# Current Capabilities, Needs, and Future Prospects

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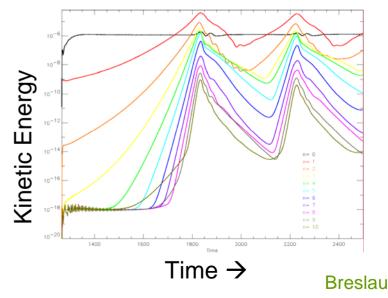
# Outline

- What kind of calculation can we do now in Extended MHD?
- How do the computational requirements scale to the kind of calculation we want (need) to do?
- How do we get there from here?



# What Kind of Calculation can we do now in Extended MHD?

- M3D and NIMROD have been involved in a nonlinear benchmark on CDX-U
- The most recent M3D simulation used:
  - 10,000 x 50 = 500,000 elements
  - 400,000 time steps
  - $\sim 2 \times 10^{11}$  space time points (probably under-resolved)





### Straightforward Extrapolation from CDX-U to ITER

name	symbol	units	CDX-U	DIII-D	ITER
Field	B <sub>0</sub>	Tesla	0.22	1	5.3
Minor radius	а	meters	.22	.67	2
Temp.	Τ <sub>e</sub>	keV	0.1	2.0	8.
Lundquist no.	S		1×10 <sup>4</sup>	7×10 <sup>6</sup>	5×10 <sup>8</sup>
Mode growth time	$\tau_A S^{1/2}$	S	2×10-4	9×10 <sup>-3</sup>	7×10 <sup>-2</sup>
Layer thickness	aS <sup>-1/2</sup>	m	2×10 <sup>-3</sup>	2×10 <sup>-4</sup>	8×10 <sup>-5</sup>
zones	$N_{R}\!\!\times\!\!N_{\theta}\!\!\times\!\!N_{\phi}$		3×10 <sup>6</sup>	5×10 <sup>10</sup>	3×10 <sup>13</sup>
CFL timestep	$\Delta X/V_A$ (Explicit)	S	2×10 <sup>-9</sup>	8×10 <sup>-11</sup>	7×10 <sup>-12</sup>
Space- time pts			6×10 <sup>12</sup>	1×10 <sup>20</sup>	6×10 <sup>24</sup>



#### In the past, "Effective speed" increases came from both faster hardware and improved algorithms 106 in equiv. gigaflops **Global MHD** 10<sup>5</sup> ✓ effective speed **Full Earth** Simulator improved (Japan) linear 104 solvers speed high-order elements 10<sup>3</sup> semi-Effective sustained **1000 NERSC** implicit SP3 processors 10<sup>2</sup> (typical) Effective speed from hardware 16 processor **10**<sup>1</sup> Cray C90 improvements partiallyalone implicit Cray YMP 100 1970 1980 1990 2000 2010 Calendar Year



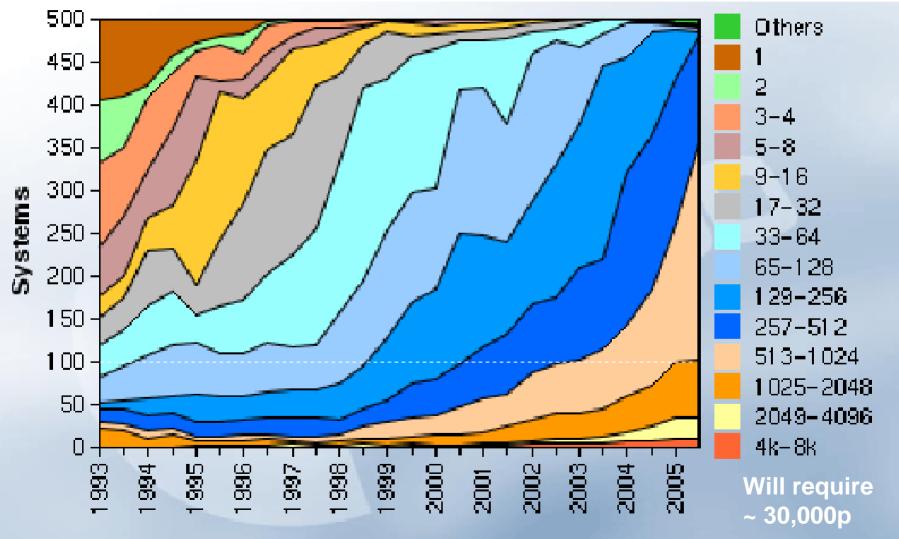
How to get an additional 12 orders of magnitude in 10-15 years?

- 1.5 orders: increased parallelism
- 1.5 orders: processor speed and efficiency
- 4 orders: adaptive gridding
- 1 order: higher order elements
- 1 order: field-line following coordinates
- 3 orders: implicit algorithms



### 1.5 orders: increased parallelism

# of processors in the top 500 computers vs year:

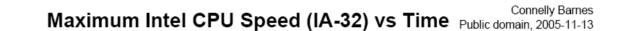


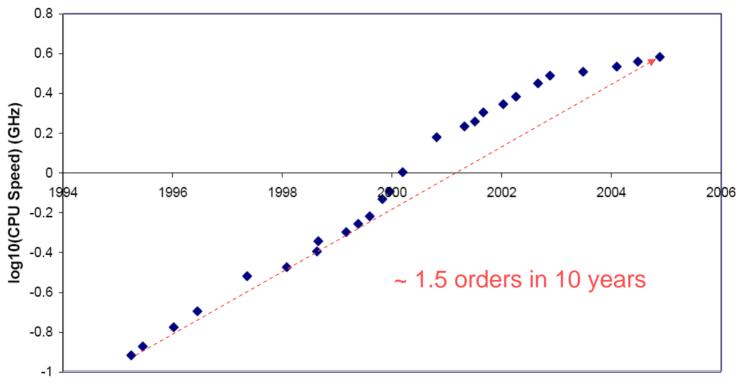
100<sup>th</sup> fastest went from 30p to 1000p in 12 years

10/11/2005

http://www.top500.org/

### 1.5 order: processor speed and efficiency





Time (Years)

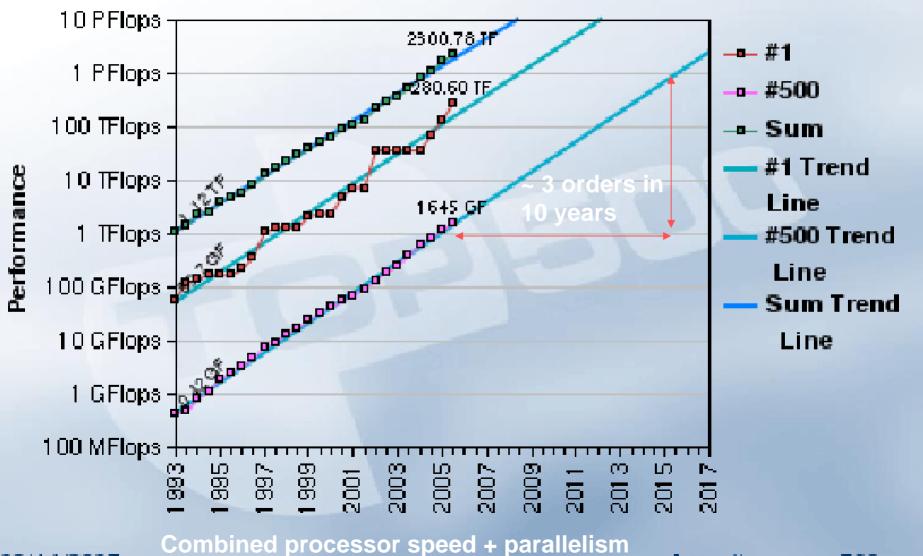
Also, improved compilers, chip-design, memory busses, etc. will lead to greater usable percent of peak performance (now ~5%)





09/11/2005

#### Projected Performance Development



http://www.top500.org/

### 4 orders: adaptive gridding

 $(V, \Delta R)$  = volume and typical mesh spacing in bulk of plasma  $(v, \Delta r)$  = volume and mesh spacing in refinement region (assuming 1D boundary layer):

Number of zones required: 
$$N = \frac{V - v}{(\Delta R)^3} + \frac{v}{(\Delta R)^2 (\Delta r)} \sim \frac{1}{(\Delta R)^2} \left[ \frac{V}{(\Delta R)} + \frac{v}{(\Delta r)} \right]$$
  
Ratio of improvement:  $\frac{V/(\Delta r)^3}{\left[ \frac{1}{(\Delta R)^2} \left[ \frac{V}{(\Delta R)} + \frac{v}{(\Delta r)} \right] \right]} = \frac{1}{\left( \frac{\Delta r}{\Delta R} \right)^2 \left[ \left( \frac{\Delta r}{\Delta R} \right) + \frac{v}{V} \right]}$   
For ITER, we can estimate :  $\frac{v}{V} \sim \frac{\Delta r}{\Delta R} = 10^{-2}$   
This gives =  $N \sim \frac{1}{\left( \frac{\Delta r}{\Delta R} \right)^2 \left[ \left( \frac{\Delta r}{\Delta R} \right) + \frac{v}{V} \right]} \sim \frac{5 \times 10^5}{V}$ 

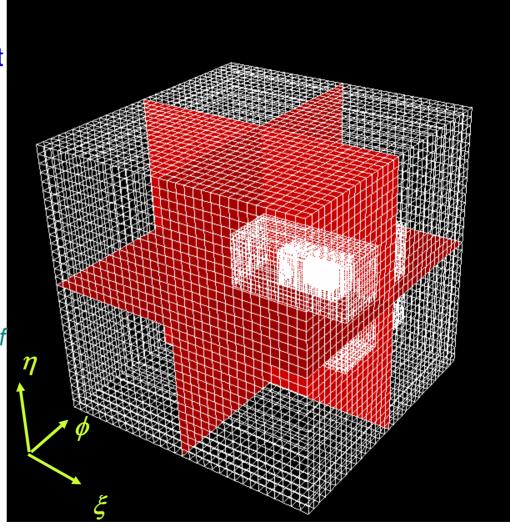
Thus, 4 orders may be conservative!



### Eg: Use of AMR in pellet injection simulations

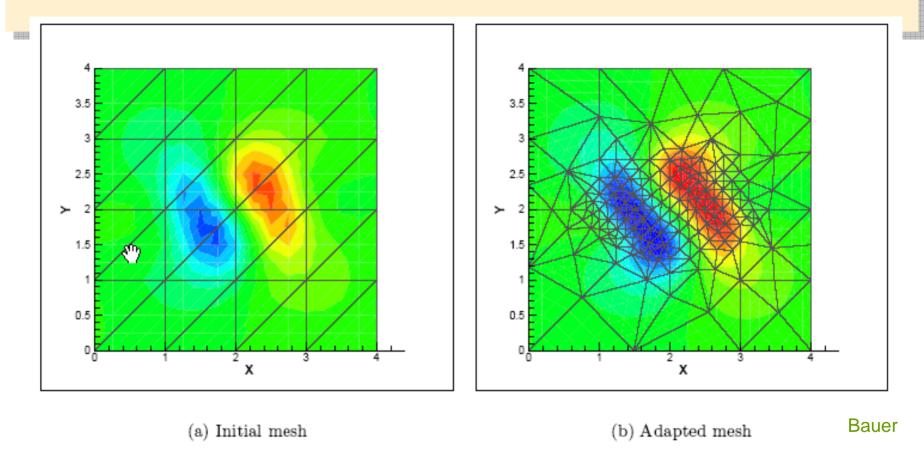
- Meshes clustered around pellet
- Computational space mesh structure shown on right
- Mesh stats
  - 32<sup>3</sup> base mesh with 5 levels, and refinement factor 2
  - Effective resolution: 1024<sup>3</sup>
  - Total number of finite volume cells:113408
  - Finest mesh covers 0.015 % of the total volume
  - Time adaptivity: 1  $(\Delta t)_{base}$ =32  $(\Delta t)_{finest}$

~ 4 orders already demonstrated in pellet injection simulations



1 Samtaney

### Eg: Unstructured Adaptive Meshing being developed



Andy Bauer (RPI) has implemented an arbitrary Adapted Mesh in the M3D-C1 code and is exploring different adaptive strategies

### 1 order: High order elements

- Same accuracy can be obtained with many fewer elements and less work
- Eg: in 2D, compare work required for linear elements and reduced quintic elements for same accuracy to solve :  $\nabla^4 \Phi = 0$  in 2D

Linear dimension	Matrix rank	Ratio of elements	ratio N=10	ratio N=100	ratio N=1000
N	4N <sup>2</sup>	(1/9)N <sup>6/5</sup>	1.7	30	440
N <sup>2/5</sup>	36N <sup>4/5</sup>	1			



## 1 order: field-line following coordinates

- Mode structure largely follows field lines, and much less resolution is required along than across field:  $\vec{B} \cdot \nabla \sim 0$
- Making the toroidal coordinate an (approximate) field-line-following coordinate can greatly relieve resolution requirements in that direction
- GTC code found a savings of 100 through this technique!



# 3 orders: implicit algorithms

• For ITER, the mode growth time is nine orders longer than the CFL timestep based on the Alfven wave:

$$\gamma^{-1} \sim 7 \times 10^{-2} \text{ vs } \Delta t_{\text{CFL}} \sim 7 \times 10^{11}$$

• For accuracy, you need the mode growth resolved into a number of timesteps that is determined by the temporal order of the implicit temporal discretization.

$$T_{\Delta} \sim (\Delta t)^2 \gamma^2 \implies \Delta t_{implicit} = .01 \gamma^{-1} \sim 10^{-3}$$
 should be adaquate

 Assume that you lose about two-three orders of magnitude due to the cost of solving nonlinearly implicit problems on each time step. (assumes about 3 Newton steps with 30-60 Krylov vectors on each one.

• Net win is: 
$$\frac{1}{1000} \times \frac{\Delta t_{implicit}}{\Delta t_{CFL}} = \sim 10^{4}$$
Again, estimate of 3 orders may be conservative

Summary: How to get an additional 12 orders of magnitude in 10-15 years?

- 1.5 orders: increased parallelism
- 1.5 orders: processor speed and efficiency
- 4 orders: adaptive gridding
- 1 order: higher order elements
- 1 order: field-line following coordinates
- 3 orders: implicit algorithms

Should be possible. Requires manpower to implement and customize mostly known algorithms in leading codes Note: Hardware (3) : Software (9) !!

