

LHC start-up

Season II

Cogging

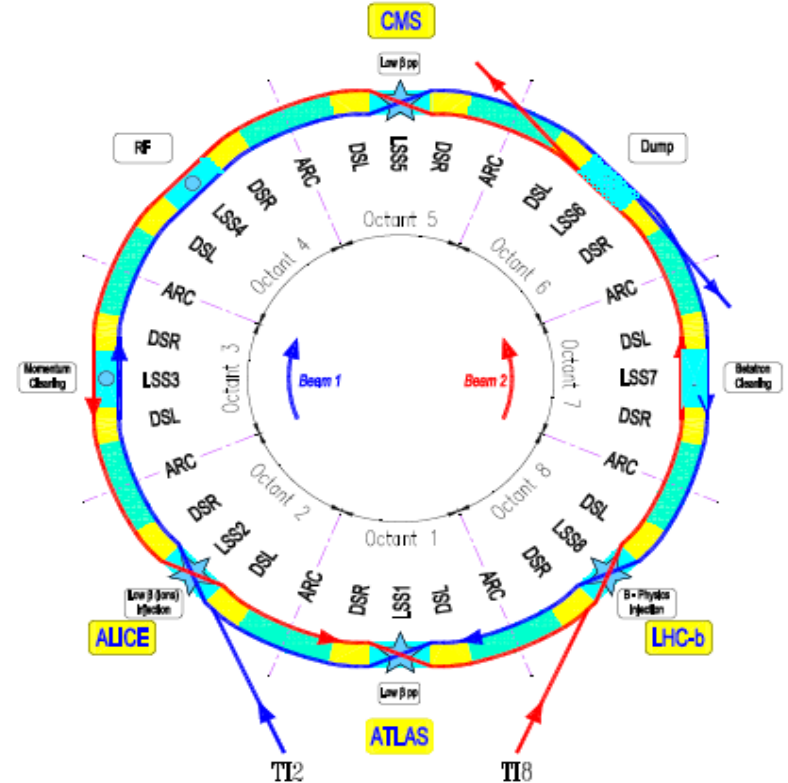
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Numerology

- ✚ For each ring:
 - ✚ The 400 MHz RF defines 35640 buckets, spaced by one RF period, and numbered from 1 to 35640
 - ✚ Bucket 1 is the first bucket after the 3 μ s long abort gap (defined from bucket 34442 to 35640)
 - ✚ Bunches in bucket 1 of the two rings collide in IP1 (and IP5)

Bunch Numbering

- **Convention:** bunches in bucket 1 of the two rings collide in IP1
- **FAQ**
 - Q: Bunches in bucket 1 of both rings meet in IP1 (and IP5). Can this be changed ?
 - A: No...but if we want to have single bunch collisions in another IP we should **inject in a different bucket of ring 2**. For example for collision in IP2: Inject pilot in bucket 1 ring 1, and pilot in bucket $1 + 35640/4 = 8911$ ring 2 .



By delaying the ring 2 injection bucket by $\frac{1}{4}$ turn we displace the collision point by 1 octant

Revolution Frequency or Orbit

- ✚ For each ring:

- ✚ At a **given place** in the machine, and at a **given beam energy** (that is fixed RF frequency) the **delay between the pulse and the passage of a bunch in bucket 1 will be fixed from run to run**

- ✚ Drift during the ramp: during the acceleration ramp due to the difference between signal transmission delay and the beam time of flight. For protons we have 6.5 ps/km, for ions 41.25 ps/km. Hopefully not a problem.

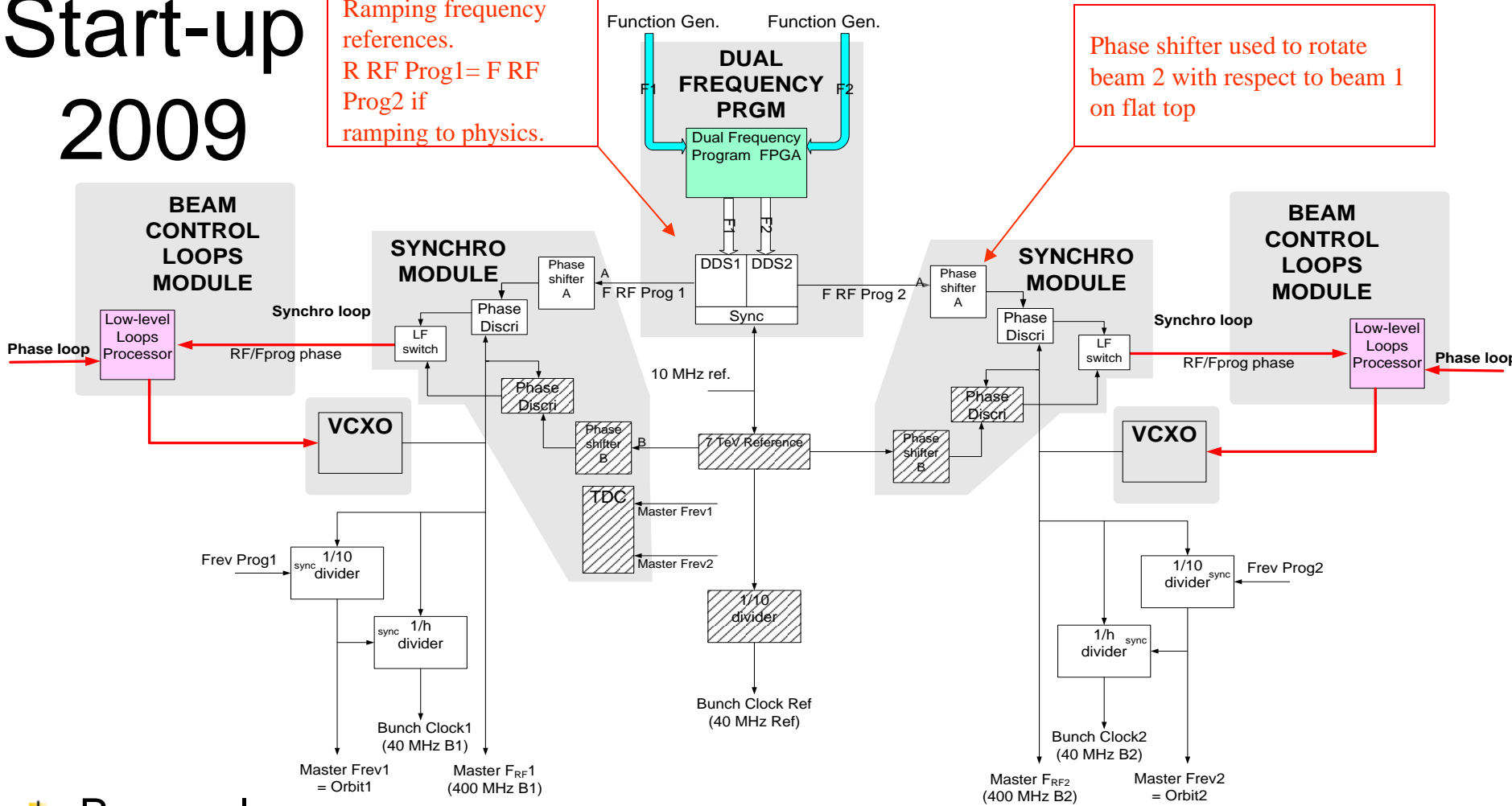
Bunch Clock

- ✚ For each ring:
 - ✚ At a given place in the machine, and at a **given beam energy** (RF frequency) the **delay between the edge of the Bunch Clock and the passage of a bunch will be fixed** from run to run
 - ✚ Drift during the ramp: At a given place, but varying energy (frequency) the edge will drift with respect to the bunch. (Same figures as for the Revolution Frequency pulses.)

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Ramping frequency
references.
 $R_{RF} \text{ Prog1} = F_{RF} \text{ Prog2}$
if
ramping to physics.

Phase shifter used to rotate
beam 2 with respect to beam 1
on flat top



Proposal:

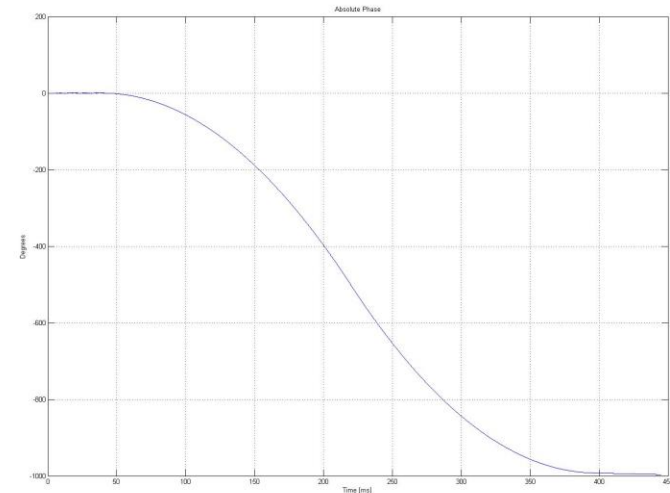
- ✚ Use only BC1 and BC2
- ✚ **NO rephasing to BCref**
- ✚ Before physics, fine phasing of BC2 to get collision in detectors

Cogging strategy (1)

- Step1: **Coarse adjust** position of bucket 1, beam 2 so that buckets 1 collide in IP1/IP5
 - Done by adjusting FrevProg2 delay **BEFORE** injection
 - **Transparent** to the experiments (effect during the Sequencer RF Resync)
 - **Need coarse measurement** from experiments. Observe time difference in beam 1-2 passing by IP1 or IP5 (or other IPs). Calls for ~ 2.5 ns resolution

Cogging strategy (2)

- Step2: **Fine adjust**. On flat top, before physics, rotate beam 2 so that buckets 1 collide in the middle of the detectors IP1/IP5 (or other)
 - Done by **Phase Shifting** beam 2 (and BC2) w.r.to beam 1 (see page 6).
 - **Seen** by experiments, but **very smooth. NO DRIFT** of bunch with respect to **corresponding BC** during rotation
 - Need **fine measurement** from the experiments IP1 /IP5 (or other). ~ **100 ps** resolution



Parabolic-Linear-Parabolic phase step. Max **25 ns/second**. Corresponds to 10 Hz @ 400 MHz (-0.1 mm or $\Delta p/p = -8 \times 10^{-5}$). No limit on the amplitude: Rephasing $\frac{1}{4}$ turn (= 8910 buckets) would take 891 seconds (~ 15 min)! Expect less than 2.5 ns.

Additional material if needed

Numerology (2)

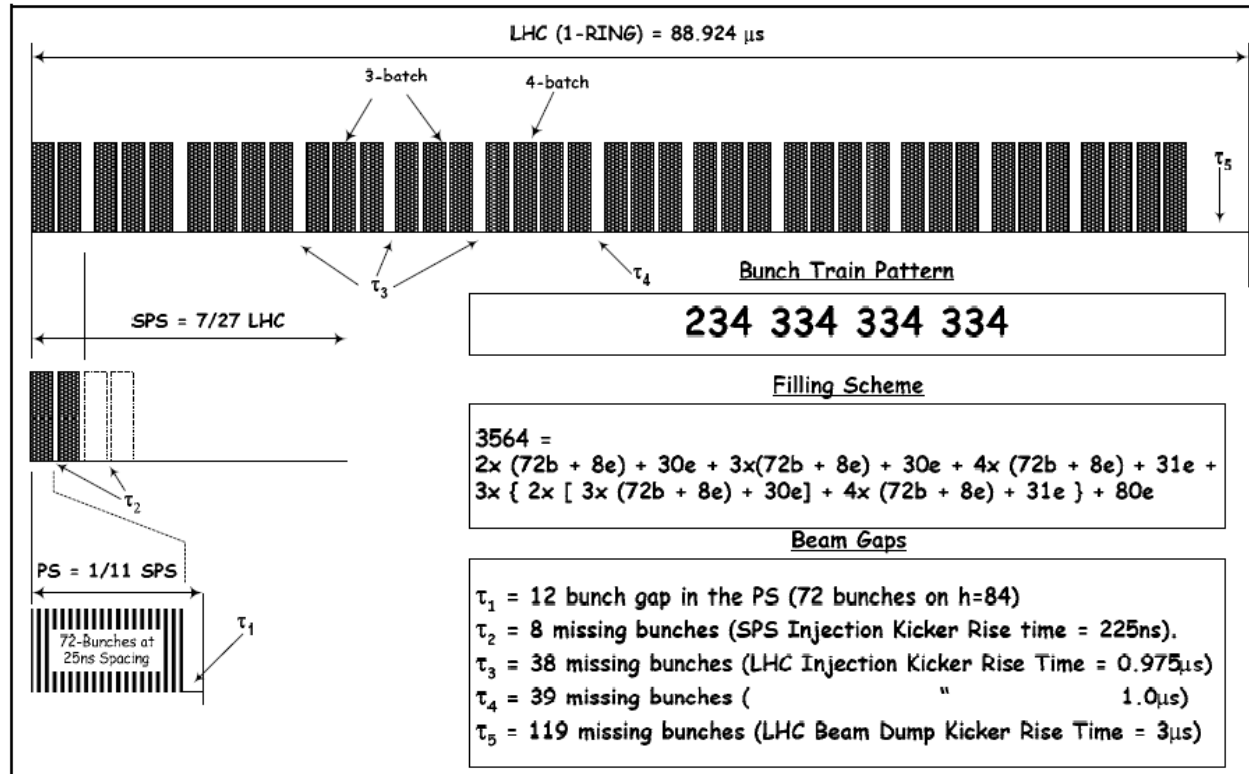


Figure 1: Schematic of the Bunch Disposition around an LHC Ring for the 25ns Filling Scheme (2808 Bunches/Ring).

- ✚ For 25ns operation the bunches will occupy buckets 1, 11, 21 etc. with gaps occurring every PS or SPS kicker gap. (see Figure 1 above reproduced from *LHC-OP-ES-0003 rev 1.0*).

Numerology (3)

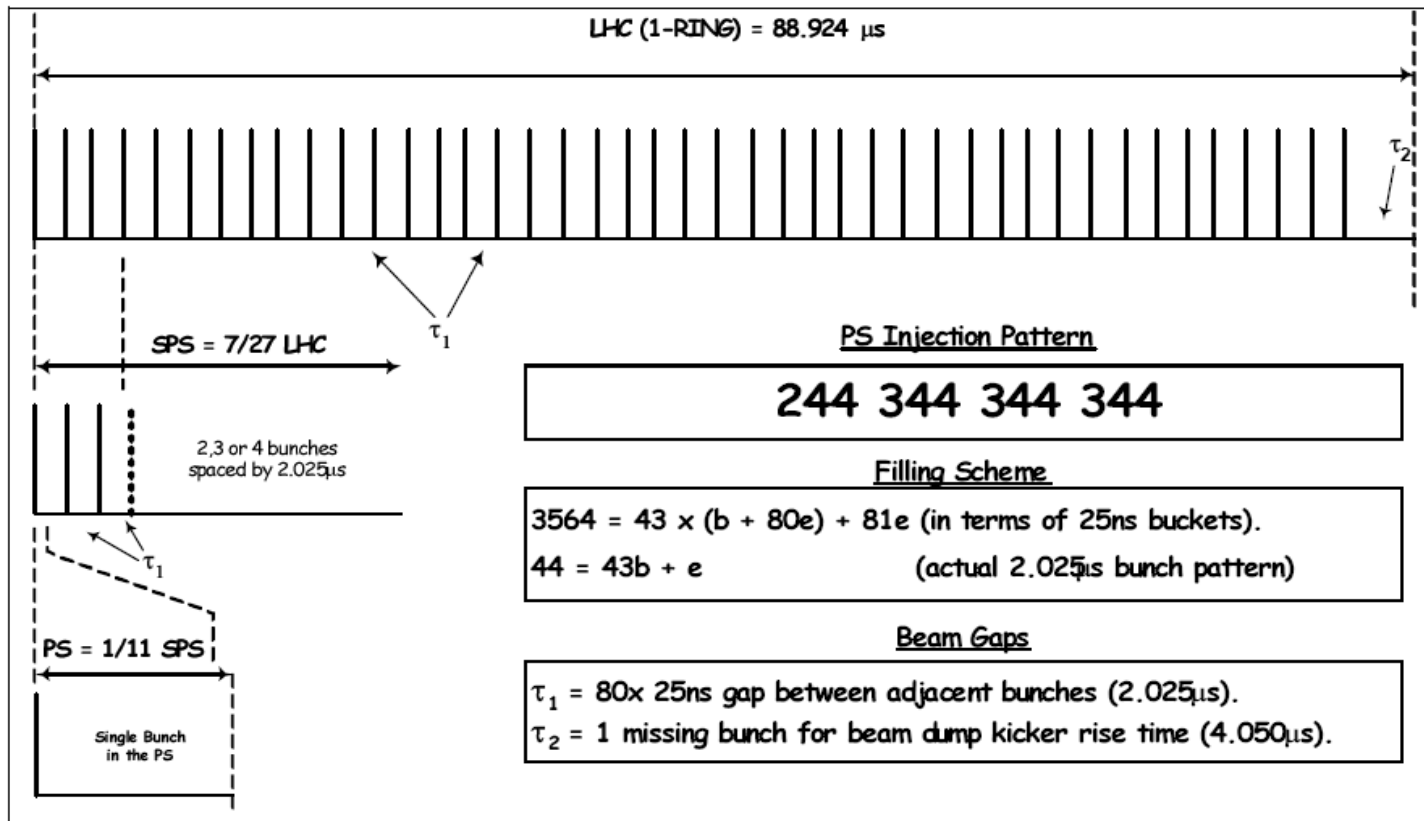
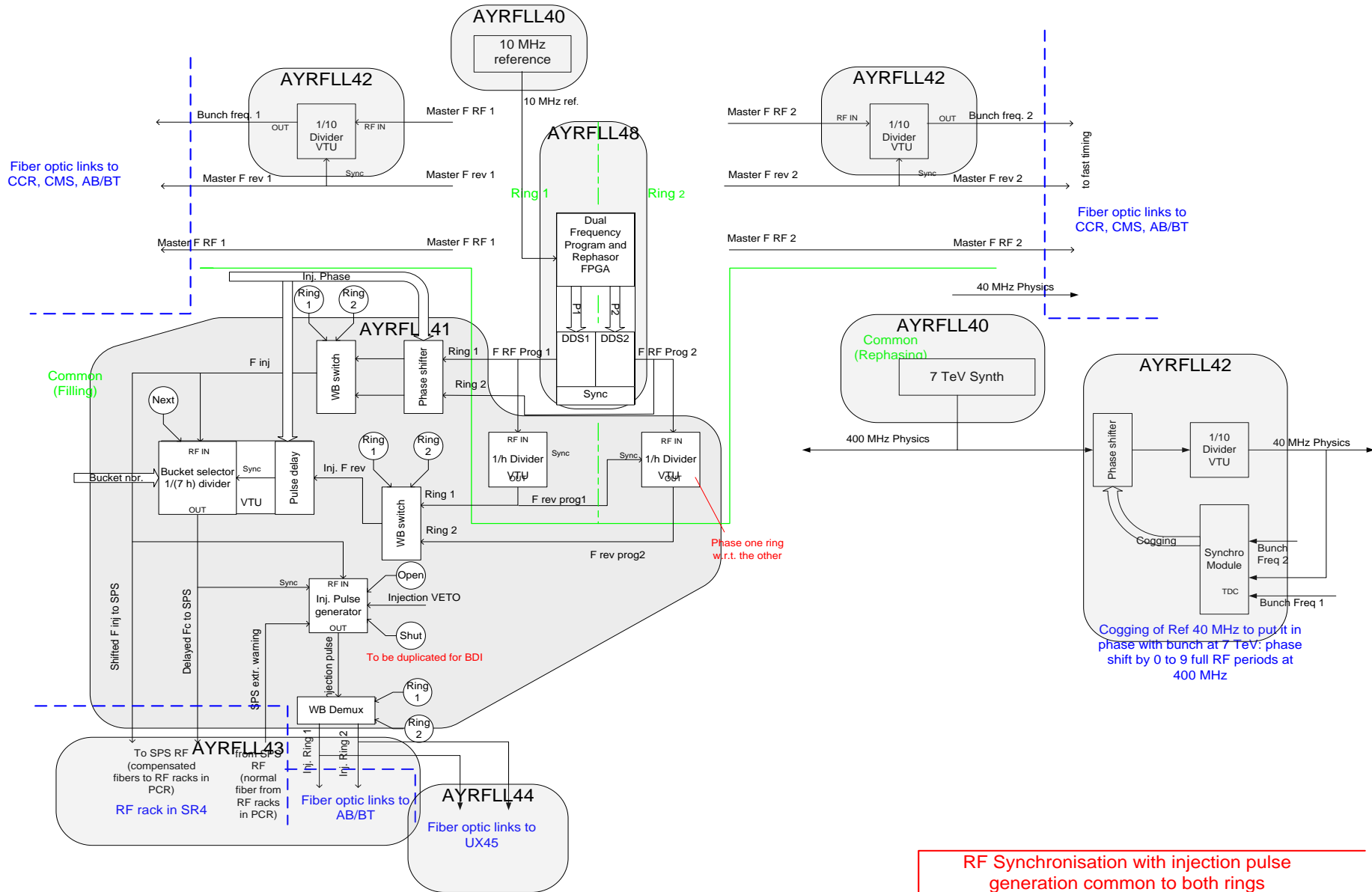





Figure 3: Schematic of the Bunch Disposition for the 43-Bunch Filling Scheme (43 Bunches/Ring).

- ✚ For 43 bunch operation the bunches will occupy buckets 1, 811, 1621, etc. (see Figure 3 above reproduced from *LHC-OP-ES-0003 rev 1.0*).



RF Synchronisation with injection pulse generation common to both rings

- Diagnostics signals: 
- Technology:
- DSP 
 - CPLD (40 or 80 MHz) 
 - Analog RF 