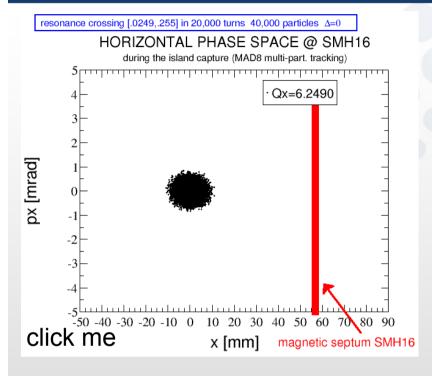


# Can we inject or extract a beam without magnetic septa?

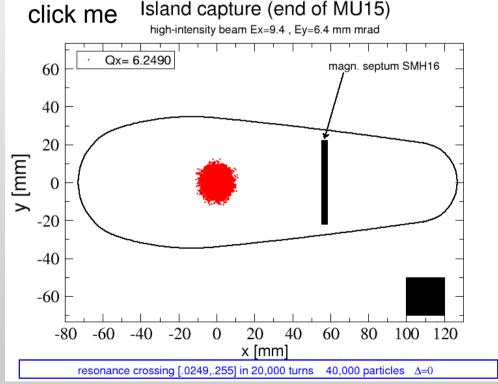
Andrea Franchi (ESRF)
Massimo Giovannozzi (CERN)

AOC workshop, CERN, 5-6 January 2015

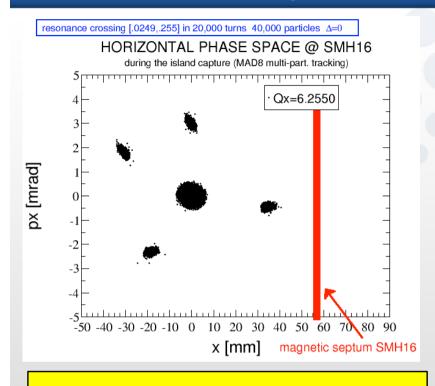




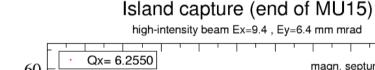
- ½ horizontal resonance crossed
- beam split into 4 islands + core
- extraction via slow bump +
   1st fast bump (4 turns for islands) +
   2nd fast bump (1 turn for the core)

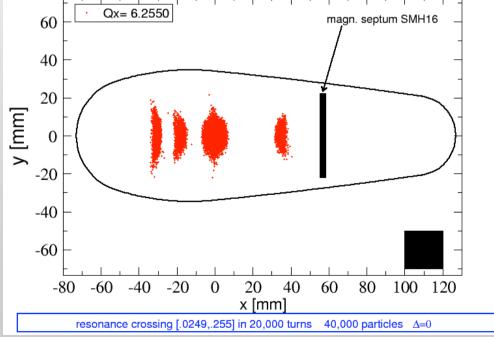




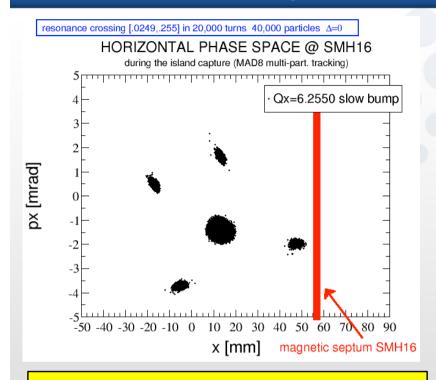


- ½ horizontal resonance crossed
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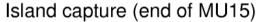


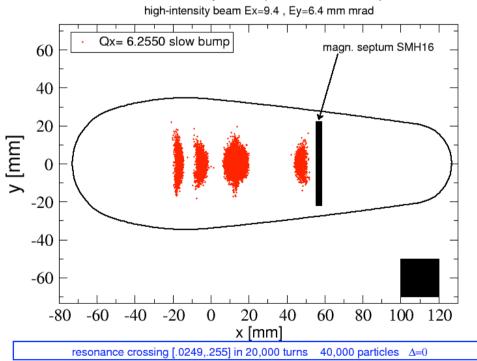




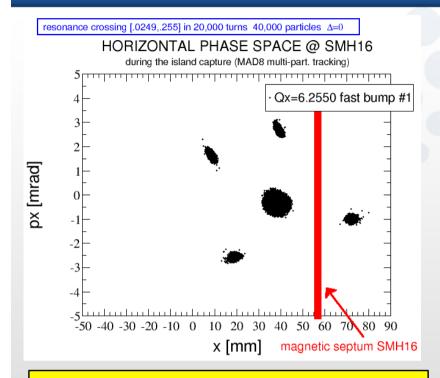
Slow bump: dipole magnets (δx≈10 mm, δp<sub>x</sub>≈0 mrad)

- ¼ horizontal resonance crossed
- beam split into 4 islands + core
- extraction via slow bump +
   1st fast bump (4 turns for islands) +
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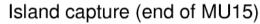


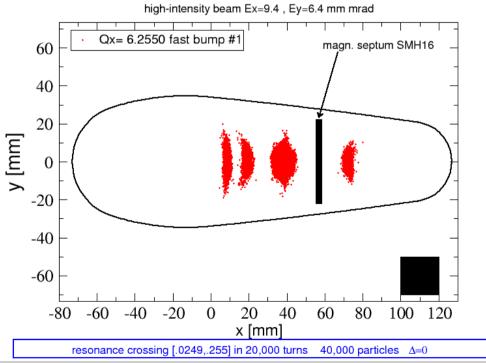
Slow bump: dipole magnets (δx≈10 mm, δp<sub>x</sub>≈0 mrad)

Fast bump 1-4: dipole kickers (δx≈30 mm, δp<sub>x</sub>≈0 mrad)

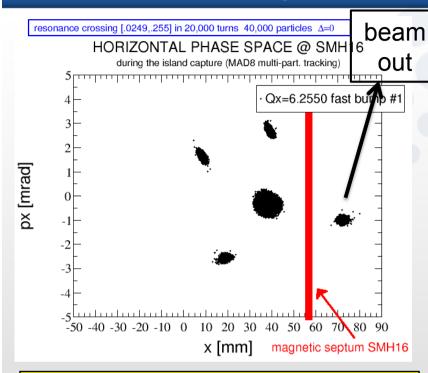
Extraction: magnetic septum (δx≈0 mm, δp<sub>x</sub>≈ 10 mrad)

- ¼ horizontal resonance crossed
- beam split into 4 islands + core
- extraction via slow bump +
   1st fast bump (4 turns for islands) +
   2nd fast bump (1 turn for the core)









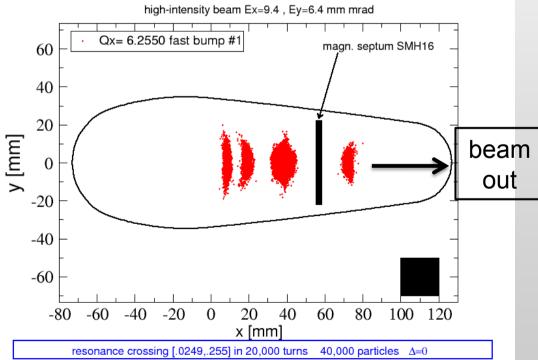
Slow bump: dipole magnets (δx≈10 mm, δp<sub>x</sub>≈0 mrad)

Fast bump 1-4: dipole kickers (δx≈30 mm, δp<sub>x</sub>≈0 mrad)

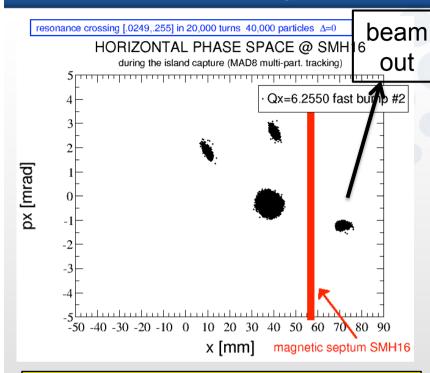
Extraction: magnetic septum (δx≈0 mm, δp<sub>x</sub>≈ 10 mrad)

#### **Multi-Turn Extraction @ CERN PS**

- ½ horizontal resonance crossed
- beam split into 4 islands + core
- extraction via slow bump +
   1st fast bump (4 turns for islands) +
   2nd fast bump (1 turn for the core)







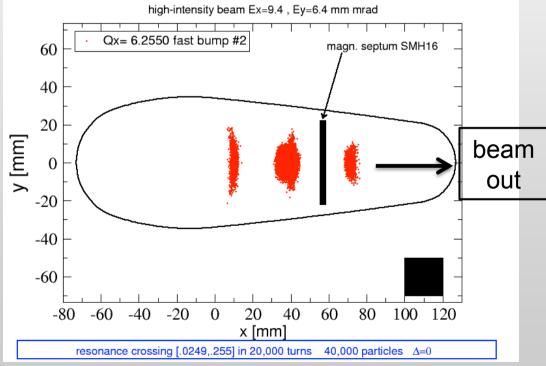
Slow bump: dipole magnets (δx≈10 mm, δp<sub>x</sub>≈0 mrad)

Fast bump 1-4: dipole kickers (δx≈30 mm, δp<sub>x</sub>≈0 mrad)

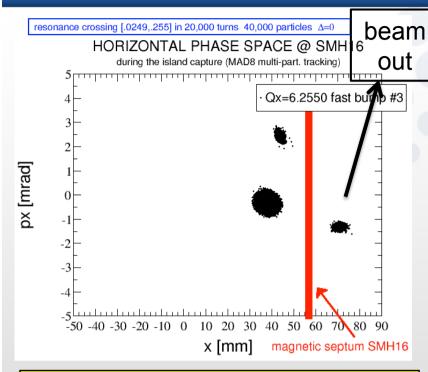
Extraction: magnetic septum (δx≈0 mm, δp<sub>x</sub>≈ 10 mrad)

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- ¼ horizontal resonance crossed
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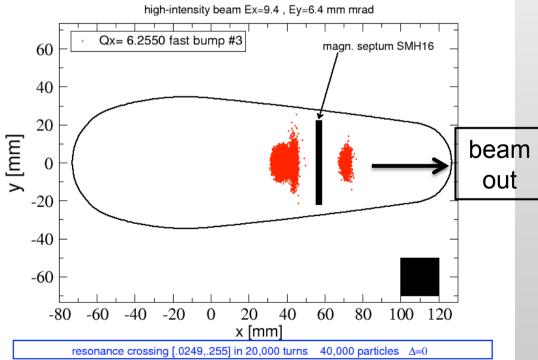
Slow bump: dipole magnets (δx≈10 mm, δp<sub>x</sub>≈0 mrad)

Fast bump 1-4: dipole kickers (δx≈30 mm, δp<sub>x</sub>≈0 mrad)

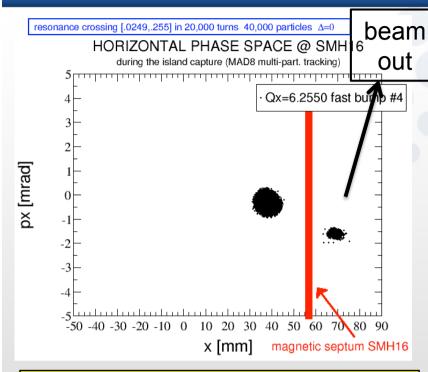
Extraction: magnetic septum (δx≈0 mm, δp<sub>x</sub>≈ 10 mrad)

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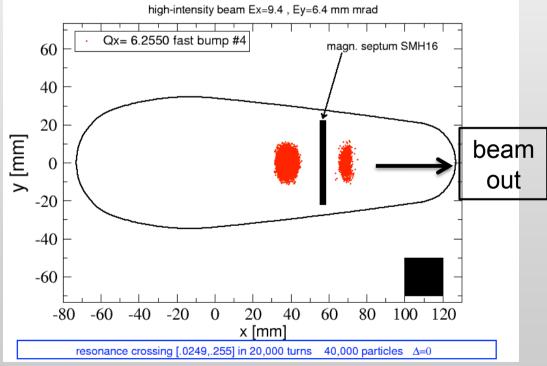
Slow bump: dipole magnets (δx≈10 mm, δp<sub>x</sub>≈0 mrad)

Fast bump 1-4: dipole kickers (δx≈30 mm, δp<sub>x</sub>≈0 mrad)

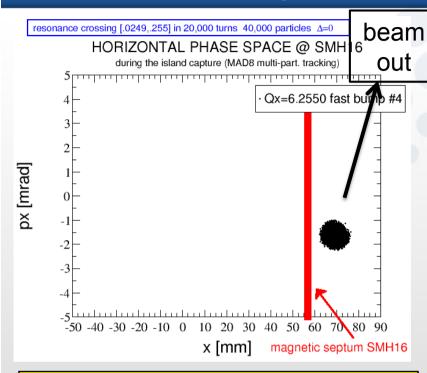
Extraction: magnetic septum (δx≈0 mm, δp<sub>x</sub>≈ 10 mrad)

#### **Multi-Turn Extraction @ CERN PS**

- ½ horizontal resonance crossed
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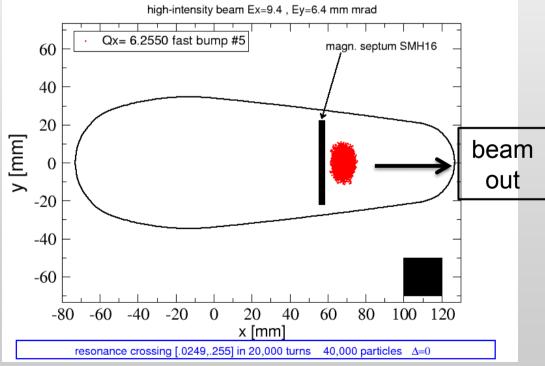
Slow bump: dipole magnets (δx≈10 mm, δp<sub>x</sub>≈0 mrad)

Fast bump 5: dipole kickers (δx≈30 mm, δp<sub>x</sub>≈0 mrad)

Extraction: magnetic septum (δx≈0 mm, δp<sub>x</sub>≈ 10 mrad)

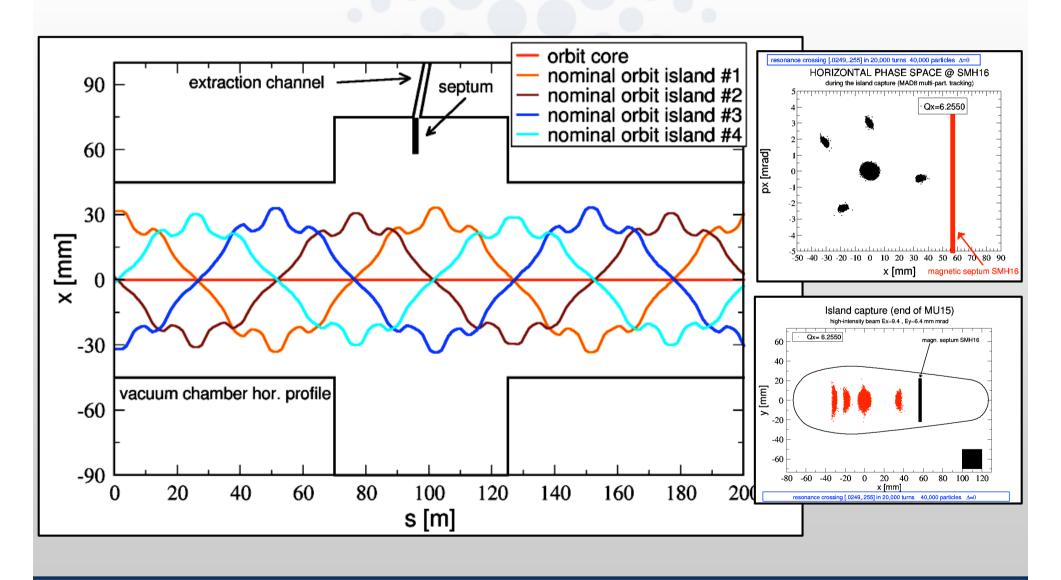
#### **Multi-Turn Extraction @ CERN PS**

- ½ horizontal resonance crossed
- beam split into 4 islands + core
- extraction via slow bump +
   1st fast bump (4 turns for islands) +
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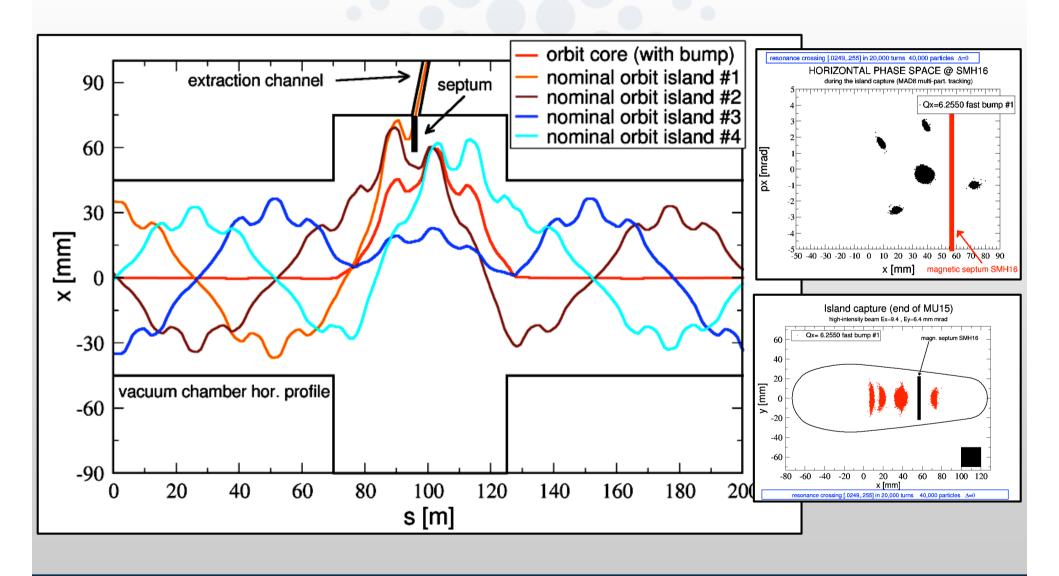
#### Multi-Turn Extraction @ CERN PS : split beam prior orbit bump



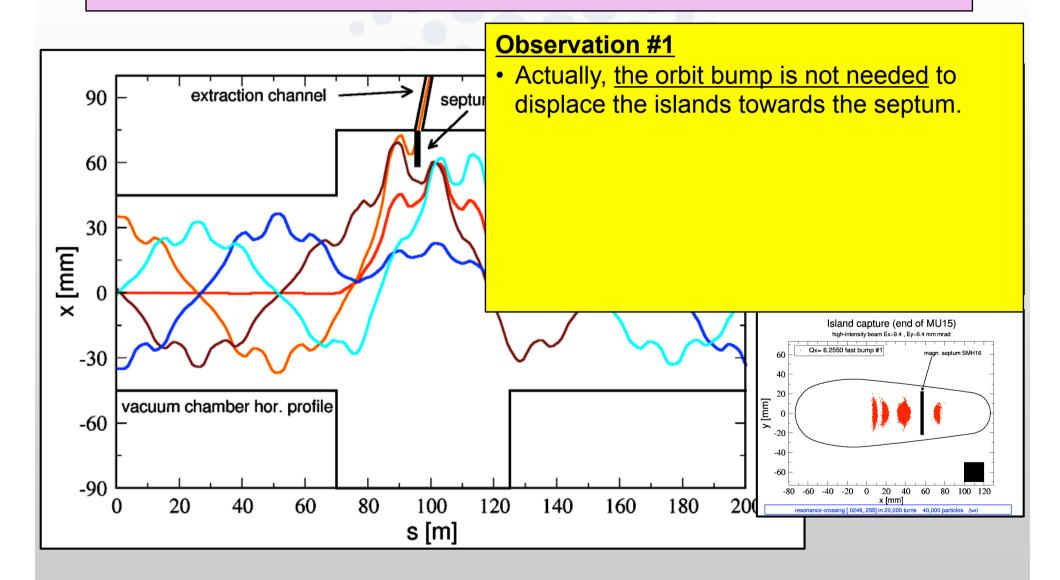


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### Multi-Turn Extraction @ CERN PS : split beam with orbit bump

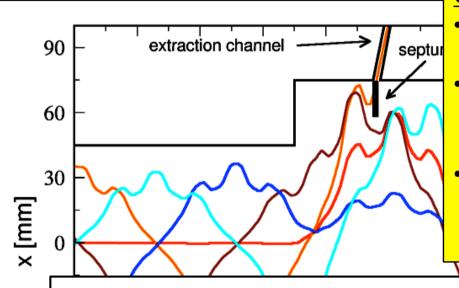


#### **MTE**: some observations





#### MTE: some observations



#### **Observation #1**

- Actually, the orbit bump is not needed to displace the islands towards the septum.
- The islands' orbit depends on the local optics  $(\beta_x, \alpha_x \& \varphi_x)$  [physics: dipole feed-down from crossing the quadrupoles off axis]
- A local insertion optics with quadrupole kickers may be designed so to further displace the islands.

$$x^*(\Delta, \Omega_2, s) \simeq \sqrt{\beta_x(s) \, \rho^*(\Delta, \Omega_2)} \, \cos \Phi(s)$$

$$p^*(\Delta,\Omega_2,s) \simeq -\sqrt{rac{
ho^*(\Delta,\Omega_2)}{eta_x(s)}} \Big[lpha_x(s)\cos\Phi(s) + \sin\Phi(s)\Big]$$

$$p^*(\Delta,\Omega_2,s) \simeq \sqrt{rac{
ho^*(\Delta,\Omega_2)}{eta_x(s)}} \left[ lpha_x(s)\cos\Phi(s) + \sin\Phi(s) 
ight] \ \Phi(s) \simeq \phi_x(s) + rac{2n\pi}{4} \ , \ 1 \leq n \leq 4 \ , \ 
ho^*(\Delta,\Omega_2) \simeq -rac{2\pi\Delta}{\Omega_2} \ \left\{ egin{align*} \Delta = Q_x - \overline{Q}_x \ \Omega_2 = rac{\det uning}{\operatorname{coefficient}} 
ight. \end{cases}$$



#### MTE: some observations

#### Observation #2

- The insertion optics may be designed so to have x\*≈70 mm and  $p_x^* \approx 10 \text{ mrad (via } \beta_x, \alpha_x \& \varphi_x)$ at the the extraction channel
- Need no magnetic septum, just of a physical septum at larger distance (i.e. larger beam stay clear)

#### **Observation #1**

- Actually, the orbit bump is not needed to displace the islands towards the septum.
- The islands' orbit depends on the local optics  $(\beta_x, \alpha_x \& \varphi_x)$  [physics: dipole feed-down from crossing the quadrupoles off axis]
- A local insertion optics with quadrupole kickers may be designed so to further displace the islands.

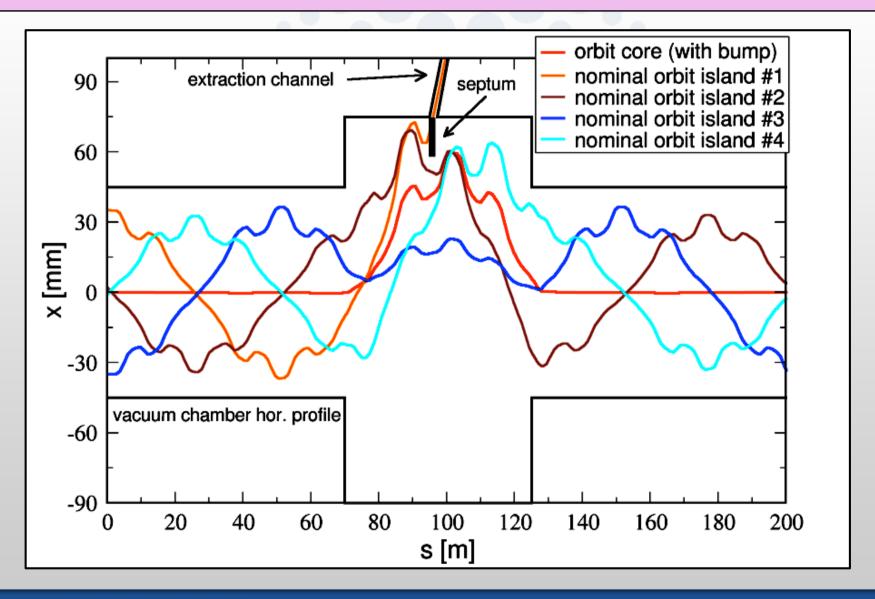
$$x^*(\Delta, \Omega_2, s) \simeq \sqrt{\beta_x(s) \, \rho^*(\Delta, \Omega_2)} \, \cos \Phi(s)$$

$$p^*(\Delta, \Omega_2, s) \simeq -\sqrt{rac{
ho^*(\Delta, \Omega_2)}{eta_x(s)}} \Big[ lpha_x(s) \cos \Phi(s) + \sin \Phi(s) \Big]$$

$$\frac{1}{2} \left\{ \begin{array}{l} x \ (\Delta, \Omega_2, s) = \sqrt{\beta_x(s) \rho} \ (\Delta, \Omega_2) \\ p^*(\Delta, \Omega_2, s) \simeq -\sqrt{\frac{\rho^*(\Delta, \Omega_2)}{\beta_x(s)}} \left[ \alpha_x(s) \cos \Phi(s) + \sin \Phi(s) \right] \\ \Phi(s) \simeq \phi_x(s) + \frac{2n\pi}{4} \ , \ 1 \leq n \leq 4 \ , \\ \rho^*(\Delta, \Omega_2) \simeq -\frac{2\pi\Delta}{\Omega_2} \left\{ \begin{array}{l} \Delta = Q_x - \overline{Q}_x \\ \Omega_2 = \begin{array}{l} \text{detuning coefficient} \end{array} \right. \end{array}$$

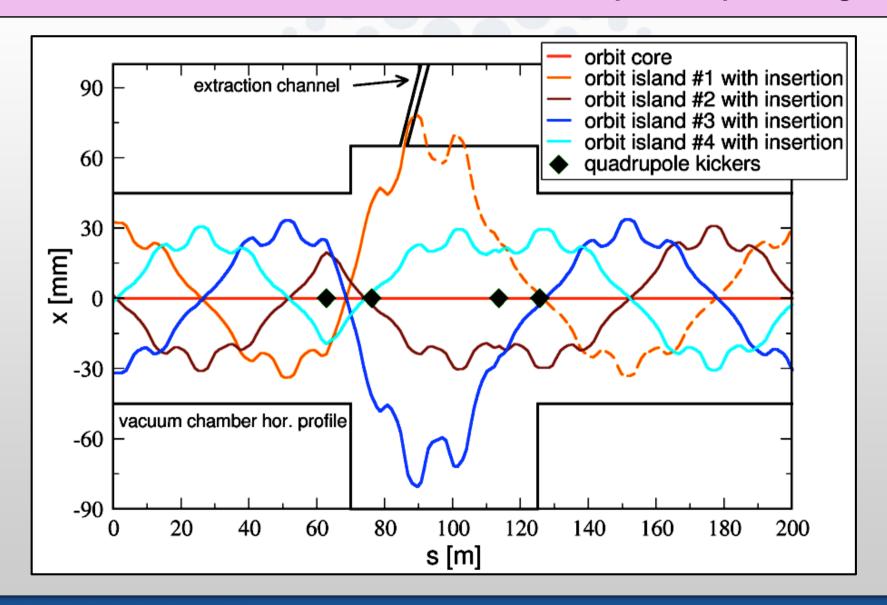


#### MTE: islands' extraction with orbit bump & septum magnets



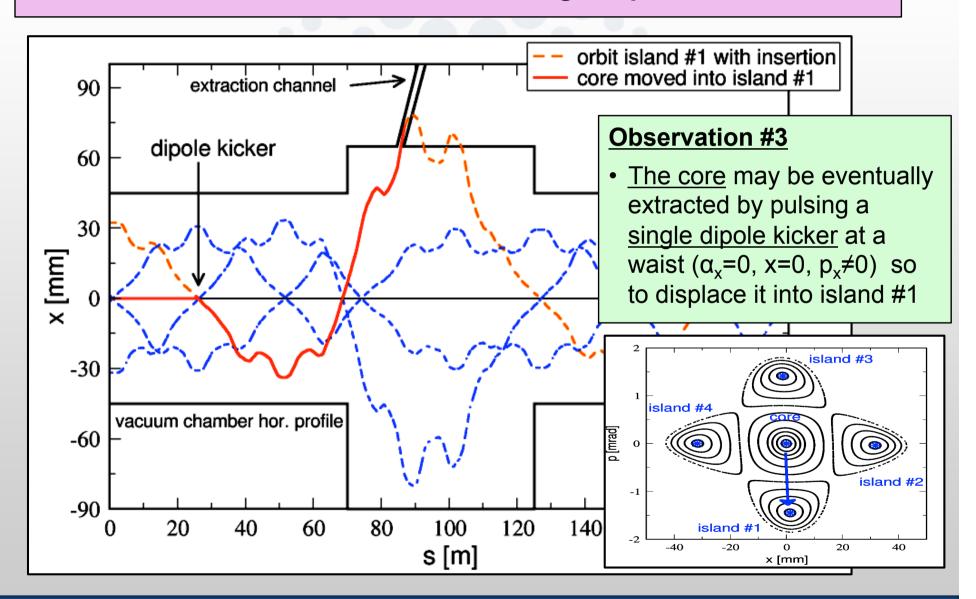


### MTE: islands' extraction with neither orbit bump nor septum magnets





#### MTE: core extraction with a single dipole kicker

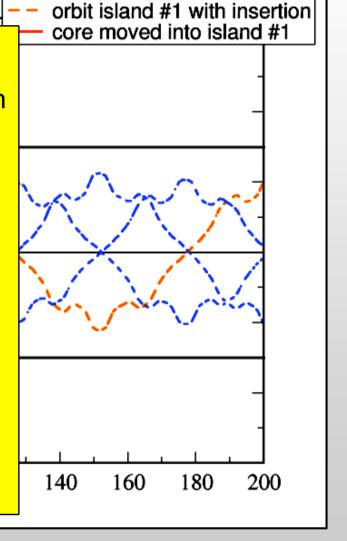




#### MTE: core extraction with a single dipole kicker

## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only one dipole kicker needed to extract the core





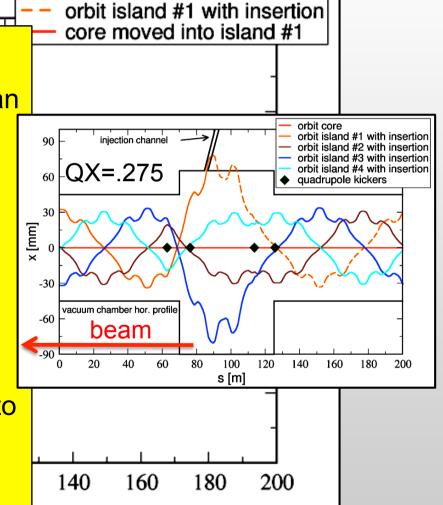
## MTE: core extraction with a single dipole kicker

## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only the dipole kicker needed to extract the core

## septum-less Multi-Turn Injection

as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker





## MTE: core extraction with a single dipole kicker

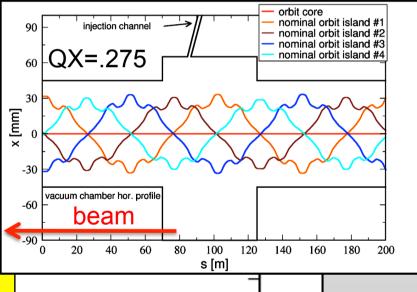
## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only the dipole kicker needed to extract the core

## septum-less Multi-Turn Injection

as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker

orbit island #1 with insertion core moved into island #1



180

200

140



## MTE: core extraction with a single dipole kicker

## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
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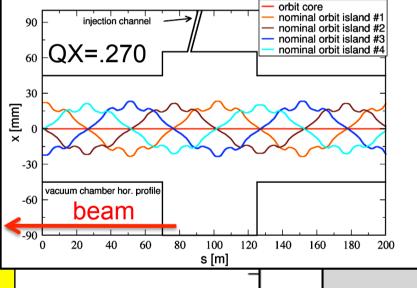
## septum-less Multi-Turn Injection

as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker

-- orbit island #1 with insertion core moved into island #1

140

160



180



## MTE: core extraction with a single dipole kicker

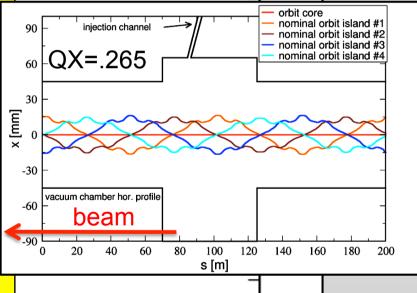
## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
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#### septum-less Multi-Turn Injection

as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker

orbit island #1 with insertion core moved into island #1



180

200

140



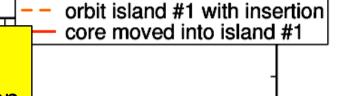
#### MTE: core extraction with a single dipole kicker

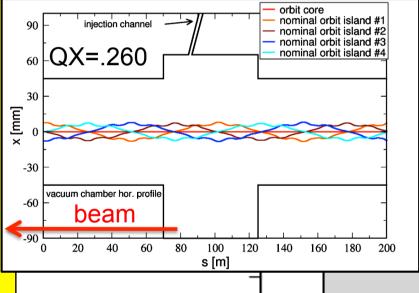
## septum-less Multi-Turn Extraction

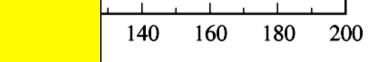
- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only the dipole kicker needed to extract the core

## septum-less Multi-Turn Injection

as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker









## MTE: core extraction with a single dipole kicker

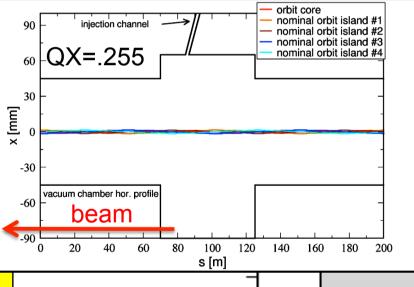
## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only the dipole kicker needed to extract the core

## septum-less Multi-Turn Injection

as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker

orbit island #1 with insertion core moved into island #1



180

200

140



## MTE: core extraction with a single dipole kicker

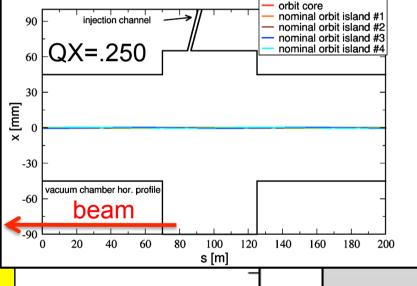
## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only the dipole kicker needed to extract the core

## septum-less Multi-Turn Injection

as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker

orbit island #1 with insertion
 core moved into island #1



180

200

140



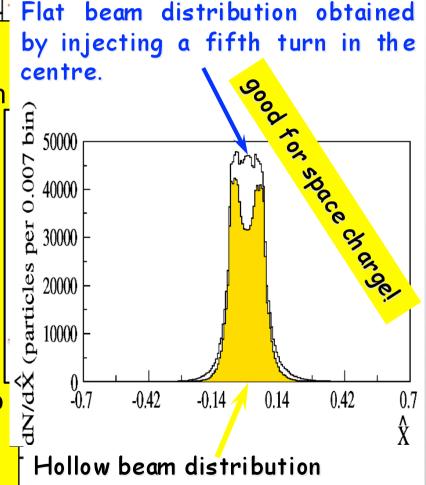
### MTE: core extraction with a single dipole kicker

## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
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as above, look at the plots from right to left + no need to inject the core => no need of dipole kicker



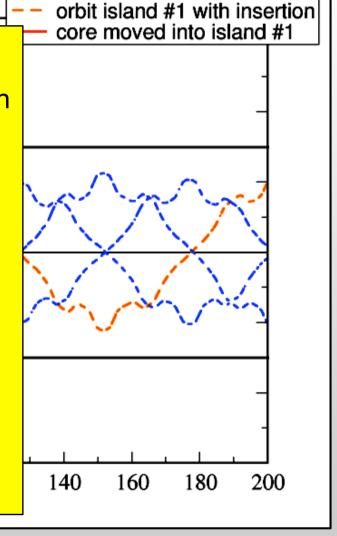


#### MTE: core extraction with a single dipole kicker

## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only one dipole kicker needed to extract the core
- ⇒ larger beam clearance, but not necessarily less "ferrite" in the ring.

But ...





#### MTE: core extraction with a single dipole kicker

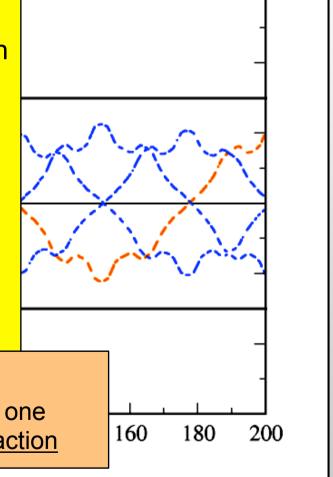
## septum-less Multi-Turn Extraction

- closed fast orbit bump replaced by an insertion optics
- dipole kickers replaced by quadrupole kickers (for the islands)
- only one dipole kicker needed to extract the core
- ⇒ larger beam clearance, but not necessarily less "ferrite" in the ring.

#### But ... |

## **Observation #4**

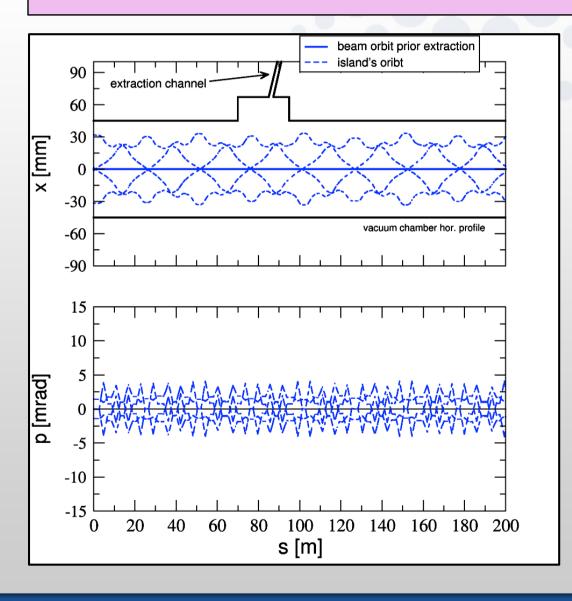
 The extraction of the core (over one turn) is equivalent to a <u>fast extraction</u>



orbit island #1 with insertion core moved into island #1



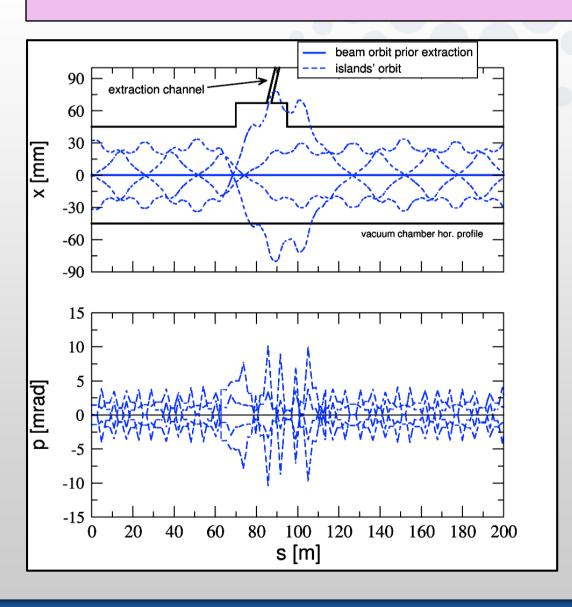
#### Fast Extraction with 4th order resonance



**step 1**: generate (though do not populate) four islands. the beam remain on axis



#### Fast Extraction with 4th order resonance

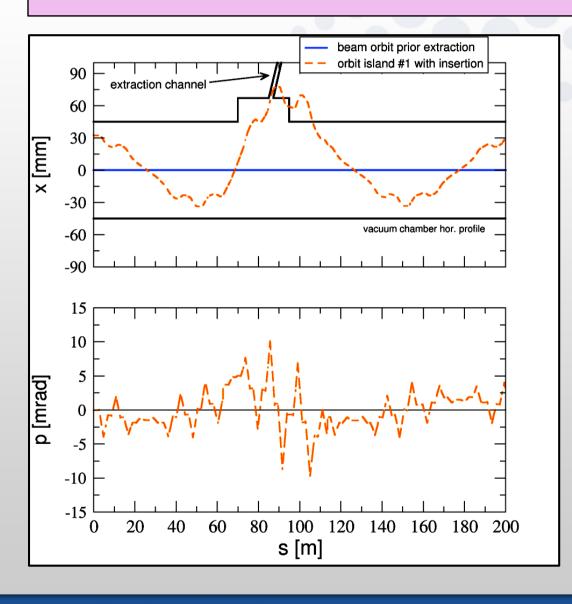


**step 1**: generate (though do not populate) four islands. the beam remain on axis

**step 2**: introduce the insertion optics via quadrupole bumpers, not kickers (actually not needed)



#### Fast Extraction with 4th order resonance

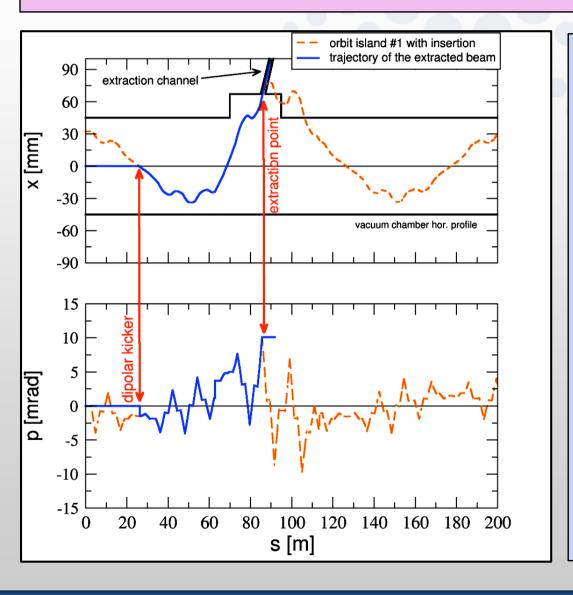


**step 1**: generate (though do not populate) four islands. the beam remain on axis

**step 2**: introduce the insertion optics via quadrupole bumpers, not kickers (actually not needed)



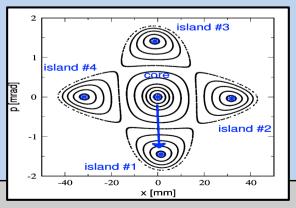
#### Fast Extraction with 4th order resonance



**step 1**: generate (though do not populate) four islands. the beam remain on axis

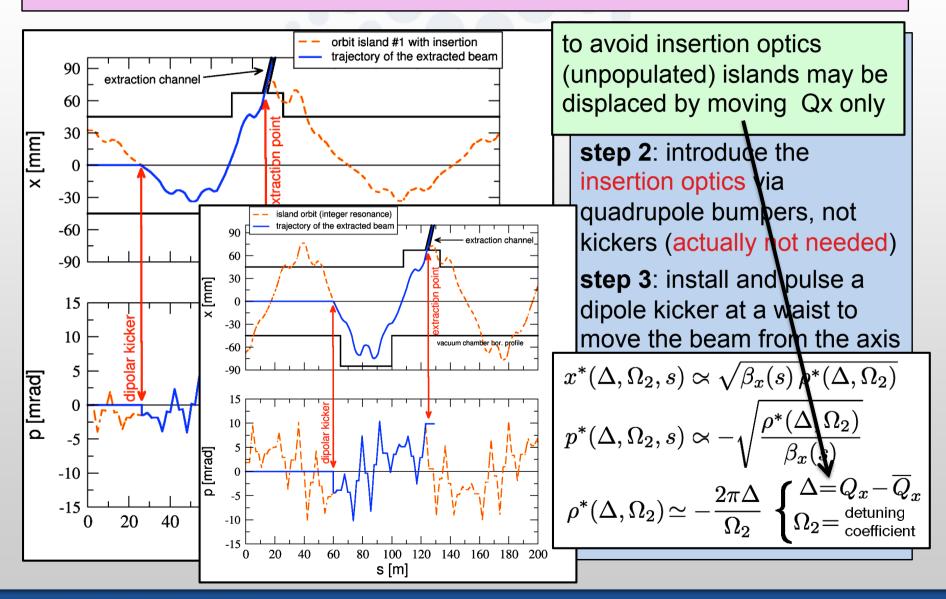
**step 2**: introduce the insertion optics via quadrupole bumpers, not kickers (actually not needed)

step 3: install and pulse a dipole kicker at a waist to move the beam from the axis to the island



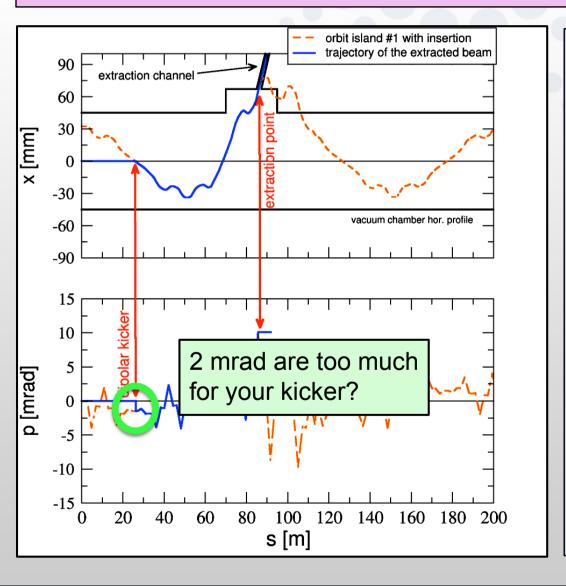


#### Fast Extraction with 4th order resonance





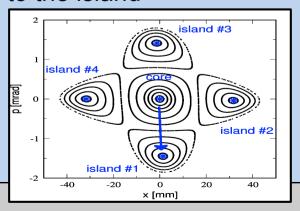
#### Fast Extraction with 4th order resonance



step 1: generate (though do not populate) four islands. the beam remain on axis

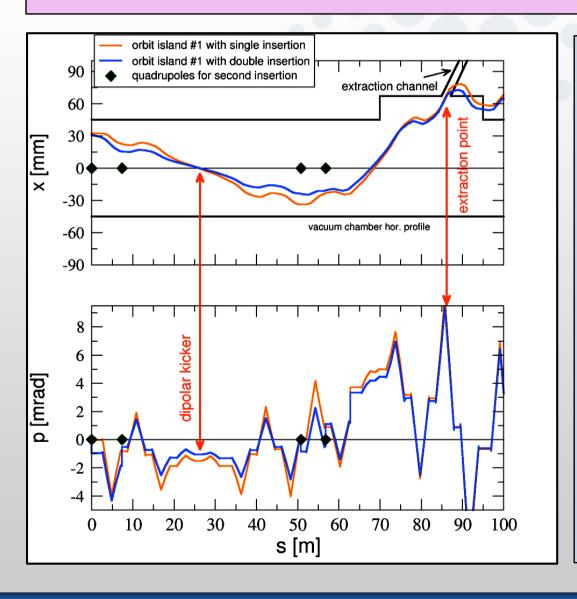
**step 2**: introduce the insertion optics via quadrupole bumpers, not kickers (actually not needed)

**step 3**: install and pulse a dipole kicker at a waist to move the beam from the axis to the island





#### Fast Extraction with 4th order resonance



step 1: generate (though do not populate) four islands. the beam remain on axis

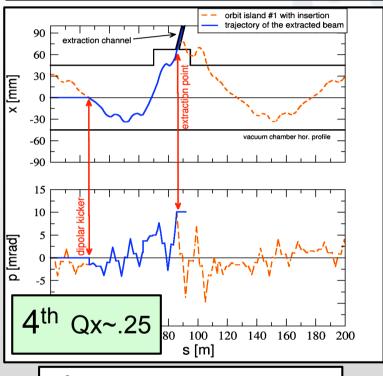
**step 2**: introduce the insertion optics via quadrupole bumpers, not kickers (actually not needed)

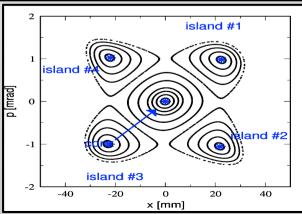
**step 3**: install and pulse a dipole kicker at a waist to move the beam from the axis to the island

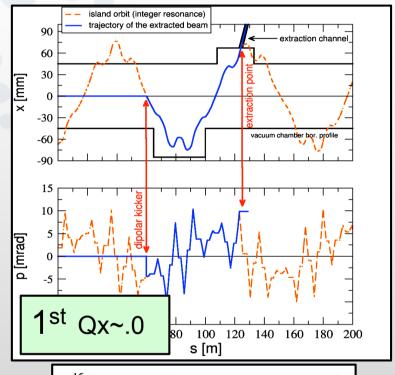
**step 4**: introduce an insertion optics around the waist (i.e. the kicker) to increase  $\beta_x$  and hence to reduce  $p_x$  & kicker strength

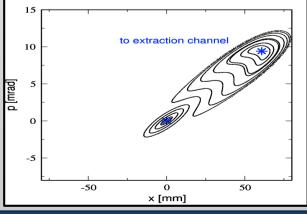


## Fast Extraction with Nth order resonance











## Septum-less fast extraction (injection)

- nonlinear optics designed to generate N unpopulated stable islands with one orbit suitable to enter the extraction channel (with quadrupole bumpers only, though not needed)
- only one dipole kicker is needed, whose strength may be minimized with high-β insertion optics

## septum-less fast injection:

as above, look at the plots from right to left.