

AXEL- 2023: Colliders

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Topics

- Why Colliders ?
- Different Types of Colliders
- Luminosity, Cross Section and Events
- Crossing Angle
- Tune Shift as Result of Beam-Beam
- Collimation
- What will change for HL-LHC?



Fixed Target v.s. Colliders

Fixed Target



 $E \mu_{\gamma}$

Collider



 $E = E_{beam1} + E_{beam2}$

Much of the energy is lost in the target and only part is used to produce secondary particles

All energy will be available for particle production



Types of Colliders

Single-ring collider

- Uses oppositely charged particle in single vacuum chamber
- Electrons Positrons (e⁻ e⁺)
- Protons Antiprotons (p⁺ p⁻)
- Opposite charged particles circulating in opposite directions are bend and focused along the same orbit by the same magnetic fields
- SPS was CERN's first single-ring collider, followed by LEP (80's and 90's)

• Twin-ring collider

- Two synchrotron rings, clockwise and anticlockwise, meeting at crossing points common to both rings
- Can work with identical charged particles or even with different particle species
- Initially with electron machine (Novosibirsk in1965 and Stanford in 1966)
- CERN build the first hadron collider, the ISR, with 30 GeV per beam (1971)
- The LHC is also a twin-ring collider

Linear Collider

- Electron Colliders (e.g. CLIC, ILC)
- High energy and circular lepton colliders have reached more or less the limit with LEP
- Although for the Future Circular Collider study a lepton variant is being studied



The CERN Intersection Storage Ring



- The ISR collided beam at 30 GeV per beam
- In the ISR many hadron collider challenges were tackled and studied and have now become standard practice



Some Twin-ring ISR images



• 40 Amperes of beam current with de-bunched beam circulating



LHC a Twin-Ring Collider



- 8 sectors / arcs
- 8 long straight section
- 2 separate vacuum chambers
- 4 beam crossing points



LHC Twin-Aperture Dipole Magnet

Magnetic field in opposite direction

Superconducting magnets, using superfluid helium as coolant

> Beam pipe distance is 198 mm

Insulation vacuum





Beam Crossing in Interaction Region

- Both beams Beam 1 and Beam 2 have the same energy and see the same magnetic field strength, but in opposite direction
- Therefore, they need to have an orbit with the same circumference



 Therefore Beam 1 and Beam 2 go from inner to outer ring and vise versa at the interaction points (IP)



A PS LHC Beam Production Scheme

- The LHC cycle in the PS with 1.4 GeV injection plateau, 2.5 GeV intermediate plateau and a flat top at 26 GeV
- Triple splitting at 2.5 GeV
 - Lower space charge, Larger bucket
- Two times a bunch splitting on the 26 GeV/c flat top
- Non-adiabatic bunch rotation before extraction → 4ns bunch length (4σ)
- For 25 ns, the PSB bunch intensity is divided by a factor 12
 - $I_{LHC} = 1.2 \times 10^{11} \text{ ppb} \rightarrow I_{PSB} = 14.4 \times 10^{11} \text{ ppb}$



25 ns: Each PSB bunch divided by: $12 \rightarrow 6 \times 3 \times 2 \times 2 = 72$ 50 ns: Each PSB bunch divided by: $6 \rightarrow 6 \times 3 \times 2 = 36$

• The transverse emittance determined by PSB (multi-turn injection)



Luminosity: The Collider Figure of Merit

- The challenge in a collider is to obtain a **high probability of collisions** in order to have many events in the experiments.
- This probability is called **luminosity**
- The actual number of events in the experiments therefore depends on the **Luminosity** and the proton **cross section**
- The total cross section of proton-proton interactions increases with energy
 - 1 barn = 10⁻²⁴ cm² (size of Uranium nucleus)
 - 1 nanobarn (nb) = 10^{-33} cm²
 - 1 picobarn (pb) = 10⁻³⁶ cm²
 - 1 femtobarn (fb) = 10^{-39} cm²





- L is expressed in cm⁻² s⁻¹
- At the LHC design luminosity of 1x10³⁴ cm⁻² s⁻¹ and with a proton-proton cross section of 1x10⁻³³ cm² and design beam parameter we would produce 10 events per second
- In 2018 we went up to ~2x10³⁴ cm⁻² s⁻¹
- The experiments can cope with ~ 50 event per bunch crossing.



Luminosity burn-off & levelling

- When the beams just enter in collision the luminosity is the highest.
- Each proton that collides leaves a 'hole', which means that the beam brightness decreases, hence the luminosity decreases
- This phenomena is called Luminosity burn-off
- The peak luminosity can cause too many events
- This is called Pile-up
- In these cases, we can apply luminosity levelling
 - Separate the beams
 - Change crossing angle
 - Modulate the β^*
- Should provide about the same integrated luminosity with less pile-up





Integrated Luminosity

• The **integrated luminosity** is the peak luminosity multiplied by the time the beams were in collision, corrected by the burn-off and the turn-around

$$L_{\rm int} \approx H L_{\rm peak} T_{\rm phys}$$

- H = Hübner factor which contains the burn-off correction and the turn around time from fill to the next
- Peak or instantaneous luminosity
 → 1x10⁻³⁴ cm⁻² s⁻¹ (design value)
- Integrated luminosity unit is fb⁻¹ (inverse femtobarn)
- In 2018 we managed 66 fb⁻¹
- In the short re-commissioning year
 2022 we managed 41 fb⁻¹
- In 2023 we plan for 75 fb⁻¹





Crossing angle

- In the interaction regions the beam crosses and collides with an angle.
- This crossing angle will lead to a luminosity loss which is caused by the increase of the effective transverse beam size

$$L = \frac{f_{rev} \cdot n_b \cdot N_1 \cdot N_2}{2\pi \sqrt{(\sigma_{x,1}^2 + \sigma_{x,2}^2)} \cdot \sqrt{(\sigma_{y,1}^2 + \sigma_{y,2}^2)}} \, \left(F \right)$$

The Luminosity loss is described by:

$$R_{\phi} = rac{1}{\sqrt{1+\phi^2}}$$
 where $\phi \equiv rac{ heta_c \sigma_x}{2\sigma_x}$



AXEL-2023 29 November 2023 $H_{\rm c}$

Beam-Beam Effect

- When two beams collide, they interact
 - Elastic and inelastic collisions between particles \rightarrow desired
 - Other electromagnetic interactions \rightarrow undesired



- The particles in one bunch act like an electromagnetic lens on the others in the bunch and can change the beam parameters
 - The forces from one beam on another are non-linear
 - We cannot avoid the beams exerting forces on each other
 - This can have a detrimental effect, and can lower the luminosity



Beam-Beam Effect

- Particle beam are surrounded by magnetic fields
- If the beams "see" each other in colliders these magnetic fields can act on the both beams and can cause tune shifts
- There are two types of interactions to be considered
 - Long range (parasitic encounters)
 - Short-range (head-on)





Short Range

- Beam-beam force or kick:
 - Small amplitudes \rightarrow linear force \rightarrow large tune shift (quadrupole-like)
 - Large amplitude → non-linear force -> smaller amplitude dependent tune shift
- These forces can slightly modify the β -function and cause β -beating (modulation of the β -function)
- For round beams we characterise the effect by the beam-beam parameter:







Long Range Beam-Beam Interaction

- In the LHC we locally separate the beams in the interaction regions with a crossing angle
- The larger the crossing angle the smaller the long-range beam-beam effect, but also lower luminosity



Relative beam sizes around IP1 (Atlas) in collision



LR Beam-Beam Compensation Wires

 For HL-LHC Beam beam effect takes place in areas where the two beams share the same vacuum chamber → Interaction regions



 By adding wires next to the beam through which a current flows a part of the long-range beam-beam effect can be compensated



Electron Cloud



- e-cloud when secondary electron emission yield (SEY) of vacuum chamber is beyond 2, hence it depends on the vacuum chamber surface
- The electron cloud forms an impedance to the beam and can cause
 - Beam instability
 - Beam emittance growth
 - Beam losses
- e-cloud can cause severe dynamic vacuum bumps



Effects of Electron Cloud

 Increasing emittance growth along the batch of 25 ns bunches

 Sustained loss of intensity along the batch of 25 ns bunches for the whole cycle



It also causes an extra heat load to the cryogenic system



Mitigation measures

- In the SPS and the LHC we use the "scrubbing" method to reduce the SEY
- During the long shutdown (LS2) part of the SPS vacuum chambers have been carbon coated to reduce the SEY







Need for Collimation (protection)





Collimation System

- Collimation is there to remove the halo (large Betatron amplitude) particles from the beam
 - Those halo particle are susceptible to be lost in the superconducting magnets



• The collimator jaws must follow the adiabatic damping of the beam size and remain centered around the beam



Betatron & Synchrotron Collimation

- Betatron cleaning
- Momentum cleaning
- Local cleaning at inner triplets
 - Protect experiments
 - Catch collision debris





Q3: Betatron & Momentum Cleaning

 In order to enhance the efficiency of the cleaning would you want or need to do something special on the machine optics in the area of the collimators?



Q3: Betatron & Momentum Cleaning

- In order to enhance the efficiency of the cleaning would you want or need to do something special on the machine optics in the area of the collimators?
- Put the horizontal betatron cleaning in areas where the β_h is large $\sigma_x = \sqrt{\beta_x \varepsilon}$
- Put the vertical betatron cleaning in areas where the β_v is large

$$\sigma_y = \sqrt{\beta_y \varepsilon}$$

Put the momentum cleaning there where the dispersion is large

$$\frac{\Delta x}{x} = D(s)\frac{\Delta p}{p}$$



Collimators







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Machine Protection system

- In the 2008 incident an electrical arc released 600 MJ
- There was no beam in the machine !





Machine Protection System

• This happened despite the presence of an already sophisticated machine protection systems



There is only one thing more painful than learning from experience, and that is not learning from experience. Laurence J. Peter

• Since then, the system has been further improved.



Interlocking & Beam Dumping

- Improved magnet quench protection systems and consolidated interconnections make that this is of the past.
- Nowadays nearly all type of beam instruments are used in interlocks:
 - Beam current transformer (BCT)
 - Beam Loss Monitors (BLM)
 - Beam Position Monitors (BPM)
- But also, power converters etc.
- The interlock system triggers the beam dump system





LHC Beam Dump System Layout





LHC Beam Dump





The Beam Dump on "LHC Page 1"





HL-LHC & LIU: What Has and Still Will Changed



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Luminosity, the Figure of Merit





LIU: What has changed ?

- LINAC4 PS Booster:
 - New LINAC 4 with H⁻ injection
 - Higher injection energy
 - New Finemet® RF cavity system
 - Increase of extraction energy

• PS:

- Injection energy increase from 1.4 GeV to 2 GeV
- New Finemet® RF Longitudinal feedback system
- New RF beam manipulation scheme to increase beam brightness
- SPS
 - Machine Impedance reduction (instabilities)
 - New 200 MHZ RF system
 - Vacuum chamber coating against e-cloud





Courtesy of A. Huschauer

These are only the main modifications and this list is not exhaustive



HL-LHC: What will be changed ?



- New IR-quads (inner triplets)
- New 11T short dipoles
- Collimation upgrade
- Cryogenics upgrade
- Crab Cavities
- Cold powering
- Machine protection

Major intervention on more than 1.2 km of the LHC These are only the main modifications and this list is not exhaustive



Crabbing to reduce crossing angle effect

• To reduce the effective transverse beam size as a result of the crossing angle we should rotate the bunch before collision and return it in its original position after collision

y [mm]

-6







Our rewarded: Very Nice and Impressive Physics Results



An event recorded with the CMS detector in 2012 at a proton-proton center-of-mass energy of 8 TeV.

The event shows characteristics expected from the decay of the SM Higgs boson to a pair of photons (dashed yellow lines and green towers).



Any Questions ?

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