



FUTURE
CIRCULAR
COLLIDER

Filling Schemes through Injector Chain

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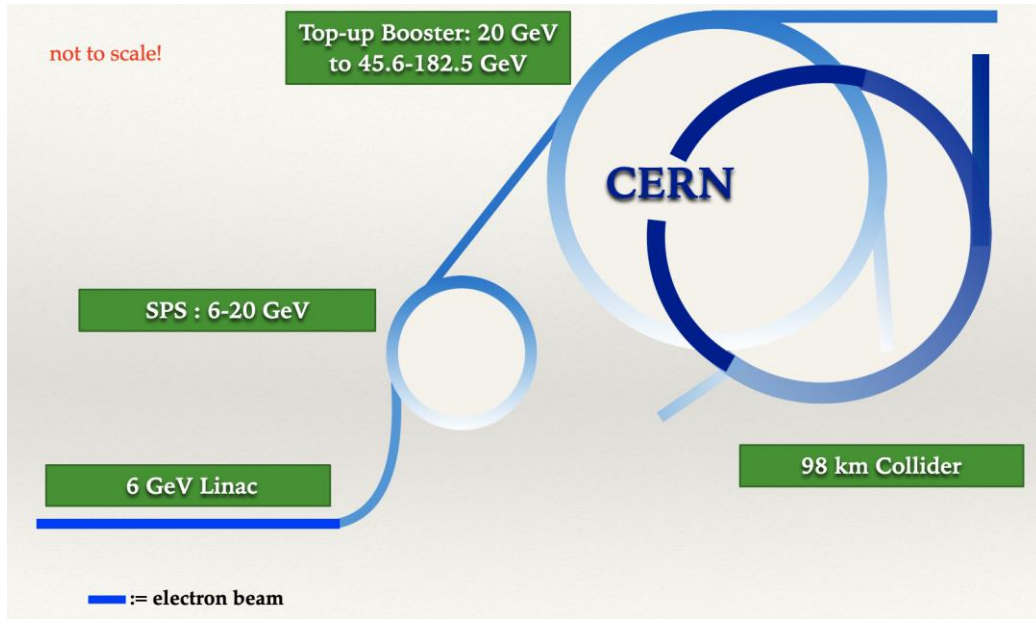
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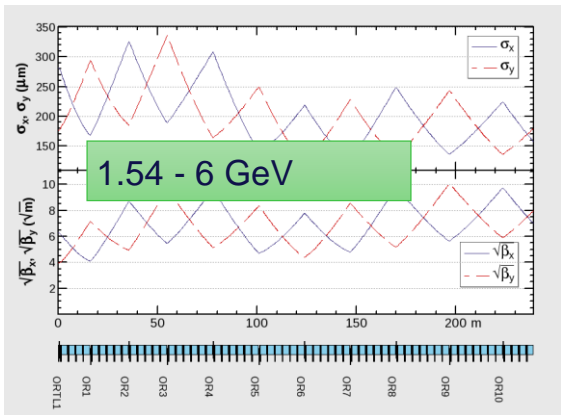
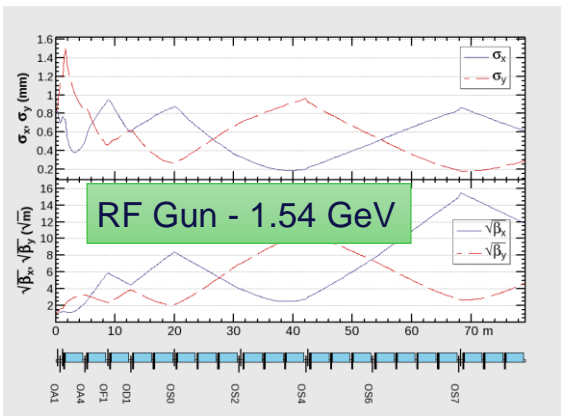
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1. Conceptual Design Report



- SLAC/SuperKEKB like S-Band linac. 6 GeV is chosen assuming positron generation at 4.46 GeV and 1.54 GeV Damping Ring.
- The modified SPS was the intermediate booster to increase the energy to the *minimum possible injected energy* into the top-up booster.
- Top-up booster will share the same tunnel, and accelerate 20 GeV to the final energies. It would have the same number of bunches as the collider, yet with $\sim 1/10^{\text{th}}$ of the collider bunch intensity.

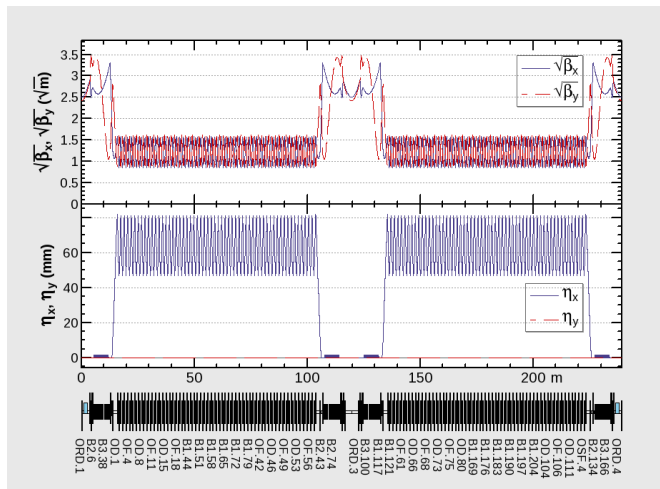
1.1. S-Band Linacs in the CDR



Cavities	S-Band
Repetition (Hz) and # of bunches	200 and 2 (4*)
Frequency (MHz)	2855.98
Length (m)	2.97
Cavity Mode	$2\pi/3$
Aperture Diameter (mm)	20
Unloaded Cavity Gradient (MV/m)	25

- In the CDR, 2 e- bunches per RF pulse were assumed to accelerate during e- delivery, and 2 e- bunches PLUS 2 e+ bunches during e+ delivery. In other words, the pre-booster would get 200 Hz of 2 bunches of a species each second.
- Bunch to bunch separation 50 ns (in the CDR was 100 ns).

1.2. Damping Ring in the CDR



Parameters	Value
Circumference	242 m
Energy	1.54 GeV
Bunch intensity	2.1E10
Number of trains x bunches in a train	8 x 2 bunches
Transverse Damping Time	10.5 ms
Store time for a train	40 ms
Energy loss per turn	0.225 MeV
SR Power loss	15.7 kW

- At each linac RF pulse (i.e. 5 ms) a train consisting of 2 e+ or e- bunches are injected into the DR.

After 8 trains are stored, each train which cooled for 40 ms will be extracted and re-injected into the linac. The same RF pulse accelerating the extracted train from DR will carry the primary 2 e- bunches to generate the new e+ DR train.

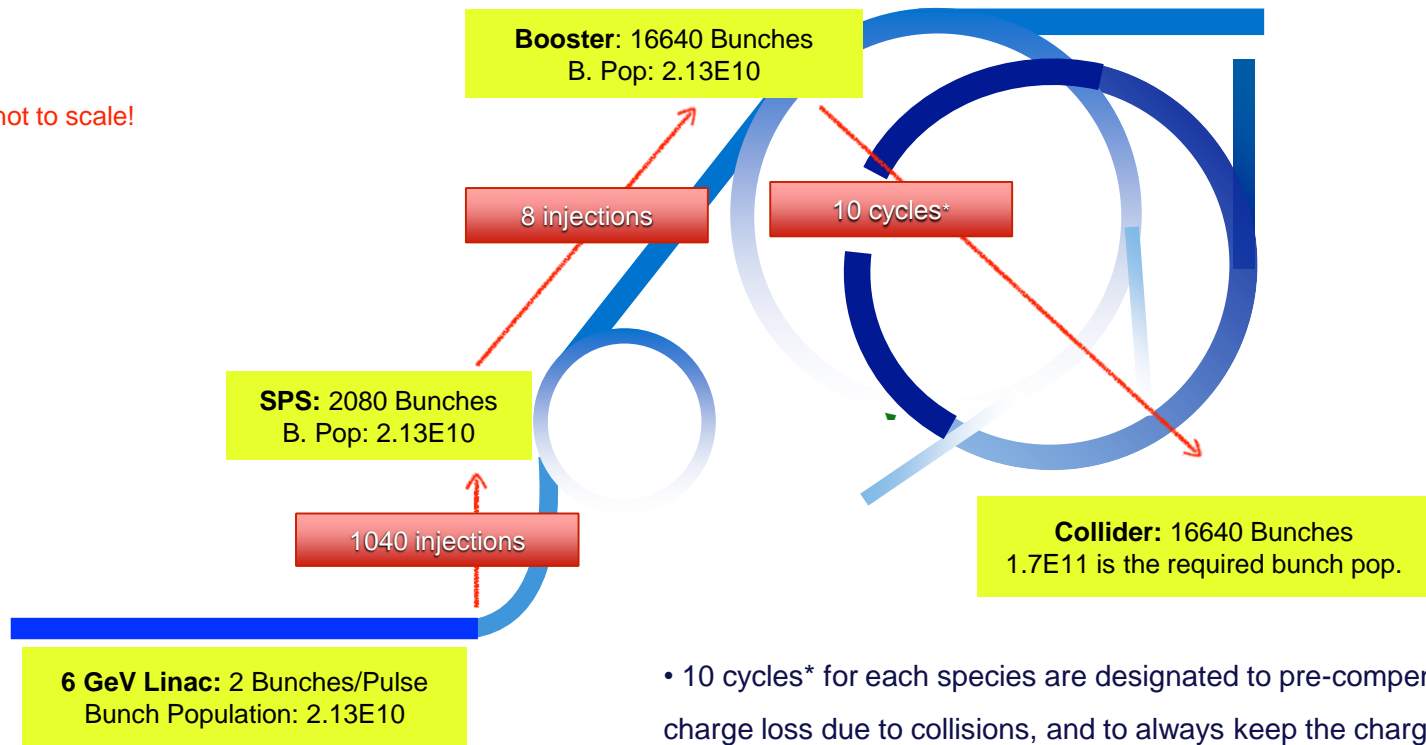
1.3. Fill From the Scratch in the CDR

Operation Type	Final Energy [GeV]	Luminosity Lifetime [min]	Bunches/Beam	Bunch Population
Z	45.6	70	16640	1.7×10^{11}
W	80	50	2000	1.5×10^{11}
H	120	42	328	1.8×10^{11}
tt	182.5	39	48	2.3×10^{11}

- The highest accumulated charge will occur for the Z - operation. Now on, we will give the Z-mode fill which is the most challenging operation in terms of charge flux delivered by the injectors.

1.3. Fill From the Scratch in the CDR

not to scale!

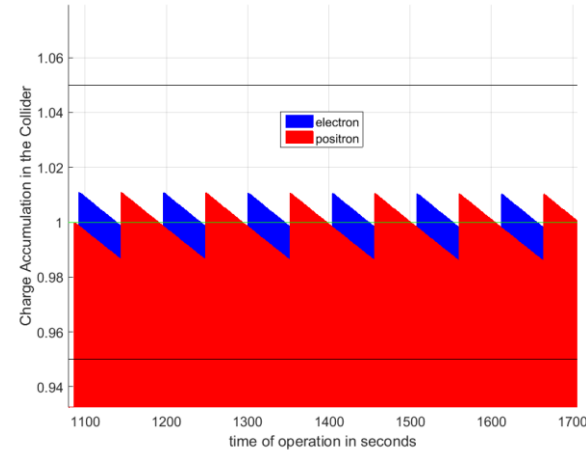
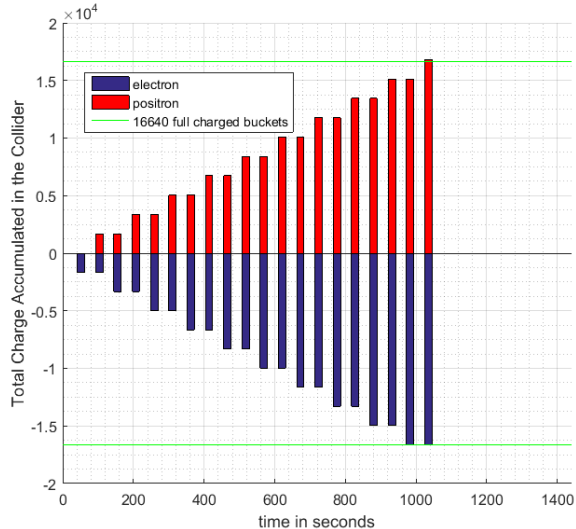


- 10 cycles* for each species are designated to pre-compensate the charge loss due to collisions, and to always keep the charge imbalance within the $\pm 5\%$ (BOOTSTRAPPING).

1.3. Fill From the Scratch in the CDR

- **Linac:**
200 Hz 2 bunches per RF pulse
- **SPS:**
Accumulation of 2080 bunches : 5.2 s
Emittance cooling (Damping time 0.1 s) : 0.7 s
Ramp up time (6 - 20 GeV) : 0.2 s
SPS Cycle time : 6.3 s
- **Top-up Booster:**
Accumulation of 8 SPS Trains : 50.4 s
Emittance cooling (Damping time 0.1 s) : 0.7 s
Ramp up time (20 - 45.6 GeV) : 0.32 s
BR Cycle time : 51.74 s
- **Collider:**
10 BR Injections for each species will result the collider to be filled for Z- mode in 1035 seconds (17m15s)

1.4. Bootstrapping and Top-up in the CDR



- At each BR Cycle (51.7 s), we inject one species into the collider $1/10^{\text{th}}$ of the nominal charge (normalised to 1).
- Pre-compensational charge for the last injected species.

- After the collider is fully filled, we need to keep e- and e+ charges within $\pm 5\%$ asymmetry for Z-mode.
- In this plot, we simply assume the bunch decays exponentially for the luminosity lifetime of 70 minutes.
- **At each booster cycle, we loose 1.2% by $N = N_0 e^{-t/\tau}$**
- **We top up by 2 x 1.2% to each species at each 2 BR Cycles.**

1.4. Bootstrapping and Top-up in the CDR

- **Z - operation:**
First fill in 17m15s
Allowed asymmetry is $\pm 5\%$
Top up at each 51.74 s x 2 by 2.4% to each species
- **W - operation:**
First fill in 4m26s
Allowed asymmetry is $\pm 3\%$
Top up at each 13.3 s x 2 by 1% to each species
- **H - operation:**
First fill in 2m32s
Allowed asymmetry is $\pm 3\%$
Top up at each 7.58 s x 2 by 0.6% to each species
- **t - operation:**
First fill in 12.56s
Allowed asymmetry is $\pm 3\%$
Top up at each 6.28 s x 2 by 0.5% to each species

- W, H and t operation requires 100 Hz linac repetition and 1 bunch/pulse for H, t!
- 200 Hz operation is only needed for Z!

- We can maintain the average luminosity at the peak!

2.1. Multi-bunch Linac Parameters

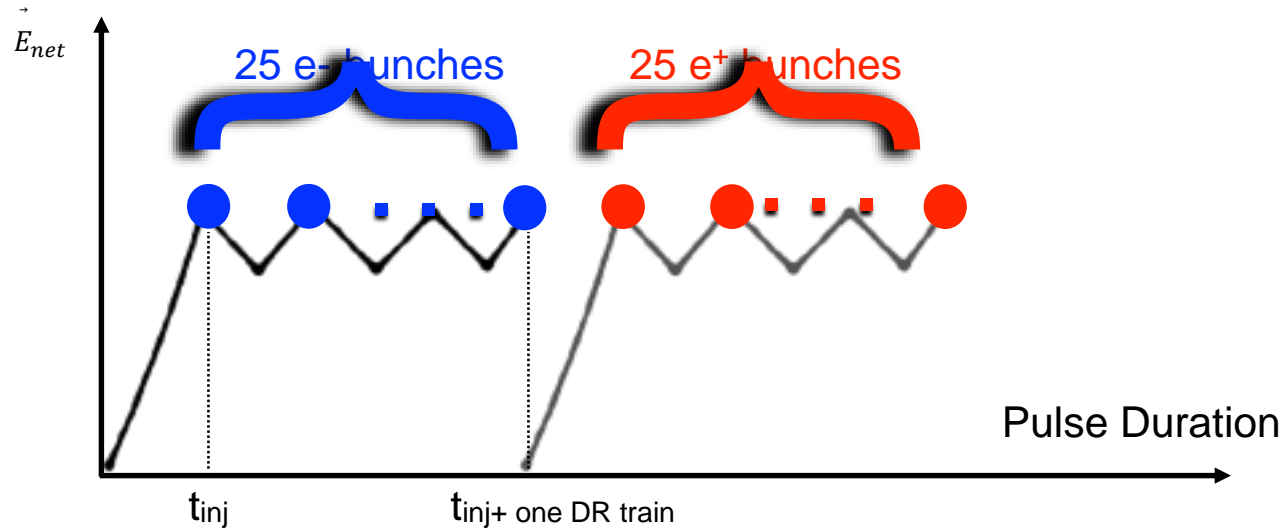
parameter	Baseline
Ring for injection	PBR
Injection energy [GeV]	6
Bunch population	2.1e10
Minimum bunch spacing [ns]	15, (17.5, 20)
Transverse emittances (RMS): $\epsilon_{x,y}$ [nm]	5, 5 < 15
Normalized transverse emittances (RMS): $\gamma\epsilon_{x,y}$ [μm]	60, 60
Bunch length (RMS) [mm]	10
Energy spread (RMS) [%]	0.1
Injection scheme	Off axis injection:
Transverse acceptable emittances (RMS): $\epsilon_{x,y}$ [nm]	15, 60 (12, 41)

- Thus Damping Ring extraction emittance would be 2/8 nm if we leave factor ~ 2 as emittance blow-up budget in the transfer to the linac and in the linac for 1.54-6 GeV acceleration.
- Bunch to bunch spacing in the collider can be 17.5 ns at max, if 16640 bunches are stored. **However this might be changed to space bunches at 20 ns (due to e- cloud2) and reduce number of bunches stored to ~ 16000 bunches if SPS not used (meaning no beam abort gaps nor injection gaps inherited from SPS).**

2.1. Multi-bunch Linac Parameters

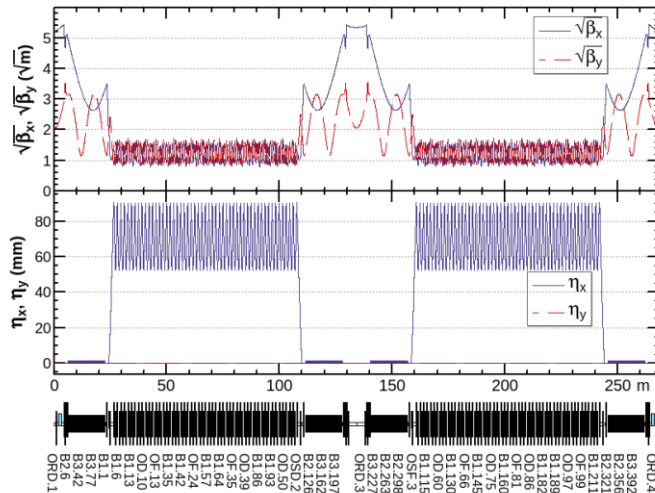
- Bunch to bunch spacing in the collider can be 17.5 ns at max, if 16640 bunches are stored. Since 16640 would span $291.2 \mu\text{s}$ of $325 \mu\text{s}$ collider.
- It may not be feasible to stack if the linac spacing is not a harmonic of the rings.
To illustrate, linac train with b-t-b spacing 35 ns can be stacked to reach 17.5 ns.
- So for now, let's assume that the collider b-t-b spacing is 17.5 ns, and all injectors have 17.5 ns b-t-b spacing.
- Positron study ([link](#)) puts limit at 100 Hz repetition with 25 bunches.

2.1. Multi-bunch Linac Parameters



- Not to create any delay due to positron generation, 1 linac pulse should accelerate 2 DR trains, 1 train to hit the target and be injected into the DR; while the other train to be sent into the SPS or (P)BR.
- Effectively, linac pulse accelerates 50 bunches per RF pulse.

2.2. Damping Ring for the Multi-bunches



Parameters	Value
Circumference	268.4 m
Energy	1.54 GeV
Bunch intensity	2.1E10
Number of trains x bunches in a train	2 x 25 bunches
Transverse Damping Time	5.6 ms
Store time for a train	20 ms
Energy loss per turn	0.461 MeV
SR Power loss	90.6 kW

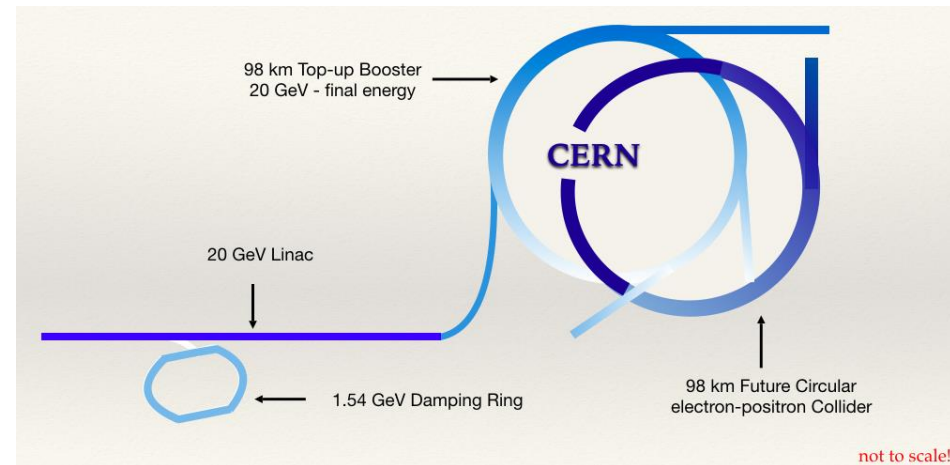
- At each linac RF pulse (i.e. 5 ms) a train consisting of 2 e+ or e- bunches are injected into the DR.
- After 8 trains are stored, each train which cooled for 20 ms will be extracted and re-injected into the linac. The same RF pulse accelerating the extracted train from DR will carry the primary 2 e- bunches to generate the new e+ DR train.

2.2. Fill From the Scratch Multi-bunch

- **Linac:**
100 Hz 25 bunches per RF pulse
- **SPS:**
Accumulation of 1250 bunches : 0.5 s
Emittance cooling (Damping time 0.03 s) : 0.12 s
Ramp up time (6 - 20 GeV) : 0.175 s
SPS Cycle time : 0.97 s
- **Top-up Booster:**
Accumulation of 14 SPS Trains : 50.4 s
Emittance cooling (Damping time 0.1 s) : 0.4 s
Ramp up time (20 - 45.6 GeV) : 0.32 s
BR Cycle time : 14.72 s
- **Collider:**
10 BR Injections for each species will result the collider to be filled for Z- mode in 294.4 seconds (4m54s)

2.2. Fill From the Scratch Multi-bunch

- **20 GeV Linac:**
100 Hz 25 bunches per RF pulse
- **Top-up Booster:**
Accumulation of 16640 bunches. : 6.6 s
Emittance cooling (Damping time 0.1 s) : 0.4 s
Ramp up time (20 - 45.6 GeV) : 0.32 s
BR Cycle time : 7.8 s
- **Collider:**
10 BR Injections for each species will result the collider to be filled for Z- mode in 156 seconds (2m36s)

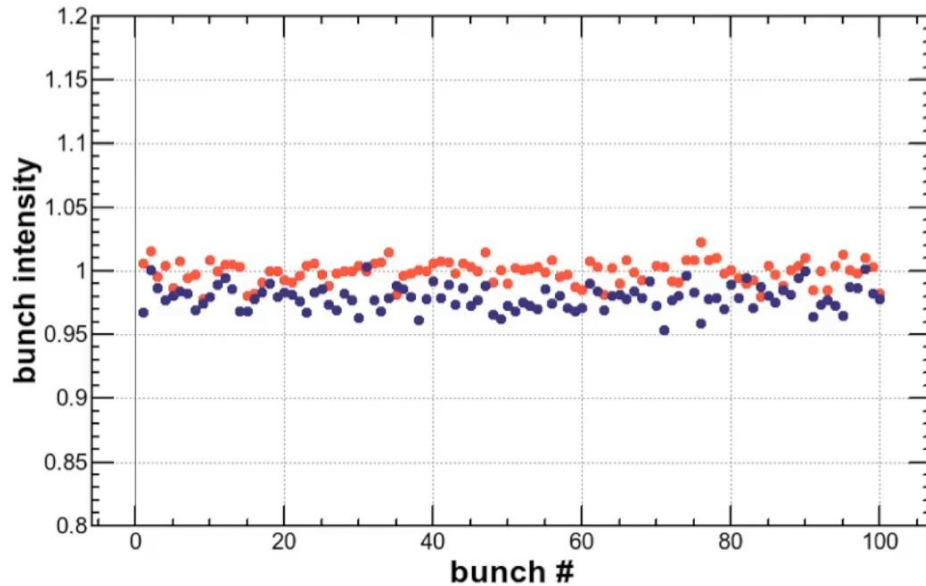


not to scale!

2.3. First Fill and Top-up for the Multi-Bunches

- **Z - operation with 6 GeV linac:**
First fill in 4m54s
Allowed asymmetry is $\pm 5\%$
Top up at each 14.72 s x 2 by 0.7 % to each species
- **Z - operation with 20 GeV linac:**
First fill in 2m36s
Allowed asymmetry is $\pm 5\%$
Top up at each 14.72 s x 2 by 0.4 % to each species
- **t - operation with 20 GeV linac with 25 bunches/pulse:**
First fill in 9.2s
Allowed asymmetry is $\pm 3\%$
Top up at each 4.6 s x 2 by 0.4 % to each species

2.3. First Fill and Top-up for the Multi-Bunches



K. Oide

- A crude simulation of the bunch decay & refill

3. Discussion and Conclusions

- Multi bunches will decrease the first fill from 17m15s down to 4m54s for Z-operation.
- Assuming 10 beam aborts per day during the commissioning phases, multi-bunches will save 10*12 mins from the first fill, therefore higher integrated luminosity for Z-operation.
- The bunch-bunch luminosity during the top-up will not be dramatically effected from the multi-bunches. Disclaimer: no real luminosity and top-up injection are studied.
- Except the Z-operation, the fast repetition or multi-bunch acceleration may not be very beneficial.

A large, thick, light blue sine wave graphic is centered on the slide. It starts at the left edge, rises to a peak, falls to a trough, and then rises again towards the right edge. The text "Thank you for your attention." is overlaid on the central part of the wave.

Thank you
for your attention.