

EIC Crab Cavity Low-Level RF Design

Research in the Physics Department

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① Particle Accelerators

② Crab Cavity Basics

③ Challenges

④ Our Simulation

⑤ Conclusions

1 Particle Accelerators

2 Crab Cavity Basics

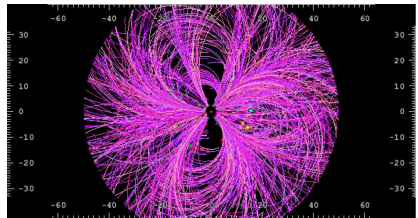
3 Challenges

4 Our Simulation

5 Conclusions

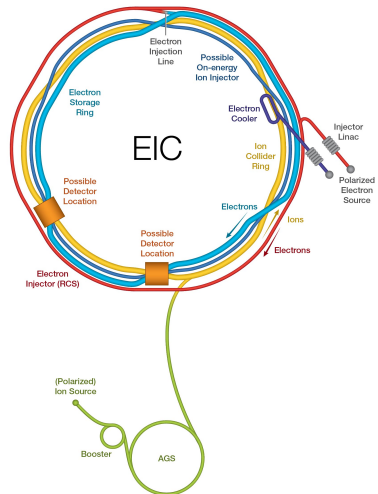
What is a Particle Accelerator

- Accelerators propel particles to near the speed of light
- Used for particle physics research
 - Discovering new particles
 - Testing new theories of particle interaction
 - Investigate dark matter theories
- Used as sources of high energy x-rays for experiments in biology, chemistry, medicine, materials science, and more.



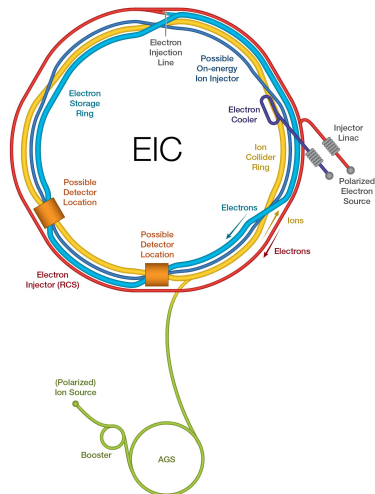
The Scale of the EIC

- The next big US accelerator, the Electron-Ion Collider (EIC), at Brookhaven National Lab, NY (within the 2030s).
- 3.8 km circumference ring
- 10^{34} collisions per square centimeter per second
- Particles going around $\sim 80,000$ times per second
- Estimated cost of \$1.6 – \$2.6 billion



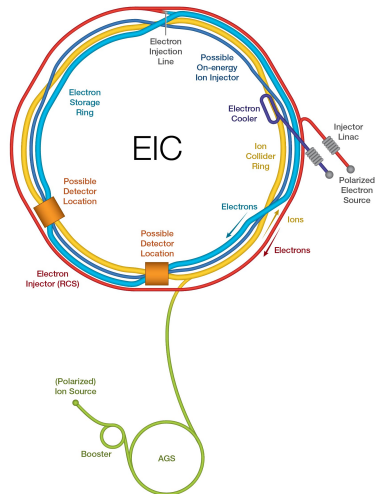
Main Parts of a Particle Accelerator

- Magnets (steering)
- Detectors (for collecting collision data)
- Electromagnetic cavities (for accelerating particles)



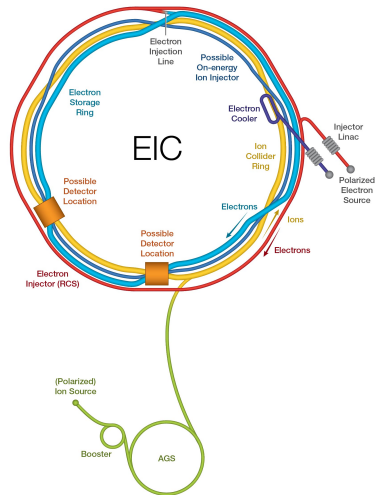
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New Technology

- Future accelerators will incorporate new technologies to increase the energy of collision and the collision rate.
- An important developing technology are Crab Cavities
 - Used once before at KEKB in Japan in 2007 (with marginal success and a lot of operational issues).
 - Will be used in the High Luminosity Large-Hadron Collider (HL-LHC) at CERN, Geneva, Switzerland (≈ 2029).
 - They will also be used in the EIC. [2]
- The crab cavity field will have to be regulated precisely through the action of feedback systems \rightarrow our research

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A Crab Cavity

- A crab cavity is an electromagnetic resonator that will rotate the particle cloud (bunch) around its center, so that it moves sideways (transversely), like a crab.
- After crabbing the beam, it must be uncrabbed
- Why would we want to do this?
 - More collisions → more data



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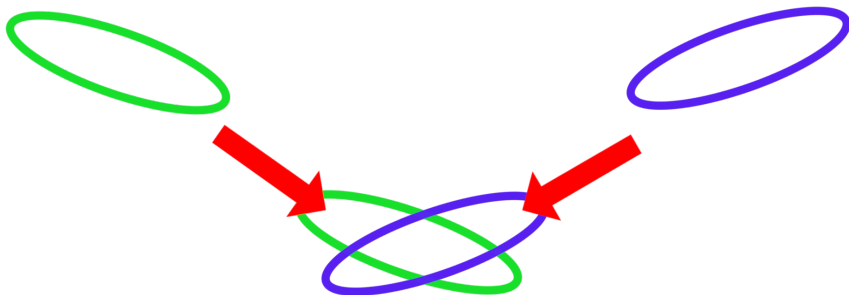
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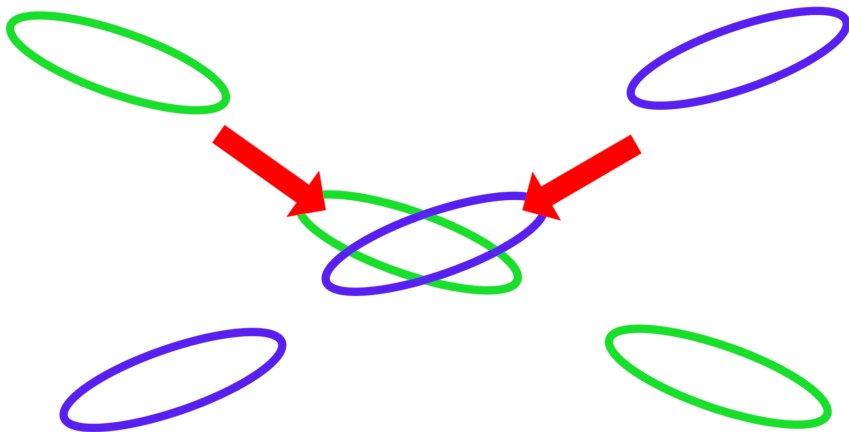
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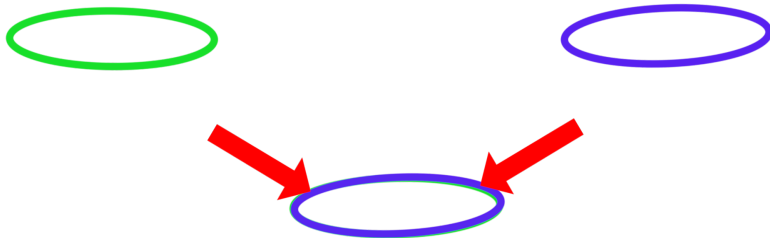
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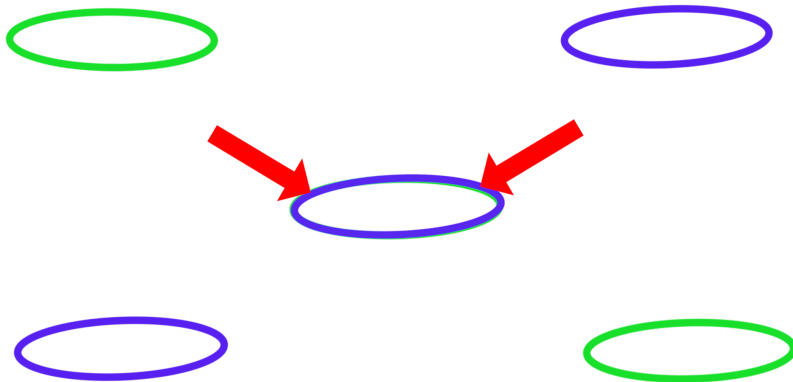
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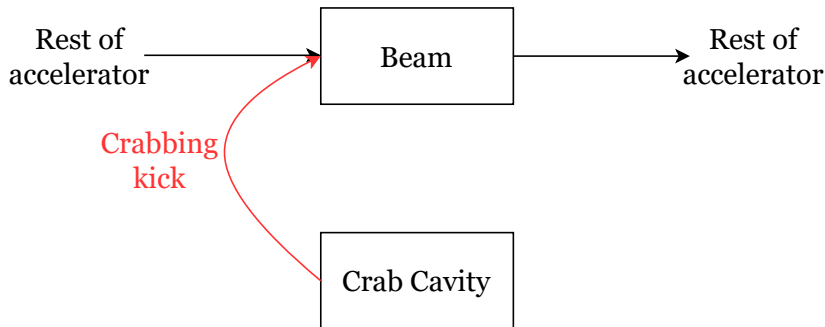
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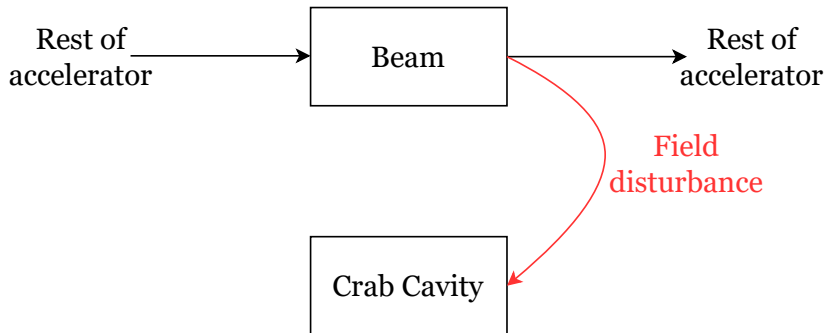
The Drawbacks

- Crab cavities significantly increase the commissioning and operational complexity of the system
 - More things to go wrong
 - More interactions → harder to model
- We have to move a millimeter thick beam going at the speed of light ($300,000,000 \frac{m}{s}$) with micrometer precision

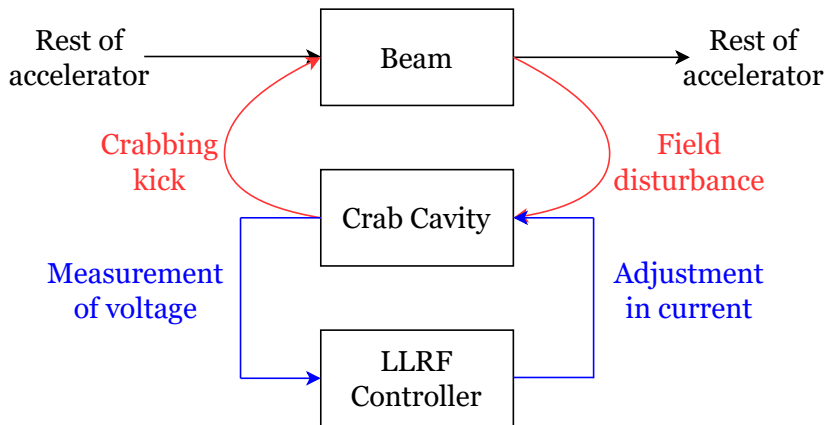
The Feedback Loop



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The Feedback Loop (with controller)



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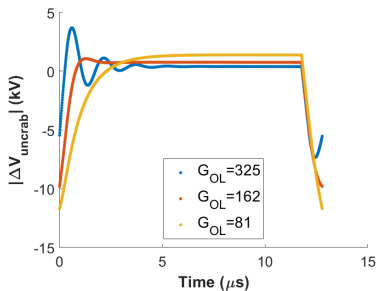
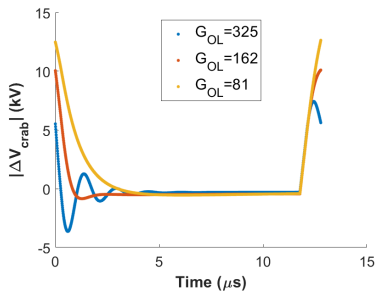
Simulation Description

- We created and verified a simulation of the system including
 - Particle beam
 - Crabbing and uncrabbing cavities
 - Controller
 - Transmitter (affecting controller action)
- Implemented and run in MATLAB/Simulink
- We have two main takeaways from the simulation
 - Is controlling the loop possible with current technology?
 - If so, what is the best configuration for the controller? Metrics include beam performance and transmitter power requirements.

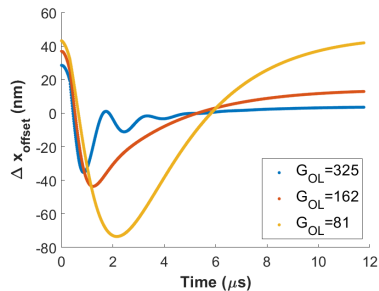
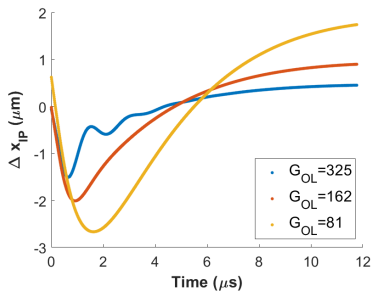
What we studied

- We have conducted extensive studies on the effect of
 - Different controller architectures
 - Different noise levels
 - Additional controllers (such as the One-turn feedback and a controller acting on crabbing/uncrabbing cavities concurrently)
- Due to time limitations I will present one quick example, the main controller gain effect on performance

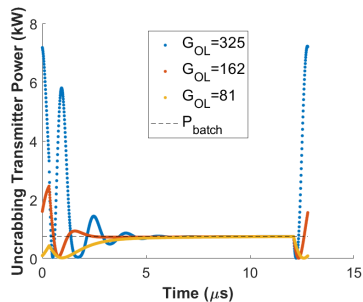
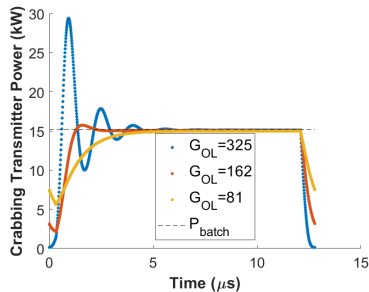
Results



Results (cont.)



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Additional studies

- We will combine the results from this work with two previous EIC studies from our group to design the crab cavity controller:
 - Study on the noise created by the accelerating cavities (completed) [1]
 - Study the beam/crab cavity interaction to determine bunch stability (ongoing)

Acknowledgements

- This work was conducted under Dr. Themis Mastoridis in the physics department
- This work was conducted alongside Trevor Hidalgo and Matti Toivola

References

- [1] K. Smith, T. Mastoridis, P. Fuller, P. Mahri, and Y. Matsumura.

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- [2] F. Willeke and J. Beebe-Wang.

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Image Sources

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