### Beam-Related Backgrounds and Machine Parameters

How MDI Issues May Affect Your Measurements

Adrian Vogel DESY FLC

### **Beam-Beam Interaction**

The ILC has the novel problem of beamstrahlung

- high luminosity is essential for measurements
- tiny bunch size is required ( $\sigma_x \approx 500 \,\mathrm{nm}, \, \sigma_y \approx 5 \,\mathrm{nm}$ )
- bunches have a very high electric space charge
- particles are deflected and can emit photons ("beamstrahlung")
- 10<sup>8</sup> TeV / BX are lost



Beamstrahlung photons can scatter to e<sup>+</sup>e<sup>-</sup> pairs

- 10<sup>5</sup> particles per BX for ILC beam parameters
- energies in the GeV range (100 TeV / BX in total)
- strongly focused in the forward direction (small  $\theta$ )
- but sometimes also large polar angles (large  $\theta$ )

#### Several processes can contribute

- incoherent and coherent pair creation
- real-real, real-virtual, virtual-virtual scattering

Pairs are a major source of detector backgrounds!

### The Whole Detector – Before ...



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### The Whole Detector – After 1/10 BX



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#### Vertex detector

- direct hits from the IP (suppressed by the field)
- backscattering particles from the forward region

#### Main gaseous tracker

- conversion of backscattering photons
- tracks from the IP (rare, but mostly curlers)
- recoil tracks from neutron-proton collisions (CH<sub>4</sub>)

#### Calorimeters

- randomly distributed low-energy hits
- possible neutron radiation damage of SiPMs

### **Other Kinds of Backgrounds**

Other sources of backgrounds

- beam halo muons magnetised spoilers
- beam-gas interaction vacuum requirements
- synchrotron radiation from beam delivery  $\rightarrow$  exit
- particle losses in the extraction line  $\rightarrow$  careful!
- beam dumps  $\rightarrow$  avoid direct line of sight

Those can be controlled by proper design, but pairs are unavoidable: dominant source!

### **Vertex Detector – Hits**



most hits  $(0.04 / \text{mm}^2 / \text{BX})$ 

Clear separation of direct hits and backscatterers

### **Vertex Detector – Angle of Incidence**



Take angle of incidence into account to calculate a realistic pixel occupancy (Rita De Masi, IReS)

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### Vertex Detector – Occupancy (R. De Masi)

Characteristics for vertex detector options

- pixel size: 25 µm (std.), 20–33 µm (CMOS)
- integration time: 50–200  $\mu$ s (std.), 25–100  $\mu$ s (CMOS)
- number of hit pixels: 3 (std.), 5 (CMOS), θ-dependent

Resulting occupancies in the vertex layers

- innermost (15 mm): 0.11 (std.), 0.02 (CMOS)
- outermost (60 mm): 0.002 (std.), 0.0008 (CMOS)

Those are only average numbers

- Iocal occupancy can be much higher
- values can be reduced by an anti-DID field

### **Vertex Detector – Results**

Hits on the vertex detector

- innermost layer has 400–800 hits / BX
- most hits direct, but also from backscatterers
- background levels drive the VTX design
- resulting backgrounds are still manageable

Neutron fluence in the vertex detector

- extrapolation from 100 BX to 500 fb<sup>-1</sup> total run time
- energy-dependent weighting of neutrons (NIEL model)
- fluence (10<sup>8</sup> n / cm<sup>2</sup>) is uncritical for all layers

### **Forward Tracking Discs – Hits**



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# **TPC – Backgrounds**



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### **TPC – Spatial Distribution of Hits**

#### Mokka hits in the TPC (overlay of 100 BX)



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# **TPC – Occupancy**

- highest occupancies at small radii
- overall value stays very well below 1 %
- outside-in tracking always possible
- n-p scattering gives negligible contribution
- backgrounds will be no problem for the TPC



### HCAL Endcap – Backgrounds



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# HCAL Endcap – Radiation Damage

### Simulation results (500 fb<sup>-1</sup>)

- neutrons are critical only at small radii
- photons are harmless

### **Possible solutions**

- include neutron absorber
- replace innermost SiPMs after some years
- accept increased noise

Tungsten tube is important!



### **ILC Beam Parameters – Numbers**



S. Gronenborn (EUROTeV-Memo-2005-003-1)

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### **ILC Beam Parameters – Backgrounds**

- "Low Power" option:2.5 times more hits
- But: half the number of bunches per train
- Integrated backgrounds (over a fixed time) do not change much
- Upgrade to 1000 GeV:
  2 times more hits



# **Magnetic Field Configuration**

### Solenoid field (4 Tesla)

- bends high-E tracks
- confines low-E tracks to innermost regions

### Anti-DID field (14 mrad)

- bends main field towards hole for outgoing beam
- origins: polarimetry
- reduction of backgrounds
- impact on tracking?



### Compressed view 1:10

### Anti-DID vs. no DID

Vertex detector

- more backscattering
- $\blacksquare$  asymmetric hits in  $\varphi$
- Forward Tracking Discs and LumiCal
  - $\blacksquare$  asymmetric hits in  $\varphi$
- TPC
  - more backscattering
  - twice more hits



### **BeamCal Absorber**

# Graphite absorber (low Z) in front of the BeamCal

- reduces backscattering
- decreases performance
- Variation of thickness
  - 5 cm seems reasonable
- Additional absorber inside
  - will not hurt the BeamCal
  - better suppression of detector backgrounds



### **Uncertainties**

- Statistics from 100 BX generally sufficient
- Guinea-Pig is reliable on the level of 10–20 %
- Modelling of neutrons is always difficult → assume uncertainty factor of two
- Small geometry changes can have large effects → easily 2–3 times more backgrounds

- Always aim for a safety factor of five, at least!
- Don't forget other possible background sources

# Summary

- e<sup>+</sup>e<sup>-</sup> pairs are a major source of backgrounds
- But: other possible sources must not be forgotten
- Current levels seem uncritical for all subdetectors
- Further studies are ongoing (see also Marc's talk)
- Backgrounds scale roughly with the luminosity
- Anti-DID is favourable for background suppression and luminosity determination (see Iftach at Sendai) but what about the TPC? (see Ron's talk later)
- Final impact on reconstruction and analysis?
- More MDI: discussion at 14:00 h, Uwe's talk at 17:30 h