



Correction of ground motion in the CLIC BDS

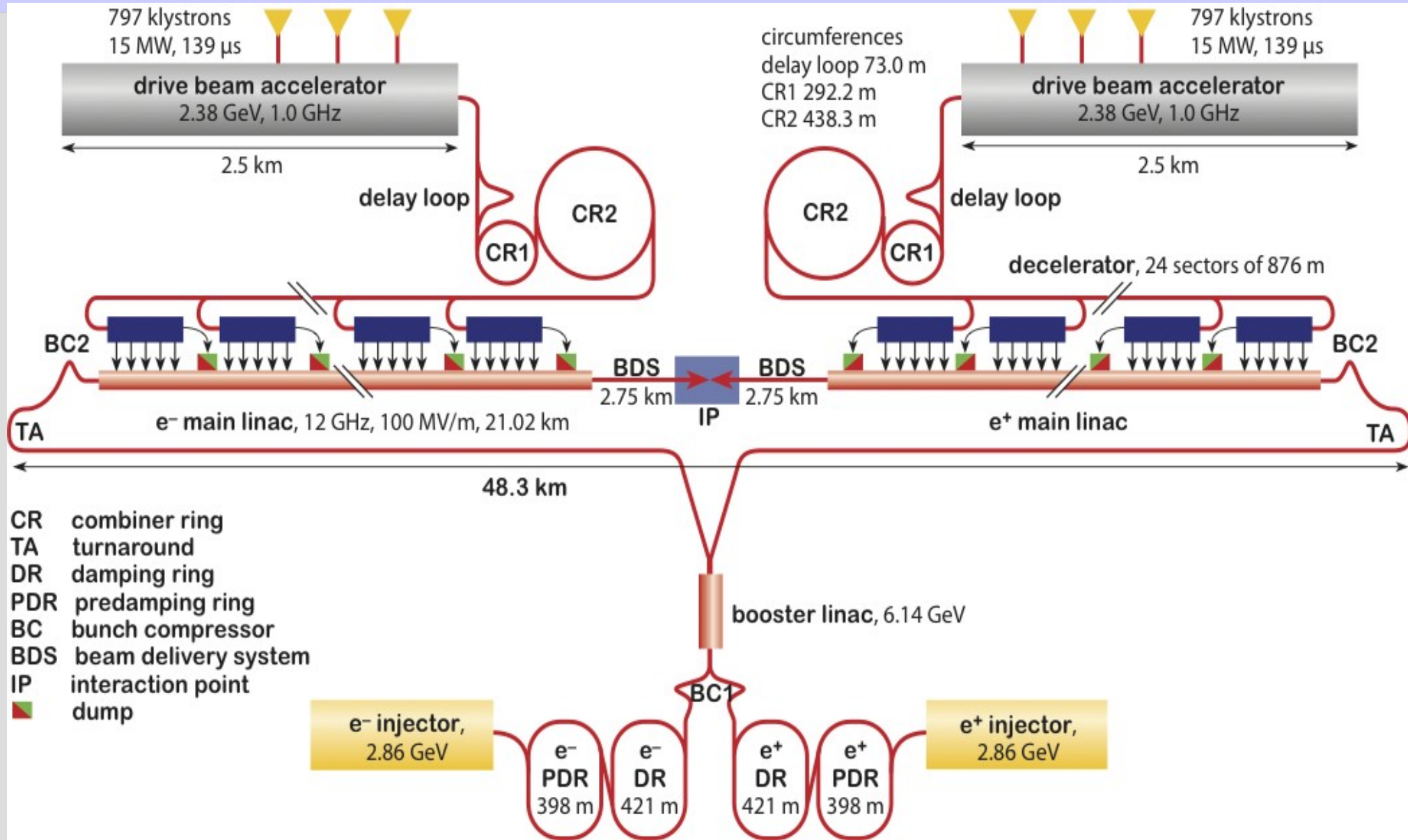


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10/20/10

Outline

- Ground Motion
- Quadrupole offset sensitivity
- Quadrupole stabilisation
- Orbit correction and IP feedback
- Luminosity impact

CLIC BDS



Ground Motion in BDS

Why should we study ground motion in BDS?

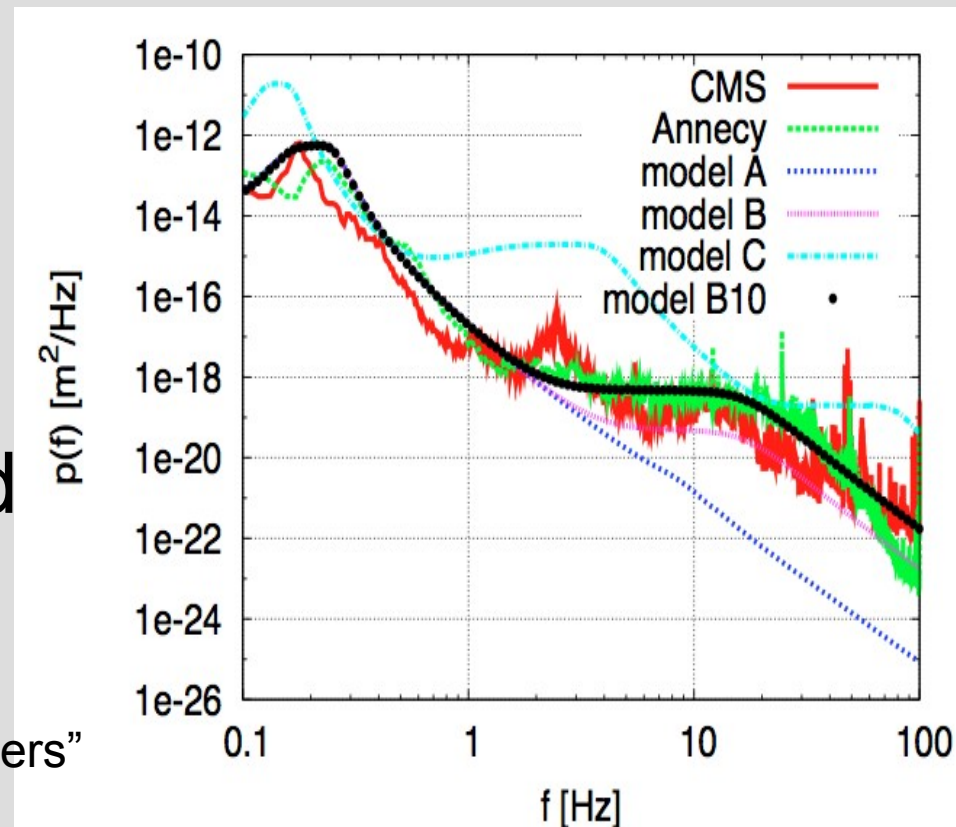
- Main source for dynamic imperfections
 - Serious impact on luminosity
- Puts stringent requirements on stabilisation

Ground Motion

- Slowly drifting element positions
- Short time scales (< 10 s)
 - A. Seryi models¹ (see figure)
 - Standalone script incorporated into tracking code

PLACET

- Long time scales
 - ATL law:
 - Variance $\sim A \cdot t \cdot L$
- Model B and B10 are used

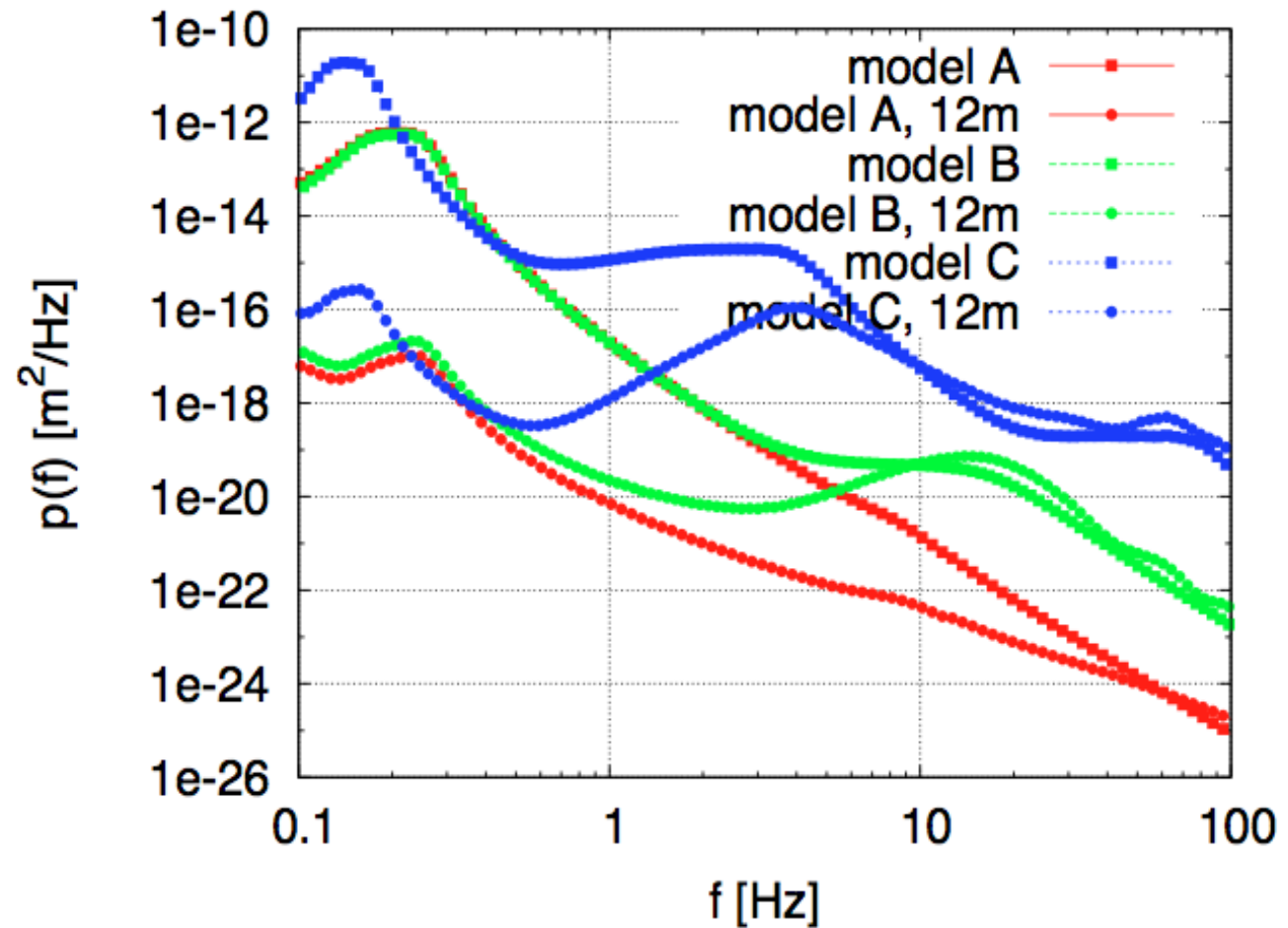


Ground Motion

Ground Motion Correlation

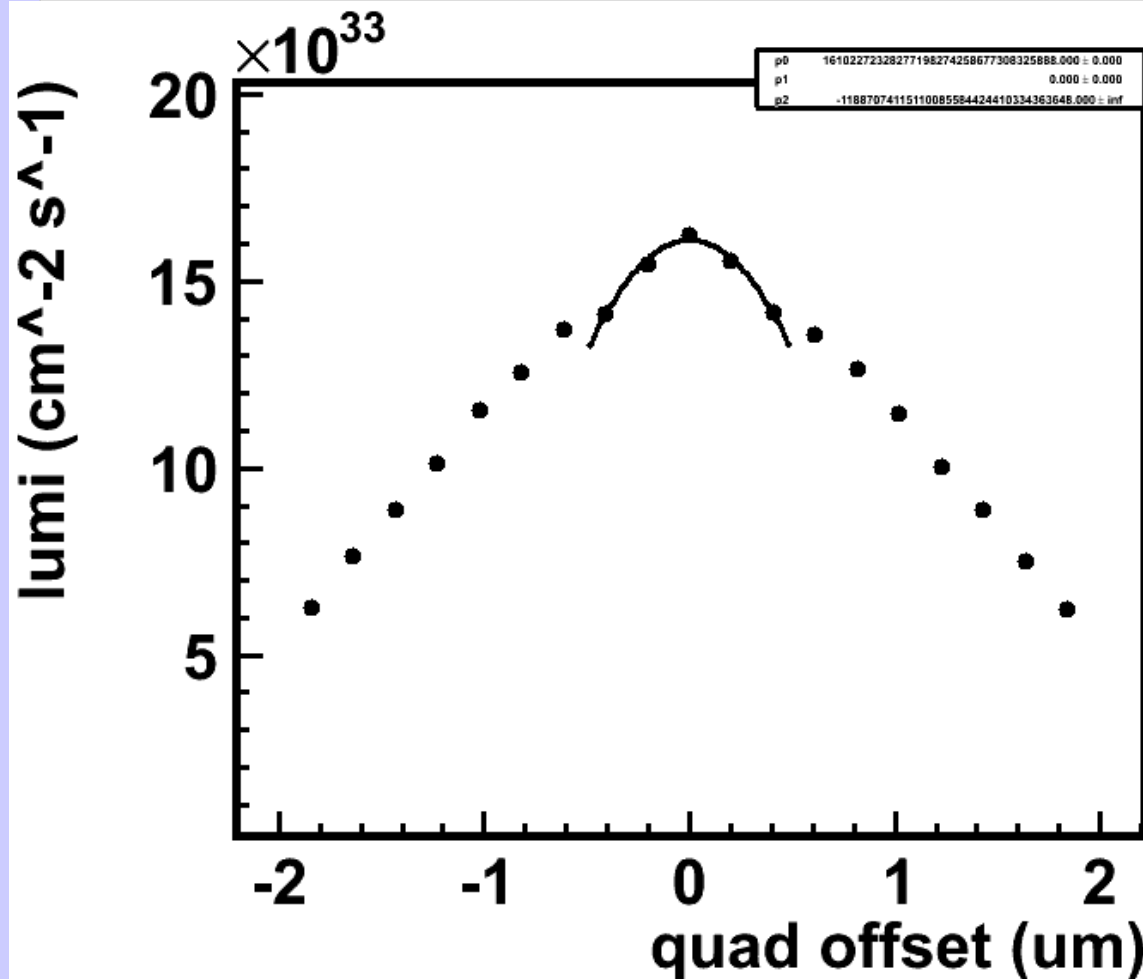
- Ground motion is correlated
- Correlation has an impact on the luminosity performance
 - e.g. relative offsets of final quadrupoles is important (relevant distance ≈ 12 m)

⇒ high frequency part is uncorrelated



Quadrupole offset sensitivity

Quadrupole 103 (halfway BDS)

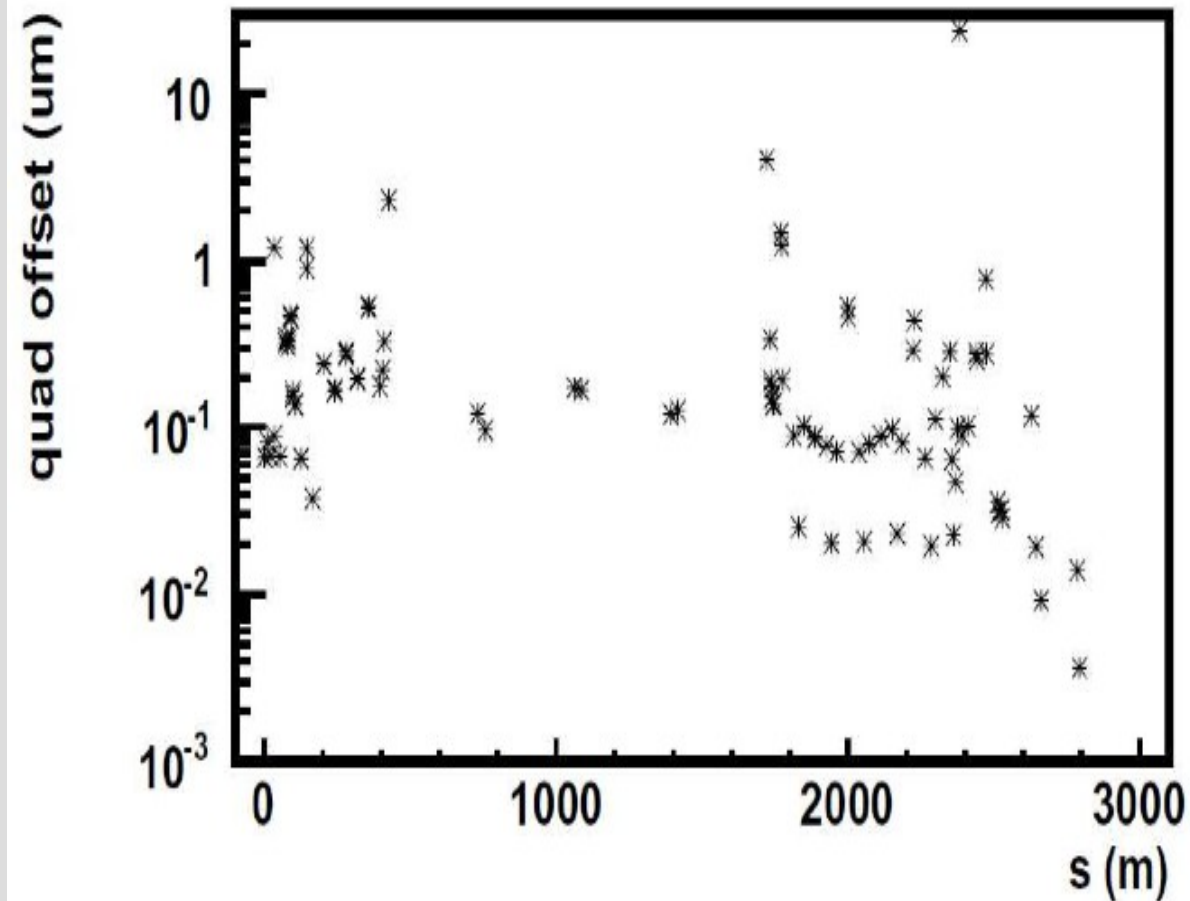


IP corrected

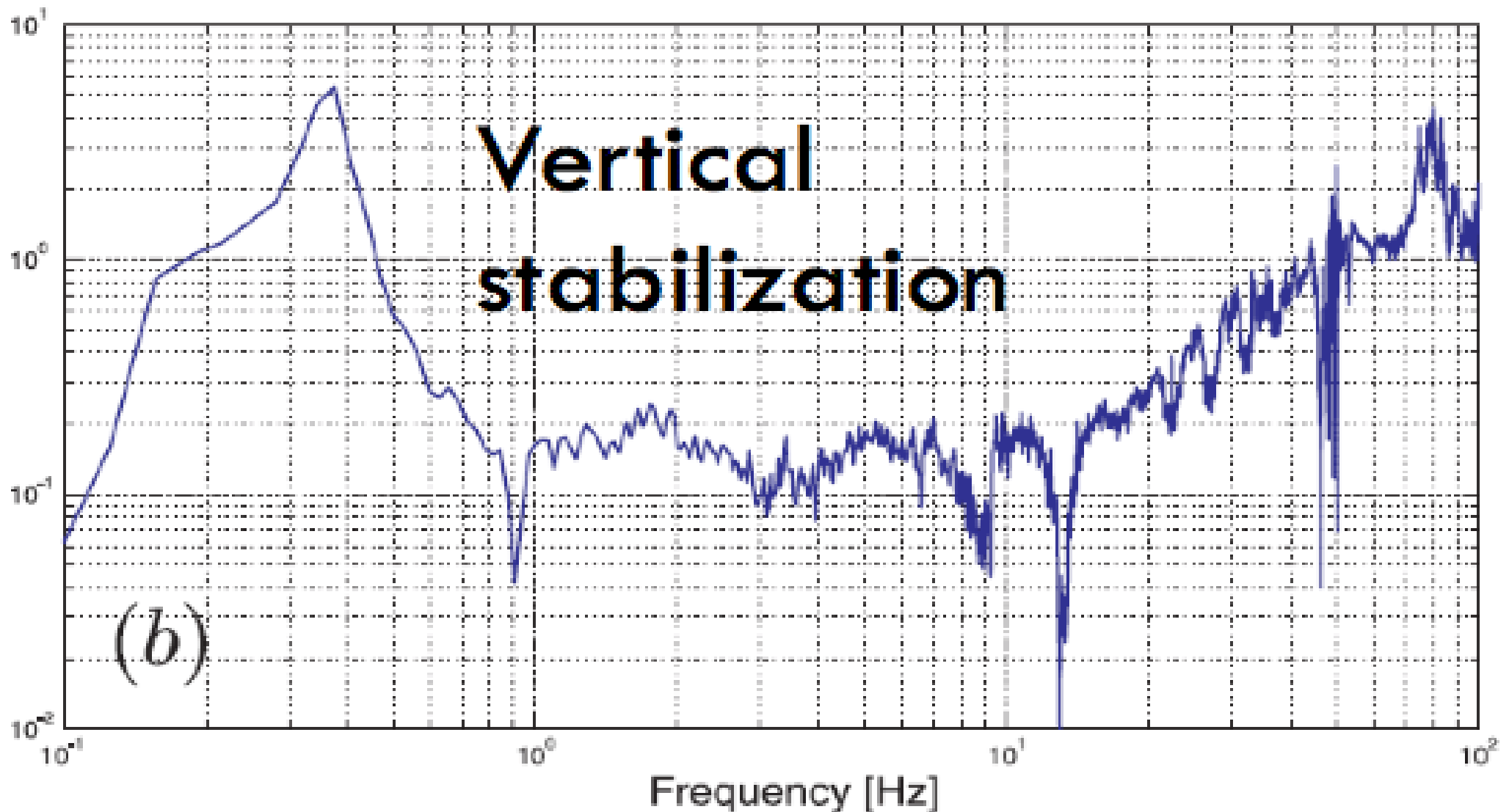
If uncorrected by orbit correction, each misaligned quadrupole induces some luminosity loss

Quadrupole offset sensitivity

- For every quadrupole in the BDS the offset that corresponds to a 2% has been calculated
- Tolerances of a few nm for the FD quads



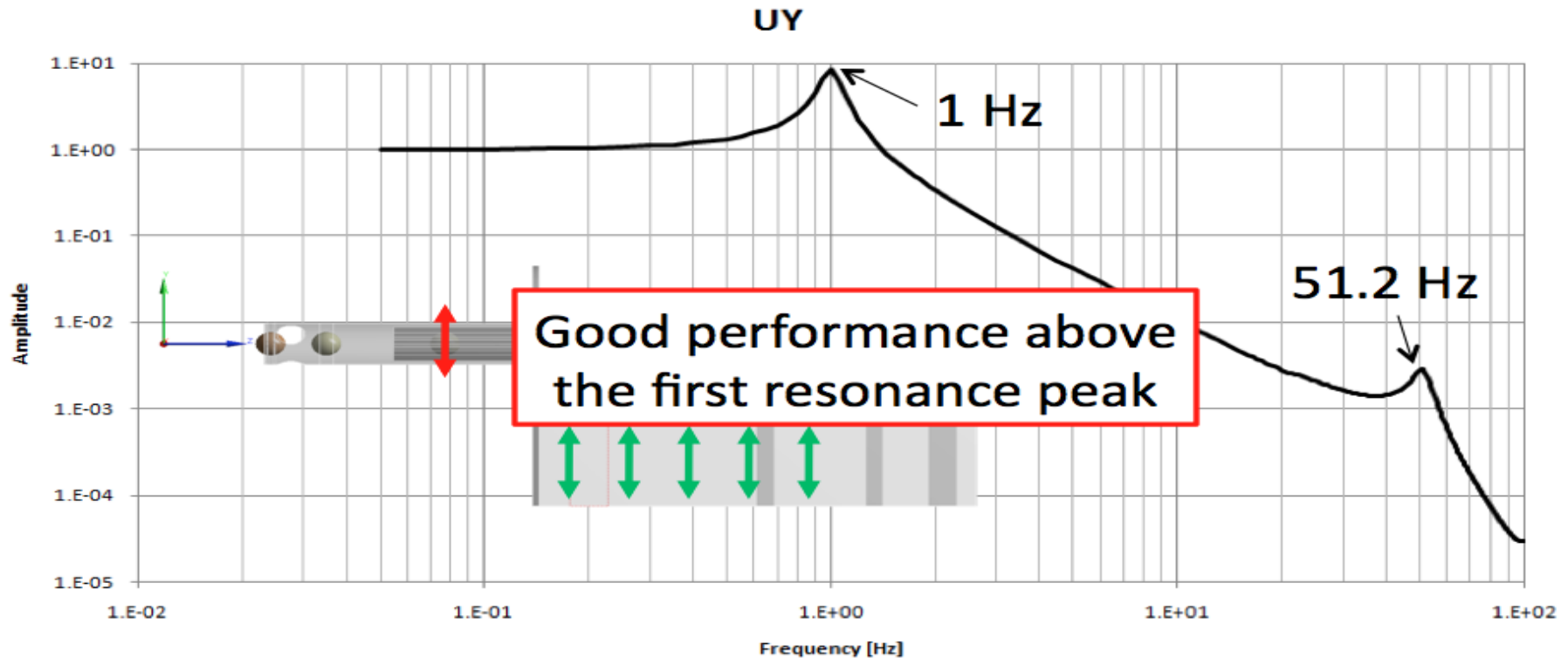
Quadrupole Stabilisation



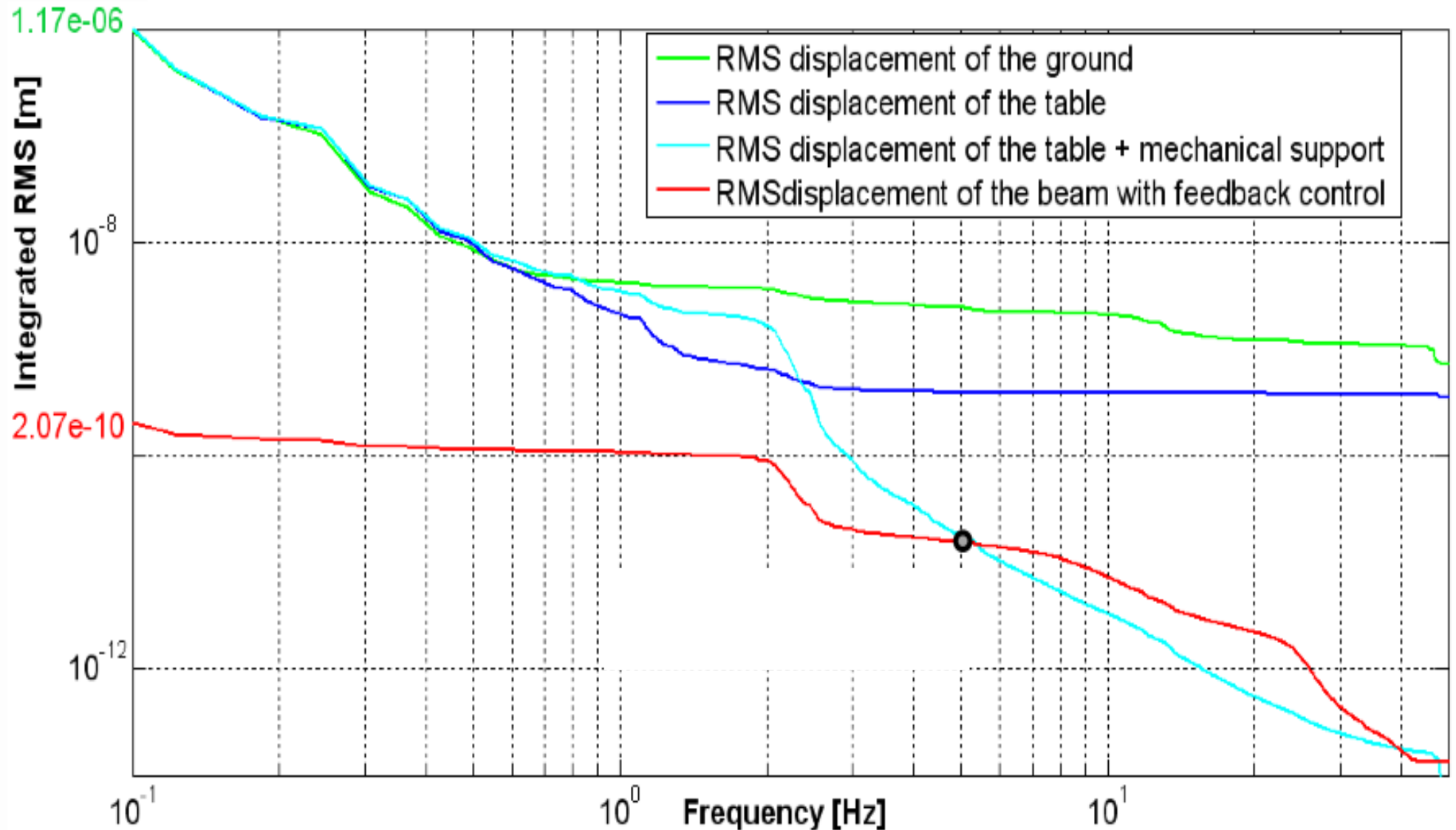
QD0 stabilisation

Harmonic excitation in the vertical direction

Vertical steady-state response at QD0



QD0 stabilisation



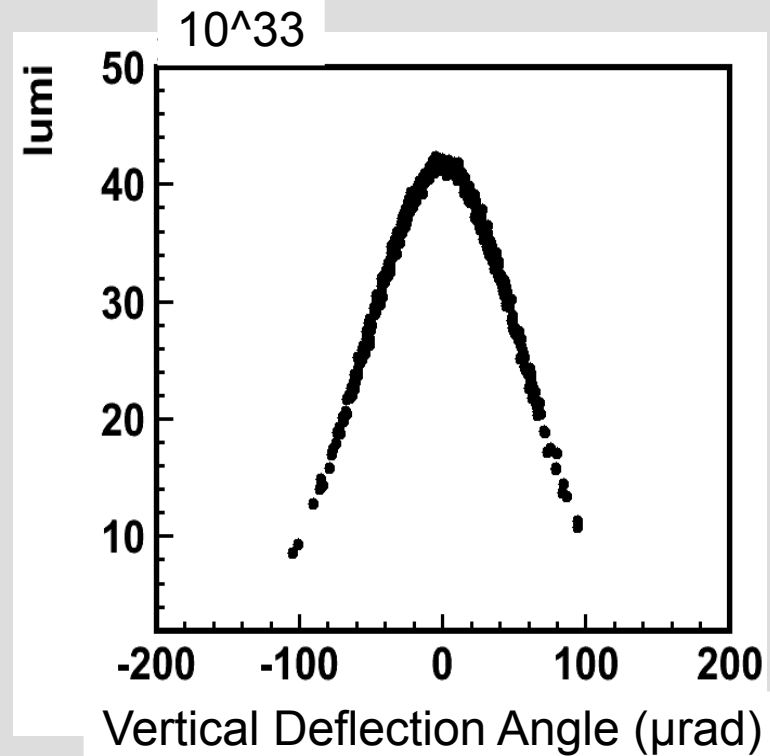
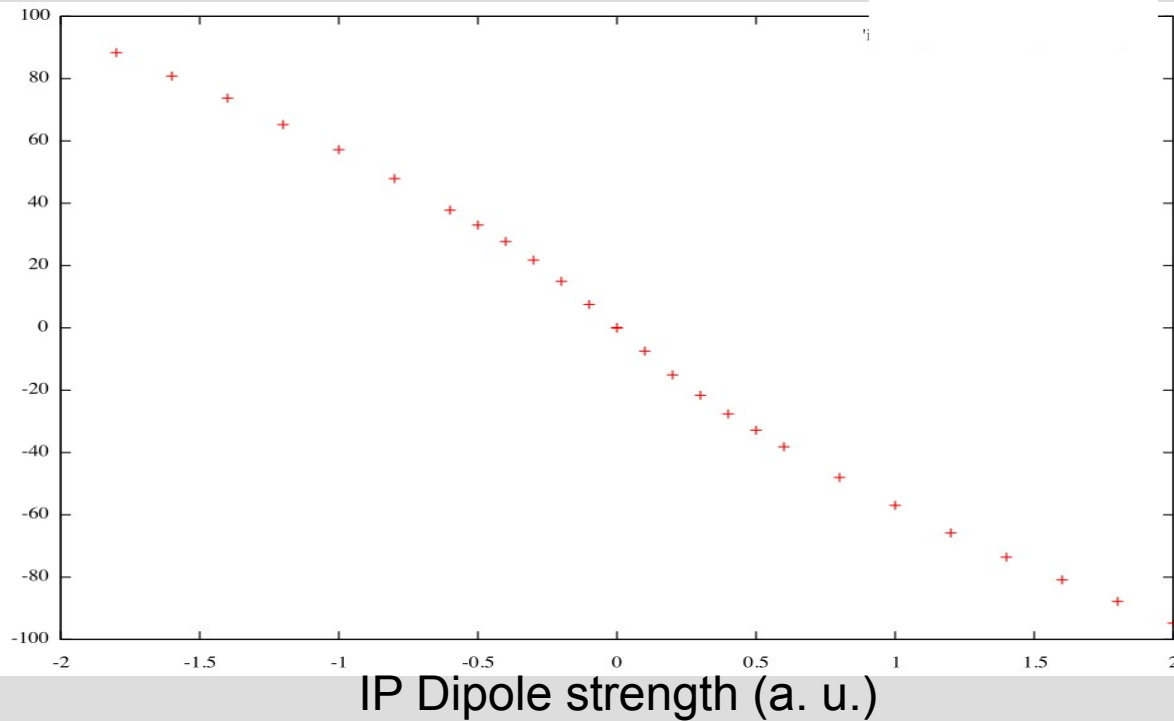
Orbit correction

- Measure quadrupole offsets with BPMs
 - 79 BPMs (placed after every quad and sextupole)
- Correct BPM positions by dipole kickers
 - 62 kickers
- Minimalise BPM offsets (wrt nominal)
- SVD algorithm
 - see Jürgen Pfingstner talk tomorrow, WG 7
- Simulations performed in PLACET and GUINEA-PIG

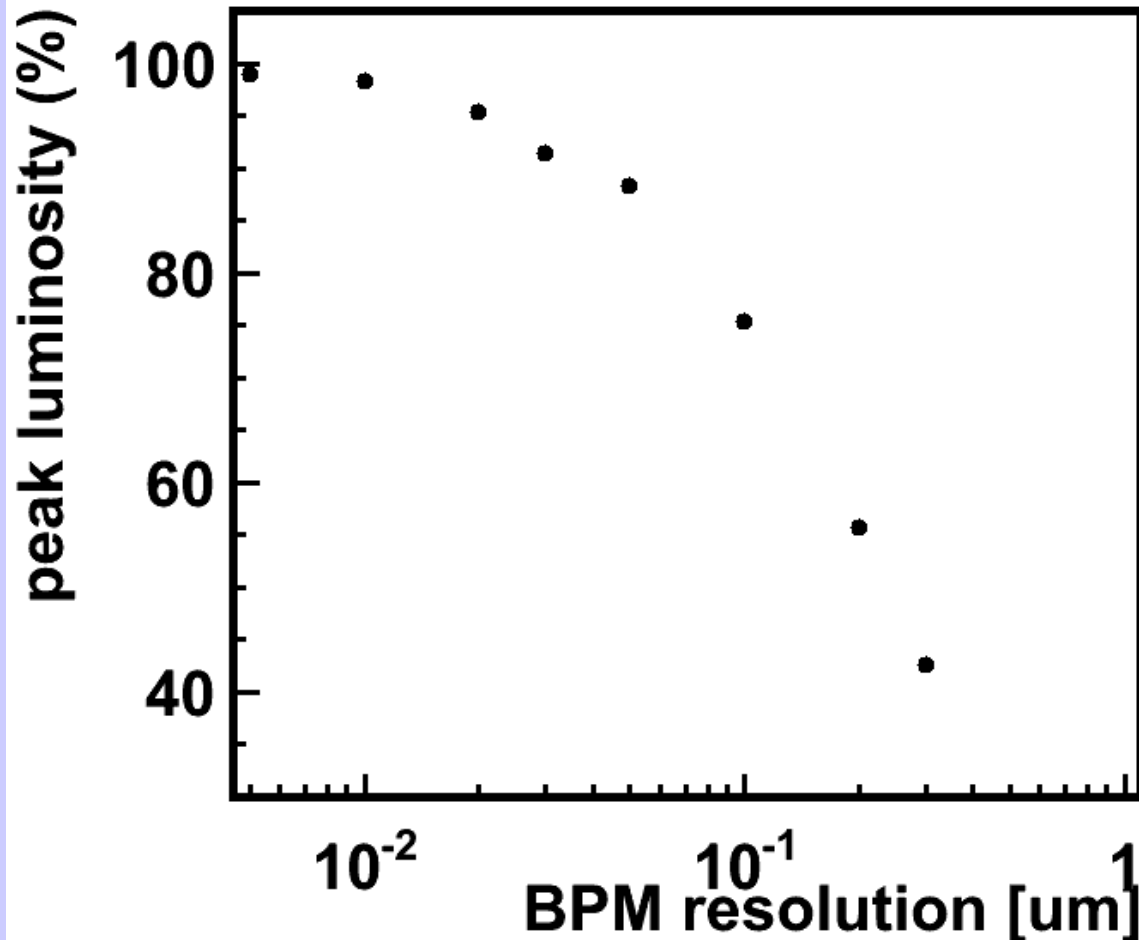
IP feedback

- IP feedback (beam-beam based):
 - Special feedback of post-collision BPM to last dipole (“IPDipole”)
 - Correct deflection angle for colliding beams
 - Strong correlation with luminosity
 - Possibility for intra-pulse feedback

Vertical Deflection Angle (μrad)



BPM resolution



No ground motion,
just BPM meas. errors.

Gain = 1, BPM resolution
is less dominant when
lower gain is used.

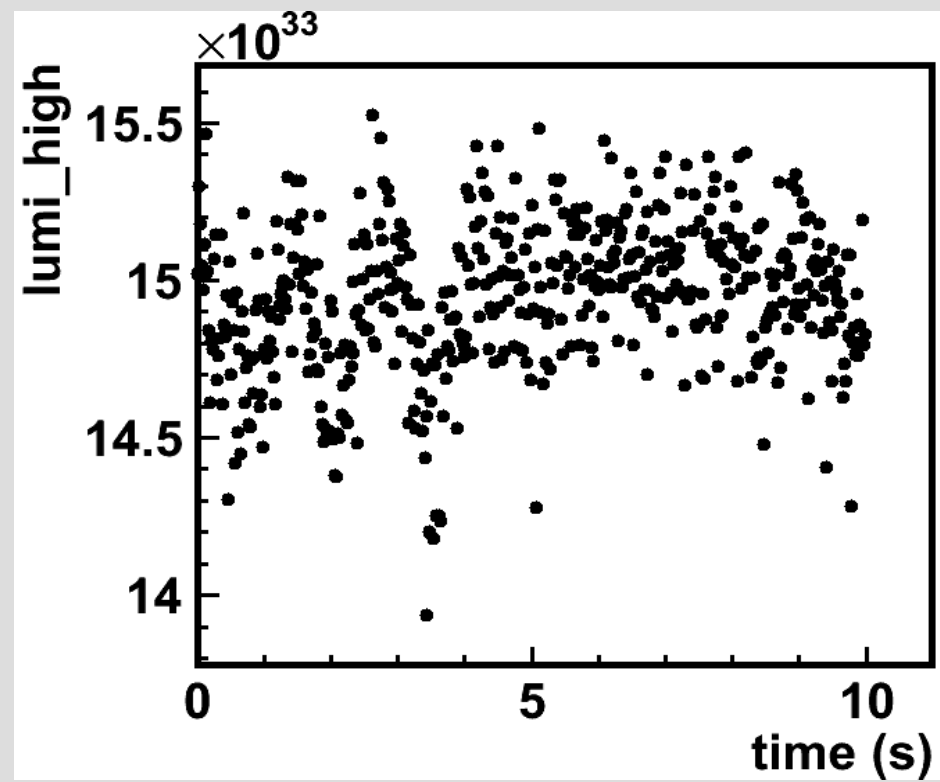
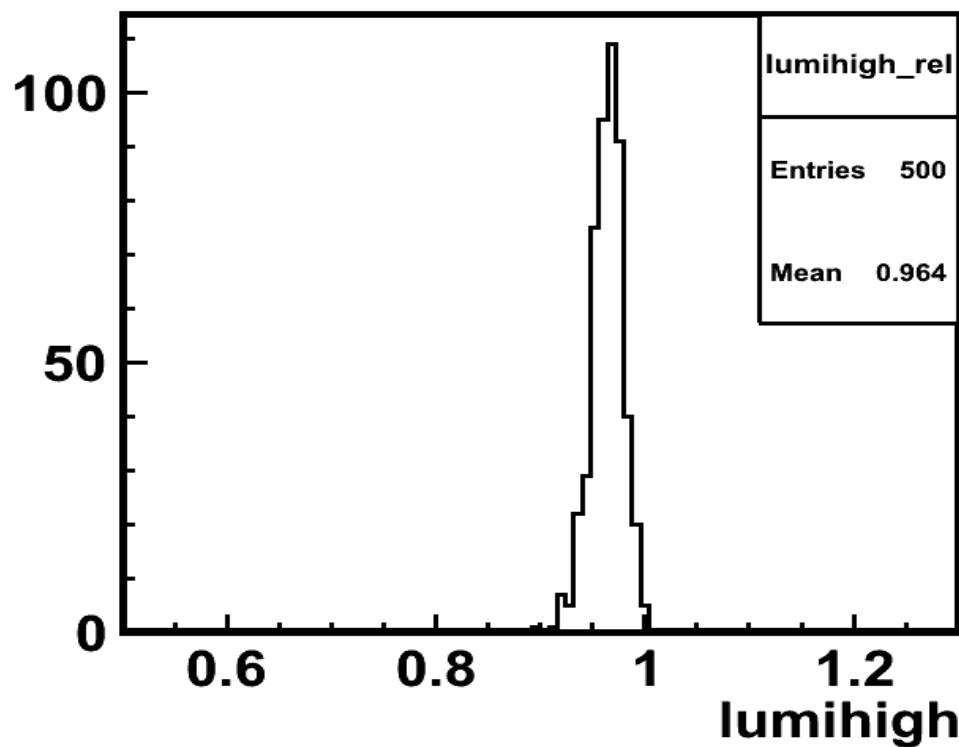
BPMs close to IP are most
sensitive.

Required BPM resolution
for 5-10% loss: 20-50 nm

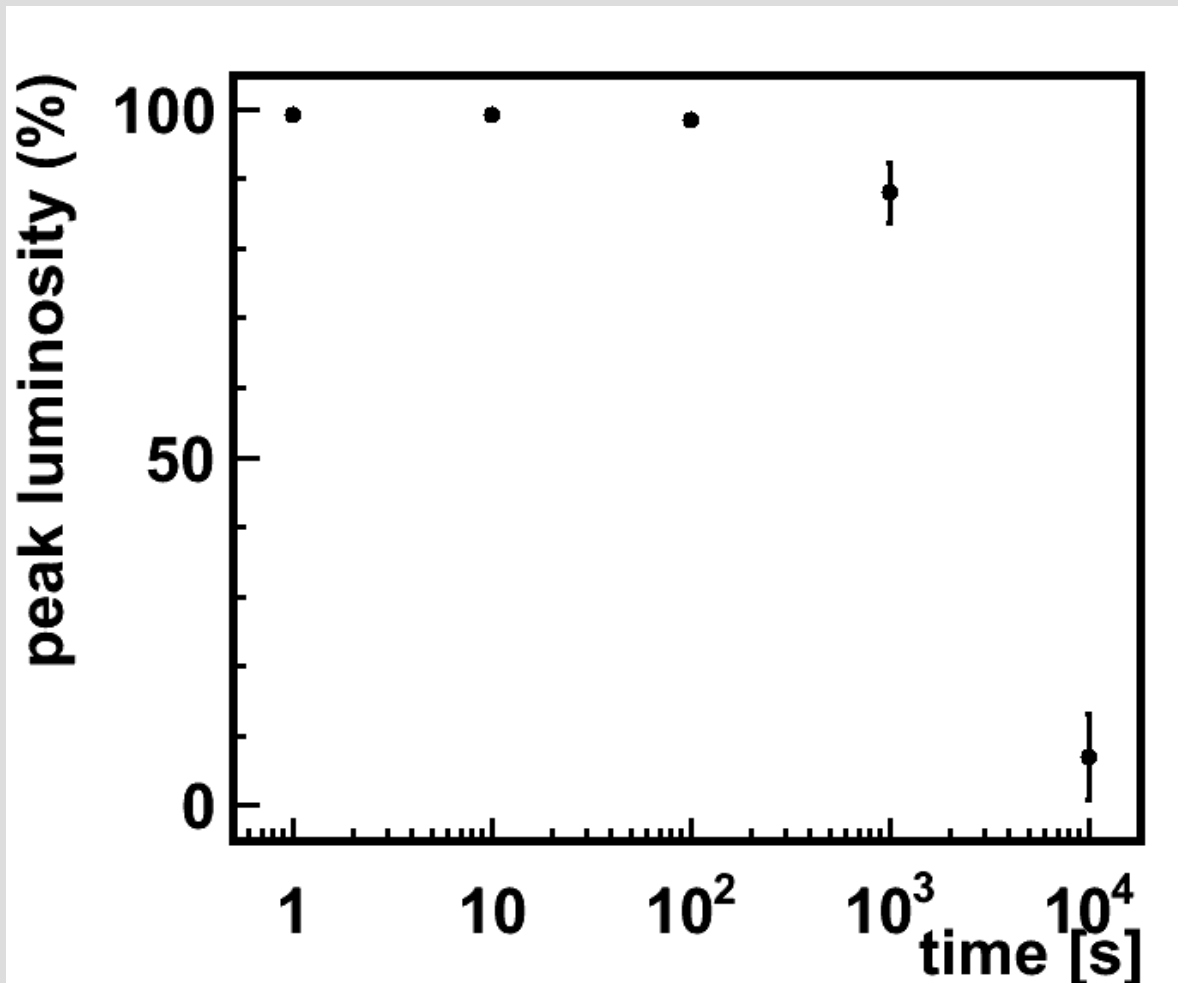
in agreement with earlier
studies by J. Resta-Lopez

Adding it all together: Luminosity impact

- lumi distribution plot after several seconds (500 trains with 0.02s distance)
- for both models B and B10 (B10 shown here, but results are similar): **4% lumi loss**



Longer time scales (ATL)



After some period of no active correction. The SVD is not capable to return to nominal luminosity.

Further optimization procedures are required after about half an hour.

Conclusions and Remarks

- Integrated simulations show promising understanding and performance of the feedback system for dynamic imperfections caused by ground motion in the BDS
- Simulations include ground motion, stabilisation filters, orbit correction
 - Extensions to fully include the main linac are well under way, see Jürgen Pfingstner's talk tomorrow WG 7
- Confirmation of generic results, see Daniel Schulte's talk