#### Proposed beam-beam studies

W. Herr, for beam-beam WG

#### Proposed beam-beam studies

- Find possible head-on limits: Unequal beam sizes (emittances and/or  $\beta^*$ ), noise
- Find possible long-range limits: 25 ns, 50 ns (high intensity, different  $\beta^*$ ,  $\longrightarrow$  criteria for separation)
- Collisions with alternative working point (half integer)
- Collisions (possibly also levelling) with (pseudo-) flat beams  $(\beta_x \neq \beta_y)$
- Luminosity levelling  $(\beta^*)$ , effect on beam-beam
- Coherent beam-beam modes (measurement and mitigation schemes)
- Passive long-range compensation (alternating crossing)

## - BACKUP SLIDES -

# Beam-beam limits (• • •)

- Find possible head-on limit:
  - Unequal beam sizes (emittances and/or  $\beta^*$ )
  - Head-on collisions with noise (damper) on one beam
- Some can be done at injection energy (first)
- Some can be done as end-of-fill studies

## Beam-beam limits (• • •)

- Find and quantify long range limits (partly done 2011):
  - 2 different bunch spacings (25 ns, 50 ns)
  - If possible: one fill with different  $\beta^*$  (e.g. 2 m)
  - High intensity trains (1 per beam), 50 ns
- Some can be done as end-of-fill studies

### Collisions with external noise (•••)

- In view of operation with crab cavities
  - With and without long range, damper used for excitation
  - Probably later in the year (or 2012)

## Coherent beam-beam modes (• •)

- Verify whether coherent beam-beam modes are excited
  - Can be done at 450 GeV
  - No damper, few bunches, high intensity (parasitic to head-on limits?)
  - > Verify with bunch by bunch measurements (Schottky etc.)
  - > Verify with mitigation schemes

#### Crossing plane and compensation (•)

- Passive compensation necessary?
  - Needs significant long range (50 ns, better 25 ns)
  - Later in the year (or 2012)

# (Pseudo-) flat beams (• •)

- $\blacksquare$  Flat:  $\beta_x \neq \beta_y$ 
  - Aspect ratio about 4 would be ideal, 2 o.k.
  - With and without trains and crossing angle
  - > Can be combined with leveling (squeeze in one plane)
  - > Detrimental effect on levelling with offset?
  - > Optics not yet available (later in 2012)