

#16: INTRODUCTION

1/21/19

ANALYTIC TOOLS (pre-computer) make dynamical problems look like DIFFERENTIAL eqns.

NUMERICAL TOOLS (computers) make problems look like DIFFERENCE eqns \rightarrow MAPS

Q1: Which is right

Q2: Is time continuous?

A: It depends !!

2 EXAMPLES

① PENDULUM

② LOGISTIC MAP

PENDULUM



$$\theta'' = -g \cdot \sin(\theta)$$

$$\theta'' = \frac{d^2\theta}{dt^2}$$

HOW TO SOLVE? SMALL angles \rightarrow SHM
SIMULATE?

until finished {

$$\theta = \theta + \theta' \cdot \Delta t$$

$$\theta' = \theta' - g \cdot \sin(\theta) \cdot \Delta t$$

DIFFERENCE "STANDARD" map

IS NOT like an 'accelerator' !!

Circular accelerators: inherently DISCRETE
as if "gravity" is pulsed on occasionally,
COULD describe as differential eqn.

$$\theta'' = - \sum_{h=1}^{\infty} \delta(t - n \cdot \Delta t) \cdot g \sin(\theta) \cdot \Delta t$$

But why bother? DIFFERENCE MAPS are
as legitimate as DIFFERENTIAL EQNS, and
are better suited to ACCELERATORS

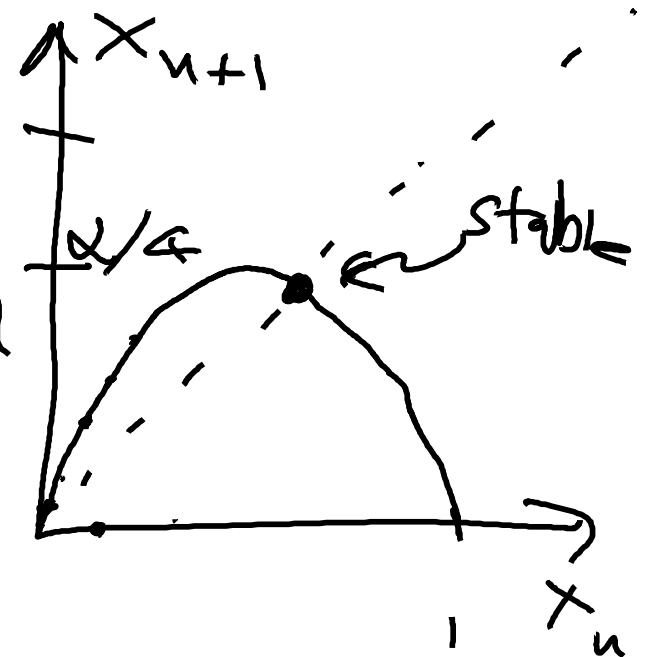
THE PHILOSOPHY OF THE BOOK!

EQ 2 LOGISTIC

A population of x (birds, jellyfish, bacteria...) advances from year n to $n+1$

$$x_{n+1} = \alpha x_n (1 - x_n)$$

$0 < \alpha < 4$ CONTROL PARAMETER



EQ 3

$$x_0 \ll 1, \quad \alpha = 1 + \delta$$

then $x_n \approx x_0 e^{\alpha n}$ when food is not scarce

DECEPTIVELY SIMPLE! See HW 1-1

PHASE SPACE CO-ORDINATES

EG STORAGE RING



REFERENCE POINT

$$s = s_0$$

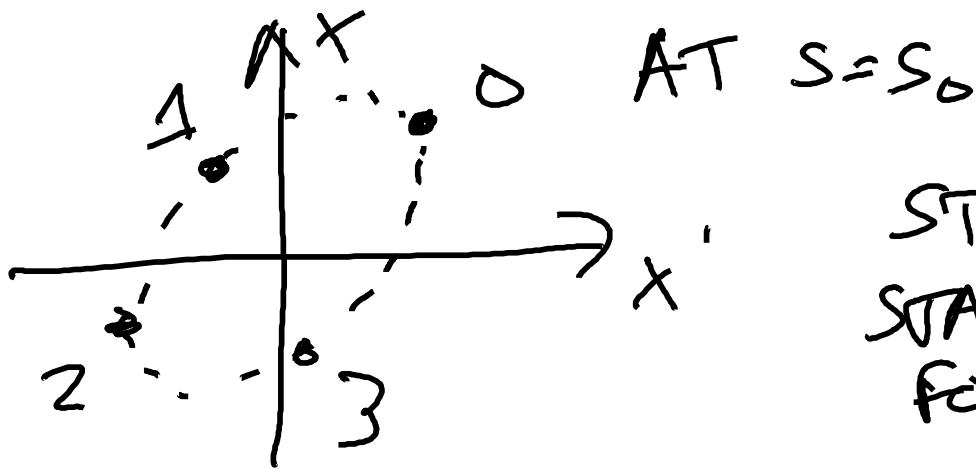
$$t = 0, 1, \dots, n$$

$$x \approx 1 \text{ mm}, \quad x' \approx 10^{-4} \ll 1 \quad (\gamma \gg 1)$$

Plot this motion turn-by-turn

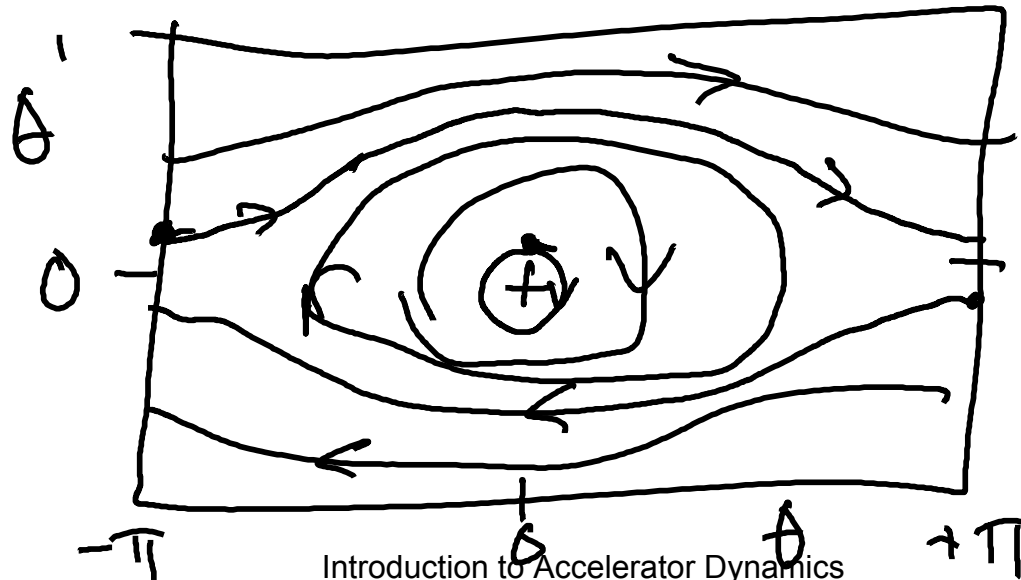
POINCARÉ SURFACE OF SECTION

Poincaré discovered chaos in 19th century



STABLE?
STAYS ON ELLIPSE FOR EVER?

EQ2: GRAVITY PENDULUM



NEWTON SEARCH

$$\text{Solve } f(x) = 0$$

$$\text{Know } f'(x)$$

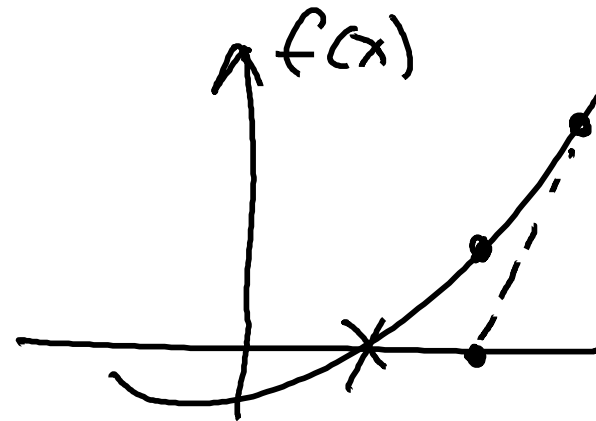
$x = \text{guess}$
until converged {

$$x = x - \frac{f(x)}{f'(x)}$$

}

Still used in software libraries

e.g. square root ...



$$y = \sqrt{x}$$

$$y = 1$$

$$\left\{ \begin{array}{l} y = \frac{1}{2} \left(y + \frac{x}{y} \right) \end{array} \right.$$

$\sqrt{10}$ is correct to 10 sig. figs in 6 iterations

COLLIDERS: STORAGE RING w. 2 BEAMS

Why not fixed target?

With Lorentz factor γ

FIXED TARGET

$$E_{TOT} \sim \gamma^3$$

STORAGE RING

$$\sim \gamma$$

How?

$$\vec{F} = \frac{d\vec{p}}{dt} = q(\vec{E} + \vec{v} \times \vec{B})$$

Consider reversing sign of q and \vec{v}
 $\vec{F} \rightarrow -\vec{F}$ (trajectory is the same)

IF $\vec{E} = 0$: Must use antiparticles

COLLIDER PARAMETERS

If a particle-particle cross-section σ [cm²]
 then the rate of events is

$$R = L \sigma \quad \text{per second}$$

LUMINOSITY

$$L = f_{REV} \cdot M \cdot \frac{N^2}{4\pi \sigma_x \sigma_y}$$

Revolution
frequency

of bunches

particles per bunch

[Q1] How to make L large?

[Q2] How to have only 1 collision point?

H & V beam sizes
at collision point

$$\frac{c}{C}$$

EG RHIC LUMINOSITY

Au ions 10^9
 10^{11}

$$L = f_{\text{RFV}} \cdot M \cdot \frac{N^2}{4\pi \sigma^2}$$

$f_{\text{RFV}} = 78 \text{ kHz}$
 $M = 50$
 $\sigma = 0.2 \text{ mm}$

$$L \approx 10^{27} \text{ (cm}^{-2} \cdot \text{s}^{-1}) \text{ Au}$$

How to guarantee stability over 10^{10} turns
 (lifetime of solar system)

MORE PARAMETERS

$$I = Ze \cdot f_{REV} \cdot NM$$

↑
1 for protons
79 for gold ions

AVERAGE
Current per beam

STORED ENERGY per beam

$$U = NMA \cdot m_0 c^2 \cdot \gamma$$

↑
Atomic weight

1.008 hydrogen
196.97 gold