



correctly phased with the beam. For this reason, both systems must share the same master oscillator, this is unlike XBOX2 and XBOX3, which do not have beam and thus are not constrained in this way. The upgrade will introduce frequency mixing schemes into XBOX1, the front end will mix the 2.9985 GHz CLEAR master oscillator up to 11.9942 GHz RF with pulse modulation. The receiver will down-mix the returning RF signals with a local oscillator (LO) frequency of 11.9942 GHz in order to produce a low intermediate frequency (IF) for digital sampling.

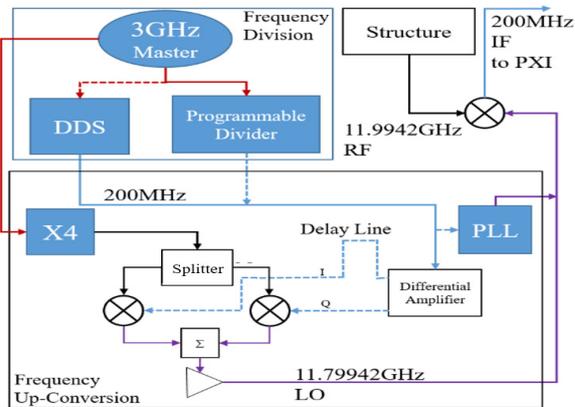


Figure 2: Block schematic of the the new LLRF in XBOX1.

The LO will also be synthesised from the 2.9985 GHz CLEAR master oscillator so that measured phase at the receiver is determined with respect to the drive beam and linac phase. The new LLRF scheme is shown in Fig. 2.

### Selection of Intermediate Frequency

The selection of the IF is driven by several parameters: the bandwidth and specification of the acquisition cards, the timing resolution required for breakdown localisation and the requirement to be able to generate the LO from the 2.9985 GHz master oscillator. The rise time of the RF pulses is an indicator of the bandwidth required in order to accurately represent the signal without loss of resolution on the rising edge. The rise time will be considered to be the time taken for the signal to rise from 10% to 90% of its peak value. The rise time can be converted to a bandwidth using the following approximation:

$$t_r(s) = \frac{0.35}{BW(Hz)} \quad (1)$$

This will enable us to select an intermediate frequency that has sufficient bandwidth to accurately reconstruct the RF pulses [9]. The incident power pulses have a rise time of approximately 7.2 ns, [7] the minimum bandwidth required to reconstruct this rising edge is 48.6 MHz. However, for breakdown localisation it is necessary to be able to detect changes over a smaller time frame than the rise time of the RF pulses. More detailed information on breakdown localisation techniques can be found in [10]. A CLIC ‘super-structure’ has a  $3\pi/2$  phase advance and a non-constant group velocity of between  $0.0165c-0.0083c$  [7]. In order to be able to differentiate between cells the time taken for the RF to traverse

one cell should correspond to one cycle of the RF. For a group velocity is  $0.01c$  and cell length of 5.5 mm, the time taken for the RF to traverse one cell is approximately 1.83 ns. However, using the phase information the breakdown location can be localised to within three cells [11]. The time taken for the RF to traverse three cells, for a group velocity of  $0.01c$  and cell length of 5.5 mm, is approximately 5.49 ns which would translate to a bandwidth of 91.1 MHz. Thus the chosen IF is 199.9 MHz. This frequency can be synthesised by dividing the 2.9985 GHz master oscillator by 15. The choice of IF and sampling scheme also integrate with the specifications of the oscilloscope cards which are currently used in XBOX1. The NI PIXe-5162 [8]. This is a 4channel, 10 bit, 5 GS/s digitizer. In this case, the analog to digital converter (ADC) is capable of IQ sampling the IF as the sampling rate is above 800 MS/s and the bandwidth is above 200 MHz. In order to produce an IF frequency of 199.9 MHz the 11.9942 GHz RF signals will be mixed with an LO of 11.7942 GHz.

### Frequency Division of 2.9985 GHz to 199.9 MHz

Frequency division of the 2.9985 GHz master oscillator is required for two reasons. Firstly, to provide a suitably low frequency input to synthesise the LO of 11.9742GHz. Secondly, as a source for producing the 799.6 MHz sampling clock for data acquisition. The 2.9985 GHz will be divided by 15 to produce 199.9 MHz.

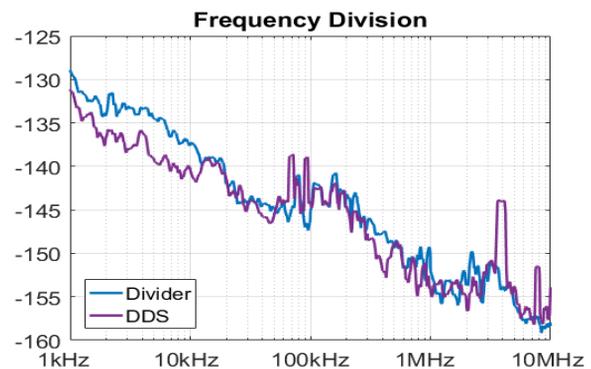


Figure 3: Phase noise results from DDS and PD at 199.9 MHz centre frequency.

Two frequency division methods that will be compared, these are a programmable divider and a Direct Digital Synthesiser (DDS). The programmable divider (PD) is the HMC705 [12], it is an analog chip which can produce integer division ratios between 1 and 17. A DDS produces analog waveforms from a digital, time varying signal. The DDS is the AD9914 [12], which contains a 12bit digital to analog convertor (DAC) allowing for fine frequency control. Figure. 3 shows a comparison of the single sideband phase noise produced by the DDS and PD.

### Frequency Up-Conversion from 199.9 MHz to 11.7942 GHz

The up-conversion step will take the 199.9 MHz as an input and synthesise 11.7942 GHz, which will be mixed with

the incoming 11.9942 GHz signals. The two up-conversion schemes are a Phase Locked Loop (PLL), and a single-sideband Up-Converter. PLL's are a common method for producing a stable high-frequency output from a low-frequency input. However, PLL's can contribute significantly to the phase noise. A CERN custom designed PLL is used in both XBOX2 and XBOX3. The PLL for XBOX1 is the AD5355 which is a wideband PLL with integrated VCO. [12] The possible benefit of the single sideband up-converter is reduced phase noise, with respect to a PLL, and possible removal of unwanted sidebands. Using two mixers, two quadrature phase shifters and an in-phase combiner creates trigonometric cancellation of the upper sideband. However, the efficiency of unwanted sideband rejection is limited by the amplitude and phase balance of the incoming IF. The up-converter model is the ADRF6780 [12].

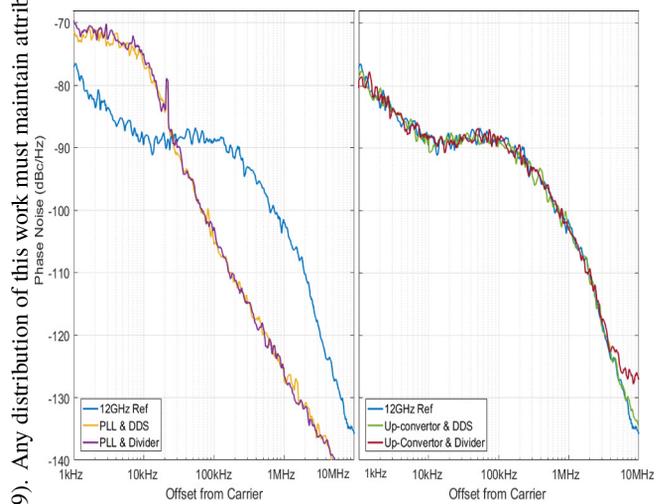


Figure 4: Phase noise results from PLL (left) and Up-Converter (right) at 11.7942 GHz centre frequency.

Figure. 4 shows phase noise plots for the two up-conversion methods each with the 199.9 MHz input being produced from both the DDS and the PD. The up-converter produces around 10 dB less phase noise close to the carrier. However, carrier suppression greater than -11 dB has not yet been achieved due to phase and amplitude imbalances on the input. The behaviour of the frequency up-conversion technique is the dominant influence on the phase noise.

### 11.9942 GHz Pulse Generation and Modulation

The upgrade will make two important changes to the production of the X-band frequency.

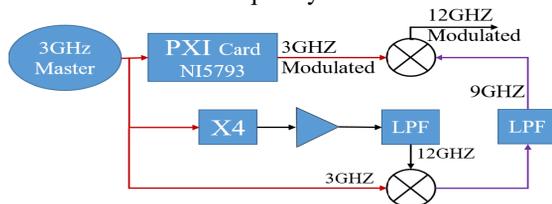


Figure 5: New PFN for XBOX1.

Firstly, production of the 11.9942 GHz from the 2.9985 GHz master oscillator will be produced locally at

XBOX1. Secondly, the pulse forming network will be replaced with a PXI card, the NI5793 [8], which is currently used successfully in XBOX2 and XBOX3 for pulse forming and modulation. The new PFN is shown in Fig. 5

### COMPARISON OF ACQUISITION

The new LLRF system was tested using a 1.5 μs, 2.9985 GHz modulated pulse. This pulse was fed into the mixing crate to be converted to a 11.9942 GHz pulse and mixed back down to 199.9 MHz. The pulse was also fed into the old LLRF system for comparison, the resulting pulse from both systems was digitized using the NI5162 acquisition card [8]. Both signals were sampled at 799.6 MHz for 1.8 μs and filtered during post-processing using a bandpass filter with a 40 MHz bandwidth.

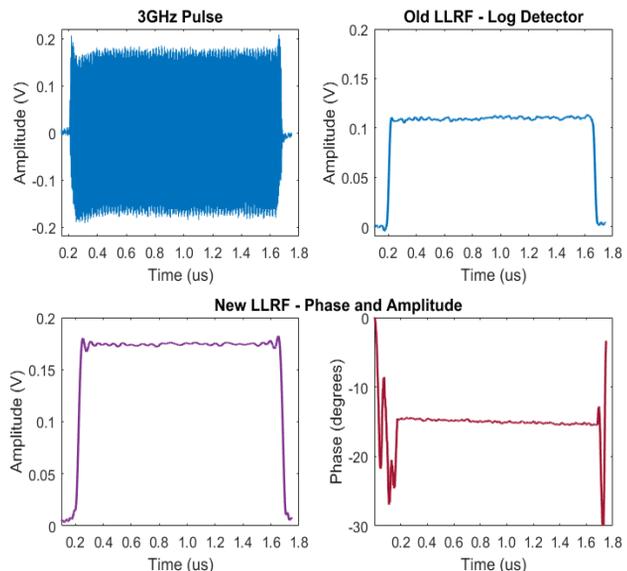


Figure 6: Top-Left: IF Directly Sampled. Top-Right: Log Detector. Bottom: IF Data Points with fitted line and demodulated

The results of demodulation are shown in Fig. 6 The old acquisition scheme used a log detector to collect amplitude information. The new LLRF system uses down-mixing to obtain both phase and amplitude information from the incoming RF signals.

### CONCLUSION AND ONGOING WORK

The upgrade of XBOX1 and connection to CLEAR is ongoing. The software from XBOX3 is being adapted for use with XBOX1 for greater consistency across the high power test stands. The new LLRF for the upgrade of XBOX1 has been successfully designed and tested. The frequency division schemes produce comparable phase noise. The single-sideband up-conversion shows better phase noise performance than the PLL and thus will be implemented in the upgrade. However, more work is needed to achieve a higher level of suppression of the carrier frequency. This will be combined with the design of a high-Q, narrowband cavity filter centred around 11.7942 GHz.

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