# Computational Relativity and Gravitation at Petascale: Simulating and Visualizing Astrophysically Realistic Compact Binaries

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## **Circumbinary Accretion Problem:**



# **Multimessenger Synergy**

## Electromagnetic Surveys





Pan-STARRS: •2010-?? •4 skies per month

Large Synoptic Survey Telescope (LSST): •2021-2032

• I sky every 3 days

# Gravitational Wave Observatories



- GW Detection/Localization <---> EM Detection/Localization;
- GW and light are connected theoretically but originate in wholly different mechanisms
  - --> independently constrain models;
- Either GW or EM observations of close supermassive BH binaries would be the first of its kind!
- Follow up (X-ray, sub-mm) observations can often be made via coordinated alert systems;
- Cosmological "Standard Sirens": New Distance vs. Redshift Measurement Schutz 1986, Chernoff+Finn 1993, Finn 1996, Holz & Hughes 2005

## **Black Hole Accretion Anatomy**



### **Black Hole Accretion Anatomy**

•Ideal Magnetohydrodynamics (MHD)

•General Relativity (GR)

•Radiative Transfer, Ray-tracing

Multi-species thermodynamics



# The Codes

## <u>Harm3d</u>

- Ideal-MHD on curved spacetimes (does not evolve Einstein's Equations)
- 8 coupled nonlinear 1st-order hyperbolic PDEs ; 1 constraint eq. (solenoidal): Constrained Transport, FluxCT method;
- Finite Volume, methods, Lax-Friedrichs, HLL fluxes (approx. Riemann solvers); PPM reconstruction; "Method of Lines": 2nd-order Runge-Kutta;
- "Mesh refinement" via coordinate transformation: Eqs. are solved on uniform "numerical" coordinates related to "physical" coordinates via nonlinear algebraic expressions;
- Parallelization via uniform domain decomposition; I subdomain per process
- No threading, simple MPI distribution;
- Computationally & memory access "intensive", little I/O and MPI overhead;
- O(10<sup>7</sup> 10<sup>8</sup>) cells evolved for O(10<sup>6</sup>) time steps;

### <u>Bothros</u>

LazEv & Einstein Toolkit

# The Codes

### <u>Harm3d</u>

### <u>Bothros</u>

- Predict electromagnetic emission from relativistic gas simulations;
- Solves the Radiative Transfer and Geodesic Equations in curved spacetimes;
- RT Eq: I nonlinear ODE; Geodesic Eqs: 8 coupled linear ODEs;
- Post-processes Harm3d simulation data;
- O(10<sup>3</sup>) time frames of O(10<sup>5</sup>) rays that travel through 4D data cube of O(10<sup>10</sup>) spacetime points from which O(10) functions are interpolated onto light ray's path;
- Very Data (I/O) Intensive -- processes Terabytes of data!
- Originally trivially parallelized, i.e. no MPI or OpenMP support;
  - --> Many redundant disk reads!

#### <u>LazEv & Einstein Toolkit</u>

# The Codes

### <u>Harm3d</u>

### <u>Bothros</u>

## <u>LazEv & Einstein Toolkit</u>

- ET = "an open, community developed software infrastructure for relativistic astrophysics";
- Comprised of Cactus, Carpet, Whisky, McLachlan, (parts of Harm3d);
- E.g., solves Einstein's equations, w/ or w/o Hydro/MHD;
- Block structured adaptive mesh refinement;
- <u>www.einsteintoolkit.org</u>
- LazEv = RIT's unique set of "thorns" that formulate and discretize Einstein's equations;



# <u>Approximate Two Black Hole Spacetimes</u>

#### Yunes++2006, Mundim++2013

• Solve Einstein's Equations approximately, perturbatively;

$$\epsilon_i = m_i/r_i \sim (v_i/c)^2$$

- Used as initial data of Numerical Relativity simulations;
- Closed-form expressions allow us to discretize the spacetime best for accurate matter solutions;
- Physically valid up until the last few orbits prior to merger;



### Regions of Validity

$$g_{\mu\nu}^{(\text{global})} = F_2(R_2)F_1(R_1)g_{\mu\nu}^{(3)} + [1 - F_1(R_1)]g_{\mu\nu}^{(1)} + [1 - F_2(R_2)]g_{\mu\nu}^{(2)}.$$

# <u>Cossin Applicitizate Spacetime</u>



# Load Balancing Domain Decomposition

#### **Regions of Validity**



- Different zones of the spacetime vary in computational cost of evaluating metric;
- Strategy: decompose costlier regions into smaller domains, balancing effort across MPI processes;
- Black Holes (or zones) move through the grid --> "dynamic" load balancer;
- Need to alter static array definitions to dynamic allocations to handle nonuniform decomposition across processors;



# Harm3d Goals

- Solve the Load Imbalance Problem:
  - Static Memory Allocation --> Dynamic Memory Allocation ;
  - Nonuniform domain decomposition (different subdomain sizes across processors):
    - Generalized subdomain boundary conditions (passing of ghost zone data);
    - Generalized data reduction routines;
  - Load Balancing Algorithm:
    - Method to distribute cost evenly;
    - Ability to re-evaluate cost distribution and redistribute;
  - Profile complete package on BW with a production run;
- Incorporate OpenMP:
  - Preliminary tests suggest only modest performance improvement;
- May incorporate GPUs ala Jian Tao's talk & (Zink 2011)

# Load Balancing Algorithm

- I. Start with global domain with cost estimates for each cell;
- 2. Order subdomains by cost;
- 3. Bisect most expensive domain along longest extent (maintain cubical domains);
- 4. Assign processor to new subdivision;
- 5. Determine neighbor relationships;
- 6. Repeat Steps 2 5 until all processors have been assigned;

#### <u>2-d Cost Model</u> Validation of Load Balancer through Simulated Cost 3 4 **Distribution:** Domain Decomposition **Cost Imbalance** Count 64 128 256 512 Uniform **Non-uniform** Uniform **Non-uniform** 0 -4 **Colors differentiate domains** Cost Imbalance = $R_i = \frac{C_i - \bar{C}}{\bar{C}}$

### <u>Validation of Load Balancer through</u> <u>Simulated Cost Distribution:</u>



### <u>Validation of Load Balancer through</u> <u>Simulated Cost Distribution:</u>



### **Saturation of Domain Decomposition**

--> In practice, more processors will not be added at saturation point

### **Performance on Blue Waters :**

#### **Runtime Efficiency**



### **Performance on Blue Waters :**

### **Runtime Efficiency**



\* Static code seg. faults with Cray's default optimizations;

Static = statically allocated grid functions;
Dynamic = dynamically allocated grid functions;

- •Little difference between PGI and Cray compilers;
- •Little difference between Static and Dynamic memory allocation;
- •Decrease in rate with more zones consistent with prior profiles;

### **Performance on Blue Waters :**

#### • Using Dynamic Harm3d

#### **Good Scaling Performance**



### **Bothros Goals:**

Towards Radiative Transfer in Time-dependent General Relativity

Parallelize post-processing tool via MPI and OpenMP;

• Will explore how GPUs can offload effort in the future;



X-ray Emission from Single Black Hole Disk

Noble & Krolik 2009 Schnittman, Krolik, Noble 2012

#### Binary Black Hole System in Photon "Cloud"

•Thesis Project of Billy Vazquez (grad student);

# **Bothros's Parallelization Model**

Master Unit (MU) :

Evaluates problem extent; Assigns duties; Broadcasts what data is available on IOUs;

Reads time slices from disk,; Serves data to CUs when its needed, Replaces processed slices with new ones;

Compute Unit (CU) : Reque

I/O Unit (IOU) :

Requests data from IOUs; Interpolate data onto rays; Integrate radiative transfer eq.; Advance rays to next data slice;





# Einstein Toolkit/LazEv Goals

- Implement threading via OpenMP throughout new GRHydro code of ET;
  - Analysis routines;
  - Reconstruction at cell interfaces;
  - Stress-energy calculation;
  - Inversion of nonlinear algrebraic equations to find primitive variables from conserved variables
- "GRHydro: A new open source general-relativistic magnetohydrodynamics code for the Einstein Toolkit", arXiv:1304.5544
- Evaluate the performance gain on Blue Waters;

# Thank you to Jing Li and the rest of the support team at NCSA!!!

# **Conclusions:**

- Blue Waters provides a singular facility and opportunity for us to calculate the most accurate electromagnetic predictions of coalescing supermassive black hole binaries;
- We are close to finishing our NEIS-P<sup>2</sup> version of **Harm3d**;
  - Experiments on Blue Waters confirm our earlier performance models;
  - Dynamic code scales well on Blue Waters;
  - Load balancer is expected to at least HALVE effort!
- **Bothros** development underway;
- **LazEv & Einstein Toolkit** development done, but need to profile more on BW;
- Soon, we will have circumbinary disk simulations at unprecedented accuracy, longevity, and physical realism!

# Questions? Discussion....