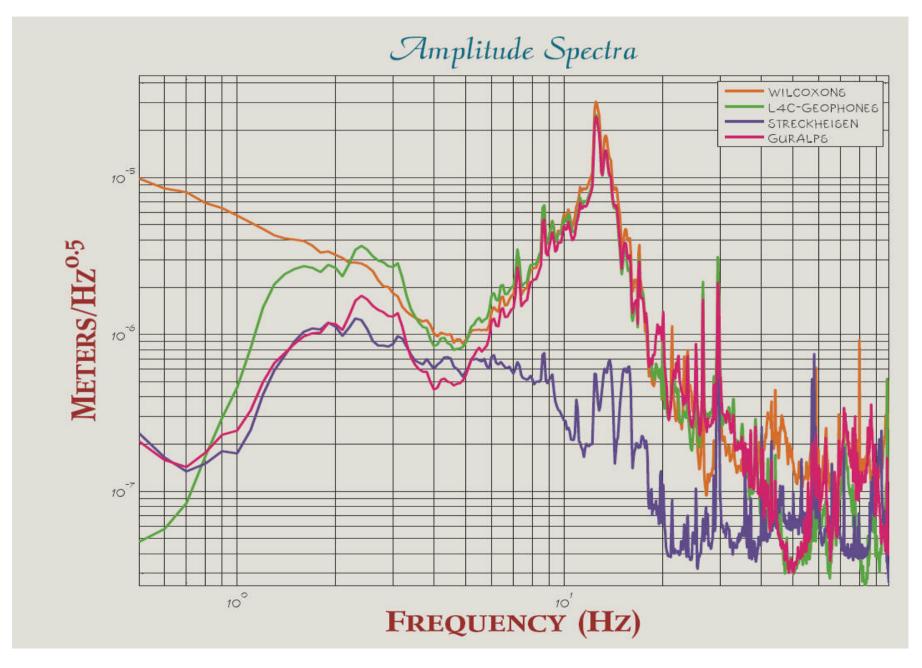




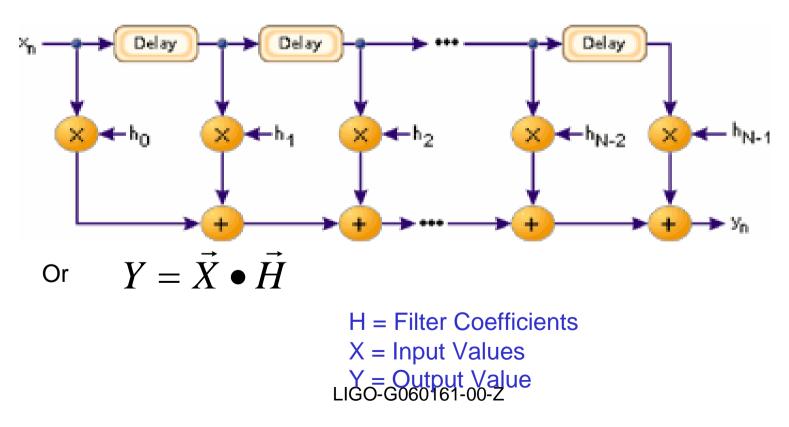
Richard Mittleman Laurent Ruet Brett Shapiro April 2006 LIGO-G060161-00-Z

### **The Problem**

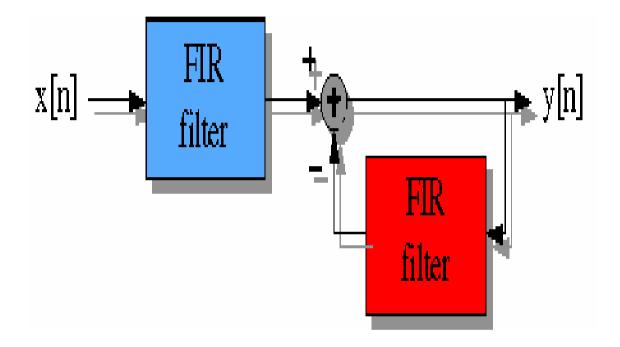


# **FIR Implementation**

The basic block diagram for an FIR filter of length *N*. The delays result in operating on prior input samples. The *hk* values are the coefficients used for multiplication, so that the output at time *n* is the summation of all the delayed samples multiplied by the appropriate coefficients.

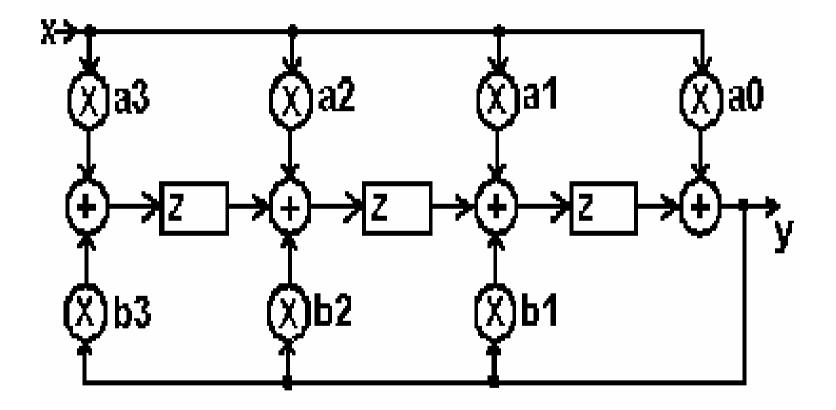


# **IIR Implementation**

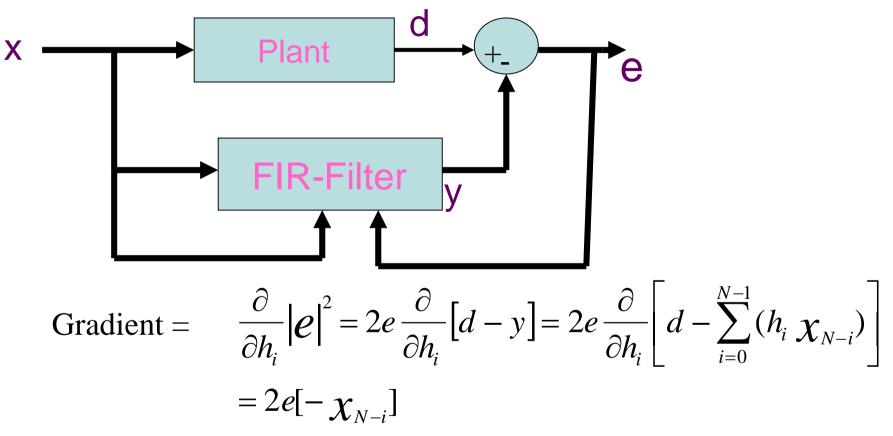


Or 
$$Y = \vec{A} \bullet \vec{X} + \vec{B} \bullet \vec{Y}_{-1}$$

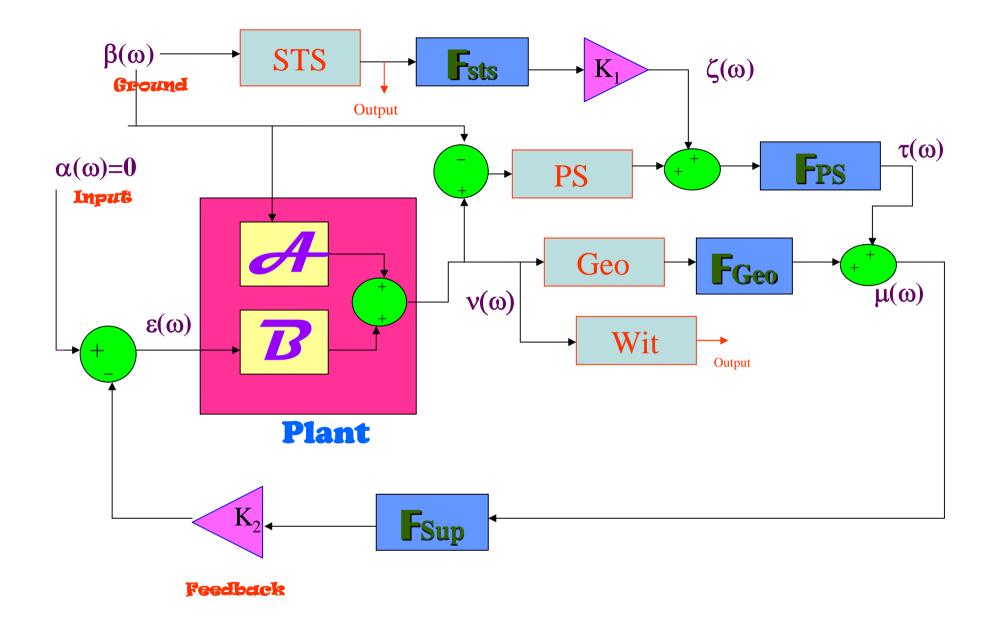
# **IIR Implementation**



# Adaptive Algorithm

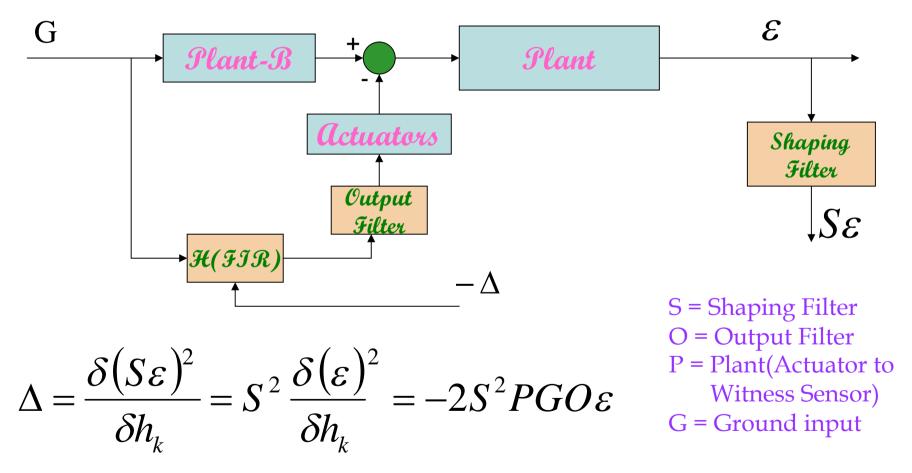


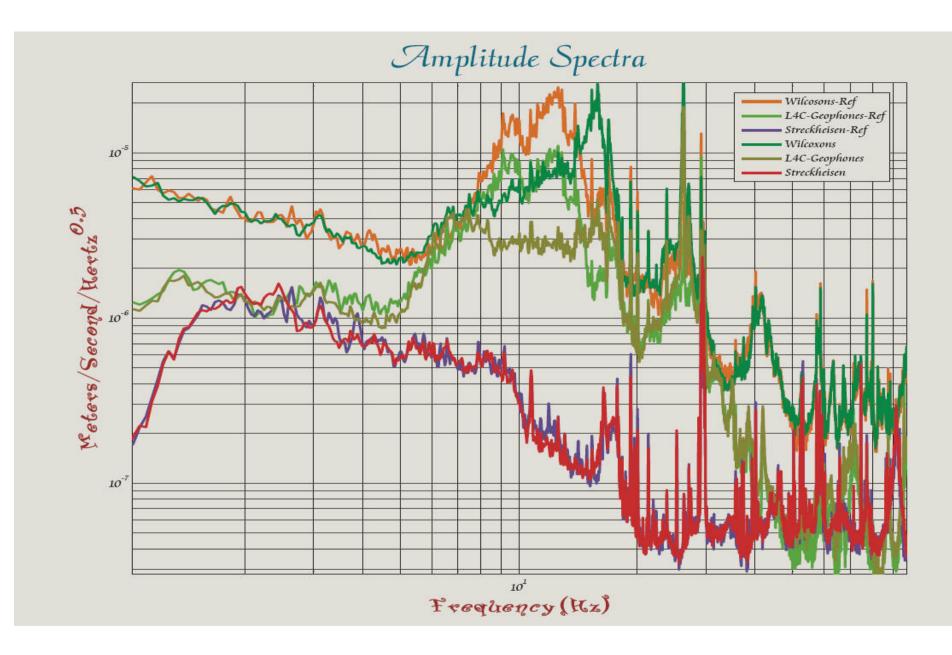
FIR filter, of length N, has coefficients h



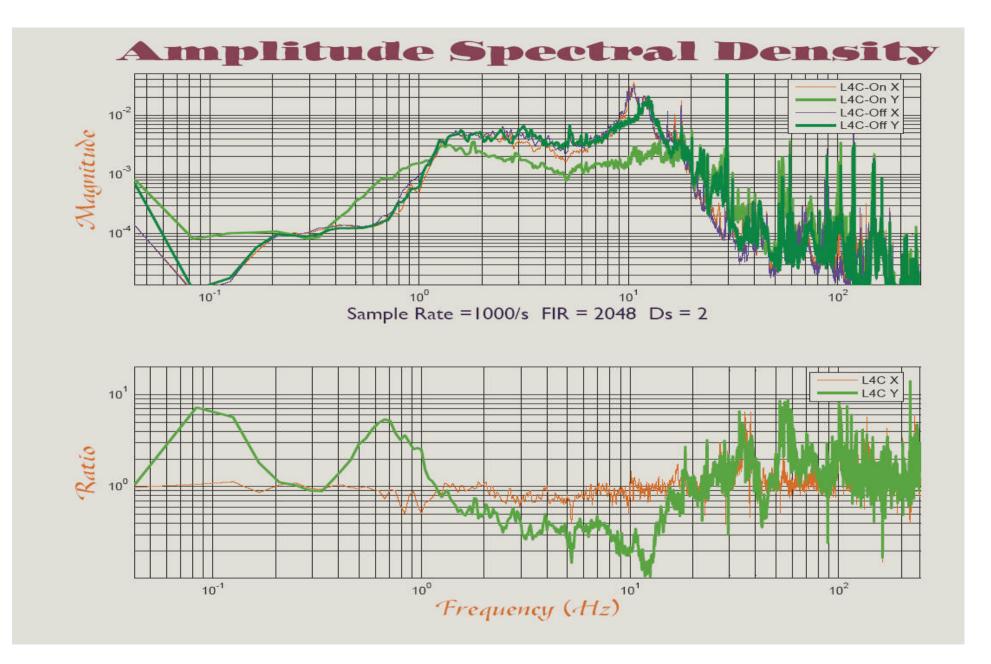
### Control 60 Stategy

# **FIR Implementation**



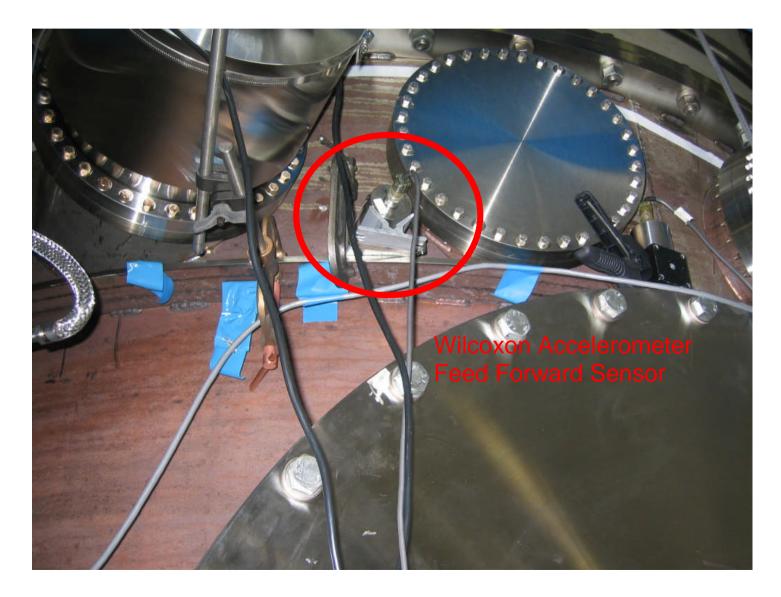


No Compensation Path

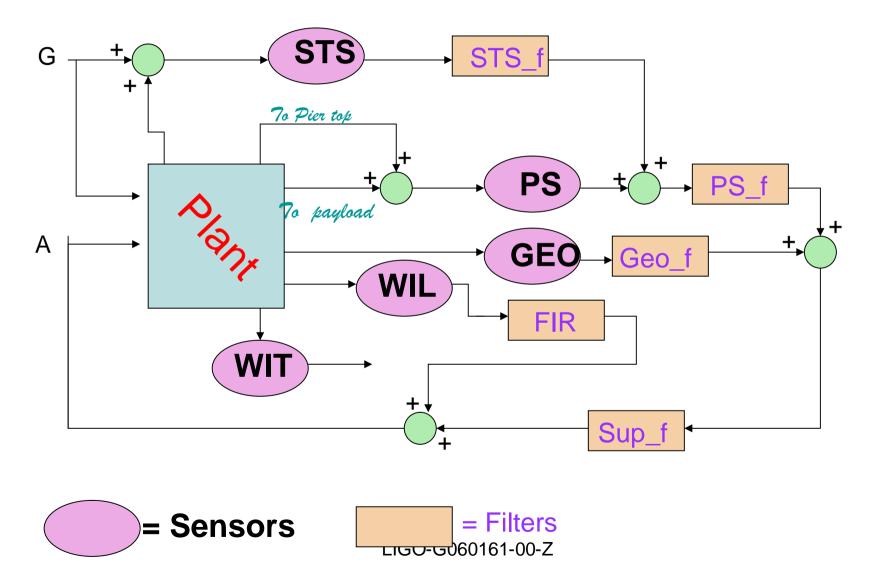


Simplementation

#### FEED FORWARD SENSOR ON THE BSC



# **SISO BSC Model**



#### **Closed Loop Response**

CLOSED LOOP EQUATION

 $A * [1 - FIR * WIL_d - Sup_f * \{Geo_f * Geo_d + PS_f * (PS_d + STS_f * STS_d)\}] = G * [FIR * WIL_g + Sup_f * \{Geo_f * Geo_g + PS_f * (PS_g + STS_f)\}]$ 

SIMPLIFYING

$$A * (1 - Z) = G * Y$$

AND THE WITNESS RESPONSE IS

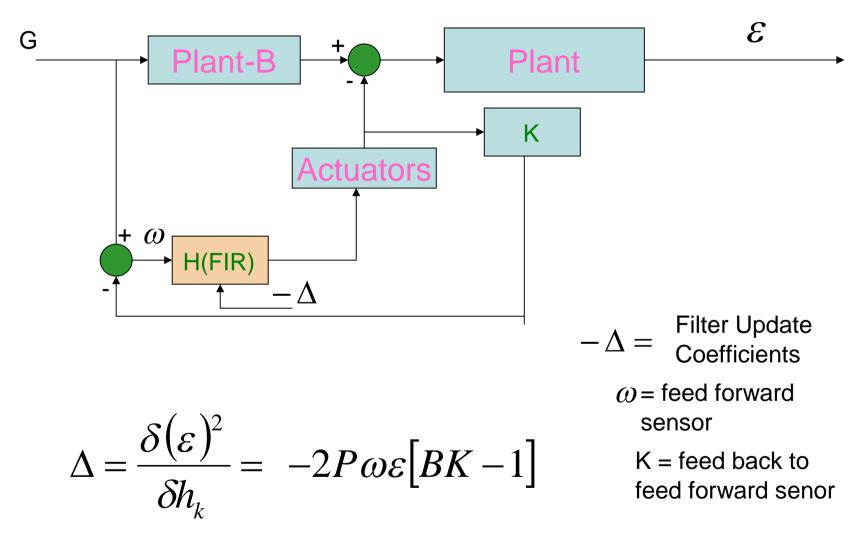
$$\frac{WIT}{G} = WIT_g + WIT_d * \frac{Y}{1 - Z}$$

 $XXX_{f} = A$  filter  $XXX_{g} = Ground to sensor TF$  $XXX_{d} = Actuator to sensor TF$ 

A = Actuator Drive Signal G = Ground Signal

Where **Y** has ground to sensor Transfer Functions and **Z** has drive LIGO-G06016 to sensor Transfer Functions

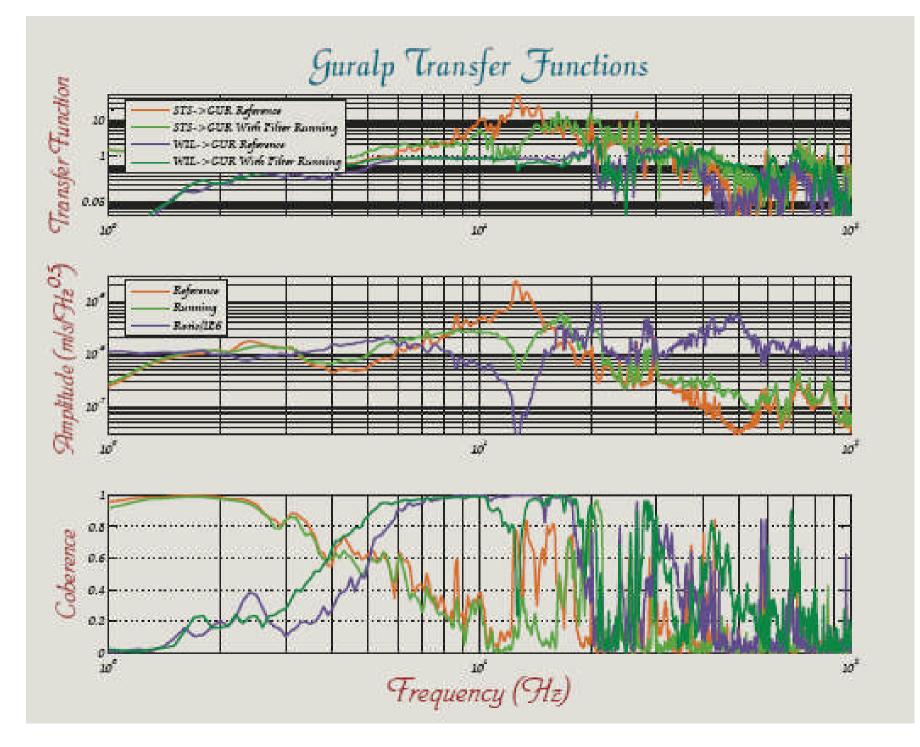
### **Extra Feed Back Path**

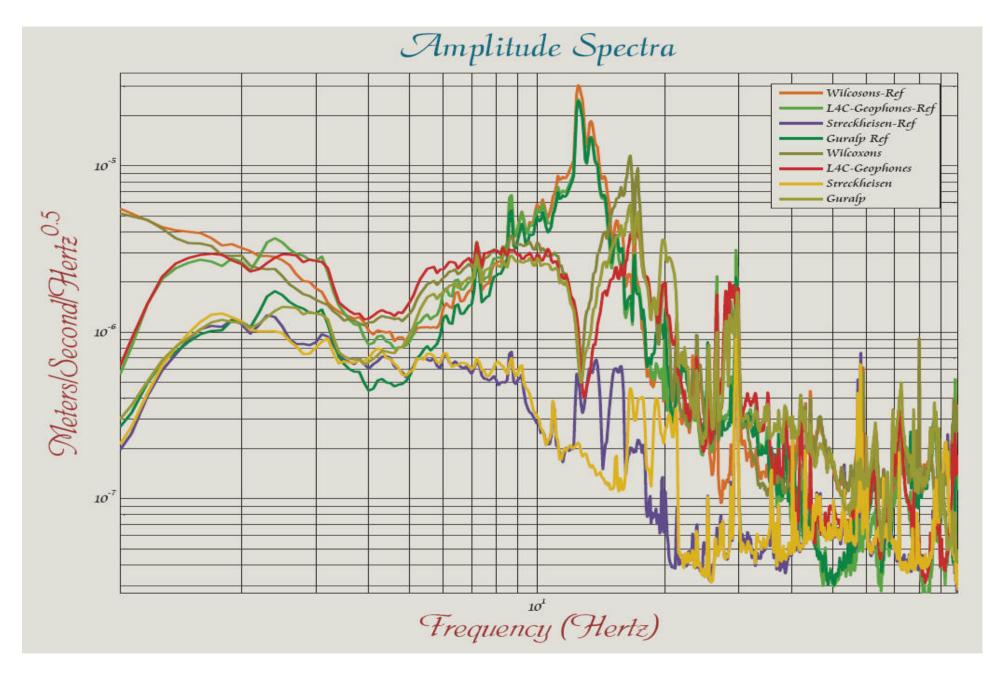


## Make an approximation

Initially H = 0 After it has converged H ~= B So use

$$\Delta = \frac{\delta(\varepsilon)^2}{\delta h_k} = -2P\omega\varepsilon [HK - 1]$$





\*\*\*SENSOR CORRECTION IS OFF \*\*\*

# What needs to get Done

- Work more with the Model
- Redo HEPI with 6 DOF and optimized sensor correction

– (hopefully after the installation of the control
Quad pendulum prototype in April)

- Port to LIGO controls
- Other Ideas and wonderful suggestions?

