Start-to-end CeC Simulations

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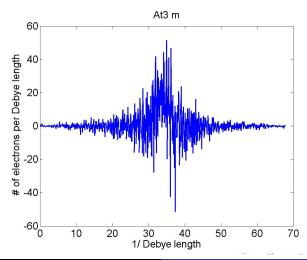
2016.9.1

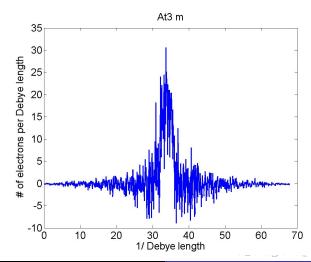


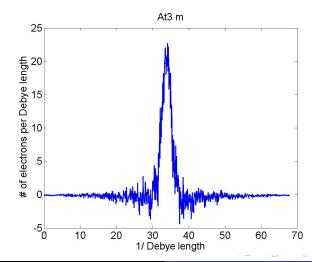
- Let GENESIS generate particles for 400 slices with correct shot noise
- Take 5 slices for modulator simulations (background beam and modulated beam) with quadrupoles
- Replace 5 slices into GENESIS for FEL simulation (background beam and modulated beam)
- Take 5 slices from output of GENESIS as the input of kicker simulation (background beam and modulated beam) with quadrupoles

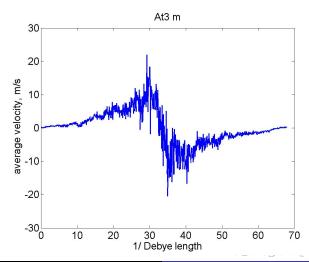


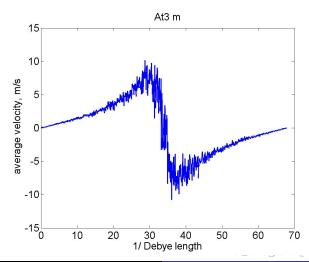
- Number of real electrons per slice : 2.83e+7
- npart = 16384
- npart = 131072
- npart = 1048576

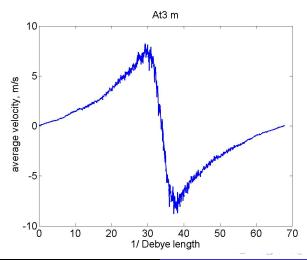


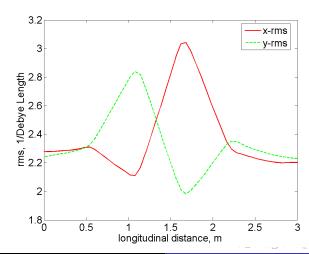


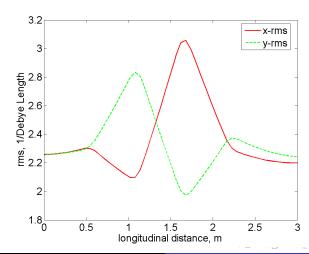


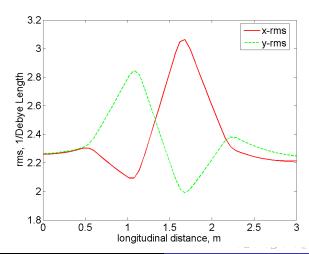






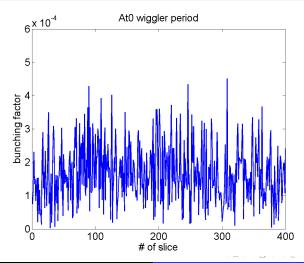






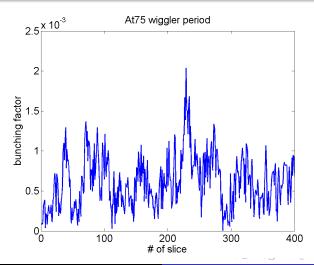
Bunching factor of background alon

Sunching factor difference
Sunching factor difference along time

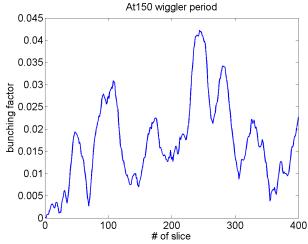


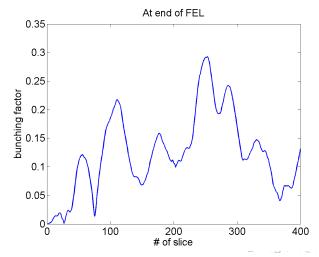
Bunching factor of background Bunching factor of background a

Bunching factor difference
Bunching factor difference along time



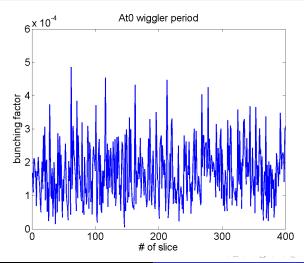
Bunching factor of background Bunching factor of background along tim Bunching factor difference Bunching factor difference along time





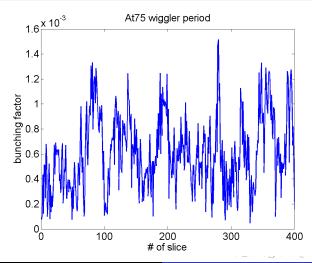
Bunching factor of background

Bunching factor of background along time Bunching factor difference

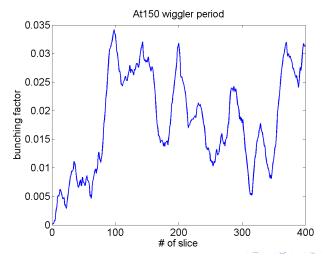


Bunching factor of background Bunching factor of background a

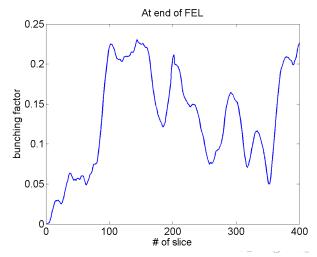
Bunching factor difference
Sunching factor difference along time



Bunching factor of background Bunching factor of background along tim Bunching factor difference

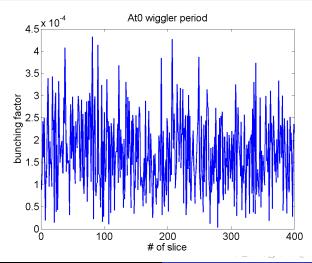


Bunching factor of background Bunching factor of background along tim Bunching factor difference Bunching factor difference along time



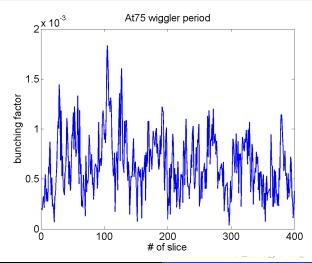
Bunching factor of background Bunching factor of background

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Bunching factor difference

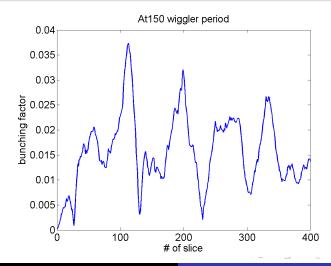


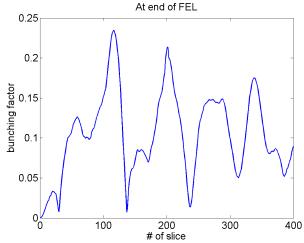
Bunching factor of background Bunching factor of background

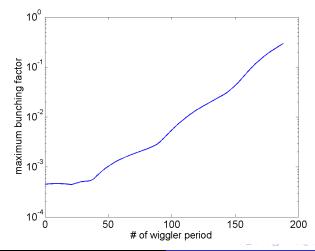
Bunching factor of background along tim Bunching factor difference

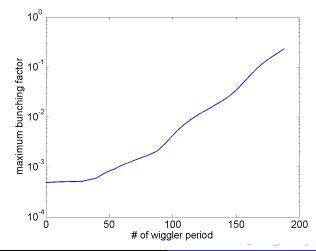


Bunching factor of background Bunching factor of background along tim Bunching factor difference

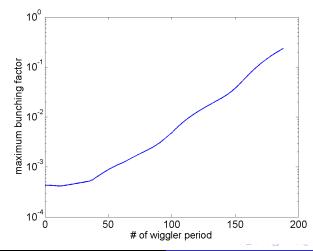


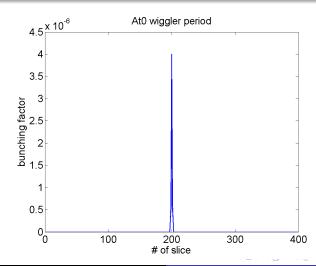


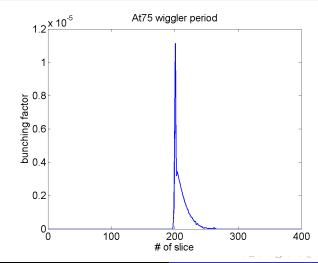


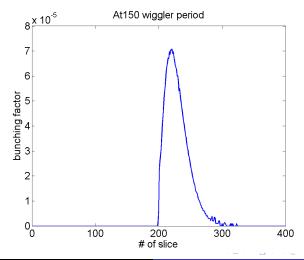


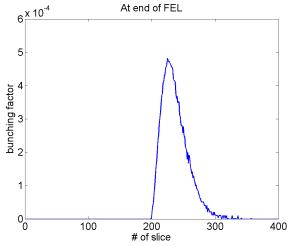
$\overline{\mathsf{npart}} = 1\mathsf{e} + 6$

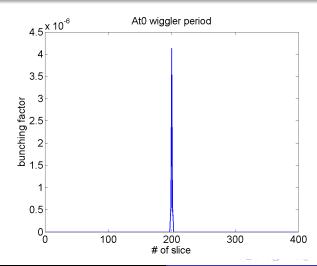


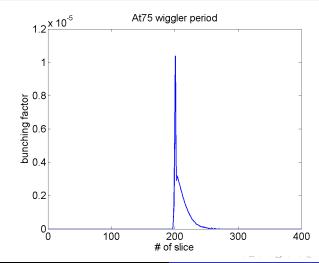


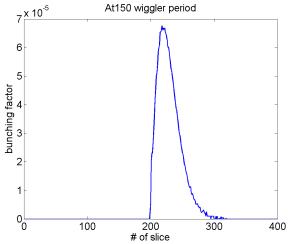


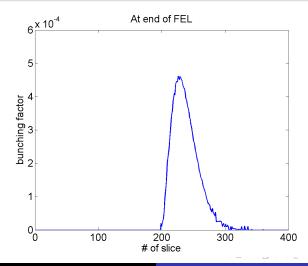


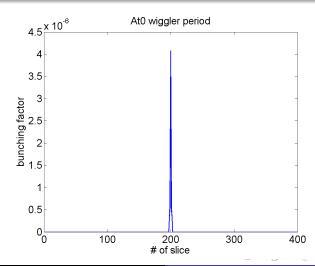




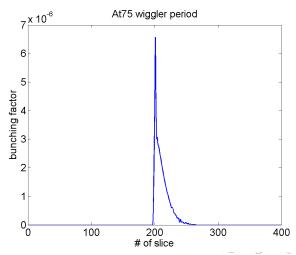




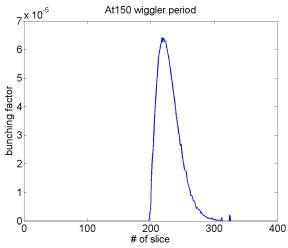


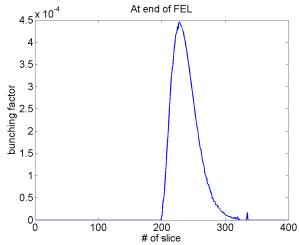


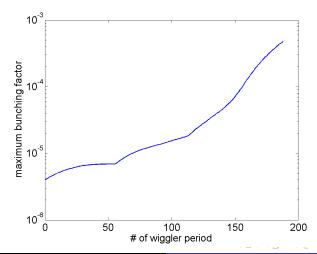
$\overline{\mathsf{npart}} = 1\mathsf{e} + 6$

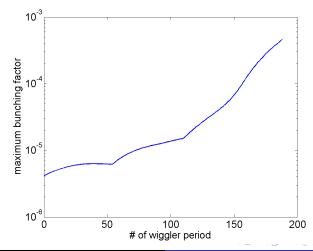


$\overline{\mathsf{npart}} = 1\mathsf{e} + 6$

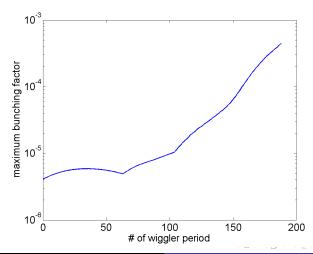


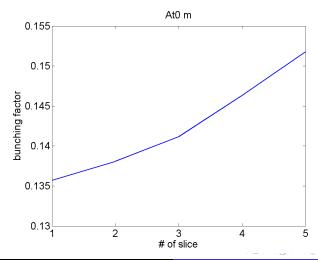




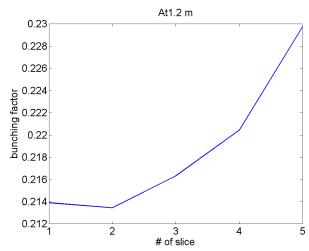


$\overline{\mathsf{npart}} = 1\mathsf{e} + 6$





$\overline{\mathsf{npart}} = 1\mathsf{e} + 4$



$\overline{\mathsf{npart}} = 1\mathsf{e} + 4$

