

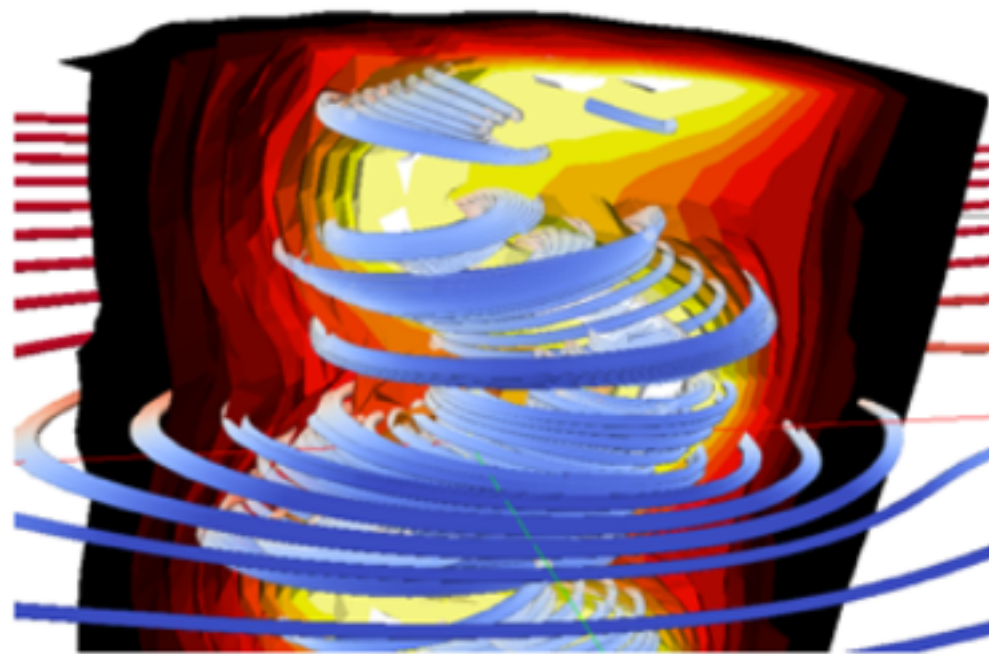
The Multi Level Multi Domain method (MLMD) for Particle In Cell plasma simulations

presenter: M.E. Innocenti¹

S. Markidis², G. Lapenta¹ and the iPic3D team

1: Centre for Plasma Astrophysics, KULeuven, Belgium

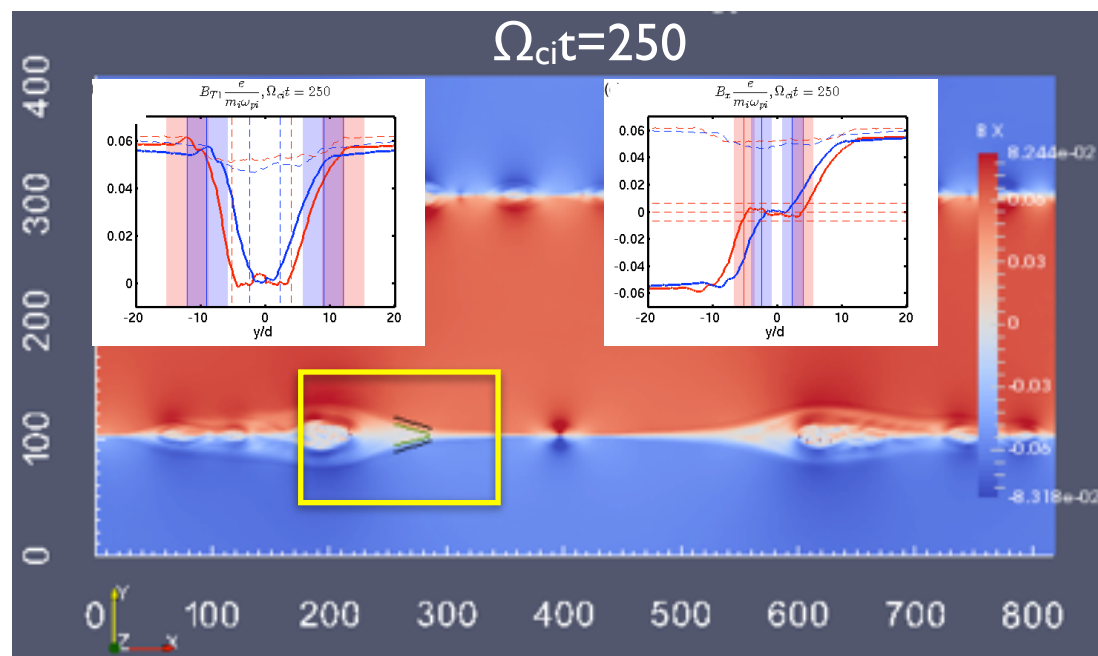
2: HPCViz Department, KTH Royal Institute of Technology, Stockholm, Sweden



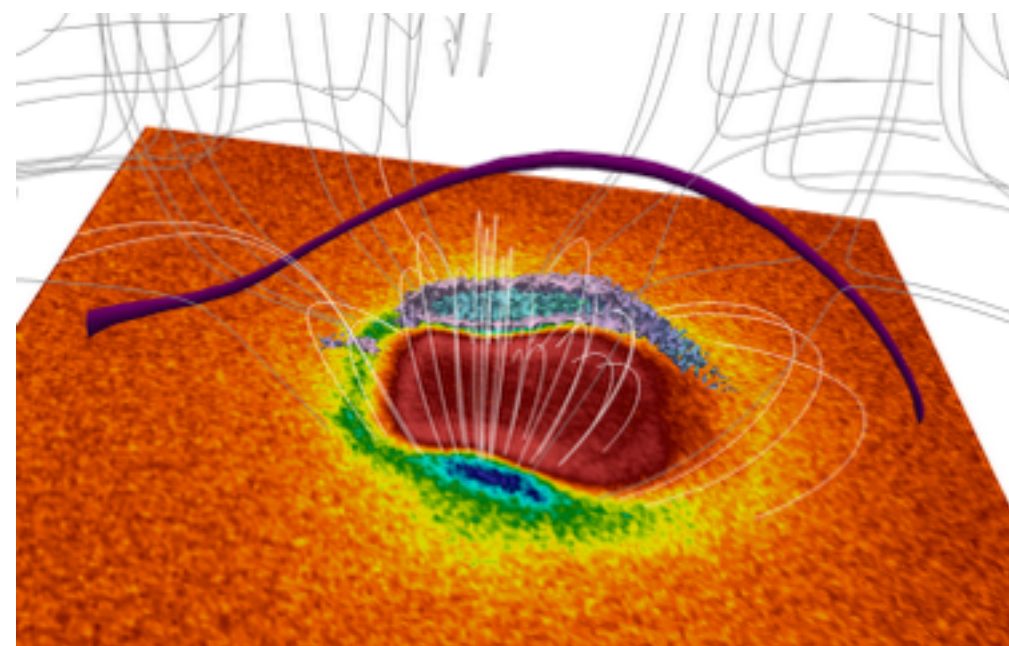
Outline

- P1: motivations: beyond the Implicit Moment Method
- P2: the Multi-Level Multi-Domain (MLMD) method
- P3: collisionless magnetic reconnection: the essential facts
- P4: MLMD simulations of collisionless magnetic reconnection
- P5: MLMD simulations of turbulence
- P6: conclusions

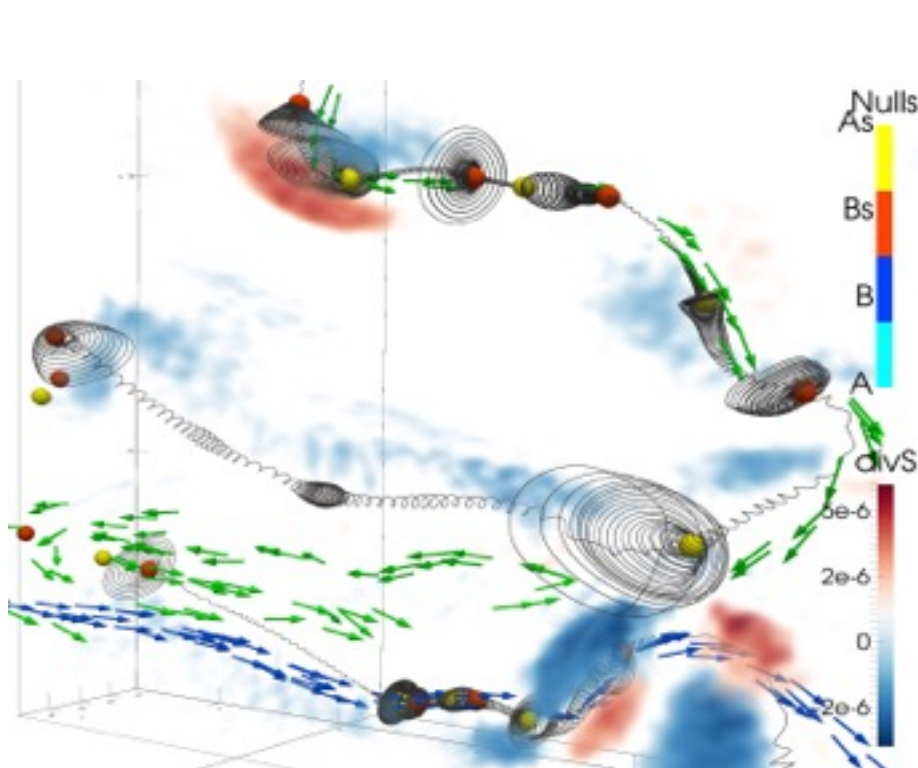
PI: Sample of the physical problems tackled with the Implicit Moment Method (IMM) code iPic3D



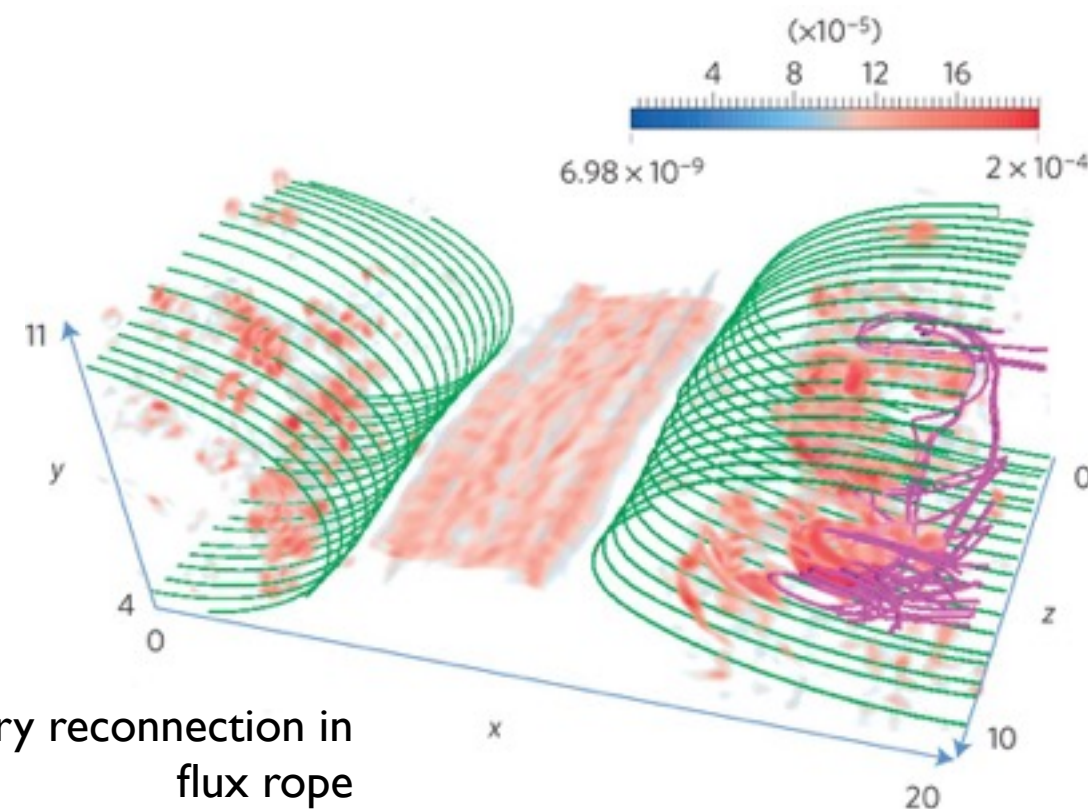
Magnetic field switch-off in PIC simulations of collisionless magnetic reconnection with guide field
M.E. Innocenti et al.



Solar wind - Lunar Magnetic Anomaly interaction
J. Deca et al.



Topology of magnetic null points and associated energy dissipation patterns
V. Olshevsky et al.



Secondary reconnection in flux rope
Lapenta et al. -Nature

PI: Sample of the physical problems tackled with the Implicit Moment Method (IMM) code iPic3D

What do these simulations have in common?

computational cost $\sim 10^5$ - 10^6 core hours, a significant fraction of a standard PRACE Tier 0 allocation

top 500 list (June 2015)

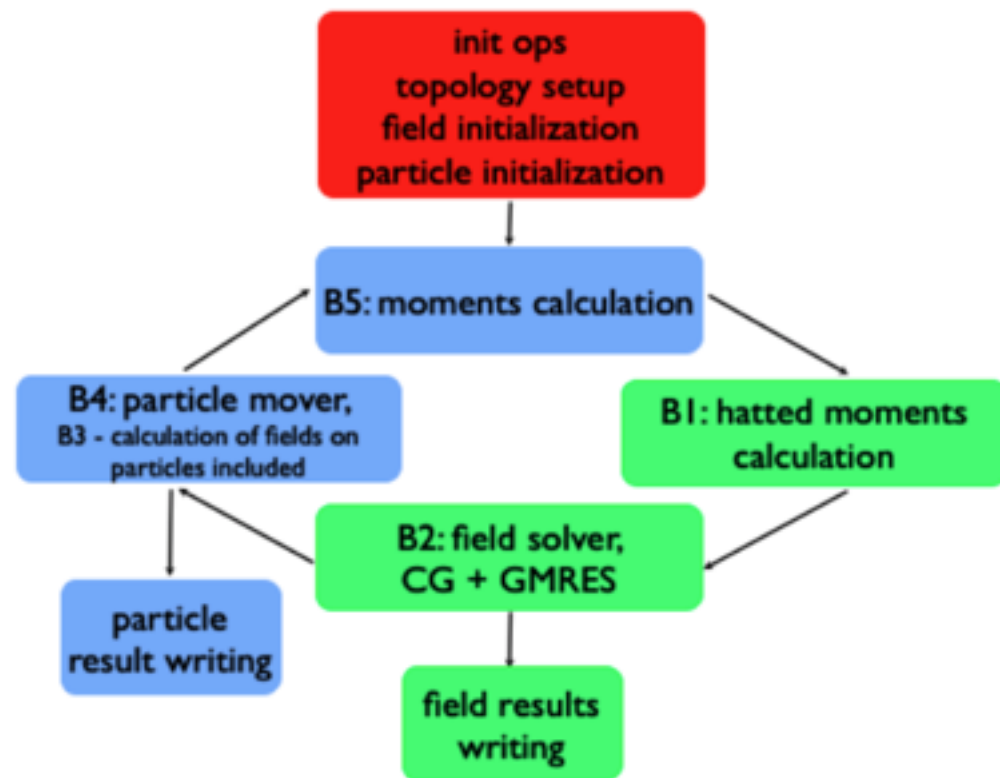


RANK	SITE	SYSTEM	CORES	RMAX (TFLOP/S)	RPEAK (TFLOP/S)	POWER (KW)
1	National Super Computer Center in Guangzhou China	Tianhe-2 (MilkyWay-2) - TH-IVB-FEP Cluster, Intel Xeon E5-2692 12C 2.200GHz, TH Express-2, Intel Xeon Phi 3151P NUDT	3,120,000	33,862.7	54,902.4	17,808
2	DOE/SC/Oak Ridge National Laboratory United States	Titan - Cray XK7, Opteron 6274 16C 2.200GHz, Cray Gemini interconnect, NVIDIA K20x Cray Inc.	560,640	17,590.0	27,112.5	8,209
3	DOE/NNSA/LLNL United States	Sequoia - BlueGene/Q, Power BQC 16C 1.60 GHz, Custom IBM	1,572,864	17,173.2	20,132.7	7,890
4	RIKEN Advanced Institute for Computational Science (AICS) Japan	K computer, SPARC64 VIIIfx 2.0GHz, Tofu interconnect Fujitsu	705,024	10,510.0	11,280.4	12,660
5	DOE/SC/Argonne National Laboratory United States	Mira - BlueGene/Q, Power BQC 16C 1.60GHz, Custom IBM	786,432	8,586.6	10,066.3	3,945
6	Swiss National Supercomputing Centre (CSCS) Switzerland	Piz Daint - Cray XC30, Xeon E5-2670 8C 2.600GHz, Aries interconnect, NVIDIA K20x Cray Inc.	115,984	6,271.0	7,788.9	2,325
7	King Abdullah University of Science and Technology Saudi Arabia	Shaheen II - Cray XC40, Xeon E5-2698v3 16C 2.3GHz, Aries interconnect Cray Inc.	196,608	5,537.0	7,235.2	2,834
8	Texas Advanced Computing Center/Univ. of Texas United States	Stampede - PowerEdge C8220, Xeon E5-2680 8C 2.700GHz, Infiniband FDR, Intel Xeon Phi SE10P Dell	462,462	5,168.1	8,520.1	4,510
9	Forschungszentrum Juelich (FZJ) Germany	JUQUEEN - BlueGene/Q, Power BQC 16C 1.600GHz, Custom Interconnect IBM	458,752	5,008.9	5,872.0	2,301

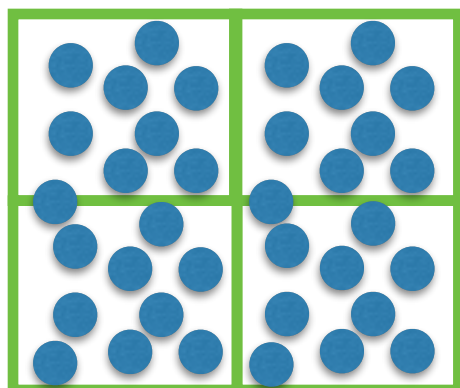
PRACE: pan-European supercomputing infrastructure

PI: Which are the “expensive” phases of an iPic3D simulation?

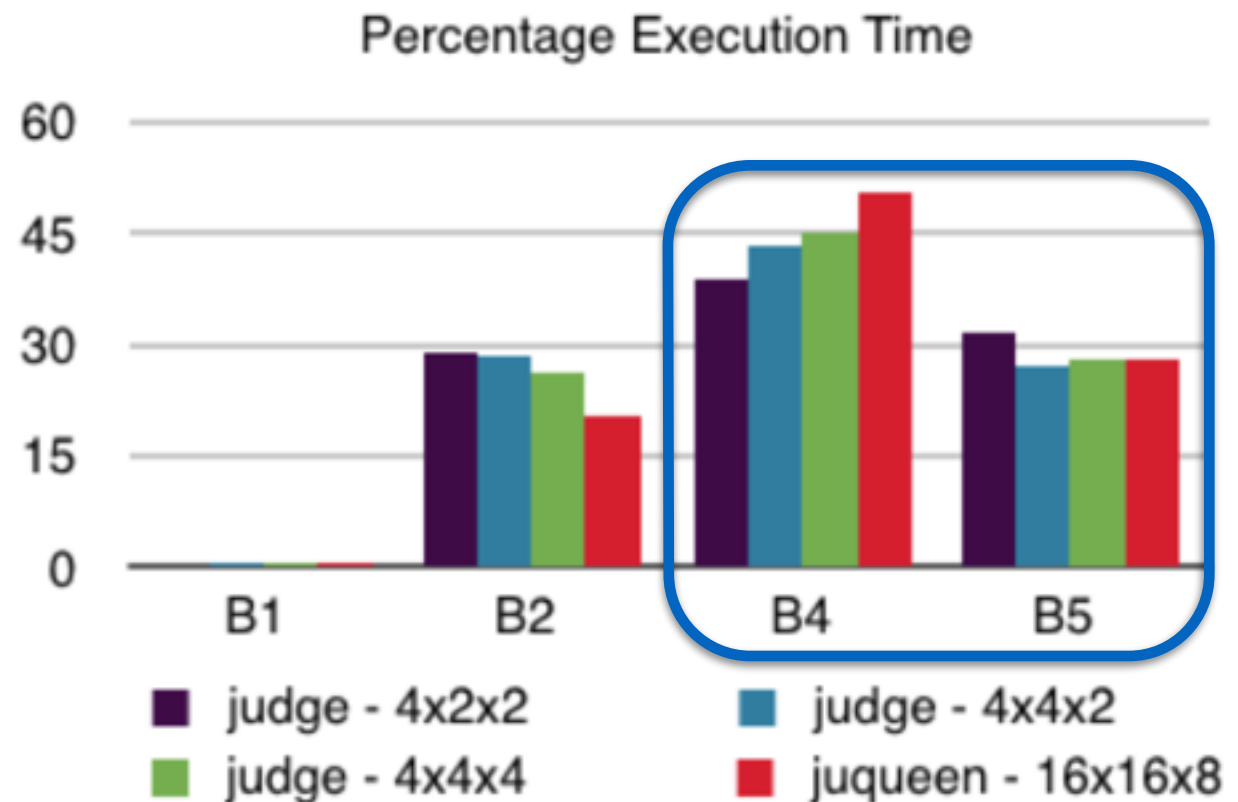
schematics of an iPic3D simulations



operations on grid points
operations on particles



$N_p \gg N_g$
“particle dominated”
regimes
 N_p : particle #
 N_g : grid points #



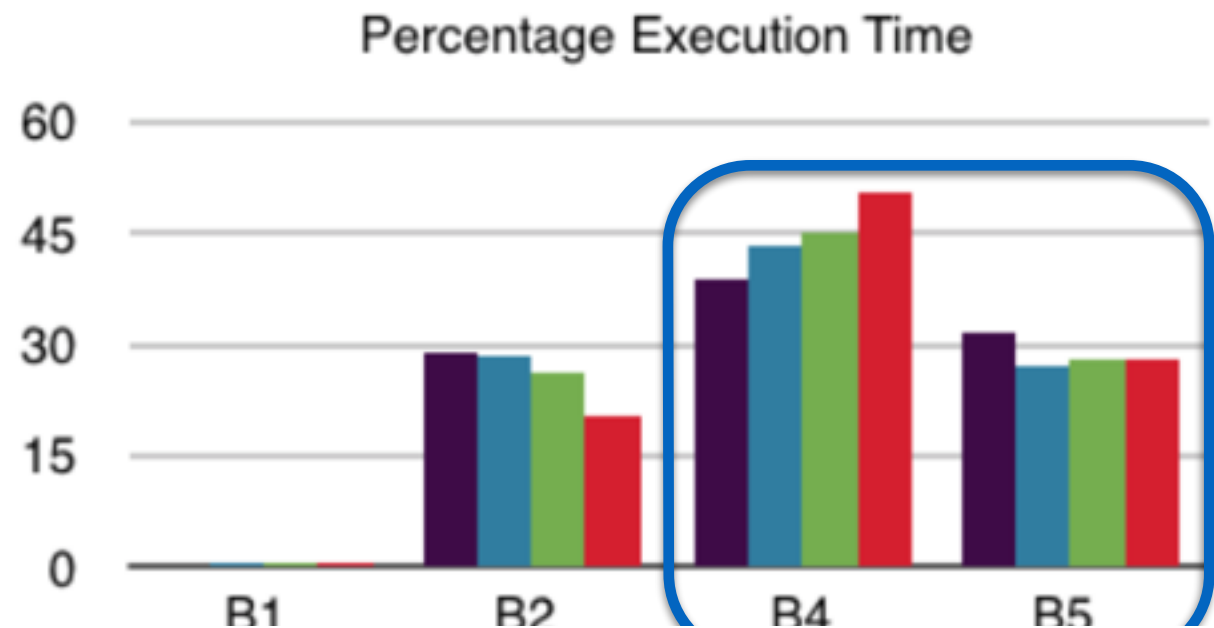
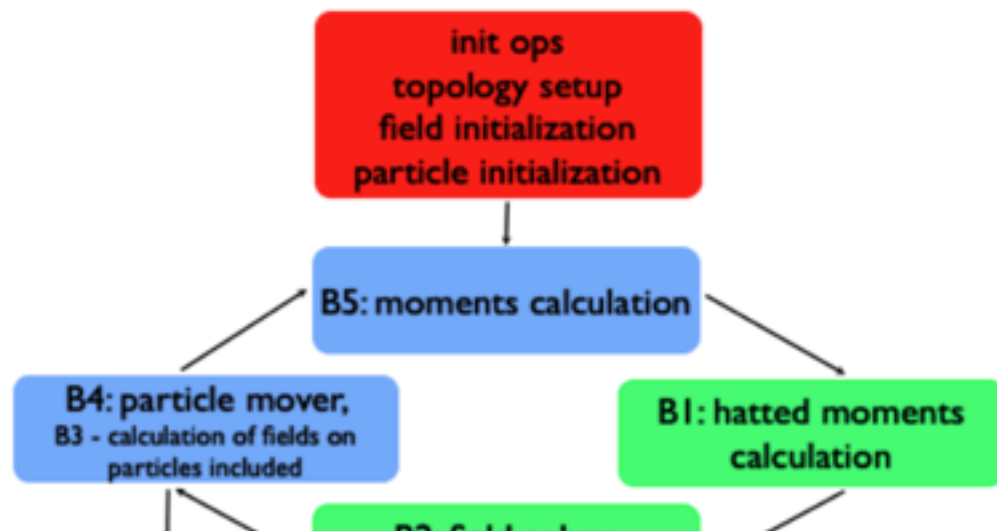
Scalasca profiling with different input parameters:
most of the simulation time is spent in particle- related operations

Why is the number of particles high?

- numerical noise proportional to $1/\sqrt{N_p} \rightarrow$ minimum number of particles per cell to be kept
- large domains to be simulated with high spatial resolutions \rightarrow high $N_g \rightarrow$ high N_p
- N_p is proportional to $(m_i/m_e)^{D/2}$, with m_i/m_e mass ratio and D problem dimensionality (with fixed ion scale domain size, fixed electron scale resolution and increasing mass ratio between particle species)

PI: Which are the “expensive” phases of an iPic3D simulation?

schematics of an iPic3D simulations



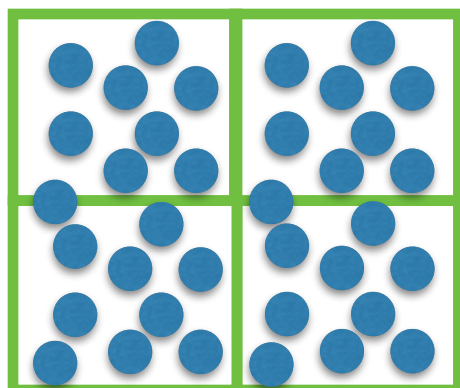
even if the Implicit Moment Method is used,
advanced techniques are needed to further reduce simulation costs
→ adaptive mesh techniques

most of the simulation time is spent in particle- related operations

operations on grid points
operations on particles

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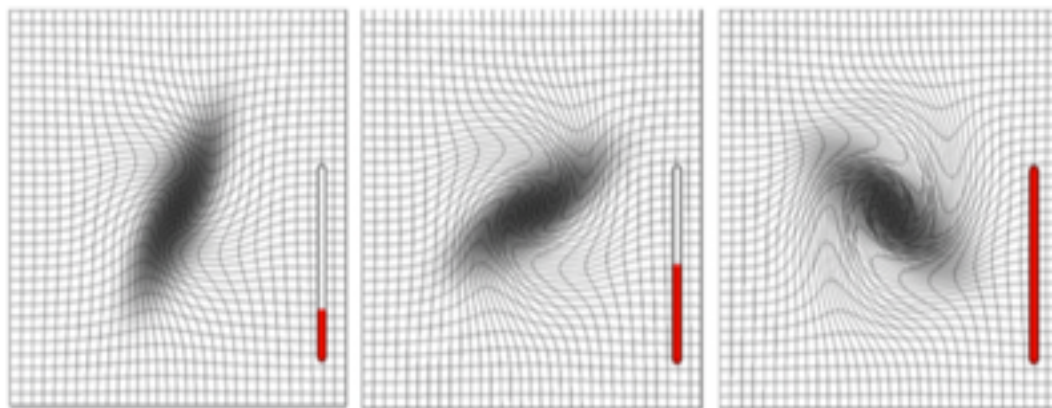
$N_p \gg N_g$
“particle dominated”
regimes
 N_p : particle #
 N_g : grid points #

PI: Adaptive techniques for Particle In Cell (PIC) simulations

Moving Mesh Adaptation (MMA)

Brackbill, 1993, Delzanno 2008, Lapenta, 2011, Chacon 2011

fixed number of grid points; points are attracted in the “interesting” part of the domain, according to a monitor quantity

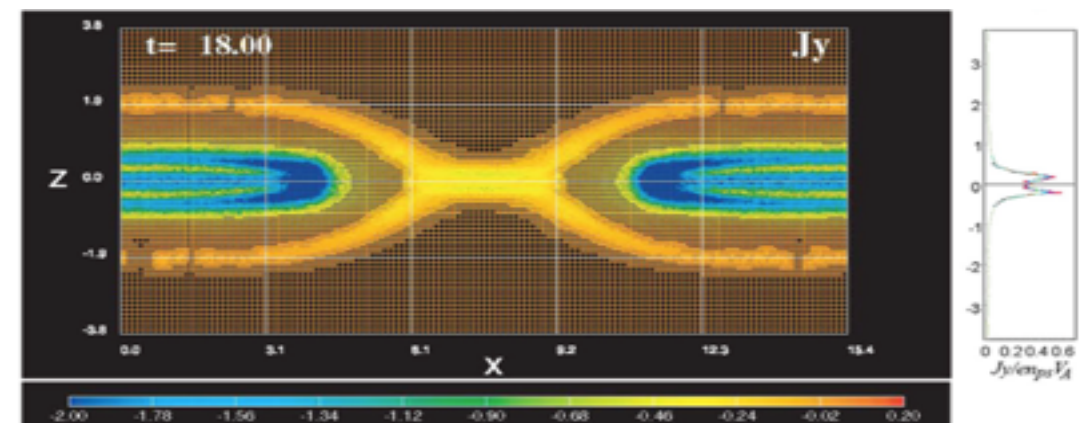


Chacon 2011

Adaptive Mesh Refinement (AMR)

Vay, 2004, Fujimoto et Sydora, 2008

changing number of grid points; cells are split or coalesced, according to a monitor quantity; all existing AMR codes are explicit



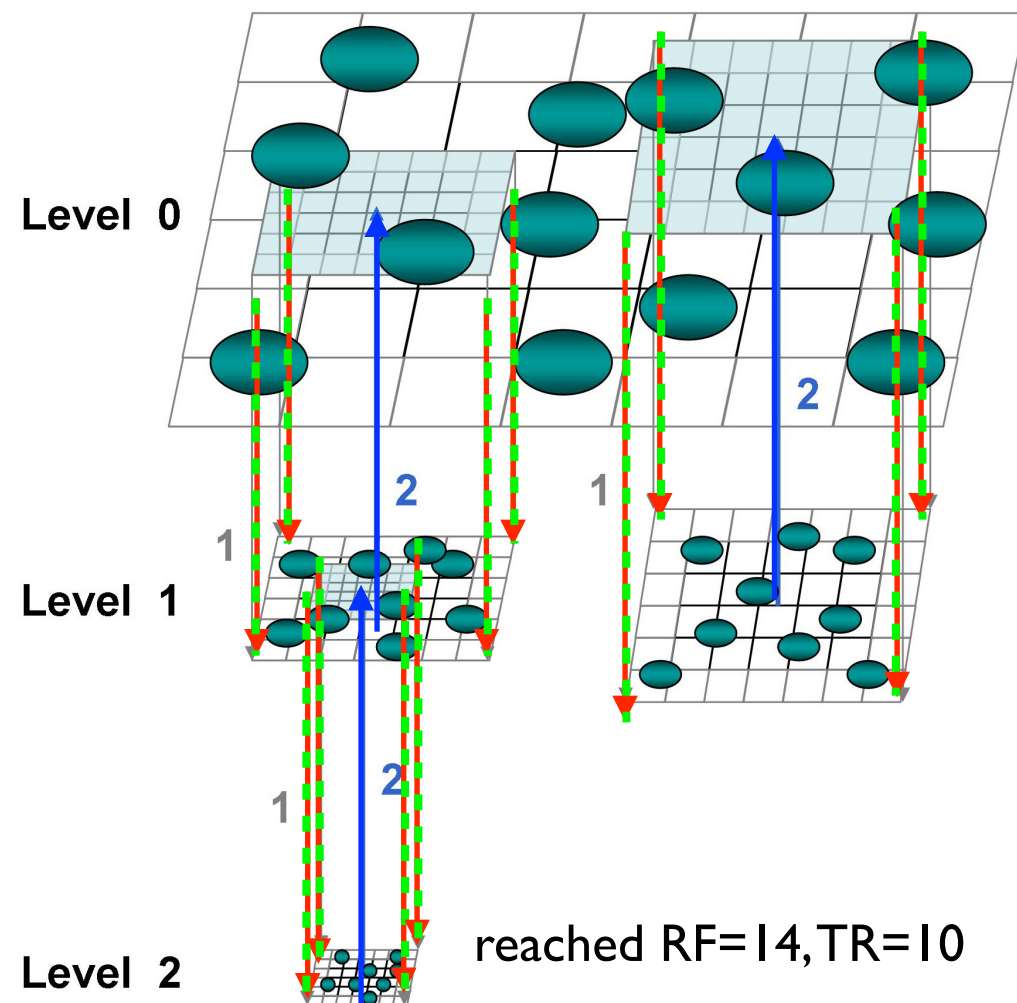
Fujimoto 2008

Multi-Level Multi-Domain (MLMD)

Innocenti, 2013; Beck, 2014; Innocenti, 2015

different grid levels are simulated with different spatial and temporal resolution; the IMM method is used
→ the advantages of the IMM and of adaptivity are harnessed together

P2: The Multi-Level Multi-Domain (MLMD) method: a semi-implicit adaptive method for Particle In Cell plasma simulations



- the different levels are simulated fully with fields and particles with different spatial and temporal resolutions
→ the highest resolution is used only when needed
→ ion and (when resolved) electron processes are correctly resolved, at a much lower computational cost
- realistic mass ratios are cheaply handled: ion scale resolution on one level, electron scale resolution on the other
- the IMM grants more freedom in the choice of the local resolutions, in the limits of the stability constraint

$$0.1 < v_{th,e} dt/dx < 1$$
 (explicit algorithms have to resolve inverse electron plasma frequency, Debye length, smaller, for stability reasons)

The MLMD terminology:

jump in *spatial* resolution: Refinement Factor RF
 jump in *temporal* resolution: Time Ratio TR
 lower resolution grid: Coarse Grid (CG)
 higher resolution grid: Refined Grid (RG)

P2: The stability constraint of the IMM and the MLMD system

Implicit Moment Method (IMM) stability constraint

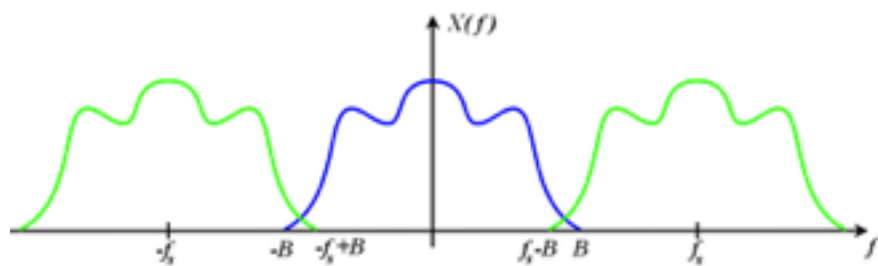
$$0.1 < v_{th,e} dt/dx < 1$$

“large” $dx \rightarrow$ Finite Grid Instability (FGI)

sampling is not frequent enough; spurious high frequencies give non-physical electric field oscillations and particle heating

$v_{th,e} dt > dx \rightarrow$

assumption for Taylor expansion used in the IMM broken \rightarrow inaccurate results

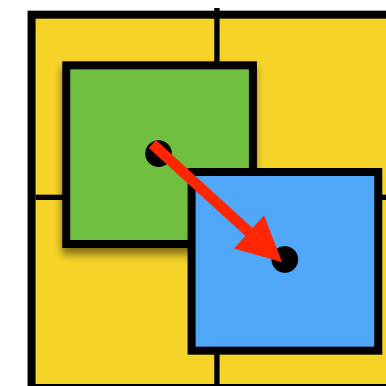


$$\rho^{n+\theta} = \sum_p q_p S(\mathbf{x} - \mathbf{x}^{n+\theta}) = \sum_p q_p \left[S(\mathbf{x} - \mathbf{x}^n) + (\mathbf{x}^{n+\theta} - \mathbf{x}^n) \nabla S(\mathbf{x} - \mathbf{x}^n) + \frac{1}{2} (\mathbf{x}^{n+\theta} - \mathbf{x}^n)^2 \nabla \nabla S(\mathbf{x} - \mathbf{x}^n) + \mathcal{O}(\mathbf{x} - \mathbf{x}^n)^3 \right]$$

$$(\mathbf{x}^{n+\theta} - \mathbf{x}^n) = f(\mathbf{E}^{n+\theta})$$

$S(\mathbf{x} - \mathbf{x}^{n+\theta})$ particle shape function at “future” time

$S(\mathbf{x} - \mathbf{x}^n)$ particle shape function at current time



with fixed time step across the MLMD system, the Coarse Grid risks falling into this regime

with fixed time step across the MLMD system, the Refined Grid risks falling into this regime

different time steps have to be used at the different levels \rightarrow temporal sub-stepping

FGI can be suppressed with field smoothing!

FGI suppressed with field smoothing

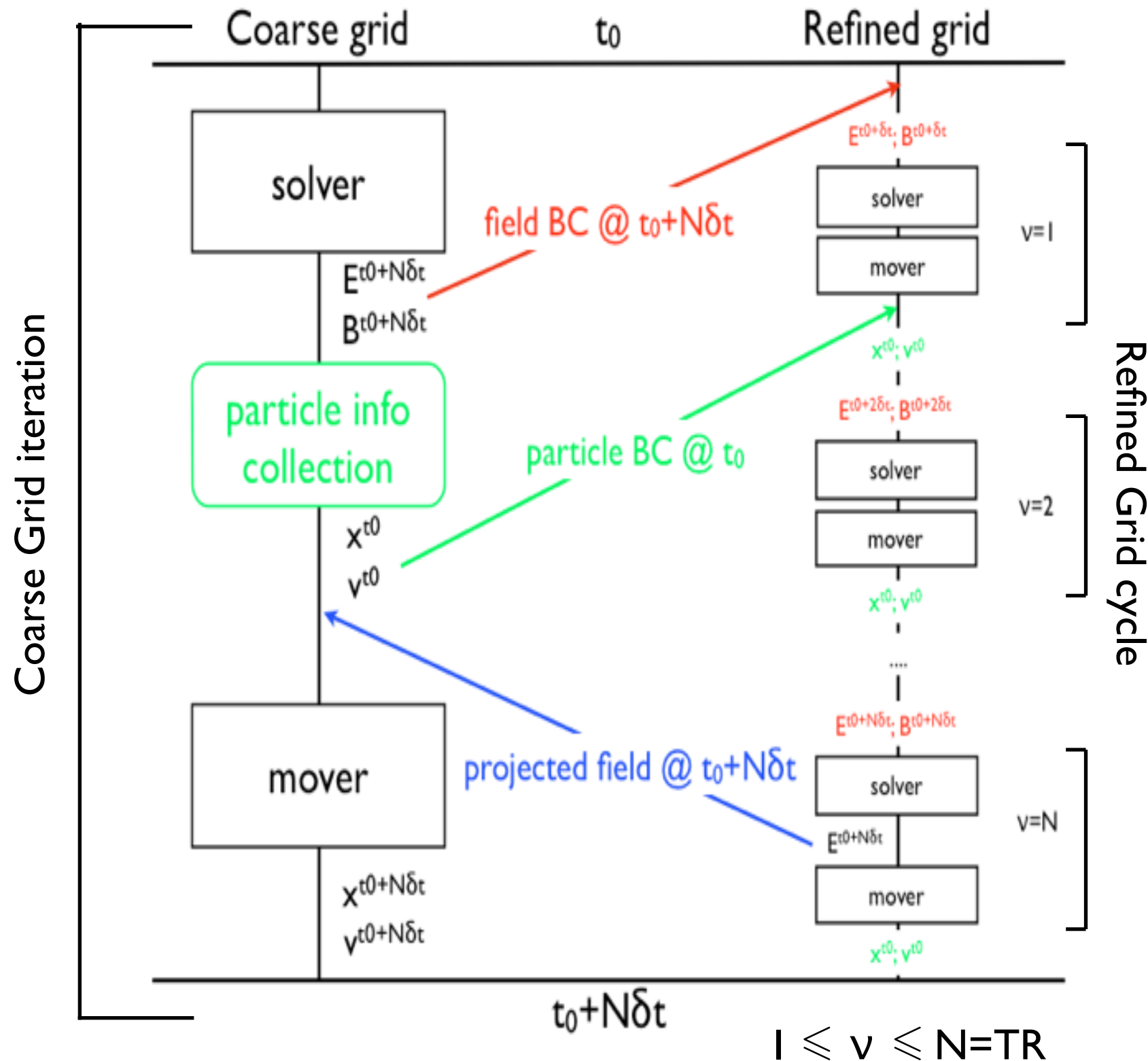
$dx/di=0.078$

Harris field in magnetic reconnection with FGI

Time: 13.321037 Omega ci

$dx/di=0.078$

P2: A MLMD coarse grid iteration with sub-stepping



Sub-cycling allows both grids to work in an “healthier” $v_{th,e}$ dt/dx regime and to save execution time and resources; the time ratio TR is chosen from input-file

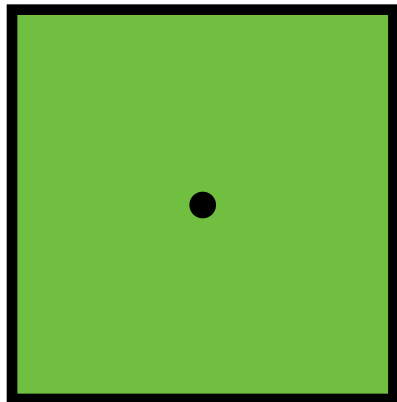
P2: Grid interlocking operations

1. Boundary condition interpolation (C2R)

$$\Xi_{I,g_{l+1}} = \sum_{g_l} \Xi_{N,g_l} W_{g_l} (\mathbf{x}_{g_l} - \mathbf{x}_{g_{l+1}})$$

W: “normal” interpolation function from PIC

Coarse Level Particle



$$\mathbf{v}_{p_{g_{l+1}}}^{t_0+dt} = \mathbf{v}_{p_{g_l}}^{t_0+dt}$$

$$q_{p_{g_{l+1}}}^{t_0+dt} = q_{p_{g_l}}^{t_0+dt} / RF^2$$

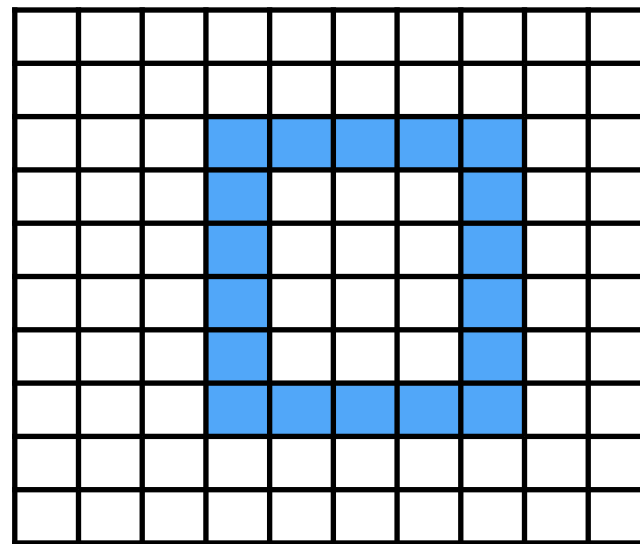
the aim is to preserve the combined particle shape function and the distribution function at the boundaries

2. Refined field projection (R2C)

$$\mathbf{E}_{P,g_l} = \frac{1}{2} (\mathbf{E}_{N,g_l} + \mathbb{P}^{g_{l+1} \rightarrow g_l} (\mathbf{E}_{N,g_{l+1}}))$$

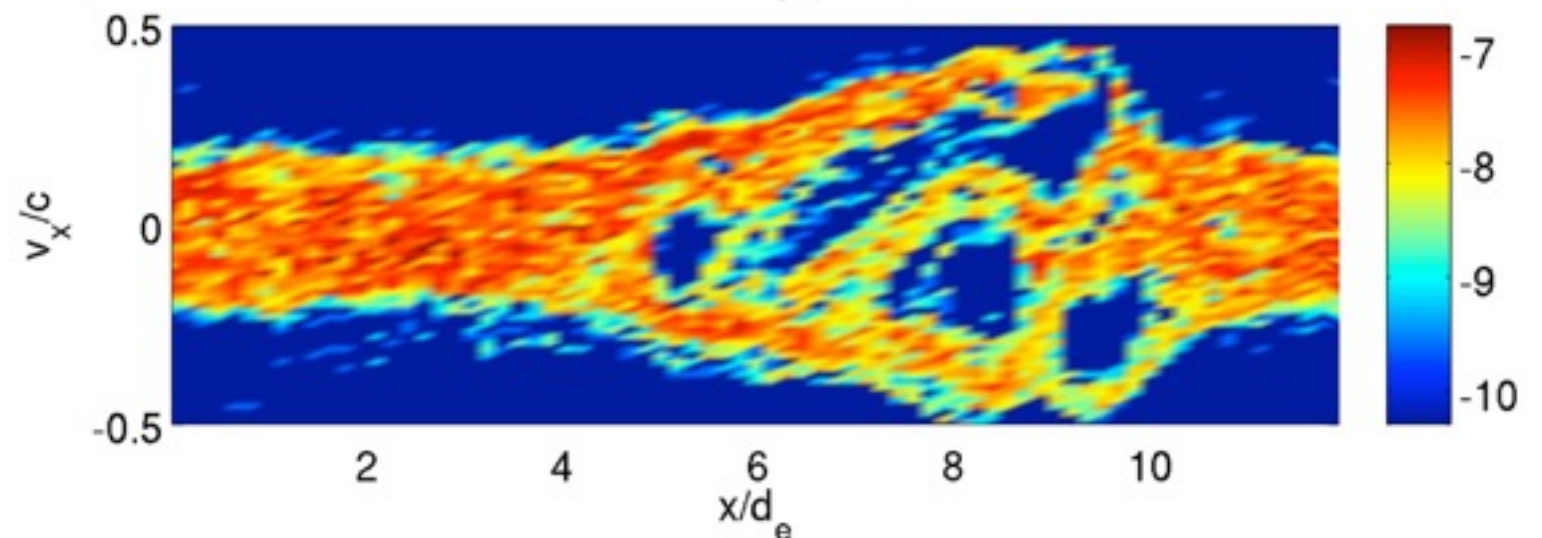
$$\mathbb{P}^{g_{l+1} \rightarrow g_l} (\mathbf{E}_{N,g_{l+1}}) = \frac{\sum_{g_{l+1}} \mathbf{E}_{N,g_{l+1}} W_{g_l} (\mathbf{x}_{g_l} - \mathbf{x}_{g_{l+1}})}{\sum_{g_{l+1}} W_{g_l} (\mathbf{x}_{g_l} - \mathbf{x}_{g_{l+1}})}$$

3. Boundary refined particle repopulation (C2R)



Particles sitting at the boundaries of the Refined Grid are generated according to the velocities and positions of corresponding Coarse Grid particles for consistent particle motion between CG and RG at the grid boundaries

Grid 0, $\omega_{pe} t = 92$



electron hole merging phase in a 1D3V MLMD two stream instability with $RF=4$

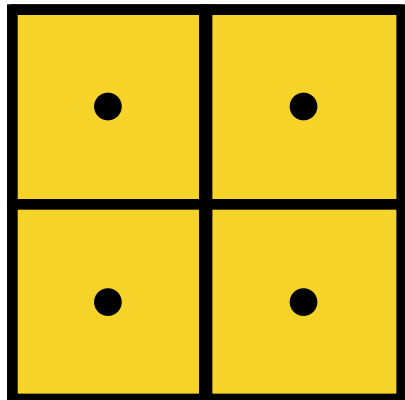
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Refined Level Particles



$$\mathbf{v}_{p_{g_{l+1}}}^{t_0+dt} = \mathbf{v}_{p_{g_l}}^{t_0+dt}$$

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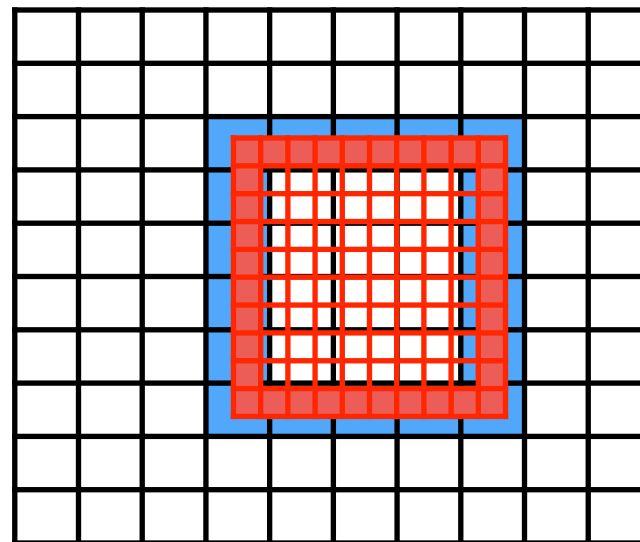
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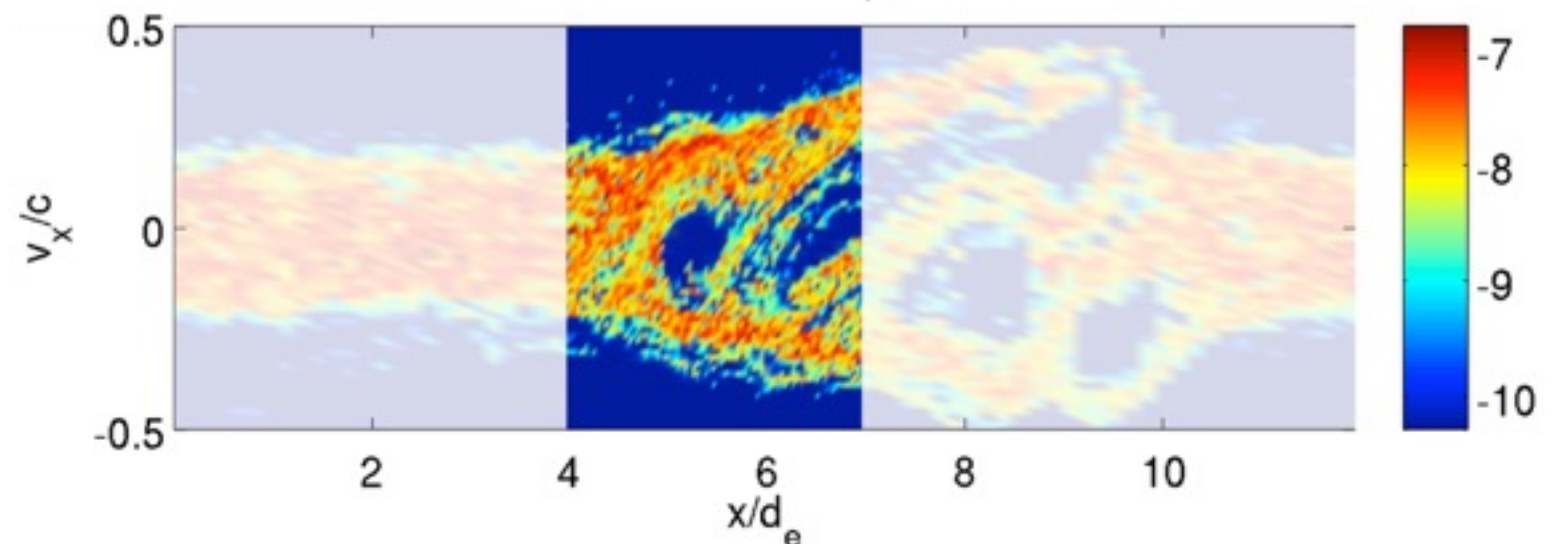
$$\mathbb{P}^{g_{l+1} \rightarrow g_l} (\mathbf{E}_{N,g_{l+1}}) = \frac{\sum_{g_{l+1}} \mathbf{E}_{N,g_{l+1}} W_{g_l} (\mathbf{x}_{g_l} - \mathbf{x}_{g_{l+1}})}{\sum_{g_{l+1}} W_{g_l} (\mathbf{x}_{g_l} - \mathbf{x}_{g_{l+1}})}$$

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Superimposed, $\omega_{pe} t = 92$

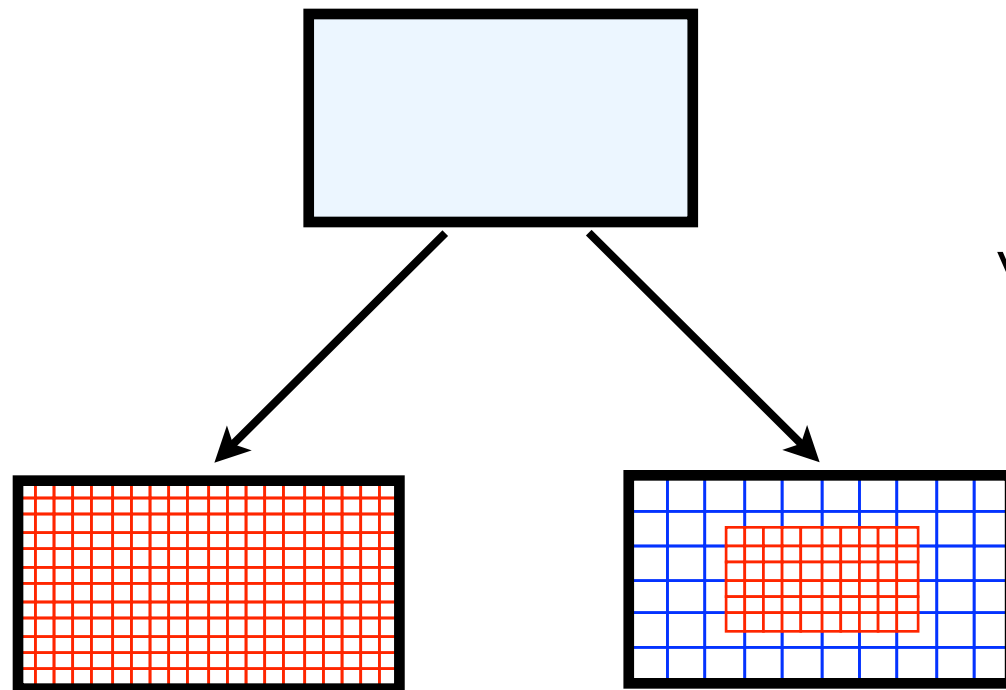


electron hole merging phase in a 1D3V MLMD two stream instability with $RF=4$

P2: Computing resource saving

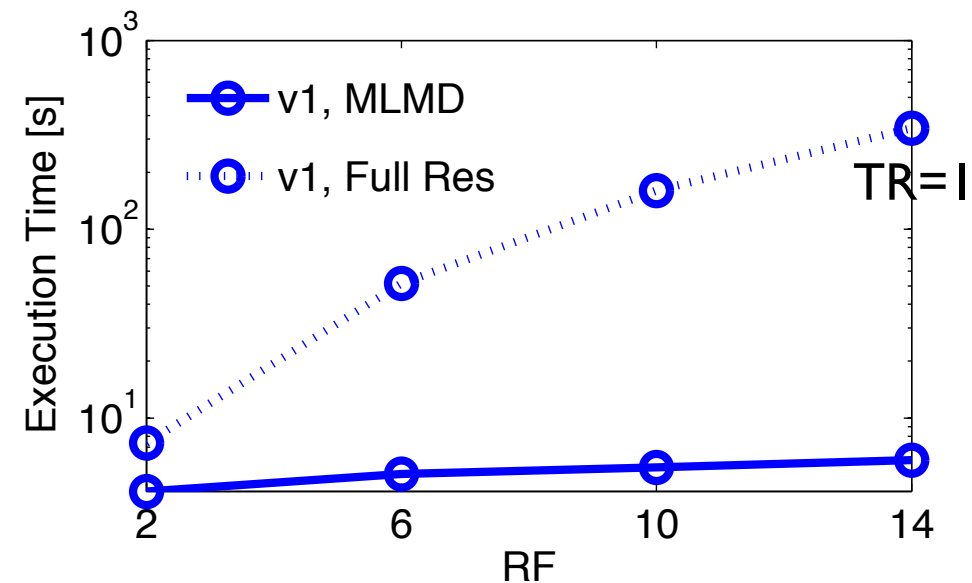
Comparing the computing cost of MLMD simulations with single level simulations, resolved everywhere with the highest MLMD resolution

we need this resolution □
only in a fraction of the domain



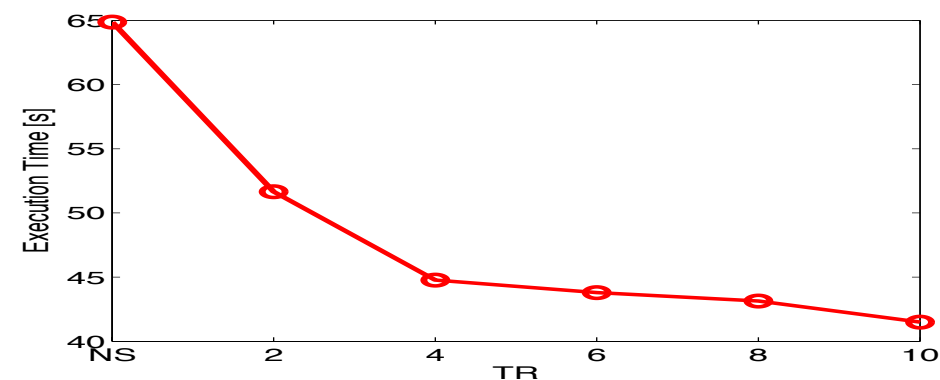
single level,
highest resolution

MLMD




Computing resources are massively saved with respect to single level simulations

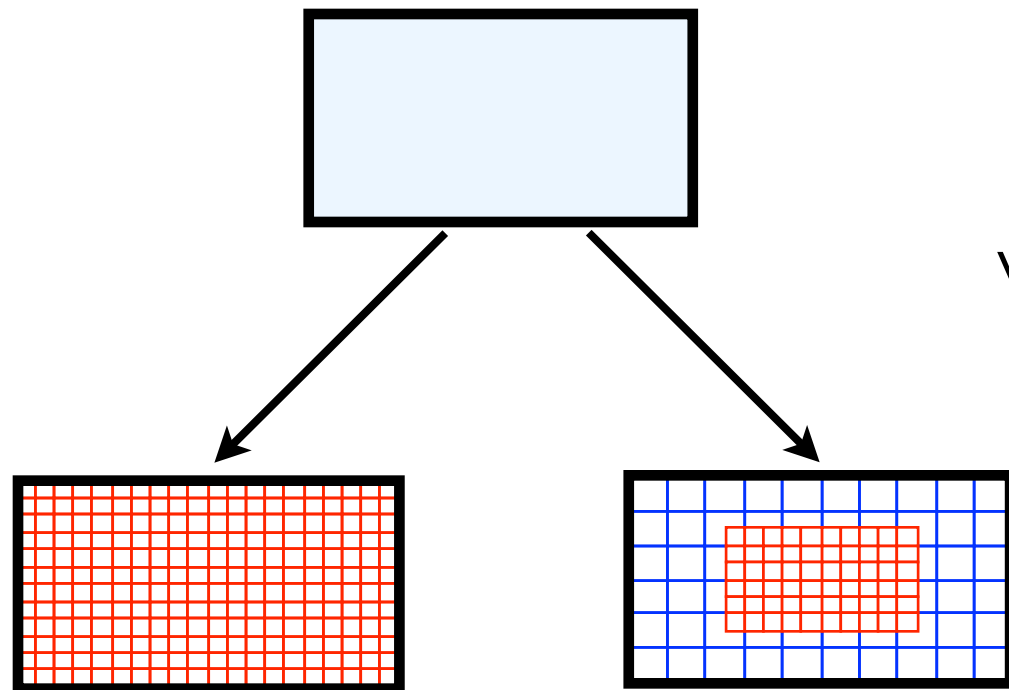
but this is a lower boundary, further speed-up can be achieved with higher Time Ratios and, more importantly, with better code architecture



P2: Computing resource saving

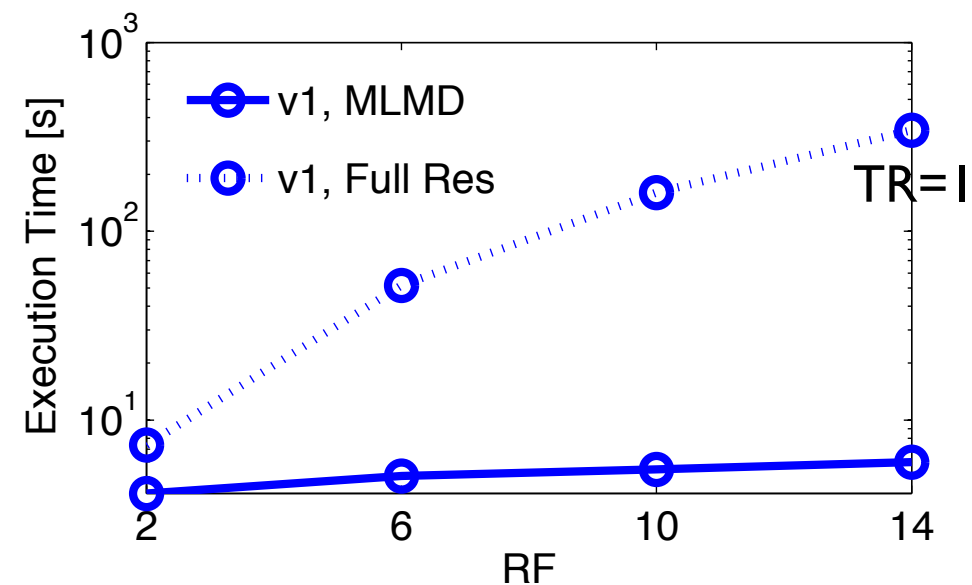
Comparing the computing cost of MLMD simulations with single level simulations, resolved everywhere with the highest MLMD resolution

we need this resolution 
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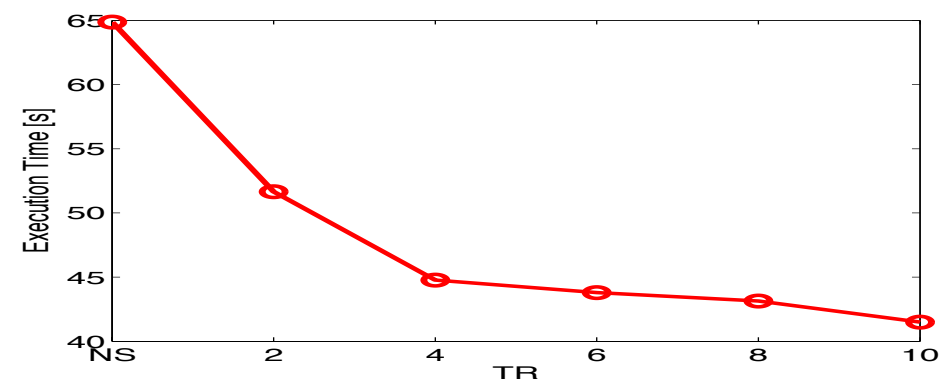
single level,
highest resolution

MLMD



Computing resources are massively saved with respect to single level simulations

but this is a lower boundary, further speed-up can be achieved with higher Time Ratios and, more importantly, with better code architecture



→ notable computing resources saved for “suitable” problems i.e. when it makes physical sense to use higher resolution only in a smaller fraction of the entire domain

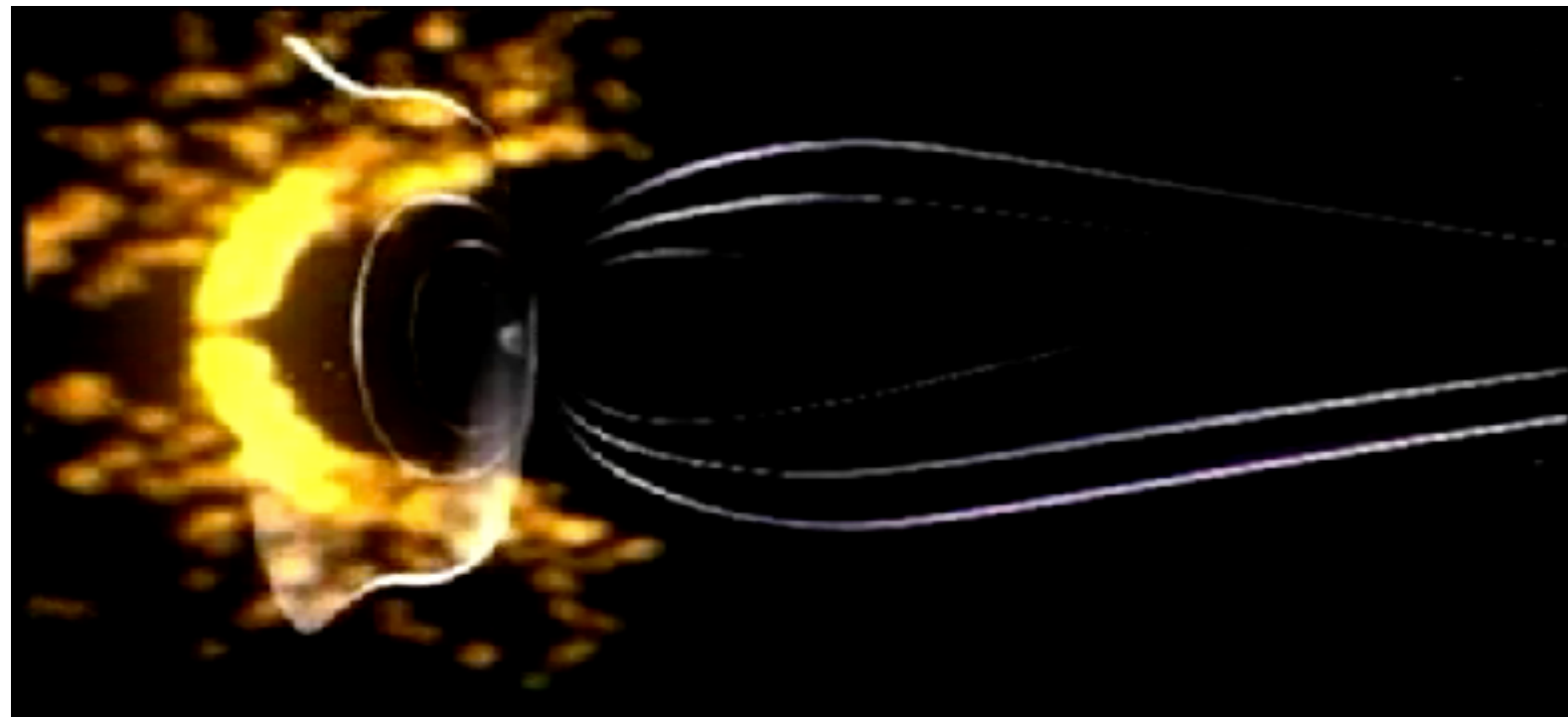
P3: Collisionless magnetic reconnection: the essential facts

Magnetic reconnection is a change in the magnetic field line connectivity associated to **fast** energy release → stored magnetic field energy is converted into kinetic energy and heat

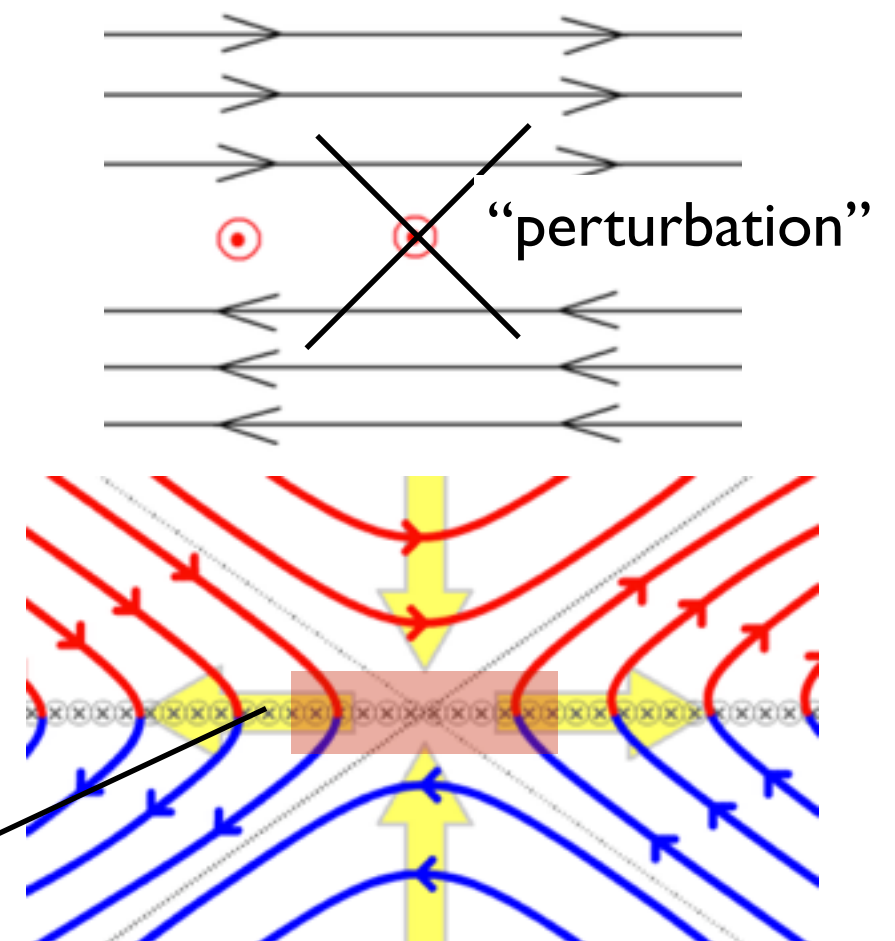
↓
Magnetic reconnection is a key process in astrophysical and space plasmas
→ e.g. Sun-Earth connection and space weather

Sweet-Parker vs Petschek vs fast kinetic reconnection

under which conditions does reconnection happen?

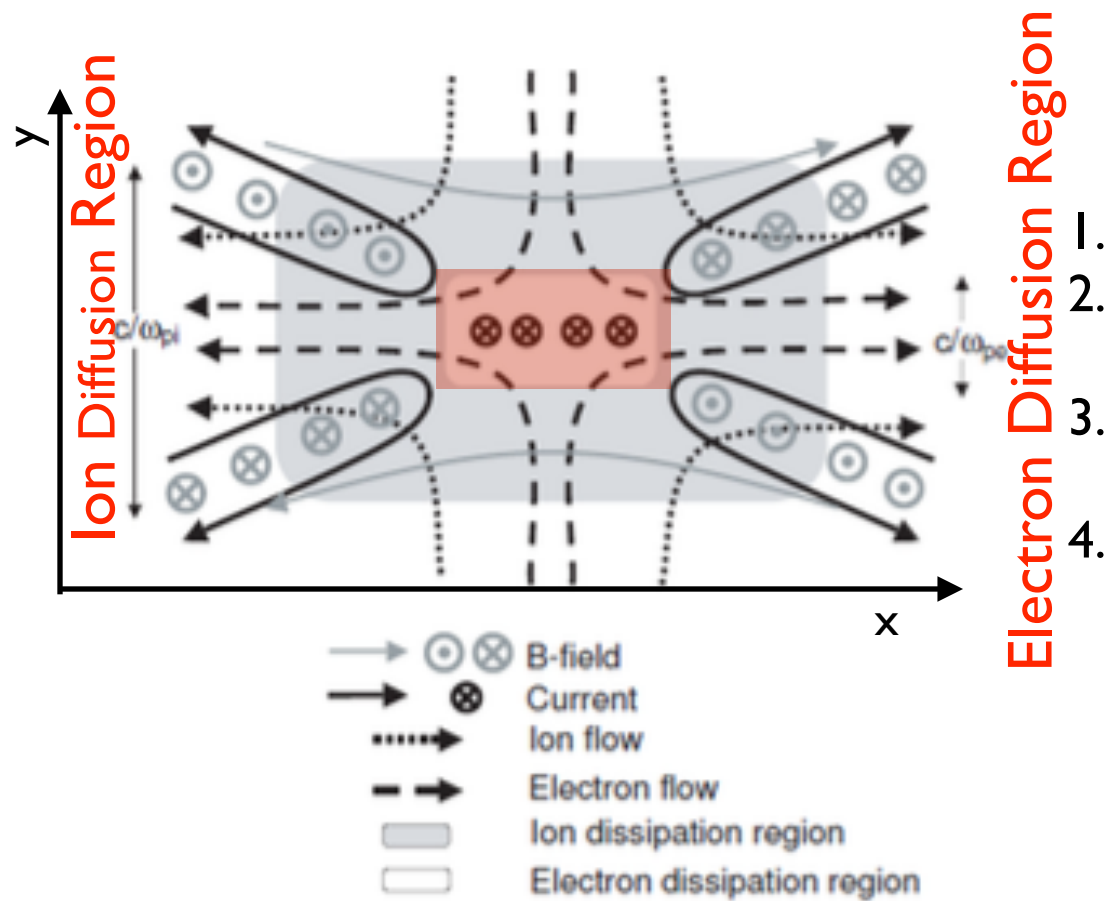


the Sun-Earth connection and the open magnetosphere
Credits: NASA



“non ideal” effects break magnetic field lines

P3: Collisionless magnetic reconnection: the essential facts

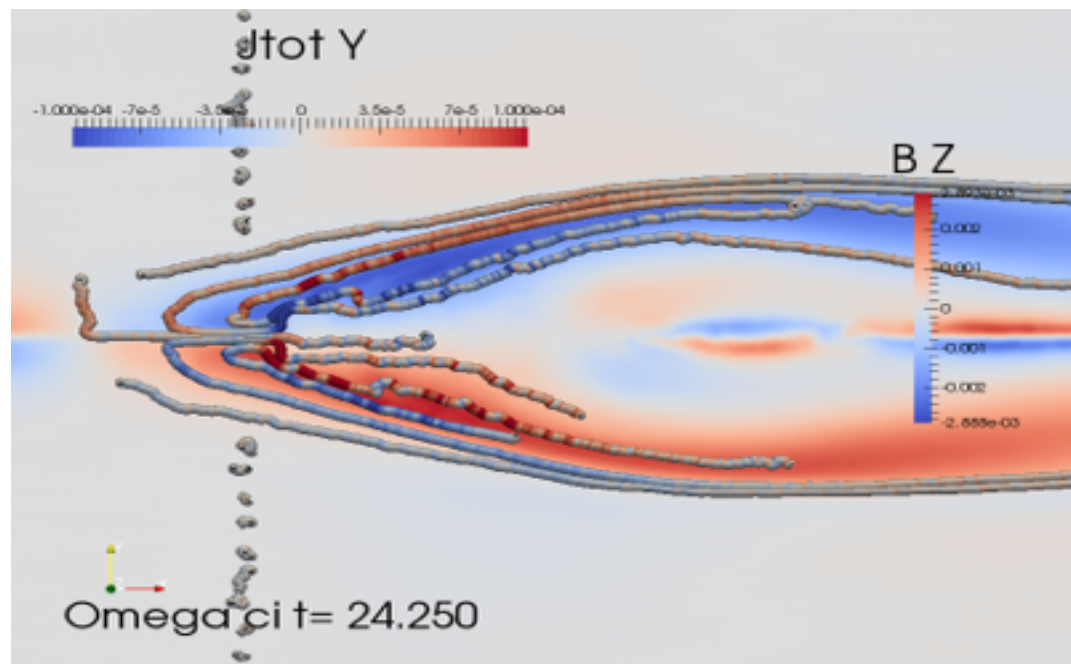


in collisionless magnetic reconnection (without guide field), fast reconnection is given by species separation - Hall term:

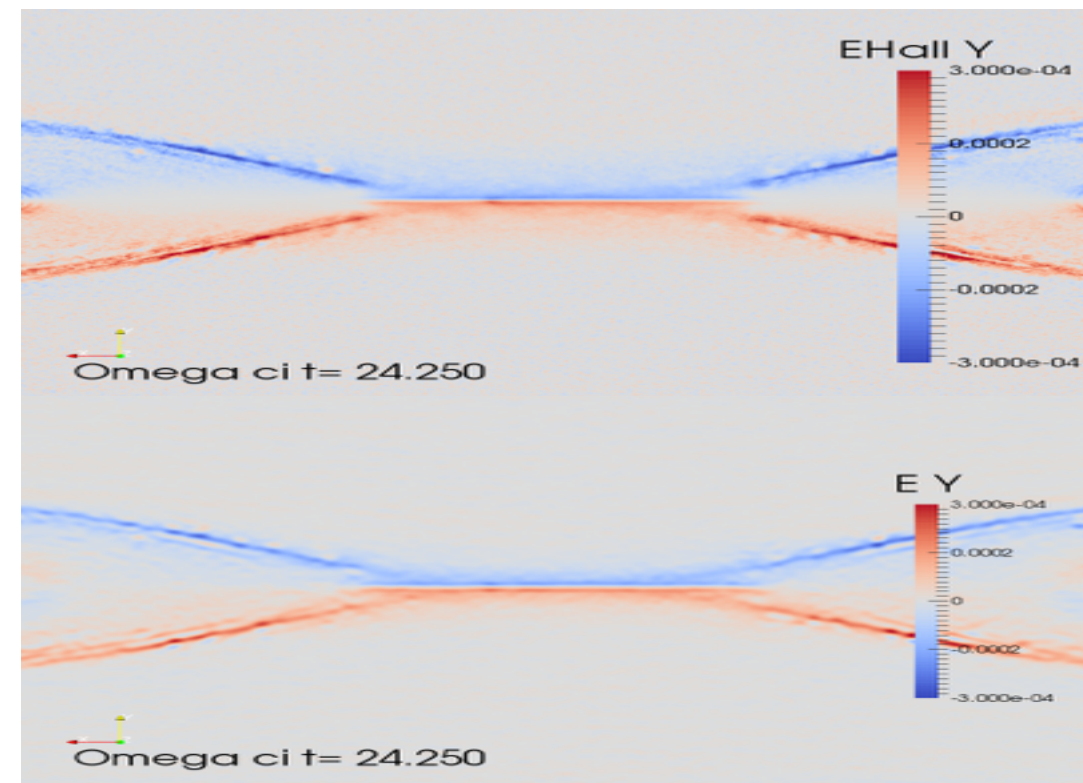
1. ions decouple first (heavier)
2. electrons decouple last → species separation, Electron and Ion Diffusion Regions*
3. in- plane currents lead to out of plane magnetic field B_z → characteristic quadrupolar structure*
4. in- plane electric field is given by Hall term in generalized Ohm's law*

$$\mathbf{E} = \underbrace{-\mathbf{v}_i \times \mathbf{B}}_{\text{ideal term}} + \underbrace{\frac{1}{en_e}(\mathbf{J} \times \mathbf{B})}_{\text{Hall term}} - \underbrace{\frac{\nabla \cdot \mathbf{P}_e}{e}}_{\text{pressure term}} - \underbrace{\frac{m_e}{e} \frac{d\mathbf{v}_e}{dt}}_{\text{inertia term}}$$

* verify during Hands on



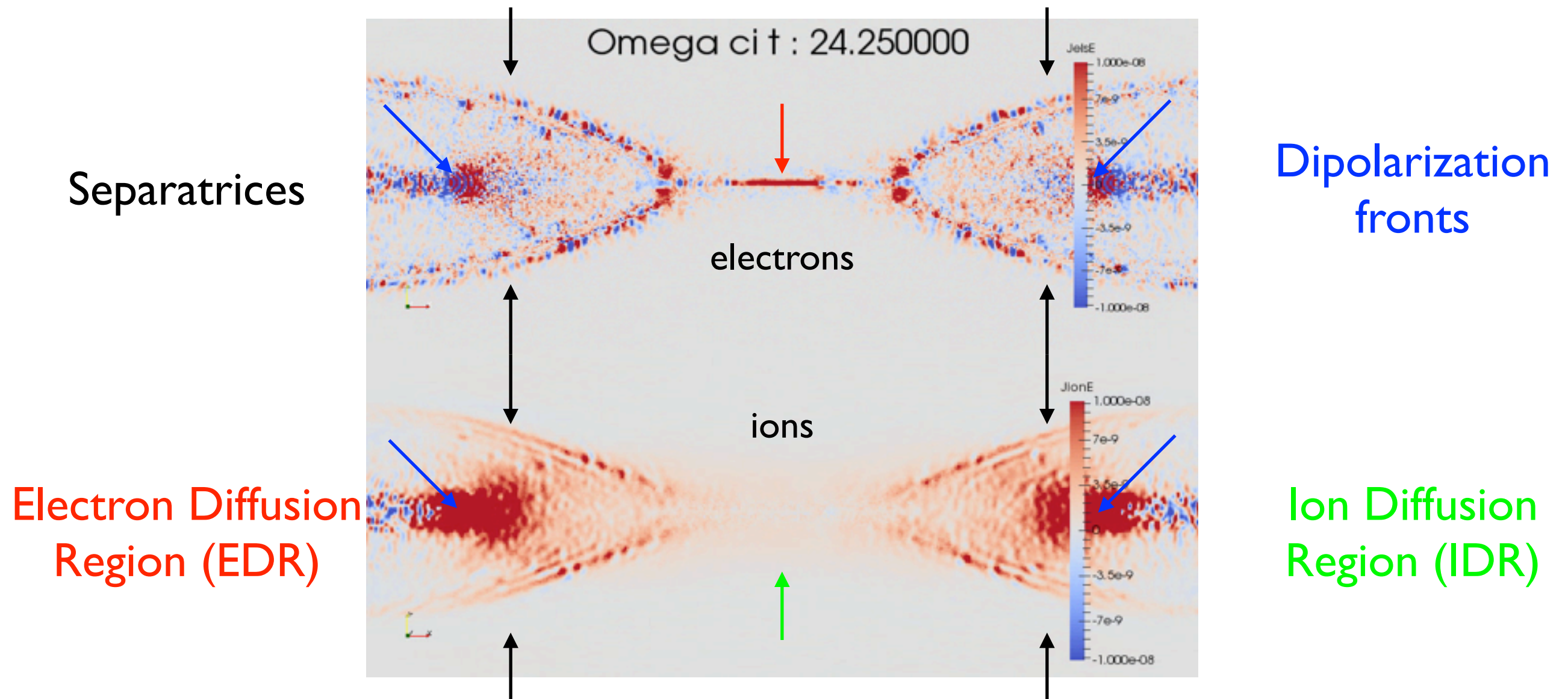
B_z , with superimposed current stream lines coloured with $J_{tot,y}$



P3: Energetically relevant regions in magnetic reconnection

The J.E metric [Goldman15] highlights the areas where the electric field does work on particles in magnetic reconnection → areas relevant under the energetic point of view*

* verify during Hands on



$$\Delta_{IDR} \sim d_i \text{ (ion skin depth)} ; \Delta_{EDR} \sim d_e \text{ (electron skin depth)}^* ; d_i / d_e = \sqrt{(m_i / m_e)}$$

Also, in IDR electrons are still magnetised → processes of interest at the ion scale

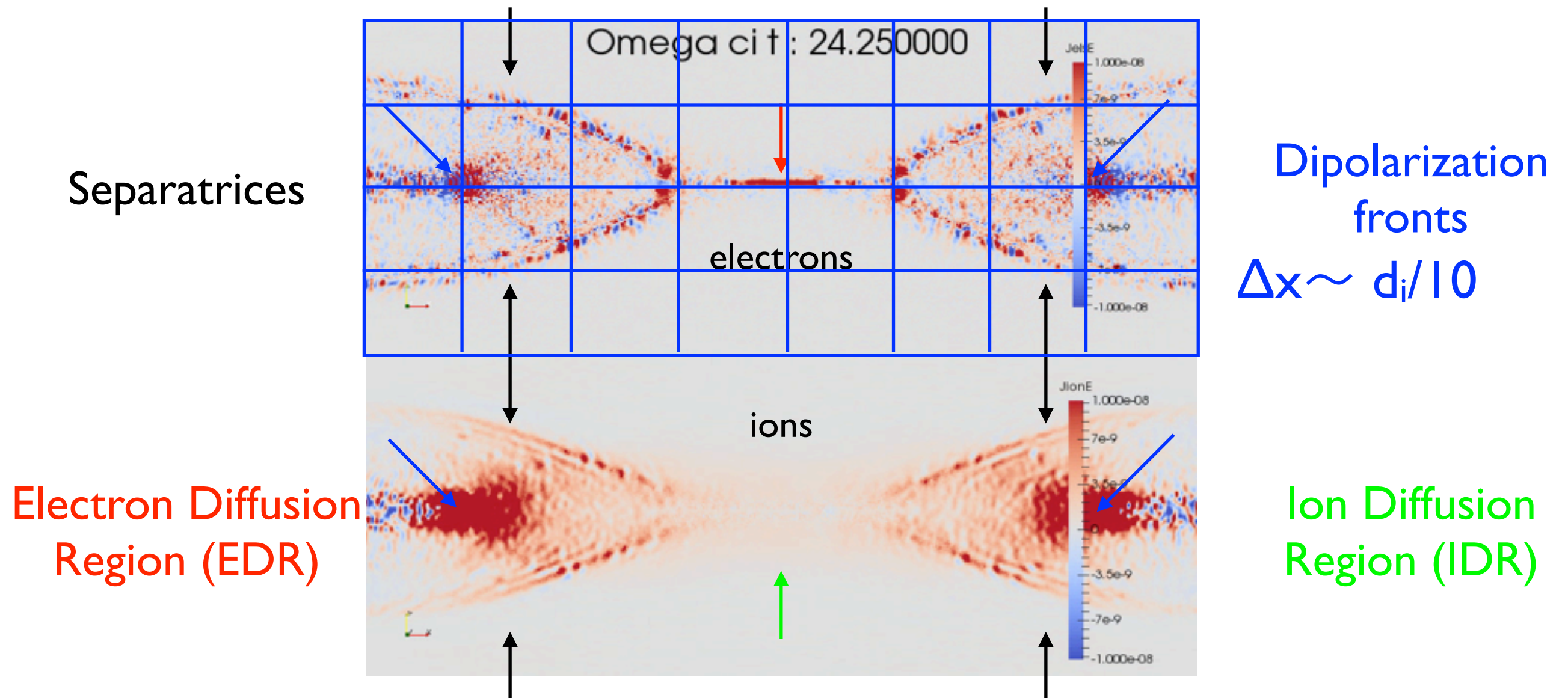
in EDR, electrons are unmagnetised too → processes of interest at the electron scale

→ MLMD to retain the significant physical processes in the different regions, at a very low computational cost

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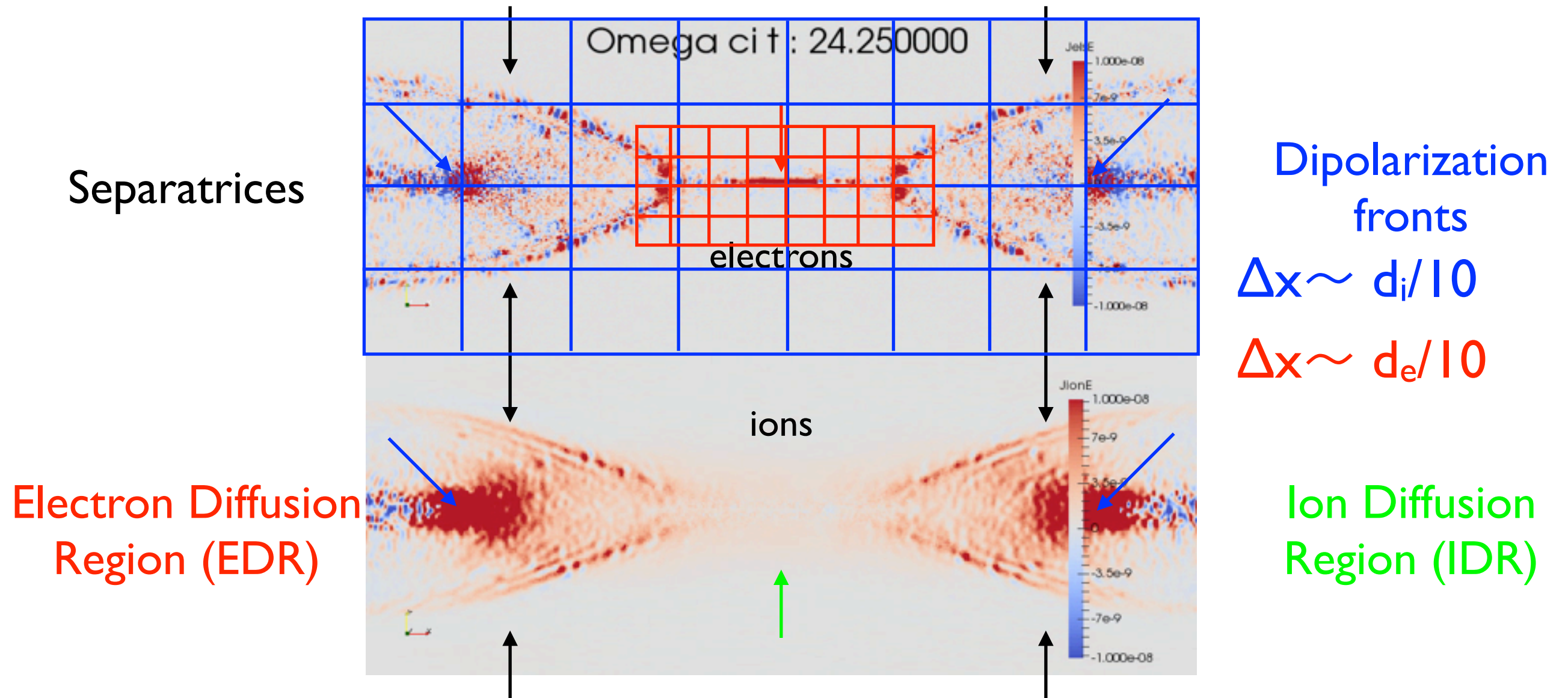
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in EDR, electrons are unmagnetised too → processes of interest at the electron scale

→ MLMD to retain the significant physical processes in the different regions, at a very low computational cost

P4: MLMD simulations of magnetic reconnection

ion scale processes are resolved by both grids; **electron scale processes** (e.g., speed of electron jets*) are **simulated by both grids but fully resolved on the refined grid only**; on the coarse grid, selective damping and spectral compression are at work

$$L_x = L_y = 20 d_i = 860 d_e$$

$$m_i/m_e = 1836$$

$$RF = 12$$

$$TR = 1 \rightarrow 6$$

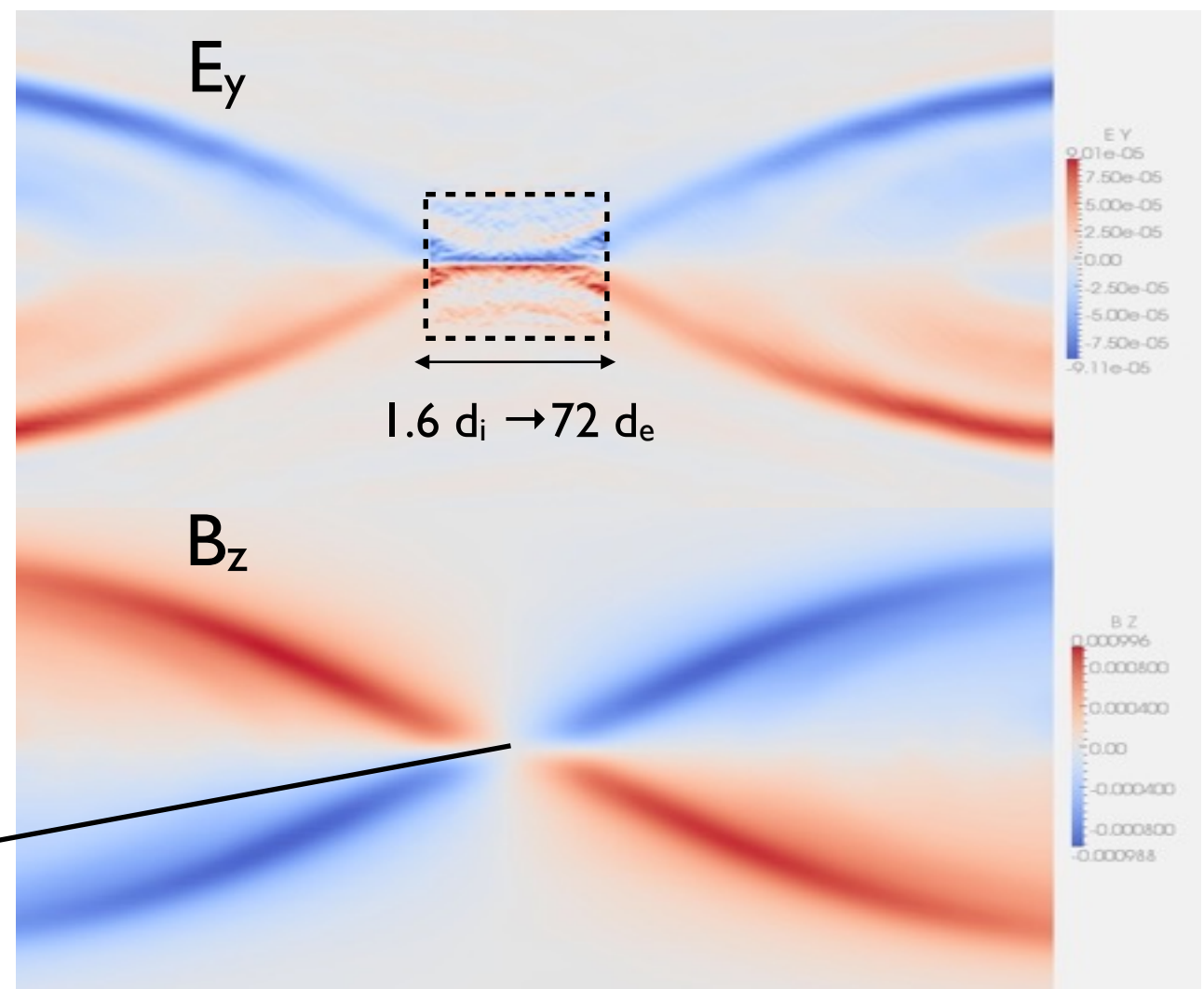
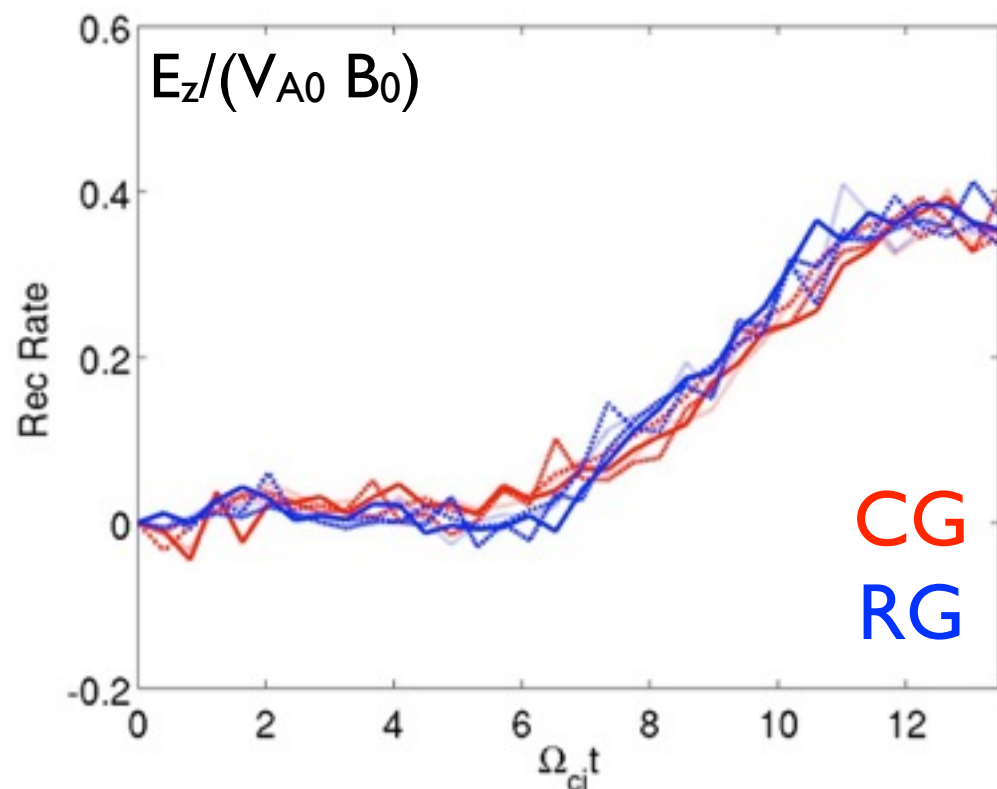
$$dx_{CG} = 0.078 d_i = 3.35 d_e$$

$$dx_{RF} = 0.28 d_e$$

$$dt_{CG} = 0.05 \rightarrow 0.3 \omega_{pi}^{-1}$$

$$dt_{RF} = 0.05 \omega_{pi}^{-1}$$

very cheap
realistic mass
ratio
simulations!!!

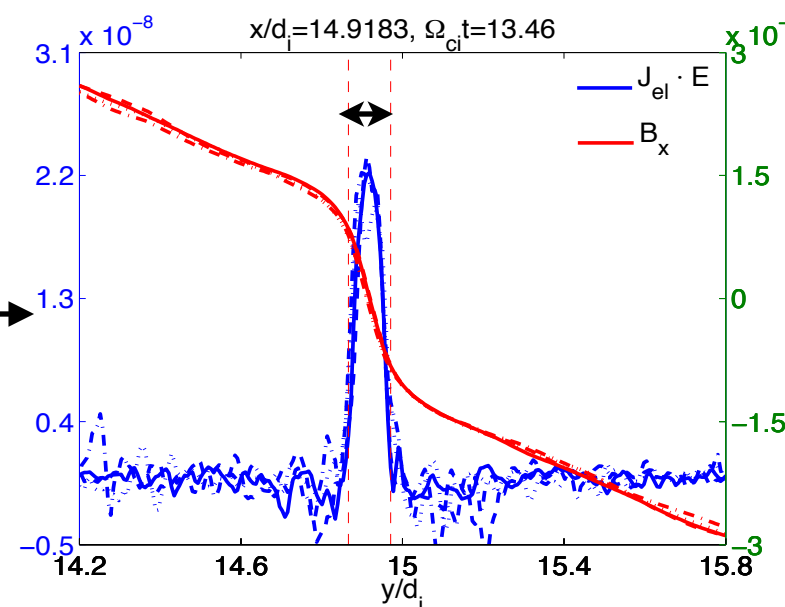
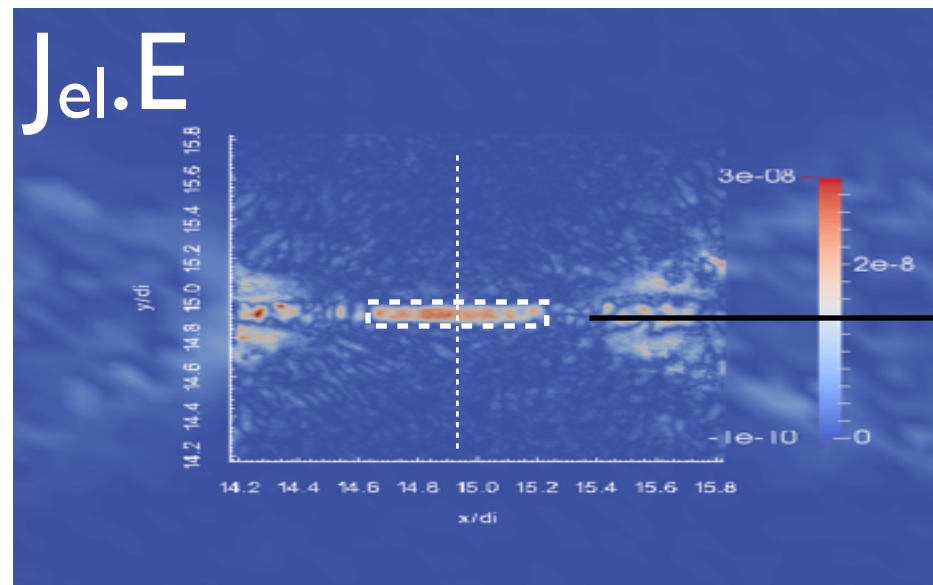


large scale processes reproduced by both grids:
reconnection rate, Harris field, quadrupolar B_z structure

P4: MLMD simulations of magnetic reconnection

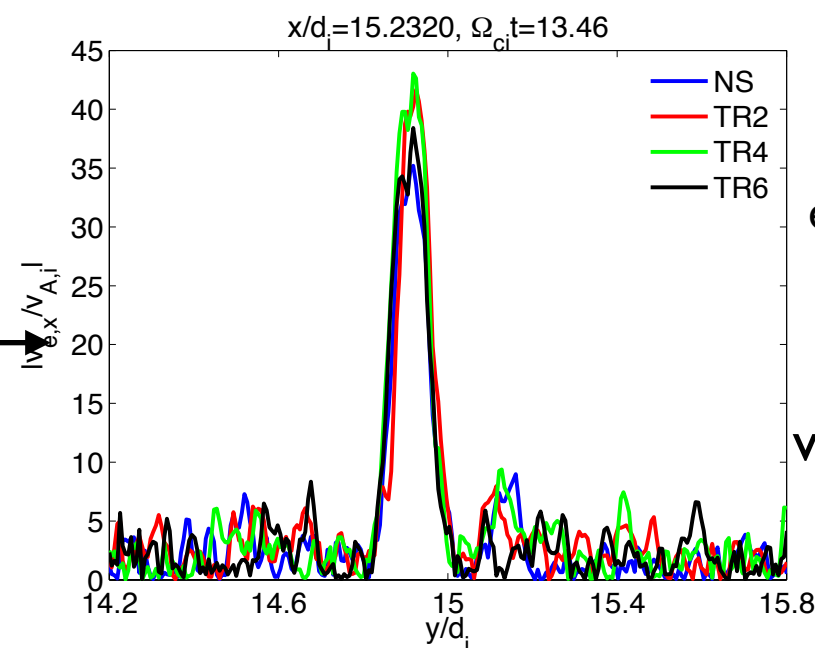
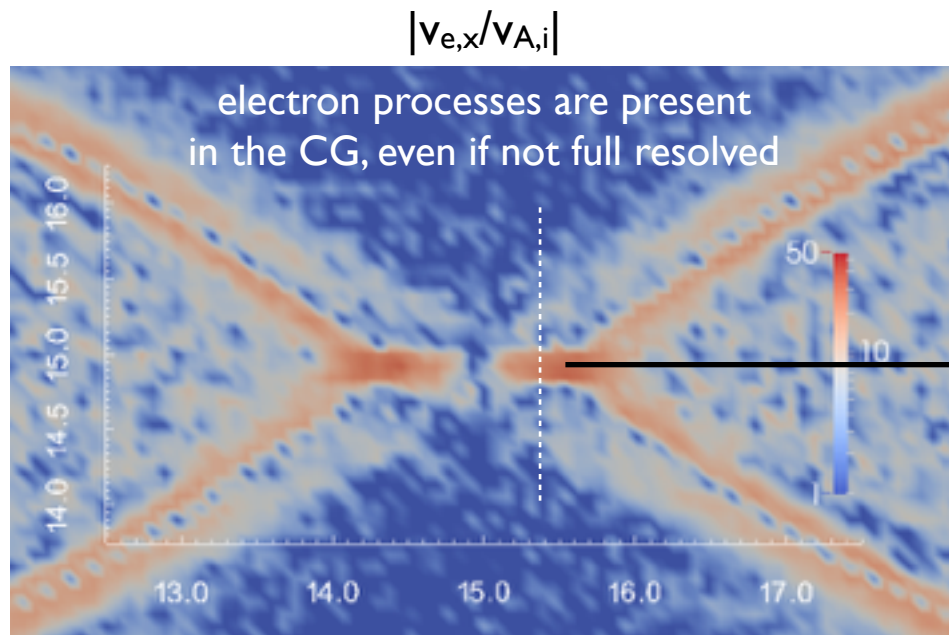
ion scale processes are resolved by both grids; **electron scale processes** (e.g., speed of electron jets*) are **simulated by both grids but fully resolved on the refined grid only**; on the coarse grid, selective damping and spectral compression are at work

Electron scale processes are reproduced by the refined grid
e.g.: formation of jets at the X point with velocity $v_{A,e}$



calculation of the ion Alfvén speed:
identification of the Electron
Diffusion Region with the J.E method
The $B_{x,up}$ used in the calculation of
the Alfvén speed
$$v_{A,i} = B_{x,up} / \sqrt{\mu_0 m_i n_i}$$

is obtained averaging the B_x values
on the upper and lower EDR
boundaries



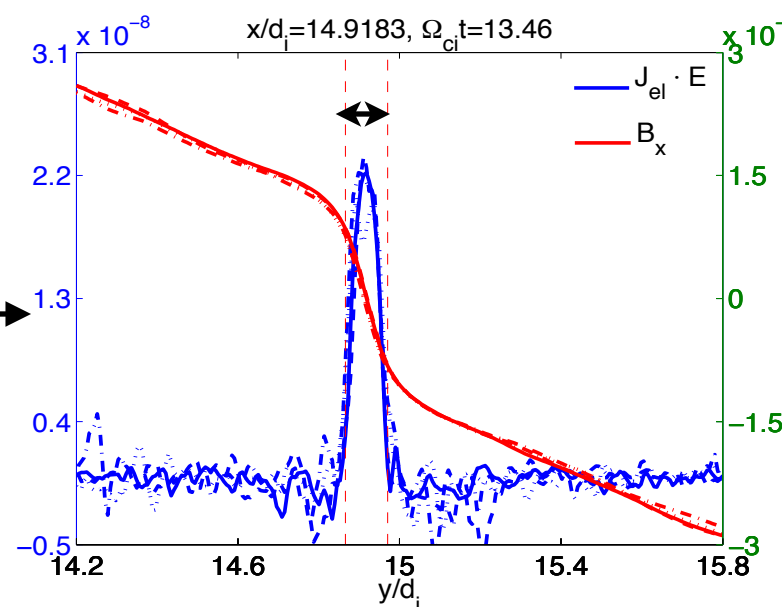
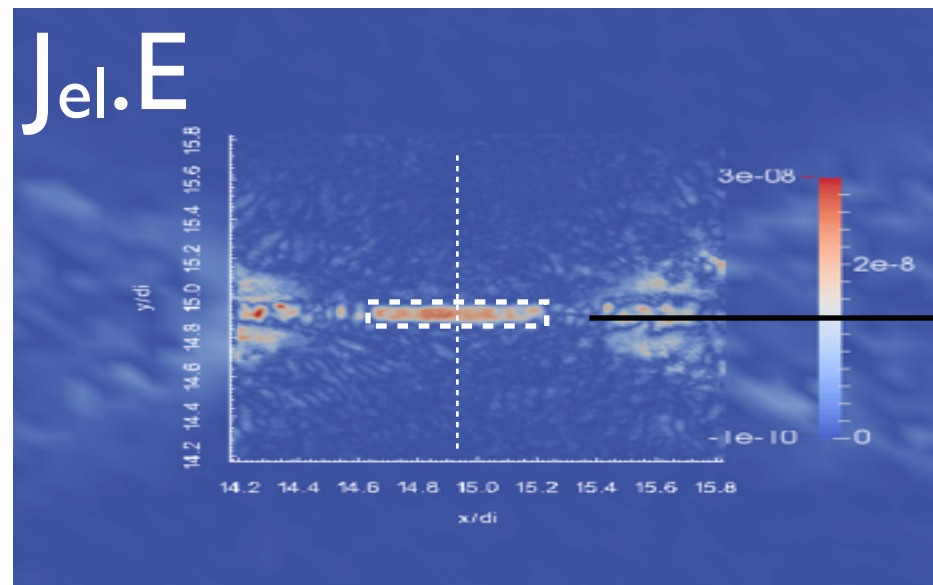
electron jet velocity, normalized to the
ion Alfvén

as expected from Drake08,
$$v_{e,x}/v_{A,i} = v_{A,e}/v_{A,i} \sim \sqrt{m_i/m_e} \sim 43$$

P4: MLMD simulations of magnetic reconnection

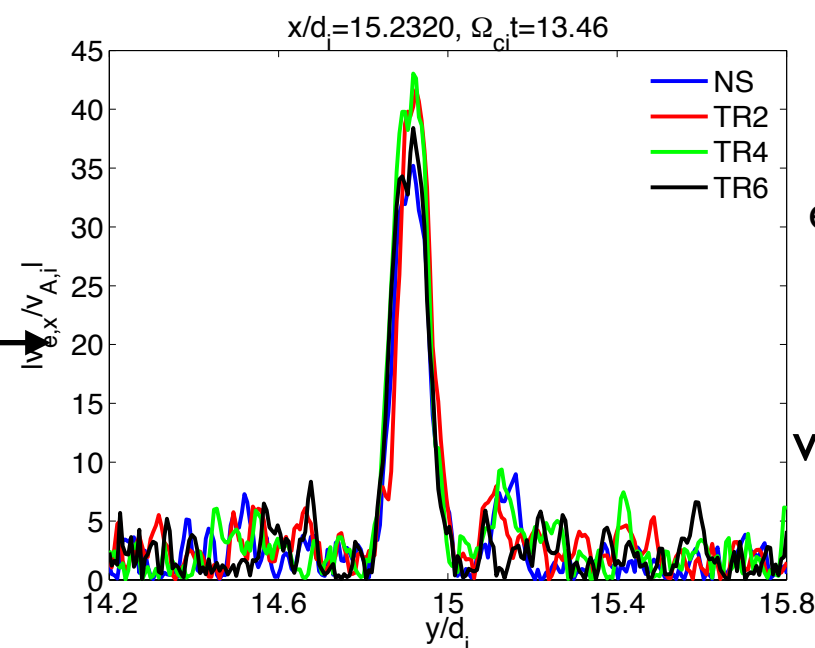
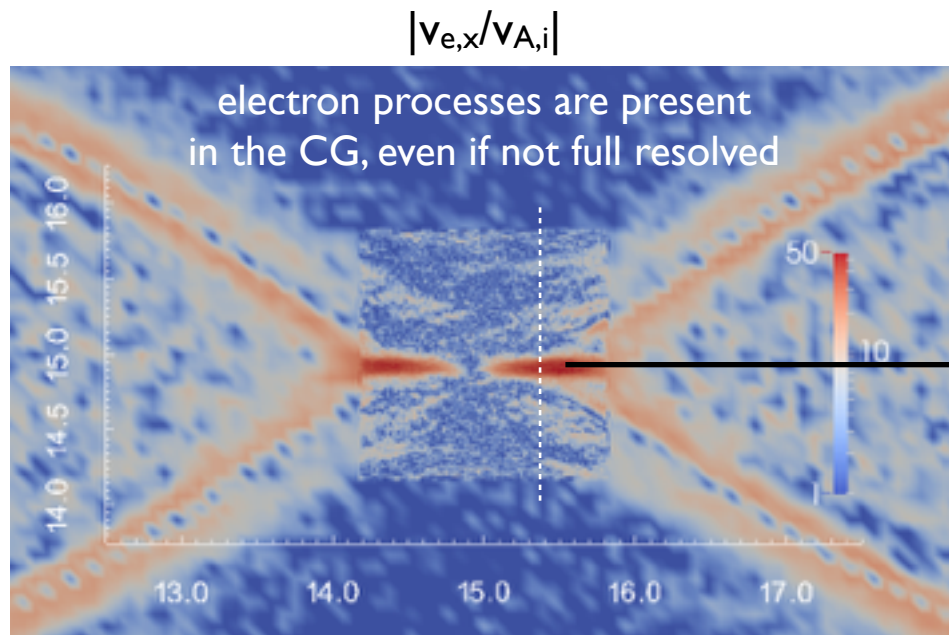
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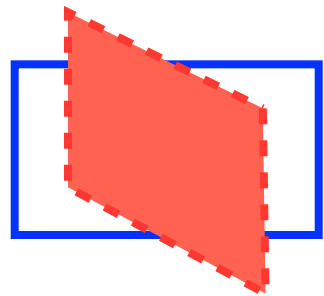
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P5: MLMD simulations of turbulence generated by the Lower Hybrid Drift Instability (LHDI)

Other fields of application of the MLMD method: cases when multiple scales coexist self-similarly in a large domain

→ a representative part of the large domain is simulated with higher resolution

e.g.: simulations of Lower Hybrid Drift Instability.

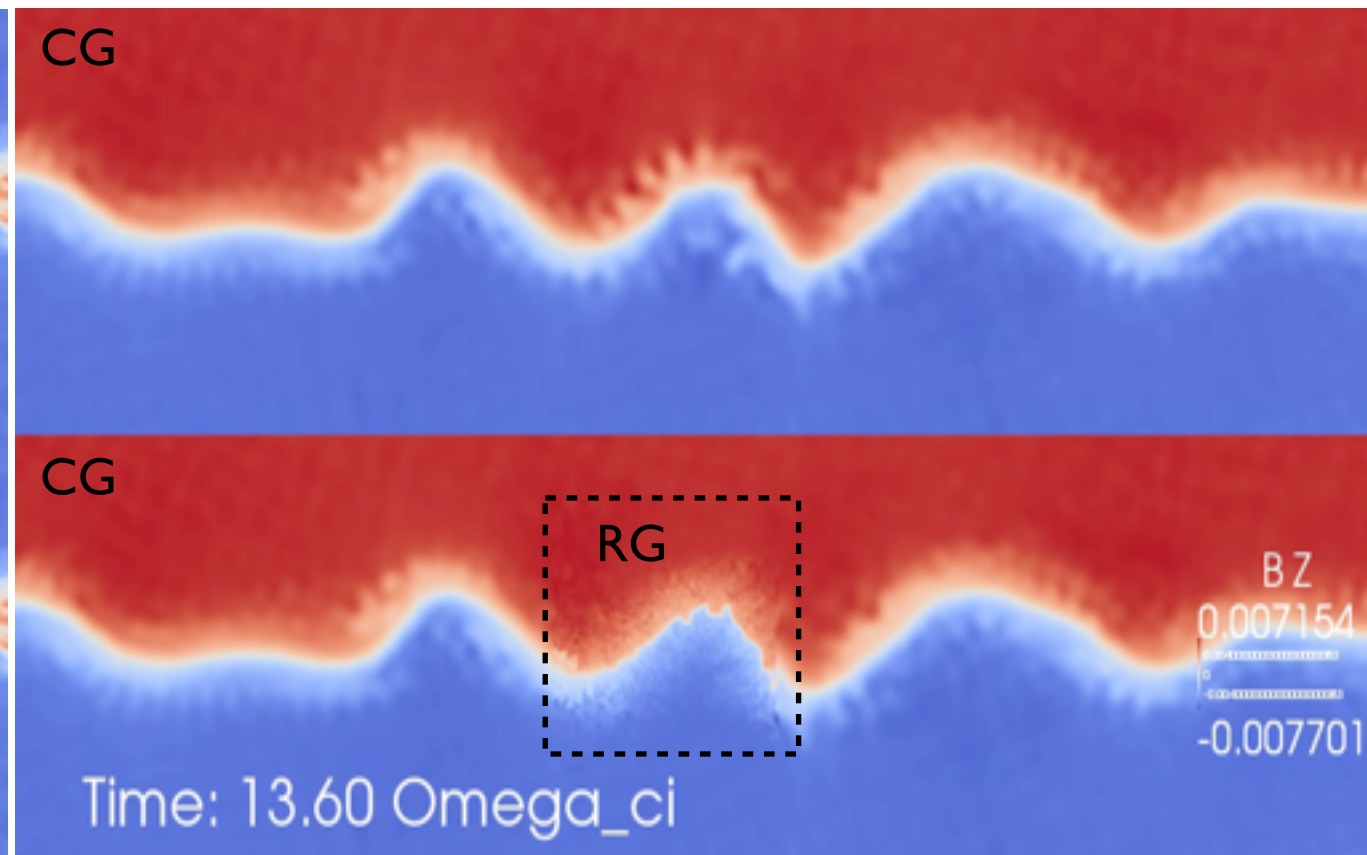
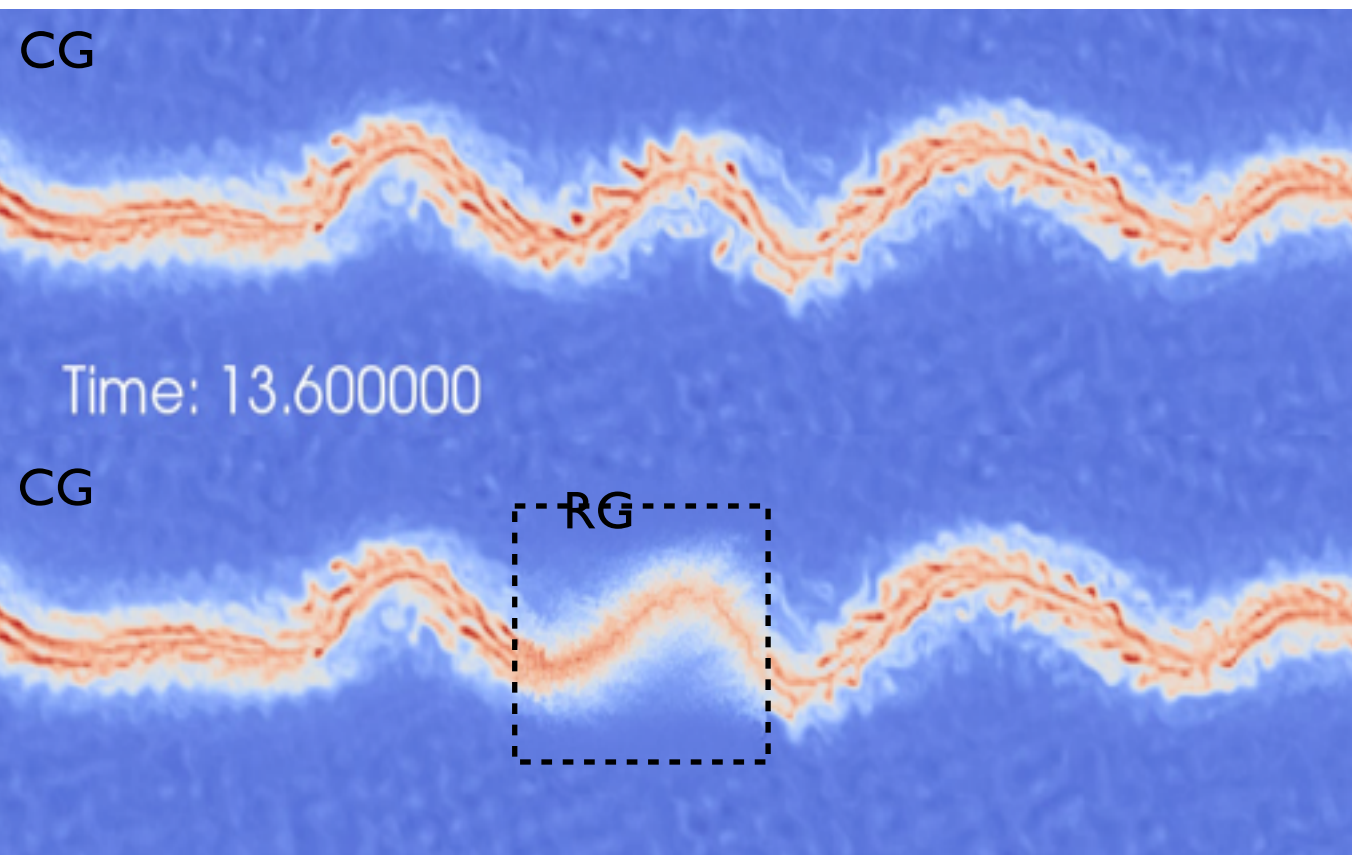


The LHDI:

- 1) is driven by a density gradient in presence of a perpendicular field
- 2) is unstable over a large range of wavenumber and frequencies;
fast branch with $\gamma \sim \Omega_{LH}$, $k \sim 1/\rho_e$, ES, slow branch at $k \sim 1/\sqrt{(\rho_e \rho_i)}$, EM
- 3) breaks large scale fields in smaller and smaller structures → acts as a “turbulence generator”

electron density

B_z field component



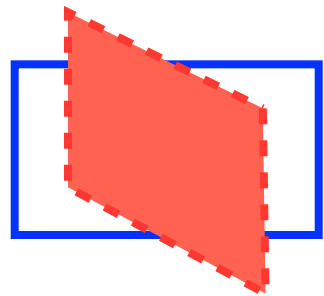
the refined grid is driven by the coarse grid in the low wavenumber range; the refined grid cascades to the small scales which the coarse grid averages out

P5: MLMD simulations of turbulence generated by the Lower Hybrid Drift Instability (LHDI)

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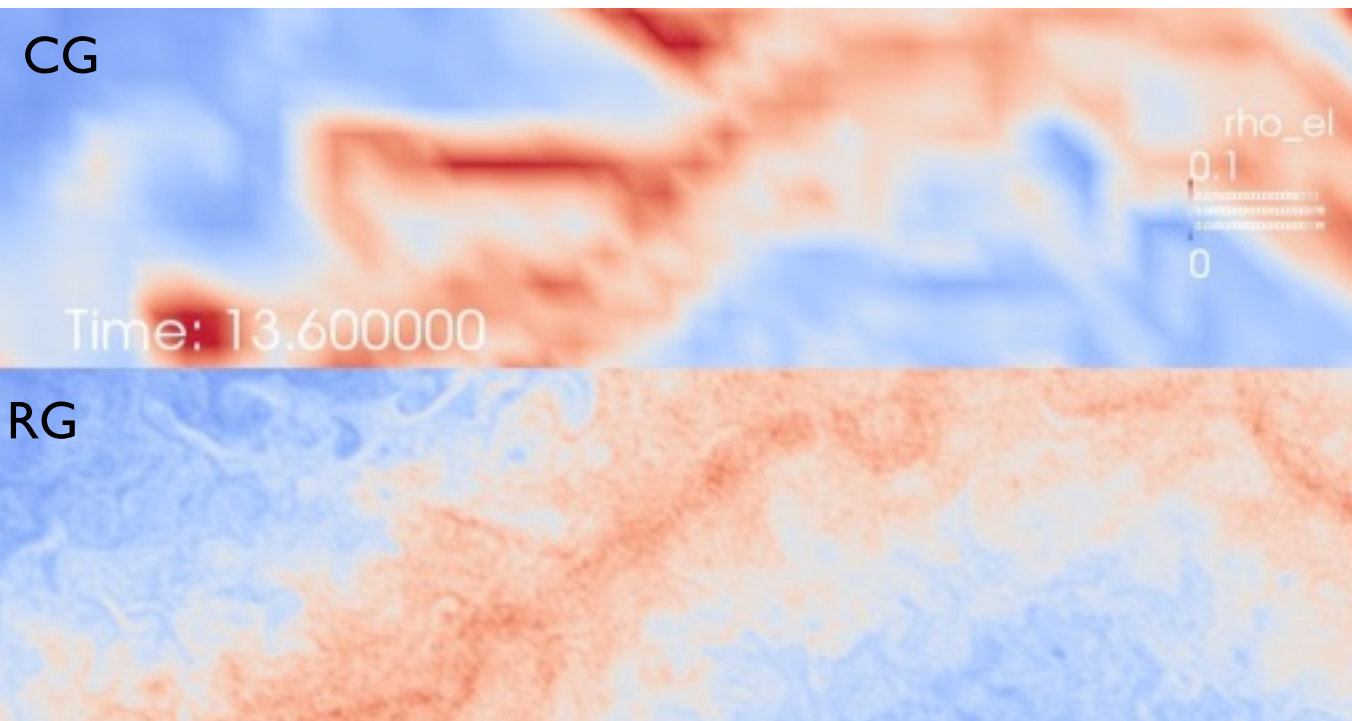
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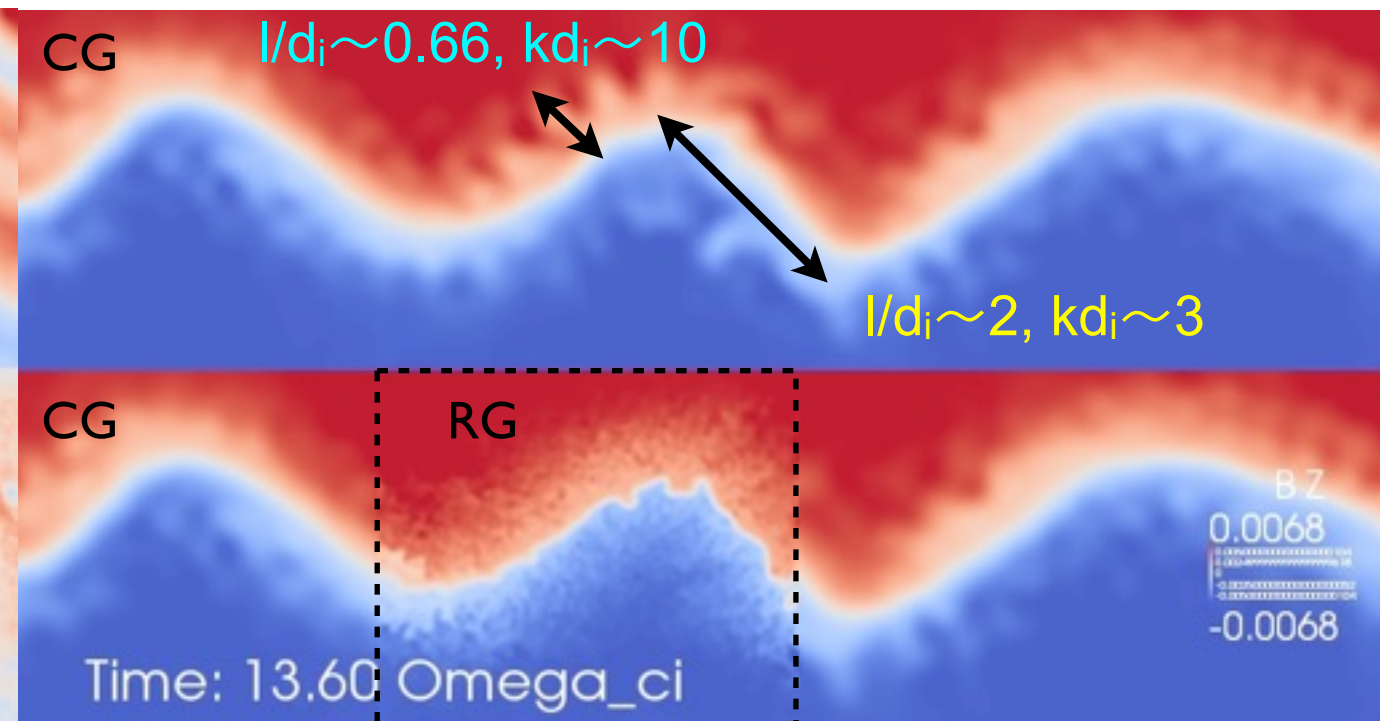
The LHDI:

- 1) is driven by a density gradient in presence of a perpendicular field
- 2) is unstable over a large range of wavenumber and frequencies;
fast branch with $\gamma \sim \Omega_{LH}$, $k \sim 1/\rho_e$, ES, slow branch at $k \sim 1/\sqrt{(\rho_e \rho_i)} \sim 20$, EM
- 3) breaks large scale fields in smaller and smaller structures → acts as a “turbulence generator”

electron density

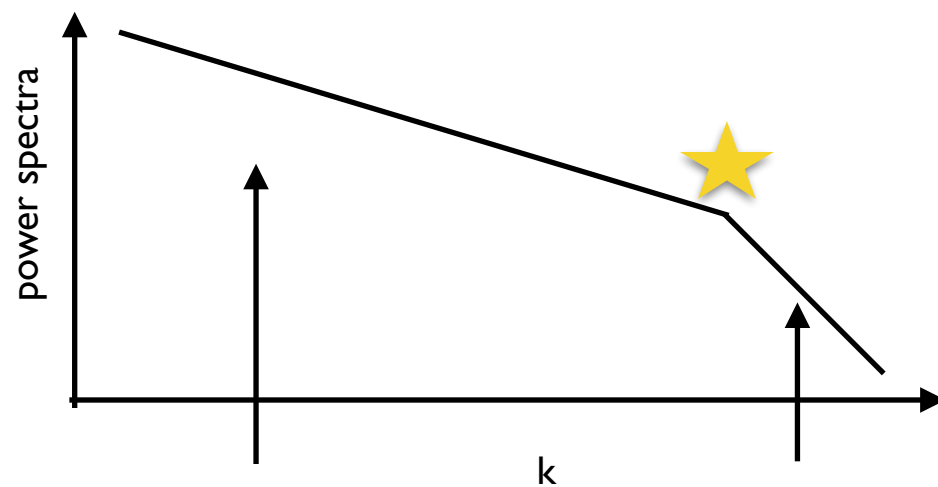


B_z field component



the refined grid is driven by the coarse grid in the low wavenumber range; the refined grid cascades to the small scales which the coarse grid averages out

P5: simulations of turbulence: challenges and MLMD solutions



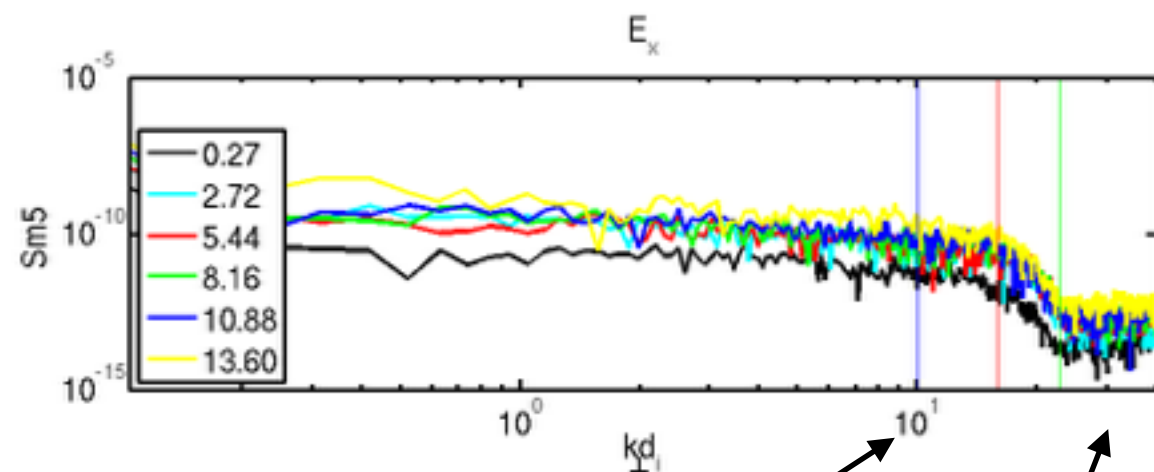
In turbulent environment, energy is transported from the large to the small scales over several wavenumber decades (inertial range); the turbulent cascade is often broken by wave-particle interaction processes

e.g.: candidate for the solar wind: interaction of protons with kinetic Alfvén wave, proton cyclotron damping, electron or ion Landau damping

large scales of energy injection small scales of energy dissipation

high computational cost! Also, the number of particle has to be very high to reduce the numerical noise and grid effects (when using a PIC code) have to be taken into consideration

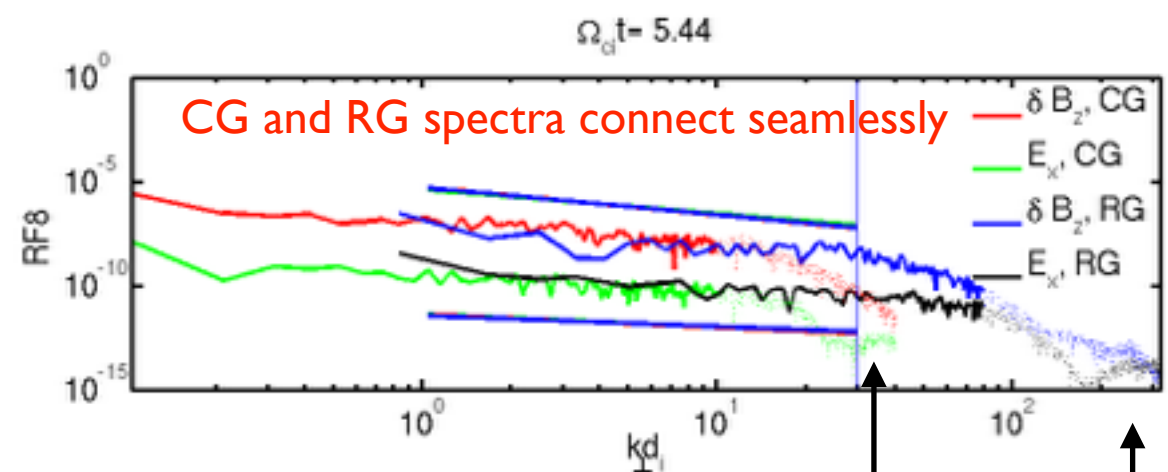
single level simulation



grid effects start here, $\sim k_{\max}/4$

particle noise plateau

MLMD simulation

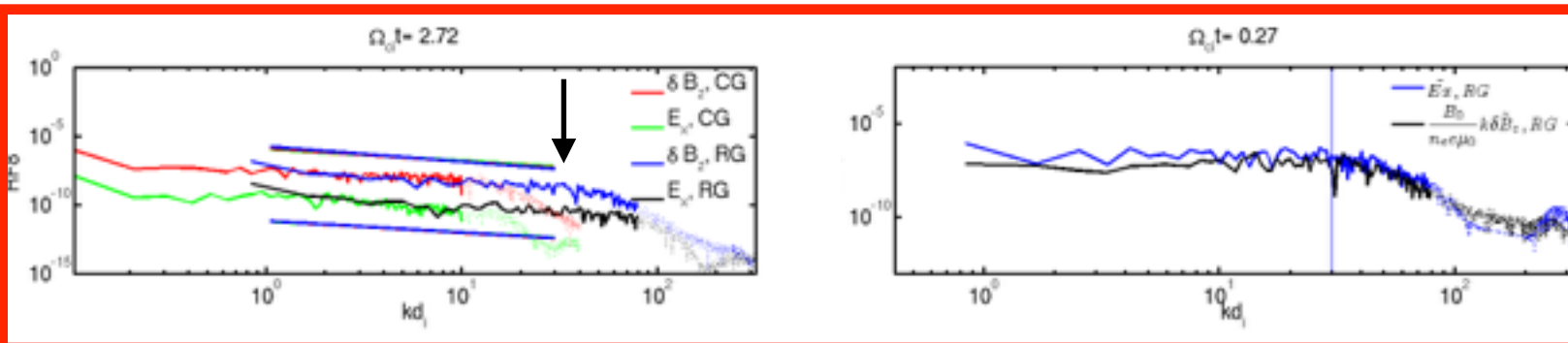


... \rightarrow part of the spectra affected by grid effect and unreliable
the particle noise plateau is pushed to higher k and lower power levels (more particles per unit volume)

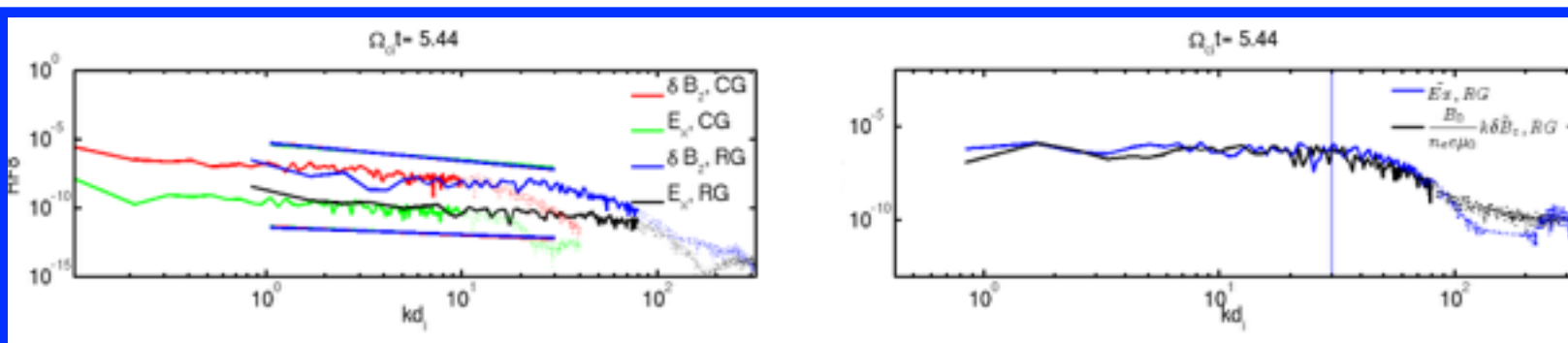
the RG extends the k range of a factor RF with respect to the coarse grid; the computational cost is $\times 2$ rather than $\times RF^2$

P5: MLMD simulations of turbulence generated by the LHDI

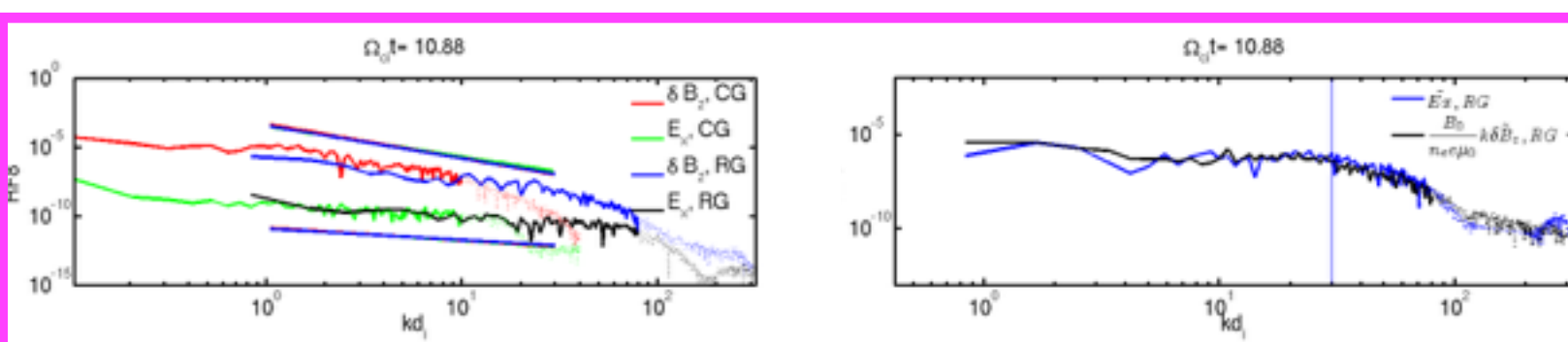
Norgren 2012 observes coupling between the perpendicular electric field and magnetic field oscillations in the magnetotail in presence of LHDI waves at wavenumbers corresponding to the electrostatic LHDI branch with the perpendicular electron current as mediator. We confirm their observations and extend the study to lower wavenumber (electromagnetic LHDI branch, kink instability)



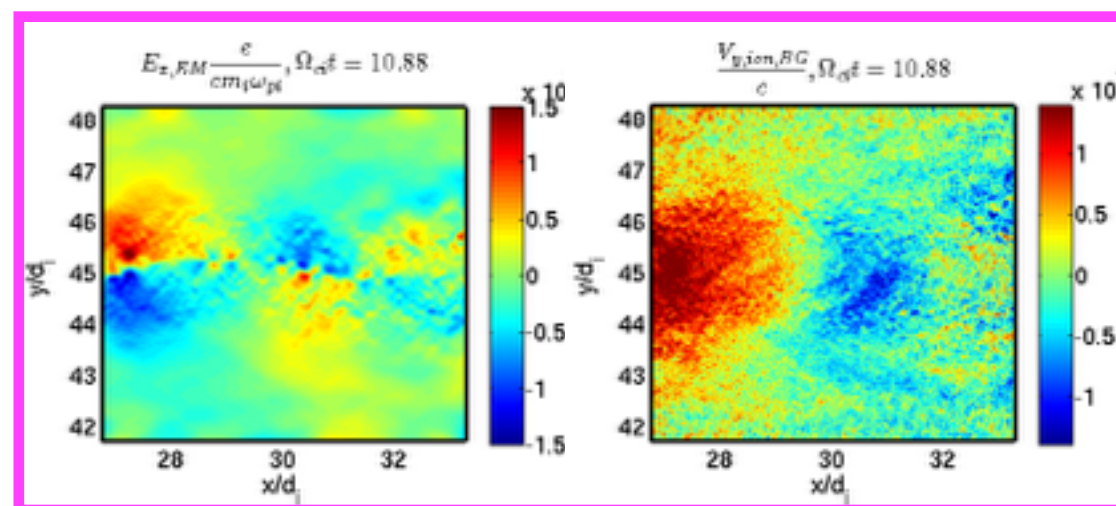
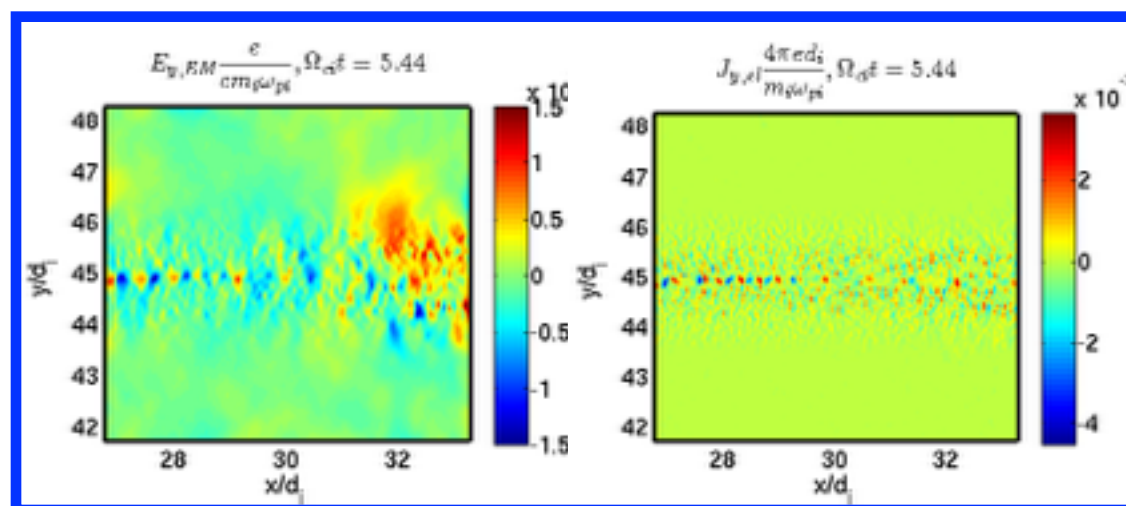
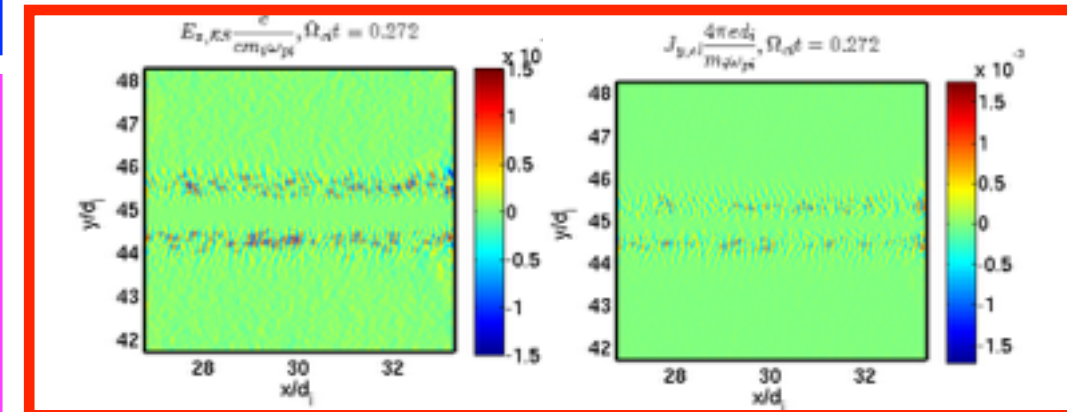
ES LHDI branch time scales and wavenumbers: $E_{\perp} \delta B_z$ coupling observed, electron current as mediator (Norgren 12) \rightarrow break in the δB_z power spectra at lower, non coupled ($k d_i \sim 30$) wavenumbers



coupling extends to LHDI EM wavenumber with the onset of LHDI EM branch; mediator is still electron current, but structures at the centre of the current sheet



at kink mode time scales and wavenumber, background ions (Karimabadi 2003) act as mediator



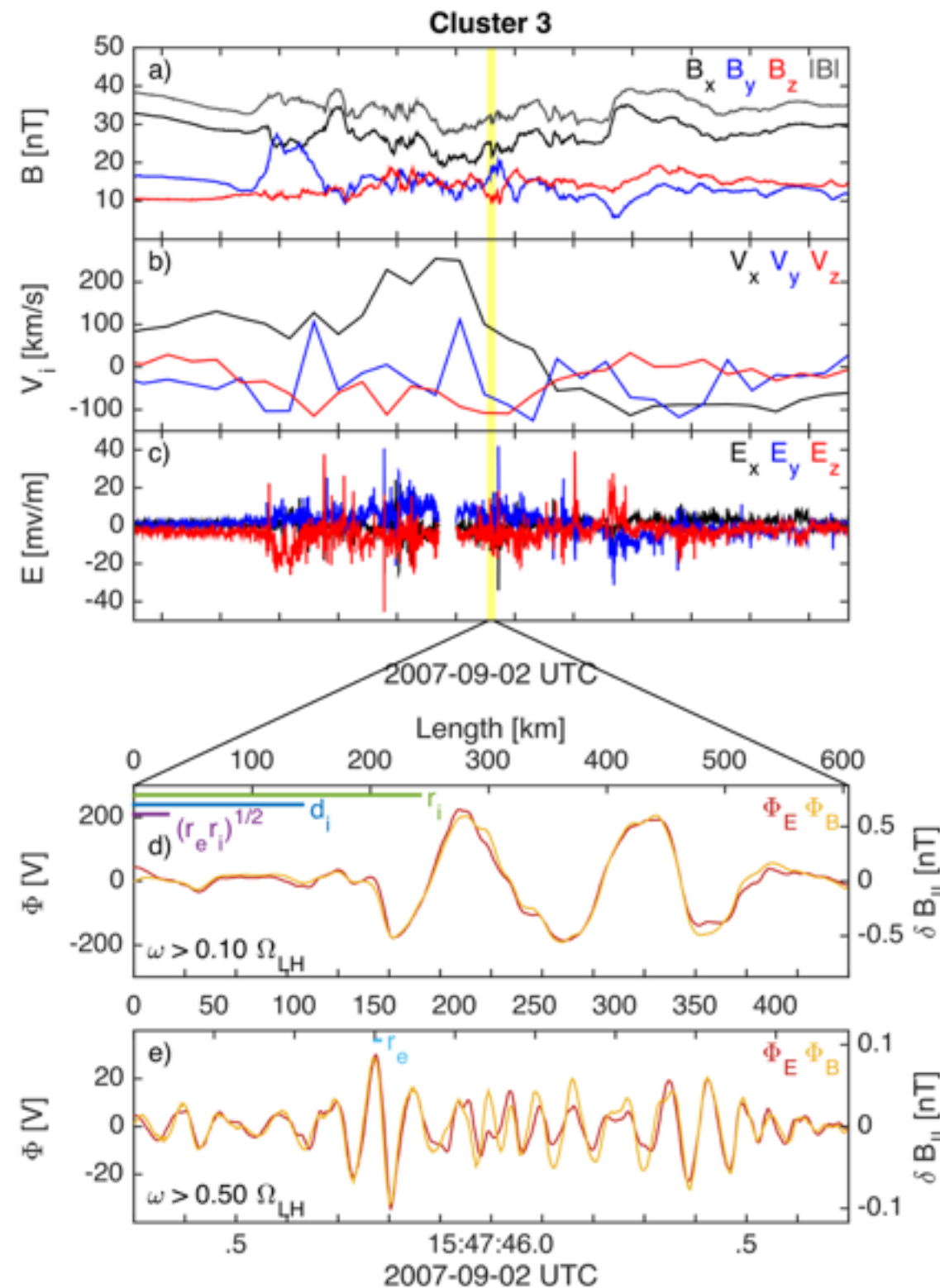
this analysis is done on the refined grid of the RF=8 MLMD simulation

P5: Cluster observations confirming our findings

magnetotail, [-10 -3 3] RE GSM

the study done in Norgren
2012 for the fast ES LHDI
branch is extended to the slow
EM one

Credit: Cecilia Norgren,
University of Uppsala



B_z, E perp coupling at both
slow and fast LHDI branch as
expected from our study

$$\lambda \sim 150 \text{ km} = 5.5 \sqrt{(\rho_e \rho_i)} \rightarrow \text{EM branch}$$

$$\lambda \sim 27 \text{ km} = 7 \rho_e \rightarrow \text{ES branch}$$

Conclusions

- The Multi-Level Multi-Domain method is a fully kinetic, semi-implicit adaptive method to reduce the cost of Particle In Cell Implicit Moment Method plasma simulations; we target in particular realistic mass ratio simulations
- the MLMD method has been demonstrated in two kinds of scenarios:
 1. problems where small scale, high frequency processes are confined in a small portion of the entire domain e.g.: magnetic reconnection
 2. self-similar processes where only a representative part of the domain is simulated with higher resolution e.g.: Lower Hybrid Drift Instability
- in both cases, the physical processes of interest are correctly reproduced, at a lower computational cost
- during the *Hands On*: verify the multi scale nature of collisionless magnetic reconnection, as simulated with iPic3D