



#### Muon Acceleration

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## Muon Acceleration Goals & Parameters



	v ractory	$\mu$ collider
$p_i$ (MeV/c)	220	?
$p_f$ (GeV/ $c$ )	25	750
$arepsilon_{n\perp}$ ( $\mu$ m)	6000	25
$arepsilon_{n\parallel}$ (mm)	25	70
Repetition rate	50	15
Trains/pulse	3	1
Muons/train	$4 \times 10^{11}$	$2 \times 10^{12}$
Bunches/train	$\approx 23$	1



# Primary Design Goal Hardware Efficiency



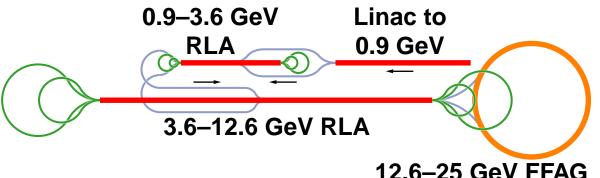
- Re-use RF systems: multiple passes
  - Cost inversely proportional to passes
- Arcs needed to return beam to RF
  - Cost depends on type of system
- Use different types of accelerators for different energies
  - Choose most efficient type
  - More efficient types won't work (or will be less efficient) at lower energies



### **Neutrino Factory**



- Well-defined acceleration scenario
- Linac to 0.9 GeV
  - Make beam sufficiently relativistic
  - Reduce relative energy spread and beam size
- Two 4.5-pass "dogbone" RLAs to 3.6/12.6 GeV
- FFAG to 25 GeV: 12.5 turns
  - Good efficiency





## Neutrino Factory R&D Tasks



- Finalize injection/extraction design for FFAG
  - Kickers and septa very challenging
  - May affect final FFAG lattice parameters
- Full system simulation with realistic magnet fields
- Transfer lines and matching between stages
- Verify that FFAG is more cost-effective than RLA
  - Rough relative costing, from scaling up RLA design
- High gradient in 201 MHz superconducting RF



# Muon Collider Initial Design Configuration



- After v factory acceleration, fast ramping synchrotrons to 750 GeV
  - Large number of passes through RF
  - Efficient use of RF power
  - Can create high synchrotron tune: stabilize collective effects
  - Higher energy, longer ring: time to ramp magnets and top off RF
- Two stages
  - □ Ramping synchrotron to ≈400 GeV
  - Hybrid ramping synchrotron to 750 GeV



## Muon Collider Power Efficiency



- 7 MW of muon beam power at end
- Power efficiency

Energy delivered to beam

RF energy delivered to cavity

- High efficiency, low RF power requirements
- Efficiency depends on product of
  - □ Fractional energy extraction per bunch (train)
    - Larger for higher frequency RF
    - Larger with higher charge
  - Number of turns (like hardware efficiency)
- Product ideally  $\approx$ 4 (1.3 GHz RF:  $\approx$ 24 turns)



#### Collective Effects



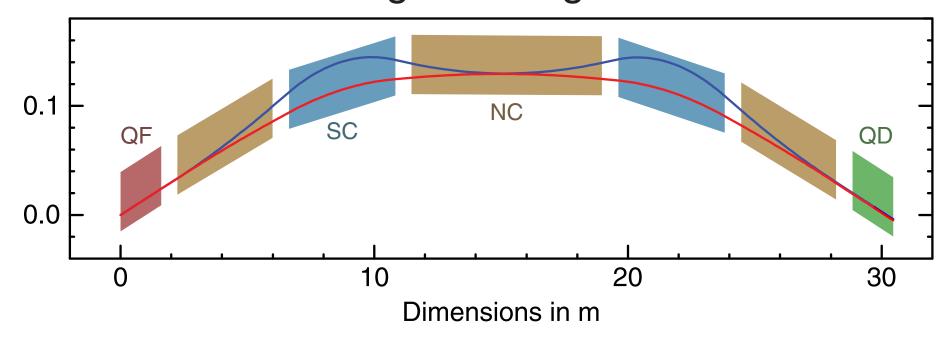
- Beam loading w/ high current
  - $\square \approx 8.3\%$  energy extraction per pass for 1.3 GHz
- Large additional contribution from HOMs, etc.
- Small vacuum chamber in ramped magnets
- Mitigation
  - Lower frequency RF
  - Strong synchrotron oscillations
    - Distribute RF around ring: arc/ring act like mini-ring
    - Mode coupling viewpoint: higher v<sub>s</sub> separates modes
  - Chromaticity
  - □ Few turns, growth tolerable?



# Hybrid Ramping Synchrotron



- Keep average field high: mix
  - Fixed-field superconducting dipoles
  - □ Ramped (-1.8 T to +1.8 T) warm dipoles
- Closed orbit changes during acceleration





### Muon Collider Acceleration R&D Tasks



- Hybrid lattice design needs to be optimized
  - □ Time of flight constant (RF synchronization)
  - Tunes constant
  - Minimize orbit variation
    - Smaller aperture, smaller power supply
- Chromatic correction
- Determine best way to insert RF
  - More RF sections better
    - Higher synchrotron tune, collective instability suppression
  - RF/drift in each cell
  - Dispersion suppressed sections
    - Suppress orbit variation also



# Muon Collider Acceleration R&D Tasks



- Understand limits/costs of ramping magnets and power supplies
- Study high charge/impedance collective effects



## Planning in First Years Acceleration Milestones



- FY11: Specify ν factory μ acceleration initial configuration
- FY13: Specify μ collider μ acceleration initial configuration



# Planning in First Years R&D Goals



- o FY11
  - Final details & simulations for v factory initial configuration
  - $\Box$  Lattice designs for  $\mu$  collider
  - Basic understanding of collective effects
- FY12
  - $\Box$  Finalize  $\mu$  collider lattices, incorporating collective
  - $\square$   $\mu$  collider simulations with collective effects
  - $\square$  Study  $\nu$  factory acceleration with  $\mu$  collider beam
- o FY13
  - $\square$  Simulations of full  $\mu$  collider acceleration



### Summary



- v factory design essentially settled
  - □ Need to know 201 MHz SCRF capabilities
- $\circ$  Fast ramping synchrotrons are an efficient way to accelerate muons for a  $\mu$  collider
  - Make many turns
  - Strong synchrotron oscillations to stabilize collective effects
- $\circ$  RLA should be a feasible fallback for the  $\mu$  collider