

Vacuum chamber conditioning and saturation simulation tool (VacuumCOST)

P. L. Henriksen, M. Ady, R. Kersevan

13/06/2023

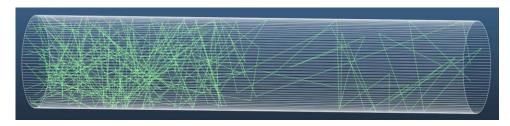
Objective of this talk

- Not exactly NEG coating saturation despite what the seminar invitation said...
- Demonstration of a tool for time-dependent vacuum simulations (using MolFlow).
 - 1. How it functions.
 - 2. Testing/benchmarking
 - 3. Demonstration of results



Quick MolFlow reminder

• Molecular flow simulations using TPMC method.



- Simulate different gas species in more or less any geometry.
- Define desorption and pumping speed (sticking factor) for individual facets.
 Possible to import textured desorption from SynRad.

... so why VacuumCOST?

• MolFlow is highly suitable for steady-state simulations.

- In time-dependent mode, parameters must be pre-defined. Does not update simulation parameters based on results of earlier moments.

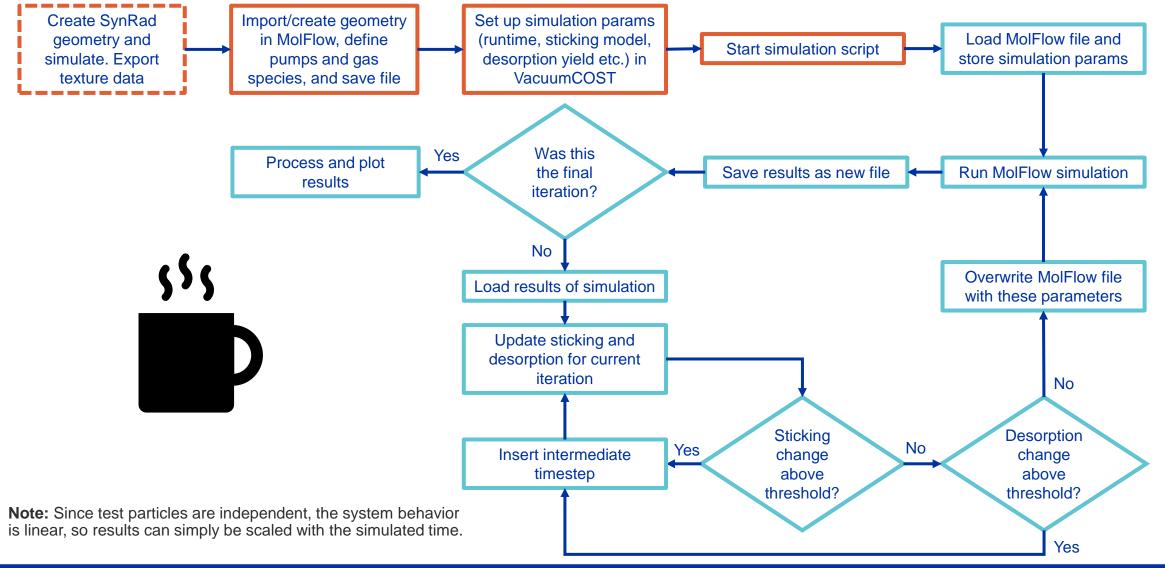
- VacuumCOST calls MolFlow iteratively to simulate using a time marching method.
 - Updating parameters automatically between each step.



User task

Python code

VacuumCOST workflow

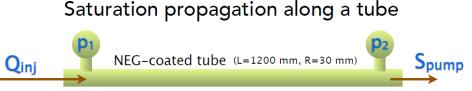




Initial test – benchmarking with similar code

Reproduce results from one of our colleagues in Japan:

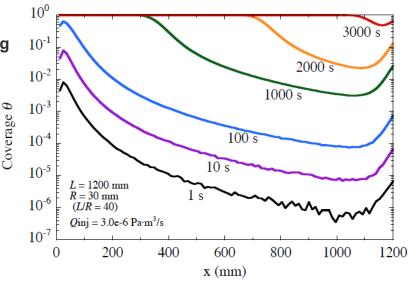
- Simple model of gas injection into NEG-coated tube.
- Assume initial sticking coefficient 1 and linear decrease as function of surface coverage.
- Fixed quasi-linear time step spacing (~100 s resolution).

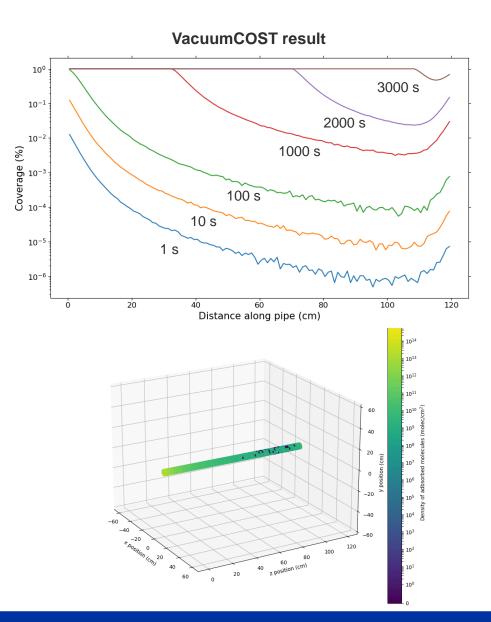


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s_0 (initial sticking probability) = 1
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 $\begin{aligned} Q_{\rm inj} = 3.0 \times 10^{.6} ~\rm{Pa} \cdot m^{3}/s ~(= 7.23 \times 10^{6} ~\rm{MCP/s} \times 10^{8} ~\rm{molecules}/\rm{MCP} \times \textit{kT}), S_{\rm pump} = 7 ~\rm{L/s} \\ \sigma_{\rm ML} = 1.0 \times 10^{19} ~\rm{molecules}/\rm{m^{2}} \end{aligned}$

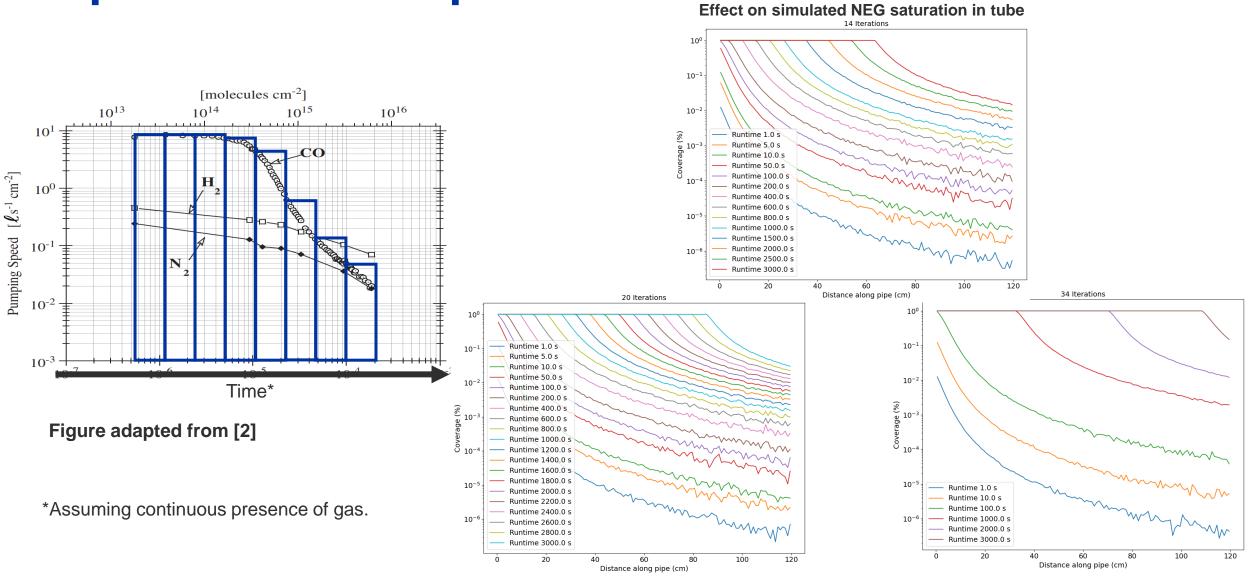
Credit: Yasunori Tanimoto [1]







Importance of temporal resolution





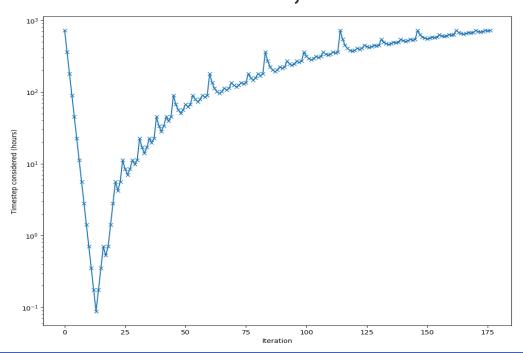
Determining required temporal resolution

- Temporal resolution affects simulation results!
 - The simulation is always lagging behind physical time both for saturation and desorption.
- What is "sufficient" temporal resolution to minimize this discrepancy?
 - May be difficult to know beforehand.
 - Steps can be pre-defined (linear, log, user-defined spacing).
- VacuumCOST can also determine required resolution for you.
 - Benefits:
 - Dynamic resolution only as good as required.
 - Automatically adapts to sudden changes in vacuum environment.
 - Drawbacks:
 - Non-uniform step spacing throughout simulation.
 - Total simulation time not known beforehand.



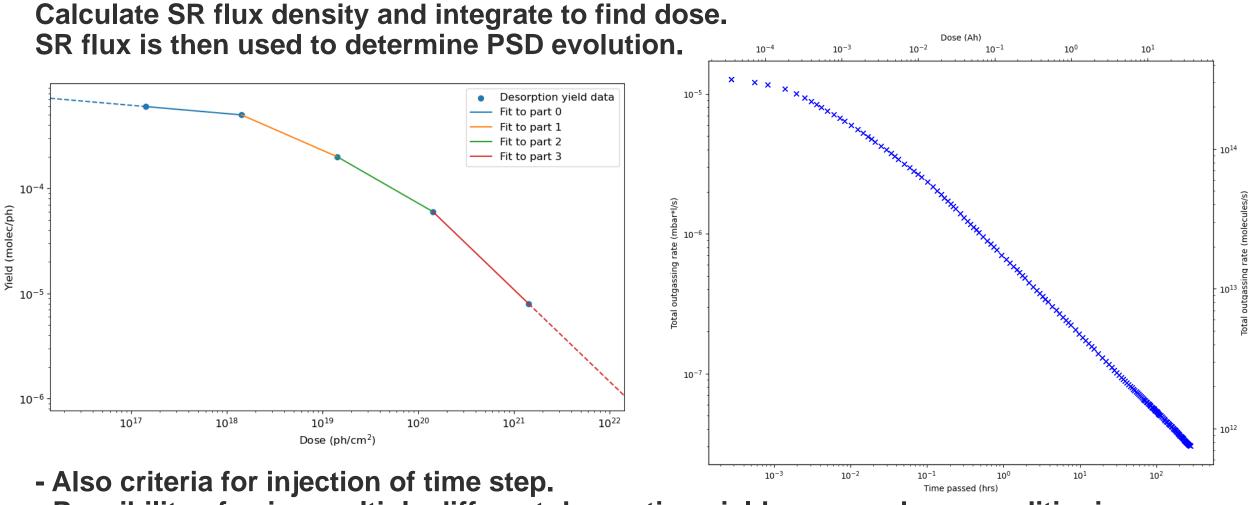
Automatic insertion of time steps

- 1. Start with only initial and final time steps.
- 2. After simulating a step, calculate the change in sticking across subset of facets*.
- 3. If change is above user-defined threshold, insert intermediate time step.





Dynamic desorption from SynRad

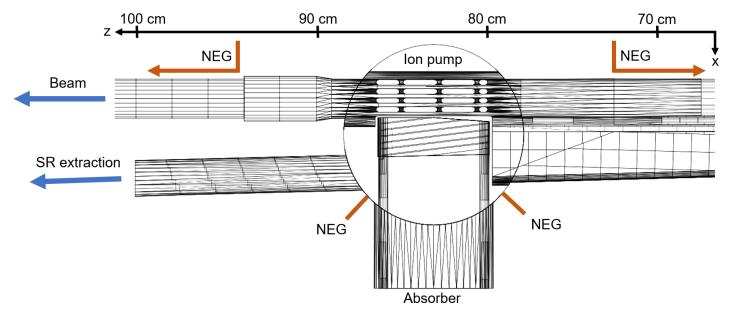


- Possibility of using multiple different desorption yield maps and pre-conditioning.



Real-world example of NEG-coated region in a light source.

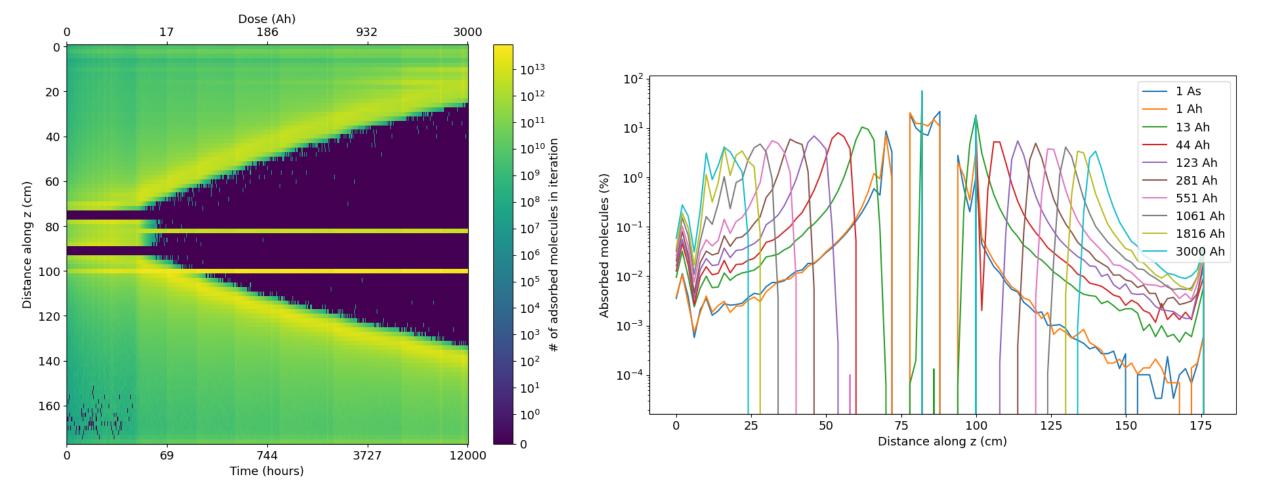
- 1. Get photon flux density from SynRad.
- 2. Simulate using MolFlow/VacuumCOST.



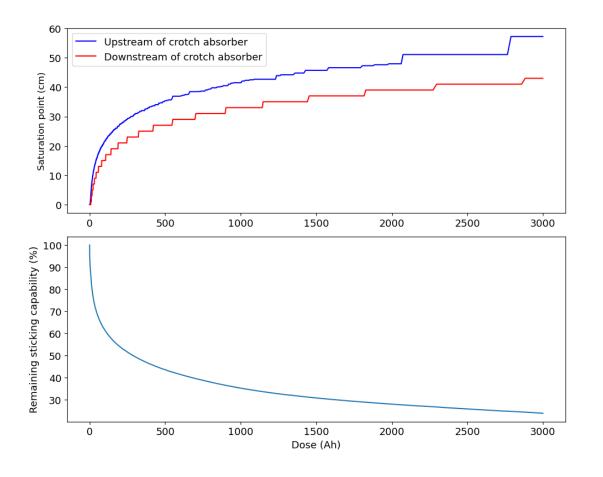
About 1600 time steps tested for a final of ~700 steps used to simulate the system until 3k Ah.

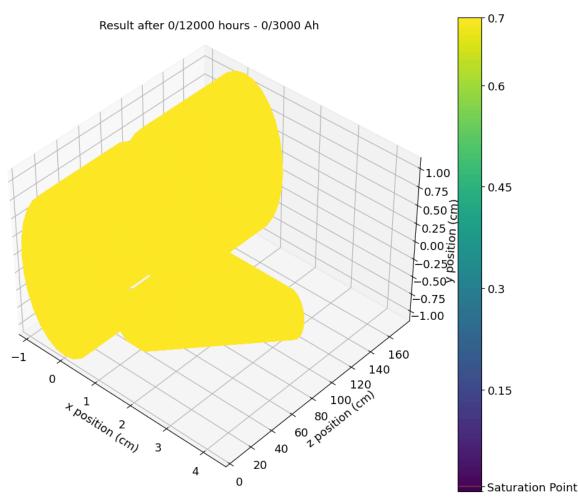


Location of molecule absorption as function of time.

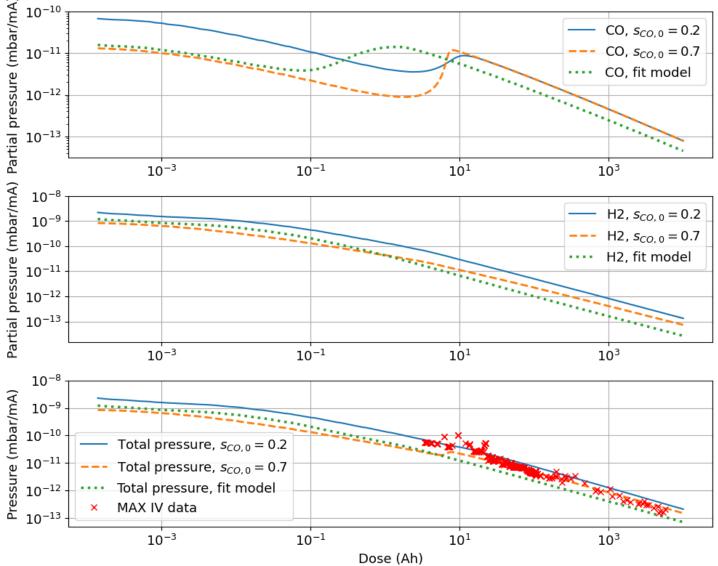












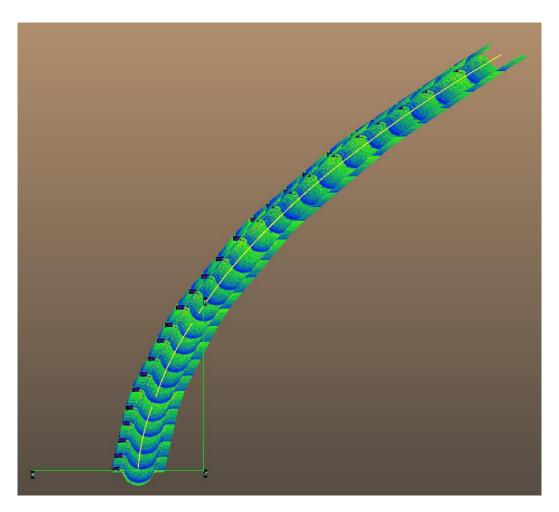


Other usage example: Simulating a leak in FCC-ee

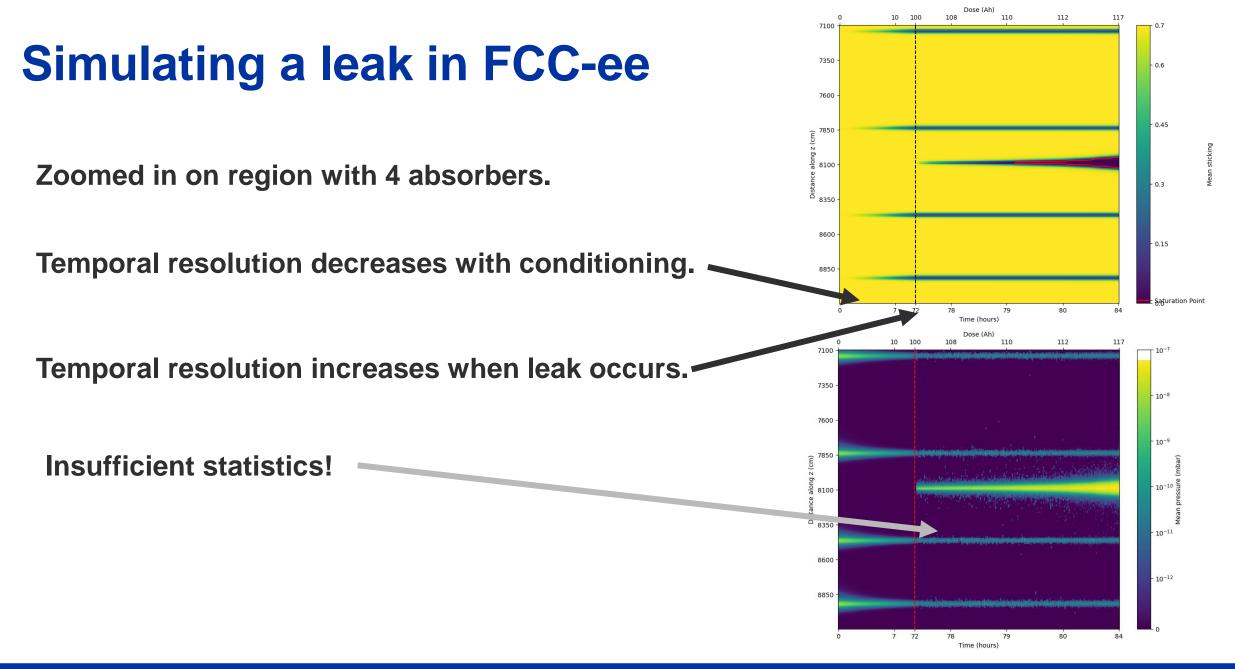
Geometry with photon absorbers every ~5.6 m Beam pipe fully NEG-coated (design maybe not up to date...).

- 1. Get photon flux density from SynRad (pictured).
- 2. Simulate using MolFlow/VacuumCOST.

- Introduce a 1e-5 mbar*l/s leak occurring after 100 Ah of conditioning.









Leak in FCC-ee (improved statistics)

Before (36 hrs CPU time)

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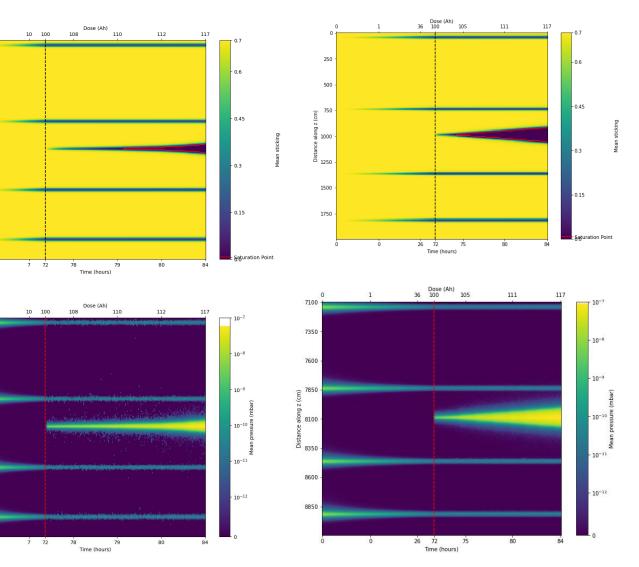
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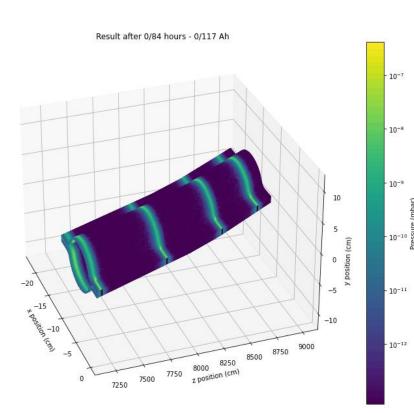
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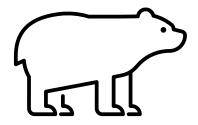
After (75 hrs CPU time)







Things to bear in mind



- Each iteration will create a new file.
 - Can use a lot of disk space for simulations with large geometries and many iterations (and high spatial resolution requires many facets!).
- Only one gas species can be simulated at a time.
- No GUI → A little bit of programming knowledge is required (but not much!).
- Finding the right trade-off between simulation time and statistics + resolution takes a bit of trial and error..
 - 1. Start by simulating a short time rather than simulating the full physical time desired.
 - 2. Decide from there the CPU time per iteration and temporal+spatial resolution required.



Summary and outlook

VacuumCOST can simulate NEG saturation front, pressure evolution, leaks, etc. but:

- Beware of sticking model sensitivity.
- Spatial/temporal resolution highly affects accuracy of results!

This feature will hopefully be implemented directly in MolFlow at some point in the future...

Code available at: https://gitlab.cern.ch/phenriks/vacuumcost

Paper: https://doi.org/10.1016/j.vacuum.2023.111992





[1] Yasunori Tanimoto: Presentation at JSAP 2016.

[2] Paolo Chiggiato & Pedro Costa Pinto (Oct 2006): Ti-Zr-V non-evaporable getter films: From development to large scale production for the Large Hadron Collider. Thin Solid Films, 515(2), 382-388. DOI: 101016/jtsf200512218

P.L. Henriksen, M. Ady, R. Kersevan: Vacuum chamber conditioning and saturation simulation tool (VacuumCOST): Enabling time-dependent simulations of pressure and NEG sticking in UHV chambers. **Vacuum Volume 212, June 2023, 111992. DOI: 10.1016/j.vacuum.2023.111992**





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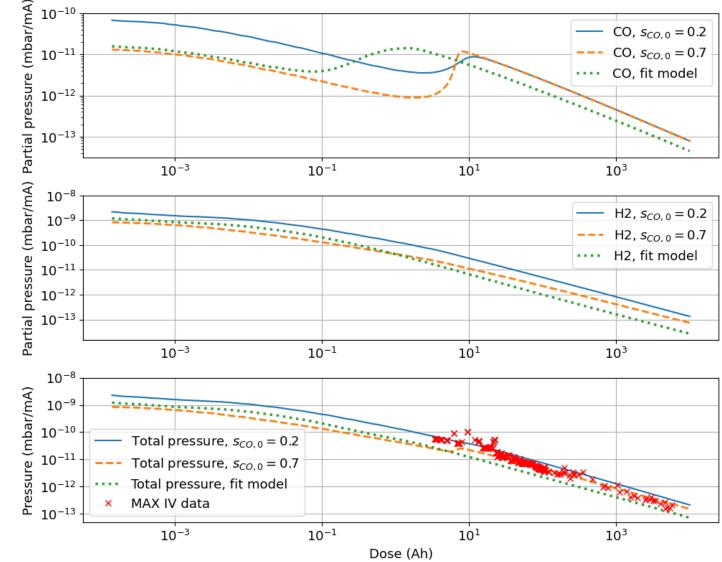
Choosing NEG sticking models

Standard models in VacuumCOST:

$$s_{\rm CO} = s_{\rm CO,0} \left(1 - \frac{Q_{\rm CO}}{Q_{\rm CO,ml}} \right)$$
$$s_{\rm H_2} = s_{\rm H_2,0} \left(1 - \frac{Q_{\rm CO}}{Q_{\rm CO,ml}} \right)^2$$
$$Q_{\rm CO,ml} = 2 \times 10^{15} \text{ molecules/cm}^2$$

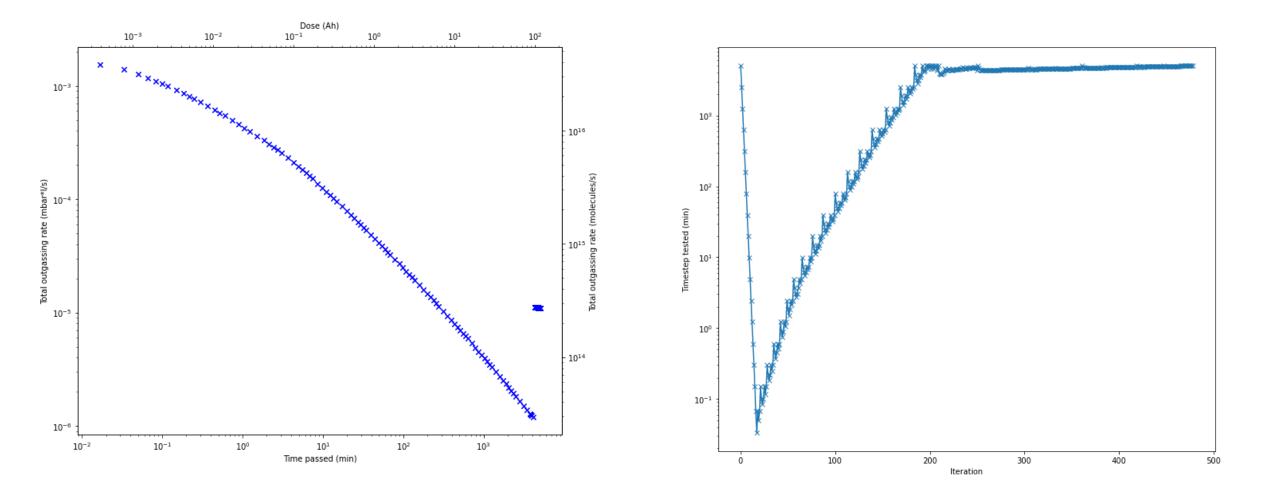
$$s_{\rm CO,0} = 0.7$$
 and $s_{\rm H_2,0} = 8 \times 10^{-3}$

Ref. [2]





Simulating a leak in FCC-ee



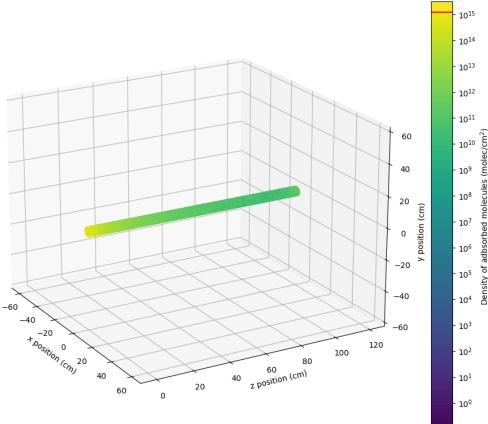


13 June 2023

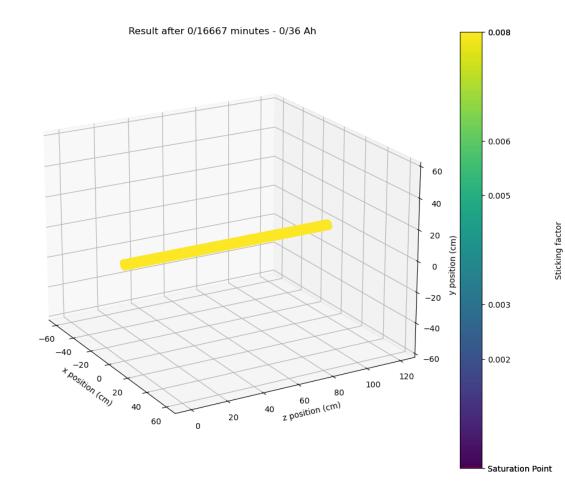
Two example of simulation results

Constant CO injection from left side of pipe

Result after 46/3000 seconds



PSD of H₂ in closed tube





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Recommended user-modifications to code

Things that should <u>always</u> be modified:

- Model-dependent parameters: Surface material, gas species, pumping speeds, "active facets", selection group names, texture data from SynRad, etc.
- Scripts for post-processing of data.

Settings users should consider modifying:

- Sticking models.
- Criteria for injecting time steps.
 - Relative + min change in sticking.
 - Disregarding microfacets.

