

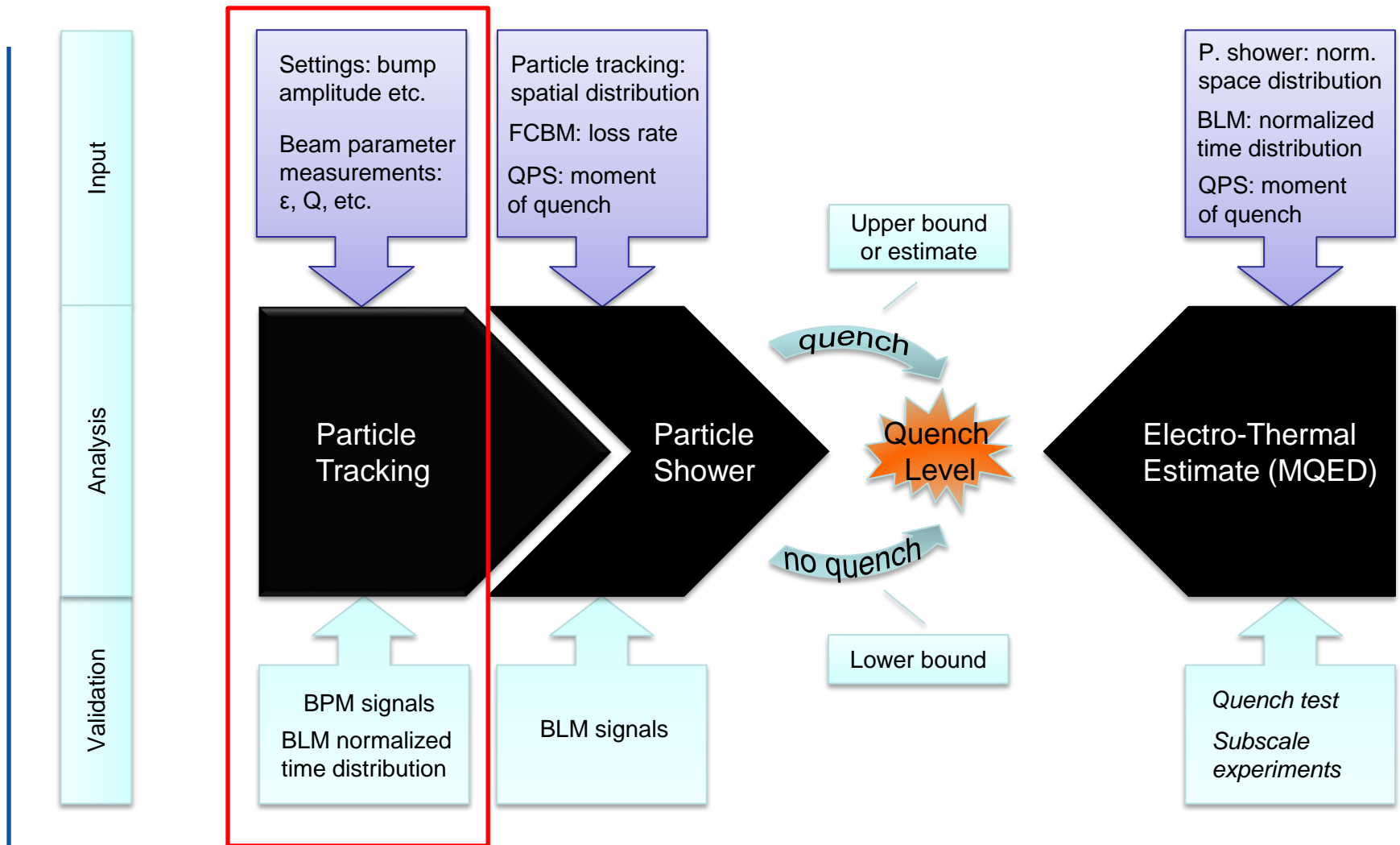


Particle Tracking for Orbit-Bump Quench Tests at LHC

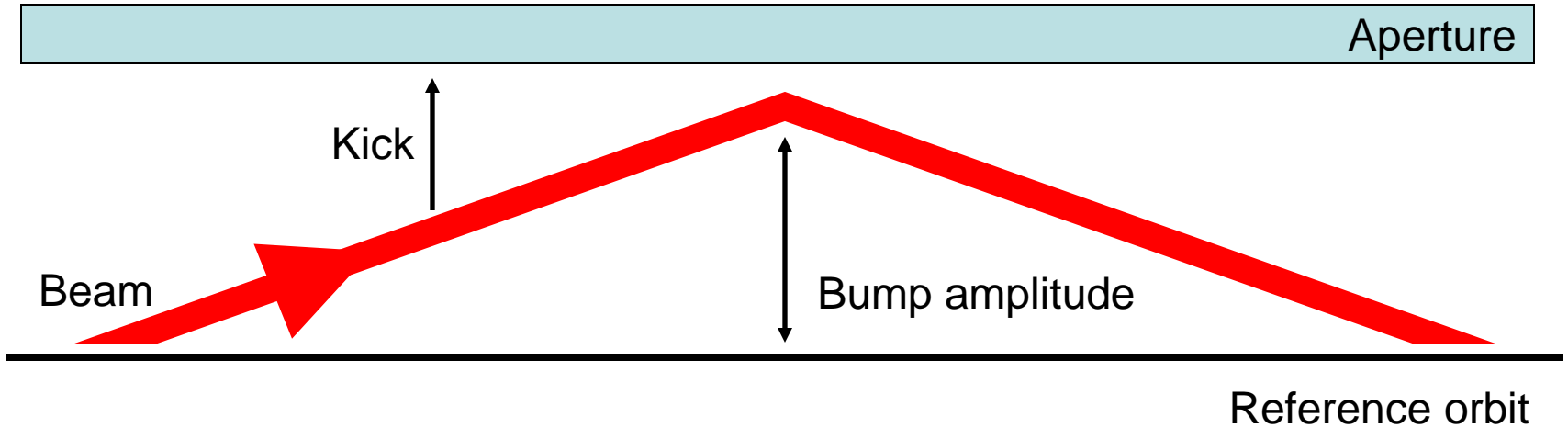
V. Chetvertkova, on behalf of B. Auchmann, T. Baer, W. Hofle, A. Lechner,
A. Priebe, M. Sapinski, R. Schmidt, N. Shetty, A. Verweij, D. Wollmann.

Quench Test Analysis

What is the energy deposition in the coil at the moment of quench?



Orbit bump quench test

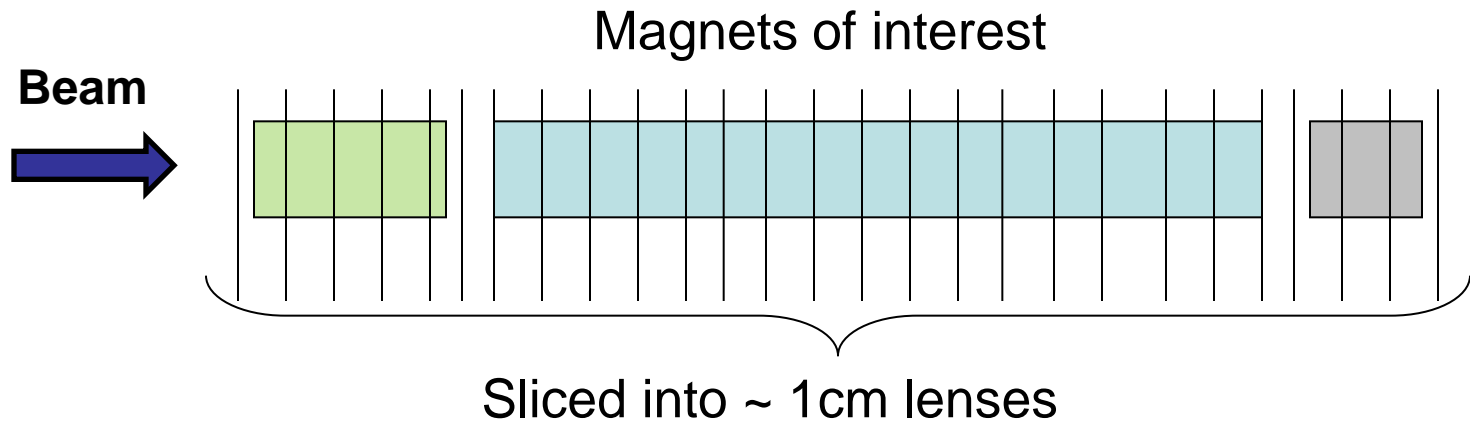


How to lose the beam:

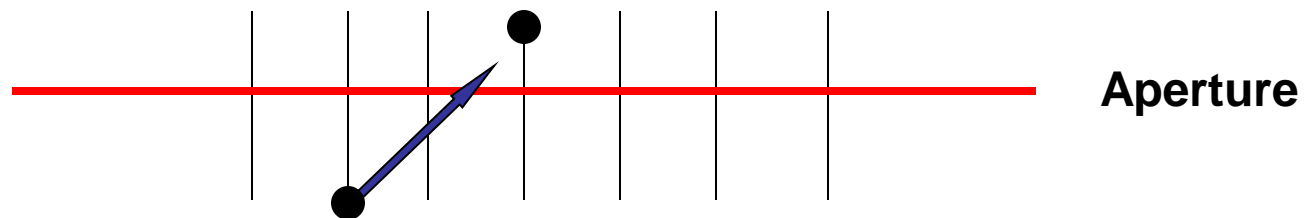
- Increasing the bump amplitude (Dynamic bump test)
- Exciting the beam
 - Non-coherent excitation (Steady-state orbit bump)
 - Coherent excitation (Millisecond timescale test)

Methodology

- MADX, thin-lens tracking:
1 cm resolution for further FLUKA simulations



- Aperture: black absorber (no scattered projectiles)



Input parameters / Validation

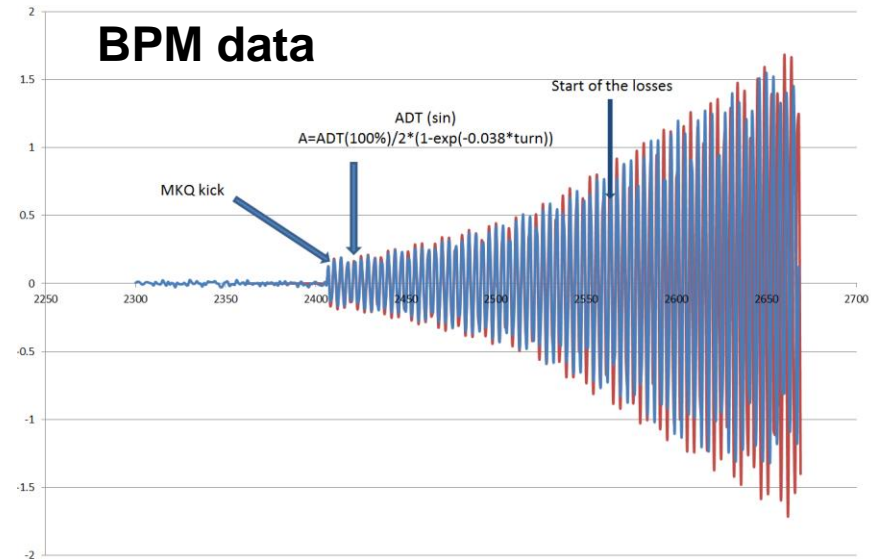
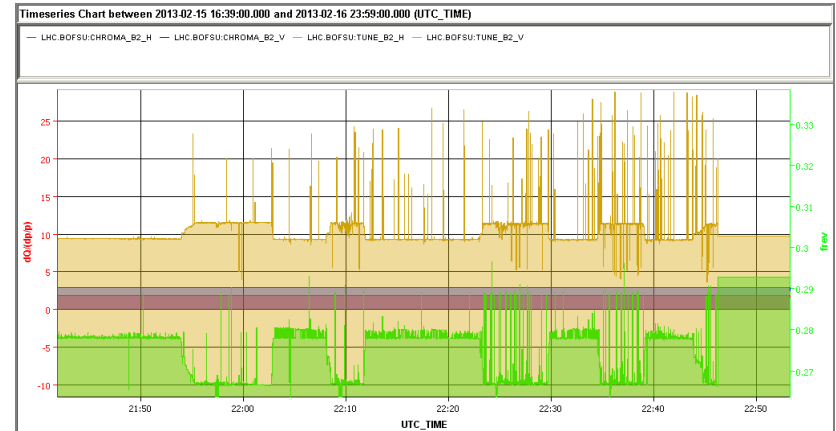
– Beam parameters

- Energy
- Profile
- Tune, Chromaticity

– Orbit bump amplitude

– Transverse kick

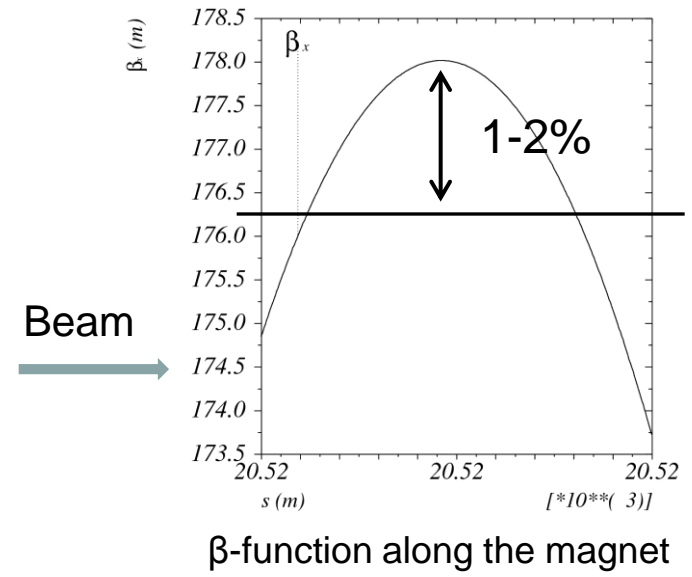
- MKQ kick strength
- ADT kick strength





Other parameters influencing loss distribution

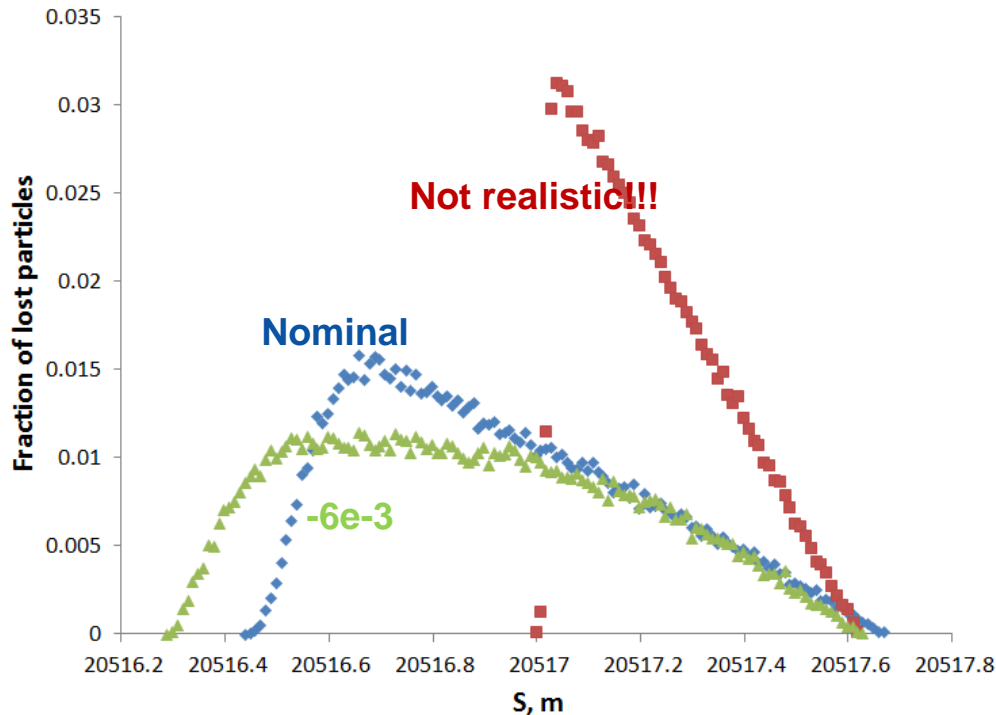
- Beam profile:
 - Tail population
- β -function in the magnet
 - β beat is <10%
- Aperture restrictions
 - Surface roughness
 - Misalignments



Aperture restriction:
Height: 30 μ m
Length: 10 \div 30 cm

Millisecond timescale test

Dependence on the tune



Nominal tune spread < 1e-3

Beam size:

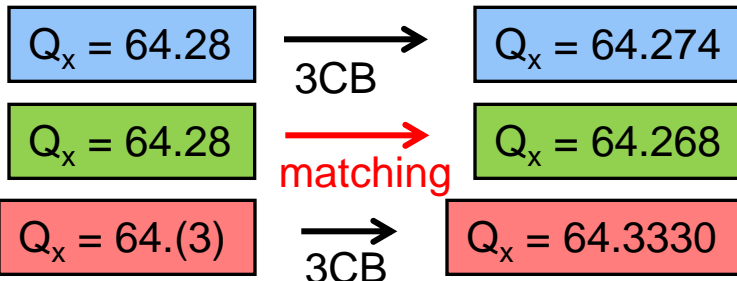
$$\epsilon_x = 5.195e-7$$

$$\epsilon_y = 1.409e-5$$

Bump amplitude:

$$4.3\sigma_{\text{nom}}$$

Tune:

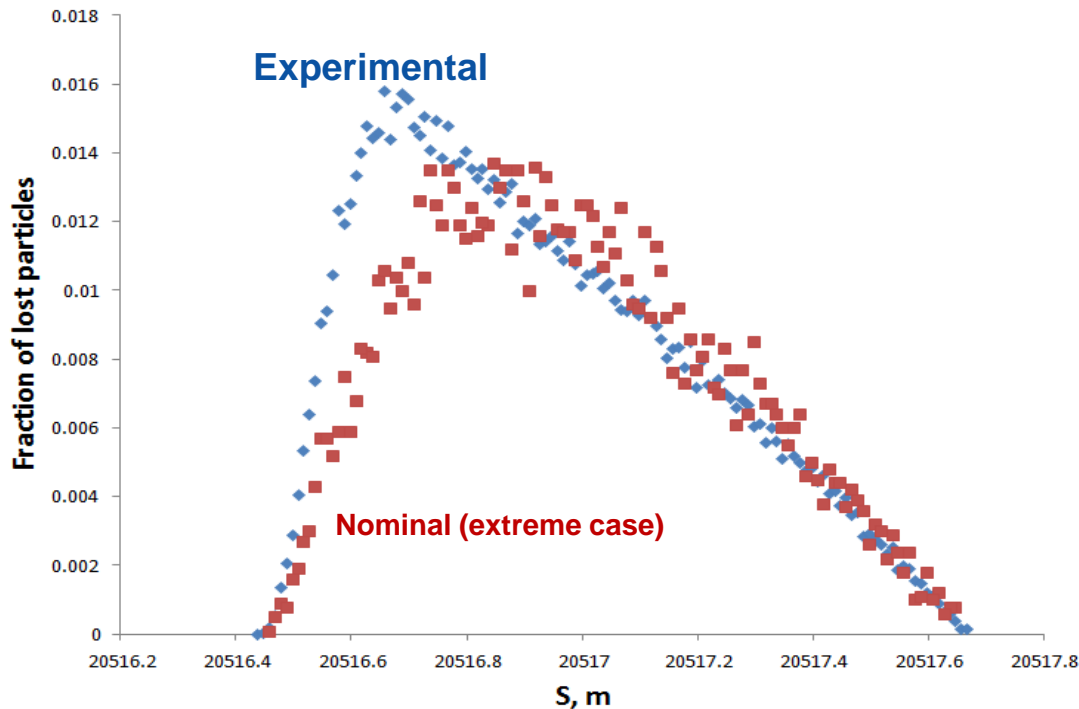


Matching – correcting tune after establishing bump

Conclusion:
Tune variation influences longitudinal loss distribution, however the **maximum for realistic cases varies ~ 20%**

Millisecond timescale test

Dependence on the beam size



Beam size:

$$\varepsilon_y = 1.409e-5$$

$$\varepsilon_{n,x} = 5.19e-7$$

$$\varepsilon_{nom,x} = 3.5e-6$$

Bump amplitude:

$$4.3\sigma_{nom}$$

Tune:

$$Q_x = 64.28$$

$$Q_y = 59.31$$

Conclusion:

Influence of beam size on longitudinal loss distribution is small in case of fast losses

Millisecond timescale test

Dependence on the bump amplitude

Beam size:

$$\epsilon_x = 5.195e-7$$

$$\epsilon_y = 1.409e-5$$

Bump amplitude:

4.3 σ_{nom}

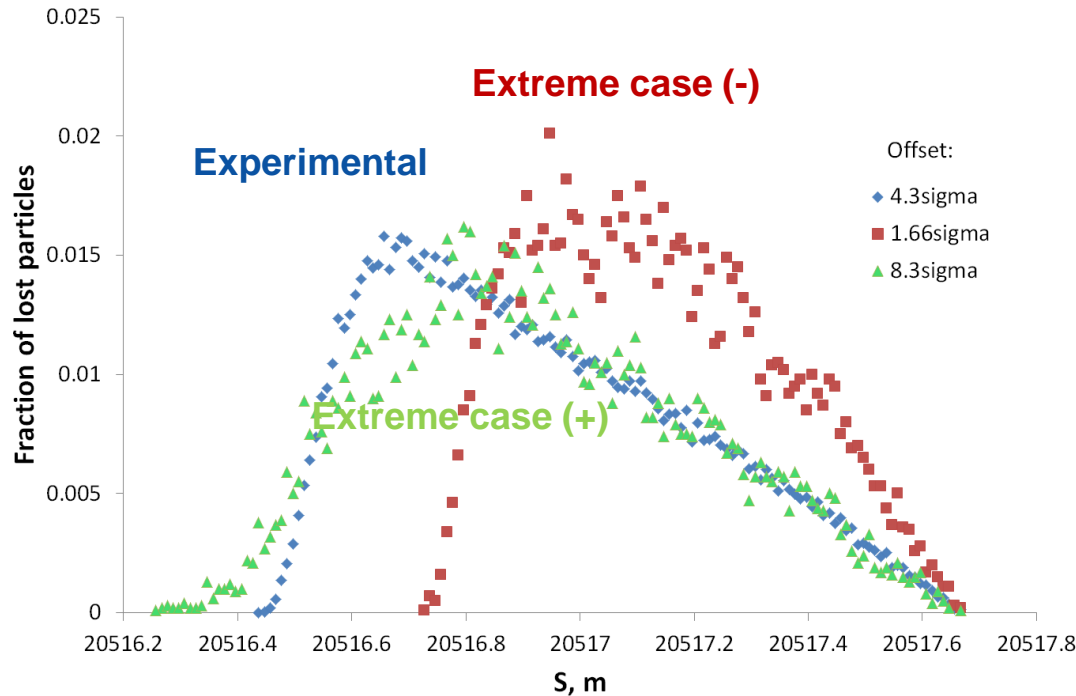
1.66 σ_{nom}

8.3 σ_{nom}

Tune:

$$Q_x = 64.28$$

$$Q_y = 59.31$$



Conclusion:

Size of orbital bump has only small influence on maximum of lost-particles distribution in case of fast losses

Dynamic orbit bump

Beam size:

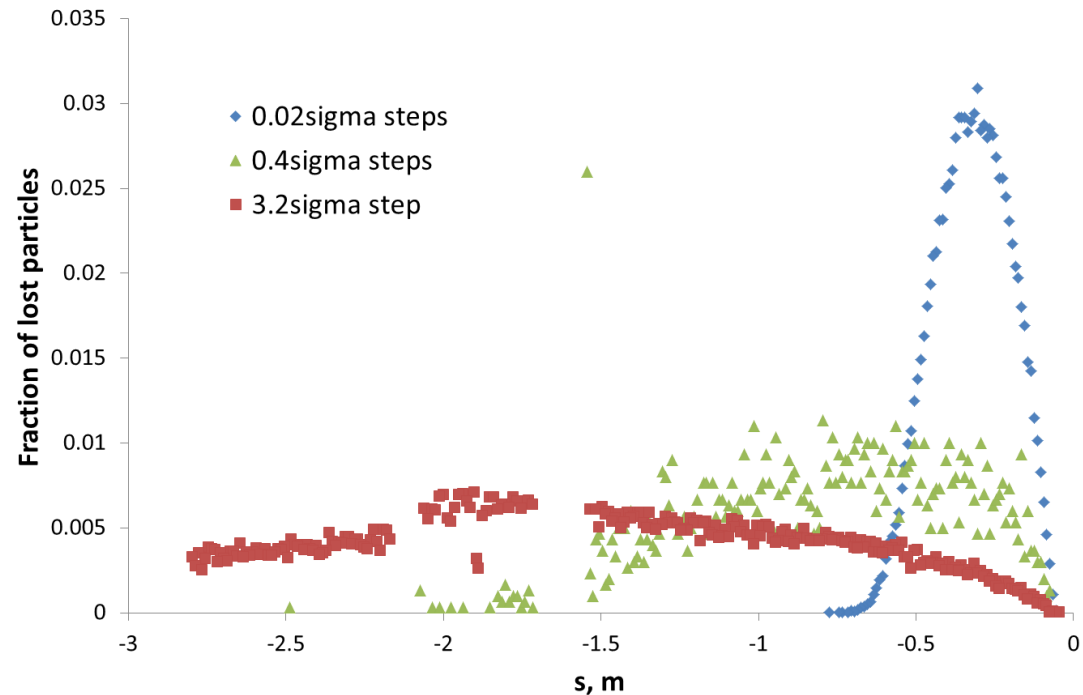
$$\varepsilon_x = 6.1e-6$$

$$\varepsilon_y = 7.1e-6$$

Initial bump amplitude:

$$3.5\sigma_{\text{nom}}$$

Step: every 50 turns



Conclusion:

Slow increase of the orbital bump leads to the compression of the lost-particle distribution in case of slow losses

Steady-state orbit bump

Dependence on diffusion rate

Beam size:

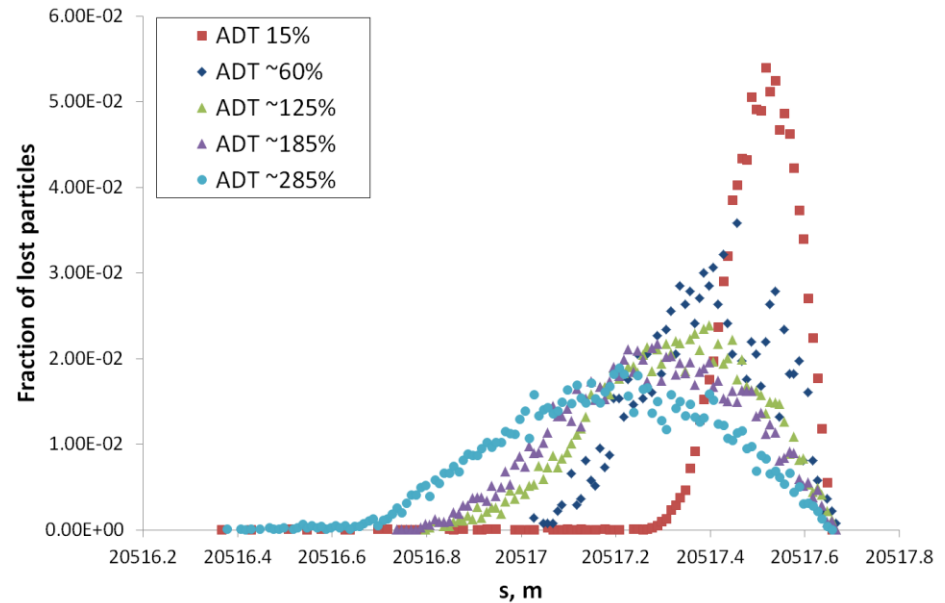
$$\epsilon_x = 1.9e-6$$

$$\epsilon_y = 1.4e-5$$

Bump amplitude:

$$2.5\sigma_{nom}$$

ADT gain, %	Kick strength, sigma
15	1.15E-05
60	4.60E-05
125	9.58E-05
185	1.42E-04
285	2.18E-04

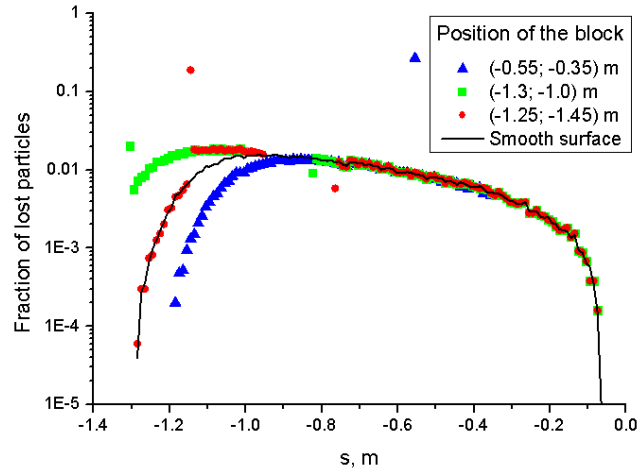


Conclusion:

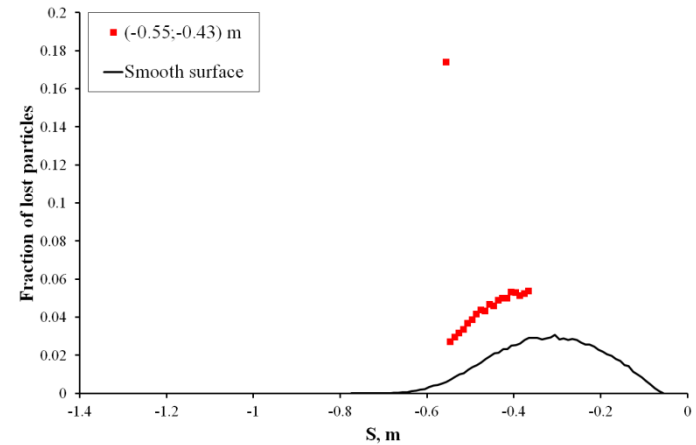
Decrease of diffusion rate leads to compression of longitudinal distribution

Aperture limitations

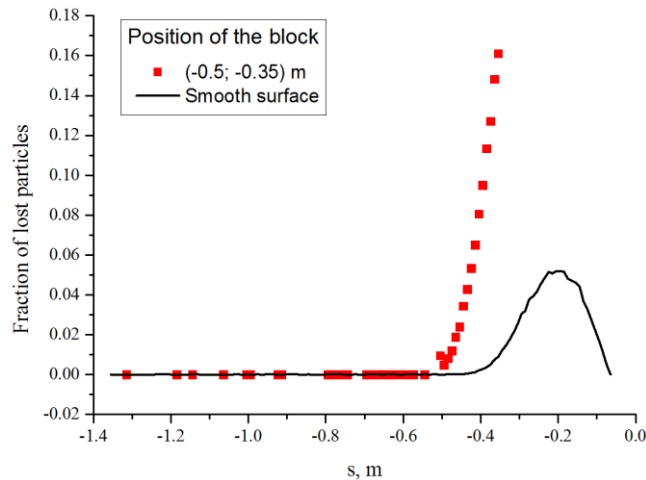
Millisecond timescale test



Dynamic orbit bump



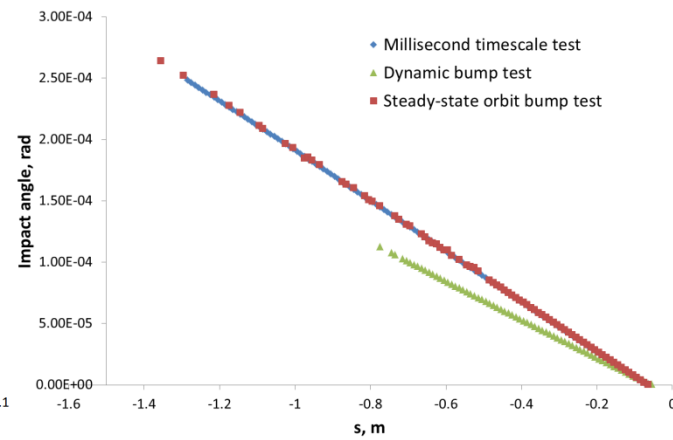
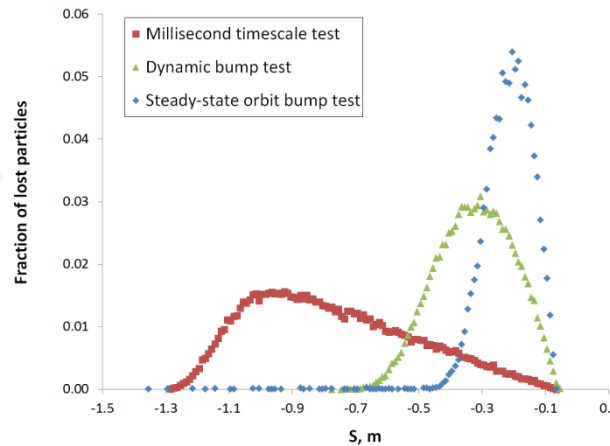
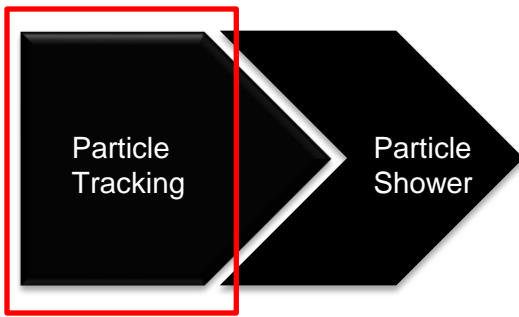
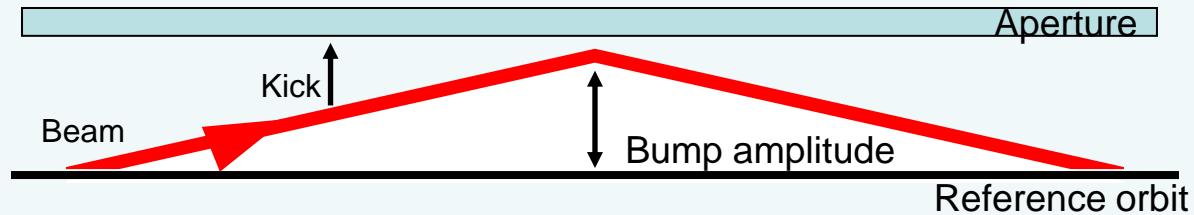
Steady state orbit bump test



Conclusion:

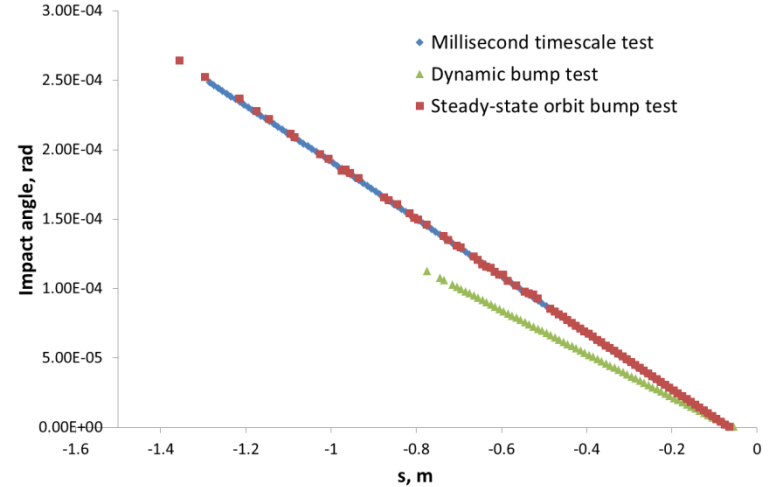
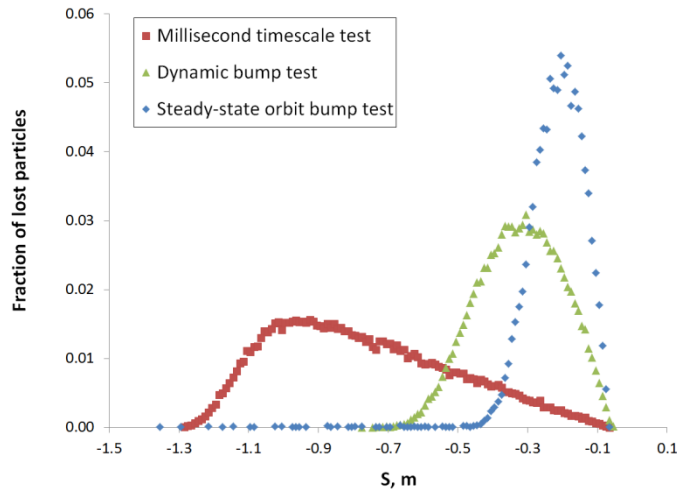
Presence of the aperture limitation of 30 μm shifts the longitudinal distribution and therefore changes the average impact angle.

Summary



- Spatial loss distribution was calculated for orbit bump quench tests.
- Integrated over time this distribution was provided for further particle-shower simulations.

Conclusions

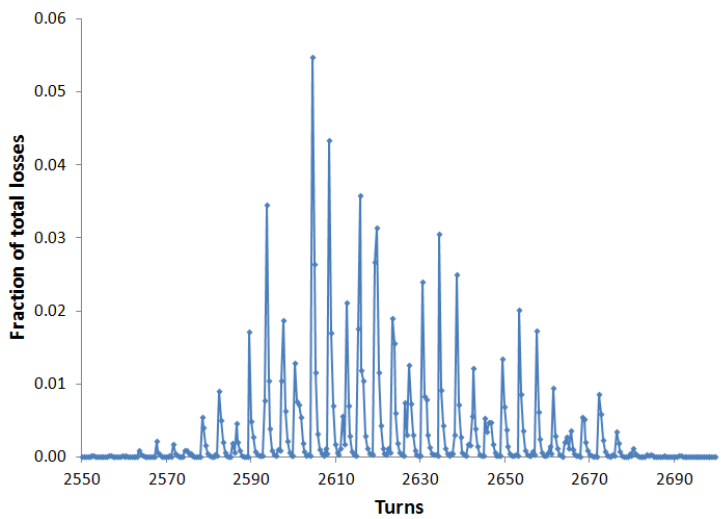


- Spatial loss distribution varies depending on the scenario.
- Impact angle does not depend on the scenario, but only on the integral magnetic field seen by the particles.
- Weighted average angle changes with the spatial distribution.
- Results of the FLUKA simulations depend both on the spatial and angular loss distributions (see talks of A. Lechner and B. Auchmann).

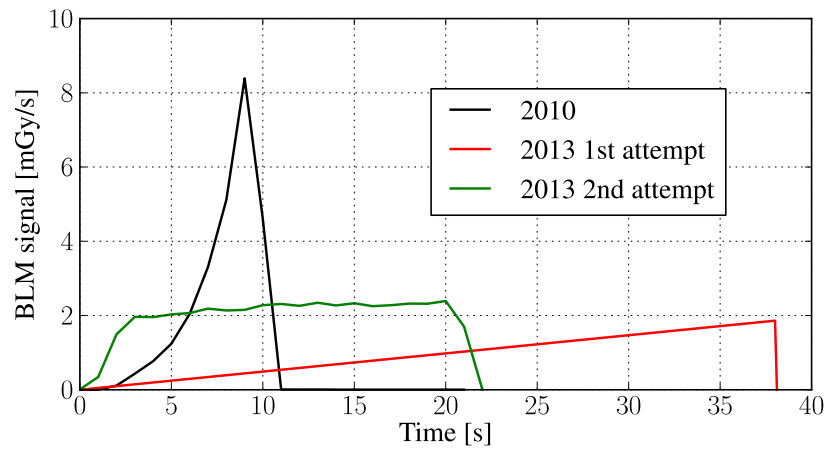


Time structure

Experimental BLM signal



Fast losses



Slow losses