

Beam-beam
Simulation

With Guinea Pig

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Talk outline

- ◆ Motivation
- ◆ Guinea pig internals
- ◆ Why guinea pig is so slow with the large crossing scheme
- ◆ How to "quick and dirty" speed up Guinea Pig
- ◆ How to use Guinea pig for back-grounds studies

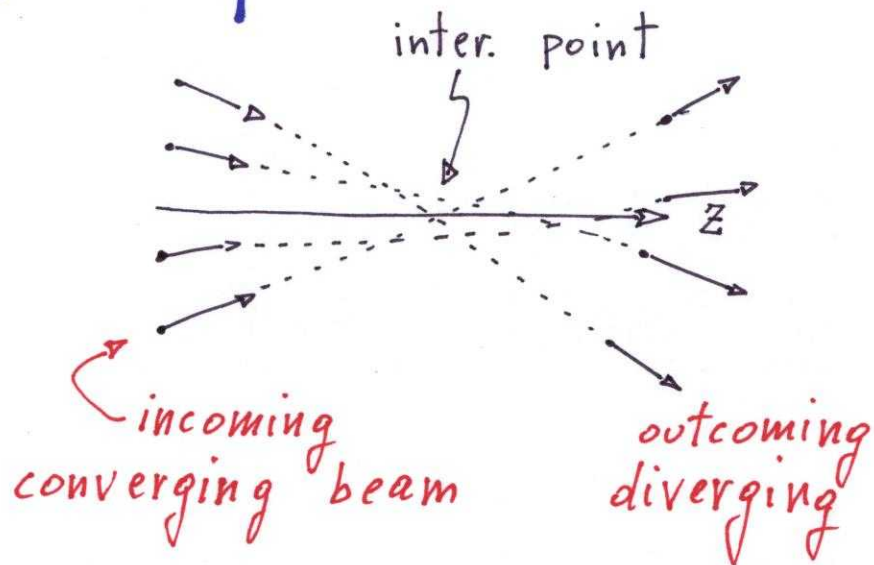
Luminosity: PDG recipe

$$\mathcal{L} = \frac{1}{4\pi} \frac{n_1 n_2}{\sigma_x \sigma_y} f$$

σ are functions of z !

$$\sigma(z) = \sigma(0) \cdot \sqrt{1 + \left(\frac{z}{\beta}\right)^2}$$

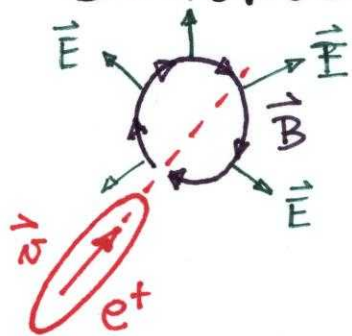
for a non interacting gaussian bunch.



- PDG formula valid only in the $\beta \rightarrow \infty$ limit
($\frac{\beta}{\sigma_z} \ll 1$)

Beam-beam interaction

- Bunches are charged $\Rightarrow \vec{E}$ & \vec{B} fields



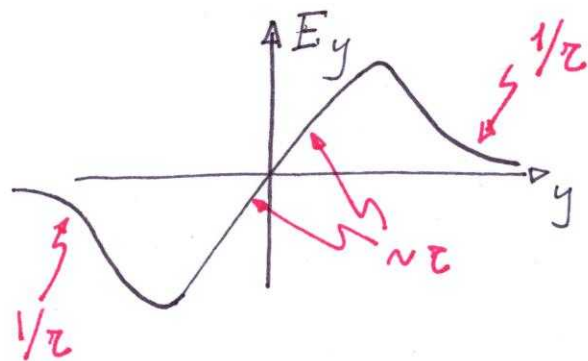
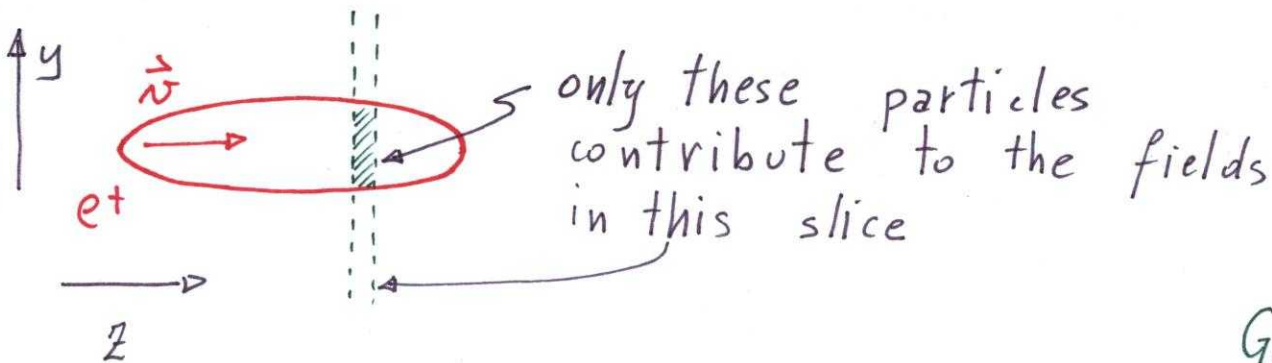
- for particles in the same bunch
 $q \vec{E}$ and $q \vec{v} \times \vec{B}$ cancels out to 0 ($1/r^2$)

$$\gamma \sim 10^4$$

- for particles in opposite bunches $q \vec{E}$ and $q \vec{v} \times \vec{B}$ add to

$$\vec{F} \approx 2 q \vec{E} \quad (\text{up to } 0(1/r^2))$$

- Extreme Lorentz contraction

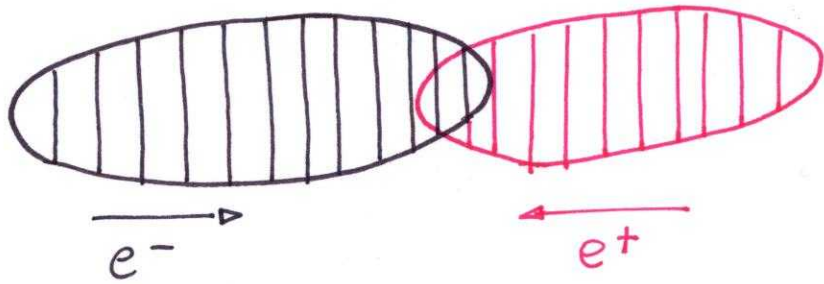


Gaussian beams no longer gaussian...

Motivation

- ◆ My first attempt to simulate the large crossing scheme with Guinea pig took 1 week CPU time (1 bunch crossing!) ...
- ◆ Optimization of the bunch parameters requires hundreds runs \rightarrow years of CPU time
- ◆ Backgrounds studies require thousands of bunch crossings ... multi turn simulations $10^5 - 10^6$
- ◆ Faster (and worse) version of Guinea pig.

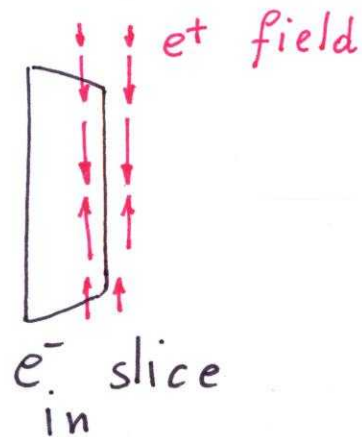
Guinea pig: a beam-beam sim.



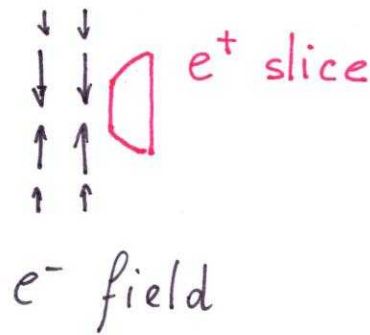
- Divides the bunches in Z slices

- Evaluates the \vec{E} field generated by one slice

- Propagates the overlapping slice through this field



then



- Repeat for all the slices for all the steps

- Complexity: $N_{\text{slice}} \times N_{\text{steps}} \approx N_{\text{slices}}^2$

Poisson equation solvers

$$\left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \right) \varphi = -\rho$$

• Direct:
$$\varphi(\vec{x}') = \int d^2\vec{x} \rho(\vec{x}) \cdot G(\vec{x}' - \vec{x})$$

- complexity $\sim N_{\text{macro-p}} \times \text{Mesh Size}$

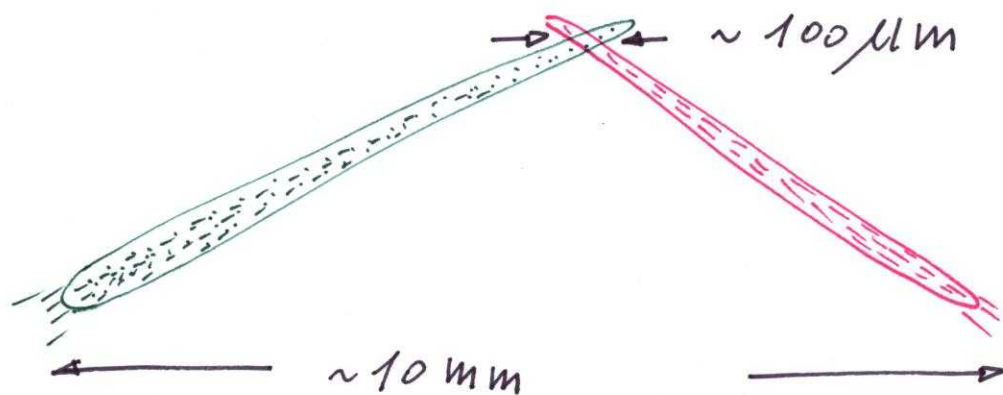
• Via Fast Fourier Transform

$$\varphi = \text{Fourier}^{-1} \left[\tilde{\rho}(\vec{k}) \cdot \tilde{G}(\vec{k}) \right]$$

- complexity $\sim \text{Mesh size} \times \ln \text{Mesh size}$

• Both available in Guinea Pig

Guinea Pig is not ideal for large χ ing



(Sketched still picture of PANTALEO's movie)

- If you want to capture the interesting dynamic in the $100\mu\text{m}$ region

↓
slice $\sim 10\mu\text{m}$

↓
 $\sim 10^3$ slices

↓
 10^6 Poisson equation to solve!

↓
hours to simulate

Bunch parameters

$$\sigma_x = 2.67 \mu\text{m}$$

$$\beta_x = 17.8 \text{ m m}$$

$$\sigma_y = 12.6 \text{ nm}$$

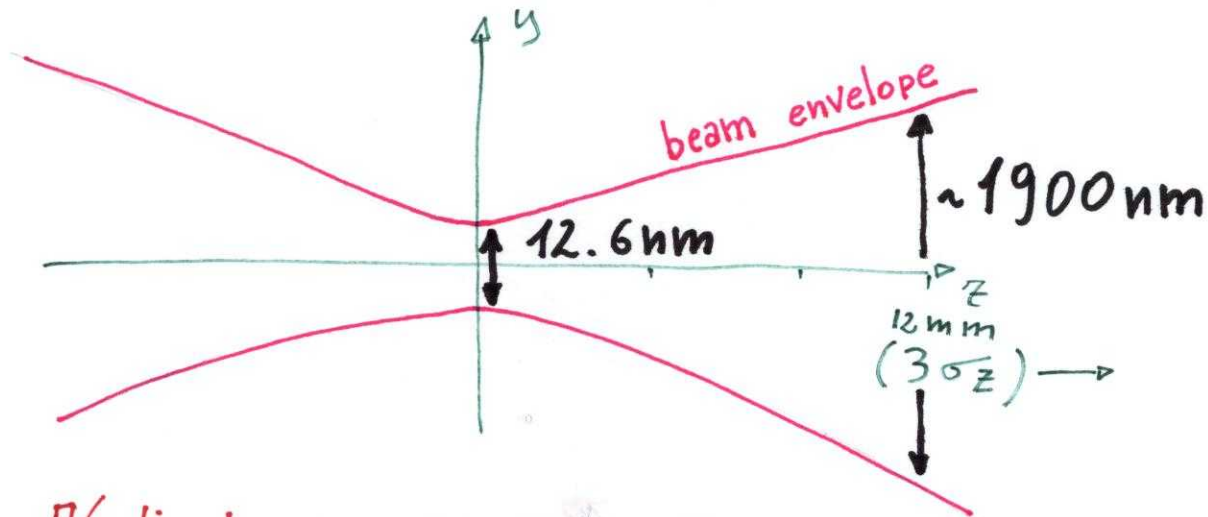
$$\beta_y = \underline{\underline{80 \mu\text{m}}}$$

$$\sigma_z = 6 \text{ mm}$$

$$\Delta E/E = 1\%$$

$$\chi = \underline{\underline{2 \times 25 \text{ m Rad}}}$$

$$N_e = 2.5 \times 10^{10} \text{ part/bunch}$$

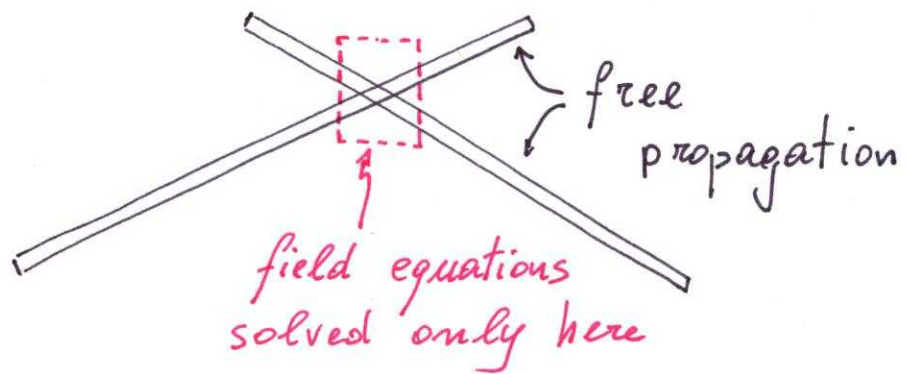


Vertical size $\times 100$ @ $2\sigma_z$

$$\sigma_y(z) \approx \sigma_y \cdot \frac{z}{\beta_y}$$

→ Guinea pig mesh fixed

I: VERY CRUDE APPROX.

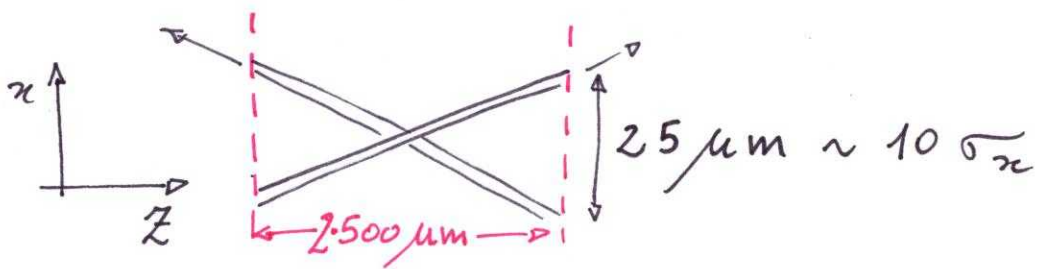


- Solve the Poisson equations only for the few colliding slices.

$$N_{\text{slice}} \approx 10^3$$

$$N_{\text{colliding}} \approx 10$$

- gain a factor 100 in CPU time
- simulating the field in $|z| < 500 \mu\text{m}$



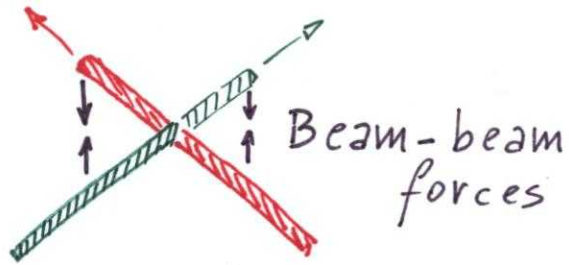
- Not yet optimal: guinea pig evaluates \vec{E} in the whole box...

II: SMARTER APPROX.

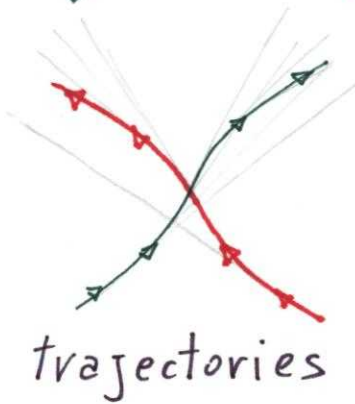
- wish list
- Multipole expansion of the field outside the colliding diamond
 - Adaptive mesh size and finesse
 - Adaptive slice width

→ Trade-off GPU time ↔ dev time

Beam-Strahlung



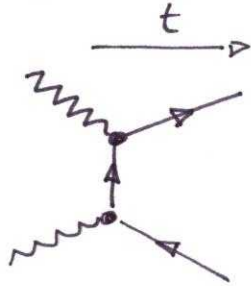
Syn. Rad.



- Beam-beam forces deflect e^- and e^+ from the rectilinear motion
- Bending on the $x-z$ plane
↓
- Syn. Rad. on the same plane
- More on next talk

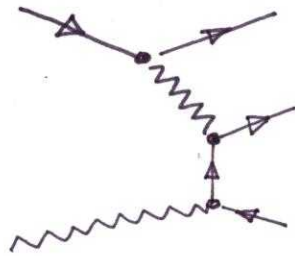
Pairs production.

Breit-Wheeler



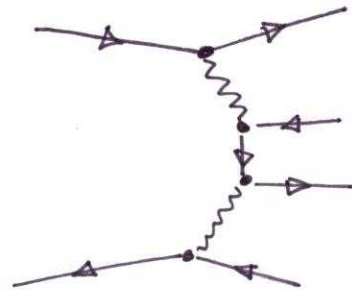
$$\gamma\gamma \rightarrow e^+e^-$$

Bethe-Heitler



$$e\gamma \rightarrow e e^+e^-$$

Landau-Lifshitz



$$e^+e^- \rightarrow e^+e^-e^+e^-$$

Guinea pig simulates these processes.

- Vertices $\propto e.m.$ suppression
- soft photons (propagators poles)

↓
huge cross section ~ 10 m barn

Pairs production

- ~ 40 e^+e^- pairs produced / bunch crossing
- just a few with p_t big enough to reach 1 cm with 1.5 Tesla
- Remind $f_{\text{crossing}} = 600$ MHz
- Small beam pipe radius \rightarrow longer p_t acceptance
High luminosity \rightarrow High occupancy in inner tracker.
- See next talk

Conclusions

- ◆ Faster/coarser version of G.P. ready for next round of Mathematica campaign of parameters optimization
- ◆ Background studies (beam-strahlung, etc) possibles
- ◆ Wish list (even faster, more precise) in progress