

A visualization of a ChaNGa simulation showing a complex, multi-armed structure. The structure is composed of numerous small, bright blue and white particles, likely representing stars or gas, arranged in a branching, Y-shaped pattern. The background is dark, with some faint, diffuse orange and yellow light, suggesting a larger-scale environment or a different component of the simulation. The overall appearance is that of a highly dynamic and complex system.

ChaNGa

CHArm Nbody
GrAavity



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Outline

- Overview of computational cosmology
- Preliminary Blue Waters Results
- Specific Challenges for Blue Waters
- ChaNGa and Charm features
- Recent science directions
- Future

Cosmology at 380,000 years

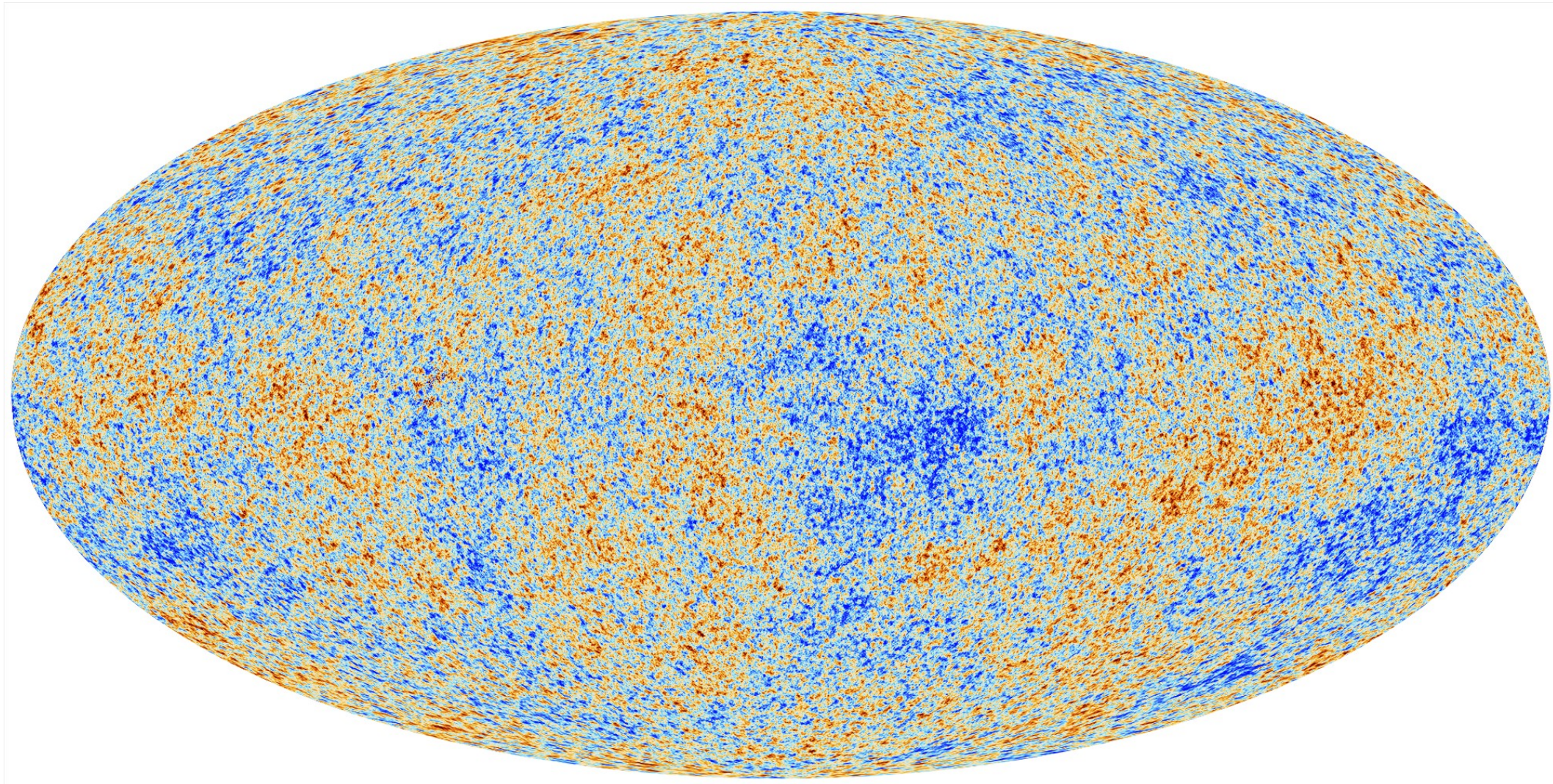
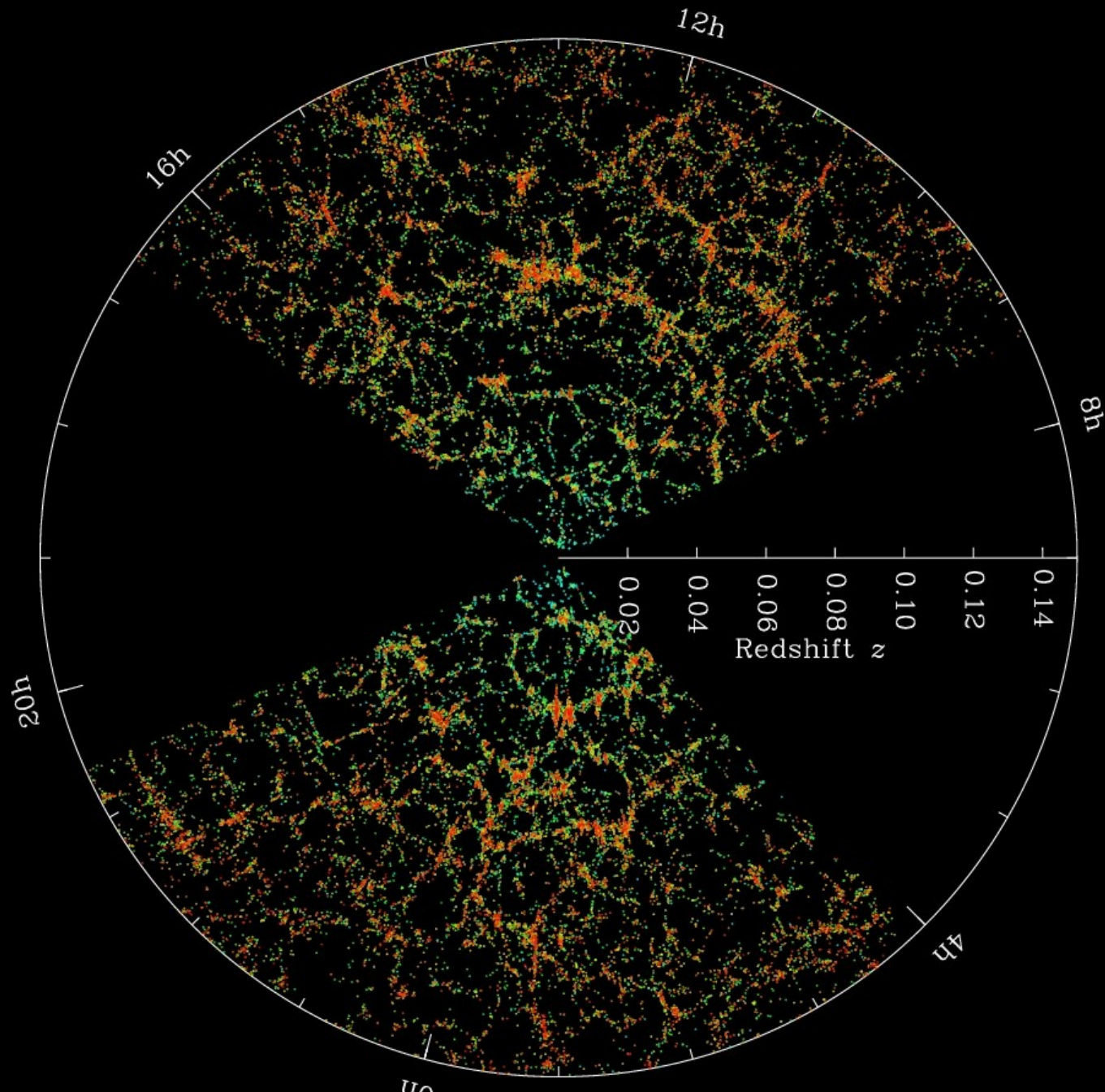


Image courtesy ESA/Planck

Cosmology at 13.6 Gigayears

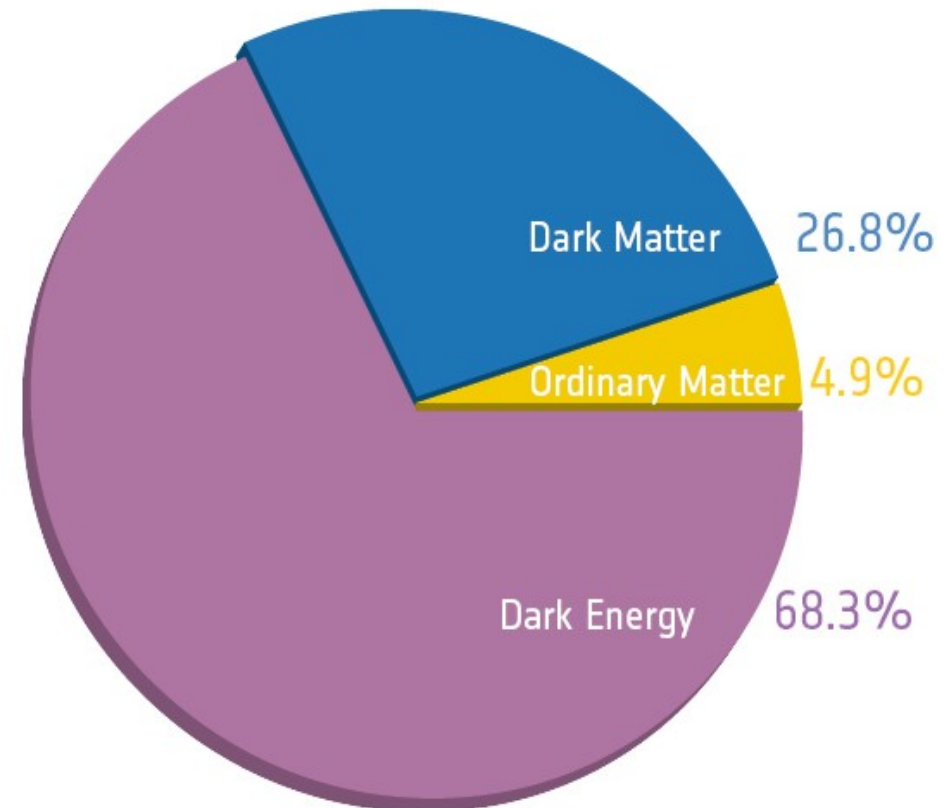


... is not so simple



Fundamental Problem: Dark Matter and Energy: What is it?

- Not baryons
- **Simulations** show:
not known neutrinos
- Candidates:
 - Sterile Neutrinos
 - Axions
 - Lightest SUSY Particle (LSP)



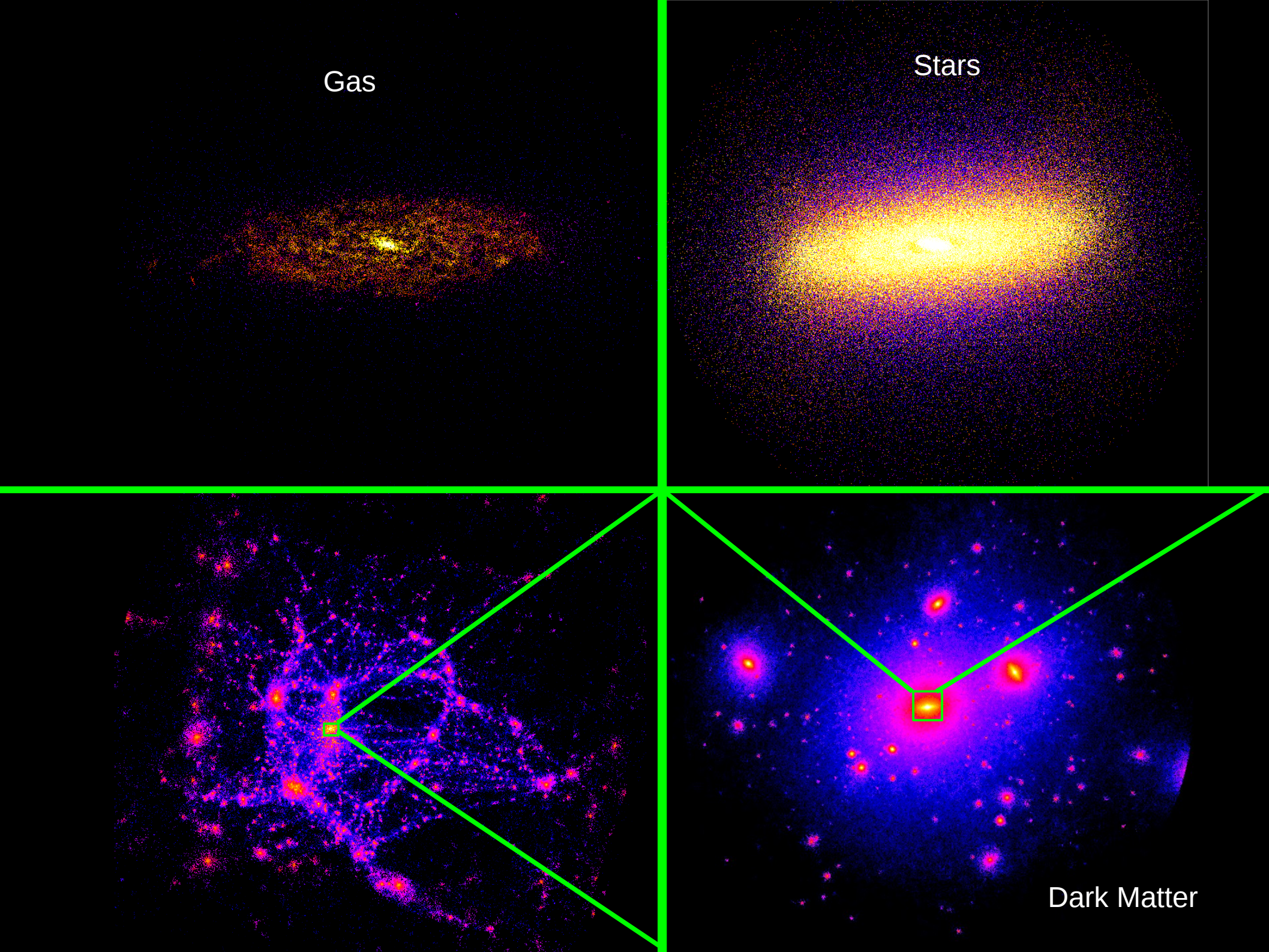
Computational Cosmology

- CMB has fluctuations of $1e-5$
- Galaxies are overdense by $1e7$
- It happens (mostly) through **Gravitational Collapse**
- Making testable predictions from a cosmological hypothesis requires
 - Non-linear, dynamic calculation
 - e.g. **Computer simulation**

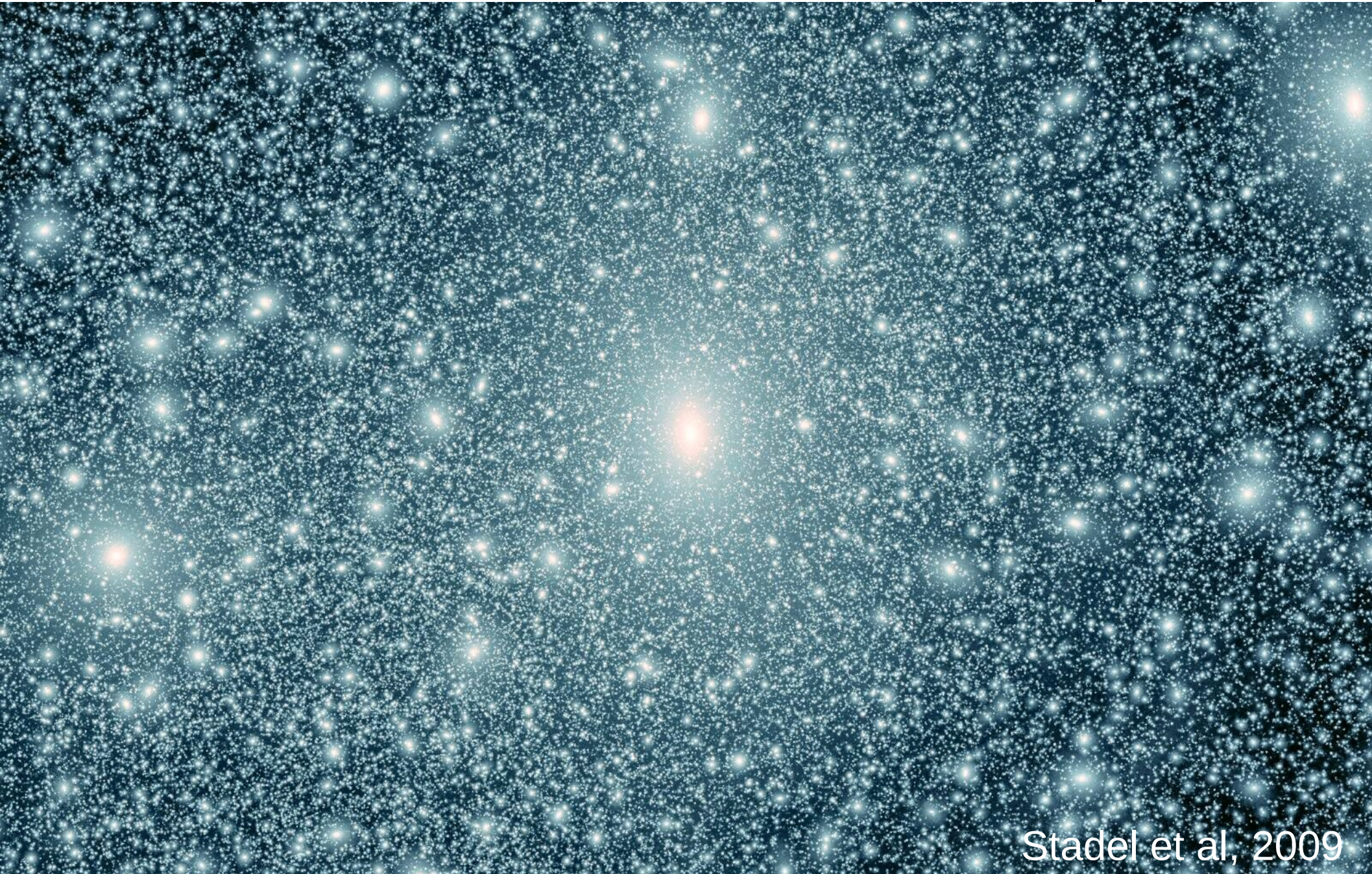
Gas

Stars

Dark Matter



Substructure down to 100 pc

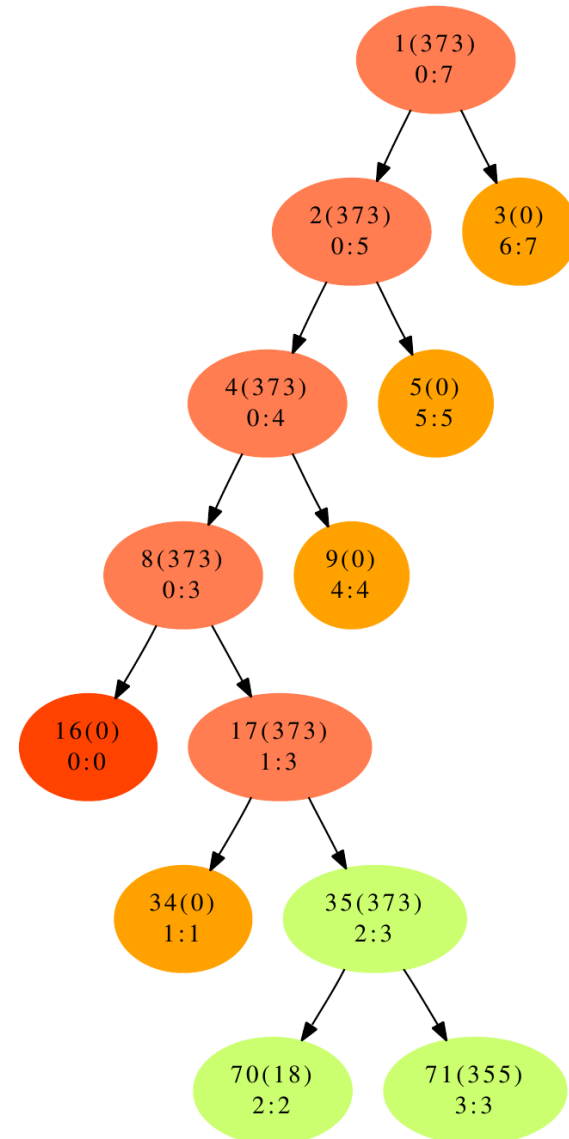


Computational Challenges

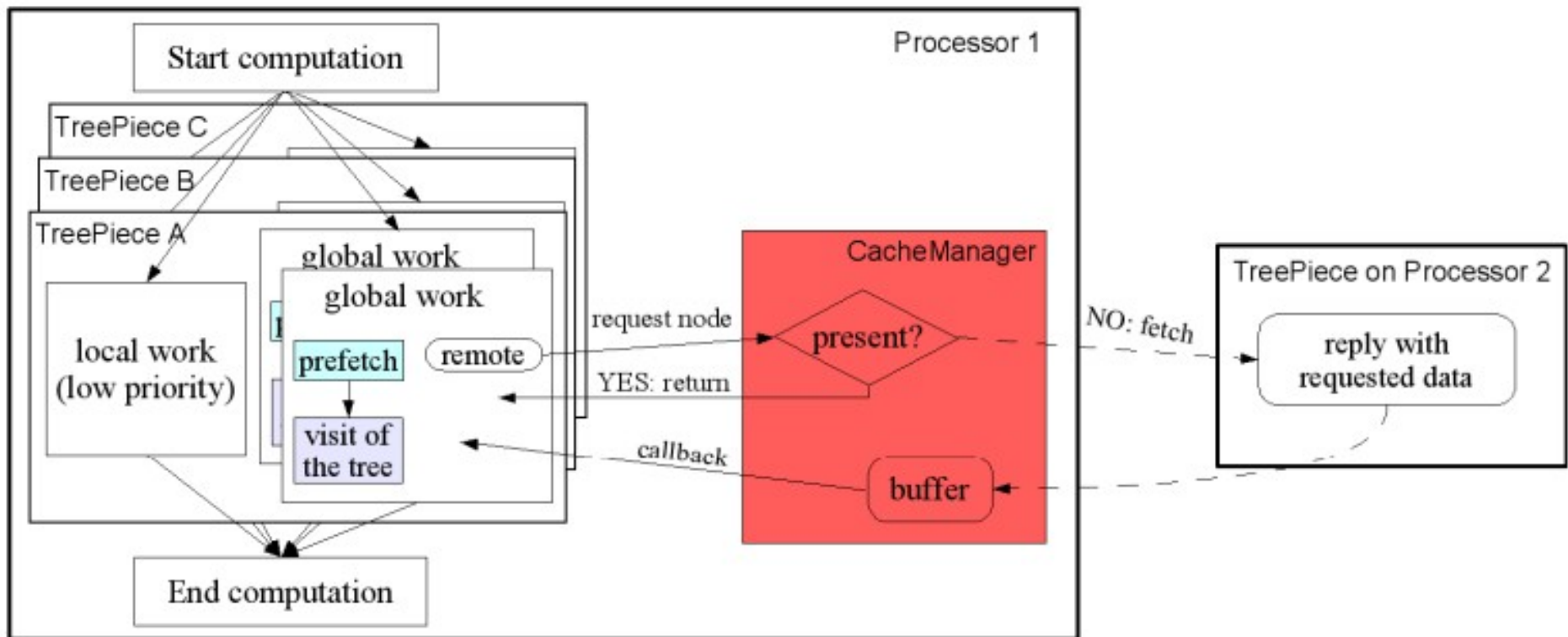
- Large spacial dynamic range: > 100 Mpc to < 1 kpc
 - Hierarchical, adaptive gravity solver is needed
- Large temporal dynamic range: 10 Gyr to < 1 Myr
 - Multiple timestep algorithm is needed
- Gravity is a long range force
 - Hierarchical information needs to go across processor domains

TreePiece: basic data structure

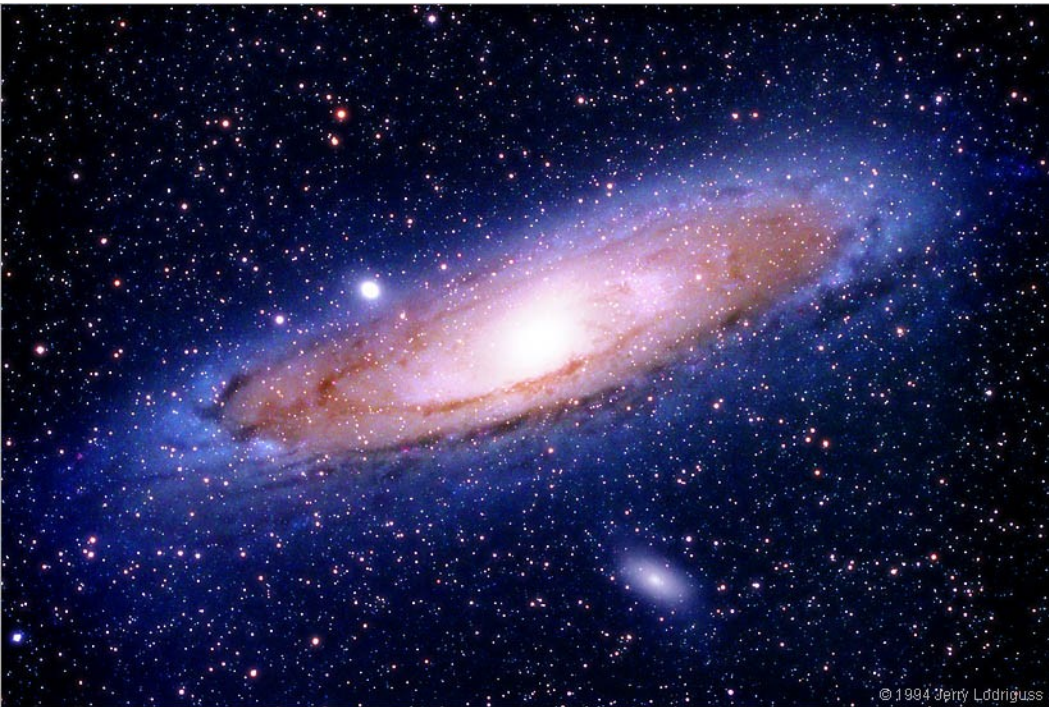
- A “vertical slice” of the tree, all the way to the root.
- Nodes are either:
 - Internal
 - External
 - Boundary (shared)



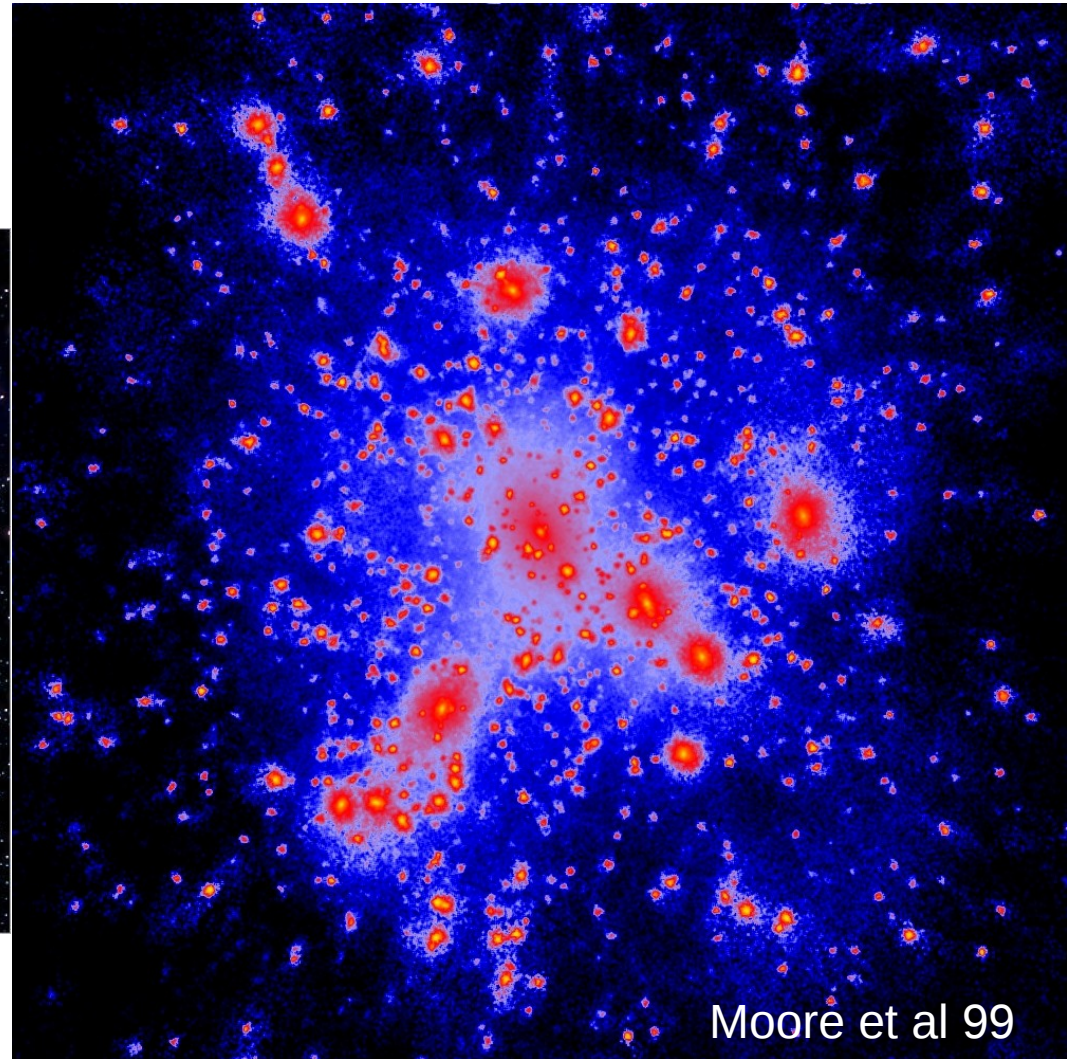
Overall treewalk structure



Light vs. Matter



© 1994 Jerry Lodriguss

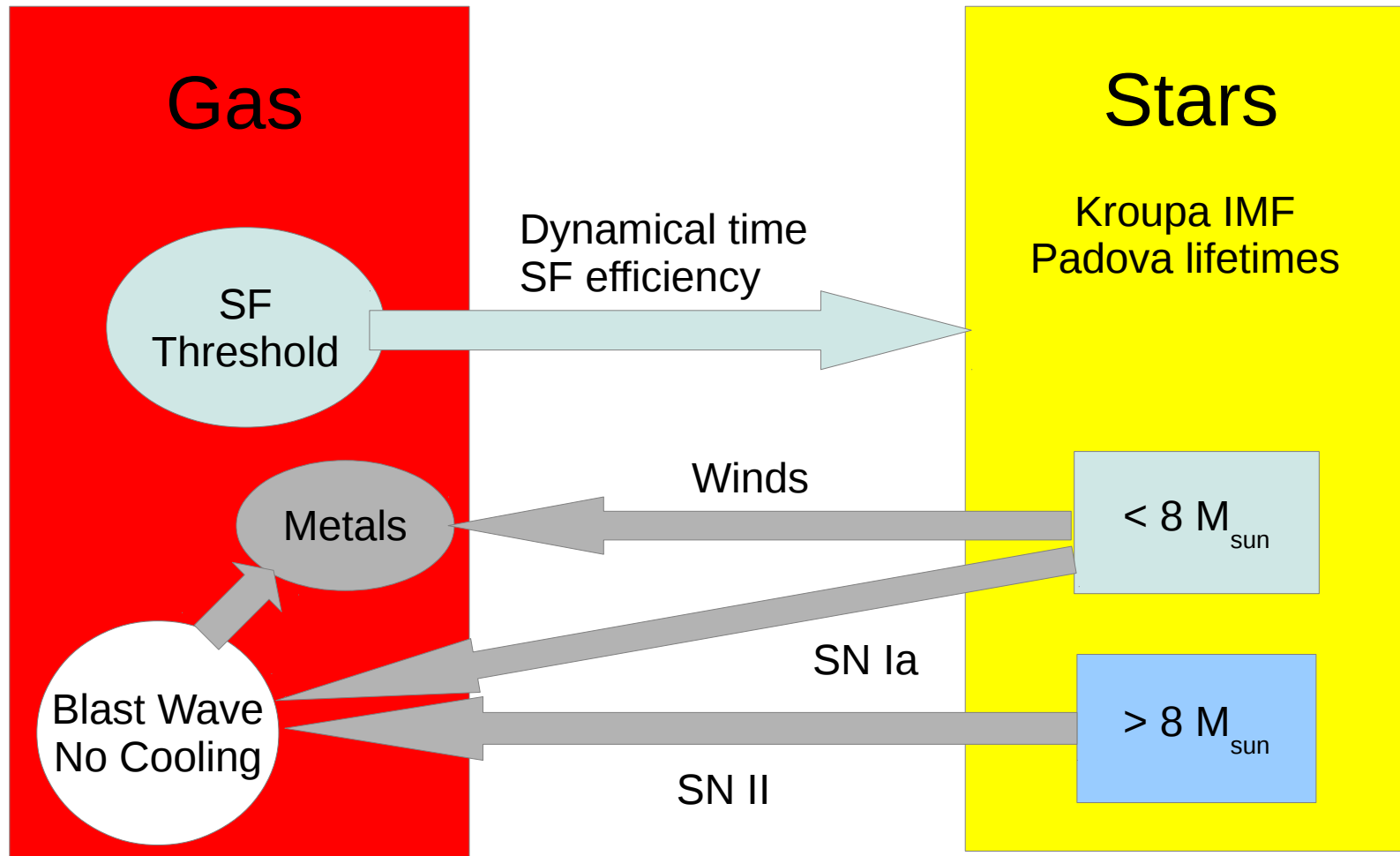


Moore et al 99

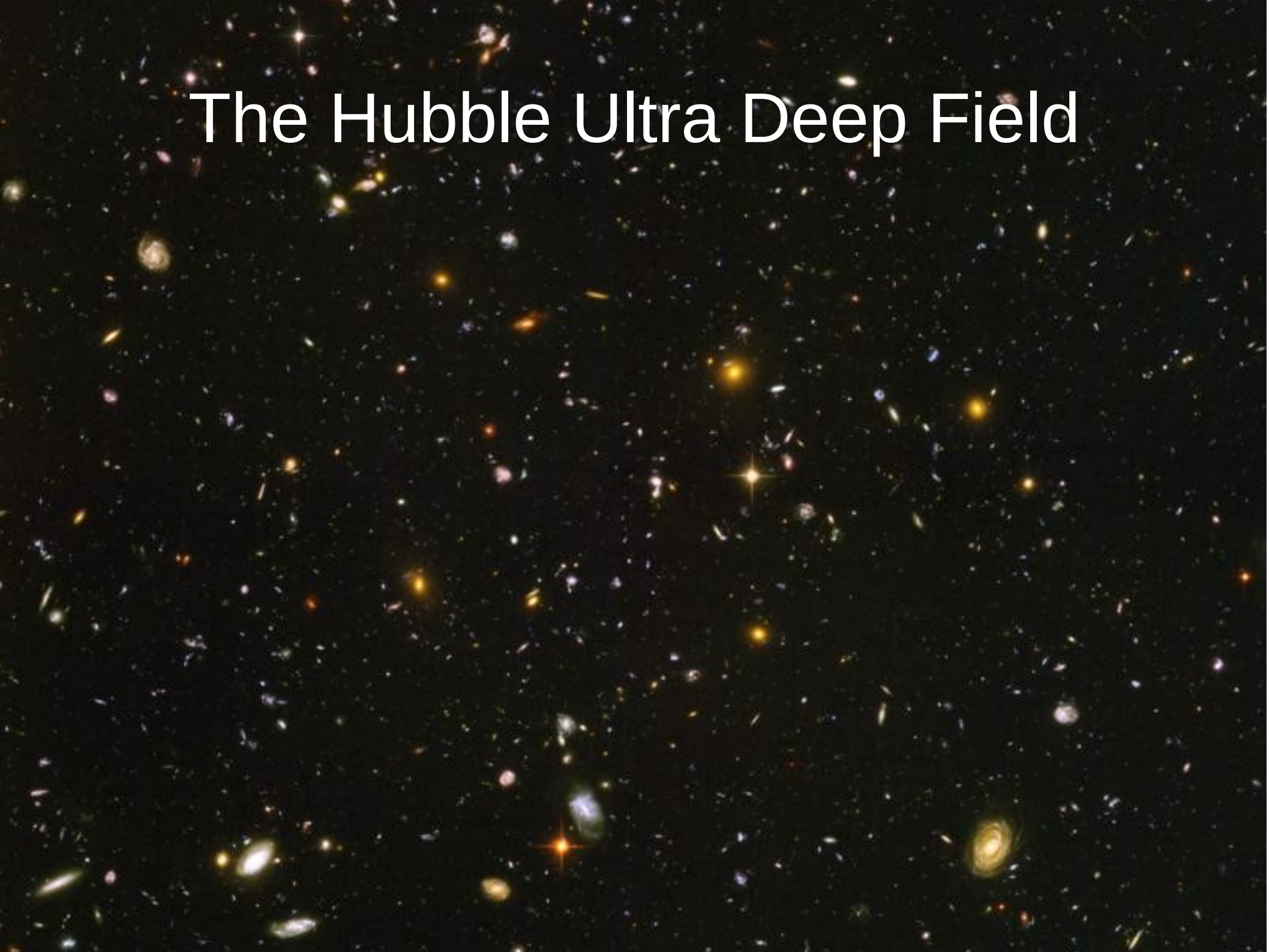
Smooth Particle Hydrodynamics

- Making testable predictions needs
Gastrophysics
 - High Mach number
 - Large density contrasts
- Gridless, Lagrangian method
- Galilean invariant
- Monte-Carlo Method for solving Navier-Stokes equation.
- Natural extension of particle method for gravity.

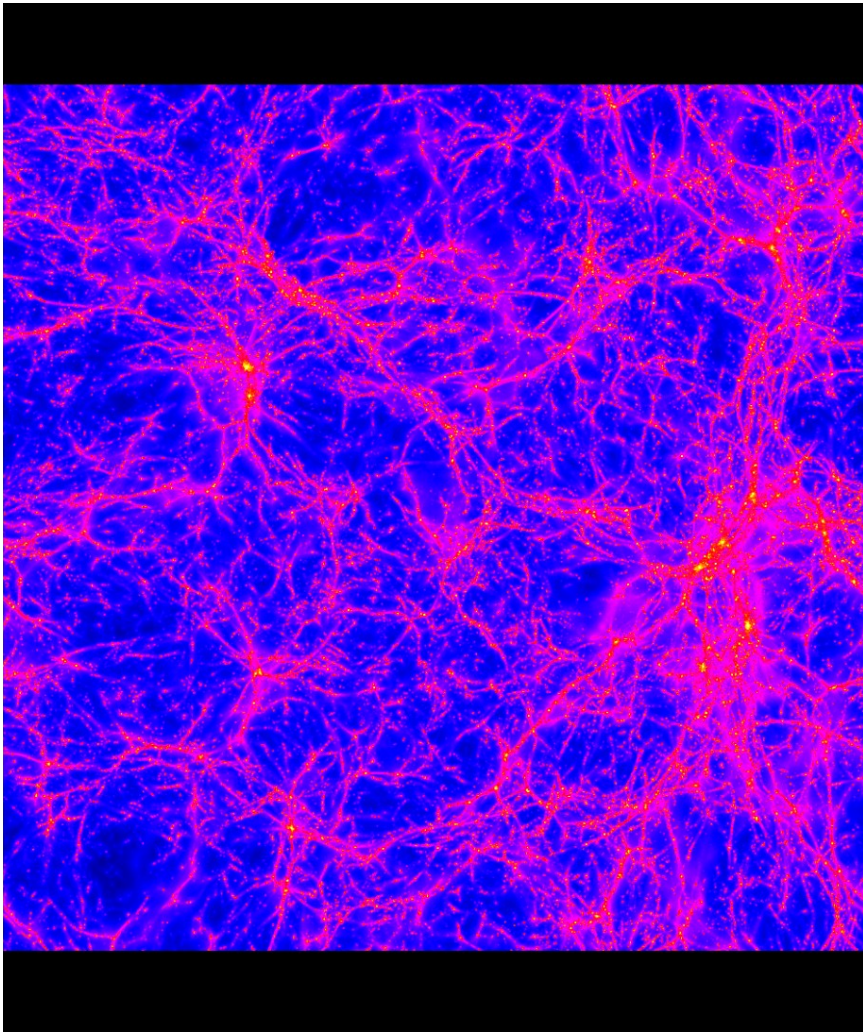
Star Formation/Feedback



The Hubble Ultra Deep Field

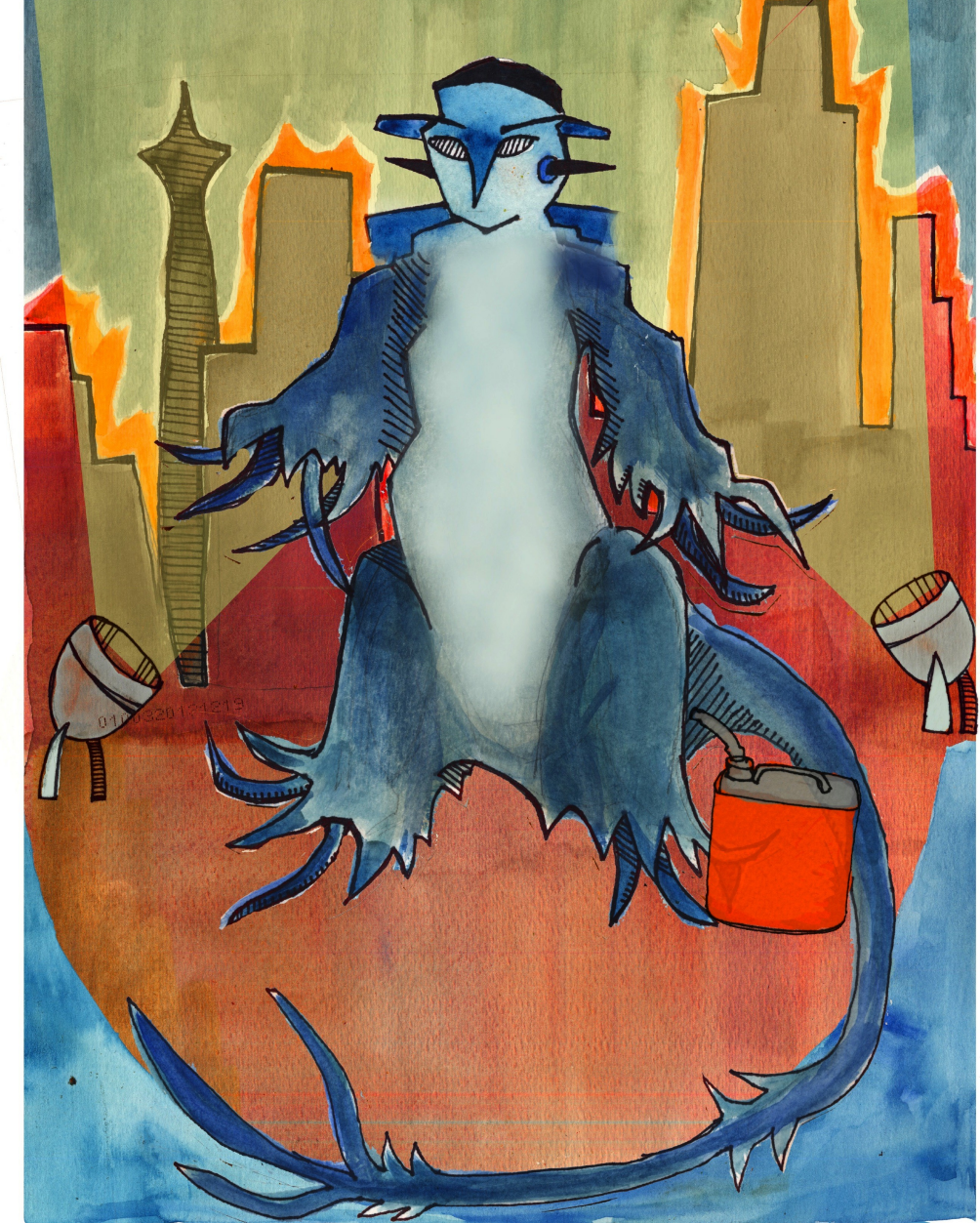


High Redshift Galaxies



- Galaxies seen by Hubble 12 Gyr ago.
- How do they relate to the Milky Way?
- What is their formation history?
- 300M core-hours on Bluewaters

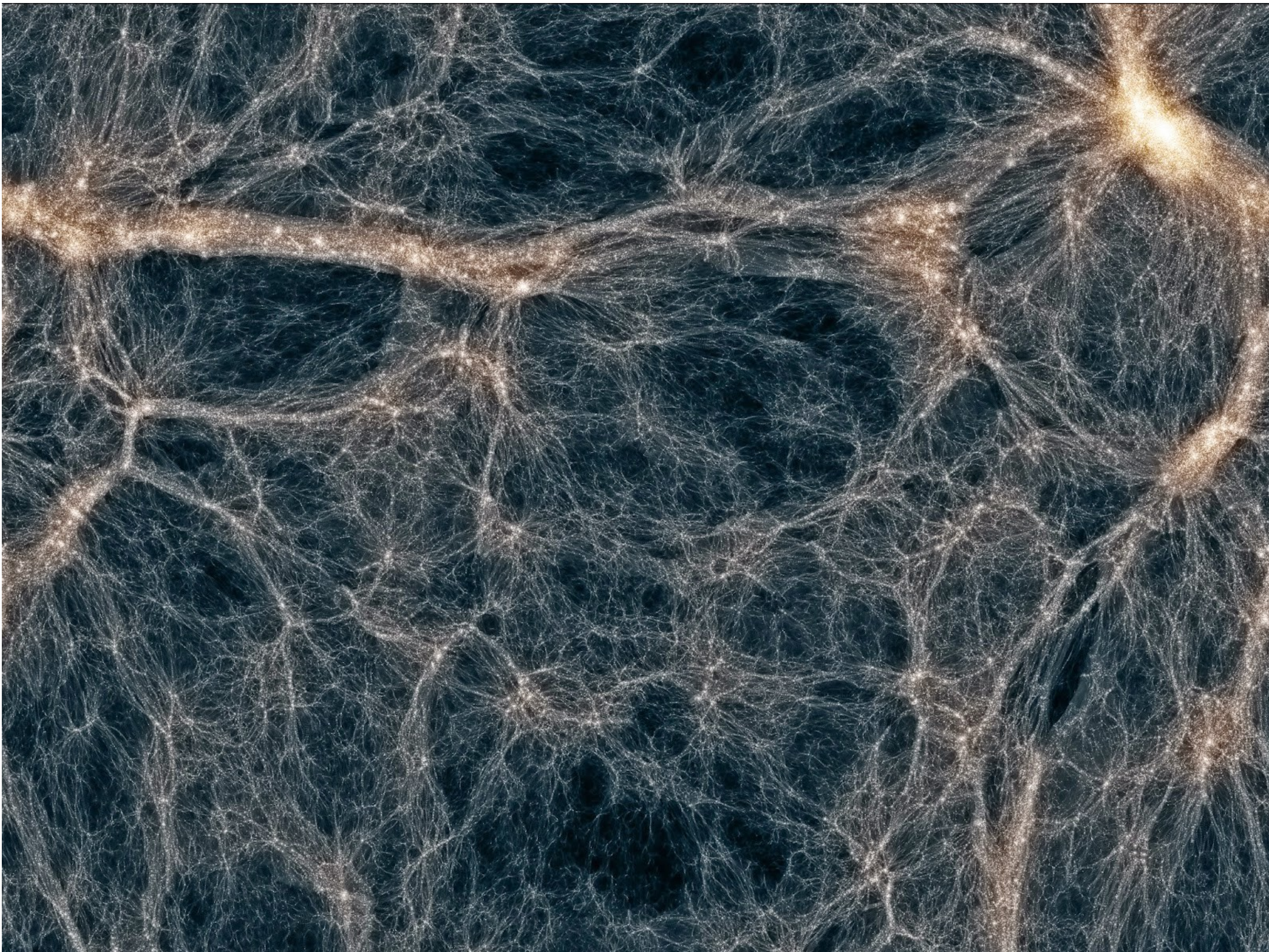
CHANGA



UNLEASHED

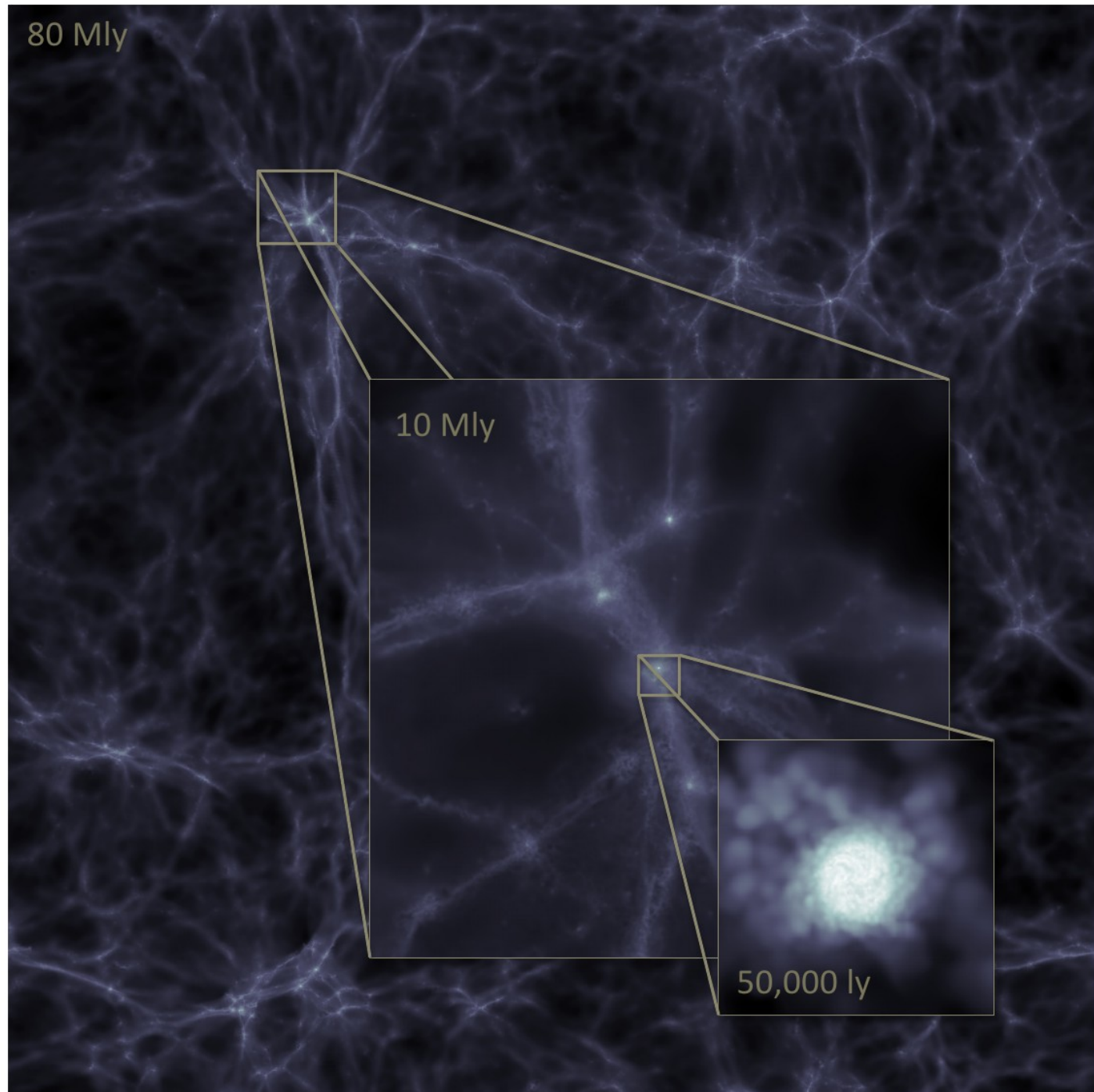
Charm Nbody GrAavity solver

- Massively parallel SPH
- SNe feedback creating realistic outflows
- SF linked to shielded gas
- SMBHs
- Optimized SF parameters (kriging)

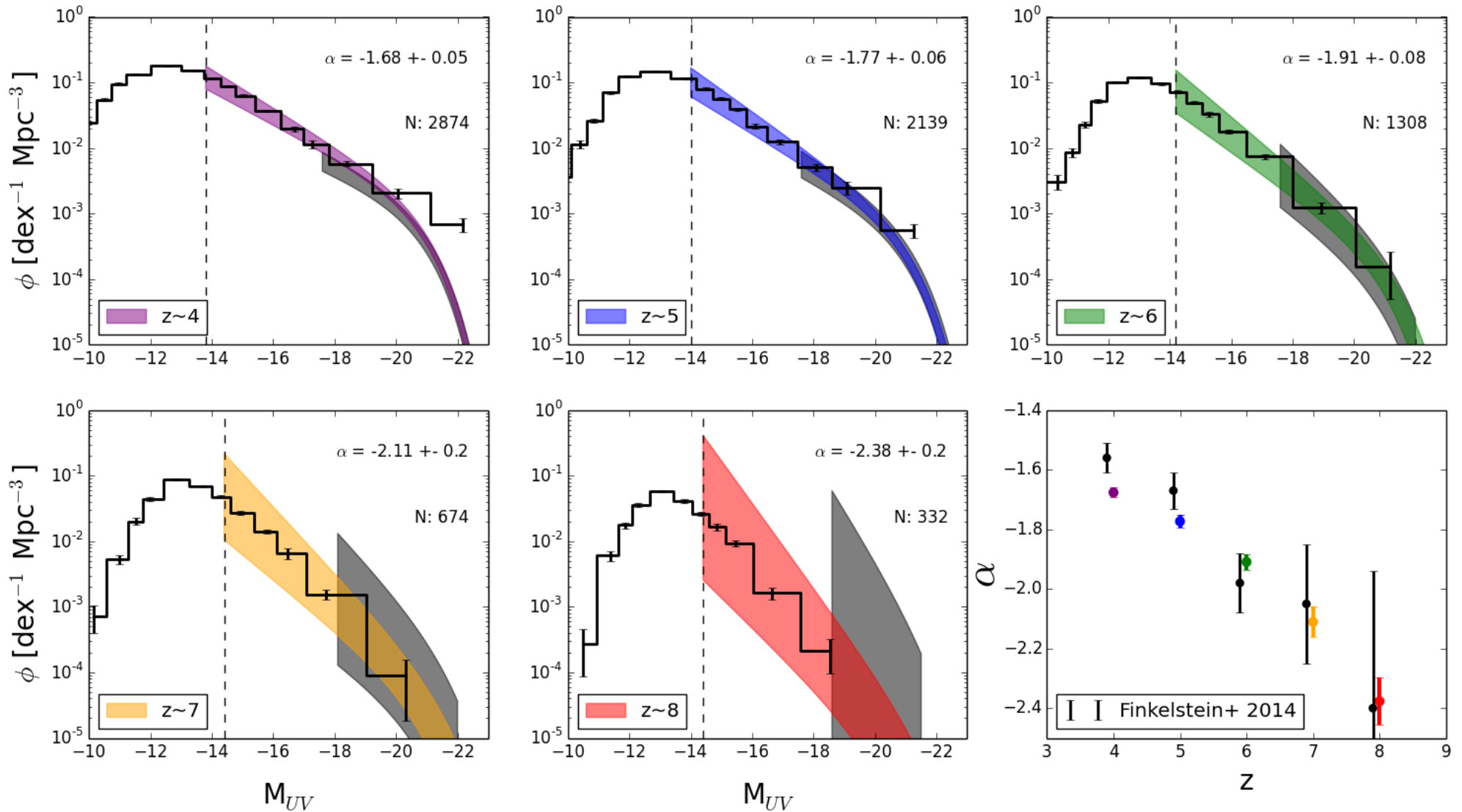


The Vulcan

- 2 billion particles
- $(25 \text{ Mpc})^3$
- Forces $\sim 350\text{pc}$
- SPH $\sim 40 \text{ pc}$
- 100s of galaxies
- 5 TB dataset



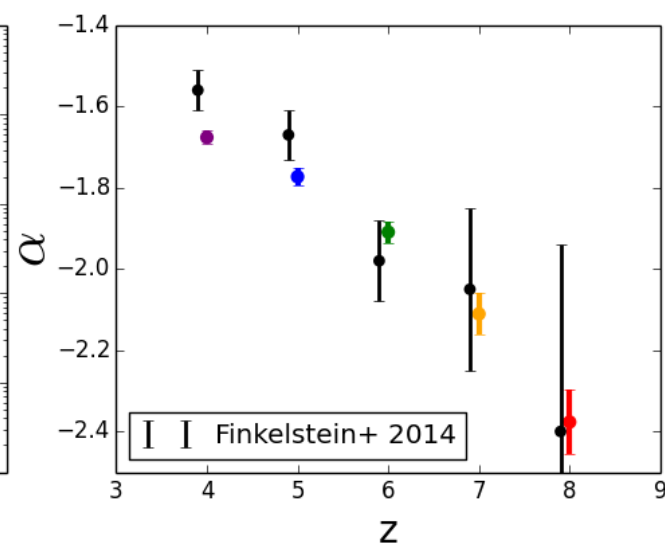
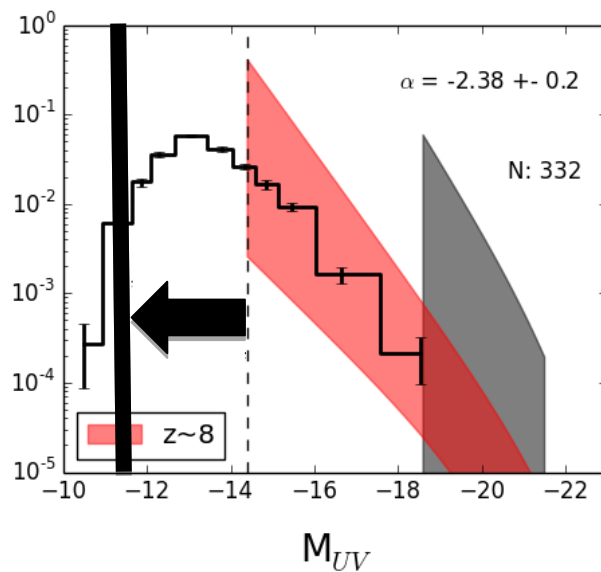
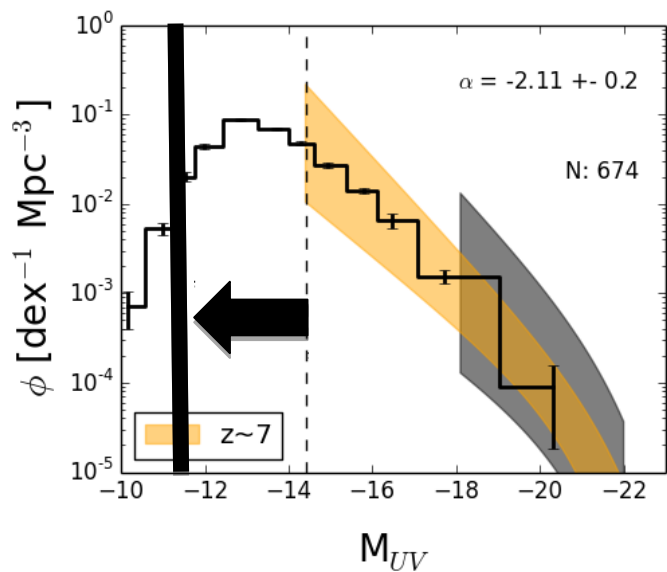
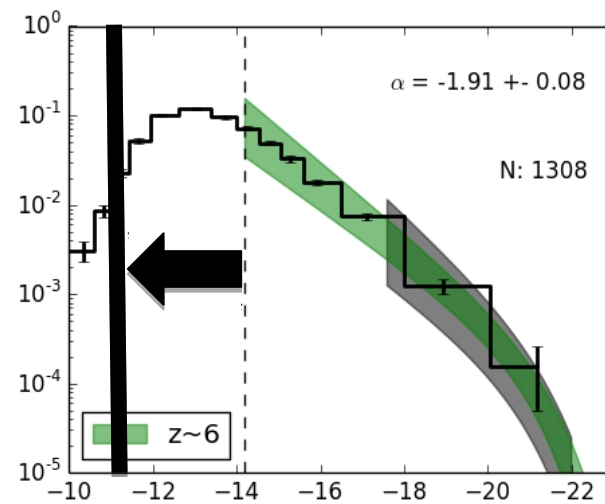
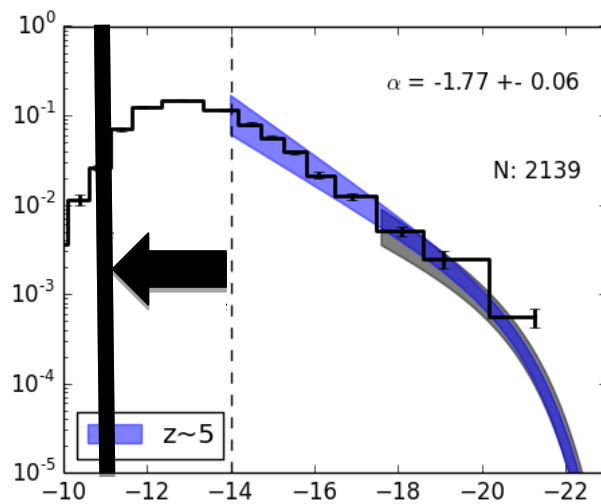
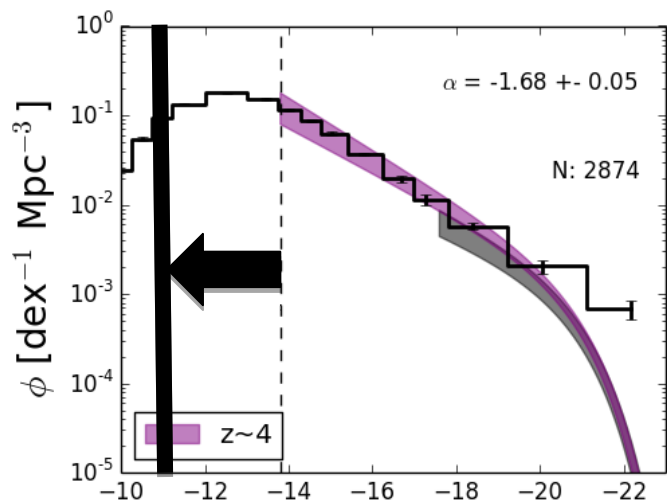
Luminosity Function



Comparison with Finkelstein+ 2014

L. Anderson+ 2015

Luminosity Function: Faint end slope



Simulations

First Stage

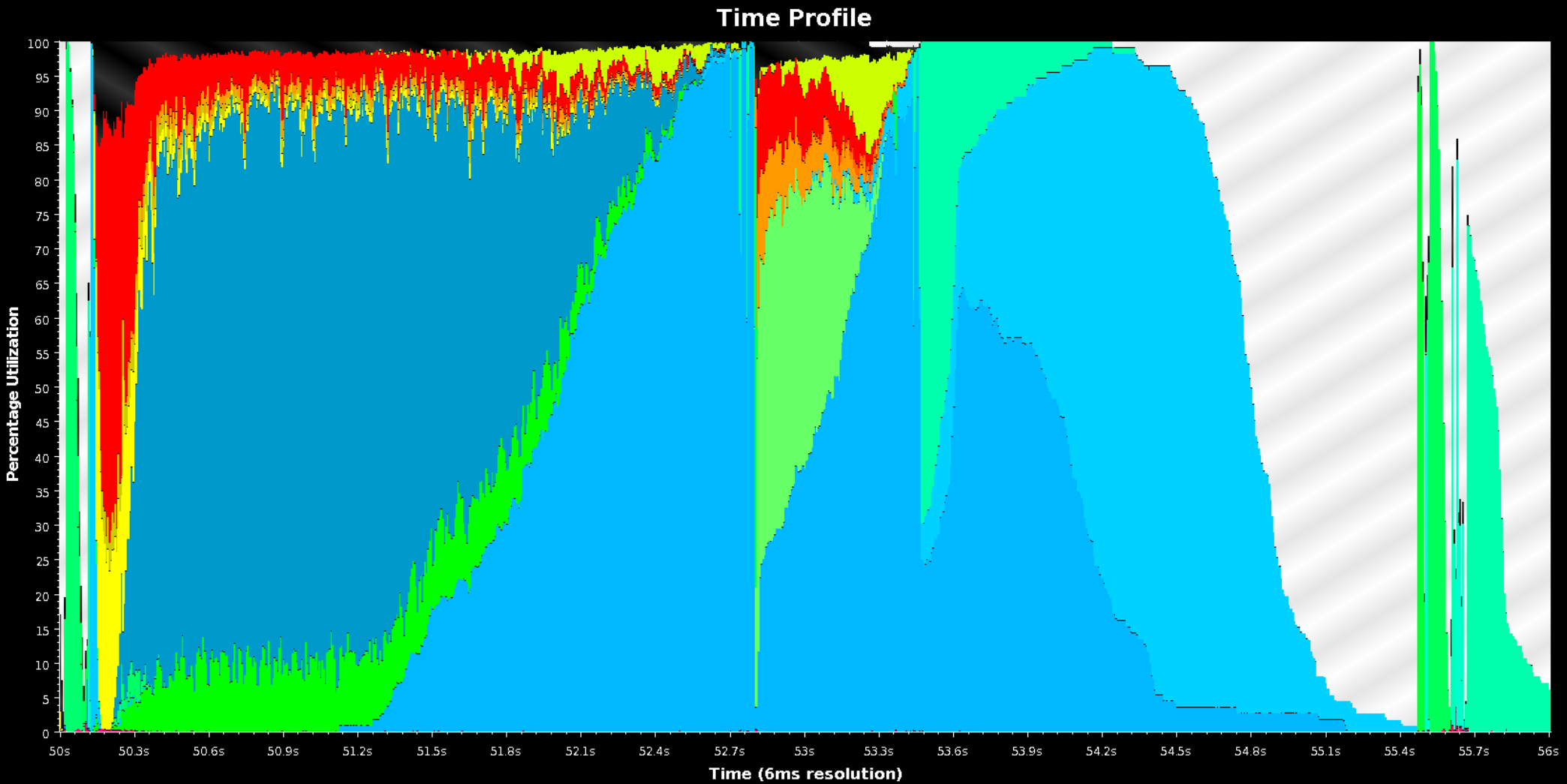
Near Future

	Vulcan	Enterprise
Timeline	2014	Autumn 2015
Size	(25 Mpc) ³	(25 Mpc) ³
Nparticles	2 billion	25 billion
Duration in z	100-4	100-0
Force Resolution	350 pc	175 pc
Morphologies	5e10 Mtot	5e9 Mtot
Size	5 TB	100 TB
Extra Physics		Black hole feedback H2 regulated star formation

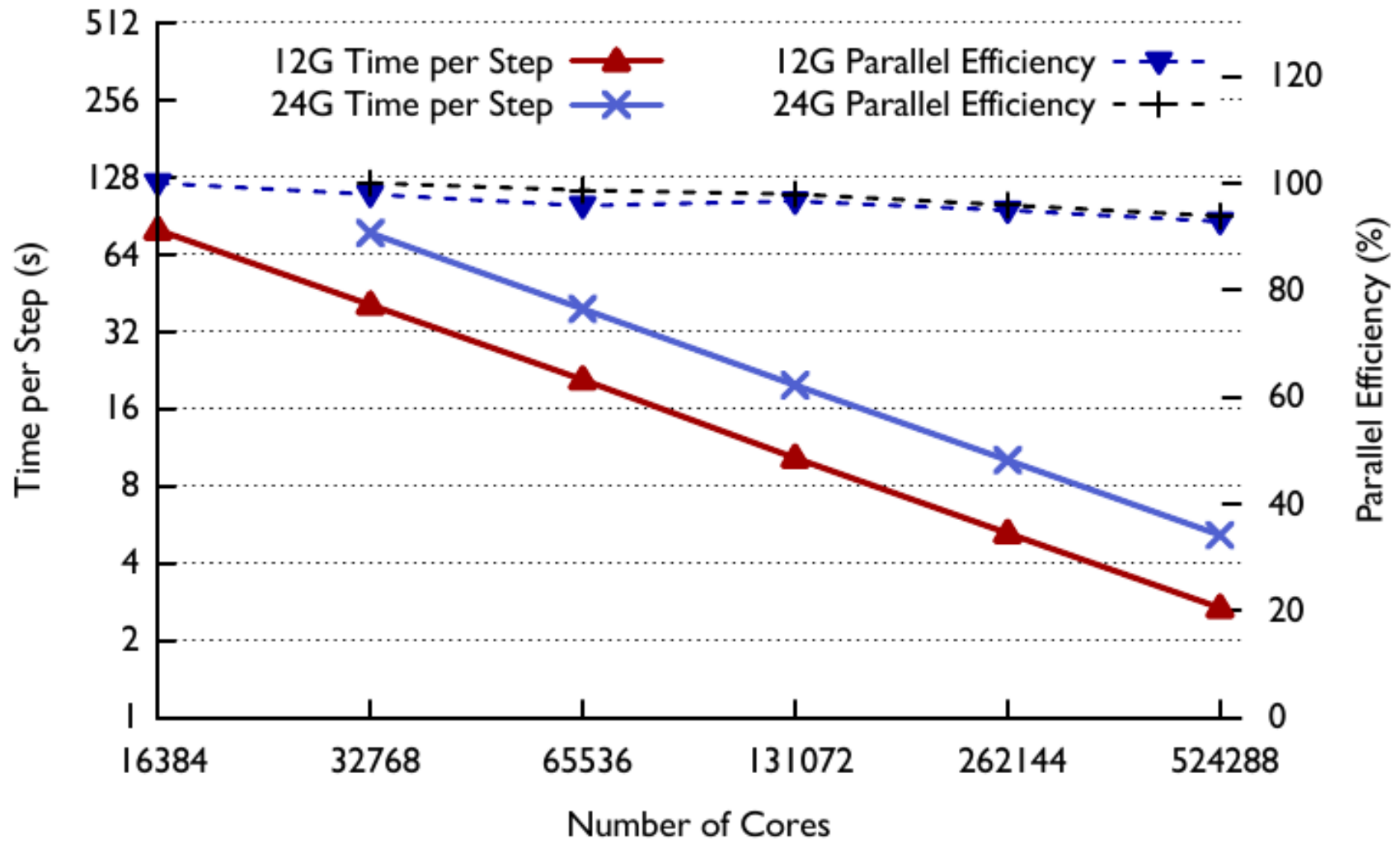
Latency hiding strategies

- Multiple “treepieces”/core (over decomposition)
- Division into multiple work units (*all concurrently*)
 - Off processor gravity treewalk
 - SPH treewalk
 - Local gravity treewalk
 - Ewald summation
- Method prioritization
 - Data requests get high priority

Overlap of Phases



Scaling to .5M cores



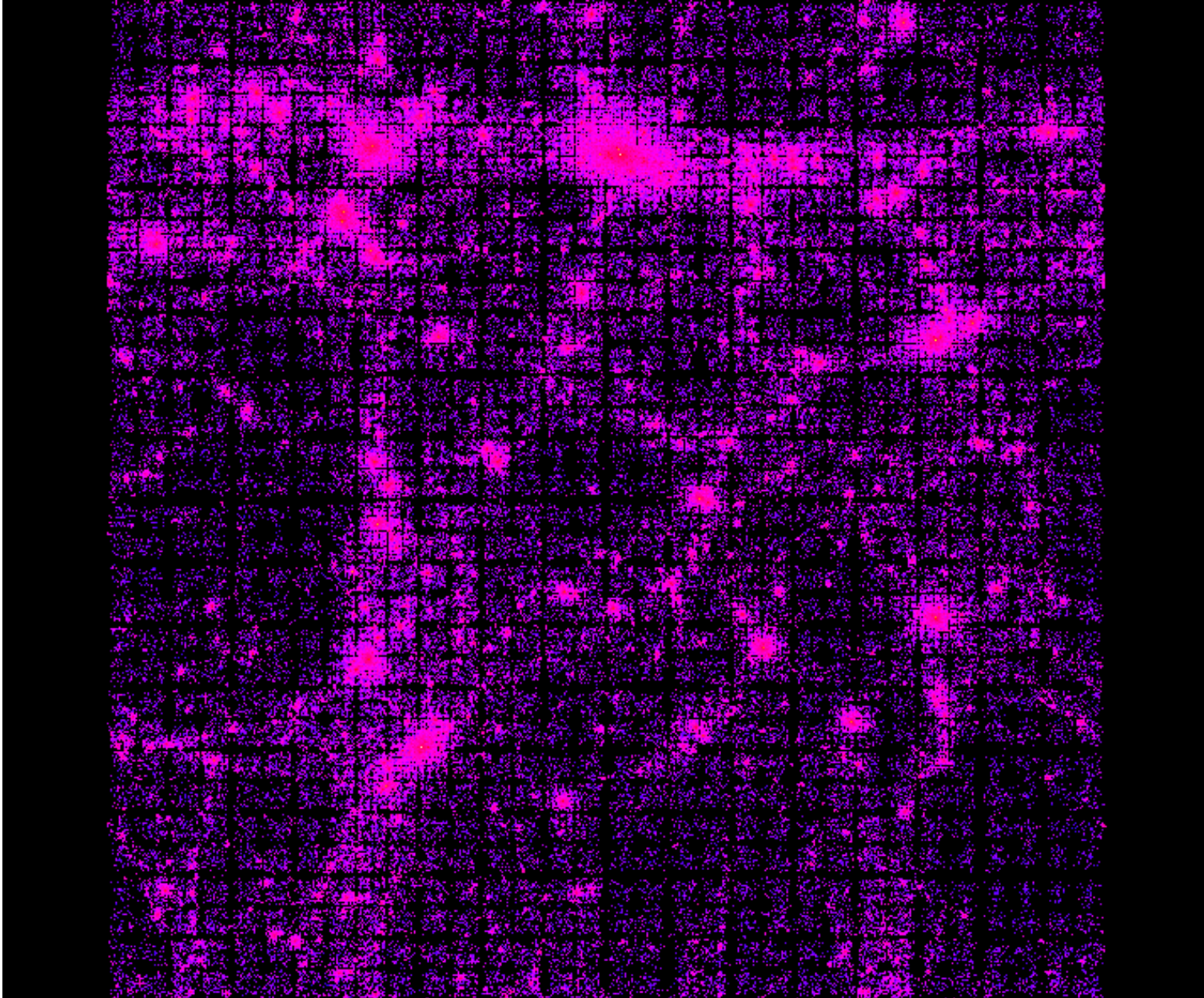
Optimizations for Large Core Count

- Domain Decomposition
 - Reuse previous domain information
 - Only re-decompose when necessary
 - Optimize sort
 - Quiescence detection for particle migration
- Hierarchical Load Balancing
- Treebuilding and approximate remote node location

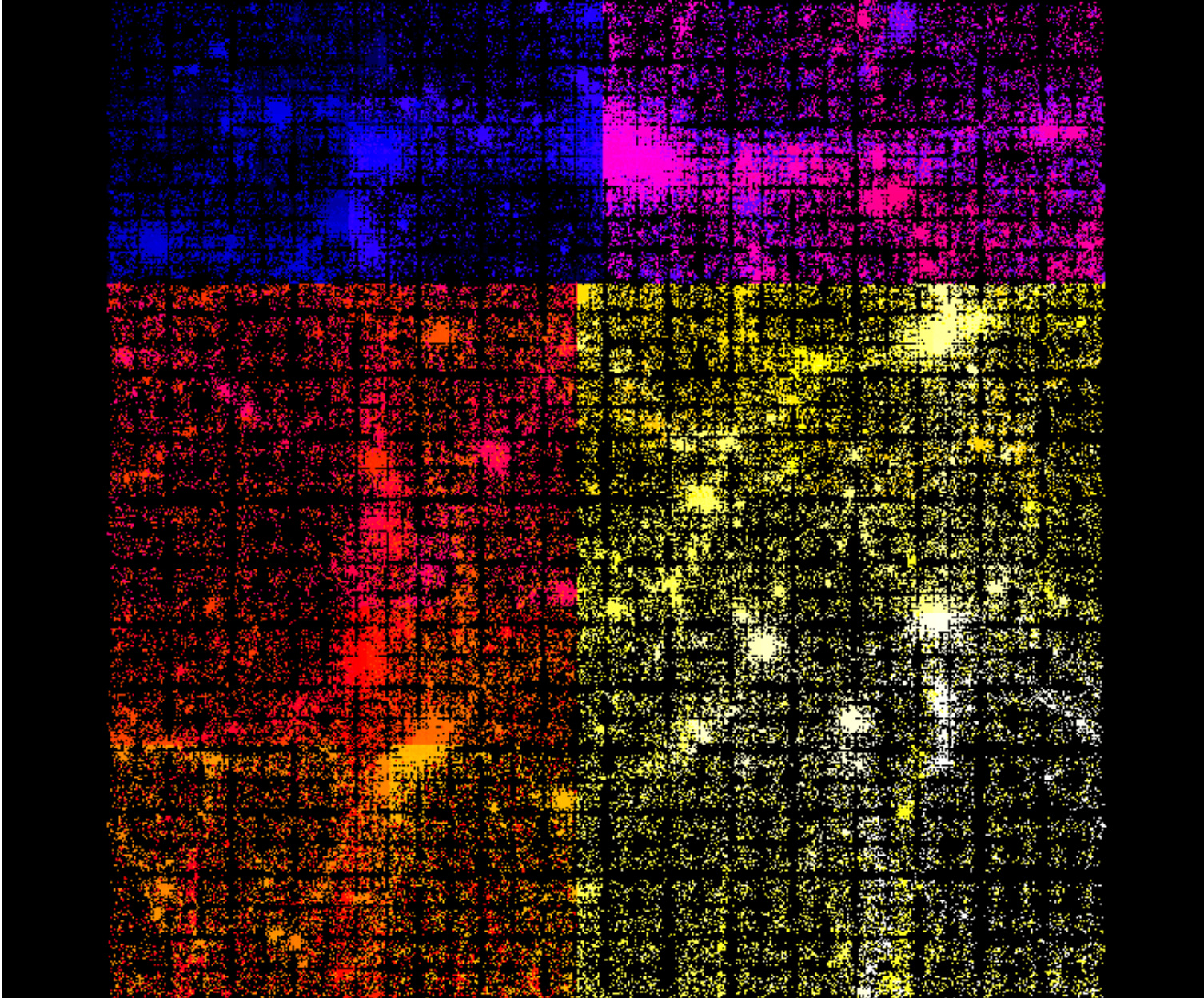
Clustered/Multistepping Challenges

- Load/particle imbalance
- Communication imbalance
- Fixed costs:
 - Domain Decomposition
 - Load balancing
 - Tree build

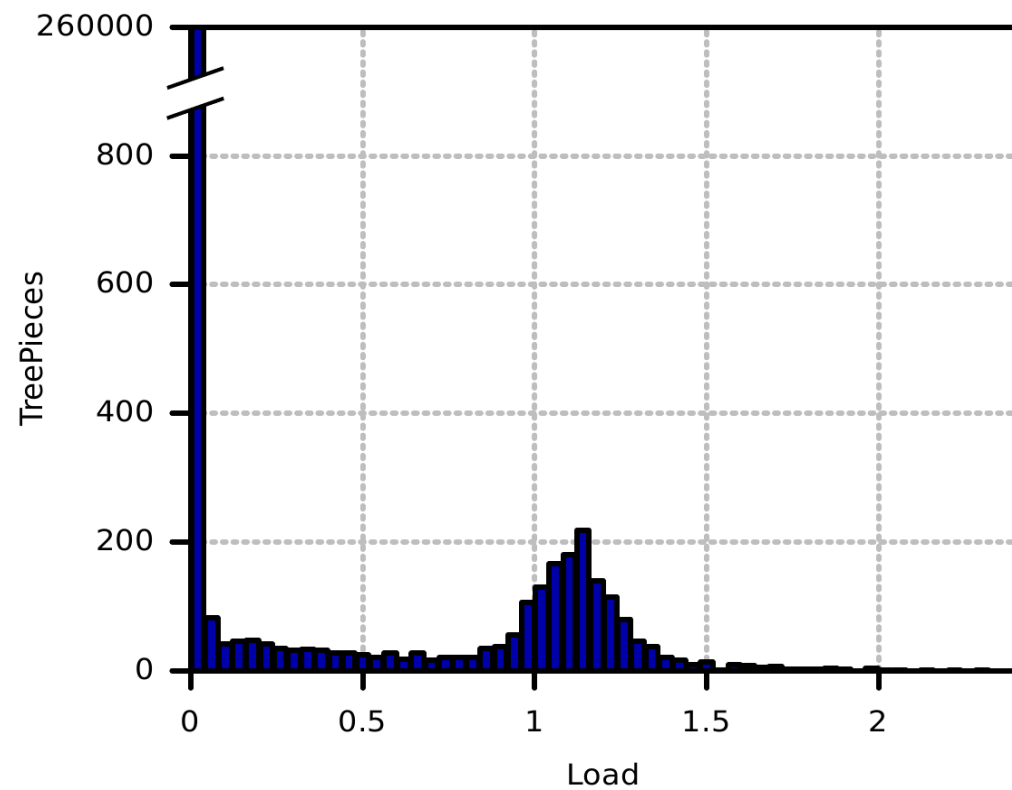
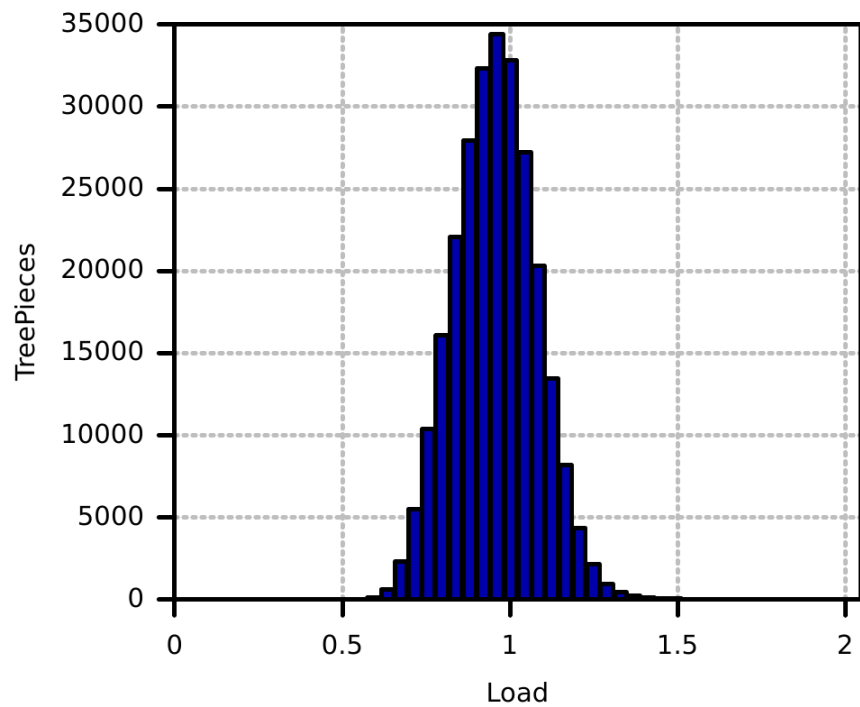
Load Variance



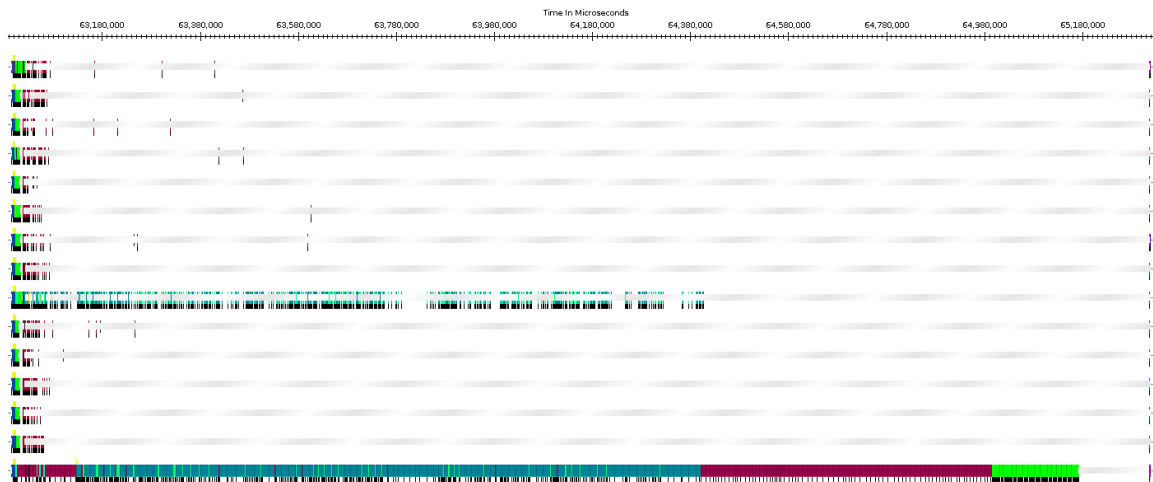
ORB Load Balancing



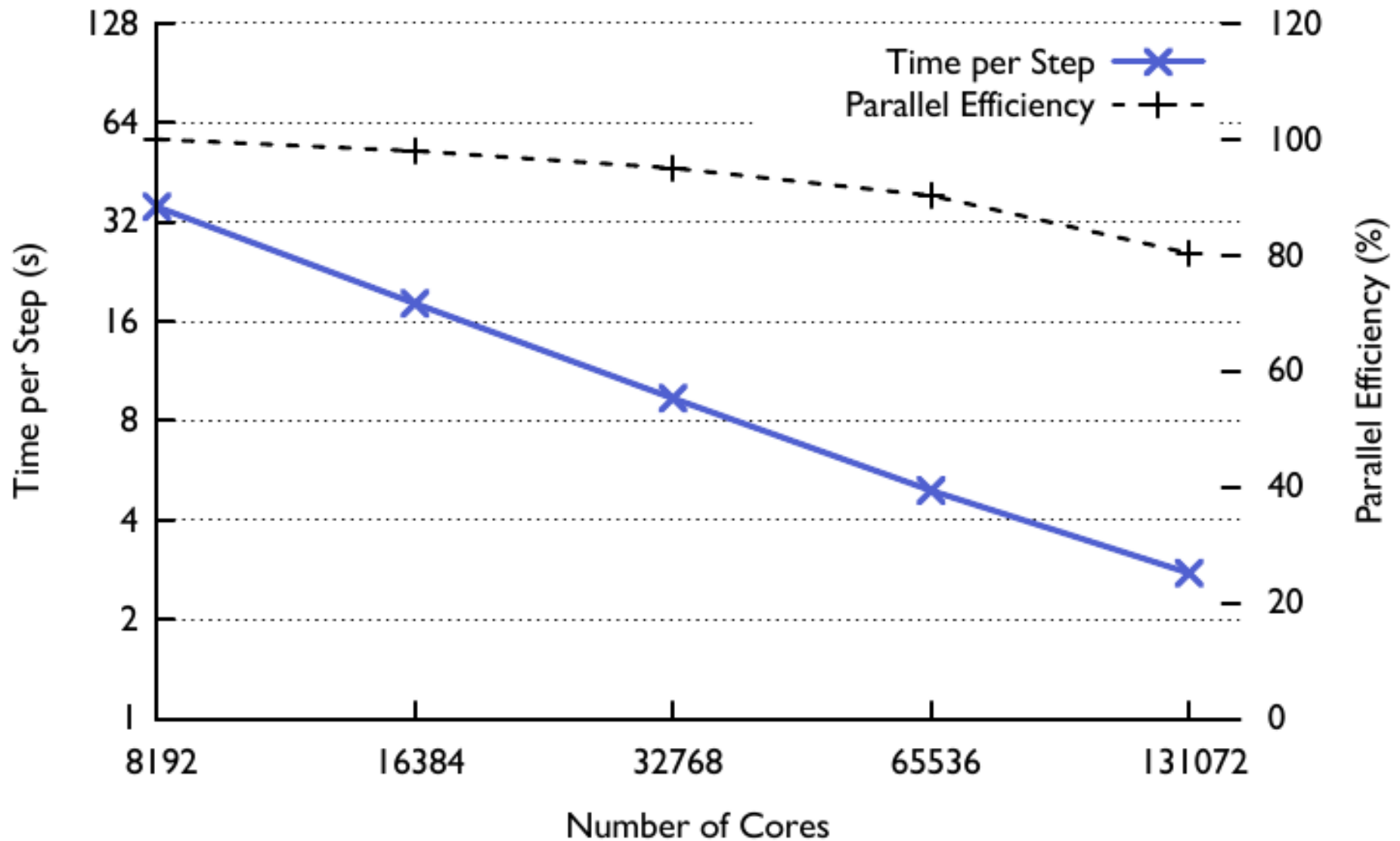
Load distributions



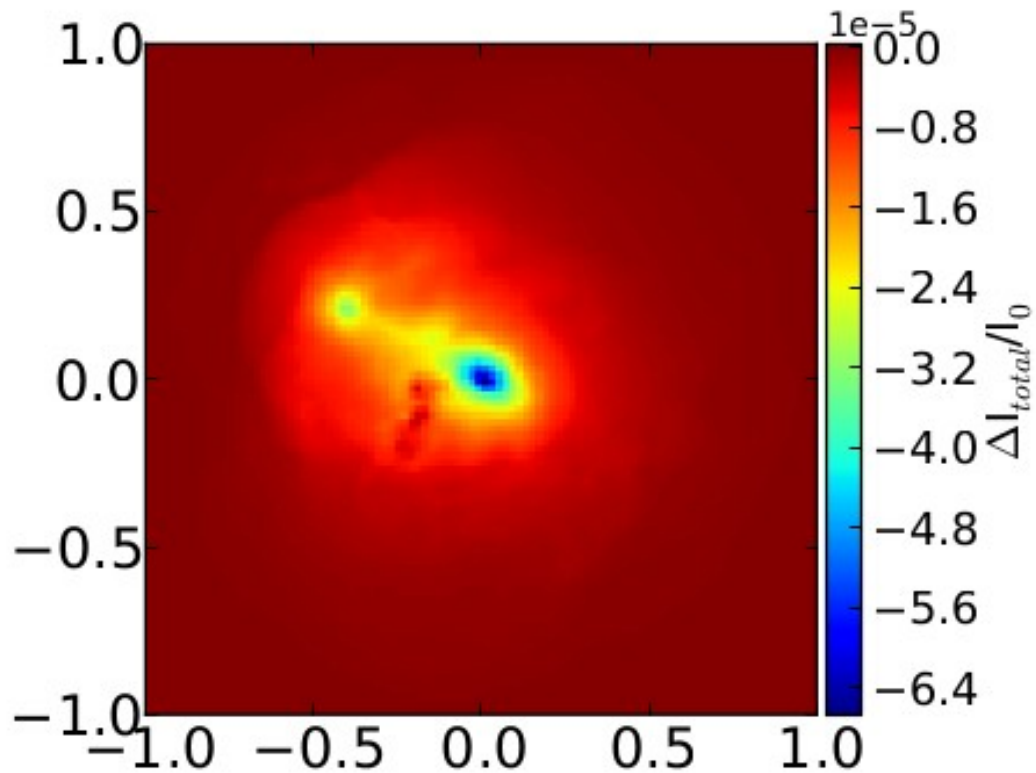
Intra-node work balancing



Multistep speedups



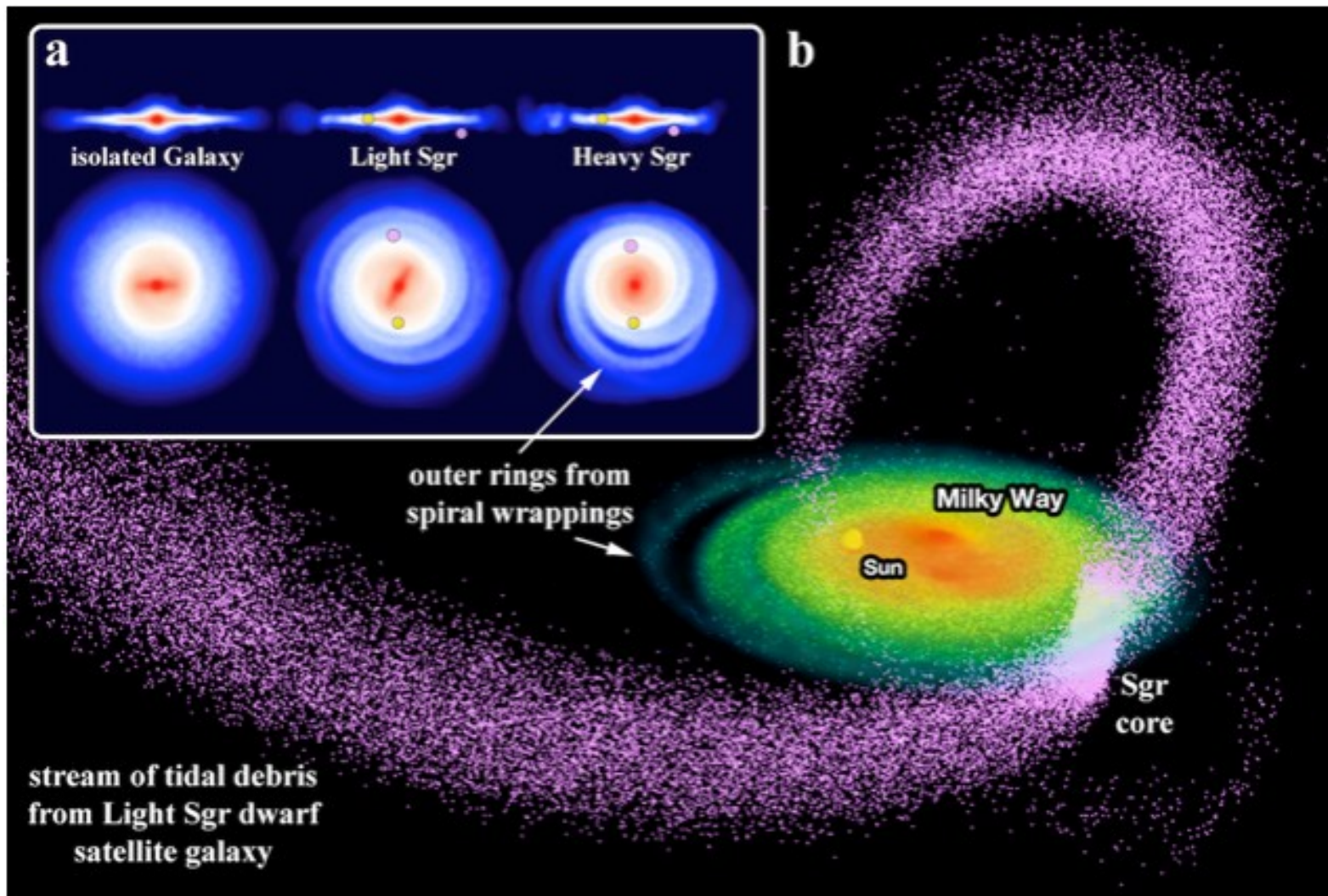
Clusters of Galaxies



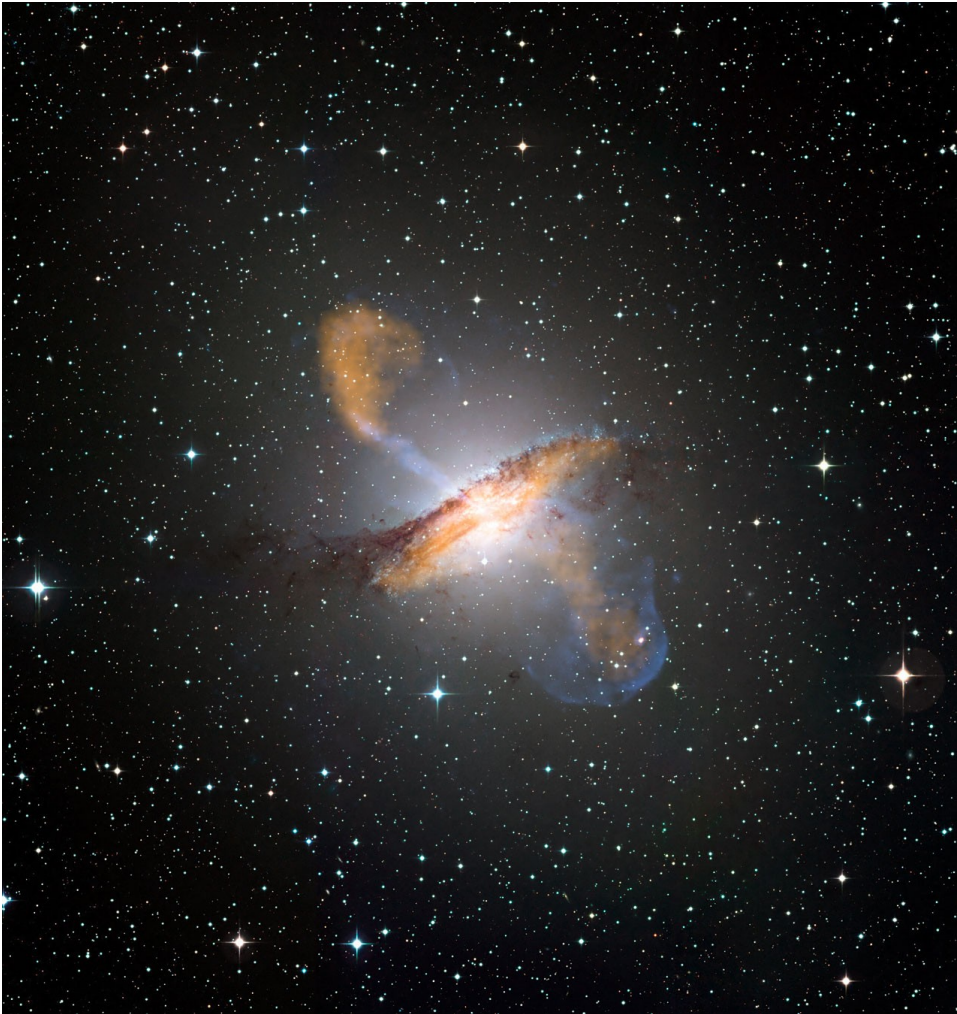
- Largest bound objects in the Universe
- Used to study evolution of Dark Energy
- Need 1 kpc resolution in 600 Mpc volume

John Ruan, et al 2013

Dwarf Galaxies and the Milky Way Disk



Active Galactic Nuclei and Black Holes

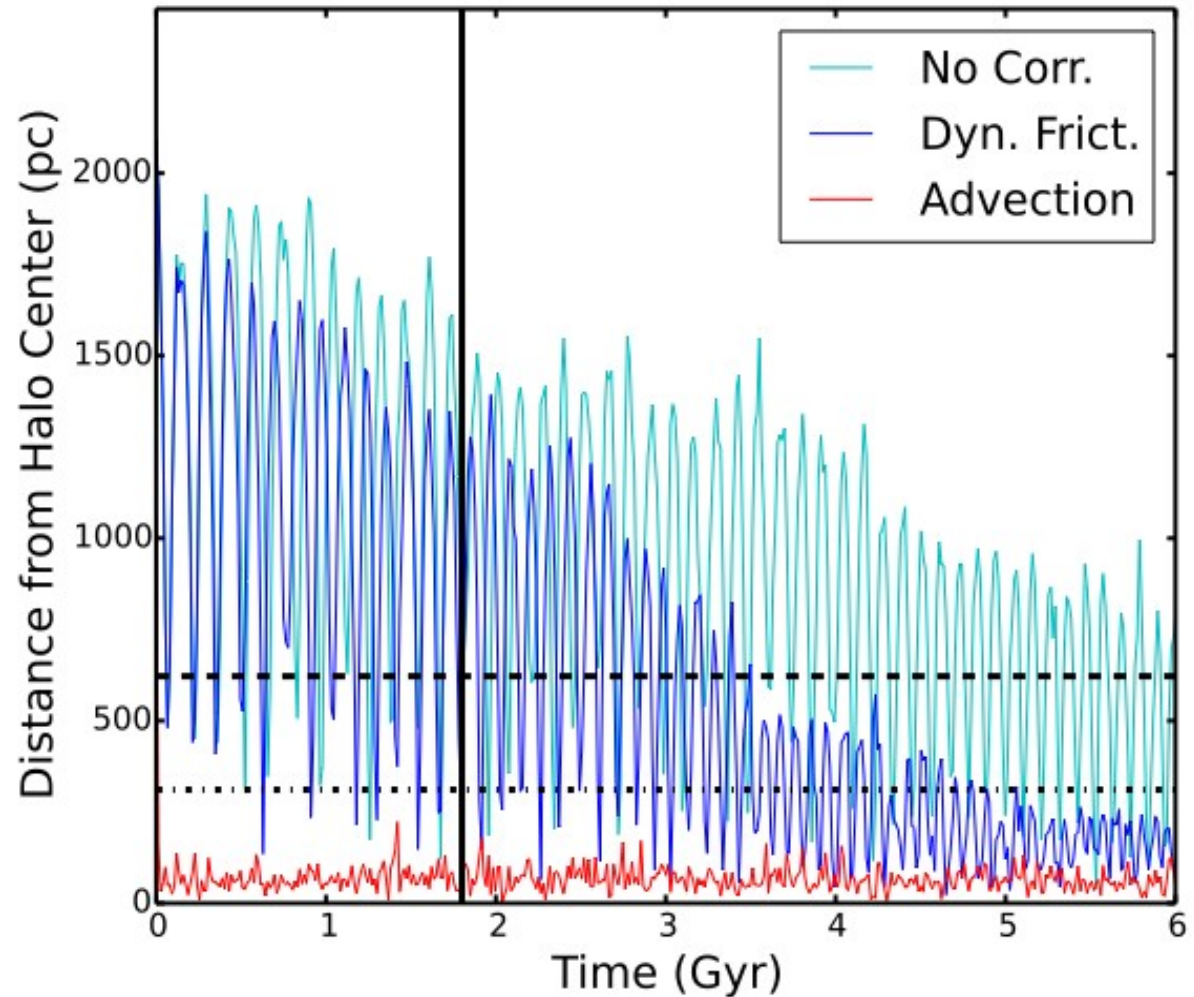


- Supermassive Black Holes seem to be at the centers of most galaxies
- Occasionally they become “active”, i.e. energetic.

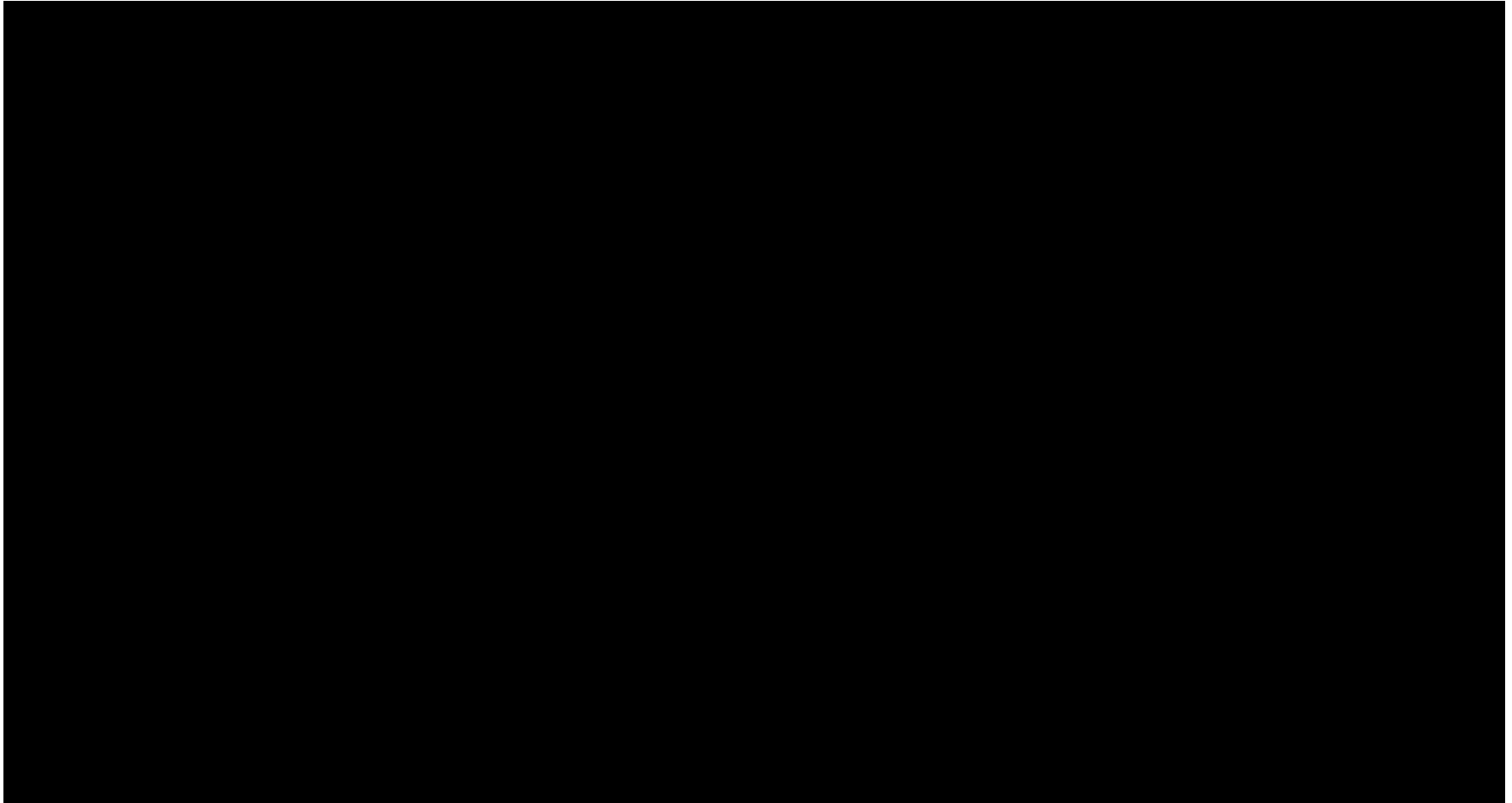
Black Hole Dynamics

Tremmel+ 2015

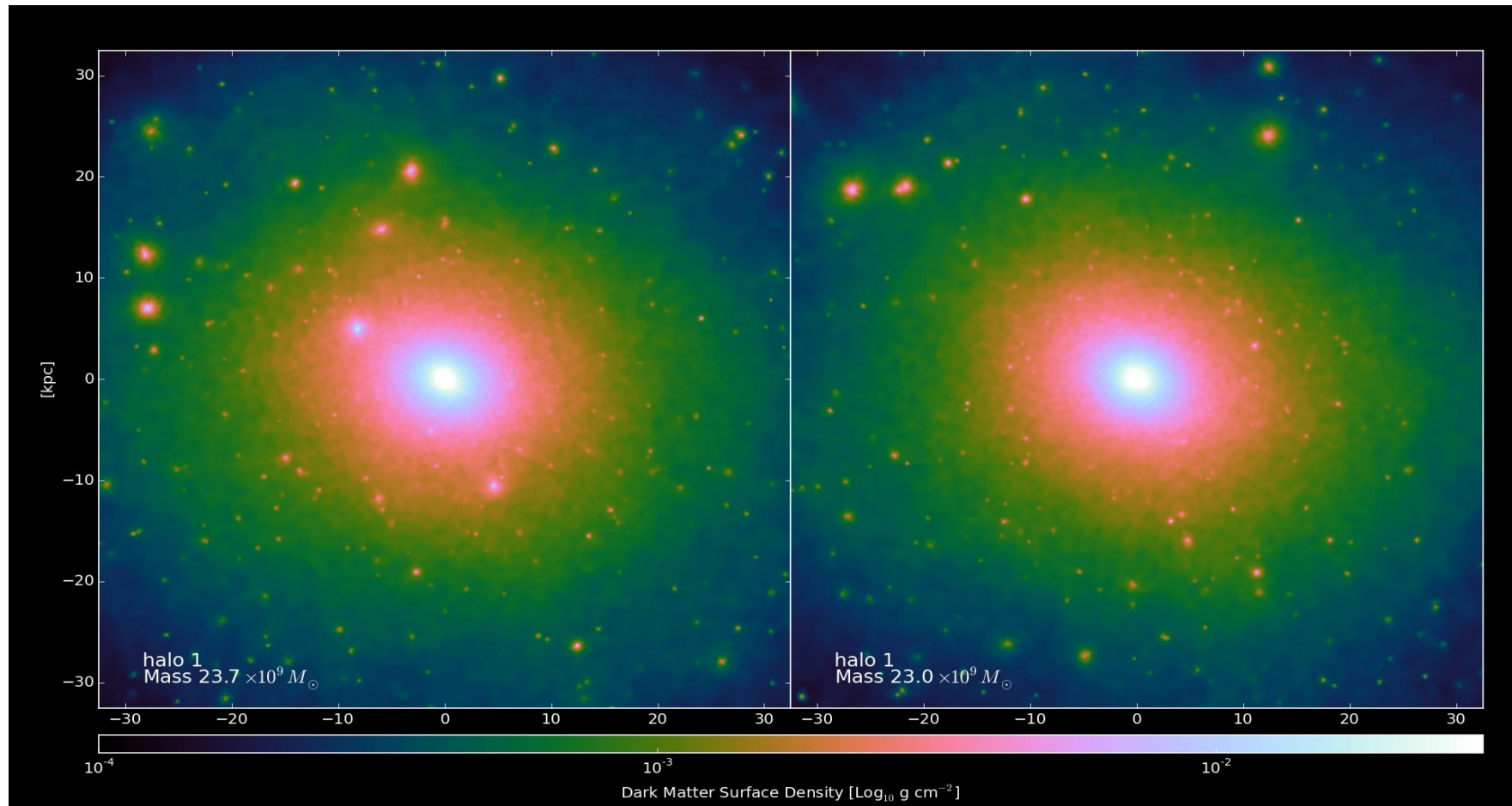
- BHs are not assumed to always be stable at the center of their host galaxies
- Unresolved dynamical friction is applied as a sub-grid model
Tremmel+2015
- High DM mass resolution avoids numerical noise
Bellovary+ 2010,
Tremmel+2015



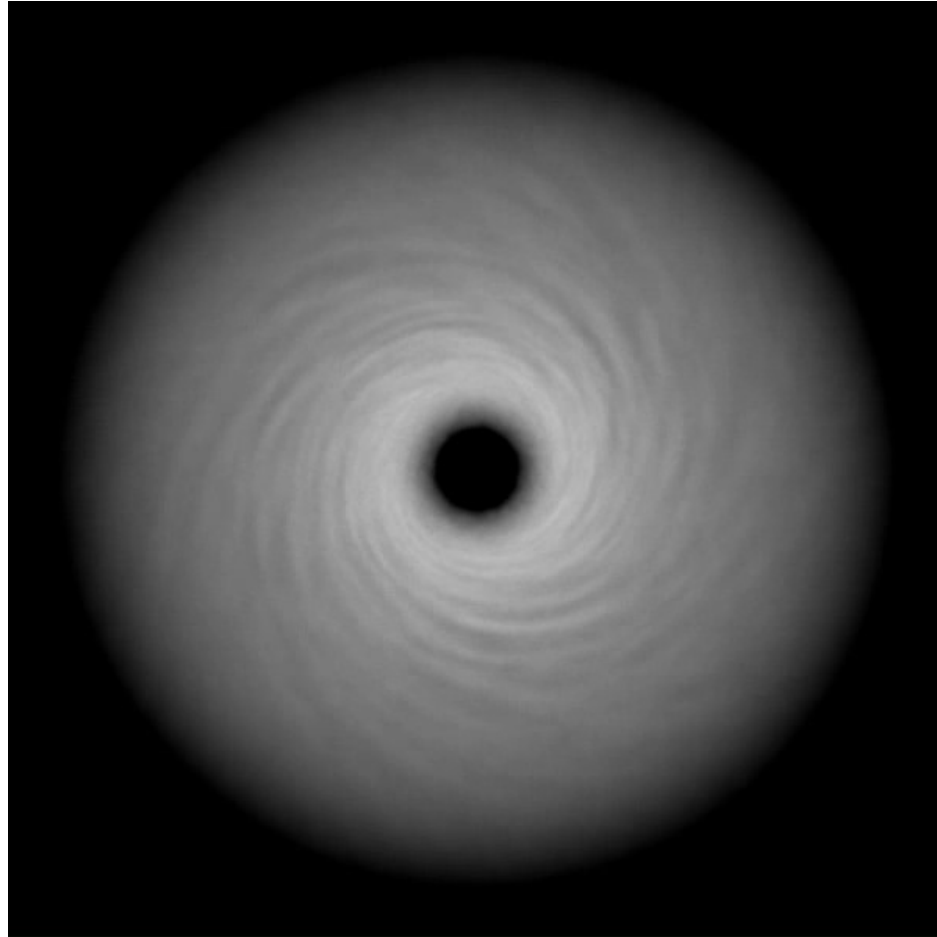
Black Holes and Feedback



Self Interacting Dark Matter



Planet Formation



Future

- More Physics
 - Radiative transfer
 - Collisional dynamics
 - Common Astrophysics modules
- Better gravity algorithms
 - Fast Multipole Method
 - Heterogeneous machines