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Early Career Researches & Muon Colliders

CERN, Geneva, 28.08.2024

Muon cooling



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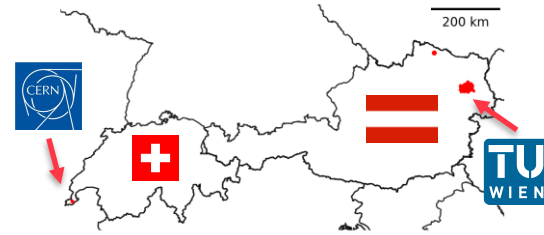
²CERN, Geneva, Switzerland

Overview

- My personal background
- High-energy physics in **ONE** slide
- Explanations: luminosity, emittance
- Muon cooling
- Challenges

My personal background

- Born and raised in **Austria**
- Fascinated by the fundamental nature of the world and the **universe**



- Developed an interest in **particles** and **quantum** phenomena.
- Currently studying physics at **TU Wien**.
- Completed a **Master** thesis on muon cooling at **CERN**.
- In the final year of my **PhD**, continuing research on muon cooling.

How to hunt new or rare particles?

- In high-energy physics: Search for **special** or **unknown** particles from collisions

Event rate = Luminosity x Cross section

$$\frac{\partial N}{\partial t} = \mathcal{L} \times \sigma$$

Luminosity

- Quantity that describes the **intensity** of a particle beam.
- It depends on the design of the **machine**.

Cross section

- σ in particle physics quantifies the **probability** of a specific interaction between particles.
- Mostly predicted from **theories** and/or calculated from **experimental** data.





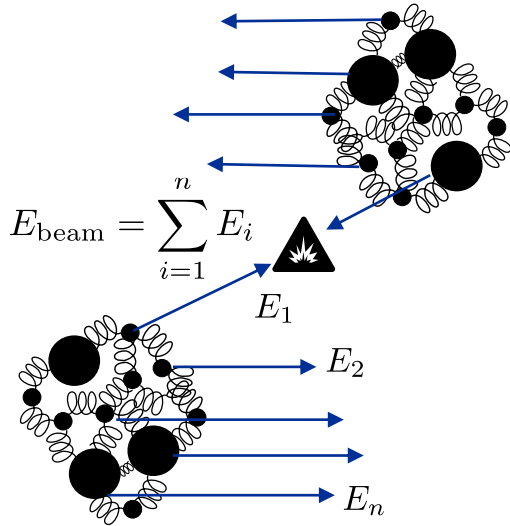
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Past and present colliders

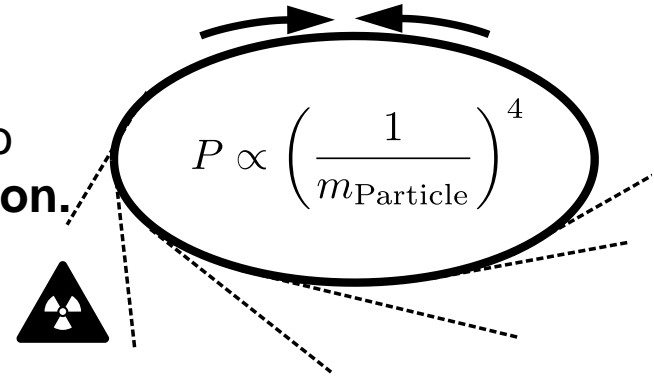


e^-e^+ circular colliders

$p+p^+$ circular colliders

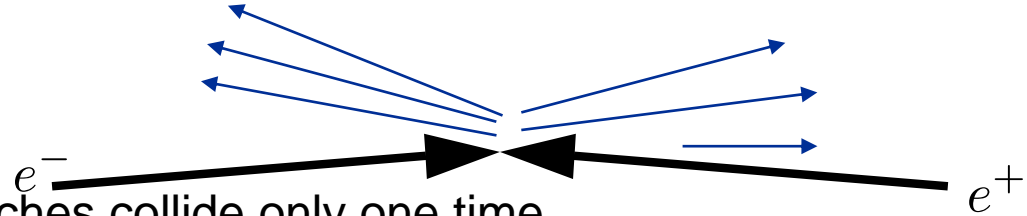


- Multi-pass colliders
- Energy limited due to **synchrotron radiation**.
- LEP2 (105GeV) :
2.75GeV/turn.

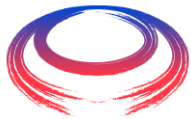


- The full c.m. energy is **not available** at hadronic collisions.

e^-e^+ linear colliders

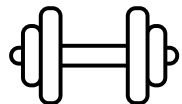


- Bunches collide only one time.
- Power proportional to luminosity.
- Energy proportional to costs.

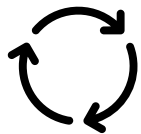


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The ideal collider recipe



Heavy in mass (avoid radiation)



Periodic collision structure (ring)



Fundamental particle (no hadrons)



What about muons?

BUT:

Lifetime $2.2\mu\text{s}$

-> it needs new technologies

Luminosity of a muon collider

$$\mathcal{L} = \frac{\gamma^2 \tau_0 c}{2C} \frac{N_0^2}{4\pi \epsilon_{\perp, N} \beta_{\perp}^*} f_r$$

Diagram illustrating the components of the luminosity formula \mathcal{L} :

- Lifetime** (τ_0)
- Speed of light** (c)
- Particle number per bunch** (N_0)
- Relativistic gamma** (γ)
- Collider circumference** (C)
- Emittance** ($\epsilon_{\perp, N}$)
- Beta-function at the collision point** (β_{\perp}^*)
- Number of bunches injected per seconds** (f_r)

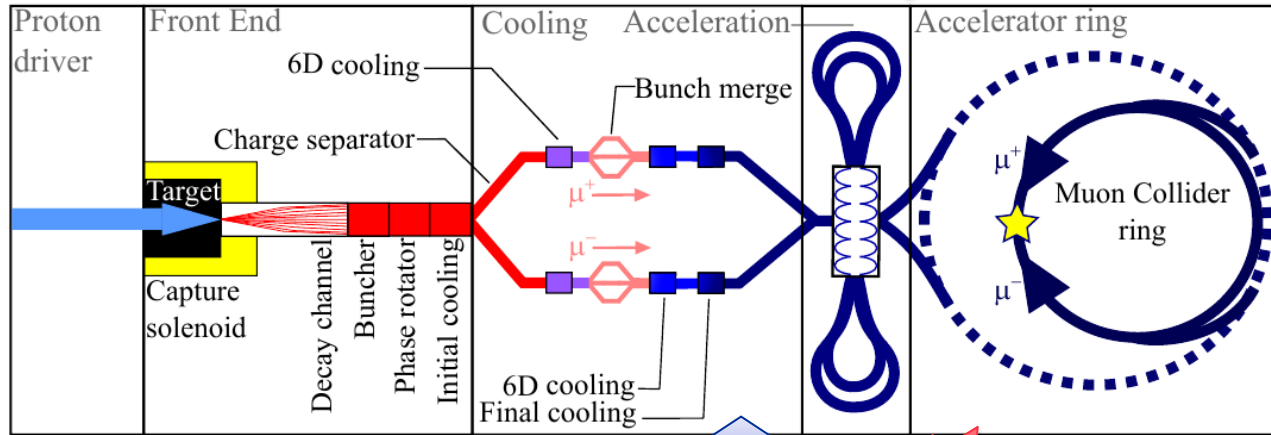
- Muons are **generated** by decaying charged **pions**.
- Those muons **occupy** a large phase space.
- The size of the phase space is described by the **emittance**.
- **Muon cooling**: responsible to keep the **emittance** small.



Where is the muon cooling in the design

p produce $\pi^+\pi^-$ which decay into $\mu^+\mu^-$ and get captured

Rapid acceleration and collision



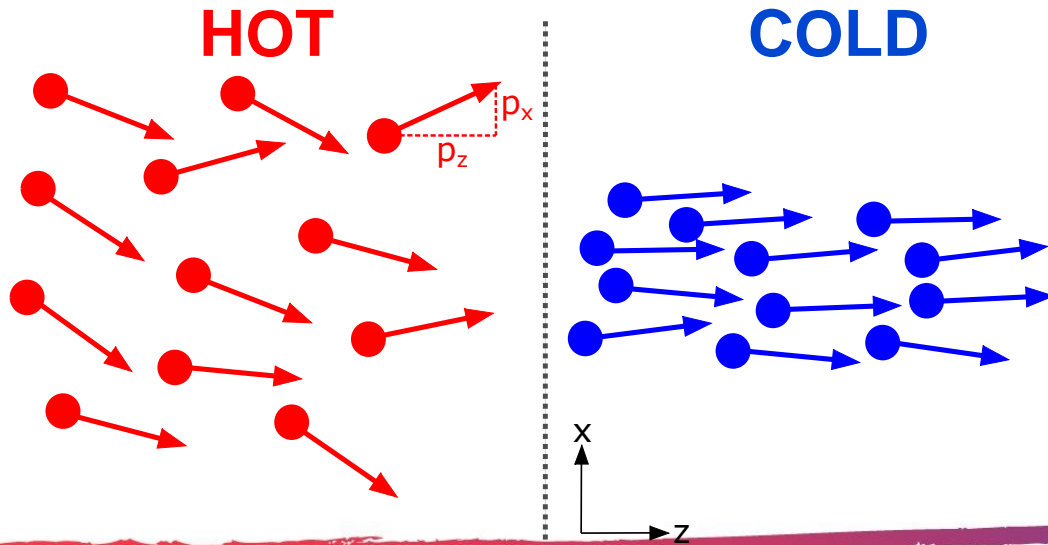
hot → ← cold

Ionization cooling of muons in matter

Short, intense p^+ bunch



Accelerator physics: **cooling** = reducing the **size** of the phase space / emittance.



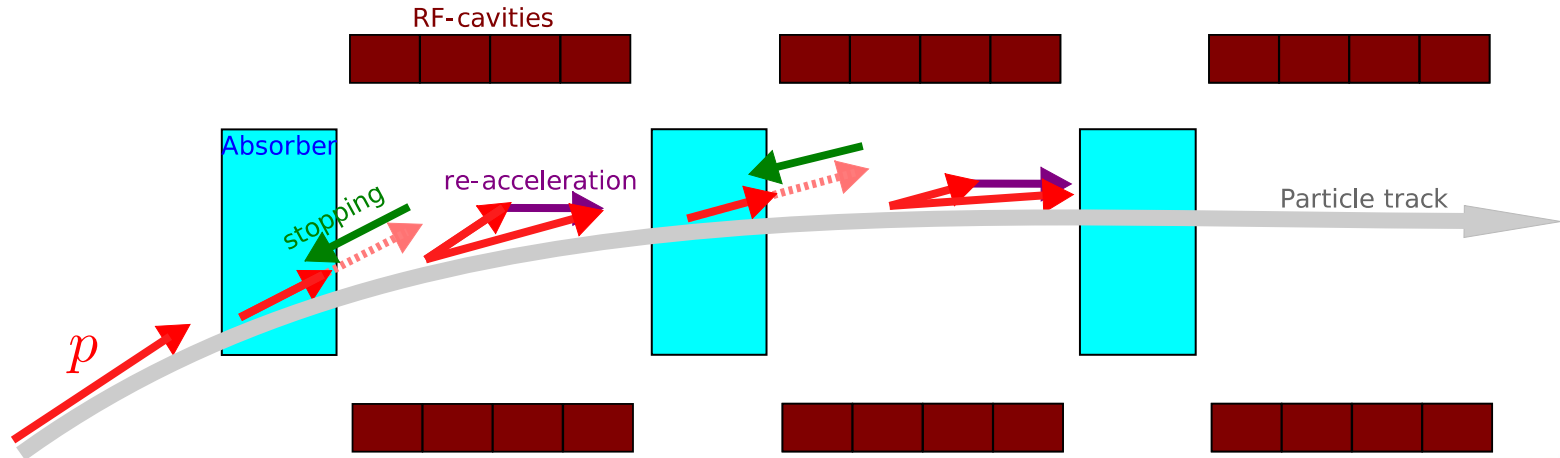
- Many **cooling techniques** exist, but they are too **slow**.
- Only **ionization cooling** can be used for muons!

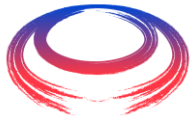
$$\mathcal{L} = \frac{\gamma^2 \tau_0 c}{2C} \frac{N_0^2}{4\pi \epsilon_{\perp, N} \beta_{\perp}^*} f_r$$

Ionization cooling: transverse momentum reduction

- Reducing the total momentum in an absorber
- Longitudinal re-acceleration
- Repeat

$$\epsilon_x = \sqrt{\langle x^2 \rangle \langle p_x^2 \rangle}$$



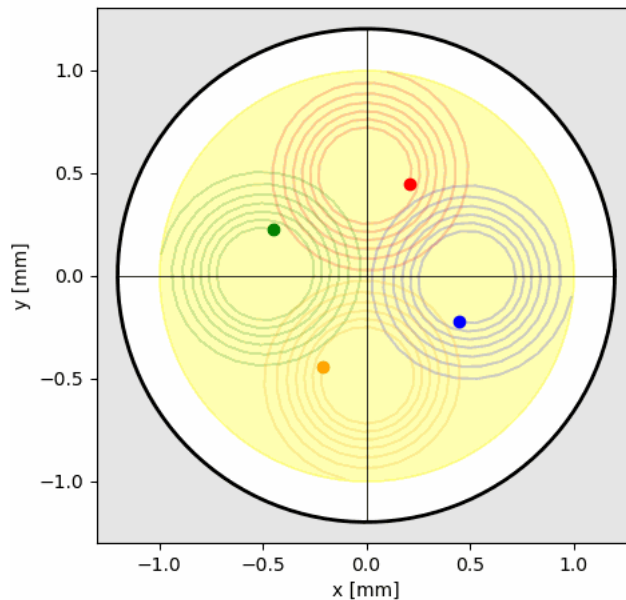
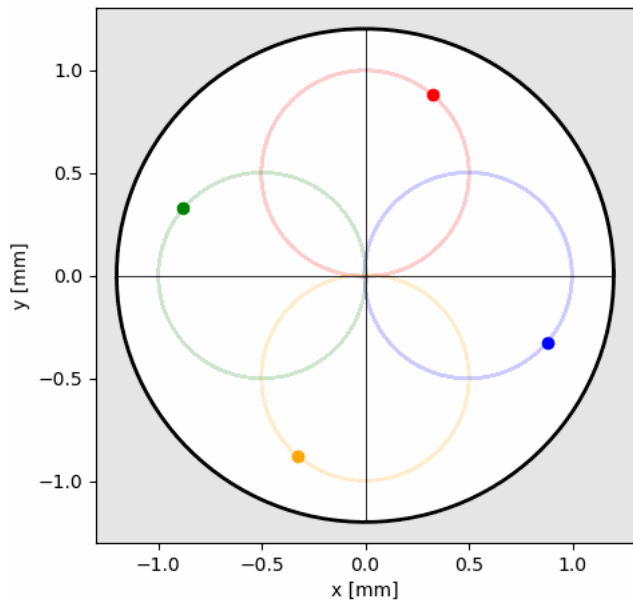


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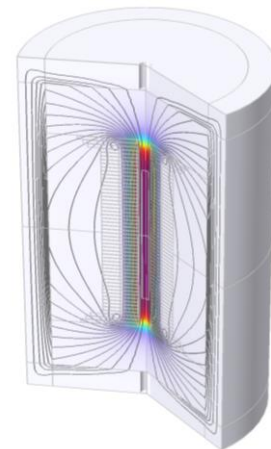
Transverse solenoidal focusing



Transverse offset reduction: $\epsilon_x = \sqrt{\langle x^2 \rangle \langle p_x^2 \rangle}$



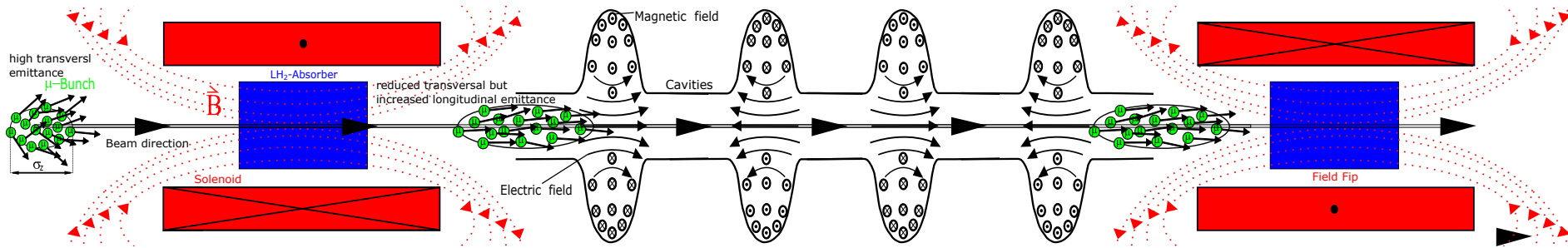
$B_{\max} \approx 55 \text{ T}$



A. Dudarev, B. Bordini, T. Mulder, S. Fabbri

Muon cooling cell structure

- High field solenoids
- Absorber inside the solenoid
- RF cavities for re-accelerations



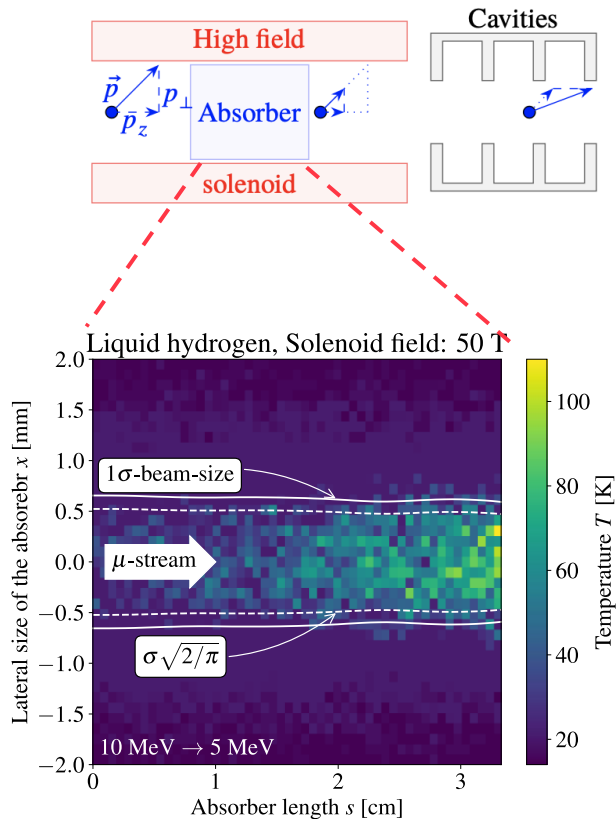
Challenges ahead for muon cooling

- Muons **scatter** with absorber nuclei \rightarrow emittance **heating**

$$\frac{d\varepsilon_{\perp,N}}{ds} = -\frac{\varepsilon_{\perp,N}}{\beta^2 E} \left\langle \frac{\partial E}{\partial s} \right\rangle + \frac{\beta_{\perp} pc}{2 m_{\mu} c^2} \frac{d\langle \vartheta^2 \rangle}{ds}.$$

Cooling due to energy deposition

Heating due to scattering



- **Temperature** increases in the absorber
- Beam **matching** with solenoids
- Search for the **best beam parameters** to make cooling efficient.



Thank you for your attention

