

# **Brightness Curve Simulations**

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Overview

- Working Point Choice
  - Beam Loss Mechanism
  - Brightness Curve at 160 MeV
  - Summary & Outlook

## Working Point Choice : <u>Recap of Half-Integer Studies</u>

#### Below the half integer:

- 1. <1% losses regardless of error
- 2. Smaller beta-beating for all errors
- **3. Overall blow-up smaller** for the same loss limit

#### Questions raised in the previous meeting

Could we allow **losses above the half integer** if we getter smaller emittances?

Could we allow **losses** of uncaptured beam to get smaller emittances **below the half integer**?













## Losses From Uncaptured Beam

### Loss Mechanism

- Particles left out of the bucket move with the beam in the flat bottom
- During the ramp uncaptured beam doesn't change energy resulting to different orbit and tunes
- Uncaptured particles get lost on the vertical aperture as they get captured by the half integer resonance

Lost Particles up to 5k Turns







## Losses From Uncaptured Beam

### Loss Mechanism

- Particles left out of the bucket move with the beam in the flat bottom
- During the **ramp** uncaptured beam doesn't change energy • resulting to different orbit and tunes
- Uncaptured particles get lost on the horizontal aperture





7500 10000 12500 15000 17500 2000



# Brightness Curve at 160 MeV

→ Setup for **0% losses**:

Larger longitudinal line density

→ Setup allowing **1-2% losses** of uncaptured beam:

Lower longitudinal line density

# No Beam Loss Setup

| Simulation Parameters                     |   |     |    |     |    |     |  |  |  |
|---|---|-----|----|-----|----|-----|--|--|--|
| Linac4                                    |   |     |    |     |    |     |  |  |  |
| ε <sub>x</sub> /ε <sub>y</sub>            | 0.4 mm mrad   |     |    |     |    |     |  |  |  |
| Ι   | 25 <i>m</i> A                                       |     |    |     |    |     |  |  |  |
| Chopping Factor                           | 0.6   |     |    |     |    |     |  |  |  |
| dE <sub>rms</sub>                         | 0.35 MeV  |     |    |     |    |     |  |  |  |
| PSB                                       |   |     |    |     |    |     |  |  |  |
| Cycle                                     | Flat 1  |     |    |     |    |     |  |  |  |
| Injected Intensity [10 <sup>12</sup> ppb] | 1   | 1.5 | 2  | 2.5 | 3  | 3.5 |  |  |  |
| Accumulation [Turns]                      | 11  | 16  | 22 | 27  | 32 | 38  |  |  |  |
| Simulation time                           | 20 kTurns   |     |    |     |    |     |  |  |  |
| Working Point                             | $Q_{\rm x}$ =4.40 , $Q_{\rm y}$ =4.45               |     |    |     |    |     |  |  |  |
| Quad Error                                | k1=0.00315 (2.5% Beta-beat) /0.0189 (15% Beta-beat) |     |    |     |    |     |  |  |  |

### No losses

- The brightness depends on the quadrupolar error
  - → how well we can compensate the beta beating
- Beta-beating  $\leq 2.5\%$ 
  - Marginally on the **PSB-LIU** target
- Beta-beating  $\leq 15\%$ 
  - Marginally on the **PS-LIU Injection** target



## Allowing ~1-2% Beam Loss Setup

| Simulation Parameters                     |   |     |    |     |    |     |  |  |  |  |
|---|---|-----|----|-----|----|-----|--|--|--|--|
| Linac4                                    |   |     |    |     |    |     |  |  |  |  |
| ε <sub>x</sub> /ε <sub>y</sub>            | 0.4 mm mrad   |     |    |     |    |     |  |  |  |  |
| Ι   | 25 <i>m</i> A                                       |     |    |     |    |     |  |  |  |  |
| Chopping Factor                           | 0.7   |     |    |     |    |     |  |  |  |  |
| dE <sub>rms</sub>                         | 0.44 MeV  |     |    |     |    |     |  |  |  |  |
| PSB                                       |   |     |    |     |    |     |  |  |  |  |
| Cycle                                     | Flat 1  |     |    |     |    |     |  |  |  |  |
| Injected Intensity [10 <sup>12</sup> ppb] | 1   | 1.5 | 2  | 2.5 | 3  | 3.5 |  |  |  |  |
| Accumulation [Turns]                      | 10  | 14  | 19 | 23  | 28 | 32  |  |  |  |  |
| Simulation time                           | 20 kTurns   |     |    |     |    |     |  |  |  |  |
| Working Point                             | $Q_{\rm x}$ =4.40 , $Q_{\rm y}$ =4.45               |     |    |     |    |     |  |  |  |  |
| Quad Error                                | k1=0.00315 (2.5% Beta-beat) /0.0189 (15% Beta-beat) |     |    |     |    |     |  |  |  |  |

Uncaptured Beam!!!!

 $\sim$ 1-2% losses

- The **brightness** depends on the quadrupolar error
  - $\rightarrow$  how well we can **compensate the beta** beating
- The lower longitudinal line density • contributes to **better brightness**
- **Below** the **LIU** target for the errors ۲ tested



Uncaptured

Beam!!!!

# Summary & Outlook

- Working points **below the half integer** are preferable as they allow better control of the beam regardless of the quadrupolar error
- Losses from resonances cannot be tolerated as they continue throughout the cycle
- Losses of uncaptured beam could be tolerated (<1-2% level) as the larger longitudinal line density favors brightness
- The brightness curve at 160 MeV gives some margin for additional error studies only in the case of lower longitudinal line density, allowing 1-2% off-bucket losses

#### **Future Studies**

- Benchmark the simulations at 50 MeV using data of previous years
- Track using a more **realistic longitudinal space charge model**
- Use a more **realistic longitudinal distribution** for better assessing capture losses
- Use a more realistic machine model including non-linear errors

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Thank you!

# Back-up

# Small Error









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