

– PFTC2d –

A time-discrete Vlasov approach to LSC driven microbunching in FEL-like beam lines

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Motivation

*Chicane model simplified for visualization purposes

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Bunch-Compressor Model

- ▶ Consider longitudinal phase space with coordinates $\vec{z} = \begin{pmatrix} q \\ p \end{pmatrix} = \begin{pmatrix} \xi - \xi_0 \\ E - E_0 \end{pmatrix}$.
- ▶ Let $\Psi(\cdot; s) \in \mathcal{L}_1(\mathbb{R}^2, \mathbb{R})$ be the phase-space distribution of the bunch at position s .

▶ Magnetic Chicane

- ▶ Neglect CSR, neglect SR
- ▶ Short, compared to Linac section
 \implies Neglect LSC

$$D^{\text{chic}} : \begin{pmatrix} q \\ p \end{pmatrix} \mapsto \begin{pmatrix} q + R(p) \\ p \end{pmatrix}$$

$$\text{e.g. } R(p) = \frac{R_{56}}{E_0} p + \frac{R_{566}}{E_0^2} p^2 + \dots$$

▶ Linac Section

- ▶ ultra-relativistic limit $\implies \partial q / \partial p = 0$
- ▶ Cavity Kick + LSC Kick

$$K[\Psi]^{\text{cav,LSC}} : \begin{pmatrix} q \\ p \end{pmatrix} \mapsto \begin{pmatrix} q \\ p + F[\Psi](q) \end{pmatrix}$$

$$F[\Psi](q) = F^{\text{cav}}(q) + F[\Psi]^{\text{LSC}}(q)$$

$$F[\Psi]^{\text{LSC}}(q) = \int_{\mathbb{R}^2} G(q, q') \Psi(\vec{z}') \, d^2 \vec{z}'$$

Phase-Space Density Evolution

- ▶ Poisson-type collective terms can't be evaluated for arbitrary PSDs
 - ▶ See **MV's poster (Tower)** on a perturbative approximation
 - ▶ We still need numerics
- ▶ Simulation via PIC can be **noisy** at short wavelengths
- ▶ Better approach: **Track $\Psi(\vec{z}; s)$ itself!**
 - ▶ Consider invertible, measure-preserving map $\vec{M}_{s \leftarrow 0} : \vec{z}_0 \mapsto \vec{z}_s$
 - ▶ Via Liouville's theorem $\Psi(\vec{z}_0; 0) = \Psi(\vec{z}_s; s)$

$$\implies \Psi(\vec{z}; s) = \Psi(\vec{M}_{s \leftarrow 0}^{-1}(\vec{z}); 0) = \Psi(\vec{M}_{0 \leftarrow s}(\vec{z}); 0)$$

- ▶ One can define the Perron-Frobenius operator $\mathcal{M} : \mathcal{L}_1(\mathbb{R}^2, \mathbb{R}) \rightarrow \mathcal{L}_1(\mathbb{R}^2, \mathbb{R})$ associated to \vec{M} by $(\mathcal{M}\Psi)(\vec{z}) := \Psi(\vec{M}^{-1}(\vec{z}))$

$$\Psi(\cdot; s) = \mathcal{M}_{s \leftarrow 0} \Psi(\cdot; 0)$$

Model Properties – Drift Maps

$$D : \begin{pmatrix} q \\ p \end{pmatrix} \mapsto \begin{pmatrix} q + R(p) \\ p \end{pmatrix}$$

- ▶ $R \in C^1 \implies \partial D(\vec{z})/\partial \vec{z} \in \text{Sp}(2, \mathbb{R}) \forall \vec{z} \implies D \in \text{Symp}(2, \mathbb{R})$
- ▶ Measure preserving and **explicitly** invertible
 - ▶ $D^{-1} : (q, p)^T \mapsto (q - R(p), p)^T$
- ▶ p is **invariant** under D
- ▶ Drift maps form an **Abelian** sub group of $\text{Symp}(2, \mathbb{R})$

Model Properties – Kick Maps

$$K_{l \leftarrow 0}^{\text{cav}} : \begin{pmatrix} q \\ p \end{pmatrix} \mapsto \begin{pmatrix} q \\ p + F^{\text{cav}}(q) \end{pmatrix}$$

$$K_{l \leftarrow 0}^{\text{LSC}}[\Psi(\cdot; 0)] : \begin{pmatrix} q \\ p \end{pmatrix} \mapsto \begin{pmatrix} q \\ p + F[\Psi(\cdot; \mathbf{0}); l](q) \end{pmatrix}$$

- ▶ $F \in C^1 \implies K[\Psi] \in \text{Symp}(2, \mathbb{R})$
- ▶ q is **invariant** under K
- ▶ Kick maps form an **Abelian** sub group of $\text{Symp}(2, \mathbb{R})$
- ▶ $F[\Psi(\cdot; \mathbf{0})]$? But Ψ evolves along the long linac section!??

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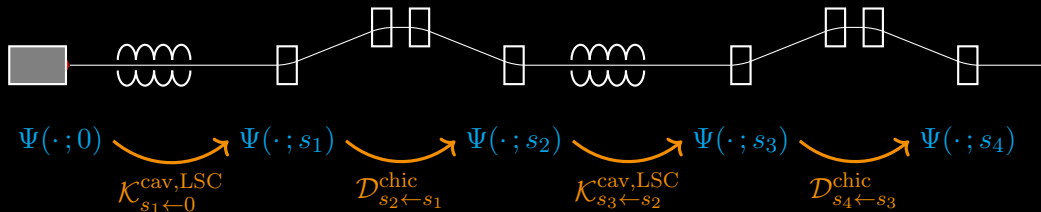
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- ▶ $F[\Psi(\cdot; \mathbf{0})]$? But Ψ evolves along the long linac section!??
- ▶ Spatial density is invariant under (**even collective!**) kick-type maps

$$\rho(q; s) = \int_{\mathbb{R}} \Psi(\vec{z}; s) \, dp = \int_{\mathbb{R}} \mathcal{K}[\Psi(\cdot; 0)]_{s \leftarrow 0} \Psi(\vec{z}; 0) \, dp = \rho(q; 0)$$

- ▶ **LSC fields can be integrated**

$$F[\Psi(\cdot; s); s] = \int_0^s \int_{\mathbb{R}} G(q, q'; s) \rho(q'; s) \, dq' \, ds = F[\Psi(\cdot; 0); s]$$

Time-discrete PSD evolution



- ▶ Model allows for an **exact**, time-discrete treatment of the beam-line components
- ▶ Traversal of a bunch-compressor consists of **two** simulation steps
- ▶ \mathcal{K}/\mathcal{D} are the Perron-Frobenius operators associated to the Kick/Drift-Maps

1D Green's functions

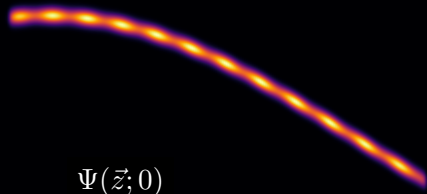
- ▶ Poisson's equation is inherently 3D: $\Delta\phi(\vec{x}) = \rho(\vec{x})$
 - ▶ 1D model needs assumptions about the other 2D
- ▶ We assume an axial symmetric bunch with radial shape $S(r)$
 - ▶ $\rho(r, \theta, q; s) = \rho_0/2\pi S(r) Z(q; s)$, with $Z(q; s) = \int_{\mathbb{R}} \Psi(\vec{z}; s) dp$
- ▶ Longitudinal force on a test charge distribution at position q with shape $\hat{S}(r)$ is then given by

$$\bar{F}_z[Z, S, \hat{S}](z) \propto \int_{-\infty}^{\infty} dk k e^{ikz} \tilde{Z}(k) Q[S, \hat{S}](k)$$

$$Q[S, \hat{S}](k) = \int_0^{\infty} \int_0^{\infty} dr dr' r r' S(r') \hat{S}(r) I_0(kr_-) K_0(kr_+), \quad \text{with } r_{+/-} = \max/\min(r, r')$$

- ▶ Currently in use: $S(r) = \begin{cases} 1 & r \leq a \\ 0 & \text{else} \end{cases}$ and $\hat{S}(r) = r^{-1}\delta(r) \implies Q[S, \hat{S}] = \frac{1 - a k K_1(ka)}{k^2}$

Naive Simulation Procedure – NOT PFTC2d

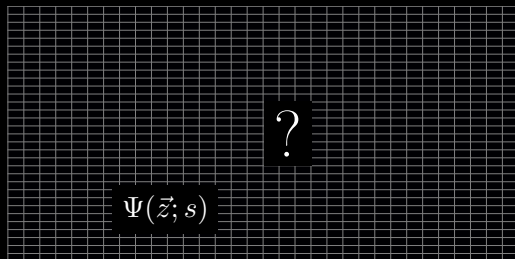
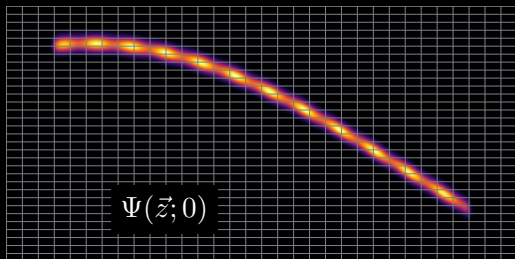


?

$\Psi(\vec{z}; s)$

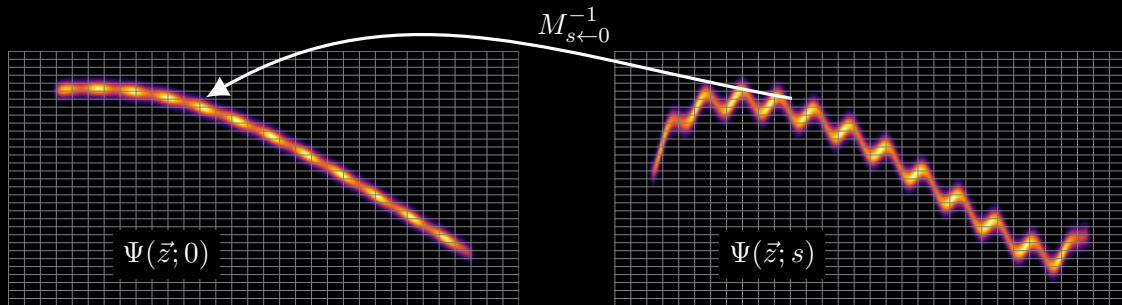
- ▶ Discretize $\Psi(\vec{z}; 0)$, store values on a grid $\Psi(\vec{z}_{ij}; 0)$
- ▶ To update time-forward grid at \vec{z}_{ij} track back \vec{z}_{ij} and evaluate old PSD
 $\Psi(\vec{z}_{ij}; s) = \Psi(M_{0 \leftarrow s}(\vec{z}_{ij}); 0)$ (\implies interpolation necessary)
- ▶ Problem for *exotic* PSDs: Most of the grid is empty! Prohibitively wasteful for high grid resolutions! \implies **We can do better!**

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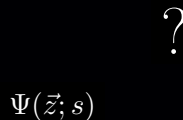
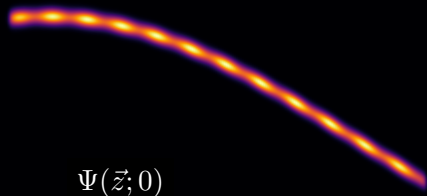
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Quadtree Domain Decomposition – PFTC2d

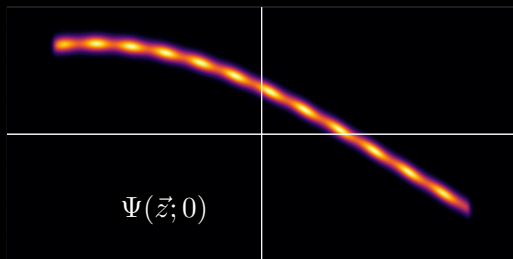


- ▶ Recursively refine the mesh, where $\Psi(\vec{z}) > \epsilon$
- ▶ Results in a (Quad)-Tree structure with depth r
- ▶ Store function values only on a grid on the smallest leafs \implies memory efficient
- ▶ Evaluate by determining the appropriate leaf $\mathcal{O}(r)$

Update Step

1. Track boundary forward to determine new outer box
2. Refine box at one point to desired resolution
3. Starting from there, create & update neighboring boxes (flood fill)

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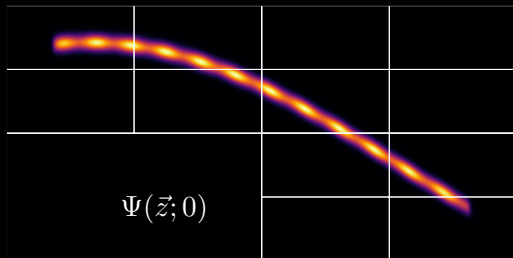
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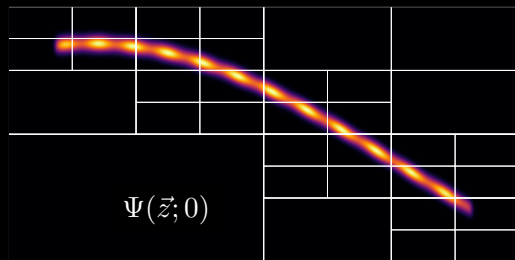
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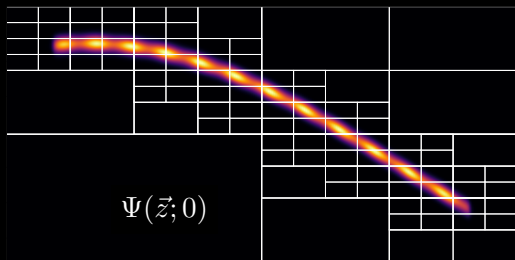
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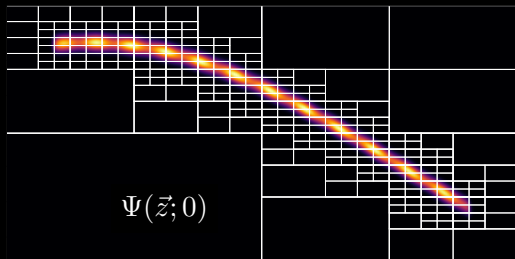
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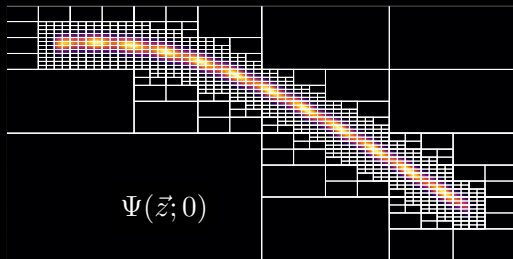
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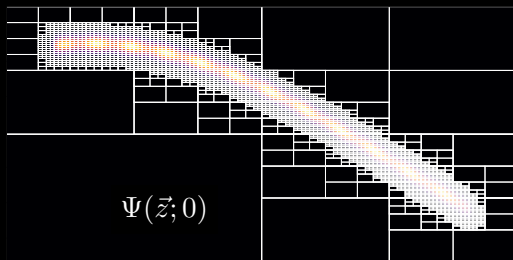
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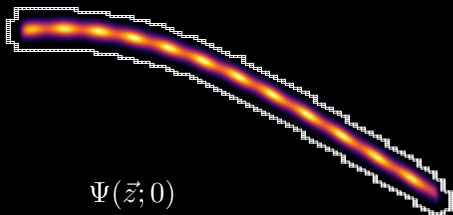
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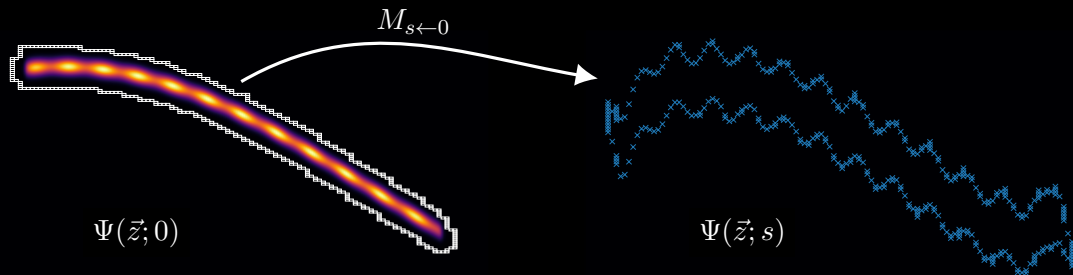
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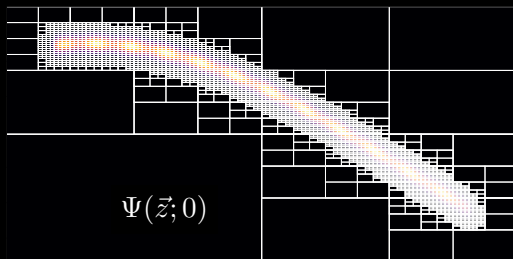


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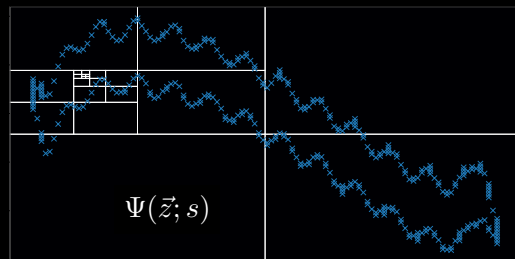
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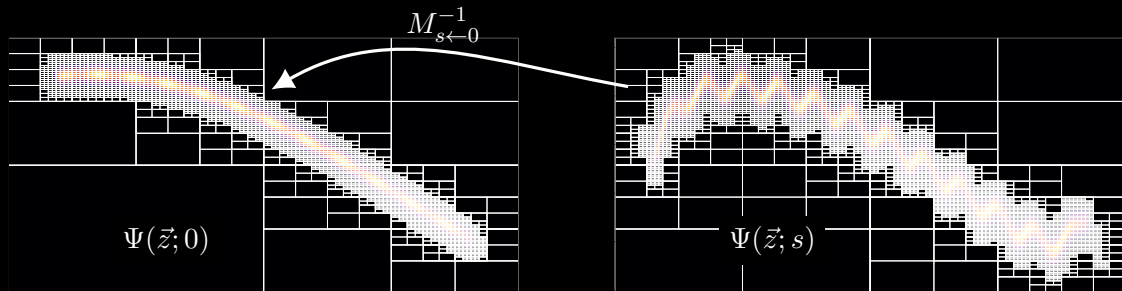
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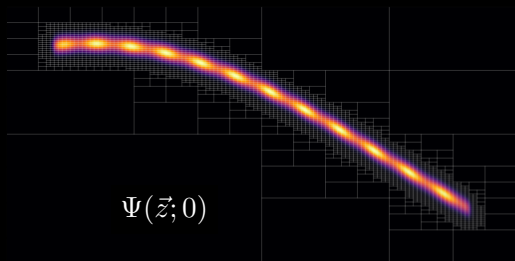


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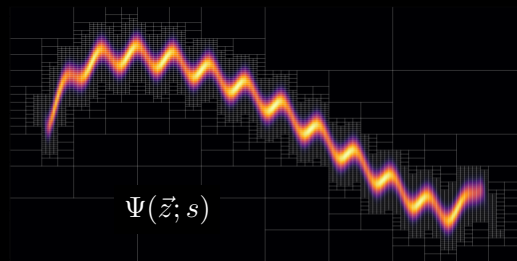
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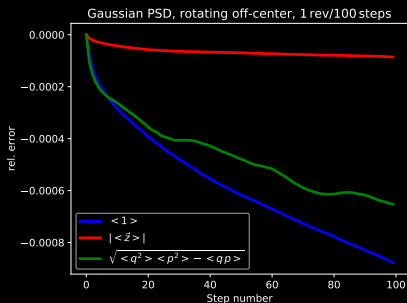


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PFTC2d

- ▶ PFTC2d is implemented in C++
- ▶ Trees allow for efficient implementation of important operations:
 - ▶ Projections $\int_{\mathbb{R}} \Psi(\vec{z}; s) dp$
 - ▶ Expectation values
$$E[f](s) = \int_{\mathbb{R}^2} f(\vec{z}) \Psi(\vec{z}; s) d^2 \vec{z}$$
- ▶ Underlying **principles** and **data structures** are ***N*-Dim-ready**: Octrees, Sedecatrees,...



Summary

- ▶ Multi-stage bunch compression leads to interesting non-linear effects
- ▶ Because of exotic FEL PSDs, the efficient simulation is not straight-forward
- ▶ PFTC2d is under development: A Perron-Frobenius code, utilizing the quadtree domain decomposition technique

Thank you
for your attention!