Towards a Kinetic Code for Astrophysical Simulations

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Provost's Travel Award for Women in Science

Kinetic Theory & Transport Models

• Solve system's transport equations, e.g.

$$\frac{\partial f_i(\vec{r},\vec{p},t)}{\partial t} + \frac{\vec{p}}{m_i} \cdot \nabla f_i(\vec{r},\vec{p},t) + \vec{F} \cdot \frac{\partial f_i(\vec{r},\vec{p},t)}{\partial \vec{p}} = I_{i,\text{coll}}$$

- Heavy-ion collisions, aerospace research, nano-scale devices, astrophysical N-body simulations
- Numerical methods: Molecular Dynamics, Direct Simulation Monte Carlo, ...
- DSMC: Occupied phase space via delta-functions (testparticles)

$$f(\vec{r},\vec{p},t) = \sum \delta^3 \left(\vec{r} - \vec{r_i}(t)\right) \delta^3 \left(\vec{p} - \vec{p_i}(t)\right)$$

• Many test-particles can represent one physical particle/ object or one test-particle can represent many physical particles/object





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Hydrodynamic Limit



- In the limit of small Knudsen number: $K = \lambda/L$ (mean-free-path/length scale)
- Transport models can reproduce (viscous) hydrodynamic behavior, e.g.:
 - Hydrodynamic shocks
 - Fluid instabilities

Application areas of interest

Core-collapse supernovae

- Death of massive stars ($M > 8M_{sun}$), triggered by the gravitational collapse of the star's iron core
- Production site for heavy elements, birth place of neutron stars and black holes
- Important for explosion: Interplay between neutrino transport and fluid instabilities

Inertia confinement fusion (ICF)

- Implosion and ignition of fusion fuel capsule (deuterium, tritium) by lasers (direct) or x-ray radiation (indirect)
- Formation of Rayleigh-Taylor instabilities causes non-uniform heating, premature heating of fusion fuels.
- Non-equilibrium effects



Figure 1. Ignition experiments on NIF will use indirect drive to heat the inside of a cylinder (hohlraum). The incident laser light will enter the cylinder through holes at its end caps and will be converted to x rays that will converge on a 2-millimeter-diameter capsule. NIF also has an option to conduct direct-drive experiments, with the laser light directly incident on a capsule.

Kinetic approach to supernova simulations

- Evolve collapse and explosion stages of stellar core with transport model
- For ~10⁶ matter/baryon test-particles & neutrino test-particles → ~10⁵¹ baryons/ test-particle
- Number of matter/baryon test-particles is conserved; neutrino test-particles can be created and absorbed
- Matter/baryon test-particles can represent neutrons, protons, or nuclei
- Test-particles are subject to nuclear meanfield force, gravitation, and scattering



$$\frac{d}{dt}\mathbf{p}_{j} = -\nabla U_{EoS,e^{-}}(\vec{r}_{j}) + \mathbf{F}_{Grav(j)} + \mathbf{F}_{Coll}(\mathbf{p}_{j})$$
$$\frac{d}{dt}\mathbf{r}_{j} = \mathbf{p}_{j}/\sqrt{m^{2} + p_{j}^{2}}$$

Strother & Bauer, Int. Journal Mod. Phys. D (2009), Strother & Bauer, Journal of Phys. 230 (2010)

Grid for test-particle scattering

- Collisions by Direct Simulation Monte Carlo
- Random choice of scattering partners in a cell
- Collision is performed in the center-of-mass frame
- Random choice for orientation of outgoing velocity vector



Previous studies

- 10⁶ baryon test-particles
- Simple skyrme type potential
- No iso-spin contribution
- Simulation via DSMC
- Collapse of the iron core of a 15M_{sun} star
- Comparison to 1D GR hydrodynamic simulation with Relativistic mean-field EoS
- Similarities in collapse phase and shock formation
- No neutrino transport
- Simulation ran on 1 CPU for one week (3D particle collision and propagation, 1D spherical gravity Newtonian monopole approximation)



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Large Scale DSMC Code



- Aim: Transport code that can handle N >10⁶ test particles in a computationally efficient way
- Divide simulation space into grid and allocate particles to its bins via linked list
- Parallel scattering partner search over *active* bins and their neighboring cells
- Particle interaction range must be smaller than bin size Δx
- Adaptive time step size: $\Delta t = \Delta x / v_{max}$
- Use one grid for calculations (c-bins) and one grid for output (o-bins)



• Real overlap times:

$$t_{o\,1,2} = \frac{1}{|\vec{v}_{\rm rel}|^2} \left[-(\vec{v}_{\rm rel} \cdot \vec{r}_{\rm rel})^2 \pm \sqrt{(\vec{v}_{\rm rel} \cdot \vec{r}_{\rm rel})^2 - |\vec{v}_{\rm rel}|^2 (|\vec{r}_{\rm rel}|^2 - (r_{\rm eff,A} + r_{\rm eff,B})^2)} \right]$$
$$\lambda = (4\pi \ r_{\rm eff}^2 \ n)^{-1}$$

- Final collision partner: Shortest collision time or smallest distance
- I. Sagert, AstroCoffee, July 2014, ITP Frankfurt

Simulation overview



- Simulation space with 10⁷ 10⁸ test-particles
- Parallel scattering partner search (currently OpenMP, MPI under development)
- Scattering partner by Point-closest-Approach
- Interactions: 2-body collisions
- Boundary conditions: reflective, periodic, free, random reflective, ...

Shock wave studies

- Benchmark tests for hydrodynamic codes
- Many shock wave problems have analytic solution
- Allow evaluation of the performance of a code and comparison to other codes
- First tests: Sod tube test, Noh implosion test, Sedov blast wave test
- Output for analysis: density *n*, pressure *p*, velocity *v* (radial or bulk), temperature *T*

$$\begin{aligned} \mathbf{P}_{\alpha\beta} &= -\left(\sum_{i} m \left(v_{i,\alpha} - v_{b,\alpha}\right) \left(v_{i,\beta} - v_{b,\beta}\right) + \frac{1}{2} \frac{1}{\Delta t} \sum_{i} \sum_{i \neq j} r_{ij,\alpha} \,\Delta p_{i,\beta}\right) \\ p_{2D} &= -\frac{1}{V} \frac{\mathbf{P}_{xx} + \mathbf{P}_{yy}}{2}, \quad p_{3D} = -\frac{1}{V} \frac{\mathbf{P}_{xx} + \mathbf{P}_{yy} + \mathbf{P}_{zz}}{3} \end{aligned}$$
$$v_{\text{rms}} &= \frac{1}{N} \left(\sum_{i=1}^{N} \left[(v_{i,x} - v_{b,x})^2 + (v_{i,y} - v_{b,y})^2 + (v_{i,z} - v_{b,z})^2 \right] \right)^{1/2} \qquad T = v_{\text{rms}}^2 m/s, \end{aligned}$$

2D Sod Tests



Riemann problem with analytic solution

- Initial conditions: $n_1 = 1$, $n_2 = 0.125$, $p_1 = 1$, $p_2 = 0.1$, $v_1 = v_2 = 0$
- Analytic solution constraints: Shock front, contact discontinuity, and rarefaction wave
- Simulations: 2D, N = 20,000,000, λ = 0.001 Δx , 2000×500 c-bins, 400×100 o-bins



I. Sagert, AstroCoffee, July 2014, ITP Frankfurt

Figs: Sagert., Bauer, Colbry, Howell, Pickett, Staber, Strother JCP 266 (2014) [3]

3D Sod Tests



• Simulations: 3D, N = 80,000,000, λ = 0.001 Δ x, 400×100×100 c-bins and o-bins

2D Noh Test

Collapsing gas: Cold, ideal gas with uniform, radially inward speed

- Matter piles up at the origin and is trapped by incoming particles
- Shock front forms at the origin and moves outwards
- Hydrodynamic codes often experience anomalous wallheating due to artificial viscosity
- 2D Simulations: N = 20,000,000;
 λ = 0.001Δx, 2000×2000 c-bins,
 500×500 o-bins





2D Noh Test



3D Noh Test



• 3D Simulations: N = 80,000,000; $\lambda = 0.001\Delta x$, 400×400×400 c-bins, 200×200×200 o-bins

Spherical shock wave caused by energy deposition in the center of simulation space

- Similarities to corecollapse supernova shock wave
- General numerical difficulties: finite size energy injection region, vanishingly small densities at the origin
- 2D Simulations: N = 35,000,000, λ = 0.001Δx, 2000×2000 c-bins, 250×250 o-bins











• 3D Simulations: N = 200,000,000, λ = 0.001 Δ x, 400×400×400 c-bins, 80×80×80 o-bins

Mean-free path studies



Repeat 2D Sod, Noh, Sedov test with larger particle mean free paths

- Important test for e.g. ability of code to handle neutrinos in core-collapse supernova simulations
- Similar tests have only been performed for the Sod test, not for the Noh or Sedov test
- Initial conditions as in the 2D shock tests



A layer of heavier fluid is placed on top of a layer of lighter fluid in the presence of gravitational acceleration

The interface between the light and heavy fluid is unstable

At early times, the growth rate can be predicted from linear theory

$$\begin{split} \eta(x,t) &= \frac{1}{2} \left(e^{\gamma t} + e^{-\gamma t} \right) \eta(x,t=0) \\ \gamma &= \sqrt{Ag\alpha} \quad \alpha = 2\pi/\lambda, \\ A &= \frac{\rho_2 - \rho_1}{\rho_2 + \rho_1} \end{split}$$



http://www-troja.fjfi.cvut.cz/~liska/CompareEuler/compare8/

Structures which appear in the non-linear regime are sensitive to the initial perturbations.



time = 0.000000

• 2D Simulations: $N = 40,000,000, \lambda = 0.001 \Delta x, 800 \times 5120$ c-bins, 100 × 640 o-bins

• ca. 100,000 timesteps for t = 3.0



time = 1.250000

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[•] Diffusion suppression for t < 0.5

Kelvin Helmholtz Instability





Instability which develops at the interface between two fluids due to a velocity difference

• Initial conditions: $n_1 = 2n_2$, p=2.5 everywhere, $v_1 = -0.5$, $v_2 = 0.5$

• Seed: Perturbation of y-velocity
$$v_y = \begin{cases} A \sin \left[-2\pi (x+0.5)/\lambda\right] |y-0.25| < 0.025, \\ A \sin \left[2\pi (x+0.5)/\lambda\right] |y+0.25| < 0.025. \end{cases}$$

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Gravitational Collapse of a Gas Cloud



Alec Staber, "Implosion and Collapses within a Kinetic Monte Carlo Approach" (MSU, senior thesis) Spherical cloud of noninteracting gas collapses under own gravitational pressure Collapse timescales for 2D given by:

- $t = \frac{1}{\sqrt{4Gm}} \int_{r_0}^{r} \frac{dr}{\sqrt{\ln(r_0/r)}} = \sqrt{\frac{\pi}{Gm}} \frac{r_0}{2} \operatorname{Erf}[\sqrt{\ln(r_0/r)}]$
- Total mass: 1.326×10²⁶ kg, radius R=6.5×10⁶ km, Simulations in 2D and 3D
- Gravity implementation

$$\mathbf{F}_{Grav(j)} = -G rac{m_{tp}^2 \left\{ i \in \{1, ..., N_{tp}\} : |\mathbf{r}_i| < |\mathbf{r}_j| \right\} \, \mathbf{r_j}}{\mathbf{r}_j^3}$$

Implosion of a sphere



Alec Staber, "Implosion and Collapses within a Kinetic Monte Carlo Approach" (MSU, senior thesis)

Ablation of homogeneous sphere by deposition of kinetic energy in its outer layers (Garcia-Senz et al., MNRAS 392 (2009). Linear internal energy deposition profile with E(r=R)= 10⁴ E(r=0.8R)

- Shock wave forms in the outer layer and travels inward, bounces of itself at the center and travels radially outward
- Simulations were done in 2D and 3D



MPI parallelization



Jim Howell, (MSU senior) (Parallelization of Kinetic Theory Simulations, PNP 2014, Howell et al.)

Shared memory parallelization (e.g OpenMP) is limited by the number of CPUs per core (≤ 64 at HPCC). Distributed memory parallelization (MPI) is in principle limitless but has some overhead due to node communication

- First implementation and tests of MPI version of KineticSN (gravitational collapse, RTI instabilities)
- Speed up of collision partner search looks promising

Summary

- Transport models can describe matter in and out of equilibrium, shock wave phenomena, fluid instabilities ...
- \rightarrow Large scale hydrodynamic simulation via Kinetic Theory
- Comparisons to hydrodynamic codes look promising
- Current development: Transport code that can handle >10⁶ test particles in a computationally efficient way
- First hydrodynamic tests to reproduce shock wave phenomena
- Current work: MPI parallelization, extension of test suite (fluid instabilities)
- Future work: Nuclear and gravitational forces, neutrino test-particles and interactions, relativistic effects, ...