

Beampipe design

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Framework for Geant4 Interaction Region simulation

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1) Beampipe design

F.Raffaelli

Some figures of merit

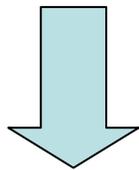
Power dissipation	1 KW
Beam Pipe Radius	O(1 cm)
T Inlet	8 C
T MAX raise	3 C
Water speed	< 5m/s
Negative pressure	

A possible design

"Uniform" Water Jacket (8 flat channels)

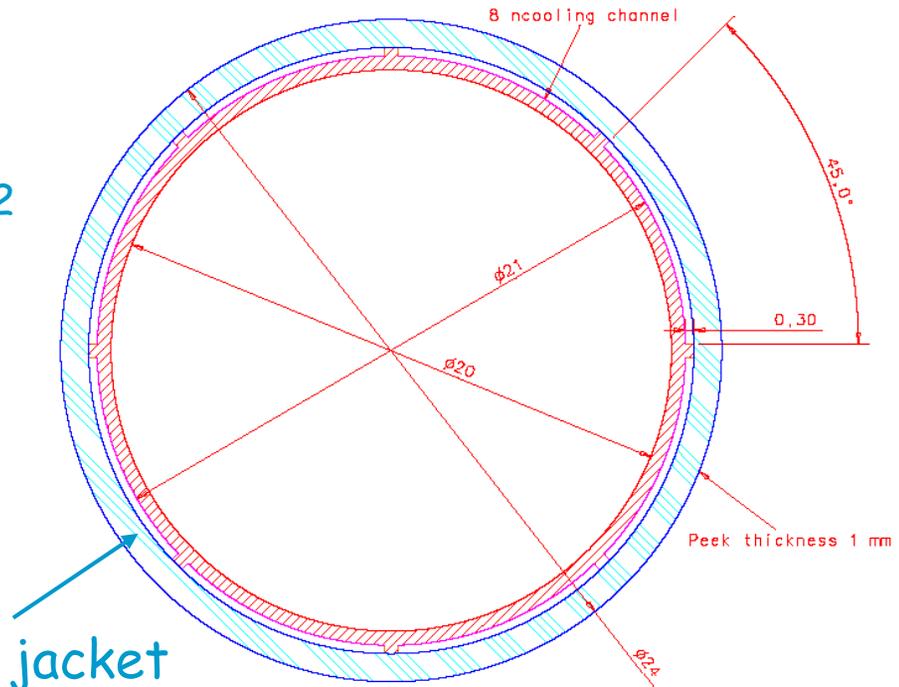
Single channel area = 2.35 mm^2
Channel width = $300 \text{ }\mu\text{m}$

To dissipate 1KW with water
specific heat and thermal
conductivity

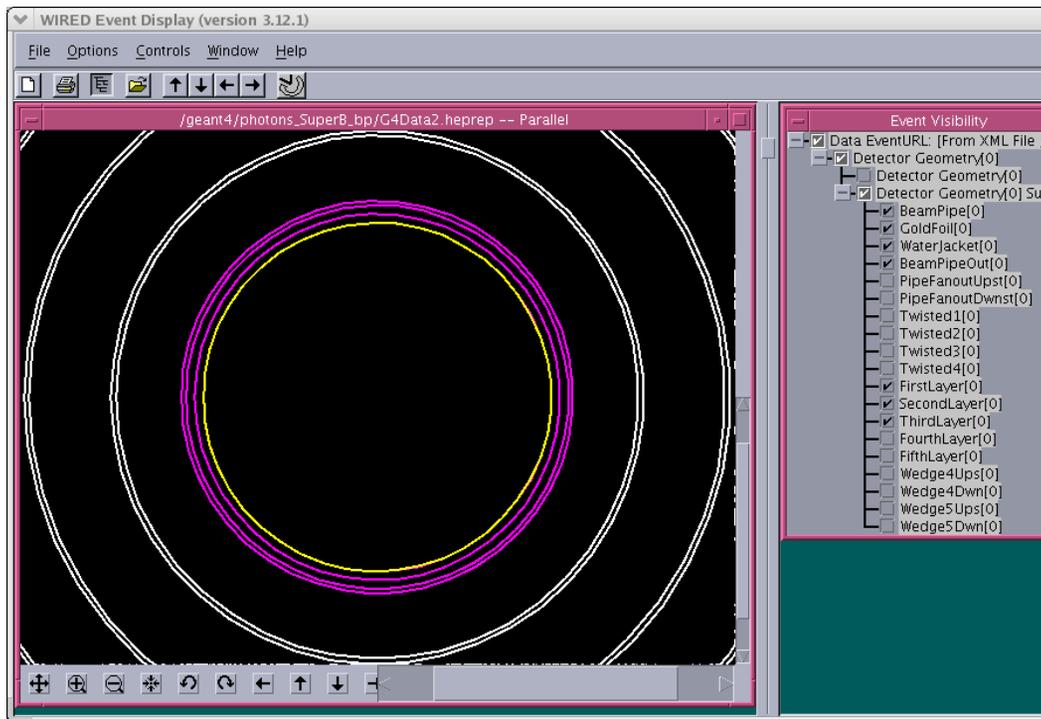


Flow: 4.2 m/s (OK)

Pipe Inner Radius 1 cm



Requires channel 1-side coating
to prevent erosion
($7\text{ }\mu\text{m}$ Ni and/or BerylCoatD)



Gold foil	4 um	0.121 % X0
Berillium	300 um	0.085 %
Peek layer	500 um	0.142 %
Water	300 um	0.083 %
Ni coating	7 um	0.050 %
	Total	0.481 % X0

For comparison:

BaBar:

R= 27.9 mm
(32mm Layer1)

SuperB

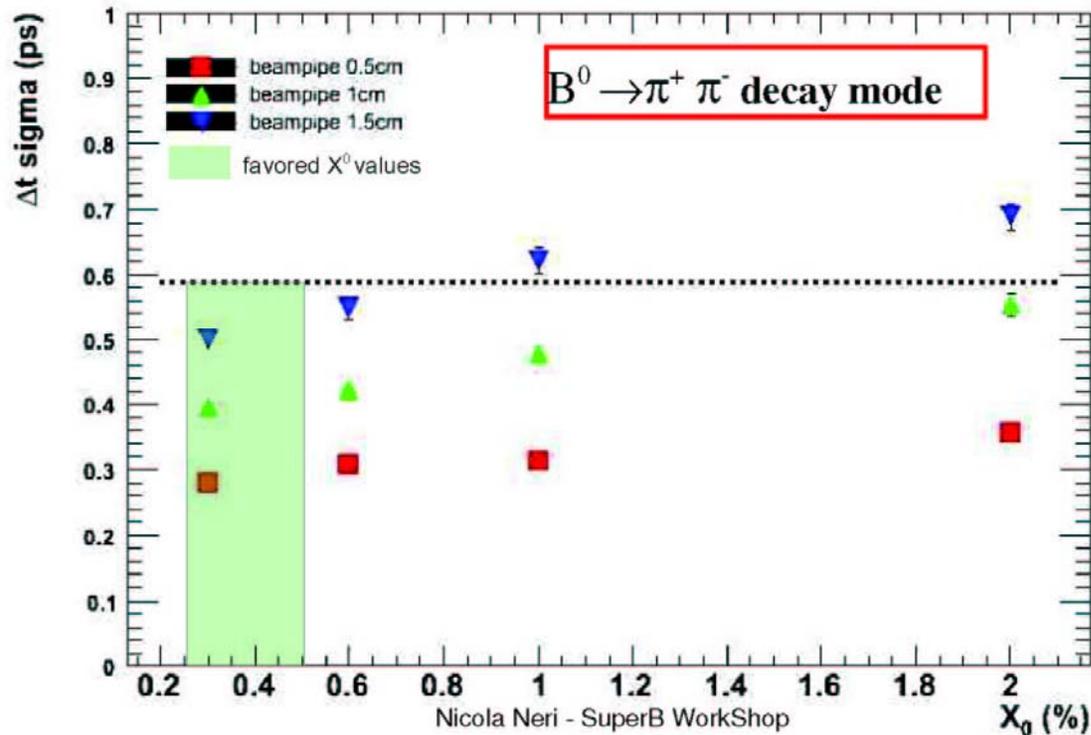
R=10 mm

Total material

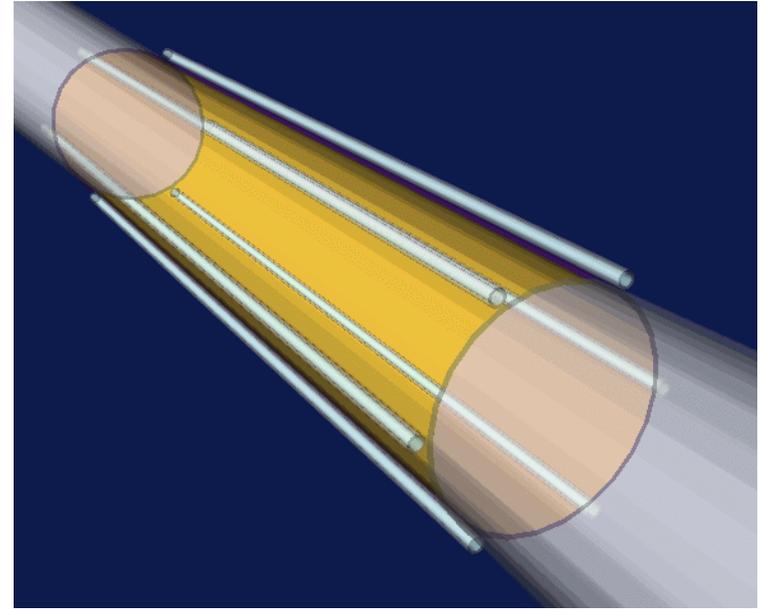
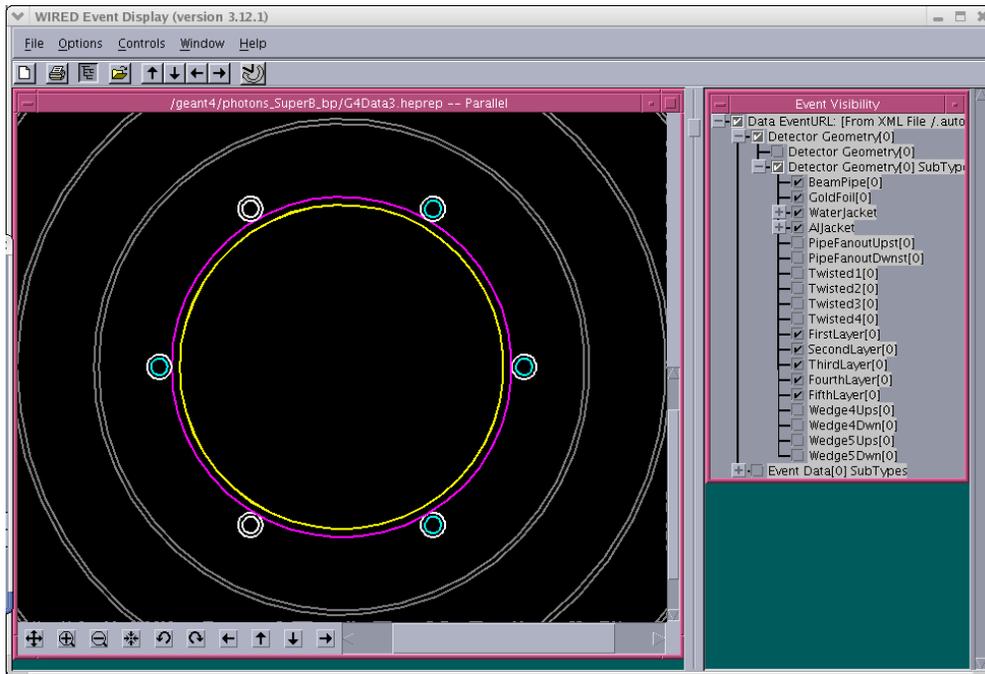
1.1% X0

0.48% X0

with a boost of $\beta\gamma$ 0.28



Alternative design



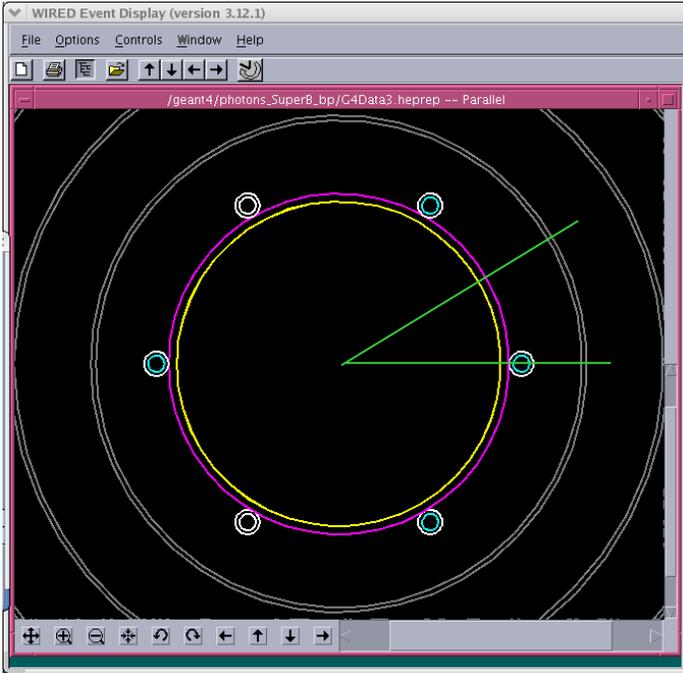
6-8 external lines

Reduced material (no water jacket)

No coating, gold foil only

Non-homogeneous temperature distribution

Non-homogeneous material thickness

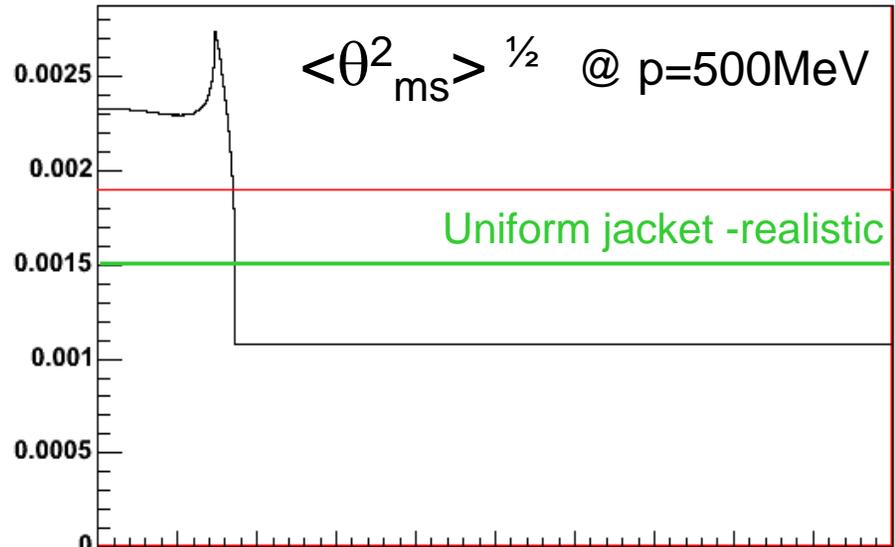
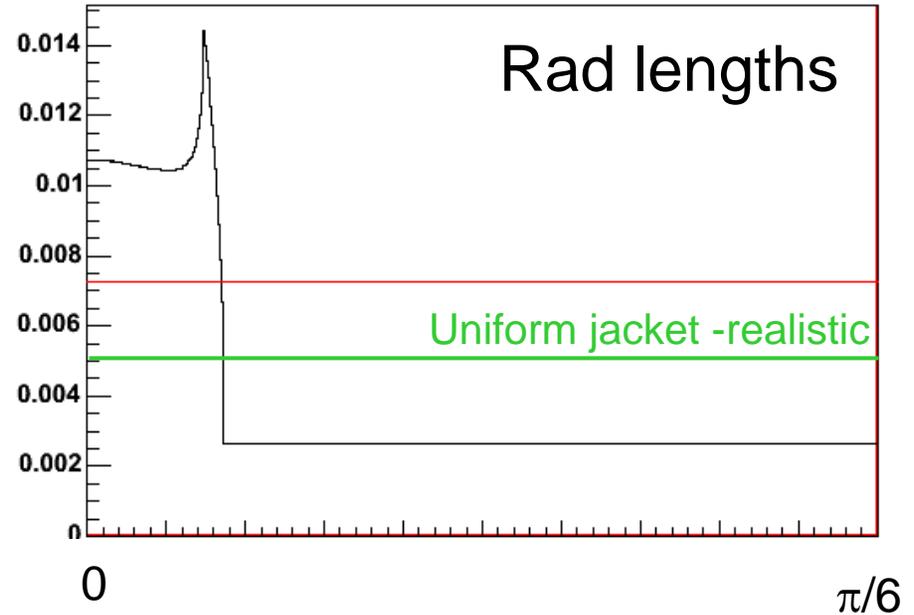


R beam-pipe = 1cm

500 um Be + 4 um Au

R lines = 1mm

Thickness Al = 150um



Badly non-uniform

Status:

the beam pipe thickness and radius are obviously crucial for performance

We think we can reach 1-1.5 cm of radius with a thickness of (0.5 - 0.75) % X_0

A different design could provide an even lower average thickness, at the expense of a strong non-uniformity.

For this reason is presently not one of the favoured scenarios, but nevertheless needs to be further investigated and improved

Update with the Geant4
simulation framework

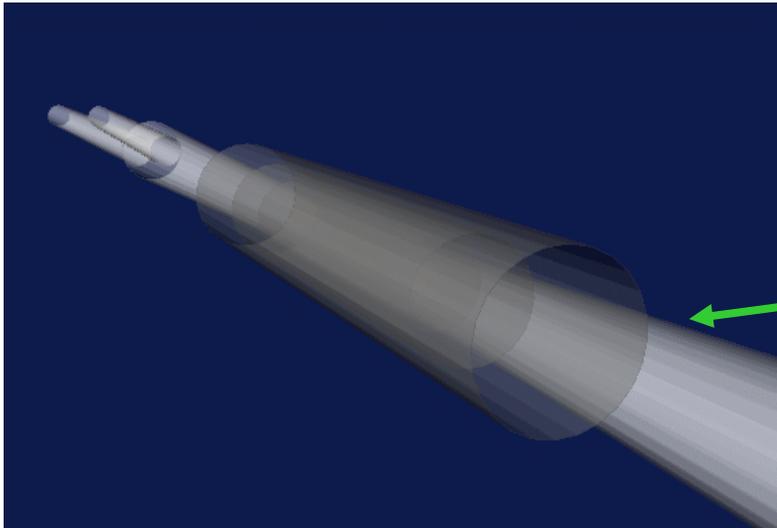
Already in production:

- γ production (Beamsstrahlung) from Guinea Pig
- pairs production in beam-beam

Still at the design phase:

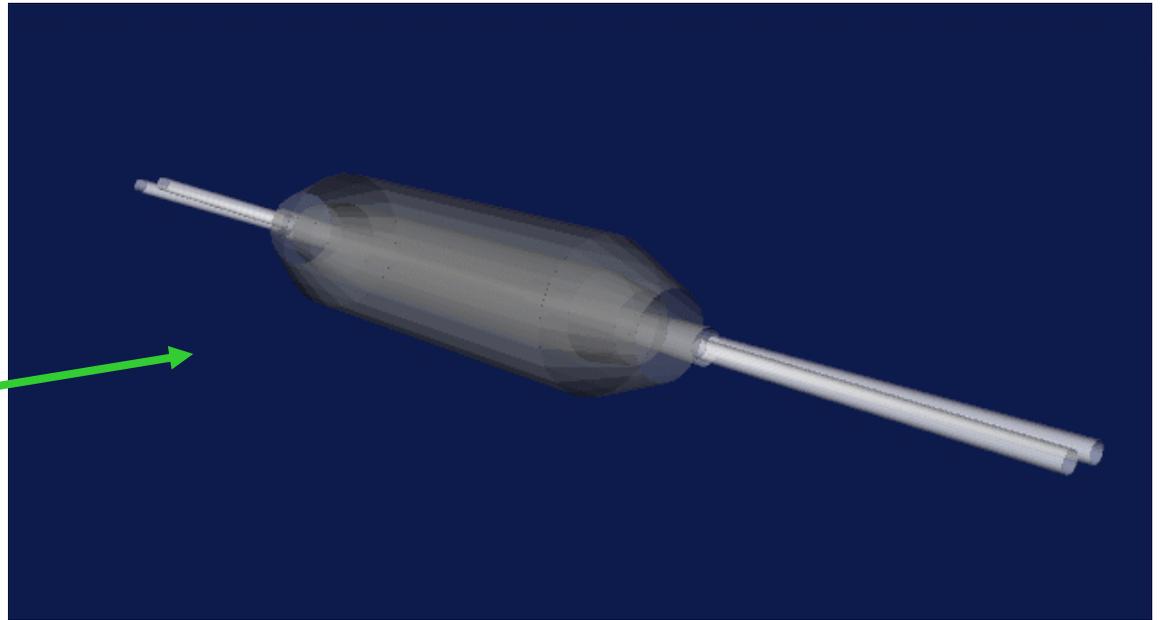
- radiative Bhabhas interaction in the downstream region of the pipe
- bremsstrahlung in the incoming beams

these two are extremely important but have been postponed since require a detailed layout of the IR



3 inner layers

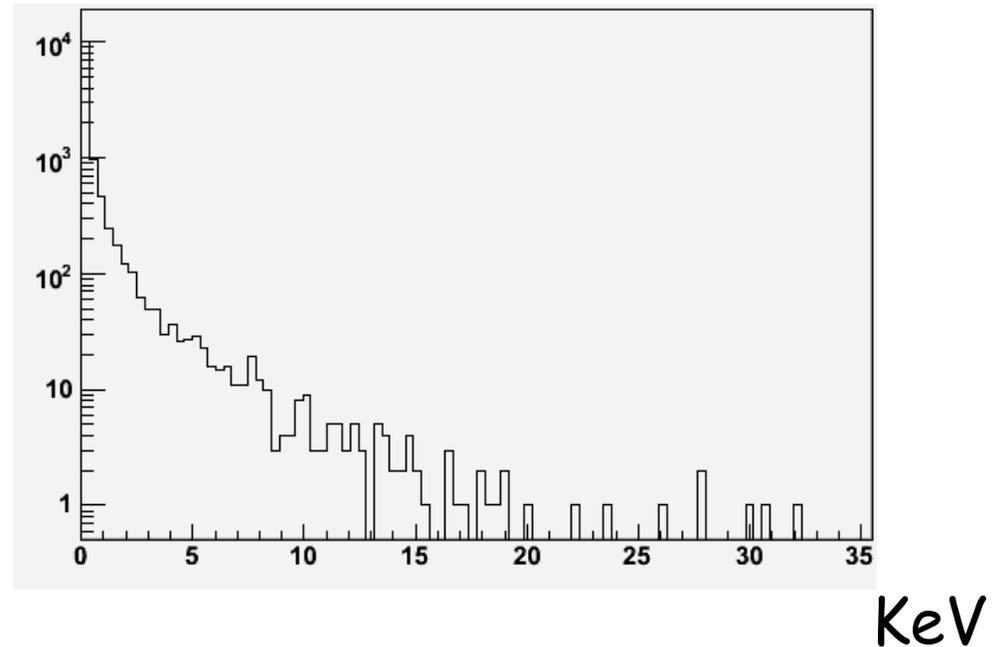
2 outer layers
(SVT-like, wedges,
just example)



1) Beamsstrahlung photon production

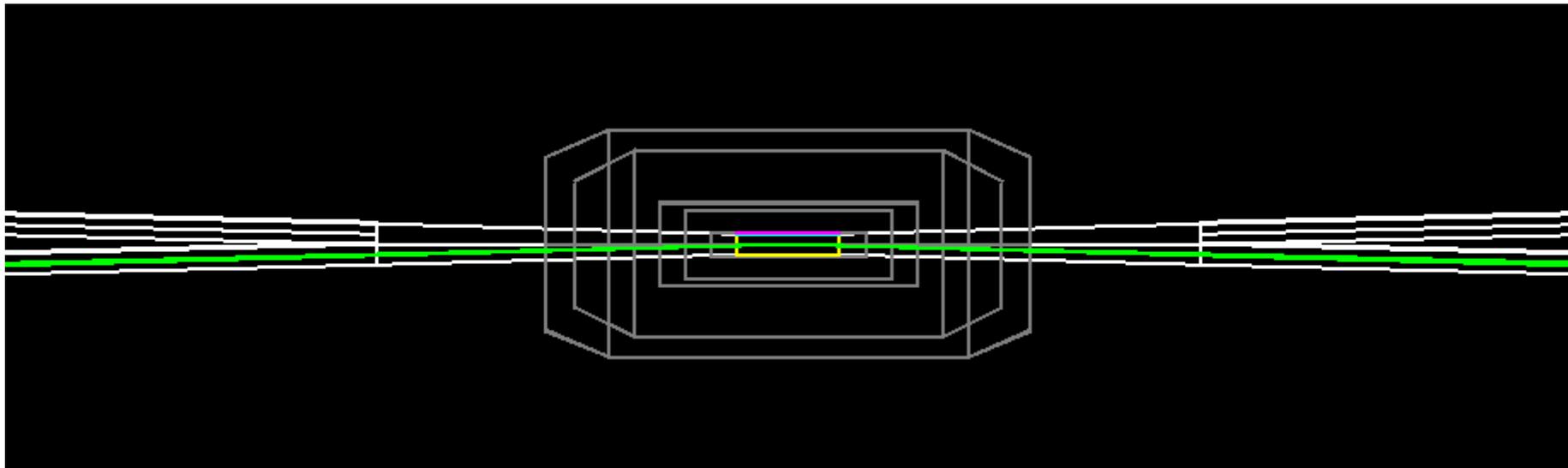
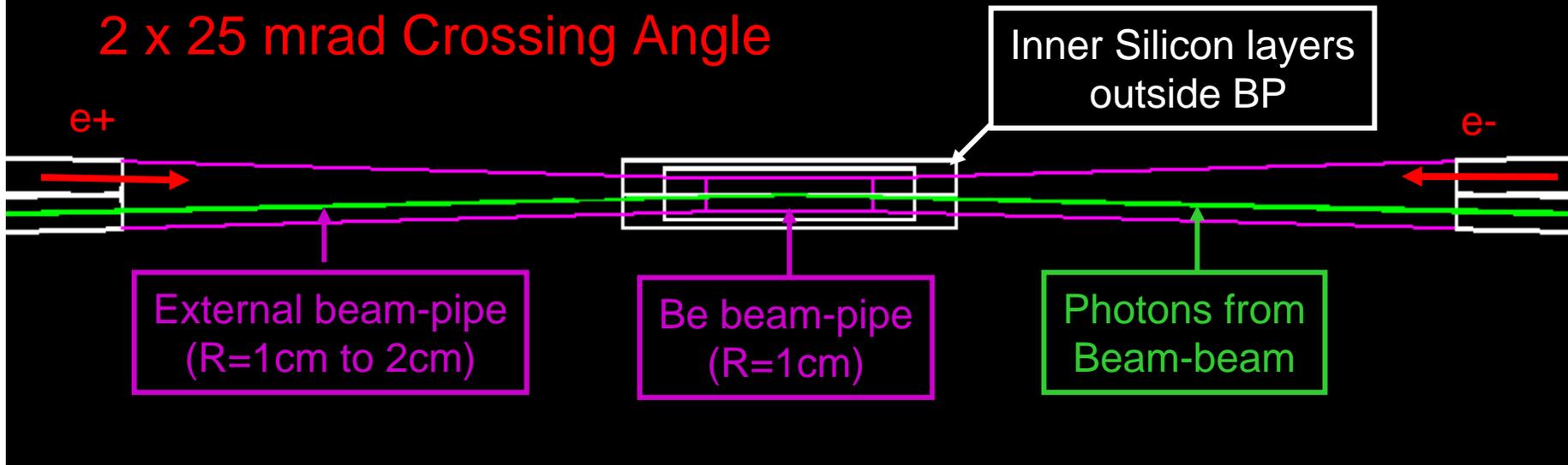
Simulation with *Guinea-Pig* of γ production in the beam-beam interaction. A list of photon energy & directions is obtained. The photon list is fed to *Geant4* simulation

~20000 photons produced per bunch crossing, with energy < 20 KeV

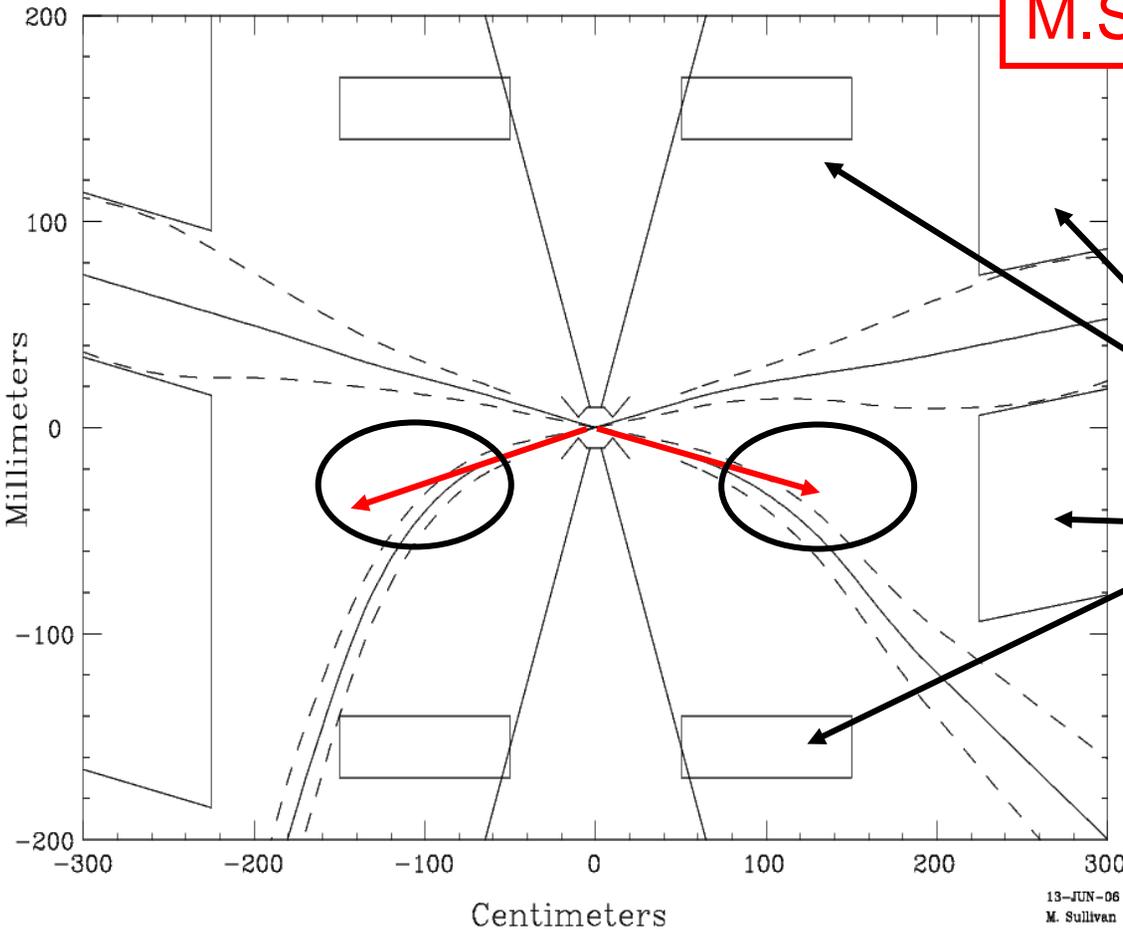


They are focused around the downstream beams...

2 x 25 mrad Crossing Angle



... but ...



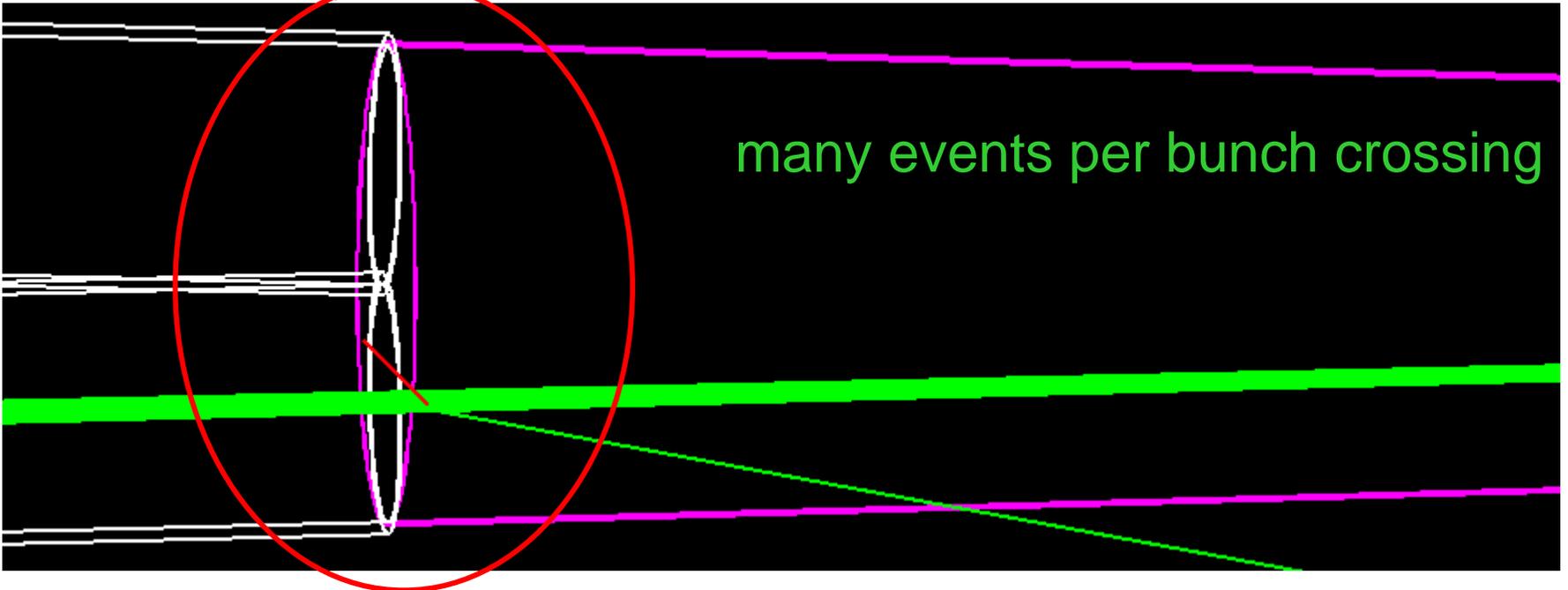
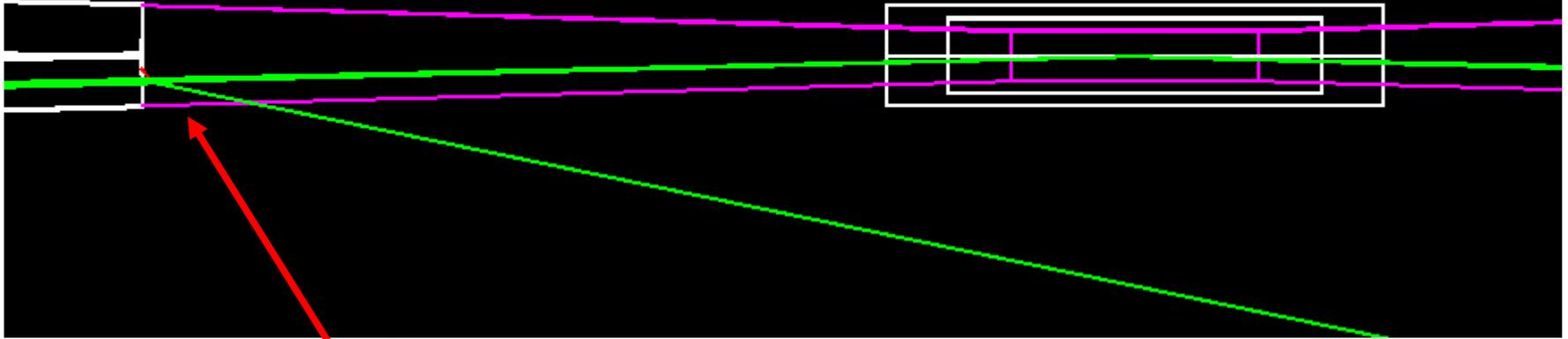
M. Sullivan

Bent orbits might be necessary to accommodate FF quads

It becomes a problem with bent orbits

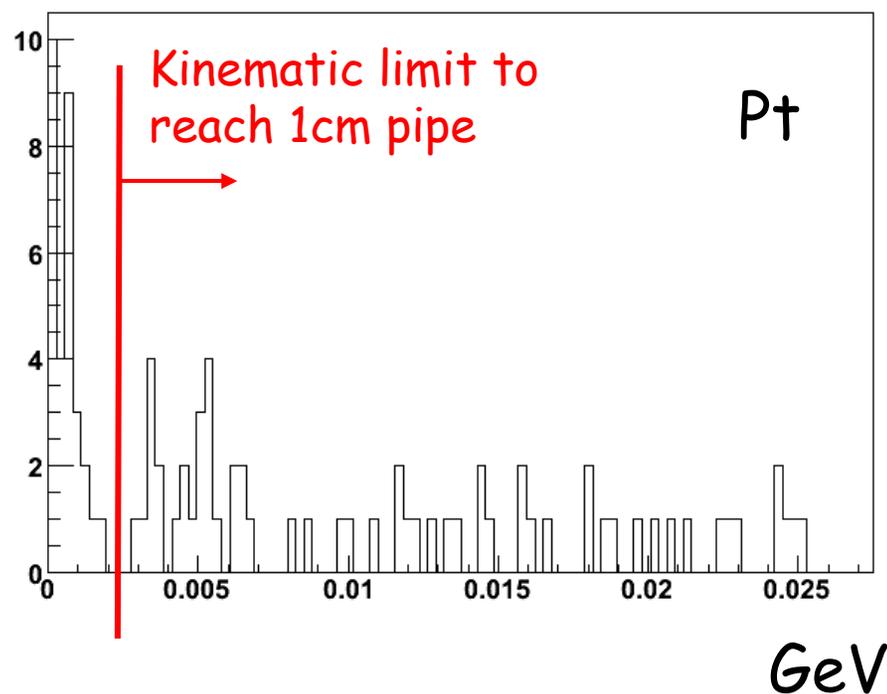
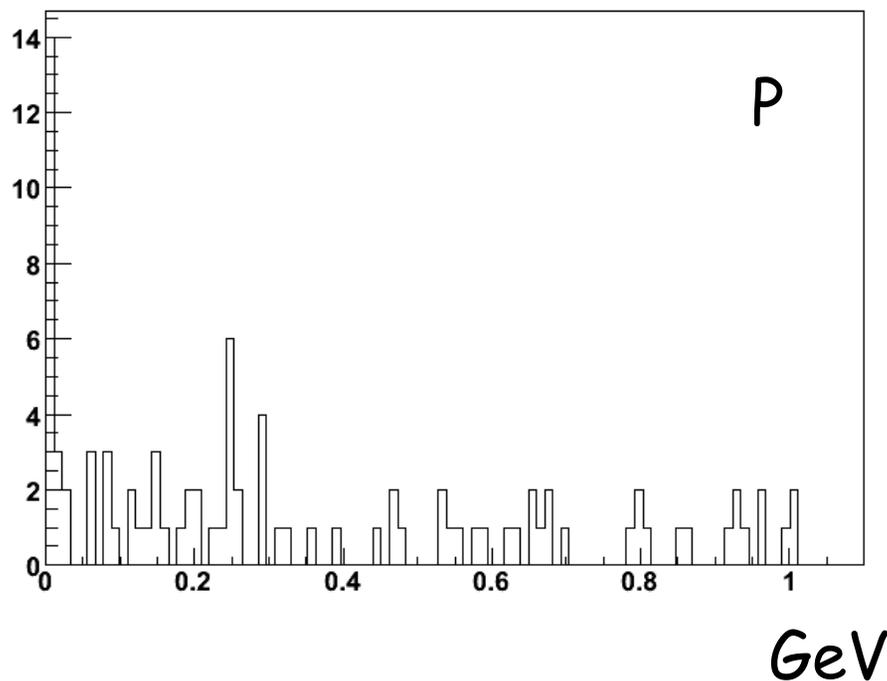
The downstream region will need to be modeled carefully

Pressure may also be critical
Beam-gas event @ 1nTorr

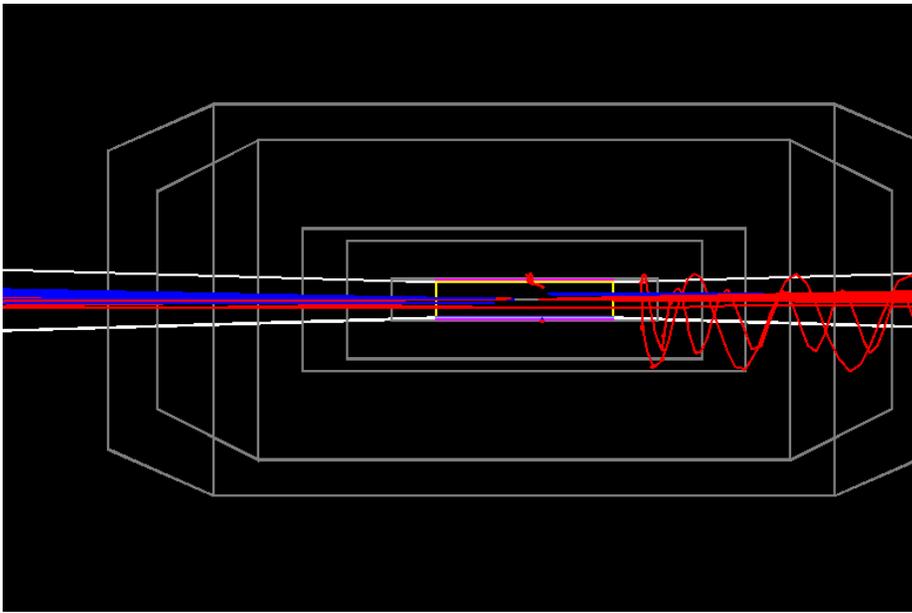


2) Beamsstrahlung pairs production

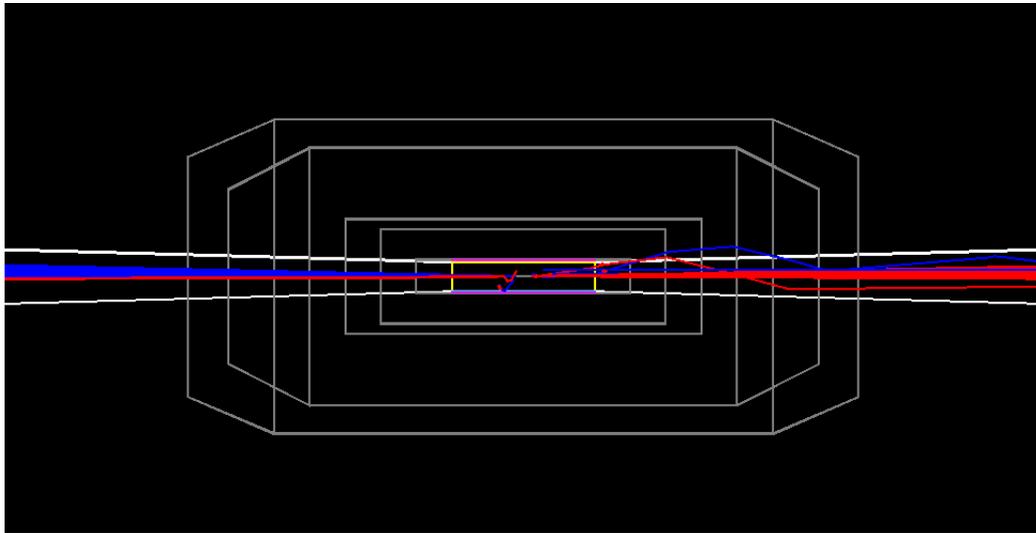
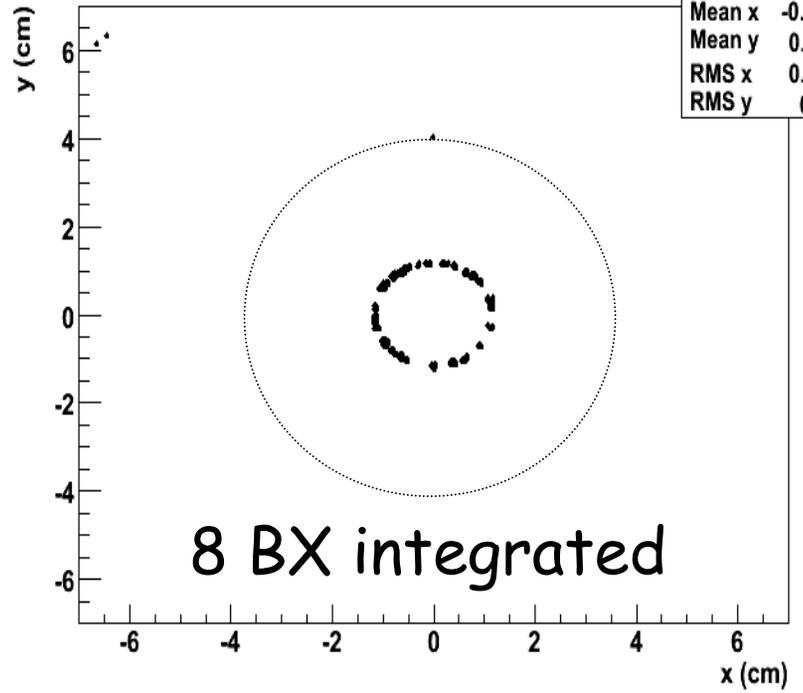
Simulation with *Guinea-Pig* of pairs production in the beam-beam interaction. A list of e^+ , e^- tracks is obtained and fed to the *Geant4* simulation



~90 tracks produced per bunch crossing, with $P_t < 25\text{-}30$ MeV



SVT Hits with Edep>0



In layer1

$O(1.4 \text{ hits/BX})$

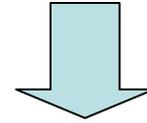
In layer1

$Bx = 600 \text{ MHz}$
 $\text{Area} = 62.8 \text{ cm}^2$

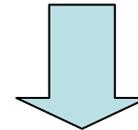
$\text{Pitch} = 50\mu\text{m} \times 50\mu\text{m}$
 $= 4 \cdot 10^4 \text{ channels/cm}^2$

$\text{Readout window} = 1\mu\text{s}$

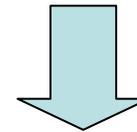
$O(1.4 \text{ hits/BX})$



$O(14 \text{ MHz/cm}^2)$



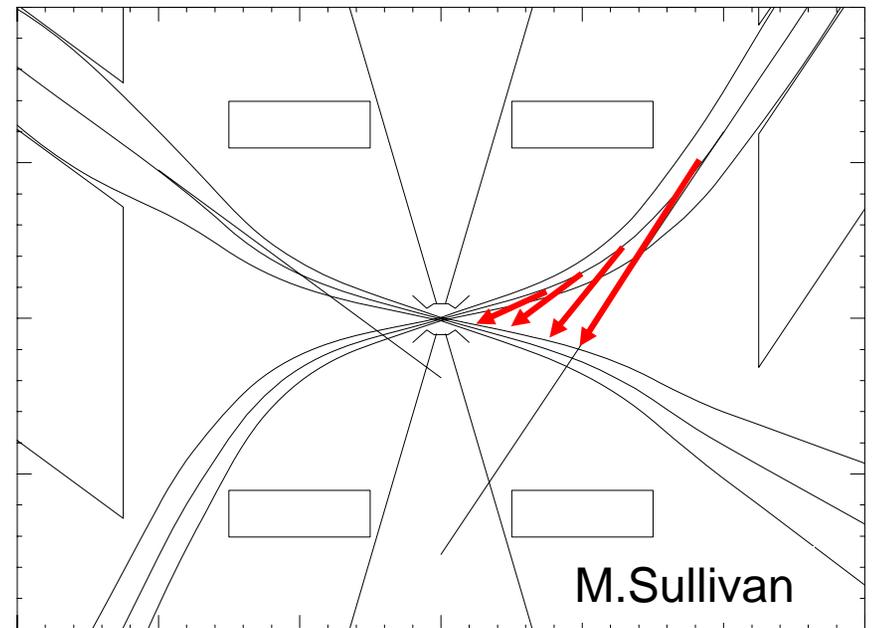
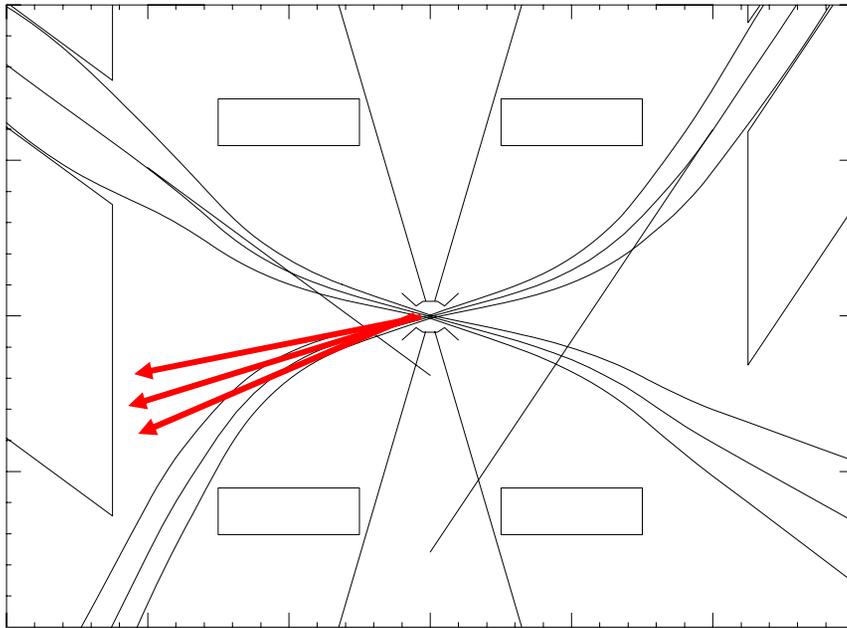
$O(350 \text{ Hz/chann})$



Occupancy = $3.5 \cdot 10^{-4}$

To do next:

evaluation of radiative Bhabha effects on the detector
evaluation of incoming bremsstrahlung



These studies need a more defined layout
interaction region