

Bridging Monte-Carlo worlds: A new framework for accelerator simulations

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Organisation européenne pour la recherche nucléaire (CERN)

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- A Bit of History
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2 PhD Structure

- Development
- BLM Benchmarking

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- Development
- BLM Benchmarking

Introduction

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A Bit of History

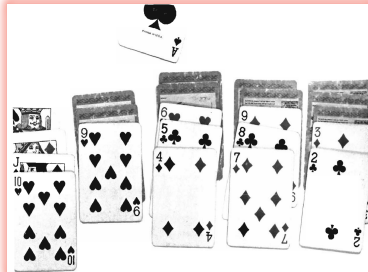
A Bit of History

Project Manhattan - 1940s

*"What is the probability
of winning a solitaire game?"*



S. Ulam



A Bit of History

Project Manhattan - 1940s

"A statistical approach to the study of differential equations, or more generally, of integro-differential equations that occur in various branches of the natural sciences"



S. Ulam



N. Metropolis



J. Von Neumann

A Bit of History

Monte Carlo Particle Transport Codes



Introduction

SY-STI-BMI

SY-STI-BMI Section

SY-STI- Accelerator Systems - Source Target Interactions

- Among others: ... The group is responsible for the design, construction, operation of all interception devices across the CERN complex.

-BMI Beam-Machine Interactions

- It is responsible of the development, dissemination and support of the **FLUKA** code
- It is in charge of executing **beam-machine interaction studies** for a variety of different applications across the CERN departments and for medical applications

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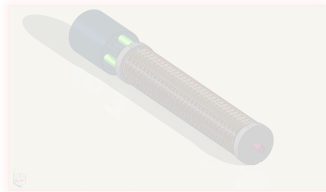
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Beam Loss Monitoring (BLM) system

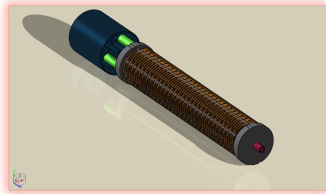
- Series of ionization chambers utilized for accelerator machine protection
- In the LHC, there are approximately 3600 of these chambers at critical loss locations
- The losses measured by the BLMs are integrated and compared to defined thresholds. It defines if the beam should be abort or not.



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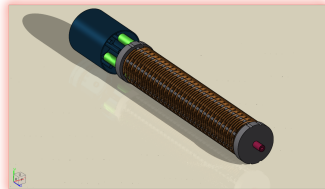
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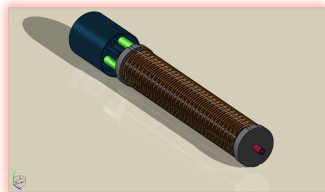
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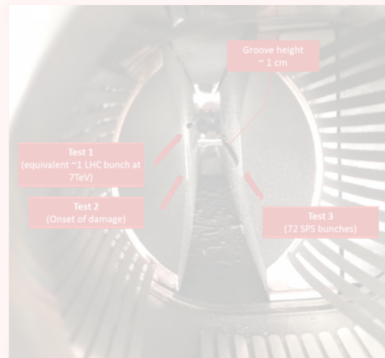


SY-STI-BMI Section

BLM Benchmarking

- In a particle accelerator, **beam losses affect** in several ways the collider **equipment and operation**
- **Studies** are crucial to assess the losses effects and develop **mitigation strategies**
- **BLM benchmarking** is one of the **studies performed** by BMI. (FLUKA simulations)
- **BLM calculation:** Estimate results that would be obtained in a real run ^a. Results used to compare with experimental data, or to predict the radiation layout in a future run (e.g. HL-LHC, FCC)

^adose per unit of time in BLMs active region

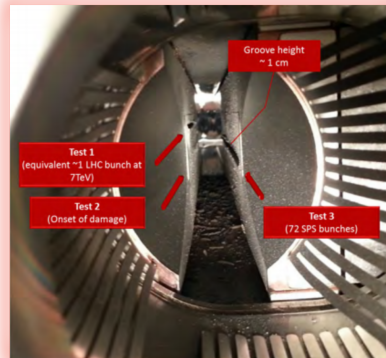


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Test 1
(equivalent ~1 LHC bunch at 7TeV)

Test 2
(Onset of damage)

Test 3
(72 SPS bunches)

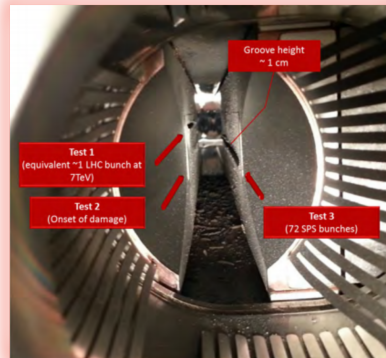
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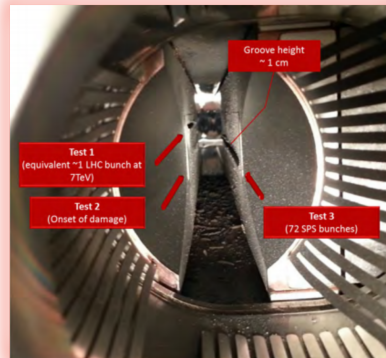


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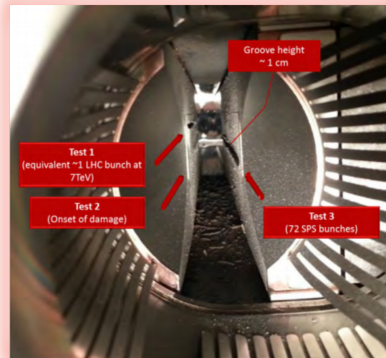
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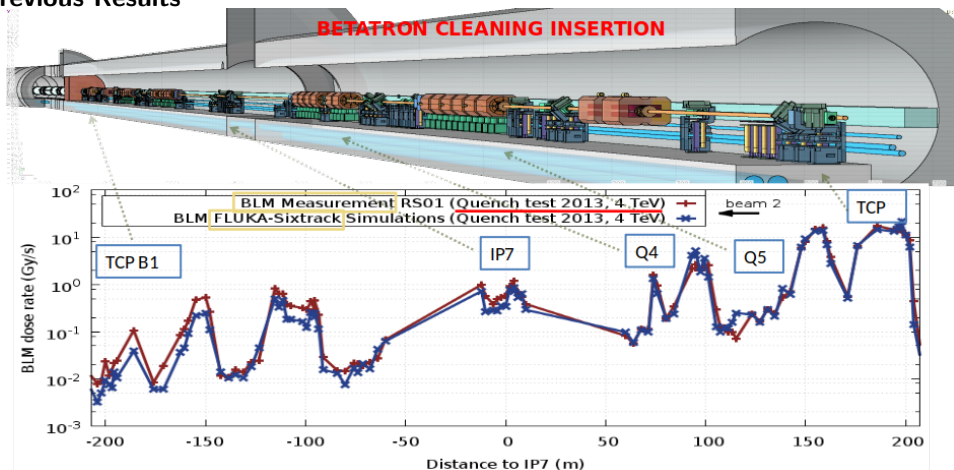
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Introduction

Motivation

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Previous Results



Motivation

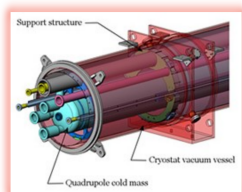
Previous Results



Motivation

+15 years invested in BMI section in developing all the necessary infrastructure for the CERN studies (Always based on FLUKA)

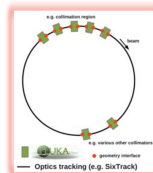
Fluka Element DataBase



Line Builder



FLUKA-SixTrack coupling



These features help in creating and simulating assembly of actual beam lines, in an easy, flexible and consistent way

Motivation

- **Develop a new framework for particle transport simulations:**
 - Having the possibility to run both codes (FLUKA and G4) in an "easy way"
 - Allowing the employ of developed tools (Line Builder, FEDB, SixTrack)
- **BMI section will benefit:**
 - Finish dependency on a single code
 - BLM calculations (and any CERN study performed) could be realized

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Monte Carlo limitations

- There are many sources of systematic uncertainties in Monte Carlo simulations
 - Incomplete knowledge:
 - Material composition not always well known
 - Presence of additional material, not well defined
 - Simplification:
 - Geometries that cannot be reproduced exactly
 - Air contains humidity and pollutants, has a density variable with pressure
 - Code mistakes(" bugs")
 - User Mistakes
 - From the code itself

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Monte Carlo limitations

- **Adopted physics model:** Different codes are based on different physics models. Some models are better than others. Some models are better in a certain energy range. Model quality is best shown by benchmarks at the microscopic level.
- **Transport algorithm:** Due to imperfect algorithms, e.g., energy deposited in the middle of a step, inaccurate path length correction for multiple scattering, missing correction for cross section and dE/dx change over a step, etc. Algorithm quality is best shown by benchmarks at the macroscopic level.
- **Cross-section data uncertainty:** An error of 10% in the absorption cross section can lead to an error of a factor 2.8 in the effectiveness of a thick shielding wall (10 attenuation lengths).

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The main method to evaluate the uncertainties is against measured data, but in the case it is not available, a second code with different physics model, transport algorithm and/or cross-section data uncertainty is the best approach in order to quantify them

PhD Structure

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- **1st Part - Development:**

Create a new simulation framework, called preliminarily "Moirá", to bridge FLUKA and Geant4. The goal is to provide to the user a FLUKA experience using the Geant4 toolkit.

- **2nd Part - BLM Benchmarking:**

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Development: G4 & FLUKA

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Geant4

- App C++: Solid knowledge of C++ & G4.
- User Interface (UI) commands, via macro file.
E.g.:

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/primary/select/      gps
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- Textgeom: Geometry definition based on a plain text description. E.g.:

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FLUKA

- CARD. E.g.:
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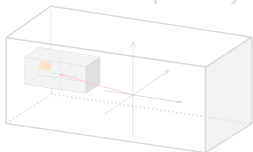
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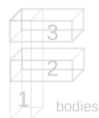
Geant4 (Hierarchical)

Position and rotation of 3D finite macro objects, e.g. box, sphere, cone.. twisted solid, are defined *wrt* the local coordinate system of another volume. Due to this, these volumes are denominated daughter and mother volume respectively.



FLUKA (Combinatorial)

This description is based on the definition of the regions in the simulation geometry through boolean operations (intersection, subtraction and union) of basic second order objects and/or infinite planes and cylinders.



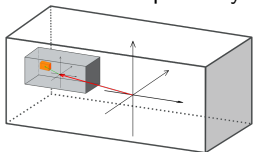
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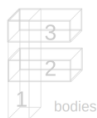
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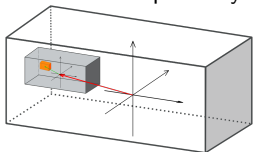
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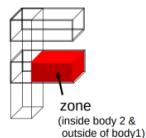
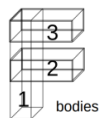
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Physics, Scoring, Primary sources,
Biasing, Fields, postprocessing, etc

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Plenty of built in tools (auxiliary tools) for these purposes, but some user routines may be needed

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Graphical User Interfaces

Geant4

Various, but mainly on
visualization

FLUKA

Flair

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- Input editing
- Geometry editor
- Running, monitoring
- Post-Processing
- Output visualization

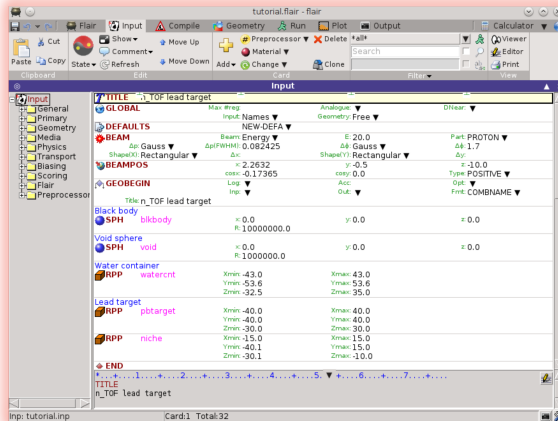


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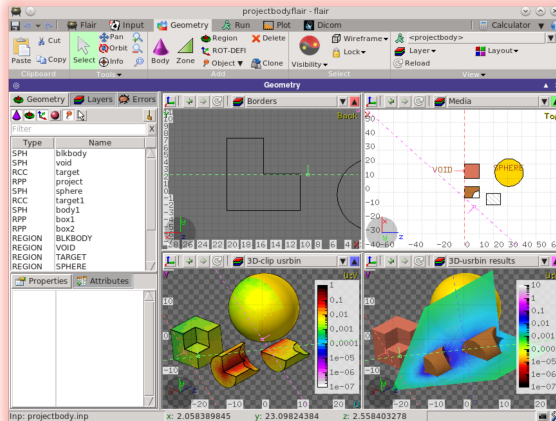


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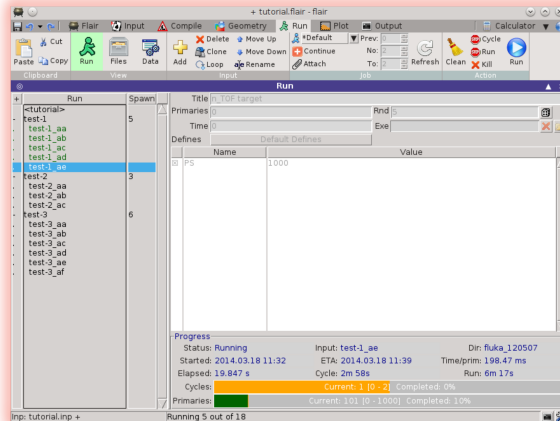


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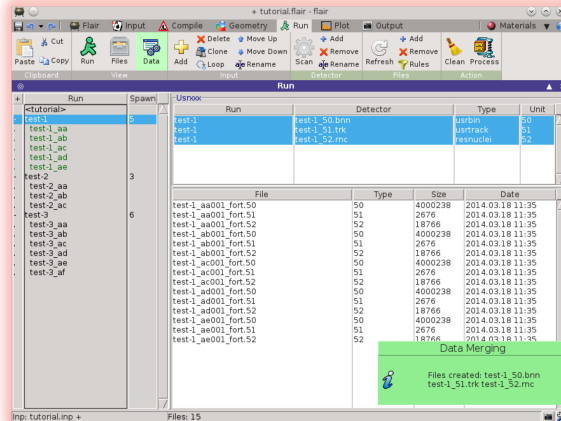


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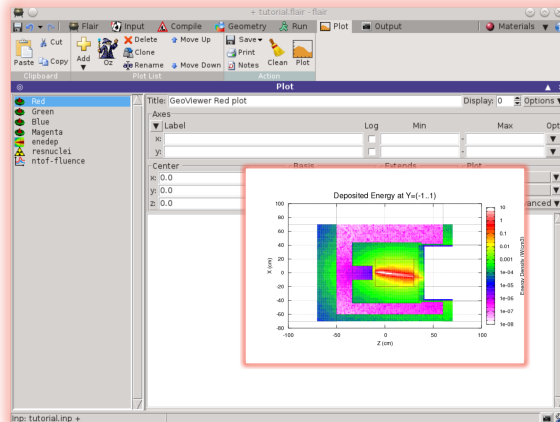


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Development: Moira - The New Framework

- Hybrid G4 "application" that provides a FLUKA experience using the Geant4 toolkit:
 - **Geometry description** equivalent to FLUKA (Combinatorial Geometry)
 - Two ASCII files as **input files**:
 - For Geometry: Textgeom (+ extension)
 - For the rest of components¹: UI commands via macro file (built in + own commands)
 - Fully integrated with **Flair**
- For this thesis: Application that allows to perform BLM benchmarking studies
- Beyond: Application equivalent to FLUKA in Geant4
- Even Beyond: Expand it in the future with the best from each code

¹Physics, Scoring, Primary sources, Biasing, etc

PhD Structure

Development: Moira - The New Framework

- Hybrid G4 "application" that provides a FLUKA experience using the Geant4 toolkit:
 - Geometry description equivalent to FLUKA (Combinatorial Geometry)
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BLM Benchmarking

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BLM benchmarking

- Utilize Moira to simulate BLM benchmarking calculations for many points and sections of the LHC
- Make quantitative assessments of the differences and systematic uncertainties of both codes for these studies
- BMI executes simulations of sections highly radiated, e.g. IR6 and IR7. Initially the simulations performed will be based on these geometries, where numerous FLUKA simulations have a good agreement with experimental data

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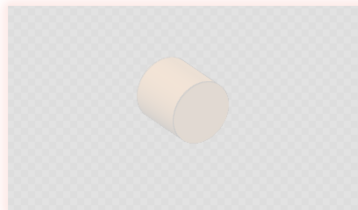
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Moira Status: +Geometry

- Analog FLUKA geometry using Textgeom & extending it:
BODIES \Leftrightarrow FLUKA BODIES — CELL \Leftrightarrow FLUKA REGION
G4Zone \Leftrightarrow FLUKA ZONE — LATTICE \Leftrightarrow FLUKA LATTICE
- A Moira External Navigator performs the tracking in G4Zone (Analog to FLUKA)
- .moira file as an input

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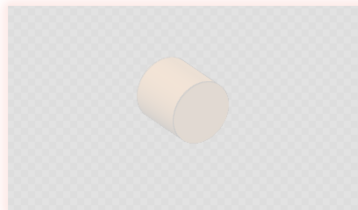
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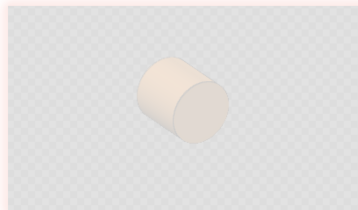
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Macro file (ASCII file contains UI commands)

- **Physics:**

- Physics lists: Set of many physics constructors
- Physics constructors: Initializes particles and their processes
- Enable/disable processes for each particle type

- **Scoring:**

- Mesh scoring, Track length and boundary crossing
- Particle track visualization

- **Biasing:**

- Importance, Weight Window
- Leading particle (electromagnetic, hadronic)
- Interaction Biasing

- **Fields:**

- Magnetic: Multipoles, 2D/3D interpolated fields, userdefined

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■ Operational:

- Input Editor
- Inspecting the files and progress of a run
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State of the art

Moira Status: Flair

```

/moira/title
#
# Select physics list
/physics_lists/select FTFP_BERT_HP_EMY

# Cylindrical scoring
/score/create/cylinderMesh cylindrical
/score/mesh/cylinderSize 5 10 cm
/score/mesh/nBin 50 10 8
/score/mesh/translate/xyz 0 0 5 cm
/score/quantity/energyDeposit energy MeV
/score/quantity/cellFlux neutron percm2
/score/filter/particle neutron neutron

# Tally scoring
/tally/file fluence.hist
/tally/track/add neutron track
/tally/track/volume TARGET
/tally/track/particle neutron
/tally/track/histogram log 300 1e-9 1000 MeV
/tally/track/norm 1.0 cm3
/tally/boundary/add neutron boundary fluence
/tally/boundary/volume TARGET VOID
/tally/boundary/particle neutron
/tally/boundary/histogram log 300 1e-9 1000 MeV
/tally/boundary/norm 1. cm2

# Initialize run
/run/initialize

# Particle generator selection
/primary/select gps
# Define the beam characteristics
/gps/particle neutron
/gps/energy 100 MeV
# Define the beam position
/gps/ps/centre 0.0 0.0 0.0 cm
/gps/direction 0.0 0.0 1.0
/tracking/verbose 1
/score/close
/run/beamOn 1
/score/dumpAllQuantitiesToFile cylindrical cylindrical.bnn

```



```

// Default identity rotation matrix
:ROTM __IDENT__ 0 0 0

//
// Cylindrical target
:BODY target RCC 0.0 0.0 0.0 0.0 100.0 50.0
// Void sphere
:VOLU void ORB 1000.0 G4_Galactic
// Void around
:CELL VOID void G4_Galactic +void -target
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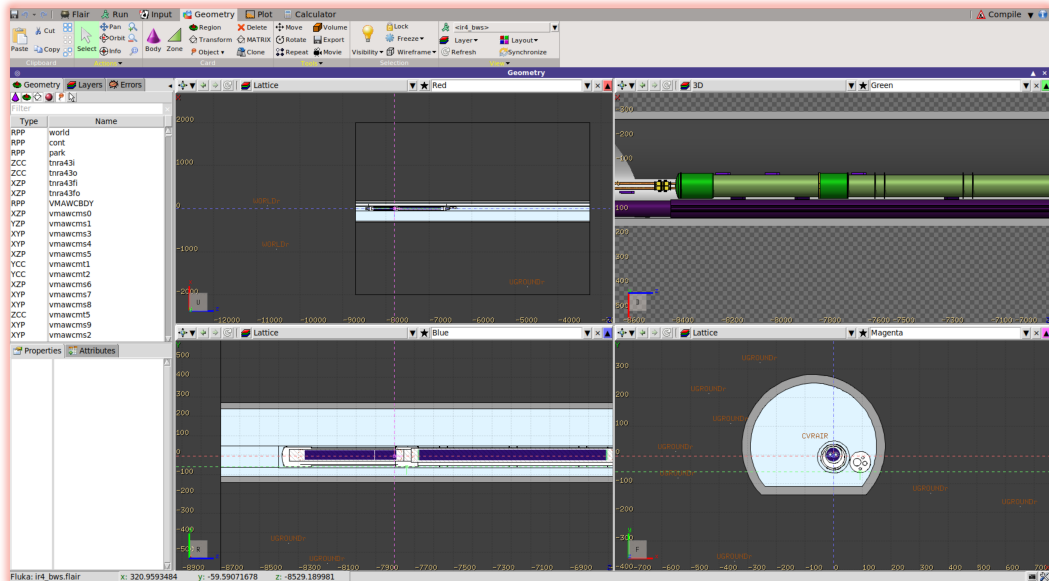
```

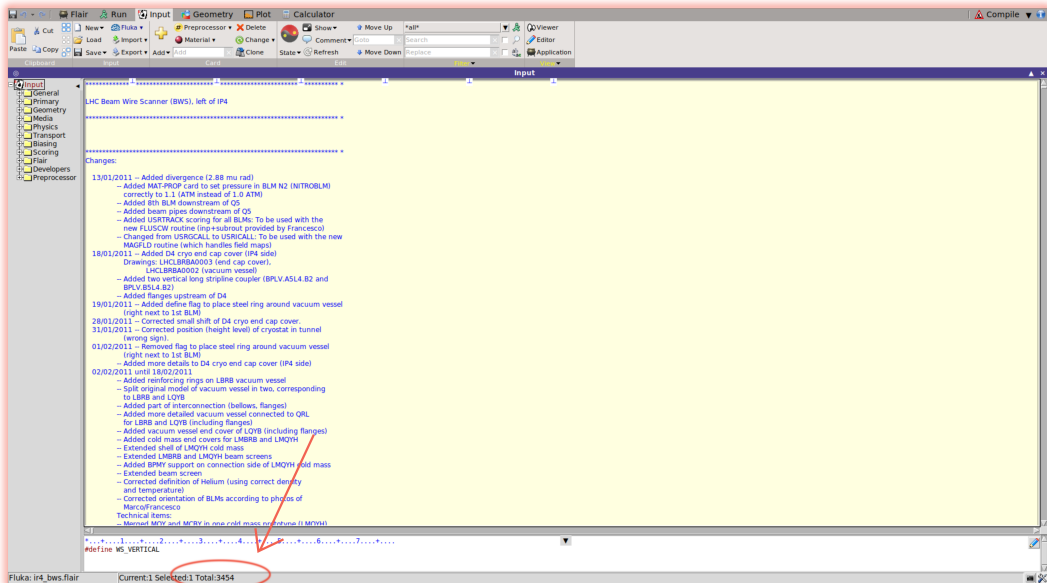
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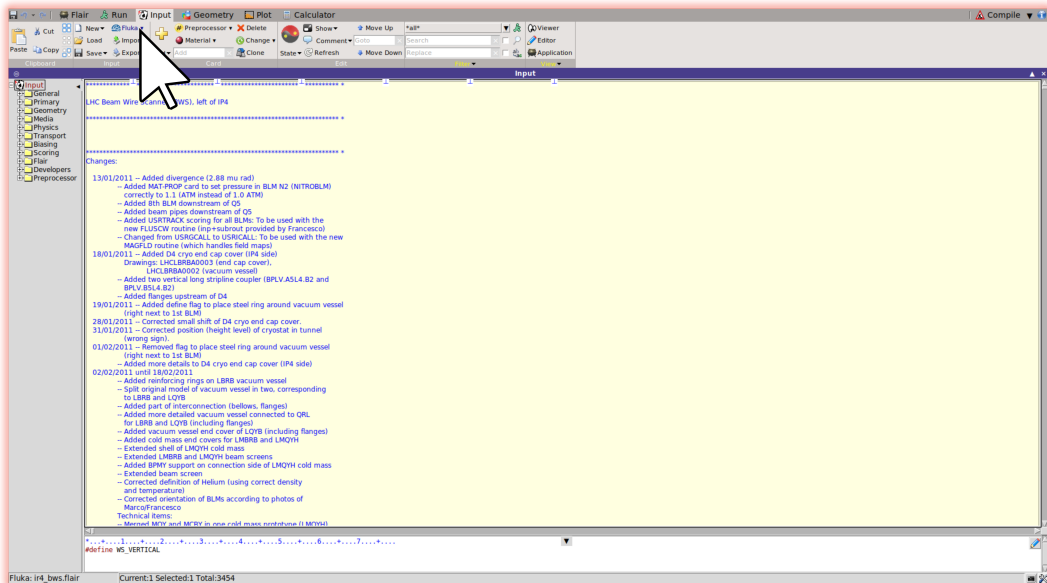
TITLE
* Set the defaults for precision simulations
DEFAULTS
* Define the beam characteristics
BEAM -0.1 0. 0. 0. 0.
* Define the beam position
BEAMPOS 0. 0. 0. 0. 0.
GEOBEGIN
0 0
* Black body
SPH blkbody 0.0 0.0 0.0 100000.0
* Void sphere
SPH void 0.0 0.0 0.0 10000.0
* Cylindrical target
RCC target 0.0 0.0 0.0 0.0 10.0 5.0
END
* Black hole
BLKBODY 5 +blkbody -void
* Void around
VOID 5 +void -target
* Target
TARGET 5 +target
END
GEGEND
USRBIN 11. NEUTRON -21. 50. 10. cylinder
USRBIN 0. 0. 50. 8. 10. &
USRTRACK NEUTRON -22. TARGET track
USRTRACK 1000. 1E-9 VOID &
USRBX 109. NEUTRON -23. TARGET boundary
USRBX 1000. 1E-9 300. VOID &
* .....1.....2.....3.....4.....5.....6.....7.....
ASSIGNMA BLKCHOLE BLKBODY
ASSIGNMA VACUUM VOID
ASSIGNMA COPPER TARGET
* Set the random number seed
RANDOMIZ 1.0
* Set the number of primary histories to be simulated in the run
START 1.
STOP

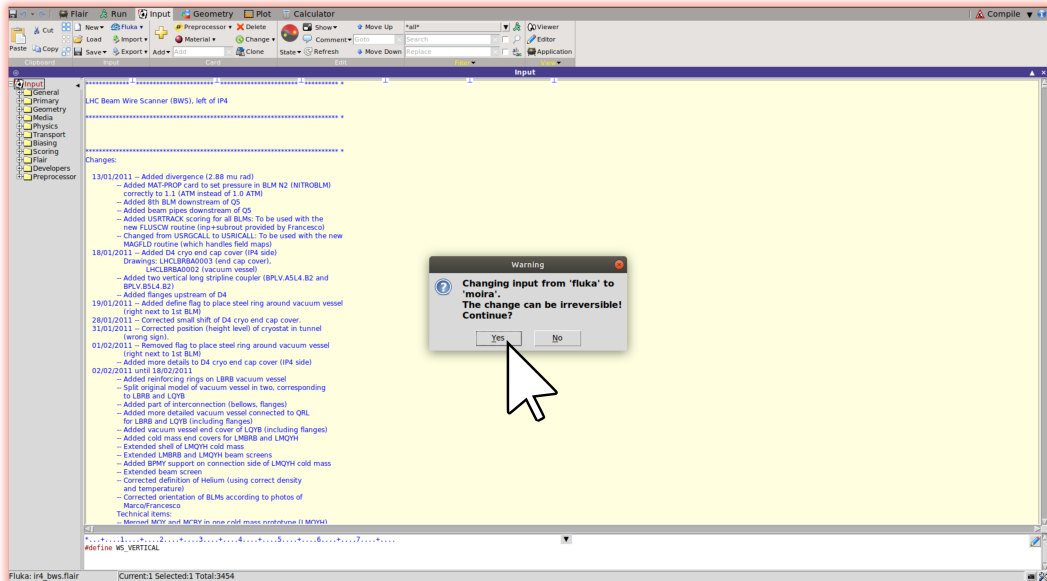
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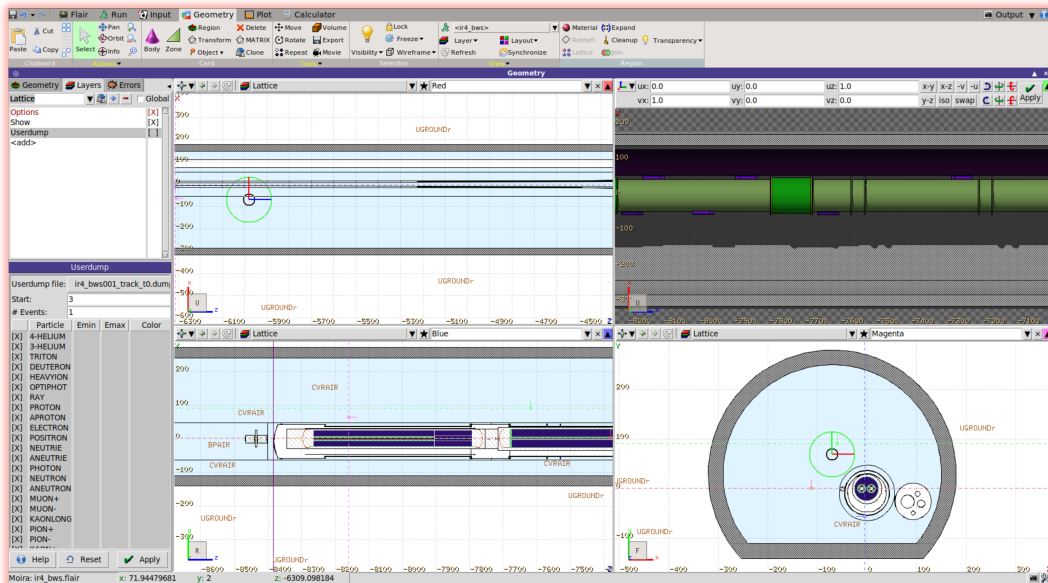








The screenshot shows the FLAIR software interface. The main window is titled 'Input' and displays a list of materials from the common database. The materials are listed with their atomic number (Z), atomic weight (Am), and density. The materials are: Hydrogen (Z=1, Am=1.00794, Density=0.08988), Helium (Z=2, Am=4.002602, Density=0.1786), Boron (Z=5, Am=10.811, Density=2.34), Carbon (Z=6, Am=12, Density=1.77), Nitrogen (Z=7, Am=14.00643, Density=1.25), Oxygen (Z=8, Am=15.999, Density=1.429), Sodium (Z=11, Am=22.98976928, Density=0.97), Magnesium (Z=12, Am=24.304, Density=1.738), Aluminum (Z=13, Am=26.9815386, Density=2.7), Silicon (Z=14, Am=28.08558, Density=2.329), Phosphorus (Z=15, Am=30.973761, Density=1.82), Sulfur (Z=16, Am=32.06, Density=2.07), and Argon (Z=18, Am=39.948, Density=1.78). A red arrow points to a yellow notification box in the bottom right corner that reads 'Input Mode changed' and 'Input file mode has changed to 'moira''. The status bar at the bottom shows 'Moira: Ir4_bws.flair' and 'Current:1 Selected:1 Total:2564'.

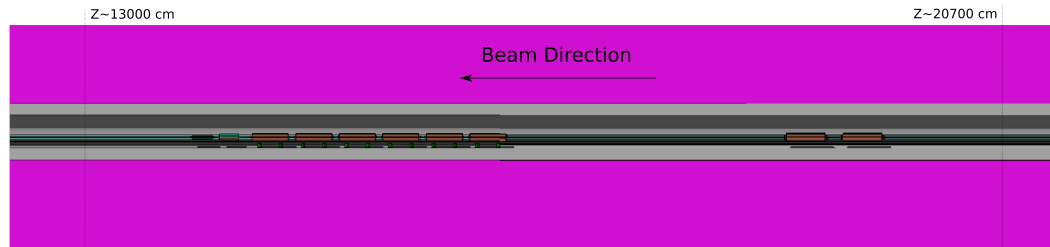


State of the Art

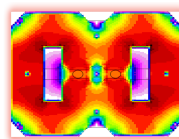
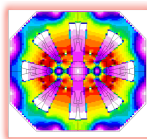
A Few Results

State of the Art

A Few Results: IR7 - Particles Transport Test

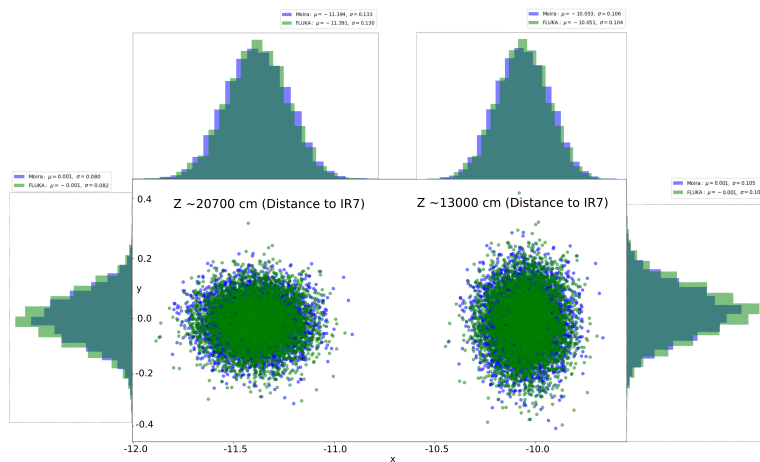


- Approx. 80 meters line
- 2 dipole magnets
- 6 quadrupole magnets
- 2 correctors magnets



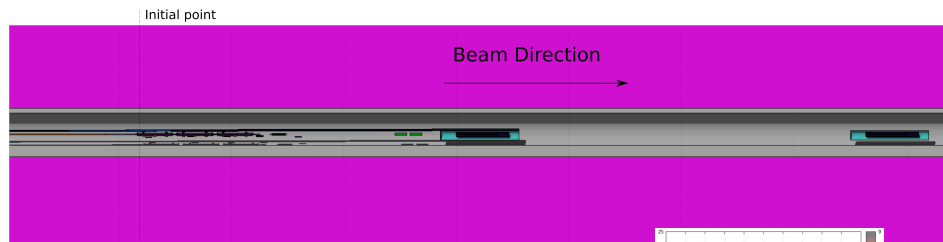
State of the Art

A Few Results: IR7 - Particles Transport Test

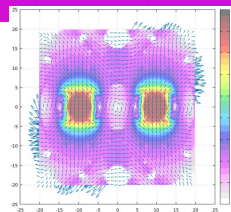


State of the Art

A Few Results: IR6 - Preliminary BLM Benchmark

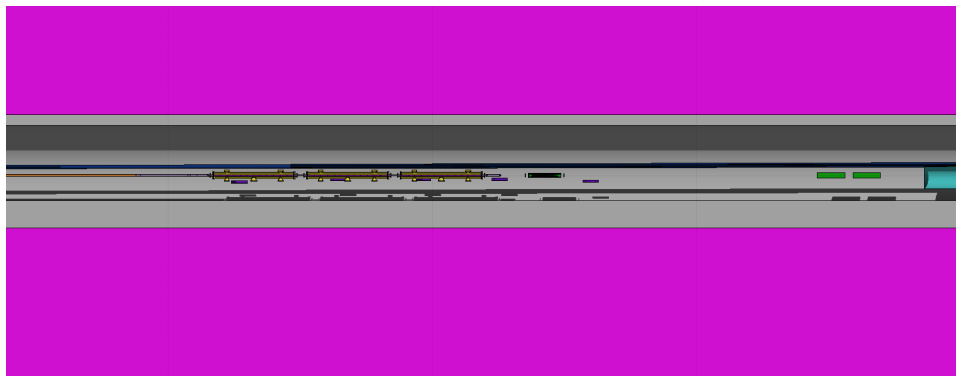


- Collimators: 3 TCDQ, 1 TCSP, 2 TCDQM.
- Magnets: MQY4 and MQY5
- 5 BLMs



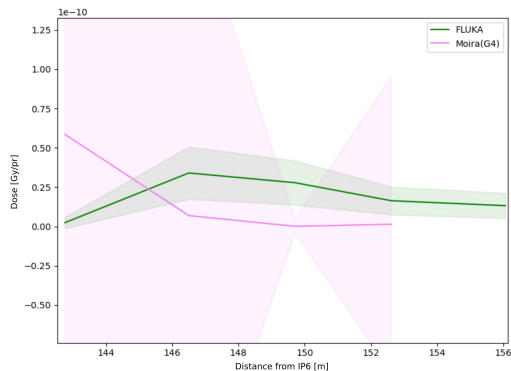
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Future Plans

Future Plans Development

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Development

Develop a code capable of simulating BLM benchmarking studies.
Main implementations needed:

- A functional scoring to obtain fluence and energy deposited in a volumetric mesh
- Threshold and production cuts per particle
- A complete integration of the most important functionalities to Flair
- Extend the automatic converter FLUKA-Moira in Flair to contain all the components

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Road Map:

- Tracking calculations to verify the field implementations
- Replication of simple cases (e.g. a simple cylindrical target with materials as for LHC collimators)
- Test in simple cases, with different beams, the scoring, physics models, biasing, thresholds, etc
- Advance with more and more complicated cases like sections of the tunnel
- Complete tunnel and realistic beam losses, obtaining BLM outputs
- Compare results with FLUKA and experimental measurements
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- Complete tunnel and realistic beam losses, obtaining BLM outputs
- Compare results with FLUKA and experimental measurements
- Improve convergence with the use of biasing techniques

Future Plans

BLM benchmarking

Road Map:

- Tracking calculations to verify the field implementations
- Replication of simple cases (e.g. a simple cylindrical target with materials as for LHC collimators)
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**Thanks for your
attention**

Questions?

Backup Slides

Statistical Uncertainty

Statistical Uncertainty in MC simulations

The Central Limit Theorem provides the mathematical foundation of the Monte Carlo method:

Given any physical observable Z , that can be expressed as the result of a convolution of random processes, and the average value of Z can be obtained by sampling many values of Z according to the probability distribution of the random processes

$$Z = \frac{1}{n} \sum_{i=1}^n f(X_i)$$

Z is a random variable following a Gaussian distribution with mean $\langle Z \rangle = \langle f(x) \rangle$ and standard deviation $\sigma \approx \frac{1}{\sqrt{n}}$

Thus, the precision of a MC estimator depends on the number of samples:

$$\sigma \propto \frac{1}{\sqrt{N}}$$

Statistical Uncertainty in MC simulations

The variance of the mean of an estimated quantity x calculated in N batches, is:

$$\sigma_{\langle x \rangle}^2 = \frac{1}{N-1} \left[\frac{\sum_1^N n_i x_i^2}{n} - \left(\frac{\sum_1^N n_i x_i}{n} \right)^2 \right]$$

where,

n_i = number of histories in the i th batch

$n = \sum n_i$ = total number of histories in the N batches

x_i = average of x in the i th batch: $x_i = \sum_{j=1}^{n_i} \frac{x_{ij}}{n_i}$

Geometry Description

Geometry Description

Geant4

Geometry
description



Hierarchical



FLUKA

Boolean flat in space
- Combinatorial Geometry (CG) -

“Solid”: a 3D finite macro object e.g. box, sphere, cone...twisted solid (high order). Shape and size.

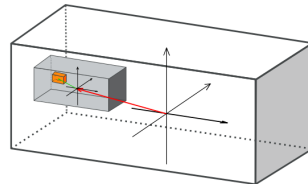
“Logical Volume”: Give physical properties to a solid, material, B/E field, sensitive detector etc.

“Physical Volume”: Place it (once or multiple times) in the 3D space wrt the mother volume coordinate system

- hierarchical geometry
- Boolean solids (union+multiunion, intersection, subtraction) are available, but not recommended by G4 for performance issues

“World”: the top most logical volume which is placed at the origin

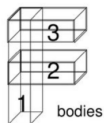
“Region”: a group of logical volumes to apply physical properties e.g. magnetic field, emf range cuts etc..



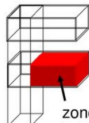
Geometry Description

FLUKA

Geometry description	G4	Hierarchical	Boolean flat in space - Combinatorial Geometry (CG) -
<p>"Bodies": Basic convex objects (up to 2nd order) + infinite planes & infinite cylinders</p> <p>"Zones": Sub-region defined only with intersection and subtraction of bodies (used internally)</p> <p>"Regions": Defined as Boolean operations of bodies (union of zones)</p> <p>"Lattices" - duplication of existing objects (translated & rotated)</p>			



bodies



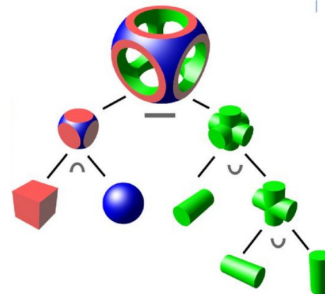
zone
(inside body 2 &
outside of body 1)



region
(union of zones)



lattice



Cross section error calculus

We have that the attenuation of the beam intensity in matter is given by:

$$I(L) \approx I_0 e^{-L/\lambda}$$

The mean free path (λ_c) is defined as:

$$\lambda_c = \frac{1}{\mathcal{N}\sigma_c}$$

Where \mathcal{N} is the number of atoms/volume and σ_c is the "correct" absorption cross section. Thus, we get:

$$I(L) = I_0 e^{-L\mathcal{N}\sigma_c}$$

So, considering 10 attenuation lengths ($L = 10\lambda_c$):

$$I(10\lambda_c) = I_0 e^{-\frac{10}{\mathcal{N}\sigma_c}\mathcal{N}\sigma_c} = I_0 e^{-10}$$

If the absorption cross section is wrong by a factor $1 + \Delta$, evaluating at the same L , we have:

$$I' = I_0 e^{-\frac{10}{N\sigma_c}(1+\Delta)} = I_0 e^{-10(1+\Delta)}$$

Which would be off by a factor:

$$\frac{I}{I'} = \frac{I_0 e^{-10}}{I_0 e^{-10(1+\Delta)}} = e^{10\Delta}$$

Taking $\Delta = 0.1$

$$\frac{I}{I_1} = e \approx 2.7$$