

Contents

Preface

v

I	Introduction	1
1	Computer Experiments of Space Plasmas	3
1.1	Role of the Computer Experiment	3
1.2	History of the Computer Experiment	5
1.3	Theory, Space- and Computer-Experiments	7
1.3.1	Nonlinear Plasma Effect caused by Intense Monochromatic Microwave	7
1.3.2	Theory of Nonlinear Excitation of Plasma Waves by Intense Monochromatic Electromagnetic Wave	8
1.3.3	MINIX Rocket Experiment	9
1.3.4	Computer Experiment	11
1.4	Conclusion	17
II	Simulation Techniques	19
2	KEMPO1	21
2.1	Introduction	21
2.1.1	Basic equations	22
2.1.2	Grid assignment	23
2.1.3	Time step chart	23
2.1.4	Courant condition	24
2.1.5	Debye length	25
2.2	MAIN	26
2.2.1	Electromagnetic simulation	26
2.2.2	Electrostatic simulation	29
2.3	INPUT	30
2.4	RENORM	34
2.5	INITAL	34
2.6	POSITN	37

2.7	VELCTY	37
2.8	EFIELD	41
2.9	BFIELD	42
2.10	CHARGE	42
2.11	ECRRCT	44
2.12	CURRNT	45
2.13	CURNTV	51
2.14	Diagnostics of KEMPO1	53
2.14.1	FLDPLT	54
2.14.2	KSPPLT	54
2.14.3	PHSPLT	54
2.14.4	VDSPLT	58
2.14.5	SPECTR	58
2.14.6	ENERGY	60
2.15	Exercises of KEMPO1	60
2.15.1	Single particle motion	60
2.15.2	Thermal fluctuations	61
2.15.3	Two stream instability	61
2.15.4	Buneman instability	62
2.15.5	Non-cancellation of the uniform current	62
2.15.6	Whistler mode beam instability	62
2.15.7	Weibel instability	62
2.15.8	Violation of Courant condition	62
2.15.9	Numerical heating of a plasma	62
2.15.10	Electrostatic simulation	62
2.15.11	Vectorization of CHARGE	63
2.16	LIBKEMPO1	63
2.17	Installation of KEMPO1	63
3	TRISTAN	67
3.1	Introduction	67
3.2	Field Update	68
3.3	Particle Update	69
3.4	Speed Limits	70
3.5	Interpolation	71
3.6	Charge Fluxes	72
3.7	Smoothing	72
3.8	Sorting and Localisation	74
3.9	Boundary Conditions: Particles	74
3.10	Boundary Conditions: Fields	75
3.11	Initialisation	80
3.12	Postprocessing	82

4 MACRO-EM	85
4.1 Introduction	85
4.2 General Algorithm	88
4.2.1 Field and particle equations	88
4.2.2 Equations in the finite difference form	89
4.2.3 Coupled field-particle equations	90
4.2.4 Miscellaneous	91
4.3 Alfvén-Ion-Cyclotron Instability	92
4.4 Kinetic Alfvén Waves	96
4.5 Conclusion	99
5 HYBRID CODES	103
5.1 Basics	104
5.1.1 Introduction	104
5.1.2 Equations	106
5.2 Simple One-Dimensional Hybrid Code	107
5.2.1 Units and spatial grid	108
5.2.2 Ion dynamics	109
5.2.3 Electrons	111
5.2.4 Electromagnetic fields	113
5.2.5 Initialization	117
5.2.6 Diagnostics	118
5.3 Simple Applications	119
5.3.1 Resonant electromagnetic ion/ion instability	120
5.3.2 Numerical checks	131
5.3.3 Nonresonant electromagnetic ion/ion instability	137
5.3.4 Electromagnetic ion cyclotron beam anisotropy instability	139
5.3.5 Modifying the Code	141
5.4 Discussion	146
6 TWO-DIMENSIONAL MHD CODE	161
6.1 Introduction	161
6.1.1 General remarks on tutorial course on MHD simulation	161
6.1.2 A survey of global MHD simulations	162
6.2 Global MHD Model of Magnetosphere	164
6.2.1 Basic equations	164
6.2.2 Coordinate system and boundary conditions	165
6.2.3 Initial conditions	167
6.3 Description of 2-Dimensional MHD Code	168
6.3.1 2-dimensional case of basic equations	168
6.3.2 Coordinate system and boundary conditions	170
6.3.3 Initial conditions	172
6.3.4 Application of two-step Lax-Wendroff method	172

6.4	Execution of 2-Dimensional MHD Code	177
6.4.1	Set up of numerical parameters	177
6.4.2	Examples of execution	178
6.4.3	Graphics output	178
6.5	MHD Simulation of Earth's Magnetosphere	183
6.5.1	2-dimensional simulation results	183
6.5.2	3-dimensional simulation results	185
6.5.3	High resolution MHD simulation	185
6.6	Concluding Remarks	191
7	HIGH-PRECISION MHD SIMULATION	209
7.1	Introduction	209
7.2	2-Step Lax-Wendroff Scheme	210
7.3	High Precision Scheme	211
7.4	Other Schemes	214
8	TUTORIAL FOR UNIX OPERATIONS	217
8.1	Basic Operations in UNIX Operating System	217
8.1.1	Computer environments in ISSS-4	217
8.1.2	How to login/logout	218
8.1.3	Operations for directories and listing the contents	219
8.1.4	Operations for regular files	221
8.2	Screen Editor (vi) Tutorial	221
8.2.1	Basic commands	222
8.2.2	Positioning the cursor in undisplayed text	223
8.2.3	Modifying text	224
8.2.4	Yanking and putting text	224
8.2.5	Other commands	225
8.3	How to Compile Fortran Programs	225
8.4	What Are <code>make</code> and <code>Makefile</code>	226
8.5	What IS X Window System	227
8.6	How to Make Your Own Graphic Library	229
III	Simulation Software	235
9	KEMPO1	237
10	TRISTAN	305
11	MACROEM	323
12	HYBRID1	363

CONTENTS

13 MHD2	411
14 WAVE	469
Author List	483
Index	485