Shan Liu on behalf of the HXRSS commissioning team

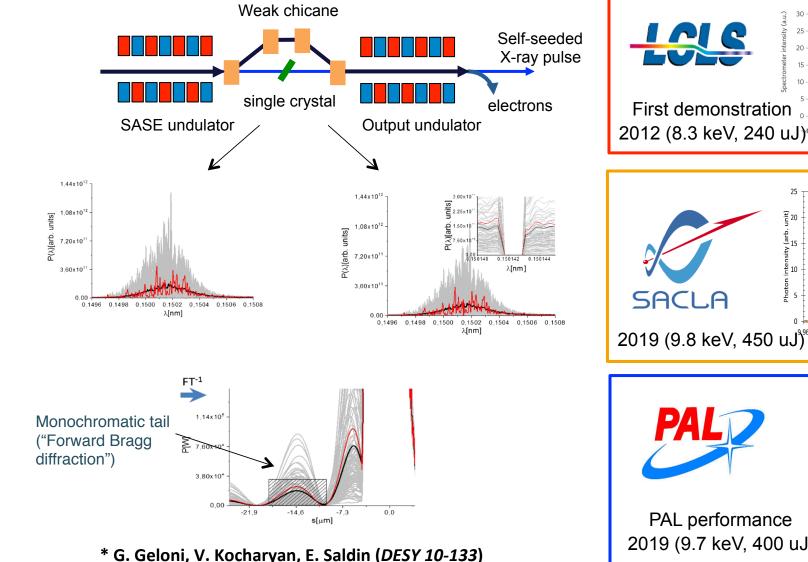
Beam dynamics meeting Hamburg, 12.05.20

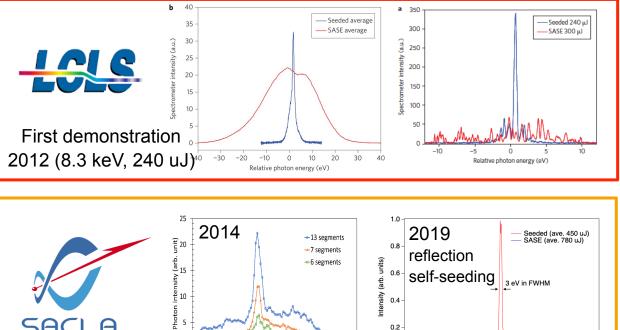


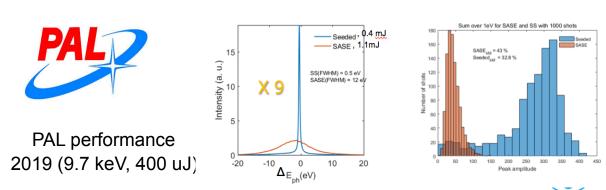




#### HXRSS principle and start of art







10.02

Photon energy [keV]

0.0-

9.75

9.80

10.04

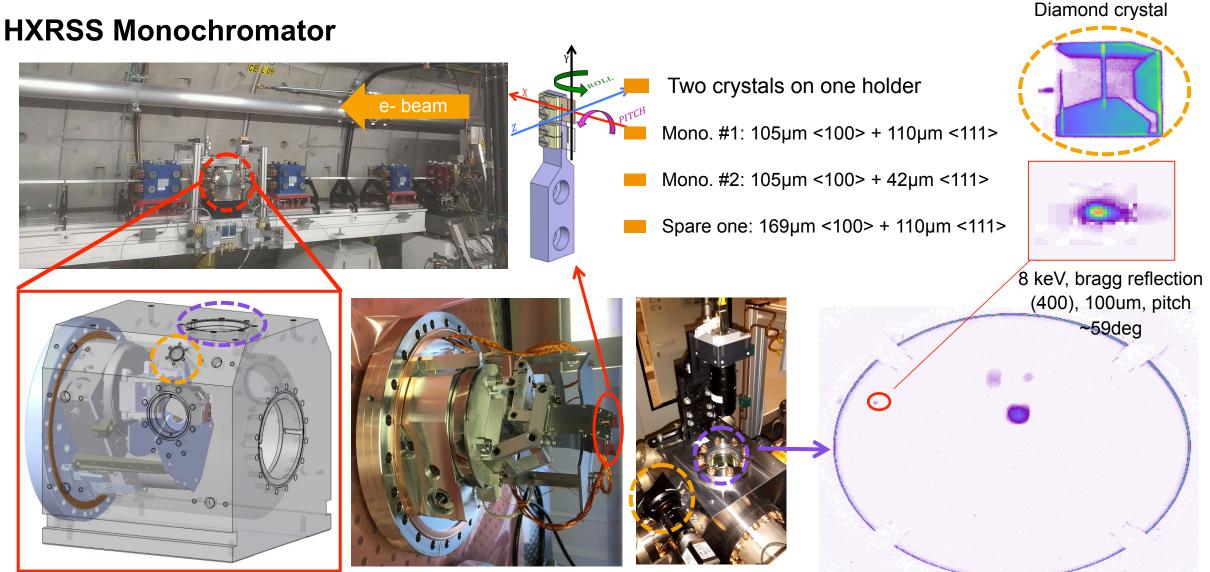
30 eV in FWHM

9.90

9 95

9.85

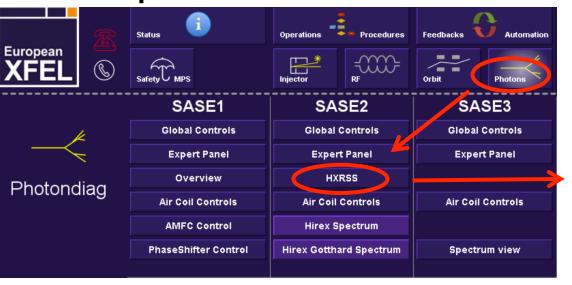
Photon energy (keV)

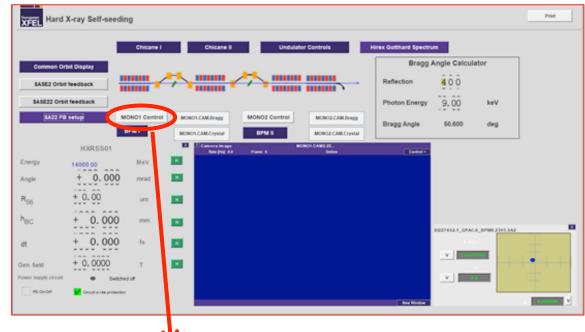


Monochromators desinged by ANL (D. Shu) -> similar to LCLS and PAL design



#### HXRSS panel



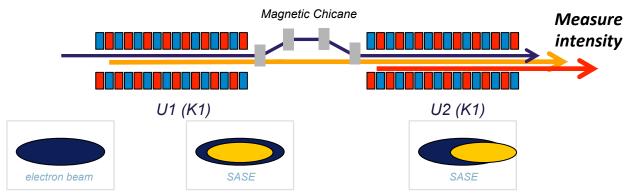


Monochromators control now in DOOCS

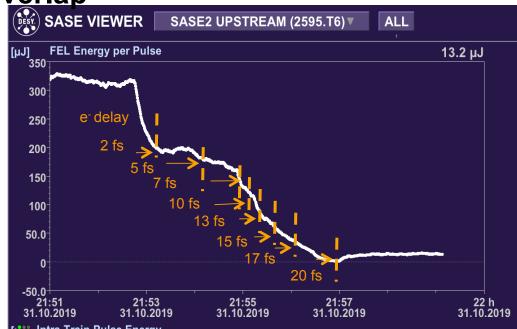
Orbit feedback, chicane control, undulator control etc.



#### Diagnostics for longitudinal and transverse overlap



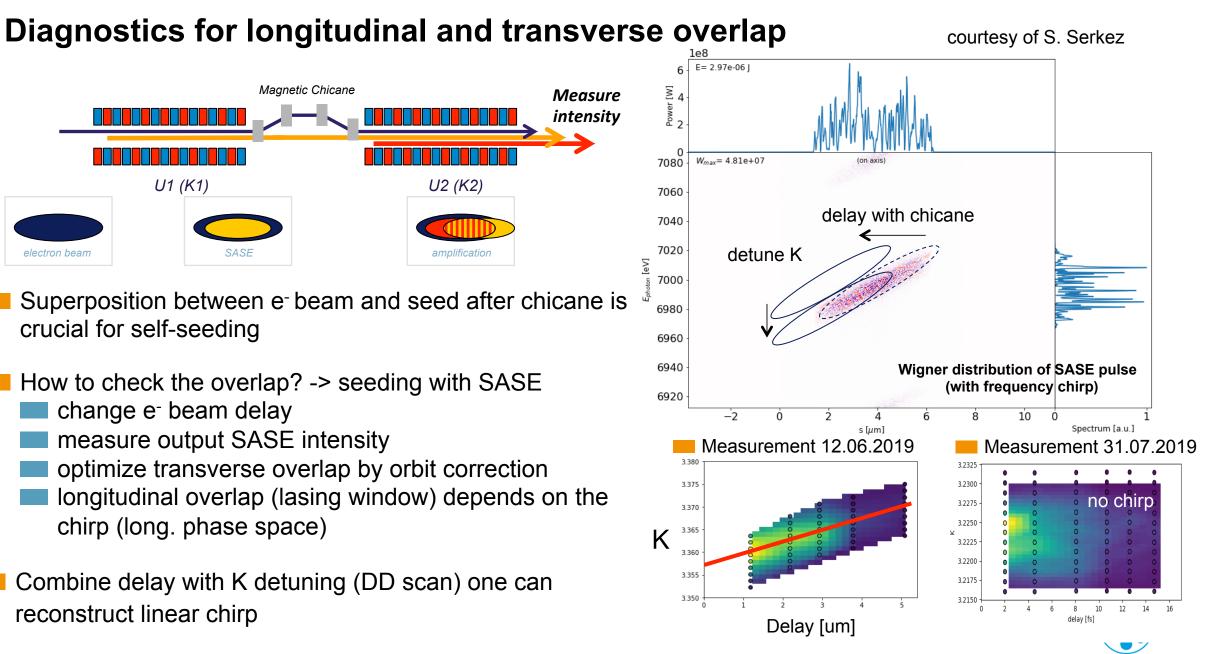
- Superposition between e<sup>-</sup> beam and seed after chicane is crucial for self-seeding
- How to check the overlap? -> seeding with SASE
  - change e<sup>-</sup> beam delay
  - measure output SASE intensity
  - optimize transverse overlap by orbit correction
  - Iongitudinal overlap (lasing window) depends on the chirp (long. phase space)

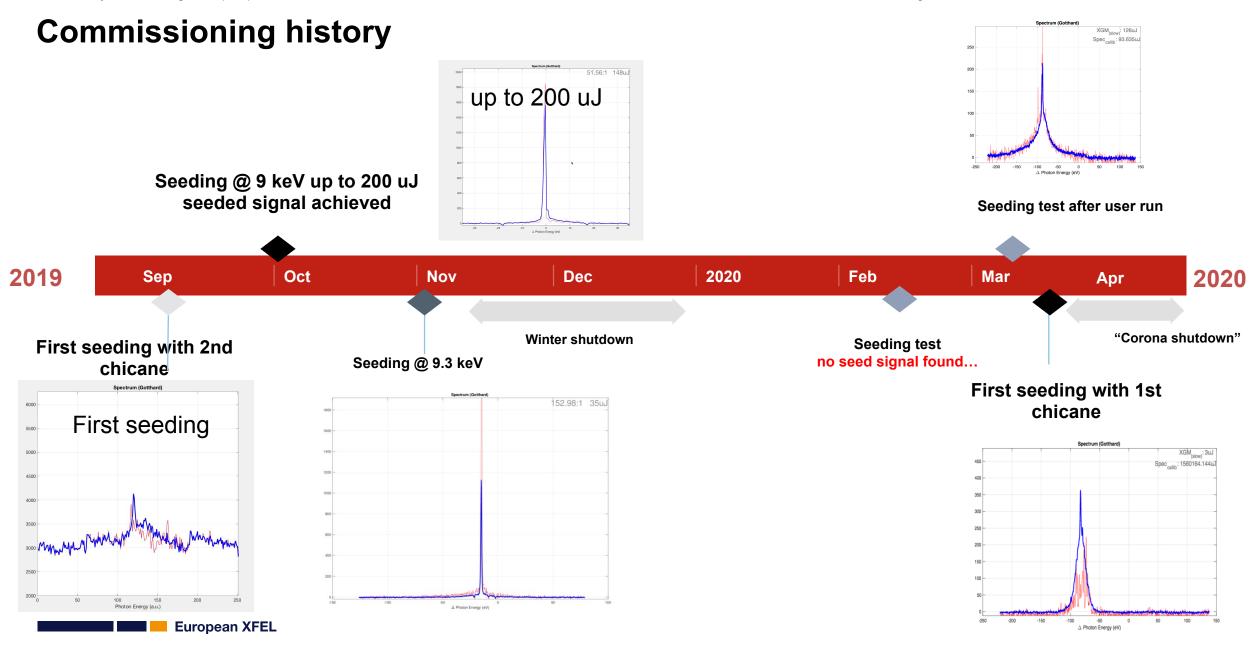




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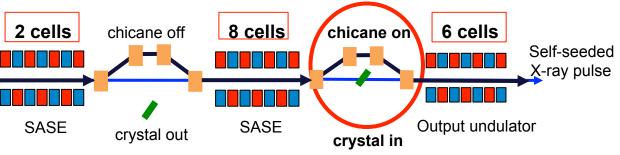
Shan Liu, on behalf of the HXRSS commissioning team





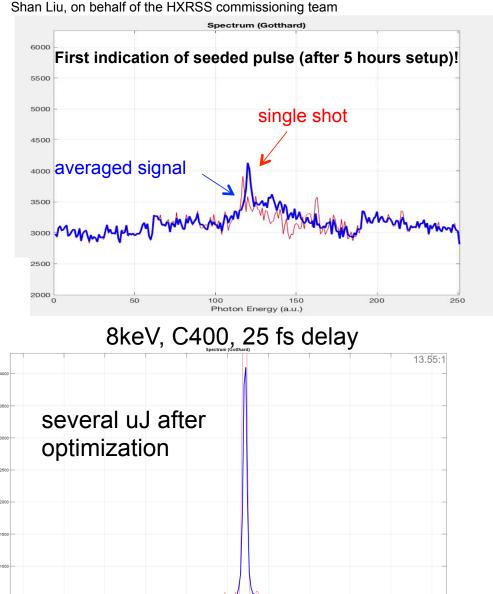
7

First seeding at 8 keV



SASE level before the 1<sup>st</sup> mono. was too low to see the reflections -> first try with 2<sup>nd</sup> chicane

- Chicane on ->seeding with SASE and optimizing overlap
- Crystal in -> find bragg reflection for C400
- Scan delay -> find seeded signal
- First observation of self-seeding at SASE2 in the linear regime



100

200

300

Past Shots

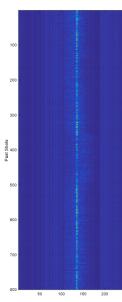
500

600

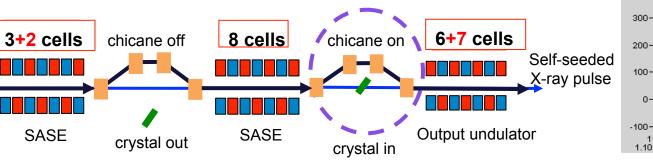
700

800

50 100 150 200 3



#### Seeding at 9 keV



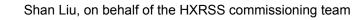
Seeded signal found right after insetion of crystal

Obtained 20 uJ after 2 hours setup

Add 7 cells after chicane-> 80 uJ

Add 2 cells before chicane, phase shifter scan with seeded signal-> 100 uJ achived

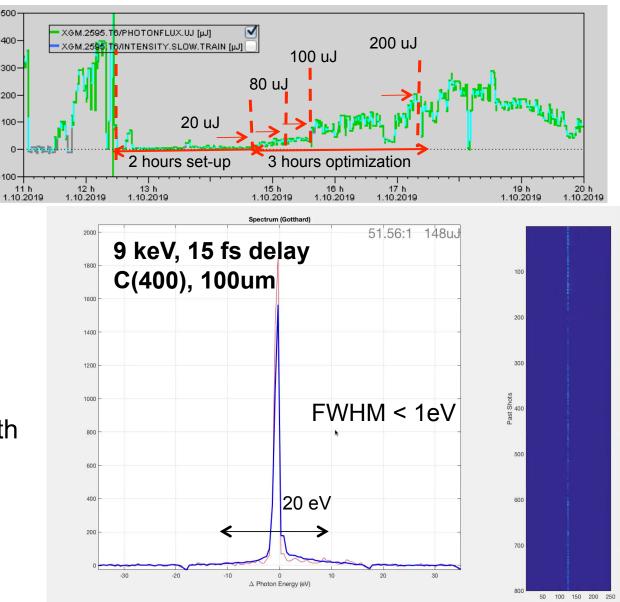
Orbit tuning (transverse overlap) helped to increase pulse energy up to 200 uJ



500

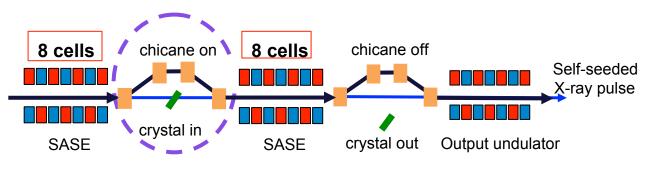
400-

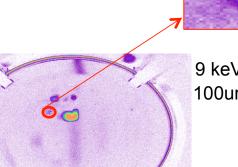
0-



Shan Liu, on behalf of the HXRSS commissioning team

#### First seeding with 1<sup>st</sup> chicane

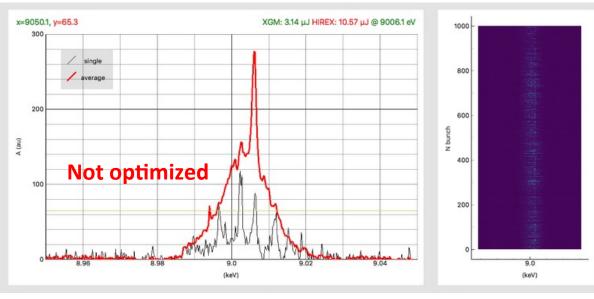




9 keV, reflection (400), 100um, pitch ~49.4deg

10

#### 9 keV, C400, 100 um, 16 fs delay



SASE level before 1<sup>st</sup> chicane could be improved (to several uJ) with better orbit alignment

Seeded signal found right after setting to the observed bragg reflection angle

SNR could not be optimized due to bad transverse overlap after 1<sup>st</sup> chicane (orbit feedback didn't work at that time)



#### **Commissioning condition summary**

	Sept. 2019	Oct. 2019	Nov. 2019	Feb. 2020	09.03.202 0	16-17.03.2 020	
Initial SASE level	360 uJ @ 8 keV	1.1 mJ @ 9 keV	750 uJ @9.3 keV	700 uJ @ 9 keV	1 mJ @ 9 keV	1.6 mJ @ 9 keV	
w/o quad. taper	360 uJ	400 uJ	250 uJ	300 uJ -> 410 uJ	240 uJ	300 uJ	<ul> <li>~ 300 uJ after removing quad. taper</li> <li>input power on crystal ( 5-10 uJ optimum?)</li> <li>Iasing window (~10 fs optimum?) SASE level drop by factor 10?</li> </ul>
Closed undulators	u7-u25	u7-u24	u1-u35	u1-u29	u3-u34	u3-u30	
U1				8 uJ		<4 uJ	
U12	few uJ	10 uJ	11 uJ	300 uJ	10 uJ	30 uJ	
lasing with SASE (10 fs delay)	20 uJ -> 30 uJ	large signal drop	27 uJ	340 uJ	140 uJ	5 uJ (1 <sup>st</sup> chicane)	
Seeding on 1 <sup>st</sup> chicane	Not tried	Not tried	Not tried	Problem with motor	Not tried	Yes	
Seeding on 2 <sup>nd</sup> chicane	Yes, several uJ	Yes, up to 200 uJ	Yes, 40 uJ @9.3 keV	No	Yes, not optimized	No	

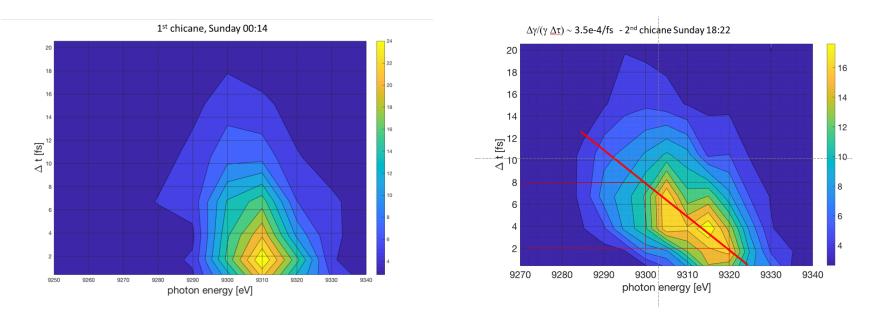
Shan Liu, on behalf of the HXRSS commissioning team

#### **Troubleshooting failure (except for technical problems)**

Not enough **input pulse energy** (< uJ) on crystal -> main problem for 1<sup>st</sup> chicane

Bad **transverse overlap** after chicane -> orbit could not be maintained straight

(Feb. 2020) Did we have some open **dispersion**? If so, a **energy chirp** could have been fatal to us...



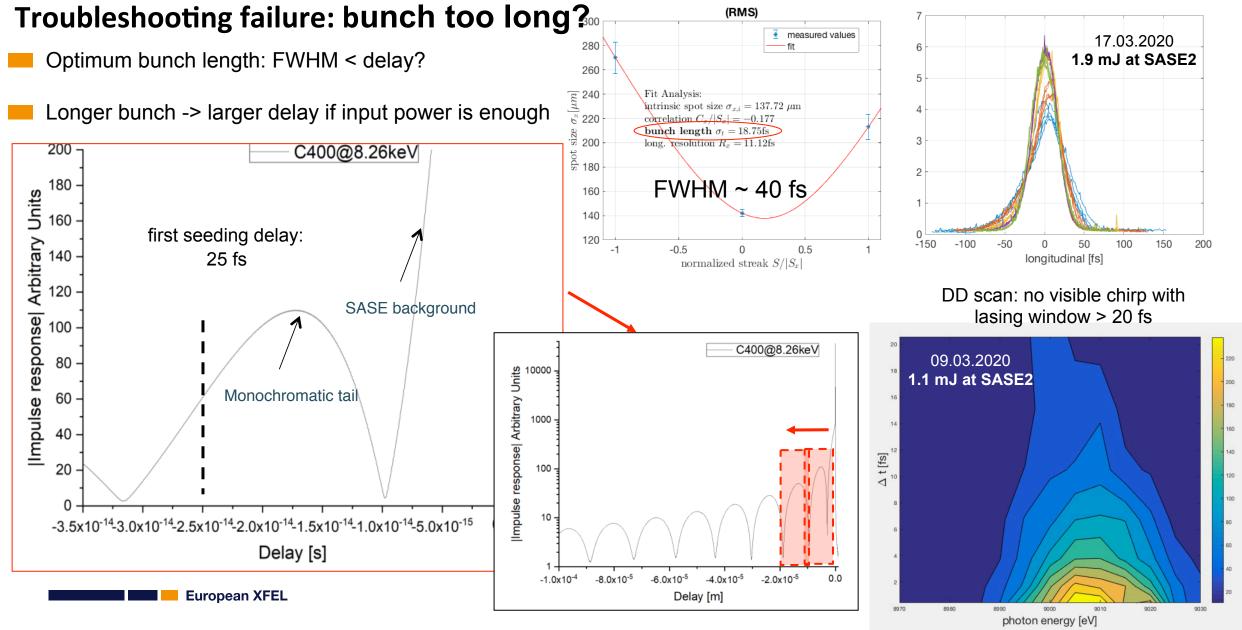
(Mar. 2020) e- bunch (lasing window) too long? -> SASE background dominate the signal

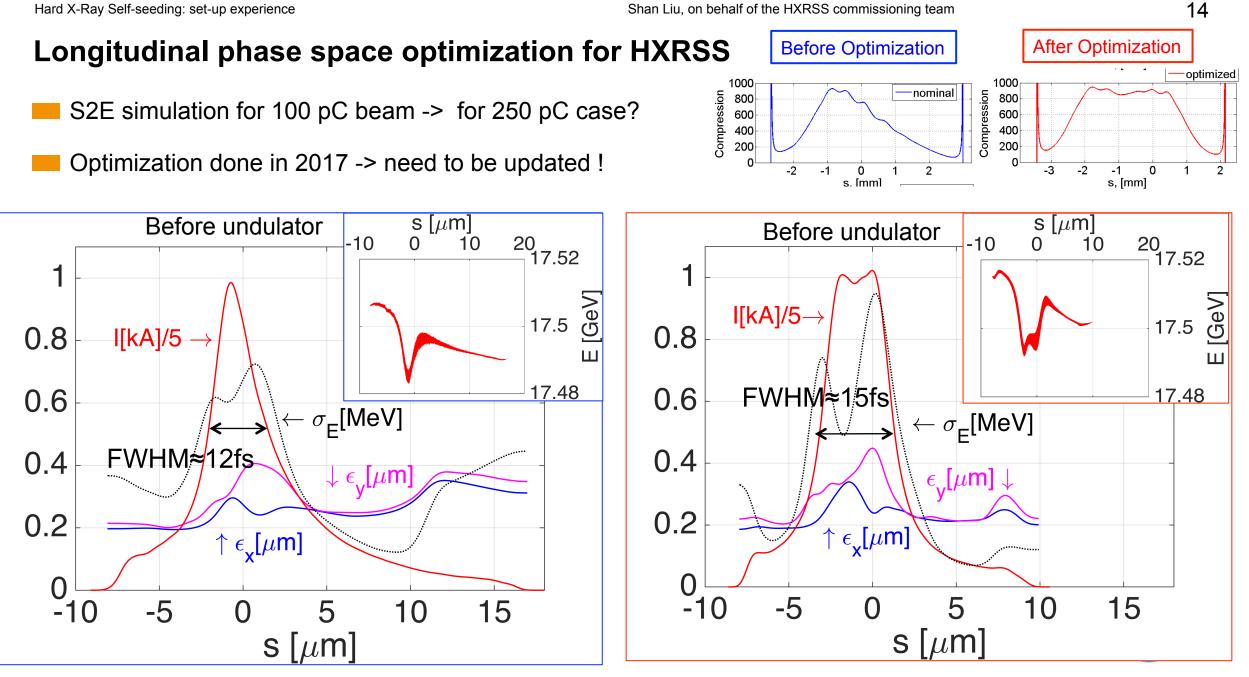


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Shan Liu, on behalf of the HXRSS commissioning team

Current profile for 250 pC bunch measured using TDS in BC2





thanks to Gianluca for comments and suggestions!

#### **Set-up procedure (to be discussed)**

## **SASE tuning for HXRSS**

- Setup **HIREX**
- BC2 TDS measurement
- SASE tuning with linear taper
- Simplified gain curve or XGM readout to check
  - 12-16 segments across the chicane contribute equally
  - 1-10 uJ incident on crystal
- Seeding with SASE
  - stability of orbit (within 10 um?)
  - optimum lasing window ~10 fs
  - optimize the transverse overlap
- Delay Detune scan -> energy chirp

### HXRSS set-up

## & optimization

- Chicane on
- Insert crystal, find bragg reflection
- Scan and fine tune chicane delay (10-20 fs) to and crystal angle to find seed signal
- Air coil optimization after the chicane
- Undulator phase shifter scans using seeded signal
- Signal to Noise Ratio optimization (open or close some cells before or after undulator)
- **Taper** optimization
- Laser heater optimization
- Check whether reached saturation, if yes: taper/increase U3 number (if available)



#### **Set-up procedure (to be discussed)**

I define some numbers for the diagnostics that we have, for example: S2E simulation?

1) bunch length (measured by BC2 TDS) and lasing window (measured by DD scan)

2) pulse energy from XGM or a gain curve (for cells before 1st and 2nd chicane)

3) pulse energy from XGM when seeding with SASE (to define transverse overlap level after chicane)

automation of some procedures?



#### **Challenges and future plans**

Dedicated SASE tuning for HXRSS is needed in SASE2

Best achieved performance:

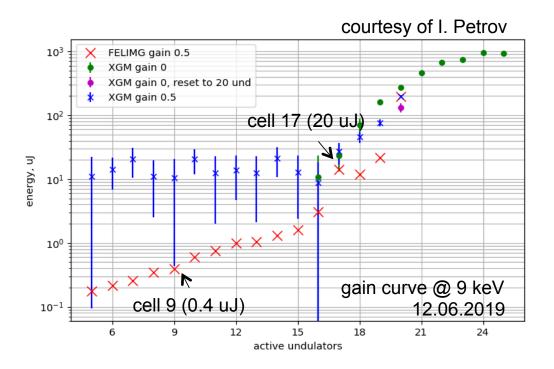
- ▶ 8 uJ @ 9 keV before cell 9
- ▶ 300 uJ @ 9 keV before cell 17
- However, orbit could not be maintained straight downstream chicane to keep the transverse overlap

Longitudinal and transverse overlap after crystal need to be improved -> bring seeded signal to saturation!

So far tested only with 250 pC beam (RMS bunch length ~20 fs

-> SASE background can dominate the signal)

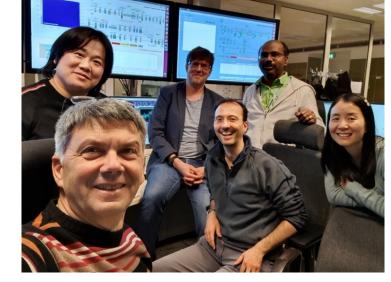
► 100 pC or lower charge test will be planned





# Thank you!





# and many other colleagues...

