

Fast Beam Collision Feedbacks

**for luminosity optimisation at
next-generation lepton colliders**

Philip Burrows

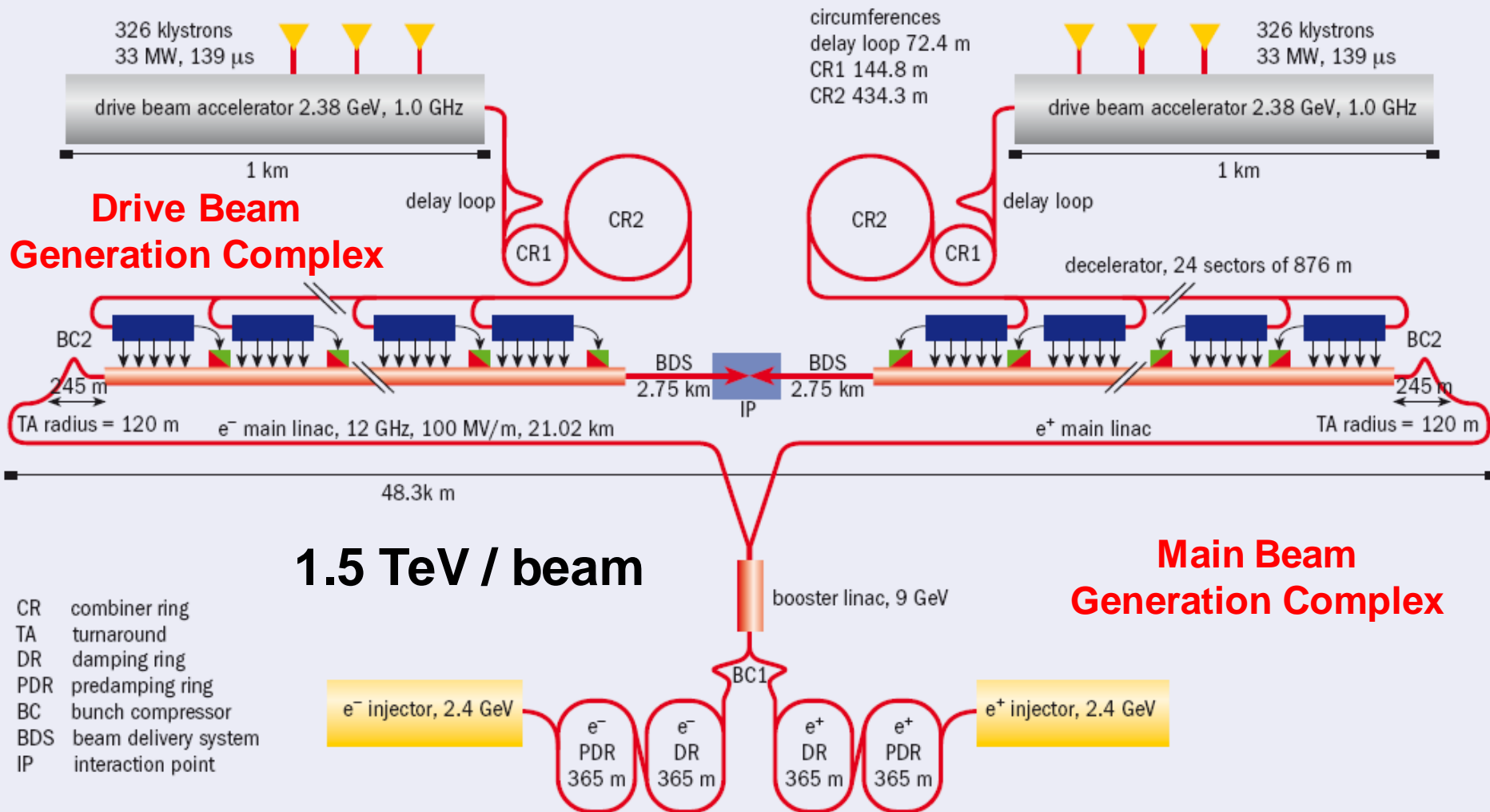
John Adams Institute

Oxford University

Outline

- **Introduction and system concept**
- **ILC design status**
- **CLIC design status**
- **FONT prototype systems performance**
- **Outstanding technical issues**
- **Summary**

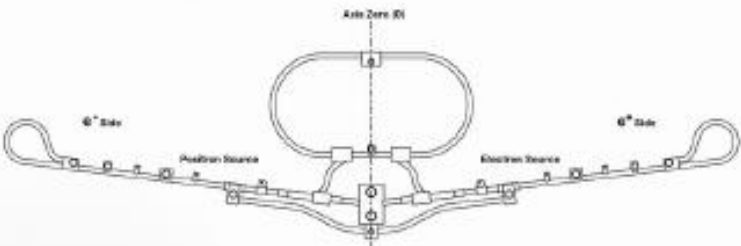
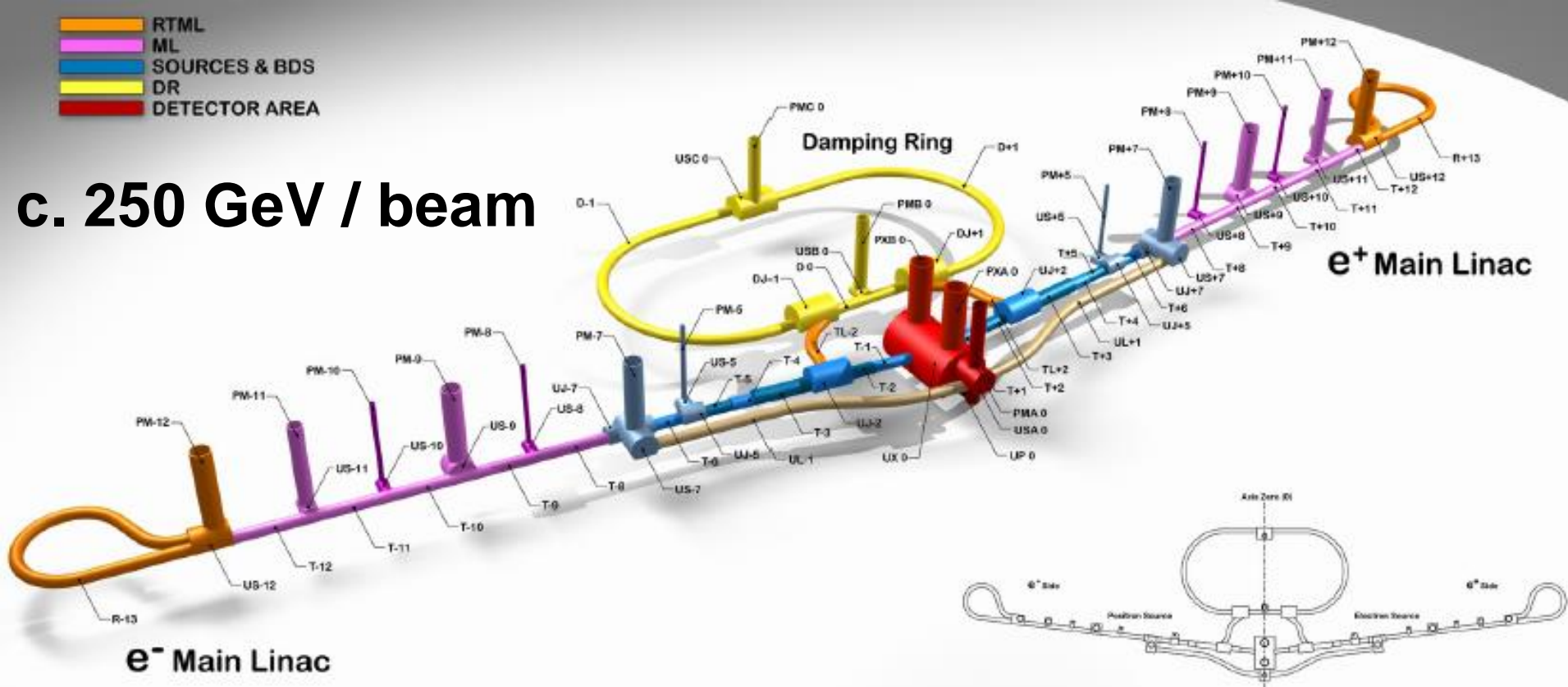
Compact Linear Collider (CLIC)



International Linear Collider

- RTML
- ML
- SOURCES & BDS
- DR
- DETECTOR AREA

c. 250 GeV / beam



31 km

Beam parameters

ILC 500

CLIC 3 TeV

Beam parameters

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CLIC 3 TeV

Electrons/bunch

2

0.37

1010**

Beam parameters

ILC 500

CLIC 3 TeV

Electrons/bunch

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0.37

1010**

Bunches/train

1312

312

Beam parameters

ILC 500

CLIC 3 TeV

Electrons/bunch	2	0.37	10**10
Bunches/train	1312	312	
Bunch separation	554	0.5	ns

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Longitudinal IP beam size	300	44	um
Luminosity	2	6	10**34

Beam parameters

	ILC 500	1000	CLIC 3 TeV	
Electrons/bunch	2	2	0.37	10**10
Bunches/train	1312	2450	312	
Bunch separation	554	366	0.5	ns
Train length	727	897	0.156	us
Train repetition rate	5	4	50	Hz
Horizontal IP beam size	474	335	40	nm
Vertical IP beam size	6	3	1	nm
Longitudinal IP beam size	300	224	44	um
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Beam parameters

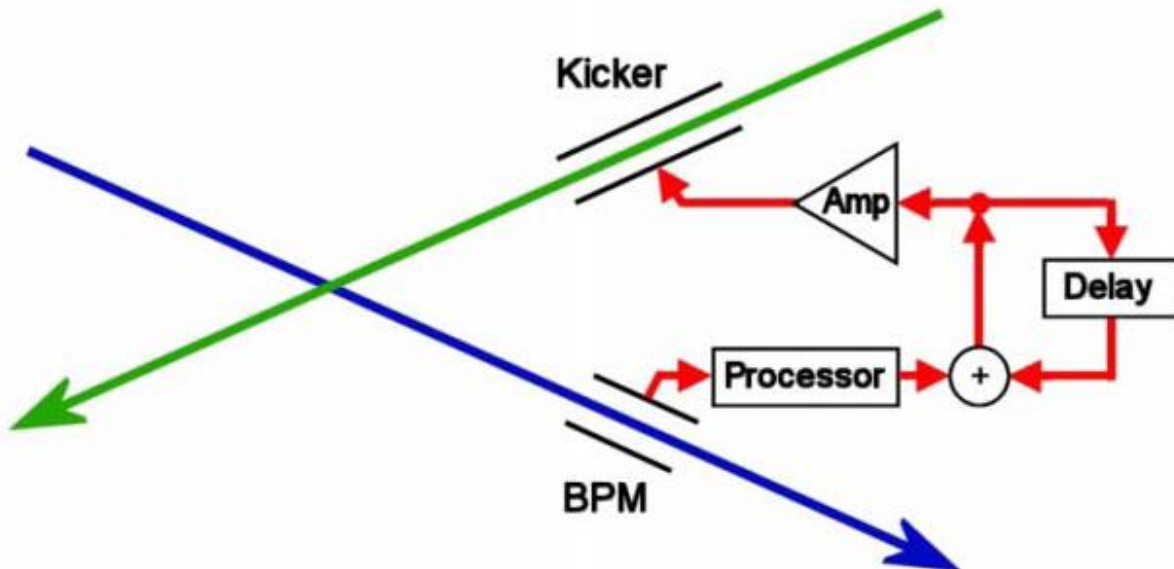
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IP beam feedback concept

Last line of defence
against relative
beam misalignment

Measure vertical
position of outgoing
beam and hence
beam-beam kick
angle

Use fast amplifier and
kicker to correct
vertical position of
beam incoming to IR



FONT – Feedback On Nanosecond Timescales

General considerations

Time structure of bunch train:

ILC (500 GeV): c. 1300 bunches w. c. 500 ns separation

CLIC (3 TeV): c. 300 bunches w. c. 0.5 ns separation

Feedback latency:

ILC: O(100ns) latency budget allows **digital** approach

CLIC: O(10ns) latency requires **analogue** approach

Recall speed of light: $c = 30 \text{ cm / ns}$:

FB hardware should be close to IP (especially for CLIC!)

Two systems, one on each side of IP, allow for redundancy

IP FB Design Status: ILC

Engineering design documented in ILC TDR (2013):

1. IP beam position feedback:

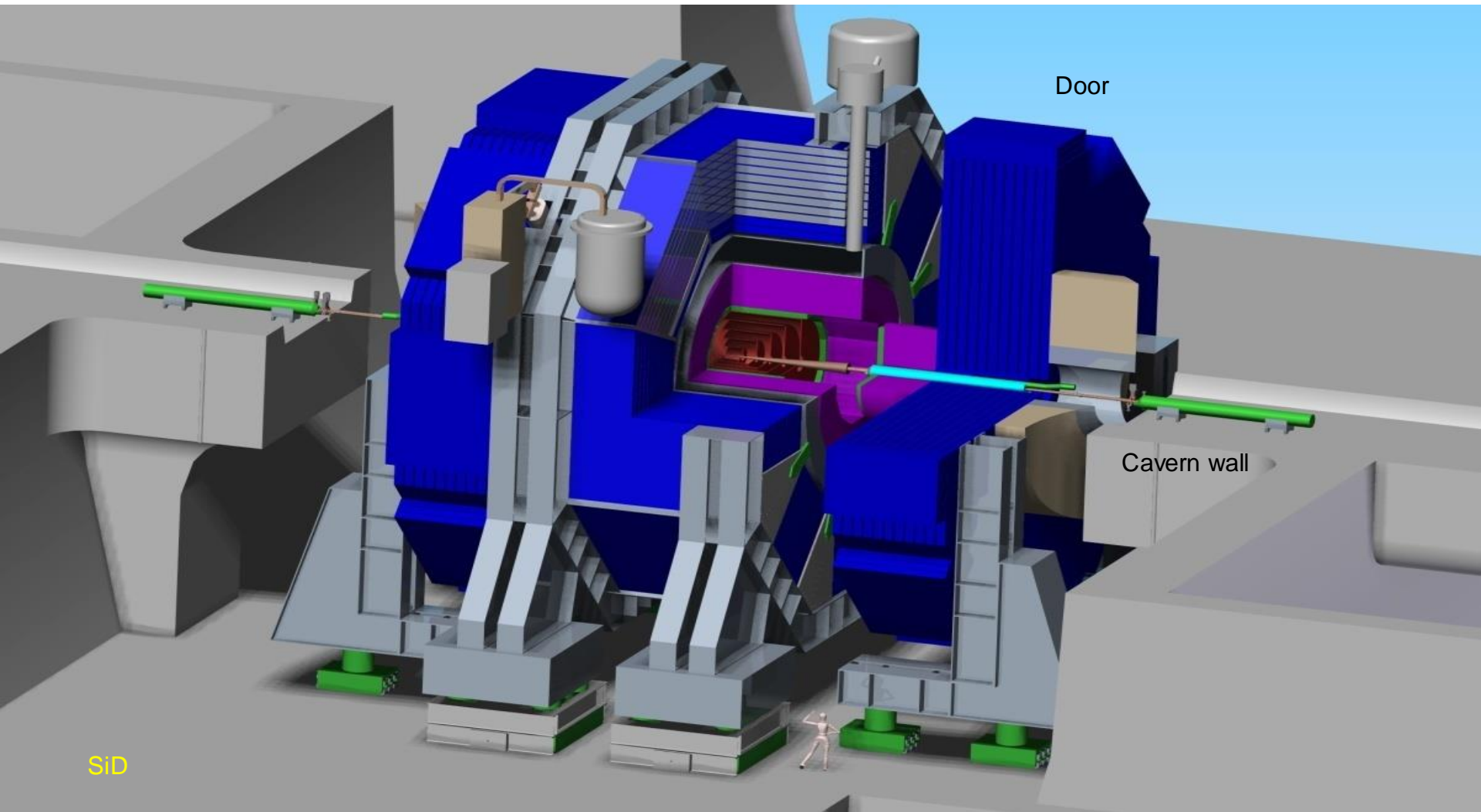
beam position correction up to ± 300 nm vertical at IP

**2. IP beam angle feedback: hardware located few 100 metres upstream
conceptually very similar to position FB, less critical**

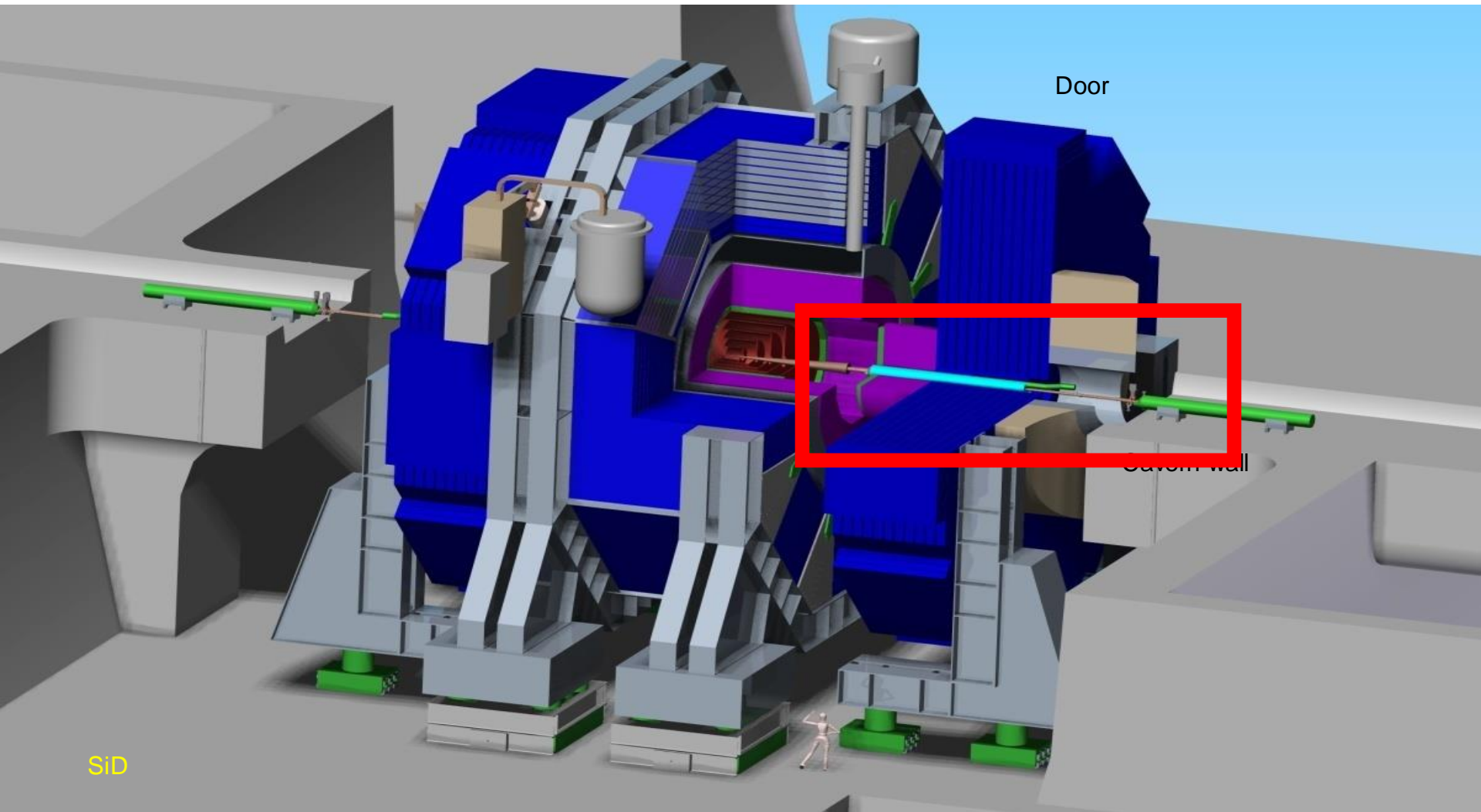
3. Bunch-by-bunch luminosity signal (from 'BEAMCAL')

'special' systems requiring dedicated hardware + data links

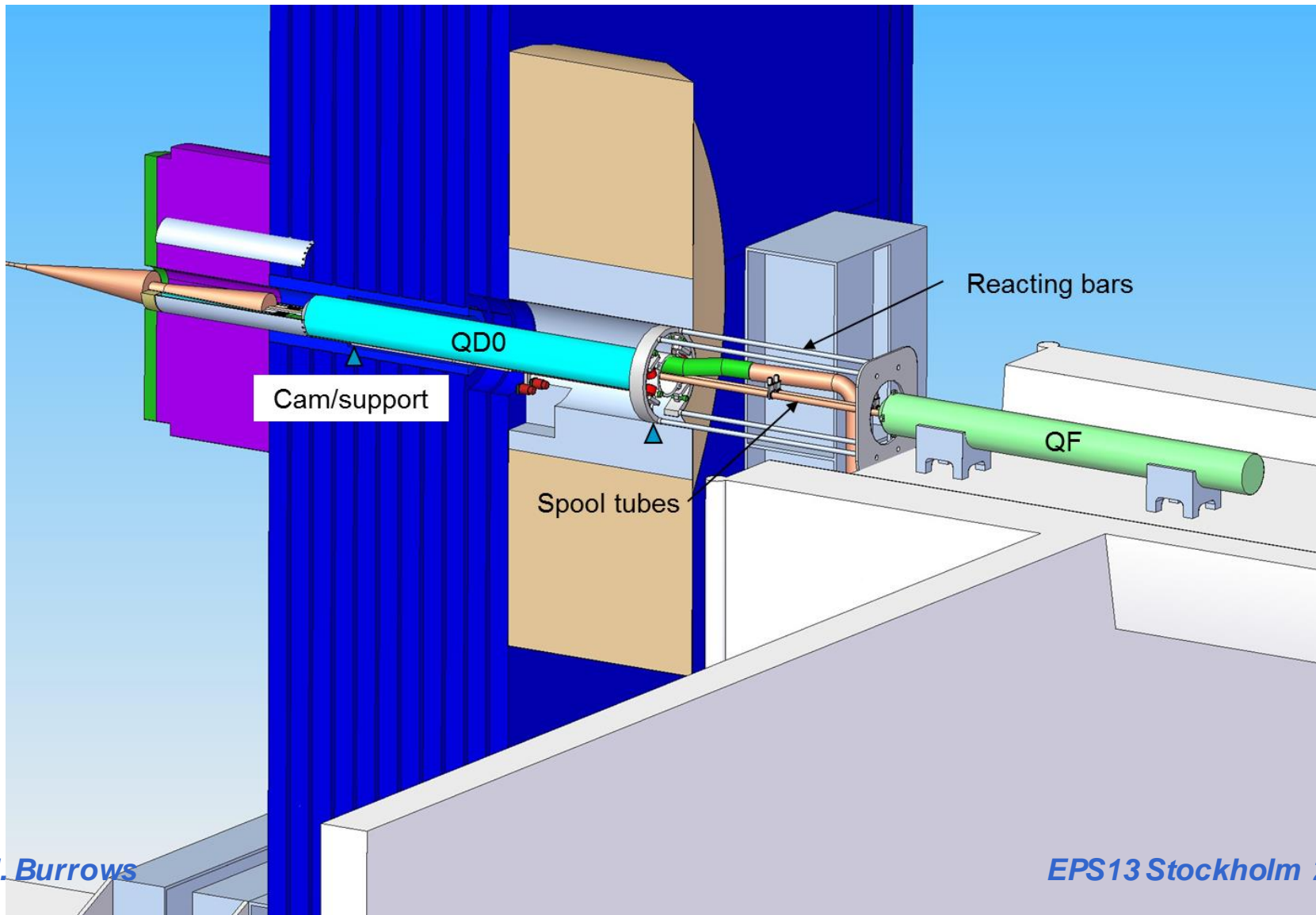
ILC IR: SiD for illustration



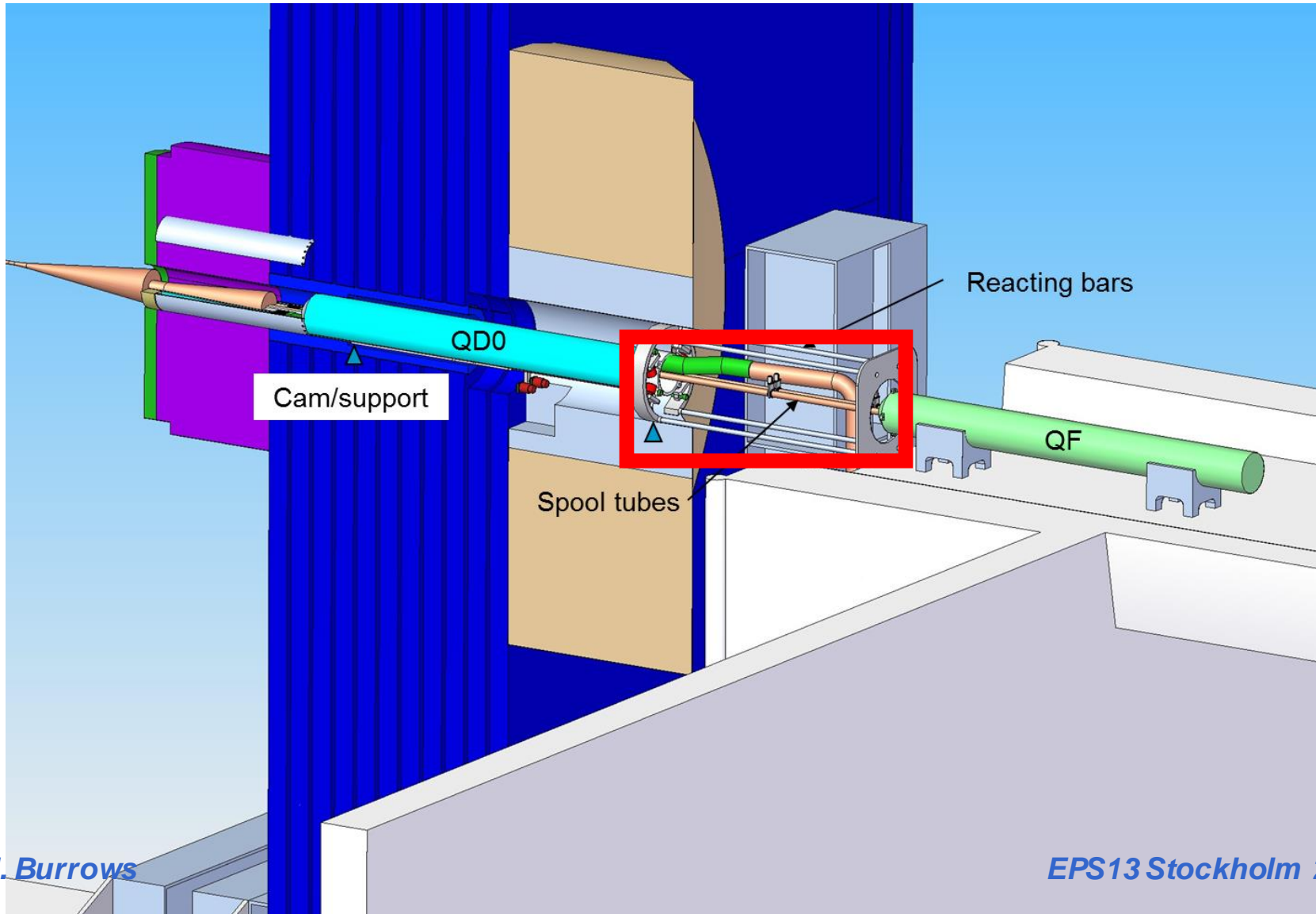
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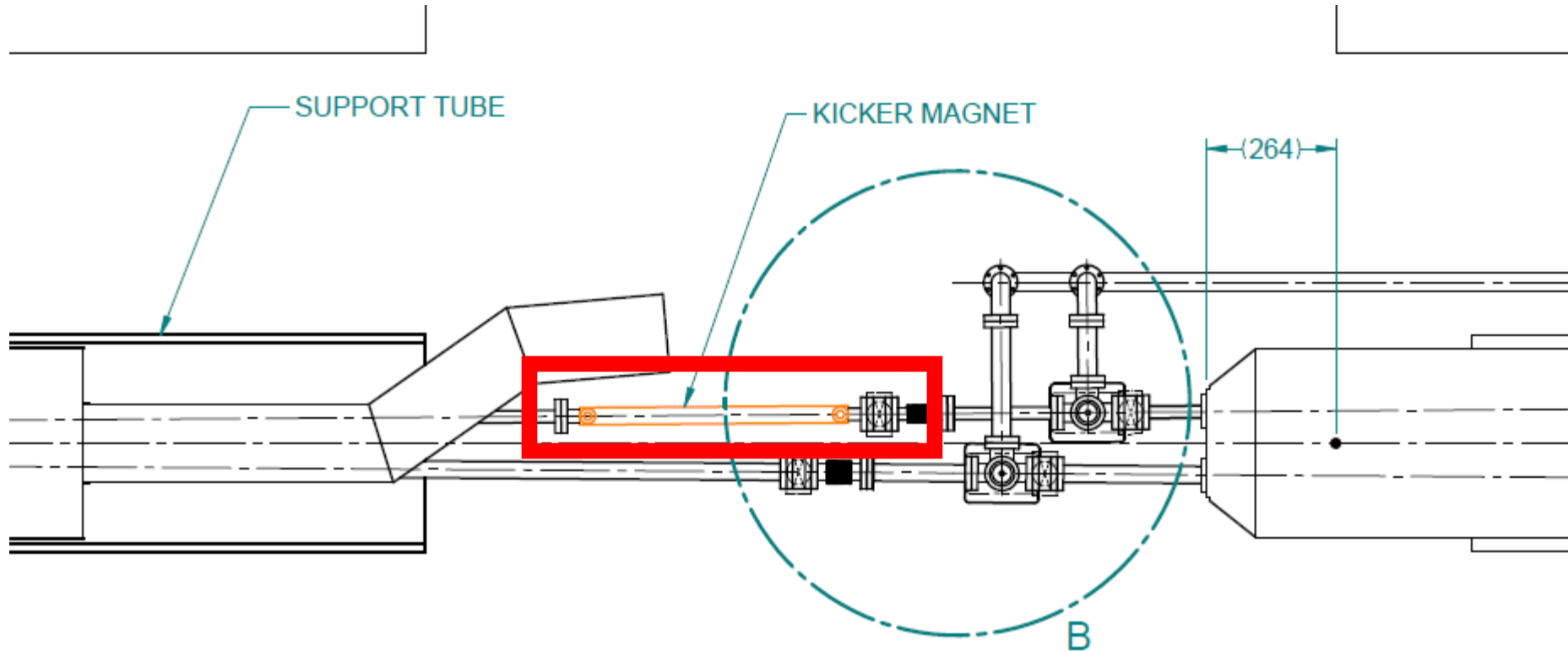
Final Doublet Region (SiD)



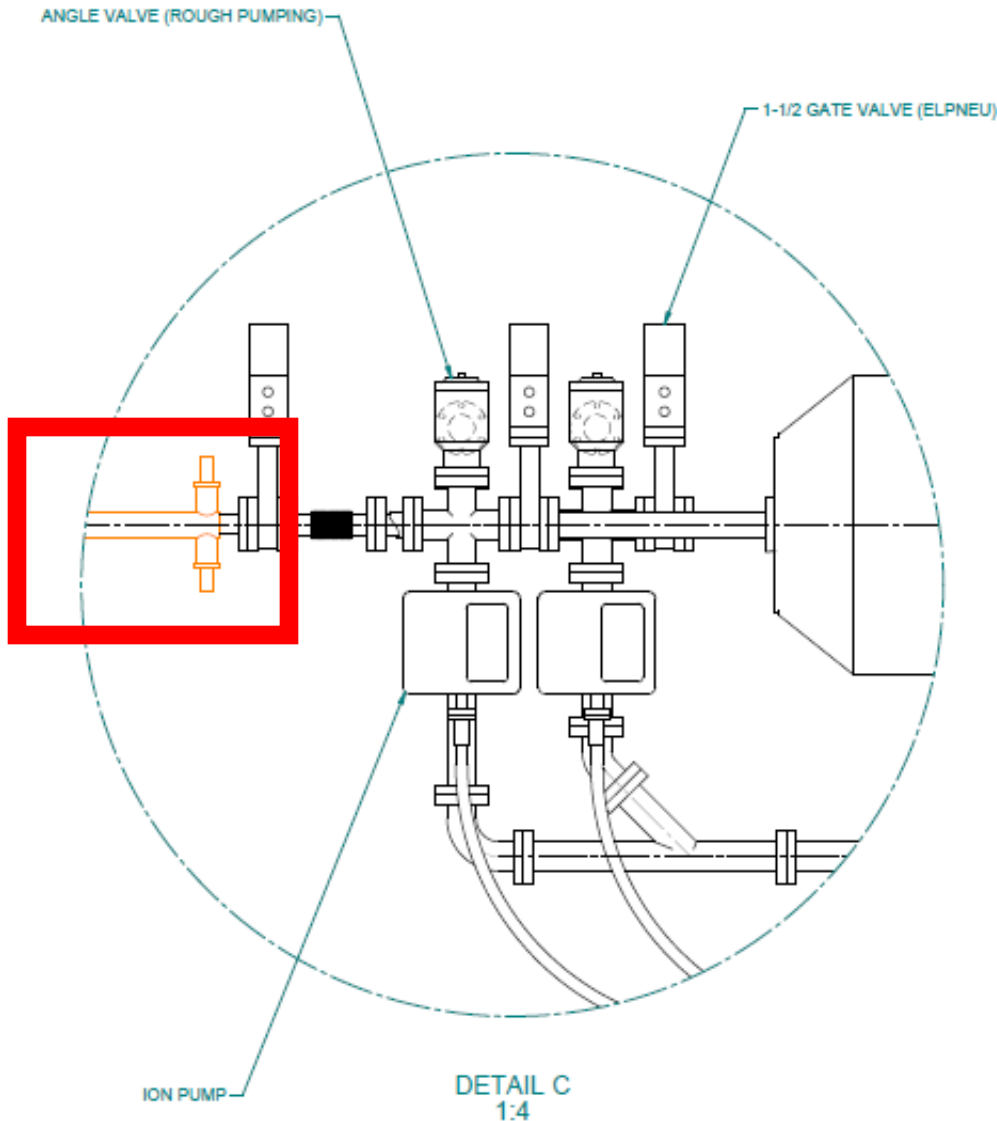
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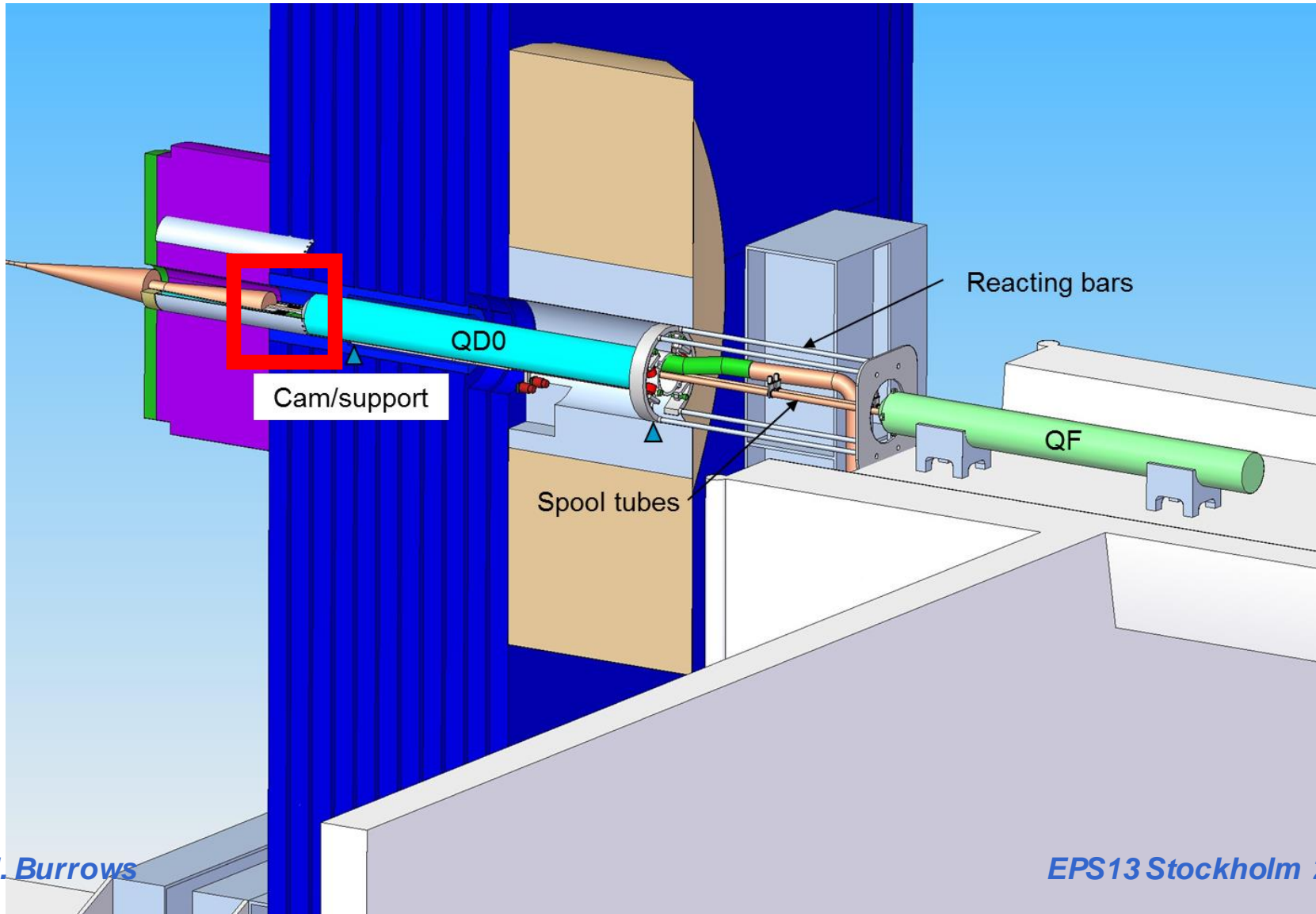
QD0 – QF1 Region (SiD)



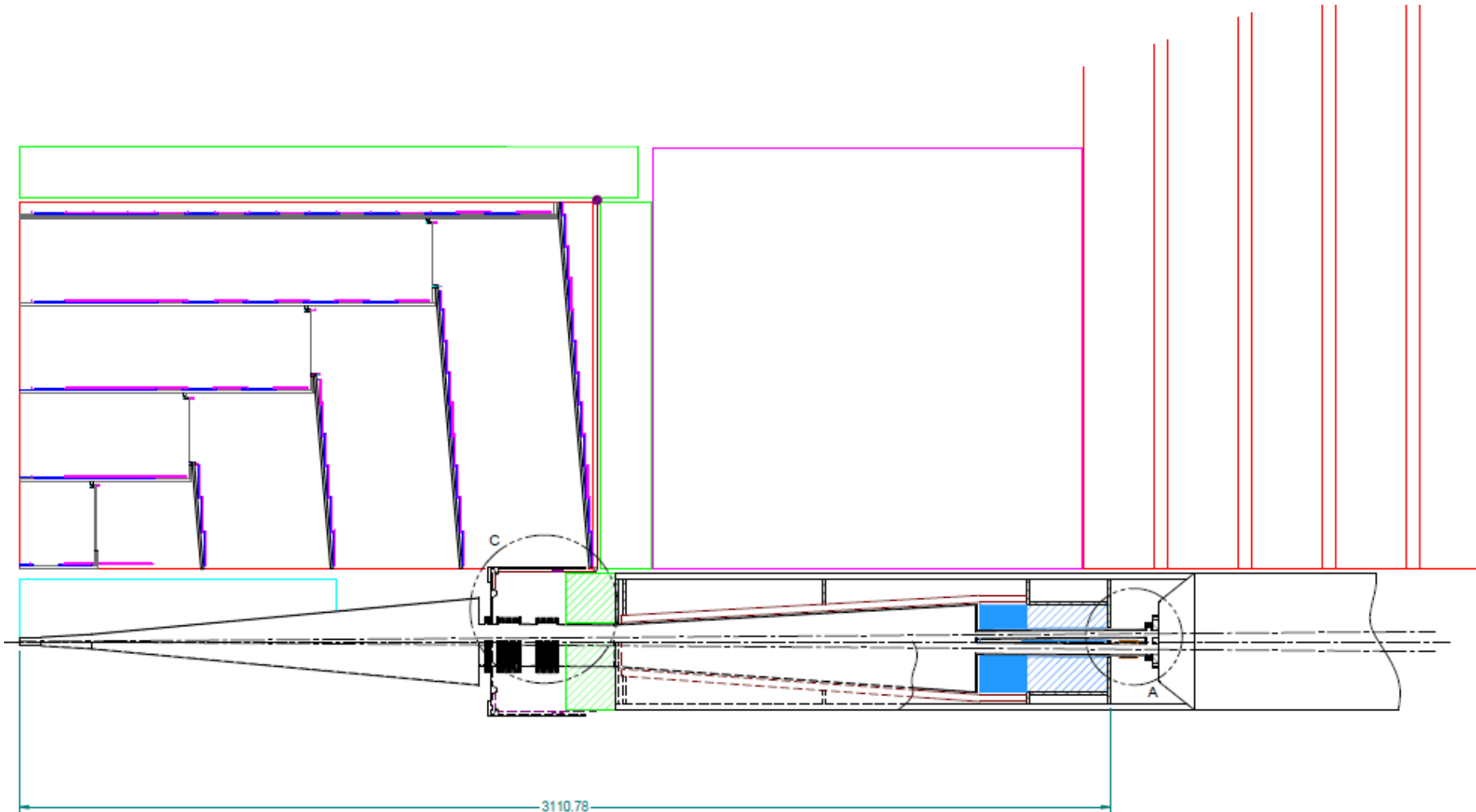
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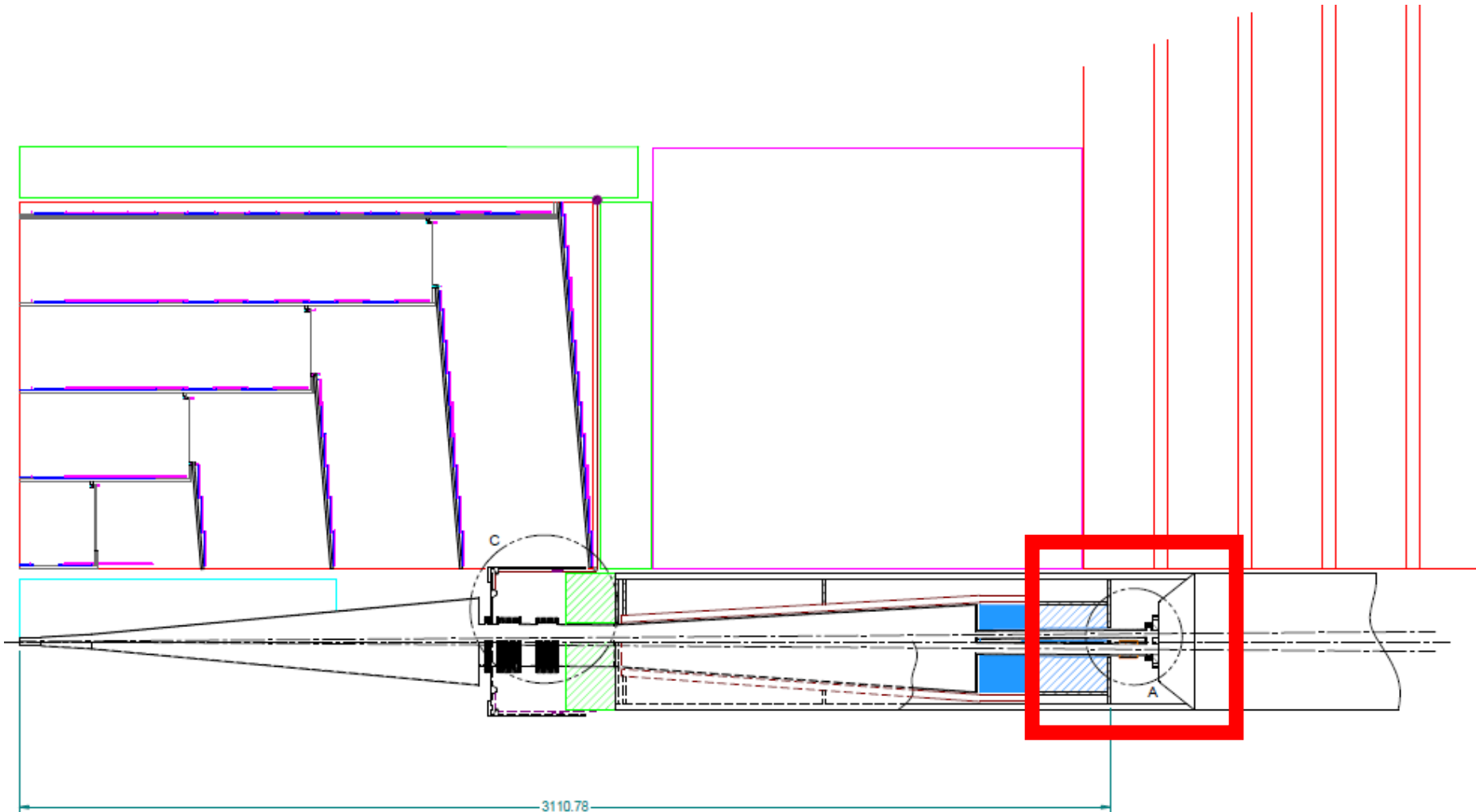
Final Doublet Region (SiD)



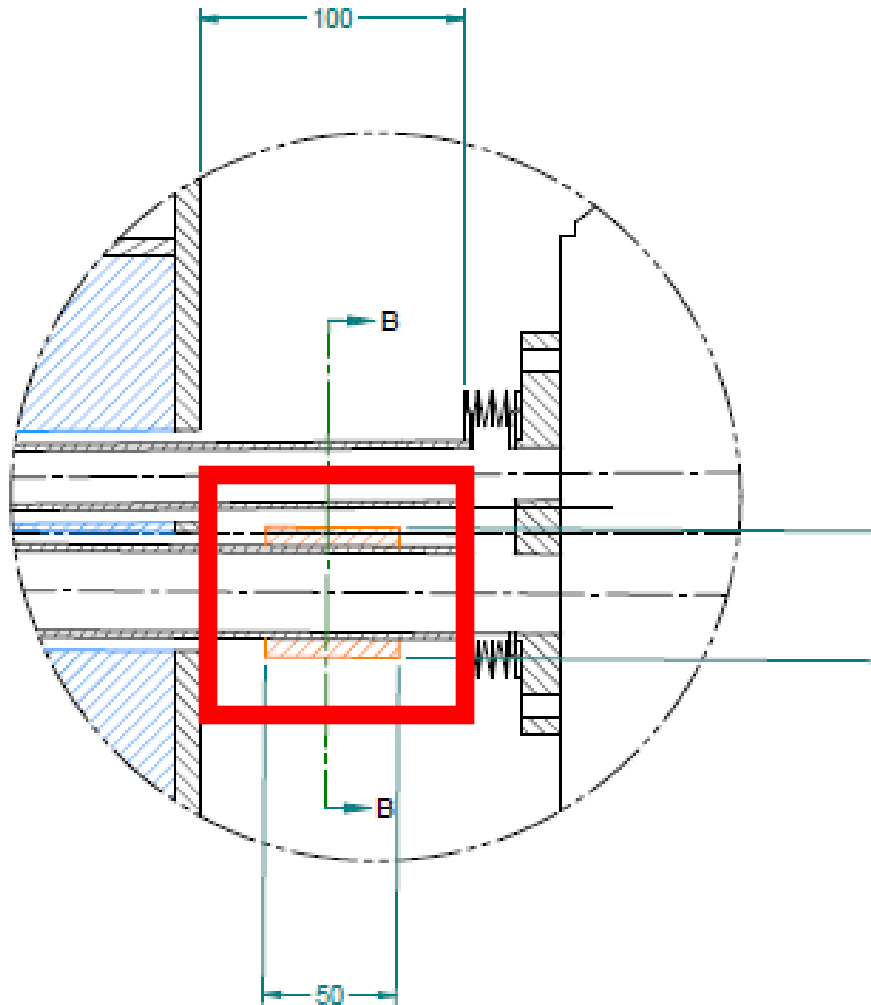
IP Region (SiD)



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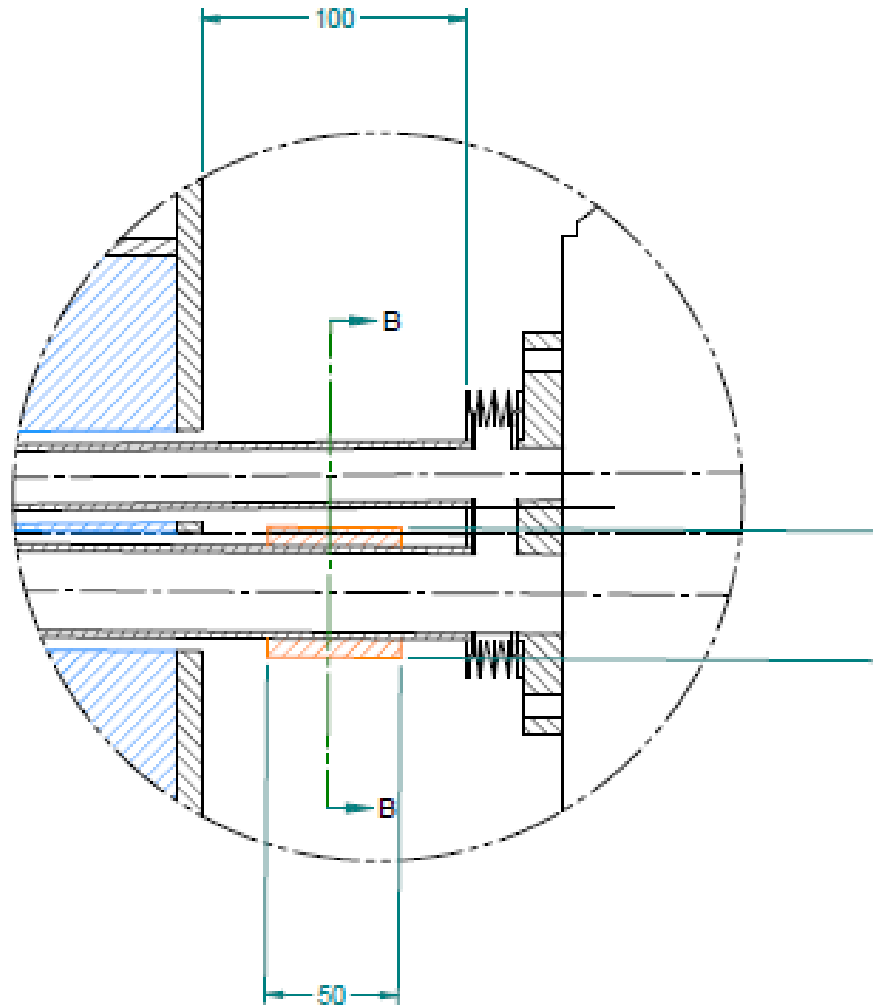


Beamcal – QD0 Region (SiD)

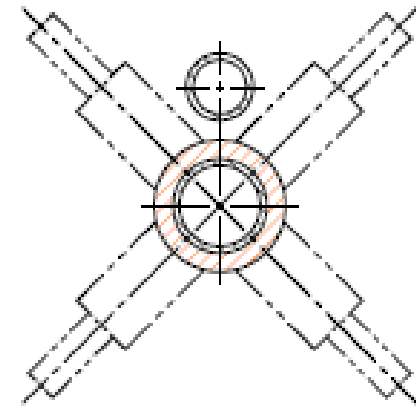


DETAIL A
SCALE 4:1

IP FB BPM Detail (SiD)

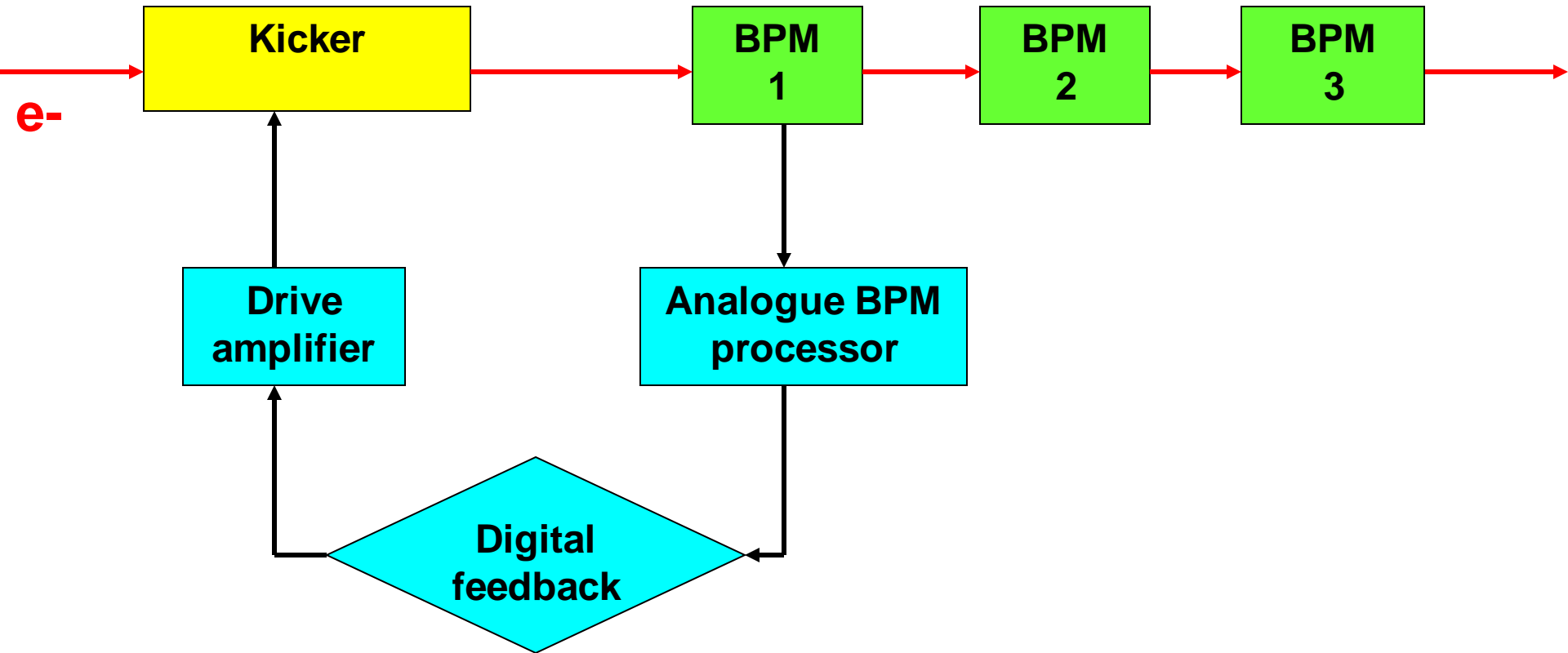


DETAIL A
SCALE 4:1

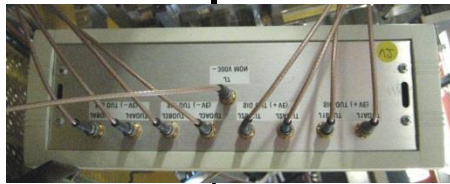


SECTION B-B
SCALE 4:1

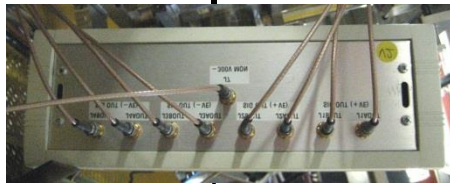
ILC FB prototype: FONT at KEK/ATF



ILC prototype: FONT4 at KEK/ATF



ILC prototype: FONT4 at KEK/ATF



BPM resolution < 0.5um
Latency ~ 130ns
Drive power > 300nm
@ ILC

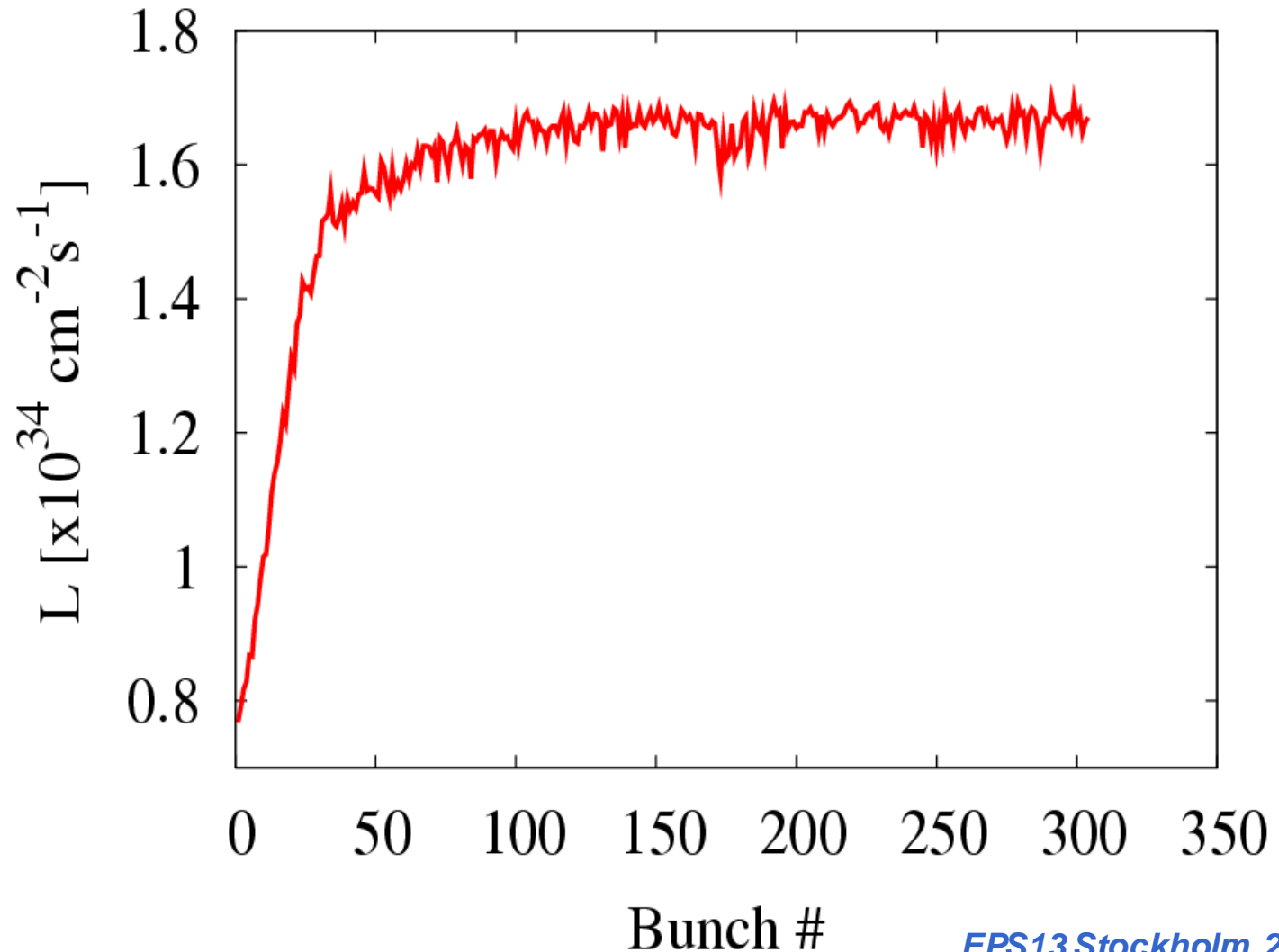
Latency

- Time of flight kicker – BPM: 12ns
- Signal return time BPM – kicker: 32ns
- **Irreducible latency: 44ns**

- BPM processor: 10ns
- **ADC/DAC (4.5 357 MHz cycles) 14ns**
- **Signal processing (8 357 MHz cycles) 22ns**
- **FPGA i/o 3ns**
- Amplifier 35ns
- Kicker fill time 3ns
- **Electronics latency: 87ns**

- **Total latency budget: 131ns**

ILC IP FB performance



Resta Lopez

P.N. Burrows

EPS13 Stockholm 20/7/13

IP FB Design Status: CLIC

Conceptual design developed and documented in CLIC CDR (2012)

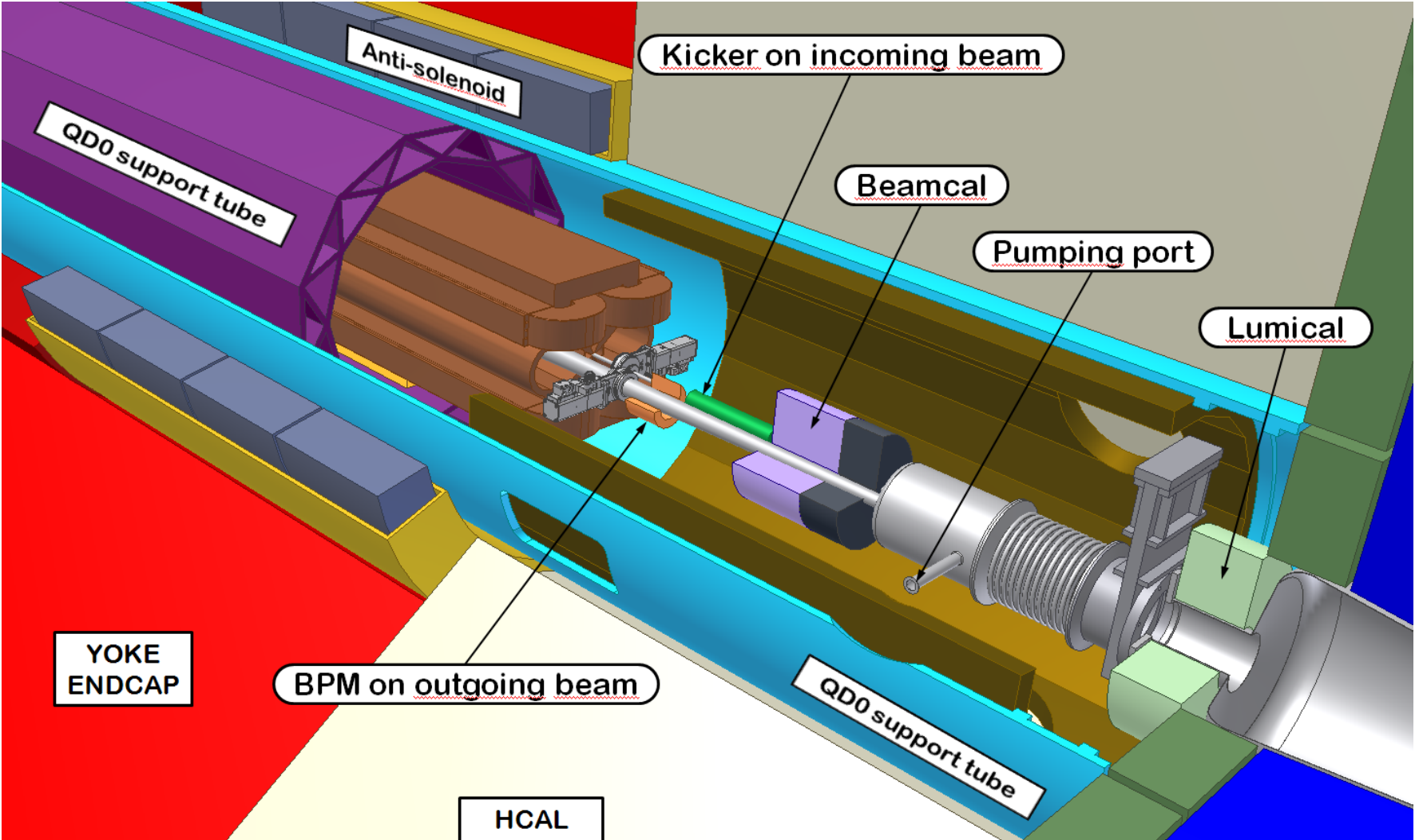
NB primary method for control of beam collision overlap is via vibration isolation of the FF magnets, and dynamic correction of residual component motions

IP position feedback:

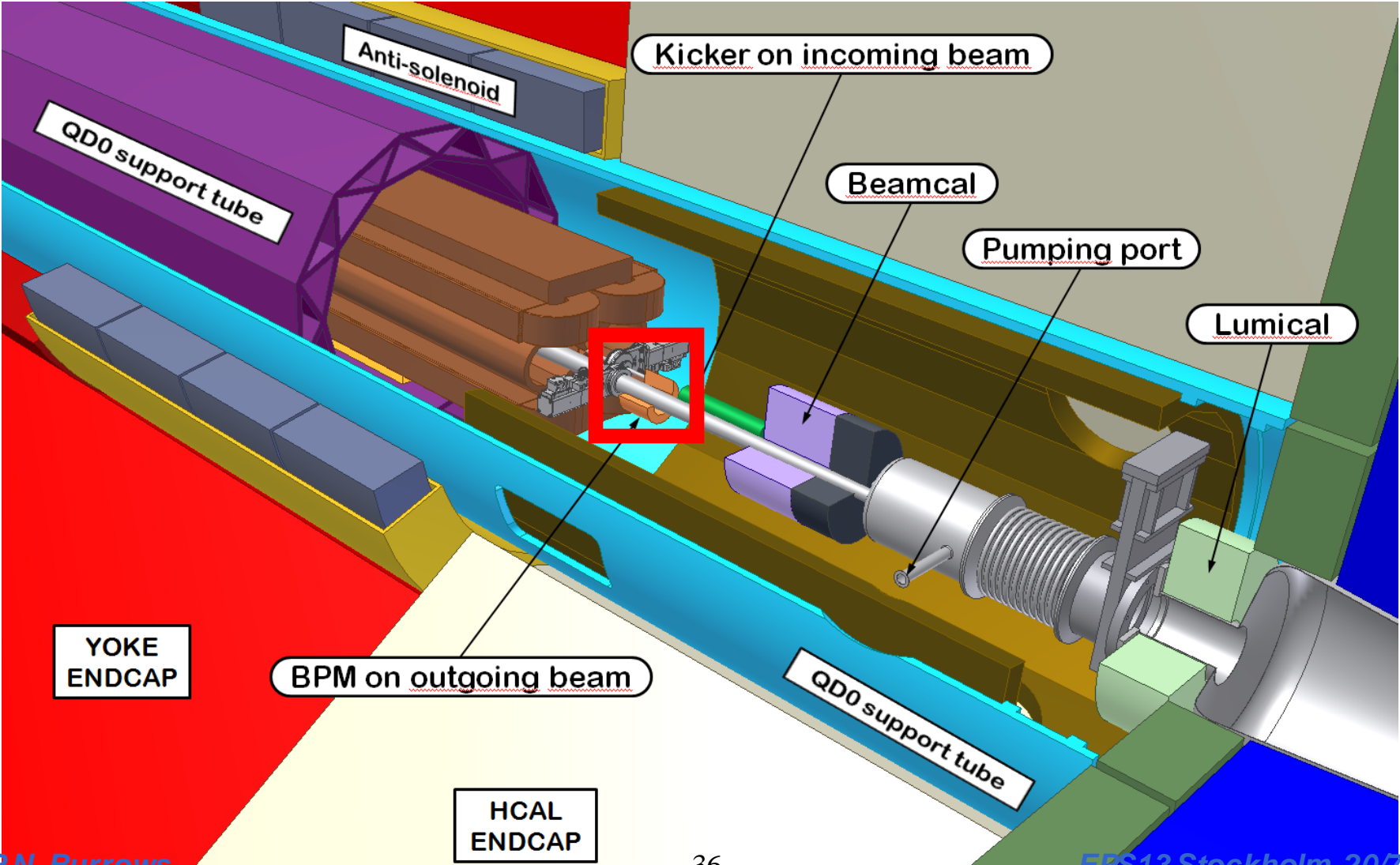
beam position correction up to ± 50 nm vertical at IP

More realistic engineering design can be developed in next project phase

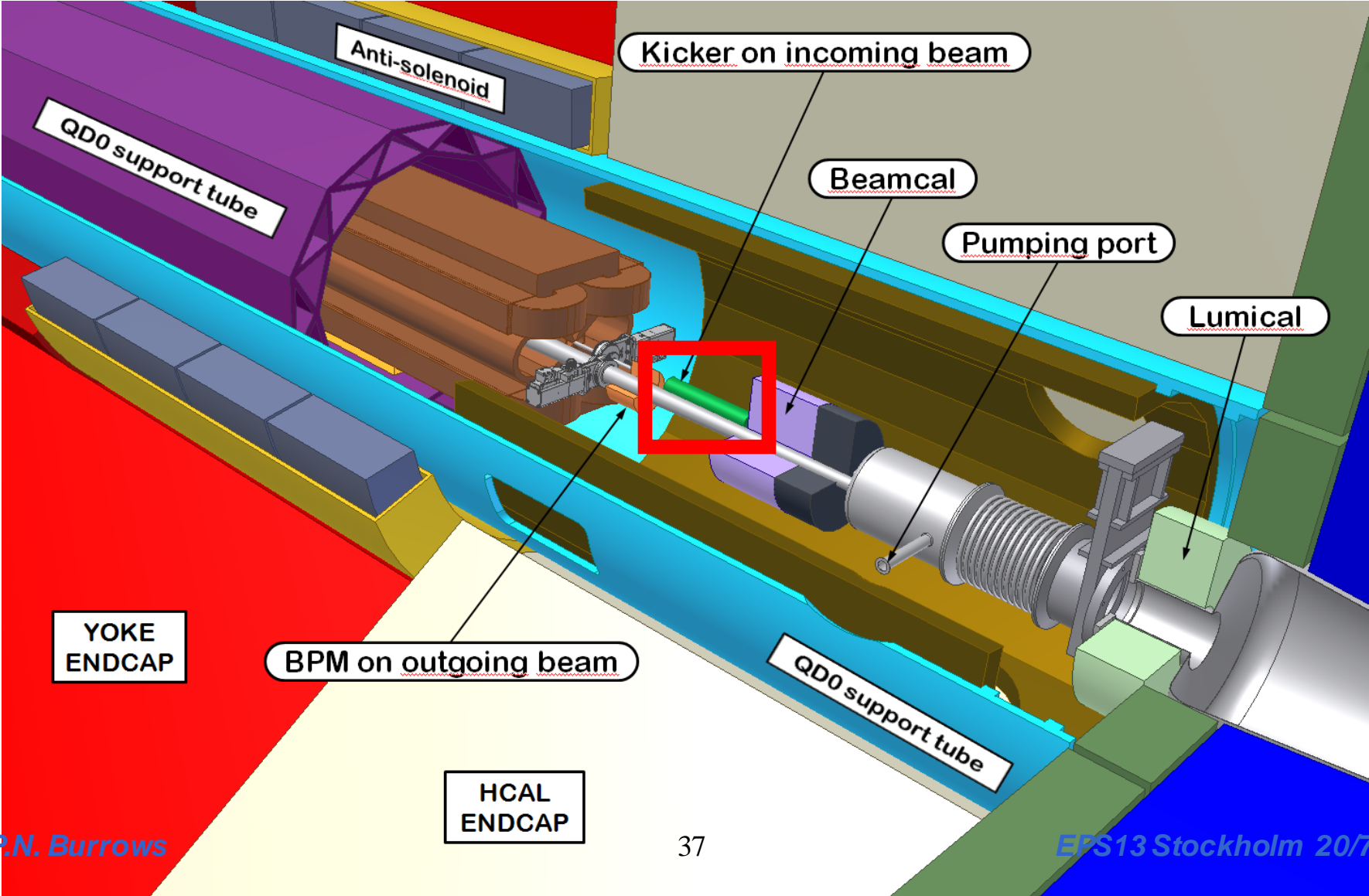
CLIC Final Doublet Region



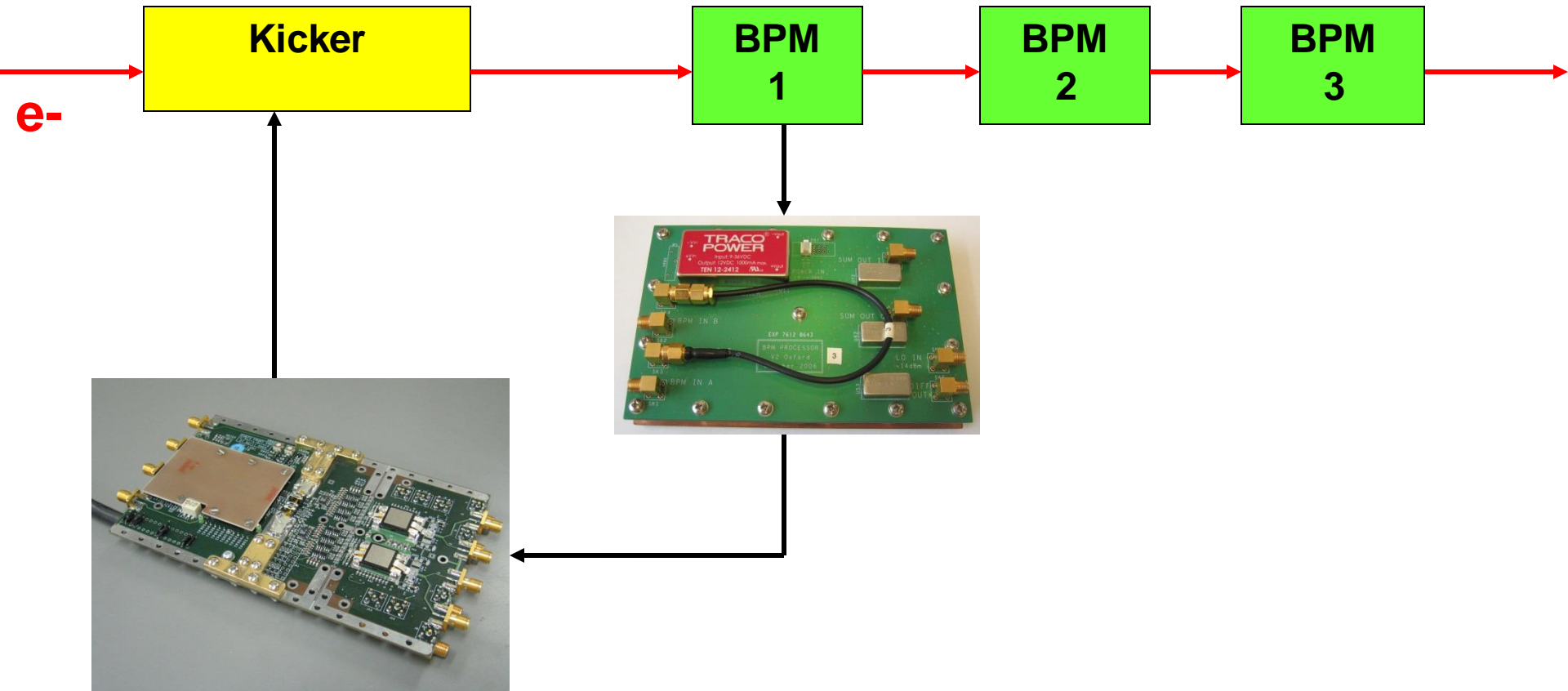
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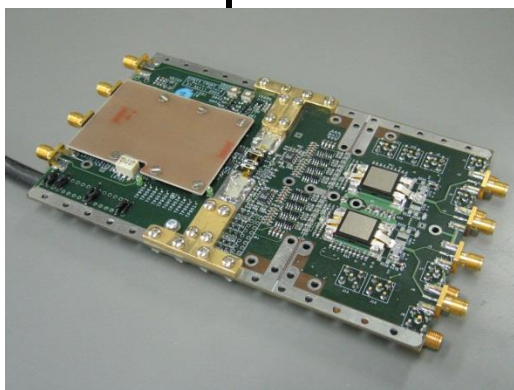
CLIC Final Doublet Region



CLIC prototype: FONT3 at KEK/ATF



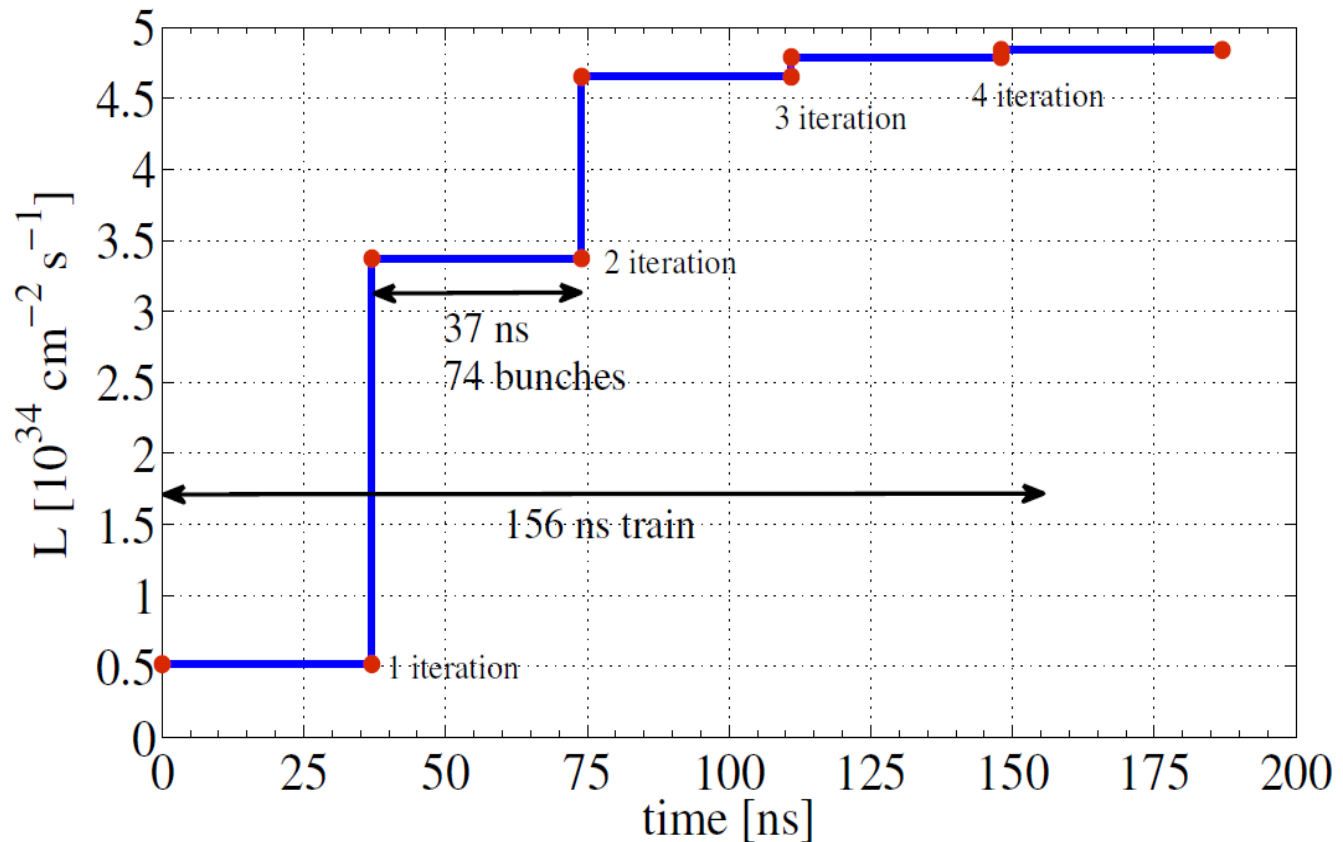
CLIC prototype: FONT3 at KEK/ATF



Electronics latency ~ 13ns
Drive power > 50nm
@ CLIC

CLIC IP FB performance

Single random seed of GM C

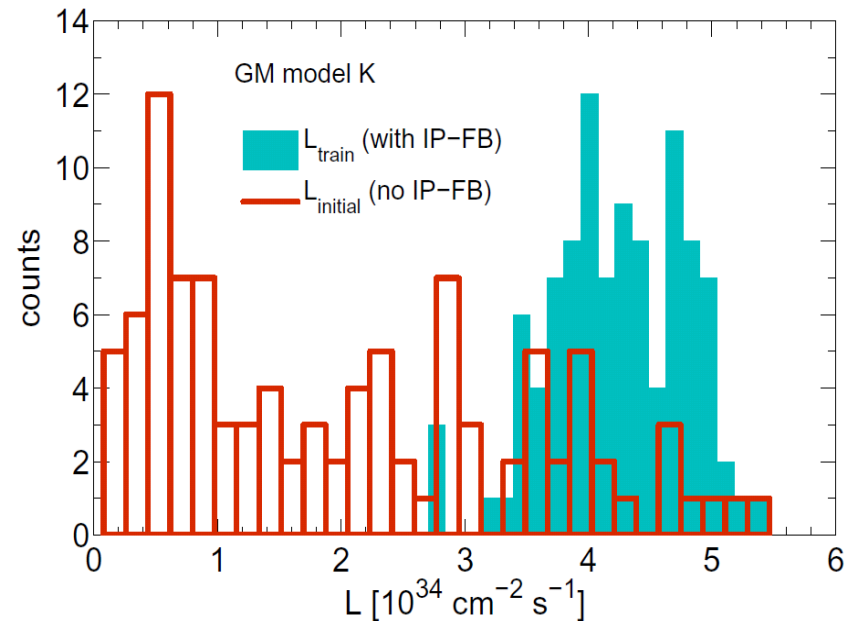
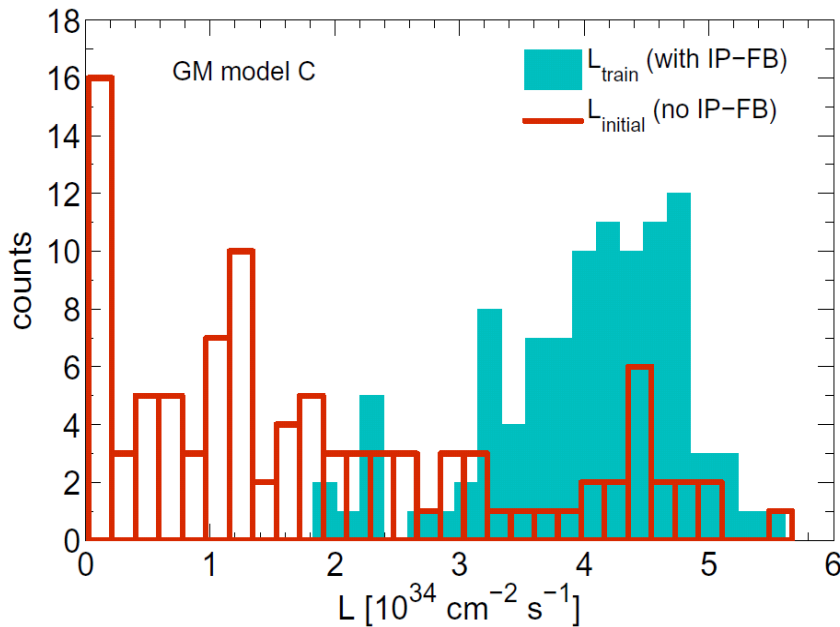


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CLIC IP FB performance

For noisy sites:



→ factor 2 - 3 improvement

Outstanding Technical Issues

- **Component designs need to be optimised for tight spatial environments**
- **Routing of cables**
- **Operation of (ferrite) devices in large, spatially-varying B-field**
- **Further studies of radiation environment**
- **Electronics location, rad hardness, shielding**
- **RF interference: beam \leftrightarrow FB electronics**
kicker \leftrightarrow detector

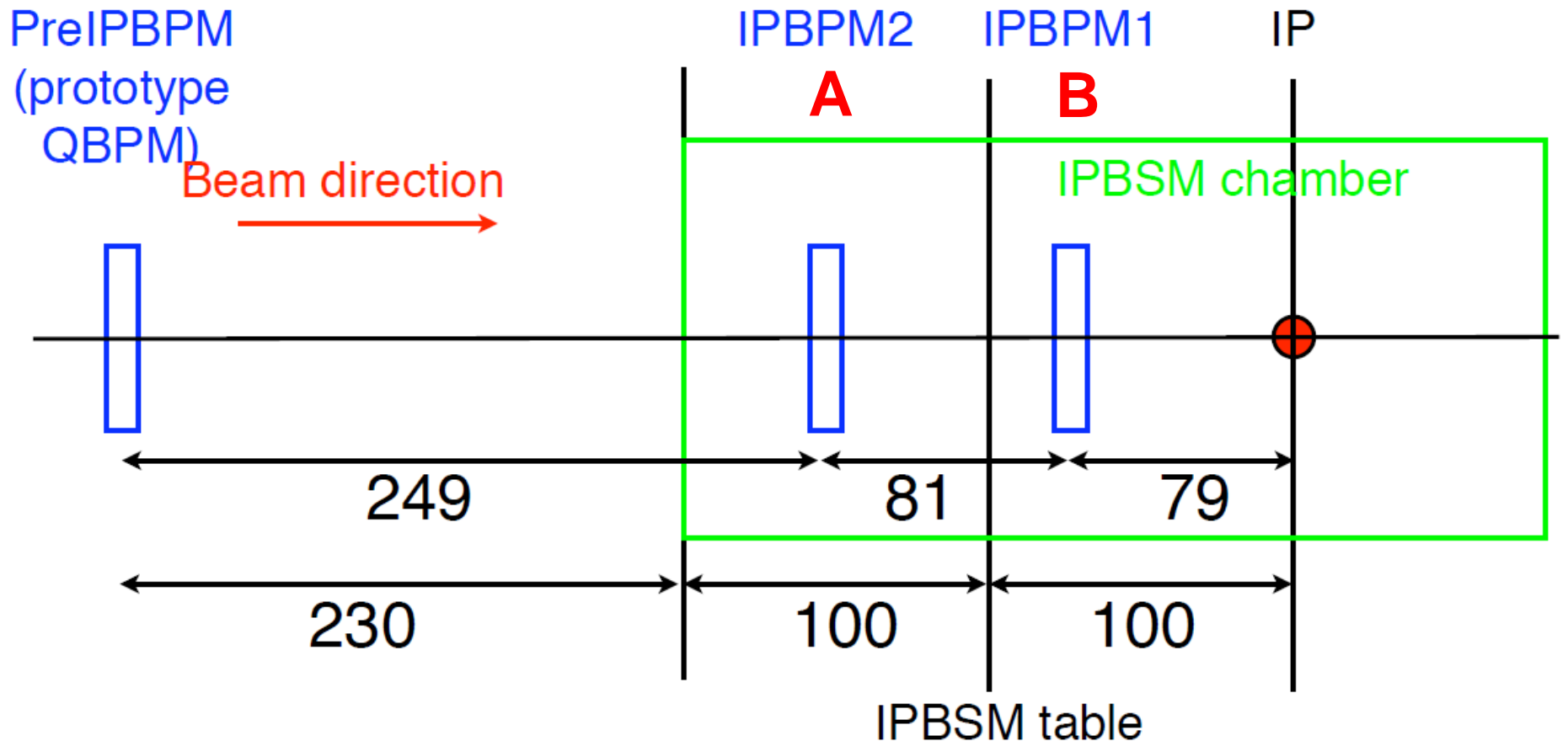
Summary

- **Well developed IP collision FB system designs for both ILC and CLIC**
- **Simulations demonstrate luminosity recovery capability**
- **Demonstrated prototypes with required performance parameters**
- **Progress on designing customised beamline components + optimising layout**
- **Ideas applicable at XFELs + rings**

NEWSFLASH from ATF2

- **Beam size ~ 65 nm achieved**
- **First attempts at stabilisation of small beam at nm level**

ATF2 IP region layout

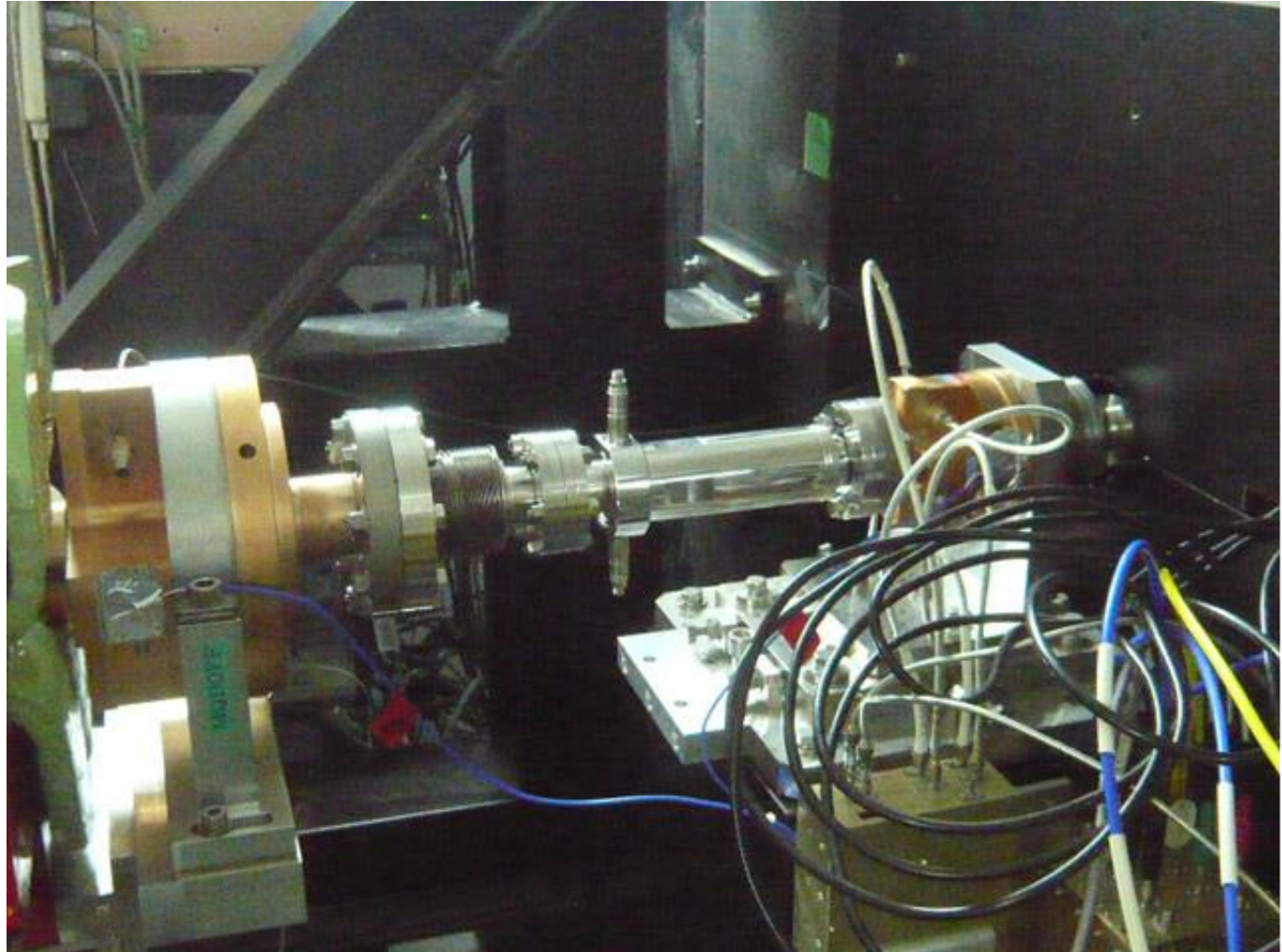


Layout with new IP kicker

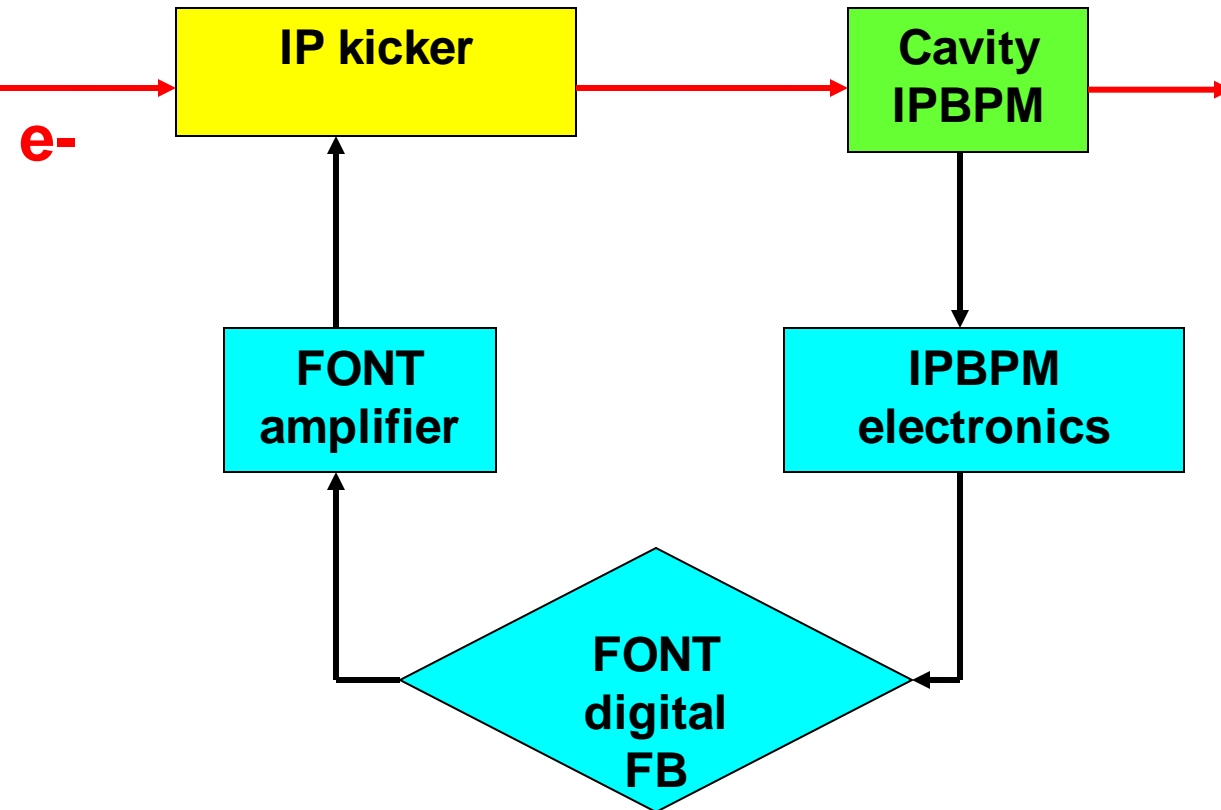
**Designed
by Oxford**

**Fabrication
arranged
by KEK**

**Installed
May 2012**

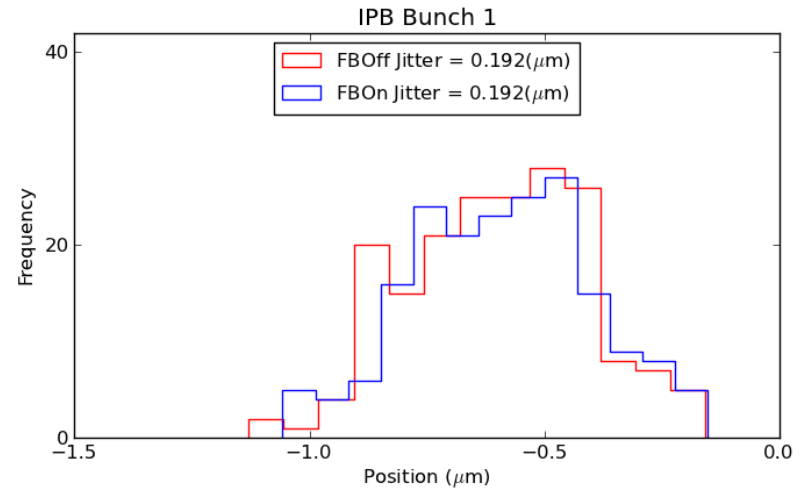


ATF2 IPFB tests June 2013



ATF2 IP FB results (June 2013)

Bunch 1:
Not corrected by FB
Incoming position jitter
~ 200nm



ATF2 IP FB results (June 2013)

Bunch 1:
Not corrected by FB
Incoming position jitter
~ 200nm

Bunch 2:
FB off jitter ~ 200nm

FB on:
beam zeroed
jitter reduced ~ 100nm

PRELIMINARY

