

Background Studies - FCC-ee MDI
Progress with MDISIM
Simulations without pencil beam

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Short recap: Possible Collimator Locations



So far: focusing on last two bending magnets:
BWL.2 and BC1L.2

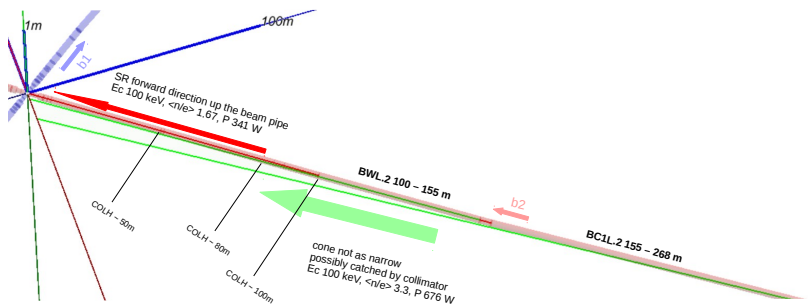


Figure: Possible collimator positions upstream of b2.

- ▶ Peak E_c slightly below 100 keV (new lattice; update)
- ▶ Protection of IP challenging → SR in narrow cones
- ▶ further details: study group meeting in August

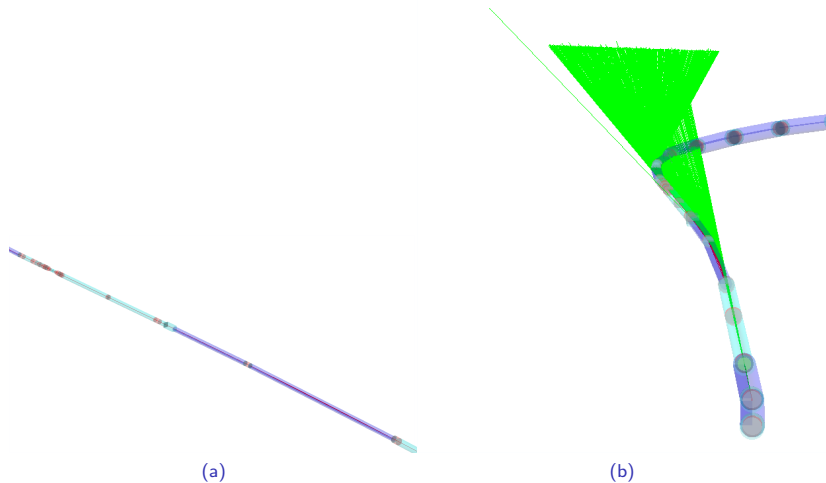
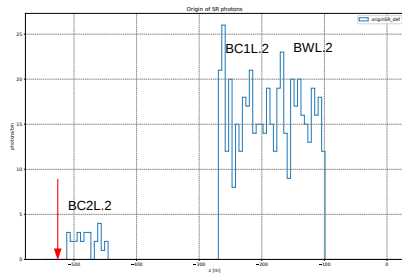


Figure: Part of the primary track and SR fans.

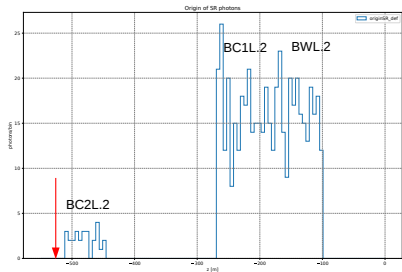
Photon Spectrum: Origin and default distribution



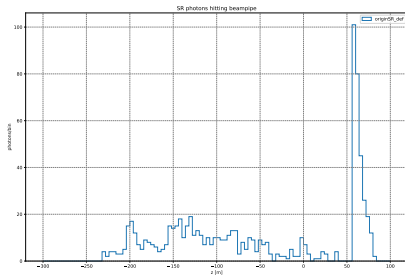
Origin of SR photons: bends



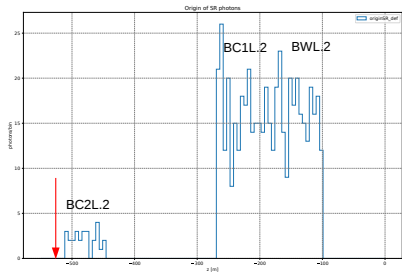
Origin of SR photons: bends



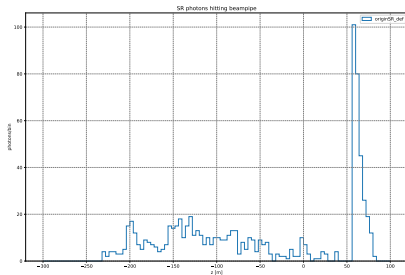
Hits of SR photons at certain locations along z



Origin of SR photons: bends



Hits of SR photons at certain locations along z



What about Quadrupoles?

More realistic particle distributions





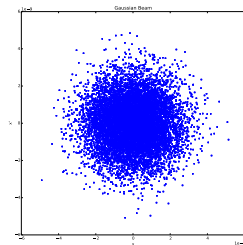
Currently established four shapes:

1. pencil beam Gauss x , Gauss $y \sim 0$
2. Gaussian Gauss x , Gauss $y \sim 1$
3. flat Gauss x , Gauss $y \sim N$
4. ring Gauss x , Gauss $y \sim -N$

→ N specifies how many σ in phase space

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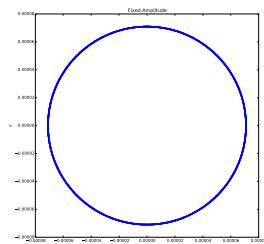
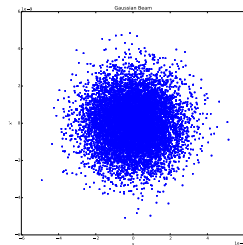


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Currently established four shapes:

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4. ring Gaussx, Gaussy~-N

→ N specifies how many σ in phase space



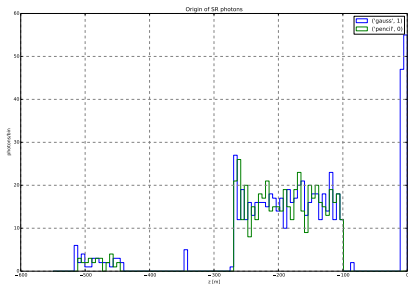
And the effect? Looking at Origins



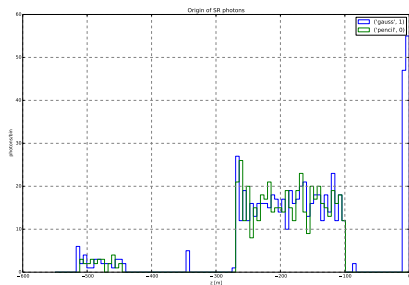
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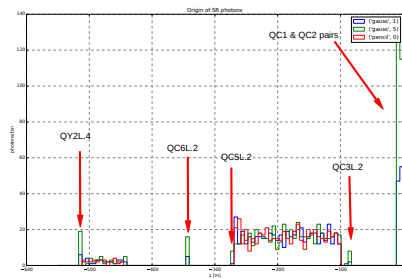
pencil beam vs. Gaussian



pencil beam vs. Gaussian



pencil beam vs. flat 5



What about particles further out?



Putting all particles at 10σ

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Putting all particles at 10σ

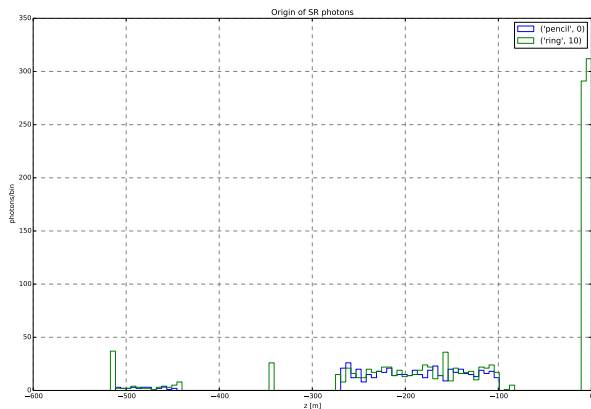


Figure: ring-like shape with $N = 10$

Hits on BP also affected



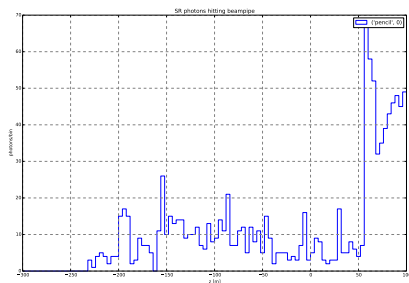
Comparing default with new spectrum

Hits on BP also affected



Comparing default with new spectrum

Hits caused by pencil beam

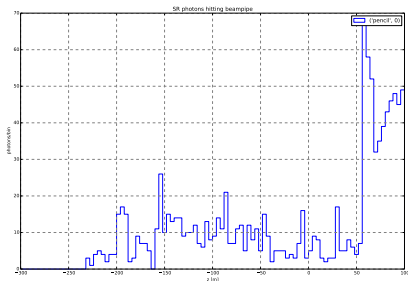


Hits on BP also affected

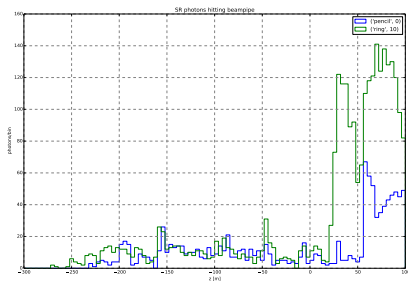


Comparing default with new spectrum

Hits caused by pencil beam



Hits with different beam shape





- ▶ better understand particle distribution
- ▶ offset beam w.r.t reference axis \rightarrow MDISIM
- ▶ study energy spectrum in detail (esp. quads)
- ▶ switch to latest optics
- ▶ further work on collimators; COLH and COLV?
- ▶ estimates at certain points along z



