

# Let there be Luminosity

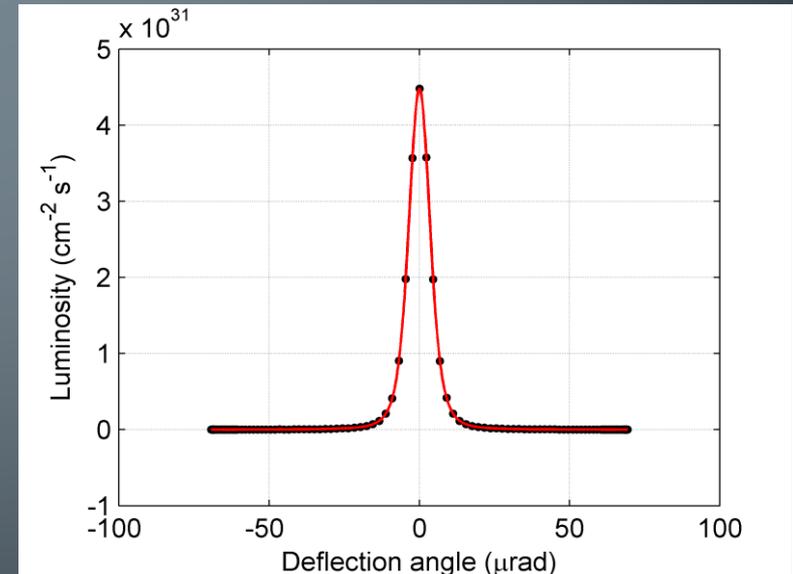
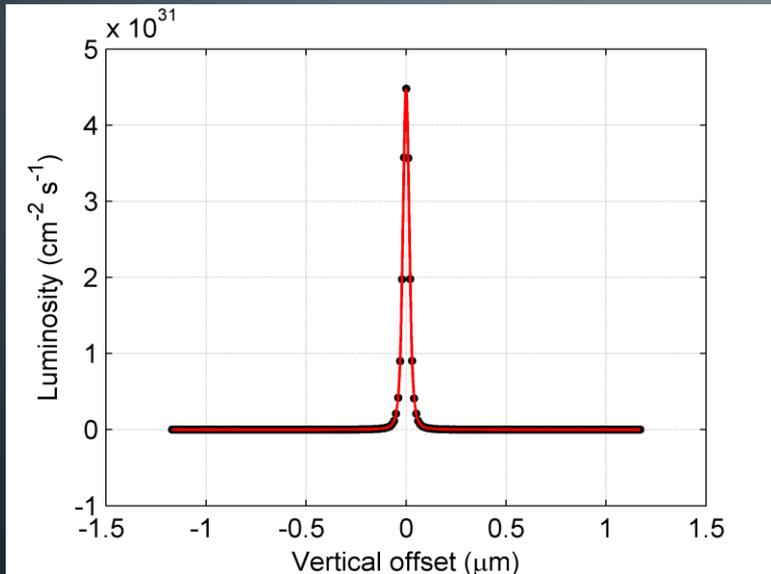
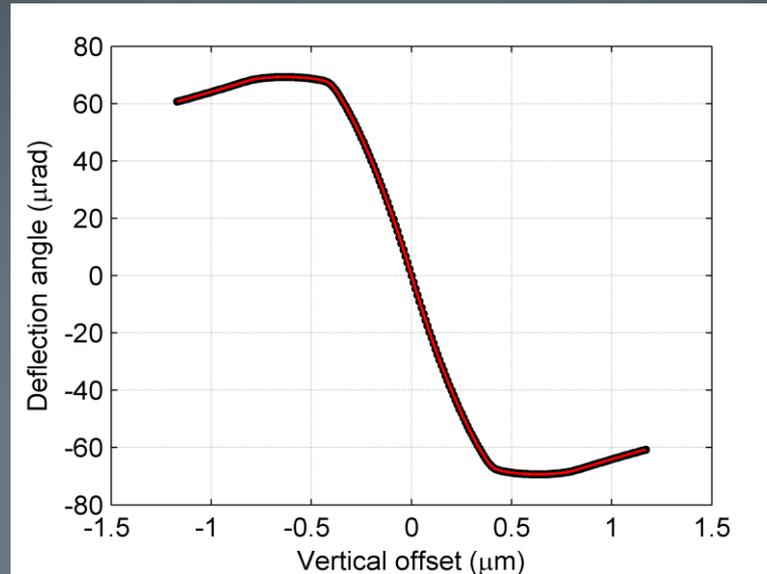
Finally.

Ryan Bodenstein  
FONT Meeting  
2017/7/6

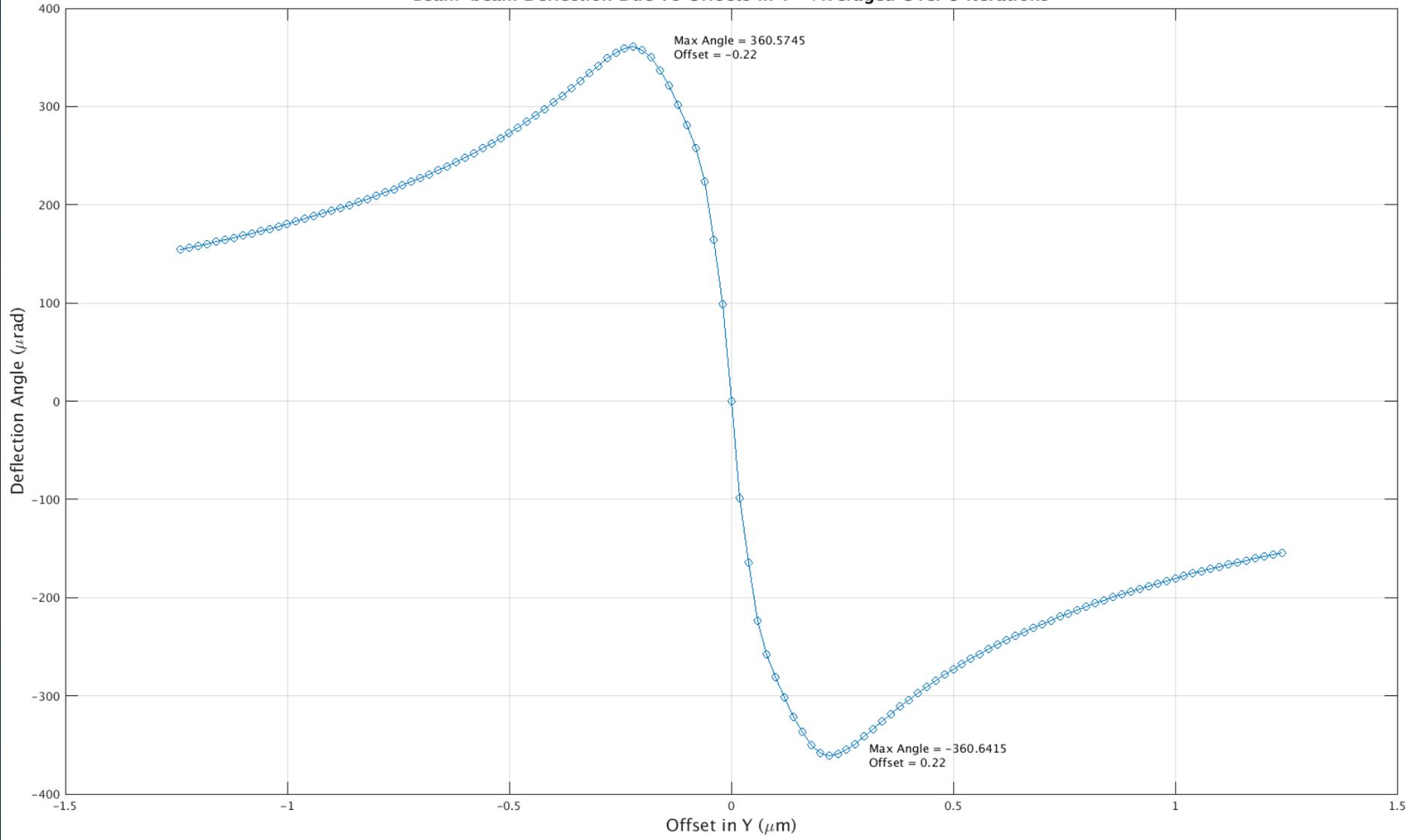
# Preview

- After weeks, finally found the problem with the luminosity for the simple offset study.
  - Fixed small problems
  - Discovered inconsistencies which have been reported (and likely ignored)
  - Found out the grid and mesh sizes were hard-coded deep in the LinSim system, and I was attempting to overwrite these
    - The competition made things break

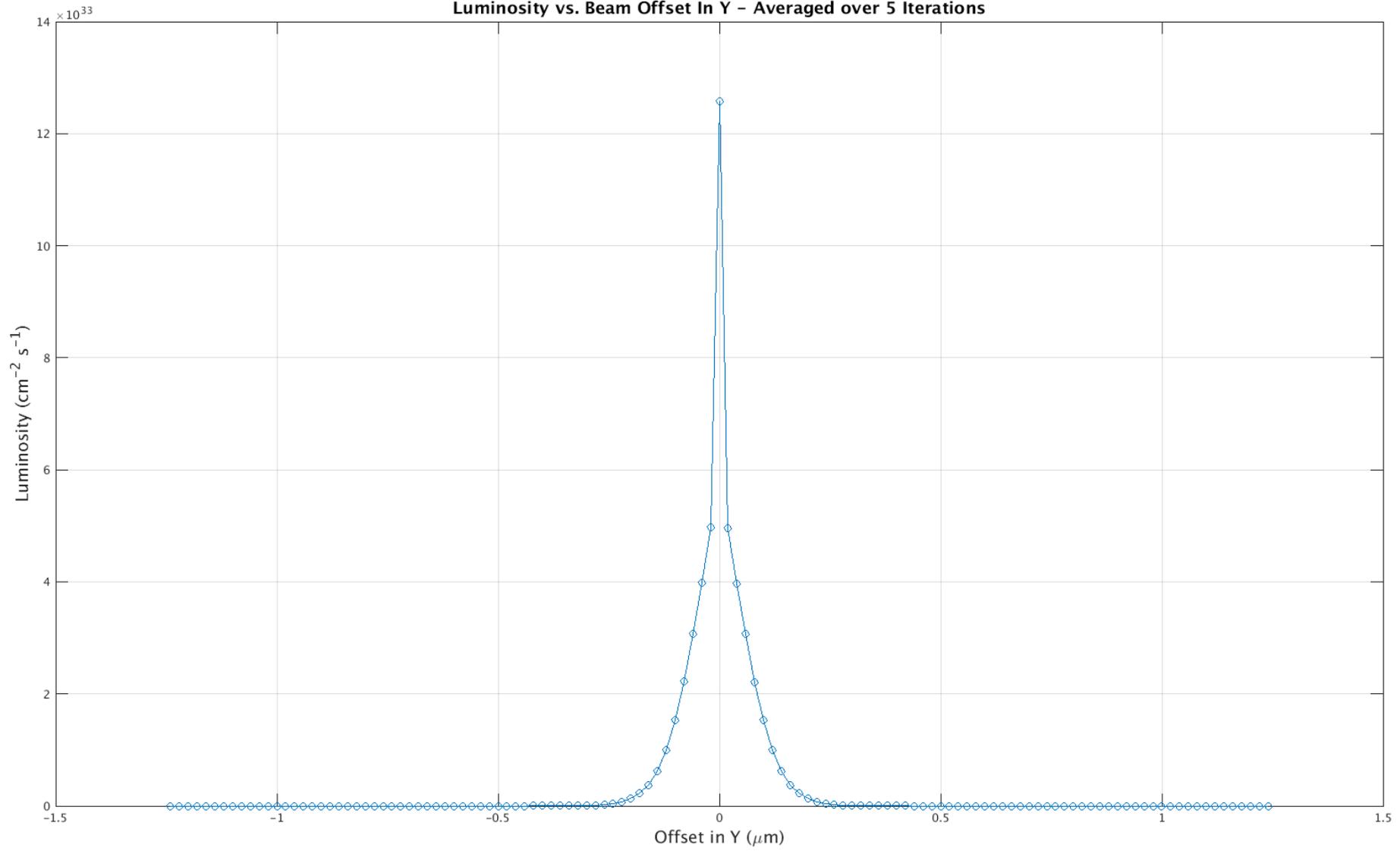
# Plots courtesy of Neven:



Beam-beam Deflection Due To Offsets In Y - Averaged Over 5 Iterations



Luminosity vs. Beam Offset In Y – Averaged over 5 Iterations



Luminosity vs. Beam-beam Deflection Angle In Y - Averaged over 5 Iterations

