

INTRODUCTION TO OASYS AND THE NEW SHADOW INTERFACE SHADOWOUI



XIANBO SHI
X-ray Science Division
Advanced Photon Source
Argonne National Laboratory

APS-U forum, Nov. 10, 2016

OUTLINE

- **SOS** (Software for Optical Simulations) workshop, Oct. 3rd – 7th, Trieste
- **OASYS**: an open-source Graphical Environment for optic simulation softwares used in synchrotron facilities
- **ShadowOui**, the OASYS user interface for the ray tracing code Shadow3, and **XOPPY**, the python version of XOP
 - Demo
 - ShadowOui-Hybrid
- OASYS-ShadowOui training course by Luca Rebuffi (during the week of Dec. 12-16)

SOS WORKSHOP

Oct. 3rd – 7th, Trieste, Italy.

<https://www.elettra.eu/Conferences/2016/SOS/>

- Presentations and practical sections given by optical simulation software developers from ESRF, ANL, BNL, Elettra and industry.
- Audients: not only for software developers or expert users, but also for scientists, researchers and students approaching the matter for the very first time.
- Software: OASYS, ShadowOui, SRW, SRW GUI, VirtualLab Fusion...
- Invited APS speakers:
 - Ruben Reininger: Soft X-ray beamline design
 - Sergey Stepanov: X-ray Server
 - Xianbo Shi: ShadowOui-Hybrid, MOI propagation

OASYS

OrAnge SYnchrotron Suite, <http://www.elettra.eu/oasys.html>

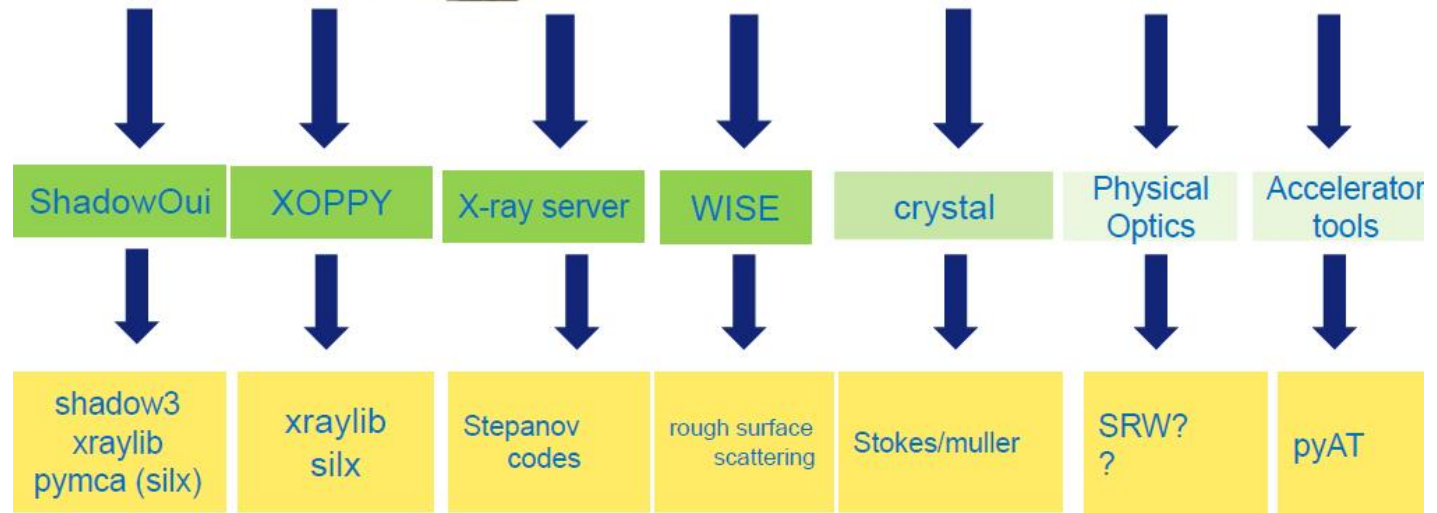


Manuel Sanchez del Rio (ESRF), Luca Rebuffi (Elettra)



Graphical environment for optics
(and more) simulations

- Python-based
- Module add-ons
- Packages that communicate

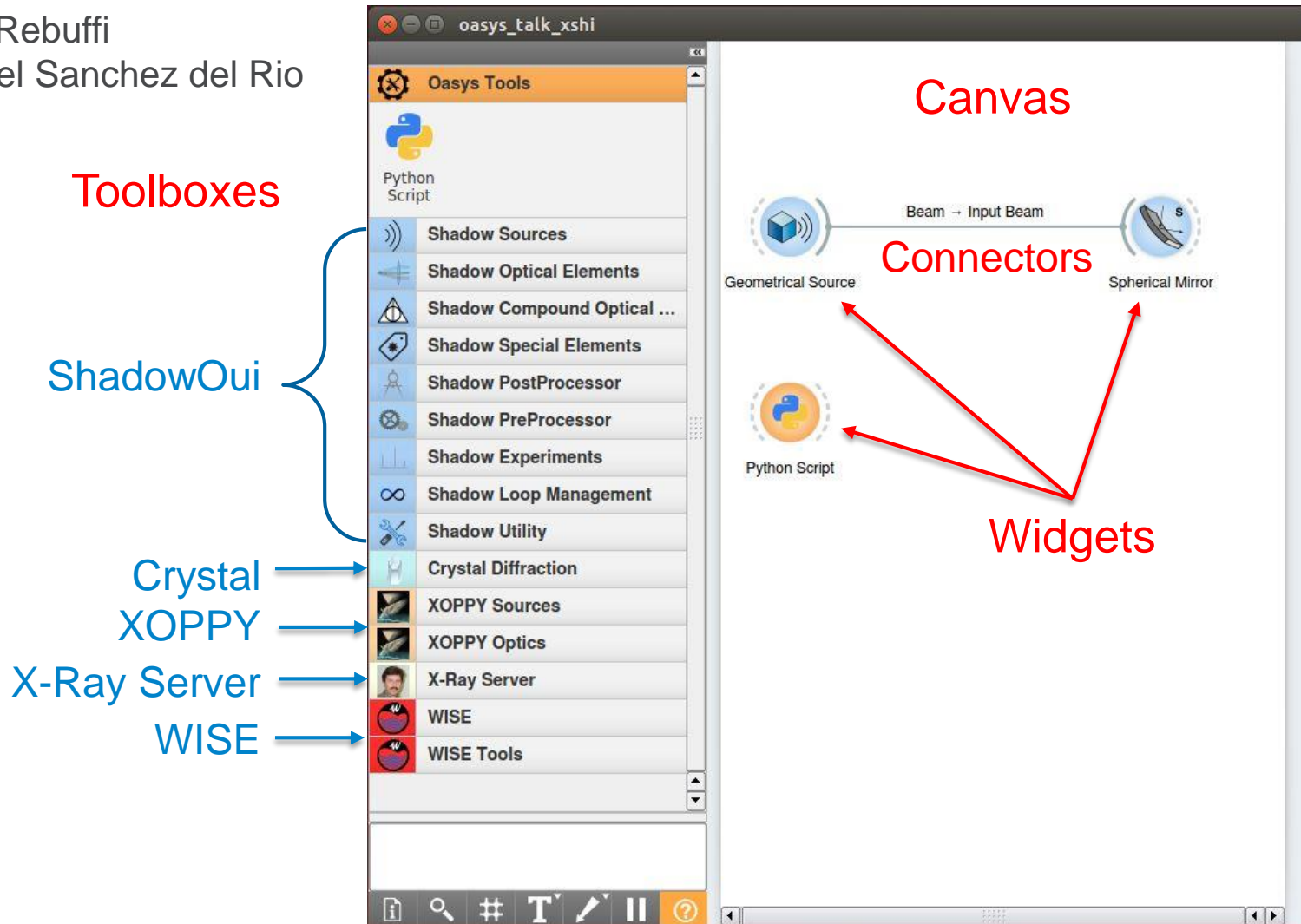


M. Sanchez del Rio, et al, Proc. SPIE 9209, 92090X (2014)

OASYS

OrAnge SYnchrotron Suite, <http://www.elettra.eu/oasys.html>

Luca Rebuffi
Manuel Sanchez del Rio



OASYS INSTALLATION

<https://github.com/srio/oasys-installation-scripts/wiki>

■ Mac

- A. Binary: <http://ftp.esrf.eu/pub/scisoft/Oasys/>
- B. Install Oasys from sources: [https://github.com/srio/oasys-installation-scripts/wiki/Installing-Oasys-in-a-virtual-environment-\(Linux-and-Mac\)](https://github.com/srio/oasys-installation-scripts/wiki/Installing-Oasys-in-a-virtual-environment-(Linux-and-Mac))
- C. Install Oasys in a linux VirtualBox.

■ Linux

- B. Install Oasys from sources: [https://github.com/srio/oasys-installation-scripts/wiki/Installing-Oasys-in-a-virtual-environment-\(Linux-and-Mac\)](https://github.com/srio/oasys-installation-scripts/wiki/Installing-Oasys-in-a-virtual-environment-(Linux-and-Mac))
- C. Install Oasys in a linux VirtualBox.

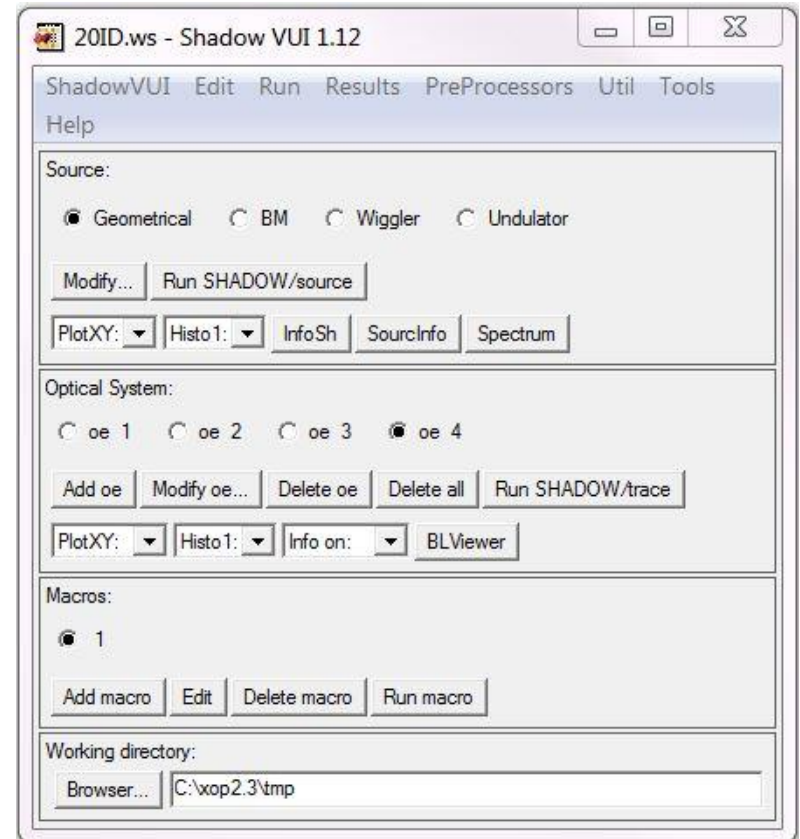
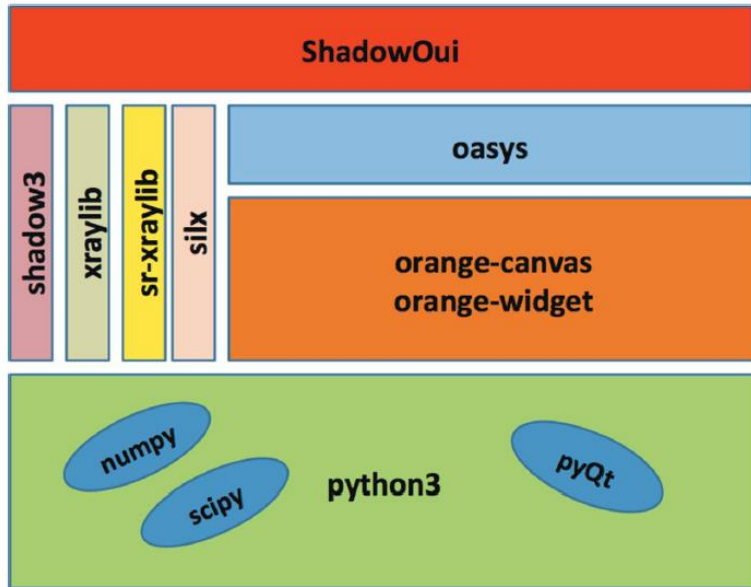
■ Windows

- C. Install Oasys in a linux VirtualBox: <https://github.com/srio/oasys-installation-scripts/wiki/Install-Oasys-in-a-VirtualBox>

SHADOWUI

<https://github.com/lucarebuffi/ShadowOui>

XOP - ShadowVUI

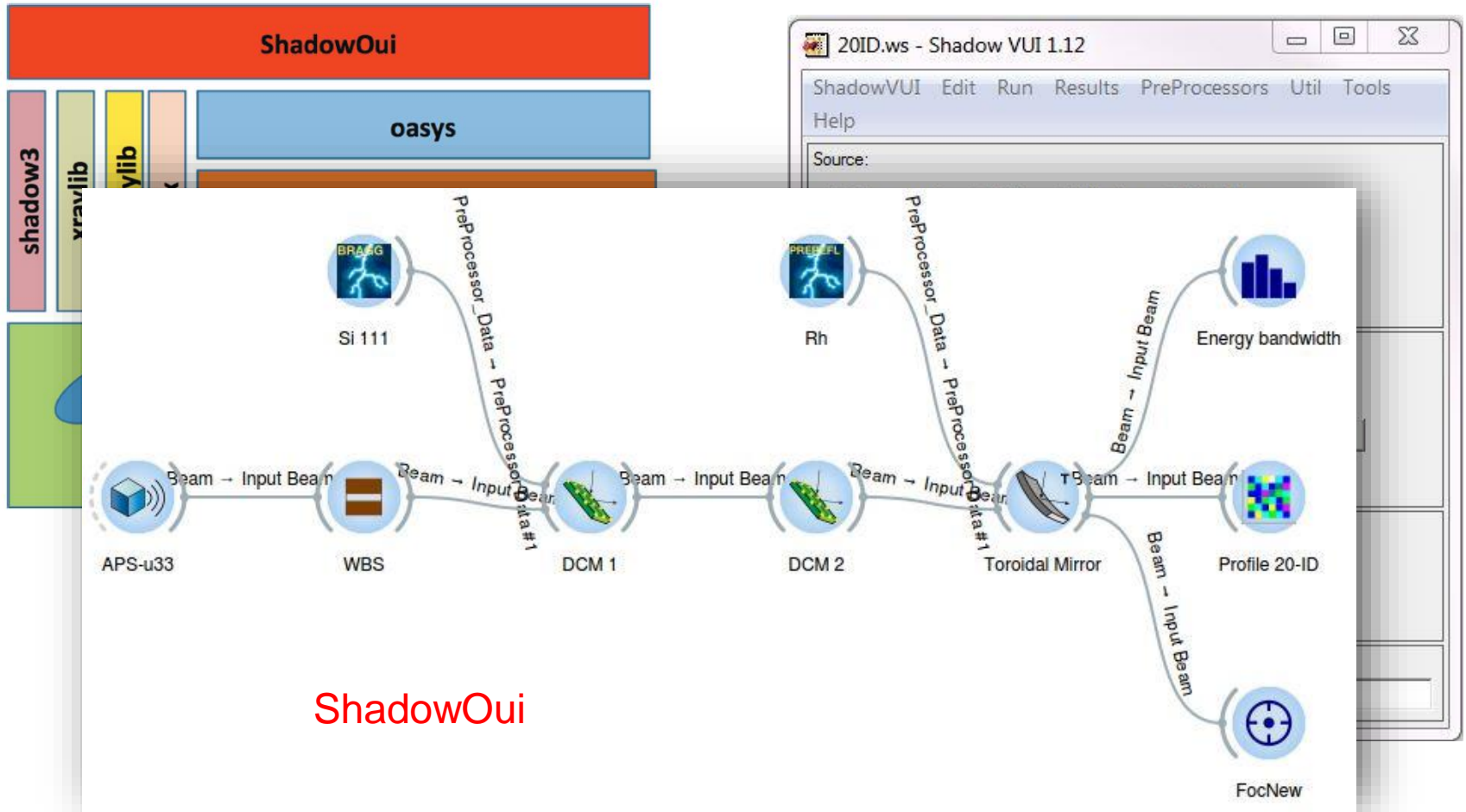


Rh.dat +
Si111.dat

L. Rebuffi and M. Sánchez del Río, J. Synchrotron Radiat. 23, 1357 (2016).

SHADOWOUI

<https://github.com/lucarebuffi/ShadowOui>



L. Rebuffi and M. Sánchez del Río, J. Synchrotron Radiat. 23, 1357 (2016).

SHADOWOUI

Tutorial — <https://github.com/srio/ShadowOui-Tutorial>

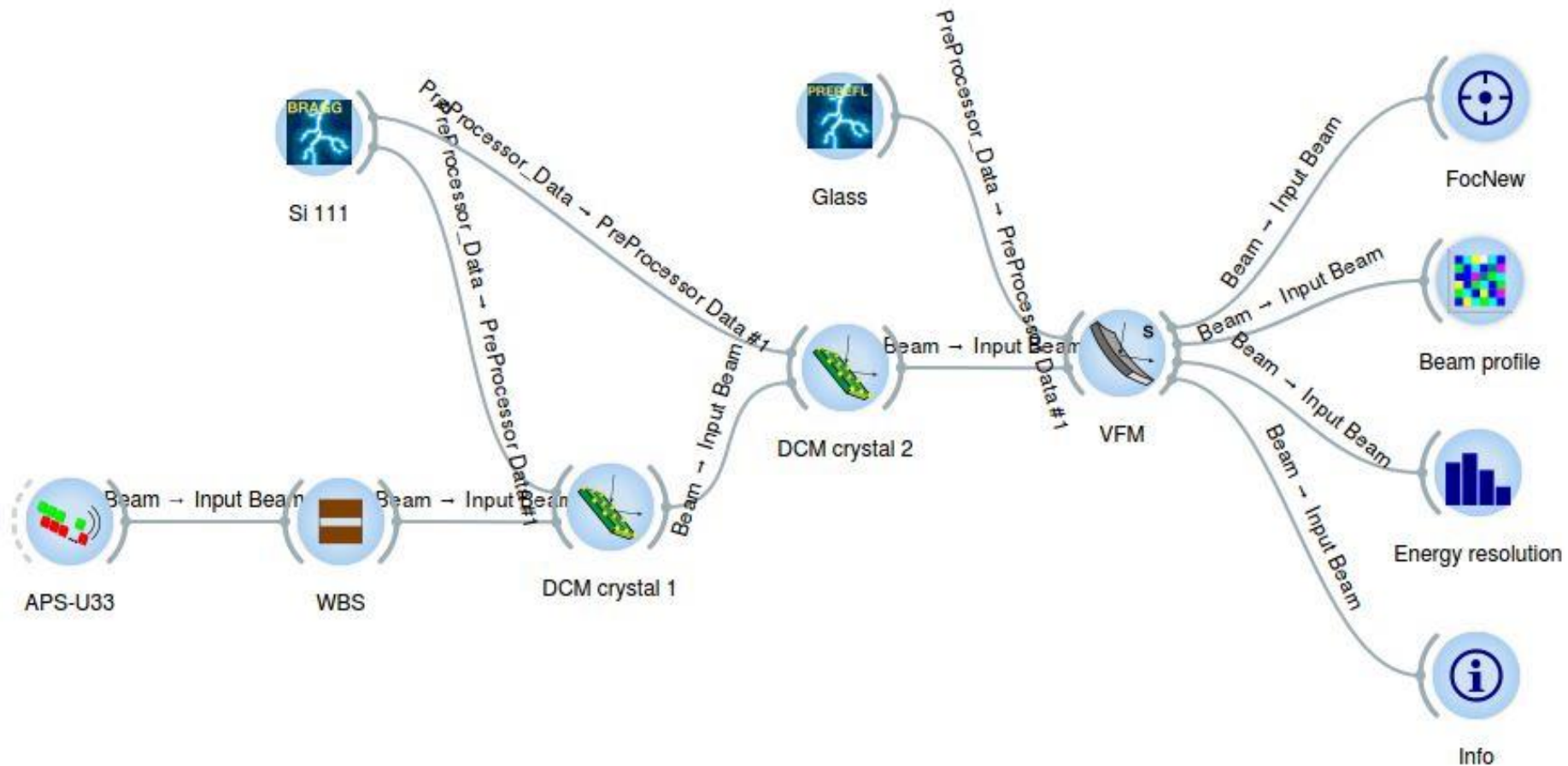
The screenshot displays the ShadowOUI software interface with several panels:

- Shadow Sources:** Includes icons for Geom... Source, Bending Magnet, Wiggler, and Undul... Gauss...
- Shadow Compound Optical ...:** Includes icons for Lens, Comp... Refrac..., Transf..., Kirkpa... Mirror, and Doubl... Monoc...
- Shadow Special Elements:** Includes icons for Empty Element, Refrac... Interfa..., and Hybrid Screen.
- Shadow Optical Elements:** A grid of icons for various optical elements such as Scree..., Plane Mirror, Spheri... Mirror, Toroidal Mirror, Parab... Mirror, Ellipsoid Mirror, Hyper... Mirror, Conic Coeffi..., Plane Crystal, Spheri... Crystal, Toroidal Crystal, Parab... Crystal, Ellipsoid Crystal, Hyper... Crystal, Conic Coeffi..., Plane Grating, Spheri... Grating, Toroidal Grating, Parab... Grating, Ellipsoid Grating, Hyper... Grating, and Conic Coeffi...
- Shadow PreProcessor:** Includes icons for Bragg, PreRefl, PreML..., Wavin..., Height Profile..., and DABAM Height...
- Shadow PostProcessor:** Includes icons for Plot XY, Histog..., Info, and FocNew.
- Shadow Loop Management:** Includes icons for Loop Point, Pin, and Beam Accu...
- Shadow Utility:** Includes icons for Shadow File Re..., Shadow File Wr..., Merge Shado..., and Image To Beam.
- Shadow Experiments:** Includes an icon for XRD Capill...
- Oasys Tools:** Includes a Python Script icon.

L. Rebuffi and M. Sánchez del Río, J. Synchrotron Radiat. 23, 1357 (2016).

SHADOWOUI

Demonstration



HYBRID METHOD

Developed at APS (<https://www1.aps.anl.gov/Science/Scientific-Software/HYBRID>)

- Combining ray-tracing and wavefront propagation
 - Ray-tracing as the backbone
 - Add diffraction effect when beam is clipped by apertures and optics
 - Treat the optics figure error through the wavefront propagation
 - Partial coherence of the beam is dealt with by convolution (simplified)
- Apply to beamline design
 - Very efficient
 - Simulate beam profiles with reasonable accuracy
 - Help with the specification of the mirror surface quality
 - Needed for almost all APS-U new beamlines and some beamline upgrades
- Distribution
 - Implemented to both the XOP-ShadowVUI and OASYS-ShadowOui version.
 - Master version in Igor Pro.

X. Shi, et al., J. Synchrotron Rad. 21, 669 (2014).

X. Shi, et al., Proc. SPIE 9209, 920911 (2014).

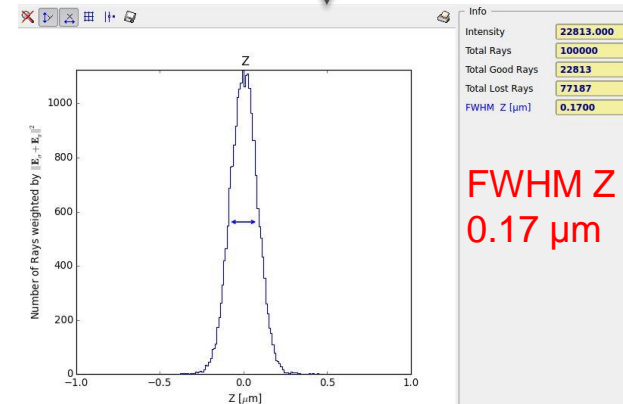
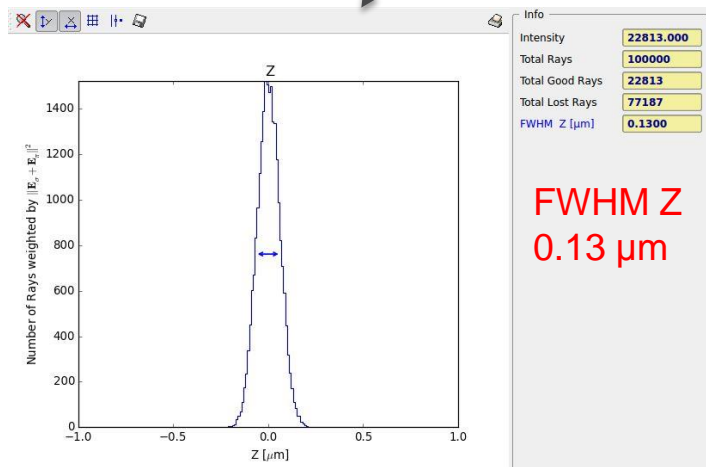
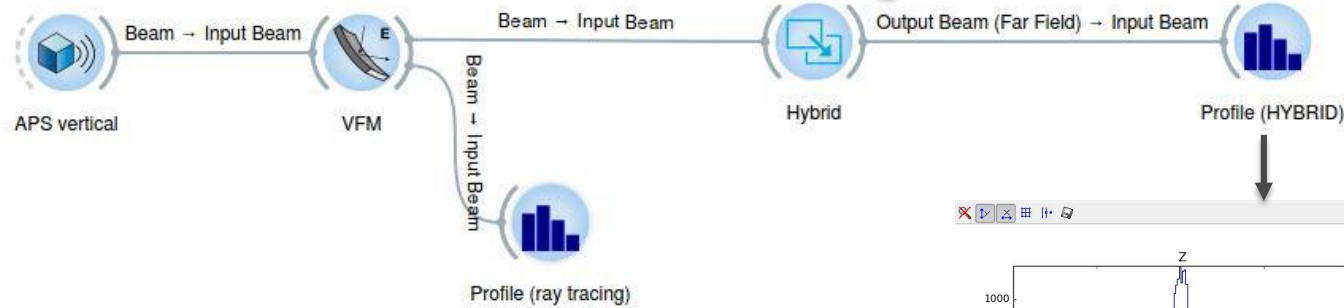
X. Shi, et al., Proc. SPIE 9209, 920909 (2014).

HYBRID METHOD

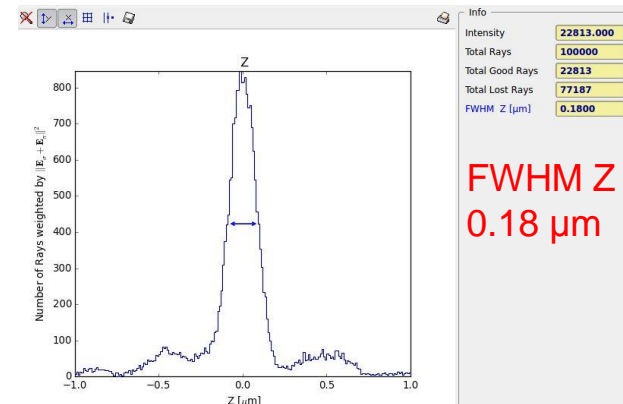
Distribution — OASYS-ShadowOui version

Shadow Special Elements

- Empty Element
- Refrac... Interfa...
- Hybrid Screen



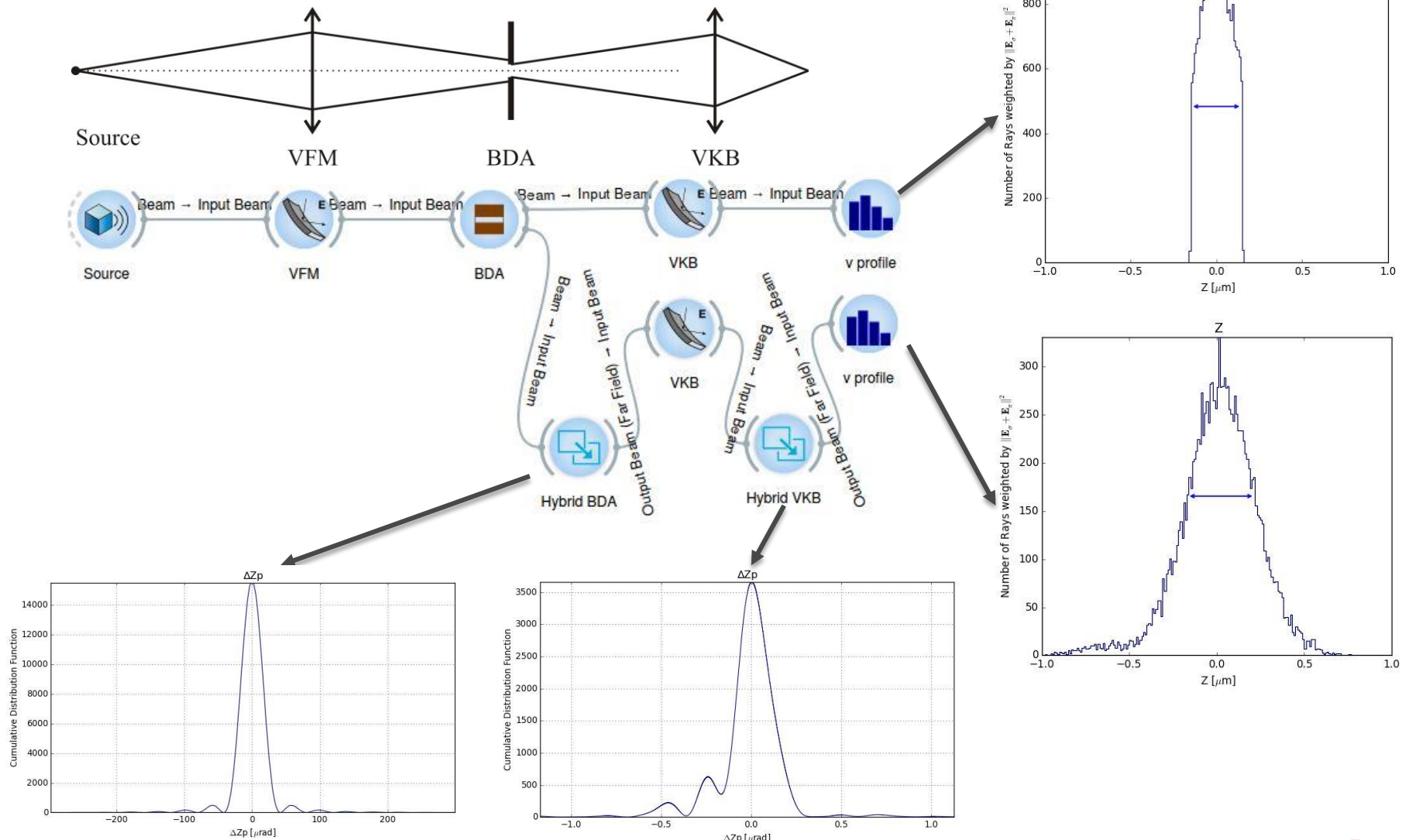
60 mm
ideal mirror



60 mm
mirror with
slope error

HYBRID METHOD

Distribution — OASYS-ShadowOui version



OASYS-SHADOWOUI TRAINING COURSE

Luca Rebuffi, Xianbo Shi, Ruben Reininger

- A one-day hands-on training during the week of **Dec. 12-16, 2016**.
- Contents
 - Extended introduction on OASYS and ShadowOui
 - ShadowOui tutorials
 - Practical section on simulating soft/hard x-ray beamlines, Hybrid
- Please try to install and play with it before the training section. Note that the installation from source on Linux may not be issue free.
- Use github to report issues and bugs.
<https://github.com/lucarebuffi/ShadowOui>

THANK YOU!