E-Cloud Instabilities and Feedback Control

LARP Progress Report and Summary

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Goals -FY2008/2009 LARP Ecloud Feedback effort

2008 -Better understand Ecloud dynamics via simulations and machine measurements

- Participation in E-Cloud studies at the SPS (June, August and September 2008)
- Analysis of SPS and LHC beam dynamics studies, comparisons with Ecloud models
- Participation in LHC transverse feedback system commissioning
- Adaptation of SLAC's transient analysis codes to SPS and LHC data structures

2009 -Develop reduced beam dynamics model to use in combined beam/feedback system model

Evaluate feasibility of feedforward/feedback techniques to control unstable beam motion, change dynamics

Identify critical technology options, evaluate difficulty of technical implementation

Technical analysis of options

- Bunch-by-bunch dipole control (existing systems, possible enhancements or upgrades)
- Single bunch control (wideband, within bunch Vertical plane)
- Fundamental technology R&D in support of requirements

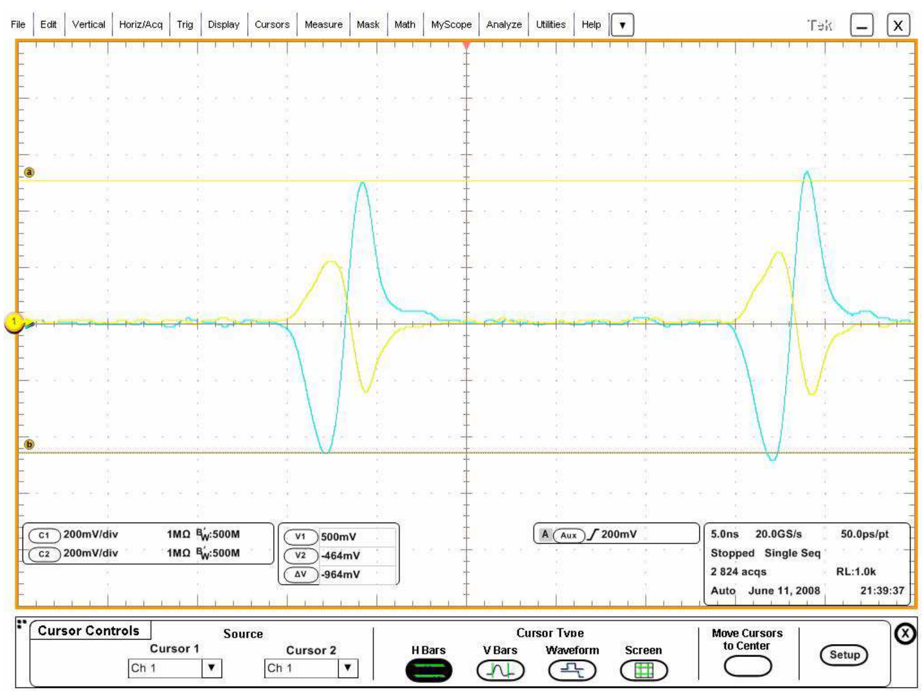
System Design Proposal and technical implementation/construction project plan

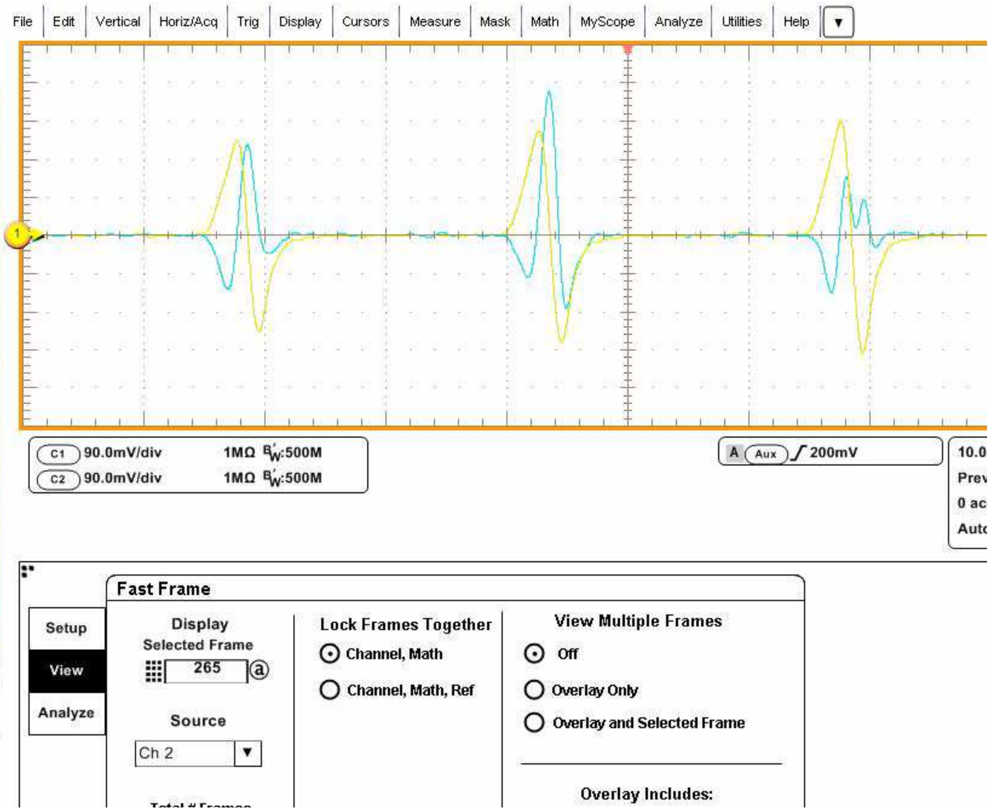
Results from the June 6 MD

W.Hoefle, R. De Maria, J. Byrd et al - over three nights, 10 minutes of data taking

- Dedicated MD in SPS during machine scrubbing
- intensity 1E11 P/bunch, 25 ns separation, 72 bunches/batch, 5 batch injection (4 nominal LHC)
- lowered chromaticity to reduce damping - transverse signal seen after 5th batch injection

Transverse signals from exponential stripline couplers, hybrids (yellow sum, blue vertical)





Results from the August 12 MD

Follow-on from June MD

J. Fox, W. Hoefle, R. De Maria, J. Thompson

Tunnel Access to SPS - measure exponential coupler matching, find/fix lousy connections

Move difference hybrids from tunnel to control room, match lengths of long Heliax

Sort out issues with hybrids, measure best 3, build simple receiver

Prepared data recorder, software, use wideband 2 GHz bandwidth, 50 ohm input Z, etc.

MD rescheduled twice from 8/11, finally get 2 AM to 10AM Aug13

Results

4 batches 1E11 P/bunch, 25 ns spacing, 72 bunches batch- better vacuum than June?

lowered chromaticity per June but 4 not 5 batches

NO 700 Mhz Transverse signal at high frequency observed (time or frequency domain)

lots of high-frequency signals > 1700 MHz observed - propagating modes in 10 CM vacuum chamber

added RF voltage modulation to try to excite quadrupole oscillation (increase density)

NO Ecloud-like signal observed

Progress Report - Ecloud Modeling

J. Thompson (Cornell Undergrad) was supported by J. Byrd for 6 weeks at CERN July/Aug

Project - adapt Ecloud model code from G. Arduini

Goal - examine dynamics with simple transverse feedback in model - explore

- Growth rates
- Modal patterns
- Bandwidth implications - explore dynamics with limited bandwidth feedback

Project summary

A very impressive start for an undergrad

Issues - “feedback model” has no noise, time delay, frequency response, imperfections

(correction is applied on same turn as transverse offset is sensed - no errors or delay*bandwidth limit)

Ecloud code uses 72 slices/bunch, but bunch length varies over time, so effective sampling rate of bunch structure changes. can’t directly transfer data to frequency domain to understand motion in frequency domain

Ecloud code has no coupled-bunch (dipole) impedances or instabilities

Initial suggestions- with this sort of “imaginary feedback” and 4 samples/bunch motion is supressed

Overview of Feedback Options for E cloud control

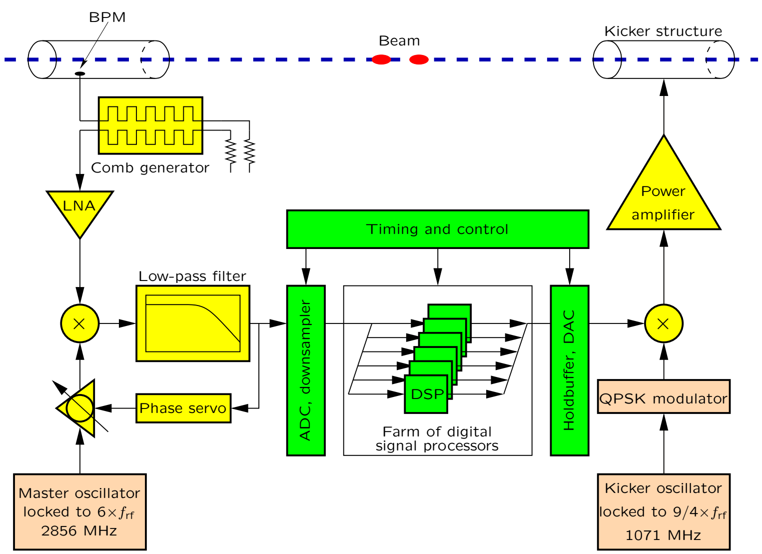
example/existing bunch-by-bunch feedback (PEP-II, KEKB, ALS, etc.)

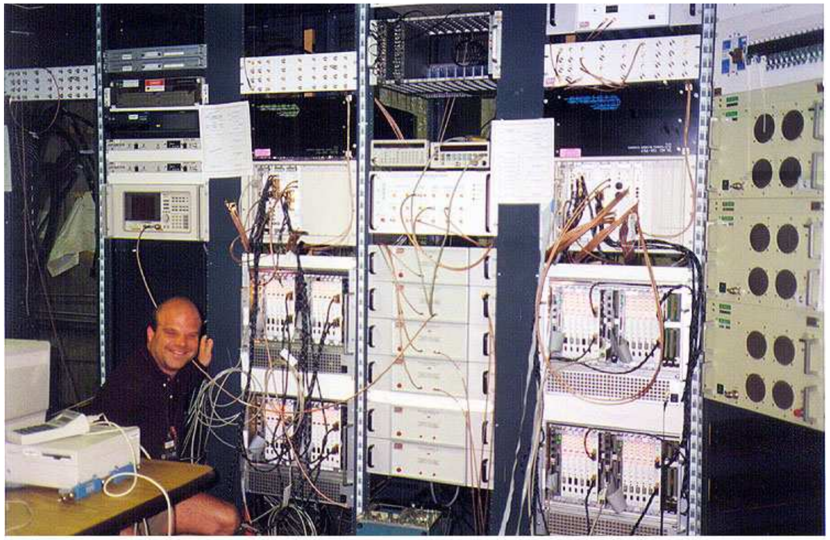
- Diagonal controller formalism
- Maximum loop gain from loop stability and group delay limits
- Maximum achievable instability damping from receiver noise floor limits

Electron-cloud effects act within a bunch (effectively a single-bunch instability) and also along a bunch train (coupling near neighbor bunches)

SPS and LHC needs may drive new processing schemes and architectures

Existing Bunch-by-bunch (e/g diagonal controller) approaches may not be appropriate





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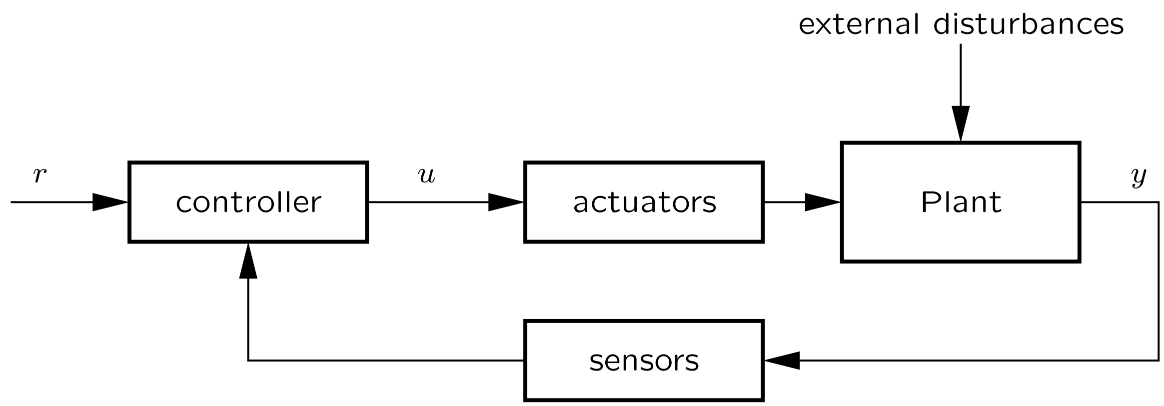
Feedback basics

The objective is to make the output y of a dynamic system (plant) behave in a desired way by manipulating input or inputs of the plant.

Regulator problem - keep y small or constant

Servomechanism problem - make y follow a reference signal r



Feedback controller acts to reject the external disturbances.

The error between y and the desired value is the measure of feedback system performance. There are many ways to define the numerical performance metric

- RMS or maximum errors in steady-state operation
- Step response performance such as rise time, settling time, overshoot.

An additional measure of feedback performance is the average or peak actuator effort. Peak actuator effort is almost always important due to the finite actuator range.

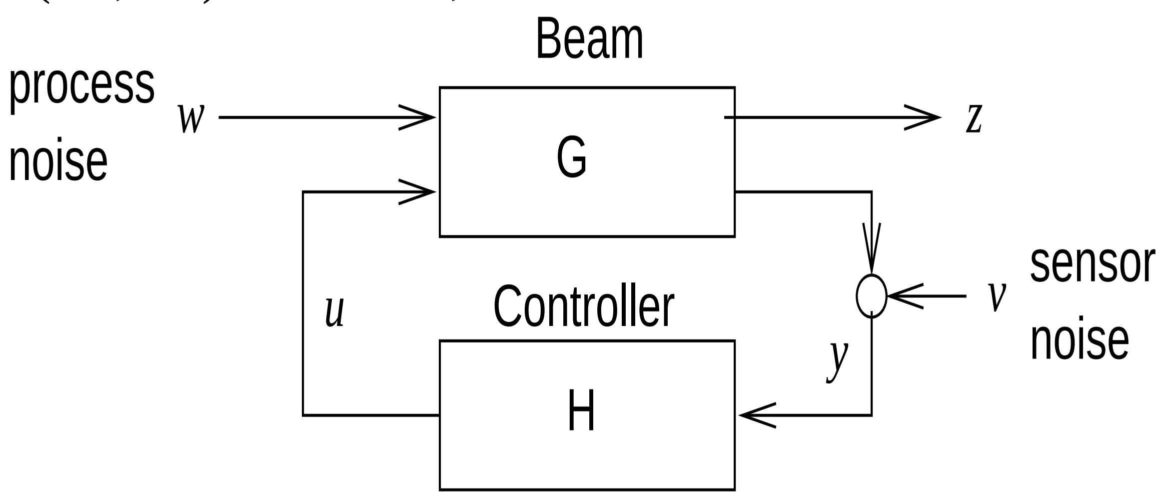
Feedback system robustness - how does the performance change if the plant parameters or dynamics change? How do the changes in sensors and actuators affect the system?

Feedback Principles - General Overview

Principle of Operation-Feedback can be used to change the dynamics of a system

Longitudinal - measure $\delta\phi$ - correct E

Transverse - measure(δX, δY) - kick in X', Y'



Technical issues

Loop Stability? Bandwidth?

Pickup, Kicker technologies? Required output power?

Processing filter? DC removal? Saturation effects?

Noise? Diagnostics (system and beam)?

Processing Requirements

For instability control, the processing channel must

- extract (filter) information at the appropriate synchrotron or betatron frequency,
- amplify it (a net loop gain must be generated, large enough to cause net damping for a given impedance)
- generate an output signal at an appropriate phase (nominally 90 degrees, but arbitrary if the system and cable delays, pickup and kicker locations are considered)

Some technical issues

- Bandwidth/sampling rate (2000 MHz?)
- DC offset removal from the processing channel (e.g. from DC synchronous phase position, or static orbit offset)
- Saturation on large input errors
- Noise in the input channel (e.g. bandwidth reduction via processing filter)
- Maximum supportable gain - limits from noise as well as loop stability
- Diagnostics (processing system and beam dynamics)

Filter Implementation Options

Terminology

- Time domain - bandpass bunch by bunch filters
- frequency domain - modal selection, notch at Frev

Sampling process suggests discrete time filter (filter generates correct output phase, limits noise, controls saturation)

General form of IIR filter (infinite impulse response)

$$y_n = \sum_{k=1}^{N} a_k y_{n-k} + \sum_{k=0}^{M} b_k x_{n-k}$$

General form of FIR filter (finite impulse response)

$$y_n = \sum_{k=0}^{M} b_k x_{n-k}$$

wide bandwidth filter - insensitive to variations in machine tune

narrow bandwidth filter - helps reject detector noise

Maximum gain - when noise in front-end saturates DSP processing

New directions -possible technical options

Matrix (modal) controller (corrections from off-diagonal signals)

Wideband single-bunch correction (Ghz bandwidth, DSP or electro-optic processing)

- 4 - 8 GS/sec. bunch coordinate sampling (take advantage of 25 ns bunch spacing)
- Adaptive control filters

Multiple pickups (M pickups, spaced at various betatron phases)

Multiple kickers

Hybrid Fast Feedforward (< 1 turn) in combination with multi-turn Feedback

(feed forward lowers growth rates to scale where feedback over several turns is feasible)

Less than 1 turn group delay

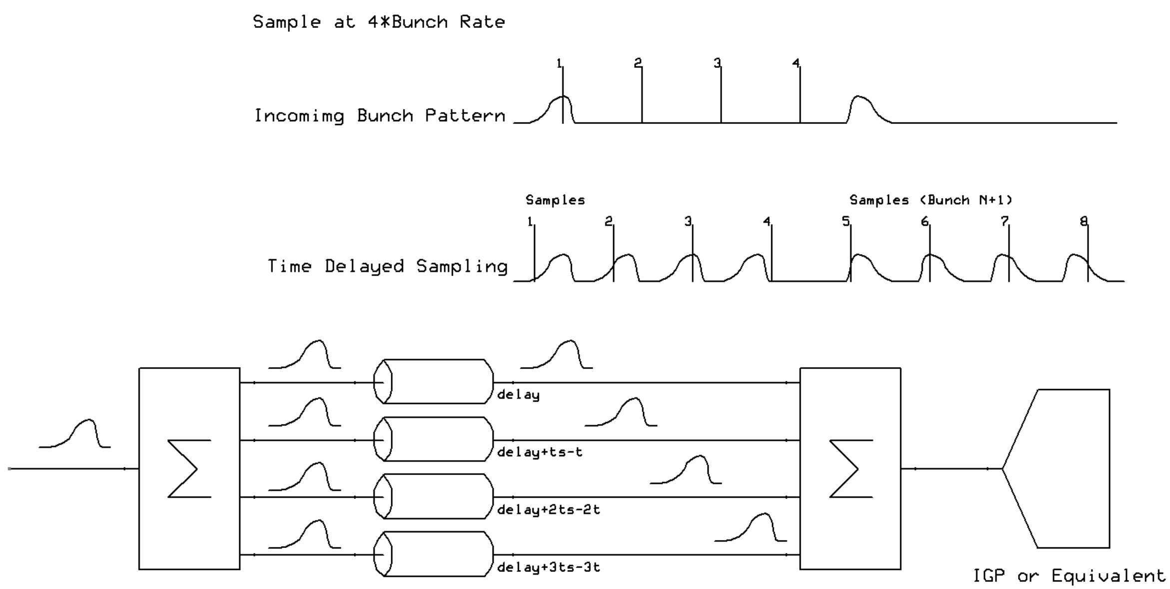
- via matrix correction algorithm
- via signal transmission across the ring

New directions -possible technical options , II

4 - 8 GS/sec. bunch coordinate sampling (take advantage of 25 ns bunch spacing)

Instrumentation for SPS measurements - use existing iGp

- iGp - 500 MS/sec. platform in use at Frascati, KEK (transverse coupled-bunch feedback)
- Gboard - 1.5 Gs/sec. proof of principle lab study



- 1200 MHzSampler bandwidth resolves high frequency structure on beam (pickups?)

Summary from W. Hoefle and Plans

Note from W. Hoefle

“I greatly appreciated your visit and I am keen on exploring the possibilities of the very high sampling rates you suggest for the signal processing.”

J. Thompson is writing report for J. Byrd. R. De Maria is working on some analysis of the MD transients. W. Hoefle is investigating strange responses from SPS pickups (installed backwards?)

Some other issues to work on from our MD observations

Dispersion effects in the LONG LHC cable plant- issue for LHC transverse feedback, SPS wideband pickup signals

Issues with propagating modes in existing vacuum chamber and exponential coupler (from T. Linnecar 1978)

September MD cancelled due to LHC schedule push

Next SPS MD opportunity?

Impact of LHC magnet/Vacuum problems, shutdown?

Suggested Focus while MD is uncertain- Modelling (expand/update J. Thompson code)

Lab effort - develop 4-8 GS/sec. front end detector, explore new 4 GS/sec back end

Fundamental feedback technology R&D

Low-noise transverse coordinate receivers and pickup techniques

(noise floor sets damped beam motion and influences equilibrium emittance)

4 - 8 GS/sec. bunch coordinate sampling and output kick

(necessary to resolve modes within the 1 - 2 ns bunch length)

High-Speed Matrix computation channels

(digital signal processing architectures)

Low latency computation/processing/physical implementation approaches

(necessary for <1 turn correction group delay)

Wideband Pickups, Wideband Kickers,

Summary and Resources - FY2008 Ecloud Study Proposal

Longstanding SLAC/LBL collaboration on instability measurements and technology development

- ALS, PEP-II (Bessy, DAFNE, others)
- Many beam physics and technical resources to draw from at CERN, LBL, SLAC

FY2008 Proposal Plan and Key Deliverables

- Measure Ecloud effects, quantify what is occurring (instrumentation)
- Compare measurements with E cloud/beam models, Improve understanding
- Extract key physics parameters (modes, growth rates, etc.) to use in feedback simulations

Resources

- Resources 0.5 FTE Fox/Byrd
- 1 FTE Grad Students (JiajIng Xu Stanford, LBL UC Grad Student)
- Travel - 4 persons particpate in SPS Ecloud studies August and September 2008

LARP SPS and LHC Ecloud FY2009 proposal

Based on the FY2008 results, a more detailed effort in 2009 would

- develop a beam dynamics/feedback dynamics simulation model
- develop the detailed requirements for a new wideband feedback system architecture
- Proof-of-principal technology R&D on GHz bandwidth (e.g. 2 - 4 GS/sec.) processing

SPS Machine Physics studies, development of transient-domain instrumentation (Byrd, Fox, Hoefle)

Modelling, estimation of E-Cloud effects (M. Pivi, M. Furman)

Modelling of closed-loop system dynamics, estimation of feedback system specifications (Fox/ Rivetta)

- Evaluation of possible control architectures, possible implementations

Technology R&D - Specification of wideband feedback system technical components (Fox/Byrd)

- wideband RF instrumentation, high-speed digital signal processing
- SLAC/LBL have extensive collaboration associated with instability control, feedback signal processing and high-power beamline kicker components

LHC Bunch-by-Bunch Feedback commissioning (Hoefle, Byrd, Fox,)

Summary and Resources FY2009 Ecloud Study Proposal

Continue SPS and LHC measurements

LHC Transverse Feedback commissioning participation

Develop Beam-feedback simulation, evaluate various possible feedback implementations.

- Propose technical implementation (there are different issues for coupled-bunch vs. single bunch effects)
- Engineering Specs from design study, simulation (required Gain, Filter Frequency Response/ Bandwidth, Kicker(s) type, operating frequency, diagnostics, etc.) Proof of principle experiments, technical R&D, demonstration of critical technical functions
- Recommendations for System Design, Implementation and Construction

Resources

- 1 FTE Fox/Byrd
- 2 FTE Students
- Continued travel for SPS measurements, transverse feedback commissioning (4 trips X 4 persons)

Significant Technical resources at CERN, SLAC and LBL for Construction Project Engineering