Beam-beam effects JAI lectures - Hilary Term 2024

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W. Herr, Lectures on Beam-beam interaction, CERN accelerator school (2016)¹.
 D. Schulte, Beam-beam effects in linear colliders, CERN accelerator school (2017)

¹https://cds.cern.ch/record/1982430/files/431-459%20Herr.pdf ²https://indico.cern.ch/event/457349/attachments/1175828/1699810/Beam-beam2.pdf

Goals of this course

- Introduction to beam-beam interaction.
- This is a complex topic and we will cover a small part.
- Mostly related to induced tune shift.
- Introduce some concepts to compensate beam-beam effects.

When two beams collide, protons may collide or not:

- ► Wanted Physics
- Un-wanted Physics

In real colliders:

- Only a small fraction of the particles contained in the bunch collide.
- ▶ But the rest feel the EM interaction of the opposite beam.

Luminosity and crossing angle

The interaction will depend on the beam parameters and the geometry of the collision:

- Beam size.
- ► Collision angle.

This will affect luminosity:

$$\mathcal{L} = \frac{N_1 N_2 f_{\text{rep}} n_b}{4\pi \sigma_x \sigma_y} R(\theta/2)$$
(1)

Crossing angle

In *pp* colliders, to avoid parasitic collisions, we need to introduce a crossing angle.



Now, the overlapping between bunches is not optimal. There are methods to mitigate this effect.

Beam-Beam force

The electrostatic field are obtained by integrating over the charge distribution. Gaussian distribution

$$\rho_u(u) = \frac{1}{\sigma_u \sqrt{2\pi}} \exp\left(-\frac{u^2}{2\sigma_u^2}\right)$$
(2)

Electrostatic potential

$$U(x, y, \sigma_x, \sigma_y) = \frac{ne}{4\pi\epsilon_0} \int_0^\infty \frac{\exp\left(-\frac{x^2}{2\sigma_x^2 + q} - \frac{y^2}{2\sigma_y^2 + q}\right)}{\sqrt{(2\sigma_x^2 + q)(2\sigma_y^2 + q)}} dq$$
(3)

where *n* is the density of particles in the beam, *e* the elementary charge and ϵ_0 the permitivity of empty space.

Beam-Beam force and tune shift

The field \vec{E} is obtained by taking the gradient of the potential:

$$\vec{E} = -\nabla U(x, y, \sigma_x, \sigma_y) \tag{4}$$

Assuming round beams ($\sigma_x = \sigma_y = \sigma$) the Lorentz force $\vec{F} = q(\vec{E} + \vec{v} \times \vec{B})$ becomes,

$$\vec{F} = q(E_r + \beta c B_{\Phi}) \times \vec{r}$$
 (5)

From the electrostatic potential in Eq. (3), we can write the fields, as,

$$E_{r} = -\frac{ne}{4\pi\epsilon_{0}}\frac{\delta}{\delta r}\int_{0}^{\infty}\frac{\exp\left(-\frac{r^{2}}{2\sigma^{2}+q}\right)}{2\sigma^{2}+q}dq$$

$$B_{\Phi} = -\frac{ne\beta c\mu_{0}}{4\pi}\frac{\delta}{\delta r}\int_{0}^{\infty}\frac{\exp\left(-\frac{r^{2}}{2\sigma^{2}+q}\right)}{2\sigma^{2}+q}dq$$
(6)
(7)

Beam-Beam force

From Eq. (6) and Eq. (7) we can finally obtain the radial force,

$$F_r(r) = -\frac{ne^2(1+\beta^2)}{2\pi\epsilon_0} \frac{1}{r} \left[1 - \exp\left(-\frac{r^2}{2\sigma^2}\right) \right]$$
(8)

where, in cartesian coordinates, takes the form,

$$F_{x}(r) = -\frac{ne^{2}(1+\beta^{2})}{2\pi\epsilon_{0}}\frac{x}{r^{2}}\left[1-\exp\left(-\frac{r^{2}}{2\sigma^{2}}\right)\right]$$
(9)
$$F_{y}(r) = -\frac{ne^{2}(1+\beta^{2})}{2\pi\epsilon_{0}}\frac{y}{r^{2}}\left[1-\exp\left(-\frac{r^{2}}{2\sigma^{2}}\right)\right]$$
(10)

Beam-Beam force



Beam-Beam parameter

When small amplitudes are considered, we can derive the linear tune shift produced by beam-beam interaction.

Kick received from the opposite beam:

$$\Delta r' = \frac{1}{mc\beta\gamma} \int_{-\infty}^{\infty} F_r(r,s,t) dt$$
(11)

$$\Delta r' = -\frac{2Nr_0}{\gamma} \frac{1}{r} \left[1 - \exp\left(-\frac{r^2}{2\sigma^2}\right) \right]$$
(12)

where $r_0 = e^2/4\pi\epsilon_0 mc^2$. for small amplitudes, the asymptotic limit:

$$\Delta r'|_{r \to 0} = \frac{Nr_0 r}{4\pi\gamma\sigma^2} = -rf \tag{13}$$

Beam-Beam parameter

We already know how the focal length relates to a tune change. Linear tune shift ξ :

$$\xi_{x,y} = \frac{Nr_0\beta_{x,y}^*}{2\pi\gamma\sigma_{x,y}(\sigma_x + \sigma_y)}$$
(14)

This expression is often used to quantify the strength of the interaction. However, it does not include the non-linear part of the interaction.

Tune shift

For small values of ξ and a tune far away from resonances:

$$\xi \approx \Delta Q$$
 (15)

Non-linear effects

When we take the non-linear part of the beam-beam interaction:

- Amplitude-dependent tune shift.
- Tune spread.

Detuning with amplitude

$$\Delta Q(J) = \xi \cdot \frac{2}{J} \cdot (1 - I_0(J/2) \cdot e^{-J/2})$$
(16)

where $I_0(x)$ is the modified Bessel function and $J = \epsilon \beta / 2\sigma^2$.



When the beam-beam interaction becomes too strong, the beam can become unstable or the dynamics is strongly affected.

- Dynamic aperture reduction, particle loss and lifetime reduction.
- Beam optics distortion.
- ► Vertical blow-up.

Beam-beam limit

Regular operation

- Luminosity: $\mathcal{L} \sim N^2$.
- ► Beam-beam: $\xi \sim N$



High-current operation

- Luminostiy: $\mathcal{L} \sim N$.
- Beam-beam: $\xi \sim \text{constant}$

$$\mathcal{L} = \frac{N^2 n_b f_{\text{rep}}}{4\pi\sigma_x \sigma_y} = \frac{N n_b f_{\text{rep}}}{4\pi\sigma_x} \frac{N}{\sigma_y}$$
(17)



Weak-Strong and Strong-Strong interaction

Sometimes beam-beam effects are classified into different categories depending on the nature of the two colliding beams.

- Strong-Strong: both high-intensity beams are equally affected.
 LHC, LEP, RHIC.
- Weak-Strong: Asymmetric beams. Only one of the beams is really affected.
 Tevatron, SPS.

Pinch effect in e^+e^- colliders

Due to the opposite charge of the beams, there exists an extra focusing (pinch effect).



This may increase luminosity up to a factor 2 (ILC, CLIC).

Long range interactions

- Symmetry breaking between planes.
- Mostly affect large-amplitude particles.
- Tune shift has opposite sign in the plane of separation compared to head-on tune shift.
- They cause changes in the closed orbit.



Strength of LR interactions

Assuming a separation d in the horizontal plane:

$$\Delta x' = -\frac{2Nr_0}{\gamma} \frac{x+d}{r^2} \left[1 - \exp\left(-\frac{r^2}{2\sigma^2}\right) \right]$$
(18)
$$\Delta y' = -\frac{2Nr_0}{\gamma} \frac{y}{r^2} \left[1 - \exp\left(-\frac{r^2}{2\sigma^2}\right) \right]$$
(19)

Tune spread:

$$\Delta Q_{
m lr} \sim - {N \over d^2}$$
 (20)

Long range interactions



Figure: Tune footprint for two head-on interactions, LR in the H and V planes (left). Combined head-on and long-range interactions (right).

Beam-beam compensation

When the beam-beam effects limit the performance of the collider, several schemes are proposed to compensate the detrimental effects.

Build a non-linear lens to counteract the distortion from the non-linear beam-beam lens

- Head-on effects:
 - Electron lenses.
 - Linear lens to shift tunes.
 - Non-linear lens to decrease tune spread.
- ► Long-range effects:
 - At large distances, beam-beam force $\sim 1/r$.
 - Same force as a wire.
 - Crab cavities.



Electron lens

A proton beam travels through a counter-rotating high-current electron beam. The negative space charge reduces the effect from beam-beam interaction.



Figure: RHIC electron lens for beam-beam compensation.

Electrostatic Wire

To compensate the tune spread from long-range interactions a non-linear lens is required. Since, for large amplitude, the beam-beam force goes like 1/r an electrostatic wire located parallel to the beam.



Crab cavities





Crab cavities does not compensate beam-beam interaction but help reducing its effects.

Summary

- > Beam-beam interaction limits the performance of particle colliders.
- > The linear effect is expressed in terms of the beam-beam parameters, ξ .
- ▶ There are some techniques to compensate its effects.

Thank you!