



BDSIM for Background Calculations G.A. Blair LCWS05, Stanford 21st March 2005

- Overview
- Halo
- Muons
- IR region
- Future plans

Motivation and History

- Work dates back several years.
- Grew out of initial plans to include Geant processes in Merlin.
- Then "fast" tracking incorporated into Geant4.
- Now a stand-alone approach and an alternative tracking code.
- All Geant4 processes included automatically
 - Multiple scattering
 - Bremsstrahlung ...
- New processes modified (eg new SR, muons, laser-wire).
 MAD "optics" file input

So far, applied to: CLIC BDS ILC BDS PETRA Laser-wire (benchmark SR) 1st public release under CVS. (I. Agapov) Jan 05. Future GRID implementation



RHUL:

Ilya Agapov GB John Carter Chafik Driouichi

Orsay: O. Dadoun

- Optics design, beam diagnostics
- Collimation, muons, backgrounds
- SR, beam diagnostics, IR layout
- Laser-wire design

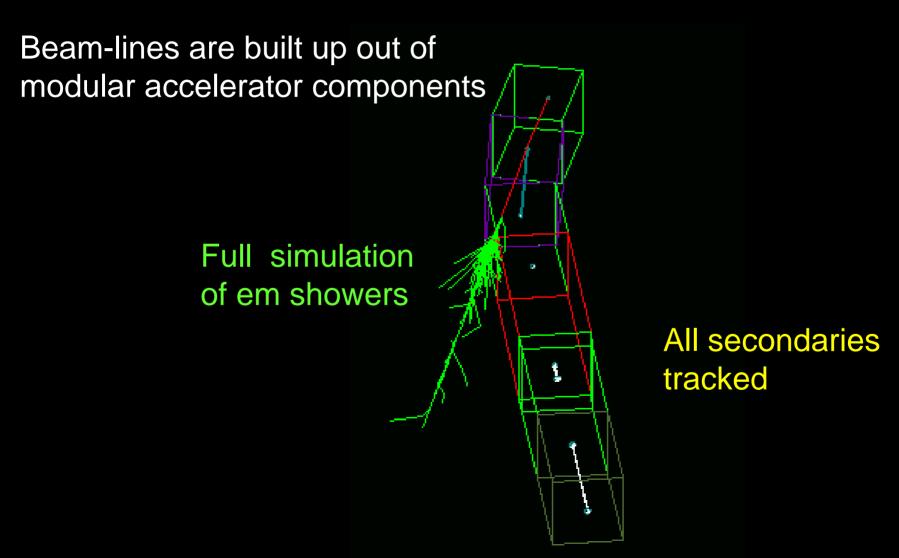
- IR layout, extraction line simulation

Daresbury:

R. Appleby F. Jackson

- IR layout, extraction line simulation
- Collimation studies

Overview of Approach

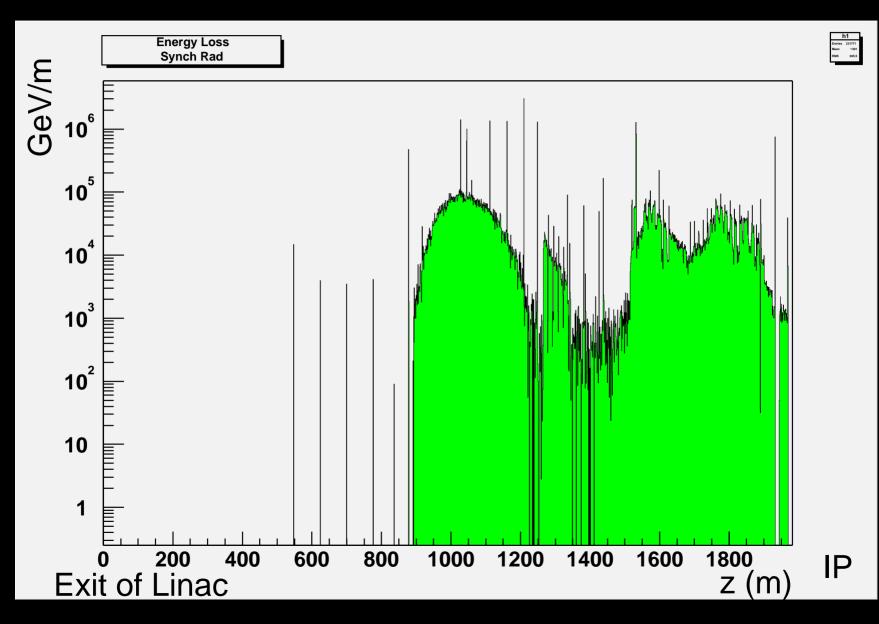


Synchrotron Radiation

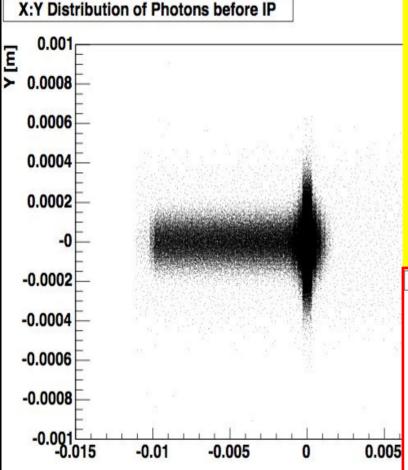
Generator of H. Burkhardt Implemented for all components Based on local curvature Individual photons from individual parents

Primaries and secondaries tracked

SR Absorption along ILC BDS



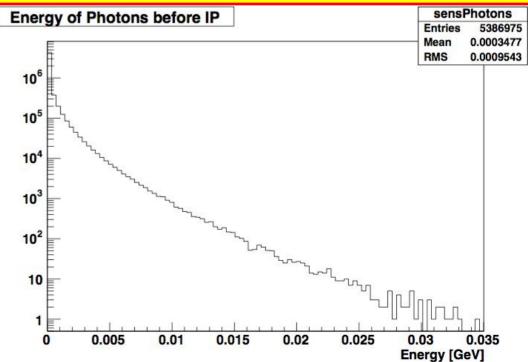
SR within beampipe



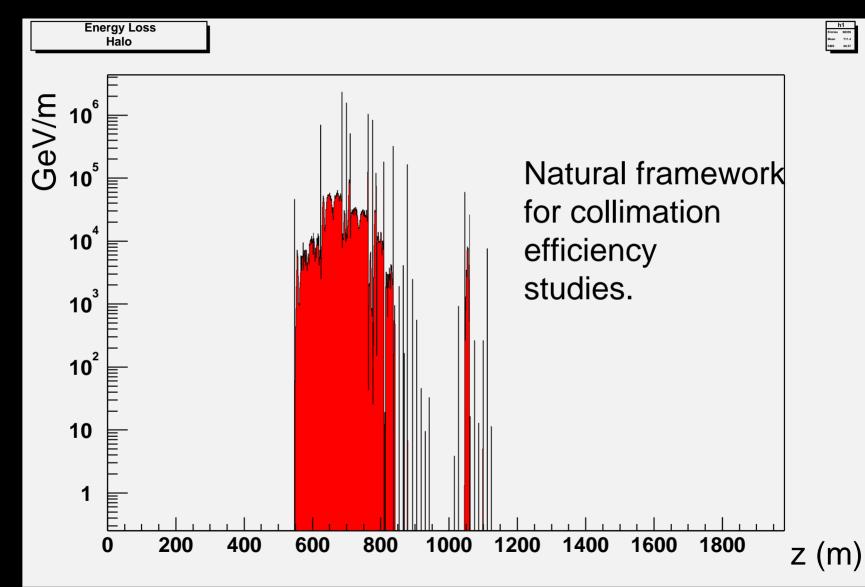
Axes scales are m

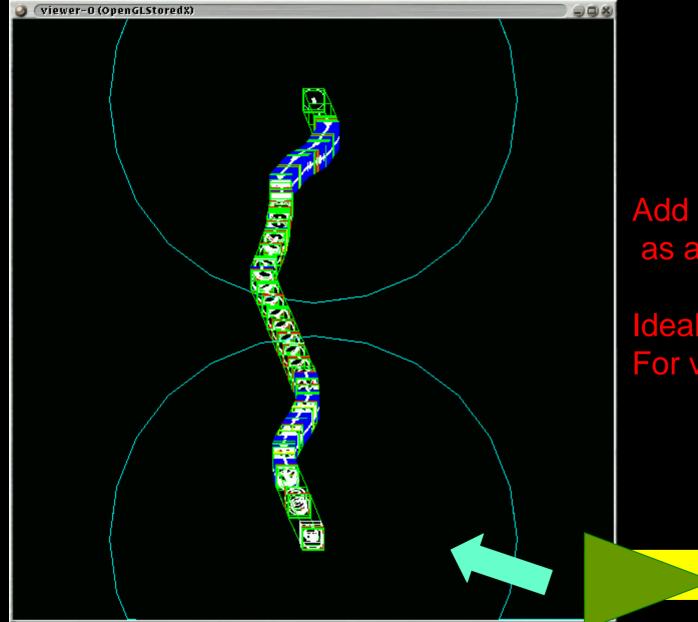
Core beam

J. Carter currently building IR model and simulation.
Interface to Guinea-Pig format for SR of disrupted beam (track reflections back to IR)
Implements low-energy G4 package



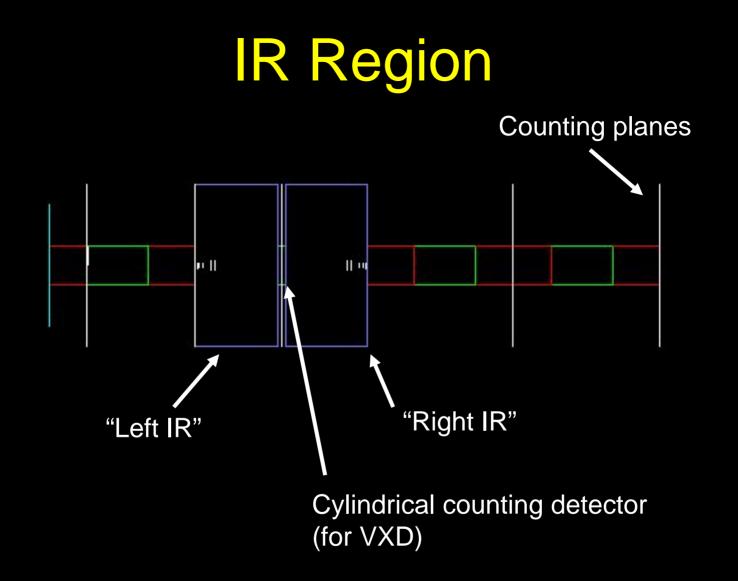
ILC Beam Halo





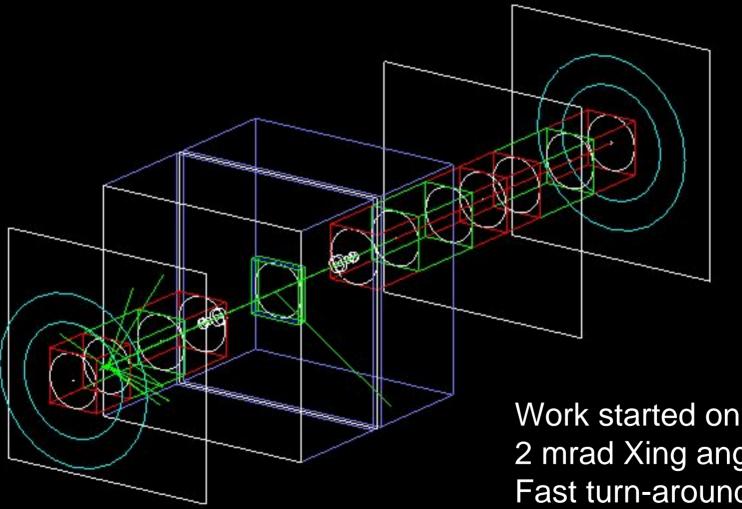
Add any detector IR as a BDSIM object

Ideal for MDI studies For various detectors





Collimation Depth Studies

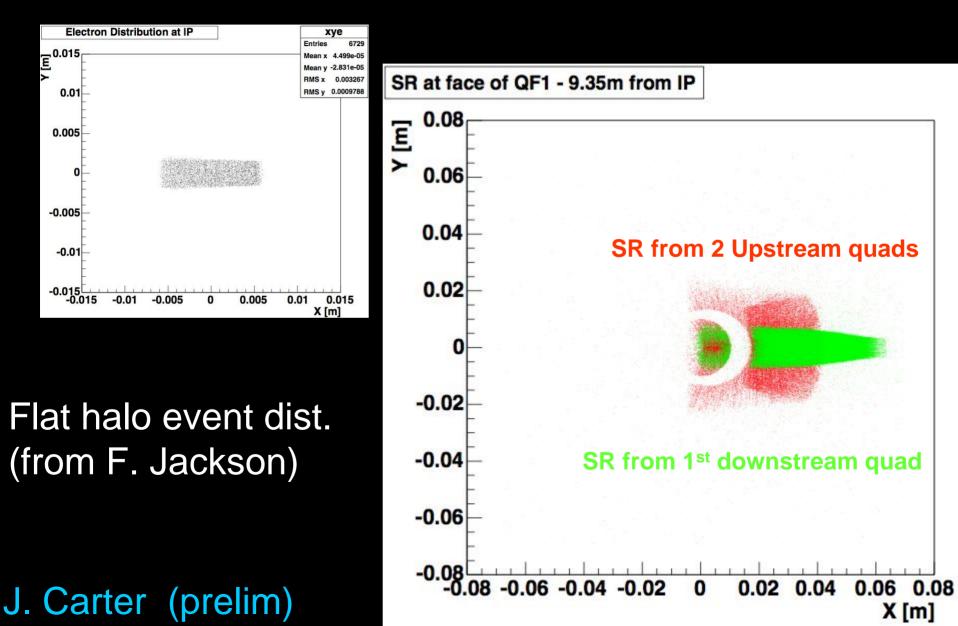


SR from halo

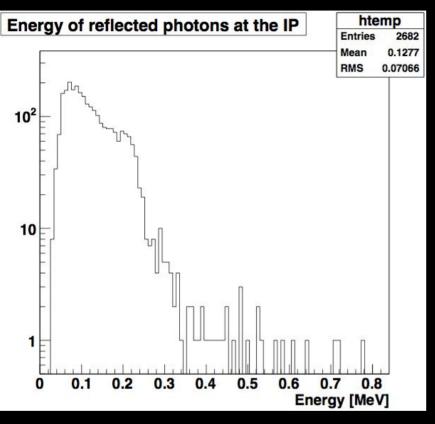
Work started on 2 mrad Xing angle; Fast turn-around possible for design upgrades

J. Carter

Halo SR – 2 mrad scheme



Back-scatter at IP



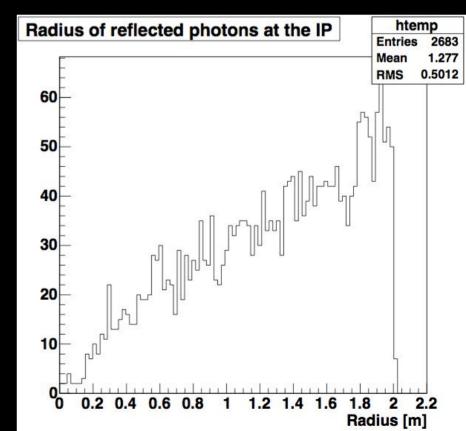
Total Reflection prob ~14% Of these, hit rate at VXD ~ 4.10^{-4}

J. Carter (prelim)

SR : Originated after QD0 +

Original radius <40cm

(c.f. T. Murayama's analysis)



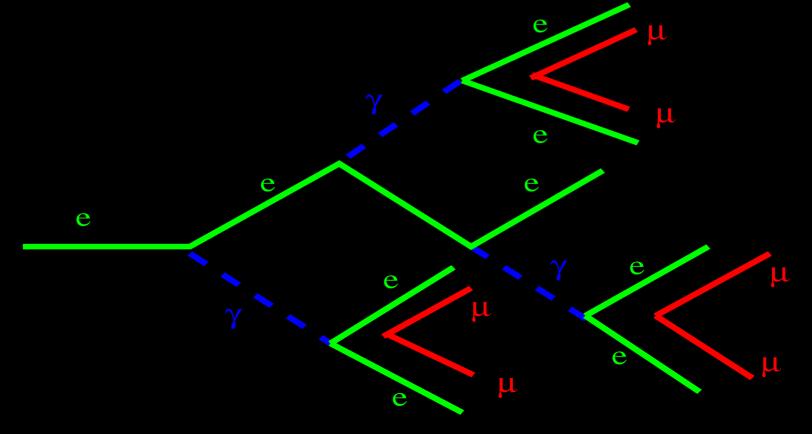
Muon Showers

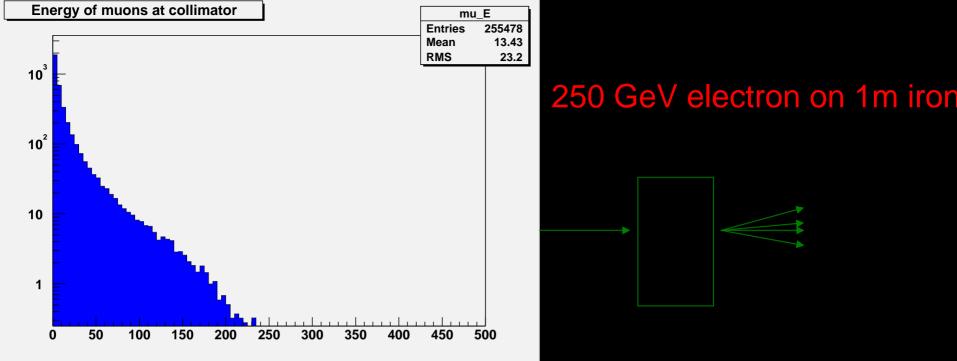
Increase statistics for Bethe-Heitler by forcing

$$\gamma \rightarrow \mu^+ \mu^-$$

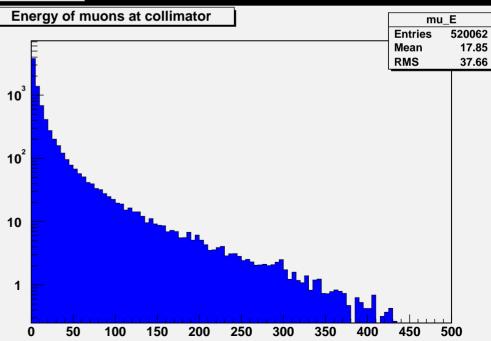
The muons are in addition to the electrons (doesn't conserve energy)

correct spectra via track weighting:



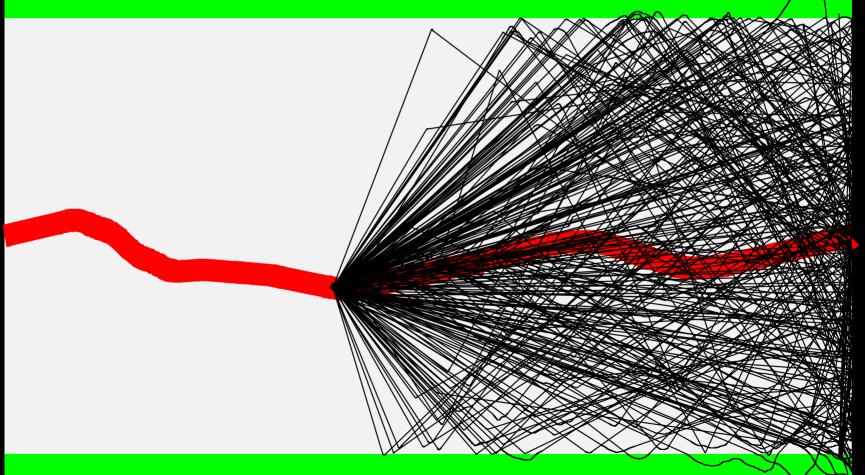


500 GeV electron on 1m iron



TESLA: Muon Trajectories

Concrete Tunnel 2m radius



View from top

ILC: Muons at IP

Assume: 10^{-3} Halo bunch; ie 2.10^7 halo e's per bunch N_{μ} per e ~ $1.4 \ 10^{-5}$, for 500 GeV e⁻ (Bethe-Heitler only)

Adding a cut on initial energy >100 GeV (reduces number of tracked muons by a factor of ~30 without affecting greatly the final results - preliminary)

Muon spoilers have now been implemented in BDSIM as iron cylinders. An optional toroidal magnetic field is also included

Including no spoilers and muon creation at z=1532, Gives approximately 144 muons per bunch at IR.

(Assuming Concrete tunnel of 2m radius.)

Muon Rates at IP Muon spoilers					
Linac	62	9 <mark>m</mark> 24 Sp1		<mark>-18m</mark> Sp2 198 ⁻	1 IP
	Initial z (m)	Sp1 (Field/T) Sp2 (Field/T)	Rel Flux	
	1532			1.0	
	1532		0	0.7	
	1532		1	0.7	
	624			0.5	
	624	0	0	0.2	
	624	1	1	0.2	
	624	1	-1	0.1	

Neutrons

Neutron production via EM processes exists in BDSIM as an option.

Time consuming – new techniques required and lots of CPU (Grid).

I. Agapov and O. Dadoun will investigate these issues further.

Need to consider:

- Back-shine from beam dumps,
- Local losses from SR, halo in vicinity of IR.
- Interface to detector simulation

Summary

- First BDSIM beta-release was this year
- Community of users is growing essential
- Benchmarking with data (eg laser-wire)
- Benchmarking with other codes
- Broad use diagnostics, IR design, ...
- Implications of backgrounds for extraction line diagnostics
- Fast turn-around for ILC design changes
 Neutrons, SR implemented also a new beam-gas implementation is planned
- Will get BDSIM running on the grid for high stats.