

What is new?

Is there substantive progress?

Yes! Some recurring themes

Concepts and approaches

- New
 - HIT-SI
 - RMF + FRC
 - Pulsed High Density FRC
- Different
 - Merge CT
- Improvements
 - Low aspect ratio RFP
- Orthogonal to tokamaks
 - Magnetized Target Fusion
 - Gas Dynamic Trap (mirror)
- **What impedes progress?**
 - << tokamaks
 - Money
 - Man years of effort
 - Waiting a long time for fusion energy
 - Need for simple, less ambiguous experiments
- **Physics issues**
 - Flow: v , also viscosity $v\nabla^2v$ (ignored to date)
 - MHD in astrophysics
 - Self organization
 - Role of “anomalous” dissipation processes

- Relaxation with
 - finite beta
 - driven dissipative systems
 - cyclic helicity recharge, relaxation
 - relaxation to either spheromak or FRC but not in between?
- Existence of B_{toroidal} in FRC
- 3 dimensional data sets + theory + computations
- active suppression of instability impedes relaxation: is this useful ?
- **Theory questions**
 - Multi fluid
 - 6D phase space
 - Tendency to use eg Fourier spectrum to describe 3D structures
 - Should instead search for normal modes, if there are any
 - Singular Value Decomposition techniques
- **Computation - from a super computing standpoint at LANL**
 - 3-D
 - PIC, multi fluid, non linear
 - Include reasonably realistic boundaries?
 - Micro – macro coupling?
 - Include micro physics
 - Stiff PDE systems
 - Still lacking rigorous experimental benchmarks

- Verification – are we computing the right physics?
- Validation – do the computations match the experimental data?
- **Technology**
 - Experimental developments
 - Flow measurements
 - Breach the radiation barrier
 - Electronics
 - Imaging
 - DAQ
- **Fusion path**
 - Break from a steady state paradigm in favor of intrinsically pulsed
 - Energy confinement time τ_E vs power *
 $\tau_E = \text{energy}$
 - Pulse length vs repetition rate
 - Isolation from boundaries
 - Direct energy conversion
 - Divertor type concepts
 - Steady state has disadvantages
 - Wall load
 - Impurity accumulation