



Adaptive control scheme for the main linac of CLIC

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Content



- 1. Introduction
- 2. System Identification
- 3. Controller design
- 4. Simulation results for the allover algorithm
- 5. Summery and further work





1. Introduction

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The problem of ground motion

- Main source of emitt. growth and beam offset is ground motion
- Mechanism:
 - Ground motion misaligns magnets
 - Therefore beam is kicked from its ideal orbit => emitt. increase.



- Two tasks
 - 1.) Beam steering 0.1 nm
 - 2.) Beam quality preservation







Countermeasures against ground motion







Performance degradation of the BB-FB due to acceleration gradient variations







Adaptive feedback strategy

- Good feedback needs very good system knowledge
- Accelerator behavior can change strongly during operation, due to the large phase advance
 - => Adaptive controller (see [2])
- 1.) System Identification
 - Establishes and updates online a model of the accelerator behavior

2.) Controller

 Uses the estimated system model, to optimally mitigate ground motion effects







2. System Identification

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What is system identification ?







RLS algorithm and derivative [2]

• $M \approx \widehat{M}$ can e.g. be formalized as

 $min\{(y_i - \hat{y}_i)^T(y_i - \hat{y}_i)\}$

• Off-line solution to this Least Square problem by pseudo inverse (Gauss):

$$\hat{\theta} = (\Phi^T \Phi)^{-1} \Phi^T Y$$

- $\hat{\theta} \, \ldots \, \text{Estimated parameter}$
- $\Phi \dots$ Input data
- Y ... Output data

• LS calculation can be modified for recursive calculation (RLS):

 $\hat{\theta}_{i} = \hat{\theta}_{i-1} + K_{i} (y_{i} - \varphi_{i}^{T} \hat{\theta}_{i})$ $K_{i} = P_{i} \varphi_{i} = P_{i-1} \varphi_{i} (\lambda + \varphi_{i}^{T} P_{i-1} \varphi_{i})^{-1}$ $P_{i} = (I - K_{i} \varphi_{i}^{T}) P_{i-1} / \lambda$

- α is a forgetting factor for time varying systems
- Derivatives (easier to calculate)
 - Projection algorithm (PA)
 - Stochastic approximation (SA)
 - Least Mean Square (LMS)





Problems with the basic approach

Problem 1: Excitation

- Particles with different energies move differently
- If beam is excited, these different movements lead to filamentation in the phase space (Landau Damping)
- This increases the emittance
- => Excitation cannot be arbitrary

Problem 2: Learning speed

- To fully identify the R, all columns have to be excited
 => 1005 linear independent inputs
 => one full cycle:
 0.02s x 1005 = 20.1s
- For identification some drifts have to be used
 - => time constants in the order of some minutes.





System identification principle

Excitation Strategy:

- Necessary excitation can not be arbitrary, due to emittance increase
- **Strategy:** beam is just excited over short distance and caught again.



• Orbit Bump with min. 3 kickers is necessary

Interleaved orbit bumps:

• Just parts of R can be identified



- Rest has to be interpolated
 - Algorithm to calculate phase advance from BPM data (see [3])
 - Amplitude model (see [4])





Allover identification algorithm









Results: Error in the response matrices due to an RF step change



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3. Feedback design

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Design principles used

- 1. Decoupling of the inputs and outputs [5]
- 2. Spatial filtering to reduce the influence of noise
- 3. Frequency filtering is based on ATL motion assumption. This will be improved in future designs [6]





Weighted SVD controller



 $\begin{array}{ll} \mathbf{gm}_k \dots \mathbf{ground} \mbox{ motion } & \mathbf{R} \dots \mathbf{response } \mbox{ matr. } \\ \mathbf{n}_k \dots \mathbf{BPM} \mbox{ noise } & \mathbf{R} = \mathbf{U} \Sigma \mathbf{V}^T \quad \mathbf{F} = \left[\begin{array}{cc} \mathbf{I}_{n \times n} & \mathbf{0} \\ \mathbf{0} & a \mathbf{I}_{m \times m} \end{array} \right] \\ \mathbf{y}_k \dots \mathbf{BPM} \mbox{ measur. } & \mathbf{R}^{-1} = \mathbf{V} \Sigma^{-1} \mathbf{U}^T \end{array}$





Reason for the choice of matrix F



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Results: Ground motion mitigation of the control algorithm (sim. in Placet [7])







Control algorithm with imperfect system knowledge







4. Simulation results for the allover algorithm





Identification results



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Emittance growth with accelerator change







Summary

- Adaptive feedback strategy chosen to mitigate ground motion effects
- Algorithm consists out of a system identification unit and an control algorithm
- The complete system works and the results are very appealing.

Further work

- Optimization of the control algorithm
- Robustness analysis of the adaptive controller
- Experimental verification of the system identification
- System identification for the BDS !?





Further information and references

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Thank you for your attention!