Fast Multipole Method

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Objectives: Space-time multiresolution algorithms

> Tree codes: fast multipole method

> Multiple time stepping





Top 10 Algorithms in History

In putting together this issue of *Computing in Science & Engineering*, we knew three things: it would be difficult to list just 10 algorithms; it would be fun to assemble the authors and read their papers; and, whatever we came up with in the end, it would be controversial. We tried to assemble the 10 algorithms with the greatest influence on the development and practice of science and engineering in the 20th century. Following is our list (here, the list is in chronological order; however, the articles appear in no particular order):

accept/reject

Metropolis Algorithm for Monte Carlo $\pi_{m,n} = \min(\frac{\rho_m}{\rho_n}, 1)$ $\widetilde{\alpha_{m,n}}$

Simplex Method for Linear Programming

Krylov Subspace Iteration Methods

The Decompositional Approach to Matrix Computations

The Fortran Optimizing Compiler

QR Algorithm for Computing Eigenvalues

Quicksort Algorithm for Sorting

Fast Fourier Transform

• Integer Relation Detection

Fast Multipole Method

IEEE CiSE 2(1), 22 ('00)

PHYS 516 CSCI 596 CSCI 653

Data Locality in MD

- Spatial locality: Atoms closer to each other interact more tightly
- Temporal locality: Computations performed in consecutive MD time steps are similar

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- Efficient simulation algorithms
 - > Reduced computational complexity
 - > Better utilization of hardware memory hierarchy (intranode)
 - > Minimized communication overhead (internode)

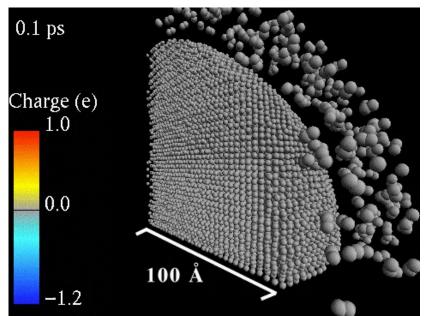
Molecular Dynamics: N-Body Problem

Newton's equations of motion

$$m_i \frac{d^2 \mathbf{r}_i}{dt^2} = -\frac{\partial E_{\text{MD}}(\mathbf{r}^N)}{\partial \mathbf{r}_i}$$
 $(i = 1,...,N)$

Reliable interatomic potential

$$E_{\text{MD}} = \sum_{i < j} u_{ij} (r_{ij}) + \sum_{i,j < k} v_{jik} (\mathbf{r}_{ij}, \mathbf{r}_{ik})$$



• N-body problem Long-range electrostatic interaction — $O(N^2)$

Evaluate
$$V_{\text{es}}(\mathbf{x}) = \sum_{i=1}^{N} \frac{q_i}{|\mathbf{x} - \mathbf{x}_i|}$$
 at $\mathbf{x} = \mathbf{x}_j$ $(j = 1, ..., N)$

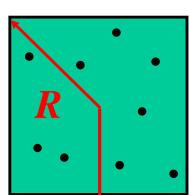
- O(N) space-time multiresolution MD (MRMD) algorithm
 - 1. Fast multipole method (FMM) [Greengard & Rokhlin, '87]
 - 2. Symplectic multiple time stepping (MTS) [Tuckerman et al., '92]

Clustering in the Fast Multipole Method

• Encapsulate far-field information in terms of multipoles at the source

$$V(\mathbf{x}) = \sum_{i=1}^{N} \frac{q_i}{|\mathbf{x} - \mathbf{x}_i|}$$

$$= \sum_{l=0}^{\infty} \sum_{m=-l}^{l} \left\{ \sum_{i=1}^{N} \frac{\mathbf{multipole}}{r_i^l Y_l^{*m}(\theta_i, \phi_i)} \right\} \frac{Y_l^m(\theta, \phi)}{r^{l+1}}$$

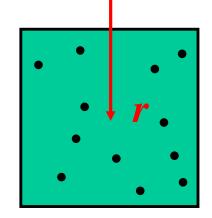


Well-defined error bound

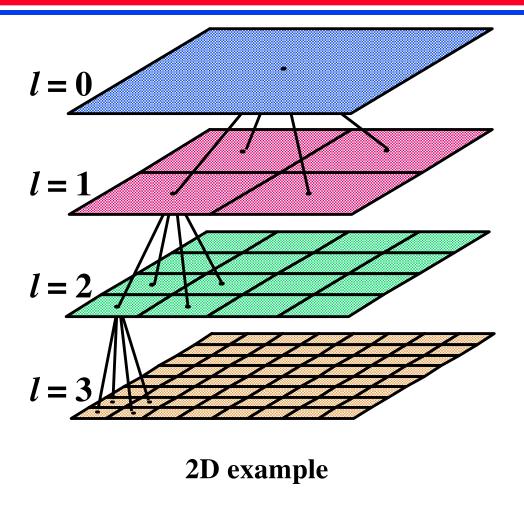
Error
$$\leq \frac{\sum_{i=1}^{N} |q_i|}{r - R} \left(\frac{R}{r}\right)^{p+1}$$
 p: l-sum truncation

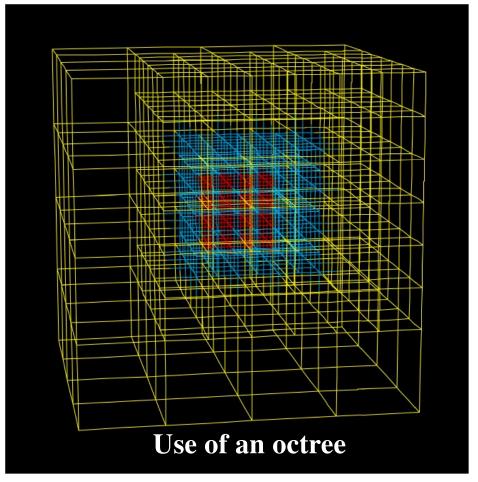
Local expansion at the destination

$$V(\mathbf{x}) = \sum_{l=0}^{\infty} \sum_{m=-l}^{l} \left\{ \sum_{i=1}^{N} \frac{q_i Y_l^m(\theta_i, \phi_i)}{r_i^{l+1}} \right\} r^l Y_l^{*m}(\theta, \phi)$$



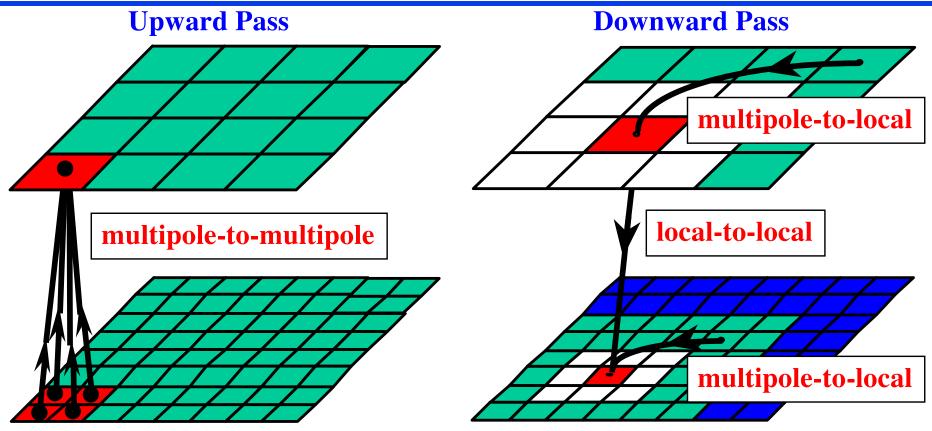
Hierarchical Abstraction





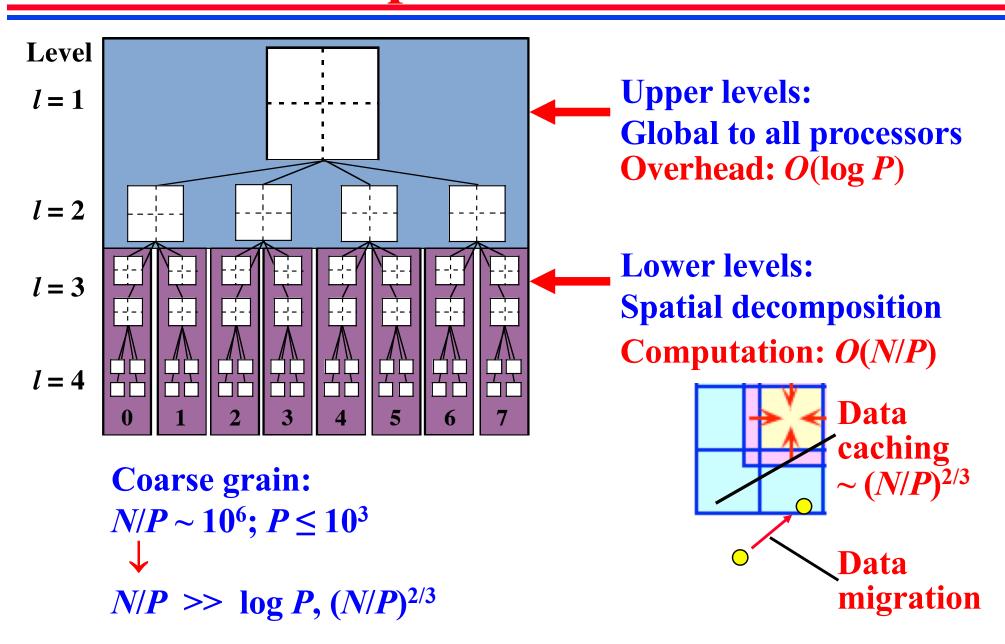
- Larger clusters for longer distances to keep the error constant
- Recursively subdivide the simulation box to form an octree in 3D or quadtree in 2D

O(N) Algorithm



- 1. Upward pass computes multipoles for all cells: M-to-M translation
- 2. Downward pass translates multipoles to local terms for all cells
 - Constant (189 in 3D) interactive (cousin) cells per destination cell contribute to M-to-L translation Within parent's neighbor but not my neighbor
 - Inheritance from the parent cell: L-to-L translation (& delegation)
- 3. Direct interactions for the nearest-neighbor leaf cells

Parallel Implementation of FMM



S. Ogata et al., Comput. Phys. Commun. 153, 445 ('03)

FMMP Code Dissemination



Computer programs in physics and physical chemistry

[ADRX Licence | Download ADRX | E-mail ADRX] (16 Kbytes)

SCALABLE AND PORTABLE IMPLEMENTATION OF THE FAST MULTIPOLE METHOD ON PARALLEL COMPUTERS.
S. OGATA, T.J. CAMPBELL, R.K. KALIA, A. NAKANO, P. VASHISHTA, S. VEMPARALA.

PROGRAM SUMMARY

Title of program: FMMP Catalogue identifier: ADRX

Journal reference: Comput. Phys. Commun. 153(2003)445 [Article index]

Distribution format: tar gzip file

Operating system: LINUX with MPICH, IBM SP, SGI Origin

Number of lines in distributed program, including test data, etc: 3179

Keywords: Fast multipole method, Parallel computation, Stress calculation, Periodic

boundary condition, Coulomb interaction, Electrostatics.

Programming language used: Fortran, C

Computer: IBM SP3.

Nature of problem:

Parallel computations of Coulomb potentials, forces, and stress tensors for a collection of charged particles.

Method of solution:

The fast multipole method.

Typical running time:

Proportional to the number of charged points.

Unusual features:

None

Additional comments:

The code has been parallelized using MPI Standard.

http://www.cpc.cs.qub.ac.uk

Catalogue ID: ADRX

O(N) Psuedo-charge Method for Calculating Stresses in Coulombic Systems

Microscopic stress tensor:
$$\vec{\pi}_i = \sum_{j \neq i} \vec{r}_{ij} \vec{f}_{ij}^T = q_i \sum_{j \neq i} q_j \frac{\vec{r}_{ij} \vec{r}_{ij}^T}{r_{ij}^3}$$

Attach information of particle position to the particle charge:

$$\vec{C}(\vec{r}_i, \vec{k}) = -\sum_{j \neq i} \frac{\vec{r}_{ij}}{r_{ij}^3} q_j \exp(i\vec{k} \cdot \vec{r}_j)$$

Stress tensor is obtained by numerical differentiation:

$$\frac{\partial}{\partial k_{\alpha}} \left\{ C_{\beta} \left(\vec{r}_{i}, \vec{k} \right) \exp\left(-i \vec{k} \cdot \vec{r}_{i} \right) \right\} \xrightarrow{k_{\alpha} \to 0} = i q_{j} \sum_{i \neq i} \frac{r_{ij}^{\alpha} r_{ij}^{\beta}}{r_{ij}^{3}}$$

No need for multipole translation operators for the stress tensor, which are unknown

S. Ogata et al., Comput. Phys. Commun. 153, 445 ('03)