

REPORT DOCUMENTATION PAGE

*Form Approved
OMB No. 0704-0188*

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1. REPORT DATE 28 August 2017	2. REPORT TYPE Briefing Charts	3. DATES COVERED (From - To) 01 August 2017 - 31 August 2017
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4. TITLE AND SUBTITLE Variable Weight Fractional Collisions for Multiple Species Mixtures	5a. CONTRACT NUMBER
	5b. GRANT NUMBER
	5c. PROGRAM ELEMENT NUMBER

6. AUTHOR(S) Robert Martin	5d. PROJECT NUMBER
	5e. TASK NUMBER
	5f. WORK UNIT NUMBER Q1AM

7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Air Force Research Laboratory (AFMC) AFRL/RQRS 1 Ara Drive Edwards AFB, CA 93524-7013	8. PERFORMING ORGANIZATION REPORT NUMBER
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9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES) Air Force Research Laboratory (AFMC) AFRL/RQR 5 Pollux Drive Edwards AFB, CA 93524-7048	10. SPONSOR/MONITOR'S ACRONYM(S) 11. SPONSOR/MONITOR'S REPORT NUMBER(S) AFRL-RQ-ED-VG-2017-205
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12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for Public Release; Distribution Unlimited. PA Clearance Number: 17517 Clearance Date: 22 August 2017
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13. SUPPLEMENTARY NOTES For presentation at Direct Simulation Monte Carlo 2017; Santa Fe, NM, USA; 28 August 2017 The U.S. Government is joint author of the work and has the right to use, modify, reproduce, release, perform, display, or disclose the work.
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14. ABSTRACT Viewgraph/Briefing Charts
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15. SUBJECT TERMS N/A

16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT	18. NUMBER OF PAGES	19a. NAME OF RESPONSIBLE PERSON
a. REPORT	b. ABSTRACT	c. THIS PAGE			Robert Martin
Unclassified	Unclassified	Unclassified	SAR	86	19b. TELEPHONE NUMBER (Include area code) N/A

VARIABLE WEIGHT FRACTIONAL COLLISIONS FOR MULTIPLE SPECIES MIXTURES

Robert Martin

IN-SPACE PROPULSION BRANCH,
AIR FORCE RESEARCH LABORATORY,
EDWARDS AIR FORCE BASE, CA USA

Direct Simulation Monte Carlo, 2017
Distribution Statement A: Approved for public release;
Distribution is Unlimited; PA #17517



U.S. AIR FORCE





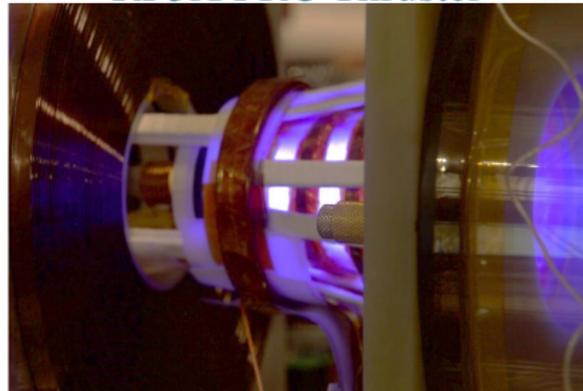
- 1 BACKGROUND & REVIEW OF METHOD
- 2 MULTI-SPECIES TEST CASES
- 3 FUTURE WORK
- 4 CONCLUSION



Field-Reversed Configuration:

- Concept from Fusion Energy
 - Scaled Down for Propulsion

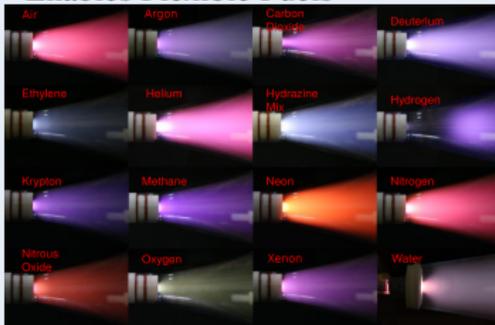
RP3X FRC Thruster





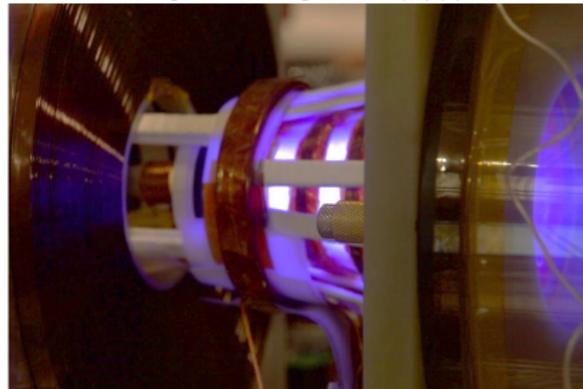
Field-Reversed Configuration:

- Concept from Fusion Energy
 - Scaled Down for Propulsion
- Electrodeless
 - Limits Erosion
 - Enables Flexible Fuels



Pancotti, et al, "Adaptive Electric Propulsion for ISRU Missions", 20th Adv. Space Prop., 11/2014

RP3X FRC Thruster

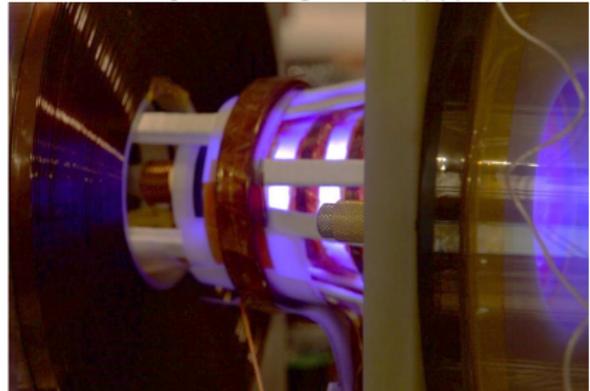




Field-Reversed Configuration:

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- Pulsed Operation
 - Tunable Thrust/ISP
 - Coupled Dynamics

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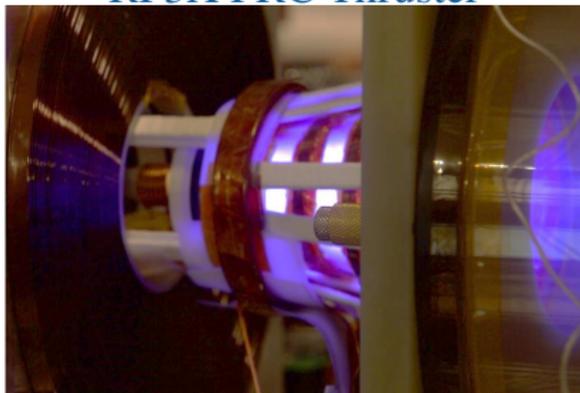




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- Challenges Common to Pulsed EM

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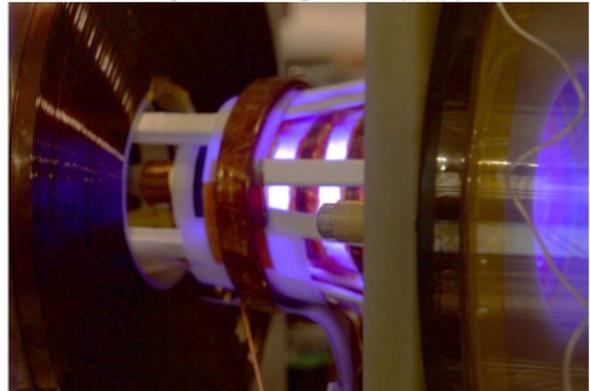


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Complex to Design

RP3X FRC Thruster



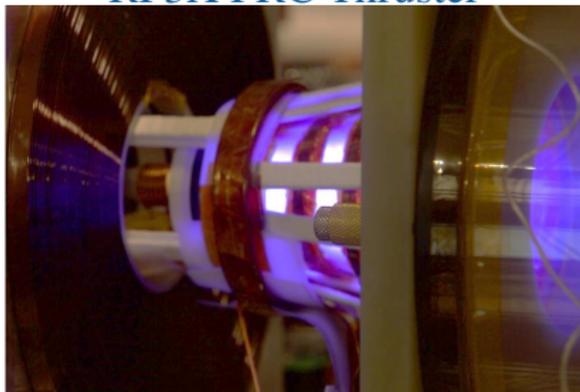


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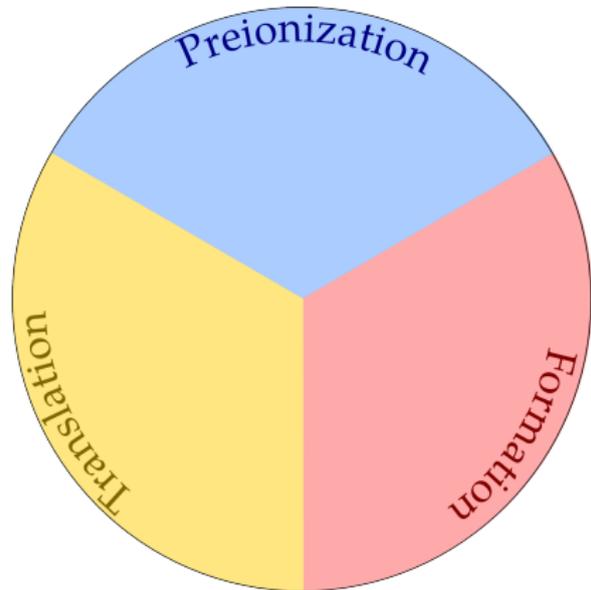
Complex to Design
Significant Modeling Challenge

RP3X FRC Thruster





Dominant Physics Varies with Cycle:



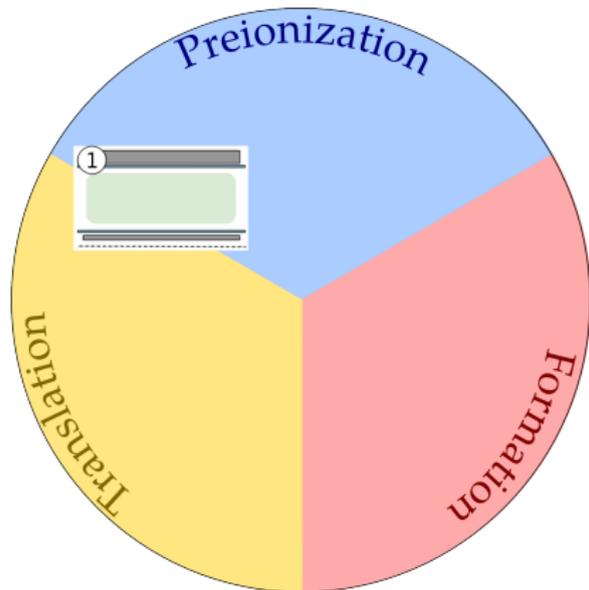
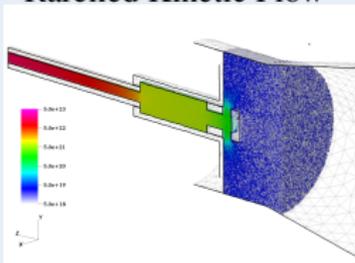
Adapted from "Annular FRC" PhD Proposal, C. (Niemela) Hill



PHASES OF FRC OPERATION

Dominant Physics Varies with Cycle:

- 1 Neutral Fill
- Rarefied Kinetic Flow

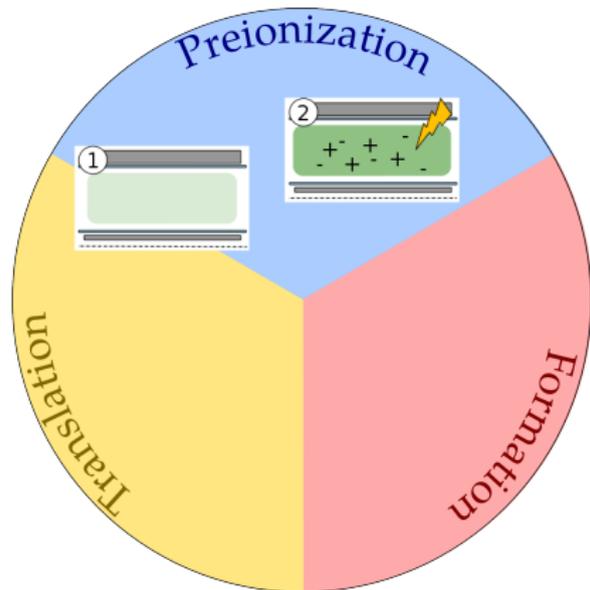


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Dominant Physics Varies with Cycle:

- 1 Neutral Fill
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- CR-Excitation/Ionization

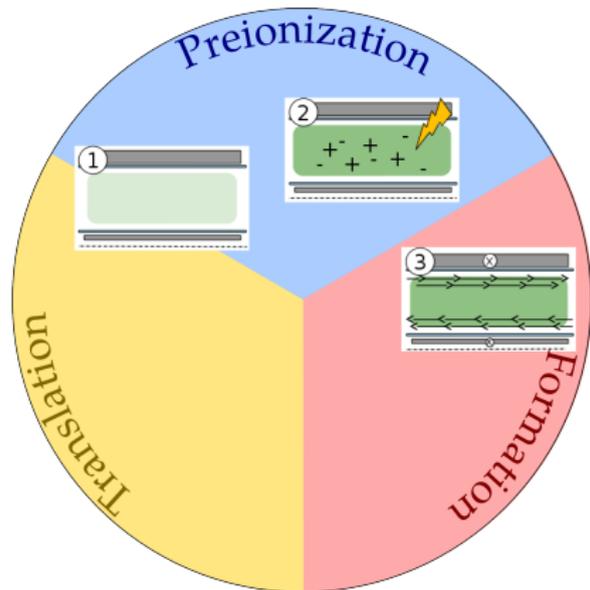


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Dominant Physics Varies with Cycle:

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- 3 Driver Pulse
- Ionization+Electromagnetics



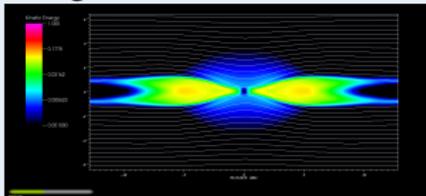
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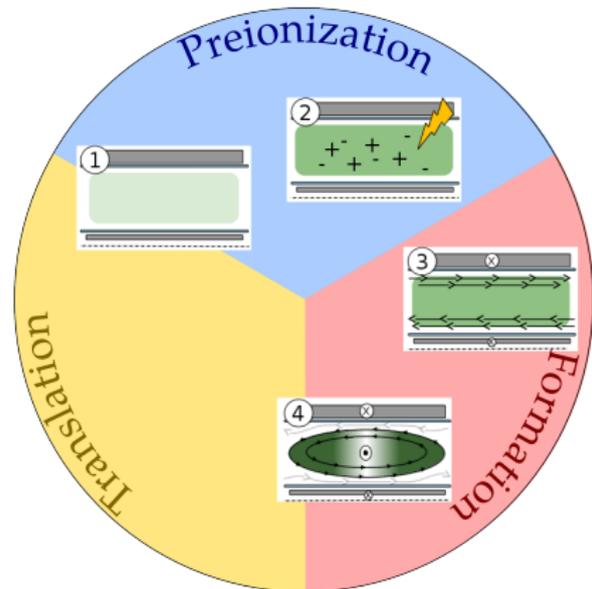
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- 4 Field Reversal
- Magnetic Reconnection



<https://astrobear.pas.rochester.edu/trac/wiki/AstroBearProjects/resistiveMHD>

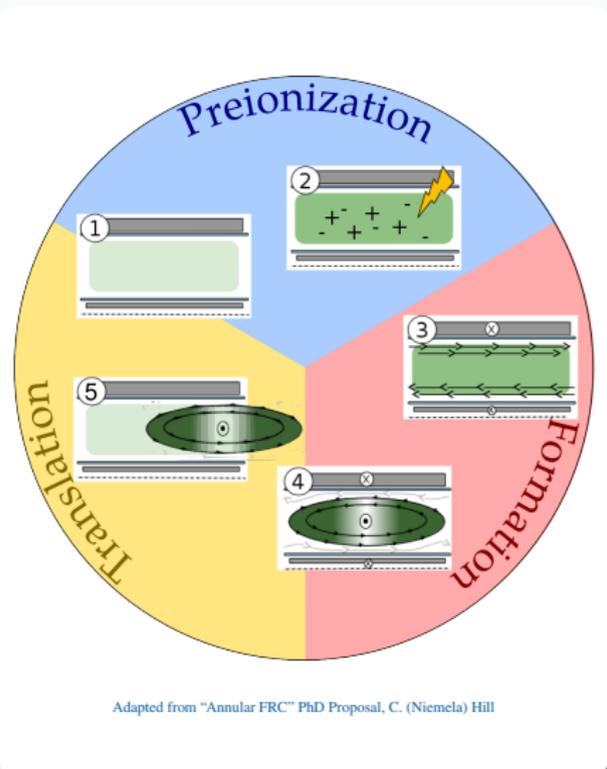
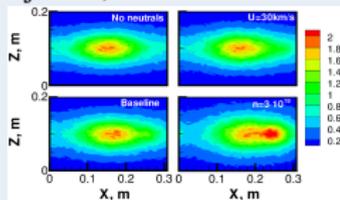


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- Magnetic Reconnection
- 5 Plasmoid Ejection
- $\vec{j} \times \vec{B}$, Neutral Entrainment

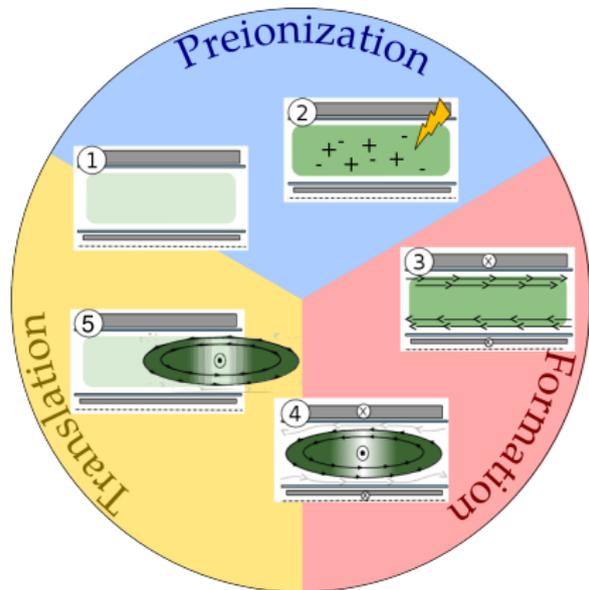




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Continuous Cycle: 5 impacts 1



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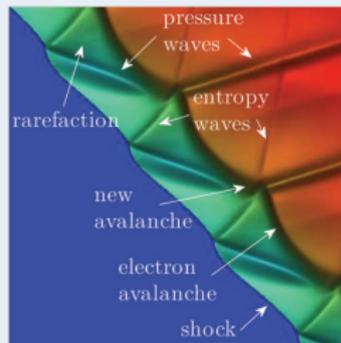
Important Collisions in Spacecraft Propulsion:

- Discharge and Breakdown in FRC
- Collisional Radiative Cooling/Ionization
- Combustion Chemistry

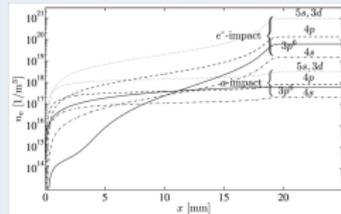
Common Features in Spacecraft Collisions:

- Relevant Densities Spanning Many Orders of Magnitude — 6+
- Transitions from Collisional to Collisionless
- Tiny Early e^- or Radical Populations Critical to Induction Delay
- Many types of Inelastic Collisions with Unknown Effects on Distribution Shapes

Shock Ionization



Kapper & Cambier, J. Appl. Phys. 109, (2011)





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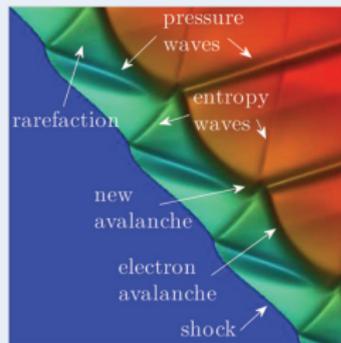
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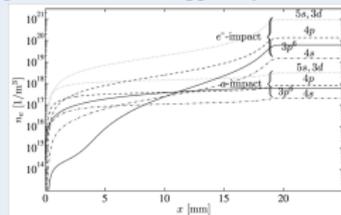
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Need Low Noise & High Dynamic Range
Collision Algorithms

Shock Ionization



Kapper & Cambier, J. Appl. Phys. 109, (2011)





Previous Collision Methods:

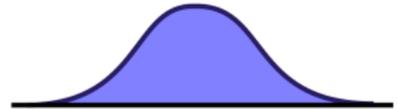
- Monte Carlo Collisions (MCC)
 - Particles Collide with Background “Fluid”
 - Often Used in Plasma/PIC Simulation
 - Ion- e^- Collisions Assume Stationary Ions
 - No Conservation/Detailed Balance
- Direct Simulation Monte Carlo Collisions (DSMC)
 - Most Modern Versions use No-Time Counter (NTC) Method
 - Conservative/Reversible Collision
 - Satisfies Detailed Balance
 - Subset of Possible Collisions Sampled
 - Random Selection vs Z_{ij} for All/Nothing Collision

All Random Flip vs Number of Collisions: $Z_{ij} = \frac{n_i n_j}{2} \langle \sigma v \rangle dt$



Continuum to Discrete Representation:

- Many Particles \rightsquigarrow Continuous Distribution





Continuum to Discrete Representation:

- Many Particles \rightsquigarrow Continuous Distribution
- Discretized VDF Yields Vlasov
But Collision Integral Still a Problem





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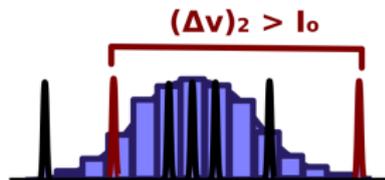
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(Tail Critical to Inelastic Collisions)





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- Variable Weights Permit Extra DOF in Tails

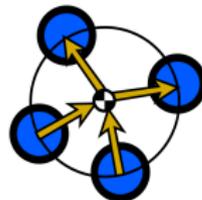




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Variable Weight “All-or-Nothing” Collisions?

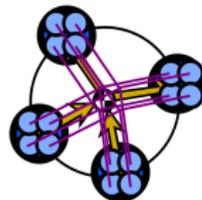




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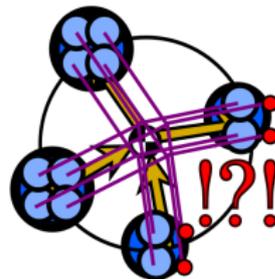
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Variable Weight “All-or-Nothing” Collisions?

Physically Inconsistent!

(Mixing Violates Momentum/Energy Conservation)





Stochastic Weighted Particle Method:

- Developed by Rjasanow & Wagner

Attempted Collisions/Cell:

$$\nu = f(2\bar{w} - w_{min})N_p(N_p - 1) \langle \sigma v \rangle^{max} dt$$

Select Pair (i,j) if:

$$\text{Rand} < \frac{w_i + w_j - w_{min}}{N_p(N_p - 1)(2\bar{w} - w_{min})}$$

-or-

$$\text{Rand} < \frac{w_i + w_j - w_{min}}{(2w_{max} - w_{min})}$$

Collide If:

$$\text{Rand} < \frac{\langle \sigma v \rangle_{ij}}{\langle \sigma v \rangle^{max}} \frac{f \max(w_i, w_j)}{w_i + w_j - w_{min}}$$

Perform Standard VHS Collisions

Generate/Modify Particles with:

$$\pm \Delta w / f = \pm \min(w_i, w_j) / f$$

Update $\langle \sigma v \rangle^{max}$



Stochastic Weighted Particle Method:

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- Adapted as Modified NTC/MCF

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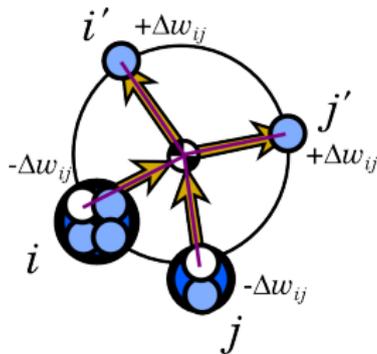


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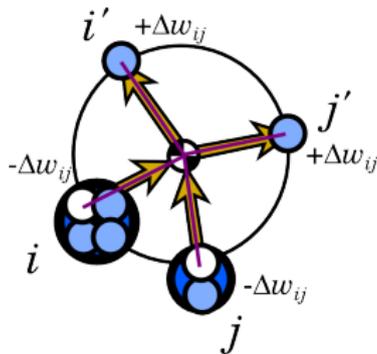


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- **Still Requires Merge $w_i \neq \text{const}$**

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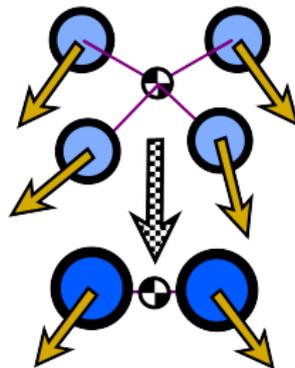
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Merge to Pair \rightarrow DOF for Conservation:

- $(n+2):2$ yields Exact Mass, Momentum, and Kinetic Energy Conservation
- Applied Spatially also Shown to Conserve Electrostatic Energy
- Though Energy Conserving, Still Thermalizes VDF



$$w_{cell} = \sum_i^{(n+2)} w_i$$

$$\vec{v} = \frac{1}{w_{cell}} \sum_i^{(n+2)} w_i \vec{v}_i$$

$$\overline{V^2} = \frac{1}{w_{cell}} \sum_i^{(n+2)} w_i (\vec{v}_i - \vec{v})^2$$

$$w_{(a/b)} = w_m / 2$$

$$\vec{v}_{(a/b)} = \vec{v} \pm \hat{\mathcal{R}} \sqrt{\overline{V^2}}$$

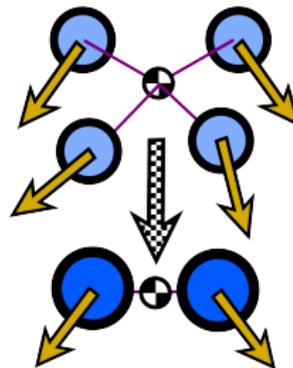
$$\text{Similarly: } \vec{x}_{(a/b)} = \vec{x} \pm \hat{\mathcal{R}} \sqrt{\overline{X^2}}$$



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- Though Energy Conserving, Still Thermalizes VDF

Selection of Near Neighbors in VDF Limits Thermalization



$$w_{cell} = \sum_i^{(n+2)} w_i$$

$$\vec{v} = \frac{1}{w_{cell}} \sum_i^{(n+2)} w_i \vec{v}_i$$

$$\overline{V^2} = \frac{1}{w_{cell}} \sum_i^{(n+2)} w_i \left(\vec{v}_i - \vec{v} \right)^2$$

$$w_{(a/b)} = w_m / 2$$

$$\vec{v}_{(a/b)} = \vec{v} \pm \hat{\mathcal{R}} \sqrt{\overline{V^2}}$$

$$\text{Similarly: } \vec{x}_{(a/b)} = \vec{x} \pm \hat{\mathcal{R}} \sqrt{\overline{X^2}}$$



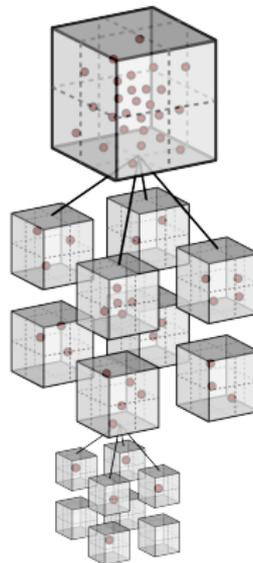
Merge to Pair → DOF for Conservation:

- $(n+2):2$ yields Exact Mass, Momentum, and Kinetic Energy Conservation
- Applied Spatially also Shown to Conserve Electrostatic Energy
- Though Energy Conserving, Still Thermalizes VDF

Selection of Near Neighbors in VDF Limits Thermalization

Merge via Separate Octree/Species
Only Change for Mixtures!

Octree Velocity Bins

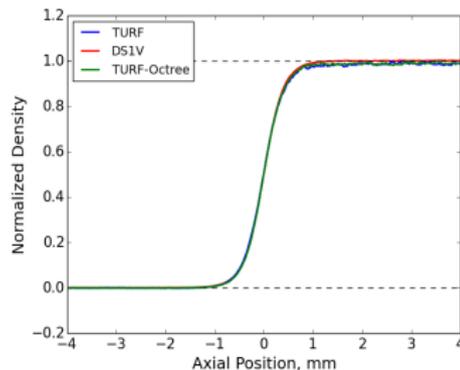


Efficient Neighbor Selection



1D Normal Argon Shock Test

- Simple Verification vs. DS1V
- Initial Conditions:
 $T_0 = 293\text{K}$, $n_0 = 1\text{E}22/\text{m}^3$, $v_0 = 637.4(\text{m/s})$
- Initial Jump to Post-Shock at 1cm
- VHS Collisions:
 $T_{ref}=273\text{K}$, $d_{ref}=4.17\text{\AA}$, $\omega_{VHS}=0.81$

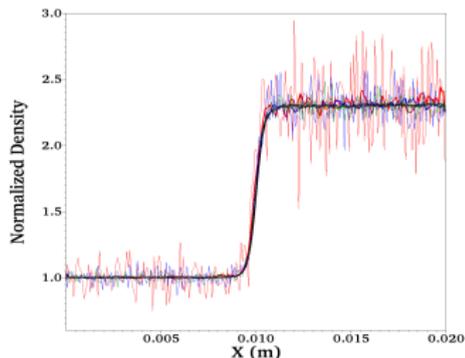




1D Normal Argon Shock Test

- Simple Verification vs. DS1V
- Initial Conditions:
 $T_0 = 293\text{K}$, $n_0 = 1\text{E}22/\text{m}^3$, $v_0 = 637.4(\text{m/s})$
- Initial Jump to Post-Shock at 1cm
- VHS Collisions:
 $T_{ref}=273\text{K}$, $d_{ref}=4.17\text{\AA}$, $\omega_{VHS}=0.81$
- Time Average:
 \bar{n} from $t \in [80, 100)\mu\text{s}$

TURF - SWPM+Octree



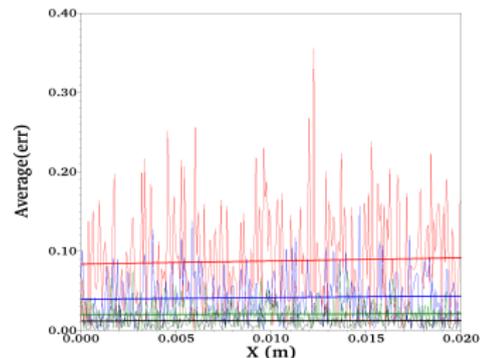
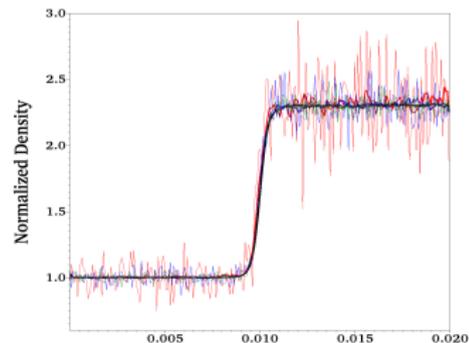
Target N/Cell Quadrupled per Line



1D Normal Argon Shock Test

- Simple Verification vs. DS1V
- Initial Conditions:
 $T_0 = 293\text{K}$, $n_0 = 1\text{E}22/\text{m}^3$, $v_0 = 637.4(\text{m/s})$
- Initial Jump to Post-Shock at 1cm
- VHS Collisions:
 $T_{ref}=273\text{K}$, $d_{ref}=4.17\text{\AA}$, $\omega_{VHS}=0.81$
- Time Average:
 \bar{n} from $t \in [80, 100)\mu\text{s}$
- Error (Normalized L_1):
 $err = |n - \bar{n}| / \bar{n}$
- Error Controlled: $err \propto \sqrt{N/cell}$

TURF - SWPM+Octree

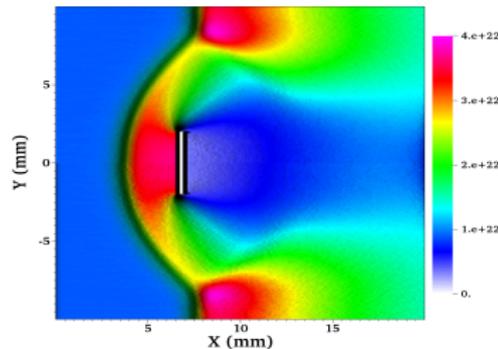




2D Argon Shock Test

- Initial Conditions like $M=2$ Except:
 $v_0 = 2550\text{m/s}$
- Specular: $x=5 - 5.04\text{mm}$ with $y=\pm 2\text{mm}$
- Half Domain Modeled:
 $80\mu\text{m} \times 80\mu\text{m}$ Cells

TURF: n - Standard DSMC



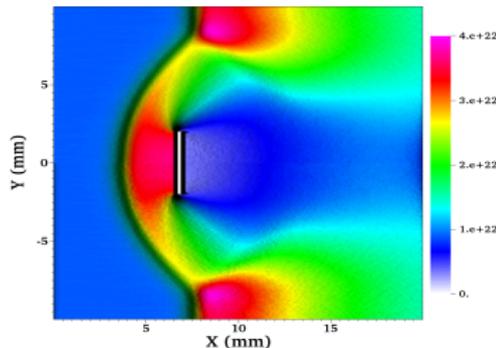
TURF: n - SWPM+Octree



2D Argon Shock Test

- Initial Conditions like $M=2$ Except:
 $v_0 = 2550\text{m/s}$
- Specular: $x=5 - 5.04\text{mm}$ with $y=\pm 2\text{mm}$
- Half Domain Modeled:
 $80\mu\text{m} \times 80\mu\text{m}$ Cells
- Time Average:
 \bar{n} from $t \in [80, 100)\mu\text{s}$
- SWPM Similar to Standard DSMC

TURF: n - Standard DSMC



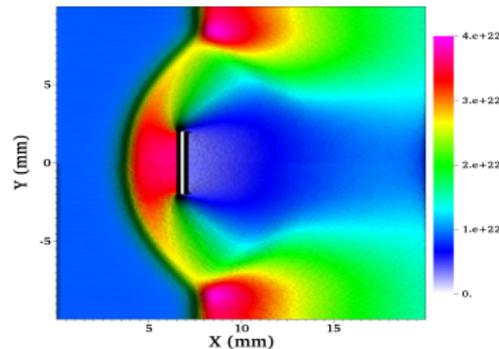
TURF: n - SWPM+Octree



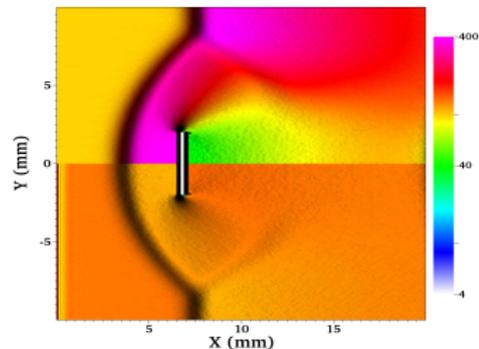
2D Argon Shock Test

- Initial Conditions like M=2 Except:
 $v_0 = 2550\text{m/s}$
- Specular: $x=5 - 5.04\text{mm}$ with $y=\pm 2\text{mm}$
- Half Domain Modeled:
 $80\mu\text{m} \times 80\mu\text{m}$ Cells
- Time Average:
 \bar{n} from $t \in [80, 100)\mu\text{s}$
- SWPM Similar to Standard DSMC
- Despite Different N_p/Cell

TURF: n - Standard DSMC



TURF: n - SWPM+Octree
TURF N_p/Cell - Standard DSMC

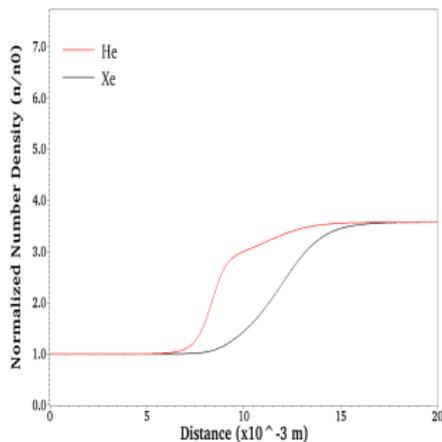


TURF N_p/Cell - SWPM+Octree



1D Normal He:Xe Shock Test

- Mach 3.89 with He:Xe of 97:3
(i.e. Bird '94 Fig 12.35)

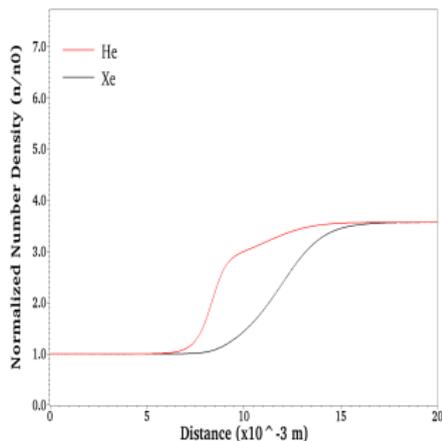


Converged 100x Baseline



1D Normal He:Xe Shock Test

- Mach 3.89 with He:Xe of 97:3 (i.e. Bird '94 Fig 12.35)
- Highlights Species Separation

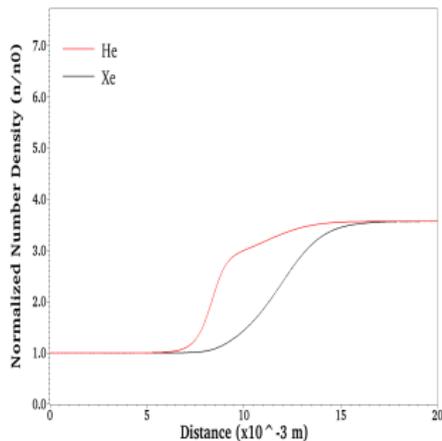


Converged 100x Baseline



1D Normal He:Xe Shock Test

- Mach 3.89 with He:Xe of 97:3 (i.e. Bird '94 Fig 12.35)
- Highlights Species Separation
- Separation Peak at $\rho_{He} \approx \rho_{Xe}$

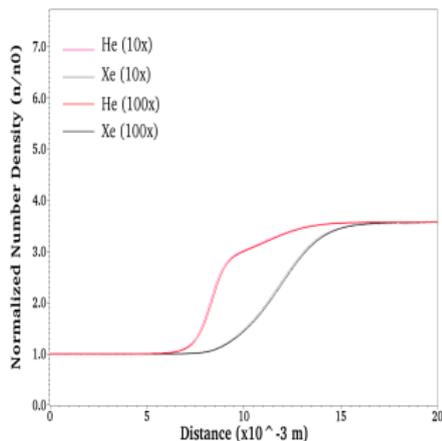


Converged 100x Baseline



1D Normal He:Xe Shock Test

- Mach 3.89 with He:Xe of 97:3 (i.e. Bird '94 Fig 12.35)
- Highlights Species Separation
- Separation Peak at $\rho_{He} \approx \rho_{Xe}$
- DSMC needs 33x He:Xe Macroparticles (From m_{Xe}/m_{He})
- Reduced Particle Count Introduces Error

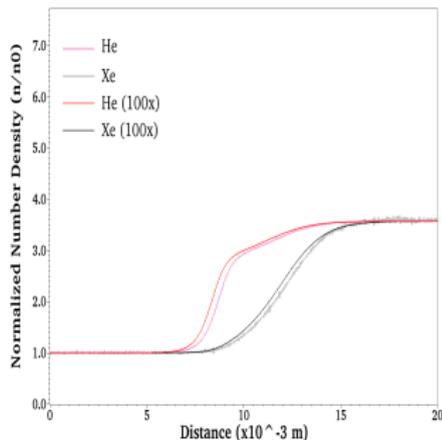


Comparison 10x vs. 100x



1D Normal He:Xe Shock Test

- Mach 3.89 with He:Xe of 97:3 (i.e. Bird '94 Fig 12.35)
- Highlights Species Separation
- Separation Peak at $\rho_{He} \approx \rho_{Xe}$
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- Reduced Particle Count Introduces Error
- Error in Time Average at Baseline

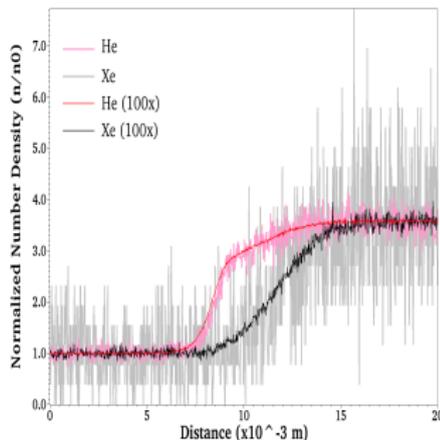


Comparison Baseline vs. 100x



1D Normal He:Xe Shock Test

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- Highlights Species Separation
- Separation Peak at $\rho_{He} \approx \rho_{Xe}$
- DSMC needs 33x He:Xe Macroparticles (From m_{Xe}/m_{He})
- Reduced Particle Count Introduces Error
- Error in Time Average at Baseline
- Instantaneous: Dramatic Noise in Xe



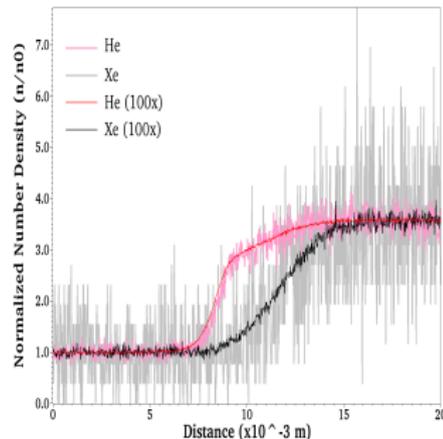
Instantaneous Baseline vs. 100x



1D Normal He:Xe Shock Test

- Mach 3.89 with He:Xe of 97:3 (i.e. Bird '94 Fig 12.35)
- Highlights Species Separation
- Separation Peak at $\rho_{He} \approx \rho_{Xe}$
- DSMC needs 33x He:Xe Macroparticles (From m_{Xe}/m_{He})
- Reduced Particle Count Introduces Error
- Error in Time Average at Baseline
- Instantaneous: Dramatic Noise in Xe

Noise Reduction via Variable Weights?

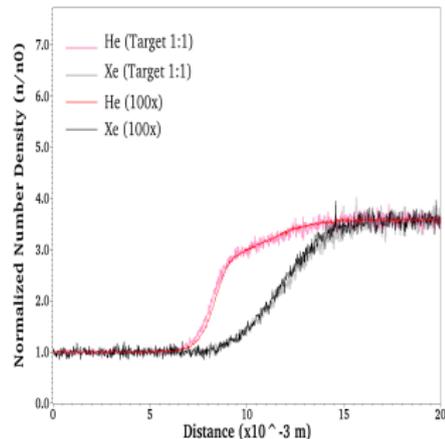


Instantaneous Baseline vs. 100x



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable

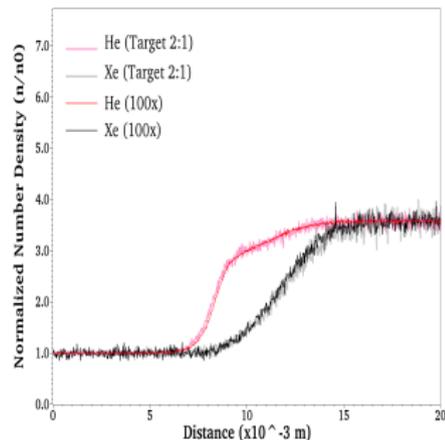


100x vs. FDSMC 1:1



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable
- Direct Noise Control by Target Ratio

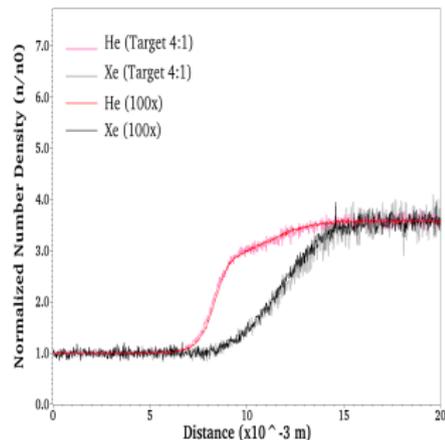


100x vs. FDSMC 2:1



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable
- Direct Noise Control by Target Ratio

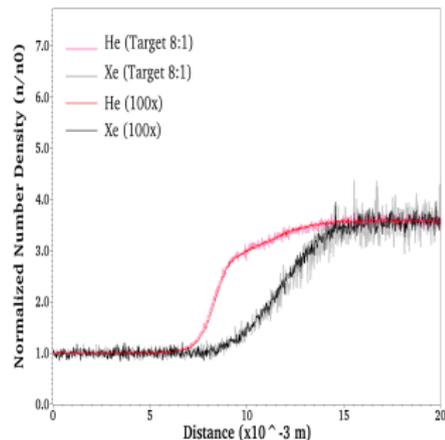


100x vs. FDSMC 4:1



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable
- Direct Noise Control by Target Ratio

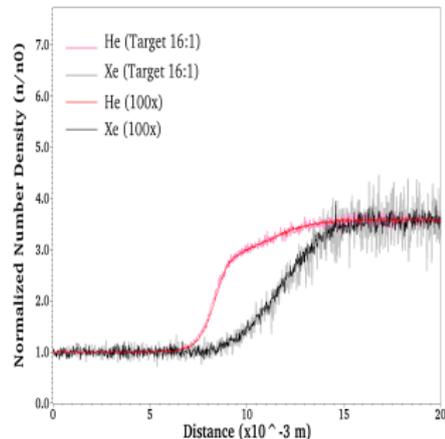


100x vs. FDSMC 8:1



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable
- Direct Noise Control by Target Ratio

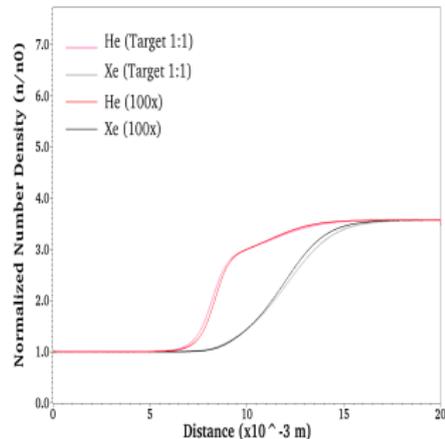


100x vs. FDSMC 16:1



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable
- Direct Noise Control by Target Ratio
- Converged Error Finite! (1:1 Target)
- Error Source Still Unidentified...

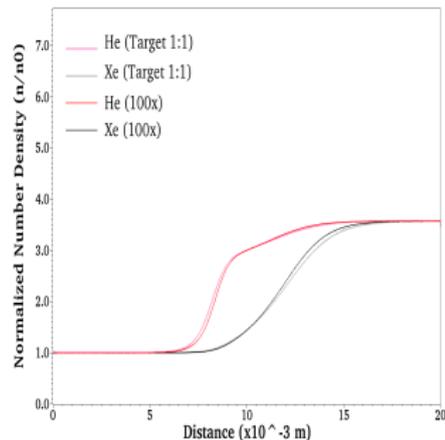


Averaged 100x vs. FDSMC 1:1



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable
- Direct Noise Control by Target Ratio
- Converged Error Finite! (1:1 Target)
- Error Source Still Unidentified...
- Potentially Sensitivity to He Tails?
 - Merge Impacts Higher Moments
 - TBD Error vs. He-Noise Level
 - Improvement Merge to Preserve Tails
- Adaptation of SWMP Incorrect?
 - # of Collisions Sampled as WDF Varies?
 - Collision Pair Rule Wrong, $w_i \ll w_j$?



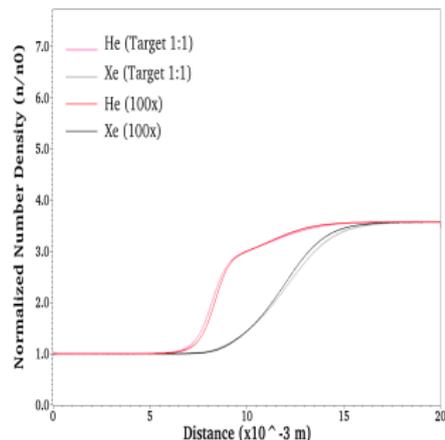
Averaged 100x vs. FDSMC 1:1



1D He:Xe Shock with SWPM+Octrees

- Xe Noise Controlled by 1:1 Target
- He:Xe Noise Comparable
- Direct Noise Control by Target Ratio
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 - Improvement Merge to Preserve Tails
- Adaptation of SWMP Incorrect?
 - # of Collisions Sampled as WDF Varies?
 - Collision Pair Rule Wrong, $w_i \ll w_j$?

Error Identification in Future Work

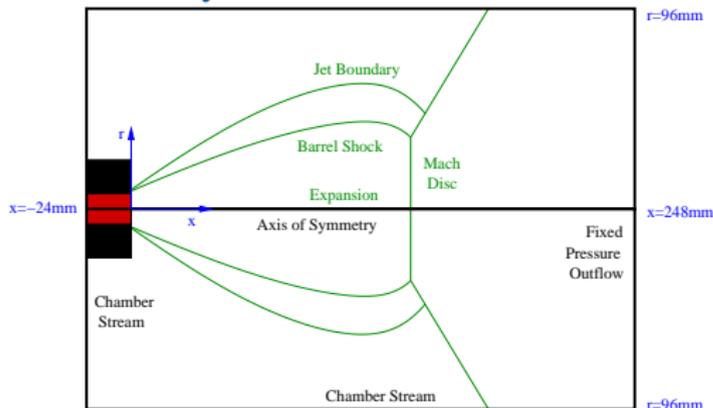


Averaged 100x vs. FDSMC 1:1



- Helium-Argon Mixture
- Expanded through Nozzle to Vacuum
- e -Beam Concentration Measurements

Jet Flow Layout



Re=533

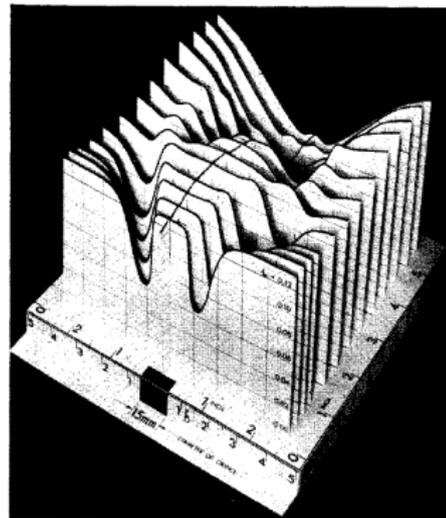
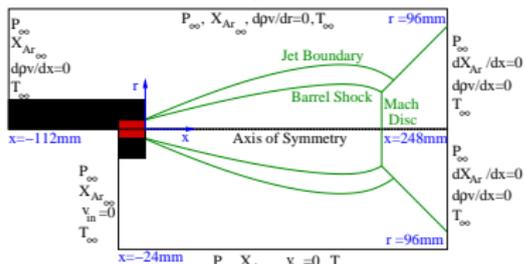


FIG. 11. Mole fraction of argon throughout the flow field of a free jet.



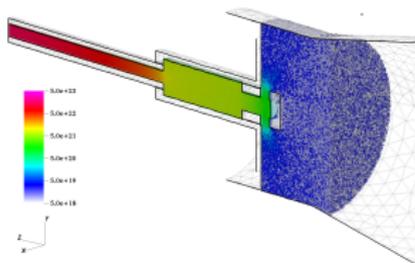
Case Tested in PhD & RGD27:

Continuum Boundary Conditions



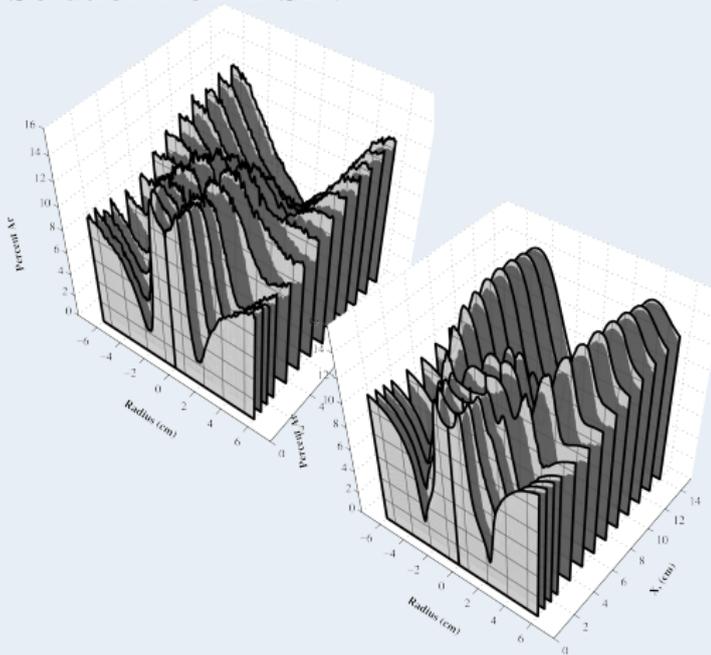
Monte Carlo Boundary Conditions

Surrogate for FRC Injection



Dynamic Range \gg Shocks

Solution from DS2V



Solution from SPARTAN
(Navier-Stokes + Diffusion Velocity)



1 Wing Increases near Nozzle Edge

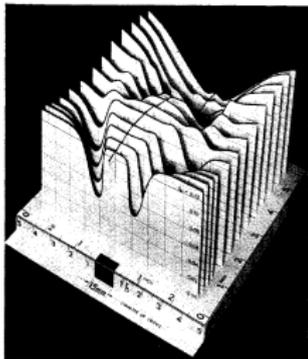
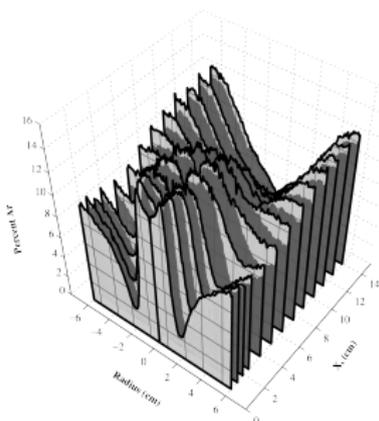
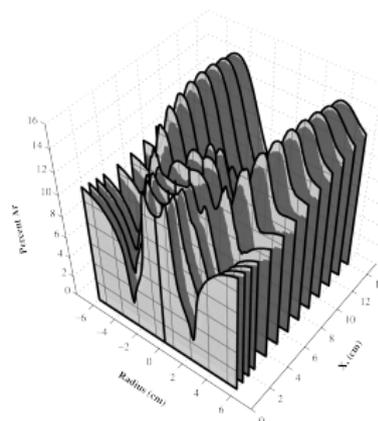


FIG. 11. Mole fraction of argon throughout the flow field of a free jet.

Experimental



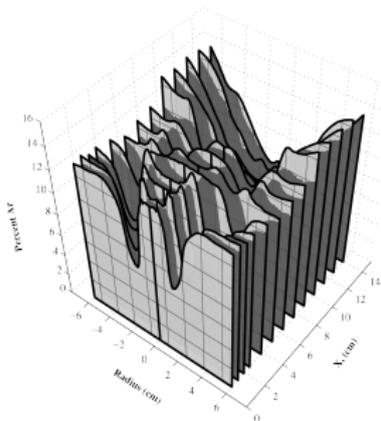
DS2V



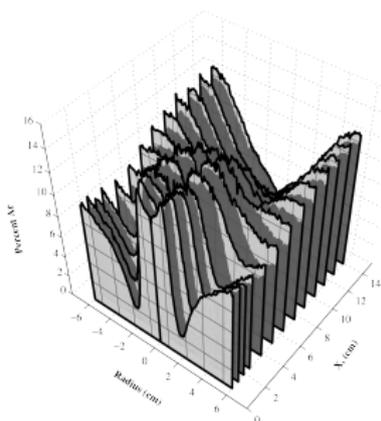
SPARTAN



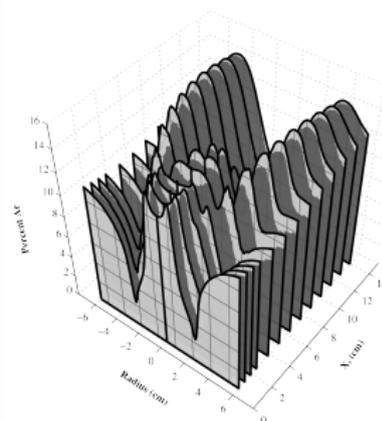
1 Wing Increases near Nozzle Edge



Experimental



DS2V

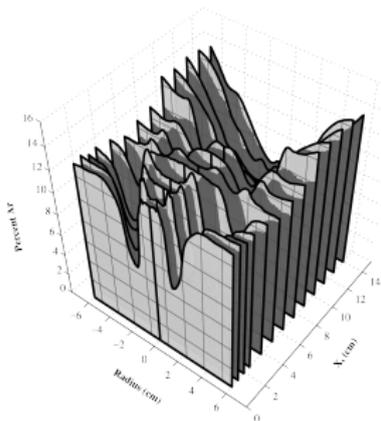


SPARTAN

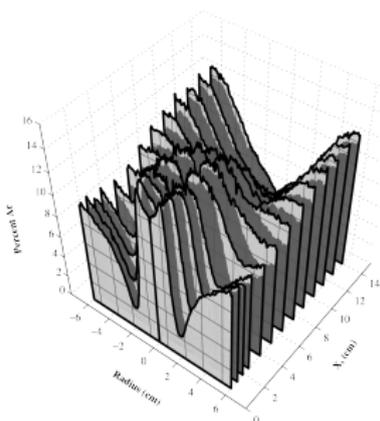


FEATURES FOUND VIA SIMULATIONS

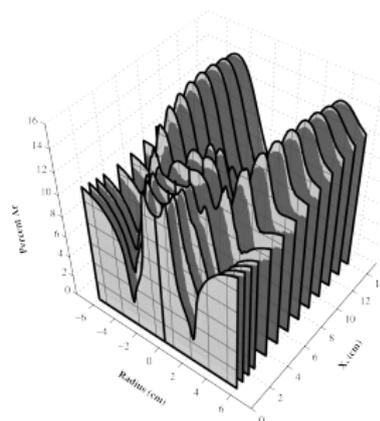
- 1 Wing Increases near Nozzle Edge
- 2 Lower Radial Boundary Edge Concentration



Experimental



DS2V

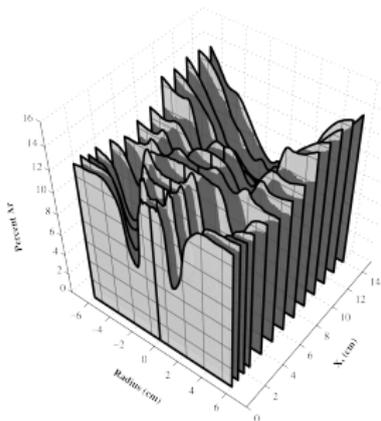


SPARTAN

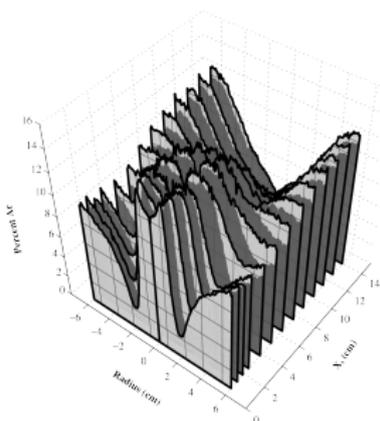


FEATURES FOUND VIA SIMULATIONS

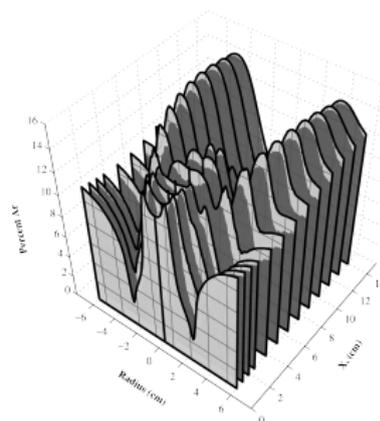
- 1 Wing Increases near Nozzle Edge
- 2 Lower Radial Boundary Edge Concentration
- 3 Deeper Jet Edge Concentration Drop



Experimental



DS2V



SPARTAN



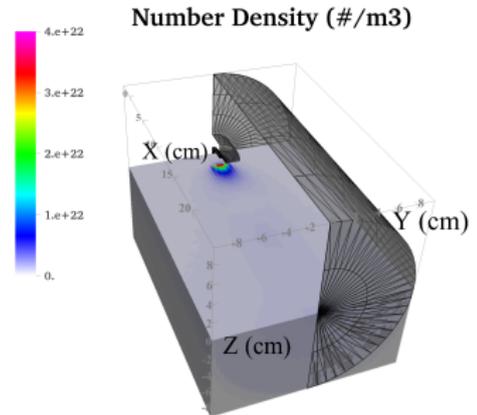
- TURF Naturally 3D Cartesian
- Considered 2D-Axisymmetric TURF
- Simple DSMC but Merge Complex
(Conservation on $v_{\parallel}v_{\perp}$ -Quadrees?)

Standard 3D DSMC



- TURF Naturally 3D Cartesian
- Considered 2D-Axisymmetric TURF
- Simple DSMC but Merge Complex (Conservation on $v_{\parallel}v_{\perp}$ -Quadrees?)
- Opted to Run Coarse Full 3D (Simplified Boundary Conditions)
- 3D Expensive at Tractable Resolution
- Added Collision Sub-Cells to TURF

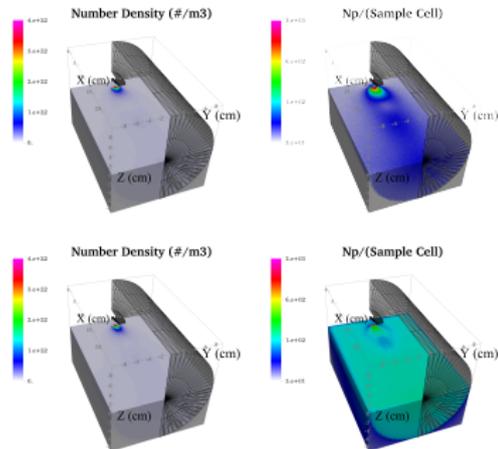
Standard 3D DSMC





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- Simple DSMC but Merge Complex (Conservation on $v_{\parallel}v_{\perp}$ -Quadrees?)
- Opted to Run Coarse Full 3D (Simplified Boundary Conditions)
- 3D Expensive at Tractable Resolution
- Added Collision Sub-Cells to TURF
- Fractional DSMC Controls Np/Cell

Standard 3D DSMC

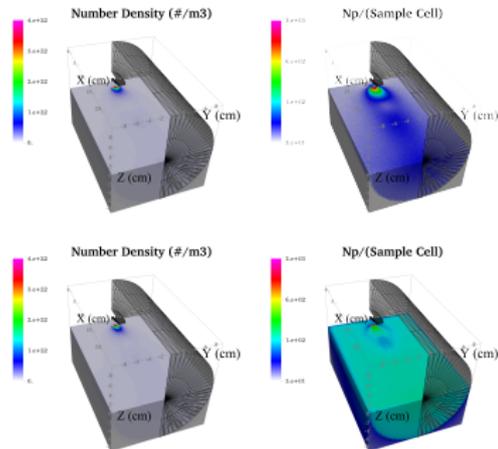


Multi-Species Fractional DSMC



- TURF Naturally 3D Cartesian
- Considered 2D-Axisymmetric TURF
- Simple DSMC but Merge Complex (Conservation on $v_{\parallel}v_{\perp}$ -Quadrees?)
- Opted to Run Coarse Full 3D (Simplified Boundary Conditions)
- 3D Expensive at Tractable Resolution
- Added Collision Sub-Cells to TURF
- Fractional DSMC Controls Np/Cell
- Linear Density Obscures Results

Standard 3D DSMC

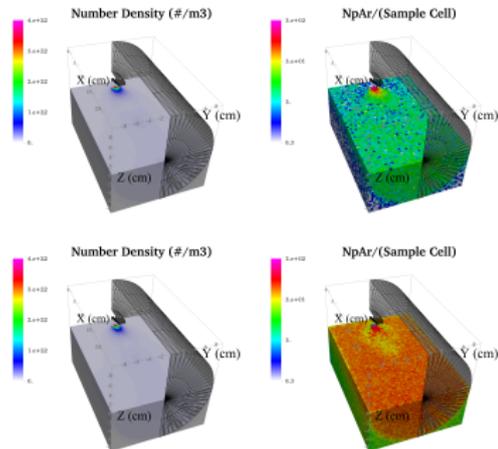


Multi-Species Fractional DSMC



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- Simple DSMC but Merge Complex (Conservation on $v_{\parallel}v_{\perp}$ -Quadrees?)
- Opted to Run Coarse Full 3D (Simplified Boundary Conditions)
- 3D Expensive at Tractable Resolution
- Added Collision Sub-Cells to TURF
- Fractional DSMC Controls Np/Cell
- Linear Density Obscures Results
- Issue Clearer with NpAr/Cell

Standard 3D DSMC



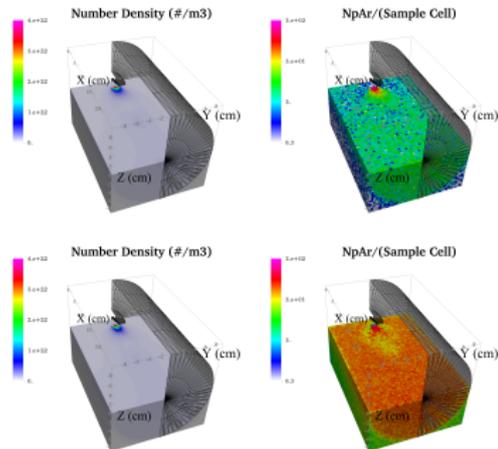
Multi-Species Fractional DSMC



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- 3D Expensive at Tractable Resolution
- Added Collision Sub-Cells to TURF
- Fractional DSMC Controls Np/Cell
- Linear Density Obscures Results
- Issue Clearer with NpAr/Cell

X_{Ar} to RX-Plane \rightarrow for Detailed Results...

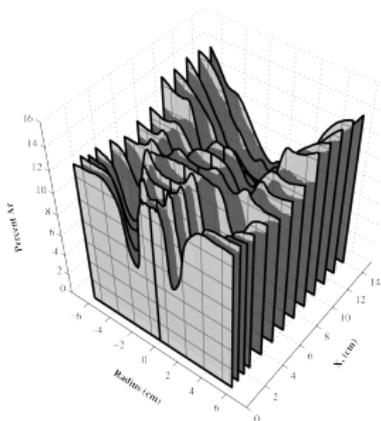
Standard 3D DSMC



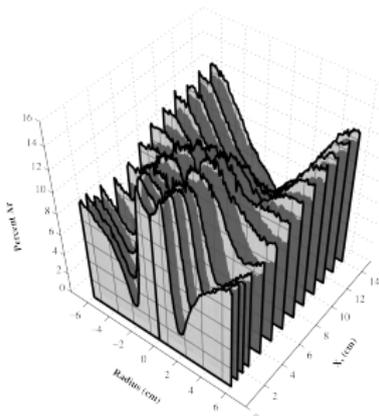
Multi-Species Fractional DSMC



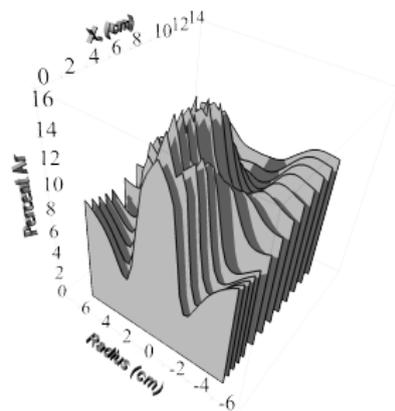
1 Standard DSMC Poor Results



Experimental



DS2V



TURF

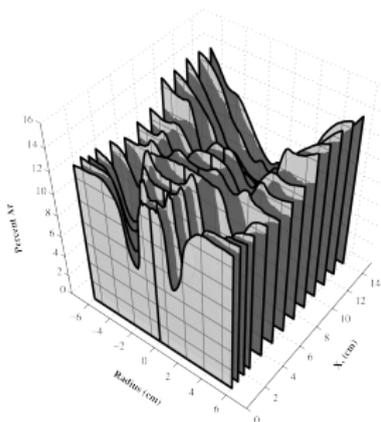
1:1 - Collision:Sample



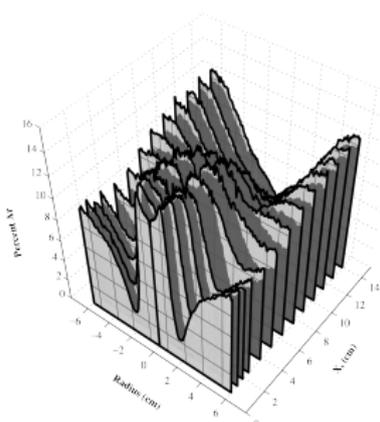
PRELIMINARY TURF RESULTS: HE:AR JET



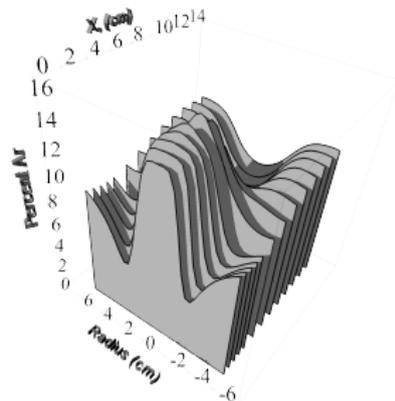
- 1 Standard DSMC Poor Results
- 2 2x2x2 Collision Cell Improves Standard DSMC



Experimental



DS2V



TURF

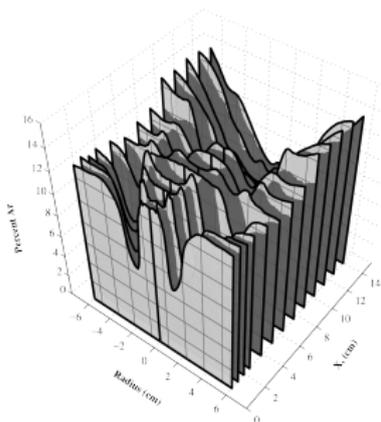
2x2x2:1 - Collision:Sample



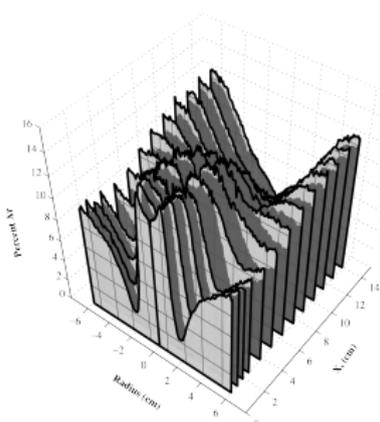
PRELIMINARY TURF RESULTS: HE:AR JET



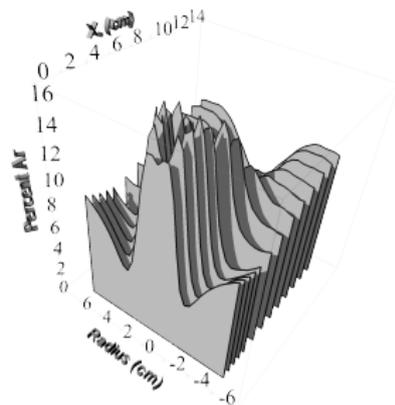
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- 3 SWPM+Octree Significantly Better (2x2x2 Collision Cell)



Experimental



DS2V



TURF

SWPM+Octree (2x2x2 Collision Cells)



The ∂f -Boltzmann for $f = f^{eq} + f^{dev}$

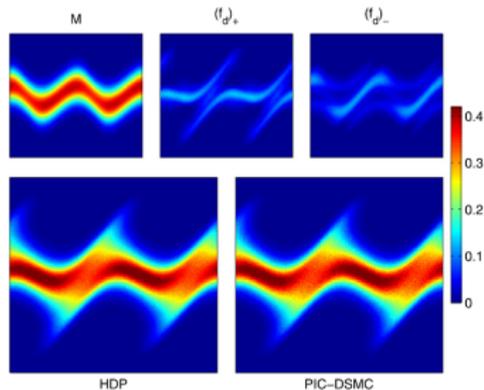
- ∂f - Concept Old
- How to make ∂f cheaper than full- f
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Strong Landau Damping



P-P:	$v+, w+$	\rightarrow	$v'+, w'+$
P-N:	$v+, w-$	\rightarrow	$2v+, v'-, w'-$
N-N:	$v-, w-$	\rightarrow	$2v-, 2w-, v'+, w'+$
P-M:	$M, v+$	\rightarrow	$M, w-, v'+, w'+$
N-M:	$M, v-$	\rightarrow	$M, w+, v'-, w'-$
M-M:		\rightarrow	\emptyset

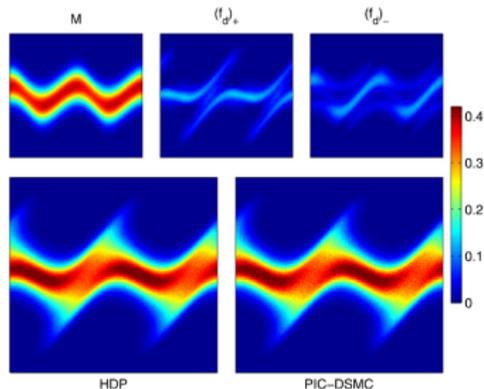
Yan, JCP 309 (2016) 18-36



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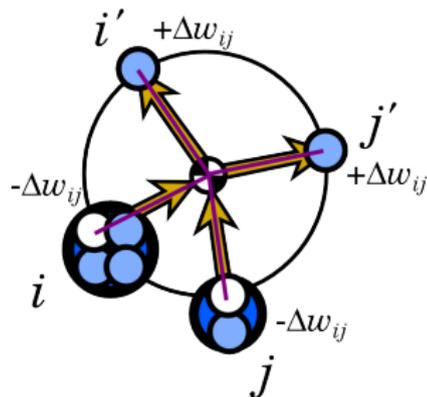
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Stochastic Weight Particle Method (SWPM)



$$w_i = w_i - \Delta w_{ij} \ \& \ w_j = w_j - \Delta w_{ij}$$

$$w_{(N_p+1)} = \Delta w_{ij} \ \& \ w_{(N_p+2)} = \Delta w_{ij}$$

+2 Particles/Collision

RGD30



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Octree ∂f -Boltzmann Bin-to-Bin Collisions

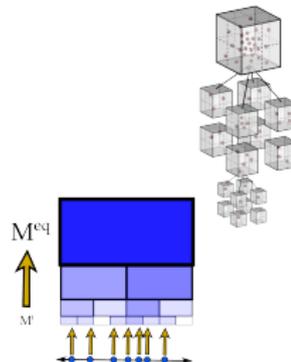




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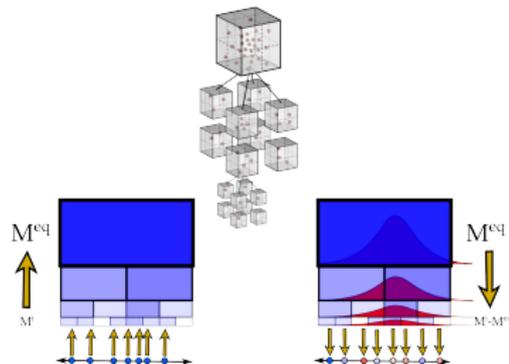




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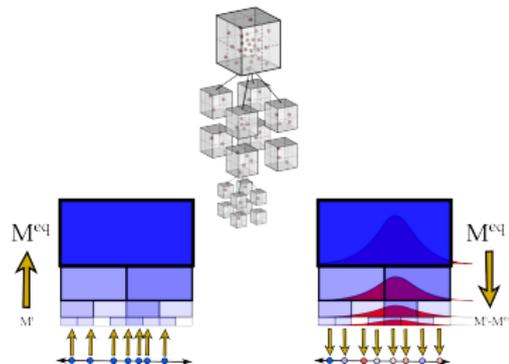




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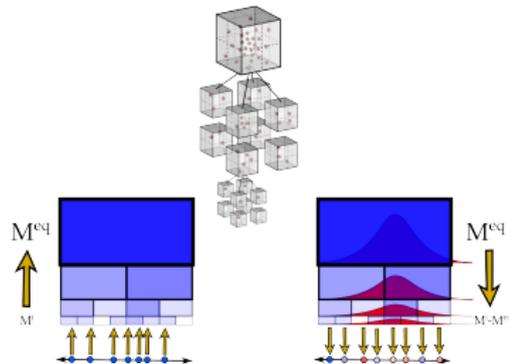
Sample Collisions using Δw : for P-P, P-N, N-N, P-M, N-M
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- Collision Work $\propto \partial f$, not f

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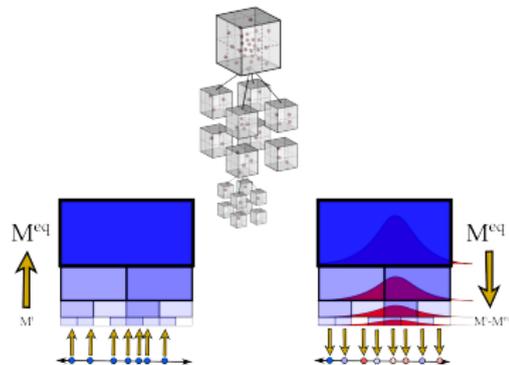
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- Valid at Adaptive Tree Depths
- Entropy Estimate for DOF Distribution

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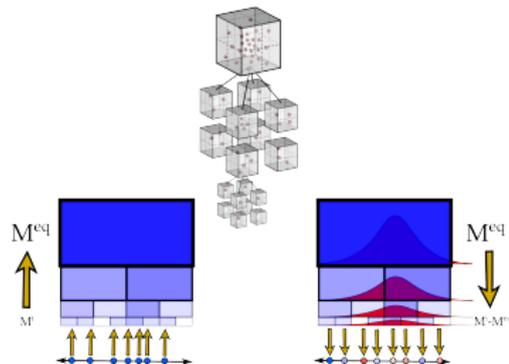
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Combine with 2^6 -Tree
XV \rightarrow Multigrid Solves?



Current Results:

- SWPM+Octree Option for Variable Weight Mixture Collisions
- Multiple Octree Merge only Modification for Multi-Species
- Initial Verification vs. Standard Shock Cases
- Merge/Target Enables Direct Control of Noise
- Unidentified Systematic Error with 1:1 Target
- Initial Testing on 3D Mixture Expansion Better with SWPM+Octree

Future Efforts:

- Additional Investigation of Error Source for Disparate Weights
- Improved Merge/Control of Tails
- Apply to Reacting Flow
- Adaptation for δf



Thank You

This material is based upon work supported by the Air Force Office of Scientific Research under award number FA9550-17RQCOR465.

Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author and do not necessarily reflect the views of the United States Air Force.

Questions?