PEPC User Guide

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December 13, 2005

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- > make cleanlib
- > make I pepc
- > make cleanapp
- > make pepcb

The library should always be compiled rst because header les are needed by pepcb, and this step ensures that these are copied over (or freshly linked) from the I pepcsrc directory.

At this point there may well be linker errors because of missing libraries, such as MPI or from

```
pl asma_config = 1
    target_geometry = 1
    theta = 0.5
    Te_keV = 0.5
    Ti_keV = 0.
    mass_ratio = 500.
    q_factor = 1.
    coul omb = . true.
    lenj ones 46.9619 0 Td (=)Tj 10.5502 0 Td (1.).false.
    bond_const = 2.e-3
    r_sphere 46.9619 0 Td (=)Tj 10.5502 0 Td (1.)4

ma = 1.
ma = 2.
ma = 2.
```

0. 1 = 0. 5 = 6. = 20. = 1. 0

0

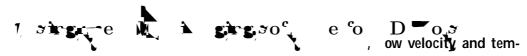
r ees rs tees

Prce d

Particle data is output independently by each CPU to avoid memory and MPI

These and other .gle les can be viewed using the graphics program GLE (Graphics Layout Engine), currently available from:

http://glx.sourceforge.net



peratur@raphical output from PEPC can be created using the postprocessor slicer, which converts the particle data into ' uid' quantities such as mass densit

 ymin=
 200.0
 box ymin

 ymax=
 700.0
 box ymax

 ytick=
 100.0
 ynaersal

 zmi n= -50.0
 box zmi n

 zmax= 150.0
 box zmax

 zti ck= 100.0
 żnawisal

xmin= -5.0 box vxmin for phase space plots

xmax = 5.0 tick = 2.5 ymin = -5.0 box vymax interval box vymin

xbox= 2.

Then:

> make_snaps disc1 runpp plot

will perform the postprocessing and produce plots at timesteps 100, 200 and 300. The rst parameter is an arbitary run label which will get stamp ed on the corner of the plots