Monte Carlo Simulation of the Two Stream Instability

Libor Novák Advisor: Prof. RNDr. Petr Kulhánek, CSc

Research project

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To get solution of a physical problem using computer simulation requires performing this process:

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Problem formulation

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- Building a model

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- Solving the model

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- Problem formulation
- Building a model
- Solving the model
- Comparison of the model and experimental or theoretical results

This branch of study is based on 2 different approaches and their combination:

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• Fluid simulation - numerical solving of the magnetohydrodynamic equations

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- Fluid simulation numerical solving of the magnetohydrodynamic equations
- **Kinetic simulation** numerical solving of the plasma kinetic equations (Vlasov, Fokker Planck, ...) or particle simulation

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• Hybrid simulation - combination of both methods

Solving a problem by Monte carlo method consists from these steps:

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Problem analysis and model creation

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- Problem analysis and model creation
- Random quantity generation

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- Problem analysis and model creation
- Random quantity generation
- Random quantity transformation

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- Problem analysis and model creation
- Random quantity generation
- Random quantity transformation
- Previous 2 steps repeating and statistical evaluation of the results

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Random numbers can be generated through several ways. In Monte carlo methods were or are used:

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Physical generators

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- Physical generators
- Random numbers tables

Random numbers can be generated through several ways. In Monte carlo methods were or are used:

- Physical generators
- Random numbers tables
- Calculated random numbers



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Good generator should have these features:

Long period

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- Long period
- Uniform distribution of the numbers

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- Uniform distribution of the numbers
- Numbers are not correlated

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- Long period
- Uniform distribution of the numbers
- Numbers are not correlated
- High speed of evaluation

**General Formula** 

$$n_i = f(n_{i-1}, n_{i-2}, ..., n_{i-j})$$
 (1)

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Linear Congruential Generators (LCG)

$$n_i = (an_{i-1} + b) \operatorname{mod}(m) \tag{2}$$

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Lagged Fibonacci Generators (LFG)

$$n_i = (an_{i-1} + bn_{i-2} + ...) mod(m)$$
 (3)

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The Relative Velocity

$$\boldsymbol{u}^t = \boldsymbol{v}^t_\alpha - \boldsymbol{v}^t_\beta \tag{4}$$

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Rotation

$$\begin{pmatrix} \cos\theta & 0 & -\sin\theta \\ 0 & 1 & 0 \\ \sin\theta & 0 & \cos\theta \end{pmatrix} \begin{pmatrix} \cos\varphi & \sin\varphi & 0 \\ -\sin\varphi & \cos\varphi & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} u_{x} \\ u_{y} \\ u_{z} \end{pmatrix}^{t} = \begin{pmatrix} 0 \\ 0 \\ u \end{pmatrix}^{t}$$
(5)

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(5)

**Inverse Matrix** 

$$I = \begin{pmatrix} \cos\theta\cos\varphi & -\sin\varphi & \sin\theta\cos\varphi \\ \cos\theta\sin\varphi & \cos\varphi & \sin\theta\sin\varphi \\ -\sin\theta & 0 & \cos\theta \end{pmatrix}$$
(6)

#### **Random Angles Generation**

 $(0,0,u)^t$  Rotation by  $\Phi$  and  $\Theta$ 

$$\sin \Theta = \frac{2\delta}{1+\delta^2}$$
(7)  
$$1 - \cos \Theta = \frac{2\delta^2}{1+\delta^2}$$
(8)

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(8)

$$\delta = \tan \Theta/2$$
(9)  
$$\sigma^{2} = \frac{e_{\alpha}^{2} e_{\beta}^{2} n_{L} \lambda}{8\pi \epsilon_{0}^{2} m_{\alpha\beta}^{2} u^{3}} \Delta t$$
(10)

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#### **Results of the Binary Collision**

$$\begin{pmatrix} u_{x} \\ u_{y} \\ u_{z} \end{pmatrix}^{t+\Delta t} = I \begin{pmatrix} u \sin \Theta \cos \Phi \\ u \sin \Theta \sin \Phi \\ u \cos \Theta \end{pmatrix}$$

(11)

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$$\begin{pmatrix} u_{x} \\ u_{y} \\ u_{z} \end{pmatrix}^{t+\Delta t} = \begin{pmatrix} u_{x} \\ u_{y} \\ u_{z} \end{pmatrix}^{t} + \begin{pmatrix} \Delta u_{x} \\ \Delta u_{y} \\ \Delta u_{z} \end{pmatrix}$$
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(12)

$$\mathbf{v}_{\alpha}^{t+\Delta t} = \mathbf{v}_{\alpha}^{t} + \frac{m_{\alpha\beta}}{m_{\alpha}} \Delta \mathbf{u}$$
(13)  
$$\mathbf{v}_{\beta}^{t+\Delta t} = \mathbf{v}_{\beta}^{t} - \frac{m_{\alpha\beta}}{m_{\beta}} \Delta \mathbf{u}$$
(14)

### Remarks

$$\lambda_{1,2} = 23 - \ln\left[\frac{Z_1 Z_2(\mu_1 + \mu_2)}{\mu_1 T_2 + \mu_2 T_1} \left(\frac{n_1 Z_1^2}{T_1} + \frac{n_2 Z_2^2}{T_2}\right)^{1/2}\right]$$
(15)

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$$p(x) = \frac{1}{\sigma\sqrt{2\pi}} \exp\left(-\frac{(x-\mu)^2}{2\sigma^2}\right)$$
(16)

$$\boldsymbol{x} = \sigma \sqrt{-2 \ln \gamma_1} \cos(2\pi \gamma_2) \tag{17}$$

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### Remarks

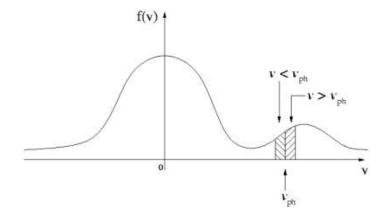
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$$\sigma = \sqrt{\frac{k_{\rm B}T}{m}}$$
(18)  
$$\langle v^2 \rangle - \langle v \rangle^2 = \frac{k_{\rm B}T}{m} \left(3 - \frac{8}{\pi}\right)$$
(19)

### Two Stream Instability



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- The spatial unlimited target plasma simulated through a cube with periodic boundary conditions

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- Collisions in separated Maxwellians neglected, straightforward motion, temperature calculation

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After performance of 100 time steps - end of interactions

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- After performance of 100 time steps end of interactions
- Agreement with the theory kinetic energy of the beam transformed to the thermal energy both beam and target particles

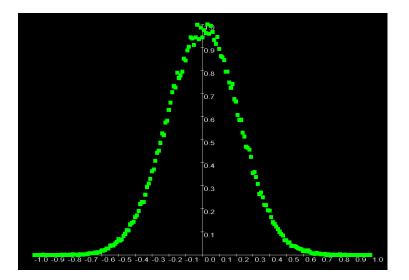
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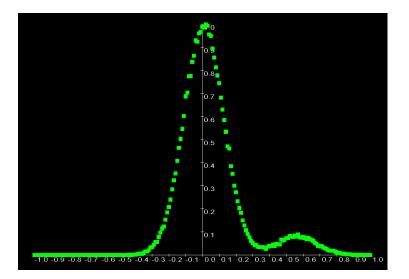
• The beam heated up to 3 keV, the target to 2 keV

### Initial target velocities distribution

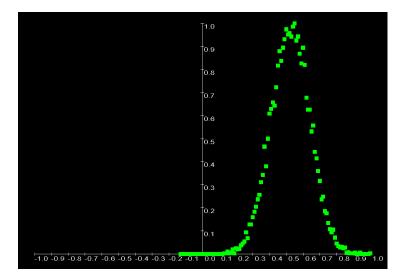


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### Final target velocities distribution

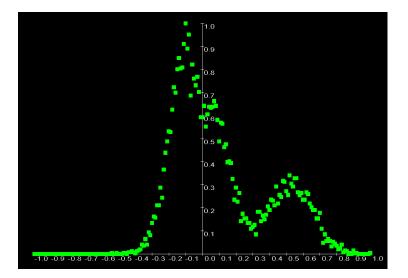


# Initial beam velocities distribution



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### Final beam velocities distribution



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• Beam - target model

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- Beam target model
- External magnetic field

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- A few experimental, theoretical, and computer results

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• More interactions - elastic, ...

- Beam target model
- External magnetic field
- A few experimental, theoretical, and computer results

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- More interactions elastic, ...
- Better collision and boundary conditions