

*Horizon Run 5,
from CB Park's Youtube*

Nyx: A Massively Parallel AMR Code for Computational Cosmology

Ann S. Almgren et al., 2013, ApJ, 765, 39

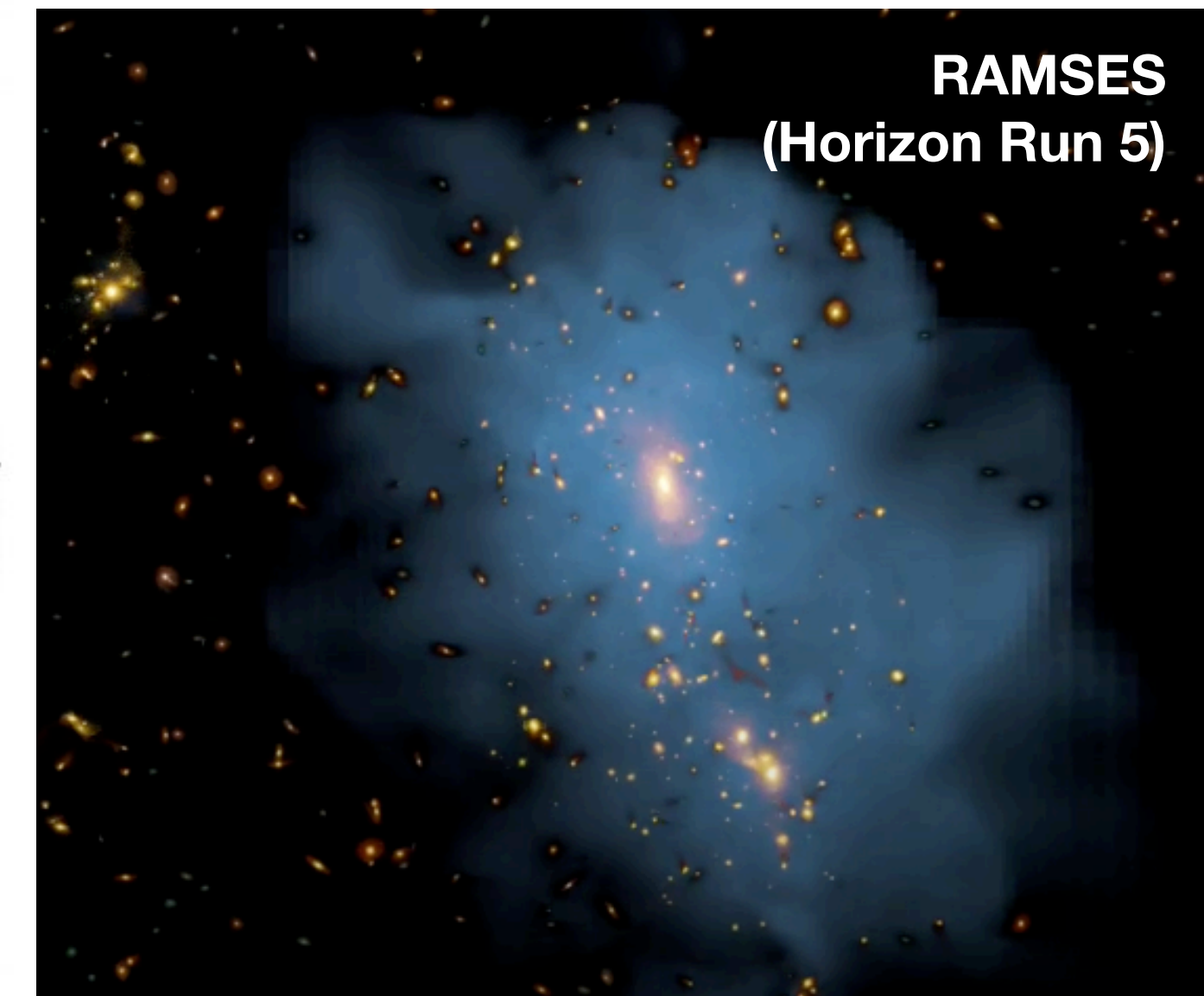
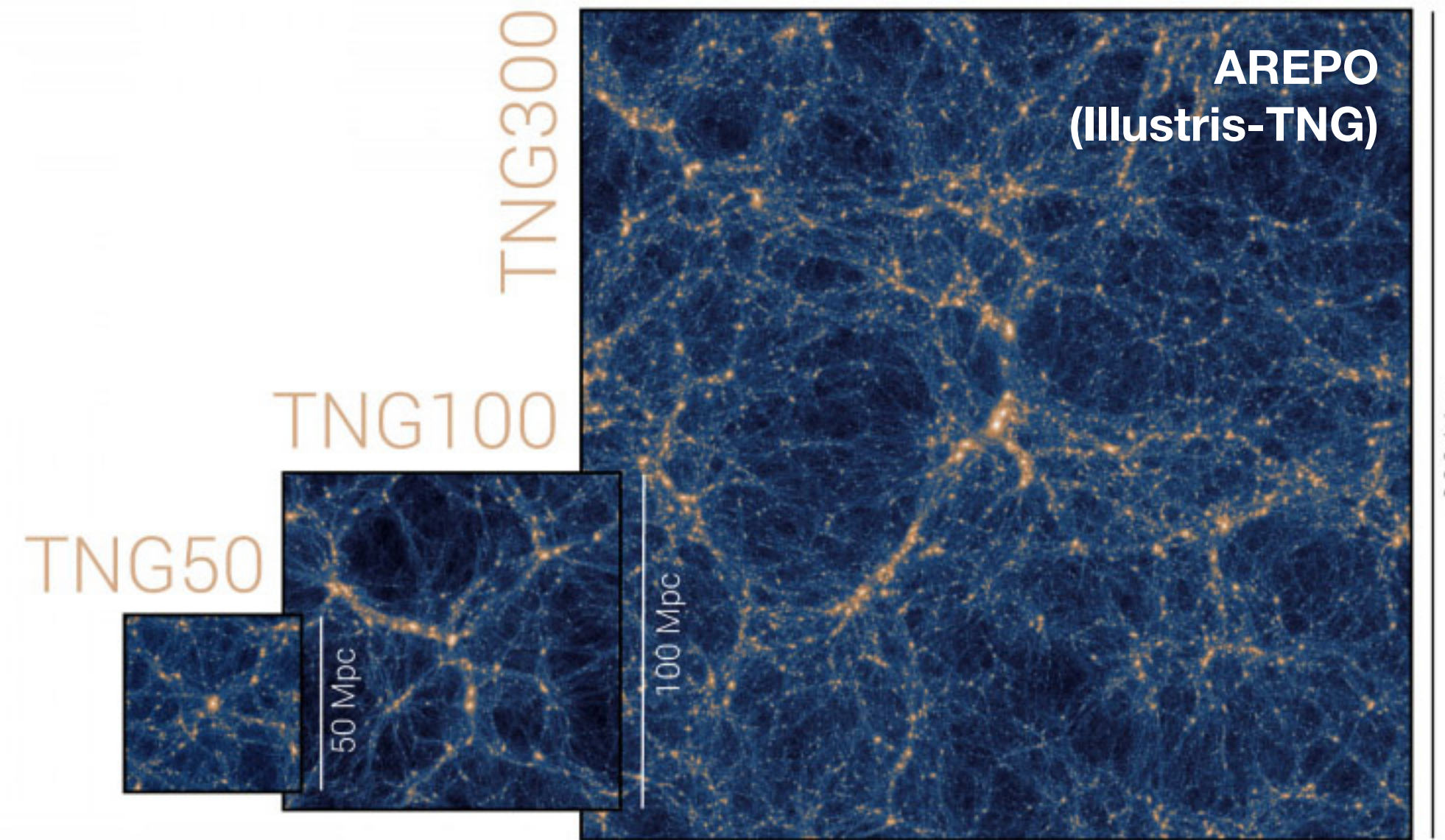
Presented by Hannah Jhee @ Cosmology Journal Club

Cosmological Simulations

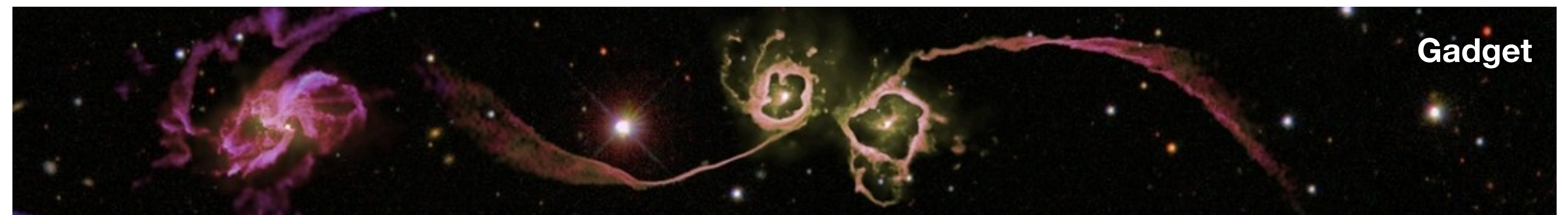
Cosmological Simulations

matter contents

DM-only



Hydrodynamics



Cosmological Simulations

points of view

Eulerian

Lagrangian

Mesh

Euler

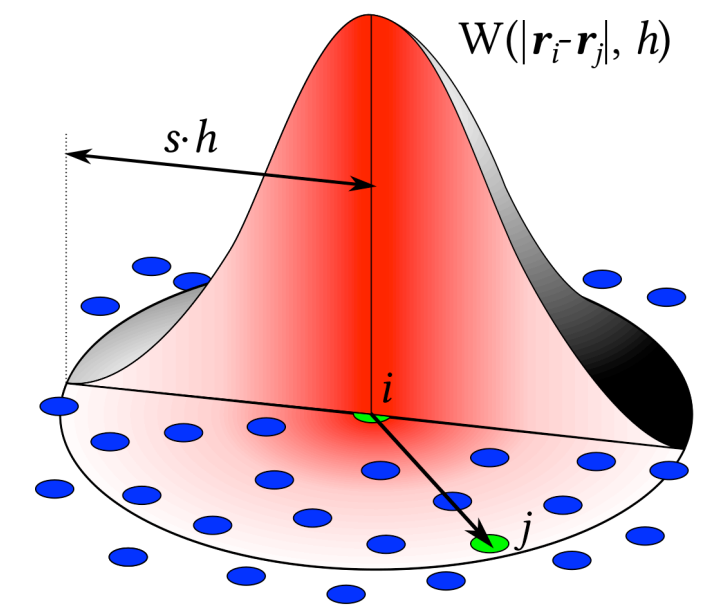
Rising at 2 degrees per hour!

Dropping at 1 degree per hour!

Particle

Lagrange

Smoothed Particle Hydrodynamics

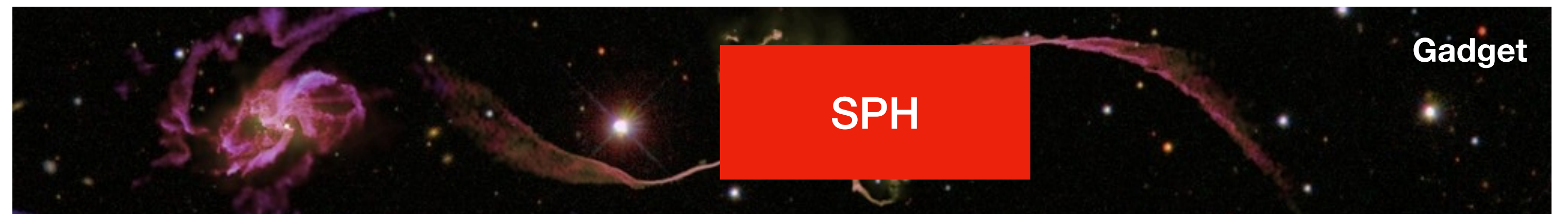
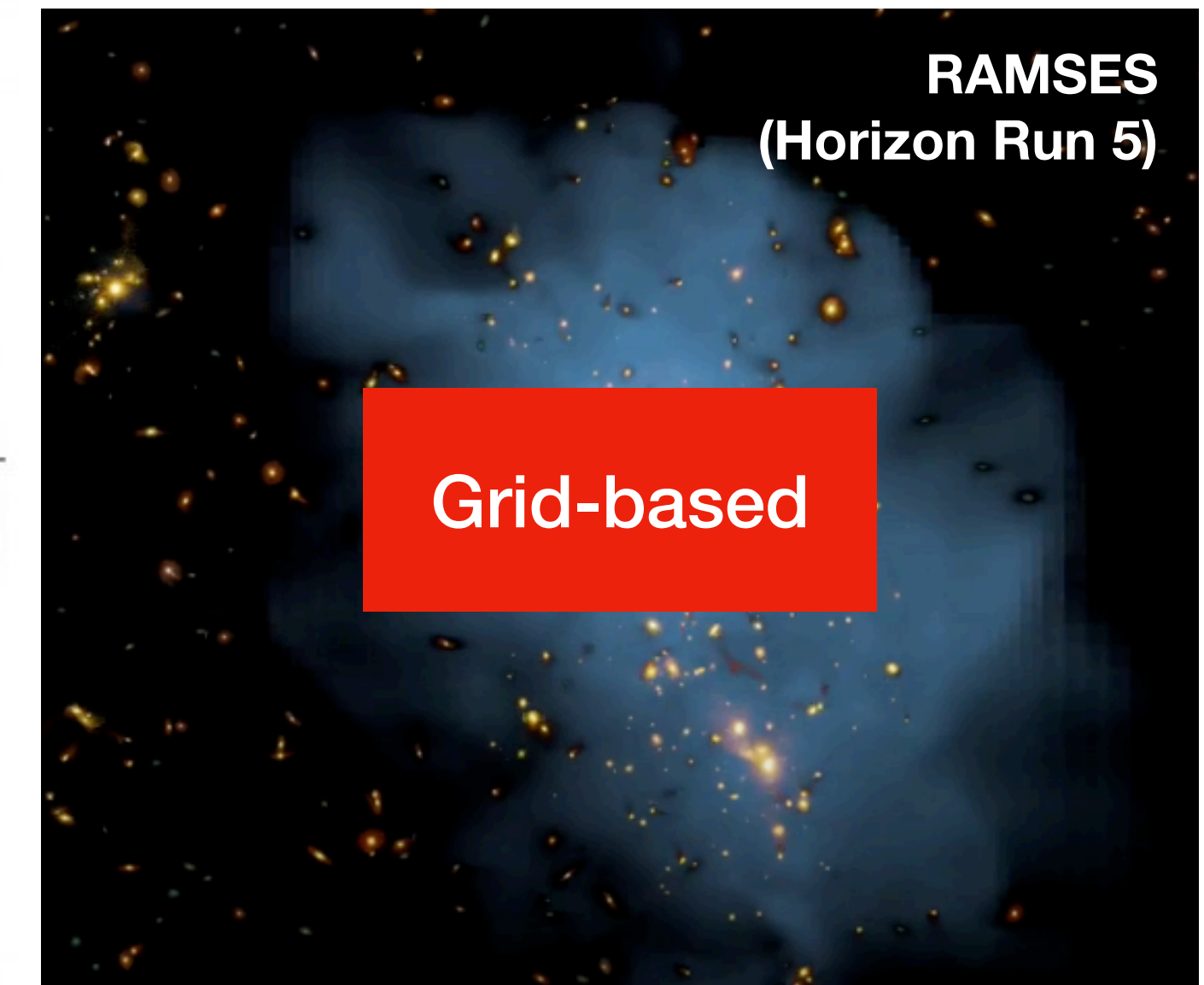
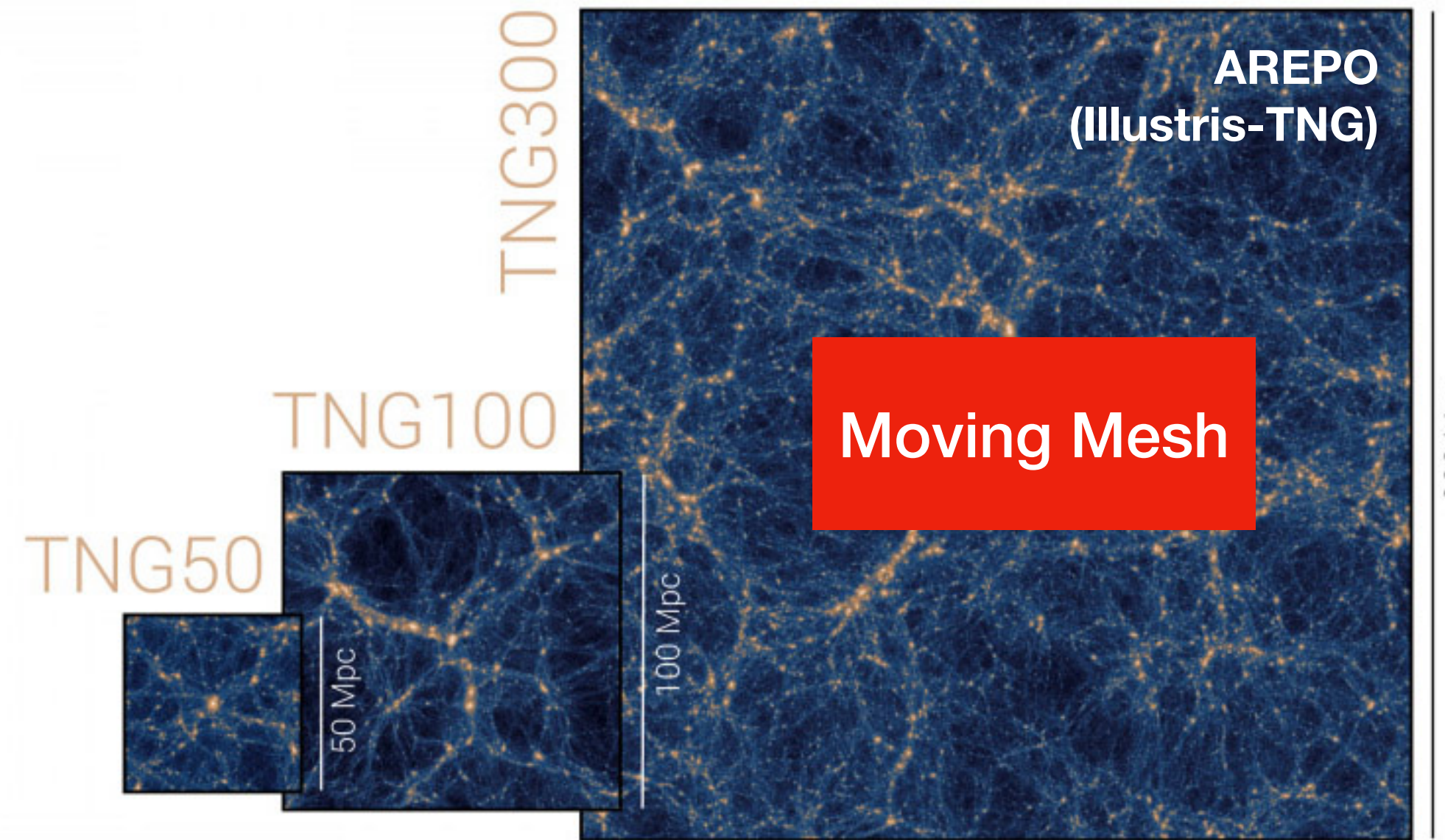


Cosmological Simulations

points of view

Eulerian

Lagrangian



Basic Equations

Basic Equations

into codes

Expanding
Universe

Before evolving gas/dm elements, first expand the universe according to Friedmann eq.

$$\frac{d}{dt} \ln a = \frac{\dot{a}}{a} = H_0 \sqrt{\frac{\Omega_0}{a^3} + \Omega_\Lambda}$$

Gas dynamics

Solve this equation with m 2nd-order Runge-Kutta Method, with m satisfying

$$\frac{|a_m^{n+1} - a_{2m}^{n+1}|}{a_m^{n+1}} < 10^{-8}$$

Dark Matter(CDM)

Δt is determined following the rules as $\Delta t = \min(\Delta t_{\text{hyp}}, \Delta t_{\text{dm}}, \Delta t_a)$:

$$\Delta t_{\text{hyp}} = \sigma^{\text{CFL,hyp}} \min_{i=1,\dots,3} \left[\frac{a\Delta x}{\max_{\vec{x}} |\vec{U} \cdot \hat{e}_i| + c} \right] \quad \Delta t_{\text{dm}} = \sigma^{\text{CFL,dm}} \min_{i=1,\dots,3} \left[\frac{a\Delta x}{\max_j |\vec{u}_j \cdot \hat{e}_i|} \right]$$

Self Gravity

Basic Equations

into codes

Expanding
Universe

Equations for compressible hydrodynamics(Euler eqs.)

$$\frac{\partial \rho}{\partial t} + \frac{1}{a} \vec{\nabla} \cdot (\rho \vec{U}) = 0$$

Mass Conservation

Gas dynamics

$$\frac{\partial (a \rho_b \vec{U})}{\partial t} + (\rho_b \vec{U} \cdot \vec{\nabla}) \vec{U} = - \vec{\nabla} P + \rho_b \vec{g}$$

Momentum Conservation

Dark Matter(CDM)

$$\frac{\partial (a^2 \rho_b e)}{\partial t} = - a \vec{\nabla} \cdot (\rho_b \vec{U} e) - a P \vec{\nabla} \cdot \vec{U} + a \dot{a} ((2 - 3(\gamma - 1)) \rho_b e) + a \Lambda_{HC}$$

Energy Conservation

$$\frac{\partial (a^2 \rho_b E)}{\partial t} = - a \vec{\nabla} \cdot (\rho_b \vec{U} E + P \vec{U}) + a \rho_b \vec{U} \cdot \vec{g} + a \dot{a} ((2 - 3(\gamma - 1)) \rho_b e) + a \Lambda_{HC}$$

Self Gravity

$$P = \frac{\rho k_B T}{\mu m_H} = (\gamma - 1) \rho u$$

Equation of State (Ideal gas)

Basic Equations

into codes

Expanding
Universe

Gas dynamics

Dark Matter(CDM)

Self Gravity

Phase-space function $f(\vec{x}, \vec{p})$ is described by Vlasov(Collisionless Boltzmann) equation:

$$\frac{\partial f}{\partial t} + \frac{1}{ma^2} \vec{p} \cdot \vec{\nabla} f - m \vec{\nabla} \phi \cdot \frac{\partial f}{\partial \vec{p}} = 0$$

Rather than solving the equation, we place N particles using Monte-carlo sampling evolving according to:

$$\frac{d\vec{x}_i}{dt} = \frac{1}{a} \vec{u}_i \quad \frac{d(a\vec{u}_i)}{dt} = \vec{g}(\vec{x}, t)$$

This assertion is validated from Liouville's theorem.

Basic Equations

into codes

Expanding
Universe

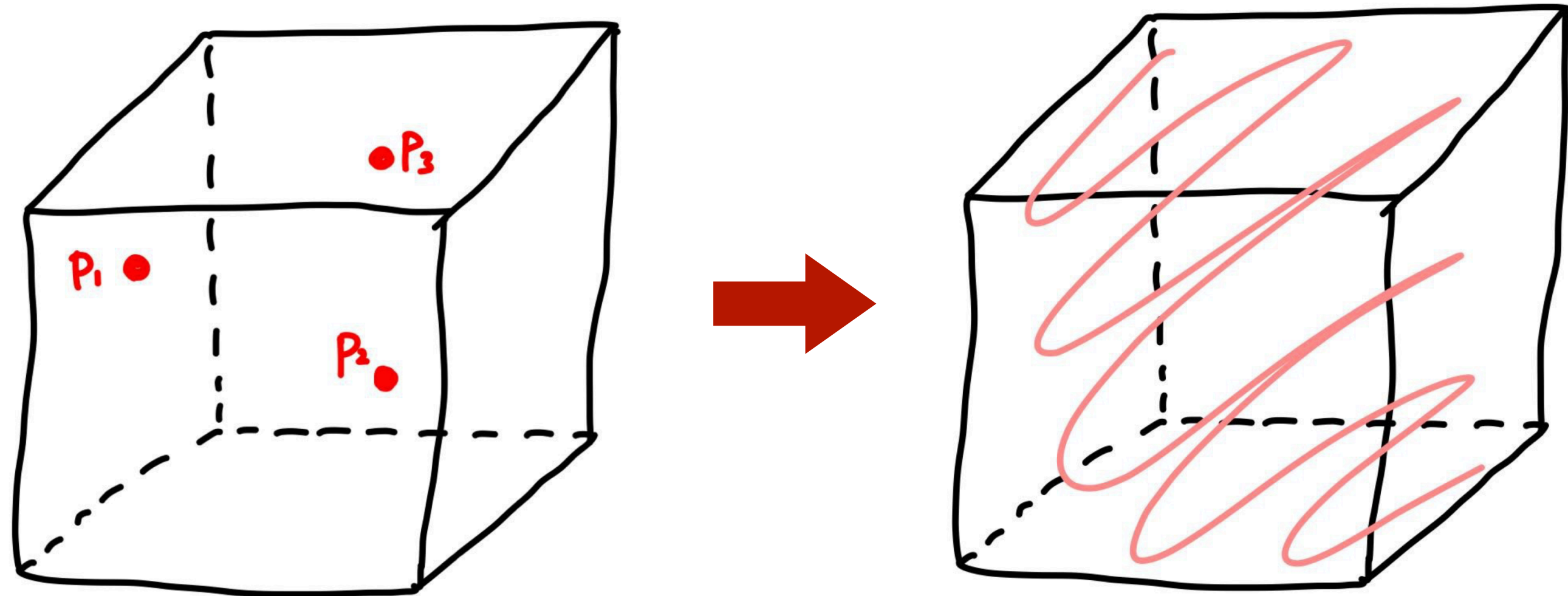
Gas dynamics

Dark Matter(CDM)

Self Gravity

At a given position and time, dm and baryon both contribute to the gravitational fields:

$$\nabla^2 \phi(\vec{x}, t) = \frac{4\pi G}{a} (\rho_b + \rho_{dm} - \rho_0)$$

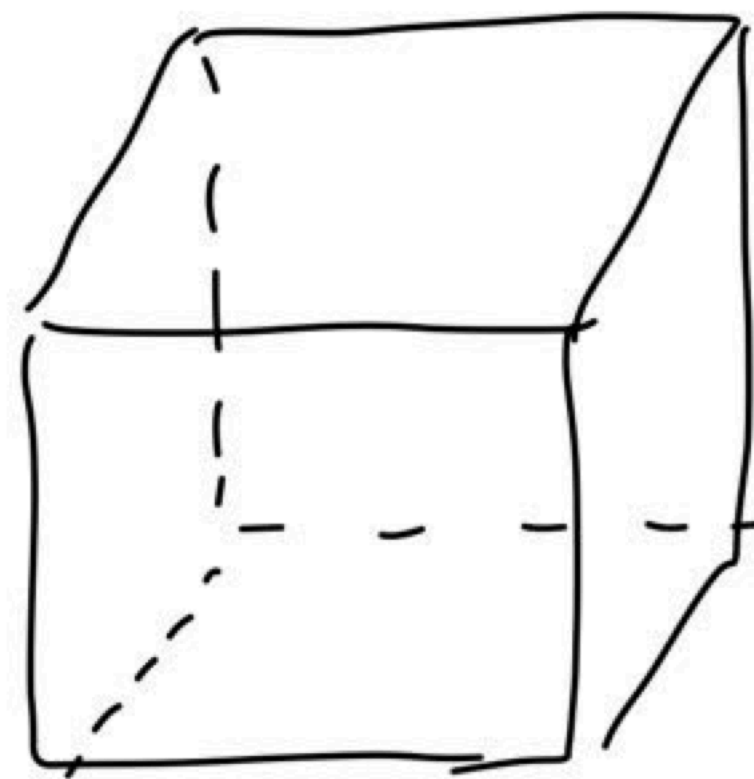


Algorithms

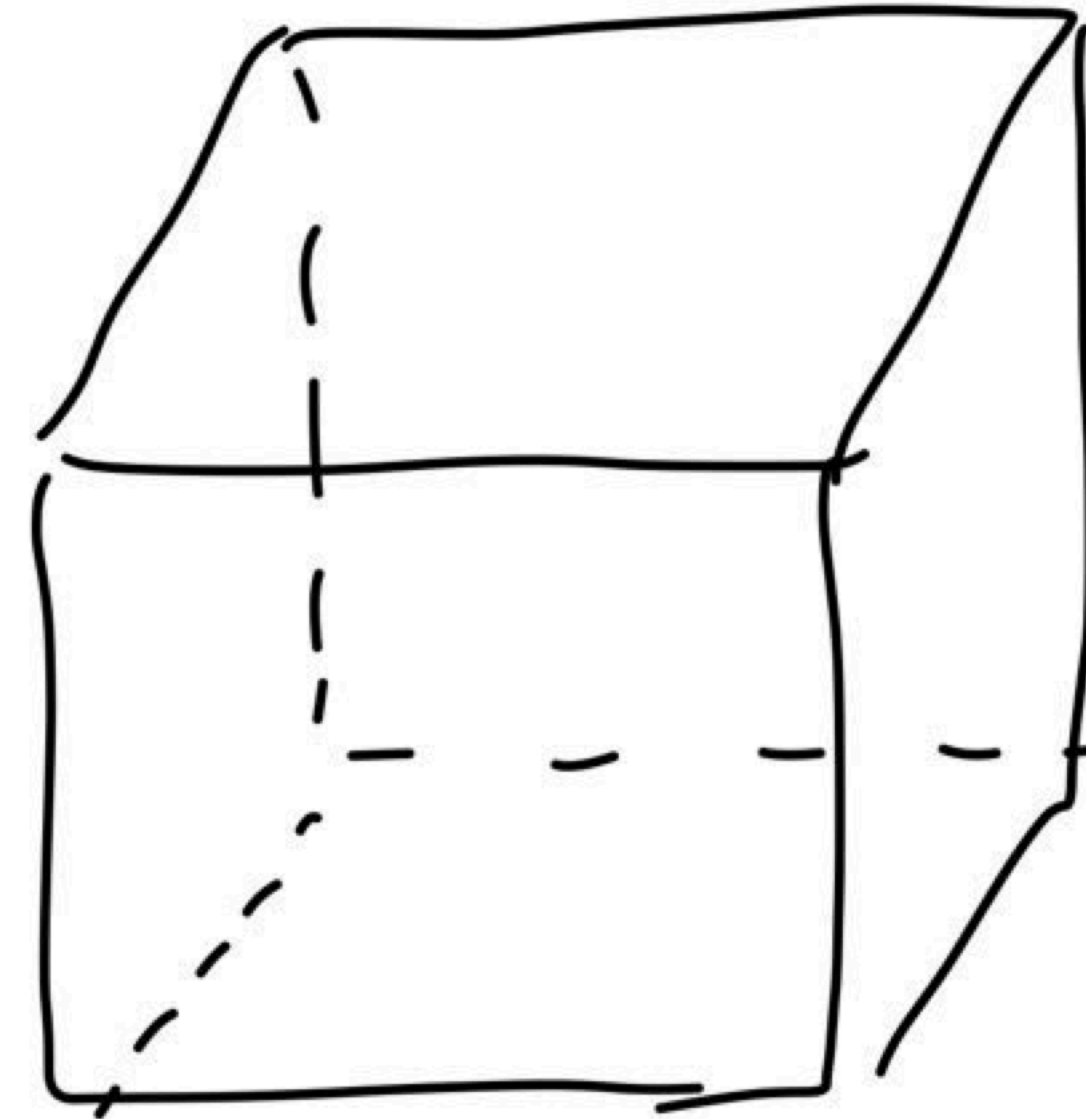
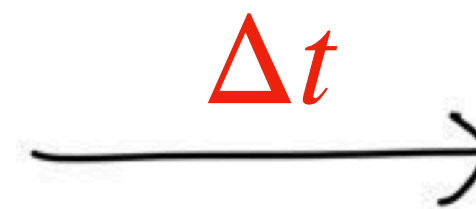
Single-Level Algorithm

straight to the algorithm

1. Calculate the time step Δt , and advance the scale factor $a(t)$.



$a(t)$



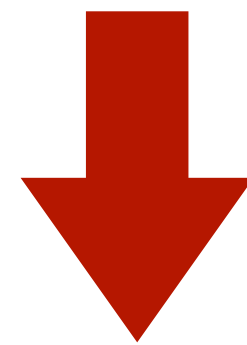
$a(t + \Delta t)$

Single-Level Algorithm

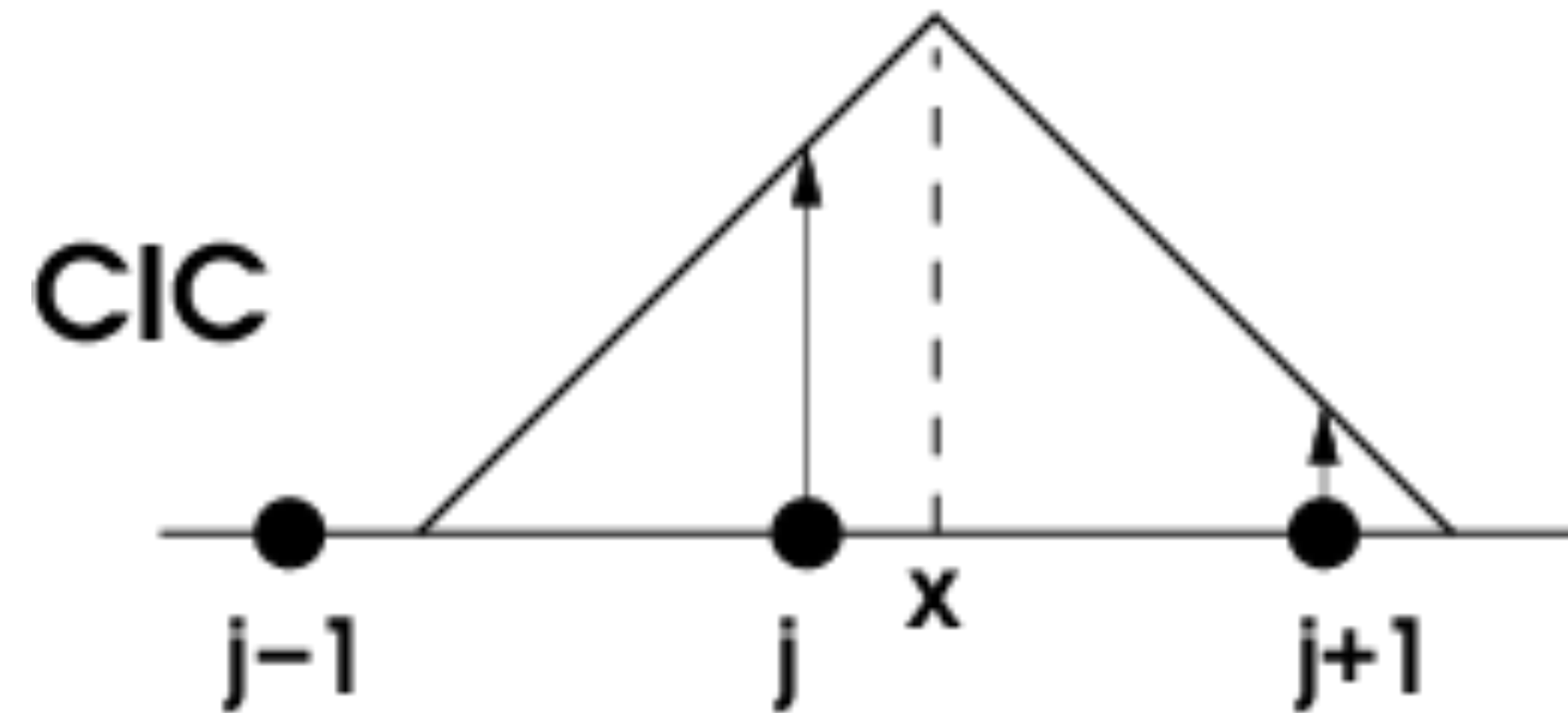
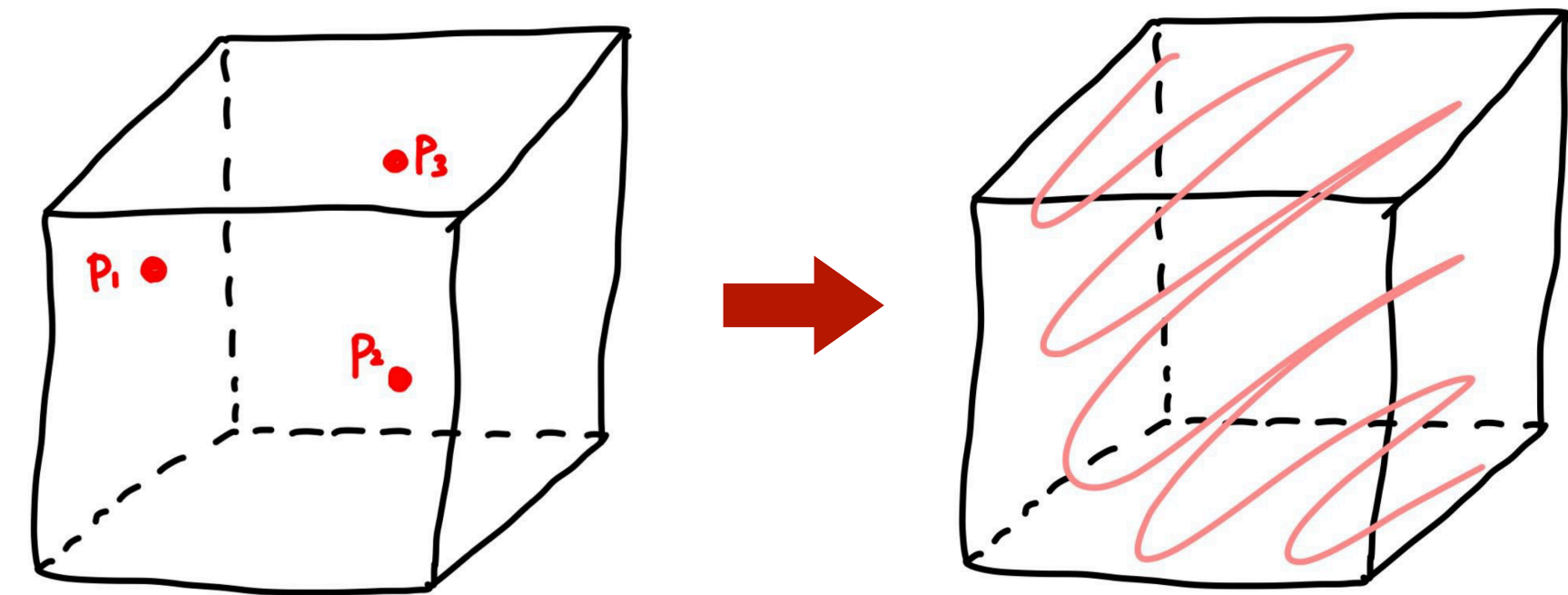
straight to the algorithm

2. Compute ϕ^n and \vec{g}^n using ρ_b^n and ρ_{dm}^n .

Particle-Mesh Method



Cloud-In-Cell(CIC) Scheme



Single-Level Algorithm

straight to the algorithm

3. Advance the state of the gas.

4. Advance the dm particle positions, gravitational fields and velocities according to:

$$\vec{u}_i^{n+1/2} = \frac{1}{a^{n+1/2}} \left((a^n \vec{u}_i^n) + \frac{\Delta t}{2} \vec{g}_i^n \right) \quad \vec{x}_i^{n+1} = \vec{x}_i^n + \frac{\Delta t}{a^{n+1/2}} \vec{u}_i^{n+1/2} \quad (a \vec{u}_i)^{n+1} = (a \vec{u}_i)^{n+1/2} + \frac{\Delta t}{2} \vec{g}_i^{n+1}$$

5. Advance the state of the gas.

Predictor-Corrector

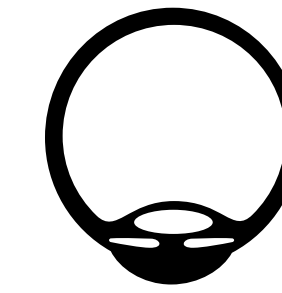
값의 대략적인 근사치를 예측한 후(Predictor)
다른 수단을 이용해 초기 근사치를 수정(Corrector)

Strang Splitting

값의 대략적인 근사치를 예측한 후(Predictor)
다른 수단을 이용해 초기 근사치를 수정(Corrector)

Multi-Level Algorithm

Block-structured AMR, Mesh hierarchy

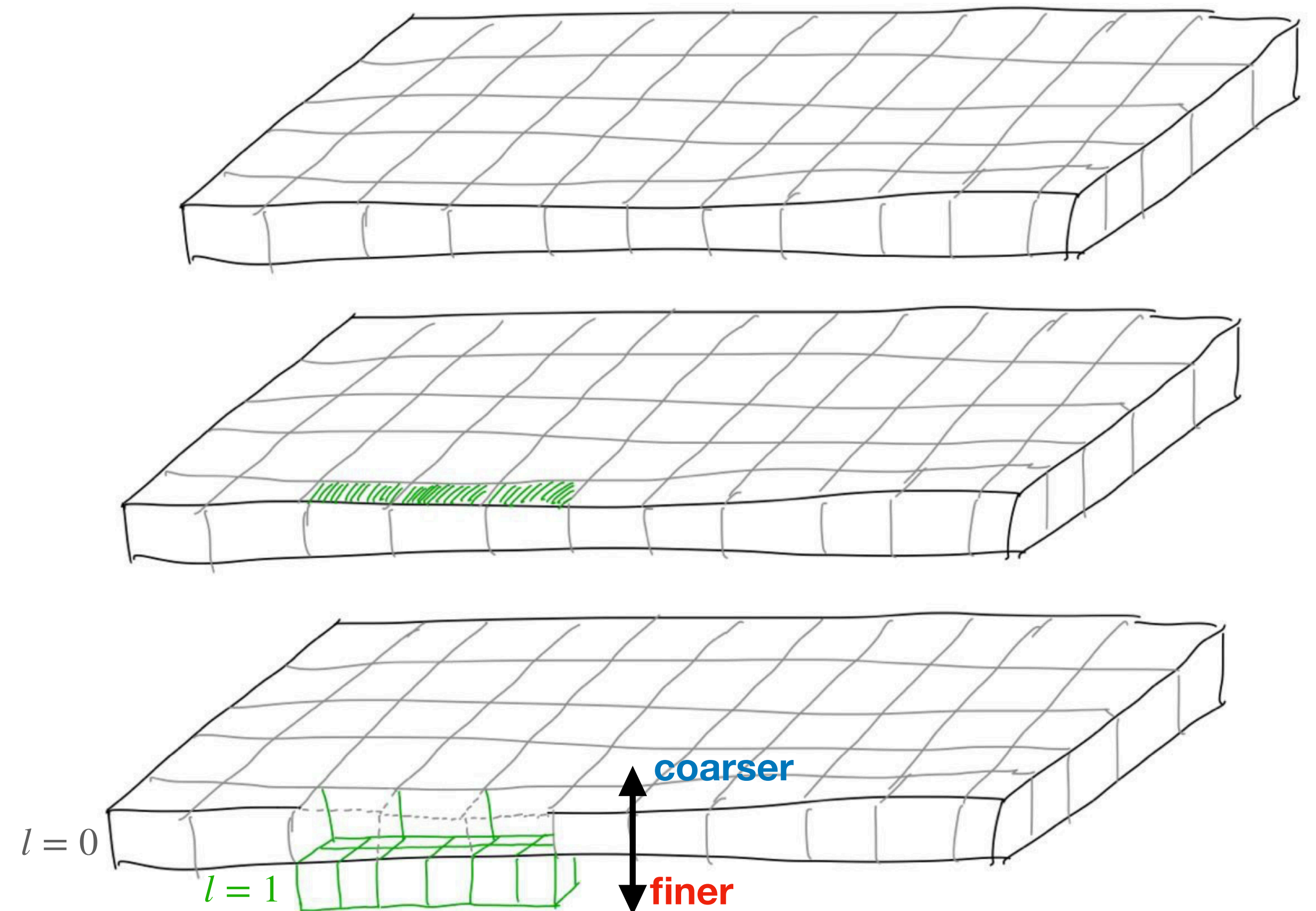


Concepts in Block-structured AMR

Grid

Cell
(valid, ghost)

Level



Multi-Level Algorithm

Block-structured AMR, Multi-level AMR이란 무엇인가?

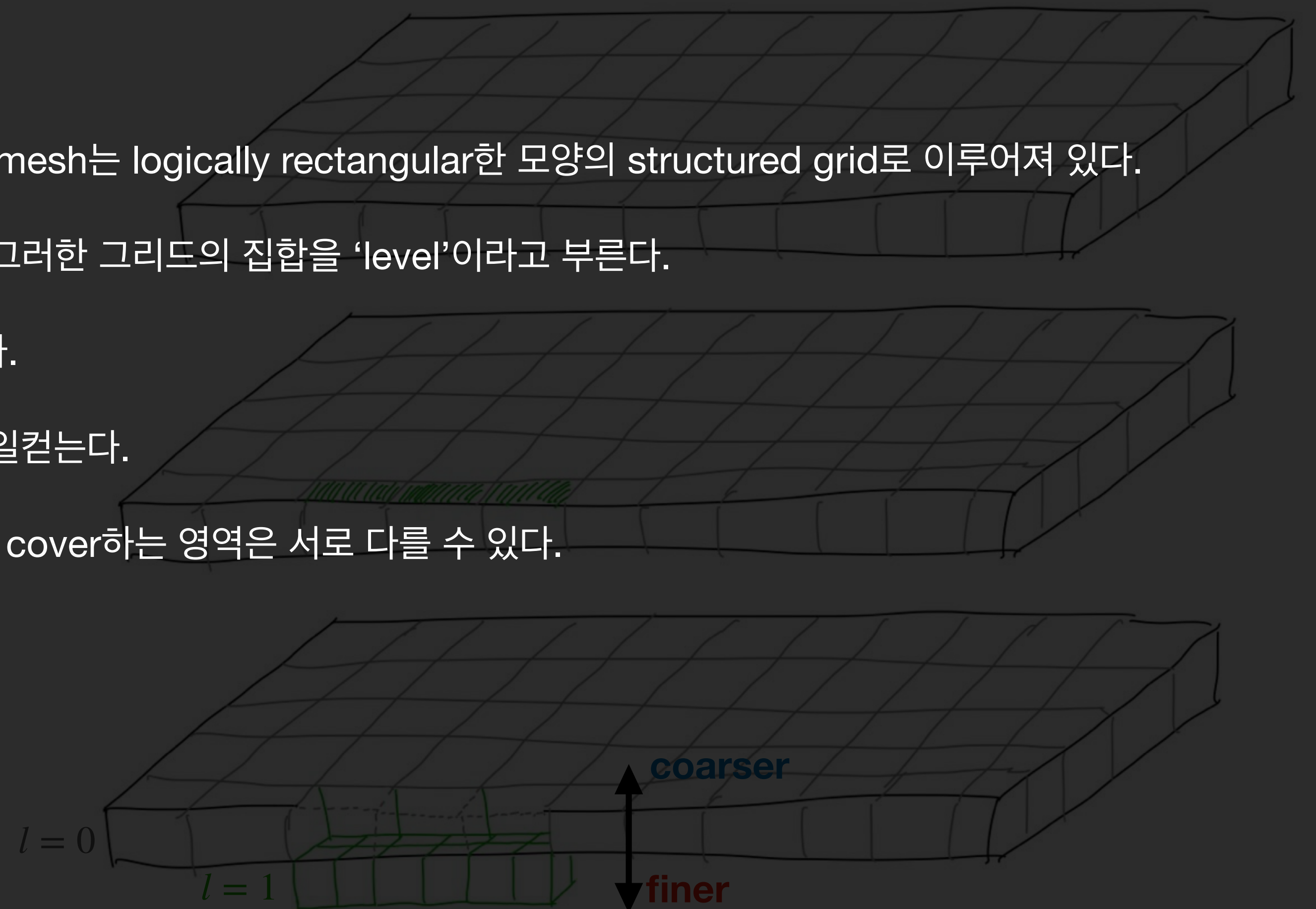
Concepts in Block-structured AMR

- 시뮬레이션이 이루어지는 전체 영역(domain)을 이루는 mesh는 logically rectangular한 모양의 structured grid로 이루어져 있다.
- 같은 크기의 셀로 이루어진 그리드는 서로 겹치지 않고, 그러한 그리드의 집합을 'level'이라고 부른다.
- 가장 coarse한 level은 domain을 모두 cover해야 한다.
- Complete한 mesh hierarchy는 모든 level의 집합을 일컫는다.
- Mesh 데이터와 입자 데이터의 각 레벨에 있는 그리드가 cover하는 영역은 서로 다를 수 있다.

Grid

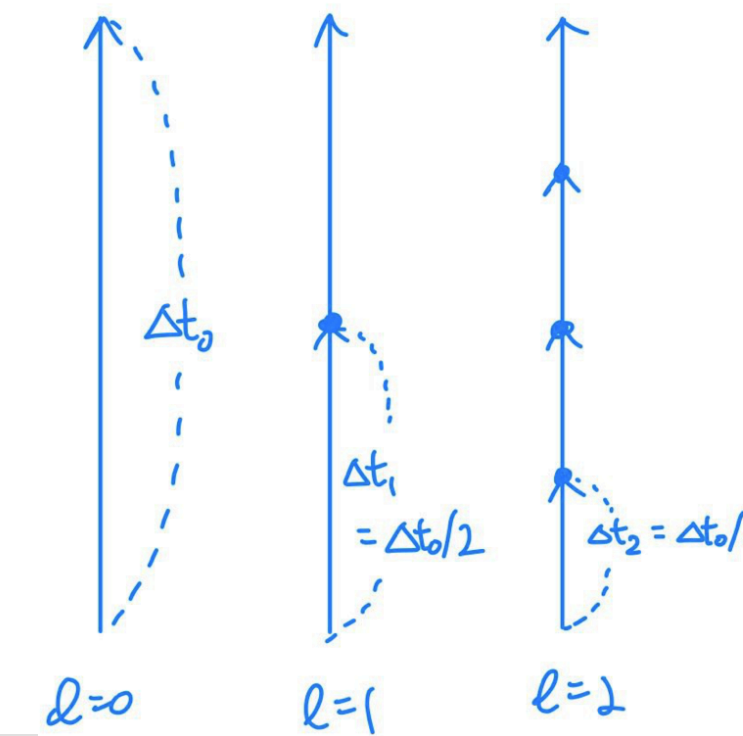
Cell

Level



Multi-Level Algorithm

Block-structured AMR, Mesh hierarchy



Concepts in Block-structured AMR

Grid

Cell
(valid, ghost)

Level

Subcycling

What about Time-Stepping

AMR doesn't dictate the spatial or temporal discretization on a single patch, but we need to make sure the data at all levels gets to the same time.

The main question is:

To subcycle or not to subcycle?

Subcycling in time means taking multiple time steps on finer levels relative to coarser levels.

Non-subcycling:

각 level의 time step이 Δt_a 로 정해지는 경우, subcycling을 사용하지 않는 것이 효율적이다.

Subcycling:

예) Level 2에 있는 dm 입자가 Level 3에 있는 입자보다 2배 빠르게 움직이고, time step이 Δt_{dm} 으로 정해지는 경우, level 2와 3에 대해서는 같은 시간간격 Δt 로 진화시키고 level 1은 level 0에 대해 subcycle, level 2는 level 1에 대해 subcycle하는 것이 효율적이다.

Multi-Level Algorithm

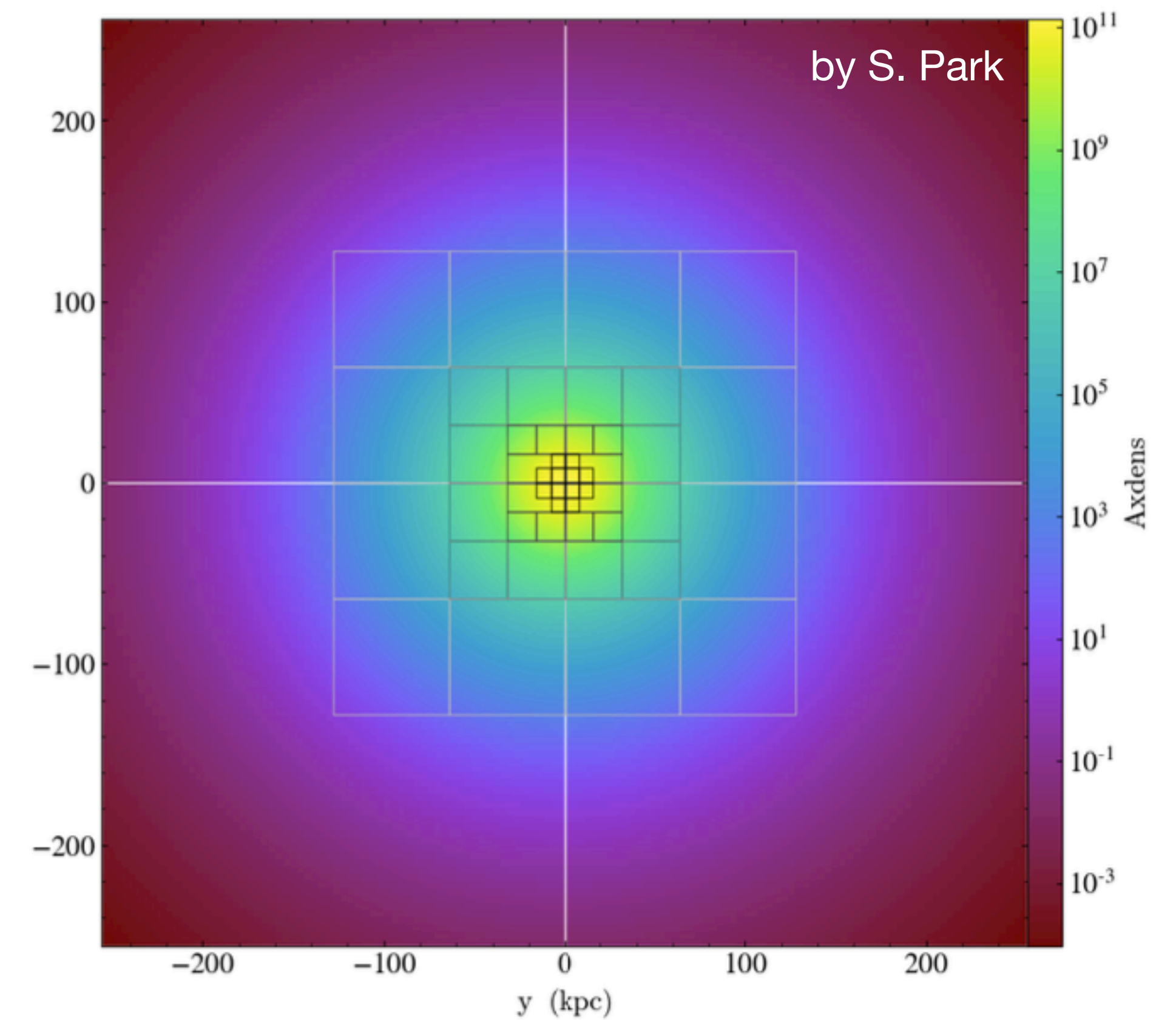
파악하지 못한 것들...

Interpolation의 정확한 방법

어떻게 해서 직육면체 모양의 셀이 생기는지

subcycling을 왜 사용하는지
(정확히 어떤 측면에서 효율적이라는 건지)

Multigrid에서 Poisson solver에 관한 내용



Validation

$$\Omega_m = 0.314$$

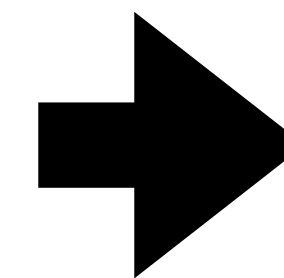
$$\Omega_\Lambda = 0.686$$

$$h = 0.71$$

$$\sigma_8 = 0.84$$

$$L = 256 \text{ Mpc}/h$$

$$m_{\text{dm}} = 1.227 \times 10^{11} M_\odot$$



Gadget-2

Nyx 256^3 uniform grid

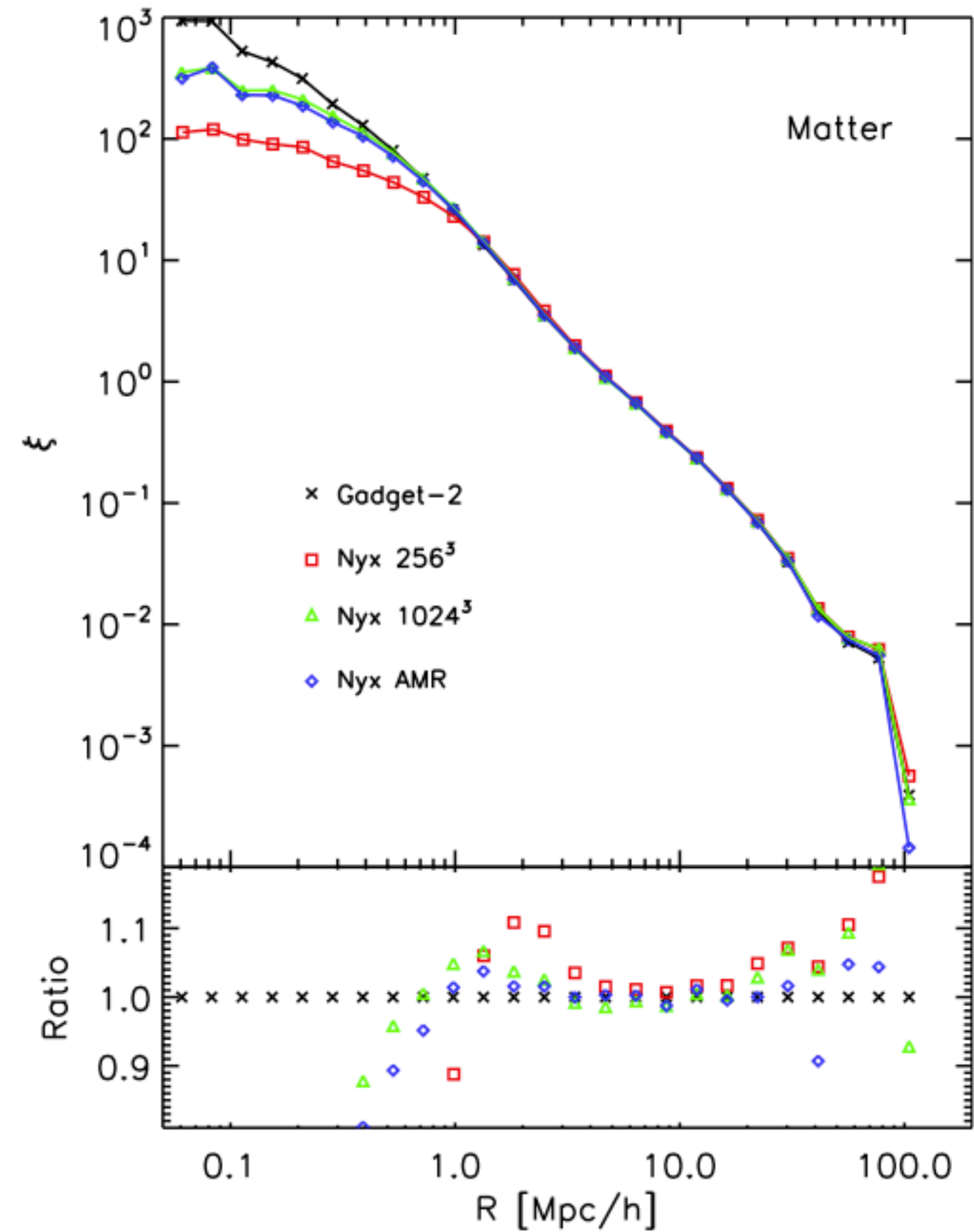
Nyx 1024^3 uniform grid

Nyx 256^3 with 2-level AMR

Validation

Particle :: 2pcf

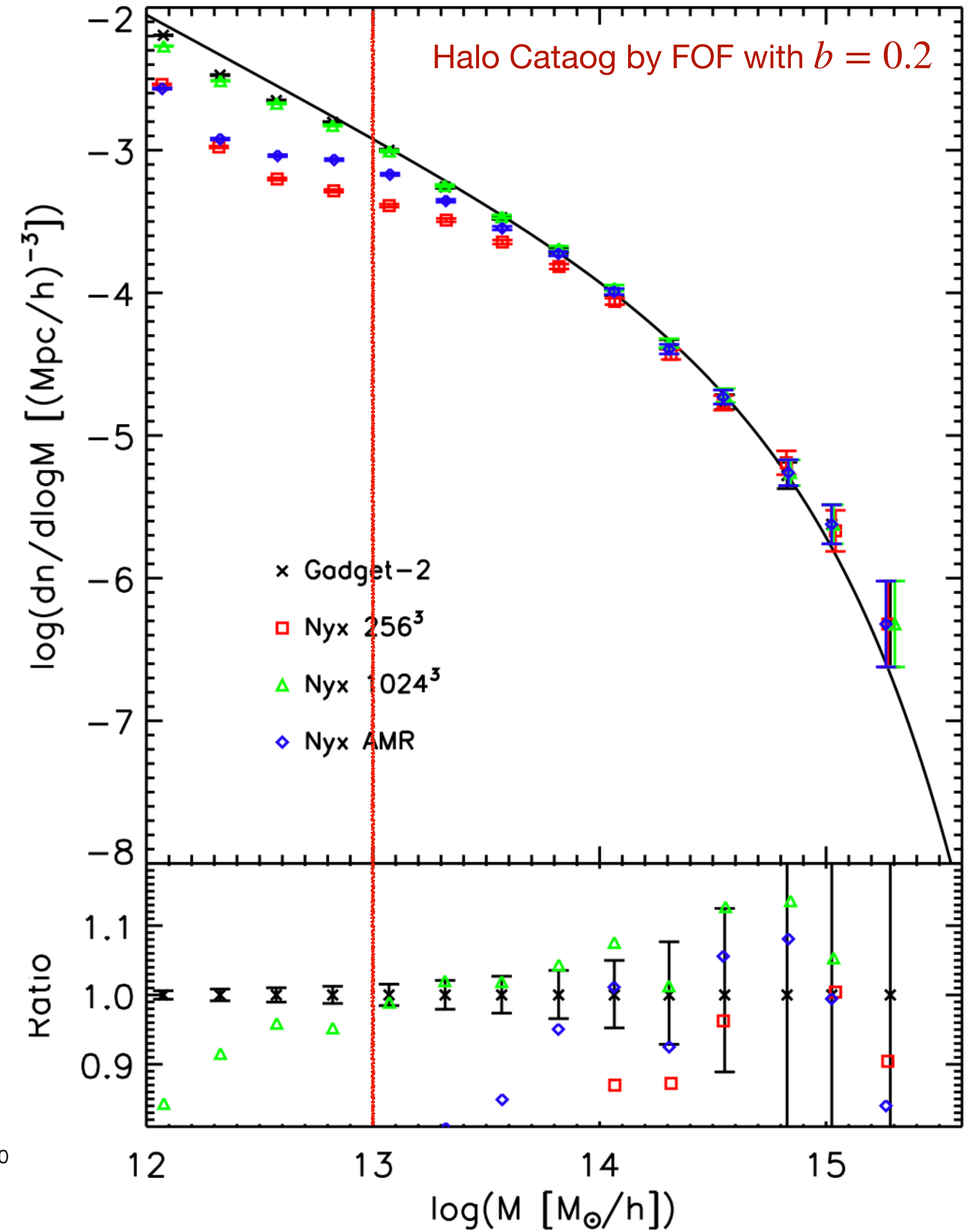
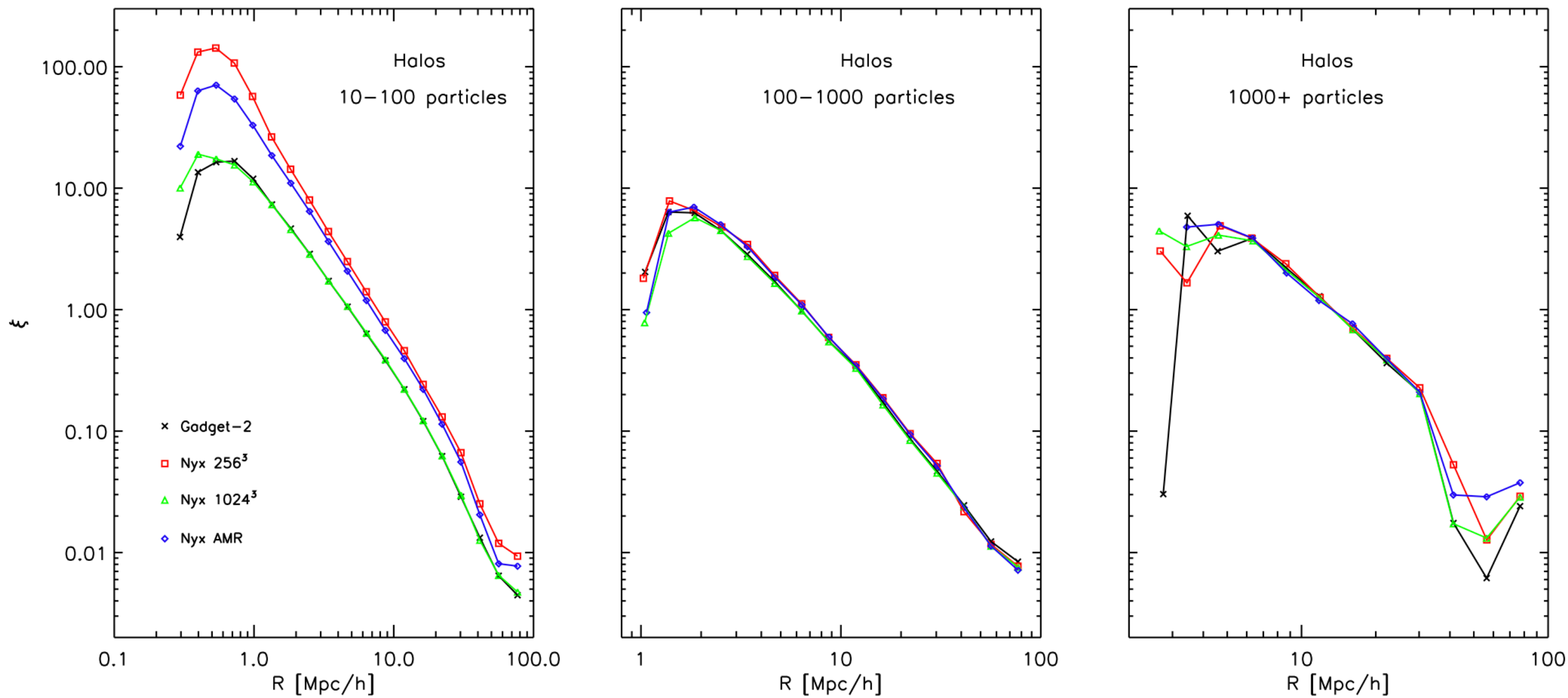
- Stronger match to Gadget-2 as the resolution increases
- AMR(effective 1024) results almost matches uniform 1024



Validation

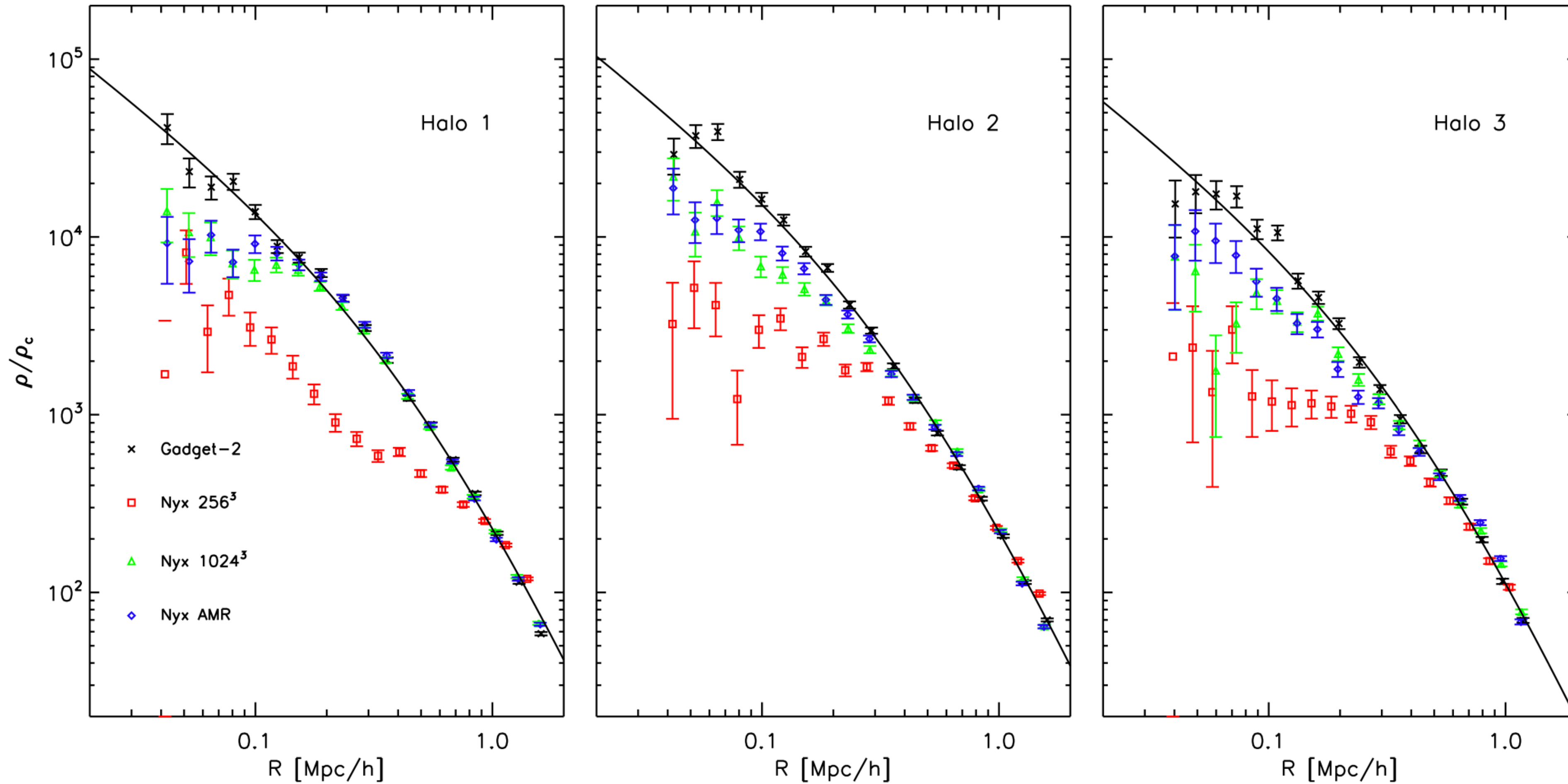
Halo :: Mass function and 2pcf

- AMR의 고질적인 문제점 : low mass halo가 억제됨



Validation

Radial Profiles



Thank you!