

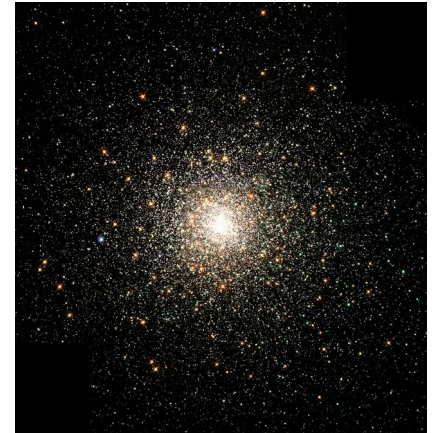
N-body project



Crédit : NASA

The N-body problem : what is it ?

- Dynamical interaction of N bodies along the time
- Interaction are a set of forces, bodies can be more or less complex
- Follow the trajectories, rotation and deformation of the bodies
- Molecular dynamics
- Astronomy (cosmology, planets, galaxy, stellar cluster...)
- Plasmas
- ...



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The N-body problem : how to solve numerically ?

- Euler method
- **Leapfrog method**
- Runge-Kutta (RK1, RK2, RK4)
- Fast-Multiple method, Ahmad-Cohen, Barnes-Hut

The N-body problem : Leapfrog integrator

- Start from initial positions \mathbf{r}_0 and speeds \mathbf{v}_0 at time t_0
- For t_{i+1}

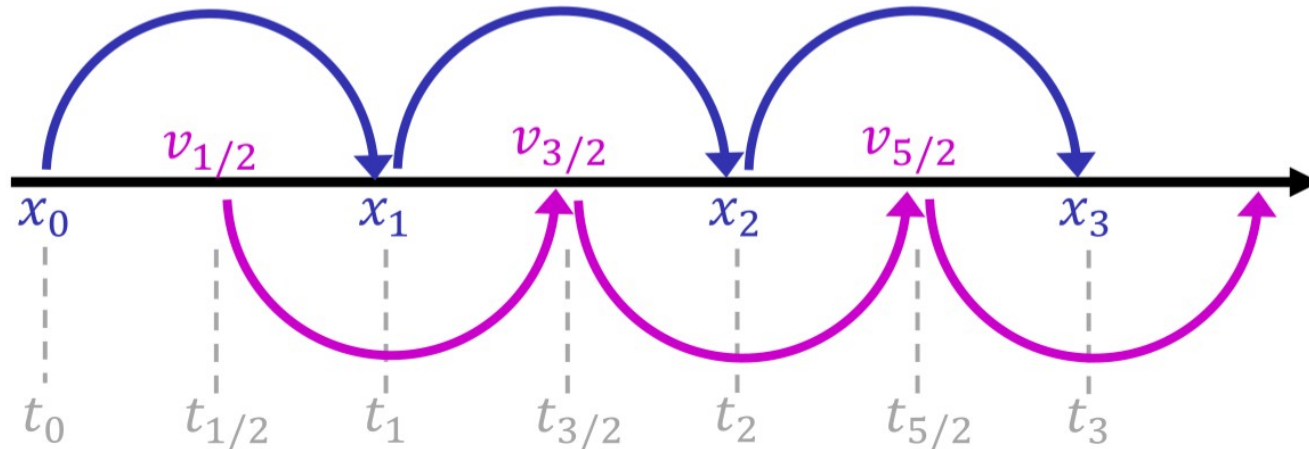
Leapfrog

$$a_i = A(r_i)$$

Integer steps version

$$\begin{aligned} v_{i+0.5} &= v_{i-0.5} + a_i \Delta t \\ r_{i+1} &= r_i + v_{i+0.5} \Delta t \end{aligned}$$

$$\begin{aligned} r_{i+1} &= r_i + v_i \Delta t + 0.5 a_i \Delta t^2 \\ v_{i+1} &= v_i + 0.5 (a_i + a_{i+1}) \Delta t \end{aligned}$$



The N-body problem for M2 CompuPhys

- The universal law of gravitation

$$m_i \vec{a}_i = \sum \vec{F}_i \qquad F_{ij} = G m_i \sum_{j \neq i} m_j \frac{\vec{r}_j - \vec{r}_i}{|\vec{r}_j - \vec{r}_i|^3}$$



- For simplicity, let's set $G = 1$ and $m_i = 1/N_p$
- Initial positions inside a sphere of radius < 1
- Initial speeds as a rigid rotation along the z-axis $\vec{v}_i = \vec{\omega} \otimes \vec{r}_i = (-y; x; 0)$

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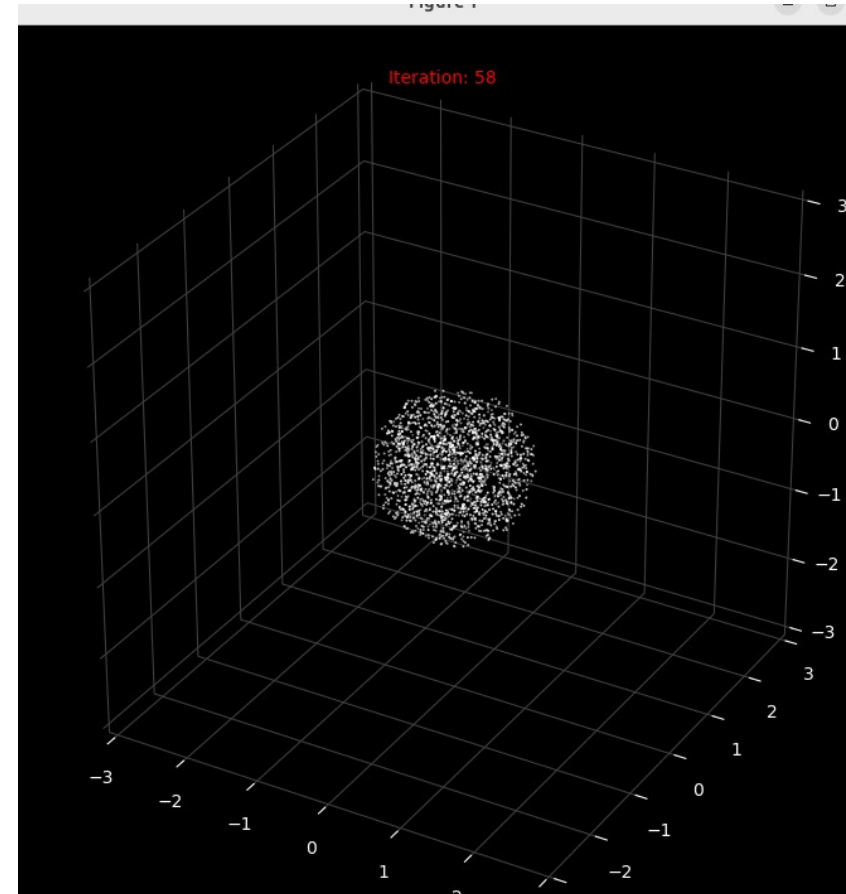
- **CAUTION** when $\vec{r}_i \approx \vec{r}_j \Rightarrow \vec{a}_i \rightarrow \infty$
- (Quadratically) Add a smoothing length to the denominator $\varepsilon \ll 1$
- Start with $N_p = 1000$, $N_t = 1000$, $dt = 0.005$, $\varepsilon = 0.005$

The N-body problem for M2 CompuPhys

- Write first a sequential code !
 - Save the position and speeds for each iterations
- Parallelize the code, try different places/strategies
- Study the performances as a function of various parallelization technics

The N-body problem for M2 CompuPhys : few tips

- Optimize the sequential code
 - Be careful on loops order
 - try compiler optimization
 -
- Check conservation of fundamental quantities
 - Total mechanic energy: $E_p + E_c = cte$
 - Total angular momentum: $\vec{L} = cte$
 - Center of mass position: $\vec{COM} = cte$
- Compare parallel code versus sequential results
- Check effects of N_p , N_t , dt etc...
- You can use CompuPhys server !



The N-body problem for M2 CompuPhys : presentation

- Give a general introduction to the N body problem
- Present the leapfrog integrator and its implementation in the sequential code
- Present the parallelization choice you made, you **have to present the speed-up curve and Amdahl's law**
- Present the different tests you did
- Anything you find relevant/challenging
- You **need** to give all of your codes (Github access works)
- 15 min for talk+few questions