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PEPC: Pretty Efficient Parallel Coulomb-solver

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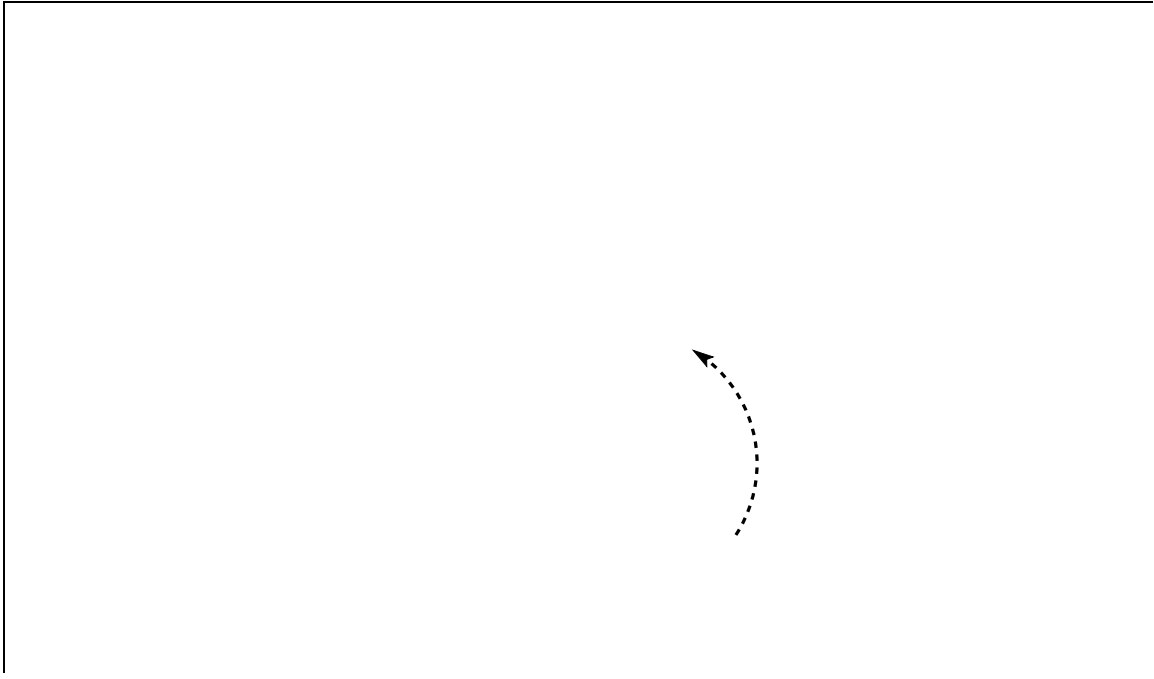
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ABSTRACT

An parallel tree code for rapid computation of long-range Coulomb forces based on the Warren-Salmon
`Hashed halgorithm

At first sight, the hierarchical data structure of BH tree codes would seem to rule out parallelism altogether, but it was soon realised that the construction of both the tree

particle numbers across the processors. To compensate this effect, we instead use weighted sampling, which allows for the actual distribution



number of particles contained beneath it, so that the top level nodes above can now be filled in up to the root. At this point the local trees comprise 3 types of node: i) twig or leaf nodes covering the local domain, ii)

This information is then broadcast to all other processors, so that the remaining top-level nodes can be filled in using the above shifting rules. At the end of this procedure, each processor has the complete multipole expansion for the whole system contained in the root node.

2.5. Tree traversal: building interaction lists

By far the most

do while (any defer list still > 0)

do while (any particle not finished walk)
 nd next node on particles' tree-walks

 if (MAC OK)
 put node on interaction list
 walk-key = next-node
 else if (MAC not OK for local node)
 subdivide: walk-key = first-child
 else if (MAC not OK for non-local node)
 walk-key = next-node
 put particle on `defer' list
 put node on request list
 endif

 remove finished particles from walk list
end do

gather request lists for non-local nodes from all processors and discard duplicates

do for all remote processors

 initiate receive buffer for incoming child data
 send off requests for remote 4254 0 Td (data)Tj -179.116 -13.562.963 -15.84 Td (end)Tj 18.4472 0

Routine/ No. CPUs	8	16	64
Domain decomposition	0.2	0.24	0.33

Table 2: Breakdown of relative computational

