

# Montauk Workshop

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1. Ultimate ionization cooling  
(including plasma lenses matching  
of final cooling sections) - "6-emittance."  
- as the basis for comparison  
of other cooling options  
(optical stochastic; low energy;...)
2. Emittance  $\gamma$  to reach highest  
luminosity, polarization ~~degree~~,  
monochromaticity  
(keeping 6-emittance as small,  
as was reached at cooling stage).  
(at any convenient energy!)

$$L_{\mu\mu \text{ ultimate}} = \frac{N^2}{4\pi} \cdot \frac{\chi_{\text{coll}}^2}{\epsilon_{\text{neg,tran}} \cdot \epsilon_{\text{neg,long}}} \cdot \frac{\Delta E_{\max}}{E} \cdot N_{\text{life}}$$

- high, but not practical. <sup>at collider</sup>

$$L_{\mu\mu \text{ max}} = \frac{N^2}{4\pi} \cdot \frac{\chi_{\text{coll}}^{3/2}}{\left(\epsilon_{\text{neg}}\right)^{1/2} \sigma_{\text{longcoll}}^{1/2}} \left(\frac{\Delta E_{\max}}{E}\right)^{1/2} N_{\text{life}}$$

But the last evaluation is valid till  $\xi < 0.1$  !

If  $\Sigma_{\max}$  appears to be the main limitation for luminosity:

$$L_x = \frac{1}{r_p} \cdot \frac{N_p \cdot \gamma_{coll}}{\sigma_{\text{long coll}}} \cdot f_0 N_{\text{life}} \cdot \Sigma_{\max}$$

— need ~~for~~ compensation

To reach this value, transv. emitt. should be not more than

$$\epsilon_{\text{entrancoll}} = \frac{\gamma_m}{4\pi} \cdot \frac{N_m}{\Sigma_{\max}}$$

3. Consequently - necessity to find the way to suppress beam-beam tune shift to reach ultimate luminosity - Lithium stream? seems OK,  
but needs more discuss
4. Transversal emittance growth due to multiple scattering in compensating lithium - small.
5. Background due to muons - lithium interaction - very serious problem. Needs proper "balancing".
6. Open median plane collider - to cope with decay loading of cryogenic and with decay background.

7. Above 5 TeV + 5 TeV muons live longer than repetition cycle =  $\frac{1}{15}$  sec  
Hence, we need to switch to double-ring collider, or to separate beams in parasitic meeting points only, - or to compensate beam-beam tune shifts !

8. Neutrino radiation for ultimate energy collision: the "easiest" solution vertically changing local angle of the ~~collider~~ - slow and modest.