



# Introduction to PyHEADTAIL



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USPAS - PyHEADTAIL

1/19

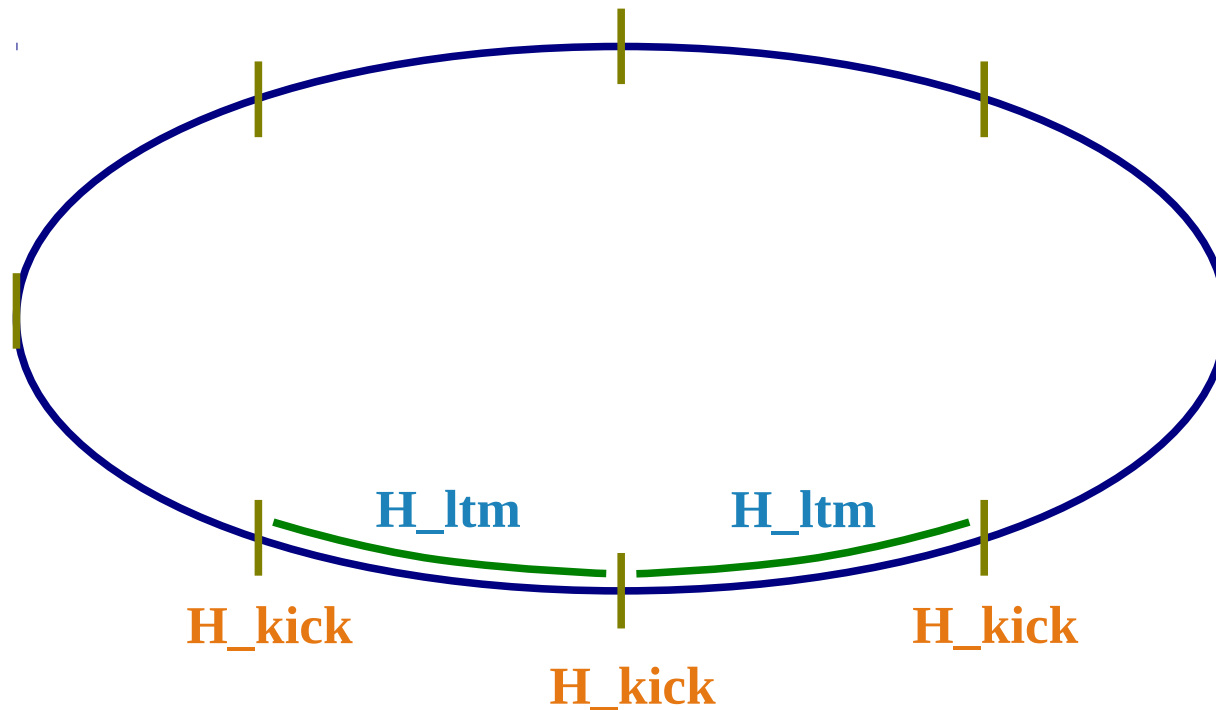
# What is PyHEADTAIL?

- PyHEADTAIL is a macroparticle tracking code designed specifically to simulate collective effects in circular accelerators

# How does PyHEADTAIL work?

- PyHEADTAIL is a macroparticle tracking code designed specifically to simulate collective effects in circular accelerators

$$\mathcal{M} = e^{H_K:\Delta t} e^{H_D:\Delta t}$$



- H\_ltm: linear transfer map
  - Chromaticity
  - Amplitude detuning
  - ...
- H\_kick: collective interaction
  - Wakefields
  - Electron cloud
  - Feedback
  - Space-charge
  - ...

# A real world example



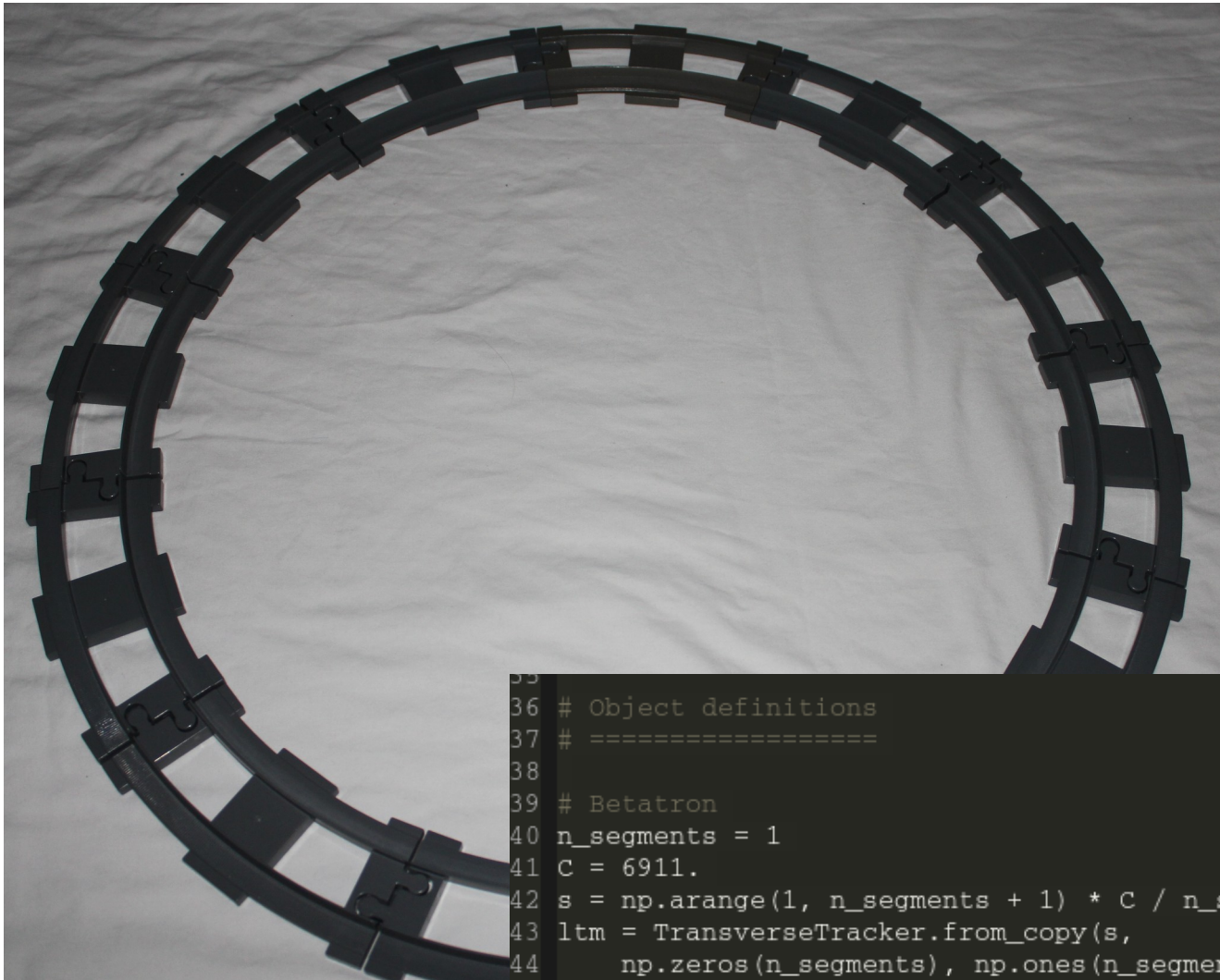
- Load Python packages and modules

```

1 from __future__ import division
2 import cProfile, itertools, sys, time, timeit
3
4 from scipy.constants import c, e, m_p
5
6 from cobra_functions import stats, random
7 from beams.beams import *
8 from monitors.monitors import *
9 from spacecharge.spacecharge import *
10 from trackers.transverse_tracker import *
11 from trackers.longitudinal_tracker import *
12

```

# A real world example



- Load Python packages and modules
- Build linear periodic transfer maps

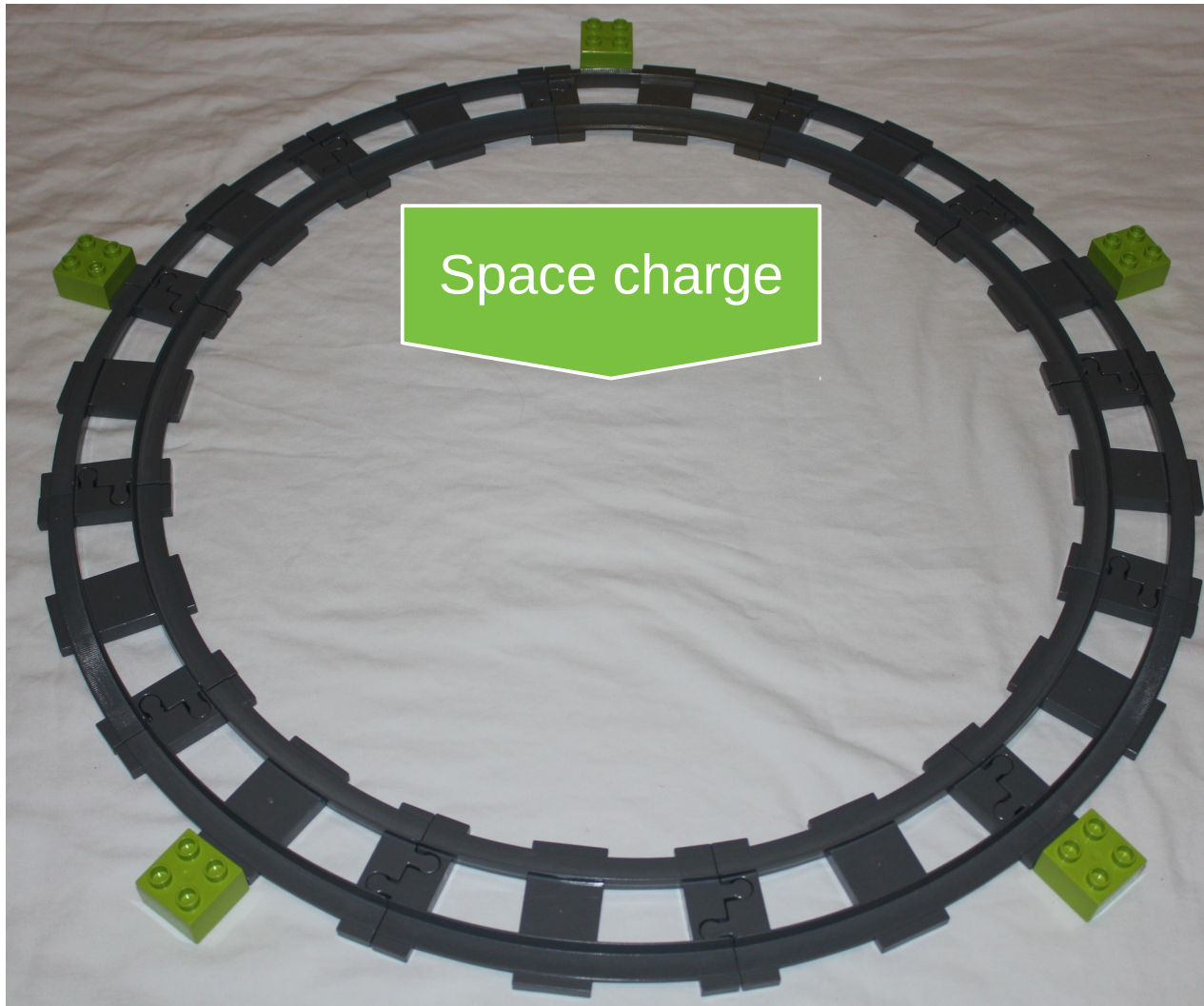
```

35
36 # Object definitions
37 # =====
38
39 # Betatron
40 n_segments = 1
41 C = 6911.
42 s = np.arange(1, n_segments + 1) * C / n_segments
43 ltm = TransverseTracker.from_copy(s,
44     np.zeros(n_segments), np.ones(n_segments) * beta_x, np.zeros(n_segments),
45     np.zeros(n_segments), np.ones(n_segments) * beta_y, np.zeros(n_segments),
46     Qx, 0, 0, Qy, 0, 0)
47

```

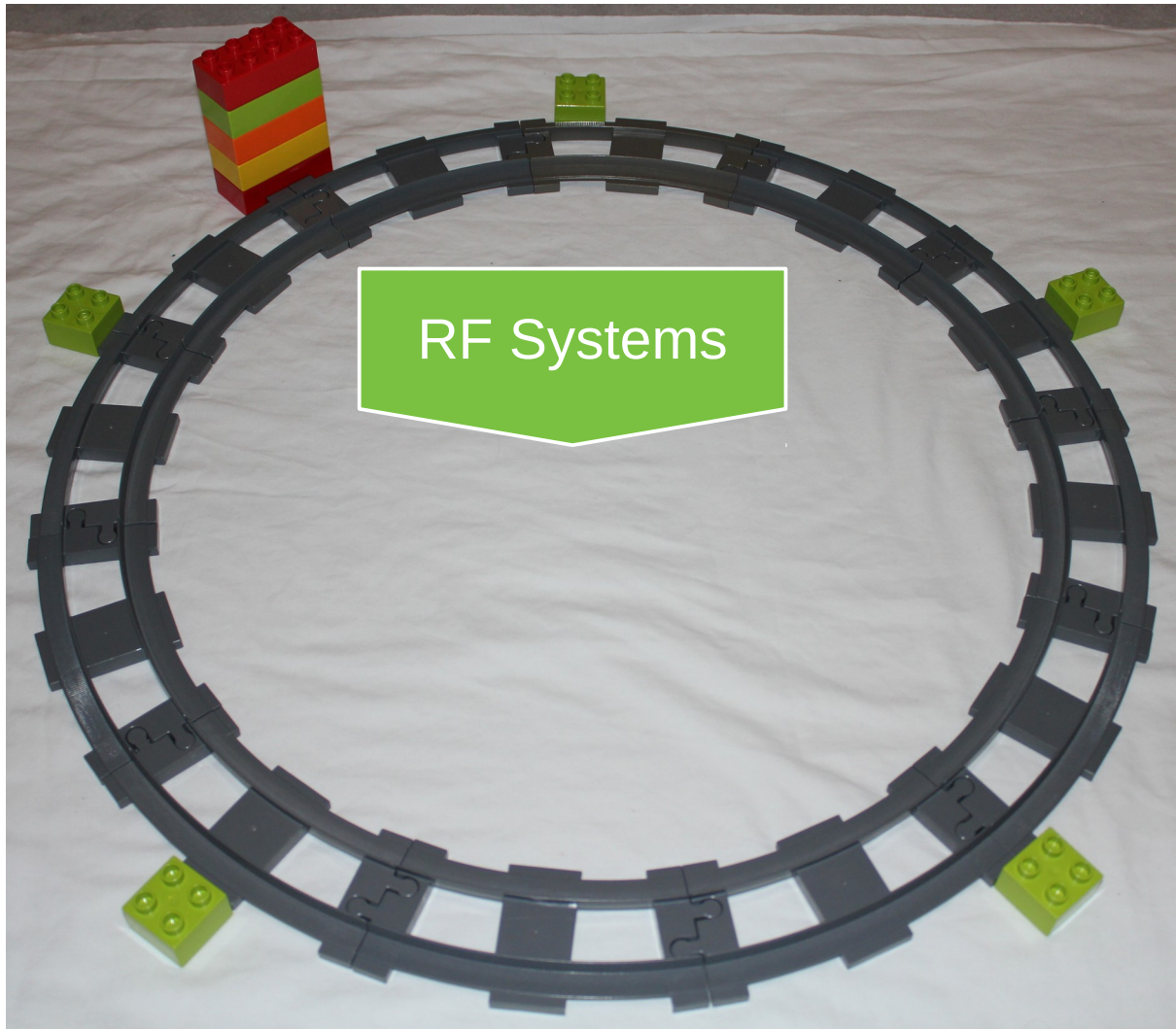


# A real world example



- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements

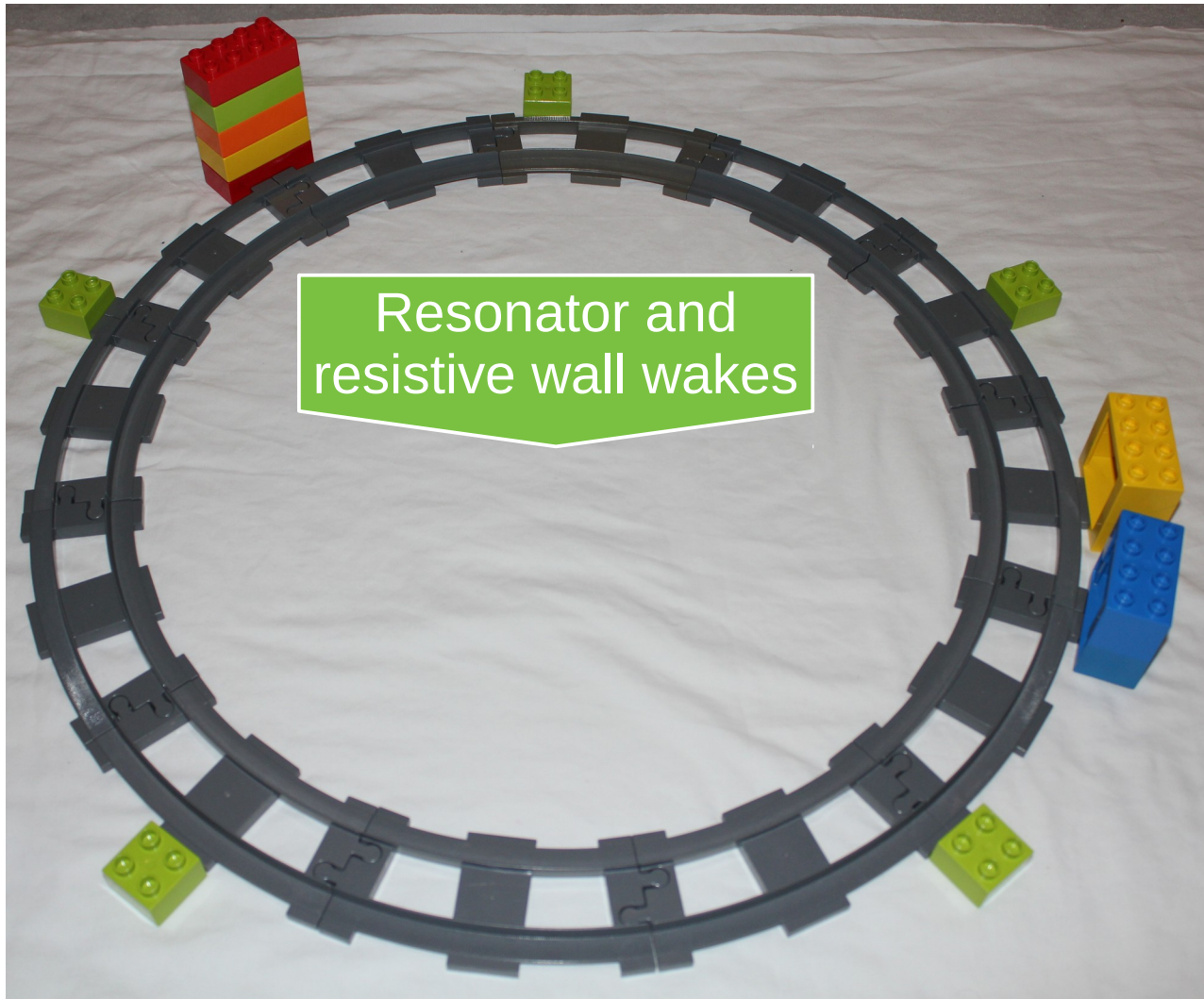
# A real world example



- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements



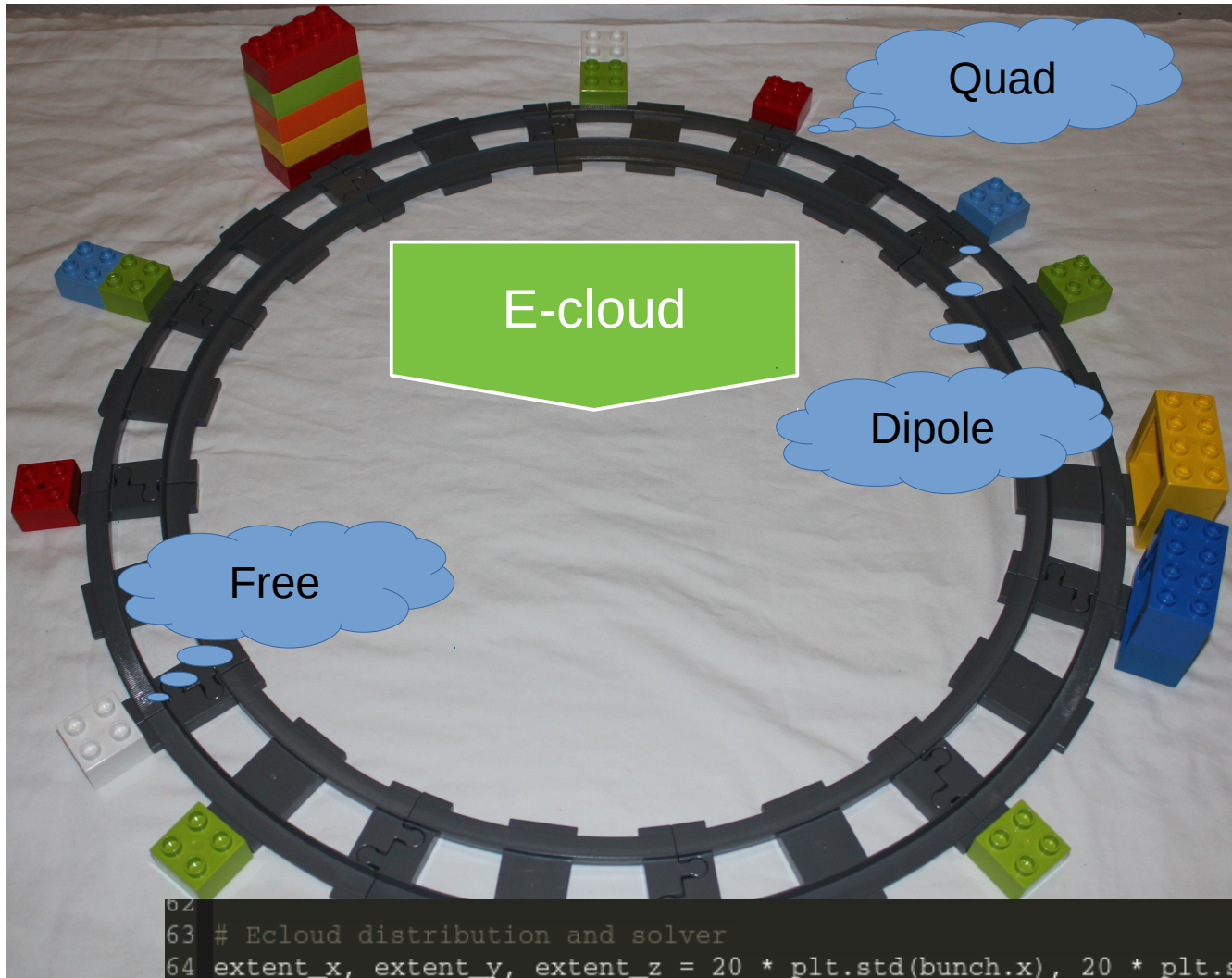
# A real world example



- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements



# A real world example



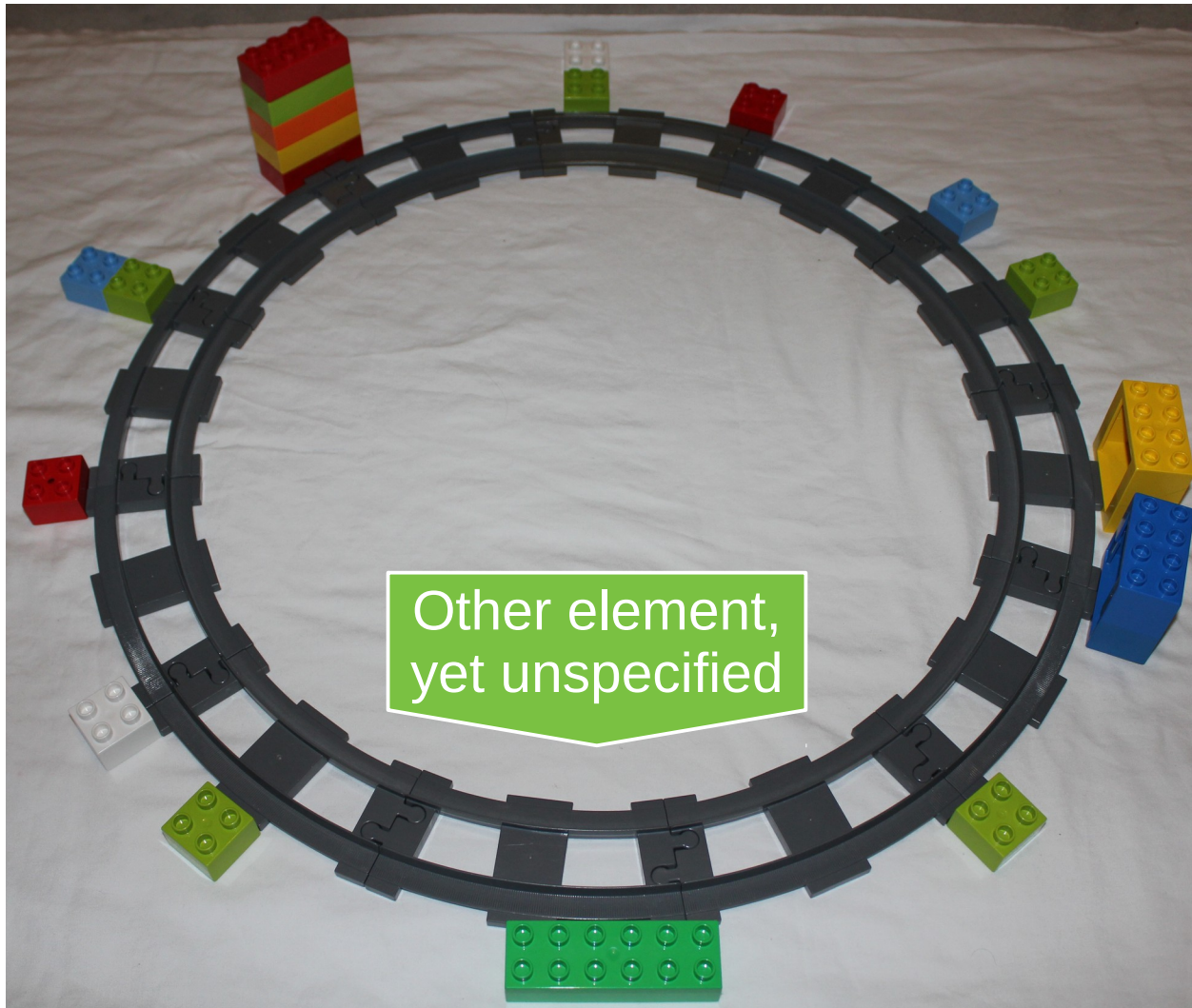
- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements

```

62
63 # Ecloud distribution and solver
64 extent_x, extent_y, extent_z = 20 * plt.std(bunch.x), 20 * plt.std(bunch.y), C / n_segments
65 cloud = Cloud(100000, 1e11, extent_x, extent_y, extent_z)
66 ecloud = SpaceCharge(cloud, 'cloud', extent_x, extent_y, 128, 128, slices)
67

```

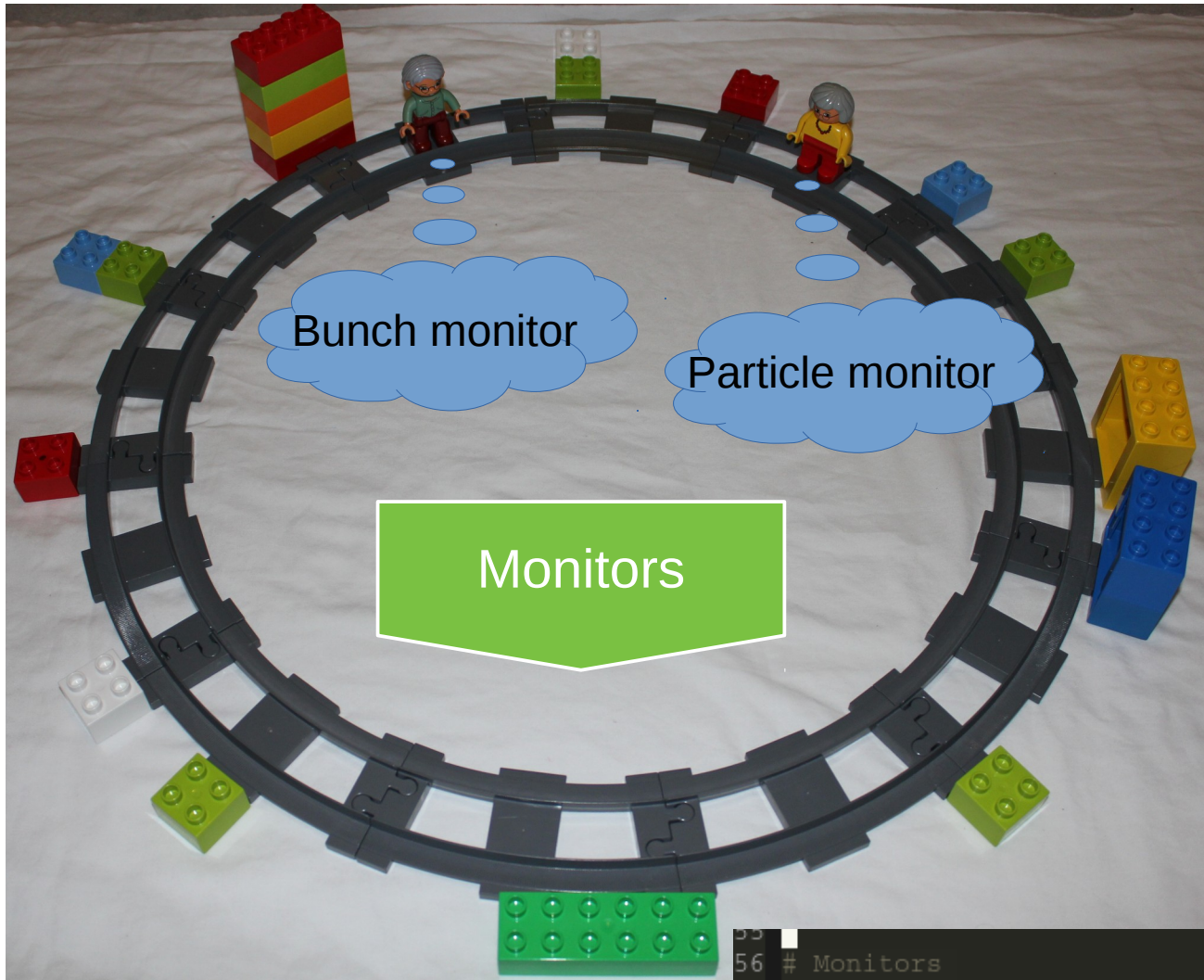
# A real world example



- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements



# A real world example



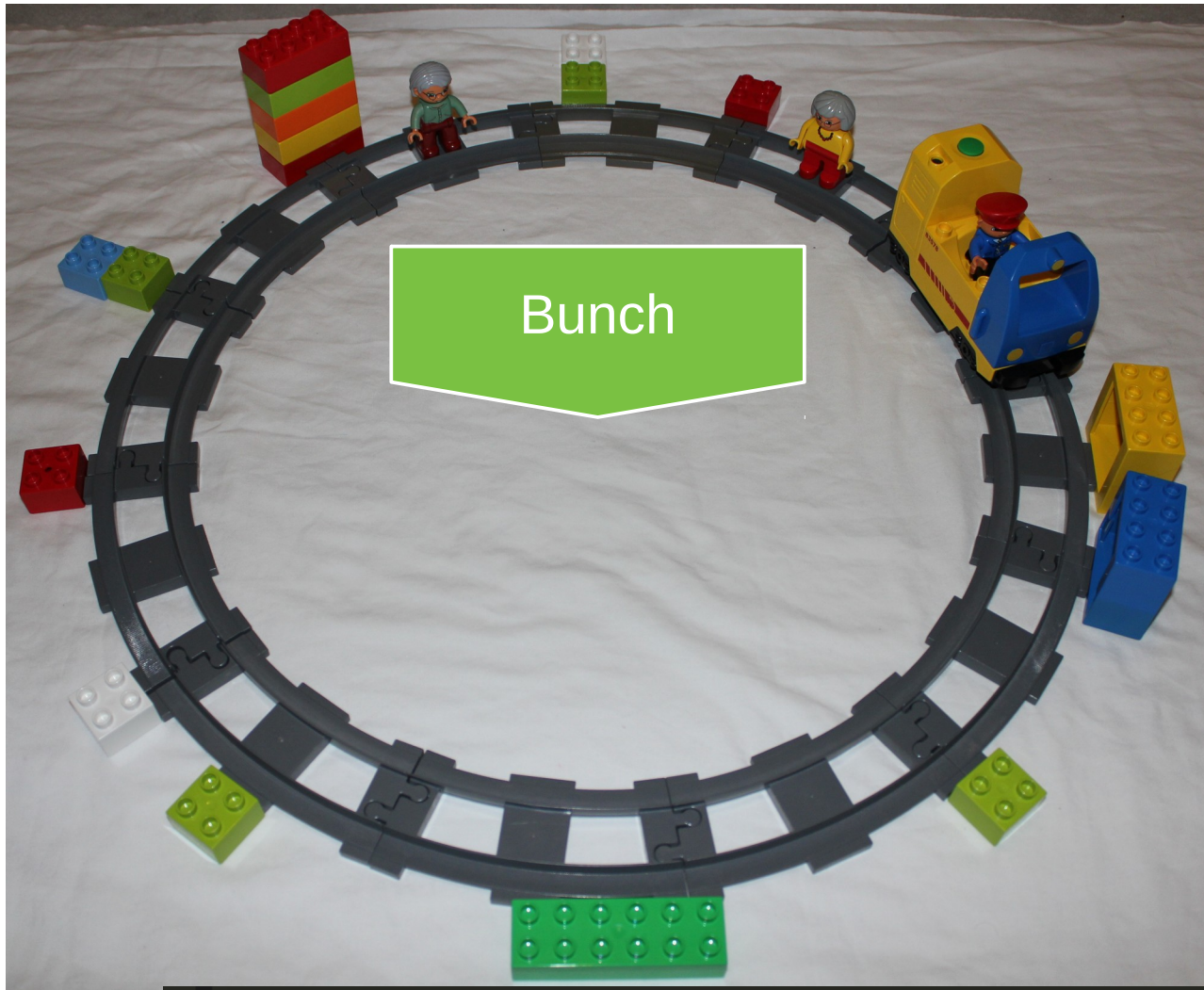
- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements

```

55
56 # Monitors
57 bunchmonitor = BunchMonitor('bunch', n_turns, slices)
58 particlemonitor = ParticleMonitor('particles', n_turns, slices)
59

```

# A real world example

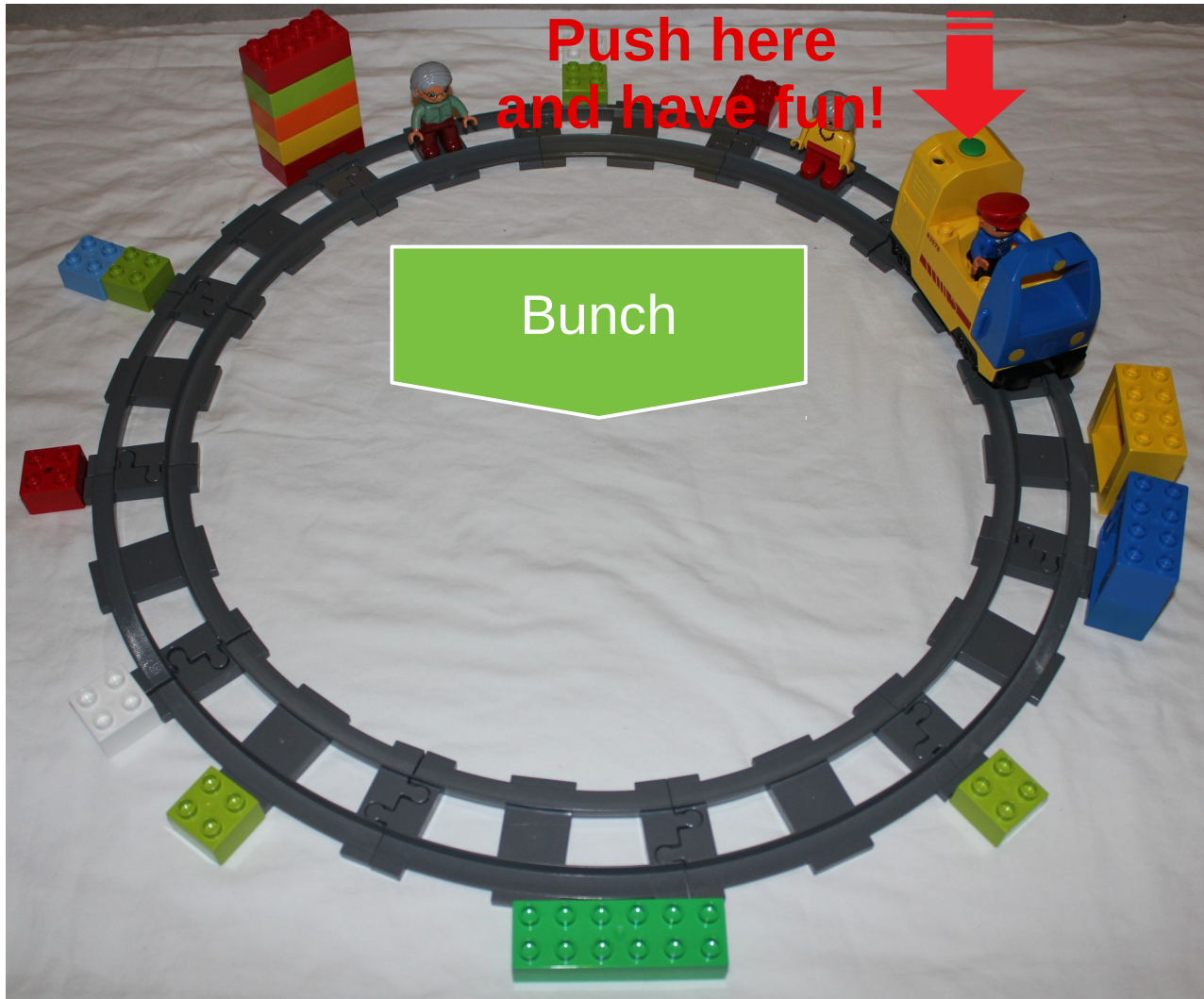


- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements
- Place beam

```
60 # Bunch
61 bunch = Bunch(500000, e, gamma, 1.15e11, m_p, 0, beta_x, epsn_x, 0, beta_y, epsn_y, beta_z, sigma_z)
62
```



# A real world example



- Load Python packages and modules
- Build linear periodic transfer maps
- Add (collective) kick elements
- Place beam

```

85
86 for i in range(n_turns):
87     for m in map_:
88         m.track(bunch)
89

```

# Model of beam and accelerator

- We have a beam in some initial state
- We want to transform this beam to some final state
- What is a beam?
  - A collection of particles
  - A set of generalized coordinates
  - A set of canonically conjugate momenta
- What is an accelerator?
  - A collection of elements that modifies a subset of beam attributes
- We continuously (periodically) pass the beam through the accelerator, changing the beam attributes – our job is design the accelerator in order to balance the change of attributes to our favour

# PyHEADTAIL workflow

Particle beam

- Particlenumber
- Charge
- Mass

Phase space coordinates



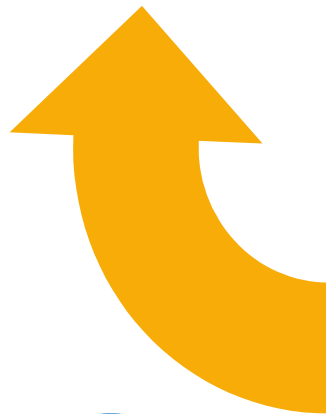
Accelerator

Maps

Collective effects:

- Wakfields
- Electron clouds
- Space charge
- Feedback
- ...

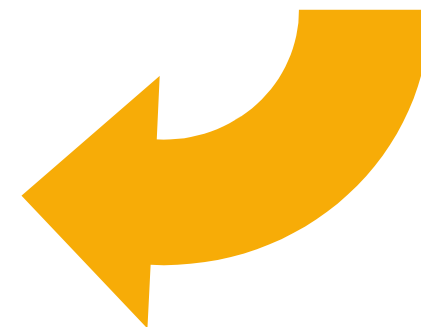
update



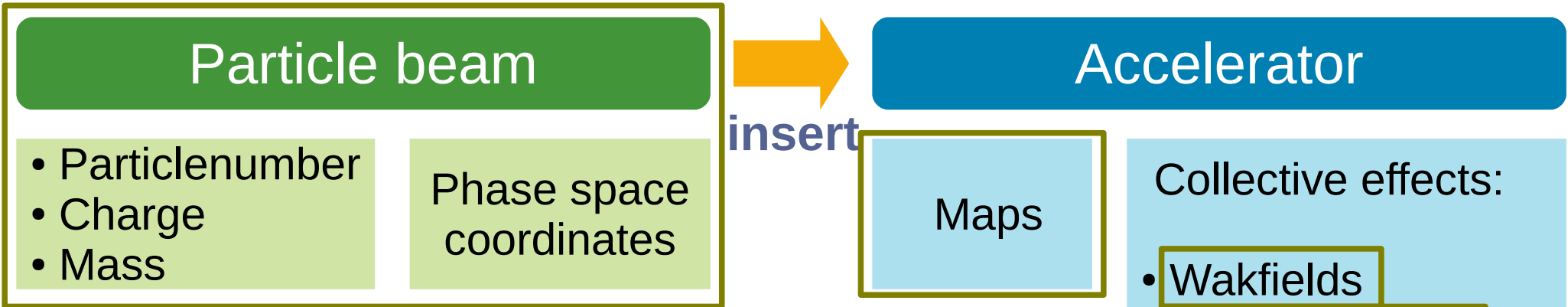
Track



call method

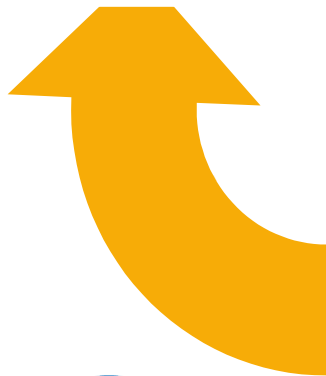


# PyHEADTAIL workflow



## PyHEADTAIL modules

- Independent
- Maintainable
- Extendible





# PyHEADTAIL workflow

- Select the collective kick elements that we would like to treat and position them along the ring
- Connect all kick elements with linear transfer maps

Import modules we would like to use

Create objects

Build maps

```
Track
for i in xrange(nturns):
    for m in map:
        m.track(bunch)
```

Postprocess

# Summary

- What is PyHEADTAIL and how does it work?
- We have shown a real world example
- We have learned about the PyHEADTAIL workflow

# THE END