# **Beam-Beam Simulations with Crab Cavities**

#### **Ji Qiang**

#### Lawrence Berkeley National Laboratory

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#### Outline

- Introduction
- Computational tool in beam-beam simulations
- Application to LHC HL upgrade study
- Application to eRHIC beam-beam study
- Summary







#### High Energy Collider Needs Large Luminosity for Physics Study

- The probability of event is proportional to the luminosity of colliding beams.
- Science case areas indicate the range of peak luminosities with which a statistically significant result can be achieved within a reasonable running time period.
- Both eRHIC and JLEIC designs require peak luminosity greater than 10<sup>33</sup>/cm<sup>2</sup>/s.



#### Electromagnetic Beam-Beam Effects Can Cause Beam Blowup Emittance Growth Limiting Final Luminosity



#### **Electromagnetic Beam-Beam Interaction Limits the Luminosity**

• Luminosity depends on:

$$L = f_b \underbrace{\underbrace{\overset{\mathfrak{a}}{\overleftarrow{e}}}_{e} \frac{4\rho g_p g_e}{r_p r_e} \underbrace{\overset{\mathfrak{o}}{\overleftarrow{e}}}_{e} (X_p X_e) \left( S_p^{'} S_e^{'} \right)}_{X_p}$$
$$X_p = \frac{r_p b_p^{*}}{4\rho g_p} \frac{N_e}{S_e^2} \qquad X_e = \frac{r_e b_e^{*}}{4\rho g_e} \frac{N_p}{S_p^2}$$

- Larger luminosity wants higher repetition rate, larger beam-beam parameters, smaller crossing angle and beam separation.
- However, beam-beam effects limit these factors and eventually luminosity:



Linear beam-beam force causes shift of machine work point

Nonlinear beam-beam force causes beam instability, resonance diffusion, emittance growth, beam blow-up





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## **Crossing Angle Collision Is Used in High Luminosity Collider**

- reduces the parasitic long-range beam-beam effects that limit the beam lifetime
- reduces the background noise and improves the signal to noise ratio in the detector
- but also reduces luminosity and the probability of event







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#### **Crab Cavity Recovers the Geometric Luminosity Loss**

• Crab cavities located 90 degree phase from IP with right voltage recover luminosity loss







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# **Computational Tool in Beam-Beam Simulation**







# Berkeley Lab Accelerator Simulation Toolkit BeamBeam3D: A Parallel Colliding Beam Simulation Code



http://blast.lbl.gov Head-on collision





Crossing angle collision



Some key features of the BeamBeam3D

- Multiple-slice model for finite bunch length
- New algorithm -- shifted Green function -- efficiently models long-range collisions
- Parallel particle-field based decomposition to achieve perfect load balance
- Lorentz boost to handle crossing angle
- Arbitrary closed-orbit separation
- Multiple bunches, multiple collision points
- Linear transfer matrix + one turn chromaticity
- Conducting wire, crab cavity, e-lens compensation model
- Feedback model
- Impedance model

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#### Efficient Green's Function Method to the Poisson Equation for Beam-Beam Force Calculation (1)

$$\phi(r) = \int G(r, r') \rho(r') dr'$$
  
$$\phi(r_i) = h \sum_{i'=1}^{N} G(r_i - r_{i'}) \rho(r_{i'})$$
  
$$G(x, y) = -\frac{1}{2} \log(x^2 + y^2)$$

Direct summation of the convolution scales as  $N^2 \parallel \parallel$ N – total number of grid points





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#### Efficient Green's Function Method to the Poisson Equation for **Beam-Beam Force Calculation (2)**

#### *Hockney's Algorithm:- <mark>scales as (2N)log(2N)</mark>*

- Ref: Hockney and Easwood, Computer Simulation using Particles, McGraw-Hill Book Company, New York, 1985.

$$\phi_c(r_i) = h \sum_{i'=1}^{2N} G_c(r_i - r_{i'}) \rho_c(r_{i'})$$
  
$$\phi(r_i) = \phi_c(r_i) \text{ for } i = 1, N$$

Shifted Green function Algorithm:

$$\phi_F(r) = \int G_s(r,r')\rho(r')dr'$$
$$G_s(r,r') = G(r+r_s,r')$$







#### Good Agreement between the Numerical Solution from the Shifted Green Function and the Analytical Solution







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# Efficient Green's Function Method to the Poisson Equation (3) (Integrated Green function algorithm for large aspect ratio)



- Gaussian density distribution and horizontal-to-vertical aspect ratio 30





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#### **Pi Mode Tune Shift vs. Horizontal Separation** (simulation vs. analytic model I)







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#### Threshold of Kink Instability vs. Electron Disruption Param. from 2-Particle Model, Multi-Particle Model, and Simulation



- Nominal working point will be unstable
- Reducing proton intensity moves the beam into stable regime ٠



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## Simulation of LHC Observation (1) Luminosity vs. Offset



Very good agreement between experiment, simulation and theory





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## LHC Observation (II): Working Point Optimization



#### Simulations with Different Working Points Show Larger Emittance Growth with Lower Working Point



#### larger emittance growth rate when the working point moves downward into 10<sup>th</sup> resonance

0 306

0.308

0 310





# **Application to LHC HL upgrade**

J. Qiang, S. Paret, A. Ratti, J. Barranco, T. Pieloni, G. Arduini, X. Buffat, Y. Papaphilippou, NIM-A 900, p. 53, 2018.









#### LHC Upgrade will Improve the LHC Luminosity by an Order of Magnitude, but with Larger Crossing Angle

Parameter	nominal	25 ns	50 ns
energy $E_b$ [TeV]	7	7	7
$N_b[10^{11}]$	<1.15	2.2	3.5
$n_b$	2808	2808	1404
$I_{\rm beam}$ [A]	0.58	1.12	0.89
$N_{\rm tot}$ [10 <sup>14</sup> ]	3.2	6.2	4.9
$\theta_c  [\mu rad]$	<285	590	590
<b>b-b</b> sep. [σ]	9.5	12.5	11.4
$\beta_{x,y}^*$ [m]	0.55	0.15	0.15
$\gamma \epsilon_{x,y}  [\mu \mathbf{m}]$	3.75	2.5	3.0
$\tau_{\mathrm{IBS},x}$ [h]	103	15.4	14.3
$\tau_{\mathrm{IBS},z}$ [h]	57	21.0	16.4
F	0.84	0.30	0.33
max. $\Delta Q_{\rm bb,tot} [10^{-3}]$	11	15	19
$\hat{L} [10^{34} \text{ cm}^{-2} \text{s}^{-1}]$		24	25>
$L_{\rm lev} \ [10^{34} \ {\rm cm}^{-2} {\rm s}^{-1}]$	1.0	7.4	3.7
ratio k	-	3.3	6.9
pile up	19	140	140
lum. region $\sigma_{lum}$ [mm]	45	$\geq 20$	$\geq 20$
$ au_{\mathrm{eff}}$ [h]	44.9	11.6	18.4
$t_{\rm lev}$ [h]	-	5.2	11.4
t <sub>dec,opt</sub> [h]	-	3.7	2.9
t <sub>run</sub> [h]	15.0	8.9	14.3
$L_{\rm ave,opt} [10^{34}  {\rm cm}^{-2} {\rm s}^{-1}]$	0.56	4.3	2.7
availability $A$ [%]	(50)	45	72
efficiency E [%]	(38)	29	53
$L_{\rm int}$ /year [fb <sup>-1</sup> ]	(37)	250	250





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#### A Schematic of LHC Upgrade Using Crab Cavities



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# $M = Mb M1 Mc_1 M1^{-1} M M2^{-1} Mc_2 M2$

Mb: transfer map from head-on crossing angle beam-beam collision
Mc<sub>1,2</sub>: transfer maps from crab cavity deflection
M1-2: transfer maps between crab cavity and collision point
M: one turn transfer map of machine







#### Crab Cavity Helps Improve Luminosity (1)



turn





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## Crab Cavity Helps Improve Luminosity (2)



#### **RF Noise in the Crab Cavity Causes Emittance Growth and Luminosity Degradation**

$$x_i \propto V_{cc} \sin(kz_i + \delta \varphi)$$

O<sup>th</sup> order error (phase error):

$$\delta X = -\frac{c}{\omega_{cc}} \tan\left(\frac{\theta}{2}\right) \delta \varphi$$

1<sup>st</sup> order error (voltage error):

$$\delta x_i \propto \delta V_{cc} \sin(kz_i) \approx \delta V_{cc} kz_i$$

#### white noise offset collision drives emittance growth

$$\frac{\delta\varepsilon}{\varepsilon} \approx \frac{K}{\left(1 + \frac{G}{2\pi|\xi|}\right)^2} \frac{\delta x^2}{\sigma_x^2}$$

Y. Alexahin, NIM A391,73 (1996)





#### Crab Cavity White Phase Noise Causes Emittance Growth and Luminosity Degradation

Np = 
$$2.2 \times 10^{11}$$
, beta\* = 0.49 m







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crab cavity white noise tolerance level  $\sim 10^{-5}$ 



In order to have a good luminosity lifetime ~ 20 hours,

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the white noise amplitude needs to be kept to the level of a few  $x10^{-5}$ .

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J. Qiang et al., in Proc. IPAC2015.



#### In Reality, the Noise in Crab Cavity Is not White Noise, but with **Frequency Dependence**



#### Phase and Amplitude Noise

Frequency-Dependent Crab Cavity Noise Power Spectrum

#### Courtesy of T. Mastori





#### Frequency Dependent Noise in Crab Cavity also Causes Emittance Growth and Luminosity Degradation



nominal noise amplitude =  $3x10^{-4}$ 





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## Luminosity Degradation Rate vs. Frequency Dependent Noise Amplitude



 To keep lum. degradation rate below 5%/hr, the noise amplitude should be kept to a few x10<sup>-4</sup>.

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#### **Crab Cavity Has also RF Multipole Errors**

$$\begin{split} P_{xi}^{n+1} &= P_{xi}^{n} + \frac{qc}{E} \sin(\omega z_{i}^{n}/c + \phi) \times \\ & [b_{2}x_{i} + b_{3}(x_{i}^{2} - y_{i}^{2}) + b_{4}(x_{i}^{3} - 3x_{i}y_{i}^{2}) + \\ & b_{5}(x_{i}^{4} - 6x_{i}^{2}y_{i}^{2} + y_{i}^{4})] \\ P_{yi}^{n+1} &= P_{yi}^{n} - \frac{qc}{E} \sin(\omega z_{i}^{n}/c + \phi) \times \\ & [b_{2}y_{i} + b_{3}2x_{i}y_{i} + b_{4}(3x_{i}^{2}y_{i} - y_{i}^{3}) + \\ & b_{5}(4x_{i}^{3}y_{i} - 4x_{i}y_{i}^{3})] \\ \delta E_{i}^{n+1} &= \delta E_{i}^{n} + \frac{qc}{E} \cos(\omega z_{i}^{n}/c + \phi) \frac{\omega}{c} \times \\ & [b_{2}(x_{i}^{2} - y_{i}^{2})/2 + b_{3}(x_{i}^{3} - 3x_{i}y_{i}^{2})/3 + \\ & b_{4}(x_{i}^{4} - 6x_{i}^{2}y_{i}^{2} + y_{i}^{4})/4 + \\ & b_{5}(x_{i}^{5} - 10x_{i}^{3}y_{i}^{2} - 3x_{i}y_{i}^{4})/5] \end{split}$$

#### b<sub>2</sub> – quadrupole

- b<sub>3</sub> sextupole
- b<sub>4</sub> octupole
- **b**<sub>5</sub> decapole

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#### Large RF Quadrupole Error Can Cause Emittance Growth and Luminosity Degradation



- significant lum. degradation with integrated RF quadrupole error beyond 2 T.
- current CC design quadupole error for HL LHC is below 0.2 T,





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#### Large RF Sextupole Error Can Cause Emittance Growth and Luminosity Degradation



- significant lum. degradation with integrated sextupole error beyond 1280 T/m.
- current CC design sextupole error for HL LHC is below 10 T/m,



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## Luminosity Degradation not Sensitive to RF Octupole and **Decapole Errors**



- there are no noticeable luminosity degradation for integrated crab cavity RF octupole error up to 500 T/m/m and for decapole error up to 4000 T/m<sup>3</sup>
- current CC design octupole error and decapole error for HL LHC are below 100 T/m/m and 3000 T/m<sup>3</sup>.





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#### **Application to eRHIC beam-beam study**









## List of eRHIC Parameters



25 mrad crossing angle crab crossing, crab cavities 90° from IP

C. Montag, EIC collaboration meeting, 2018





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#### Luminosity w/o Crab Cavities in eRHIC

- For current eRHIC design, crab cavities are needed for both proton and electron rings to obtain a high luminosity.
- Following plot shows luminosities w/o crab cavities. Here we assumed
   338MHz for both proton and electron beams.



- With C.C. in both rings, luminosity is 83% of that with head-on collision.
- Only C.C. in proton ring, luminosity is 47% of that with C.C. in both rings.

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APPLIED PHYSICS DIVISION

Y. Luo, EIC collaboration meeting 2018





# Beam-Beam Simulation Shows that Luminosity Degradation Depends on the Crab Cavity RF Frequency



#### Predicted Luminosity Degradation from Beam-Beam Simulation Depends on the Number of Macroparticles

- Strong-strong beam-beam simulation subject to numerical noise driven emittance growth and luminosity degradation
- Increase of macroparticle number helps reduce numerical noise effects



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#### A Spectral Method Might Be Used to Mitigate the Numerical Noise Driven Emittance Growth



Much smaller numerical noise driven emittance growth using the spectral method





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#### Summary

- Crab cavity is an important accelerator component to improve luminosity in colliders
- Errors in the crab cavity such as RF phase and voltage errors, RF multipole errors need to be carefully controlled to minimize emittance growth and luminosity degradation
- Parameters of the crab cavity such as RF frequency can be chosen to optimize the performance of colliders
- Numerical noise associated with the beam-beam simulation causes artificial luminosity degradation and needs to be mitigated

#### Thank you for your attention!







