



Status

- BIB simulation available for a clockwise muon+ beam (10 TeV collider)
- μ^{-} simulation in the pipeline \rightarrow 1st try failed:
 - Degugging ongoing
 - Few non-problematic issues solved



μ- simulation

- 180 jobs requested, 4 cycles per job, 200 decays per cycle
- Few hiccups here and there (as usual)

```
INDEX '-8' OF DIMENSION 1 OF ARRAY
                                                                                    'AM' BELOW LOWER BOUND OF -6
=== run0010 ===
                                                       200
=== run0011 ===
=== run0012 ===
                                                       200
=== run0013 ===
=== run0014 ===
                                                                200
=== run0047 ===
                                                  200
                                                                200
=== run0048 ===
                                                  200
                                                                200
=== run0049 ===
                                                  200
                                                                200
```

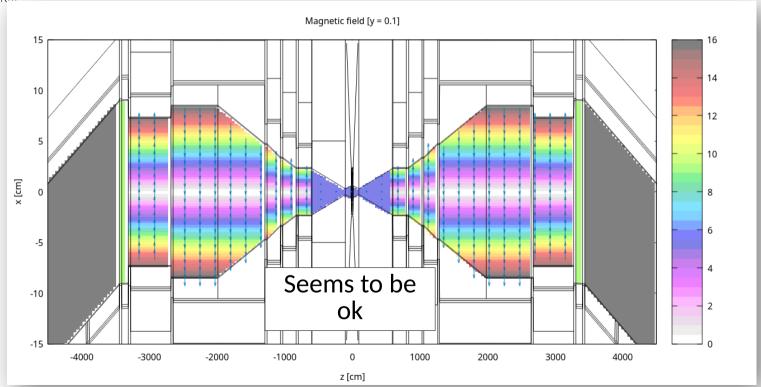


μ- simulation: fail & debug ongoing

- The results are off by a significant factor. Before showing you any results here I want to be sure I am not messing something up.
- The debug is ongoing, two are the usual suspects:
 - The polarization of the magnetic field in the final focusing quadupoles
 - The sampling routine



Magnetic field in the quadrupoles





Few bugs spotted

Minor contribution, should not really matter

```
YPCORR = YP / BETBET

- ZPCORR = SQRT ( ONEONE - XPCORR - YPCORR )

+ ZPCORR = SQRT ( ONEONE - XPCORR**2 - YPCORR**2 )

* ROTATION PART: the first step is to generate the beam axis from the
```

Huge contribution outside of the final focus (dispersion was not included in the μ ⁺ simulation)



Conclusions

- Debug ongoing: I am trying to pinpoint where the simulation failed in the first place.
- Few bugs spotted in the code. This result is good per se, and I will check if they solve the matter

