

The background of the slide is a complex, interconnected network of dark grey and black lines, representing the cosmic web. These lines are punctuated by numerous small, bright yellow and orange dots, which represent galaxy clusters and individual galaxies. The overall appearance is that of a dense, filamentary structure with a complex, fractal-like geometry.

The Euclid Flagship Simulation

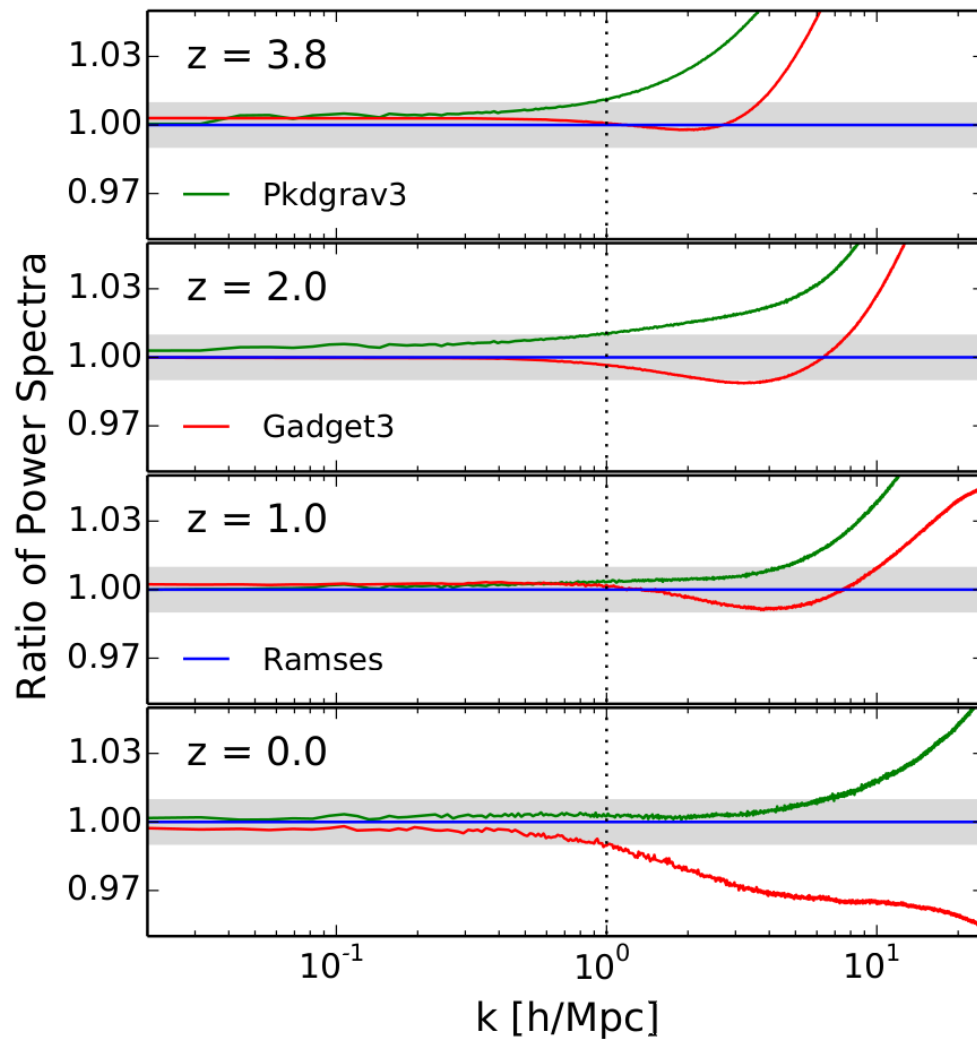
2×10^{12} Particles

$L = 3780 h^{-1} \text{Mpc}$

“Exa-Mocks”

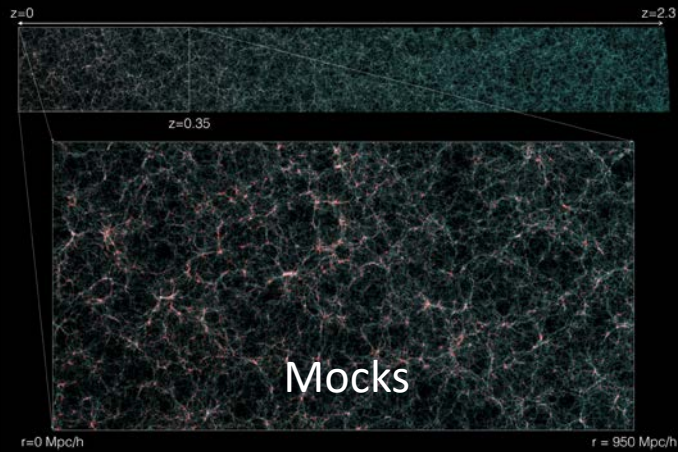
Doug Potter Joachim Stadel Romain Teyssier

“Accurate” Theory?

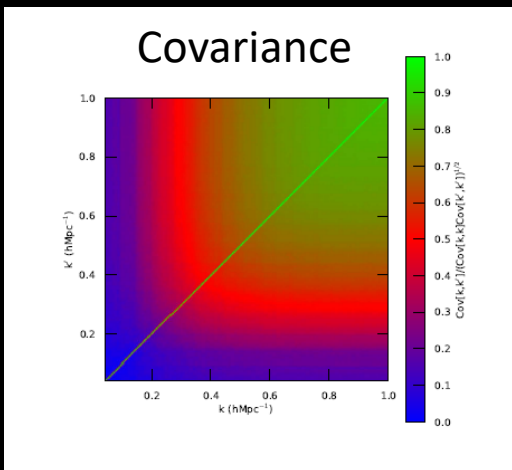


Note: all 3 codes have very different Poisson solvers and integration methods!

Flagship mock galaxy catalog

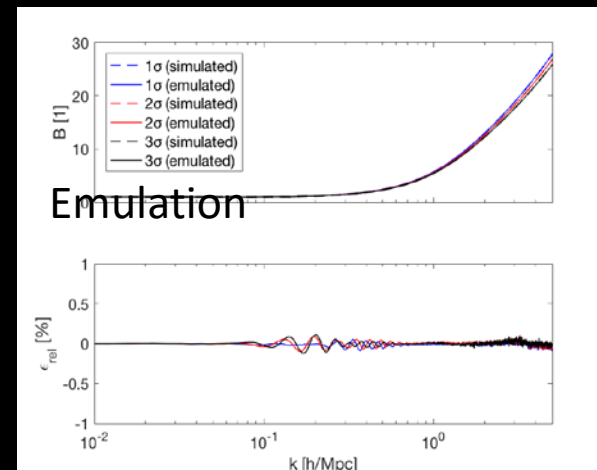


Klypin & Prada 17, Blot+ 15



N-Body

Knabenhans+ (prep)



Piz Daint – over 5000 GPU Nodes

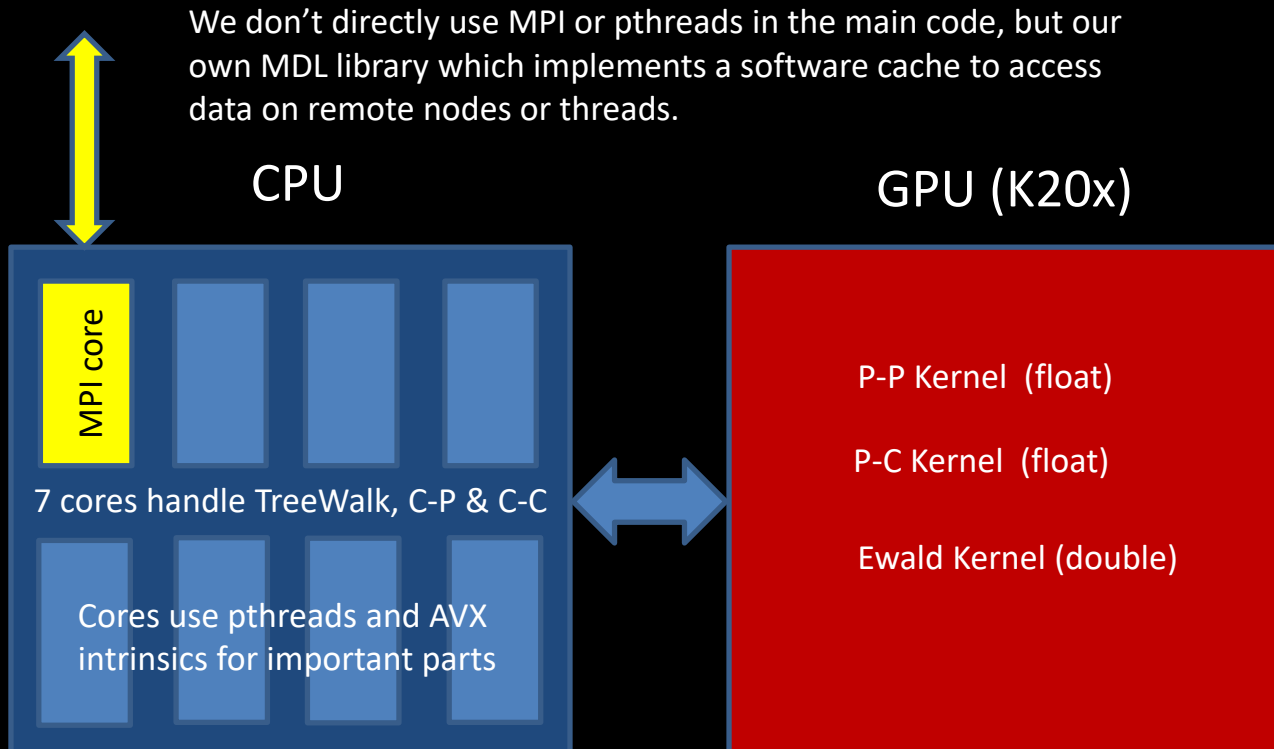


Swiss National Computing Center (CSCS) in Lugano, Switzerland

3rd Fastest Computer in the World Now!

GPU Hybrid Computing

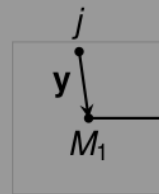
Piz Daint 2016 Flagship 1.0



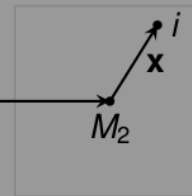
Fast Multipole Method - $O(N)$

Quick explanation of FMM

$O(10^6)$ particles



$O(10^6)$ particles



r_{cm}

Direct $O(10^{12})$ interactions to calculate! $O(N^2)$ code.

Tree Use a multipole approximation for the mass at M_2 to calculate the force at each j : $O(10^6)$ interactions to calculate. $O(N \log N)$ code.

FMM Use a multipole approx for the mass at M_2 to approximate the “potential landscape” at M_1 (n^{th} order gradients of the potential): $O(1)$ interaction to calculate. $O(N)$ code!

Memory Usage in pkdgrav3

1 billion particles can fit on a 64 Gbyte Node like Piz Daint

28 bytes persistent

6 bits: old rung 24: group id	
pos[0]	int32_t
pos[1]	int32_t
pos[2]	int32_t
vel[0]	float
vel[1]	float
vel[2]	float

<28 bytes / particle

Tree Cells Binary Tree
4th order Multipoles (float prec)

~5 bytes / particle

Cache/Buffers
0-8 bytes ephemeral
Group finding
Other analysis

CIAoS is used for the particle and cell memory which makes moving particles around simple

AoSA is used for all interaction lists which are built by the TreeWalk algorithm.

Reducing memory usage increases the capability of existing machines, but also increases performance somewhat. Simulations are limited more by memory footprint.

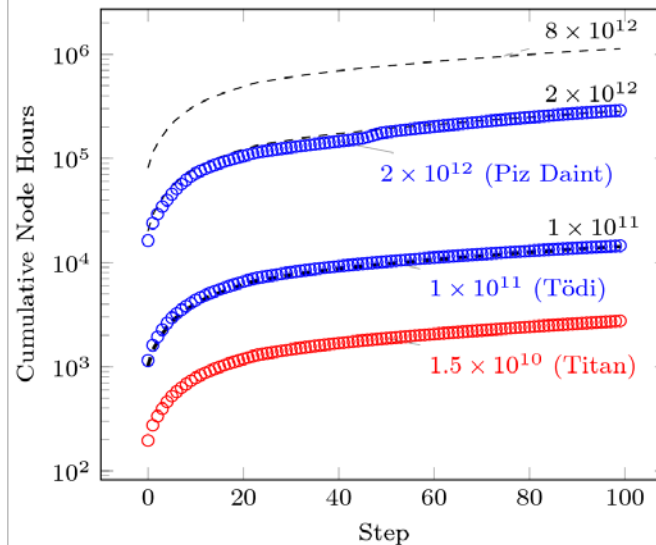
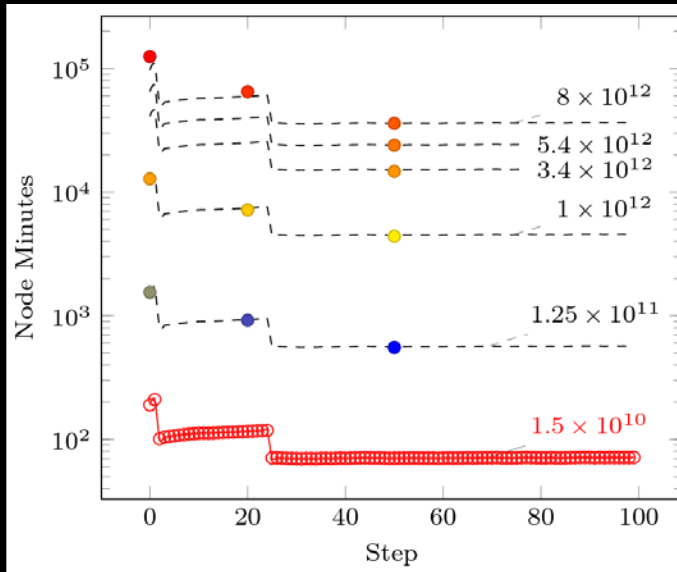
see Potter+ 2017 for details

Benchmarking on Titan and Piz Daint

Nearly Perfect Weak Scaling makes performance prediction very accurate for these simulations.

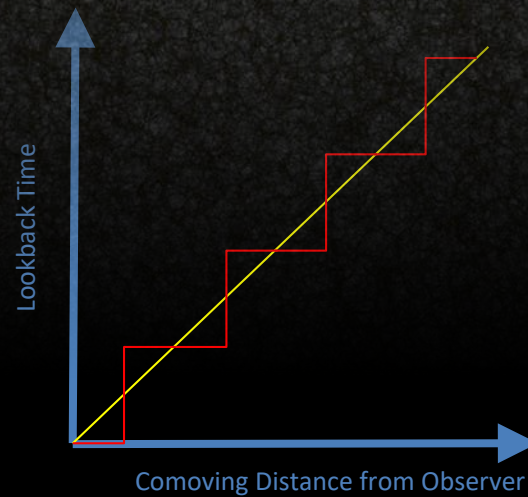
120 seconds for an all N gravity solve!

We show that it is quite feasible to run 8 trillion particles on Titan with a little over 1 million node hours. **10 PFlops**

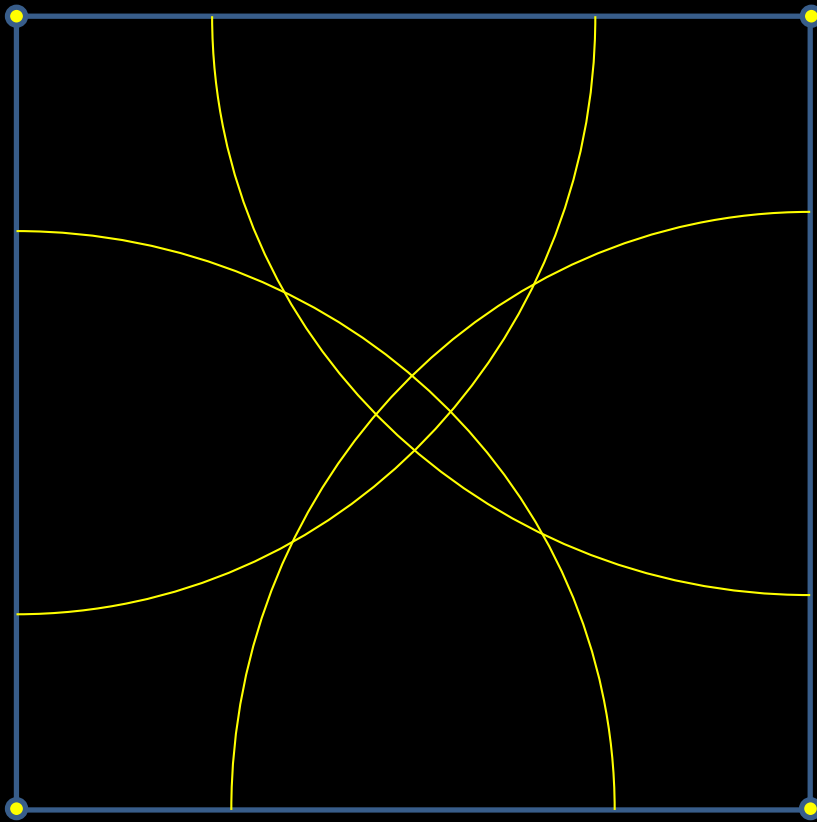


see Potter+ 2017 for details

For the Flagship Mock we produced a light cone without discontinuous jumps in the observed structure.



Continuous Light Cone Generation

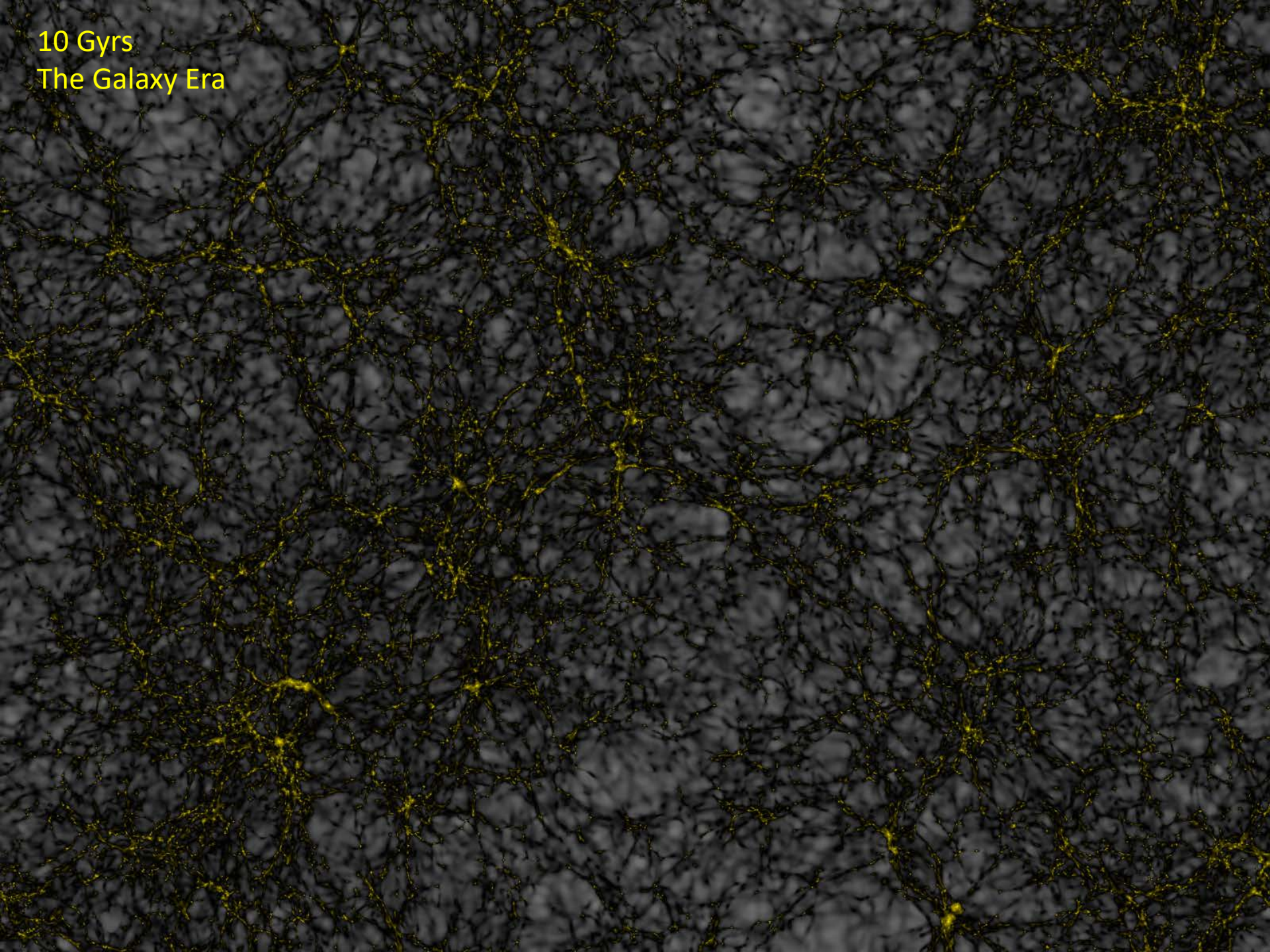


Solve for the precise time at which the light surface intersects a given particle, even when this particle is between 2 of the smallest sub-steps in the simulation.

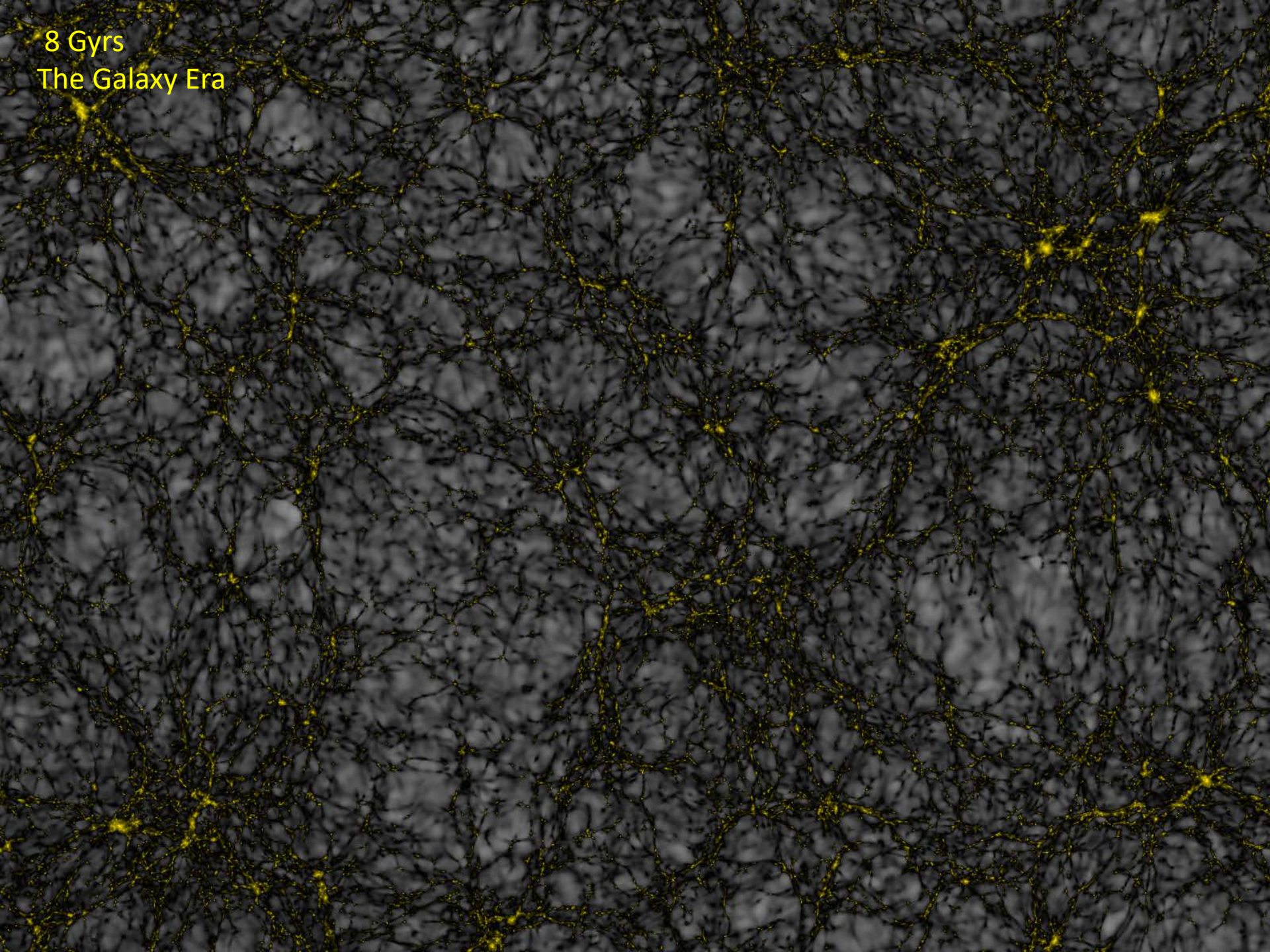
Speed this test up by considering each of the 8 corners of the light cone using AVX vector operations.

For 2 replicas there are 64 tests and for 3 replicas there are 184 tests.

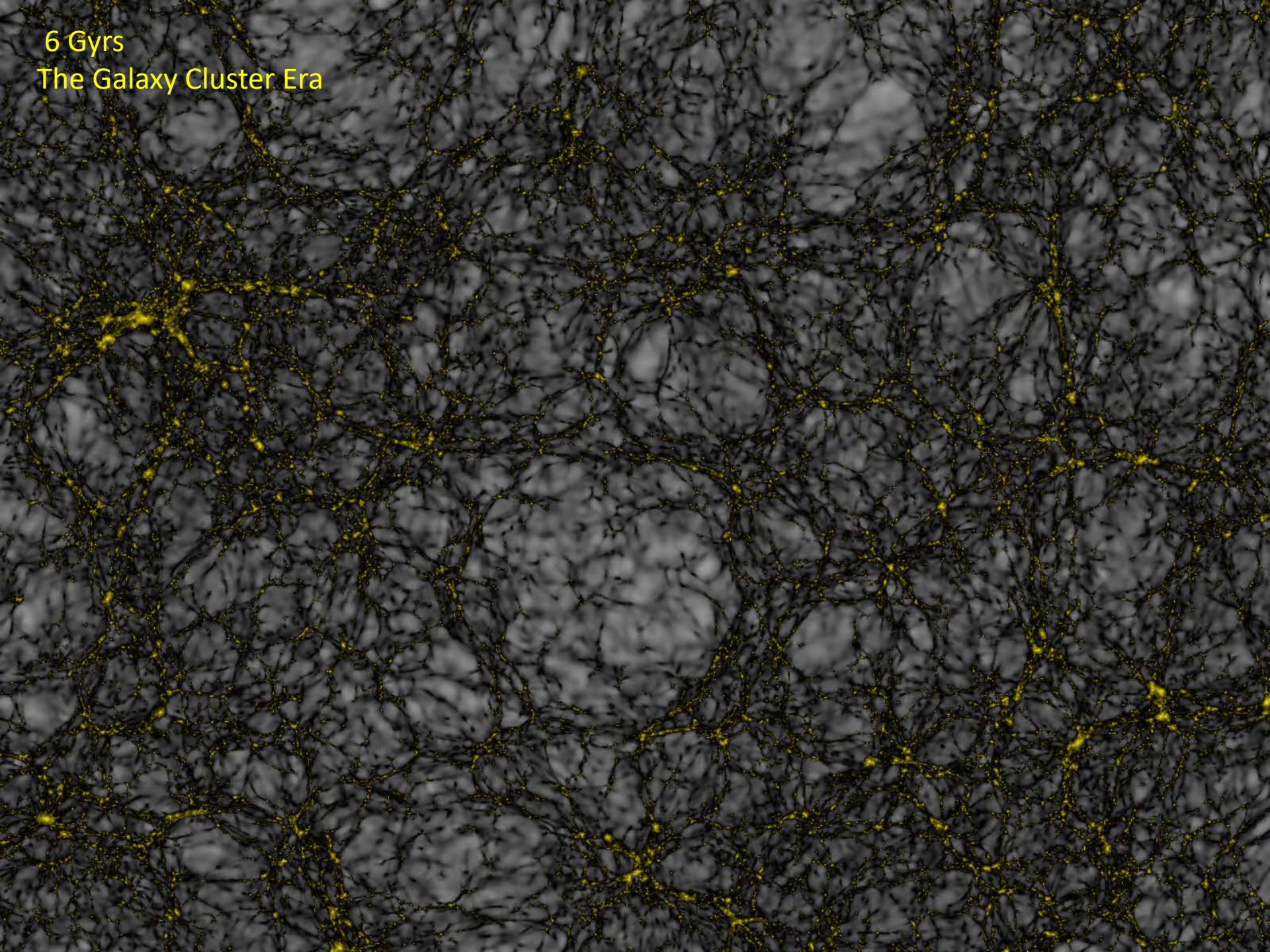
10 Gyrs
The Galaxy Era



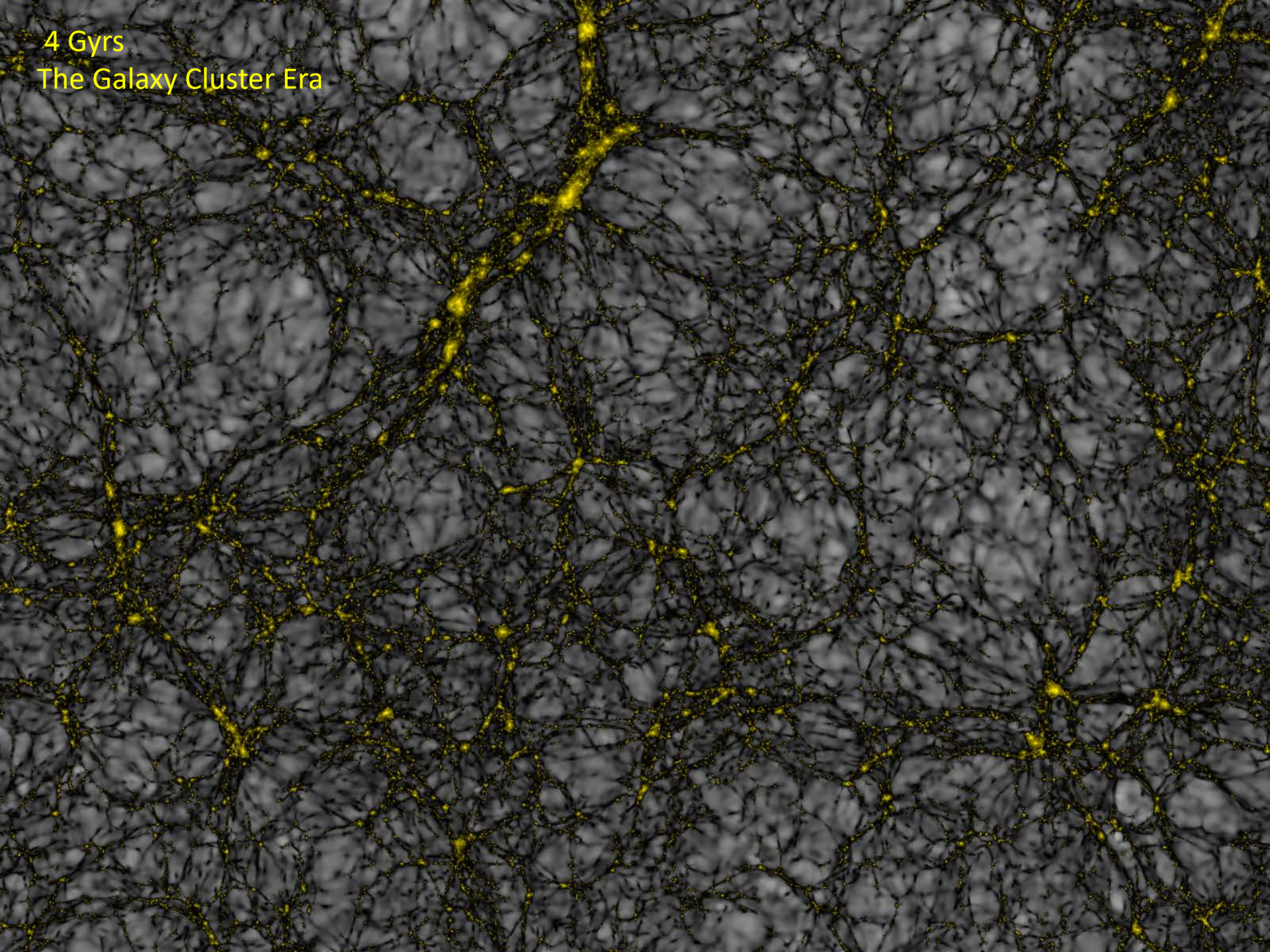
8 Gyrs
The Galaxy Era



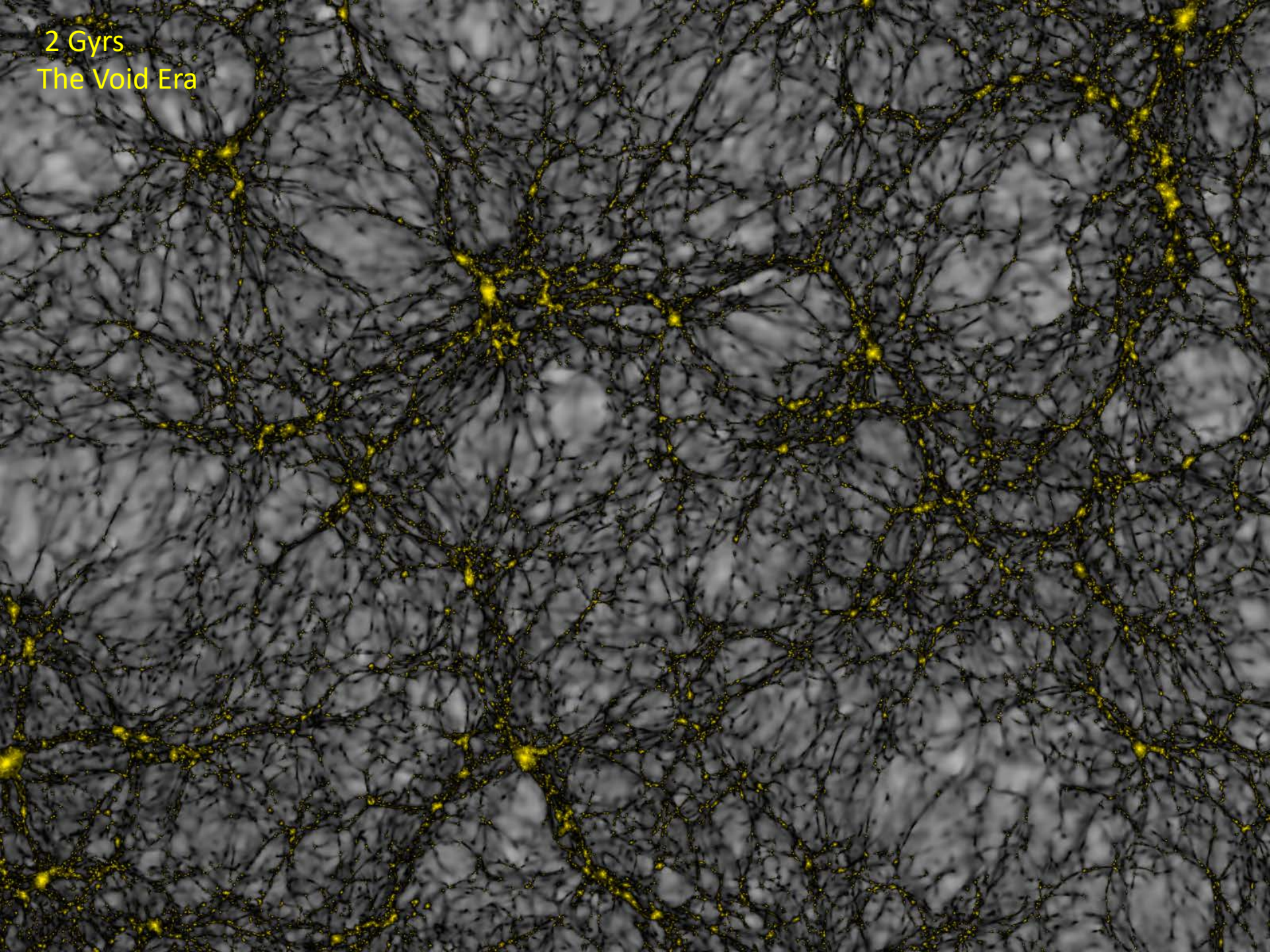
6 Gyrs
The Galaxy Cluster Era

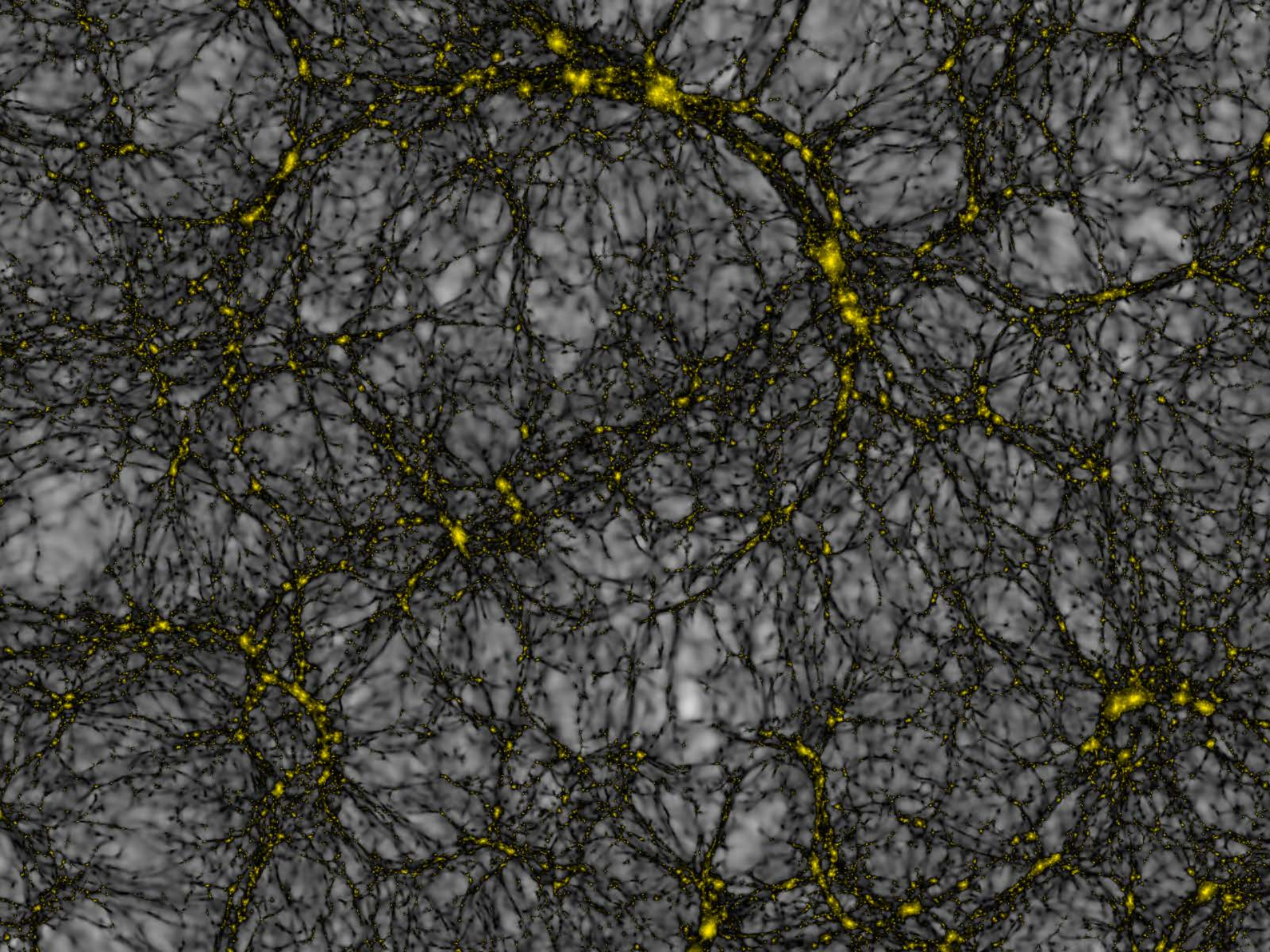


4 Gyrs
The Galaxy Cluster Era



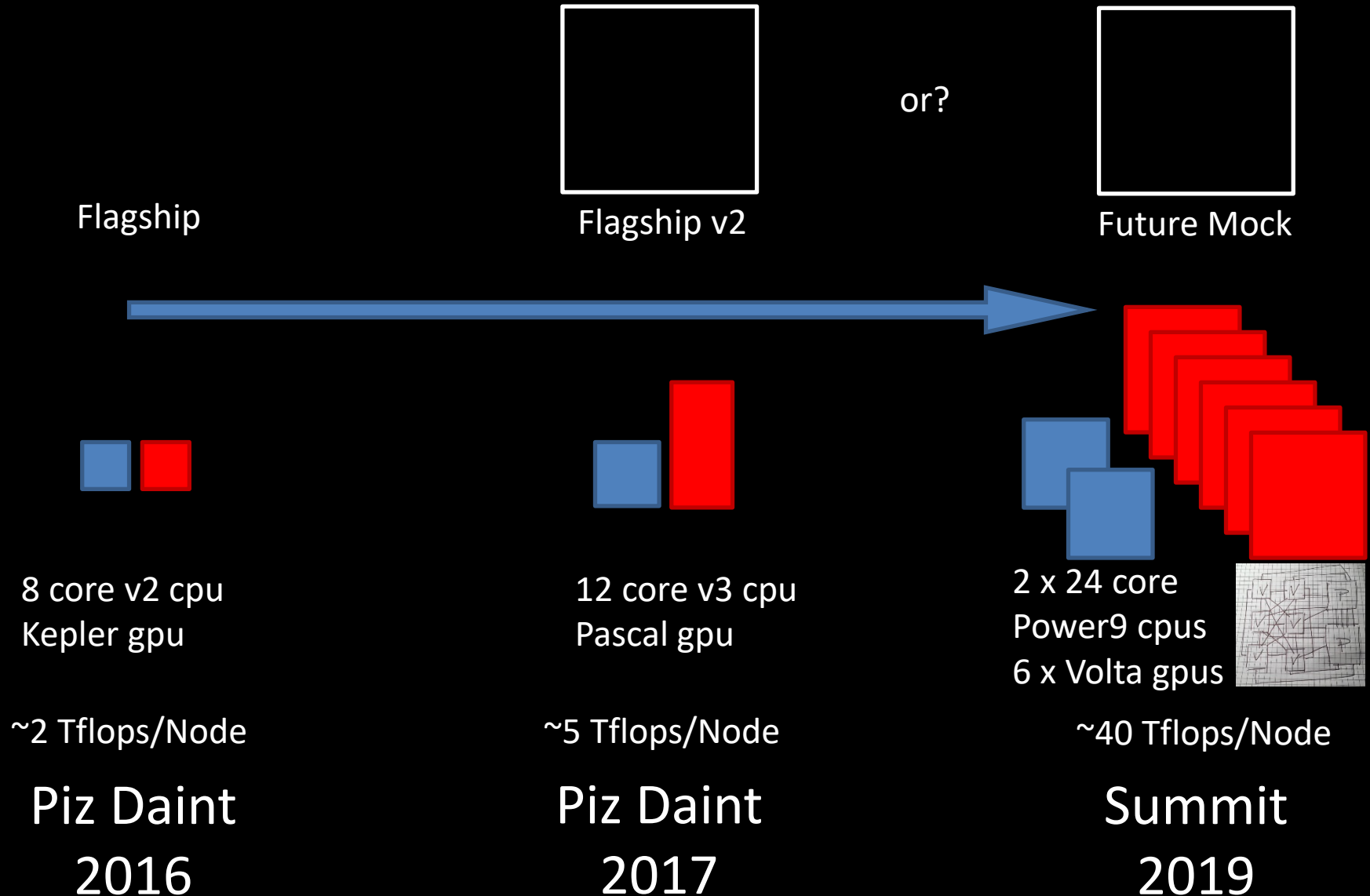
2 Gyrs
The Void Era





Evolution of Systems

All 3 here have $O(5000)$ Nodes



Flagship 2.0 (2019) Summary

- $1 \times 10^9 h^{-1} M_{\odot}$ in $4000 h^{-1} \text{Mpc} \cong 4 \times 10^{12}$ particles
- Support for SHAM/SAM Mocks
 - Merger Trees, for time-slice halos and light-cone halos
 - “Orphaned Galaxies” tracked throughout
 - Several on-the-fly halos finders (*Rockstar-like*, FoF, others?)
 - More halo properties
- Massive neutrinos (0.05 eV) Linear treatment included
- Supporting beyond Born approximation/ray-tracing lensing
- Deep-survey lightcone generated ($z < 3.5$)
- On-the-fly modelling of baryonic effects? (by adding a displacement field about halo centers prior to analysis)

Thank-you. Questions? (also see WP5 on redmine for info on available data)