

## Start-to-end tracking simulation

- analysis of beam and dark current transport
- full 3D aperture model

## Dark current losses

- identification of hot spots
- cleaning efficiency of gun and BC2 collimators
- influence of new gun layout

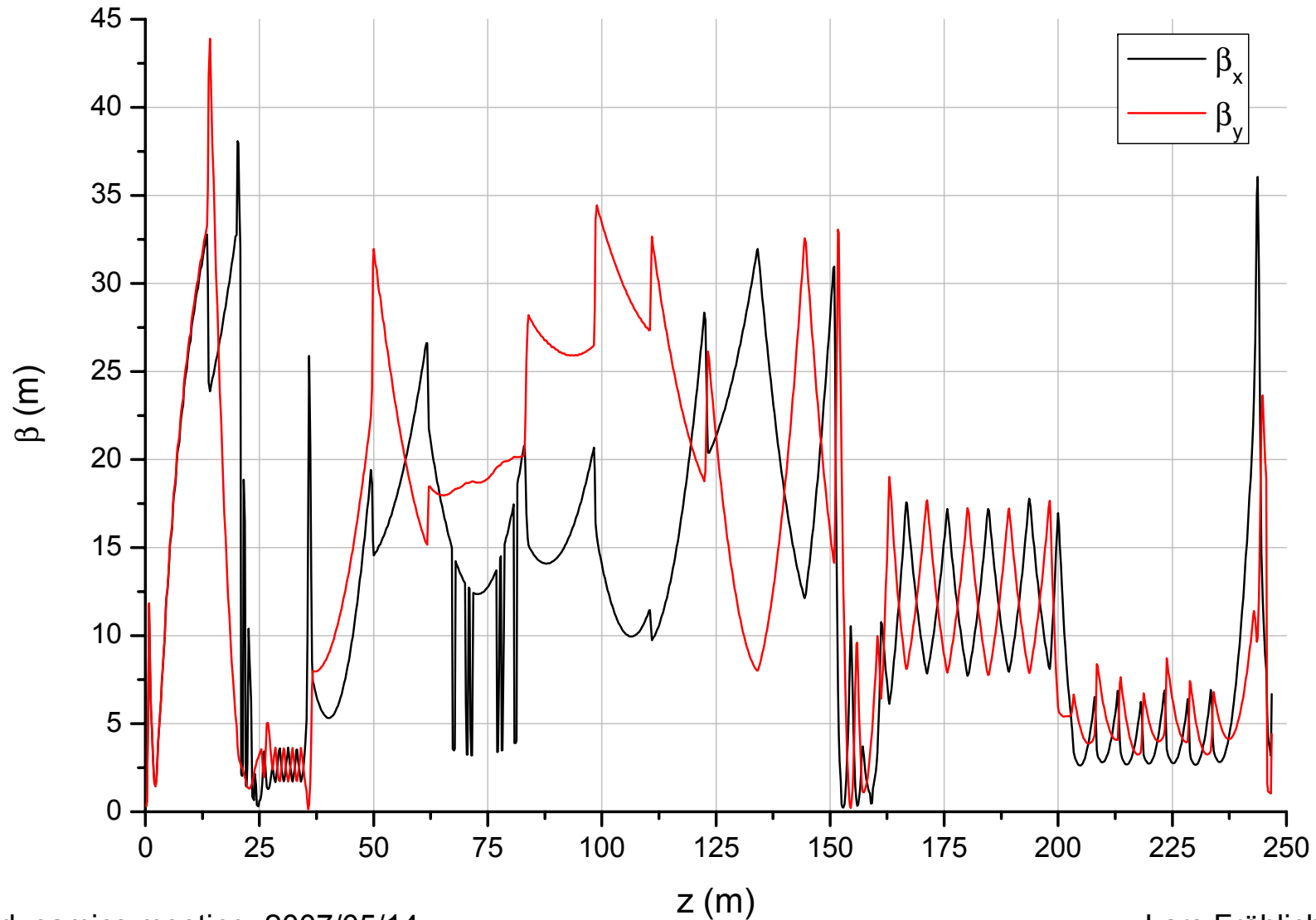
## **Astra simulation** of FLASH linac (gun—dump)

- space charge up to BC2 entrance
- no apertures
- 2500 phase space dumps (one each 10 cm, ~30 GB)
- runtime: ~2 h (44 processors, 400 000 particles)

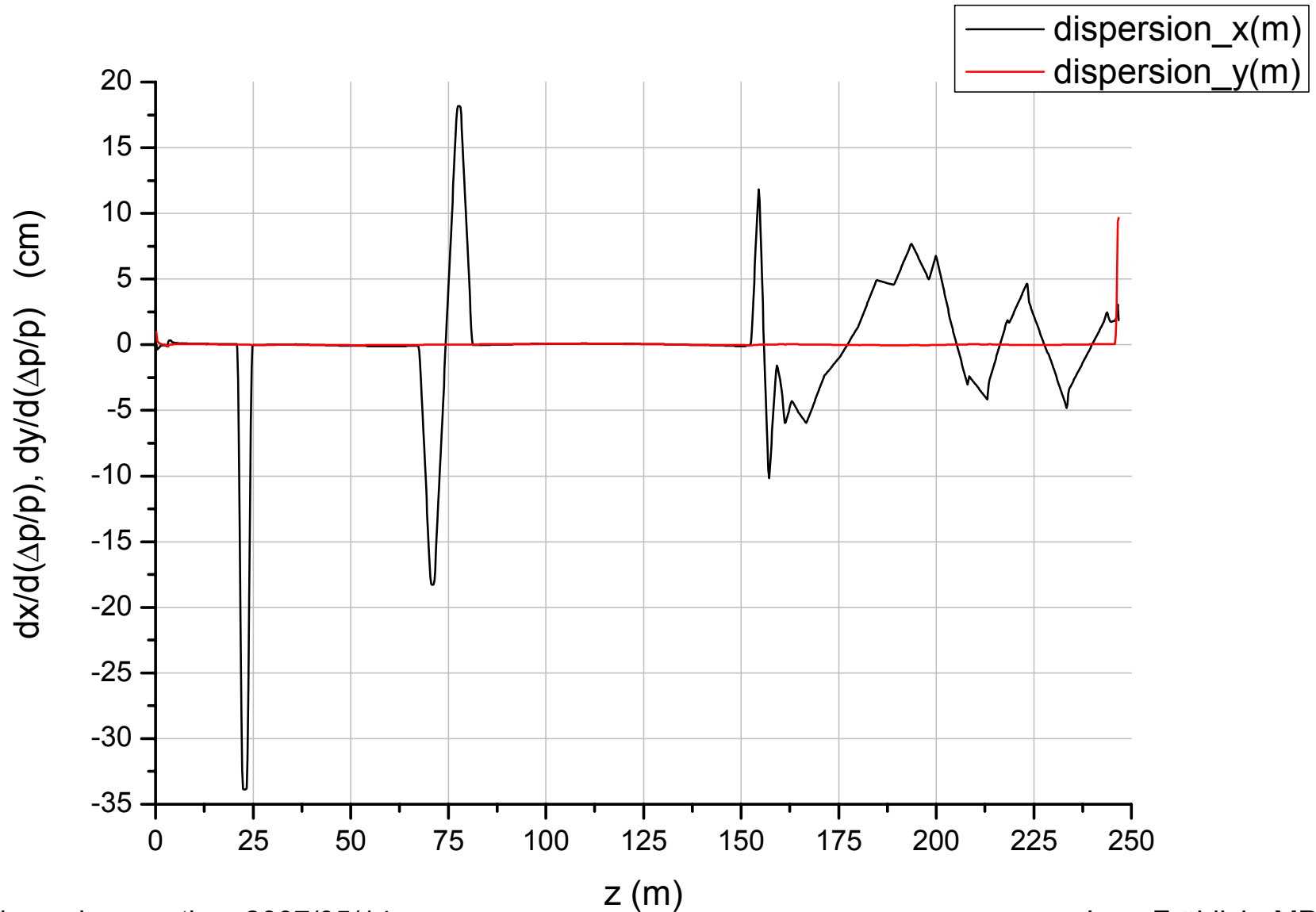
## **Aperture check** with ApertureLib toolkit

- full 3D model of the accelerator aperture in cartesian coordinates
- outputs: phase space at any position, discarded particles, Twiss parameters, ...
- runtime: ~14 min

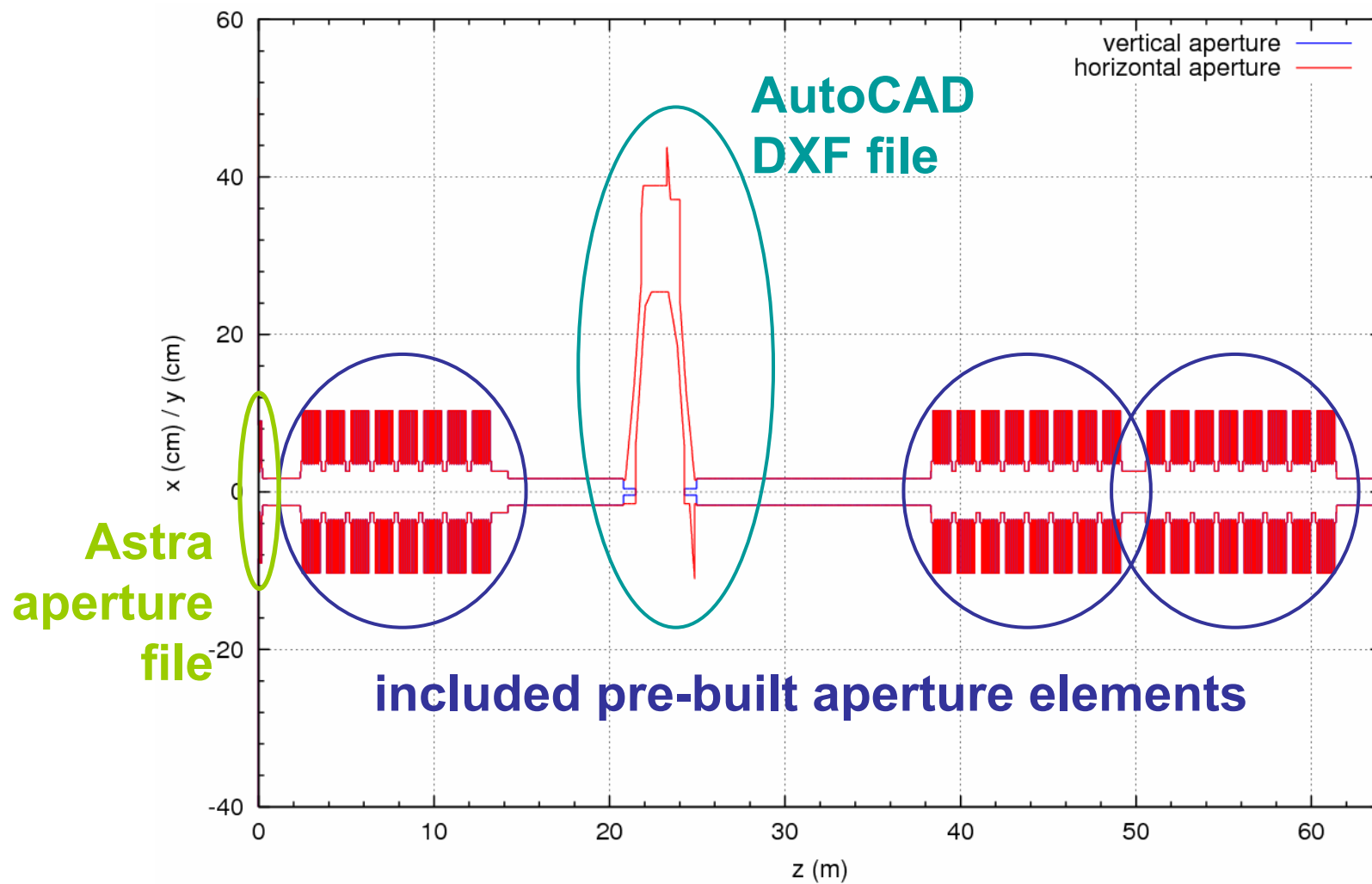
# 1: Machine Model



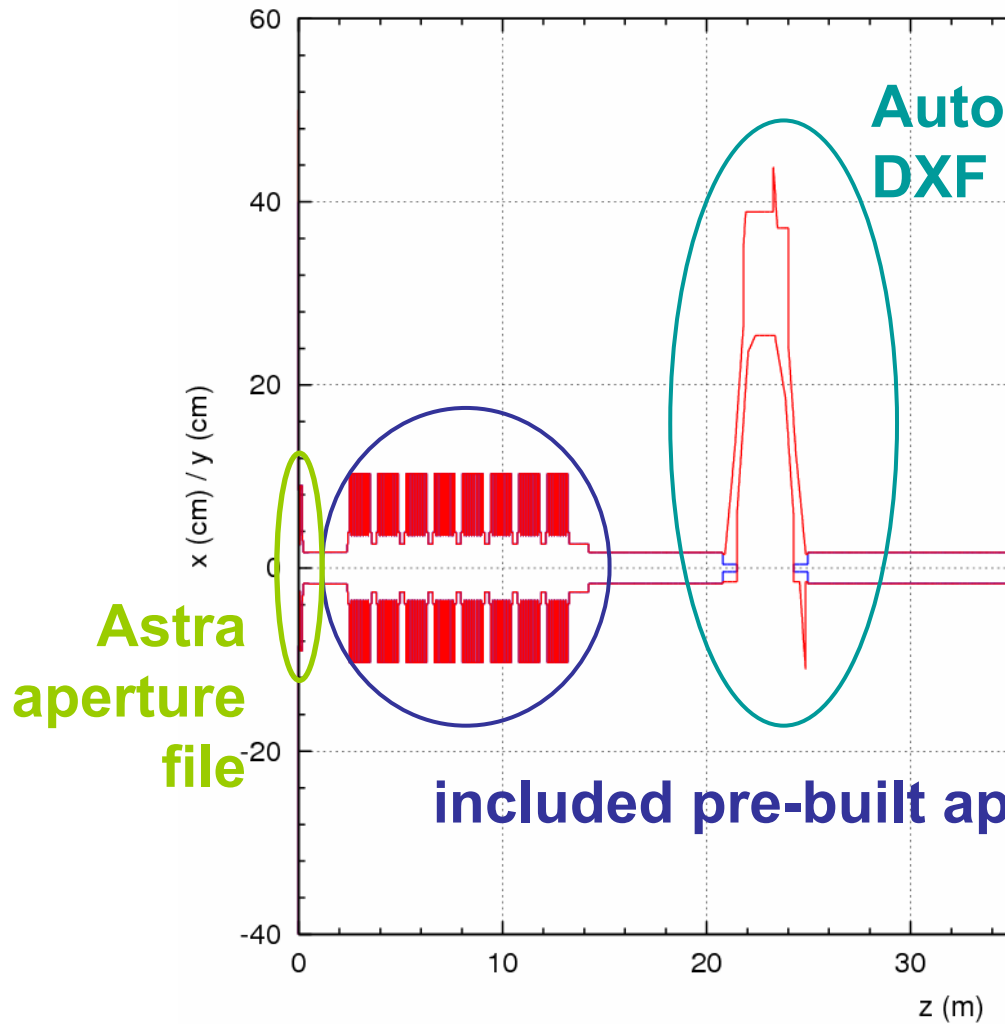
# “Dispersion”



# Aperture Model (1)



# Aperture Model (1)

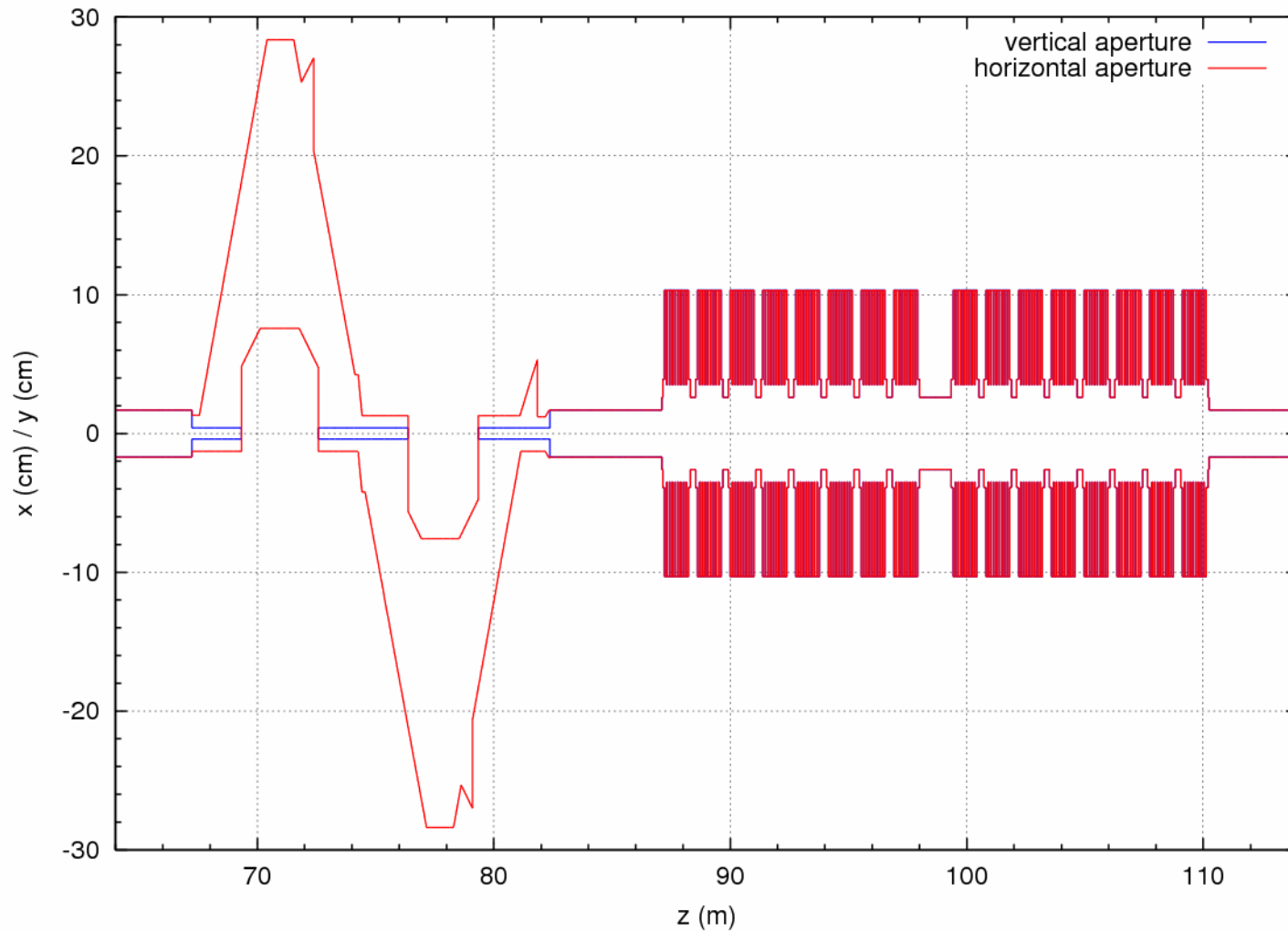


```

- <aperture-list>
- <radial z="0" name="RF gun">
  <filename>rfgun_radial.asc</filename>
</radial>
- <circle z="0.51" name="drift tube">
  <r>0.0175</r>
</circle>
- <circle z="1.273" name="gun collimator">
  <r>0.004</r>
</circle>
- <circle z="1.277" name="drift tube">
  <r>0.0175</r>
</circle>
- <include z="2.3754" name="ACC1">
  <filename>TTF_module.xml</filename>
</include>
- <circle z="14.220" name="boampipe behind valve 13ACC1">
  <r>0.017</r>
</circle>
+ <!-- -->
- <and z="20.791">
  - <aperture-list>
    - <dxz z="0" name="BC2 vacuum chamber">
      <filename>BC2.DXF</filename>
      <origin_rotation>180</origin_rotation>
      <ceiling>0.004</ceiling>
      <floor>-0.004</floor>
    </dxz>
  </aperture-list>
  - <aperture-list>
    <null z="0"/>
    - <rectangle z="1.849">
      <x1>-1</x1>
      <x2>0.324</x2>
      <!-- 0.389 is out -->
      <y1>-1</y1>
      <y2>1</y2>
    </rectangle>
    <null z="2.202"/>
  </aperture-list>
</and>

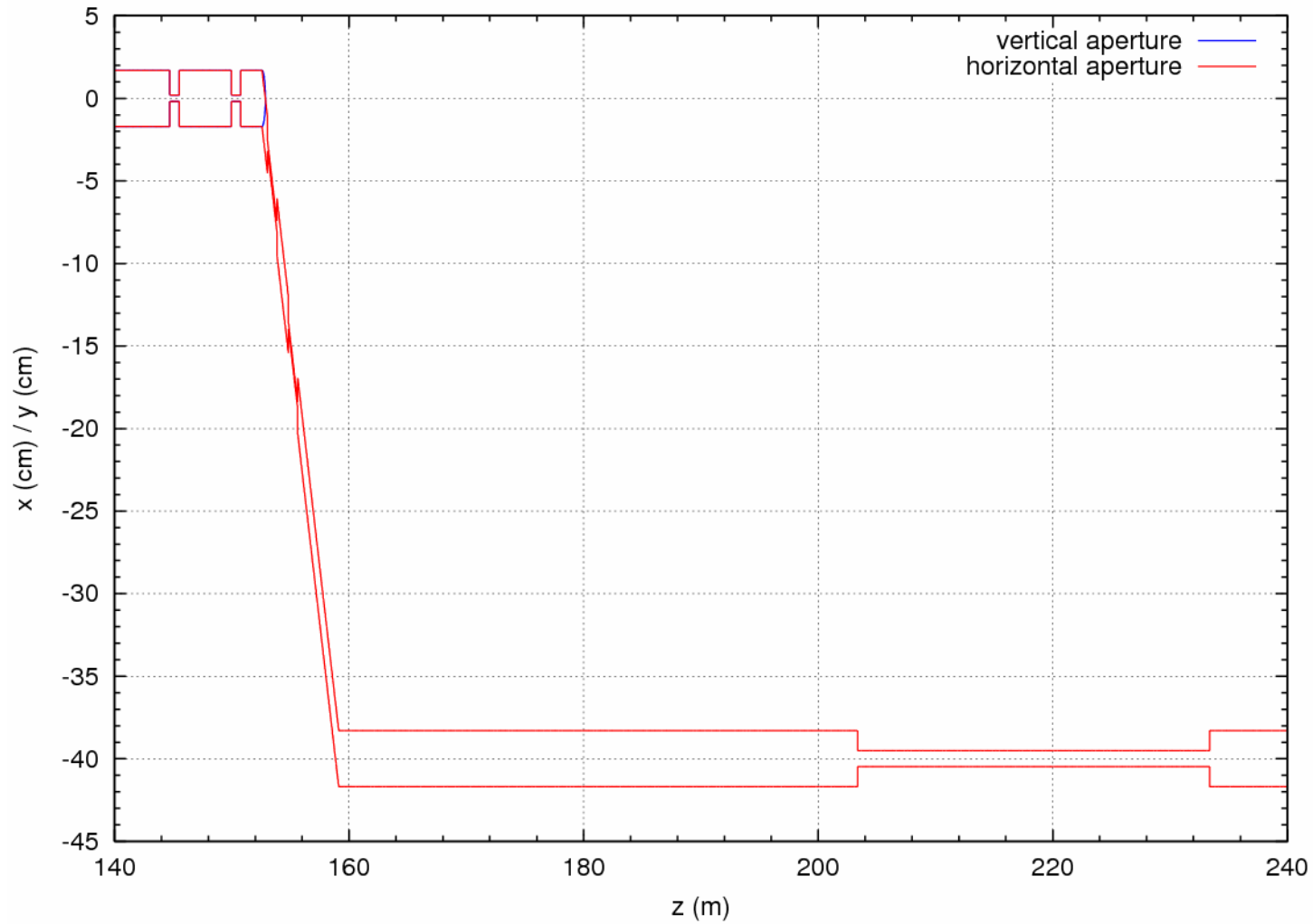
```

# Aperture Model (2)





# Aperture Model (3)

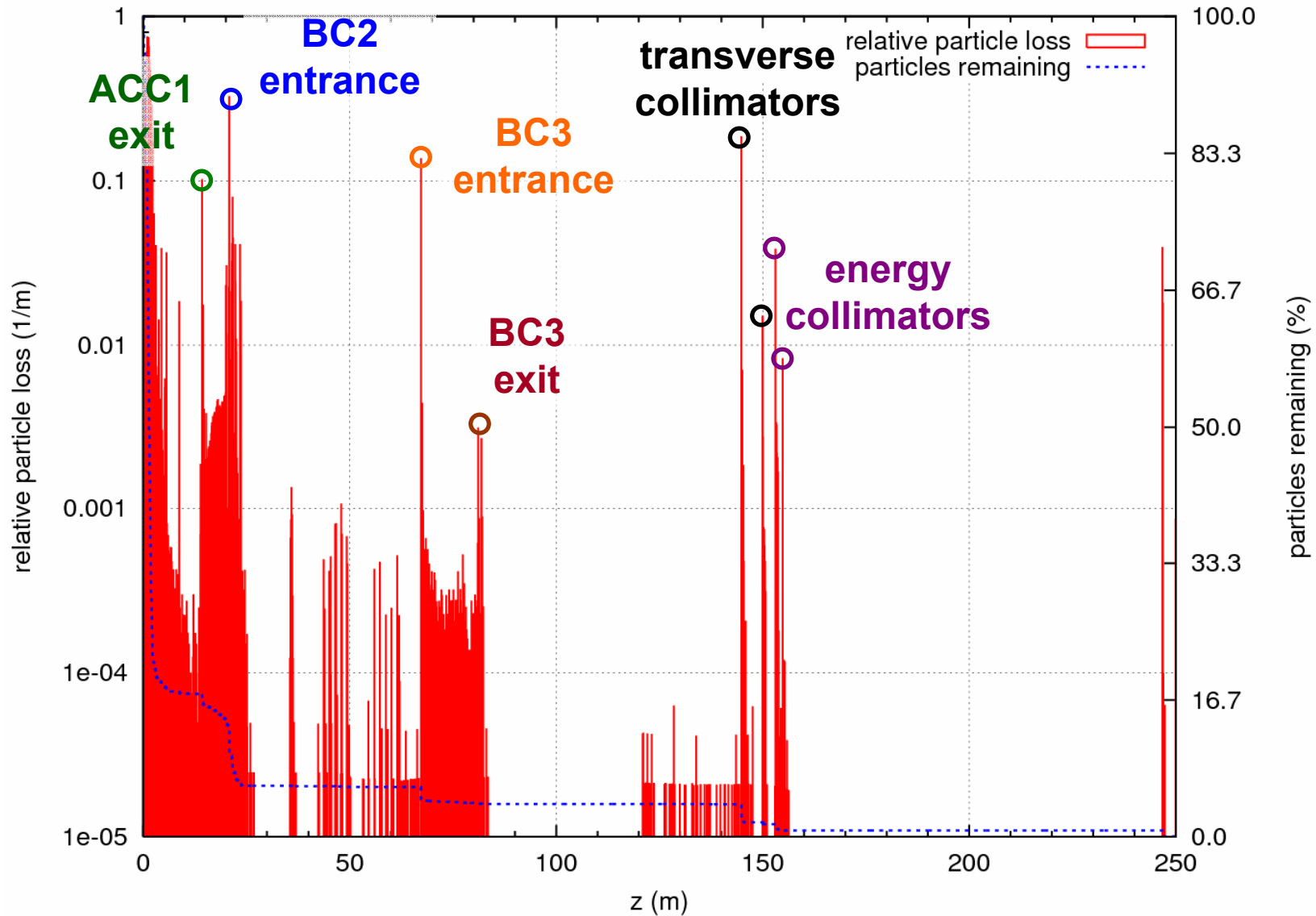


## 2: Dark Current

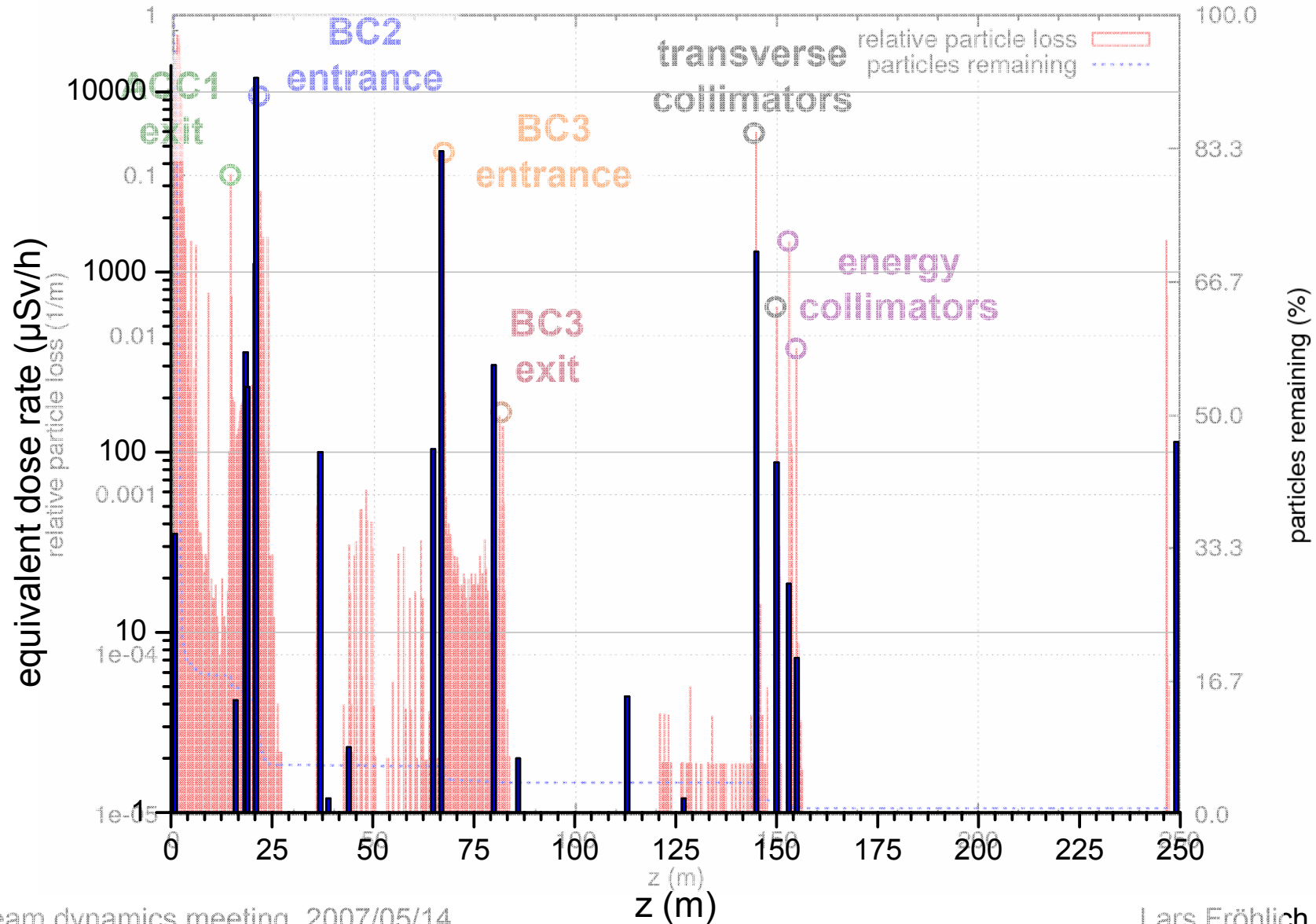
## Dark current emission:

- Simple field emission model
- Current: Gaussian around RF gun phase  $0^\circ$  with  $\sigma=16^\circ$
- Homogeneous emission from cathode surface ( $\varnothing$  5 mm)
- Current exiting the gun 200–300  $\mu\text{A}$
  
- no simulation of collective effects  
(space charge, CSR, ... negligible)

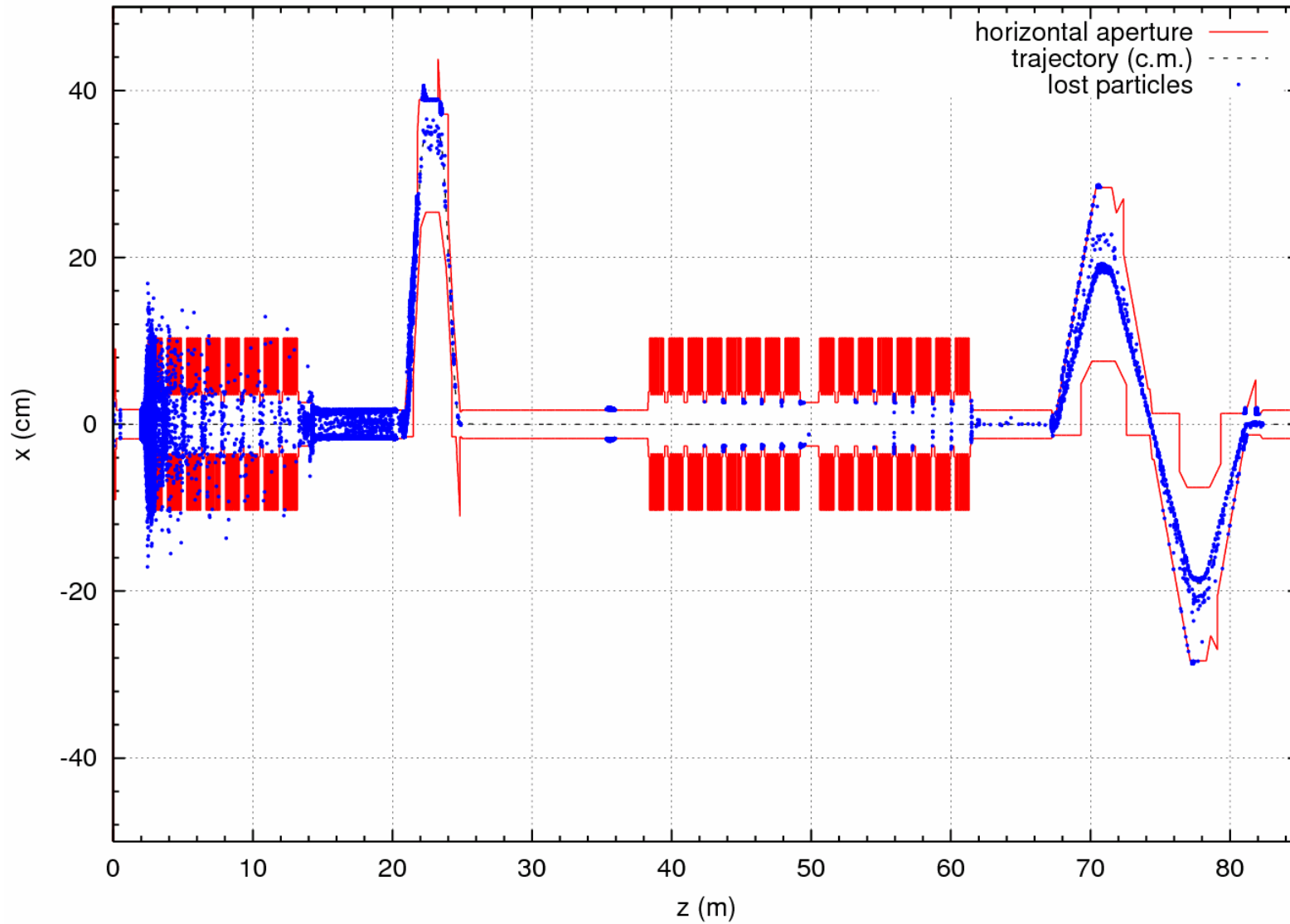
# Dark Current Losses (1)



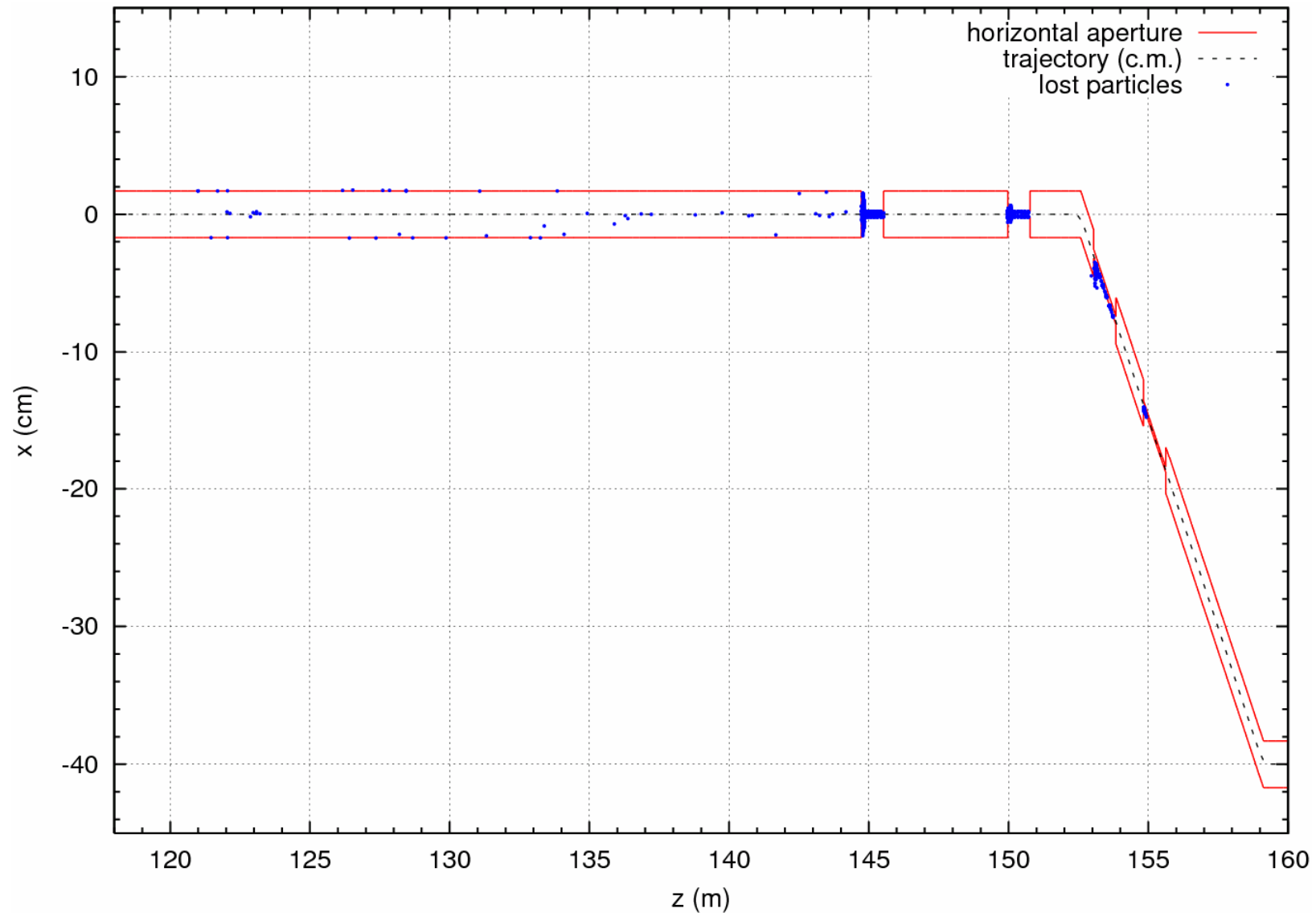
# Dark Current Losses (1)

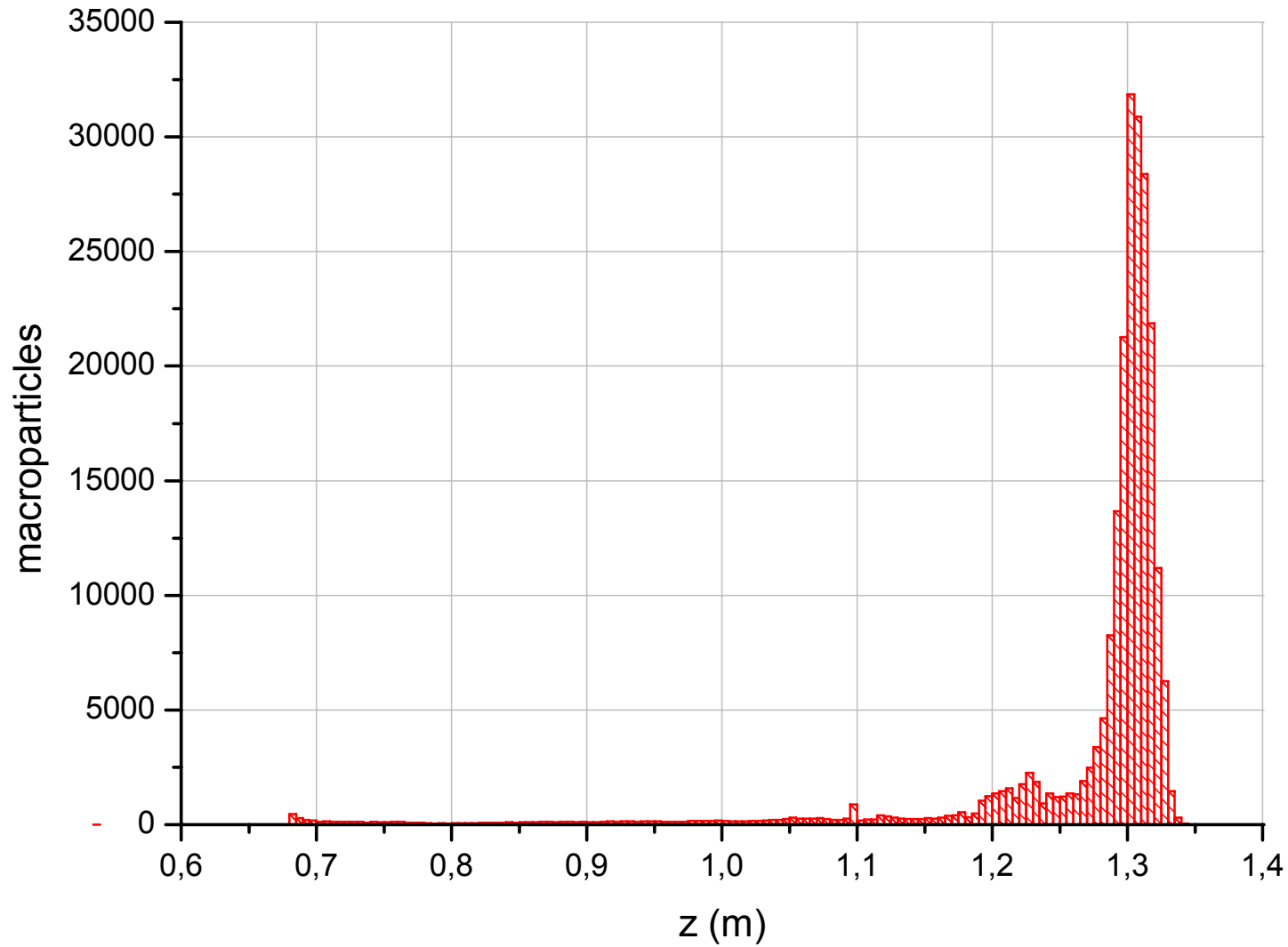


# Dark Current Losses (2)

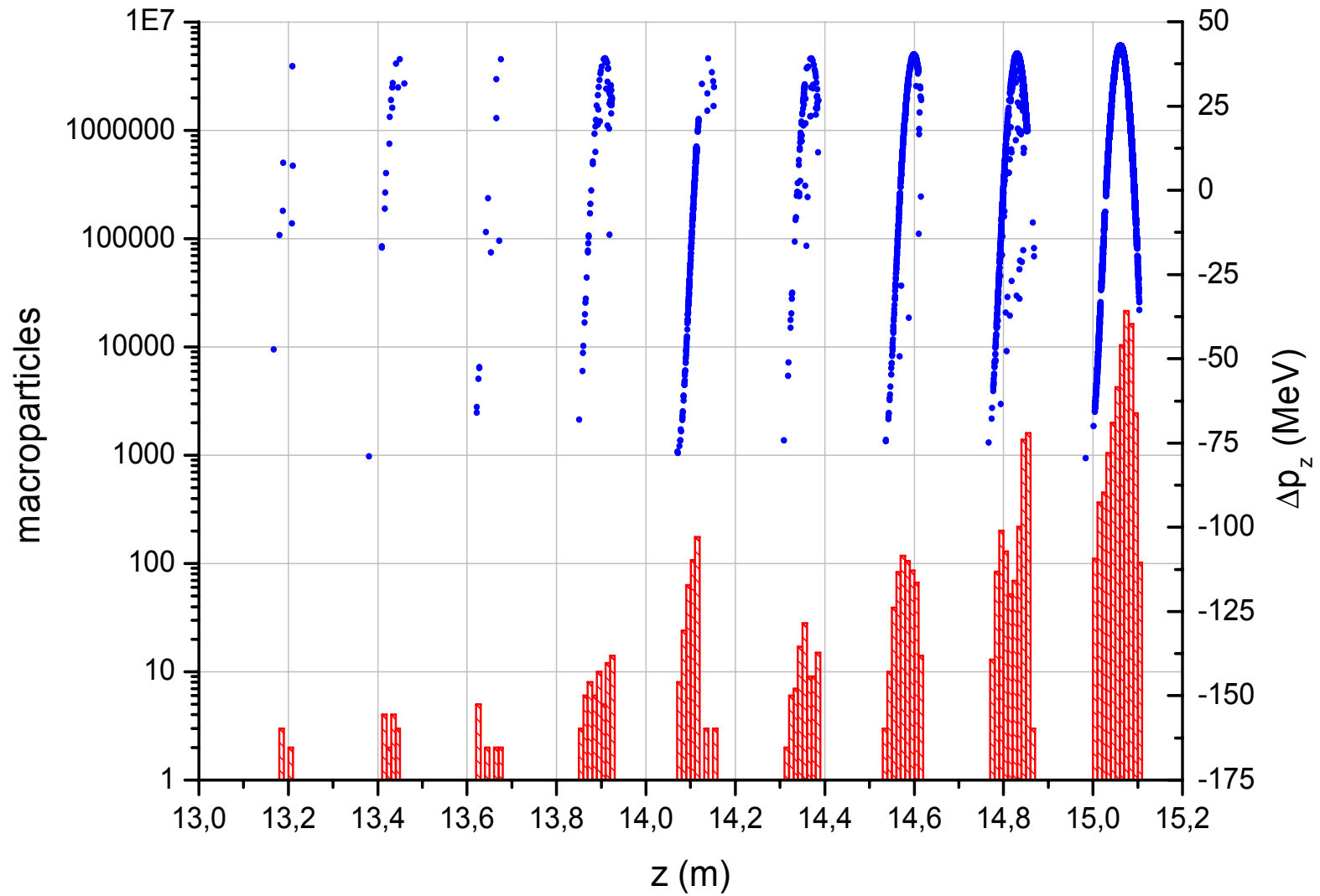


# Darkcurrent Losses (3)

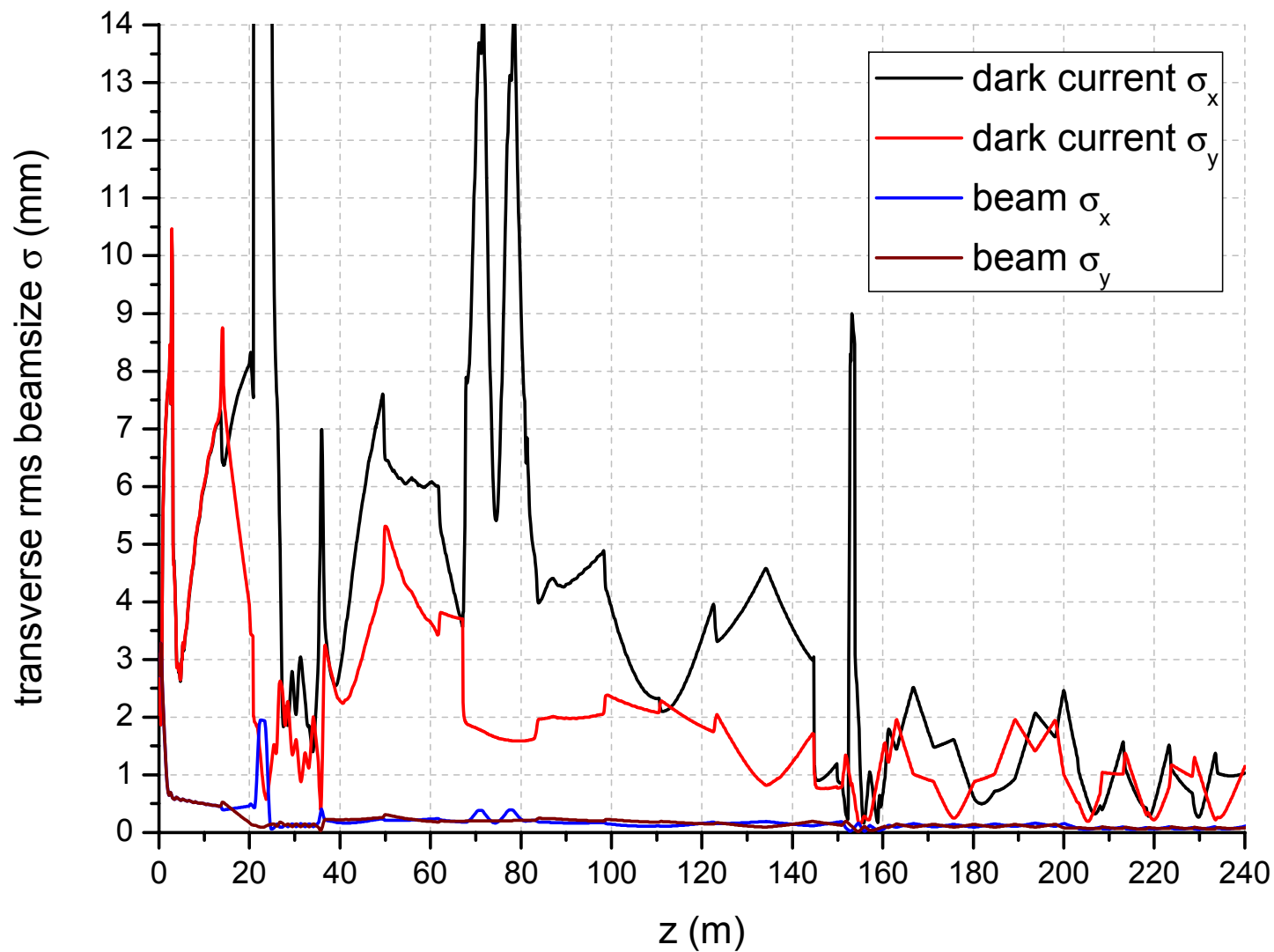






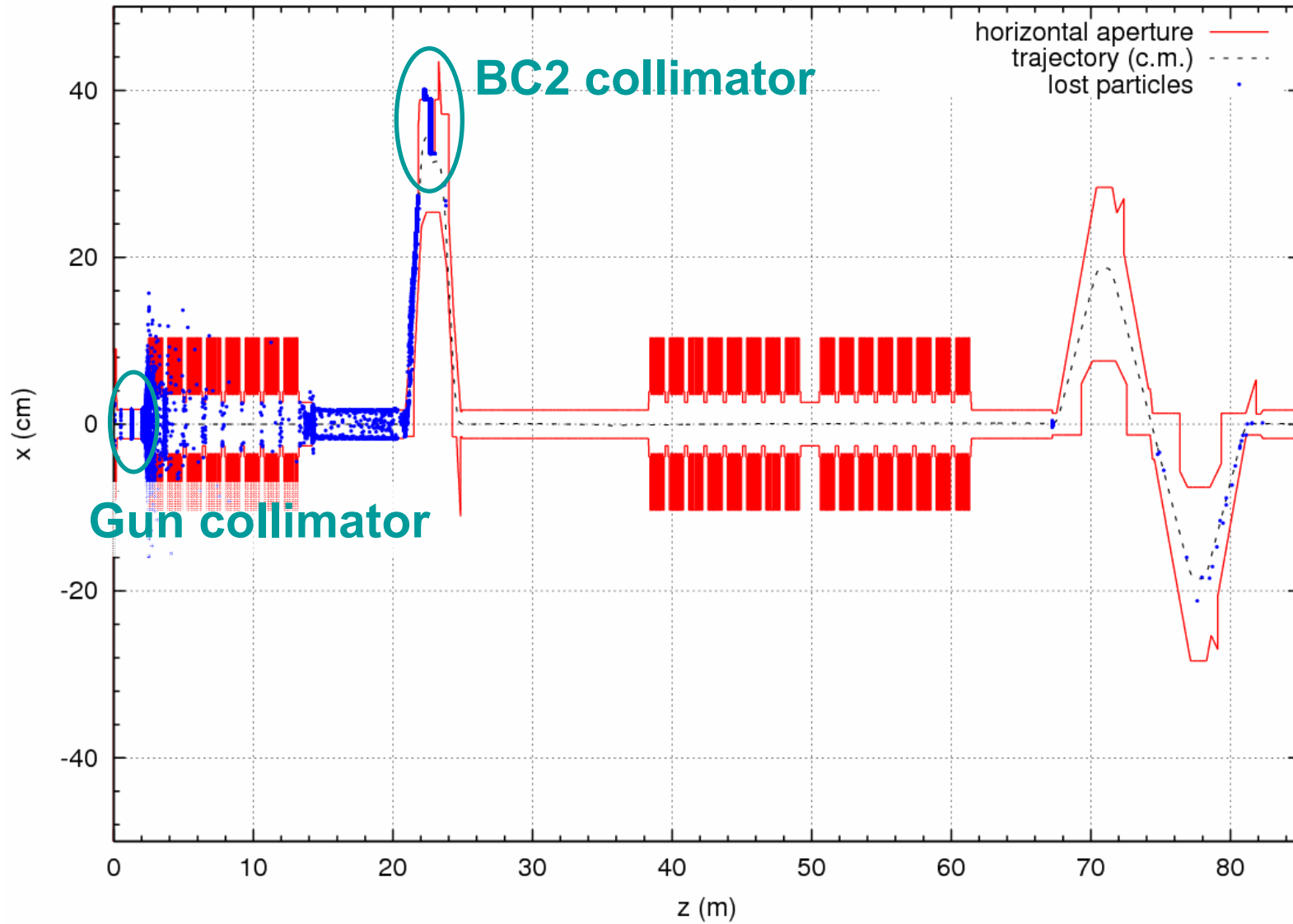


# Transverse Beam Size



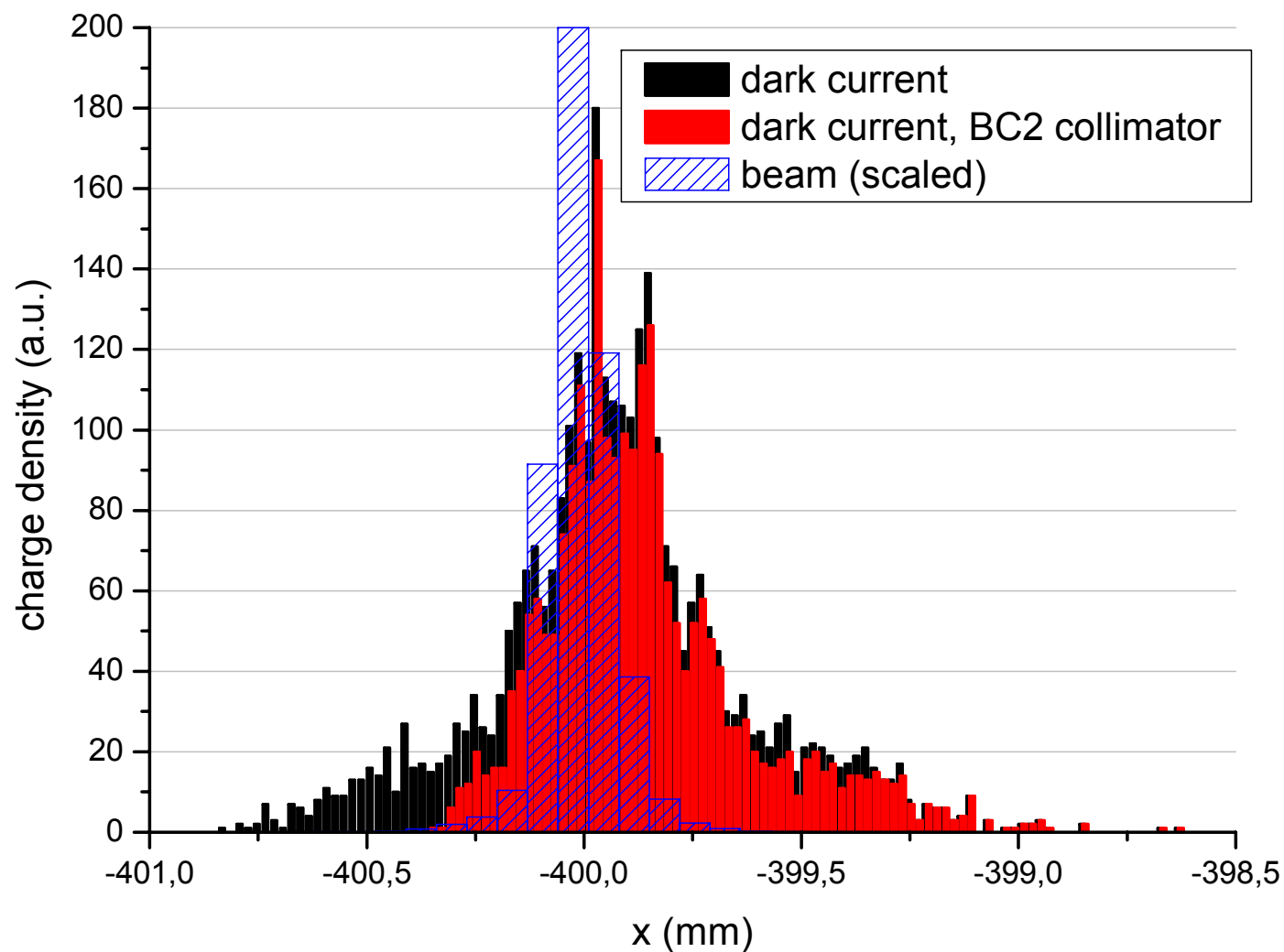
# 3: Counter Measures

# BC2+Gun Collimators



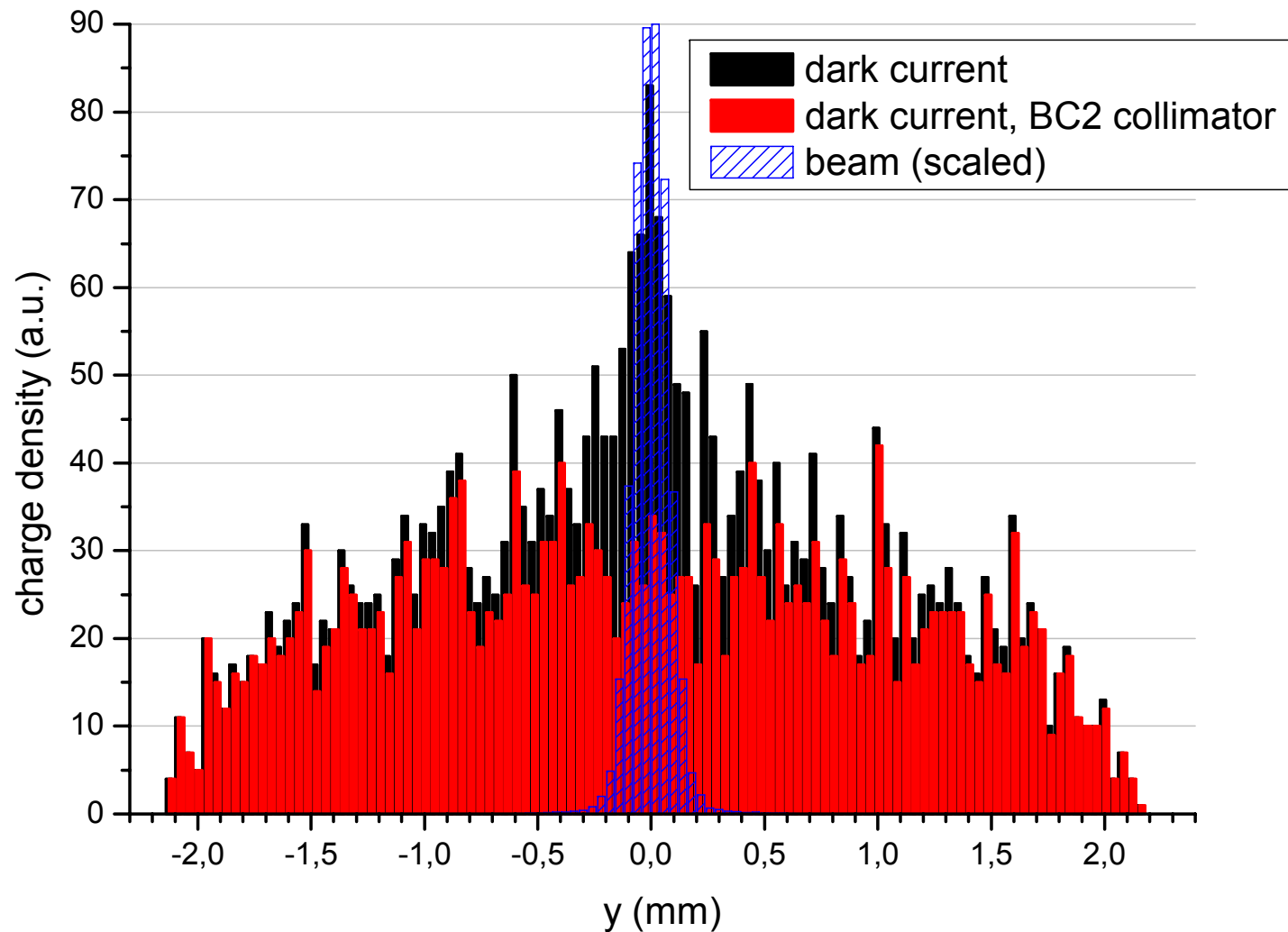
# Horizontal Profiles

(in front of undulator entrance)

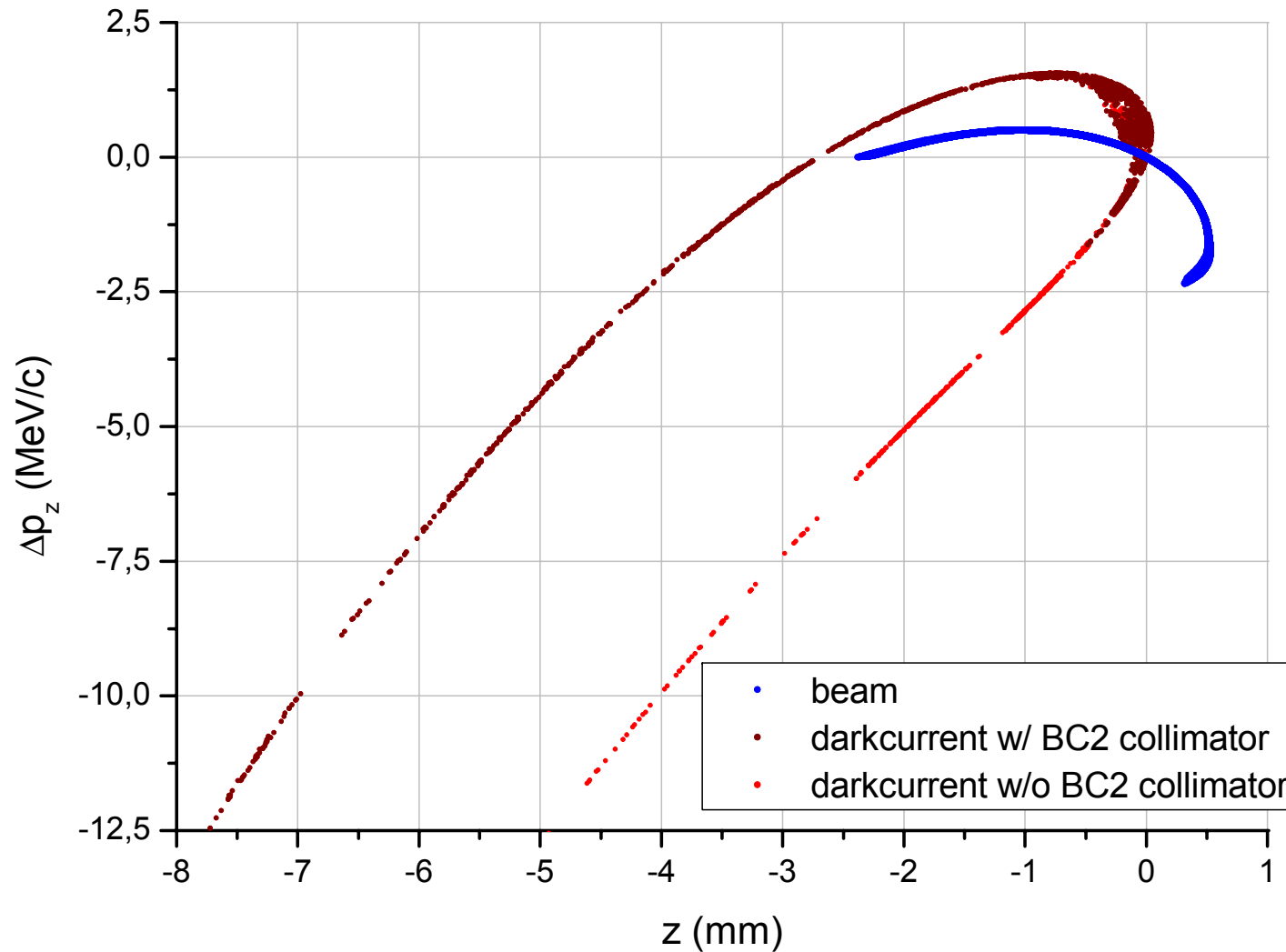


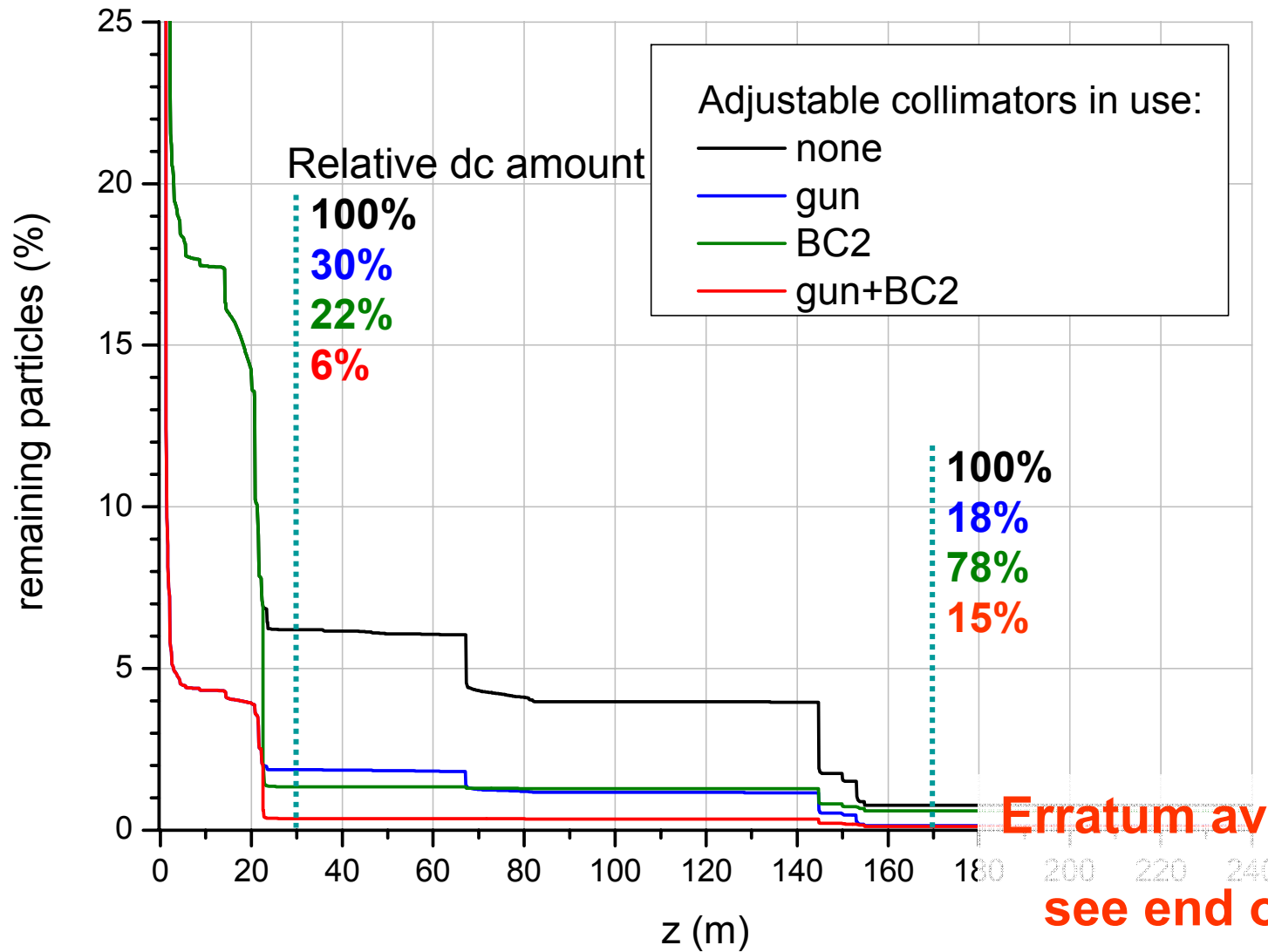
# Vertical Profiles

(in front of undulator entrance)



(in front of undulator entrance)







Simulation

**100%**

**30%**

**22%**

**6%**

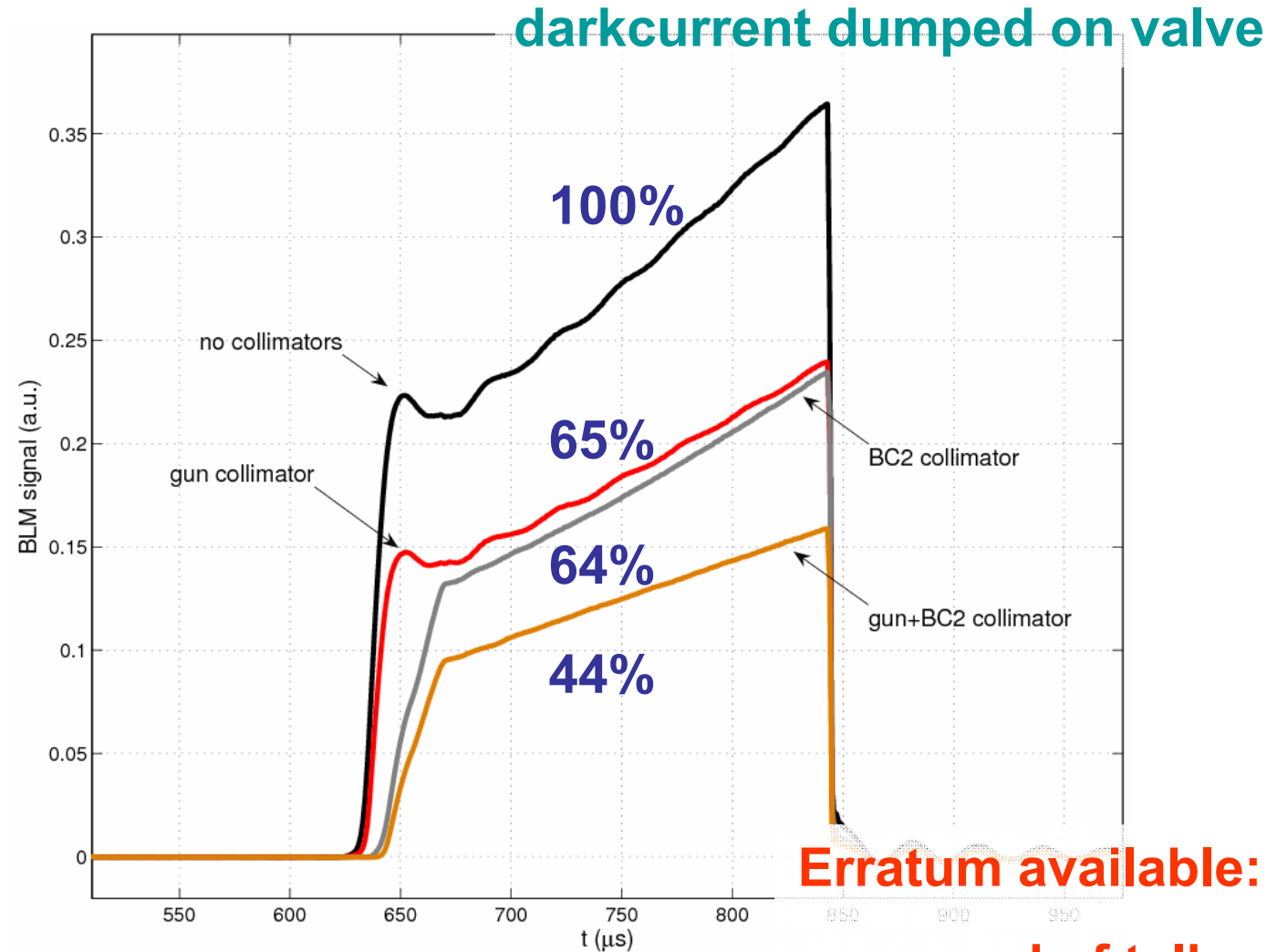
Measurement

**100%**

**65%**

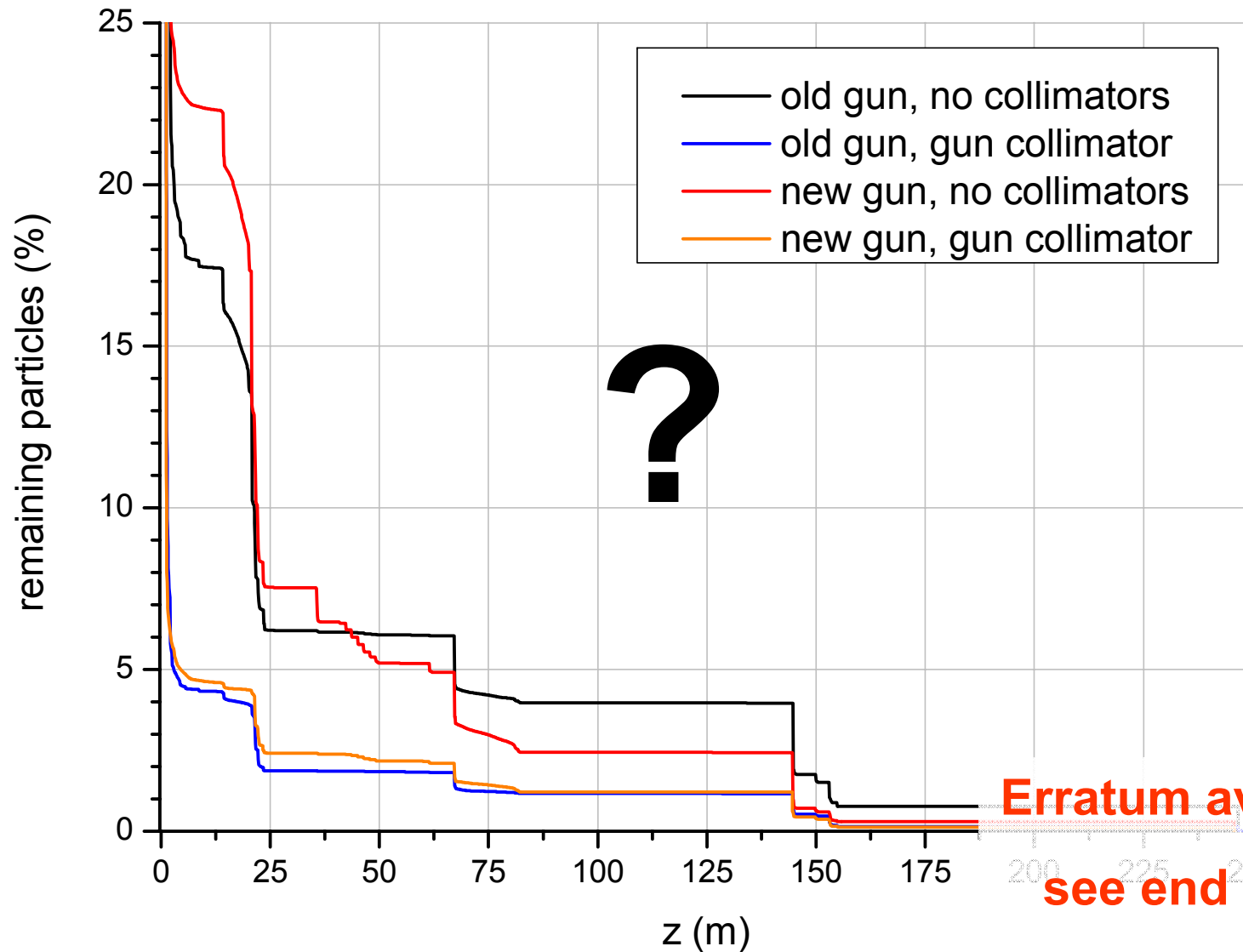
**64%**

**44%**



**Erratum available:  
see end of talk**

# New Gun Layout



**Erratum available:  
see end of talk**

# Conclusion



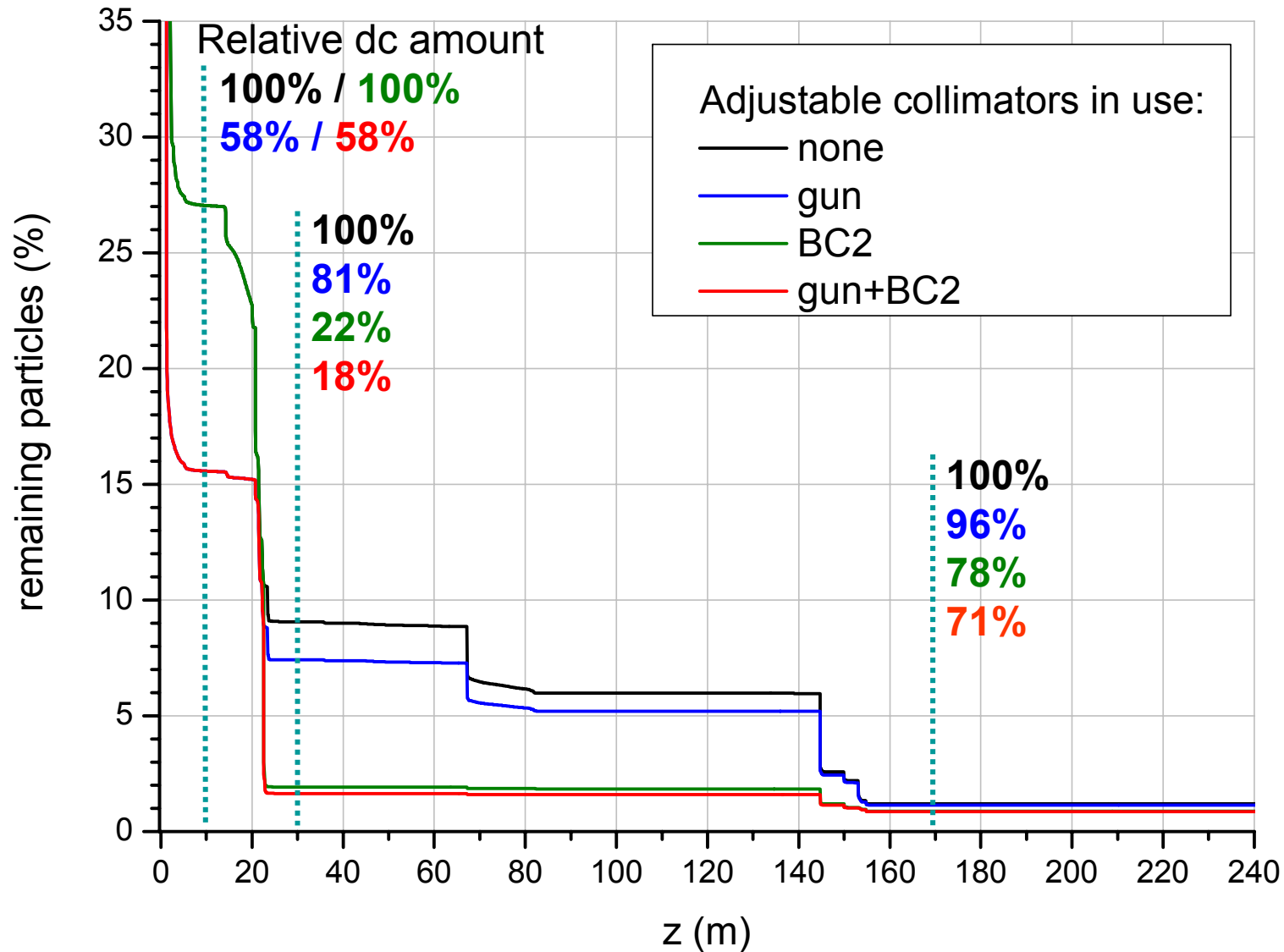
- More work needed on simulation  
(finer step size -> include ApertureLib into Astra?)
- Measurements needed
- A usable gun collimator will reduce the activation of BC2 components considerably

# Errata

- In the original simulations, the gun collimator model had an effective length of more than 2 cm, which lead to a substantial overestimation of its efficiency. In the corrected model, the gun collimator length is reduced to about 2 mm.
- The 100% level for the dark current in the old gun layout was not calculated correctly.

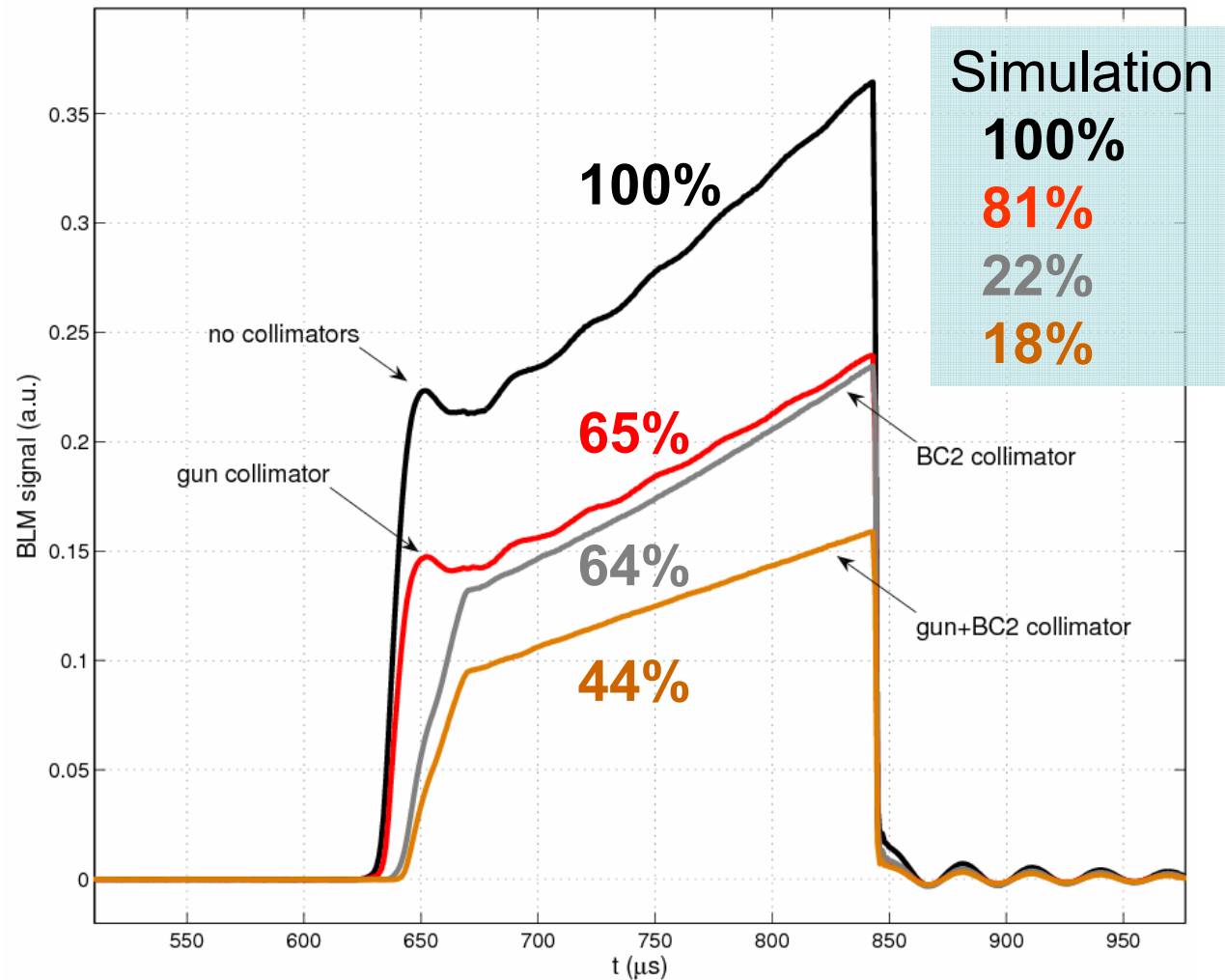
## Main consequences:

- Better agreement between measurement and simulation (although still not satisfying)
- The simulation confirms that the dark current output of the redesigned gun is lower than that of the old gun, as expected.



## first quick-and-dirty measurement: dark current dumped on valve

- Real transverse position of BC2 collimator unclear
- Unknown contribution of ACC1 dark current
- Gun collimator is misaligned in real world
- Possible additional dark current losses by mis-steering



# New Gun Layout

