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# Study of Beam-Beam Effects at CEPC

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March 3-7, 2025, Tsukuba, Japan.

# Outline

- **Introduction**
- **Instability & Mitigation**
- **Refined model & Lattice**
- **Summary**

# Main Parameters

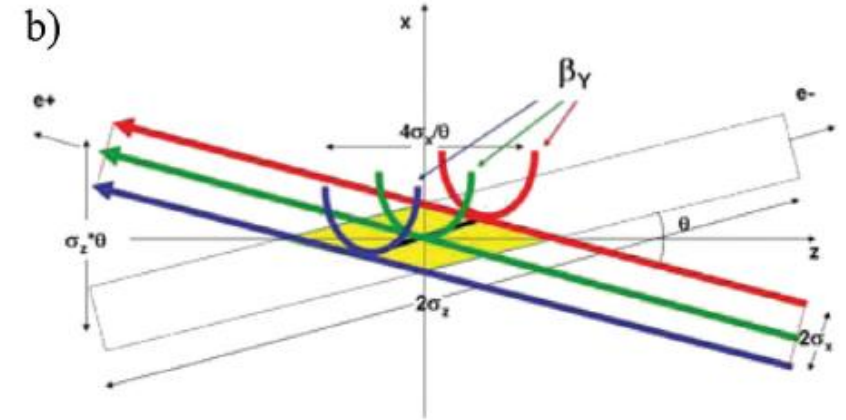
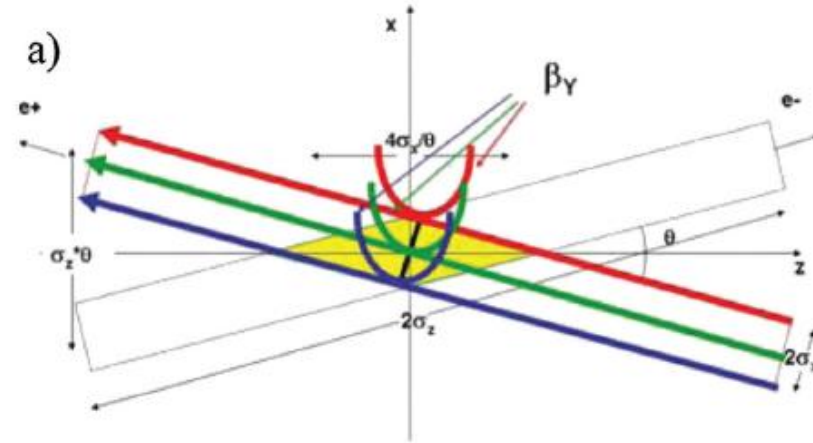
2 IPs, 2x16.5 mrad  
100 km

DOI:10.1007/s41605-024-00463-y

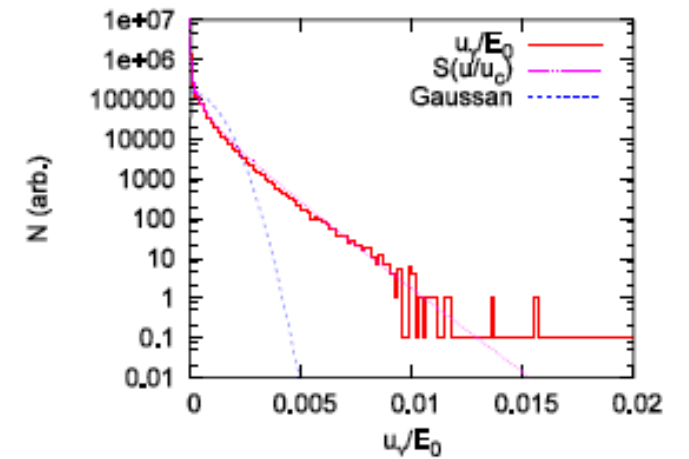
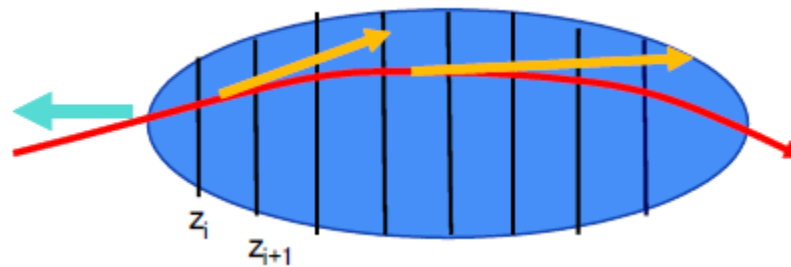


	Higgs	Z
Beam Energy [GeV]	120	45.5
Damping Decrement (x/y/z, SR)	0.75/0.75/1.5 [ $10^{-2}$ ]	4/4/8 [ $10^{-4}$ ]
$\beta_x^*/\beta_y^*$ [m/mm]	0.3/1	0.13/0.9
$\epsilon_x/\epsilon_y$ [nm/pm]	0.64/1.3	0.27/1.4
$\sigma_z$ (SR/BS) [mm]	2.3/4.1	2.5/8.7
$\sigma_p$ (SR/BS) [%]	0.1/0.17	0.04/0.13
$\beta_y^*/\sigma_x$	1.2	2.5
Piwinski Angle	4.88	24.23
$\nu_s$	0.049	0.035
Bunch Population [ $10^{10}$ ]	13	14
$\xi_x/\xi_y$	0.015/0.11	0.004/0.127
Bunch Number	268	11934
Luminosity/IP [ $10^{34}\text{cm}^{-2}\text{s}^{-1}$ ]	5	115

- Crab-waist



- Beamstrahlung Effect & 3D flip-flop



V. I. Telnov, PRL 110, 114801 (2013)

A. Bogomyagkov et al., Phys. Rev. ST Accel. Beams 17, 041004 (2014)

D. Shatilov, ICFA Beam Dyn. Newslett. 72, 30 (2017).

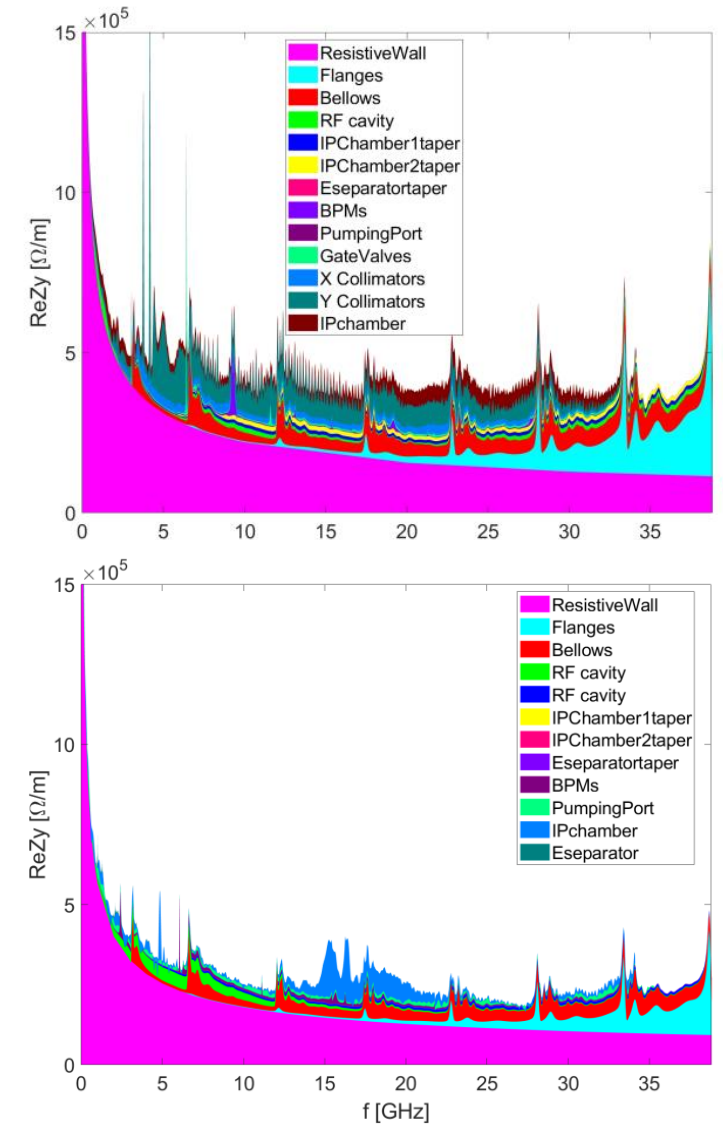
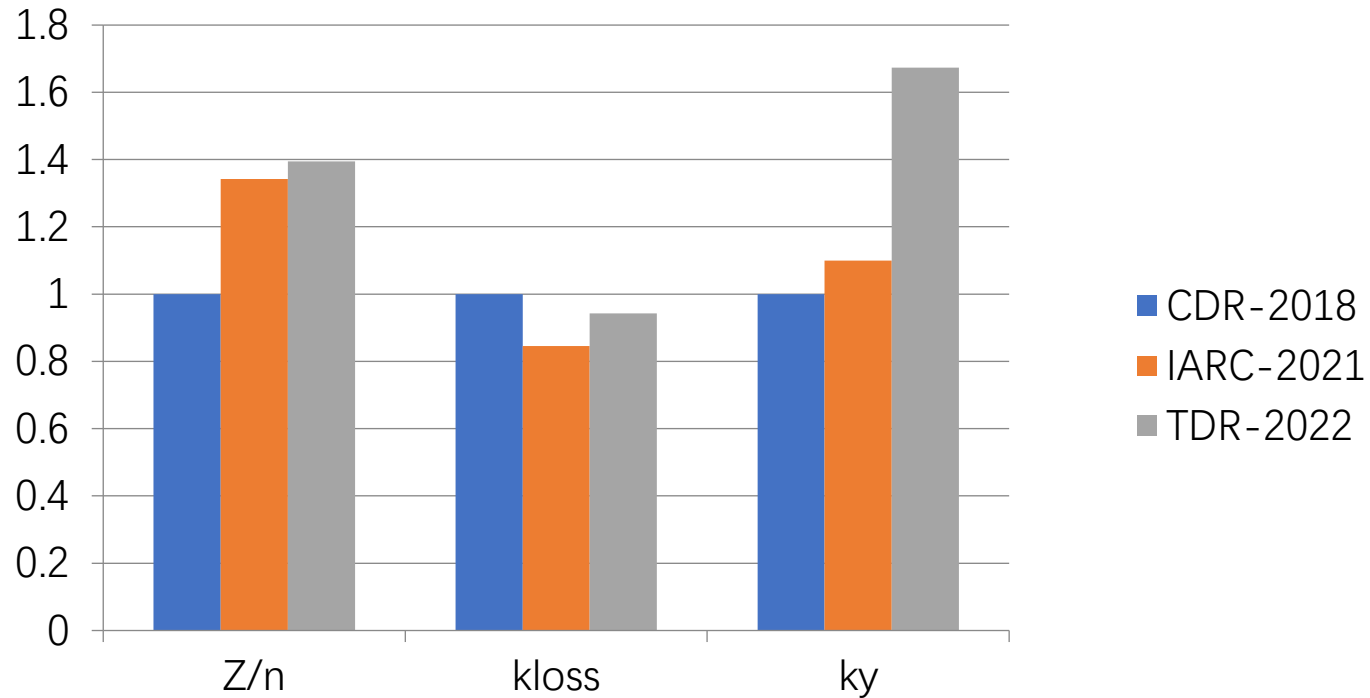
# Simulation Tool

- Linear Arc Map with SR radiation
- One turn map including general chromaticity
- Horizontal crossing angle: Lorentz boost map
- Bunch slice number is about 10 times Piwinski angle
- Slice-Slice collision: Synchro-beam mapping method (or PIC)
- Synchrotron radiation during collision
- Longitudinal wakefield
- Transverse wakefield
- Space charge
- **Lattice (element-by-element): APES**

K. Hirata et al., PA 40, 205-228 (1993)  
K. Hirata, PRL, 74, 2228 (1995)  
Y. Zhang et al., PRST-AB, 8, 074402 (2005)  
Y. Seimiya et al., PTP 127, 1099 (2012)  
K. Ohmi, IPAC16  
Y. Zhang et al., PRAB 23, 104402, (2020)  
Zhiyuan Li et al., NIMA 1064, 169386 (2024)

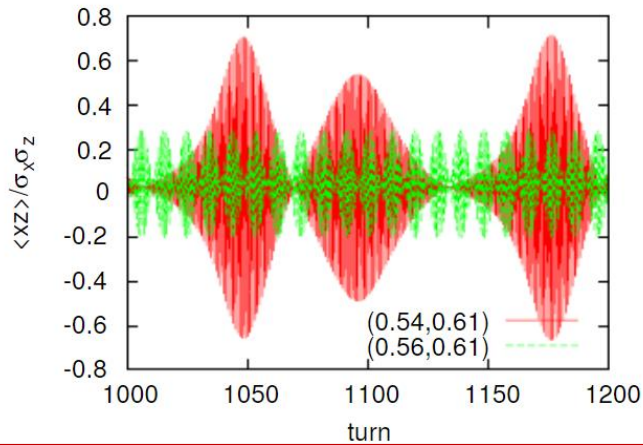
# Impedance is being updated

- Different results may use different impedance



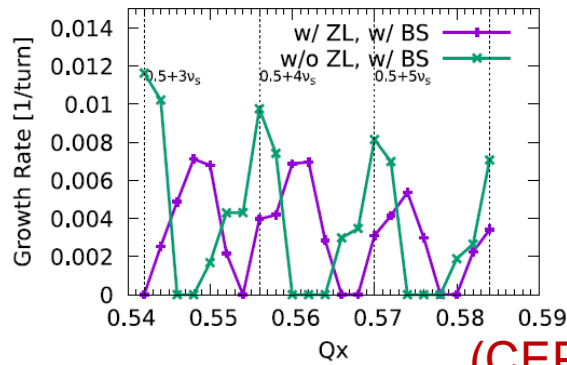
Larger  $\nu_s/\xi_x$  is preferred

# Horizontal Beam-Beam Instability (X-Z)



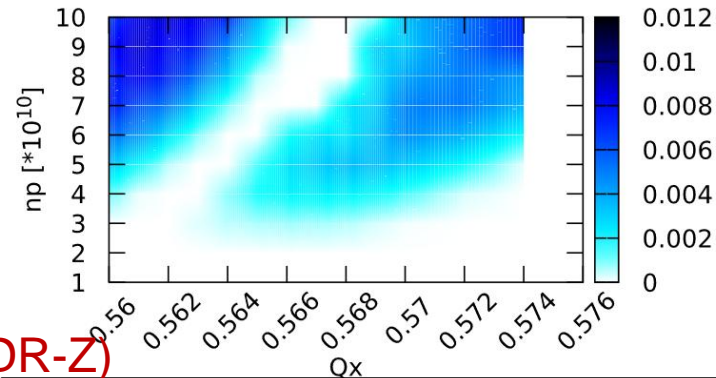
- K. Ohmi, Int. J. Mod. Phys. A, 31, 1644014 (2016).
- K. Ohmi and et al., PRL 119, 134801 (2017)
- N. Kuroo et al, PHYS. REV. ACCEL. BEAMS 21, 031002 (2018)
- Y. Zhang et al., PRAB 23, 104402, (2020)
- C. Lin et al., PRAB 25, 011001 (2022)

By including the impedance stable areas become narrower and are shifted



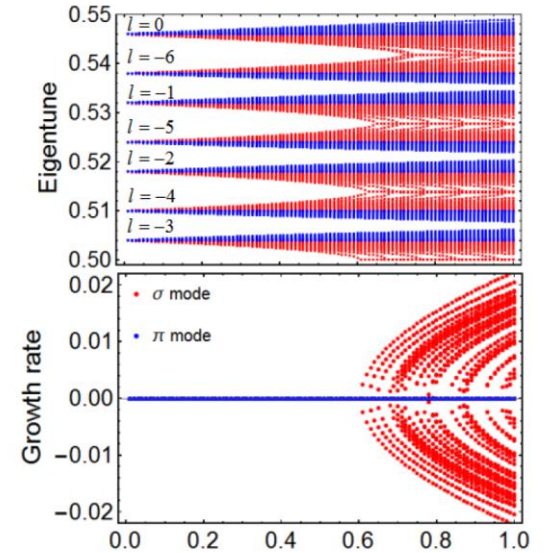
(CEPC-CDR-Z)

Growth rate versus horizontal tune, w/ and w/o ZL

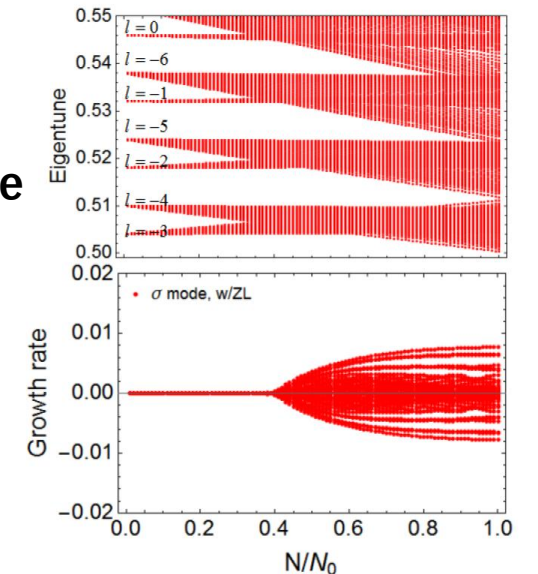


Growth rate versus bunch population, w/ ZL

w/o ZL

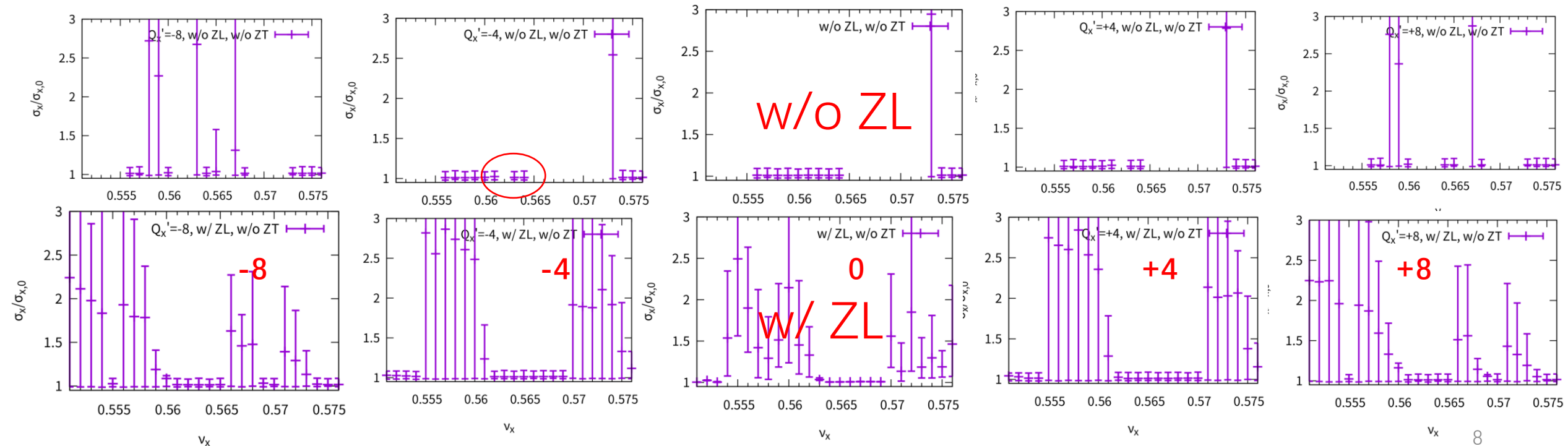


w/ ZL,  $\sigma$  mode



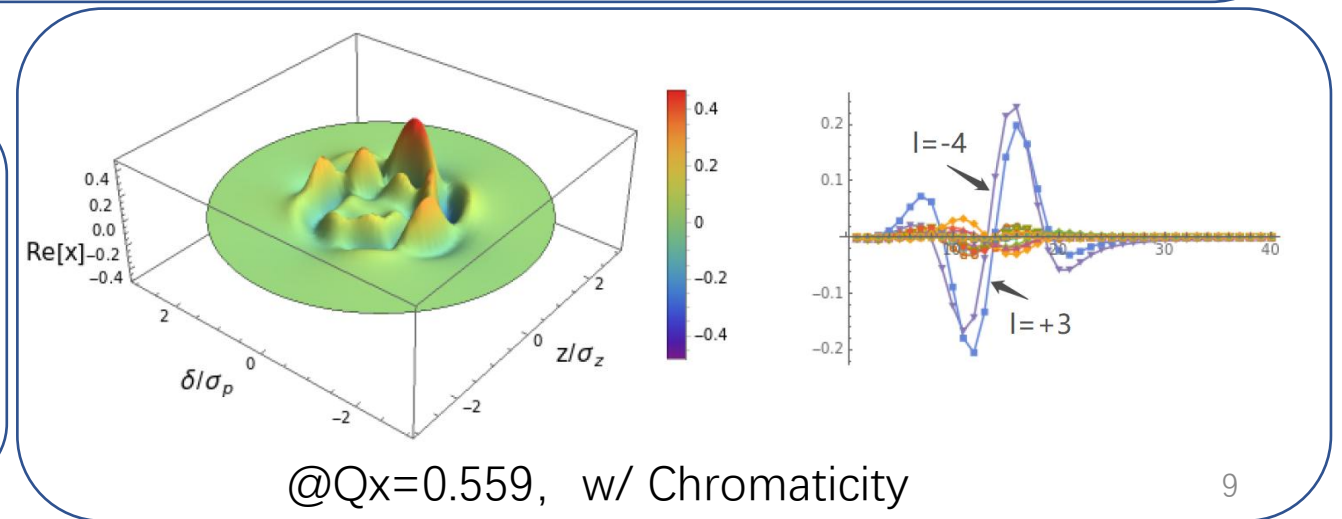
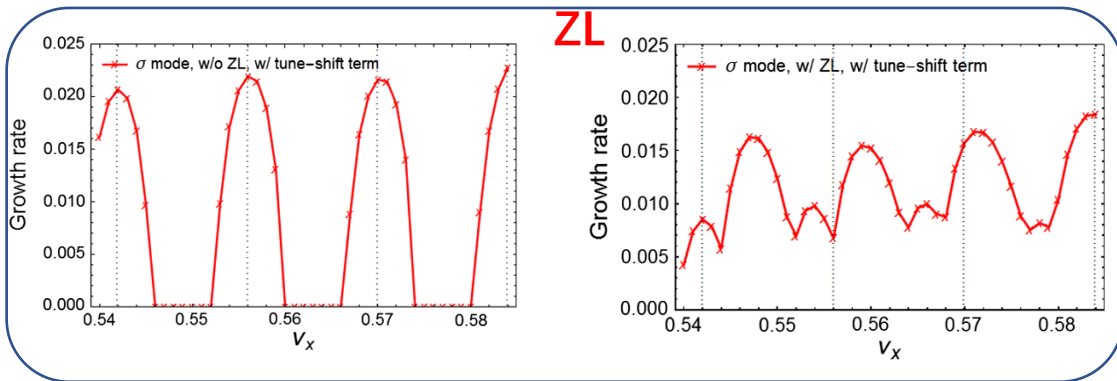
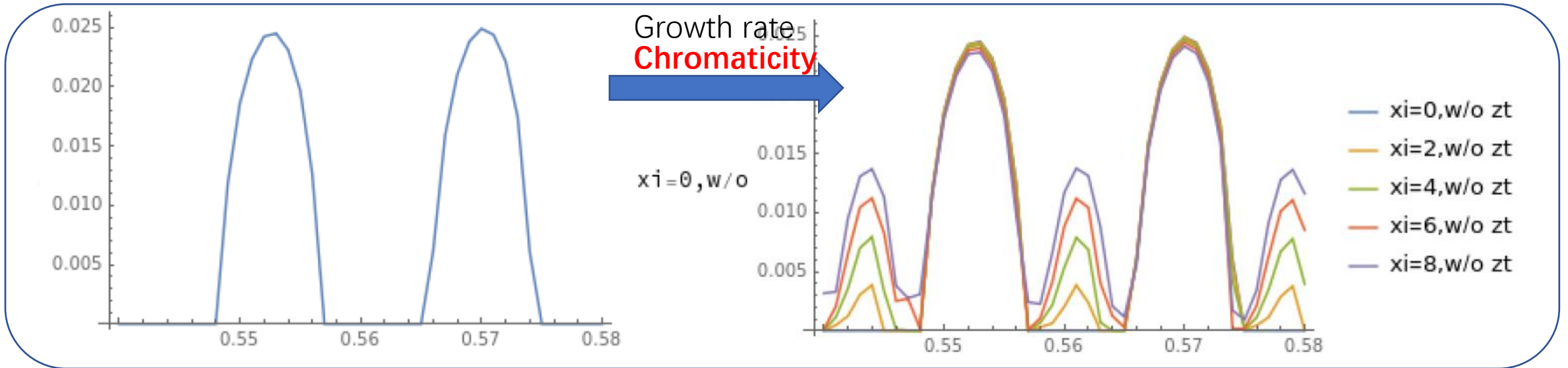
# Chromaticity on X-Z instability (simulation)

- $Q_x' = -8/-4/0/4/8$  is scanned at different horizontal tune
- Sign of chromaticity make no difference
- **Chromaticity is detrimental (w/o ZL)**
- **Chromaticity could be helpful (w/ ZL)**





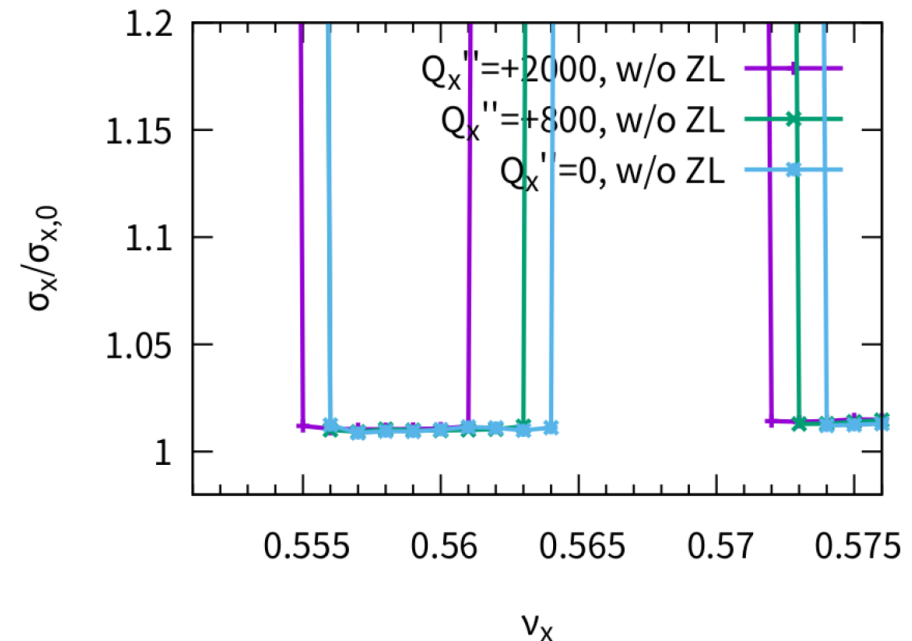
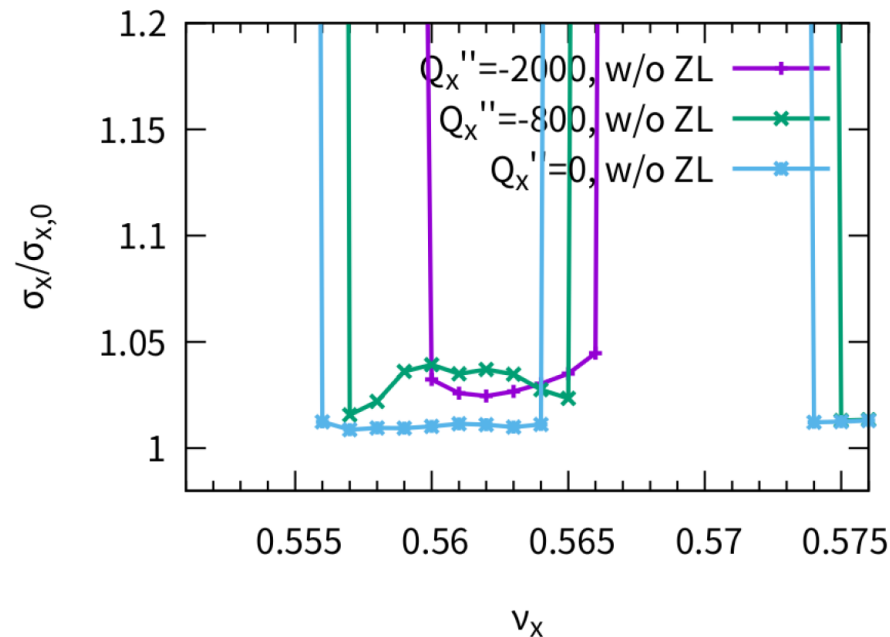
# Chromaticity on X-Z instability (analysis, w/o ZL)



# 2<sup>nd</sup> order chromaticity on X-Z instability (w/o ZL, simulation)

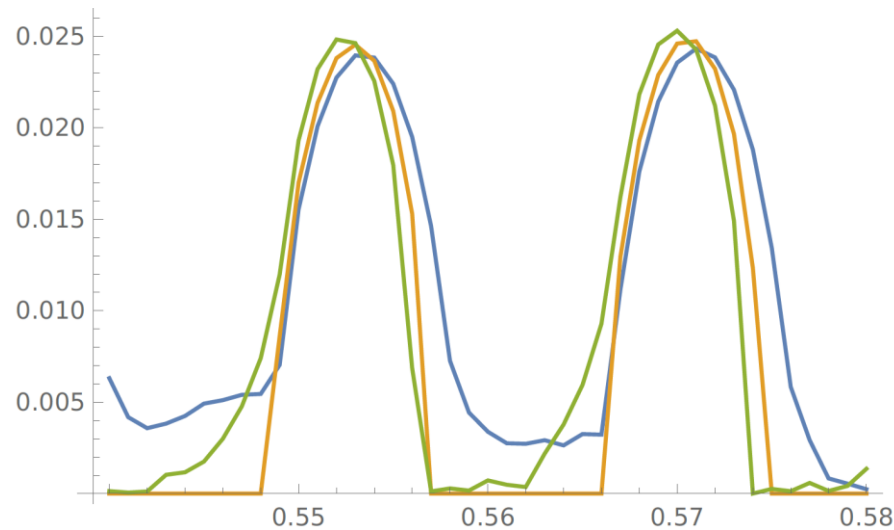
$$\nu(\delta) = \nu_0 + \nu_1\delta + \nu_2\delta^2$$

- $\nu_2 = -2000/-800/0/+800/+2000$  is scanned in simulation
- Finite  $\nu_2$  is detrimental for instability



# 2<sup>nd</sup> order chromaticity on X-Z instability w/o ZL, w/o ZT, Analysis

- Analysis results agrees with simulation
  - minus 2<sup>nd</sup> order chromaticity is worse for stability
- The eigen mode distribution induced by finite chromaticity is not singular, and is expected to appear in simulation



— xi2=-2000  
— xi2=0  
— xi2=2000

## 2<sup>nd</sup> order chromaticity

- $v_x(\delta) = v_x(0) + v_1\delta + v_2\delta^2$ 
  - $v_2(3\sigma_p)^2 = 0.015 \sim v_s$  with  $v_2=1000$
- With 2<sup>nd</sup> order chromaticity, one turn map phase advance is

$$\mu_x(J, \phi) = 2\pi\nu_0 + \frac{\nu_1}{\nu_s} \sqrt{\frac{2J}{\beta_z}} [\cos \phi - \cos(\phi + 2\pi\nu_s)] + 2\pi\nu_2 \frac{J}{\beta_z} + \frac{\nu_2}{2\nu_s} \frac{J}{\beta_z} [\sin 2\phi - \sin 2(\phi + 2\pi\nu_s)]$$

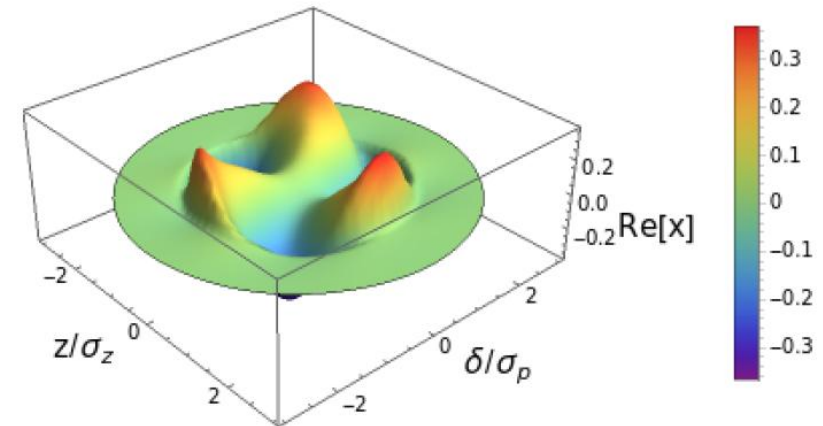
- The arc map with chromaticity is

$$x_{l,n+1}(J) = \frac{1}{2\pi} e^{-i2\pi\nu_s} \sum_{l'} [A_{ll'}(J)x_{l',n}(J) + B_{ll'}(J)p_{l',n}(J)]$$

$$p_{l,n+1}(J) = \frac{1}{2\pi} e^{-i2\pi\nu_s} \sum_{l'} [-B_{ll'}(J)x_{l',n}(J) + A_{ll'}(J)p_{l',n}(J)]$$

$$A_{ll'}(J) = \int_0^{2\pi} \cos \mu_x(J, \phi) e^{-i(l-l')\phi} d\phi$$

$$B_{ll'}(J) = \int_0^{2\pi} \sin \mu_x(J, \phi) e^{-i(l-l')\phi} d\phi$$

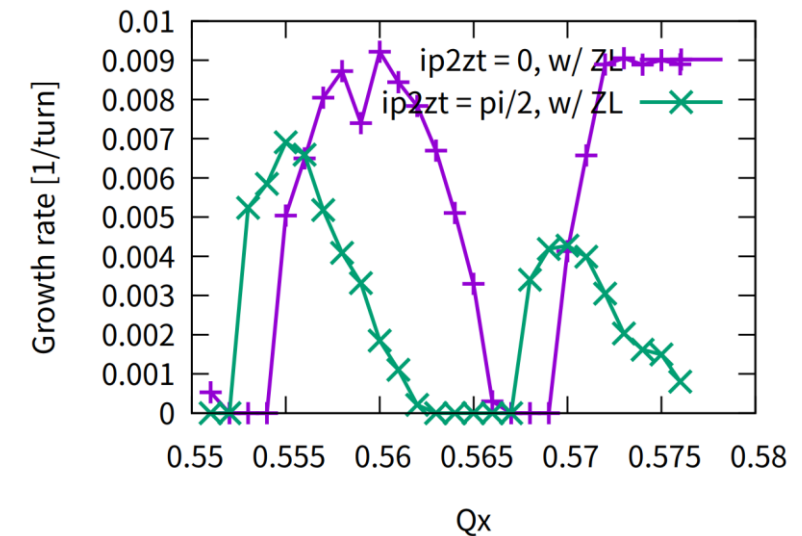
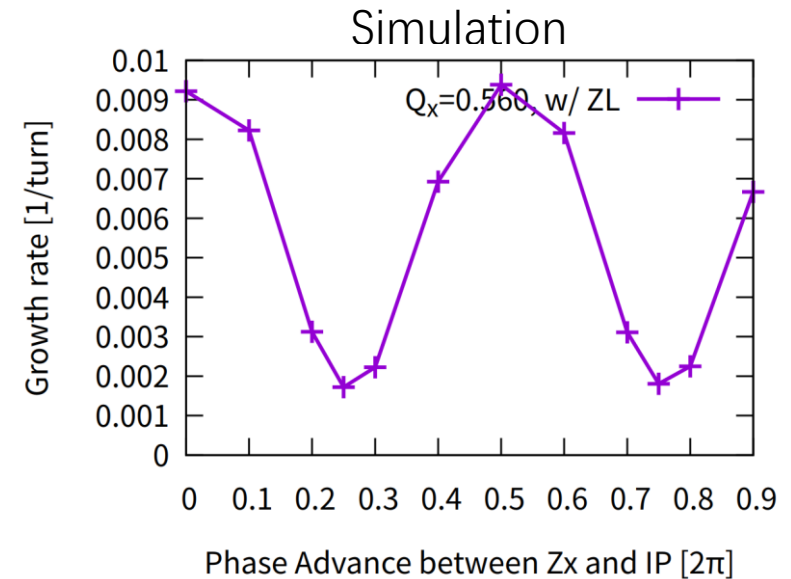
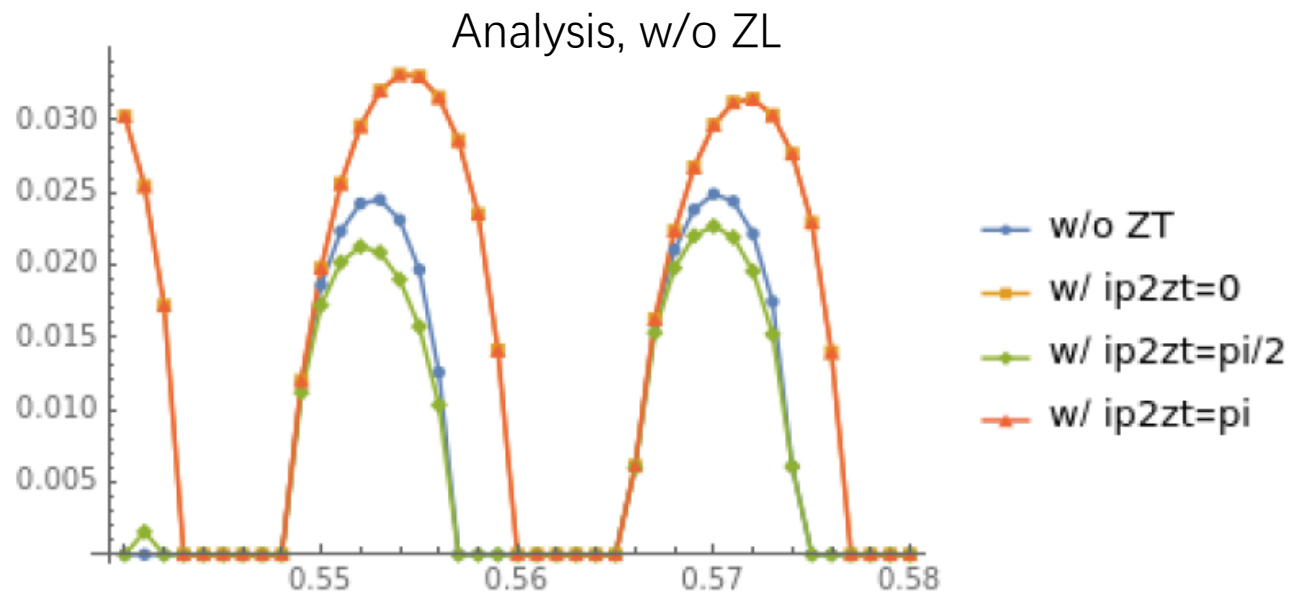


Eigen-mode distribution:  $Q_x=0.558$ ,  $\nu_2=-2000$

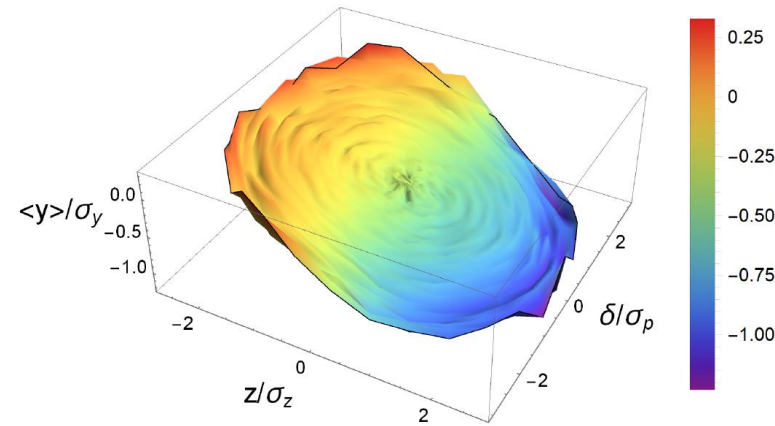
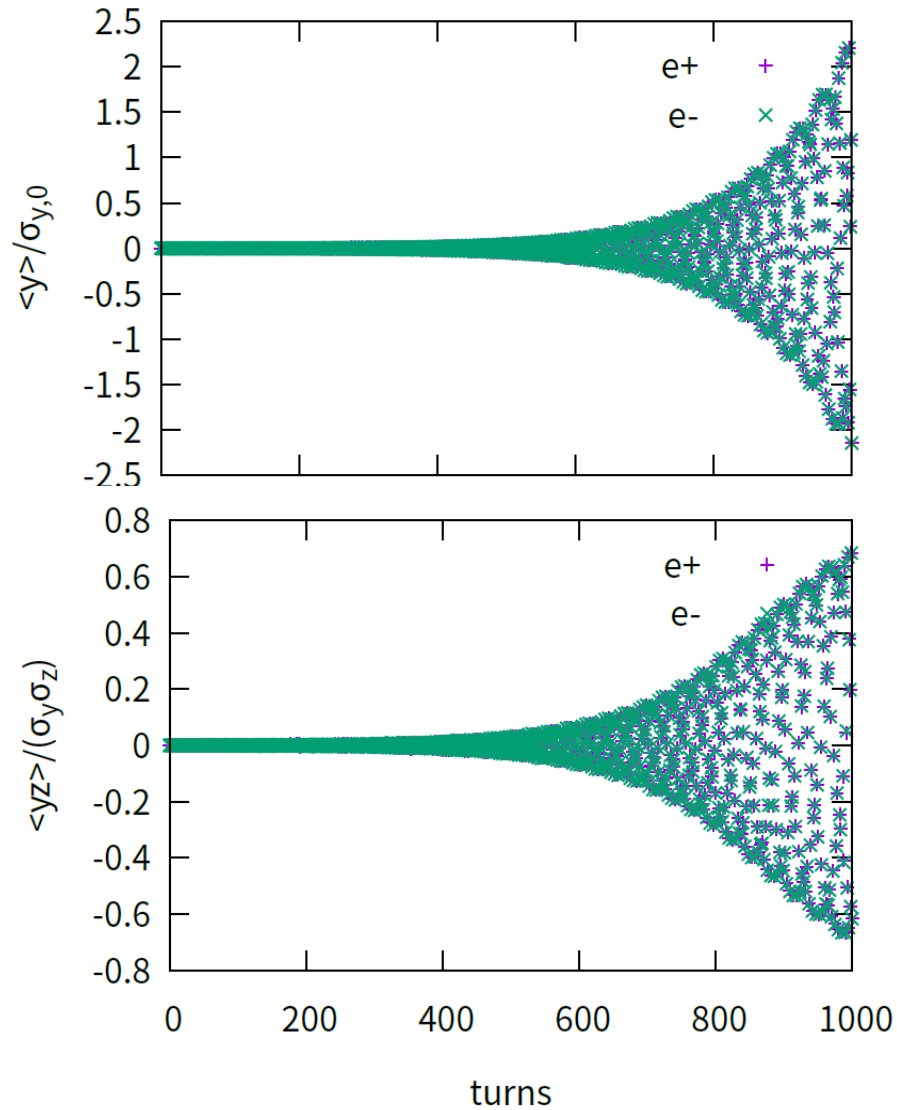
# Effect of local ZT on X-Z instability

X-Z instability comes from localized property of Beam-Beam

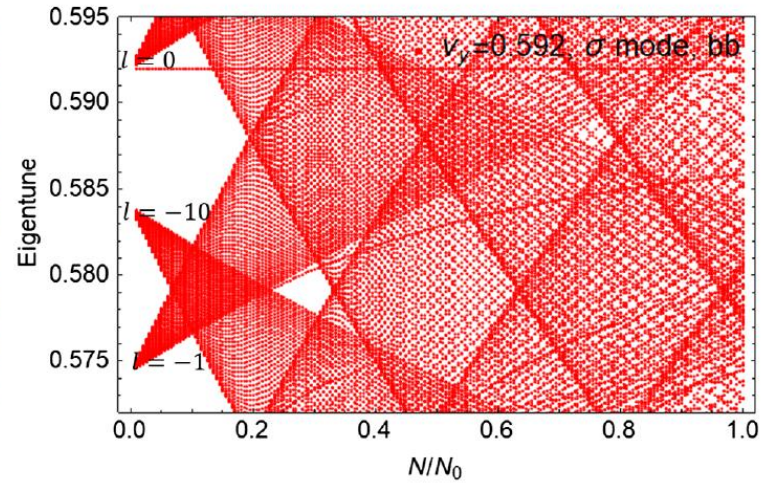
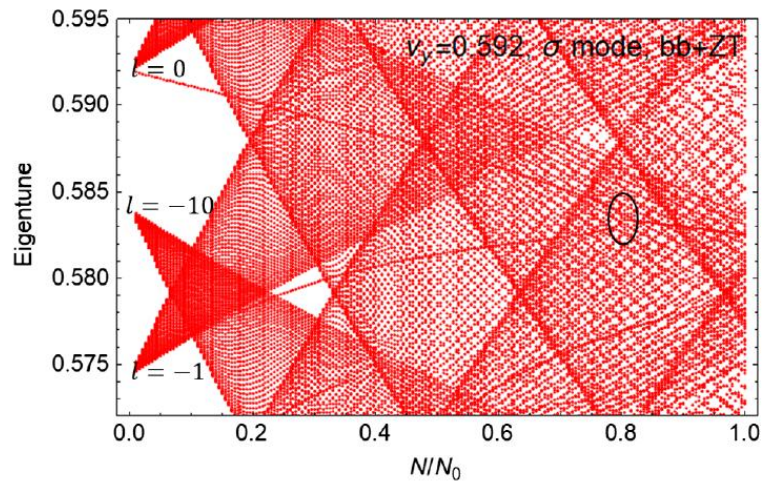
- $ip2zt = \text{Pi}/2$ , growth rate is lowest



# Vertical mode coupling with ZT( $\sigma$ -mode)

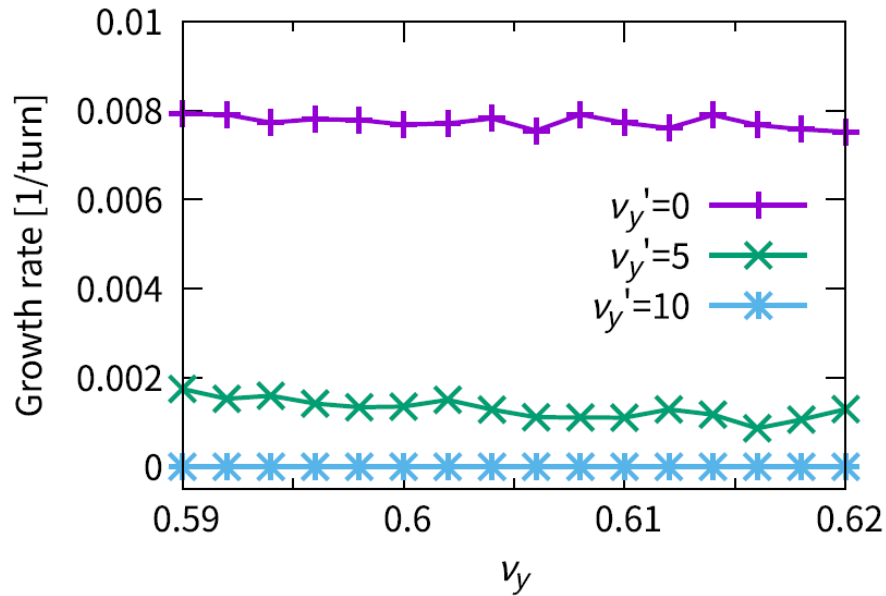


TMCI threshold is reduced from about 21e10 to 11e10



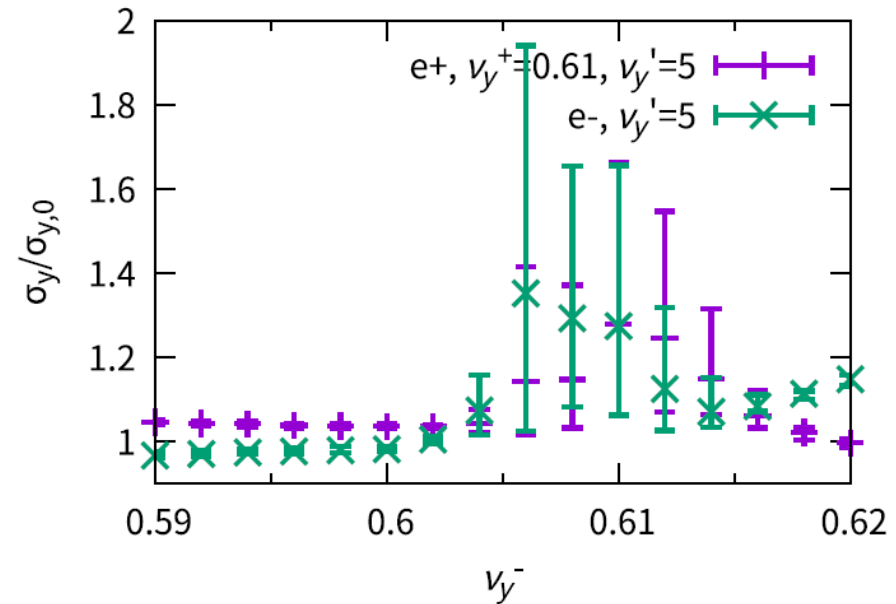
# Mitigation of Vertical TMCI (BB+ZT)

Chromaticity



Growth rate of vertical centroid versus tune with different vertical chromaticity.

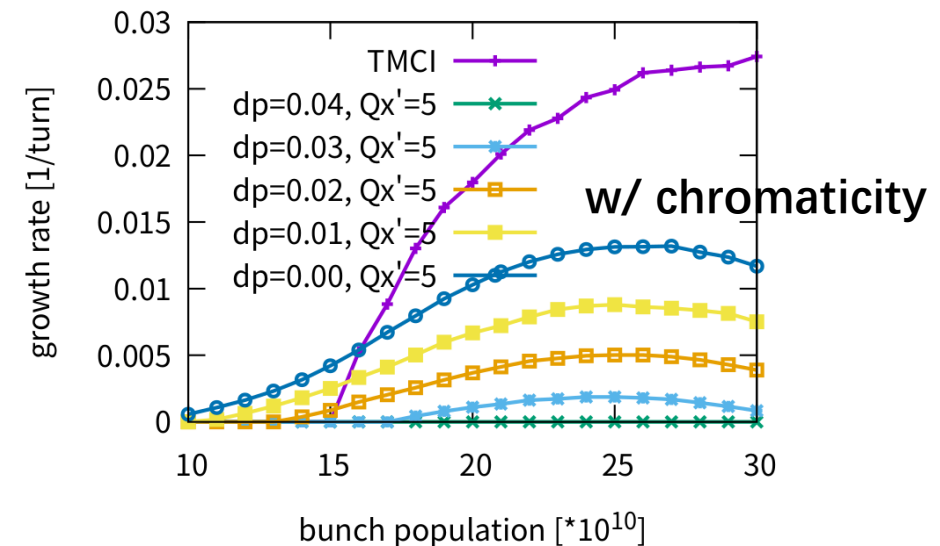
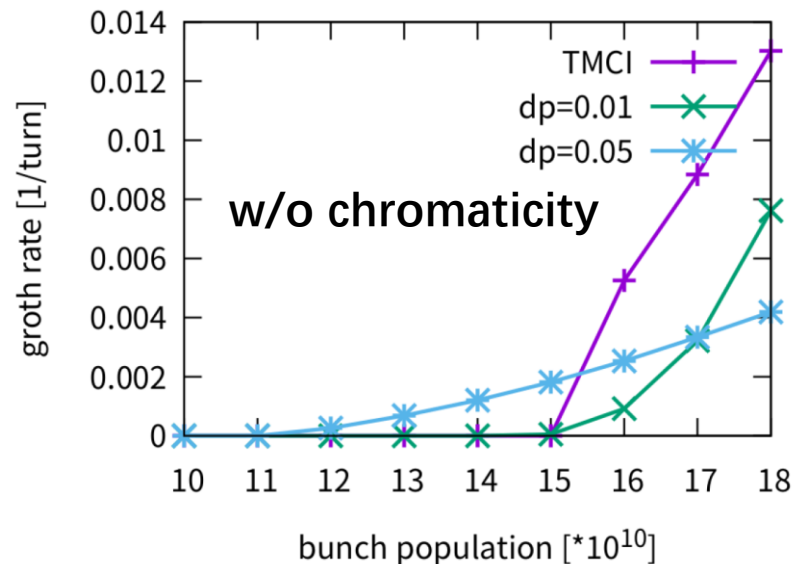
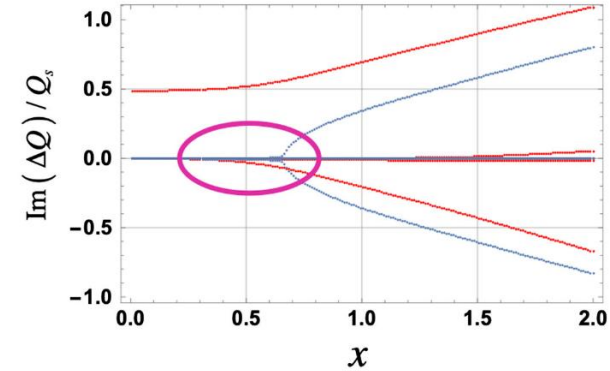
Asymmetrical Tunes + Chromaticity



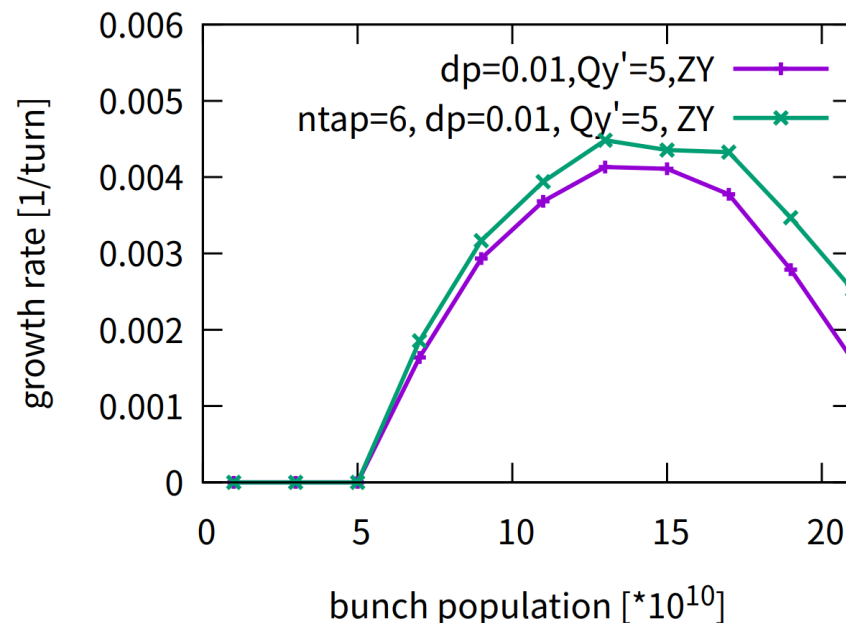
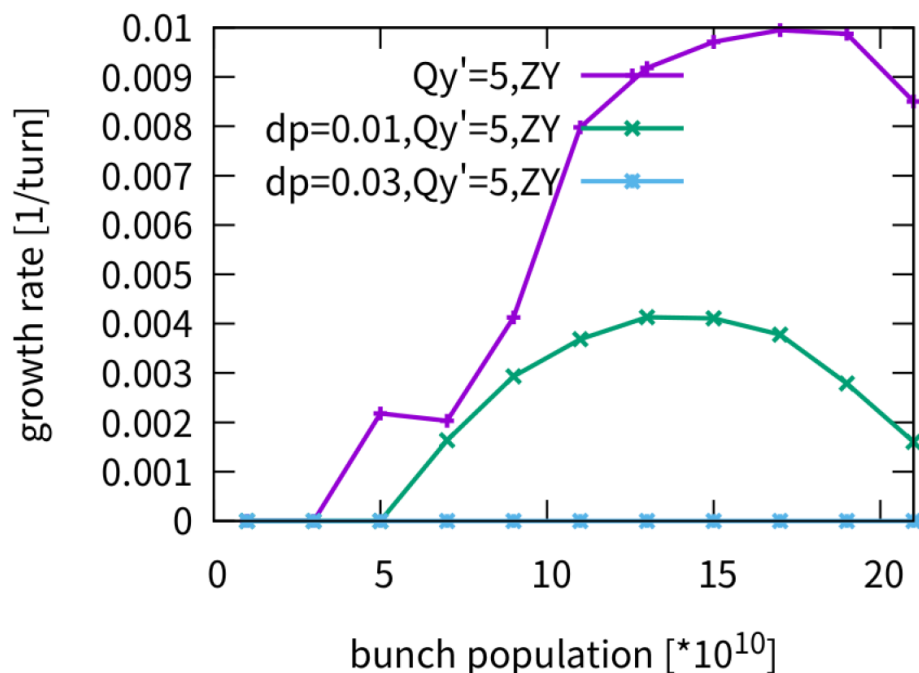
Vertical beam size versus one beam's vertical tune. The other beam's tune is fixed at 0.610.

# Effect of feedback on **single bunch** instability (w/o and w/ chromaticity)

- A simplified resistive damper is used:  $\Delta p_i = -2d_p p_i$
- Strong feedback **reduce** the TMCI threshold
- Growth rate is lower with feedback above threshold
- w/ chromaticity, strong feedback could be helpful



# Feedback on vertical TMCI ( $Qy'=5$ )



- Pickup  $\rightarrow$  kicker,  $\pi/2$
- FIR coefficient  
 $+0.846493,$   
 $-0.928427,$   
 $+0.040751,$   
 $+0.322141,$   
 $-1.080667,$   
 $+0.799708$

$$\Delta p_K(n) = A \sum_{k=0}^{N_{tap}-1} C(k)x(n-k)$$

- With finite tune chromaticity, resistive feedback is helpful to mitigate the instability
- No additional effect from ideal multi-tap ( $ntap=6$ ) feedback



# Some issues on accurate modeling

- X-Y rotation in Gaussian approximation (See Derong @ BB2024)
- Crab-Waist Transformation ( $\frac{1}{2\theta} xp_y^2$ ) vs Crab-Waist Sextupoles
- Solenoid instead of drift during collision (cp  $\leftrightarrow$  ip)
  - Solenoid in the lab frame is constant ( $B_{x,sol}, B_{y,sol}, B_{z,sol}$ )
  - In the boost frame, the field is

$$E'_x = E_x = 0, \quad B'_x = B_x = B_{x,sol}$$

$$\boxed{E'_y} = \gamma_{lorentz}(E_y - c\beta_{lorentz}B_z) = -c \tan \theta \boxed{B_{z,sol}}, \quad B'_y = \gamma_{lorentz}(B_y + \frac{\beta_{lorentz}}{c}E_z) = \frac{1}{\cos \theta} B_{y,sol}$$

$$E'_z = \gamma_{lorentz}(E_z + c\beta_{lorentz}B_y) = c \tan \theta B_{y,sol}, \quad \boxed{B'_z} = \gamma_{lorentz}(B_z - \frac{\beta_{lorentz}}{c}E_y) = \frac{1}{\cos \theta} \boxed{B_{z,sol}} \quad ($$

# Tracking of collision in detector solenoid

- Step-by-step Tracking

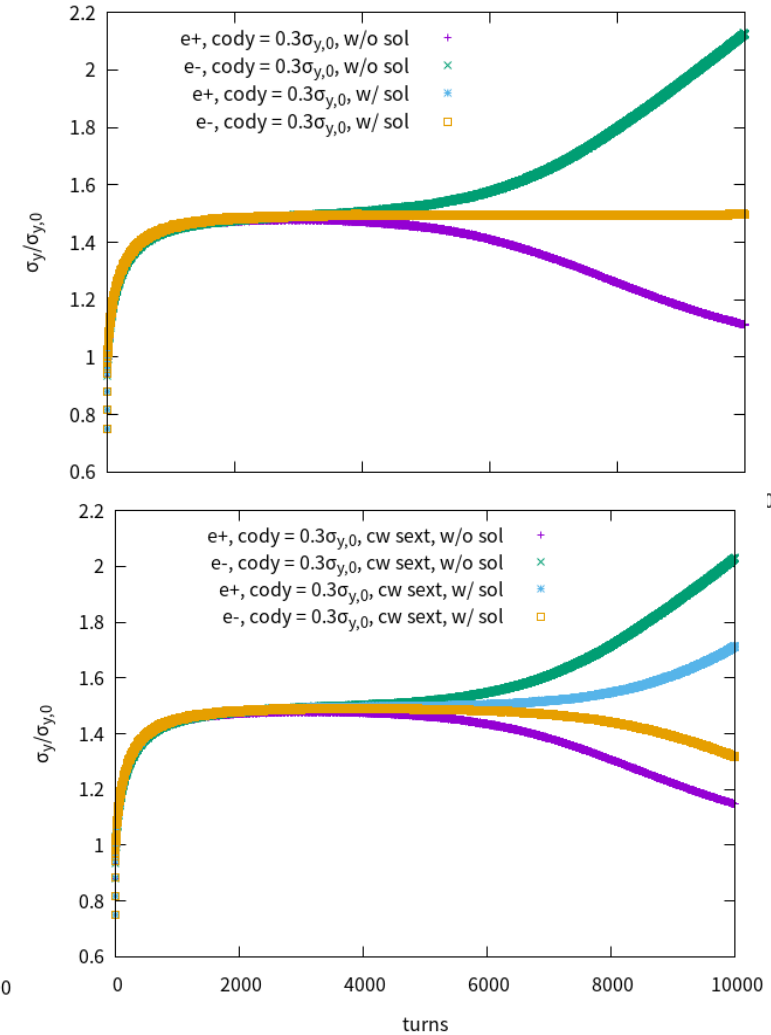
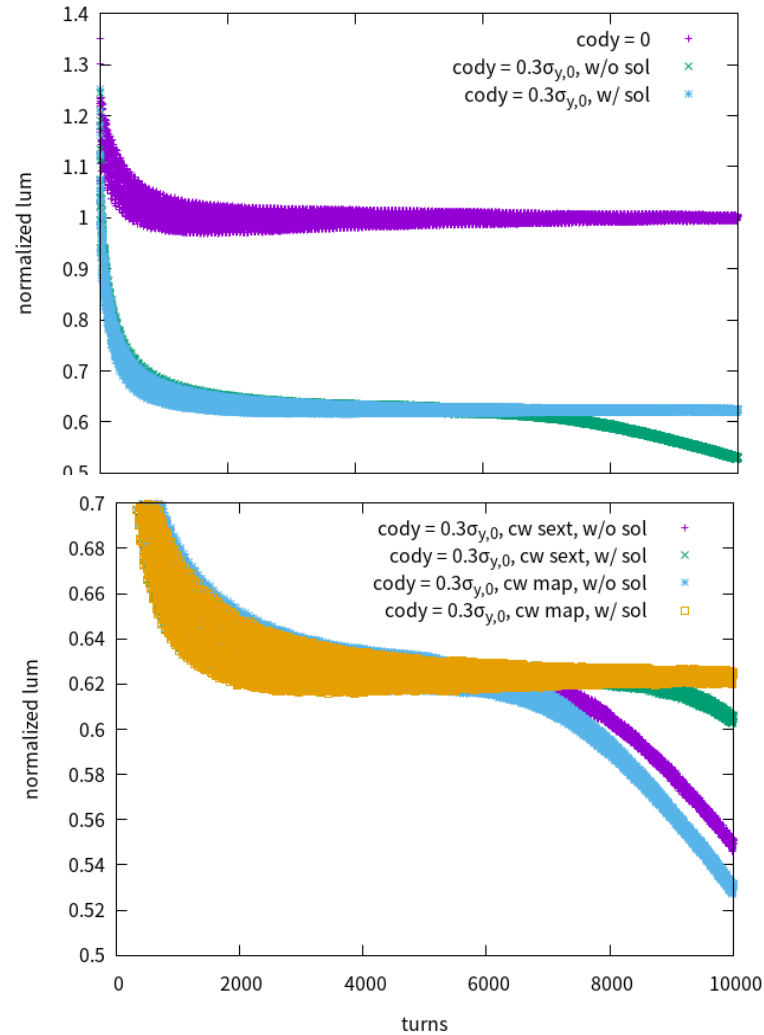
- Lorentz Boost (Hirata)
- IP  $\rightarrow$  CP
  - L/2 solenoid
  - Momentum kick of  $(p_x, p_y, \delta)$
  - L/2 solenoid
- Collision (beam rotation is considered)
- CP  $\rightarrow$  IP
- Inverse Lorentz Boost

$$H(x, p_x, y, p_y, z, \delta; s) = \frac{\gamma mc^2}{\beta_0 c P_0} + \sqrt{(1 + \delta)^2 - (p_x - a_x)^2 - (p_y - a_y)^2} \quad (\text{solenoid})$$
$$+ \frac{q}{P_0} \frac{B_{y,sol}}{\cos \theta} x$$
$$+ \frac{q}{P_0} (\tan \theta B_{z,sol} - B_{x,sol}) y$$
$$- \frac{q}{P_0} \tan \theta B_{y,sol} z$$

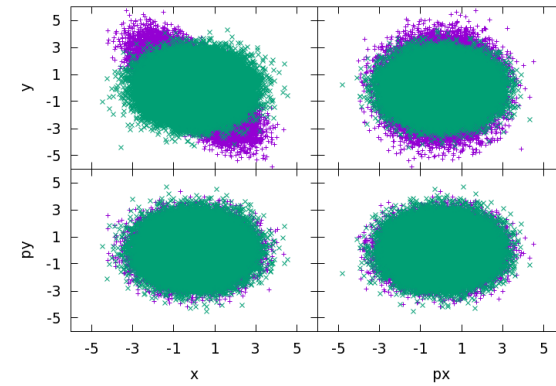
Solenoid increase from 2 T to 5 T, the collision is no difference

# Different model with $\Delta y@IP (0.3\sigma_y^*)$ preliminary

- w/o sol + CW map, flip-flop
- w/ sol + CW map, stable
- CW sext, flip-flop
- More stable with solenoid



preliminary

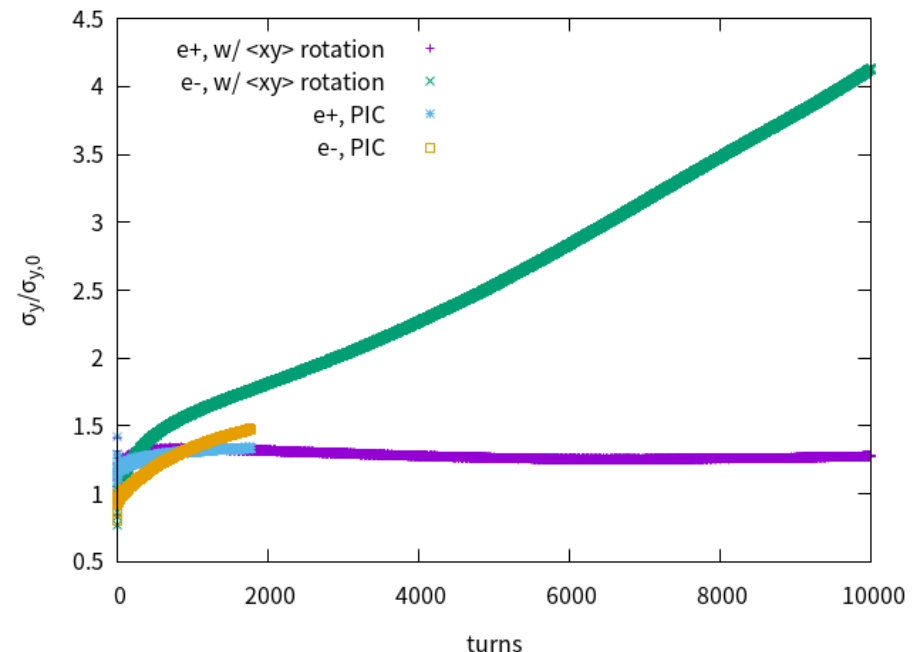
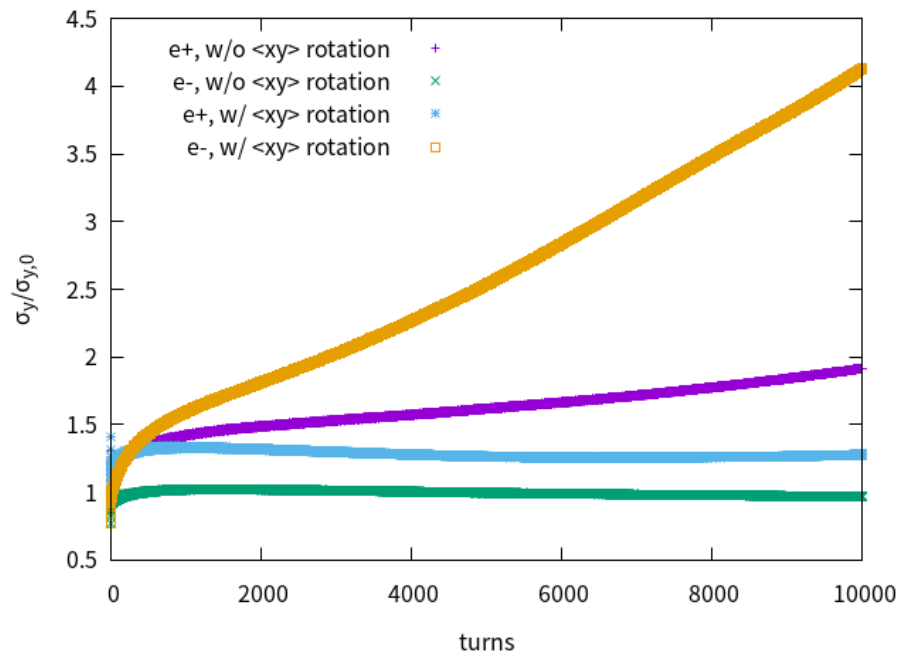


# Different model with finite R1@IP

- w/o X-Y rotation, **e+ blow up** (nearly stable)
- w/ X-Y rotation, **e- blow up**
- PIC simulation confirm the model w/ X-Y rotation

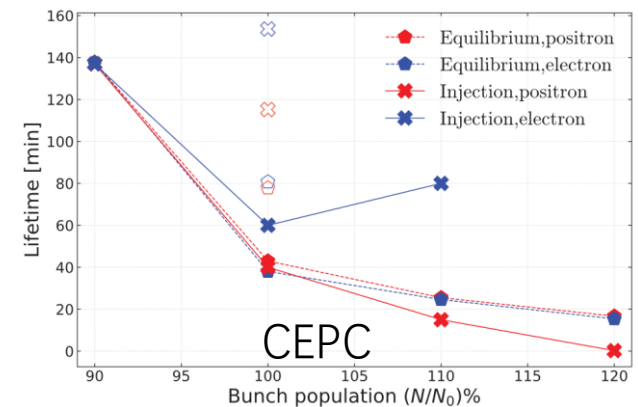
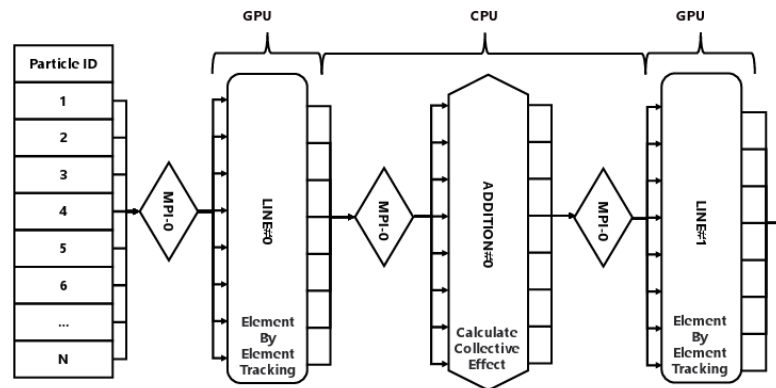
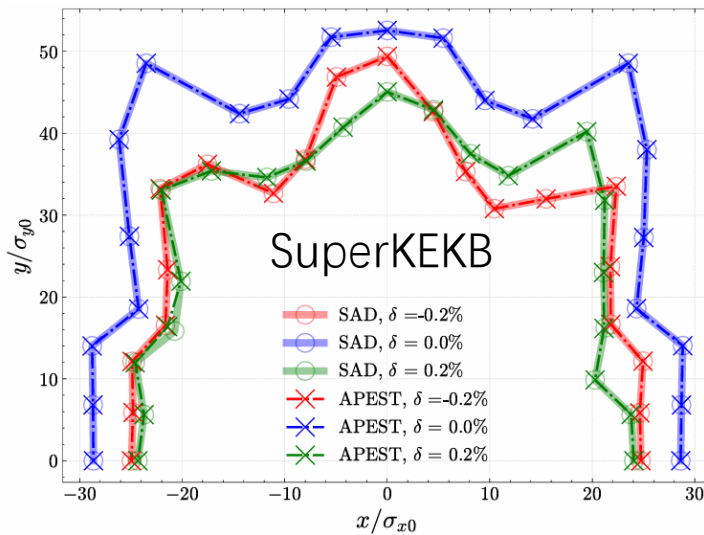
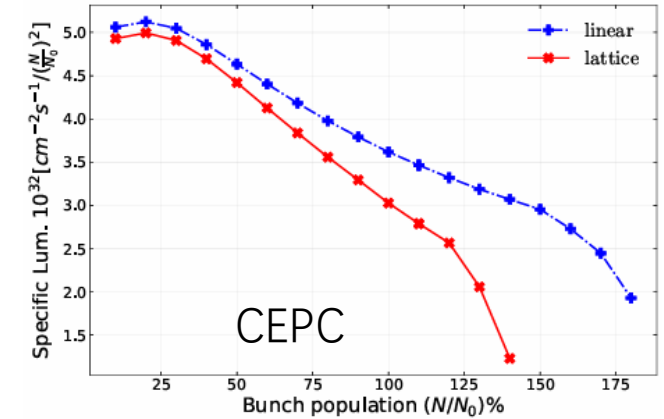
R1= 60e-4 (only e+)

- geometrical luminosity loss 10%
- X-Y rotation: 6 mrad

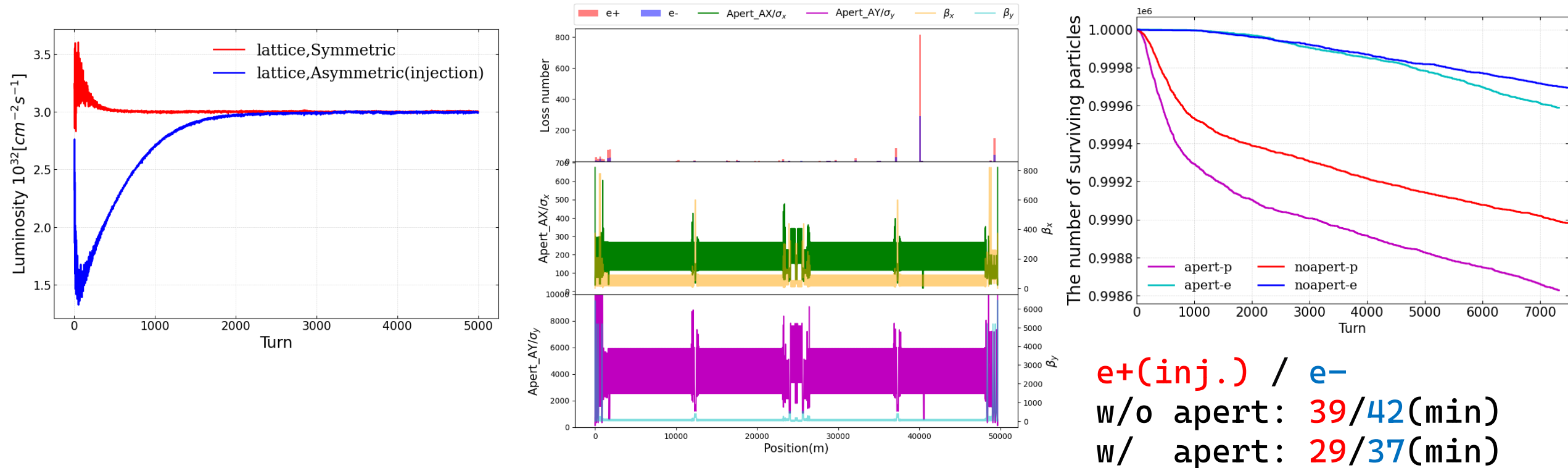


# Strong-strong Beam-beam + Lattice

- SAD lattice is fully supported
- Dynamic aperture is benchmarked with SAD
- Parallel: MPI+GPU
- First-time strong-strong simulation in ee machines with element-by-element tracking in arc

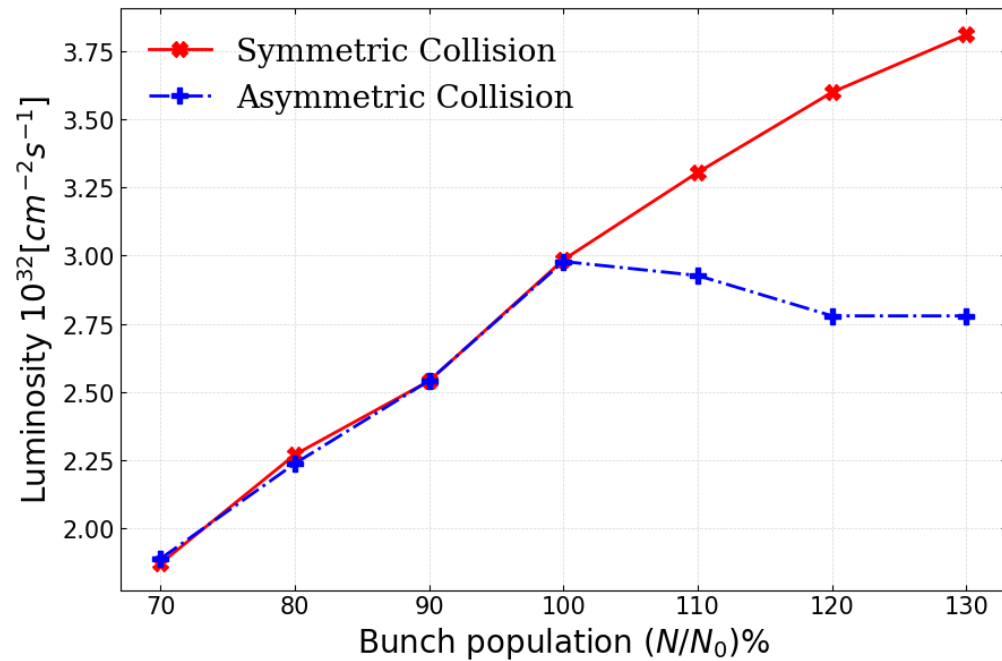


# Asymmetric Collision – Swap out injection

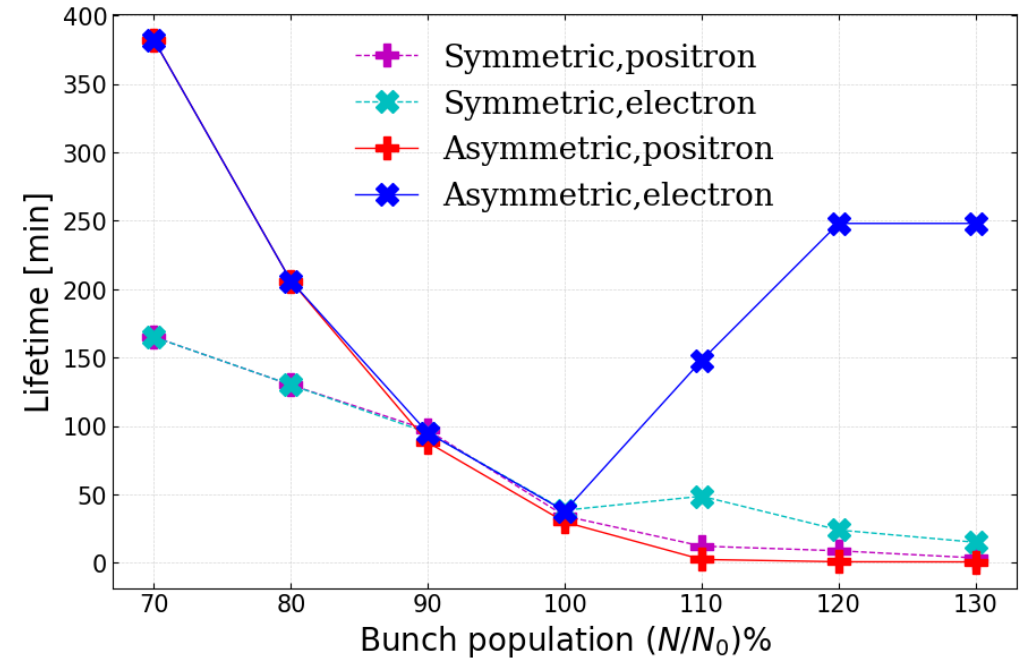


- Initial beams: e+ (collider SR equilibrium) vs e- (booster SR equilibrium)
- Luminosity: same between symmetric(collision equilibrium) and asymmetric collision
- **Clear lifetime reduction (e+) with physical aperture**

# Collision versus bunch intensity (w/ aperture)



Luminosity



Lifetime

- Symmetric: Increase linearly with bunch population
- Asymmetric: Peak value at design bunch population

- Meet requirements at design bunch population
- Bad lifetime if  $N/N_0 > 10\%$

# Summary

- Analysis and simulation of the combined effects between beam-beam and impedance provide clear insights into the underlying beam dynamics
- New simulation tools have been (and are being) developed to enhance both the accuracy and predictive capacity of related study