Safe injection into the LHC

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A summary of ideas discussed in different LHC working groups Thanks to all contributors

Outline

- Injection process
- Injection kicker system
 - Architecture, process, failures
 - Protection against internal failures
- Operational scenarios
 - Injection inhibit (1 turn deadlock)
 - Inject and dump (first turn, n turns)
 - Inject and probe
 - Inject and fill (beam abort gap conservation)
- Conclusions & open issues

Injection Process - General

Vertical plane



Kicker System – Architecture



Injection Kicker Parameters

Number of magnets per system	4	
Kick strength per magnet	0.325	T.m
Characteristic impedance	5	Ω
Nominal charging voltage	54	kV
Nominal pulse current	5.4	kA
Kick flat top ripple	<±0.5	%
Kick flat top duration (adjustable)	≤7.8	μs
Kick rise time 0.5 - 99.5%	0.9	μs
Kick fall time 99.5 – 0.5%	<3	μs
Repetition time	15	S

Kicker System – Process

	-1000 ms	Start injection process	70 60 50 50 50 50 50 50 50 50 50 50 50 50 50
SI	-750 ms	Start charging of primary capacitor bank	2.3 2.1 2.5 2.5 2.5 2.5 2.5 2.5 2.5 2.5
W	-2 ms	Trigger resonant charging	10 0 0 0 0 0 0 0 0 0 0 0 0 0
	-1 ms	Start control secondary voltages	
Ē	-10 μs	Receive injection pre-pulse, Start internal delay for fine timing adjustment	
ast	0	Inject beam	0,000 2,000 4,000 6,000 8,000 10,000 12,000 14,000 [us]

Kicker System – Internal Failures



Resonant Charging Failures

Faults

- Bad secondary voltage (Vs) at the end of the resonance on one or on n PFNs
- Bad reference settings w.r.t the injection energy

Actions

- Tracking of the Vs with the machine energy through the Beam Energy Meter (BEM) between T = - 1 ms and T = 0 and inhibit injection if an absolute discrepancy higher than 0.5 % is detected between the Vs and the beam energy.
 - Automatic injection inhibit once acceleration has started
 - Redundant path to control at injection the correct operation of the beam dumping system beam energy tracking system

Reaction delay

• Injection inhibit possible up to **250 ns** before T=0

Erratic MAIN Switch

FaultsMagnetic field in one of the four kicker magnetsasynchronous with circulating and injected beam

Actions Trigger other MAIN & DUMP switches → circulating and injected beams swept into TDI & beam partially along the LHC

Reaction delay

→ 600 ns





Erratic MAIN Switch (cont'd)



Impact of Erratic on			
Circulating Beam	Injected Beam	Bunches on TDI	Bunches escaping TDI
No	No	Full batch	0
Yes	No	Swept = 125 Centred = 130	13 tr = 4, tf = 9
Yes	Yes	Swept = 116 Centred = 130	22 tr = 4, tf = 18

Missing MAIN Switch



Magnet Spark

Faults

time (worst case)

Spark at the magnet exit at the end of current kick rise

Actions No action possible. Injected beam will be sent to the upper part of the lower TDI or, in the worst case, will be sent to the edge of the TDI or just miss the TDI and go to the injection collimators.



Internal failures - Others

• DUMP switch erratic

→ Trigger other DUMP switches & Inhibit injection

- \rightarrow Reaction delay lower than 250 ns
- Wrong timing synchronisation between circulating and injected beam

→ Same as an erratic MAIN switch (less beam escaping the TDI due to a faster kick rise time)

 Spark at the beginning of the magnet and at the beginning of the current kick

→ Same as a missing MAIN switch

- Terminating resistor short circuit
 - → Same as a **magnet spark** at the exit
- Terminating resistor open circuit (will induce a spark at the magnet exit)
 - → Same as a **magnet spark** at the exit

- Injection kicker systems will be connected to the LHC beam permit loop and injection into LHC permitted only when the loop is closed.
- **Opening** of the **beam permit loop** will automatically **inhibit** the **injection** with a reaction delay of 250 ns.
- Propagation delays between beam dumping system and injection kicker must be taken into account in order to avoid the 1 turn deadlock.
 - →At injection, opening the beam permit loop in point 6 will immediately trigger the beam dump and will require ~100 µs to reach the injection kicker in point 2.
 - →If a dump request occurs in the 100 µs window before an injection, circulating beam will be correctly dumped but beam injection will be allowed with a beam dump system not ready (capacitor re-charging)...

Inject & Dump

An operation mode of the dump and injection systems where the dump is set up to fire N turns after injection and before any new injection.

- When
 - First commissioning
 - Injection studies
 - Setting up
- How
 - Prepare injection in "Inject & Dump" mode
 - Injection of a pilot beam at T = 0
 - Dump beam at T = 0 + dt
 - Any time can be programmed, minimum value of dt = 0 (dump during the first turn)
- Injection kicker timing system must be the master during the "Inject & Dump" mode in order to avoid to fall into the 1 turn deadlock.

Inject & Probe



- 1. Inhibit of high intensity beam injection if no beam is circulating
 - → Beam intensity interlock (BII)
- 2. Injection of a pilot bunch first
- 3. Probe
 - → Continuous measurement of circulating beam inside LHC in order to be sure that next injected beam would circulate
- 4. Injection of a beam with higher intensity only if circulating beam is still OK
 - a. If there is no circulating beam (BII) \rightarrow go to **Step 1**
 - b. If there is a pilot bunch present (BII) at the longitudinal position of the fresh beam to come in, it will be deflected to the TDI → go to Step 3
 - c. If there is circulating beam (BII), inject a new beam \rightarrow go to **Step 3**

Inject & Dump with an Intense Beam

- 1. Inhibit of high intensity beam injection if no beam is circulating
- 2. Injection of a pilot bunch
- 3. Probe
- 4. Injection of a beam with higher intensity only if the pilot beam is still OK
- 5. Dump circulating beam at higher intensity beam injection time T + dt

Inject & Fill

Errors during filling

- Bad phase between abort gap and revolution frequency
- Abort gap filled by a wrong injection

Actions

- As a fixed phase difference w.r.t the revolution frequency between the abort gap at the injection kicker and at the dump extraction kicker exists, the injection kicker timing system can be bound to the extraction kicker synchronization system in order to avoid to fill the abort gap by a wrong injection.
- Authorization to inject can be gated off around the abort gap
 - Injection pre-pulse inhibit \rightarrow no kick from injection kicker
 - Badly injected beam is sent to the TDI
- 3.3.4...injection pattern → different gate & kicker lengths for the injection of the last SPS-batch
- For the present filling scheme, the inhibit gate can be set to 10.8 μs (4 PS-batch injection) up to the last injection where it has to be reduced to 8.8 μs



First injection correctly synchronized \rightarrow beam correctly injected



First injection not correctly synchronized \rightarrow injection kicker inhibit, beam to TDI



Injection not correctly synchronized w.r.t filling pattern but outside the inhibit window \rightarrow beam injected in a wrong position, abort gap is OK (must dump this beam !!!)



Injection not correctly synchronized w.r.t filling pattern and inside the inhibit window \rightarrow injection kicker inhibit, beam to TDI



Last injection correctly synchronized, injection inhibit window reduced to 8.6 μ s and injection kick length reduced to 6 μ s \rightarrow beam injected, abort gap is OK



Last injection, correctly synchronized, inhibit gate reduced to 8.6 μ s, but injection kick length maintained at 7.8 μ s and 4-PS-batch \rightarrow beam injected, abort gap filled and beam losses on batch 1

Inject & Fill – Filling Pattern

 Injection gating could be simplified with a fixed gate length of 10.6 μs if we change the filling pattern from

Abort_gap \oplus 334 \oplus 334 \oplus 334 \oplus 333 to Abort_gap \oplus 333 \oplus 334 \oplus 334 \oplus 334 or Any filling pattern with the longest batch as last injection

- In this case, a fixed injection gating combined with a fixed injection kick length set to its maximum value will permit to
 - Don't touch Batch1 when injecting last batch
 - Prevent the beam abort gap

- A safe injection into LHC will be guaranteed by:
- 1. The **fast interlock logic within the injection kickers** in order to react to internal failures and reduce their impacts on the beams.
- 2. The **different protection devices** (injection stoppers and injection collimators) foreseen **in the injection region**. Their correct positions w.r.t the machine mode have still to be guaranteed.
- 3. The rigorous application of a succession of different injection modes in order to increase progressively beam intensity from a pilot beam up to a nominal beam. A coherent integration of the different scenarios within the controls system has to be foreseen and an automatic sequencing implemented.

Open issues

- The "1 turn" deadlock between beam dumping systems and injection kicker systems has to be studied into more details.
- In order to implement the "Inject & Probe" mode, a Beam Intensity Interlock (BII) has to be developed.
- The Beam Energy Meter (BEM) foreseen for the beam dumping system will also be used in the injection kickers in order to track the injection kick strength with machine energy. A functional specification for the BEM is in progress.
- A modification of the filling pattern with the longest batch as last injection will permit to protect the beam abort gap during filling.