

NNLSQ

Grid in Cartesian coordinates

Two ways to generate noise/remove bias: coordinate-wise, or for each grid point (more expensive)

Construct velocity moment matrix and solve

Grid in spherical coordinates

Equal volume/equal radius?

TODO

- ☐ NTC collisions
- ☐ Particle generation (equal weights)
- ☐ Properties computation
- ☐ I/O
- ☐ Maxwellian test case
- ☐ BKW test case
- ☐ Particle generation (variable weight)
- ☐ Grid merging
- ☐ Octree merging
- ☐ The science begins