Placet based start-to-end simulations for the ILC with Intra-train FB system

Philip Burrows, Anthony Hartin, <u>Javier Resta Lopez</u> (JAI, Oxford University)

> Andrea Latina, Daniel Schulte (CERN, Geneva)

ILC integrated simulations



G. White version (2005):



ILC integrated simulations (Simulation update)

- Placet scripts for tracking along LINAC + BDS, linked with Simulink (Matlab)
- LINAC:
 - Sliced bunches tracked along the LINAC
 - Initial vertical norm. emittance (exit from DR and RTML) = 24 nm
 - Initial injection jitter (from DR and RTML) = 0.1σ
 - Including long- and short-range transverse and longitudinal wakefield functions
 - Structure misalignment. Alignment errors:

	$\sigma_{x,y}$	σ _{rot-z}	σ _{rot-x,y}
Quad	300 µm	300 µrad	
BPM	200 µm		300 µrad
Cavity	300 µm		

- Static beam based alignment algorithms: 1to1, DFS
- Inter-train ground motion model B (A. Seryi)

ILC integrated simulations (Simulation update)

- BDS & IP:
 - BDS optics 14 mrad used (version 2007)
 - Macroparticle tracking (Placet)
 - 0.2 s of GM model B
 - Beam-beam interaction at the IP (Guinea-Pig):
 - Luminosity and beam-beam deflection
 - Output for studies on EM background
 - Fast intra-train FB:
 - Simulink model (G. White)
 - Assuming BPM resolution: 2 μm (IP angular FB), 5 μm (IP position FB)
 - Kicker errors: 0.1 % rms bunch-bunch
 - Kick in the vertical plane \leq 70 σ_v
 - Kick in the vertical angle $\leq 5 \sigma_{v}$,

BPM and kicker positions

IP-position fast-FB system



Javier Resta Lopez

BPM and kicker positions

IP-angle Fast-FB system



BPM and kicker positions

Upstream FB system



Luminosity

Example for a single seed 300 bunches 50000 macroparticles per bunch



Luminosity



(Assuming a pessimistic case of 60 % emittance growth in the linac)

Javier Resta Lopez

Longitudinal profile of a sample bunch at the IP



Almost no banana effect!

For the present ILC linac simulations the short-range wakefield effects are much weaker than for the previous TESLA linac simulations.

Javier Resta Lopez

IP beam-beam deflection

IP vertical offset

