

# Advanced Photon Source Storage Ring Orbit Correction Overview

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December 4<sup>th</sup>, 2002

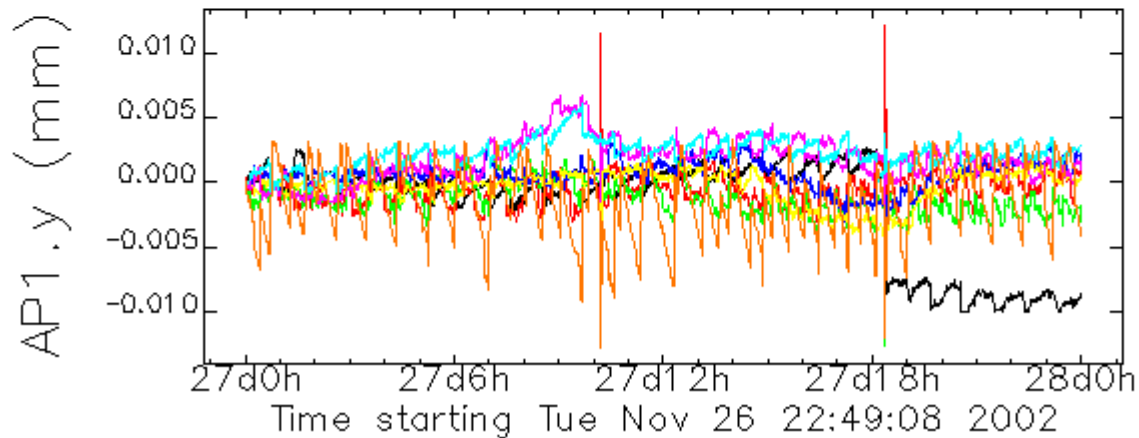
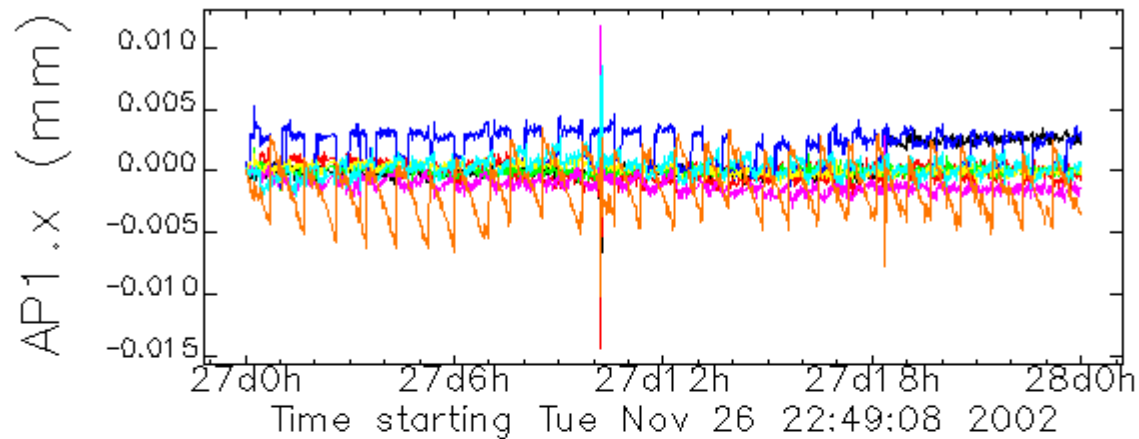
# Overview

- Fast orbit feedback (RTFS) and slow orbit feedback (DC OC) running together.
- Seek to correct:
  - Orbit drift (i.e. perturbation from IDs)
  - High frequency noise (corrector noise)
  - Transients (i.e. from pulsed magnets)
- Other:
  - Steering procedure for User source points
  - Orbit recovery from lattice change

# Data Requested

- One day stability of orbit.
- Power spectrum density (PSD).
- Quantitative effect of each improvement.
  - Not complete.
- Stability improvement observed by users.
  - No data available to accelerator control system. Informal statements from users say that most stability improvement comes from constant stored current.

# One-Day Stability

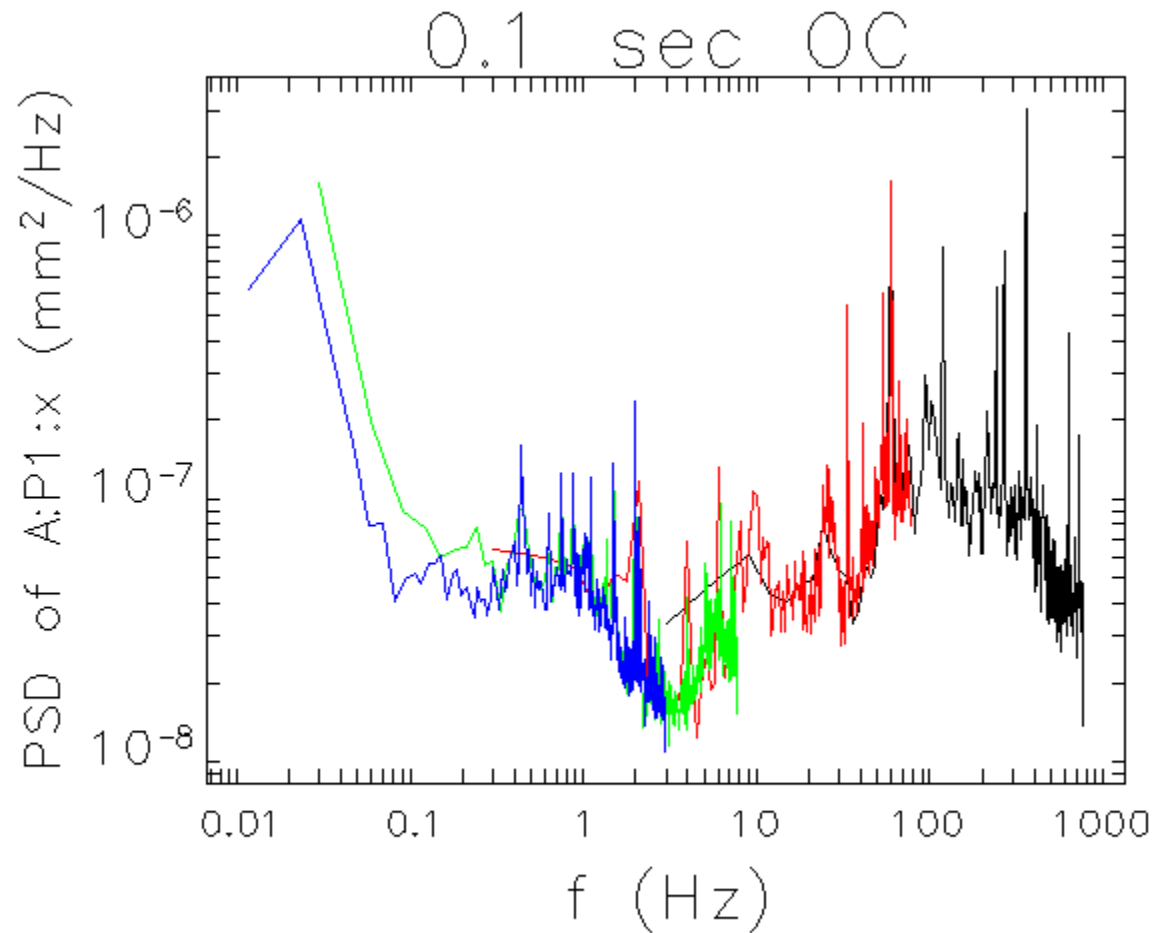


Since DC OC is running continuously, the orbit stays close.

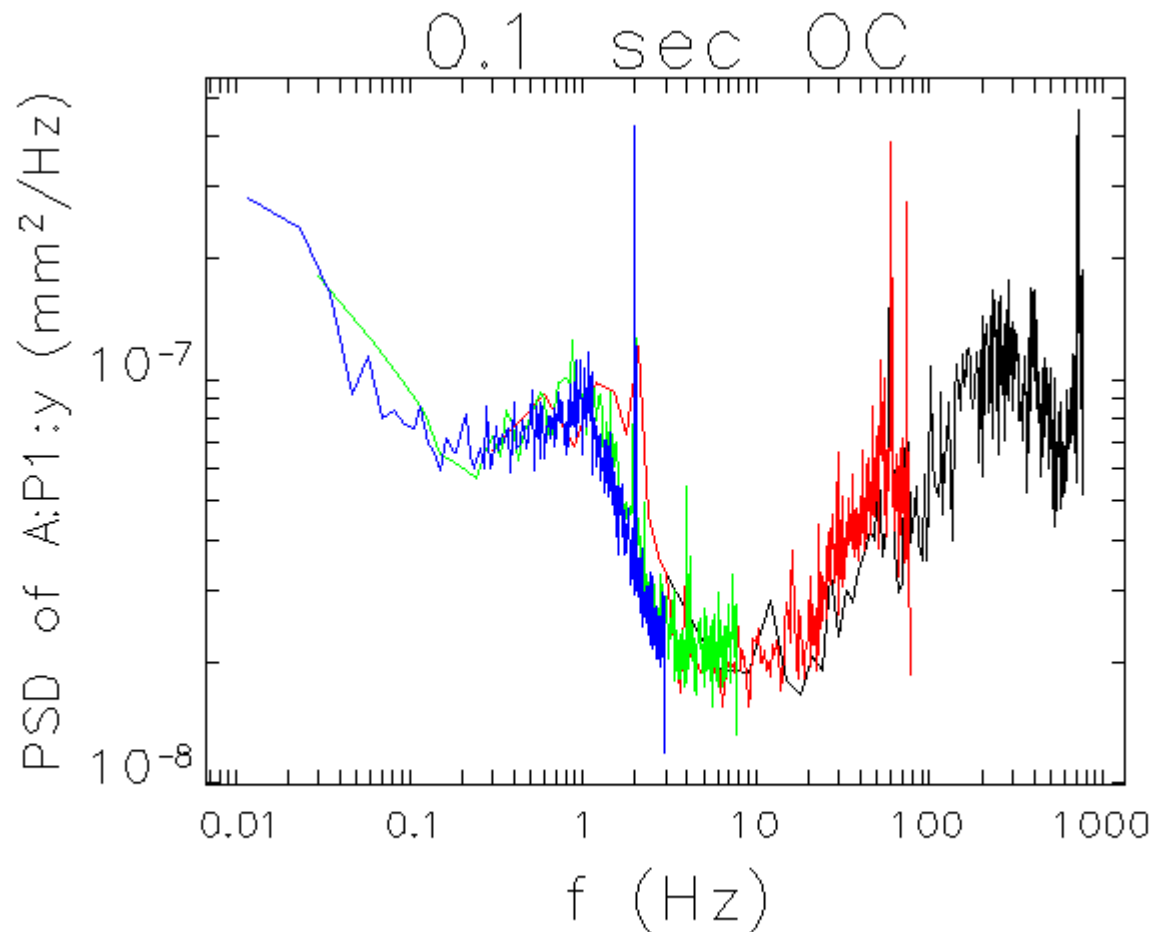
# Beam Motion Spectrum

- Following figures show basically the same data with various axes and scales, including requested 0.1 Hz - 200 Hz.
- Data taken with fast feedback running, slow orbit correction running at interval 0.1 sec or other value.

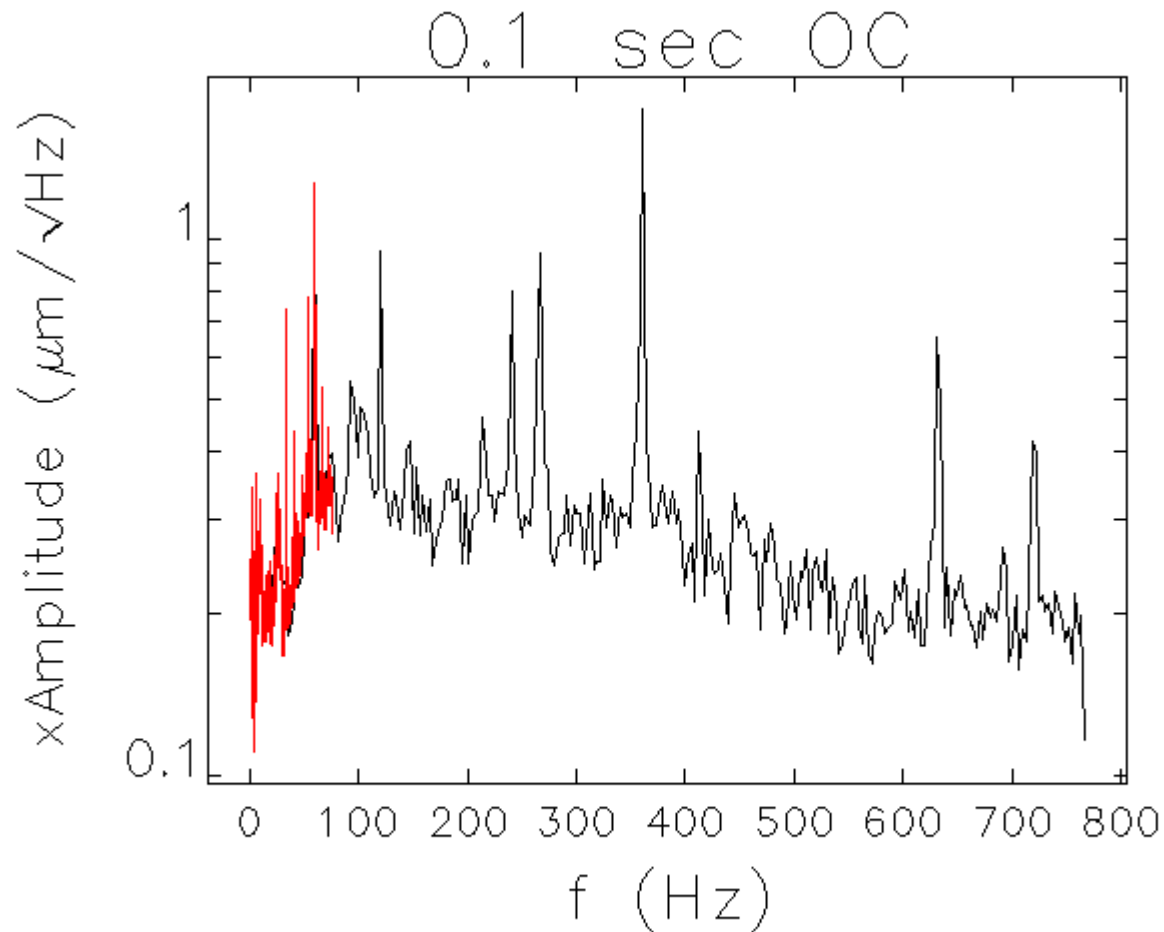
# Beam Motion Spectrum



# Beam Motion Spectrum

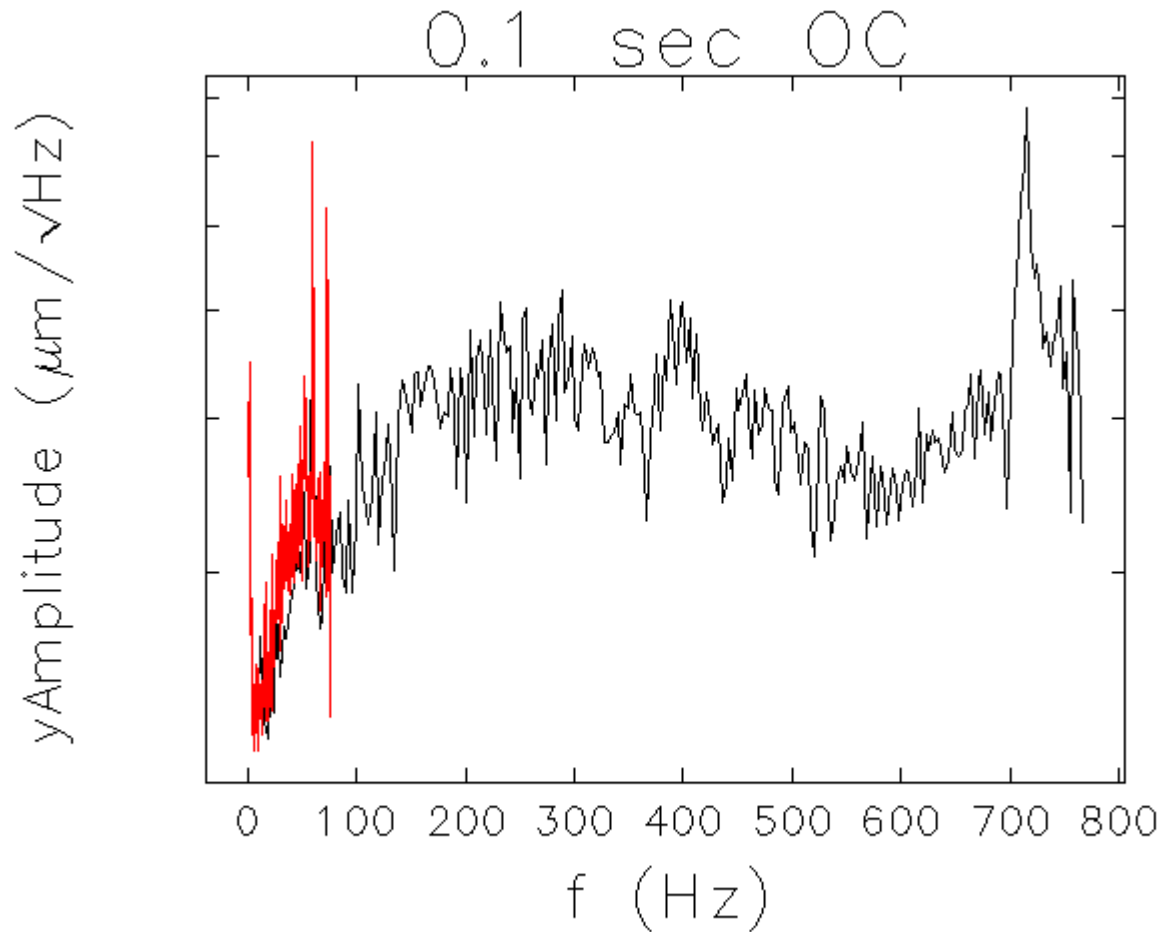


# Beam Motion Spectrum

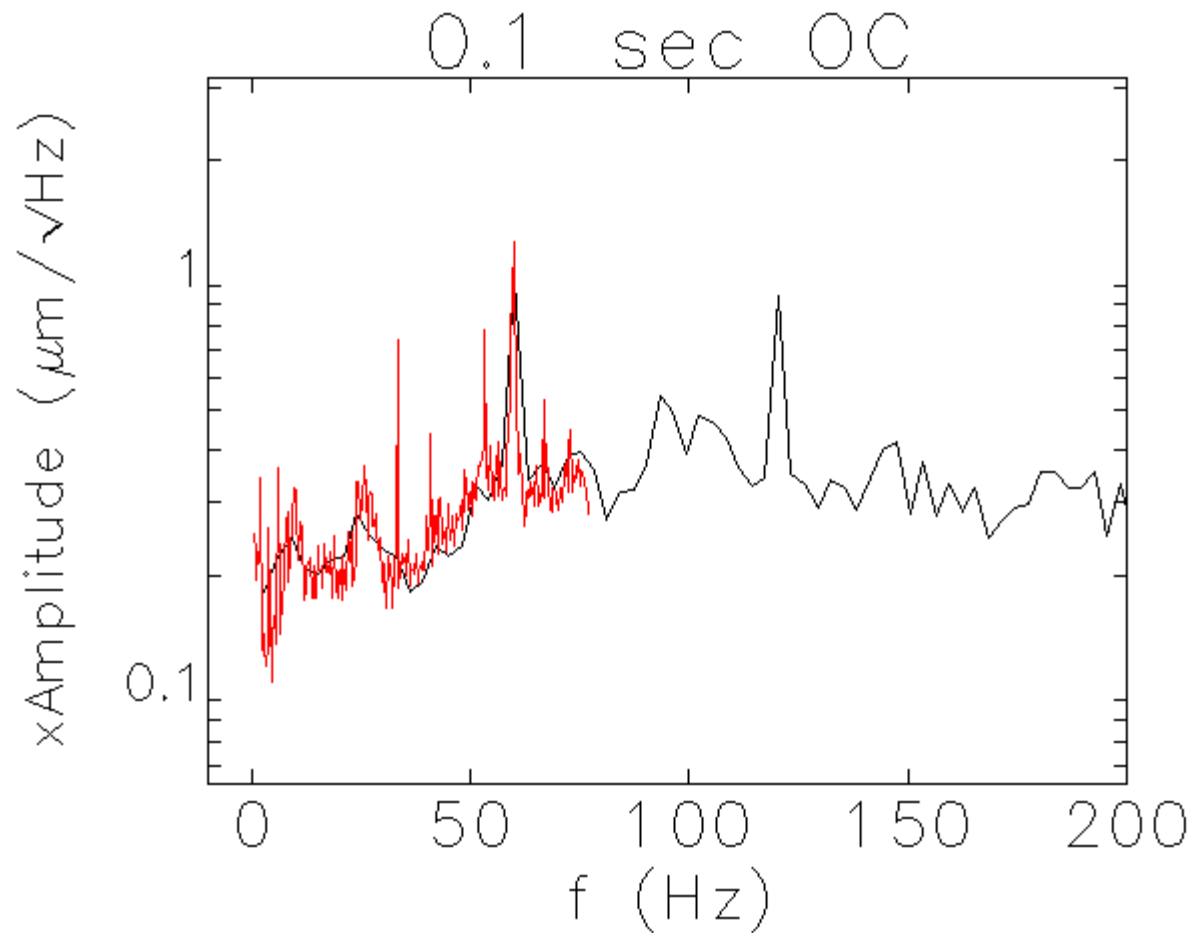




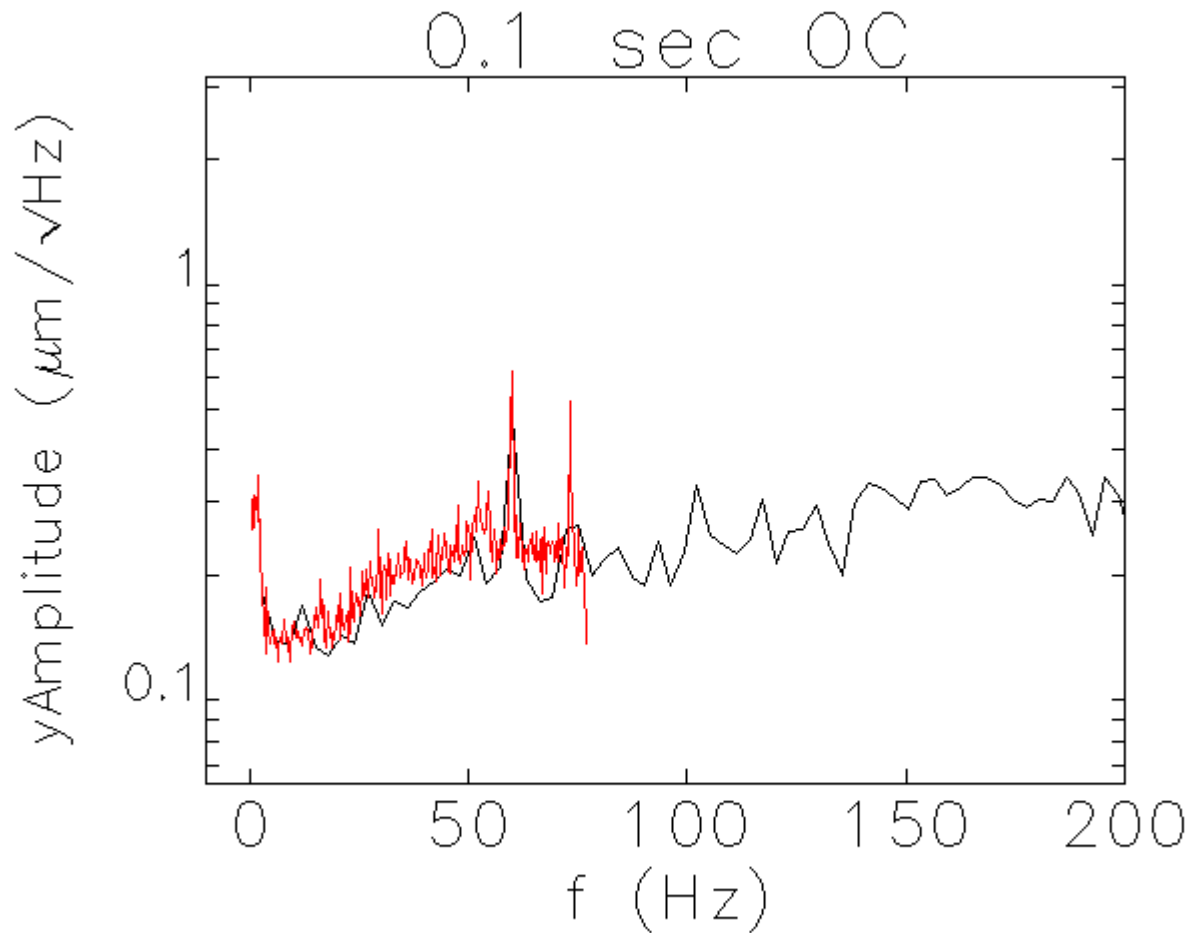
# Beam Motion Spectrum



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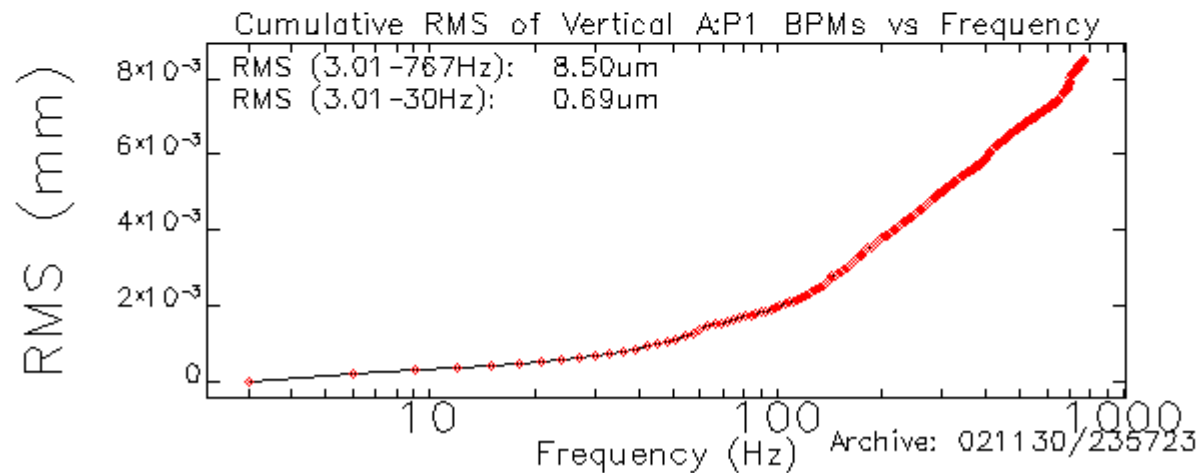
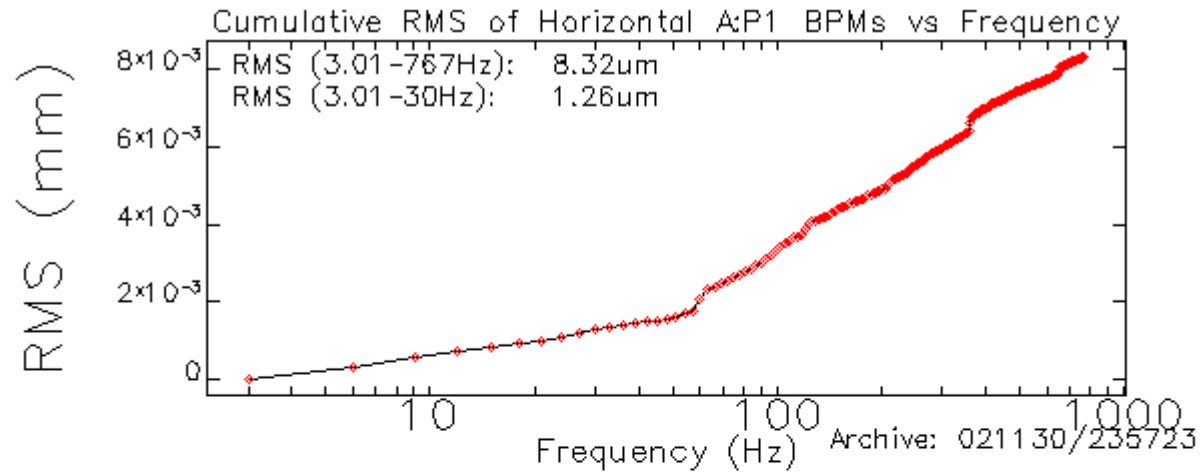


# Beam Motion Spectrum



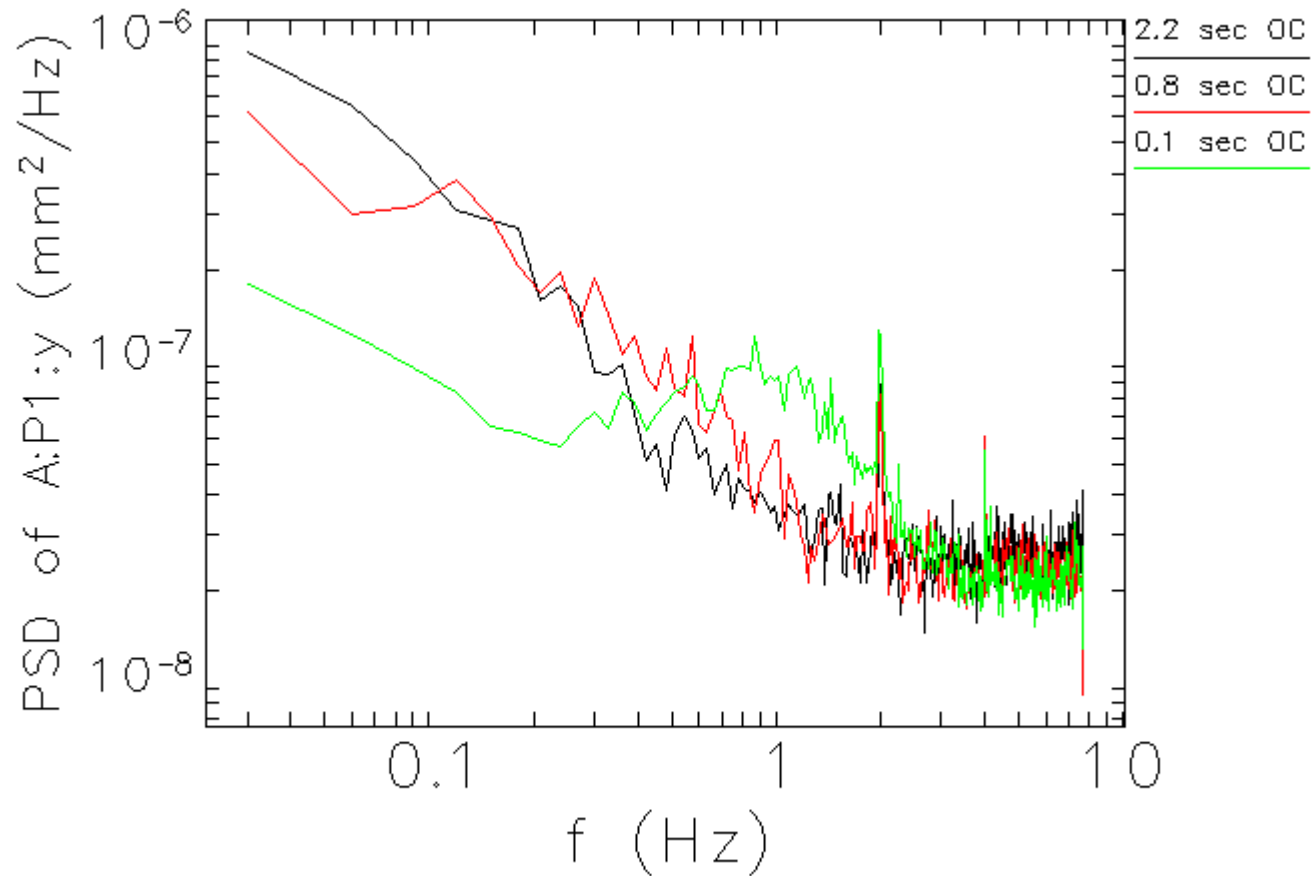
# Beam Motion Spectrum

Routine archive plot:



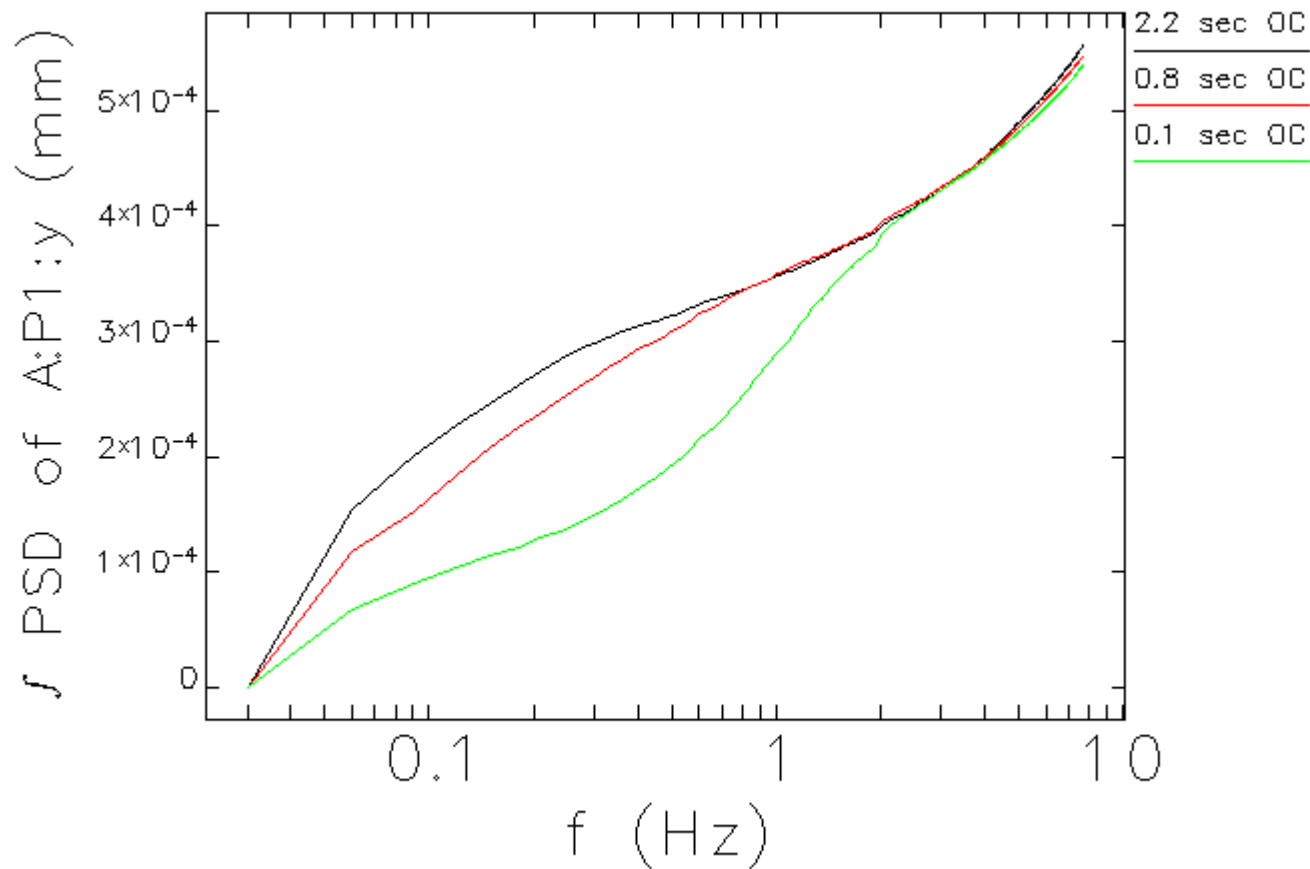
# Beam Motion Spectrum

Effect of DC OC interval:



# Beam Motion Spectrum

Cumulative RMS of previous figure:

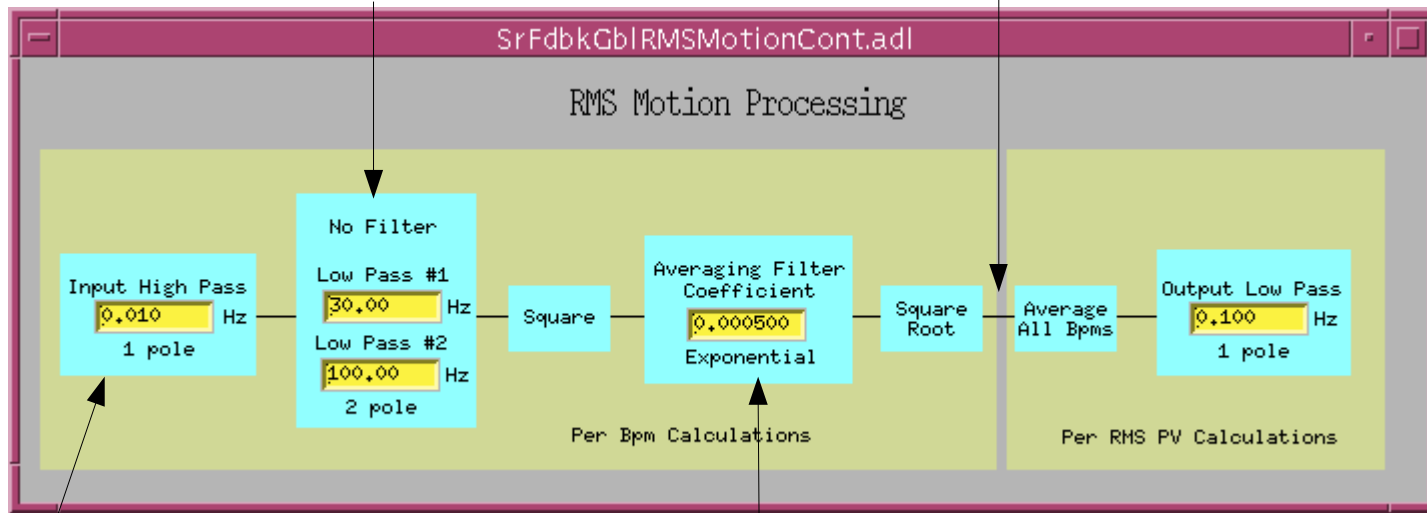


# Beam Motion RMS

Real-time calculation of RMS in three bands simultaneously

Three settable bands

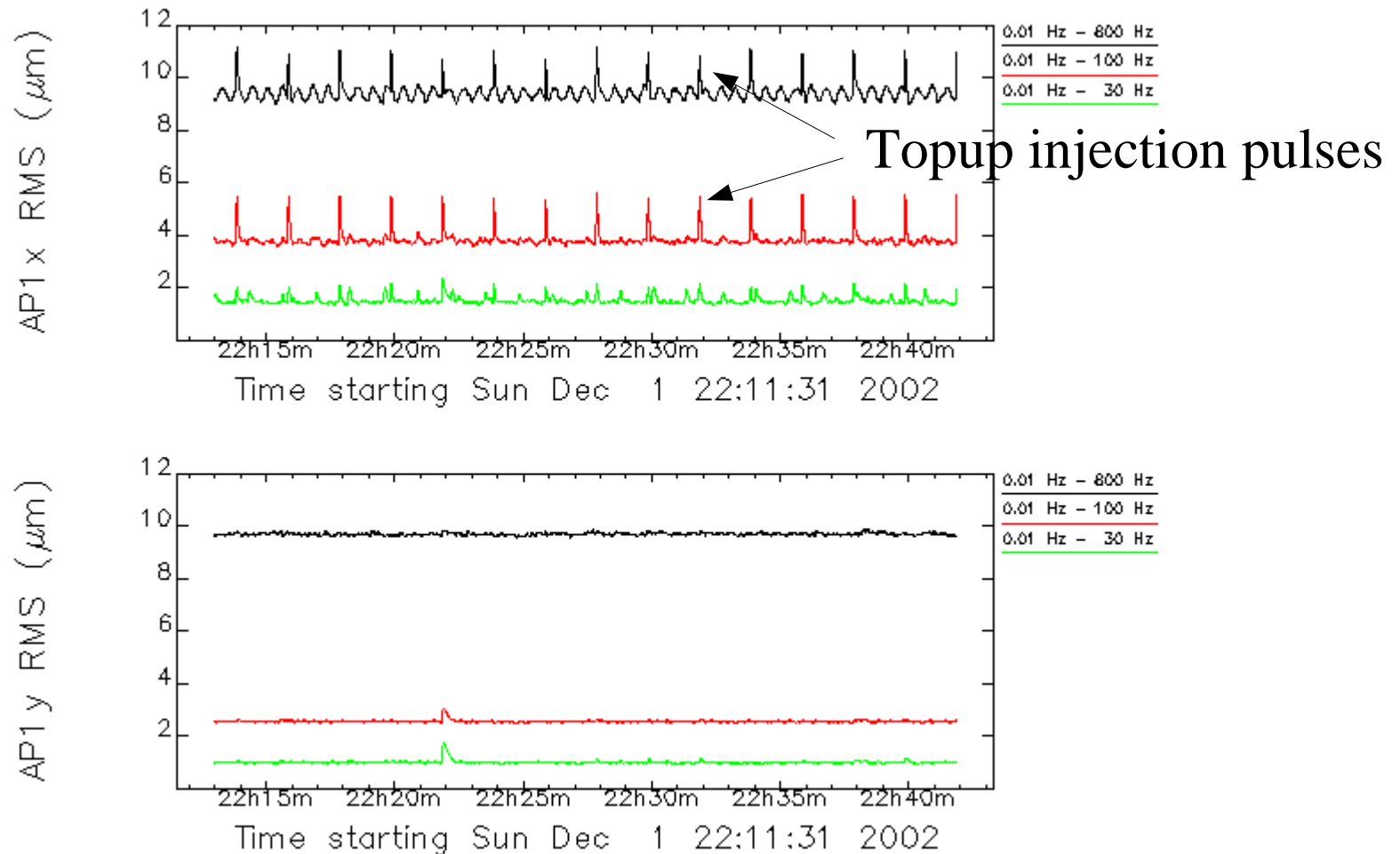
RMS values



Data input  
at sample rate

Take average of  
positive values

# Beam Motion RMS



Data logger has similar data but with peak-hold of 60 seconds.



# Features of DC OC System

- Flexibility in configuration and sophisticated database for bpm setpoints, offsets, correction configurations for various focusing lattices.
- Low-pass filtering of bpms.
- Testing of quantities for valid conditions.
- Despiking to remove bad bpms.
- Intensity-dependent component to bpm offsets.

# Features of DC OC

- Frequency overlap compensation.
- Xray bpms included in y-plane.
- Almost ready to run OC in EPICS ioc for 15x speed.

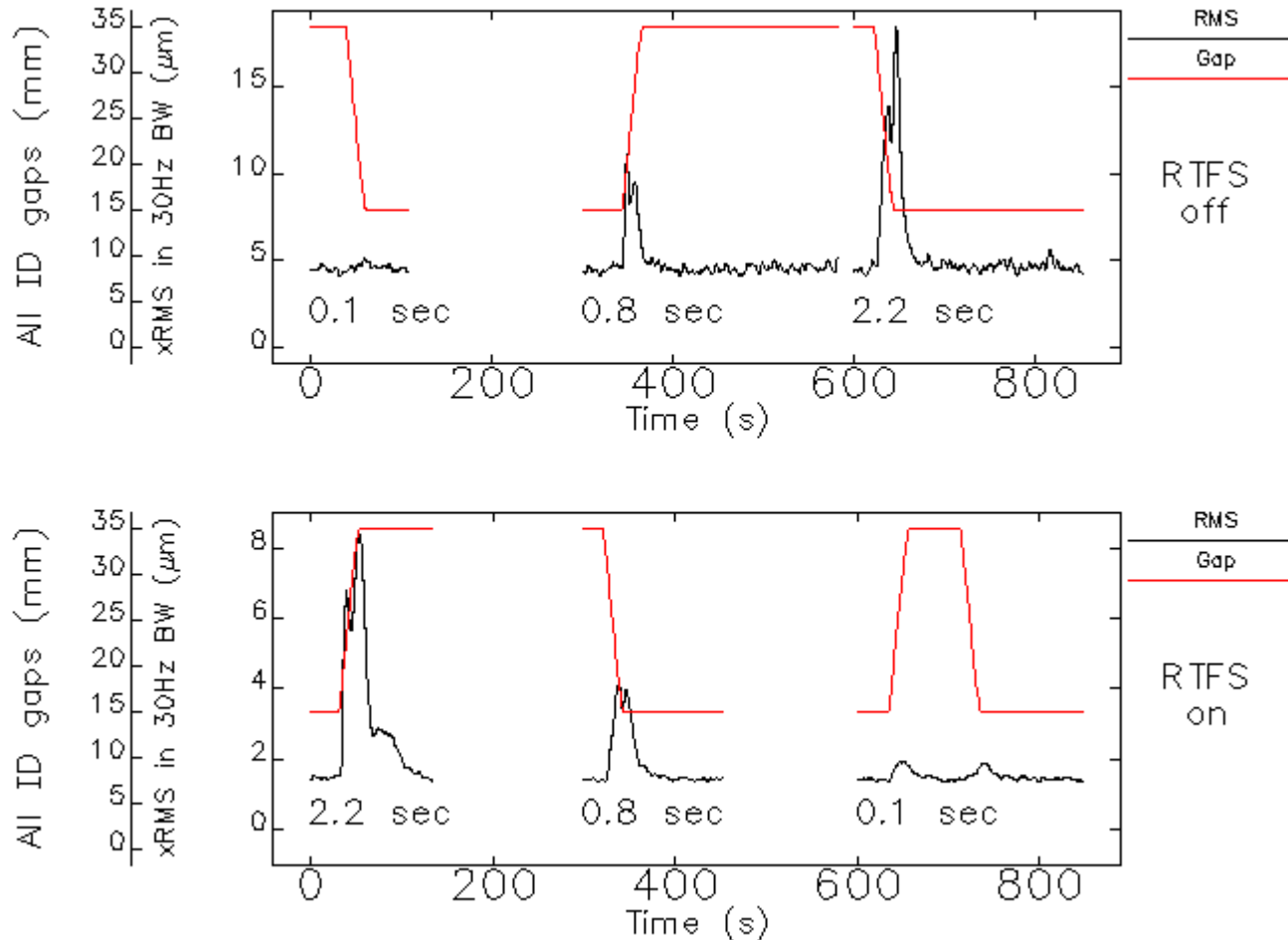
# Fast Orbit Correction

- Wide band correction ( $\sim 50$  Hz) but with fewer correctors and bpms (i.e. reduced spatial modes.)
- All bpms including Xray bpms will soon be available.
- Configured with the same tools as DC OC.

# Source of Beam Motion

- Ground motion and cooling water
  - In 1995, reduced by damping pads and by lowering of cooling water flow, and by making pipes more rigid. No rms beam motion data.
- ID gap motion.
  - 50 micron DC orbit for worst offender, 100 microns for all IDs closing together. O. Singh has data.

# Source of Beam Motion



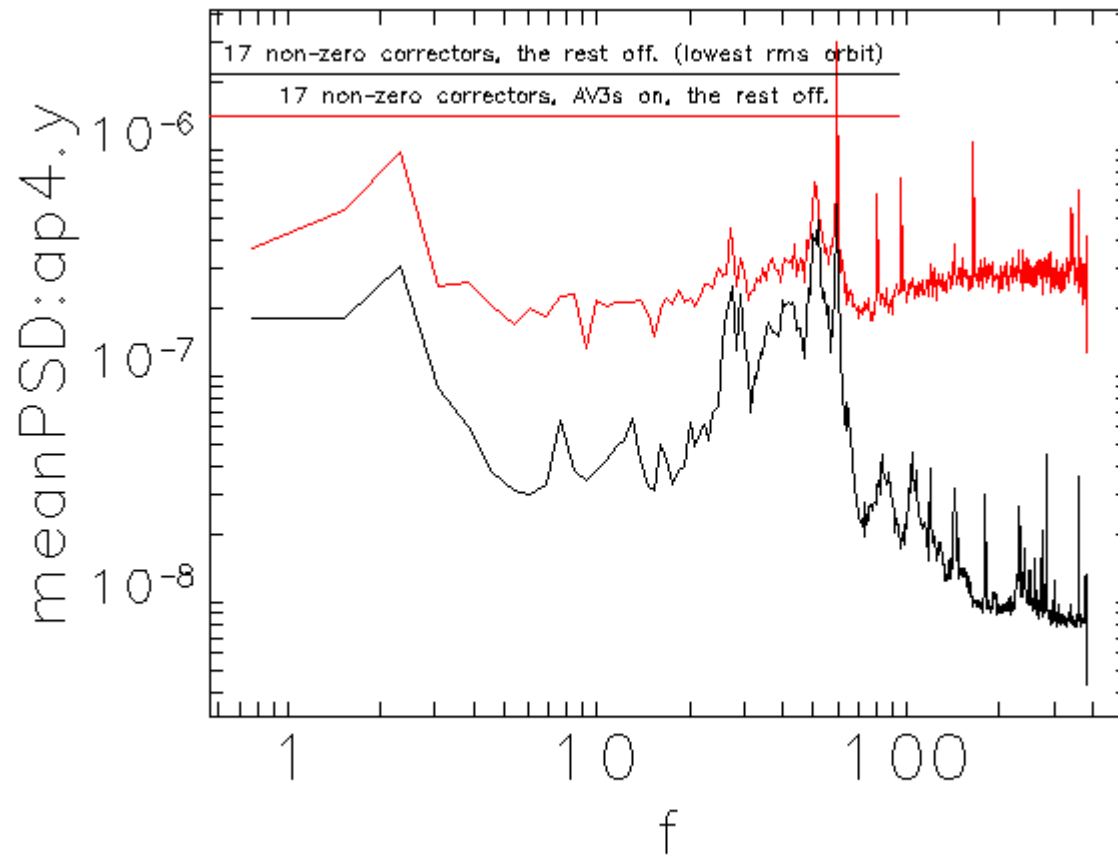
Reduction of RMS motion with reduction of DC OC interval.

# Source of Beam Motion

- Corrector power supplies.
  - In 1 Hz-400 Hz band, 38 "fast" correctors produce more noise (3 microns), than 262 "slow" correctors (1.5 microns).
  - As "bad correctors" get replaced, RMS motion over the years has decreased.
- Low- $\alpha_c$  rings are good detectors of earthquakes! Possible to setup data collection for very small (<1 micron) circumference change at time scales of interest.

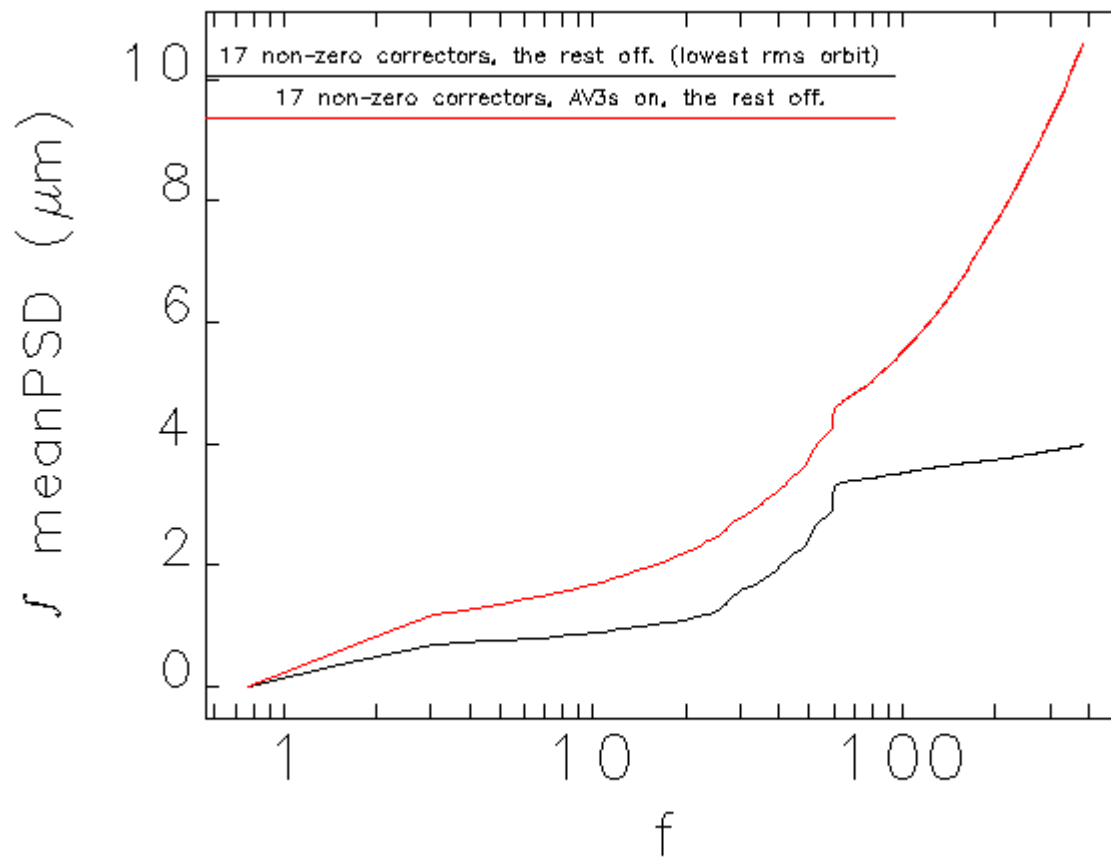
# Source of Beam Motion

Effect of running 38 "fast" correctors at 0 A:



# Source of Beam Motion

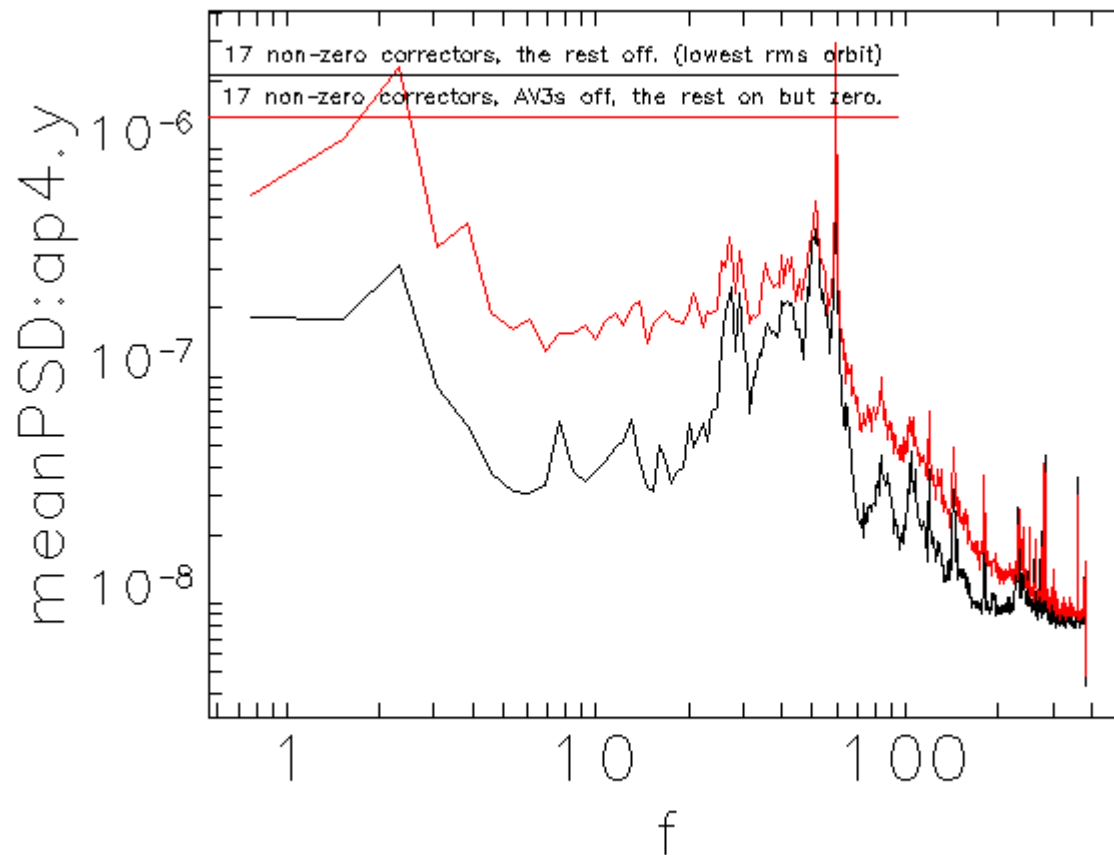
Effect of running 38 "fast" correctors at 0 A:





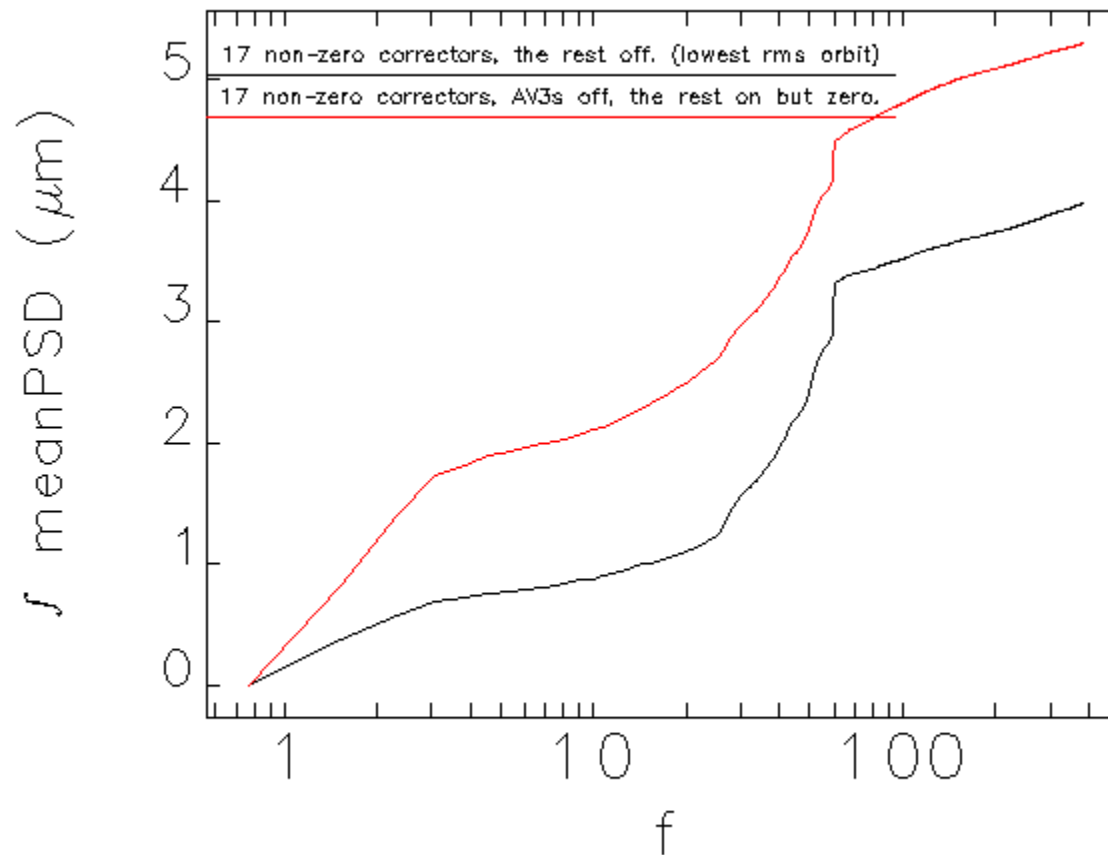
# Source of Beam Motion

Effect of running 262 "slow" correctors at 0 A:



# Source of Beam Motion

Effect of running 262 "slow" correctors at 0 A:



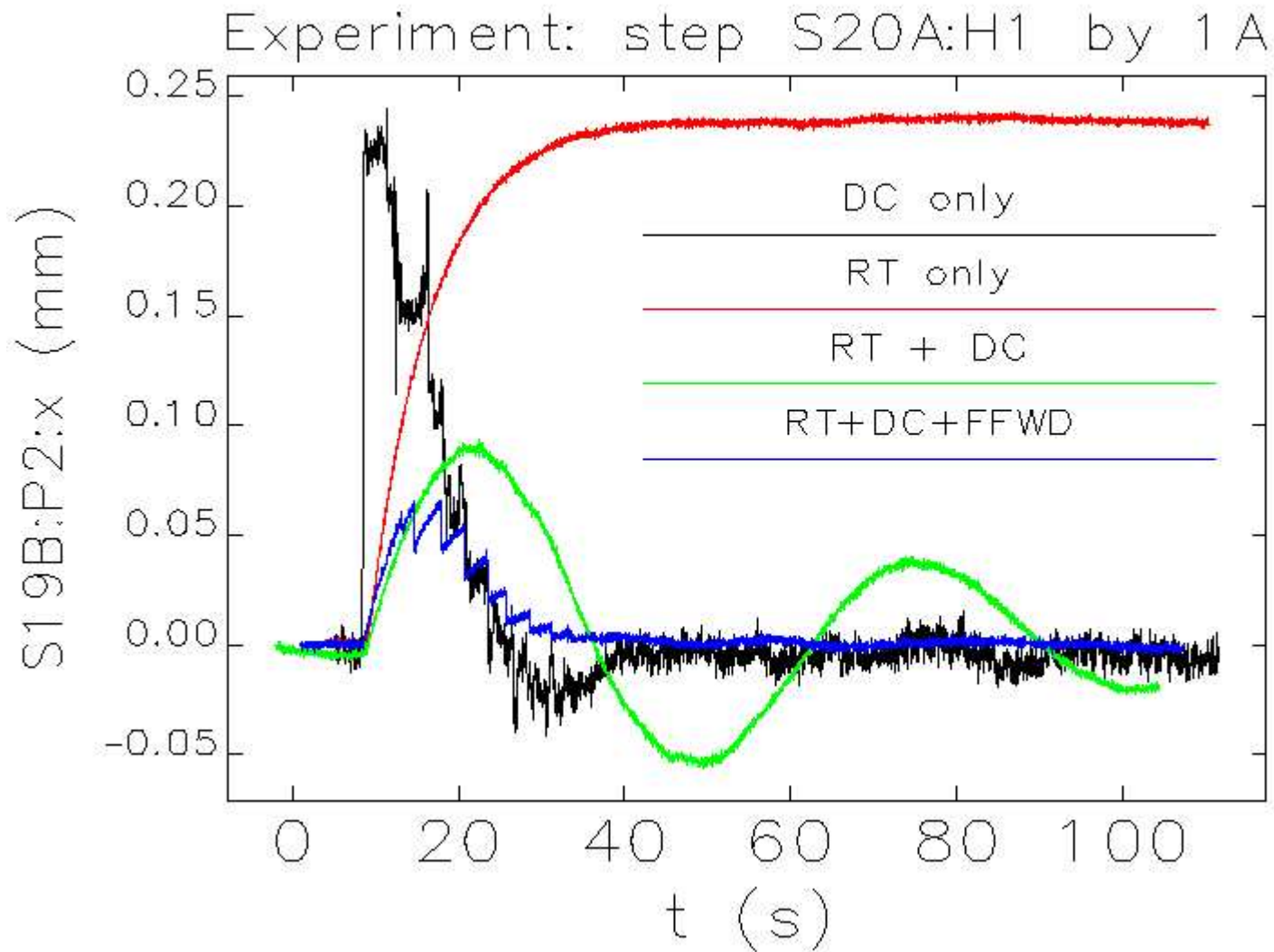
# Rogue HOM in Vacuum Chamber

- In v-plane, weakly coupled HOM causes sudden jumps in bpm readback (10 microns-100 microns) in most bpms.
- Despiking doesn't work because there are too many bad bpms.
- Narrowband bpms not affected -> use mostly Nb bpms and Xray bpms for vertical OC.

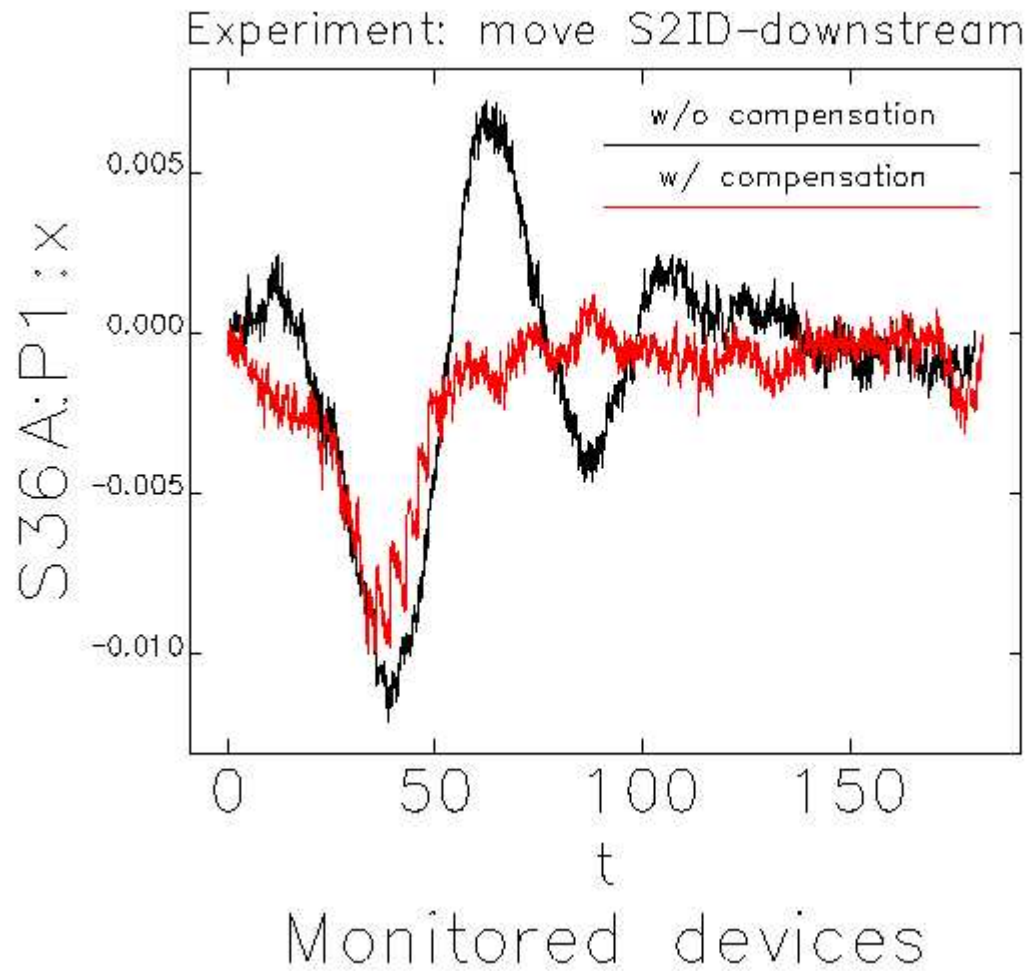
# Frequency Band Overlap Compensation

- Separating frequency bands of RTFS and DC OC produces undesirable deadband where ID perturbation is seen.
- Overlap of band produce slow (1 minute) orbit oscillation.
- Solution is feedforward of bpm septoints to RTFS with expected orbit contribution from DC OC.

# Overlap Compensation



# Overlap Compensation



# Operation of Pulsed Undulator

- Orbit transient from polarity switch, which lasts  $\sim 40$  ms, can be corrected with small correctors and AFGs.
- Used RTFS for data acquisition, and for some computations.
- Note photon beam is not compensated.
- Circularly Polarized Undulator is almost ready for pulsed User operations.

# Summary

- Large effort to reduce orbit motion by active correction.
- Orbit noise source not aggressively pursued at this point.