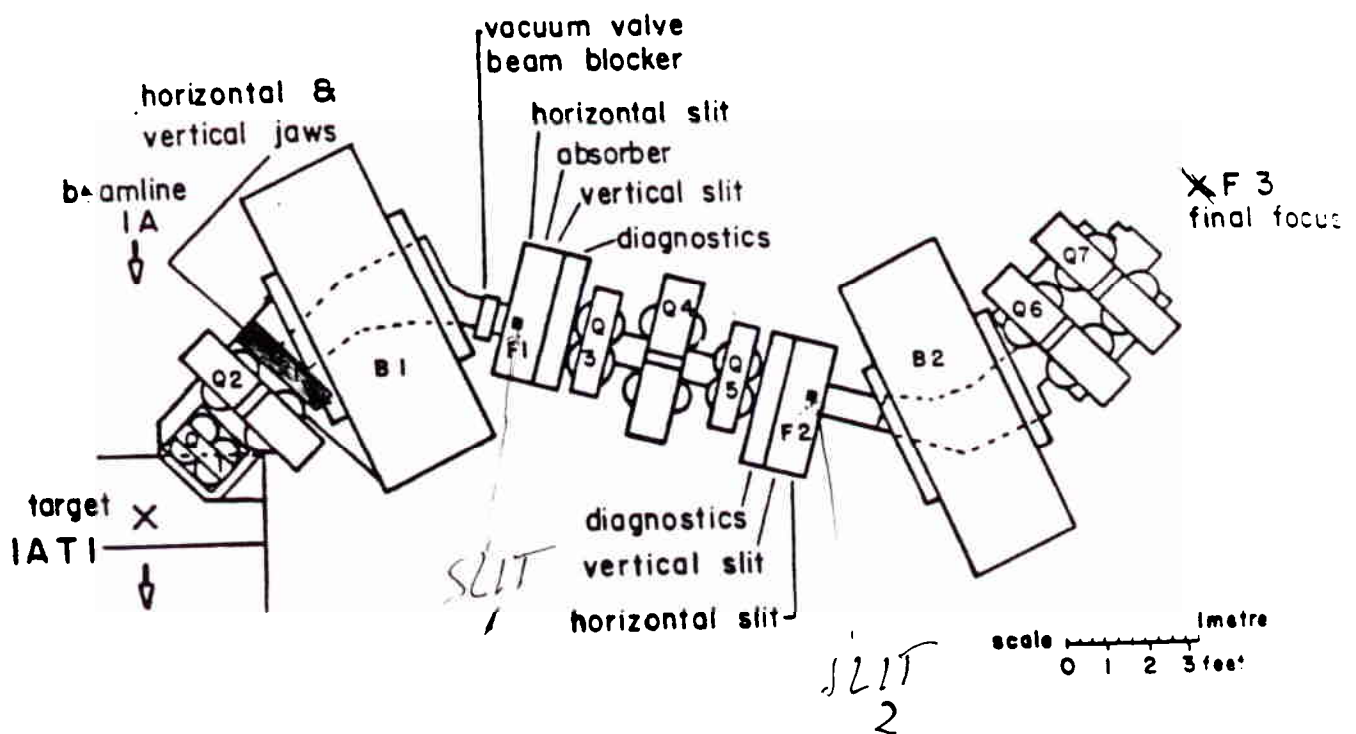


Transparencies of a proposed design
 Jasp Doornbos to the E614 Beams Subgroup
 2000/06/12



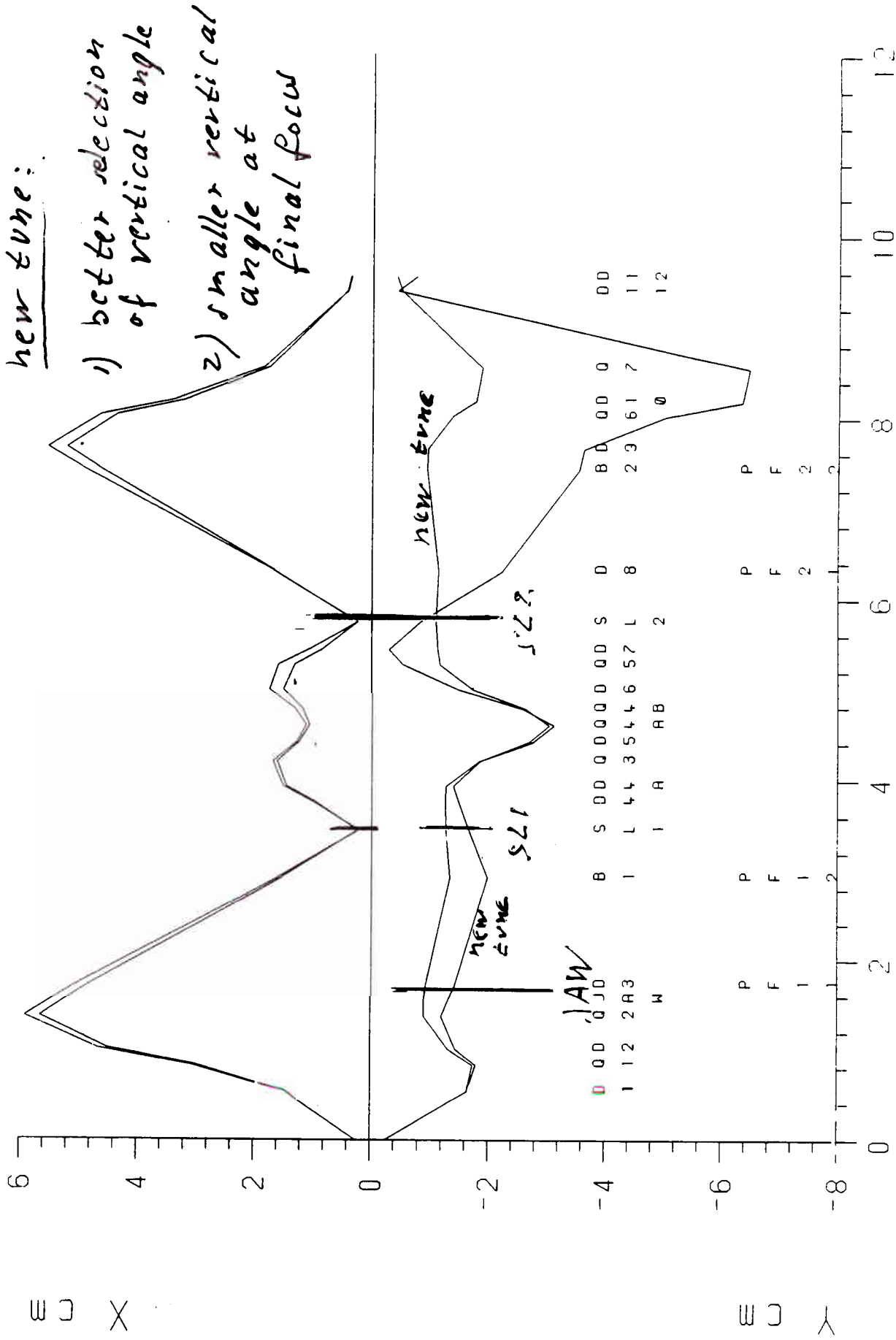
JAWS: Horizontal angle
 Vertical angle

SLIT 1: Momentum bite

SLIT 2: Vertical spot size

target length: Horizontal spot size

X cm and Y cm vs. Z (M)



Quadrupole settings

New compared to Normal

$$Q_1 = -8.0\%$$

$$Q_2 = -1.7$$

$$Q_{3/5} = -0.5$$

$$Q_4 = -12.4$$

$$Q_6 = -1.5$$

$$Q_7 = -2.4$$

TUNING

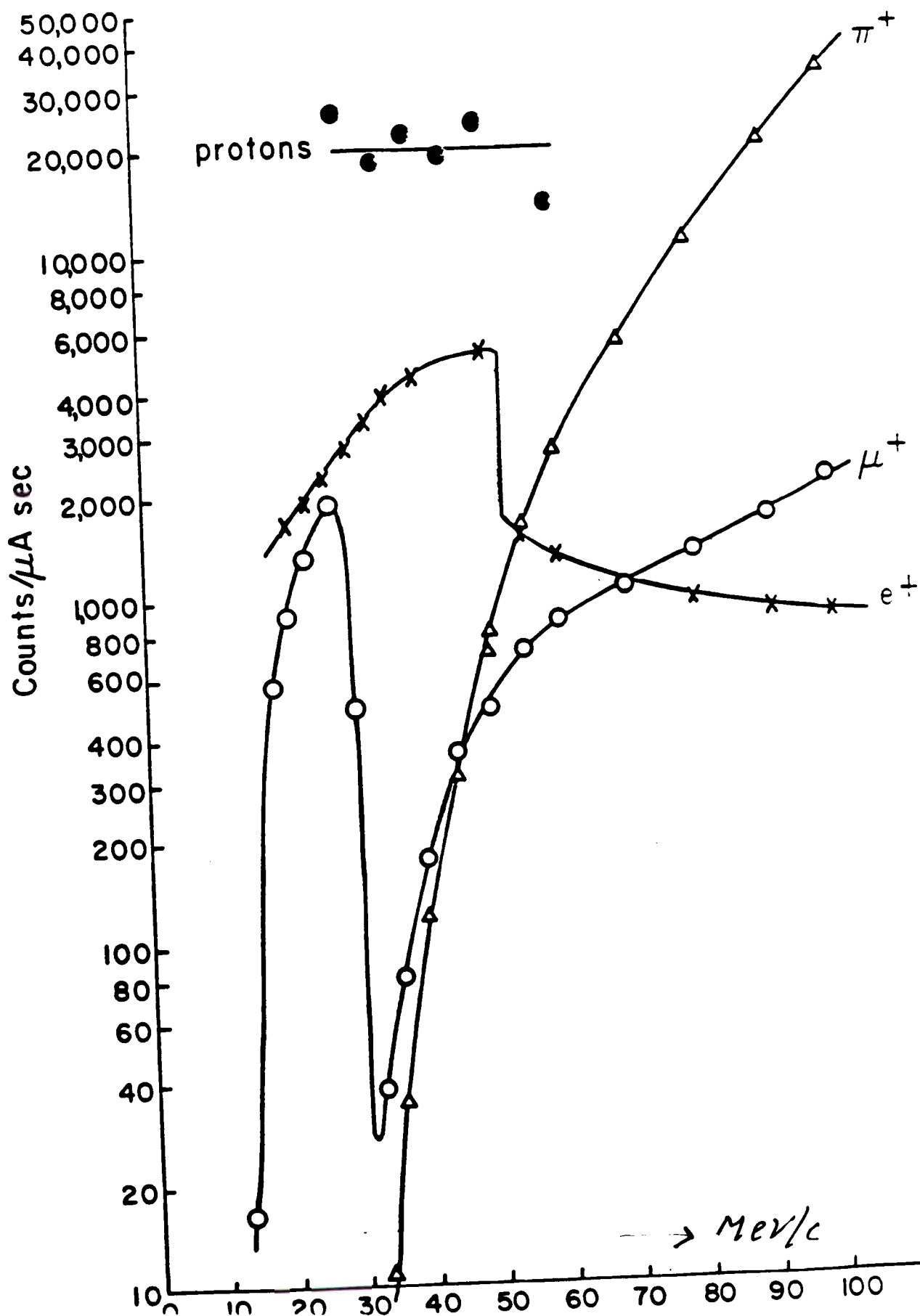
- 1) set quads as best as possible
- 2) close jaws
- 3) determine horizontal focus at F_1 by scanning Surface Muon Edge and changing Q_2

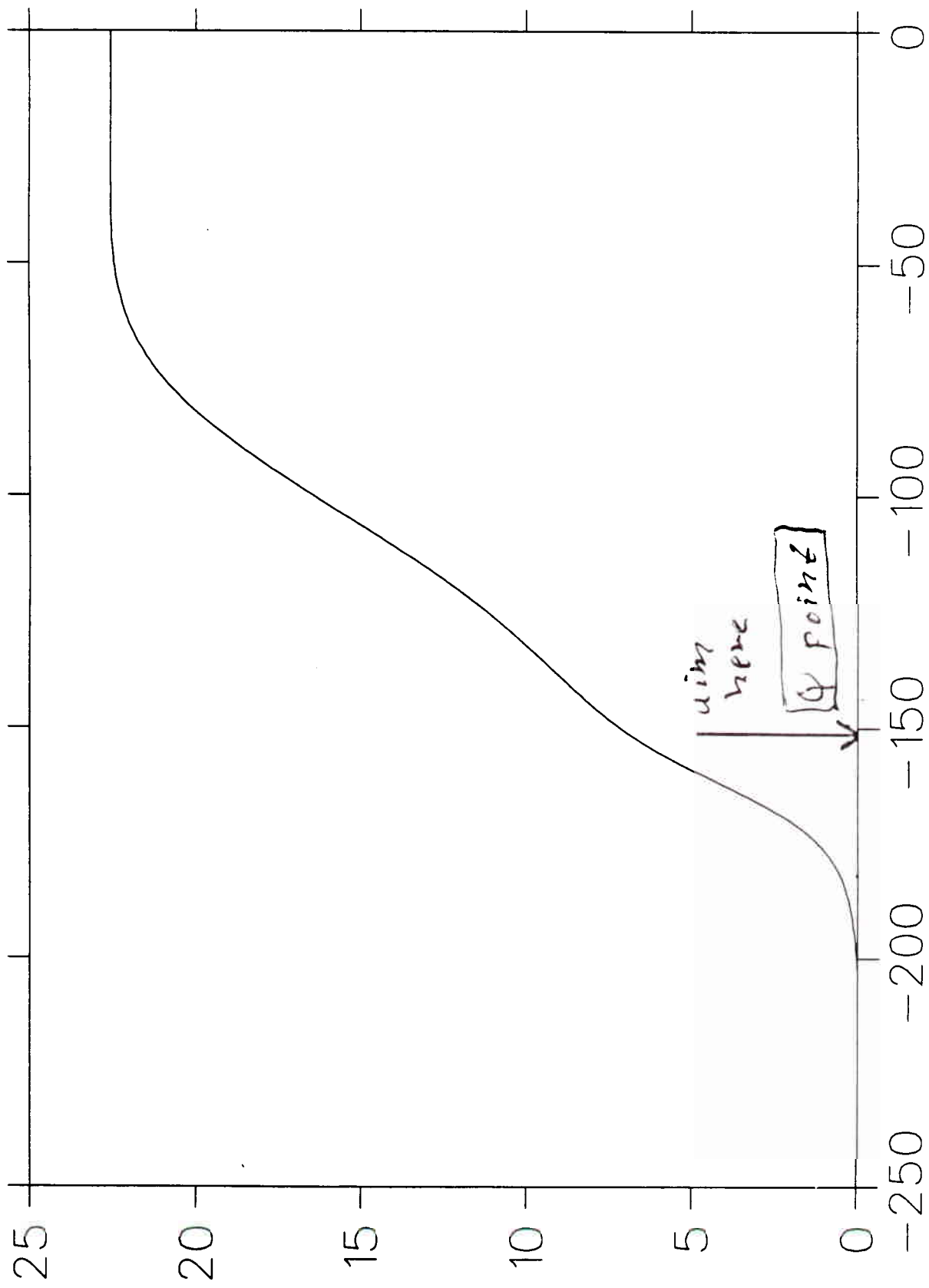
Take several settings of Q_1 and repeat

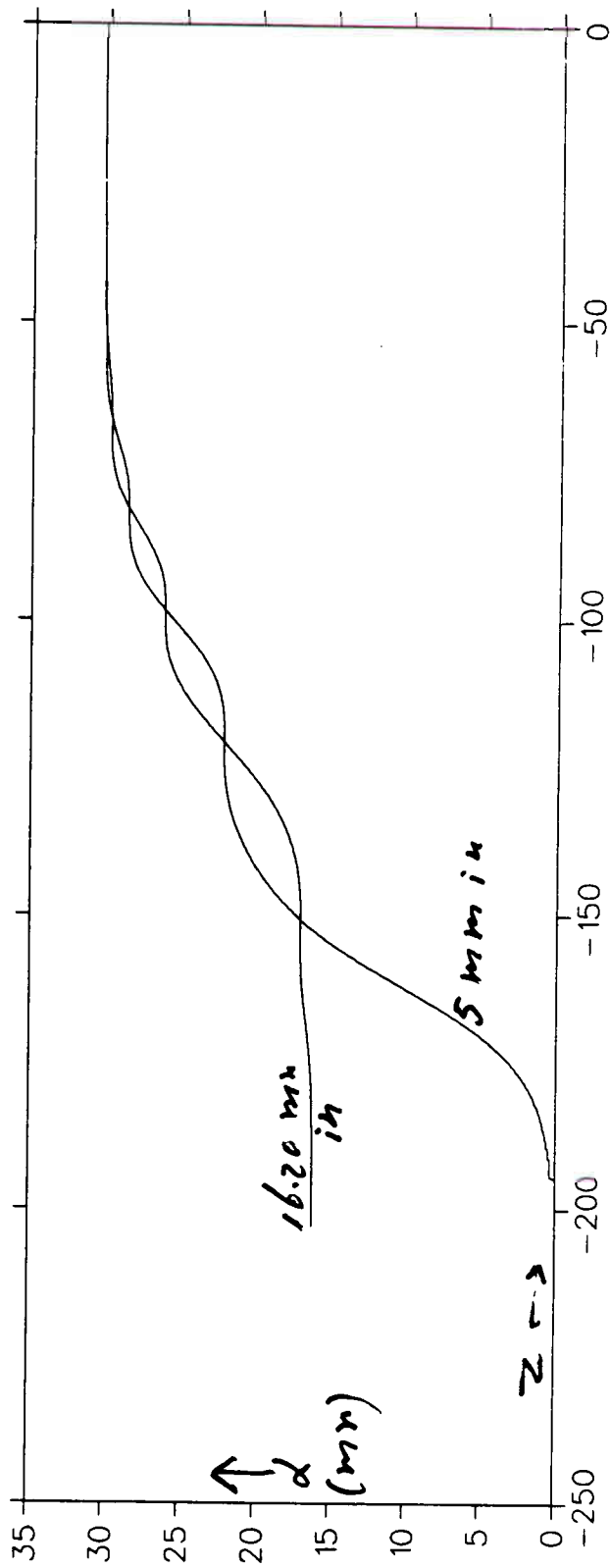
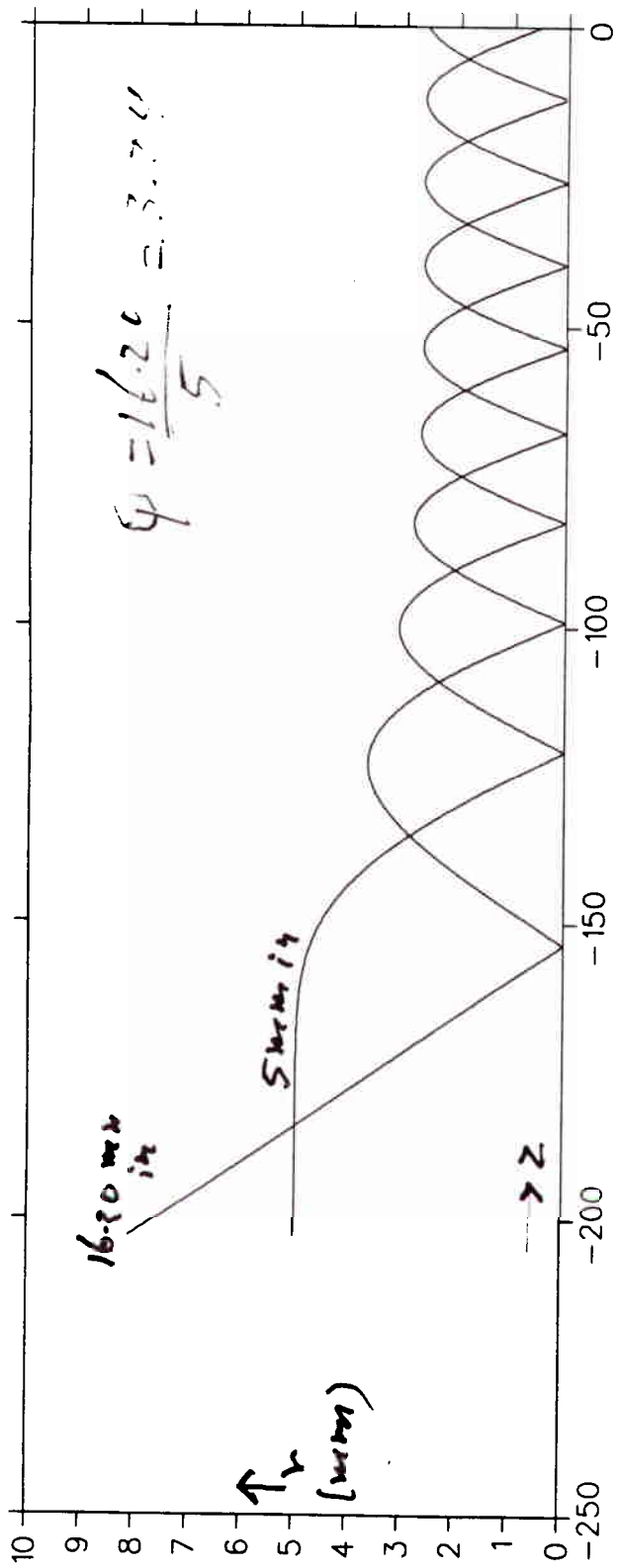
- 1) close horizontal  slit F_1
close horizontal slit F_2
close vertical slit F_2

Optimize intensity with $Q_3/5$ and Q_4

- 2) Tune beam through 5 mm radius hole at the end with Q_6 and Q_7

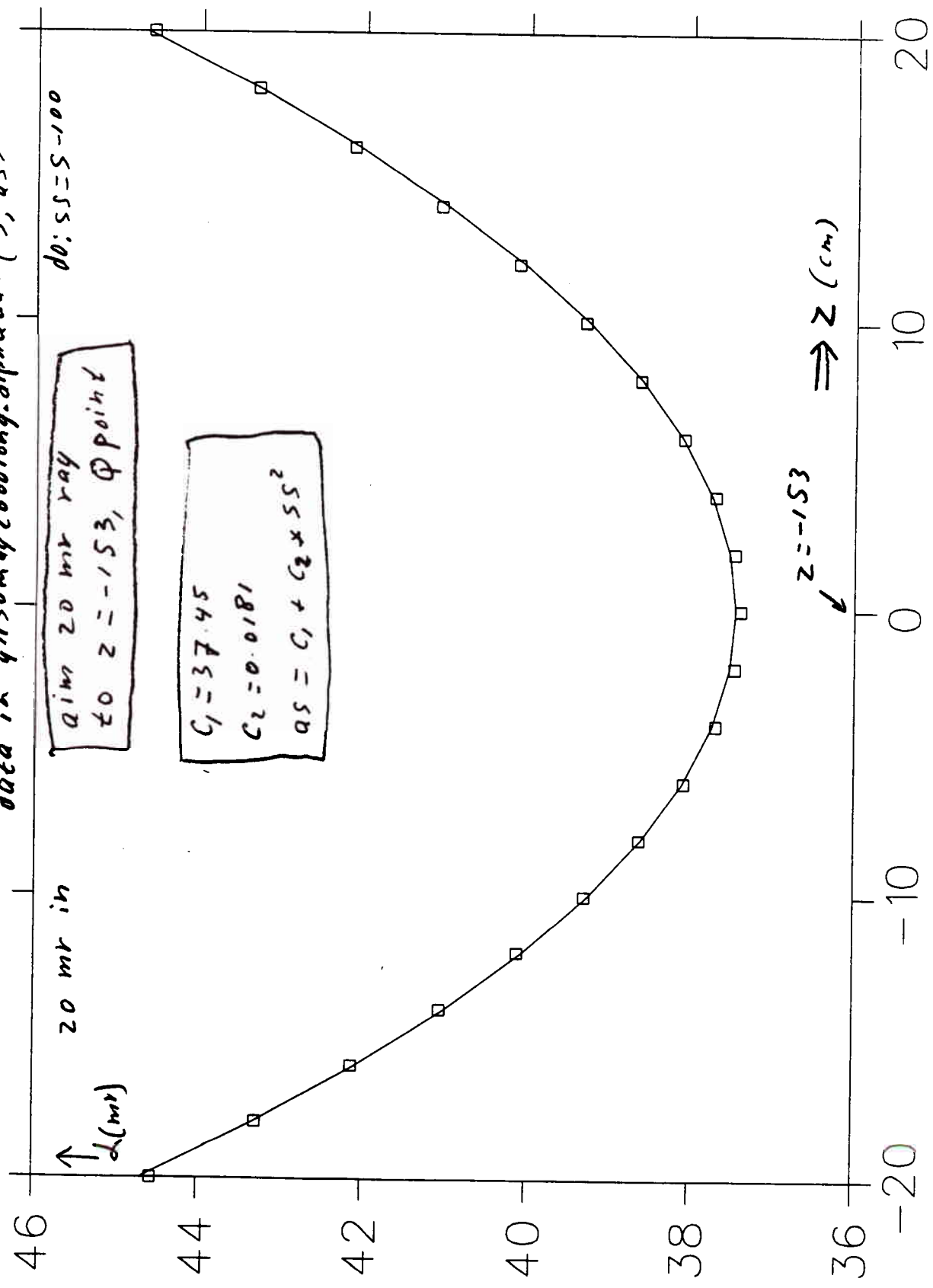






June 8, 2000

data in gil30m42000long.alpha.dat (S, aS)



$$a = \sqrt{\frac{1000}{\Phi \cdot 2p} \left(x^2 + (y - \Phi x)^2 \right)}$$

$$r = \sqrt{\frac{2p \cdot \Phi}{1000} \left\{ \left(x^2 + \frac{y^2}{\Phi^2} \right) \sin^2(\chi + \psi) + \frac{y^2}{\Phi^2} \sin^2 \chi \right\}}$$

$$\chi = \arctan \left(\frac{\Phi x}{y} \right)$$

$$\psi = \frac{z + z_{ref}}{2p}$$

$$B = 33 \times \frac{p \cdot z}{\Phi \cdot 1000}$$

$$r = \sqrt{r_a^2 + r_b^2}$$

$$r_a = \sqrt{\frac{2p \cdot \Phi}{1000} \left(x^2 + \frac{y^2}{\Phi^2} \right) \sin^2(\chi + \psi)}$$

$$r_b = \sqrt{\frac{2p \cdot \Phi}{1000} \cdot \frac{y^2}{\Phi^2} \sin^2 \chi}$$

$$X_f = r_a \cos \gamma - r_b \sin \gamma \times \text{sign}(\gamma)$$

$$Y_f = r_a \sin \gamma + r_b \cos \gamma \times \text{sign}(\gamma)$$

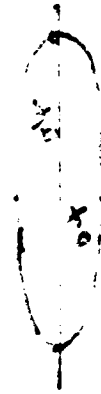
$$\gamma = \gamma_{ref} - \gamma$$

any beam:

- 1) extrapolate $x, \dot{x}, y$ and $\dot{y}$ to
Z of Q point
- 2) rotate coordinate system until
new $\gamma = 0$
- 3) use formulas to calculate
beam parameters in homogeneous
field region
- 4) rotate back to original orientation
in x-y plane



Drift +
 transformation
 wave

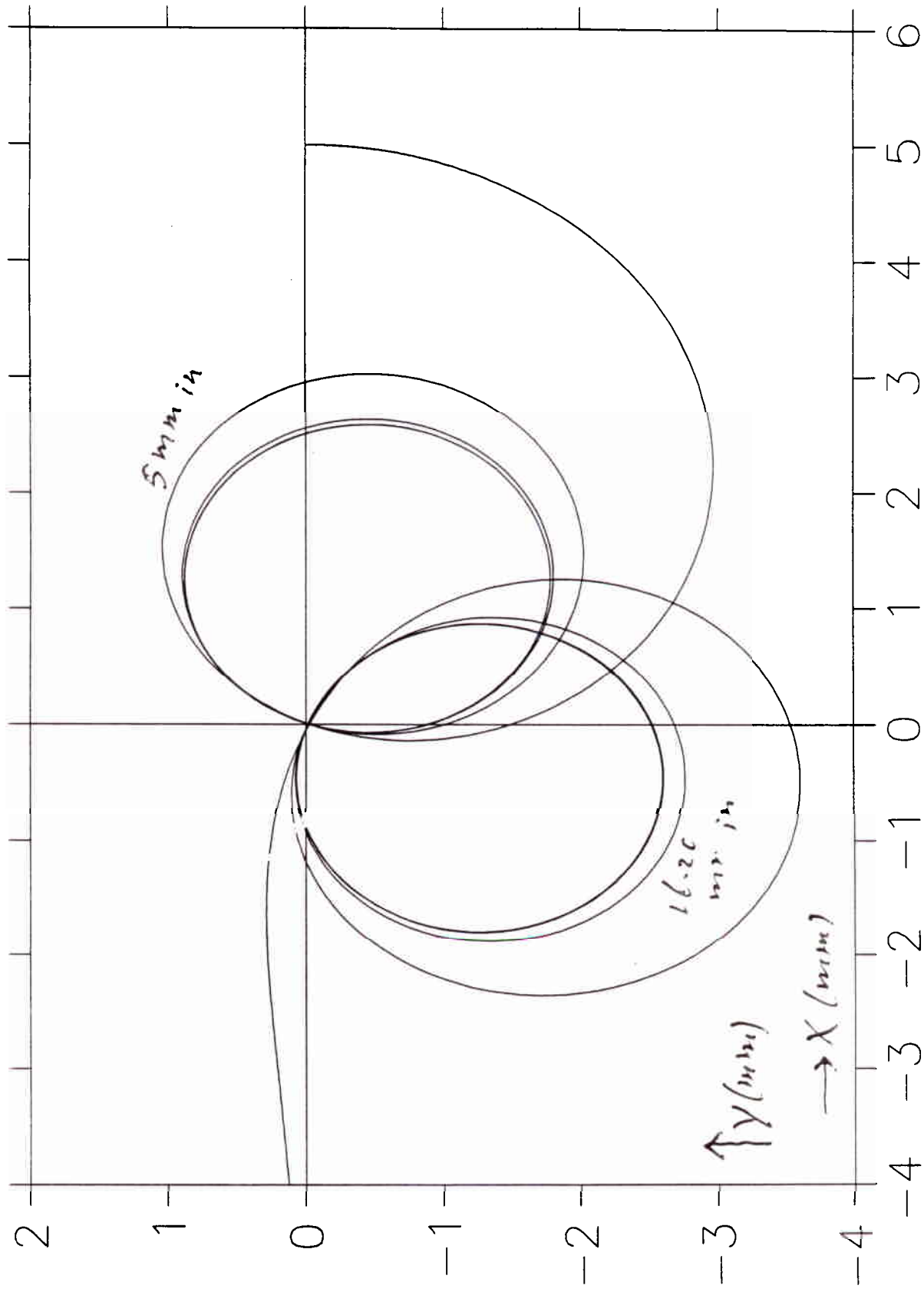


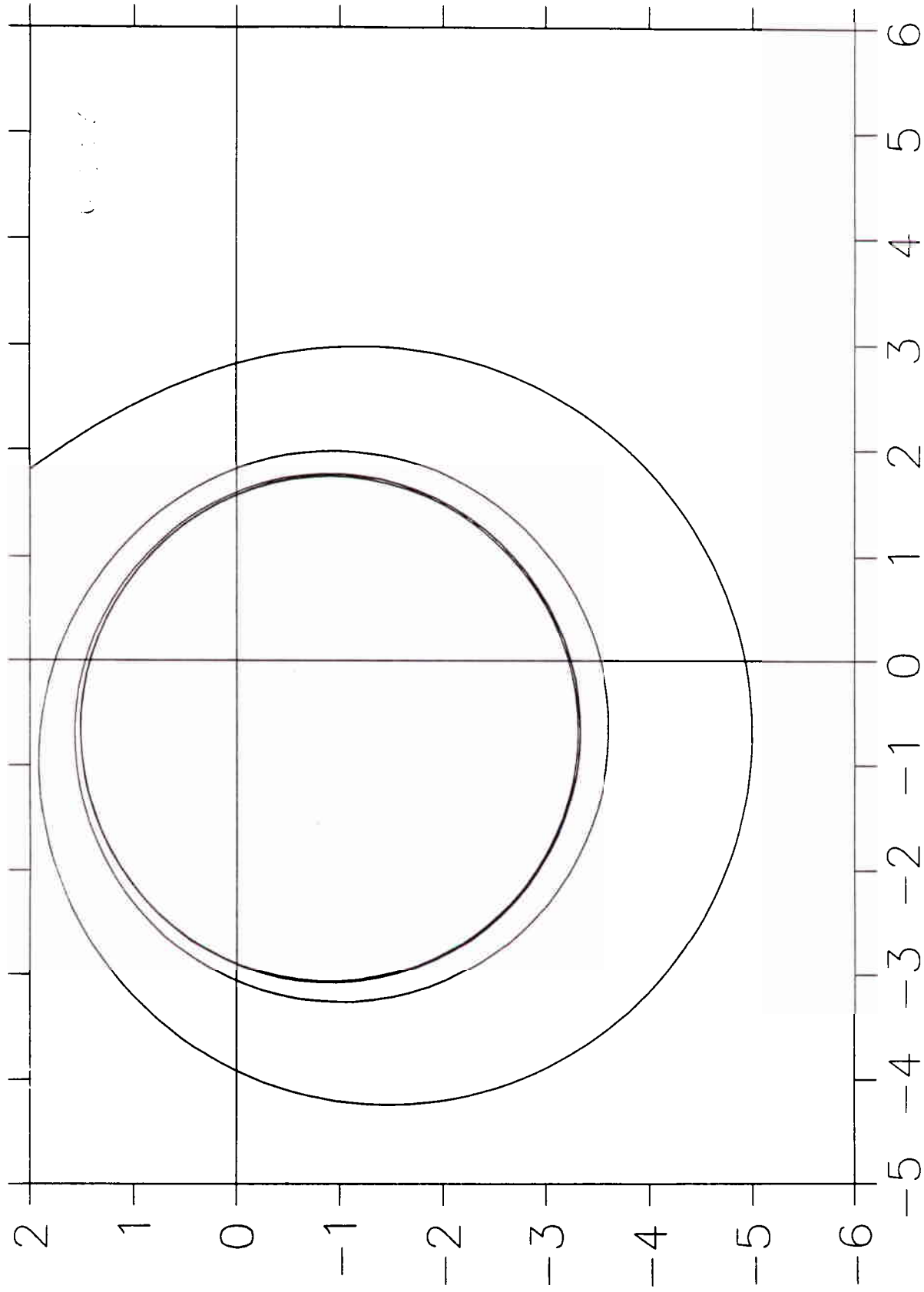
$$f = \frac{c}{x_c}$$

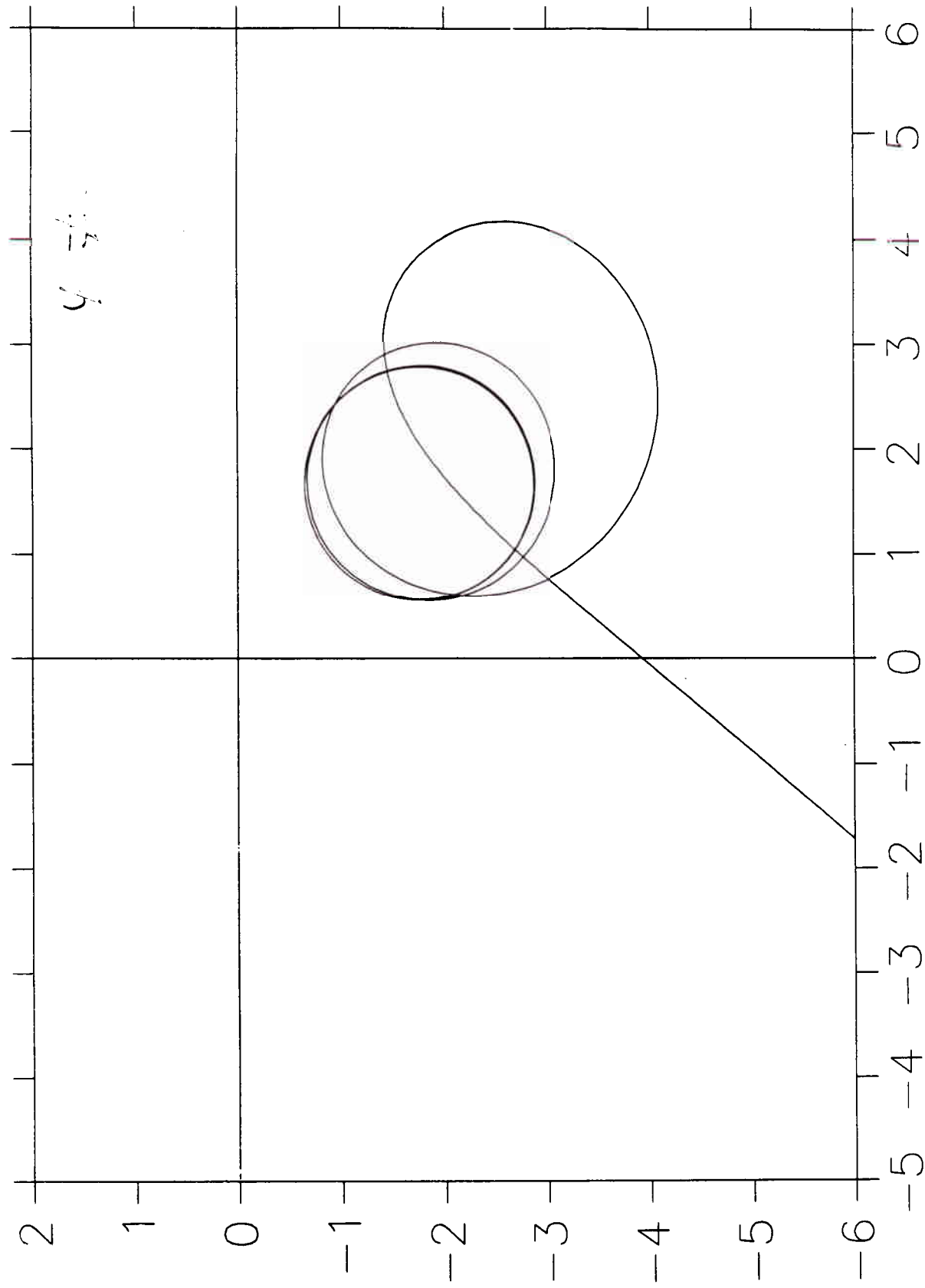
$$x^2 + \frac{c^2}{f^2} = x_c^2$$

$$\varepsilon = G \cdot x_0 \cdot n_0 = G \cdot x_c^2 = G \left(x^2 + \frac{c^2}{f^2} \right)$$

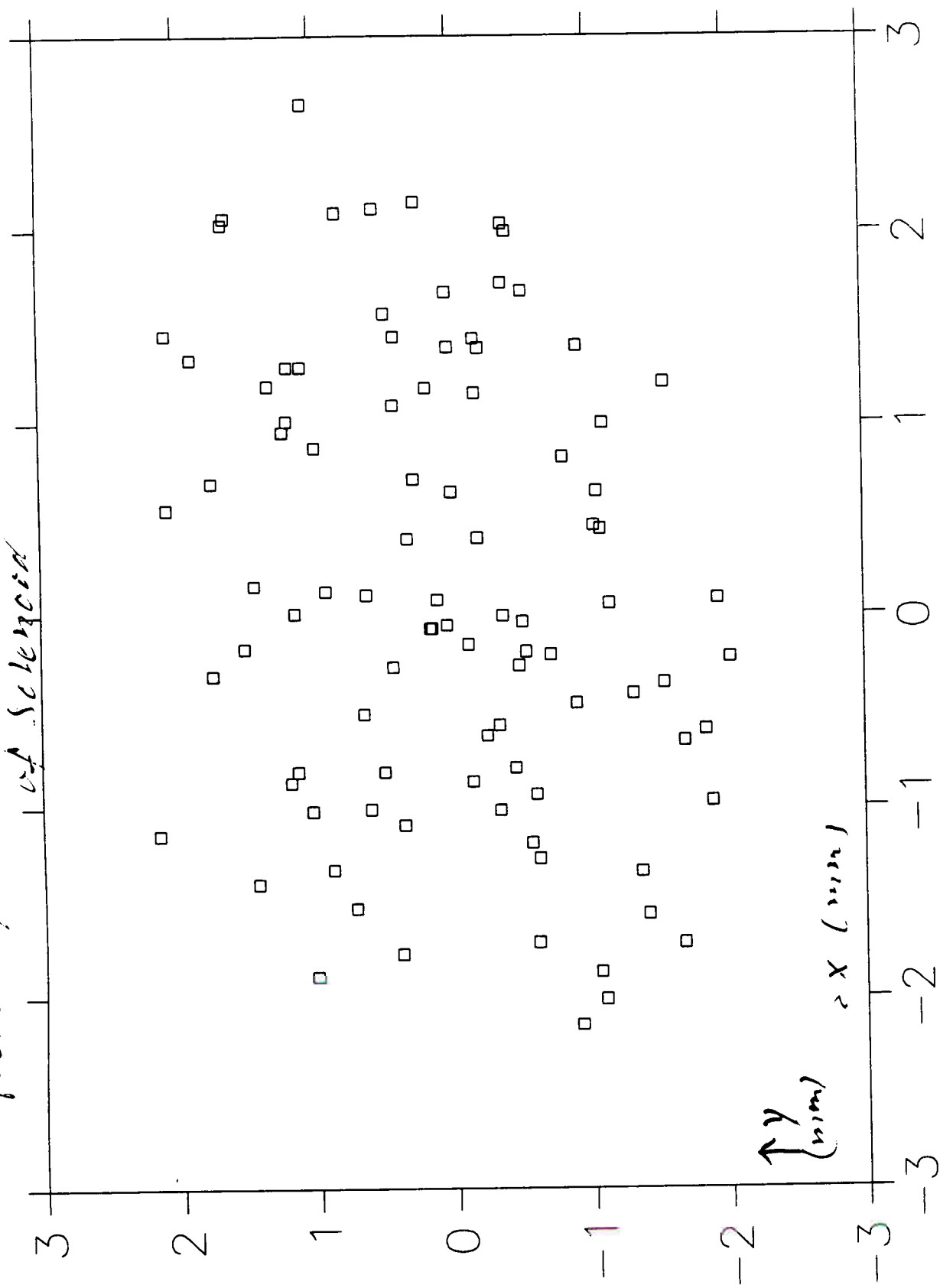
$$x = \sqrt{\frac{1000}{2f} \cdot G \left(x^2 + \frac{c^2}{f^2} \right)} = \sqrt{\frac{1000}{2f} \cdot \varepsilon}$$



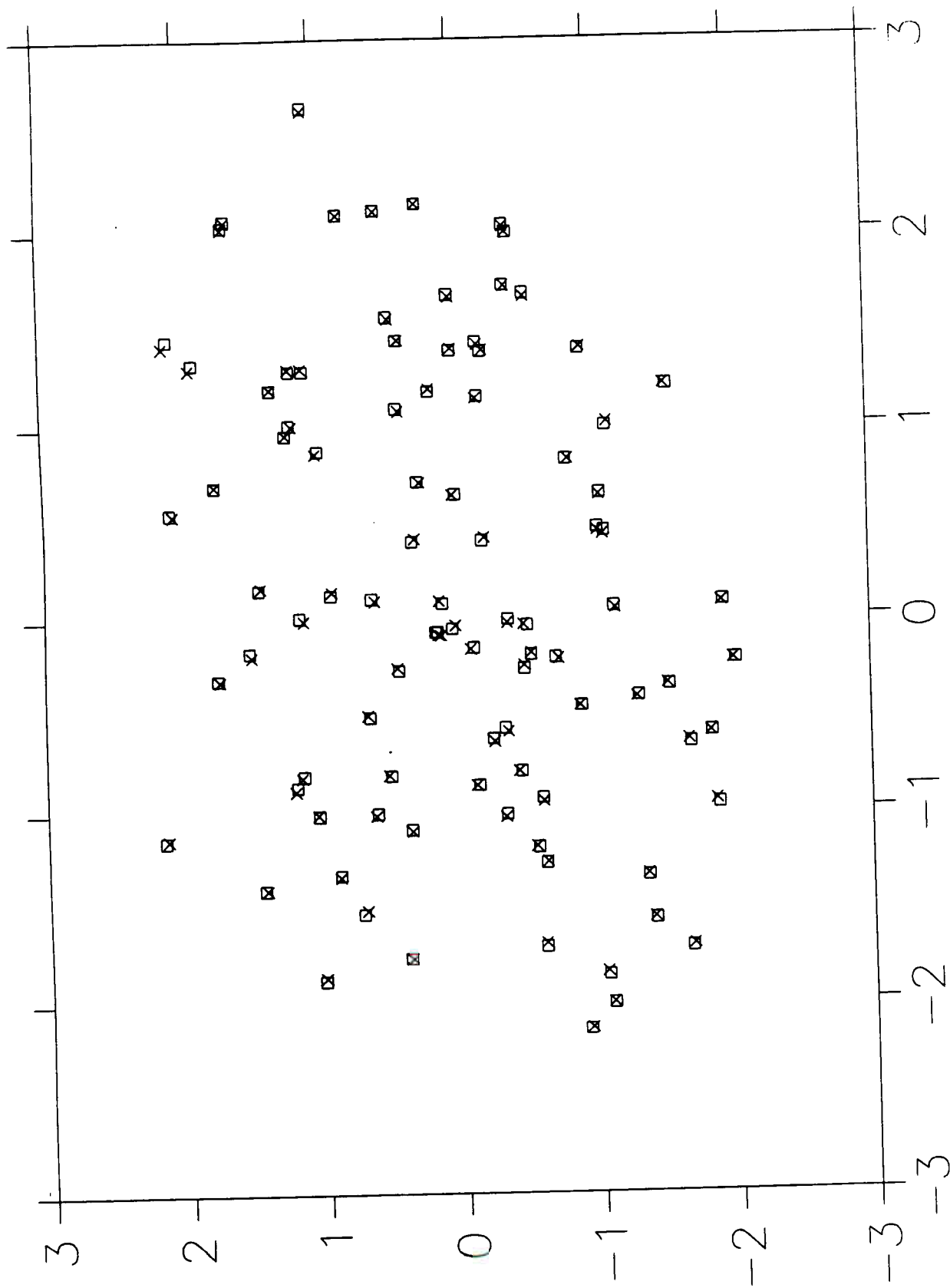




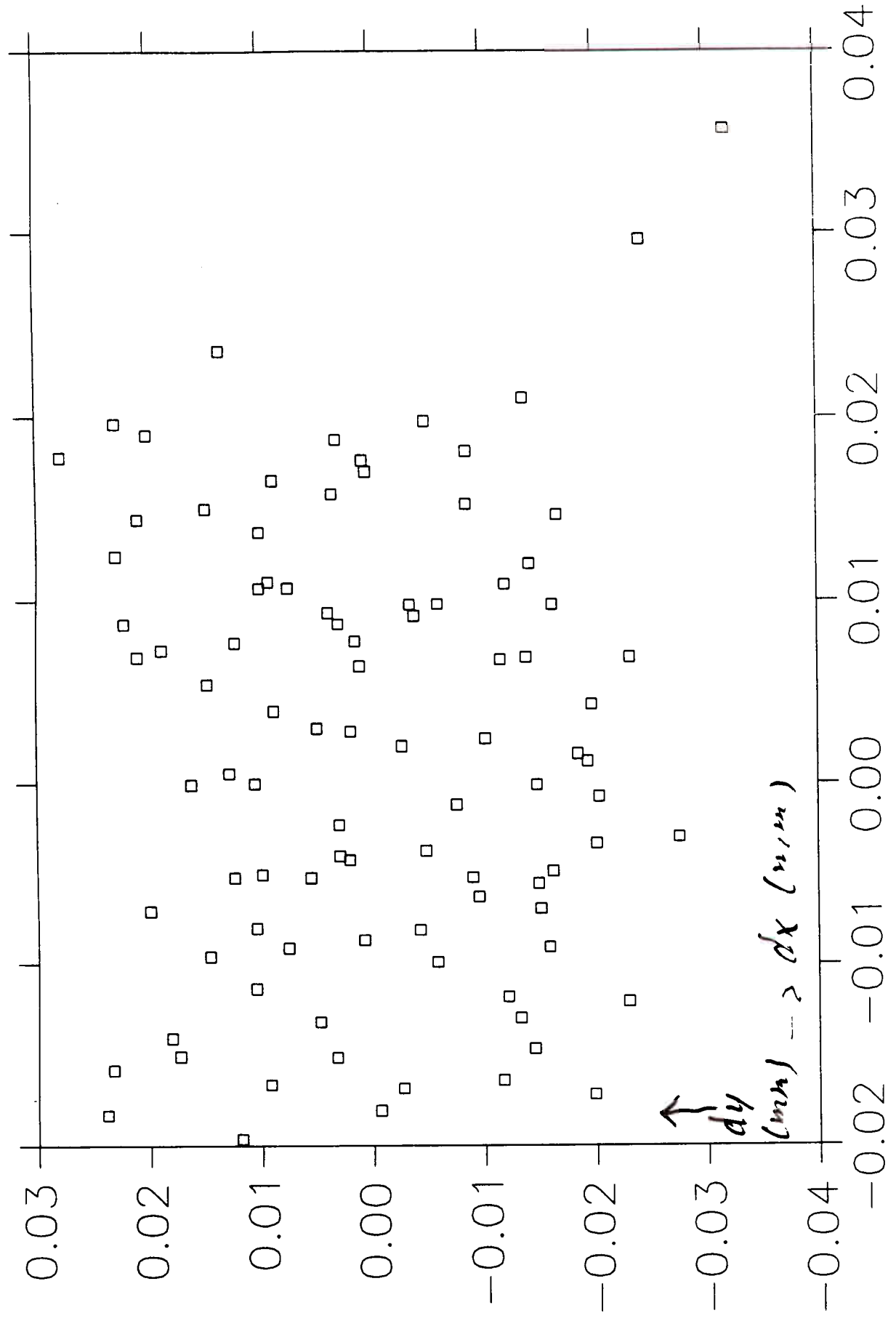
from ray tracing M3 beam to center
of screen



[1] ray tracing X using formulas

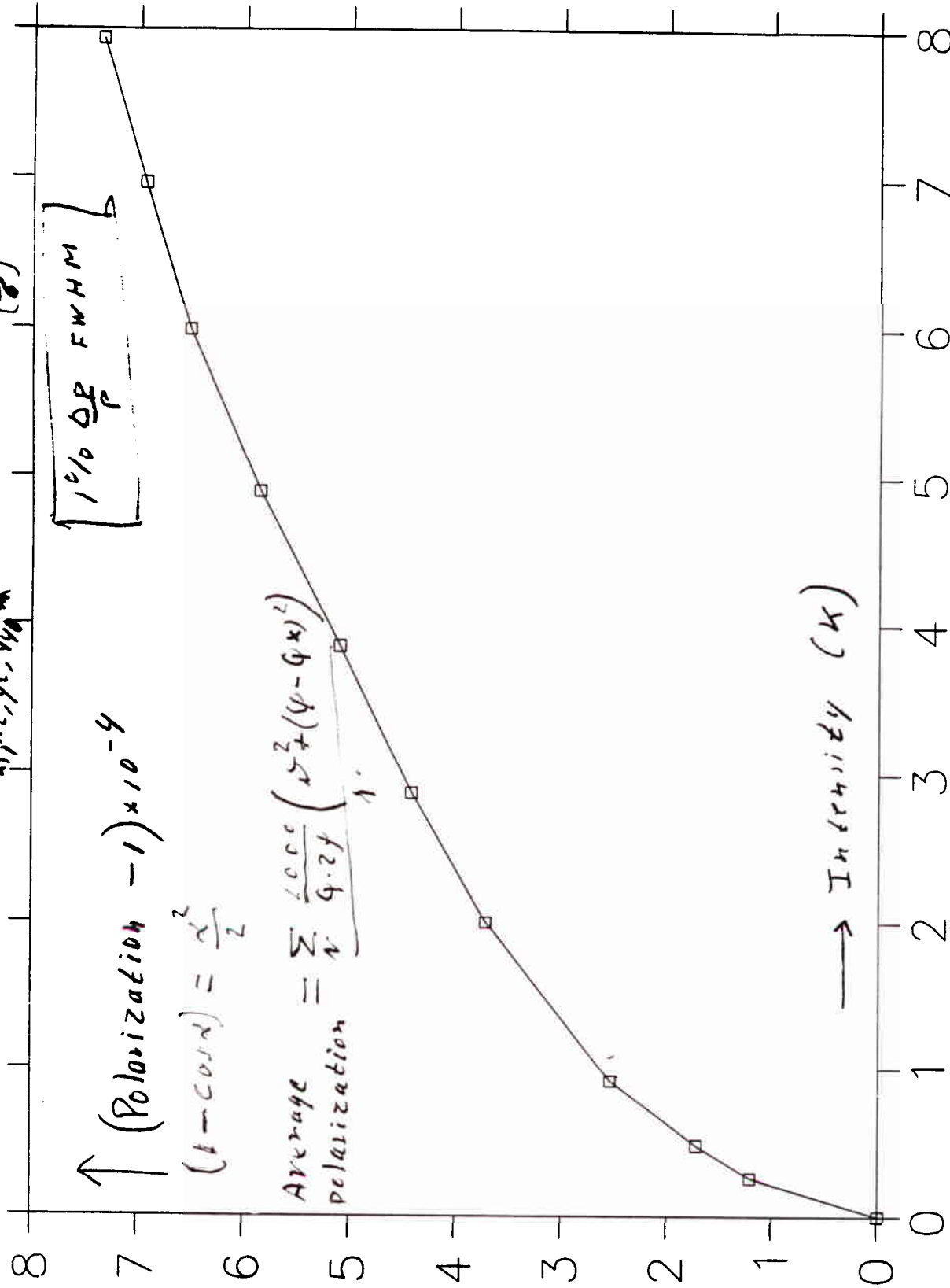


difference between ray tracing and formula



leave x_3 at ± 6 mm (1% Δx) = 0.4, 0.4)

select slicings for $6x$ (sum of positions) and then store by $\sqrt{\frac{5x}{6}}$ or $\left(\frac{x}{6}\right)^{1/4}$ to root in terms of x_1, x_2, y_1, y_2



change in polarization if quadrupoles changed by +1%

