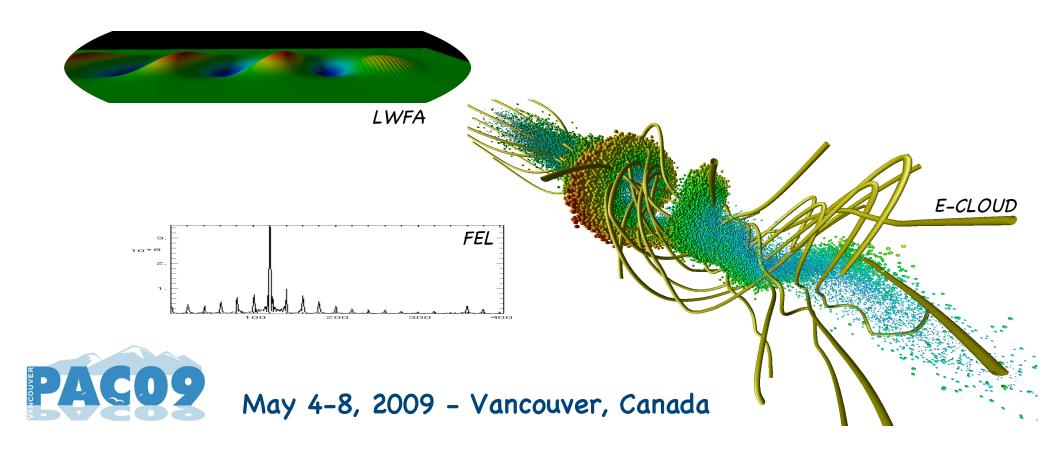
Application of the reduction of scale range in a Lorentz boosted frame to the numerical simulation of particle acceleration devices.

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¹Lawrence Berkeley National Laboratory, CA ²Lawrence Livermore National Laboratory, CA ³Heavy Ion Fusion Science Virtual National Laboratory



- Concept
- Difficulties
- Examples of application
 - electron cloud effects
 - laser wakefield acceleration
 - free electron laser
- Conclusion



Special relativity

Lorentz transformation (LT) for v along x

$$t' = \gamma (t - vx/c^2)$$
 $\gamma = (1 - v^2/c^2)^{-1/2}$
 $x' = \gamma (x - vt)$
 $y' = y$
 $z' = z$

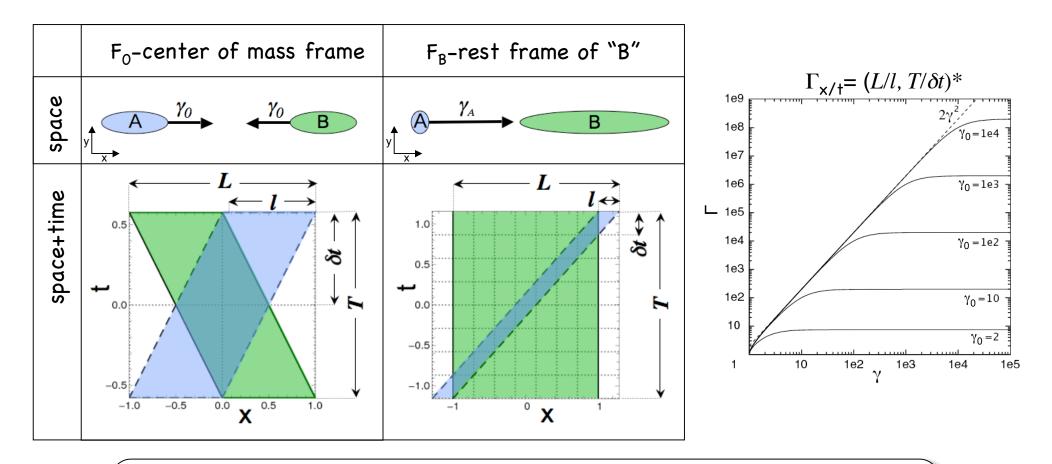
Time dilation/space contraction

at rest:
$$\Delta t$$
, $\Delta x=0 \rightarrow$ in motion: $\Delta t'=\gamma \Delta t$
 Δx , $\Delta t=0$ $\Delta x'=\Delta x/\gamma$

Lorentz invariant (invariant to change of reference frame) $\Delta s^{2} = \Delta x^{2} + \Delta y^{2} + \Delta z^{2} - c^{2} \Delta t^{2} = \Delta x'^{2} + \Delta y'^{2} + \Delta z'^{2} - c^{2} \Delta t'^{2}$



Range of space and time scales spawned by two identical beams crossing each other

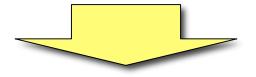


• Γ is not invariant under the Lorentz transformation: $\Gamma_{x/t} \propto \gamma^2$. • There exists an "optimum" frame which minimizes it. • Result is general and applies to light beams too.

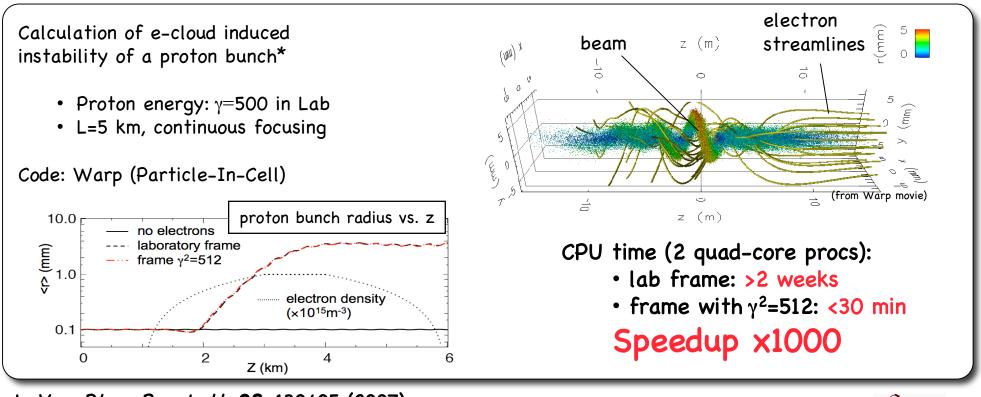


Consequence for computer simulations

of computational steps grows with the full range of space and time scales involved



Choosing optimum frame of reference to minimize range can lead to dramatic speed-up for relativistic matter-matter or light-matter interactions.



*J.-L. Vay, Phys. Rev. Lett. 98, 130405 (2007)



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Seems simple but <u>1</u>. Algorithms which work in one frame may break in another. Example: the Boris particle pusher.

- Boris pusher ubiquitous
 - In first attempt of e-cloud calculation using the Boris pusher, the beam was lost in a few betatron periods!
 - Position push: $X^{n+1/2} = X^{n-1/2} + V^n \Delta t$ -- no issue
 - Velocity push: $\gamma^{n+1}\mathbf{V}^{n+1} = \gamma^{n}\mathbf{V}^{n} + \frac{q\Delta t}{m} (\mathbf{E}^{n+1/2} + \frac{\gamma^{n+1}\mathbf{V}^{n+1} + \gamma^{n}\mathbf{V}^{n}}{2\gamma^{n+1/2}} \times \mathbf{B}^{n+1/2})$

issue: $\mathbf{E}+\mathbf{v}\times\mathbf{B}=0$ implies $\mathbf{E}=\mathbf{B}=0 \Rightarrow$ large errors when $\mathbf{E}+\mathbf{v}\times\mathbf{B}\approx0$ (e.g. relativistic beams).

- Solution
 - Velocity push: $\gamma^{n+1}\mathbf{V}^{n+1} = \gamma^{n}\mathbf{V}^{n} + \frac{q\Delta t}{m} (\mathbf{E}^{n+1/2} + \frac{\mathbf{V}^{n+1} + \mathbf{V}^{n}}{2} \times \mathbf{B}^{n+1/2})$
- Not used before because of implicitness. We solved it analytically*

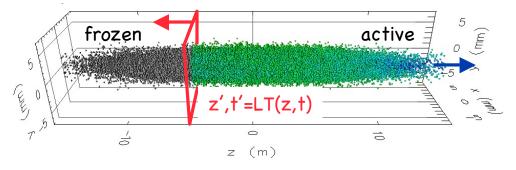
$$\begin{cases} \gamma^{i+1} = \sqrt{\frac{\sigma + \sqrt{\sigma^2 + 4(\tau^2 + u^{*2})}}{2}} & \text{(with } \mathbf{u} = \gamma \mathbf{v}, \quad \mathbf{u}' = \mathbf{u}^{\mathbf{i}} + \frac{q\Delta t}{m} \left(\mathbf{E}^{i+1/2} + \frac{\mathbf{v}^i}{2} \times \mathbf{B}^{i+1/2} \right), \quad \tau = (q\Delta t/2m) \mathbf{B}^{i+1/2}, \\ \mathbf{u}^{i+1} = [\mathbf{u}' + (\mathbf{u}' \cdot \mathbf{t})\mathbf{t} + \mathbf{u}' \times \mathbf{t}]/(1+t^2) & u^* = \mathbf{u}' \cdot \tau/c, \quad \sigma = \gamma'^2 - \tau^2, \quad \gamma' = \sqrt{1 + u'^2/c^2}, \quad \mathbf{t} = \tau/\gamma^{i+1}). \end{cases}$$

*J.-L. Vay, Phys. Plasmas 15, 056701 (2008)

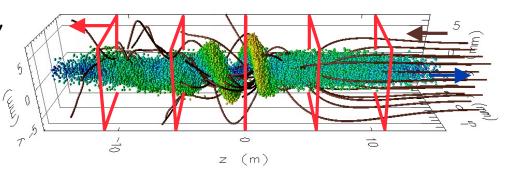


Other possible complication: inputs/outputs

- Often, initial conditions known and output desired in laboratory frame
 - relativity of simultaneity => inject/collect at plane(s) \perp to direction of boost.
- Injection through a moving plane in boosted frame (fix in lab frame)
 - fields include frozen particles,
 - same for laser in EM calculations.



- Diagnostics: collect data at a collection of planes
 - fixed in lab fr., moving in boosted fr.,
 - interpolation in space and/or time,
 - already done routinely with Warp
 for comparison with experimental data,
 often known at given stations in lab.

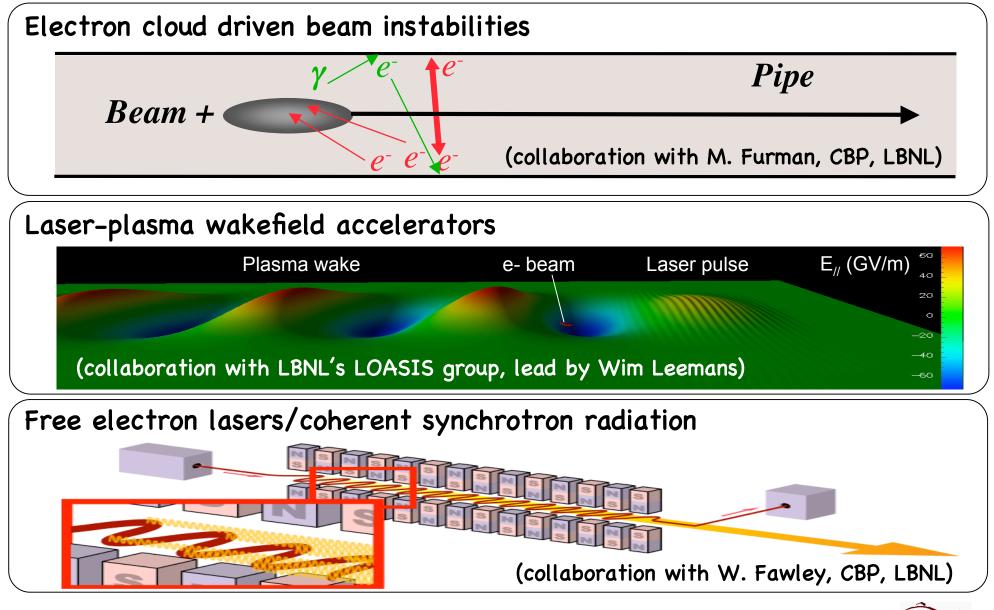




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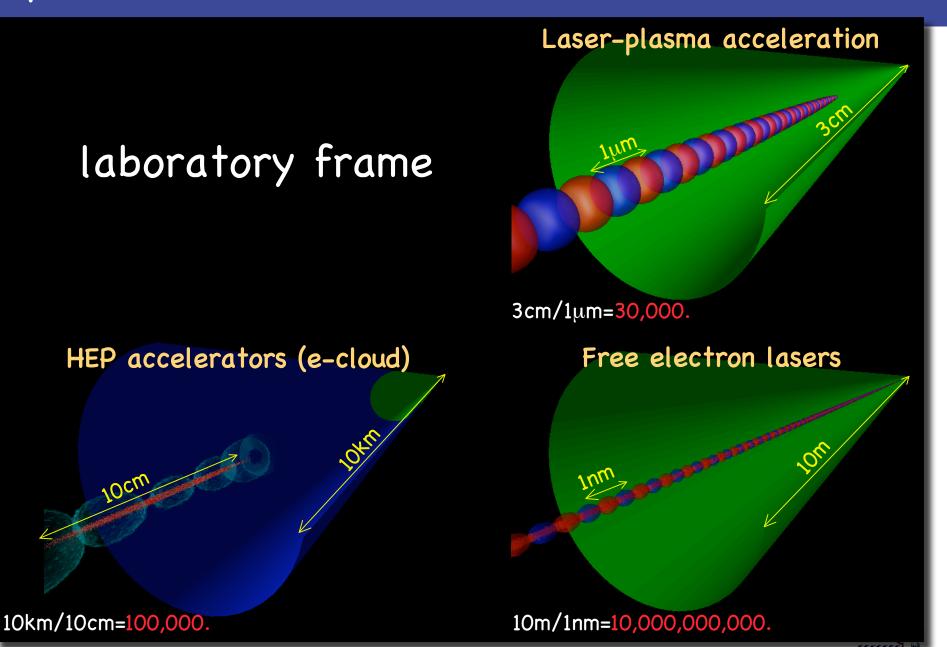


Several areas in which simulations in a boosted may be beneficial were identified



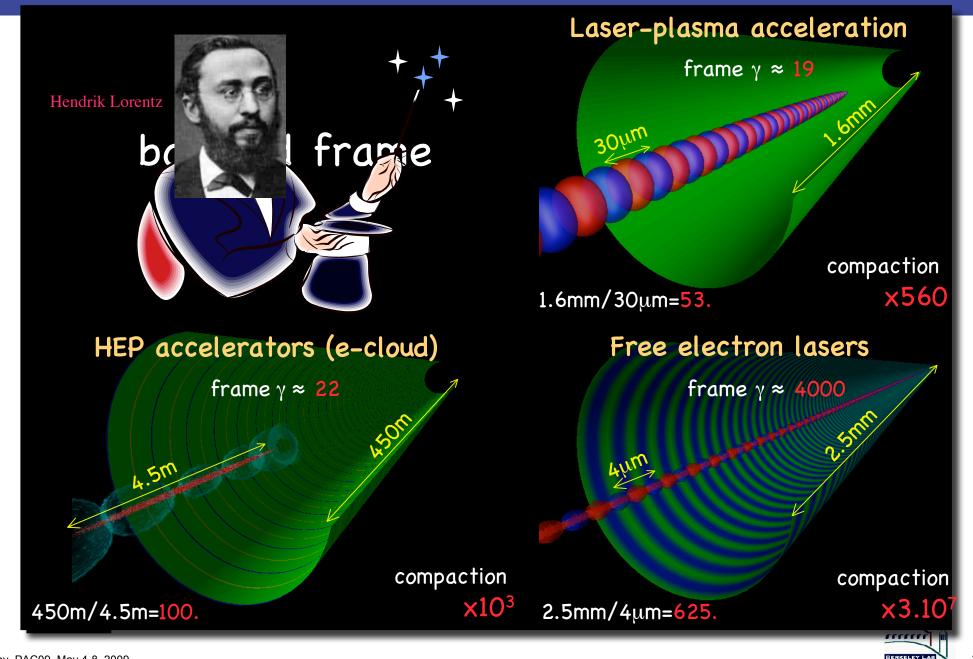


Large scale range renders simulation difficult, if not impractical, in lab frame



REPREIEVIA

Lorentz transformation => large level of compaction of scales range

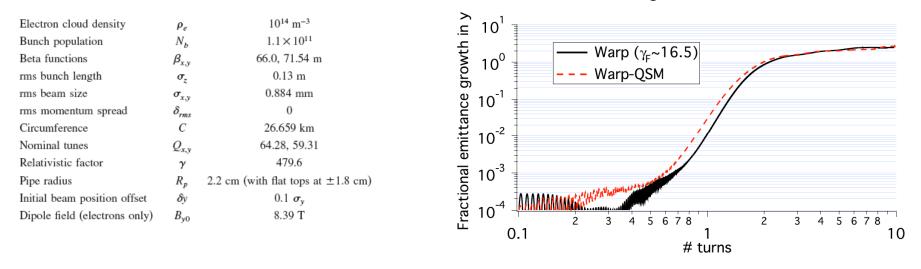


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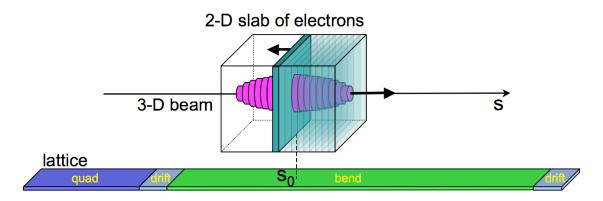


E-cloud: benchmarking against quasistatic model for LHC scenario

Excellent agreement on emittance growth between boosted frame full PIC and "quasistatic" for e-cloud driven transverse instability in continuous focusing model of LHC



The "quasistatic" approximation uses the separation of time scales for pushing beam and ecloud macro-particles with different "time steps"

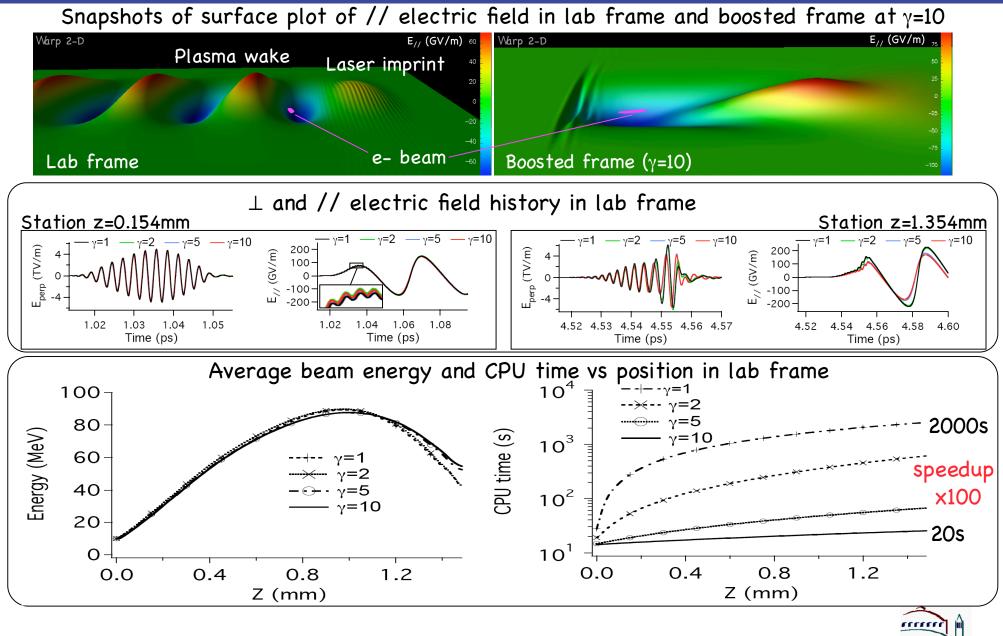




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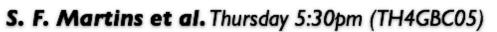


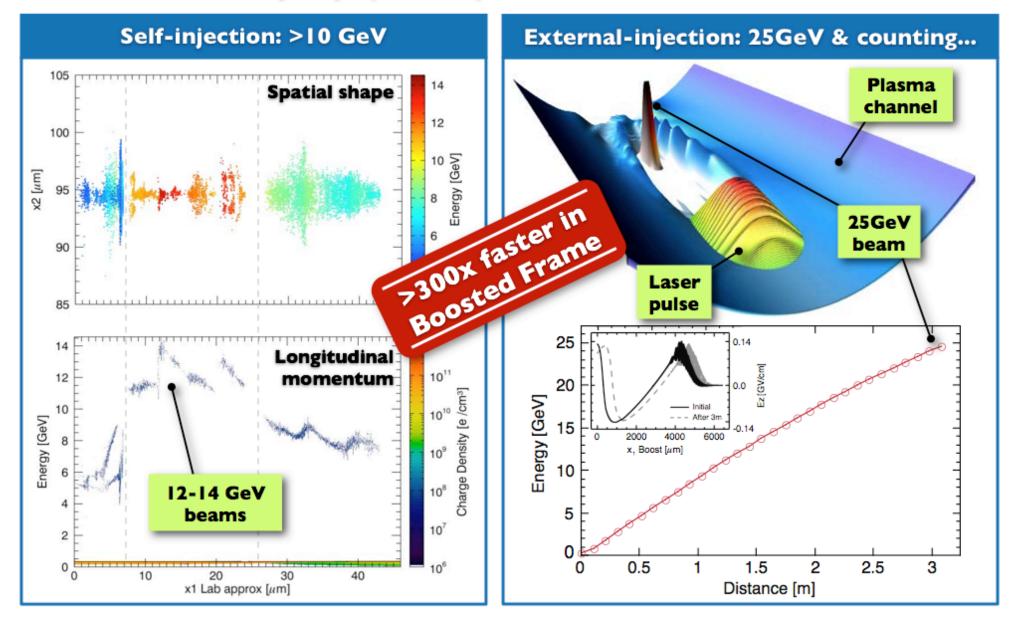
Laser-plasma wakefield accelerator simulation in a boosted frame $(\lambda=0.8\mu m, a_0=1, k_pL=2, L_p=1.5mm in lab)$



REPRELEY | AP

Full 3D ultra-fast boosted frame simulations for next generation lasers using OSIRIS





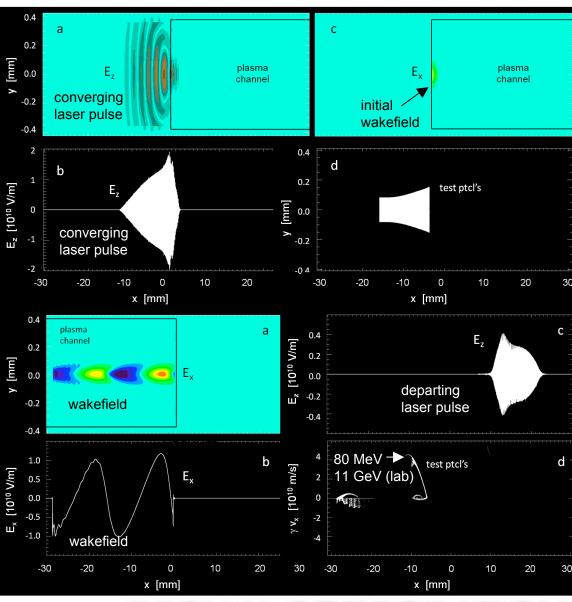
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UCLA

Boosted-frame LWFA proof-of-principle in VORPAL shows >2,000x speed-up in 1D, 2D

BERKELEY LAB

- Test cases are 10 GeV quasilinear LWFA stages
 test particles used to sample wake
- Grid size & resolution are same as standard lab frame runs
- 2D example shown to right: n_e=6 x 10¹⁶ cm⁻³; L_{deph}~2.4 m; a₀=1; E_{peak}~11 GeV (lab)
 - agrees with scaling calculations
 - 2,000x speed-up observed
- More work required
 - improved noise reduction
 - automated set-up, diagnostics
 - validation and testing



Bruhwiler, Cary, Cowan, Paul, Geddes, Mullowney, Messmer, Esarey, Cormier-Michel, Leemans & Vay,

Proc. AAC Workshop (2008); supported by DOE/HEP SBIR & SciDAC.

VORPA

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FEL in Boosted-Frame E&M Code poster W. Fawley WE5RFP029, Wednesday morning

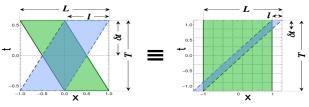
Physics ignored by Eikonal codes but accessible to boosted frame approach:

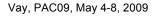
- Backward wave emission
- Wide-angle emission (generally highly red-shifted)
- CSE for all undulator, e-beam configurations
 - Emission from very short beams
 - Emission from beams with rapidly-varying envelope properties
 - Emission from beams bunched with "multiple colors"
- Properties of *very* high gain systems ($L_G/\lambda_u < 5$)
- FEL emission from beams in multiple harmonic undulators
 - Biharmonic (or triharmonic undulators)
 - Effects of adiabatic match sections
- FEL emission in waveguides where v_{group} strongly varying with ω (normally relevant to microwave FEL's operating near cutoff)

Overall computational speed impressive compared to *full* E&M *but much slower than standard eikonal method*: Not likely to become dominant paradigm for short wavelength FEL's but *might* be useful for very high gain microwave/far-IR devices or situations with wideband spectral output

Conclusion and outlook

- The range of scales of a system is not a Lorentz invariant ($\propto \gamma^2$), and there exists an optimum frame minimizing it => orders of magnitude speedup predicted for some simulations.
- Calculating in a boosted frame more demanding, eventually:
 - developed new particle pusher for e-cloud problems,
 - added capabilities for injection/diagnostics in boosted frame.
- Orders of magnitude speedup demonstrated for a class of firstprinciple simulations of multiscale problems: laser-plasma acceleration, e-cloud in HEP accelerators, free electron lasers.
- Explore other applications: CSR, astrophysics,...
- Can we develop methods which costs do not depend on frame?

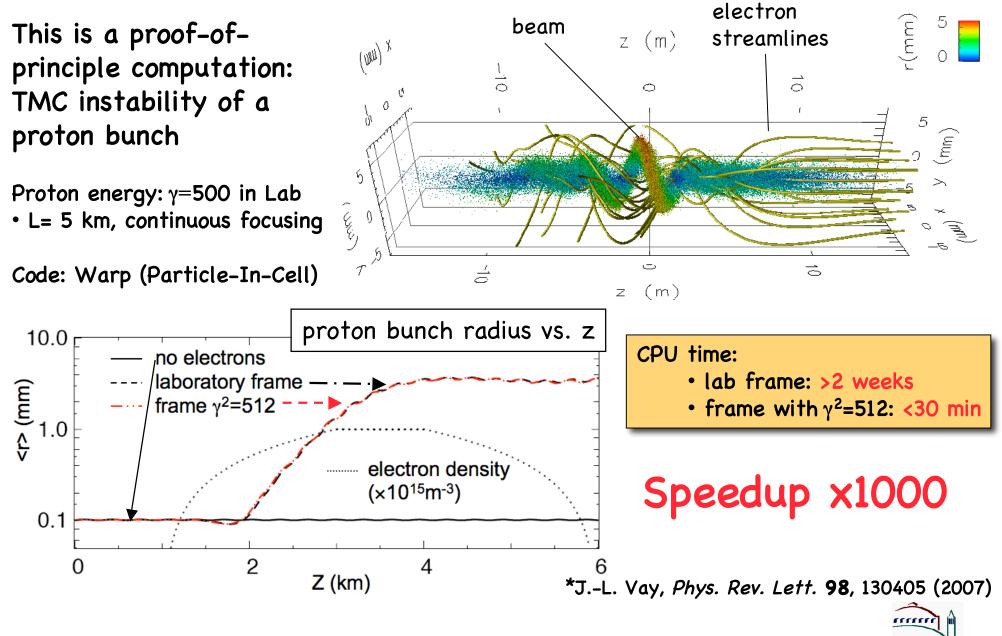




BACKUPS



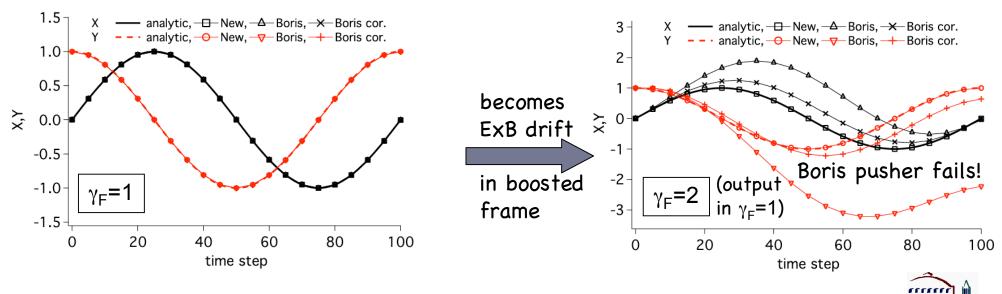
Boosted frame calculation sample proton bunch through a given e⁻ cloud*



Seems simple but <u>.</u> Algorithms which work in one frame may break in another. Example: the Boris particle pusher.

- Boris pusher ubiquitous
 - Position push: $X^{n+1/2} = X^{n-1/2} + V^n \Delta t$ -- no issue
 - Velocity push: $\gamma^{n+1}\mathbf{V}^{n+1} = \gamma^{n}\mathbf{V}^{n} + \frac{q\Delta \dagger}{m} (\mathbf{E}^{n+1/2} + \frac{\gamma^{n+1}\mathbf{V}^{n+1} + \gamma^{n}\mathbf{V}^{n}}{2\gamma^{n+1/2}} \times \mathbf{B}^{n+1/2})$
- New pusher*
 - Velocity push: $\gamma^{n+1}\mathbf{V}^{n+1} = \gamma^{n}\mathbf{V}^{n} + \frac{q\Delta \dagger}{m} (\mathbf{E}^{n+1/2} + \frac{\mathbf{V}^{n+1} + \mathbf{V}^{n}}{2} \times \mathbf{B}^{n+1/2})$

• Test one particle in constant **B**



*J.-L. Vay, *Phys. Plasmas* **15**, 056701 (2008)

Lorentz boosted simulations applied to various problems

- 3-D electron driven TMC instability (Warp-LBNL), x1000
- 2-D free electron laser toy problem (Warp-LBNL), x45,000*/**
- 3-D coherent synchrotron emission (Warp-LBNL), x350*
- 2-D laser-plasma acceleration (Warp-LBNL), **x100***
- 1-D laser-plasma acceleration (Vorpal-Tech-X), x1,500
- laser-plasma acceleration (Osiris-IST, Portugal) x150 2-D, x75 3-D

*estimated

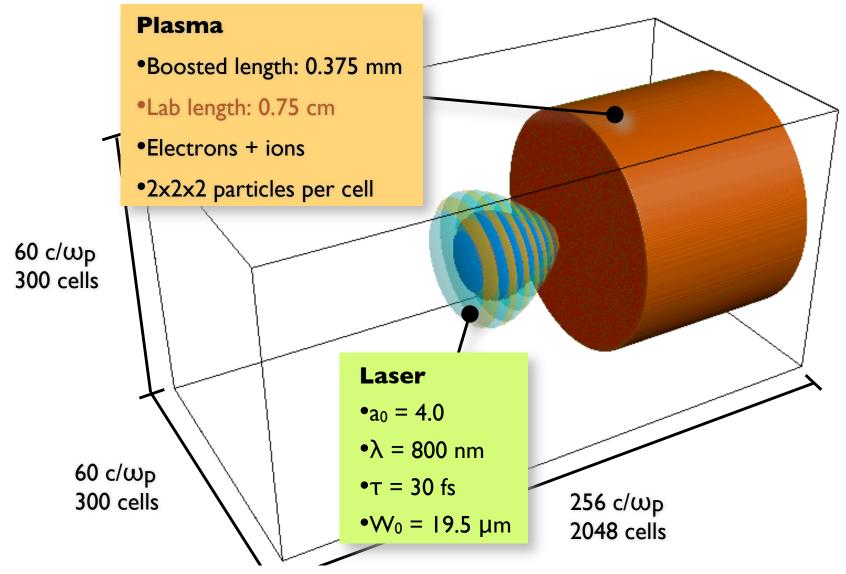
**compared to PIC simulation in lab frame. PIC in boosted frame slower than Eikonal codes but allows study of matching ramp and sub-harmonic bunching which are not accessible to Eikonal codes.

Other applications: astrophysics,...?



3D Laser Wakefield Accelerator*

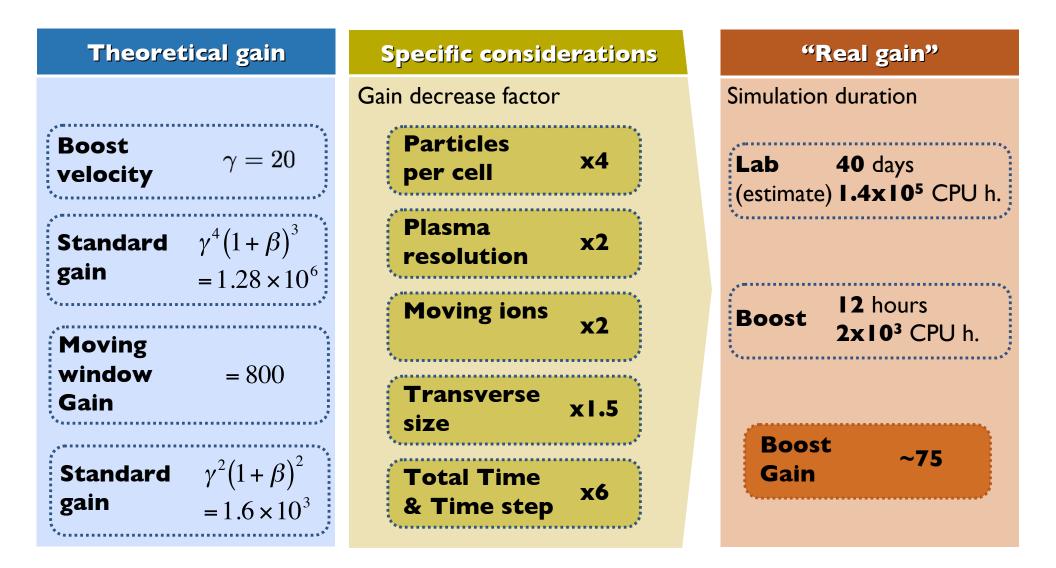
Boosted frame simulation apparatus



*Courtesy S. F. Martins, Instituto Superior Técnico, Lisboa, Portugal

3D Laser Wakefield Accelerator*

Example of Boost performance gains vs. standard laboratory frame



*Courtesy S. F. Martins, Instituto Superior Técnico, Lisboa, Portugal

3D Laser Wakefield Accelerator*

Wake structure comparison $e\omega_p^3 c^3$ Electron density Laboratory frame **Boosted frame** x2 [c / ω_p] 100 x1 [c / ω_n] **x1 [c /** ω_p] Several simultaneous buckets •Single spatial bucket Moving window focuses on •Full evolution of complete plasma region specific plasma region

slices

 $\gamma = 4$

*Courtesy S. F. Martins, Instituto Superior Técnico, Lisboa, Portugal

x2 [c / ω_p]



Boosted-frame Simulations of LBNL* BELLA Concept are 1,500x faster

