

# First look at slow case

R. Assmann, AB/ABP

14.2.2003

21st CWG

## Slow losses

Beam lifetime: **0.2 h**

Loss rate: 4.1e11 p/s  
3.6e7 p/turn

Loss in 10 s: 4.1e12 p  
**1.4 %**

Assume drift: 0.3 sig/s *(uniform “emittance” blow-up)*  
2.7e-5 sig/turn  
**5.3 nm/turn** (sigma = 200 micron)

Simulate: 10 s  
112360 turns (1.1e5)  
1.1e5 turns  
4.1e12 p

Representation: 360 p/turn (1p represents 1e5 real p)  
40e6 p\*turn (if 360 generated just-in-time per turn)

Impossible to track with 1 p (sim) per 1e5 p (real). If each particle stays 100 turns: 100 times above CPU limit.

New PC set up. This will help... But not enough...

## Break problem down:

One approach

1. Generate particles from  $6\sigma$  to  $(6 + 5 \text{ nm}/\sigma)\sigma$ .
2. Track until all particles are lost ( $\sim 1000$  turns), applying  $5 \text{ nm/turn}$  outward drift.
3. Save impact distribution on primary (integrated or per turn? **time resolution?**).
4. Assume all  $1.1e5$  turns have the same loss signature. Multiply impact distribution by  $\sim 1.1e5$ .

This approach requires **good statistics** (much more than 360 particles), especially as we are interested in the edge scattering! Lengthy again!

Use the **same material** in our code and FLUKA (particle absorption must agree)!

Use the **same length!**

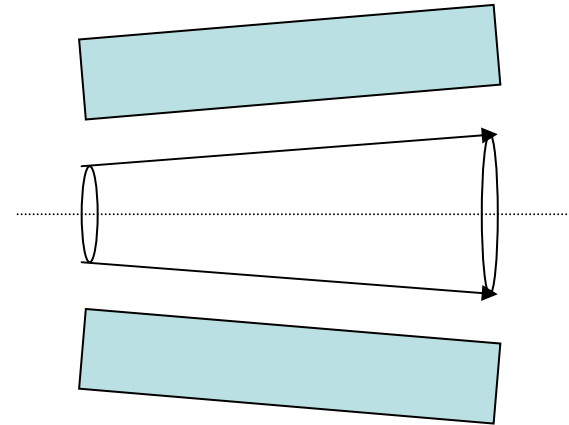
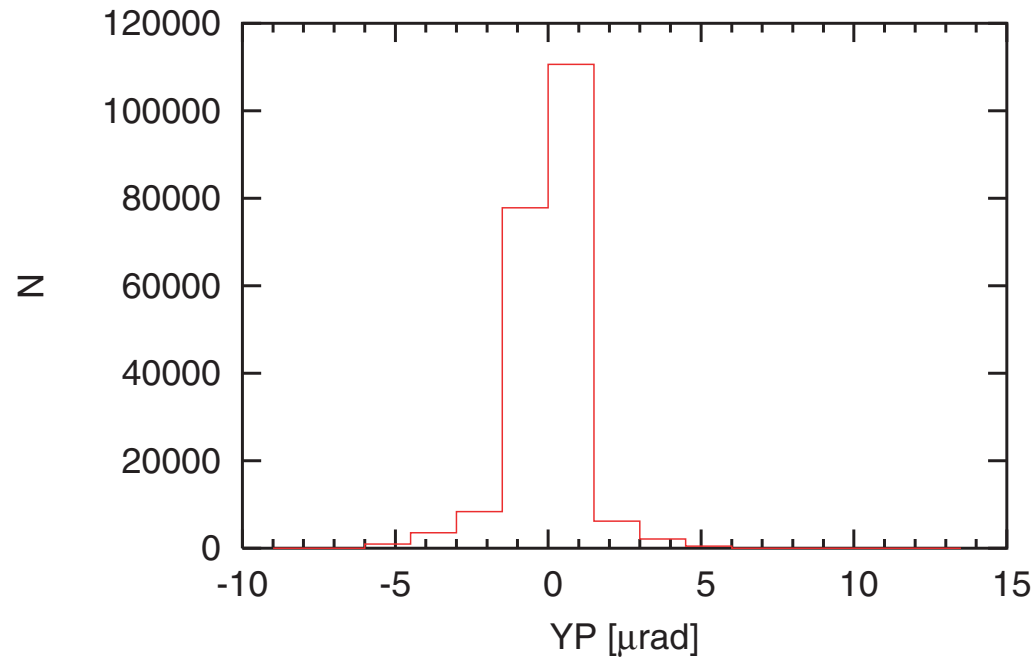
**Define input case in detail or easy way to scale to other materials?**

## Most simple case:

1) Al/Cu system

2) Beam jaw angle aligned:

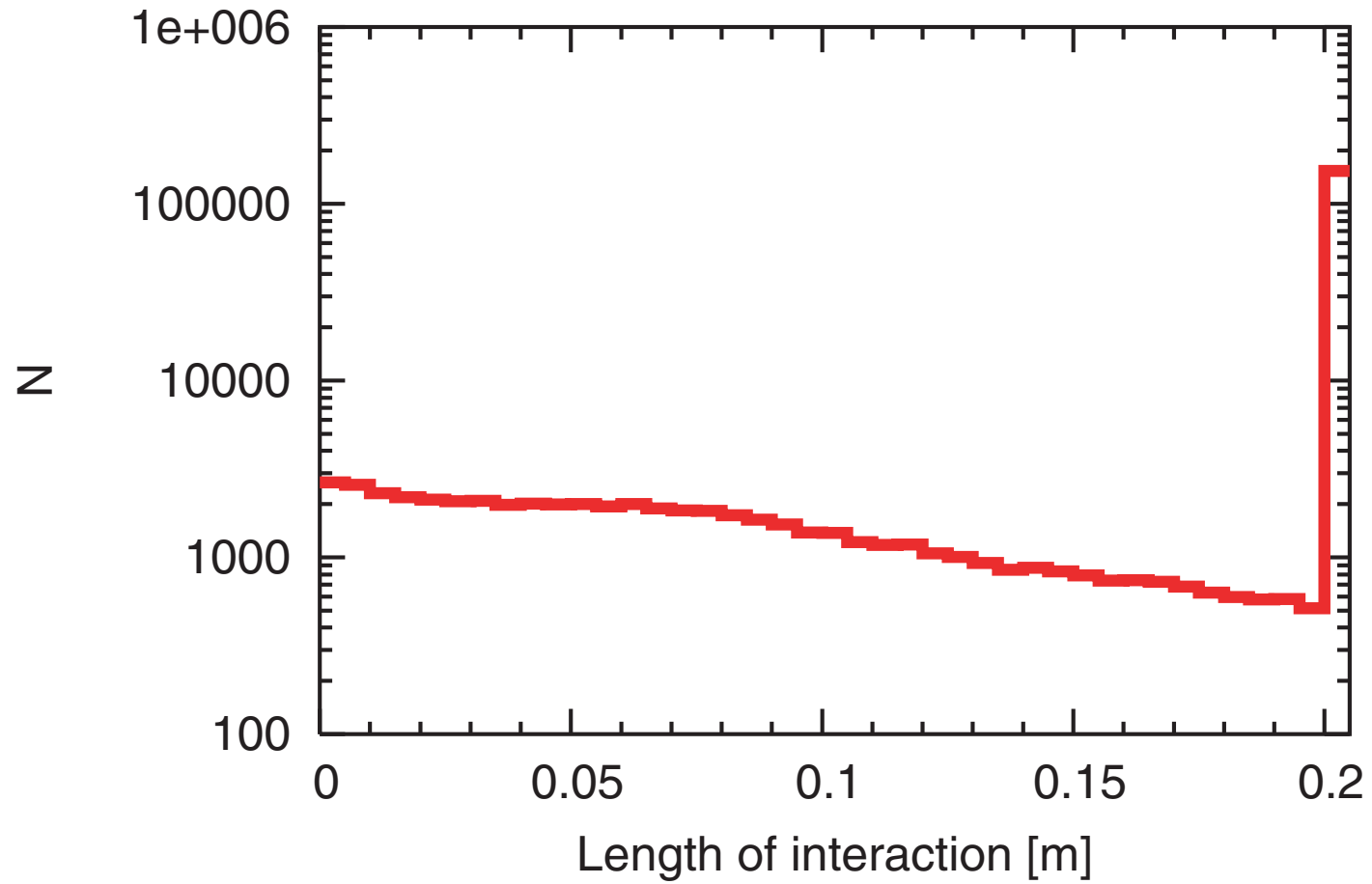
Angle is  $17.6 \mu\text{rad}$



*Particles are roughly perpendicular to the face of the jaw!*

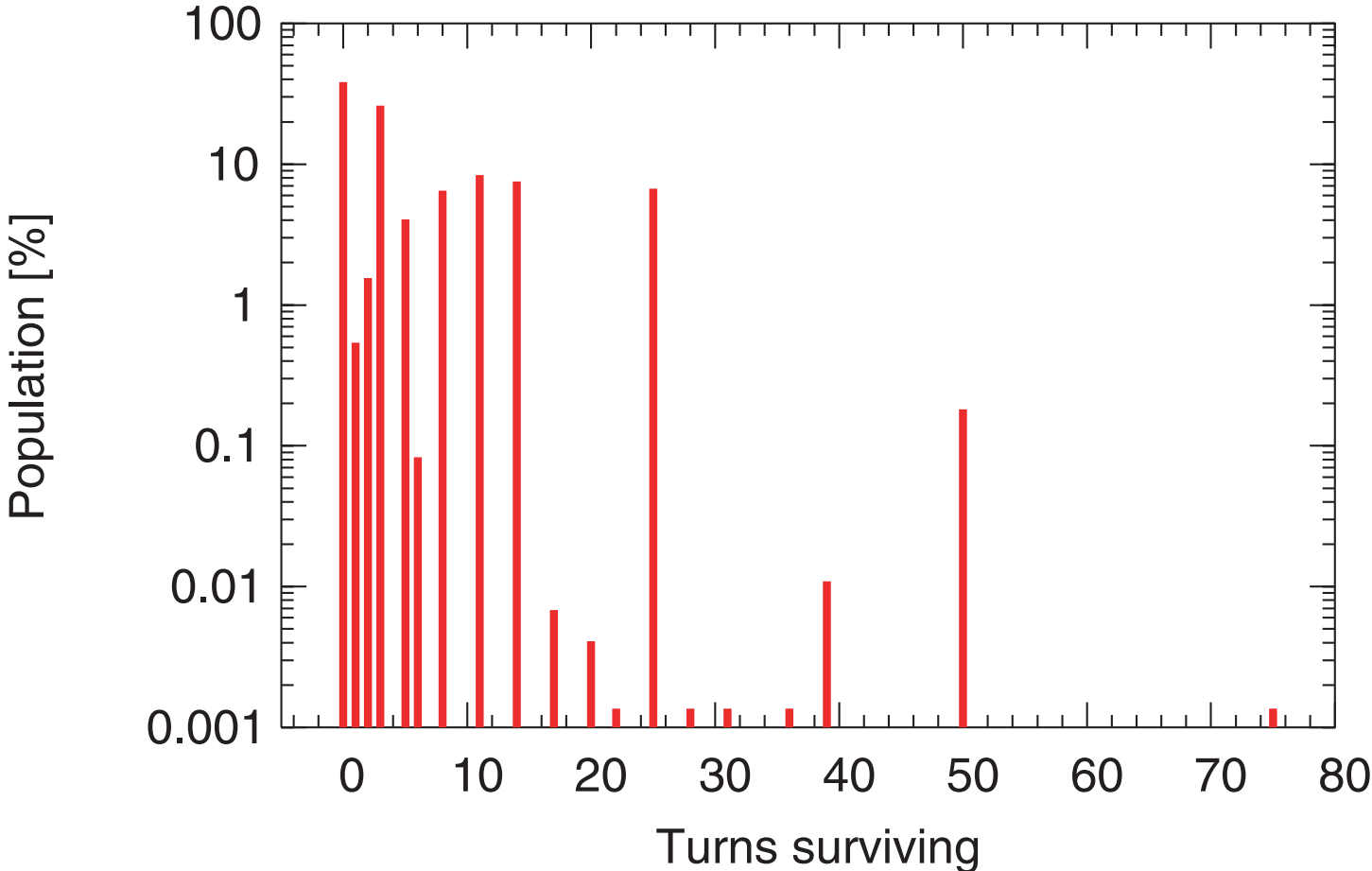
3) About 600 turns to absorb all particles!

**Length of interaction:**



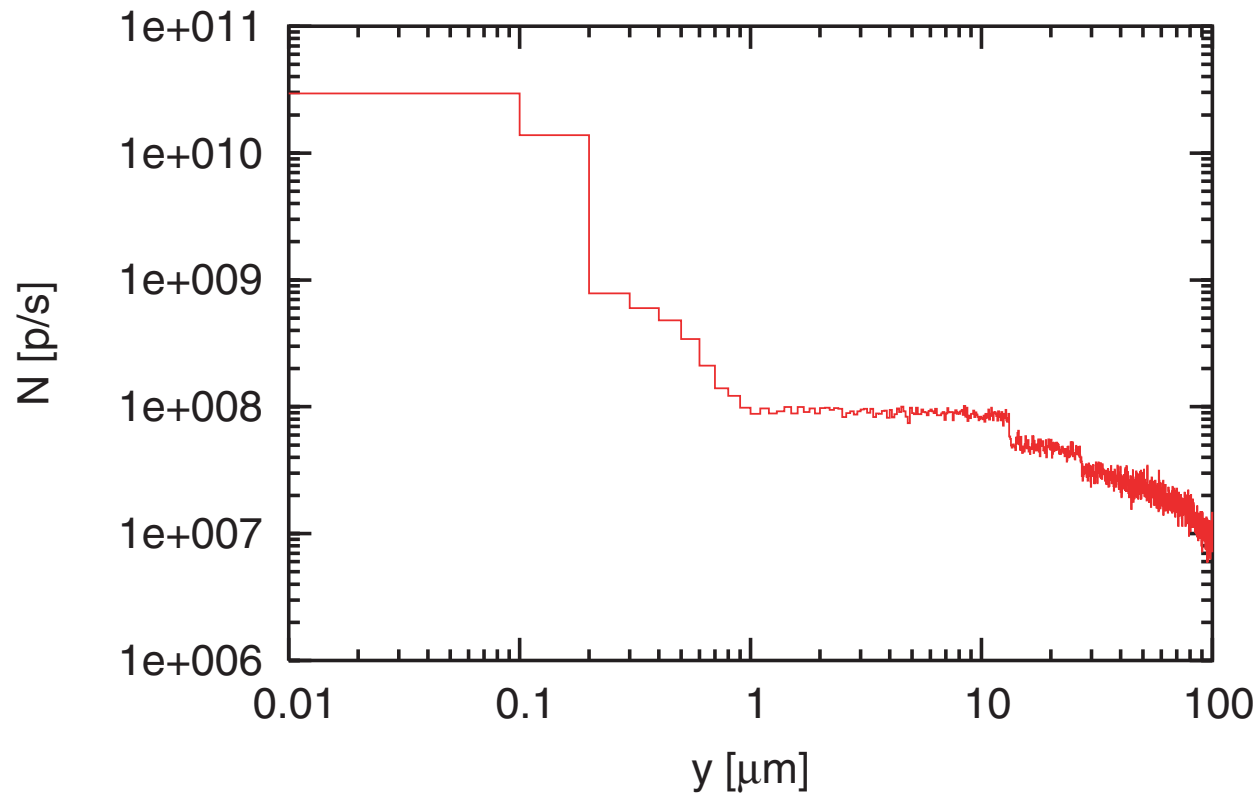
*Most particles traverse the full 0.2 m length of the Al jaw!*

**Number of turns after interaction before particle is absorbed:**



Average survival: **5.8 turns** (primary collimator)

*About 75% of particles have inelastic interaction in primary jaw!*



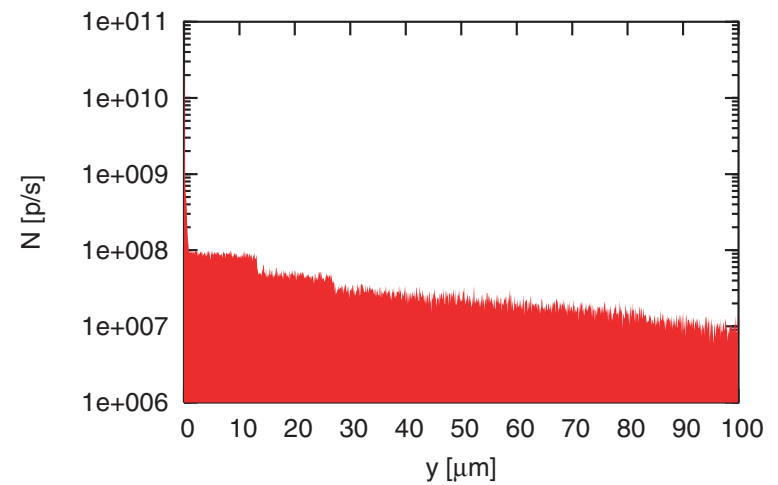
Transverse impact parameter

Almost all particles impact with

$$y \leq 0.2 \mu\text{m}$$

Surface phenomenon!

Linear scale:



## Tool is ready to produce input:

Define cases for FLUKA...

- C system            0.2 m / 1.0 m
- Impact at primary (emittance drift)
- Impact at secondary (orbit drift)
- Impact coordinates of particles in coordinate system of the jaw?