Cooling Ring Concept

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# Cooling Ring Concept

- Cooling rings using tilted solenoids have been considered for 6D cooling
    - Shown to be very effective and cheap
    - But impossible to inject/extract beam
    - Very short, tight cooling lattice
- As part of work for dogbone cooler I developed a long cooling lattice
    - More spacious
    - If I could turn this into a ring, there would be room to inject/extract
- Consider cooling ring with tilted solenoids
    - Use tilt to produce bending field
    - Conventional dipoles are awkward because of extended solenoid fringe field
    - May choose to use dipoles either by careful optics or by shielding from the solenoid fringe field
- Nb: back of envelope indicates cost of ring = cost of ISS cooling

Cooling Ring Concept

- Current work in progress
  - 24 cells
  - 15° bend
  - ~10°-15° tilt
  - Only tilting central coil
- Cooling hardware only exists in powerpoint!
  - Still sorting out lattice optics
- All simulation is in G4MICE

Absorber

Absorber

Absorber

Superconducting coil

RF

RF
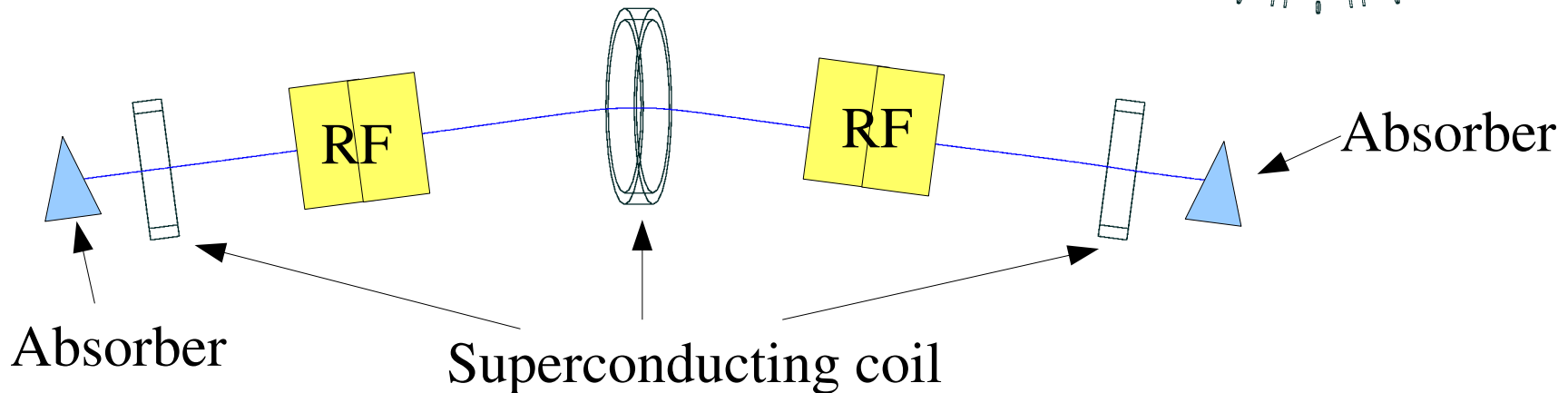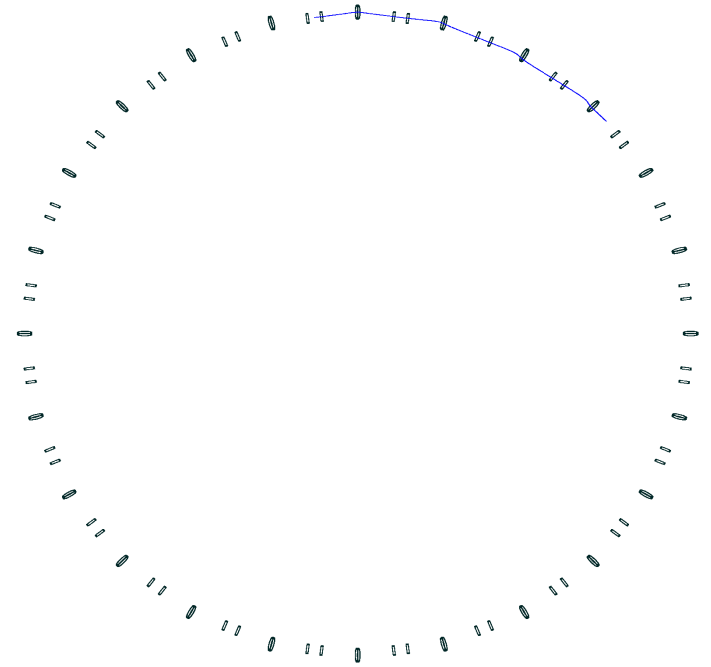
Solenoid Mods
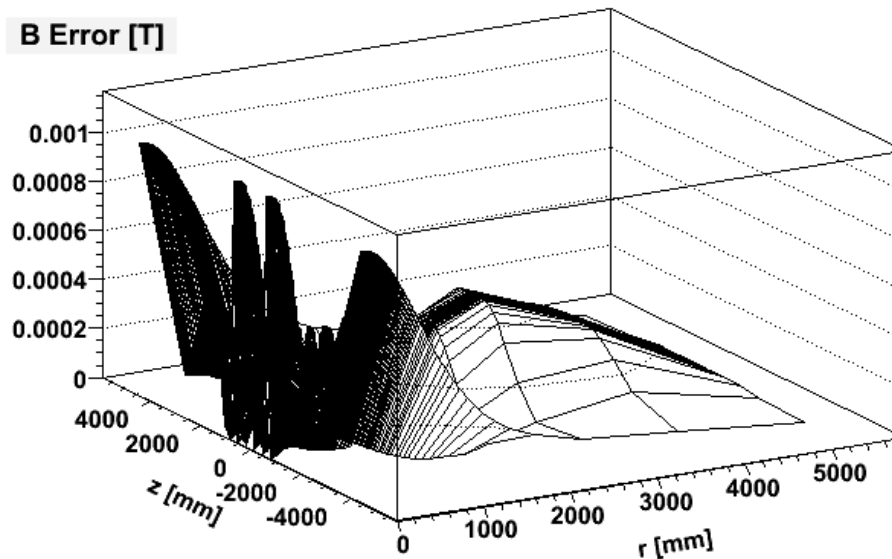
- Two issues with tilted solenoid ring field map

  - Tracking is sensitive to interpolation errors
  - Tracking is sensitive to extent of field map

- Constraining field map accuracy => very big field maps

- Dynamically select field map grid spacing and extent according to required field tolerance

Optics Algorithm

- Nicely automated optics algorithm to deal with full 6D coupling

    1. Use minimising package e.g. minuit to find closed orbit
        - Fire particles from beginning of cell to end of cell
        - Seek to minimise phase space vector between in and out

    2. Use tracking information to construct transfer map **M**
        - Construct matrix **U** from tracks like
        $$\left(\begin{vmatrix} t+\delta t \\ E \\ x \\ p_x \\ y \\ p_y \end{vmatrix}\begin{vmatrix} t \\ E+\delta E \\ x \\ p_x \\ y \\ p_y \end{vmatrix}\begin{vmatrix} t \\ E \\ x+\delta x \\ p_x \\ y \\ p_y \end{vmatrix}\begin{vmatrix} t \\ E \\ x \\ p_x+\delta p \\ y \\ p_y \end{vmatrix}\begin{vmatrix} t \\ E+\delta E \\ x \\ p_x \\ y+\delta y \\ p_y \end{vmatrix}\begin{vmatrix} t \\ E+\delta E \\ x \\ p_x \\ y \\ p_y+\delta p \end{vmatrix}\right)$$
        - Fire tracks through cooling cell
        - Solve **M** **U**$_{in}$ **= U**$_{out}$ to get **M**

    3. Solve transport equation to extract matched 6D covariance matrix **V**
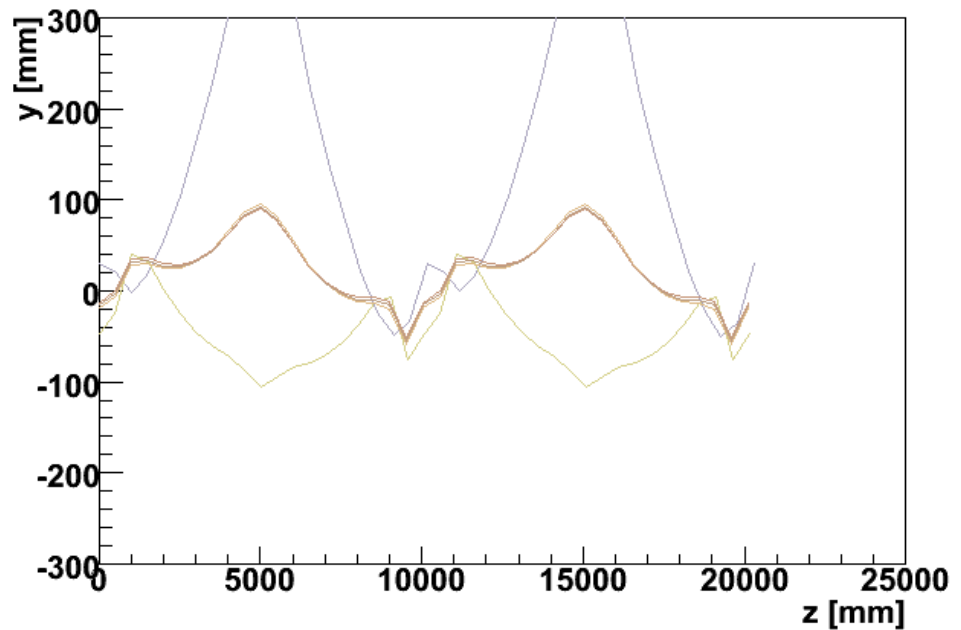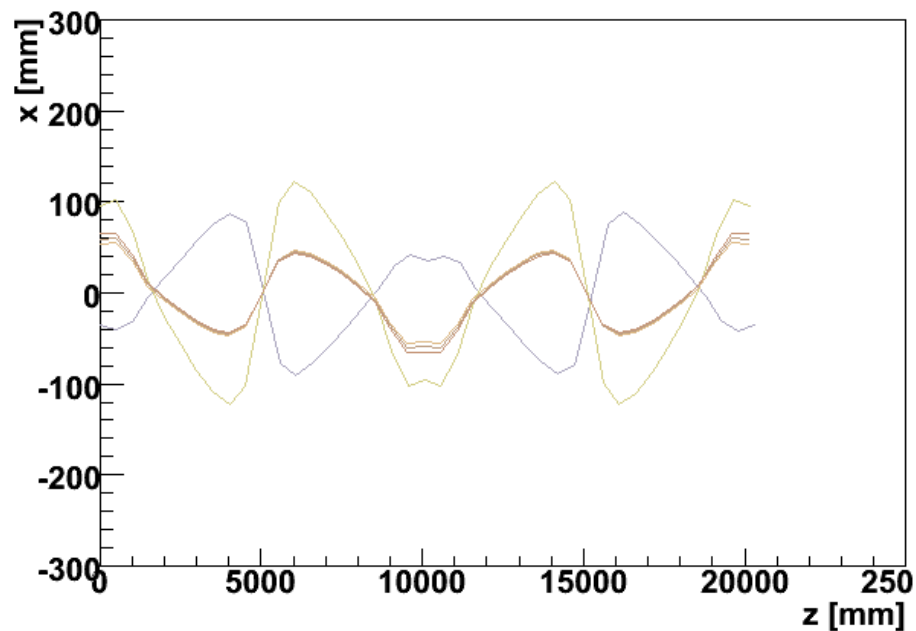   - Solve **M**^{T} **V**$_{in}$ **M = V**$_{out}$ with **V**$_{out}$ **= V**$_{in}$

    4. Repeat over a range of momenta to get chromatic aberrations

    - I might like to extract spherical aberrations as well at some point
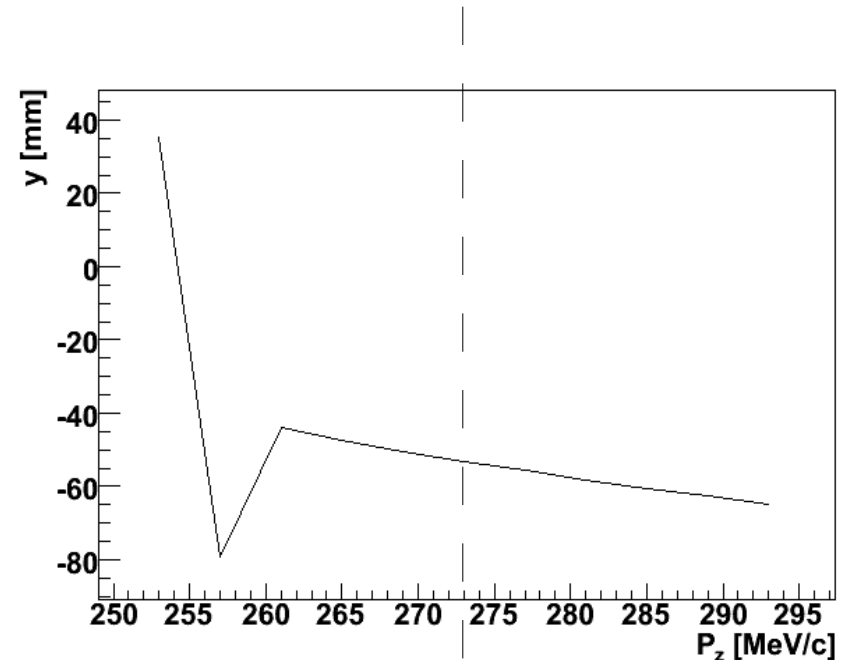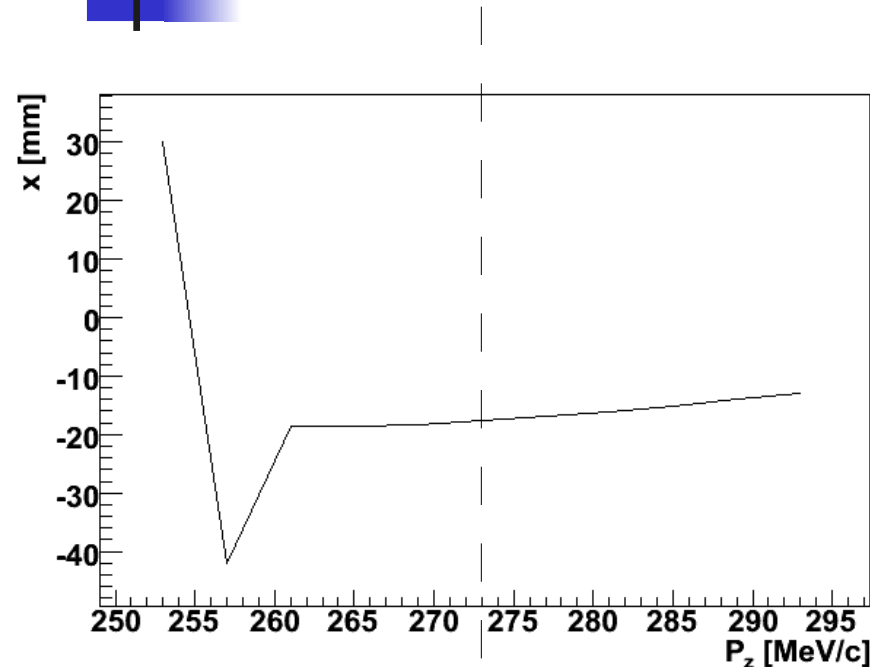
- Takes about 1 minute for each step
    - Next: put this into an optimiser to optimise lattice

# Closed Orbit vs Path Length

- Closed orbits for momenta between 250 – 290 MeV/c
  - Quite tightly bunched for momenta 260 – 290 MeV/c
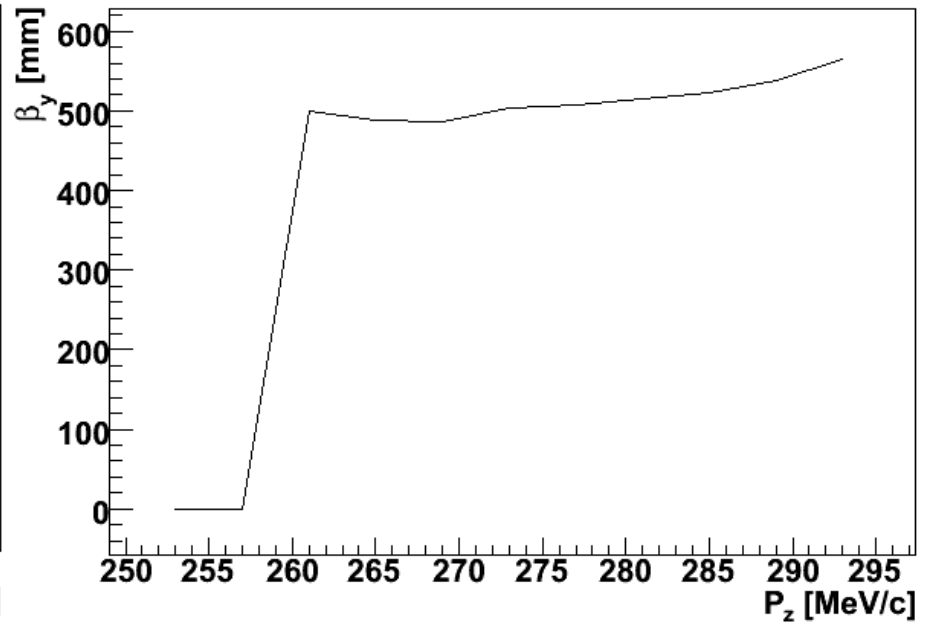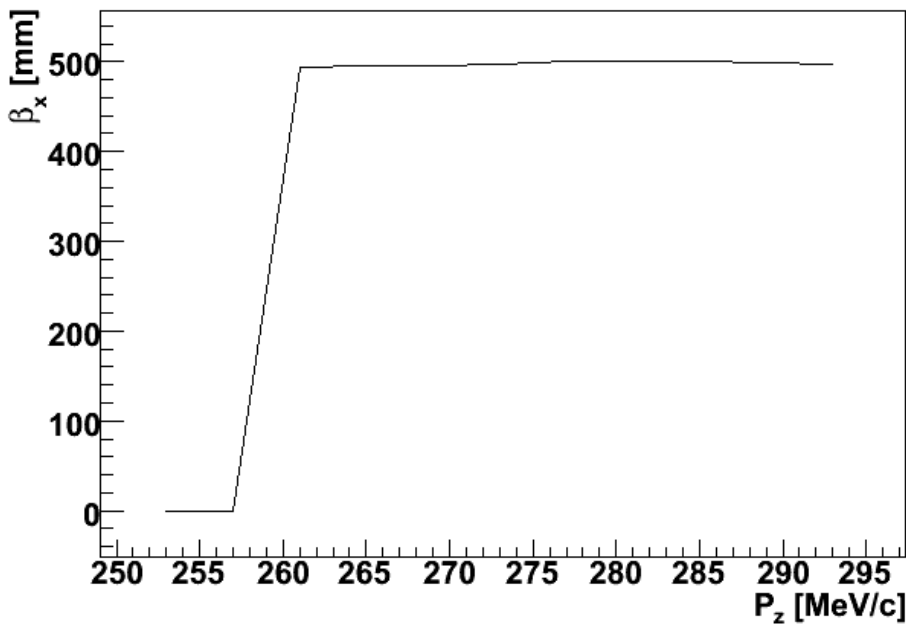 - Unstable below 260 MeV/c

Closed Orbit vs Momentum

- Closed orbit at absorber moves by only ~20 mm over 30 MeV/c
  - If I want to put wedges in, I need to increase the dispersion here
  - At the moment I am tilting centre coil
  - May choose to tilt end coil
- Instability below ~ 260 MeV/c
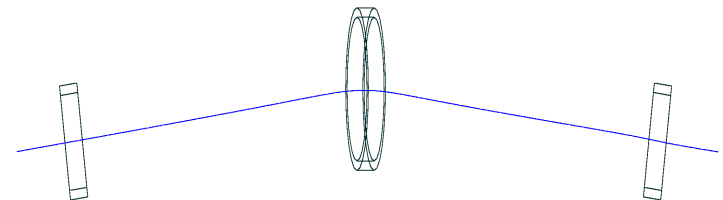
Transverse optics

- Transverse optics looks quite reasonable
  - Quite achromatic above the instability
  - β ~ 500 is very reasonable for cooling
  - Momentum acceptance ~ 30 MeV/c is a little smaller than I would like

Continuing Work...

- An interesting candidate for a high energy cooling ring
    - Optics seems to be quite achromatic
    - I have not looked for spherical aberrations
- This has potential to make a cheap but efficient cooling channel
    - Very challenging to get a high emittance beam through
    - A kicker for this device would still be tough
- Would like to simulate full beam
- Would like to pursue aggressive optimisation

Finally...