

# Simulations of Next-Generation Colliders

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As part of the ALEGRO (Advanced LinEar collider study GROup) Workshop 2024, we presented an invited talk on simulations of staged plasma accelerators towards future colliders. The talk built on theoretical foundations for staging [1–4] and covered algorithmic options for modeling, the need for a compatible ecosystem of simulation codes and recent numerical modeling results.

*a. Algorithmic Options* were presented for modeling, from first principle simulations (with full, electromagnetic particle-in-cell) to effective approximations and data (ML) models. There are general algorithmic choices to make between speedy simulations, which are fast and as accurate as possible, and high fidelity simulations, which are accurate and as fast as possible. The former include reduced physics (e.g., quasi-static and electro-static approximations, cylindrical geometry, fluid backgrounds) and the latter high-resolution, 3D3V, electromagnetic modeling, with a near-continuum of hybrid models in between. Reduced physics models are required for rapid initial designs, optimizations and operations. Full fidelity physics models are needed for stability proofs, exploration and ML training data generation.

From particle source over staged acceleration to interaction point the modeling requirements vary: plasma source/beam generation often requires full electromagnetic PIC [5, 6], potentially with moderate boosted frame (e.g.,  $\gamma = 5$ ). Staged plasma acceleration benefits from full PIC with high relativistic gamma factor or quasi-static codes [7]. Transport is best performed with electrostatic PIC in the beam frame with s-based modeling [8, 9]. Interaction point physics at ultra-relativistic energies can use electrostatic PIC to model beam crossing coupled with Monte-Carlo QED modules [10]. A compatible ecosystem of codes, implementing and sharing models and data, needs to be striven for that uses standardized input/output and common principles/practices (e.g., open source development practices, continuous integration testing/benchmarking, open documentation) [11, 12].

*b. Community Ecosystems.* The Beam, Plasma & Accelerator Simulation Toolkit (BLAST) was presented as a compatible toolkit striving to address these modeling needs from laptop to Exascale supercomputer [6–9, 13–16]. BLAST codes are part of the Collaboration for Advanced Modeling of Particle Accelerators (CAMPAs), which is highly synergistic with ALEGRO goals to de-

sign advanced plasma-based colliders. CAMPAs also develops novel algorithms, supports standards such as the Particle-In-Cell Modeling Interface (PICMI) and open particle-mesh data standard (openPMD) [17–19], codes beyond BLAST [20, 21], laser manipulation and exchange (LASYS) [22, 23], and ML-based optimization (optimas) [24, 25].

*c. Modeling Staging: Levels of Realism.* One of the pressing needs of the community towards trustworthy plasma-based collider designs is to systematically increase the realism via start-to-end modeling [26]. That requires stepwise maximizing energy gain while conserving transported charge, minimizing energy spread, controlling emittance growth, and ultimately ensuring compactness and energy efficiency as well as robustness under realistic profiles [22], fluctuations and uncertainties in operations. In modeling, this requires establishing workflows (e.g., optimization [24]) that are easy to reproduce, automate & repeat, memorize (with ML) [27, 28], and abstract away.

For acceleration stages, 3D WarpX simulations with low witness beam charge were presented, increasing the currently modeled number of stages from 3 to 50 [29, 30]. Individual stages were then optimized with electrostatic RZ modeling [13] using ML-guided optimization (Bayesian Optimization) [24, 31] to find LPA downramp profiles below the adiabatic limit for stages from 1 GeV to 10 TeV while preserving emittance growth up to 10 pC.

Addressing a need to model the plasma-conventional hybrid beamlines required for transport gaps in a collider, a novel surrogate approach for including plasma elements in beamline modeling was explored [28]. In the presented approach, high-fidelity, full PIC simulations (WarpX) were used to train a neural network [27] that then enabled %-level accurate tracking of beam moments using ML inference of trained LPA stages via all-GPU accelerated ImpactX beamline simulations. The achieved performance for GPU inference was 63 ns / particles / stage with total simulation runtime of 15 stages and transport as low as 2-4 simulations per GPU and second. It is envisioned that this will enable rapid design studies of complex transport gaps, e.g., for HALHF [32, 33].

Lastly, 3D WarpX simulations and new collaborations were presented to study beam crossing for machines such as ILC, HALHF and others [33–35].

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