

Supplemental Slides for:

Using STELLOPT/REGCOIL and to find a better winding surface for QHS46
and

Part 2: Discrete coils, free-boundary VMEC MHD solutions and Poincaré plots

With some bug fixes to plots and other typos

John C. Schmitt

A. Bader, H. Frerichs, M. Landreman, S. Lazerson, E. Paul



UNIVERSITY OF
MARYLAND



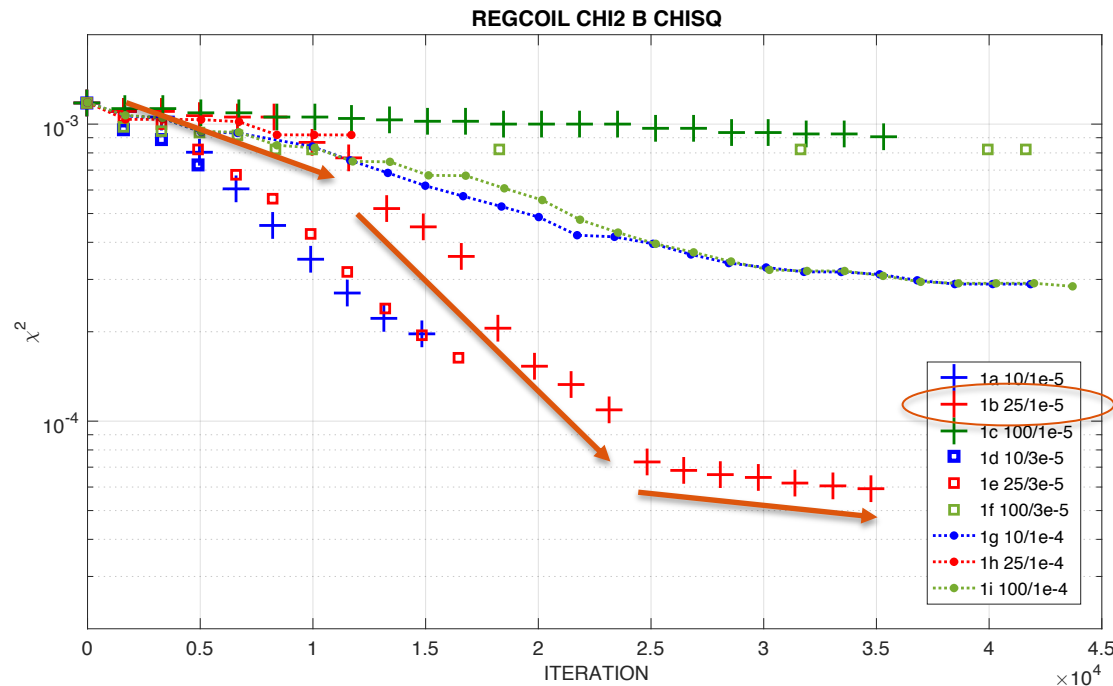
WISCONSIN
UNIVERSITY OF WISCONSIN-MADISON

Backup Slides



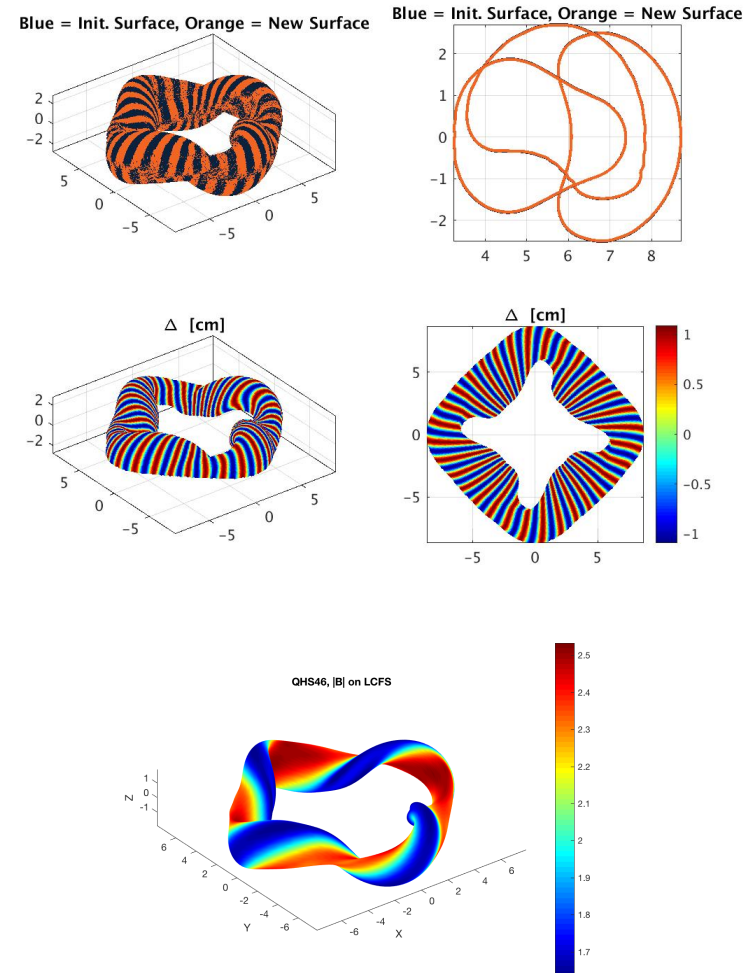
The next 21 slides show the evolution of the new 'optimal' solution during case 1b with FACTOR/EPSTCN = 25 / 1e-5

- This is the case shown in red '+' symbols, see arrows
- The first slide will explain what is being shown in each subplot
- There are 21 set of plots, one for each new solution



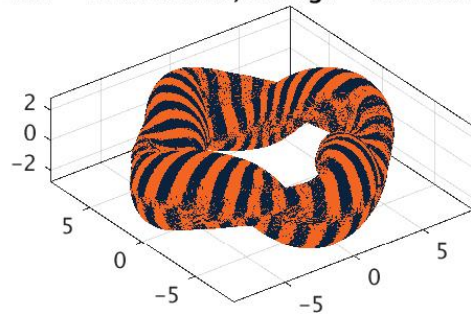
As an example, the first step (but don't dwell on it)

- X, Y, Z axis units are meters
- Upper Left: The original winding surface (in black) and the new winding surface (orange) are superimposed on the same axes. This allows a simple 'binary' eye inspection to see the gross features of the surfaces
- Upper Right: Planar slices of the winding surface at $\zeta = (0^\circ, 45^\circ, 90^\circ) * \frac{360^\circ}{NFP}$
- Lower left and right: The distance (in cm) from the new surface to the original surface, multiplied by the sign of the change in the vertical (Z) –direction
- Original target $|B|$ on target LCFS also shown for reference
- This is not a 'self-consistent' $|B|$

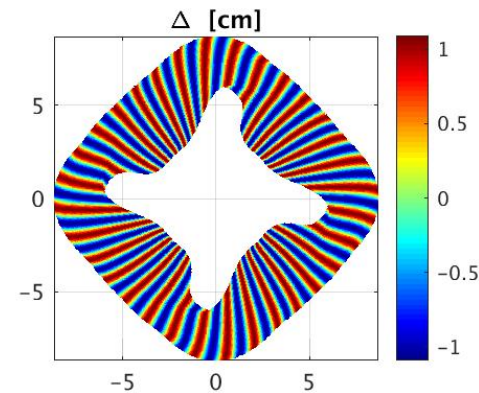
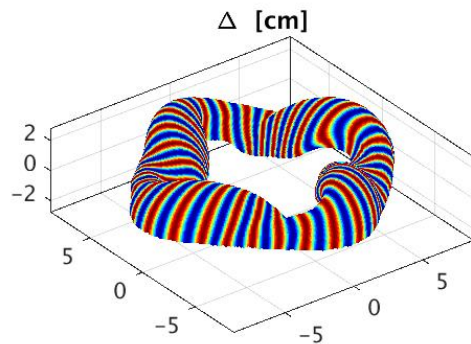
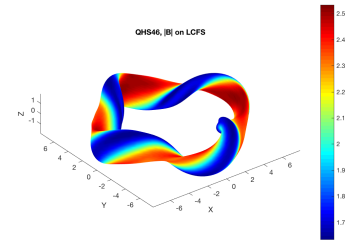
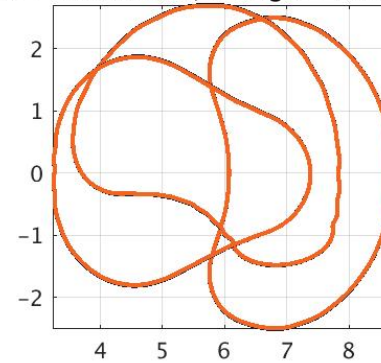


Iterative solution #2, The first step

Blue = Init. Surface, Orange = New Surface

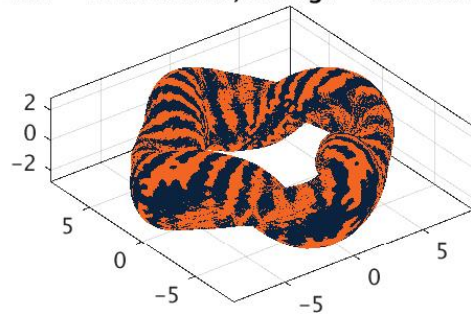


Blue = Init. Surface, Orange = New Surface

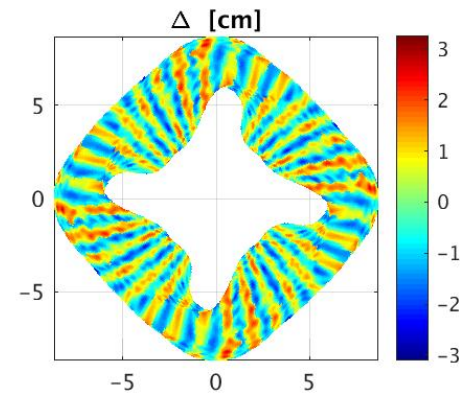
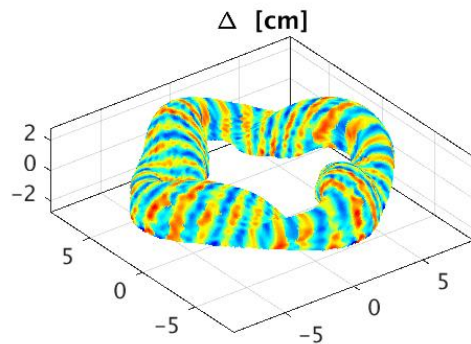
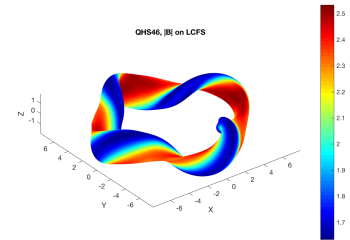
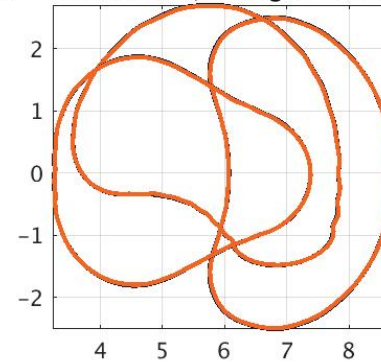


Iterative solution #3

Blue = Init. Surface, Orange = New Surface

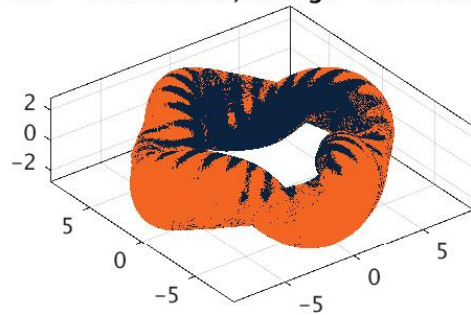


Blue = Init. Surface, Orange = New Surface

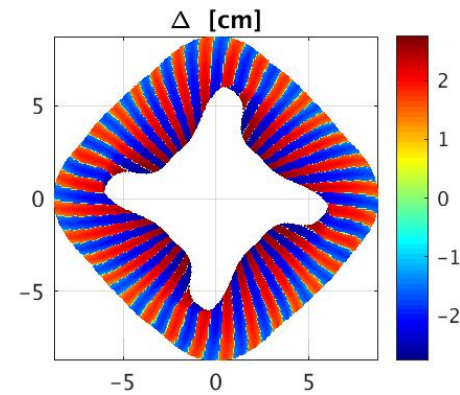
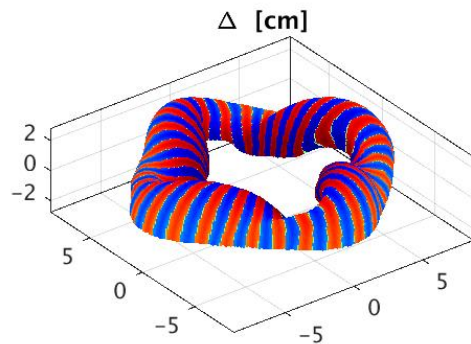
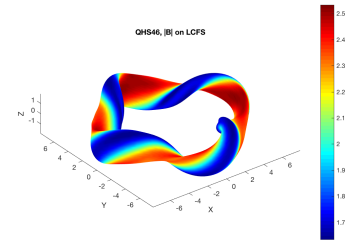
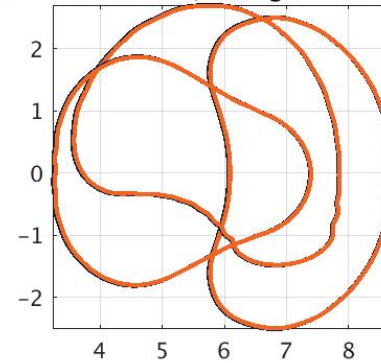


Iterative solution #4

Blue = Init. Surface, Orange = New Surface

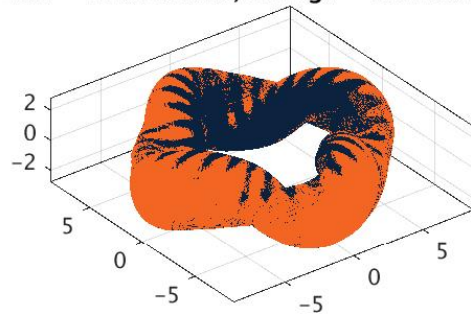


Blue = Init. Surface, Orange = New Surface

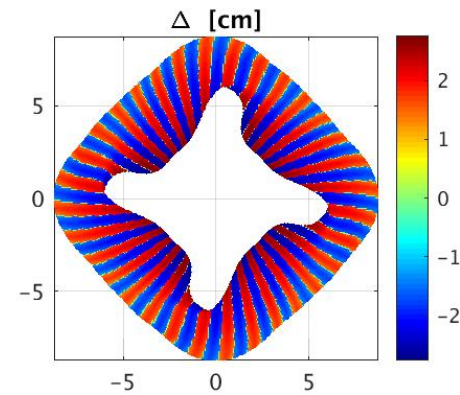
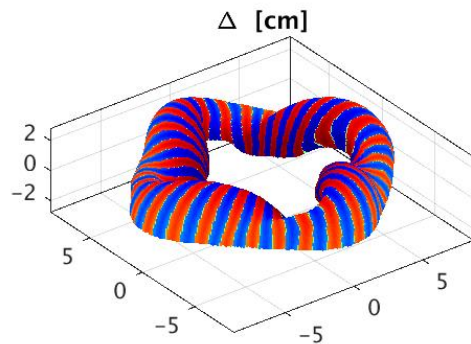
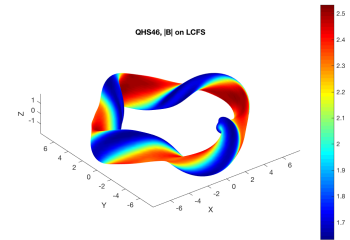
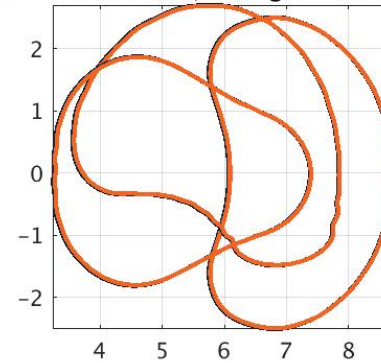


Iterative solution #5

Blue = Init. Surface, Orange = New Surface

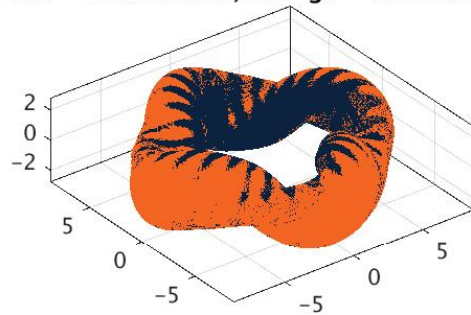


Blue = Init. Surface, Orange = New Surface

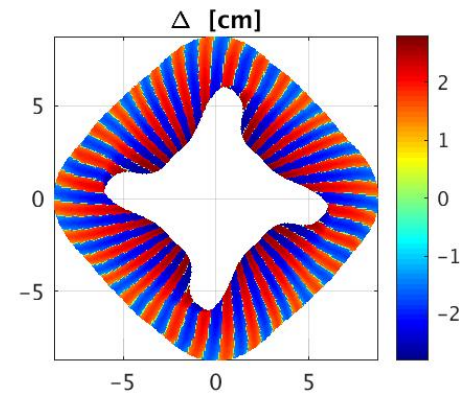
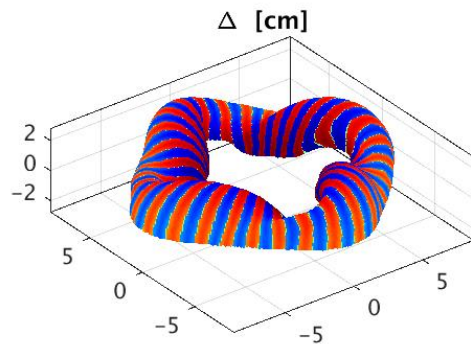
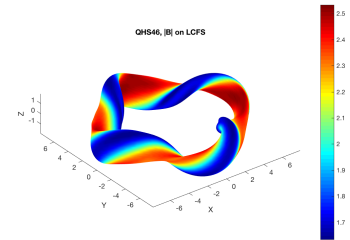
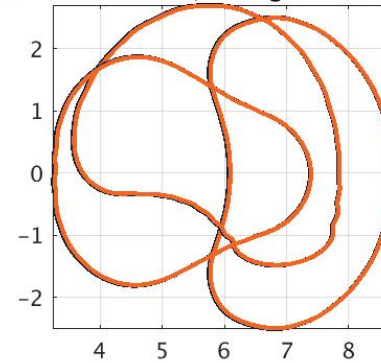


Iterative solution #6

Blue = Init. Surface, Orange = New Surface

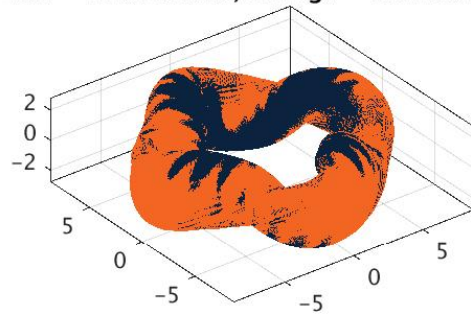


Blue = Init. Surface, Orange = New Surface

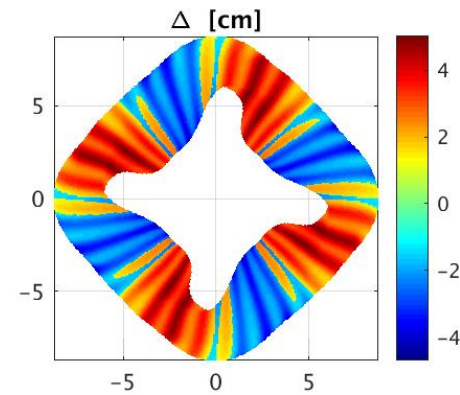
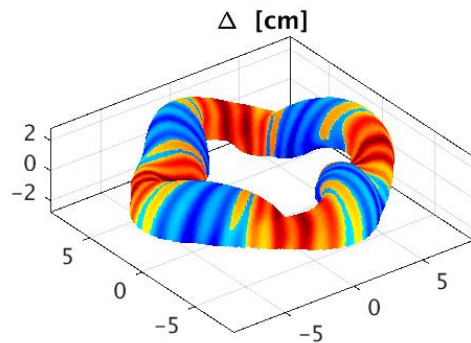
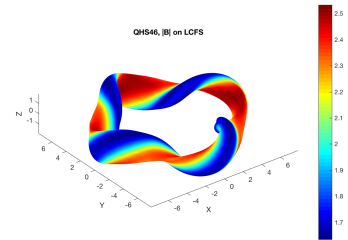
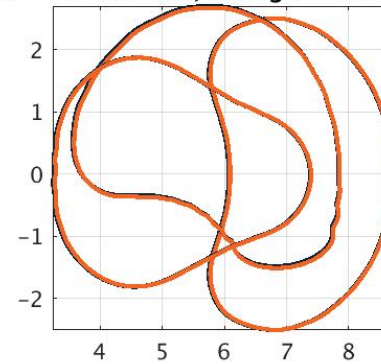


Iterative solution #7

Blue = Init. Surface, Orange = New Surface

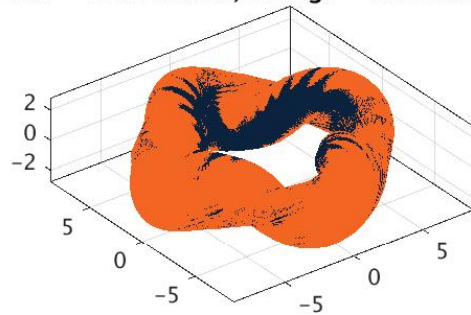


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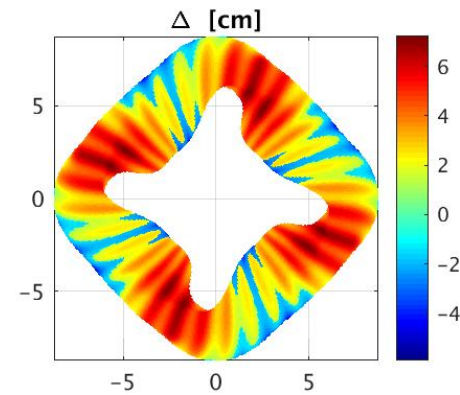
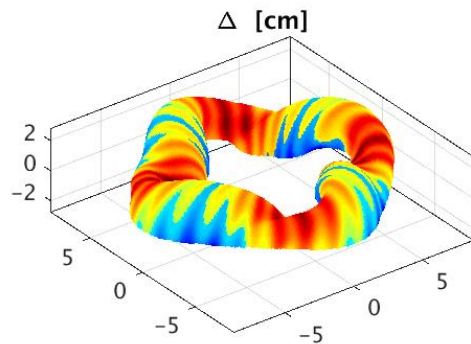
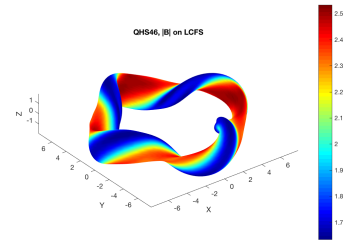
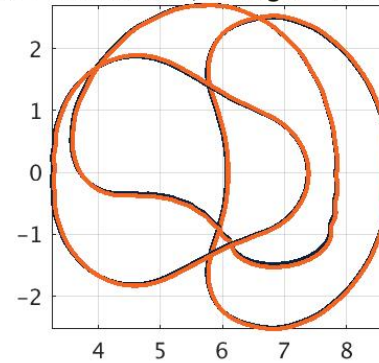


Iterative solution #8

Blue = Init. Surface, Orange = New Surface

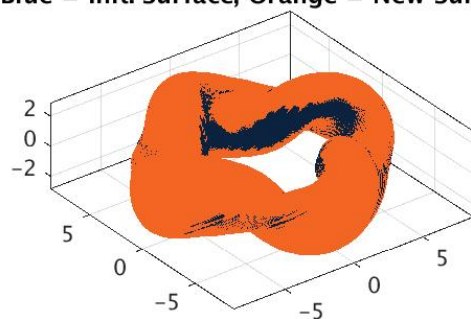


Blue = Init. Surface, Orange = New Surface

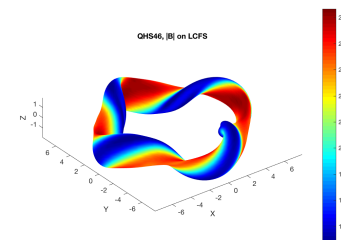
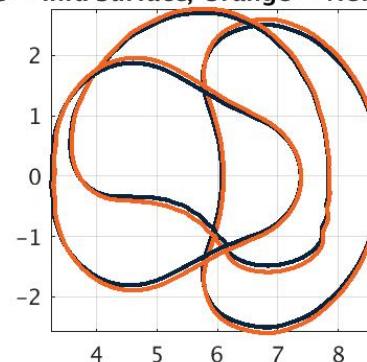


Iterative solution #9: A new rate of descent begins now; Surface will become narrower and taller.

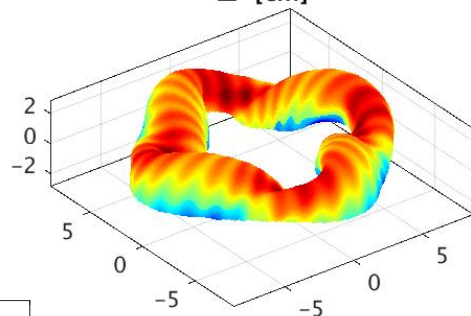
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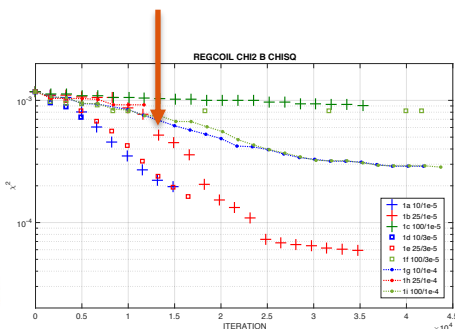
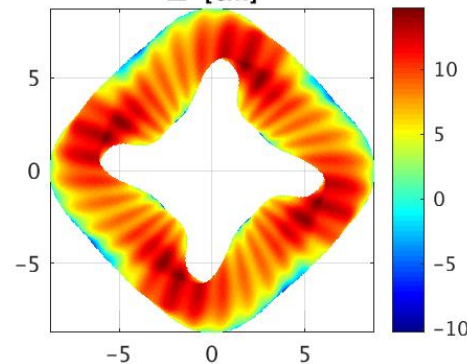
Blue = Init. Surface, Orange = New Surface



Δ [cm]

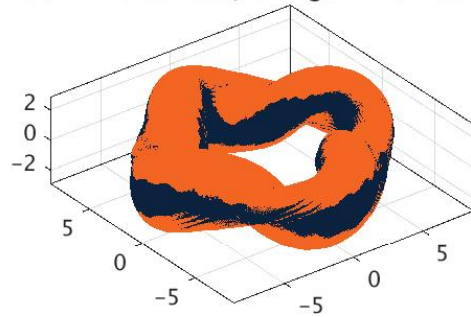


Δ [cm]

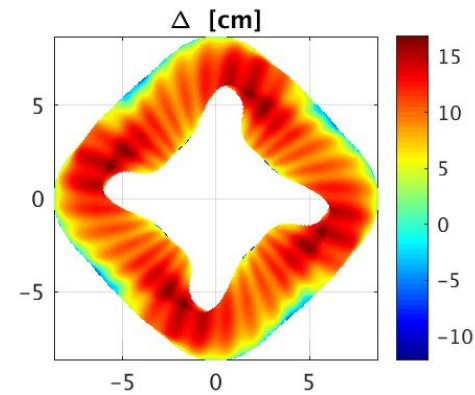
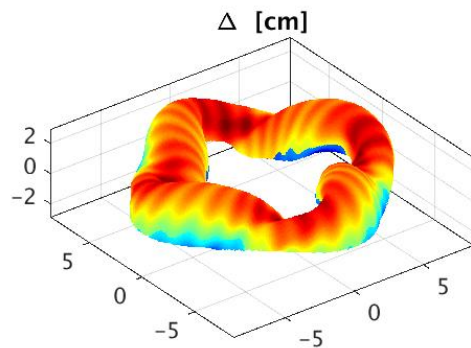
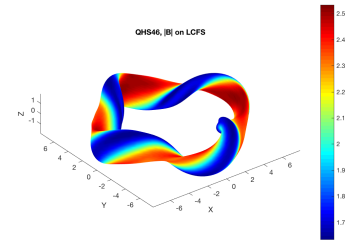
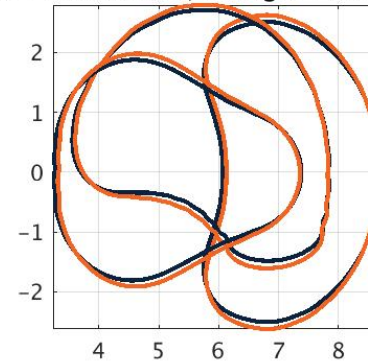


Iterative solution #10

Blue = Init. Surface, Orange = New Surface

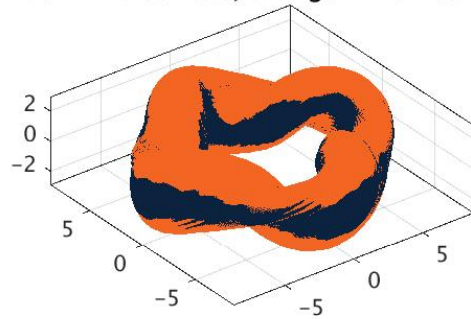


Blue = Init. Surface, Orange = New Surface

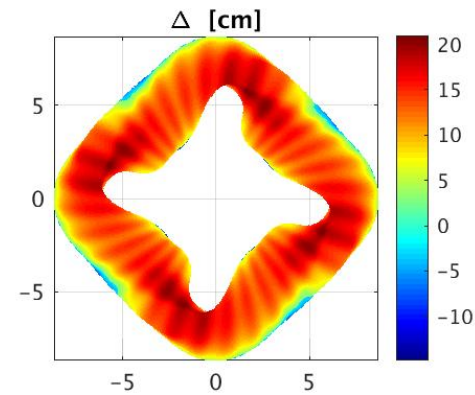
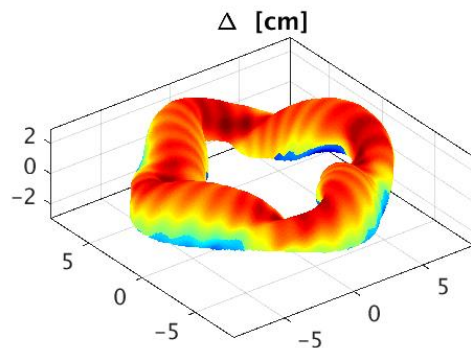
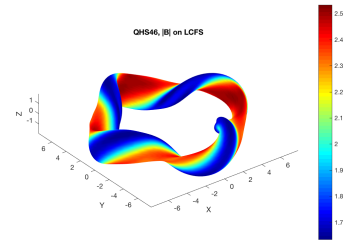
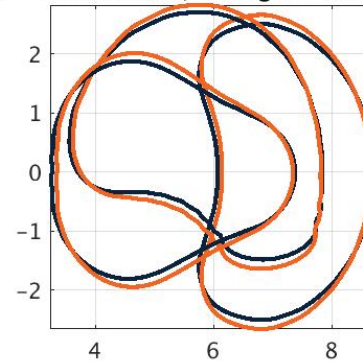


Iterative solution #11

Blue = Init. Surface, Orange = New Surface

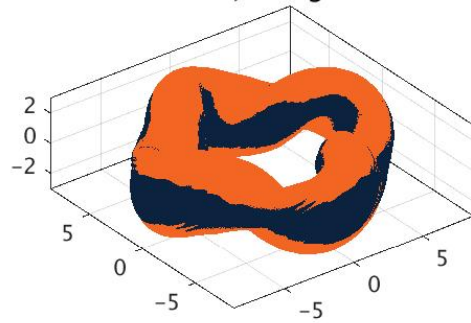


Blue = Init. Surface, Orange = New Surface

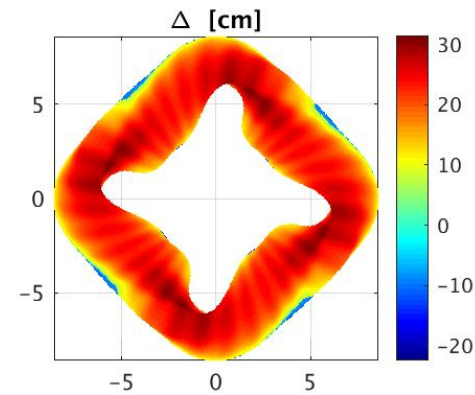
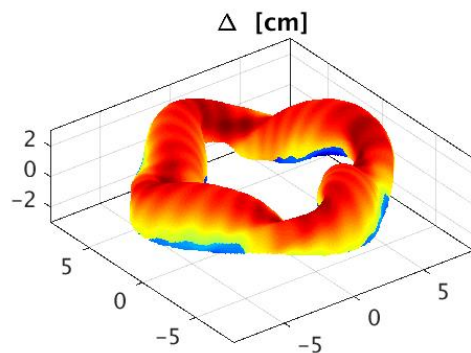
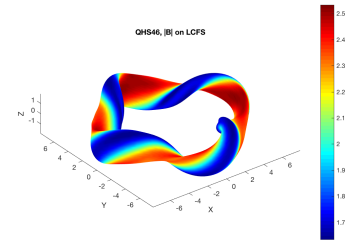
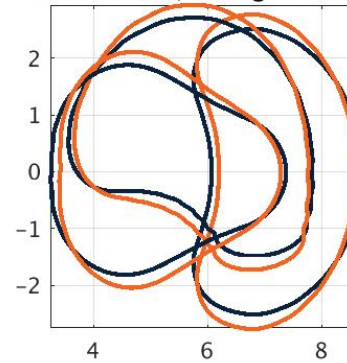


Iterative solution #12

Blue = Init. Surface, Orange = New Surface

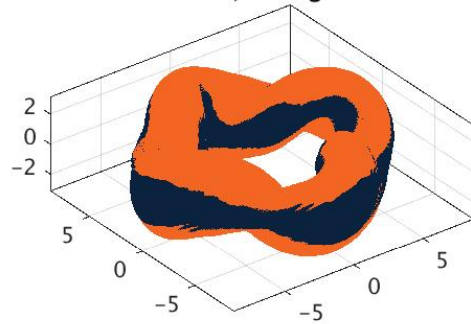


Blue = Init. Surface, Orange = New Surface

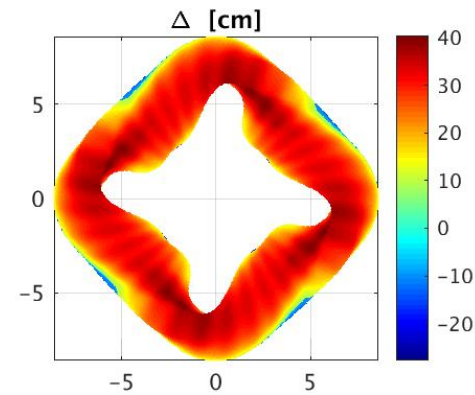
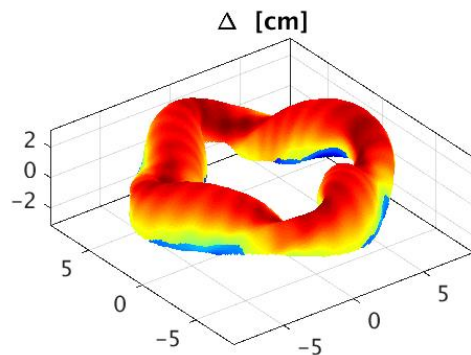
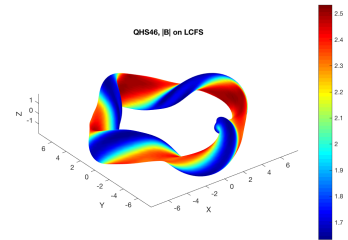
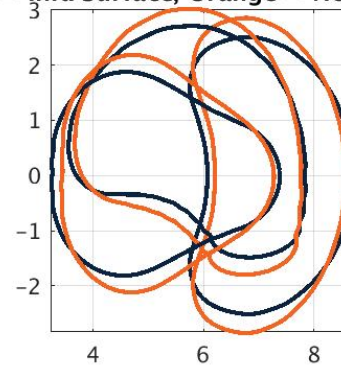


Iterative solution #13

Blue = Init. Surface, Orange = New Surface

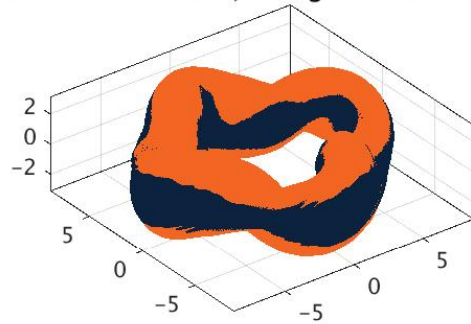


Blue = Init. Surface, Orange = New Surface

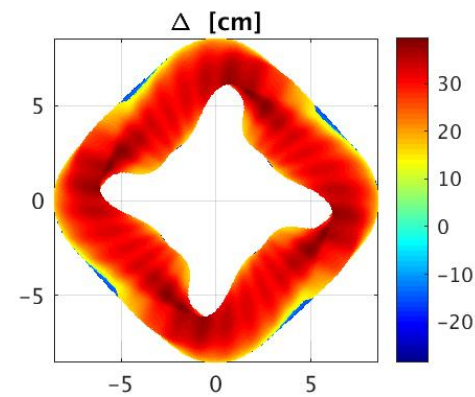
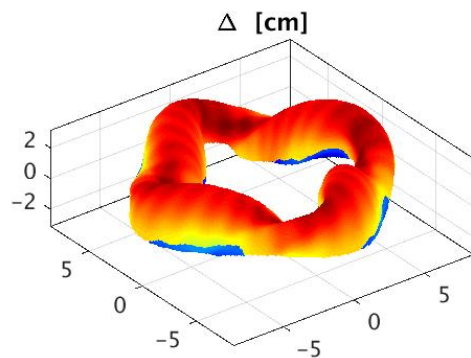
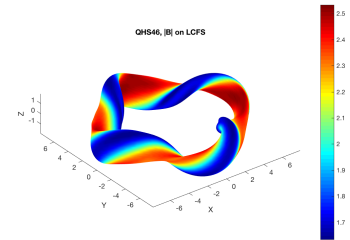
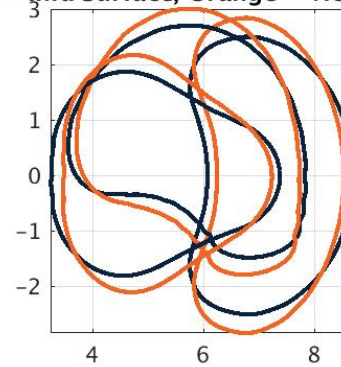


Iterative solution #14

Blue = Init. Surface, Orange = New Surface

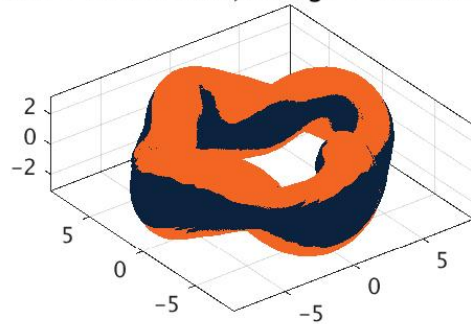


Blue = Init. Surface, Orange = New Surface

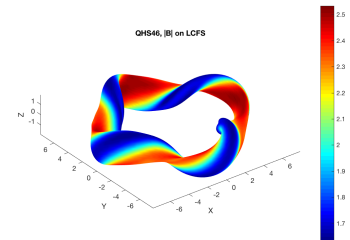
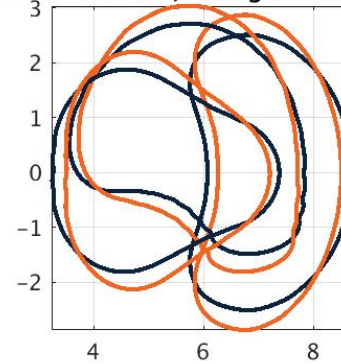


Iterative solution # 15

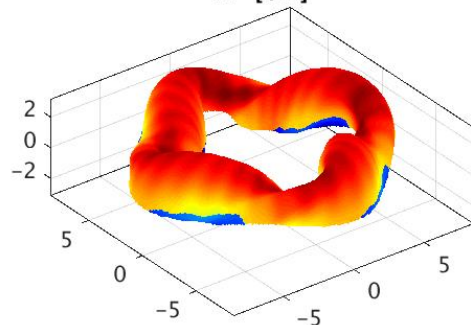
Blue = Init. Surface, Orange = New Surface



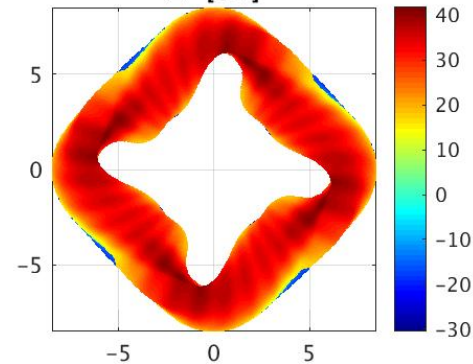
Blue = Init. Surface, Orange = New Surface



Δ [cm]

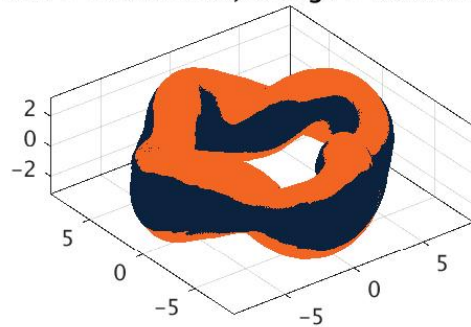


Δ [cm]

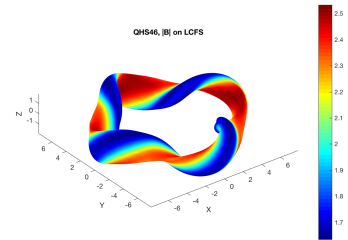
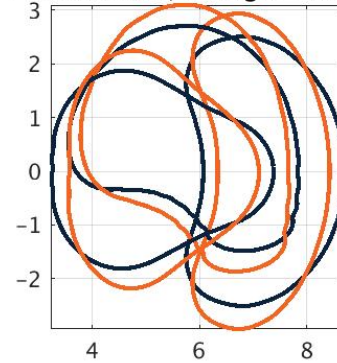


Iterative solution # 16: Descent slows down from here on to the end

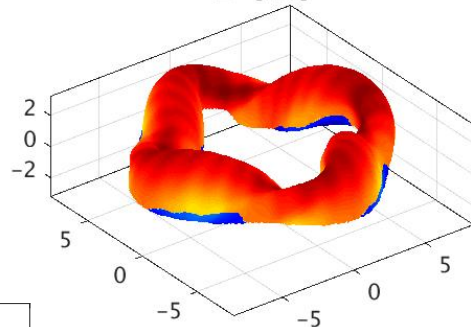
Blue = Init. Surface, Orange = New Surface



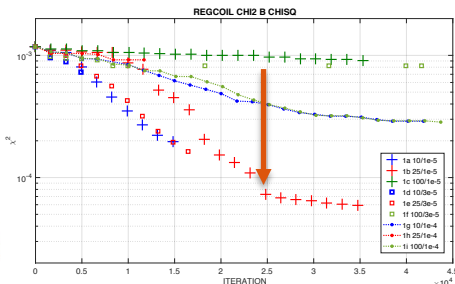
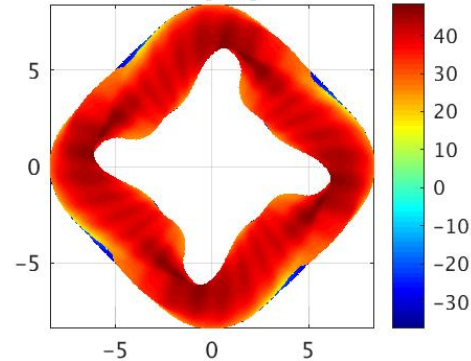
Blue = Init. Surface, Orange = New Surface



Δ [cm]

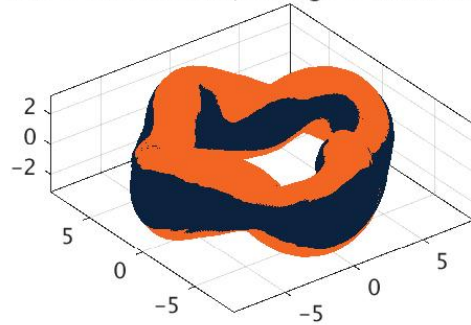


Δ [cm]

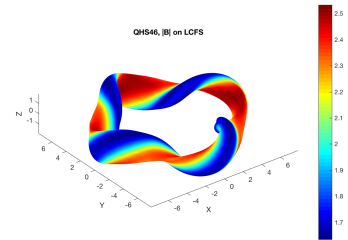
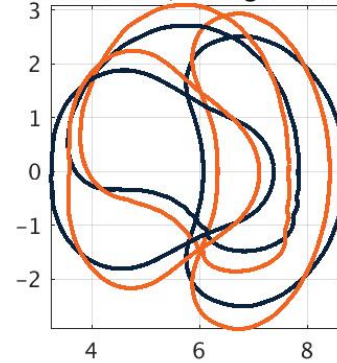


Iterative solution #17

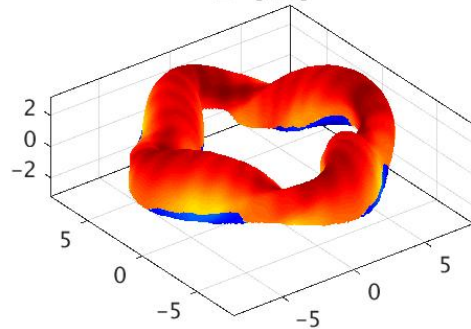
Blue = Init. Surface, Orange = New Surface



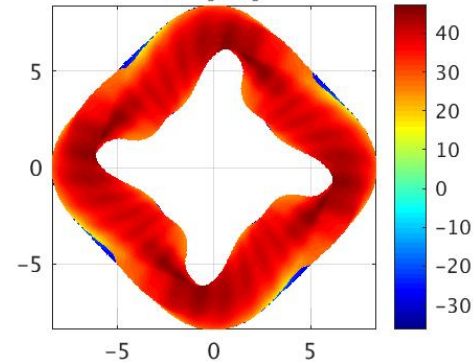
Blue = Init. Surface, Orange = New Surface



Δ [cm]

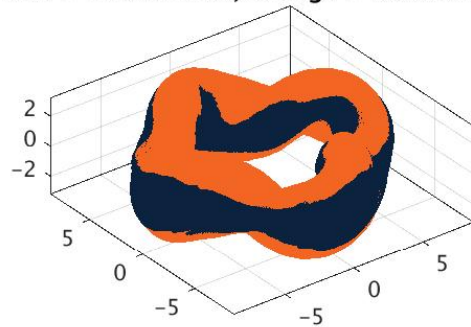


Δ [cm]

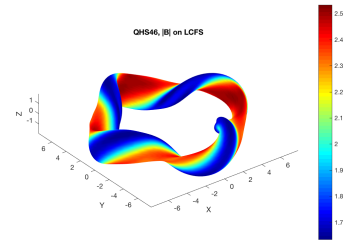
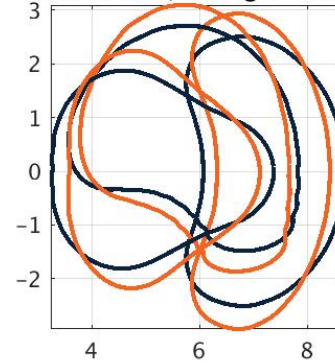


Iterative solution #18

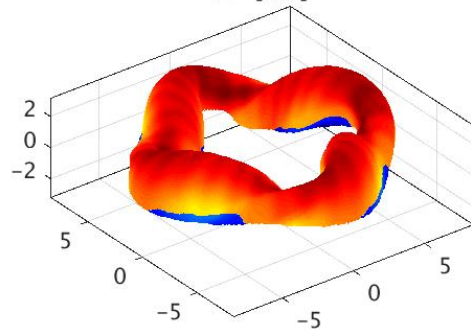
Blue = Init. Surface, Orange = New Surface



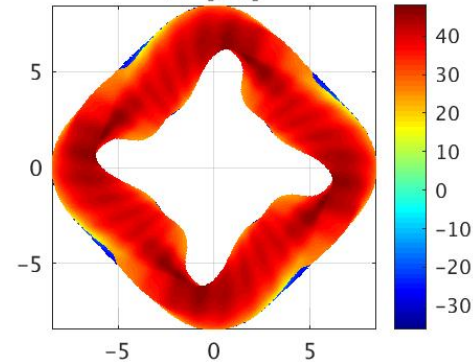
Blue = Init. Surface, Orange = New Surface



Δ [cm]

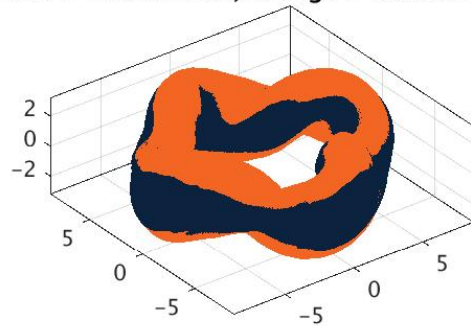


Δ [cm]

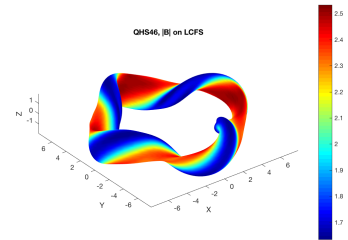
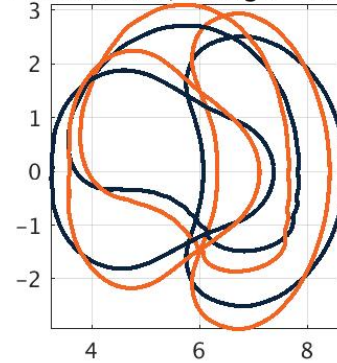


Iterative solution #19

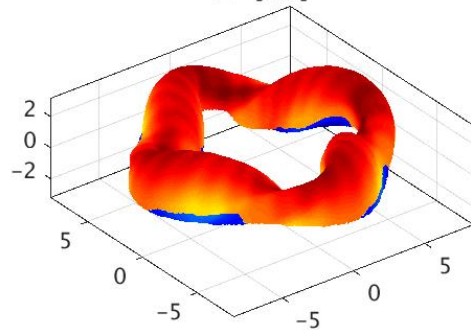
Blue = Init. Surface, Orange = New Surface



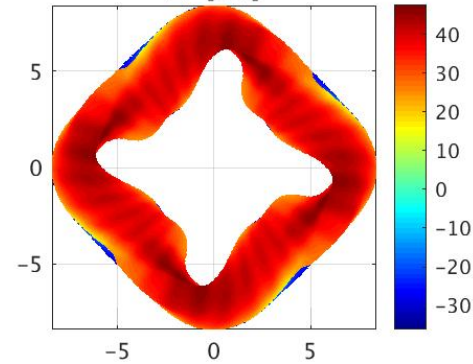
Blue = Init. Surface, Orange = New Surface



Δ [cm]

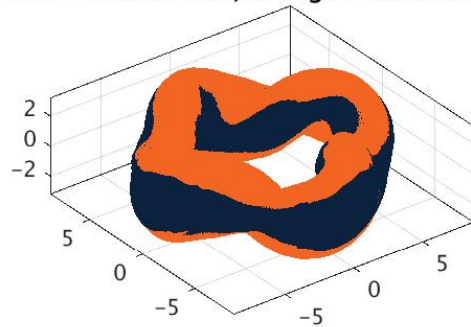


Δ [cm]

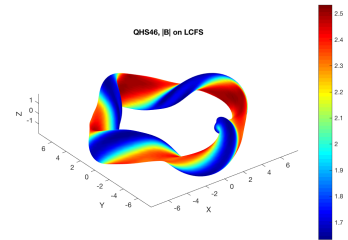
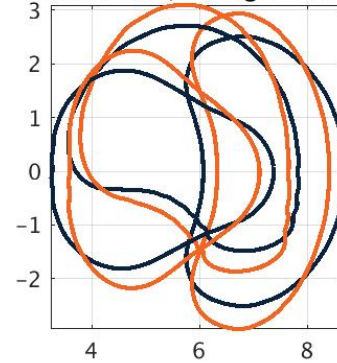


Iterative solution #20

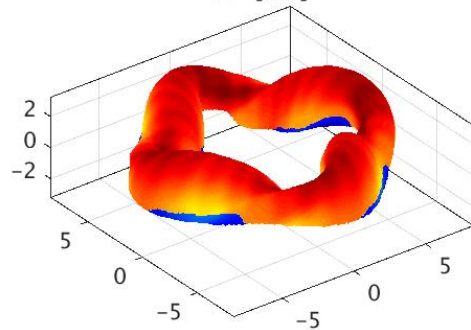
Blue = Init. Surface, Orange = New Surface



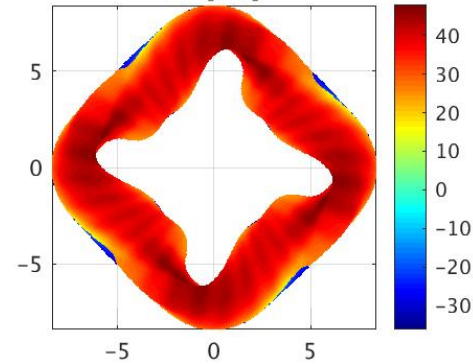
Blue = Init. Surface, Orange = New Surface



Δ [cm]

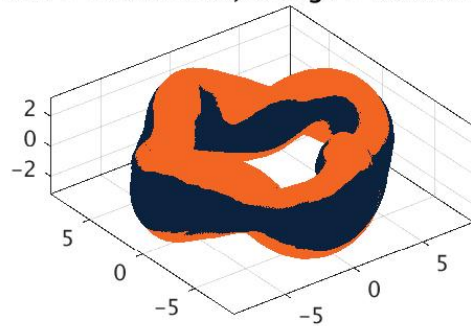


Δ [cm]

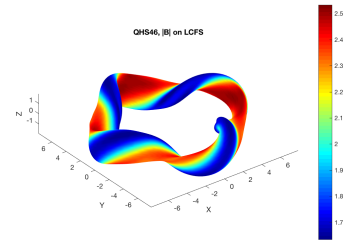
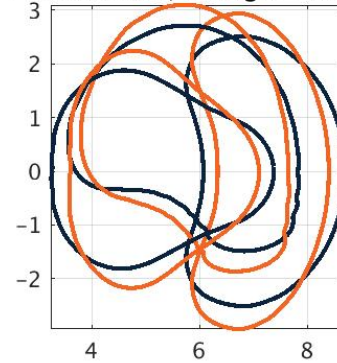


Iterative solution #21

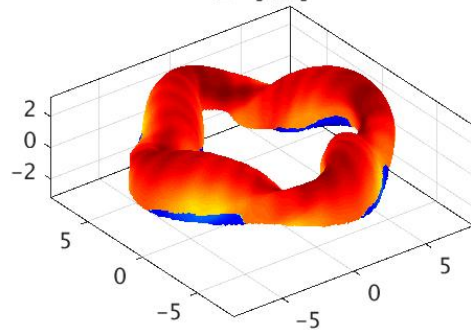
Blue = Init. Surface, Orange = New Surface



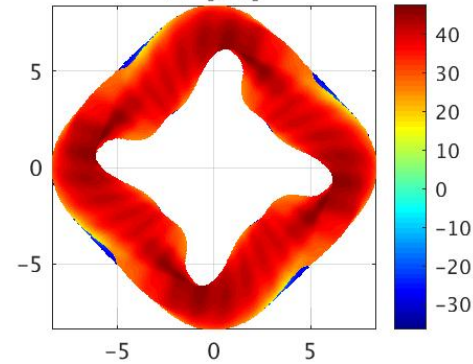
Blue = Init. Surface, Orange = New Surface



Δ [cm]



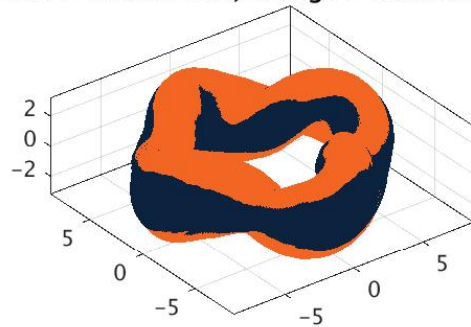
Δ [cm]



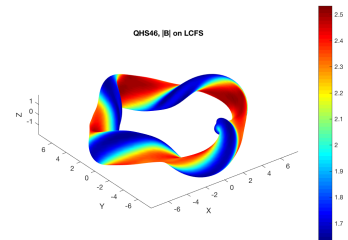
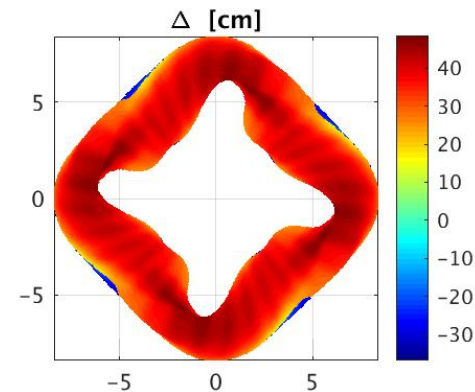
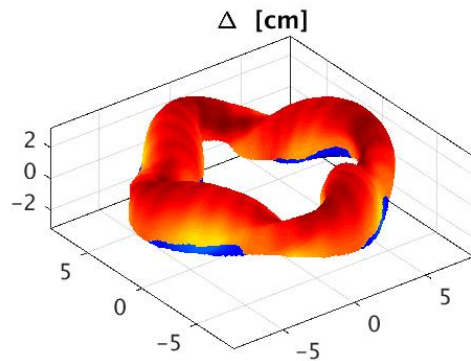
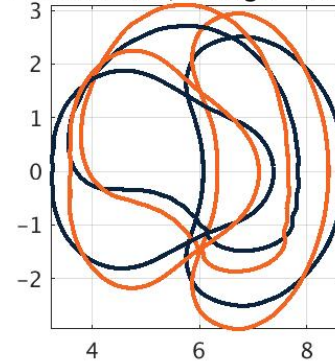
Iterative solution #22: (24x32 cpu-hour time limit)

- The solution after the last iteration is teller and narrower than the starting position
- Recall: The starting position was a 'uniform distance' away from the plasma boundary

Blue = Init. Surface, Orange = New Surface

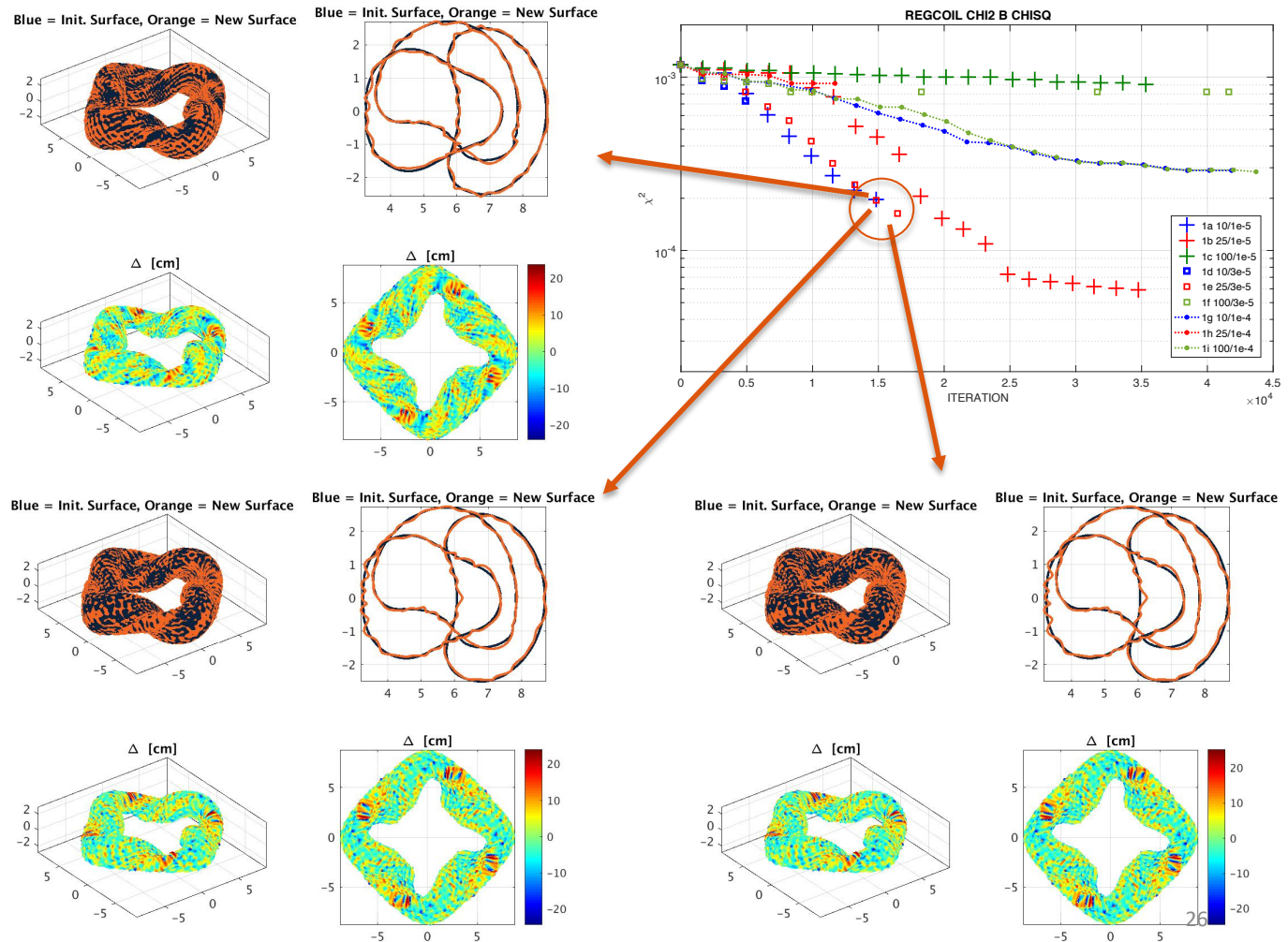


Blue = Init. Surface, Orange = New Surface



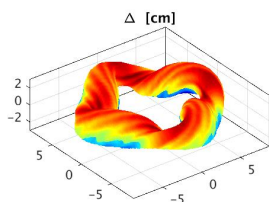
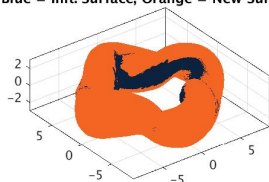
The optimizer runs that demonstrated the most rapid descent
A) look a little different, B) are still evolving, and C) terminated
because the solver was in a local minimum (I think)

- **The solver got stuck in a local minimum?**
 - “algorithm estimates that the relative error between x and the solution is at most $xtol$ ”

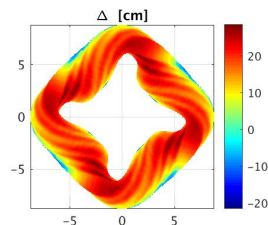
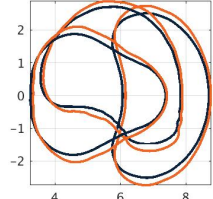


The optimizer branch that descends more slowly looks vaguely like the 'best' case: Taller, but less narrow!

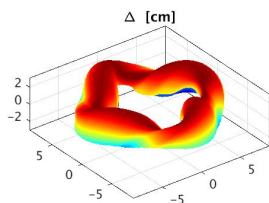
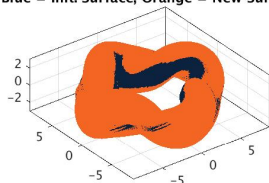
Blue = Init. Surface, Orange = New Surface



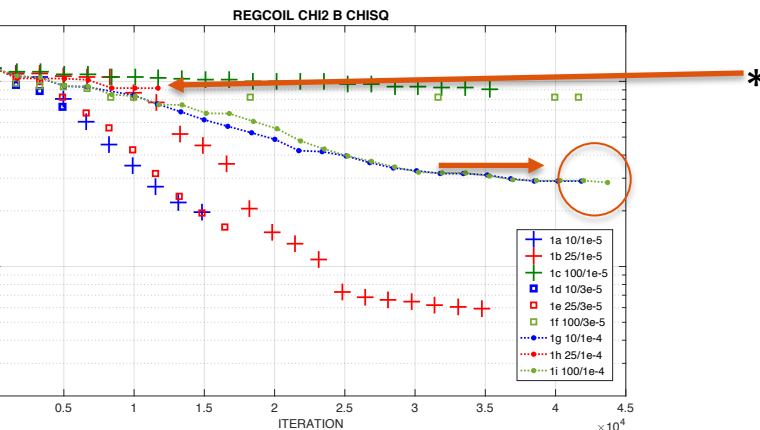
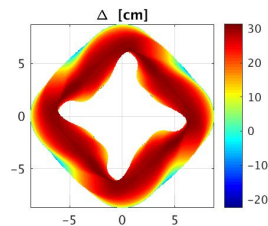
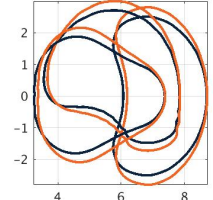
Blue = Init. Surface, Orange = New Surface



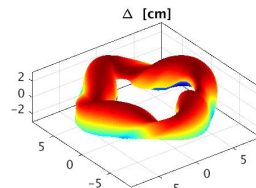
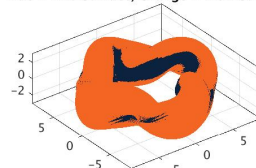
Blue = Init. Surface, Orange = New Surface



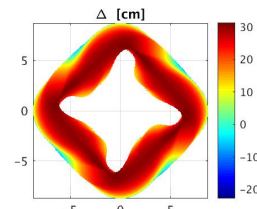
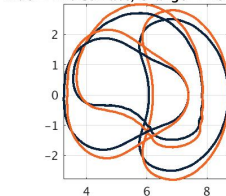
Blue = Init. Surface, Orange = New Surface



Blue = Init. Surface, Orange = New Surface

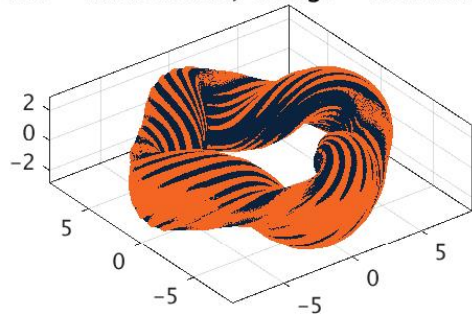


Blue = Init. Surface, Orange = New Surface

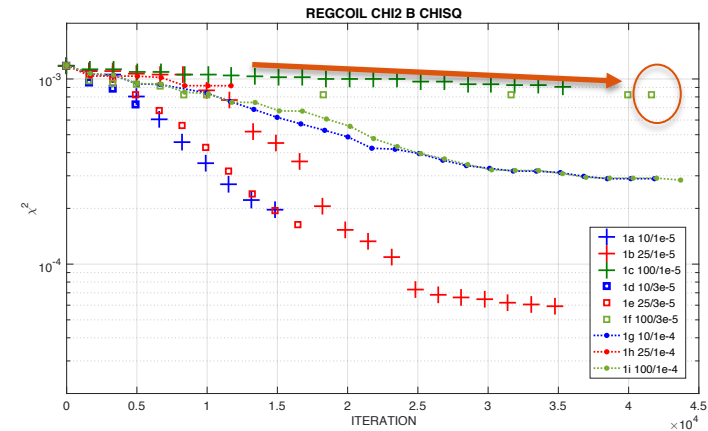
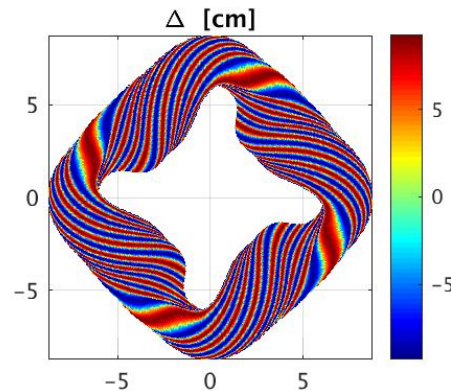
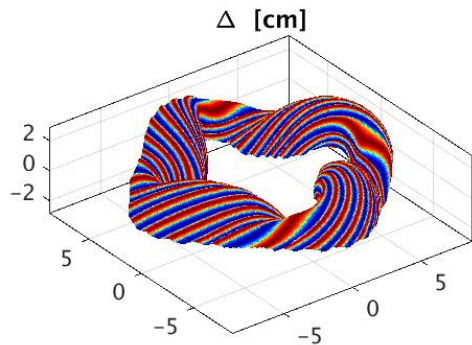
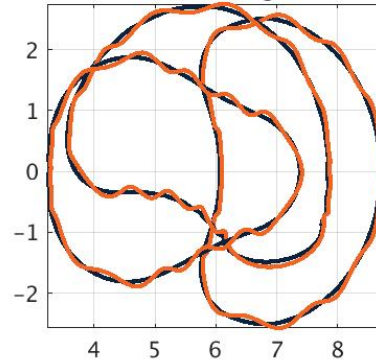


Helical Stripes: The runs that descend very slowly has very corrugated surfaces.

Blue = Init. Surface, Orange = New Surface



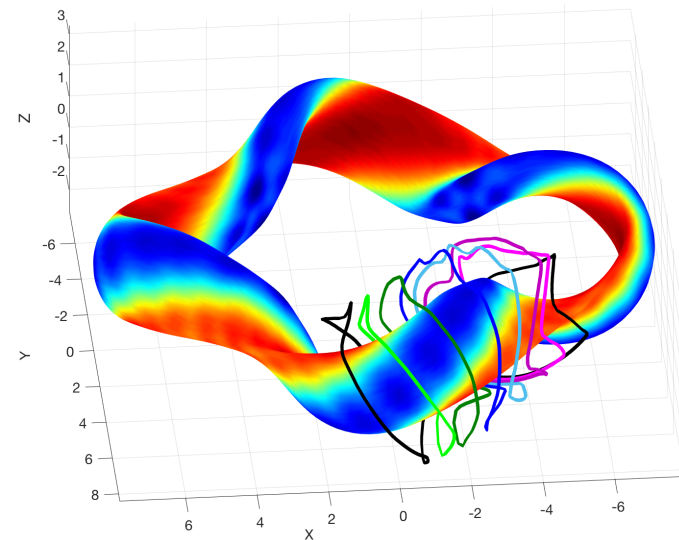
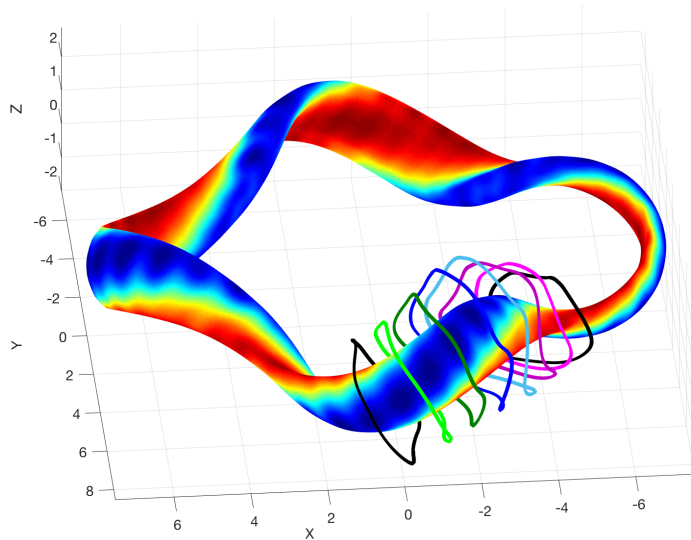
Blue = Init. Surface, Orange = New Surface





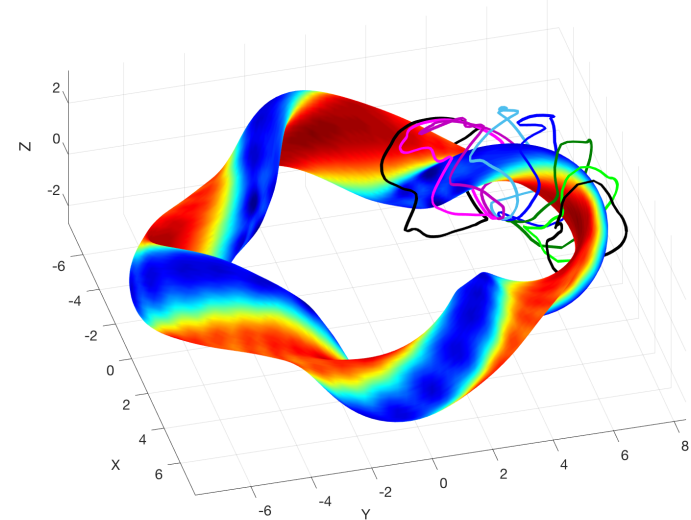
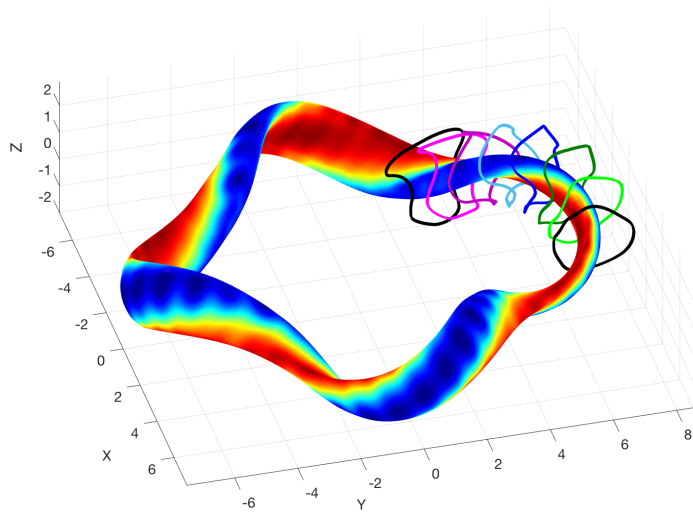
Left: HSX (scaled)

Right: QHS46



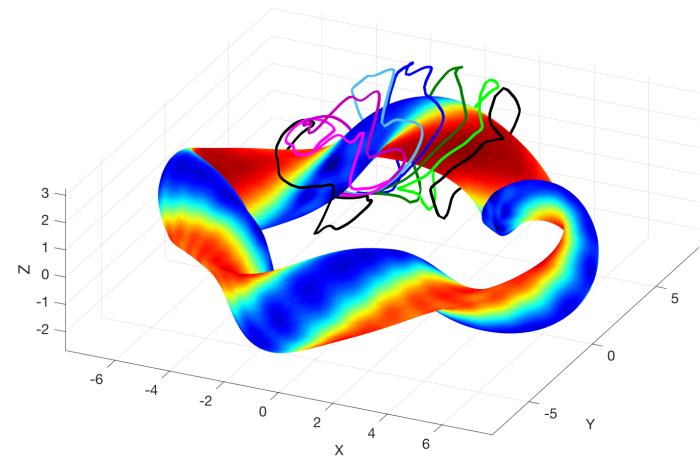
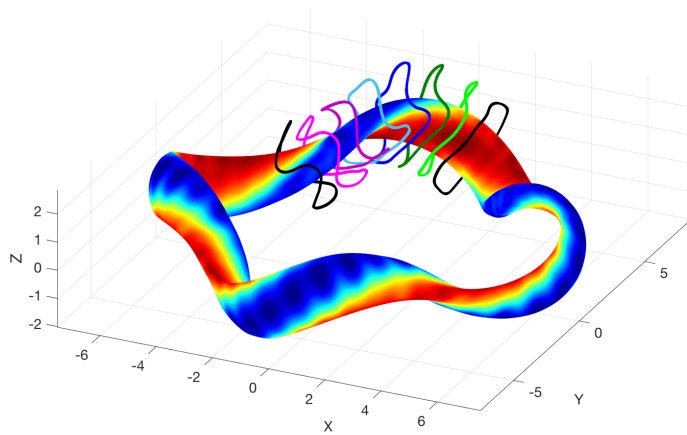
Left: HSX (scaled)

Right: QHS46



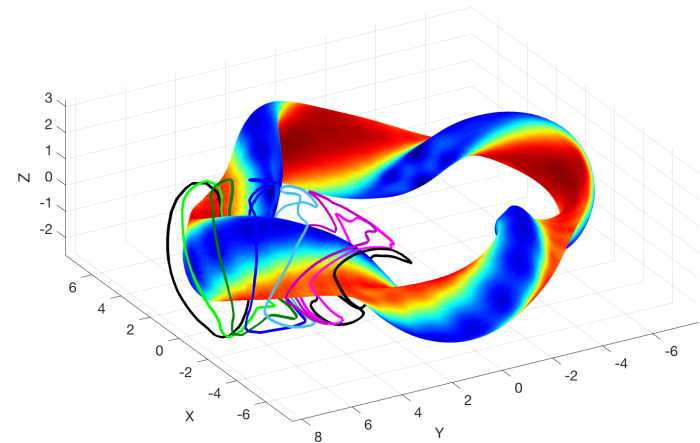
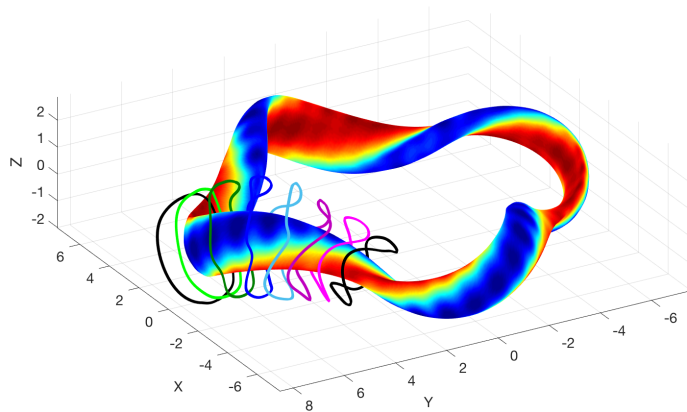
Left: HSX (scaled)

Right: QHS46



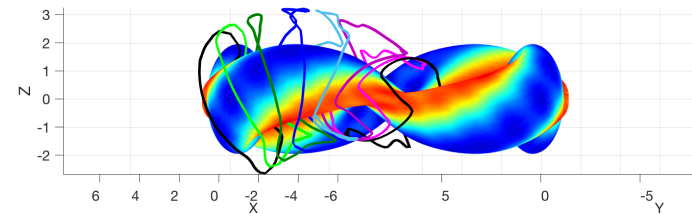
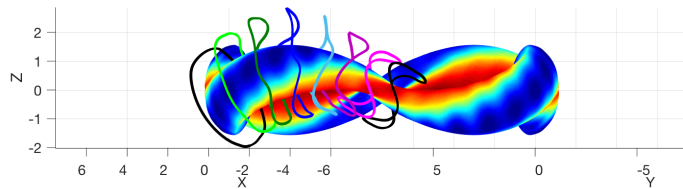
Left: HSX (scaled)

Right: QHS46



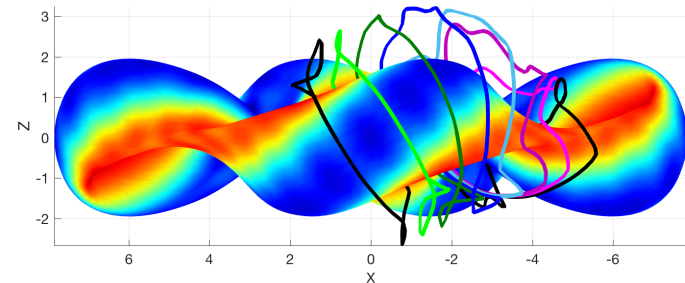
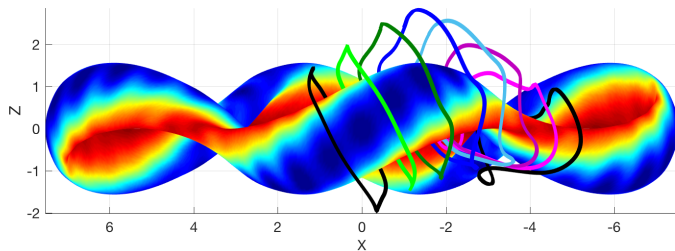
Left: HSX (scaled)

Right: QHS46



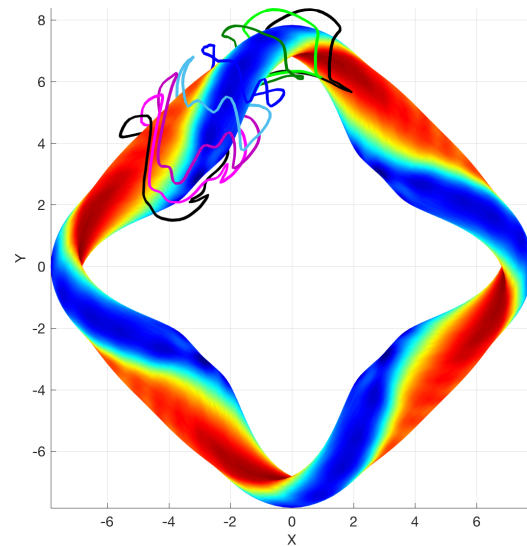
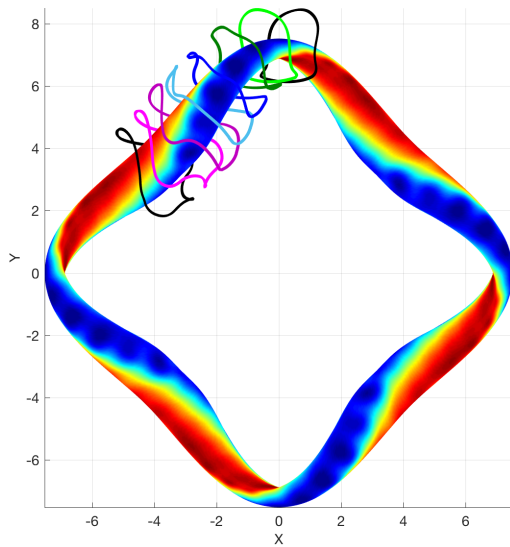
Left: HSX (scaled)

Right: QHS46



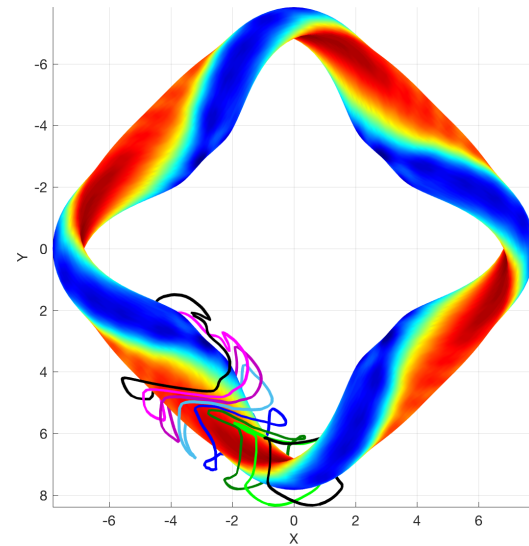
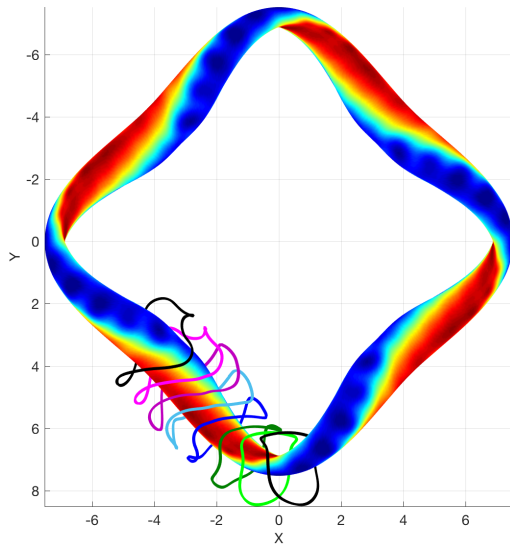
Left: HSX (scaled)

Right: QHS46

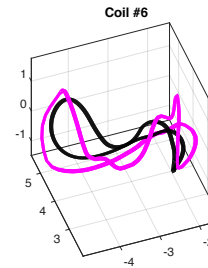
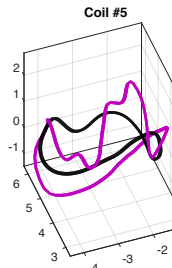
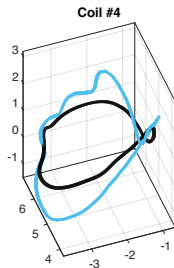
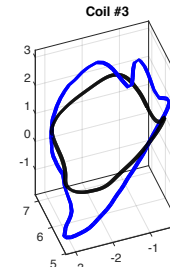
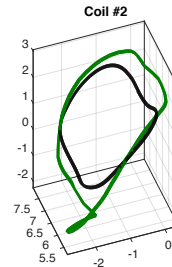
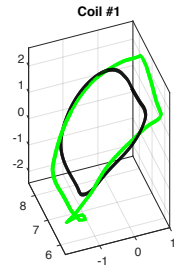


Left: HSX (scaled)

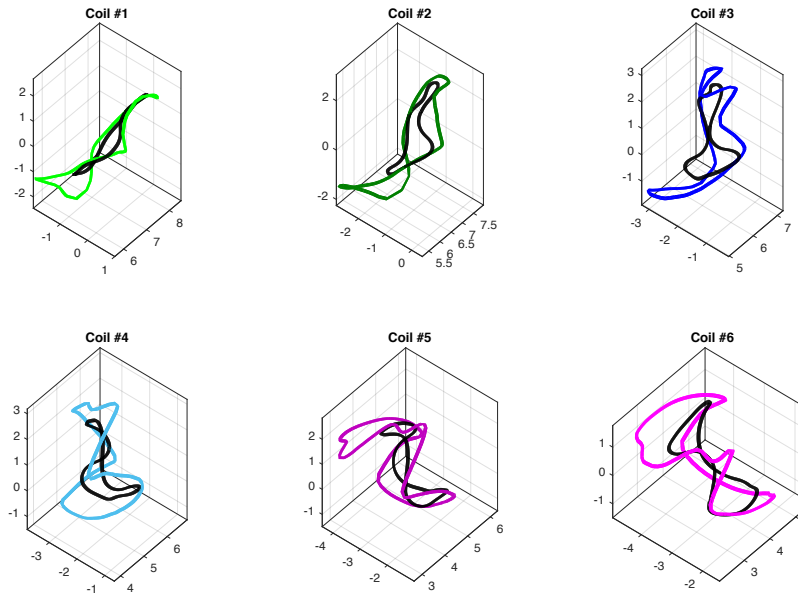
Right: QHS46



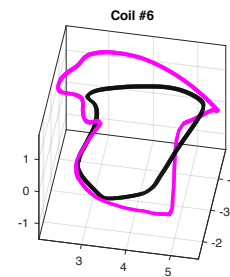
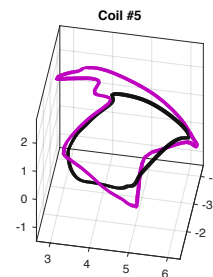
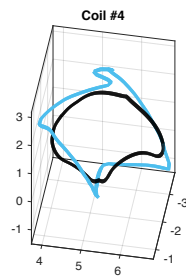
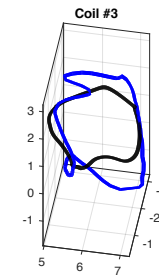
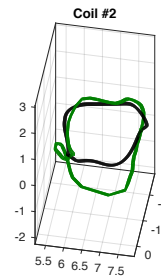
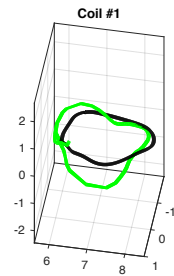
Black: HSX (scaled) coils. Color:QHS46 coils



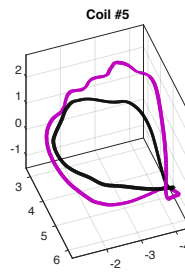
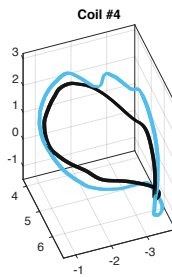
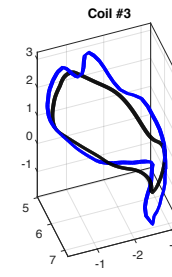
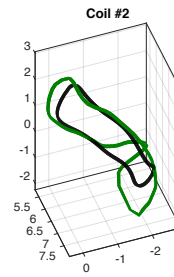
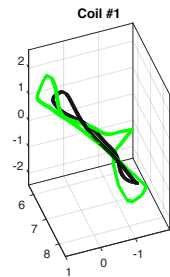
Black: HSX (scaled) coils. Color:QHS46 coils



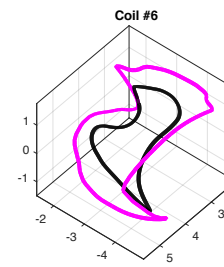
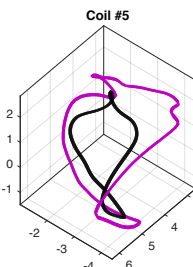
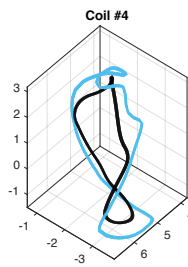
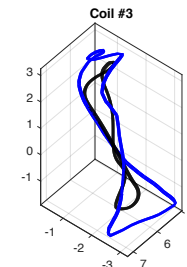
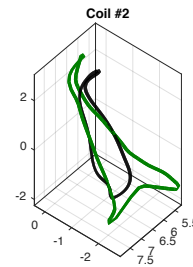
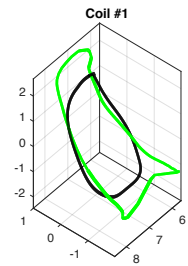
Black: HSX (scaled) coils. Color:QHS46 coils



Black: HSX (scaled) coils. Color:QHS46 coils



Black: HSX (scaled) coils. Color:QHS46 coils



Black: HSX (scaled) coils. Color:QHS46 coils

