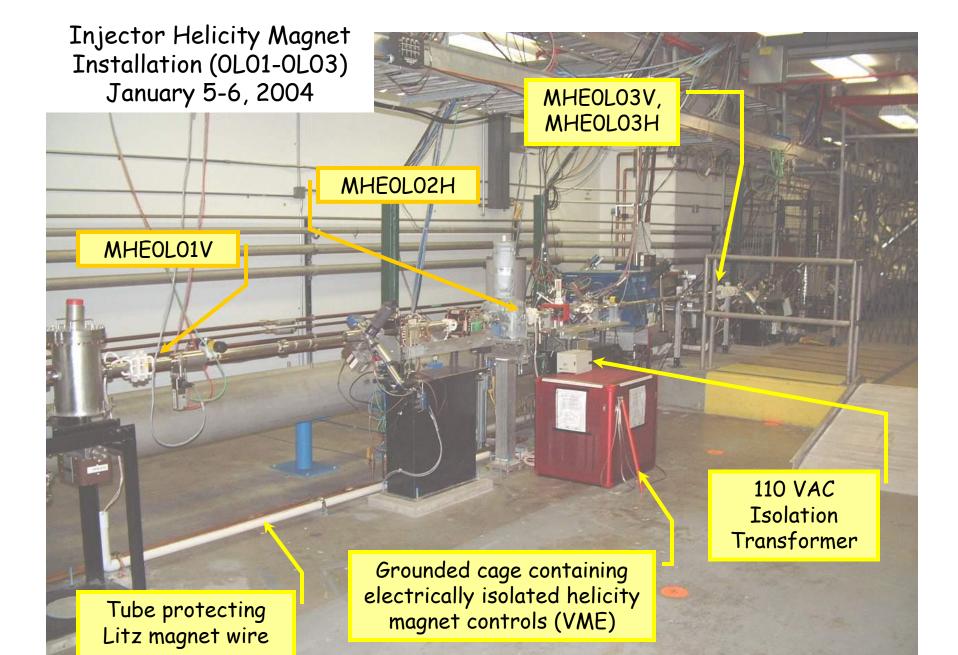
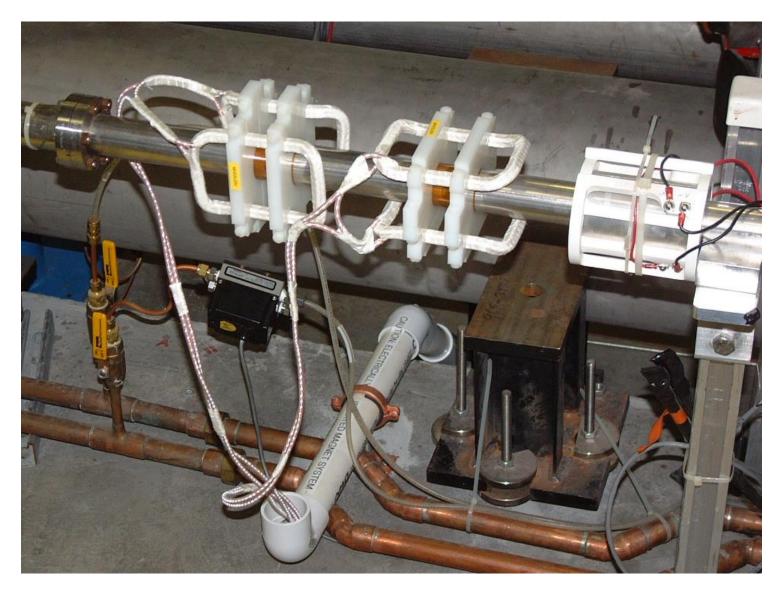
Helicity Magnets Commissioning

February 7, 2007

Hari Areti, Chao, Brad Cumbia, Jeff Dale, Richard Dickson, Joe Grames, Roger Flood, Scott Higgins, Matt Poelker, Riad Suleiman, Scott Windham, ...

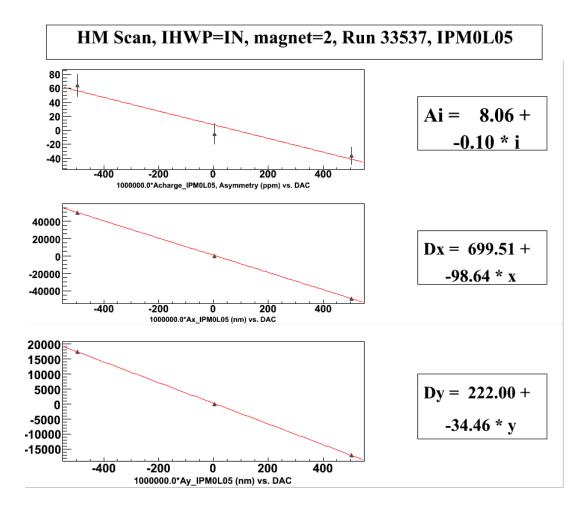


Closer look...



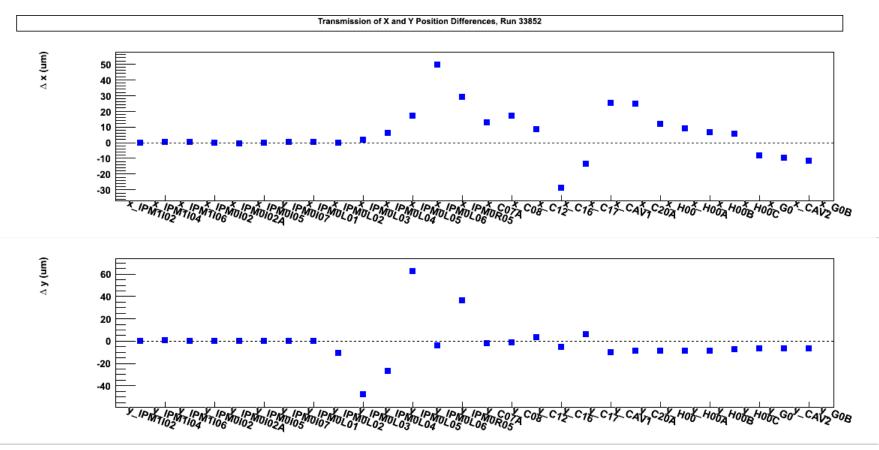
Calibration

- Each magnet can kick both helicity states
- Very small coupling to charge asymmetry (100 times smaller than PZT)
- The position feedback is not coupled to the charge feedback
- Can do position feedback on both position and angle in x & y

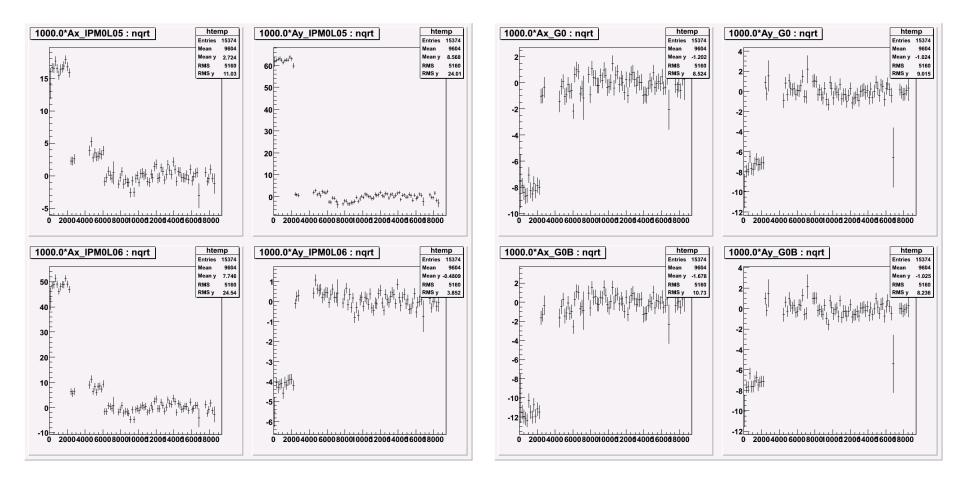


Position Feedback Test I

• Introduce large position differences: Magnet 1 at even DAC = 500



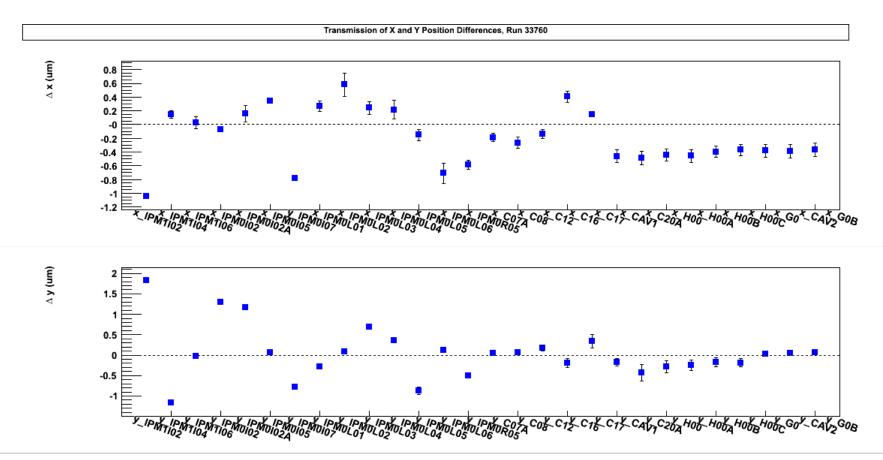
 Turn ON position feedback: Zero position differences at 0L05 and 0L06



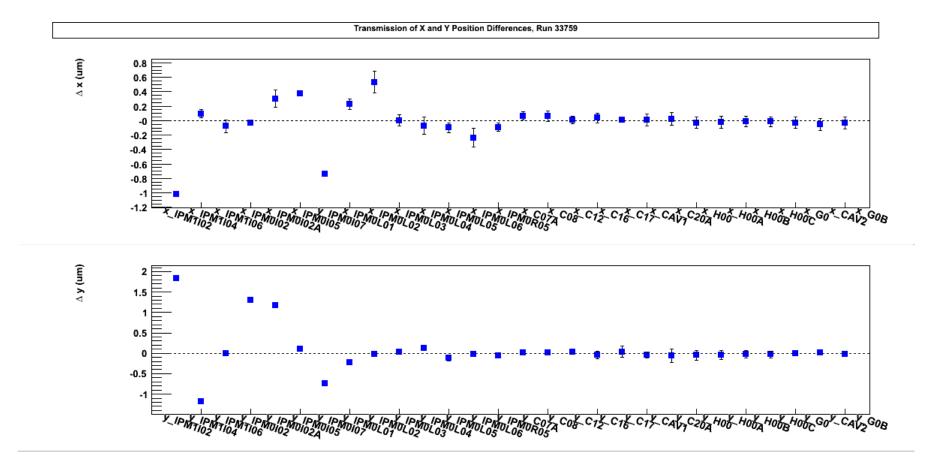
Position Feedback Test II

• Introduce large position differences:

Move the Pockels Cell from its optimal position on the laser table



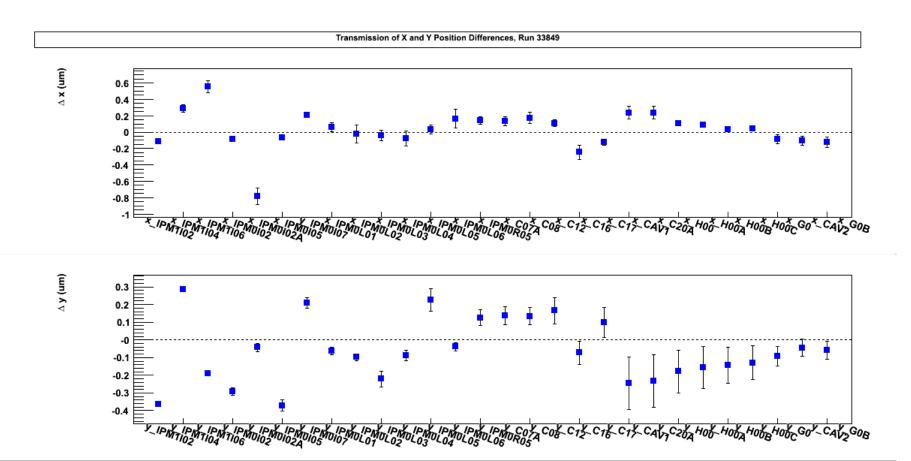
 Turn ON position feedback: Zero position differences at 0L05 and 0L06



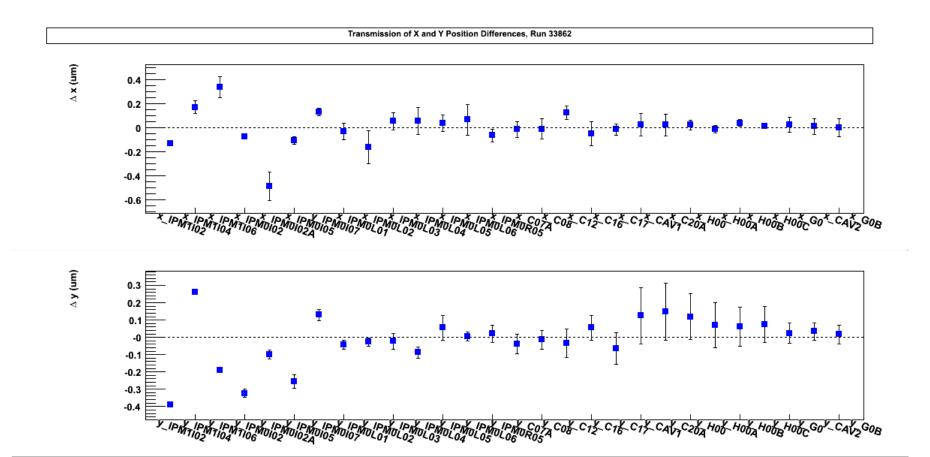
Position Feedback Test III

• G0 Production:

with position feedback OFF

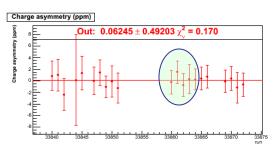


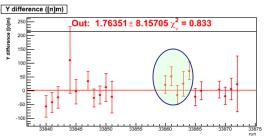
 Turn ON position feedback: Zero position differences at 0L05 and 0L06

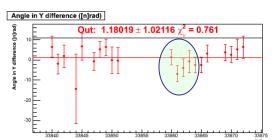


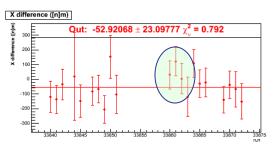
G0 Production

 Position Feedback OFF compared to Position Feedback ON:

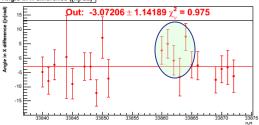


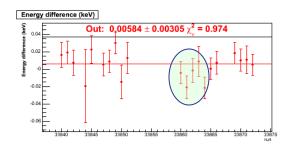






Angle in X difference ([n]rad)

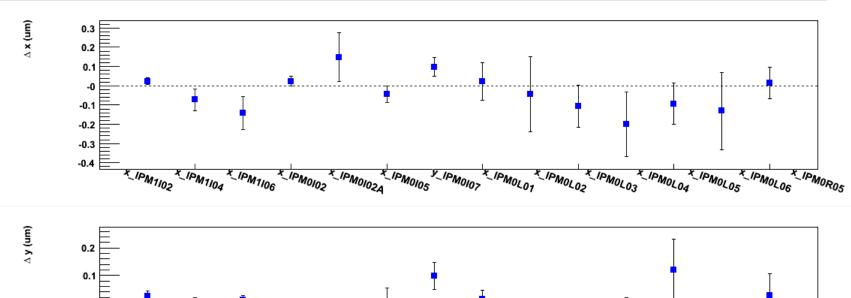


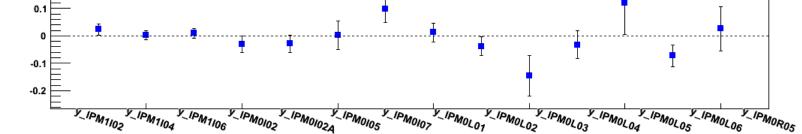


Electrical Pick-up

• One big concern: Will other elements on the beam-line see the helicity signal?

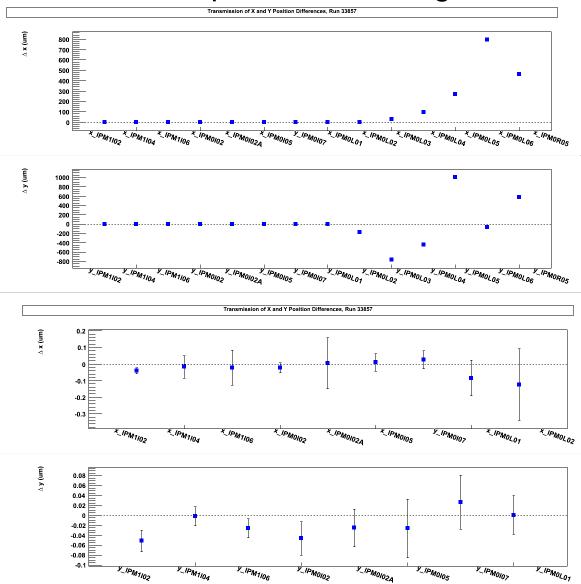
Check this with Pockels Cell OFF and Helicity Magnets OFF.





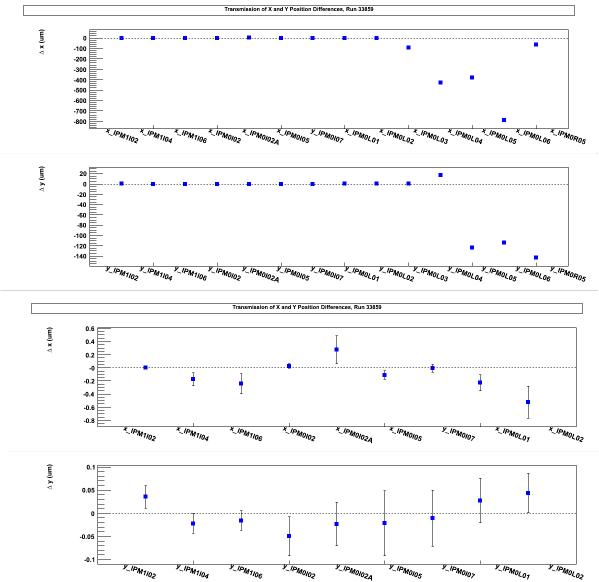
• Turn ON magnet 1:

Power it to 1000 times its operational value. Look for position differences upstream the magnet



• Turn ON magnet 4:

Power it to 1000 times its operational value. Look for position differences upstream the magnet



Summary:

Helicity Magnets can be used to do position feedback

Some improvements are still needed ...

- 1. Increase the DAC resolution by at least a factor of 10.
- 2. Better selection of BPMs to do feedback on.