

# Adaptive Gridding in Parallel with the SPARTA DSMC Code

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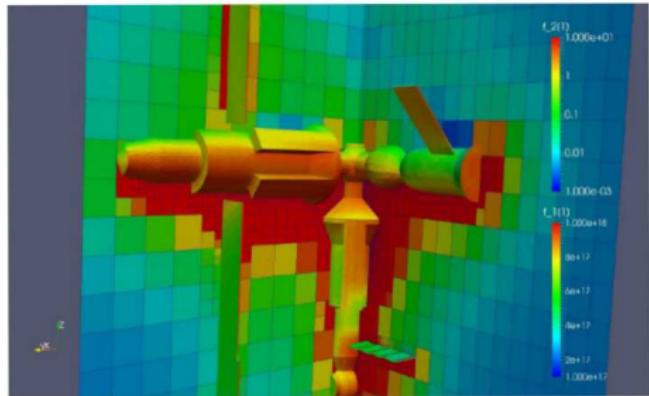
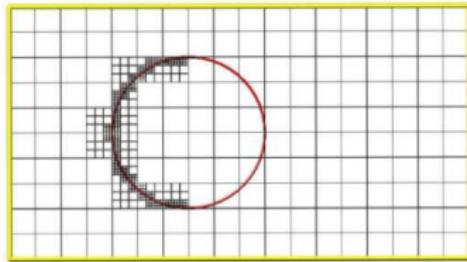


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# SPARTA

- C++, open source (Jul 2014): <http://sparta.sandia.gov>
- Short course slides: **Tutorials link** on web page
- 2d/3d, **hierarchical Cartesian grid**
- Triangulated surfaces cut/split grid cells
- Runs on large-scale parallel machines

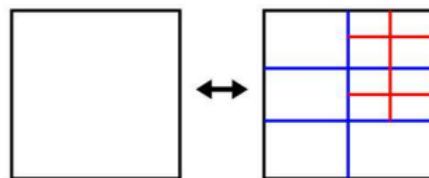


# Motivation for adaptive gridding

- Ideal grid:
  - user chooses  $\rho$  and Fnum
  - every grid cell:  $\sim 10$  particles and  $\Delta x \simeq 2\lambda$
  - good trade-off between **accuracy** and **computational cost**
- Two flavors of adaptivity: **adapt\_grid** and **fix adapt**
  - static = adapt between runs; equilibrate, adapt, steady-state
  - dynamic = adapt every N steps during a run
- Why **on-the-fly** adaptivity?
  - accurately track large density variations in flow
  - optimize grid structure or particle/cell counts more quickly
  - balance accuracy/CPU trade-off even for transient flows

# Refinement and coarsening criteria

- **Hierarchical** grid
  - top-level is single grid cell = simulation box
  - each parent cell has variable  $N_x$  by  $N_y$  by  $N_z$  child cells
  - recurse as many levels as desired (64-bit cell IDs)
  - oct-tree is  $2 \times 2 \times 2$  case, up to 15 levels
- Each child or parent cell considered **independently**

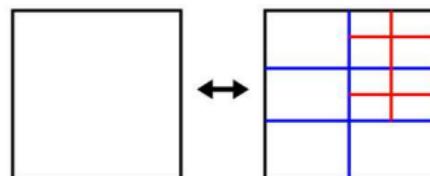


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- **Allowed criteria**

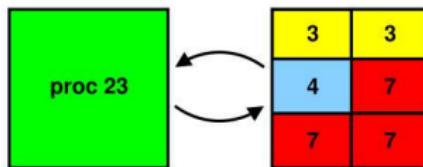
- any per-grid value, current or time-averaged
- geometric: nearness to downwind surface
- flow: number of particles in cell,  
$$\text{mean-free-path} = \lambda = \{\sqrt{2\pi} D_{\text{ref}}^2 n (T_{\text{ref}}/T)^{\omega-1/2}\}^{-1}$$

## Parallel issues

- **Refinement** is a **local** operation
  - proc that owns a child cell can decide to refine, create new cells
  - all procs can do this without communication
- **Coarsening** may **not be local** operation
  - if one proc owns all children, then local
  - if multiple procs own children, communication needed
- Use **rendezvous** algorithm for non-local coarsening
  - owner of each child may not know who owns other children
  - everyone knows rendezvous proc, send child info to it

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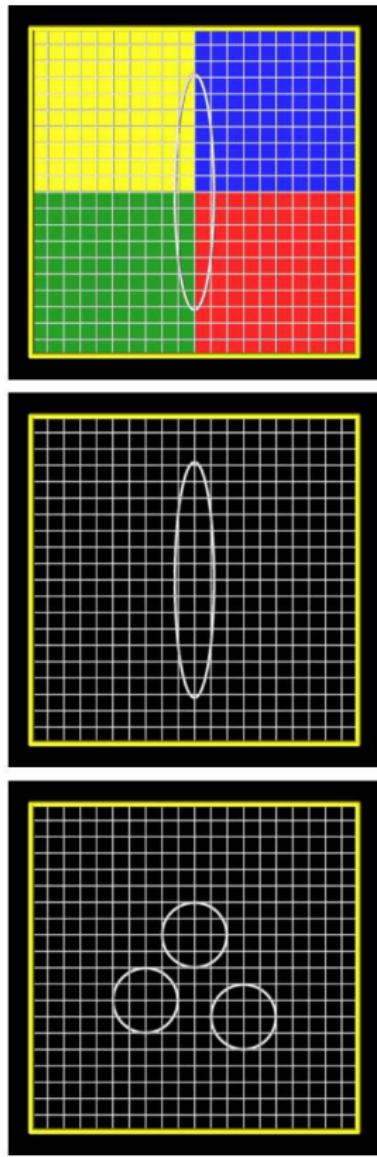
- **Rendezvous processor**
  - owner of parent cell, assigned in round-robin fashion
  - gathers info from all children, decide whether to coarsen
  - communicates result to all procs owning child cells

# Post-adaptation operations

- **Cut/split** each new child cell with subset of surf elements
  - for refinement, only surfs in parent cell
  - for coarsening, union of child cell surfs
  - fast via Schwartzentuber (3d) and Weiler/Atherton (2d) algs, *Zhang & Schwartzentuber, Comp & Fluids, 2012*
- Re-build grid cell **data structures**
  - re-acquire ghost cells from neighboring processors
  - comm can cost more than adapt
- Reset grid-based **BC** and stats
  - emission of particles from box faces
  - time ave of grid cell quantities
- **Load re-balance** to re-assign grid cells to processors
  - optional (up to user)
  - more communication of grid cells and particles

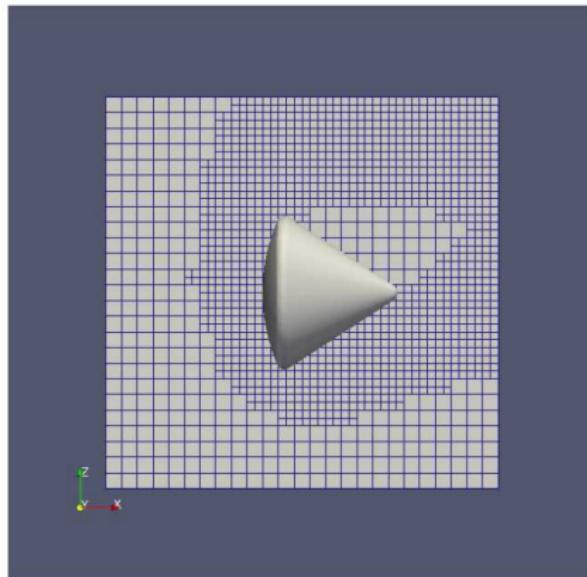


## Simple 2d examples



## 3d flow around Apollo capsule

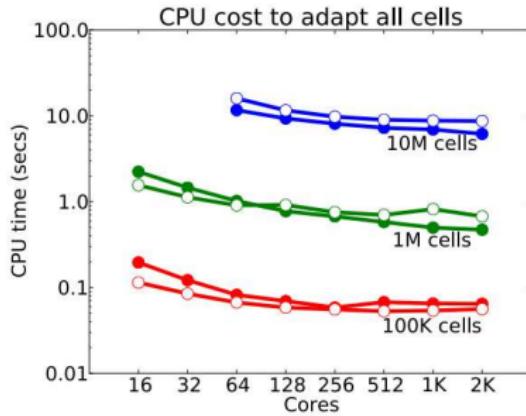
- 74 million particles, initial coarse grid =  $25^3 = 16K$  cells



- Final 5-level refined grid = 7.2 million child cells
- Uniform grid at fully refined scale =  $800^3 = 512M$  cells

## CPU cost to adapt

- Linux cluster, node = dual 8-core SB CPUs, Infiniband
- **Stress test**: run, refine all cells, run, coarsen all cells



- Only 3-4x speed-up on 2K cores, due to **communication**
- Timestep cost:  $\sim 20$  steps on 16 to  $\sim 500$  steps on 2K, timestep speed-up is **super-linear** to 2K cores
- **Bottom line**: only a few seconds to adapt large grids

## Future work

- More general **refinement rules**:
  - combined criteria:  $\lambda$  with minimum particle count
  - refine multiple levels at once,
- *Gao, Zhang, Schwartzenruber, J Spacecraft & Rockets, 2011*
- **Time average grid stats** across refine/coarsen events
  - requires additional interpolation & summation
- **Distributed storage** of parent cells
  - currently each processor owns copy of all parents
  - fine for few levels, not scalable to many-level oct-tree
  - limits size of fully adapted grid

## Thanks and links

- Funding support: DOE/NNSA ASC program
- Management support: **Dan Rader** in particular
- **<http://sparta.sandia.gov>**
- SPARTA short course:  
<http://sparta.sandia.gov/tutorials.html>
- SPARTA **papers**:
  - Gallis, et al, *DSMC: The Quest for Speed*,  
Proc of 29th RGD Symposium, 2014.
  - Gallis, et al, *DSMC of Richtmyer-Meshkov instability*,  
Physics of Fluids, 27, 084105 (2015).