Beam Dynamics of the IR: The Solenoid, the Crossing Angle, The Crab Cavity, and All That

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GLC/NLC – X-Band Linear Collider

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Why Have a Crossing Angle?

- Warm: minimize "parasitic collisions"
 - Collisions between bunches away from IP
- Warm or Cold: disrupted beam exits thru separate hole
 - Decouples incoming, outgoing beam requirements on doublet
 - Don't need dodgy kicker/septum extraction system in FF
 - Probably necessary for very high energy and/or luminosity







Aspect Ratio Problem

- Consider beam dimensions
 - Warm:
 - σ_z = 110 μm
 - σ_x = 240 nm
 - $\theta_{diag} = 2.2 \text{ mrad}$
 - Cold:
 - σ_z = 300 μm
 - σ_x = 500 nm
 - $\theta_{diag} = 1.7 \text{ mrad}$
- Crossing angle > θ_{diag} will blow up projected x beam size, reduce luminosity





- Solution to Aspect Ratio problem: deflect head and tail to cancel growth in projected beam size
 - time-varying deflection can be provided by dipole-mode accelerating structure
 - "deflecting cavity"
 - put beam on zero crossing to kick head one way and tail the other
 - "crab cavity"



Crab Cavity Phase

- Key stability tolerance: *difference* in RF-to-beam phase between two beams
 - causes net transverse offset
 - 2% lumi lost if one RF-to-beam phase varies by 0.025° of S-band w.r.t. the other
 - Note: both warm and cold have similar tolerance on RF-to-beam stability of bunch compressor RF
 - 0.1 0.2° of L-band
 - Small number of systems to monitor (one cavity per side), conceptual engineering solutions exist
 - brute force: ultra-precise phase monitor ~ \$250 k / channel



Solenoid with a Crossing Angle

- Beam passes thru solenoid fringe field...
- ...and then thru the main field with an angle...
- ...resulting in deflections thru IP
- Note that fringe field and main field have opposite effects



Note: For now, consider old LCD "S" solenoid (6 T, short), no quads in solenoid field, 500 GeV beam energy



Deflection of Solenoid



- In a pure solenoid field, the fringe- and main-field deflections cancel at IP
- Check out *PRST-AB*,
 6:061001 (2003) for details
- Implies that dispersion and x'y coupling also cancel at IP

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Deflection of Solenoid (2): Outgoing Beam

- Beams collide with vertical angle wrt solenoid axis
- Solenoid bends outgoing beam more
- Energy loss @ IP (from collision) will change outgoing trajectory!
- In this example: 10% loss → 13 µm movement @ exit
- Will impact intra-train collision feedback





Deflection of Solenoid (3): Horizontal Motion

Horizontal motion of the solenoid breaks the symmetry which cancels IP vertical offsets → horizontal solenoid jitter becomes vertical beam jitter

$$\Delta y^{*} = \frac{\Delta x}{2B\rho} \cos \theta_{\rm c} \int B_{\rm z} dz$$

At high energies (500-1000 GeV CM), solenoid horizontal motion tolerance ~0.1 μm

At lower energies: depends on scaling of IP beam size (do we need to relax β^* ?)



Synchrotron Radiation Spot Size Dilution

The deflection due to off-axis passage thru the solenoid leads to SR, thus spot size growth.

In general, estimating the spot size growth from SR requires a detailed calculation for a given field map.

Present example has 0.074 nm growth, added in quadrature with nominal beam size (ie, nothing).

Dilution scales as $(B\theta_c L_{sol})^{5/2}$ and is *independent* of energy!



Embedded Quads in Solenoid

- Quads in the solenoid field cause problems for the crossing-angle design
 - solenoid symmetry broken IP offset, dispersion, coupling do not cancel
 - Settings that correct one problem (ie, offset) do not correct the others
- And also cause more general problems regardless of crossing angle
 - Coupling correction required can be a big headache!



Embedded Quads in Solenoid – Old [©] NLC FF (ZDR-like)

- Studied solenoid compensation with 2 m L^{*}, 6 T short solenoid
- What was needed
 - move last quad 2.6 µm (correct IP steering)
 - move SD sextupoles 1.5 µm (correct dispersion)
 - Tune FD skew quad and other coupling correction skew quads (a few gauss each)
- Spot size growth ~1.5% compared to no solenoid case



Embedded Quads in Solenoid – New ⁶ FF

- Considerable changes to interaction region since February 1999
- new FF with different optics and larger L*
- Different solenoid configurations
- Smaller emittances
- Larger crossing angle in LEIR
- Need to revisit solenoid compensation
 - my guess: hardest part will be getting skew compensation right (independent of crossing angle)