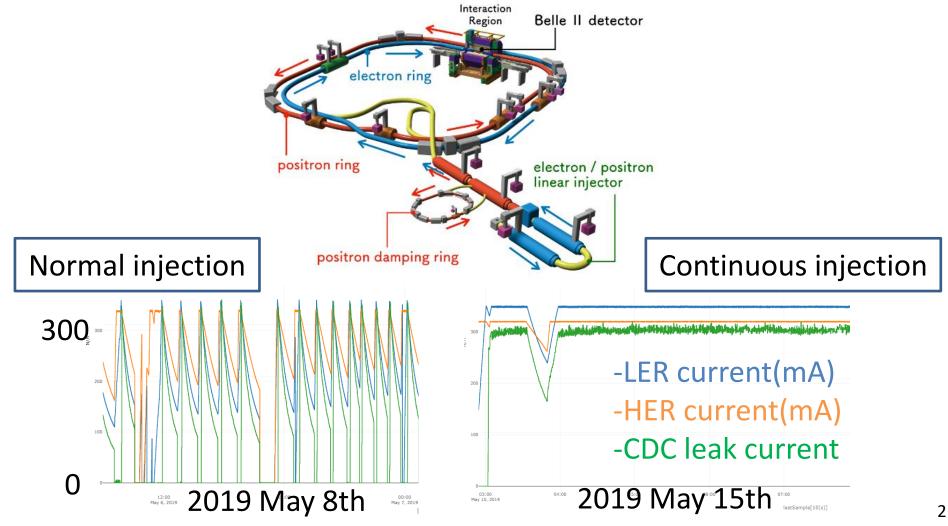
Injection BG duration 2022/11/24 T.Koga, A.Kusudo

beam injection

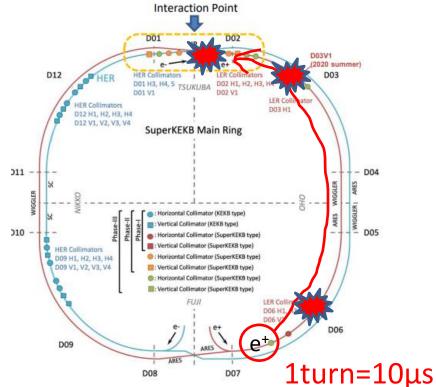
-Beam is injected to main ring from linac and positron damping ring

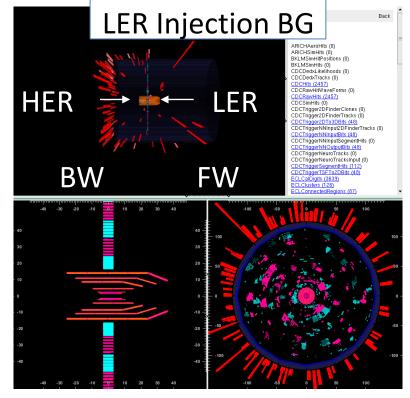
-Injection is done continuously even during physis data taking, in order to keep beam current constant (continuous injection)



Injection BG

- -Injected beam has different position, momentum and beam orbit from the storage beam. (Large horizontal oscillation.)
- -Part (~tens of percent) of the injected electron/position has too different orbit and hits with beam pipe then cause BG (=injection BG).
- -BelleII detects the injection BG when the injected beam passes through the detector, every 10µs.

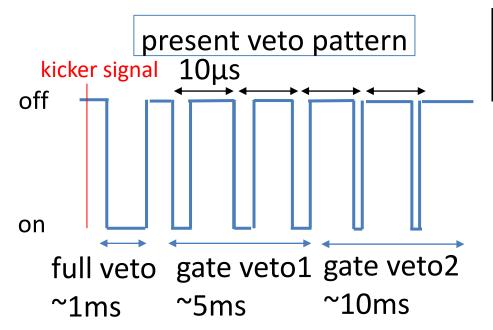


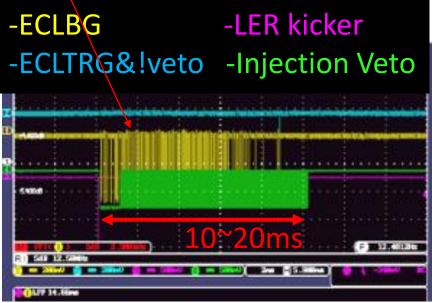


Bellell Injection veto

-To avoid DAQ crash, trigger is vetoed just after injection (injection veto)

- -Veto pattern is induced by the kicker signal from superkekb -veto length can be tuned by parameters
- -It was not expected that BG duration continues more than 10ms (At belle, it was ~1ms.)

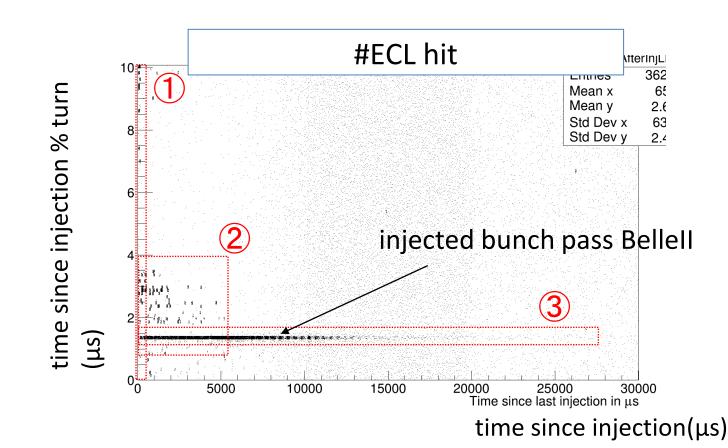




Injection veto pattern with 2D view

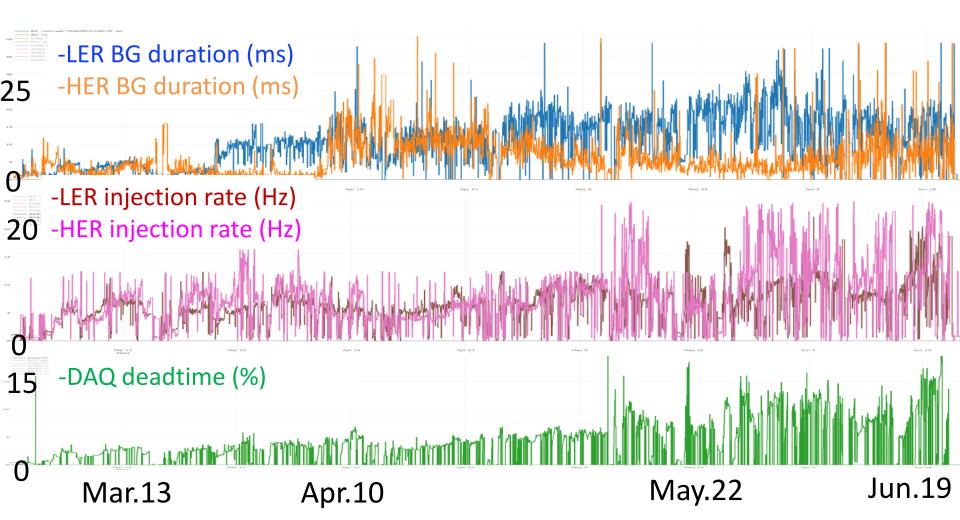
-Injection veto structure

-(1)~0.5ms: full veto -(2)0.5~10ms: gate veto1 -(3)10~30ms: gate veto2 (same as Belle) (since 2019) (since 2020)



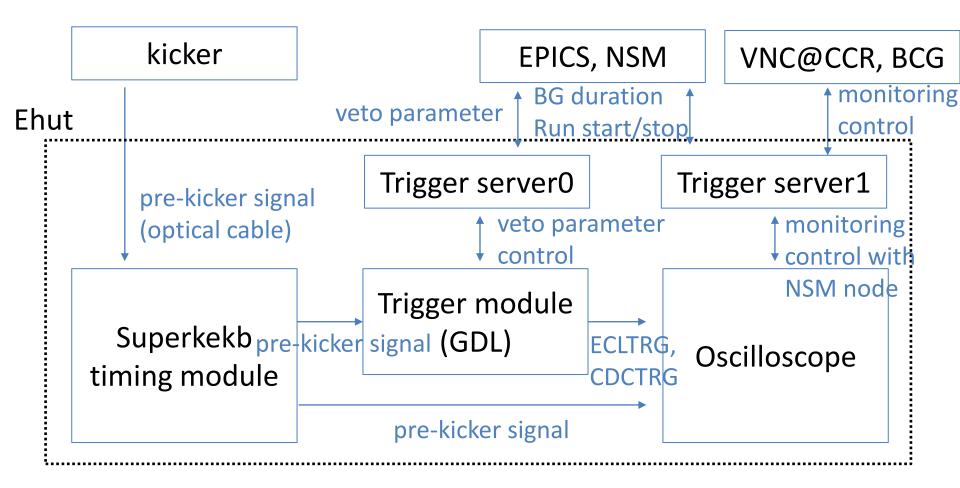
Injection veto and data taking efficiency 2022ab

- -Injection veto causes the DAQ dead time: \sim length of injection veto Dead time = (dead time per injection) × (averaged injection rate)
- -Injection veto causes the largest DAQ deadtime (2022ab: 5~15%)



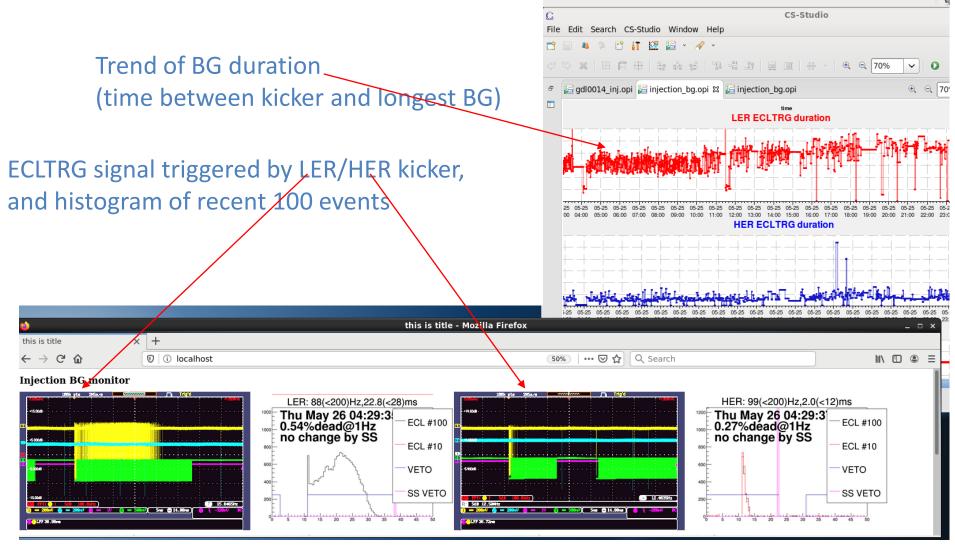
BG duration monitoring system

-From 2019 October, online monitoring has been done at control room -to share BG duration with KCG and machine experts



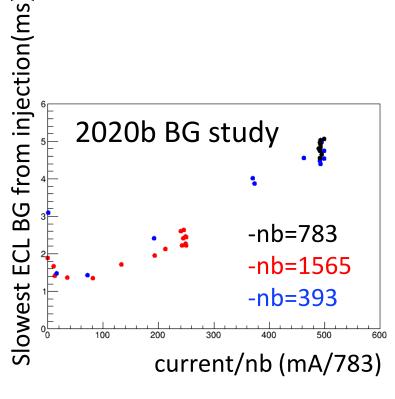
BG duration monitoring system

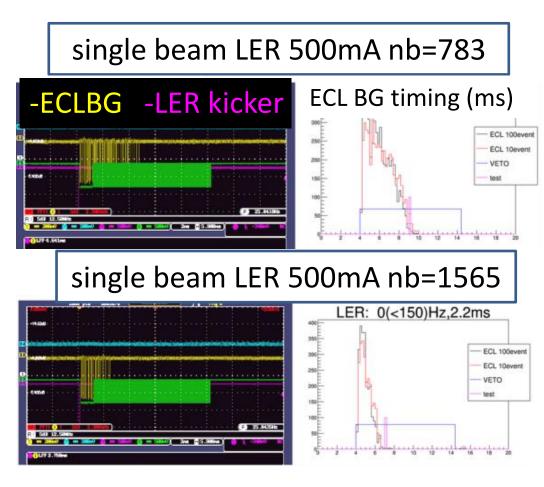
-From 2019 October, online monitoring has been done at control room -to share BG duration with KCG and machine experts



Investigation of BG duration: bunch current

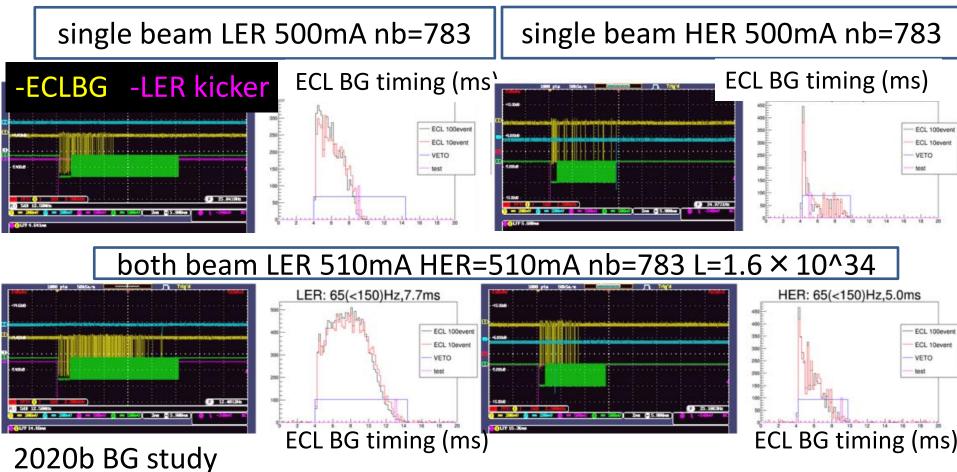
-Several features are observed by the monitoring -②BG duration is proportional to bunch current: interaction between injected bunch and storage bunch





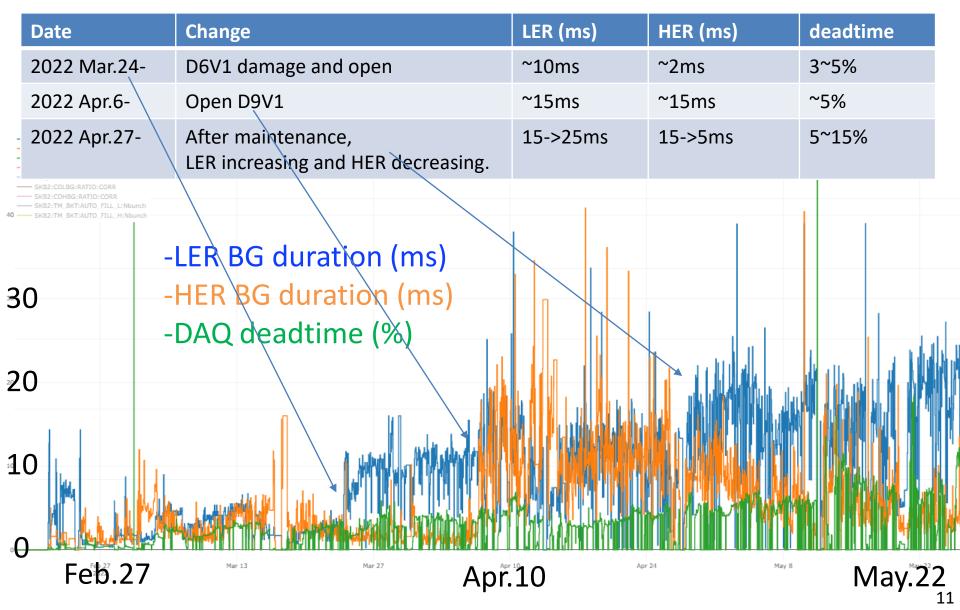
Investigation of BG duration: collision

-Several features are observed by the monitoring -④BG duration increases ~2times by collision than single beam: interaction between injected bunch and collided bunch



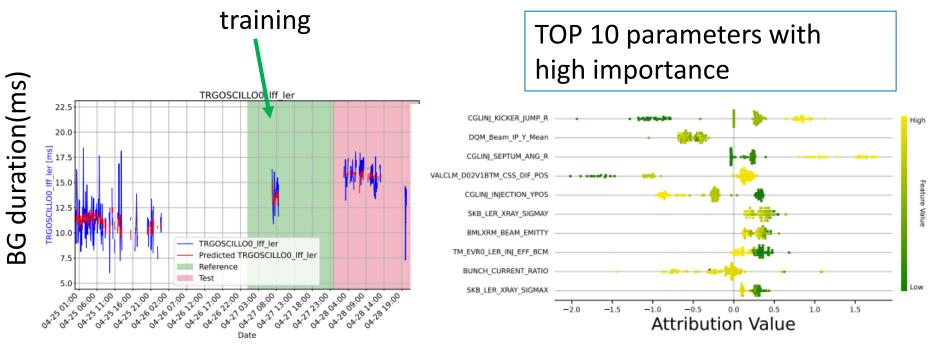
Investigation of BG duration: parameter dependence

-Check change of duration and machine condition



Investigation of BG duration: machine learning

- -Benjamin from MDI has been checked the parameter dependence with machine learning technique
- -Roughly consistent with my check,
- but more detailed/small relation has been investigated well.



-data -machine learning expectation

Fundamental reason of large BG duration

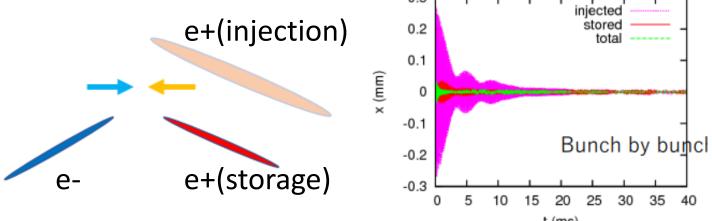
-Reason of BG duration is not understood yet

-From 1-5, a possible scenario is,

-Oscillation of the injected beam is remained a long time by interaction between the injected beam, storage beam and collision.

It is propagated to vertical with x-y and chromatic coupling.

-Ohmi-san's simulation study shows such effect

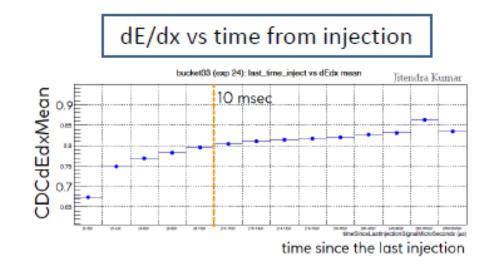


-Because it is difficult to solve the issue completely,^{t (ms)} It is important to monitor the BG duration and find optimal condition

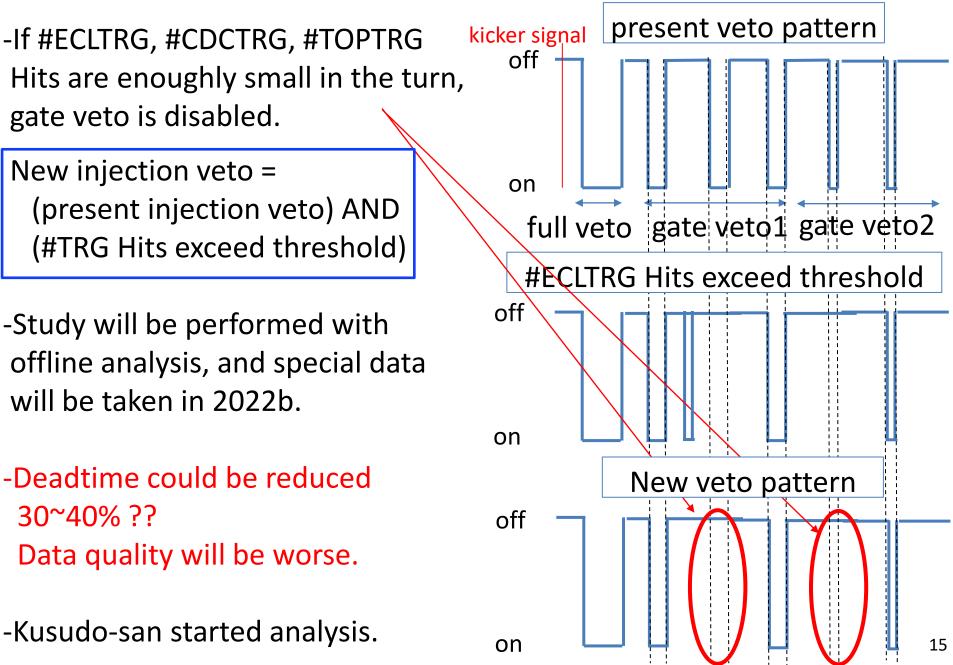
-I am thinking to join Ohmi-san's simulation study (but not time..(-_-;)). If you are interested, please let me know !!

Injection veto and data quality

- -TRG asked performance group to investigate data quality just after beam injection (slide at performance meeting)
- -Many analyzers are checking the performance as a function of "time since injection". See Petar's talk, Thank you very much !
- -Based on their input, we should consider if we can loose the injection veto or not, while keeping data quality at acceptable level.

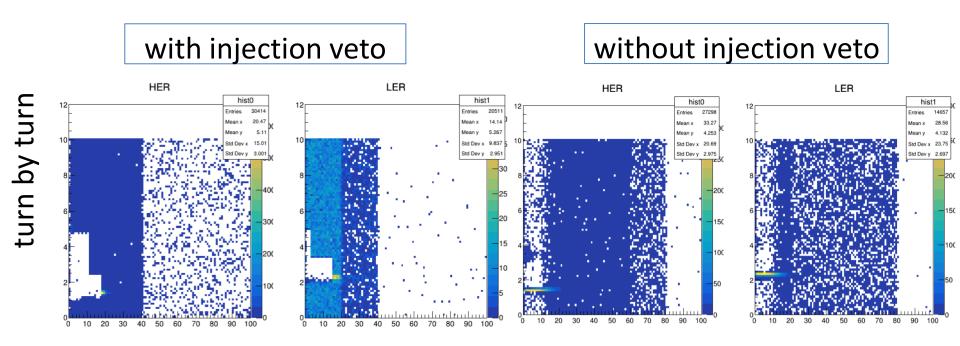


New injection veto in LS1



-Comparison of detector and trigger distribution w/o injection veto -exp26run1780: with injection veto, physics trigger -exp26run1940: no injection, physics trigger, event separation time=1ms

-Time since injection

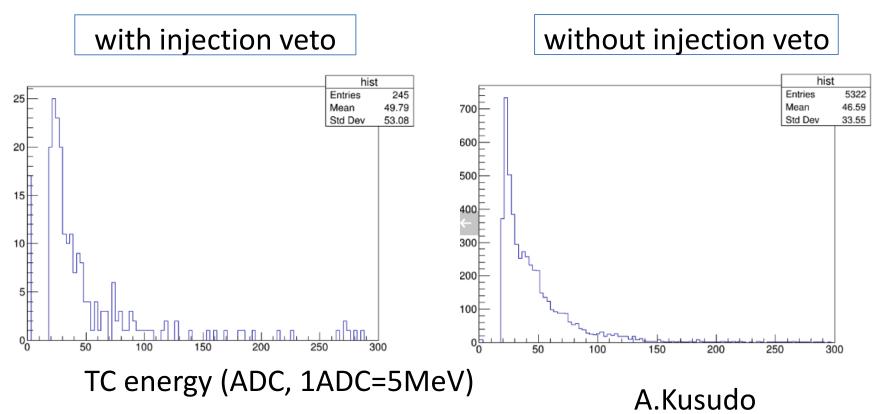


time since injection (ms)

A.Kusudo

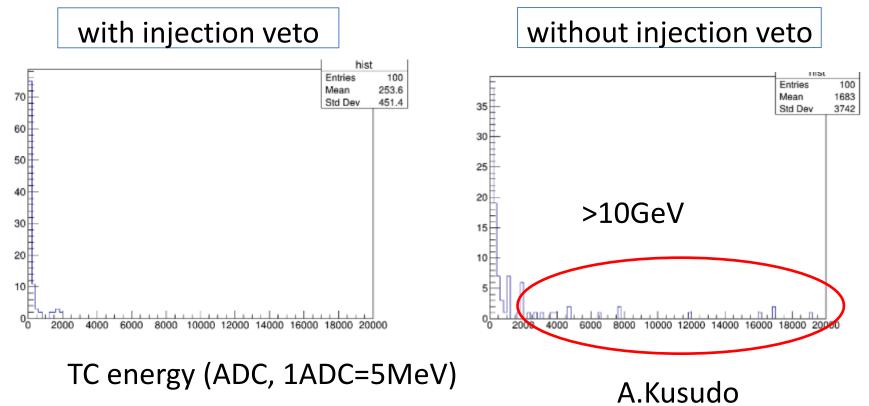
-Comparison of detector and trigger distribution w/o injection veto -exp26run1780: with injection veto, physics trigger -exp26run1940: no injection, physics trigger, event separation time=1ms

-ECLTRG energy (TC by TC)



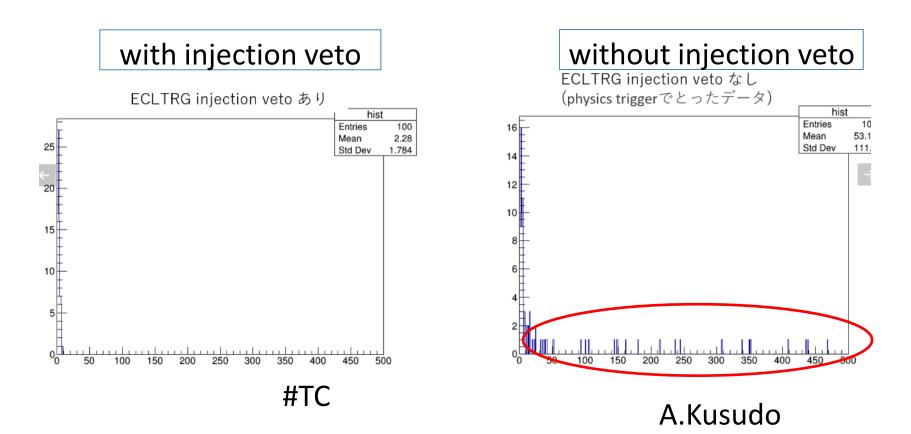
-Comparison of detector and trigger distribution w/o injection veto -exp26run1780: with injection veto, physics trigger -exp26run1940: no injection, physics trigger, event separation time=1ms

-ECLTRG energy sum (sum of all TC in an event)



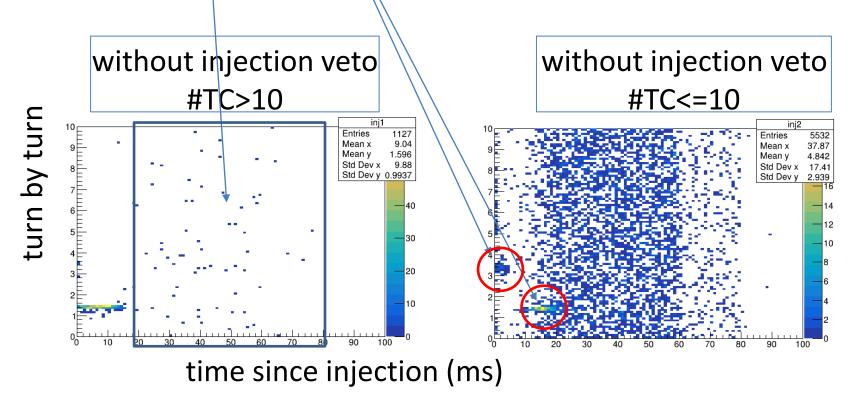
-Comparison of detector and trigger distribution w/o injection veto -exp26run1780: with injection veto, physics trigger -exp26run1940: no injection, physics trigger, event separation time=1ms

-ECLTRG #cluster(#TC in an event with >100MeV)



Time since injection with #TC>10 and <=10 (primary criteria for veto)
-~1% impact for physics efficiency at maximum
-some leakage of injection BG.
Need to check TOP #hits if DAQ crashes or not.

-Need further study but not bad as the first trial



Summary

- -Introduce studies of Injection BG duration performed so far -interaction of injected bunch and stored bunch may be the reason
 - -in 2022ab, collimator configuration was sensitive to BG duration
 - -It is important to monitor the BG duration and find optimal condition with machine experts time to time.

- -BG duration will be a key factor to improve data taking efficiency -Deadtime is 10~15% at the end of 2022ab. It will increase more with bunch current in future.
- -R&D is on-going for new injection veto scheme during LS1. If goes well, 30~40% dead time reduction is possible. But data quality will be degradated further.

backup

Investigation of BG duration (5) parameter dependence

-Several features are observed by the monitoring

-(5)BG duration changes by many parameters.

Effective parameters are different time to time.

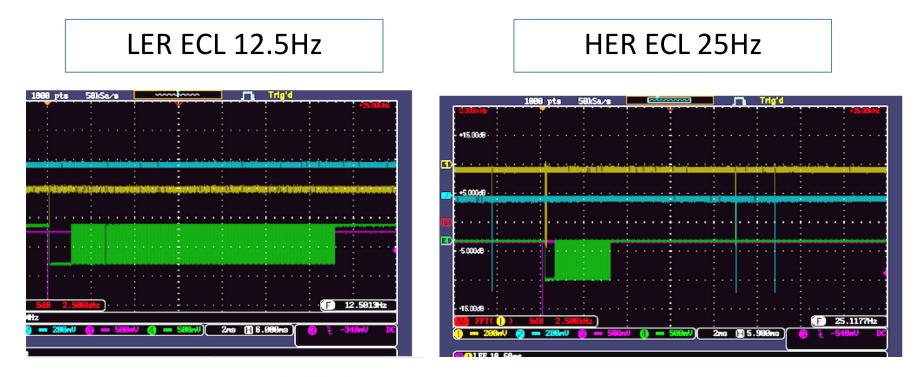
(βy*, tune, knob, collimator, room phase,...)

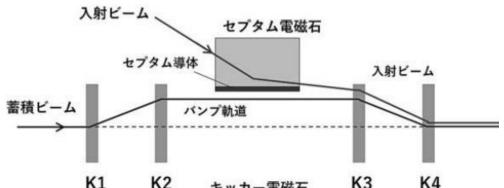
Major changes of BG duration

Date	Change	LER (ms)	HER (ms)	deadtime
2021 Feb. 28-		~5ms	~5ms	1~2%
2021 Mar. 20-	D6V1 damaged	~15ms	3~5ms	4~5%
2021 Apr. 9-	current increase	15~25ms	3~5ms	8~10%
2021 Apr.21-	HER loss issue, low current	10~15ms	5~8ms	~5%
2021 Apr.30-	Optics correction	~10ms	5~8ms	5~7%
2021 May 9-	HER R4' scan	~10ms	1~5ms	3~5%
2021 May 28-	QCS quench	~15ms	~8ms	4~6%
2021c	(very stable)	5~10ms	5~10ms	~4%
2022 Mar.24-	D6V1 damage and open	~10ms	~2ms	3~5%
2022 Apr.6-	Open D9V1	~15ms	~15ms	~5%
2022 Apr.27-	After maintenance, LER increasing and HER decreasing.	15->25ms	15->5ms	5~15% 23

Investigation of BG duration: 空うち

-Several features are observed by the monitoring -①no BG duration is seen by 空うち: storage beam is not reason





Investigation of BG duration ③ single bunch

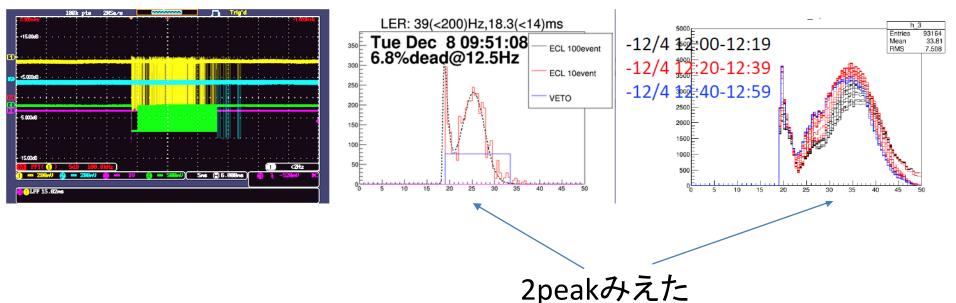
-Several features are observed by the monitoring

- 3BG duration is seen by single bunch (1.0mA):

not caused by multi bunch interaction

LER single bunch (1.0mA) run時のBG duration 2020/12/8, 12/4

Injection BG monitor



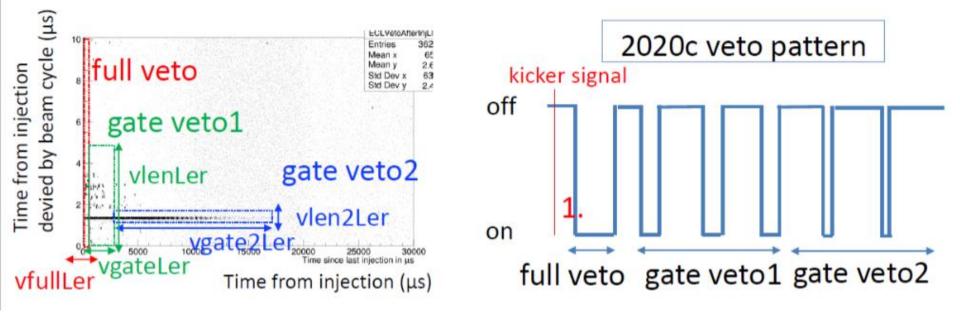
Injection veto structure

-Injection veto has three patterns

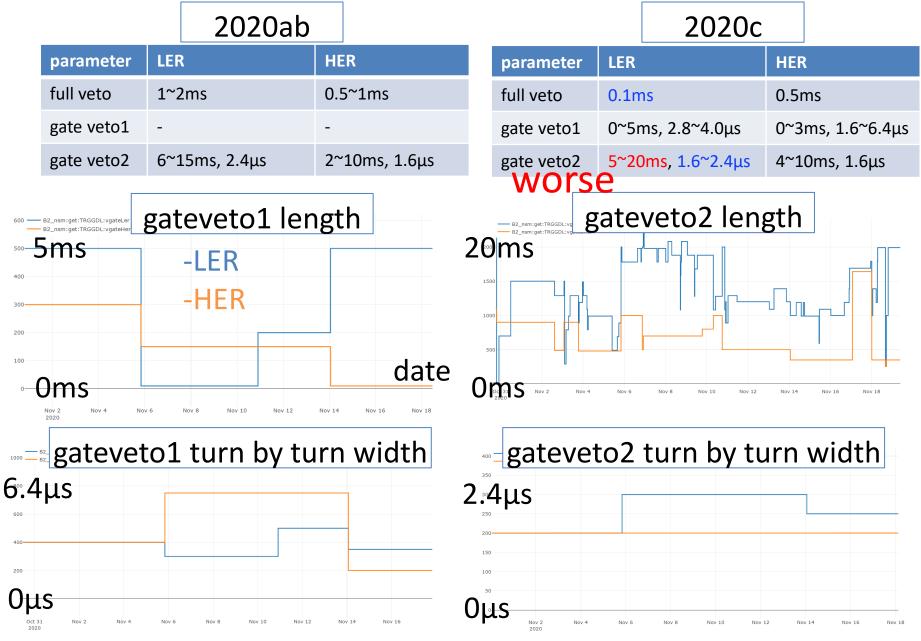
-full veto: veto all of turn

-parameter: veto length (B2_nsm:get:TRGGDL:vfullL(H)er, 10µs)

-gate veto: veto part of turn -parameter: veto length (B2_nsm:get:TRGGDL:vgate(2)L(H)er, 10μs) turn by turn veto width (B2_nsm:get:TRGGDL:vlen(2)L(H)er, 8ns) -two gate veto with independent parameters



Veto parameters in 2020c



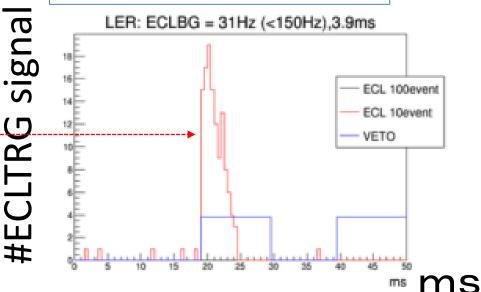
ECLTRG BG histogram

- -ECLTRG signal (#cluster>6) timing is filled to histogram
 - -Triggered by LER (left) and HER(right) kicker.
 - Past 100 and 10 events are filled. (10 is normalized to 100.)
 - -Updated every ~10second (if no injection, no update), independent from DAQ status
 - -If LER and HER injections overlap within an oscilloscope window,

histogram is not updated.



Recent 100 injection (sampled)

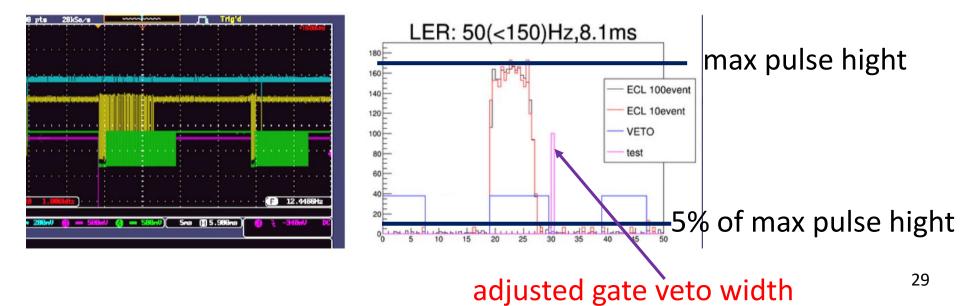


Automatic gate veto adjustment

-Gate veto width can be adjusted automatically based on ECLTRG BG timing structure. If pulse hight is smaller than 5% of max pulse hight, veto width is set. Small tails are ignored. Average of 100 pulses are taken during physics run is running.

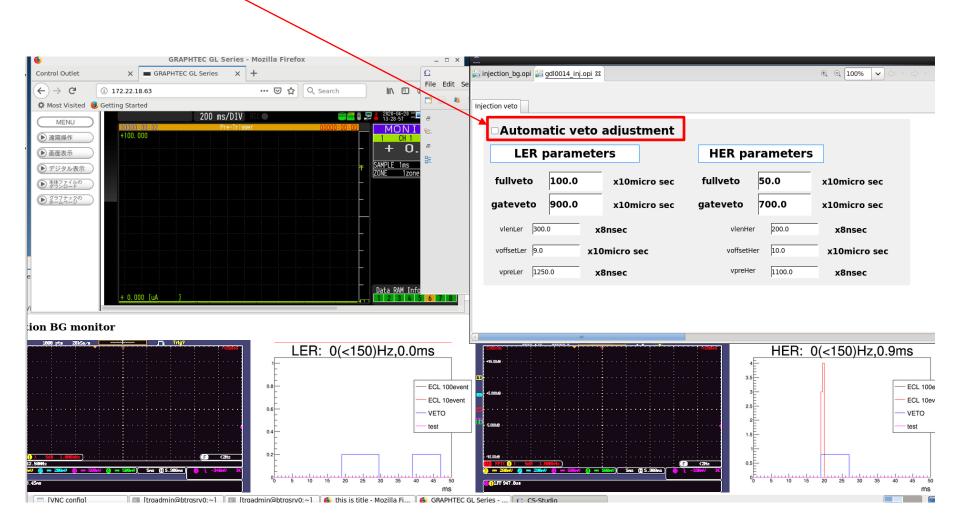
-For safety: -Add +2~5ms to the estimated veto width as a margin. -Limit is set: HER: 6~30ms, LER:6~30ms

-Gate veto length is changed automatically when run is STOP.



Enable/disable the automatic adjustment

-The automatic veto adjustment can be enable/disable from BCG -Click this check box



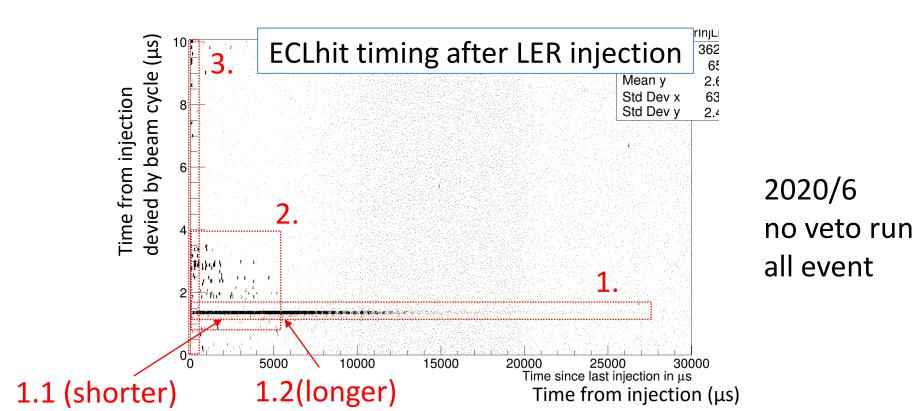
BG duration ターンごとの時間構造

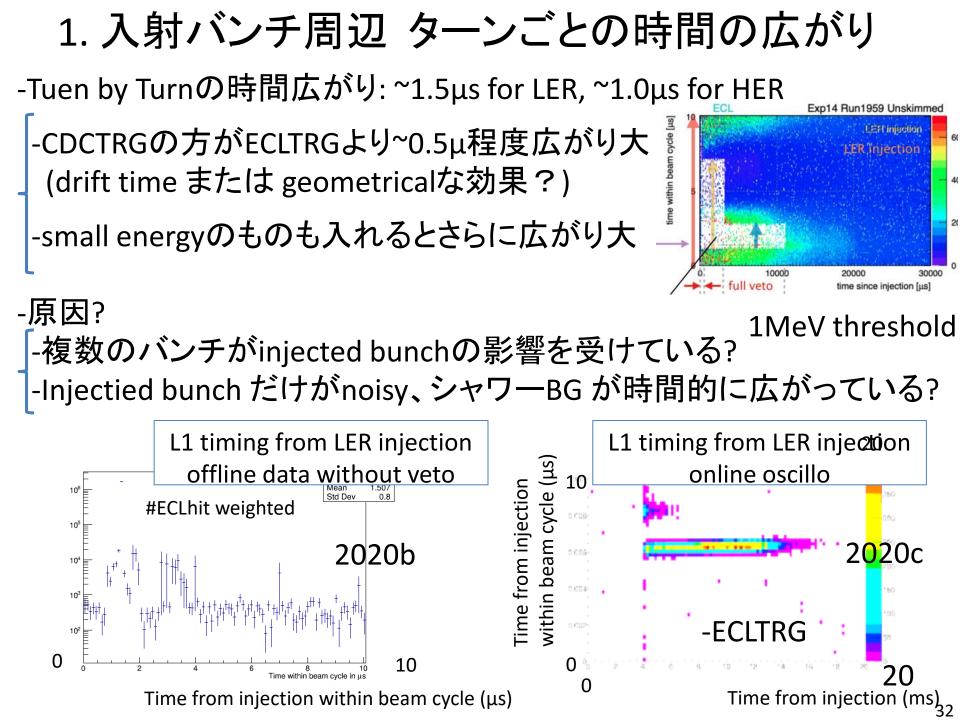
-3つの時間構造

-1. 入射後 0~20ms, 入射バンチ周辺 -1.1 single beam: 数~10ms -1.2 beam-beam: 数~20ms

-2. 入射後 0~3ms*,* 入射バンチ後 ~2µs

-3. 入射後 0~0.5ms





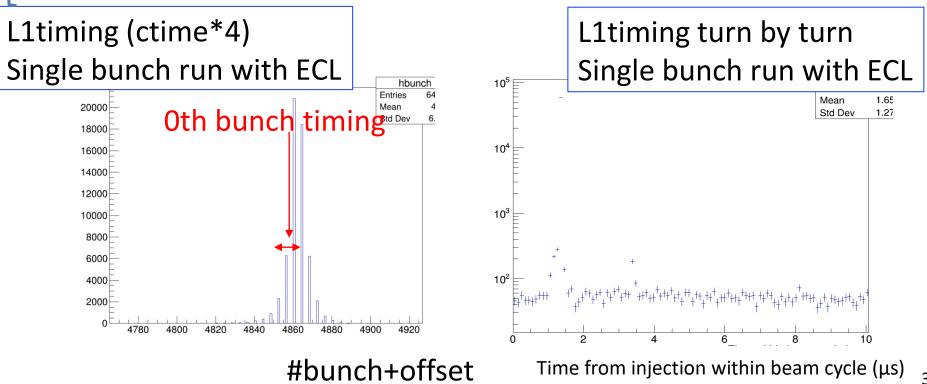
1. 入射バンチ周辺 Single bunch run

-Single 0-th bunchでも同様の時間広がりが確認できた -BGのピークのタイミングは 0th-bunch (4856±4, offset estimated by abort gap)のタイミングと一致

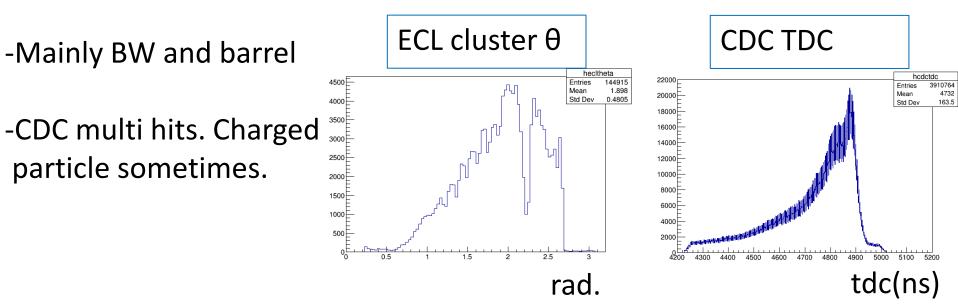
-原因?

-複数のバンチがinjected bunchの影響を受けている? こっち?

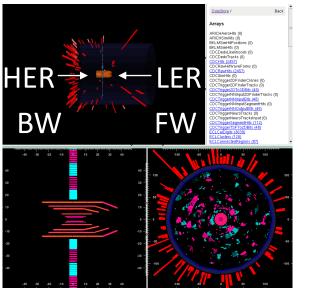
-Injectied bunch だけがnoisy、シャワーBG が時間的に広がっている?

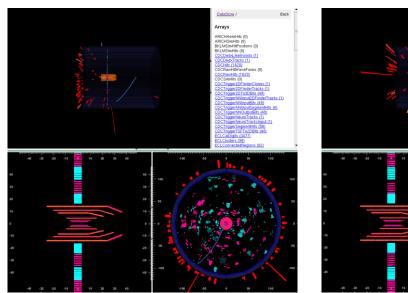


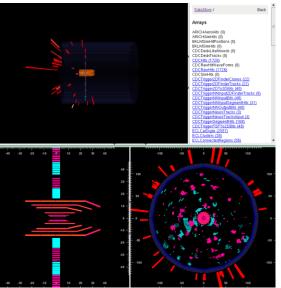
1. 入射バンチ周辺 BG Event display



XOnly CDC+ECL ↔



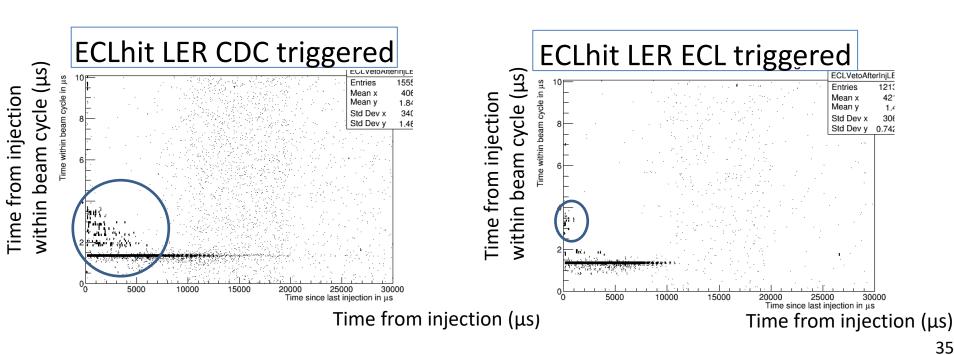




2.入射後 0~3ms, 入射バンチ後 ~2µs

-Second peak appear ~2µs later than injected bunch

-Timing structure does not change frequently. Mainly changed only before/after maintenance.



2.入射後 0~3ms, 入射バンチ後 ~2µs

ECL cluster θ

hecltheta

rad.

4715

1.274

0.7333

Entries

Std Dev

Mean

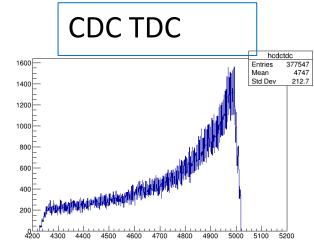
-Mainly ECL FW (LER)

-Very high occupancy CDC hits. tdc is random like. Neutron ??

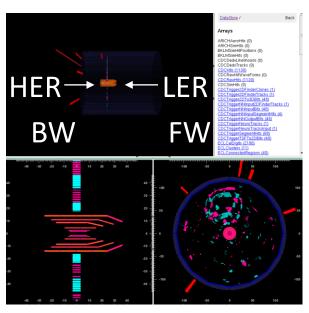
-Feature of BG looks different from 1.

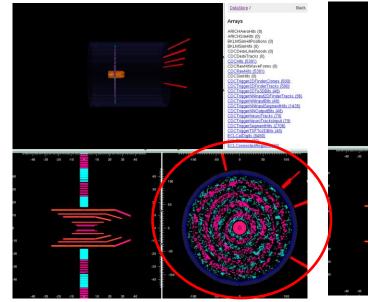
160-

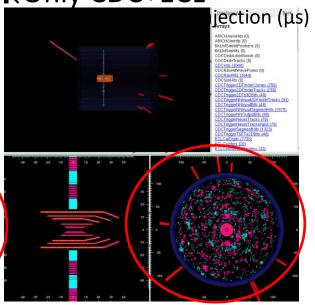
140



XOnly CDC+ECL







tdc(ns)

BG duration feature (3. full turn in 0~0.5ms)

-BG is seen in all turns

-Not changed frequently. Mainly changed only when maintenance. -HER is worse than LER

