

# Update on Tuning Studies for the ILC and Application to the ATF2

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## Introduction

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- Previous work on tuning studies for the ILC BDS have concentrated on correcting the R and T matrix terms at the IP, as well as the linear beta functions and dispersion.
- Interested in other mechanisms to correct the IP aberrations that did not use this method.
- So far, have investigated 2 other methods
  - Correction of beam rotation matrix
  - ‘Dumb’ optimisation using generic optimisation tools
- All methods use translations/rotations/field changes in the final 5 sextupoles of the BDS.
- This hopefully makes application to the ATF2 relatively straight forward.

# Simulation

- Assume only the BDS with errors.
- Trajectory correction using SVD inverted response matrix. BPMS and correctors at every quadrupole and sextupole.
- Tuning knobs optimised using 1-Dimensional Nelder-Mead Simplex algorithm.
- Optimise on the ‘luminosity’ :

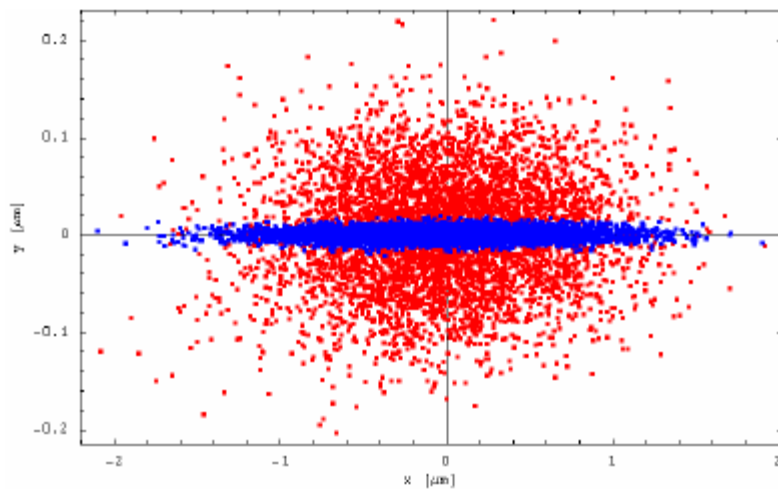
$$L = \sqrt{\left(\frac{x}{x_0}\right)^2 + 500\left(\frac{y}{y_0}\right)^2}$$

- Errors used in the studies:

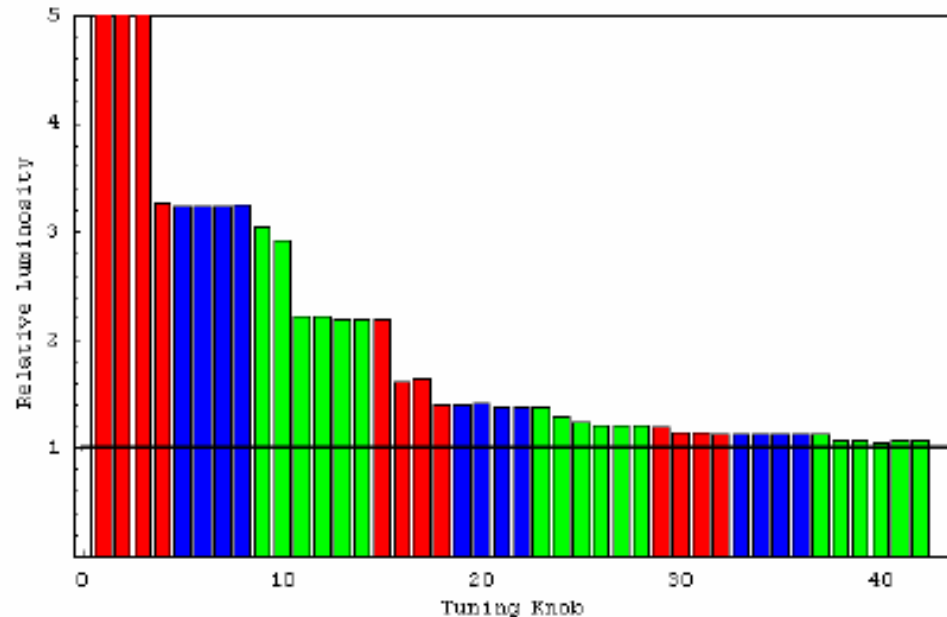
	DX	DY	D $\Psi$	DK/K	Read Error
<b>Quadrupole</b>	50 $\mu$ m	20 $\mu$ m	0.1mrad	0.25%	~
<b>Sextupole</b>	50 $\mu$ m	20 $\mu$ m	0.3mrad	1%	~
<b>BPM</b>	<i>30<math>\mu</math>m</i>	<i>30<math>\mu</math>m</i>	~	~	<i>30<math>\mu</math>m</i>

## Traditional Approach

- 4 Linear knobs, 4 coupling knobs and 12 2<sup>nd</sup> order knobs created using all 4 degrees of freedom.
- Use genetic algorithm to optimise non-linear, or non-orthogonal knobs
- Performs adequately with reasonable errors



1mrad QD0 Rotation



## Beam Rotation Matrix

- Create tuning knobs from  $beam_{err} \rightarrow beam_0$  rotation matrix:

$$R = beam_0^{-1} \cdot beam_{err} - I$$

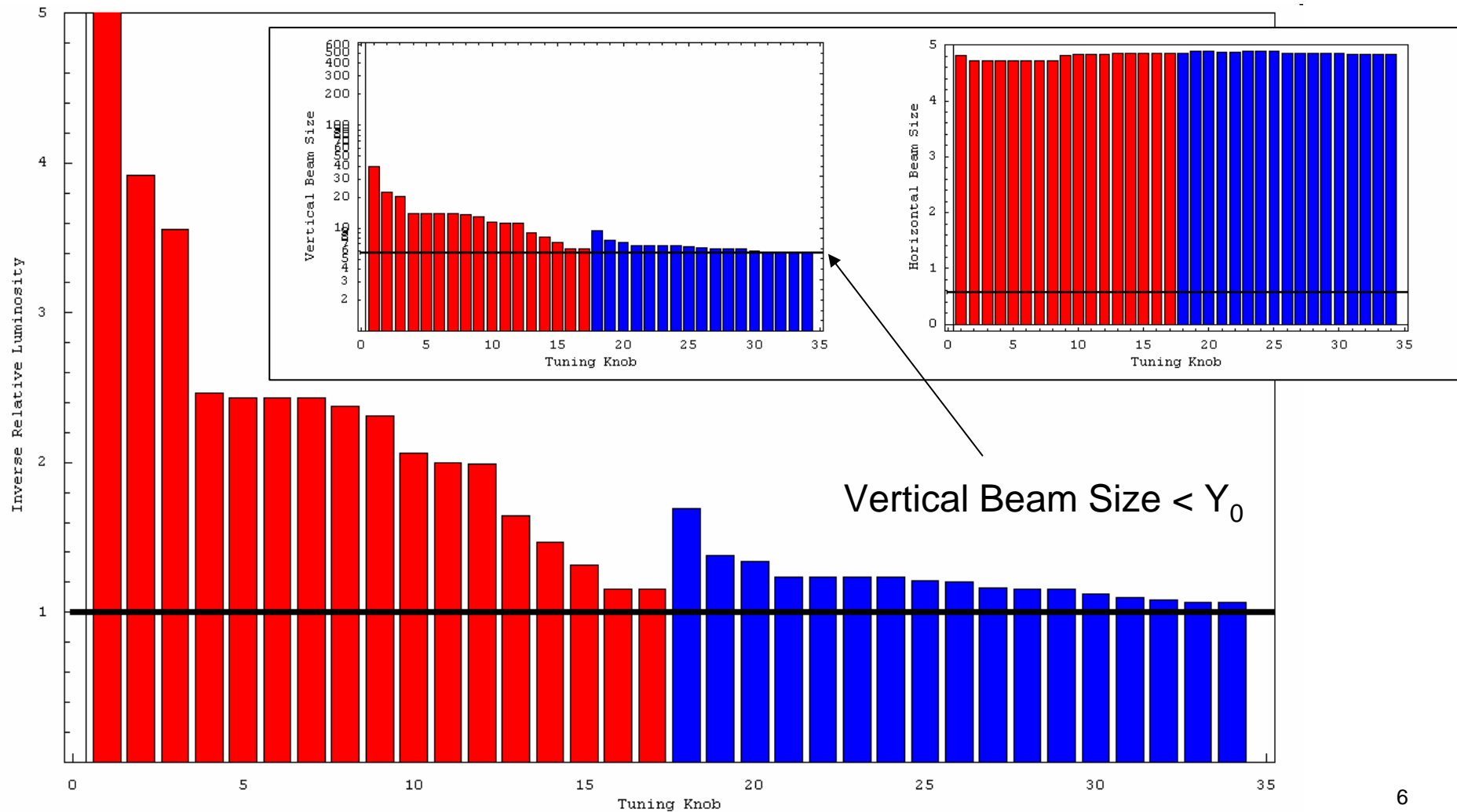
- Where the beams are normalised to 0 at the centre.
- From the 4 response matrices (one for each degree of freedom), tuning knobs are created.
- Have 36 (6x6) possible tuning knobs –
  - To improve orthogonality choose 17

$$dpx, dpx', dpy, dpy', xx, xx', xy, xy'$$

$$x'x, x'x', x'y, x'y', yx', yy, y'x, y'y, y'y'$$

# Beam Rotation Matrix

- Results in simulation are better than the traditional method.



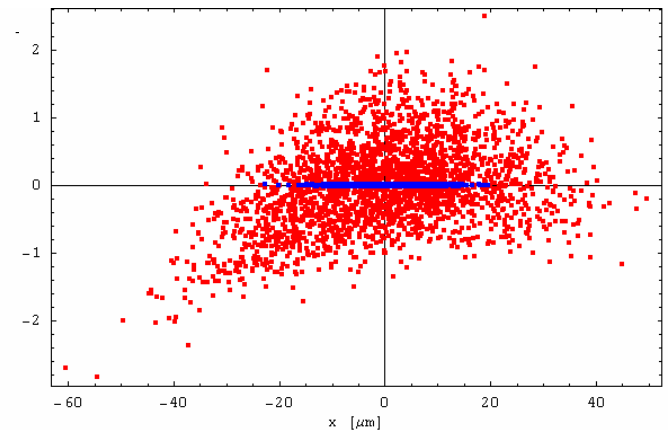
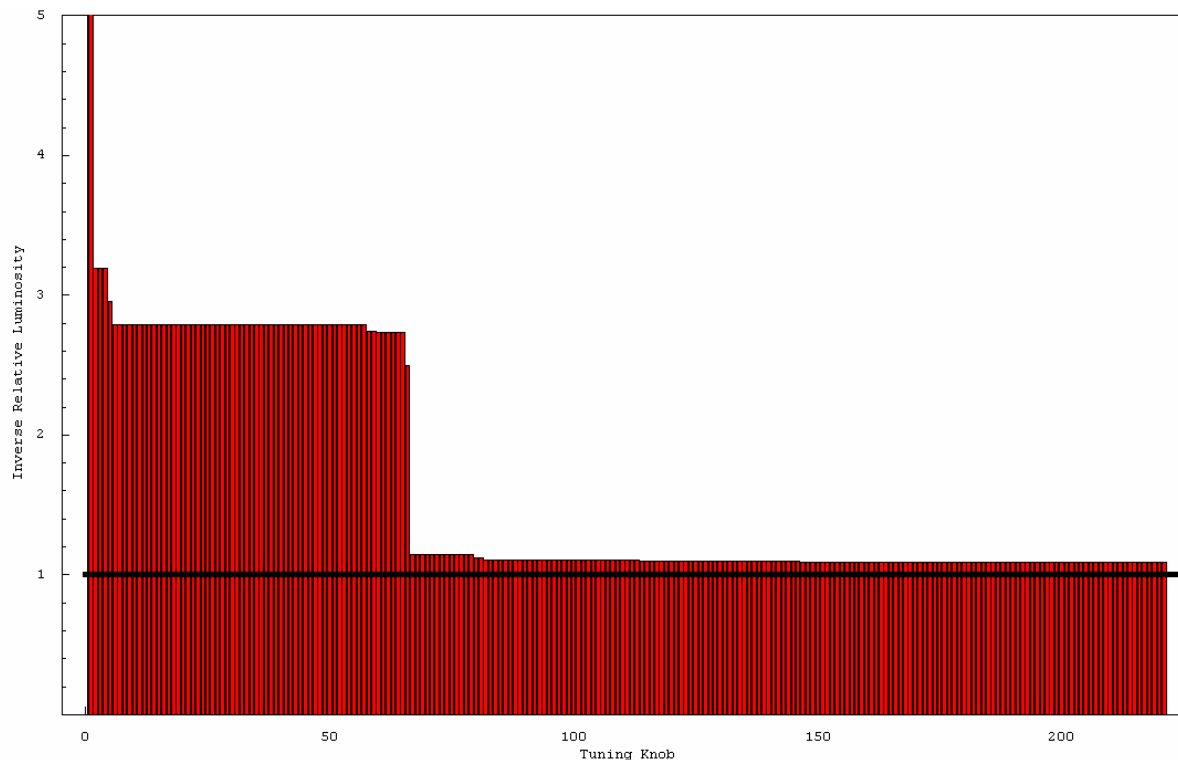
## 'Dumb' Optimisation

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- An example of a 'Dumb' algorithm is to use a Simplex Algorithm to optimise the luminosity signal.
- Can implement in 2 ways:
  - Optimise all degrees of freedom at once
  - Optimise each degree of freedom separately
- The 1<sup>st</sup> option gives better results, but takes longer to converge
- Also, need to take into account machine safety –
  - Implies optimisation algorithm is machine specific and can get very complicated!
- 'Dumb' optimisation has been demonstrated on working machines (on the APS)

## 'Dumb' Optimisation

- Can use other optimisers such as Genetic Algorithm.
- Has (maybe) greater chance of finding optimum, but -
  - Machine protection issues more important as covers a wider spectrum of problem space.



With 21-Dimensional Simplex, many iterations required to converge shape.



## Application of ILC Tuning to the ATF2

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- Have several generic options for tuning of final-focus beam at IP – Traditional, Rotation Matrix, ‘Dumb’.
- Understanding how the different options work in ‘real’ life is important –
  - Simulation is too arbitrary for the more complex algorithms
  - Need to understand interplay between different systems
- All algorithms are ~generic, want to study how they work, and not necessarily the finer points of specific implementations.
  - Rotation Matrix algorithm tuning knobs can only be created in simulation. Is this too good enough?
- ATF2 and ILC are close enough in this context to allow application of generic algorithms from one design to the other
  - Implicit assumption that the physical implementation details are not overriding the underlying generic principles of tuning.