

Major Plasma Simulation Approaches and Publicly Available Simulation Codes

Gregory G. Howes
University of Iowa

PHYS 5905: Numerical Simulation of Plasmas
Department of Physics and Astronomy
University of Iowa
Spring 2019

This work is supported by the NSF CAREER Award AGS-1054061, DOE grant DE-SC0014599, NASA grant 80NSSC18K0643, and the NSF XSEDE Program.



Basic Numerical Descriptions

- Fluid Descriptions:
 - Magnetohydrodynamics (MHD)
 - Extended MHD: Including gravity, radiation, etc.
 - Two-Fluid Description: Ions and electrons treated separately
- Kinetic Descriptions:
 - Represent velocity space of each species: Six dimensional (3D-3V) phase space
 - Velocity space can be represented by particles or on a fixed grid
 - In magnetized plasmas, gyromotion can be averaged out: Gyrokinetics (3D-2V)
 - Hybrid approaches: One species kinetically (ions) and one as a fluid (electrons)

MHD Simulations

- Magnetohydrodynamics (MHD) Equations (in conservative form)

Mass

$$\frac{\partial \rho}{\partial t} + \nabla \cdot [\rho \mathbf{v}] = 0, \quad (1)$$

Momentum

$$\frac{\partial \rho \mathbf{v}}{\partial t} + \nabla \cdot [\rho \mathbf{v} \mathbf{v} - \mathbf{B} \mathbf{B} + P^*] = 0, \quad (2)$$

Energy

$$\frac{\partial E}{\partial t} + \nabla \cdot [(E + P^*) \mathbf{v} - \mathbf{B}(\mathbf{B} \cdot \mathbf{v})] = 0, \quad (3)$$

Magnetic Induction

$$\frac{\partial \mathbf{B}}{\partial t} - \nabla \times (\mathbf{v} \times \mathbf{B}) = 0, \quad (4)$$

Pressure Tensor

$$P^* = P + B^2 / 2$$

Energy

$$E = \frac{P}{\gamma - 1} + \frac{1}{2} \rho v^2 + \frac{B^2}{2}$$

- Requires closure by an Equation of State
 - Connect pressure tensor to lower-order moments
 - Ex: **Ideal Gas** $P = (\gamma - 1)e$
- MHD Simulations typically focus on
 - Treatment of pressure tensor (isotropic, anisotropic)
 - High spatial resolution (often using adaptive mesh)

Publicly Available MHD Simulation Codes

- Athena ++ <https://princetonuniversity.github.io/athena/>
 - Astrophysical MHD code
 - Flexible Coordinate Systems, including **Adaptive Mesh Refinement (AMR)**
 - Radiation
 - General Relativity
 - Riemann Shock solver
- ZEUS-3D <http://ap.smu.ca/~dclarke/zeus3d/version3.6/>
<https://www.astro.princeton.edu/~jstone/zeus.html>
 - Early publicly available Radiation MHD code for astrophysics
 - Widely used in the 1990s, 2000s
 - Excellent series of code description and validation papers in
Astrophysical Journal Supplement

Publicly Available MHD Simulation Codes

- FLASH <http://flash.uchicago.edu/site/>
 - Modular, extensible system of codes
 - MHD and Radiation with Adaptive Mesh Refinement
 - Widely used for fluid studies of laser plasmas

- Many, many other MHD simulation codes are out there!

Kinetic Simulations

- Maxwell-Boltzmann Equations

Boltzmann equation for each species

$$\frac{\partial f_s}{\partial t} + \mathbf{v} \cdot \nabla f_s + \frac{q_s}{m_s} \left[\mathbf{E} + \frac{\mathbf{v} \times \mathbf{B}}{c} \right] \cdot \frac{\partial f_s}{\partial \mathbf{v}} = \left(\frac{\partial f_s}{\partial t} \right)_{\text{coll}}$$

Maxwell's equations

$$\nabla \times \mathbf{E} = -\frac{1}{c} \frac{\partial \mathbf{B}}{\partial t}$$

$$\nabla \cdot \mathbf{E} = 4\pi \rho$$

Charge
Density

$$\rho = \sum_s \int d\mathbf{v} q_s f_s$$

$$\nabla \times \mathbf{B} = \frac{4\pi}{c} \mathbf{j} + \frac{1}{c} \frac{\partial \mathbf{E}}{\partial t}$$

$$\nabla \cdot \mathbf{B} = 0$$

Current
Density

$$\mathbf{j} = \sum_s \int d\mathbf{v} q_s \mathbf{v} f_s$$

3D-3V Distribution Functions

$$f_s(\mathbf{r}, \mathbf{v}, t)$$

3D Electromagnetic Fields

$$\mathbf{E}(\mathbf{r}, t)$$

$$\mathbf{B}(\mathbf{r}, t)$$

- Codes differ in how they choose to solve this system of equations numerically

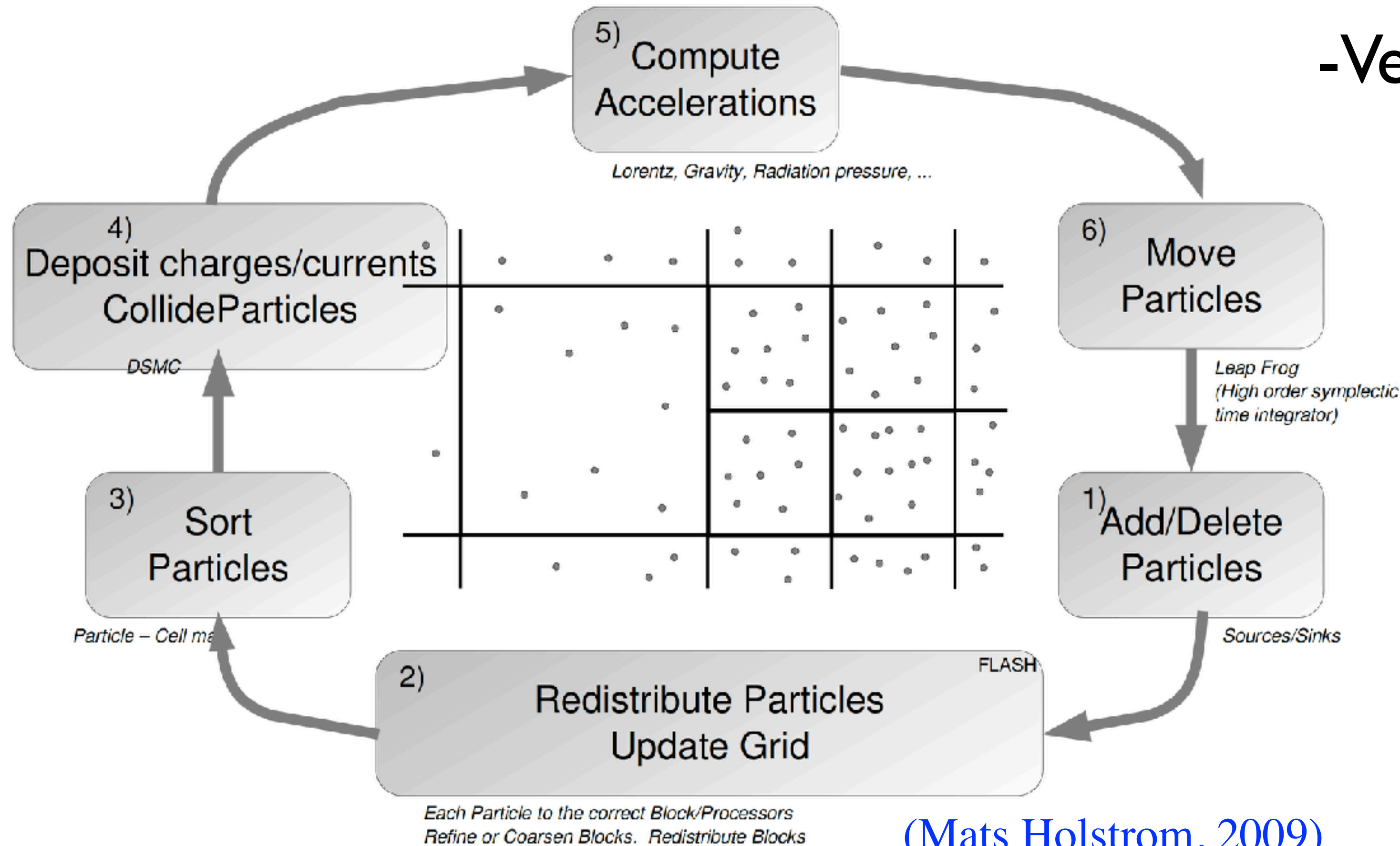
Particle-in-Cell (PIC) Approach

- Basic Approach

- Charged particles are moved in fields (Lorentz Force Law)
- Electromagnetic fields are solved on a grid

-Very widely used in plasma physics

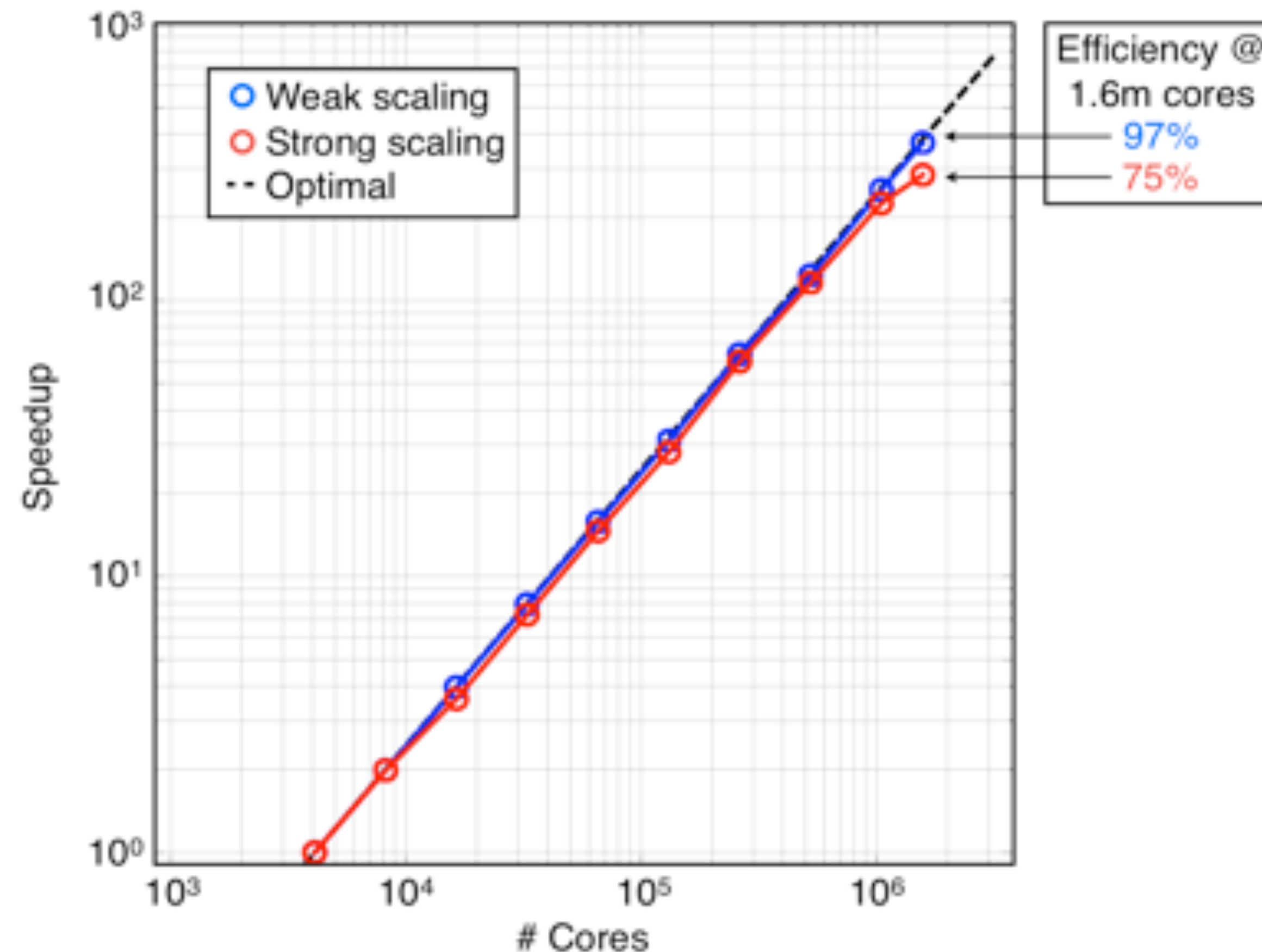
-Can be implemented very efficiently on supercomputers



(Mats Holstrom, 2009)

Publicly Available PIC Simulation Codes

- OSIRIS <https://picksc.idre.ucla.edu>
 - Fully explicit, multidimensional, relativistic PIC code
 - Supported by Particle-in-Cell and Kinetic Simulation Software Center at UCLA
 - Highly optimized



Publicly Available PIC Simulation Codes

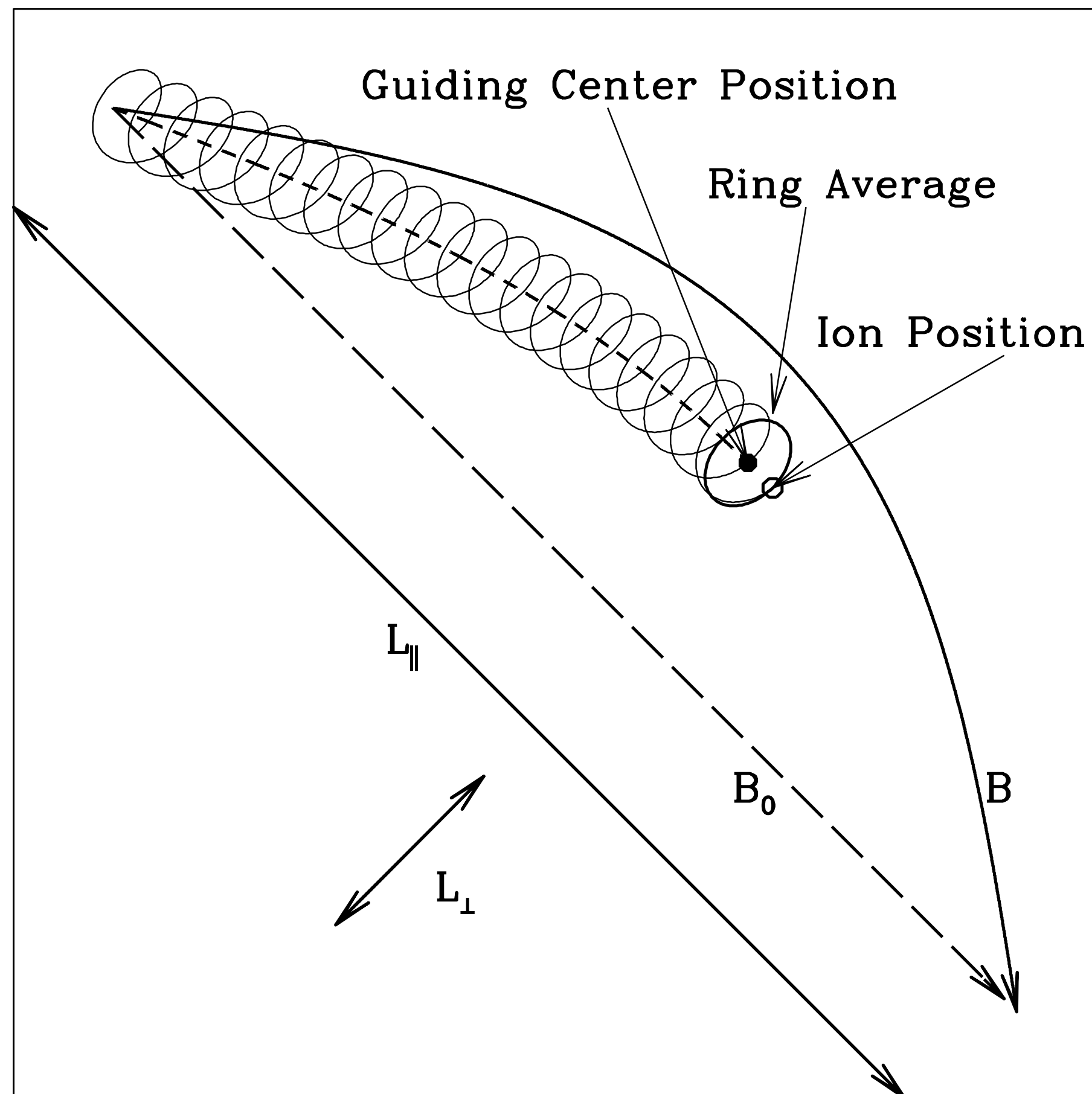
- VPIC <https://github.com/lanl/vpic>
 - General purpose PIC code from Los Alamos National Laboratory
 - Explicit, 2nd order leapfrog particle advance
 - Highly optimized for parallel architectures

- iPIC3D <http://www.allscale.eu/ipic3d>
<https://github.com/CmPA/iPic3D>
 - Implicit PIC code for space weather applications
 - Open source, C++ and MPI code

Gyrokinetic Approach

Gyrokinetics is kinetic theory averaged over the Larmor motion.

(Rutherford & Frieman 1968; Taylor & Hastie 1968; Frieman & Chen 1982; Howes et al. 2006)



(Howes et al., ApJ 651:590, 2006)

- Low-frequency limit eliminates fast cyclotron timescale $\omega \ll \Omega_i$
- Anisotropic $k_{\parallel} \ll k_{\perp}$
- **Captures:** Finite Larmor radius, Landau resonance, and Collisions
- **Excludes:** Fast wave and cyclotron resonance

Publicly Available Gyrokinetic Codes

- GS2/AstroGK/Trinity <https://bitbucket.org/gyrokinetics/>
<https://sourceforge.net/projects/gyrokinetics/>
 - Family of gyrokinetic codes for fusion and astrophysical research
 - GS2 is a local gyrokinetic code for magnetic fusion research
 - Trinity is a global extension of GS2 for fusion research
 - AstroGK is a branch for the study of space and astrophysical plasmas
- GENE <http://genecode.org>
 - Open source plasma microturbulence code
- GTC <http://phoenix.ps.uci.edu/GTC/>
 - GyroPIC code (velocity space represented using particles)
 - Possibly outdated now

Hybrid Approach

- Basic Approach
 - Treat ions as kinetic species (particles or on a grid)
 - Treat electrons as a fluid
 - Enables short electron timescales to be avoided, focusing on the timescales of the kinetic ion dynamics

Publicly Available Hybrid Codes

- HYB <http://hyb.fmi.fi/index.php>
 - Developed at the Finnish Meteorological Institute
 - Plasma interactions of planets, moons, comets and other celestial bodies
- HVM <http://fis.unical.it/hvm/>
 - Hybrid Vlasov-Maxwell code
 - Uses a velocity space grid for lower noise
- ANGIE 3D
 - AuburN Global hybrId codE code
 - For global simulations of the Earth's magnetosphere

Molecular Dynamics Approach

- Basic Approach
 - N-Body approach where interactions between individual particles are explicitly modeled
 - Can be used to explore **strong coupling regime of plasmas**
 - Also can be used to explore 3D structure of proteins and other molecules
- LAMMPS <https://lammps.sandia.gov>
 - Large-scale Atomic/Molecular Massively Parallel Simulator
 - Used to model solid state (metals, semi-conductors)
 - Used to model soft matter (biomolecules, polymers)

The End