## **NEO-2 Quick Start Manual**

# 1) <u>VEMEC / NEMEC / V3FIT equilibria from Erika Strumberger and David Terranova:</u> e.g., /proj/plasma/Neo2/ASDEX-U/32138/

#### comment:

Erika's file format -> out\_neo-2\_XXX (Boozer file)

David's file format – wout\_XXX.nc (VMEC) → Konvertierung in Boozer file notwendig

#### Ad David's VMEC / V3FIT equilibria:

 $/proj/plasma/Neo2/NTV/Boozer\_files\_perturbation\_field/ASDEX\_U/vmec2boozer/$ 

./run\_boozerpy.sh wout\_XXX.nc NSURF

## 2) Converting Boozer files into the NEO-2 format:

i.e., decomposition with respect to toroidal mode number ,n'

#### comment:

Copy / link Boozer file from 1) into the working directory.

Launch Matlab script extract\_pert\_field\_asedex.m.

If necessary, adapt line 1-3 of the Matlab script (e.g., filename).

## 3) Plasma profiles for multi-species NEO-2 computations:

e.g.

/proj/plasma/Neo2/NTV/ASDEX\_INPUT\_CONVERTER/30835\_MULTISPEC\_TEST/

## a) Template for single-species computations:

impurity\_profile\_1spec.m

## a) Template for multi-species computations:

impurity\_profile.m

#### comment:

Profile data is provided by experimentalists in (usually) different formats.

Therefore a manual pre-processing of input data is nearly always necessary.

The necessary HDF5 input file for NEO-2 is generated in the Matlab script (line 458-EOF). Look for "h5write()" for necessary input.

## 4) Preparatory work for a NEO-2 run (example):

/temp/andfmar/NTV\_220917\_profileAUG32169woHelCore\_vmecAUG32138\_nspec2\_ VphiProfFSAV/

a) Create "CODE"-directory:

git clone /proj/plasma/Git/NEO-2-MODULAR.git/.

Change to "NEO-2-QL"-directory and create "Build"-directory.

Compile NEO-2 in "Build"-directory – cmake .. && make

Debug flags can be acitvated - cmake -DCMAKE\_BUILD\_TYPE=DEBUG . . && make

b) Create "RUN"-directory: These input-files are required by NEO-2: .) profile - multi spec aug32169 t4.1500.in .) Boozer files – "aug\_2\_rmp-n0.bc" (axisymmetric) + "aug\_2\_rmp-n1.bc" (perturbation) Please mind the length of the filename ("aug-XXX.bc") which has to specified within "neo.in". If Condor is used, a copy of the Boozer files should be stored in "/temp". .) Link executable neo\_2.x from "Build"-directory into the "RUN"-directory .) Copy neo.in into the "RUN"-directory und set switches properly: For ASDEX-U follwing switches must be set -"in\_file=aug\_2\_rmp-n0.bc", "lab\_swi=10" and "inp\_swi=9". .) Copy neo.in into the "RUN"-directory und set switches properly: For ASDEX-U follwing switches must be set ! settings for multi-species computations &multi\_spec lsw\_multispecies = .true. isw\_multispecies\_init = 1 fname multispec in='multi spec aug32169 t4.0210.in' isw\_coul\_log = 0 ! 0: Coulomb logarithm species independent  $isw\_calc\_Er = 1$  $isw\_calc\_MagDrift = 1$ ! settings for NTV computations &ntv\_input isw ntv mode = 0! unused at the moment  $isw_qflux_NA = 1 ! turn on(=1)/off(=0) computation of non-axisymmetric part$ in\_file\_pert = 'aug\_2\_rmp-n1.bc'! 'tok-synch2-n3.bc'! perturbation field file MtOvR = 0.0d0! toroidal Mach number (only important for Mach num scans)  $B_rho_L_{loc} = 0.0d0$ ! Larmor radius times Bisw\_ripple\_solver = 3! ripple\_solver version  $isw_mag_shear = 1 ! turn on(=1)/off(=0) non-local computations (mag. shear)$ / 5) Launch ./neo 2.x NEO-2 runs in "profile"-mode und generates directories "es\_XXX"

- 6) Change to directory ",es XXX", generate hostfile ",hosts" and launch ./run neo2.sh
- 7) <u>Output "neo2\_multispecies\_out.h5" is computed:</u>
  See /proj/plasma/Neo2/NTV/RIPPLE\_SOLVER\_NORMALIZATION/ for further documentation
- 8) <u>Finally there exists a possibility to merge the HDF5 output files:</u> /temp/andfmar/NTV\_220917\_profileAUG32169woHelCore\_vmecAUG32138\_nspec2 VphiProfFSAV/CODE/MULTI-SPEC-TOOLS/h5merge multispec.f90

"final\_neo2\_multispecies\_out.h5" will be generated

Please mind that NEO-2 Output is given in cgs-units.

## 9) Plot NEO-2 output:

/proj/plasma/Neo2/NTV/AUG32169\_DATA/NEO2\_MULTISPEC\_DATA\_VMEC31021\_ PROF32169/

see Matlab script ",plot\_4spec\_ZWav\_wHelCore.m"