



New examples for transport in crystals

Marie Curie Global Fellowships, Project TRILLION GA n. 101032975

Dr. Alexei Sytov

In close collaboration with Dr. Gianfranco Paternò

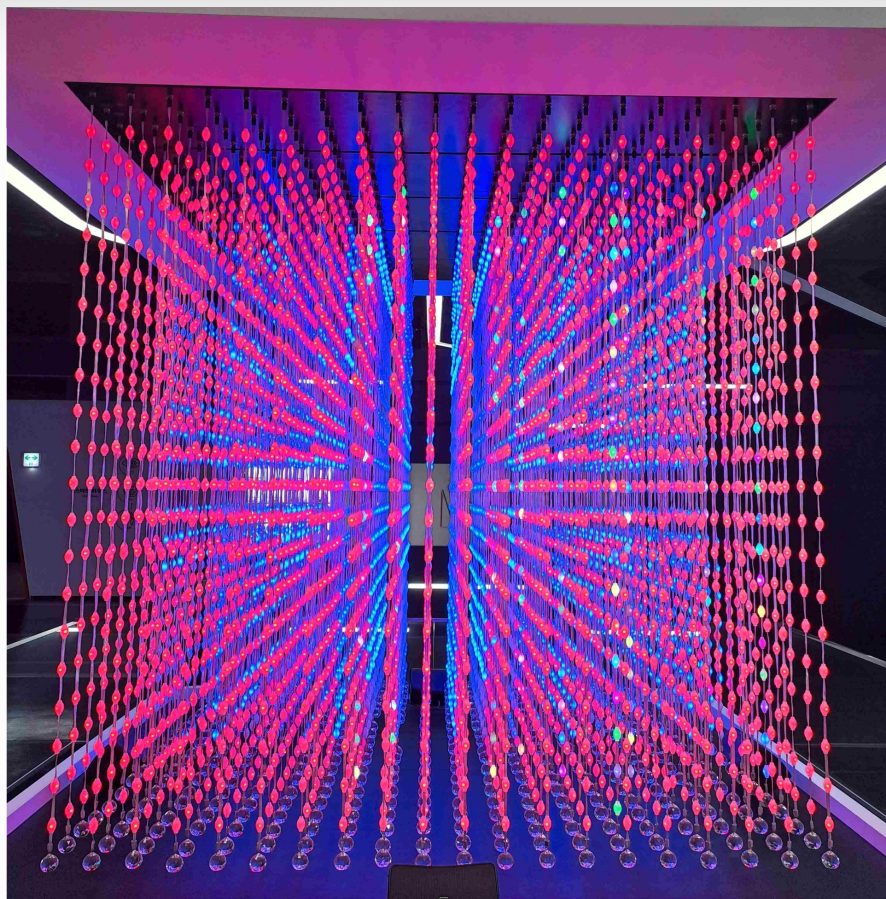
Geant4 EM physics meeting 09/07/2024



European
Commission

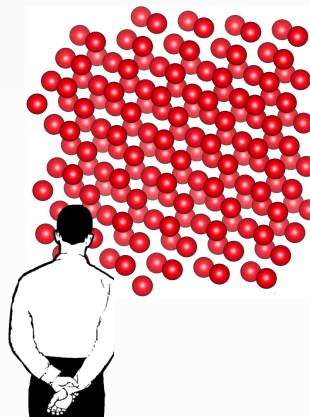
How an oriented crystal looks like

Frillion

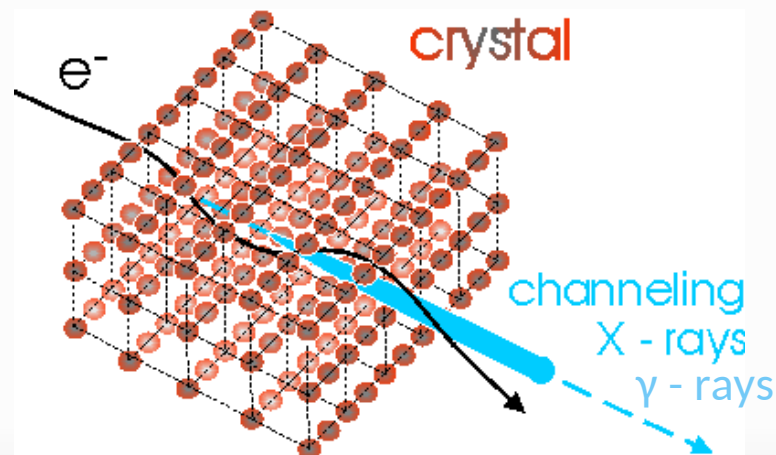
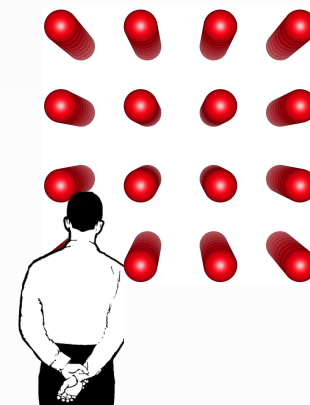


from National Science
Museum, Daejeon, Korea

Non-oriented
crystal



Oriented crystal



Marie Skłodowska-Curie Action Global Individual Fellowships by A. Sytov in 2021-2025, Project TRILLION GA n. 101032975

Main goal: The **implementation** of both physics of **electromagnetic processes in oriented crystals** and the design of specific applications of crystalline effects into **Geant4** simulation toolkit as Extended Examples to bring them to a large scientific and industrial community and under a free Geant4 license.

Group:

- **A. Sytov** – project coordinator
- **L. Bandiera** – INFN supervisor
- **K. Cho** – KISTI supervisor
- **G. Kube** – DESY supervisor
- **I. Chaikovska** – IJCLab Orsay supervisor

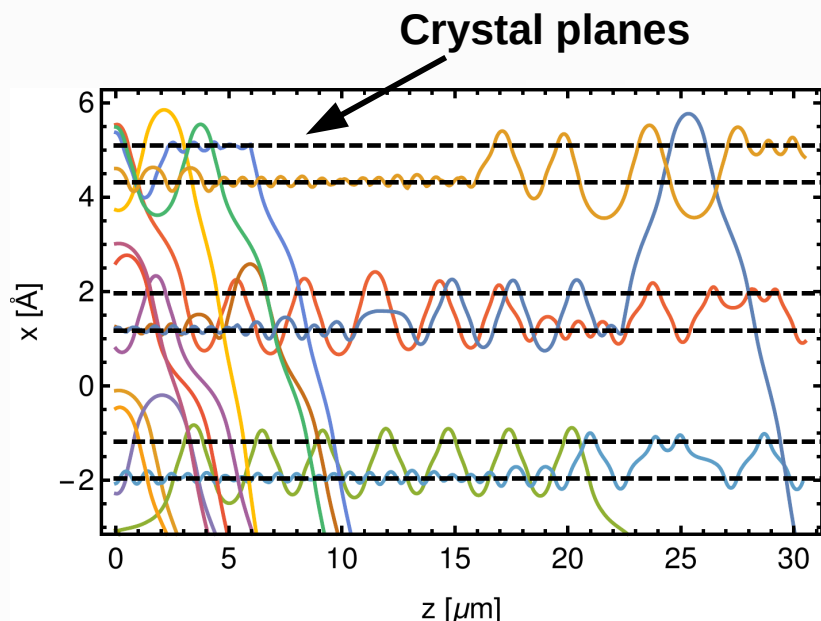
Location:

- 2 years at **KISTI** (partner organization)
- 1 year at **INFN Section of Ferrara** (host organization)
- 1 month of secondment at **IJCLab Orsay** (partner organization)
- 1 month of secondment at **DESY** (partner organization)



Baseline channeling simulation technique: CRYSTALRAD Monte Carlo simulation code

Main conception – simulation of classical trajectories of charged particles in a crystal in averaged atomic potential of planes or axes. Multiple and single **scattering simulation** at every step

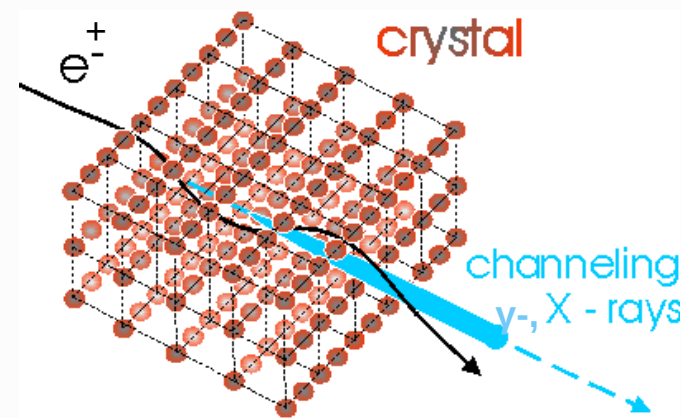


Advantages:

- High calculation speed
- **MPI** parallelization for high performance computing

channeling*

New 2024:
ionization losses
in channeling



Baier-Katkov formula:

integration is made over the classical trajectory

$$\frac{dE}{d^3k} = \omega \frac{dN}{d^3k} \frac{\alpha}{4\pi^2} \iint dt_1 dt_2 \frac{[(E^2 + E'^2)(v_1 v_2 - 1) + \omega^2 / \gamma^2]}{2E'^2} e^{-ik'(x_1 - x_2)}$$

A.I. Sytov, V.V. Tikhomirov. NIM B 355 (2015) 383–386.

L. Bandiera, et al., Nucl. Instrum. Methods Phys. Res., Sect. B 355, 44 (2015)

*A. Sytov et al. Journal of the Korean Physical Society 83, 132–139 (2023)

A. I. Sytov, V. V. Tikhomirov, and L. Bandiera. PRAB 22, 064601 (2019)

Current status

In Geant4 since geant4-11.2.0 !

geant4-v11.2.0/source/parameterisations/channeling/

Please use it!

<https://geant4.web.cern.ch/download>

**Don't hesitate to contact me in the case of
any problems/issues/suggestions**

[syto@fe.infn.it](mailto:sytov@fe.infn.it)

Geant4 Physics Reference Manual:

https://geant4-userdoc.web.cern.ch/UsersGuides/PhysicsReferenceManual/html/solidstate/channeling/channeling_fastsim.html

Please cite our papers if you use our model:

1. A. Sytov et al. Journal of the Korean Physical Society 83, 132–139 (2023)
2. A. I. Sytov, V. V. Tikhomirov, and L. Bandiera. PRAB 22, 064601 (2019)

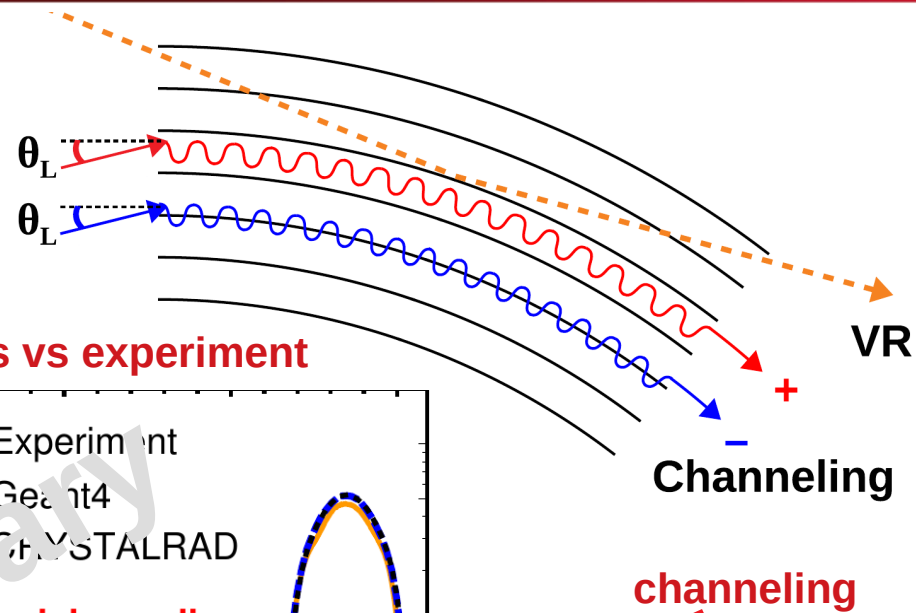
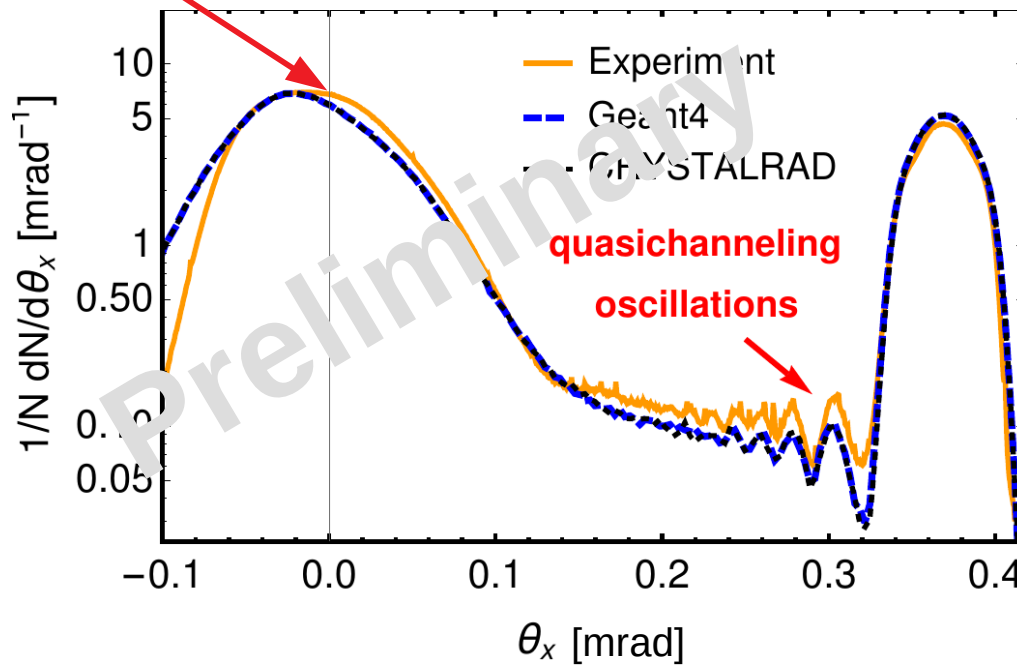
More Geant4 channeling model validation: quasichanneling oscillations* at SLAC FACET Facility

20.35 GeV
positrons

60 μm thick
bent crystal

volume reflection (VR)

Geant simulations vs experiment



To be submitted for publication soon

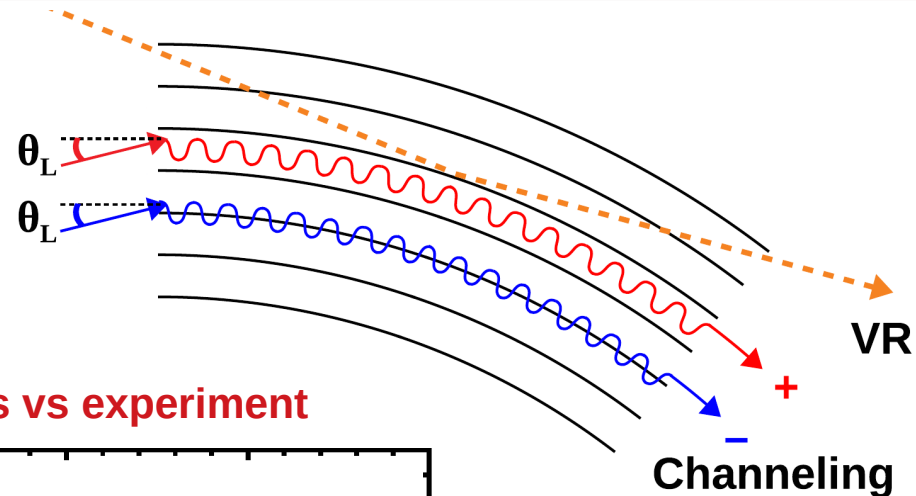
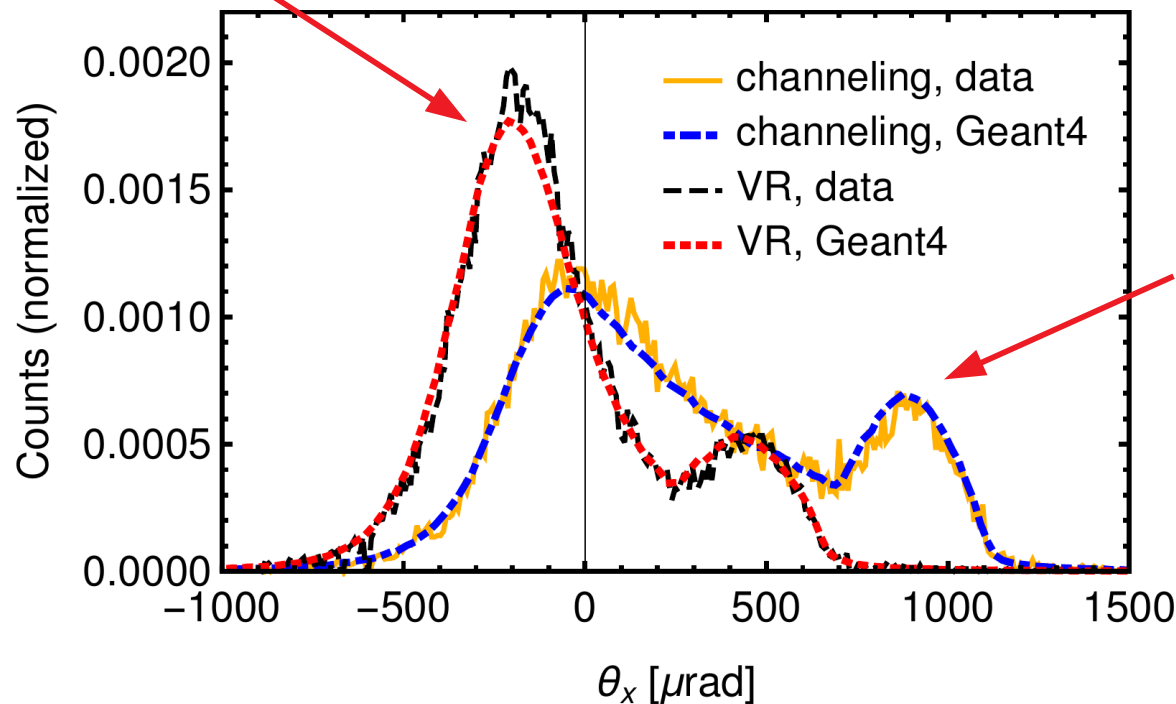
Geant4 channeling model validation: beam deflection by a bent crystal

855 MeV
electrons

15 μm thick
bent crystal

volume reflection (VR)

Geant simulations vs experiment

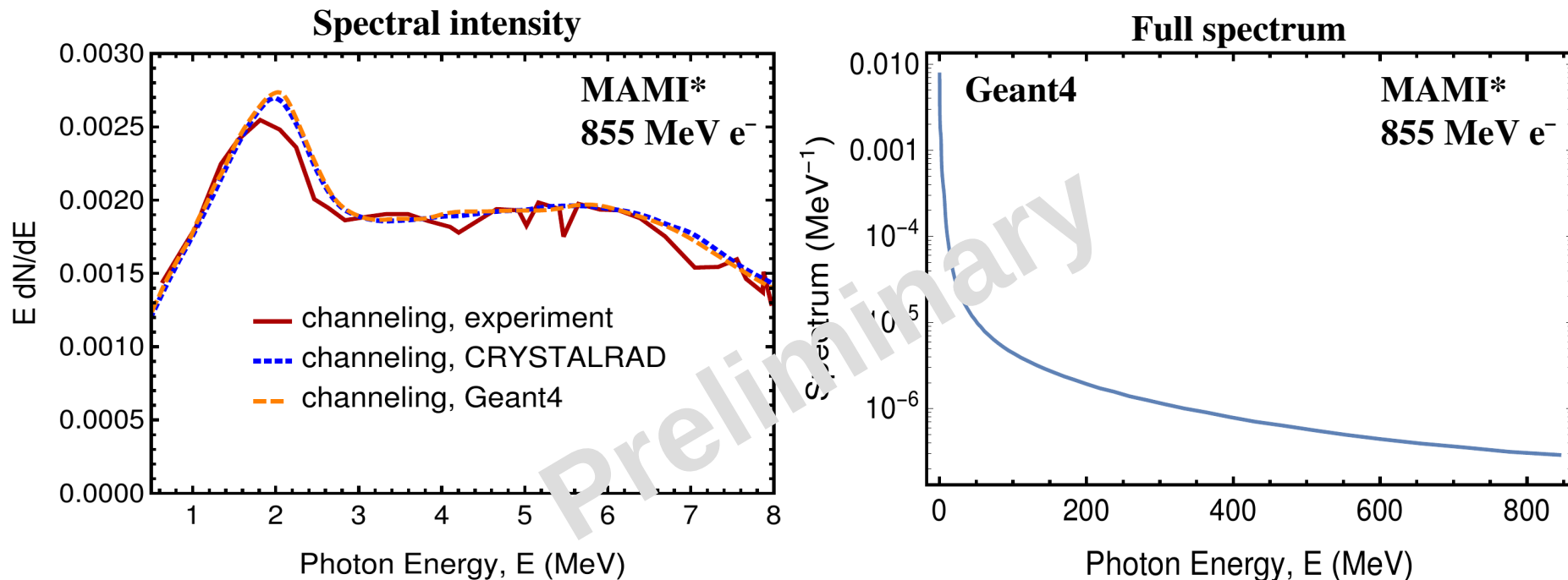


First Geant4 Baier-Katkov radiation model: radiation by 855 MeV electrons at Mainz Mikrotron MAMI*

G4BaierKatkov:

- Physics list **independent**
- Can be used **outside channeling model** within other FastSim model
- Provides **radiation spectrum** for single-photon radiation mode
- Provides generation of **secondary photons**

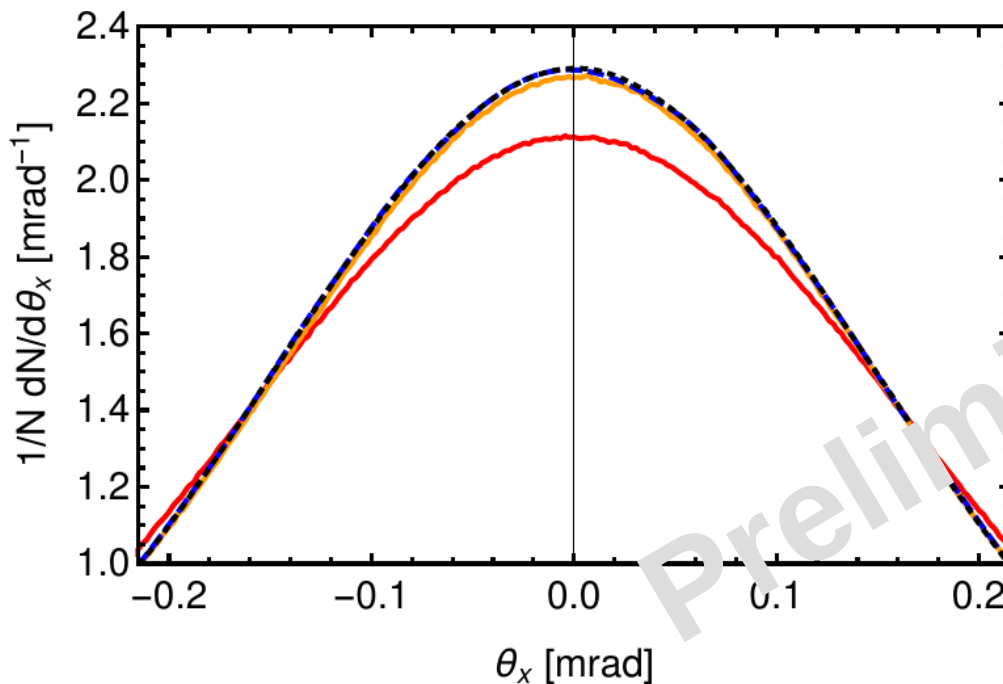
Geant simulations vs experiment and CRYSTALRAD simulations



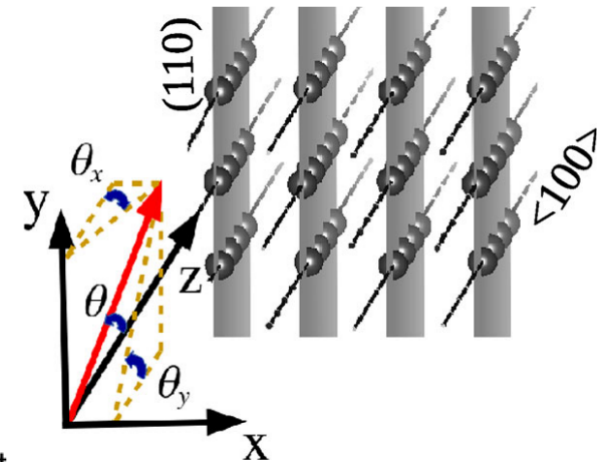
To be submitted for publication soon

2D Geant4 channeling model validation: coherent scattering suppression effect*

Multiple scattering in crystal and multiple scattering in amorphous material are different!

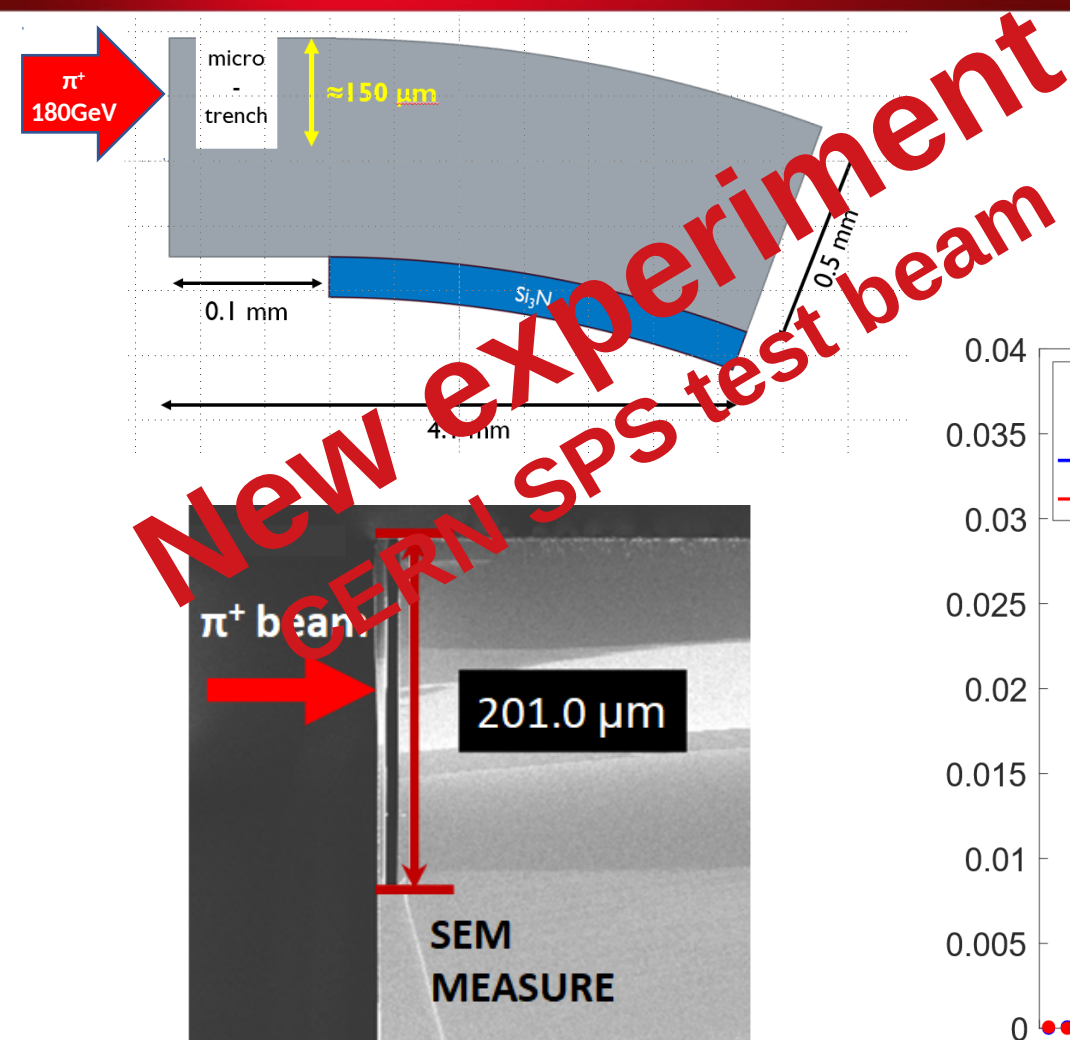


- Experiment amorphous Si
- Experiment Si $\langle 100 \rangle$ (0.172°, 2°)
- - - Geant4 Si $\langle 100 \rangle$ (0.172°, 2°)
- - - CRYSTALRAD Si $\langle 100 \rangle$ (0.172°, 2°)



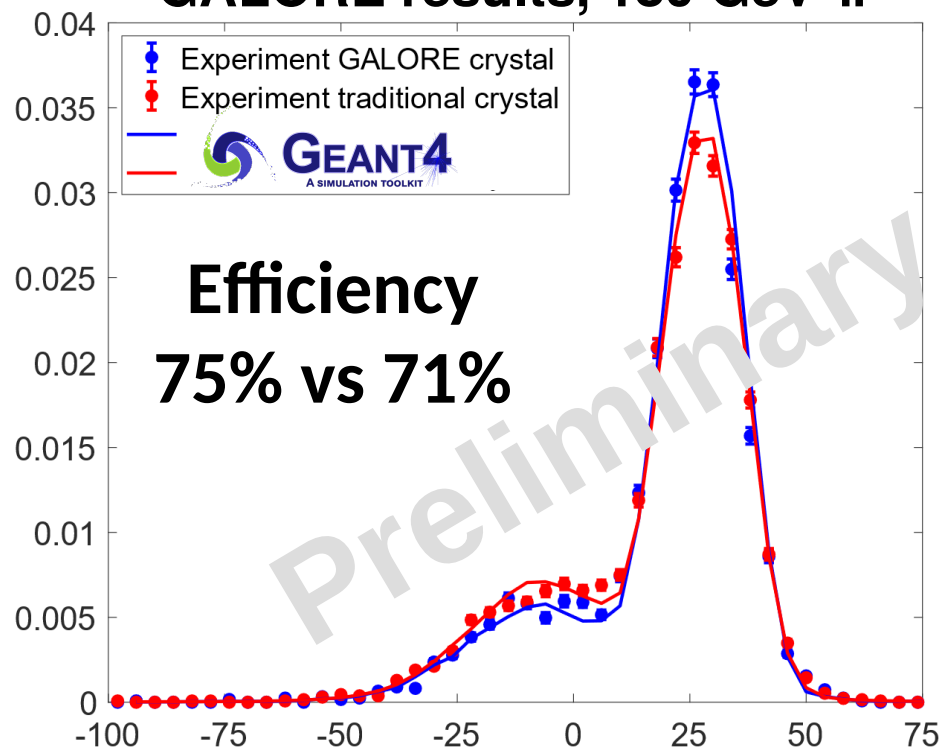
To be submitted for publication soon

Geant4 simulations of the experiment GALORE (2023): Crystalline cut to drastically increase the channeling efficiency



Geant4 simulations vs experimental data

Courtesy of M. Romagnoni
GALORE results, $180 \text{ GeV } \pi^+$



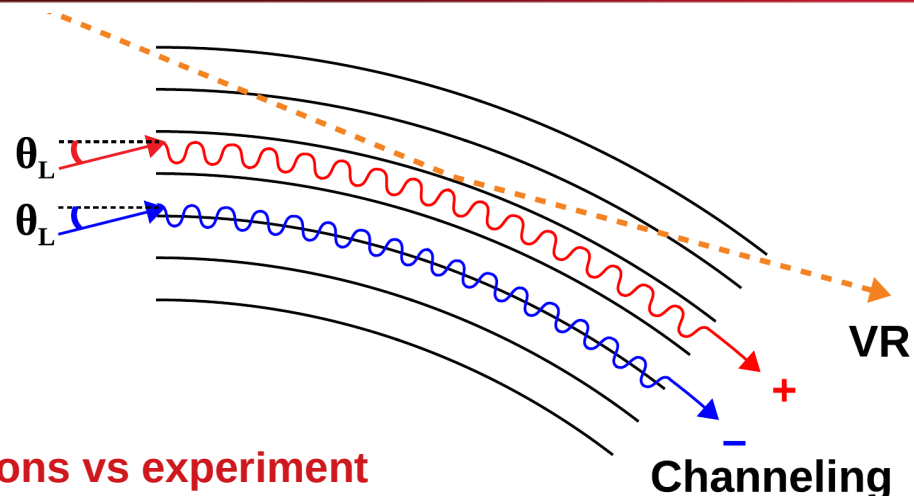
M. Romagnoni, ..., A. Sytov et al. Crystals 12 (9), 1263 (2022)
M. Romagnoni, ..., A. Sytov et al. Eur. Phys. J. D 76, 135 (2022).

*V.V. Tikhomirov JINST 2 P08006 (2007)

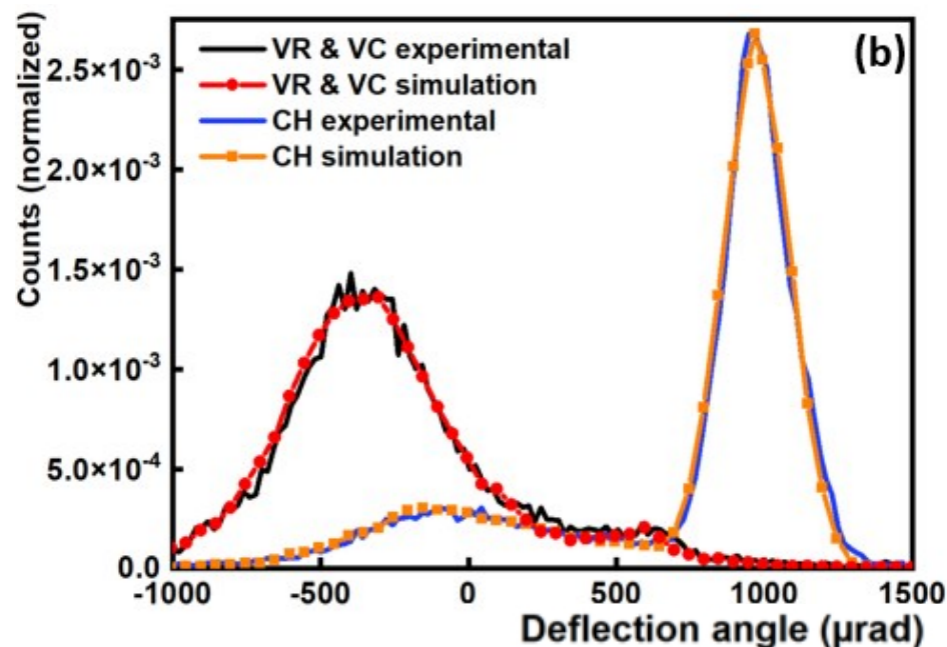
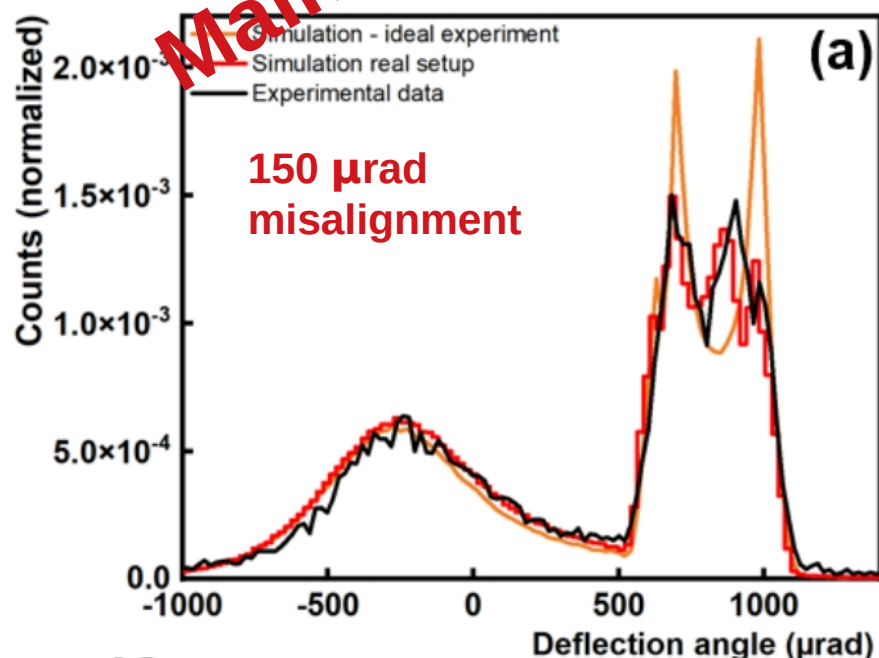
Recent experiment (March 2024) Channeling of 530 MeV positrons in a bent crystal

530 MeV
positrons

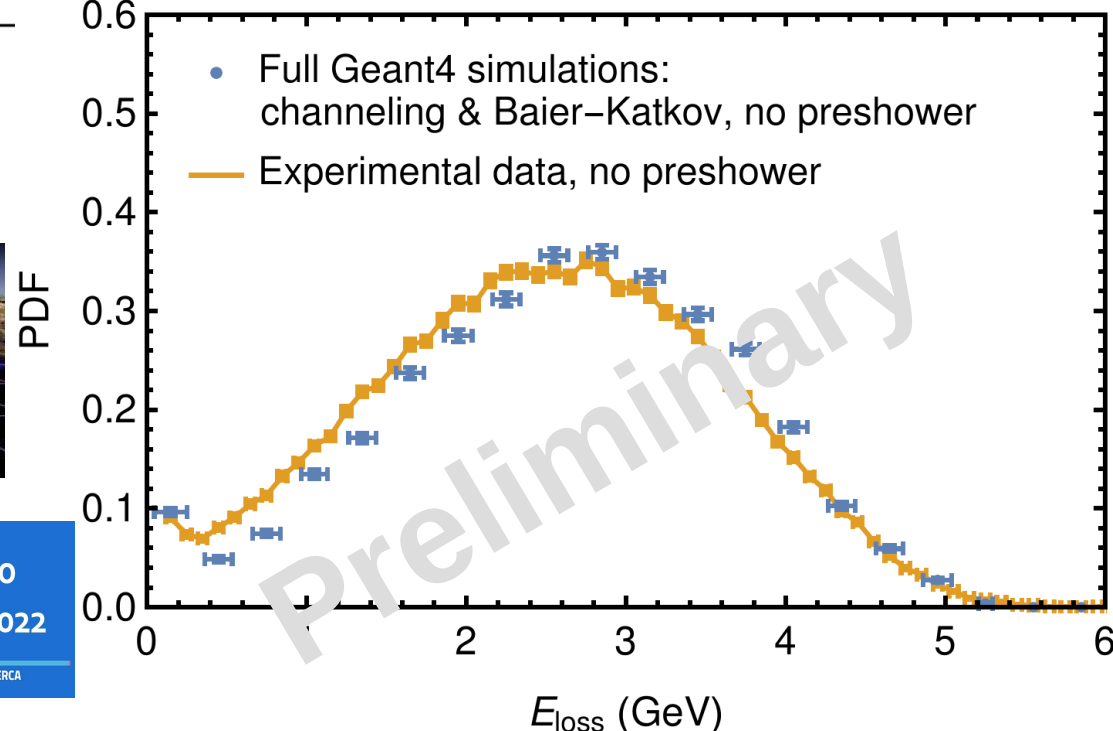
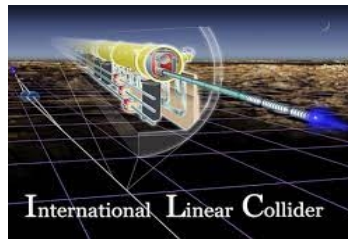
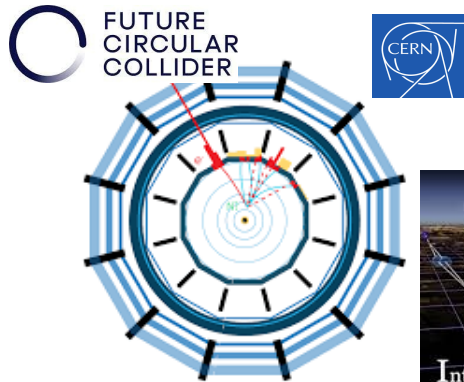
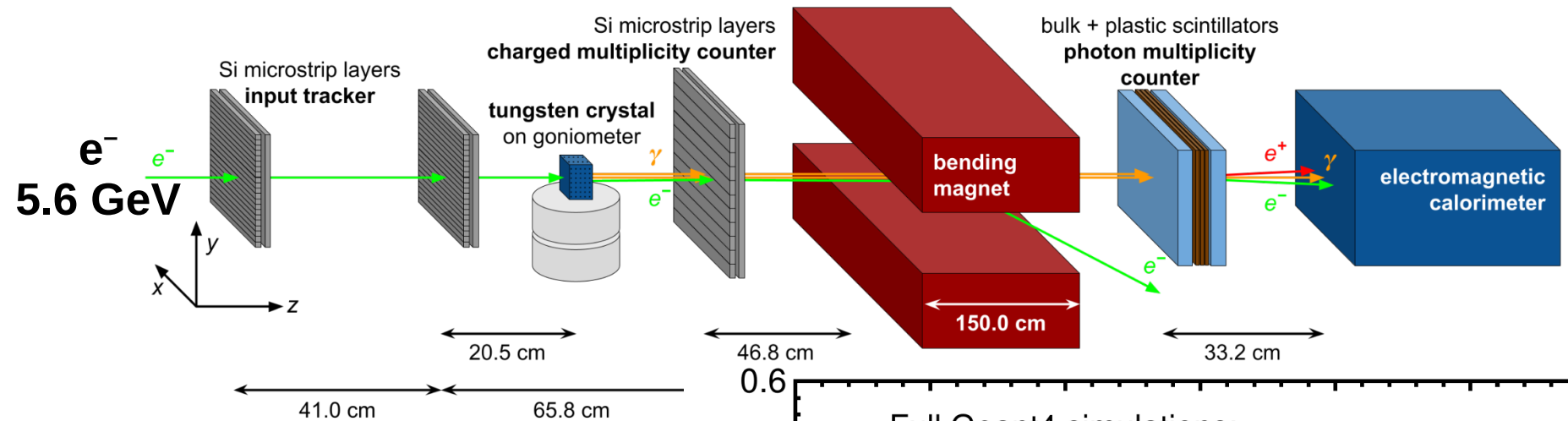
30 μm thick
bent crystal



Geant simulations vs experiment



Full Geant4 simulations of the DESY experiment* for the FCC-ee positron source project



**Intense positron source Based On
Oriented crySTals - e+BOOST**
(PI L. Bandiera)
PRIN2022-2022Y87K7X
Financed by Italian Ministry of
University and Research - PRIN project

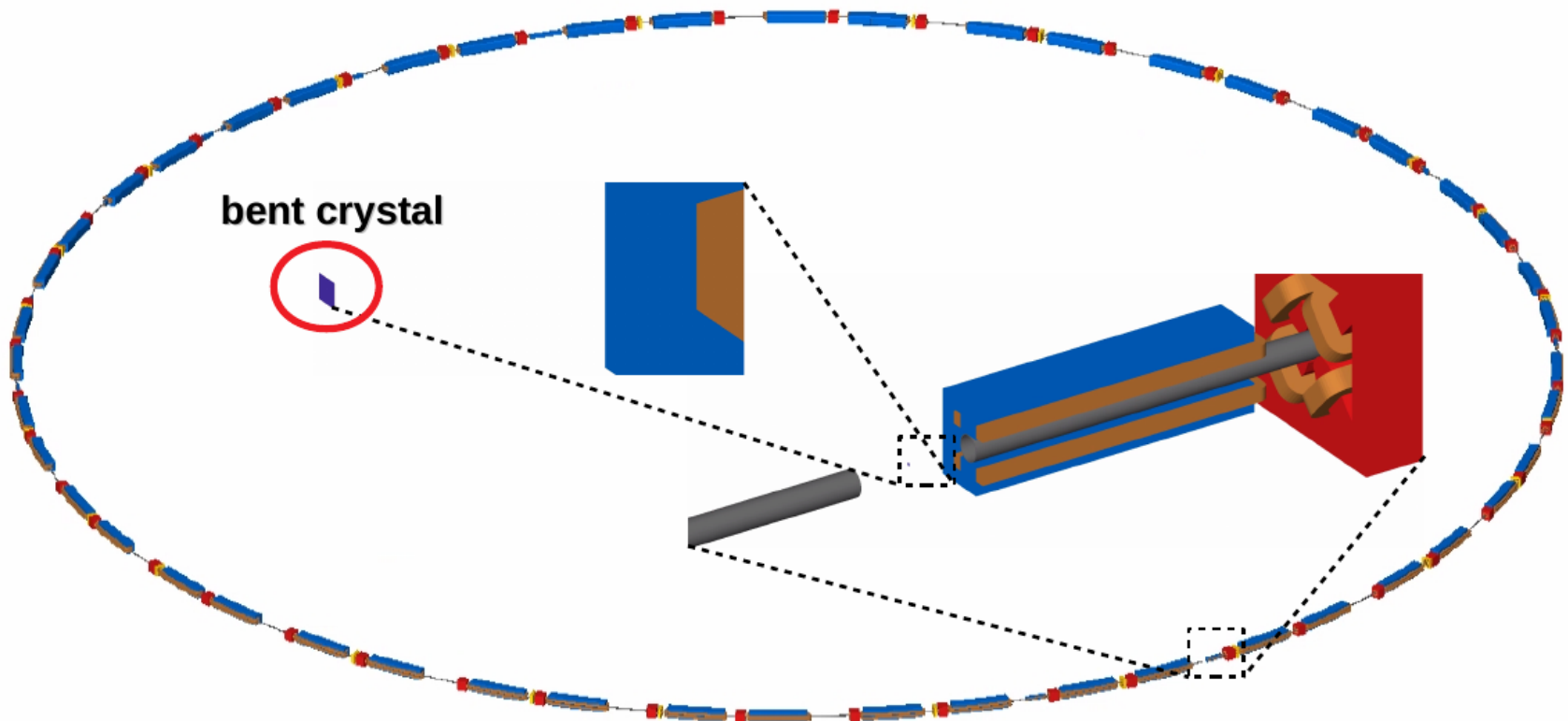


My mission to DESY: full simulations with the BDSim simulation code



Purpose of BDSIM:

Beam Delivery Simulation (BDSIM) is a C++ program that utilises the **Geant4 toolkit** to simulate both the **transport of particles in an accelerator** and their **interaction with the accelerator material**. BDSIM is capable of **simulating a wide variety of accelerator components and magnets** with Geant4 geometry dynamically built based on a text input file. **Thick lens accelerator tracking routines** are provided for fast accurate tracking in a vacuum.



Implementation of a new component and a new physics list

```
#include "BDSIMClass.hh" // bdsim interface

#include "CrystalDeflector.hh"
#include "CrystalDeflectorConstructor.hh"

#include "FTFP_BERT.hh"
#include "G4FastSimulationPhysics.hh"
#include "G4StepLimiterPhysics.hh"
#include <iostream>

int main(int argc, char** argv)
{
    // construct an instance of bdsim
    BDSIM* bds = new BDSIM();

    // Physics list
    G4VModularPhysicsList* physicsList = new FTFP_BERT;
    // -- Create helper tool, used to activate the fast simulation:
    G4FastSimulationPhysics* fastSimulationPhysics = new G4FastSimulationPhysics();
    fastSimulationPhysics->BeVerbose();
    // -- activation of fast simulation for particles having fast simulation models
    // -- attached in the mass geometry:
    fastSimulationPhysics->ActivateFastSimulation("e-");
    fastSimulationPhysics->ActivateFastSimulation("e+");
    // -- Attach the fast simulation physics constructor to the physics list:
    physicsList->RegisterPhysics( fastSimulationPhysics );
    physicsList->RegisterPhysics(new G4StepLimiterPhysics());
    bds->RegisterUserPhysicsList(physicsList);

    // register a custom component by name udipole with a user-provided constructor
    // BDSIM will delete the constructor at the end.
    bds->RegisterUserComponent("crystaldeflector", new CrystalDeflectorConstructor());

    // construct geometry and physics
    bds->Initialise(argc, argv);
    if (!bds->Initialised()) // check if there was a problem.
    {std::cout << "Intialisation failed" << std::endl; return 1;}

    bds->BeamOn(); // run the simulation
    delete bds;    // clean up
    return 0;      // exit nicely
}
```

CrystalDeflectorConstructor.cc

```
BDSAcceleratorComponent* crystal = new CrystalDeflector(element->name,
                                                         element->l*CLHEP::m,
                                                         element->xsize*CLHEP::m,
                                                         element->ysize*CLHEP::m,
                                                         element->materialThickness*CLHEP::m,
                                                         element->axisX,
                                                         element->axisY,
                                                         element->axisZ,
                                                         horizontalWidth*CLHEP::m,
                                                         bendingAngle,
                                                         material,
                                                         vacuumMaterial,
                                                         crystalLattice,
                                                         region,
                                                         colour,
                                                         radiationModel);

D12H: drift, l=0.4125;
CR1: usercomponent, typeName="crystaldeflector",
l=0.4125, xsize=1*cm, ysize=1*cm,
materialThickness=0.175*mm, offsetX=-1.126046*cm,
offsetY=0*mm, axisX=0.000, axisY = -0.00097, axisZ = 0.,
horizontalWidth=1*cm, material="G4_Si",
vacuumMaterial="vacuum",
userParameters="crystalRegion:crystal1
crystalBendingAngle:0.00175 crystalLattice:(111)
colour:decapole radiationModel:false"; dump1: dump,
l=1*mm, horizontalWidth=4*cm,
apertureType="rectangular",offsetX=2.98*cm;
D1R: drift l=0.495.
```

CrystalDeflectorConstructor.cc

```
void CrystalDeflector::BuildCrystal()
{
    //build crystal solid
    G4Box* crystalSolid = new G4Box(name + "_crystal_solid",
        crystalXSize * 0.5,
        crystalYSize * 0.5,
        crystalMaterialThickness * 0.5);
    RegisterSolid(crystalSolid); // for deletion by bdsim

    // make a logical volume for the crystal
    G4LogicalVolume* crystalLV = new G4LogicalVolume(crystalSolid,
        crystalMaterial,
        name + "_crystal_lv");

    // visualisation attributes - make it nicely visible
    G4VisAttributes* crystalVis = new G4VisAttributes(*BDSColours::Instance()->GetColour(crystalcolour));
    crystalVis->SetVisibility(true);
    crystalLV->SetVisAttributes(crystalVis);
    RegisterVisAttributes(crystalVis); // for deletion by bdsim
    RegisterLogicalVolume(crystalLV); // for deletion by bdsim

    G4RotationMatrix* crystalRM = new G4RotationMatrix();
    crystalRM->rotateX(crystalAxisX);
    crystalRM->rotateY(crystalAxisY);
    crystalRM->rotateZ(crystalAxisZ);
    RegisterRotationMatrix(crystalRM); // for deletion by bdsim
    G4double crystalZPos = 0*CLHEP::cm;
    G4ThreeVector crystalPos = G4ThreeVector(0,0, crystalZPos);

    //physical volume
    auto crystalPV = new G4PVPlacement(crystalRM,
        crystalPos,
        crystalLV,
        name + "_crystal",
        containerLogicalVolume,
        false,
        0,
        checkOverlaps);
    RegisterPhysicalVolume(crystalPV); // for deletion by bdsim

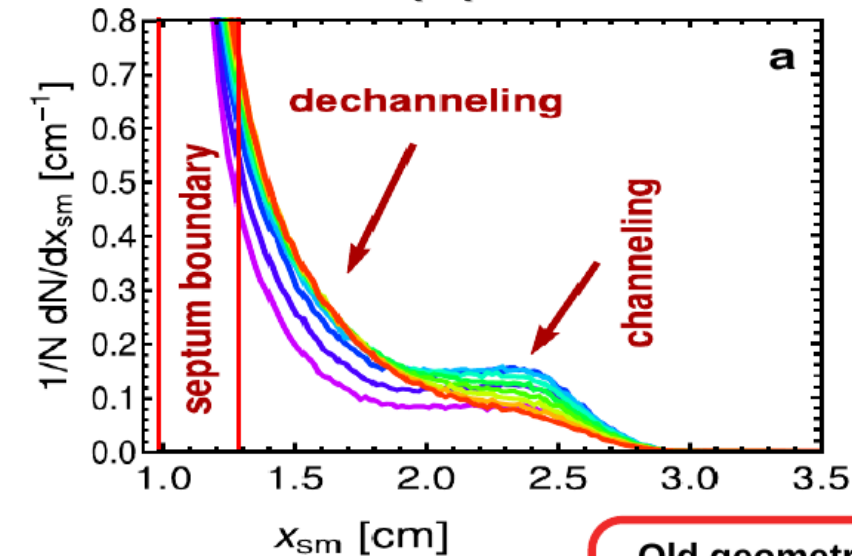
    G4Region* crystalRegion = new G4Region(crystalRegionName);
    crystalRegion->AddRootLogicalVolume(crystalLV);

    //create the channeling model for this region
    G4ChannelingFastSimModel* ChannelingModel = new G4ChannelingFastSimModel("ChannelingModel", crystalRegion);
    //activate the channeling model
    ChannelingModel->Input(crystalMaterial, crystalLattice);
    //setting bending angle of the crystal planes (default is 0)
    ChannelingModel->GetCrystalData()->SetBendingAngle(crystalBendingAngle, crystalLV);

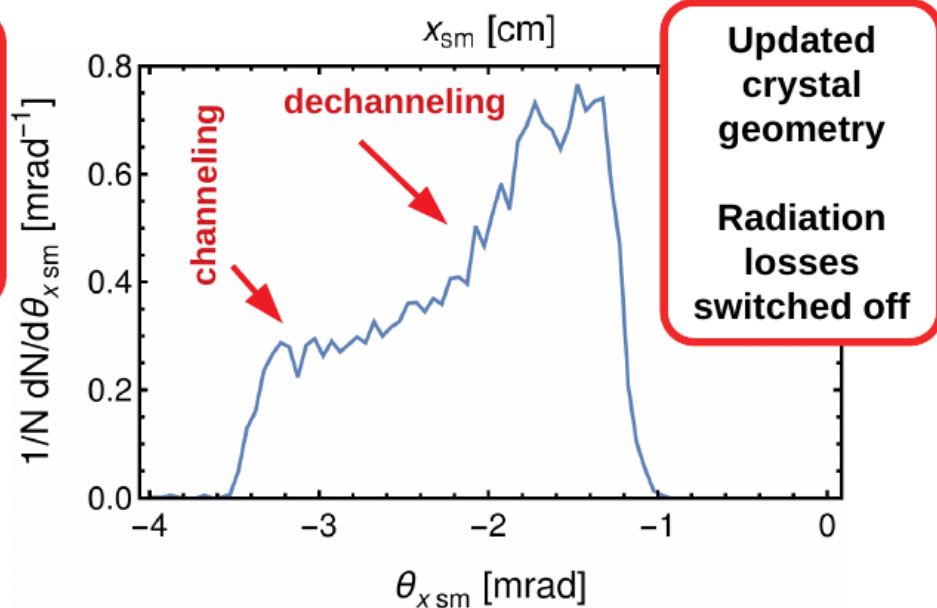
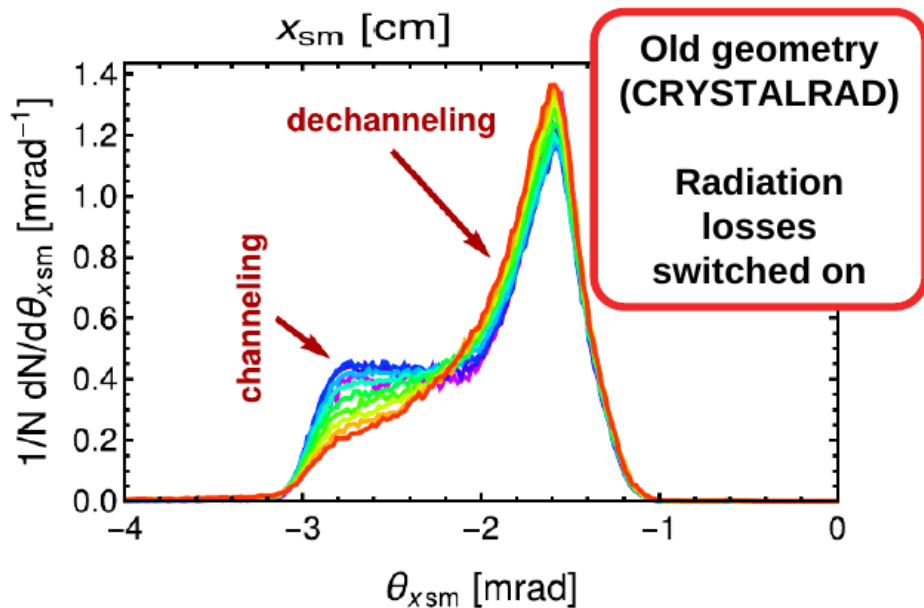
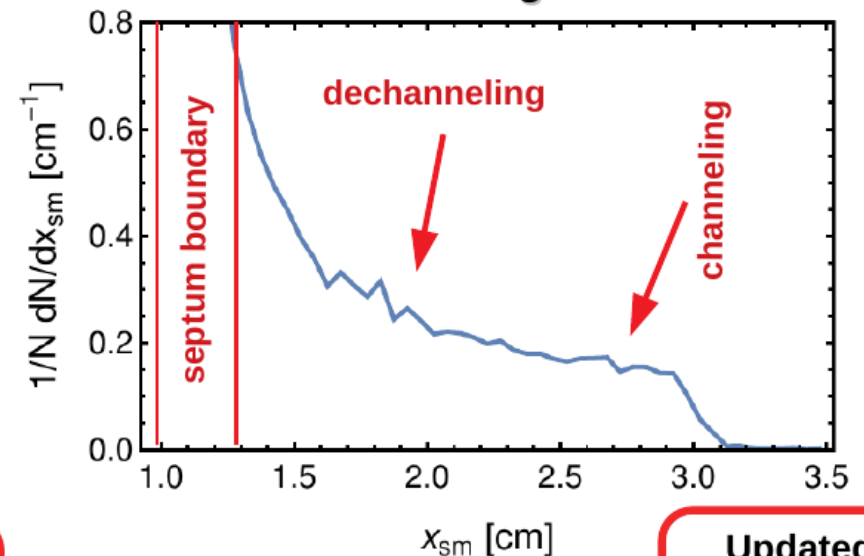
    if(crystalRadiationModel){ChannelingModel->RadiationModelActivate();}
}
```

Crystal-based extraction: simulation results distributions at the septum magnet entrance

Old paper*



BDSim & ChannelingFastSimModel



Approximate list of examples to include in Geant4 in 2024

Examples:

- Very **easy example** to demonstrate basic commands to include the channeling model in DetectorConstruction (no input/output)
- **Complex example** including both channeling and radiation model, input with macro commands, root output and full spectrum of options
- **Pair production model** and dedicated example of electromagnetic shower in a scintillator crystal

Probable updates of the channeling model: new model of ionization losses

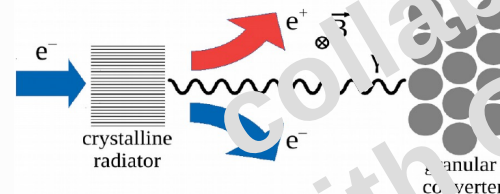
In test folder

Almost ready

In development

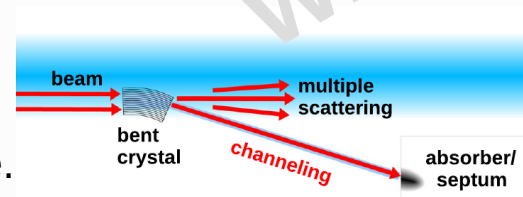
Specific applications to implement into Geant4:

- Crystal-based hybrid positron source for FCC-ee



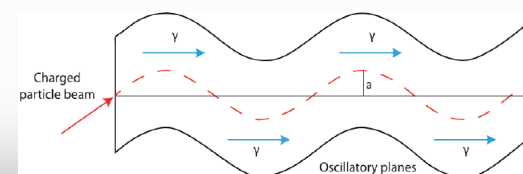
Almost ready

- Crystalline deflector to extract a charged particle beam from an accelerator (electron synchrotron, hadron collider) using **BDSim** code.



Works! Needs to be finalized

- Crystalline undulator



Model exists in Geant4 kernel but needs to be validated

TRILLION publications:

- A. Sytov et al. Journal of the Korean Physical Society 83, 132-139, (2023). DOI: <https://doi.org/10.1007/s40042-023-00834-6> arXiv:2303.04385
- L. Bandiera, ..., A. Sytov, et al. Eur. Phys. J. C 82, 699 (2022). DOI: <https://doi.org/10.1140/epjc/s10052-022-10666-6>
- A. Sytov et al. Eur. Phys. J. C 82, 197 (2022). DOI: <https://doi.org/10.1140/epjc/s10052-022-10115-4>
- M. Romagnoni, ..., A. Sytov et al. Crystals 12 (9), 1263 (2022). DOI: <https://doi.org/10.3390/cryst12091263>
- M. Romagnoni, ..., A. Sytov et al. Eur. Phys. J. D 76, 135 (2022). DOI: <https://doi.org/10.1140/epjd/s10053-022-00439-x>
- M. Soldani, ..., A. Sytov et al. Eur. Phys. J. C 83, 101 (2023). DOI: <https://doi.org/10.1140/epjc/s10052-023-11247-x>
- L. Bandiera, ..., A. Sytov et al. Frontiers in Physics 11 Pages: 1254020 (1-11) (2023). DOI: <https://doi.org/10.3389/fphy.2023.1254020>
- Max F. Gilljohann, ..., A. Sytov et al. JINST 18, P11008 (2023) DOI: 10.1088/1748-0221/18/11/P11008 arXiv:2203.07459
- K. Park, K. Kim, A. Sytov, K. Cho. J. Astron. Space Sci. 40 (4), 259-266 (2023). DOI: <https://doi.org/10.5140/JASS.2023.40.4.259>
- M. Soldani, ..., A. Sytov et al. Nuclear Instruments and Methods in Physics Research, Section A 1058, 168828 (1-6) (2024) DOI: <https://doi.org/10.1016/j.nima.2023.168828>
- L. Bandiera, ..., A. Sytov et al. Nuclear Instruments and Methods in Physics Research, Section A 1060, 169022 (2024). DOI: <https://doi.org/10.1016/j.nima.2023.169022>
- K. Park, K. Kim, A. Sytov, K. Cho. Journal of the Korean Physical Society, 84, 403–426, (2024). DOI: <https://doi.org/10.1007/s40042-024-01005-x>
- A. Mazzolari ,..., A. Sytov et al. arXiv:2404.08459 submitted to PRL



Thank you! 감사합니다 !