

Limit on the vertical beam size at LC due to crab crossing

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- In ideal case  $\sigma_y = \sqrt{\frac{E_{ny} \beta_y}{\gamma}}$ , and can be made arbitrary small by reducing  $E_{ny}$ .
- There is a limit <sup>(on  $\sigma_y$ )</sup> due to radiation in quads (Oide effect).  
 $n_x \propto \sqrt{\frac{E_n}{\beta \gamma}} \gamma$ .  
 At  $E_n \rightarrow 0$ ,  $n_x \rightarrow 0$ , and  $\sigma_y \rightarrow 0$ .  
 (for there is some opt.  $\beta$  for min  $\sigma_y$ )
- Limit on  $\sigma_y$  due to crab crossing.  
 Electrons radiate in the effective transverse field  $B_L = B_s \frac{\Delta_c}{2}$   
 where  $B_s$  - the solenoidal field  
 $\Delta_c$  - crab crossing angle (between beams)  
 The number of emitted photons  
 $n_x \sim 0.01 \theta \gamma \sim 0.01 \frac{L B_s \Delta_c \gamma}{2 E} = \underline{0.005 \frac{e B_s \Delta_c L}{m c^2}}$   
 For  $B_s = 4 T$ ,  $\Delta_c = 30 \text{ mrad}$ ,  $L = 4 \text{ m} \Rightarrow$   
 $\underline{n_x \sim 1.45}$  (does not depend on  $E$ )

(2)

$$\Delta y \sim \theta L \frac{\Delta E}{E}$$

$$E_{\text{crit}} \propto \gamma^2 B_{\perp}, \quad \theta \propto \frac{L B_{\perp}}{E}$$

$$\Rightarrow \underline{\Delta y \sim L^2 B_{\perp}^2 \alpha_c^2} \text{ for emission of one photon}$$

(does not depend on  $E$ )

The dependence of  $\Delta y$  on  $L B_{\perp} \alpha_c$  is even stronger due to emission of several photons

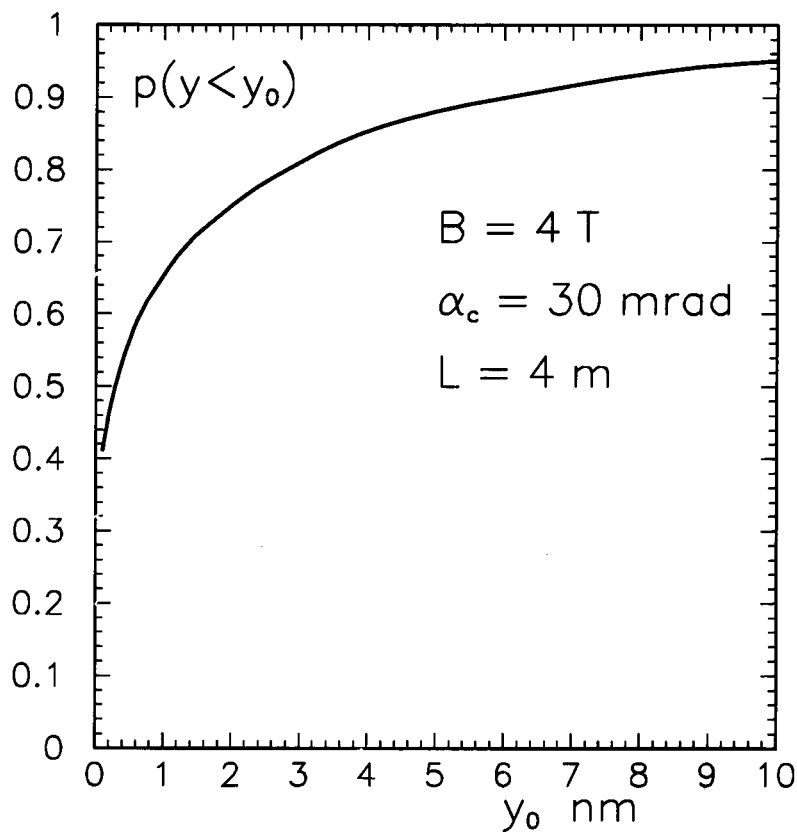
$$\Rightarrow \underline{\text{minimum } \Delta y \propto L^2 B_{\perp}^2 \alpha_c^2} \text{ (approximately)}$$

Below are results of numerical calculations.

(3)

The probability that an electron has the vertical displacement due to crab crossing

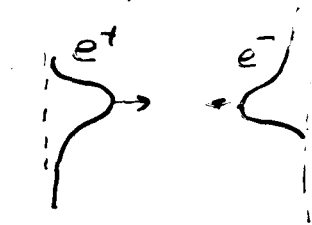
$$y < y_0$$



$\Rightarrow$  for given  $B_s, \alpha_c, L$   $\sim 35\%$  of electrons have  $\Delta y > 1$  nm

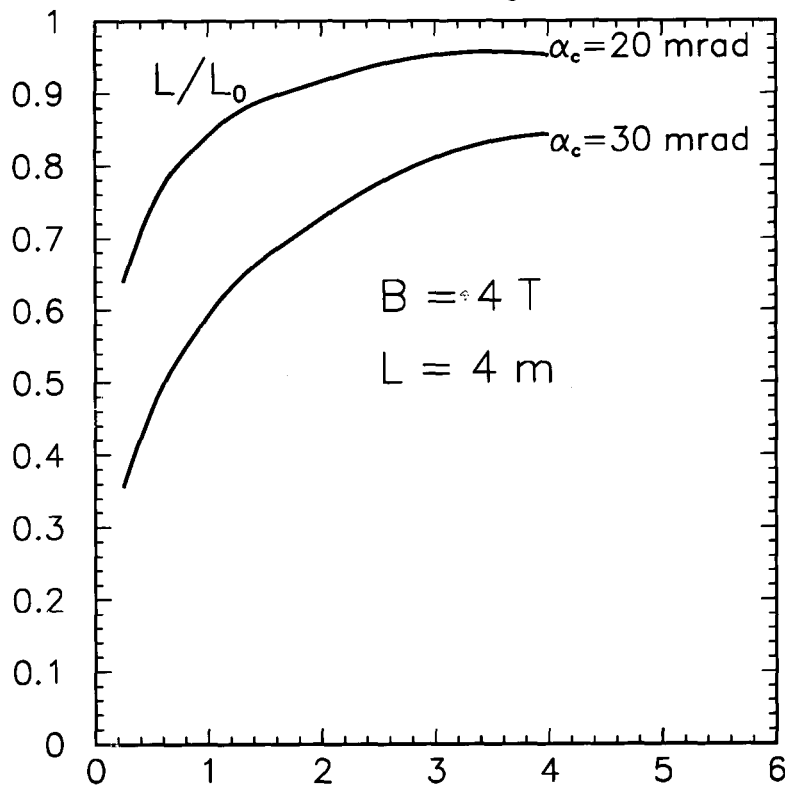
In  $e^+e^-$  collisions  $e^+$  and  $e^-$  have opposite deflections

(4)



The luminosity will be reduced

$L/L_0$  due to crab crossing vs  $\sigma_y$



For CLIC(3000) and  $B_s = 4T$ ,  $L = 4M$ ,  $\alpha_c = 0.03$   
 $\sigma_y = 1nm$  and  $L/L_0 = 0.6$

MC simulation with account of pinch effect  
 give  $L/L_0 \sim 0.7$  (for ~~usual~~ focusing to  $X=0$ )

# Conclusion

1) Radiation of electrons in solenoid field ( $B_L = B_S \frac{v}{c}$ ) leads to increase of the vertical beam size. The effect is a function of  $B_S v c L$ .

2) For realistic  $B_S L c L$  the number of emitted photons  $n_\gamma \sim 1$  and  $A_\gamma \propto B_S^2 v^2 L^2$

This lead to restriction on minimum  $\sigma_y$  on the level  $\sim 0.5 \text{ nm}$

3) This effect is more important for large collider energies where  $\sigma_y < 1 \text{ nm}$  we planned, but it leads to some decrease of luminosity already at  $2E_0 = 500 \text{ GeV}$  collider. + photon colliders

4) Radiation in quads with subsequent deflection in solenoidal field gives additional contribution

(and beam disruption angles are large)