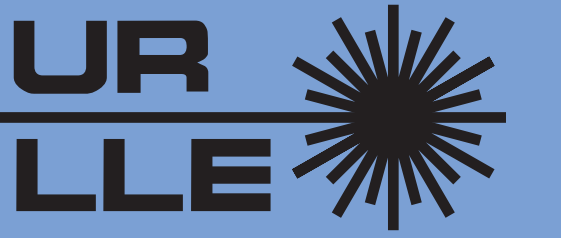


OMEGA EP UV Prediction Model for Enhanced Operational Performance



M. J. GUARDALBEN, M. SPILATRO, L. J. WAXER, and M. BARCZYS

University of Rochester, Laboratory for Laser Energetics

Summary

Accurate and rapid prediction of UV energy and pulse shapes has greatly enhanced OMEGA EP's agility on shot day



- The code *PSOPS* is used to predict the pulse shape, energy, and near-field beam-fluence distribution in the long-pulse beamlines of OMEGA EP
- Essential features of *PSOPS*
 - accurate, nearly real-time predictions of expected performance of all four OMEGA EP beamlines within a fraction of the OMEGA EP shot cycle
 - an intuitive, easy-to-use interface for laser operators
 - rapid optimization capability of the code between laser shots to fine-tune predictions based on shot performance
 - forward and backward prediction capabilities

The real-time UV prediction model *PSOPS* has enabled rapid and flexible response to Principal Investigator (PI) requests for increasingly complex pulse shapes that span a wide range of energies.

010753

PSOPS has provided greater shot-day flexibility by enabling rapid optimization in key areas



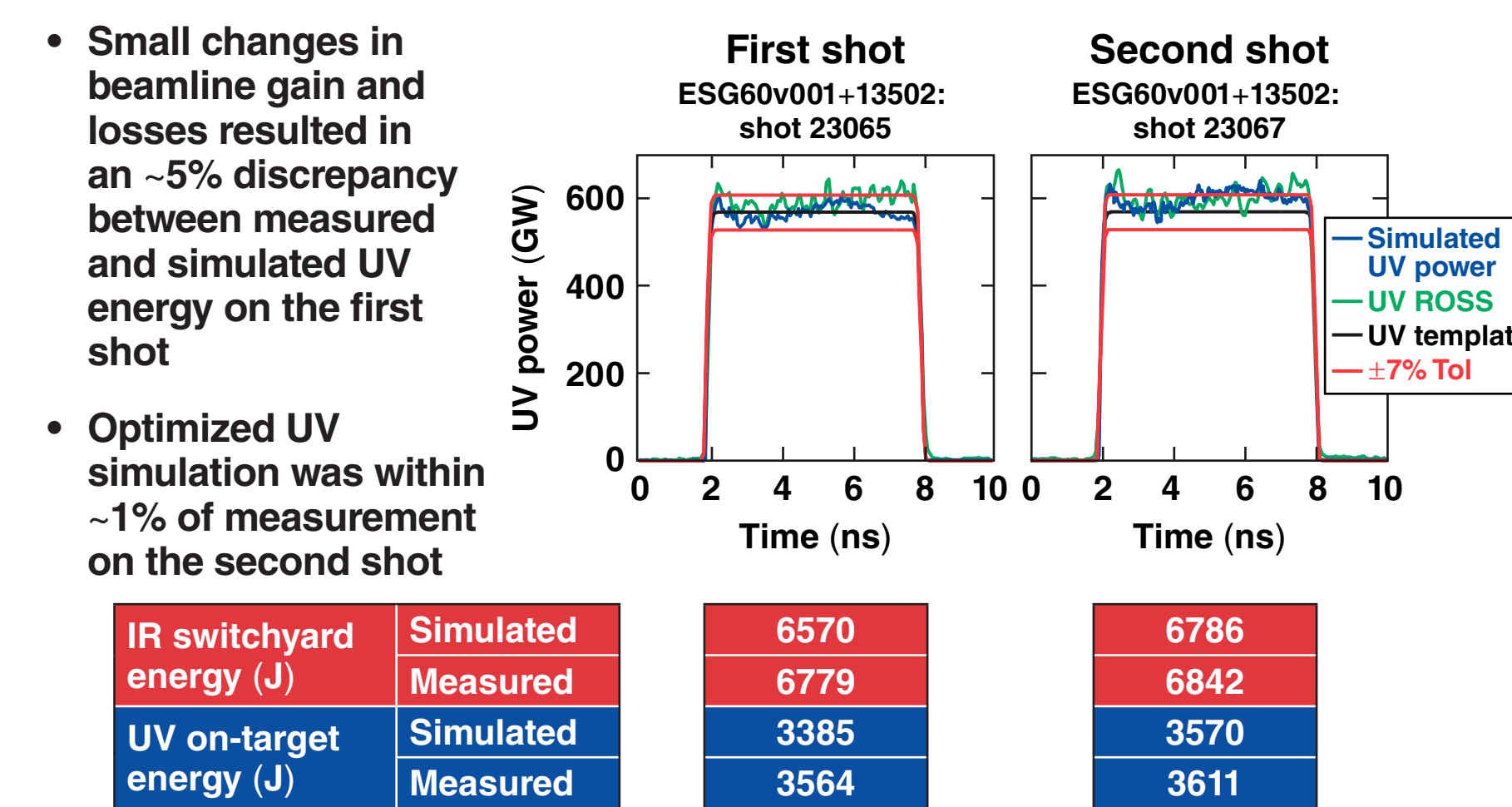
- Rapid determination of front-end energy and pulse-shape modifications required to compensate for
 - loss of gain from amplifier flash-lamp degradation
 - spatial variations in saturated gain from changes in injected beam profile
 - spatiotemporal variations in regenerative amplifier performance
- Fine-tuning of on-target energy and pulse shape based on real-time analysis of experimental data
- Prediction can be optimized between shots based on measured pulse power
- Prior to shot day, backward prediction is also used to design the required beamline-injected temporal pulse shapes that are needed to generate a wide range of UV pulse shapes on target

010756

The prediction can be optimized between shots based on measured pulse power

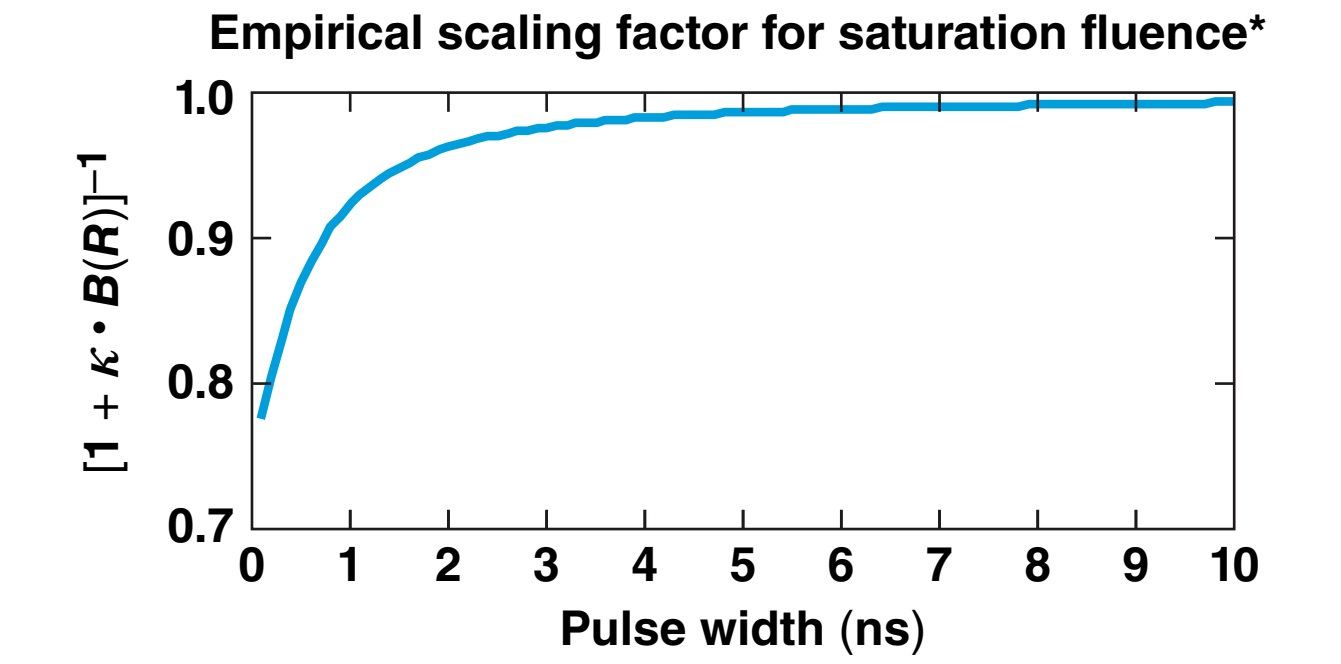


Beam 1 recalibration on March 22, 2016



010759

An empirical scaling factor is used for saturation fluence dependence on pulse width

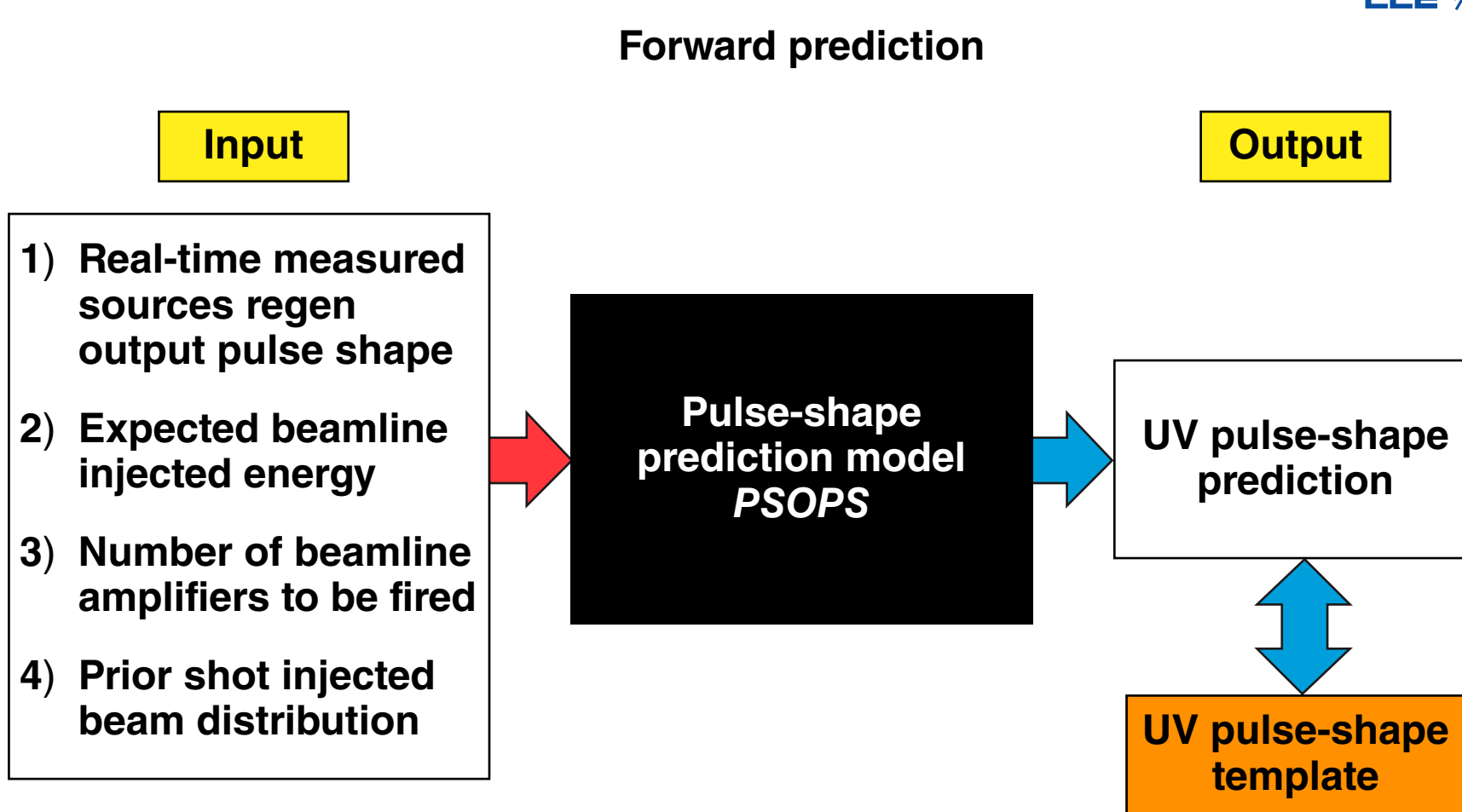


- The terminal level of the laser transition has a finite lifetime
- At shorter pulse widths stimulated emission and absorption processes become competitive, causing re-excitation of the Nd-ion population into the upper-laser level
- The effective saturation fluence is reduced for shorter pulse widths per the empirical scaling factor shown

010762

*C. Bibeau, J. B. Trenholme, and S. A. Payne, IEEE J. Quantum Electron. 32, 1487 (1996).

UV pulse power is predicted in nearly real time using inputs to amplifier chain and compared to requested UV pulse

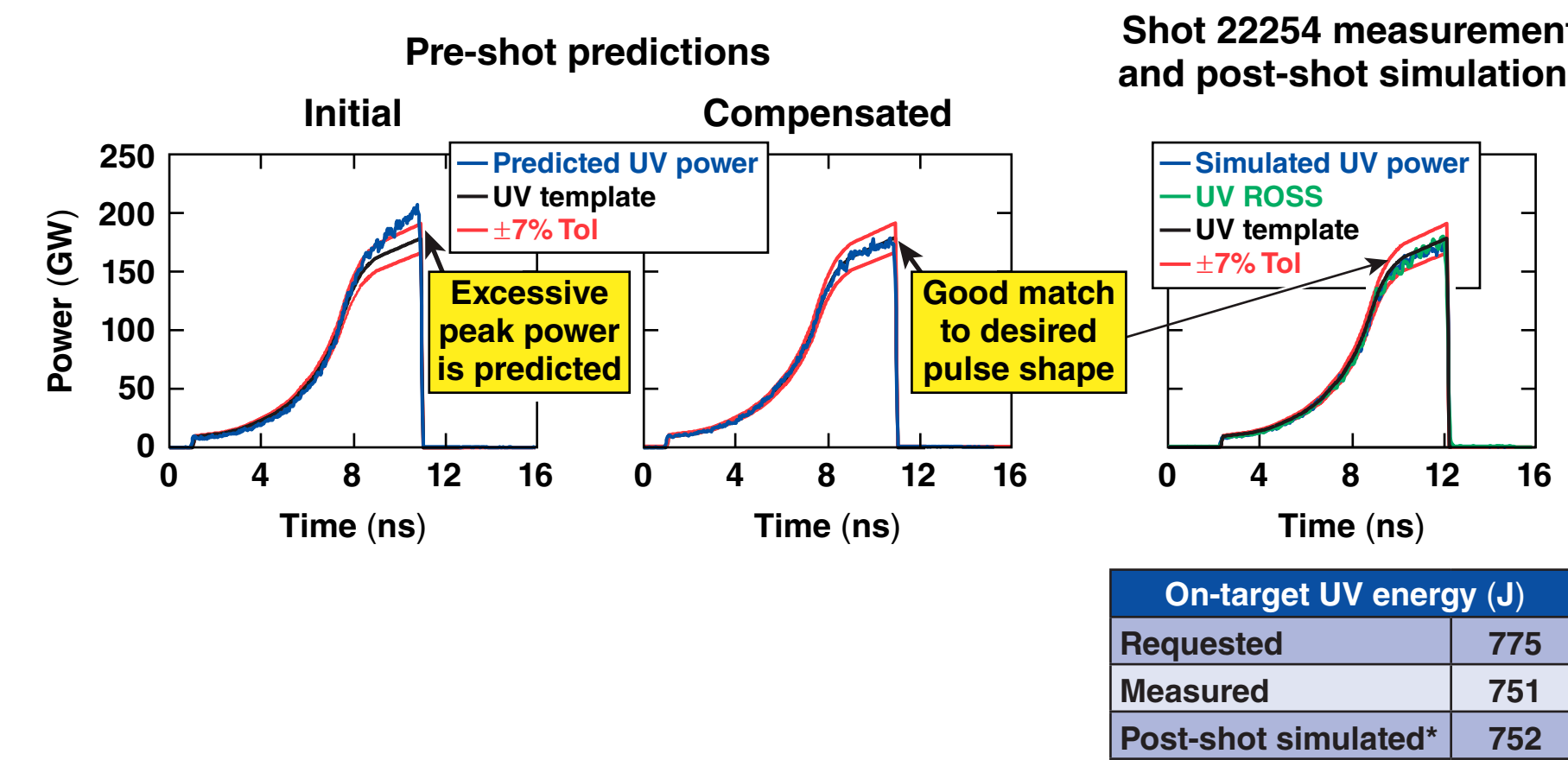


010764

Rapid compensation can be made for small changes in system performance



Beam 3 UV pulse shape ERM99v021 + 31001
November 19, 2015



010767

*Simulated using measured beamline-injected energy and regen output pulse shape for shot 22254

Analytic solutions* to the rate equations for a homogeneously saturating thin slab are used for rapid predictions of beamline output



Forward prediction: $I_{out}(t, x, y) = \beta^2 G_n(t, x, y) I_{in}(t, x, y)$

Backward prediction: $I_{in}(t, x, y) = I_{out}(t, x, y) / (\beta^2 G_n(t, x, y))$

$$G_n(t, x, y) = \frac{G_0}{G_0 - (G_0 - 1) \exp[-U_{in}(t, x, y) / U_{sat}]}$$

$$U_{in}(t, x, y) = \int_{t_0}^t I_{in}(t, x, y) dt$$

$$U_{out}(t, x, y) = \int_{t_0}^t I_{out}(t, x, y) / \beta dt$$

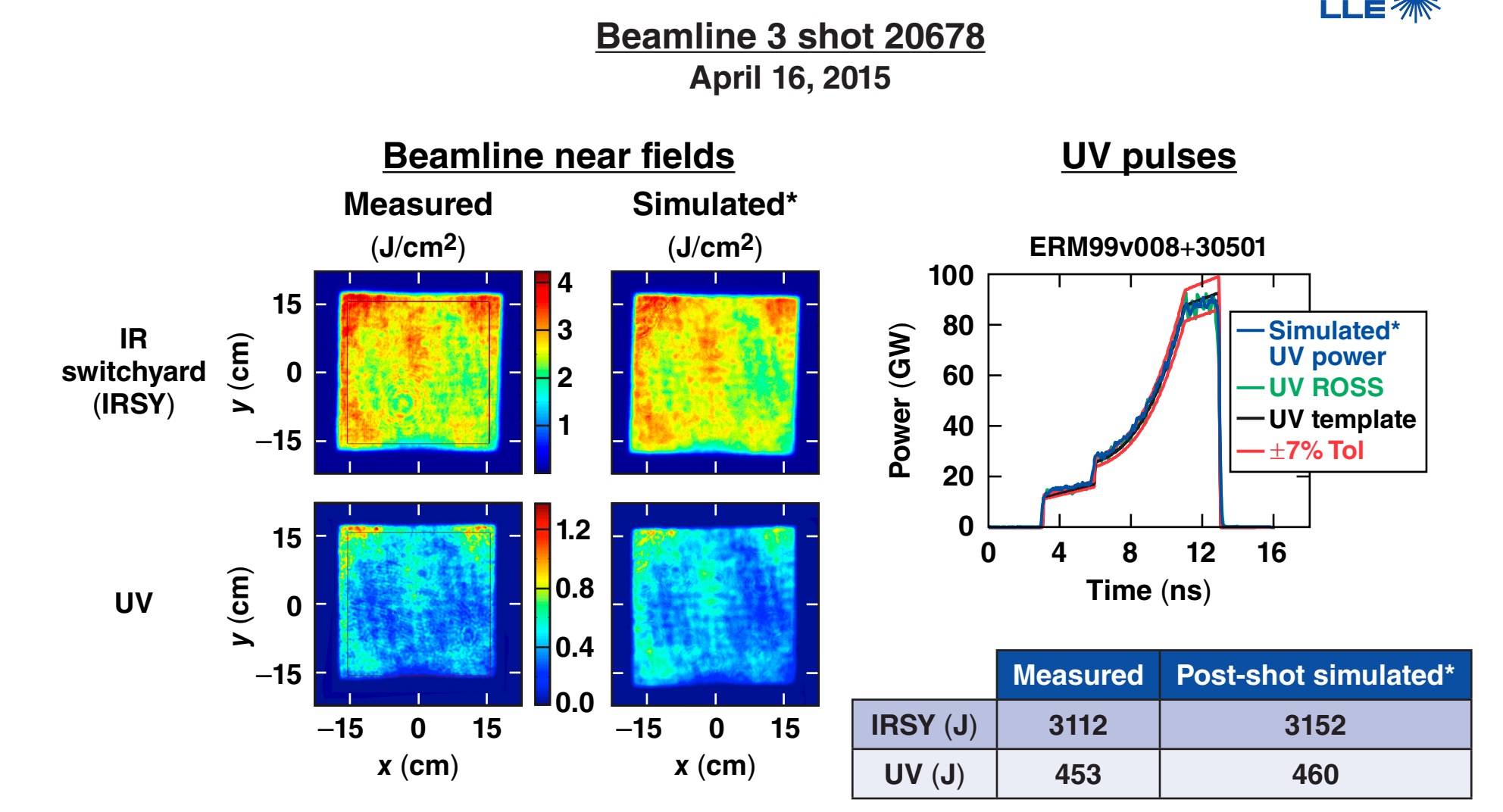
$I_{in}(t) =$ input pulse of disk n
 $I_{out}(t) =$ output pulse of disk n
 $G_n(t) =$ saturated net gain of disk n
 $\beta =$ per-disk-surface scaling factor
 $\sigma =$ single-disk small-signal gain
 $\sigma =$ inferred emission cross section
 $U_{sat} = h\nu/2\sigma$ (saturation fluence)

- Each disk is treated as a thin slab and equations are applied iteratively per disk
- Time-dependent gain is determined at discrete locations across the laser aperture
- Frequency conversion to the third harmonic uses look-up tables from *MIXER* calculations
- Optimization to measured power adjusts β and σ

010769

*A. E. Siegman, Lasers (University Science Books, Mill Valley, CA, 1986), Chap. 10.

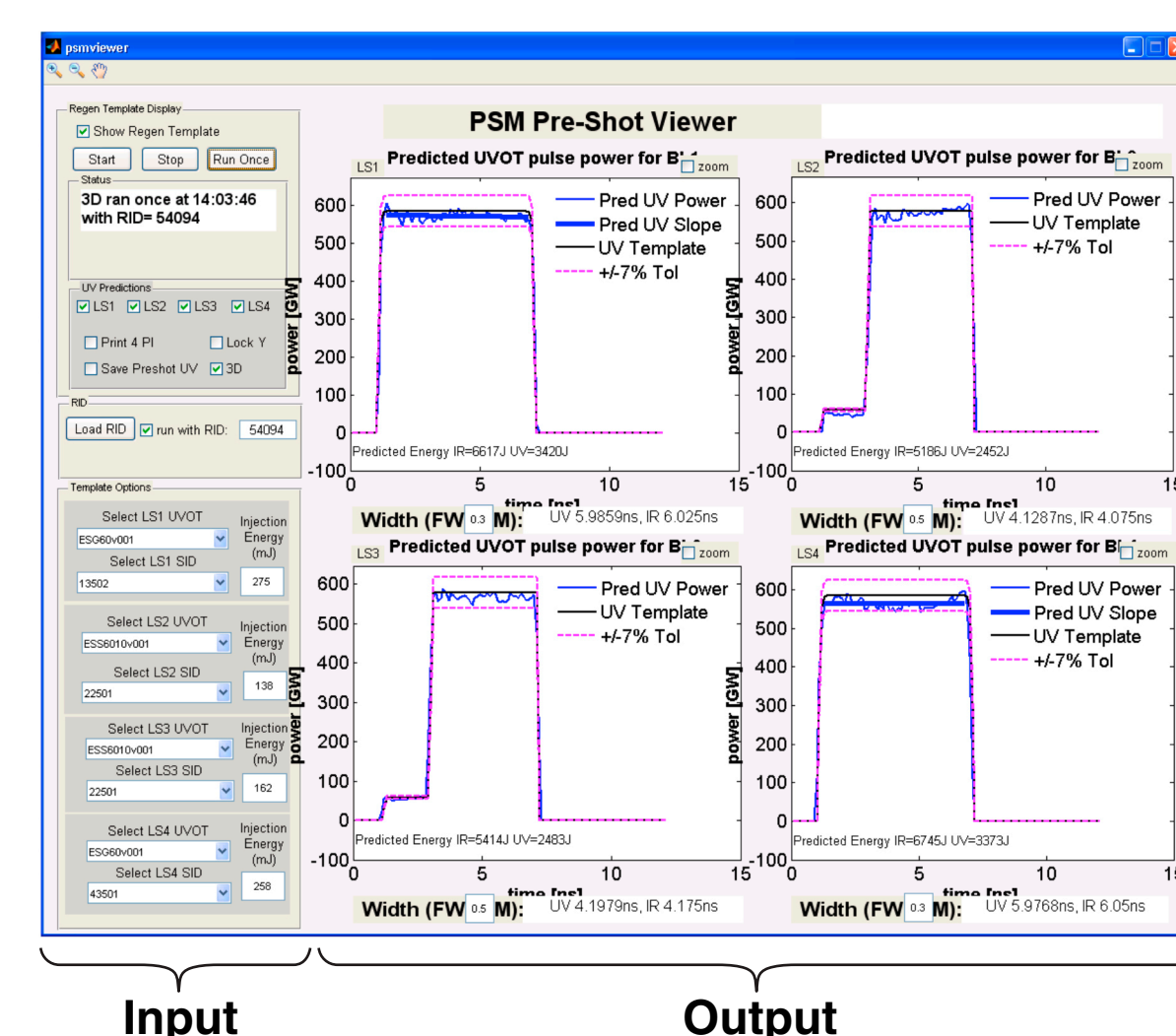
Spatial and temporal simulations are in excellent agreement with measurements



010763

*Simulated using measured beamline-injected energy and regen output pulse shape for shot 20678

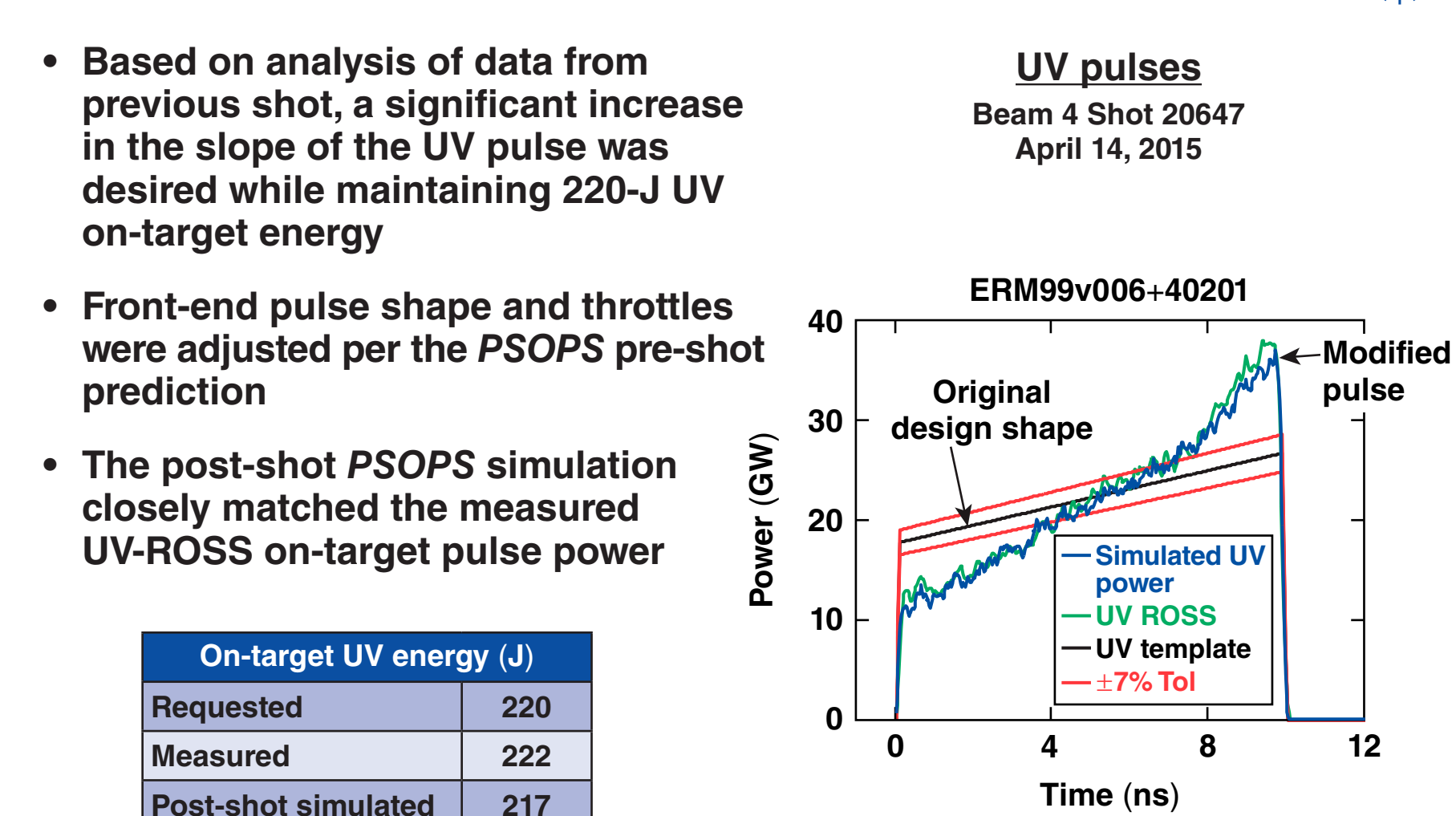
The graphical user interface allows laser operators to rapidly adjust pulse shapes between shots



- Predicted UV power is compared to the requested UV pulse-shape template
- Predicted on-target UV energy and IR beamline energy are also displayed

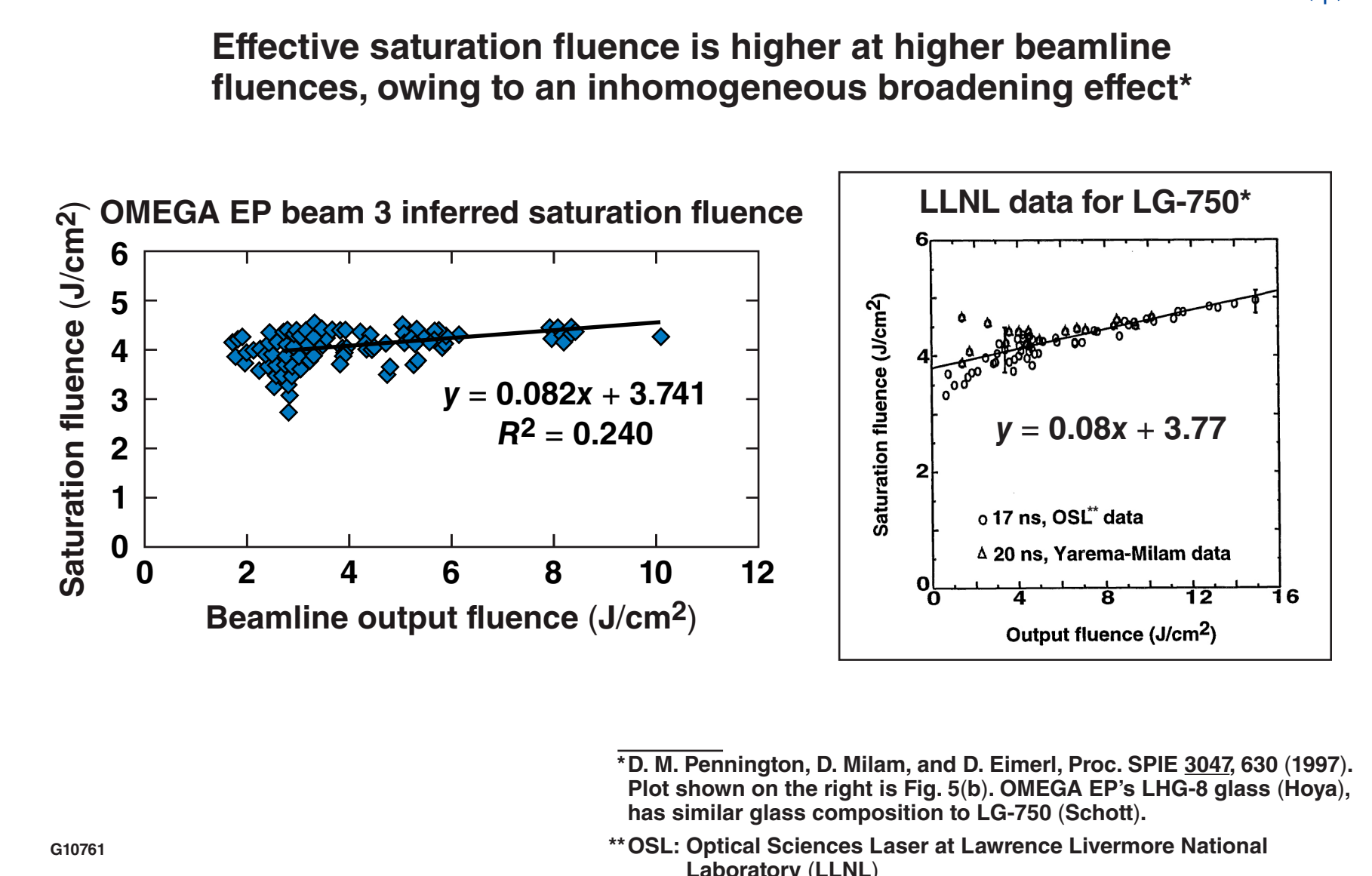
010765

PSOPS has enabled fine-tuning of on-target UV pulse shape and energy between laser shots



010768

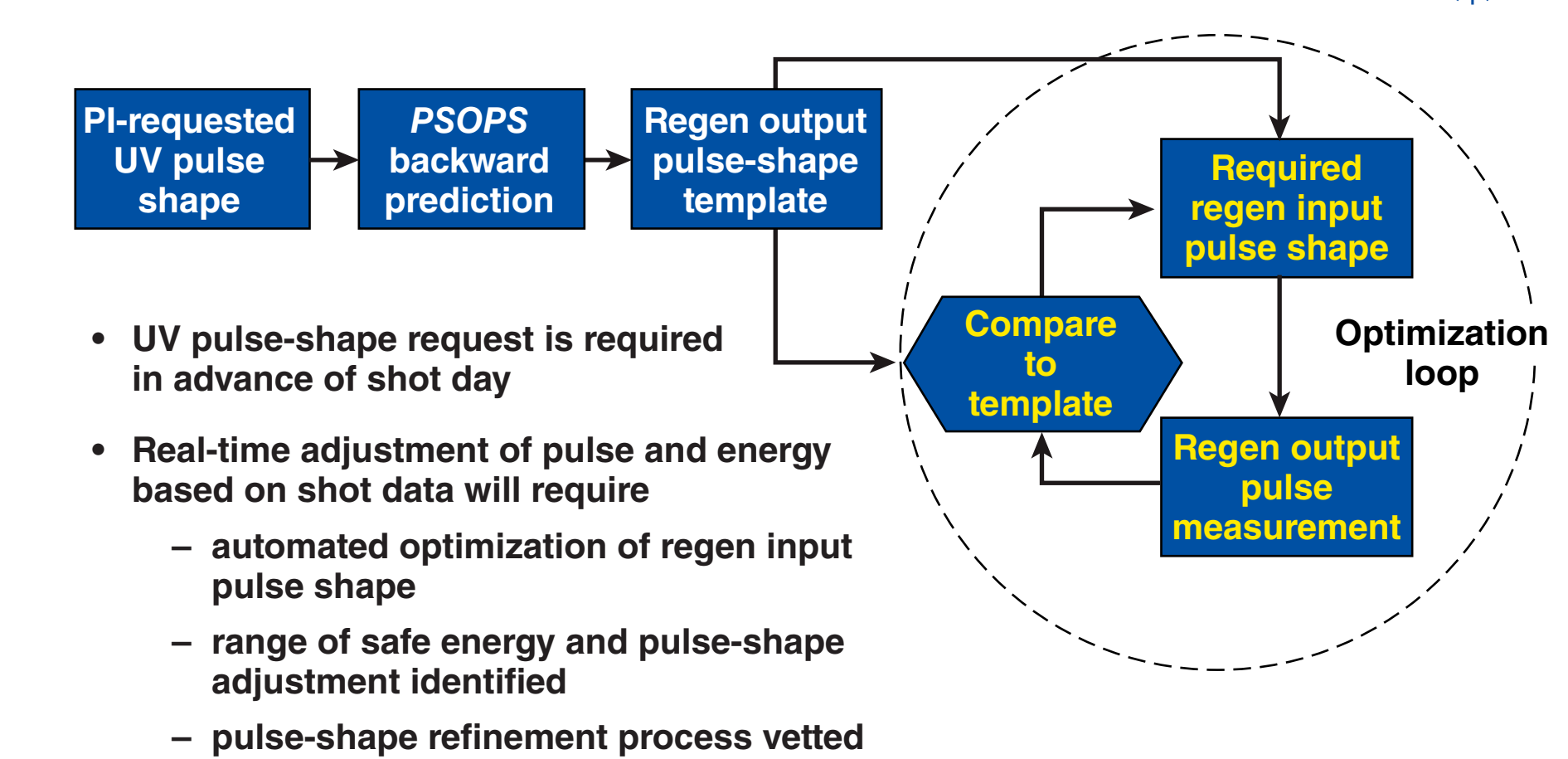
Dependence of saturation fluence on beamline output fluence is taken into account



010761

Future Work

PSOPS is a first step toward offering greater flexibility to refine energy and pulse shape on shot day



PSOPS has provided a foundation for offering real-time energy and pulse-shape refinements on OMEGA EP.

010766

Summary

Accurate and rapid prediction of UV energy and pulse shapes has greatly enhanced OMEGA EP's agility on shot day

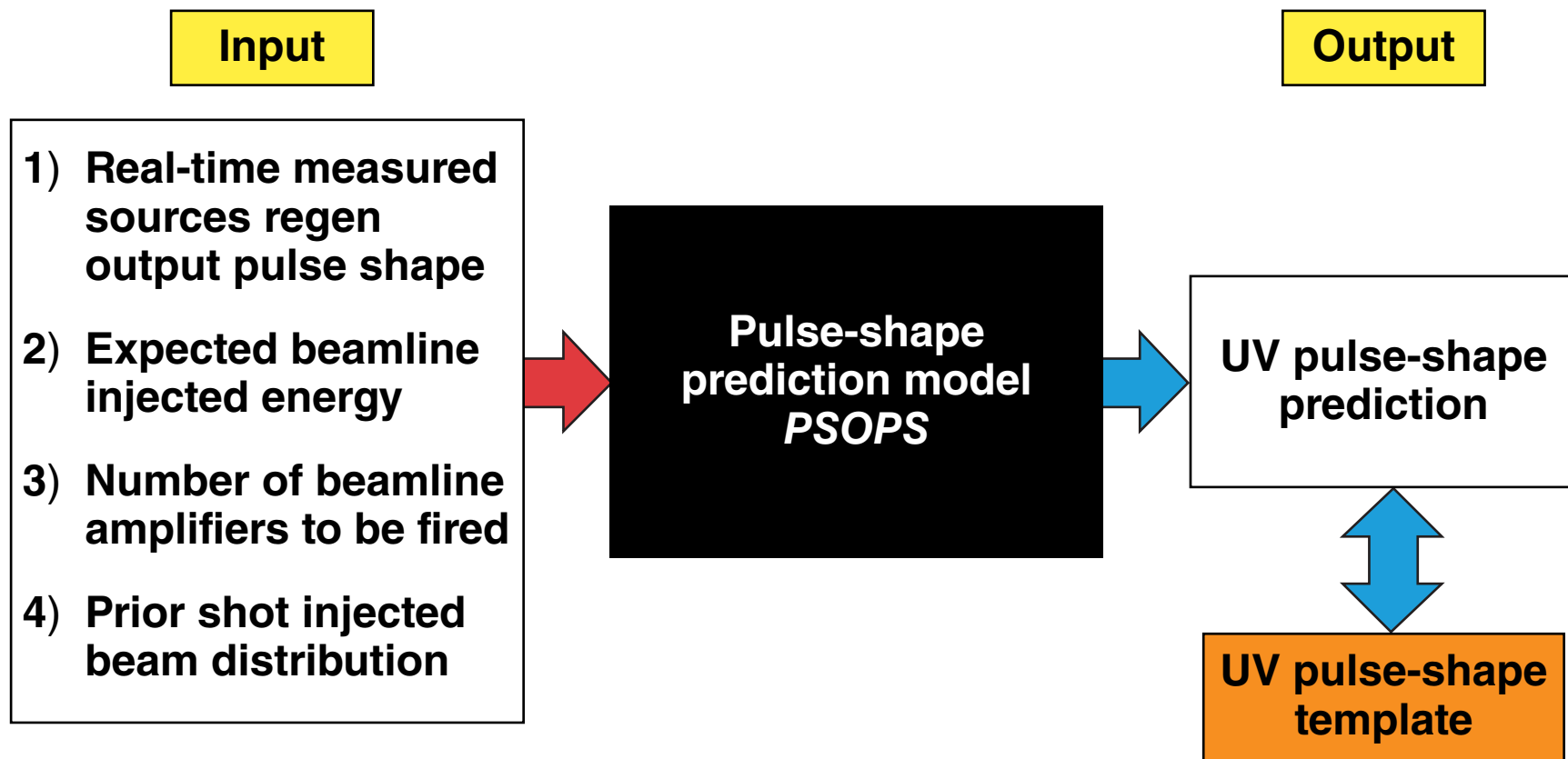


- The code *PSOPS* is used to predict the pulse shape, energy, and near-field beam-fluence distribution in the long-pulse beamlines of OMEGA EP
- Essential features of *PSOPS*
 - accurate, nearly real-time predictions of expected performance of all four OMEGA EP beamlines within a fraction of the OMEGA EP shot cycle
 - an intuitive, easy-to-use interface for laser operators
 - rapid optimization capability of the code between laser shots to fine-tune predictions based on shot performance
 - forward and backward prediction capabilities

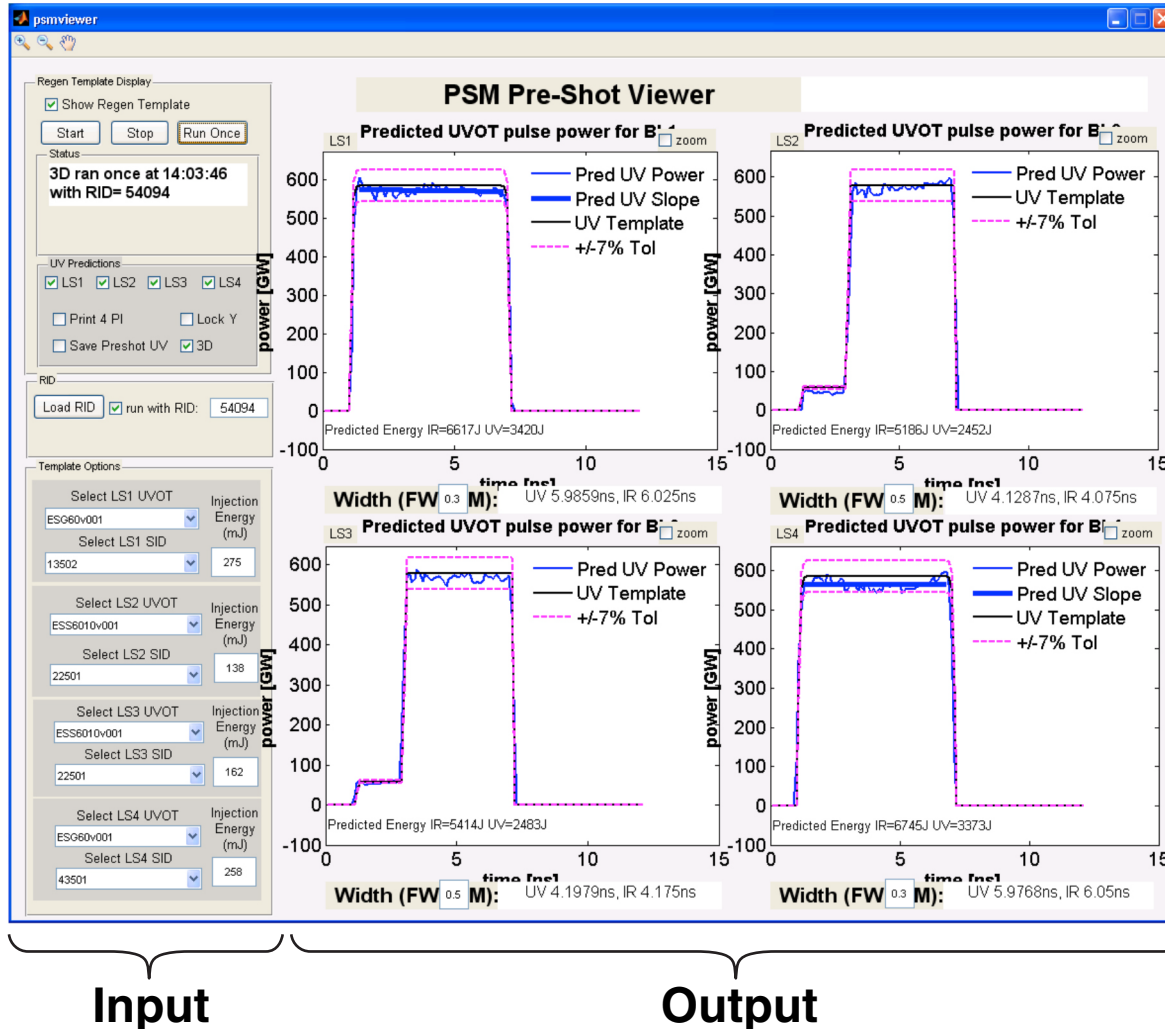
The real-time UV prediction model *PSOPS* has enabled rapid and flexible response to Principal Investigator (PI) requests for increasingly complex pulse shapes that span a wide range of energies.

UV pulse power is predicted in nearly real time using inputs to amplifier chain and compared to requested UV pulse

Forward prediction



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- 1) Rapid determination of front-end energy and pulse-shape modifications required to compensate for**
 - loss of gain from amplifier flash-lamp degradation**
 - spatial variations in saturated gain from changes in injected beam profile**
 - spatiotemporal variations in regenerative amplifier performance**
- 2) Fine-tuning of on-target energy and pulse shape based on real-time analysis of experimental data**
- 3) Prediction can be optimized between shots based on measured pulse power**
- 4) Prior to shot day, backward prediction is also used to design the required beamline-injected temporal pulse shapes that are needed to generate a wide range of UV pulse shapes on target**

Rapid compensation can be made for small changes in system performance

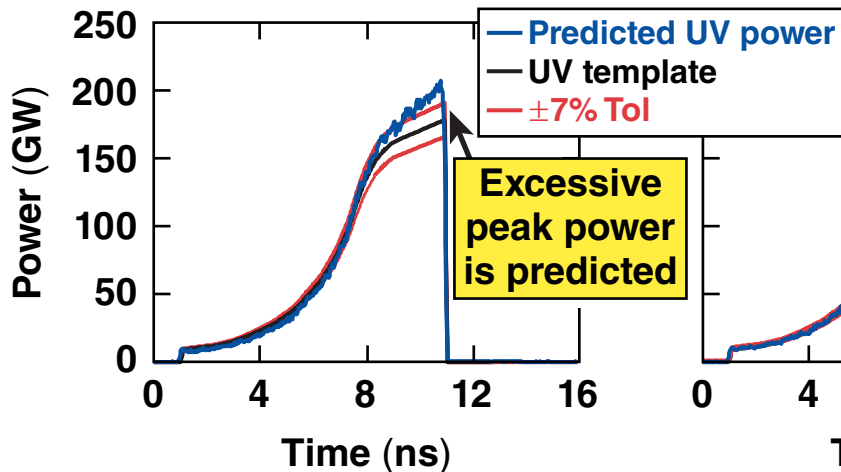


Beam 3 UV pulse shape ERM99v021 + 31001

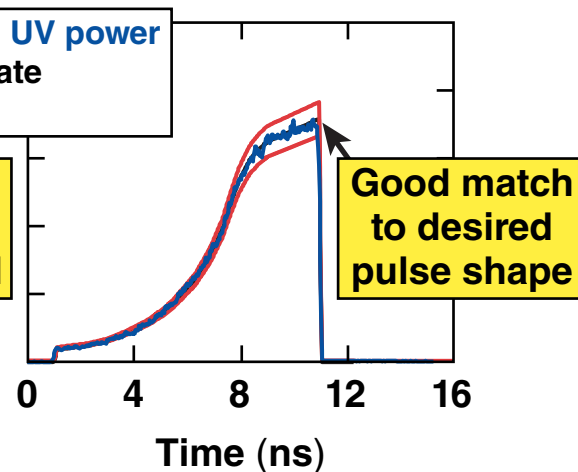
November 19, 2015

Pre-shot predictions

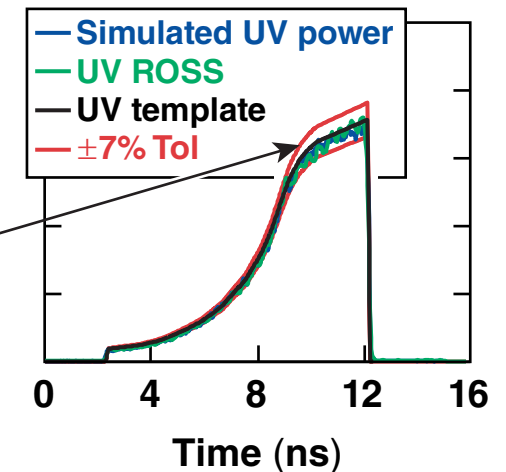
Initial



Compensated



Shot 22254 measurement and post-shot simulation*



On-target UV energy (J)	
Requested	775
Measured	751
Post-shot simulated*	752

PSOPS has enabled fine-tuning of on-target UV pulse shape and energy between laser shots



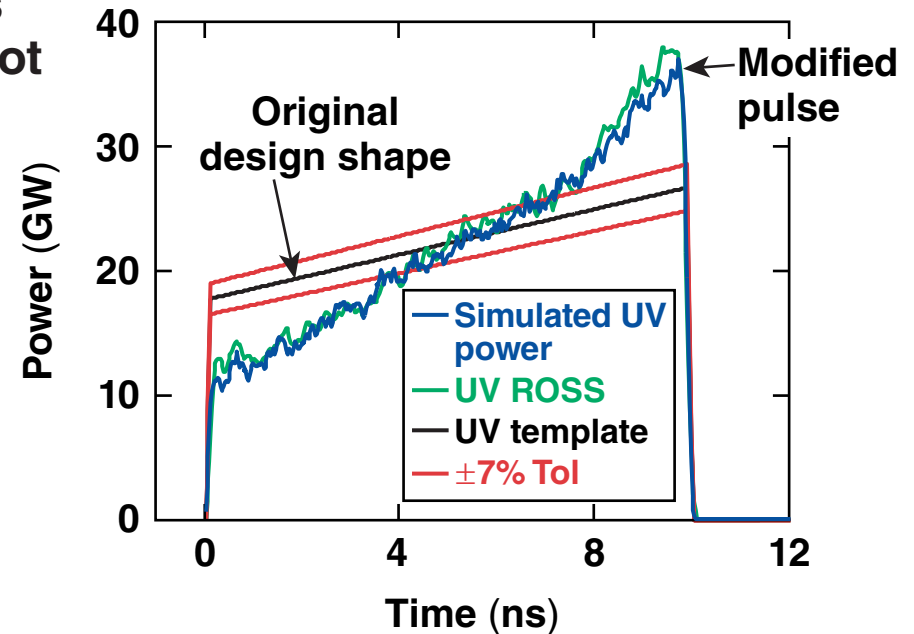
- Based on analysis of data from previous shot, a significant increase in the slope of the UV pulse was desired while maintaining 220-J UV on-target energy
- Front-end pulse shape and throttles were adjusted per the *PSOPS* pre-shot prediction
- The post-shot *PSOPS* simulation closely matched the measured UV-ROSS on-target pulse power

UV pulses

Beam 4 Shot 20647

April 14, 2015

ERM99v006+40201



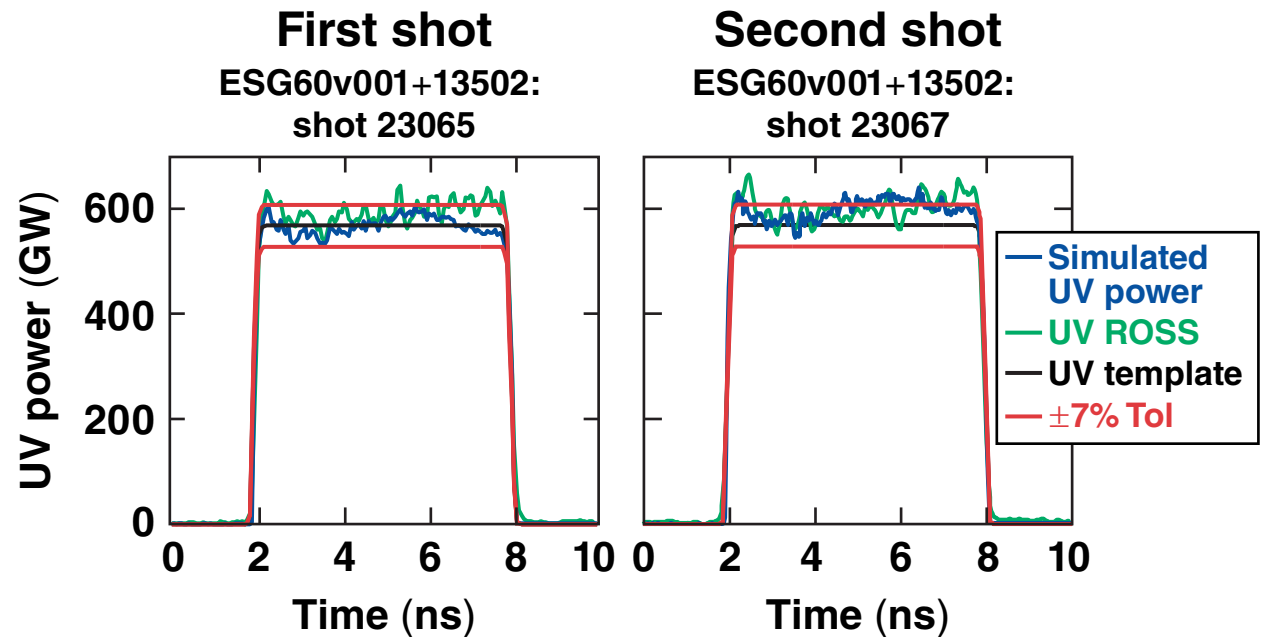
On-target UV energy (J)	
Requested	220
Measured	222
Post-shot simulated	217

The prediction can be optimized between shots based on measured pulse power



Beam 1 recalibration on March 22, 2016

- Small changes in beamline gain and losses resulted in an ~5% discrepancy between measured and simulated UV energy on the first shot
- Optimized UV simulation was within ~1% of measurement on the second shot



IR switchyard energy (J)	Simulated	6570	6786
	Measured		
UV on-target energy (J)	Simulated	3385	3570
	Measured	3564	3611

6570
6779
3385
3564

6786
6842
3570
3611

Analytic solutions* to the rate equations for a homogeneously saturating thin slab are used for rapid predictions of beamline output

Forward prediction

$$I_{\text{out}}(t, x, y) = \beta^2 G_n(t, x, y) I_{\text{in}}(t, x, y)$$

$$G_n(t, x, y) = \frac{G_0}{G_0 - (G_0 - 1) \exp[-U_{\text{in}}(t, x, y)/U_{\text{sat}}]}$$

$$U_{\text{in}}(t, x, y) = \int_{t_0}^t \beta I_{\text{in}}(t, x, y) dt$$

Backward prediction

$$I_{\text{in}}(t, x, y) = I_{\text{out}}(t, x, y) / [\beta^2 G_n(t, x, y)]$$

$$G_n(t, x, y) = 1 + (G_0 - 1) \exp[-U_{\text{out}}(t, x, y)/U_{\text{sat}}]$$

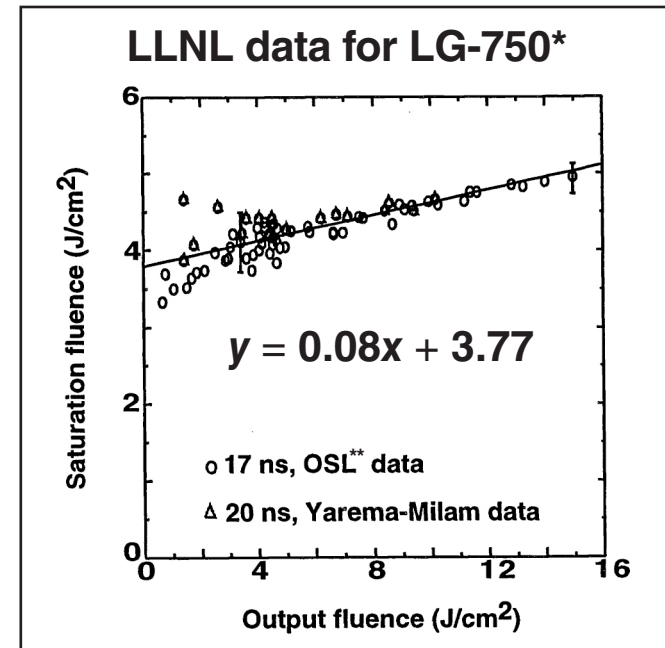
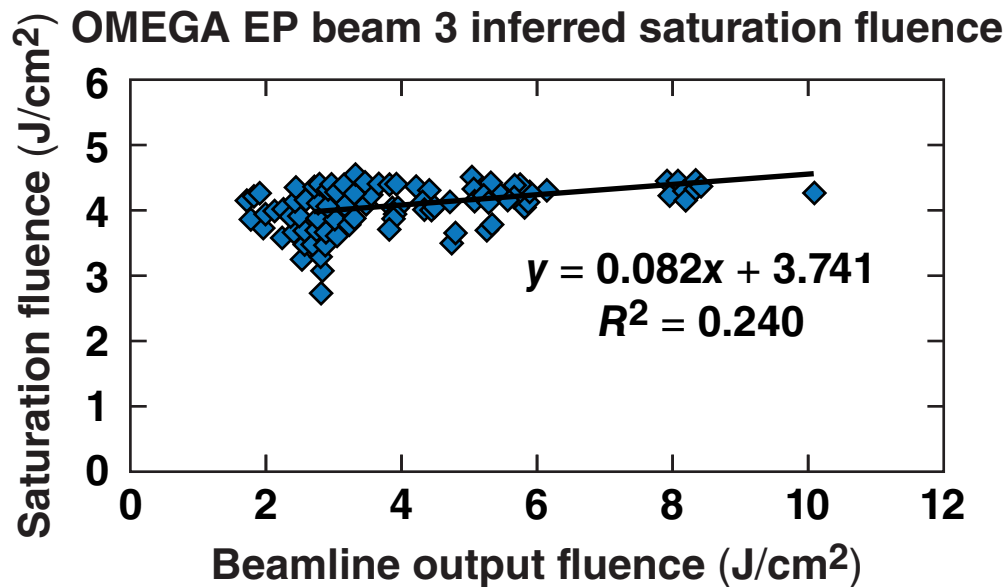
$$U_{\text{out}}(t, x, y) = \int_{t_0}^t [I_{\text{out}}(t, x, y) / \beta] dt$$

- $I_{\text{in}}(t)$ = input pulse of disk n
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- $G_n(t)$ = saturated net gain of disk n
- β = per-disk-surface scaling factor
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Dependence of saturation fluence on beamline output fluence is taken into account

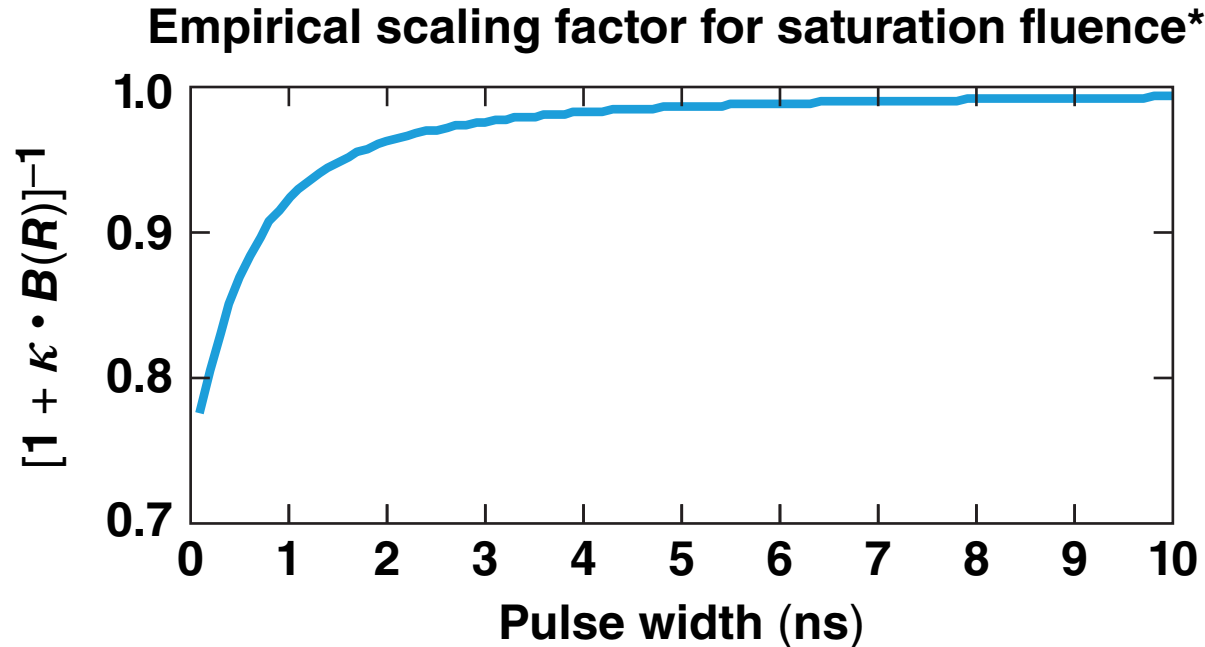
Effective saturation fluence is higher at higher beamline fluences, owing to an inhomogeneous broadening effect*



*D. M. Pennington, D. Milam, and D. Eimerl, Proc. SPIE 3047, 630 (1997). Plot shown on the right is Fig. 5(b). OMEGA EP's LHG-8 glass (Hoya), has similar glass composition to LG-750 (Schott).

**OSL: Optical Sciences Laser at Lawrence Livermore National Laboratory (LLNL)

An empirical scaling factor is used for saturation fluence dependence on pulse width



- The terminal level of the laser transition has a finite lifetime
- At shorter pulse widths stimulated emission and absorption processes become competitive, causing re-excitation of the Nd-ion population into the upper-laser level
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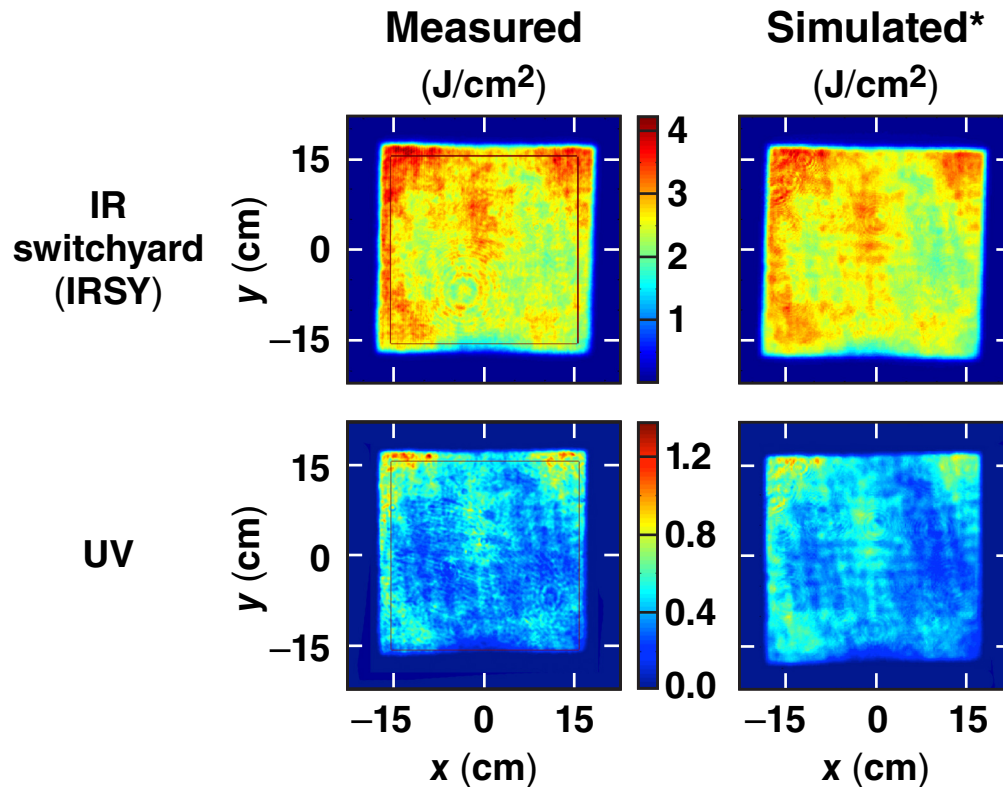
Spatial and temporal simulations are in excellent agreement with measurements



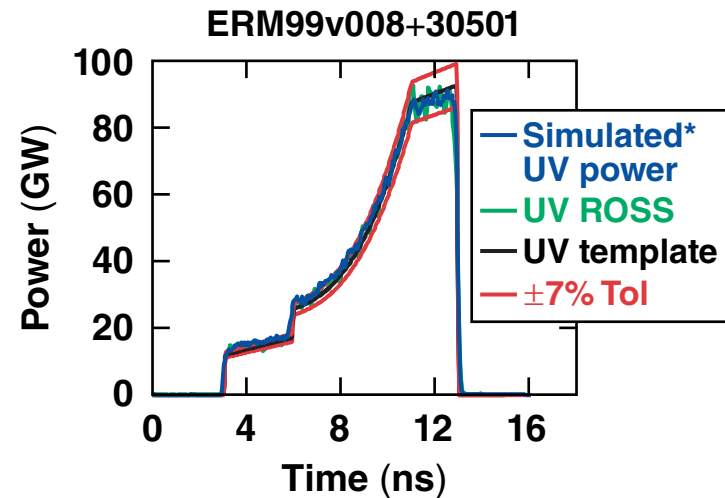
Beamline 3 shot 20678

April 16, 2015

Beamline near fields



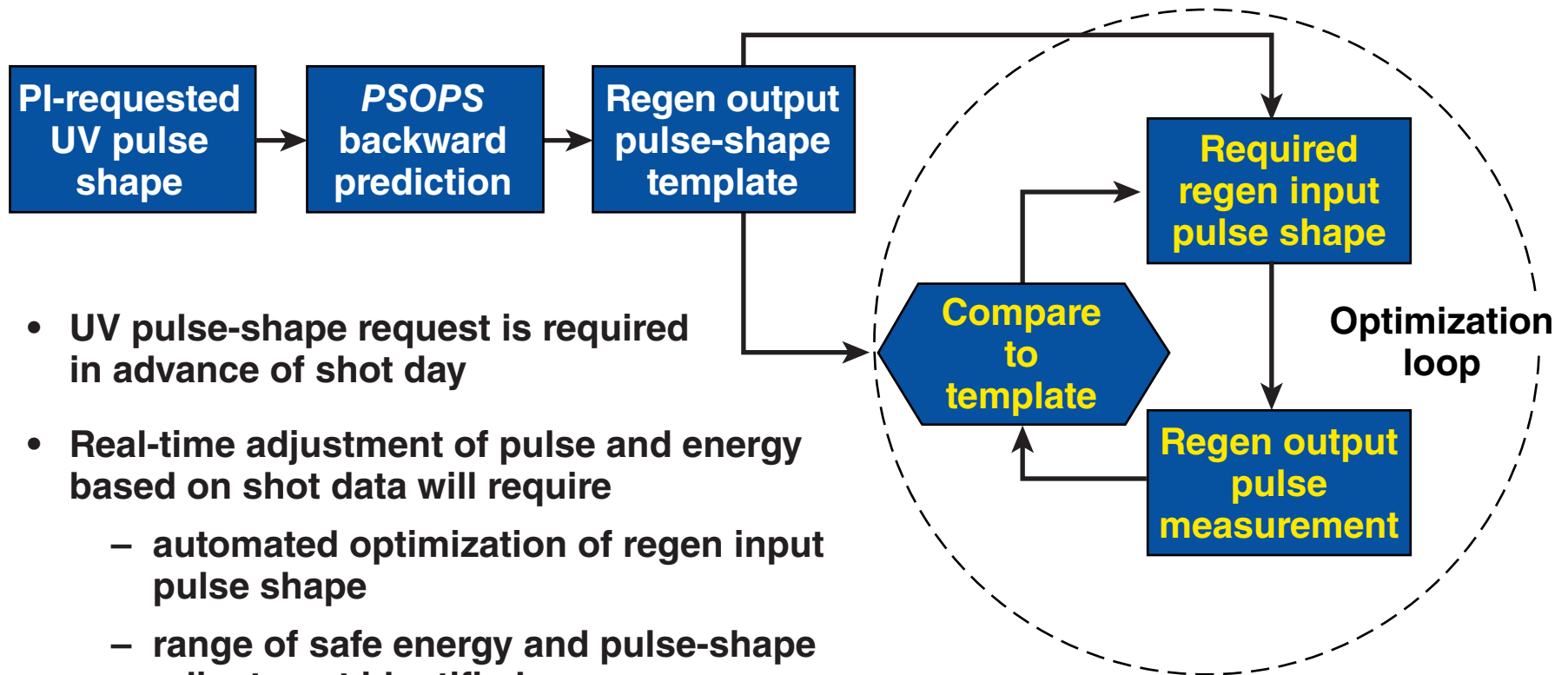
UV pulses



	Measured	Post-shot simulated*
IRSY (J)	3112	3152
UV (J)	453	460

Future Work

PSOPS is a first step toward offering greater flexibility to refine energy and pulse shape on shot day



- UV pulse-shape request is required in advance of shot day
- Real-time adjustment of pulse and energy based on shot data will require
 - automated optimization of regen input pulse shape
 - range of safe energy and pulse-shape adjustment identified
 - pulse-shape refinement process vetted

PSOPS has provided a foundation for offering real-time energy and pulse-shape refinements on OMEGA EP.