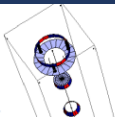
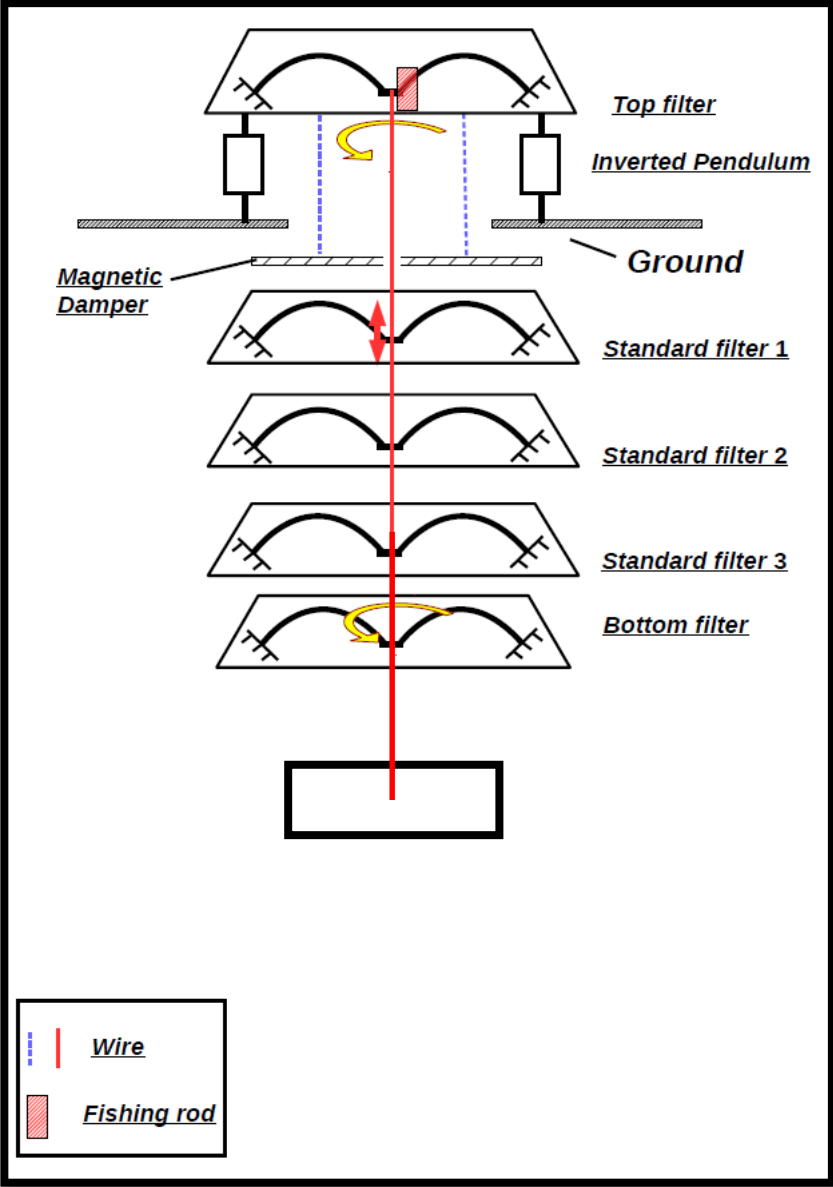


TypeA with dummy mass



Mechanical response

Calculated by SUMCON (and Simulink)

SUMCON in *Mathematica*
spension odel structor

SUMCON Version: 1.32
 About SUMCON Version Info Refresh

New Model Load Model Save Model 160401_TypeA_wDM_0kv1.m **TypeA_wDM_kov1**

Model Construction Calculation Result Export Model


Model Basic Information

Degrees of Freedom:
 39 State Variables
 6 Input Variables
 5 Float Variables

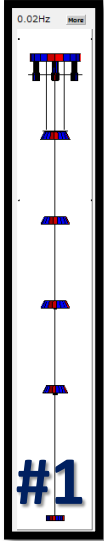
Ground Position:
 xg → 0. yg → 0. zg → 0. pitchg → 0. yawg → 0. rollg → 0.

Equilibrium Point:

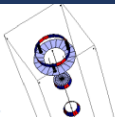
xFO → 0.	zFO → 0.	yawFO → 0.	xMD → 0.	yMD → -1.557	zMD → 0.
pitchMD → 0.	yawMD → 0.	rollMD → 0.	xF1 → 0.	ySF1 → -1.6993	zSF1 → 0.
pitchSF1 → 0.	yawSF1 → 0.	rollSF1 → 0.	xF2 → 0.	ySF2 → -4.0526	zSF2 → 0.
pitchSF2 → 0.	yawSF2 → 0.	rollSF2 → 0.	xF3 → 0.	ySF3 → -6.3991	zSF3 → 0.
pitchSF3 → 0.	yawSF3 → 0.	rollSF3 → 0.	xBF → 0.	yBF → -8.7668	zBF → 0.
pitchBF → 0.	yawBF → 0.	rollBF → 0.	xDM → 0.	yDM → -12.3531	zDM → 0.
pitchDM → 0.	yawDM → 0.	rollDM → 0.	hGAS0 → -0.0433	hGAS1 → -0.0533	hGAS2 → -0.0665
hGAS3 → -0.0876	hGAS4 → -0.1263				



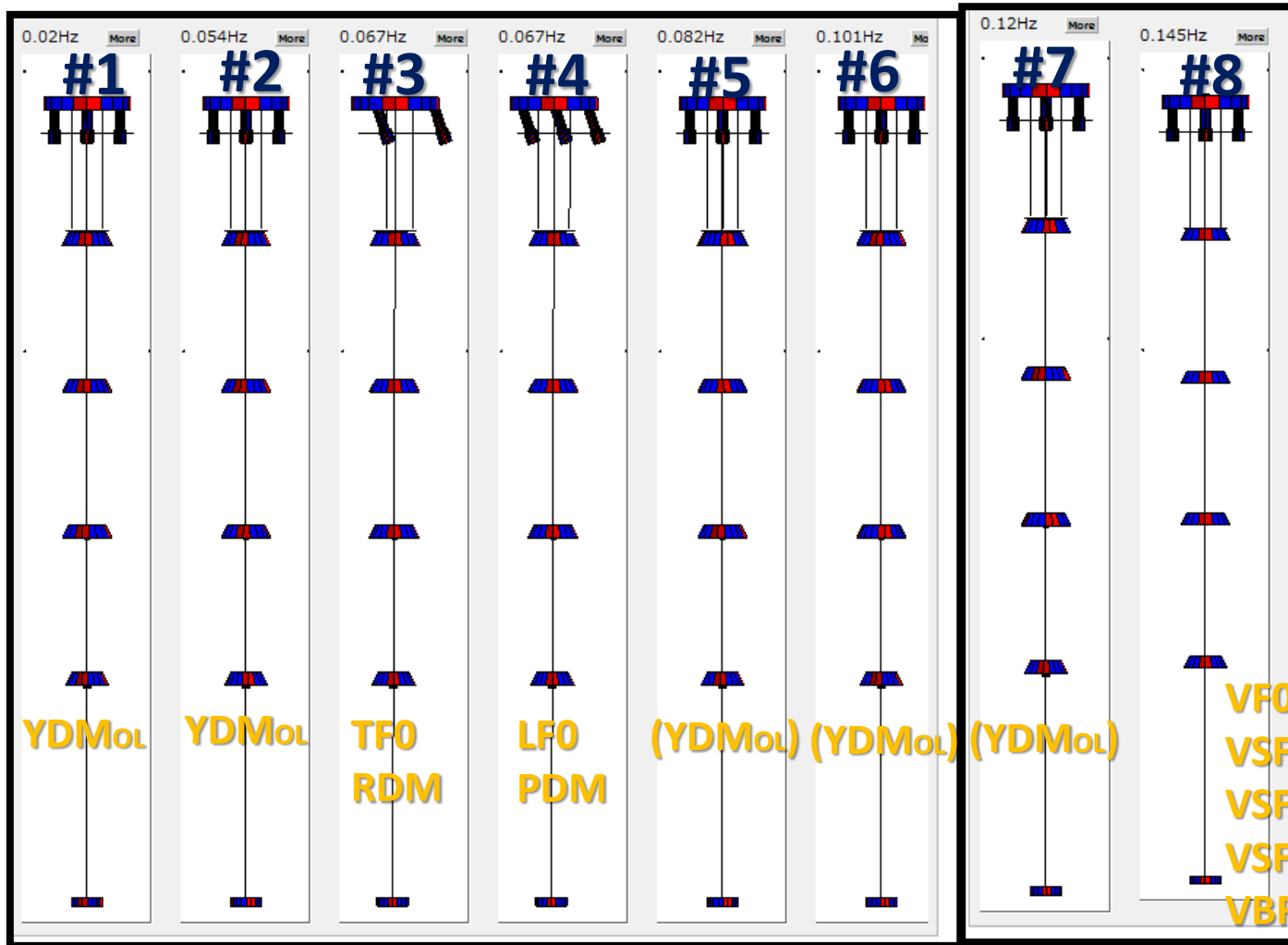
Eigen Mode List



- ← Resonance frequency
- ← Eigen mode shape
- RIM ← Sensing / Excitation point
- () ← Hardly seen/excited
- x ← Cannot be seen/excited
- ← Eigen mode number



Eigen Mode Shape



#1 : YWholeChain

#2 : YDM

#3 : TF0

#4 : LFO

#5 : YDM

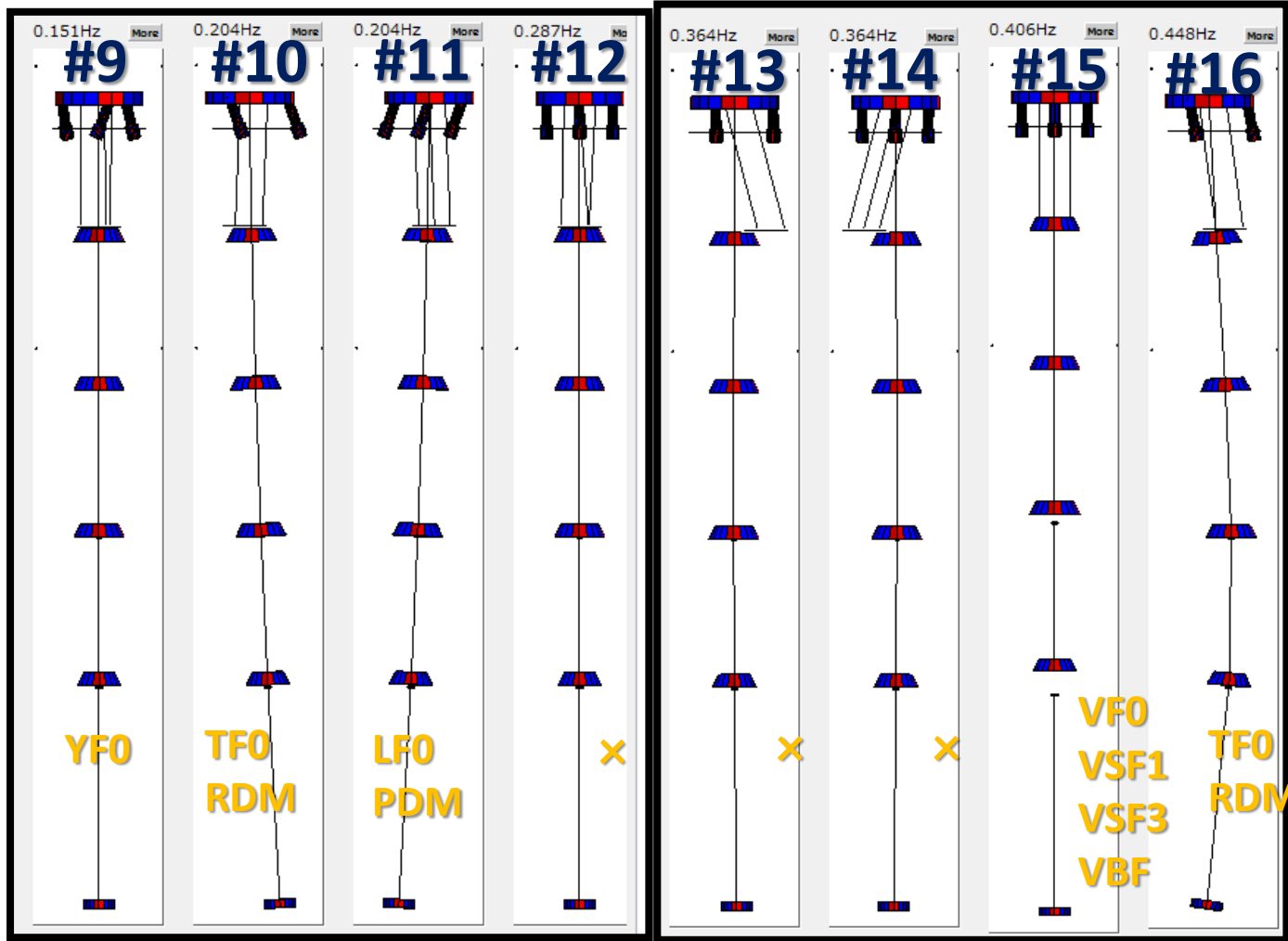
#6 : YBF

#7 : YSF2

#8 : VDM

VF0
VSF1
VSF2
VSF3
VBF

Eigen Mode Shape



#9 : YDM

#10 : TMD

#11 : LMD

#12 : YMD

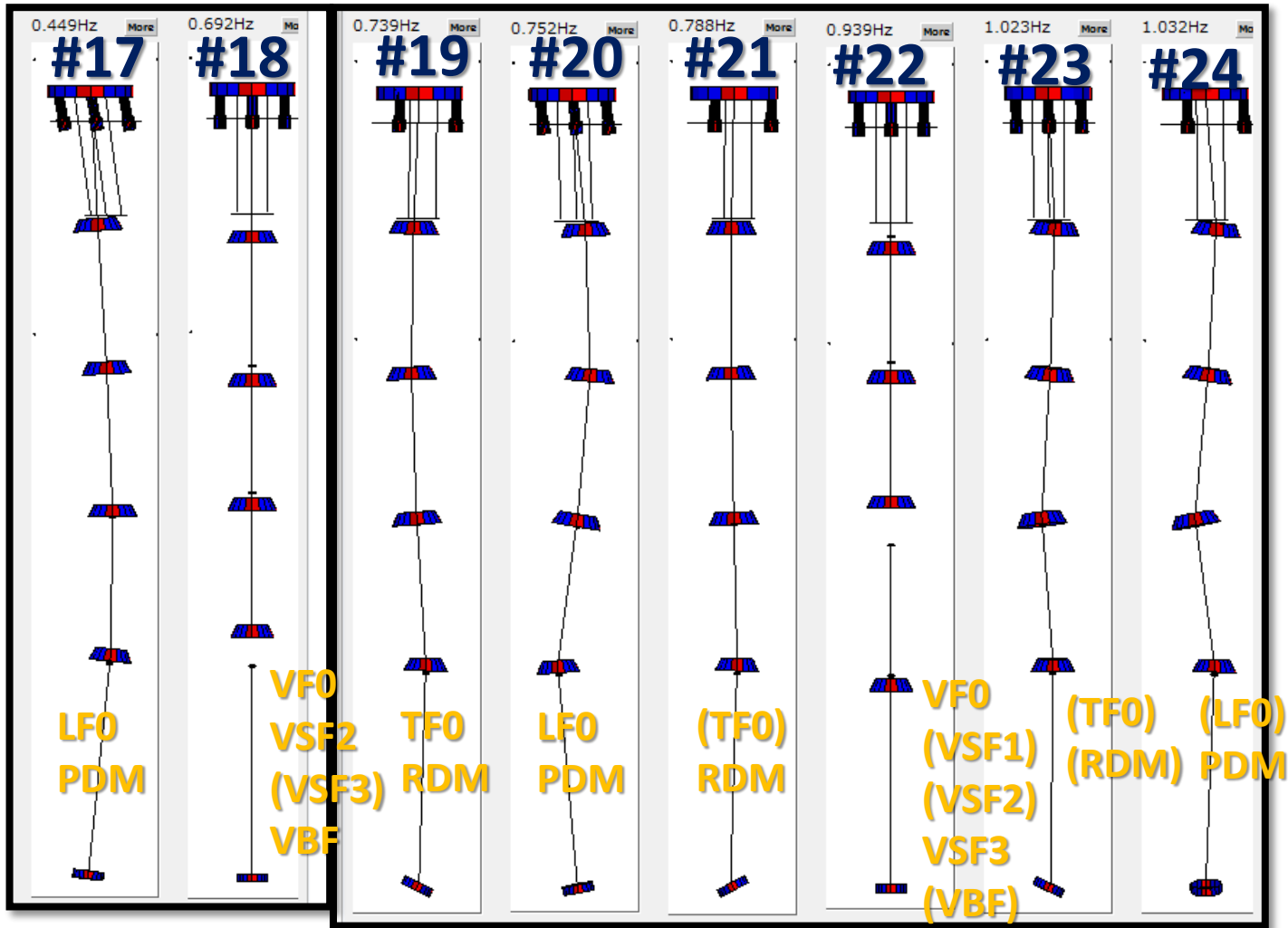
#13 : TMD

#14 : LMD

#15 : VSF3

#16 : TSF3

Eigen Mode Shape



#17 : LSF3

#18 : VBF

#19 : Pendulum

#20 : LBF

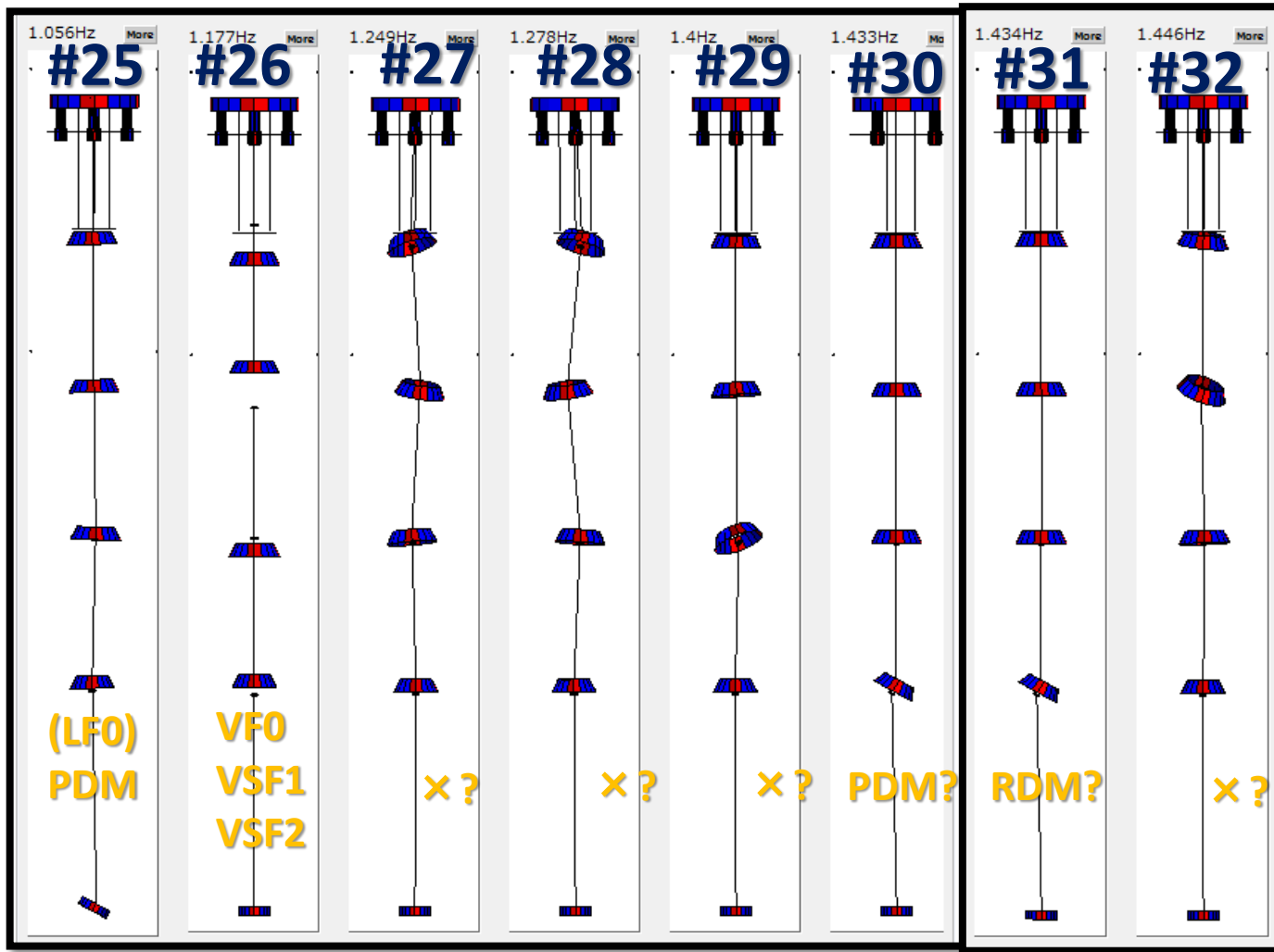
#21 : RDM

#22 : VSF3

#23 : Pendulum

#24 : Pendulum

Eigen Mode Shape



#25 : PDM

#26 : VSF2

#27 : PSF1, PSF2

#28 : Pendulum

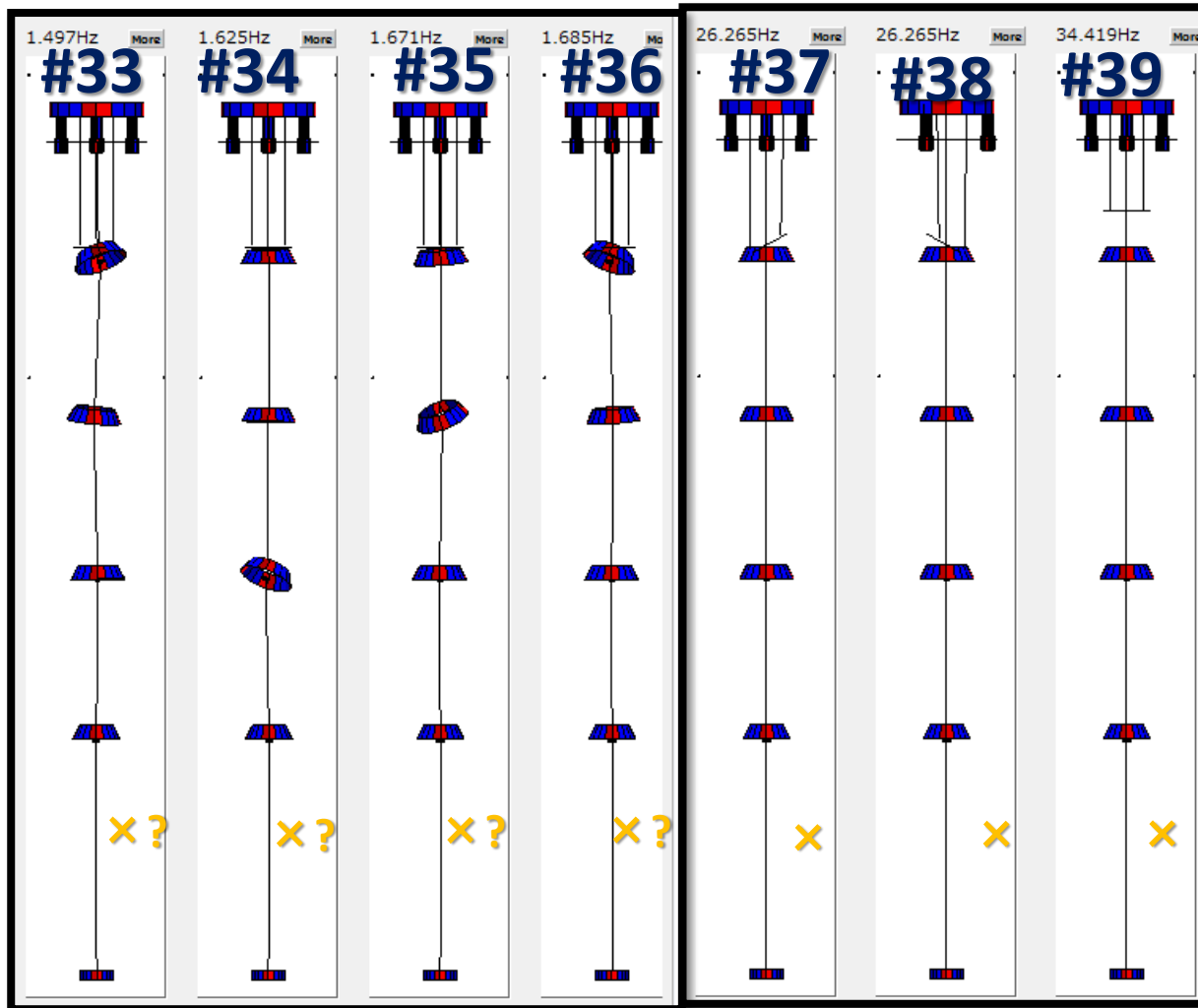
#29: PSF3, RSF3

#30 : RBF

#31 : PBF

#32 : PSF2, RSF2

Eigen Mode Shape



#33 : PSF2, RSF1

#34 : -PSF3, RSF3

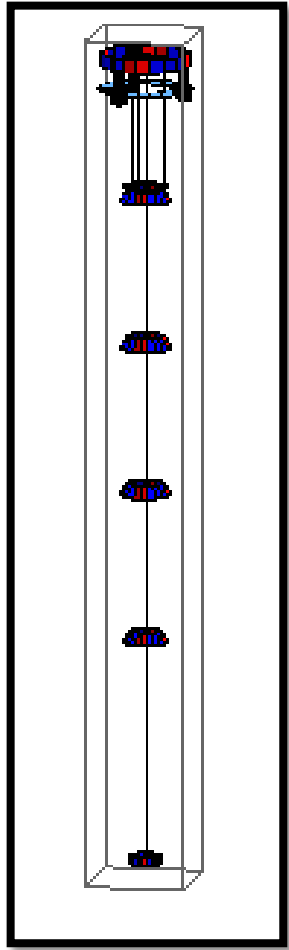
#35 : PSF2, -RSF2

#36 : -PSF1, RSF1

#37 : PMD

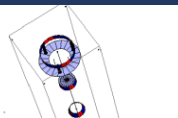
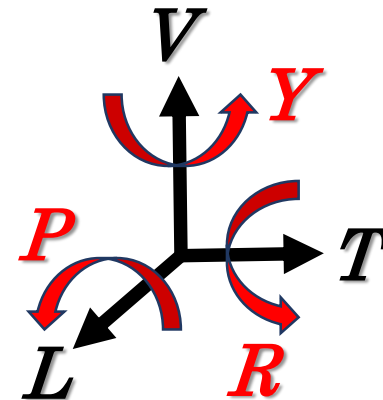
#38 : RMD

#39 : VMD



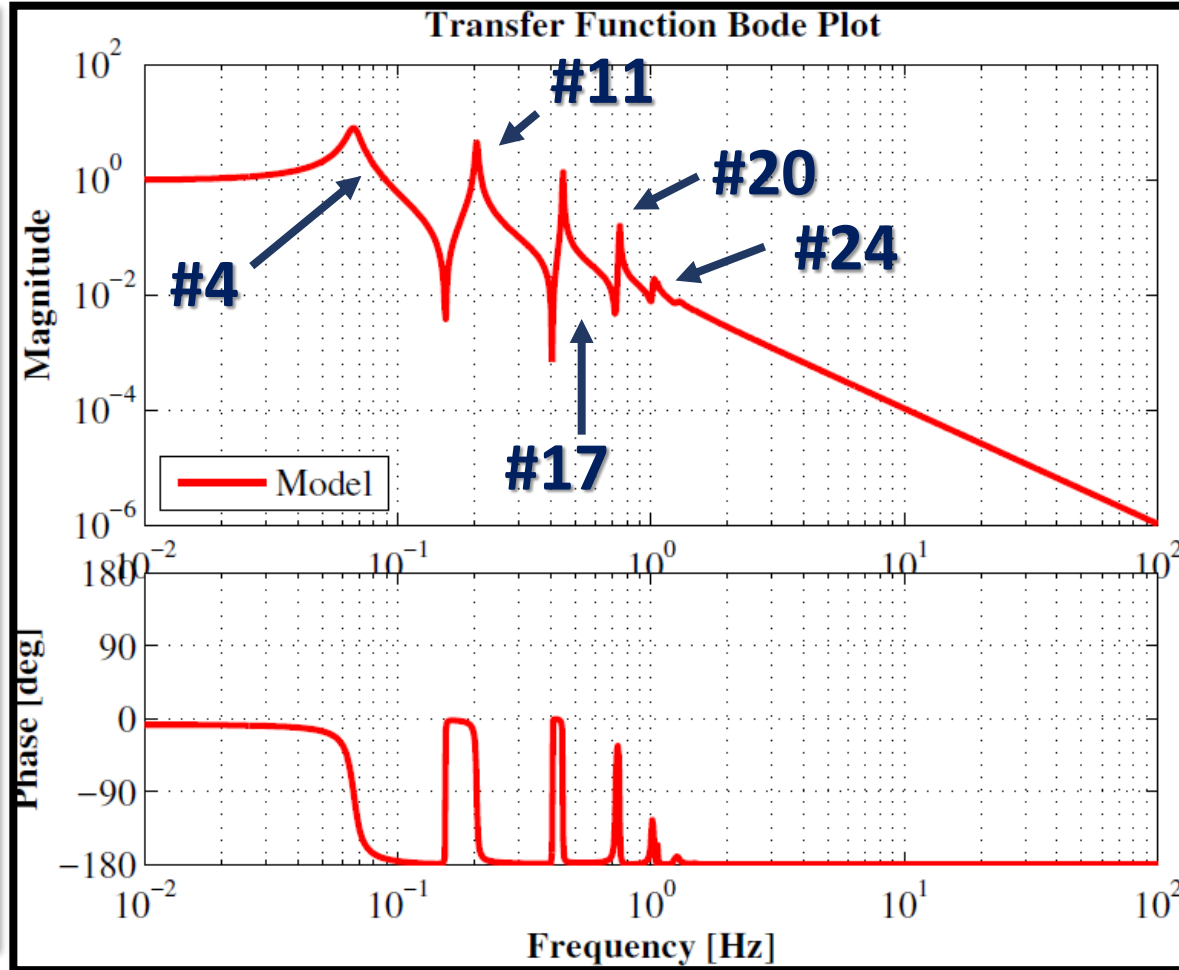
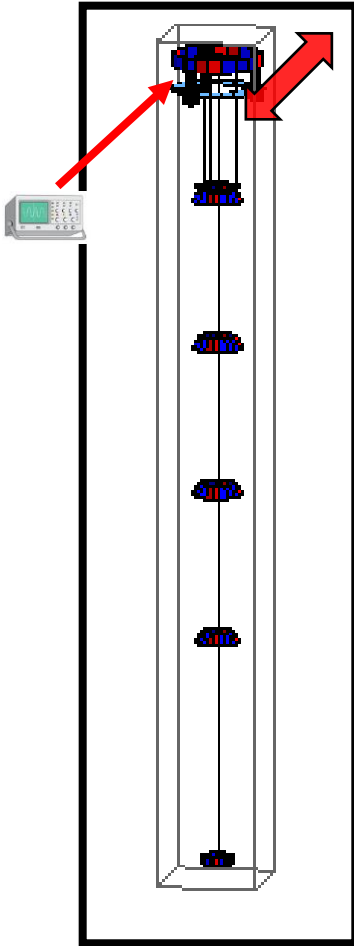
Force Transfer Functions

(, which can be measured, with No ctrl)



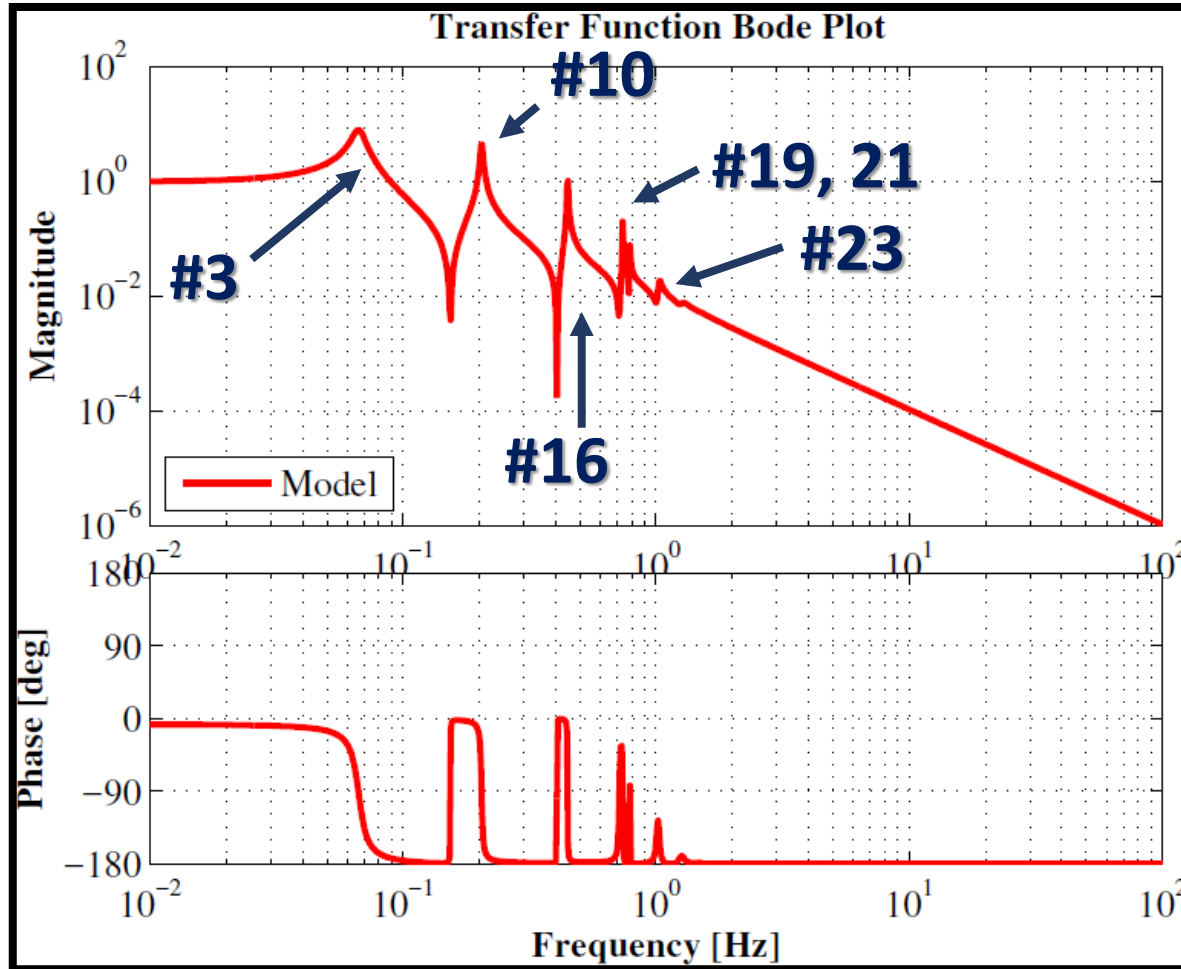
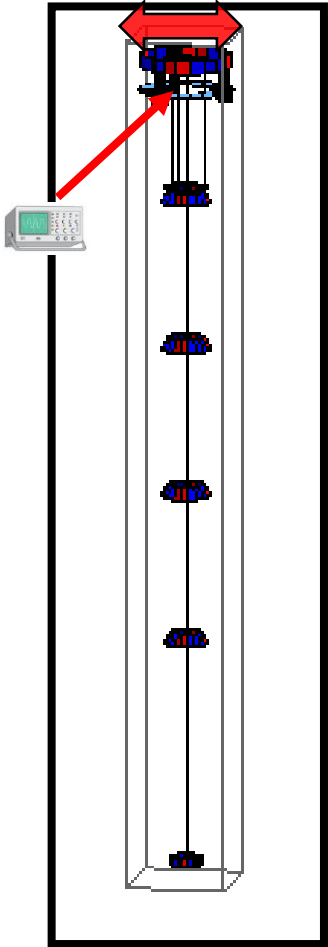
Force Transfer Function

LVDT_LF0 / actLF0



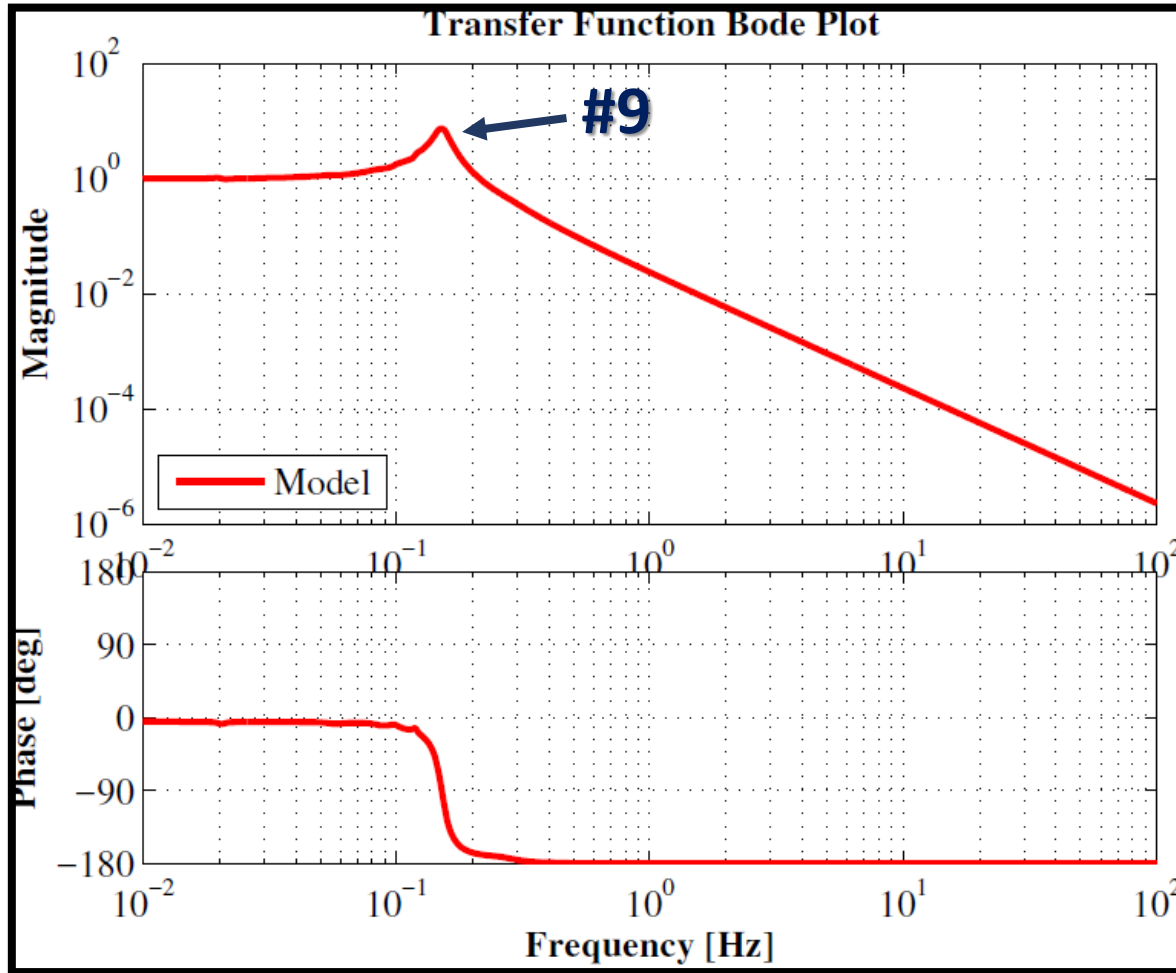
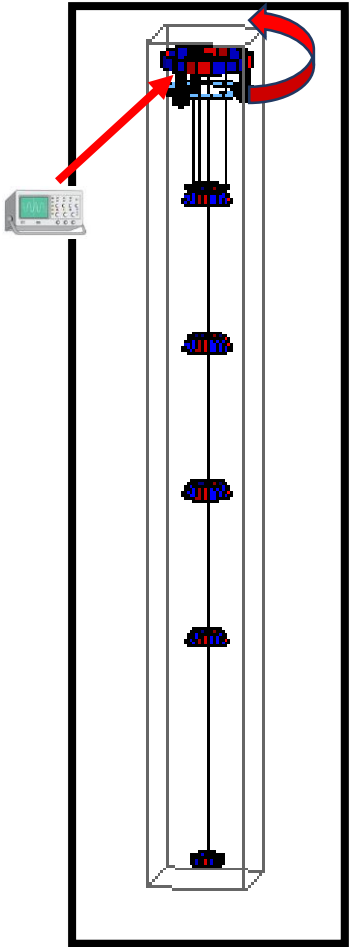
Force Transfer Function

LVDT_TF0 / actTF0



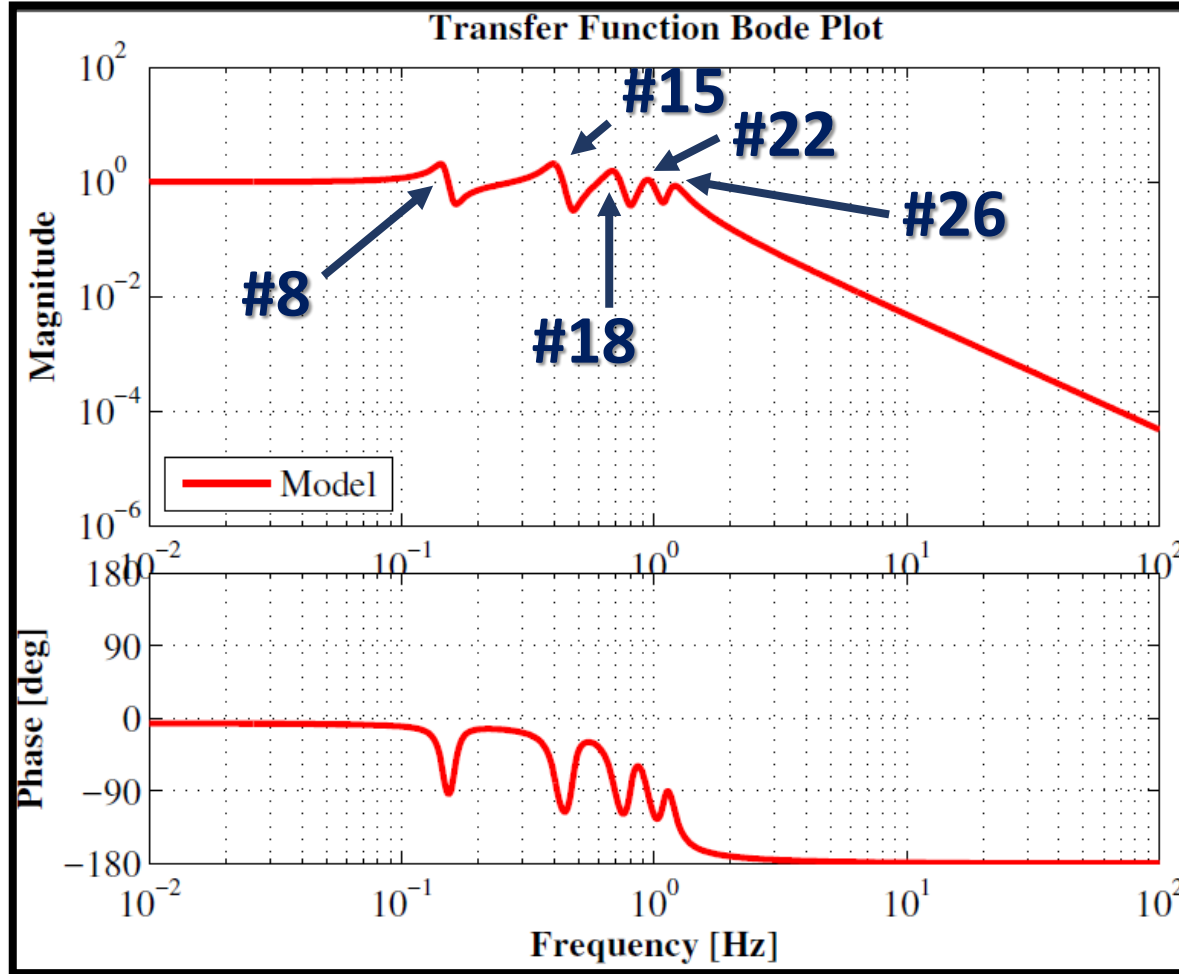
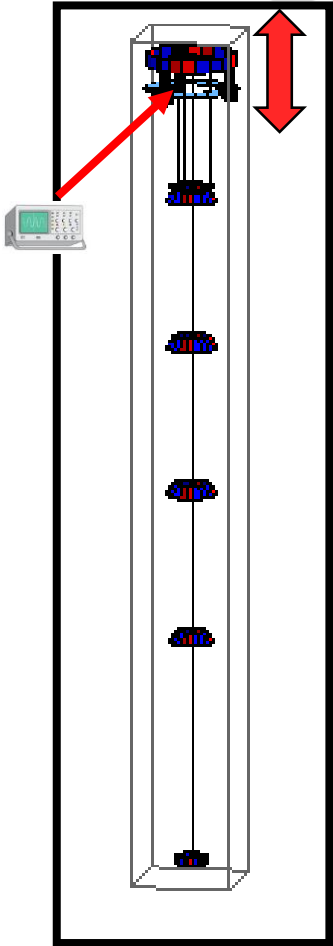
Force Transfer Function

LVDT_YF0 / actYF0



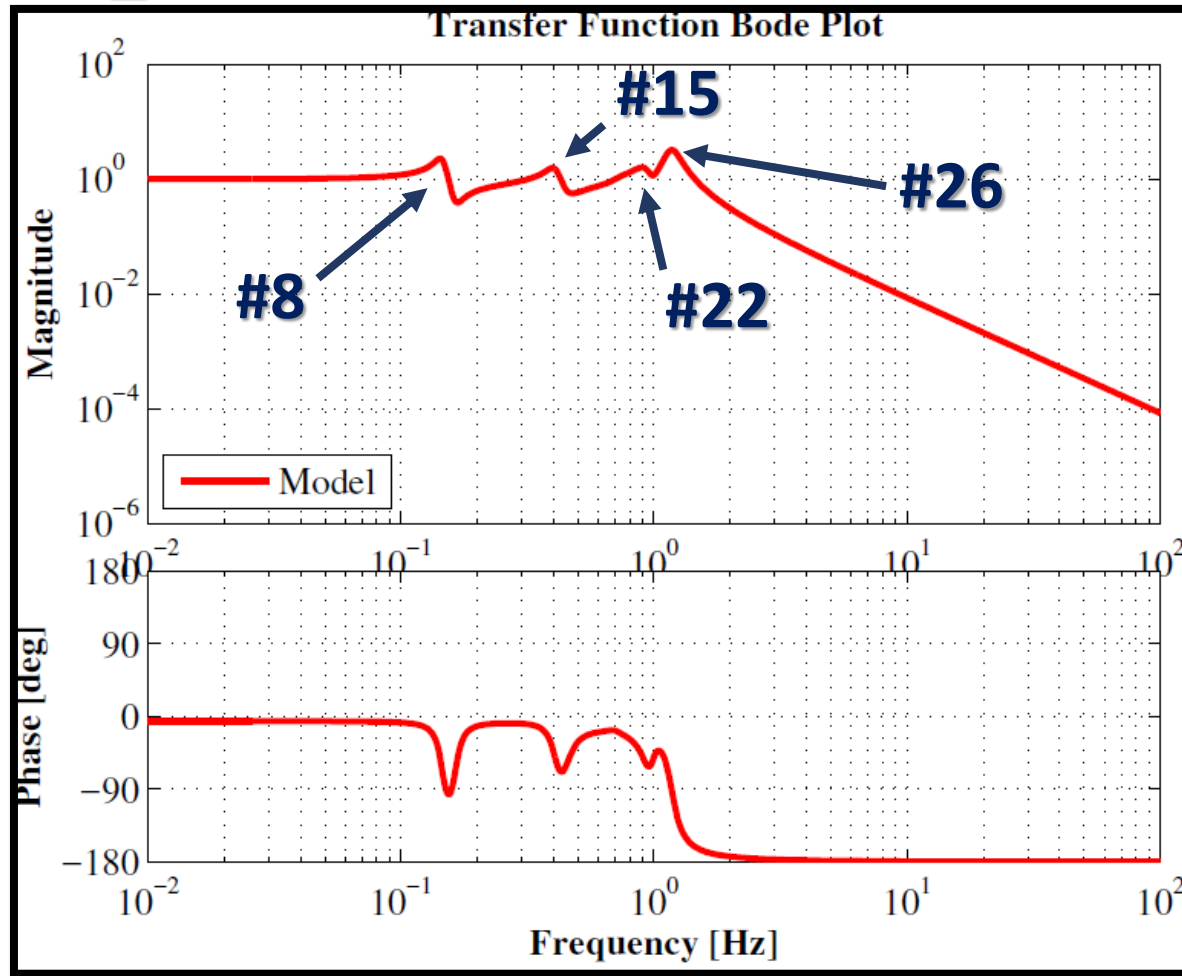
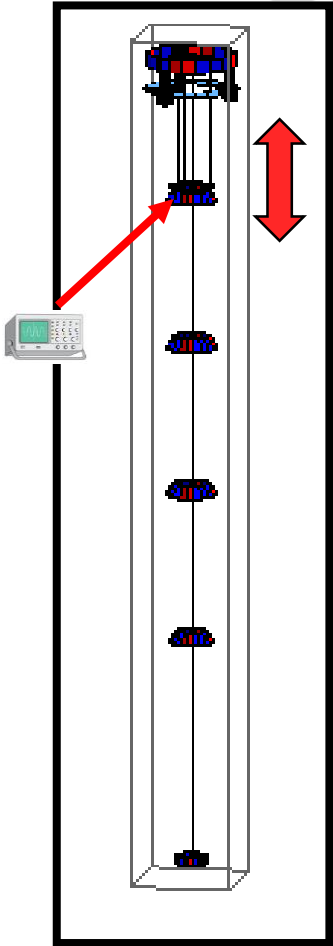
Force Transfer Function

LVDT_VF0 / actVF0



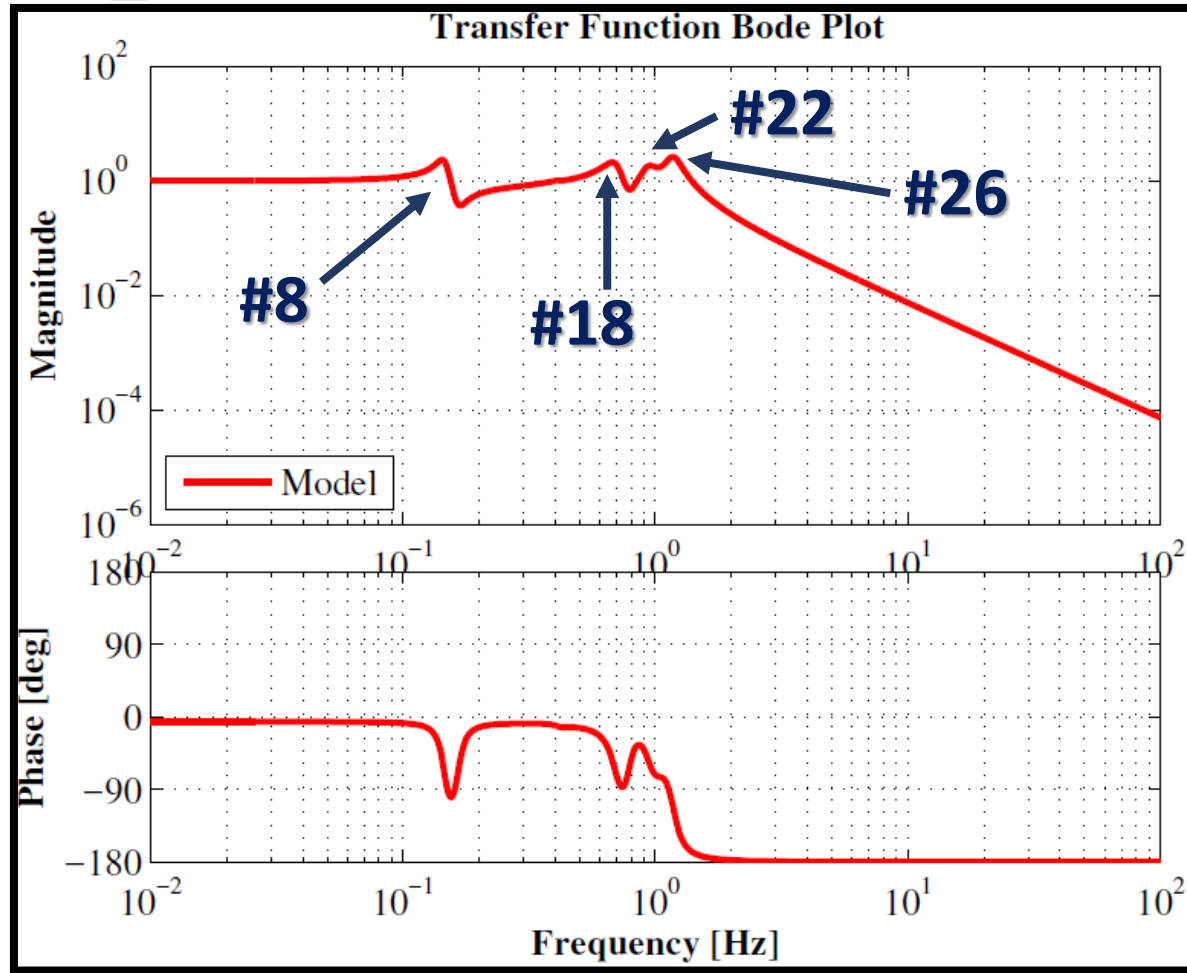
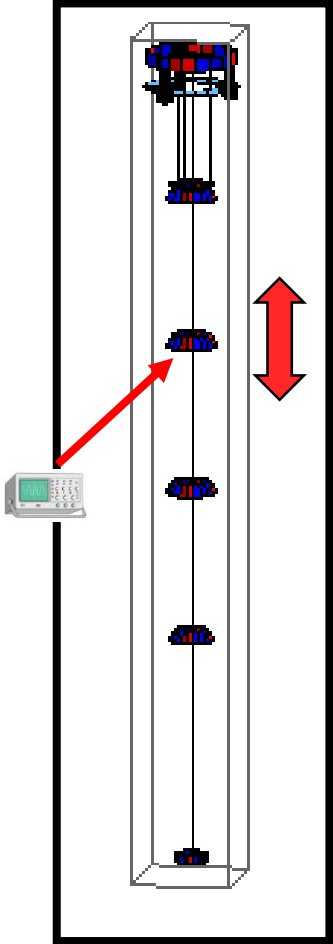
Force Transfer Function

LVDT_VSF1 / actVSF1



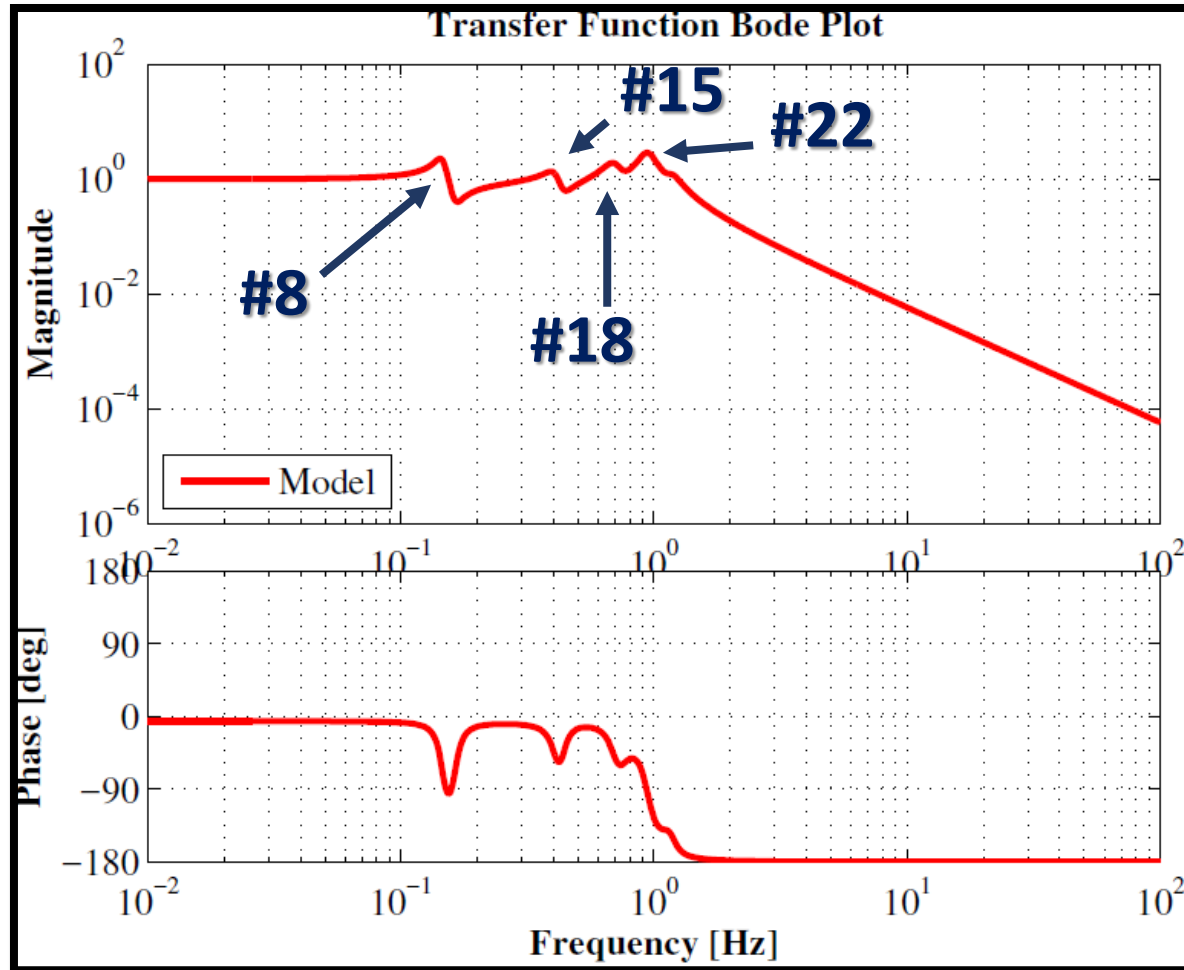
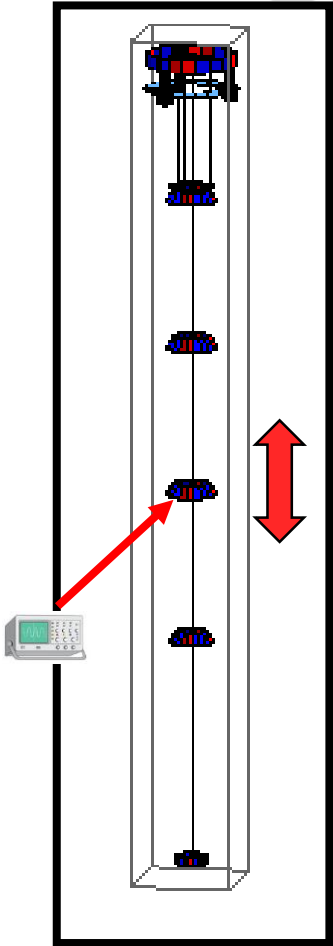
Force Transfer Function

LVDT_VSF2 / actVSF2



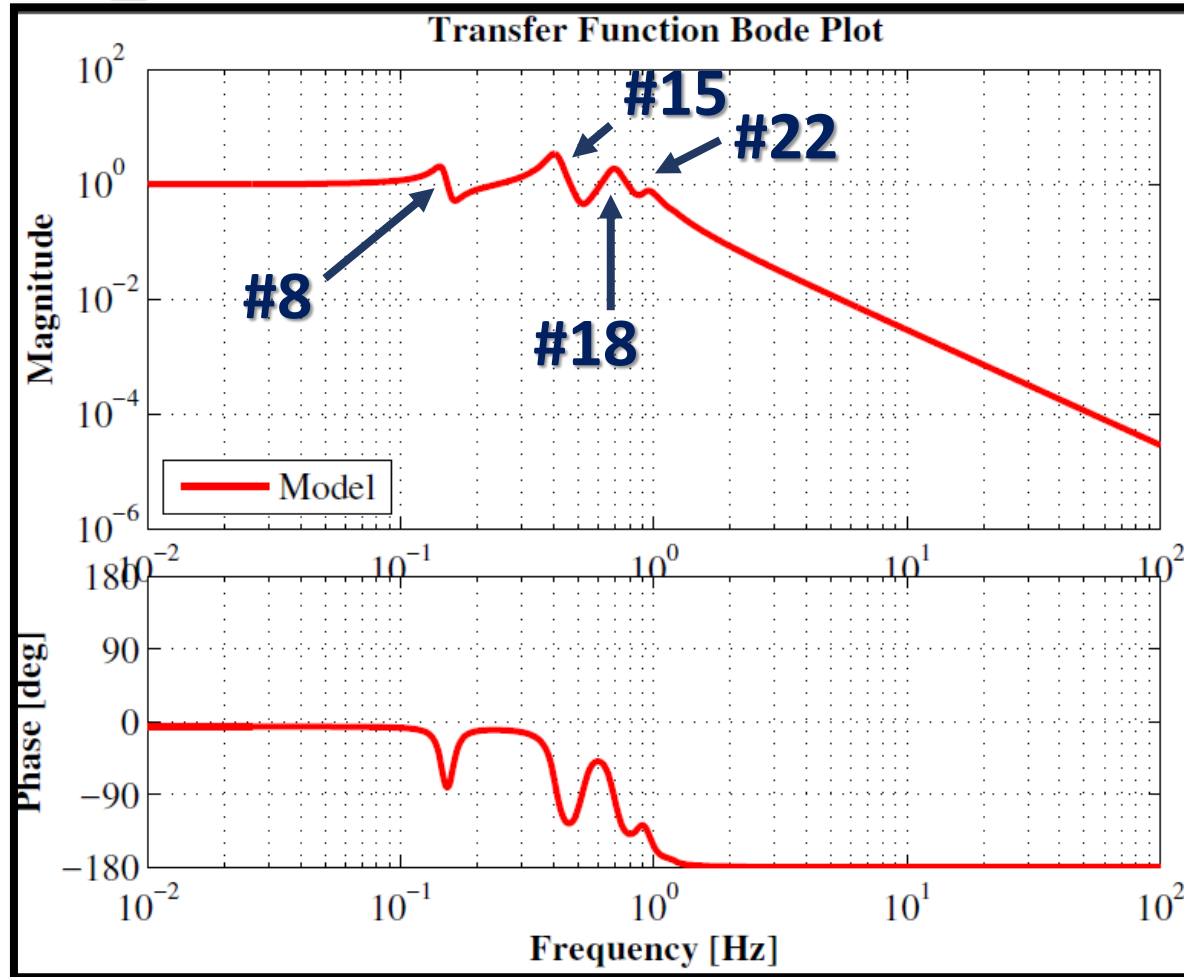
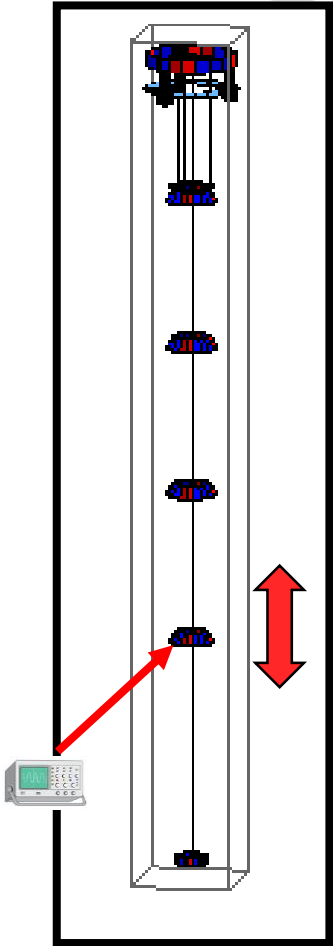
Force Transfer Function

LVDT_VSF3 / actVSF3



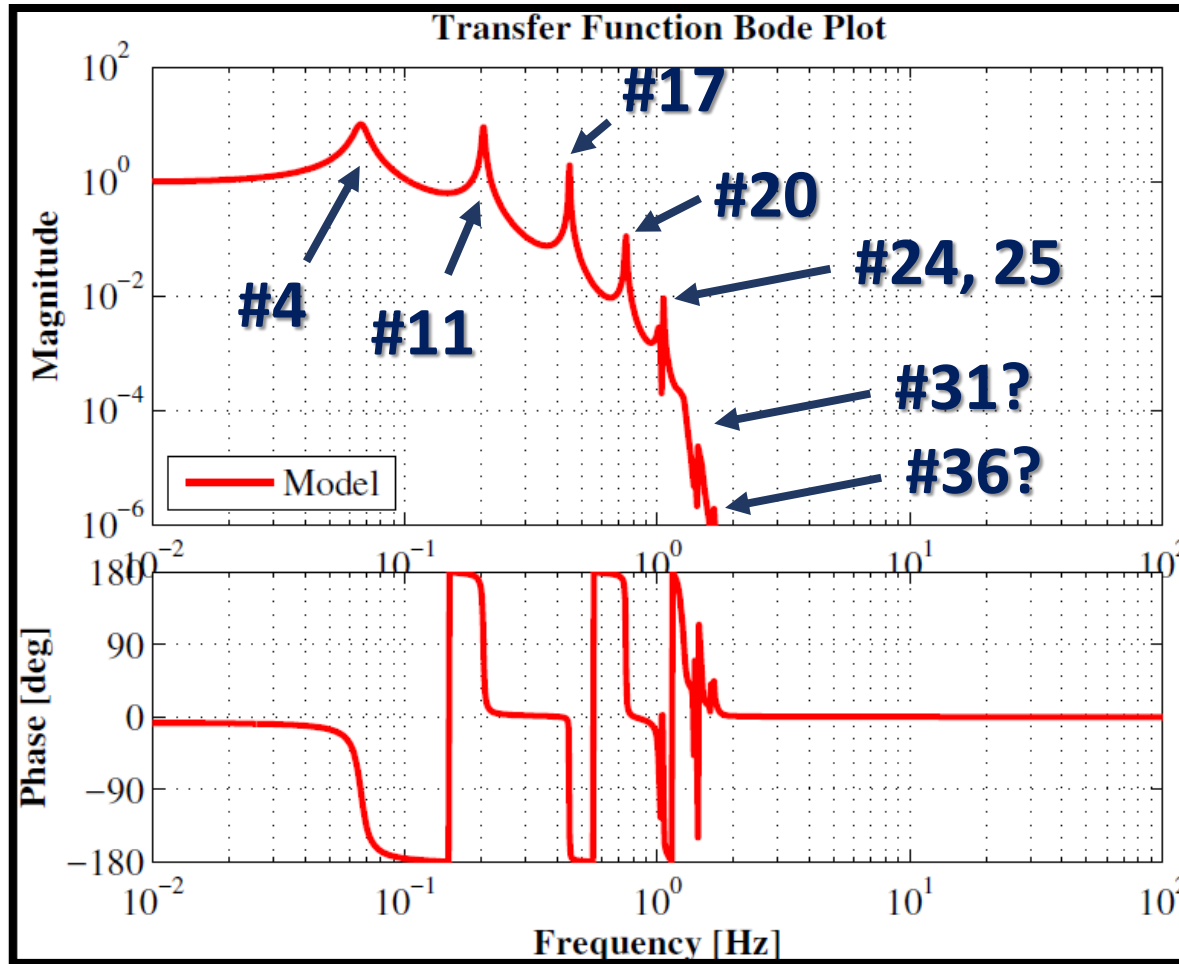
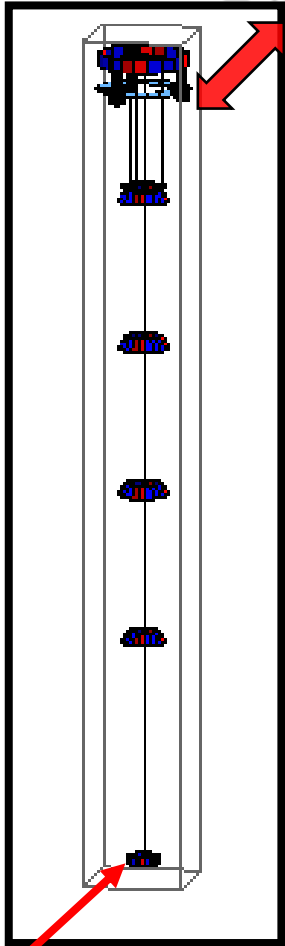
Force Transfer Function

LVDT_VBF / actVBF



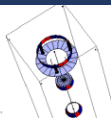
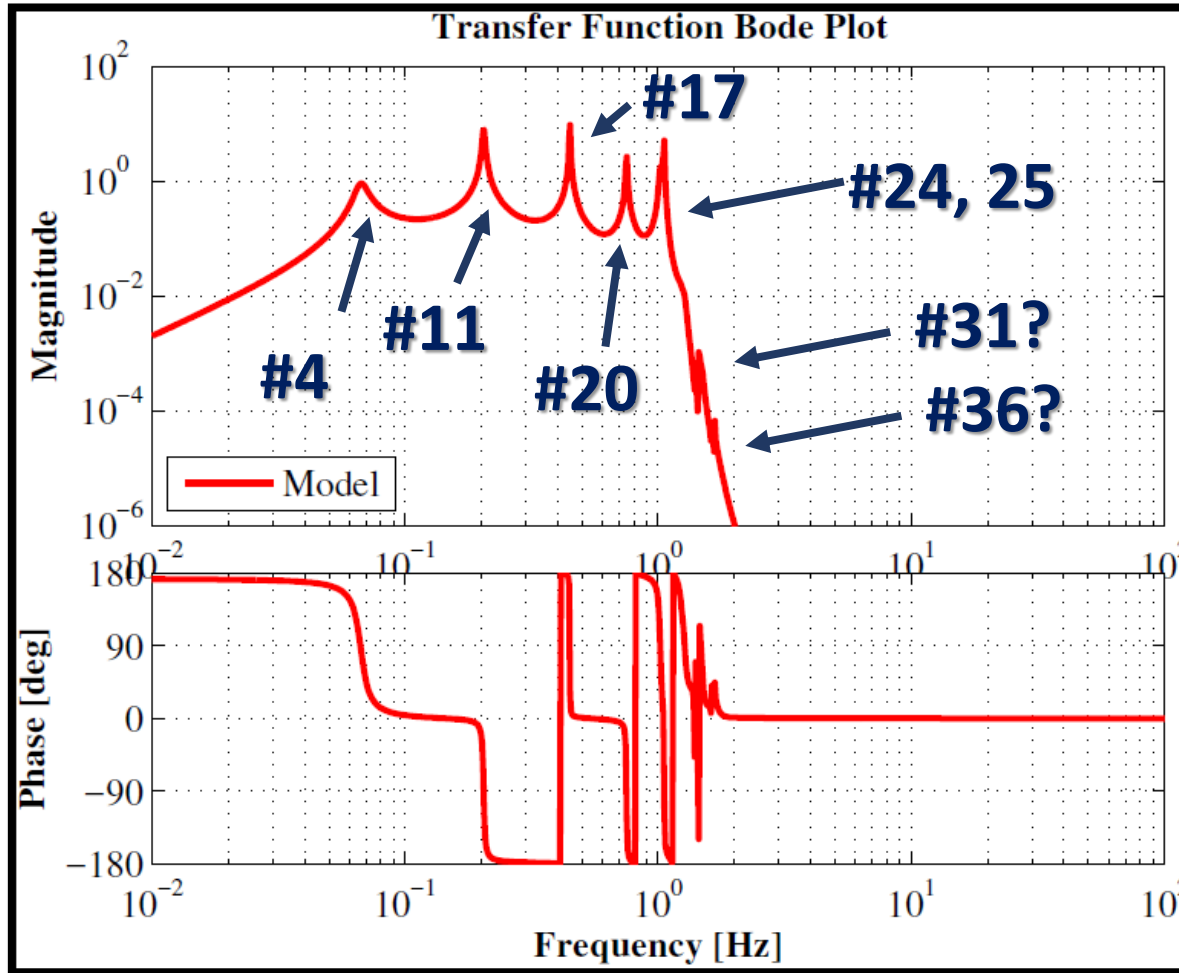
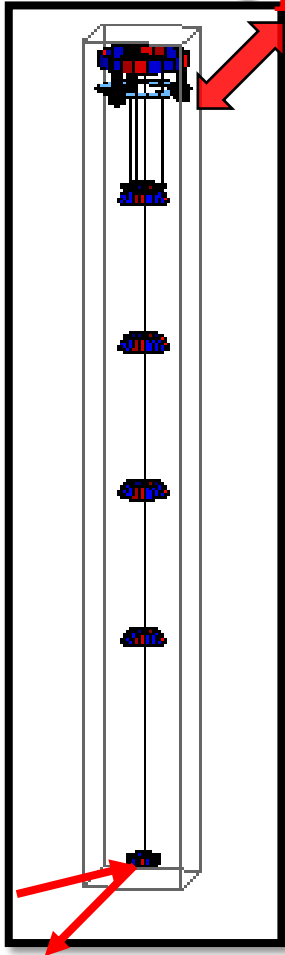
Force Transfer Function

PS_LDM / actLFO



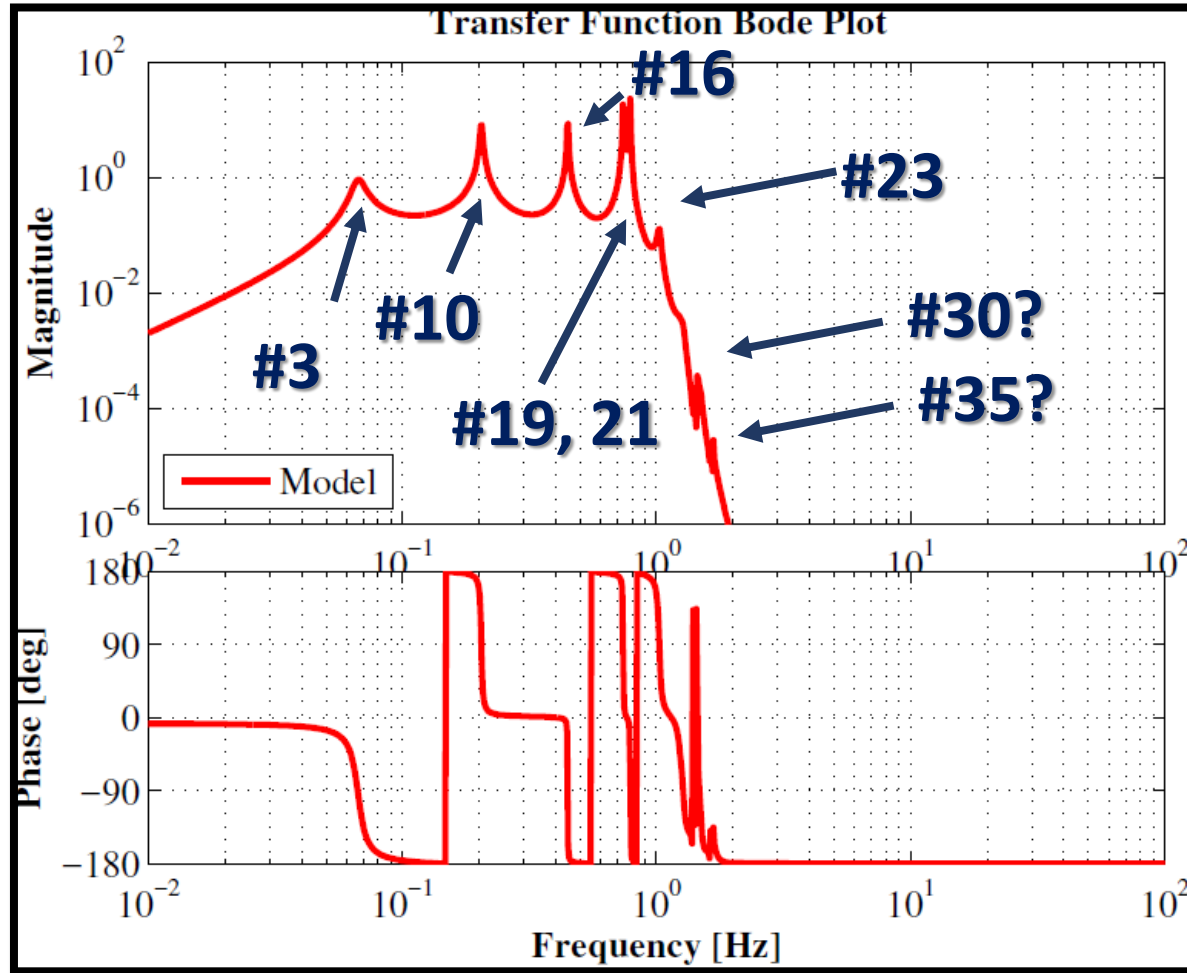
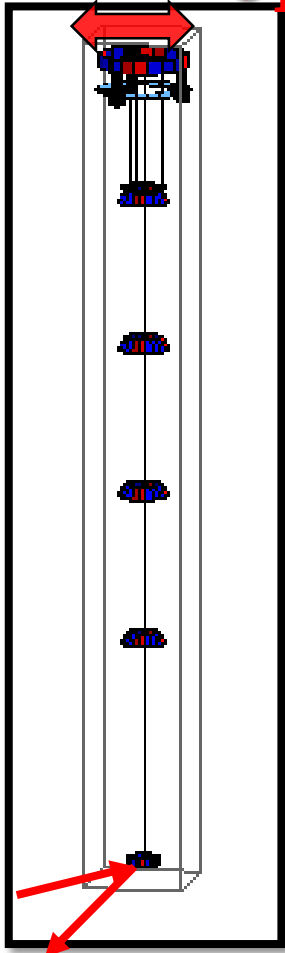
Force Transfer Function

OpLev_PDM / actLF0



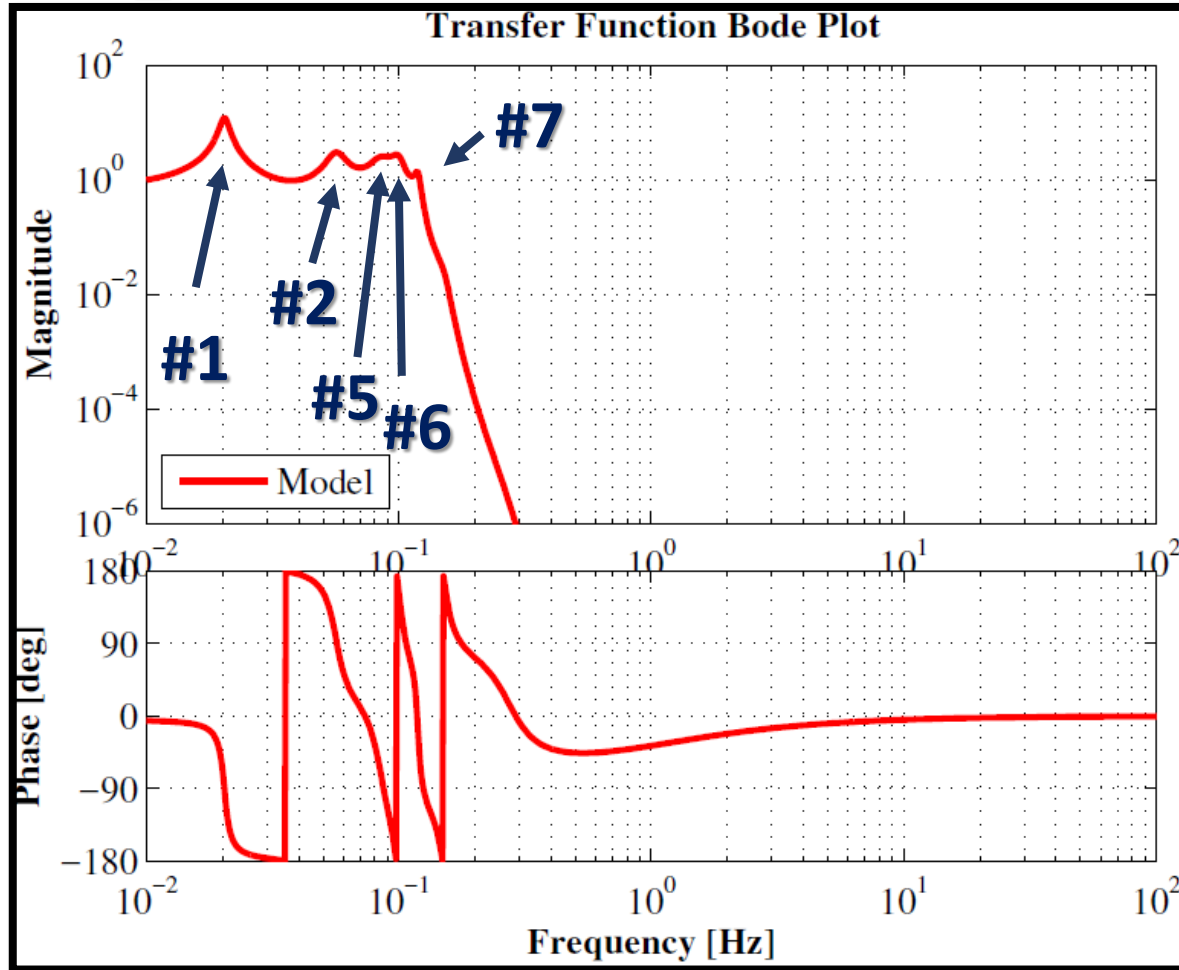
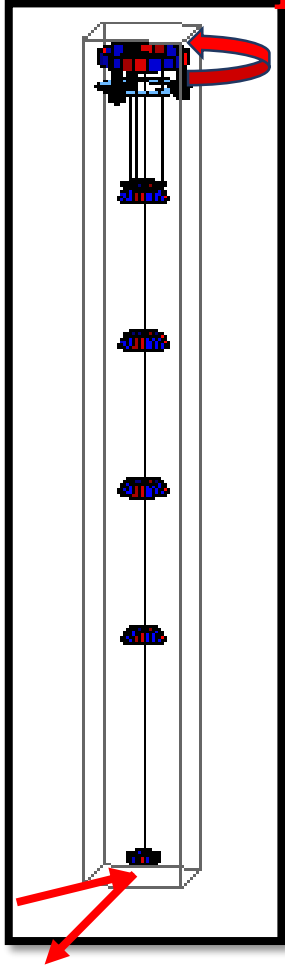
Force Transfer Function

OpLev_RDM / actTF0



Force Transfer Function

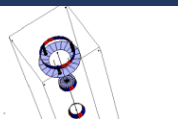
OpLev_YDM / actYF0



Spectra

without control

using 90 percentile seismic noise





2 Seismic noise level at the Kamioka site

The seismic displacement and velocity we used is shown in Fig.2 and ??[2]. This is the one called high-noise model. The seismic displacement in Kamioka is below this level for 90 % of time.

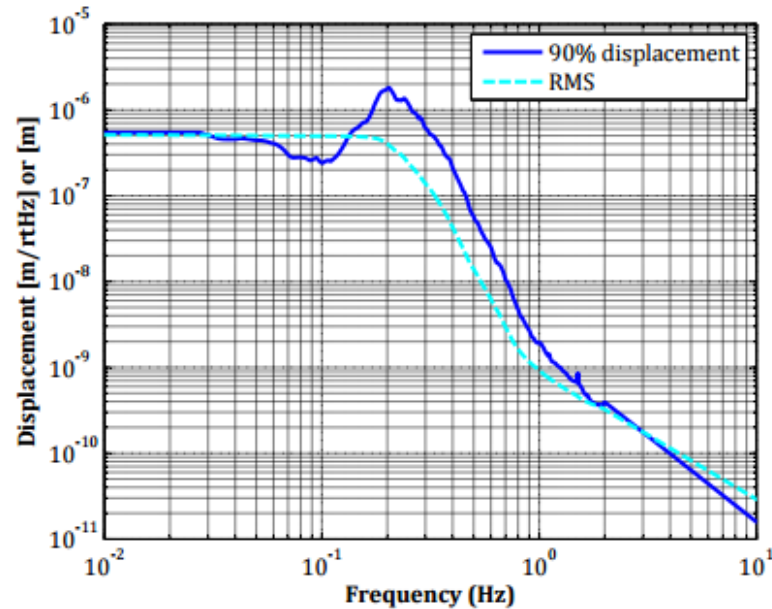


Figure 1: The high-level seismic displacement in Kamioka.

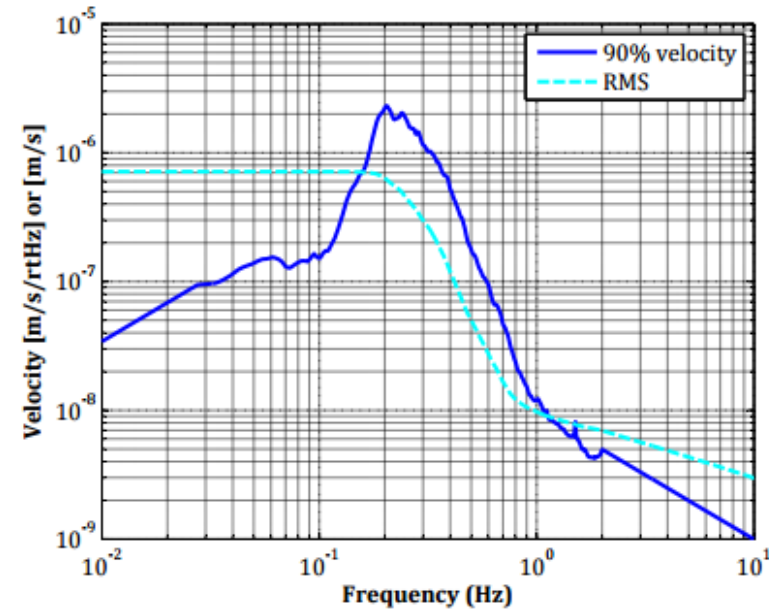
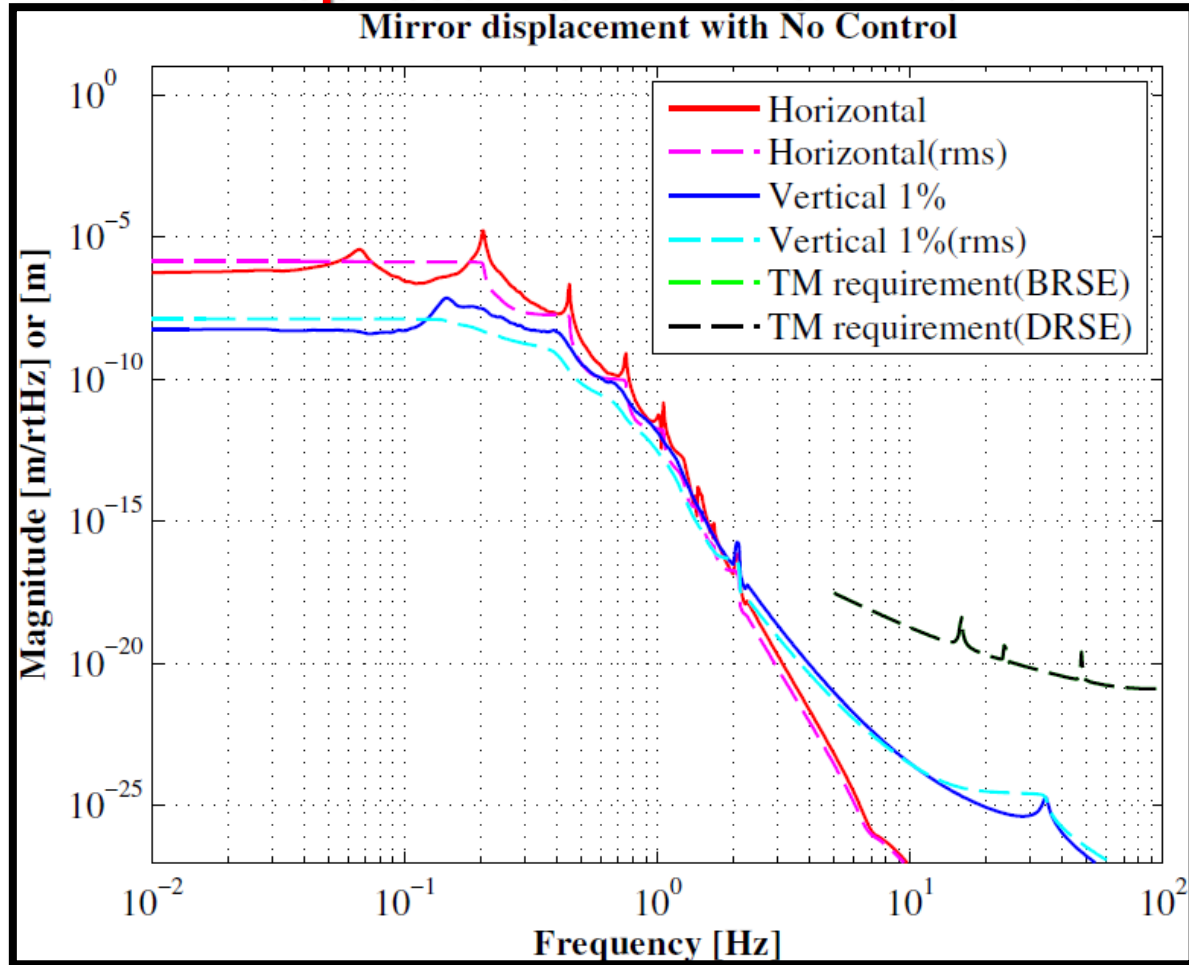


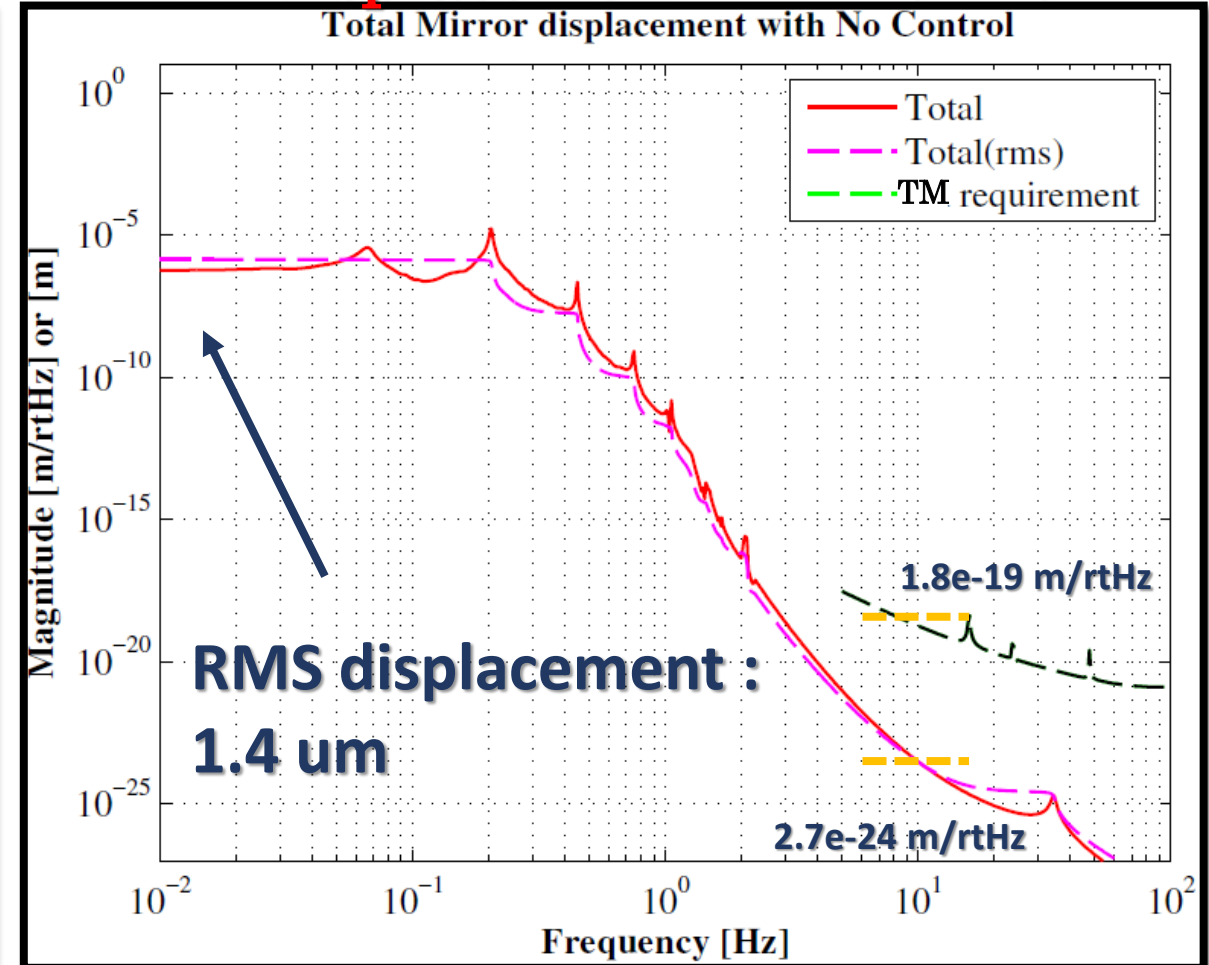
Figure 2: The high-level seismic velocity in Kamioka.

Spectra without ctrl

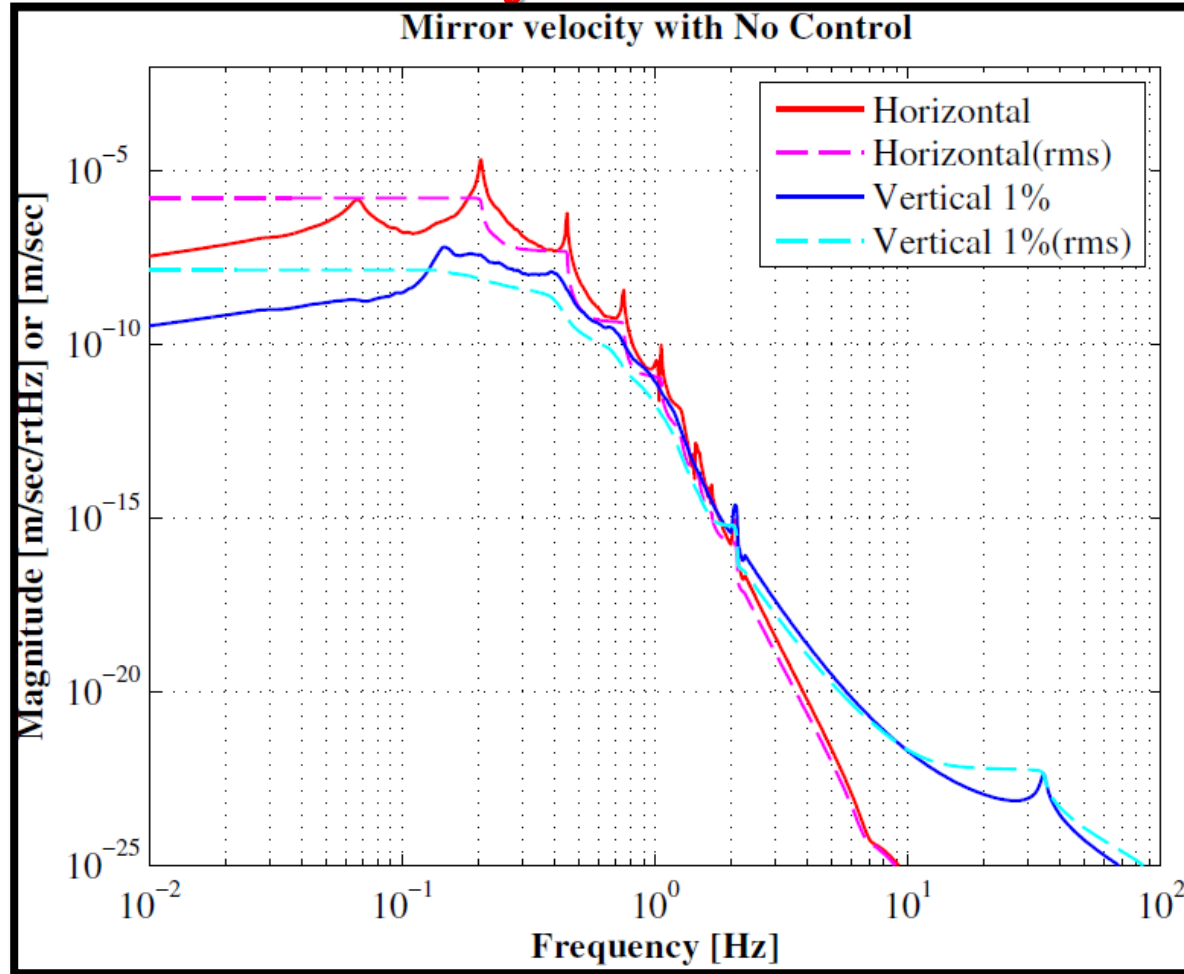
TM displacement : H and V 1%



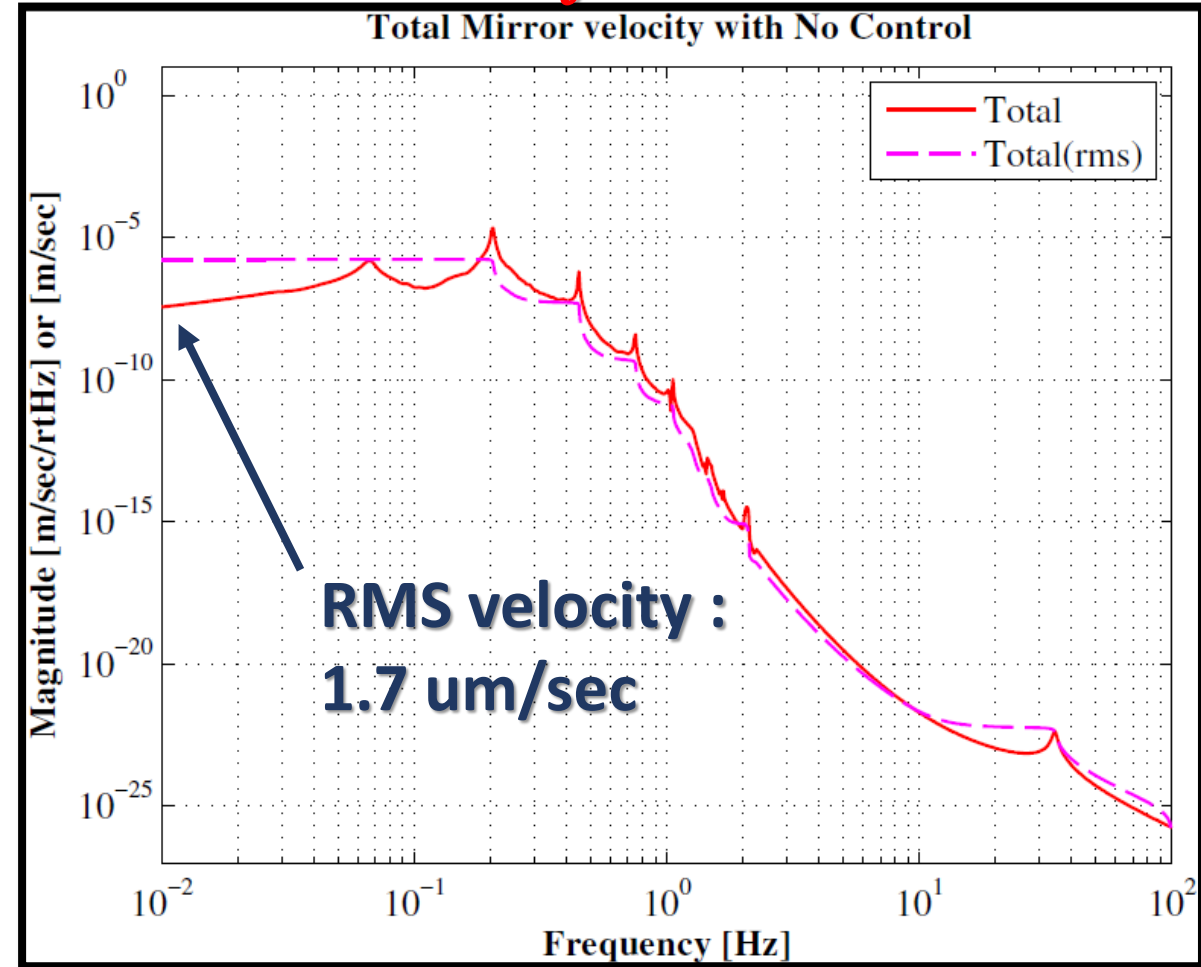
TM displacement : H + V 1%



TM velocity : H and V 1%

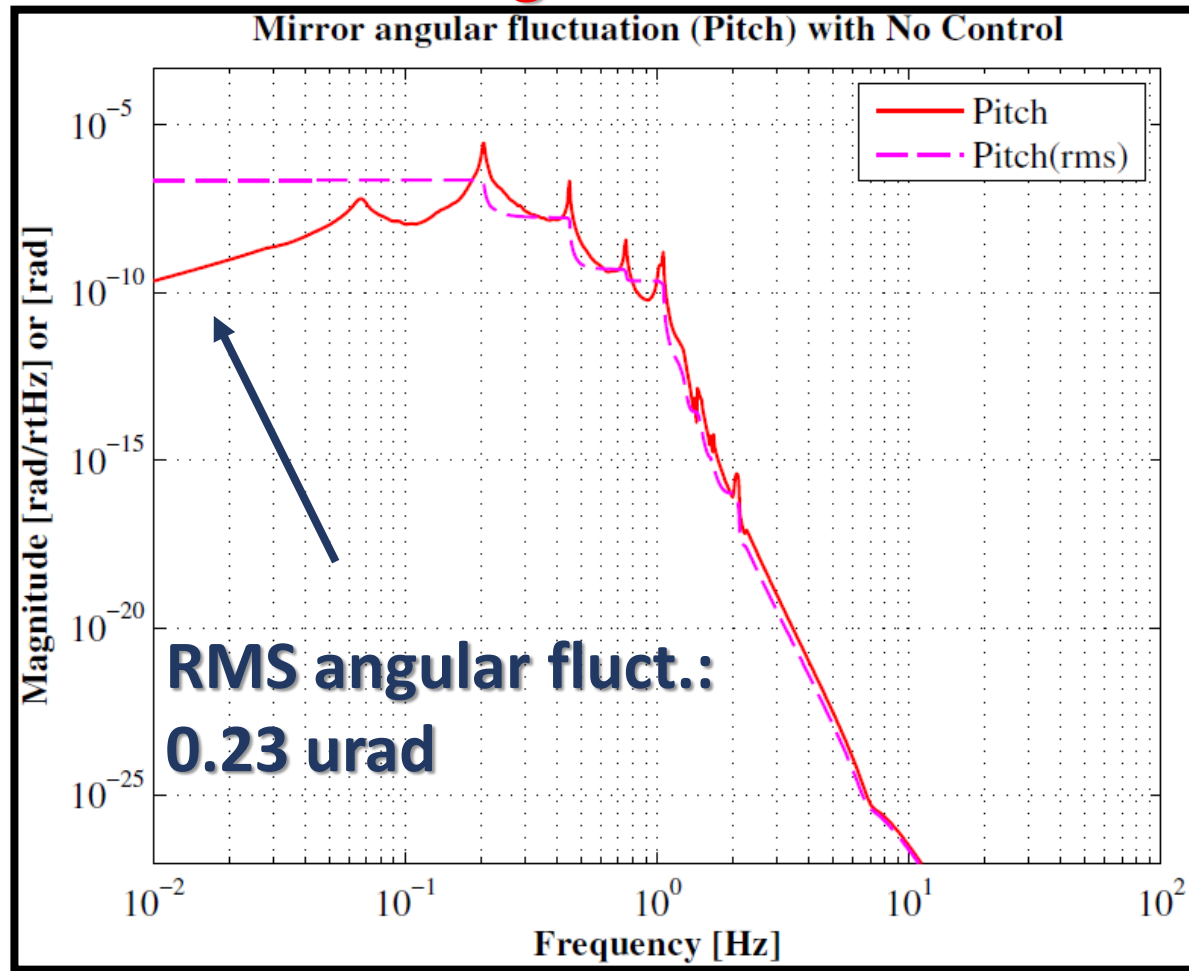


TM velocity : H + V 1%



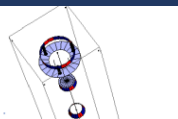
Spectra without ctrl

TM Pitch Angular fluctuation

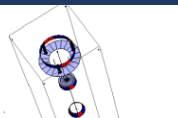


TM **Pitch** fluctuation
excited by **Longitudinal** GND motion

Spectra without ctrl



Control Simulation Results



Filter shape

Q factor in damping control

Impulse response