

December 5, 2002

*2nd Workshop on Beam Orbit
Stabilization, SPRING-8, Japan*

Operations with Fast Digital Orbit Feedback Systems at NSLS

Boris Podobedov

BNL - NSLS



Acknowledgements

- People working on the project

Brian Kushner, Susila Ramamoorthy, Yong Tang, Emil Zitvogel

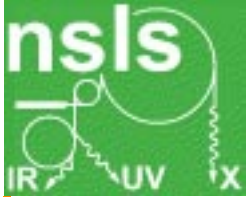
- Thanks are due to

Rich Biscardi, Steve Kramer, Sam Krinsky, Rich Michta, John Smith (all from NSLS), Om Singh (ANL), Dmitry Teytelman (SLAC)



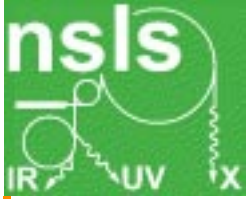
Outline

- Introduction
- NSLS System Design
- NSLS System Performance
- Challenges and Future Work
- Conclusion



Relevant NSLS Ring Parameters

Parameter	UV	X-ray
Energy	800 MeV	2.8 GeV
Orbit Circumference	51 m	170 m
Horizontal/Vertical Tunes	3.1 / 1.3	9.8 / 5.7
Typical beam size, H/V	500 / 200 μm	200 / 50 μm
Lifetime	5 hrs	13-25 hrs
Nominal duration of a fill	5 hrs	12 hrs
Number of correctors H/V	16 / 16	56 / 40
Number of BPMs H/V	24 / 24	48 / 48
Typical corrector BW H/V	60/30 Hz	60 /30 Hz



Motivation and History

- Environmental noise on the beam
(Booster, Floor Vibrations, 60 Hz Harmonics, etc.)
- Eliminate or Build a Feedback System
- NSLS efforts
 - Late 80s: Analog local feedbacks in some of X-ray beamlines*
 - Late 80s: Analog global feedback system in UV and X-ray rings*
 - Mid-90s: Digital feedback test system development in X-ray ring*
- “Old Digital Feedback System” at NSLS
 - 550 Hz sampling rate*
 - High gain but only ~15 Hz correction bandwidth*
 - Significant reduction in slow drift and 1.2 Hz booster noise*
 - Studies only; never put into operations*

Clear advantage of going digital



Calculating Correction Values

Singular Value Decomposition of the Response Matrix

- Max # of Eigenvectors = Min(# of BPMs, # of trims)
- More Eigenvectors = Better Correction
- But as the # of Eigenvectors Increases

Computation time increases

More sensitive to errors at isolated BPMs

May run into stability problems

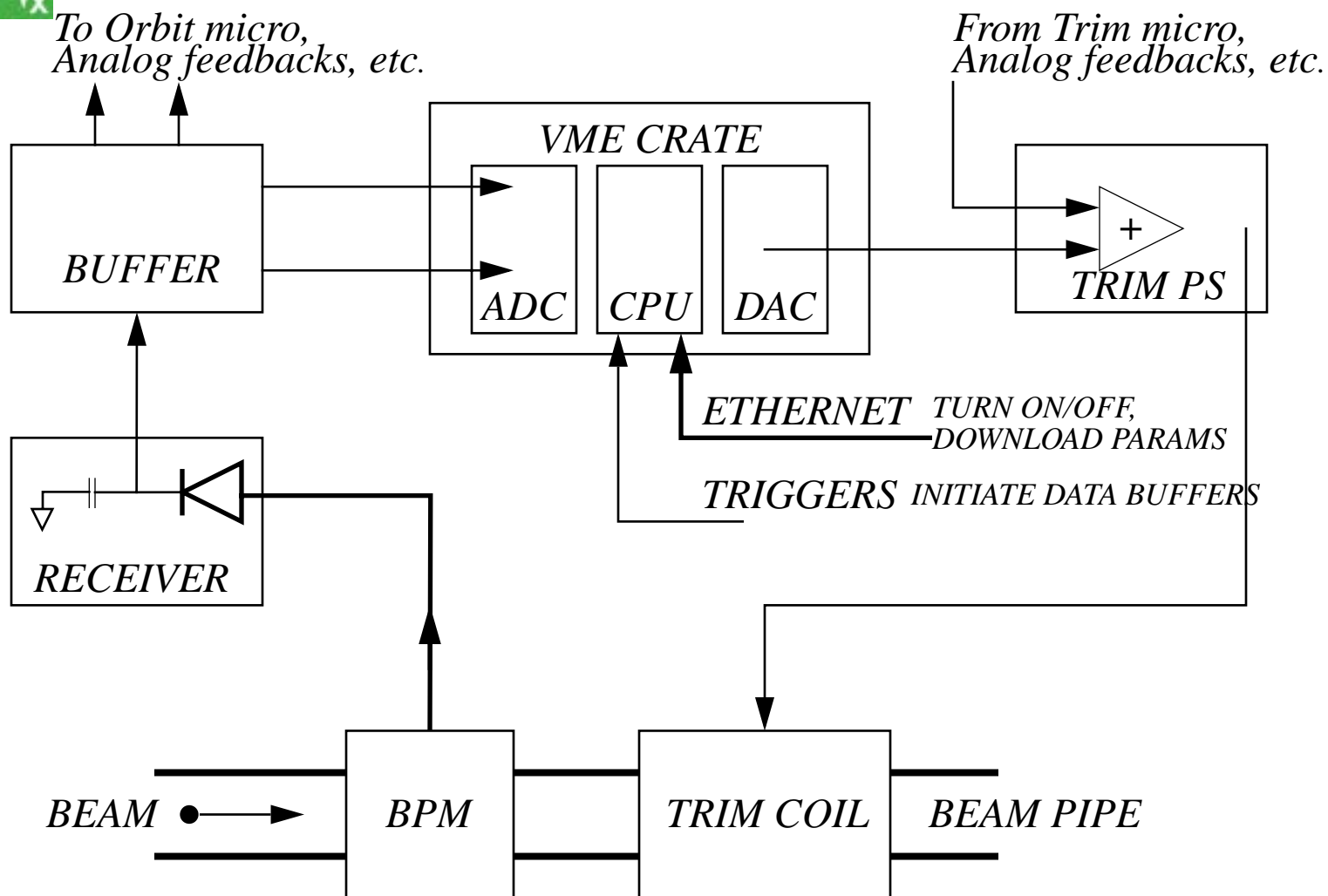


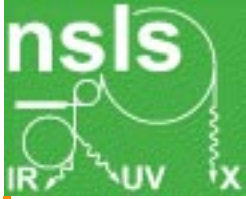
New System: Design Trade-Offs

- Sampling Rate = 5 KHz
Match the analog system BW
No anti-aliasing filters
- Independent system vs. existing micros
Could not get 5 kHz
Development without interfering with operations
- Where and how to digitize:
at BPM receivers vs. off-the-shelf ADCs in a VME crate)
Noise
Reliability in X-ray tunnel
Proprietary design and development time
- Single board VME CPU vs. DSPs
Mainframe expertise at NSLS



New System Layout





NSLS VUV Ring Digital Orbit Feedback System





Configuration

- VUV Ring (In Operations since Aug. 2000)

Both planes in one system

24 BPMs, 8 trims, 8 eigenvectors each plane

- X-ray ring (Vertical in Operations since Sept. 2002)

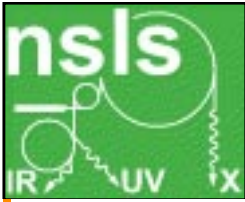
One system per plane

Vertical:

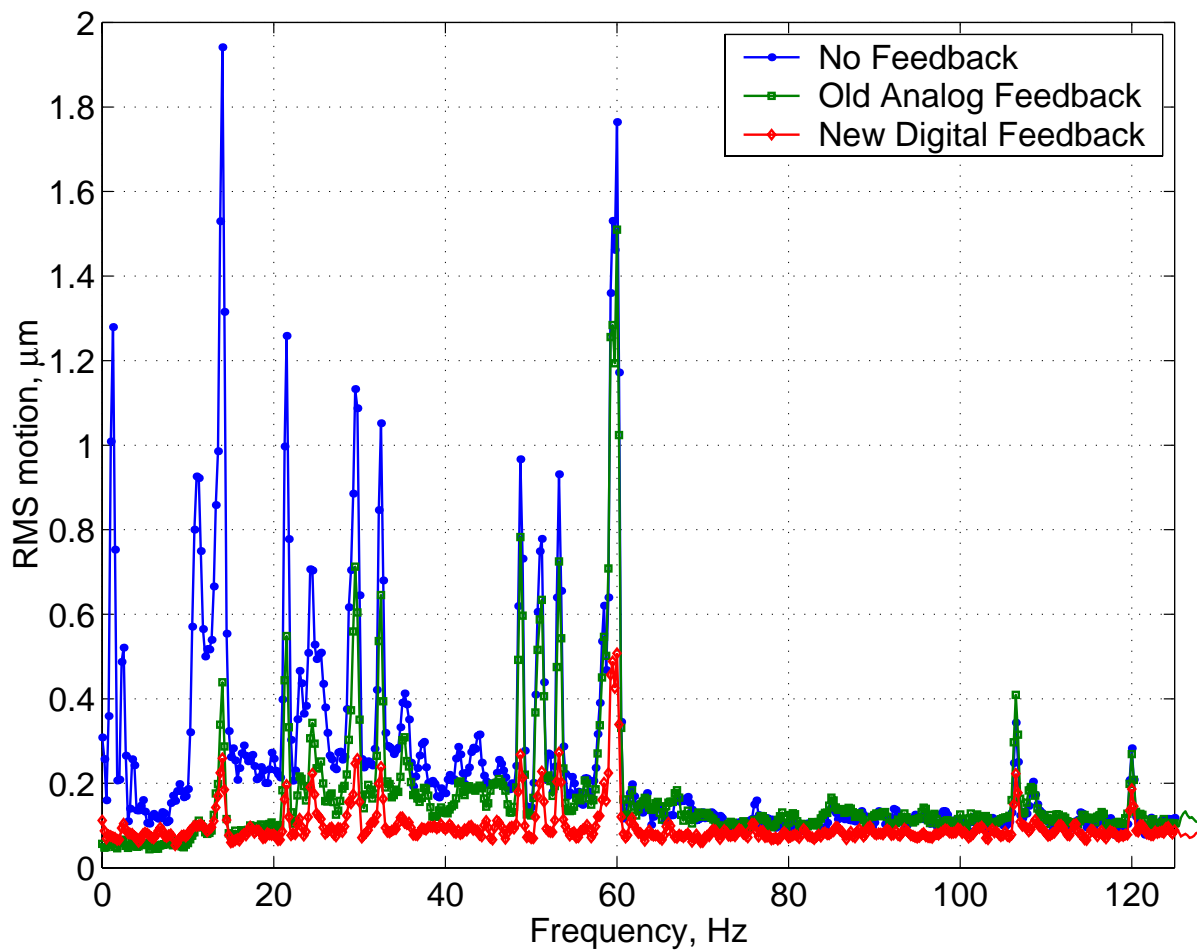
48 BPMs + 1 Photon Blade, 39 trims, 8 eigenvectors

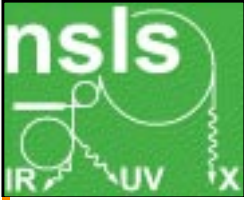
Horizontal (studies configs):

*48 BPMs + 1 Photon Blade, 39-55 trims,
up to 16 eigenvectors*



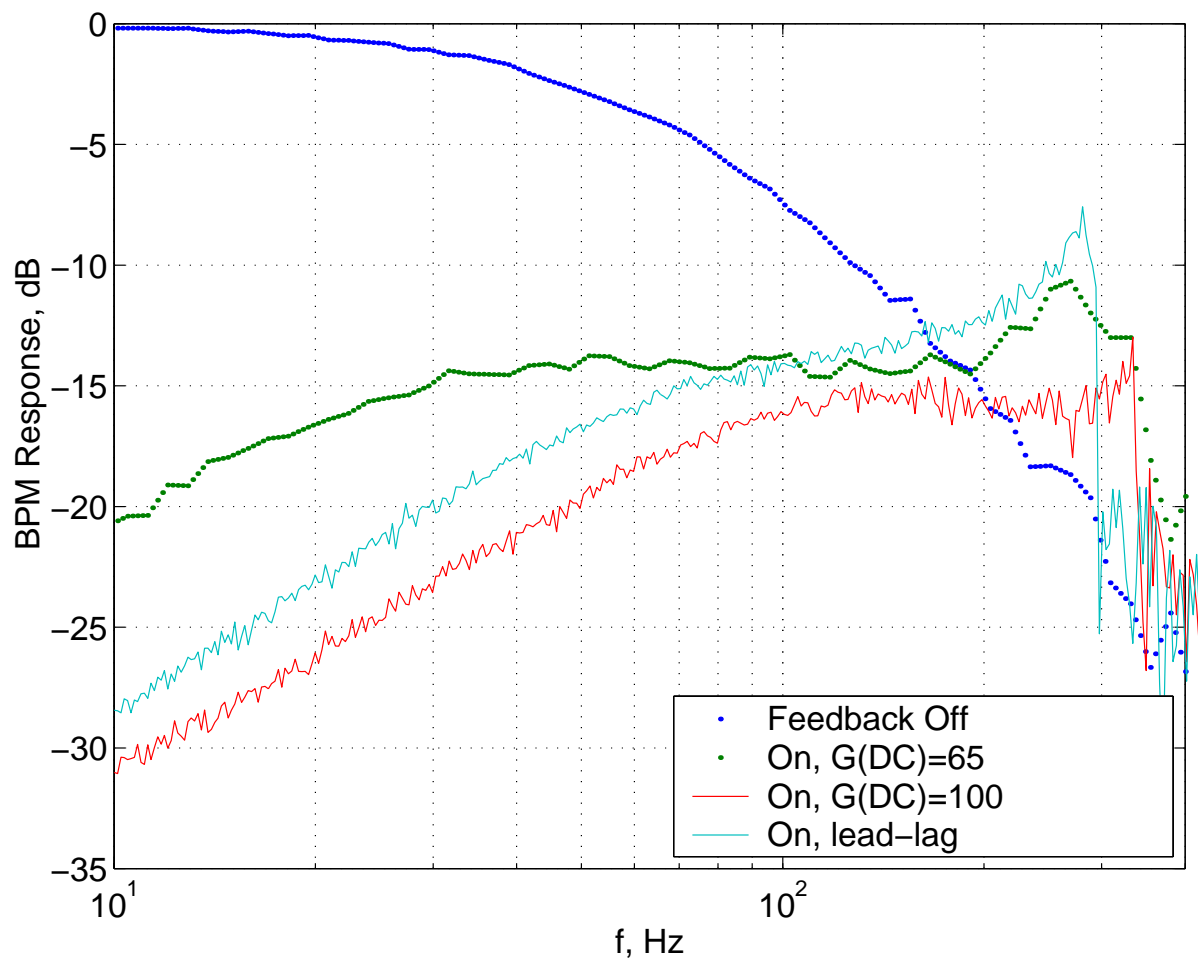
Orbit Noise Reduction

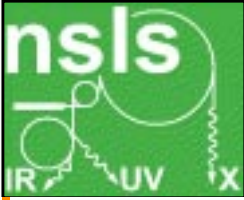




Frequency Response

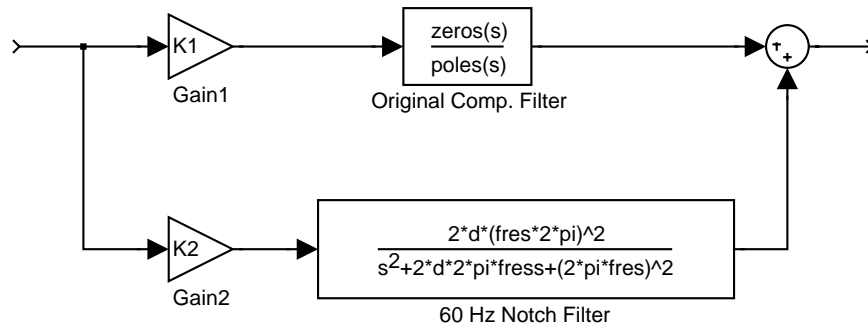
Setup: Use a network analyzer; excite a vertical trim not used in the feedback; measure the response at a vertical BPM





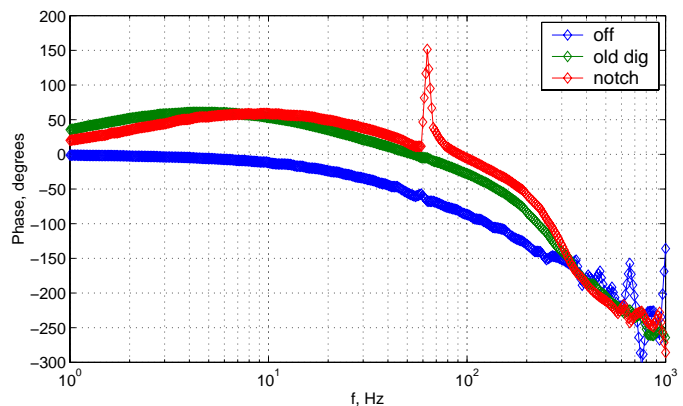
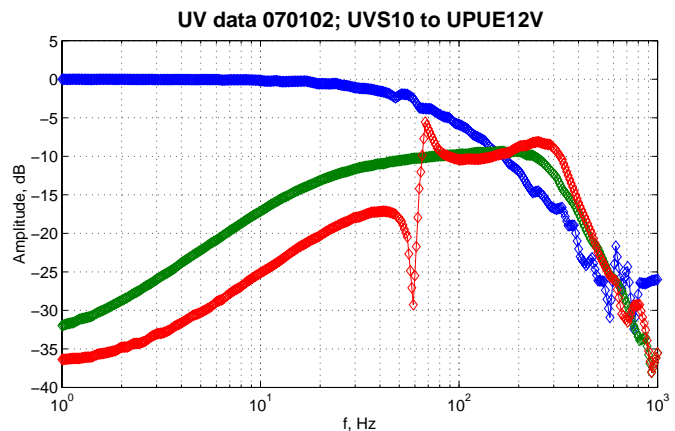
60 Hz Notch Filter I

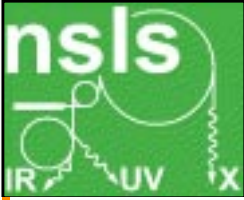
Basic Idea



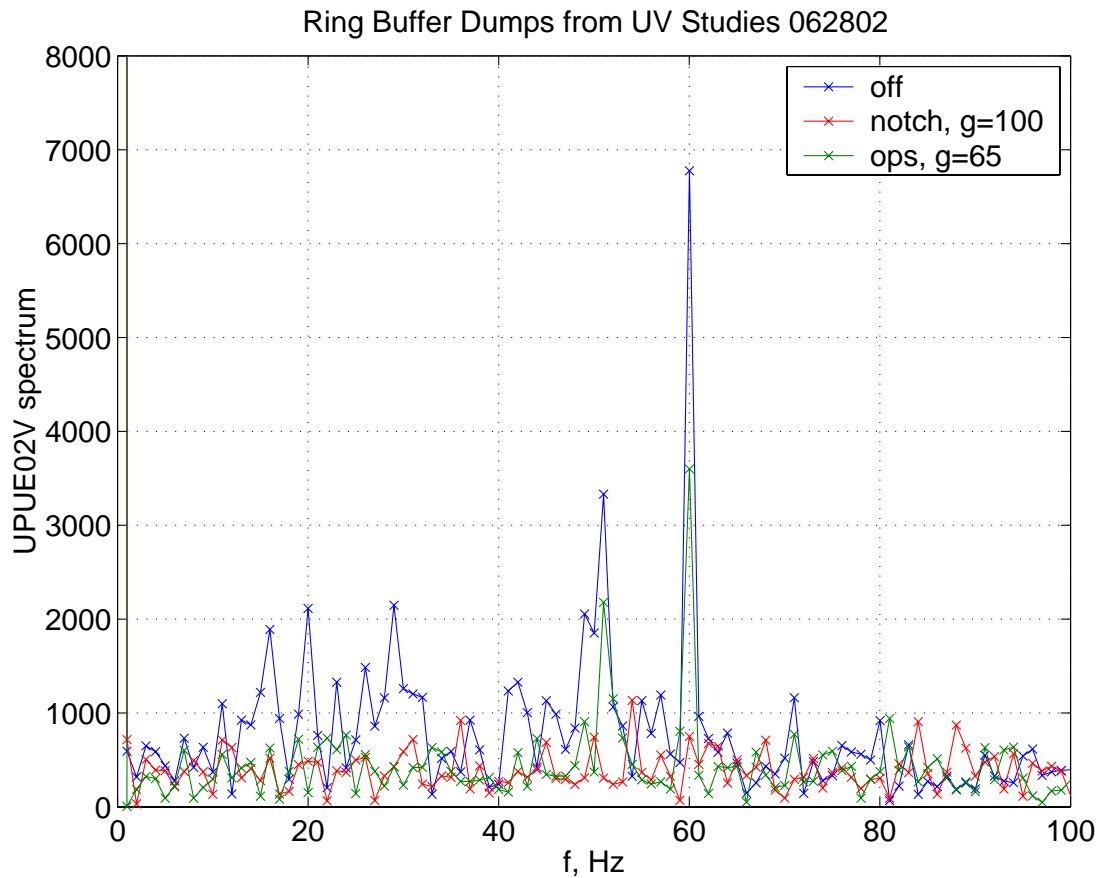
Implementation

- 60 Hz is damped >25 dB
- Regular Ops in VUV ring since July, 2002
- Works in the X-ray as well





60 Hz Notch Filter II

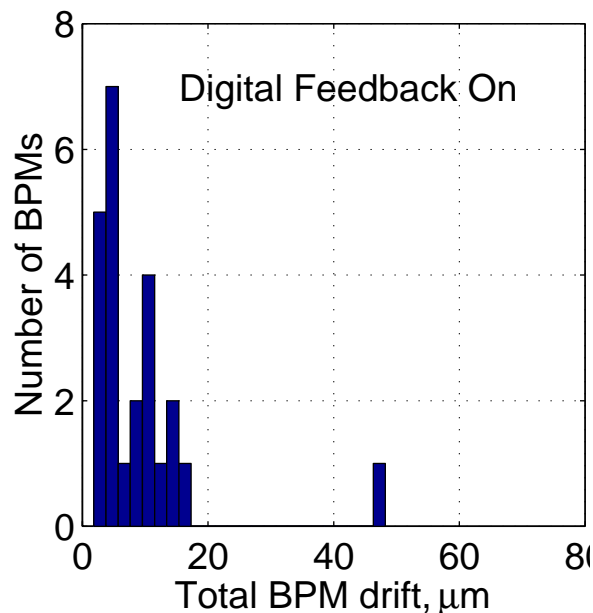
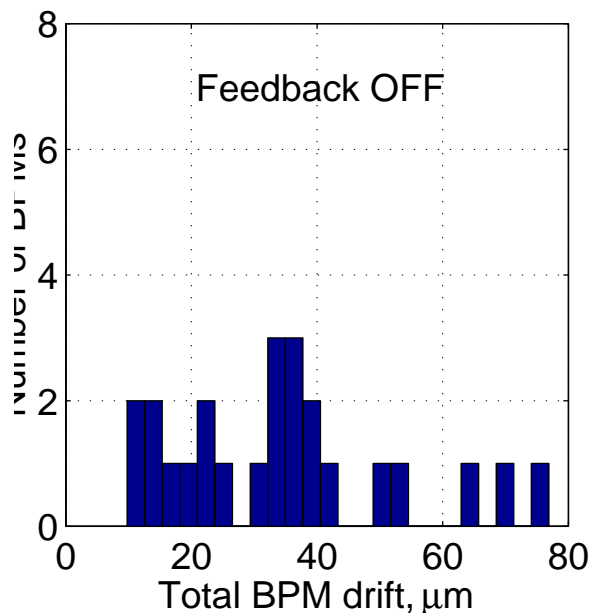


- Similar low frequency behavior but
- 60 Hz power-line noise is virtually eliminated

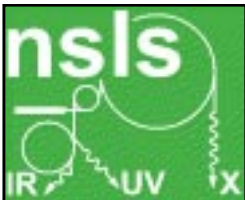


Long Term Orbit Drift

Conditions: Standard VUV Ops, 5 hour fill, $830\text{ mA} > I > 350\text{ mA}$

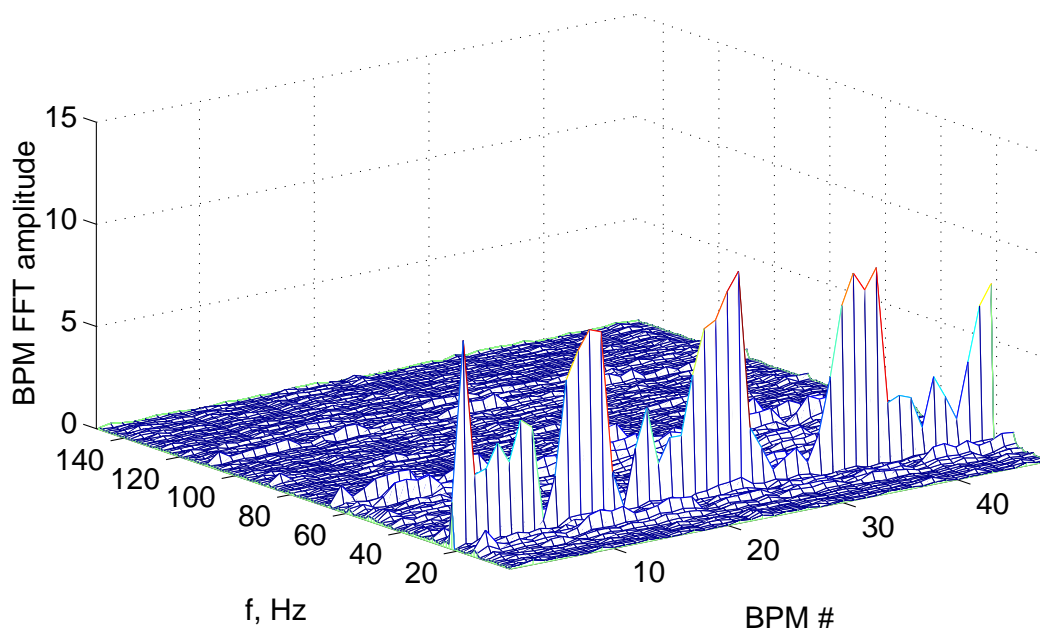


- Average drift reduced from $35\text{ }\mu\text{m}$ to $6\text{ }\mu\text{m}$ ($<3\%$ FWHM vertical size)
- Same in horizontal
- X-ray ring:
 - vertical O.K. ($<10\%$ of beam size)
 - horizontal - looks O.K. but systematic BPM errors...

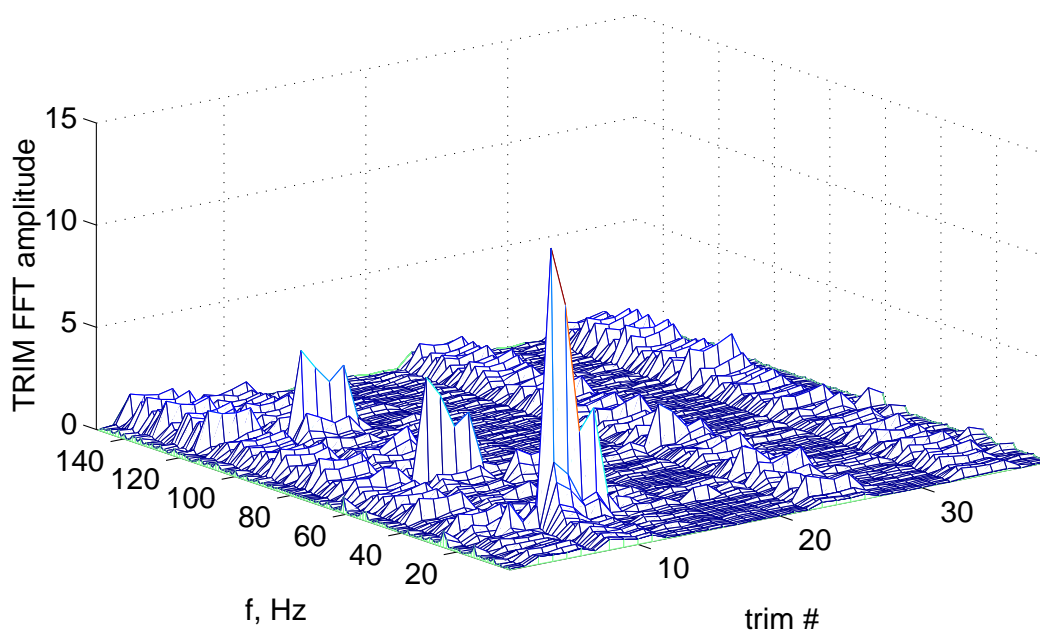


Machine Diagnostics

X-ray Ring Buffer Orbit Dump 04/01/01 ~19:15; All Feedbacks Off



X-ray Ring Buffer Trim Dump 04/01/01; Digital Feedback ON





Challenges and Future Work

- How to implement global and local correction together?

SVD + BPM weights

- How to add photon blade monitors to the system?

trivial except RM with IDs closed

- Which trims & BPMs to use? Optimal algorithm?

experience + simulations

- How to account for BPM errors due to mechanical motion?

“monitor the monitors”

- How to handle PS saturation?

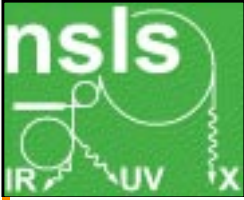
brute force + simulations



BPM Errors due to Beam Pipe Motion I

- “Old digital system” used to give smaller horizontal orbit drift with increased # of eigenvectors
- Users observed the opposite...
- This was traced to the beam pipe motion
- Ceramic stands to measure this motion were built



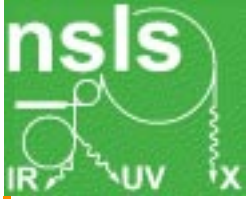


BPM Errors due to Beam Pipe Motion II

- Observations

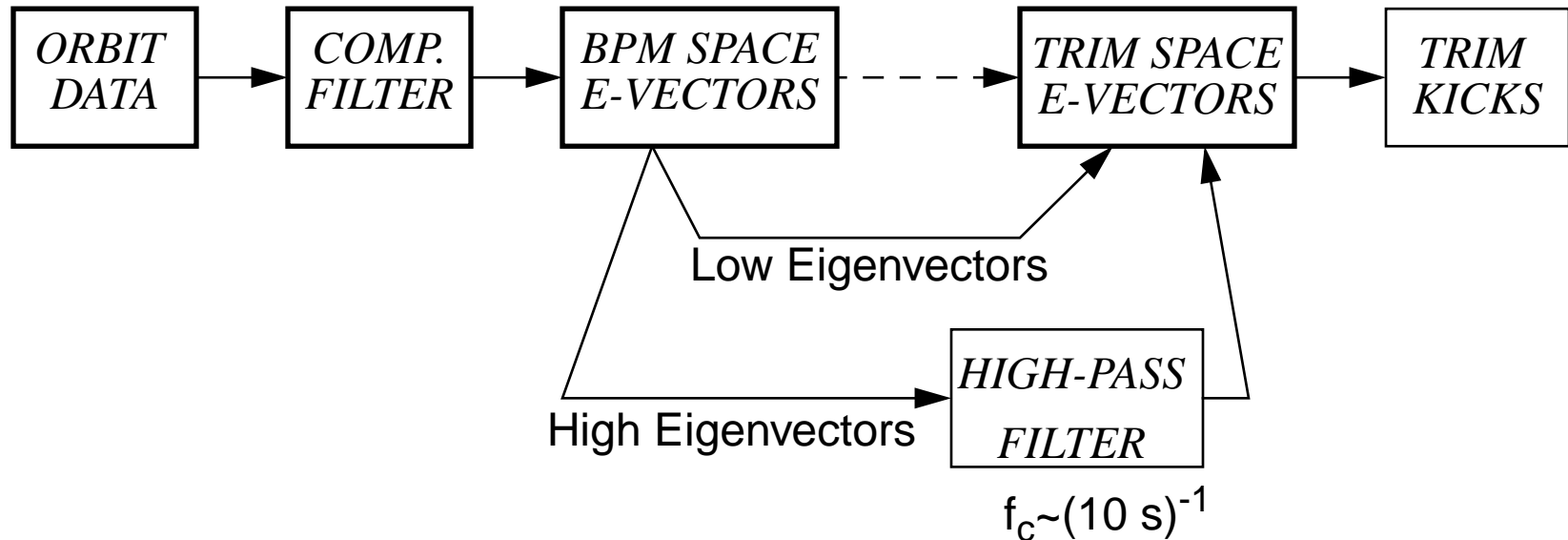


- Ultimate Fix
 - Real time measurement of BPM motion*
 - Account for the error before feedback correction*
- Simpler solution
 - Use a look-up table based on beam current, beam pipe temperature etc.*



BPM Errors due to Beam Pipe Motion III

- Short Term Fix Based on Timescale Separation



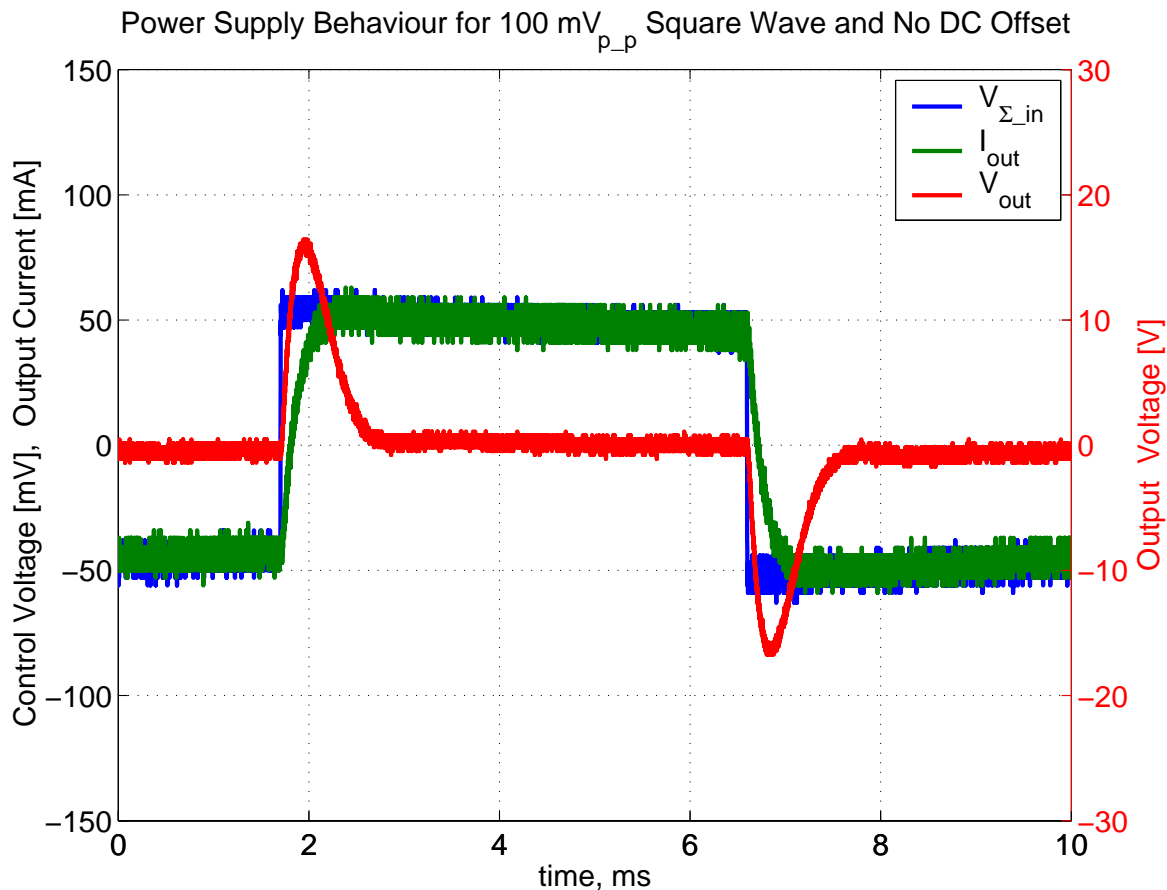
Slow drift -> fewer eigenvectors

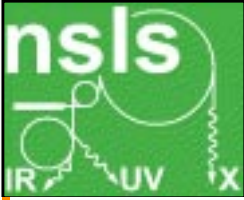
High frequency noise -> more eigenvectors



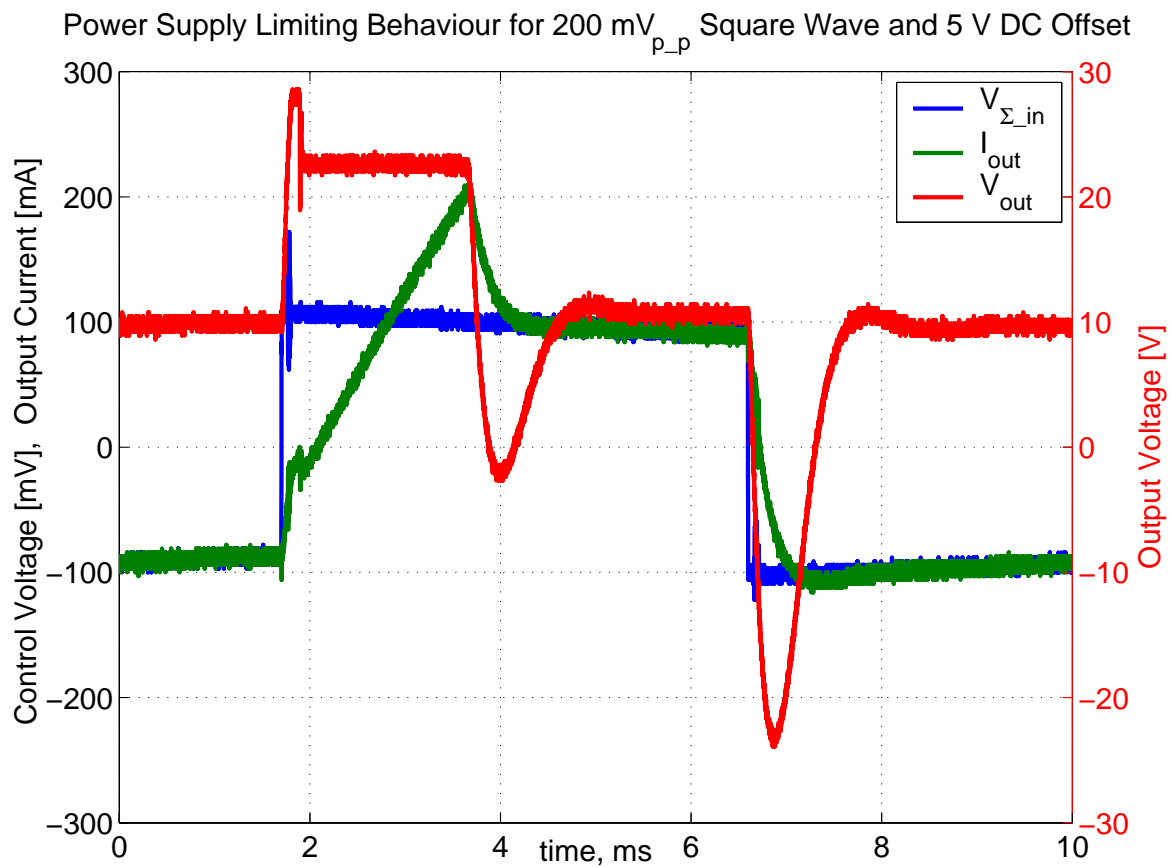
Trim Power Supply Saturation I

- Trims are inductive for fast feedback ($L=20\text{-}40\text{ mH}$, $R\sim 1\text{ }\Omega$)
- We use KEPCO BOP-20-10 power supplies
- They are not optimized for inductive loads (voltage limit)
- Spiky output when slew rate or voltage limits reached
- Have to be smart to handle saturation properly
- Problem is for X-ring only (many saturated trims)





Trim Power Supply Saturation II





Summary and Outlook

- We have built a 5 kHz digital orbit feedback system
- Significant improvement over the existing analog system
 - Orbit Noise Correction
 - Slow Drift Reduction
 - Use for Machine Diagnostics
 - Flexibility, Ease of Maintenance, Reliability etc.
- VUV ring status:
 - The system is used in regular operations
- X-ray ring status:
 - Vertical system is used in regular operations
 - Horizontal: issues with corrector saturation and BPM Stability
 - Will be in Operations Soon
- Further development (algorithms, modelling, etc.)