# Potential for Stochastic Cooling of Heavy lons in the LHC

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# Outline

- LHC Ion Programme
- Data Analysis and Simulations from 2011 and 2013
  - Bunch-to-Bunch Differences
  - Beam Evolution and Tracking Simulations
- First Studies for a Stochastic Cooling System at LHC

## **The LHC Heavy Ion Programme**

- Collisions of fully stripped lead (<sup>208</sup>Pb<sup>82+</sup>) ions
- 4 weeks run time every year (Nov Dec)



- 2010/11: **Pb-Pb** collisions @ 3.5*Z* TeV beam energy
  - Pb bunch intensities up to  $3 \times \text{design} \Rightarrow \text{IBS}!!$



- Jan/Feb 2013: p-Pb collisions @ 4Z TeV beam energy
  - first LHC upgrade, not mentioned in the design report













# Simulations of beam evolution in LHC ring

# Simulations include:

- IBS (various models)
- Burn-off from luminosity production
- Radiation damping and quantum excitation
- Stochastic Cooling

# Simulations require:

- initial beam parameters (from measurements): e.g. particle type, particles per bunch, emittances, bunch length, RF voltage...
- Properties of stochastic cooling system.



# Beam Evolution at Injection (450Z GeV)

#### Beams suffer from strong intra-beam scattering (IBS) → Emittance growth and debunching losses

dots = data lines = simulation

Simulations and data are mostly in good agreement.



# Bunch-by-Bunch Differences after Injection (450Z GeV)



- Structure within a train (1<sup>st</sup> to last bunch):
  - increase: intensity
    - bunch length
  - decrease: emittance.
- IBS at the injection plateau of the SPS:
  - while waiting for the 12 injections from the PS to construct a LHC train.
- First injections sit longer at low energy
   → strong IBS,
  - → emittance growth and particle losses.

## Luminosity



- Significant bunch-by-bunch structure within a train.
- Initial values differ by a factor 5-6!
- Different speed of decay high initial luminosities decay very fast.

# **Evolution in Collisions @ 3.5***Z* TeV



# Potential Beam Evolution @ 7Z TeV



- Simulations [2] with IBS, burn off, radiation damping.
- 3 experiments in collisions lead to very fast burn off:  $\rightarrow$  luminosity ½-life  $\approx$  2h.
- Turnaround time  $\approx$  3h. •
  - $\rightarrow$  Longer fills are desired.
  - $\rightarrow$  Stochastic cooling as possibility to improve fill lifetime.



# **Cooling Simulations**



- IBS horizontal growth time  $\approx$  8h.
  - Radiation damping time ≈ 13h
    → radiation damping not included in the simulations on this slide.
- Assuming a stochastic cooling system with a 5-20GHz bandwidth and average 2013 Pb bunches [4]:

$$T_{\rm cool} = \frac{N_b C_{\rm LHC}}{4\sigma_z W} \left[ \frac{M+U}{(1-\tilde{M}^{-2})^2} \right] \approx 1.8 \,\mathrm{h}$$

 First estimate for RMS voltage per cavity (assuming a system with 16 cavities as in RHIC):

$$V_{cavity} = 2 \,\mathrm{kV}$$

- Integrated luminosity could be increased by a factor 2.
- Larger bandwidth and higher upper frequency, lead to higher integrated luminosity.

## Conclusions

- Strong IBS at all energies leads to emittance growth and particle losses.
   → Significant bunch-by-bunch differences.
- Short fills, due to the high burn off rate with 3 experiments in collisions.
- Stochastic cooling could equalise bunches and obtain smaller emittances → higher integrated luminosity.
- First simulation results look promising, studies have just started and are on-going.
  - Challenges in hardware design.

# THANK YOU FOR YOUR ATTENTION

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