

X-Ray optics simulations and current developments on software packages - I

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SyncLight 2015, the São Paulo School of Advanced Sciences (ESPCA) on Recent Developments in Synchrotron Radiation



Thanks and Slides

Xianbo Shi - APS (XS)
Manuel Sanchez del Rio- ESRF (MS)
Oleg Chubar - NSLS-II (OC)

Rules: Do not hesitate to interrupt to ask questions! Just do it! Rules: Do not hesitate to interrupt to ask questions! Just do it!

No Ercan

Outline

MPackages

SPECTRA

- ID source
- **SHADOW**
 - Simple focusing
 - Migh resolution soft x-ray monochromator
 - meV resolution hard x-ray monochromator
- ✓SRW- Wave propagation
 - Partial coherence



⊠Source

Ø Brightness

- 🗹 Flux
- 2D Phase space
- "Coherent modes"
- Polarization
- Mandwidth

ĭ Experiment

- 🧭 Coherent Flux
- 🗹 Flux
- Polarization
- 🧭 Spot Size
- Angular divergence
- Resolution

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Things to remember: Cannot have all Optics are not perfect



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Things to remember: Cannot have all Optics are not perfect

Life is a compromise



Source Codes: BM, Undulator, Wiggler

Spectra: http://radiant.harima.riken.go.jp/spectra/

☑SRW: <u>https://github.com/ochubar/SRW</u>

☑XOP: https://www1.aps.anl.gov/Science/Scientific-Software/XOP

☑ Wave: http://www.helmholtz-berlin.de/forschung/oe/fg/nanometeroptik/methods/

XRT: <u>http://pythonhosted.org//xrt/index.html</u>

Shadow: https://www1.aps.anl.gov/Science/Scientific-Software/XOP





Ray Tracings: Geometrical

Shadow: https://www1.aps.anl.gov/Science/Scientific-Software/XOP

☑ Ray: <u>http://www.helmholtz-berlin.de/forschung/oe/fg/nanometeroptik/methods/</u> <u>software_en.html#c157167</u>

XRT: <u>http://pythonhosted.org//xrt/index.html</u>

McXTrace: <u>http://www.mcxtrace.org</u>



Wave Propagation: Diffraction

SRW: <u>https://github.com/ochubar/SRW</u>

Phase: <u>http://www.helmholtz-berlin.de/forschung/oe/fg/nanometeroptik/methods/</u> <u>software_en.html#c157167</u>

XRT: <u>http://pythonhosted.org//xrt/index.html</u>

Shadow + Hybrid: https://www1.aps.anl.gov/Science/Scientific-Software/XOP



e beam









Single e emission

2.5 10¹⁴ p/s/0.1%





Single e emission





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Written in the transition from Tantalus to Aladdin Beginning of the 80s

Scientific motivation: Grating monochromator design, TGM, ERG, toridal, spherical mirrors.

Monte Carlo ray tracing program *designed* to simulate X-ray optical systems

Requirements

- Accuracy and reliability
- Easy to use
- Flexibility
- Economy of computer resources
- VAX-11 Computers

Efficient MC approach

- Reduced number of rays
- Exact simulation os SR sources
- Vector calculus
- Modular
- User-interface
- Available to users

Two years development Fortran 77+VAX/VMS extensions

Actively expanded by collaborations Many with Manuel







- XOP
 - quick calculations (synchrotron spectra, reflectivities, rocking curves, attenuation coeffs. etc.)
 - generic data visualization and analysis
 - specific applications ("extensions")
 - Collaboration work ESRF (M Sanchez del Rio)-APS (Roger Deius)
 - Freely available to users (>10 years)
 - Large user community (>400 users in tens of laboratories)
 - Multiplatform (Windows, Unix, MacOSX)
 - Written in IDL (using Fortran and C modules). Embedded license.
- ShadowVUI: interface that uses the standard SHADOW calculation engine
 - "Easy" to use
 - High performance graphics
 - Macro language
 - Tutorials
 - BL.Viewer







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But look awful

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What SHADOW can do?

Beam cross sections (focal spot, PSF, etc)

source characteristics (dimensions, depth, emittances) vignetting (apertures, dimension of oe's) effect of mirror shape: aberrations, errors... effect of mirror imperfections (slope errors, roughness?)

Energy resolution

- Flux and power (number of photons at a given position, absorbed/transmitted power, etc)
- Other aspects? (polarization, coherence effects, etc.)



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SHADOW3: a new version of the synchrotron X-ray optics modelling package J. Synchrotron Rad. (2011). 18, 708–716

Manuel Sanchez del Rio,^a* Niccolo Canestrari,^{b,a} Fan Jiang^c and Franco Cerrina^c⁺²

API: Scripts, macros: C, Fortran, Python

SHADOW Optical system



Figure 1.1: Sample layout with source and optical system.

Principle of Ray Tracing

Trace (the beamline)

Principle of Ray Tracing

Start SHADOW

Start SHADOW

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Load extension) 		
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Show/Edit envi	ironment		
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A population			

Start SHADOW

SHADOW VUI Screen

Shadow VUI 1.12			
ShadowVUI Edit Run Results PreProcessors Util Tools Help			
Source:			
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Modify Run SHADOW/source			
PlotXY: I Histo1: InfoSh SourcInfo Spectrum			
Optical System:			
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Add oe Modify oe Delete oe Delete all Run SHADOW/trace			
PlotXY: I Histo1: Info on: I BLViewer			
Macros:			
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Add macro Edit Delete macro Run macro			
Working directory:			
Browser J/Users/rreininger/Documents/Scratch			

SHADOW VUI Screen

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ShadowVUI Edit Run Results PreProcessors Tools Help				
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Import From Tutorial Dir				
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SHADOW VUI Screen

Shadow VUI 1.12
ShadowVUI Edit Run Results PreProcessors Util Tools Help
Source:
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Modify Run SHADOW/source
PlotXY: = Histo1: = InfoSh SourcInfo Spectrum
Optical System:
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Add oe Modify oe Delete oe Delete all Run SHADOW/trace
PlotXY: = Histo1: = Info on: = BLViewer
Macros:
1
Add macro Edit Delete macro Run macro
Working directory:
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How to include Optical Constants

○ ○ ○ X Sha	X Shadow VUI 1.12			
ShadowVUI Edit Run Results	PreProcessors Util Tools Help			
Courset	Mirror/Filter/Lens Ref/Abs (PreRefl)			
Source:	Multilayers (Pre_MLayer)			
🔷 Geometrical 💠 BM 💠 Wiggler	Crystals (Bragg)			
	Waviness			
Modify Run SHADUW/source	Create Conic Surface Mesh			
PlotXY: = Histo1: = InfoSh SourcInfo Spectrum				

PreRefl inputs			
Accept Cancel Help			
Element/Compound formula	Minimum energy [eV]		
Density [g/cm3]	Maximum energy [eV] Ž0000.000		
File for SHADOW (trace):	Energy step [eV]		

Run two times in Mac

Inputs for BRAGG preprocessor			
Accept Cancel Help			
Structure type ZincBlende	Symbol 1st element	File name (for SHADDW)	
Lattice cte a 5.4309402	Symbol 2nd element	Calculate Diffraction Prof No	
	Absorption Yes		
H miller index	Temperature factor		
K miller index	From Energy [eV]		
L miller index	To Energy to [eV]		
	Energy step [eV]		

Single Optic Focusing

Source

Shadow plots using SRCalc (uses Igor), available

Mirror Illumination

Intensity not included Only Rays

tot:49903 SDx:0.26961 SDy:44.232

Mirror Illumination

Mirror Illumination

Mirror Illumination Reflectivity

From geometry

From geometry

From geometry

From geometry

Figure errors and/or Diffraction

From geometry

State of the Art XUV beamline: IEX @ APS

State of the Art XUV beamline: IEX @ APS

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VLS Grating

 $\mathbf{n} \mathbf{k} \lambda = \mathbf{Sin}[\alpha] + \mathbf{Sin}[\beta]$

$$k = k0 \left(1 + 2 b2 w + 3 b3 w^{2} + ...\right)$$

$$f20 = \frac{\cos [\alpha]^{2}}{p} + \frac{\cos [\beta]^{2}}{q} + 2 b2 m k0 \lambda;$$

$$f30 = \sin [\alpha] \frac{\cos [\alpha]^{2}}{p^{2}} + \sin [\beta] \frac{\cos [\beta]^{2}}{q^{2}} + 2 b3 m k0 \lambda$$

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Grating in Shadow

• •	X Define grating		
Accept Cancel			RP 80,000
Ruling type Polynom	Poly. line density coeff: linear 1.6549200 Poly. line density coeff: quadratic	Diffraction order	σx: 0.99 mm σy: 0.0032 mm 1000.000 eV 1000.0125eV
	<pre>poly. line density coeff: third power 2.0000000e-06</pre>		
	Poly. line density coeff: fourth power	Mount type TGM/Seya	$\begin{array}{c} 0 \\ -10 \\ -15 \\ -20 \end{array}$
Lines/CM (at origin)	Auto tuning No		-2012 1 1 1 1 1 -3 -2 -1 0 1 2 3 x (mm)

R. Reininger, Nucl. Instrum. Methods Phys. Res. A 649, 139 (2011).

R. Reininger, Nucl. Instrum. Methods Phys. Res. A 649, 139 (2011).

Crystal Diffraction

The asymmetry parameter

$b = -(sinQ_1) / (sinQ_2)$

Crystal Monochromator

Six-reflection meV-monochromator for synchrotron radiation

J. Synchrotron Rad. (2011). 18, 605-611

T. S. Toellner,* A. Alatas and A. H. Said

Crystal transmissions and Flux

 $F_{f} = F_{i} \frac{I_{f}}{I_{i}} \frac{\Delta E}{E} 1000, F_{i} = 4 \times 10^{14} \frac{photons}{s \ 0.1 \% BW}, \Delta E = 10 \ eV, E = 23725 \ eV$

2.4 m long ID

E = 23.725 keV

Σx = 273 μm, Σy = 12 μm

 $\Sigma' x = 11 \mu rad$, $\Sigma' y = 4.7 \mu rad$

C 1,1,1

FWHMx:2.4 eV FWHMy:1.09e-05 rad Flux=3.0e13 ph/s

Crystal transmissions and Flux

High heat load mono

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Crystal transmissions and Flux

Crystal transmissions and Flux

Divergence (x10⁻⁶ rad)

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