

# Introduction

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Phase space distribution of a particle beam is vital for understanding beam dynamics and optimizing accelerator performance. We aim to reconstruct particle beam distributions in 4D phase space:

### $\rho(x, p_x, y, p_y)$



# Phase Space Reconstruction of LCLS **Beam Images using Machine Learning**

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### **Differentiable Simulations** To solve this problem, we combine two techniques to enable machine learning based reconstruction: Differentiable particle tracking through accelerator beamlines Neural network parameterization of beam distributions Implement particle tracking code Bmad such that it preserves differentiability in a ML We collect samples from a gaussian distribution and transform the 6D particle library such as PyTorch coordinates with a NN into a final distribution to achieve a realistic distribution • This allows for taking derivatives of any parameter with respect to any other parameter of phase space coordinates Experimentally, this allows for taking the derivative of pixel intensities with respect to initial coordinates and, by the chain rule, we can calculate intensities of pixels with respect to NN parameters. By minimizing the loss function, describing the difference between the images and using gradient descent to train the NN, we produce the reconstructed beam distribution at the Proposed Initial Particle Beam Neural Network Experimental Screen Image Distribution Distribution Transformation $R_n^{(i,j)}$ $Q^{(i,j)}$ Z = f(Y; K) $\partial Z \quad \partial Z$ $\overline{\partial Y}, \overline{\partial K}, \dots$ ptimization step $\theta^* = \arg \min \theta$ $\theta_{t+1} = \theta_t - h(\nabla_\theta l)$

start of the beamline.



Figure 2: The process of reconstruction for beam distributions in phase space. A randomly generated Multivariate normal distribution. This is followed by a quadrupole scan where the initial distribution (Y) is transformed through the beamline to give the final distribution (Z), where we are allowed to optimize our problem by taking derivatives with respect to both Y and the beam parameters (K). The difference of simulation and experimental images are minimized through a loss function, which then updates NN parameters, and produces the reconstructed initial beam distribution.



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Loss Function

 $l = -\log[(2\pi e)^{3}\varepsilon_{6D}] + \lambda \sum_{n \neq i} R_{n}^{(i,j)} \left| \log \frac{R_{n}^{(i,j)}}{Q_{n}^{(i,j)}} \right|$ 



# Conclusions

We can use tomography methods and neural networks in machine learning to accurately reproduce realistic features in particle beam distributions in 4D phase space

# **Next Steps**

We want to reproduce results from 4D phase space in 6D phase space from just transverse beam images, as well as make differentiable simulations more accurate by accounting for space charge effects, wakefields, etc.

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