

# FDPS Tutorial

Ataru Tanikawa, Natsuki Hosono, Masaki Iwasawa, Keigo Nitadori, Takayuki Muranushi  
RIKEN AICS Particles Simulator Research Team

## Contents

# 1    **TODO**

## 2 Change log

- 2015/03/17 English version created
- 2015/06/04 Spell-checked complete version

### 3 Overview

In this section, we present the overview of Framework for Developing Particle Simulator (FDPS). FDPS is an application-development framework which helps the application programmers and researchers to develop simulation codes for particle systems. What FDPS does are calculation of the particle-particle interactions and all of the necessary works to parallelize that part on distributed-memory parallel computers with near-ideal load balancing, using hybrid parallel programming model (uses both MPI and OpenMP). Low-cost part of the simulation program, such as the integration of the orbits of particles using the calculated interaction, is taken care by the user-written part of the code.

FDPS support two- and three-dimensional Cartesian coordinates. Supported boundary conditions are open and periodic. For each coordinate, the user can select open or periodic boundary.

The user should specify the functional form of the particle-particle interaction. FDPS divides the interactions into two categories: long-range and short-range. The difference between two categories is that if the grouping of distant particles is used to speedup calculation (long-range) or not (short range).

The long-range force is further divided into two subcategories: with and without a cutoff scale. The long range force without cutoff is what is used for gravitational  $N$ -body simulations with open boundary. For periodic boundary, one would usually use TreePM, P<sup>3</sup>M, PME or other variant, for which the long-range force with cutoff can be used.

The short-range force is divided to four subcategories. By definition, the short-range force has some cutoff length. If the cutoff length is a constant which does not depend on the identity of particles, the force belongs to “constant” class. If the cutoff depends on the source or receiver of the force, it is of “scatter” or “gather” classes. Finally, if the cutoff depends on both the source and receiver in the symmetric way, its class is “symmetric”. Example of a “constant” interaction is the Lennard-Jones potential. Other interactions appear, for example, SPH calculation with adaptive kernel size.

The user writes the code for particle-particle interaction kernel and orbital integration using C++ language. We are studying the possibility to allow users to write their code in traditional Fortran language.

## 4 Getting Started

In this section, we describe the first steps you need to do to start using FDPS. We explain the environment (the supported operating systems), the necessary software (compilers etc), and how to compile and run the sample codes.

### 4.1 Environment

FDPS works on Linux, Mac OS X, Windows (with Cygwin).

### 4.2 Necessary software

In this section, we describe software necessary to use FDPS, first for standard functions, and then for extensions.

#### 4.2.1 Standard functions

we describe software necessary to use standard functions of FDPS. First for the case of single-thread execution, then for multithread, then for multi-nodes.

##### 4.2.1.1 Single thread

- make
- A C++ compiler (We have tested with gcc version 4.4.5 and K compiler version 1.2.0)

##### 4.2.1.2 Parallel processing

###### 4.2.1.2.1 *OpenMP*

- make
- A C++ compiler with OpenMP support (We have tested with gcc version 4.4.5 and K compiler version 1.2.0)

###### 4.2.1.2.2 *MPI*

- make
- A C++ compiler which supports MPI version 1.3 or later. (We have tested with Open MPI 1.8.1 and K compiler version 1.2.0)

###### 4.2.1.2.3 *MPI+OpenMP*

- make
- A C++ compiler which supports OpenMP and MPI version 1.3 or later. (We have tested with Open MPI 1.8.1 and K compiler version 1.2.0)

## 4.2.2 Extensions

Current extension for FDPS is the “Particle Mesh” module. We describe the necessary software for it below.

### 4.2.2.1 Particle Mesh

- make
- A C++ compiler which supports OpenMP and MPI version 1.3 or later. (We have tested with Open MPI 1.8.1)
- FFTW 3.3 or later

## 4.3 Install

In this section we describe how to get the FDPS software and how to build it.

### 4.3.1 How to get the software

We first describe how to get the latest version, and then previous versions. We recommend to use the latest version.

#### 4.3.1.1 The latest version

You can use one of the following ways.

- Using browsers
  1. Click “Download ZIP” in <https://github.com/FDPS/FDPS> to download fdps-master.zip
  2. Move the zip file to the directory under which you want to install FDPS and unzip the file (or place the files using some GUI).

- Using CLI

– Using Subversion:

```
$ svn co --depth empty https://github.com/FDPS/FDPS
$ cd FDPS
$ svn up trunk
```

– Using Git

```
$ git clone git://github.com/FDPS/FDPS.git
```

#### 4.3.1.2 Previous versions

You can get previous versions using browsers.

- Previous versions are listed in <https://github.com/FDPS/FDPS/releases>. Click the version you want to download it.
- Extract the files under the directory you want.

#### 4.3.2 How to build

There is no need for configure or setup.

### 4.4 How to compile and run the sample codes

We provide two samples: one for gravitational  $N$ -body simulation and the other for SPH. We first describe gravitational  $N$ -body simulation and then SPH. Sample codes do not use extensions.

#### 4.4.1 gravitational $N$ -body simulation

##### 4.4.1.1 Summary

Through the following steps one can use this sample.

- Move to the directory  $\$(FDPS)/sample/nbody$ . Here,  $\$(FDPS)$  denotes the highest-level directory for FDPS. It is not necessary to set environmental variable FDPS. The actual value of  $\$(FDPS)$  depends on the way you acquire the software. If you used the browser, the last part is “FDPS-master”. If you used Subversion or Git, it is “trunk” or “FDPS”, respectively.
- Edit Makefile in the current directory ( $\$(FDPS)/sample/nbody$ )
- run make command to create the executable “nbody.out”
- run nbody.out
- Check the output

In addition, we describe the way to use Phantom-GRAPE for x86.

##### 4.4.1.2 Move to the directory with the sample code

Move to  $\$(FDPS)/sample/nbody$  using `chdir`.

#### 4.4.1.3 Edit Makefile

Edit Makefile following the description below. The changes depend on if you use OpenMP and/or MPI.

- Without OpenMP or MPI
  - Set the variable “CC” the command to run your C++ compiler
- With OpenMP but not with MPI
  - Set the variable “CC” the command to run your C++ compiler
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_THREAD\_PARALLEL -fopenmp”. If you use Intel compiler, remove “-fopenmp”
- With MPI but not with OpenMP
  - Set the variable “CC” the command to run your MPI C++ compiler
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_MPI\_PARALLEL”
- With both OpenMP and MPI
  - Set the variable “CC” the command to run your MPI C++ compiler
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_THREAD\_PARALLEL -fopenmp”. If you use Intel compiler, remove “-fopenmp”
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_MPI\_PARALLEL”

#### 4.4.1.4 run make

Type “make” to run make.

#### 4.4.1.5 run the sample code

- If you are not using MPI, run the following in CLI (terminal)

```
$ ./nbody.out
```

- If you are using MPI, run the following in CLI (terminal)

```
$ MPIRUN -np NPROC ./nbody.out
```

Here, ”MPIRUN” should be mpirun or mpiexec depending on your MPI configuration, and ”NPROC” is the number of processes you will use.

Upon normal completion, the following output log should appear in stderr. The exact value of the energy error may depend on the system, but it is okay if its absolute value is of the order of  $1 \times 10^{-3}$ .



```
time: 9.6250000 energy error: -4.512836e-03
time: 9.7500000 energy error: -4.440746e-03
time: 9.8750000 energy error: -4.652358e-03
time: 10.0000000 energy error: -4.605855e-03
***** FDPS has successfully finished. *****
```

#### 4.4.1.6 Analysis of the result

In the directory “result”, files “000x.dat” have been created. These files store the distribution of particles. Here, x is an integer (from 0 to 9) and it indicates time. The output file format is that in each line, index of particle, mass, position (x, y, z) and velocity (vx, vy, vz) are listed.

What is simulated with the default sample is the cold collapse of an uniform sphere with radius three expressed using 1024 particles. Using gnuplot, you can see the particle distribution in the xy plane at time=9:

```
$ gnuplot
$ plot "result/0009.dat" using 3:4
```

By plotting the particle distributions at other times, you can see how the initially uniform sphere contracts and then expands again. (Figure ??).

To increase the number of particles to 10,000, try: (without MPI)

```
$ ./nbody.out -N 10000
```

#### 4.4.1.7 To use Phantom-GRAPe for x86

If you are using a computer with Intel or AMD x86 CPU, you can use Phantom-GRAPe for x86.

Move to the directory \$(FDPS)/src/phantom\_grape\_x86/G5/newton/libpg5, edit the Makefile there (if necessary), and run make to build the Phantom-GRAPe library libpg5.a.

Then go back to directory \$(FDPS)/sample/nbody, edit Makefile and remove “#” at the top of the line

”#use\_phantom\_grape\_x86 = yes”, and (after removing the existing executable) run make again. (Same for with and without OpenMP or MPI). You can run the executable in the same way as that for the executable without Phantom GRAPe.

The performance test on a machine with Intel Core i5-3210M CPU @ 2.50GHz (2 cores, 4 threads) indicates that, for N=8192, the code with Phantom GRAPe is faster than that without Phantom GRAPe by a factor a bit less than five. The following is the sample command line:

```
$ ./nbody.out -N 8192 -n 256
```

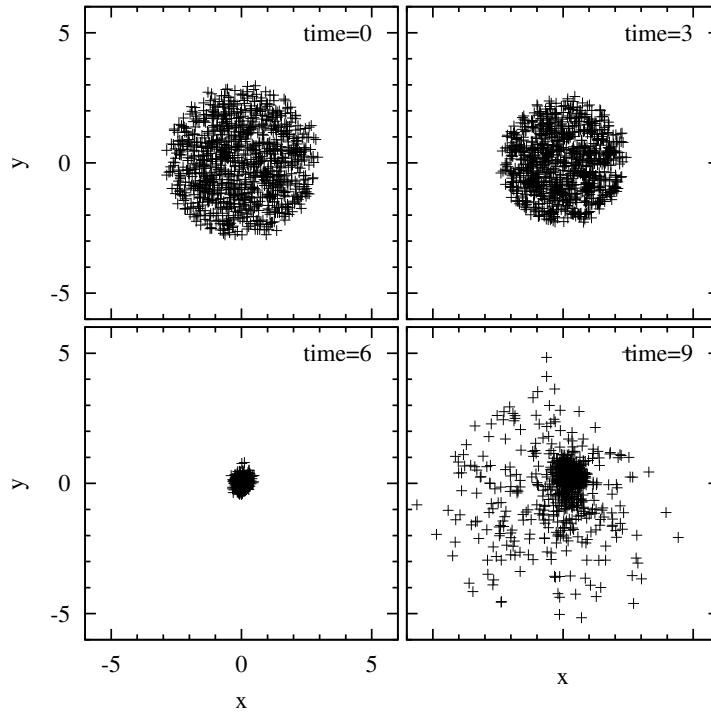


Figure 1:

## 4.4.2 SPH simulation code

### 4.4.2.1 Summary

Through the following steps one can use this sample.

- Move to the directory  $\$(FDPS)/sample/sph$
- Edit Makefile in the current directory ( $\$(FDPS)/sample/sph$ )
- run make command to create the executable “sph.out”
- run sph.out
- Check the output

### 4.4.2.2 Move to the directory with the sample code

Move to  $\$(FDPS)/sample/sph$  using `chdir`.

### 4.4.2.3 Edit Makefile

Edit Makefile following the description below. The changes depend on if you use OpenMP and/or MPI.

- Without OpenMP or MPI
  - Set the variable “CC” the command to run your C++ compiler
- With OpenMP but not with MPI
  - Set the variable “CC” the command to run your C++ compiler
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_THREAD\_PARALLEL -fopenmp”. If you use Intel compiler, remove “-fopenmp”
- With MPI but not with OpenMP
  - Set the variable “CC” the command to run your MPI C++ compiler
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_MPI\_PARALLEL”
- With both OpenMP and MPI
  - Set the variable “CC” the command to run your MPI C++ compiler
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_THREAD\_PARALLEL -fopenmp”. If you use Intel compiler, remove “-fopenmp”
  - uncomment the line ”CFLAGS += -DPARTICLE\_SIMULATOR\_MPI\_PARALLEL”

#### 4.4.2.4 run make

Type “make” to run make.

#### 4.4.2.5 run the sample code

- If you are not using MPI, run the following in CLI (terminal)

```
$ ./sph.out
```

- If you are using MPI, run the following in CLI (terminal)

```
$ MPIRUN -np NPROC ./sph.out
```

Here, ”MPIRUN” should be mpirun or mpiexec depending on your MPI configuration, and ”NPROC” is the number of processes you will use.

Upon normal completion, the following output log should appear in stderr.

```
***** FDPS has successfully finished. *****
```

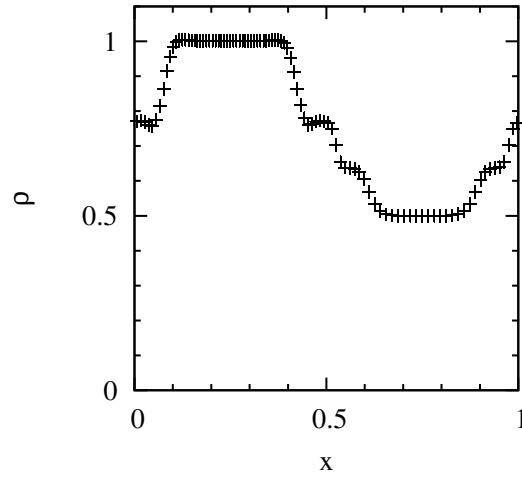


Figure 2:

#### 4.4.2.6 Analysis of the result

In the directory “result”, files “000x.dat” have been created. These files store the distribution of particles. Here, x is an integer (from 0 to 9) and it indicates time. The output file format is that in each line, index of particle, mass, position (x, y, z), velocity (vx, vy, vz), density, internal energy and pressure are listed.

What is simulated is the three-dimensional shock-tube problem.

Using gnuplot, you can see the plot of the x-coordinate and density of particles at time=40:

```
$ gnuplot
$ plot "result/0040.dat" using 3:9
```

When the sample worked correctly, a figure similar to figure ?? should appear.

## 5 How to Use

### 5.1 Compilation and execution of sample codes

### 5.2 Backgrounds

#### 5.2.1 Vector Type

### 5.3 SPH simulation with fixed smoothing length

In this section, we describe how to implement the standard SPH scheme with a fixed softening using FDPS. In the code discussed in this section, the initial condition for the 3D shock tube problem is generated and integrated.

#### 5.3.1 Working directory

We use \$(FDPS)/tutorial/sph as the working directory. First, chdir to there.

```
$ cd $(FDPS)/tutorial/sph
```

#### 5.3.2 Specifying include files

Since FDPS is realized as header files, you can use all functionalities of FDPS by including `particle_simulator.hpp` to your source program.

---

ソースコード 1: Include FDPS

---

```
1 #include <particle_simulator.hpp>
```

---

#### 5.3.3 User-defined classes

##### 5.3.3.1 Overview

In this section, we describe the classes which you need to define in order to perform SPH simulations using FDPS.

##### 5.3.3.2 FullParticle type

You need to define the `FullParticle` type. `FullParticle` type should contain all physical quantities necessary for an SPH particles. It also should have member functions used to copy results from the `Force` type (discussed later). It should have member functions `getCharge()` (returns the particle mass), `getPos()` (returns the particle position), `getRSearch()` (returns the search radius for neighbours), and `setPos()` (set the position). In this tutorial, we also define member functions necessary to use file I/O functions of FDPS, `writeAscii()` and `readAscii()`.

In addition to them, member function `setPressure()` is defined. This member function calculate the pressure from the equation of states. This function is not used by FDPS, but used within the user code.

The following is the code to define `FullParticle` type used here.

## ソースコード 2: FullParticle type

---

```
1 struct FP{
2     PS::F64 mass;
3     PS::F64vec pos;
4     PS::F64vec vel;
5     PS::F64vec acc;
6     PS::F64 dens;
7     PS::F64 eng;
8     PS::F64 pres;
9     PS::F64 smth;
10    PS::F64 snds;
11    PS::F64 eng_dot;
12    PS::F64 dt;
13    PS::S64 id;
14    PS::F64vec vel_half;
15    PS::F64 eng_half;
16    void copyFromForce(const Dens& dens){
17        this->dens = dens.dens;
18    }
19    void copyFromForce(const Hydro& force){
20        this->acc      = force.acc;
21        this->eng_dot   = force.eng_dot;
22        this->dt        = force.dt;
23    }
24    PS::F64 getCharge() const{
25        return this->mass;
26    }
27    PS::F64vec getPos() const{
28        return this->pos;
29    }
30    PS::F64 getRSearch() const{
31        return kernelSupportRadius * this->smth;
32    }
33    void setPos(const PS::F64vec& pos){
34        this->pos = pos;
35    }
36    void writeAscii(FILE* fp) const{
37        fprintf(fp, "%ld\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\n", this->id, this->mass, this->pos.x, this->pos.y, this->pos.z, this->vel.x, this->vel.y, this->vel.z, this->dens, this->eng, this->pres);
38    }
39    void readAscii(FILE* fp){
40        fscanf(fp, "%ld\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\t%lf\n", &id, &mass, &pos.x, &pos.y, &pos.z, &vel.x, &vel.y, &vel.z, &dens, &eng, &pres);
41    }
```

```

        %lf\t%lf\t%lf\t%lf\n", &this->id, &this->
        mass, &this->pos.x, &this->pos.y, &this->
        pos.z, &this->vel.x, &this->vel.y, &this
        ->vel.z, &this->dens, &this->eng, &this->
        pres);
41     }
42     void setPressure(){
43         const PS::F64 hcr = 1.4;
44         pres = (hcr - 1.0) * dens * eng;
45         snds = sqrt(hcr * pres / dens);
46     }
47 };

```

---

### 5.3.3.3 EssentialParticleI type

You need to define EssentialParticleI type. It should have all information necessary for an *i* particle to do the Force calculation. In this tutorial, it used also as EssentialParticleJ type. Therefore, it should have all information necessary for a *j* particle to do the Force calculation. It should have member functions to copy necessary quantities from FullParticle type described above. It should have member functions getPos() and setPos(). Their functions are the same as those for FullParticle type.

The following is the code to define EssentialParticleI type used here.

---

#### ソースコード 3: EssentialParticleI type

---

```

1 struct EP{
2     PS::F64vec pos;
3     PS::F64vec vel;
4     PS::F64 mass;
5     PS::F64 smth;
6     PS::F64 dens;
7     PS::F64 pres;
8     PS::F64 snds;
9     void copyFromFP(const FP& rp){
10         this->pos = rp.pos;
11         this->vel = rp.vel;
12         this->mass = rp.mass;
13         this->smth = rp.smth;
14         this->dens = rp.dens;
15         this->pres = rp.pres;
16         this->snds = rp.snds;
17     }
18     PS::F64vec getPos() const{
19         return this->pos;
20     }
21     PS::F64 getRSearch() const{
22         return kernelSupportRadius * this->smth;

```

```

23     }
24     void setPos(const PS::F64vec& pos){
25         this->pos = pos;
26     }
27 };

```

---

#### 5.3.3.4 Force type

You should define Force type. It should contain all information generated as the result of the calculation of Force. In this tutorial, there are two types of Force calculations, one for density and the other for actual hydrodynamic interaction. Thus, two Force types should be defined. A Force type should have member function clear(), which zero-clear member variables.

The following is the code to define Force types used here.

#### ソースコード 4: Force type

```

1  class Dens{
2      public:
3      PS::F64 dens;
4      PS::F64 smth;
5      void clear(){
6          dens = 0;
7      }
8  };
9
10 class Hydro{
11     public:
12     PS::F64vec acc;
13     PS::F64 eng_dot;
14     PS::F64 dt;
15     void clear(){
16         acc = 0;
17         eng_dot = 0;
18     }
19 };

```

---

#### 5.3.3.5 calcForceEpEp type

You should define calcForceEpEp type. It should contain actual code for the calculation of Force. It is implemented using Functor. The arguments of the Functor are an array of EssentialParticleI type, the number of EssentialParticleI type variables, an array of EssentialParticleJtype, the number of EssentialParticleJ variables, an array of Force type. Two Force classes, one for density and the other for actual hydrodynamic interaction, are used in this code. Thus, two calcForceEpEp types should be defined.

The following is the code to define calcForceEpEp types used here.



## ソースコード 5: calcForceEpEp type

```
1 class CalcDensity{
2     public:
3     void operator () (const EP* const ep_i, const PS::S32
        Nip, const EP* const ep_j, const PS::S32 Njp,
        Dens* const dens){
4         for(PS::S32 i = 0 ; i < Nip ; ++ i){
5             dens[i].clear();
6             for(PS::S32 j = 0 ; j < Njp ; ++ j){
7                 const PS::F64vec dr = ep_j[j].
                    pos - ep_i[i].pos;
8                 dens[i].dens += ep_j[j].mass *
                    W(dr, ep_i[i].smth);
9             }
10        }
11    }
12 };
13
14 class CalcHydroForce{
15     public:
16     void operator () (const EP* const ep_i, const PS::S32
        Nip, const EP* const ep_j, const PS::S32 Njp,
        Hydro* const hydro){
17         for(PS::S32 i = 0; i < Nip ; ++ i){
18             hydro[i].clear();
19             PS::F64 v_sig_max = 0.0;
20             for(PS::S32 j = 0; j < Njp ; ++ j){
21                 const PS::F64vec dr = ep_i[i].
                    pos - ep_j[j].pos;
22                 const PS::F64vec dv = ep_i[i].
                    vel - ep_j[j].vel;
23                 const PS::F64 w_ij = (dv * dr <
                    0) ? dv * dr / sqrt(dr *
                    dr) : 0;
24                 const PS::F64 v_sig = ep_i[i].
                    snds + ep_j[j].snds - 3.0
                    * w_ij;
25                 v_sig_max = std::max(v_sig_max,
                    v_sig);
26                 const PS::F64 AV = - 0.5 *
                    v_sig * w_ij / (0.5 * (
                    ep_i[i].dens + ep_j[j].
                    dens));
27                 const PS::F64vec gradW_ij = 0.5
                    * (gradW(dr, ep_i[i].
                    smth) + gradW(dr, ep_j[j]
```

```

28         ].smth));
        hydro[i].acc      -= ep_j[j].
            mass * (ep_i[i].pres / (
                ep_i[i].dens * ep_i[i].
                dens) + ep_j[j].pres / (
                ep_j[j].dens * ep_j[j].
                dens) + AV) * gradW_ij;
29        hydro[i].eng_dot += ep_j[j].
            mass * (ep_i[i].pres / (
                ep_i[i].dens * ep_i[i].
                dens) + 0.5 * AV) * dv *
            gradW_ij;
30    }
31    hydro[i].dt = C_CFL * 2.0 * ep_i[i].
        smth / v_sig_max;
32    }
33 }
34 };

```

---

### 5.3.4 The main body of the user program

#### 5.3.4.1 Overview

In this section, we describe the functions a user should write to implement SPH calculation using FDPS.

#### 5.3.4.2 Initialization and termination of FDPS

You should first initialize FDPS by the following code.

##### ソースコード 6: Initialization of FDPS

```
1 PS::Initialize(argc, argv);
```

---

Once started, FDPS should be explicitly terminated. In this example, FDPS is terminated just before the termination of the program. To achieve this, you write the following code at the end of the main function.

##### ソースコード 7: Termination of FDPS

```
1 PS::Finalize();
```

---

#### 5.3.4.3 Creation and initialization of FDPS objects

After the initialization of FDPS, a user need to create the objects used to talk to FDPS. In this section we describe how to create and initialize these objects.

#### 5.3.4.3.1 *Creation of necessary FDPS objects*

In an SPH simulation code, one needs to create objects of ParticleSystem type, DomainInfo type, and TreeForForceShort type (for density calculation using gather type interaction), and one more object of TreeForForceShort type (for interaction calculation using symmetric type interaction). The following is the code to create them.

---

#### ソースコード 8: Creation of FDPS Objects

---

```
1 PS::ParticleSystem<FP> sph_system;  
2 PS::DomainInfo dinfo;  
3 PS::TreeForForceShort<Dens, EP, EP>::Gather dens_tree;  
4 PS::TreeForForceShort<Hydro, EP, EP>::Symmetry hydr_tree;
```

---

#### 5.3.4.3.2 *Initialization of the DomainInfo object*

FDPS objects created by a user code should be initialized. Here we describe the necessary initialization for a DomainInfo object. After the initialization, the type of the boundary and size of the simulation box should be set. In this code, we use the periodic boundary for all of x, y and z directions.

---

#### ソースコード 9: Initialization of DomainInfo

---

```
1 dinfo.initialize();  
2 dinfo.setBoundaryCondition(PS::BOUNDARY_CONDITION_PERIODIC_XYZ  
    );  
3 dinfo.setPosRootDomain(PS::F64vec(0.0, 0.0, 0.0), PS::F64vec(  
    box.x, box.y, box.z));
```

---

#### 5.3.4.3.3 *Initialization of the ParticleSystem object*

The initialization of a ParticleSystem object can be done in the following single line of code

---

#### ソースコード 10: Initialization of ParticleSystem

---

```
1 sph_system.initialize();
```

---

#### 5.3.4.3.4 *Initialization of the TreeForForceShort objects*

Finally, TreeForForceShort objects should be initialized. The initialization function for TreeForForceShort objects should be given the rough number of particles. In this example, we three times the total number of particles

---

#### ソースコード 11: Initialization of TreeForForceShort

---

```
1 dens_tree.initialize(3 * sph_system.getNumberOfParticleGlobal  
    ());  
2 hydr_tree.initialize(3 * sph_system.getNumberOfParticleGlobal  
    ());
```

---

#### 5.3.4.4 Time integration loop

In this section we describe the structure of the time integration loop.

##### 5.3.4.4.1 Domain Decomposition

First, the computational domain is decomposed, using the current distribution of particles. To do so, the following member function of the class `DomainInfo` is called.

---

##### ソースコード 12: Domain Decomposition

---

```
1 dinfo.decomposeDomain();
```

---

##### 5.3.4.4.2 Particle Exchange

Then particles are exchanged between processes so that they belong to the process for the domain of their coordinates. To do so, the following member function of the class `ParticleSystem` is called.

---

##### ソースコード 13: Particle Exchange

---

```
1 sph_system.exchangeParticle(dinfo);
```

---

##### 5.3.4.4.3 Interaction Calculation

After the domain decomposition and particle exchange, interaction calculation is done. To do so, the following member functions of the class `TreeForForceShorts` are called.

---

##### ソースコード 14: Interaction Calculation

---

```
1 dens_tree.calcForceAllAndWriteBack(CalcDensity(), sph_system,
    dinfo);
2 hydr_tree.calcForceAllAndWriteBack(CalcHydroForce(), sph_system
    , dinfo);
```

---

#### 5.3.5 Compilation of the program

run `make` at the working directory. You can use the Makefile attached to the tutorial.

```
$ make
```

#### 5.3.6 Execution

To run the code without MPI, you should execute the following command in the command shell.

```
$ ./sph.out
```

To run the code using MPI, you should execute the following command in the command shell, or follow the document of your system.

```
$ MPIRUN -np NPROC ./sph.out
```

Here, “MPIRUN” represents the command to run your program using MPI such as `mpirun` or `mpiexec`, and “NPROC” is the number of MPI processes.

### 5.3.7 Log and output files

Log and output files are created under `result` directory.

### 5.3.8 Visualization

In this section, we describe how to visualize the calculation result using `gnuplot`. To enter the interactive mode of `gnuplot`, execute the following command.

```
$ gnuplot
```

In the interactive mode, you can visualize the result. In the following example, using the 40th snapshot file, we create the plot in which the abscissa is the x coordinate of particles and the ordinate is the density of particles.

```
gnuplot> plot "result/0040.txt" u 3:9
```

## 5.4 (Gravitational N-body simulation code

### 5.4.1 Working directory

We use `$(FDPS)/tutorial/nbody` as the working directory. First, `chdir` to there.

```
$ cd $(FDPS)/tutorial/nbody
```

### 5.4.2 User-defined classes

#### 5.4.2.1 Overview

In this section, we describe the classes which you need to define in order to perform gravitational  $N$ -body simulations using FDPS.

#### 5.4.2.2 FullParticle type

You need to define the `FullParticle` type. `FullParticle` type should contain all physical quantities necessary for an  $N$ -body. In addition, in our tutorial code, `FullParticle` type is used also as Essential Particle I and Essential Particle J types. It has necessary member functions to copy data, `copyfromFP` and `copyFromForce`. It should have member functions `getCharge()` (returns the particle mass), `getPos()` (returns the particle position), and `setPos()` (set the position). In this tutorial, we also define member functions necessary to use file I/O functions of FDPS, `writeAscii()` and `readAscii()`. Also the function `clear`, which zero-clear the

acceleration and potential, is necessary. The member functions for the leap-frog integrator, predict and correct, are defined. These are used within the user program, not within FDPS.

#### ソースコード 15: FullParticle type

---

```
1 class FPGrav{
2 public:
3     PS::F64      mass;
4     PS::F64vec   pos;
5     PS::F64vec   vel;
6     PS::F64vec   acc;
7     PS::F64      pot;
8     PS::F64vec   vel2;
9
10    static PS::F64 eps;
11
12    PS::F64vec   getPos() const {
13        return pos;
14    }
15
16    PS::F64   getCharge() const {
17        return mass;
18    }
19
20    void copyFromFP(const FPGrav & fp){
21        mass = fp.mass;
22        pos  = fp.pos;
23    }
24
25    void copyFromForce(const FPGrav & force) {
26        acc = force.acc;
27        pot = force.pot;
28    }
29
30    void clear() {
31        acc = 0.0;
32        pot = 0.0;
33    }
34
35    void predict(PS::F32 dt) {
36        pos  = pos  +      vel * dt + 0.5 * acc * dt * dt;
37        vel2 = vel  + 0.5 * acc * dt;
38    }
39
40    void correct(PS::F32 dt) {
41        vel  = vel2 + 0.5 * acc * dt;
42    }
```

```

43 };
44
45 PS::F64 FPGrav::eps = 1.0 / 32.0;

```

---

### 5.4.2.3 calcForceEpEp

You should define calcForceEpEp type. It should contain actual code for the calculation of Force. It is implemented using Functor. The arguments of the Functor are an array of EssentialParticleI type, the number of EssentialParticleI type variables, an array of EssentialParticleJtype, the number of EssentialParticleJ variables, an array of Force type. The following is the code to define calcForceEpEp types used here.

---

#### ソースコード 16: calcForceEpEp type

---

```

1  template <class TParticleJ>
2  struct CalcGravity{
3      void operator () (const FPGrav * iptcl,
4                          const PS::S32 ni,
5                          const TParticleJ * jptcl,
6                          const PS::S32 nj,
7                          FPGrav * force) {
8
9          PS::F64 eps2 = FPGrav::eps * FPGrav::eps;
10
11         for(PS::S32 i = 0; i < ni; i++){
12
13             PS::F64vec posi = iptcl[i].pos;
14             PS::F64vec acci = 0.0;
15             PS::F64     poti = 0.0;
16
17             for(PS::S32 j = 0; j < nj; j++){
18                 PS::F64vec posj = jptcl[j].pos;
19                 PS::F64     massj = jptcl[j].mass;
20
21                 PS::F64vec drvec = posi - posj;
22                 PS::F64     dr2 = drvec * drvec + eps2;
23                 PS::F64     drinv = 1.0 / sqrt(dr2);
24                 PS::F64     mdrinv = drinv * massj;
25
26                 poti -= mdrinv;
27                 acci -= mdrinv * drinv * drinv * drvec;
28             }
29
30             force[i].acc += acci;
31             force[i].pot += poti;
32         }
33     }

```

34 };

---

### 5.4.3 The main body of the user program

#### 5.4.3.1 Overview

In this section, we describe the functions a user should write to implement gravitational  $N$ -body calculation using FDPS.

#### 5.4.3.2 Initialization and termination of FDPS

You should first initialize FDPS by the following code.

---

##### ソースコード 17: Initialization of FDPS

---

```
1 PS::Initialize(argc, argv);
```

---

Once started, FDPS should be explicitly terminated. In this example, FDPS is terminated just before the termination of the program. To achieve this, you write the following code at the end of the main function.

---

##### ソースコード 18: Termination of FDPS

---

```
1 PS::Finalize();
```

---

#### 5.4.3.3 Creation and initialization of FDPS objects

After the initialization of FDPS, a user need to create the objects used to talk to FDPS. In this section we describe how to create and initialize these objects.

##### 5.4.3.3.1 Creation of necessary FDPS objects

In an SPH simulation code, one needs to create objects of ParticleSystem type, DomainInfo type, and TreeForForceLong type. The following is the code to create them.

---

##### ソースコード 19: Creation of FDPS Objects

---

```
1 PS::DomainInfo dinfo;  
2 PS::ParticleSystem<FPGrav> system_grav;  
3 PS::TreeForForceLong<FPGrav, FPGrav, FPGrav>::Monopole  
   tree_grav;
```

---

##### 5.4.3.3.2 Initialization of the DomainInfo object

FDPS objects created by a user code should be initialized. Here we describe the necessary initialization for a DomainInfo object. Since the open boundary is used in this example, the initialization is done by the following single call without arguments.



---

#### ソースコード 20: Initialization of DomainInfo

---

```
1 dinfo.initialize();
```

---

##### 5.4.3.3.3 Initialization of the ParticleSystem object

The initialization of a ParticleSystem object can be done in the following single line of code

---

#### ソースコード 21: Initialization of ParticleSystem

---

```
1 system_grav.initialize();
```

---

##### 5.4.3.3.4 Initialization of the TreeForForceShort objects

Finally, TreeForForceLong objects should be initialized. The initialization function for a TreeForForceLong object should be given the rough number of particles. In this example, we three times the total number of particles

---

#### ソースコード 22: Initialization of TreeForForceLong

---

```
1 tree_grav.initialize(ntot);
```

---

#### 5.4.3.4 Time integration loop

In this section we describe the structure of the time integration loop.

##### 5.4.3.4.1 Domain Decomposition

First, the computational domain is decomposed, using the current distribution of particles. To do so, the following member function of the class DomainInfo is called.

---

#### ソースコード 23: Domain Decomposition

---

```
1 dinfo.decomposeDomainAll(system_grav);
```

---

##### 5.4.3.4.2 Particle Exchange

Then particles are exchanged between processes so that they belong to the process for the domain of their coordinates. To do so, the following member function of the class ParticleSystem is called.

---

#### ソースコード 24: Particle Exchange

---

```
1 system_grav.exchangeParticle(dinfo);
```

---

#### 5.4.3.4.3 Interaction Calculation

After the domain decomposition and particle exchange, interaction calculation is done. To do so, the following member functions of the class TreeForForceLong are called.

---

#### ソースコード 25: Interaction Calculation

---

```
1 tree_grav.calcForceAllAndWriteBack(CalcGravity<FPGrav>(),  
    CalcGravity<PS::SPJMonopole>(), system_grav, dinfo);
```

---

#### 5.4.3.4.4 Time Integration

#### 5.4.3.4.5 predict

At the beginning of the timestep, positions and velocities of particles are updated using predict

---

#### ソースコード 26: predict

---

```
1 predict(system_grav, dttime);
```

---

#### 5.4.3.4.6 correct

After the force calculation, velocities of particles are corrected.

---

#### ソースコード 27: correct

---

```
1 correct(system_grav, dttime);
```

---

### 5.4.4 Diagnostic output

After the calculation started correctly, the time, the total energy of the system and the energy error are written to the standard error output. The following is the example of the output of the first step.

---

#### ソースコード 28: Standard error output

---

```
1 time:  0.0000000 energy: -1.974890e-01 energy error: +0.000000e  
    +00
```

---

## 6 Sample Codes

### 6.1 SPH simulation with fixed smoothing length

In this section, we show a sample code for the SPH simulation with fixed smoothing length. This code is the same as what we described in section ???. One can create a working code by cut and paste this code and compile and link the resulted source program.

ソースコード 29: Sample code of SPH simulation

---

```
1 #define SANITY_CHECK_REALLOCATABLE_ARRAY
2 //include the FDPS header
3 #include <particle_simulator.hpp>
4 //include the standard headers used in the code
5 #include <cmath>
6 #include <cstdio>
7 #include <cstdlib>
8 #include <iostream>
9 #include <vector>
10
11 /*
12 Parameter
13 */
14 const short int Dim = 3;
15 const PS::F64 SMTH = 1.2;
16 const PS::U32 OUTPUT_INTERVAL = 10;
17 const PS::F64 C_CFL = 0.3;
18
19 /*
20 SPH Kernel
21 */
22 const PS::F64 pi = atan(1.0) * 4.0;
23 const PS::F64 kernelSupportRadius = 2.5;
24
25 PS::F64 W(const PS::F64vec dr, const PS::F64 h){
26     const PS::F64 H = kernelSupportRadius * h;
27     const PS::F64 s = sqrt(dr * dr) / H;
28     const PS::F64 s1 = (1.0 - s < 0) ? 0 : 1.0 - s;
29     const PS::F64 s2 = (0.5 - s < 0) ? 0 : 0.5 - s;
30     PS::F64 r_value = pow(s1, 3) - 4.0 * pow(s2, 3);
31     //if # of dimension == 3
32     r_value *= 16.0 / pi / (H * H * H);
33     return r_value;
34 }
35
36 PS::F64vec gradW(const PS::F64vec dr, const PS::F64 h){
37     const PS::F64 H = kernelSupportRadius * h;
38     const PS::F64 s = sqrt(dr * dr) / H;
```

```

39         const PS::F64 s1 = (1.0 - s < 0) ? 0 : 1.0 - s;
40         const PS::F64 s2 = (0.5 - s < 0) ? 0 : 0.5 - s;
41         PS::F64 r_value = - 3.0 * pow(s1, 2) + 12.0 * pow(s2,
42             2);
43         //if # of dimension == 3
44         r_value *= 16.0 / pi / (H * H * H);
45         return dr * r_value / (sqrt(dr * dr) * H + 1.0e-6 * h);
46     }
47     /*
48     classes
49     */
50     class Dens{
51     public:
52         PS::F64 dens;
53         PS::F64 smth;
54         void clear(){
55             dens = 0;
56         }
57     };
58     class Hydro{
59     public:
60         PS::F64vec acc;
61         PS::F64 eng_dot;
62         PS::F64 dt;
63         void clear(){
64             acc = 0;
65             eng_dot = 0;
66         }
67     };
68
69     class RealPtcl{
70     public:
71         PS::F64 mass;
72         PS::F64vec pos;//POSition
73         PS::F64vec vel;//VELocity
74         PS::F64vec acc;//ACCeleration
75         PS::F64 dens; //DENSity
76         PS::F64 eng; //ENerGy
77         PS::F64 pres; //PRESsure
78         PS::F64 smth; //SMooTHing length
79         PS::F64 snds; //SouND Speed
80         PS::F64 eng_dot;
81         PS::F64 dt;
82         PS::S64 id;
83         //half step

```



```

120 };
121
122 class EP{
123 public:
124     PS::F64vec pos;
125     PS::F64vec vel;
126     PS::F64 mass;
127     PS::F64 smth;
128     PS::F64 dens;
129     PS::F64 pres;
130     PS::F64 snds;
131     void copyFromFP(const RealPtcl& rp){
132         this->pos = rp.pos;
133         this->vel = rp.vel;
134         this->mass = rp.mass;
135         this->smth = rp.smth;
136         this->dens = rp.dens;
137         this->pres = rp.pres;
138         this->snds = rp.snds;
139     }
140     PS::F64vec getPos() const{
141         return this->pos;
142     }
143     PS::F64 getRSearch() const{
144         return kernelSupportRadius * this->smth;
145     }
146     void setPos(const PS::F64vec& pos){
147         this->pos = pos;
148     }
149 };
150
151 class FileHeader{
152 public:
153     int Nbody;
154     double time;
155     int readAscii(FILE* fp){
156         fscanf(fp, "%e\n", &time);
157         fscanf(fp, "%d\n", &Nbody);
158         return Nbody;
159     }
160     void writeAscii(FILE* fp) const{
161         fprintf(fp, "%e\n", time);
162         fprintf(fp, "%d\n", Nbody);
163     }
164 };
165

```

```

166 struct boundary{
167     PS::F64 x, y, z;
168 };
169
170 /*
171 Force functor
172 */
173
174 class CalcDensity{
175     public:
176     void operator () (const EP* const ep_i, const PS::S32
        Nip, const EP* const ep_j, const PS::S32 Njp,
        Dens* const dens){
177         for(PS::S32 i = 0 ; i < Nip ; ++ i){
178             dens[i].clear();
179             for(PS::S32 j = 0 ; j < Njp ; ++ j){
180                 const PS::F64vec dr = ep_j[j].
                    pos - ep_i[i].pos;
181                 dens[i].dens += ep_j[j].mass *
                    W(dr, ep_i[i].smth);
182             }
183             dens[i].smth = SMTH * pow(ep_i[i].mass
                / dens[i].dens, 1.0/(PS::F64)(Dim
                ));
184         }
185     }
186 };
187
188 class CalcHydroForce{
189     public:
190     void operator () (const EP* const ep_i, const PS::S32
        Nip, const EP* const ep_j, const PS::S32 Njp,
        Hydro* const hydro){
191         for(PS::S32 i = 0; i < Nip ; ++ i){
192             hydro[i].clear();
193             PS::F64 v_sig_max = 0.0;
194             for(PS::S32 j = 0; j < Njp ; ++ j){
195                 const PS::F64vec dr = ep_i[i].
                    pos - ep_j[j].pos;
196                 const PS::F64vec dv = ep_i[i].
                    vel - ep_j[j].vel;
197                 const PS::F64 w_ij = (dv * dr <
                    0) ? dv * dr / sqrt(dr *
                    dr) : 0;
198                 const PS::F64 v_sig = ep_i[i].
                    snds + ep_j[j].snds - 3.0

```

```

199         * w_ij;
200     v_sig_max = std::max(v_sig_max,
        v_sig);
201     const PS::F64 AV = - 0.5 *
        v_sig * w_ij / (0.5 * (
        ep_i[i].dens + ep_j[j].
        dens));
202     const PS::F64vec gradW_ij = 0.5
        * (gradW(dr, ep_i[i].
        smth) + gradW(dr, ep_j[j]
        ].smth));
203     hydro[i].acc -= ep_j[j].
        mass * (ep_i[i].pres / (
        ep_i[i].dens * ep_i[i].
        dens) + ep_j[j].pres / (
        ep_j[j].dens * ep_j[j].
        dens) + AV) * gradW_ij;
204     hydro[i].eng_dot += ep_j[j].
        mass * (ep_i[i].pres / (
        ep_i[i].dens * ep_i[i].
        dens) + 0.5 * AV) * dv *
        gradW_ij;
205     }
        hydro[i].dt = C_CFL * 2.0 * ep_i[i].
        smth / v_sig_max;
206     }
207 }
208 };
209
210 void SetupIC(PS::ParticleSystem<RealPtcl>& sph_system, PS::F64
    *end_time, boundary *box){
211     ///////////
212     //place ptcls
213     ///////////
214     std::vector<RealPtcl> ptcl;
215     const PS::F64 dx = 1.0 / 128.0;
216     box->x = 1.0;
217     box->y = box->z = box->x / 8.0;
218     PS::S32 i = 0;
219     for(PS::F64 x = 0 ; x < box->x * 0.5 ; x += dx){
220         for(PS::F64 y = 0 ; y < box->y ; y += dx){
221             for(PS::F64 z = 0 ; z < box->z ; z +=
                dx){
222                 RealPtcl ith;
223                 ith.pos.x = x;
224                 ith.pos.y = y;

```



```

225         ith.pos.z = z;
226         ith.dens = 1.0;
227         ith.mass = 0.75;
228         ith.eng = 2.5;
229         ith.id = i++;
230         ptcl.push_back(ith);
231     }
232 }
233 }
234 for(PS::F64 x = box->x * 0.5 ; x < box->x * 1.0 ; x +=
    dx * 2.0){
235     for(PS::F64 y = 0 ; y < box->y ; y += dx){
236         for(PS::F64 z = 0 ; z < box->z ; z +=
            dx){
237             RealPtcl ith;
238             ith.pos.x = x;
239             ith.pos.y = y;
240             ith.pos.z = z;
241             ith.dens = 0.5;
242             ith.mass = 0.75;
243             ith.eng = 2.5;
244             ith.id = i++;
245             ptcl.push_back(ith);
246         }
247     }
248 }
249 for(PS::U32 i = 0 ; i < ptcl.size() ; ++ i){
250     ptcl[i].mass = ptcl[i].mass * box->x * box->y *
        box->z / (PS::F64)(ptcl.size());
251 }
252 std::cout << "# of ptcls is..." << ptcl.size() << std
    ::endl;
253 //////////////
254 //scatter ptcls^^e2^^86^^b2
255 //////////////^^e2^^86^^b2
256 assert(ptcl.size() % PS::Comm::getNumberOfProc() == 0);
257 const PS::S32 numPtclLocal = ptcl.size() / PS::Comm::
    getNumberOfProc();
258 sph_system.setNumberOfParticleLocal(numPtclLocal);
259 const PS::U32 i_head = numPtclLocal * PS::Comm::getRank
    ();
260 const PS::U32 i_tail = numPtclLocal * (PS::Comm::
    getRank() + 1);
261 for(PS::U32 i = 0 ; i < ptcl.size() ; ++ i){
262     if(i_head <= i && i < i_tail){
263         const PS::U32 ii = i - numPtclLocal *

```

```

                PS::Comm::getRank();
264         sph_system[ii] = ptcl[i];
265     }
266 }
267 ///////////////
268 *end_time = 0.11;
269 //Fin.
270 std::cout << "setup..." << std::endl;
271 }
272
273 void Initialize(PS::ParticleSystem<RealPtcl>& sph_system){
274     for(PS::S32 i = 0 ; i < sph_system.
        getNumberOfParticleLocal() ; ++ i){
275         sph_system[i].smth = SMTH * pow(sph_system[i].
            mass / sph_system[i].dens, 1.0/(PS::F64)(
                Dim));
276         sph_system[i].setPressure();
277     }
278 }
279
280 PS::F64 getTimeStepGlobal(const PS::ParticleSystem<RealPtcl>&
    sph_system){
281     PS::F64 dt = 1.0e+30; //set VERY LARGE VALUE
282     for(PS::S32 i = 0 ; i < sph_system.
        getNumberOfParticleLocal() ; ++ i){
283         dt = std::min(dt, sph_system[i].dt);
284     }
285     return PS::Comm::getMinValue(dt);
286 }
287
288 void InitialKick(PS::ParticleSystem<RealPtcl>& sph_system,
    const PS::F64 dt){
289     for(PS::S32 i = 0 ; i < sph_system.
        getNumberOfParticleLocal() ; ++ i){
290         sph_system[i].vel_half = sph_system[i].vel +
            0.5 * dt * sph_system[i].acc;
291         sph_system[i].eng_half = sph_system[i].eng +
            0.5 * dt * sph_system[i].eng_dot;
292     }
293 }
294
295 void FullDrift(PS::ParticleSystem<RealPtcl>& sph_system, const
    PS::F64 dt){
296     //time becomes t + dt;
297     for(PS::S32 i = 0 ; i < sph_system.
        getNumberOfParticleLocal() ; ++ i){

```

```

298             sph_system[i].pos += dt * sph_system[i].
                vel_half;
299     }
300 }
301
302 void Predict(PS::ParticleSystem<RealPtcl>& sph_system, const PS
    ::F64 dt){
303     for(PS::S32 i = 0 ; i < sph_system.
        getNumberOfParticleLocal() ; ++ i){
304         sph_system[i].vel += dt * sph_system[i].acc;
305         sph_system[i].eng += dt * sph_system[i].eng_dot
            ;
306     }
307 }
308
309 void FinalKick(PS::ParticleSystem<RealPtcl>& sph_system, const
    PS::F64 dt){
310     for(PS::S32 i = 0 ; i < sph_system.
        getNumberOfParticleLocal() ; ++ i){
311         sph_system[i].vel = sph_system[i].vel_half +
            0.5 * dt * sph_system[i].acc;
312         sph_system[i].eng = sph_system[i].eng_half +
            0.5 * dt * sph_system[i].eng_dot;
313     }
314 }
315
316 void setPressure(PS::ParticleSystem<RealPtcl>& sph_system){
317     for(PS::S32 i = 0 ; i < sph_system.
        getNumberOfParticleLocal() ; ++ i){
318         sph_system[i].setPressure();
319     }
320 }
321
322 int main(int argc, char* argv[]){
323     //Initialize FDPS
324     PS::Initialize(argc, argv);
325     //send particle data to FDPS and initialize
326     PS::ParticleSystem<RealPtcl> sph_system;
327     sph_system.initialize();
328     //variable definition
329     PS::F64 dt, end_time;
330     boundary box;
331     //setup the initial condition
332     SetupIC(sph_system, &end_time, &box);
333     Initialize(sph_system);
334     //setup the domain info and initialize

```

```

335     PS::DomainInfo dinfo;
336     dinfo.initialize();
337     //set boundary type and size to domain info
338     dinfo.setBoundaryCondition(PS::
        BOUNDARY_CONDITION_PERIODIC_XYZ);
339     dinfo.setPosRootDomain(PS::F64vec(0.0, 0.0, 0.0), PS::
        F64vec(box.x, box.y, box.z));
340     //domain decomposition
341     dinfo.decomposeDomain();
342     //particle exchange
343     sph_system.exchangeParticle(dinfo);
344     //create and initialize density tree and interaction
        tree
345     PS::TreeForForceShort<Dens, EP, EP>::Gather dens_tree;
346     dens_tree.initialize(3 * sph_system.
        getNumberOfParticleGlobal());
347
348     PS::TreeForForceShort<Hydro, EP, EP>::Symmetry
        hydr_tree;
349     hydr_tree.initialize(3 * sph_system.
        getNumberOfParticleGlobal());
350     //calculation of density, pressuerm acceleration
351     dens_tree.calcForceAllAndWriteBack(CalcDensity(),
        sph_system, dinfo);
352     setPressure(sph_system);
353     hydr_tree.calcForceAllAndWriteBack(CalcHydroForce(),
        sph_system, dinfo);
354     //get timestep
355     dt = getTimeStepGlobal(sph_system);
356     //start time integration loop
357     PS::S32 step = 0;
358     for(PS::F64 time = 0 ; time < end_time ; time += dt, ++
        step){
359         //Leap frog: Initial Kick & Full Drift
360         InitialKick(sph_system, dt);
361         FullDrift(sph_system, dt);
362         //correct positions of particle outside the box
363         sph_system.adjustPositionIntoRootDomain(dinfo);
364         //Leap frog: Predict
365         Predict(sph_system, dt);
366         //update domain decomposition
367         dinfo.decomposeDomain();
368         //exchange particles
369         sph_system.exchangeParticle(dinfo);
370         //calculation of density, pressuerm
            acceleration

```

```

371         dens_tree.calcForceAllAndWriteBack(CalcDensity
           (), sph_system, dinfo);
372     setPressure(sph_system);
373     hydr_tree.calcForceAllAndWriteBack(
           CalcHydroForce(), sph_system, dinfo);
374     //get timestep
375     dt = getTimeStepGlobal(sph_system);
376     //Leap frog: Final Kick
377     FinalKick(sph_system, dt);
378     //Output result files
379     if(step % OUTPUT_INTERVAL == 0){
380         FileHeader header;
381         header.time = time;
382         header.Nbody = sph_system.
           getNumberOfParticleGlobal();
383         char filename[256];
384         sprintf(filename, "result/%04d.txt",
           step);
385         sph_system.writeParticleAscii(filename,
           header);
386         if(PS::Comm::getRank() == 0){
387             std::cout << "
           //=====
           " << std::endl;
388             std::cout << "output_" <<
           filename << "." << std::
           endl;
389             std::cout << "
           //=====
           " << std::endl;
390         }
391     }
392     //write diags to stdout
393     if(PS::Comm::getRank() == 0){
394         std::cout << "
           //=====
           " << std::endl;
395         std::cout << "time_=" << time << std::
           endl;
396         std::cout << "step_=" << step << std::
           endl;
397         std::cout << "
           //=====
           " << std::endl;
398     }
399 }

```

```

400         //terminate FDPS
401         PS::Finalize();
402         return 0;
403     }

```

---

## 6.2 $N$ -body simulation

In this section, we show a sample code for the  $N$ -body simulation. This code is the same as what we described in section ???. One can create a working code by cut and paste this code and compile and link the resulted source program.

ソースコード 30: Sample code of  $N$ -body simulation

---

```

1  #include <particle_simulator.hpp>
2
3  class FPGrav{
4  public:
5      PS::F64      mass;
6      PS::F64vec   pos;
7      PS::F64vec   vel;
8      PS::F64vec   acc;
9      PS::F64      pot;
10     PS::F64vec   vel2;
11
12     static PS::F64 eps;
13
14     PS::F64vec   getPos() const {
15         return pos;
16     }
17
18     PS::F64   getCharge() const {
19         return mass;
20     }
21
22     void copyFromFP(const FPGrav & fp){
23         mass = fp.mass;
24         pos  = fp.pos;
25     }
26
27     void copyFromForce(const FPGrav & force) {
28         acc = force.acc;
29         pot = force.pot;
30     }
31
32     void clear() {
33         acc = 0.0;
34         pot = 0.0;

```

```

35     }
36
37     void predict(PS::F32 dt) {
38         pos  = pos  +      vel * dt + 0.5 * acc * dt * dt;
39         vel2 = vel  + 0.5 * acc * dt;
40     }
41
42     void correct(PS::F32 dt) {
43         vel  = vel2 + 0.5 * acc * dt;
44     }
45
46 };
47
48 PS::F64 FPGrav::eps = 1.0 / 32.0;
49
50 template <class TParticleJ>
51 struct CalcGravity{
52     void operator () (const FPGrav * iptcl,
53                      const PS::S32 ni,
54                      const TParticleJ * jptcl,
55                      const PS::S32 nj,
56                      FPGrav * force) {
57
58         PS::F64 eps2 = FPGrav::eps * FPGrav::eps;
59
60         for(PS::S32 i = 0; i < ni; i++){
61
62             PS::F64vec posi = iptcl[i].pos;
63             PS::F64vec acci = 0.0;
64             PS::F64     poti = 0.0;
65
66             for(PS::S32 j = 0; j < nj; j++){
67                 PS::F64vec posj  = jptcl[j].pos;
68                 PS::F64     massj  = jptcl[j].mass;
69
70                 PS::F64vec drvec  = posi - posj;
71                 PS::F64     dr2    = drvec * drvec + eps2;
72                 PS::F64     drinv  = 1.0 / sqrt(dr2);
73                 PS::F64     mdrinv = drinv * massj;
74
75                 poti -= mdrinv;
76                 acci -= mdrinv * drinv * drinv * drvec;
77             }
78
79             force[i].acc += acci;
80             force[i].pot += poti;

```

```

81         }
82     }
83 };
84
85 template <class Tpsys>
86 void setParticleColdUniformSphere(Tpsys & psys,
87                                   const PS::S32 n_glb) {
88
89     PS::S32 rank = PS::Comm::getRank();
90     PS::S32 n_loc = (rank == 0) ? n_glb : 0;
91     psys.setNumberOfParticleLocal(n_loc);
92
93     PS::MT::init_genrand(rank);
94     for(PS::S32 i = 0; i < n_loc; i++) {
95         psys[i].mass = 1.0 / (PS::F32)n_glb;
96         const PS::F64 radius = 3.0;
97         do {
98             psys[i].pos[0] = (2. * PS::MT::genrand_res53()
99                             - 1.) * radius;
100             psys[i].pos[1] = (2. * PS::MT::genrand_res53()
101                             - 1.) * radius;
102             psys[i].pos[2] = (2. * PS::MT::genrand_res53()
103                             - 1.) * radius;
104             }while(psys[i].pos * psys[i].pos >= radius * radius);
105             psys[i].vel[0] = 0.0;
106             psys[i].vel[1] = 0.0;
107             psys[i].vel[2] = 0.0;
108         }
109     }
110
111 template<class Tpsys>
112 void predict(Tpsys & system,
113             const PS::F64 dt) {
114     PS::S32 n_loc = system.getNumberOfParticleLocal();
115     for(PS::S32 i = 0; i < n_loc; i++) {
116         system[i].predict(dt);
117     }
118 }
119
120 template<class Tpsys>
121 void correct(Tpsys & system,
122            const PS::F64 dt) {
123     PS::S32 n_loc = system.getNumberOfParticleLocal();
124     for(PS::S32 i = 0; i < n_loc; i++) {
125         system[i].correct(dt);
126     }

```



```

127 }
128
129 template<class Tpsys>
130 PS::F64 calcEnergy(const Tpsys & system) {
131
132     PS::F64 etot = 0.0;
133     PS::F64 etot_loc = 0.0;
134     PS::F64 ekin_loc = 0.0;
135     PS::F64 epot_loc = 0.0;
136
137     const PS::S32 n_loc = system.getNumberOfParticleLocal();
138     for(PS::S32 i = 0; i < n_loc; i++){
139         ekin_loc += system[i].mass *
140                     system[i].vel * system[i].vel;
141         epot_loc += system[i].mass *
142                     (system[i].pot
143                      + system[i].mass / FPGrav::eps);
144     }
145     ekin_loc *= 0.5;
146     epot_loc *= 0.5;
147     etot_loc = ekin_loc + epot_loc;
148 #ifdef PARTICLE_SIMULATOR_MPI_PARALLEL
149     etot = PS::Comm::getSum(etot_loc);
150 #else
151     etot = etot_loc;
152 #endif
153
154     return etot;
155 }
156
157 int main(int argc, char *argv[]) {
158     PS::F32 time = 0.0;
159     PS::F32 tend = 10.0;
160     PS::F32 dtime = 1.0 / 128.0;
161     PS::F32 dtout = 1.0 / 8.0;
162     PS::S64 ntot = 1024;
163
164     PS::Initialize(argc, argv);
165
166     PS::DomainInfo dinfo;
167     dinfo.initialize();
168
169     PS::ParticleSystem<FPGrav> system_grav;
170     system_grav.initialize();
171
172     PS::TreeForForceLong<FPGrav, FPGrav, FPGrav>::

```

```

173     Monopole tree_grav;
174     tree_grav.initialize(ntot);
175
176     setParticleColdUniformSphere(system_grav, ntot);
177
178     dinfo.decomposeDomainAll(system_grav);
179
180     system_grav.exchangeParticle(dinfo);
181
182     tree_grav.calcForceAllAndWriteBack
183         (CalcGravity<FPGrav>(),
184          CalcGravity<PS::SPJMonopole>(),
185          system_grav,
186          dinfo);
187
188     PS::F64 etot0 = calcEnergy(system_grav);
189     if(PS::Comm::getRank() == 0) {
190         fprintf(stderr,
191             "time: %10.7f energy: %e energy error: %e\n",
192             time, etot0, (etot0 - etot0) / etot0);
193     }
194
195     while(time < tend) {
196
197         predict(system_grav, dttime);
198         dinfo.decomposeDomainAll(system_grav);
199         system_grav.exchangeParticle(dinfo);
200         tree_grav.calcForceAllAndWriteBack
201             (CalcGravity<FPGrav>(),
202              CalcGravity<PS::SPJMonopole>(),
203              system_grav,
204              dinfo);
205         correct(system_grav, dttime);
206
207         time += dttime;
208         PS::F64 etot1 = calcEnergy(system_grav);
209         if(fmod(time, dtout) == 0.0 &&
210             PS::Comm::getRank() == 0) {
211             fprintf
212                 (stderr,
213                  "time: %10.7f energy: %e error: %e\n",
214                  time, etot1, (etot1 - etot0) / etot0);
215         }
216     }
217 }
218

```

```
219     PS::Finalize();
220
221     return 0;
222 }
```

---

## 7 User Supports

We accept questions and comments on FDPS at the following mail address

`fdps-support@mail.jmlab.jp`

Please provide us with the following information.

### 7.1 Compile-time problem

- Compiler environment (version of the compiler, compile options etc)
- Error message at the compile time
- (if possible) the source code

### 7.2 Run-time problem

- Run-time environment
- Run-time error message
- (if possible) the source code

### 7.3 Other cases

For other problems, please do not hesitate to contact us. We sincerely hope that you'll find FDPS useful for your research.

## 8 License

The MIT license is applied to the FDPS software. Any work which used only the standard function of FDPS should cite Iwasawa et al. (2015 in prep), Tanikawa et al. (2016 in prep).

When Particle Mesh class is used, Ishiyama, Fukushige & Makino (2009, Publications of the Astronomical Society of Japan, 61, 1319), Ishiyama, Nitadori & Makino (2012 SC'12 Proceedings of the International Conference on High Performance Computing, Networking Storage and Analysis, No. 5) should also be cited.

When Phantom-GRAPe for x86 is used, Tanikawa et al.(2012, New Astronomy, 17, 82) と Tanikawa et al.(2012, New Astronomy, 19, 74) should be cited.

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