

Effect of e-lens on circulating beams

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On behalf of the LHC Collimation team



Outline



- I. Needs and working principle**
- II. Simulation tools**
- III. Simulation studies**
- IV. Conclusions**



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- I. Needs and working principle**
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- **Present collimation system** designed to handle up to **360 MJ**, **HL-LHC** design **~700 MJ**
- **How much** of this energy is **in the tails**?

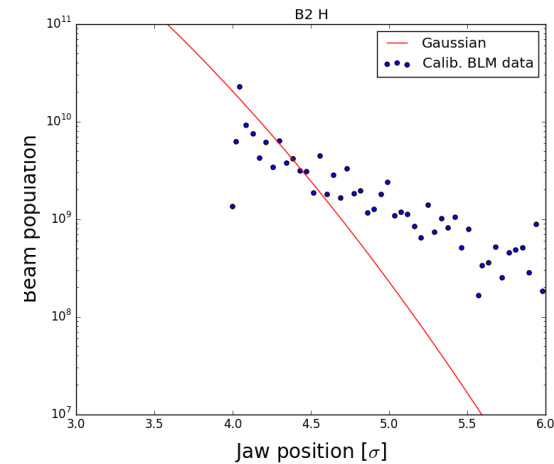
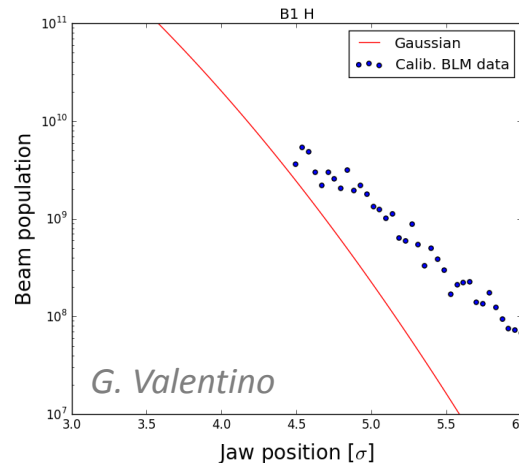
→ Halo population probed by means of **collimator scans**

→ **BLM signal calibrated** using BCT signal

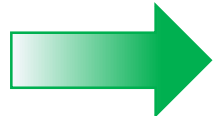
~5% of the beams in the tails ($>3.5 \sigma$) while 0.22% if Gaussian



**Scaling to HL-LHC parameters:
~33.6 MJ in the tails!**

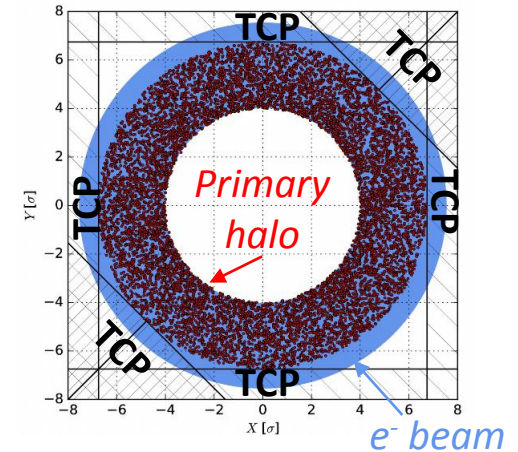
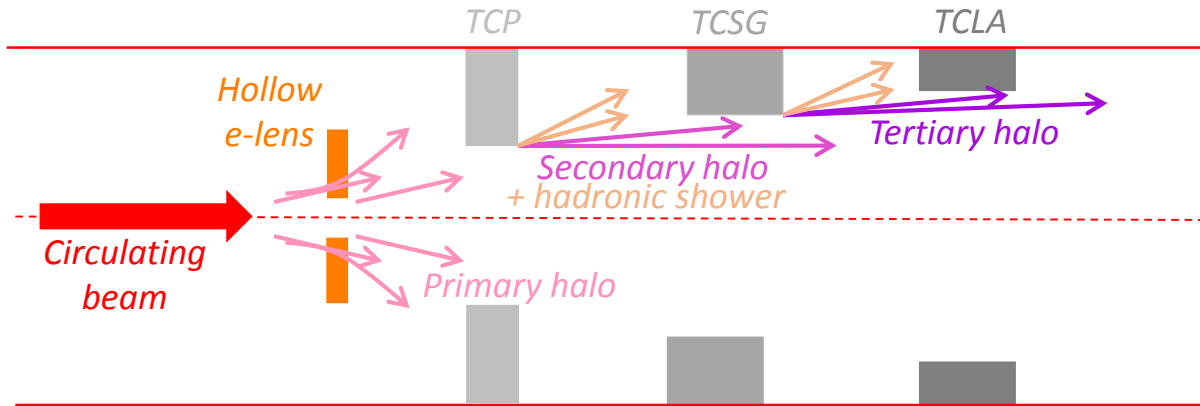


Fast failure scenarios:
*Orbit jitter
Crab cavity phase slip*

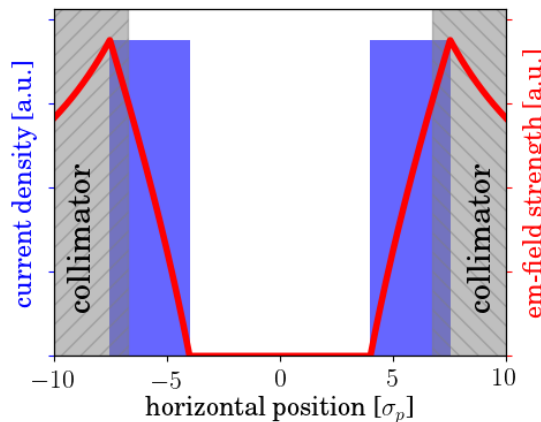


Possible consequences:
*Magnet quench
Permanent damage to TCPs*

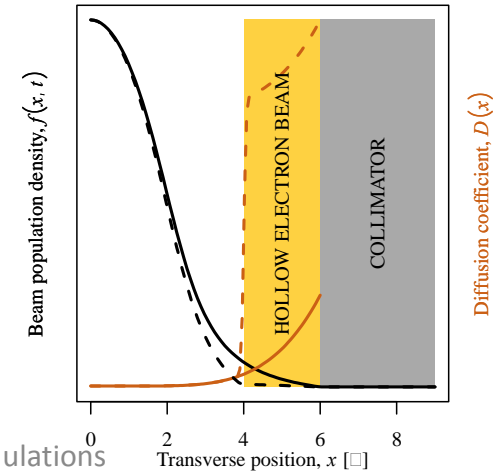
Working principle: hollow electron beam surrounds the p beam as **additional hierarchy layer**



em-field acting only on halo particles



Increased diffusion speed and depleted halo population



Very demanding collimation simulations with electron lens:

Standard cleaning simulations:

✓ Interaction radiation with matter



✓ Symplectic tracking for 200 turns



✓ Small dependence on initial distribution



✓ Negligible effect of non-linearity



Plus e-lens:

✓ Interaction radiation with matter

✓ Symplectic tracking for **>1e6 turns**

✓ **Sensitive to initial distribution**

✓ **Coupling with $\delta p/p$, Q' and MO**



Outline



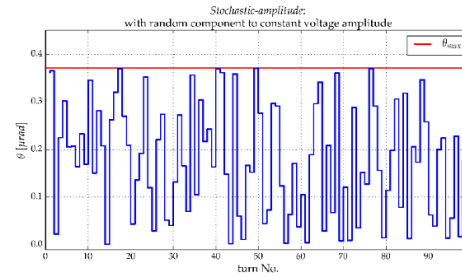
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- **Electron lens** model implemented in **SixTrack** and several working mode available:

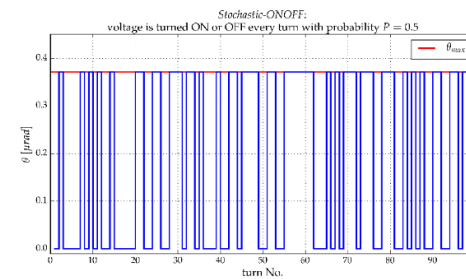
1. continuous (DC)

2. Stochastic:

➤ Stochastic-amplitude:

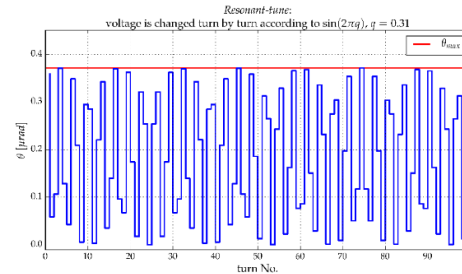


➤ Stochastic-ONOFF:

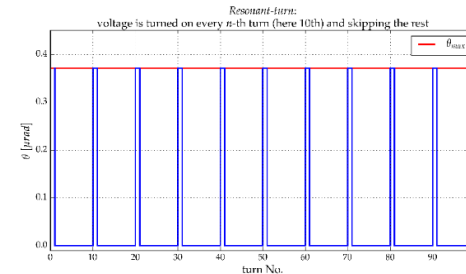


3. Resonant:

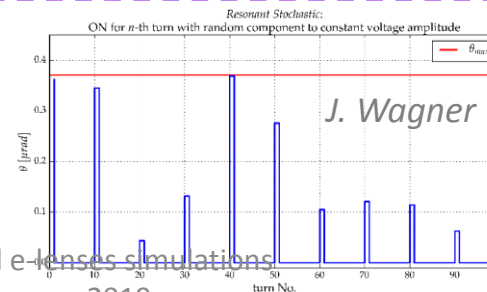
➤ Resonant-tune:



➤ Resonant-turn:



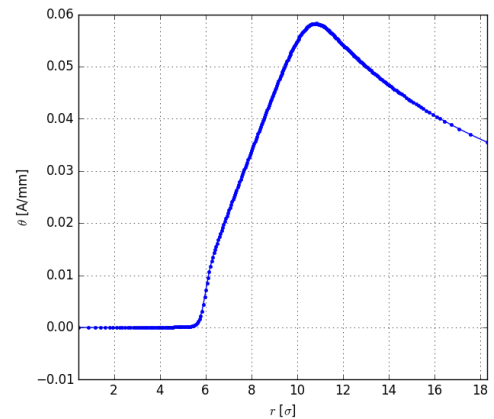
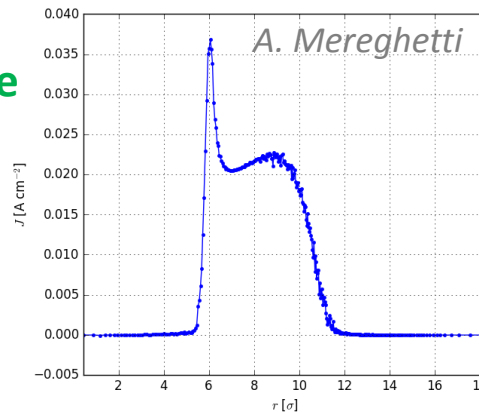
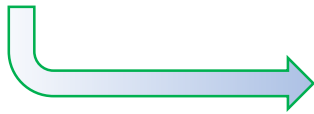
4. Stochastic-amplitude + Resonant-turn



D. Mirarchi, e-coolers and e-lenses simulations
meeting, 10th January 2019

- Only uniform e^- beams could be used, **two new functionalities** are now available:

- Gaussian profile**
- Measured radial profile**



- Continuous simulations during **energy ramp** using either **fixed or matched radius**
- Simulations with **ions beams** circulating in the machine
- Can run on **BOINC**: crucial for long term tracking ($>1e6$ turns)
- On-going:**
 - Implementation of **bends** using Chebyshev polynomials
 - **Measured 2D e^- beam profile**



Outline

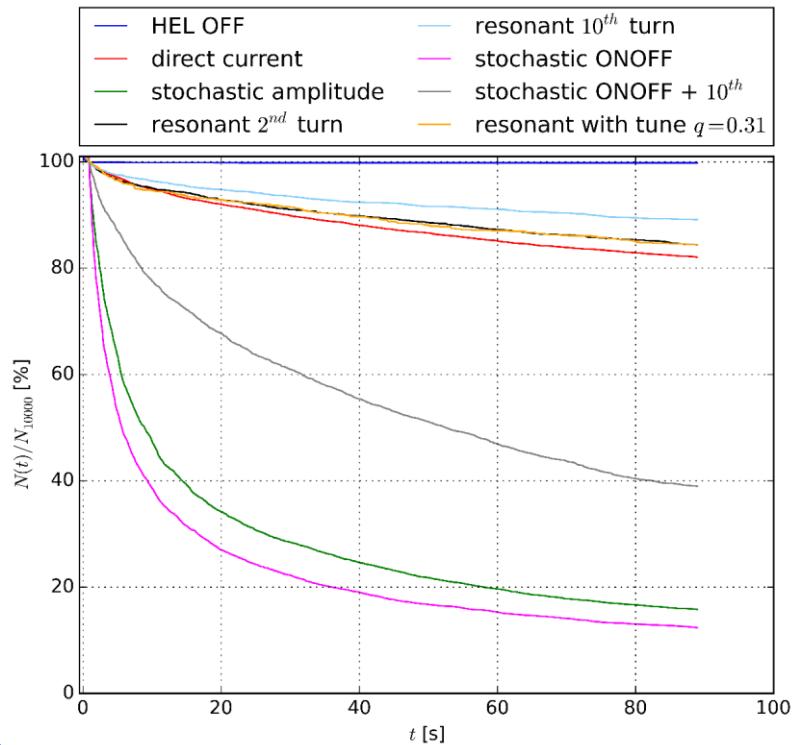


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Main goal: reasonable halo depletion rate without affecting the beam core

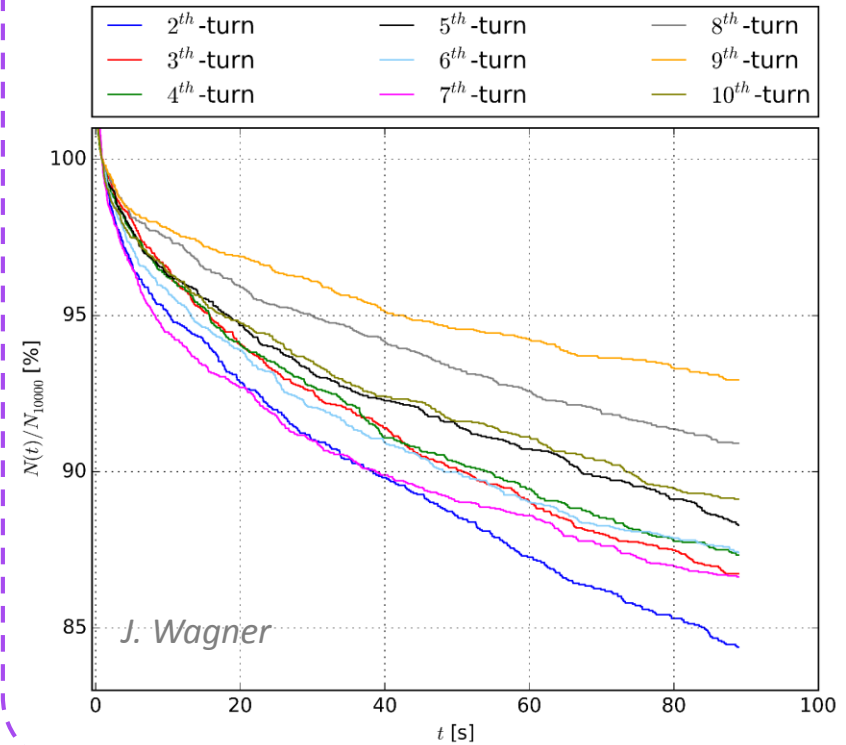
Different working mode

Beam intensity vs. time - $N_{turns} = 10^6$ - HEL $I_{max} = 5A$
 HL-LHCv1.0 $Q'_{x,y} = 3$, $I_{oct} = 0$, $\Delta p/p = \text{gauss}$, $z = \text{gauss}$



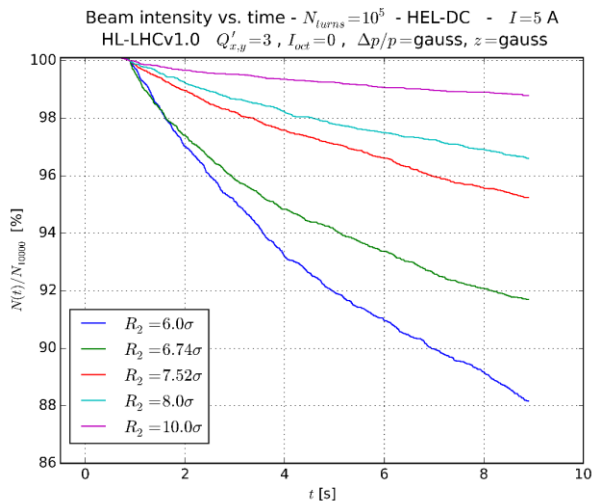
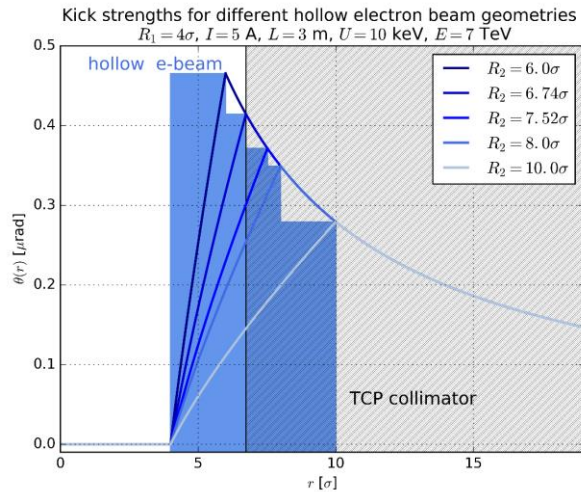
Scan in resonant excitation

Beam intensity vs. time - $N_{turns} = 10^6$ - HEL-resonant
 HL-LHCv1.0 $Q'_{x,y} = 3$, $I_{oct} = 0$, $\Delta p/p = \text{gauss}$, $z = \text{gauss}$

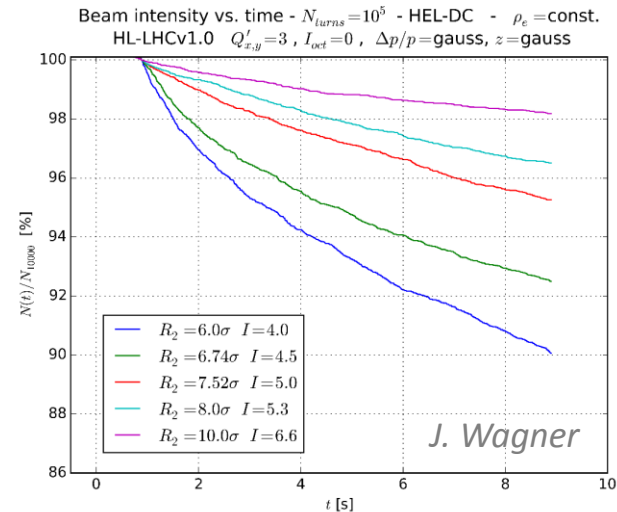
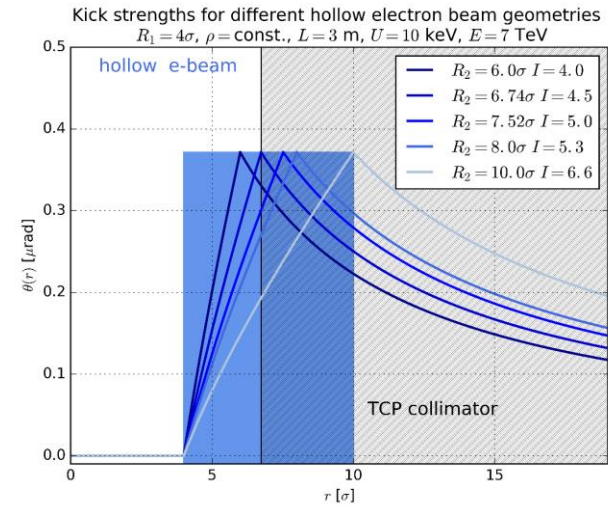


Detailed studies to be repeated for latest HL-LHC scenarios

Constant current

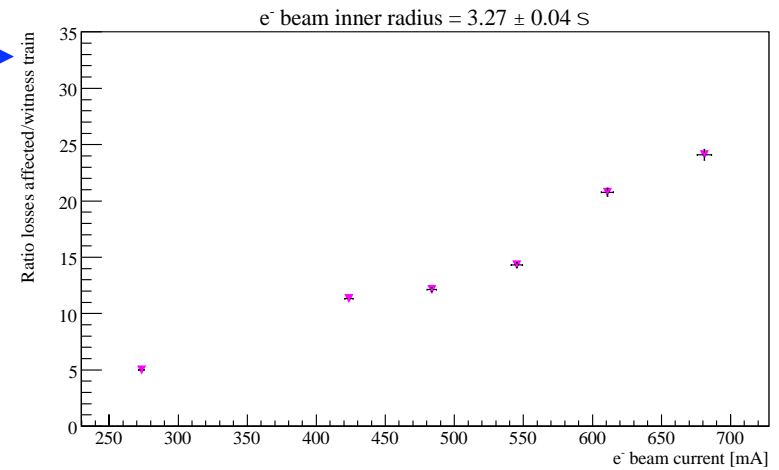
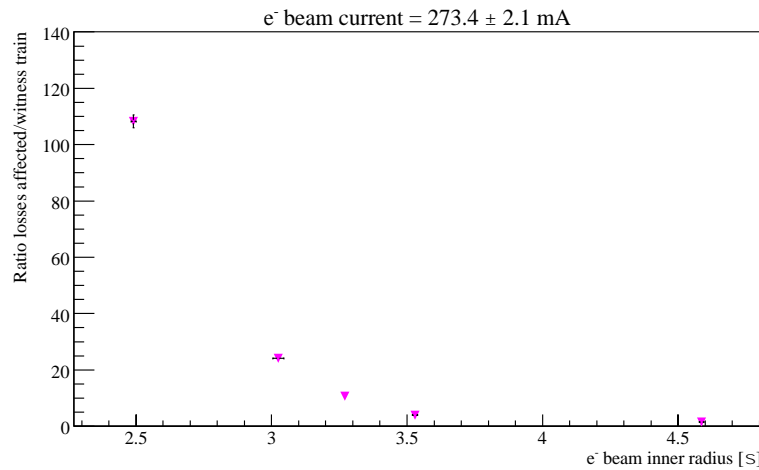
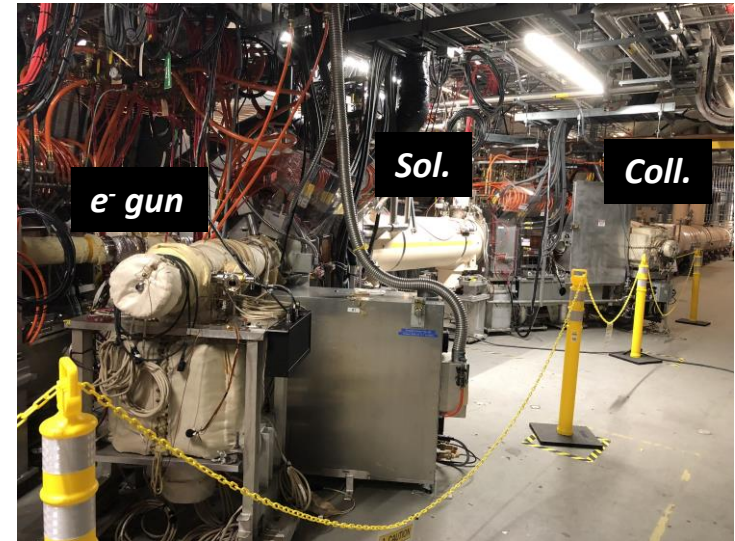


Constant current density



- Experimental tests** recently performed **at BNL**:

- ✓ e^- beam radius scan
- ✓ e^- beam current scan
- ✓ Chromaticity scan
- ✓ Octupole scan
- ✓ Resonant excitation



Unique opportunity to explore different operational scenarios and benchmark simulation code!



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- **Solid collimation upgrade baseline for the HL-LHC**
 - Recent assessment of **large tail populations might require active halo control**
 - HEL identified as most promising solution**
- **Simulation tools available, updated and suitable for long term tracking**
- **Simulation studies** on both beam **halo and core** to provide **optimal working** point for HL-LHC and support to **cathode design**
- **Encouraging results obtained in experimental tests** recently performed at BNL, also useful for a **thorough code benchmarking**



Outline



Thank you for your attention!

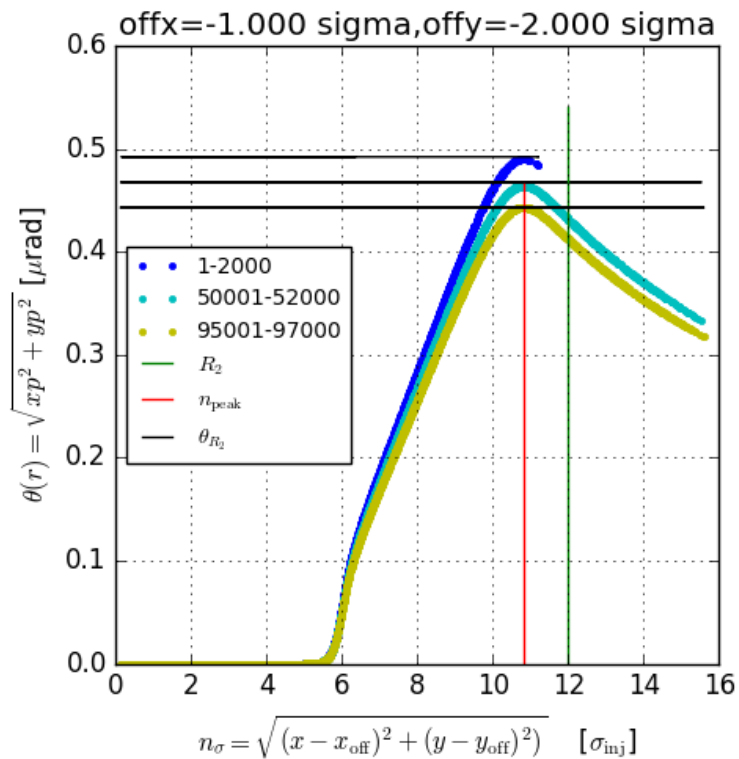


Outline



BACKUP

Constant radius



Matched radius

