

Open-source simulation ecosystem for laptop to Exascale modeling of high-gradient accelerators

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Expert Panel on High-Gradient Accelerator (Plasma/Laser) Townhall - May 31, 2021



ACCELERATOR TECHNOLOGY &
APPLIED PHYSICS DIVISION



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The *BLAST* suite offers a large set of open-source codes



State-of-the-art simulation tools*:

- **Multi-physics frameworks:** IMPACT, Warp/WarpX.
- **Specialized codes:** BeamBeam3D, FBPIC, HiPACE++.
- **Libraries & standards:** PICSAR, openPMD, PICMI.

Multiphysics:

- beams, plasmas, lasers, structures, beam-beam, e^- clouds, ...
- plasma/dielectric accelerators, linacs, rings, injectors, traps, ...

At the forefront of computing:

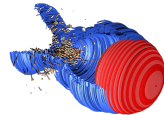
- **Novel algorithms:** boosted frame, spectral Maxwell solvers, ...
- **Supercomputing:** Exascale, CPUs & GPUs.
- **Advanced designs:** genetic or ML (e.g., Bayesian) optimization

Expanding applications, contributors

- Major contributors: LBNL, CEA, CERN, DESY, HZDR, LLNL, RadiaSoft, UHH

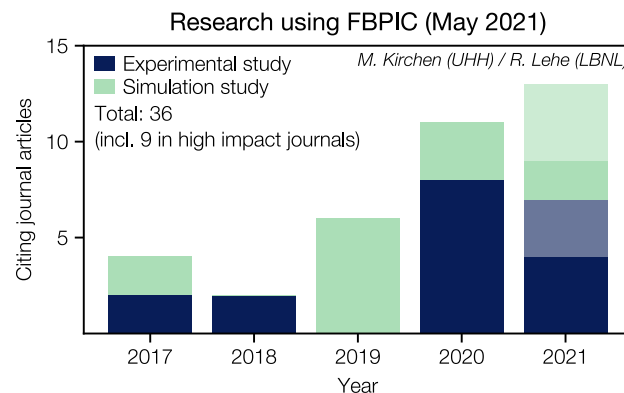
BLAST flagship full PIC codes for plasma acceleration

FBPIC

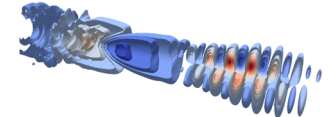


- **Geometry:** RZ + azimuthal decomp.
- **Languages:** Python (+numba)
- **Platforms:** CPUs, GPUs
- **Maxwell solvers:** PSATD, PSATD-Galilean
- **Grid:** static, moving window, boosted frame
- **Other physics:** ADK ionization, Compton emission

FBPIC is a very easy-to-use specialized code that is growing in popularity



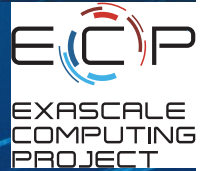
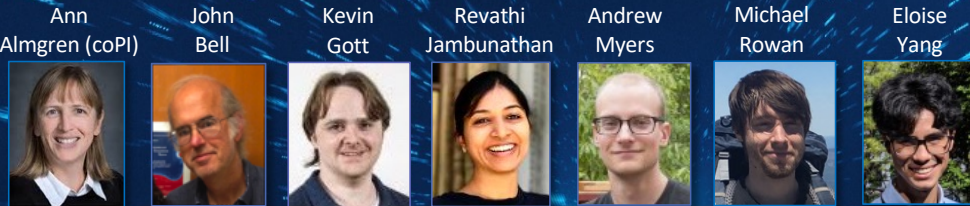
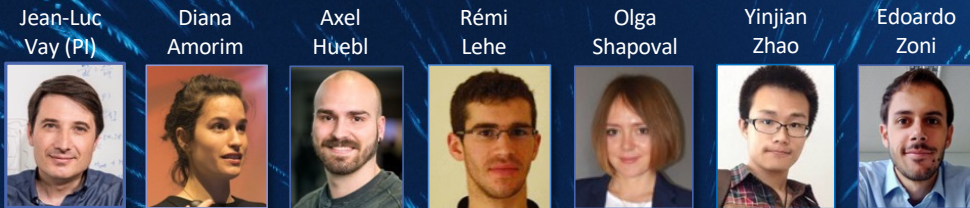
WarpX



- **Geometry:** 3D, 2D, RZ + azimuthal decomp.
- **Languages:** C++ (optional Python frontend)
- **Platforms:** CPUs, GPUs
- **Maxwell solvers:** FDTD, PSATD, PSATD-Galilean, PSATD-time averaged
- **Grid:** static, moving window, boosted frame, mesh refinement*
- **Other physics:** ADK ionization, QED, Coulomb collisions, embedded boundaries*
- **Other numerics:** dynamic load balancing

WarpX is a general purpose multiphysics (still easy-to-use) high-performance code

WarpX: Multidisciplinary Multi-institutions Development Team physicists + applied mathematicians + computer scientists



+ growing list of international collaborators



CEA Saclay (France)

Lorenzo Giacomel



DESY (Germany)

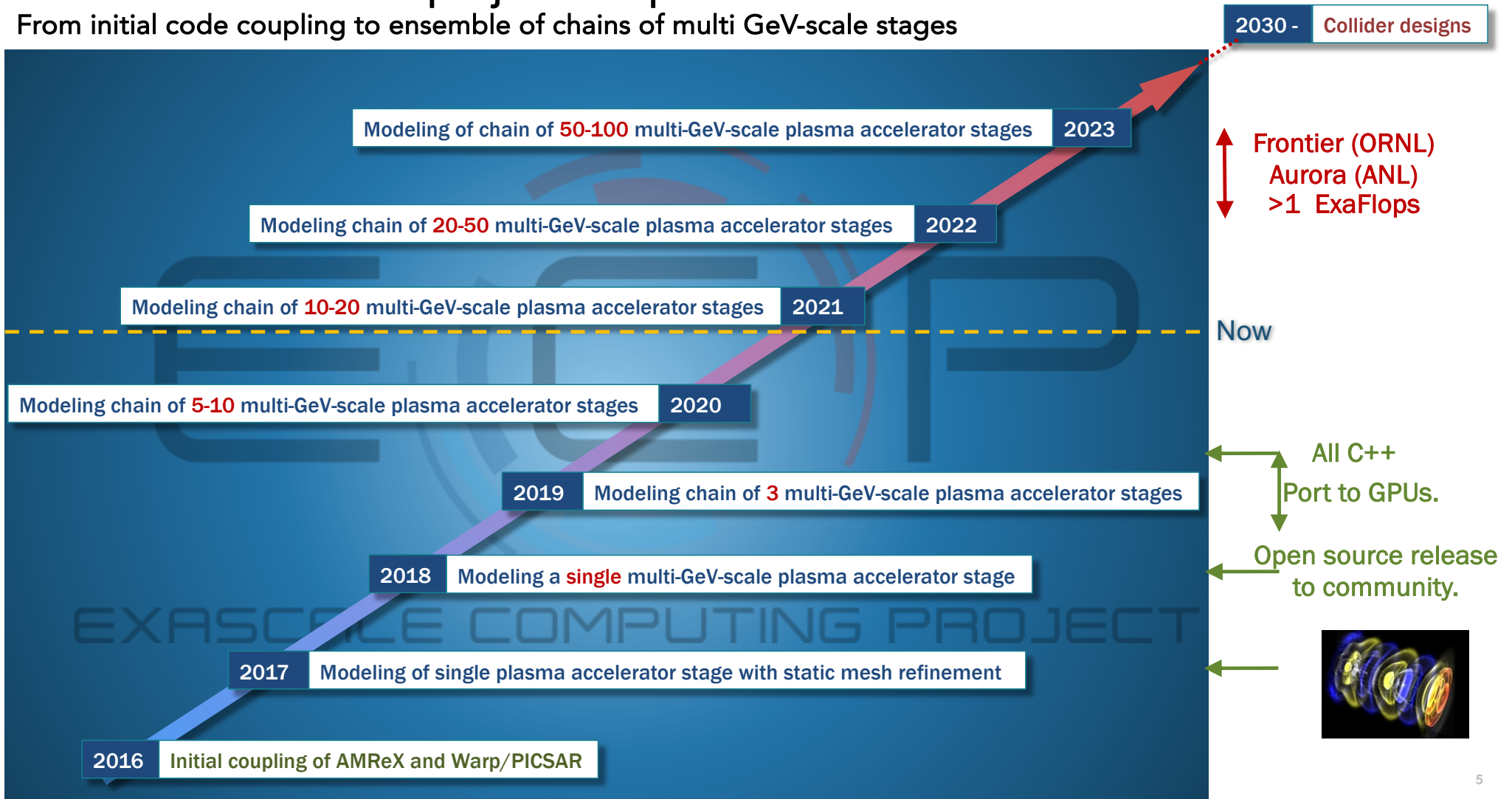


CERN (Switzerland)



Timeline for Exascale project WarpX

From initial code coupling to ensemble of chains of multi GeV-scale stages



WarpX one of the very first codes on newest DOE supercomputer Perlmutter

Recording

Firefox File Edit View History Bookmarks Tools Window Help

portal.nersc.gov/project/nerscweb/Perlmutter_Dedication/index.php

NERSC

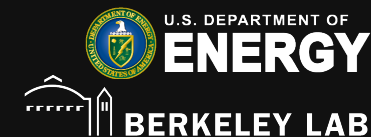
Perlmutter

Now Computing on Perlmutter

	Simulations of Combustion Under Intense Turbulent Conditions	J Chen	Sandia National Laboratories
	Laser-plasma Particle Acceleration for Diverse Applications	JL Vay	Berkeley Lab
	Discovery of Materials for Energy Applications	C Wolverton	Northwestern University
	The Materials Genome	K Persson	Berkeley Lab
	Simulations in Joint Center for Artificial Photosynthesis	L Wang	Berkeley Lab
	Center for Computational Study of Excited-State Phenomena		

Live transcript is available

Snapshot from inauguration via Zoom
May 27, 2021



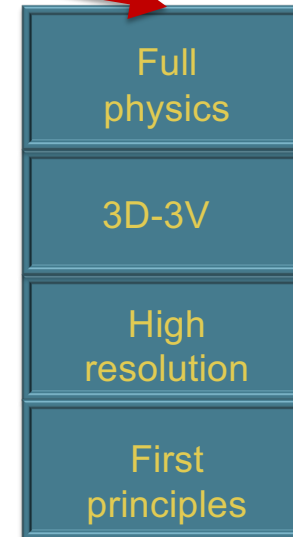
Development of high-gradient accelerators needs from ultrafast to very precise modeling tools

Great for ensemble runs for design studies



Many codes exist in the community that can fill the space. But there may be:

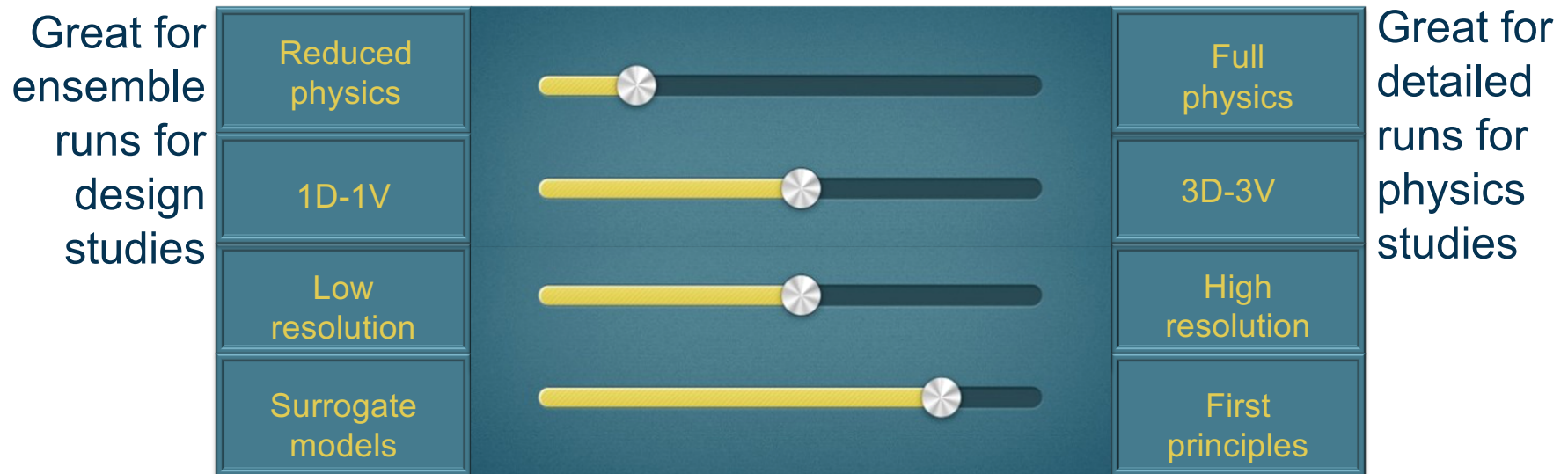
- Clustering with overlaps (aka duplication)
- Gaps (e.g., AI/ML)
- Need to change input scripts and data analysis for each code



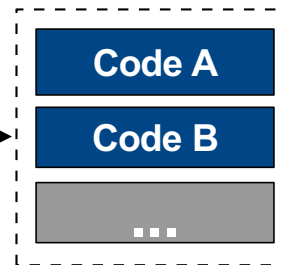
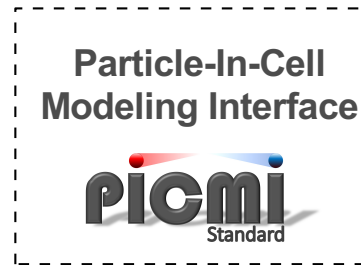
Great for detailed runs for physics studies

➔ Need for development of integrated ecosystem of codes:

Ultimate goal would be an integrated ecosystem that offers on-the-fly tunability of physics & numerics complexity to users



Consortium for Advanced Modeling of Particle Accelerators **CAMPA**



Questions for the community – part 1

What is the role of your work here?

- Community support in theory and modeling
- Includes development, maintenance, distribution, support, training and usage of advanced simulation codes

What are the important milestones for the next 10 years to get there from today?

- Modeling of increasingly long chain of high-gradient stages toward readiness for conceptual design ~ 2030+

What additional support is needed to achieve these?

- Sustained support to teams of computational physicists + applied mathematicians + software engineers to develop, maintain, distribute, support, train & use core ecosystem of codes & novel algorithms
- Additional support is needed to (i) help transition codes to GPUs and future computing platforms, (ii) AI/ML

What should be proposed as deliverables until 2026?

- Faster, user-friendly codes running on GPUs and future platforms; ultrafast AI/ML surrogate models
- Development & adoption of standards for input scripts (e.g., PICMI) and output data (e.g., openPMD)
- Tunable ecosystem for ultrafast (reduced physics/1D/low resolution/surrogate) to detailed (full physics/3D/high res./first principles) modeling

Questions for the community – part 2

Is the R&D work for each of those deliverables already funded and, if not, what additional resources / support would be needed?

- DOE Exascale Computing Project funds WarpX; ends in 2023. Follow-on funding not defined yet
- openPMD, PICMI supported by DOE HEP CAMPA but level of funding is modest and renewed yearly; many voluntary contributions by the community that could be funded together

Is a completely new facility code needed?

- Probably not but PIC codes tend to sprout like mushrooms, so new codes are likely

Are additional structures needed beyond existing networks and projects, e.g. a design study for a collider or an advanced accelerator stage?

- Advocating for (i) teams that include software engineers with (ii) better coordination of codes development to contain excessive duplication and foster interoperability and still (iii) foster creativity (e.g., novel algorithms) is needed
- Whether additional structures are needed is unclear. Existing structures to coordinate codes development, e.g., CAMPA, could be strengthened and grow

Thank you for your attention



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