

Integrating SAD code within Flight Simulator

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Organization of Software Projects

Expression of interests (Eols) for the projects has been called, 24 June, 2008.

We adopt the two software environments, i.e.

- (1) in framework of V-system (ATF control system) and
- (2) the flight simulation

Many softwares based on the V-system have been developed and used at ATF and the flight simulator is very useful to develop the softwares for colleagues especially outside of KEK.

Overall coordinator: Shigeru Kuroda (KEK)

T. Tauchi

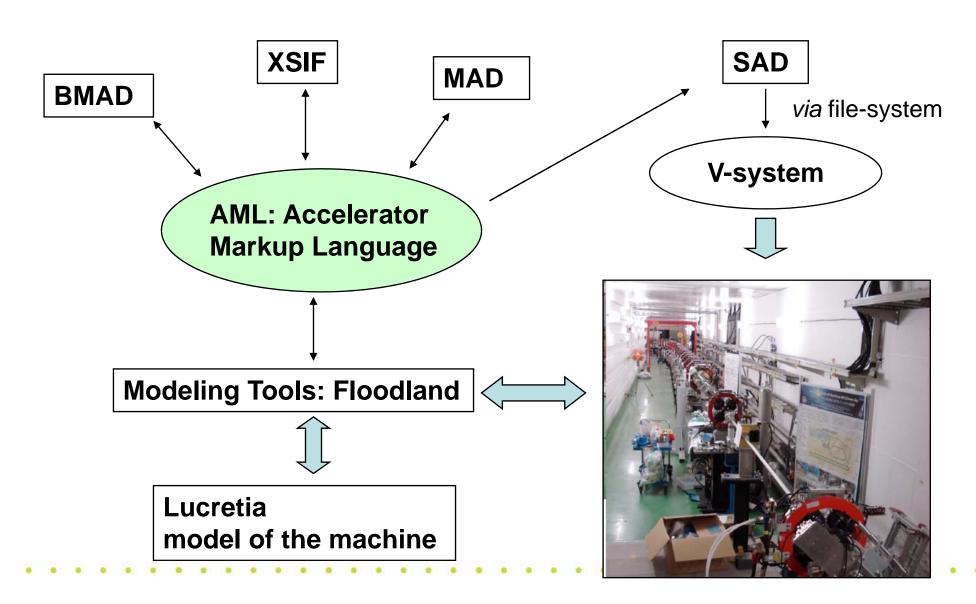
Organizing task groups with priorities and task leaders



- Goal: from Flight Simulator generate SAD machine representation
- Flight Simulator:
 - Lucretia model
 - Upload ATF2 machine configuration (Floodland/EPICS)
 - Apply Flight Simulator modeling tools (S. Molloy's talk)
 - Translation chain: Lucretia → AML → SAD
 - AML → SAD via a "SADParser"

Codes: Lucretia (P. Tenenbaum) Accelerator Markup Language AML (D. Sagan) SAD (K. Oide)





SAD representation

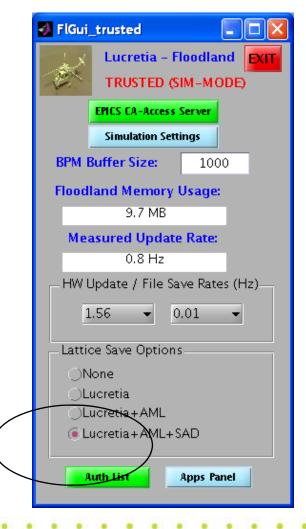
Actual translation includes:

- Beam line elements with offset and rotation errors
- Bend linear fringe fields
- Magnets multipoles

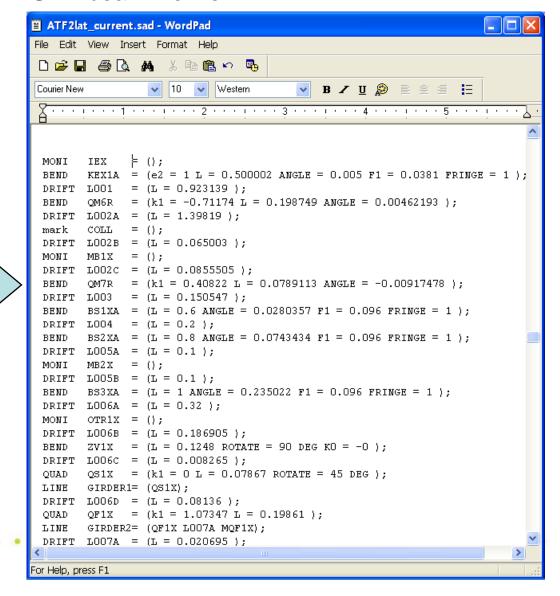
Apertures and higher order multipoles to be included



Flight simulator panel

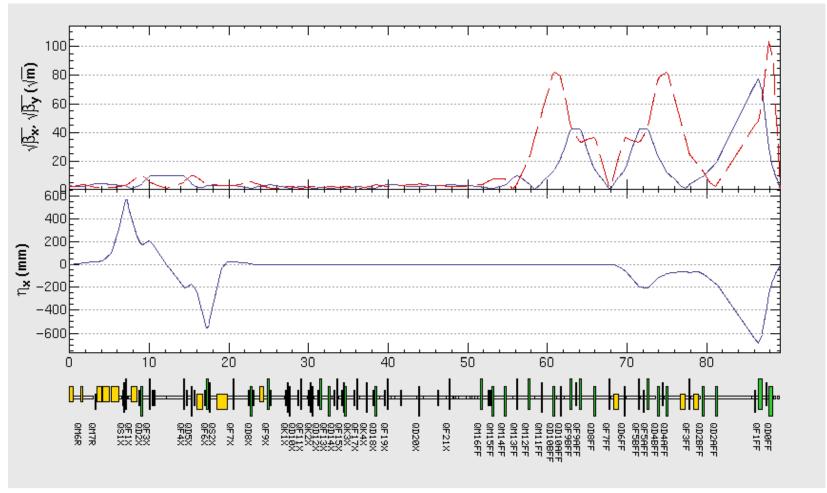


SAD beamline file



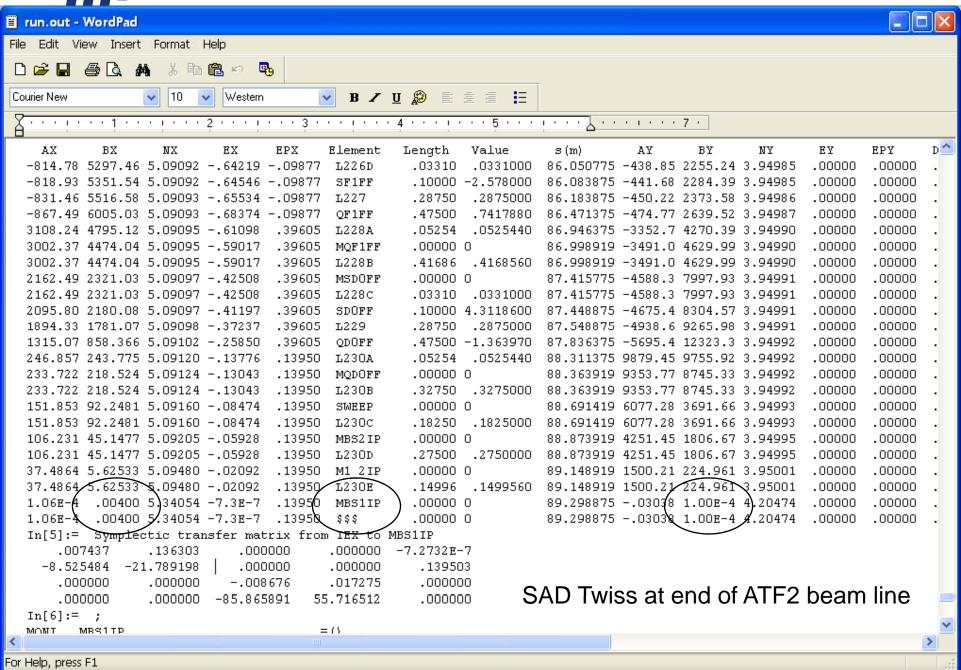


Translation to SAD of ideal ATF2 Lucretia lattice



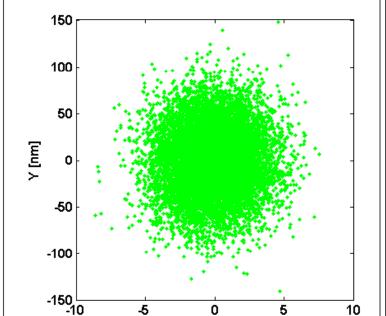
Obtained at IP BX*=4.00mm, BY*=1.00E-4m (--> Perfect agreement with Lucretia model)



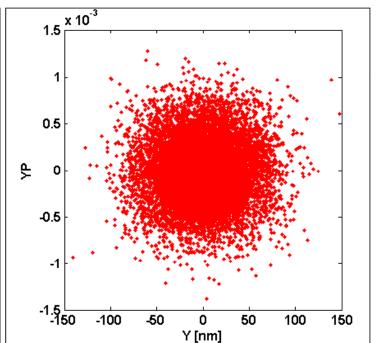




at IP



X [um]

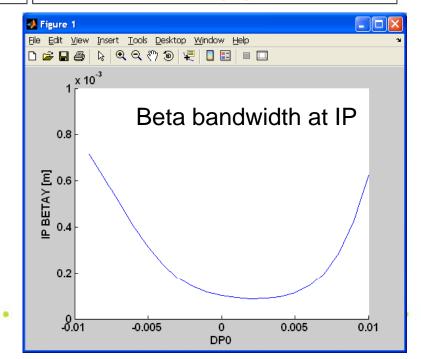


Tracking with SAD

$$\sigma_{y}^{*} = 34.8nm$$

$$\sigma_{y'}^{*} = 3.3E-04$$

$$\sigma_{x}^{*} = 2um$$





Summary

- Link between software environments
- SAD representation of the machine available now also through Flight Simulator

ATF2 Meeting, KEK, December 2008