

# Summary of Photon System Parallel

Tobias Haas
Technical Meeting
9 April 2014

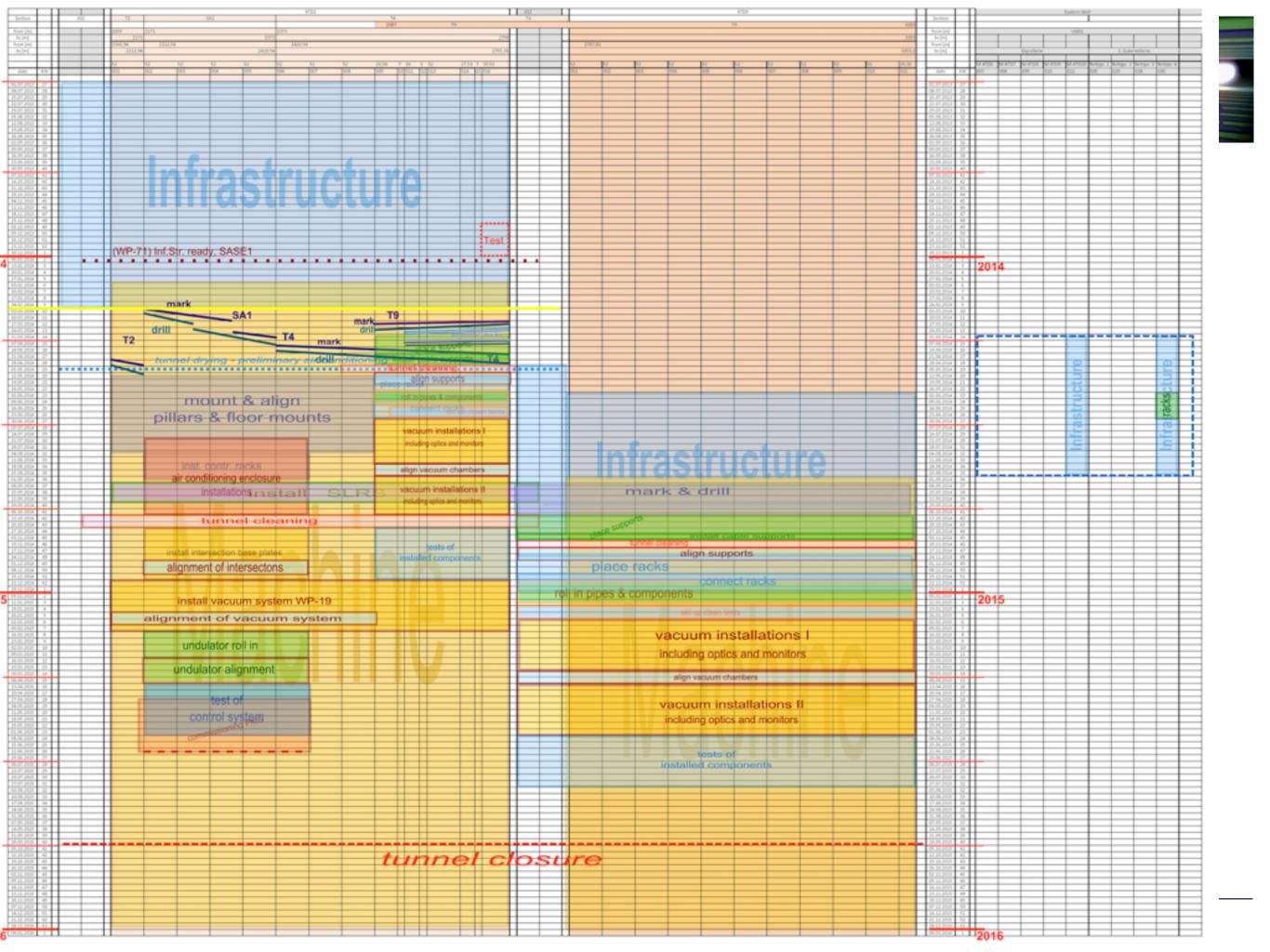


## Overview of the session

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Tue 08/04

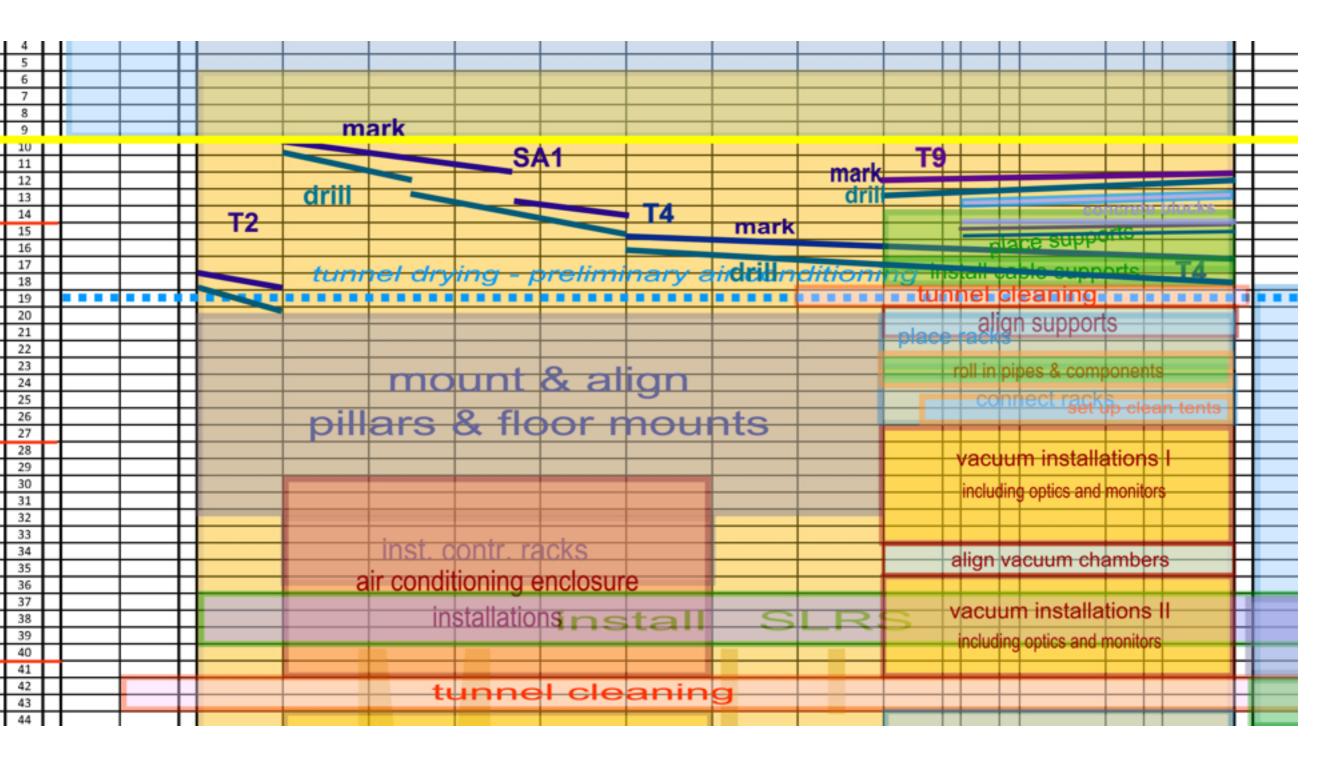
		₽ Print Full screen Fi	ilter
5:00	Status and Prospects XTD1-10 and Shafts	HAUSCHILDT,	Jan 🖺
':00	Bldg 1b, SemRm 4 a/b, DESY	16:00 -	17:15
	Short break		
	Major activities in the experimental hall - 2013 - 2015	WELLENREUTHER, Gerd et	al.
	XHEXP1 safety concepts	KOZIELSKI, Sigrid et	al. 🖺
18:00	Progress of planning and execution in XHEXP1	DOST,	Per 🖺
	XFEL XHEXP1 Hutches - Building Services - Media Supply	STEIGER, Ron	ald 🖺
	Grounding in XHEXP1	KAPITZA, Herb	ert 🖺





# XFEL Planning SASE1

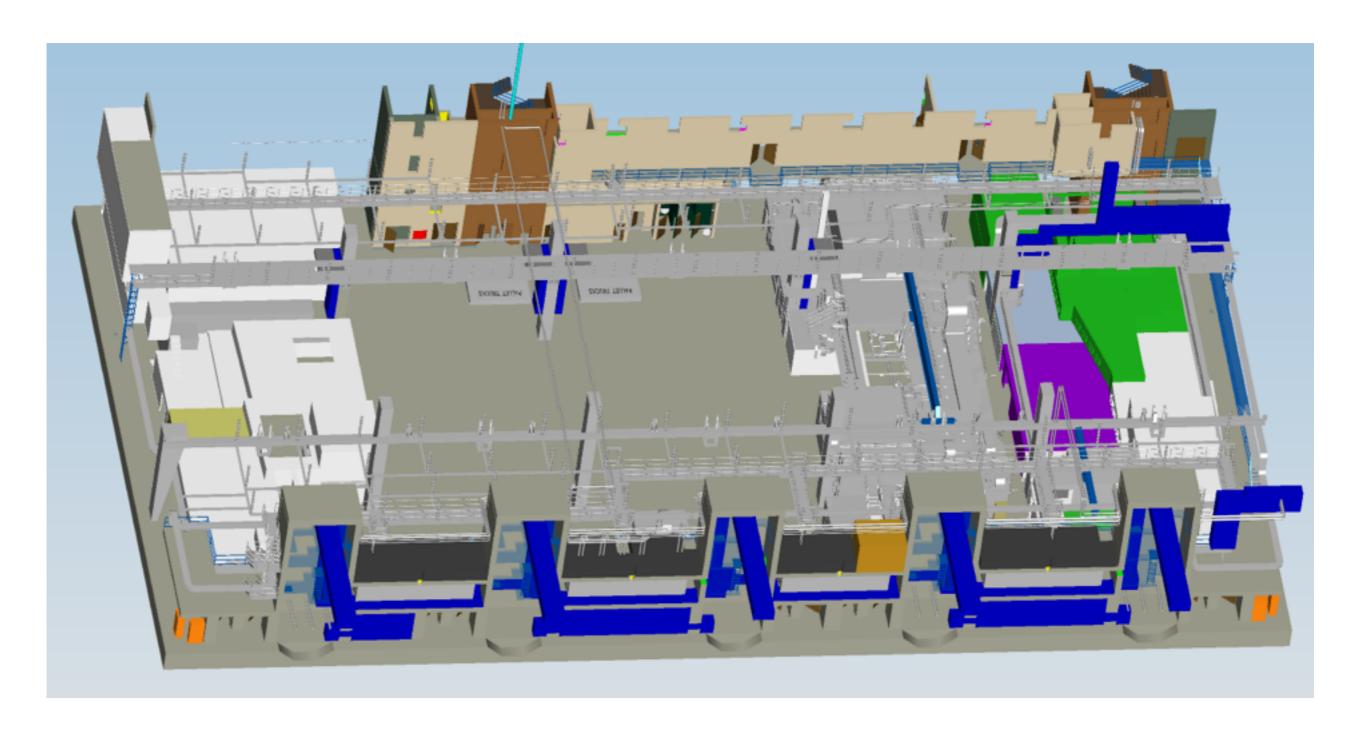






# XFEL April 2014: CAD-Master model







### \_ Achievements in Safety and Radiation Protection



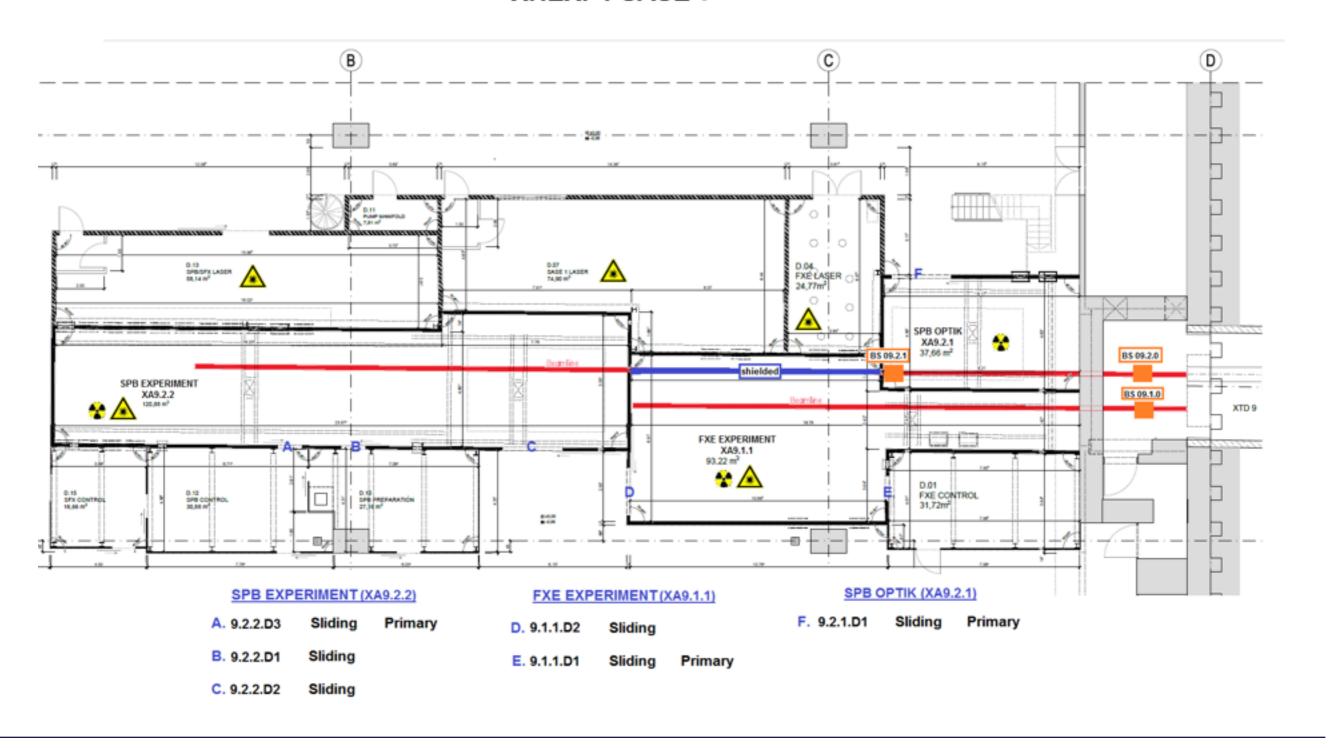
- Occupational Safety and Radiation Protection
  - Gathering information for access control system
  - Shielding requirements for hutches defined including design of chicanes
  - First outline of personnel safety system available
  - Fire protection requirements for hutches clarified
- Outlook:
  - Continuation of Laser and Radio
- Talk by Eric Boyd (XFEL SR) Reconfirm



### **Personnel Safety System in SASE1**



#### **XHEXP1 SASE 1**





### \_|Achievements Hutches



- SASE 1 hutches: cardbord-box model → detailed model
  - Choice of preferred wall construction method
  - Realistic wall thicknesses, chicanes for infrastructure etc.

#### Outlook:

- Prequalification-process End of April
- Selection of qualified participants End of May
- Submission for call for tender End of June
- Selection of contractor & award of contract End of July
- Execution planning August + September
- Prefabrication October + November
- Installation of SASE

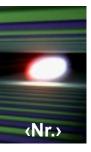
Talk by Per Dost (WTM)

#### SASE 1 infrastructure

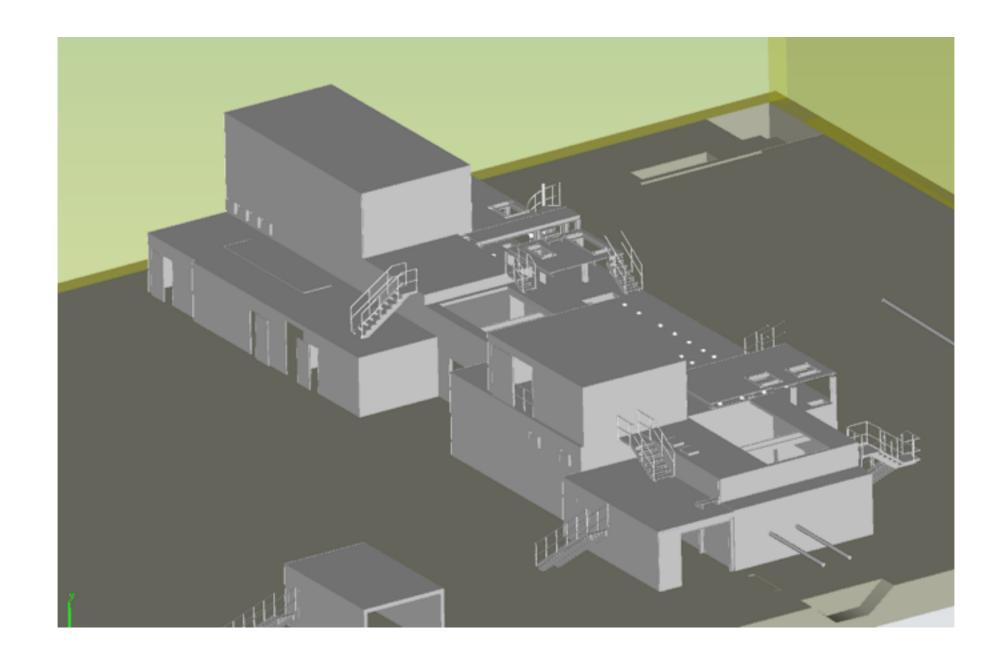
- Requirements: Several iterations with instruments & DERU
- Placement on top of the hutches w/o



# XFEL Construction of hutches SASE1



**Hutches for SASE1 on two floors** 





### FEL Achievements Instrument Infrastructure



- Instrument infrastructure
  - Gathering requirements: Several iterations with Instruments, Lasers & DERU
  - Placement on top of the hutches without affection NANO-E
  - Space for air chicanes / alternative solutions were found

### Outlook:

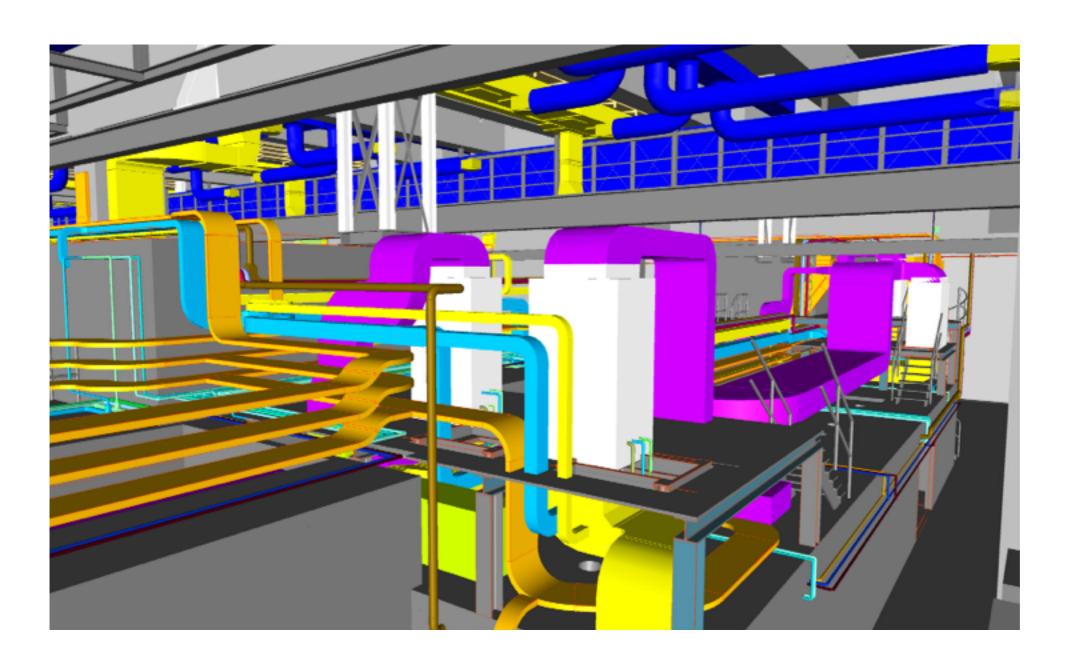
- Independent Review 14th May 2014
- Execution planning phase SASE1
- Draft planning SASE3 using
- k by Ronald Steiger (DERU)

# **Basic Design**

SASE 1

**Exterior view** 







### Time schedule



- Detail design for SASE 1
- Specification of tenders, call for tender and assignment
- Start of installations
- Completion
- Transfer of the approach (from technical solution, procurement until completion) for SASE 2 and 3

- → until Aug, 2014
- → until Feb, 2015
- → from Apr, 2015
- → until Dec, 2015
- → follows the process for SASE 1



### Achievements Grounding Scheme



### Instruments:

- Would like to be isolated for the purpose of signal processing
- Need X-Rays, power, IT, climatization...
- Separation of entire SASEs from the "outside world"

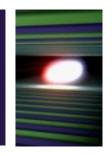
### Infrastructure planner:

- Cost effort for entire separation of SASEs is extremely high
- Rather be careful in the experiment design
- Ground SASEs to hall level / building earth

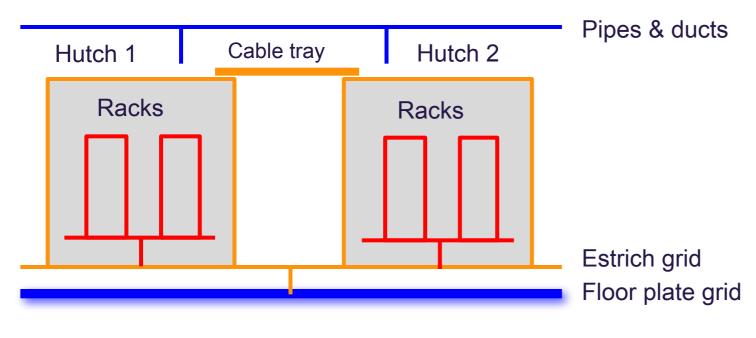




### FEL Grounding Concepts for the SASE1 Area



- On the floor plate of XHEXP1 there will be a 6 cm thick cement layer (Estrich).
- Separate for each SASE area there will be a grounding grid a few cm deep inside the Estrich.
- This grounding grid is made of point-welded reinforcement steel mats (15 cm mesh size) which in turn are connected every 2 m.
- To which grounding hierarchy level should the Estrich grid belong?



Hutch 1 Cable tray Hutch 2

Racks

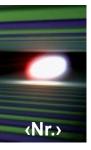
Racks

SASE1 infrastructure on intermediate level, single-point connected to hall ground plane

SASE1 infrastructure on hall ground level, being part of the hall ground plane



### . | Summary



- For the Photon System Installation we are entering the hot phase both in the tunnels and XHEXP1
- This is untried territory for most players
  - Systems and Teams are untried
- Generally there is excellent progress
  - We finally know what we are going to build... but
- we are stumbling in unexpected places
  - Civil Construction/Procurement
- A lot of attention and dedication is required in the next couple of months

