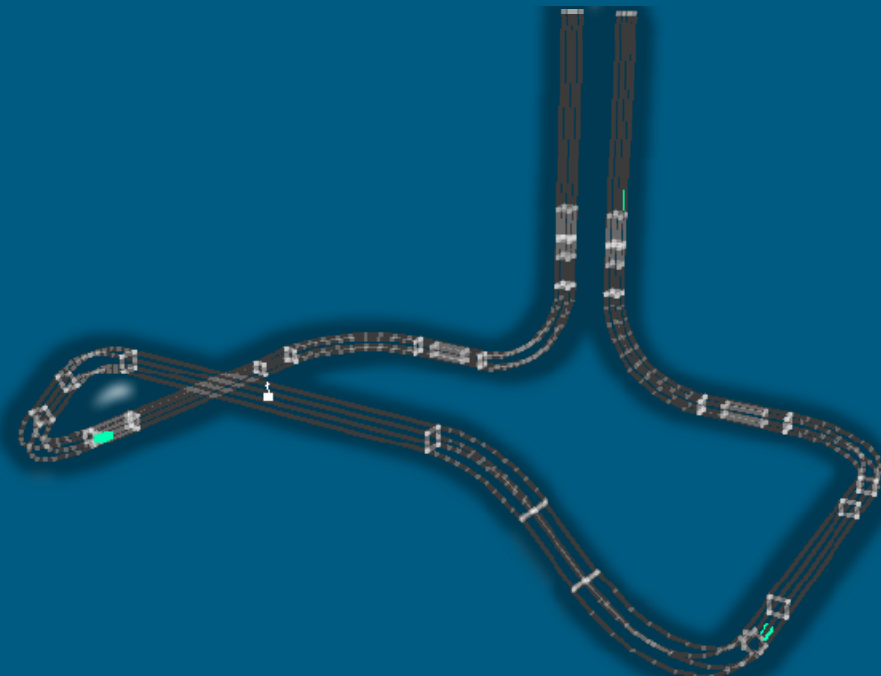


# Model Development for the Automated Setup of the 2 MeV Electron Cooler Transport Channel

COOL 17  
@ Gustav Stresemann Institute  
Bonn – Bad Godesberg  
19.09.2017



IKP-4, Forschungszentrum Jülich  
A. Halama

# Outline

Brief introduction:

COSY - e cooling - 2 MeV Cooler

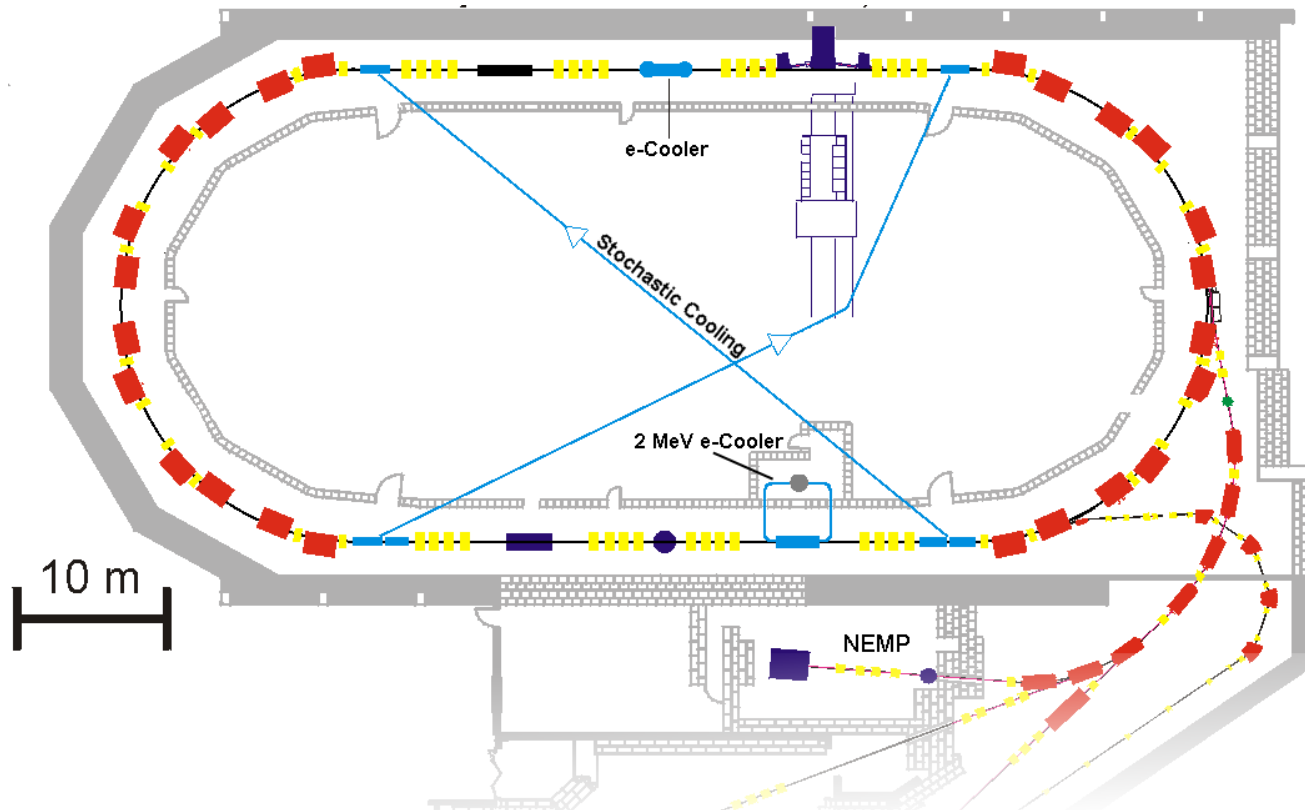
Beam properties in magnetized high energy e cooling

Model implementation, status and GUI

Near and far future plans and further possibilities


# COSY (COoler SYnchrotron)

- 184 m circumference
- Protons/ Deuterons
- Polarized and unpolarized
- Stochastic + electron cooling
- internal and external fixed target sites
- Slow extraction capability



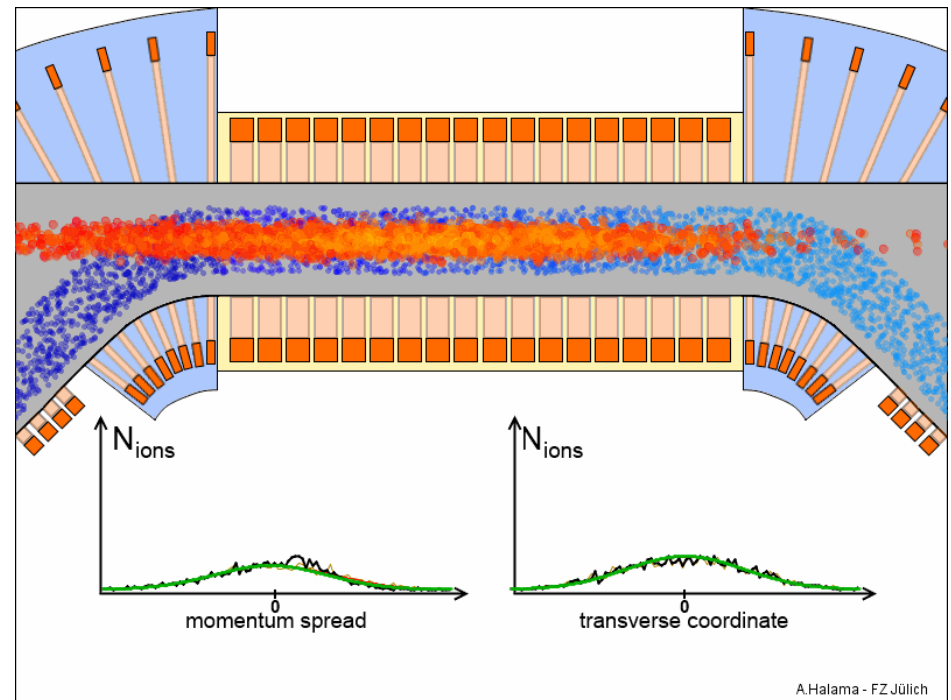
# Prerequisites for electron cooling

- Matched orbit of both beams
- Overlapping a cool electron beam with ion-beam


 Quasi static with respect to moving reference frame  
 (along average velocity ion)

So we need:

- Matched Velocity
- No higher order motion



## 2 MeV Cooler | Characteristics

Some design parameters: 2 MeV, 3 A

Highest achieved power: 1.25 MeV, 0.8 A

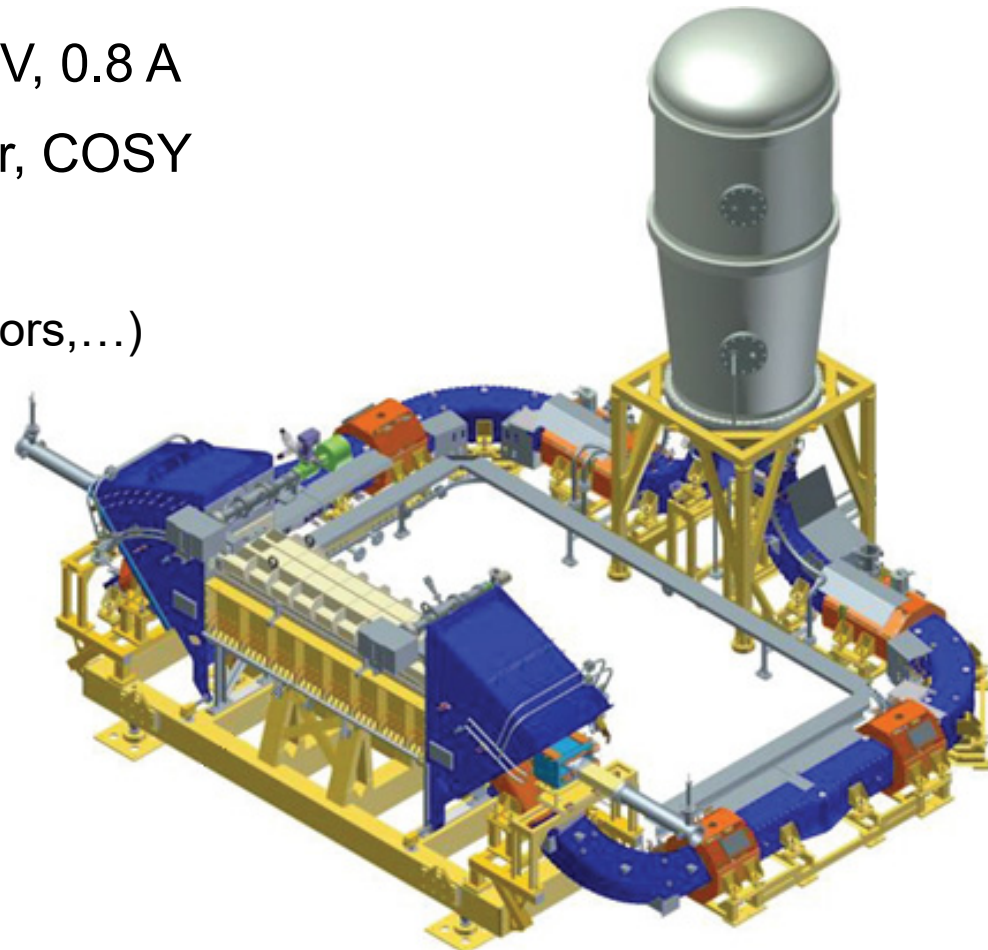
Design around existing accelerator, COSY

12 BPMs

(Beam current monitor, Vacuum monitors,...)

5 main common power supplies

~ 50 corrector power supplies



## 2 MeV Cooler | Characteristics

Some design parameters: 2 MeV, 3 A

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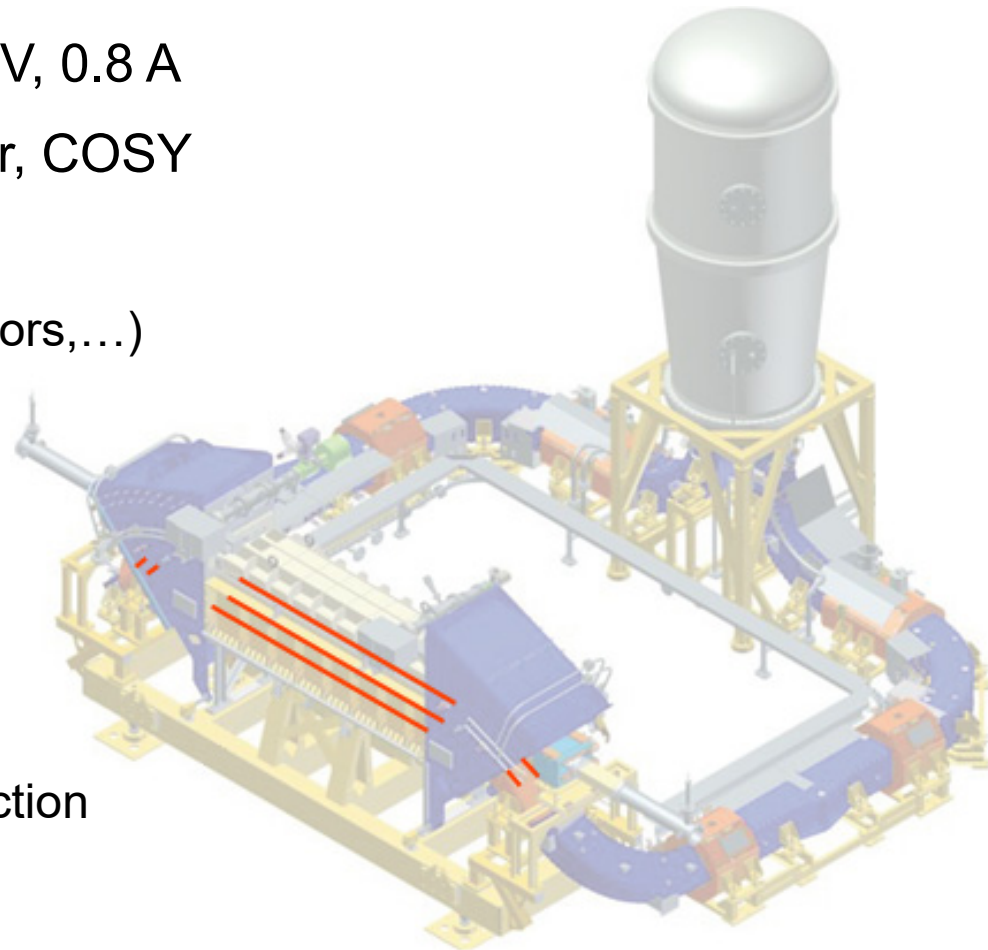
12 BPMs

(Beam current monitor, Vacuum monitors,...)

5 main common power supplies

~ 50 corrector power supplies

Main B-Fields: 1) Cooling section



## 2 MeV Cooler | Characteristics

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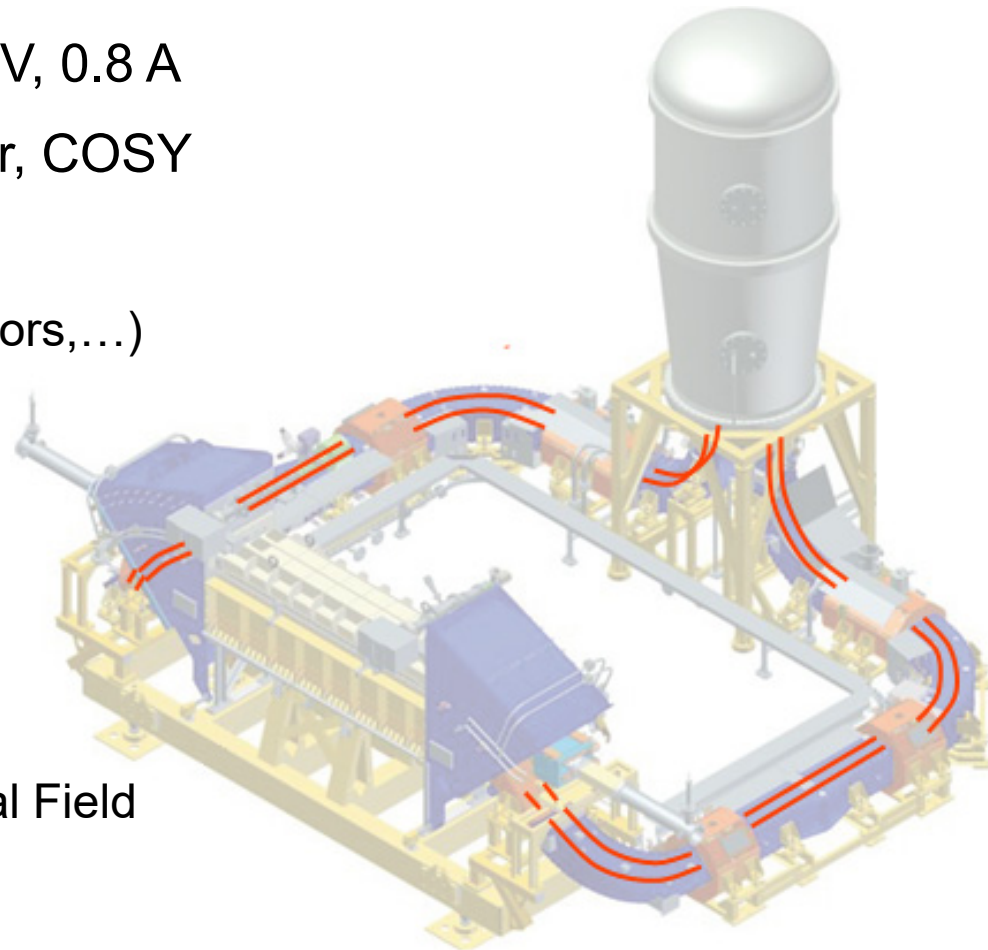
12 BPMs

(Beam current monitor, Vacuum monitors,...)

5 main common power supplies

~ 50 corrector power supplies

Main B-Fields: 2) Longitudinal Field





## 2 MeV Cooler | Characteristics

Some design parameters: 2 MeV, 3 A

Highest achieved power: 1.25 MeV, 0.8 A

Design around existing accelerator, COSY

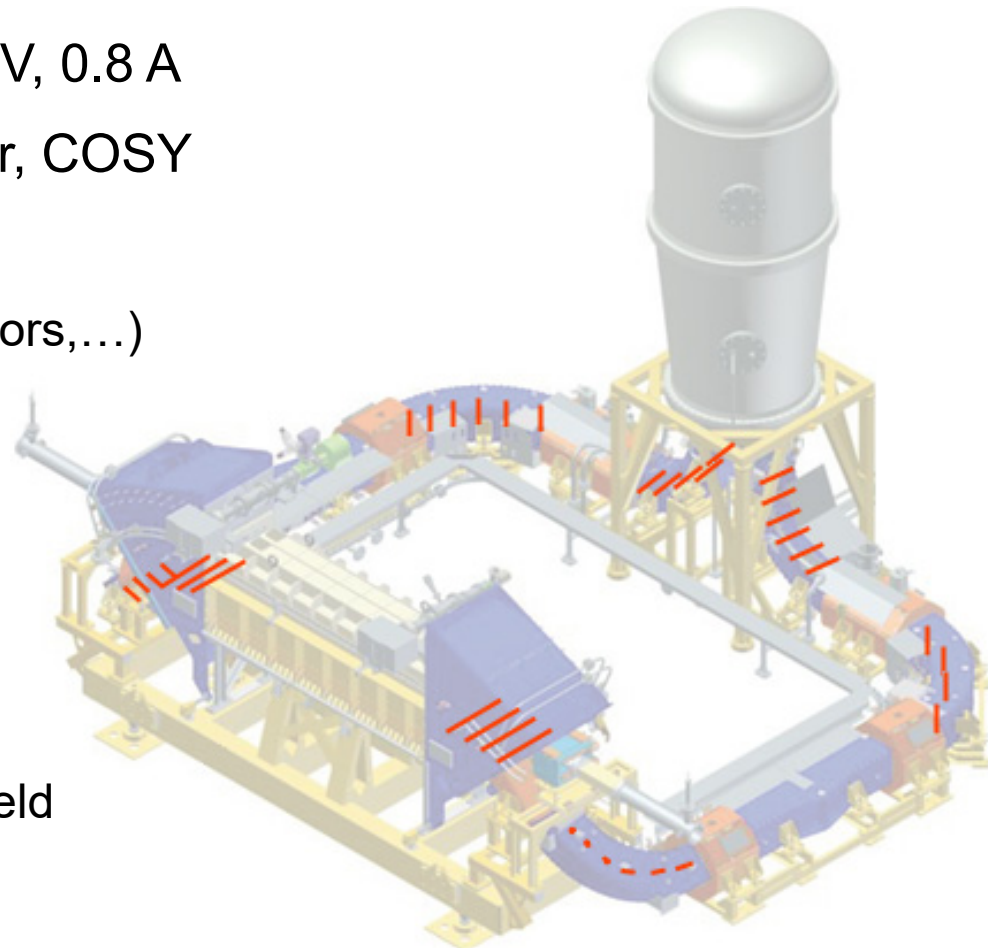
12 BPMs

(Beam current monitor, Vacuum monitors,...)

5 main common power supplies

~ 50 corrector power supplies

Main B-Fields: 3) Bending Field





## 2 MeV Cooler | Characteristics

Some design parameters: 2 MeV, 3 A

Highest achieved power: 1.25 MeV, 0.8 A

Design around existing accelerator, COSY

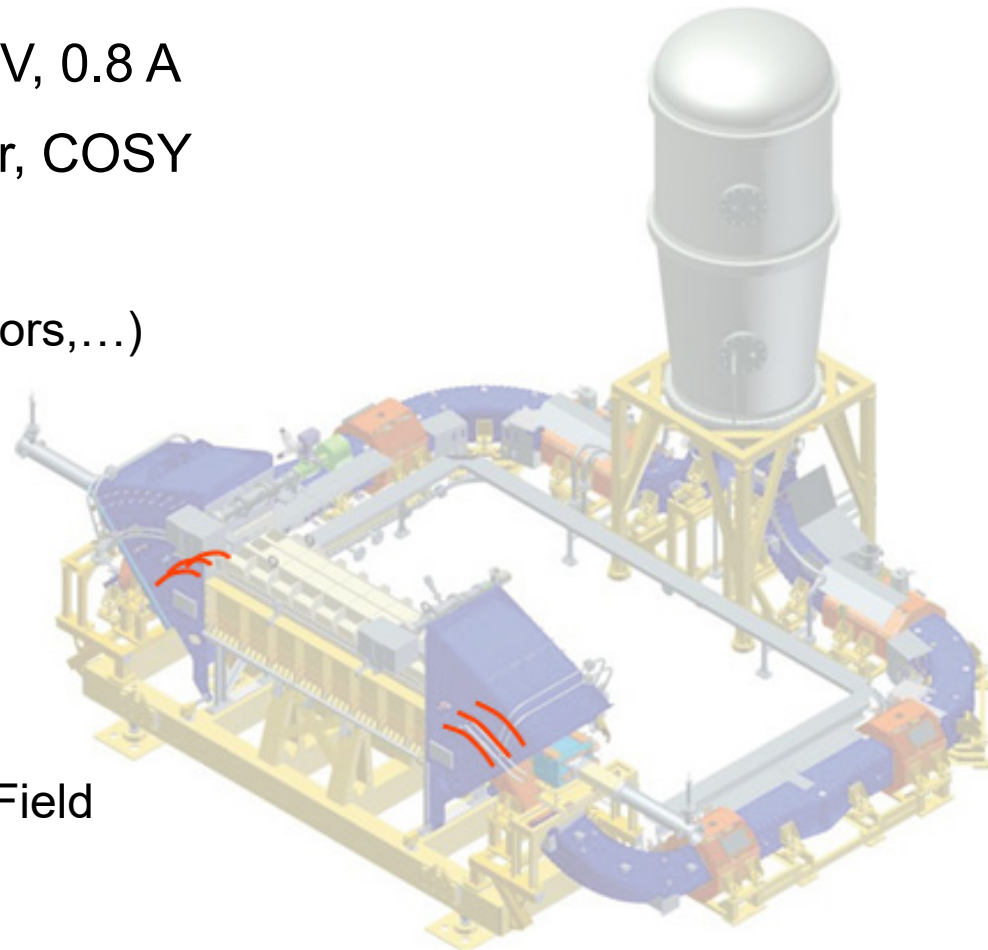
12 BPMs

(Beam current monitor, Vacuum monitors,...)

5 main common power supplies

~ 50 corrector power supplies

Main B-Fields: 4) Toroid 45° Field



## 2 MeV Cooler | Characteristics

Some design parameters: 2 MeV, 3 A

Highest achieved power: 1.25 MeV, 0.8 A

Design around existing accelerator, COSY

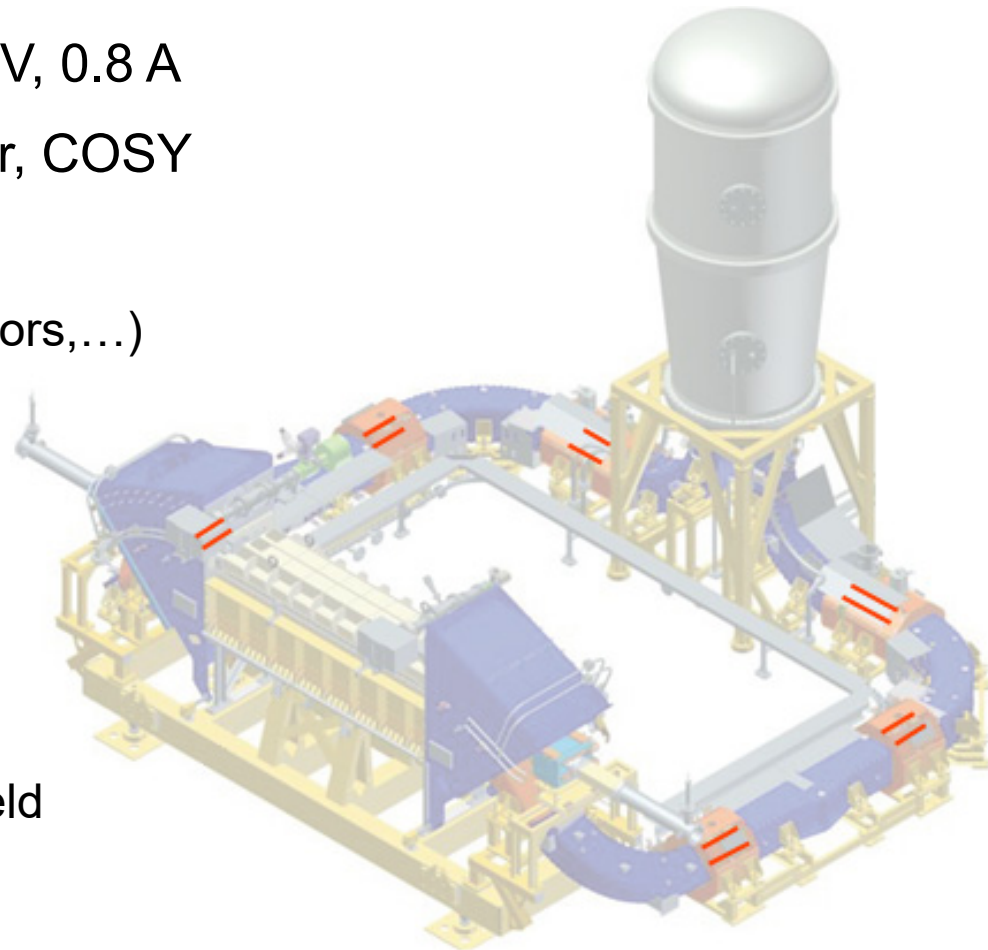
12 BPMs

(Beam current monitor, Vacuum monitors,...)

5 main common power supplies

~ 50 corrector power supplies

Main B-Fields: 5) Straight Field



## 2 MeV Cooler | Characteristics

Some design parameters: 2 MeV, 3 A

Highest achieved power: 1.25 MeV, 0.8 A

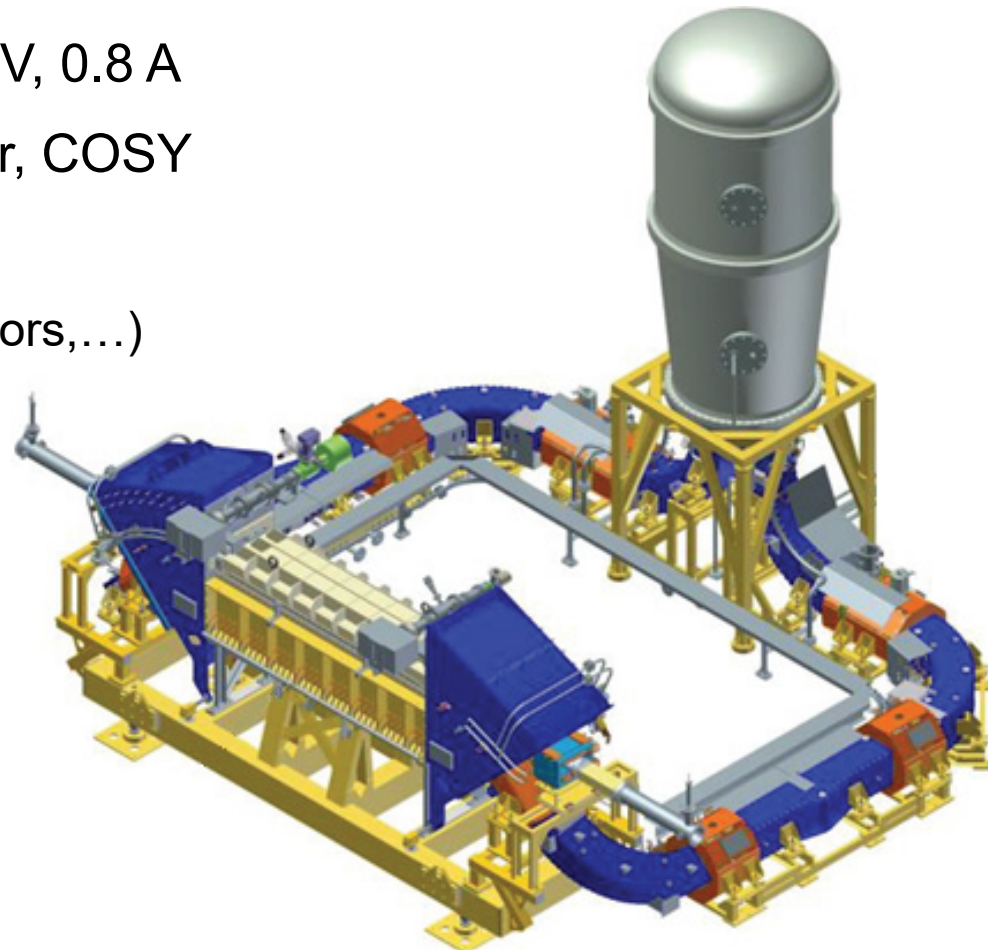
Design around existing accelerator, COSY

12 BPMs

(Beam current monitor, Vacuum monitors,...)

5 main common power supplies

~ 50 corrector power supplies



# Motivation for a model based setup

- Achieving a better e beam quality. Thus higher
  - Cooling efficiency
  - Recuperation efficiency
  - Better vacuum conditions
  - Less radiation due to losses
- Compensate coupled effects during manual adjustment
  - Orbit shift at unregarded location | Larmor rotation caused by orbit shift
- Enable unexplored beam regimes
- Ensure safe operation
  - with reproducible setups
  - using software safe guards (plausibility check)
- Save time and effort during e beam setup

# e beam orbit

Gun modulates DC beam quadrantwise to make it visible to BPM system

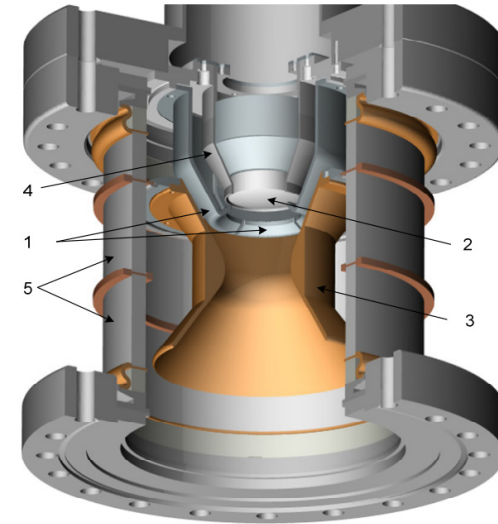
Orbit is set up completely manually

BPMs yield relative positioning but actual location might be off by  $\sim$  mm

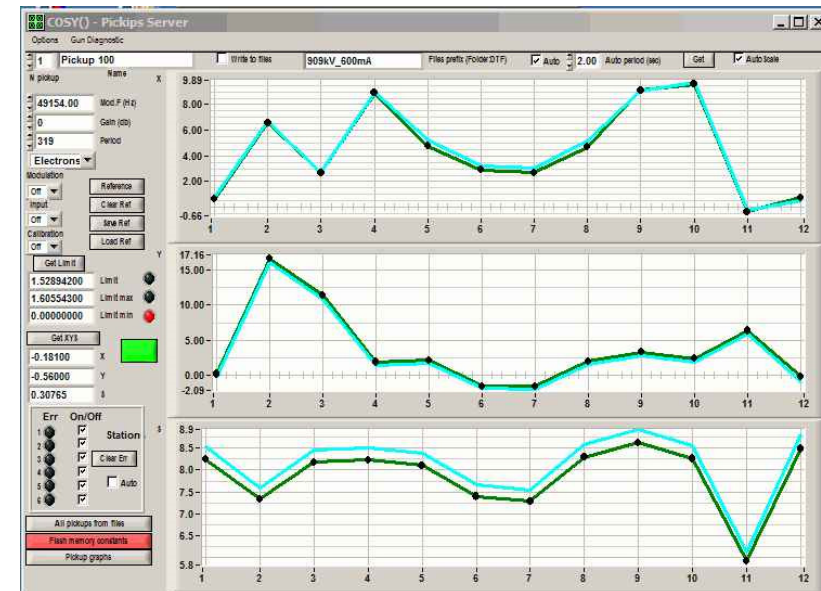
ORM can be measured or calculated.

Generally quadratic matrices can lead to overall nice orbit – but not here

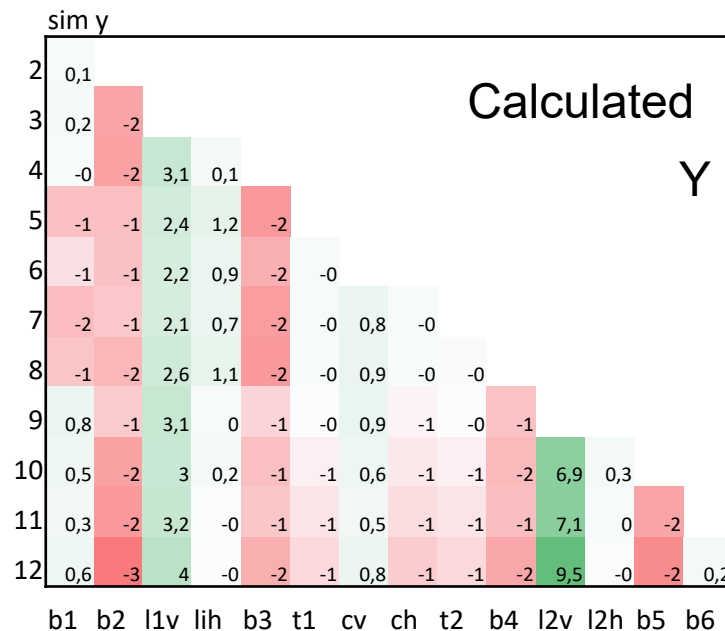
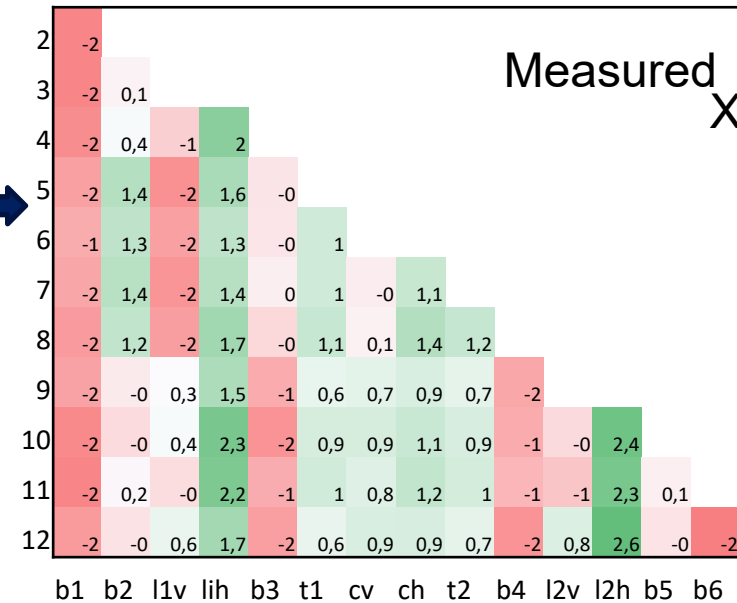
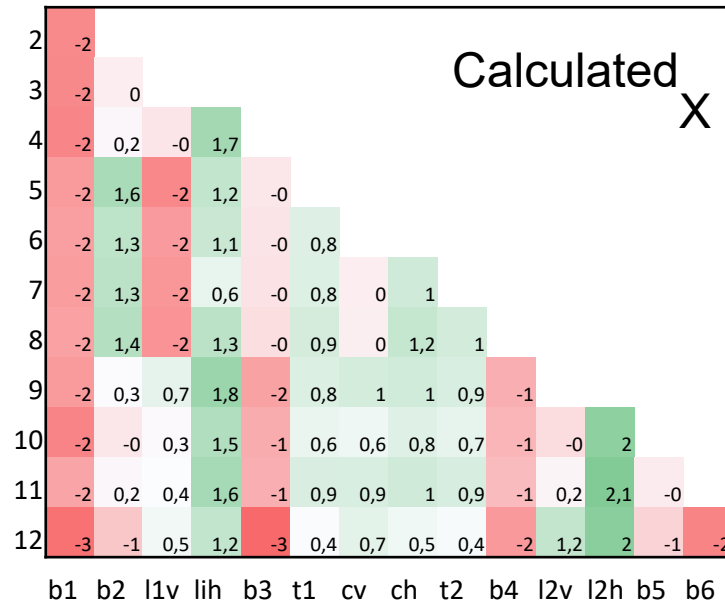
Stepwise adjustment + feedback loops feasible



1)



# Reliability of calculated ORMs (@ 909 keV)



Values in mm/A

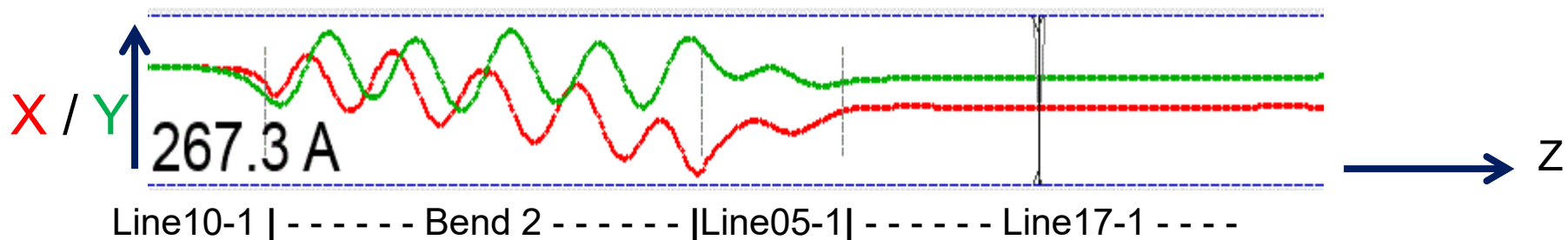
# Larmor rotation

Transversal cyclotron motion with longitudinal velocity

Larmor rotation is inevitable but can be kept small

Occurs due to:

- off axis transiton of high gradient regions
- improper setting of longitudinal fields especially in bending section
  - also orbit dependend





# Larmor radius measurement

Increased longitudinal B-field compresses spiral trajectory

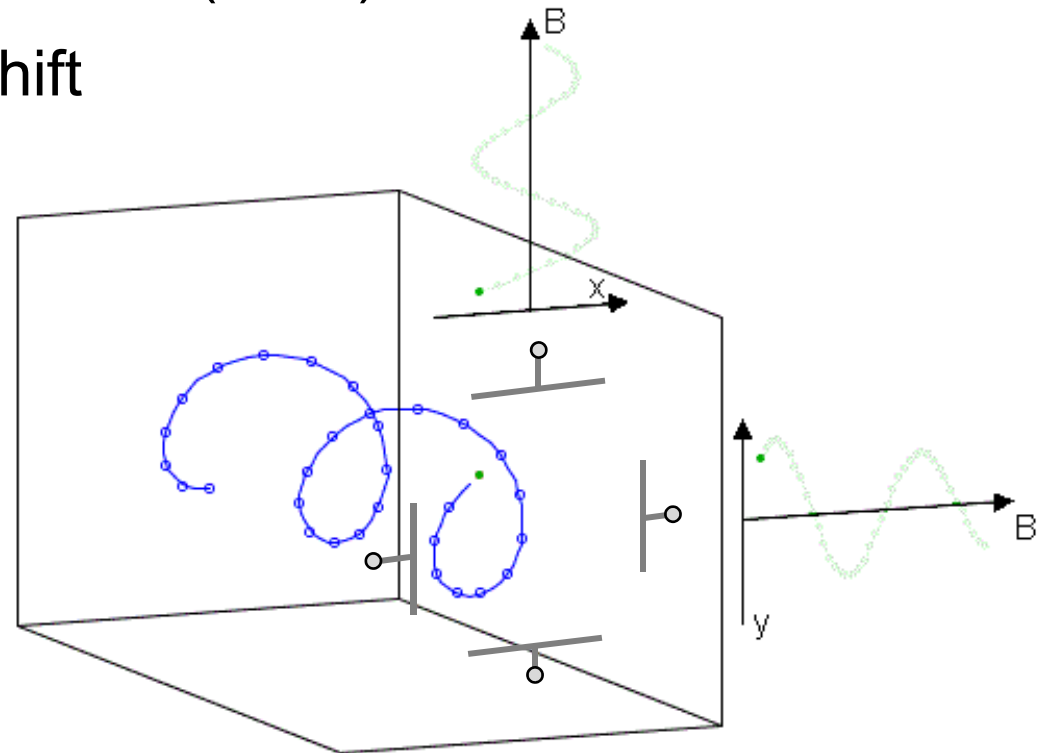
Phase change at fixed location (BPM)

seen as beam position shift

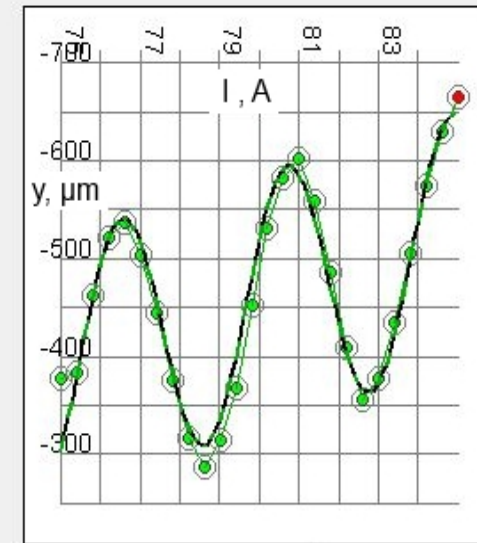
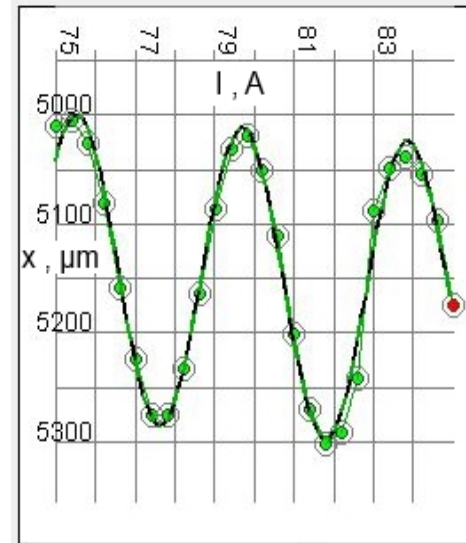
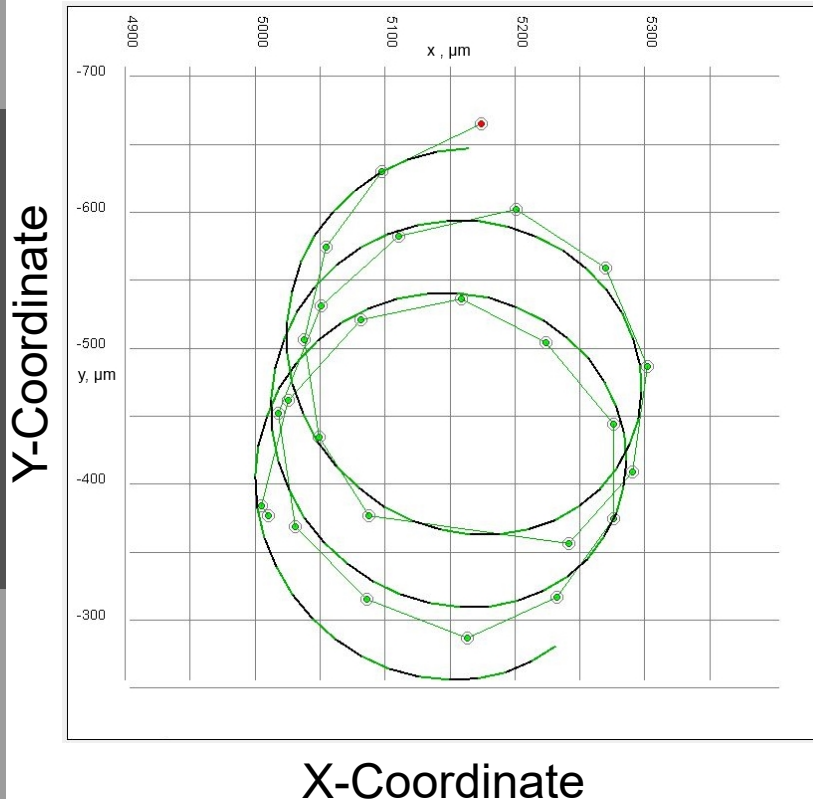
$$r_{Larmor} = \frac{m \cdot v_{\perp}}{e \cdot B}$$

$$l_{Larmor} = v_{\parallel} \cdot \frac{2\pi \cdot m}{e \cdot B}$$

$$\omega_s = \frac{L_{total} \cdot c}{E_{e0} \cdot \gamma \cdot \beta}$$



# Actual results of a larmor radius measurement

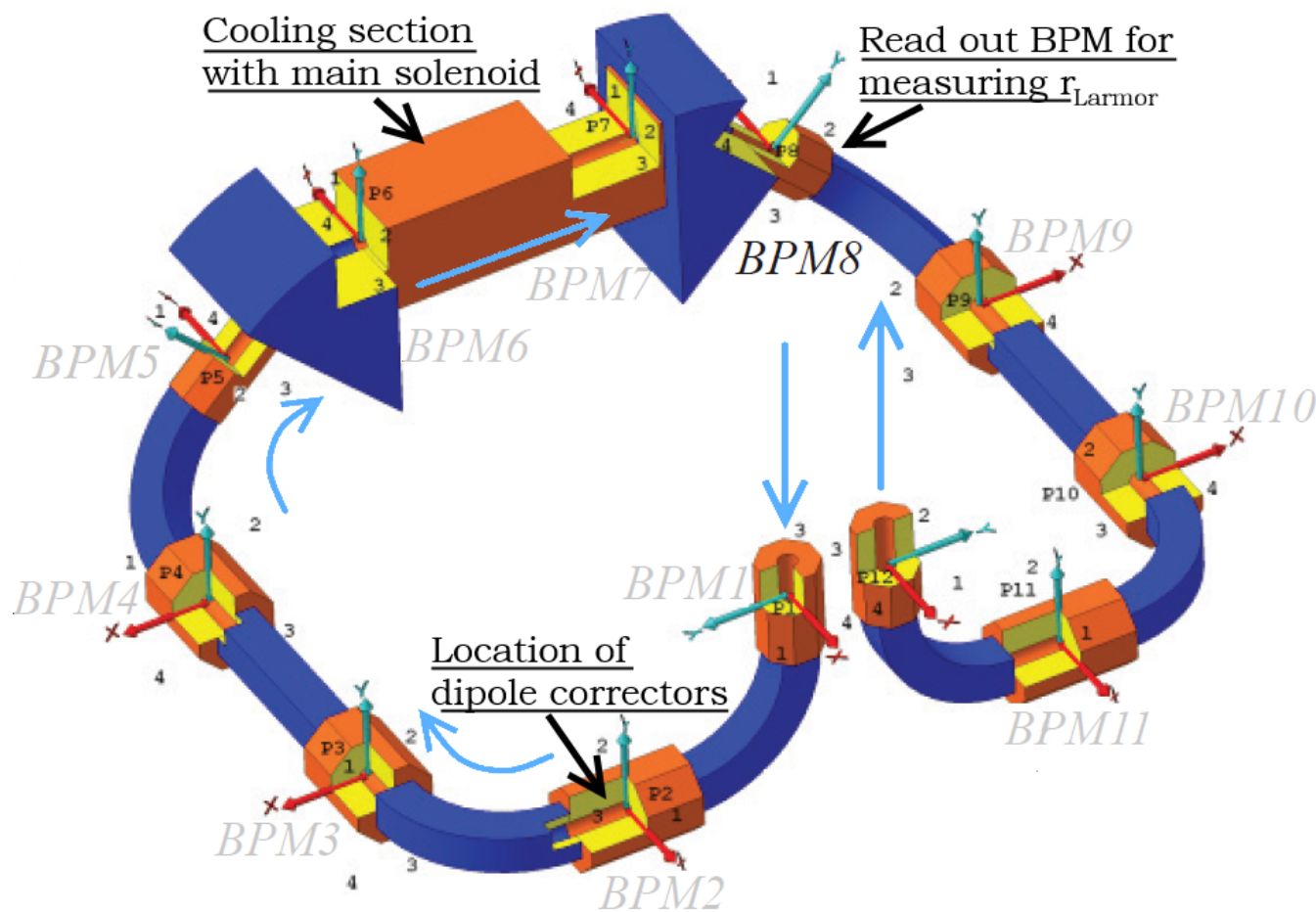


Respective coordinates  
vs. solenoid current

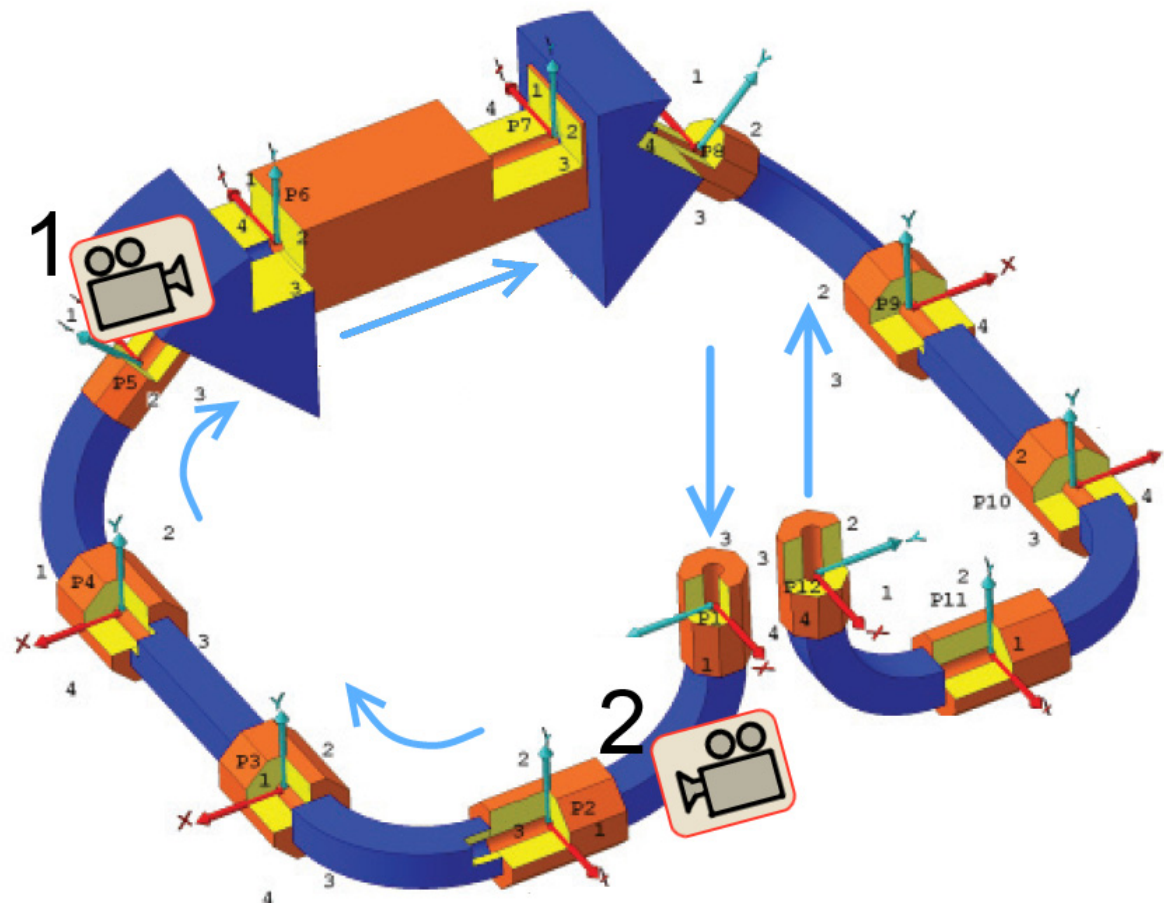
# Larmor rotation compensation

Short dipoles kick the beam

decreasing larmor radius in cooling section



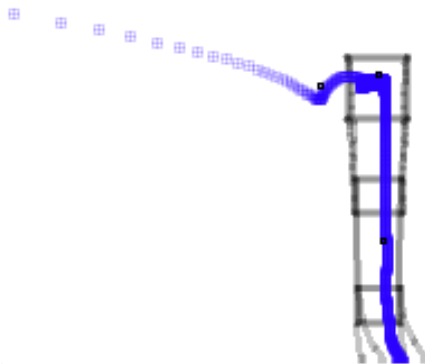
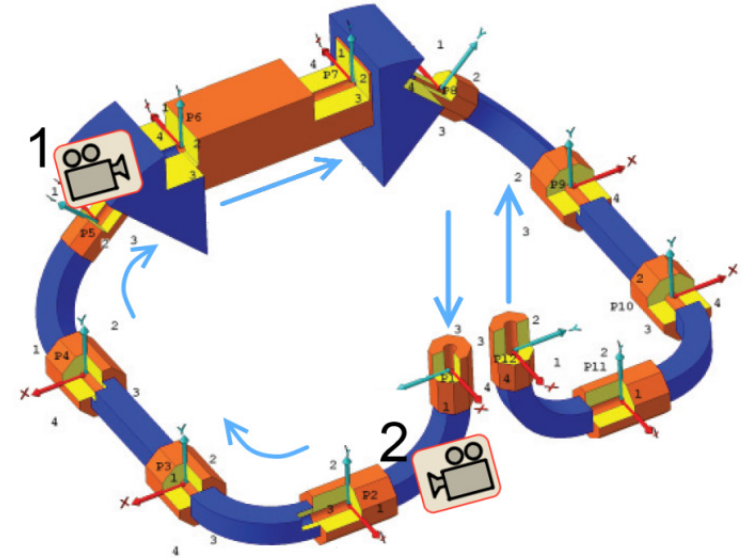
decreasing larmor radius in cooling section



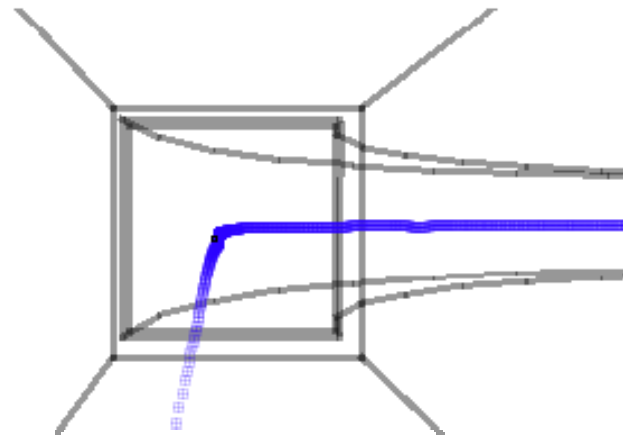
# Larmor rotation compensation

Looking along the beam as it  
was kicked:

- 1) In the cooling section
- 2) At the kick location

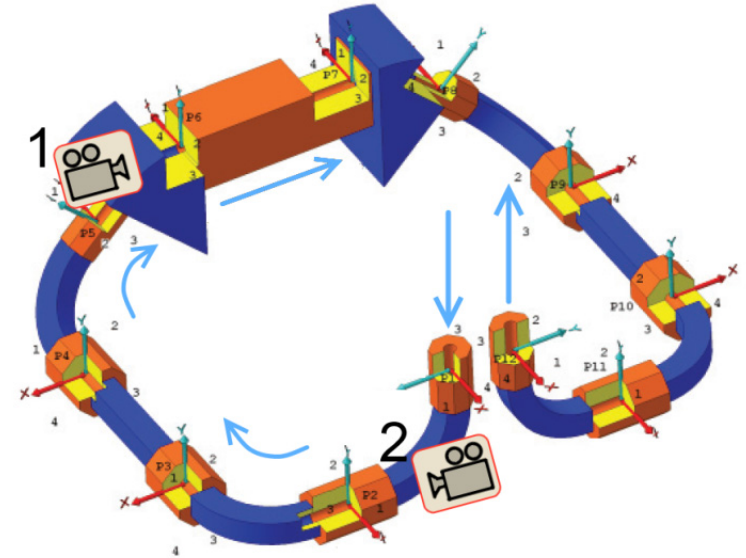
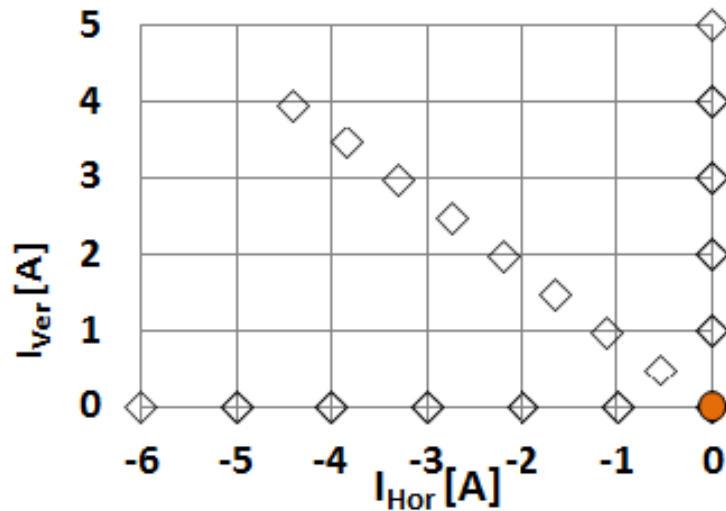


Cooling section

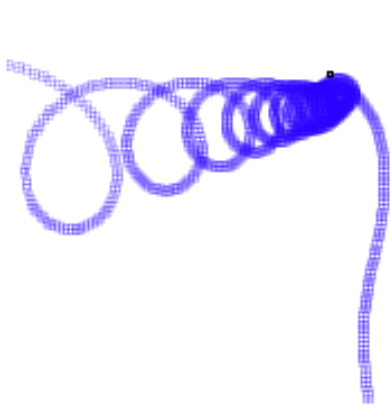


Kick location

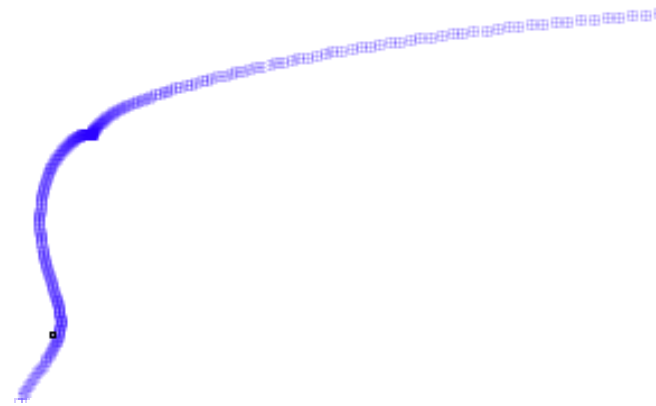
# Larmor rotation compensation



Sweeping the kicker currents to determine kick angle and strength

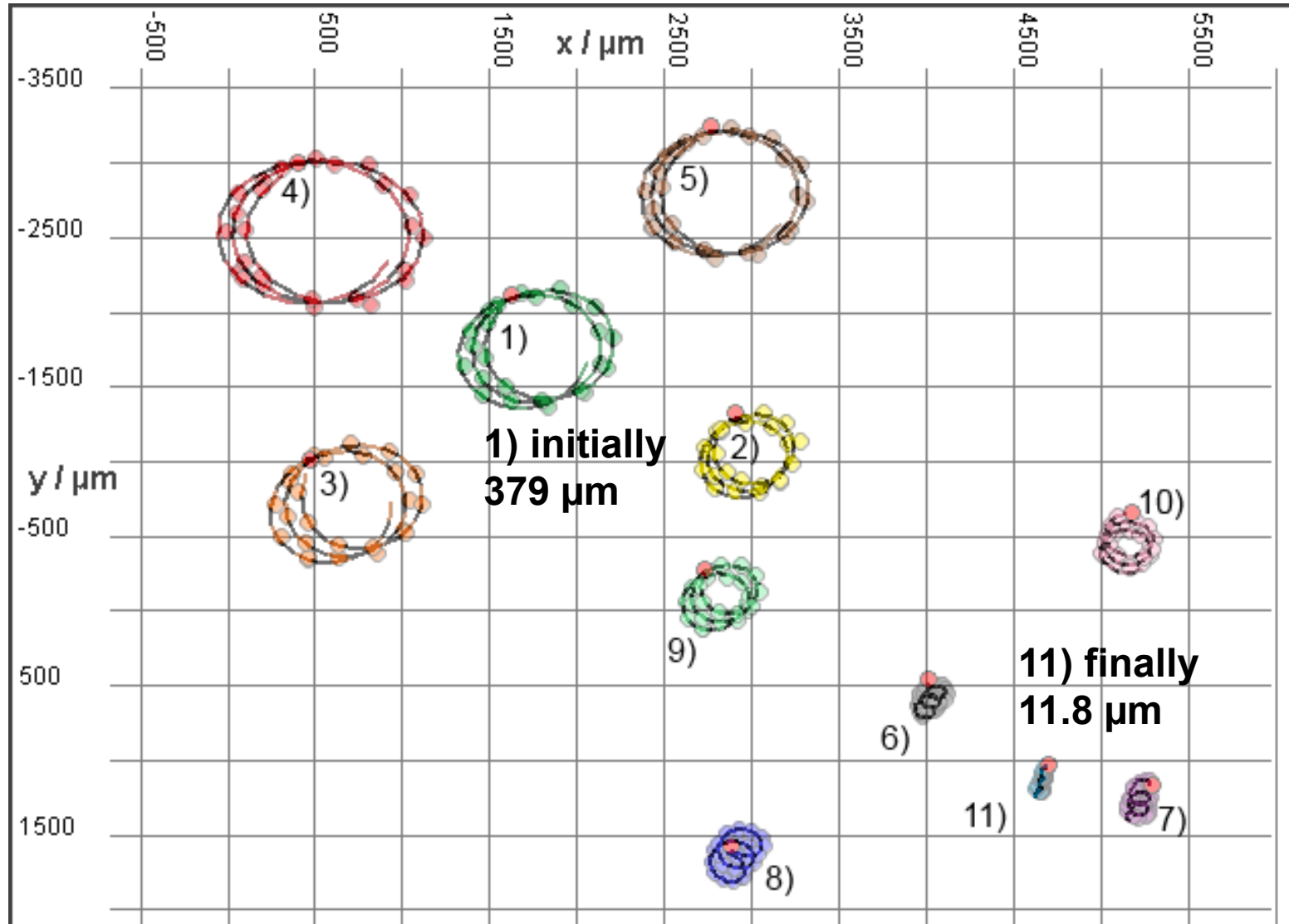


Cooling section



Kick location

# Actual results of a larmor rotation compensation





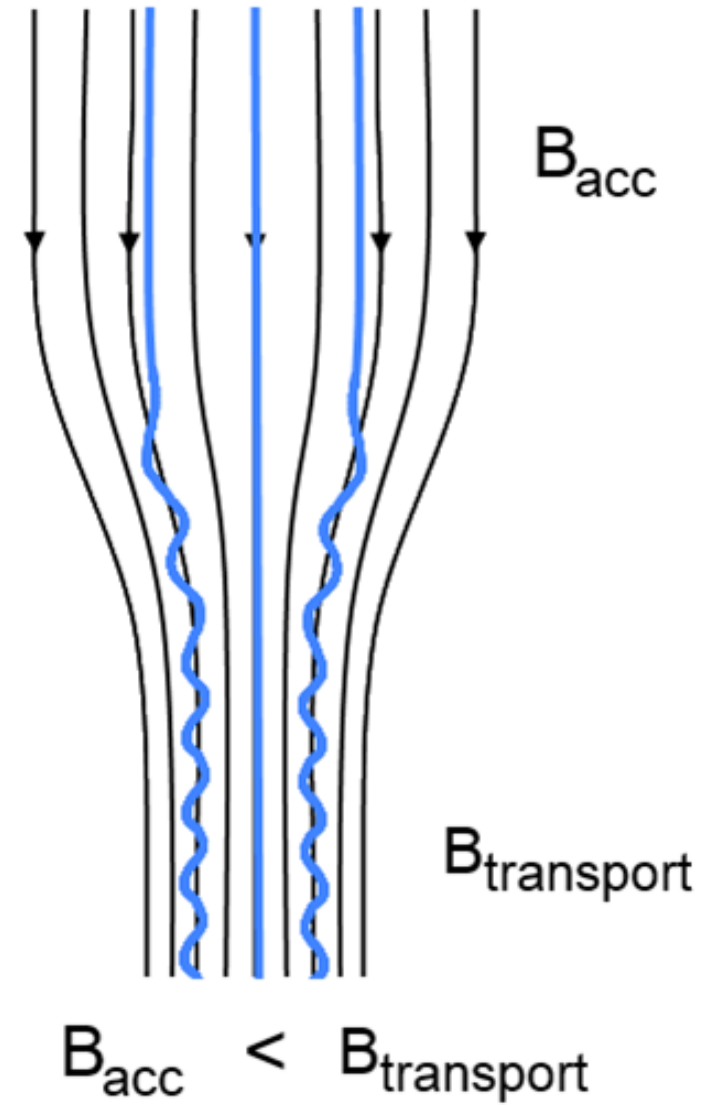
# Galloping motion

Caused by passage through high gradient field

Similar to larmor rotation, thereby deterministic but not coherent

Individual larmor radius grows with distance to center

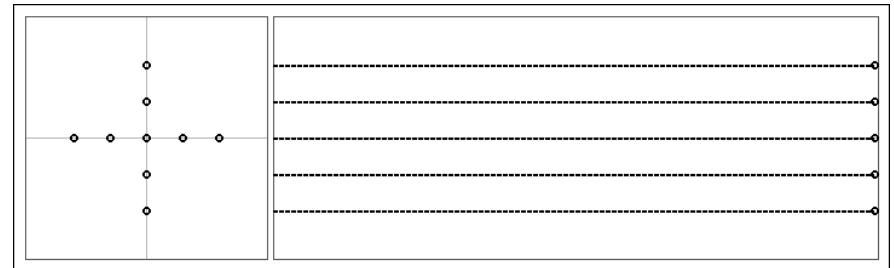
Larmor phase depends on tangential location of the individual electron



# Superposition of dipole and quadrupole motion

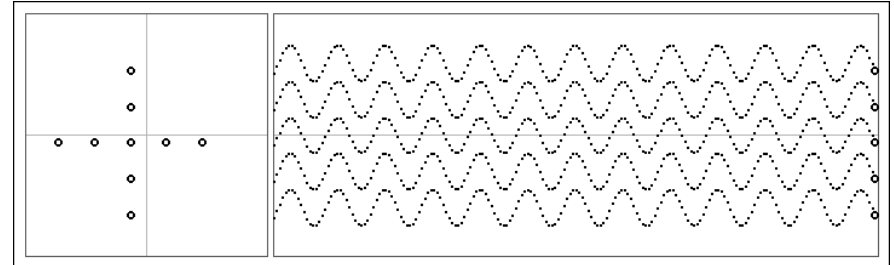
Theoretical cold beam

$$x = \text{const}, y = \text{const}$$



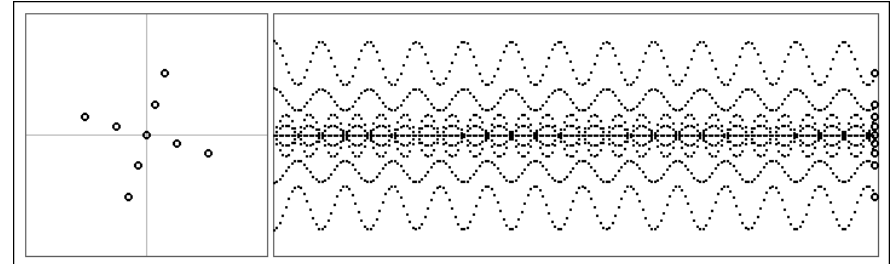
Pure larmor rotation

$$y(z) = y_0 + r_L \sin(zk + \varphi_L)$$

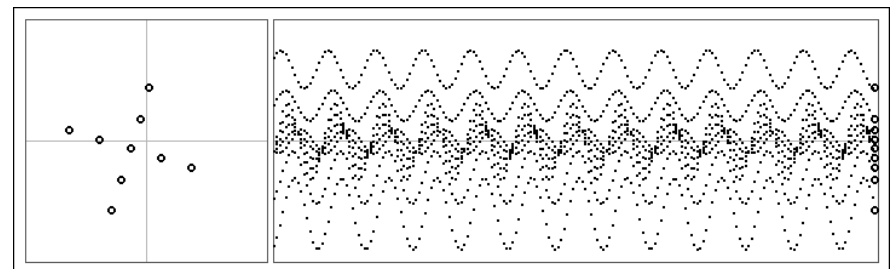


Pure galloping motion

$$y(z) = y_0 + r_G(x_0, y_0) \sin(zk + \varphi_G(x_0, y_0))$$



Superposition of coherent  
Larmor rotation and galloping



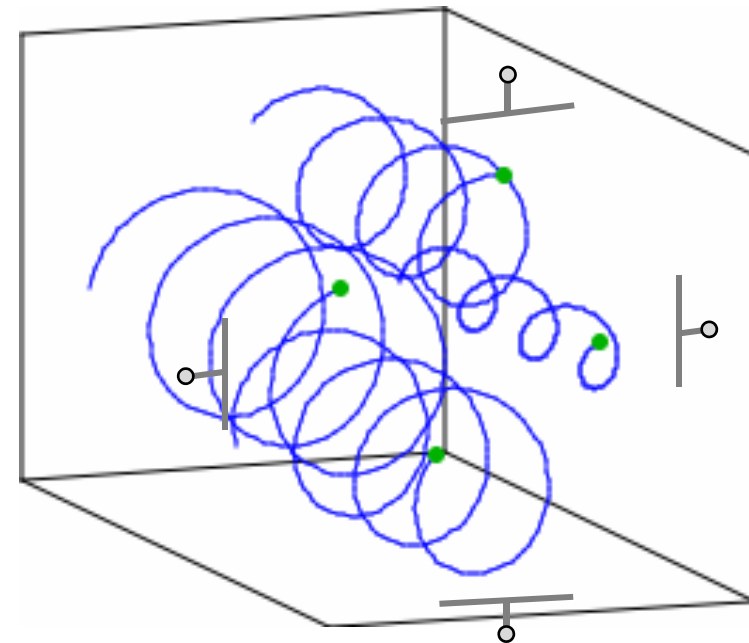
# Measuring Galloping motion

Measure larmor rotation of each quadrant  
- enabled by quadrantwise modulation of the gun

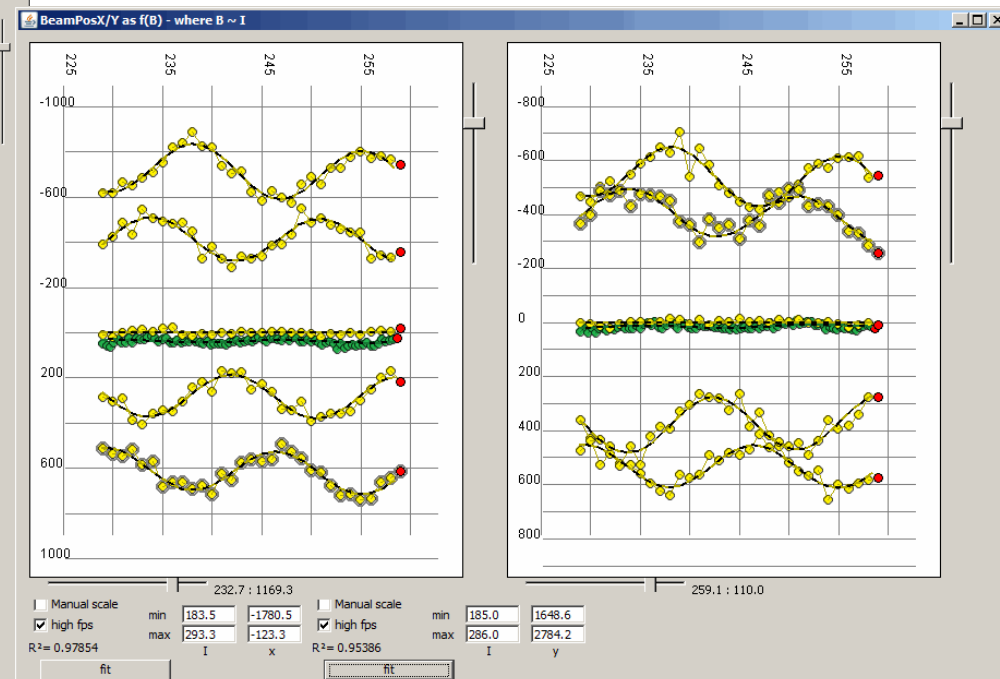
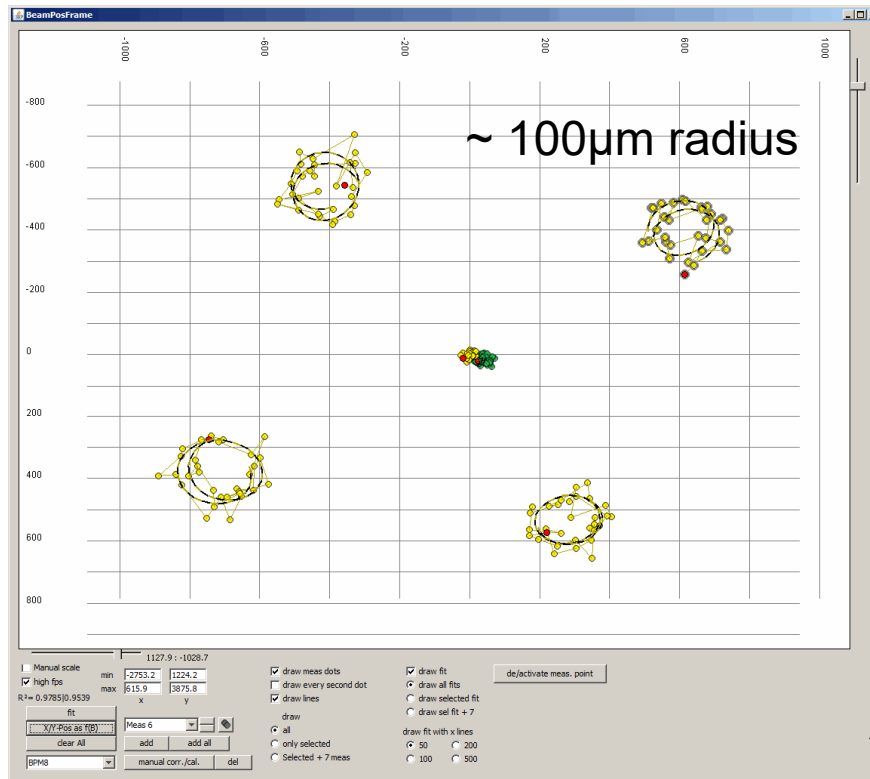
Measure larmor of entire beam (center of charge)

Expressed in sine & cosine coefficients,  
larmor contribution can be subtracted

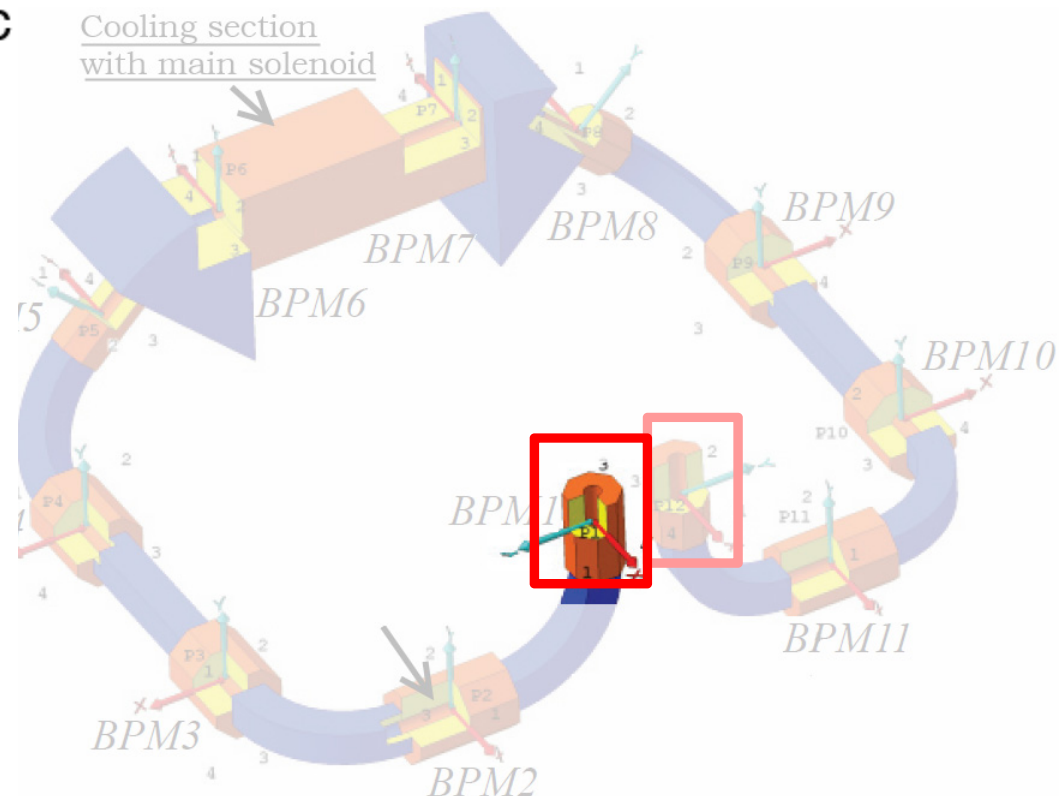
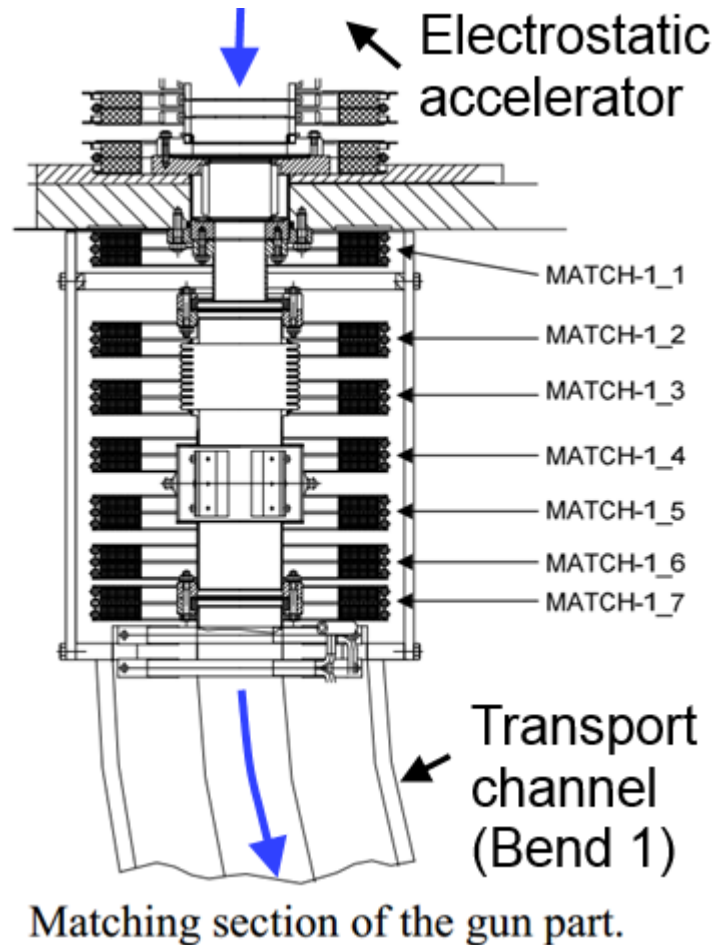
Characteristic quantity:  
Galloping growth rate



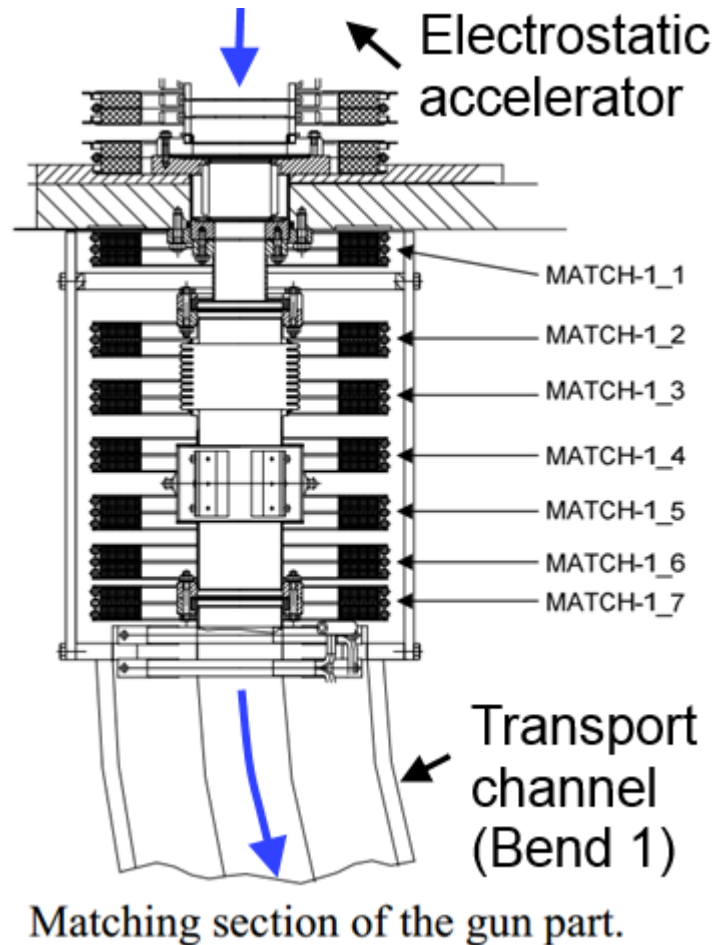
# Actual measurement of the galloping motion



# Magnetic matching section to compensate galloping



# Magnetic matching section to compensate galloping



A simple algorithm can lead to an optimized setting for the matching section

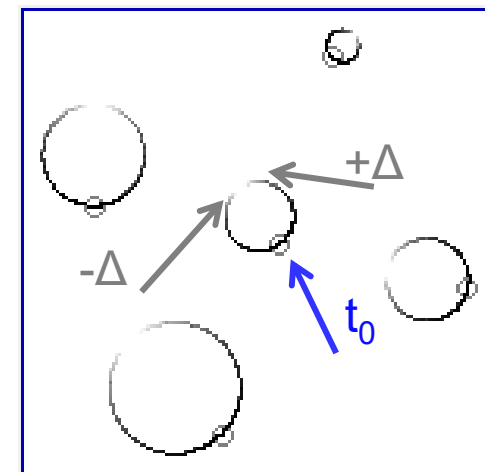
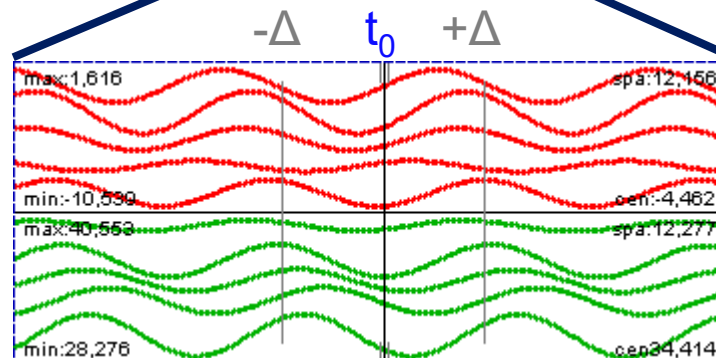
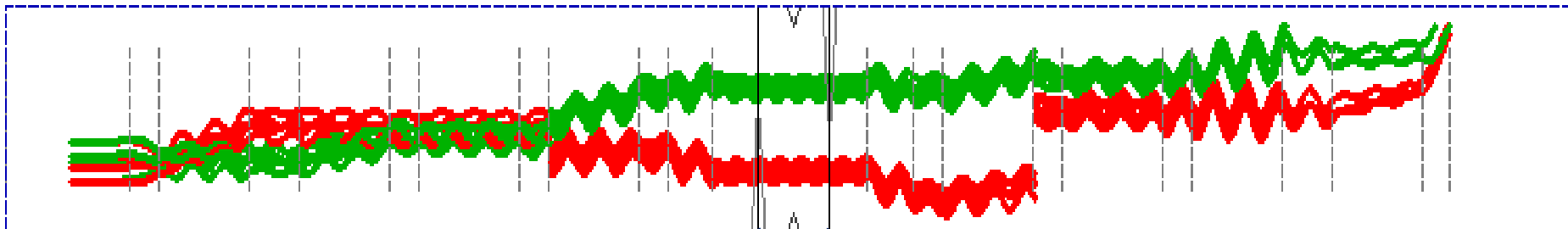
- Vary each magnet slightly
- Follow negative gradient of galloping growth rate
- repeat

# Treating larmor and galloping

Initial trajectory

Superposition of larmor and galloping motion can be seen

Accel - Transport - Cooling Section - Transport - Decel

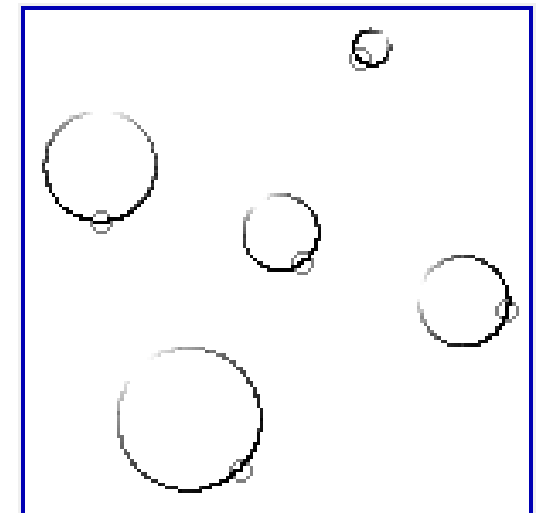
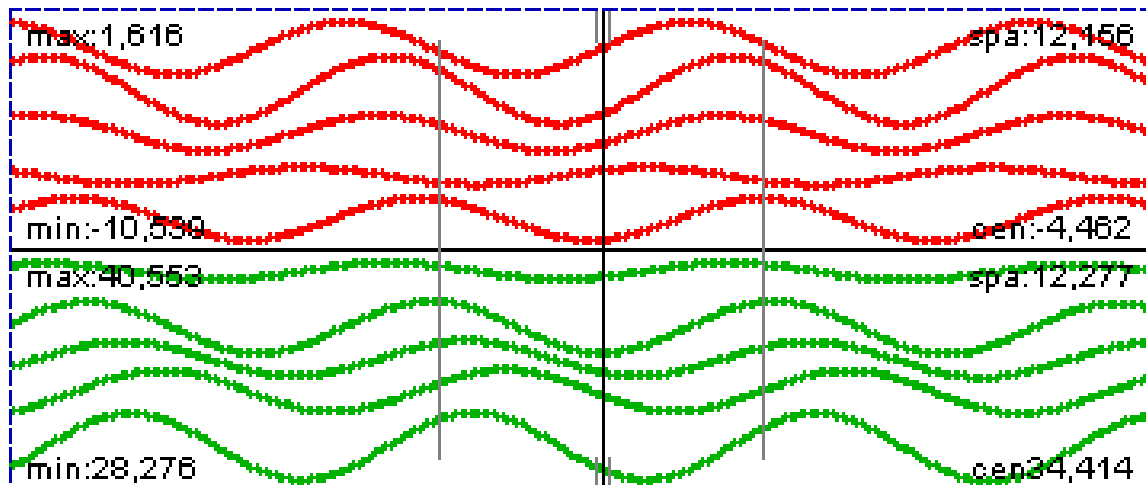




# Treating larmor and galloping

Initial trajectory

Superposition of larmor and galloping motion can be seen



Initial larmor radius: 1.8 mm

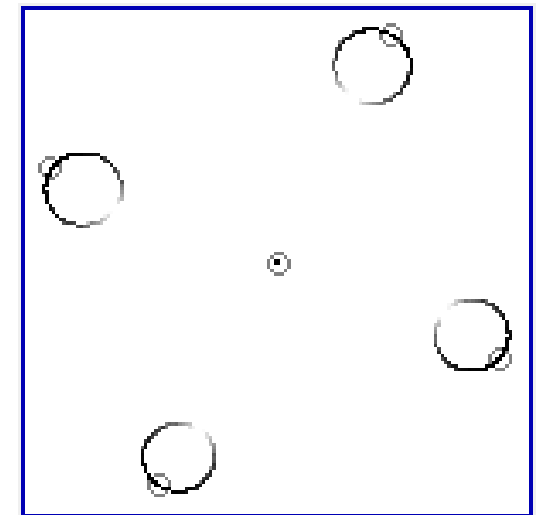
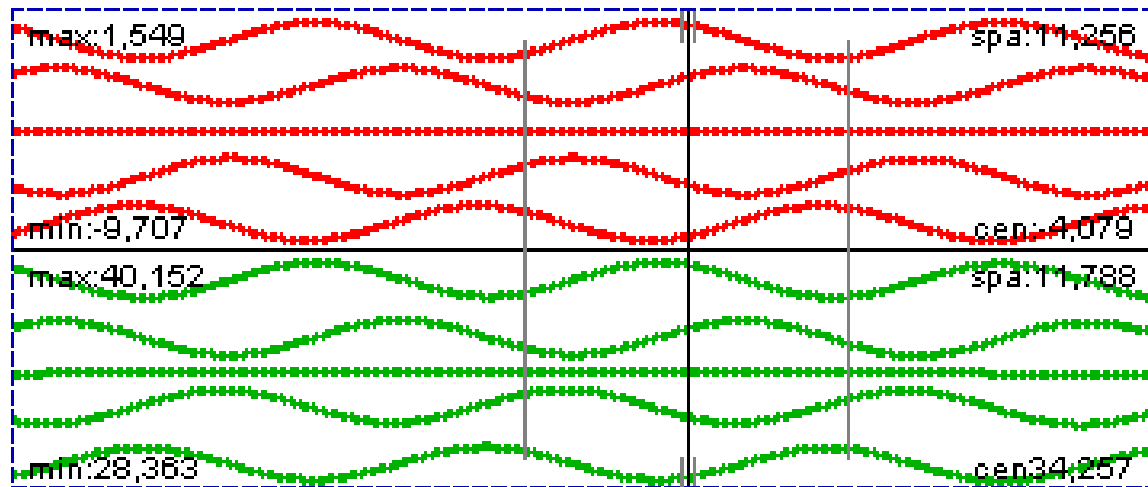
Initial galloping growth:  $0.17 \mu\text{m}/\text{mm}$

Beam cooling is not possible

# Treating larmor and galloping

Treat Larmor motion first

One can see now pure galloping motion



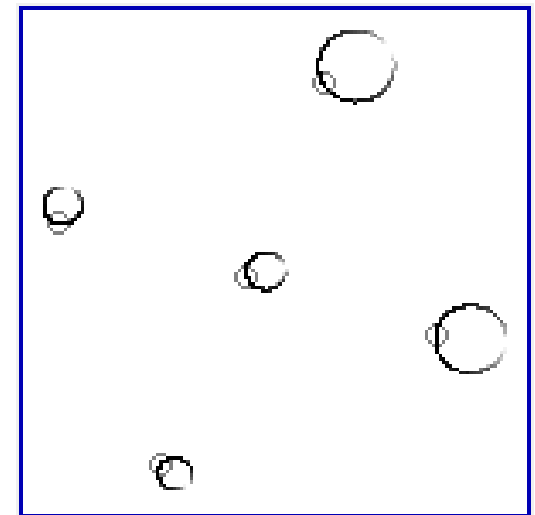
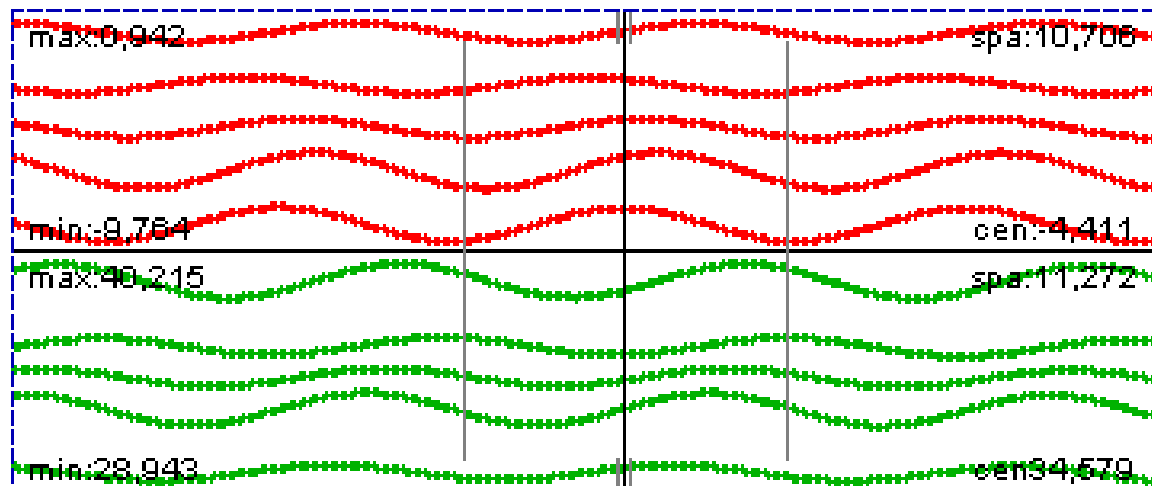
Initial larmor radius: 1.8 mm

Initial galloping growth:  $0.17 \mu\text{m}/\text{mm}$

Beam cooling is not possible

# Treating larmor and galloping

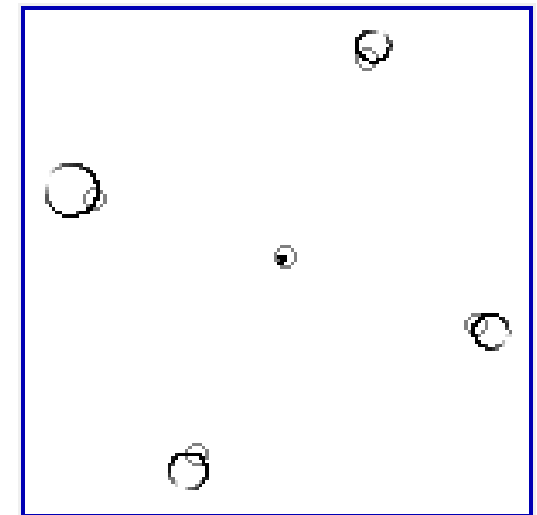
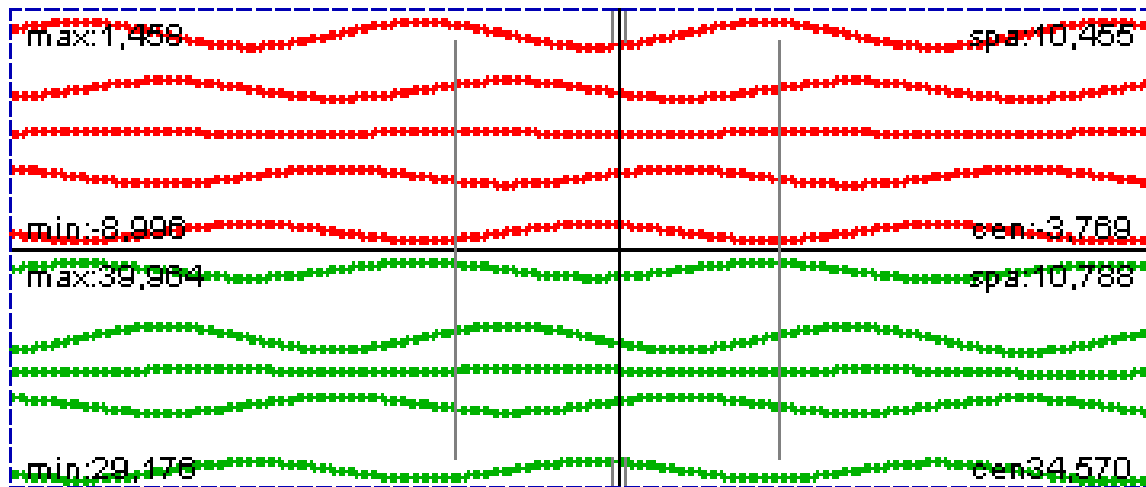
Galloping treatment leads to changed transit of beam center of charge through matching section



Initial larmor radius: 1.8 mm  
 Initial galloping growth:  $0.17 \mu\text{m}/\text{mm}$   
 Beam cooling is not possible

# Treating larmor and galloping

After final larmor treatment, the results can be compared

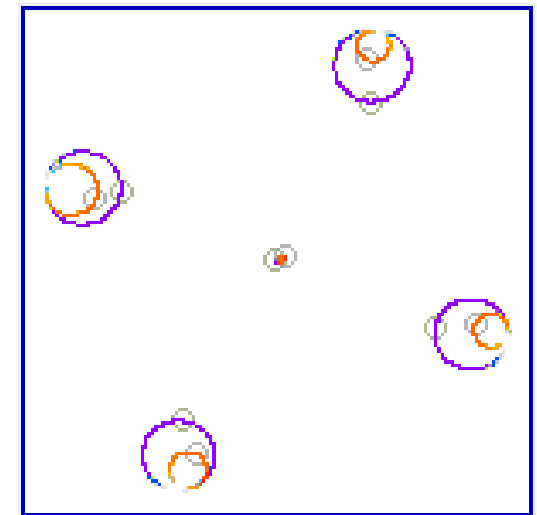
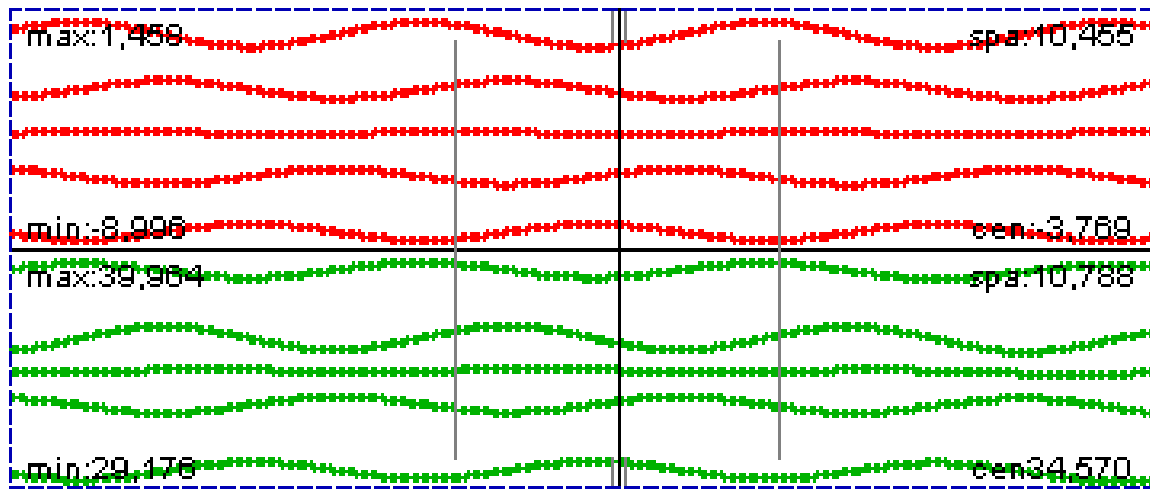


Initial larmor radius: 1.8 mm  
 Initial galloping growth: 0.17  $\mu\text{m}/\text{mm}$   
 Beam cooling is not possible

Final larmor radius < 100  $\mu\text{m}$   
 Final galloping growth: 0.11  $\mu\text{m}/\text{mm}$

# Treating larmor and galloping

After final larmor treatment, the results can be compared



Initial larmor radius: 1.8 mm  
 Initial galloping growth: 0.17  $\mu\text{m}/\text{mm}$   
 Beam cooling is not possible

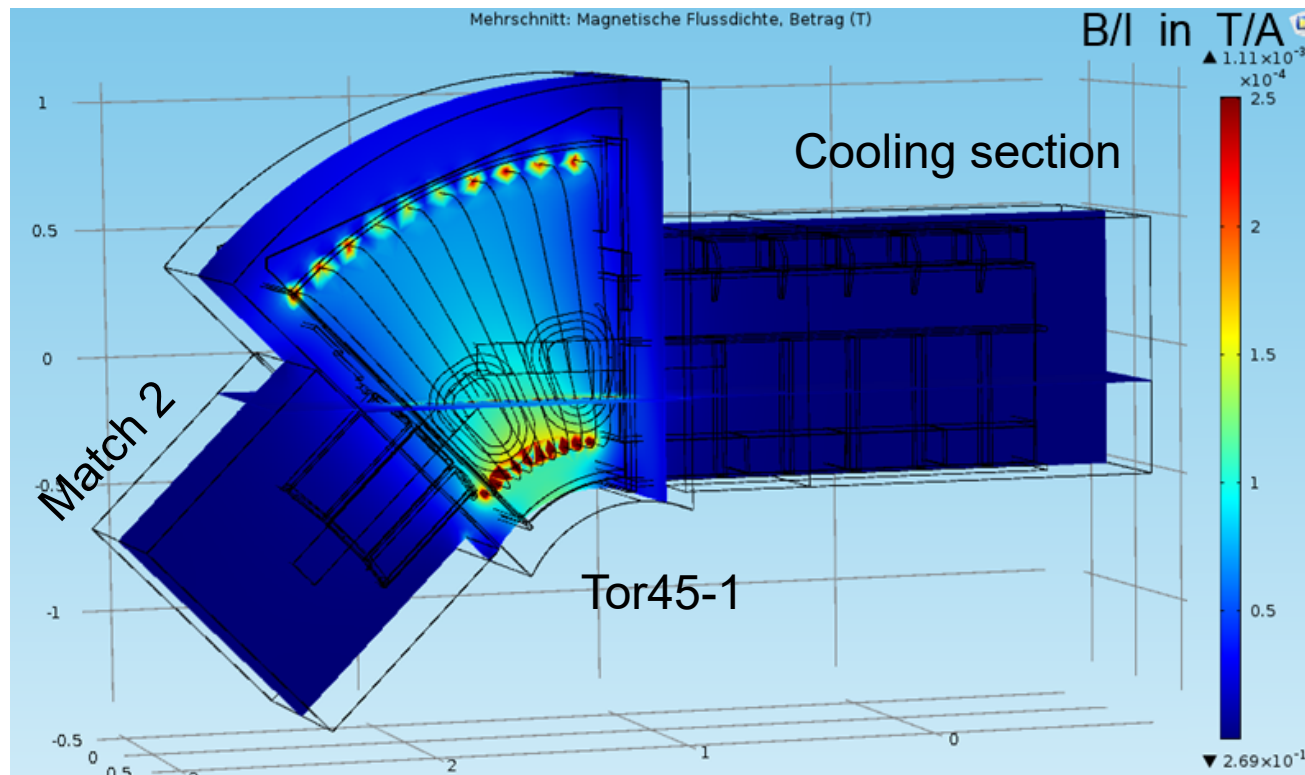
Final larmor radius < 100  $\mu\text{m}$   
 Final galloping growth: 0.11  $\mu\text{m}/\text{mm}$

# Model: Magnetic Environment

Comsol simulations of each magnetic element @ 1 A

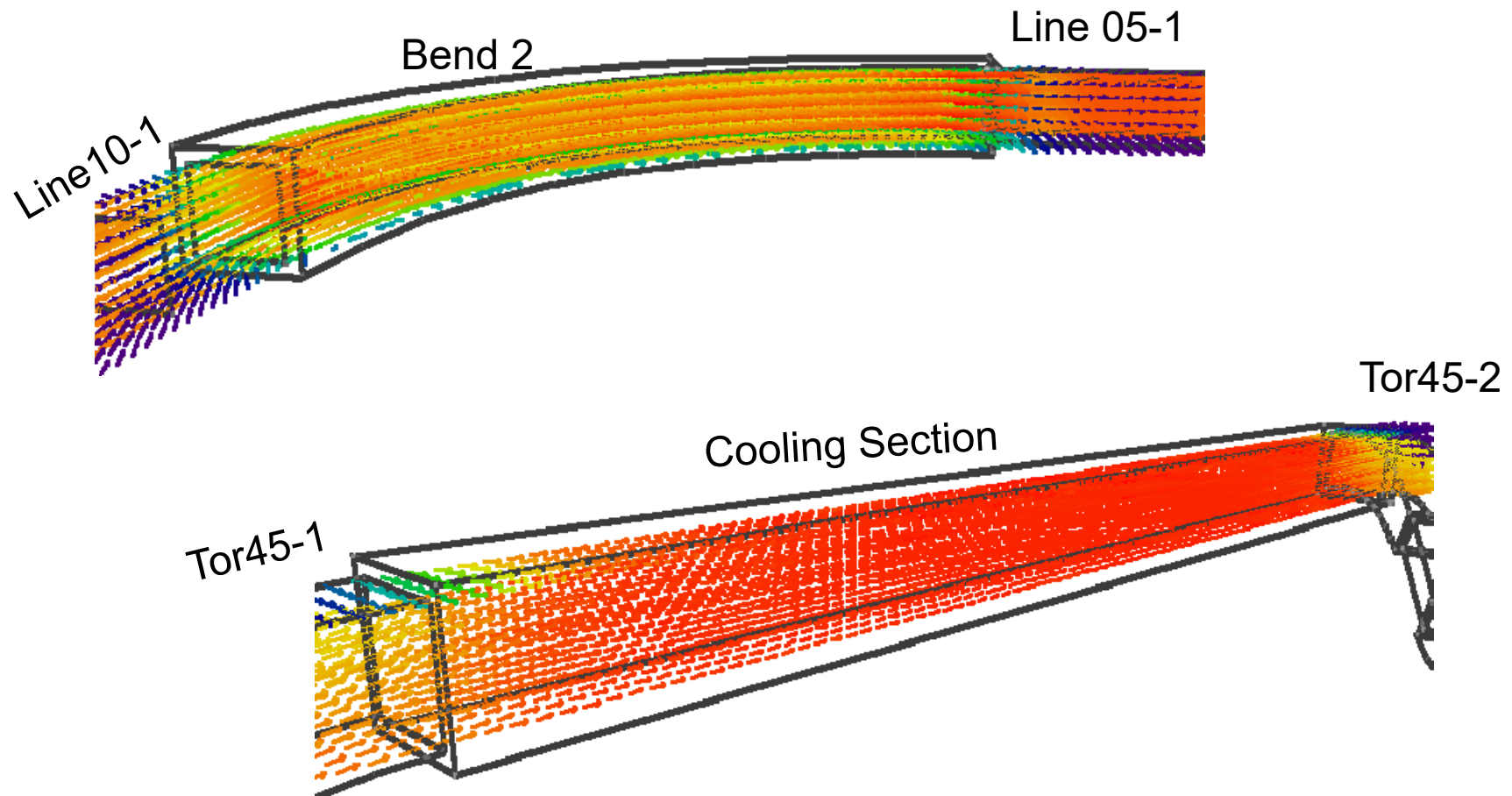
With and without magnetic shielding

Yield: 3D cloud data of magnetic fields



# Model: Field maps

For indexed access fields have been translated onto equidistant grid





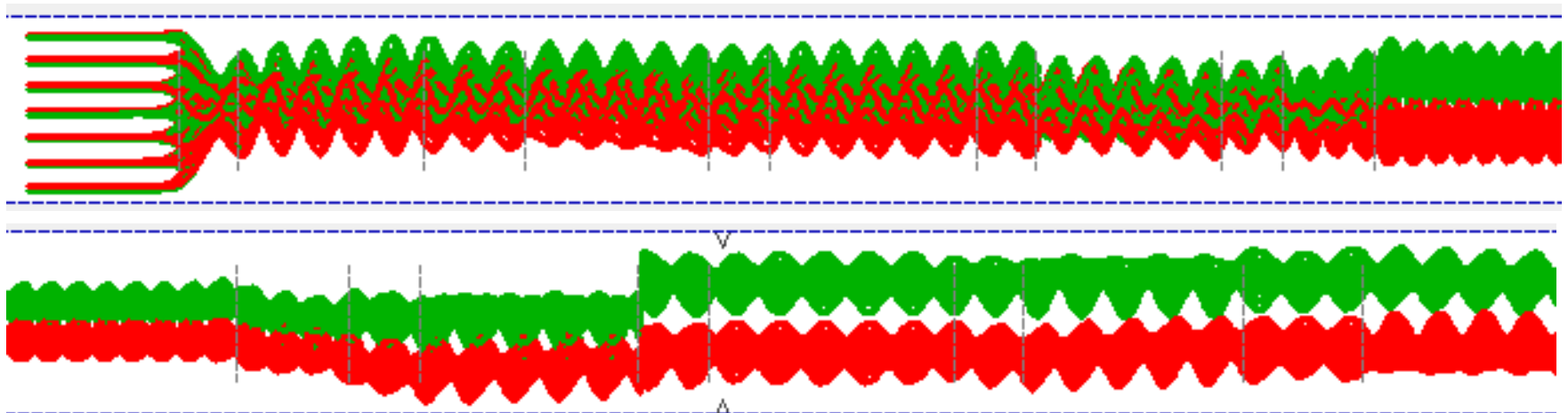
# Electron trajectory in BPM coordinate system

Integration of instantaneous velocities leads to electron traces

These can be fitted piecewise for each section of homogeneous\* magnetic fields

$$x(z) = x_0 + zm_x + A \sin(zk) + B \cos(zk)$$

$$y(z) = y_0 + zm_y + B \sin(zk) - A \cos(zk)$$



## Status of the Model

Expected physical effects are accounted for in the model

Thus:

Orbit: ORM can be calculated and measured for calibration of dipole correctors (slide 8)

Shape: Beam shape influence has been shown (characterization during upcoming test period in two weeks)

Larmor: Beam kick principle works (slide 11)

Gallopings: Numeric methods offer proper setup of matching magnets (slide 16)

## Status of the Model

A "relative" agreement of both the model and the cooler enables finding optimized setups for the cooler

while an actual working point has to be given by the cooler

Response schemes are used to calibrate the model

## Next steps for the model

### Towards an absolute calibration

#### Advantages:

- Any beam behavior is known for any machine setup

- Compensation possible without measuring feedback

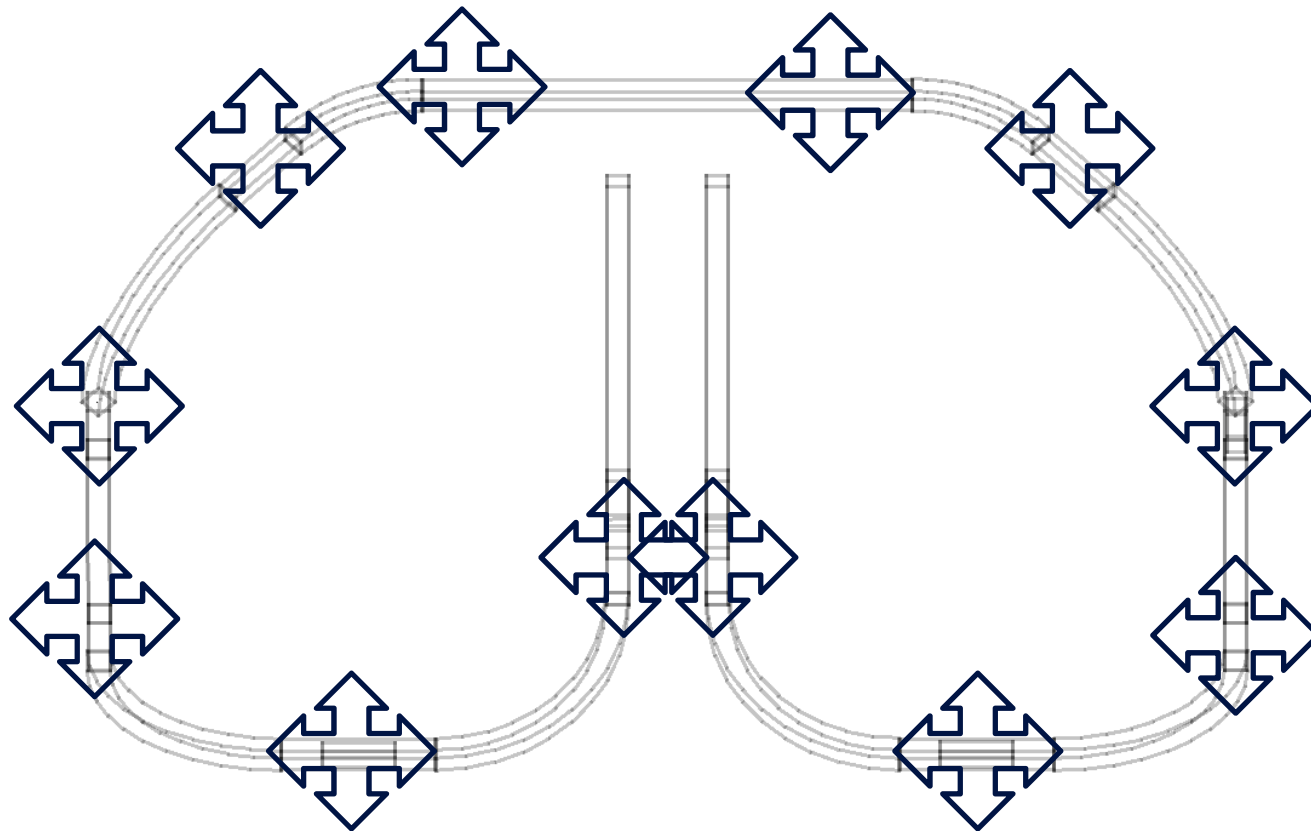
- Effects of manual adjustments can be tested with help of the model

- Optimized beam properties can be aimed for in more magnetic elements

# Method 1 towards absolute calibration

Forth/ back tracing at each measures BPM location with angular and positional variations

Fit the most suitable match to determine for least RMS deviation



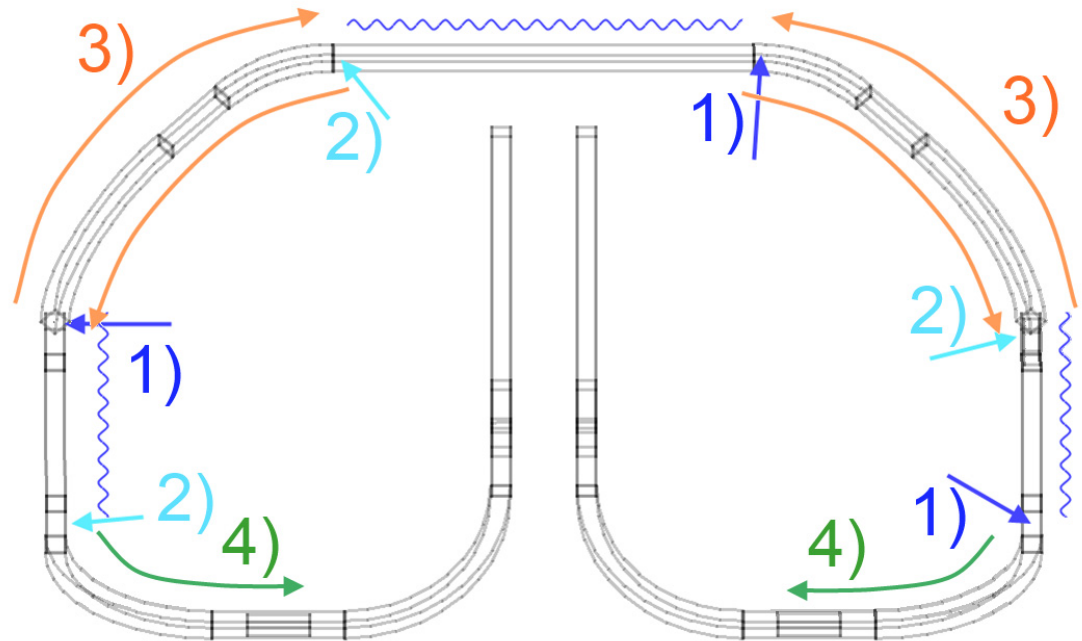
# Method 2 towards absolute calibration

Stepwise larmor assisted calibration

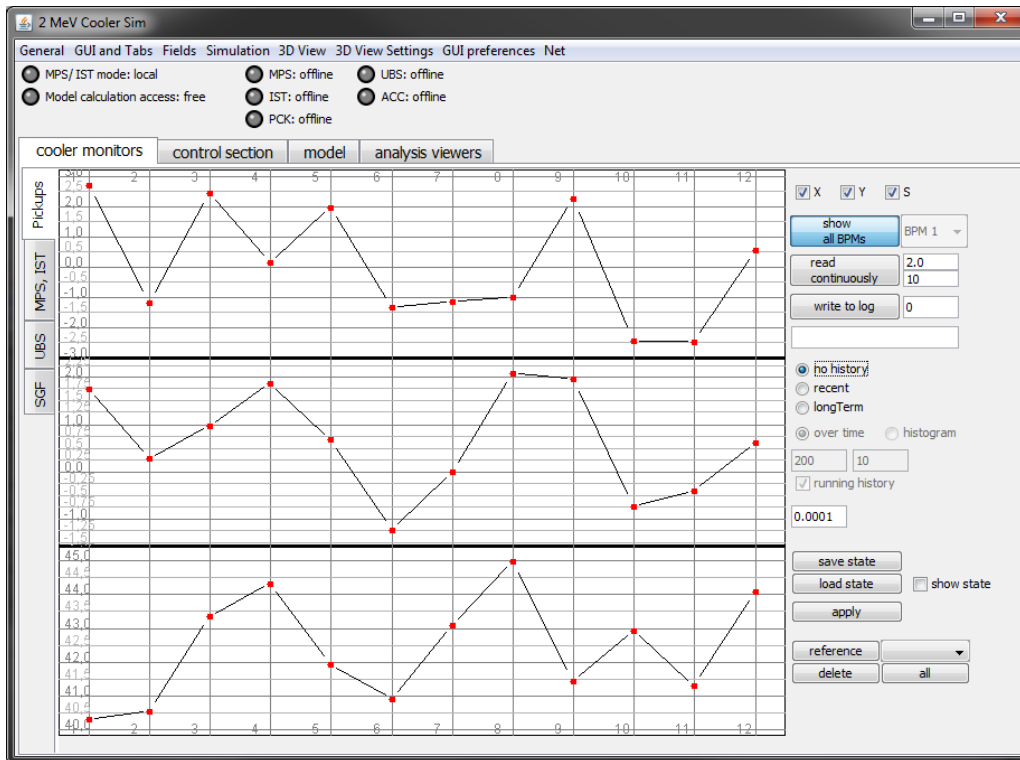
- 1) Larmor condition is best known in the 3 straight elements
- 2) Relative position of the two surrounding BPMs can be found
- 3) Tracing between these elements can calibrate local longitudinal fields

Relative position of grouped BPM can be narrowed down

- 4) Tracing further back/forth yields most authentic trajectory

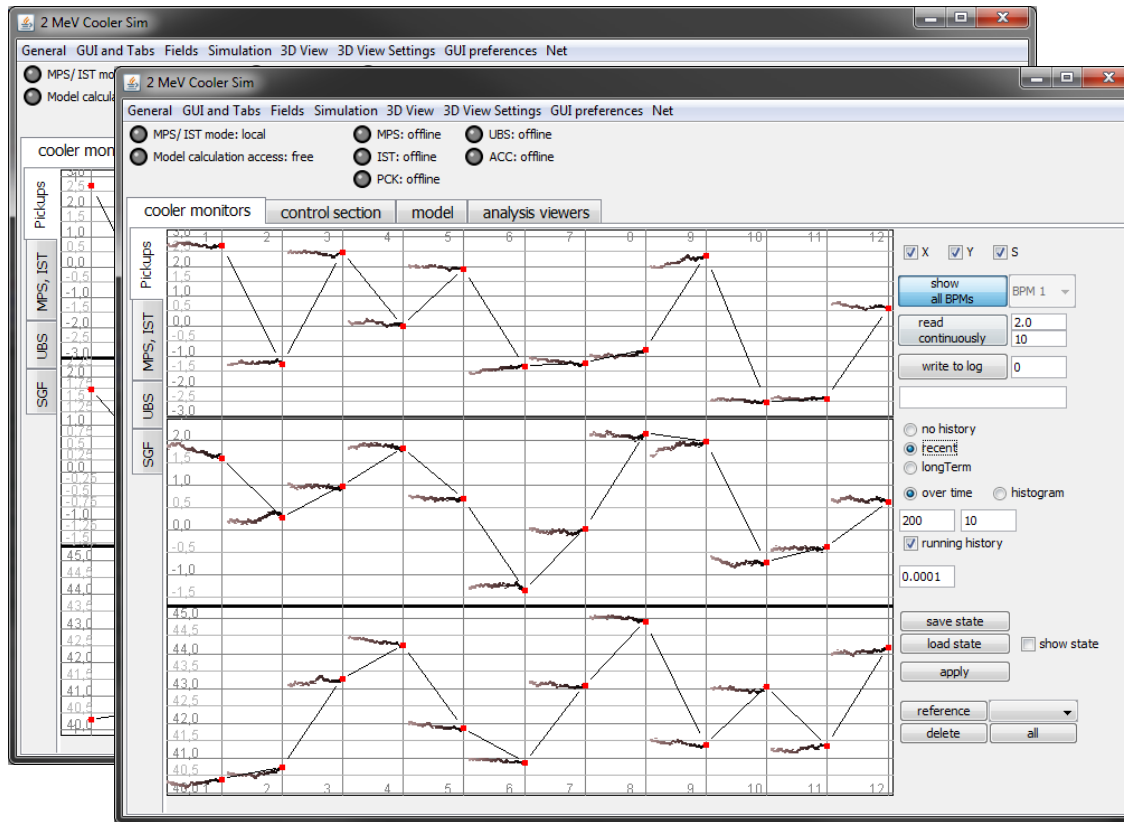


# GUI Slide show

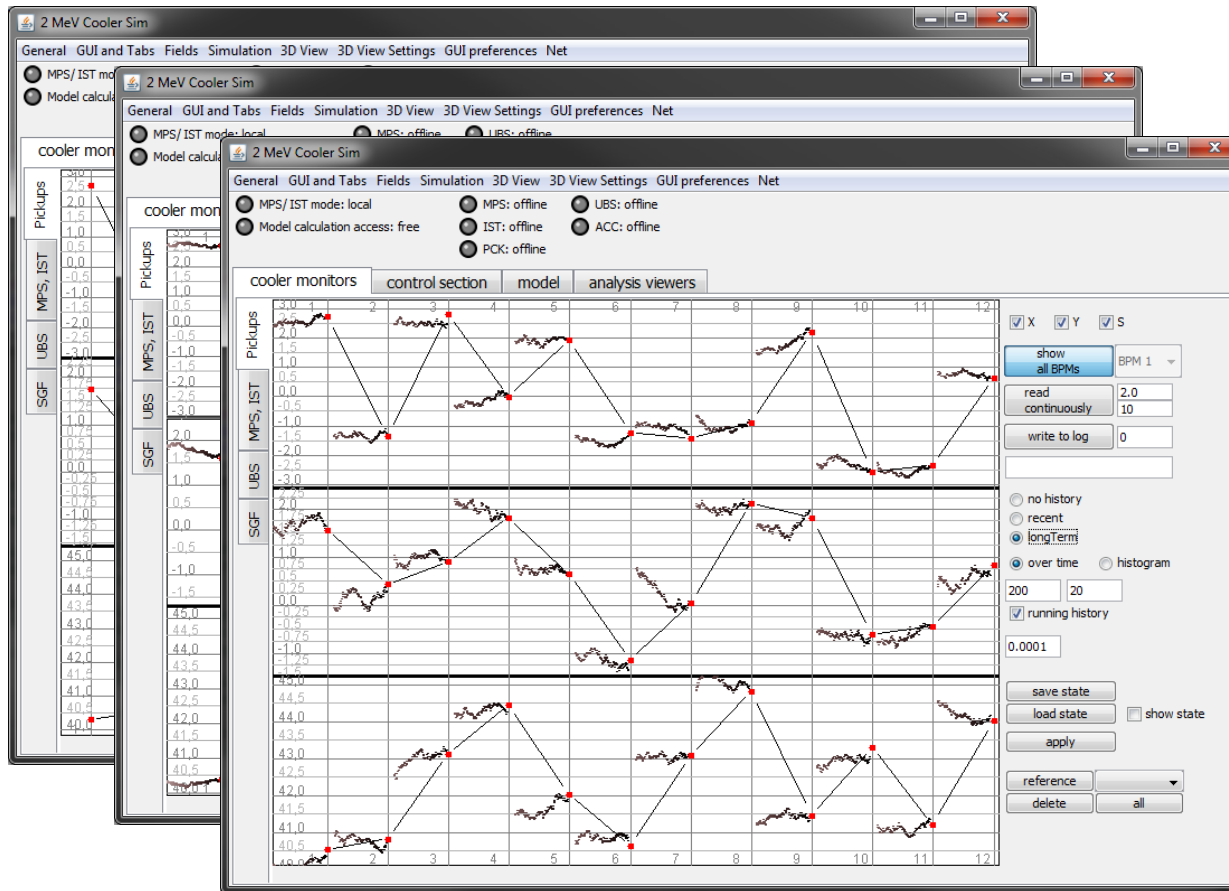




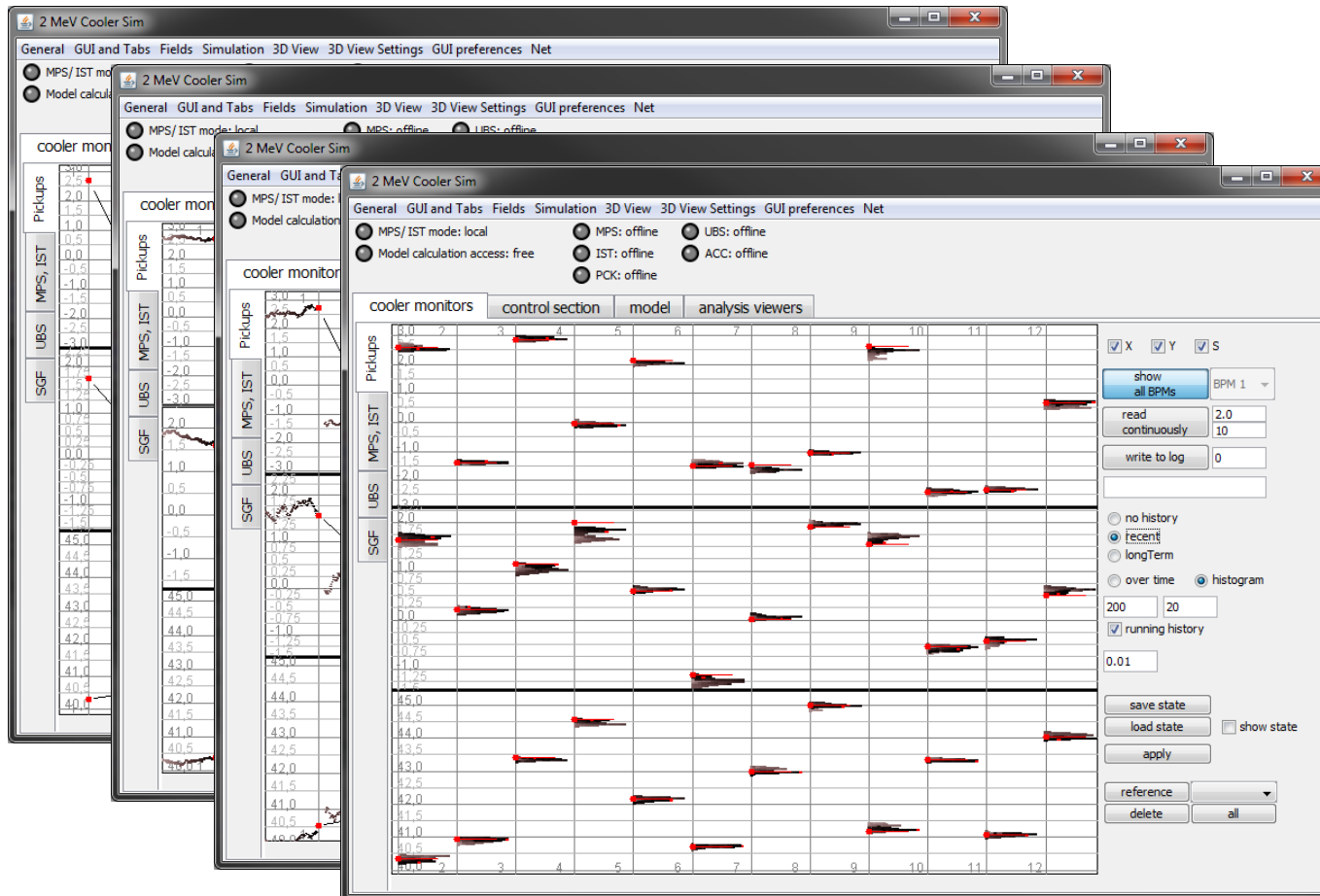
# GUI Slide show



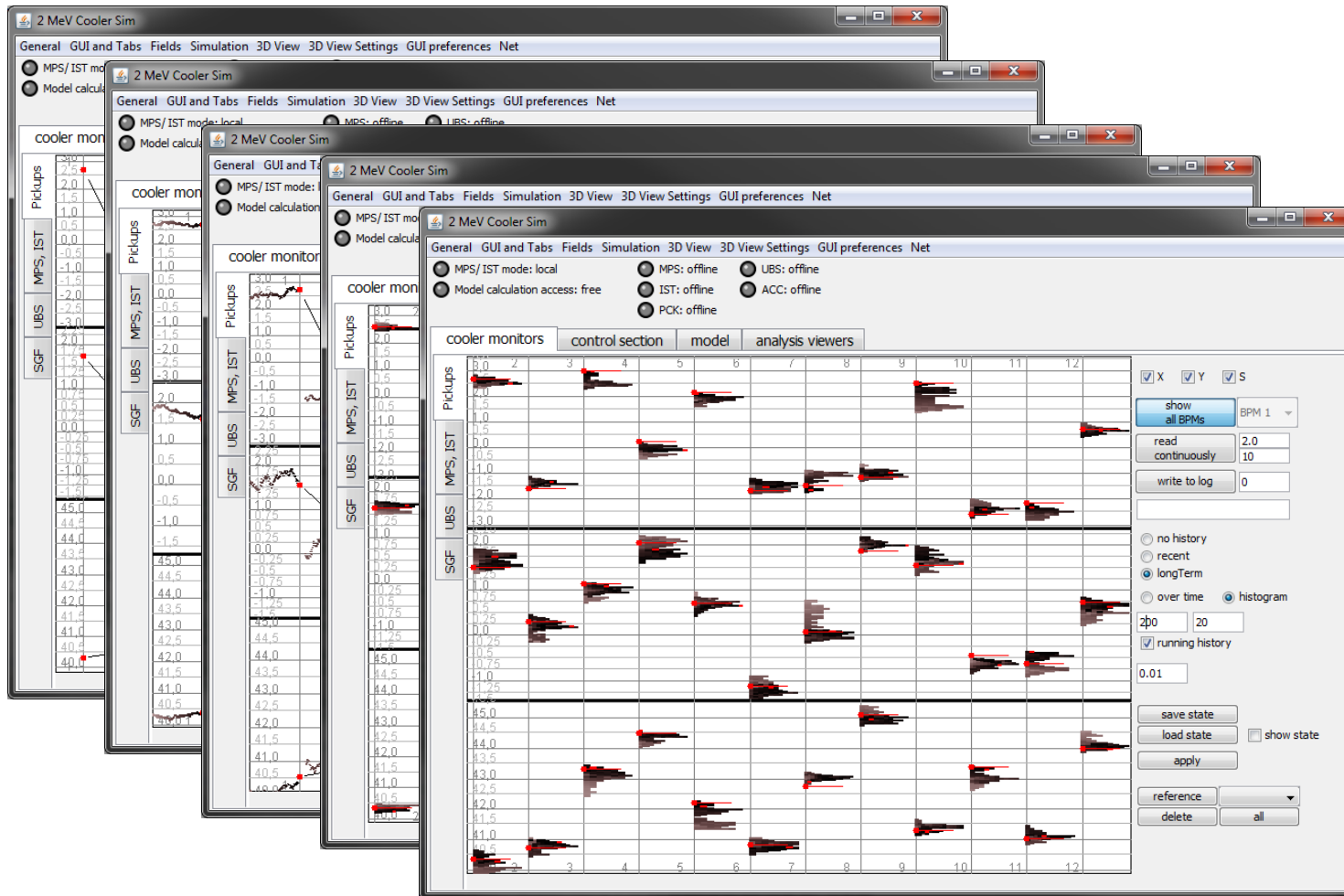
# GUI Slide show



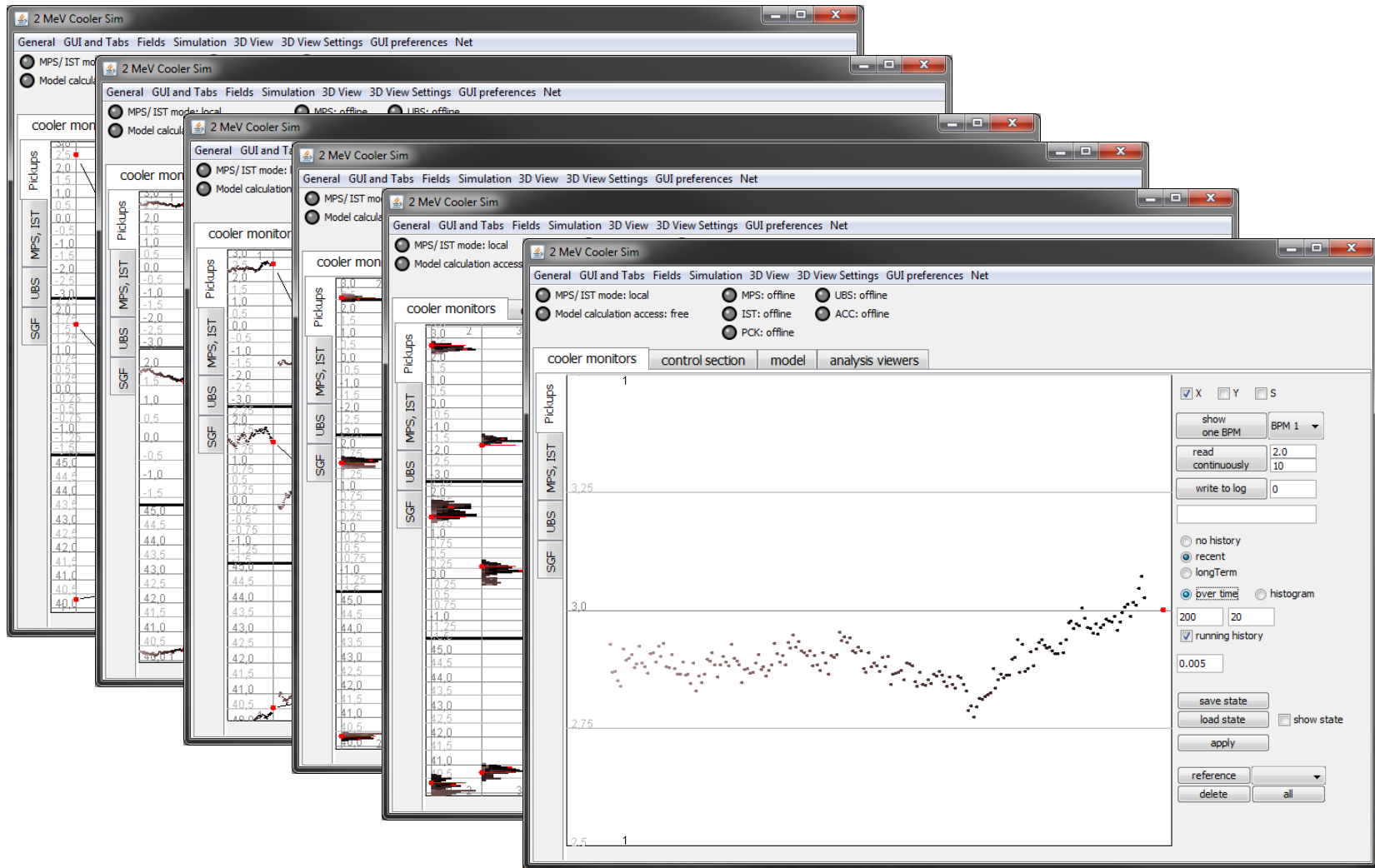
# GUI Slide show



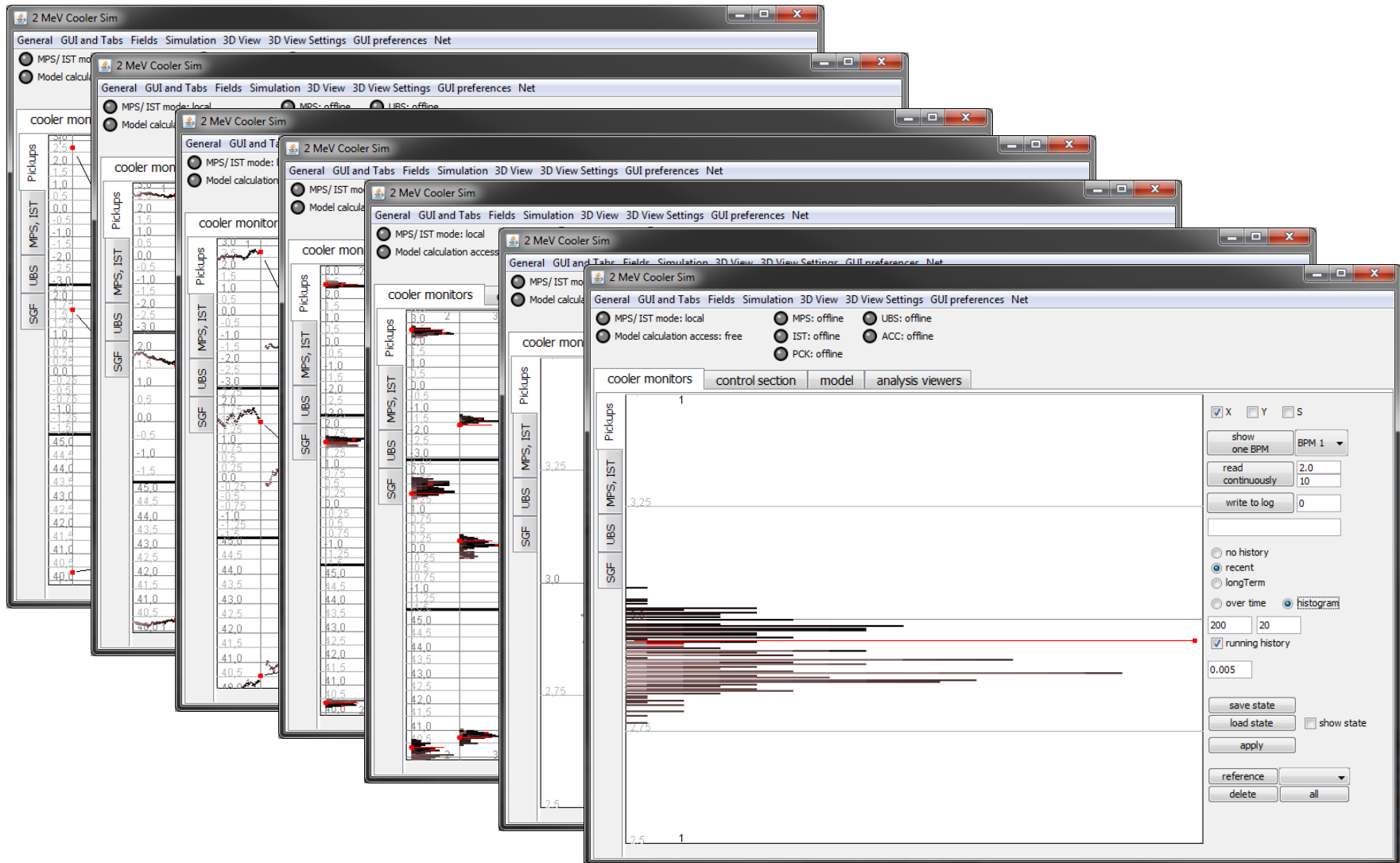
# GUI Slide show



# GUI Slide show



# GUI Slide show



# GUI Slide show

2 MeV Cooler Sim

General GUI and Tabs Fields Simulation 3D View 3D View Settings GUI preferences Net

☒ MPS/IST mode: local    ☐ MPS: offline    ☐ UBS: offline  
☒ Model calculation access: free    ☐ IST: offline    ☐ ACC: offline  
☐ PCK: offline

cooler monitors    control section    model    analysis viewers

Pickups

MPS, IST

UBS

SGF

|       |       |              |       |       |             |       |       |              |
|-------|-------|--------------|-------|-------|-------------|-------|-------|--------------|
| 0.0   | 0.0   | IST_STRAIGHT | 0.000 | 0.000 | MATCH_2_7   | 0.000 | 0.000 | BendOut_2    |
| 0.0   | 0.0   | IST_LONGIT   | 0.000 | 0.000 | Line17Ver_1 | 0.000 | 0.000 | BendOut_3    |
| 0.0   | 0.0   | IST_COOLING  | 0.000 | 0.000 | Line17Ver_2 | 0.000 | 0.000 | BendOut_4    |
| 0.0   | 0.0   | IST_BENDING  | 0.000 | 0.000 | Line17Hor_1 | 0.000 | 0.000 | BendOut_5    |
| 0.0   | 0.0   | IST          | 0.000 | 0.000 | Line17Hor_2 | 0.000 | 0.000 | BendOut_6    |
| 0.0   | 0.0   | IST          | 0.000 | 0.000 | COOLLINE    | 0.000 | 0.000 | EdipVer_1    |
| 0.0   | 0.0   | IST          | 0.000 | 0.000 | BendIn_1    | 0.000 | 0.000 | EdipHor_1    |
| 0.000 | 0.000 | MATCH_1_1    | 0.000 | 0.000 | BendIn_2    | 0.000 | 0.000 | CoolHor      |
| 0.000 | 0.000 | MATCH_1_2    | 0.000 | 0.000 | BendIn_3    | 0.000 | 0.000 | CoolVer      |
| 0.000 | 0.000 | MATCH_1_3    | 0.000 | 0.000 | BendIn_4    | 0.000 | 0.000 | S_Line17_1_1 |
| 0.000 | 0.000 | MATCH_1_4    | 0.000 | 0.000 | BendIn_5    | 0.000 | 0.000 | S_Line17_1_2 |
| 0.000 | 0.000 | MATCH_1_5    | 0.000 | 0.000 | BendIn_6    | 0.000 | 0.000 | S_Line05_2   |
| 0.000 | 0.000 | MATCH_1_6    | 0.000 | 0.000 | IdipHor_1   | 0.000 | 0.000 | S_Line05_3   |
| 0.000 | 0.000 | MATCH_1_7    | 0.000 | 0.000 | IdipHor_2   | 0.000 | 0.000 | S_Line17_2_1 |
| 0.000 | 0.000 | MATCH_2_1    | 0.000 | 0.000 | HVTank_1    | 0.000 | 0.000 | S_Line17_2_2 |
| 0.000 | 0.000 | MATCH_2_2    | 0.000 | 0.000 | IdipVer_1   | 0.000 | 0.000 | Reserve1     |
| 0.000 | 0.000 | MATCH_2_3    | 0.000 | 0.000 | IdipVer_2   | 0.000 | 0.000 | Reserve2     |
| 0.000 | 0.000 | MATCH_2_4    | 0.000 | 0.000 | Tor45Hor_1  | 0.000 | 0.000 | EdipHor_2    |
| 0.000 | 0.000 | MATCH_2_5    | 0.000 | 0.000 | Tor45Hor_2  | 0.000 | 0.000 | EdipVer_2    |
| 0.000 | 0.000 | MATCH_2_6    | 0.000 | 0.000 | HVTank_2    | 0.000 | 0.000 | EdipHor_3    |
| 0.000 | 0.000 | MATCH_2_6    | 0.000 | 0.000 | BendOut_1   | 0.000 | 0.000 | EdipVer_3    |

remove all marks    0.05

Highlighted View

read continuously

2.00 Interval: [s]

IST all Zero

ON

OFF

MPS all Zero

ON

OFF

Logging <off>

10

☐ Synch. with PU

☐ write to file

☐ set ADR and mea...  
☐ read all at ADR

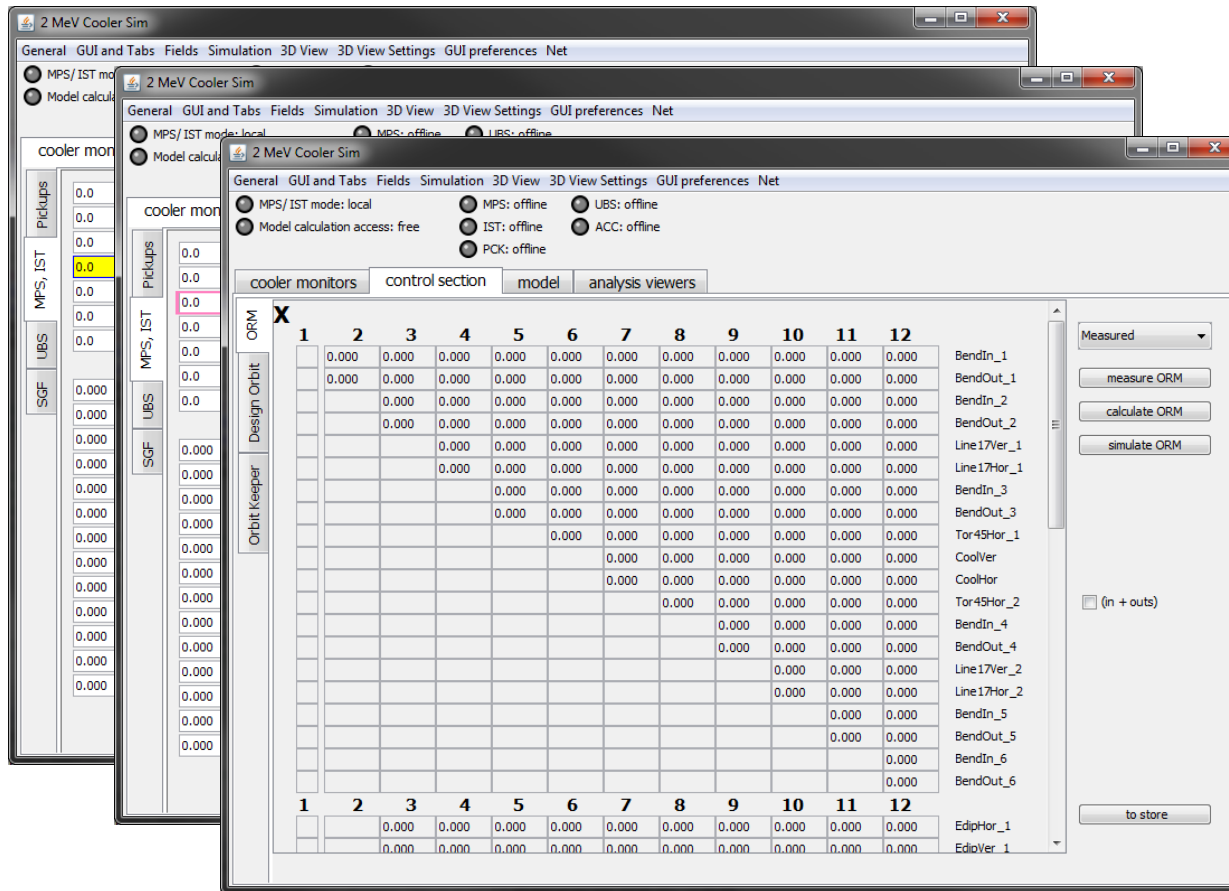
# GUI Slide show

The screenshot displays the '2 MeV Cooler Sim' GUI. The main window has a menu bar with 'General', 'GUI and Tabs', 'Fields', 'Simulation', '3D View', '3D View Settings', 'GUI preferences', and 'Net'. Below the menu bar, there are radio buttons for 'MPS/IST mode: local' and 'MPS: offline', and 'Model calculation access: free', 'IST: offline', and 'ACC: offline'. The 'cooler monitors' tab is active, showing a table of monitors. The table has columns for 'MPS, IST', 'UBS', 'SGF', and 'analysis viewers'. The 'IST\_COOLING' monitor is highlighted in pink. The 'EdipVer\_1' monitor is highlighted in blue. A context menu is open over the 'EdipVer\_1' monitor, showing options like 'to highlight list', 'remove mark', and 'all Zero'. The 'read continuously' button is also visible.

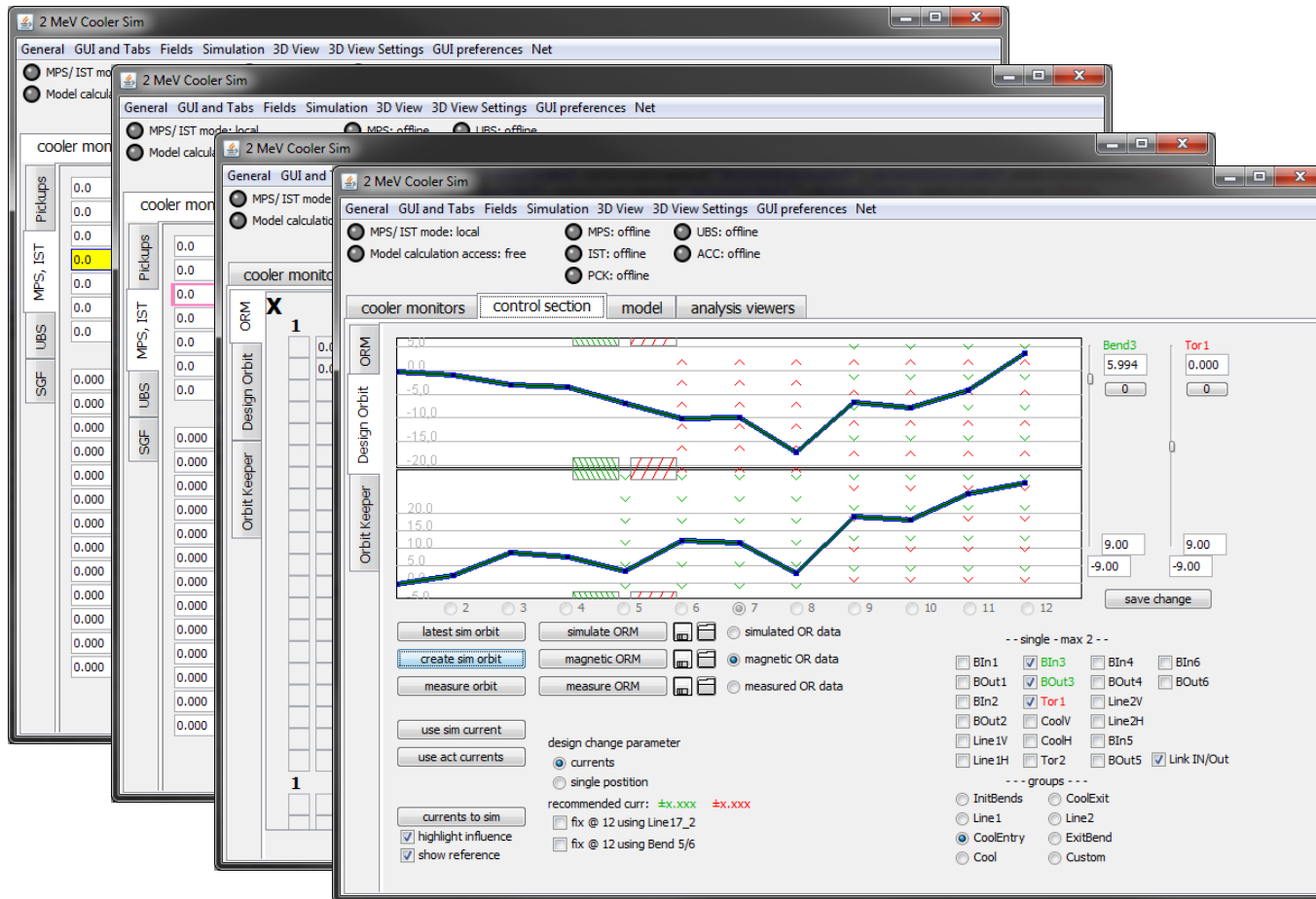
| MPS, IST | UBS   | SGF          | analysis viewers             |
|----------|-------|--------------|------------------------------|
| 0.0      | 0.0   | IST_STRAIGHT | 0.000 0.000 MATCH_2_7        |
| 0.0      | 0.0   | IST_LONGIT   | 0.000 0.000 Line17Ver_1      |
| 0.0      | 0.0   | IST_COOLING  | 0.000 0.000 Line17Ver_2      |
| 0.0      | 0.0   | IST_BENDING  | 0.000 0.000 Line17Hor_1      |
| 0.0      | 0.0   | IST_TOROID   | 0.000 0.000 Line17Hor_2      |
| 0.0      | 0.0   | IST_ERROR    | 0.000 0.000 COOLLINE         |
| 0.0      | 0.0   | IST_ERROR    | 0.000 0.000 BendIn_1[19]+Out |
| 0.0      | 0.0   | IST_ERROR    | 0.000 0.000 BendIn_2[20]+Out |
| 0.000    | 0.000 | MATCH_1_1    | 0.000 0.000 BendIn_3         |
| 0.000    | 0.000 | MATCH_1_2    | 0.000 0.000 BendIn_4         |
| 0.000    | 0.000 | MATCH_1_3    | 0.000 0.000 BendIn_5         |
| 0.000    | 0.000 | MATCH_1_4    | 0.000 0.000 BendIn_6         |
| 0.000    | 0.000 | MATCH_1_5    | 0.000 0.000 IdipHor_1        |
| 0.000    | 0.000 | MATCH_1_6    | 0.000 0.000 IdipHor_2        |
| 0.000    | 0.000 | MATCH_1_7    | 0.000 0.000 HVTank_1         |
| 0.000    | 0.000 | MATCH_2_1    | 0.000 0.000 IdipVer_1        |
| 0.000    | 0.000 | MATCH_2_2    | 0.000 0.000 IdipVer_2        |
| 0.000    | 0.000 | MATCH_2_3    | 0.000 0.000 Tor45Hor_1       |
| 0.000    | 0.000 | MATCH_2_4    | 0.000 0.000 Tor45Hor_2       |
| 0.000    | 0.000 | MATCH_2_5    | 0.000 0.000 HVTank_2         |
| 0.000    | 0.000 | MATCH_2_6    | 0.000 0.000 BendOut_1[33]+In |
| 0.000    | 0.000 |              | 0.000 0.000 BendOut_2[34]+   |
| 0.000    | 0.000 |              | 0.000 0.000 BendOut_3        |
| 0.000    | 0.000 |              | 0.000 0.000 BendOut_4        |
| 0.000    | 0.000 |              | 0.000 0.000 BendOut_5        |
| 0.000    | 0.000 |              | 0.000 0.000 BendOut_6        |
| 0.000    | 0.000 |              | 0.000 0.000 EdipVer_1        |
| 0.000    | 0.000 |              | 0.000 0.000 EdipVer_2        |
| 0.000    | 0.000 |              | 0.000 0.000 EdipVer_3        |
| 0.000    | 0.000 |              | 0.000 0.000 S_Line05_3       |
| 0.000    | 0.000 |              | 0.000 0.000 S_Line17_2_1     |
| 0.000    | 0.000 |              | 0.000 0.000 S_Line17_2_2     |
| 0.000    | 0.000 |              | 0.000 0.000 Reserve1         |
| 0.000    | 0.000 |              | 0.000 0.000 Reserve2         |
| 0.000    | 0.000 |              | 0.000 0.000 EdipHor_2        |
| 0.000    | 0.000 |              | 0.000 0.000 EdipHor_3        |



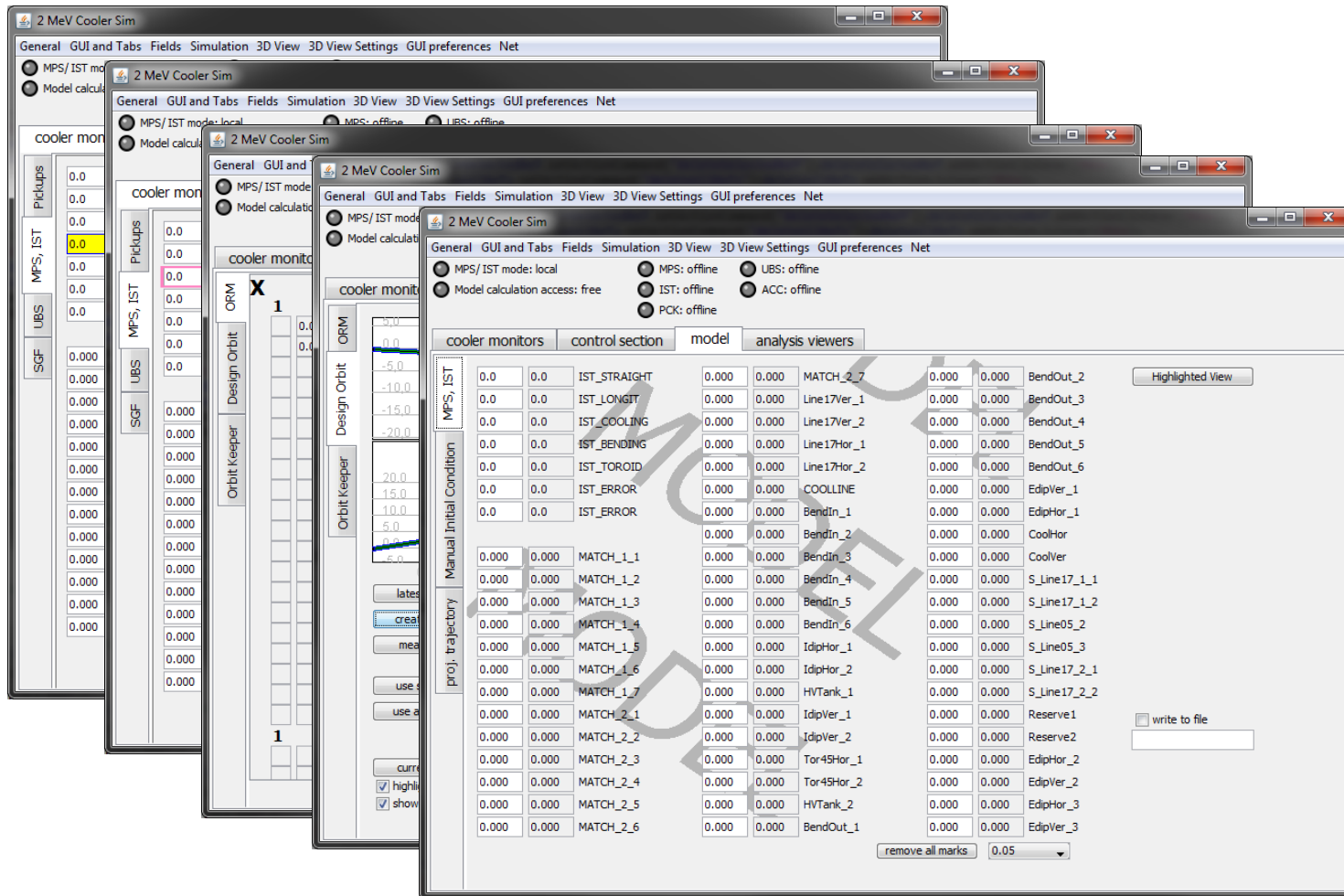
# GUI Slide show



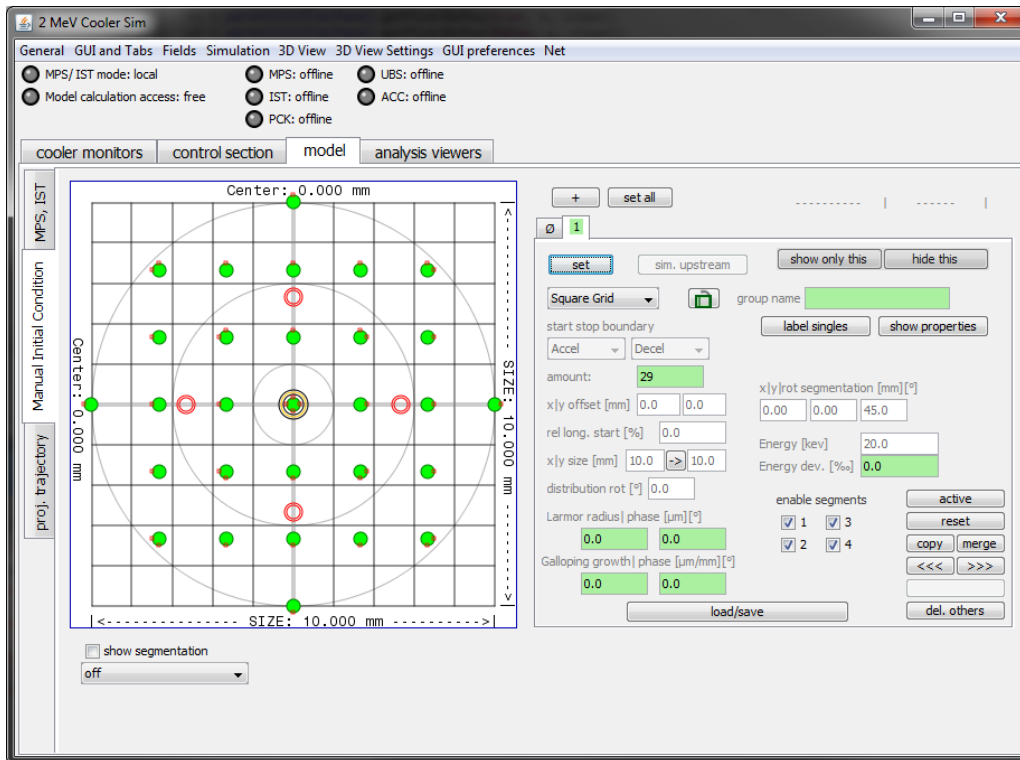
## Mitglied der Helmholtz-Gemeinschaft



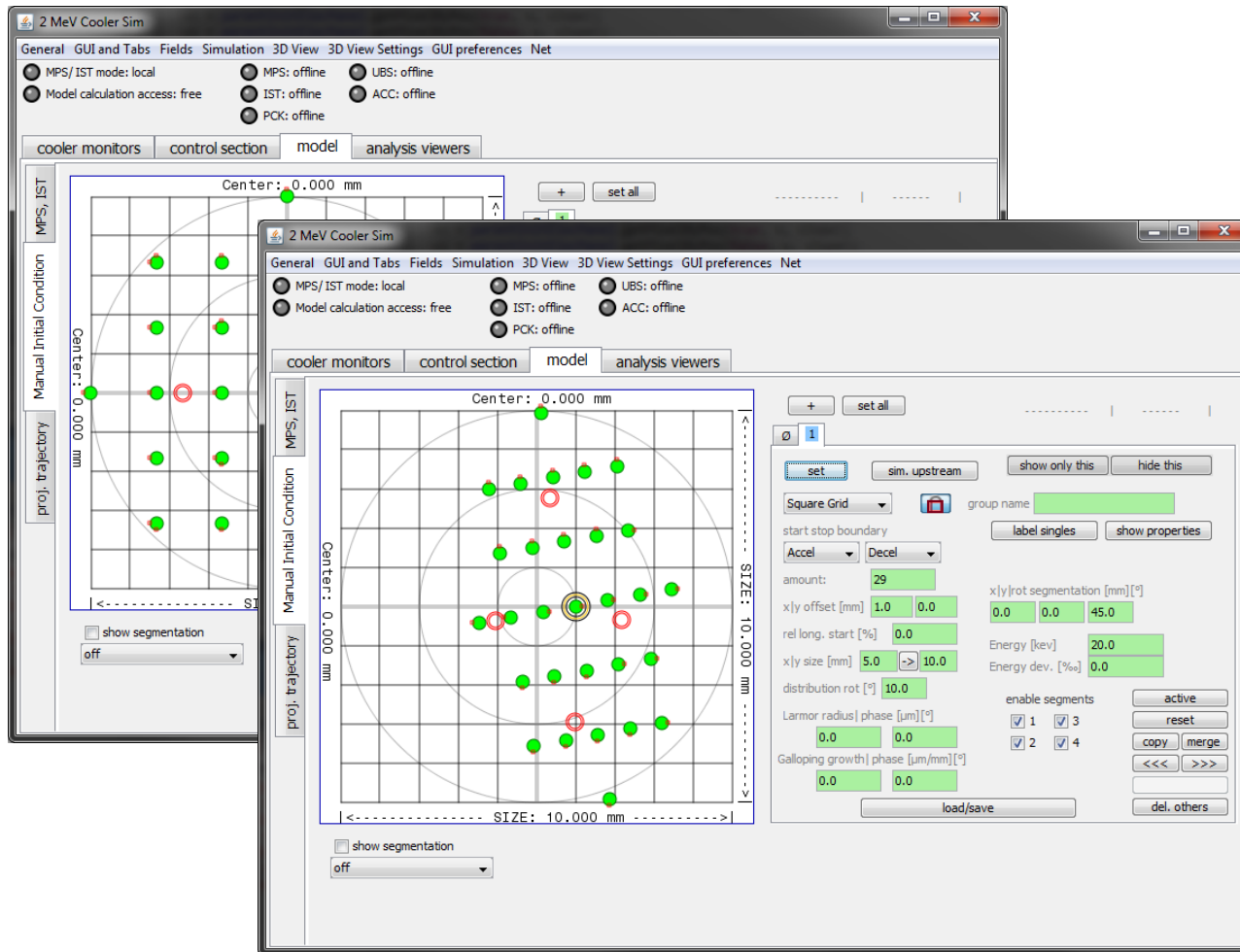
# GUI Slide show



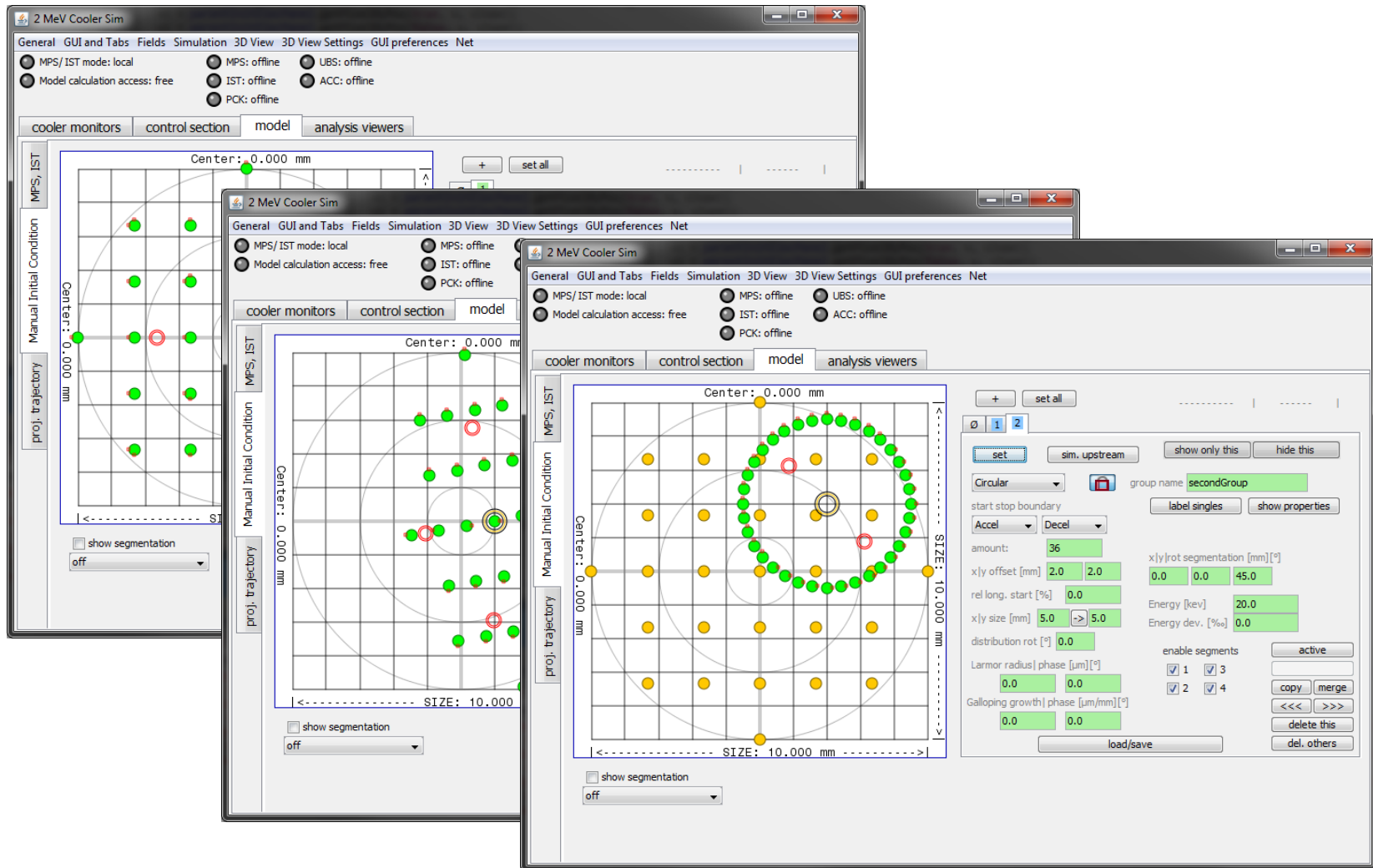
# GUI Slide show



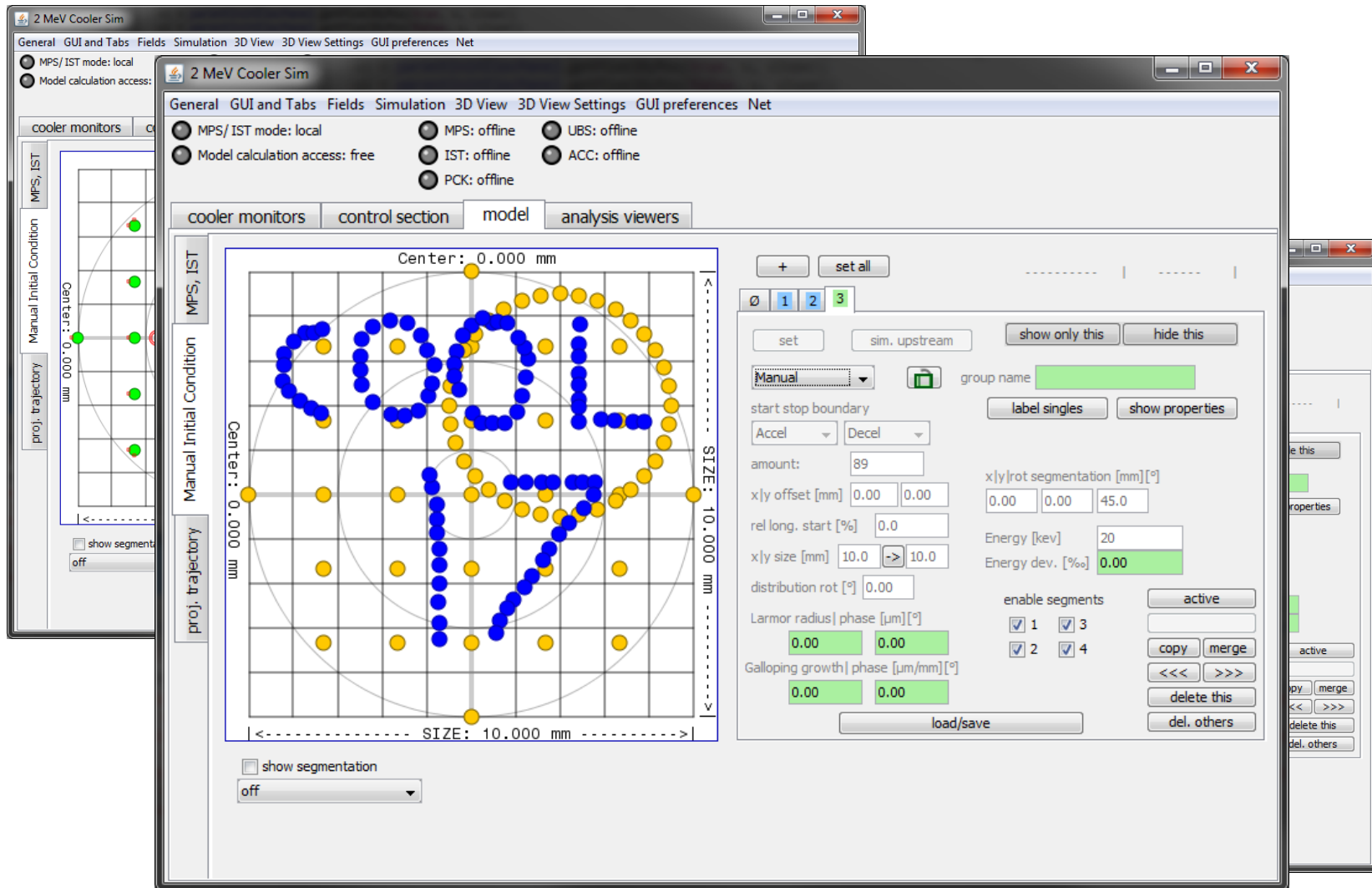
# GUI Slide show



# GUI Slide show



# GUI Slide show



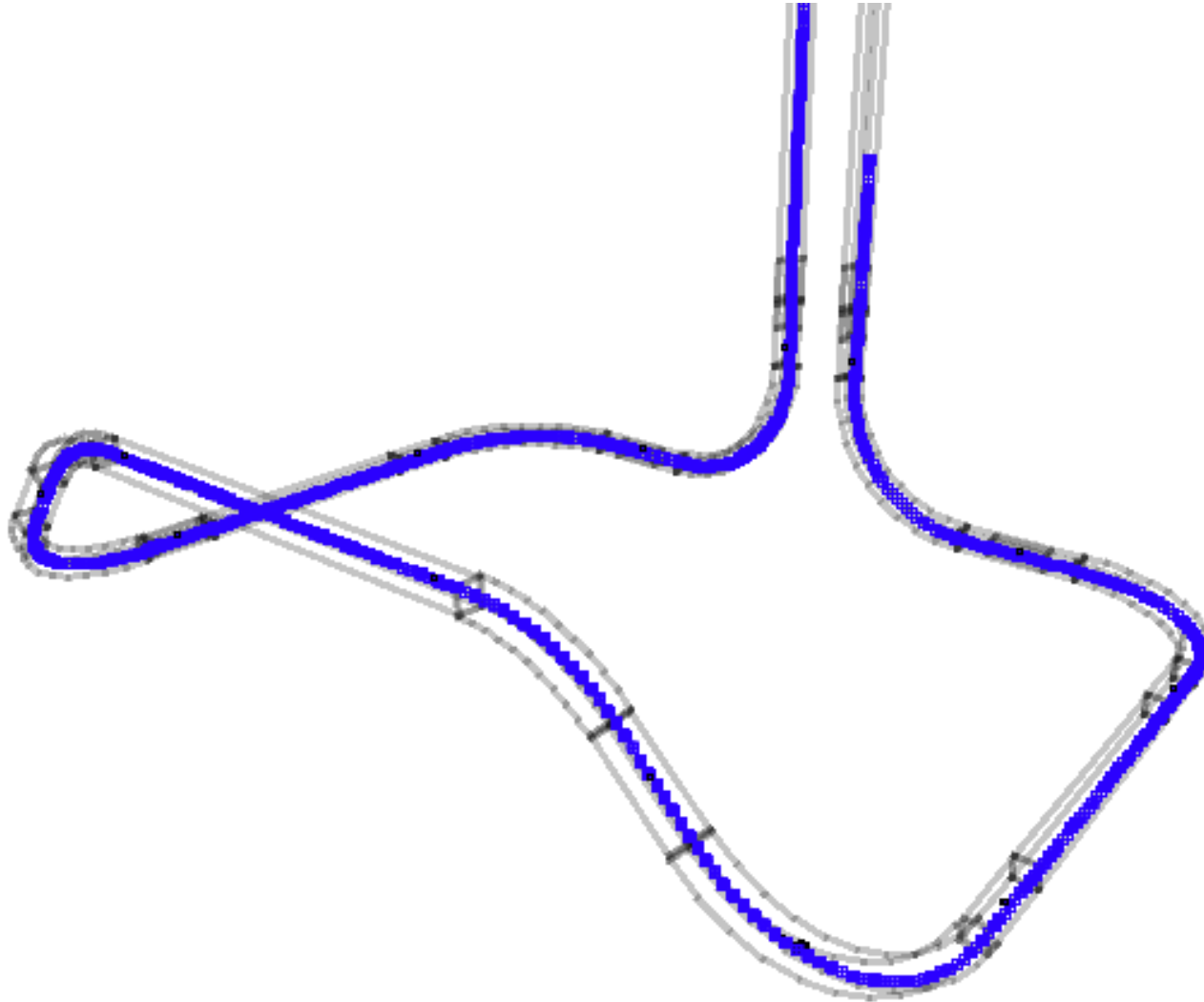
## Outlook and wish list

Include gun and collector into the model

Work with optics; Find proper transferfunctions and charactersation paramters for given and generic magnetic elements

Build a general sand box software





Just one more slide

**Thank you very much for your  
attention**

**Let's hope, there is time for questions**