### dyablo-Whole Sun

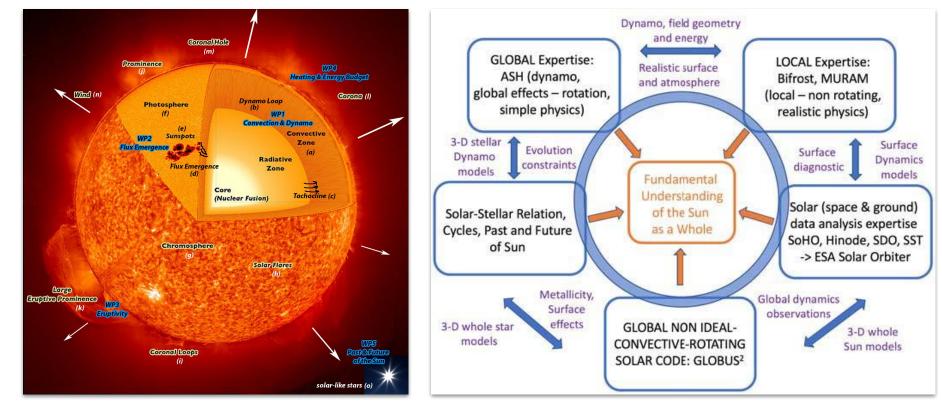
A new simulation code on AMR grids for the simulation of the Sun and solar-like stars on exascale architectures

### Maxime Delorme (maxime.delorme@cea.fr) Journées SF2A - S11 - Besançon - 09/06/2022

Collaborateurs: Allan-Sacha Brun, Arnaud Durocher, Pierre Kestener, Antoine Strugarek



### Yet another code ?



Source: Whole Sun website

Source: Whole Sun website

#### Why is it so difficult? Low Mach end **High Mach end** -2 log Ma DENSITY VELOCITY -4 log Pr, 8.00 .25 -50 .75 -26 -50 $M_{\rm max} = 10^{-4}$ х -6 х 3.00 -8 ENERGY 2.00 PRESSURE -10 0.7 0.8 0.9 1.0 R/Rsun 8.00 -0.00 -25 X -50 .75 1.00 Freytag et al 2012 -25 -50 х

 $M_{\rm max} = 10^{-4}$ 

<u>Sod 1978</u>

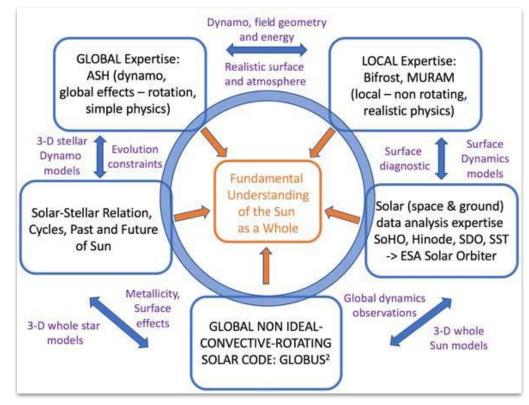
Miczek et at 2015

### And a lot of very good other reasons

### Incentive:

- Global simulations of the Sun
- $\circ \qquad \mathsf{Radiative} \ \mathsf{zone} \to \mathsf{Corona}$
- Multi-scale/multi-physics dynamics
- $\circ$  Large variation of temporal and spatial scales
- Different regimes corresponding to different regions
- Modularity and ease of use
- $\circ \qquad {\rm Testing} \ {\rm and} \ {\rm implementing} \ {\rm new} \ {\rm physics} \\$
- Performance portability
- Being able to run and be efficient on """ cluster

New code = Modern algorithmics + modern numerical methods



### dyablo-Whole Sun: design goals and wishlist [2022] Physics

- **Objective:** Global simulation of the Sun, from the radiative interior to the corona
- Ingredients: MHD, viscosity, gravity, thermal conduction, radiative-transfer, rotation, all-Mach

### **Numerical methods**

- Geometry: Adaptive mesh refinement, multiple geometries
- **Finite-volumes**, with godunov-type method, multiple solvers (muscl-hancock, rk2/rk3, euler)
- Explicit integration of sources (purely explicit, STS, RKL) or IMEX methods

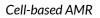
### Software engineering

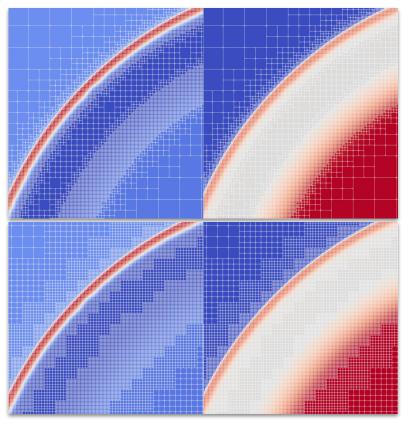
- Performance portable: MPI + shared parallelism
- <u>"Separation of Concerns"</u>: Generic AMR tree traversals/reductions
- Modularity: Plugins and factories system

### AMR?

Adaptive Mesh Refinement :

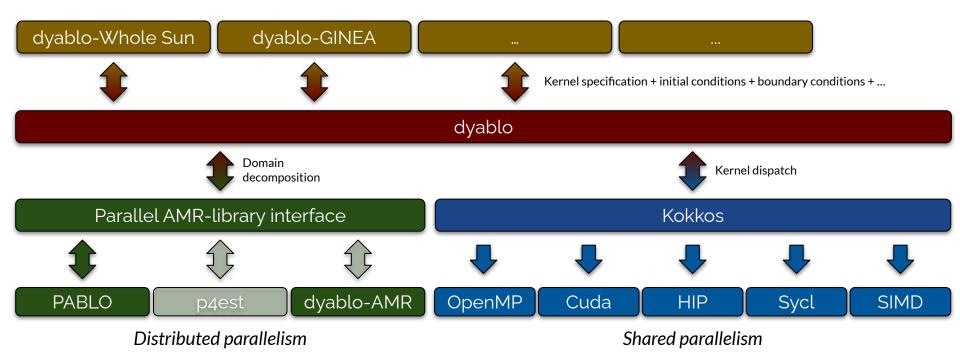
- Allocates more points in interesting<sup>[definition needed]</sup> regions
- Allows to fit large problems in memory
- Many flavors :
  - Cell-based
  - Block-based
  - Patch-based
- Main challenges :
  - More difficult algorithmics
  - More complex numerical schemes
  - Difficult to parallelize
  - Usually slower than regular grids
  - What's a sensible refinement criterion?





Block-based AMR

### dyablo: a high-performance AMR framework



### dyablo-Whole Sun: current state [2022]

### **Physics**

- Objective: Global simulation of the Sun, from the radiative interior to the corona
- Ingredients: MHD, viscosity, gravity, thermal conduction, radiative-transfer, rotation, all-Mach

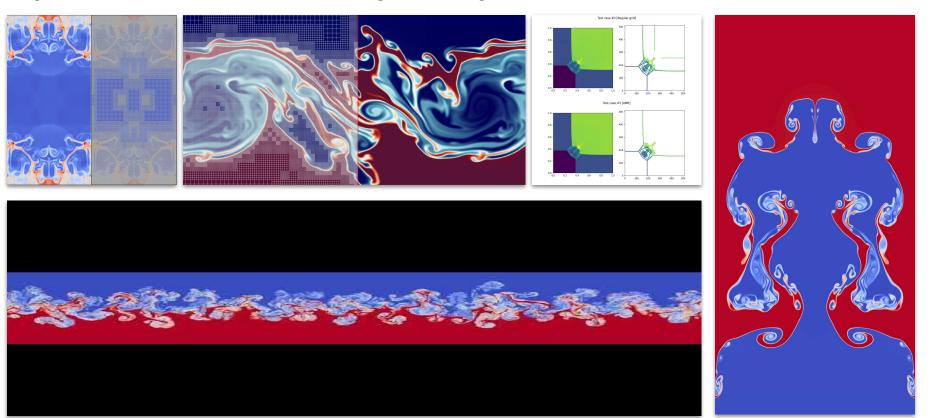
### **Numerical methods**

- Geometry: Adaptive mesh refinement, multiple geometries
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- Explicit integration of sources (purely explicit, STS, RKL) or IMEX methods

### Software engineering

- Performance portable: MPI + shared parallelism [CPU intel/AMD; GPU Nvidia]
- Separation of Concerns: Generic AMR tree traversals/reductions
- Modularity: Plugins and factories system

### dyablo-Whole Sun: Hydrodynamics tests



## Convective hydrodynamics benchmark

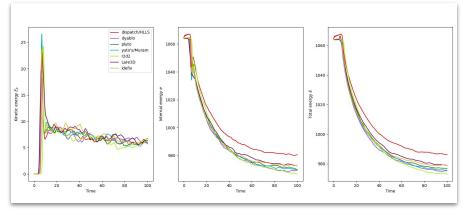
• Inspired from <u>Hurlburt 1984</u>, <u>Cattaneo et al 1991</u>, <u>Brummell et al. 1996</u> and <u>2002</u>

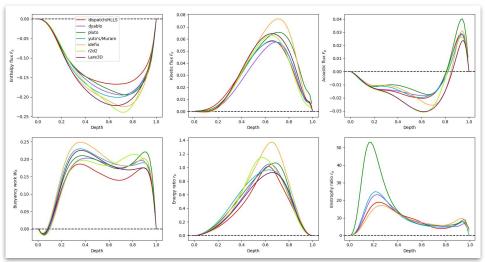
TURBULENT COMPRESSIBLE CONVECTION

FAUSTO CATTANEO, NICHOLAS H. BRUMMELL, AND JURI TOOMRE Joint Institute for Laboratory Astrophysics and Department of Astrophysics, Planetary, and Atmospheric Sciences, University of Colorado, Boulder, CO 80309-0440

- Ingredients: Compressible hydrodynamics, viscosity, gravity and thermal conduction
- **Domain:** Convective near-surface slab. Highly stratified spanning multiple density scale-heights.
  - Horizontal dimension spans 4 times the vertical dimension
  - Fixed grid resolution: 256<sup>2</sup>x64
  - Initial conditions: Polytropic model, hydrostatic equilibrium, random perturbation on pressure
  - Horizontal BCs: periodic
  - Vertical BCs:
    - Imposed temperature at top, Imposed temperature flux at bottom
    - Stress-free impenetrable walls
    - Density recovered from continuity
- Benchmark inputs:
  - Stratification  $\theta$
  - Prandtl number  $\sigma$
- 9 codes involved : dedalus, dispatch, dyablo, hps, idefix, lare3d, muram, pluto, r2d2

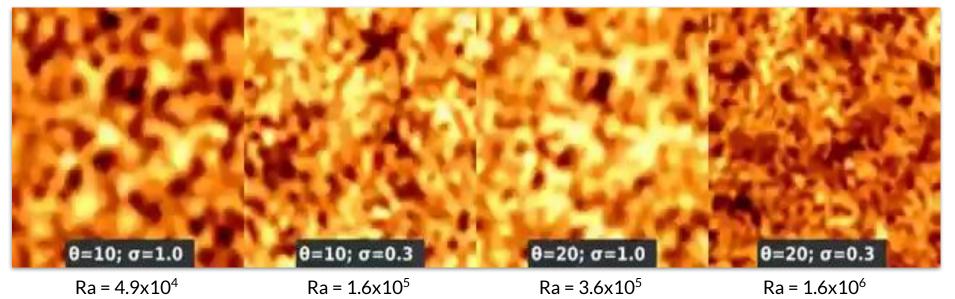
### **Convection benchmark**





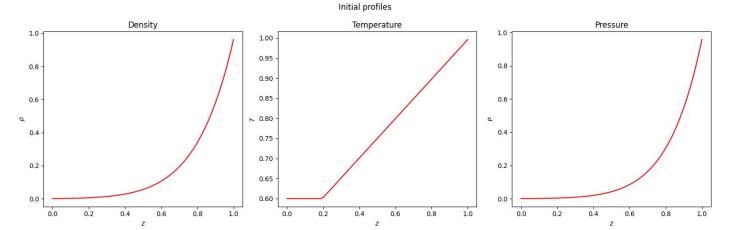
### **Increasing Ra**

Horizontal cuts at z=0.1

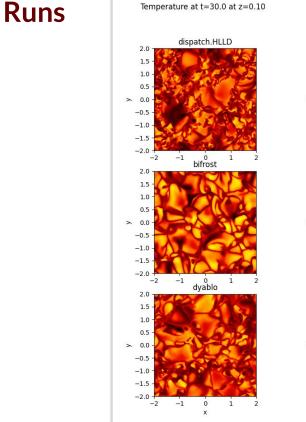


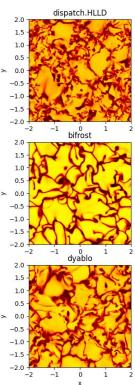
# Surface cooling driven convection benchmark Setup

- Derived by Åke Nordlund in the context of Whole-Sun. Coordinated by Mikolaj Szydlarski
- Ingredients: Compressible hydrodynamics + Newtonian cooling
- ICs:
  - Polytropic model from the base of the convection zone to the cooling layer,
  - Constant temperature above
  - Deterministic perturbation to trigger instability
- Participating codes : bifrost, dispatch, dyablo, (CO)-Mancha

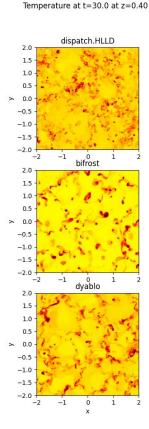


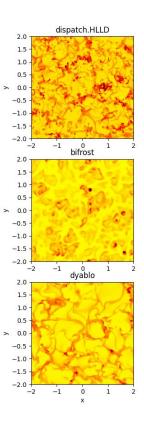
## Surface cooling driven convection benchmark





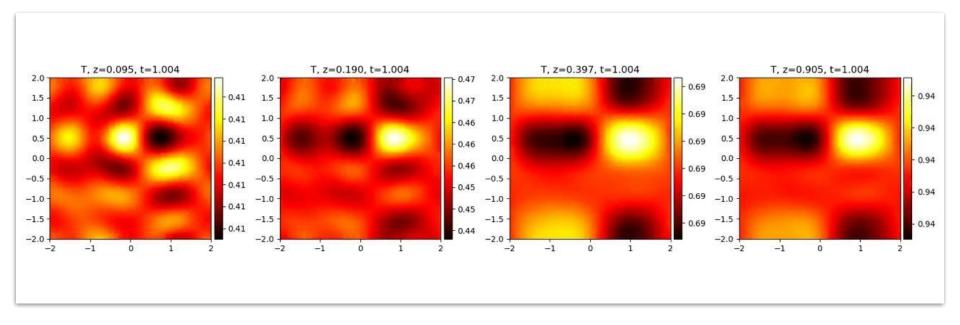
Temperature at t=30.0 at z=0.19



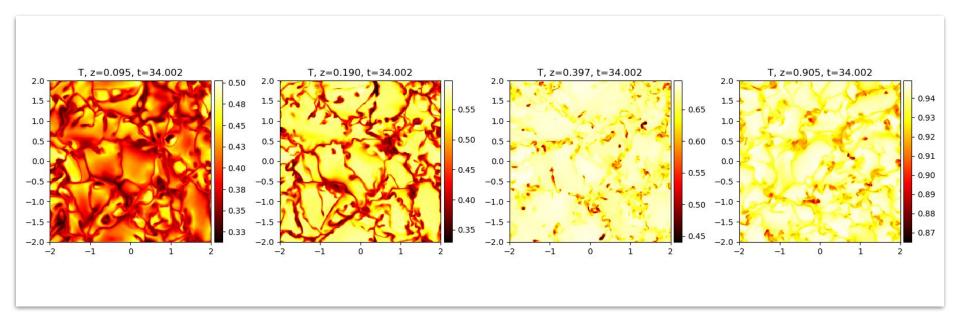


Temperature at t=30.0 at z=0.98

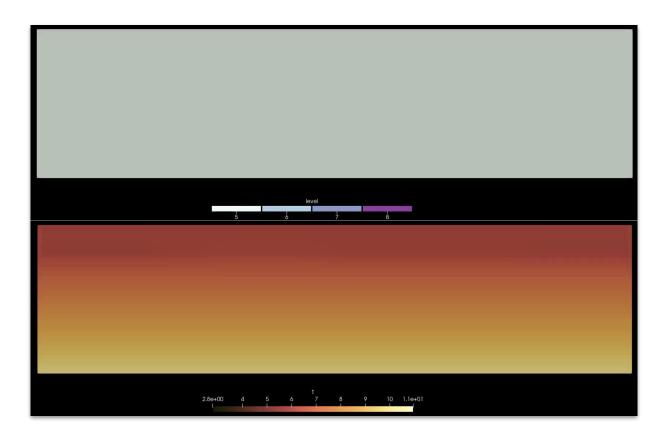
## Surface cooling driven convection benchmark Runs



## Surface cooling driven convection benchmark Runs



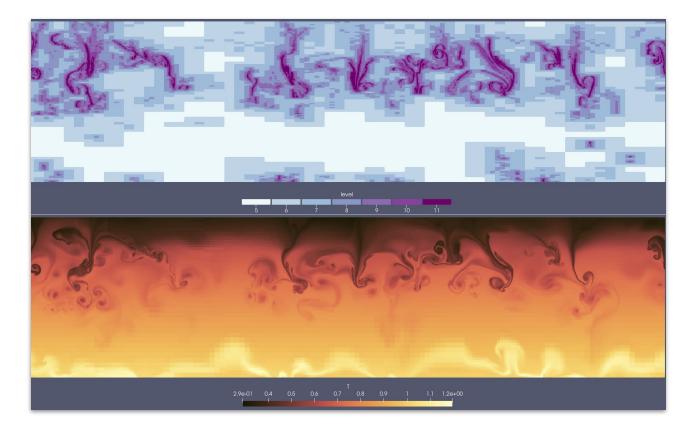
# Surface cooling driven convection benchmark AMR Runs (2d)



Base resolution: 128x32

Max resolution: 1024x256

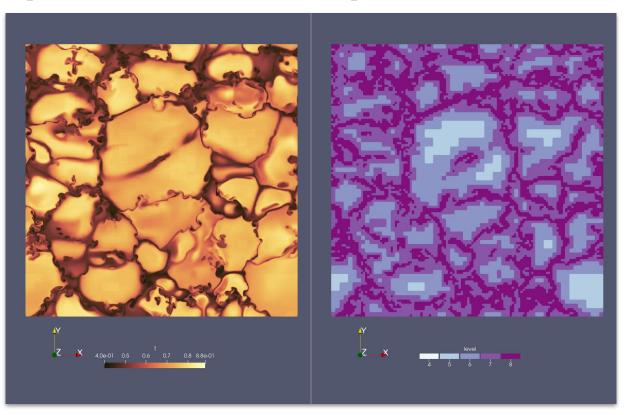
# Surface cooling driven convection benchmark AMR Runs (2d)



Base resolution: 128x32

Max resolution: 8192x2048

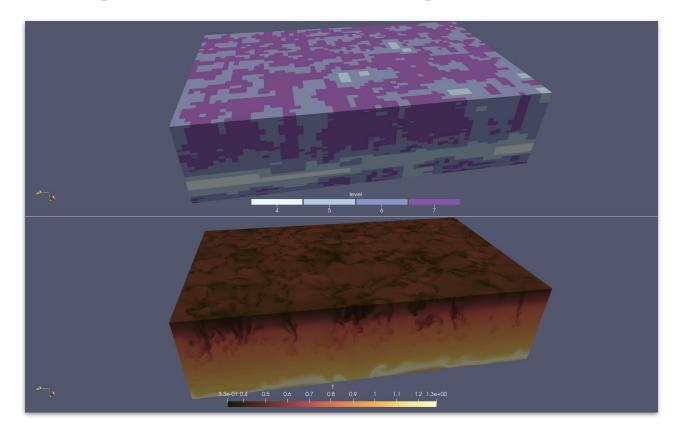
### Surface cooling driven convection benchmark AMR Runs [base level of fixed run is 6]



**Base resolution:** 64x64x16

Max resolution: 1024x1024x256

### Surface cooling driven convection benchmark AMR Runs [base level of fixed run is 6]

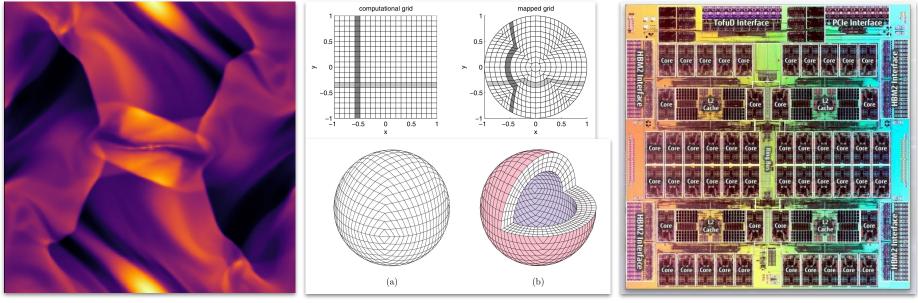


**Base resolution:** 64x64x16

Max resolution: 512x512x128

### dyablo-Whole Sun:

### What's next?



Tremblin et. al (in prep)

Calhoun et. al 2008

## Thank you for your attention

