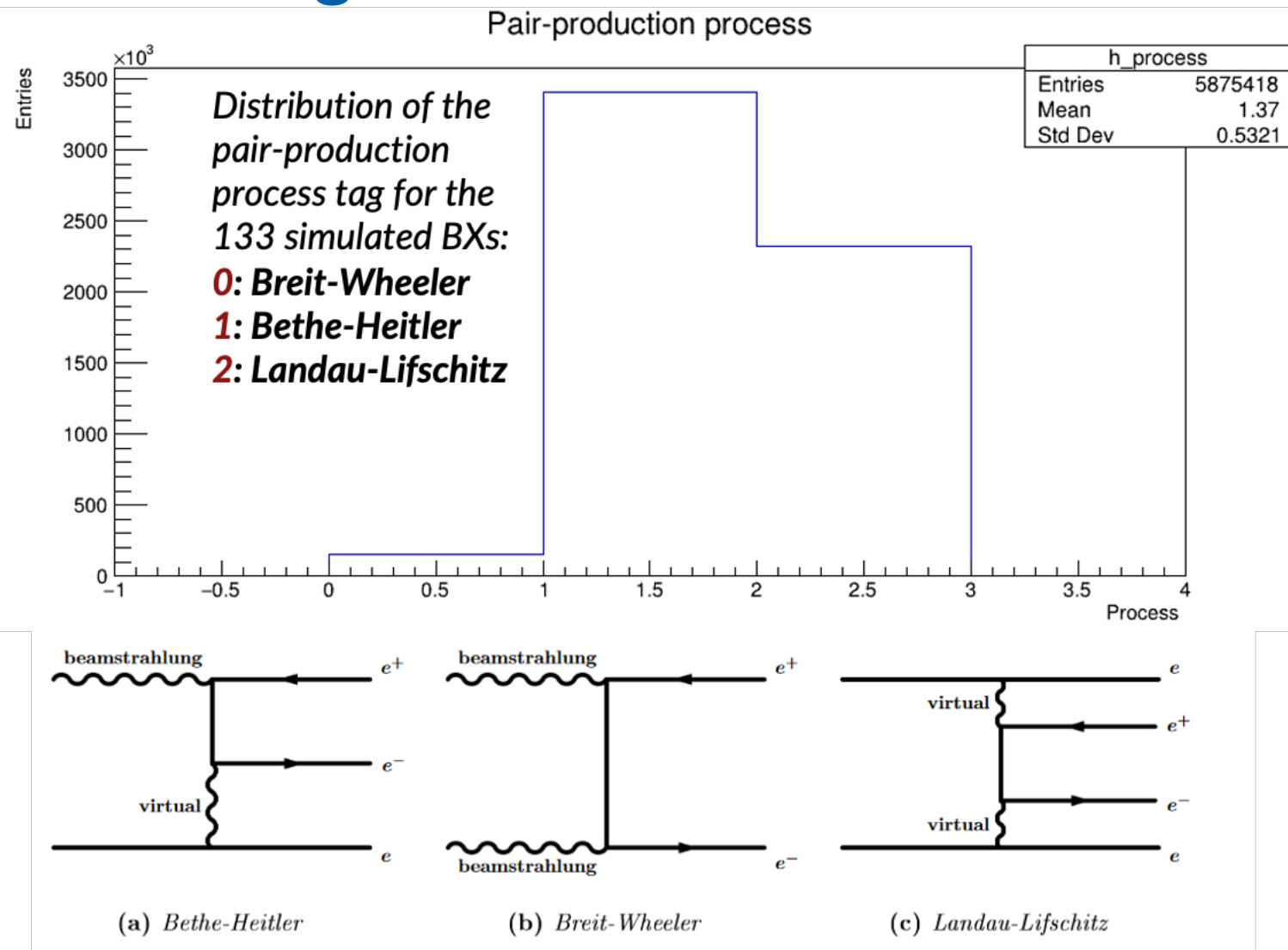
Parameter	Units	Value
β_x^*	mm	12
β_y^*	mm	0.12
$\epsilon_{N,x}^*$	nm	900
$\epsilon_{N,y}^*$	nm	20
σ_x^*	μm	210.12
σ_y^*	μm	3.13
σ_z^*	μm	100
n_b		133
f_{rep}	Hz	120
N		$6.25 \cdot 10^9$
θ_c	rad	0.014

- The emittances on the table are **normalized**. The transverse beam size is calculated as:

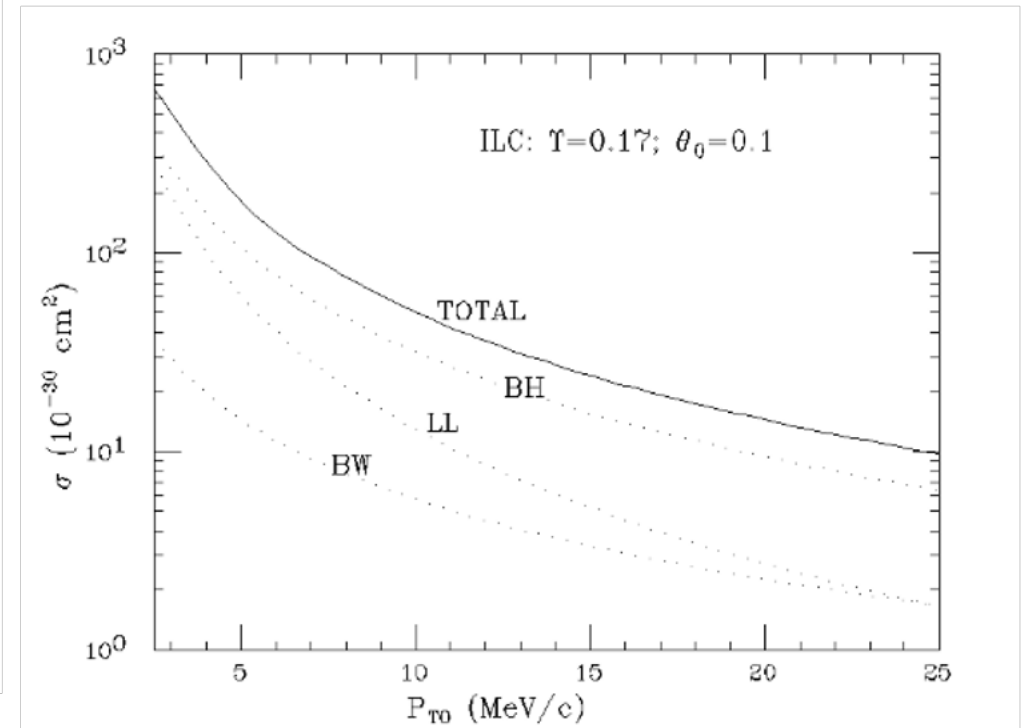
$$\sigma_{x,y}^* = \sqrt{\epsilon_{x,y}^* \beta_{x,y}^*} = \sqrt{\frac{\epsilon_{L,x,y}^* \beta_{x,y}^*}{\gamma}}, \quad \gamma = \frac{E}{m_e c^2} = \frac{\sqrt{s}}{2m_e c^2}$$

	Initial Tests	Emilio's Values
Energy spread	0.1%	0.3%
Energy spread distribution	Gaussian	Flat
Offset in x direction (nm)	0	5
Offset in y direction (nm)	0	0.2
Waist shift in x direction (μm)	0	0
Waist shift in y direction (μm)	0	Thanks Emilio! 0
Crossing angles (not compensated by crab scheme)	0	0

Guinea Pig and C³



Source: https://bib-pubdb1.desy.de/record/405633/files/PhDThesis_ASchuetz_Publication.pdf

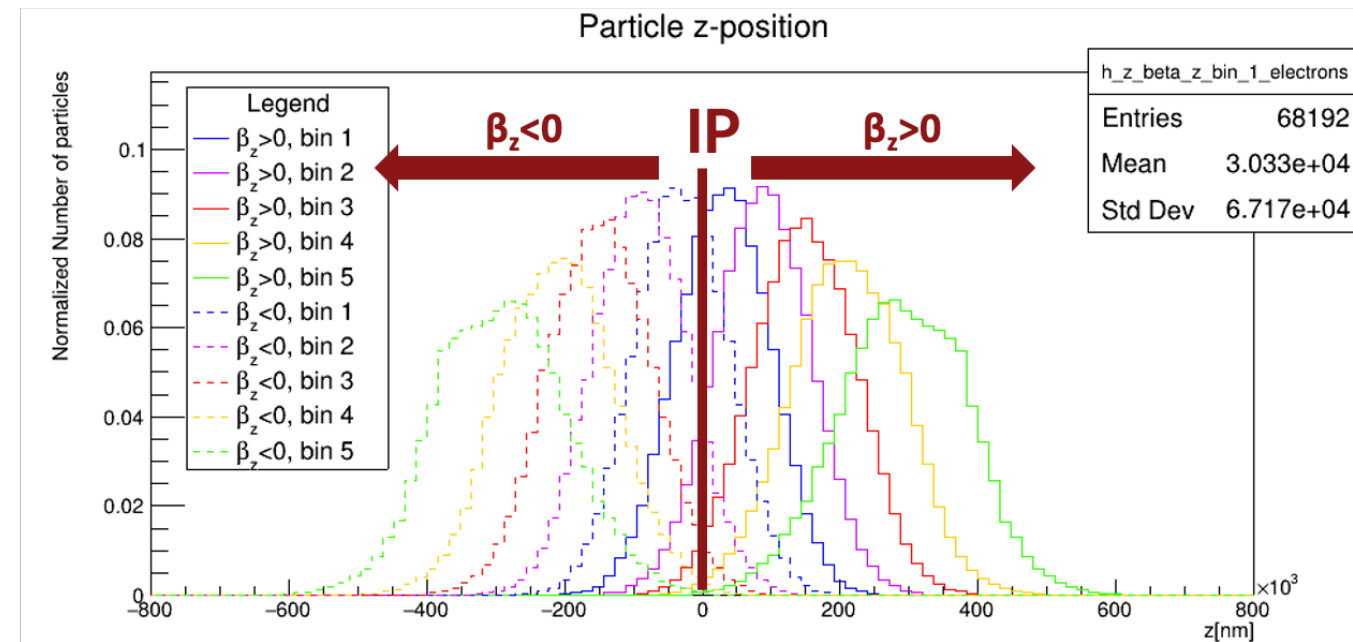
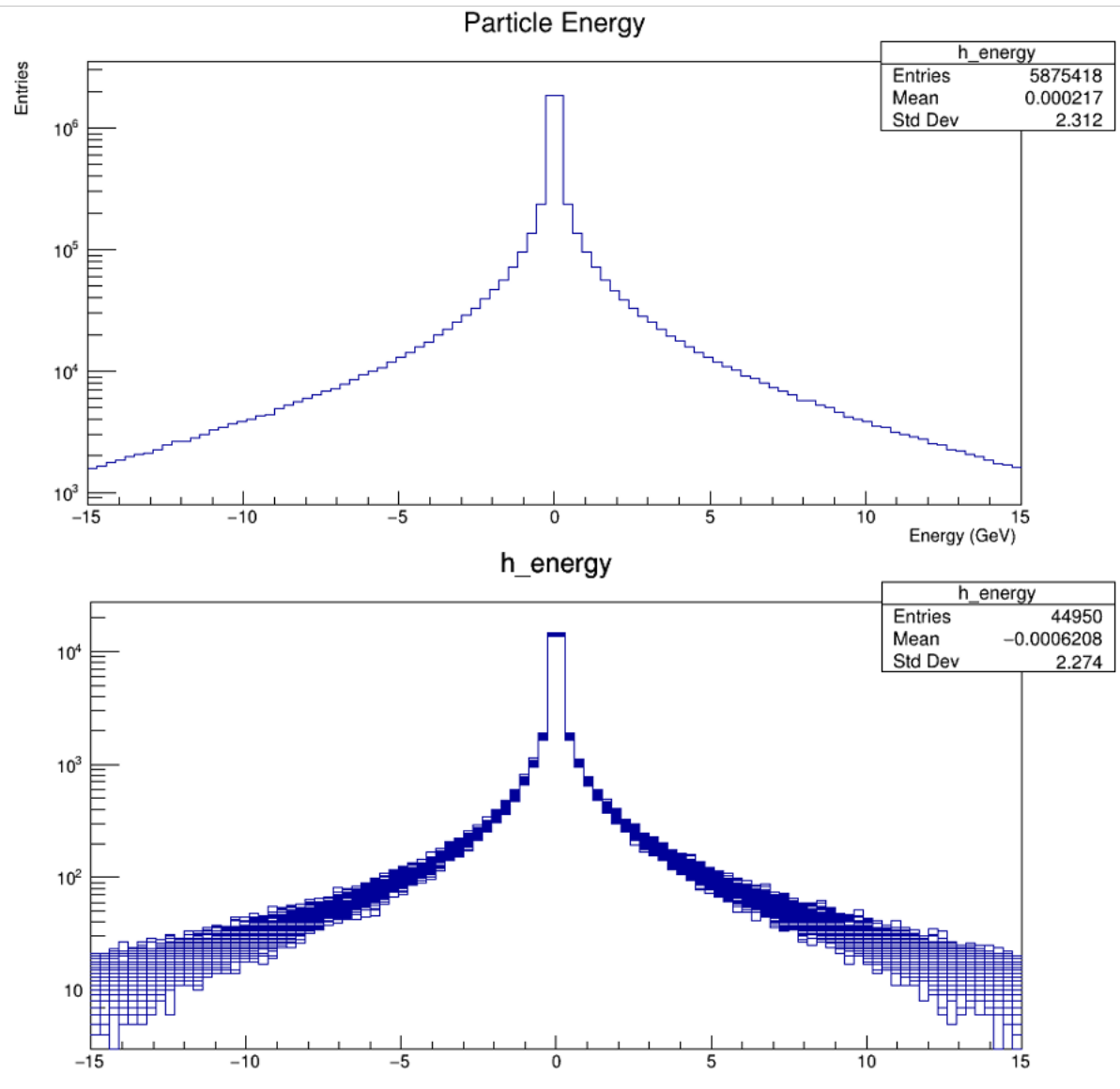


Source:

<https://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.44.2209&rep=rep1&type=pdf>

- To simulate the pair background we use the Guinea-Pig (GP) program
 - As configured for this study, simulates the primary production modes production of e^+/e^- pairs from beam and beamstrahlung initiated backgrounds
 - There are additional handles for hadron photoproduction but GP's implementation is known to be inaccurate (work beginning on more accurate simulation)

Raw GP Results



Distribution of the z-position of beam-induced e^+/e^- for the 133 simulated BXs for different bins of β_z :

bin 1: $0.0 < |\beta_z| < 0.2$

bin 2: $0.2 < |\beta_z| < 0.4$

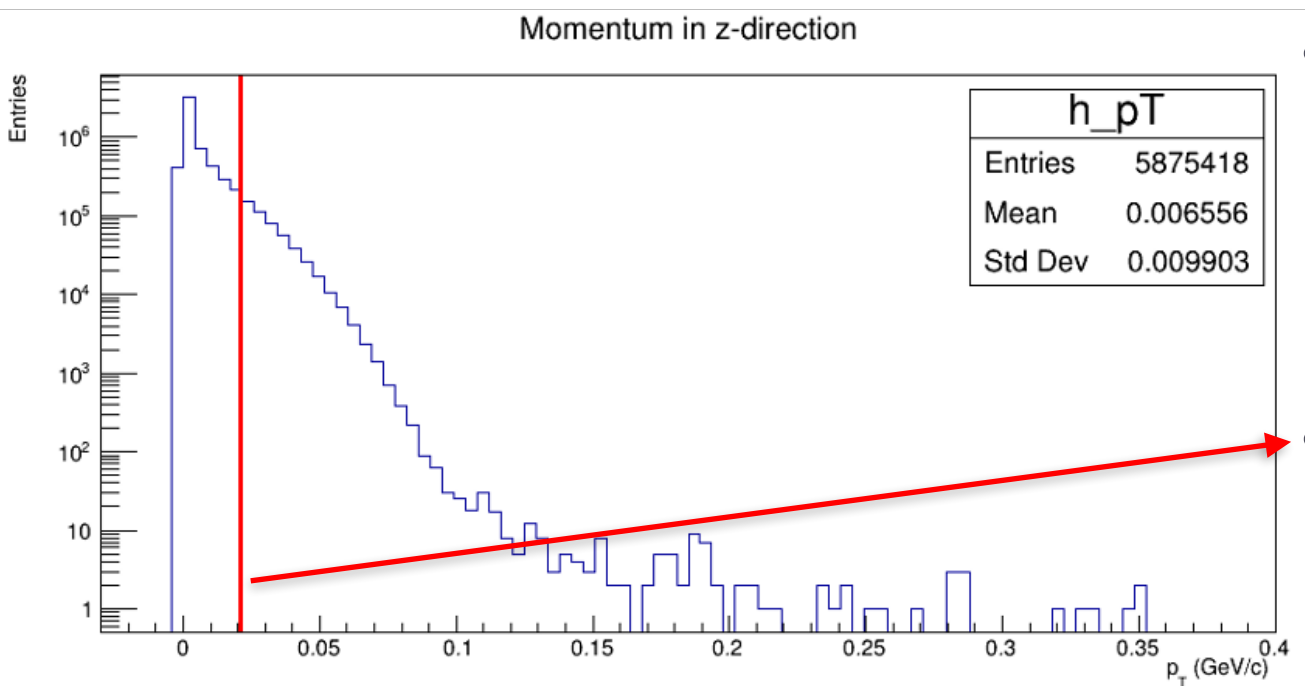
bin 3: $0.4 < |\beta_z| < 0.6$

bin 4: $0.6 < |\beta_z| < 0.8$

bin 5: $0.8 < |\beta_z| < 1.0$

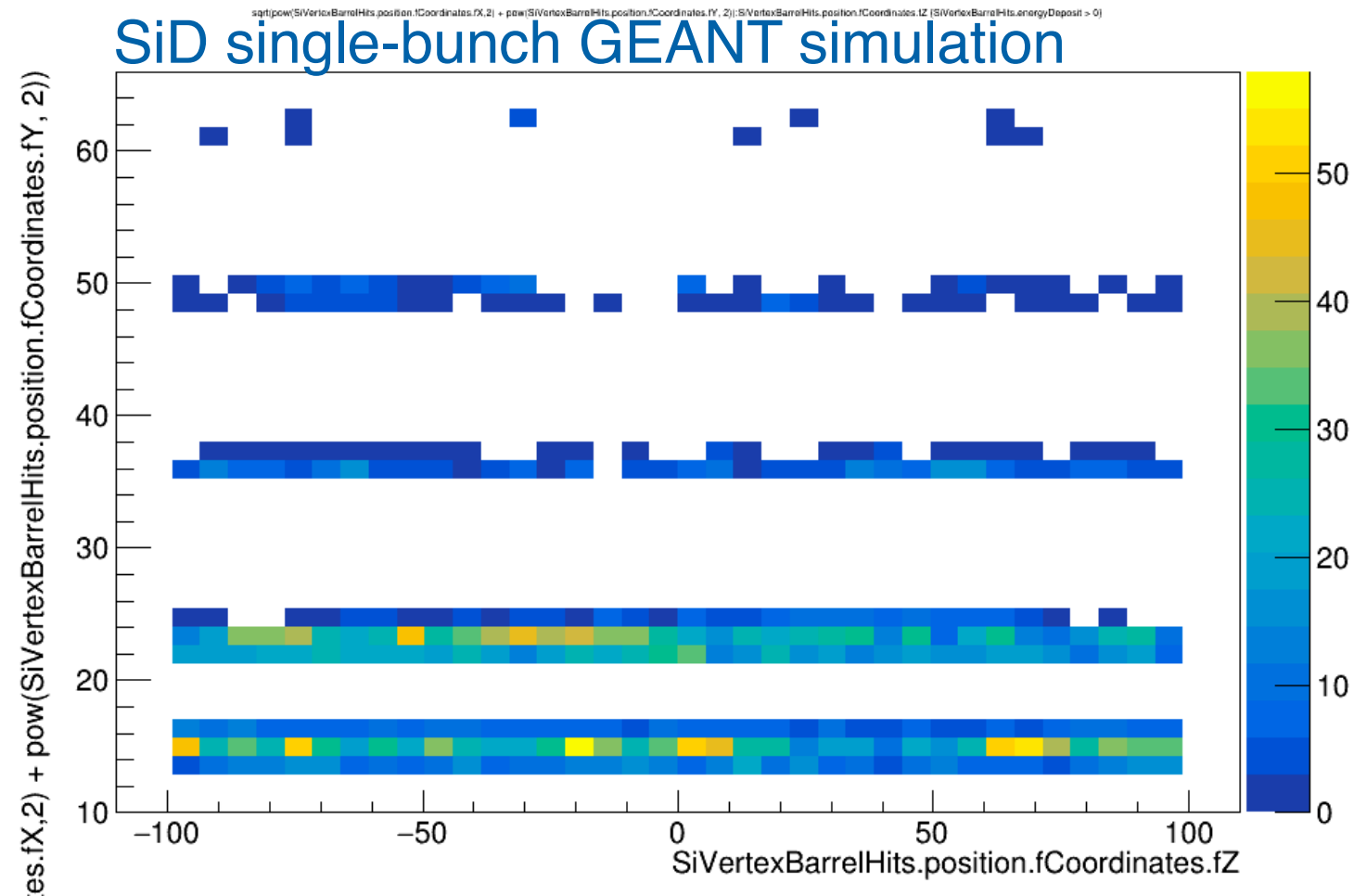
- We generated 133 bunches configured with the C³ parameters ensuring unique random seeds to simulate a full bunch train
 - Simulation of e^+/e^- propagation through bunch charge is apparent and consistent with expectations
 - Sub-distributions per bunch consistent with each other
 - Average of 44176 particles per bunch, observed expected steeply falling energy spectrum

Occupancy Back-of-the-envelope



- p_T threshold for particles to reach the innermost pixel layer of SiD in the barrel region
- $p_T [\text{GeV}] = 0.3 \cdot (B [\text{T}]) \cdot (r [\text{m}])$
 $= 0.3 \cdot 5 \cdot 14 \cdot 10^{-3} = 0.021 \text{ GeV}$
 $= 21 \text{ MeV}$
- Expect ~528k particles to reach innermost pixel layer per train
 - Majority of particles are very boosted / forward
 - For reference ~3900 particles with p_T > 21 MeV per bunch
 - 3% occupancy per train for 25x25 micron pixels, assuming a cylinder of pixels with perfect packing as the innermost layer
 - For comparison ILC is 8% occupancy with a 2000 bunch-long train
- With alterations to the readout electronics schema compared to ILC baseline this occupancy is feasible with a commensurate increase in power budget

Towards Full Simulation



- Hot off the press and even more recently reproducible
- Using slightly modified geometry shipped with dd4hep with most recent SiD pixel barrel description
 - ~2000 hits in the first barrel layer in a single bunch (~3% occupancy for 25x25um)
 - Simulation time is roughly 1 hour per bunch (several routes for improvement)
- First results ~consistent with back-of-the-envelope expectation
 - Need to check endcaps, occupancy very angle-dependent

Conclusions / Plans

- Simulated exact parameters for C3 using Guinea-Pig++ event generator
 - For a full C³ bunch train
- C³ beam parameters not inconsistent with high quality physics program from occupancy perspective, but more complete studies needed
 - Per-bunch-train occupancy is less than that of ILC and CLIC 3% vs 8%
 - Bunch structure significantly different - 120 Hz train repetition, 133 bunches per train
 - Electronics for this bunch configuration will have different power profile from ILC spec
 - However, still manageable from material/power budget perspective
 - Can take some hints from LHC-developed architectures
- Future plans:
 - Generate full suite of backgrounds and develop complete simulation of C³ environment
 - Adopt full simulations in use by FCC/CLIC for detector optimization
- This is only the beginning of these studies, your scrutiny and feedback is appreciated!