

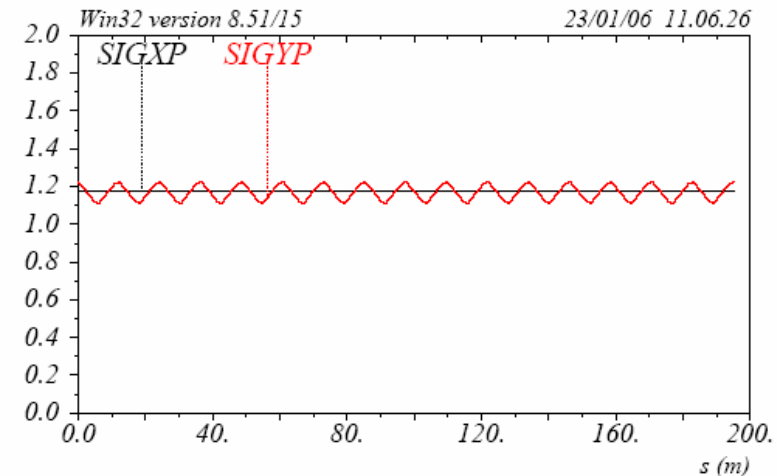
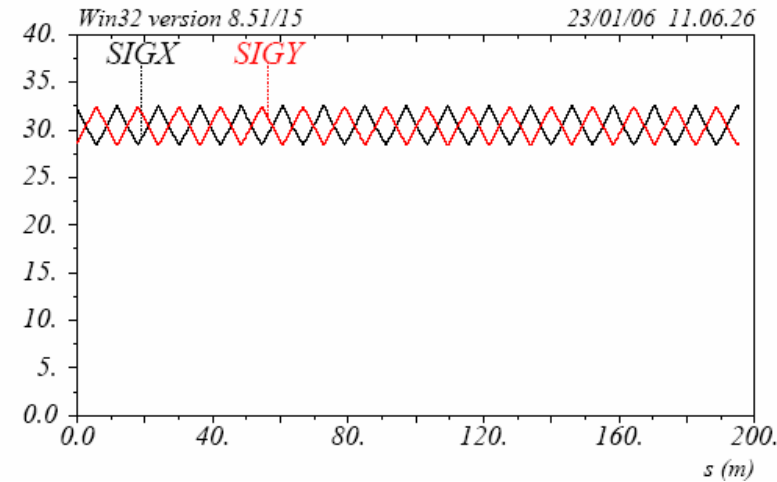
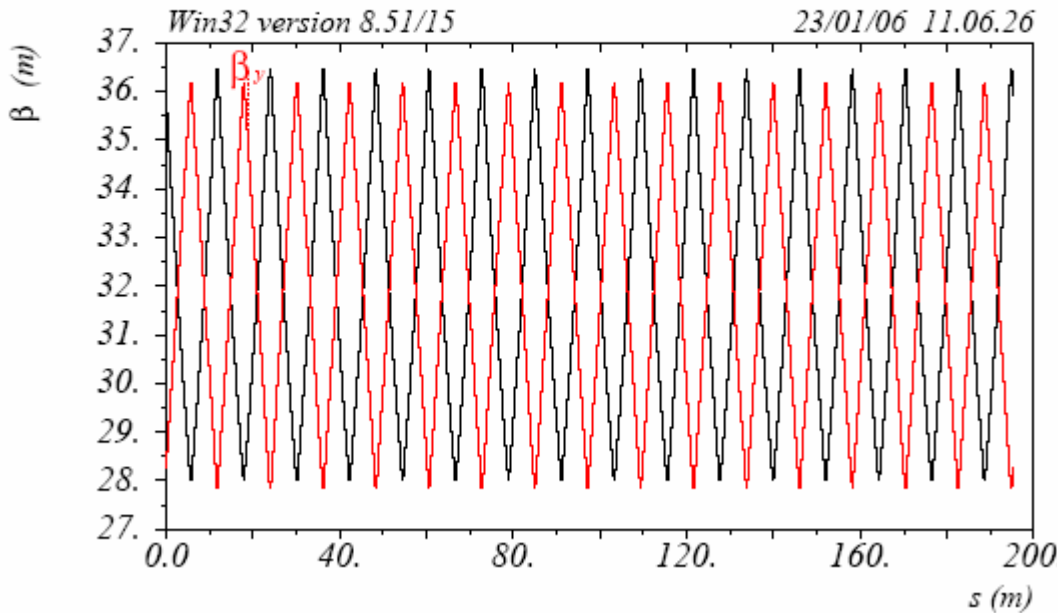
Beam Based Alignment in the Undulator

Winni Decking

XFEL Beam Dynamics Meeting

10.04.06

- Beam with $\varepsilon_n = 1$ mm mrad, 17.5 GeV, $\langle \beta_{und} \rangle \approx 30$ m

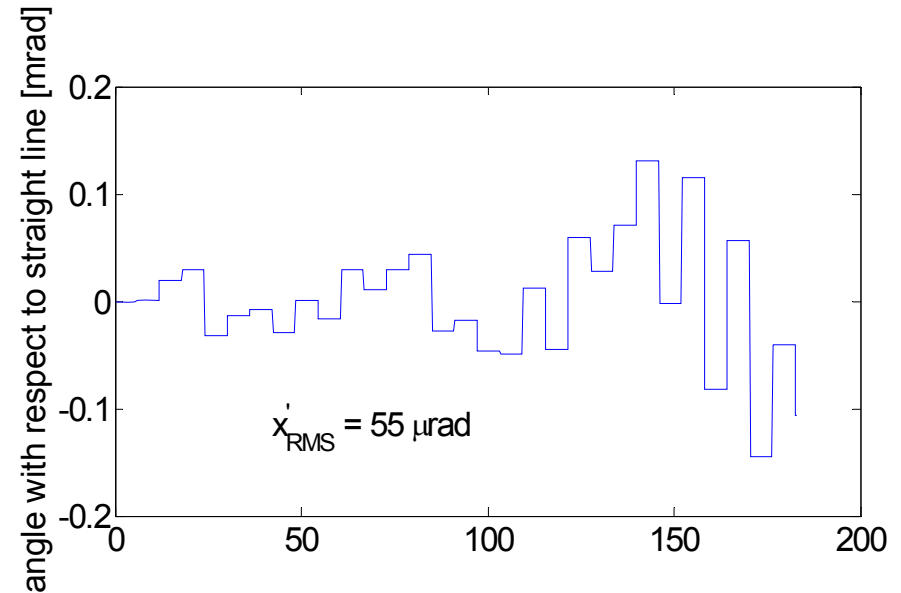
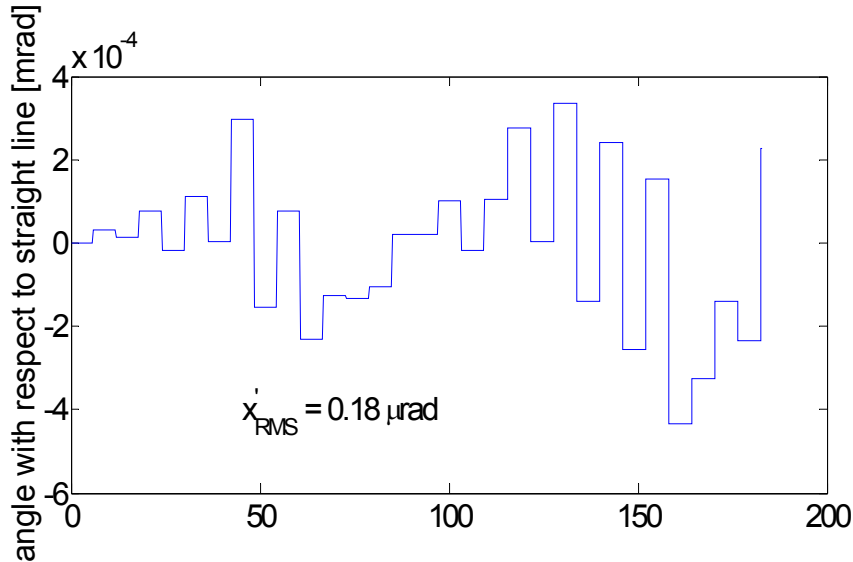
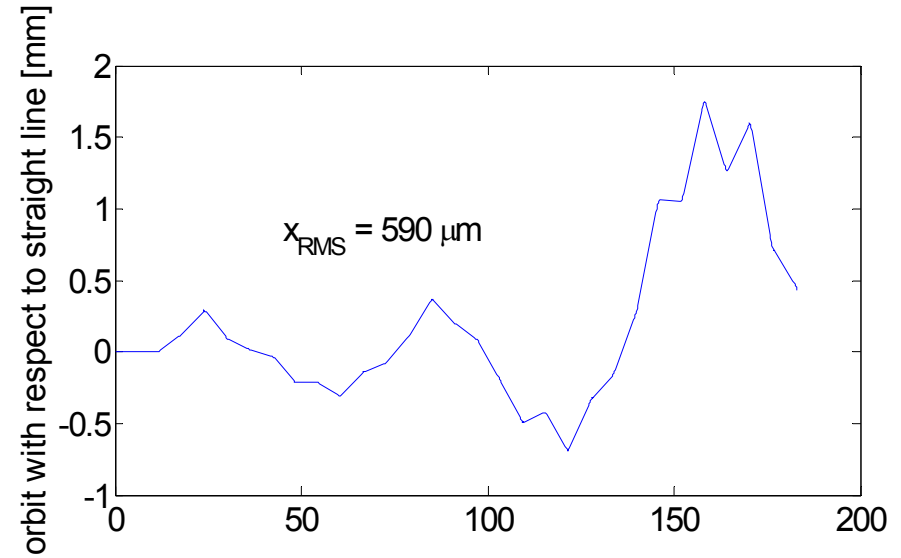
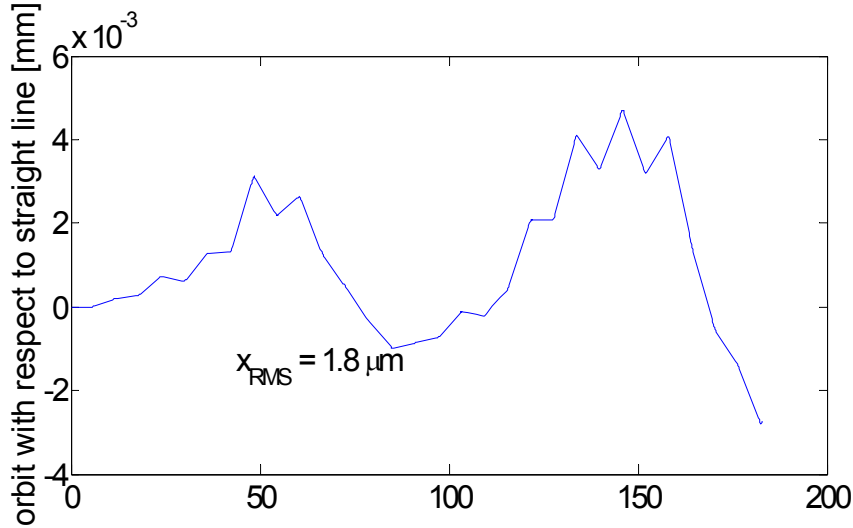


Optics in Undulator:

- $\langle \beta_{und} \rangle \approx 15-45$ m
- $\nu_{x,y} \approx 50-15$ deg
- $kl \approx 0.12-0.04$ m⁻¹

	SASE	USER
X_{rms}	3 μm	
X'_{rms}	0.1 μrad	0.1 μrad
Timing		Measured to an accuracy < 30 fs

Unofficial quote: Conservative Assumption



Quad_{RMS} = 1 μm

Quad_{RMS} = 200 μm Winni Decking

- Ballistic Correction:
 - find straight line through BPMs in the absence of quadrupole fields
 - switch on quadrupoles and steer towards this value
 - limited by BPM resolution
 - field free almost impossible
 - may require optics rematch
 - may lead to losses in undulator

- Beam Based Alignment
 - vary quadrupole field strength and monitor BPM reading change downstream
 - change beam position in quadrupole (or quadrupole position) and redo
 - robust
 - time consuming
 - vulnerable against quad-center changes
 - only centers quad, no correction of other kicks

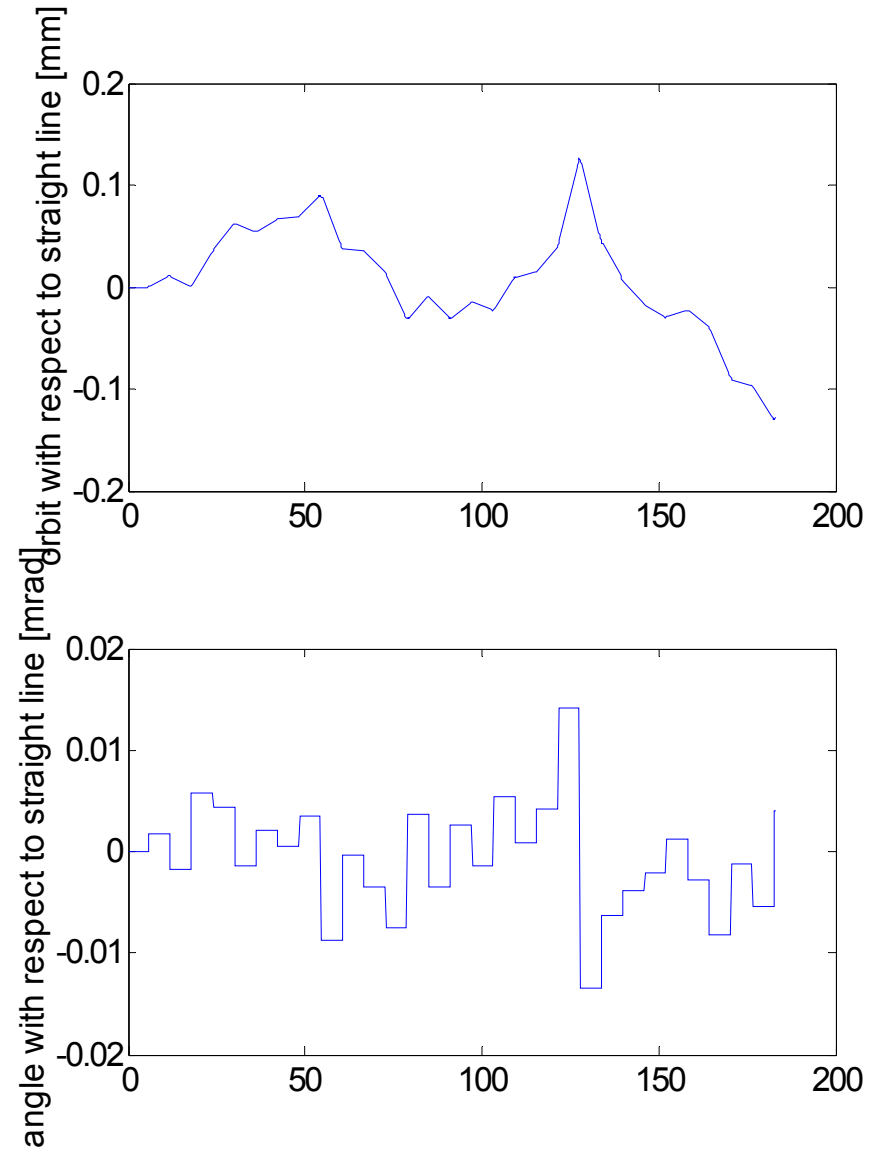
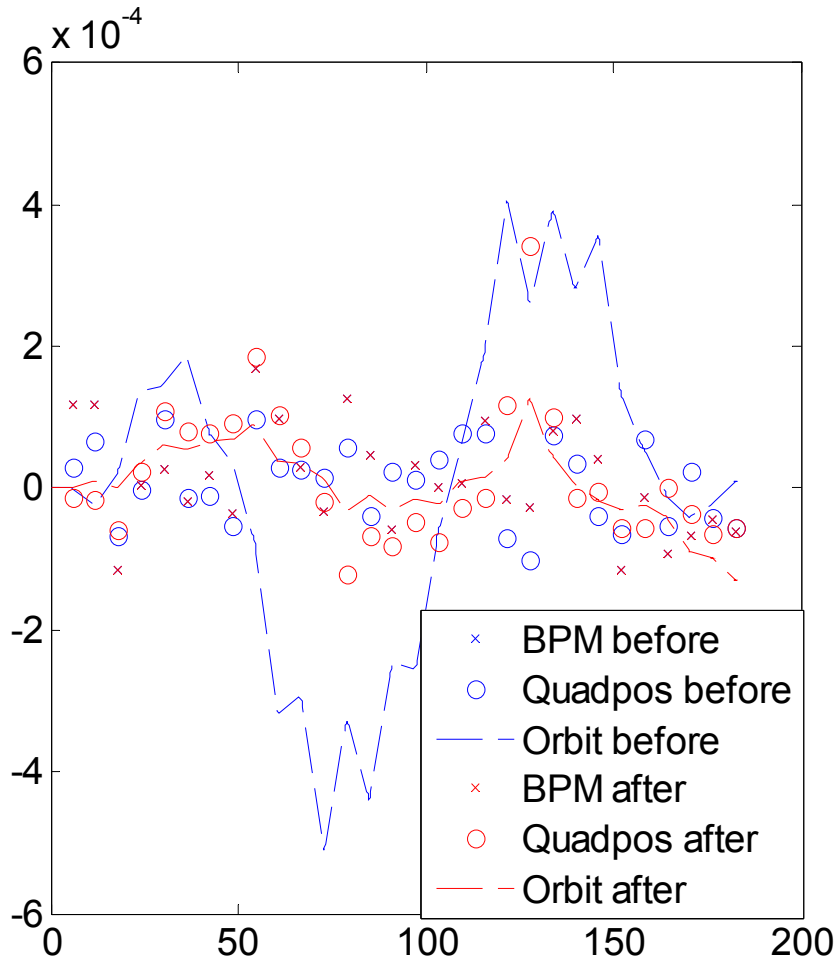
- Dispersion Free Steering
 - measure off energy trajectory and determine dispersion
 - minimize dispersion (and orbit)

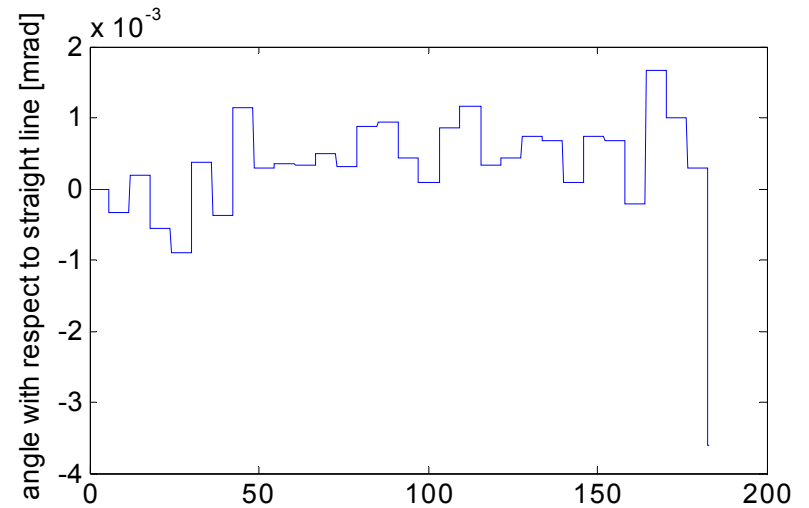
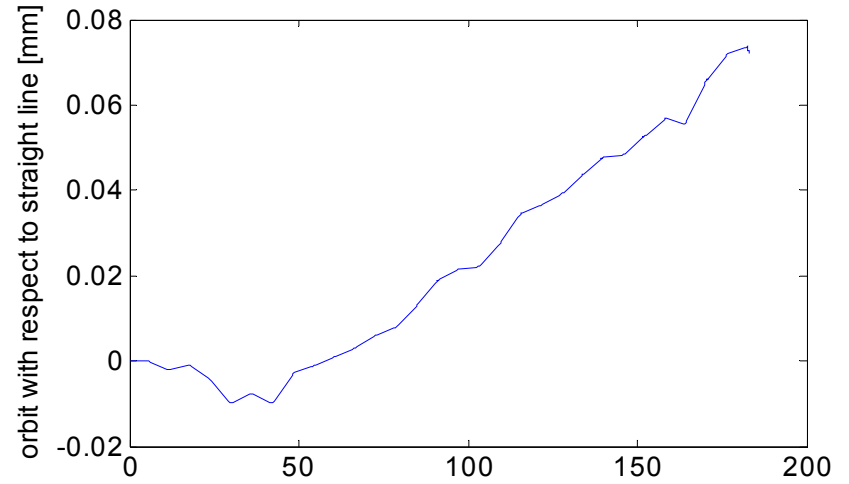
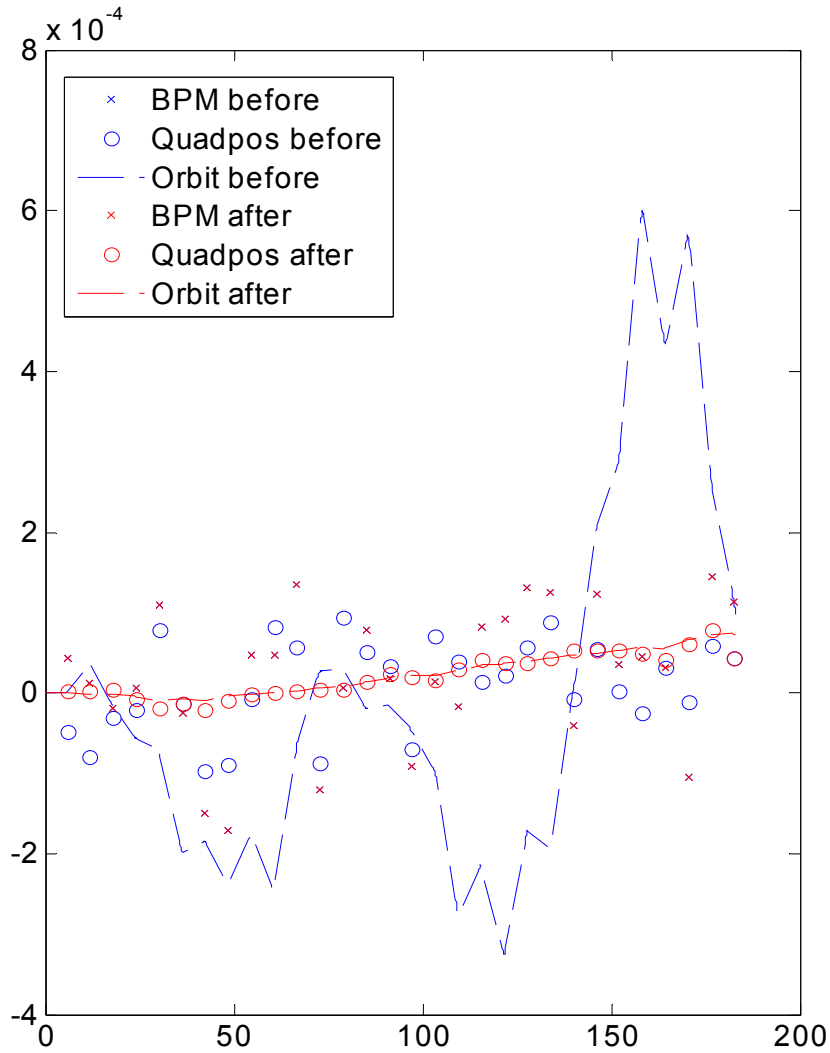
 - BPM resolution limited
 - no magnet changes required if within $\pm 3\%$ energy band
 - corrects for all kicks

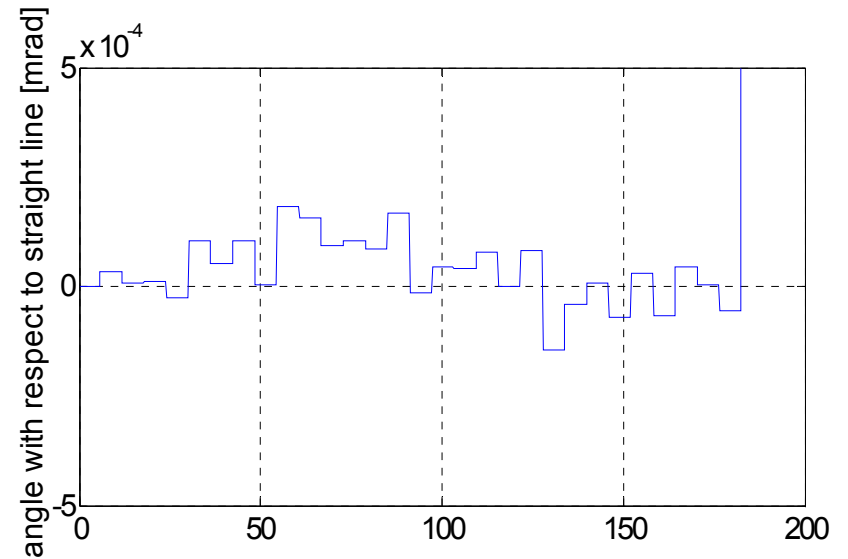
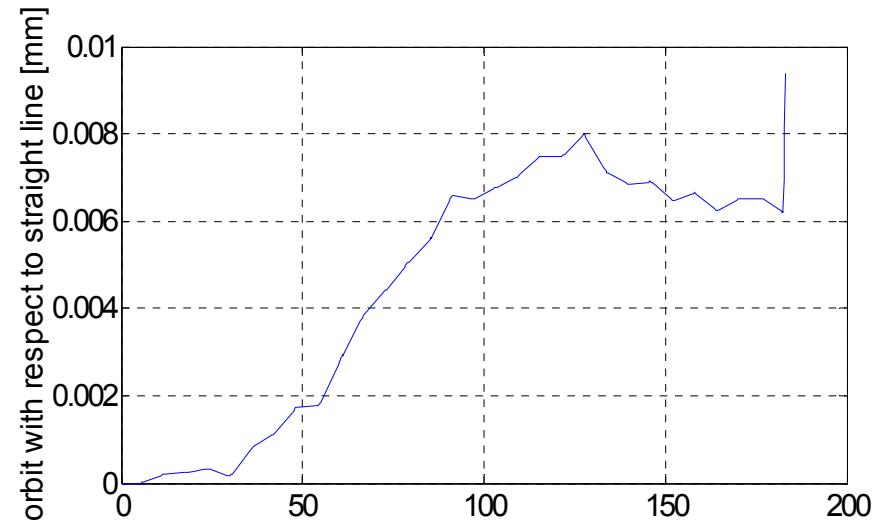
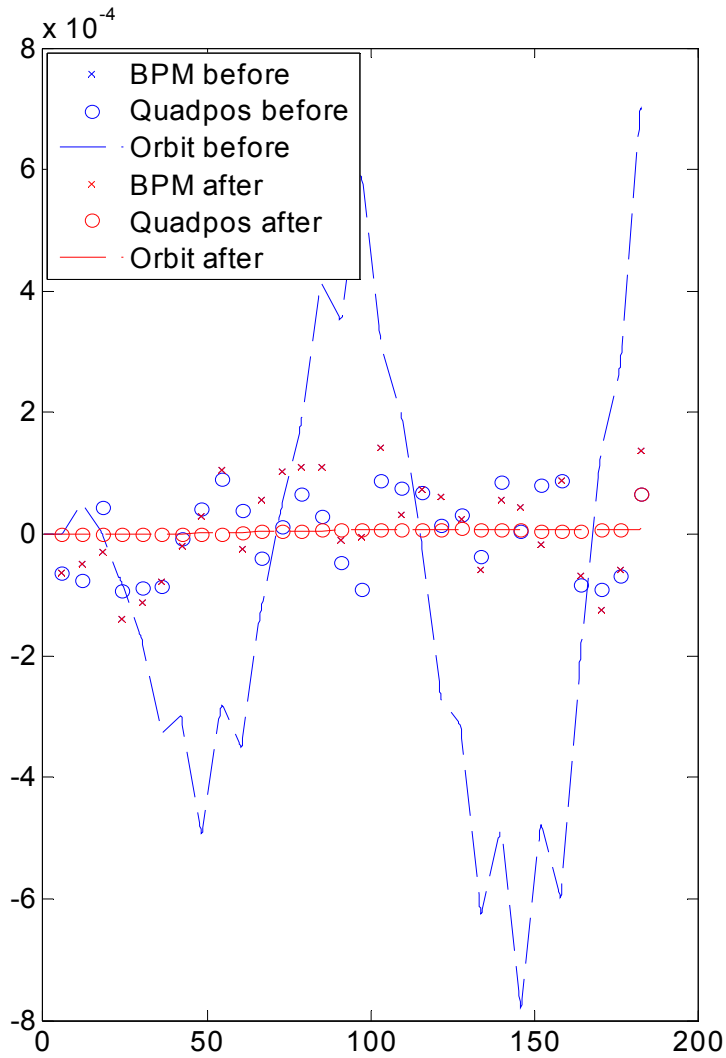
- $\text{Quad}_{\text{RMS}} = 100 \mu\text{m}$
- $\text{BPM Alignment}_{\text{RMS}} = 100 \mu\text{m}$
- $\text{BPM Resolution}_{\text{RMS}} = 0.1 - 1 \mu\text{m}$

- Momentum change by $\pm 3 \%$

- MAD Optic Server
- MATLAB Orbit Correction toolbox (as used in TTF)







- Successful DFS needs BPM resolution of 10 nm
- Resolution maybe obtained by averaging
- Resolution can be relaxed with larger energy change, needs magnet scaling
- More simulations with more errors needed