

Smilei)

workshop
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PIC basics

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What is a PIC code supposed to do?

- Simulate a plasma with kinetic effects (not hydrodynamics)
- Neglect particle-particle interactions (collisions)
- Electromagnetic effects

Distribution function

$$f_s(t, \mathbf{x}, \mathbf{p})$$

Boltzmann equation

$$\partial_t f_s + \mathbf{v} \cdot \nabla f_s + \mathbf{F} \cdot \nabla_p f_s = \cancel{(\partial_t f_s)_{\text{collisions}}}$$

Mean force (pointing to \mathbf{F})
Mean distribution (pointing to $\nabla_p f_s$)

Maxwell equations

$$\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0}$$

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

$$\partial_t \mathbf{E} = -\frac{1}{\epsilon_0} \mathbf{J} + c^2 \nabla \times \mathbf{B}$$

$$\partial_t \mathbf{B} = -\nabla \times \mathbf{E}$$

The Maxwell-Vlasov system

Particles (Vlasov)

$$\partial_t f_s + \mathbf{v} \cdot \nabla f_s + \mathbf{F} \cdot \nabla_p f_s = 0$$

Lorentz Force

$$\mathbf{F}_L = q_s (\mathbf{E} + \mathbf{v} \times \mathbf{B})$$

Current & density

$$\rho(t, \mathbf{x}) = \int d^3 \mathbf{p} f_s(t, \mathbf{x}, \mathbf{p})$$
$$\mathbf{J}(t, \mathbf{x}) = q_s \int d^3 \mathbf{p} \mathbf{v} f_s(t, \mathbf{x}, \mathbf{p})$$

Fields (Maxwell)

$$\begin{aligned} \nabla \cdot \mathbf{E} &= \frac{\rho}{\epsilon_0} & \partial_t \mathbf{E} &= -\frac{1}{\epsilon_0} \mathbf{J} + c^2 \nabla \times \mathbf{B} \\ \nabla \cdot \mathbf{B} &= 0 & \partial_t \mathbf{B} &= -\nabla \times \mathbf{E} \end{aligned}$$

Units

There is a natural set of units

Velocity	c
Charge	e
Mass	m_e
Momentum	$m_e c$
Energy, Temperature	$m_e c^2$

ω_r is the reference angular frequency.
The code does not need to know its value.
Results of the simulation can be scaled
a posteriori.

Maxwell equations

$$\nabla \cdot \mathbf{E} = \rho \quad \partial_t \mathbf{E} = -\mathbf{J} + \nabla \times \mathbf{B}$$

$$\nabla \cdot \mathbf{B} = 0 \quad \partial_t \mathbf{B} = -\nabla \times \mathbf{E}$$



The units of density n_r
is not equal to $(c/\omega_r)^{-3}$

How to choose ω_r ?

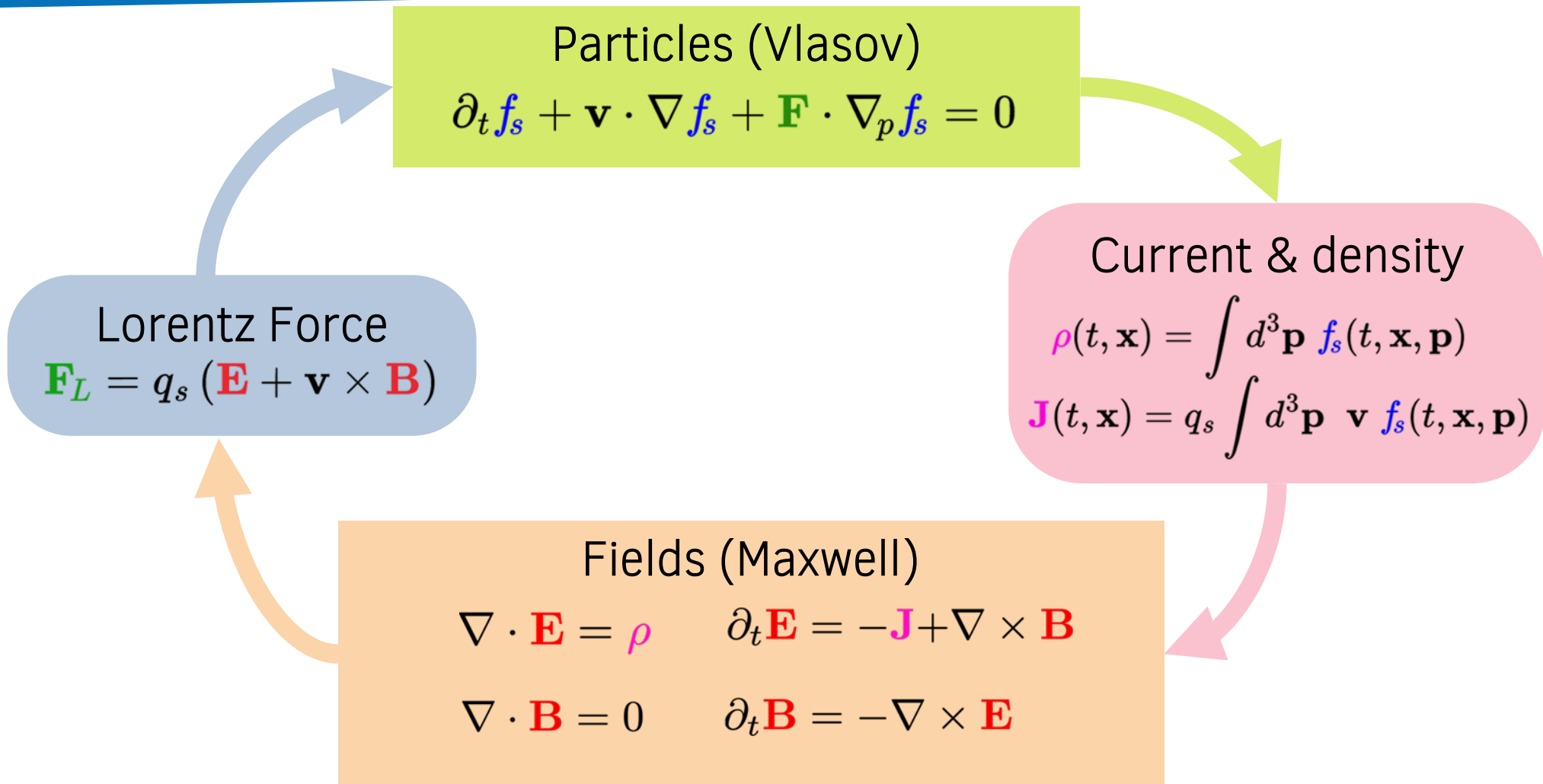
ω_r is generally an important frequency of the problem

- laser frequency (in this case, $n_r = n_c$)
- plasma frequency (in this case, $n_r = n$)
- cyclotron frequency (in this case, $B_r = B/\gamma$)

Again, the code does not need to know its value

(unless you need collisions, ionization, ...)

The Maxwell-Vlasov system



Solving Maxwell

We need only 2 of Maxwell's equations

Maxwell-Ampere

$$\partial_t \mathbf{E} = \nabla \times \mathbf{B} - \mathbf{J}$$

↓ divergence

$$\partial_t \nabla \cdot \mathbf{E} + \nabla \cdot \mathbf{J} = 0$$

↓ Conservation of charge $\partial_t \rho + \nabla \cdot \mathbf{J} = 0$

$$\partial_t (\nabla \cdot \mathbf{E} - \rho) = 0$$

↓
Maxwell-Poisson is conserved

Maxwell-Faraday

$$\partial_t \mathbf{B} = -\nabla \times \mathbf{E}$$

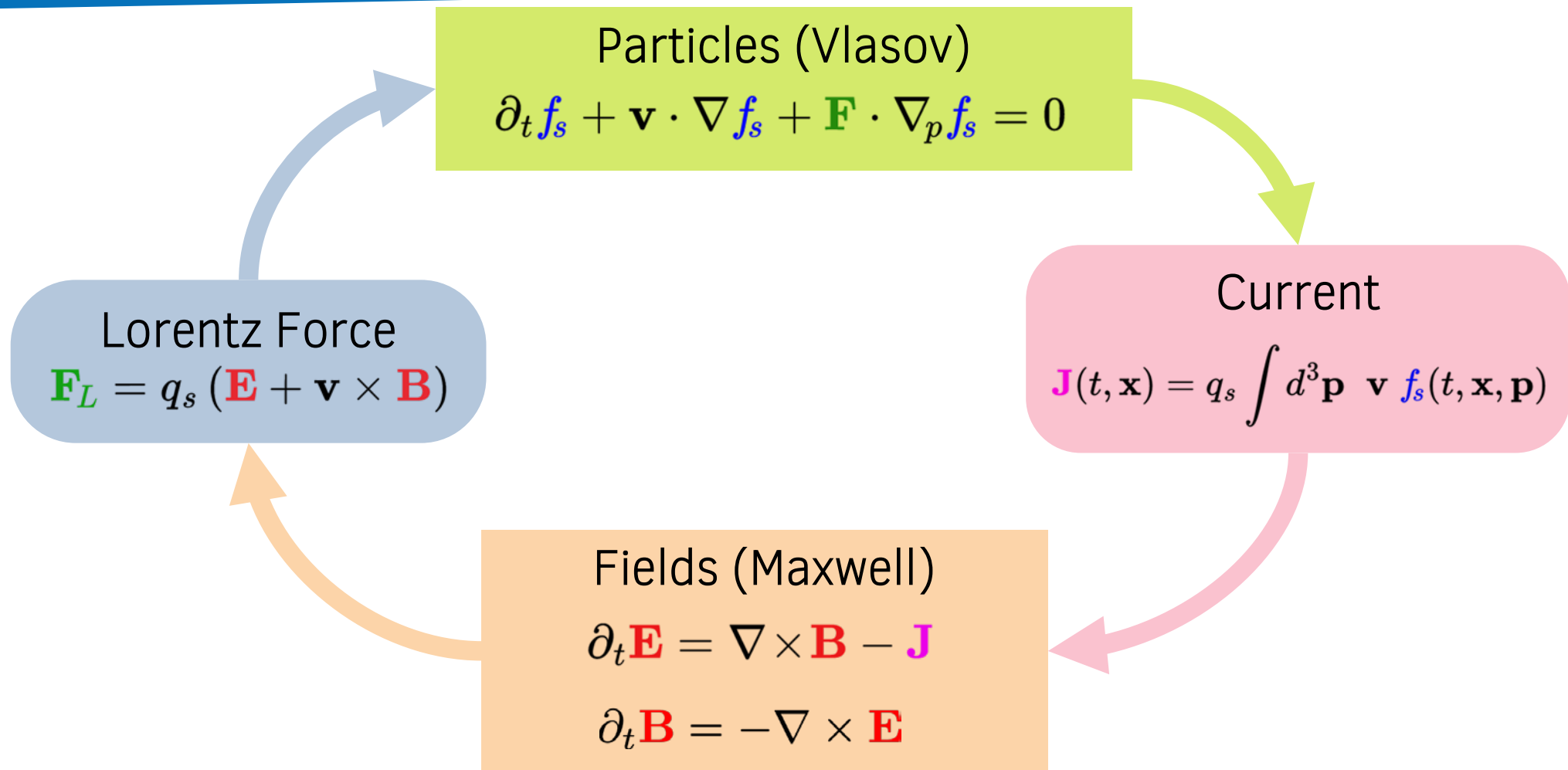
↓ divergence

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

↓
Maxwell-Gauss is conserved

We do not need to solve Maxwell-Poisson and Maxwell-Gauss,
(provided they are satisfied initially)

Towards the PIC loop



The fields are defined on a grid

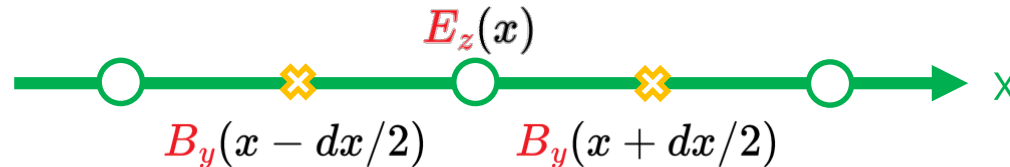
There are several ways to solve Maxwell on a grid. Let us illustrate with the most common technique “*Finite Difference Time Domain*” (FDTD)

Maxwell-Ampere in 1D:

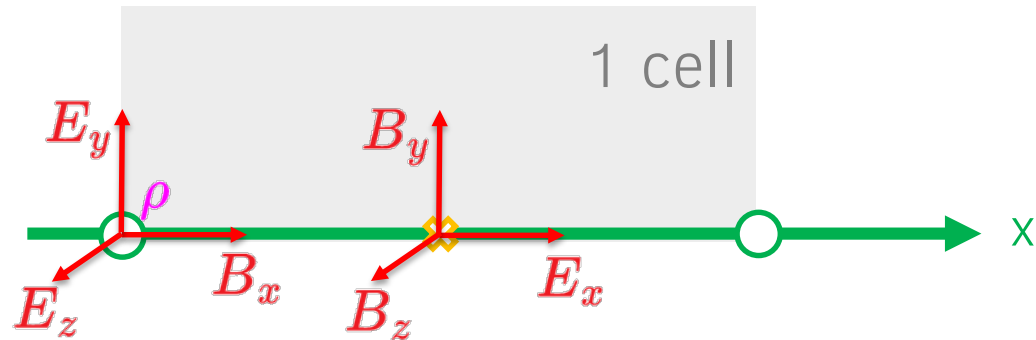
$$\partial_t \mathbf{E}_z = \partial_x \mathbf{B}_y - \mathbf{J}_z \quad \longrightarrow \quad (\partial_t \mathbf{E}_z)(x) = (\partial_x \mathbf{B}_y)(x) - \mathbf{J}_z(x)$$

$$\longrightarrow \quad \partial_t \mathbf{E}_z(x) = \frac{\mathbf{B}_y(x + \Delta x/2) - \mathbf{B}_y(x - \Delta x/2)}{\Delta x} - \mathbf{J}_z(x)$$

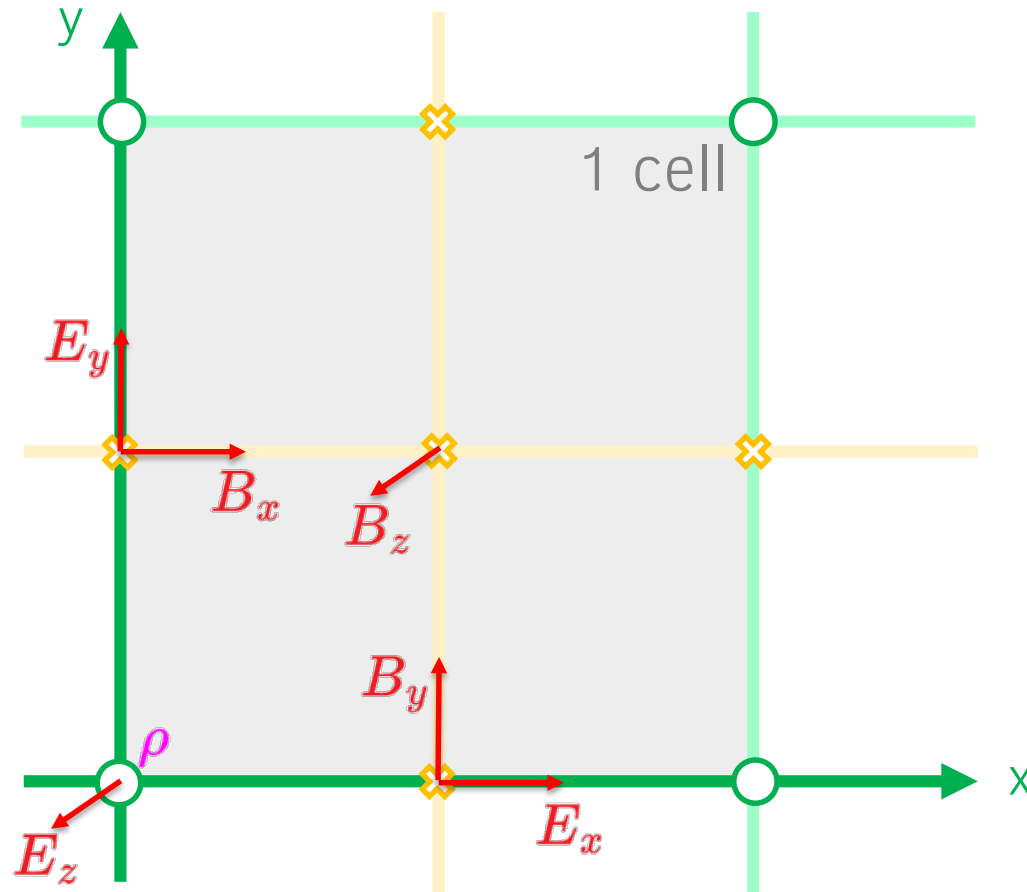
offset in space



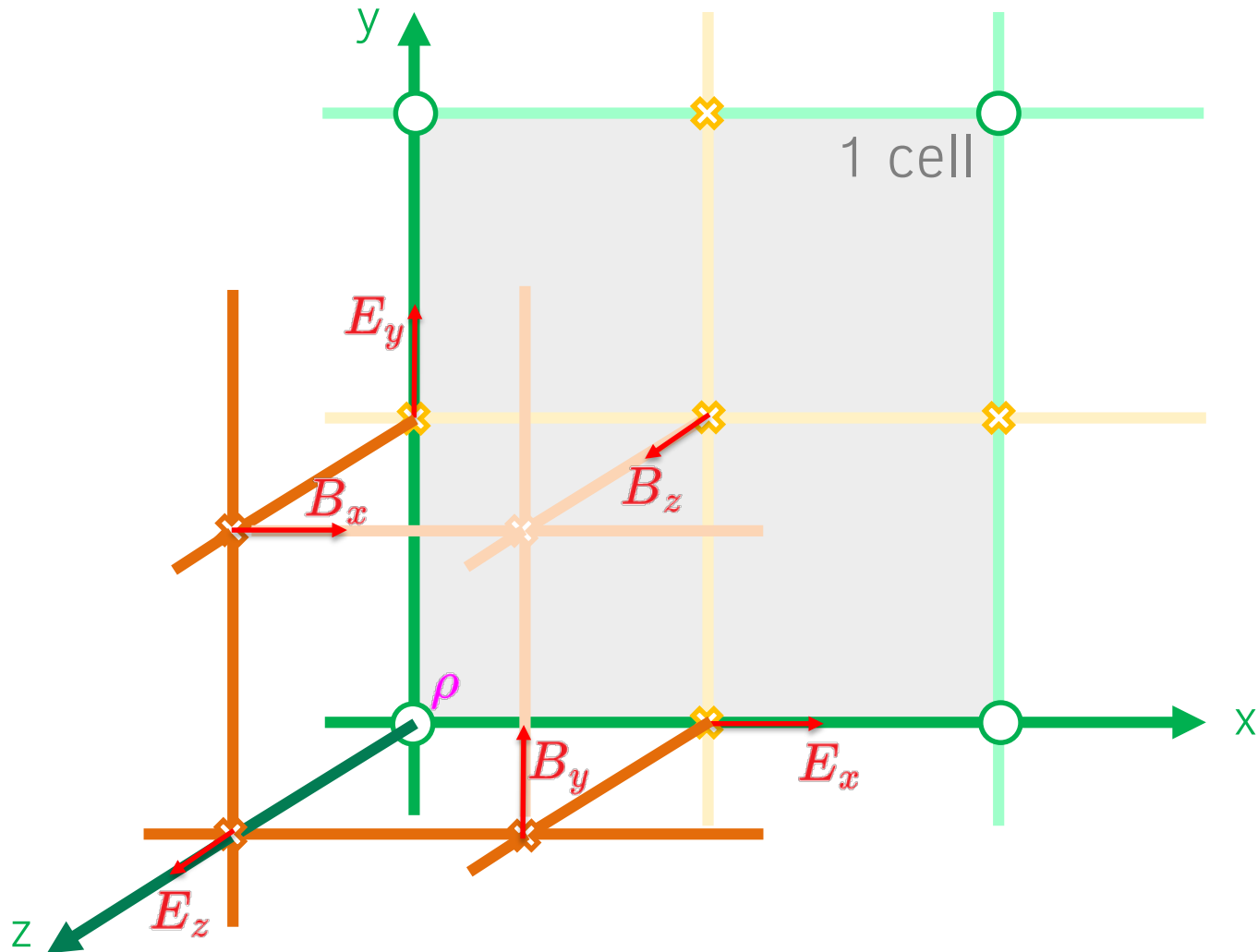
The grid is “staggered”: *Yee’s grid*



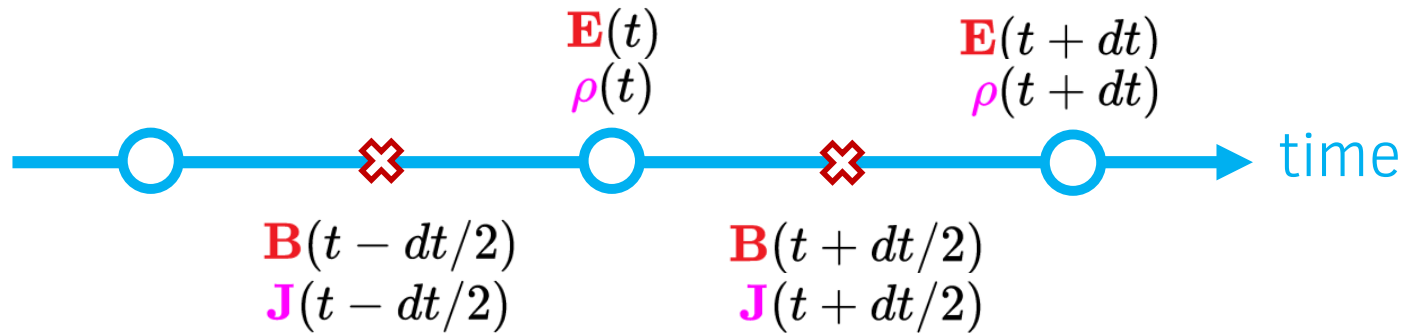
The grid is “staggered”: *Yee’s grid*



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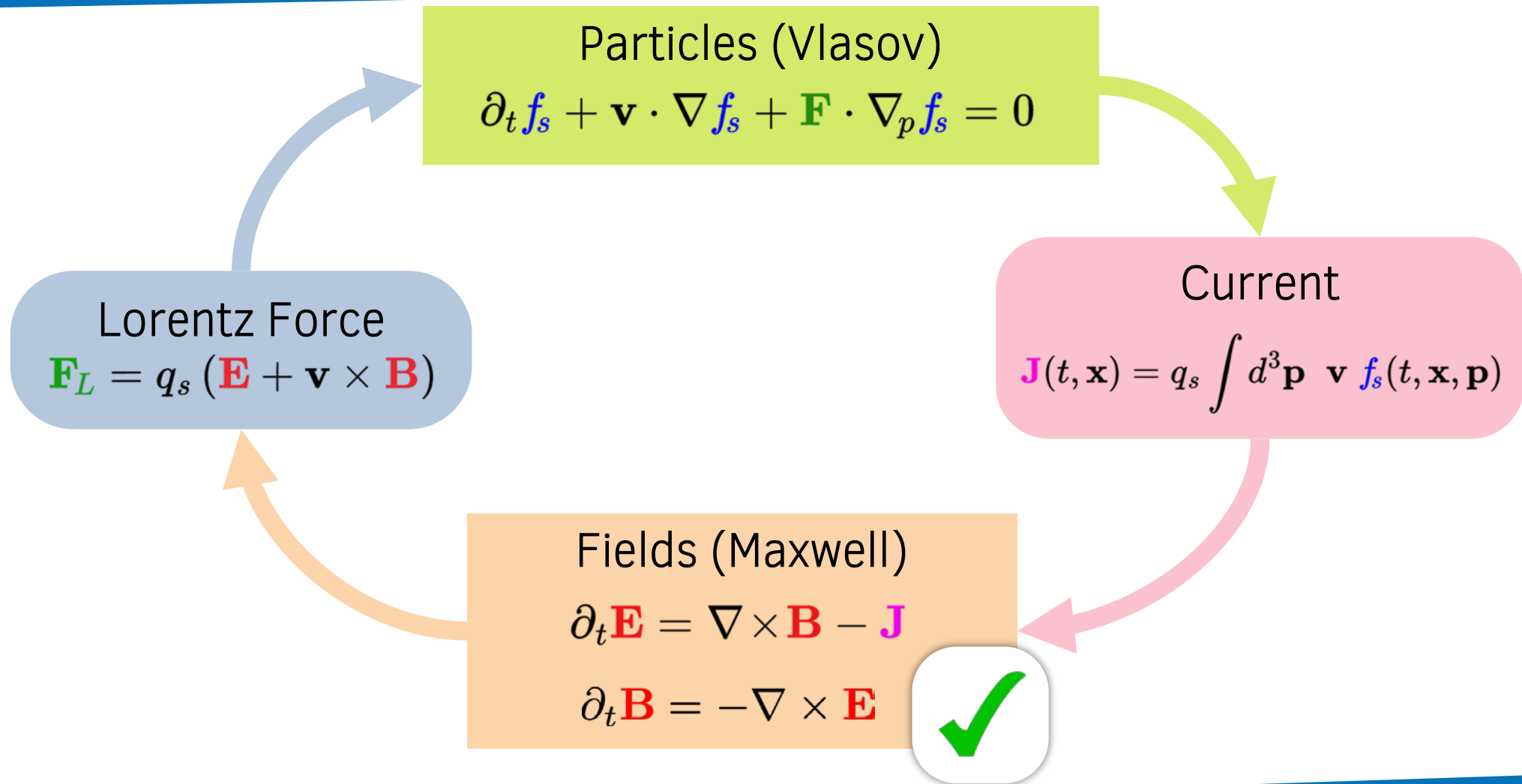


The grid is also staggered in time!



“Leap-frog” scheme

Towards the PIC loop



Solving Vlasov

A simplified distribution function

Vlasov = partial differential equation in a 6D space.

$$\partial_t f_s + \mathbf{v} \cdot \nabla f_s + \mathbf{F} \cdot \nabla_p f_s = 0$$

Direct integration (*Vlasov codes*) has a tremendous computational cost.



In a PIC code, the distribution function is approximated as a sum over **macro-particles**

$$f_s(t, \mathbf{x}, \mathbf{p}) = \sum_{p=1}^N w_p S(\mathbf{x} - \mathbf{x}_p(t)) \delta(\mathbf{p} - \mathbf{p}_p(t))$$

Statistical weight

Shape function

From Vlasov to the macro-particle motion

$$f_s(t, \mathbf{x}, \mathbf{p}) = \sum_{p=1}^N w_p S(\mathbf{x} - \mathbf{x}_p(t)) \delta(\mathbf{p} - \mathbf{p}_p(t)) \quad \& \quad \partial_t f_s + \mathbf{v} \cdot \nabla f_s + \mathbf{F} \cdot \nabla_p f_s = 0$$

Integrate over \mathbf{p} \rightarrow $\partial_t \mathbf{x}_p = \mathbf{v}_p$

Multiply by \mathbf{p} then integrate over \mathbf{p} and \mathbf{x} \rightarrow $\partial_t \mathbf{p}_p = q_s \mathbf{E}_p + q_s \mathbf{v}_p \times \mathbf{B}_p$

The movement of macro-particles is essentially that of real particles

But ...

$$\begin{cases} \mathbf{E}_p = \int \mathbf{E}(\mathbf{x}) S(\mathbf{x} - \mathbf{x}_p) d^3 \mathbf{x} \\ \mathbf{B}_p = \int \mathbf{B}(\mathbf{x}) S(\mathbf{x} - \mathbf{x}_p) d^3 \mathbf{x} \end{cases}$$

The fields are “averaged”
around the particle position.

We have discovered pusher & interpolation !

Pusher

= macro-particle motion

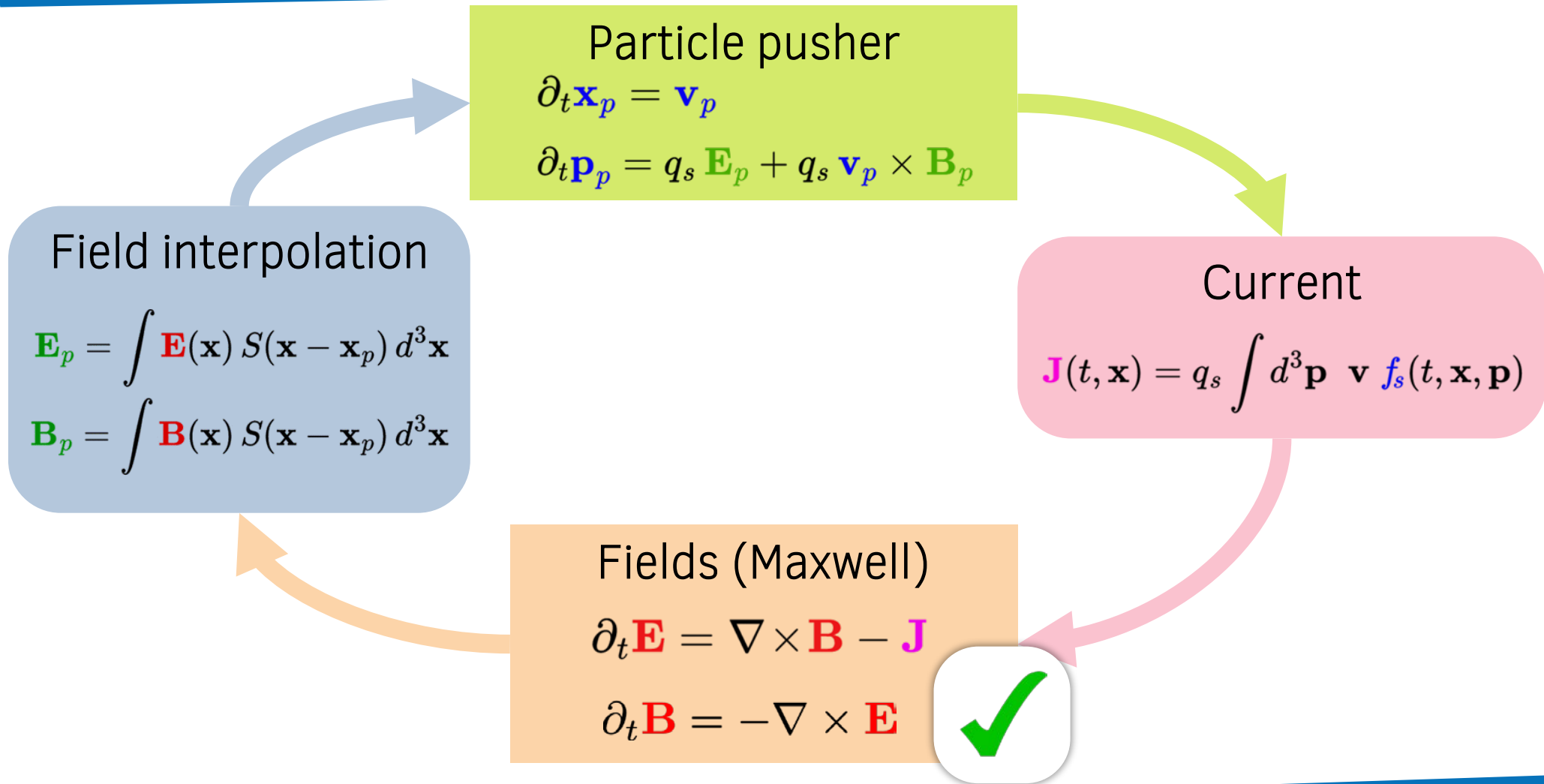
$$\left\{ \begin{array}{l} \partial_t \mathbf{x}_p = \mathbf{v}_p \\ \partial_t \mathbf{p}_p = q_s \mathbf{E}_p + q_s \mathbf{v}_p \times \mathbf{B}_p \end{array} \right.$$

Field interpolation

= calculate fields at macro-particle location

$$\left\{ \begin{array}{l} \mathbf{E}_p = \int \mathbf{E}(\mathbf{x}) S(\mathbf{x} - \mathbf{x}_p) d^3 \mathbf{x} \\ \mathbf{B}_p = \int \mathbf{B}(\mathbf{x}) S(\mathbf{x} - \mathbf{x}_p) d^3 \mathbf{x} \end{array} \right.$$

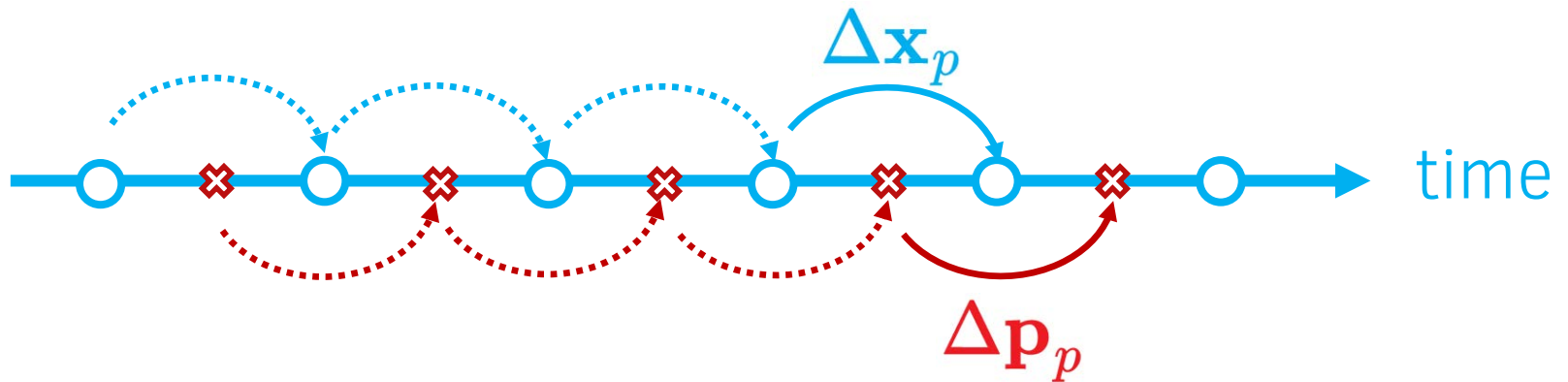
Towards the PIC loop



A few details about the pusher

$$\frac{d\mathbf{x}_p}{dt} = \mathbf{v}_p \longrightarrow \mathbf{x}_p^{n+1} - \mathbf{x}_p^n = \mathbf{v}_p^{n+1/2} \Delta t$$

$$\frac{d\mathbf{p}_p}{dt} = \mathbf{F}_p \longrightarrow \mathbf{p}_p^{n+1/2} - \mathbf{p}_p^{n-1/2} = \mathbf{F}_p^n \Delta t$$

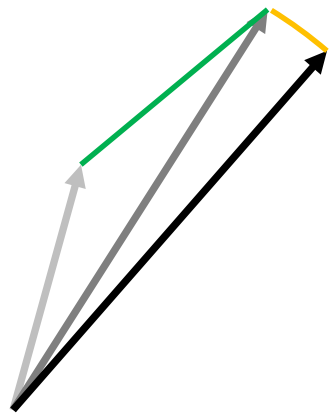


“Leap-frog” scheme

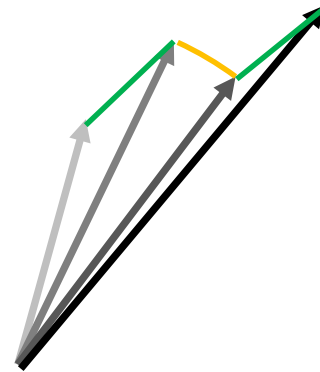
A few details about the pusher

$$\frac{d\mathbf{p}_p}{dt} = q_s \mathbf{E}_p + q_s \mathbf{v}_p \times \mathbf{B}_p$$

addition + rotation



Naïve method

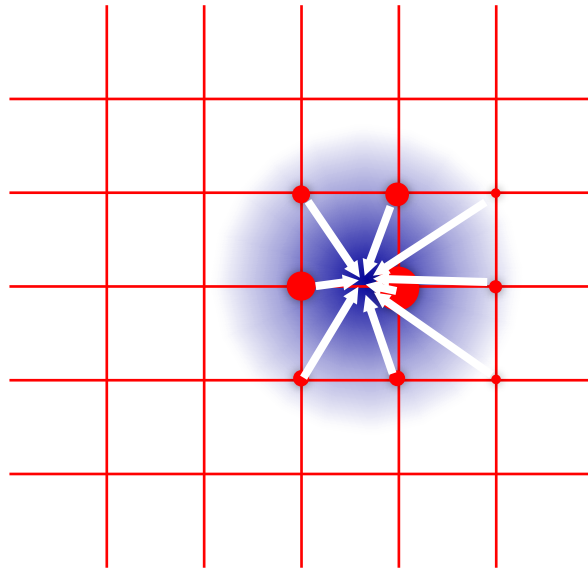


Boris' method
(more accurate)

A few details about the interpolation

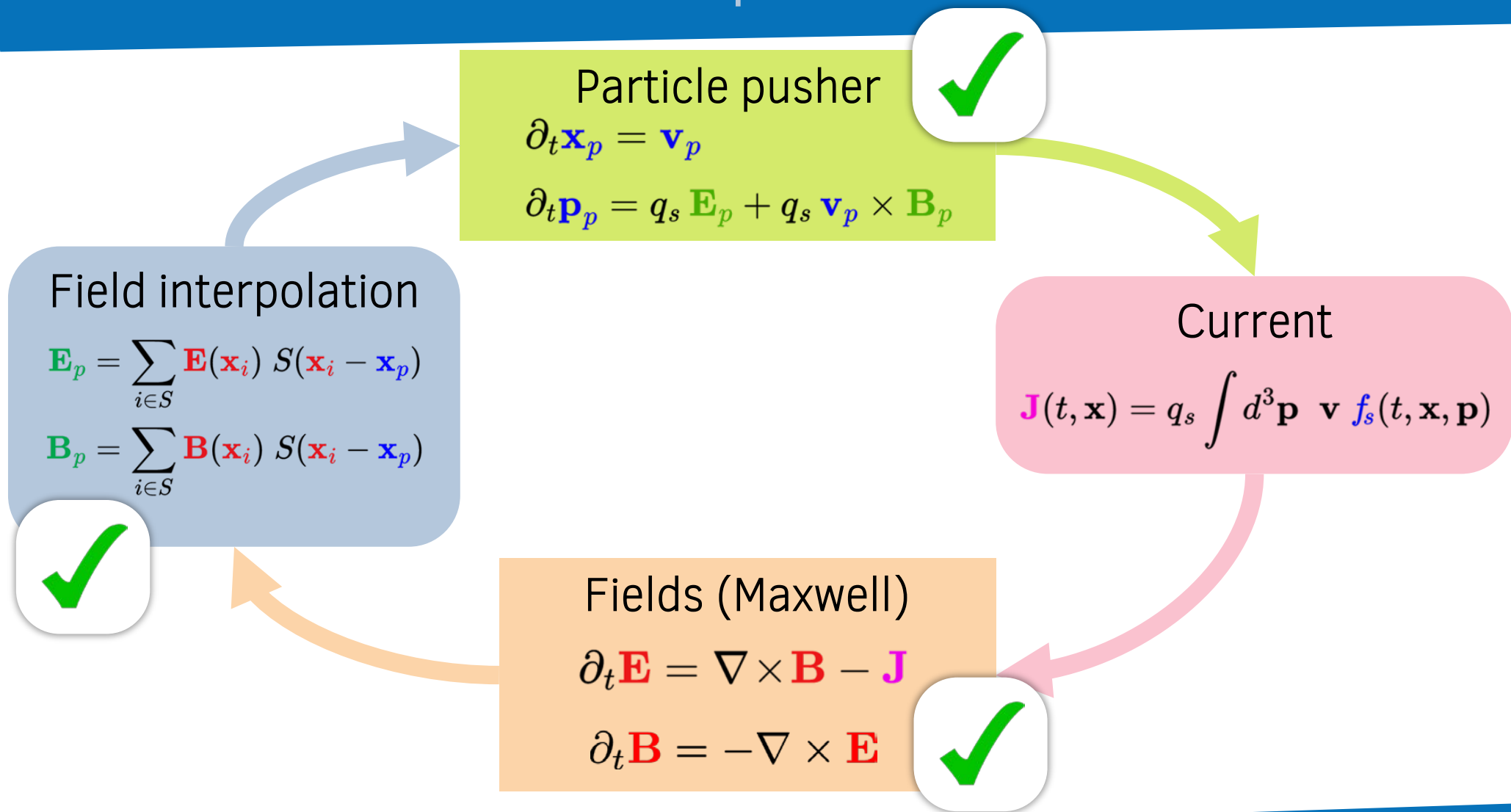
Fields have values on grid points

$$\left\{ \begin{array}{l} \mathbf{E}_p = \int \mathbf{E}(\mathbf{x}) S^{(m)}(\mathbf{x}_i - \mathbf{x}_p) \\ \mathbf{B}_p = \int \mathbf{B}(\mathbf{x}) S^{(m)}(\mathbf{x}_i - \mathbf{x}_p) \end{array} \right. \longrightarrow \left\{ \begin{array}{l} \mathbf{E}_p = \sum_{i \in S} \mathbf{E}(\mathbf{x}_i) S^{(m+1)}(\mathbf{x}_i - \mathbf{x}_p) \\ \mathbf{B}_p = \sum_{i \in S} \mathbf{B}(\mathbf{x}_i) S^{(m+1)}(\mathbf{x}_i - \mathbf{x}_p) \end{array} \right.$$



Each grid point surrounding the macro-particle contributes to the field it sees

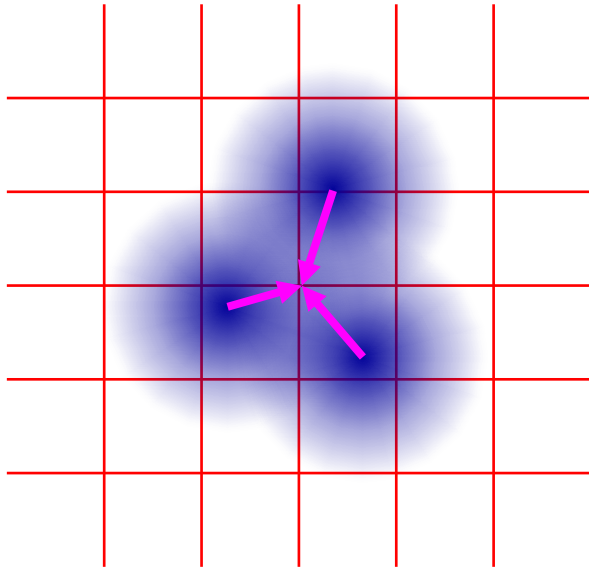
Towards the PIC loop



Calculate the current

Calculate the current “directly”

$$\left\{ \begin{array}{l} f_s(t, \mathbf{x}, \mathbf{p}) = \sum_{p=1}^N w_p S(\mathbf{x} - \mathbf{x}_p(t)) \delta(\mathbf{p} - \mathbf{p}_p(t)) \\ \mathbf{J}(t, \mathbf{x}) = q_s \int d^3\mathbf{p} \mathbf{v} f_s(t, \mathbf{x}, \mathbf{p}) \end{array} \right. \longrightarrow \mathbf{J}(\mathbf{x}_i) = \sum_{\text{particles}} q_s w_p \mathbf{v}_p S(\mathbf{x}_i - \mathbf{x}_p)$$



macro-particles surrounding a grid point “deposit” their current

Unfortunately, this does not satisfy the charge-conservation equation

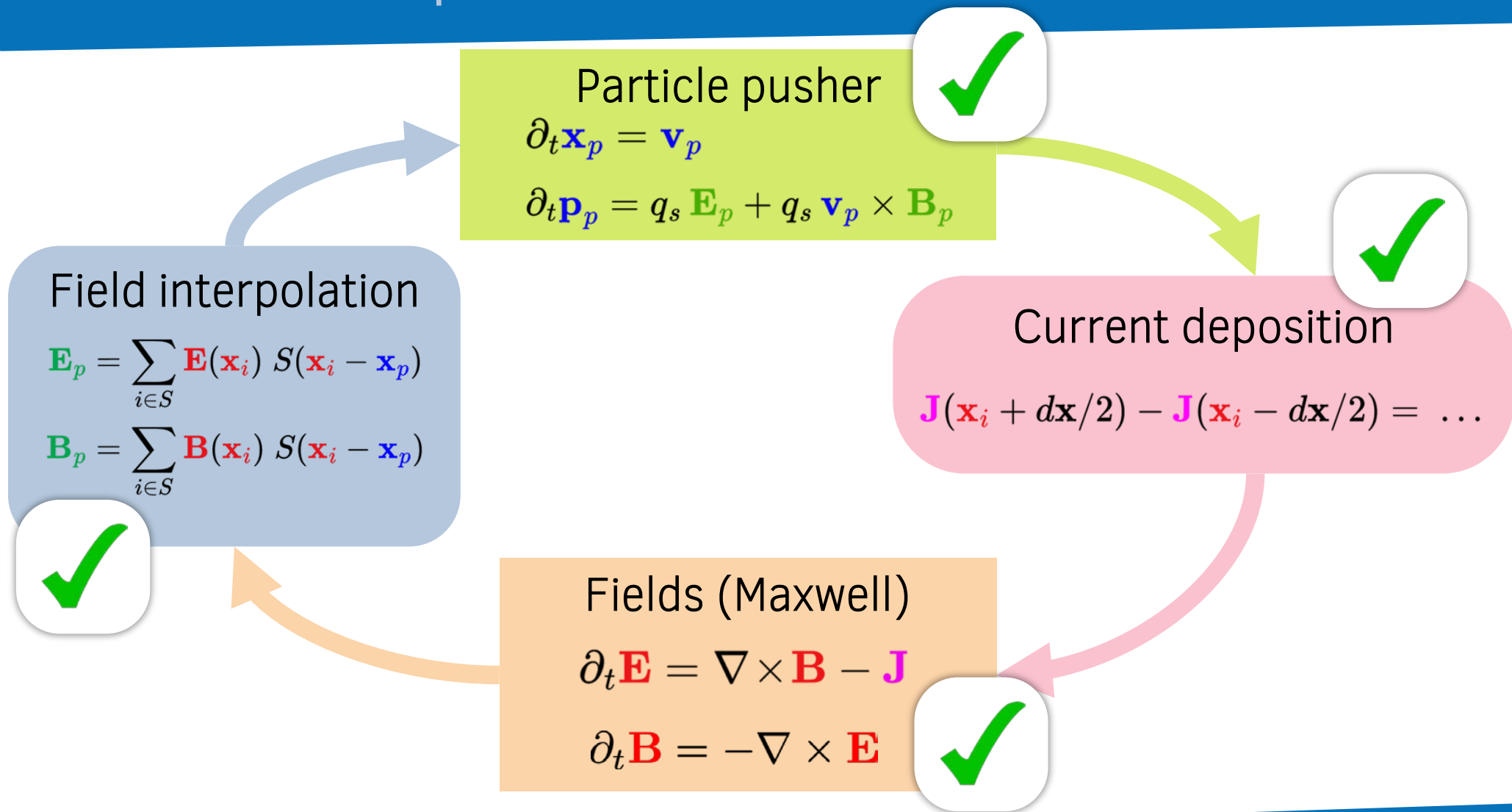
Forcing charge conservation

$$\left\{ \begin{array}{l} f_s(t, \mathbf{x}, \mathbf{p}) = \sum_{p=1}^N w_p S(\mathbf{x} - \mathbf{x}_p(t)) \delta(\mathbf{p} - \mathbf{p}_p(t)) \\ \rho(t, \mathbf{x}) = \int d^3\mathbf{p} f_s(t, \mathbf{x}, \mathbf{p}) \\ \partial_t \rho + \nabla \cdot \mathbf{J} = 0 \end{array} \right.$$

$$\longrightarrow \mathbf{J}(\mathbf{x}_i + d\mathbf{x}/2) - \mathbf{J}(\mathbf{x}_i - d\mathbf{x}/2) = \dots$$

Esirkepov's method

The PIC loop ... at last !

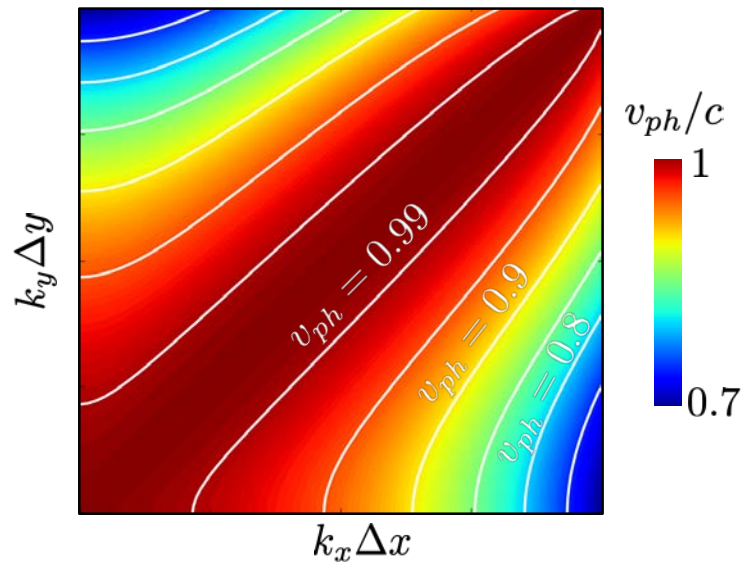


Limitations

The numerical vacuum is dispersive and anisotropic !

FDTD equations + search for wave-like solutions

➔ Dispersion relation
$$\Delta t^{-2} \sin^2(\omega\Delta t/2) = \sum_{a=x,y,z} \Delta a^{-2} \sin^2(k_a\Delta a/2)$$



Dispersive



Numerical Cherenkov radiation

The timestep cannot be too large

From the dispersion relation, one can show that **stability requires**:

$$\Delta t^{-2} > \sum_{a=x,y,z} \Delta a^{-2}$$

$$\Delta t < \left(\sum_{a=x,y,z} \Delta a^{-2} \right)^{-1/2}$$

Courant-Friedrich-Levy (CFL) condition

The cell size cannot be too large either

Depending on the situation you may need to resolve:

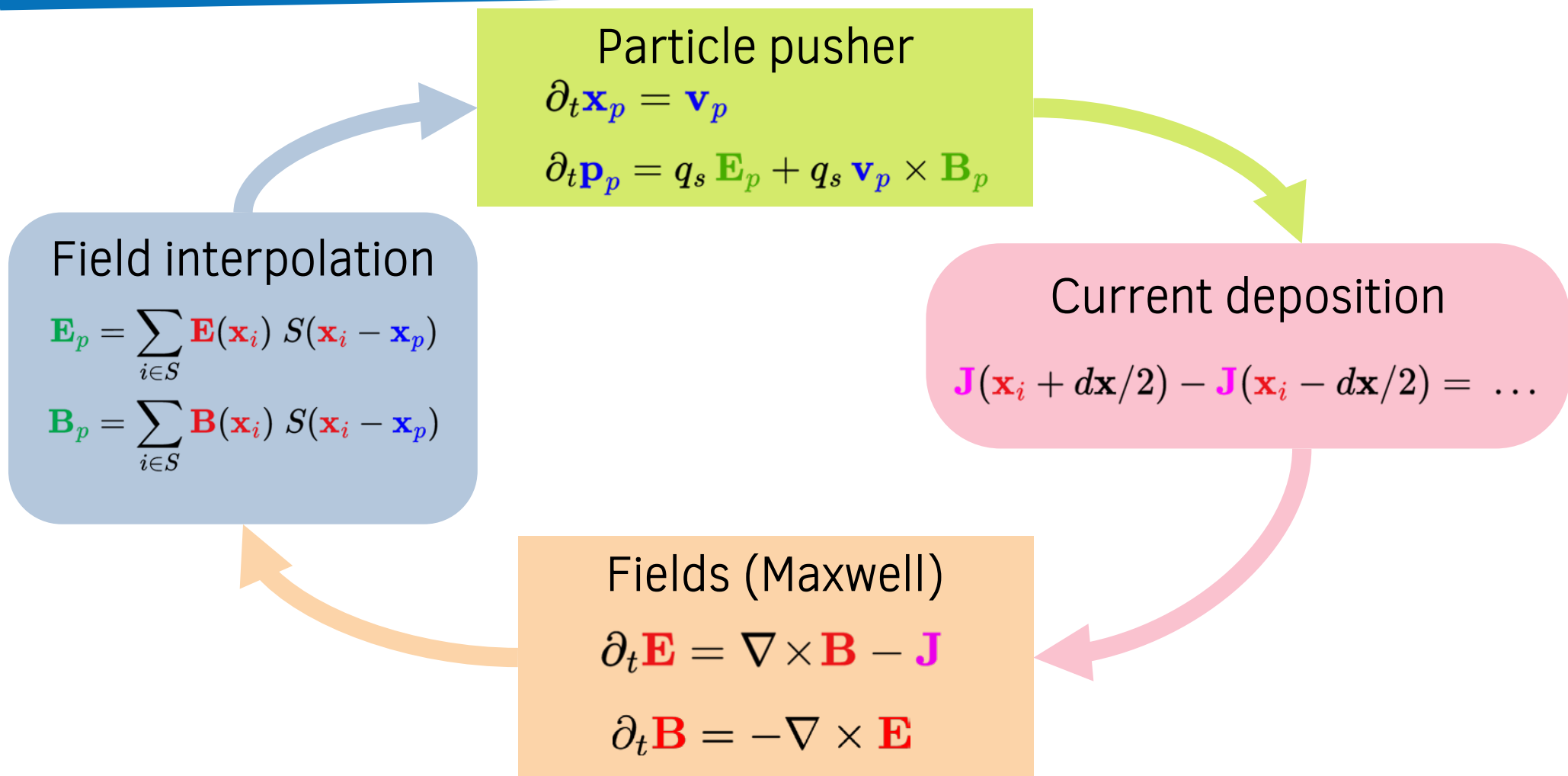
- ✓ The **Debye length** (or the simulation will have numerical heating)
- ✓ The **laser wavelength** (or it won't propagate)
- ✓ The **skin depth**



Often, a PIC simulation won't crash when the results are meaningless.

Users must understand the limitations and test.

Thank you for your attention!



Thanks & Keep Smileing!

Thanks for supporting this event



Contributing labs, institutions & funding agencies

