

Event generation in Julia

HSF Physics Generator WG meeting

July 7, 2022 // Uwe Hernandez Acosta



www.casus.science



- Uwe Hernandez Acosta
- particle physicist by training
- Phd in physics 2021 from TU Dresden/HZDR
 - topic: strong-field QED
- affiliation: CASUS - Center for Advanced Systems Understanding @ HZDR
- interested in:
 - theoretical particle physics/quantum field theory
 - strong-field physics
 - event generation
 - mathematical modelling
 - coding challenges

Motivation: electromagnetic cascades

QED.jl - current status

Used technologies

Part I: Motivation



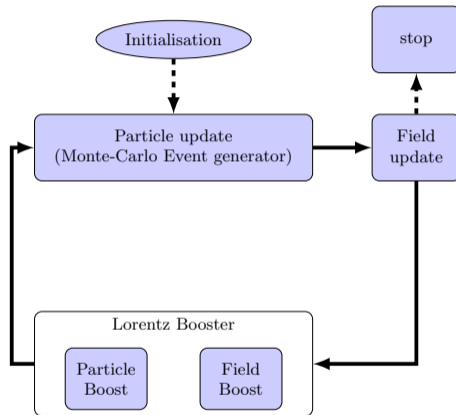
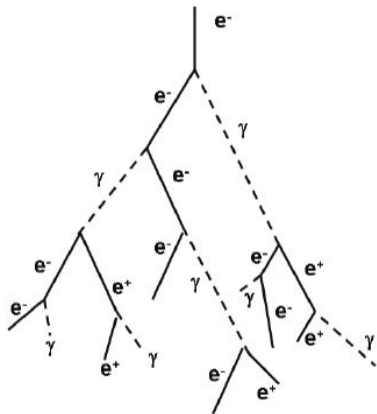
Phenomena

- multi-photon scattering
- non-perturbative effects
- vacuum polarisation effects
- electromagnetic cascades

Applications

- Magnetars
- high-luminosity e^-e^+ collider
- Dirac/Weyl semi-metals
- relativistic plasma physics

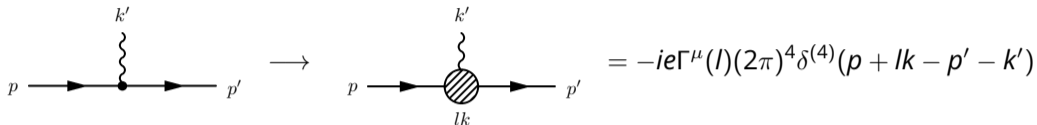
Electromagnetic cascades



[La Rocca - Advances in Photodiodes. IntechOpen, 2011]

Electromagnetic cascades: Strong-field QED

- Feynman-rule: vertex



$$= -ie\Gamma^\mu(l)(2\pi)^4\delta^{(4)}(p + lk - p' - k')$$

- vertex function

$$\Gamma^\mu(l, p, p', k) = \Gamma_0^\mu B_0(l) + \Gamma_1^{\mu\nu} B_{1\nu}(l) + \Gamma_2^\mu B_2(l)$$

- Phase integrals

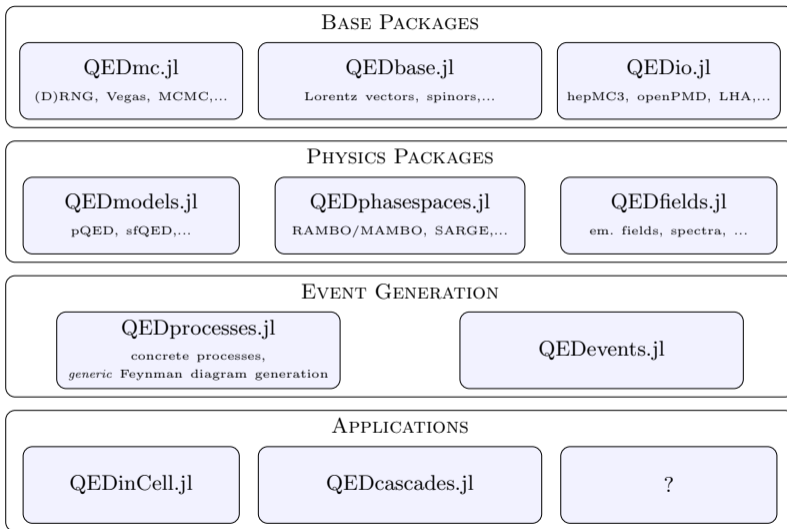
$$\left. \begin{matrix} B_0(l) \\ B_1^\mu(l) \\ B_2(l) \end{matrix} \right\} = \int_{-\infty}^{\infty} d\phi \exp(il\phi + iG(\phi)) \left\{ \begin{matrix} 1 \\ A^\mu(\phi) \\ A^\mu(\phi)A_\mu(\phi) \end{matrix} \right.$$

[UHA2021 PhD thesis - TU Dresden]

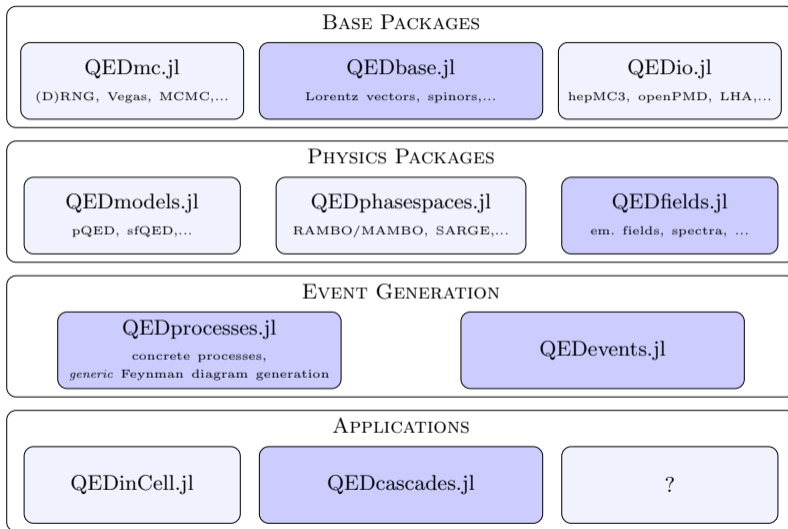
Where we are at?

1. computing matrix elements depends on the BG field
 2. generating single events is expensive
 3. cascade events are chains of single events
- ⇒ distributed computing needed

Part II: QED.jl - current status



program structure: QED.jl - proof-of-concept



Part III: Used technologies

Why Julia in general?

- modern language
 - powered by LLVM
- easy-to-write
 - garbage collector
 - rich type-system
 - extensive standard library (written mostly in Julia)
 - transparent compilation
- easy-to-use
 - syntax similar to Python/Matlab
 - jit-compiled
 - generic programming + type inference
- blazingly fast number crunching
 - as fast as C/C++ or Fortran
 - specialisation
 - state-of-the-art compiler optimizations

[<https://julialang.org>]

[J. Bezanson, A. Edelman, S. Karpinski, and V. B. Shah - SIAM Rev. 59.1 (2017)]

multiple dispatch - introduction

```
abstract type Particle end
struct Electron <: Particle
    name::String
end
struct Positron <: Particle
    name::String
end

function encounter(a::Particle,b::Particle)
    verb = meets(a,b)
    println("$a.name meets $b.name and they $verb.")
end

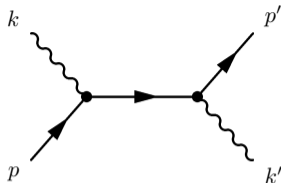
meets(a::Electron, b::Electron) = "repel one other"
meets(a::Positron, b::Positron) = "repel one other"
meets(a::Electron, b::Positron) = "attract one other"
meets(a::Positron, b::Electron) = "attract one other"
```

```
>>> encounter(Electron("LittleElectron"),Positron("GrumpyPositron"))
LittleElectron meets GrumpyPositron and they attract one other.
```

[S Karpinski - JuMP-dev2019], [J Bezanson et al. - ARRAY'14]

[S Gowda, et al. - ACM Commun. Comput. Algebra 55.3 (2022)]

multiple dispatch - compiling away configuration



1. External particles

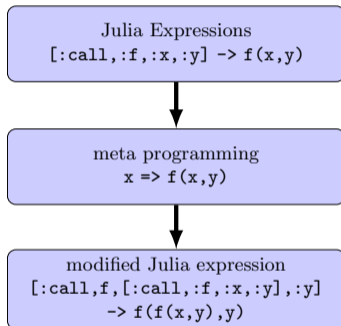
```
init_electron = ParticleState(Electron , Incoming, mom_p)      # u(p)  
init_photon   = ParticleState(Photon   , Incoming, mom_k)      # eps(k)  
out_electron  = ParticleState(Electron , Outgoing, mom_p_prime) # ubar(p')  
out_photon    = ParticleState(Photon   , Outgoing, mom_k_prime) # eps'(k')
```

2. Interaction vertices

```
vps1 = VertexProductState(init_electron, init_photon) # (gamma*eps)*u  
vps2 = VertexProductState(out_electron , out_photon ) # ubar*(gamma*eps')
```

3. Propagator and the whole diagram

```
diagram = DiagramProductState(vps1,vps2) # ubar*(gamma*eps')*prop*(gamma*eps)*u
```



- Julia code is a data type in Julia itself
- one can use Julia to manipulate Julia code before compilation
- Julia provides three types of meta programming
 - code generation
 - macros
 - generated functions

meta programming - macros

- the @unsafe macro

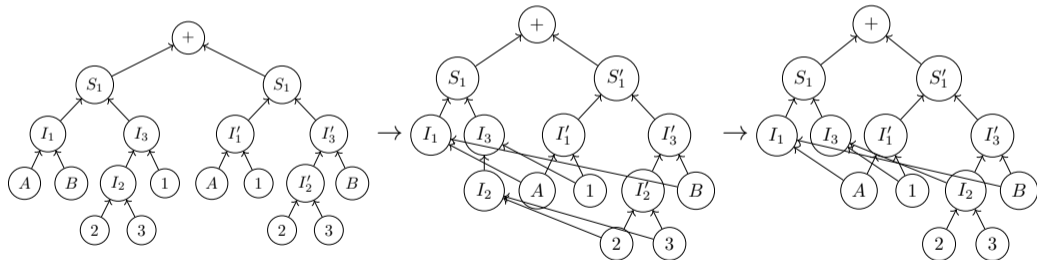
```
>>> assert_onshell(mom,mass) # checked if mom is on-shell  
>>> @unsafe assert_onshell(mom,mass) # nothing is checked -> compiled away
```

```
function assert_onshell(mom::FourMomentum, mass::Real)  
    if VALIDITY_CHECK[] && !isonshell(mom,mass)  
        throw(MomentumError("The given momentum is assumed to be on-shell."))  
    end  
end
```

```
const VALIDITY_CHECK = Ref(true)  
  
macro unsafe(ex)  
    return quote  
        VALIDITY_CHECK.x = false  
        local val=$(esc(ex))  
        VALIDITY_CHECK.x = true  
    end  
end
```

- Julia supports OpenMP-like compute models
 - parallelisation of loops
- Julia supports $M \rightarrow N$ threading (hybrid threading)
 - M threads from the user are mapped onto N kernel threads
- Julia supports task-migration between native threads
 - task begins execution on a native thread \rightarrow gets suspended \rightarrow resumes on another thread

distributed computing - directed acyclic graphs



[A Kanaki, C G Papadopoulos - Comput.Phys.Commun. 132 (2000)]

[T Ohl - AIP Conf.Proc. 583 (2002)]

[A Valassi et al. - EPJ Web Conf. 251 (2021) 03045]

distributed computing - DAG evaluation [<https://github.com/JuliaParallel/Dagger.jl>]



```
pA = @spawn ParticleState(Photon , Incoming, mom_A)
pB = @spawn ParticleState(Electron, Incoming, mom_B)
p1 = @spawn ParticleState(Electron, Outgoing, mom_1)
p2 = @spawn ParticleState(Electron, Outgoing, mom_2)
p3 = @spawn ParticleState(Positron, Outgoing, mom_3)
I1 = @spawn interact(pA, pB)
I1prime = @spawn interact(pA, p1)
I2 = @spawn interact(p2, p3)
I3 = @spawn interact(p1, I2)
I3prime = @spawn interact(pB, I2)
S1 = @spawn interact_prop(I3, I1)
S1prime = @spawn interact_prop(I3prime, I1prime)
res = @spawn add(S1, S1prime)
```

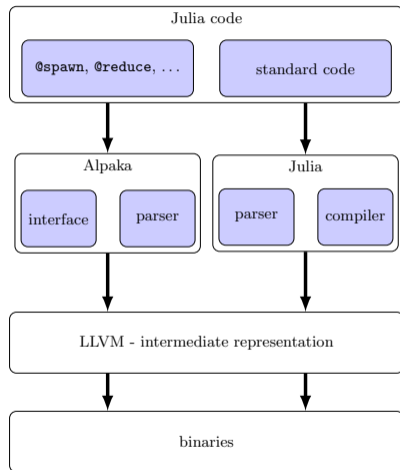
```
>>> fetch(res)
```

alpaka

Abstraction Library for Parallel Kernel Acceleration

- abstraction layer above parallelisation
- header-only
- zero-overhead
- written in C++
- support of heterogeneous architectures

DISCLAIMER: concept and implementation are work-in-progress



- Laser-driven cascades are computationally expensive
 - ⇒ Event generation needs to be parallelized
- New library `QED.jl`
 - ⇒ first principal calculations in QED and background-field approximation
 - ⇒ written in Julia
 - ⇒ modularised + highly extensible
- Julia in general
 - ⇒ "as easy as python, as fast as C/C++"
 - ⇒ multiple dispatch
 - ⇒ meta-programming
 - ⇒ native threads
- Dream about the future: compiler extension with Alpaka
 - ⇒ hardware-agnostic parallelisation