



Transition Jumps in RHIC & MI

M. Bai & S. Peggs

First order jump design – Peggs Performance in RHIC – Bai Conclusions

Special thanks to: W.Chou, W.Fischer, J.Johnstone, J.Kewisch, N.Malitsky, C.Montag, V.Ptitsyn, S.Tepikian, D.Trbojevic





Jump design

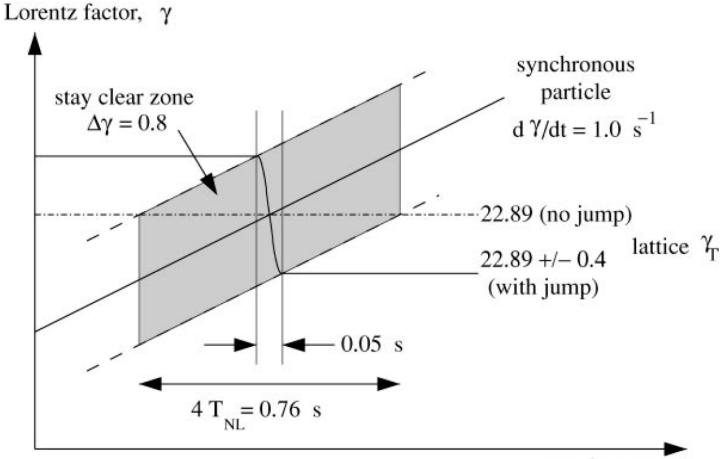


How big, how fast?



Original RHIC design specs

SLOW acceleration (SC magnets)



ramp time, t

First order [Risselada 1990]

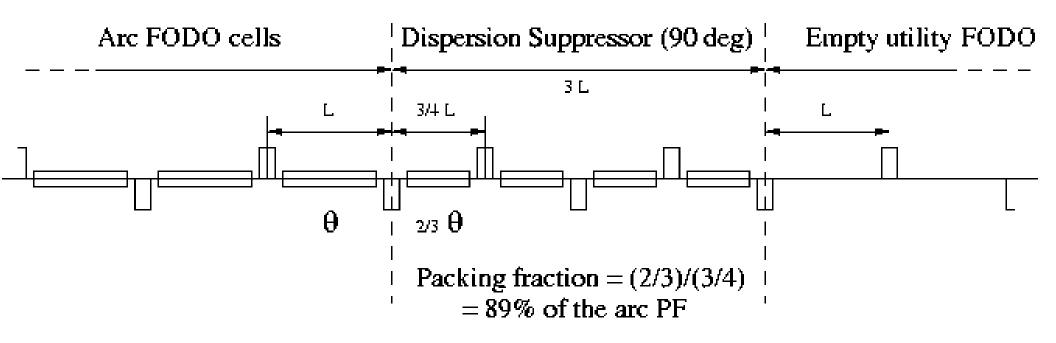
$$\Delta \gamma_T = \frac{\gamma_T^3}{2C} \sum_i q_i \eta_i^2$$

Where q_i is jump quad strength η_i is dispersion





Modular optics



Modular optics have the fewest magnet types & power supplies, ultimately smooth optics, small circumference, design flexibility.

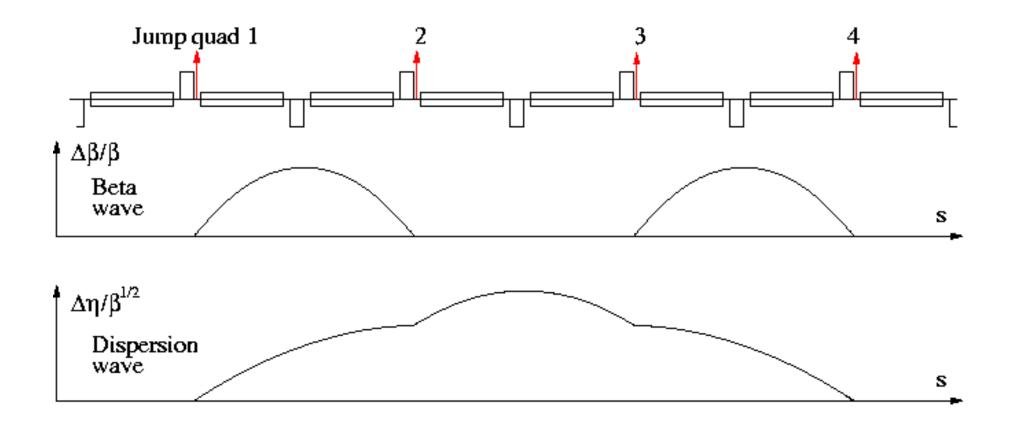
First order jumps integrate cleanly with FODO modules near 60, 72, 90 degrees

Main Injector optics are more rigorously modular than RHIC. The MI jump will work better than RHICs.





Closed perturbation waves

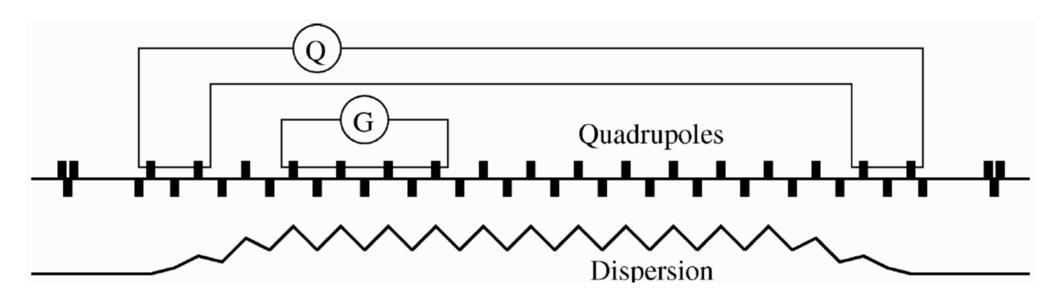


Beta waves advance twice as fast as dispersion waves Pairs of jump quad doublets confine dispersion Real phase advances are never exactly 90 degrees





RHIC implementation



G families change γ_T , **Q** families compensate tunes

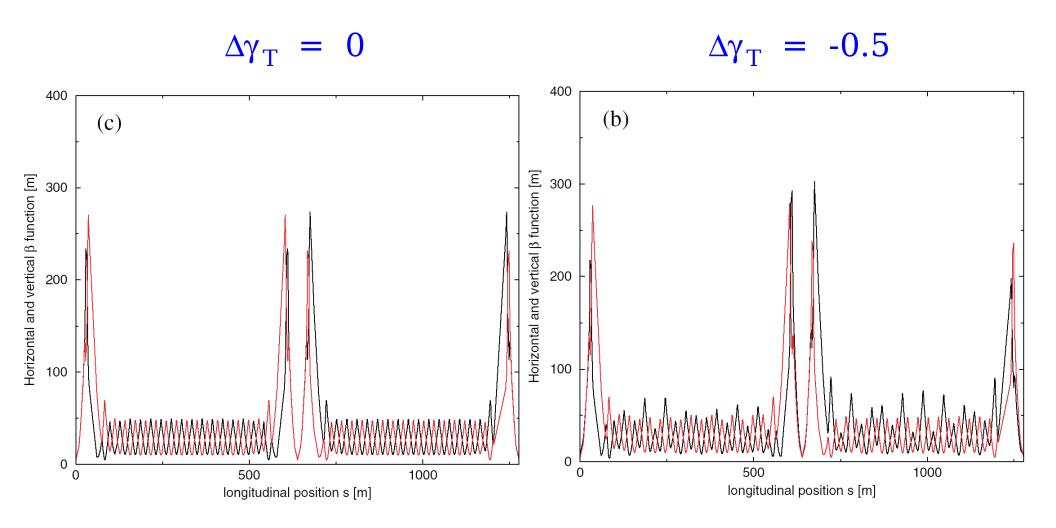
Unoptimized optics:

- 1) some dispersion leaks into the Q family
- 2) phase advances are not constant, or near 90 degrees





RHIC optics distortions

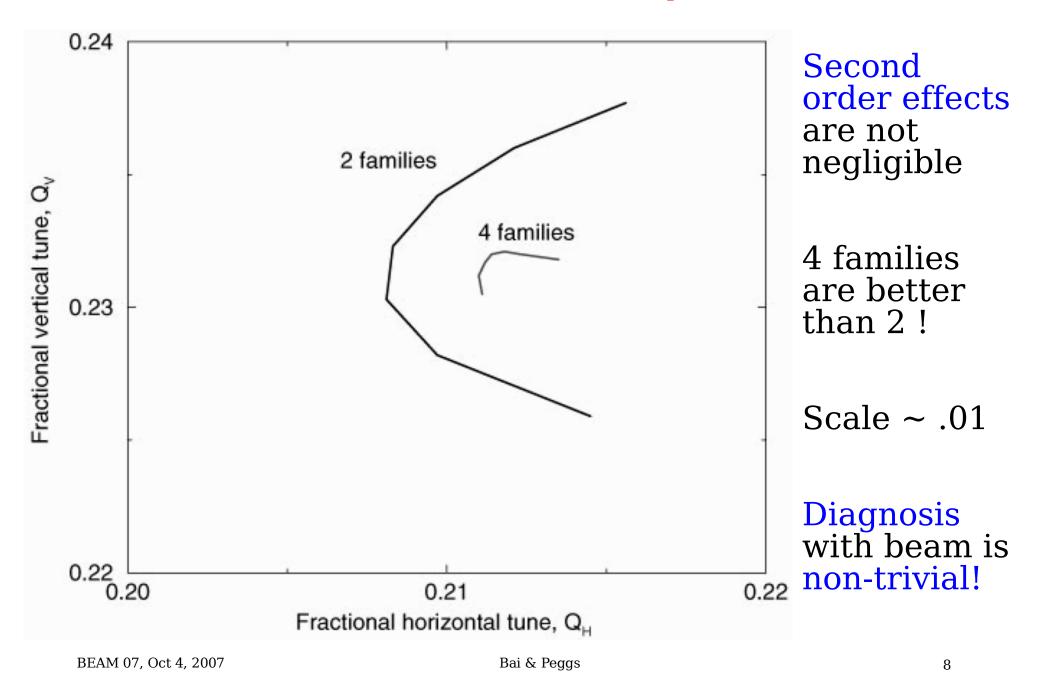


Beta waves leak, but not badly, in the original design [Montag & Kewisch, PRST Vol 7 2004]





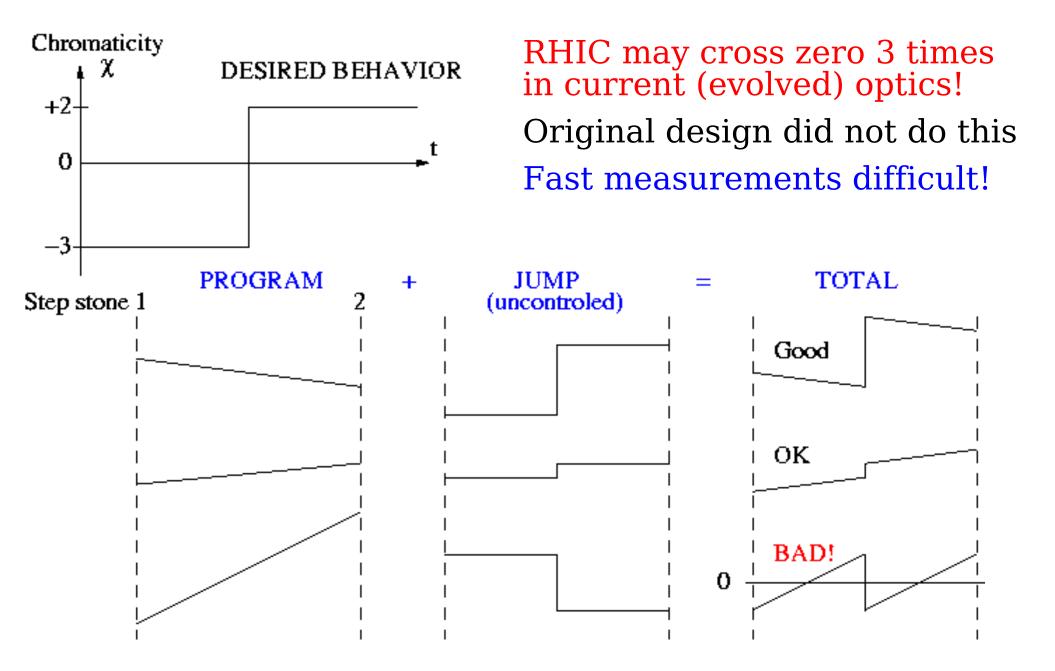
RHIC tune control (design) in the range $-0.5 < \Delta \gamma_T < 0.5$







Chromaticity jump







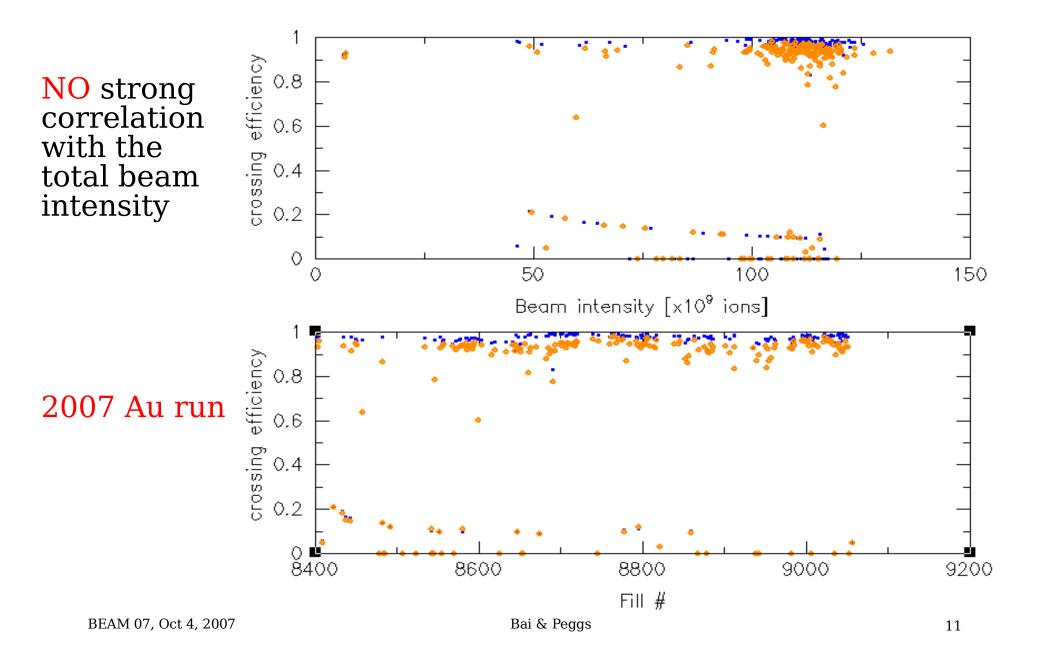
Performance in RHIC





The gamma-T jump works!

Blue & Yellow crossing efficiencies reach 98% & 94%







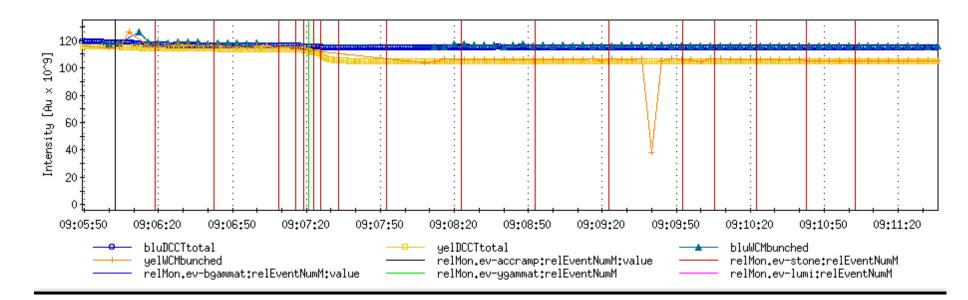
However,

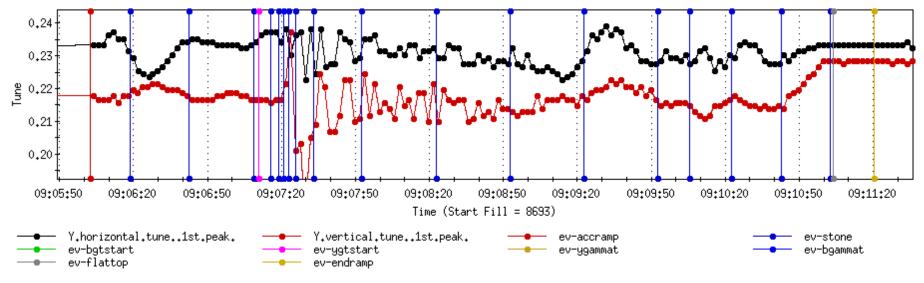




Tune swing at transition causes beam loss

Current optics are not optimized for transition! Worse for Yellow.





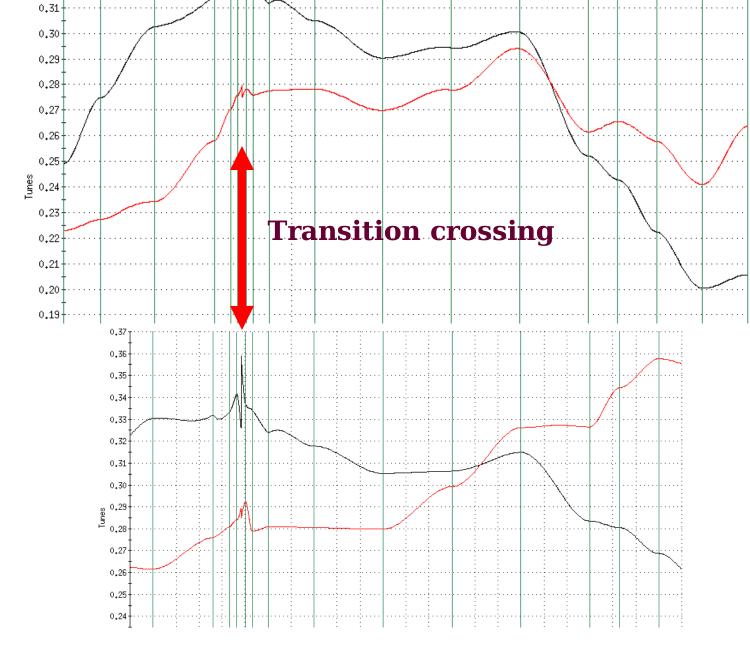


Ramp tune settings



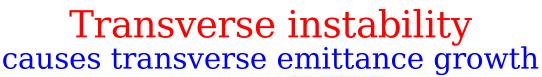
BLUE

0.33



YELLOW







0.002 0.0015 0.001 0.0005 0 240 220 160 180 200 Energy 200 180 220 Phase 240 160 "image001.out"

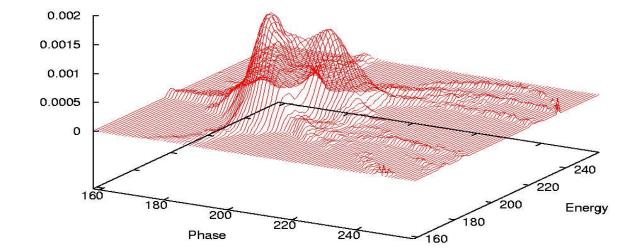
Tomographic reconstruction of 2D bunch density

TIONAL LABORATORY

TOP: Before instability

Intensity

Intensity



BOTTOM: After instability with ~ 10 ms growth rate

Ned Aug 29 16:33:02 2001 BEAM 07, Oct 4, 2007

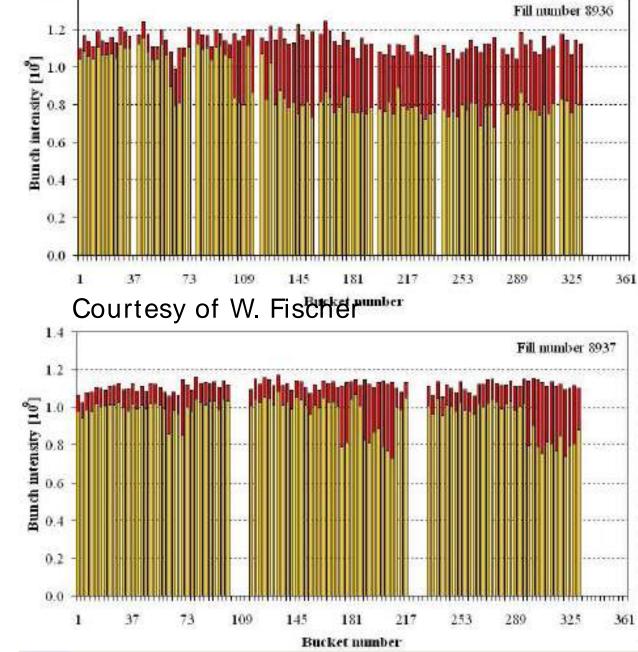
Bai & Peggs



Electron cloud hypothesis More transition losses close to bunch train ends

Pattern 1

1.4



Pattern 2



Emittance growth across transition **BROOKHAVEN** ... but no clear correlation with bucket location in train!

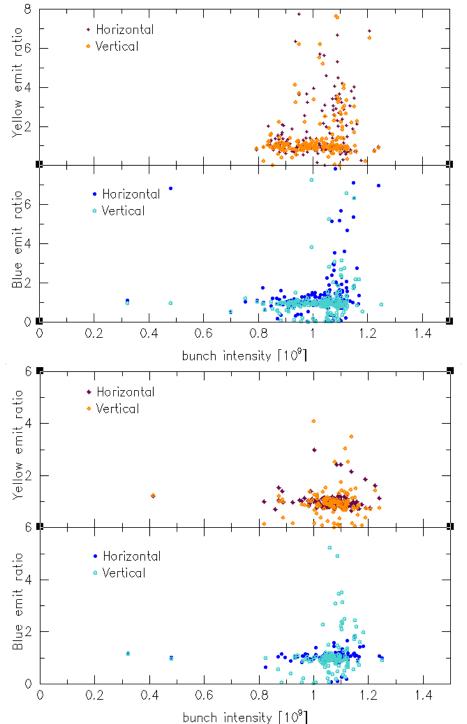
First bunch

LARP

Blue shows stronger dependence on intensity

Last bunch

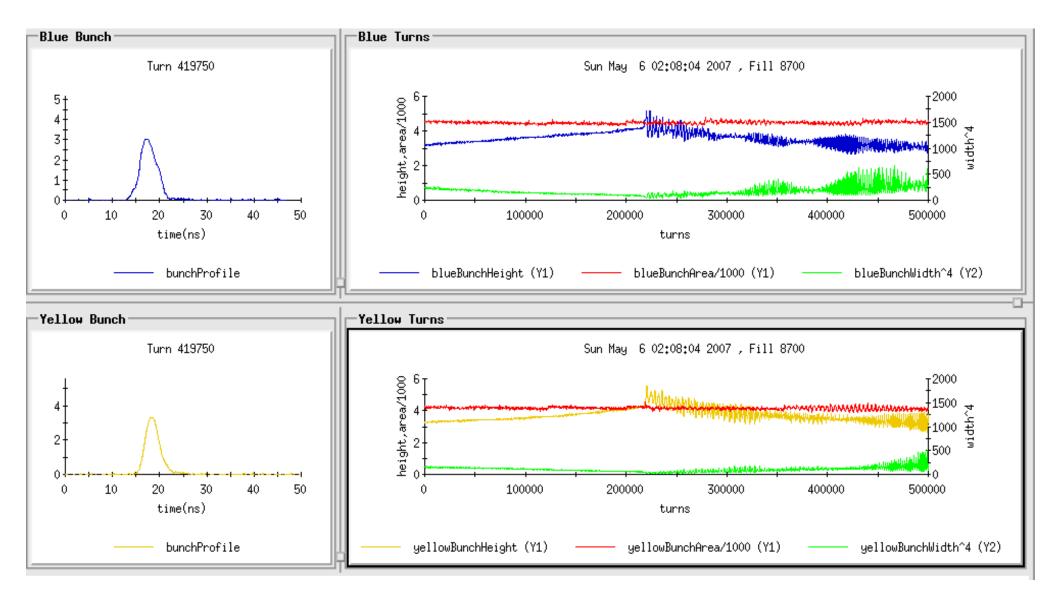
More studies & better diagnostics are required!







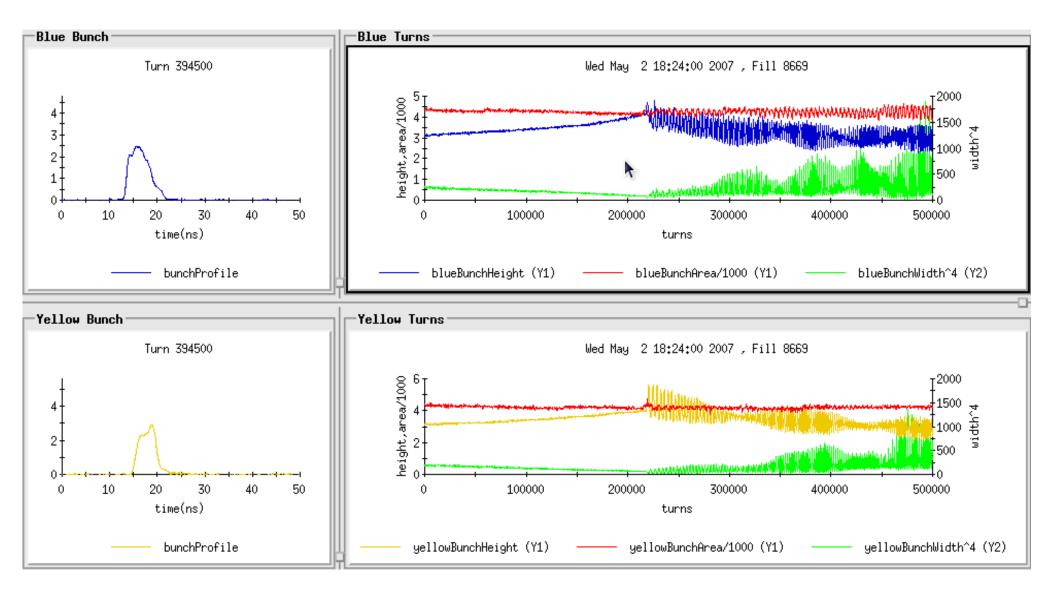
RF Voltage = 300 V, Bunch intensity ~ 1.0×10^9 ions







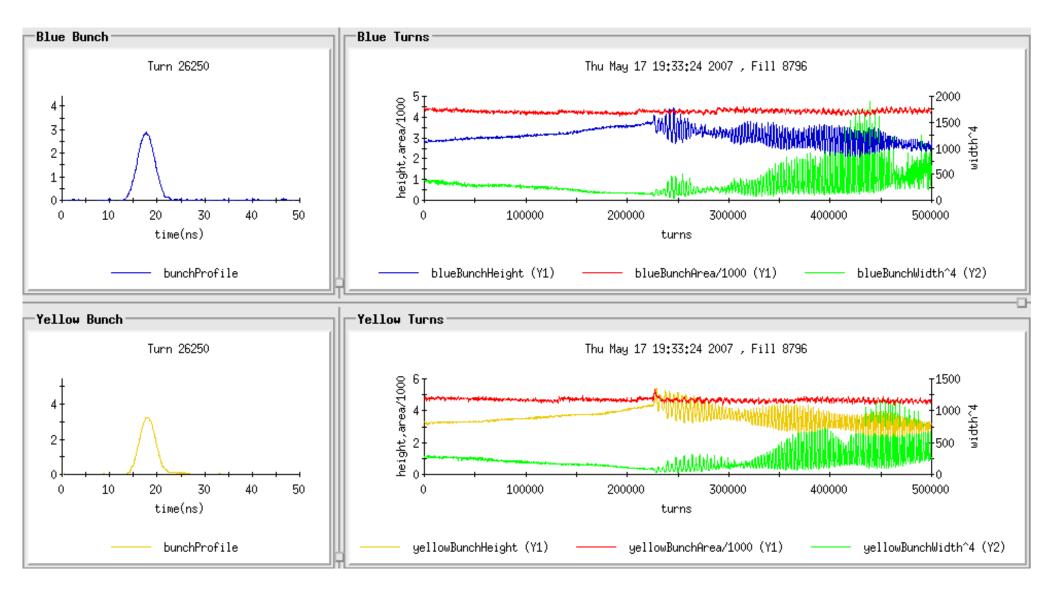
RF Voltage = 300 V, Bunch intensity ~ $1.2x10^9$ ions







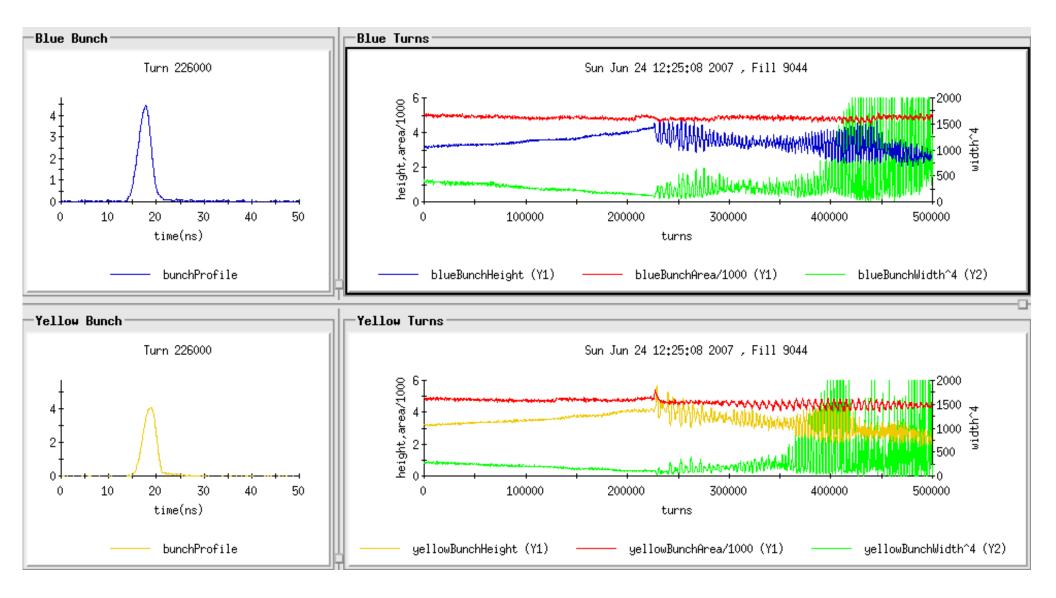
RF Voltage = 200 V, Bunch intensity ~ $1.2x10^9$ ions







RF Voltage = 140 V, Bunch intensity ~ $1.2x10^9$ ions







Conclusions



- Optics tuning
 - Tune the doublet phase carefully!
 - Minimize second order tune swings
 - Mitigate beta beats, which can deviate the chromaticity jump during transition crossing. Could be the root cause of RHICs transverse instability
- Electron cloud impact
- Longitudinal quadrupole oscillation
 - **RF phase jump** synchronization is critical
 - Explore **RF gymnastics** for better matching
 - The advantage of lowering rf voltage in RHIC is not obvious. More systematic studies are required!
 - Bunch oscillation damper: solution at AGS & RHIC





PROS & CONS of a first order transition jump

PROS

1) Highest Packing Fraction (smallest footprint) and/or

2) smoothest possible optics

3) As few as 3 main quad types & 2 dipole types

4) RHIC OK with unoptimized optics, at medium intensity

5) MI will show an optimized jump at high intensity

6) More beam studies OK!

CONS

1) Pass through transition!

2) Fast pulsed power supply families

3) Careful orbit & tune control

4) Transverse instability – electron cloud?

5) Longitudinal quadrupole oscillations

6) Need better design of chromaticity jump

Q: Should PS2 jump, or avoid, transtition? The answer should not be based in religion.





Collaboration

AGS (worlds highest intensities) has a 2^{nd} order jump RHIC has worlds 1^{st} first order jump J-PARC will teach us about Imaginary γ_T performance MI will show us an optimized first order jump, with high intensity beams from Project-X

The transition problem is one place that global intellectual resources – and beam time – can be applied to PS2 design.

LARP is a potential vehicle!