







workshop







Office of

Science



History

- **1989:** code started by **A. Friedman**; electrostatic PIC with 3D Poisson solver in square pipe using sine transforms
 - with inputs and contributions from I. Haber.
 - name Warp chosen to denote speed, later also denotes "warped" Fresnet-Serret coordinates used in bends.
- **1991**: **D. Grote** joins and becomes main developer, contributing more general 3D Poisson solver and beam loading module, followed by countless contributions since.
- **1995**: **S. Lund** start contributing, in particular beam loading module using various distributions, such as waterbag, Gaussian, and thermal.
- Late 1990's: R. Kishek begins using Warp to model experiment at UMD, and in undergraduate and graduate classes. He contributes some code, including various diagnostics used at UMD and UMER, and standardized machine description for UMER.
- 2000: D. Grote develops Forthon, transitioning Warp from Basis to Python, and parallelizes Warp using MPI (replacing previous PVM parallelization).
- 2000: J.-L. Vay joins the development team and contributes the EM solver, ES and EM AMR, boosted frame, Lorentz invariant particle pusher, quasistatic solver, etc.
- 2013: Warp becomes Open Source (BSD license)
- **2015**: **R. Lehe** joins the development team and contributes the EM Circ solver, OpenPMD and hdf5 IO, mpi4py; also develops spectral EM circ stand-alone module that became FBPIC (original coupling to Warp on standby).
- 2016: RadiaSoft's open source Docker and Vagrant containers make WARP available in the cloud
 -> available via http://beta.sirepo.com/warp



- Other contributors include:
 - Ron Cohen: drift-Lorentz mover, other fixes.
 - Bill Sharp: Circe module.
 - Michiel deHoon: Hermes module.
 - Sven Chilton: generalized KV envelope solver (with S. Lund).
 - Arun Persaud: making Warp PEP8 compliant, various fixes and updates, also adding capability to download parameters and diagnostic output from NDCX-II run database, automatically run Warp, and overlay results with experimental data, thereby facilitating machine optimization.
 - Henri Vincenti: fixes to Circ, OpenPMD, and EM solver; development of optimized PICSAR kernel with tiling, OpenMP and advanced vectorization.
 - Manuel Kirchen: mpi4py interface, boosted particle diagnostics, development of FBPIC module.
 - Patrick Lee: boosted particle diagnostics, other fixes.
 - Irene Dornmair: EM initialization for relativistic beams.
 - Mathieu Lobet: optimization of PICSAR kernel.
 - Mathieu Blaclard: generalized laser antenna.
 - Maxence Thevenet: various fixes.
 - Haithem Kallala: Warp+PXR improvements.

Warp: A Particle-In-Cell framework for accelerator modeling



- Fully electromagnetic Yee/nodal mesh, arbitrary order, spectral, PML, MR
- Accelerator lattice: general; non-paraxial; can read MAD files
 - solenoids, dipoles, quads, sextupoles, linear maps, arbitrary fields, acceleration.
- Particle emission & collisions
 - Particle emission: space charge limited, thermionic, hybrid, arbitrary.
 - Secondary e- emission (Posinst), ion-impact electron emission (Txphysics) & gas emission.
 - Monte Carlo collisions: ionization, capture, charge exchange.

Warp is parallel, combining modern and efficient programming languages



• **Python and FORTRAN*:** "steerable," input decks are programs



*http://hifweb.lbl.gov/Forthon (wrapper supports FORTRAN90 derived types) – dpgrote@lbl.gov

Warp's standard PIC loop



+ external forces (accelerator lattice elements),

- + absorption/emission (injection, loss at walls, secondary emission, ionization, etc),
- + filtering (charge, currents and/or potential, fields).

Arbitrary number and type of particle species.

- Predefined types: periodic table, electron, positron, proton, anti-proton, muon, anti-muon, neutron, photon.
- user can define additional types.

Warp's versatile programmability enables great adaptability



Sample applications

Injectors/linacs	Beam dynamics in rings	Multi-charge state beams
Injection Transport Neutralization	UMER	LEBT – Project X
Traps	Electron cloud effects	Multi-pacting
Warp Courtesy H. Sugimoto	GL from Warp-Posinst	m Posinst
Alpha anti-H trap Paul trap	SPS	"Ping-Pong" effect
Plasma acceleration	Laser/beam plasma interactions	Free Electron Lasers
	Plasma mirrors, ion acceleration, plasma lens,	
BELLA,		

Start-to-end modeling of Neutralized Drift Compression Experiment (NDCX)







Neutralized Drift Compression Experiment-II (NDCX-II) at LBNL

Start-to-end modeling





A user facility for studies of:

- -warm dense matter physics
- heavy-ion-driven target physics
- space-charge-dominated beams

ACCELERATOR TECHNOLOGY & ATAP

Enables design and tolerance studies

No misalignment

Random misalignments of lattice elements ~2mm









Start-to-end modeling of High-Current Experiment (HCX)







High-current experiment (HCX)







Modeling of injector in 3-D and accelerator in 2-D slice

WARP simulation of HCX



WARP simulation of HCX





Modeling of High-Current Experiment (HCX)

Very high resolution was needed to model the source of high-intensity beam with sharp edges.

Convergence study for emitter in RZ geometry



Run	Grid size	# particles
Low res.	56 x 640	~1M
Medium res.	112 x 1280	~4M
High res.	224 x 2560	~16M
Very High res.	448 x 5120	~64M

Adaptive Mesh Refinement can lower the computational cost



Speedup ~x10

Simulations predicted electron bunching oscillations on HCX when the ion beam was deliberately directed onto the end wall









Modeling of electron-cloud-driven two-stream instability







Relativistic proton beam crossing electron cloud



Modeling of two-stream instability is expensive

Need to follow:

- short (σ_z =13 cm) and stiff (γ =500) proton beam for kilometer
- mobile background electrons reacting in fraction of beam length
- ➔ many small time steps



Two solutions:

- separate treatment of slow (beam) and fast (electrons) components \rightarrow quasistatic approximation
- solve in a Lorentz boosted frame which matches beam & electrons time scales







Quasistatic approximation approach



- 2-D slab of electrons is stepped backward (with small time steps) through the beam field and its self-field (solving 2-D Poisson at each step),
- repeat 2-D electron fields are stacked in a 3-D array and added to beam self-field, 2.
 - 3-D field is used to kick the 3-D beam, 3.
 - 3-D beam is pushed to next station with large time steps, 4.
 - 5. Solve Poisson for 3-D beam self-field.







Optimal Lorentz boosted frame approach



Many time steps needed to follow short stiff high-energy beam into long accelerator filled with fast reacting electron clouds. Much less time steps needed to follow long low-energy beam into shorter accelerator filled with stiffer electron clouds.

Number of time steps divided by $(1+\beta)\gamma^2$

RATOR TECHNOLOGY&





Application to modeling of two-stream instability

.....

BERKELEY LAB

Calculation of e-cloud induced instability of a proton bunch



Warp+Posinst used to study e-cloud buildup and effect on 3 batches of 72 bunches in CERN SPS (>10k cores, 1 MPI group/bunch)



J.-L. Vay, et al, IPAC12 Proc., (2012) TUEPPB006









Bunch 119, Turn 100-200 0.24 3000**a.u** 2500 Fractional tune 0.22 2000 0.20 1500 1000 0.18 500 head tai 0.16 60 20 40 Bunch slice ¹J. Fox, et al, *IPAC10 Proc.*, p. 2806 (2011)

Experiment¹

Modeling of plasma-based accelerators









Verified with high precision that converge to same solution for all γ



Warp-3D – $a_0=1$, $n_0=10^{19}$ cm⁻³ (~100 MeV) scaled to 10^{17} cm⁻³ (~10 GeV).







Can also model PWFA









More examples to be presented by others and during hands-on sessions...







