

IP Feedback (Pulse to pulse)

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Description of the task

It is needed to :

- Have IP BPM installed.
- Have a corrector (sweeper magnet ?) installed : Movers are too slow and low precision.
- Make/Analyse measurements and fit ground motion generator parameters.
- Estimate the jitter and drift due to ground motion + other feedbacks.
- Test different feedbacks.
- Implement the best ones in the Flight Simulator.
- Study the interactions with others feedbacks.
- Make GUI and User's guide.



People involved

Nobody expressed interest :

Is somebody interested ? May be critical issue for the Shintake if there is too much jitter !



Status of my work

My on-going work on this task

- Fitted ground motion generator parameters for the high frequencies ($> 0.1\text{Hz}$).
- Implemented PID feedback.

Answers needed to continue

- Will the seeper magnet be installed ?
- Will the steering correction be a feedback ? If yes what will it be precisely?



Y position at IP function of time with and w/o correction

