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R. H. Cohen, A. Friedman, D. P. Grote, J. Vay

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AN IMPLICIT “DRIFT-LORENTZ” PARTICLE MOVER FOR PLASMA AND BEAM SIMULATIONS

R. H. Cohen¹, A. Friedman¹, D. P. Grote¹, and J.-L. Vay²

¹*Lawrence Livermore National Laboratory, Livermore, CA, USA*

²*Lawrence Berkeley National Laboratory, Berkeley, CA, USA*

In order to efficiently perform particle simulations in systems with widely varying magnetization, we have developed a “drift-Lorentz mover”, which interpolates between full particle dynamics and drift kinetics in such a way as to preserve a physically correct gyroradius and particle drifts for both large and small ratios of the timestep to the cyclotron period.[1]. In order to extend applicability of the mover to systems with plasma frequency exceeding the cyclotron frequency – such as one may have with fully neutralized drift compression of a heavy-ion beam – we have developed an implicit version of the mover. A first step in this direction, in which the polarization charge was added to the field solver, was described previously[2]. Here we describe a fully implicit algorithm (which is analogous to the direct-implicit method for conventional particle-in-cell simulation[3]), a stability analysis of it, its implementation in the WARP code, and several tests of the resultant code. The fully implemented version is electrostatic; we are beginning development of an electromagnetic version, and describe also the status of that effort.

[1] R.H. Cohen, A. Friedman, M. Kireeff Covo, *et. al.*, Phys. Plasmas **12**, 056708 (2005).

[2] R.H. Cohen, A. Friedman, D.P. Grote and J.-L. Vay, Nucl. Inst. Methods A **577**, 52 (2007).

[3] A. Friedman, A. B. Langdon, and B. I. Cohen, Comments Plasma Phys. and Cont. Fusion **6**, 225 (1981).

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