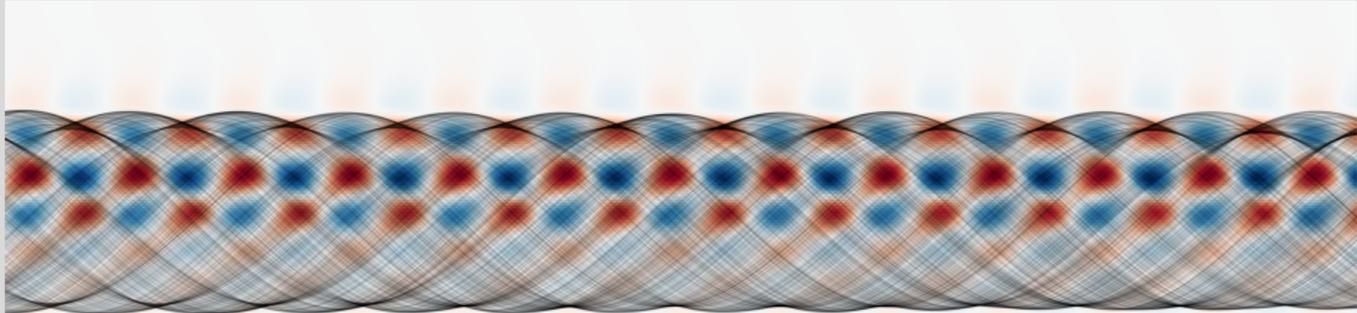


# Machine Learning Applications at KARA, KIT

Tobias Boltz on behalf of the KIT team | December 3, 2019

Laboratory for Applications of Synchrotron Radiation (LAS)



### *Micro-Bunching Control at KARA using Reinforcement Learning*

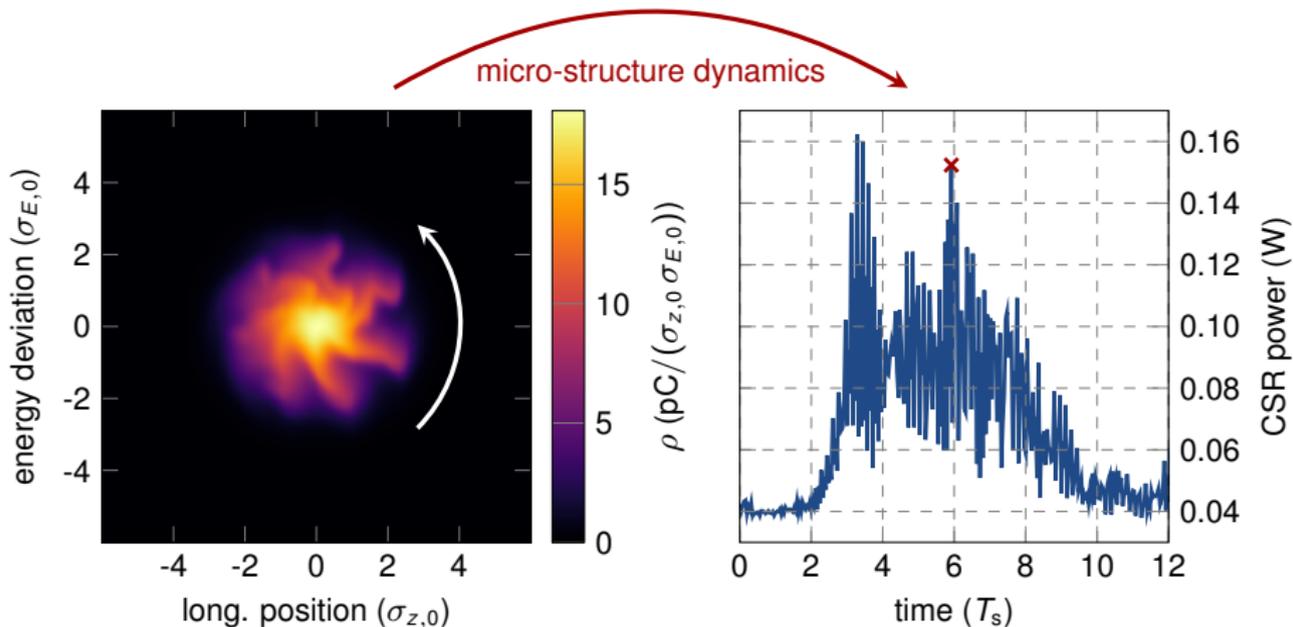
- Feedback Design and Simulations (PhD thesis Physics, Tobias Boltz)
- RL in Simulations (Master's thesis Computer Science, Melvin Klein)
- Hardware Implementation (PhD thesis Electronics, Weijia Wang)

### *Optimization of Injection Efficiency at KARA*

- Bayesian Optimization using Gaussian Processes (Master's thesis Physics, Chenran Xu)

# Micro-Bunching Control

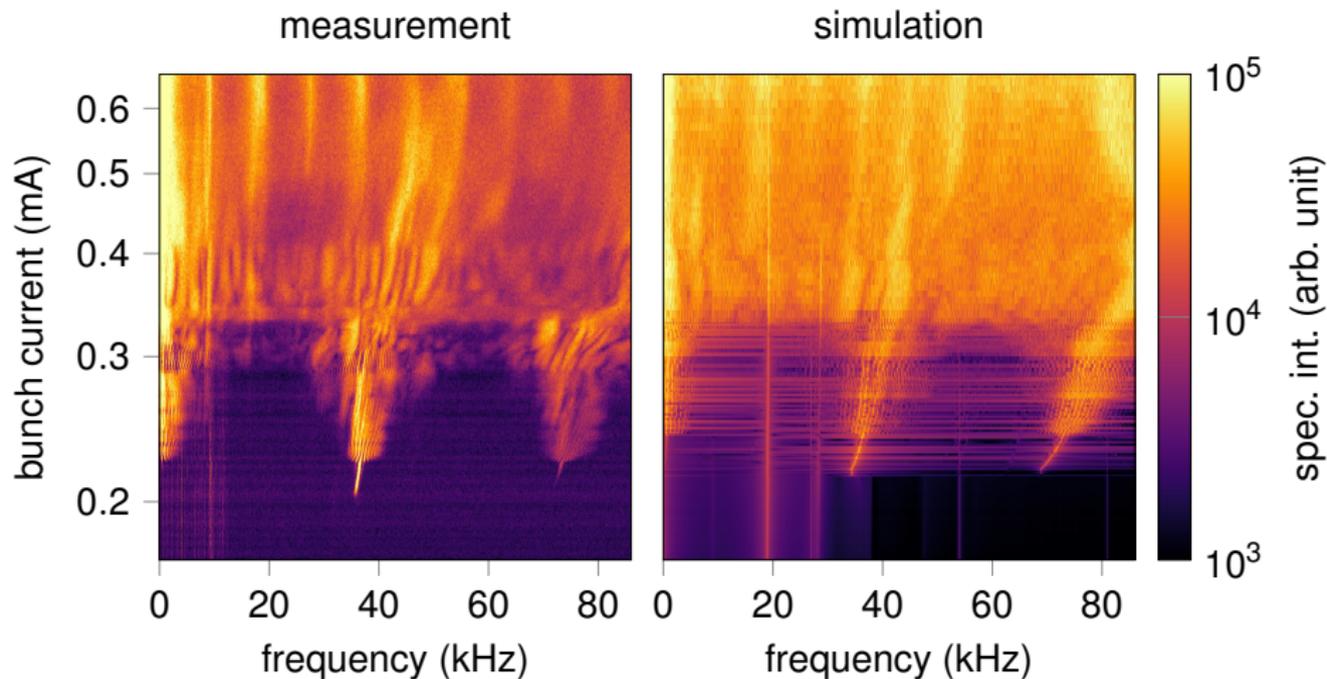
## Micro-Bunching and CSR Power Fluctuations



Simulation code: Parallelized VFP solver **Inovesa** (<https://github.com/Inovesa/Inovesa>)  
Schönfeldt, P. *et al.*, Phys. Rev. Accel. Beams 20 (2017)

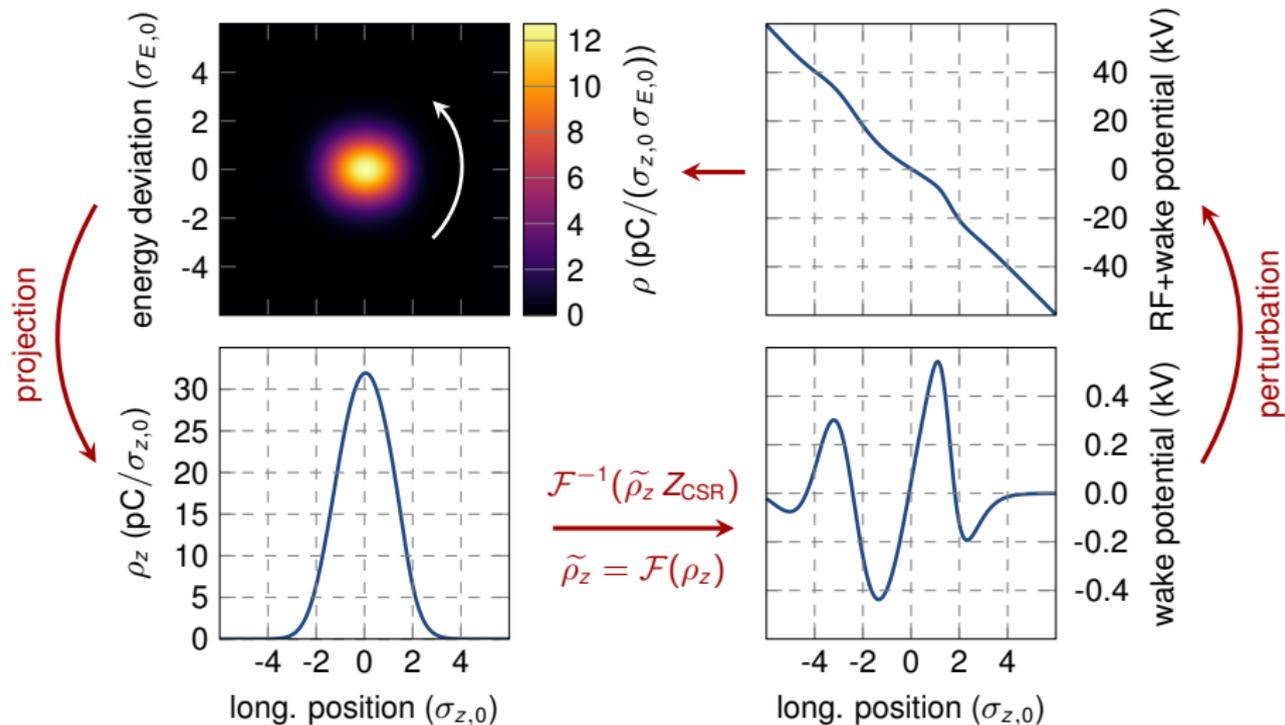
# Micro-Bunching Control

## CSR Power Spectrogram: Dependency on Bunch Current



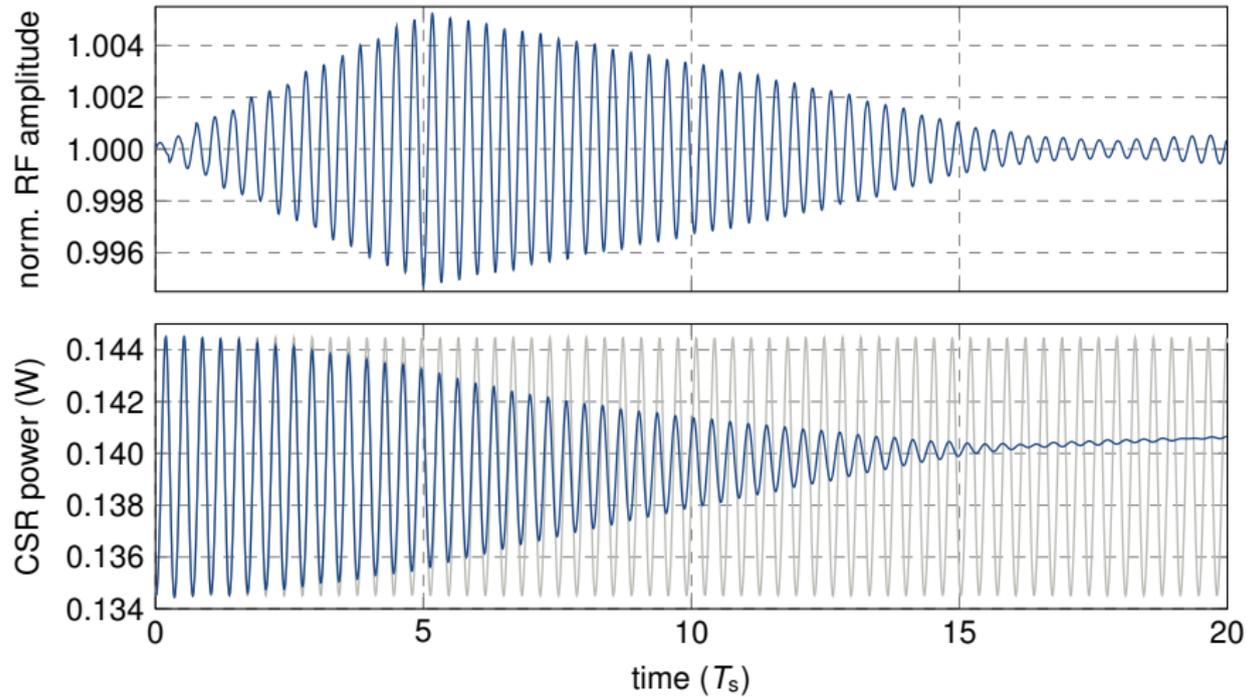
# Micro-Bunching Control

## CSR self-interaction



# Micro-Bunching Control

... via Dynamic RF Amplitude Modulation



# Micro-Bunching Control

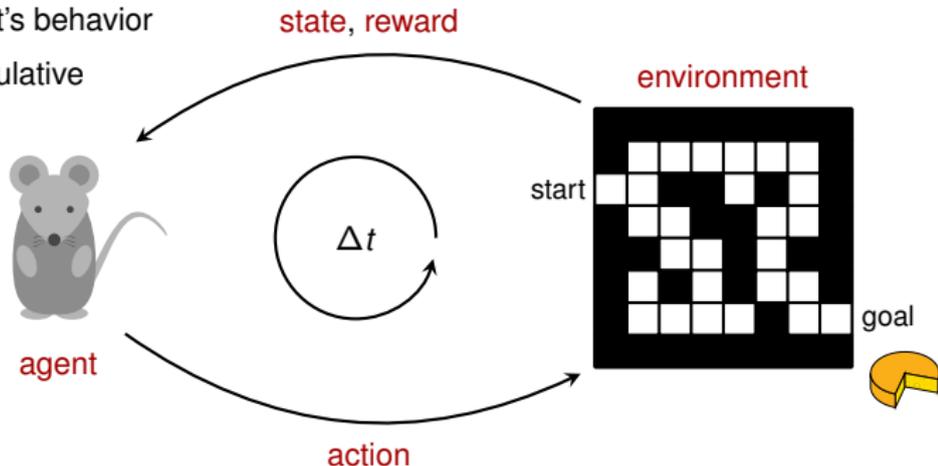
## RL in a Nutshell: Learning from Interaction

- mathematical foundation: Markov decision process (MDP)

*“The future is independent of the past given the present.”*

**policy:** defines agent's behavior

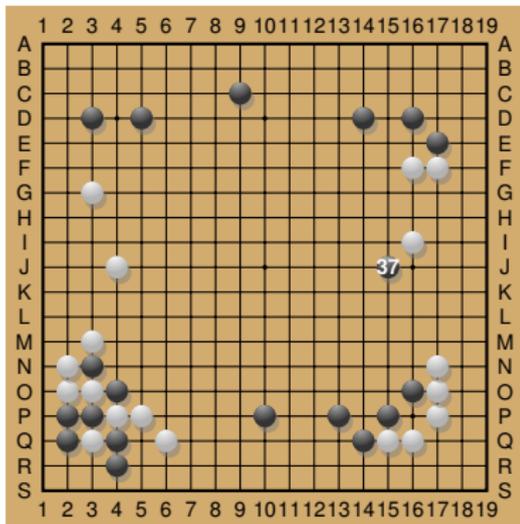
**goal:** maximize cumulative reward



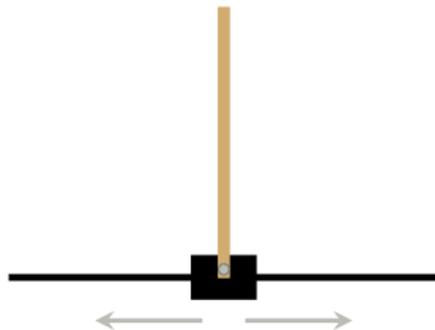
# Micro-Bunching Control

RL – developing some Intuition . . .

- goal-directed learning from interaction (trial-and-error search)
- finding a sequence of actions (e.g. moves in a game)
- taken actions affect the following states (e.g. board positions)



cartpole balancing  
*(a textbook RL problem)*



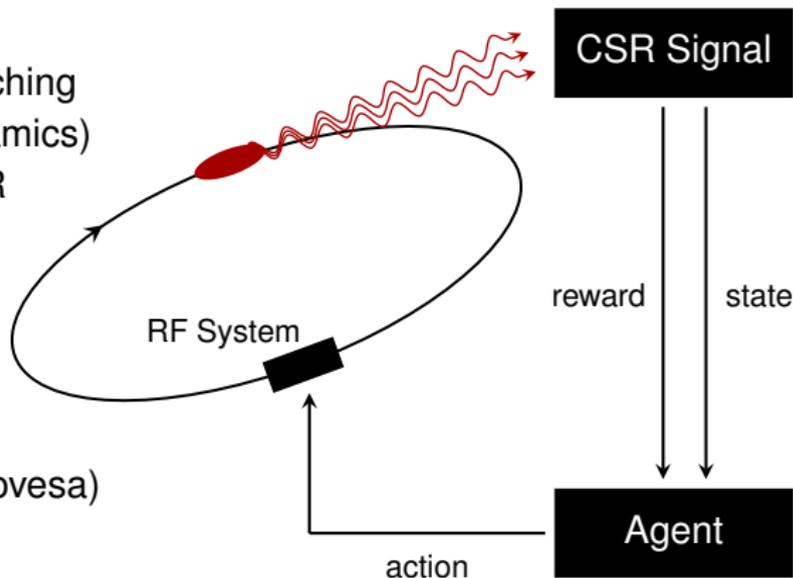
# Micro-Bunching Control

## Feedback Scheme

**goal:** control micro-bunching  
(longitudinal beam dynamics)  
to optimize emitted CSR

**proof of principle:**  
control in simulation (Inovesa)

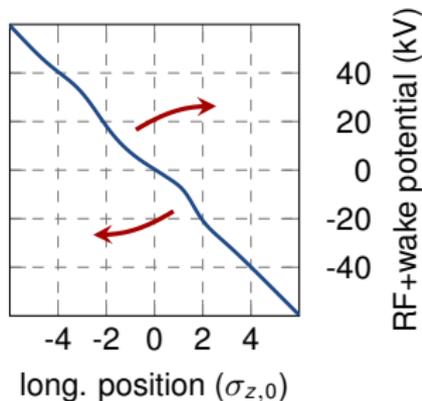
**implementation:**  
THz diagnostics (KAPTURE) and RF system at KARA



# Micro-Bunching Control

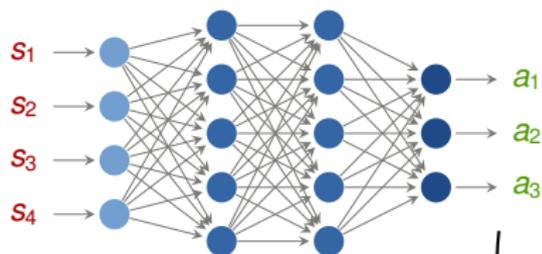
## Observation, Reward and Action

- **observation:** state of electron bunch / micro-bunching dynamics
  - 1) in theory/simulations: longitudinal charge distribution
  - 2) measurable: CSR power signal  $\Rightarrow$  feature vector encoding the state
- **reward function:** optimization of emitted CSR signal
$$R = w_1 \mu_{\text{CSR}} - w_2 \sigma_{\text{CSR}} \quad \text{with } w_1, w_2 > 0$$
$$\Rightarrow \text{maximize } \mu_{\text{CSR}}, \text{ minimize } \sigma_{\text{CSR}}!$$
- **action:** RF amplitude modulation  
dynamically adjust amplitude & frequency
$$\Rightarrow \text{counteract perturbation by CSR}$$
$$\Rightarrow \text{include RF phase?}$$



# Micro-Bunching Control

... behind the curtain: Actor-Critic System using NNs



actor  
network

chosen action  
to be evaluated

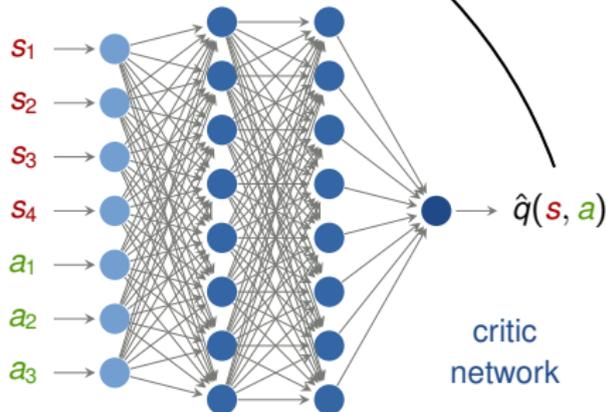
state  $s = (s_1, s_2, s_3, s_4)^T$

action  $a = (a_1, a_2, a_3)^T$

e.g. DDPG algorithm\*

(Deep Deterministic Policy Gradient)

evaluation and update based on  
estimation of expected  
reward  $\hat{q}(s, a)$



critic  
network

\*Continuous control with deep reinforcement learning, Lillicrap, T.P. et al. (2015), <https://arxiv.org/abs/1509.02971>

## Summary and Status Quo

- goal: **control micro-bunching**  $\Rightarrow$  optimize CSR emission
- CSR self-interaction: perturbation is dependent on the state of the micro-bunching dynamics  
 $\Rightarrow$  countermeasure should be **state-dependent** as well!
- CSR wake potential causes **perturbation of effective restoring force**  
 $\Rightarrow$  compensate via dynamic RF amplitude modulation scheme
- interaction with the bunch changes the micro-bunching dynamics  
 $\Rightarrow$  **sequence of actions** is required (*deal with consequences*)

## Status Quo

- ongoing efforts to train an RL agent on simulation data
- FPGA development to meet required time constraints
- connection of THz detectors with BBB system at KARA

# Optimization of Injection

## Automation of Parameter Tuning

- injection rate from booster at KARA is rather low
- manual trial-and-error tuning of injection is time consuming and might not result in the optimal condition

⇒ application of **Bayesian optimization**

### *Relation to Reinforcement Learning*

- trial-and-error learning paradigm
- stationary optimization (not a sequence of actions)
- elementary sub-problem in RL (*multi armed bandit problem*)

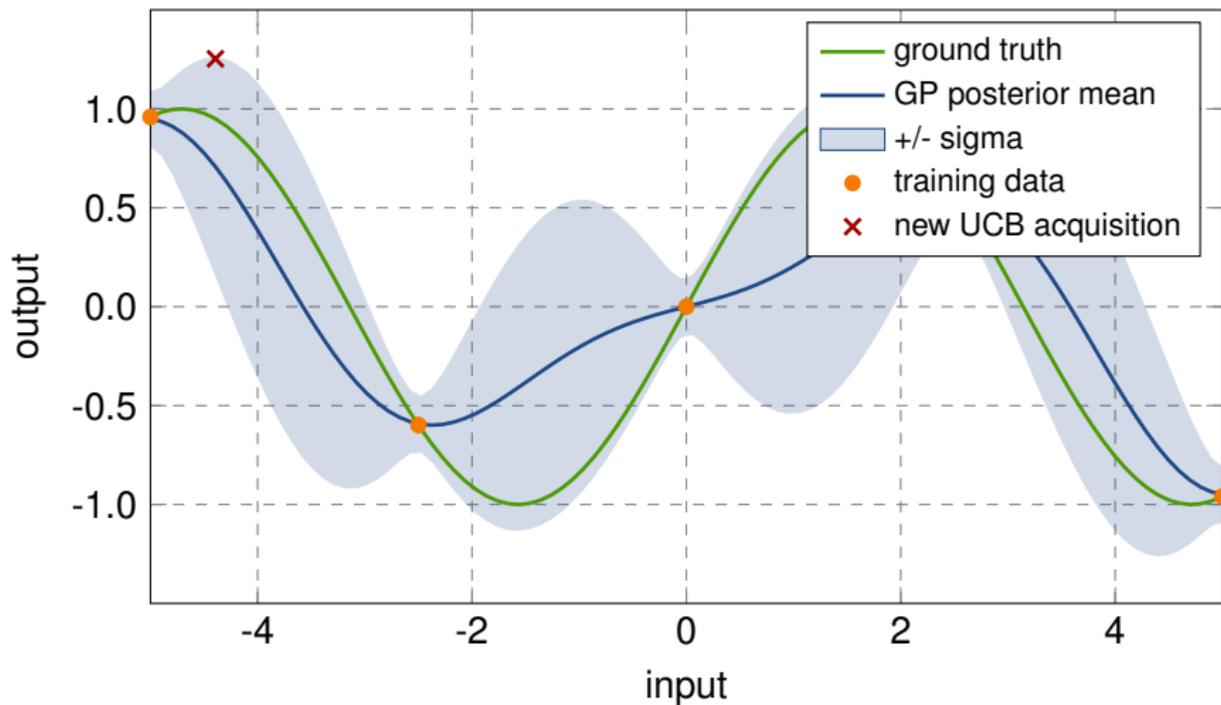
⇒ similar approach to quadrupole tuning at LCLS II<sup>1</sup> and SwissFEL<sup>2</sup>

<sup>1</sup>McIntire, M.W. *et al.* (2016), IPAC16-WEPOW055

<sup>2</sup>Kirschner, J. *et al.* (2019), <https://arxiv.org/abs/1902.03229>

# Optimization of Injection

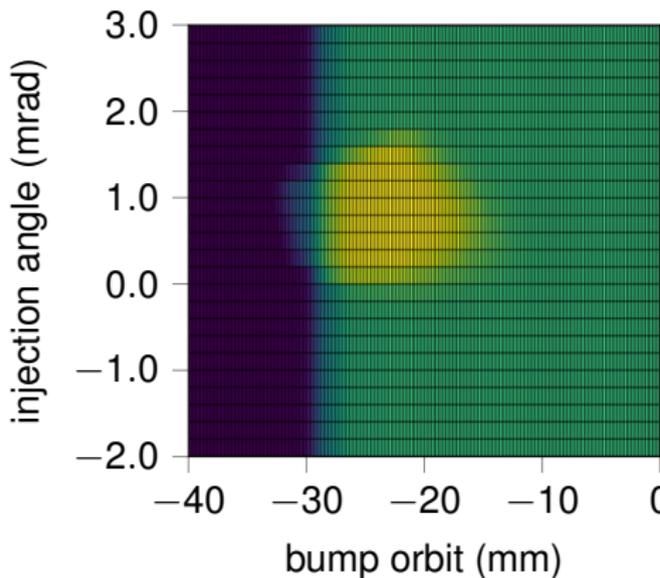
Bayesian Optimization using Gaussian Processes (UCB)



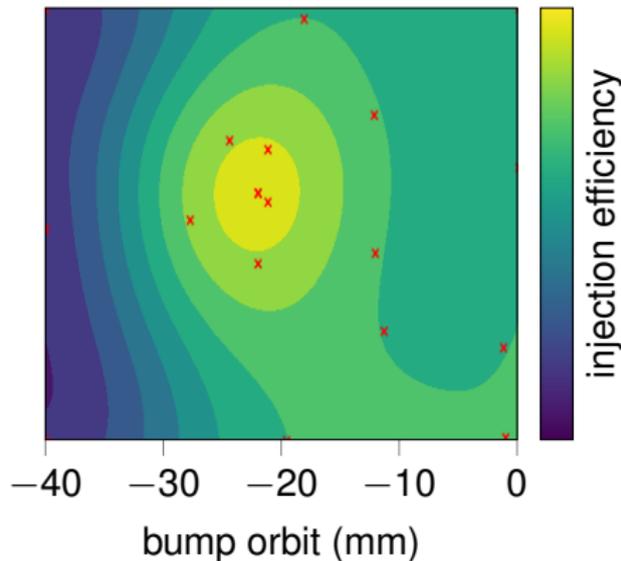
# Optimization of Injection

First Results on Simulations

grid scan



GP posterior mean



2 parameters: bump orbit (combined kicker strength), injection angle (septum strength)

## Summary and Outlook

- goal: automatic tuning of injection parameters
- Bayesian optimization using Gaussian Processes performs reasonably well on simulations (with 2-3 parameters)

### *Outlook*

- adding more parameters, e.g. corrector magnets
- apply algorithm at the real machine, integrate into control system
- benchmark with other algorithms: random search, genetic algorithm, gradient based, . . .