

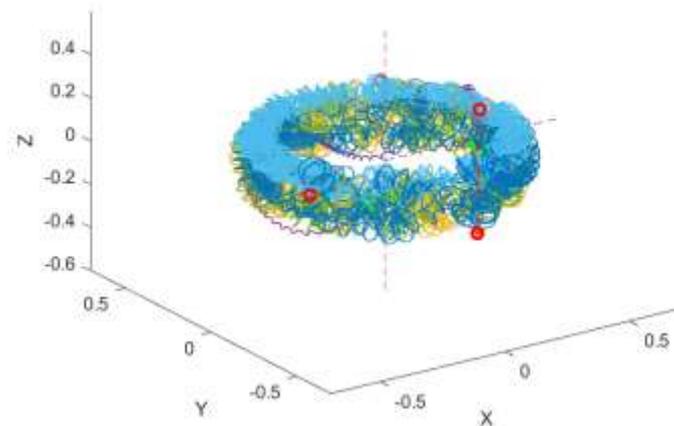
Fast ion orbit modeling using a Chebyshev representation for the magnetic potential.

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SULI Summer 2020

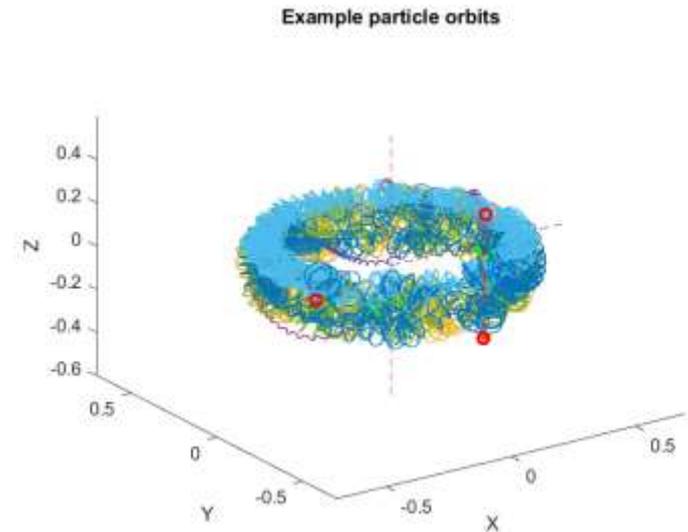
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Example particle orbits



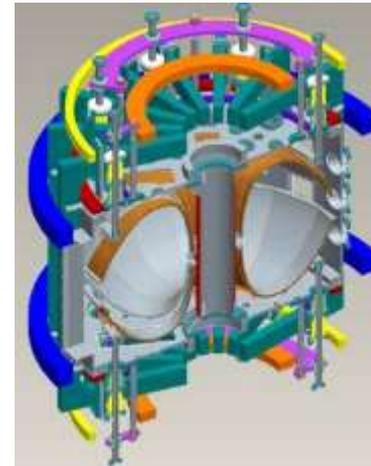


- Information about the Lithium Tokamak Experiment.
- Chebyshev polynomials.
- The Chebyshev approximation in 1D and 2D.
- Computational methods.
- Simulation results.





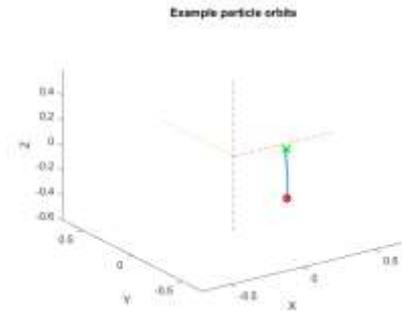
- Studies the plasma-material interaction of liquid Lithium (Li).
 - $B = 0.3 \text{ T}$.
 - Neutral beam injection heating.
 - Fast ion means energies $> 10 \text{ keV}$.
-
- Why LTX is important?
 - ITER has a tungsten wall, which is high-Z (74) material.
 - LTX walls are coated by low-Z (3) Li to reduce recycling.
 - **Recycling** - when cool particles are re-introduced back to main plasma.



Wikipedia



- Fast ions heat the plasma and supply particles to its core.
- They may escape either at first orbits or due to collisions with the plasma.
- Simulating the ion losses at collision time scales (> 10 ms) is a challenge.
- Past simulations used a bi-cubic spline approximation for calculations of magnetic field
 - Issues at large times because of discontinuous first derivative at mesh boundary.
- A Chebyshev approximation is developed here to resolve this issue.
- **Goal: Simulate particle losses in a fast way**





Definition of polynomials

$$T_0(x) = 1$$

$$T_1(x) = x$$

$$T_2(x) = 2x^2 - 1$$

$$T_3(x) = 4x^3 - 3x$$

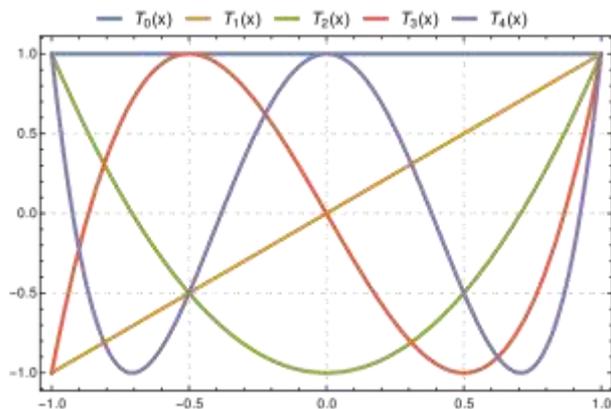
$$T_4(x) = 8x^4 - 8x^2 + 1$$

$$T_5(x) = 16x^5 - 20x^3 + 5x$$

$$T_6(x) = 32x^6 - 48x^4 + 18x^2 - 1.$$

$$T_n(x) = \cos(n \arccos x).$$

$$T_{n+1} = 2xT_n - T_{n-1}, \quad n \geq 1.$$



- Values range from -1 to 1 on the domain $[-1, 1]$.
- Complete orthonormal system.

Orthogonality identity

$$\sum_{k=1}^n T_i(\bar{x}_k) T_j(\bar{x}_k) = \begin{cases} 0 & i \neq j \\ n/2 & i = j \neq 0 \\ n & i = j = 0 \end{cases}.$$

Chebyshev nodes

$$\bar{x}_k = \cos \frac{\pi(2k-1)}{2n}, \quad k = 1, 2, 3, \dots, n.$$



$$f(x) \approx \sum_{i=0}^{N-1} c_i T_i(x),$$

$$c_0 = \frac{1}{N} \sum_{k=1}^N f(\bar{x}_k),$$

$$c_i = \frac{2}{N} \sum_{k=1}^N f(\bar{x}_k) T_i(\bar{x}_k),$$

$$\bar{x}_k = \cos \frac{\pi(2k-1)}{2n}, \quad k = 1, 2, 3, \dots, n.$$

- Approximate a function as a sum of the first N Chebyshev polynomials.
- The coefficients c_i are determined through summing the overlap at the Chebyshev nodes.



$$f(x, y) \approx \sum_{i=0}^{M-1} \sum_{j=0}^{N-1} c_{ij} T_i(x) T_j(y).$$

$$c_{00} = \frac{1}{MN} \sum_{k=1}^M \sum_{\ell=1}^N f(\bar{x}_k, \bar{y}_\ell),$$

$$c_{i0} = \frac{2}{MN} \sum_{k=1}^M \sum_{\ell=1}^N f(\bar{x}_k, \bar{y}_\ell) T_i(\bar{x}_k),$$

$$c_{0j} = \frac{2}{MN} \sum_{k=1}^M \sum_{\ell=1}^N f(\bar{x}_k, \bar{y}_\ell) T_j(\bar{y}_\ell),$$

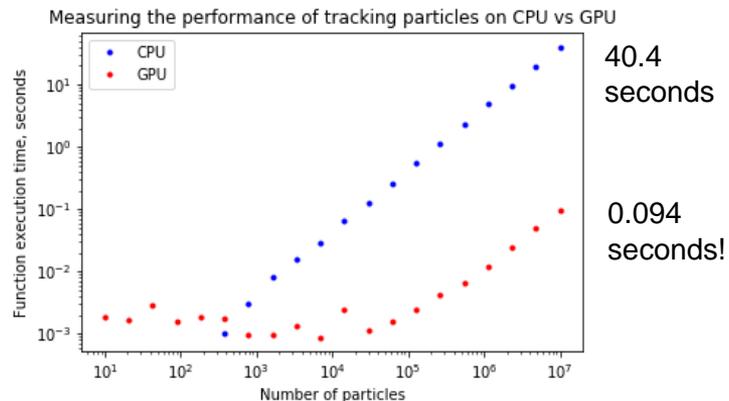
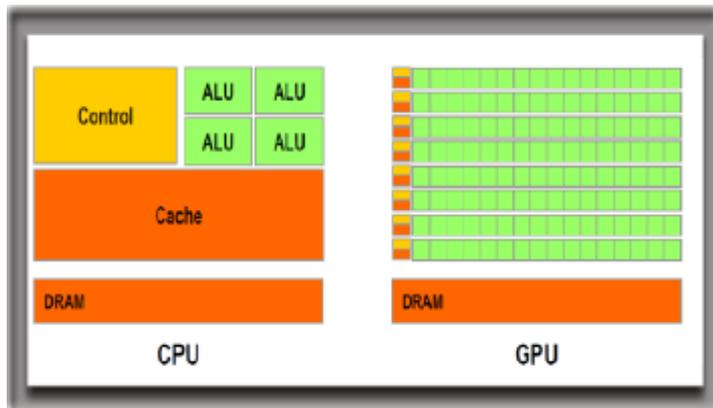
$$c_{ij} = \frac{4}{MN} \sum_{k=1}^M \sum_{\ell=1}^N f(\bar{x}_k, \bar{y}_\ell) T_i(\bar{x}_k) T_j(\bar{y}_\ell).$$

- This extends to 2D, where the functions are multiples of the Chebyshev polynomials.
- The same orthogonality identities hold, so the coefficients c_{ij} are determined the same way.
- Our code evaluates a 2D approximation of the magnetic potential.
 - First partial derivatives are used to calculate the magnetic field.



- GPU is much faster through **massive parallelism**.
- Useful for calculating the Chebyshev representation for $> 100,000$ particles.

- Varying particle number and measuring time to evaluate the magnetic field.
- Initial offset is due to loading variables onto GPU.

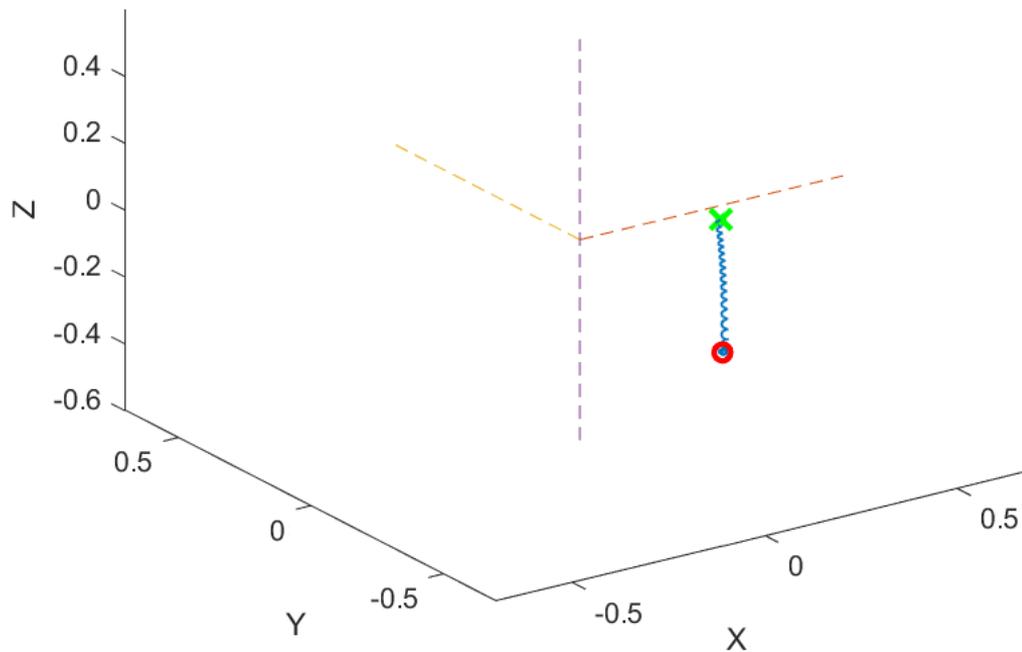




- Codes written in C and CUDA C.
- Use the Soloviev solution to the Grad-Shafranov equation to find the magnetic potential.
- Approximate the magnetic potential using the Chebyshev representation and find the first partial derivatives with respect to r and z .
- For each particle,
 - Calculate the magnetic fields using the Chebyshev representation.
 - Generate the time derivatives of particle position and velocities.
 - Use Runge-Kutta-4 algorithm for full orbit calculations.

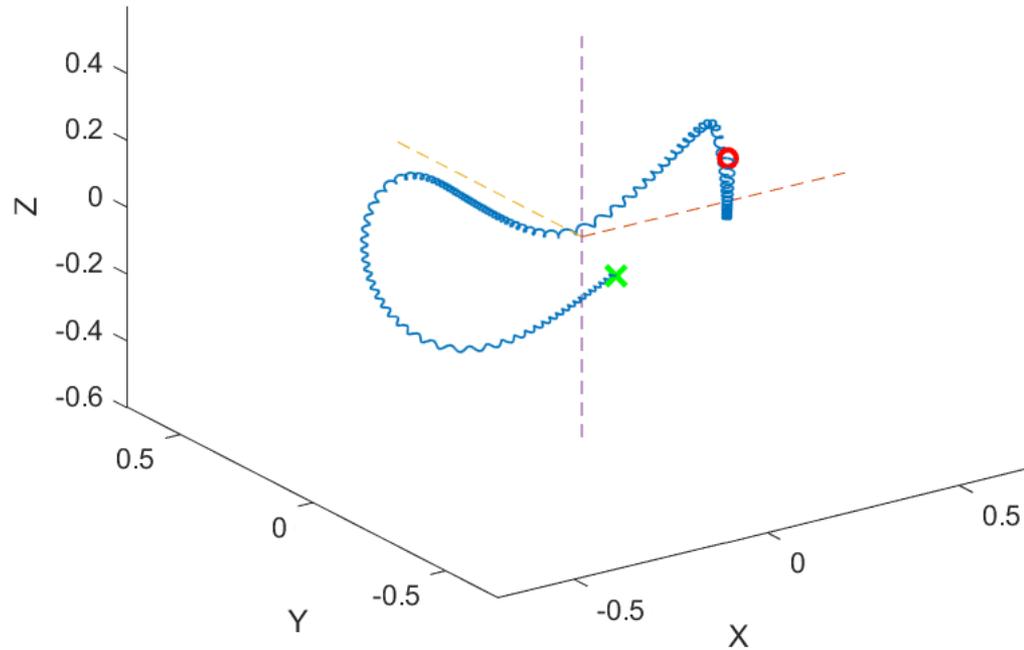


Example particle orbits



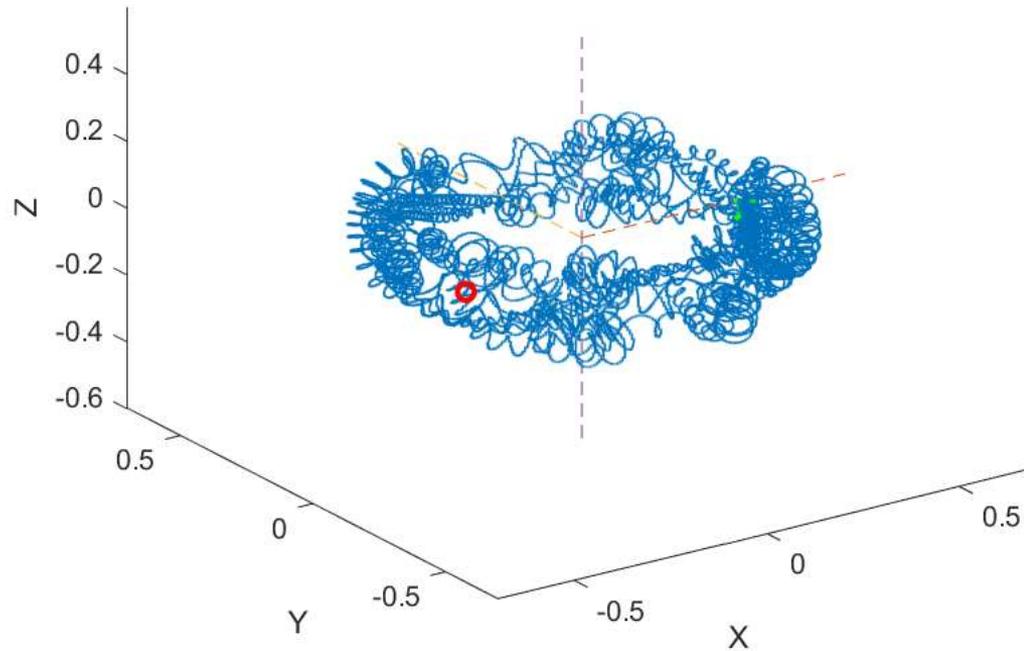


Example particle orbits



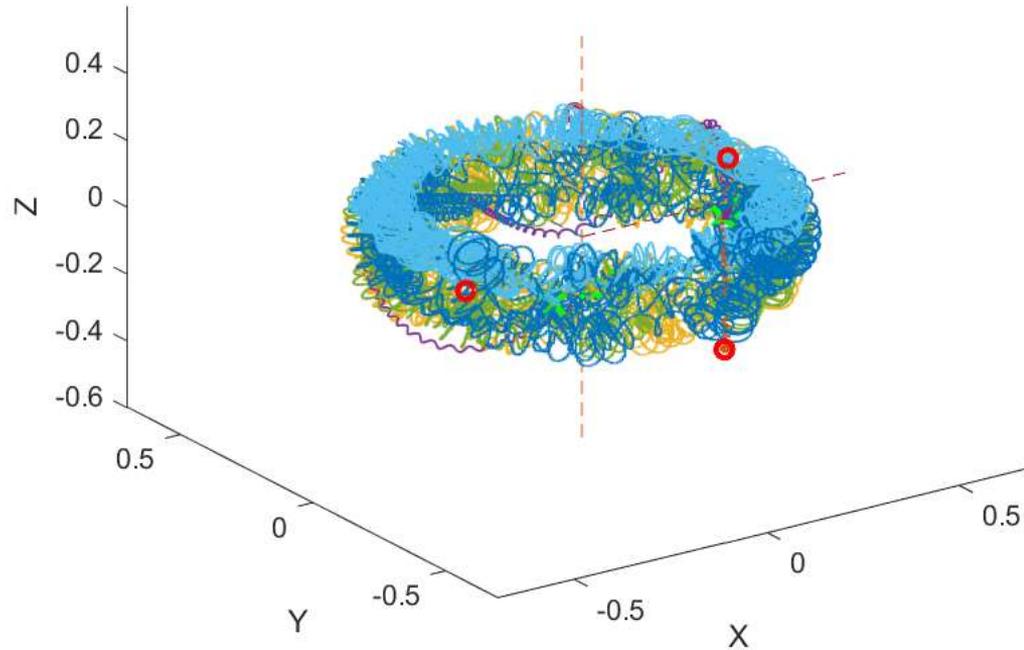


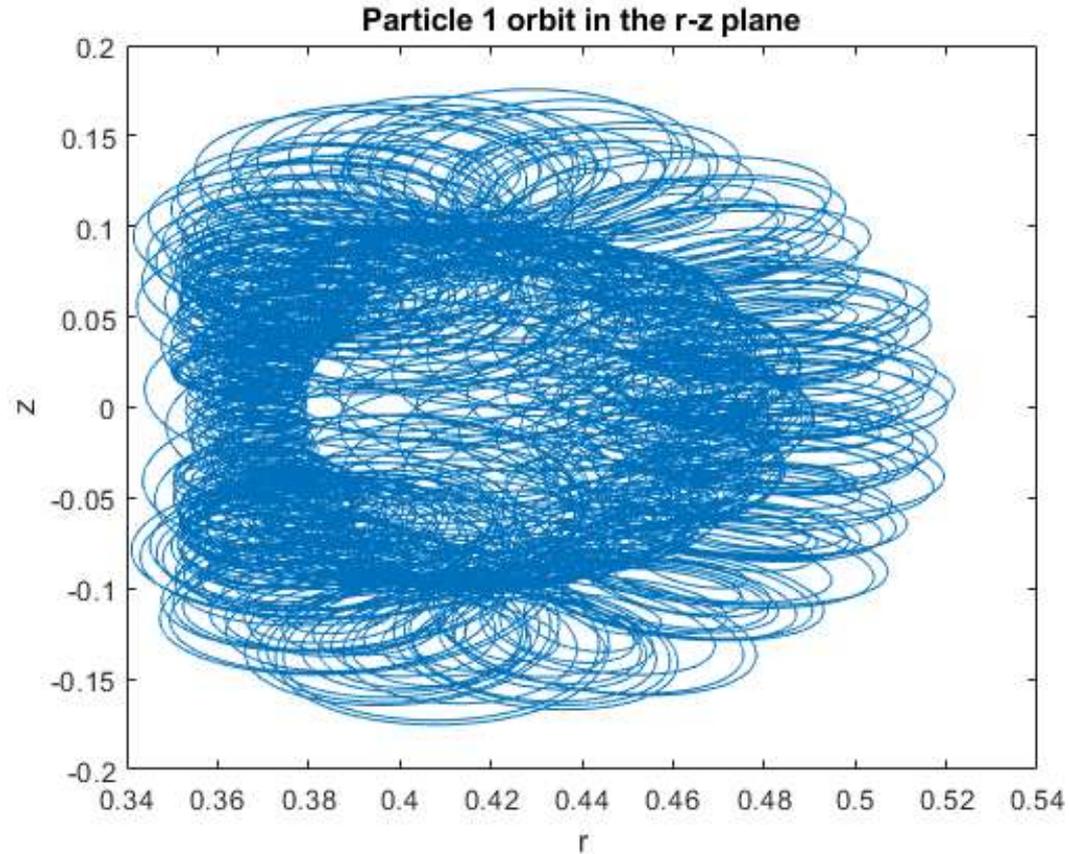
Example particle orbits





Example particle orbits







- I learned how to use C and CUDA to successfully build a partial kinetic code!
- GPU speeds up calculations.
- Observed orbits are consistent with theory.
- Issues at large time steps. Limited accuracy of RK4
- Fully kinetic codes are computationally intensive (1 million steps for each particle).
 - It is not feasible to simulate all particles, just the few important ones.
- The Chebyshev approximation, being compact and smooth, is suitable for GPU.
- We need more testing with realistic magnetic configurations.



Thank you!