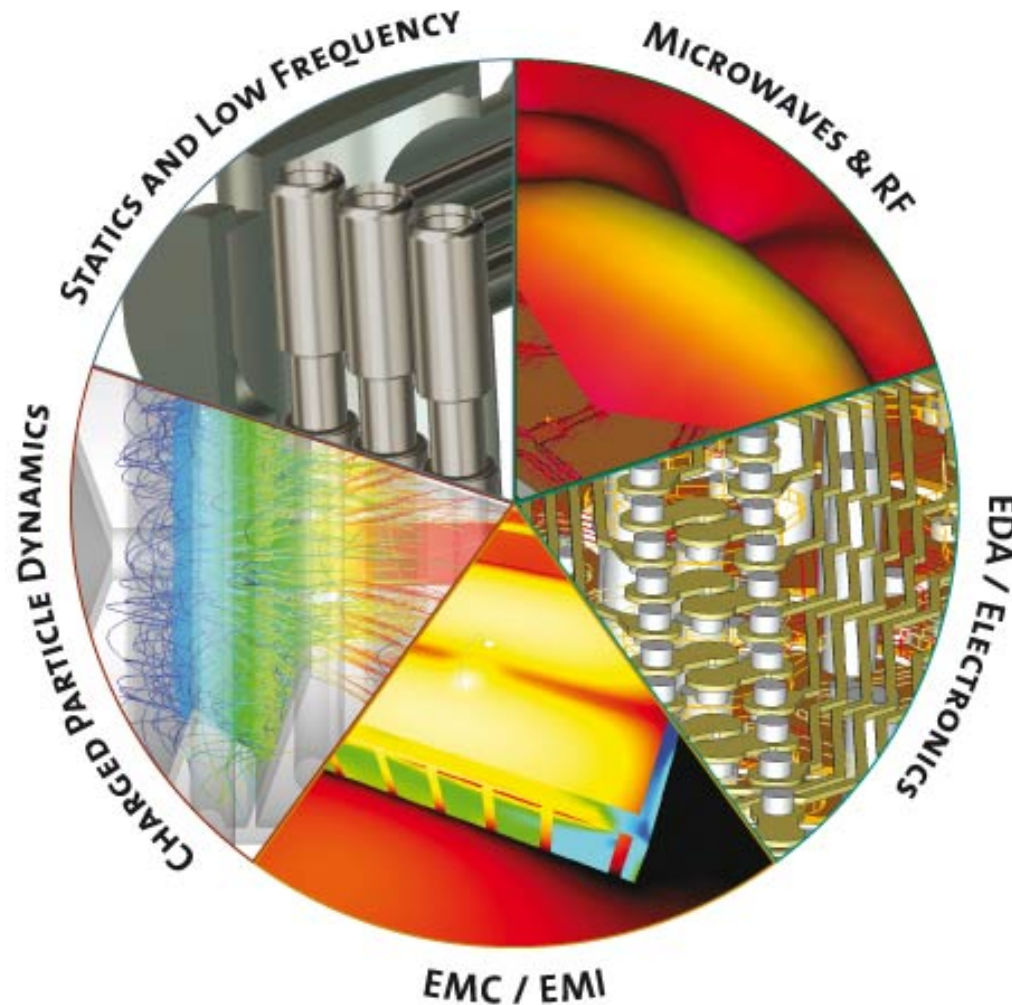


# Simulation of a Resistive Wall Pipe with CST



# Simulation of a Resistive Wall Pipe

## Let's review the theory:

Under some assumptions we wrote the longitudinal impedance as:

$$Z_{//}(\omega) = [1 - i \operatorname{sgn}(\omega)] \frac{L}{2\pi b} \sqrt{\frac{Z_0 |\omega|}{2c\sigma_c}}$$

The wake field was given by:

$$w_{//}(z) = \frac{Lc}{4\pi b} \sqrt{\frac{Z_0}{\pi\sigma_c}} \frac{1}{|z|^{3/2}}$$

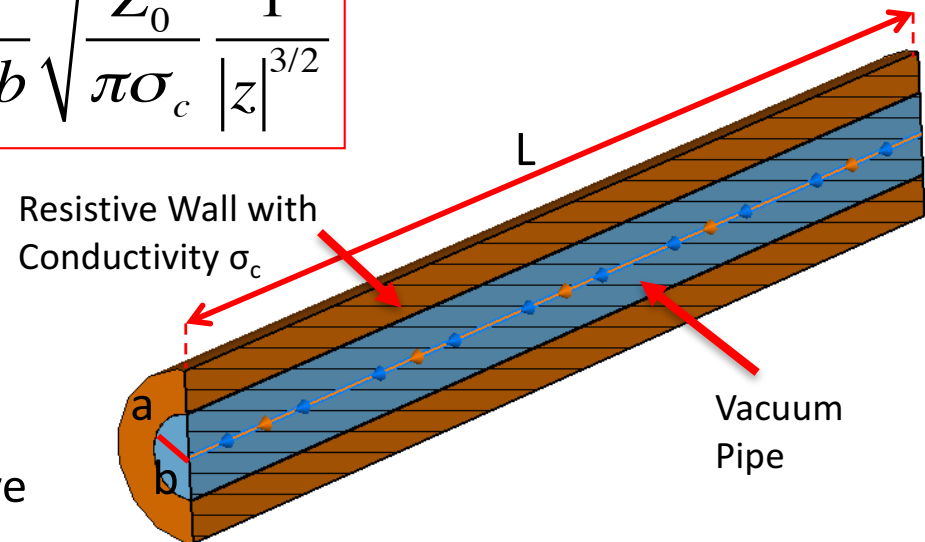
We have also defined the wake potential of a bunch as

$$W_{//}(z) = \frac{1}{q} \int_{-\infty}^{\infty} w_{//}(z' - z) \lambda(z') dz'$$

If we consider a Gaussian bunch, the above integral can be done, giving

$$W_{//}(z) = \frac{cL}{4\pi b\sigma_z^{3/2}} \sqrt{\frac{Z_0}{\sigma_c}} |x|^{3/2} e^{-x^2} \{I_{-3/4}(x^2) - I_{1/4}(x^2) + \operatorname{sgn}(z)[I_{3/4}(x^2) - I_{-1/4}(x^2)]\}$$

with  $x = z/2\sigma_z$



# Simulation of a Resistive Wall Pipe

## WHY CST?

CST Studio Suite is a software used for the study of electromagnetic fields. It comprises tools for the design and optimization of accelerator devices operating in a wide range of frequencies, from static to optical. Analysis may also include thermal and mechanical effects, as well as circuit simulations.

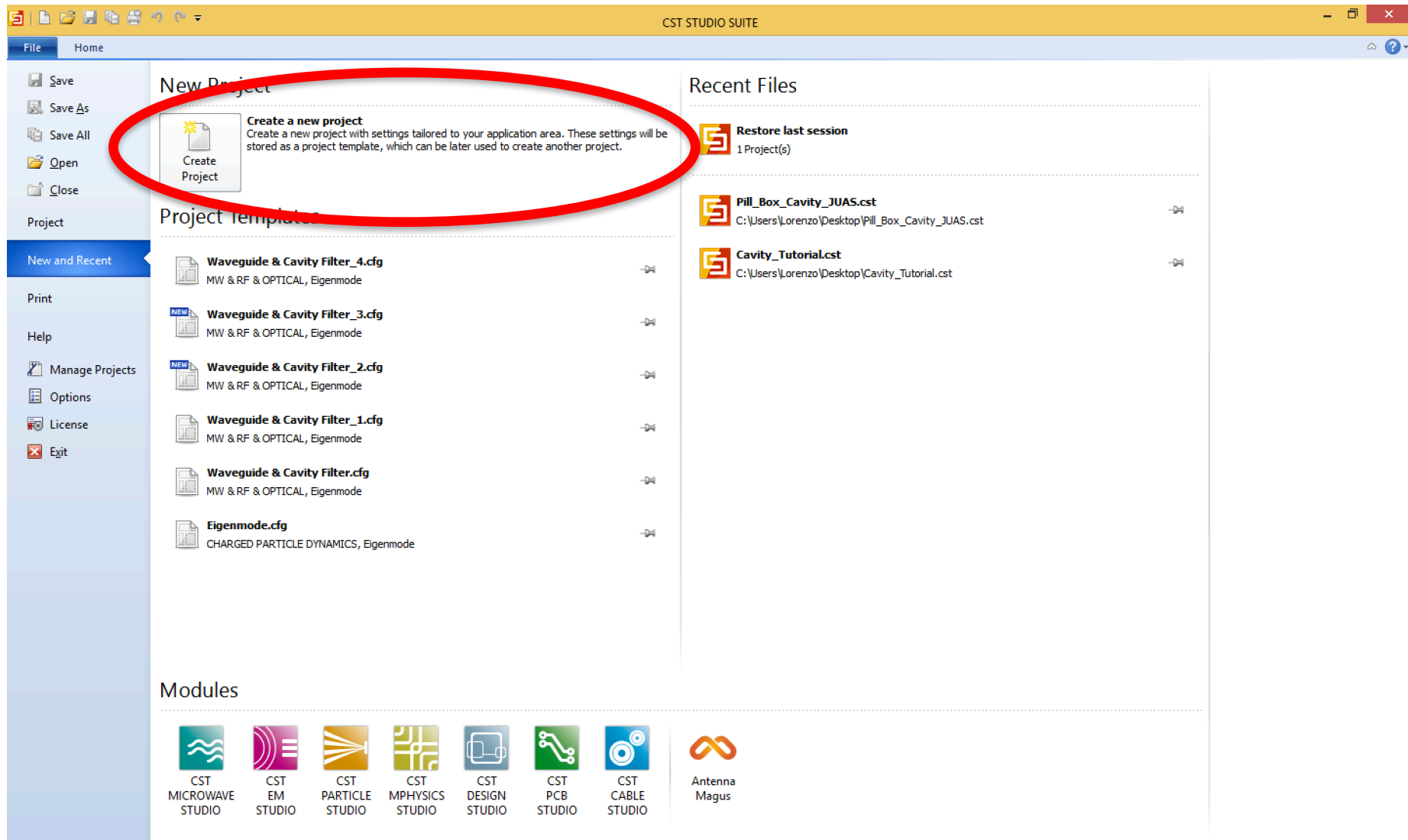
## WHAT ARE WE GOING TO DO?

In this tutorial we are going to show, step by step, how to use CST in order to design a [resistive wall pipe](#) and determine wake potential and impedance.

# Simulation of a Resistive Wall Pipe

**READY TO GO!**

Open CST studio suite and select “Create a new Project”

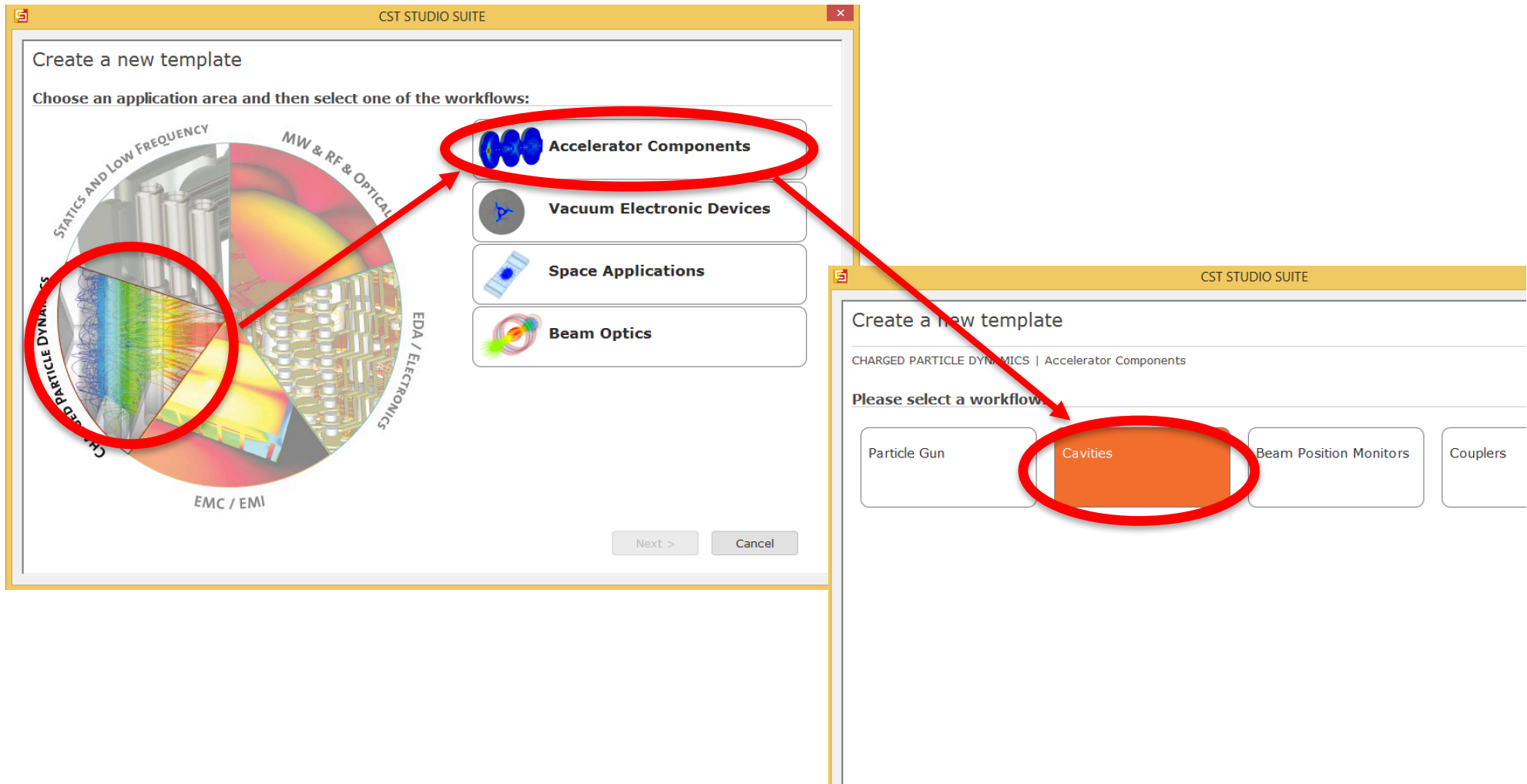




# Simulation of a Resistive Wall Pipe

**READY TO GO!**

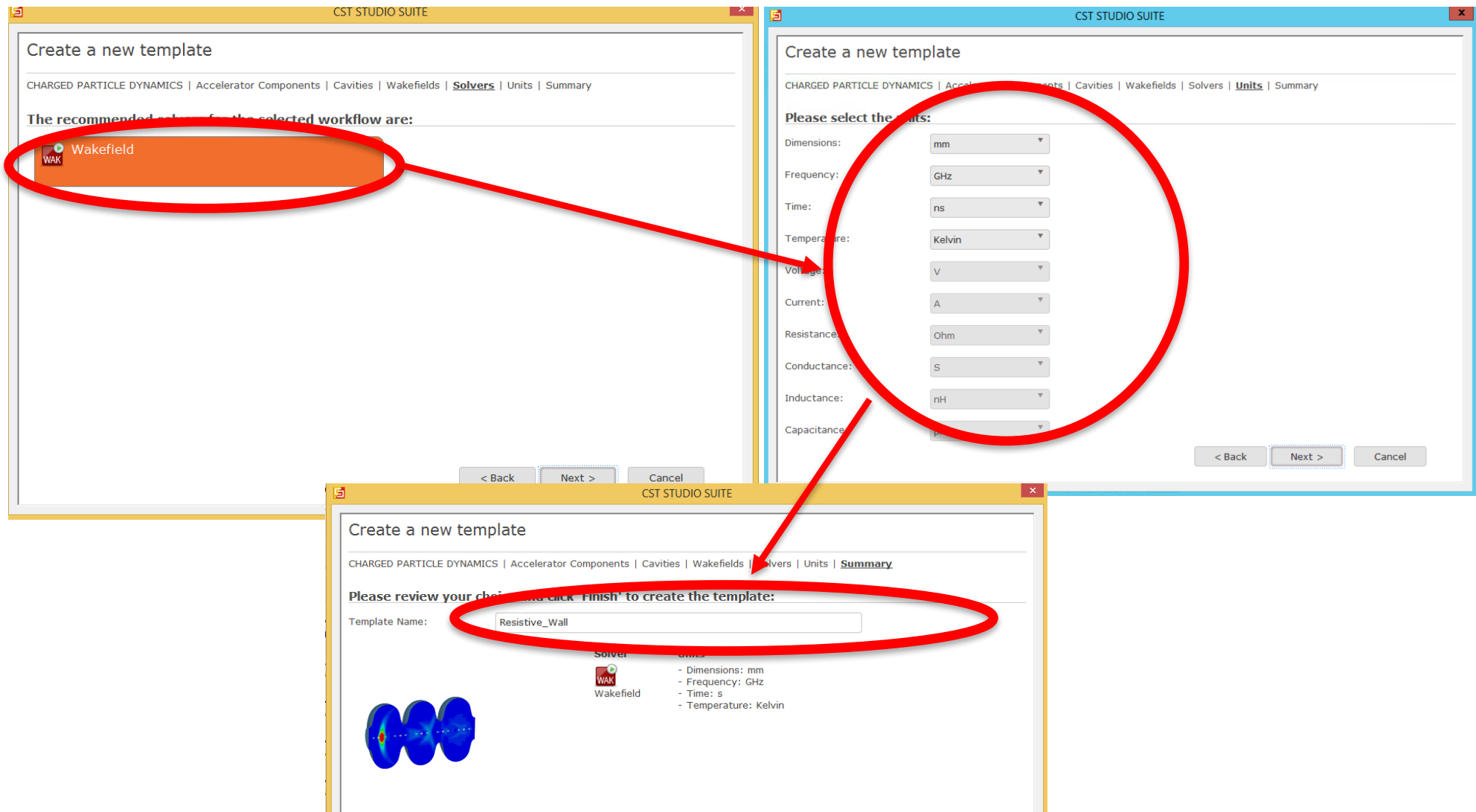
Now we need to select the correct Solver, Wakefield. Thus let's select Charged Particle Dynamics-> Accelerator Components -> Cavities



# Simulation of a Resistive Wall Pipe

**READY TO GO!**

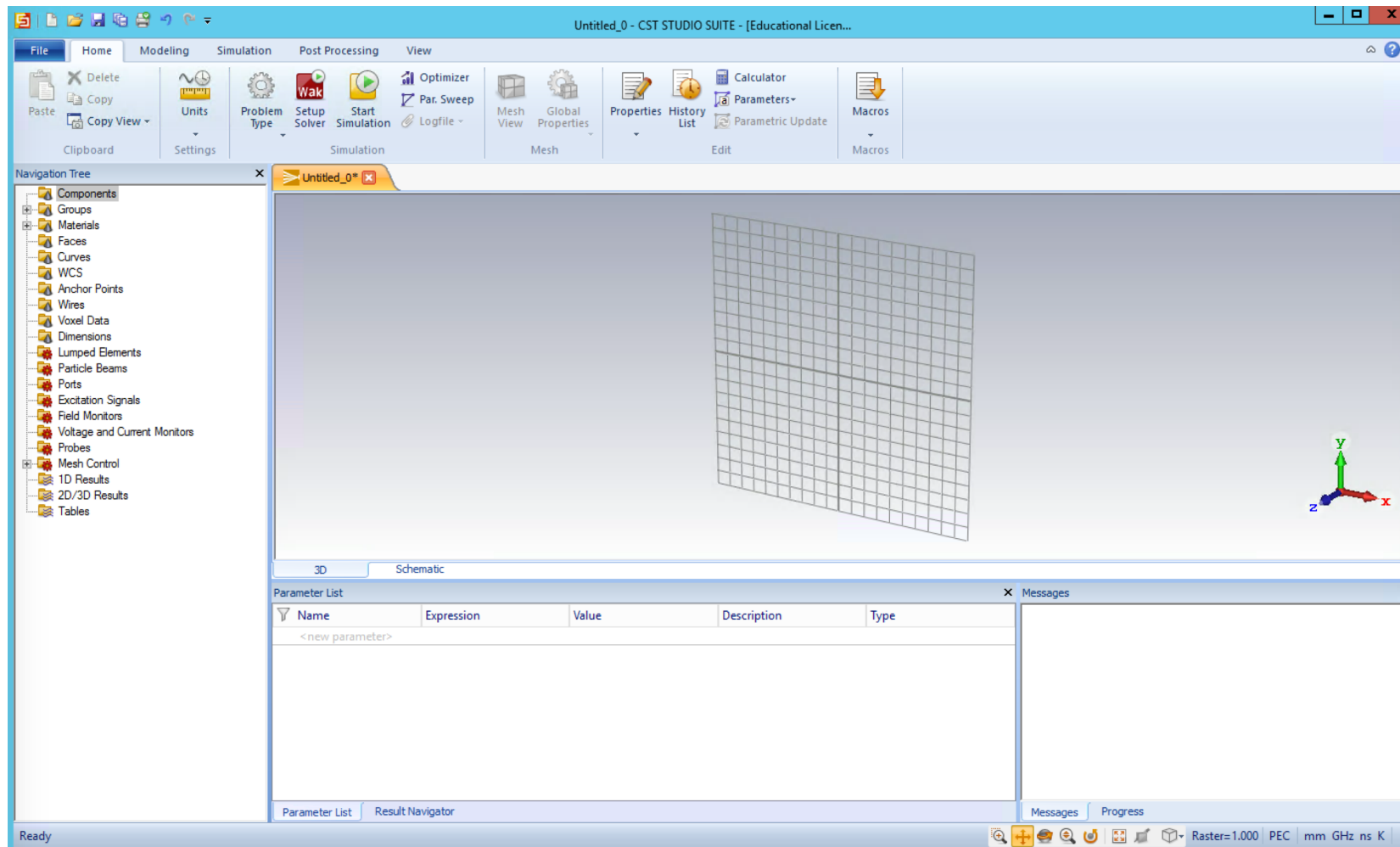
Then “Wakefield”. After that, we select the working dimensional units (mm, GHz, s,...) and call the file as : Resistive\_Wall



# Simulation of a Resistive Wall Pipe

**READY TO GO!**

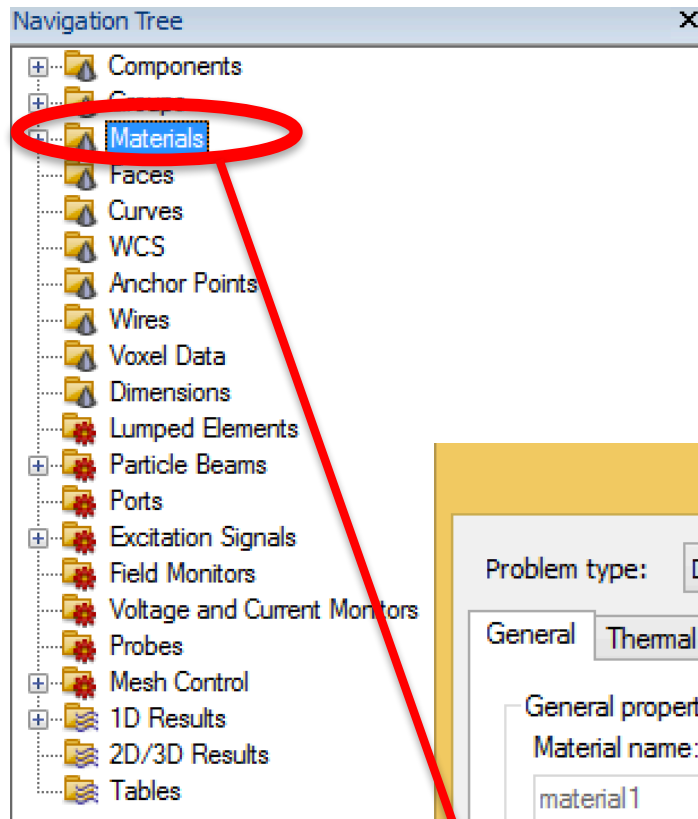
You should now see a screen like this one.



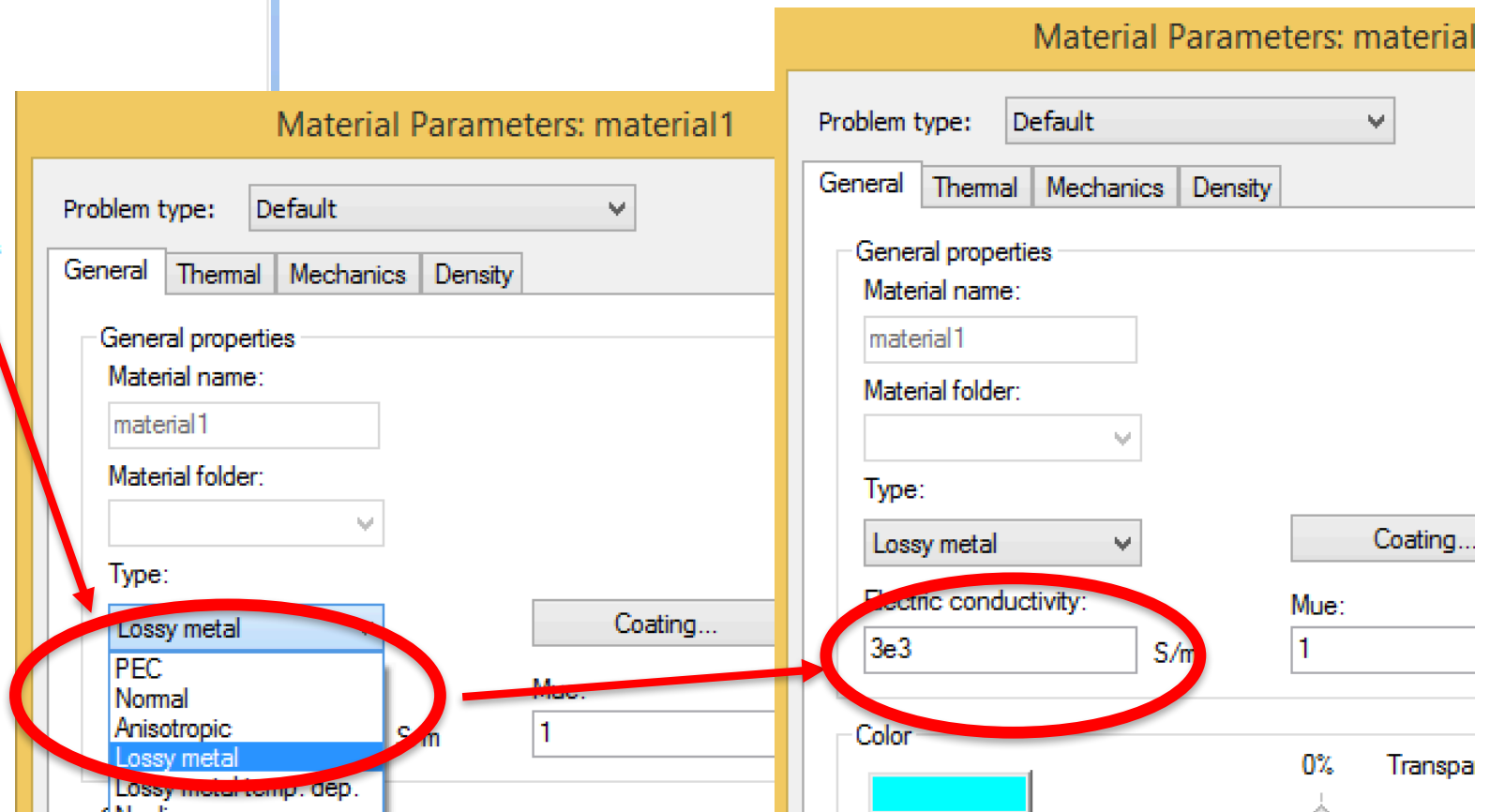
The working window is divided into 5 sub-windows (but it depends on the chosen preferences). The largest one shows the figure of the device you are designing.

# Simulation of a Resistive Wall Pipe

## MODELING



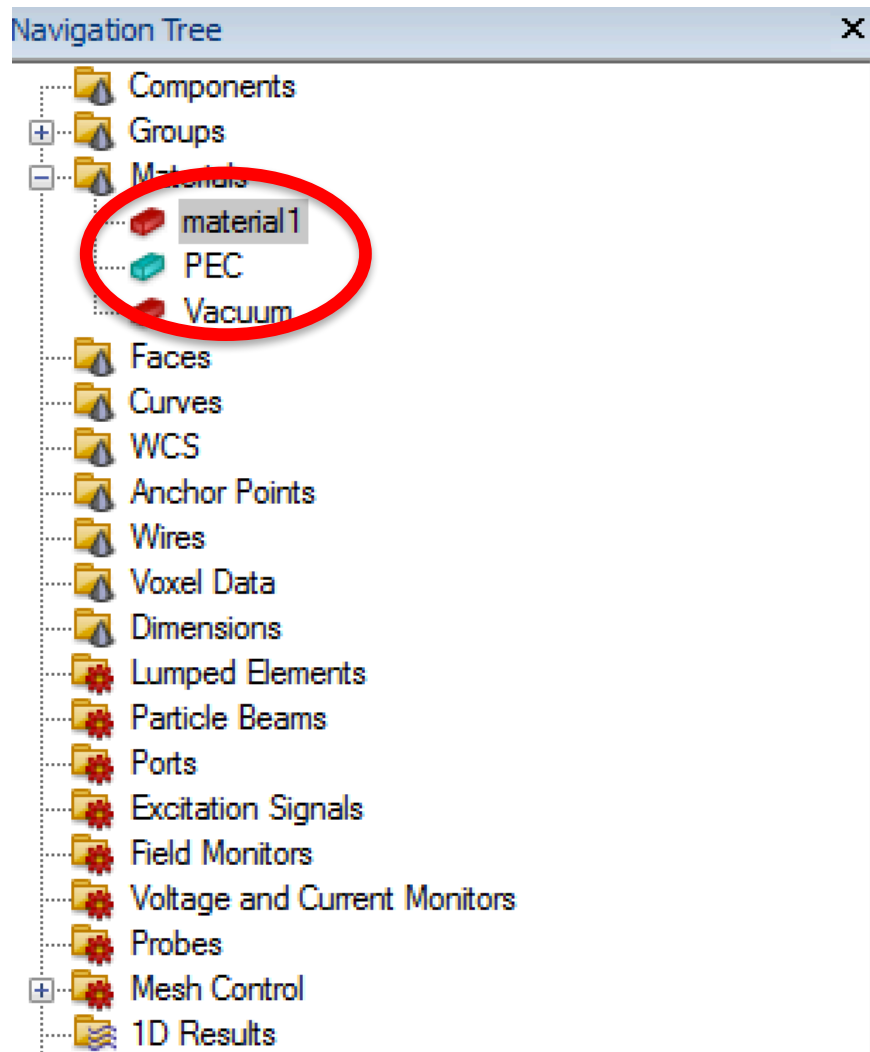
Let's now define a new material with a given conductivity. Let's select "materials" on the navigation tree on the left of the working window. Then, right-click on the folder and select "New Material..." from the menu. Select "Lossy metal" as "Type" in the General menu and then set the conductivity value at  $3e3$  S/m.



# Simulation of a Resistive Wall Pipe

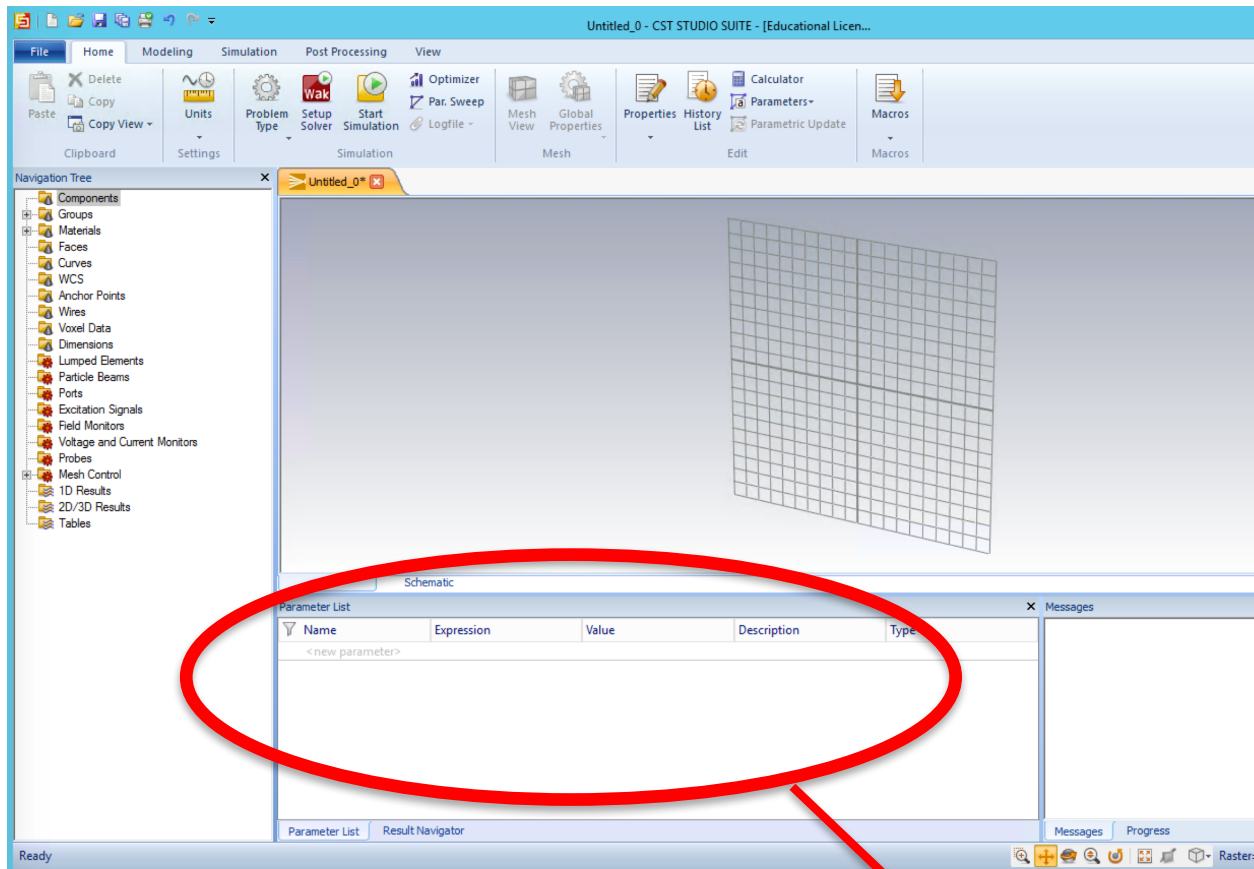
## MODELING

Now you should be able to see your new material in the materials list as shown.



# Simulation of a Resistive Wall Pipe

## MODELING



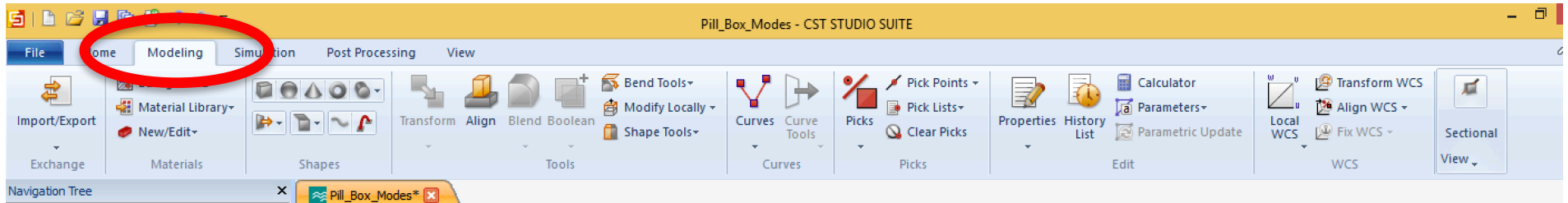
Let's now introduce the geometrical dimensions of the beam pipe as parameters. This will allow easily to modify the entire model in future. It is possible to enter the parameter name, its expression (it could be a value, according to the dimensional units previously selected, or a combination of other parameters), its description and its type.

Name	Expression	Value	Description	Type
L	= 150	150		Length
a	= 12	12		Length
b	= 10	10		Length
< new parameter >				

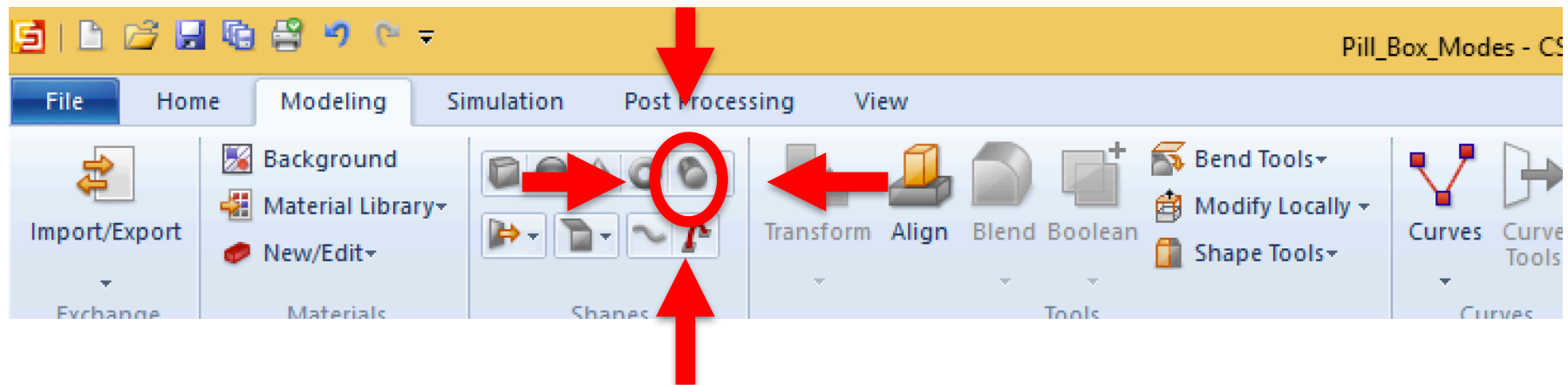
# Simulation of a Resistive Wall Pipe

## MODELING

Now click on “Modeling” item on the top menu



Then select the cylinder





# Simulation of a Resistive Wall Pipe

## MODELING

Press esc. You should visualize the following window.

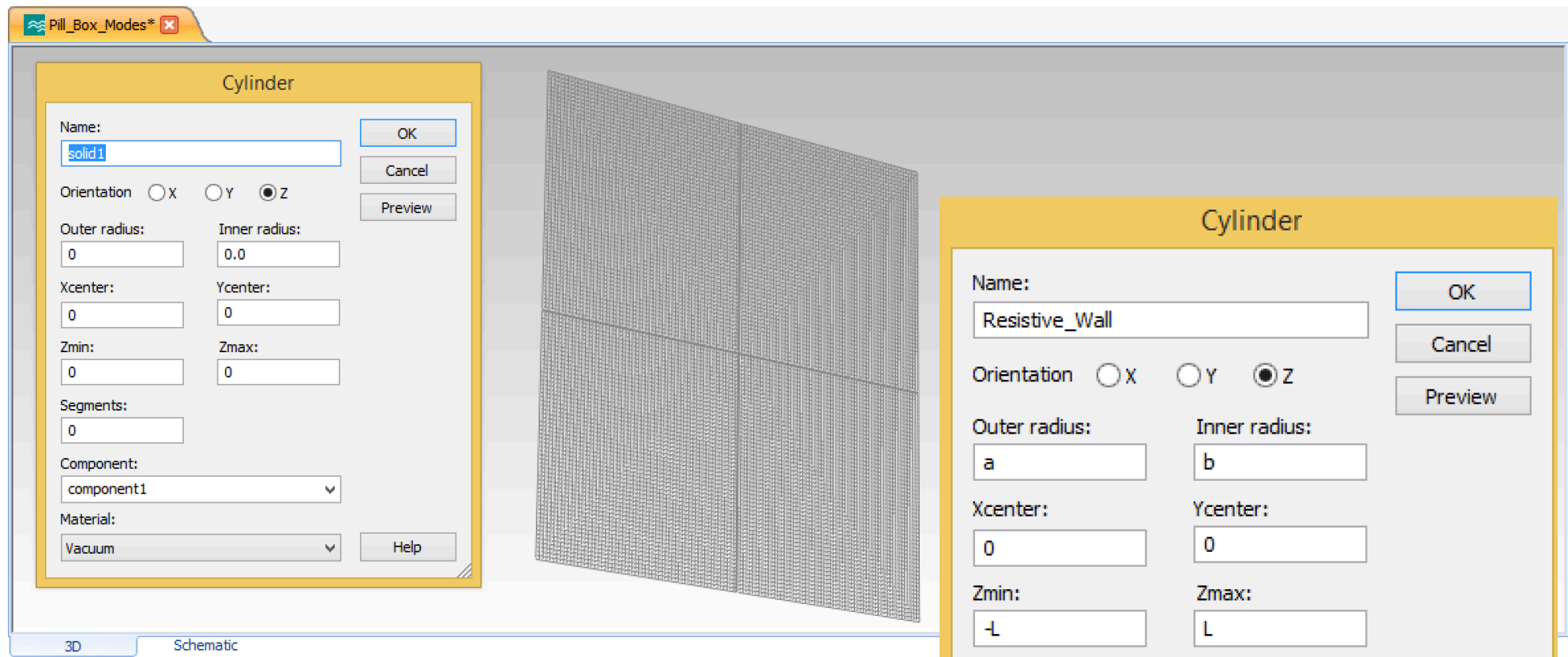
The image shows a CAD software interface with two 'Cylinder' dialog boxes and a 3D model of a pipe. The left dialog box is titled 'Cylinder' and has the following settings: Name: solid1, Orientation: Z (selected), Outer radius: 0, Inner radius: 0.0, Xcenter: 0, Ycenter: 0, Zmin: 0, Zmax: 0, Segments: 0, Component: component1, Material: Vacuum. The right dialog box is also titled 'Cylinder' and has the following settings: Name: Vacuum\_Pipe, Orientation: Z (selected), Outer radius: b, Inner radius: 0.0, Xcenter: 0, Ycenter: 0, Zmin: -L, Zmax: L, Segments: 0, Component: component1, Material: Vacuum. The 'Material' dropdown in the right dialog is circled in red. A red arrow points from the text below to the right dialog. The 3D model shows a pipe with a meshed surface.

Fill the windows as shown and press OK. Remember to select “Vacuum” as material. You have now the vacuum pipe.

# Simulation of a Resistive Wall Pipe

## MODELING

Repeat the instructions to create a resistive beam pipe, filling the window as shown below

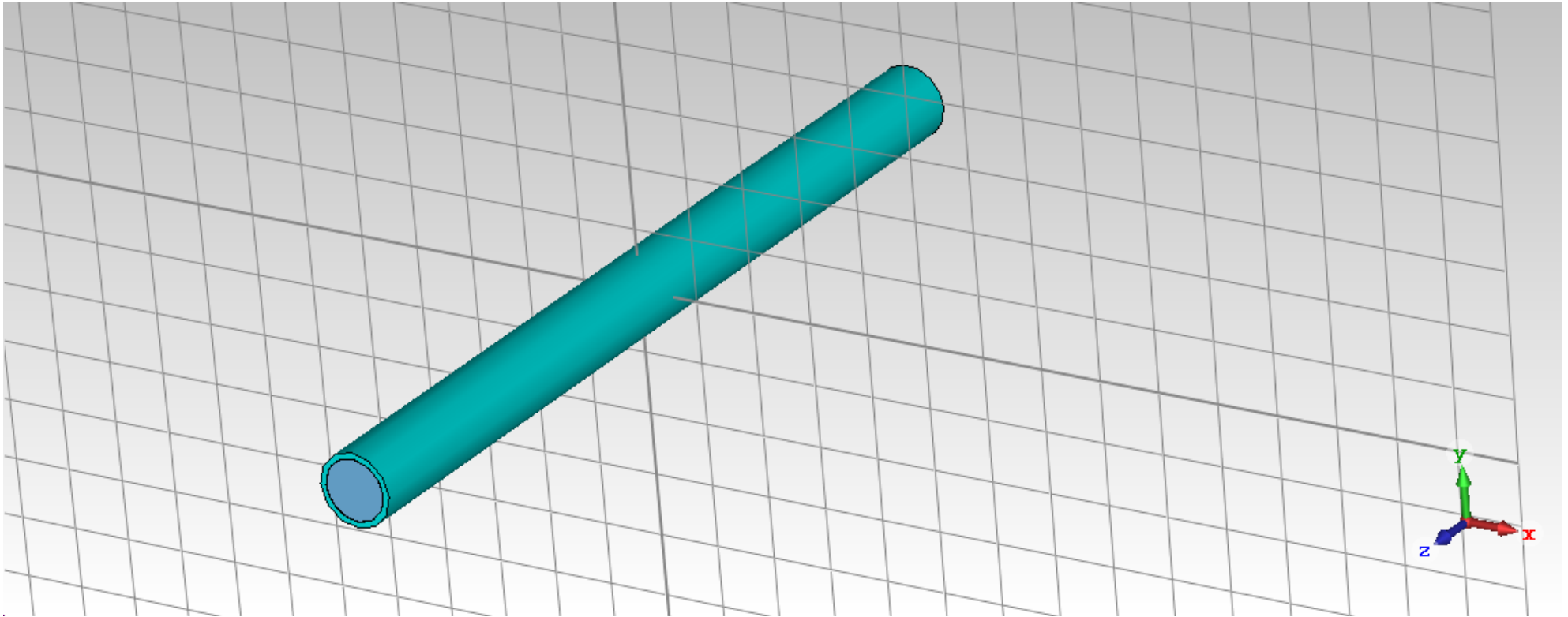


Fill the windows as shown and press OK. Remember to select “material1” as material. Here it is the resistive pipe!

# Simulation of a Resistive Wall Pipe

## MODELING

This is our Resistive Beam Pipe!



The geometry is done!

# Simulation of a Resistive Wall Pipe

## ANALYSIS

We are almost ready for simulations, but we first need to define the particle beam, that is the source of the wakefield.

Let's right-click on "Particle Beams" in the "Navigation Tree" window and select "New Particle Beam". Then set the values as shown.

The image shows the 'Define Particle Beam' dialog box in a simulation software. The 'Navigation Tree' on the left shows 'Particle Beams' selected, with a context menu open showing 'New Particle Beam...'. The dialog box has several sections:

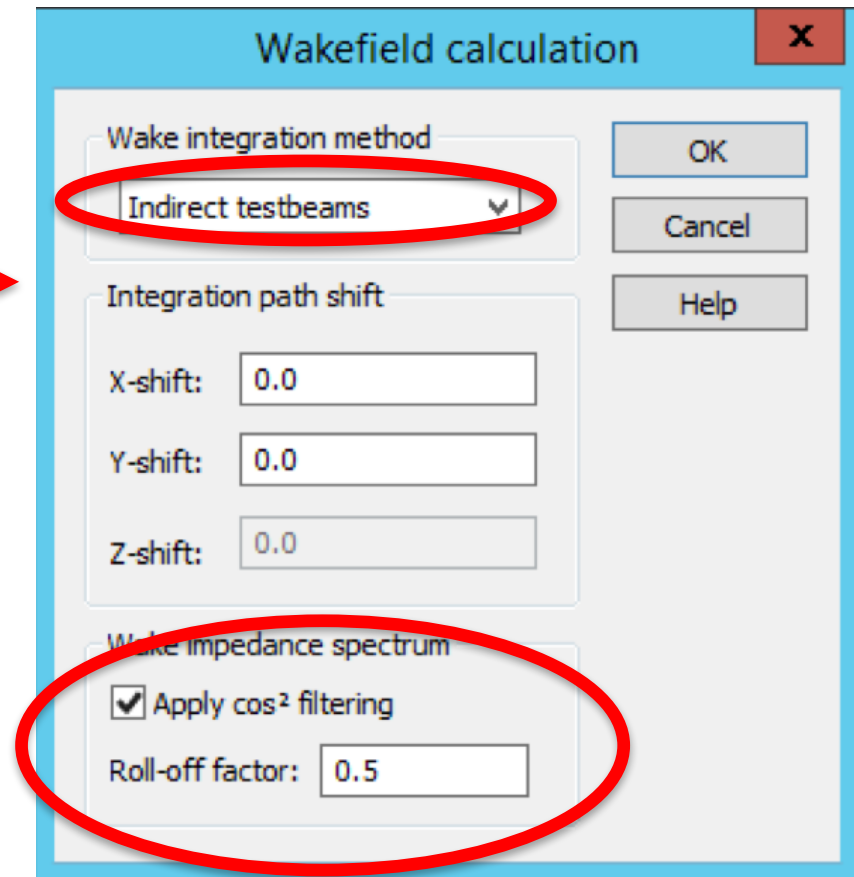
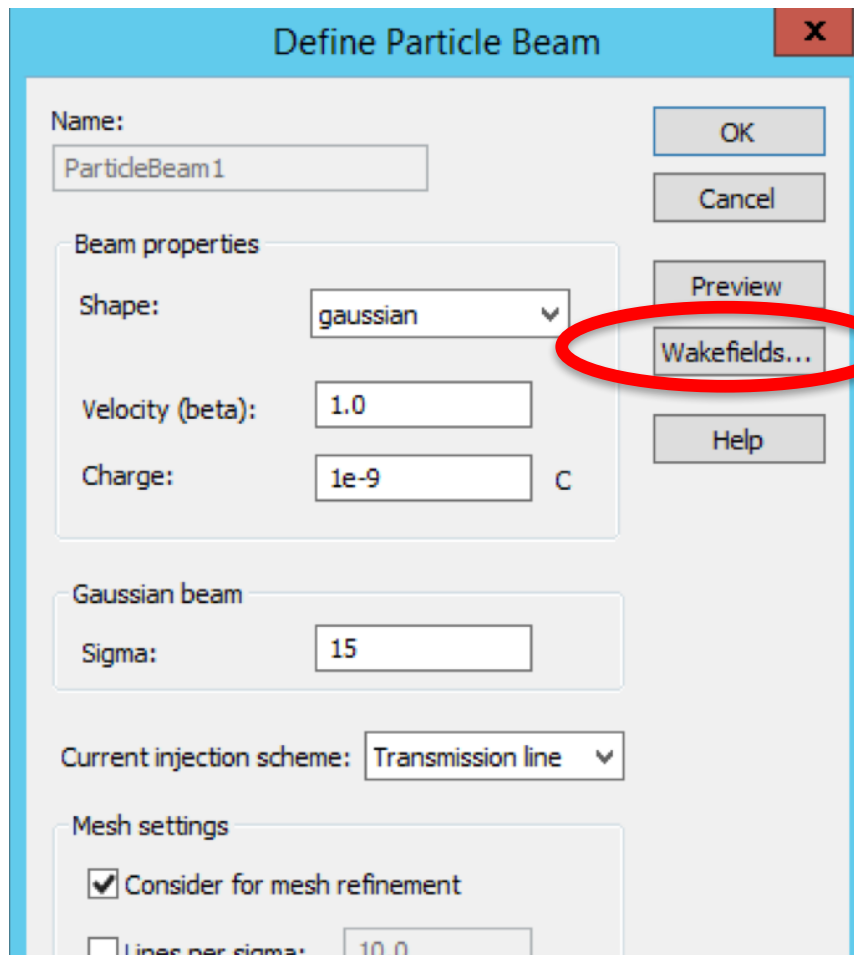
- Name:** ParticleBeam1
- Beam properties:**
  - Shape: gaussian
  - Velocity (beta): 1.0
  - Charge: 1e-9 C
- Gaussian beam:**
  - Sigma: 15
- Current source:** Transmission line
- Mesh settings:**
  - Consider for mesh refinement
  - Lines per sigma: 10.0

Red arrows and circles highlight the 'Particle Beams' menu item, the 'New Particle Beam...' option, the 'Charge' field, the 'Sigma' field, the 'Transmission line' dropdown, and the 'Consider for mesh refinement' checkbox.

# Simulation of a Resistive Wall Pipe

## ANALYSIS

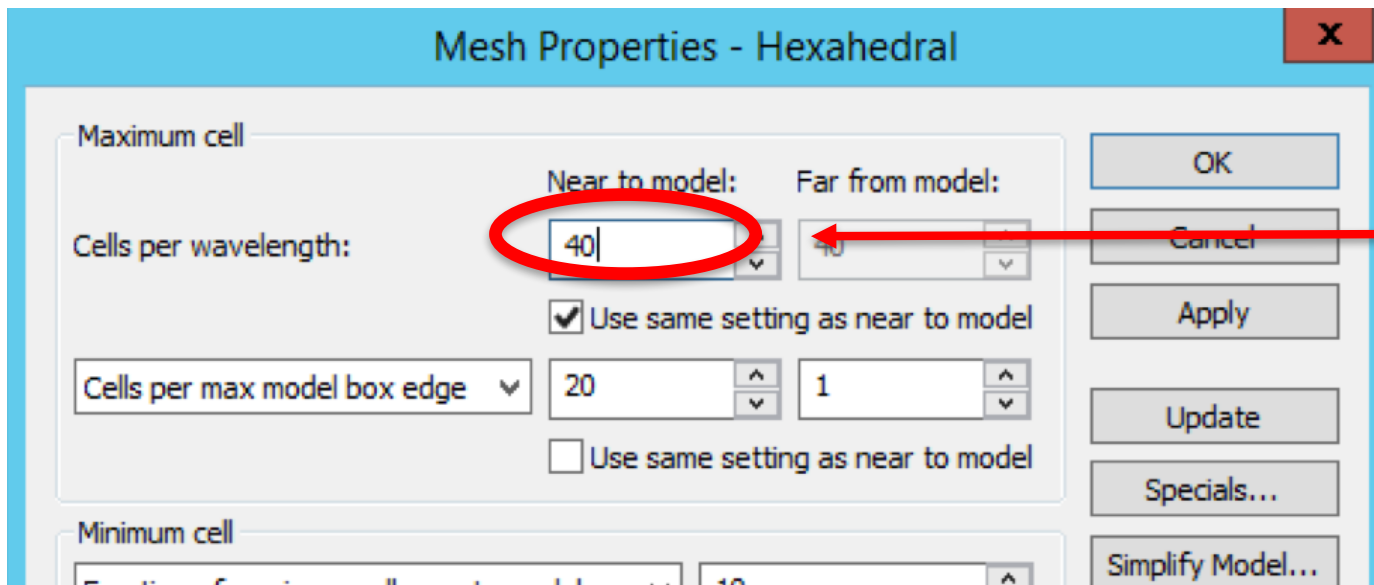
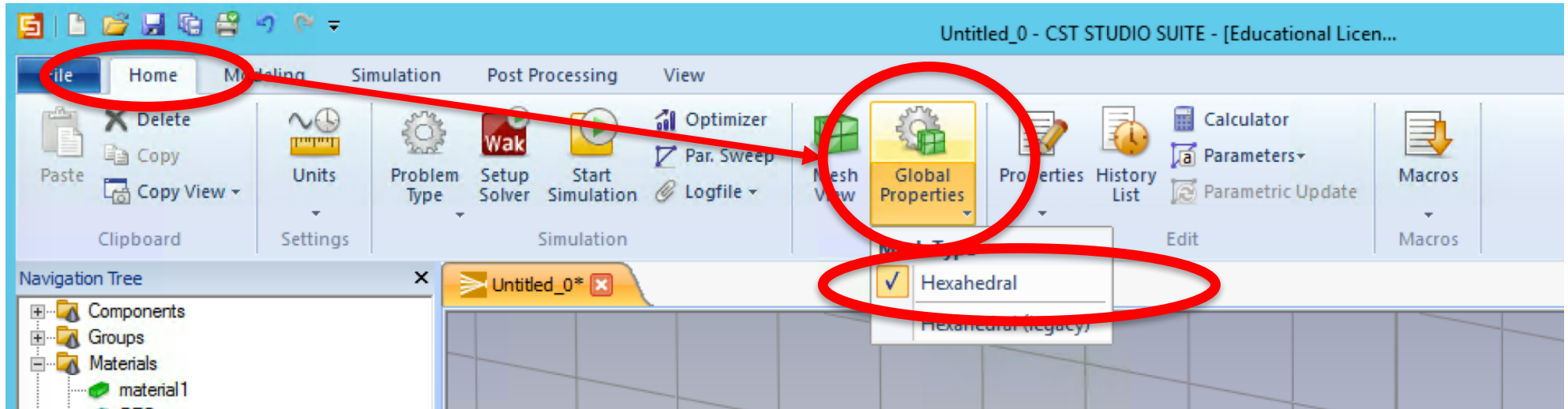
Click now on “Wakefields...” and change the “Wake integration method” from “Direct” to “Indirect testbeams” (if possible, you should always use it). In addition to that, let’s apply a roll-off parameter of 0.5 (this will lead to a smoother solution, removing numerical noise in the results).



# Simulation of a Resistive Wall Pipe

## ANALYSIS

Let's now adjust the mesh. Select, from the top menu, Home -> Global Properties -> Hexahedral



Then, in the window that appears, set the value as shown.

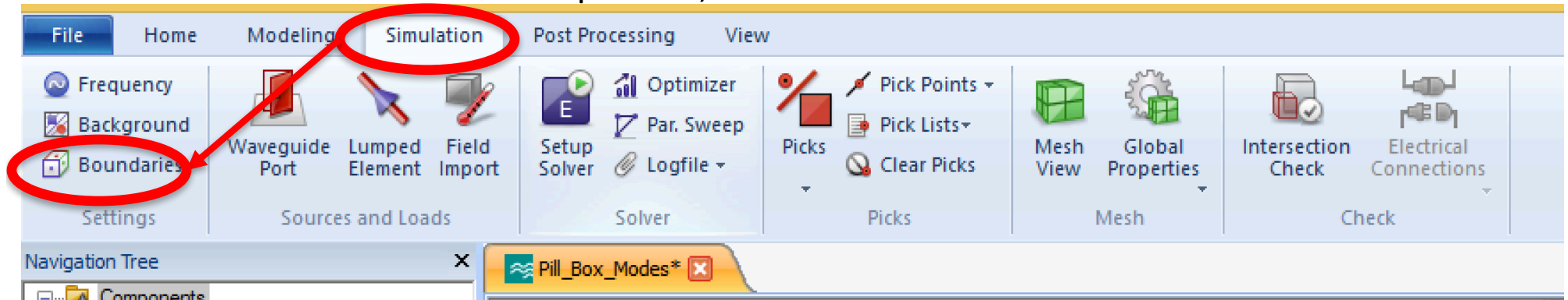


# Simulation of a Resistive Wall Pipe

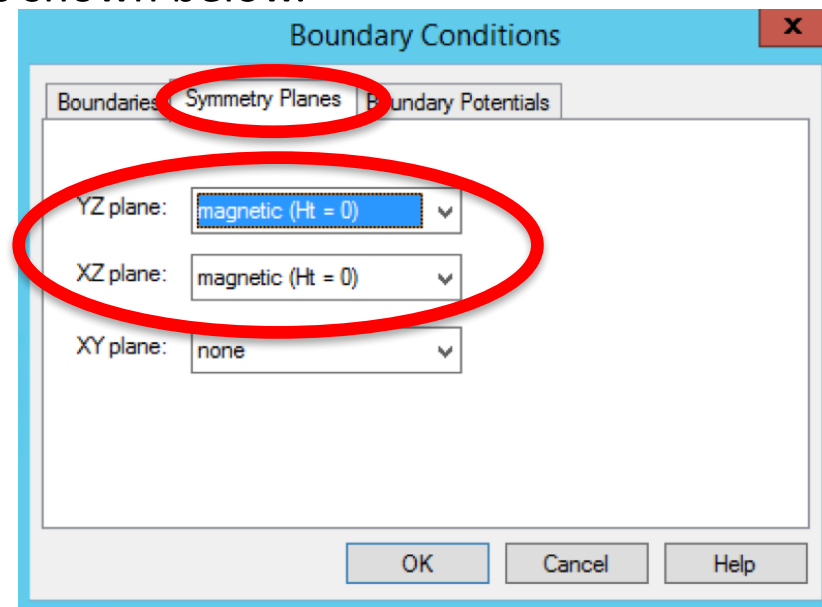
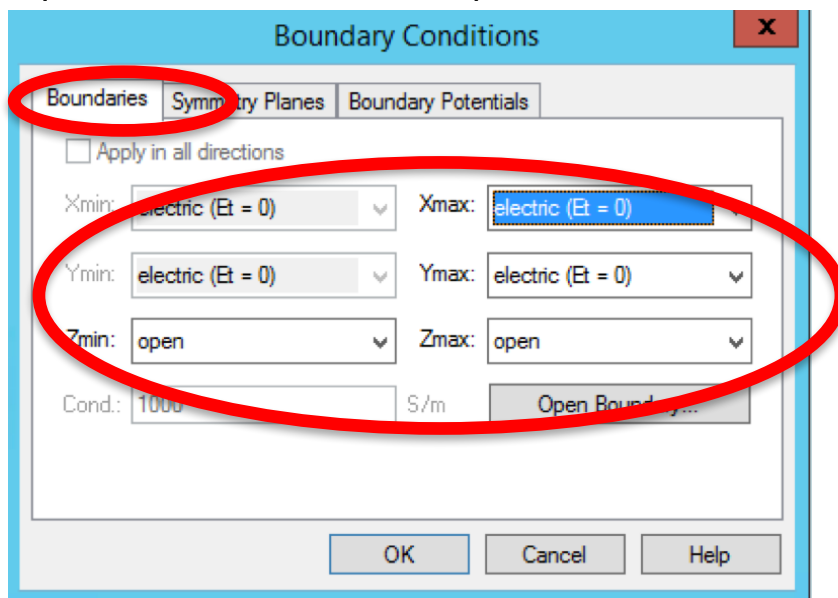
## ANALYSIS

Almost done.

Click on “Simulations” on the top menu, then “Boundaries”



Let's now select the symmetry planes of our geometry from the “Symmetry Planes” window (YZ  $H_t=0$  and XZ  $H_t=0$ ) and the boundaries as shown below.

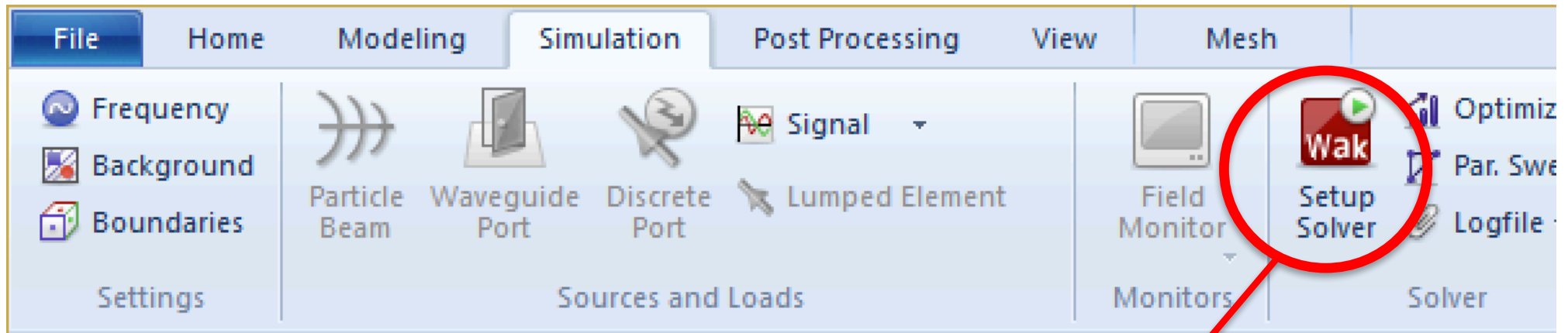




# Simulation of a Resistive Wall Pipe

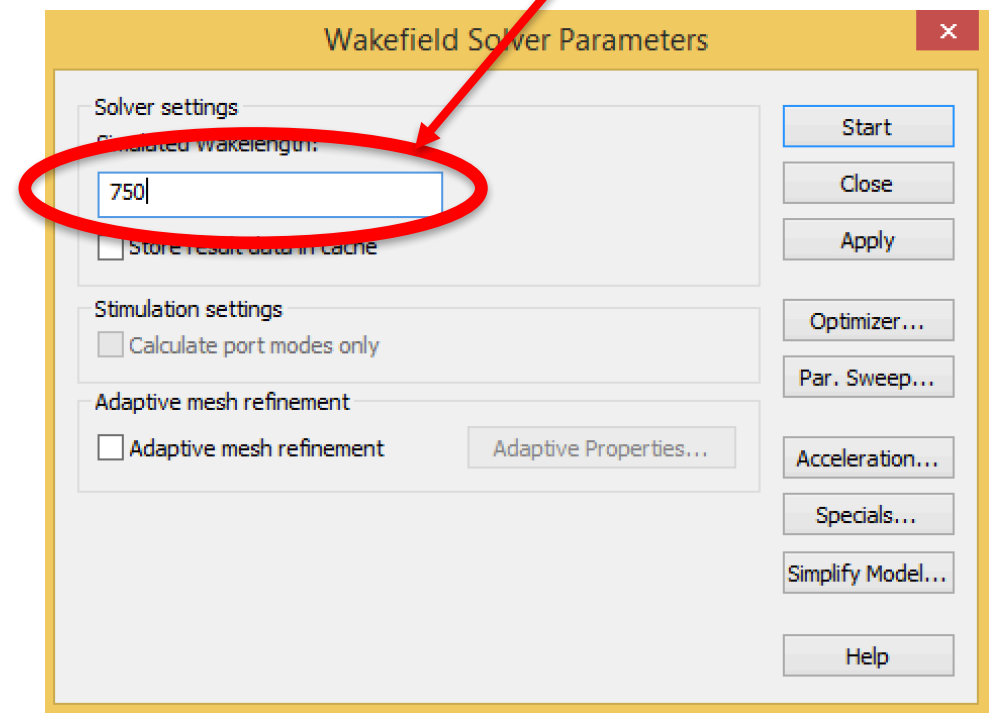
## ANALYSIS

Now we are ready. From the Simulation bar click on “Setup Solver”



Set the “Simulated Wavelength” to 750 mm (several bunch lengths) and click on start.

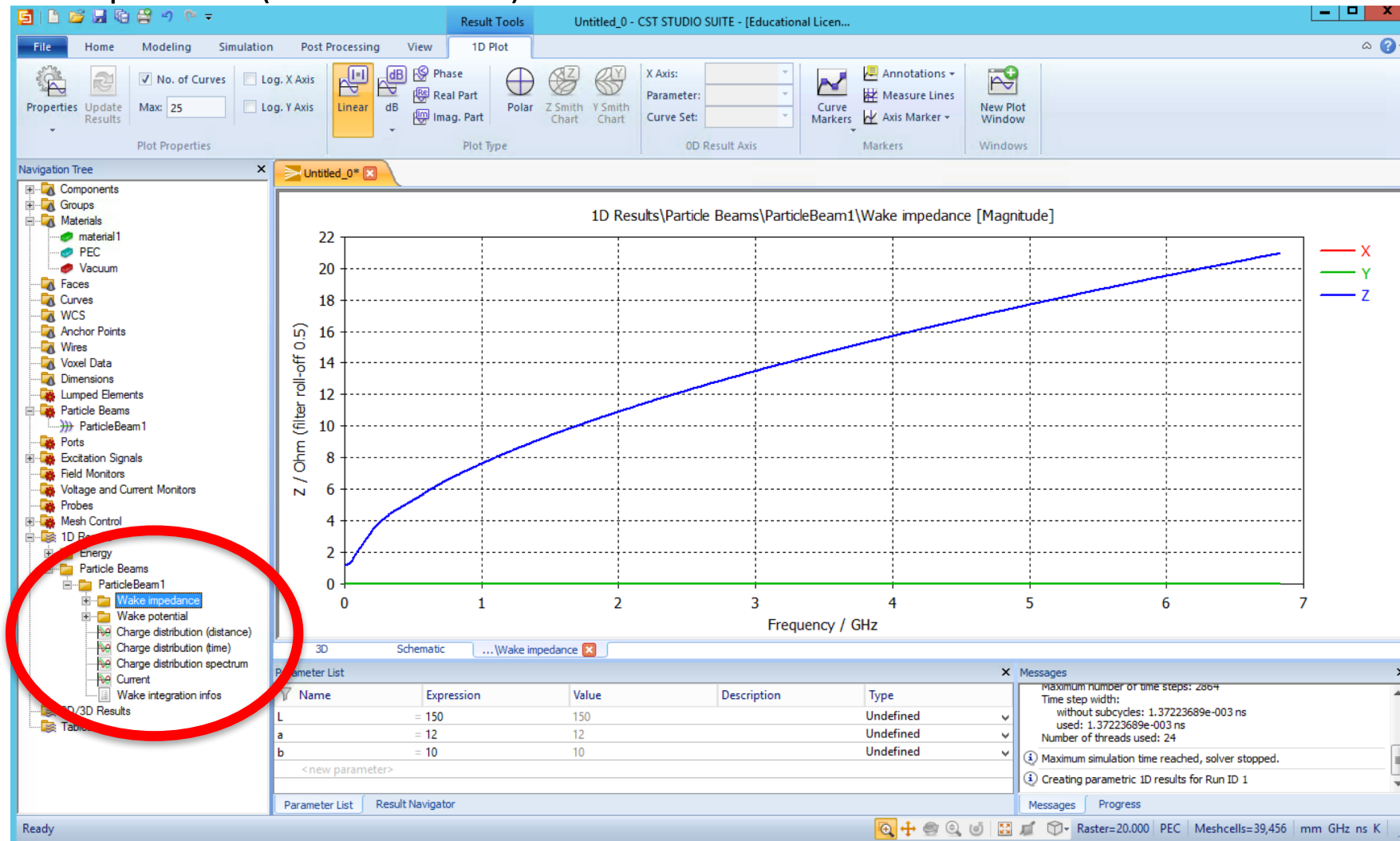
This is the maximum distance from the centre of the bunch where the wake potential is evaluated.



# Simulation of a Resistive Wall Pipe

## ANALYSIS

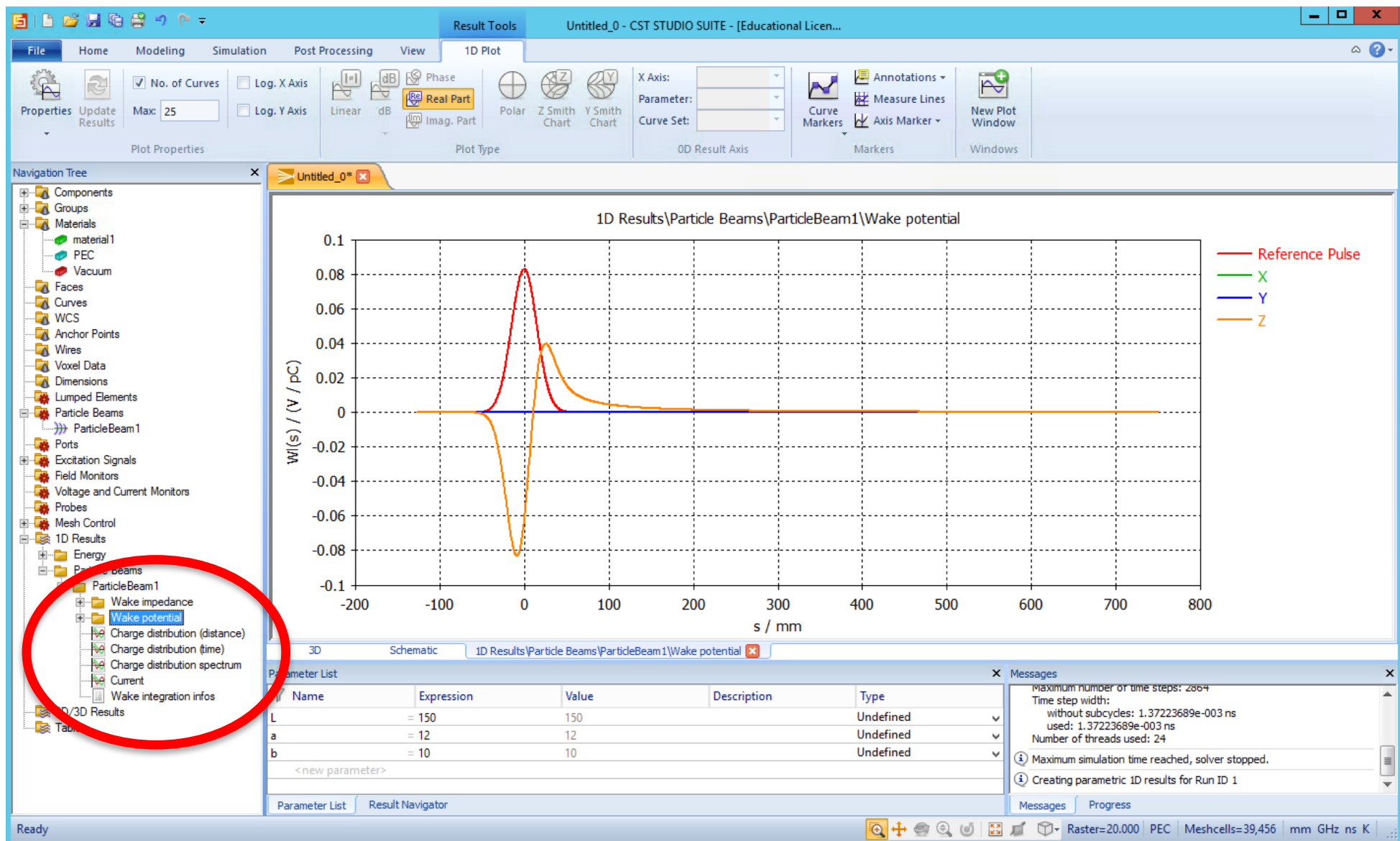
After a while we have our results on the navigation tree. Clicking on the folder 1D Results -> Particle Beams -> ParticleBeam1, we can plot the impedance and the wake potential. This is the impedance (absolute value).



# Simulation of a Resistive Wall Pipe

## ANALYSIS

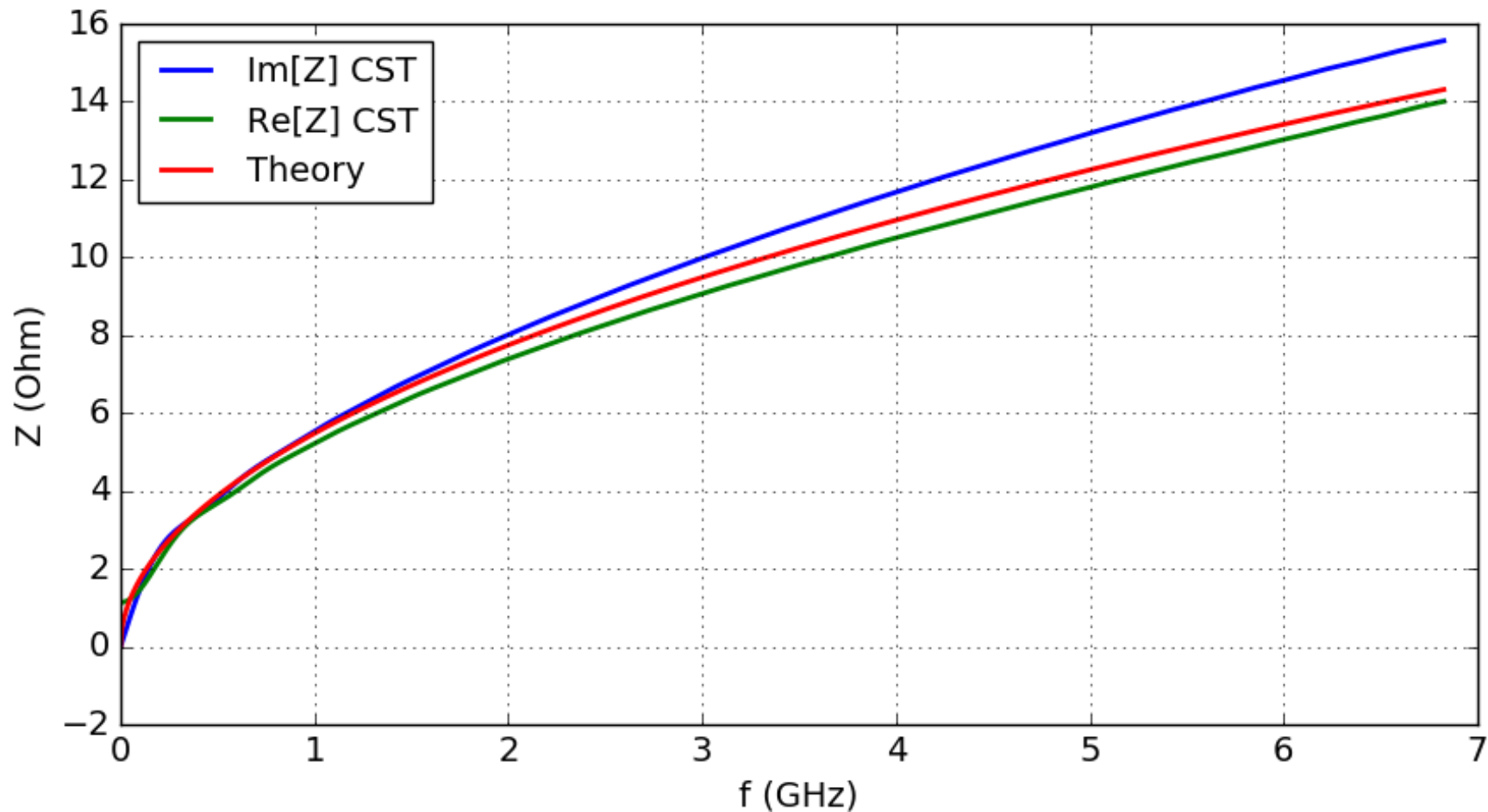
And this is the wake potential.



# Simulation of a Resistive Wall Pipe

Comparison with theory

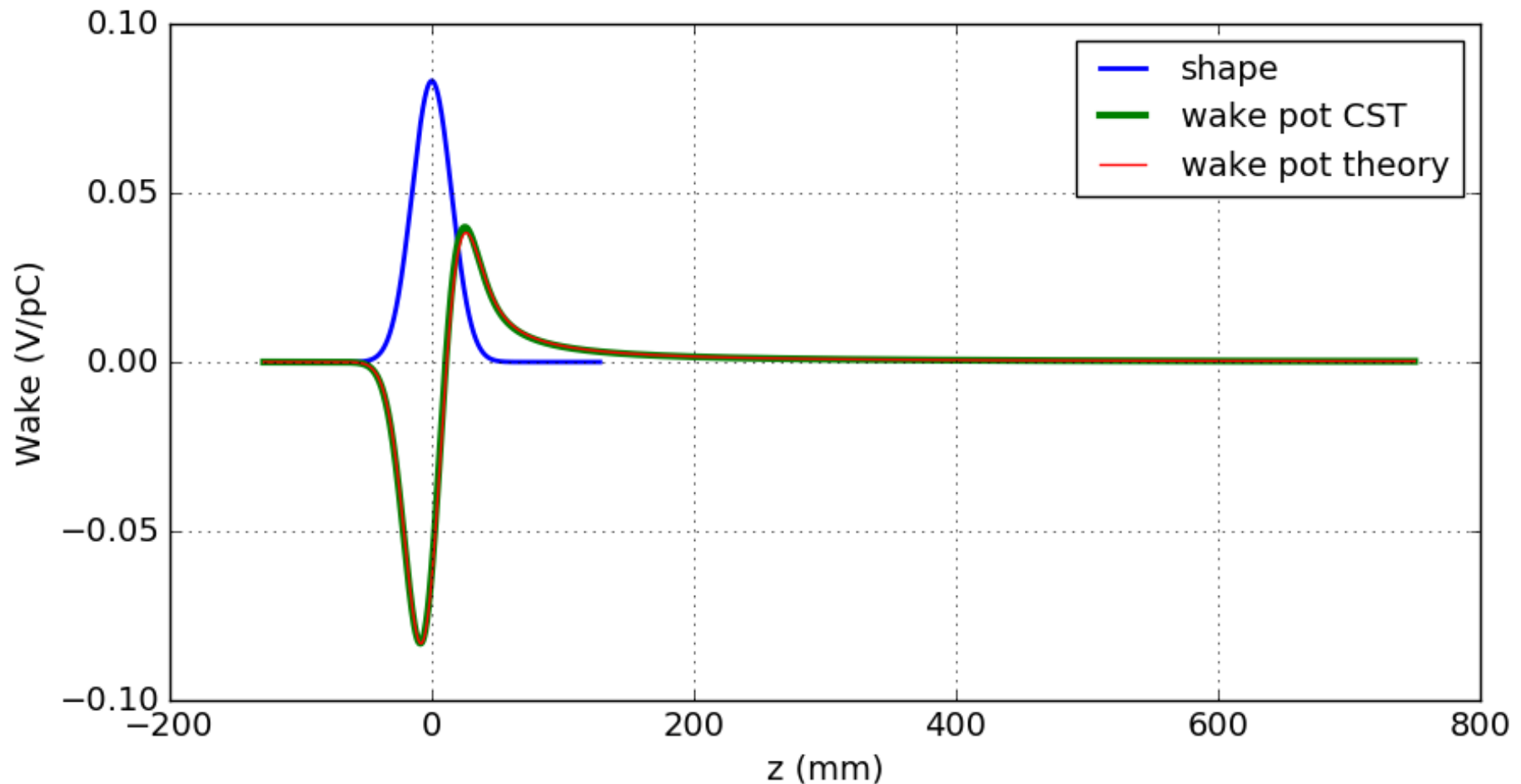
$$Z_{//}(\omega) = [1 - i \operatorname{sgn}(\omega)] \frac{L}{2\pi b} \sqrt{\frac{Z_0 |\omega|}{2c\sigma_c}}$$



# Simulation of a Resistive Wall Pipe

## Comparison with theory

$$W_{//}(z) = \frac{cL}{4\pi b\sigma_z^{3/2}} \sqrt{\frac{Z_0}{\sigma_c}} |x|^{3/2} e^{-x^2} \{I_{-3/4}(x^2) - I_{1/4}(x^2) + \text{sgn}(z)[I_{3/4}(x^2) - I_{-1/4}(x^2)]\}$$



# Simulation of a Resistive Wall Pipe

## LAST BUT NOT LEAST

CST, as other codes which use Finite Difference Method, is particularly sensitive to the mesh accuracy. In order to better understand this point, let's change the "cells per wavelength" from 40 to 10 or 100 ...

