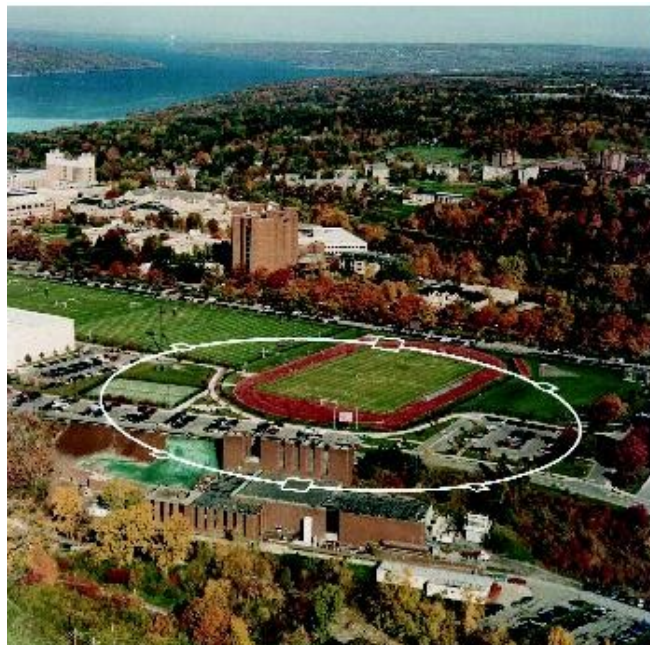




Calculation of 2D Synchrotron radiation wall flux for ILC damping rings

Kiran Sonnad
March 9 2010

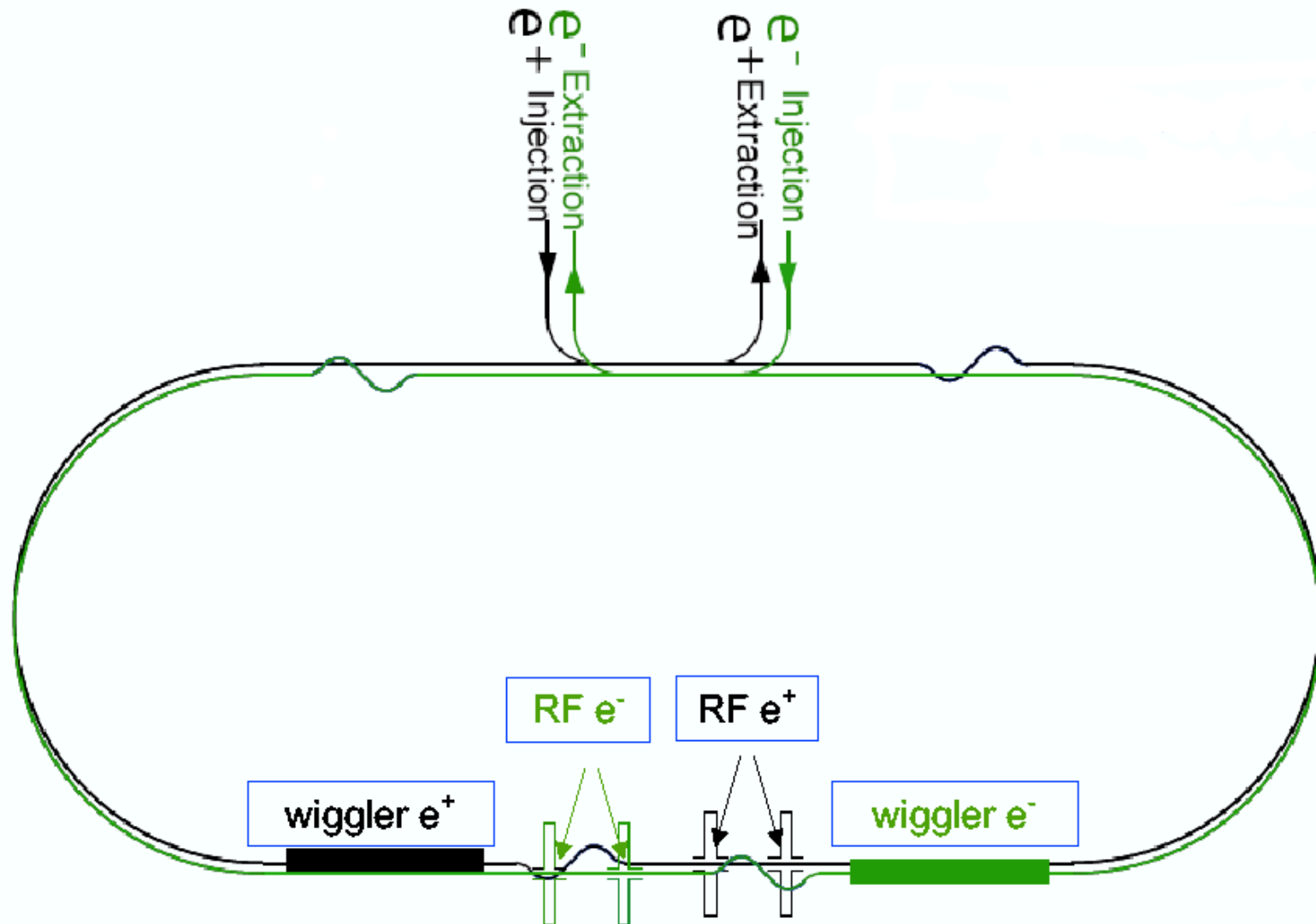




- Using the 2D version of SYNRAD, program developed by David Sagan.
- Augmented by post processing and data analysis programs developed by Jim Crittenden
- Uses Bmad to determine magnet element (type and strength) and beam size at each segment.
- Calculates photon flux and power impinging upon each segment of the chamber wall.
- 2D version calculates photon flux rates in the horizontal plane – along $-y$ and $-z$.
- A 3D version of SYNRAD is available – currently calculations are being made for for CEsrTA by Gerry Dugan.

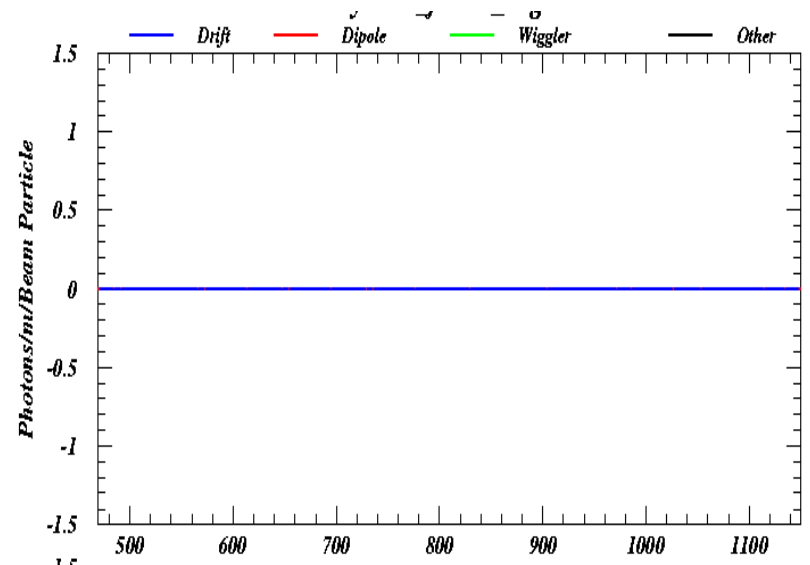
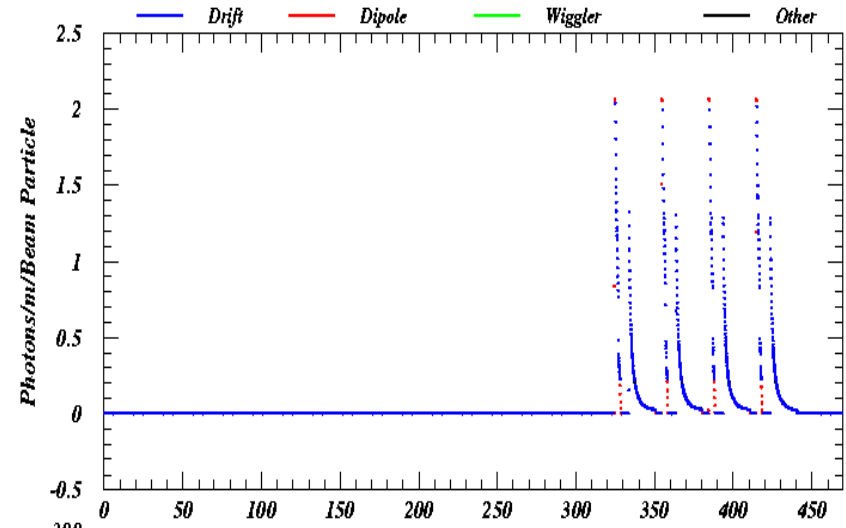
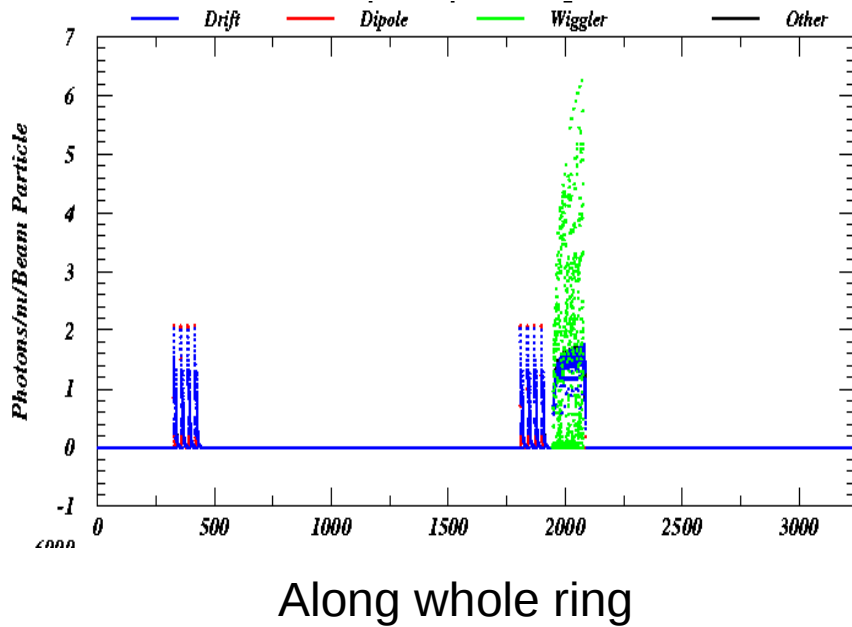


Layout of 3.2 and 6.4 km rings



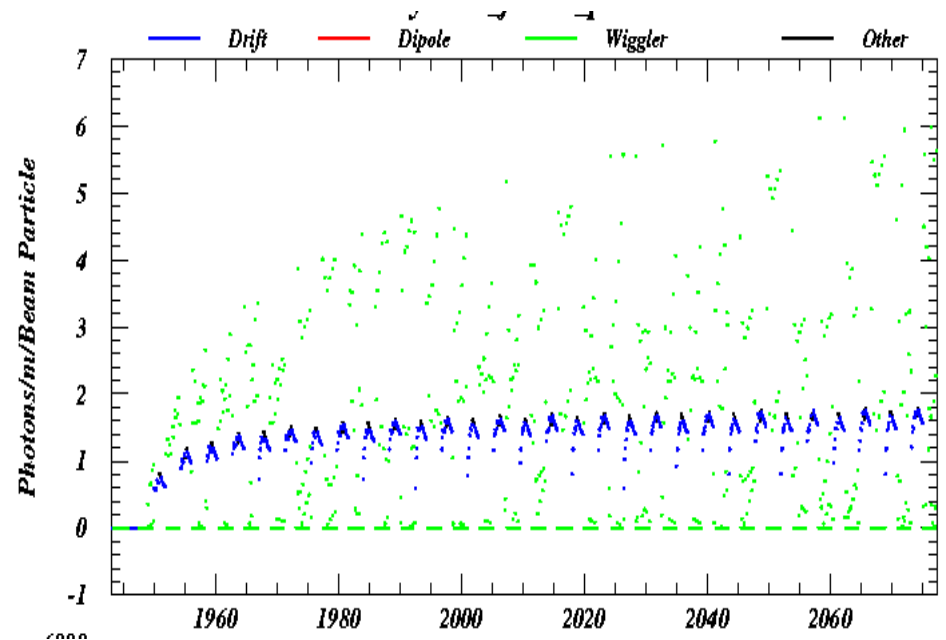
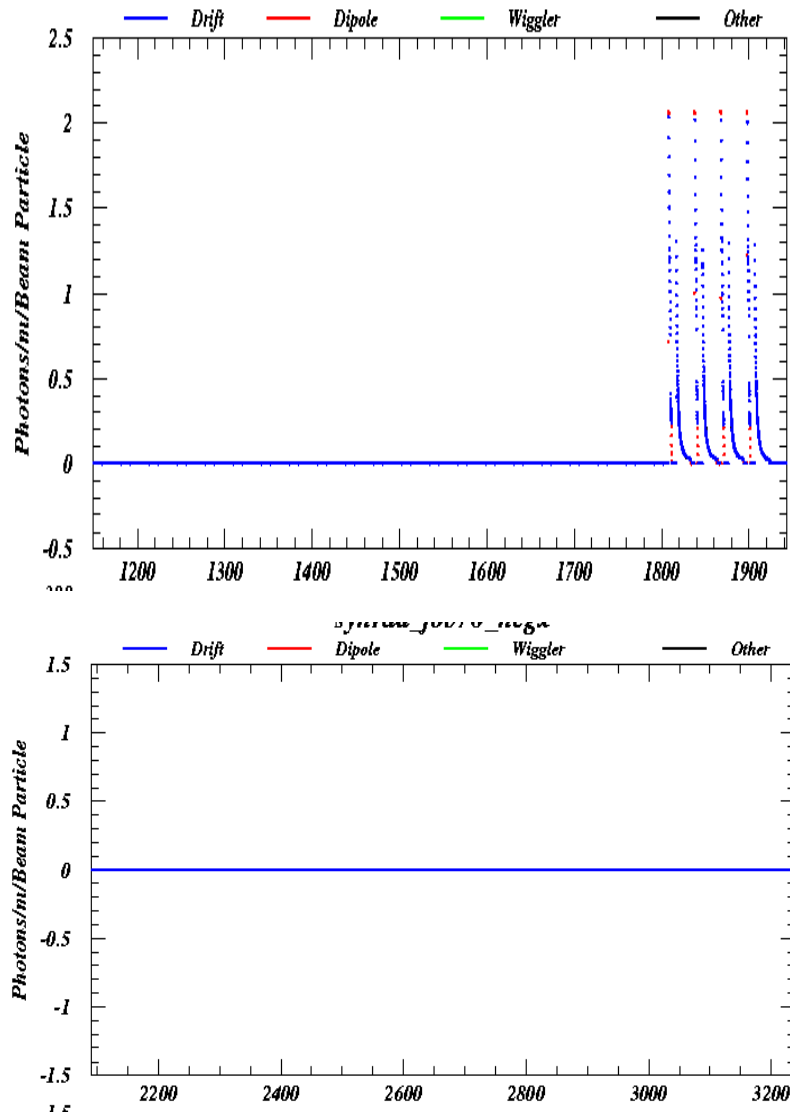


- No photons from straight sections.
- No photons from regular bends along -ve x.
- Photons produced in Wiggler and S - shape bends along -ve x.





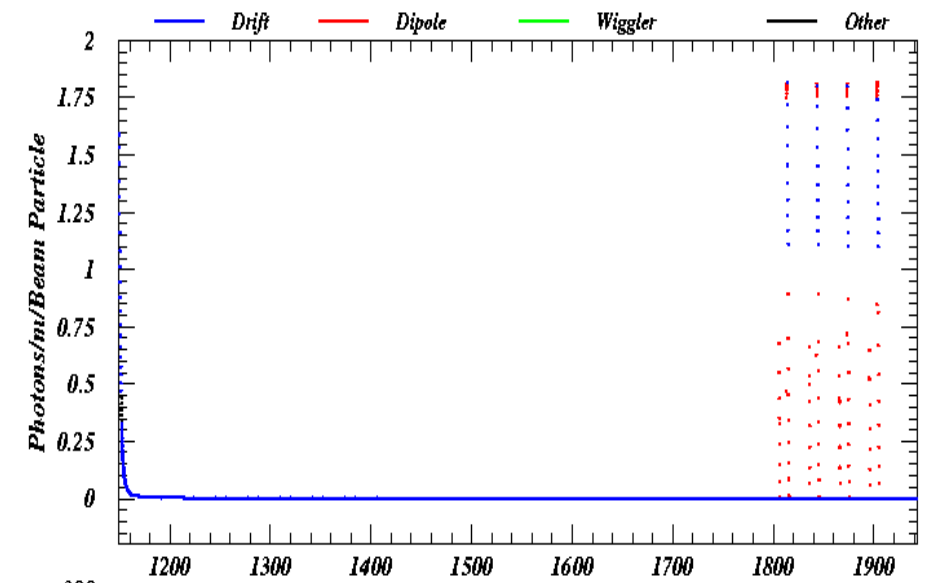
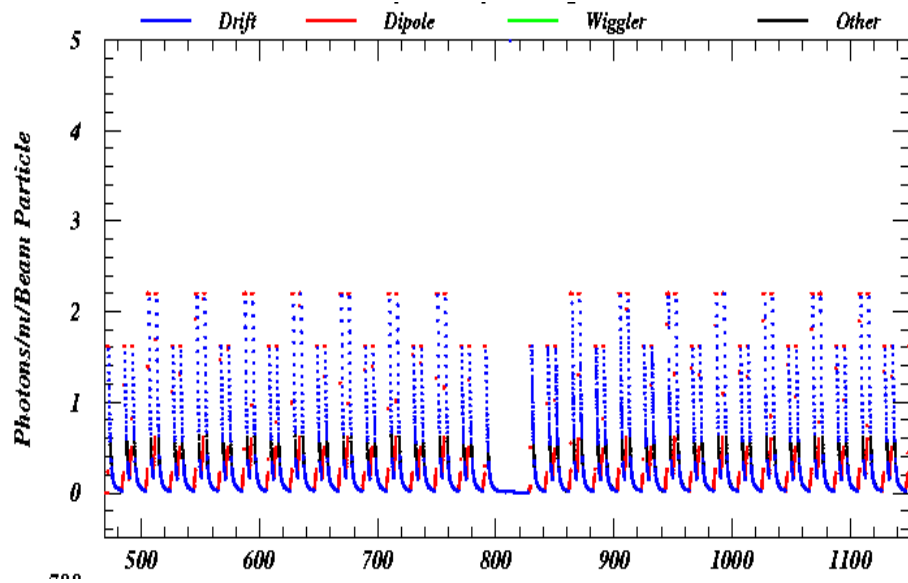
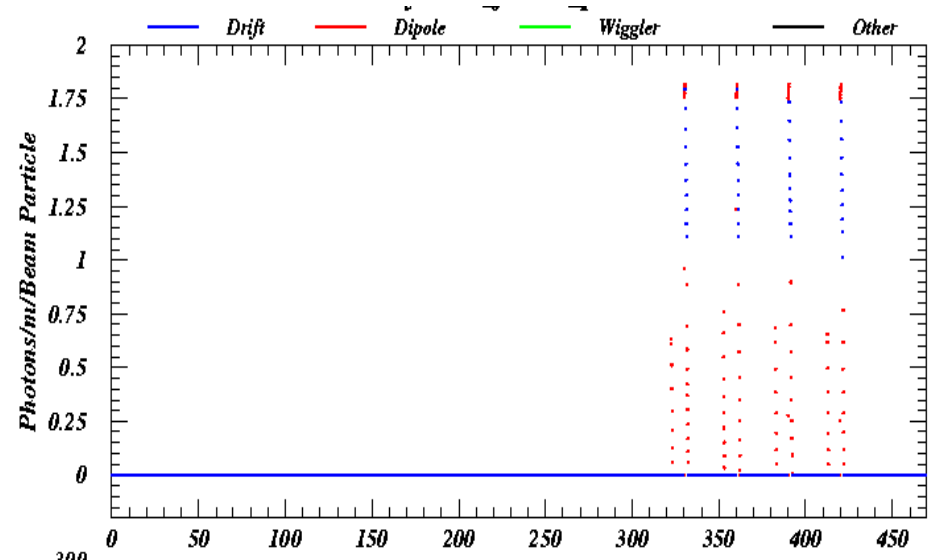
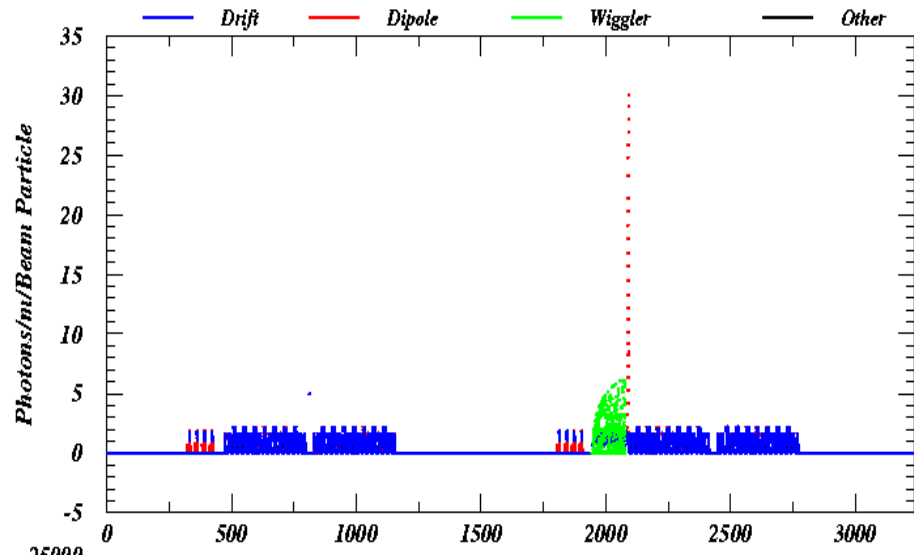
DSB3 -ve side continued

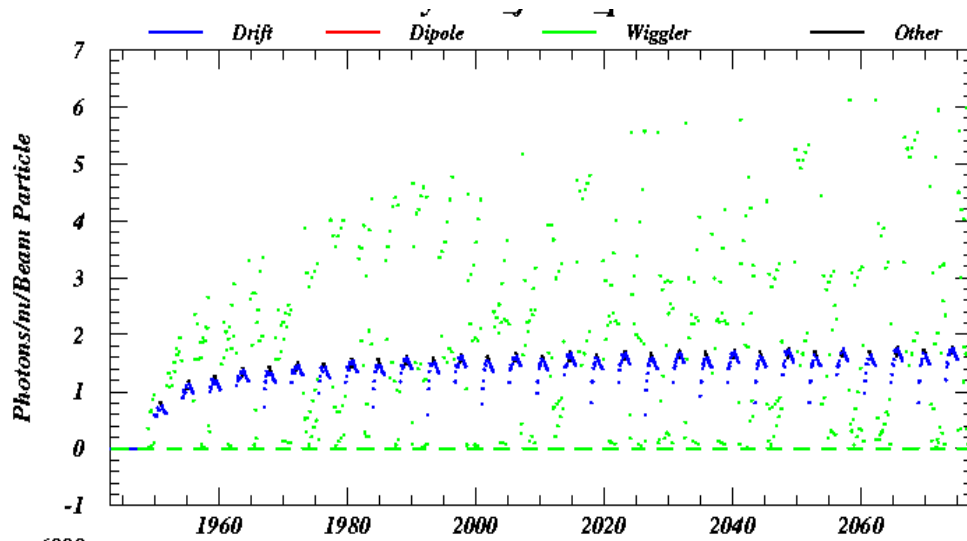


Wiggler Region

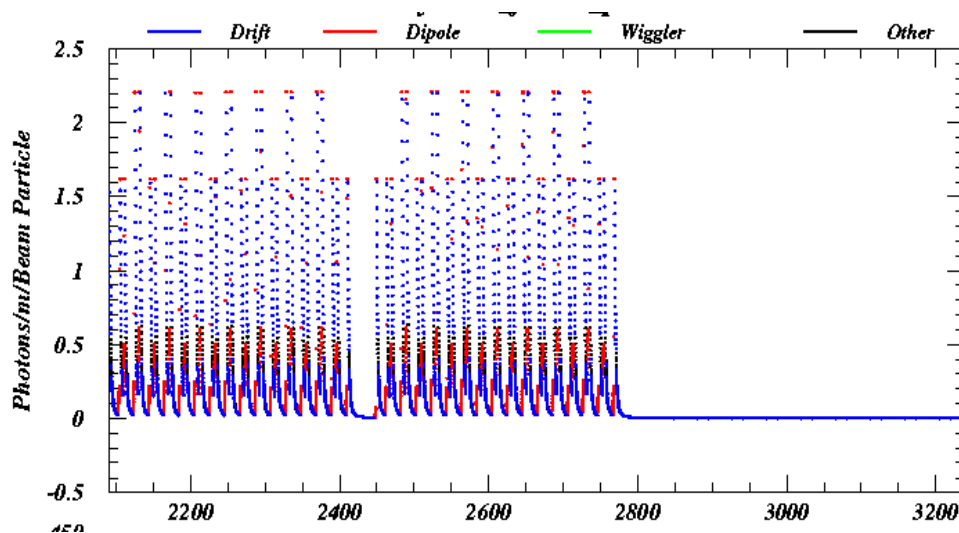


DSB3 +ve side





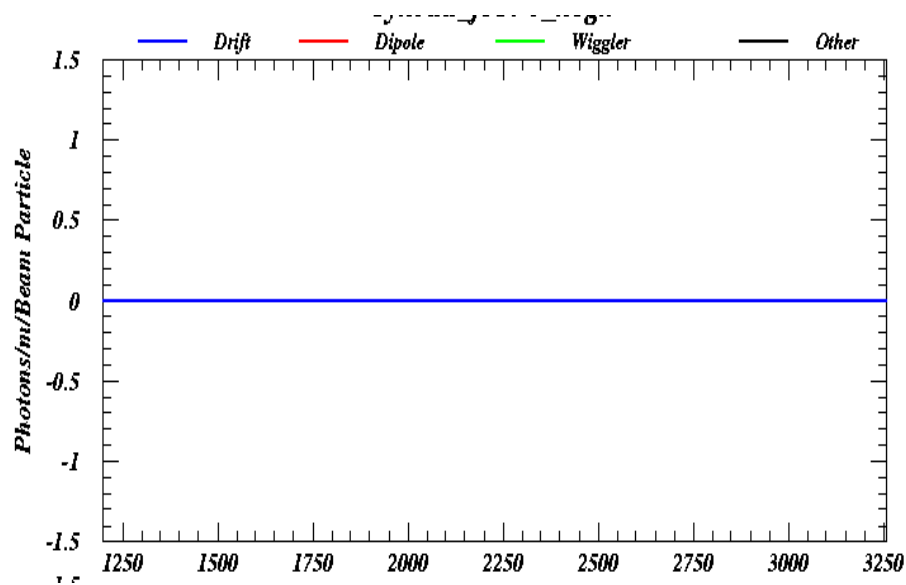
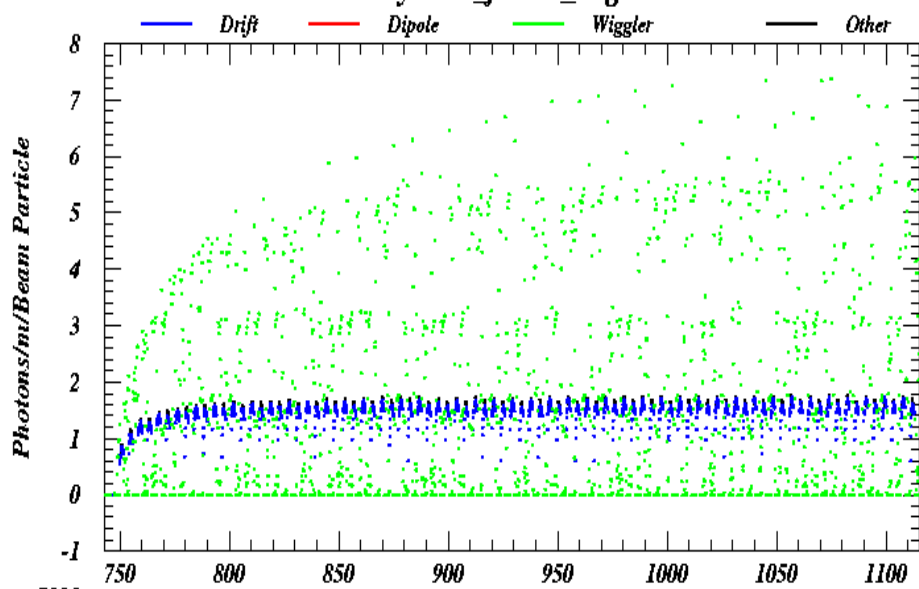
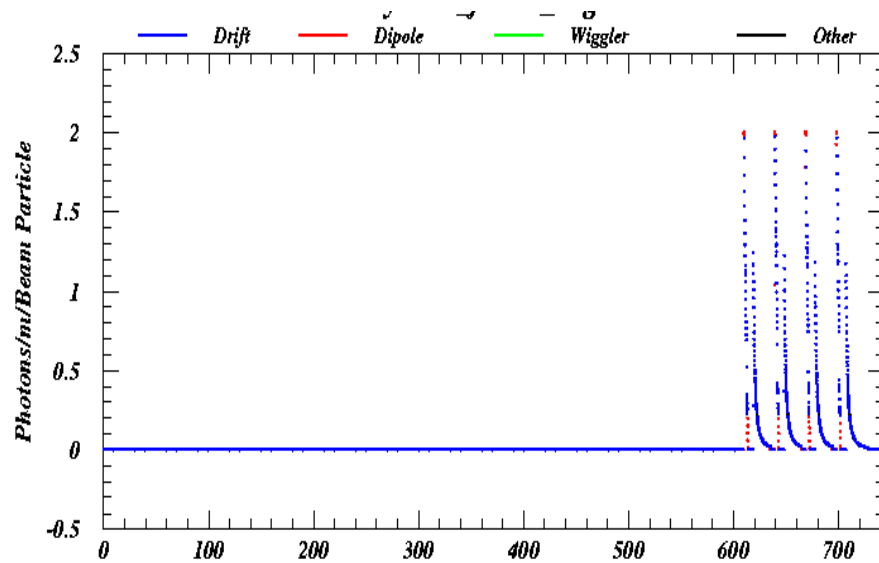
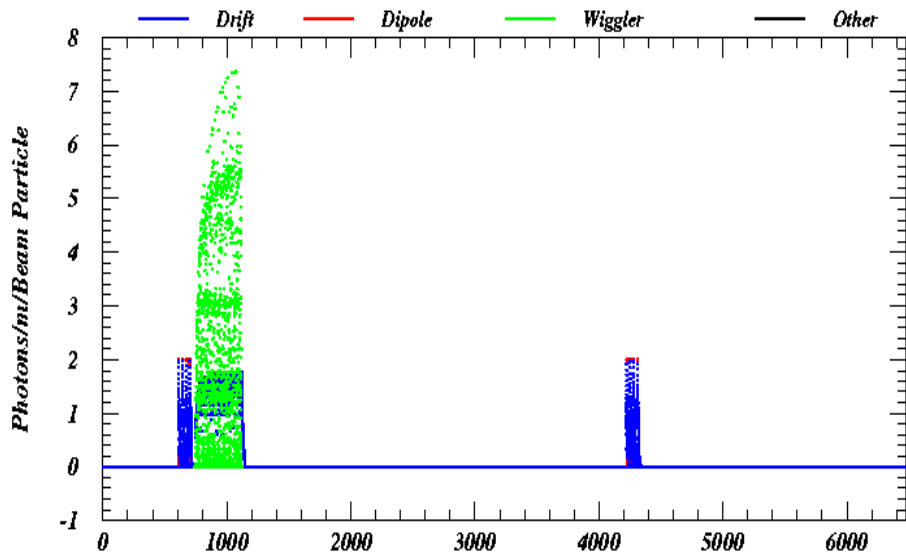
Wiggler Region



- photons are produced in regular bends on +ve side
- no photons from straights

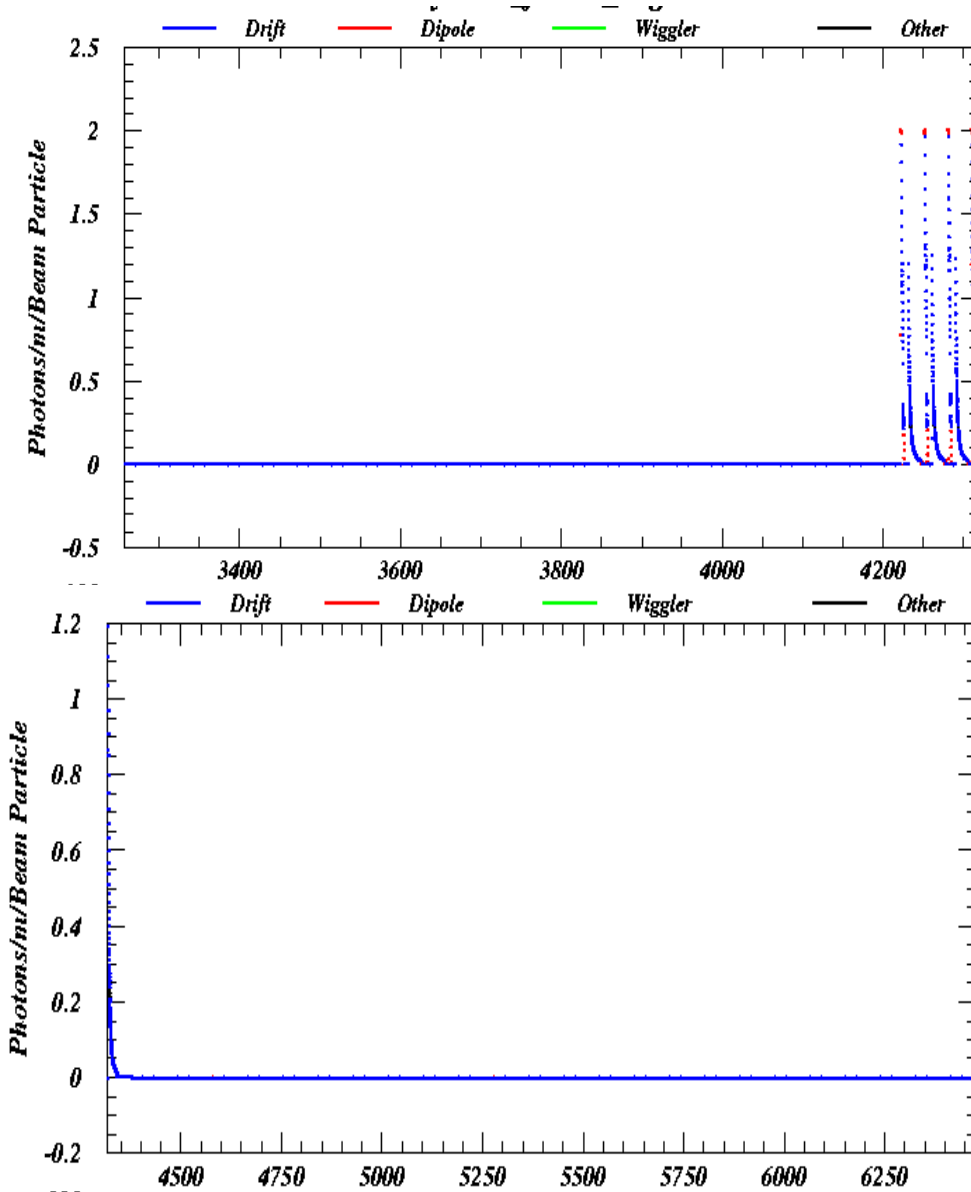


6.4km DCO4 lattice -ve side





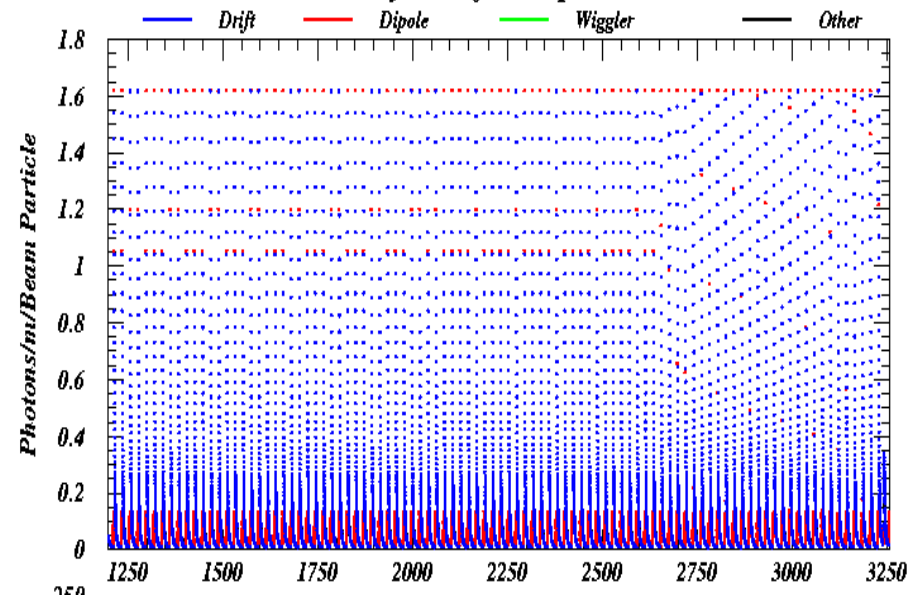
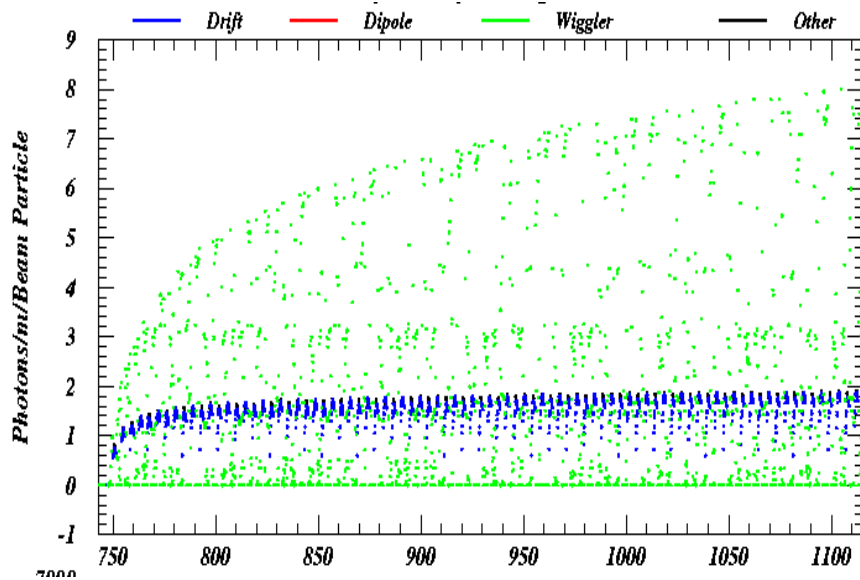
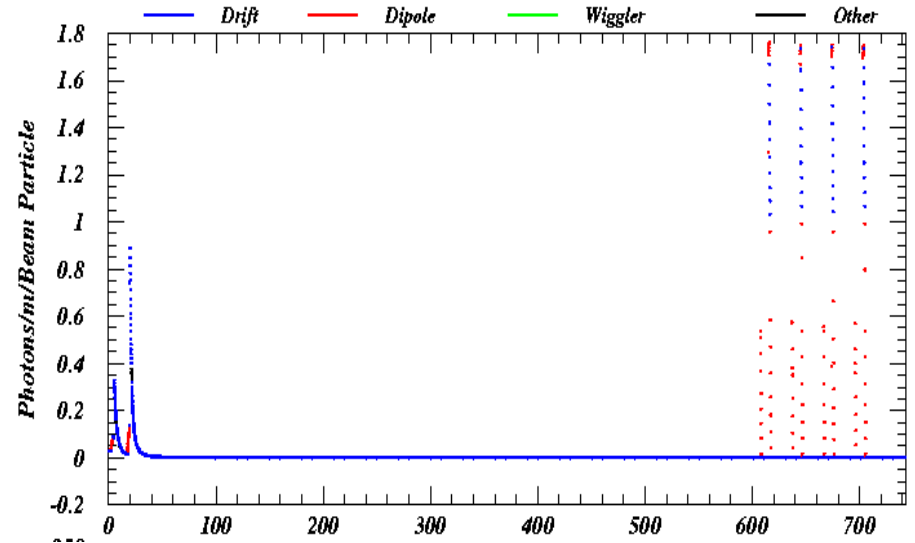
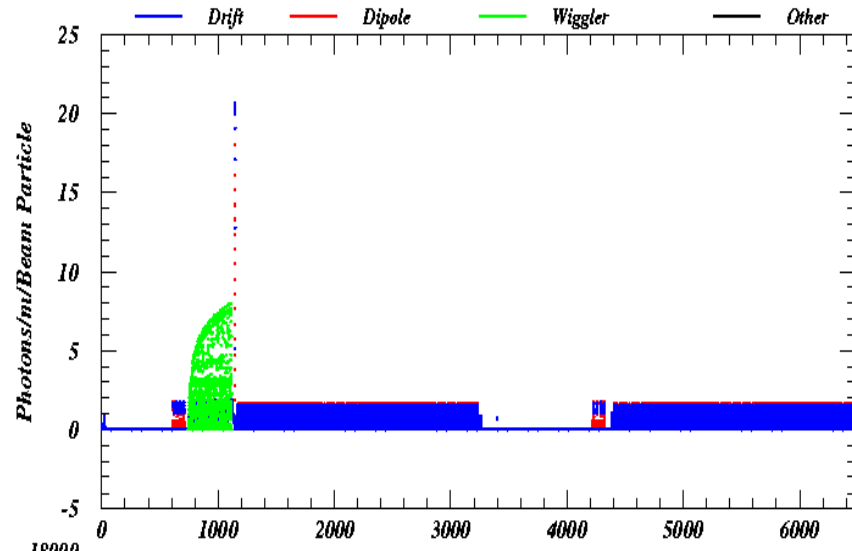
DCO4 -ve side (continued)



Note: Starting point of DCO4 lattice is different from DSB3!

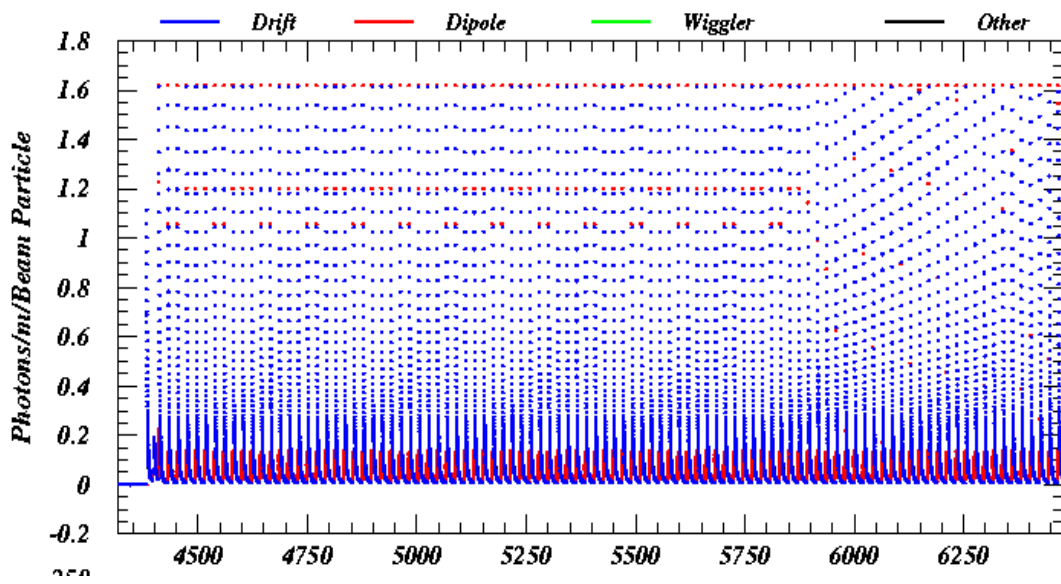
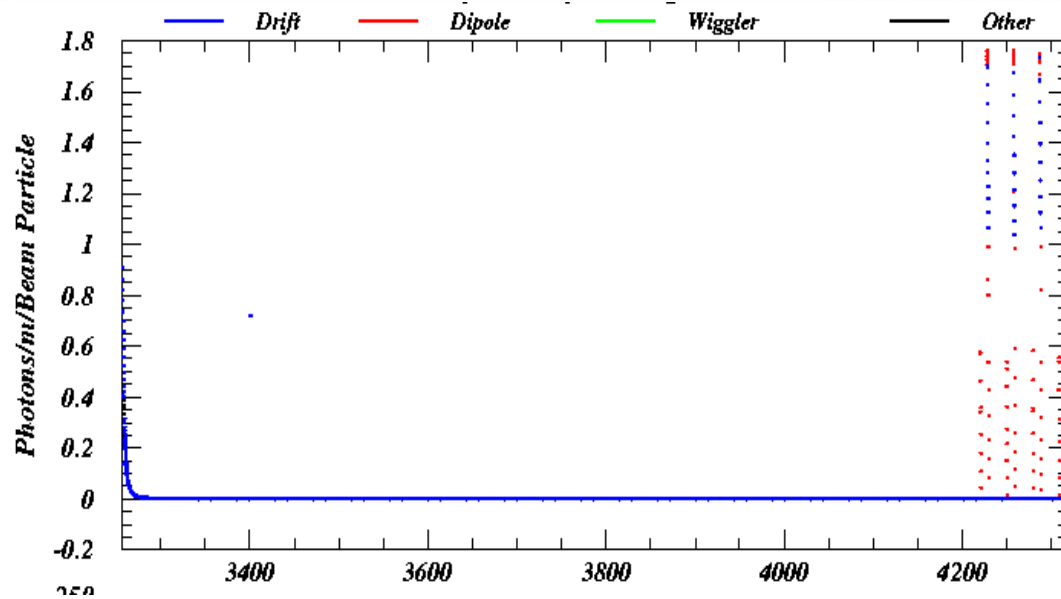


DCO4 +ve side





DCO4 +ve side (continued)





DSB3 lattice – average values

Element	Flux (Photon/m/e)	fraction (length)
Dipole	0.024	12.1%
Drift	0.049	76.6%
Wiggler	1.234	2.4%
Quadrupole	0.066	7.4%

DCO4 lattice – average values

Element	Flux (Photon/m/e)	fraction (length)
Dipole	0.019	7%
Drift	0.047	83.4%
Wiggler	1.404	3.3%
Quadrupole	0.147	4.6%



- We were able to estimate photon flux for the DSB3 and DCO4 (90 deg) lattices.
- The MAD08 lattice files were first changed to xsif format and then parsed to BMAD files.
- Wigglers are defined as alternating bends and drifts in the original lattice files.
- Wall files were generated using MAD08 by Mauro Pivi.
- Synrad3D calculations are planned (Kathy Harkay and Laura Boon)
- Thanks to Jim Crittenden and David Sagan for help.