### Simulation of Bremsstrahlung Photon Yield at Turkish Accelerator and Radiation Laboratory at Ankara) TARLA

NİLGÜN DEMİR Uludag University Turkey

# Outline

### TAC project

- Component of TAC
- (TARLA) Facility
- What is the Bremsstrahlung

### Simulations with FLUKA

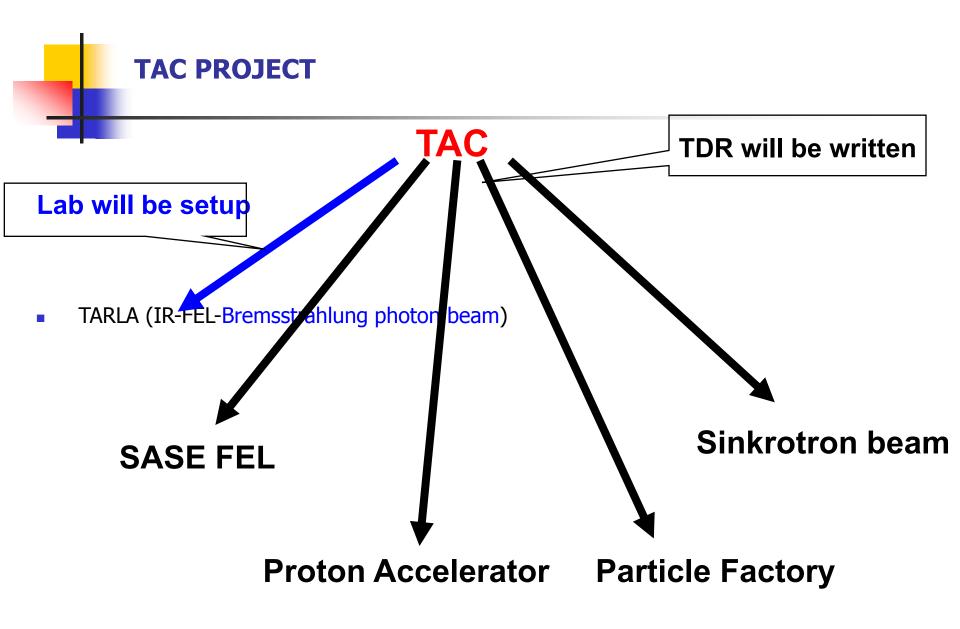
- Simulating Tools and Parameters at the Bremsstrahlung Facility
- Results
- Future plans and conclusion

### Turkish Accelerator Center TAC

- First Proposed in 1997 (Feasibility was investigated)
- YUUP project started in 2006 (about 100 scientisit from 10 different University)

TARLA (IR-FEL-Bremsstrahlung photon beam)

(Turkish Accelerator and Radiation Laboratory at Ankara)



### **TAC collaboration and project team**

#### Ankara University (Coordinator)





Gazi University

İstanbul University



Uludağ University

**Dumlupinar University** 









Doğuş University

**Erciyes University** 

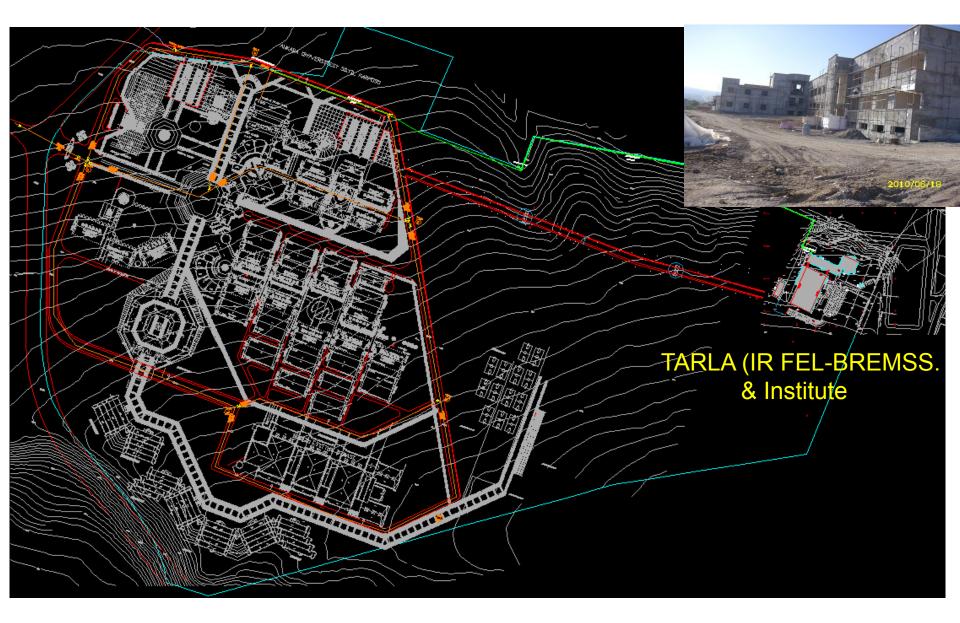


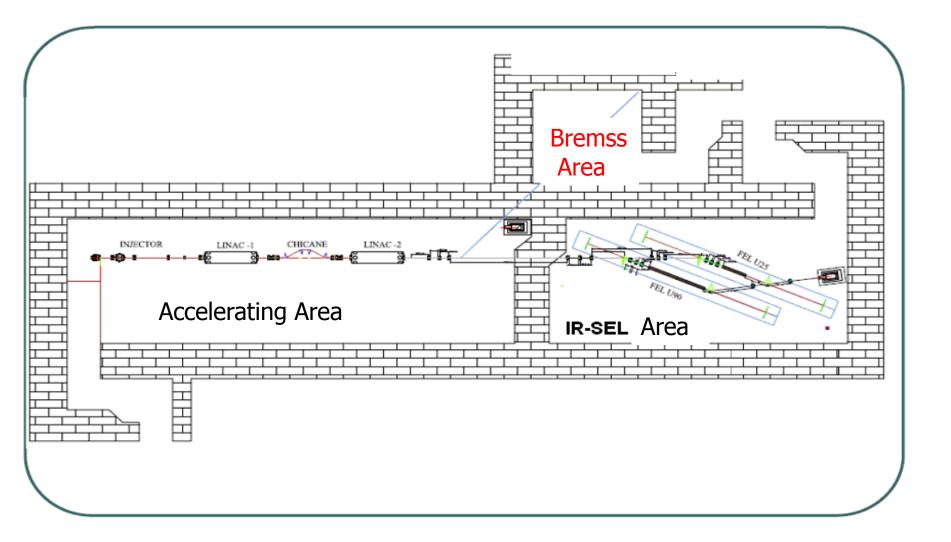


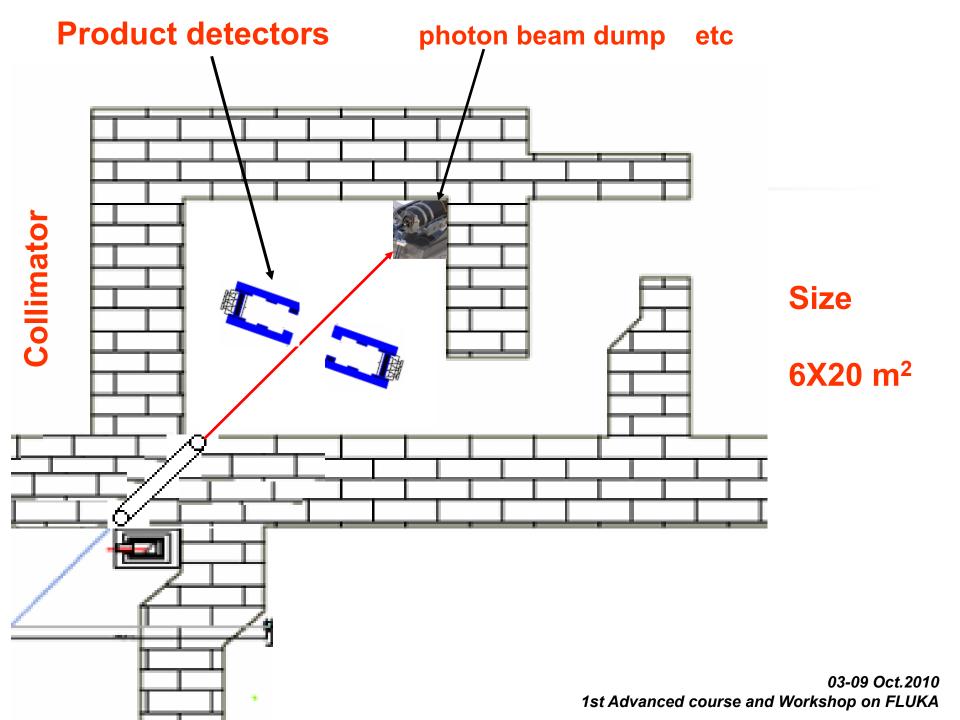
Süleyman Demirel University

Niğde University

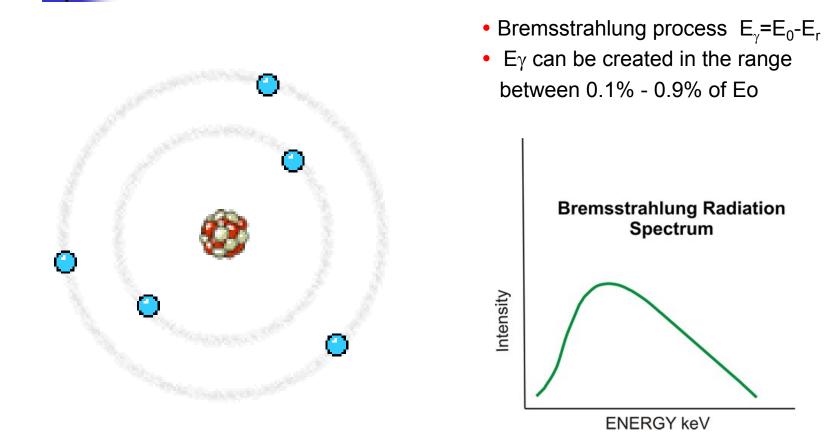




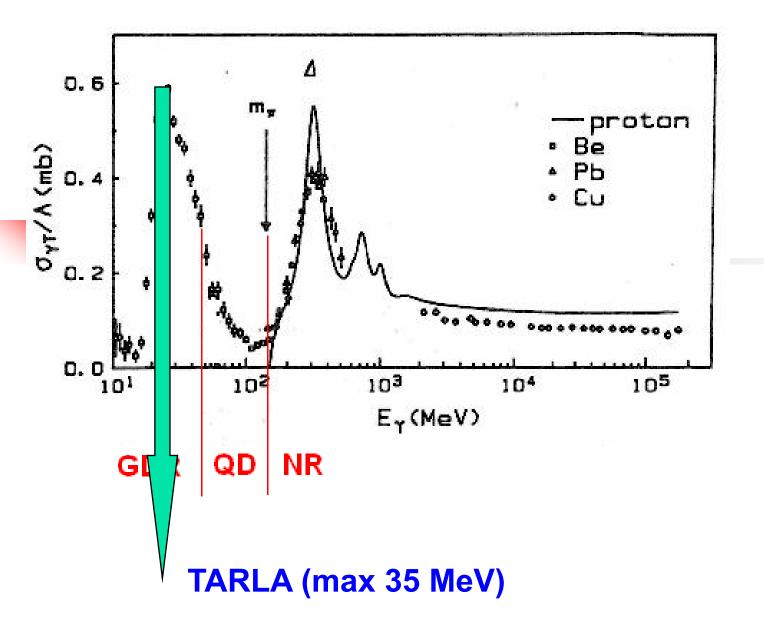




### What is the Bremsstrahlung



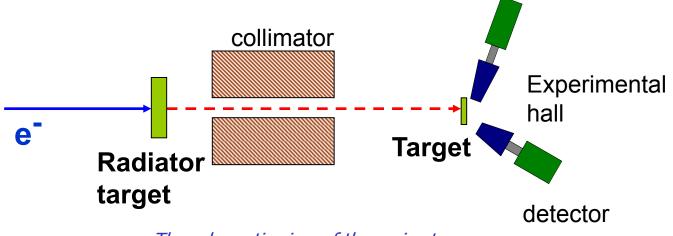
### photonuclear reaction



# **Simulating Tools and Parameters at the Bremsstrahlung Facility**

The main steps to obtain bremsstrahlung photon beam are ;

- Creation of the beam (bremsstrahlung process)
- Transport of the beam into experimental hall
- Particle detection system
- Dump of the recoil electron beam and also photon beam



The schematic view of the main steps

### Simulating Tools and Parameters at the Bremsstrahlung Facility

1. Definition of the radiation source:

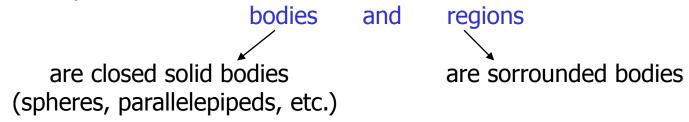
<u>**Option BEAM**</u>, is used to define the particle type and momentum (or energy). <u>**Option BEAMPOS**</u> is used to define the particle starting point and direction

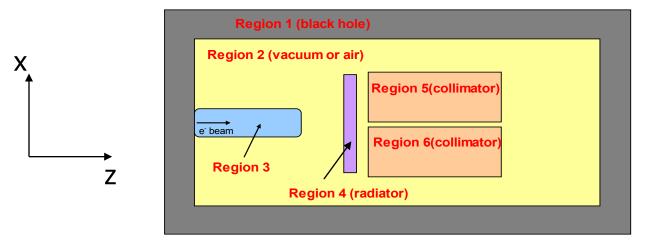
For TAC Bremsstrahlung Facility;

Particle type: Electron beam Energy : 20 + 20 MeV=40 MeV

## **Simulating Tools and Parameters at the Bremsstrahlung Facility**

2. Description of the geometry: The Combinatorial Geometry used by Fluka is based on two important concepts:





Sketch of the geometry set-up of the bremsstrahlung production

#### Simulating Tools and Parameters at the Bremsstrahlung Facility

3. Definition of the Radiator material:

Radiator : (Al, Cu, Nb or diamond etc.) thin foil. The typical thickness ranges from  $3x10^{-4}$  to  $10^{-3}$  times the radiation length X<sub>o</sub>

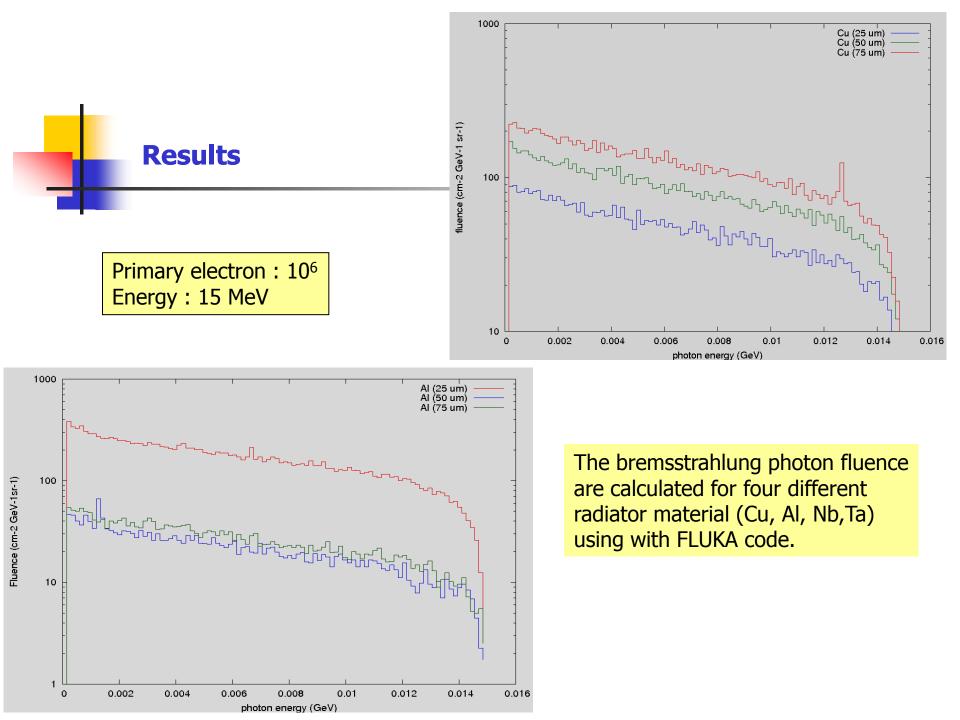
In Radiator design

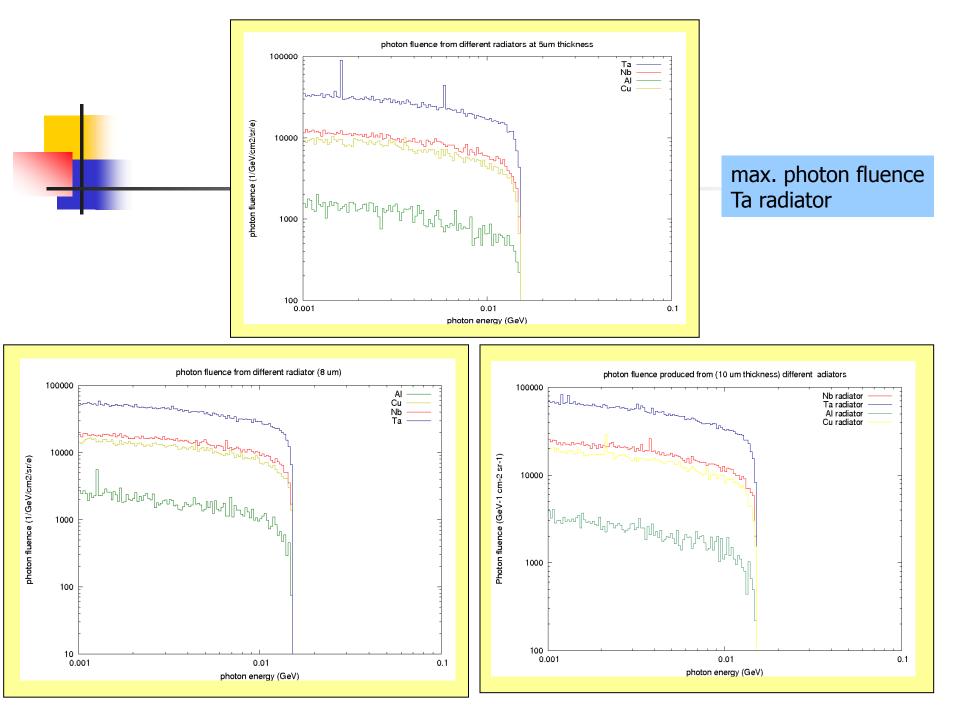
Max photon intensity Minimize angular distribution of electron in radiator material Optimum temperature distribution should be considered

Thus

Material type Material thickness

are important parameter to be considered

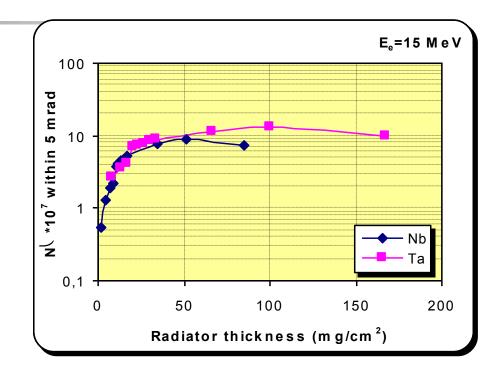




#### Results

The photon flux with in 5 mrad, increases with the radiator thickness, but saturates for thicknesses greater than about 50 mg/cm<sup>2</sup>. In thick radiators more photons are produced but a growing part of them those not pass the 5 mrad opening angle of the collimator.

In order to keep the small angle scattering low we use thin radiators with thicknesses corresponding to about  $2x10^{-4} - 1x10^{-3}$  radiation lenghts.





#### Another important point:

The thermal features of the radiator materials. Because the radiator be exposed to high radiation it's temperature increases.

Material	X₀ (g/cm <sup>2</sup> ) radiation lengh	Melting point(⁰K)
Та	6.828	3290
Nb	10.16	2750
AI	24.26	933.47
Cu	13.16	1357

High melting point should be choosen.

High intensity, high melting point

**Ta and Nb** 



ELBE Radiator (Niobium)

- Thickness → 1.7, 2.6, 3.4, 4.3, 6.0, and 10.6 mg/cm<sup>2</sup>,
- 16 mm diameter
- 2450 °C melding temperature
- About 12 MeV e-beam → 600 µA
  → 1200 °C
- And other materials
- Ours will be most similar with ELBE's design





- The design of collimator
- Photon beam dump

2<sup>nd</sup> half of 2012

1<sup>st</sup> half of 2012

2<sup>nd</sup> half of 2011

1<sup>st</sup> half of 2011

FLUKA simulation

First beam

Setup of devices

Production/ordering of equipment

Design and technical details

# **TEŞEKKÜR EDERİM**

### means

### **THANK YOU**