

NLC - The Next Linear Collider Project



Linearizing Intra-Train Beam-Beam Deflection Feedback

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Intra-pulse Feedback

Next Linear Collider

- Fix interaction point jitter within the crossing time of a single bunch train (266 ns)
- BPM measures beam-beam deflection on outgoing beam
 - Fast (few ns rise time)
 - Precise (micron resolution)
 - Close (~4 meters from IP?)
- Kicker steers incoming beam
 - Close to IP (~4 meters)
 - Close to BPM (minimal cable delay)
 - Fast rise-time amplifier
- Feedback algorithm is complicated by:
 - round-trip propagation delay to interaction point in the feedback loop.
 - transfer function non-linearity



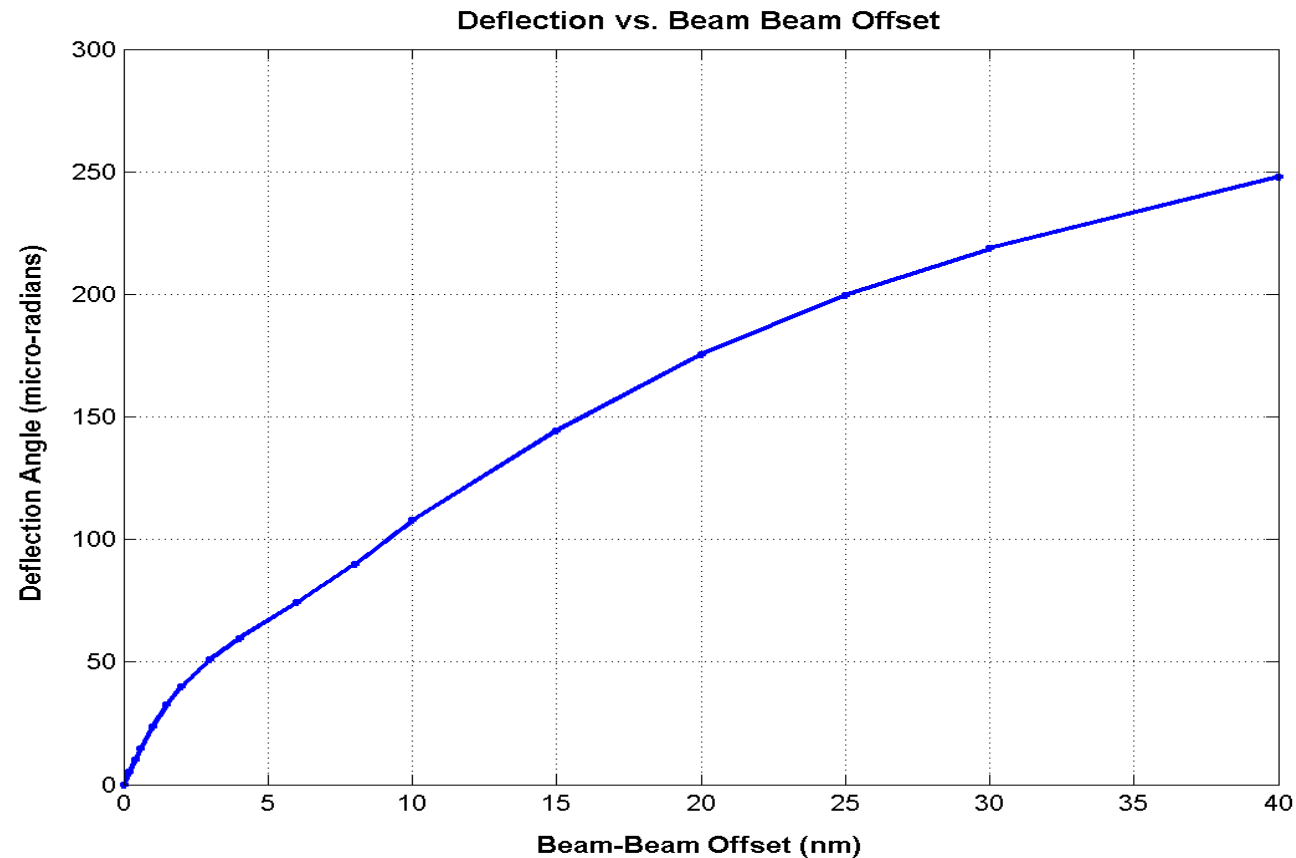
Limits to Beam-Beam Feedback *Next Linear Collider*

- Must close loop fast
 - Propagation delays are painful
- Beam-Beam deflection response is non-linear
 - slope flattens within 1σ
- Linear feedback converges too slowly beyond $\sim 10 \sigma$ to recover most of lost luminosity.
- May be able to fix misalignments of 100 nm with modest kicker amplifiers.
- Amplifier power goes like square of misalignment.



Non-linear Response Challenges Feedback

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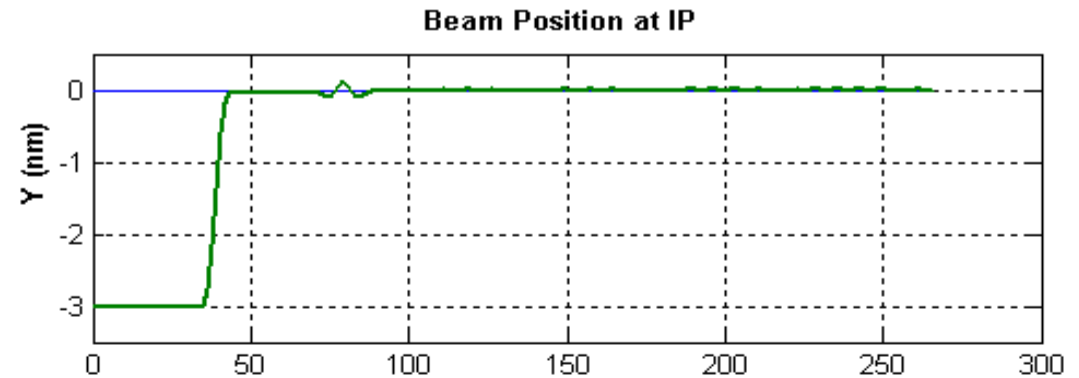
- Beam-beam deflection non-linearity limits:
 - Limits useful (timely) range of convergence
 - Limits stability in collision



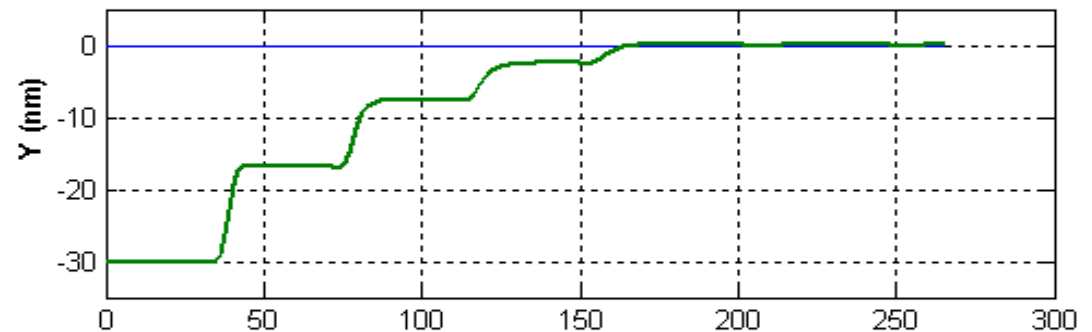
Non-linear Response Challenges Feedback

Next Linear Collider

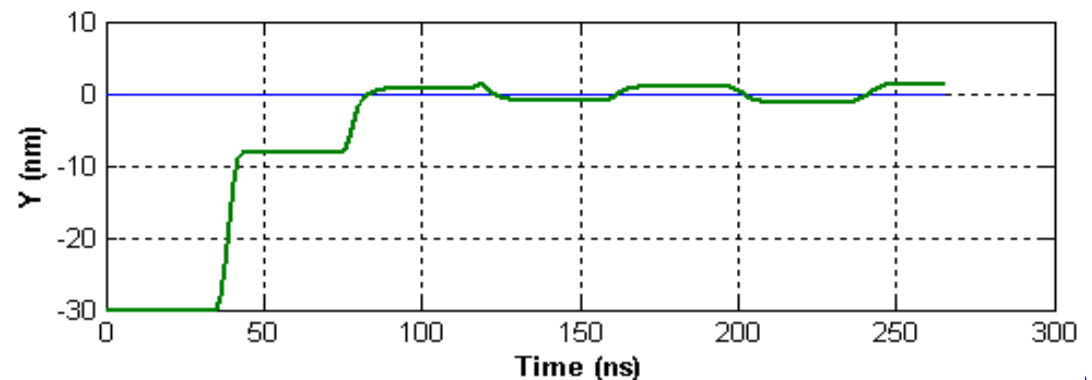
Optimize gain for small initial offset:



Then convergence is poor from far out:



Set gain for good convergence, then high gain at origin causes oscillation when near center:





Linearize Feedback

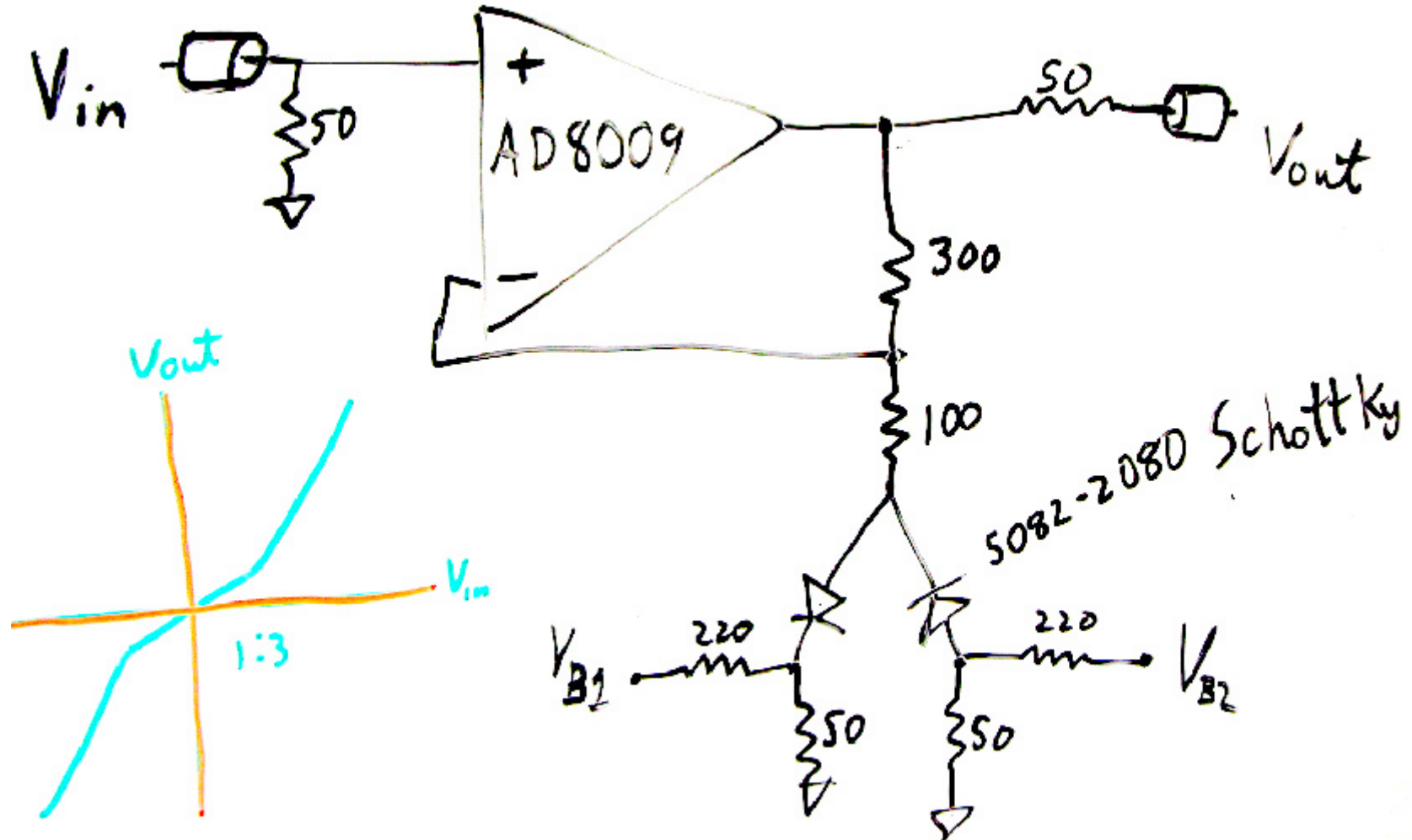
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- Can we compensate non-linearity?
 - Fast?
 - Bandwidth
 - propagation delay
 - Accurately?
- Yes!
- Compensation Amplifier
 - Op-amp
 - Diodes
 - Bias adjust (knee or breakpoint)



Schematic

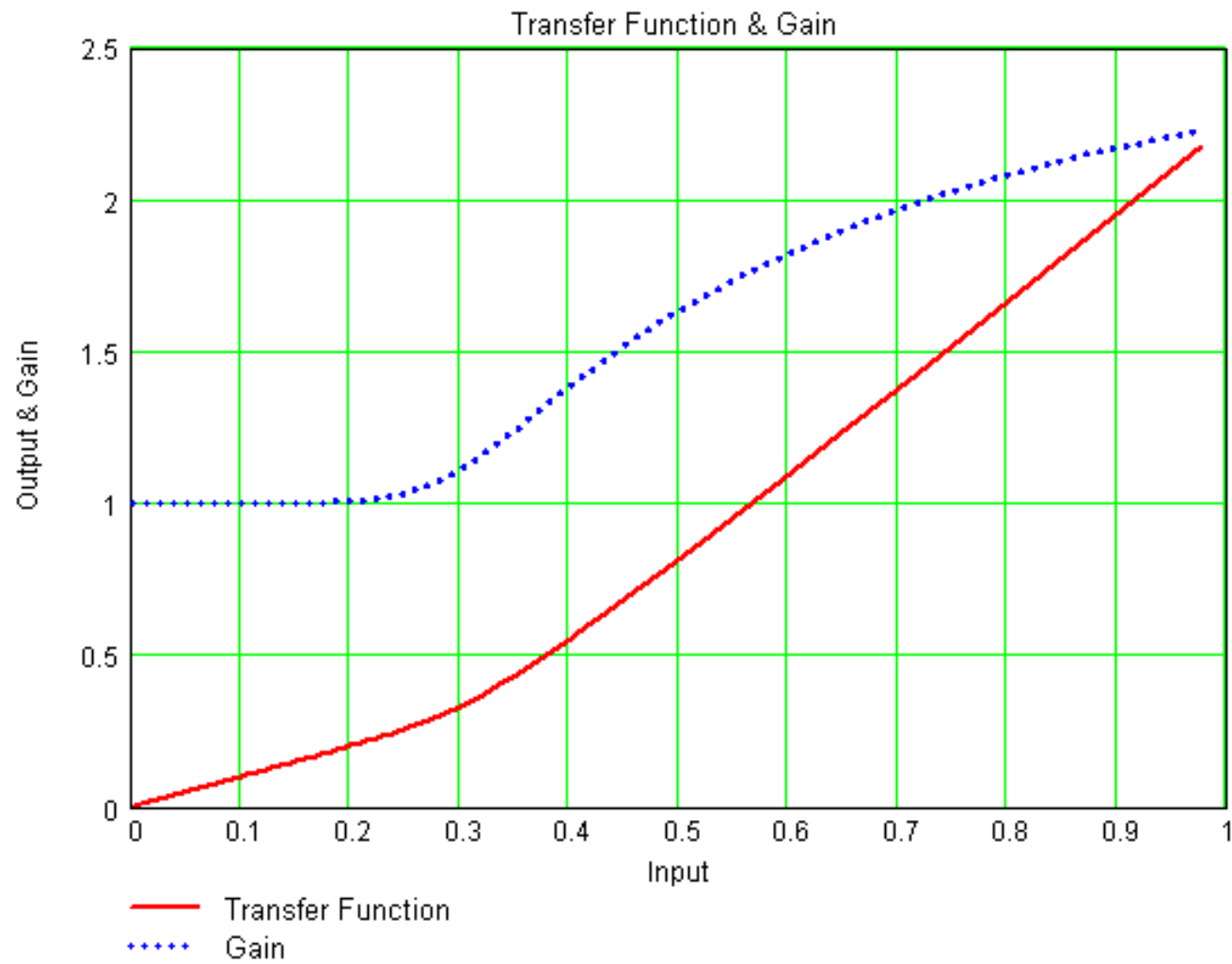
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Model

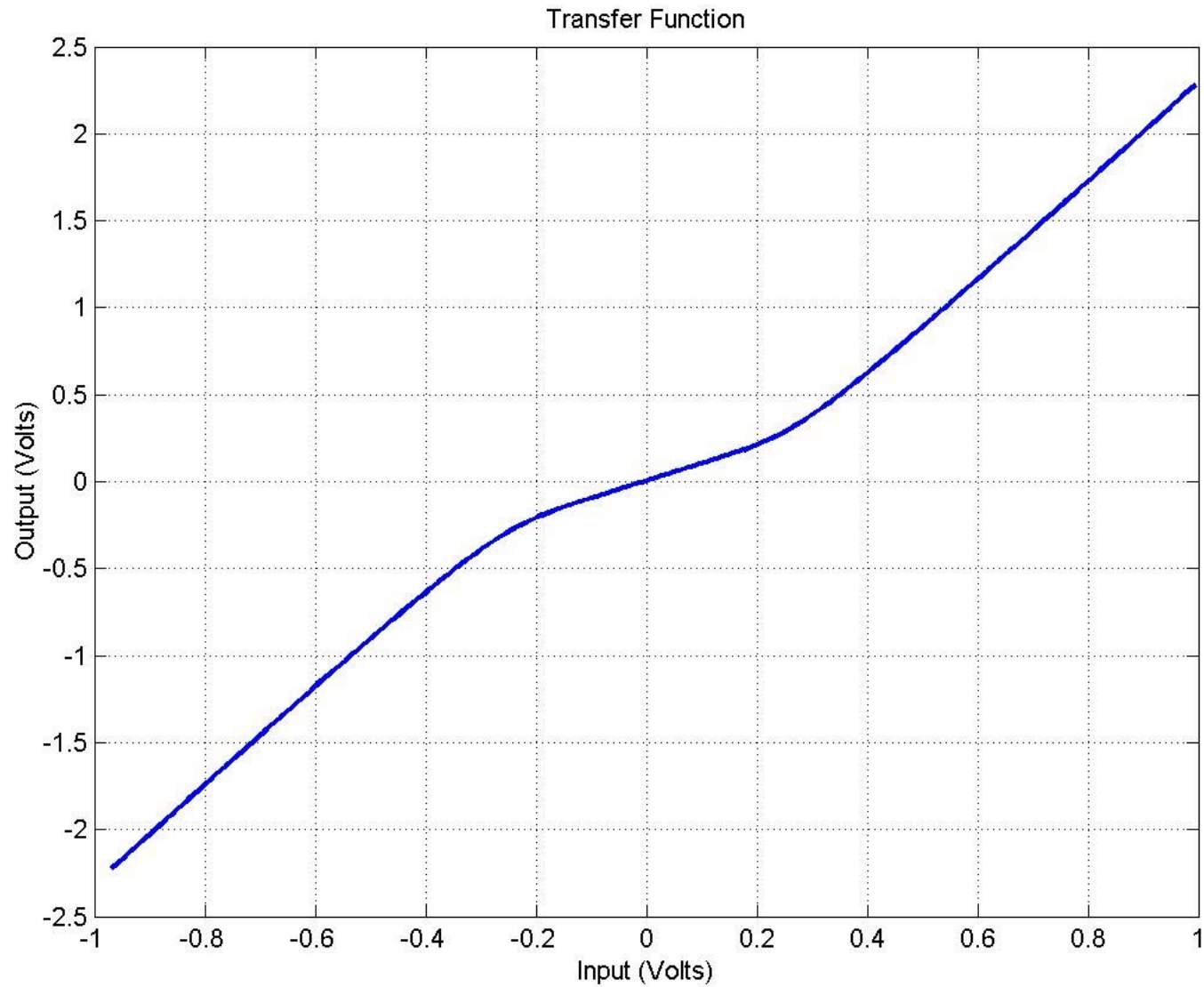
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Measured Transfer Function

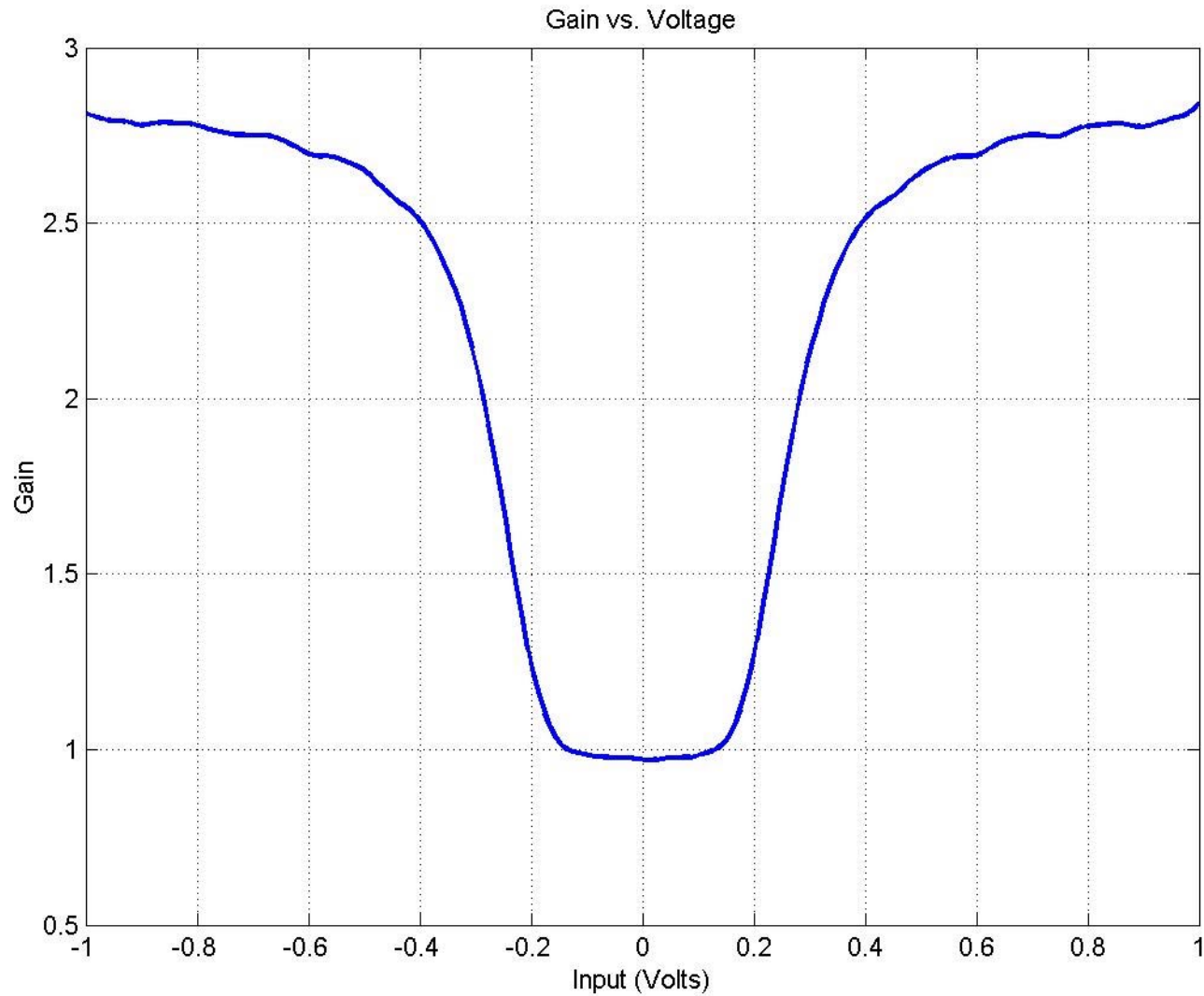
Next Linear Collider

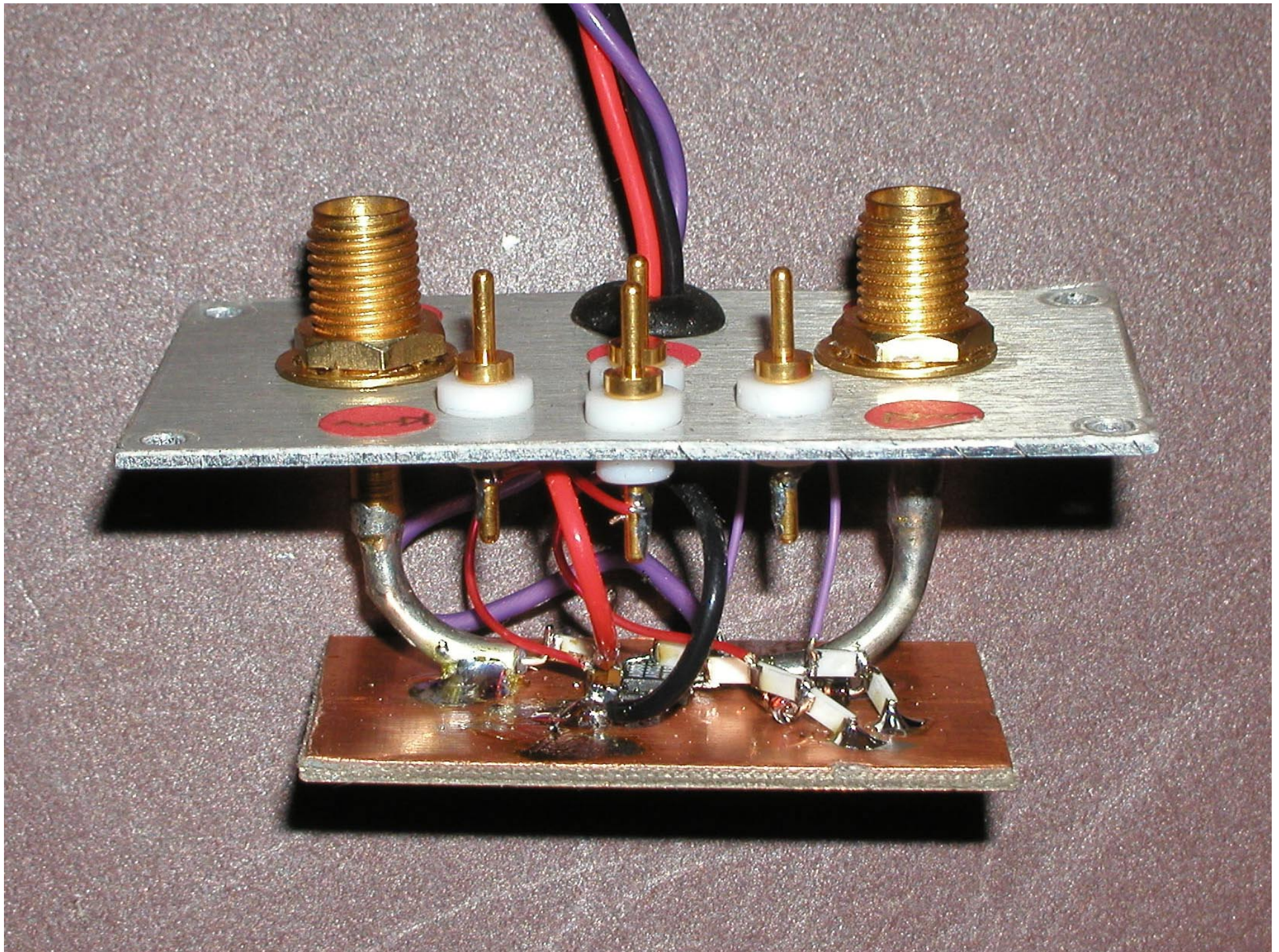


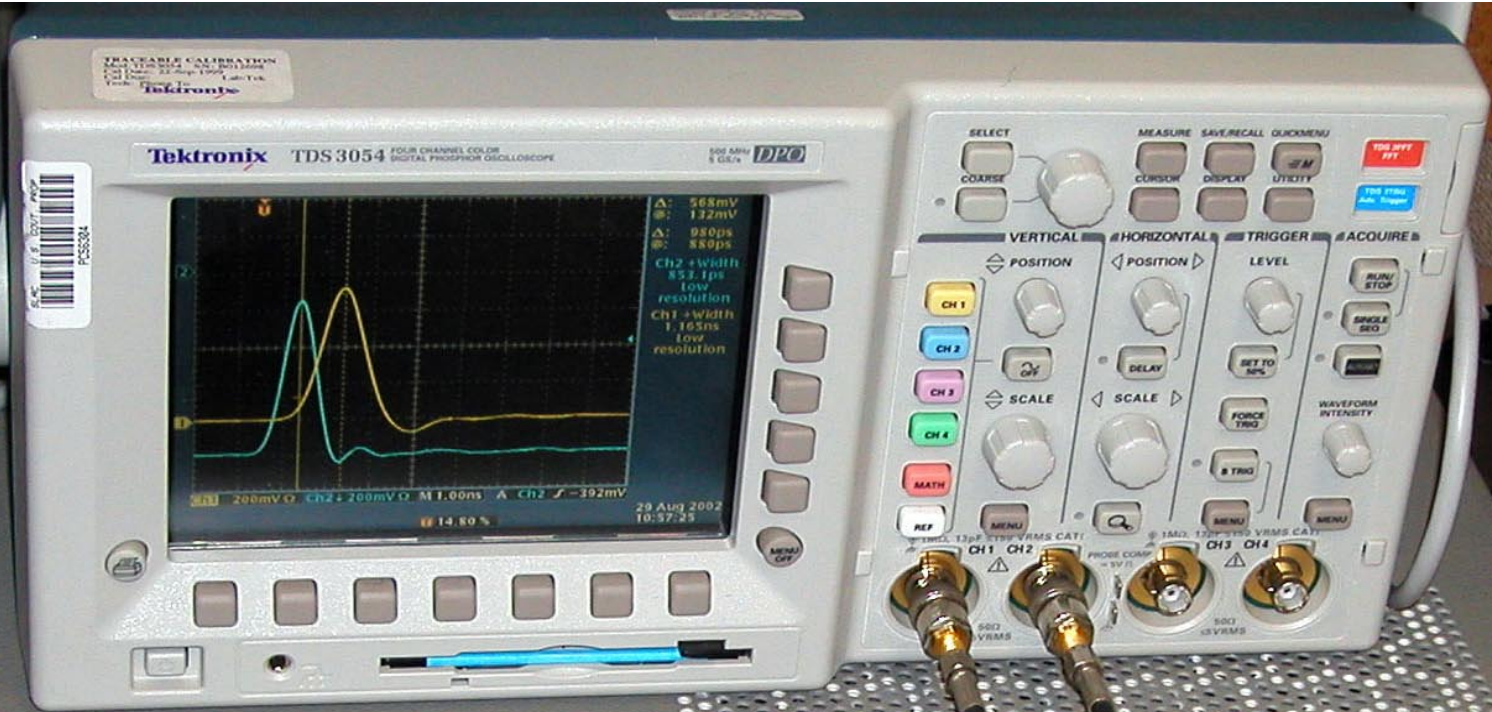


Differential Gain vs. Amplitude

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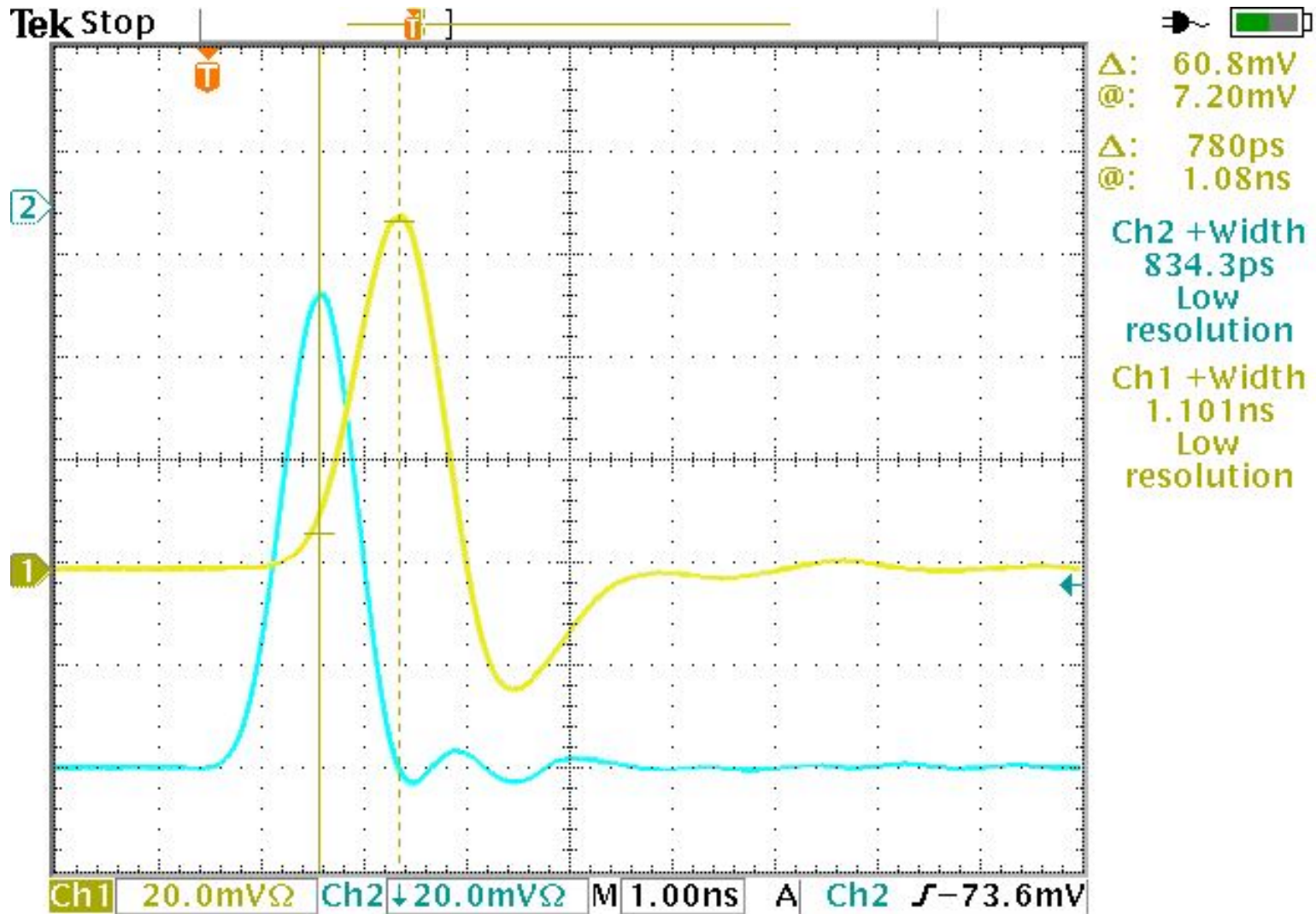






Small-Signal Impulse Response

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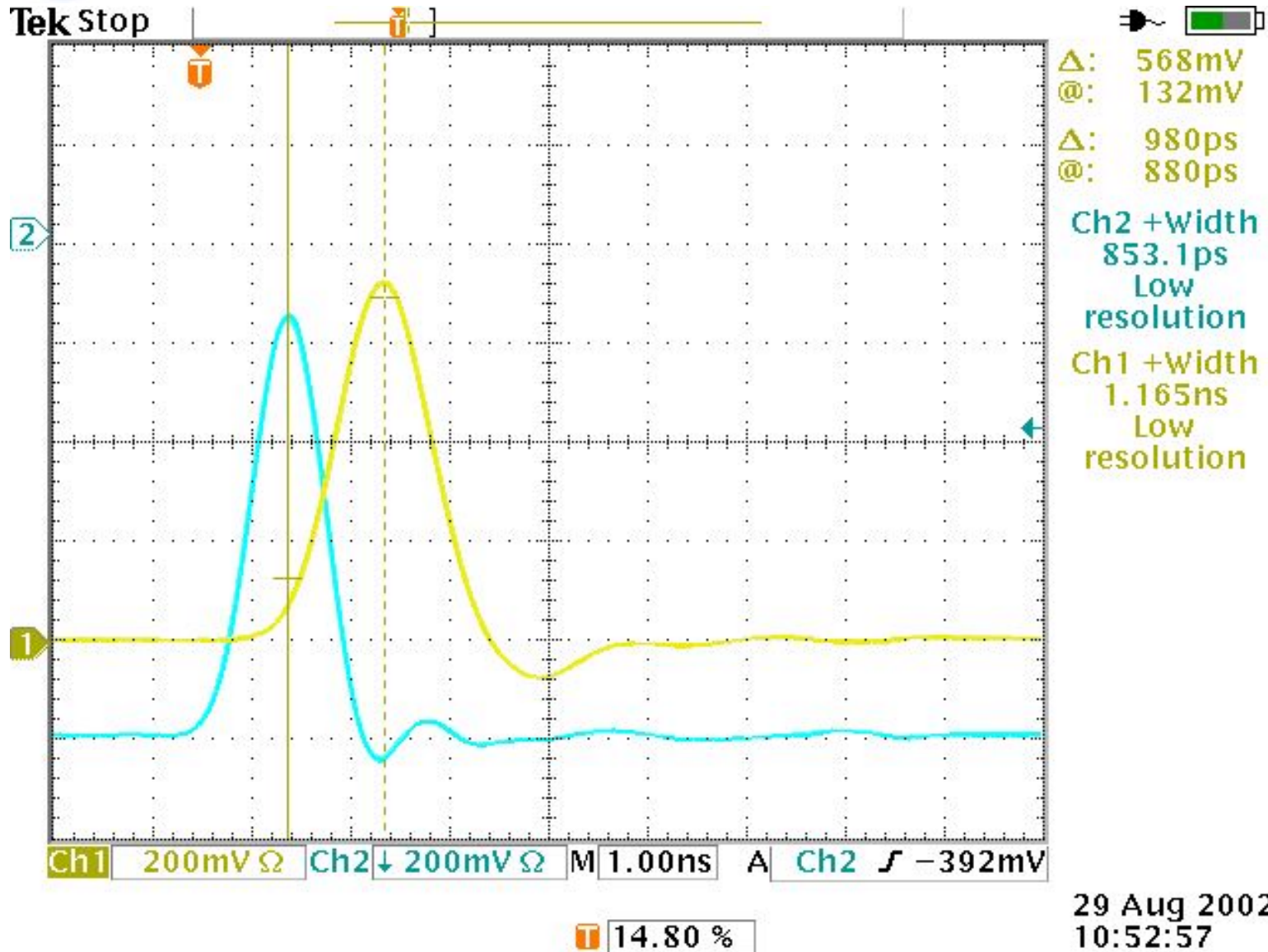


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10:59:30



Large Signal Impulse Response

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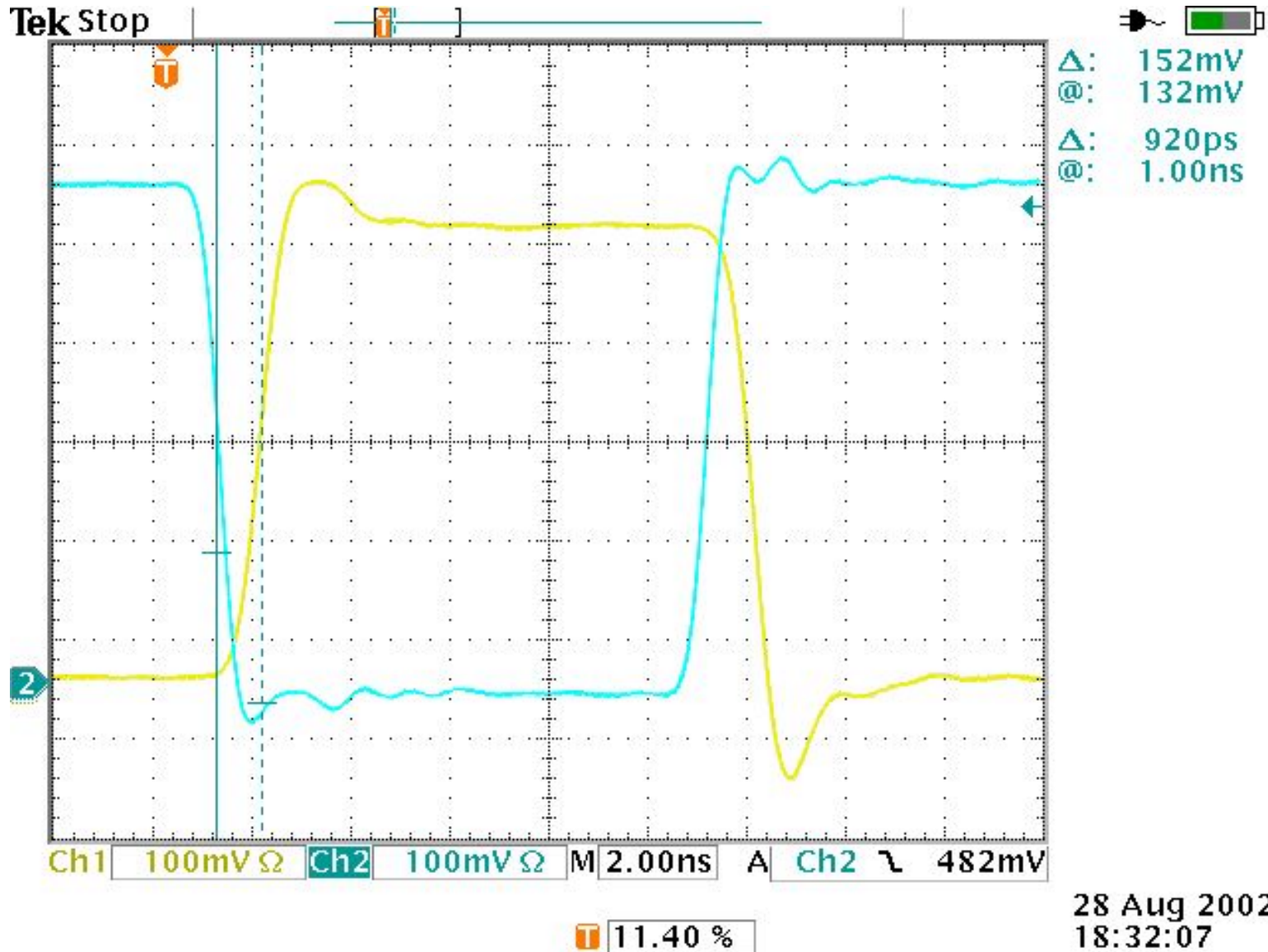


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Propagation Delay

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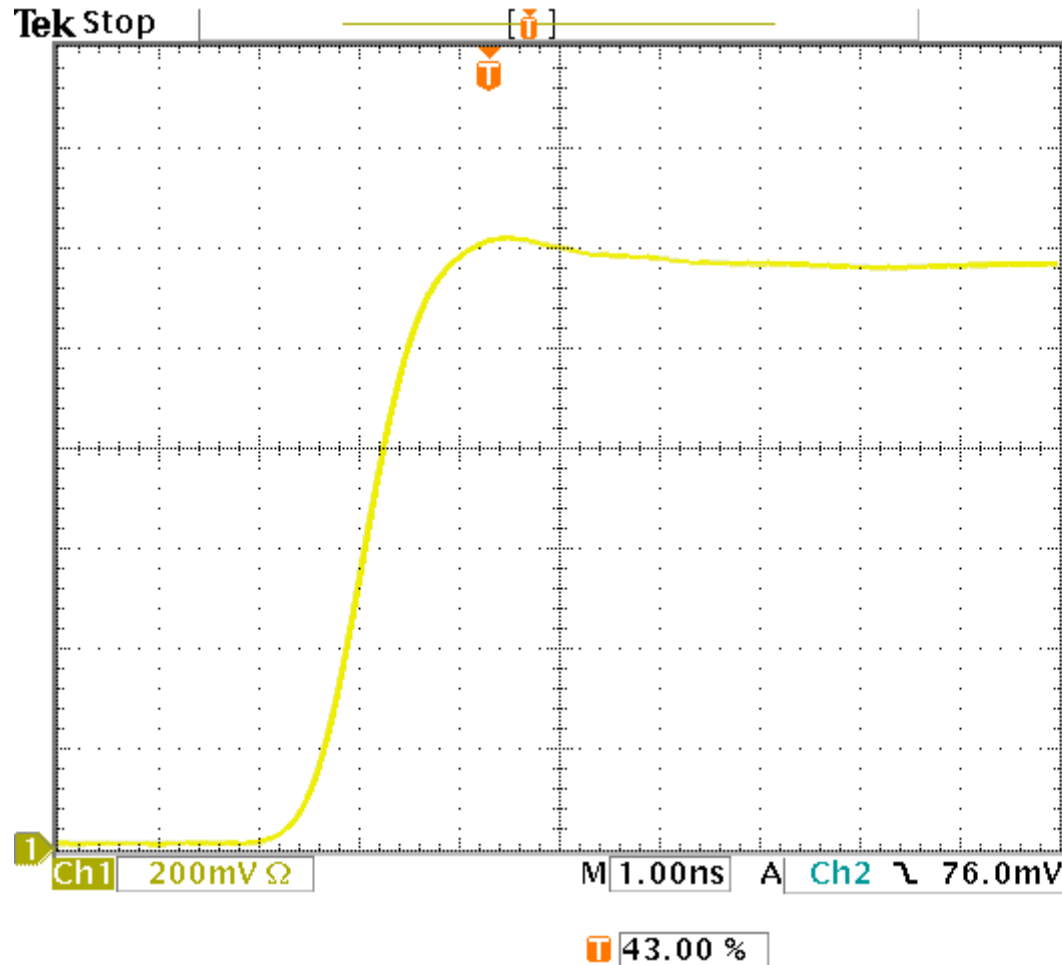


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18:32:07



Large Signal Waveform

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1 V step
Full BW

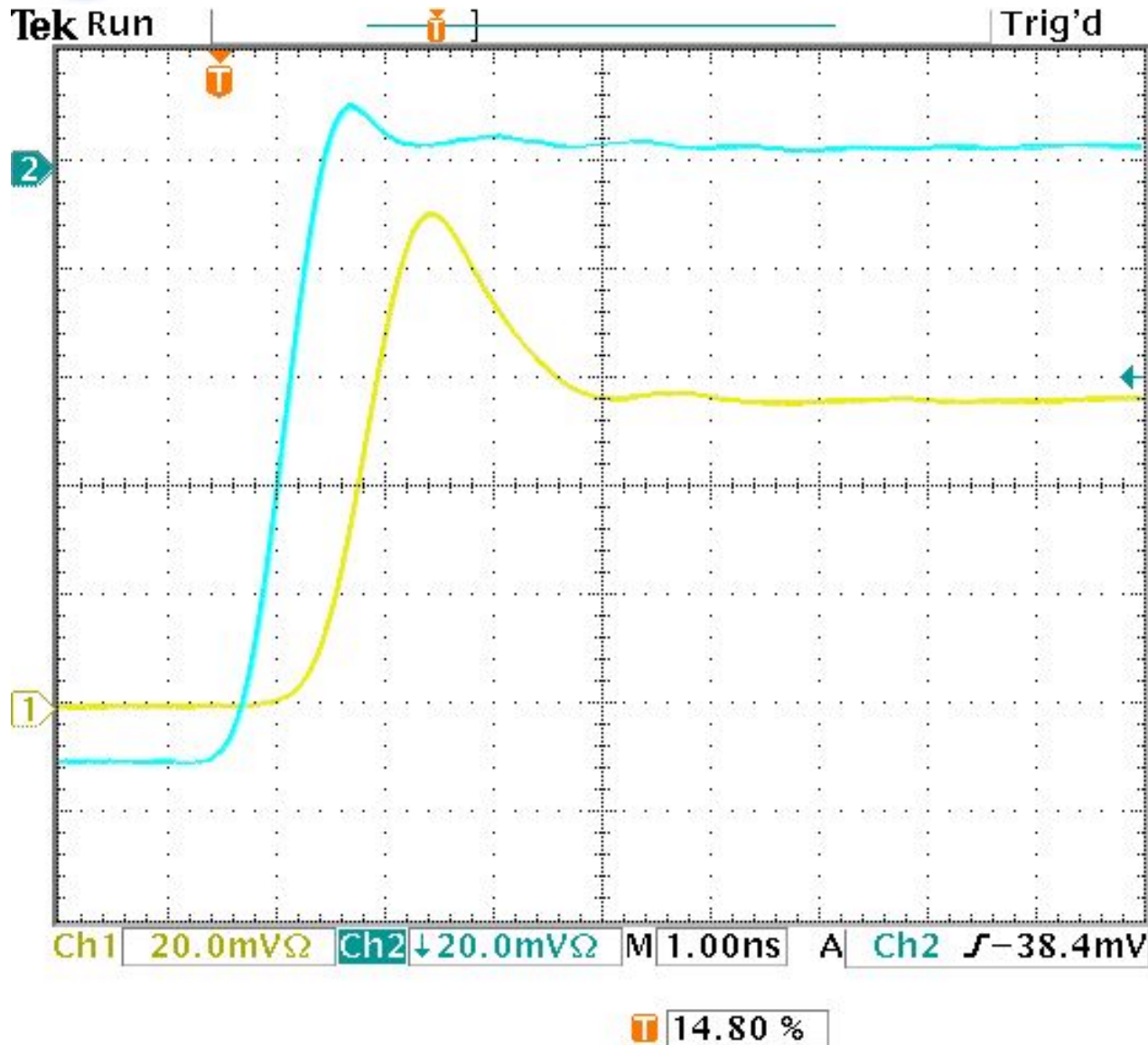
28 Aug 2002
18:55:26

Settles to DC response in several ns



Small-Signal Waveform

Next Linear Collider



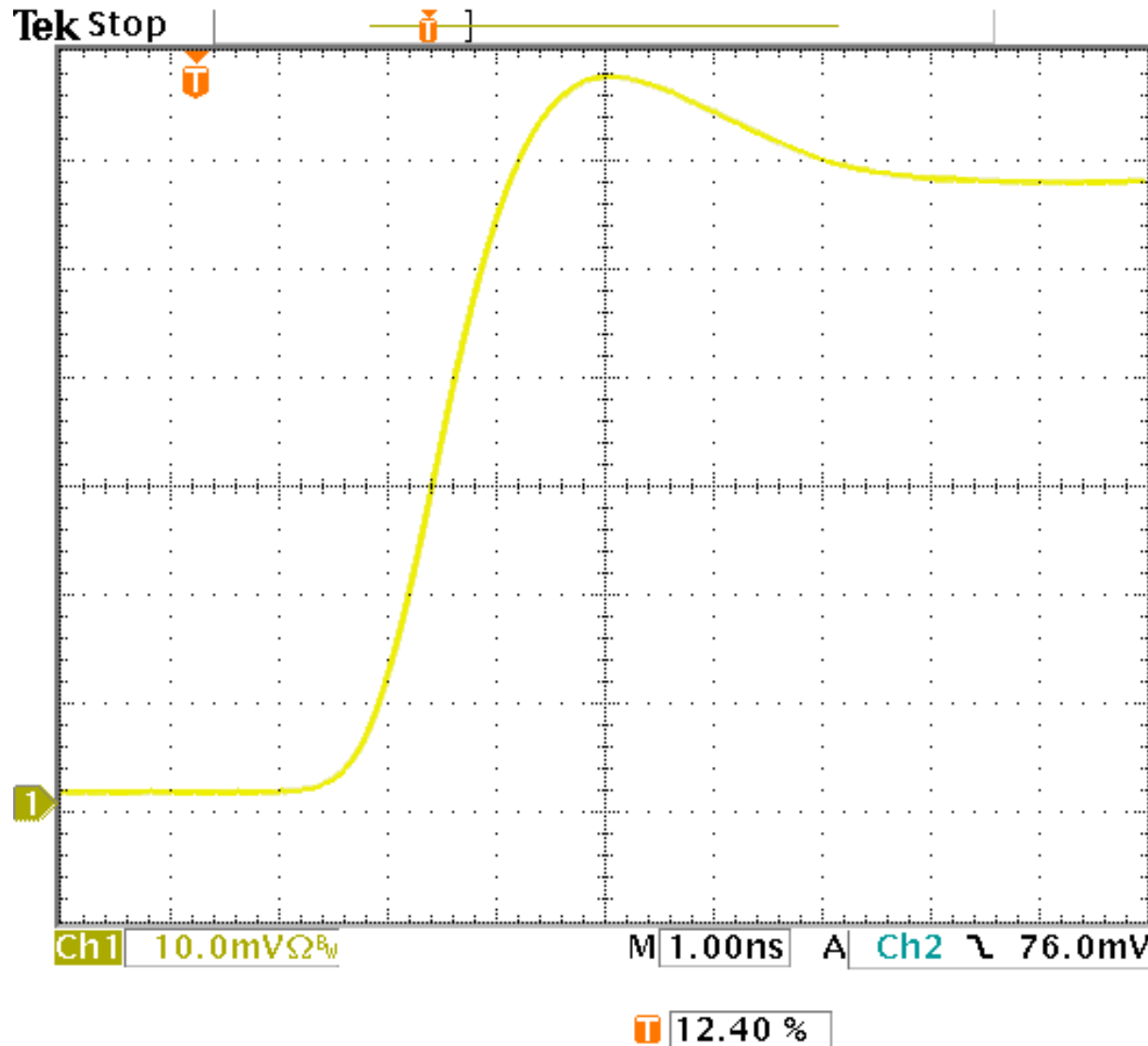
10 mV step
Full BW
~500 MHz

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10:41:42



Small-Signal Limited Bandwidth

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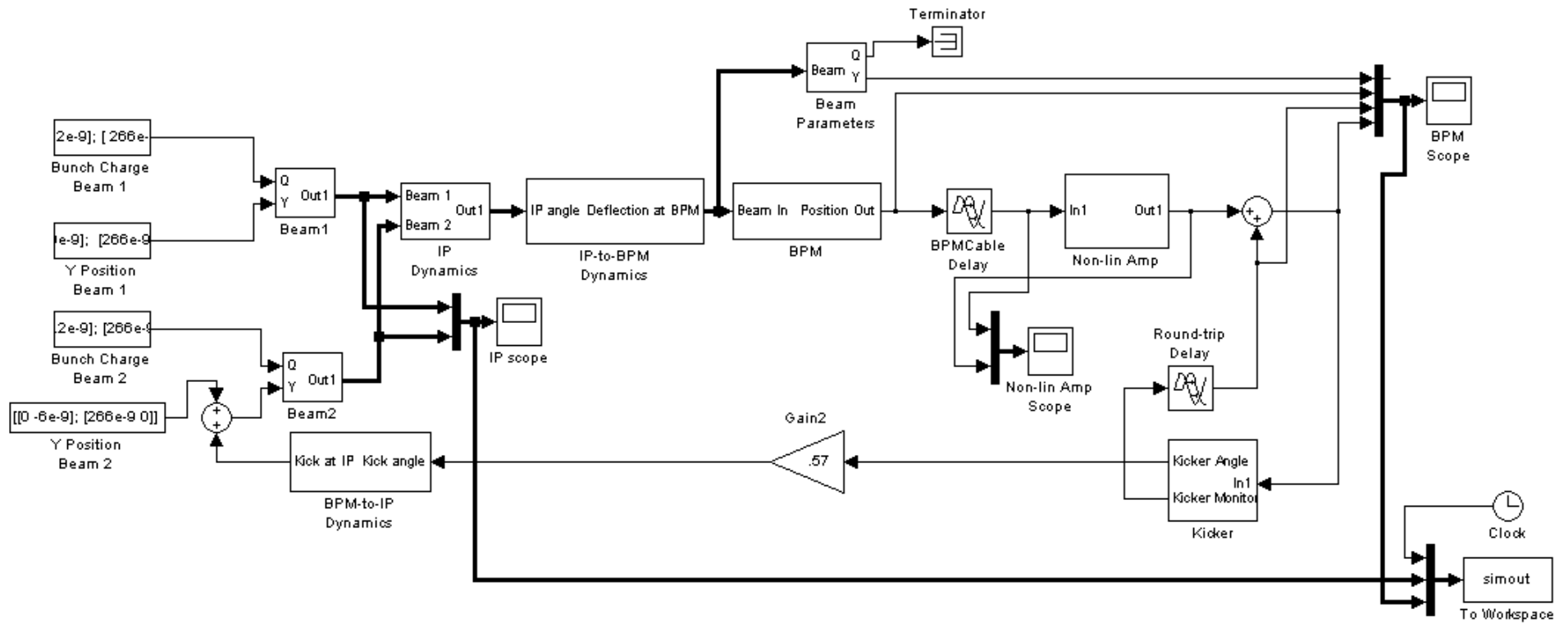
10 mV step
150 MHz BW

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18:56:22



Simulink Model

Next Linear Collider

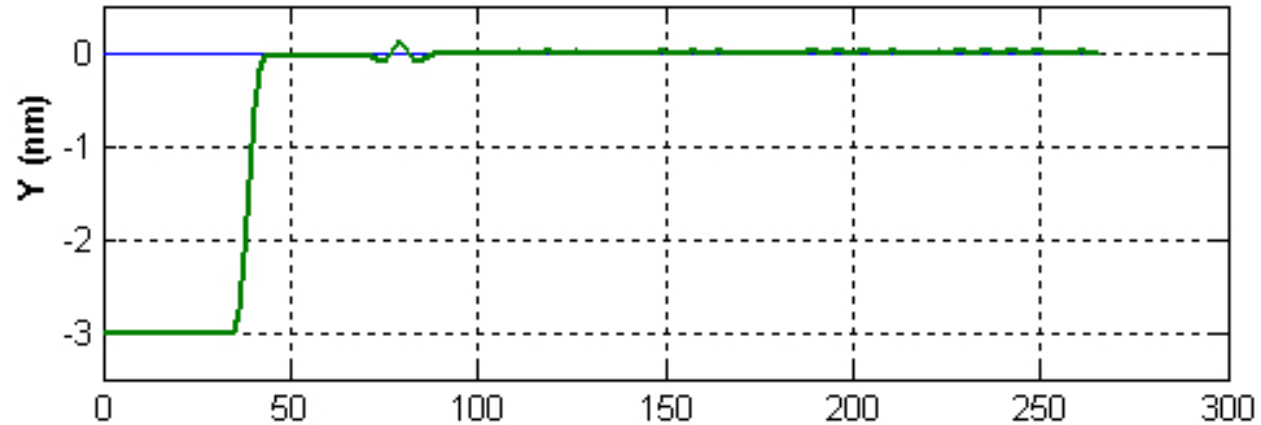




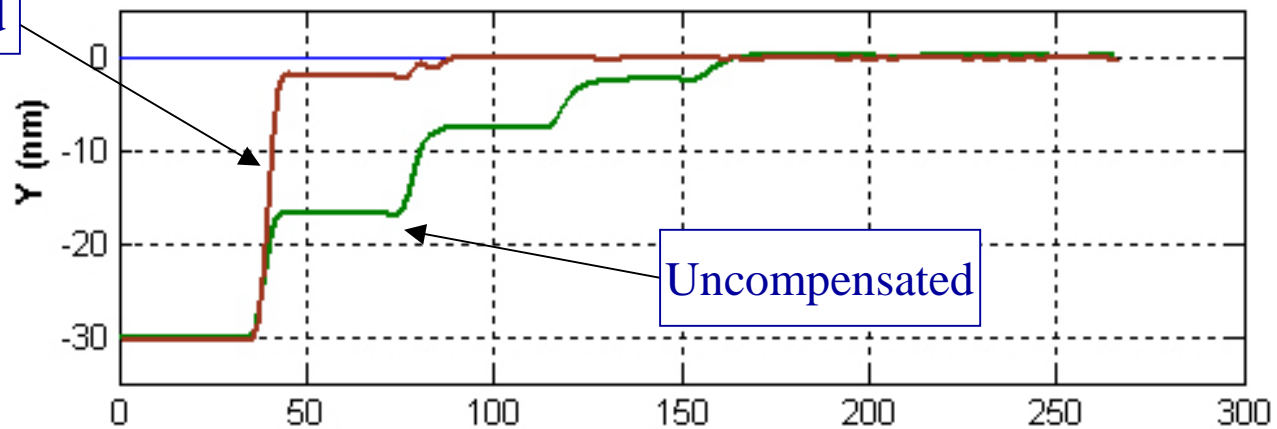
Non-Linear Feedback Simulation

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Beam Position at IP



Compensated



Full luminosity recovered in one round-trip time
for 10σ initial offset.



Conclusions

Next Linear Collider

- Simple op-amp based non-linear amp is sufficient to improve:
 - Stability
 - Convergence speed \Leftrightarrow capture range
 - Programmable linearity compensation
- Low propagation delay: ~ 1 ns
- High bandwidth > 200 MHz
- Sufficient to achieve:
 - Single round-trip convergence to $< 1 \sigma$ from 10σ initial offset.
 - Two-cycle convergence to $< 0.1 \sigma$ from 10σ initial offset.
 - Limited by dynamic range of present op-amp,
 - not by accuracy of compensation
 - Fix with another amplifier
 - Or diode bias
- Breadboard prototype slightly peaky for small signals
 - Likely to be fixed with chip diodes in real layout
 - Ideally would make large signal response as peaky as small-signal response
 - (to compensate kicker fill time)