

# Granularity effects

in high brightness electron bunches

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Globular cluster Messier 2 by Hubble Space Telescope. Located in the constellation of Aquarius, also known as NGC 7089. M2 contains about a million stars and is located in the halo of our Milky Way galaxy.

## Macroscopic:

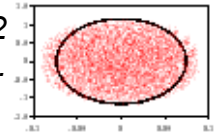
- Space-charge
- Average repulsion force
- Bunch expands
- Deformations in phase-space
- Governed by Poisson's equation

## Microscopic:

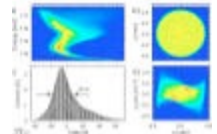
- Disorder induced heating
- Neighbouring particles 'see' each other
- Potential energy  $\rightarrow$  momentum spread
- Stochastic effect
- Governed by point-to-point interactions

### Example GPT simulations

**PRL 93, 094802**  
*O.J. Luiten et. al.*



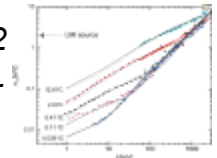
**JAP 102, 093501**  
*T. van Oudheusden et. al.*



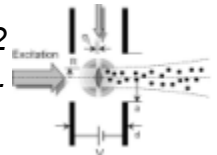
**PRST-AB 9, 044203**  
*S.B. van der Geer et. al.*



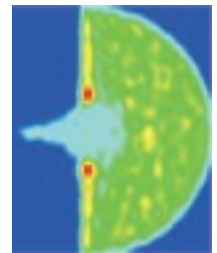
**PRL 102, 034802**  
*M. P. Reijnders et. al.*



**JAP 102, 094312**  
*S.B. van der Geer et. al.*



**Nature Photonics**  
Vol 2, May 2008  
*M. Centurion et. al.*

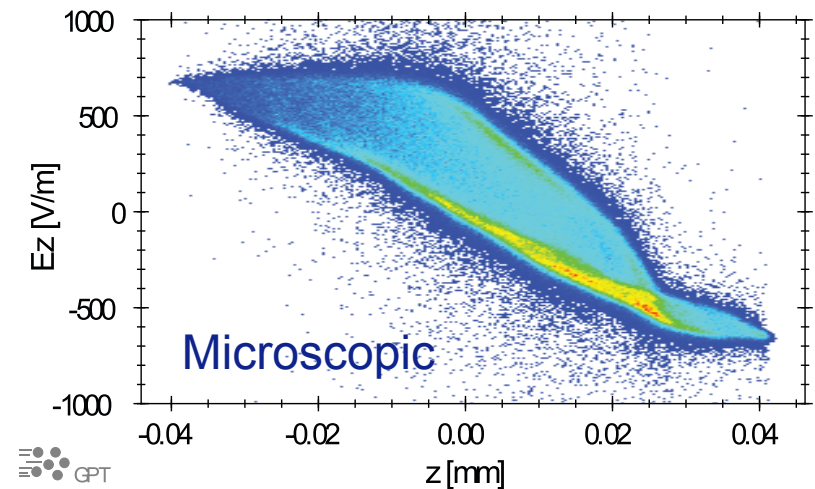
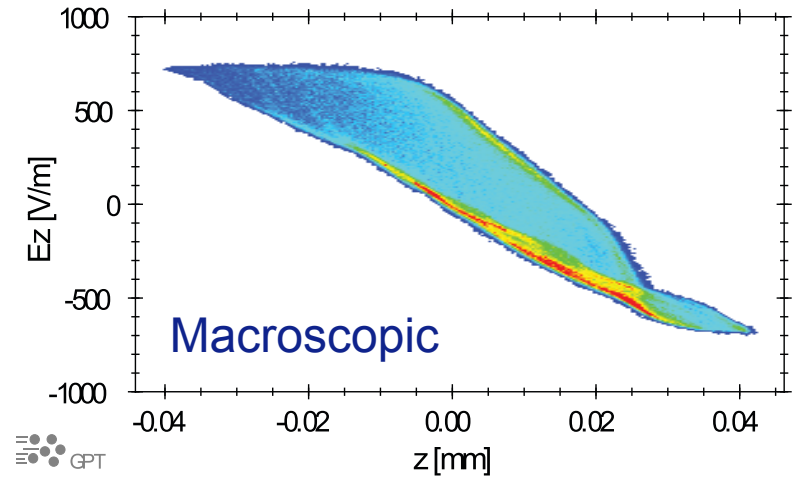
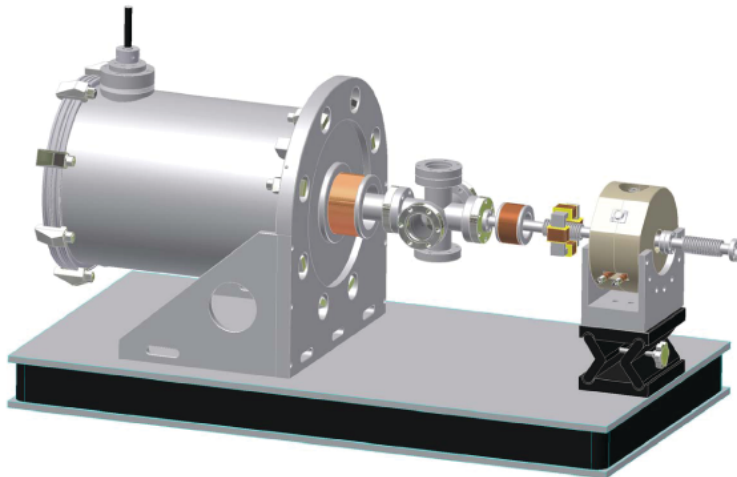


*And many others...*

# Ultrafast Electron Diffraction example (UED)

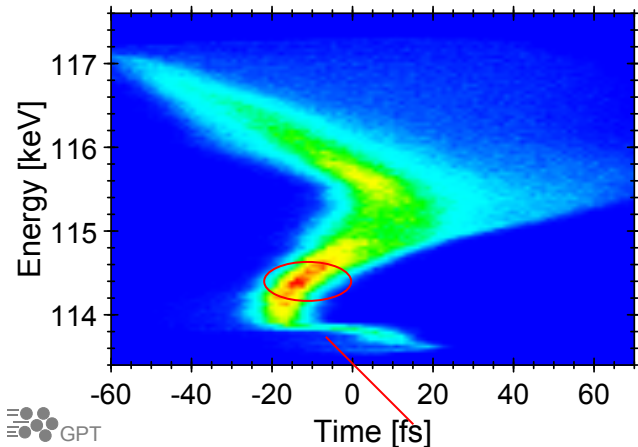
## UED 100 fC

- 625000 particles
- GPT treecode (2011)

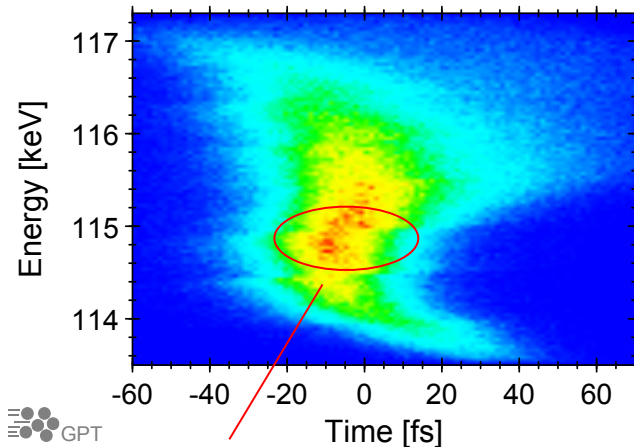


# UED example: All interactions (right), versus PIC (left)

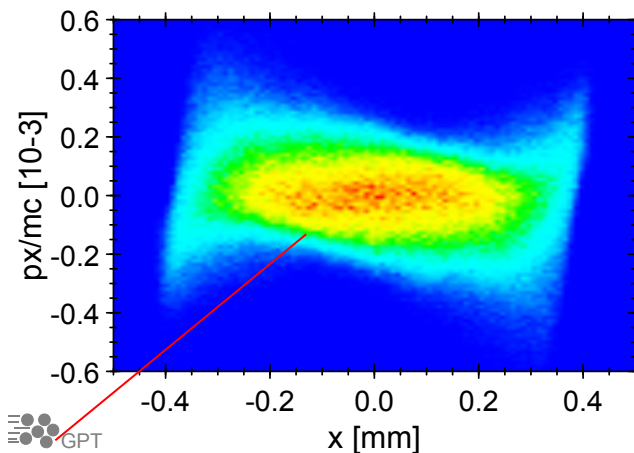
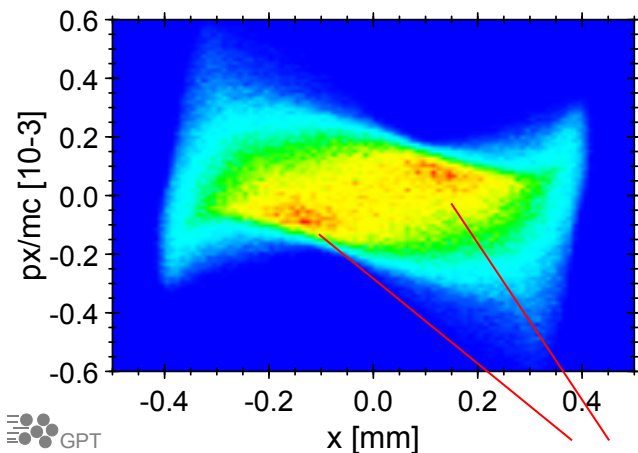
### Particle-in-Cell



### Barnes-Hut

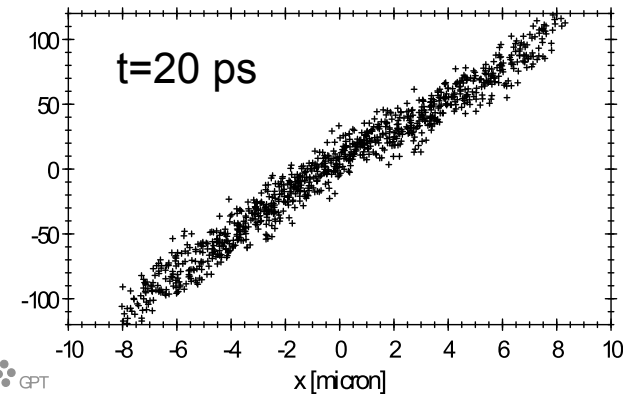
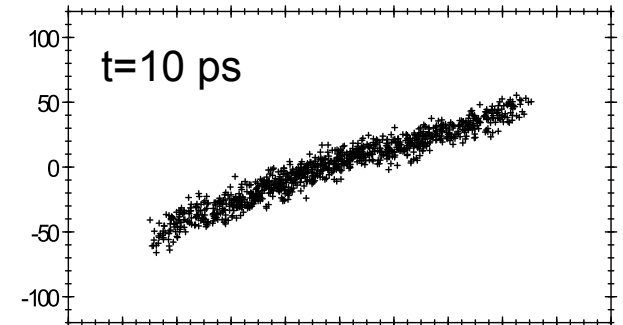
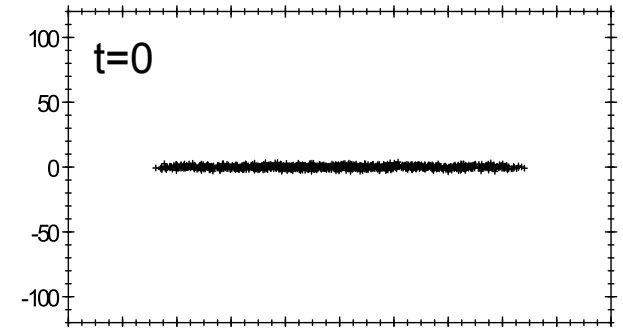
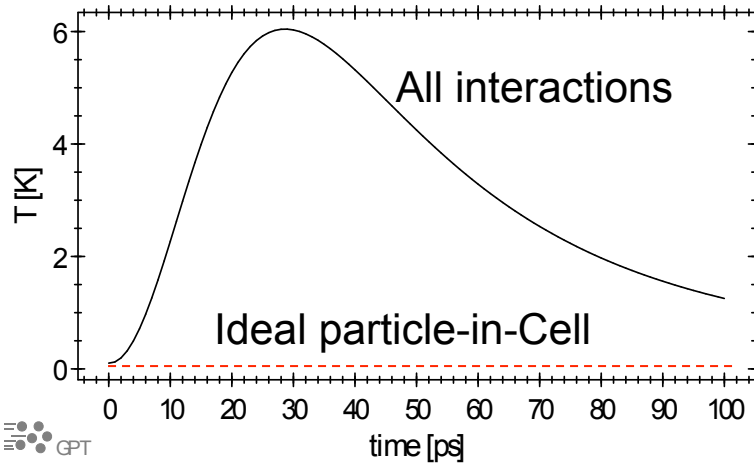
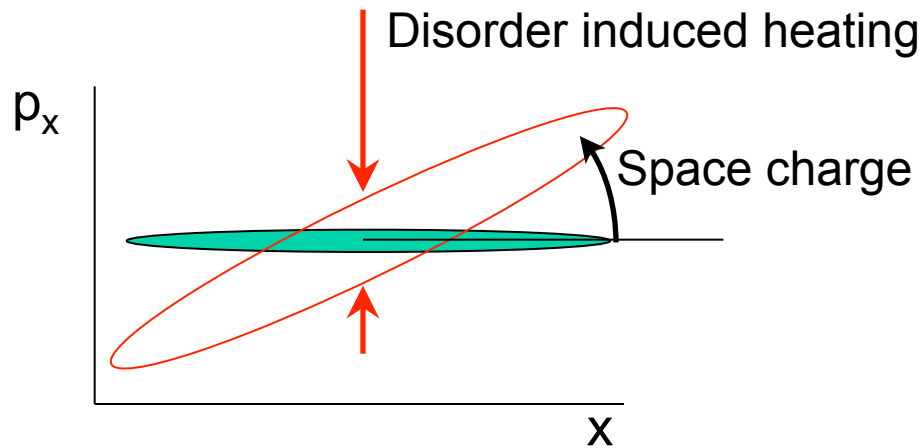


### Broadening due to stochastic effects



### Local differences

# Coulomb interactions



GPT simulations:  $n=10^{18} \text{ m}^{-3}$

# Law of distribution of the nearest neighbor

Chandrasekhar, Stochastic problems in Physics and astronomy, Reviews of Modern Physics 15, 1943.



## VII. THE LAW OF DISTRIBUTION OF THE NEAREST NEIGHBOR IN A RANDOM DISTRIBUTION OF PARTICLES

This problem was first considered by Hertz (see reference 71 in the Bibliographical Notes for Chapter IV).

Let  $w(r)dr$  denote the probability that the nearest neighbor to a particle occurs between  $r$  and  $r+dr$ . This probability must be clearly equal to the probability that no particles exist interior to  $r$  times the probability that a particle does exist in the spherical shell between  $r$  and  $r+dr$ . Accordingly, the function  $w(r)$  must satisfy the relation

$$w(r) = \left[ 1 - \int_0^r w(r)dr \right] 4\pi r^2 n, \quad (669)$$

where  $n$  denotes the average number of particles per unit volume. From Eq. (669) we derive:

$$\frac{d}{dr} \left[ \frac{w(r)}{4\pi r^2 n} \right] = -4\pi r^2 n \frac{w(r)}{4\pi r^2 n}. \quad (670)$$

Hence

$$w(r) = \exp(-4\pi r^3 n/3) 4\pi r^2 n, \quad (671)$$

since, according to Eq. (669)

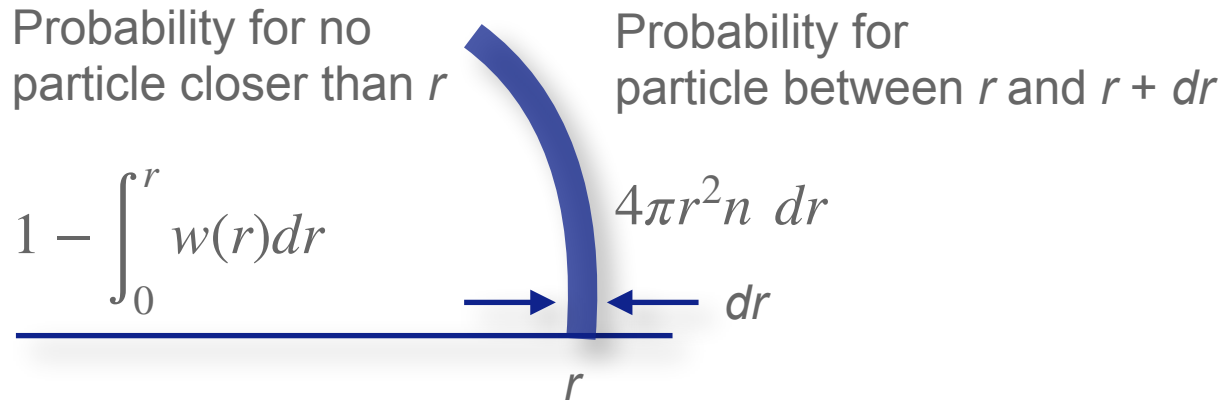
$$w(r) \rightarrow 4\pi r^2 n \quad \text{as } r \rightarrow 0. \quad (672)$$

Equation (671) gives then the required law of distribution of the nearest neighbor.

# Law of distribution of the nearest neighbor: $w(r)$

## $w(r) dr$

- Probability that nearest neighbor is between  $r$  and  $r + dr$
- Assuming infinite random distribution with number density  $n$ .



$$w(r) = \left( 1 - \int_0^r w(r) dr \right) 4\pi r^2 n$$

# Law of distribution of the nearest neighbor: $w(r)$

$$w(r) = \left( 1 - \int_0^r w(r) dr \right) 4\pi r^2 n$$

***Yields:***

$$w(r) = \frac{4\pi r^2}{e^{\frac{4}{3}\pi r^3 n}}$$



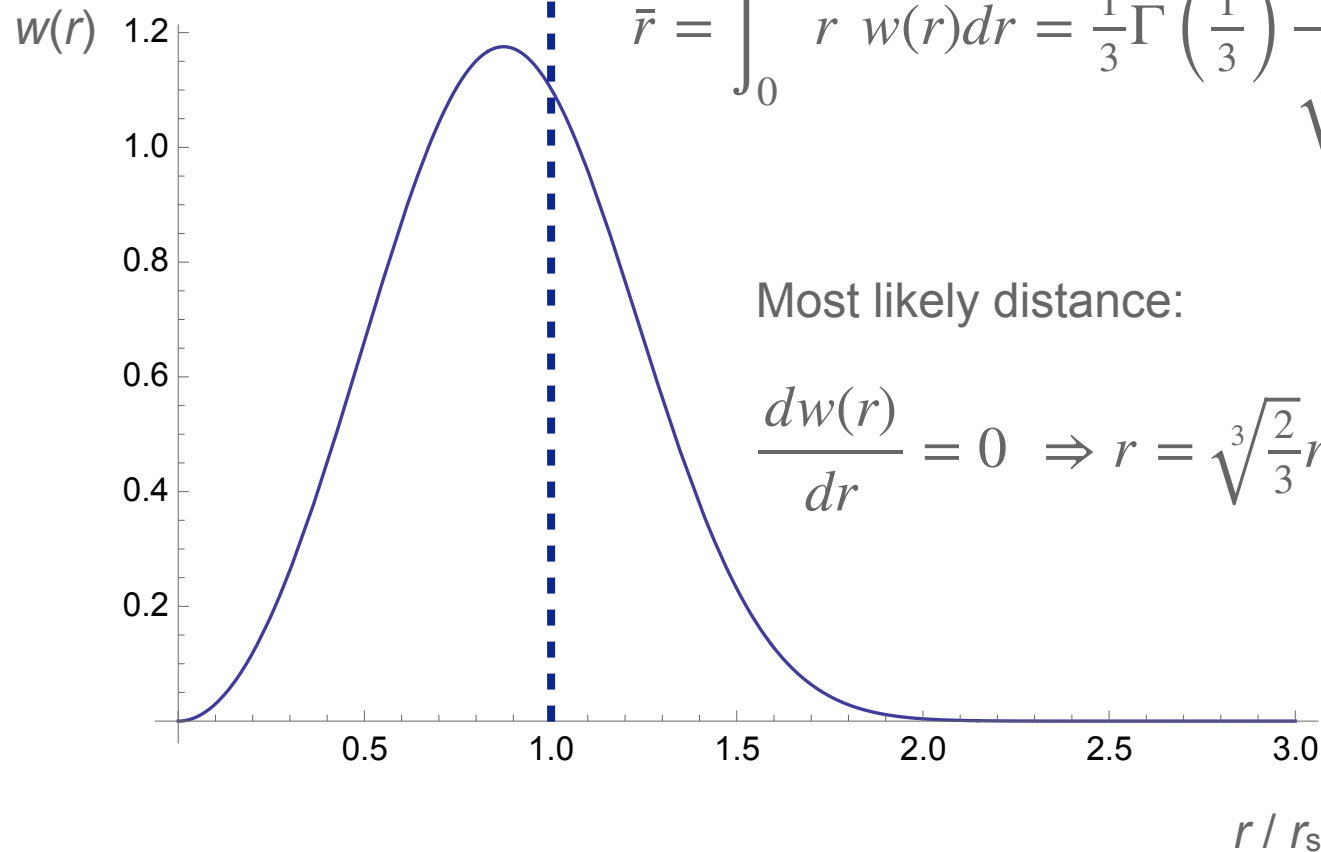
Subramanyan Chandrasekhar  
1910 - 1995, Lahore, India (now Pakistan)

1983 nobel prize: "for his theoretical studies of the physical processes of importance to the structure and evolution of the stars"



# Law of distribution of the nearest neighbor: $w(r)$

$$w(r) = \frac{4\pi r^2}{e^{\frac{4}{3}\pi r^3 n}}$$



## Assumptions:

- Volume per particle:  $V = 1/n$
- Volume of a sphere  $V = \frac{4}{3}\pi r_s^3$

## Yields:

$$r_s = \frac{1}{\sqrt[3]{\frac{4}{3}\pi n}}$$

Fame



Wigner

Nobel prize in physics

Fortune



Seitz

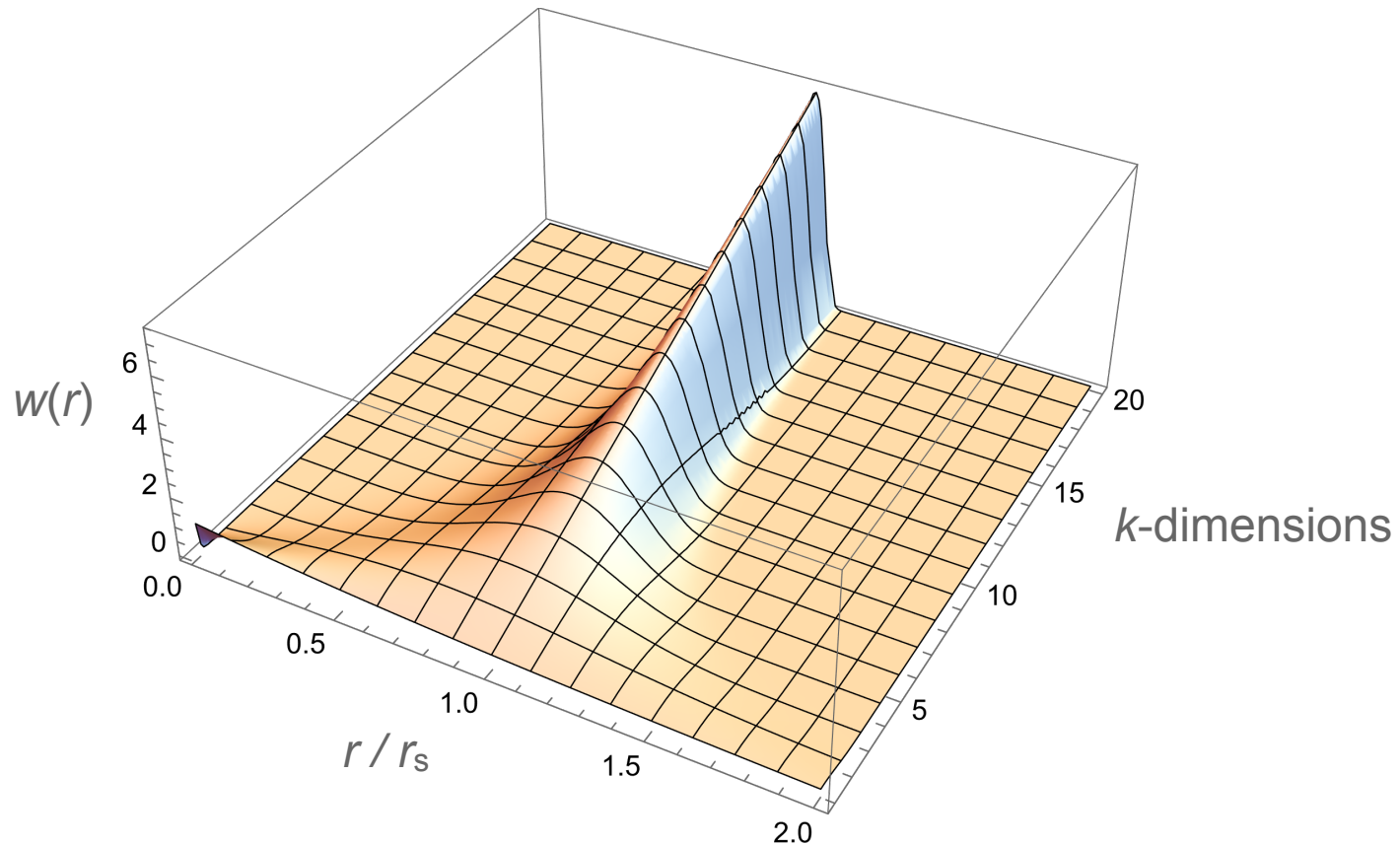
Tobacco lobbyist

Climate change denier

# Nearest neighbor in $k$ -dimensions

## Relevant:

- ‘Pencil beam’ regime in electron microscopes
- ‘Pancake’ regime near photocathodes



# Disorder induced heating

Random processes



Excess potential energy  $U$

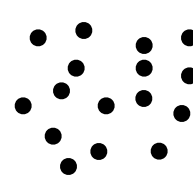


Coulomb interactions

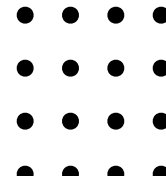
Momentum spread



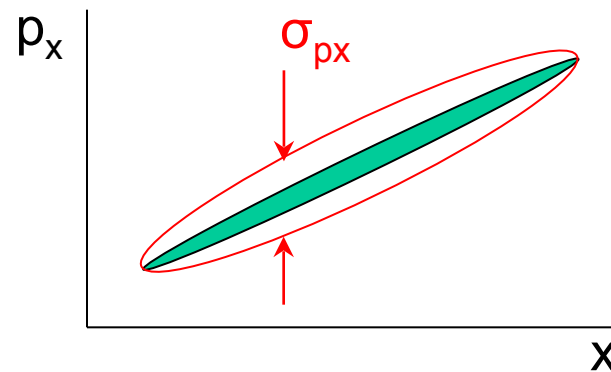
Temperature ↑  
Brightness ↓



High  $U$



Low  $U$



$$\left. \begin{aligned} \sigma_{p_x} &= \sqrt{m k T_x} \\ &= mc \frac{\epsilon_x}{\sigma_x} \end{aligned} \right\} \Rightarrow T_x = \frac{mc^2}{k} \frac{\epsilon_x^2}{\sigma_x^2}$$

$$B_{\perp} = \frac{J}{\pi k T}$$

## Electrostatic potential:

- $$V(r) = \frac{q^2}{4\pi\epsilon_0 r}$$

## Average potential energy:

- $$\bar{V} = \int_0^\infty V(r)w(r)dr = \frac{1}{2\sqrt[3]{6\pi^2}} \Gamma\left(\frac{2}{3}\right) \frac{n^{1/3}q^2}{\epsilon_0}$$

## Potential energy at average position:

- $$V(\bar{r}) = \frac{1}{2\sqrt[3]{6\pi^2}} \frac{1}{\Gamma\left(\frac{4}{3}\right)} \frac{n^{1/3}q^2}{\epsilon_0}$$

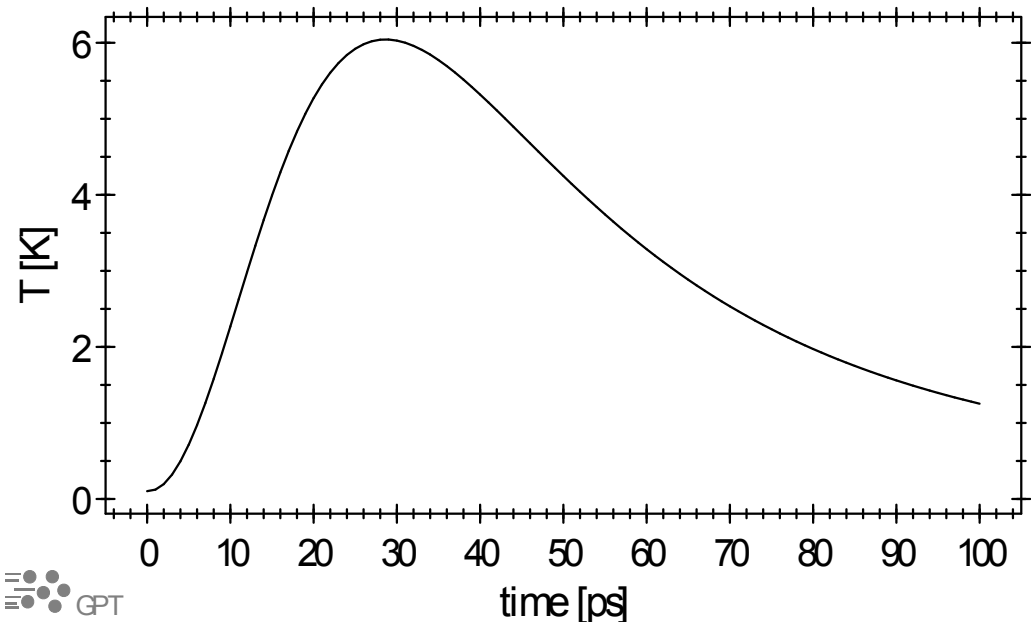
## Initial random distribution

- Gives excess electrostatic energy
- Will be released over time

- $\frac{3}{2}kT = \boxed{\bar{V} - V(\bar{r})} \approx 0.03 \frac{n^{1/3} q^2}{\epsilon_0}$

## Example:

- $n=10^{18} / \text{m}^3$
- $T=4 \text{ K}$
- $1/\omega_p=17 \text{ ps}$



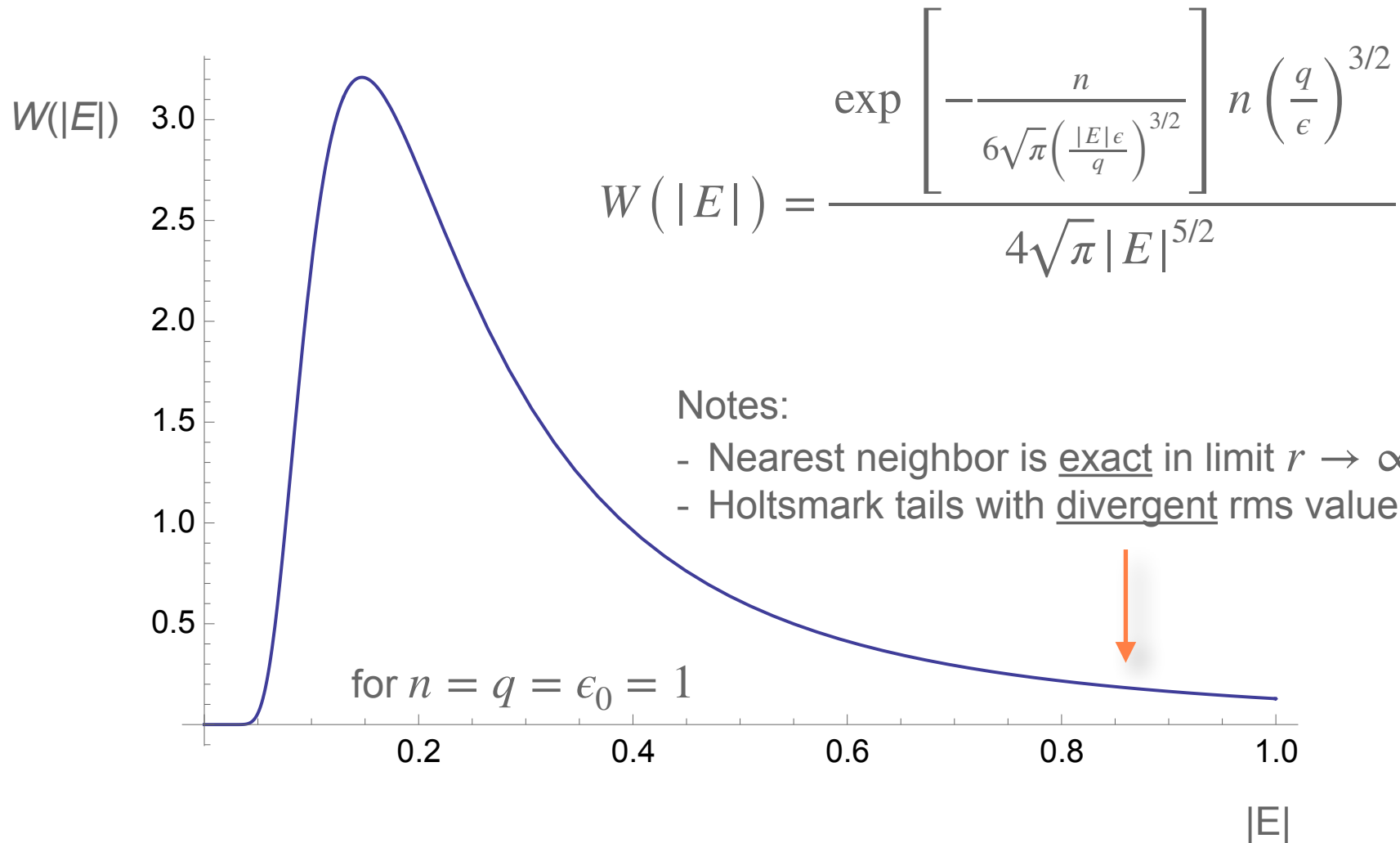
## Electrostatic field:

- $|E| = \frac{q}{4\pi r^2}$       therefore  $r(|E|) = \sqrt{\frac{q}{4\pi\epsilon_0 |E|}}$

## Probability $W(|E|)$

- $$W(|E|) = w(r|E|) \left| \frac{dr(|E|)}{d|E|} \right|$$
$$= \frac{\exp\left[-\frac{n}{6\sqrt{\pi}\left(\frac{|E|\epsilon}{q}\right)^{3/2}}\right] n \left(\frac{q}{\epsilon}\right)^{3/2}}{4\sqrt{\pi}|E|^{5/2}}$$

# Nearest neighbor: Electrostatic field

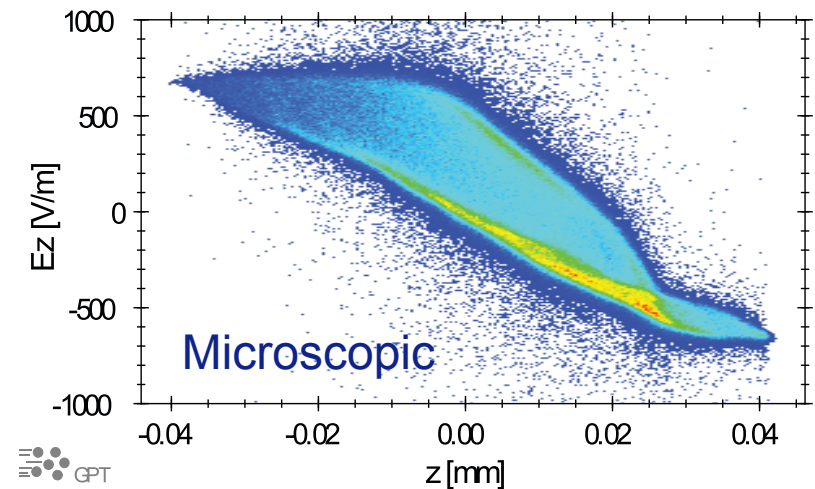
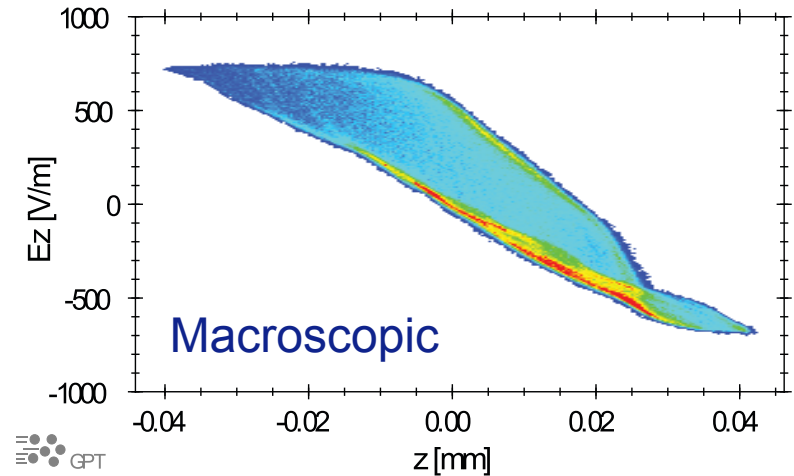
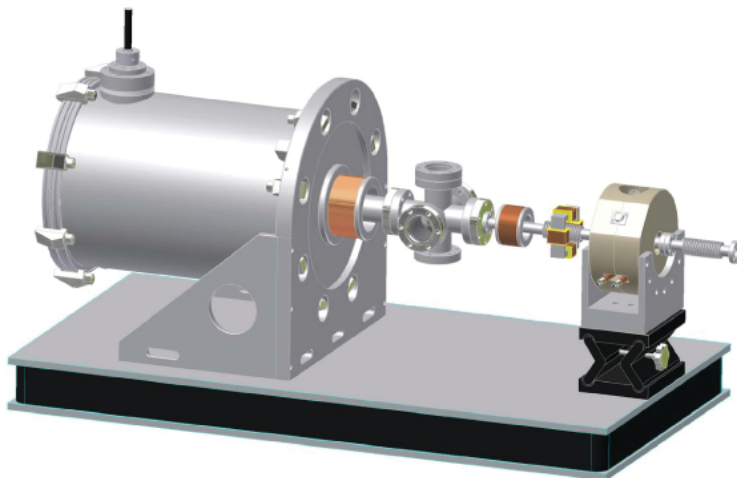




# Ultrafast Electron Diffraction example (UED)

## UED 100 fC

- 625000 particles
- GPT treecode (2011)



## **Student**

- FWHM
- Disadvantage: Bin-size affects the results

## **Commercial company (semiconductor)**

- Use  $d_{50}$  or  $d_{95}$

## **Hardcore beamline physicist**

- Cut 5% of the outliers
- And keep using rms-based quantities

# How NOT to simulate stochastic effects

**Do NOT naively use macro particles**

**That is NOT a good idea**

**Seriously, do NOT do this**

**It will NOT give correct results**

**Why NOT:**

- $\frac{3}{2}kT = \bar{V} - V(\bar{r}) \approx 0.03 \frac{n^{1/3} q^2}{\epsilon_0}$

- If we have  $\alpha$  particles per macro particle, we get for  $T_\alpha$ :

- $\frac{3}{2}kT_\alpha \approx 0.03 \frac{\left(\frac{n}{\alpha}\right)^{1/3} (\alpha q)^2}{\epsilon_0} = \alpha^{5/3} \frac{3}{2}kT$

- Emittance scales with  $\sqrt{T/m}$ , but whatever your metric, forget it.

# Particle-in-cell: (Multi-grid) Poisson solver

## Key features

- Anisotropic meshing to reduce number of empty nodes

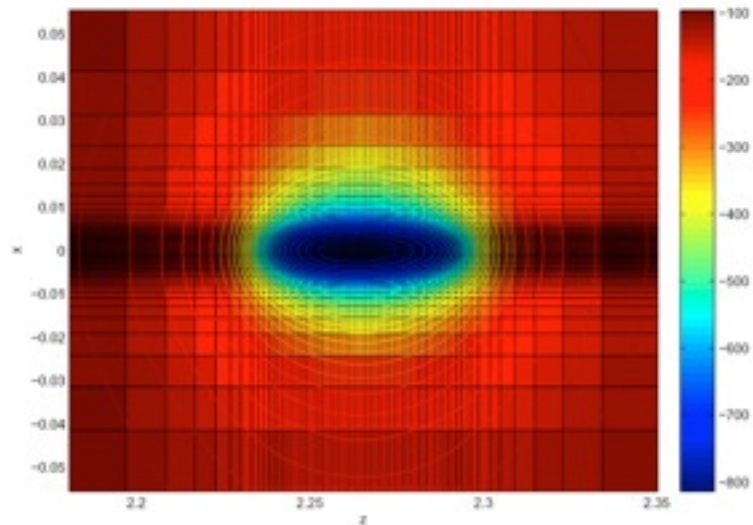
## Multi-grid solver

- Developed by Dr. G. Pöplau  
Rostock University, Germany
- Scales  $O(N^{1.1})$  in CPU time
- Typical use:  $\sim 10k$  to  $\sim 100M$  particles

## Implementation

- MPI-usage reduces noise:
- We track more particles, on same grid

DESY TTF gun at  $z=0.25$  m, 200k particles.

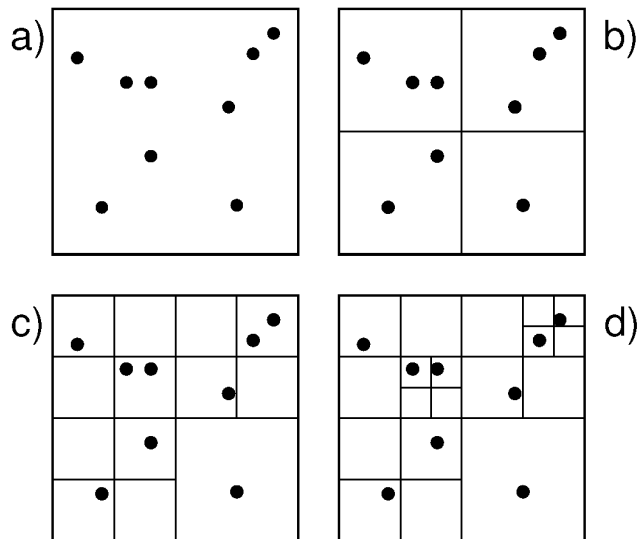


- Gisela Pöplau, Ursula van Rienen, Bas van der Geer, and Marieke de Loos, Multigrid algorithms for the fast calculation of space-charge effects in accelerator design, IEEE Transactions on magnetics, Vol 40, No. 2, (2004), p. 714.

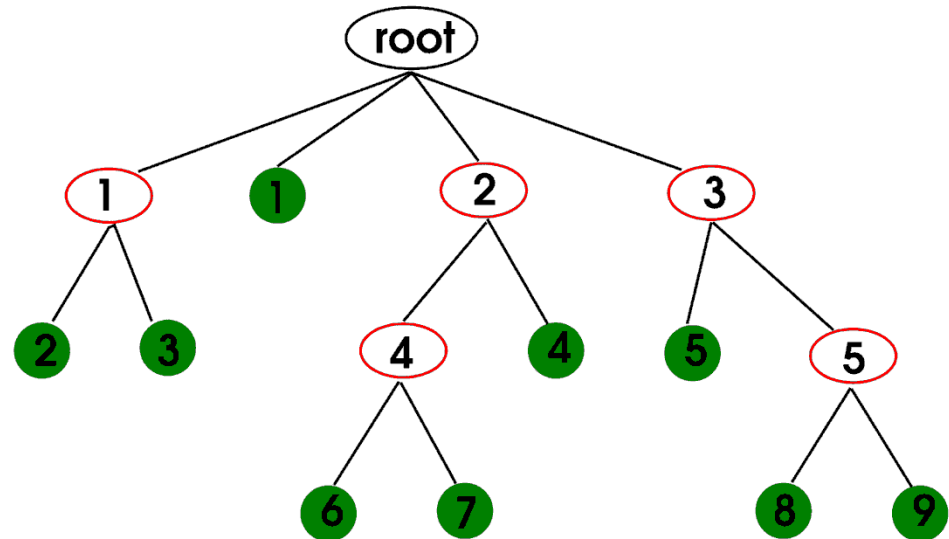
## Hierarchical tree algorithm

- Includes stochastic Coulomb interactions in 3D
- $O(N \log N)$  in CPU time
- MPI implementation in GPT distributes same tree over all nodes

Division of space

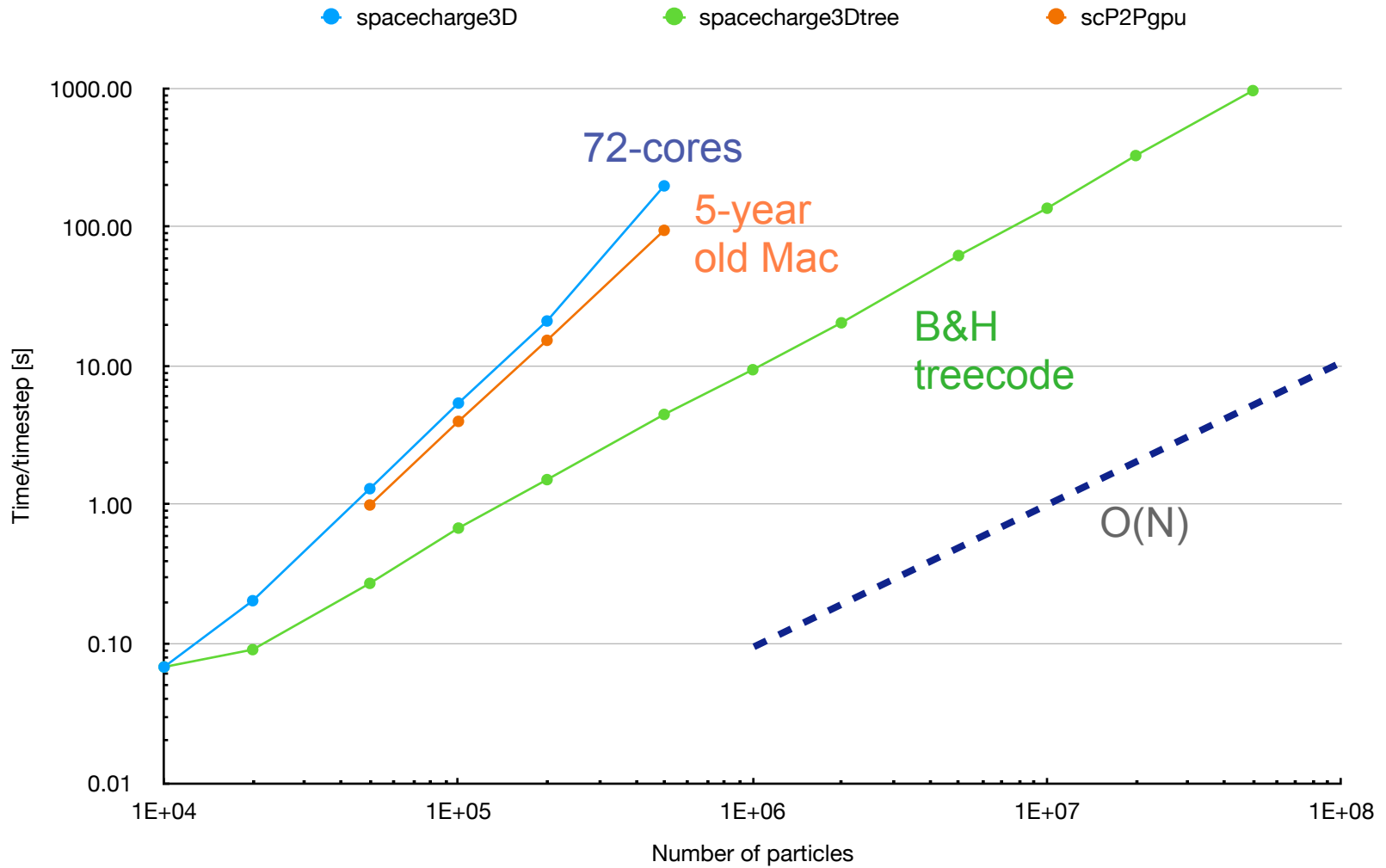


Tree data structure



- J. Barnes and P. Hut, Nature 324, (1986) p. 446.

# Scaling



# Possible simulation approaches

## Particle coordinates

Transform particle positions to zero momentum frame

Particles	Obtain electrostatic field:
1k	
10k	- $O(N^2)$ on a GPU
100k	
1M	- Barnes & Hut (GPT)
10M	
100M	- Particle-Particle-Particle-Mesh
1G	- Fast multipole method

Transform E-field to lab frame (gives  $E$  and  $B$ )

## Track equations of motion

A sunset over the ocean. The sun is a bright orange semi-circle on the horizon, partially obscured by thin, horizontal clouds. The sky is a gradient of orange and red. The ocean is dark blue, with a shimmering path of light reflecting the sun's position. In the bottom left corner, a small silhouette of a person is visible on the beach.

**GPT**  
**Bas van der Geer**

**The end**

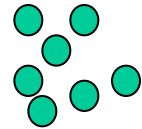




Globular cluster Messier 2 by Hubble Space Telescope. Located in the constellation of Aquarius, also known as NGC 7089. M2 contains about a million stars and is located in the halo of our Milky Way galaxy.

## Intuitive (naïve) model

- 3D point-to-point Relativistically correct  
 $O(N^2)$ ,  $N \approx 1000$ , no need for rest-frame



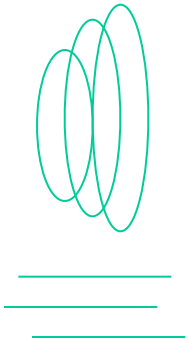
## Barnes&Hut treecode

- 3D point-to-point  $O(N \log N)$ ,  $N \approx 1M$ , rest-frame



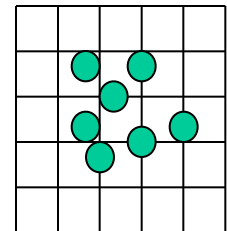
## Special cases

- 2D point-to-circle Cylindrically symmetric set-up
- 2D point-to-line Continuous beams  
 $O(N^2)$ ,  $N \approx 1000$ , fast if applicable



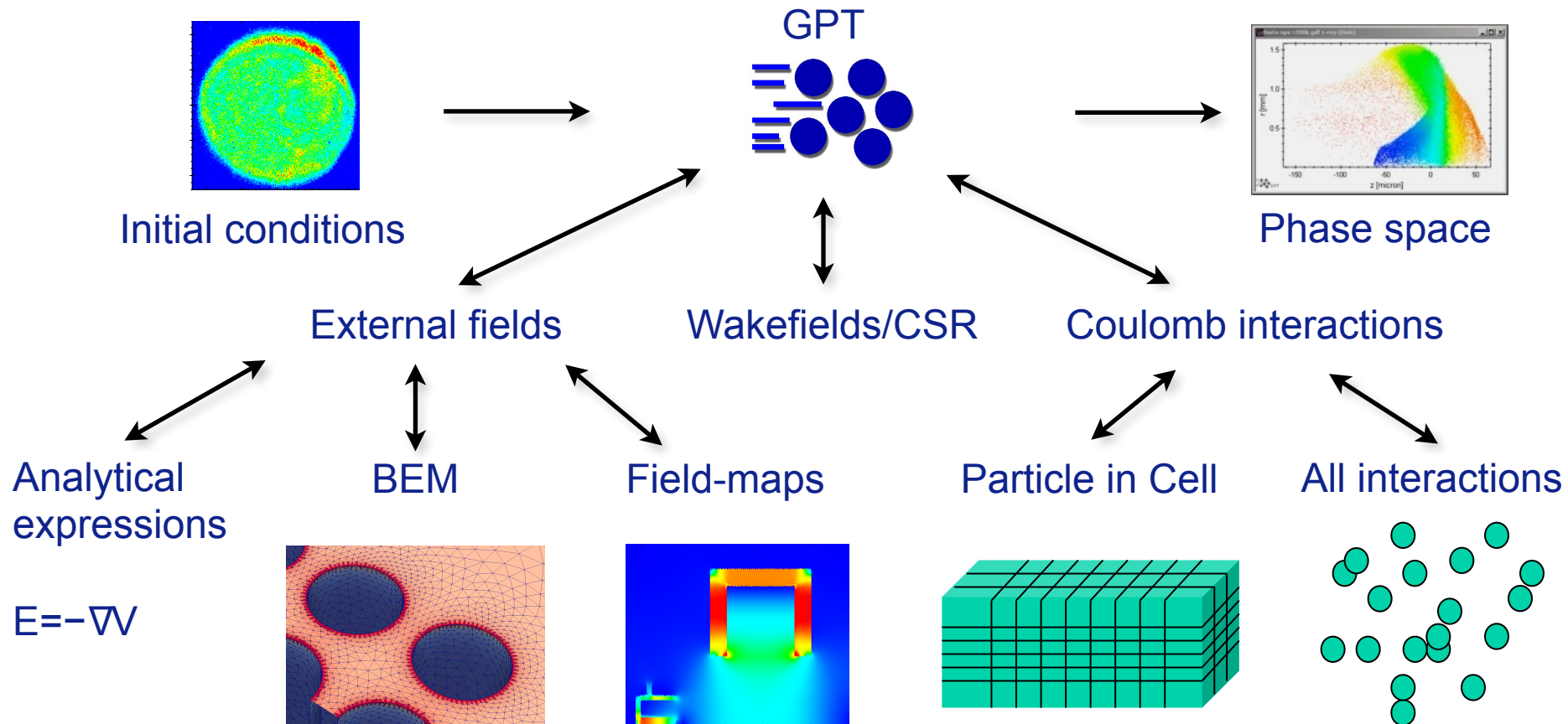
## PIC model

- 3D mesh-based Anisotropic multi-grid Poisson solver  
 $O(N)$ ,  $N \approx 1M$ , rest-frame  
Developed with Rostock University



## GPT tracks particles in time-domain through EM fields

- Relativistic equations of motion
- Fully 3D, including all non-linear effects

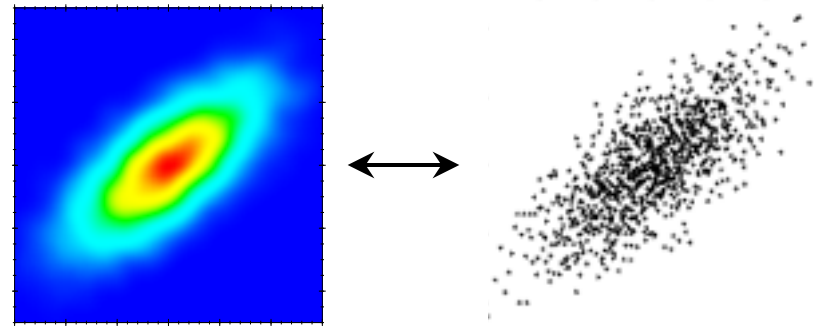


## GPT tracks sample particles in time-domain

- Equations of motion

$$\frac{d\mathbf{p}}{dt} = q \left( \mathbf{E} + \frac{d\mathbf{r}}{dt} \times \mathbf{B} \right)$$

$$\frac{d\mathbf{r}}{dt} = \frac{c \mathbf{p}}{\sqrt{m^2 c^2 + \mathbf{p} \cdot \mathbf{p}}}$$



- Include all non-linear effects
- Solved with 5th order embedded Runge Kutta, adaptive stepsize
- GPT can easily track millions of particles on a normal PC
- Challenge:  $E(r,t)$ ,  $B(r,t)$ , flexibility without compromising accuracy

# Clear and honest objectives: Is this what we want?

No supermarket  
No drinking water  
No electricity  
No internet  
No school for the children  
No ...

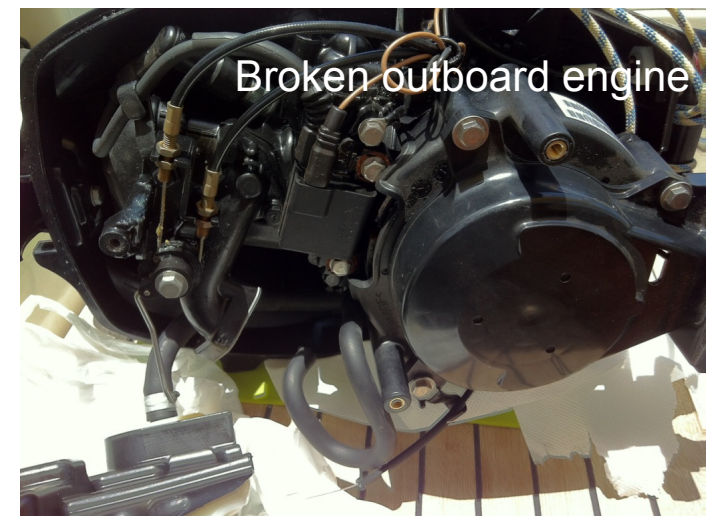
# GPT 'paradise' that doesn't exist

## Over the years I have heard many 'dreams':

- Track as many particles as possible
- Use 3D field-maps for the entire set-up
- Optimise for hundreds of variables
- Fancy user interfaces
- We need the lowest rms-emittance
- ...

## All wrong. In fact:

- We want to design a machine that actually works
- We want to understand why an existing machine does not work (and fix it)



## ALL simulation results are wrong

### The question is:

- Are the results usable?
- And that, depends on your goals!



### Aim:

- Find the **lowest** accuracy that meets your goals
- **Barely good enough** is what we want

### GPT algorithm:

- Tries to find the **largest stepsize** where all particles still meet accuracy criteria

# PIC: Energy spread in rest-frame

## Assumptions

- Zero momentum frame with Lorentz factor  $\gamma_v$
- Relative kinetic energy spread  $\alpha$ , measured in laboratory frame

	<b>Kinetic energy</b>	<b>Lorentz factor</b>
• Average particle:	$E_{\text{kin}} = (\gamma_v - 1) mc^2$	1
• Fastest particle:	$(1 + \alpha) E_{\text{kin}}$	$\gamma_{u'} = 1 + \frac{1}{2} \frac{\gamma_v - 1}{\gamma_v + 1} \alpha^2 + O(\alpha^3)$
• Slowest particle:	$(1 - \alpha) E_{\text{kin}}$	

## Conclusion

- You need excessive energy spread to get relativistic velocities in the zero-momentum frame