

6D Merge Progress

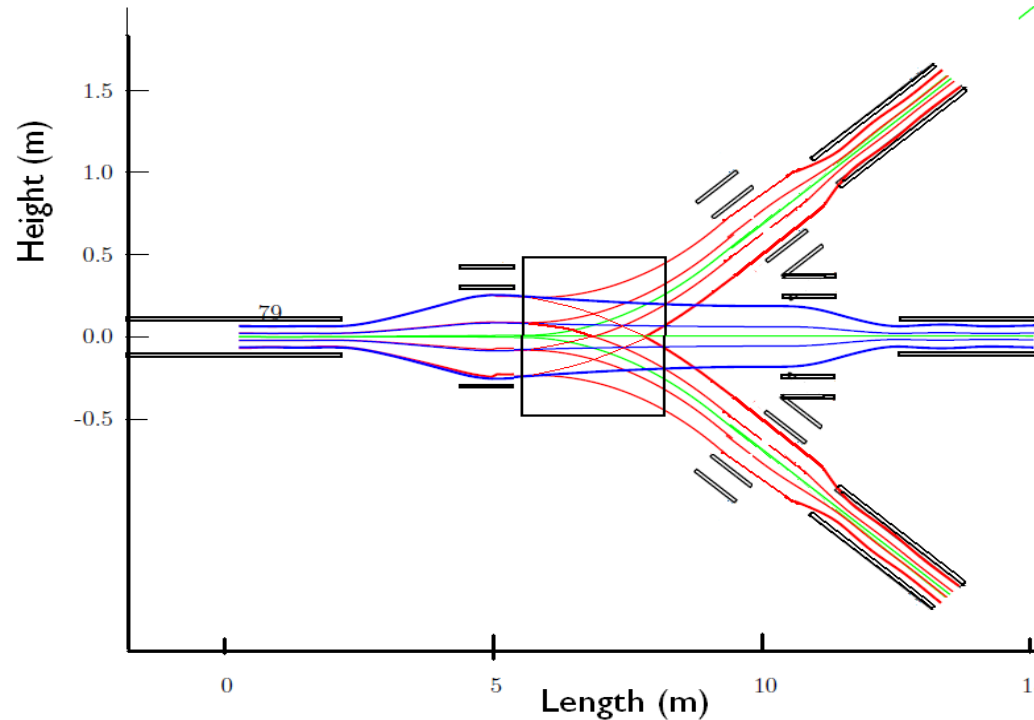
Yu Bao

UC Riverside

Dec. 10 2013

Bob's scheme

1. Kick 6 bunches into 6 channels
2. Use solenoid lens to Keep the emittance low
3. Use trombones to lead the bunches to different channels



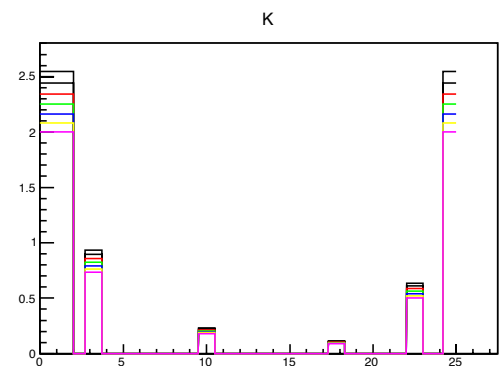
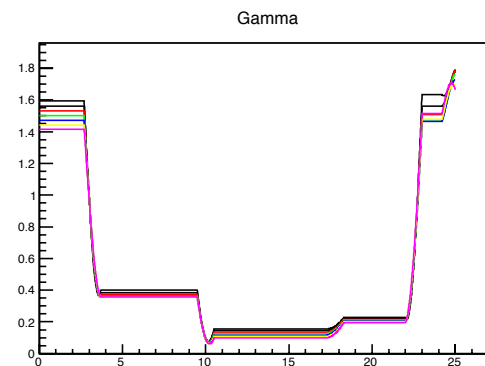
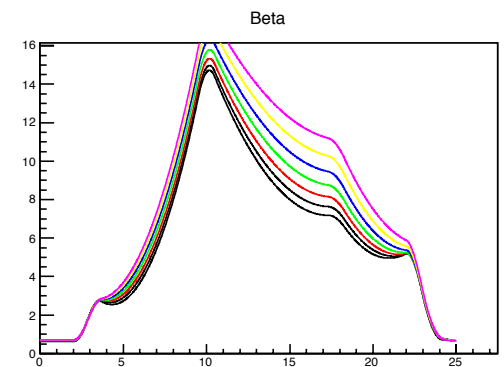
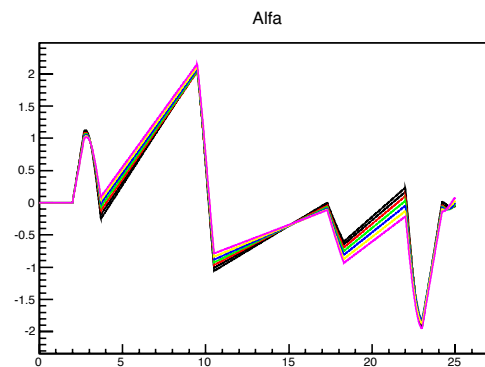
Steps

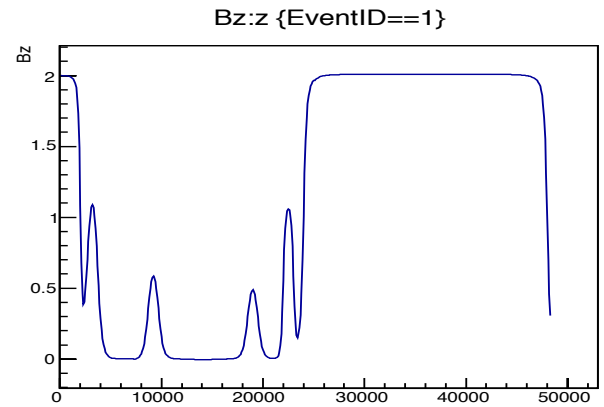
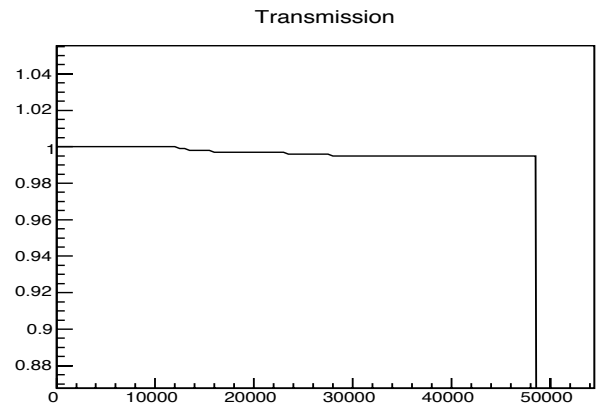
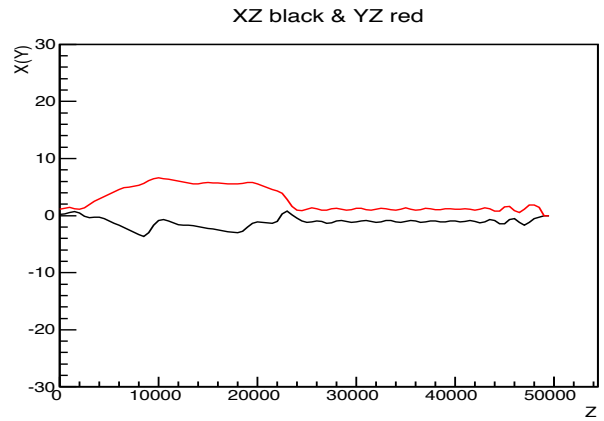
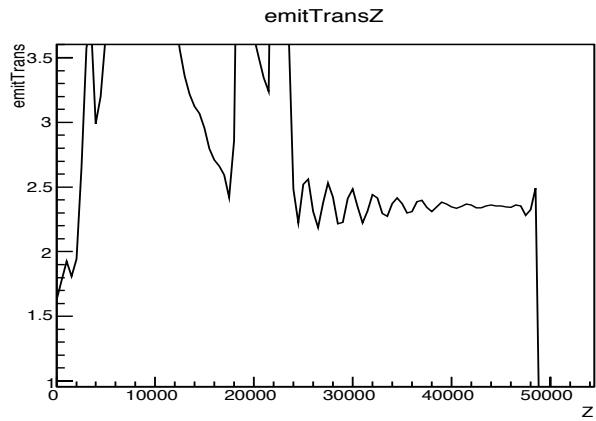
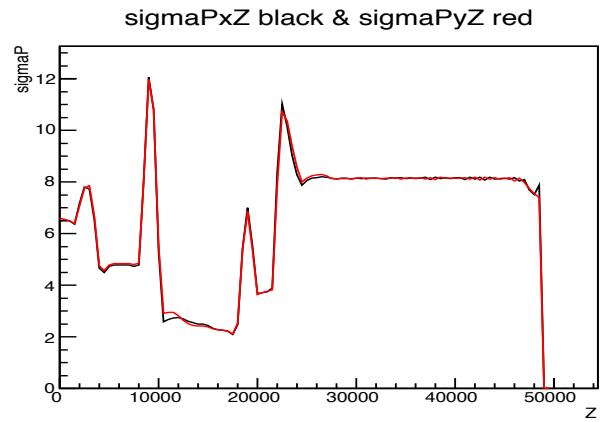
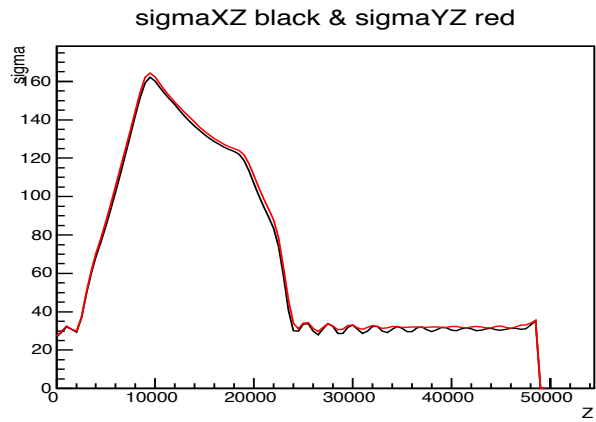
1. Optimize a straight channel, using solenoid lenses to reach a low emittance at the last collecting solenoid.
2. Put the trombone at the end, replacing the collecting solenoid.
3. Put the kicker on, modify and align the trombone.
4. Put 6 channel on, check field interactions.

Step 1. Straight Channel

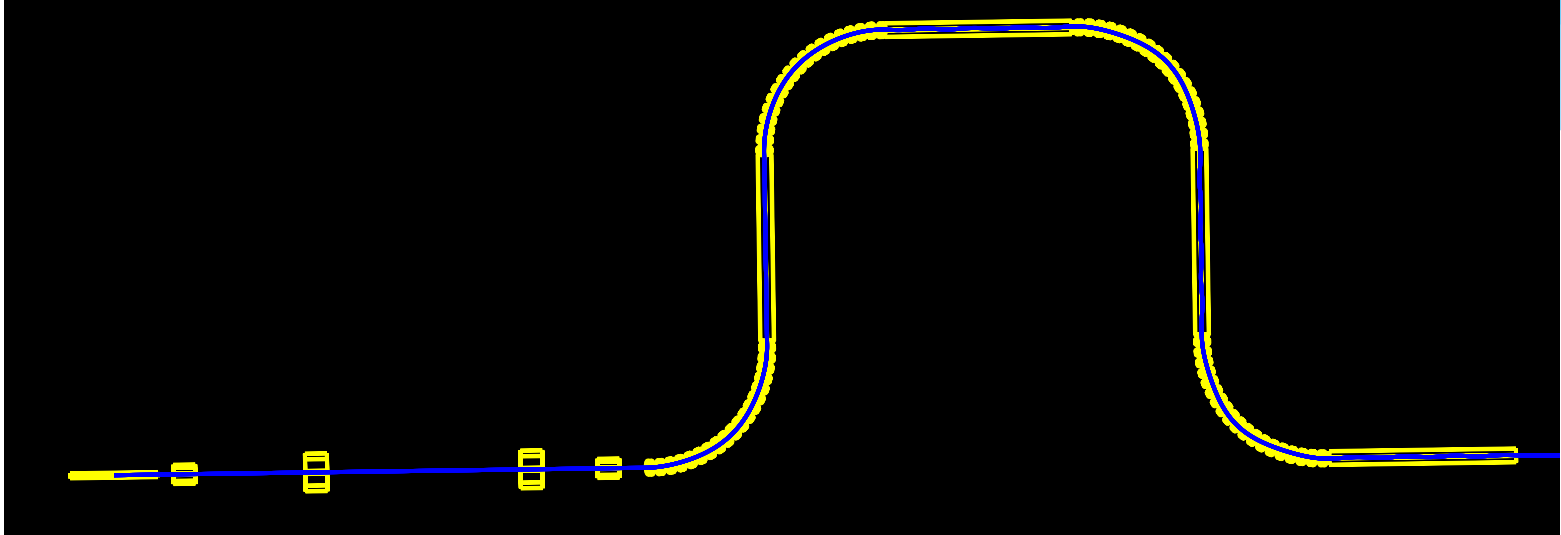


- Propagate the Courant-Snyder parameters
- Optimize the 4 focusing solenoid to get the best match to the end
- Keep beta at B2 higher than B3, so that the beam is focusing at the kicker

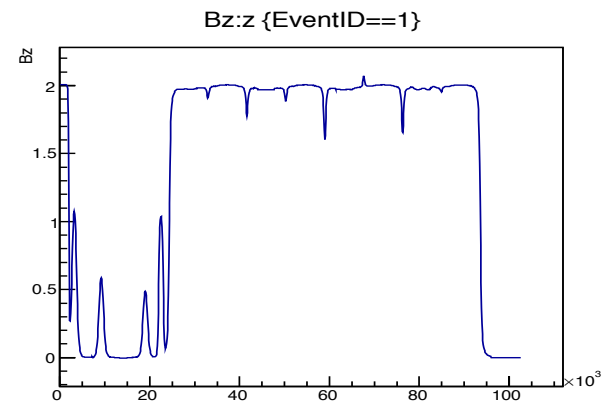
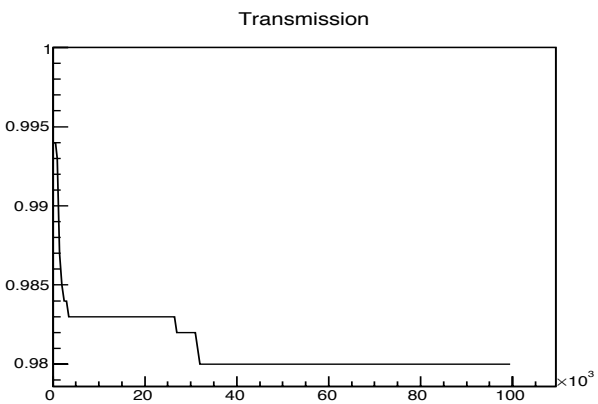
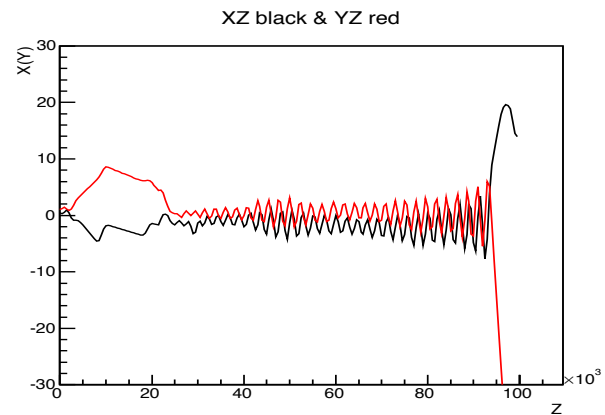
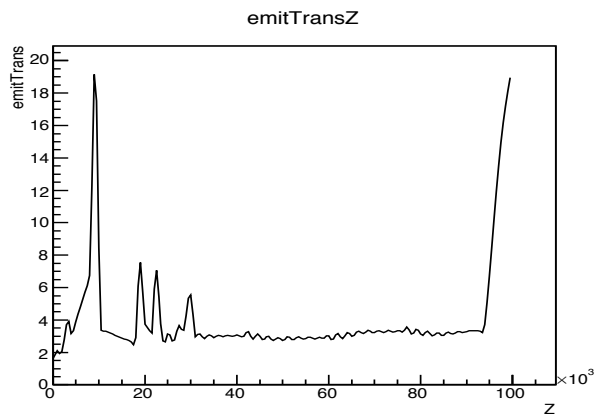
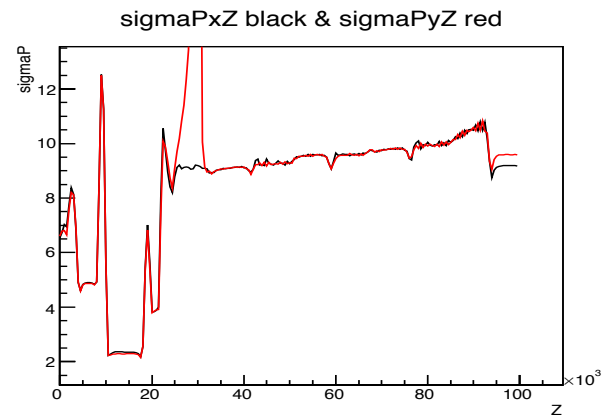
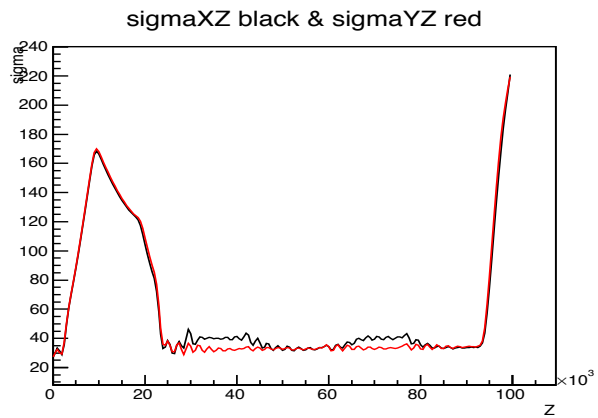




Step 2. Trombone

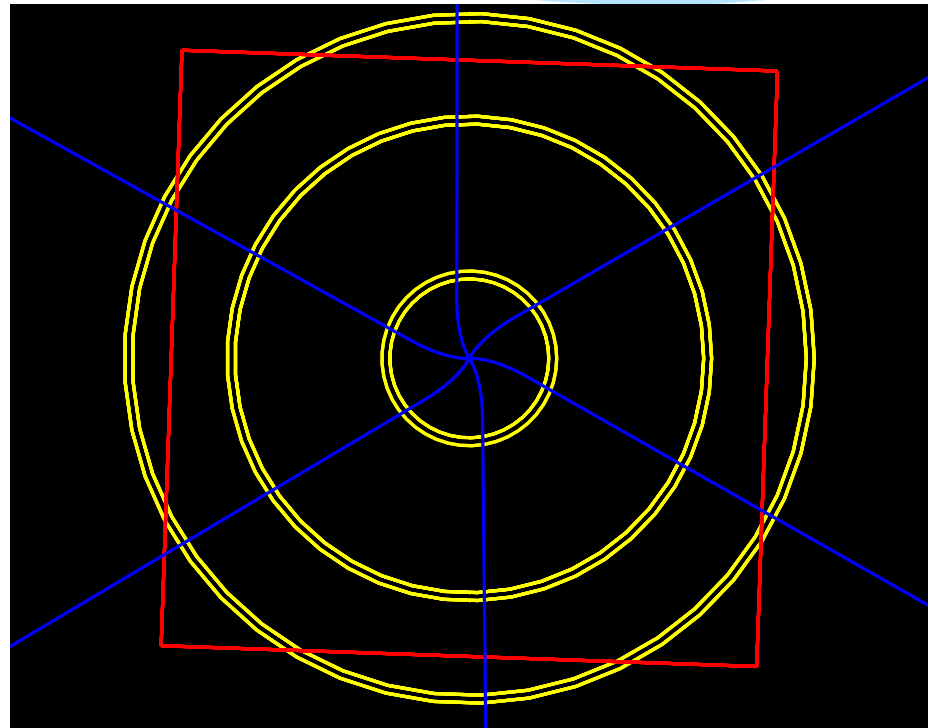


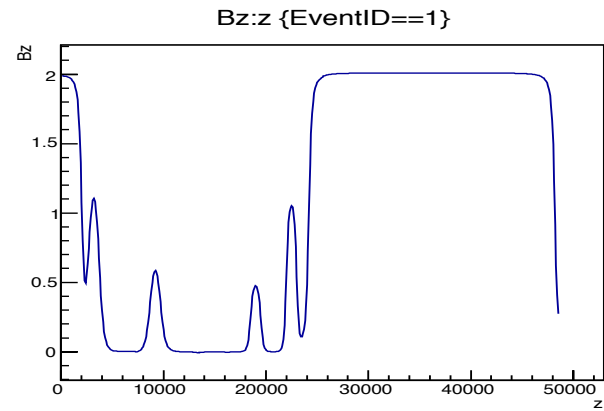
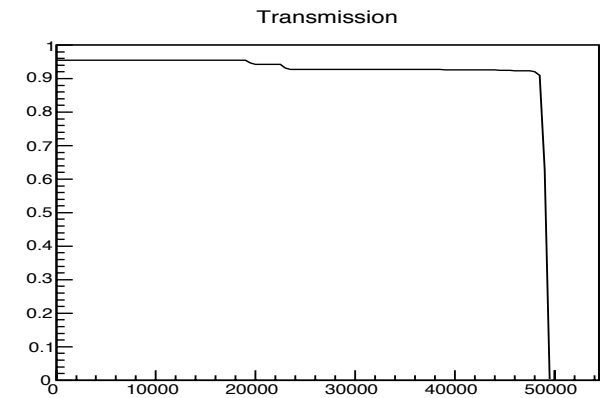
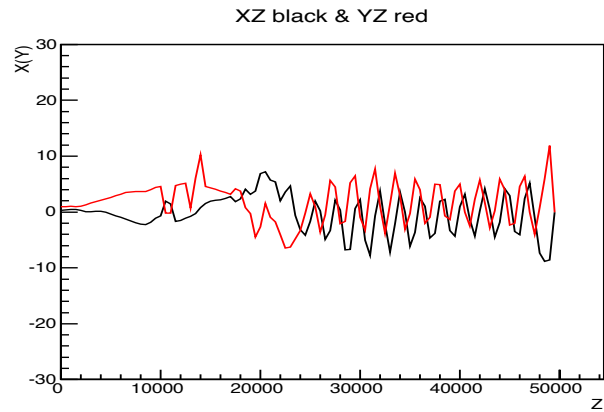
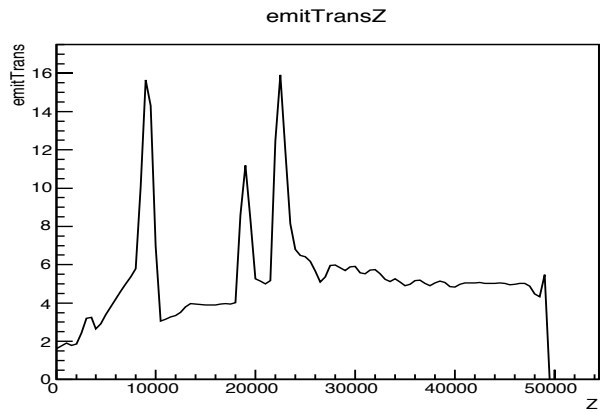
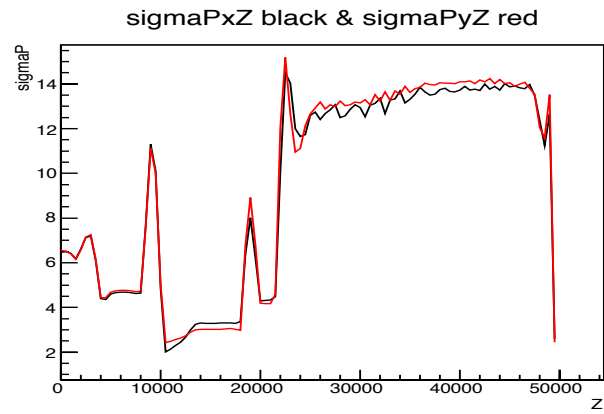
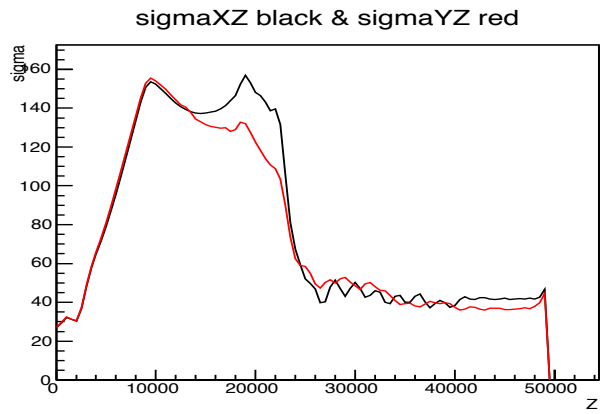
- Each bent solenoid is made of 90 small solenoids, tilted by a small angle
- Lengths of the bent and straight solenoids are defined by the betatron oscillation period.



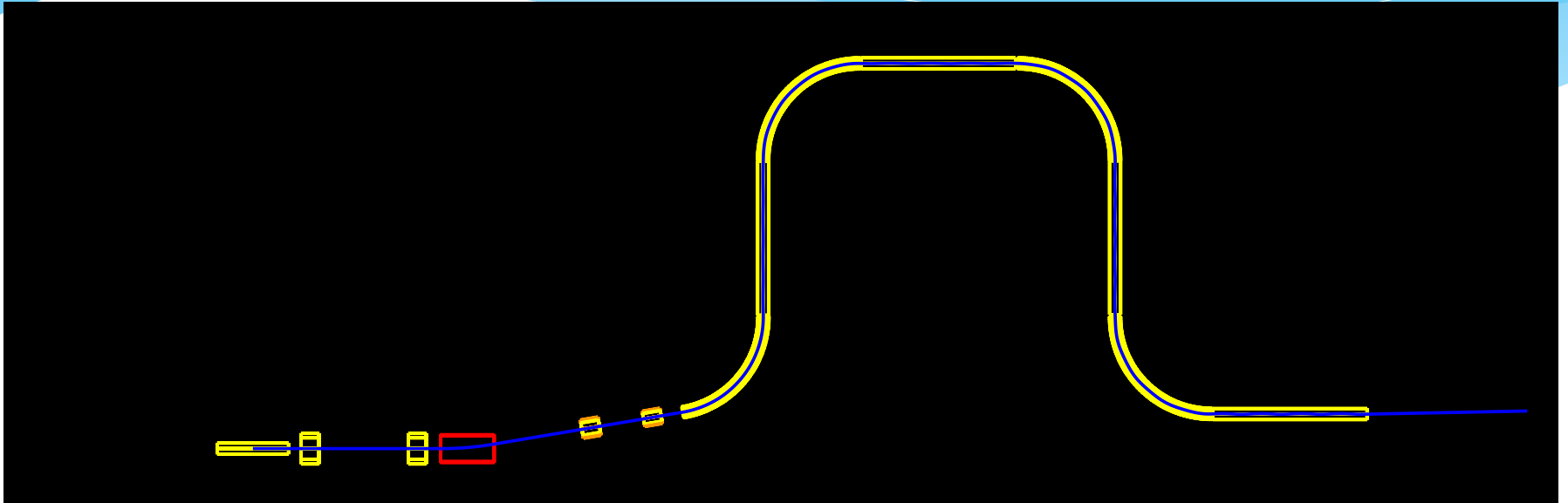
Kicker

- The kicker is 3m long and 1m in x and y
- Kicker field is defined as
 - $B_x = B_0 \cdot \cos(2\pi \cdot f \cdot t - \Phi)$
 - $B_y = B_0 \cdot \sin(2\pi \cdot f \cdot t - \Phi)$
 - Where $B_0 = 0.042\text{T}$,
 $f = 18\text{MHz}$
 - Φ is the arriving time of the reference

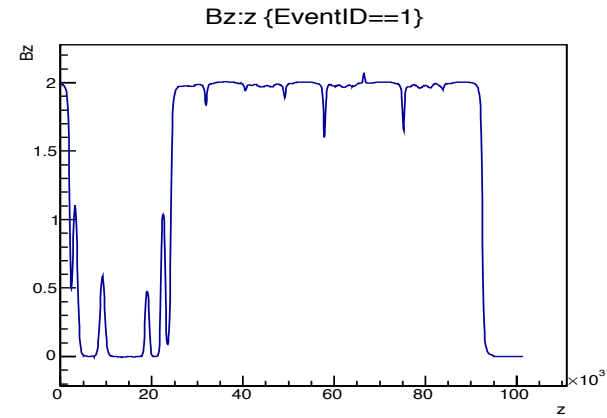
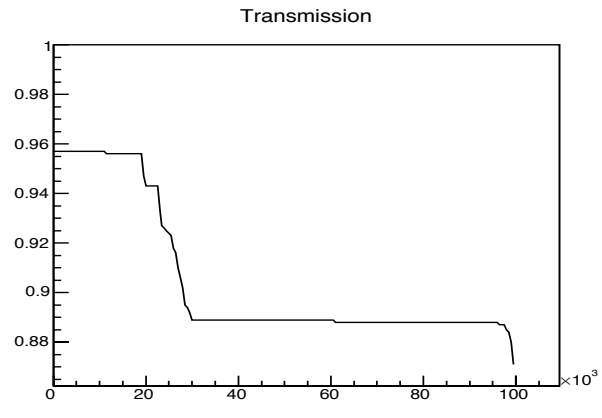
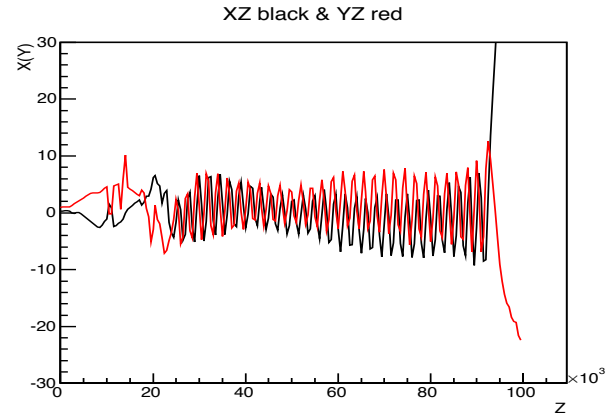
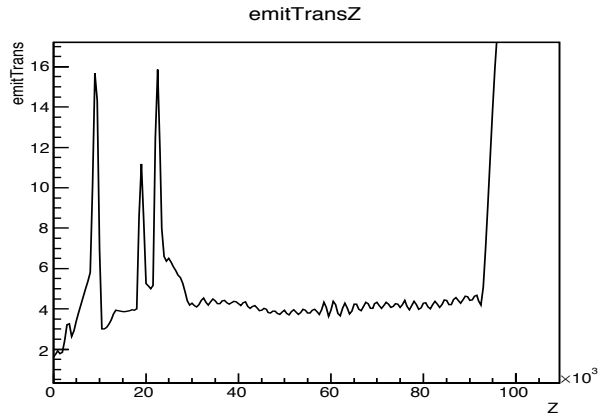
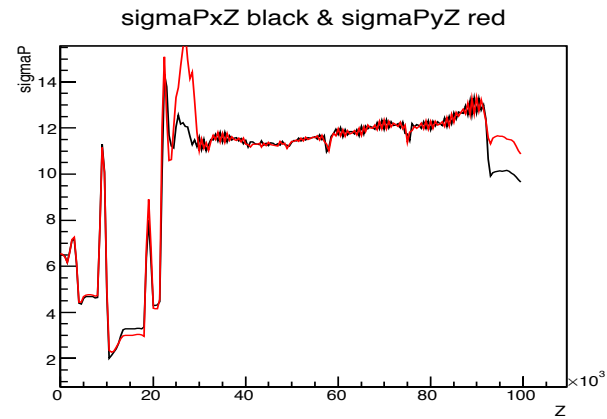
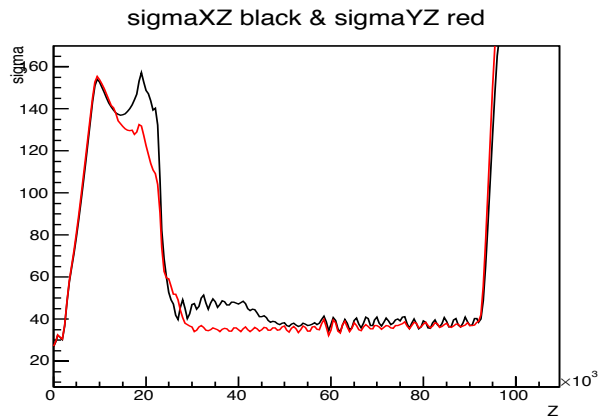







Step 3. Kicker on with a trombone







- First bent solenoid is 80 degree.
- Maybe last bent should also 80 degree to merge to the “funnel”
- Needs to be aligned better and optimized



Step 5. Merge two bunches

-  Since align 6 channels takes time, I will first put 2 channels on.
-  To merge the bunches, the lengths of the channels have to be matched correctly.
-  The collecting funnel needs to be considered

Possible improve

-  Increase the distance between lens 2 and 3, to give more space for the kicker, so that:
 -  The kicker strength can be lower
 -  Bending angle can be smaller
 -  Aperture of lens 3 can be larger, or more space for putting the 6 solenoids in parallel

