

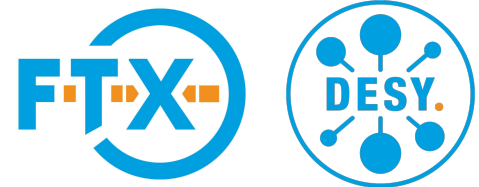
Numerical Beam Studies Using a Collimator at the High Intensity Test-Beam Facility, PRIMA

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High Intensity Electron Beamline

PRIMary-beam test Area : PRIMA



- Extracted beam from DESY II

- 1×10^9 to 3×10^{10} e^- per bunch in normal operation
- 6.25 Hz extraction rate
- Energy between 450 MeV and 6 GeV

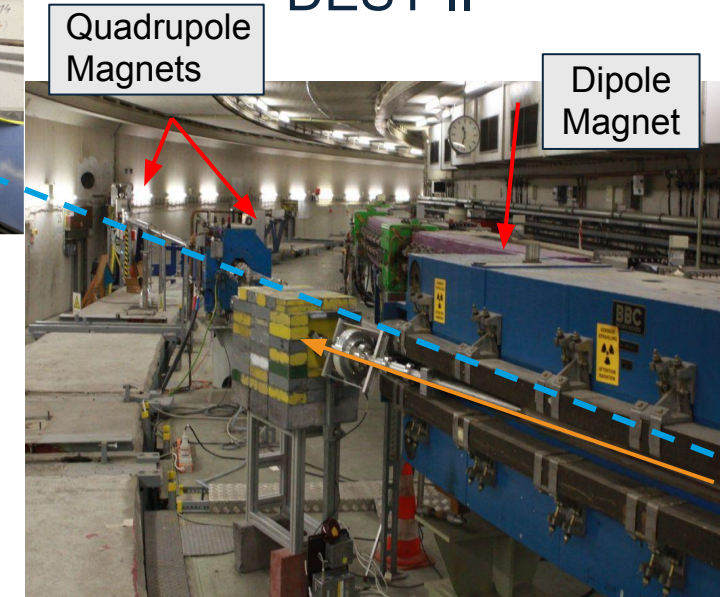
- PRIMary-beam test Area(PRIMA)

- Previously transferred particles from DESY II to DORIS
 - Primary beam only for expert-operation
 - Detector tests at high rates, radiation damage studies and studies related to beam-dump & shielding

PRIMA Facility



DESY II



Why do we need a collimator?

* Collimator: a device to control the intensity, shape and direction of a beam

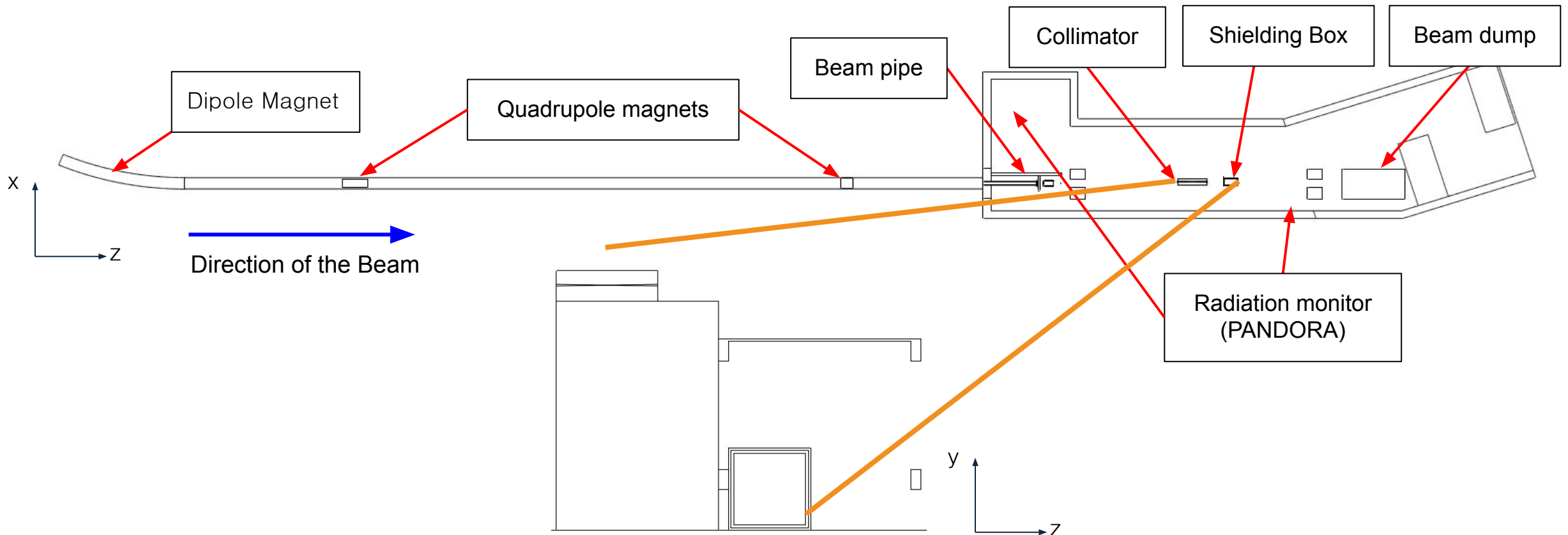
1. To reduce beam intensity → detector R&Ds
 2. To trim the beam size
- + Background radiation and shielding studies

Simulation and Modelling



FLUKA

- FLUKA is a Monte Carlo framework for the interaction and transport of particles in materials
 - Optimized for analyzing radiation environments
- Simulated beam energy: 3 GeV & 6 GeV
- Geometry of PRIMA facility



Validity of Simulation

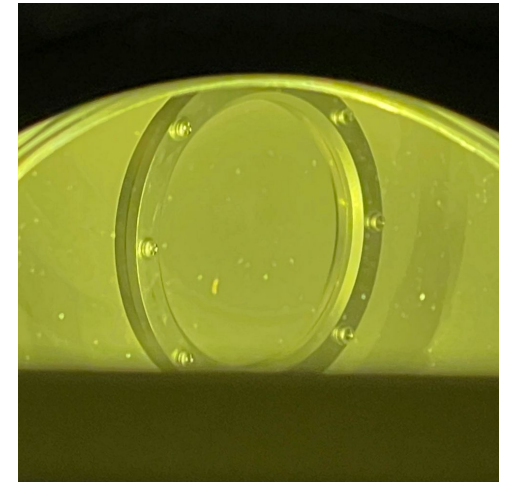
Is it okay to only use simulation results without actual experiments?

- Neutron Background Simulation vs. Measurement(location: PANDORA)

3 GeV Electron Beam ($11.6 \pm 1.68 \cdot 10^{10}$ per bunch)	Eq-Dose [mSv/h]
Simulation	6.04 ± 1.8
Measurement	7.21 ± 1.4

Dohun Kim

- Radiation monitor, PANDORA
 - Scintillator
 - High energy neutron (> 20 MeV)
 - ^3He tube
 - Low energy neutron (< 20 MeV)
 - $^3\text{He} + \text{N} = ^1\text{H} + ^3\text{H} + \text{Q}$
- Beam Screen
 - Measures beam size & shape by scintillating process



Collimator

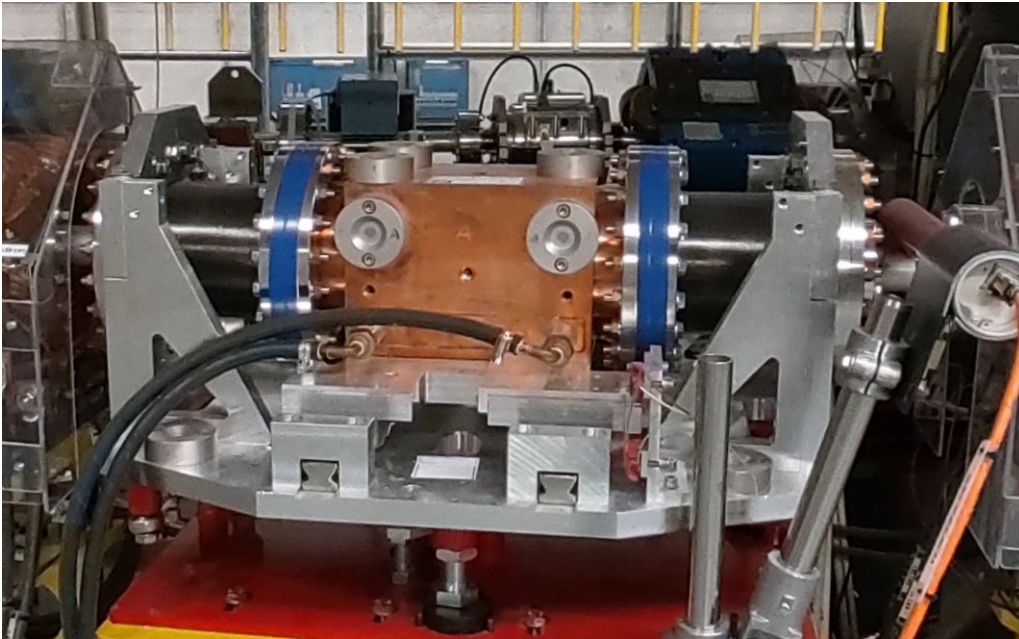
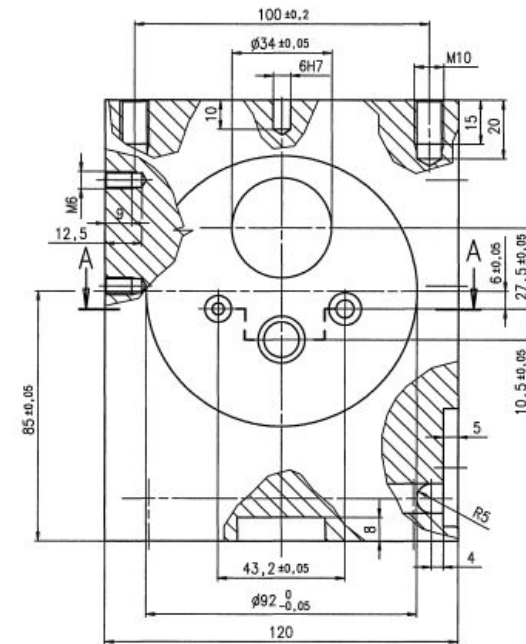
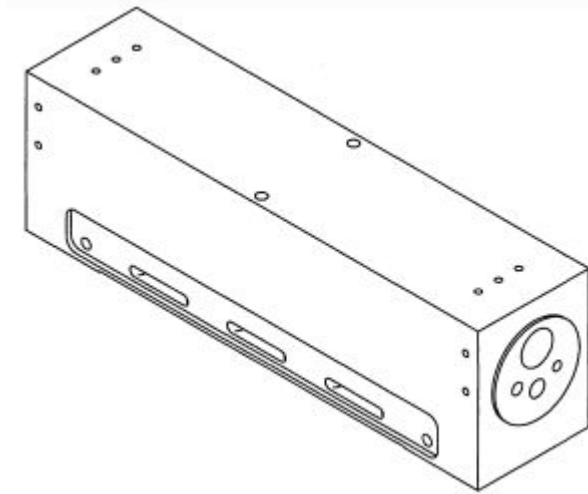


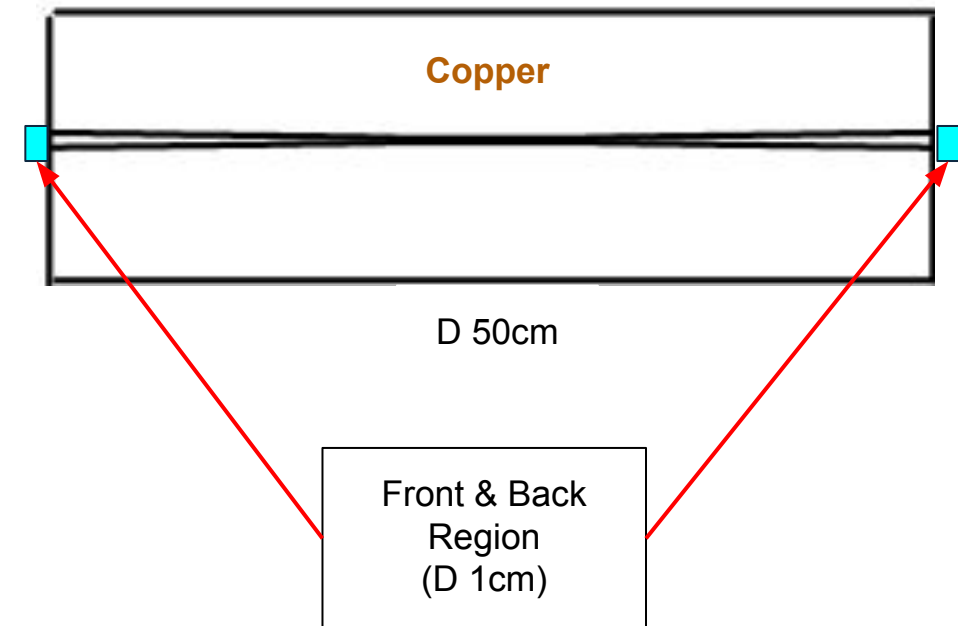
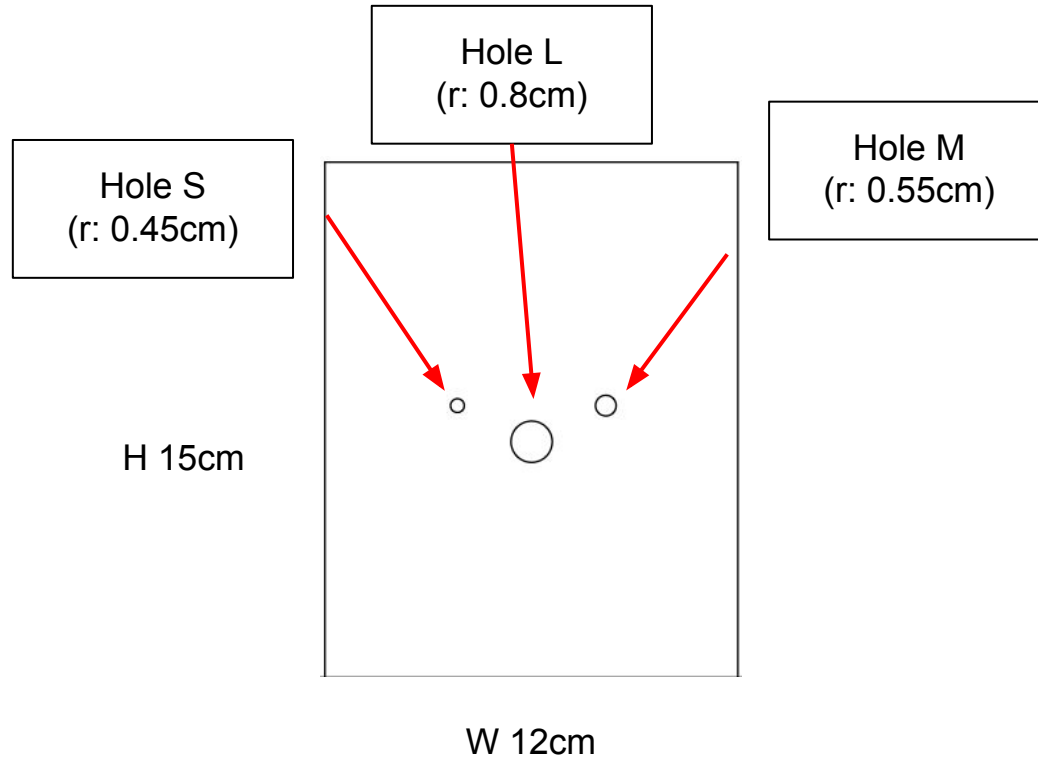
Image of the Collimator



Schematic of the Collimator

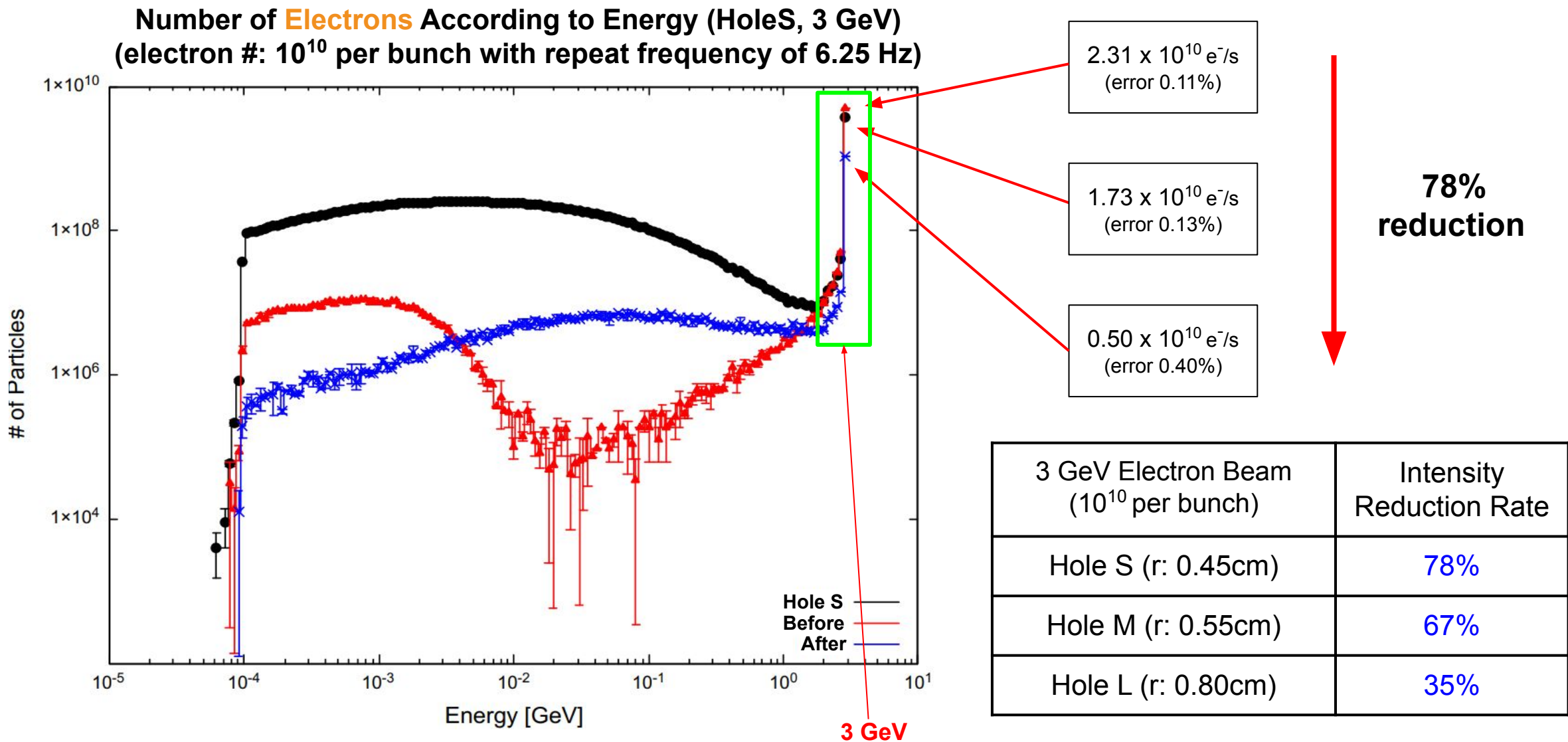
Collimator

Geometry of the collimator in simulation



Collimation

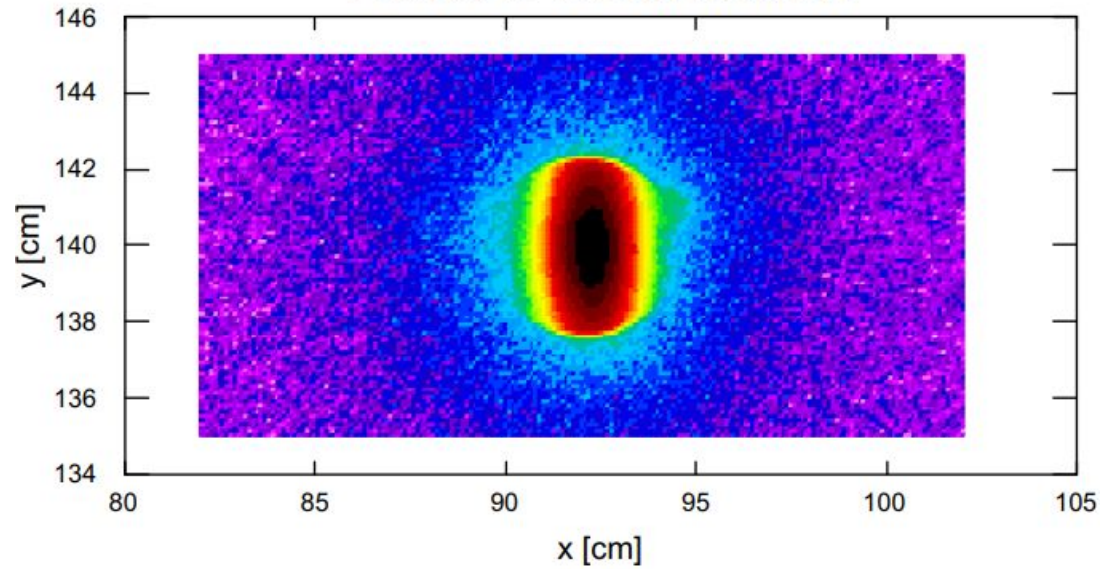
Beam Reduction



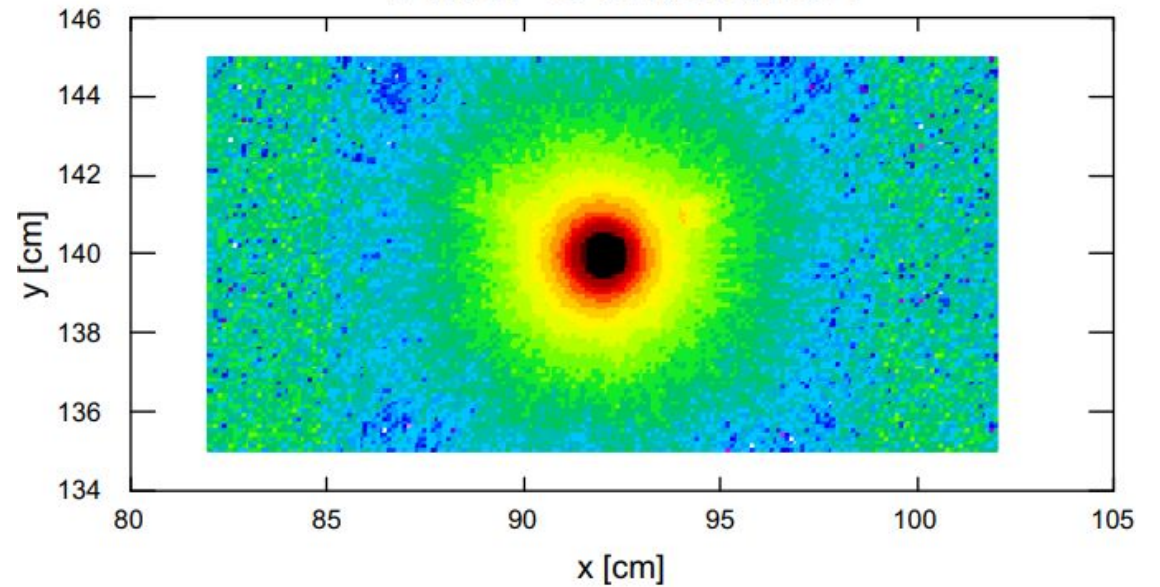
Collimation

Beam Shape

Before Collimation



After Collimation

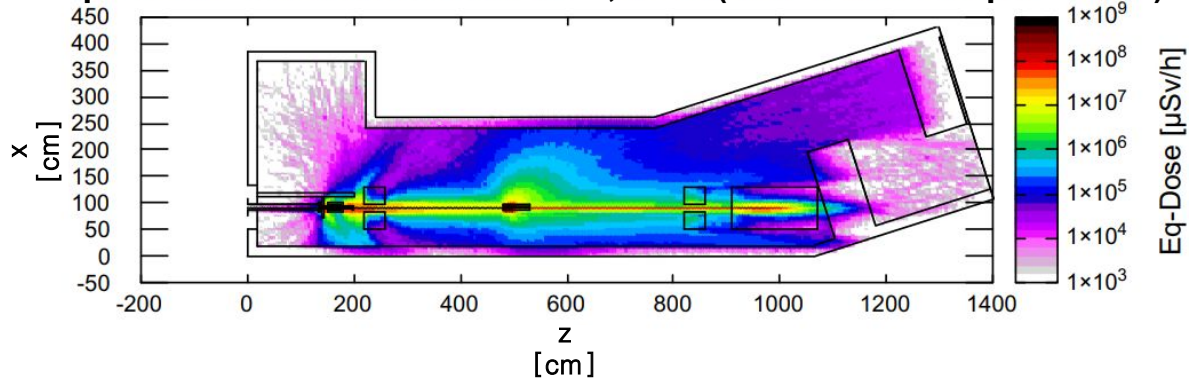


Collimation

Background Radiation

Original & background particles

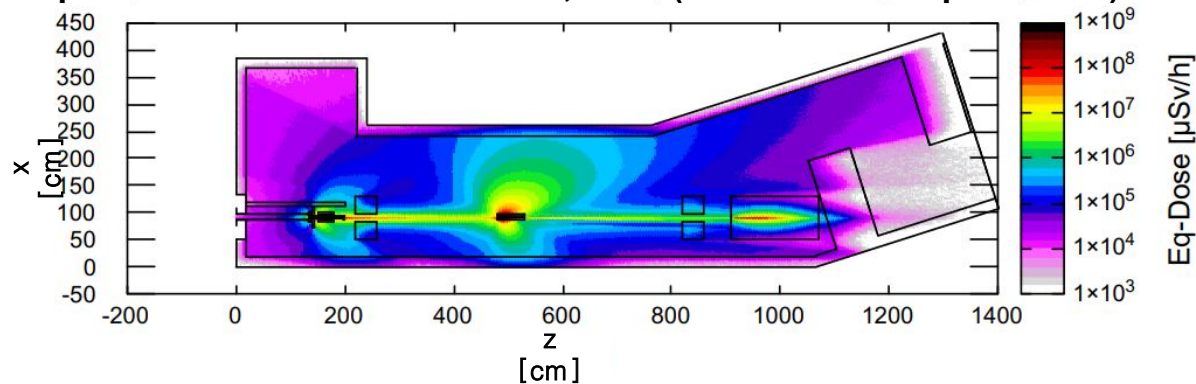
Eq-Dose of **Electrons** from Hole M, 3GeV(electron #: 10^{10} per bunch)



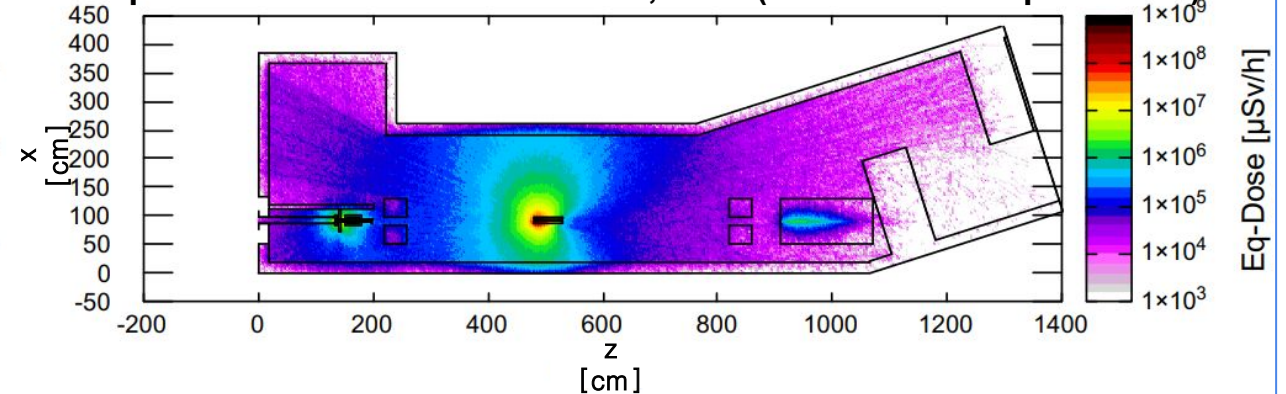
Unwanted particles produced by interaction between the primary beam and the environment mainly via **bremsstrahlung or ionization**

Background particles

Eq-Dose of **Photons** from Hole M, 3GeV(electron #: 10^{10} per bunch)



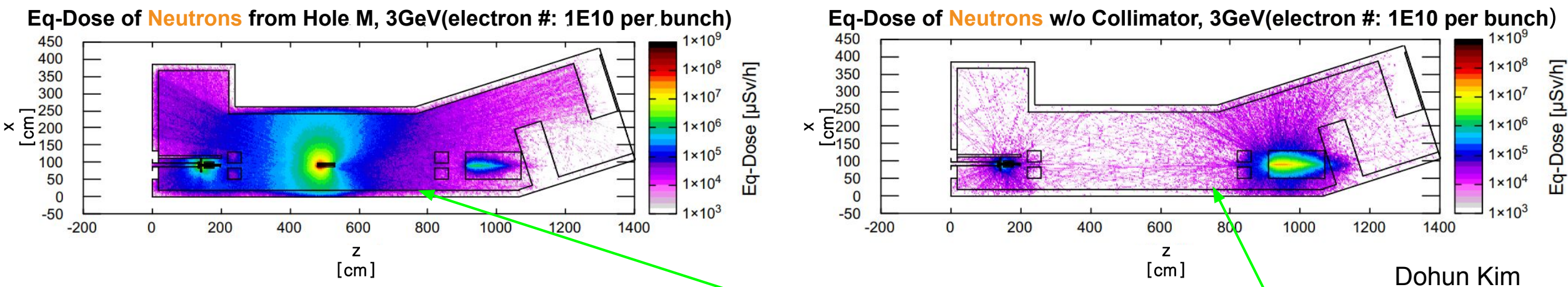
Eq-Dose of **Neutrons** from Hole M, 3GeV(electron #: 10^{10} per bunch)



Collimation

Background Radiation

- Neutron Background With vs. Without Collimator



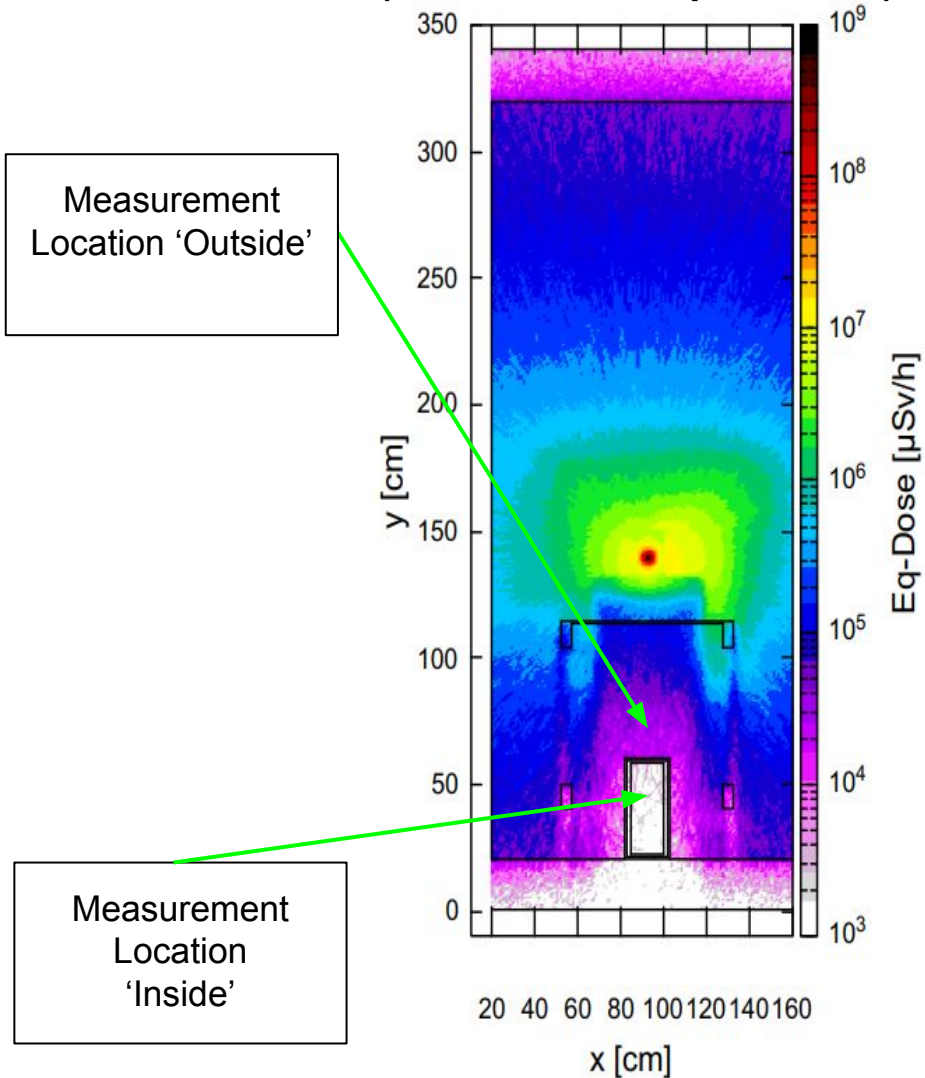
3 GeV Electron Beam ($11.6 \pm 1.68 \cdot 10^{10}$ per bunch)	with collimator Eq-Dose [mSv/h]	without collimator Eq-Dose [mSv/h]
Simulation	42.3 ± 9.64	4.83 ± 0

Measurement
Location

Shielding Box

Geometry & Effectiveness

Eq-Dose of **Electrons** from Hole L
(electron #: 10^{10} per bunch)



- Geometry: W 21cm, H 40cm, D 40cm
 - Lead(1cm) and boronated polyethylene(1.5cm)

6 GeV Electrons		10 ¹⁰ per bunch Eq-Dose [mSv/h]	
Electrons	Outside	17.4 ± 3.2	↓ 97.3% reduction
	Inside	0.47 ± 0.35	
Photons	Outside	34.9 ± 2.3	↓ 88.5% reduction
	Inside	4.0 ± 0.11	
Neutrons	Outside	87.5 ± 3.3	↓ 60% reduction
	Inside	35 ± 2	

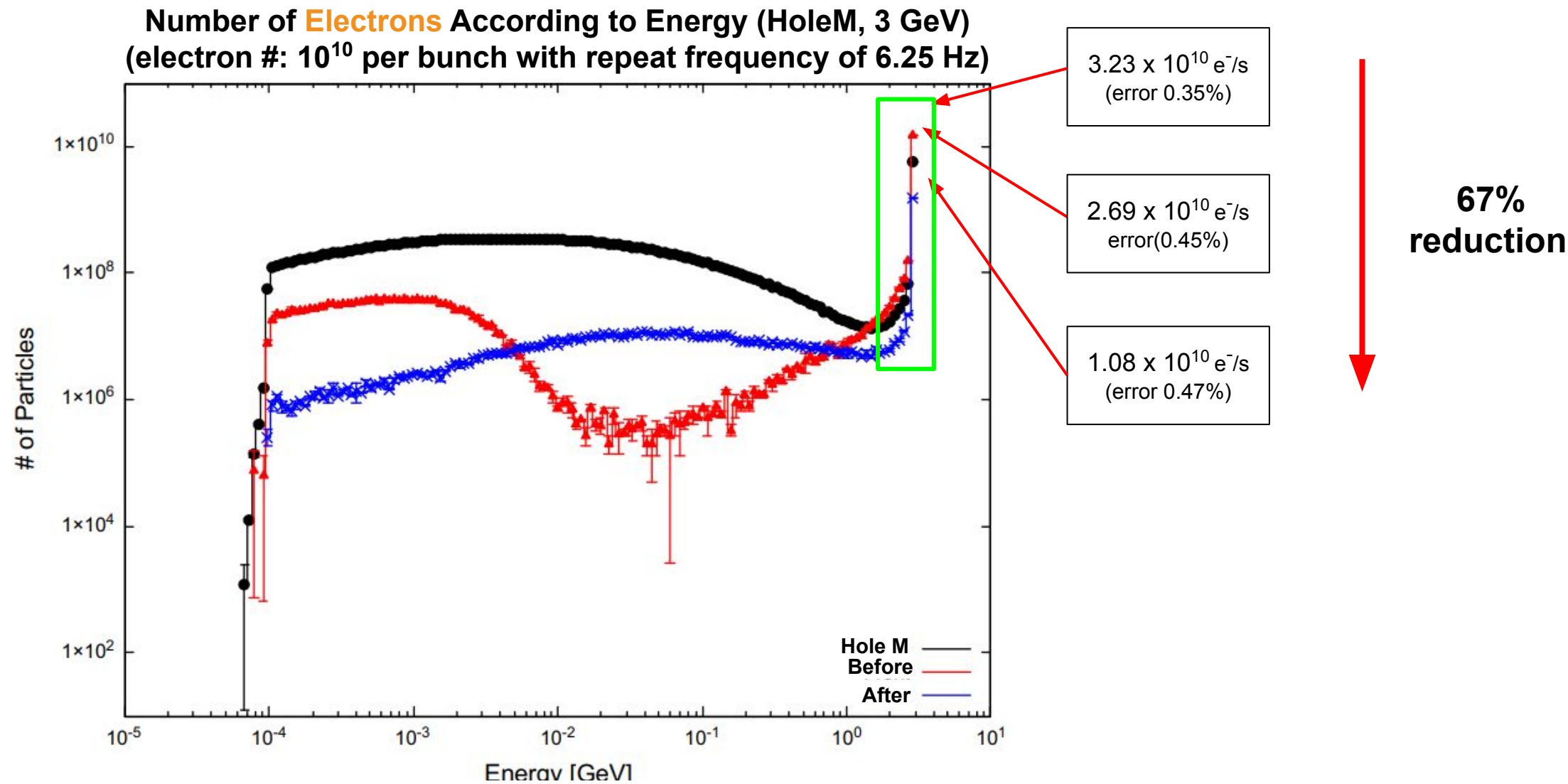
Conclusions & Outlook

- Confirmed the effectiveness of the collimator in reducing beam intensities
- Increase in background radiation → the need for shielding
- Further validation of simulation results with real experiments

Thank you!

Collimation

Beam Reduction



Collimation

Beam Reduction

