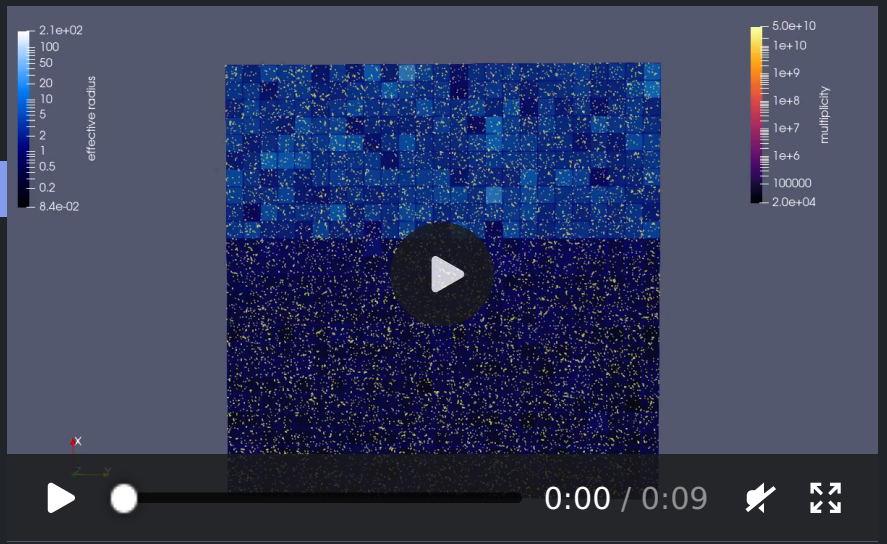
Documentation

PySDM

What is PySDM?



PySDM is a package for simulating the dynamics of population of particles undergoing diffusional and collisional growth (and breakage). The package features a Pythonic high-performance (multi-threaded CPU & CUDA GPU) implementation of the Super-Droplet Method (SDM) Monte-Carlo algorithm for representing collisional growth (Shima et al. 2009), hence the name. It is intended to serve as a building block for simulation systems modelling fluid flows involving a dispersed phase, with PySDM being responsible for representation of the dispersed phase. Currently, the development is focused on atmospheric cloud physics applications, in particular on modelling the dynamics of particles immersed in moist air using the particle-based (a.k.a. super-droplet) approach to represent aerosol/cloud/rain microphysics. The key goal of PySDM is to enable rapid development and independent reproducibility of simulations in cloud microphysics while being free from the two-language barrier commonly separating prototype and high-performance research code. PySDM ships with a set of examples reproducing results from literature and serving as tutorials. The animation shown here depicts a flow-coupled simulation in which the flow is reolved using PySDM's sibling project: PyMPDATA. The examples include also single-column setups (with PyMPDATA used for advection) as well as adiabatic cloud parcel model setups (with PySDM alone sufficient to constitute a microphysics-resolving cloud parcel model in Python).