



AB-INITIO MONTE CARLO SIMULATIONS OF RELATIVISTIC PARTICLE SCATTERING AND RADIATION IN ORIENTED CRYSTALS <u>Alexei Sytov</u>^{*,**}, Victor Tikhomirov^{*}

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Outline

• **CRYSTAL** simulation code for particle tracking in crystal.

- General description and main options
- Model of Coulomb scattering on atoms
- High performance computing using OpenMPI
- Simulation of charged beam deflection by a bent crystal
 - 855 MeV electron beam deflection in silicon and germanium crystals (111)* at Mainz Microtron MAMI
 - e⁺/e⁻ 120 GeV beam deflection in silicon and germanium crystals at CERN SPS H4: stochastic deflection
 - Simulation of recenty observed quasichanneling oscillations in the deflection angle distribution at SLAC
 - Simulation of multilple volume reflection at the FCC energy
- Simulation of the crystal-based collimation experiment at the LHC

CRYSTAL simulation code*

Main conception – tracking of charged particles in a crystal in averaged atomic potential Program modes:

- 1D model particle motion in an interplanar potential
- 2D model particle motion in an interaxial potential

Simulation of the different physical processes:

- Multiple and single Coulomb scattering on nuclei and electrons.
- Nuclear scattering (elastic, quasielastic, inelastic)
- Ionization energy losses
- Crystal geometry (entrance/exit through the crystal lateral surface; miscut angle)

Radiation by Baier-Katkov formula (L. Bandiera's talk)

Accelerator routine for crystal-based collimation with implementation of:

Both betatron and synchrotron oscillations

• Map of absorbers with transverse aperture, Twiss parameters and dispersion functions Advantages:

- Spline interpolation of main functions => high calculation speed (up to 10³ particles/s/core)
 Setting all the properties of crystal material and lattice in input files => algorithm universality
- Varying initial parameters of both crystal and incoming beam => optimization problem
- OpenMPI parallelization for high performance compiting

*A.I. Sytov, Vestnik. Belarusian. Univ. Series 1 N2 (2014), 48-52, (in Russian). A.I. Sytov, V.V. Tikhomirov. NIM B 355 (2015) 383–386.

CRYSTAL simulation code: the model of Coulomb scattering on atoms*

We use Yukawa potential for the cross-section of scattering on atoms:

$$\frac{d\sigma}{d\Omega} = \frac{Z^2 \alpha^2}{p^2 \beta^2} \frac{1}{(\vartheta^2 + \vartheta_1^2)^2},$$
(1)

where

We divide the **Coulomb scattering** process onto **multiple** and **single scattering**: • Multiple scattering $\vartheta \leq \vartheta_2$:

 $\vartheta_1 = \frac{h}{n \, a_{TF}} \left[1.13 + 3.76 (\alpha Z/\beta)^2 \right]^{1/2}$

$$\left\langle \vartheta_s^2(z) \right\rangle / dz = n_N \int_0^{\vartheta_2} \int_0^{2\pi} \frac{d\sigma}{d\Omega} \left[1 - \exp(-p^2 \vartheta^2 u_1^2) \right] d\varphi \vartheta d\vartheta \,, \tag{3}$$

where the exponent represents the **Debye-Waller factor**, describing incoherent scattering suppression first predicted by **M.L. Ter-Mikaelian****

• Single scattering $\vartheta > \vartheta_2$: we calculate the angle according to (1), discarding the events in which specially generated random numbers **do not exceed** the value of the **Debye-Waller factor**.

*V.V. Tikhomirov. arXiv 1502.06588v1

** M. L. Ter-Mikaelian, High-energy electromagnetic processes in condensed media. Wiley. New York, 1972.

(2)

High performance computing with CINECA supercomputers by CRYSTAL using OpenMPI

MPI communications in CRYSTAL

MPI Broadcast: to send the input data to all the processes, read by the first one
 MPI Reduce: to collect the integral values (channeling efficiency, inelastic loss rate, number of passage through the crystal, etc.) and to find the total or average value (can be turned off)

	CPU	Totalcores/ Total Nodes	Peak perfor- mance,PFlop/s	Memory per node	Accelerators
FERMI	PowerA2@1.6GHz, 16 cores each	163840/ 10240	2	16 GB	-
MARCONI- A1	Intel Broadwell 2x Intel Xeon E5-2697 v4@2.3 GHz 18 cores each	54432 / 1512	2	128 GB	-
GALILEO	Intel Haswell 2 x Intel Xeon 2630 v3@ 2.4GHz8 cores each	8384 / 524	1	128 GB	Intel Phi 7120p/ NVIDIA K80

Max number of cores used simultaneously by CRYSTAL FERMI: 2048 GALILEO: 768 MARCONI-A1: 2152 What have we been granted by?
FERMI: 200 kh
GALILEO: 100 kh
MARCONI-A1: 29 kh

Principle investigator: E. Bagli



Coherent effects of particle deflection in a bent crystal simulated by CRYSTAL

Planar effects: channeling, channeling in a crystal with a narrow plane cut*, volume reflection**, multiple volume reflection in a crystal sequence (MVR)
 Axial effects: axial channeling, stohastic deflection***, planar channeling in skew crystal planes, multiple volume reflection in one bent crystal (MVROC)****



Simulation of beam deflection experiments



Simulations of beam deflection in silicon and germanium crystals (111)* at Mainz Microtron MAMI: angular scan



*D. De Salvador et al. "Steering efficiency and dechanneling of a Sub-GeV electron beam as a function of curvature and energy", this conference

Simulations of e⁺/e⁻ 120 GeV beam deflection in silicon and germanium crystals at CERN SPS H4: stochastic deflection*



Planar channeling and quasichanneling oscillations In the deflection angle distribution*



Simulation of beam deflection by a bent crystal for a possible crystal-based collimation system at the Future Circular Collider



Simulation of the crystal-based collimation experiment at the LHC



Conclusions

- CRYSTAL simulation code has been developed. It represents itself a tool for simulation of a wide number of coherent effects of charged particles deflection in a crystal, accompanied by radiation.
- A wide number of experiments at different machines (MAMI microtron, CERN SPS H4) has been simulated.
- Recently observed quasichanneling ocsillations have been predicted in CRYSTAL simulations.
- The different effects (channeling in a crystal with cut and in skew crystal planes, MVR in a crystal sequence, MVROC and MVROC in a crystal sequence) for a possible crystal-based collimation system at the Future Circular Collider.
- The LHC crystal-based collimation experiment has been simulated.

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Recent development and verification of *simulation methods*

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