



On a conceptual approach to collimation system for linear collider with bent crystals

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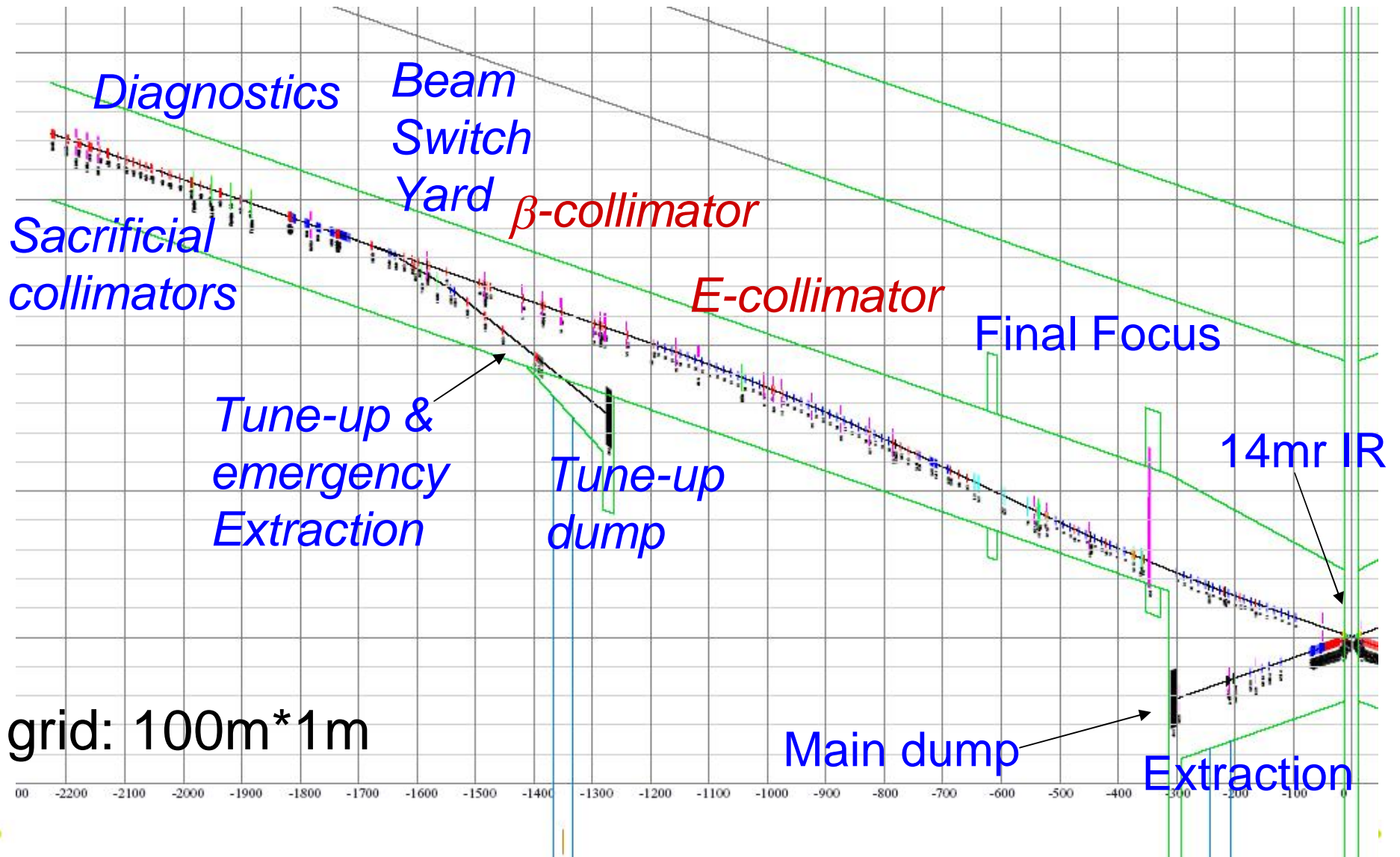
October 29, 2008

CM11, LARP

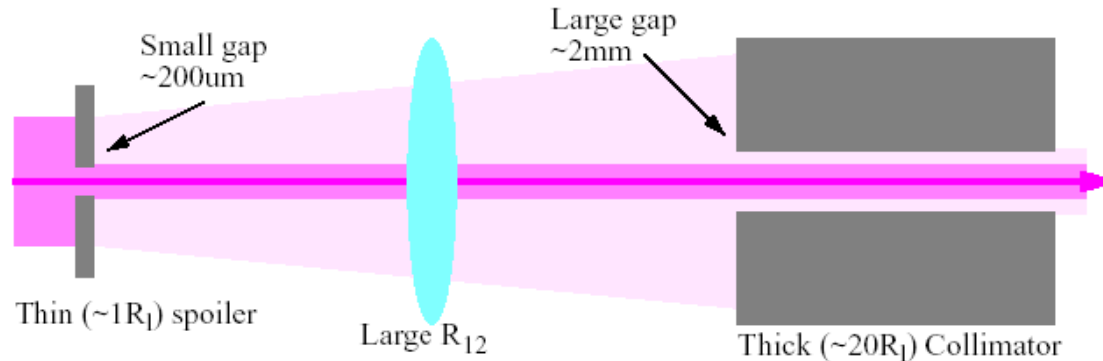
A horizontal line of yellow dots at the bottom of the slide, mirroring the one at the top.



ILC Beam Delivery for 1TeV CM

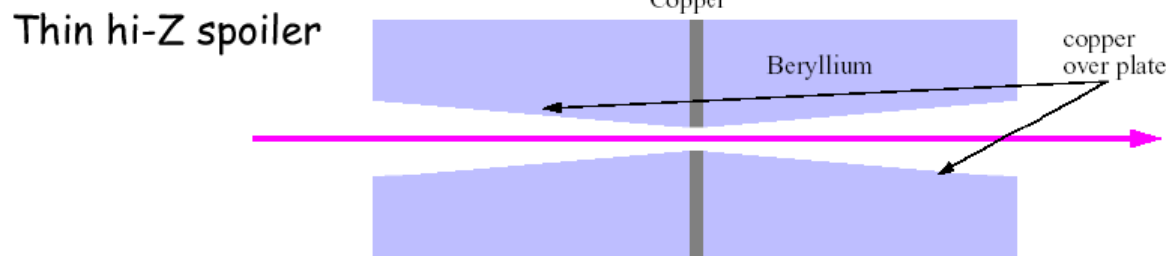


Spoiler / Absorber Scheme



Thin spoiler increases beam divergence and size at the thick absorber already sufficiently large. Absorber is away from the beam and contributes much less to wakefields.

Tapered low resistivity surface for wakefields

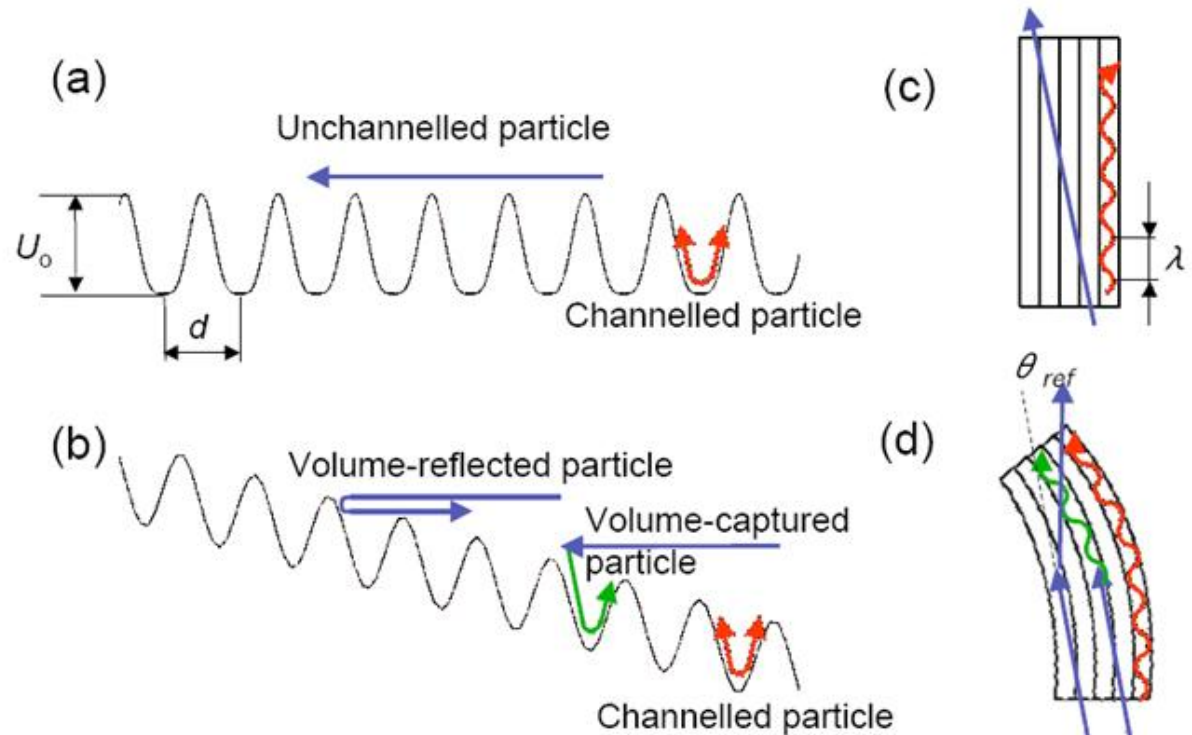


Need the spoiler thickness increase rapidly, but need that surface to increase gradually, to minimize wakefields. The radiation length for Cu is 1.4cm and for Be is 35cm. So, Be is invisible to beam in terms of losses. Thin one micron coating over Be provides smooth surface for wakes.

Particle-crystal interaction

Possible processes:

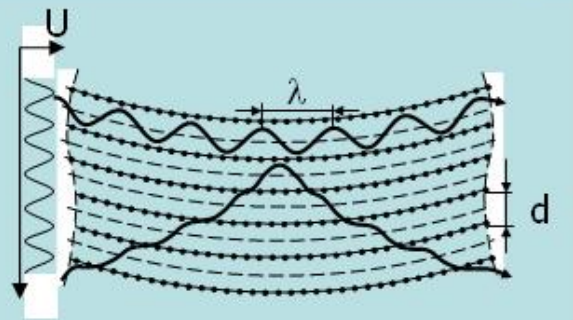
- ◆ multiple scattering
- ◆ **channeling**
- ◆ **volume capture**
- ◆ de-channeling
- ◆ **volume reflection**



Volume reflection

Prediction in 1985-'87 by
A.M. Taratin and S.A. Vorobiev,

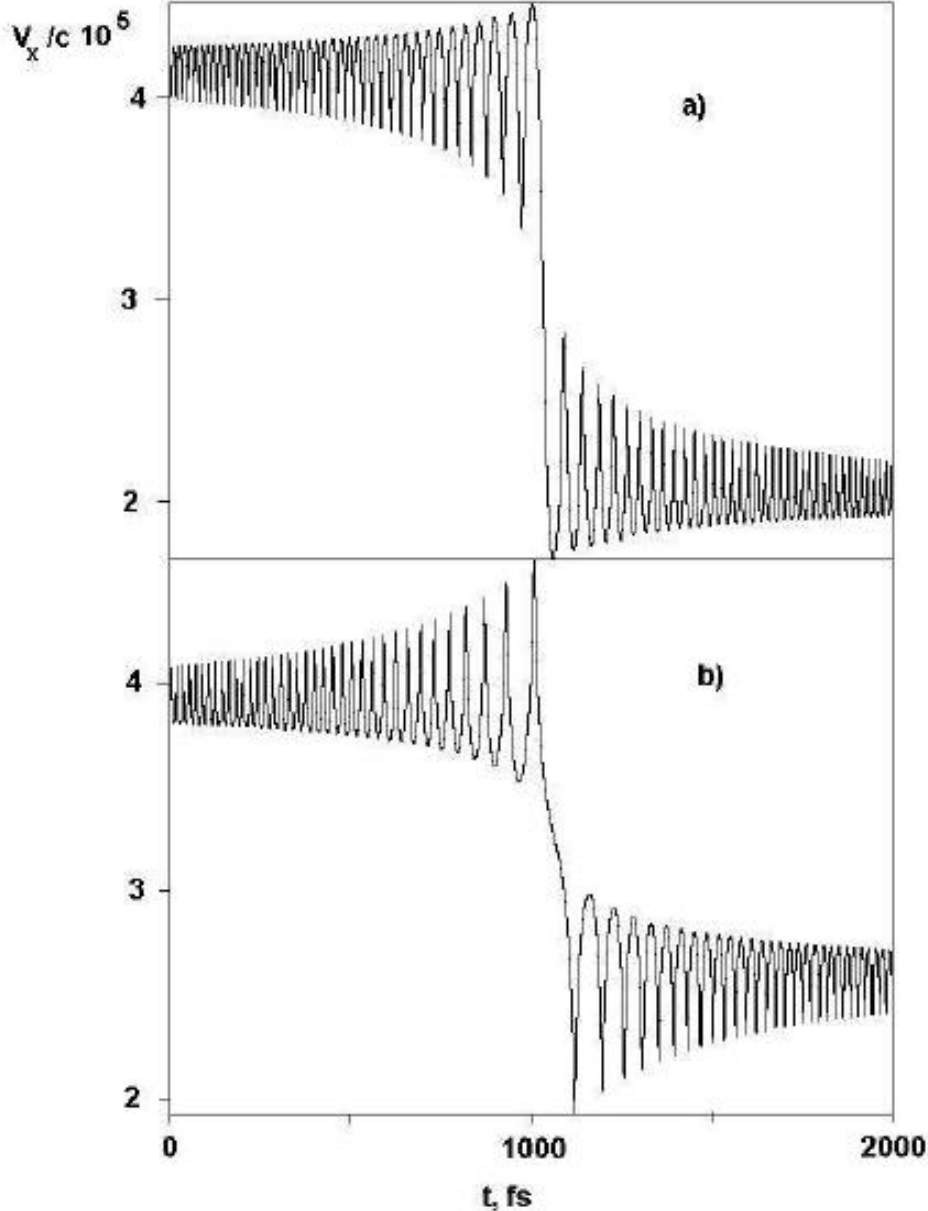
First observation 2006 (IHEP - PNPI - CERN)



Slide from Walter Scandale (CERN)

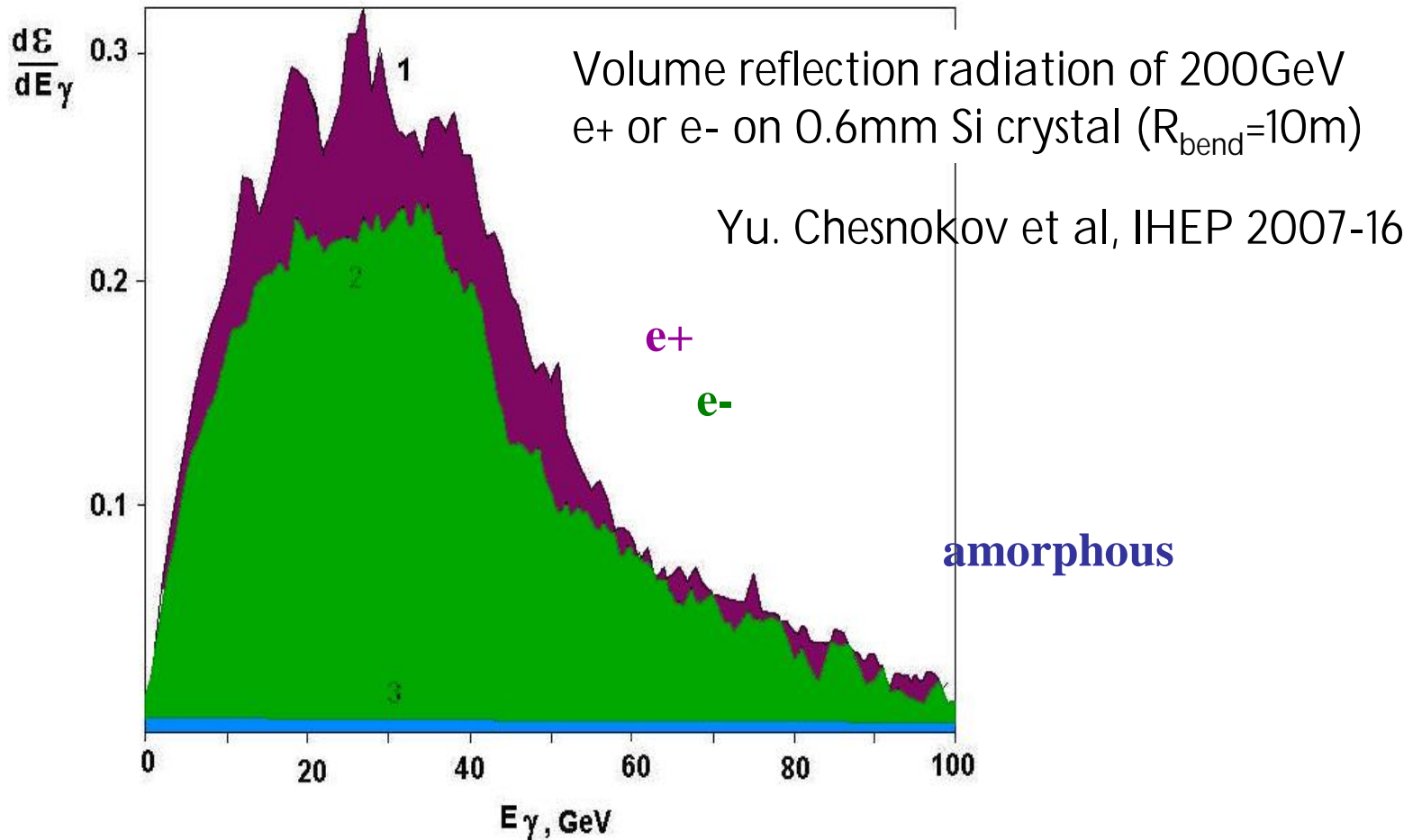


Volume reflection radiation



Relative transversal velocities of positrons (a) and electrons (b) at volume reflection in bent silicon crystal. $E = 200$ GeV, crystal thickness 0.06 cm, radius of bending 10 m.

Yu. Chesnokov et al, IHEP 2007-16

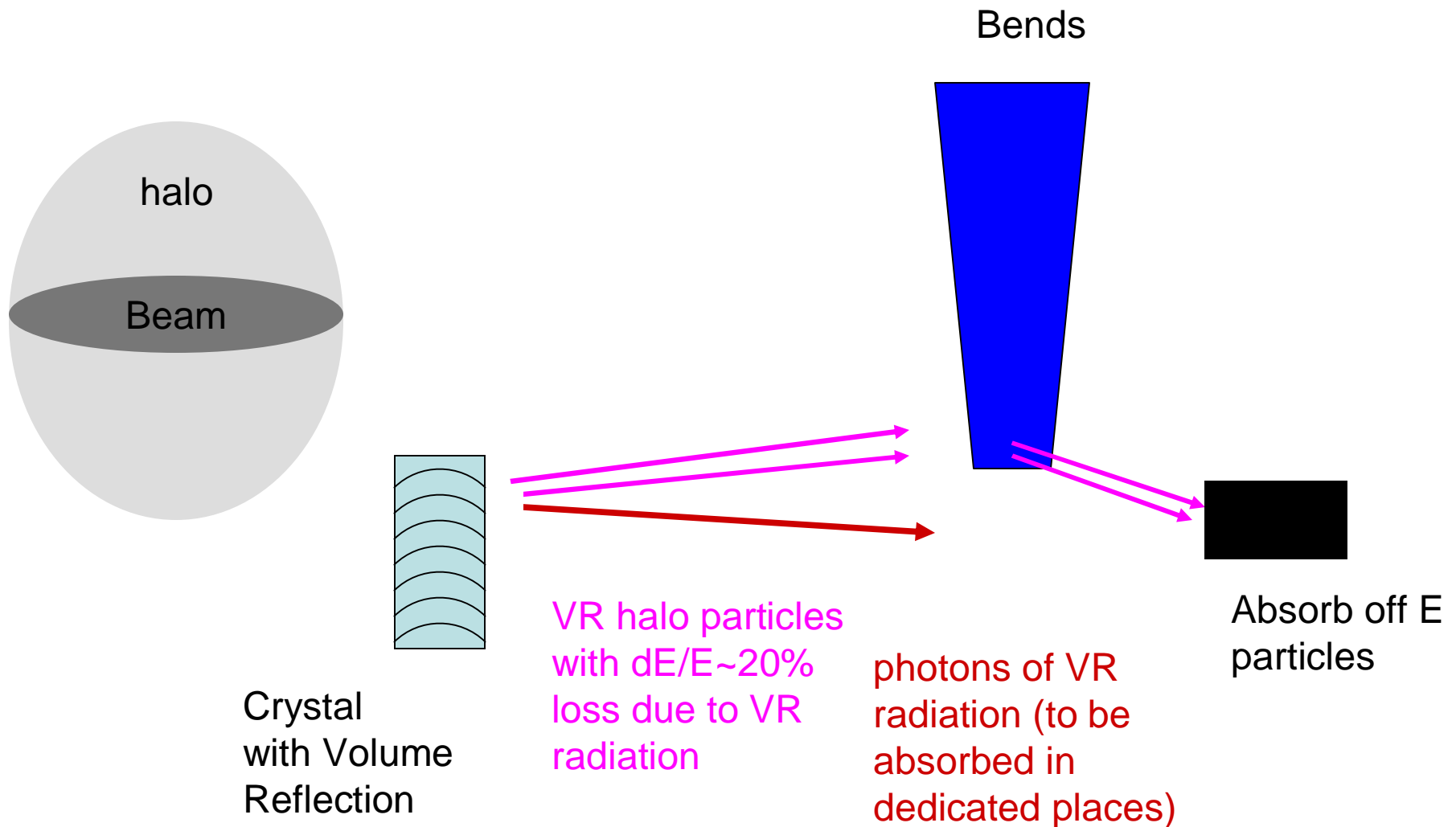


Scaling E_γ with E : $\sim E^{3/2}$ for $E \ll 10\text{GeV}$ and E^2 for $E \gg 10\text{GeV}$ (Gennady Stupakov)

VR radiation is very similar for both e+ and e-, and has large angular acceptance – it makes this phenomena good candidate for collimation system of linear collider



LC Collimation concept based on VR radiation

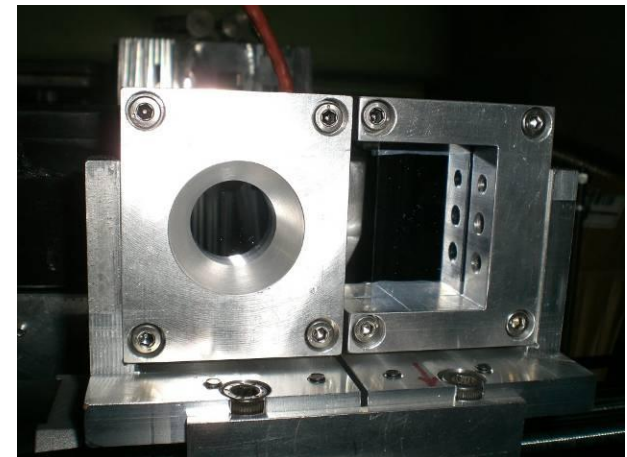
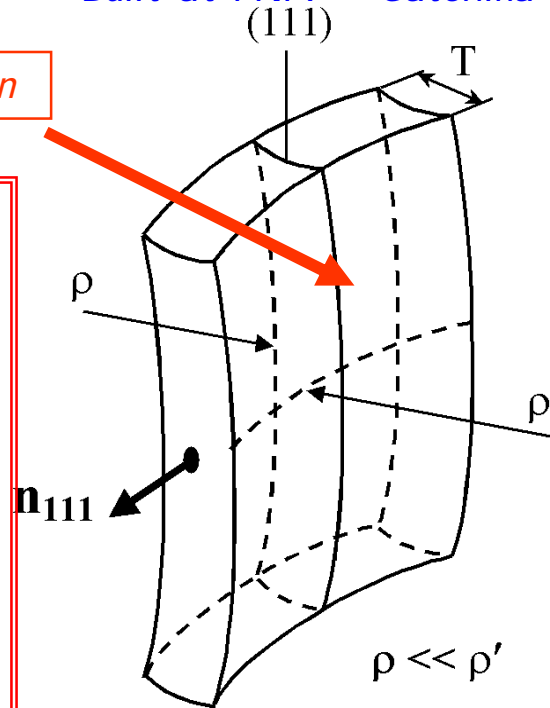


Built at PNPI - Gatchina

Beam direction

Quasi-Mosaic effect (Sumbaev , 1957)

- The crystal is cut parallel to the planes (111).
- An external force induce the main curvature.
- The anticlastic effect produces a secondary curvature
- The anisotropy of the elastic tensor induces a curvature of the crystal planes parallel to the small face.



Crystal size: 0.7 x 30 x 30 mm³

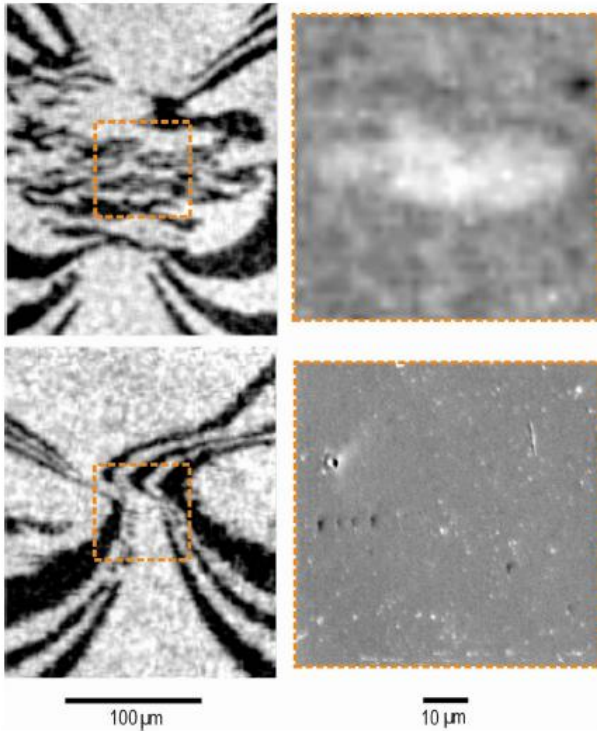


Crystal survivability questions



- Crystal – how to remove heat?
 - continuous, due to interaction with halo
 - Crystal is thin, thermal conductivity is low?
 - Connect it to high conductivity and thicker plate? (E.g. pyrographite? -- as suggested by Y.Chesnokov and V.Maishev (IHEP))
- Damage due to accidental passage of the entire bunch?
 - can benefit from reduced damage phenomena that was observed at FFTB experiments (J. Stohr et al)
 - reduced damage observed for short bunches (50 microns)
 - ILC bunch length: 300microns, CLIC: 40microns
 - From conversation with J. Stohr: it is likely that similar reduced damage phenomena will happen for Si bent crystals

Ultra-short, ultra-strong field pulse shows no heating and damage



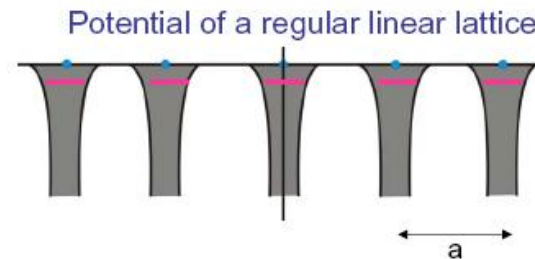
Pulse length: 4 ps

Pulse length: 140 fs

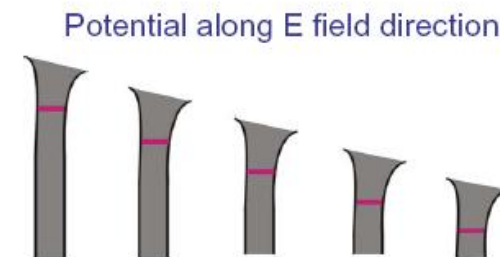
Peak field 35 times stronger

J. Stohr et al

Collimation system of Linear Colliders with short bunch (e.g. CLIC or PWFA-LC) may benefit from recently observed phenomena that short bunches produce much less damage



Co bandwidth ~ 3eV



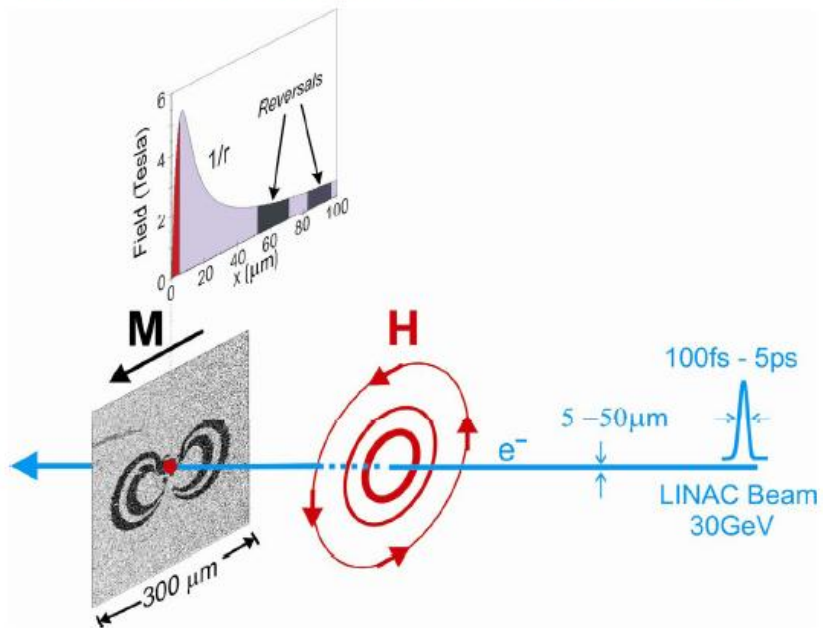
$$E \sim 10^{10} \text{ V/m}$$

$$a = 0.25 \text{ nm}$$

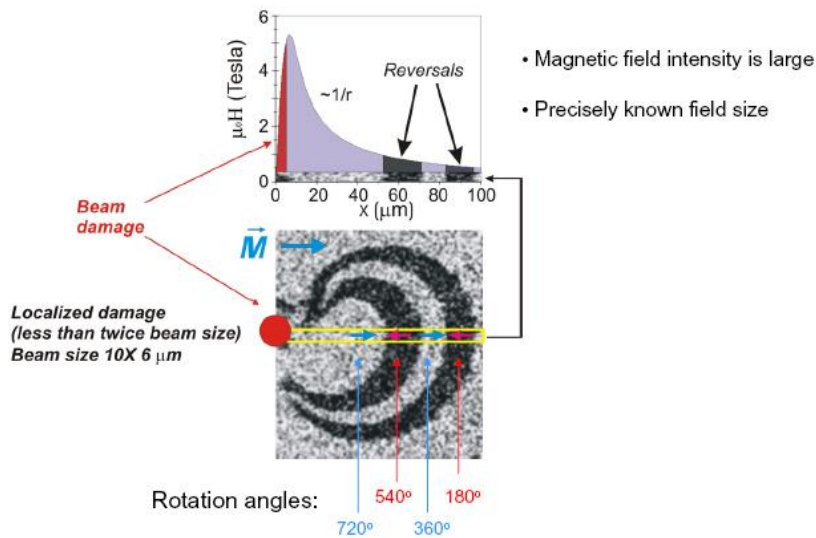
$$\Delta V = e E a \sim 2.5 \text{ eV}$$

potential gradient leads to breakup of conduction path
no current flow due to field – not heating

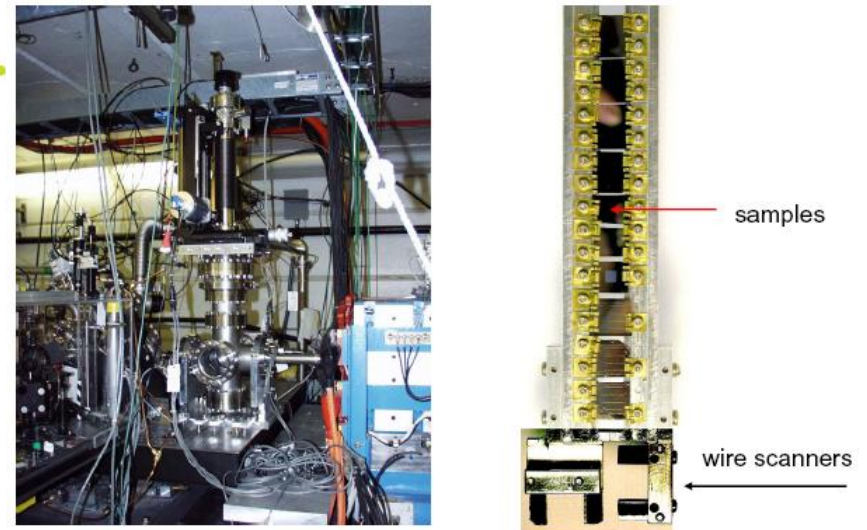
Experimental Geometry and Magnetic Field



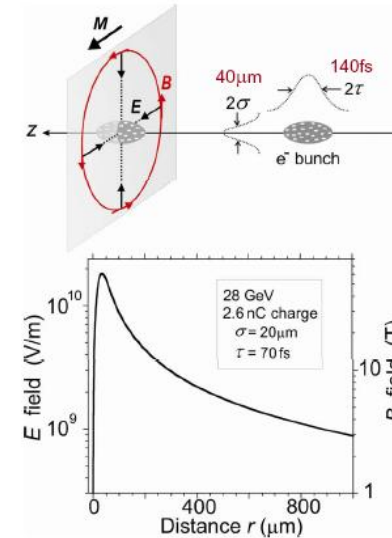
In-Plane Magnetization: Pattern development



Experimental Setup in FFTB



Experiments with femtosecond bunches



Observe two key new effects



Summary



- Crystals and LC collimation system:
- Applicability and benefits to be studied further
 - **one of advantages may be much smaller wake-fields due to collimators**
- If advantages are significant, detailed design is to be done
- Design approach then would be different
 - **and would also include new things to deal with (VR photons)**