

# Darkcurrent Transport in the FLASH Injector



#### ... with the new apertures library

- Motivation: Why a library for apertures?
- Library: Functions and tools
- Implementation: Rough overview
- Aperture model: File format
- FLASH injector: Darkcurrent transport GUN-DBC2



### Motivation



#### Why a library for apertures?

- Astra, elegant, MAD-\*, ... have their own aperture definitions embedded in the accelerator model.
  - ... which makes it hard to share an aperture model between the codes.
  - ... which are quite limited in complexity.
  - ... and are missing a detailed output suited for the analysis of beam losses.

particle losses vs. z,

coordinates of lost particles,

graphical representation of the aperture model



# Library: Functions+Tools



#### Only two basic library functions:

- Read an aperture model from an XML file
- Check whether a given point (x,y,z) is within the aperture model

#### **Tools:**

- aperture-view generates sections through the geometry which can be plotted
- aperture-check reads multiple phase space files and performs a collision test against an aperture model



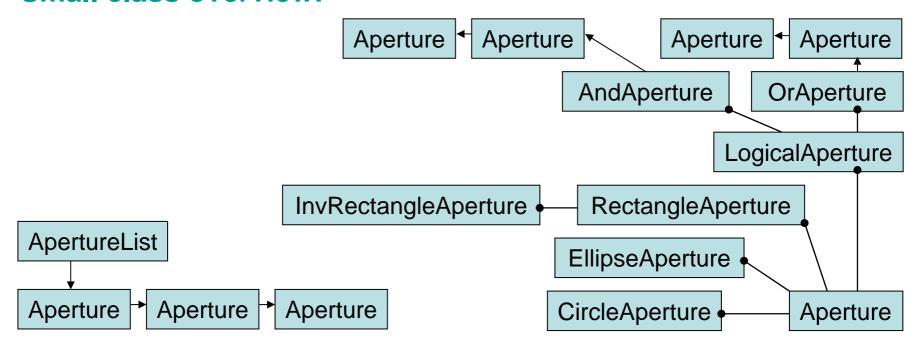
# Implementation



#### **Programming language:**

- Need high performance and OOP, ergo: C++
- Can provide wrappers for C, Fortran, ...

#### Small class overview:





### File Format



#### **Aperture model in XML format:**

```
<?xml version="1.0" encoding="UTF-8" ?>
<circle z="0.0" name="vacuum pipe">
        < x > 0.0 < / x >
        < y > 0.0 < / y >
        <r>0.0025</r>
     </circle>
     <and z="0.5" name="vacuum pipe with small square screen">
        <aperture-list>
           <circle z="0.0" name="vacuum pipe 2.5 mm">
              < x > 0.0 < / x >
              <y>0.0</y>
              <r>0.0025</r>
           </circle>
           <circle z="0.2" name="vacuum pipe 3 mm">
              < x > 0.0 < / x >
              <y>0.0</y>
              <r>0.003</r>
           </circle>
        </aperture-list>
        <aperture-list>
           <null z="0" />
           <inv rectangle z="0.1" name="square">
              < x1 > -0.0005 < /x1 >
              <x2> 0.0005</x2>
              <y1>-0.0005</y1>
              <v2> 0.0005</v2>
           </inv rectangle>
           <null z="0.11" />
        </aperture-list>
     </and>
```

```
<ellipse z="1.0" name="ellipsoidal vacuum pipe">
      < x > 0 < / x >
      <y>0.0</y>
      <wx>0.006</wx>
      <wy>0.004</wy>
   </ellipse>
   <include z="1.2" name="pinhole section">
      <filename>include.xml</filename>
   </include>
   <circle z="2.0">
      < x > 0 < / x >
      < y > 0.0 < / y >
      <r>0.01</r>
   </circle>
  <rectangle z="3.0" name="rectangular aperture">
      < x1 > -0.004 < / x1 >
      < x2 > +0.004 < / x2 >
      <y1>-0.002</y1>
      <y2>+0.002</y2>
   </rectangle>
</aperture-list>
```

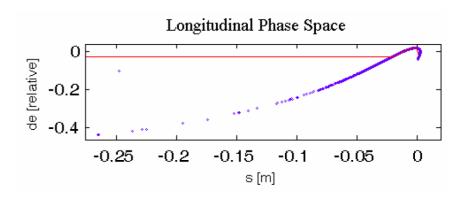


### Darkcurrent in FLASH



Simple field emission model (Fowler-Nordheim equation): Corresponds to Gaussian around RF gun phase 0° with  $\sigma$ =16°.

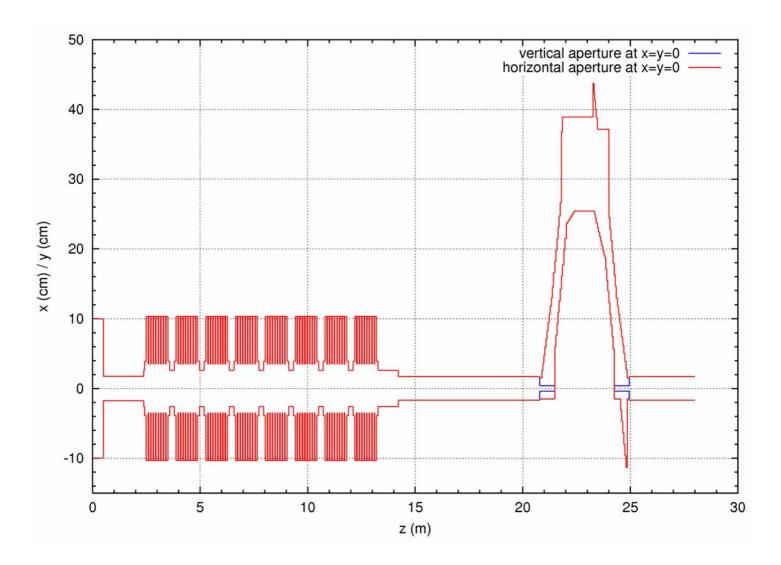
- Astra distribution with 200 000 particles
- Tracking without space charge
  - RF gun aperture handled by Astra
  - Saving 340 phase space files (~11 GB)
- Checking against aperture model with aperture-check





# FLASH Injector Aperture

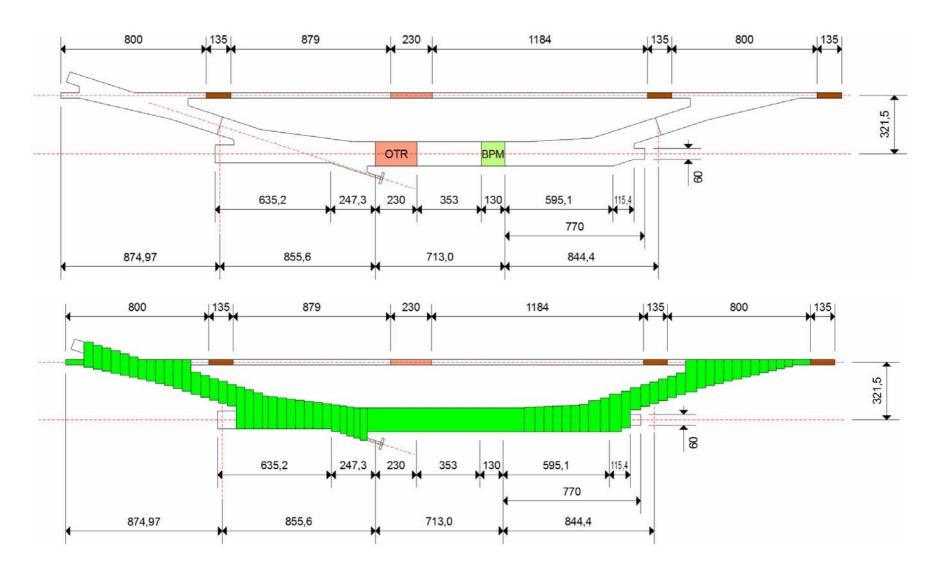






# **BC2 Vacuum Chamber**

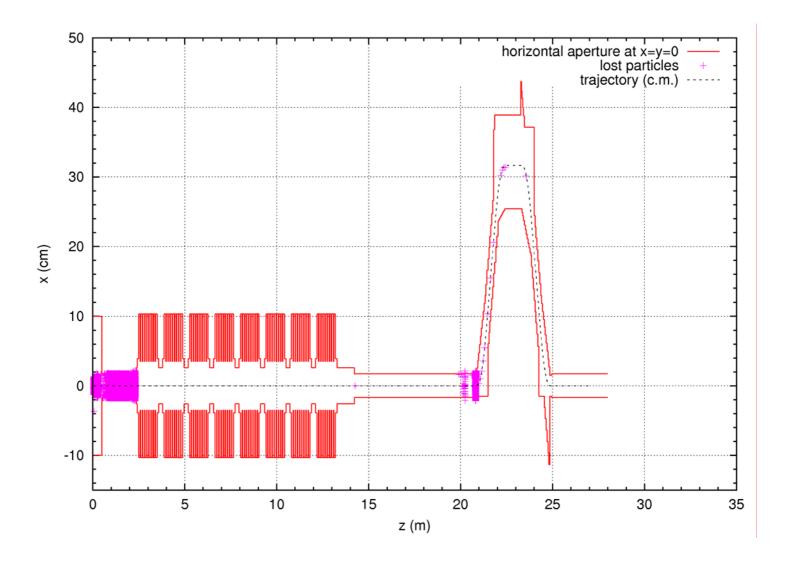






# **Darkcurrent Losses**







# Losses Along the Injector



