

Fundamentals of Simulation Methods



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Course at Heidelberg University
Winter Semester 2018/2019

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About



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target audience:

- ▶ master students in physics & astronomy
- ▶ bachelor students welcome, but there is also a special bachelor module UKWR2 “Einführung in die Computerphysik”
- ▶ part of Computational Physics Specialization
- ▶ can be chosen as part of Master Specialization (MVMod)
- ▶ 8 credit points

Requirements



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- ▶ you have basic knowledge of at least one programming language (preferred: Python or C)
- ▶ you have some basic programming skills
- ▶ you know at least one plotting software (or use the plotting capabilities of Python)
- ▶ you have an understanding of the basic physics and mathematics principles
- ▶ you want to learn how to simulate physical problems on a computer

Objectives of the course



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- ▶ reach an active understanding of applicable numerical methods and algorithms
- ▶ endow you with the capacity to
 - ▶ identify and classify common numerical problems
 - ▶ solve basic physical problems with adequate numerical techniques
 - ▶ recognize range of validity of numerical solutions

Topics



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- ▶ basic concepts of numerical simulations
- ▶ numerical techniques
- ▶ discretization of ordinary differential equations, integration schemes of different order
- ▶ N-body problems, molecular dynamics, collisionless systems
- ▶ discretization of partial differential equations
- ▶ finite element and finite volume methods
- ▶ adaptive mesh refinement and multi-grid methods
- ▶ matrix solvers and FFT methods
- ▶ Monte Carlo methods, Markov chains, applications in statistical physics

Web pages



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- ▶ practice group system of department:
<https://uebungen.physik.uni-heidelberg.de/v/957>
please register for a group
- ▶ Moodle: details on login etc. will follow
- ▶ lecture notes, slides, and homework problem sets will be posted on course web pages

Homework problems



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- ▶ Tutors: **Xudong Gao, Theodoros Soultanis, Peter Rodenkirch**
- ▶ tutorials will be given (one per week for each participant, three dates available: Thursday 11am – 1pm; 2pm – 4pm and Friday 11 am – 1pm) at CIP Phil 12
- ▶ registration for the three tutorial groups will be unlocked tomorrow (Friday, Oct. 19), 8am
- ▶ set will be made available on webpage every week starting next week
- ▶ you are welcome to bring your laptop, but desktop computers are available in the CIP pools

Homework grading / exam



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- ▶ half of the homework exercises have to be solved
- ▶ submission of results is not mandatory
- ▶ attendance of all tutorials is mandatory (in case of illness etc. inform your tutor via email)
- ▶ a list will be provided, mark the problems that you have worked on
- ▶ you should be able to present your solution to any marked problem during the tutorial, each participant has to present ~2 problems
- ▶ written final exam, admission for all who have marked >50% of the homework problems

Suggested reading



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lecture notes

- ▶ lecture notes by Volker Springel (with updates by Cornelis Dullemond and Frauke Gräter) will largely be followed (but a few modifications are possible)
- ▶ available for download on course web page, together with slides shown in the lecture

textbooks

- ▶ no additional literature strictly needed, but a great book to find more details is the classic Press, Teukolsky, Vetterling & Flannery: “*Numerical Recipes*” (different editions, versions for various programming languages, see <http://numerical.recipes/>, some older versions available for free online reading)

Schedule (may change!)



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October

- ▶ 16. 10. (Röpke) Intro, numbers in numerics
- ▶ 18. 10. (Röpke) numbers in numerics, solving simple equations
- ▶ 23. 10. (Röpke) integration of ODEs
- ▶ 25. 10. (Röpke) integration of ODEs
- ▶ 30. 10. (Dullemond) collisionless particle systems

November

- ▶ 1. 11. Public holiday
- ▶ 6. 11. (Dullemond) Tree algorithms
- ▶ 8. 11. (Dullemond) Tree algorithms
- ▶ 13. 11. (Dullemond) Particle-Mesh method
- ▶ 15. 11. (Dullemond) Particle-Mesh method
- ▶ 20. 11. (Dullemond) Force calculation with Fourier methods
- ▶ 23. 11. (Dullemond) Force calculation with Fourier methods
- ▶ 27. 11. (Röpke) Iterative solvers, multigrid
- ▶ 29. 11. (Röpke) Iterative solvers, multigrid

Schedule (may change!)



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December

- ▶ 4. 12. (Röpke) MD simulations
- ▶ 6. 12. (Röpke) MD simulations
- ▶ 11. 12. (Röpke) Monte Carlo methods
- ▶ 13. 12. (Röpke) Monte Carlo methods
- ▶ 18. 12. (Dullemond) Basic gas dynamics
- ▶ 20. 12. (Dullemond) Basic gas dynamics

January

- ▶ 8. 1. (Dullemond) Eulerian hydro
- ▶ 10. 1. (Dullemond) Eulerian hydro
- ▶ 15. 1. (Dullemond) SPH
- ▶ 17. 1. (Dullemond) SPH
- ▶ 22. 1. (Dullemond) Finite element methods
- ▶ 24. 1. (Dullemond) Finite element methods
- ▶ 29. 1. (Röpke) Parallelization
- ▶ 31. 1. (Röpke) Parallelization

Exam: 1st week of February



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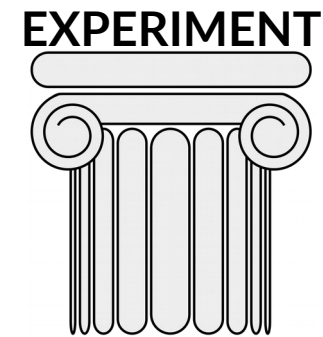
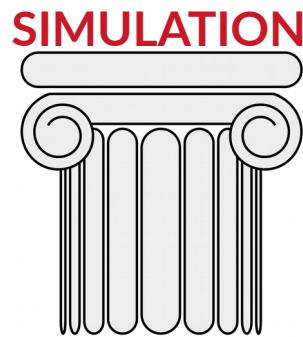
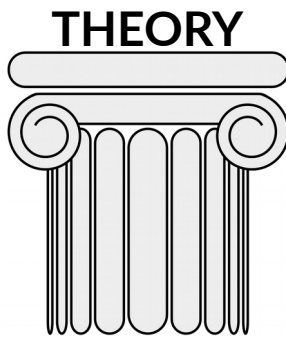
0. Introduction

Numerical simulations



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- ▶ natural sciences: Physics, Chemistry (Biology?) → three basic pillars have established (or are about to establish):

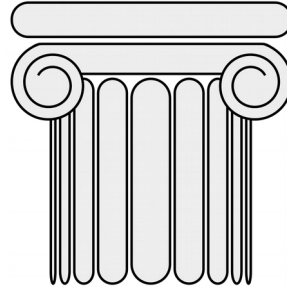


Numerical simulations



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SIMULATION



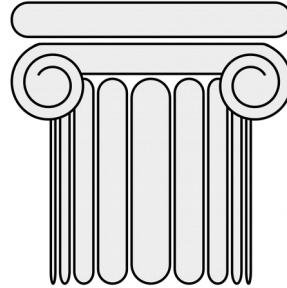
- ▶ simulation involves aspects of both theory and experiment:
 - theory ▶ theory models form the basis
 - ▶ often have to be simplified, approximated to be accessible to numerical approaches
 - ▶ discretization, choice of algorithms, numerical implementation (involves further approximation)
 - exp. ▶ simulation on computer, perhaps multiple runs with changing parameters...
 - ▶ simulation results → data analysis
- ▶ advantage of simulations:
 - ▶ can be more realistic than analytic theory
 - ▶ allows better insight than experiments (data available almost anywhere at any point in time)

Numerical simulations



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SIMULATION



- ▶ simulation involves aspects of both theory and experiment:
 - ▶ theory models form the basis
 - ▶ often have to be simplified, approximated to be tractable in numerical approaches
 - ▶ discretization, choice of algorithms, numerical implementation (involves further approximation)
 - ▶ simulation on computer, perhaps multiple runs with changing parameters...
 - ▶ simulation results → data analysis

Typical approach



- ▶ theoretical model based on fundamental physical laws
- ▶ usually formulated in terms of PDEs or ODEs → mathematics
- ▶ discretize differential equations → numerical mathematics
- ▶ solve discretized equations with suitable algorithm → numerical modeling
- ▶ test numerical code for standard problems with known solution → validation
- ▶ set up target problem (with suitable boundary/initial conditions)
- ▶ run simulation(s)
- ▶ analyze output data → plotting, visualization...
- ▶ interpret results (paying attention to numerical errors)

Cosmological simulation



- ▶ “Aquarius” (Springel+, 2008) → formation of milky-way sized dark matter halo of a galaxy in full cosmol. context → N-body simulation
- ▶ based on Poisson-Vlasov system (→ collisionless Boltzmann equation with gravity as external force):

$$\frac{df}{dt} = \frac{\partial f}{\partial t} + \frac{\partial f}{\partial \vec{x}} \cdot \vec{v} + \frac{\partial f}{\partial \vec{v}} \cdot \left(-\frac{\partial \Phi}{\partial \vec{x}} \right) = 0$$

$$\nabla^2 \Phi(\vec{x}, t) = 4\pi G \int f(\vec{x}, \vec{v}, t) d\vec{v}$$

Cosmological simulation



- “Auriga” (Grand+ 2017) → add gas, magnetic fields

$$\nabla^2 \Phi = 4\pi G \rho$$

$$\vec{g} = -\nabla \Phi$$

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \vec{v}) = 0$$

$$\rho \left(\frac{\partial \vec{v}}{\partial t} + \vec{v} \cdot \nabla \vec{v} \right) + \nabla P - \rho \vec{g} - \frac{1}{\mu_0} (\nabla \times \vec{B}) \times \vec{B} = 0$$

$$\frac{\partial P}{\partial t} + \vec{v} \cdot \nabla P + \gamma P \nabla \cdot \vec{v} = 0$$

$$\frac{\partial \vec{B}}{\partial t} - \nabla \times (\vec{v} \times \vec{B}) = 0$$

$$\nabla \cdot \vec{B} = 0$$

...and many kinds of source terms (modeling radiative cooling, star formation, supernovae, stellar winds, black holes and AGN, galactic winds...)

Thermonuclear supernova explosion



- ▶ Delayed detonation in a carbon-oxygen white dwarf (Röpke+ 2008) → A model for Type Ia supernova explosions?
- ▶ (roughly) based on equations of reactive fluid dynamics with diffusion and heat conduction

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \vec{v}) = 0$$

$$\frac{\partial(\rho X_i)}{\partial t} + \nabla \cdot (\rho X_i \vec{v}) = -\nabla \cdot (\rho \vec{v}_i^D X_i) + \rho \omega_{X_i}, \quad i = 1, \dots, N$$

$$\frac{\partial(\rho \vec{v})}{\partial t} + \nabla \cdot \rho \vec{v} \otimes \vec{v} + \nabla p = -\rho \nabla \Phi$$

$$\begin{aligned} \frac{\partial(\rho E)}{\partial t} + \nabla \cdot (\rho E \vec{v}) + \nabla(p \vec{v}) \\ = -\rho \vec{v} \cdot \nabla \Phi - \rho \sum_{i=1}^N X_i \vec{v}_i^D \cdot \nabla \Phi - \nabla \cdot \left(\rho \sum_{i=1}^N h_i \vec{v}_i^D X_i - \sigma \vec{\nabla} T \right) + \rho S \end{aligned}$$

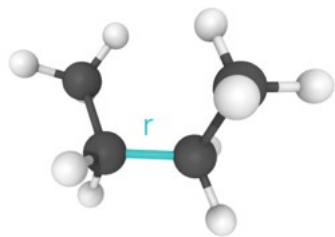
Molecular dynamics simulation



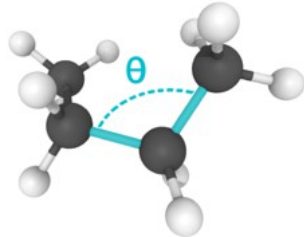
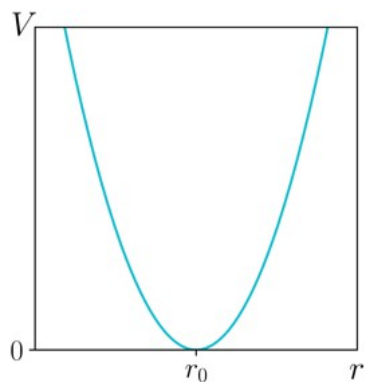
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- ▶ simulation of multiple lipid bilayers that are successively broken by an external force (tip of atomic force microscope pressing on the membrane with constant force) (Franz+ 2018)
- ▶ based on Newton's second law

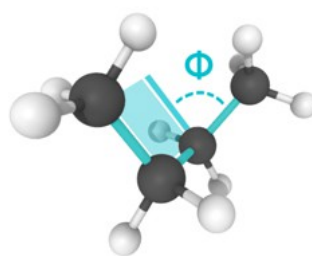
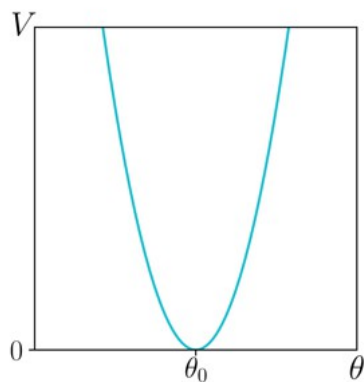
$$m_i \frac{d^2}{dt^2} \vec{r}_i = \vec{F}_i - \nabla_i U(\{\vec{r}_j\})$$



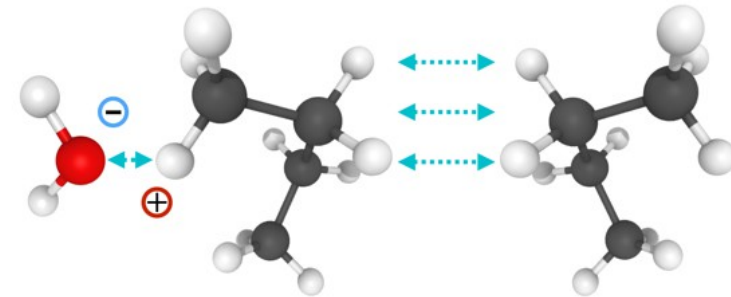
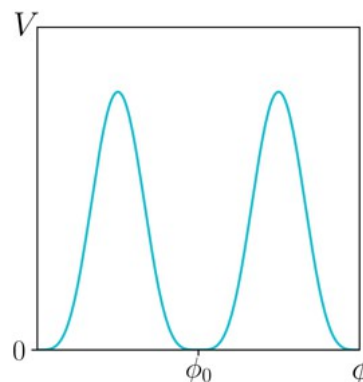
bond stretching



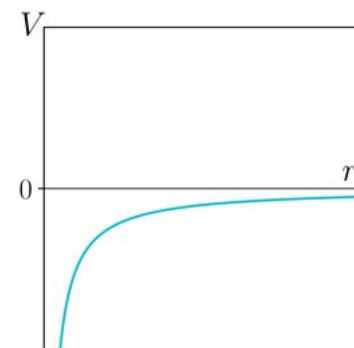
angle bending



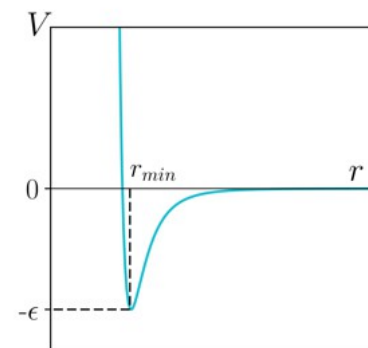
dihedral torsion



electrostatics



van der Waals





Student Cluster Competition 2019

- The challenge:** Build small HPC cluster within 3kW power consumption, optimize system and software, defeat the international competition :-)
- Next meetings:** Monday, 22. 10. 2018, URZ, Raum 101, 16:30
Friday, 26. 10. 2018, URZ, Raum 101, 16:00
- Supervision:** URZ and EMCL employees
- Where?** In Frankfurt at the International Supercomputing Conference 2019
- When?** 16.06.2019 to 20.06.2019
- Why?** Get to know cool people, get contacts, learn new skills, experience, play with brand-new HPC hardware and loads of fun :-)
- More information:** <http://hpcadvisorycouncil.com/events/student-cluster-competition/>

Come and join the team!



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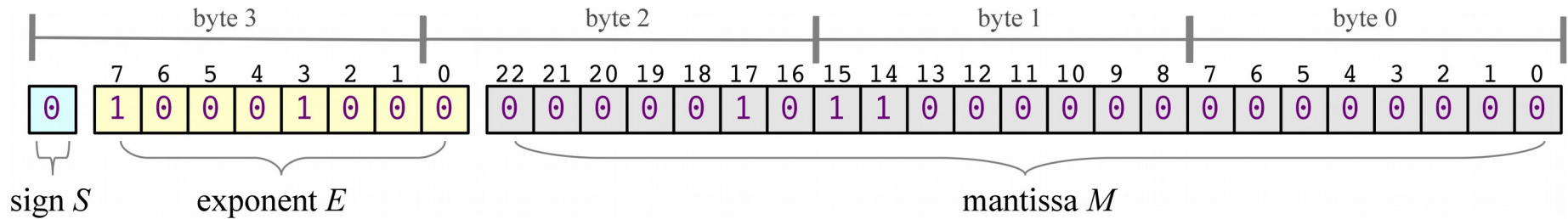
Numbers in numerics

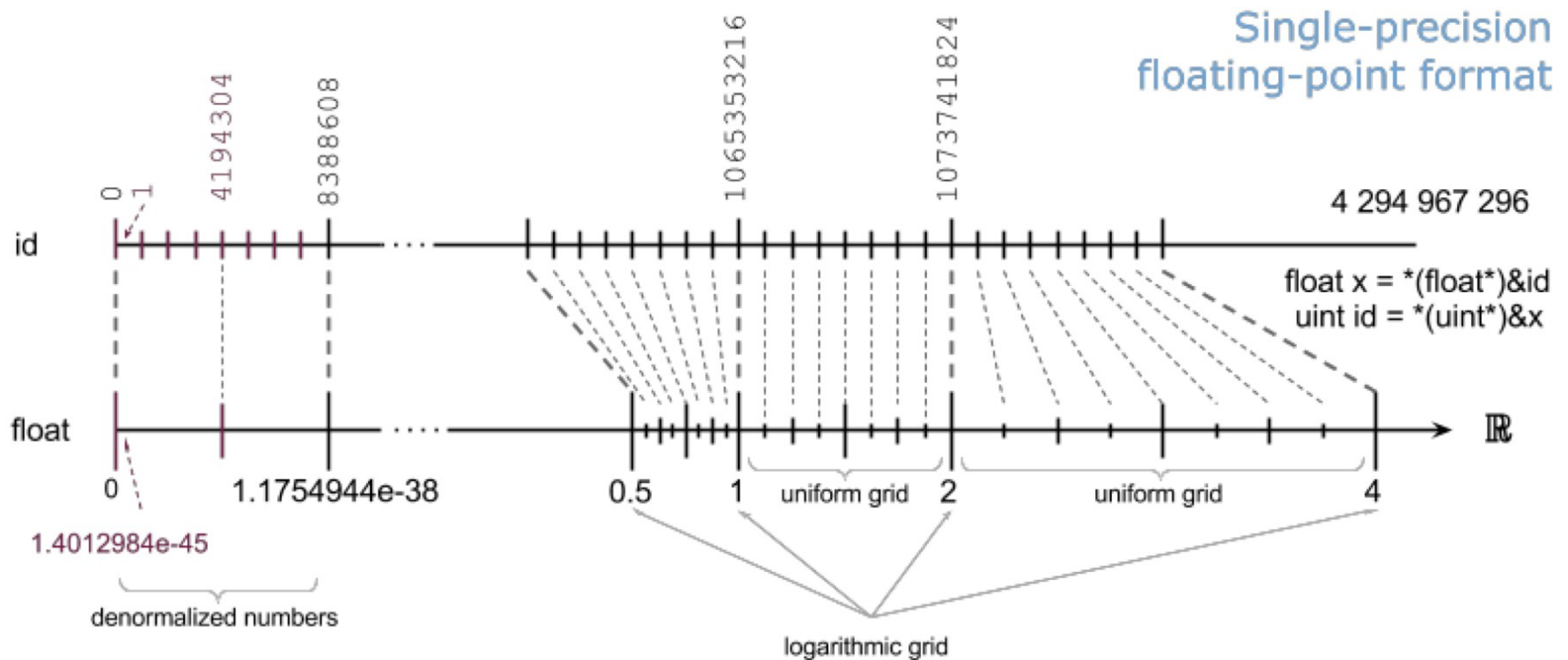


▶ byte

7	6	5	4	3	2	1	0
0	0	1	0	1	0	0	0

▶ IEEE-754 single precision storage scheme





xkcd on Floating point numbers...

MY NEW LANGUAGE IS GREAT, BUT IT HAS A FEW QUIRKS REGARDING TYPE:



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$$\begin{aligned} [1] &> 2 + 2^n \\ &\Rightarrow 4 \end{aligned}$$
$$\begin{aligned} [2] &\rightarrow "2" + [] \\ &\Rightarrow "[2]" \end{aligned}$$

[3] (2/0)
=> NaN

$$[4] > (2/0)+2 \\ \Rightarrow N_{AP}$$
$$[5] \Rightarrow \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} + \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 2 \\ 2 & 2 \end{pmatrix}$$

[6] > [1,2,3]+2
=> FALSE

```
[7] > [1,2,3]+4
=> TRUE
```

```
[8] > 2/(2-(3/2+1/2))
=> NaN.00000000000000013
```

```
[9] > RANGE(" ")  
=> ( , , )
```

$$\begin{aligned} [10] &> +2 \\ &=> 12 \end{aligned}$$

```
[11] > 2+2
=> DONE
```

[14] > RANGE(1,5)
=> (1,4,3,4,5)

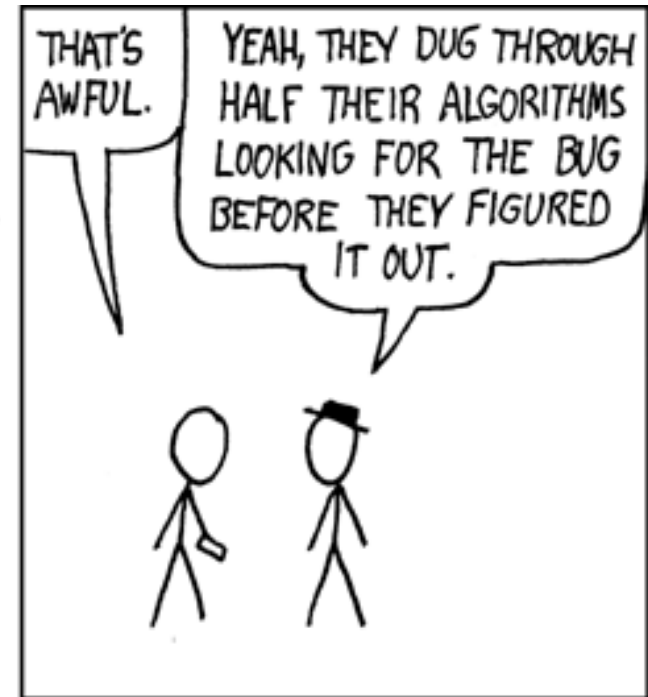
```
[13] > FLOOR(10.5)
      = > 1
```

$$\Rightarrow$$
 \Rightarrow 1 $\Rightarrow 1$
$$\Rightarrow \underline{\underline{10.5}}$$

xkcd on rounding errors...



DURING A COMPETITION, I TOLD THE PROGRAMMERS ON OUR TEAM THAT $e^\pi - \pi$ WAS A STANDARD TEST OF FLOATING-POINT HANDLERS -- IT WOULD COME OUT TO 20 UNLESS THEY HAD ROUNDING ERRORS.



Euler method



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- ▶ Leonhard Euler (1707 – 1783)



INSTITVTIONVM CALCVLI INTEGRALIS

VOLVMEN PRIMVM

IN QVO METHODVS INTEGRANDI A PRIMIS PRIN-
CIPIS VSQVE AD INTEGRATIONEM AEQVATIONVM DIFFE-
RENTIALIVM PRIMI GRADVS PERTRACTATVR.

AVCTORE

LEONHARDO EVLERO

ACAD. SCIENT. BORVSSIAE DIRECTORE VICENNALI ET SOCIO
ACAD. PETROP. PARISIN. ET LONDIN.



PETROPOLI

Impensis Academiae Imperialis Scientiarum

1768.

Runge-Kutta methods



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Carl David Tolmé Runge (1856 – 1927)



Martin Wilhelm Kutta (1867 – 1944)