Y. Renier

Detection of the GM Effects

Simulation

Jitter determinatio

Influence of the Simulation's

Elements Misalignments
Beam Jitter Amplitude
Repetition Rate
Quadrupole strength error
BPM Scale Errors

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Conclusion and Prospects

# Multiple GM sensors at ATF2

Y. Renier

CERN

20 March 2012

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# Headlines

**Detection of the Ground Motion Effects** 

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**Planning** 

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Jitter determination

imulation's arameters

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 GM sensors are usually only compared to other GM sensors

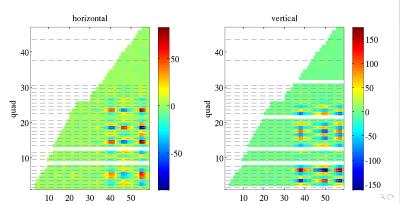
- Objective : detect Ground Motion (GM) effect on beam trajectory.
- Such a correlation would demonstrate possibility to make a feed forward.
- Feed forward would allow trajectory correction based on GM measurements in CLIC.
- Feed forward would allow big saving (avoid quadrupole stabilization in CLIC)

# **Conditions**

- ATF2 nominal lattice.
- ► Elements misaligned initially (RMS=100 $\mu$ m).
- Trajectory is then steered.
- Ground Motion (GM) model based on measurements.
- Elements are displaced by the amount of relative motion compared with the 1<sup>st</sup> element.
- Incoming beam jitter (6 Hz, 100 pulses).
- ▶ Quadrupoles errors of  $\frac{dK}{K} = 10^{-4}$  included.
- BPM and sensor bandwidth included.
- Limited number of sensors (Guralp Seismometers).

# Algorithm Initialization

- Compute the matrices of the effects of element displacements on BPM readings.
- ► Find the elements with the higher effects and select them to have GM sensor.
- Put also a sensor on the first and last element.



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# Placement of the sensors

15 sensors	30 sensor (1)	30 sensor(2
qs1x	qs1x	qf15x
qf1x	qf1x	qd16x
qd2x	qd2x	qf17x
qf3x	qf3x	qd18x
qf4x	qf4x	qf19x
qd5x	qd5x	qd20x
qf11x	qf6x	qf21x
qd12x	qf7x	qm16ff
qf13x	qd8x	qm15ff
qd14x	qf9x	qm14ff
qf15x	qd10x	qm13ff
qd16x	qf11x	qm12ff
qd18x	qd12x	qf7ff
qf19x	qf13x	qf3ff
qd0ff	qd14x	qd0ff

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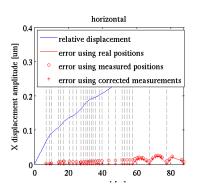
Elements Misalignments
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BPM Scale Errors
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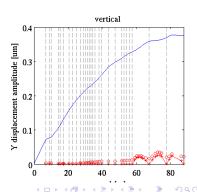
**Planning** 

# Algorithm

# Algorithm - Each Pulse

- From the measured GM interpolate the displacements of other elements linearly with the distance.
- Subtract induced beam displ. from BPM meas
- Remove incoming beam jitter from BPM meas.





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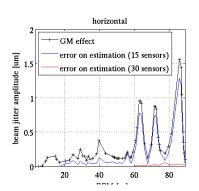
## Planning

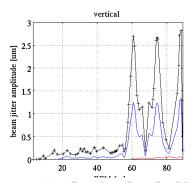
Prospects

# **Algorithm**

# Algorithm - Each Pulse

- From the measured GM interpolate the displacements of other elements linearly with the distance.
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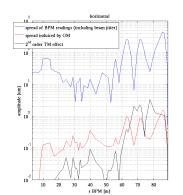
## Planning

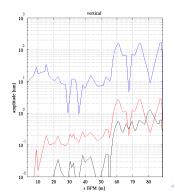
Conclusion and Prospects

# Algorithm - Each Pulse

Algorithm

- From the measured GM interpolate the displacements of other elements linearly with the distance.
- Subtract induced beam displ. from BPM meas.
- Remove incoming beam jitter from BPM meas.

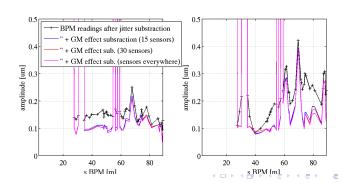




# Beam Jitter Effects Results

# **Principle**

- Remove predicted GM effect from BPM readings.
- Remove injection beam jitter.
- Remove non-linear effects.
- Compute injection beam jitter again.
- ▶ Look at the RMS of the residuals at each BPM.



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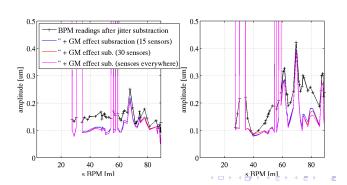
Beam Jitter Amplitude
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# Beam Jitter Effects Results

## Results

- ▶ Only cavity BPMs are precise enough (0.1 $\mu$ m).
- Residuals are lower subtracting GM effects.
- ▶ Works with >= 15 sensors.
- ▶ Sextupole-beam offsets determined at 10s  $\mu$ m level.
- Higher residuals in FF from errors on jitter.



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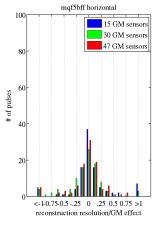
Jitter determination

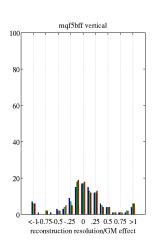
nfluence of the Simulation's Parameters

Beam Jitter Amplitude Repetition Rate Quadrupole strength error BPM Scale Errors Beam jitter with 1 %BPM scale errors

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# Ratio of residual over expected GM effect on BPM readings (MQF5BFF s=71m)





Residuals are much lower than GM effects.

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### Jitter determination

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# Reconstructed incoming parameters



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Detection of the GM Effects

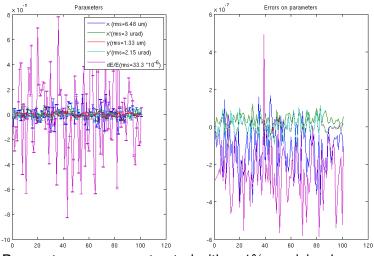
#### Jitter determination

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Parameters are reconstructed with  $\simeq 1\%$  precision!

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**Detection of the Ground Motion Effects** 

## Influence of the Simulation's Parameters

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Quadrupole strength error

**BPM Scale Errors** 

Beam jitter with 1 %BPM scale errors

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Detection of the GM Effects

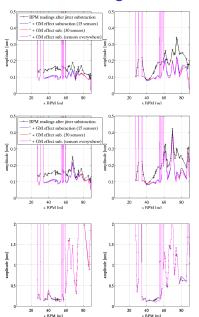
Simulation

# Influence of the Simulation's Parameters

Beam Jitter Amplitude Repetition Rate Quadrupole strength error BPM Scale Errors

## Planning

# **Elements Misalignments**



# $10\mu m$ misalignment

 $100\mu m$  misalignment

arameters

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# Elements Misalignments Beam Jitter Amplitude Repetition Rate

Quadrupole strength error BPM Scale Errors Beam jitter with 1 %BPM

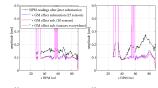
## **Planning**

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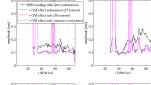
 $1000 \mu m$  misalignment



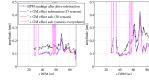
# Beam Jitter Amplitude



0.1× jitter



0.5× jitter



 $1 \times \text{ jitter } (\simeq 0.1\sigma, \frac{dE}{E} = 5.10^{-4})$ 

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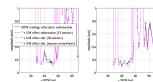
## Simulation's Parameters

## Beam Jitter Amplitude

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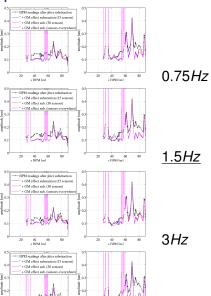


5× iitter (scale changed)



# Repetition Rate

x BPM [m]



s BPM (m)

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ofluence of the Simulation's Parameters

Elements Misalignments Beam Jitter Amplitude

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## Detection of the GM Effects

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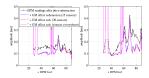
# fluence of t

Elements Misalignments Beam Jitter Amplitude

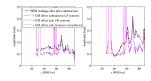
# Repetition Rate Quadrupole strength error

# BPM Scale Errors

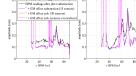
## Planning



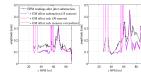
$$\frac{dK}{K} = 1.10^{-4}$$



$$\frac{dK}{K} = 2.10^{-4}$$

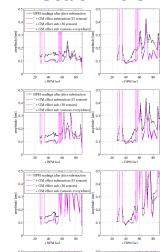


$$\frac{\text{dK}}{\text{K}} = 5.10^{-4}$$



$$\frac{dK}{K} = 10.10^{-4}$$

# **BPM Scale Errors**



+ GM effect substration (15 sensors) " + GM effect sub. (30 sensors) \* + GM effect sub. (sensors everyw

x BPM Iml

s BPM (m)

0% scale errors

0.1% scale errors

0.5% scale errors

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BPM Scale Errors

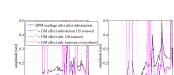
1% scale errors

Repetition Rate
Quadrupole strength erro

Beam jitter with 1 %BPM scale errors

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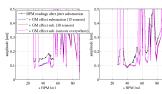


x BPM Im1

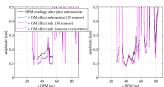


v BPM [m]

1% scale errors,  $0.2 \times$  jitter



1% scale errors, 0.5× jitter



1% scale errors,  $1 \times \text{ jitter}$ 

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# **Planning**

# Name GM feed-forward LAPP buys 15 Guralps Readout tests at CERN Installation in ATF2 First tests at 1 & 6 Hz



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## Conclusion

- Beam jitter subtraction is critical.
- ▶ With 15 sensors, GM effect is measurable.
- Non-linearities might be used to determine sextupole displacements.
- BPMs scale factors are critical.
- Lower beam jitter helps a lot.