



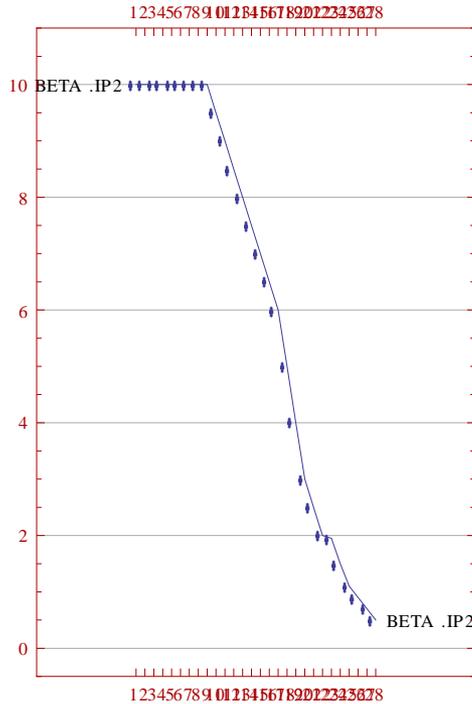
IR2 squeeze for 3.5 TeV update

John Jowett

IR2 squeeze background

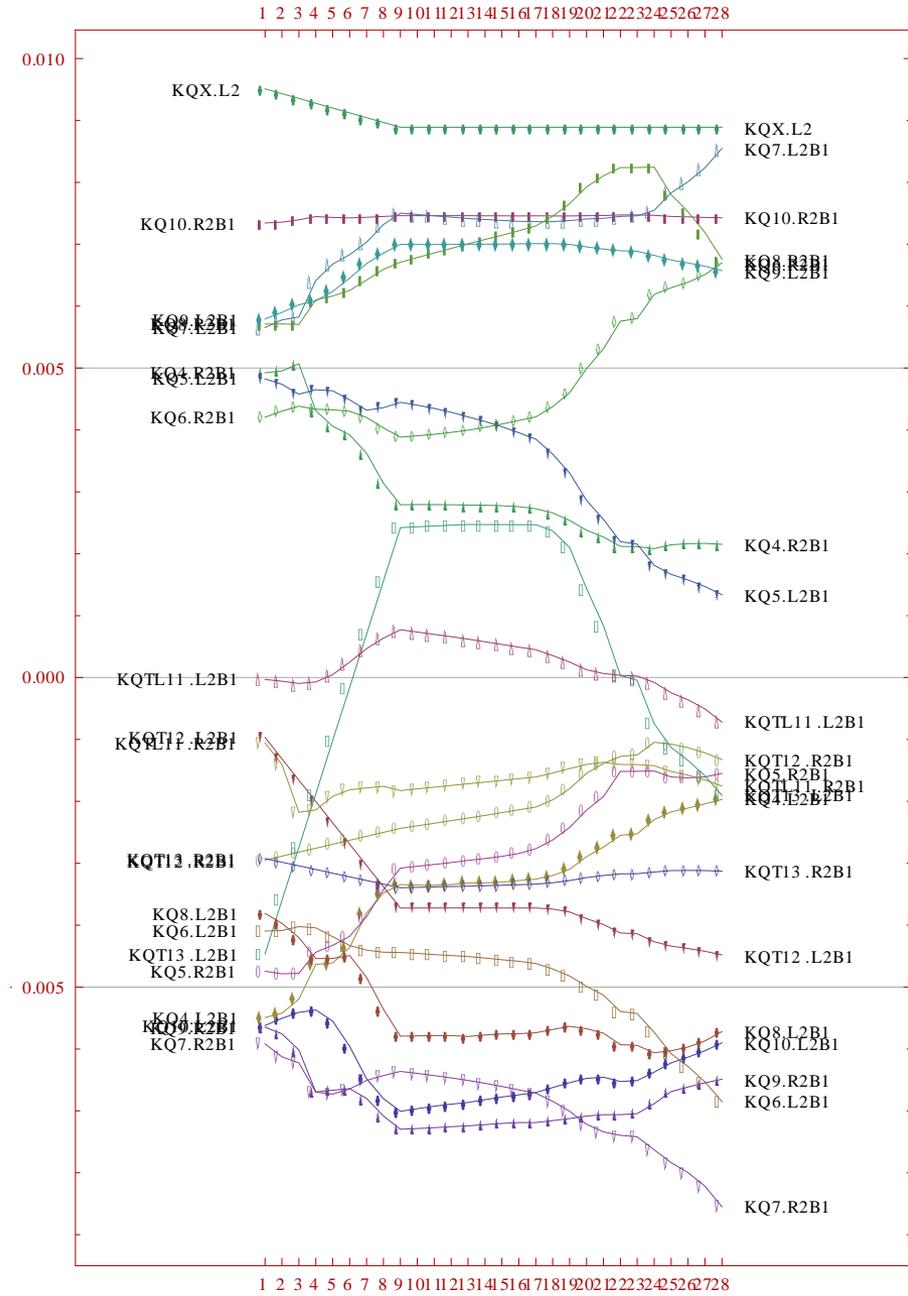
- Injection optics in IR2 is highly constrained
 - Injection phase advance constraints
 - Aperture limitations (n_1 criterion)
 - Solution found (by T. Risselada) requires high value of (normalised) gradient, in triplet quadrupoles, must be reduced for 7 TeV.
- For Pb-Pb operation at 7Z TeV, the squeeze to $\beta^*=0.5$ m requires a *pre-squeeze*, in which injection constraints are relaxed at constant $\beta^*=10$ m and triplet gradient is reduced.
 - Pre-squeeze takes additional time.
- Squeeze then proceeds at constant triplet K1.
- For 3.5 Z TeV, p p operation mostly at $\beta^*=10$ m but a squeeze to $\beta^*=3$ m is requested.
 - Pre-squeeze no longer necessary/wanted and could be suppressed to save time in operation.

Present squeeze with pre-squeeze

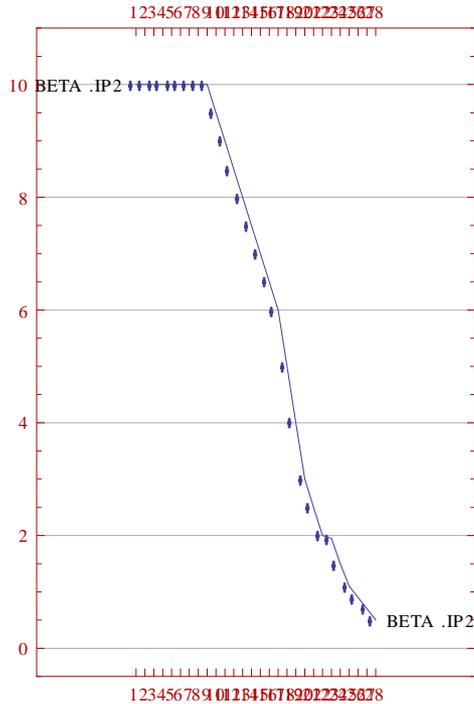


Beam 1

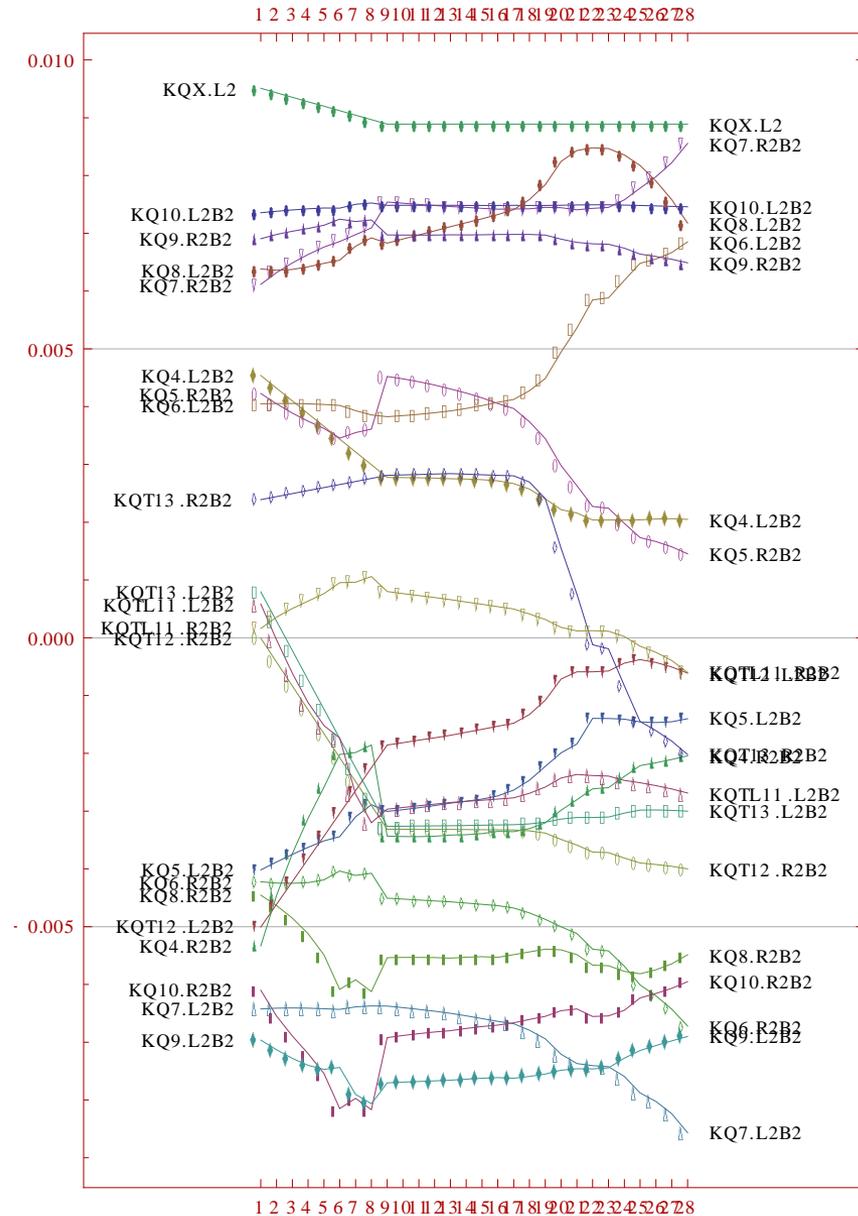
28 steps, some
awkward variations
of trim quads



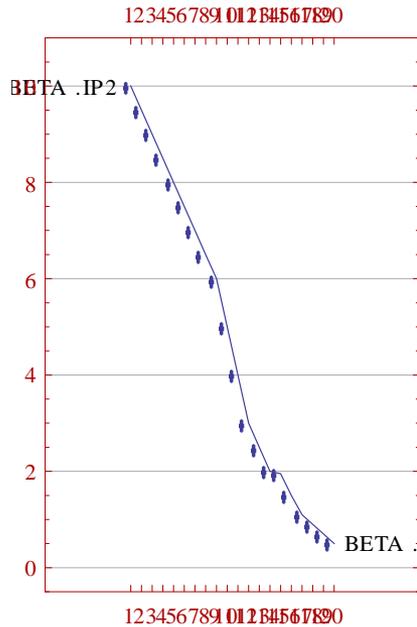
Present squeeze with pre-squeeze



Beam 2

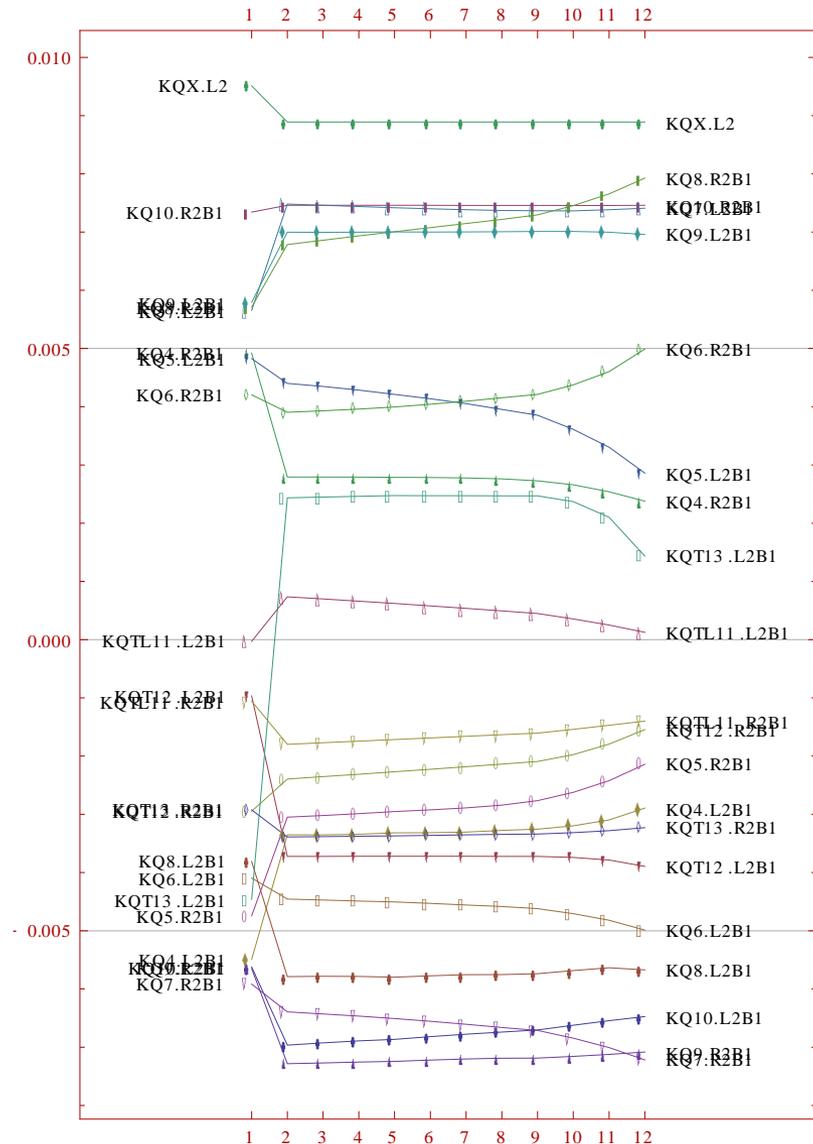


Simple removal of pre-squeeze



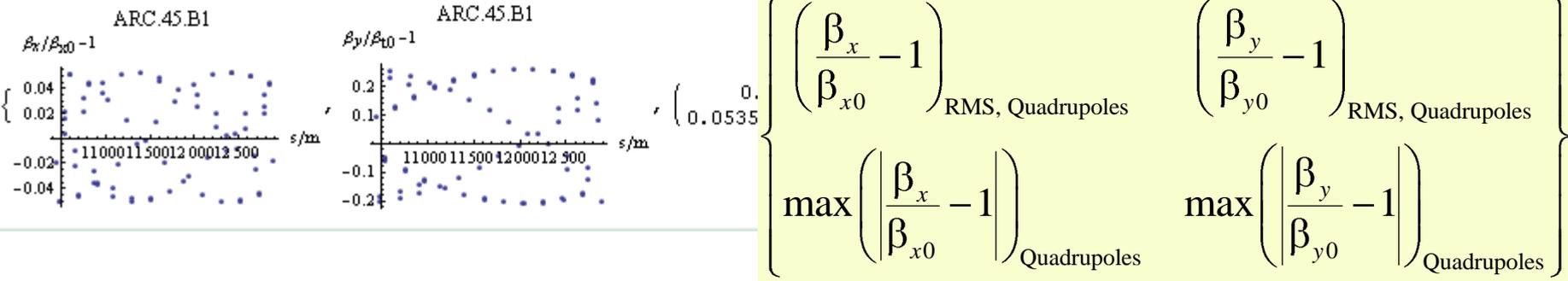
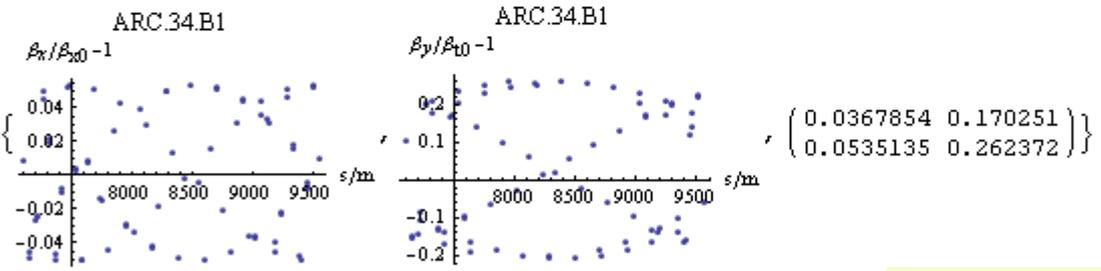
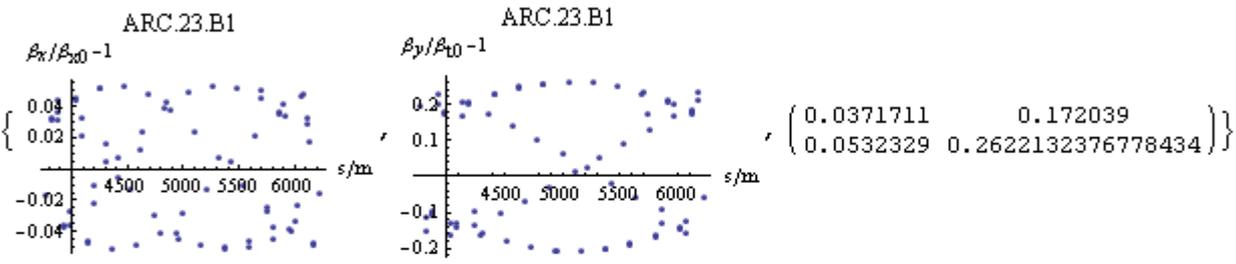
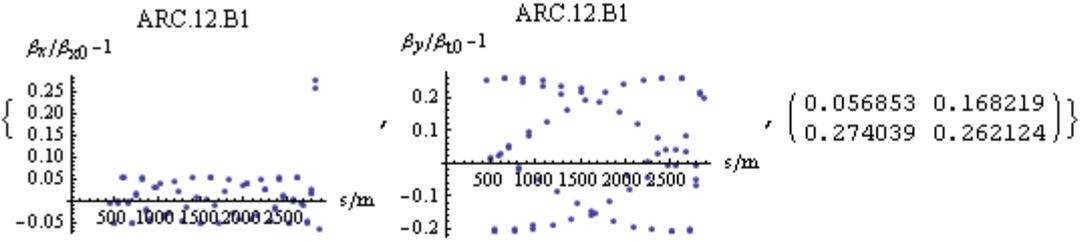
Beam 1

20 steps, big jumps
of quads in first step
to $\beta^*=9.5$ m but OK
later.



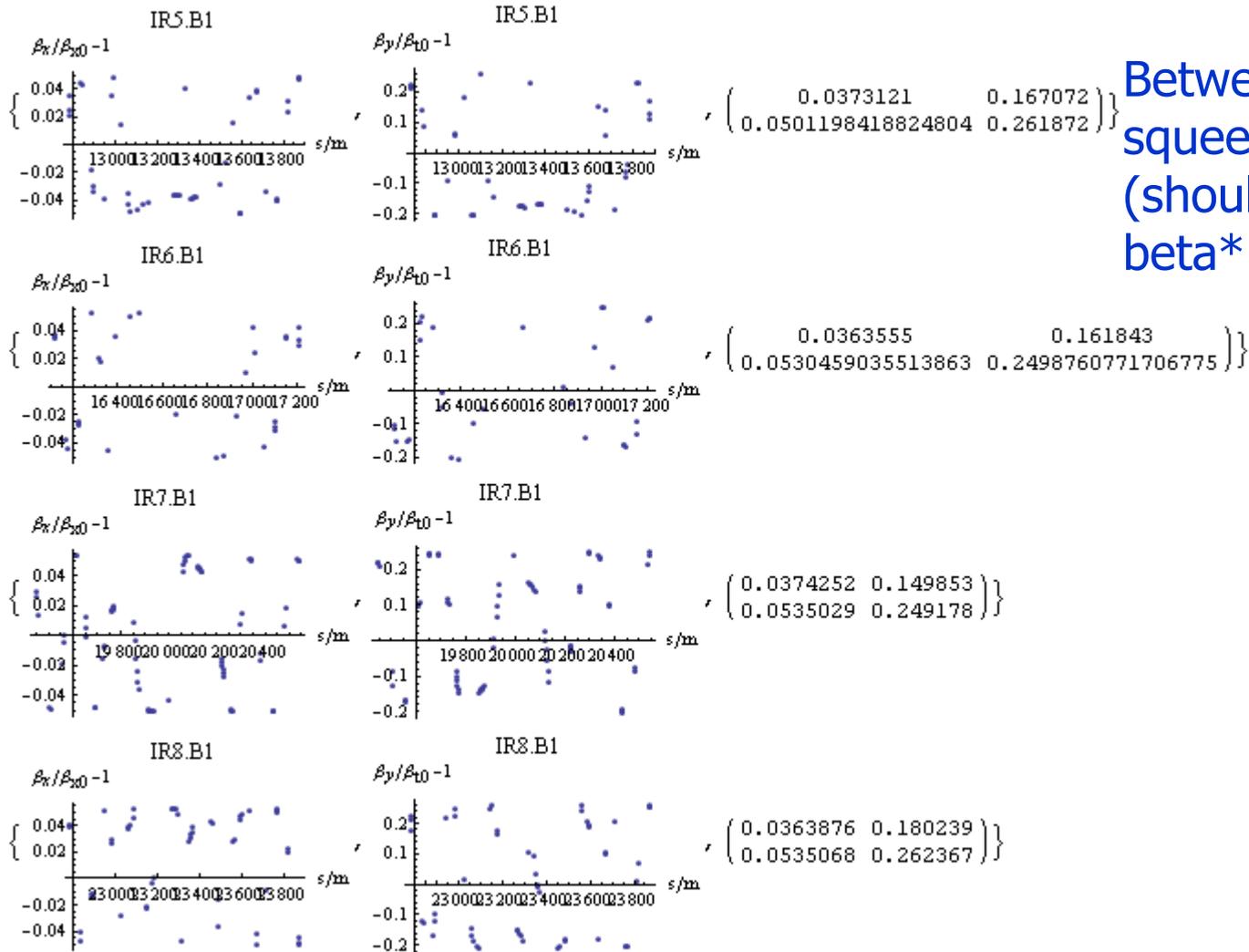
Beta-beating in 4 arcs

Between first two
squeeze points
(should be
beta*=9.75 m)



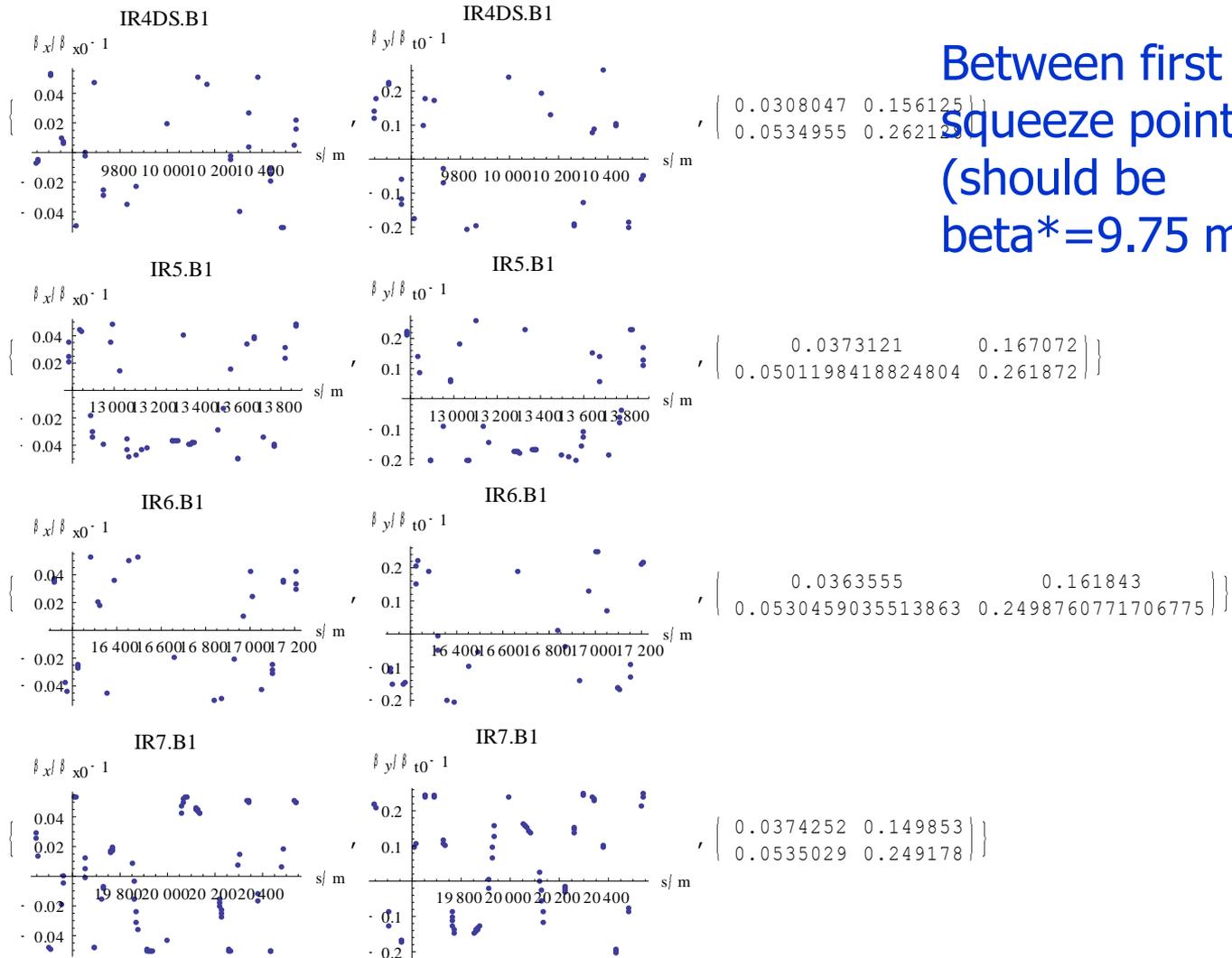
$$\left\{ \begin{array}{cc} \left(\frac{\beta_x}{\beta_{x0}} - 1 \right)_{\text{RMS, Quadrupoles}} & \left(\frac{\beta_y}{\beta_{y0}} - 1 \right)_{\text{RMS, Quadrupoles}} \\ \max \left(\left| \frac{\beta_x}{\beta_{x0}} - 1 \right| \right)_{\text{Quadrupoles}} & \max \left(\left| \frac{\beta_y}{\beta_{y0}} - 1 \right| \right)_{\text{Quadrupoles}} \end{array} \right\}$$

Beta-beating in 4 more arcs



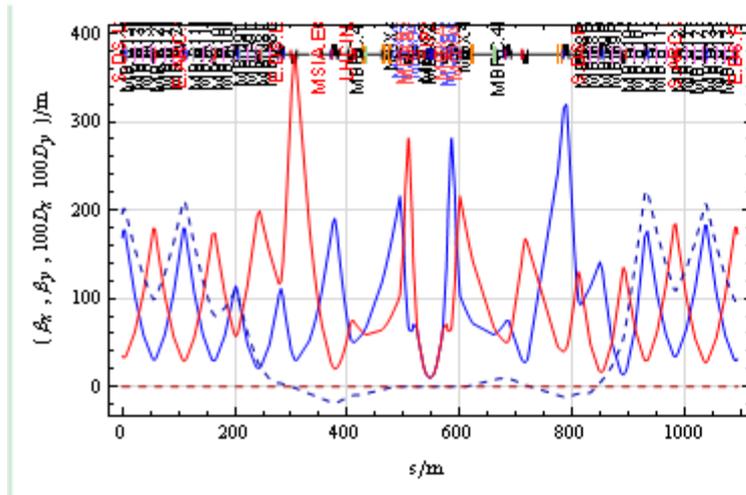
Between first two
squeeze points
(should be
beta*=9.75 m)

Beta-beating in some LSS



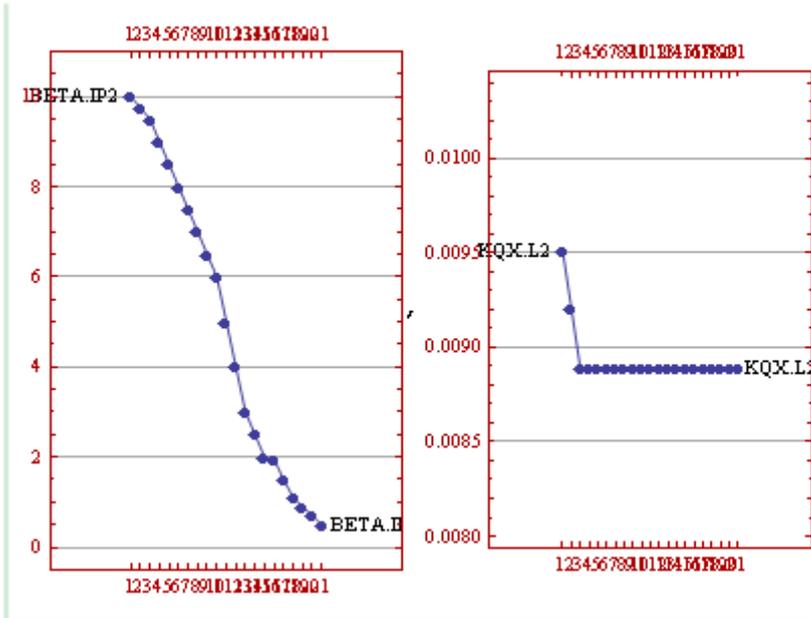
New squeeze for 3.5 TeV

- Previous presentation showed that it is difficult to make a smooth transition from injection optics to later points in the existing squeeze
- Trying another approach: inserting just one additional squeeze point between 10 m and 9.5 m



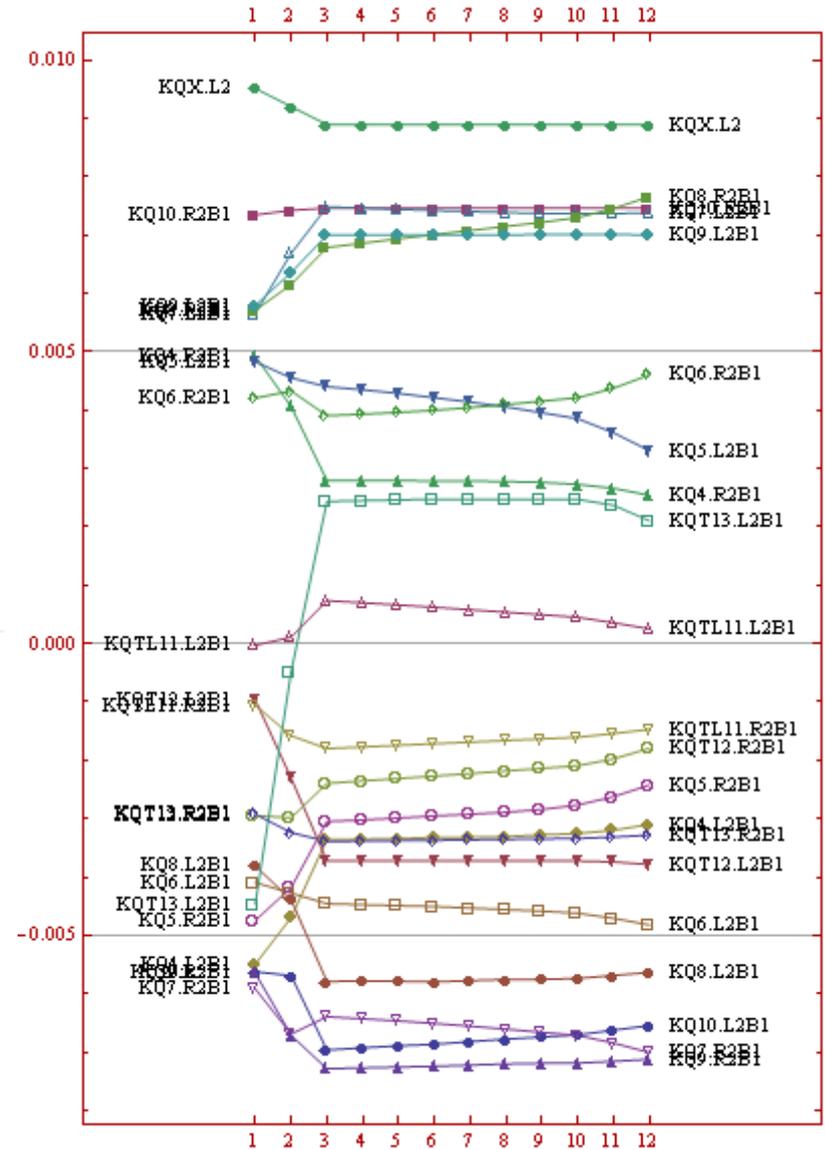
$$\beta^* = 9.75 \text{ m}$$

Squeeze with additional point

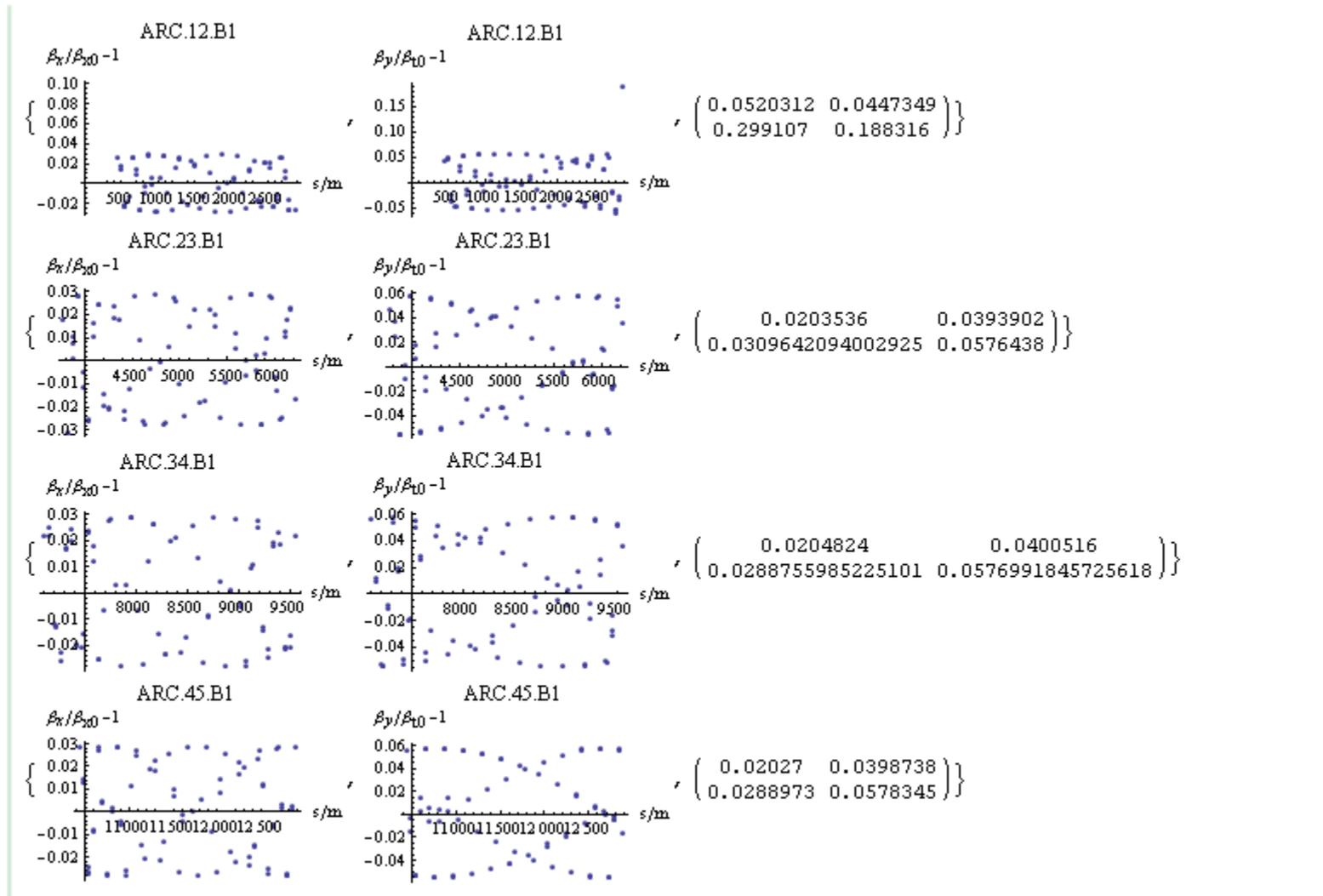


Similarly for Beam 2

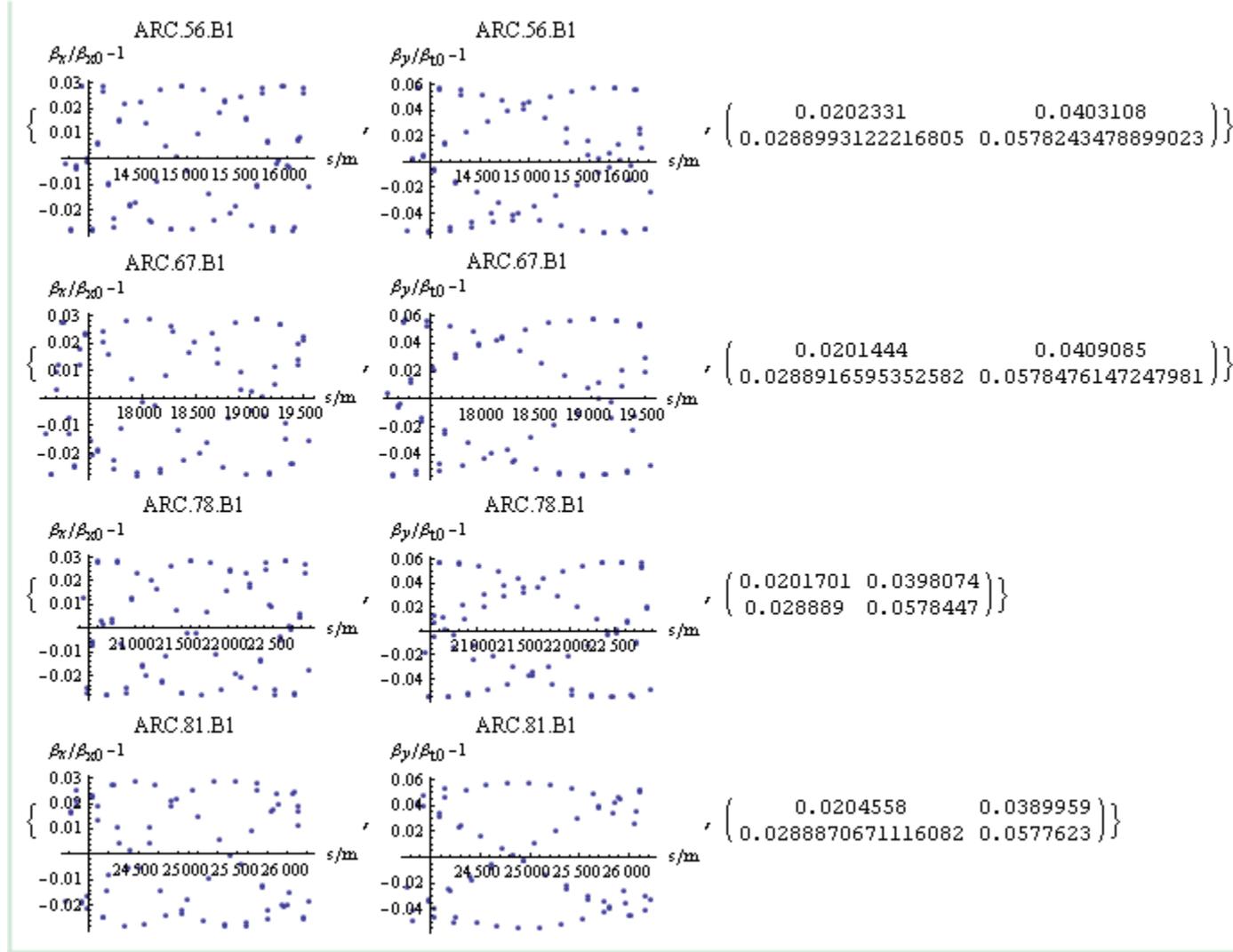
It was possible to find a pretty good match at $\beta^* = 9.75$ m, starting from an interpolation of 10 m and 9.5 m.



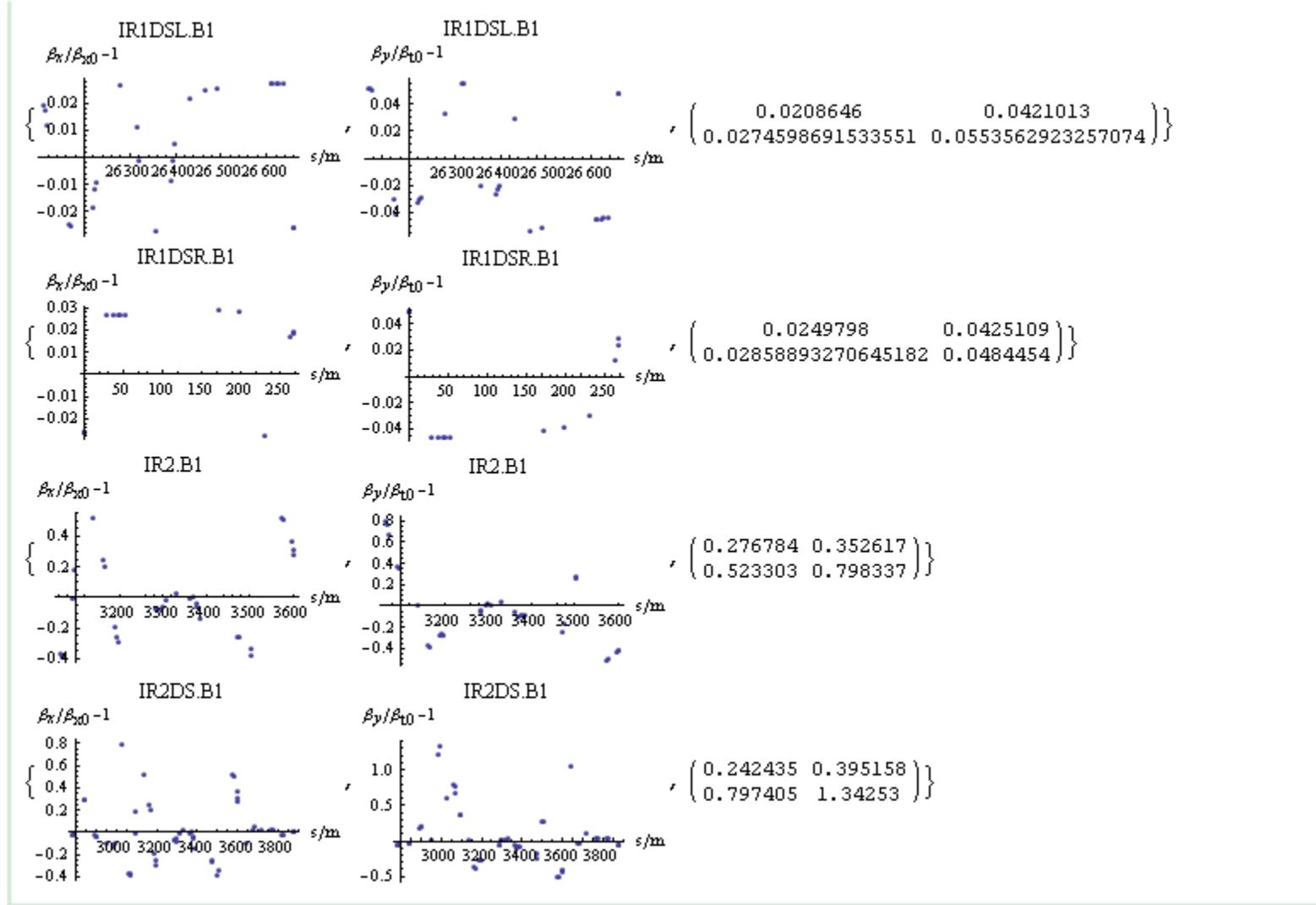
Beta-beating in 4 arcs



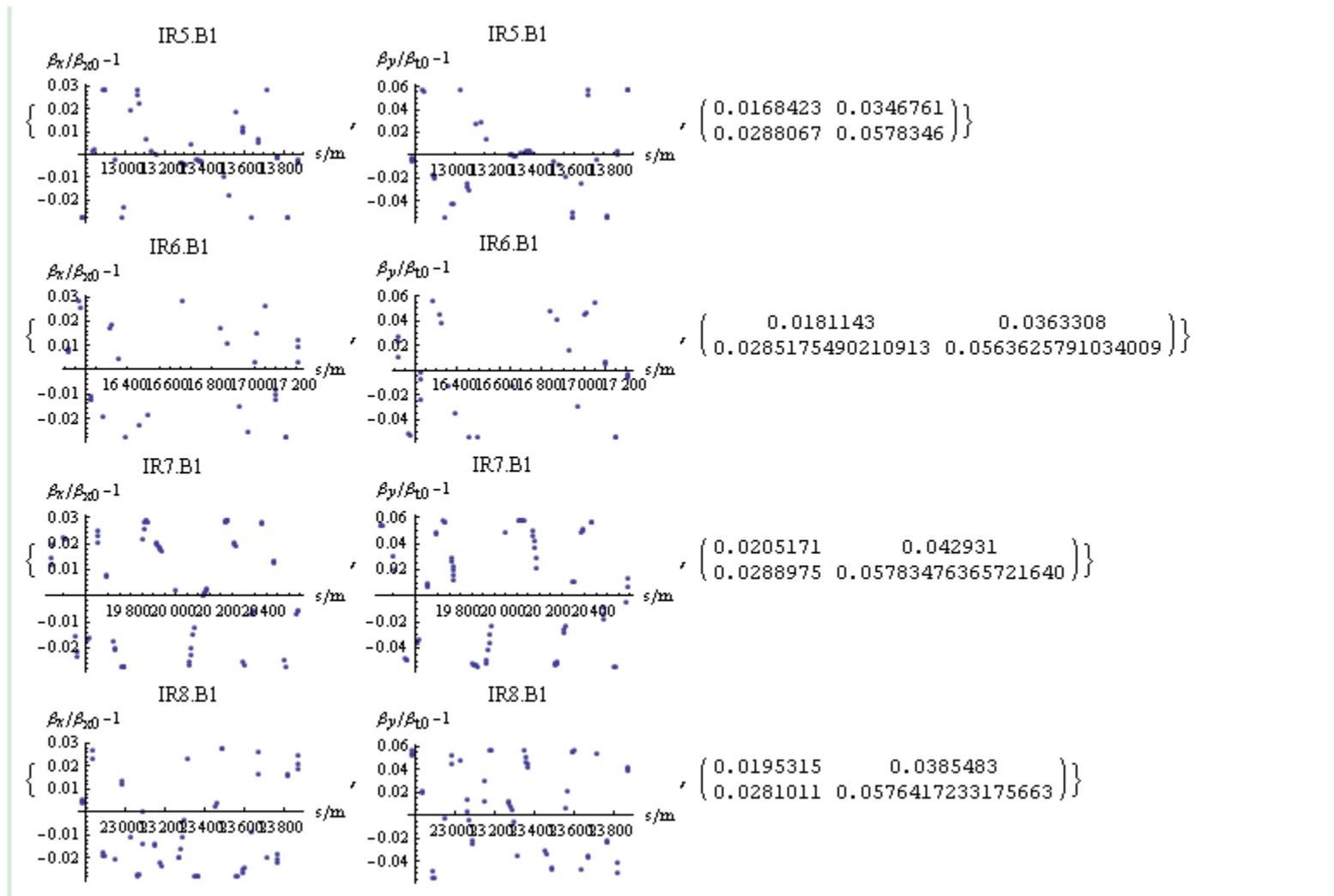
Beta-beating in 4 more arcs



Beta-beating in some LSS



Beta-beating in more LSS



Summary

- Tried many things ...
- Latest approach seems to produce an acceptable squeeze for IR2
- One extra step (wrt short-circuiting pre-squeeze) but smaller variations of quadrupole strengths
- Potentially forms basis of a better full-energy squeeze where squeeze is started in ramp
- Bumps to be matched