## PHY684 - Spring 2018



Across a Speed-of-Light Universe

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## THE AGENDA TODAY

- Getting introduced to each other
- This introduction
- Discuss the project list and how we get organized, by teams, for a 14 week project
- A brief review of particle accelerators in history, and where we are today
- Introduction to our flight-simulator engine, the ray-tracing code Zgoubi. And to alternate cross-check means.

- This course is an introduction to the physics and technology of particle accelerators,
- **\diamond** based on computer laboratory work
- during which we will
  - construct and run virtual accelerators, of all sorts
  - accelerate charged particle beams
  - generate synchrotron light
  - watch the relativistic death of short-lived particles
  - polarize and shake particle spins
  - play with Siberian snakes
  - and much more

- This course will introduce to most types of existing particle accelerators
- ♦ it will introduce
  - the basic principles of beam dynamics in these machines
- their main beam steering, focussing and acceleration components
- ♦ Most of that, *via* numerical simulations using powerful computer tools.
- Computer simulations taken from real-life laboratory activities constitute the backbone of the course.
- Computer code developments and debugging! will be part of the game.

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♦ conducting a project, from start to end, by teams, over the semester.

Project topics will be discussed and chosen early, during the first

two course sessions.

♦ I will come back on that

- This course is also
- ⋄ a forum for discussions and deeper
  - insight,
  - understanding,
  - on whatever topic, whenever desired,
- including further ideas of accelerator simulations and code developments
- an opportunity to get contacts with world reknown accelerator
  laboratories and people, if you wish to explore further a possible
  future in the field

- During this semester,
- **> we will run beam dynamics computer programs**
- manage the data they produce,
- we will keep confronting beam dynamics findings from numerical simulations with theoretical expectations,
- ⋄ in an interactive play between both: experimentation regarding particle beams in accelerators and in accelerator components, and the underlying theory.

- Running computer programs will allow achieving a variety of goals :
- apply numerical methods to solve problems for which analytical methods have prohibitive limitations,
- produce data from numerical simulations,
- analyze and understand these data,
- present and report results on appropriate media, such as slides,
   article style of reports

• This course will allow reaching a level of knowledge needed to thrive in the field of accelerator physics and technology.

We will navigate and pick knowledge bricks through the following list, as time allows:

- cyclotron, transverse stability, CW acceleration;
- synchro-cyclotron, longitudinal stability, cycled acceleration;
- strong focusing, pulsed synchrotron;
- ♦ FFAG rings ;
- ⋄ electrostatic accelerators ;
- beam linesand more

- The numerical experiments will address beam physics and beam dynamics aspects as
- beam guiding, focussing, acceleration, optical defects,
- non-linear beam dynamics and motion resonances,
- synchrotron radiation damping,
- modeling collective effects as space charge,
- capture and acceleration of short lived particle beams,
- production of synchrotron light: Poynting vector, spectral brightness,
- polarization and other Siberian snakes,
- ♦ in-flight particle decay,
- ♦ beam purification, ...

- The course will address the simulation of accelerator technology components: bending magnets, quadrupoles, non-linear lenses, accelerating cavities, beam monitoring...
- Program development and debugging will be inevitable parts of the game/lab time.
- In addition, and for the reason that this is what numerical simulations are, the course will introduce to a wide variety of applied mathematics and numerical methods, from interpolation to ODE solving to Fourier analysis.
- The course will introduce to popular software tools as gnuplot (plotting), latex (writing).

## Organization of a 2h50 session

- We start a 2h50 session with (about 20 minutes):
- (i) On your side: returning your home work
- ⋄ as a matter of fact,
- finishing the computer simulations undertaken during the previous session is part (the essential) of the home work.
- the home work is returned under the form of 2-3 slides, to be presented to the group (5 minutes per team)
- (ii) Still on your side, starting on week 3: status of the projects,
- this is under the form of 2 slides presented to the group (2 minutes per team)

### (iii) On my side then (up to $15\sim30$ minutes):

- $\diamond$  a short historical overview when starting a new accelerator chapter (10  $\sim$  15 minutes): cyclotron, synchrotron, synchrotron light, decay-in-flight, or whatever else depending on our progress
- $\diamond$  an introduction to the computer lab. work planned for the rest of the day (10  $\sim$  15 minutes)

That's the real work of yours: the accelerator problem of concern and the numerical simulation work to be performed.

This is real-life, laboratory style of work, hours and days!

♦ Dedicated written notes will be made available in due time, on the web site.

### (iv) And you again, the bulk of the activity:

complete this computer lab work

working out the simulations regarding each particular type of

accelerator will probably take more than 1 session, we will adapt.

#### **ACCELERATOR PROJECT**

- Goal: conducting your own accelerator project, just like in real life, from start to end, over the semester.
- The plan is the following:
- We will go through the list of projects and discuss it, no later than today!
- You'll have 2 weeks to make your choice.
   Questions are welcome of course:
  - at all time
  - by e-mail (fmeot@bnl.gov), or phone (1 631 344 8204), or here

• Time is tight: during your project, never stay stuck, instead ask/discuss amongst us and proceed!

- At the end of the semester, this project will be concluded by
  - a presentation to the group, under the form of slides
  - a written report, laboratory technical note style

- For each project, the following is expected :
- (i) Start with a bibliographical research. An extended bibliography: history and present status, technical aspects, interest of the technology, future developments, etc.

This should represent about 25% of the work, of the time spent on the project.

The goal of the bibliography is to

- understand the motivations for the development of a particular line of accelerator, how it evolved in a particular historical context, what it has become today, its applications
- provide a technical documentation relevant to the accelerator project and to its application, including parameter lists, possibly details regarding particular scientific or technological aspects
- ♦ For each project a bibliographical document is provided. That can be the starting point for your bibliography.

(ii) The bulk of the work: producing the requested computer simulations, or program developments, or whatever the project is about.

## (ii) Reporting:

- slides for a 10 minute presentation to the class,
- a written "lab. tech. note" style of report, up to 10 pages
- My advice, here :
- \* Do not wait until the end of PHY684 to start writing. You'd be too late and lack time.
- \* Start writing as you start the project, which is, from the moment you start working on the bibliography!
- \* Hint: if needed, the bibliographical documents can be a source of inspiration regarding the presentation/organization of your written technical note.