

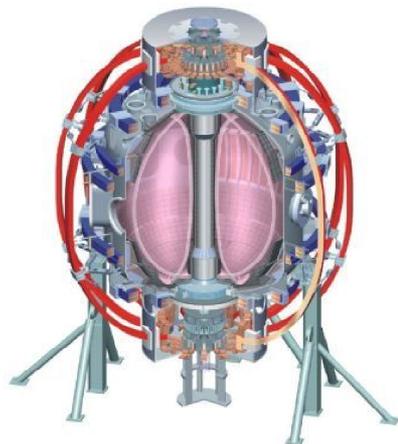
Full-Wave Codes Applied to Reflectometry Measurements of Core-Edge Turbulence in NSTX

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Poster Content

- **Abstract**
- **Introduction**
- **Description of microwave diagnostics on NSTX.**
- **Synthetic diagnostics using full-wave codes.**
 - **2-D finite-difference time-domain (FDTD) method.**
- **Acceleration of the 2-D FDTD code using general-purpose computing on graphical processing units (GPGPU).**
 - **Results using the NVIDIA Tesla C870 GPU Computing Processing Board.**
- **Application to 2-D profiles and geometry on NSTX.**
 - **Poloidal wavenumber resolution using modeled fluctuations.**
 - **Comparison with the phase screen model.**
- **Summary and future work.**

Abstract

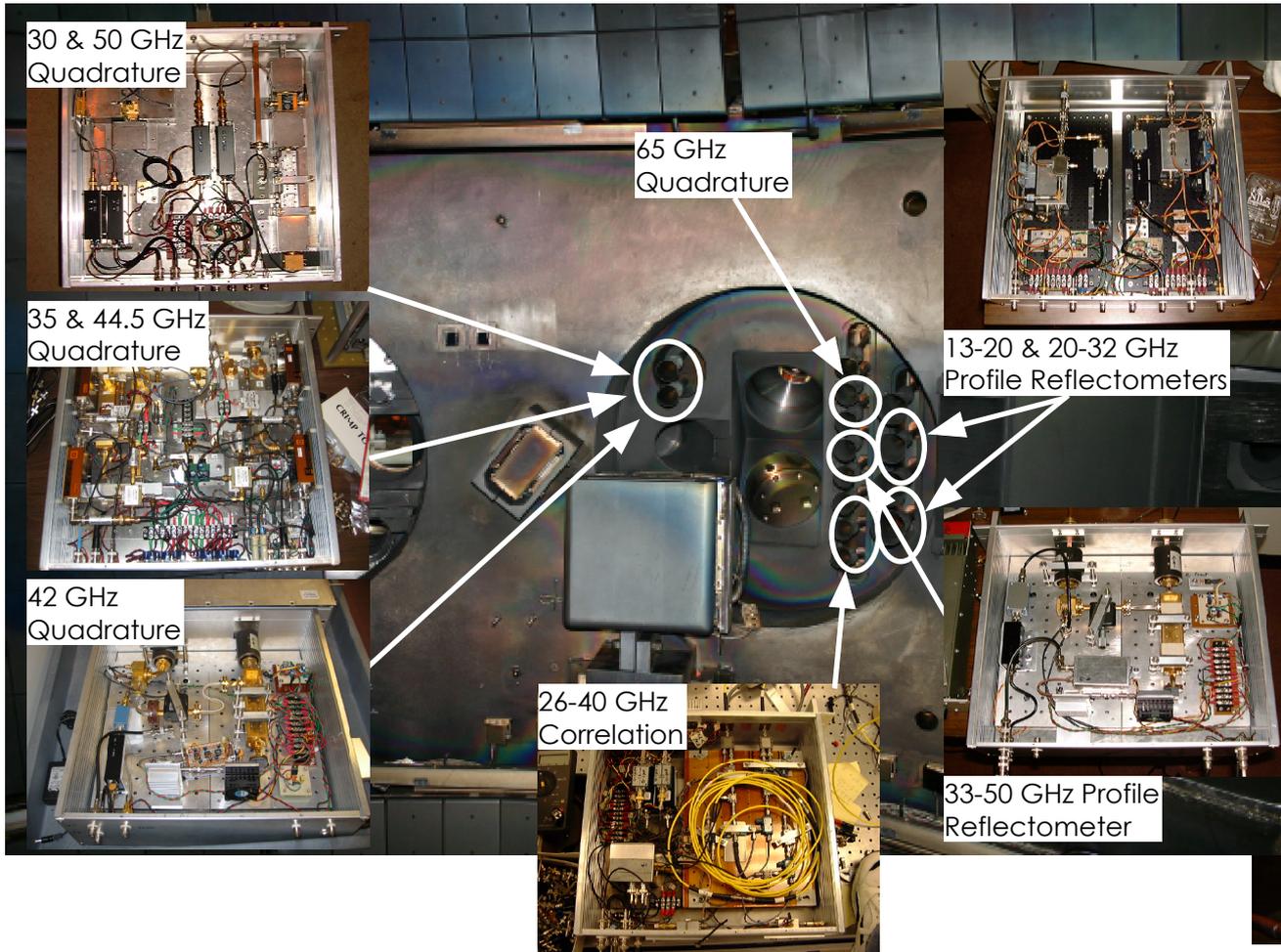
The interpretation of turbulence properties from reflectometry measurements is often not straightforward and requires full-wave simulations using modeled turbulence and a detailed knowledge of the equilibrium profiles. On NSTX, the unique combination of reflectometry hardware (FM-CW, fixed-frequency, and correlation reflectometers) is well-suited to turbulence measurements in both core and edge plasmas. Here we report on the simulation work required to generate quantitative estimates of turbulence properties (such as turbulence levels, wave-number spectra, decorrelation times, correlation lengths, flow velocities) from these measurements. We focus on the core-edge region near the L-H transition, where the evolution of the turbulence and density profile characteristics are related to the edge transport barrier formation. Simulations will use the UCLA 1-D and 2-D FDTD full-wave codes. Recently these codes were upgraded to utilize the parallel processing capabilities of the NVIDIA C870 GPU card.

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Introduction

- **Understanding micro-turbulence is a necessary step to controlling transport in fusion plasmas:**
 - **Instabilities cover a large range of wavenumbers and frequencies (GAMs, streamers, blobs, ITG, TEM, micro-tearing, ETG).**
 - **Some instabilities can feed back to the modify the equilibrium profiles (density, temperature, flows, etc.).**
- **New microwave diagnostics on NSTX enhance our ability to make detailed turbulence and profile measurements.**
 - **Ultra-fast swept FMCW reflectometers coupled with new analysis techniques:**
 - > **Electron density profiles with 7 μ s time resolution**
 - > **Sub-millisecond turbulence radial correlations**
 - > **High- k_r back-scattering**
 - **Poloidal correlation reflectometer:**
 - > **Turbulence flow**
 - > **Poloidal correlations**
 - **8-channel fixed-frequency reflectometers (available for FY2010):**
 - > **Detailed profile of turbulence fluctuation level**
- **Full-wave codes (used as synthetic diagnostics) are necessary to determine the instrument response for each system and technique.**

Millimeter-Wave Diagnostics for 2009 Campaign

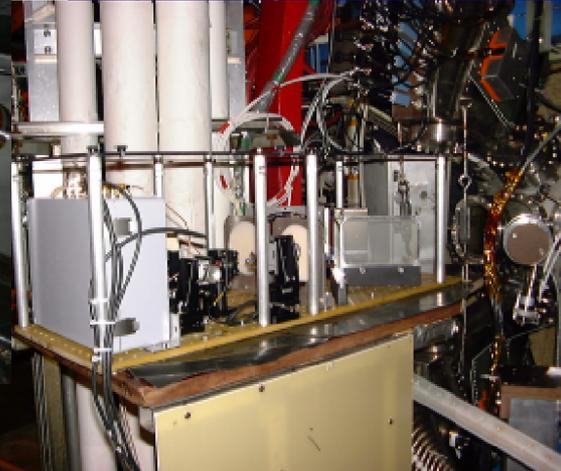


Bay J Reflectometers

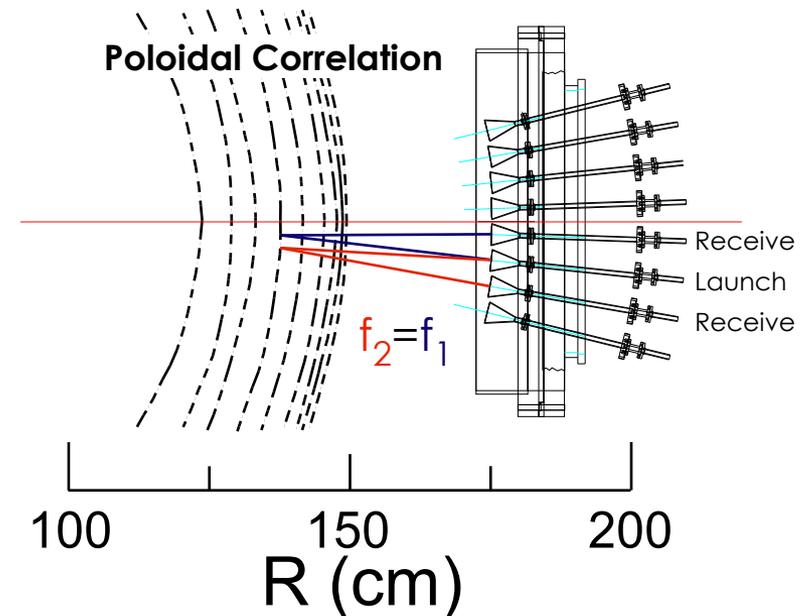
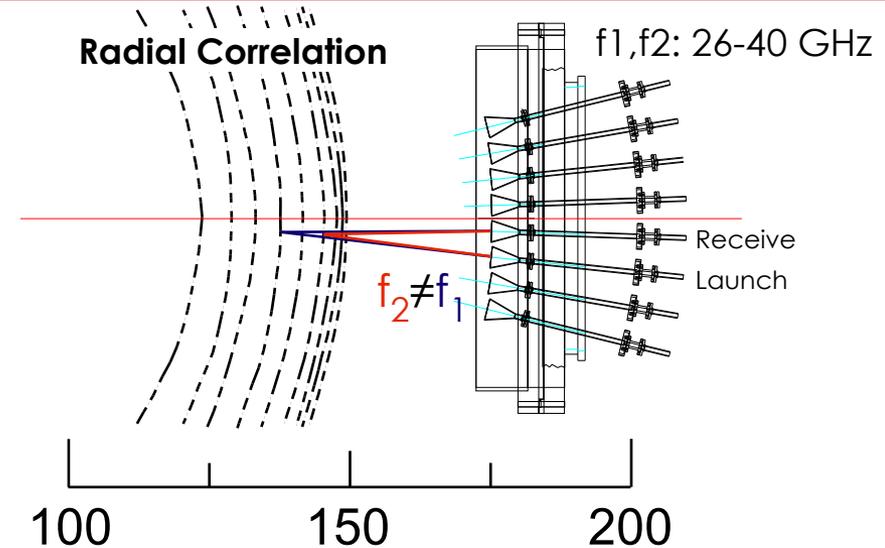
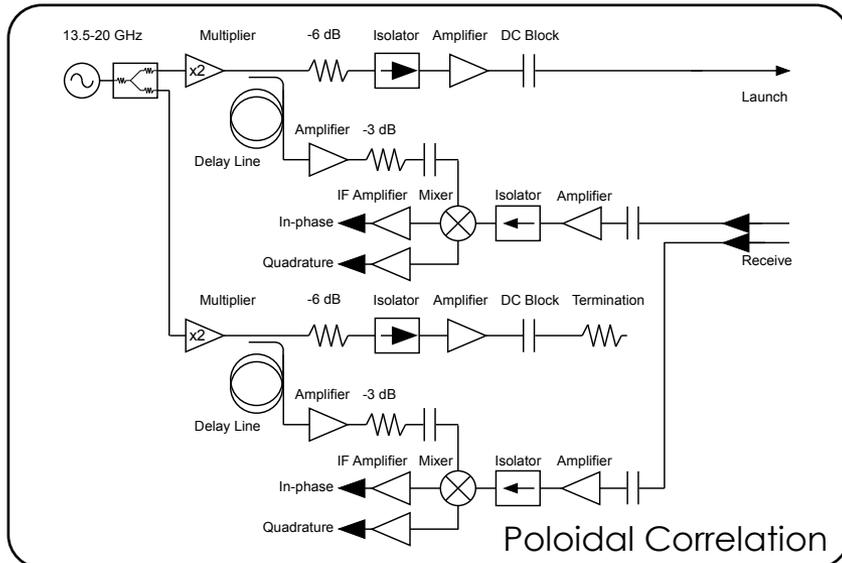
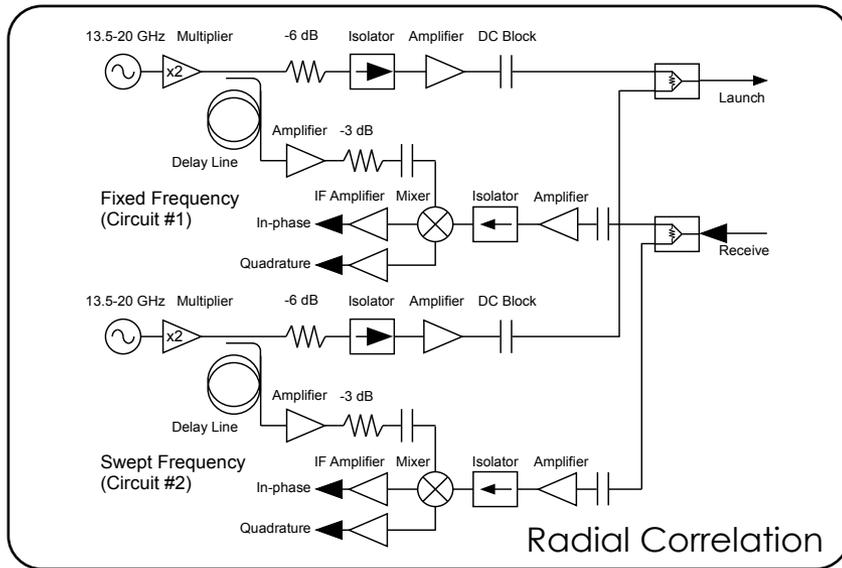
- Fluctuation levels
- Spectra
- Profiles

Bay G Interferometer

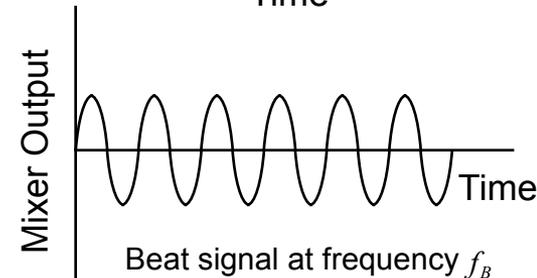
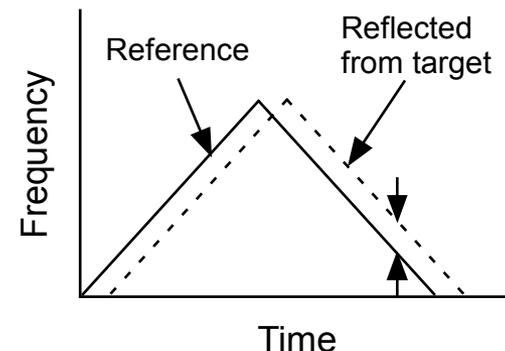
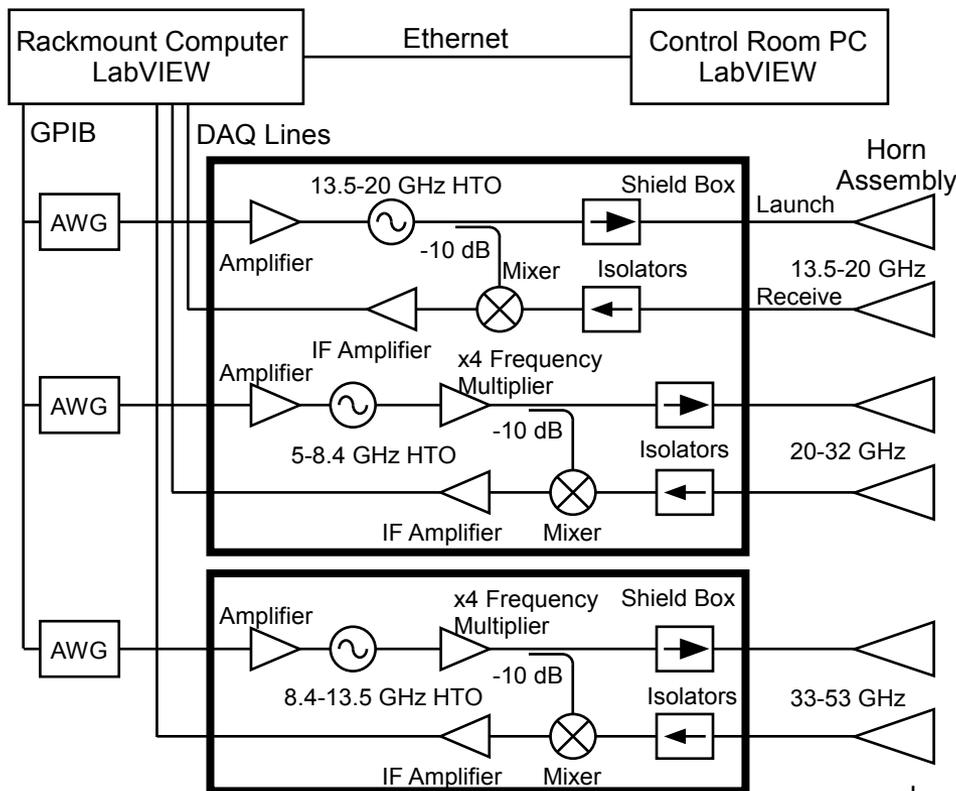
- Radial line density
- Operating routinely



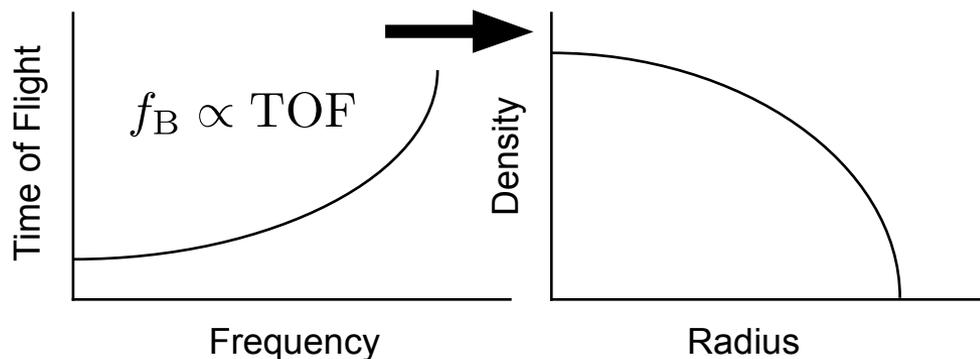
Radial & Poloidal Correlation Reflectometers



Upgraded FMCW Reflectometer ($t_{sweep} < 7 \mu s$)



Abel Inversion



- 13-53 GHz coverage (2.1×10^{12} to $3.5 \times 10^{13} \text{ cm}^{-3}$).
- Maximum repetition rate of $7 \mu s/\text{swp}$ (12945 total profiles per shot).
- Using spline fit to Thomson edge profile below $n_e = 9 \times 10^{11} \text{ cm}^{-3}$.

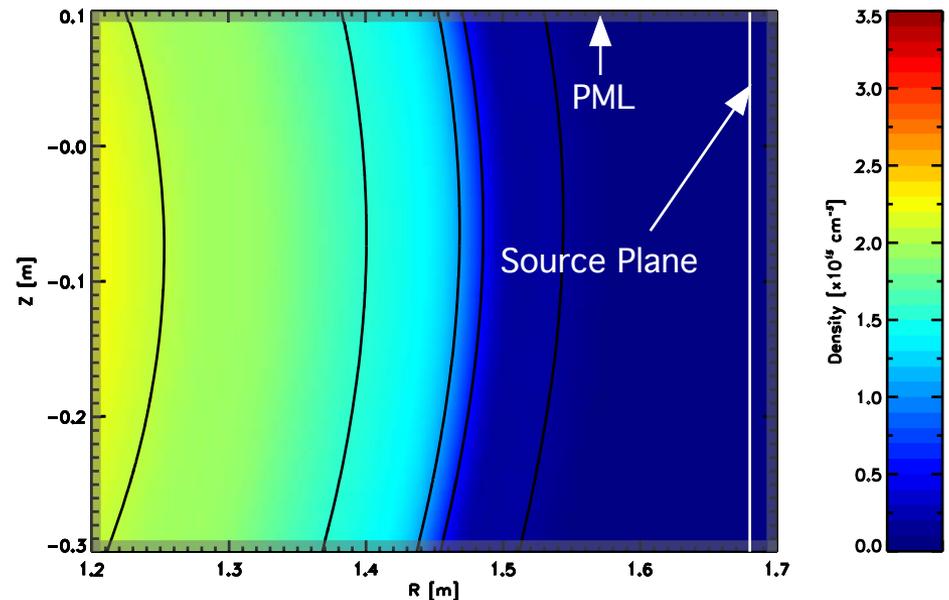
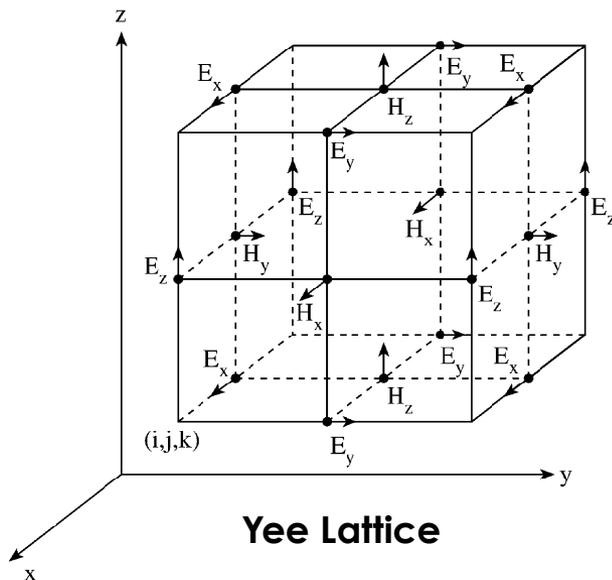
Why Are Full-Wave Codes Necessary?

- **Electron density (and magnetic) fluctuations influence the forward and backward propagating beams:**
 - Forward scattering
 - Backward scattering
 - Beam refraction
 - Cross-polarization effects
- **Destructive interference at the receive antenna:**
 - Amplitude modulation
 - Phase corruption
 - Doppler shifts
- **Codes and models exist to evaluate some of these effects:**
 - 1-D full-wave codes for scattering along beam path by radial wavenumbers
 - Models for 2-D diffraction effects (phase screen model) by poloidal wavenumbers
 - 3-D geometric optics codes for beam propagation, refraction and polarization
- **2-D full-wave codes can reproduce all of these effects:**
 - Need a time-domain “Maxwell” solver to reproduce everything.

2-D Finite-Difference Time-Domain Code

- **UCLA 2-D FDTD Code**

- TE_y (X-mode), TM_y (O-mode), TEM_y (O- & X-mode, R- & L- wave) versions
- J-E convolution method for current update equations
- Low-order (central difference) scheme used here
- Convolutional PML (perfectly-matched layer) boundary conditions
- TF/SF (total-field/scattered-field) formulation for source excitation (2-D Gaussian beam)
- Originally based on Microwave Diagnostic Simulator code by H. Hojo



2-D Equations for Cold Plasma

- Reduction to 2-D scalar equations assuming $d/dy=0$:

$$\frac{\partial B_x}{\partial t} = \frac{\partial E_y}{\partial z}$$

$$\frac{\partial B_y}{\partial t} = - \left(\frac{\partial E_x}{\partial z} - \frac{\partial E_z}{\partial x} \right)$$

$$\frac{\partial B_z}{\partial t} = - \frac{\partial E_y}{\partial x}$$

$$\frac{\partial E_x}{\partial t} = - \frac{\partial B_y}{\partial z} - J_x$$

$$\frac{\partial E_y}{\partial t} = \left(\frac{\partial B_x}{\partial z} - \frac{\partial B_z}{\partial x} \right) - J_y$$

$$\frac{\partial E_z}{\partial t} = \frac{\partial B_y}{\partial x} - J_z$$

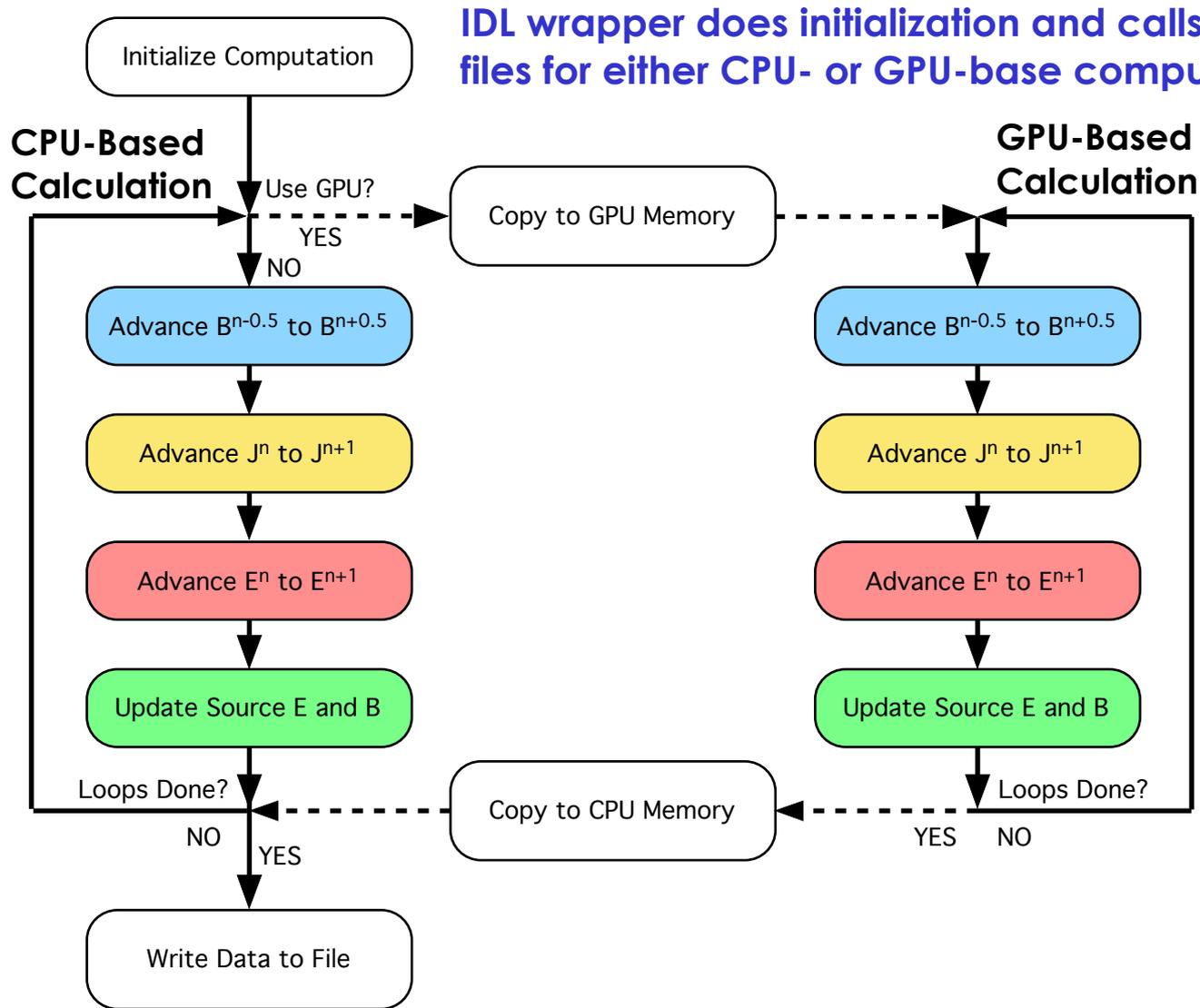
$$\frac{\partial J_x}{\partial t} = -\nu J_x + f E_x + \alpha J_z b_y - \alpha J_y b_z$$

$$\frac{\partial J_y}{\partial t} = -\nu J_y + f E_y - \alpha J_z b_x + \alpha J_x b_z$$

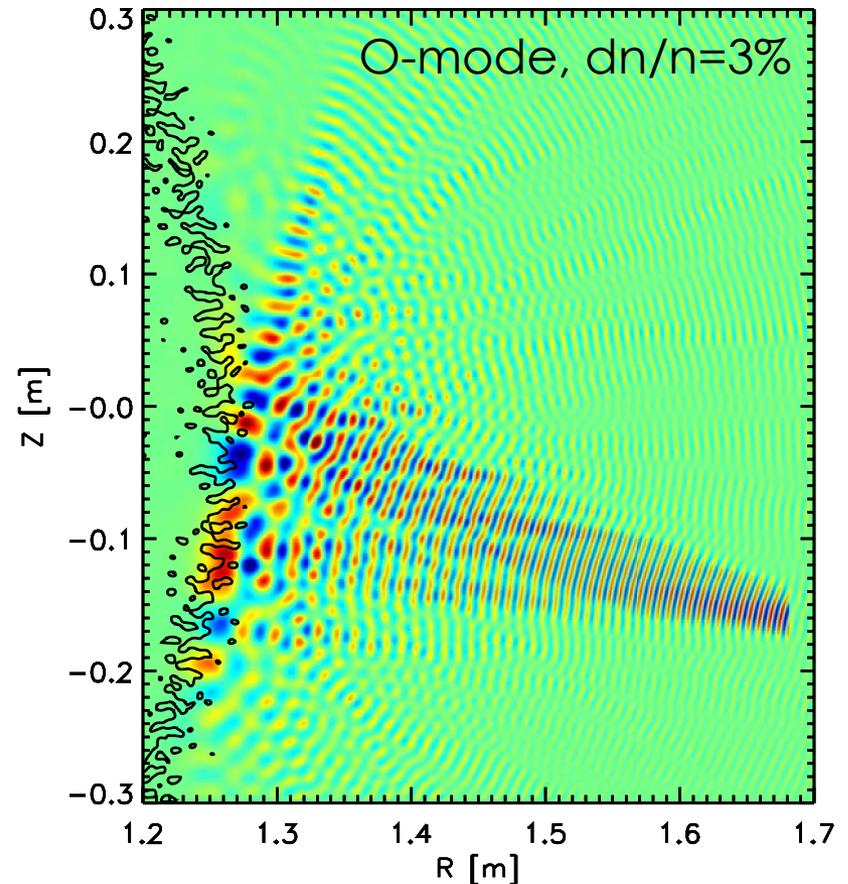
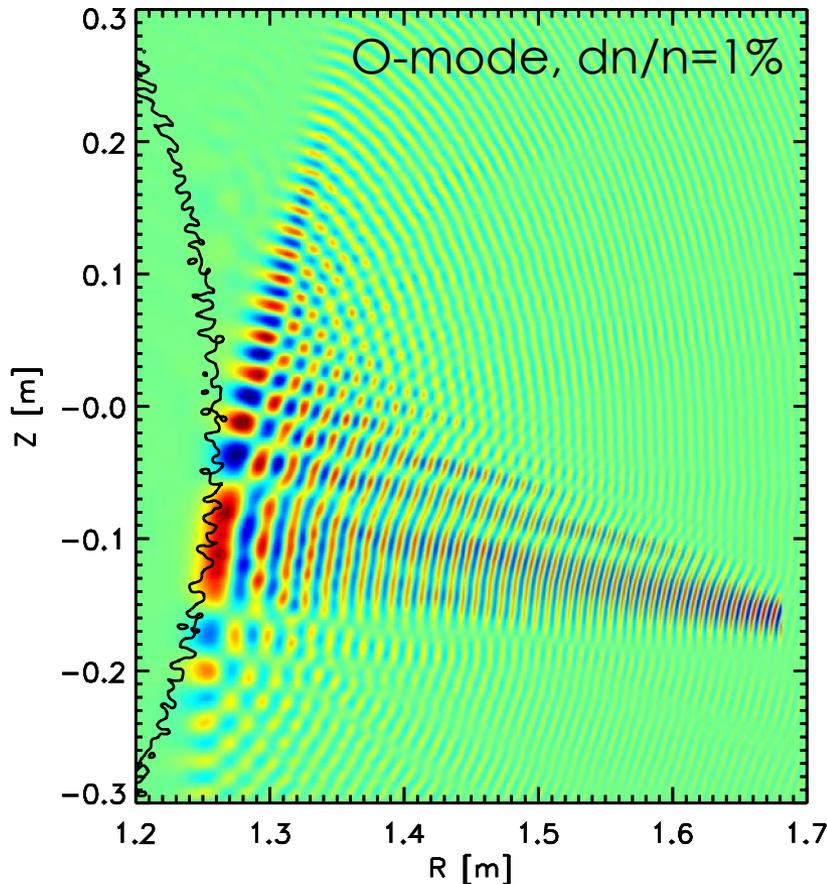
$$\frac{\partial J_z}{\partial t} = -\nu J_z + f E_z - \alpha J_x b_y + \alpha J_y b_x$$

- Further assumption of $b_x=b_z=0$ allows decomposition into two sets of equations for **TE_y** (X-mode) and **TM_y** (O-mode). TEM_y (O-, X-modes, R- and L-waves) version of code includes all equations and terms.

Computational Flow Chart



Beam Scattering Due To Turbulence

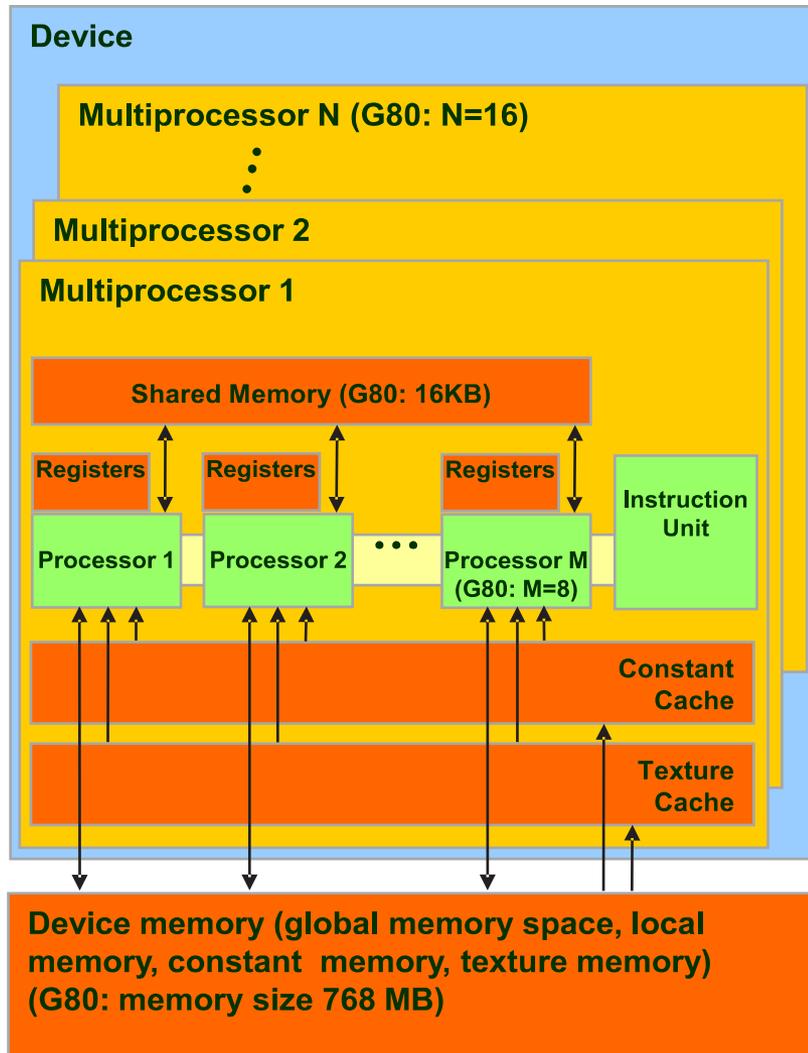


- **68 minutes required on a single CPU core for each simulation run**
 - To look at statistical properties of scattered signal we need hundreds of runs for each ensemble.
 - Need to reduce computation time dramatically. **Soln: GPU-assisted computing**

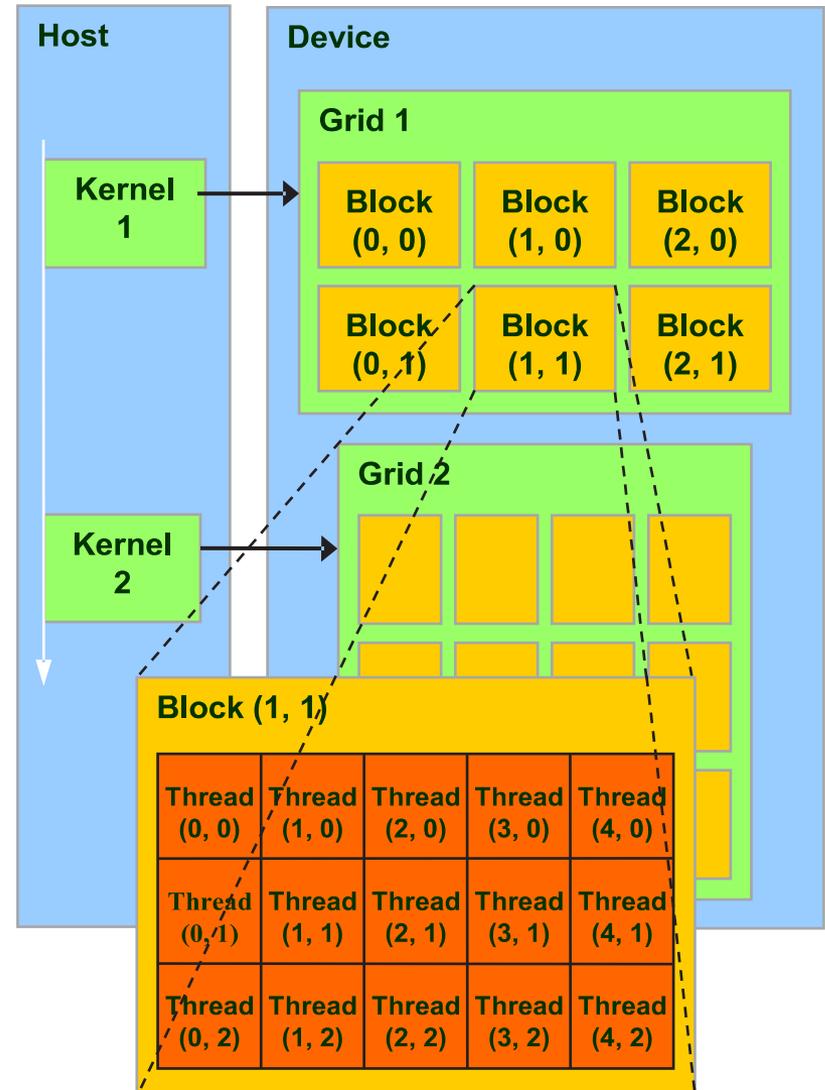
GPGPU Programming

- **General-purpose computing on graphics processing units (GPGPU)**
 - Utilizes massively parallel architecture of GPU cards
- **Examples below with NVIDIA Tesla C870 GPU Computing Board**
 - 128 streaming processor cores (16 multiprocessors)
 - Memory size: 1536 MB
 - Double wide, PCI Express x16
 - Power requirement: 171 Watts
 - Compute capability 1.0
- **CUDA for C programming environment**
 - Wrapper program in IDL for loading inputs
 - Shared library for compiled kernel programs called from IDL
- **Significant acceleration of computation speed**
 - **x20 acceleration** for typical X-mode computation
 - **x15 acceleration** for typical O-mode computation
- **Further details in Poster JP8.00017 “GPU-Accelerated FDTD Full-Wave Codes for Reflectometry Simulations”, B. C. Rose et al.**

GPGPU Architecture



Source: nVidia, 2007.



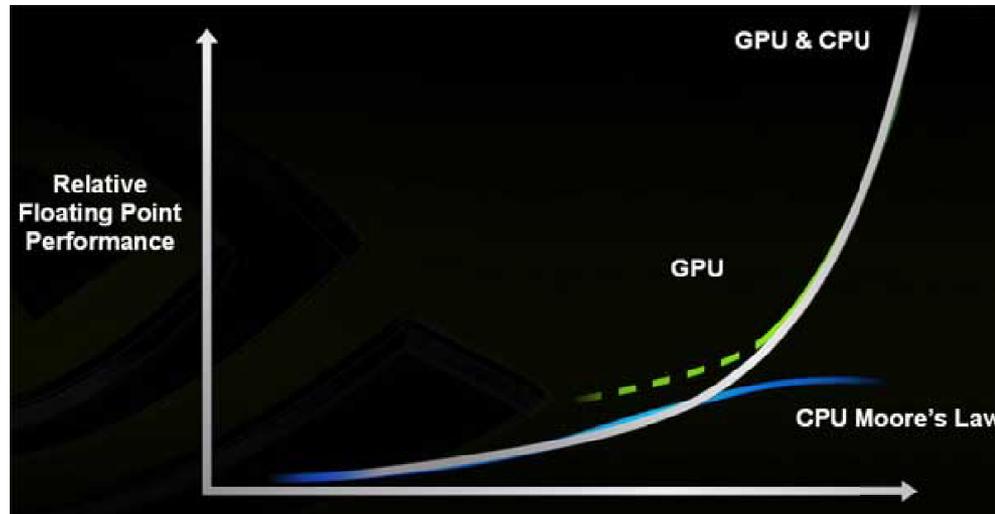
Computation Hardware



- **Hardware**
 - Host system: Dell T7500n Desktop Workstation
 - CPU: Dual Quad-Core Intel Xeon E5530 2.4 GHz
 - Memory: 12 GB DDR 1066 MHz ECC
 - NVIDIA Tesla C870 GPU Computing Processing Board
- **Software**
 - Red Hat Enterprise Linux WS v5.3 (64-bit)
 - GCC 4.1.2
 - CUDA 2.3 for Linux

Future of GPGPU Computing

- **GPU computing is necessary for high performance computing**
 - CPU's: diminishing returns in computing performance per transistor number
 - GPU's scaling well beyond Moore's law in performance



- **Next generation GPU architecture from NVIDIA: "Fermi"**
 - Expected to arrive in Q1 2010
 - Estimated acceleration over CPU: x100?
 - 6 GB of memory: 3-D geometries possible?

Fluctuation Model for k_θ Response

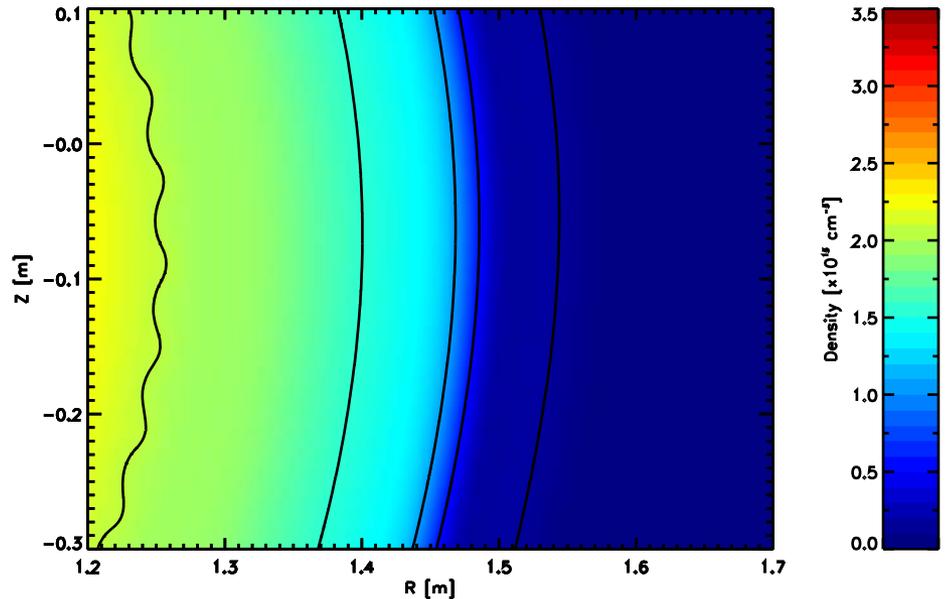
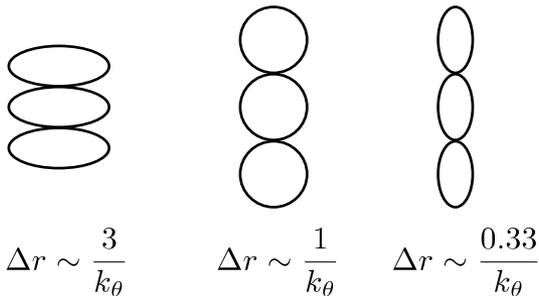
- **Fluctuation Model:**

- Time-varying sinusoids with the following spatial structure (max 1% fluctuation):

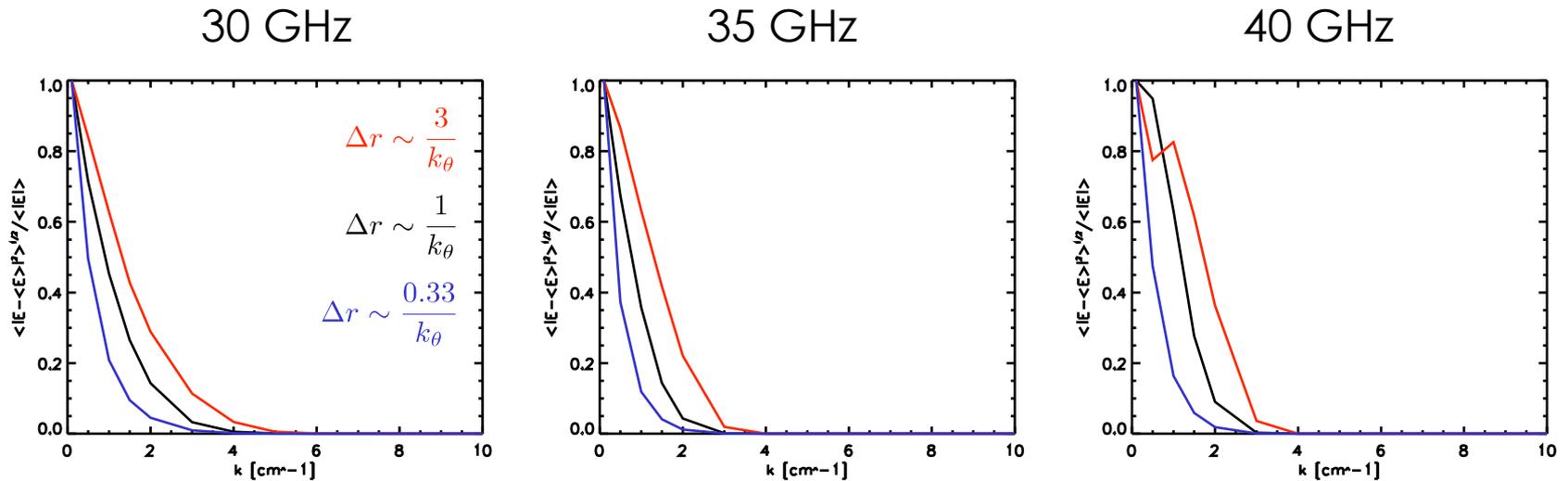
$$\frac{\delta n(r, \theta)}{n} = 0.01 \cos(k_\theta R_c \theta) \exp \left[-\frac{(r - r_0)^2}{\Delta r^2} \right]$$

- > **Poloidal wavenumber:** k_θ
- > **Cutoff surface curvature:** R_c
- > **Poloidal coordinate:** θ
- > **Radial coordinate:** r
- > **Cutoff radius:** r_0
- > **Perturbation scale length:** Δr

$$\langle k_r \rangle = \sqrt{\frac{2}{\pi}} \frac{1}{\Delta r}$$

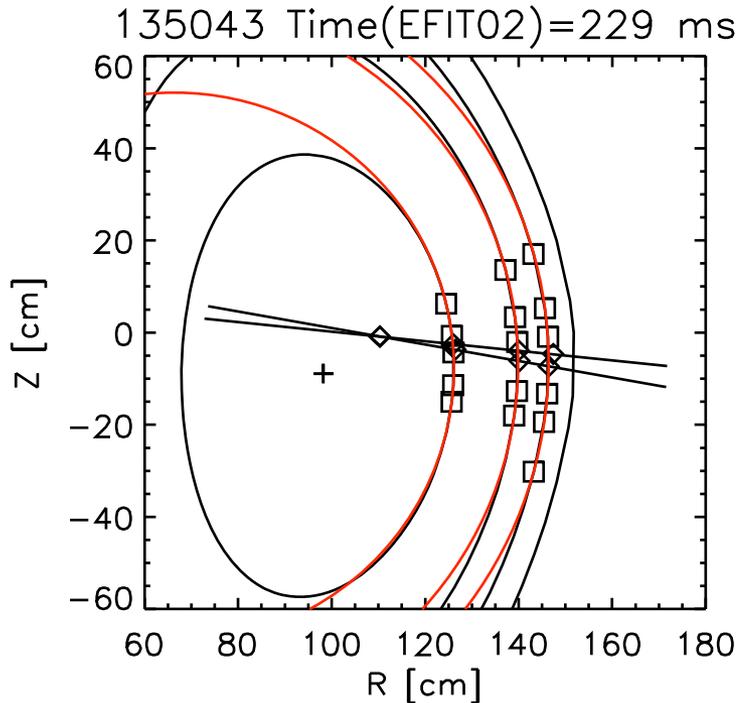


Simulation Results for k_θ Scan



- ~2 days using single GPU
 - Approximately 800 individual runs.
- Monotonic k spectral response

Comparison With Phase Screen Model



Rmid Cutoff: Cutoff surface mapped to midplane radius.

rw: Distance along bisector from cutoff to horns.

zw: Vertical horn offset from bisector.

zs: Upward shift of contour circles.

w(z): G.B. width at cutoff.

R: Beam radius of curvature at cutoff.

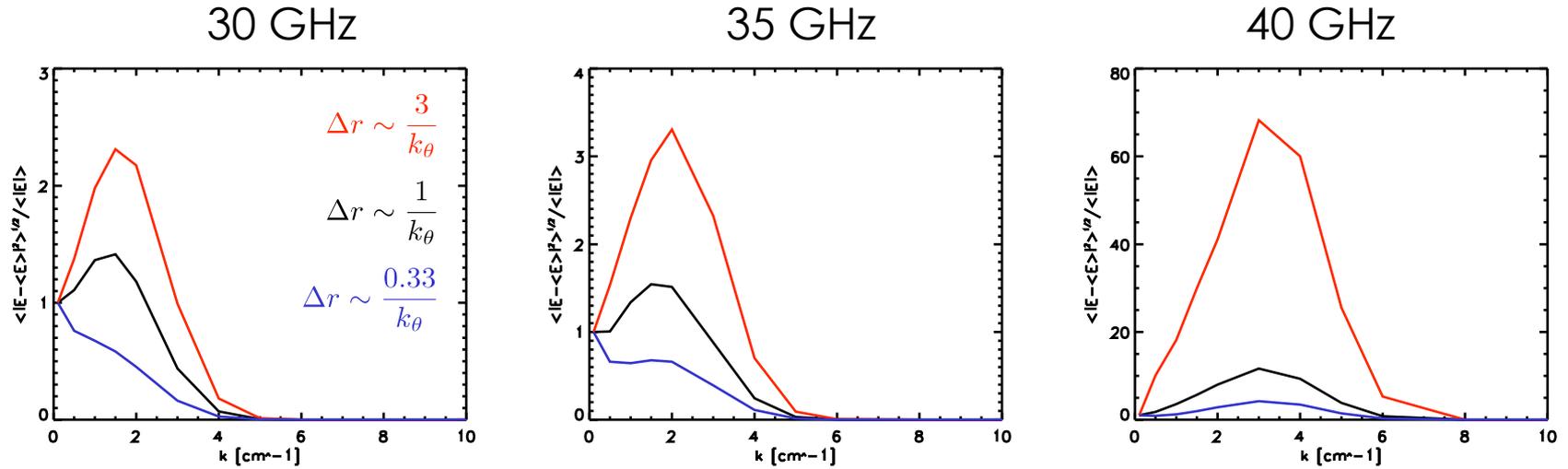
Rz: Plasma radius of curvature (poloidal)

Rx: Plasma radius of curvature (toroidal)

theta: Launch angle from horizontal.

Frequency [GHz]	Rmid Cutoff [cm]	rw [cm]	zw [cm]	zs [cm]	
30.000000	146.19633	26.636741	2.3395906	-13.040540	
35.000000	139.57169	33.940484	2.3677450	-12.846563	
40.000000	125.65396	48.479160	2.4003493	-12.910556	
Frequency [GHz]	w(z) [cm]	R [cm]	Rz [cm]	Rx [cm]	theta [deg]
30.000000	3.5300755	30.763628	88.977955	146.96559	2.0920282
35.000000	3.8504259	38.140340	79.333656	140.45998	2.0920282
40.000000	4.7817685	52.094388	59.794524	126.80483	2.0920282

Phase Screen Results



- Strong Doppler enhancement due to large misalignment.
 - Plasma center shifted downward ~10 cm.

Summary

- **Significant speed-up of 2-D full-wave reflectometry codes by using GPU-assisted computing:**
 - **x15-20 acceleration**
 - **Computation run time of a few minutes instead of hours**
- **Reflectometer response for k_θ scans using antennas 9 and 10 and equilibrium from NSTX shot 135043**
 - **Initial batch of ~800 runs (2-days)**
 - **30, 35 and 40 GHz cases**
 - **Fluctuation model with various k_r to k_θ ratios**
- **Simple comparison with phase screen model**
 - **Phase screen model shows strong Doppler enhancement due to large plasma shift**
 - **2-D full wave results show no Doppler enhancement**

Future Work (Code Applications)

- **Continue evaluation of reflectometer response to turbulence**
 - Map out response to radial wavenumbers
 - > Vary radial correlation lengths and fluctuation level
 - Apply code to modeled 2-D turbulence targets
 - Target simulation results from BOUT (edge turbulence) and GTC (core turbulence)
 - > Connection between experiment and theory
- **Time-varying sources**
 - Broadband and pulsed waveforms
 - > Synthetic diagnostic for FMCW reflectometers
- **Time-varying targets**
 - Poloidal correlation measurements
 - > Poloidal correlation lengths and flows
 - Doppler reflectometry studies
- **Application to other diagnostics**
 - UCLA polarimeter available FY2010
 - > 2-D (or 3-D) version of code can be used to evaluate Faraday rotation, Cotton-Mouton and other effects. Can include full physics and fluctuations.
 - Forward, far-forward, and backward scattering methods

Future Work (Code Enhancements)

- **2-D TEM_y coupled full-wave code for the GPU**
 - Effects due to magnetic fluctuations and shear (mode conversion, etc.)
 - Application to polarimetry
- **Include kinetic modifications to handle relativistic effects in warm or hot plasmas**
 - Trivial approximations for decoupled 2-D cases
 - 2-D coupled case not trivial. Vlasov-Maxwell equations
- **Extension from to 3-D**
 - More realistic estimate of beam propagation, power flow, polarization change, etc.
 - Reasonable computation times may be achievable in near future
- **Next generation GPGPU board “Fermi”**

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NVIDIA Tesla C870 GPU Computing Board

- **GPU**

- 128 streaming processor cores
- Core processor clock speed: 1.35 GHz
- Voltage: 1.3 V +/- 0.13 V
- Dimensions: 42.5mm x 42.5mm (1449 FCBGA)

- **Board**

- 12 layer printed circuit board
- PCI Express x16 Generation 1 system interface
- Power: 170.9 W

- **Memory**

- Memory size: 1536 MB (24 16Mx32 GDDR3 136-pin BGA SDRAM)
- Memory clock: 800 MHz
- Interface: 384-bit GDDR3

- **Bios**

- Serial ROM, 128 K x 8



NVIDIA