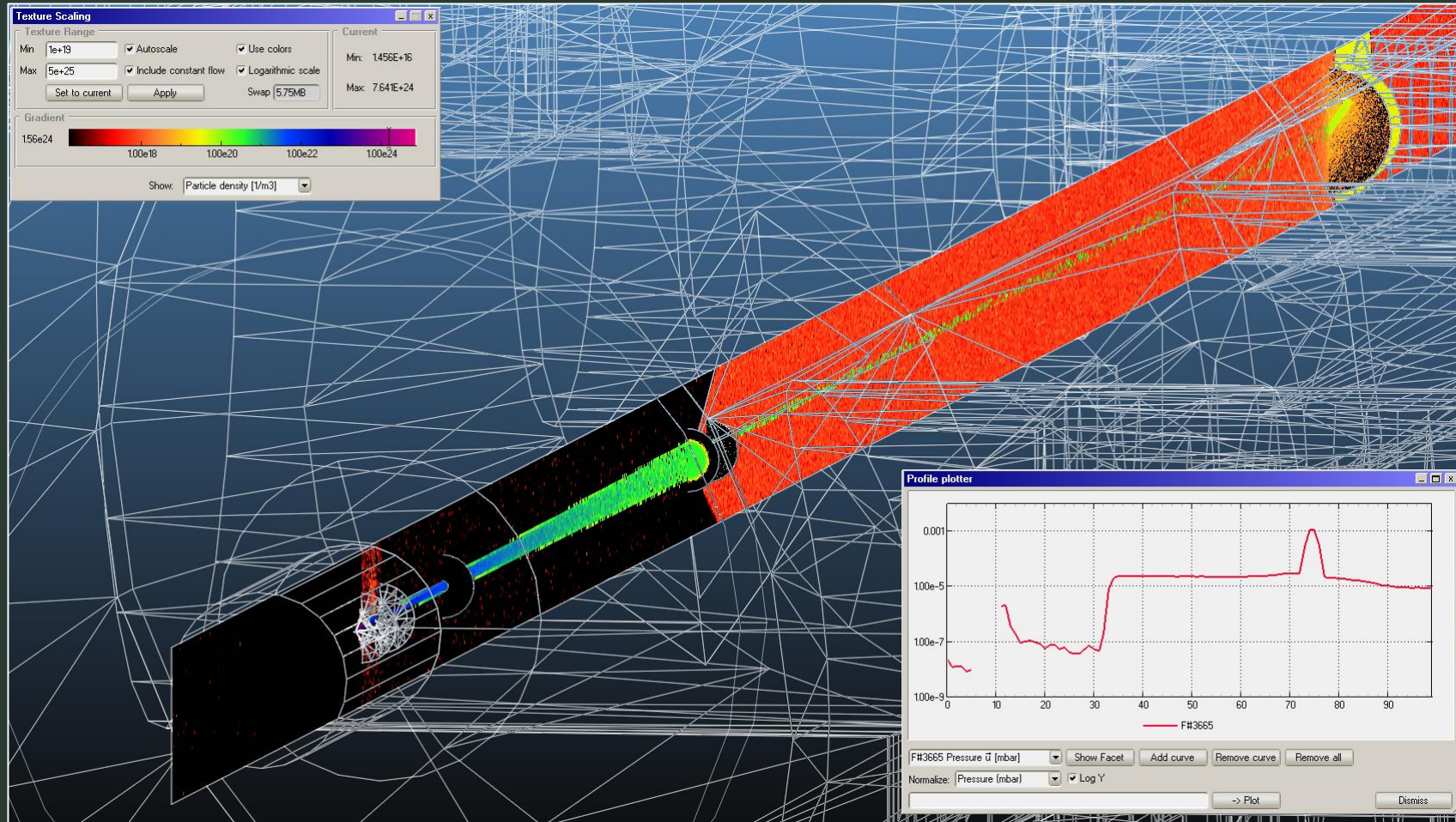


# Low pressure simulations update



Marton ADY  
GSI, 19/03/2018

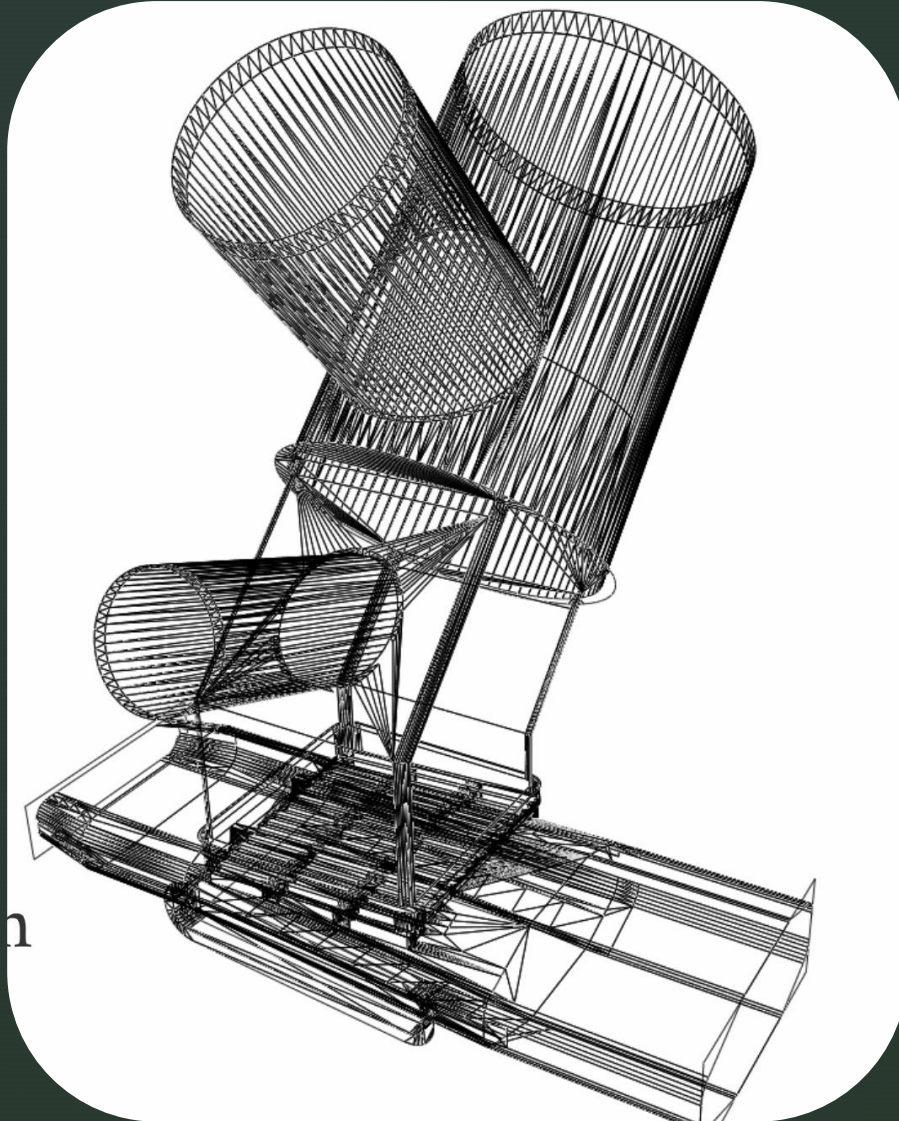
## Outline

- Quick reminder of Monte Carlo methods
- Setup 1 (past)
- Setup 2 (present)
- Setup 3 (future)

# Monte Carlo simulations

Geometry: polygons

Gas input:

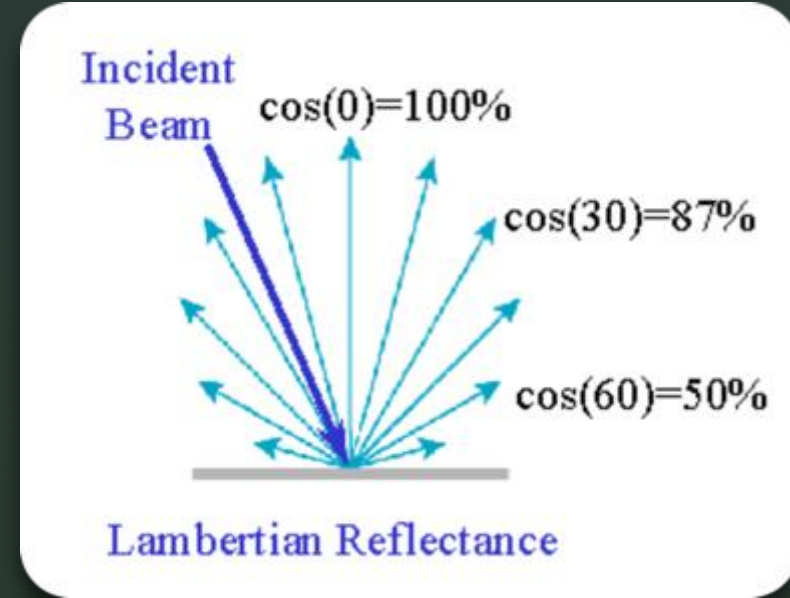
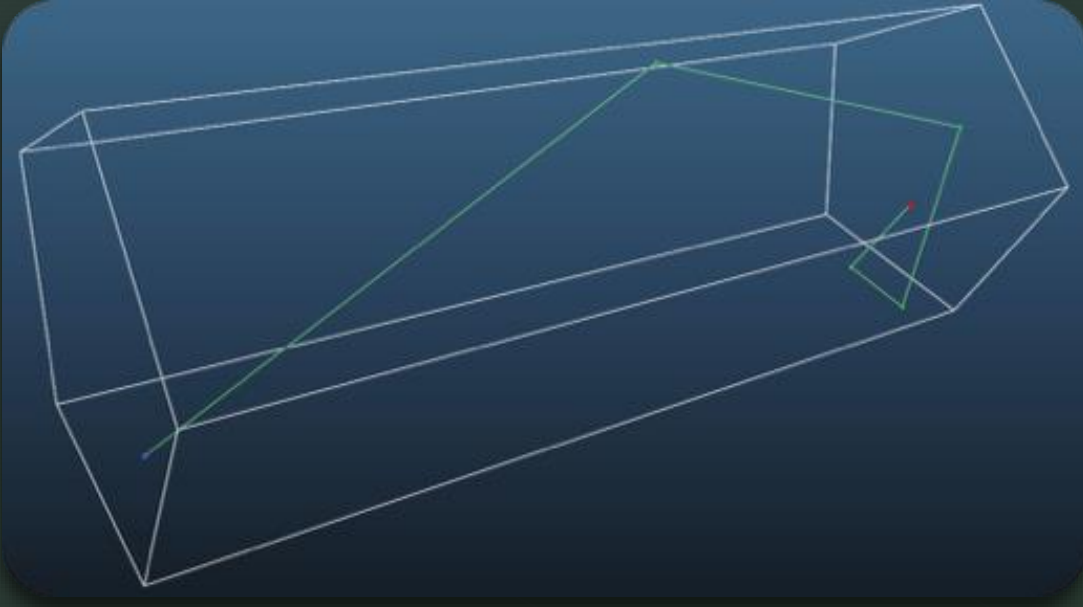


$$pV=NkT$$

$$1 \text{ Pa}\cdot\text{m}^3/\text{s} = 2.4\cdot 10^{20} \text{ molecules/s}$$

Virtual / Physical particle ratio

# Reflection

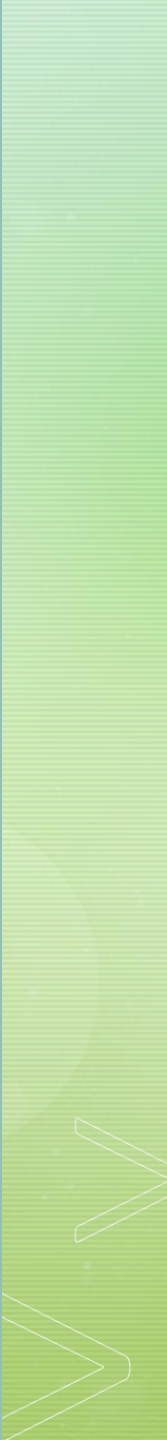
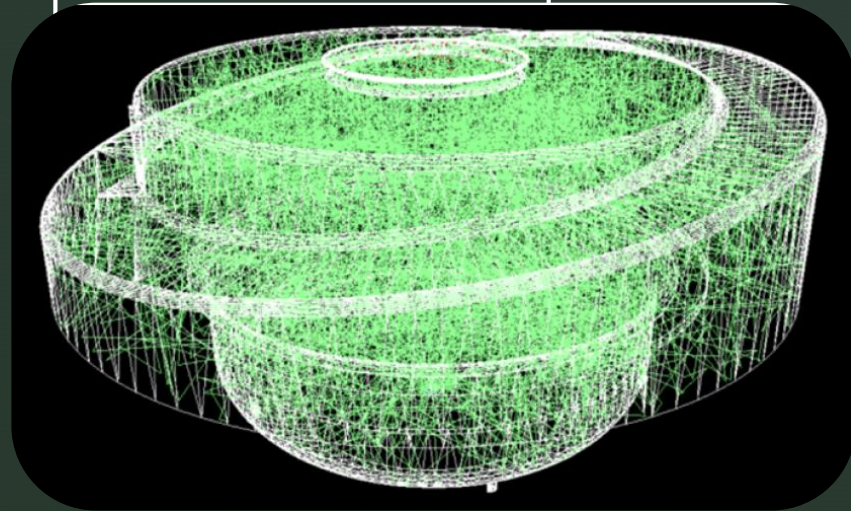
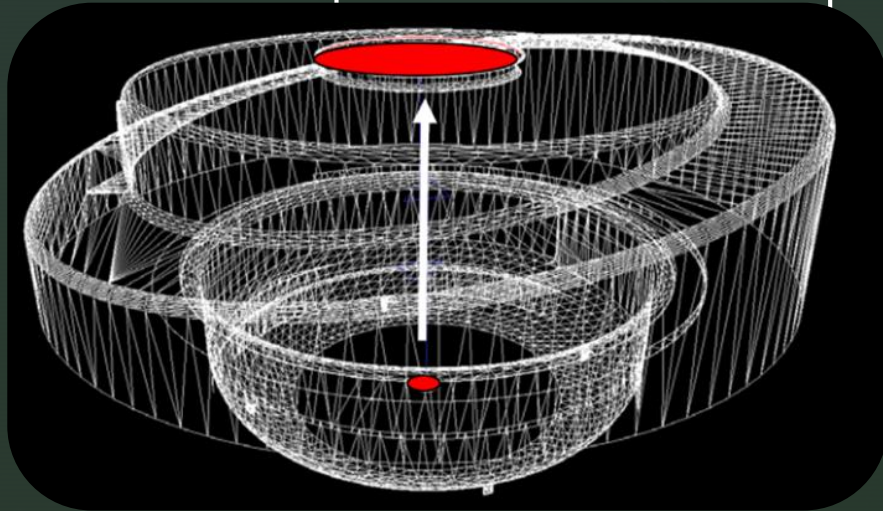
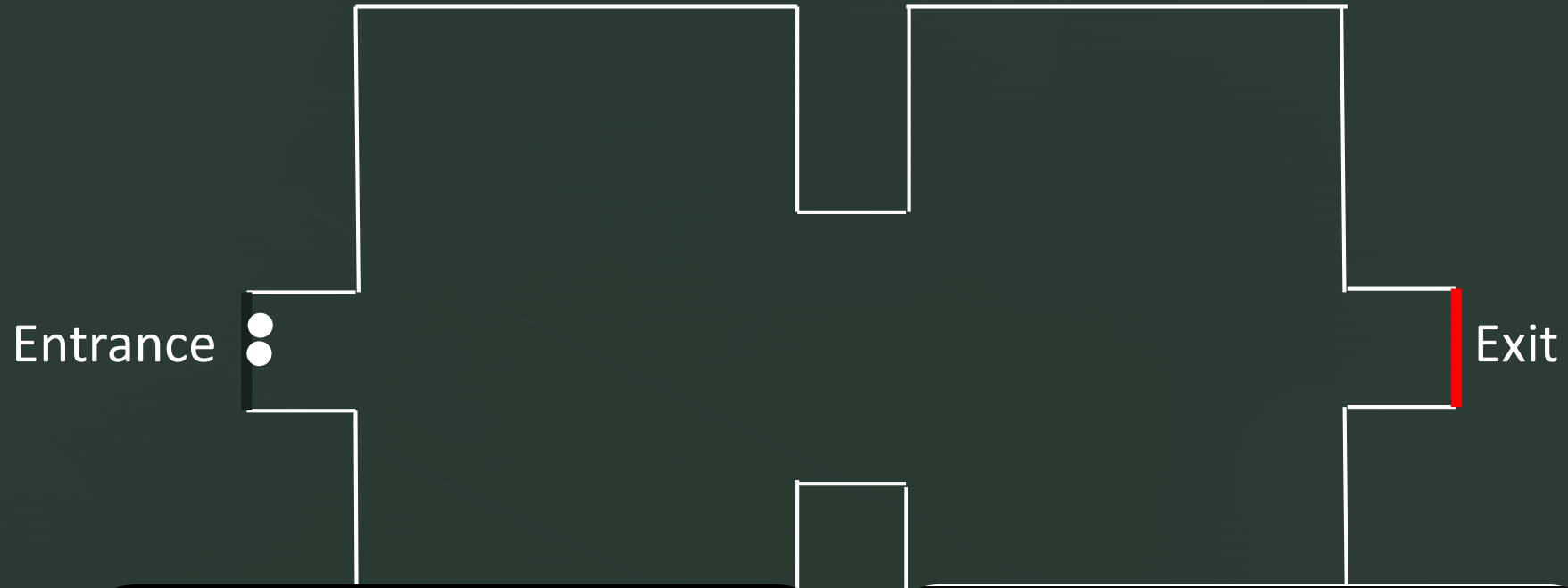


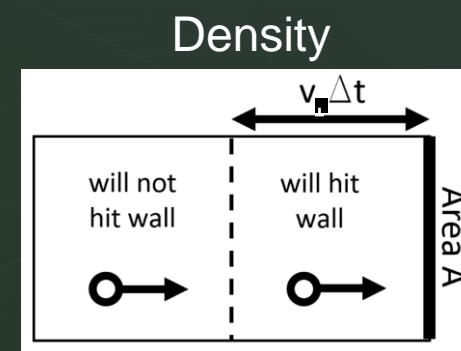
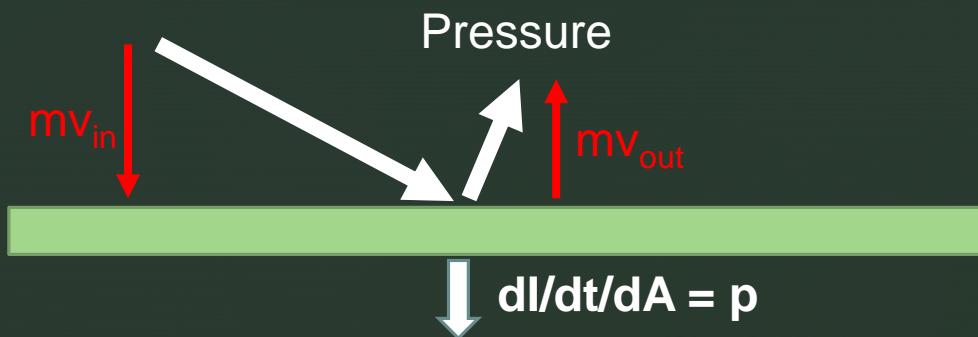
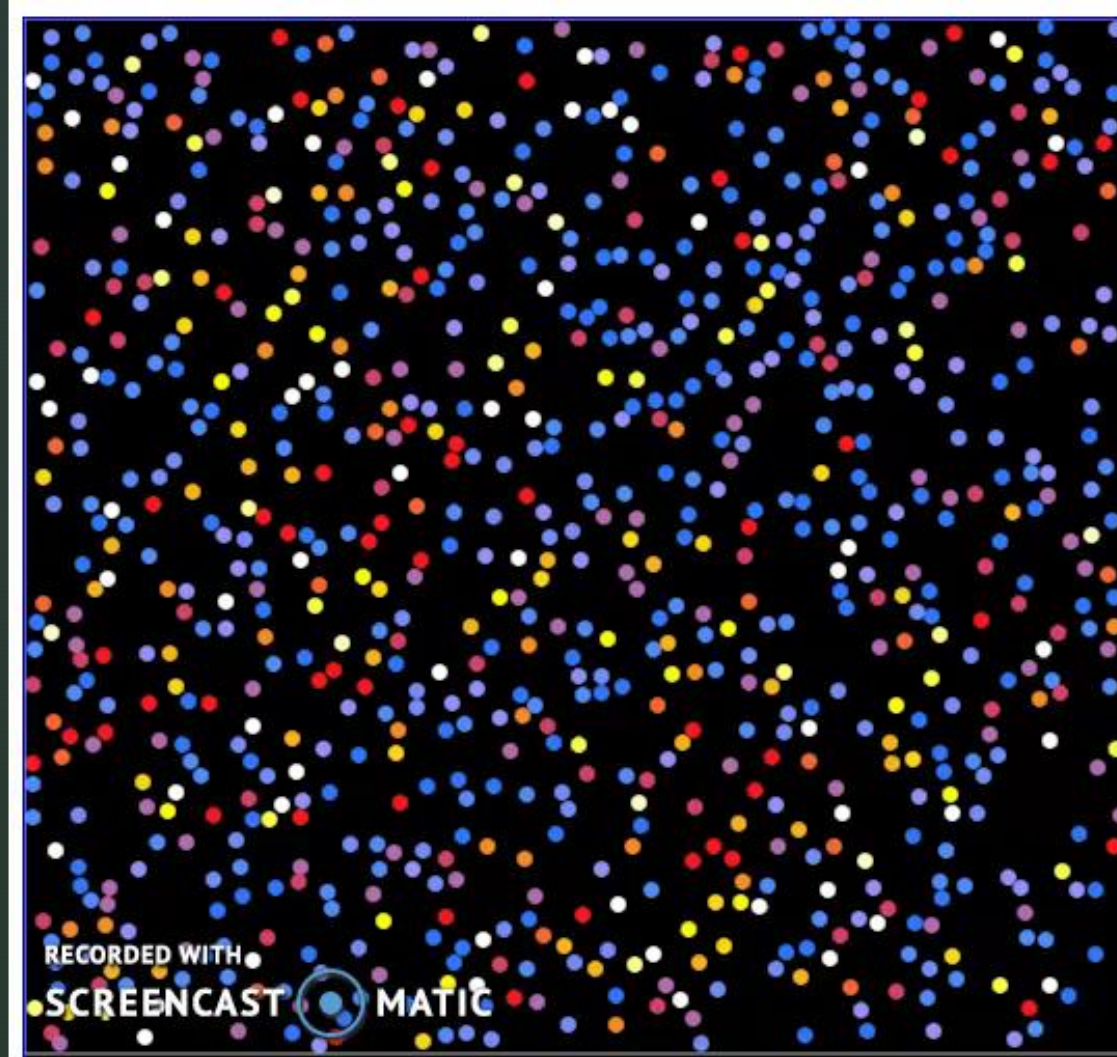
## Pumping / absorption



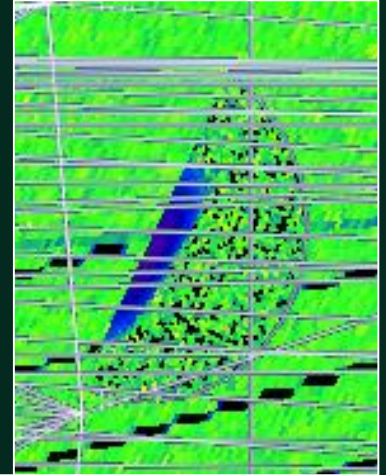
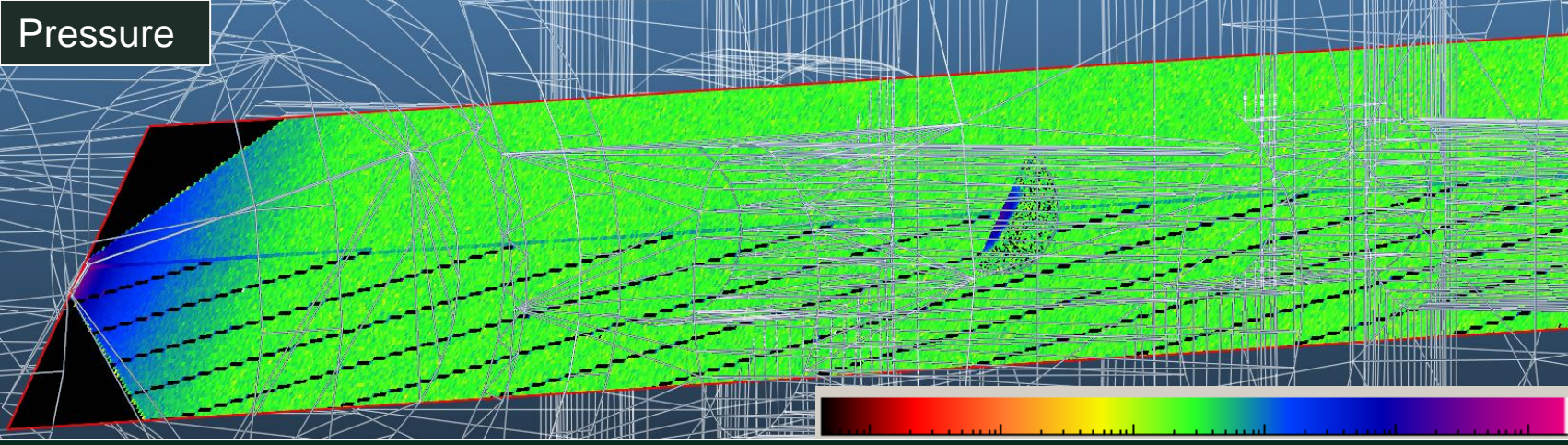
$$S \text{ [m}^3\text{/s]} = \text{sticking [0..1]} * 1/4 * A \text{ [m}^2\text{]} * v_{\text{avg}} \text{ [m/s]}$$

# Monte Carlo

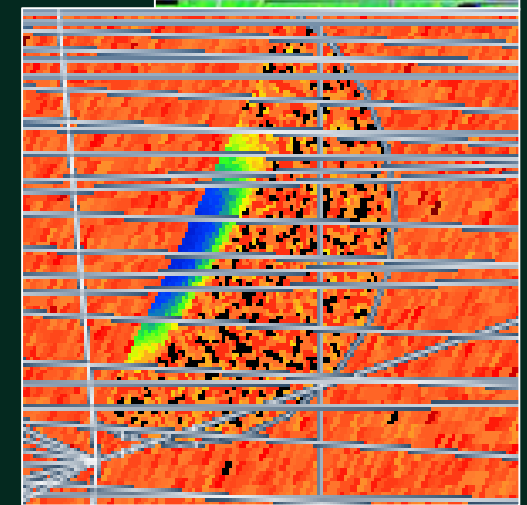
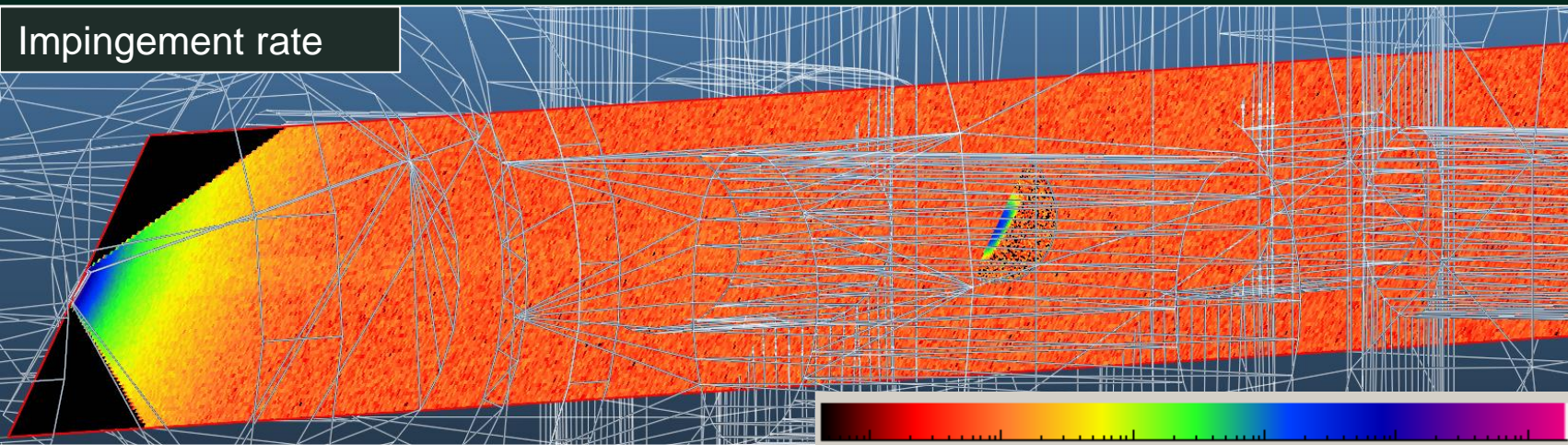




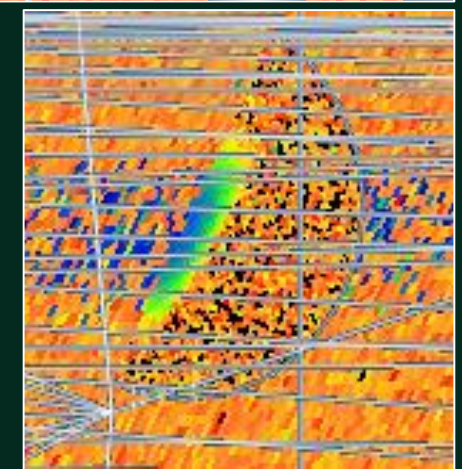
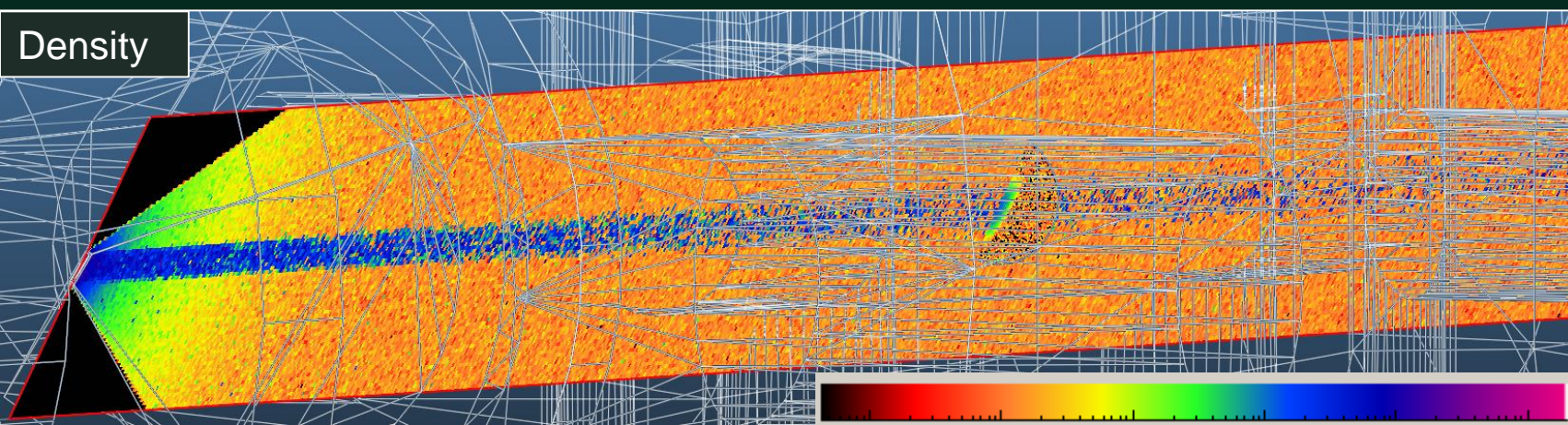
Pressure



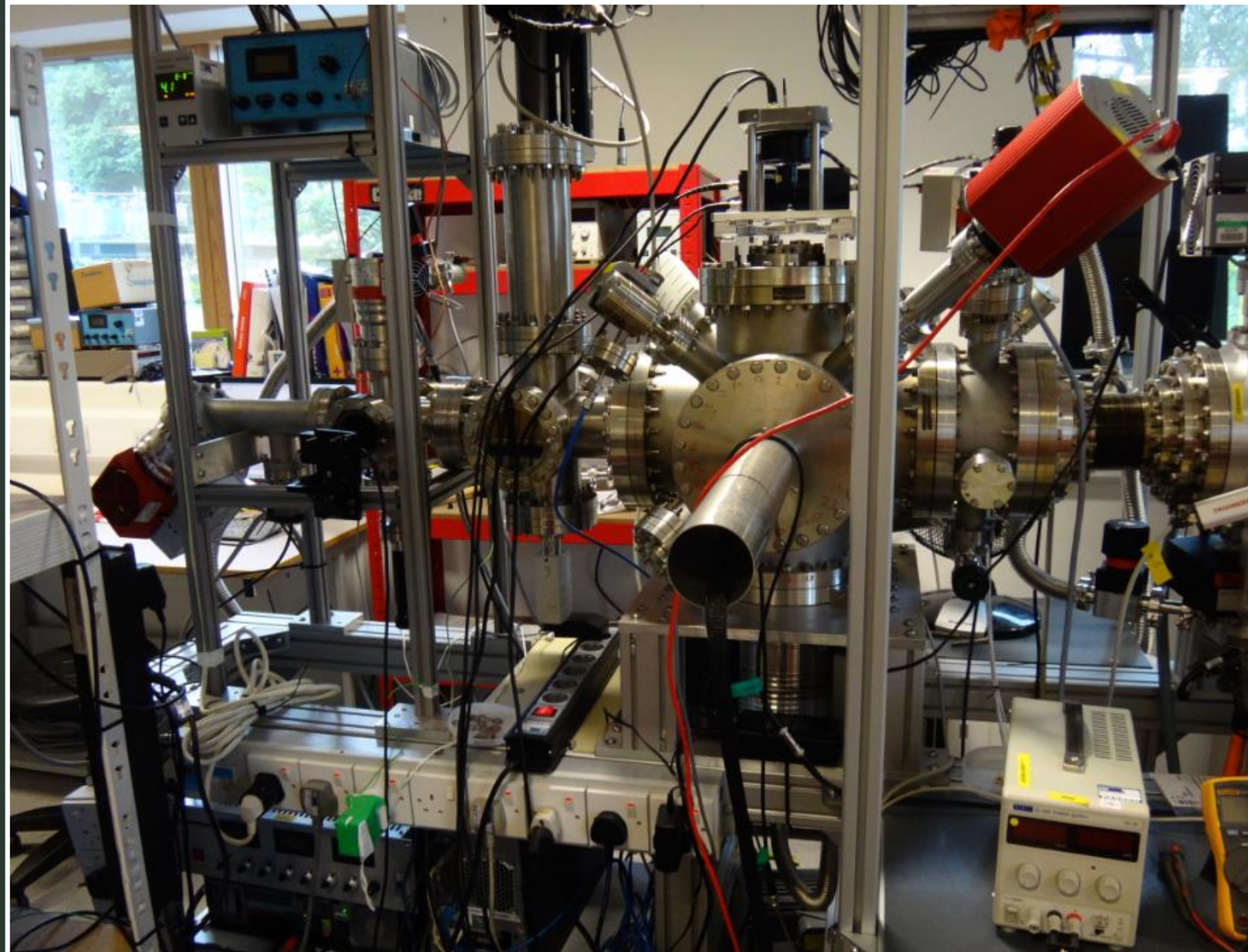
Impingement rate



Density

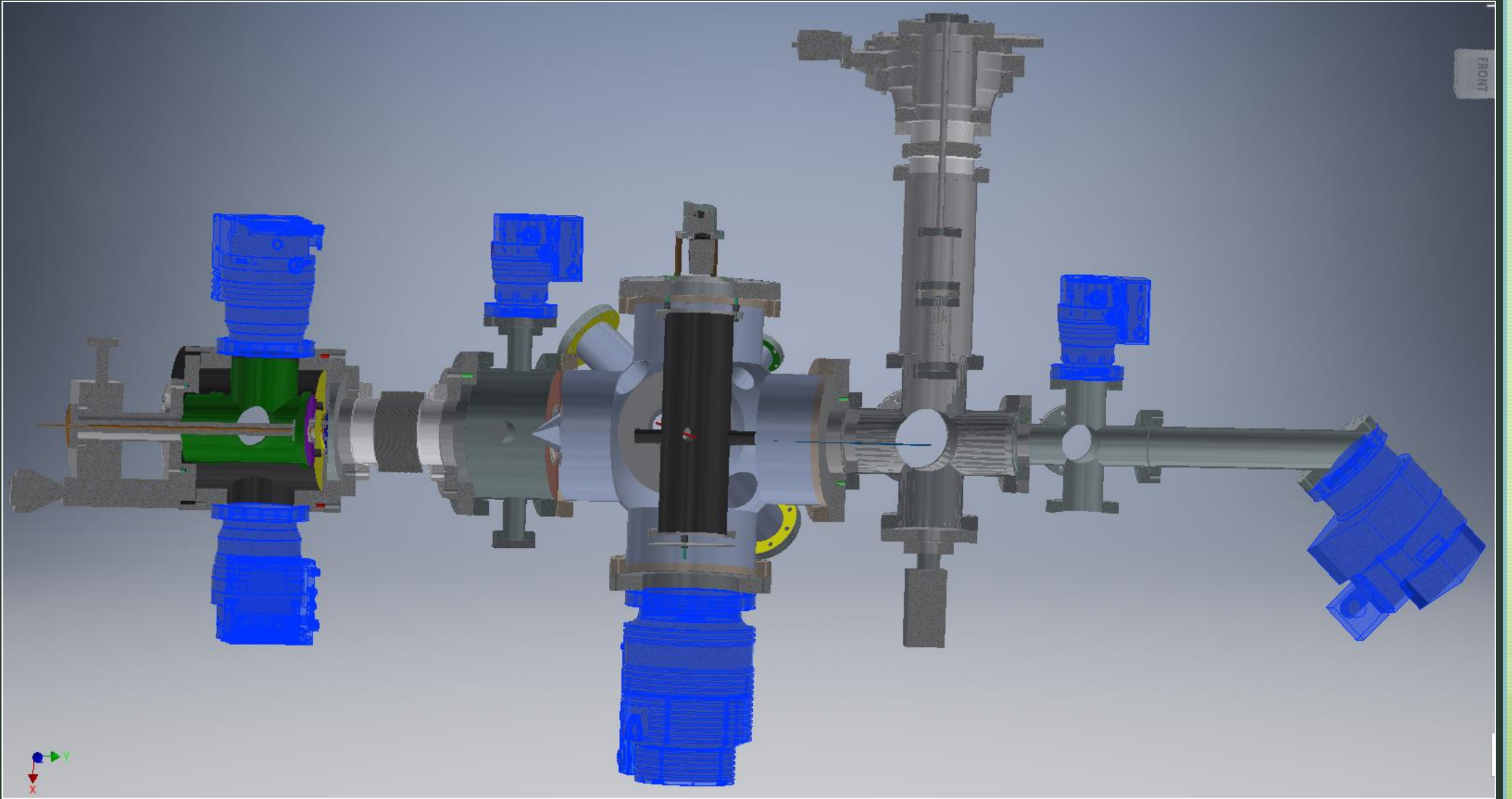


# First setup (past)

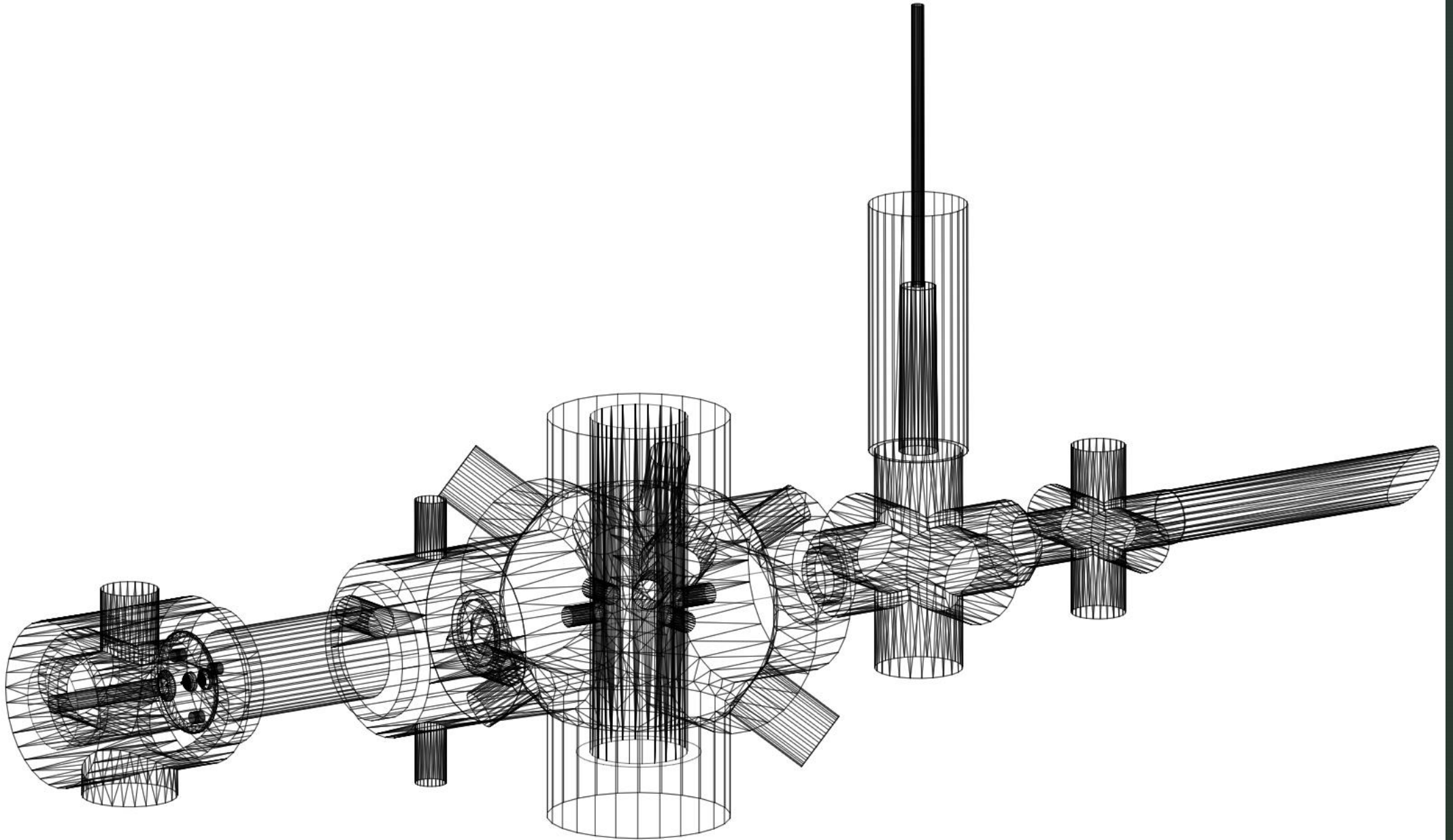


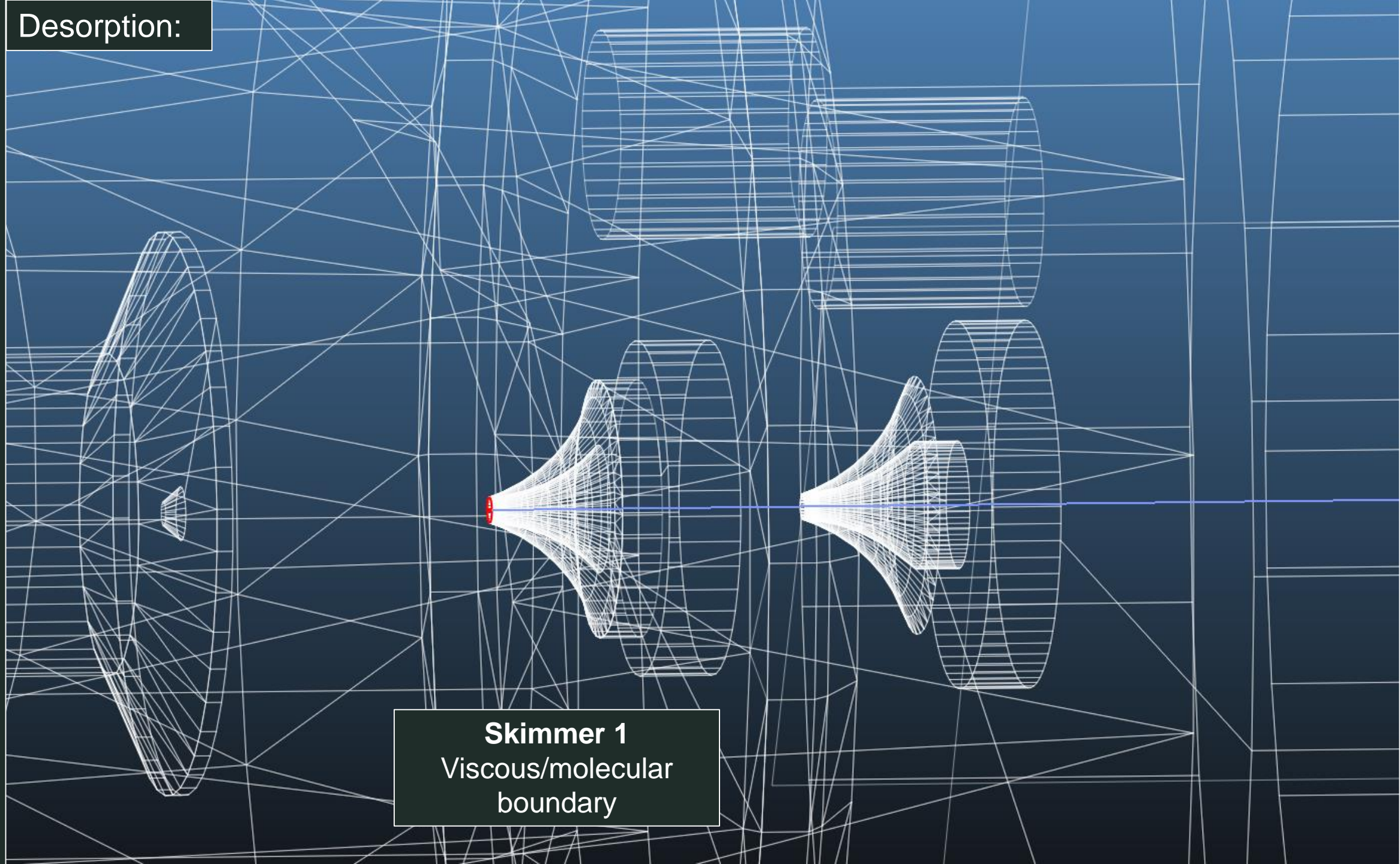


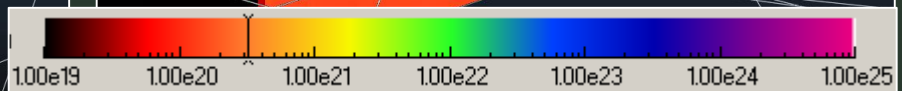
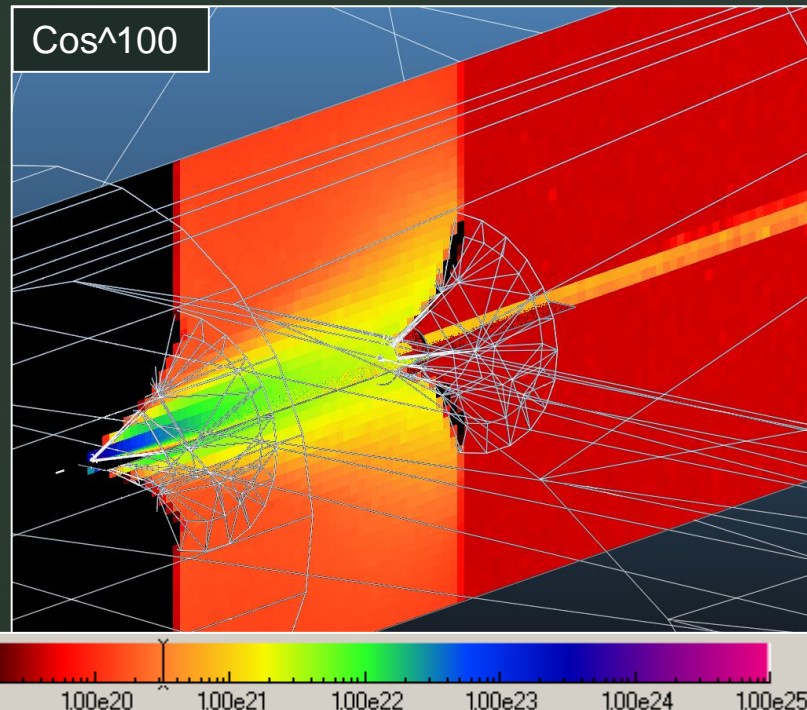
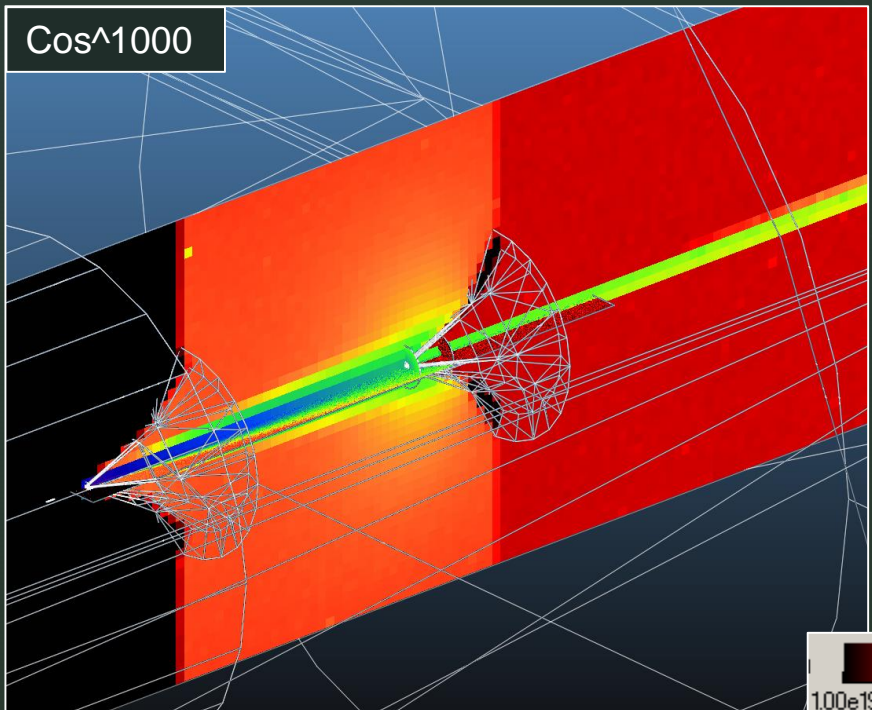
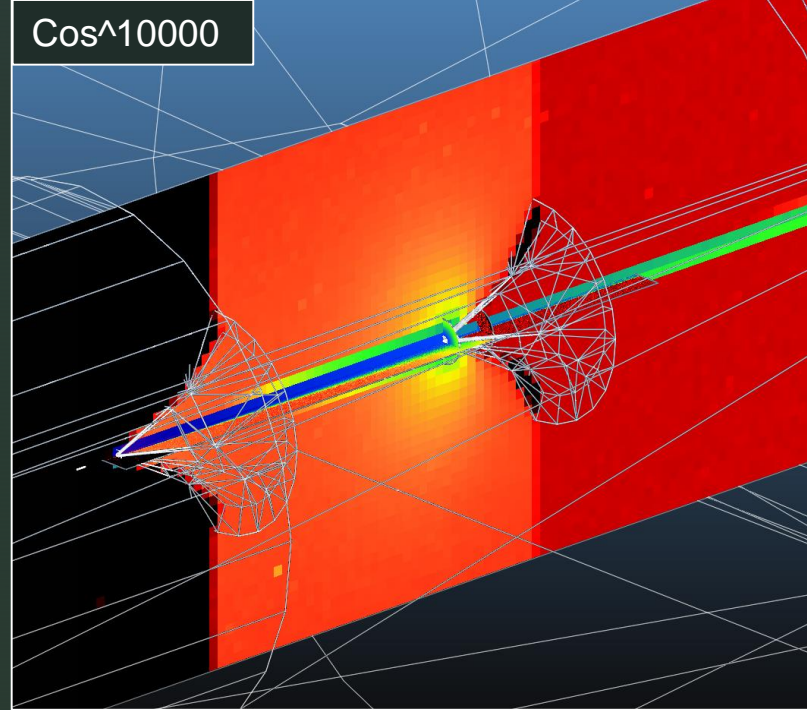
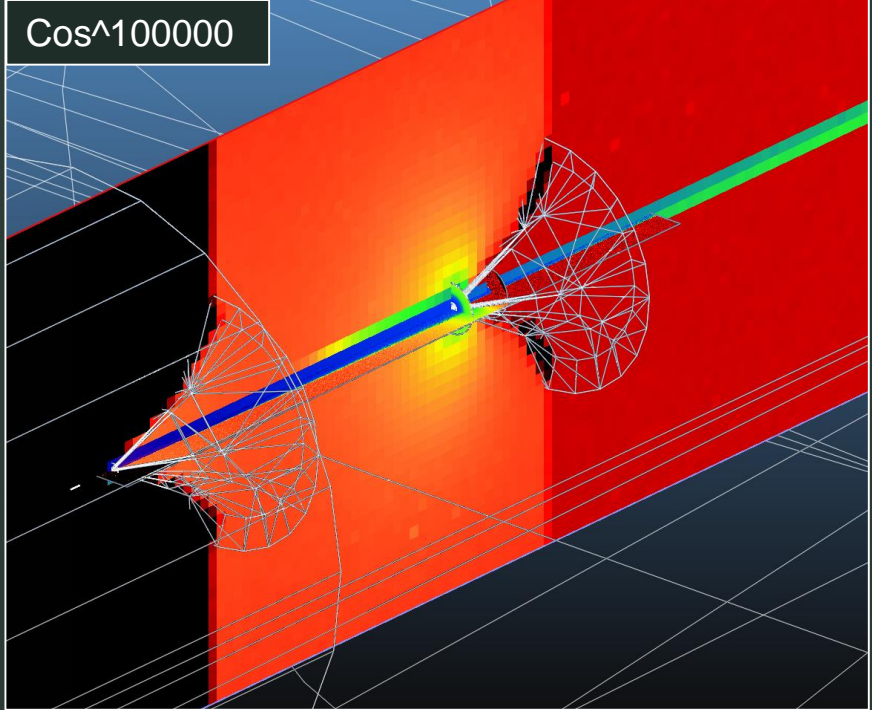
# Existing setup



## Molflow model (7000 polygons)

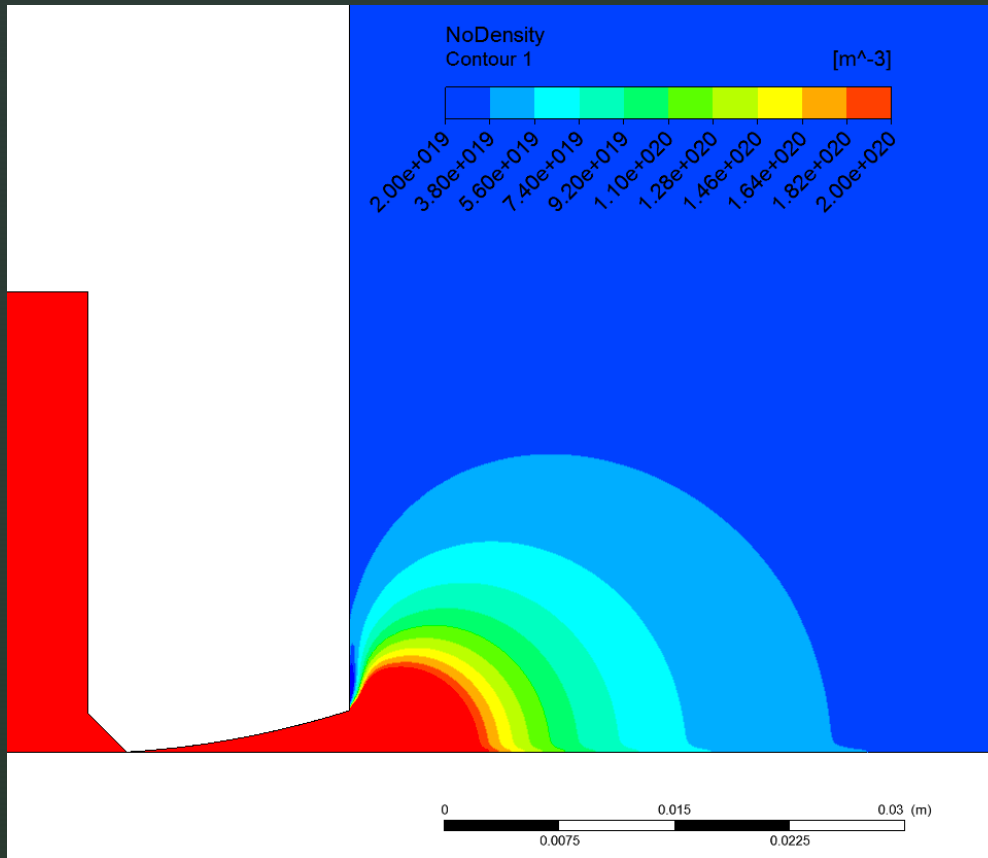




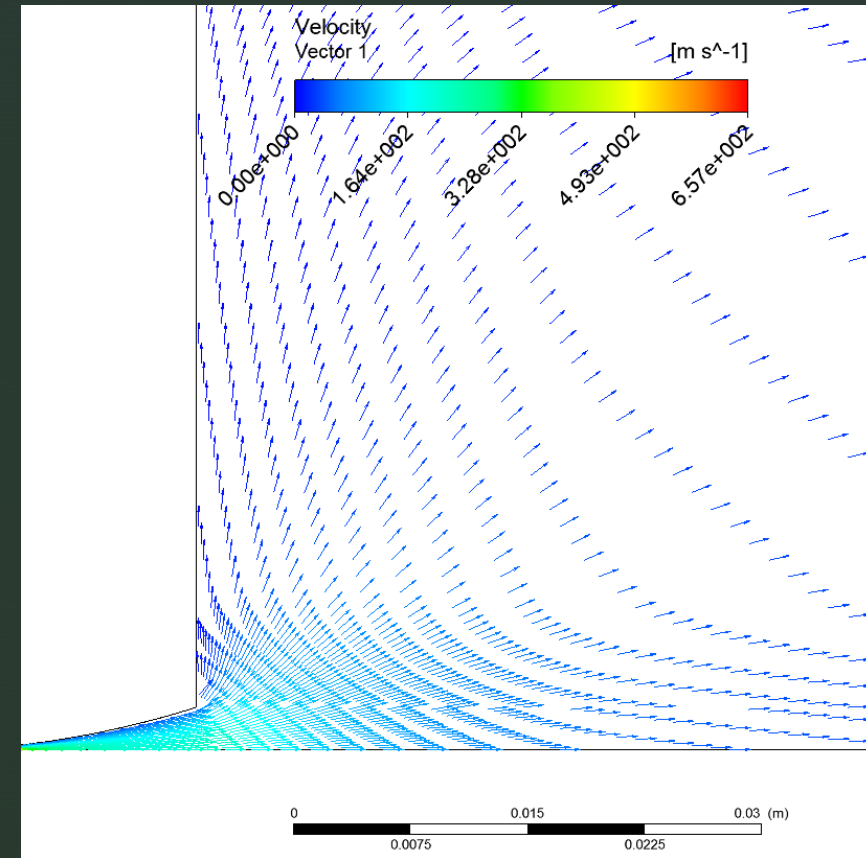


# High pressure – low pressure interface data

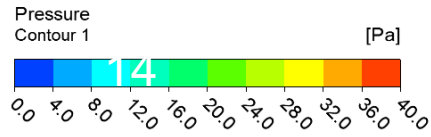
## Number density variable



## Vectors/streamline direction

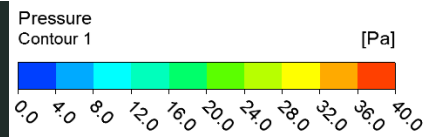
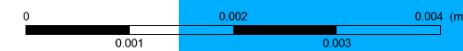


Results: Przemysław Smakulski

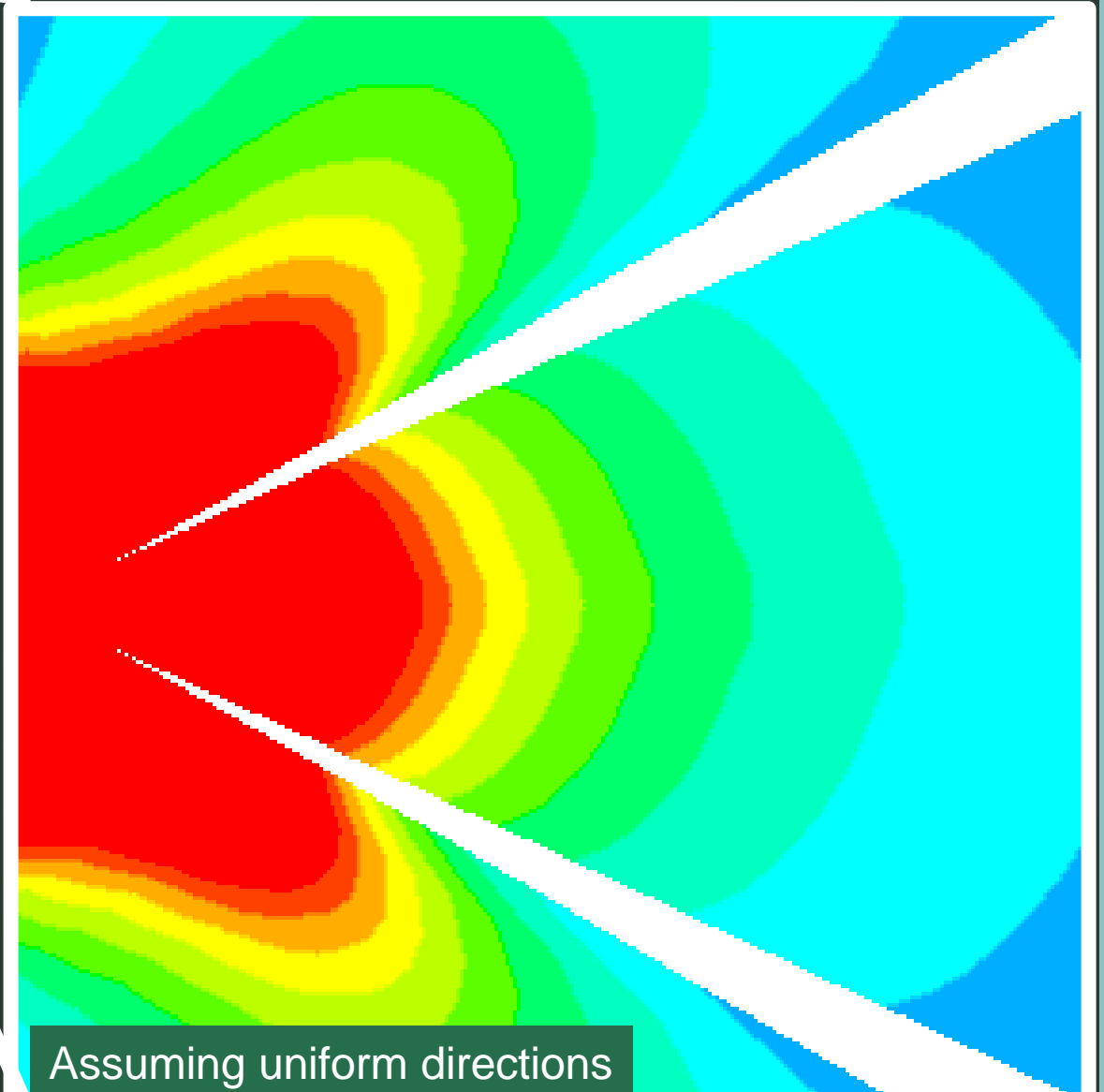


Mod1  
L = 5mm

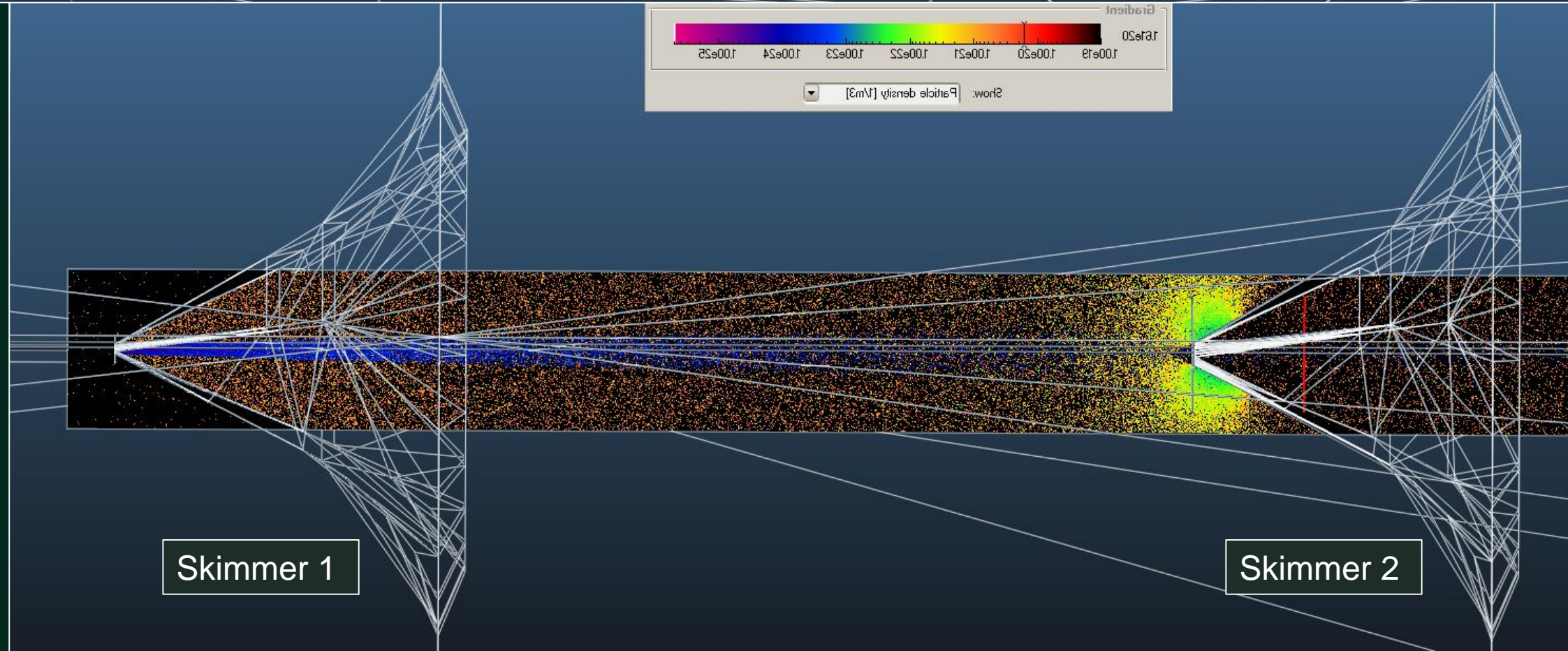
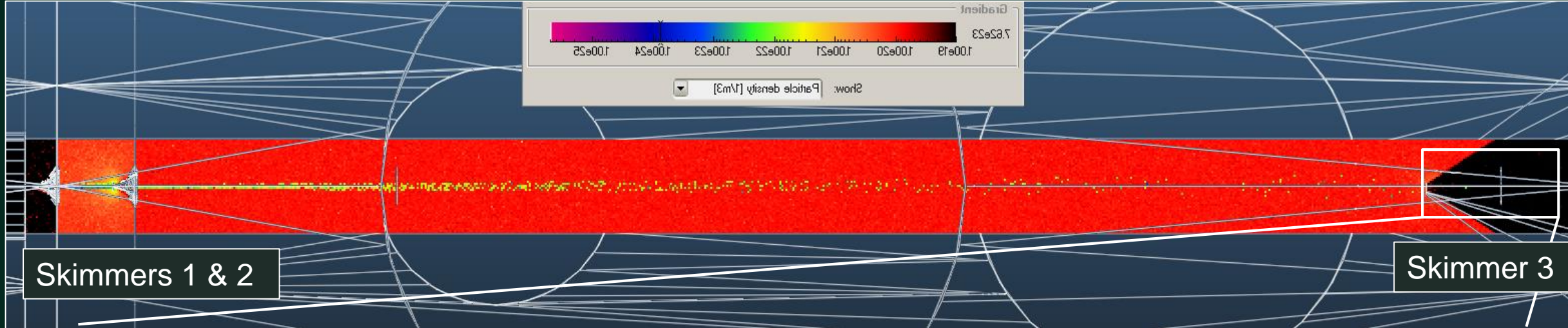
Results: Przemyslaw Smakulski

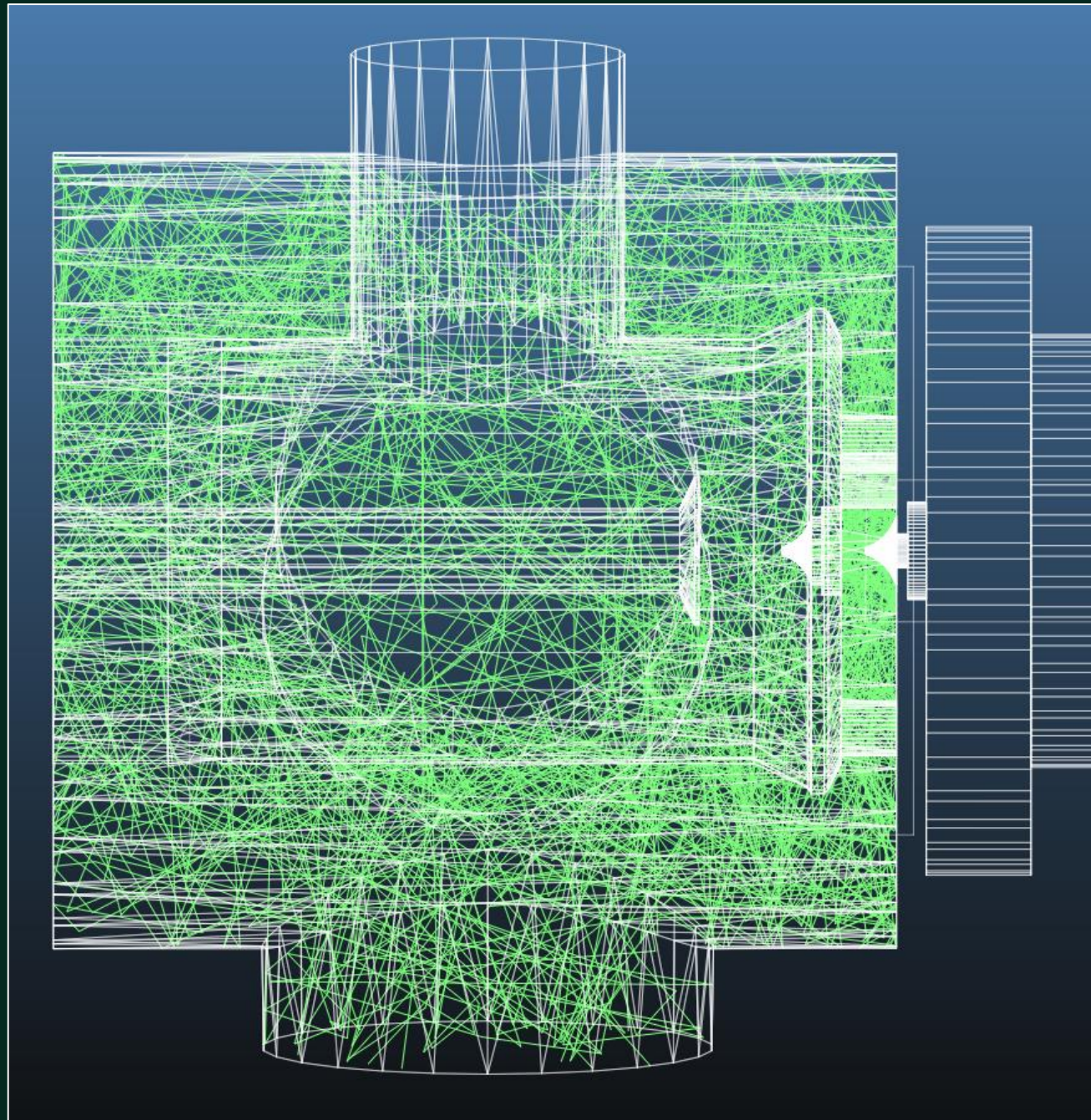
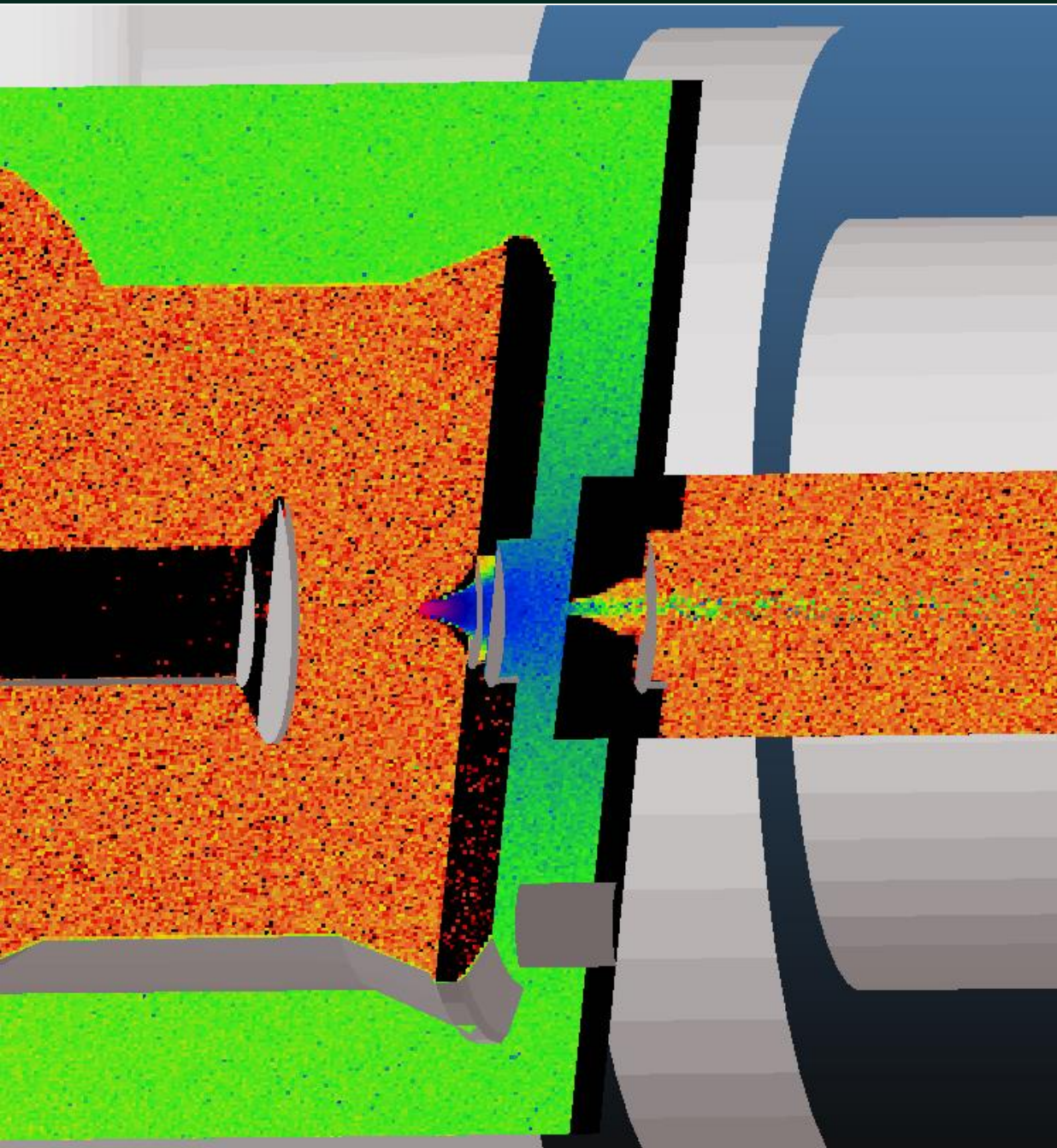


Mod2  
L = 4mm



Assuming uniform directions

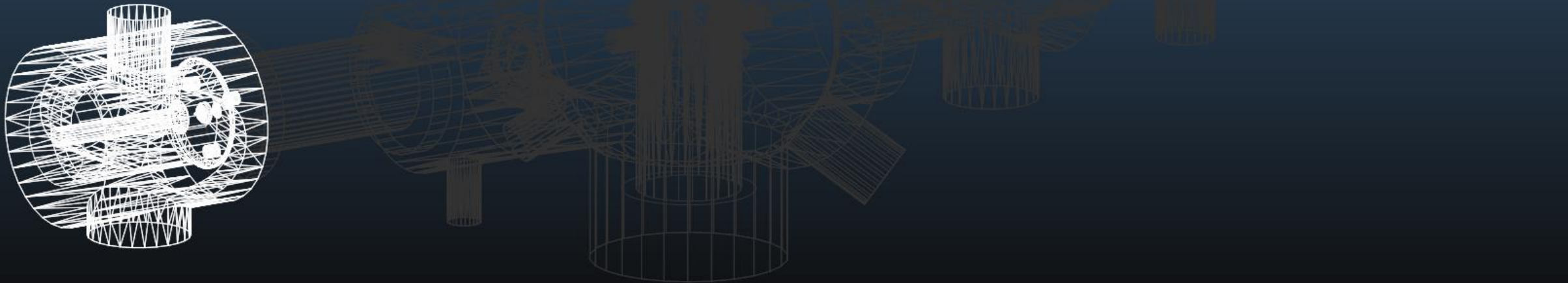




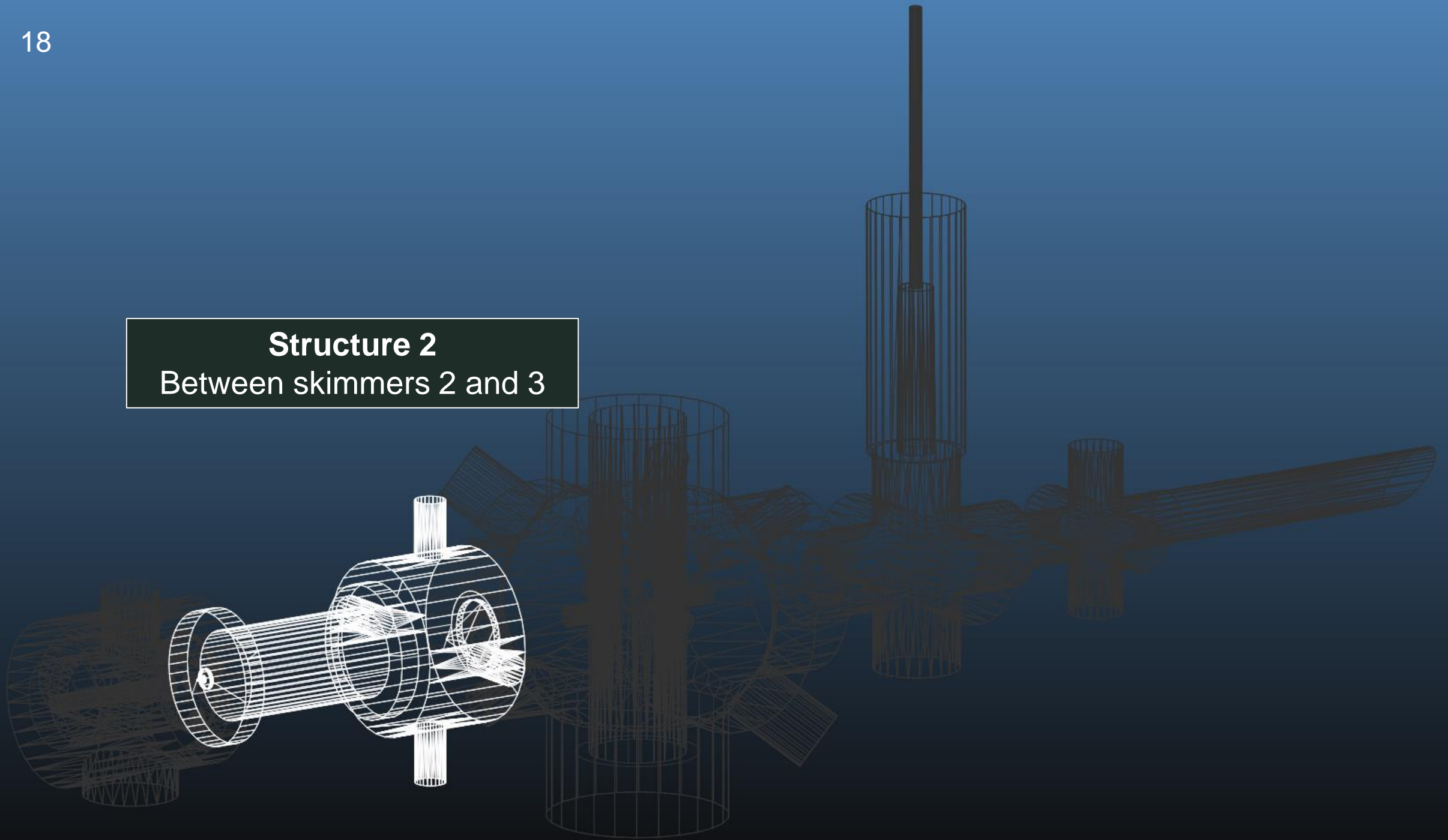


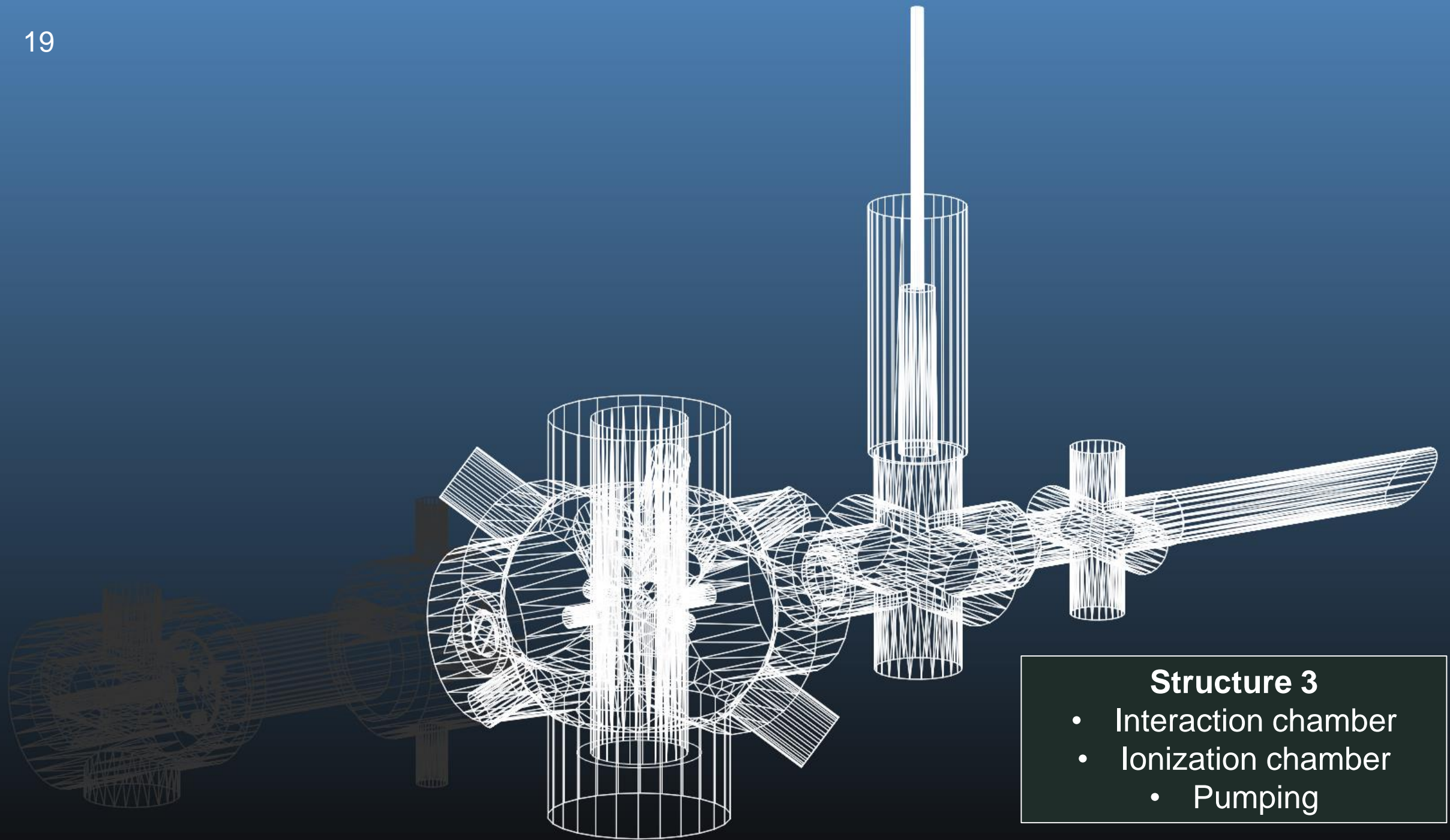
### Structure 1

- High pressure nozzle
- Skimmer 1 & 2



**Structure 2**  
Between skimmers 2 and 3

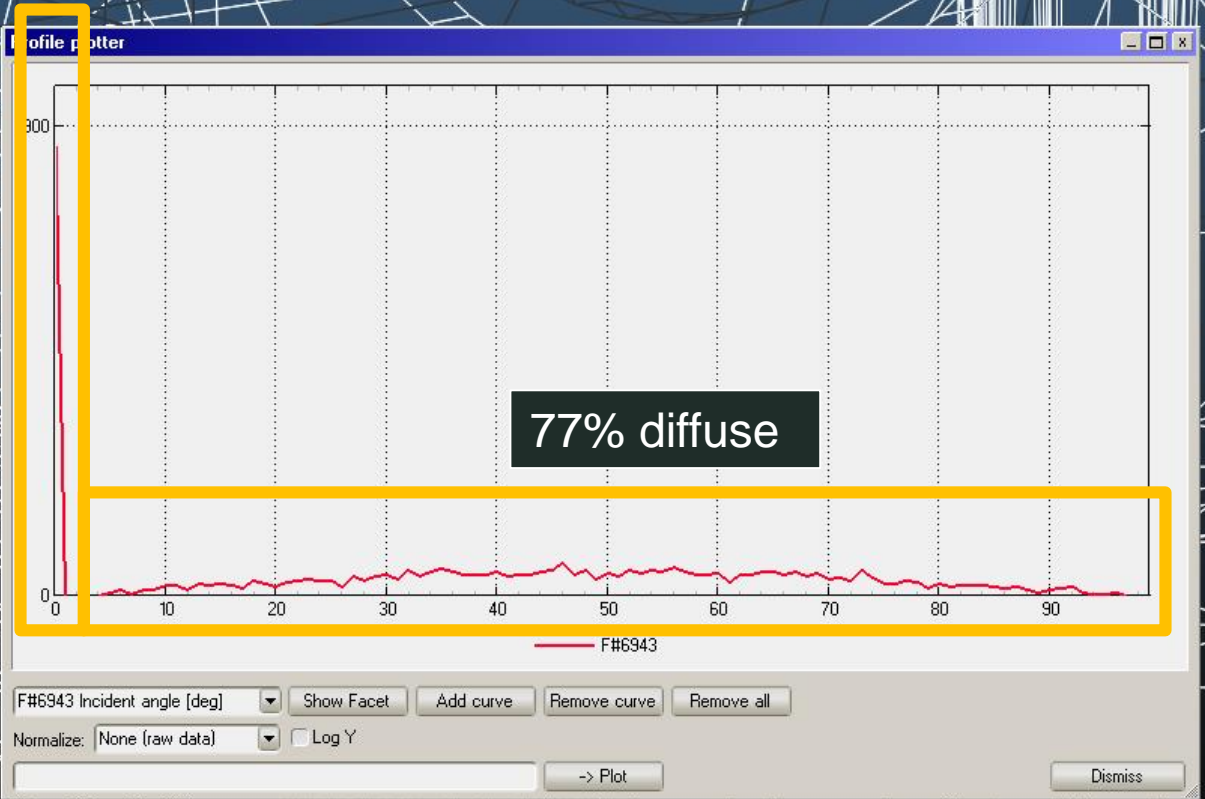
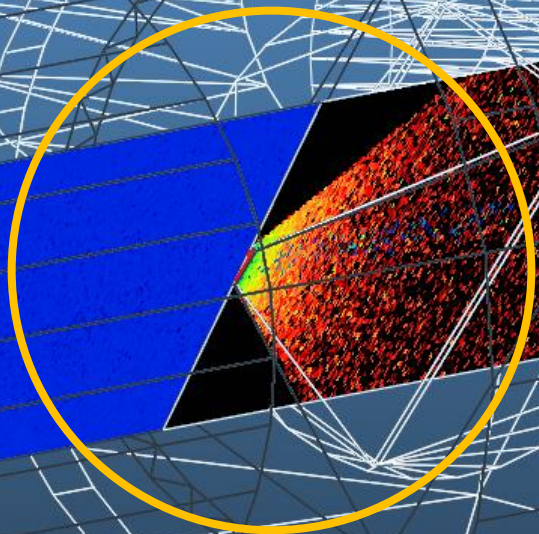




### Structure 3

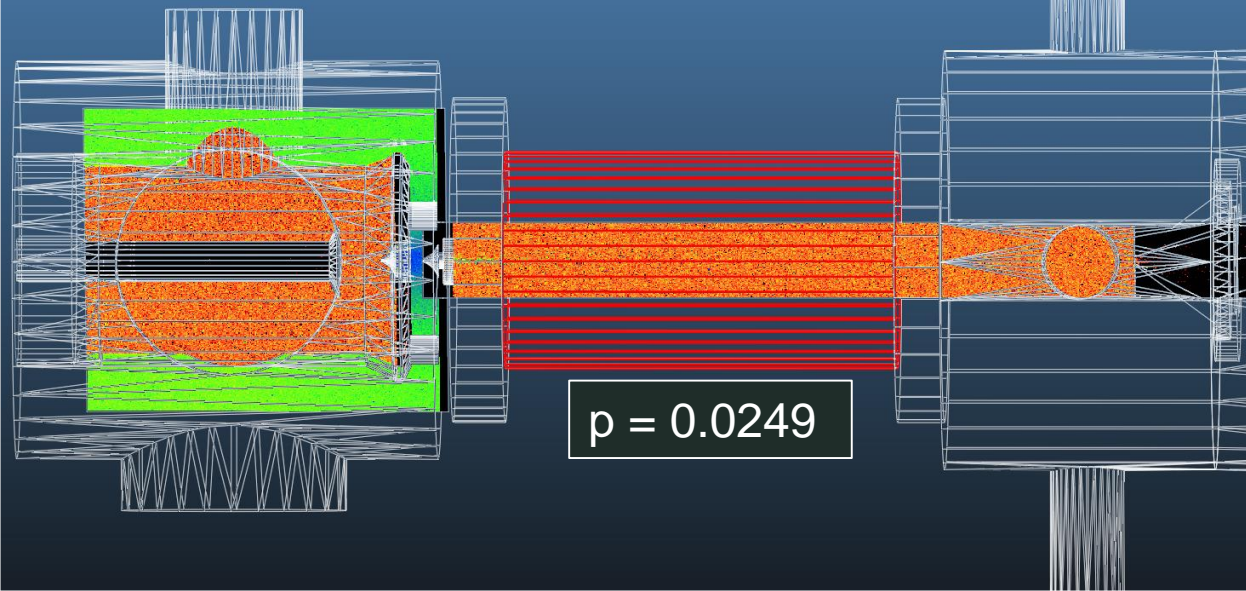
- Interaction chamber
- Ionization chamber
  - Pumping

23% collimated

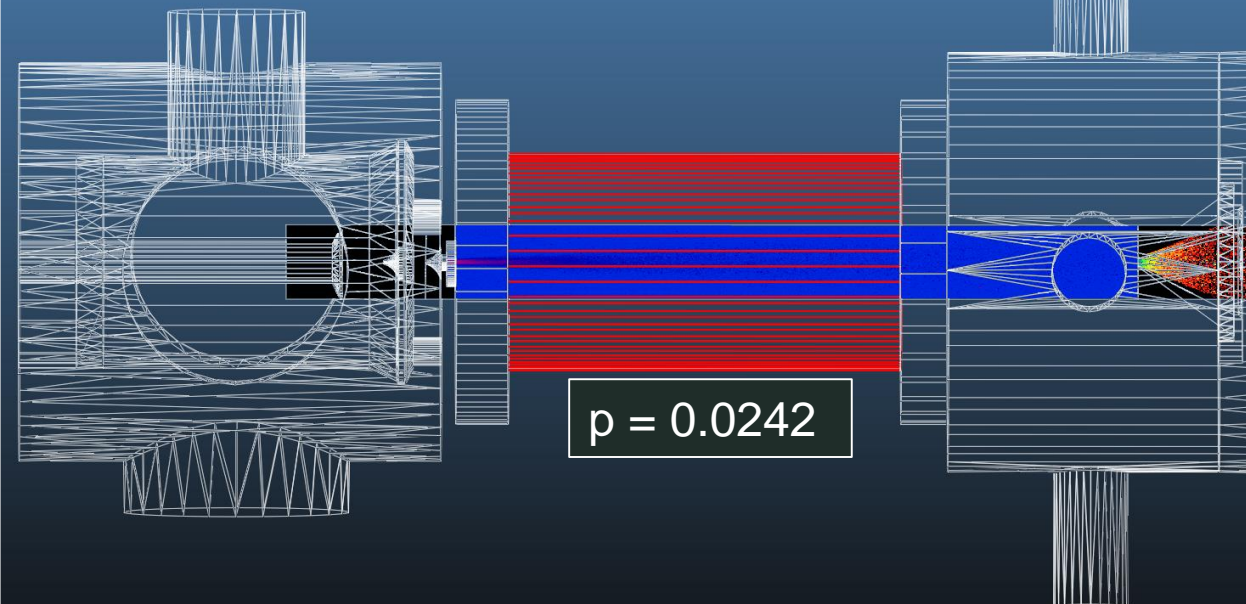


77% diffuse

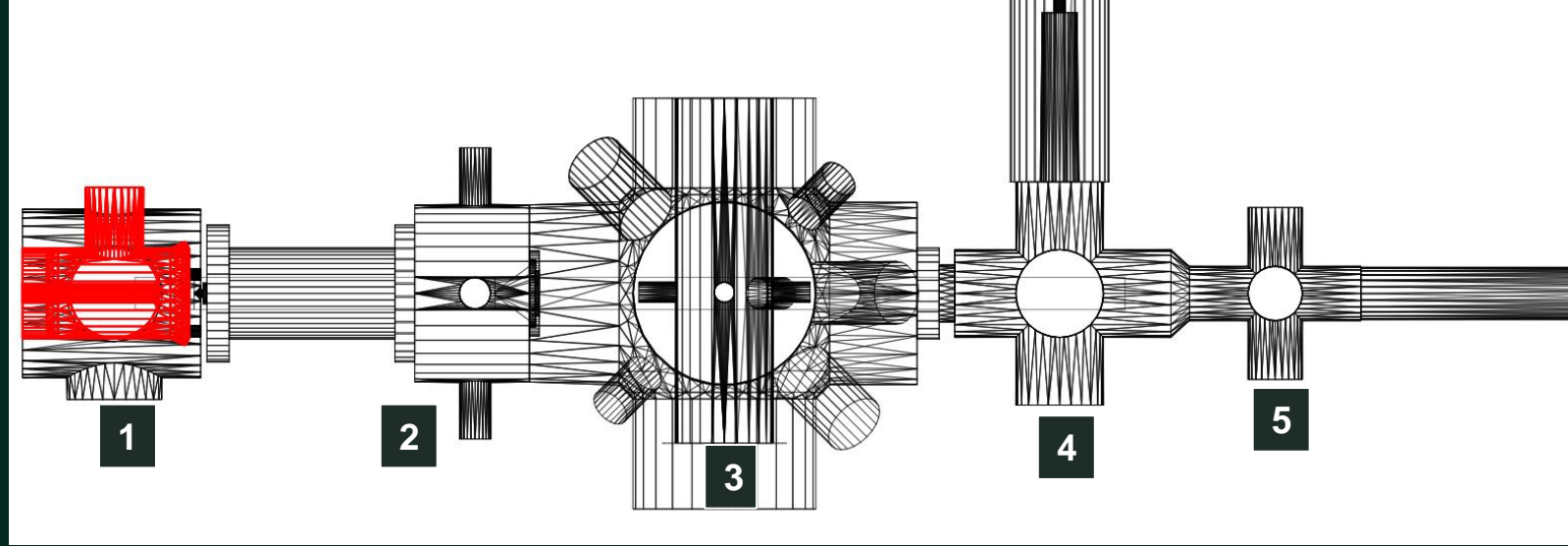
## Generating from skimmer 1



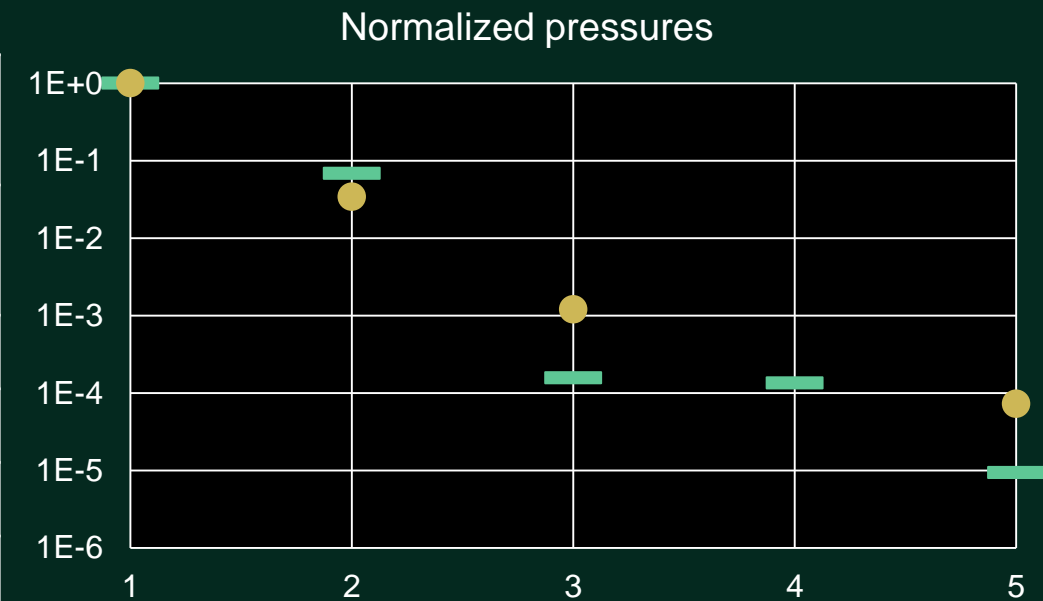
## Generating from skimmer 2



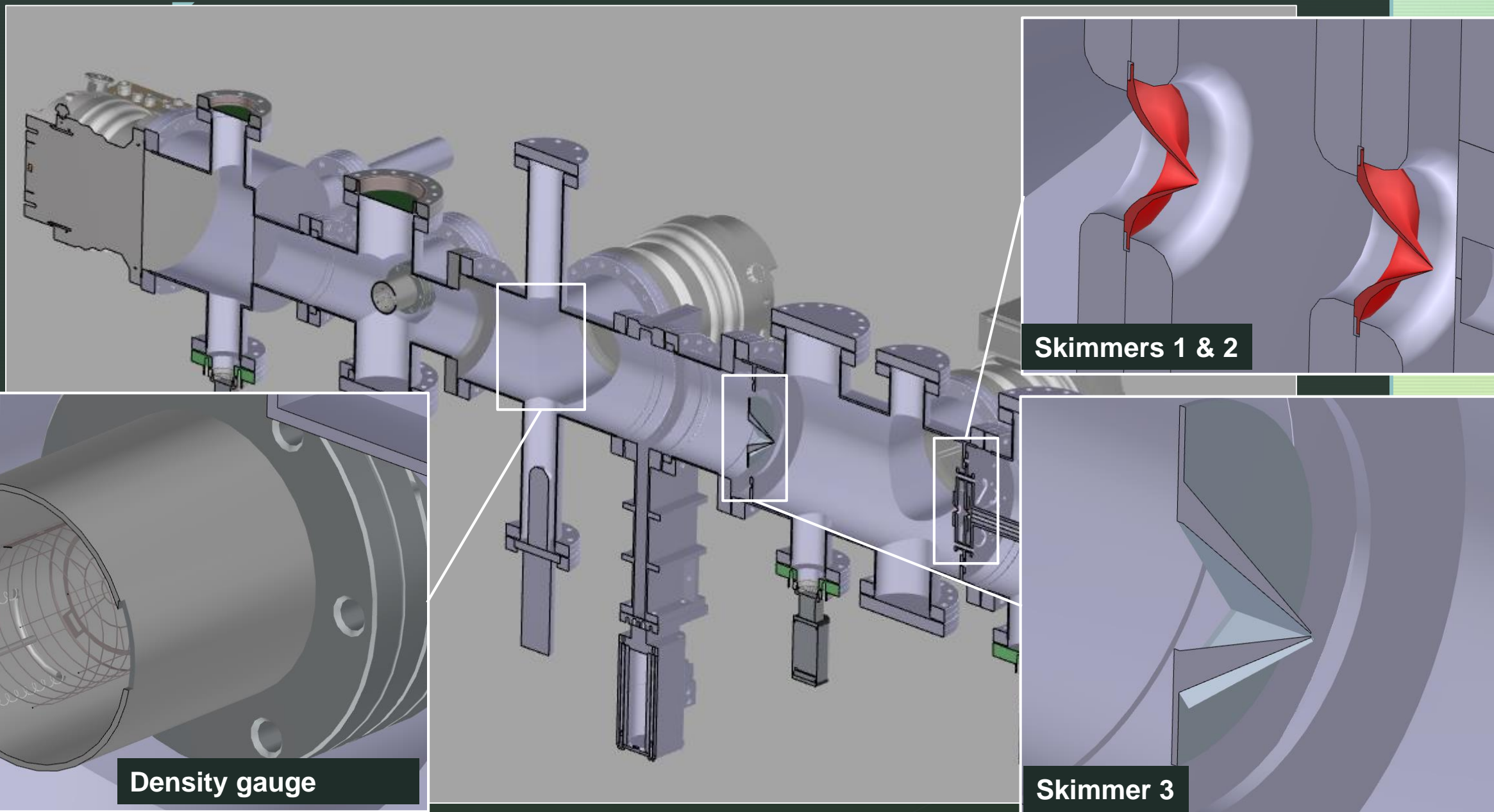
## Comparison with experiments



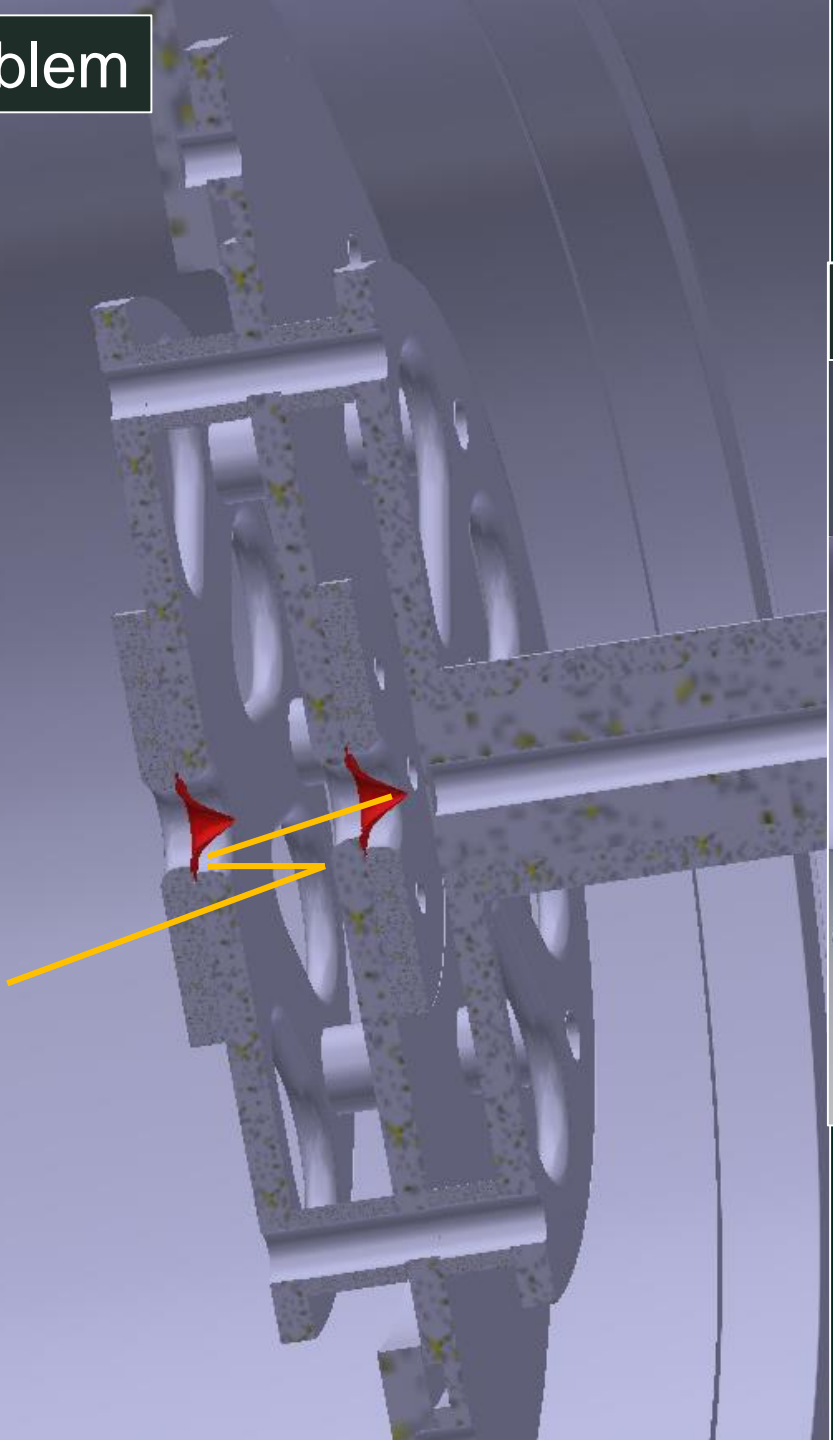
	Norm.density and pressure	Pressure On	Off	Diff	Norm diff	
1 Between skimmers 1 - 2	<b>1.0E+00</b>	<b>3.2E-03</b>	<b>6.5E-06</b>	<b>1.5E-06</b>	<b>5.0E-06</b>	<b>1.0E+00</b>
2 Between skimmers 2 - 3	<b>6.9E-02</b>	<b>2.2E-04</b>	<b>2.1E-07</b>	<b>4.0E-08</b>	<b>1.7E-07</b>	<b>3.4E-02</b>
3 Interaction chamber	<b>1.6E-04</b>	<b>5.0E-07</b>	<b>2.8E-08</b>	<b>2.2E-08</b>	<b>6.0E-09</b>	<b>1.2E-03</b>
4 Ionization chamber	<b>1.3E-04</b>	<b>4.3E-07</b>				
5 Last pump	<b>9.4E-06</b>	<b>3.0E-08</b>	<b>1.3E-09</b>	<b>9.4E-10</b>	<b>3.6E-10</b>	<b>7.2E-05</b>



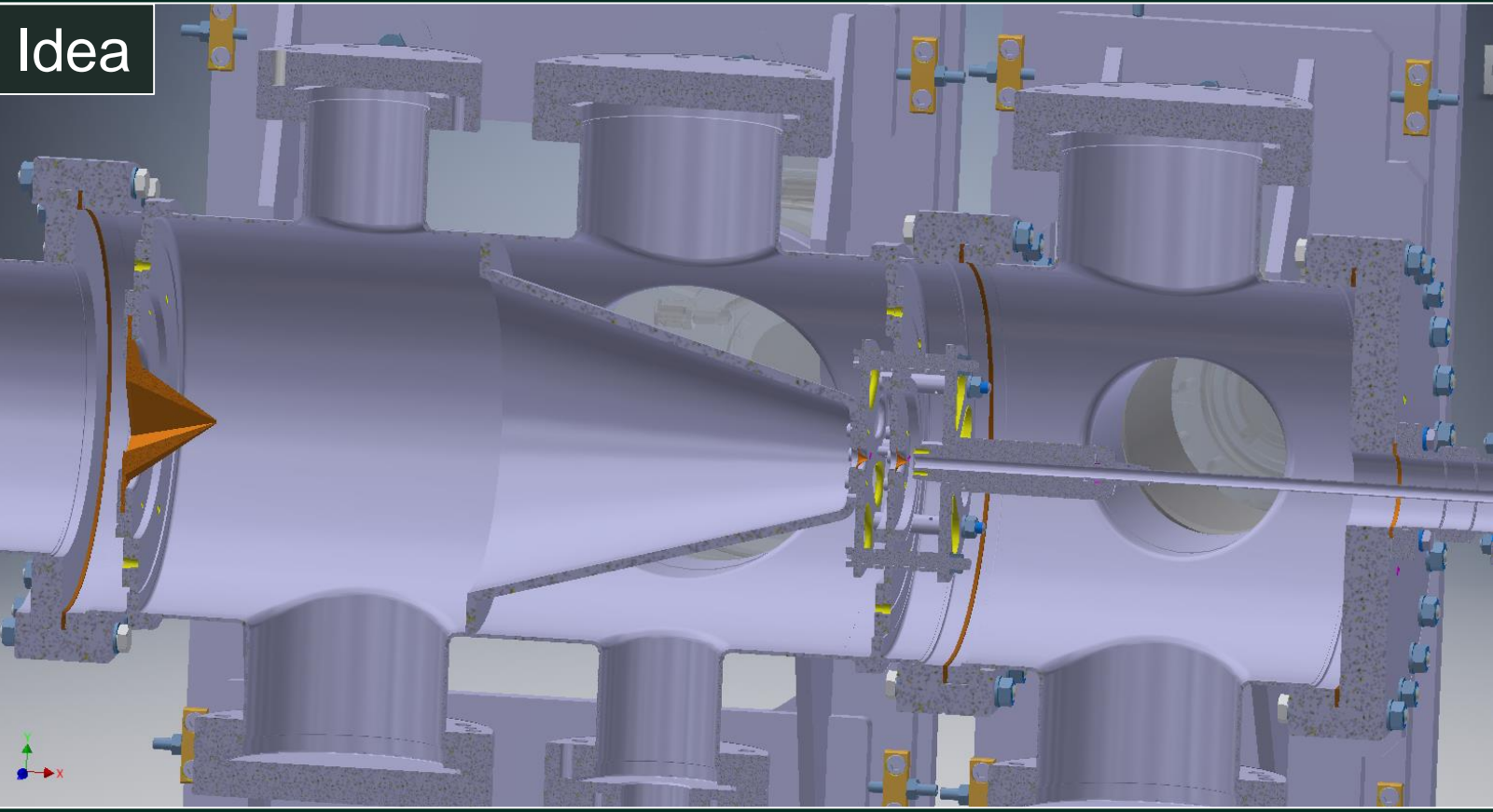
## Improved setup (present)



Problem



Idea



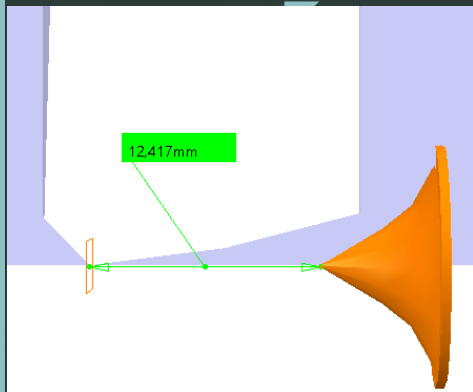


# In search of the final setup

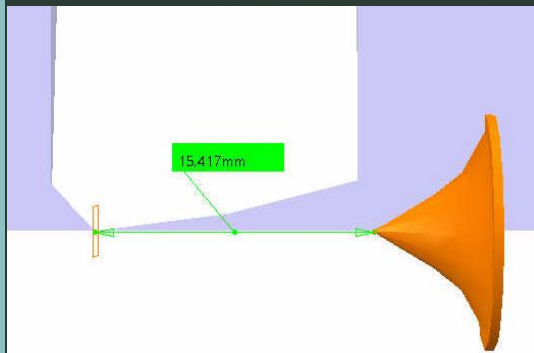
## Free parameters, high pressure part

Images: Przemyslaw Smakulski

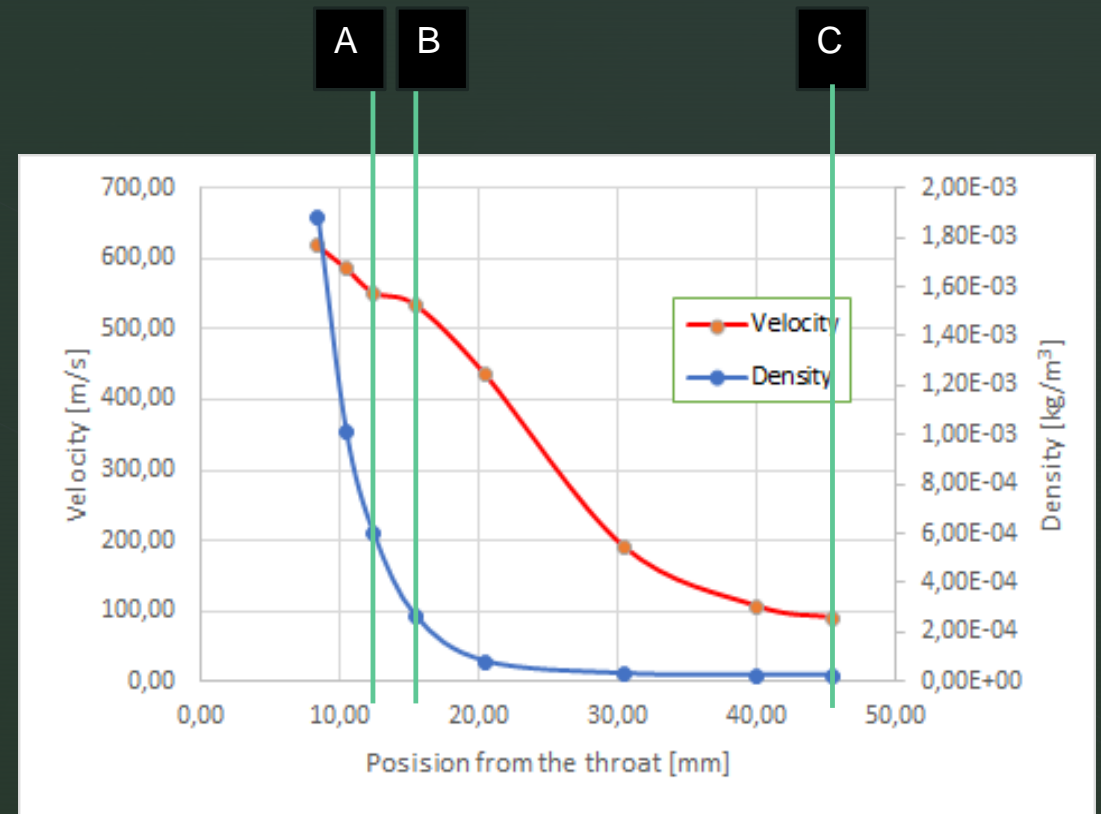
A



B



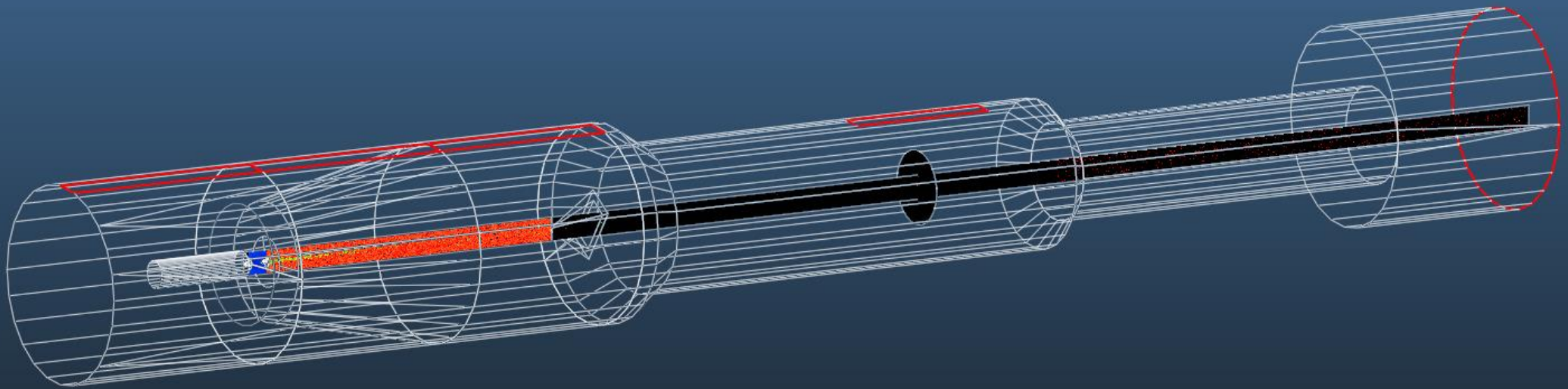
C



## Free parameters, low pressure part



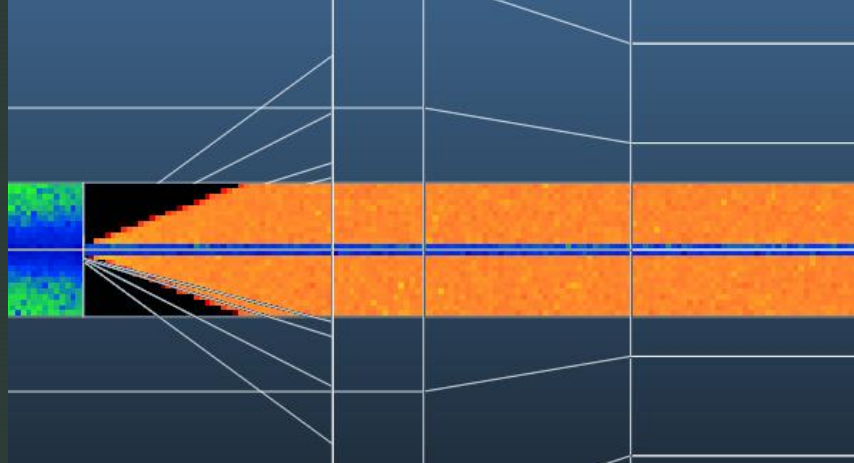
# Simplified geometry



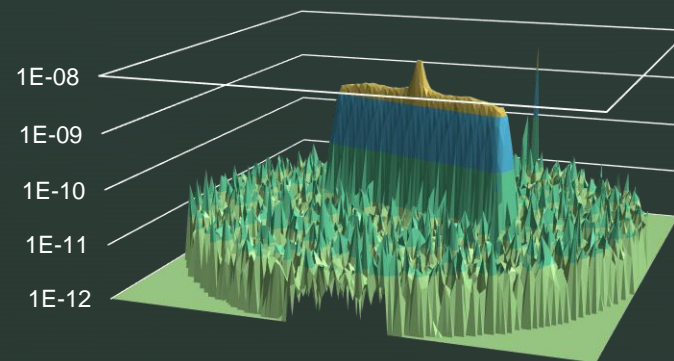
*red facets: pumping surfaces*

29

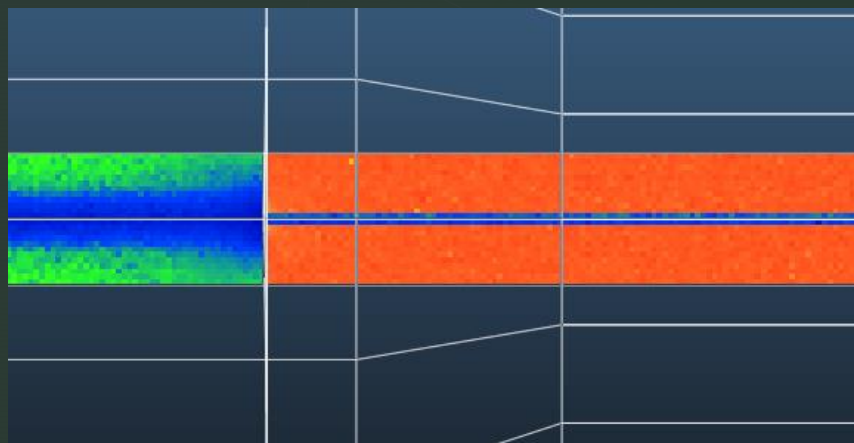
JET →



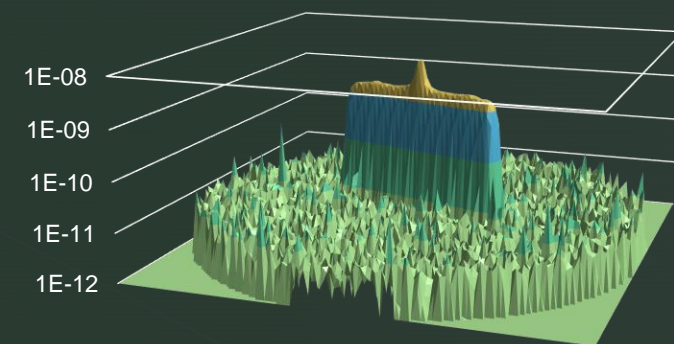
normal skimmer 3



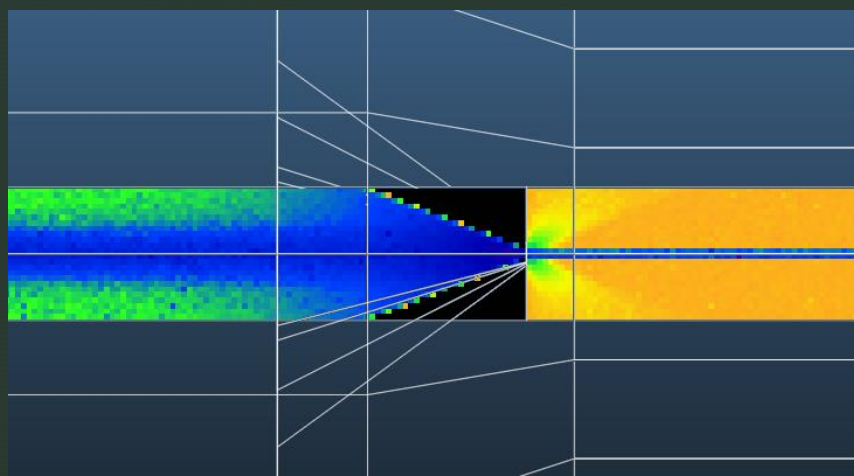
JET →



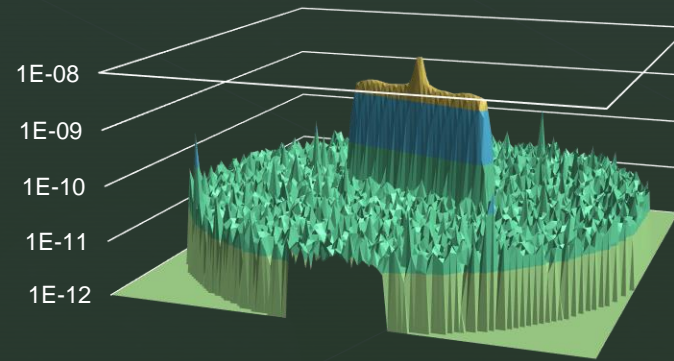
flat skimmer 3



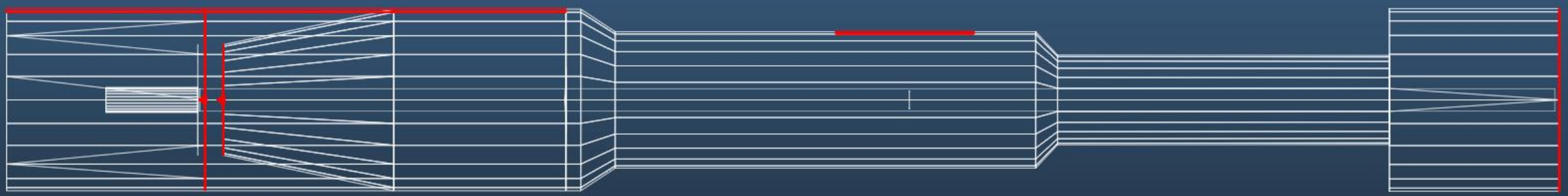
JET →



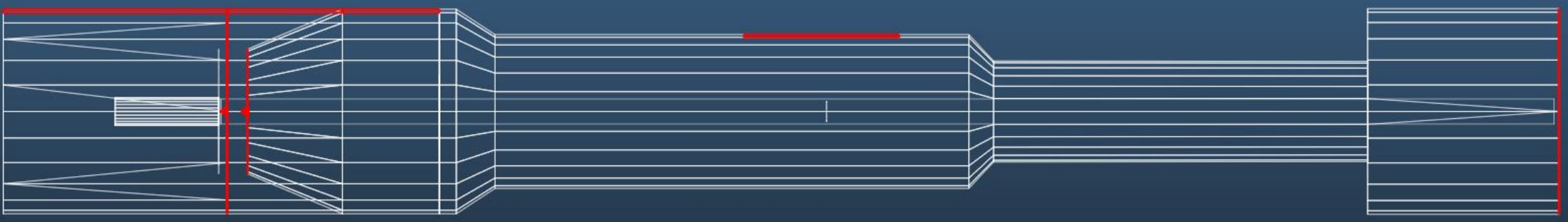
inverse skimmer 3



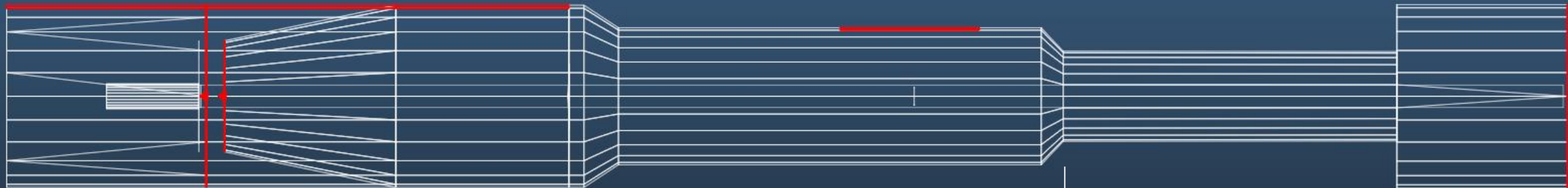
Original



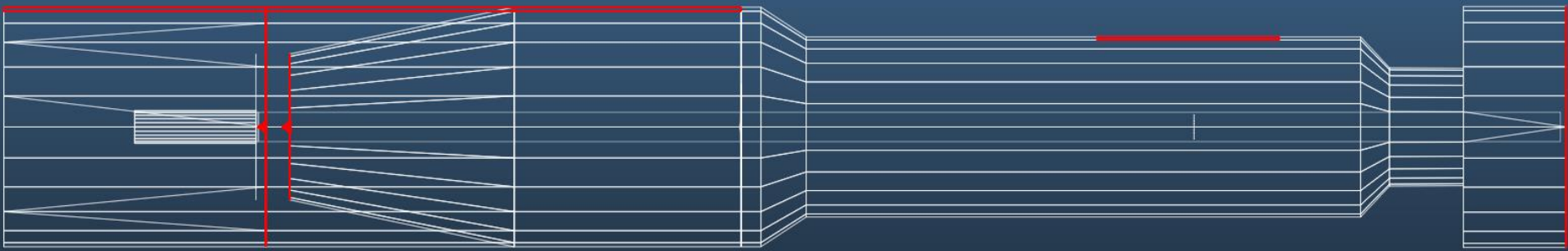
Half space skim2-3



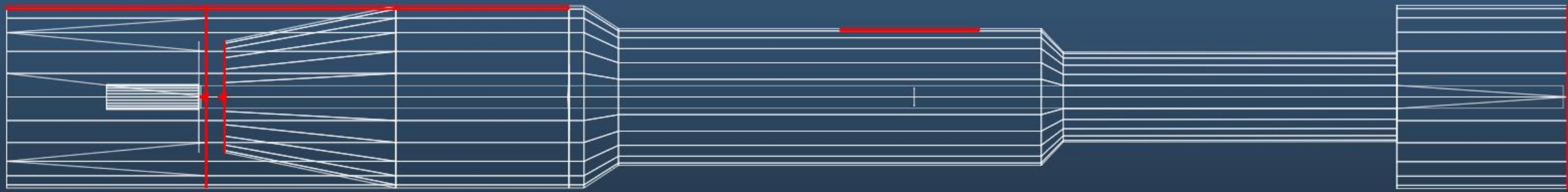
Original



Closer end



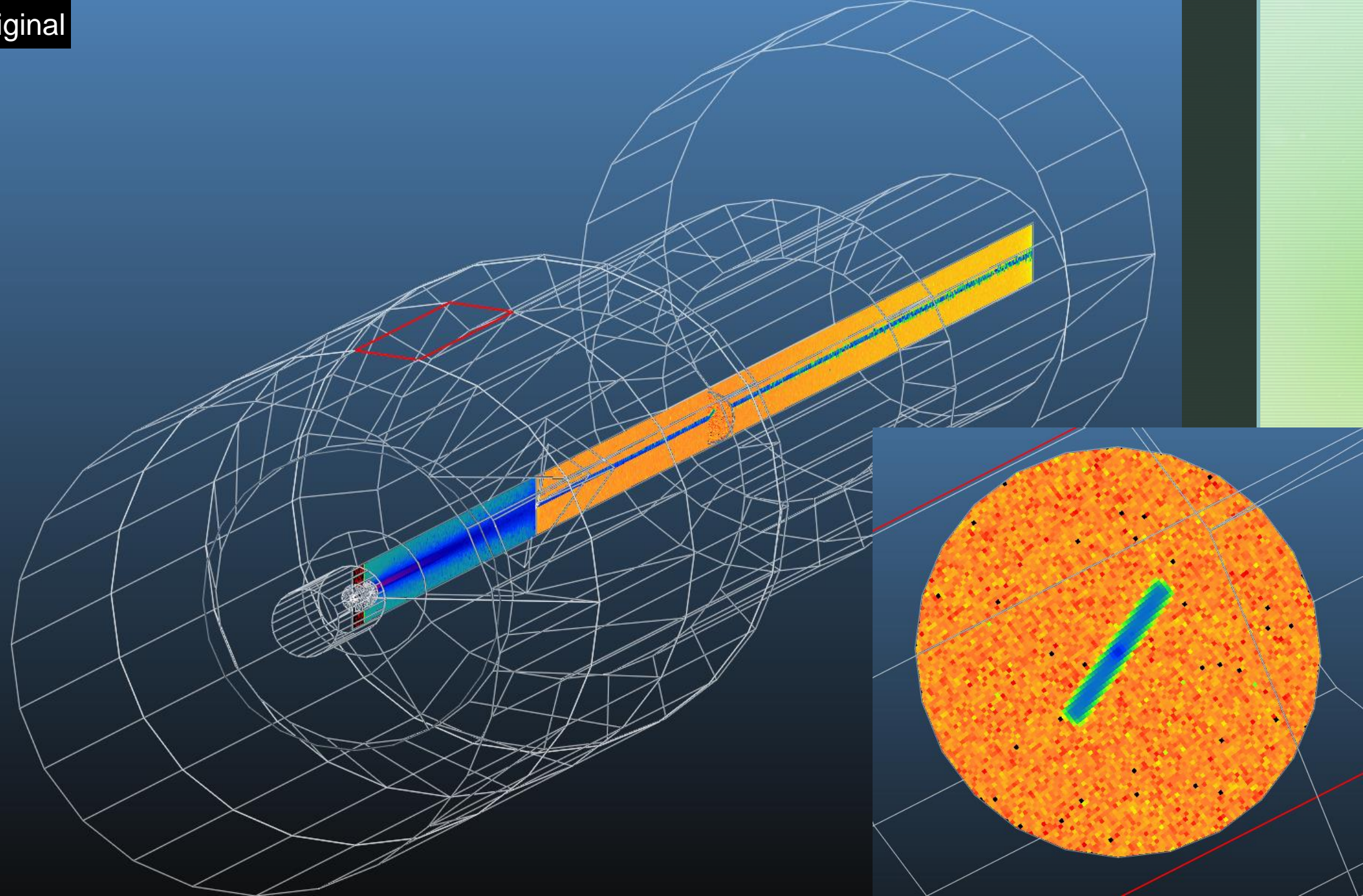
Original



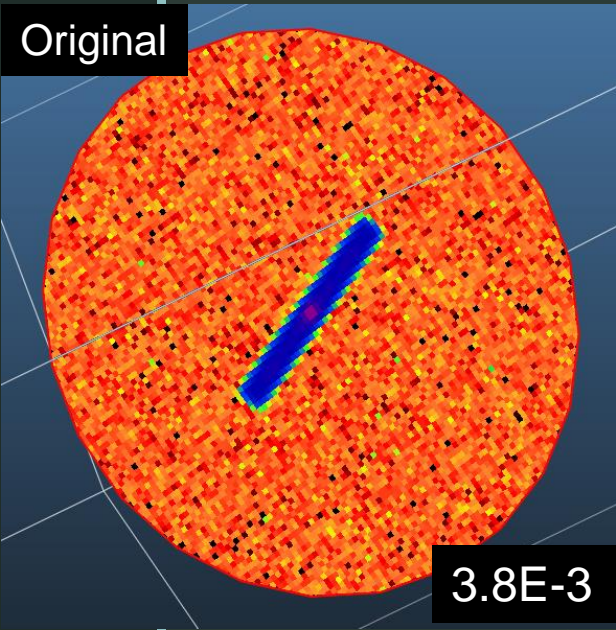
Half diameter



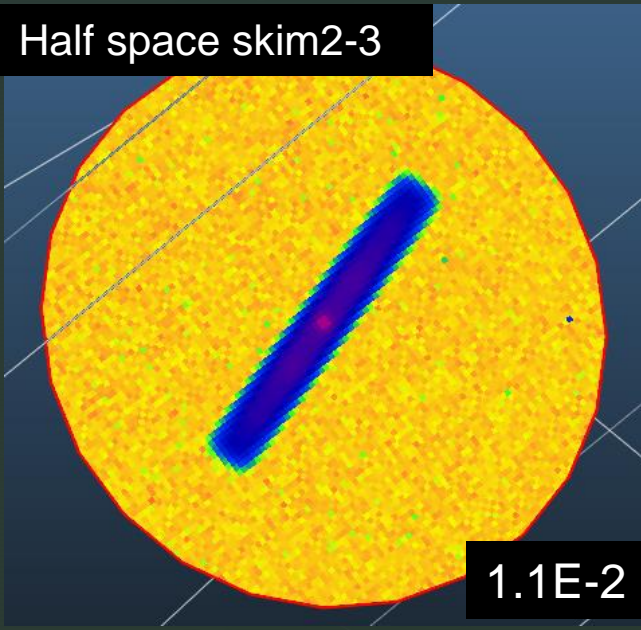




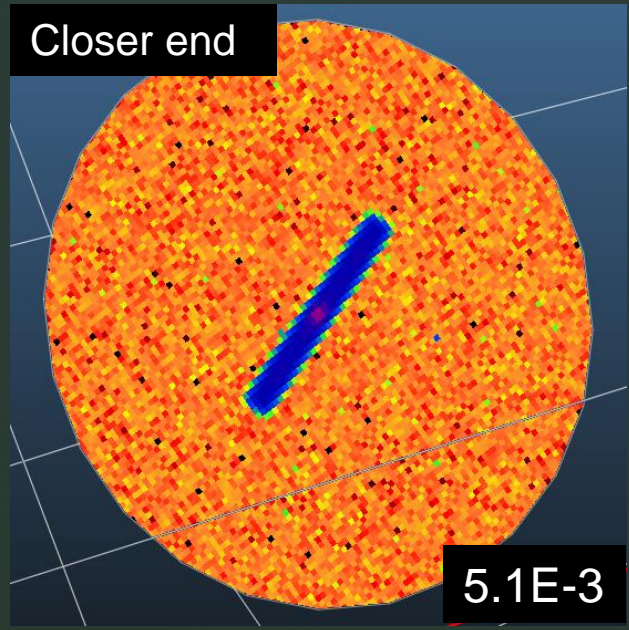
Original



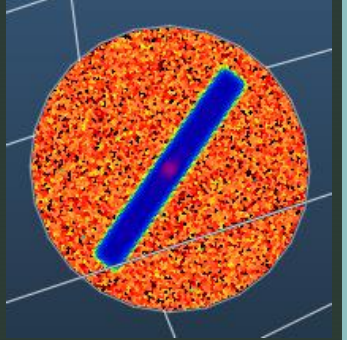
Half space skim2-3



Closer end

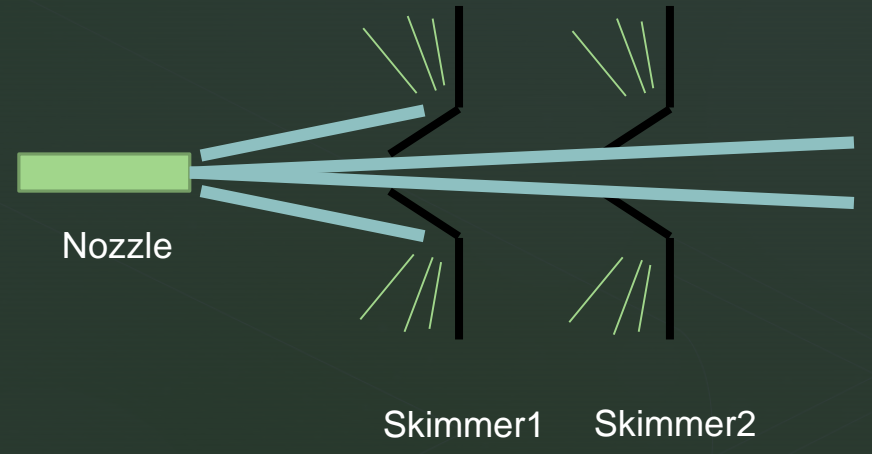
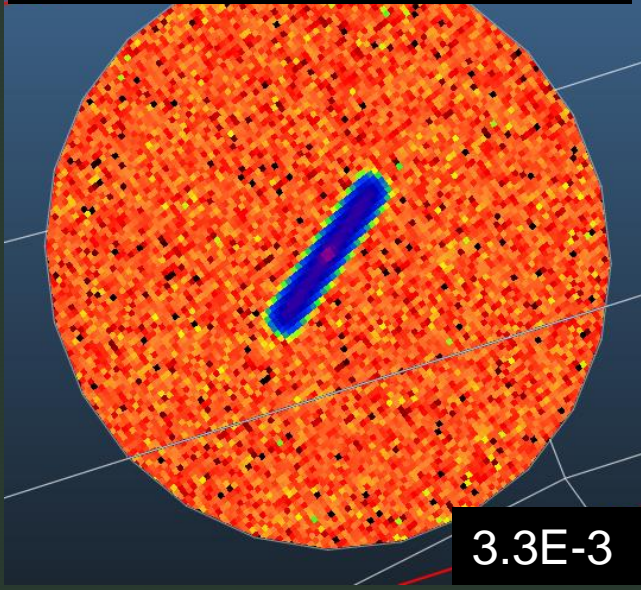


Half diameter

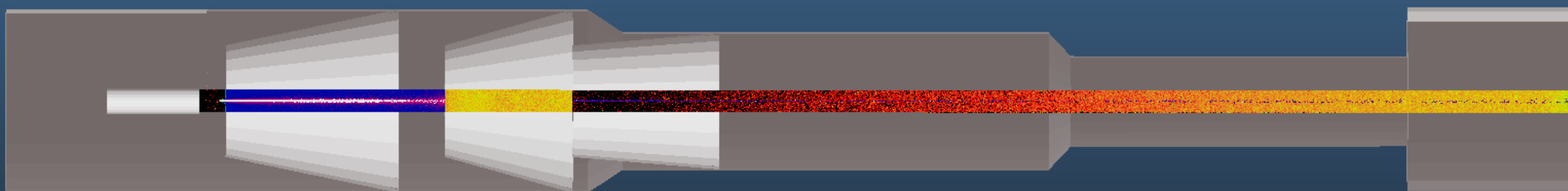
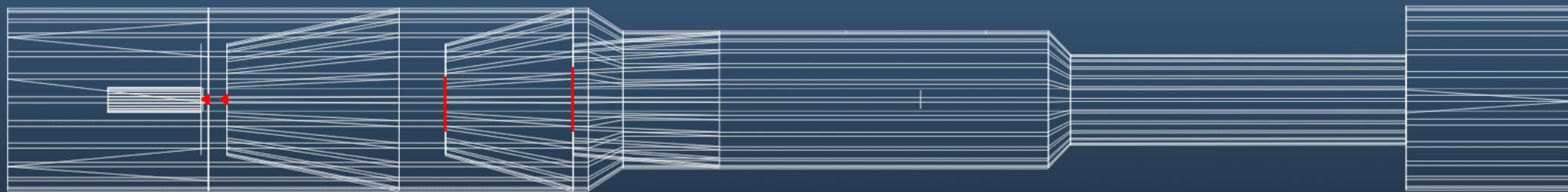


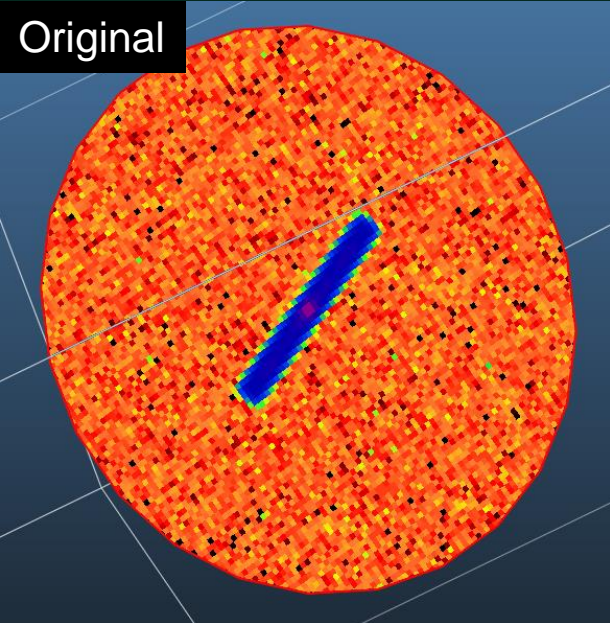
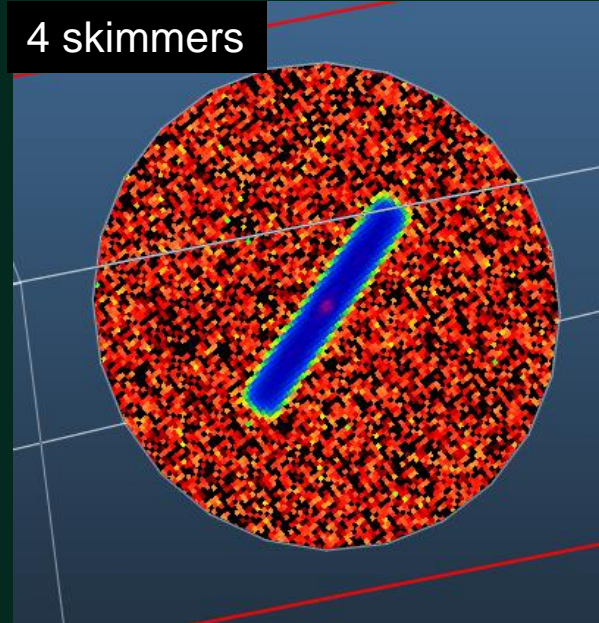
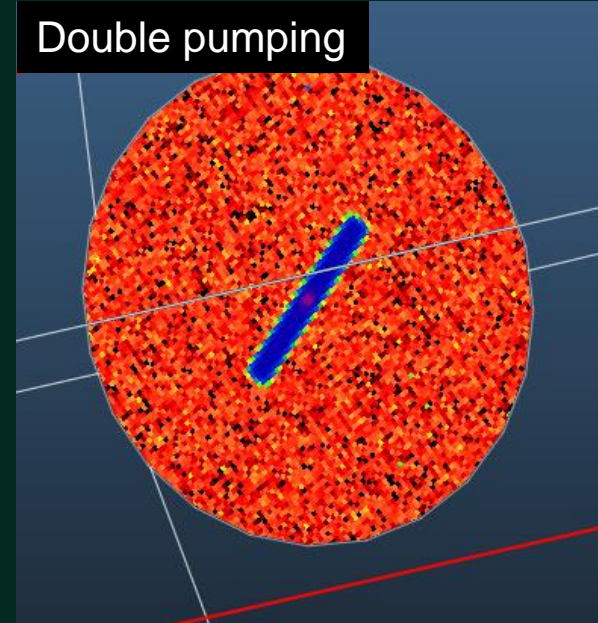
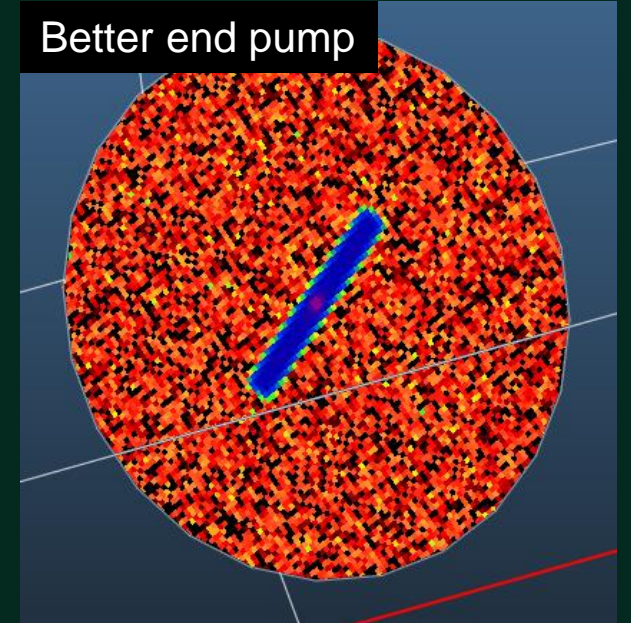
3.9E-3

Half space skim2-3, half skim3

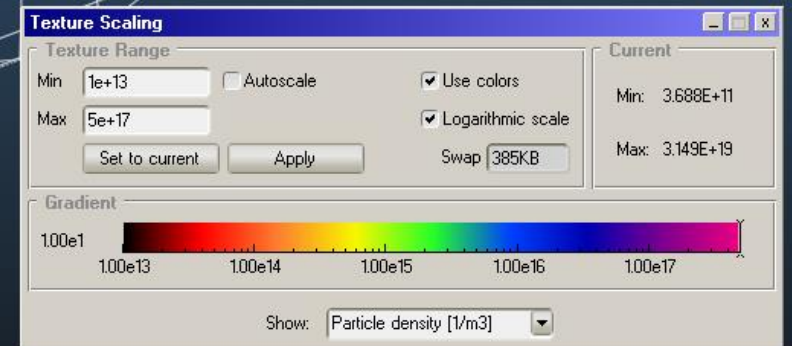
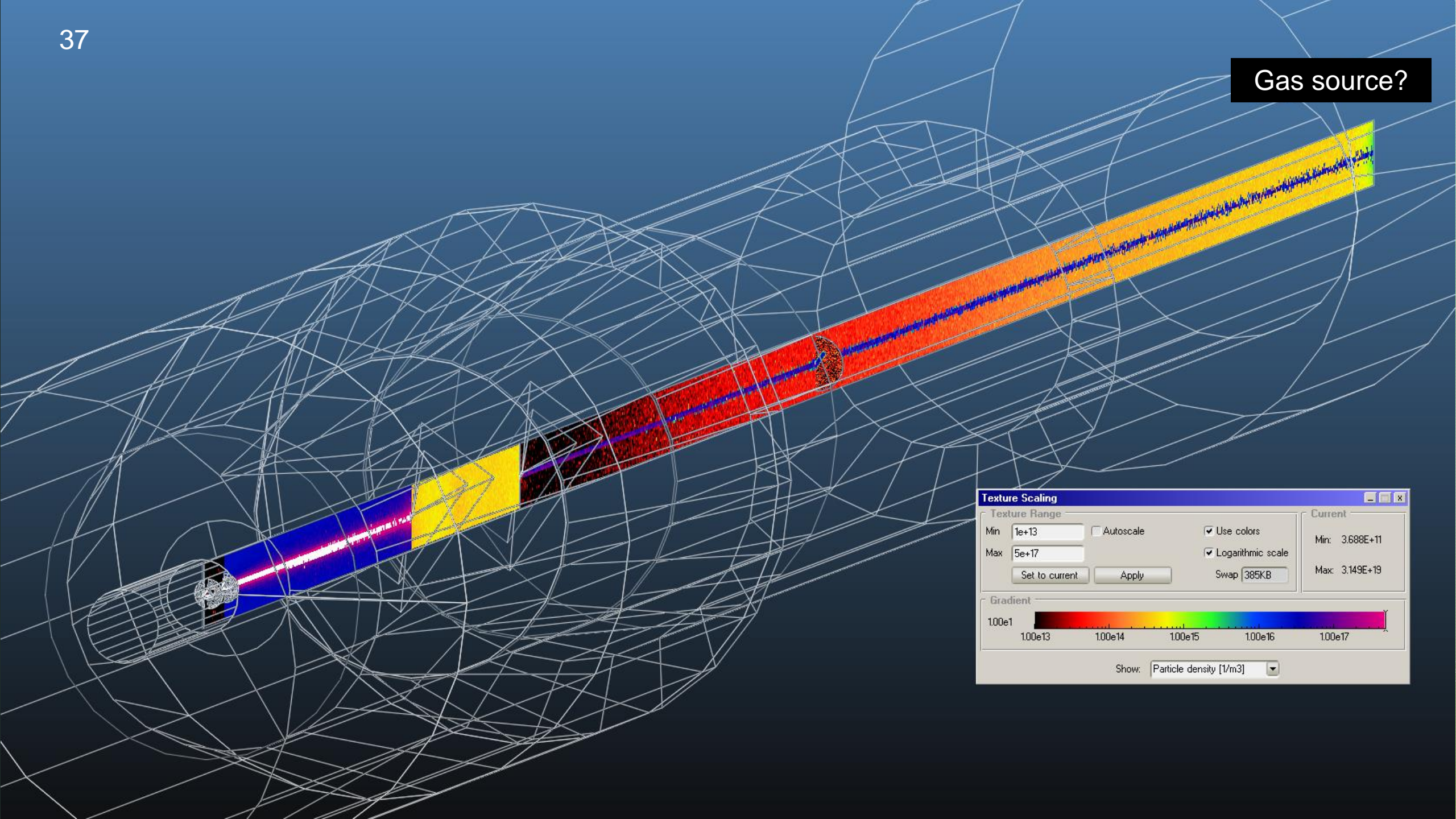


## Adding a fourth skimmer

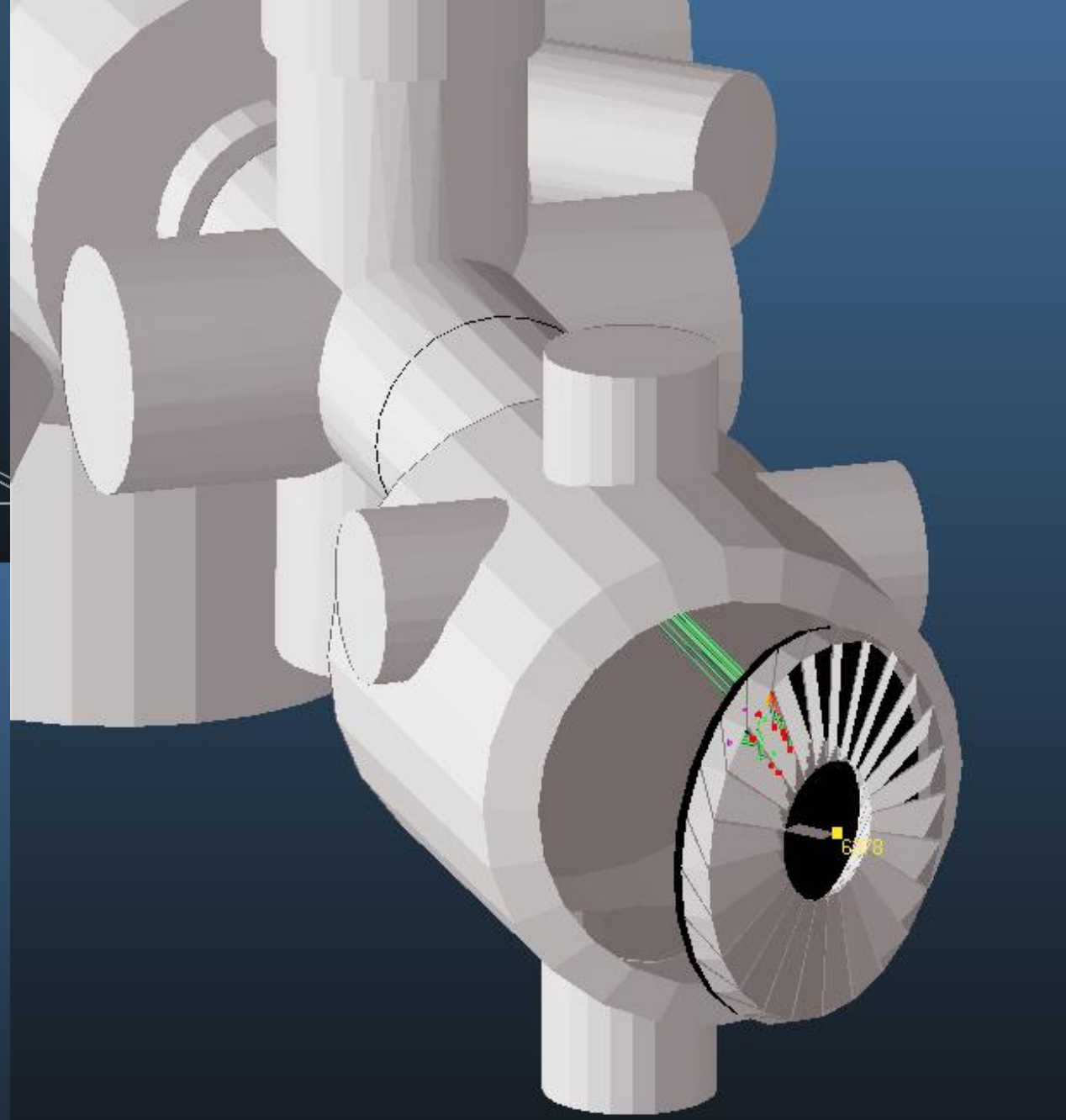
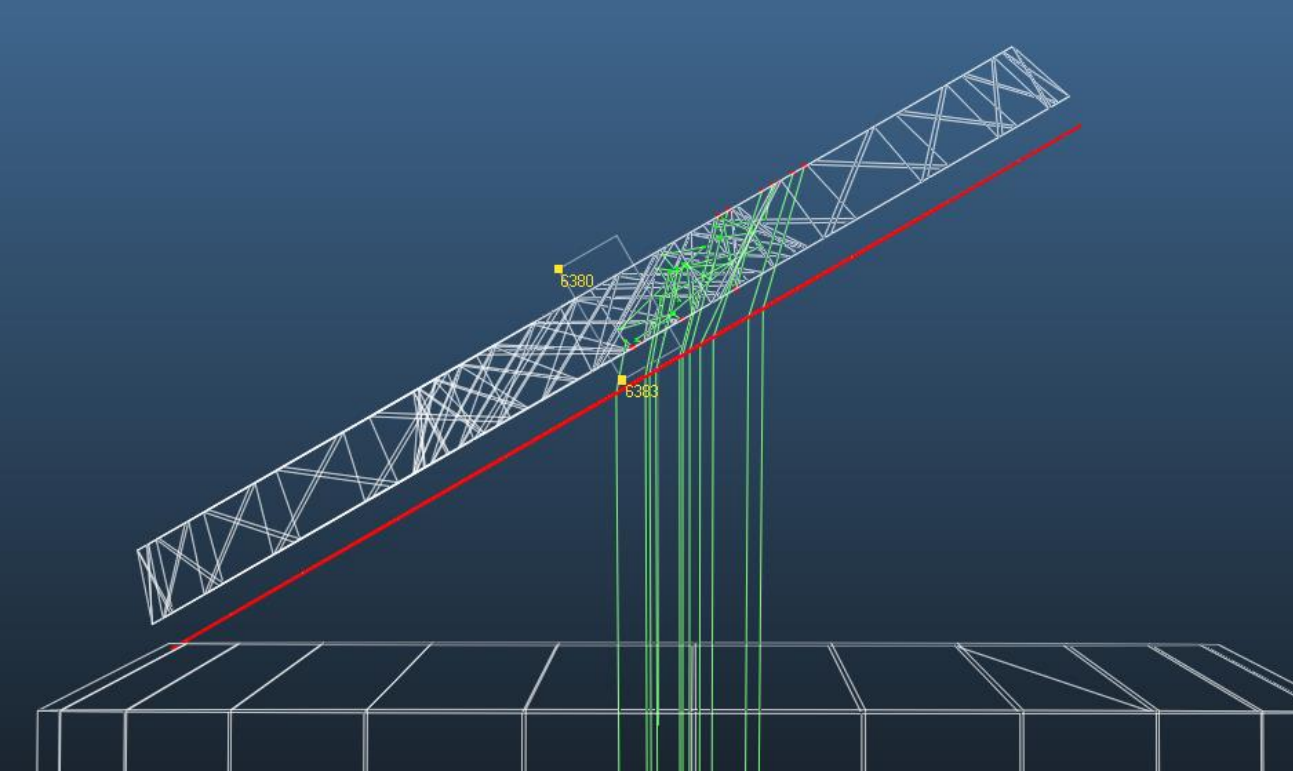


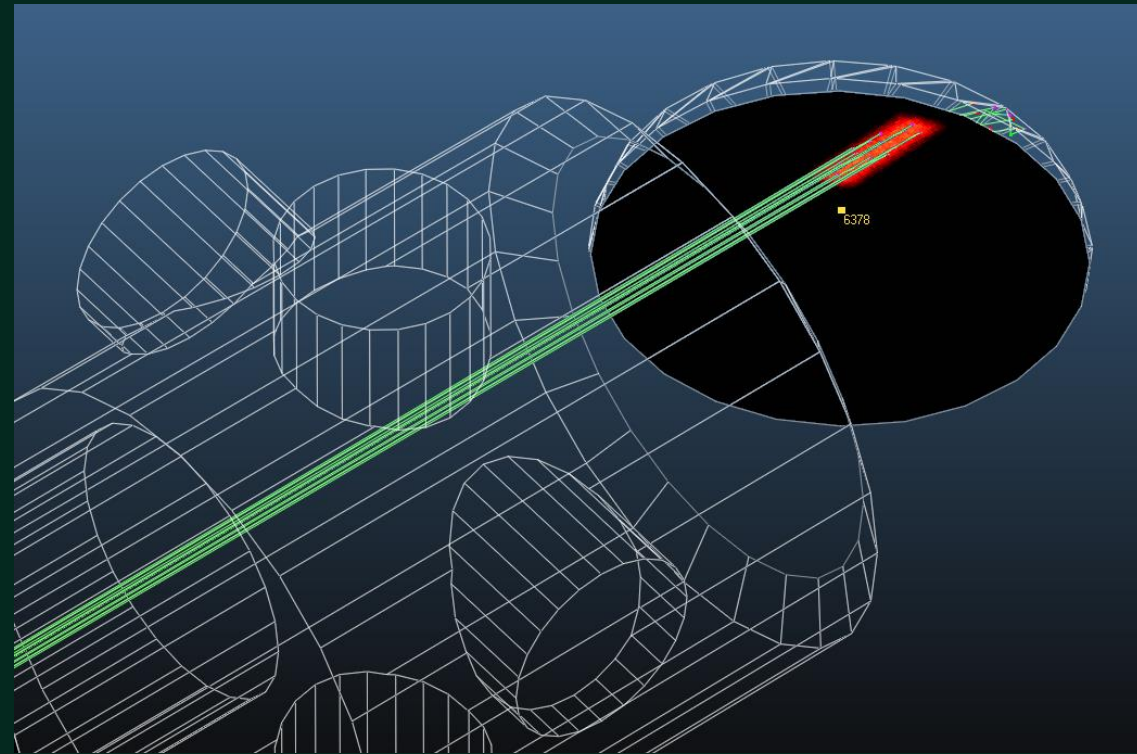
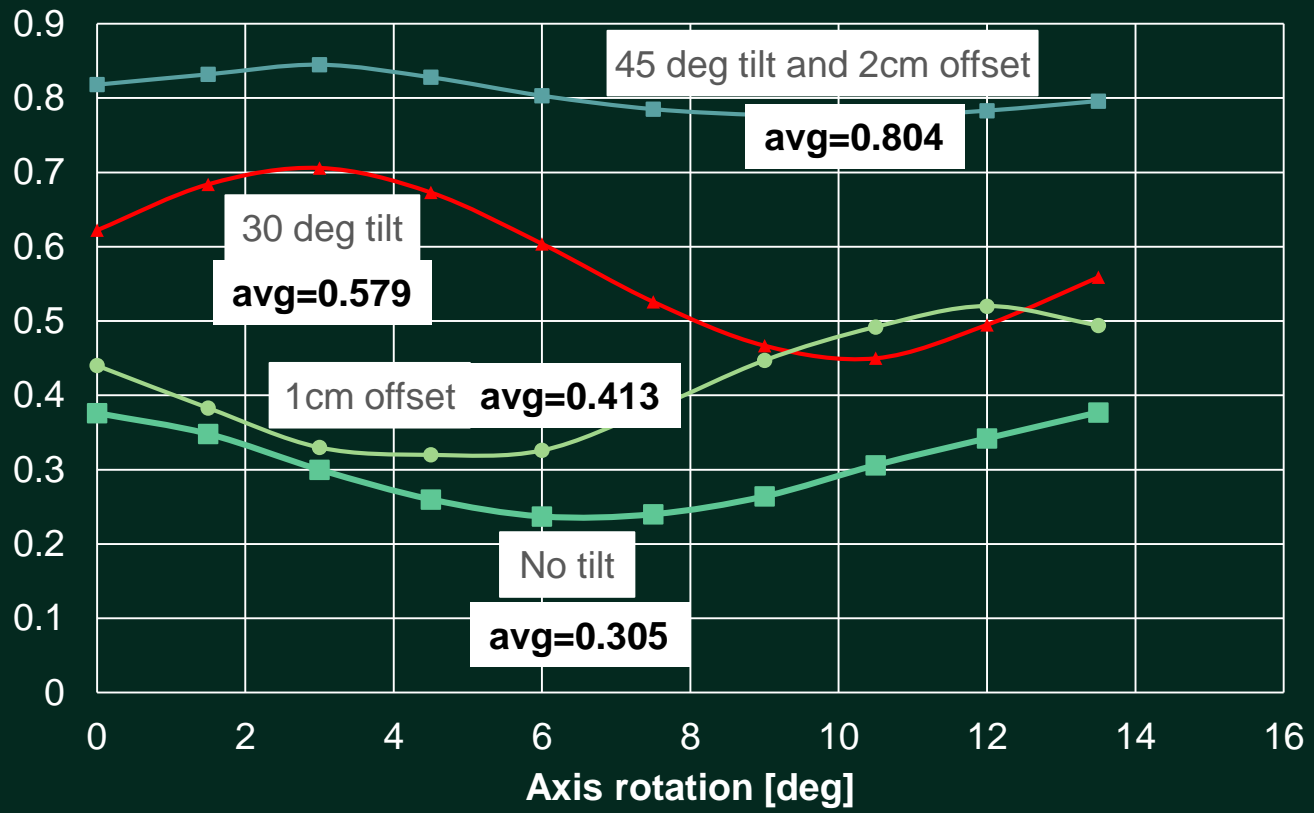
 $3.8E-3$  $1.5E-3$  $2.2E-3$  $2.0E-3$

Gas source?

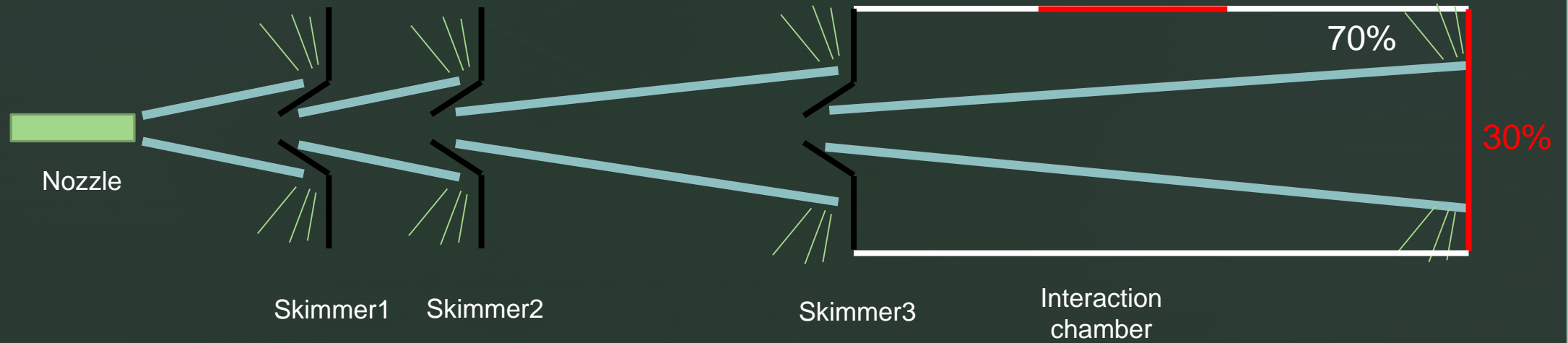


# Tilted end pump (suggested by Tom Dodington)



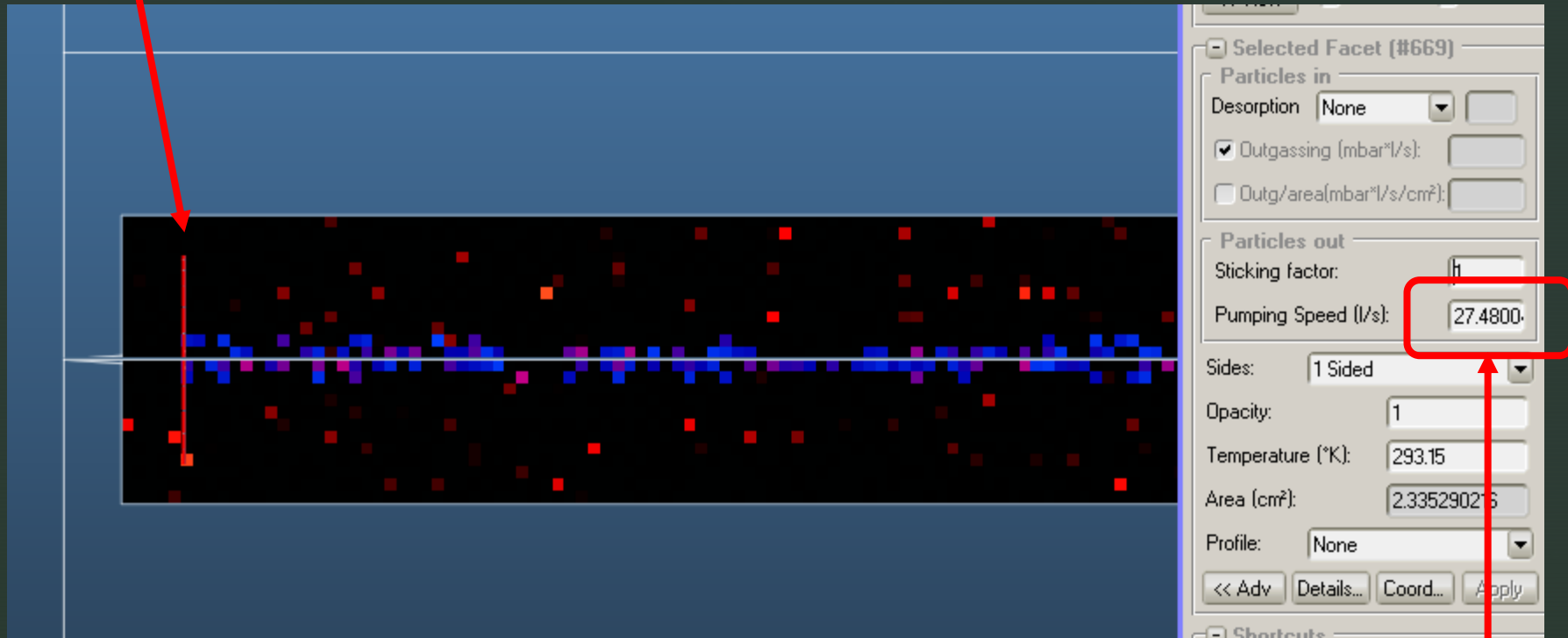


## Linear system: Iterative simulation



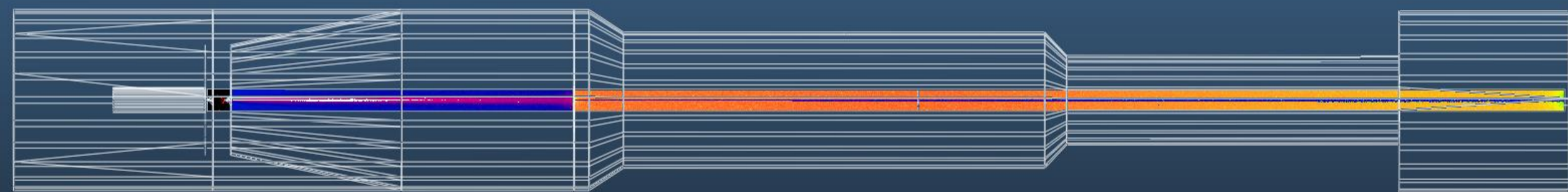


# Theoretical surface with perfect sticking

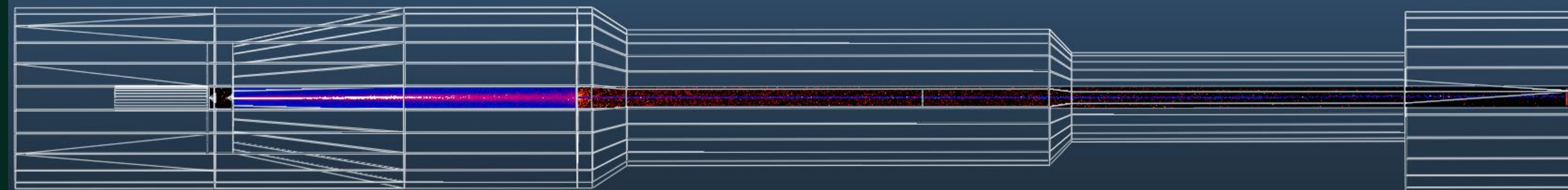


Small pumping

Original



“Jet catcher”



**Texture Scaling**

Texture Range

Min:   Autoscale

Max:

Use colors

Logarithmic scale


Swap:

Current

Min: 6.619E+11

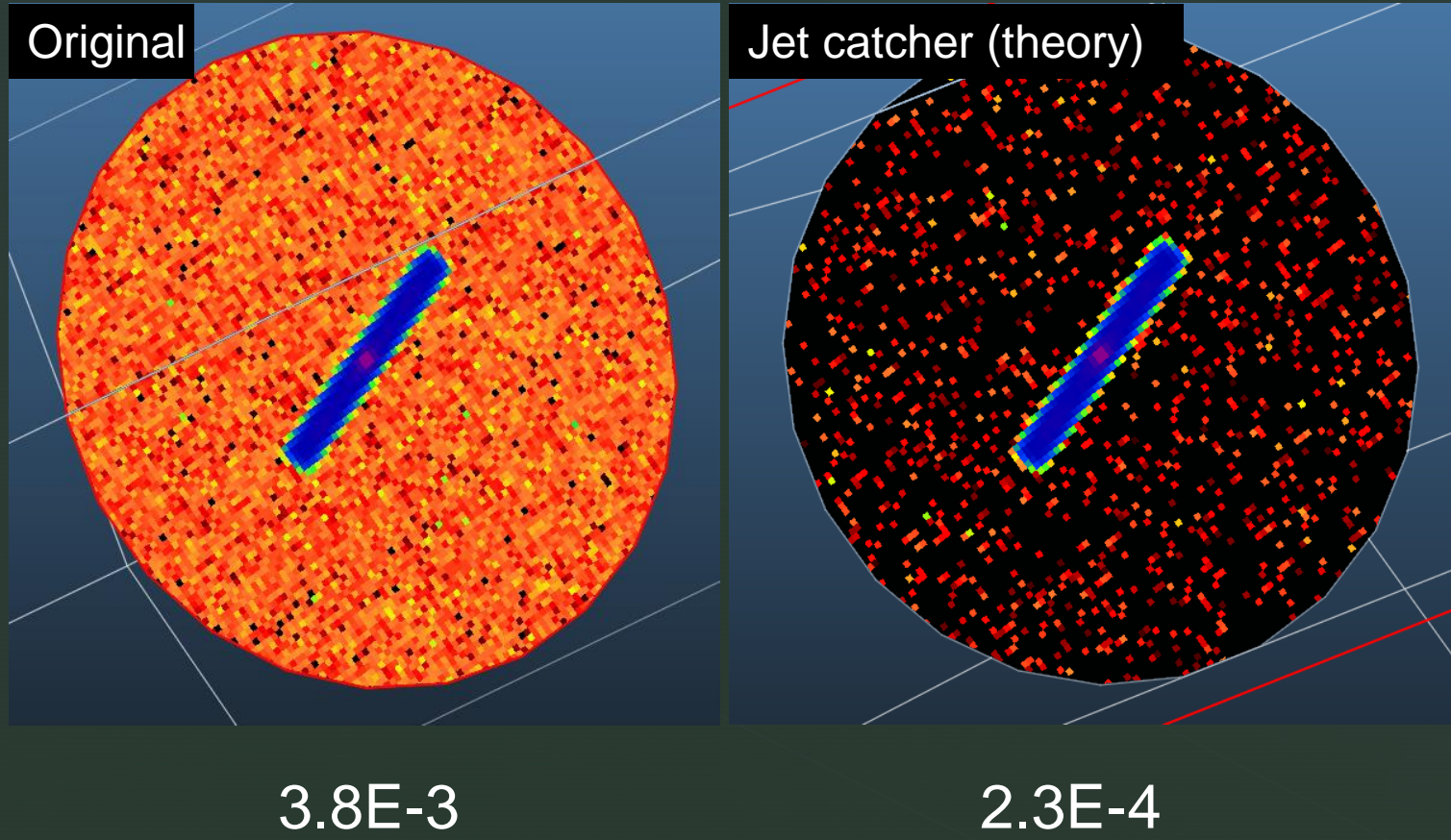
Max: 3.141E+19

Gradient

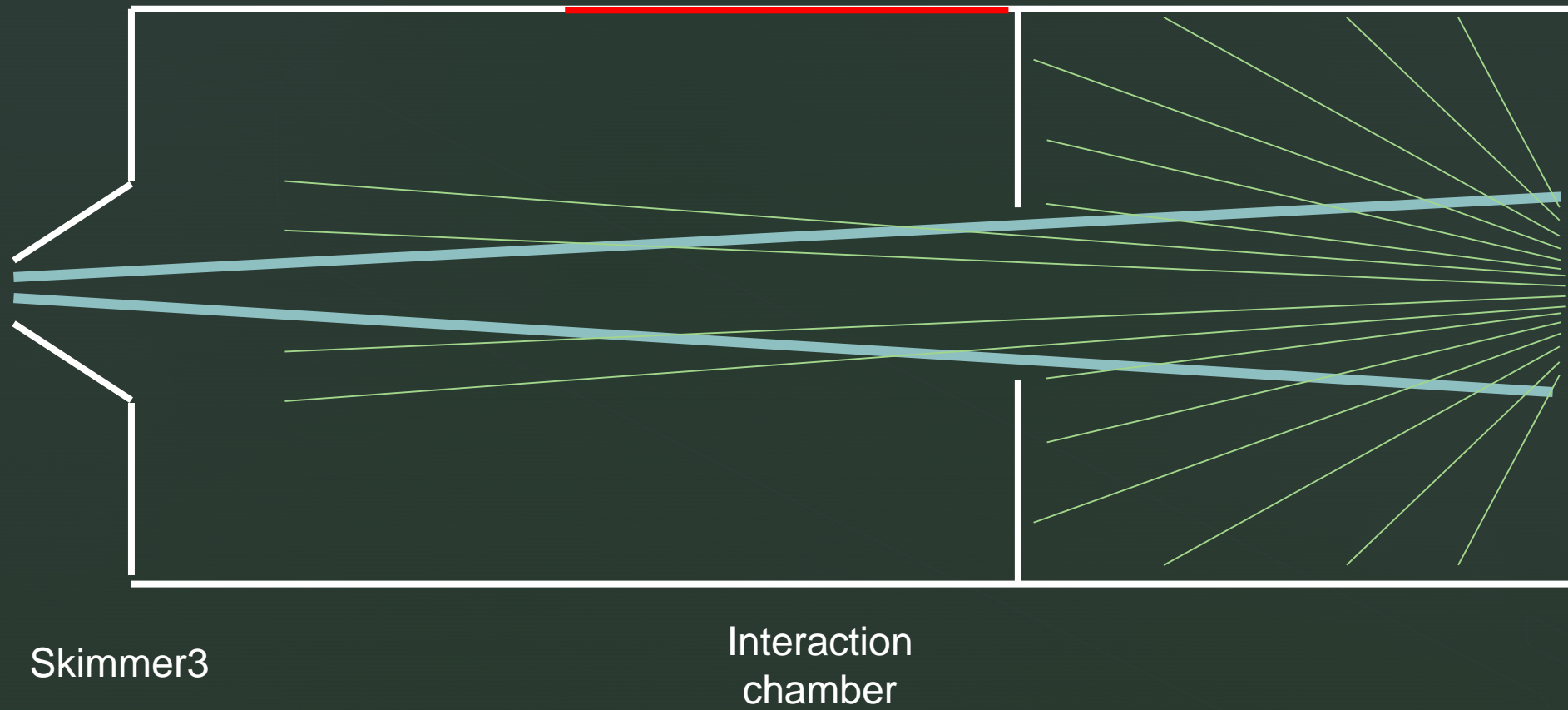
2.48e13 

1.00e13 1.00e14 1.00e15 1.00e16 1.00e17

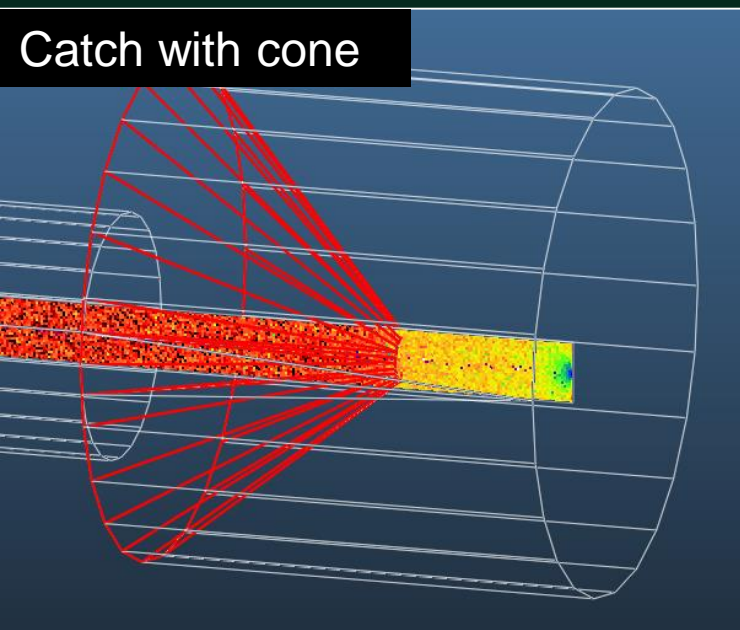
Show:



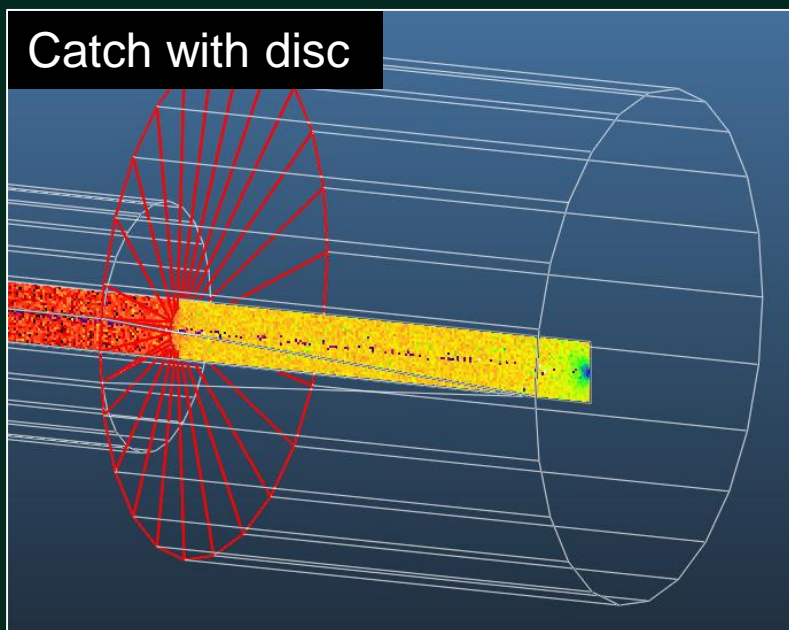
## Linear system: Iterative simulation



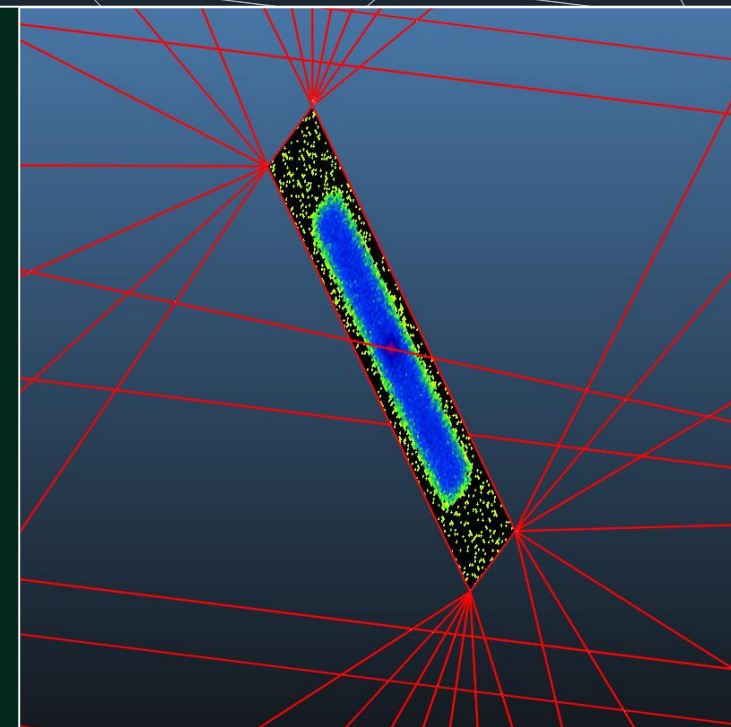
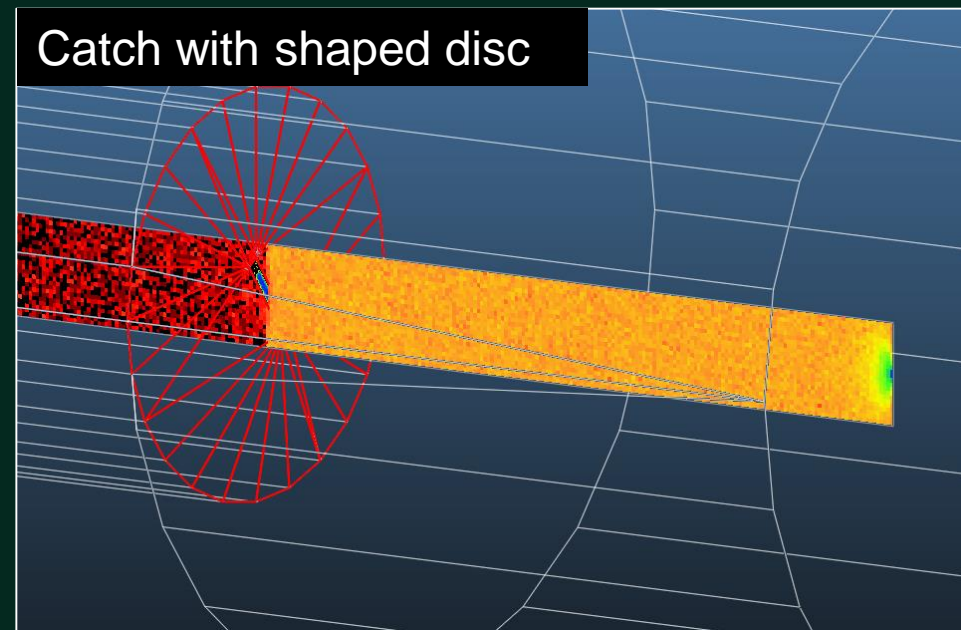
Catch with cone

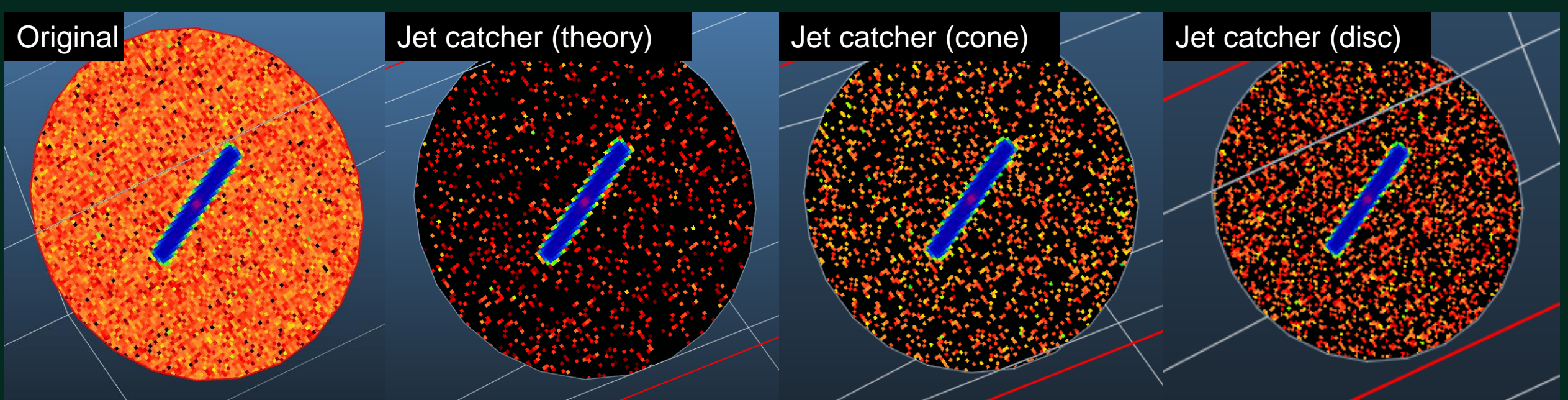


Catch with disc



Catch with shaped disc



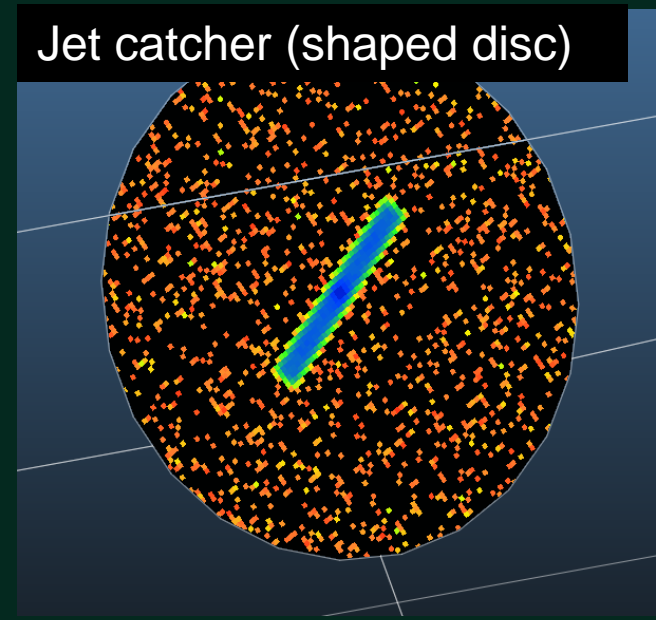


$3.8\text{E-}3$

$2.3\text{E-}4$

$1.1\text{E-}3$

$1.2\text{E-}3$



$6.3\text{E-}4$

# Conclusion

- A simplified geometry allows to quickly test different geometries (mechanical considerations aside)
- Skimmer shapes, extra skimmers and distances don't change much
- Extra pumping always reduces background ( $P=Q/S$ )
- Jet backscattering is a significant background source
- It can be mitigated by a disc acting as a “particle trap”