

# FFS Orbit-Steering/FB: Software Task

16-12-08

7<sup>th</sup> ATF2 Project Meeting



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Yves Renier (LAL), Glen White (SLAC) **SLAC**



Philip Burrows (JAI), Javier Restalopez (JAI)



# The Group

- **Orbit correction**

- Anthony Scarfe
- Glen White
- Yves Renier

- **Feedback**

- Glen White
- Javier Restalopez

# Javier's Feedback Method

# Overview

- Design of a fast beam based intra-train IP-FB: to combat jitter due to vibration of magnets in the FFS and reduce residual beam position jitter at the IP (for multibunch mode operation)
- Using Honda IP-BPM with nm resolution level
- See previous talk for more detail

# Glen's Feedback Method

# Feedback Studies

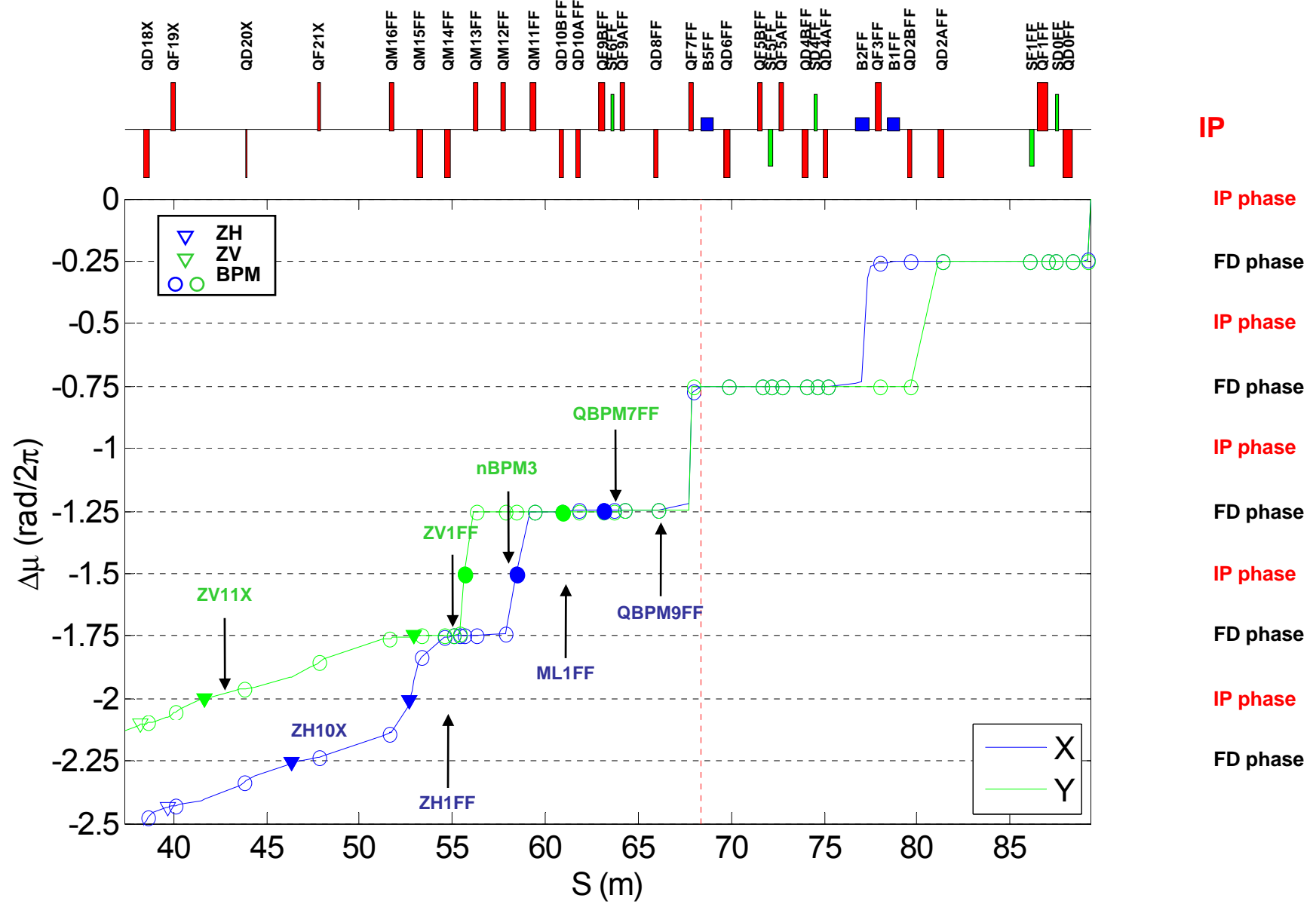
## Feedback Model

- Use all available correctors and BPM's in EXT
  - 10 correctors in x, 11 in y
  - 23 BPMs
- Use 2 corrector/BPM pairs at start of FFS in non-dispersive region
- Feedback weights: 0.1 (FFS) 0.01 (EXT)

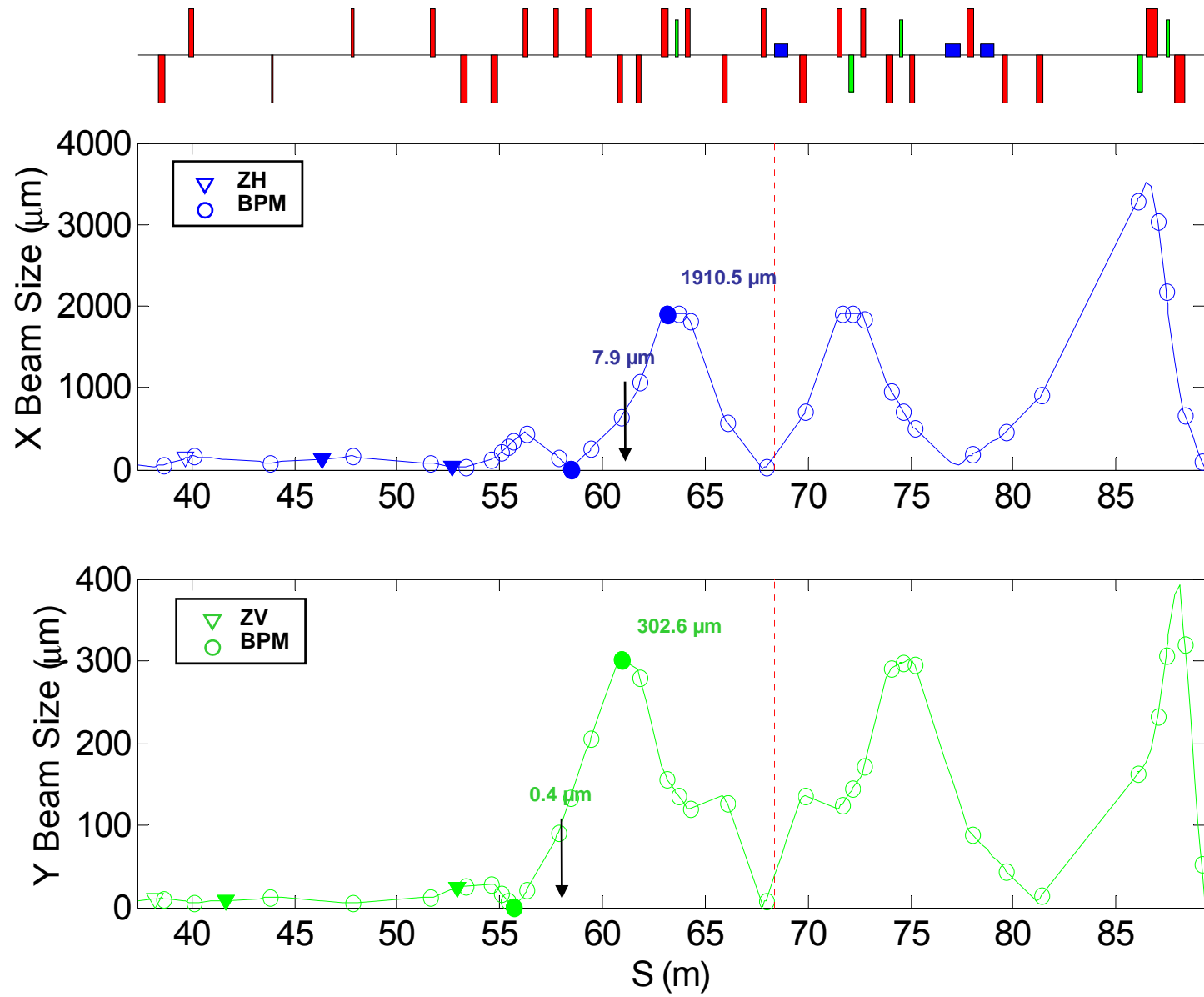
## Study Jitter Effects

- Fast = 90 pulses
  - Study effects of fast jitter on beam size measurement
  - Orbit jitter => beam size jitter + beam position jitter -> beam size jitter through Shintake monitor measurement process
  - First effort towards integrating a Shintake Monitor simulation
- Slow = hours -> 2 weeks
  - Ground motion causes slow drifts at IP and throughout machine
  - Need to periodically retune to restore beam size

# ATF2 pulse-to-pulse feedback devices (v3.7)



# ATF2 pulse-to-pulse feedback devices (v3.7)





# Orbit Correction

- Three different methods
- Comparison test underway (same 100 seeds test) 2 complete sets of results
- Order of importance (average values after correction)
  - Vertical beamsize
  - Vertical IP jitter
  - Horizontal beamsize
  - Horizontal IP jitter
  - Orbit RMS
  - Orbit jitter

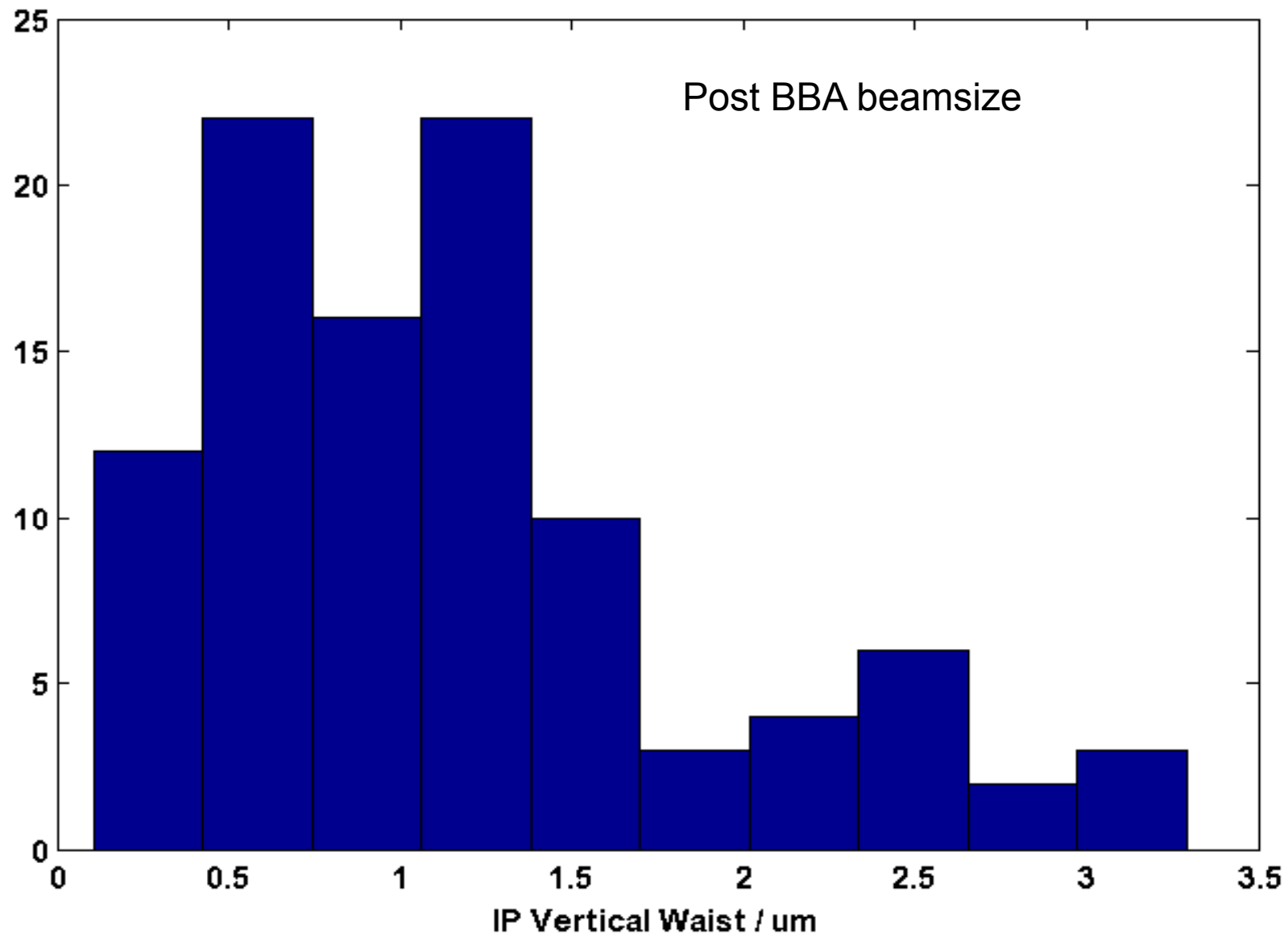
# Anthony's Method

- Record the horizontal orbit in the FFS
- Set a quad mover to 10 $\mu$ m horizontal position
- Record the horizontal orbit
- Reset the mover to previous setting
- Calculate the difference in the horizontal orbit at each BPM in FFS
- Repeat for all quad movers
- Construct a response matrix
- Repeat for vertical plane, assuming orthogonality
- Zero weight QM11FF & QD2BFF and BPMs at QM16FF & QM13FF
- Pseudo-invert the response matrices using SVD, retain 20 Eigen values for SVD for both response matrices
- Record current orbit
- Set horizontal and vertical mover positions to  $X.R_{hor} \cdot 10^{-5}$  and  $Y.R_{vert} \cdot 10^{-5}$  respectively, where X and Y are the horizontal and vertical FFS BPM readings,  $R_{hor}$  and  $R_{vert}$  are the horizontal and vertical response matrices and the mover positions are in meters

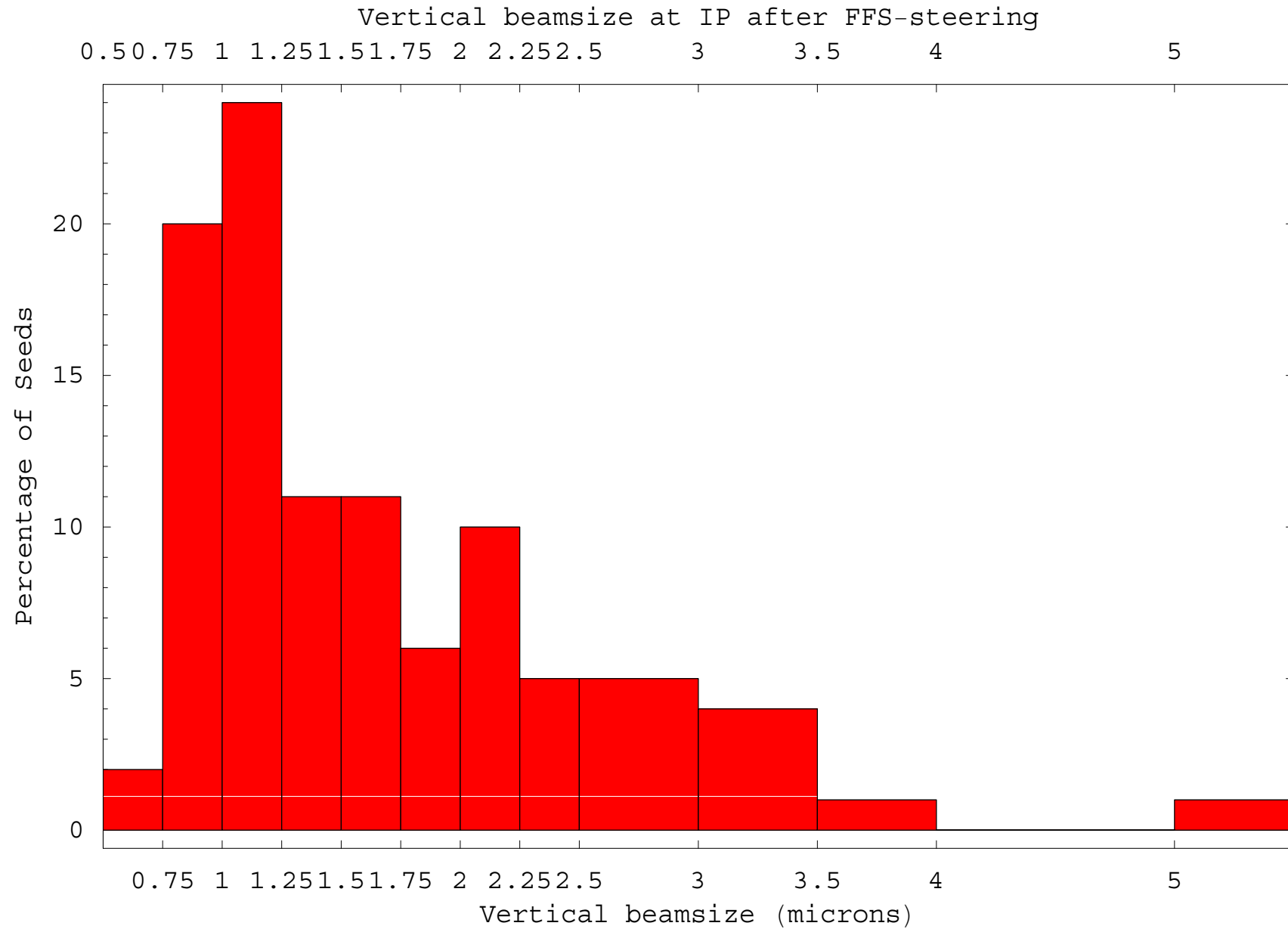
# Timetable

- Glen's software is ready if chosen
- Javier's software should be in the flight simulator by April at the latest
- Anthony's software will need to be converted to flight simulator if chosen, ETA February
- Yves software should be ready by February if chosen

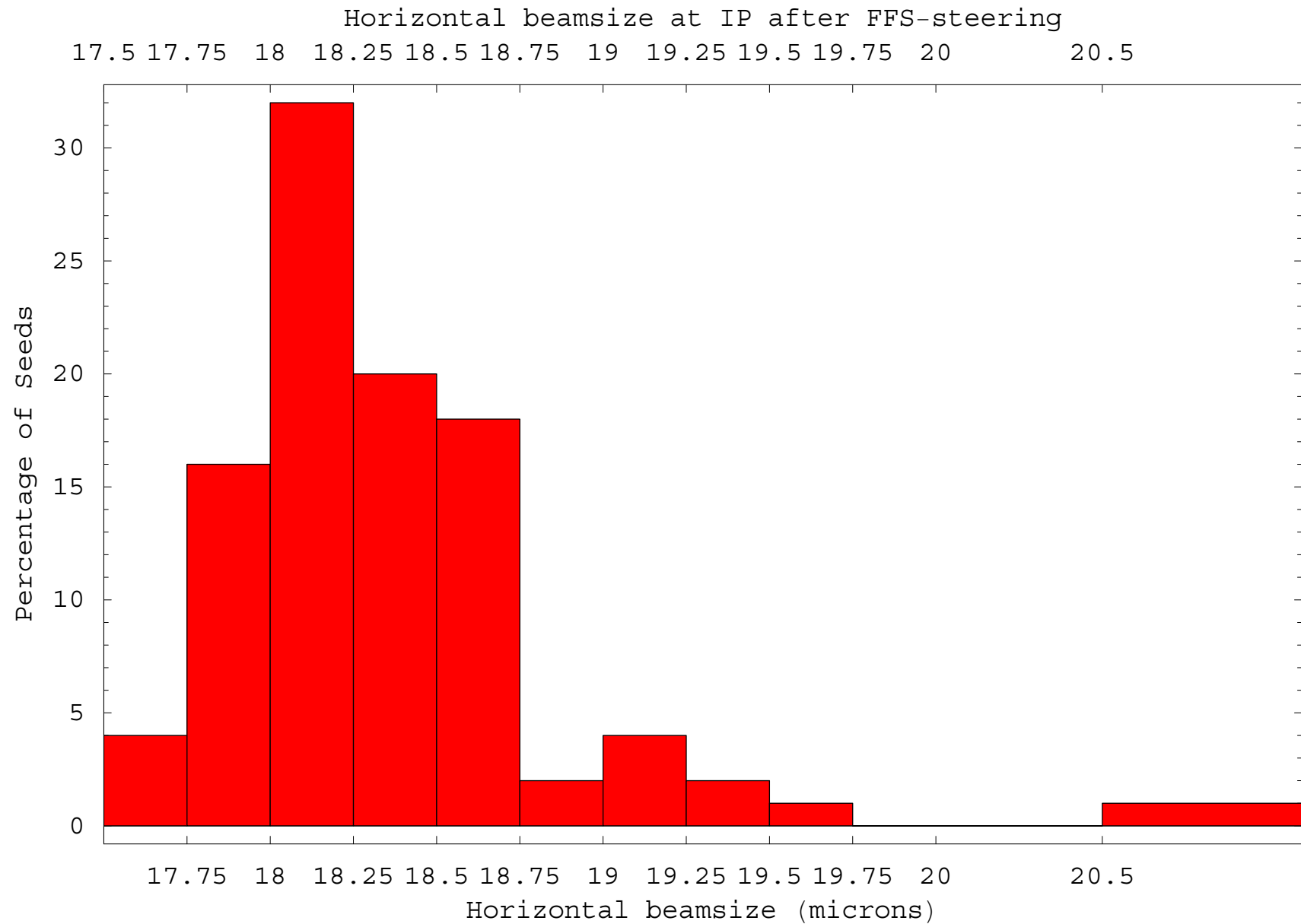
# Glen



# Anthony

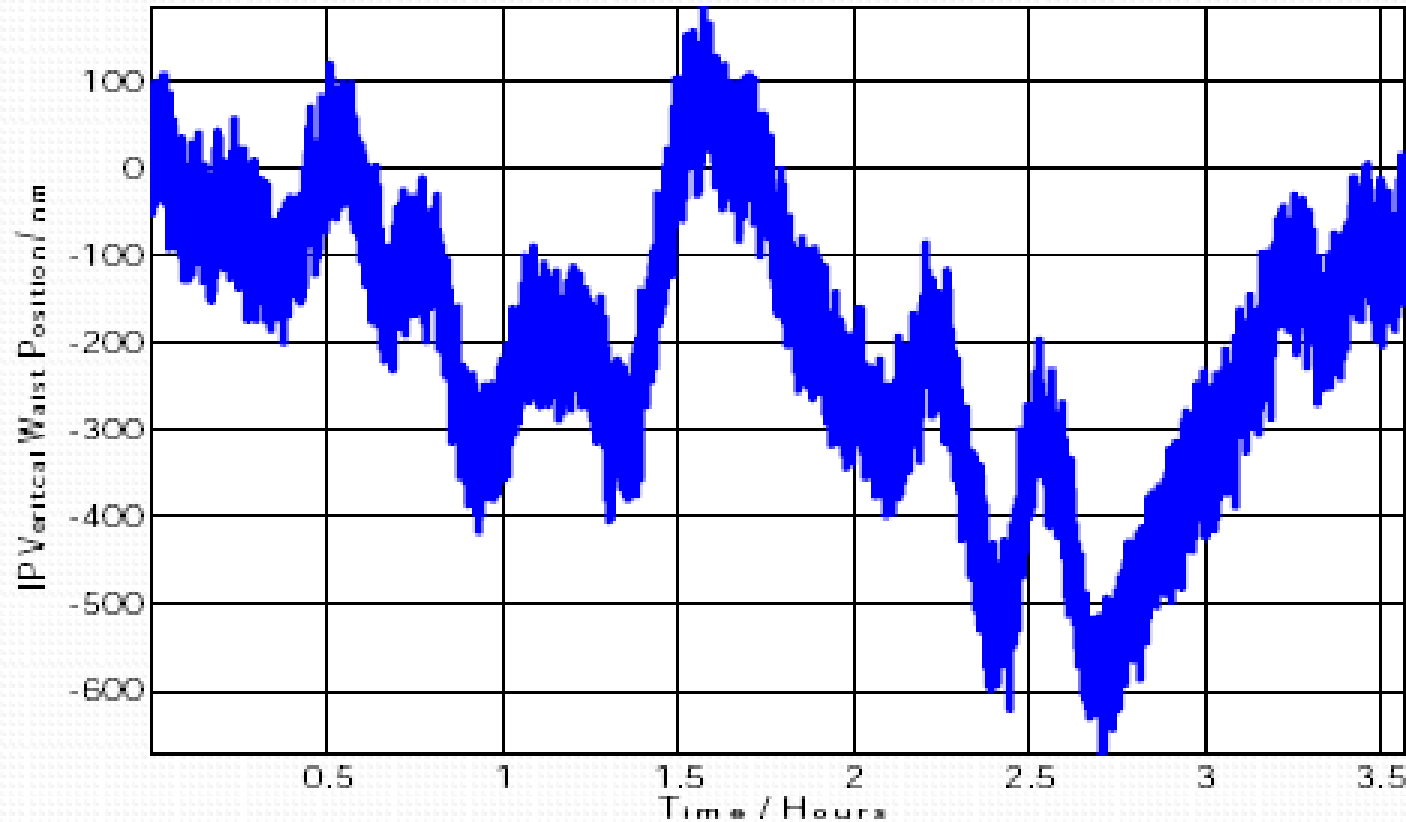


# Anthony



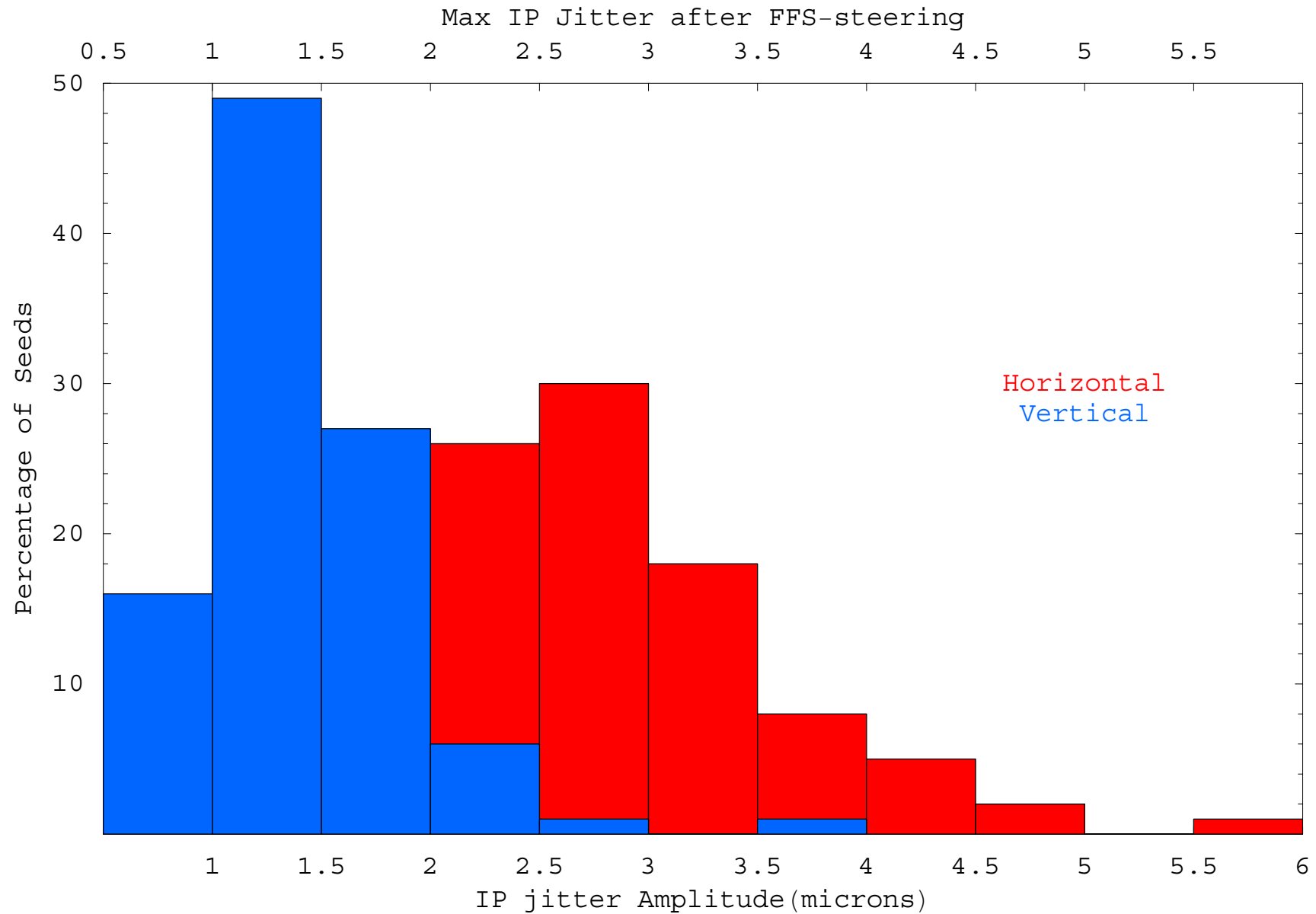
# IP Motion

## Glen Post-tuning



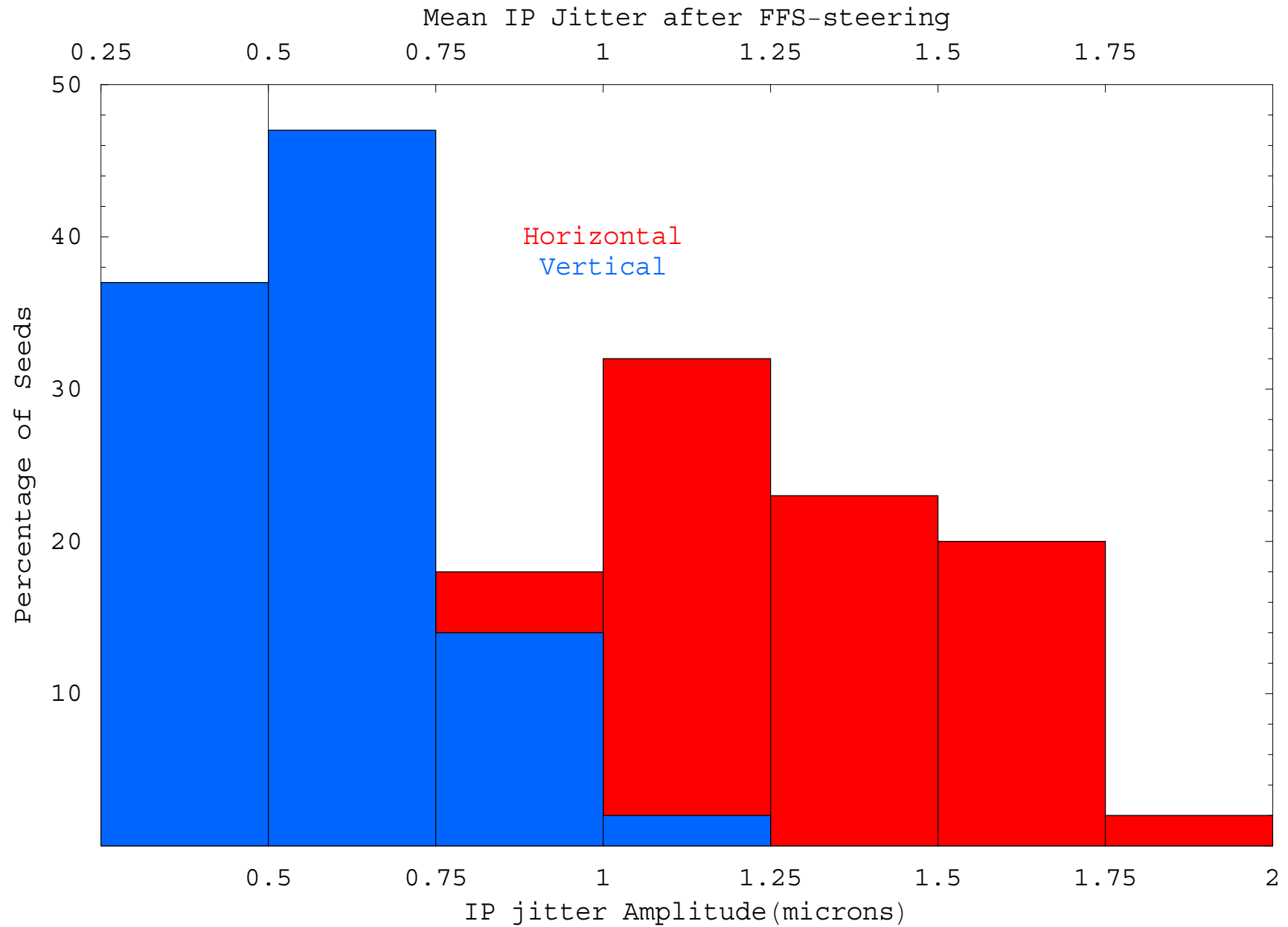
- 20,000 pulses @ 1.56 Hz (1 seed)
- IP vertical position drifts around on scales of a few 100 nm an hour.
- Slow enough that this can be 'de-trended' using Shintake Monitor as IP position monitor.

# Anthony

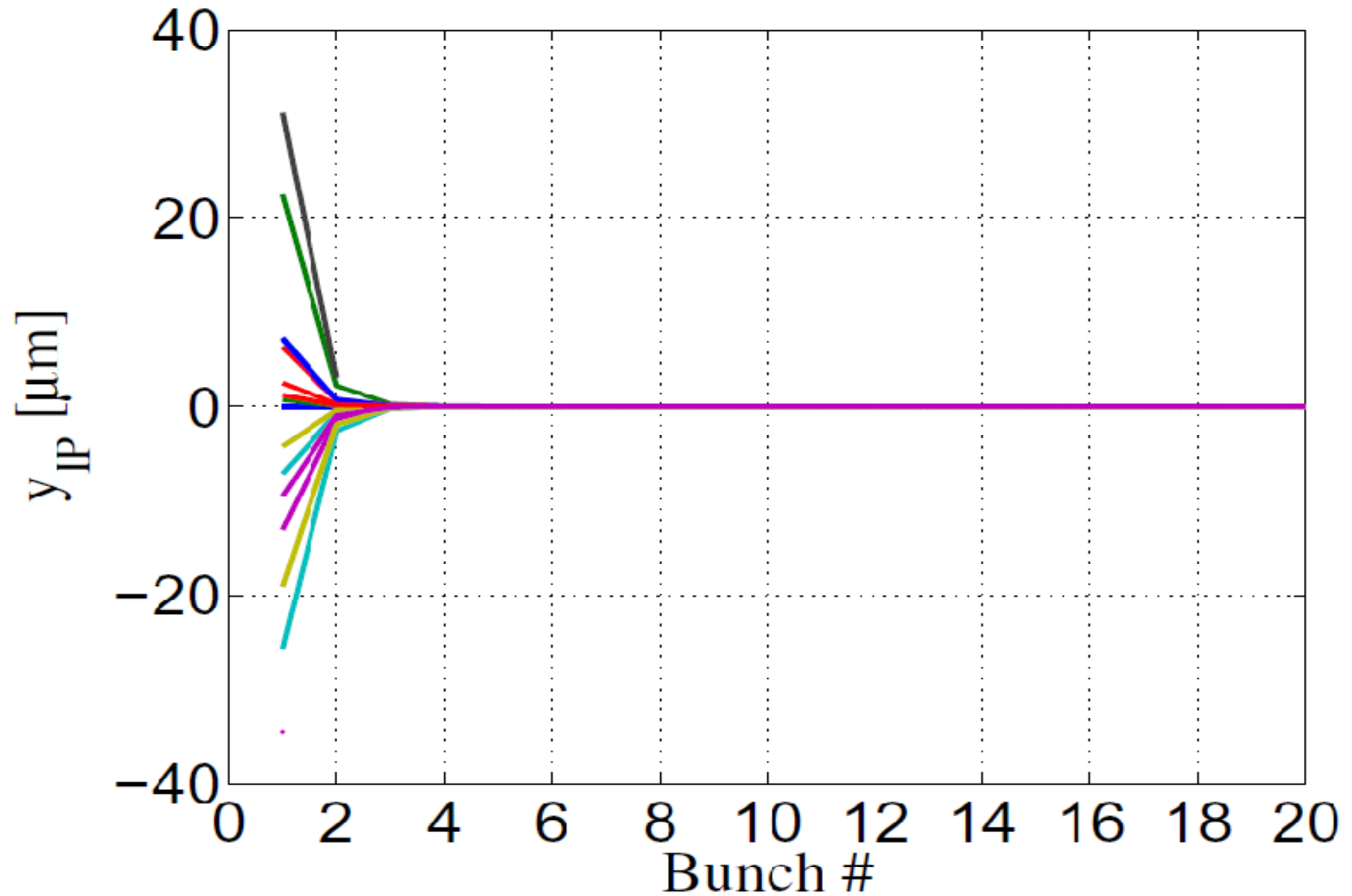




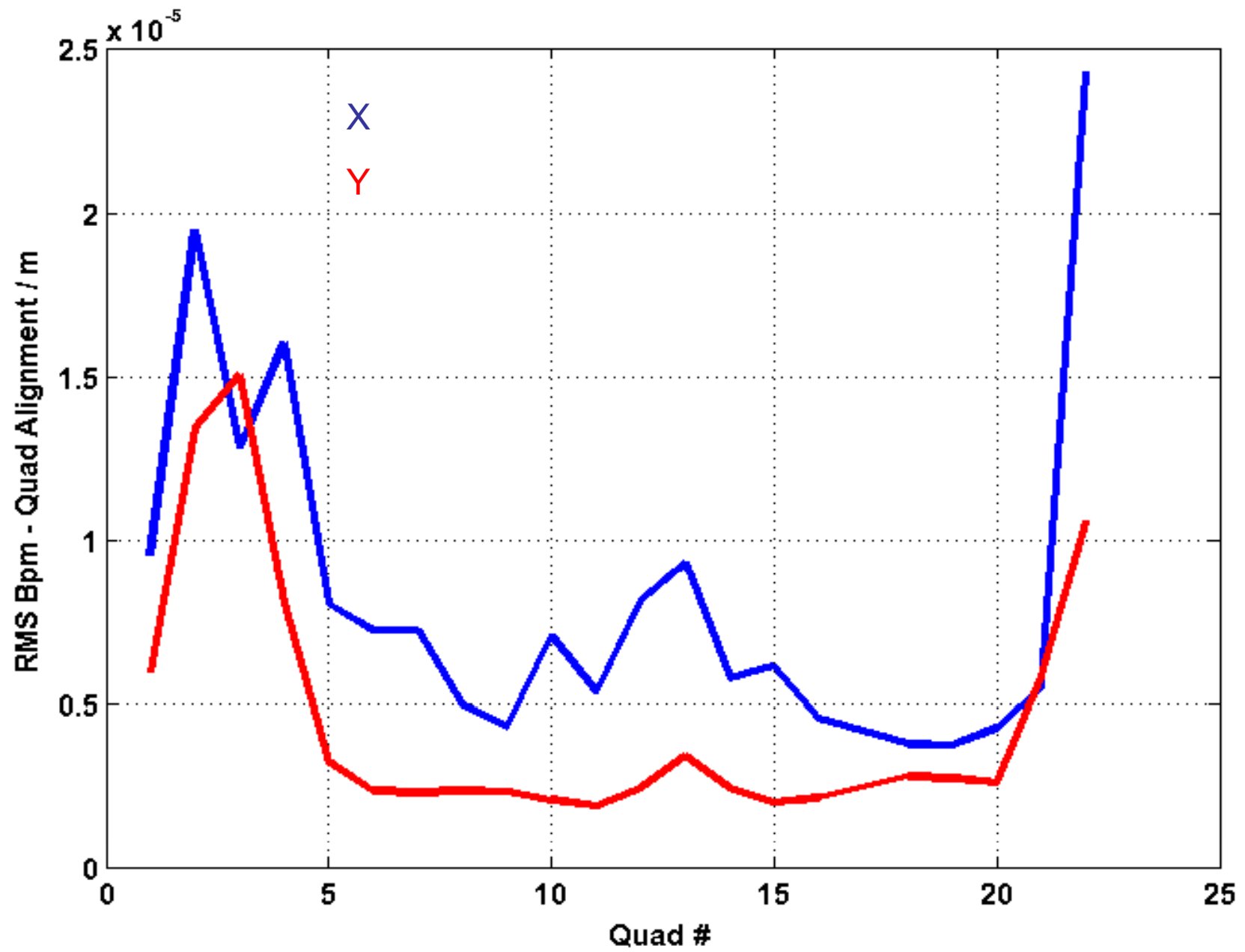
# Anthony



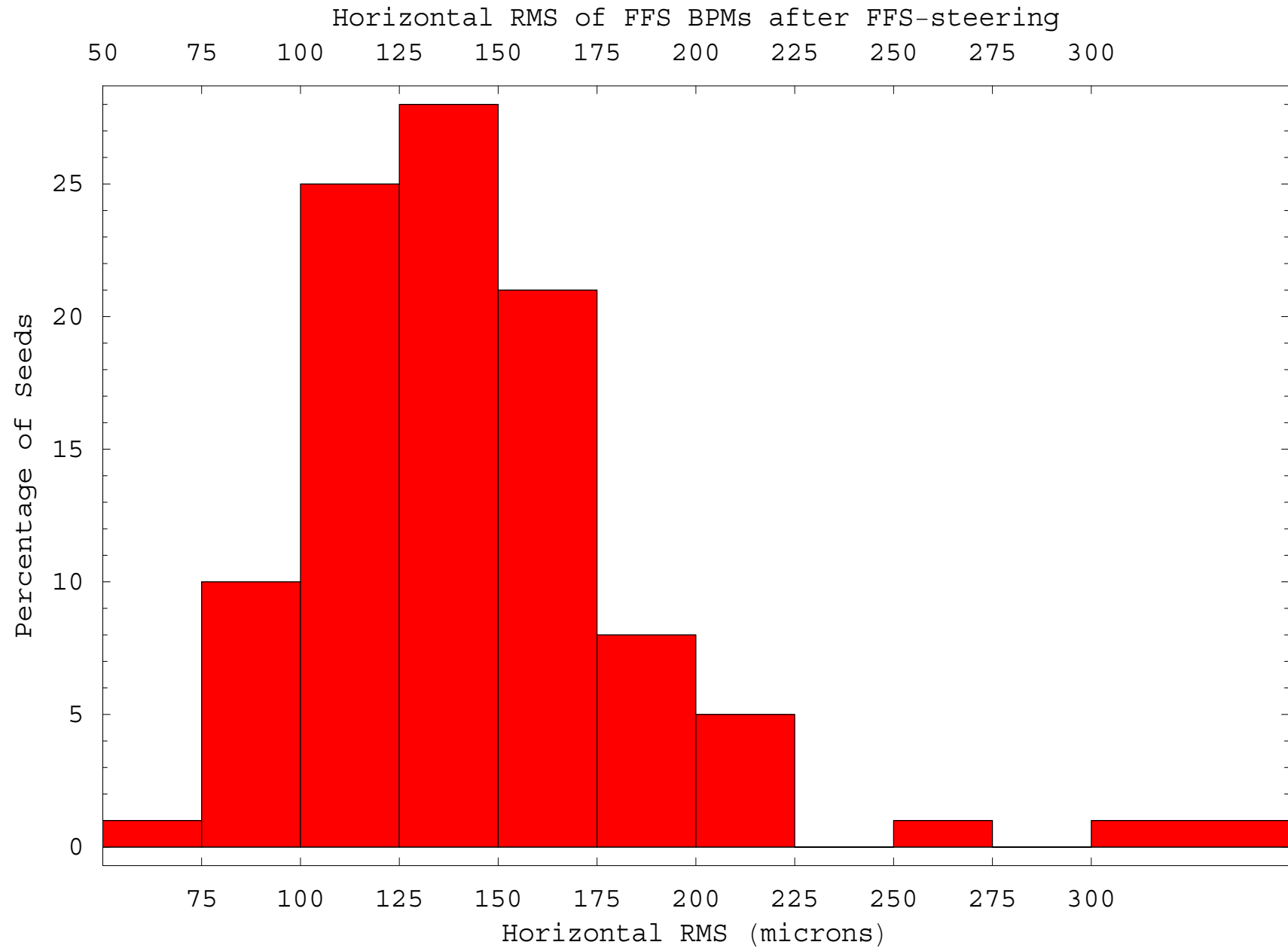
# Javier IP Feedback



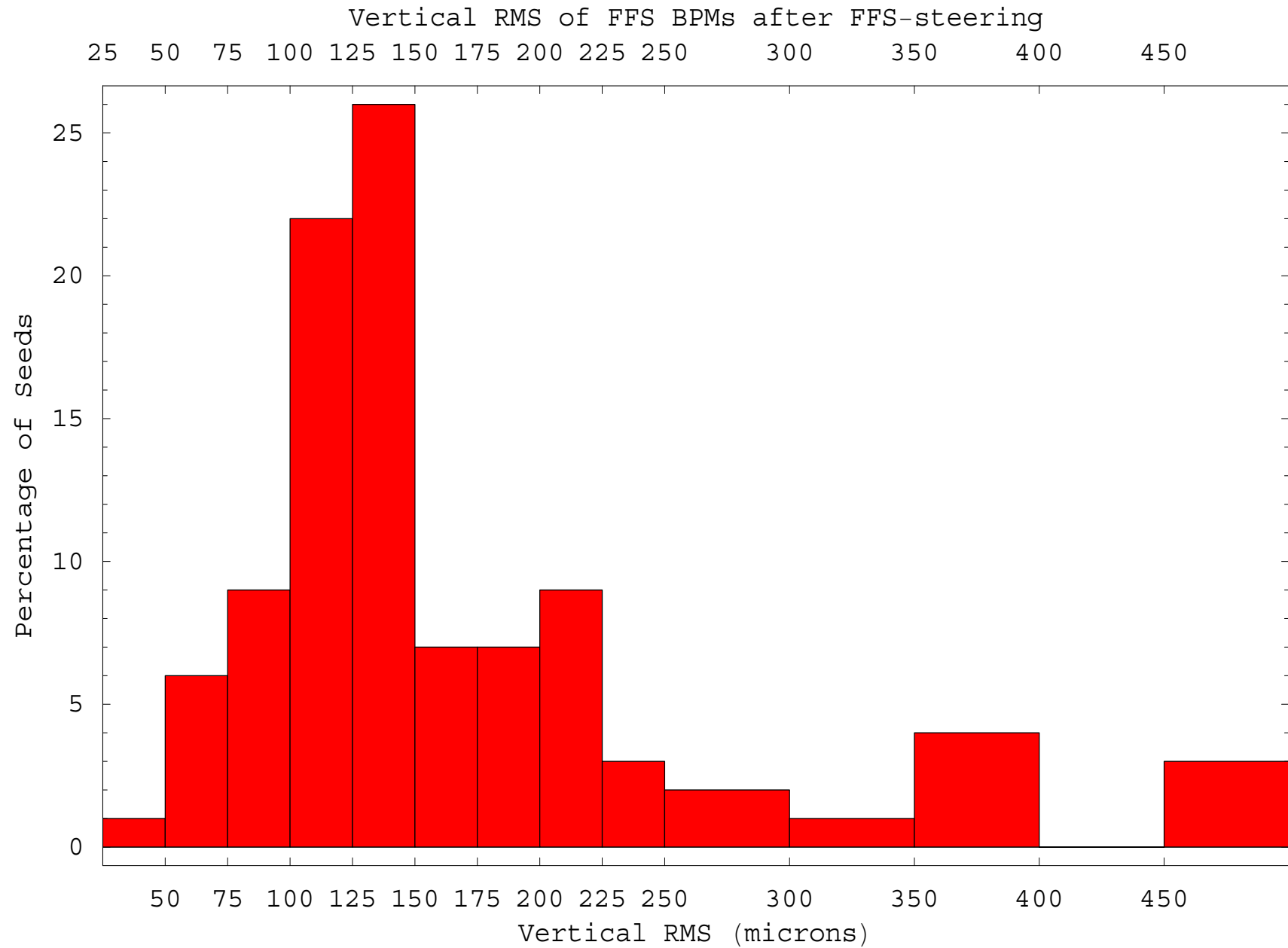
# Glen



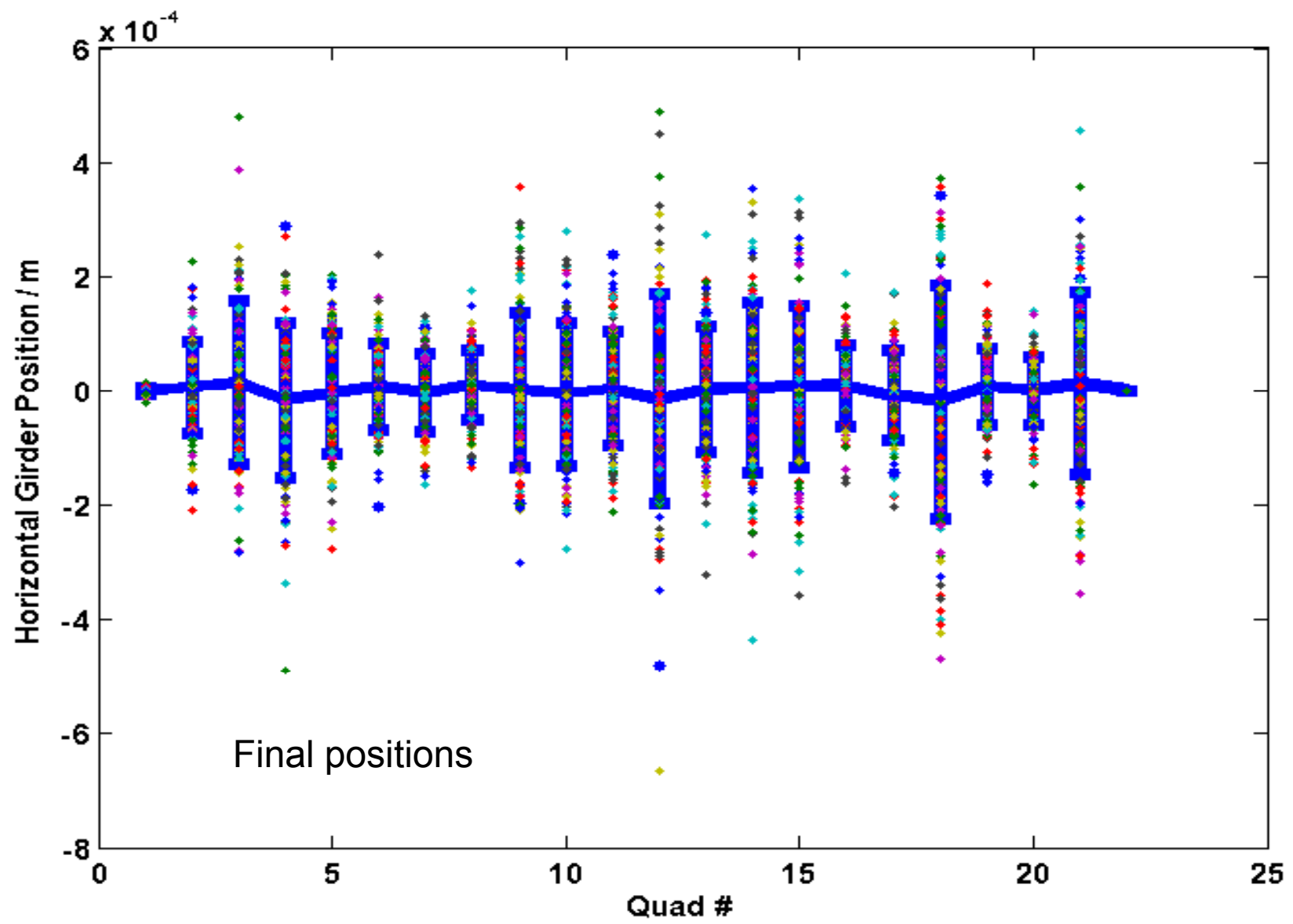
# Anthony



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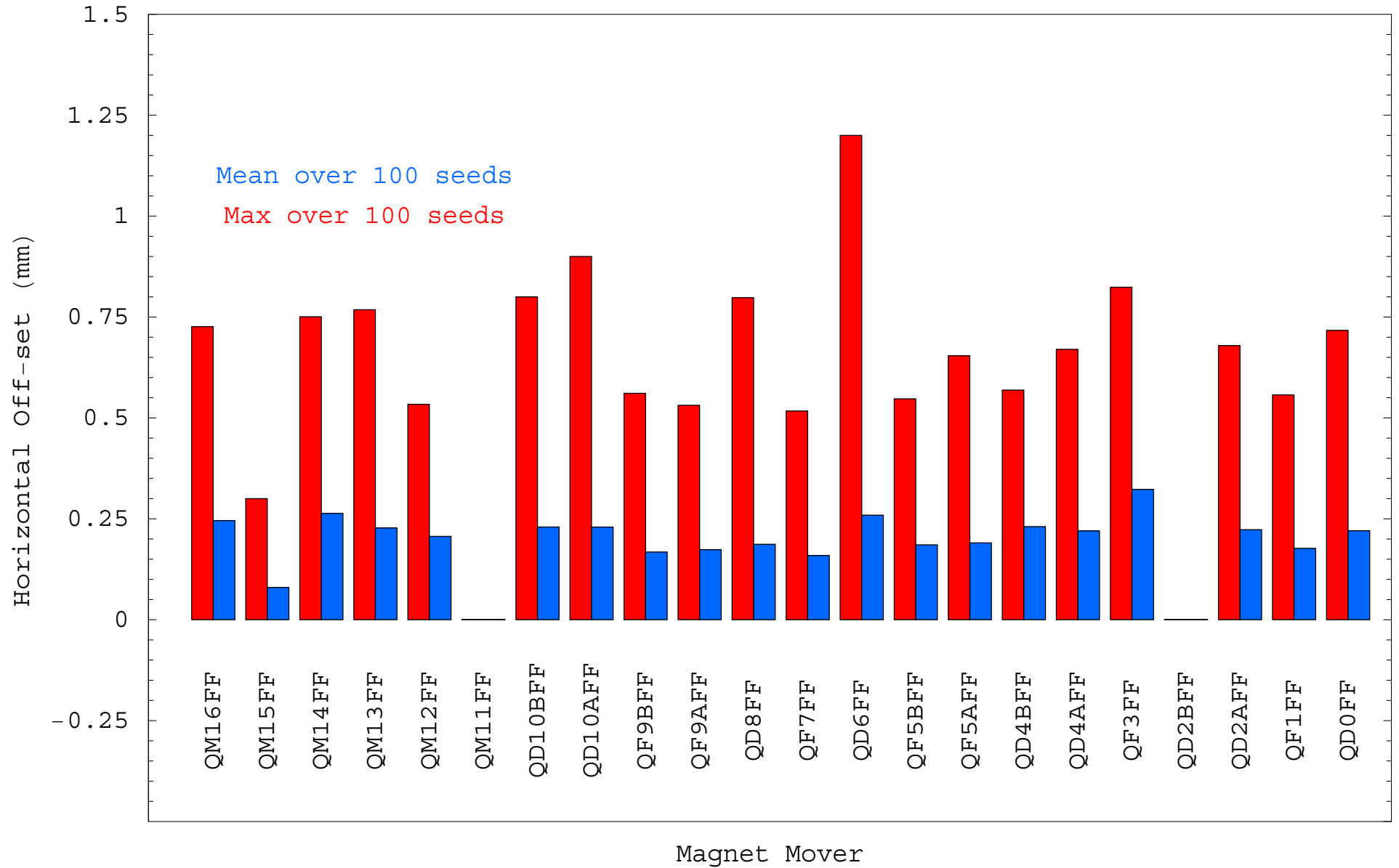


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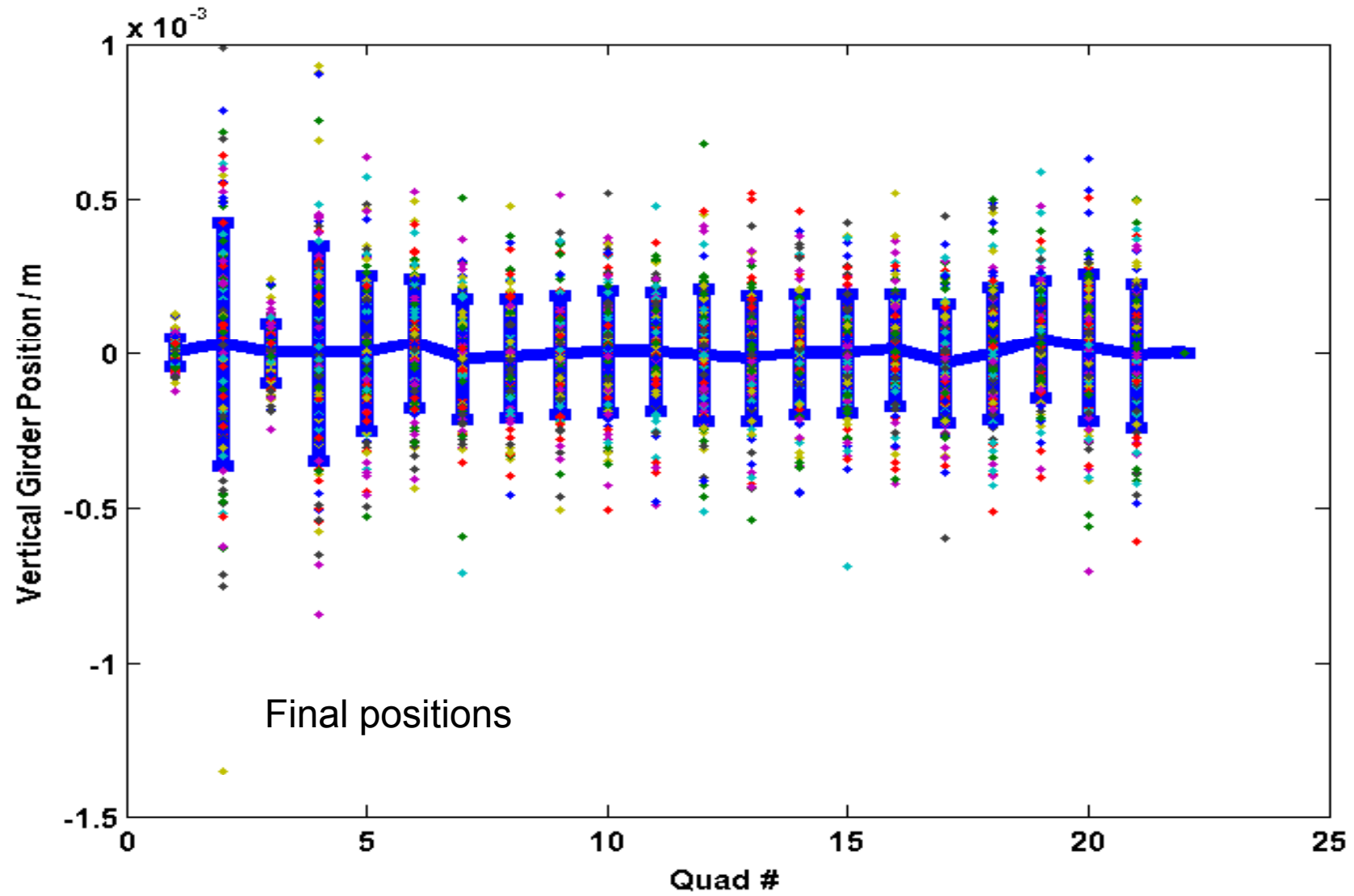


# Anthony

Horizontal Max Mover Moves



# Glen





# Anthony

Vertical Max Mover Moves

