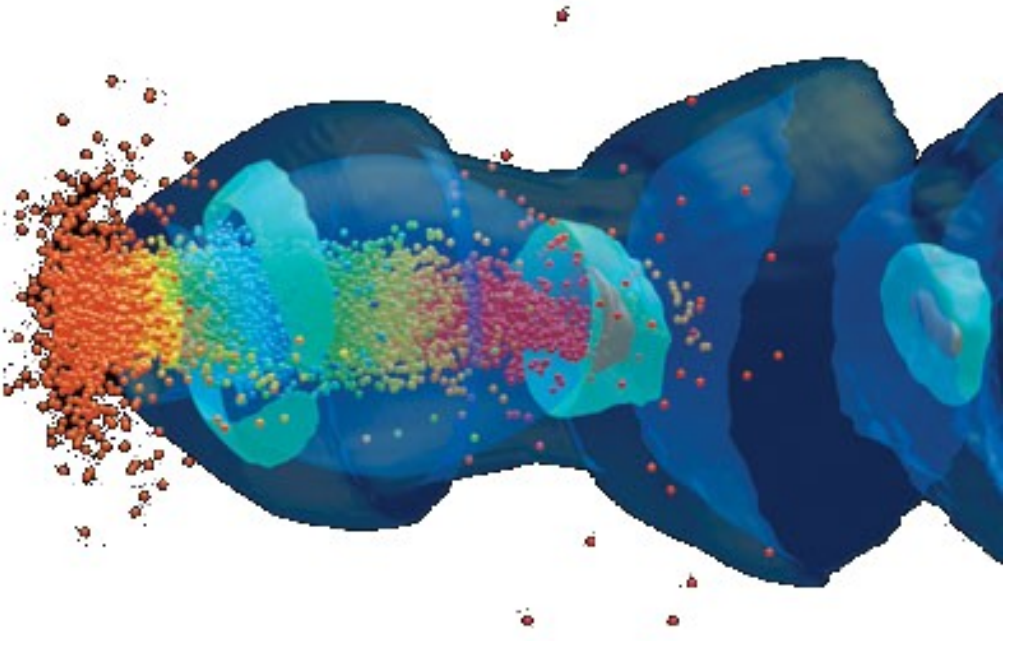


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## Space-Charge in the Electrostatic Approximation



- Electric field caused by Coulomb repulsion
- Magnetic field arising from moving particles
- Lorentz transformation to obtain a electrostatic problem
- Arising Poisson equation:  $\Omega \subset \mathbb{R}^3$

$$\nabla^2 \phi = -\frac{\rho}{\epsilon_0}$$

- The electric field from electrostatic potential:

$$\mathbf{E} = -\nabla \phi$$

- The magnetic field is calculated from the electric field by the inverse Lorentz transformation

## PIC

- Interpolate particle charges to a grid
- Solve Poisson equation in Lorentz frame
- $O(n \log n)$
- CIC interpolation with IPPL[1] providing: parallel fields, particle representation, operators on fields

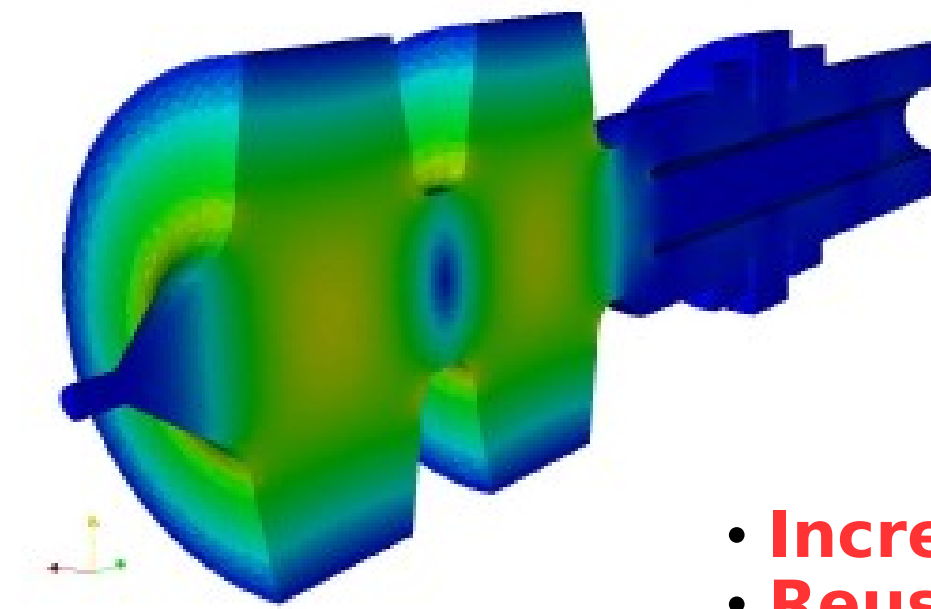
## Direct Solver (FFT)

- Convolution with Green's function
- Integrated Green's function
- Shifted Green's function for image charge at cathode

- Rectangular domain with free-space boundary conditions

- **Fast solver**
- **State of the art method**
- **Implemented and tested in late 2007**

## Iterative Solver (Preconditioned CG)



- AMG preconditioned CG solver
- Anisotropic grid in z-direction
- Elliptic and arbitrary bounded domains with Dirichlet (PEC) and Robin boundary conditions

- **Increase accuracy of simulation**
- **Reuse solution of previous time-step**

## AMG

- Decoupled aggregation
- Polynomial smoother
- LU based direct solver
- $O(n)$  algorithm
- Implemented with Trilinos[2] packages: ML, Amesos, AztecOO, Epetra
- Implementation reuses solution of previous time-step
- Added an interface between IPPL and Epetra
- Reusing aggregation hierarchy

## Multigrid V-Cycle Algorithm

```

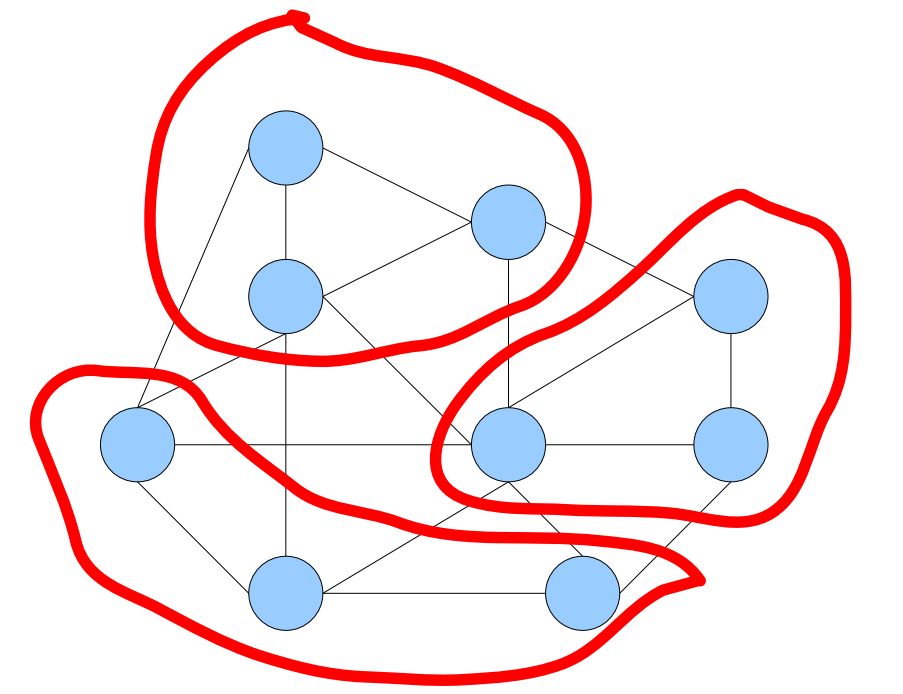
1: procedure MultiGridSolve( $A_1, b_1, x_1, l$ )
2:   if  $l = \text{maxLevel} - 1$  then
3:     DirectSolve  $A_1 x_1 = b_1$ 
4:   else
5:      $x_1 \leftarrow S_1^{\text{pre}}(A_1, b_1, 0)$ 
6:      $r_1 \leftarrow b_1 - A_1 x_1$  {calculate residual}
7:      $b_{l+1} \leftarrow R_l r_1$  {restriction}
8:      $v_{l+1} \leftarrow 0$ 
9:     MultiGridSolve( $A_{l+1}, b_{l+1}, v_{l+1}, l+1$ )
10:     $x_1 \leftarrow x_1 + P_{l+1} v_{l+1}$  {coarse grid correction}
11:     $x_1 \leftarrow S_1^{\text{post}}(A_1, b_1, x_1)$ 
12:   end if
13: end procedure

```

## Aggregation

- Convert discretization matrix into graph
- Assign each vertex to one aggregate
- Tentative prolongator operator matrix is formed:

$$p_{i,j} = \begin{cases} 1 & \text{if } i^{\text{th}} \text{ vertex} \in j^{\text{th}} \text{ aggregate} \\ 0 & \text{otherwise} \end{cases}$$



- Improve robustness by smoothing the tentative prolongator operator

## BC

- Various discretization approaches  $O(h)$  and  $O(h^2)$
- Depending on boundary approximation: non-symmetric discretization matrix
- Workflow for arbitrary boundary geometries from STEP geometries to H5fed[3] files
- Efficient intersection of grid-lines with triangulated surface mesh[4]

## Boundary Problem

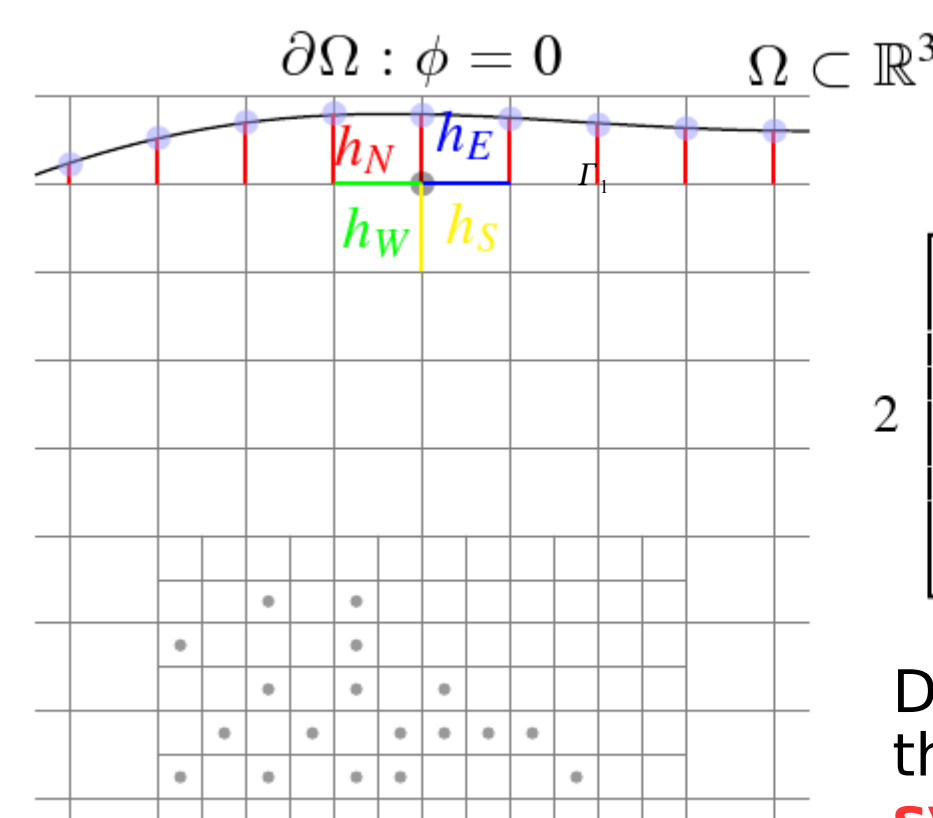
$$\nabla^2 \phi = -\frac{\rho}{\epsilon_0} \quad \text{in } \Omega \subset \mathbb{R}^3,$$

$$\phi = 0 \quad \text{on } \Gamma_1,$$

$$\frac{\phi}{n} + \frac{1}{d} \phi = 0 \quad \text{on } \Gamma_2$$

$\Gamma_1$  is the surface of an elliptic or arbitrary beam-pipe  
 $\Gamma_2$  base areas at beginning and end of domain in z  
 $d$  is the distance of the bunches centroid to the boundary

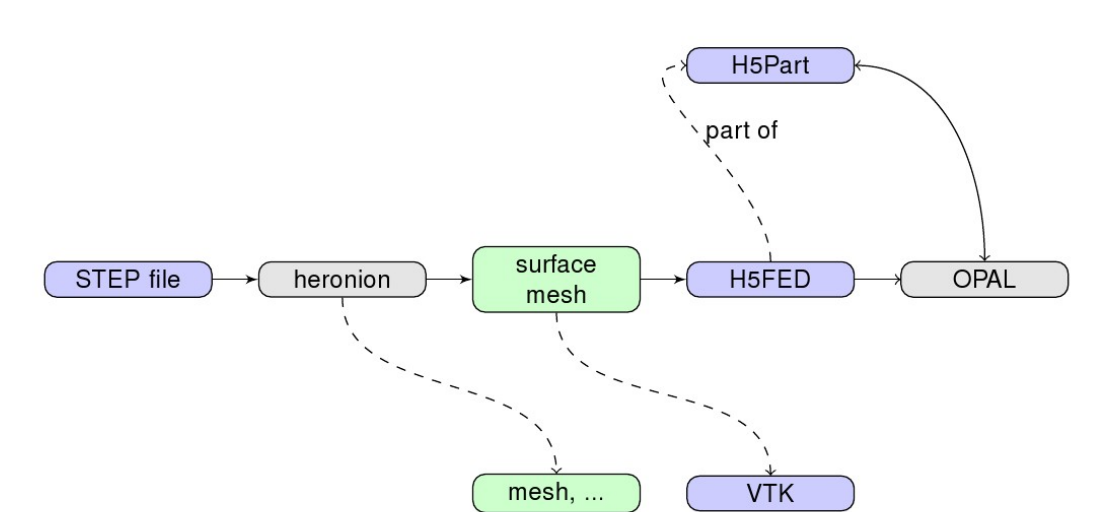
## Shortley-Weller Approximation[5]



$$2 \begin{bmatrix} \frac{a}{h_W(h_W + h_E)} & \frac{b}{h_N(h_N + h_S)} - \frac{a}{h_W h_E} - \frac{b}{h_S h_N} & \frac{a}{h_E(h_W + h_E)} \\ \frac{a}{h_W(h_W + h_E)} & \frac{b}{h_N(h_N + h_S)} - \frac{a}{h_W h_E} - \frac{b}{h_S h_N} & \frac{a}{h_E(h_W + h_E)} \end{bmatrix}_h$$

Depending on boundary approximation the resulting discretization matrix is **non-symmetric**

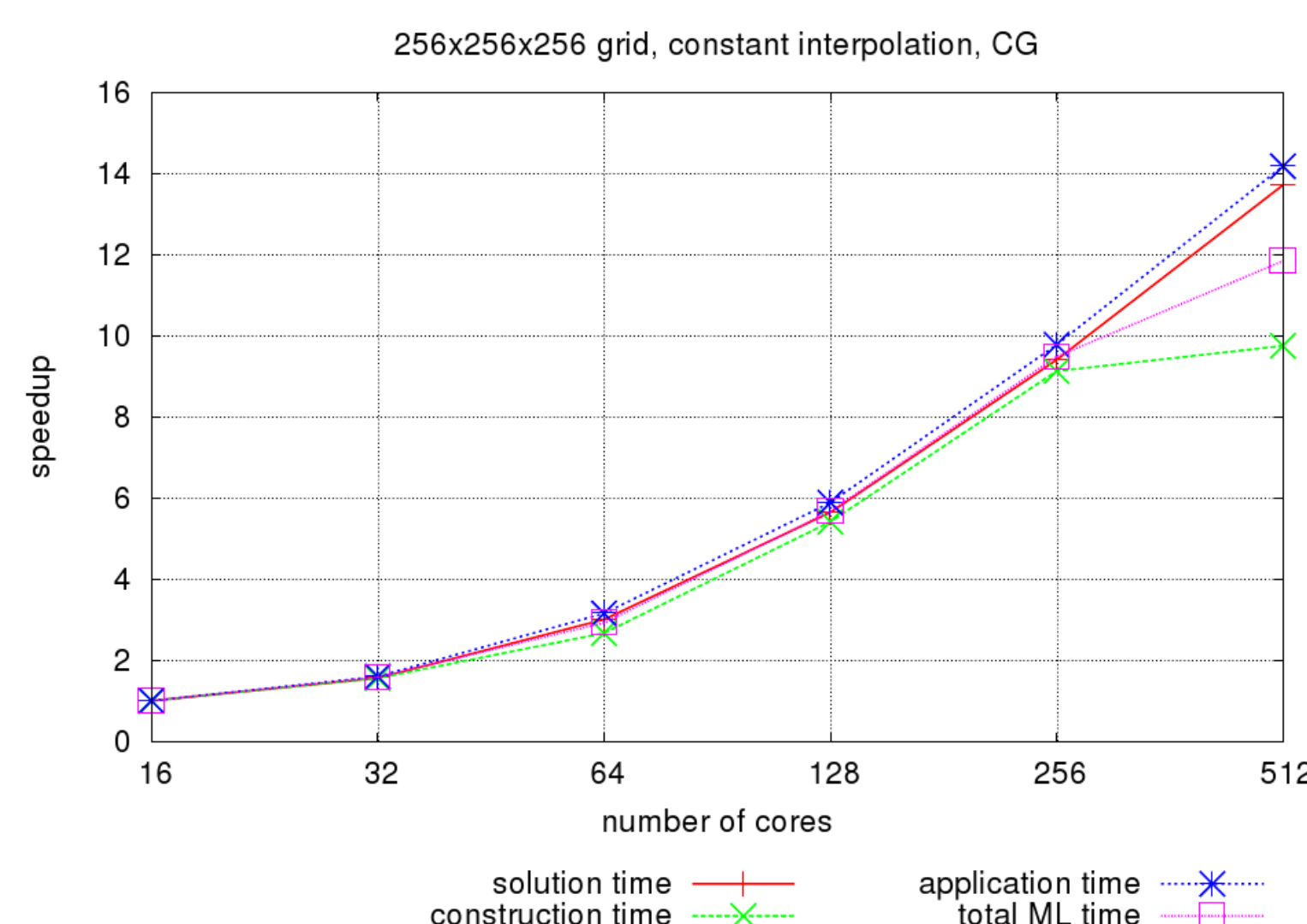
## Workflow



## RESULTS

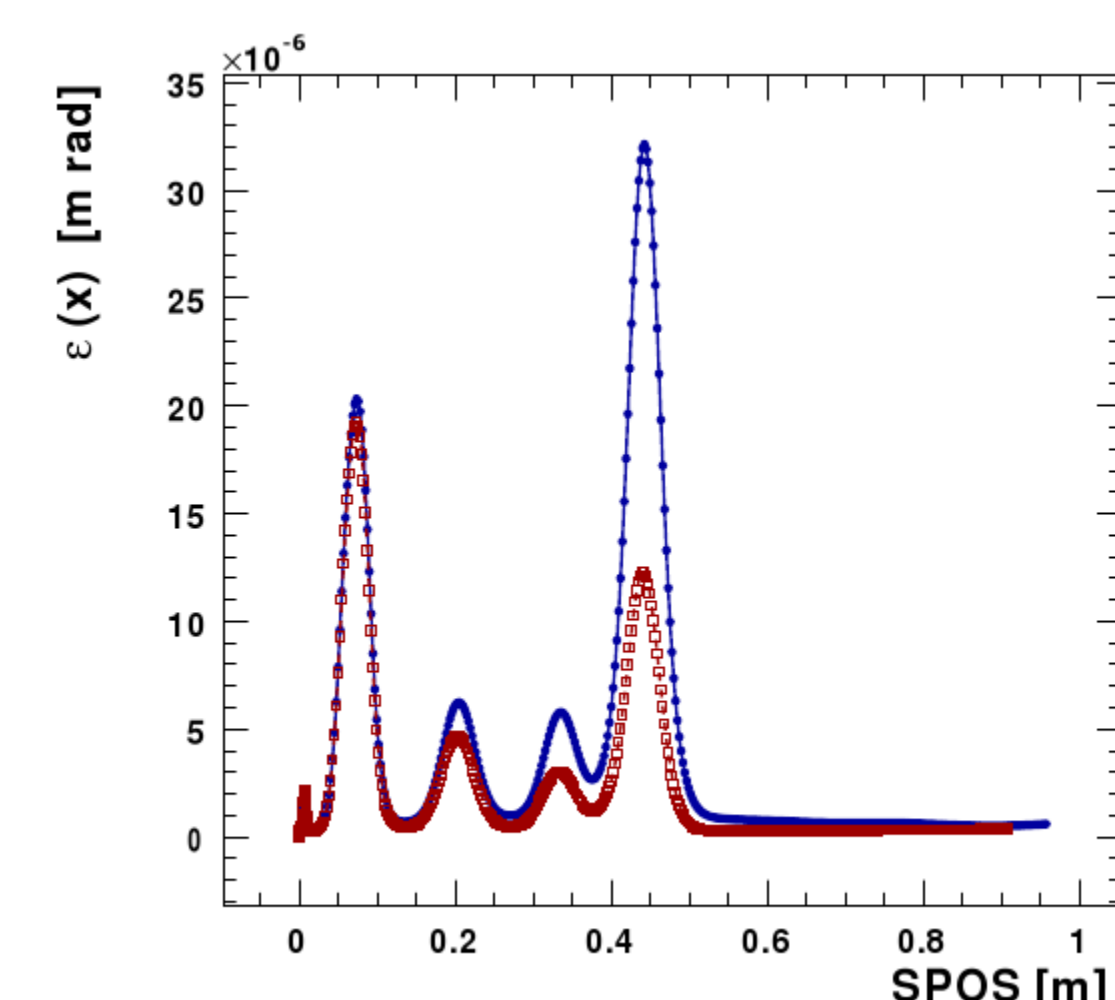
- Solver integrated into OPAL[6]
- Parallel in all directions
- Roughly 50% efficiency
- Validated against analytical solution
- New boundary condition result in reduced space-charge effects
- FFT solver 1.8x faster at the moment (MG on an elliptic bounded domain)

## Speedup



- Small coarse level problem needs a lot of communication
- Iterative coarse level solver: problem is dense, limit number of iterations

## MG vs. FFT solver



We currently investigate differences between FFT and MG solver with respect to space-charge effects

## References

- [1] IPPL (Independent Parallel Particle Layer), Paul Scherrer Institute, <http://amas.web.psi.ch/tools/IPPL>
- [2] Trilinos, Sandia National Laboratory, <http://trilinos.sandia.gov>
- [3] Benedikt Oswald and Achim Gsell, H5fed, <http://h5part.psi.ch>
- [4] T. Moeller and B. Trumbore, Fast, minimum storage ray/triangle intersection. Journal of Graphics Tools, 2(1):21-28, 1997
- [5] G.H. Shortley and R. Weller, The numerical solution of Laplace's equation, Journal of Applied Physics, 9:334-344, 1938
- [6] OPAL (Object Oriented Parallel Accelerator Library), PSI-PR-08-02, Paul Scherrer Institute, <http://amas.web.psi.ch/tools/OPAL>