

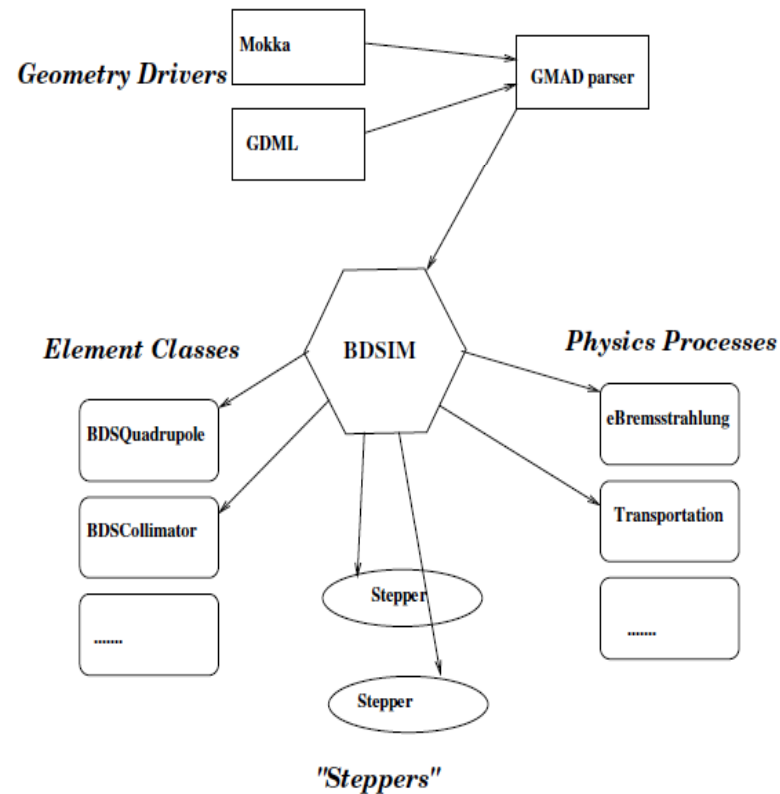
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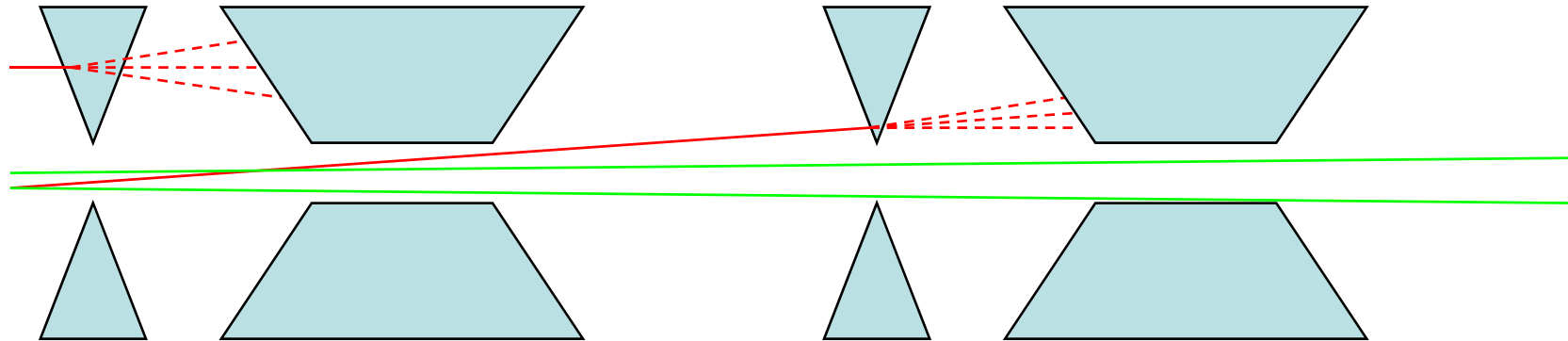
# Interfacing BDSIM with Placet: Wakefields & Collimators

Steve Malton, RHUL  
ILC LET Meeting  
13th Dec 2007

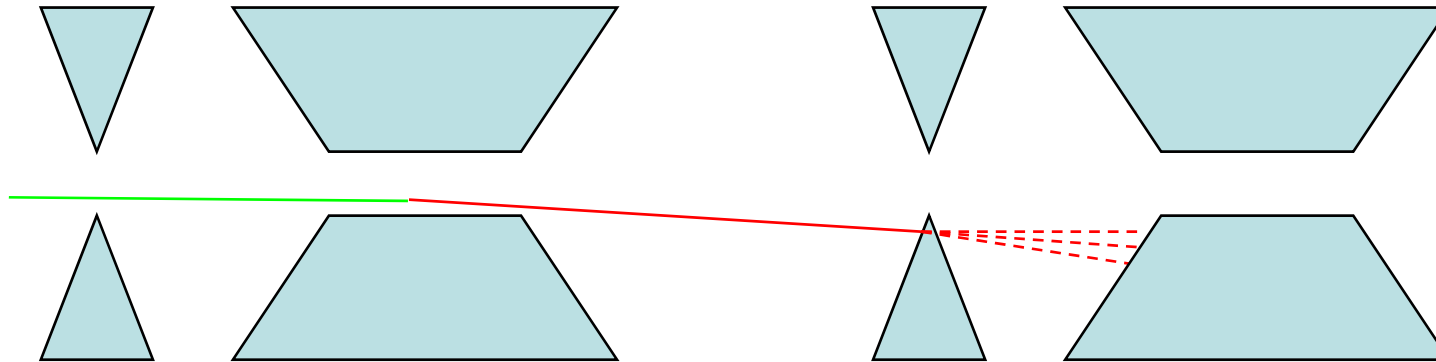
- 
- Structure of BDSIM
  - Halo and Wakefields
  - BDSIM-Placet interface
  - Status of
  - Input examples
  - Beam halo
  - CLIC BDS
  - Future developments

- Beamline objects implemented as classes
- Generate secondary particles from Geant4 physics processes
- Automatic tracking of secondaries
- PBS and GRID versions



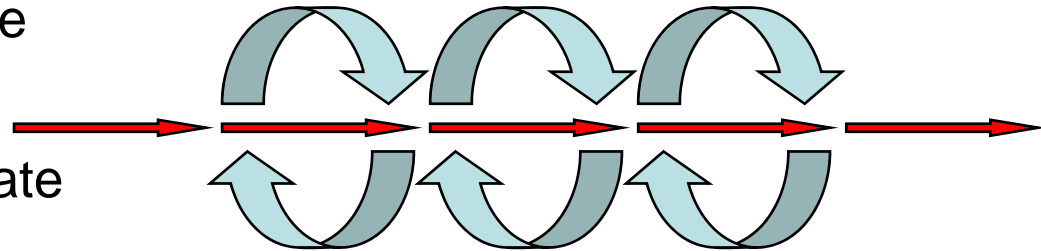


- Off-momentum and large offset particles

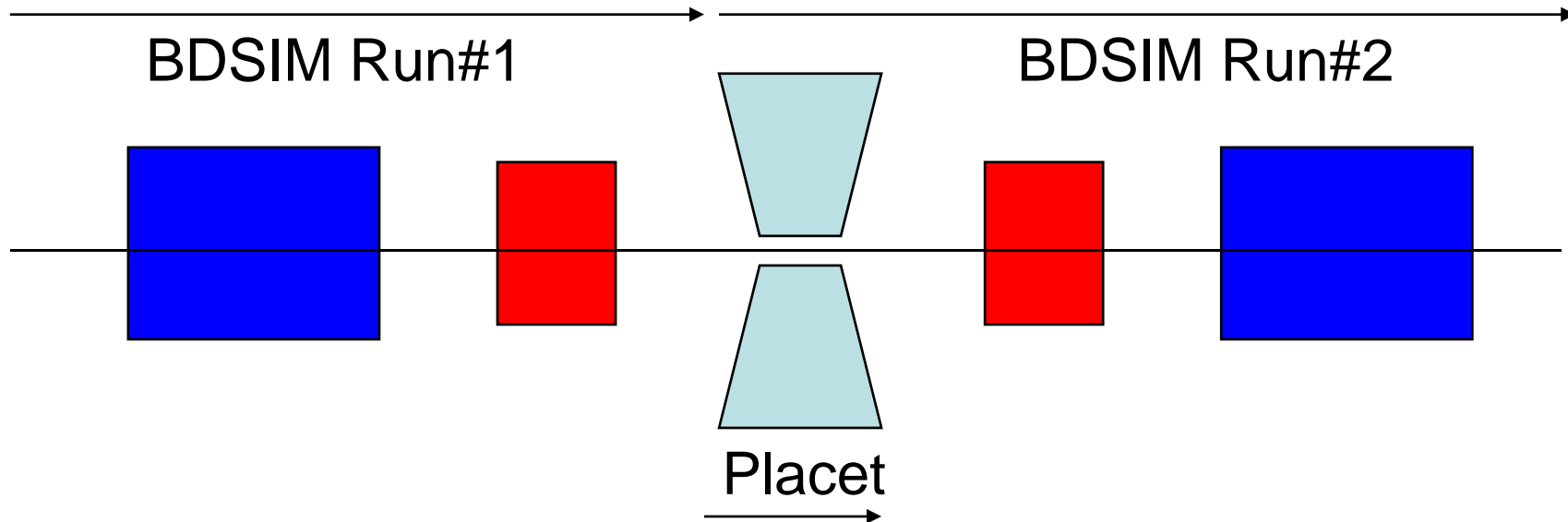


- Transverse wakefield kick
  - Previously uncollimated particles can be kicked into beam elements
    - Direct hits to FD and VX
    - Secondary particles from beampipe scattering

- Main beam tracking in BDSIM
- At collimators and spoilers bunch is held on stack
- Bunch is passed to Placet and tracked to calculate wakefield kicks
- Placet passes appropriate kicks to BDSIM
- BDSIM restarts at held position and applies kicks
- Repeat through wakefield region and then continue standard tracking



- Test lines working as planned
- Currently:
  - Tracks wakefield regions in PLACET
  - Applies kick to original bunch distribution
  - Retracks in BDSIM



...

```
foreach line {positron electron} {  
  BeamlineNew  
  Girder  
  set quad_synrad 1  
  set sbend_synrad 1  
  set mult_synrad 0  
  set synrad 1  
  set e_initial 1496.0  
  set e0 $e_initial  
  source $script_dir/bds.tcl  
  ReferencePoint -sense -1  
  TclCall -script "save_$line"  
  BeamlineSet -name $line  
}
```

...

...

```
Girder  
Drift -name DMM2 -l 0.625  
Girder  
Drift -name COLL3ESP -l 0  
Girder  
TclCall -script read_halo  
Collimator -name "ENGYSP" -horiz -in_height  
    6.21e-3 -fin_height 3.51e-3 -width 25.4e-  
    3 ...  
TclCall -script write_halo  
Girder  
Drift -name DMM2 -l 0.625  
...
```



# Input Files - BDSIM

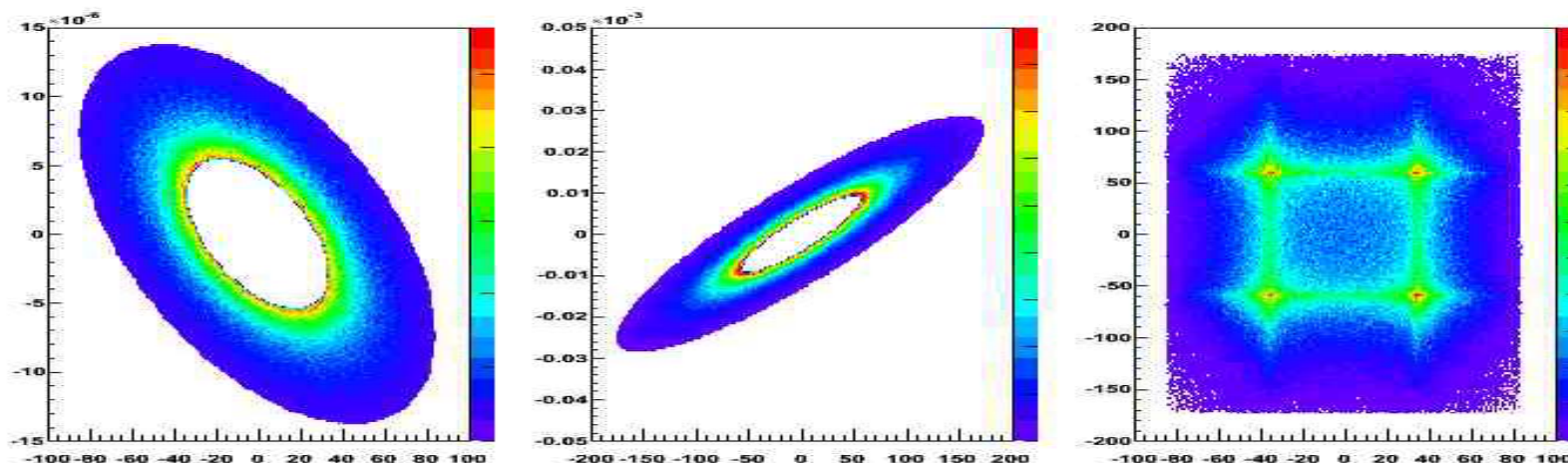
```
beam, particle="e-",  
      energy=250 * GeV,  
      nparticles=1e+3,  
      distrType="guineapig_slac",  
      distrFile="/Users/spm/optics/CLIC/root/halo.dat";
```

```
include CLIC_common.gmad;  
include CLIC_coll.gmad;  
include CLIC_ff.gmad;
```

```
bds: line:=(mycolsys,eff1s);  
use,period=bds;  
sample,range=sextMark;  
sample,range=endeff1;  
dump,range=engyspMark;  
dump,range=engyabm;
```

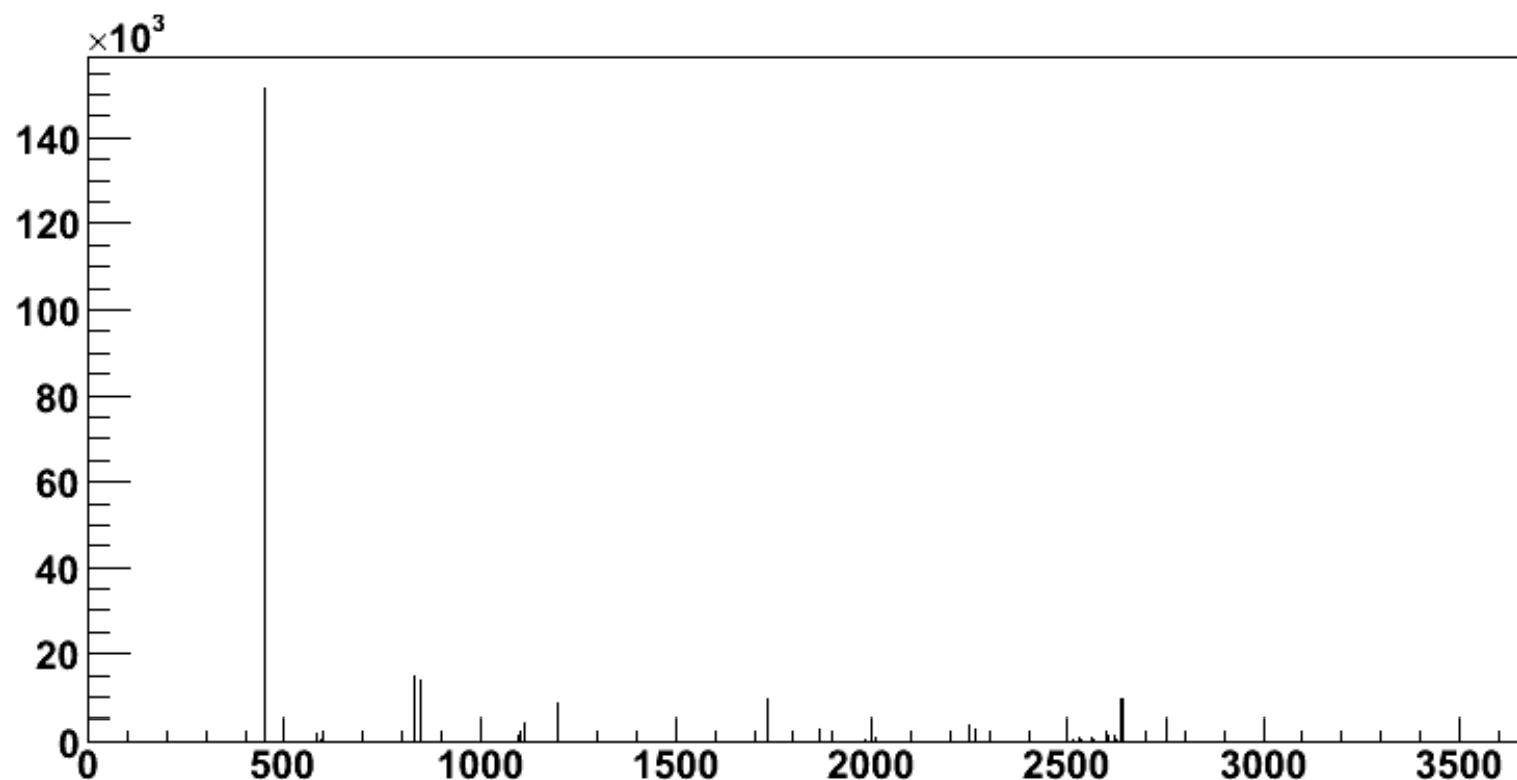
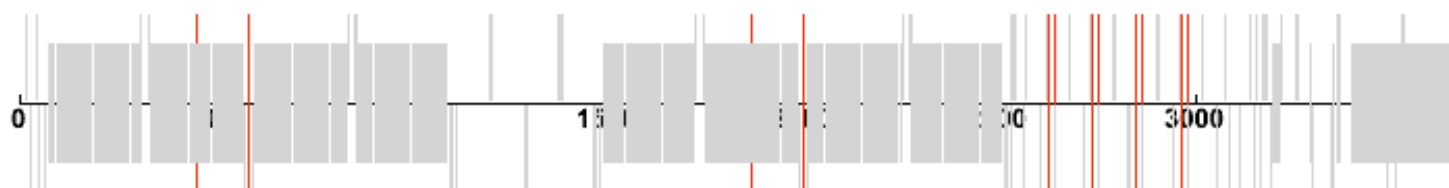
```
option,ngenerate=1000,backgroundScaleFactor=1e5,  
synchRadOn=0,srTrackPhotons=0,srLowX=0.01,srLowGamE=0.01*eV,  
turnInteractions=1,UseEMHadronic=0,physicsList="em_standard",fifo="/tmp/temp.dat";
```

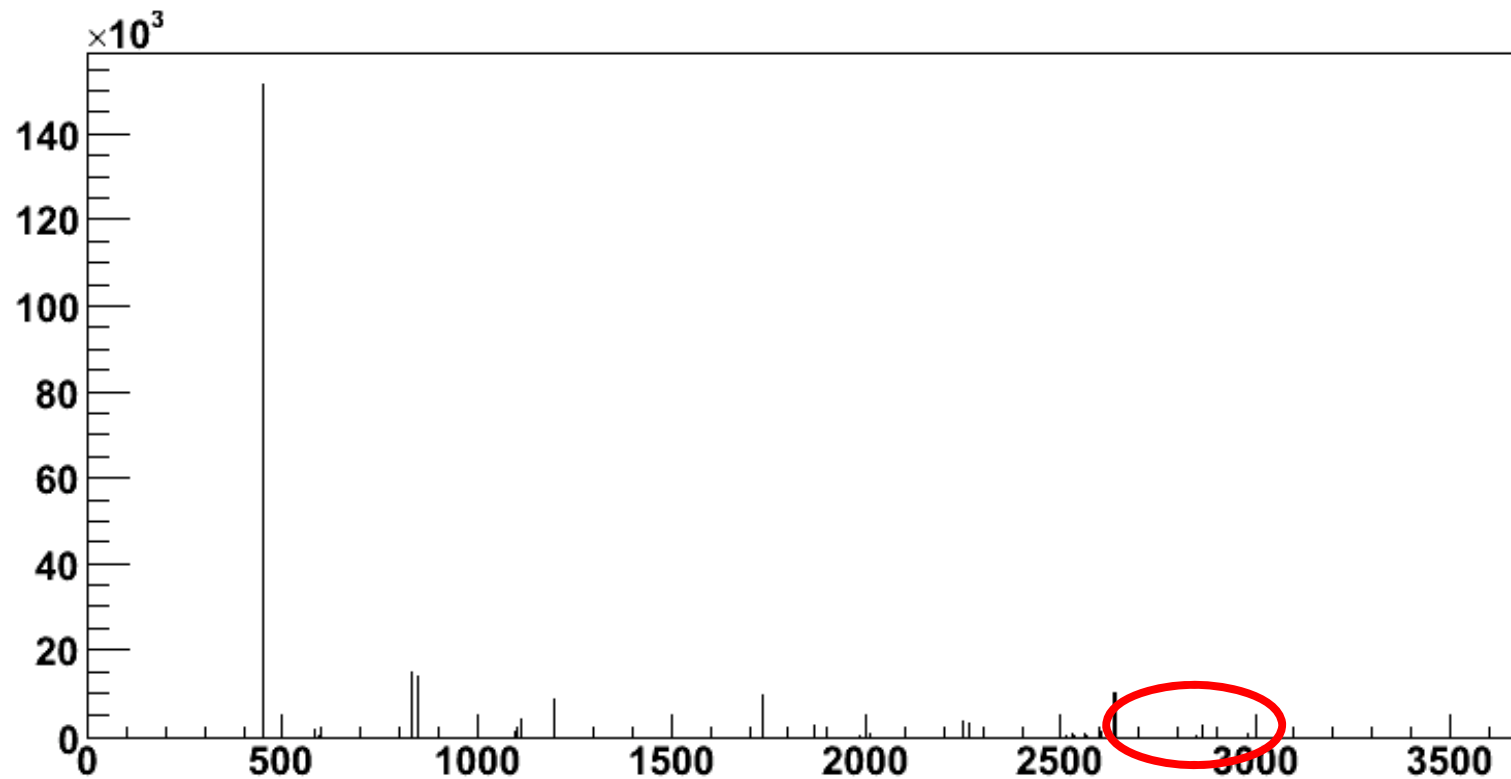
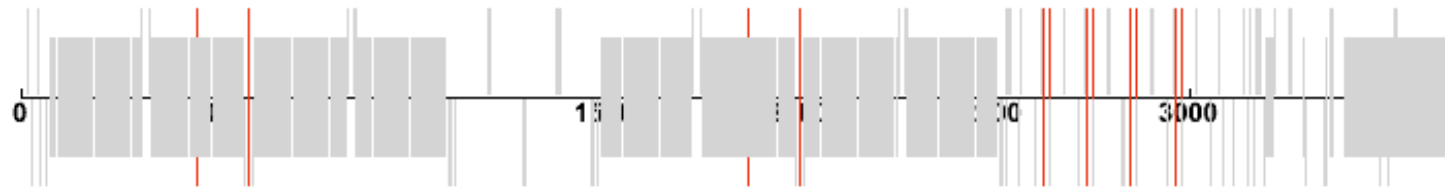
# Halo Distribution



- 500,000 particles generated
  - 1000 tracked to reduce computation time for now!
- $1/r$  distribution in  $x, x_p$  space
- $A_x = [5.7-14.2]\sigma_x$
- $A_y = [54-162]\sigma_y$
- cf: CLIC Note 555, CERN

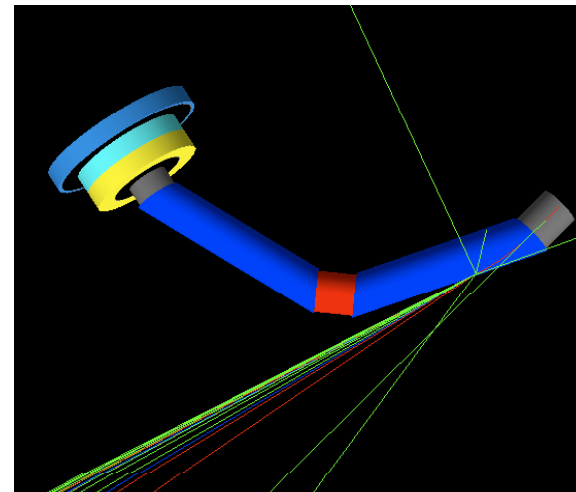
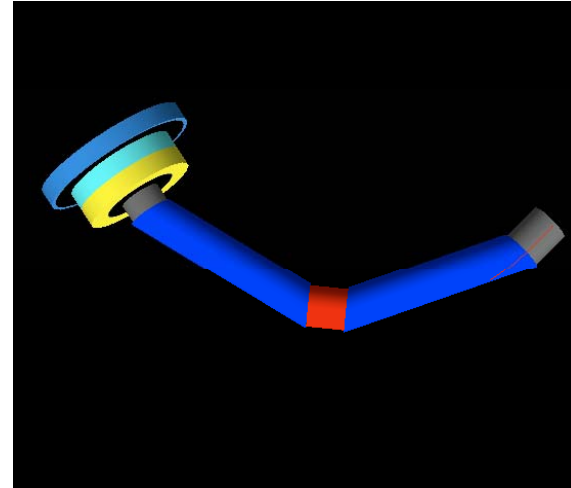
# CLIC BDS - BDSIM only





# Next Steps

- Track with secondaries
  - 250 GeV means lots of secondaries!
- Fix collimators?
- Run with ILC decks



- New stepper for collimators
  - BDSIM to do tracking in collimators, PLACET used to calculate kicks
  - Apply appropriate transverse kick to particle at centre of collimator region? Or half at beginning/half at end?