

Sanix

Ian Lu, Alex Jandi, Zach McIlroy, Stefan Farian, Gavin Claxton

---

# Tokamak Reactor Requirement Validation Document

#### The Original Requirements Document

- Magnetic rods generate energy for the reaction
  - a. In the middle of the ring
  - b. Deuterium and tritium are fused into helium

#### The Validation Document

- Customer verifies that enough power has been generated
  - a. Can determine how much power is required
    - `Donut_Chamber.determineRequiredPower`
    - `assert(min_required_power>0)`
  - b. Can determine how much power has been generated
    - `Donut_Chamber.absorbParticles`
    - `assert(heat>0)`
    - `assert(output==True)`
  - c. Calculates generated power from both functions

#### The Original Requirements Document

- Fusion occurs in a donut-shaped chamber
  - a. One deuterium molecule and one tritium molecule are required in order to create one helium molecule
  - b. The electrical current is 3MA (3,000,000 Amperes)

#### The Validation Document

- Customer verifies that the chamber is donut-shaped to produce fusion
  - a. The chamber itself will be donut-shaped
  - b. It will contain magnetic rods to produce power
  - c. These rods can be adjusted to increase or decrease the amount of power being generated
    - `Donut_Chamber.increasePower`
    - `assert(amount>0)`
    - `assert(power>=min_required_power)`
    - `Donut_Chamber.decreasePower`
    - `assert(amount>0)`
    - `assert(power>=min_required_power)`

#### The Original Requirements Document

- Simulating forces on every particle

- a. Strong nuclear force rips fused particles apart
- b. Weak nuclear force causes particles to repel
- c. Gravity pulls particles together
- d. Magnetic force pulls particles together

#### The Validation Document

- Customer verifies that all four forces act on every particle
  - a. Strong\_Nuclear\_Force returns the effect on each particle
    - Strong\_Nuclear\_Force.effect
  - b. Weak\_Nuclear\_Force returns the effect on each particle
    - Weak\_Nuclear\_Force.effect
  - c. Gravity returns the effect on each particle
    - Gravity.effect
  - d. Magnetic\_Force returns the effect on each particle
    - Magnetic\_Force.effect
  - e. None of the effects are able to be zero
    - assert(Force!=0)

#### The Original Requirements Document

- The user can manipulate the simulation
  - a. Zoom in & out
  - b. Single particle zoom
  - c. Multiple particle zoom
  - d. System View

#### The Validation Document

- Customer verifies that the simulation can be manipulated by the user
  - a. Can verify that the zoom level has changed
    - GUI.ChangeZoom
    - assert(self.zoom!=tempZoom)
    - assert(zoom>=0)
    - assert(zoom<=150)
  - b. Can zoom to view a single particle
    - GUI.ChangeZoom
    - assert(self.zoom!=tempZoom)
    - assert(zoom>=0)
    - assert(zoom<=150)
  - c. Can configure the zoom to view multiple particles
    - GUI.ChangeZoom
    - assert(self.zoom!=tempZoom)

- `assert(zoom>=0)`
- `assert(zoom<=150)`
- d. Changes the speed of the playback, which is 0.5 of a billionth of real-time speed to 1.5 billion times real-time speed
  - `GUI.ChangeSpeed`
  - `assert(speed>=0.5)`
  - `assert(speed<=1.5)`
  - `assert(self.speed!=tempSpeed)`