

# INTRO TO FLIGHT SIMULATORS AND ITS DEVELOPMENT FOR COMPASS-U

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# Outline

1. Use cases of a flight simulator
2. Less abstraction, more examples
3. The Flight simulator (for COMPASS-U)
4. Conclusion



# Key topics

Plasma control, feedback control

Equilibrium simulation code

Transport simulation code

# Flight simulator

## use cases





We want:

- to learn how to operate the plane

We do **not** want:

- to crash the plane
- to cause harm





We want:

- to learn how to operate the plane

We do **not** want:

- to crash the plane
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### A side note on the correct terminology

- Plasma simulator (no feedback loop)  
X
- Flight simulator  
X
- Tokamak simulator (accounts for machine limits, e.g. coil current)



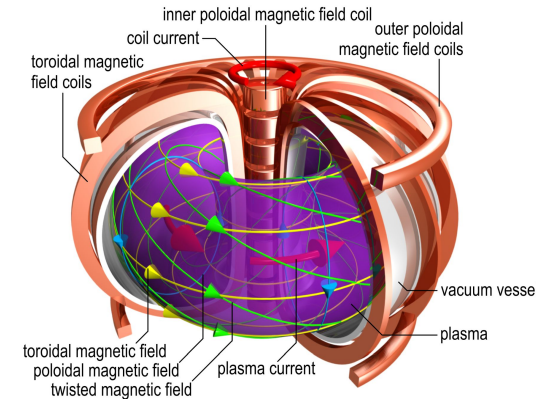
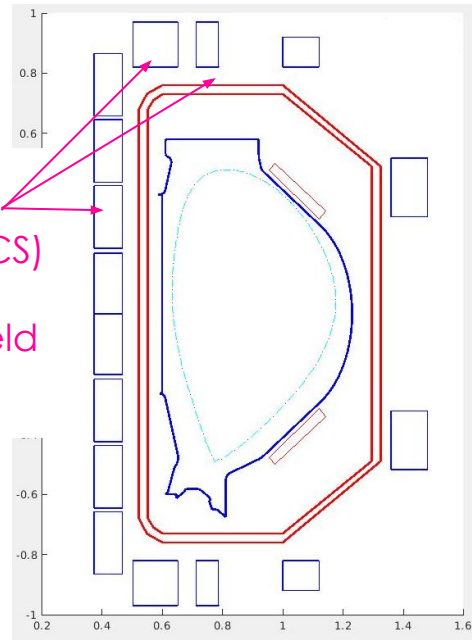
# Flight simulator use cases

**1 Virtual tokamak** (with limitations).  
= for development of a feedback control

Controlled plasma parameters:

- current  $I_p$
- position (magnetic axis)
- shape ( $\square, \epsilon$ )
- density
- ...

Central solenoid (CS) + Poloidal field coils (PF)



[Proll, J. H. E., 2014, PhD thesis]

The simplest means of (passive) control is to prescribe fixed setpoints and “hope for the best”.

**Feedback** control is an active approach, it takes into account the actual state of the plasma.

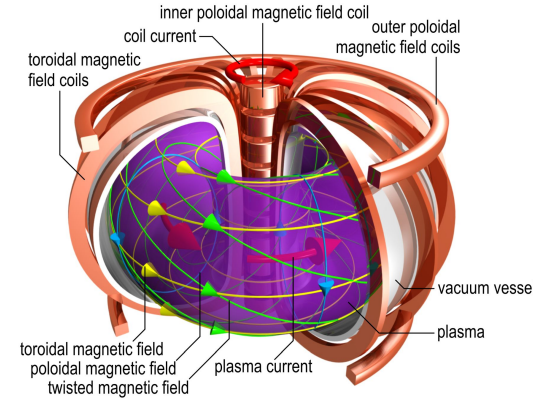
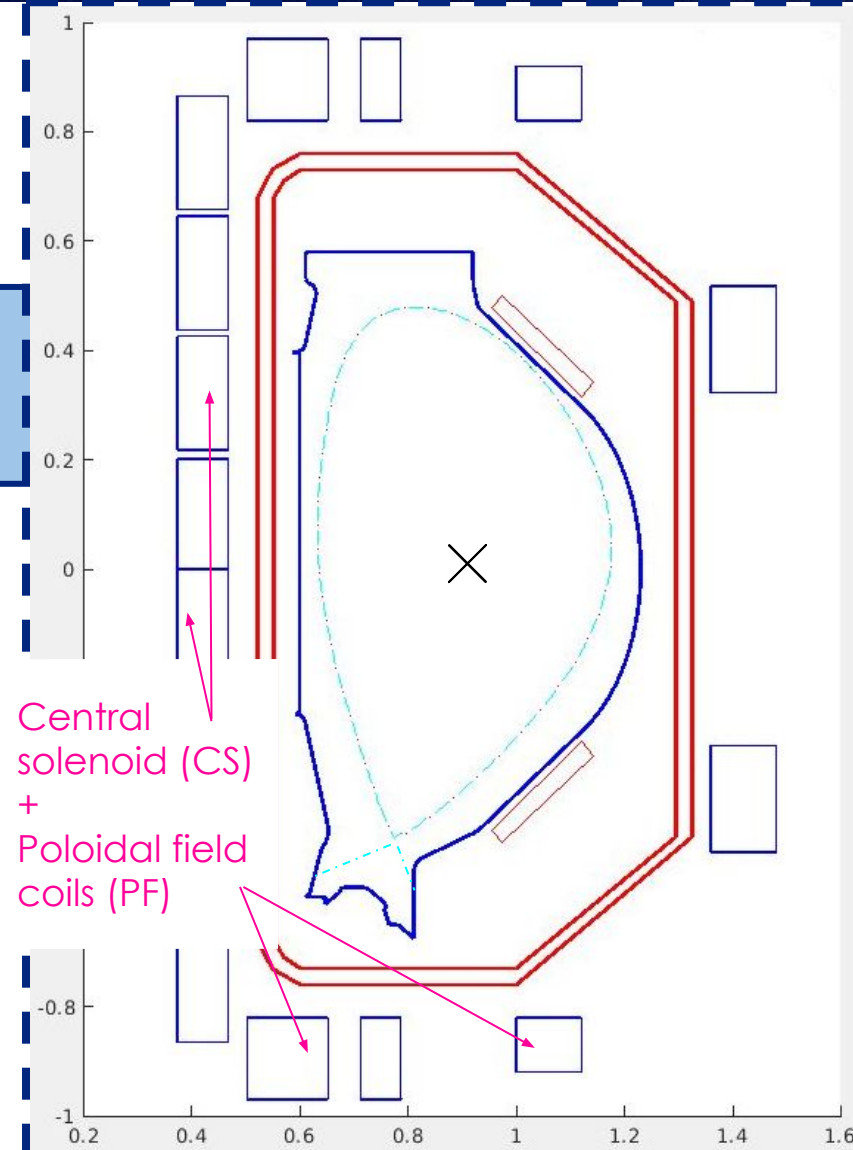


# FS use cases

1 **Virtual** tokamak.  
= dev. of feedback

Controlled plasma parameters:

- current  $I_p$
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[Proll, J. H. E., 2014, PhD thesis]

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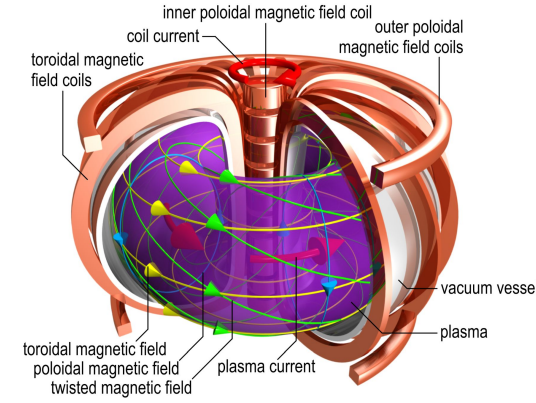
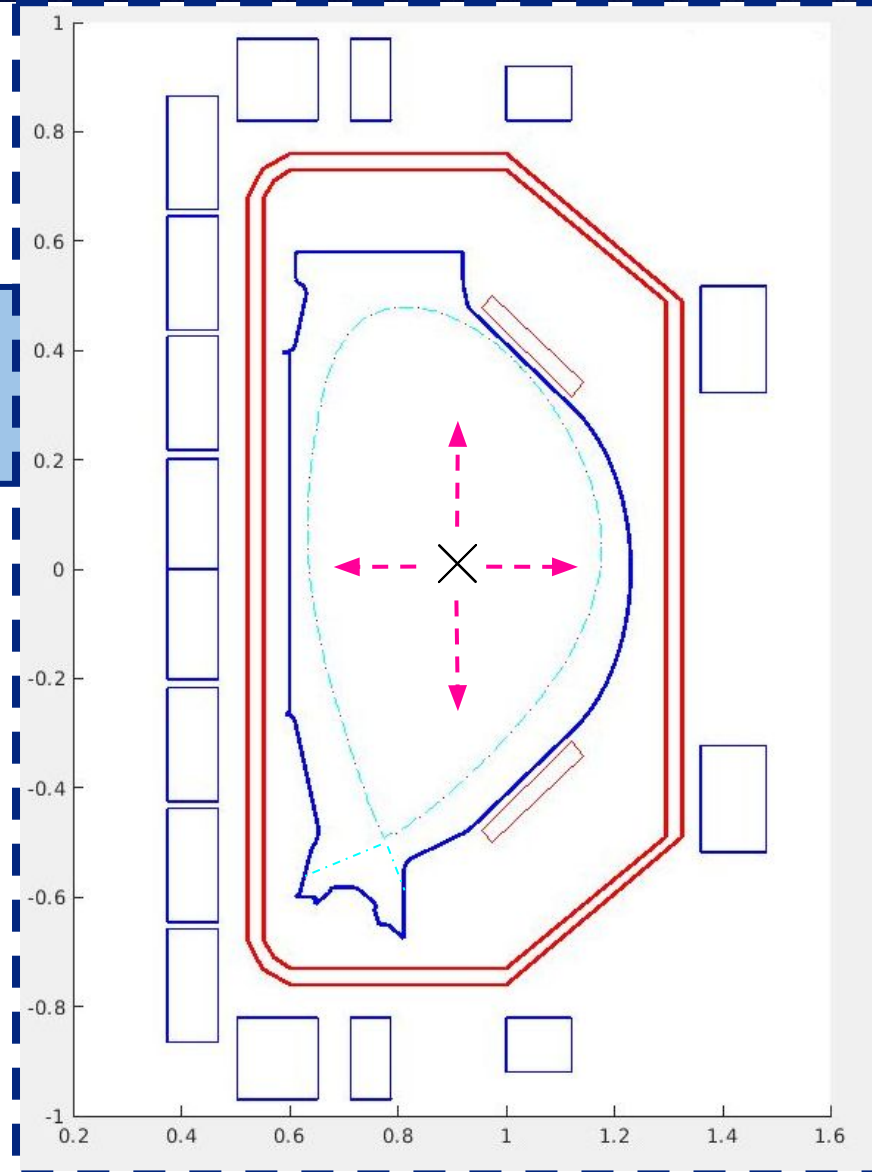
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# FS use cases

1 **Virtual** tokamak.  
= dev. of feedback

Controlled plasma parameters:

- current  $I_p$
- position (magnetic axis)
- shape ( $\kappa$ ,  $\epsilon$ )
- density
- ...



[Proll, J. H. E., 2014, *PhD thesis*]

The simplest means of (passive) control is to prescribe fixed setpoints and “hope for the best”.

**Feedback** control is an active approach, it takes into account the actual state of the plasma.



# Flight simulator use cases

**1 Virtual** tokamak.  
= for development of a feedback control

**2 Scenario** development tool.  
= design experimental campaigns

*The planning phase*

Prepare and validate experimental scenarios.

Ensure efficient utilization of the real machine time.

# Flight simulator use cases

**1 Virtual** tokamak.

= for development of a feedback control

**2 Scenario** development tool.

= design experimental campaigns

**3 Pre-**discharge simulation and checks.

= avoiding disruptions, HW failures, damage, ...

*The operational phase*

Help prevent human error and protect the investment.



# Flight simulator use cases

**1 Virtual** tokamak.

= for development of a feedback control

**2 Scenario** development tool.

= design experimental campaigns

**3 Pre-**discharge simulation and checks.

= avoiding disruptions, HW failures, damage, ...

**4 Post-**discharge analysis.

= in-depth postprocessing

*The data analysis phase*

# Flight simulator use cases

**1 Virtual** tokamak.

= for development of a feedback control

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= avoiding disruptions, HW failures, damage, ...

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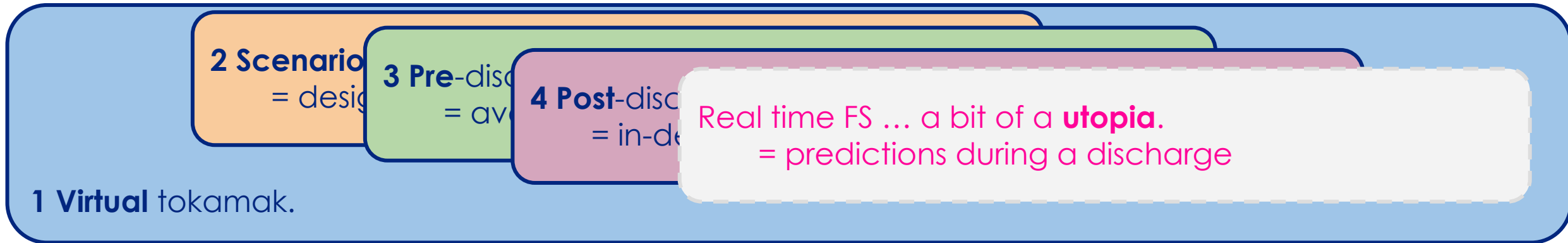
= in-depth postprocessing

Real time FS ... a bit of a **utopia**.

= predictions during a discharge



# Flight simulator use cases



The difference is mostly in the  
*time scale.*  
(i.e. simulation time)

# Sorted by priority in development

- 1 Virtual tokamak
- 2 Scenario development tool
- 3 Pre-discharge simulation and checks
- 4 Post-discharge analysis.  
= in-depth postprocessing





**Less abstraction,  
more examples**

# Describe it in one sentence

## Flight simulator

**Suite of (simulation) codes** working together **in a loop** to re/produce a discharge from ramp-up to ramp-down.



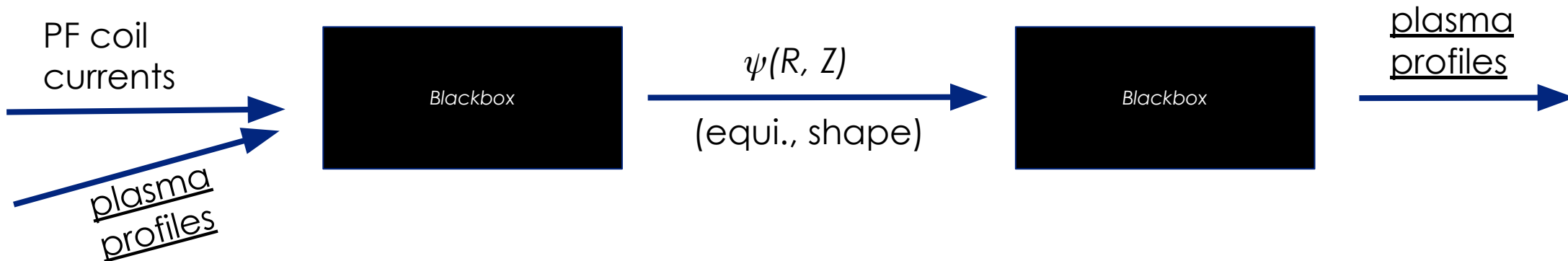
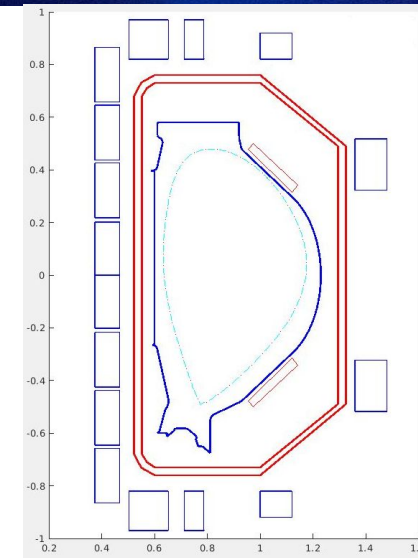
# Recipe (1/3)

## Equilibrium code

- Grad-Šafranov equation solver
- Used in “Direct mode”  
= in: PF coils currents | out:  $\psi(R, Z)$

## Transport code

- Simulates core plasma profiles
- ...

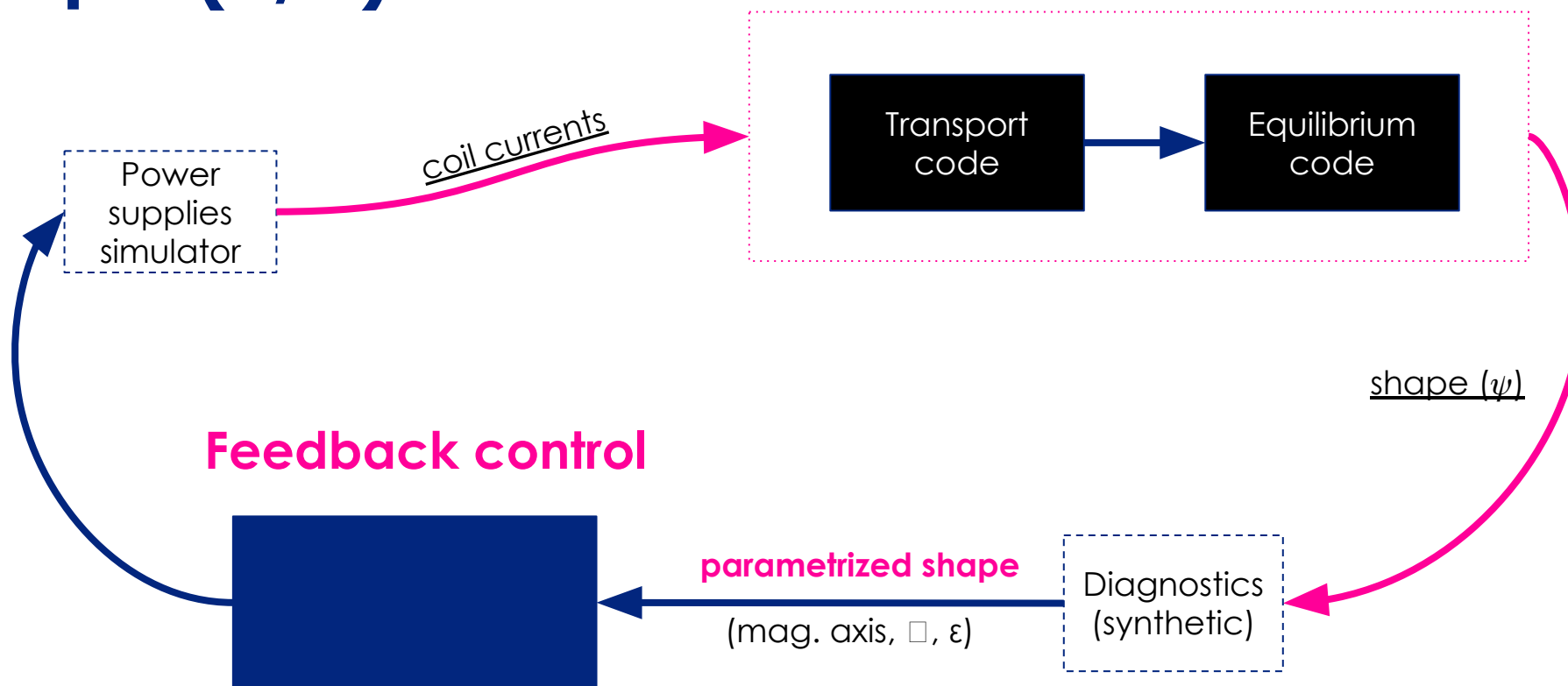


A side note on the correct terminology

- Plasma simulator = Equilibrium + Transport codes  
X
- Flight simulator  
X
- Tokamak simulator



# Recipe (2/3)



# Recipe (3/3)

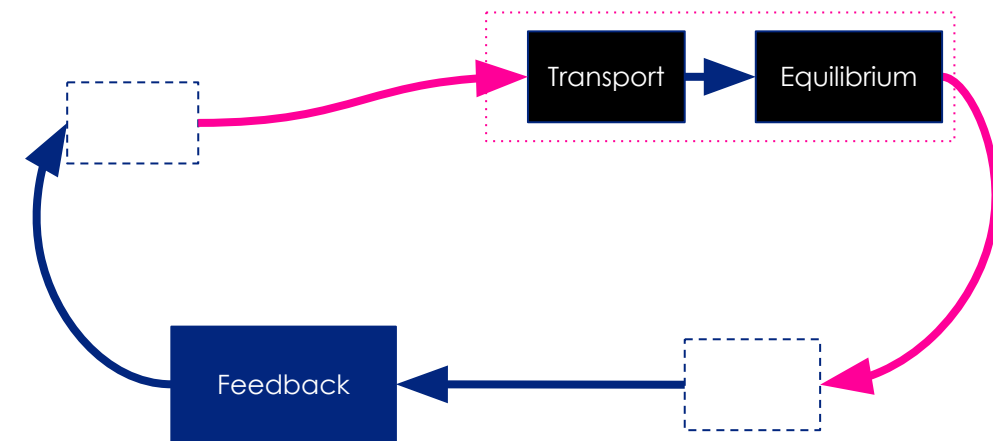
Complicate things

= i.e. optimize for accuracy and efficiency

- Accuracy (more components)
  - Add more components
  - Accurate synthetic diagnostics
  - Physical limitations of power supplies
  - Physical limitations of coils



Tokamak simulator



- Efficiency (run time)
  - Loop shortcuts, fast&slow iterations
  - Select correct codes
  - Parallelization



# FS “simulates a tokamak”, however, limitations...

Primarily, it offers

- Testing & assessment of feedback control
- Insight into core plasma
- Insight into plasma shaping, parametrization
- General machine operational limits
- Discharge “from the operator’s point of view”

*Potentially, it could offer*

- Insight into edge plasma
- Heat load predictions (first wall, divertor)
- Operator training

*Not expected to offer*

- New physics, new observations
- Limited by the underlying simulation codes



# The Flight simulator for **COMPASS Upgrade**

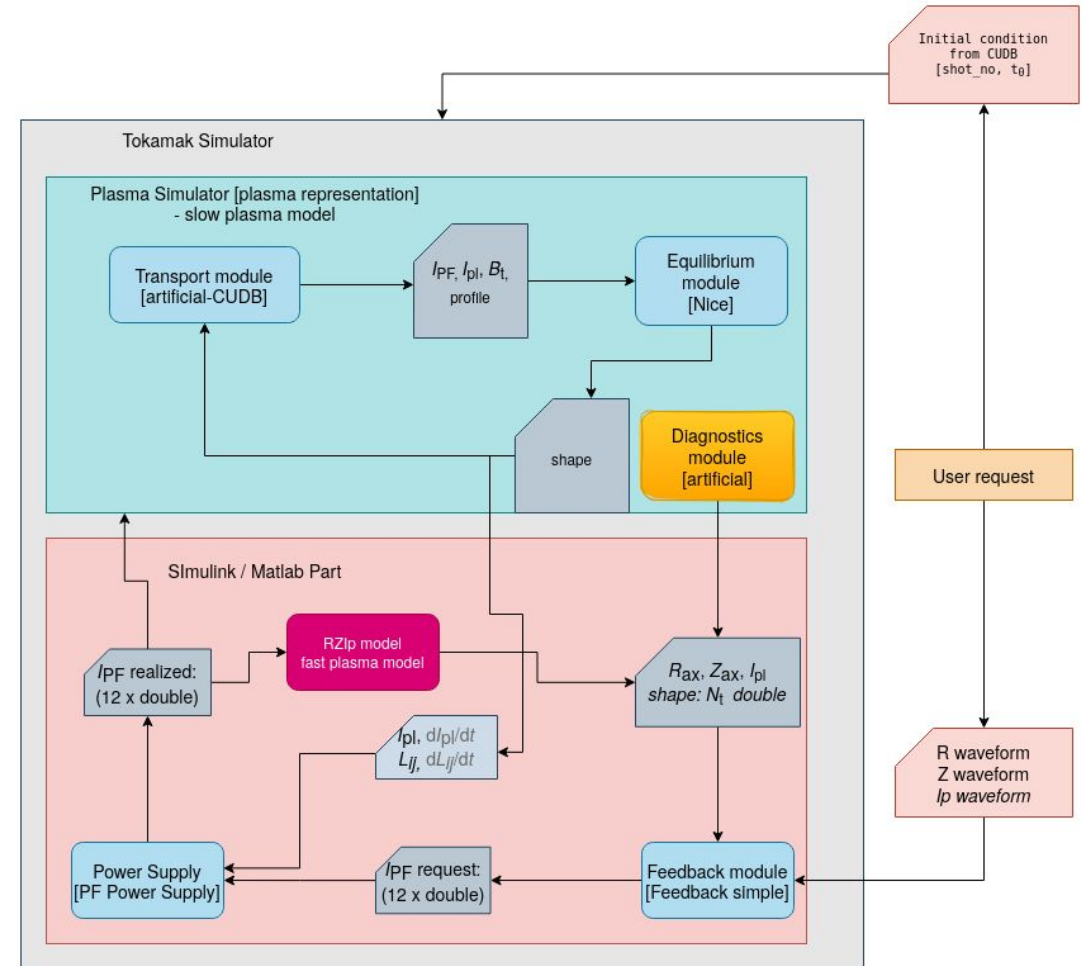
Fridrich, D., Havránek, A., Hečko, J., Imříšek, M., Jaulmes, F. Kripner, L., Mendonca, J. R., Tskhakaya, D.



# Recent design iteration

## Usage goals

1. Feedback control development
2. Scenario development / validation
3. Pre-discharge checks
4. Post-processing



Fridrich, D., Havránek, A., Hečko, J., Imříšek, M., Jaulmes, F. Kripner, L., Mendonca, J. R., Tskhakaya, D.

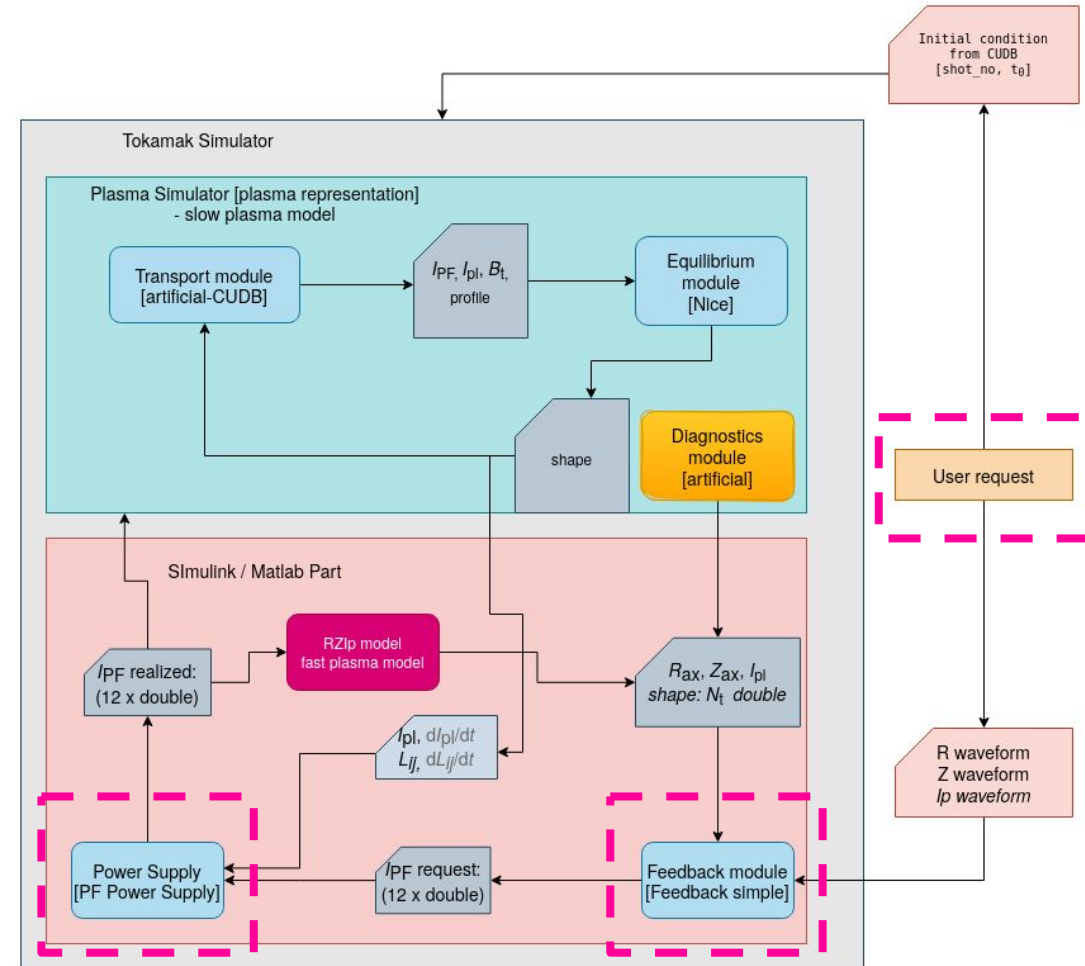
# Recent design iteration

Equilibrium code: NICE

[Faugeras, B. 2020 *Fusion Engineering and Design* **160** 112020]  
<https://doi.org/10.1016/j.fusengdes.2020.112020>

Transport code: Metis

[Artaud, J.F. et al 2018 *Nuclear Fusion* **58** 105001]  
<https://doi.org/10.1088/1741-4326/aad5b1>



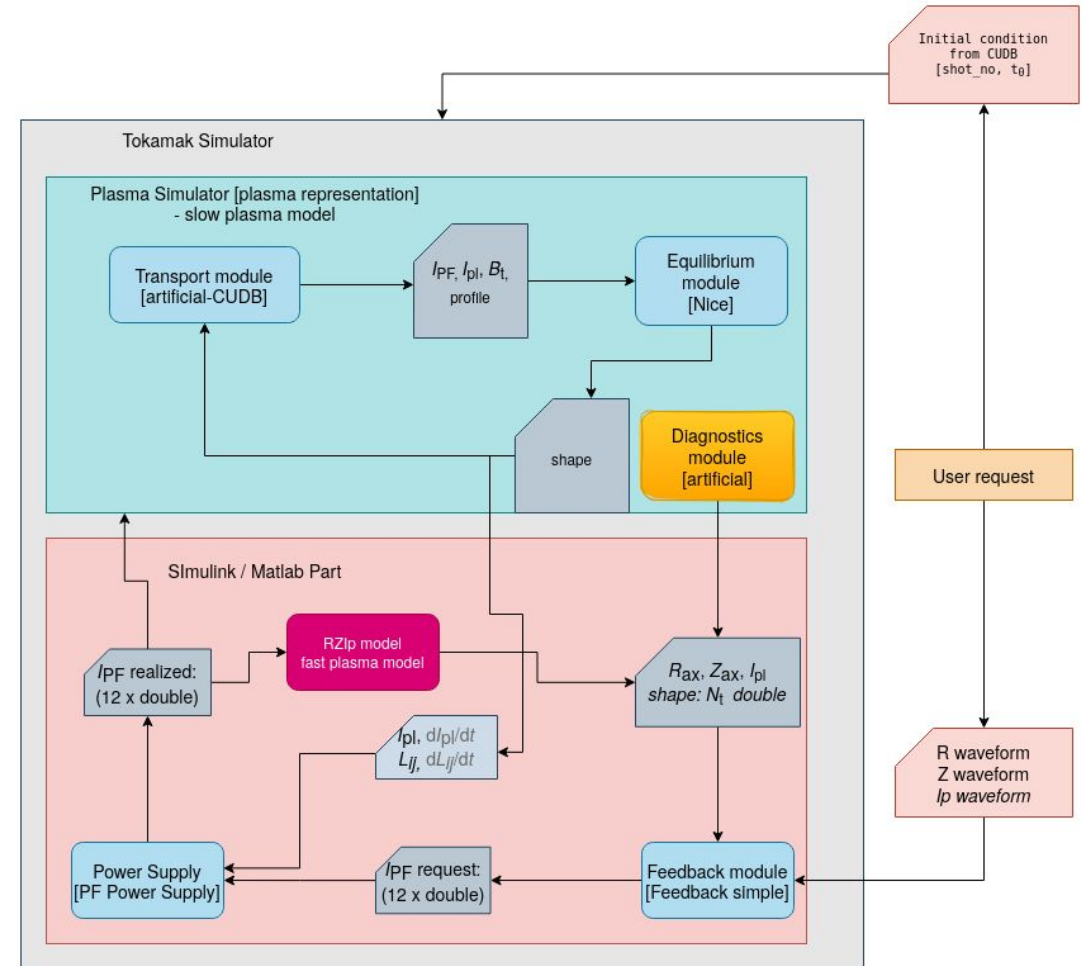
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# Recent design iteration

## Milestones

- ❖ Loop with a placeholder feedback module
- ❖ Coupling of transport code
- ❖ Loop optimizations (shortcut loops)
- ❖ Feedback development
- ❖ “Tokamak simulator” features



Fridrich, D., Havránek, A., Hečko, J., Imříšek, M., Jaulmes, F. Kripner, L., Mendonca, J. R., Tskhakaya, D.



# Summary



# Summary



- Flight simulator is
  - a suite of simulation codes working together to re/produce a discharge
  - a very useful component of modern tokamaks
  - usually uniquely tailored to each machine
- Serving multiple roles
  - in tokamak development (feedback control, scenario development)
  - in tokamak operation (pre-discharge checks, post-d. analysis)
- The main challenges of FS development include
  - selecting a good combination of existing codes
  - coupling them correctly
  - optimizing it for different use cases
- The COMPASS Upgrade Flight simulator is in the works!



Q?