Synergia

- Accelerator simulation package
  - independent-particle physics
    - linear or nonlinear
  - collective effects
    - simple or computationally intensive
  - can go from simple to complex, changing one thing at a time
- Goal: best available physics models
  - *best* may or may not mean *computationally intensive*

https://compacc.fnal.gov/projects/wiki/synergia2

*please ignore certificate warning*

- Designed for range of computing resources
  - laptops and desktops
  - clusters
  - supercomputers
- Goal: best available computer science for performance
  - significant interaction with computer science community
Personnel

Synergia is developed and maintained by the Computational Physics for Accelerators group in Fermilab’s Scientific Computing Division

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With development contributions from Tech-X: Steve Goldhaber
Physics

- **Single-particle physics are provided by CHEF**
  - direct symplectic tracking
    - magnets, cavities, drifts, etc.
  - (and/or) arbitrary-order polynomial maps
  - many advanced analysis features
    - nonlinear map analysis, including normal forms
    - lattice functions (multiple definitions)
    - tune and chromaticity calculation and adjustment
    - etc.

- **Apertures**

- **Collective effects (single and multiple bunches)**
  - space charge (3D, 2.5D, semi-analytic, multiple boundary conditions)
  - wake fields
    - can accommodate arbitrary wake functions
  - electron cloud
    - proof of principle only
Space charge in Synergia

Variety of boundary conditions and levels of approximation

- **3D open transverse boundary conditions**
  - Hockney algorithm
  - open or periodic longitudinally

- **3D conducting rectangular transverse boundary**
  - periodic longitudinally

- **3D conducting circular transverse boundary**
  - periodic longitudinally

- **2.5D open boundary conditions**
  - 2D calculation, scaled by density in longitudinal slices

- **2D semi-analytic**
  - uses Bassetti-Erskine formula
  - $\sigma_x$ and $\sigma_y$ calculated on the fly

- **New space charge models can be implemented by the end user**
Synergia aperture model

- Apertures can be associated with elements and/or steps
- 2D model
  - could be extended with slices
- Geometric
  - circular
  - elliptical
  - rectangular
  - polygon
  - wire
- Abstract
  - phase space
  - Lambertson
    - removes particles
- New apertures can be implemented by the end user

Engineering drawing of FNAL Debuncher quad cross section

Synergia implementation: detailed, but fast (inscribed circle optimization)
Synergia 2.1 design

- Synergia 2.1 is a major milestone
  - very different from Synergia 1
  - significantly different from Synergia 2
  - designed for widespread use

- Synergia is a mix of C++ and Python
  - all computationally-intensive code is written in C++
  - user-created simulations are usually written in Python
    - pure-C++ simulations are possible

- Synergia provides a set of functions and classes for creating simulations
  - many examples available

- Virtually every aspect of Synergia is designed to be extendable by the end-user
  - code in C++ and/or Python

- Synergia 2.1 beta release scheduled for May 1, 2013
Synergia simulations

- A simulation consists of propagating a Bunch (or Bunches) through a Lattice.
- Inputs: machine lattice, initial bunch parameters
- Outputs: user-selected Diagnostics.

**Diagnostics**
- 6D means
- 6D std deviations
- 6x6 covariance matrix
- 6x6 correlation matrix
- individual particle tracks
- dump of all particles
- losses at locations in lattice
- can be extended...

**Actions**
- can specify Diagnostics will be applied
  - every $n$ steps
  - every $m$ turns
  - at specified sets of steps
  - at specified sets of turns
  - by user-specified logic
  - more
Feature: checkpointing

- Synergia simulations can be saved to disk (checkpointed) at any point
  - allows recovery from hardware failure
  - allows jobs that take longer than batch queue limits
- All simulation objects can be checkpointing
  - even, e.g., objects with open files
- Checkpointing available for both C++ and Python objects
  - including end-user objects
- User specifies parameters
  - every $n$ turns
  - do $p$ out of $q$ total turns
  - send a message to stop at the end of next turn
Feature: scalability

- Why?
  - statistics (many particles)
  - multiple bunches
  - take advantage of modern computing resources

- I use Synergia every day on a single CPU

- Synergia can take advantage of multiple cores on a single CPU

- We regularly run Synergia using 256 cores of a Linux cluster

- Single-bunch Synergia simulations scale well to $\approx 1024$ cores on supercomputers such as IBM BlueGene or Cray XT

James Amundson and Eric Stern
Certifying Synergia for CERN accelerators
Feature: scalability

- Multi-bunch Synergia simulations have been shown to scale to 131,072 cores on Intrepid, a BlueGene/P supercomputer
  - $> 10^{10}$ particles
  - INCITE13: 80M hours ($> 9000$ cores continuously)
Status

Synergia 2.1 is being used for all production work in our group at Fermilab.

• Fermilab Main Injector
  ○ space charge, multipoles, detailed apertures, orbit bumps

• Fermilab Booster
  ○ space charge, wakes, 84 bunches

• Fermilab Debuncher (Mu2e experiment)
  ○ space charge, ramping, resonant extraction

• Hybrid MPI-OpenMP and MPI-GPU versions
Requested upgrades for CERN accelerators

In Fall 2012 we received a list of requests for Synergia in order to be useful for LIU. Some were already available, some were already on the to do list, a few were new.

Status:

• Read MadX lattice files
  ○ Done. Was on to do list.

• Higher harmonics in RF cavities
  ○ Done. Was on to do list.

• Test particle tracking
  ○ New feature. In progress.

• Bend edge effects
  ○ New feature. Should be done by the end of April.

• Foils
  ○ New feature. Need to choose model.

• Manual
  ○ Started! Biggest item on to do list.

• Validation with space charge trapping benchmark.
  ○ See next slides...
Space charge trapping benchmark

- We do a great deal of testing in Synergia
  - ≈ 80k lines of code
    - excluding CHEF
  - > 40% tests

However, it is important to show that we can reproduce non-trivial simulations done with other programs.

- Space charge trapping benchmark in GSI SIS18
  - [http://web-docs.gsi.de/~giuliano/research_activity/trapping_benchmarking/main.html](http://web-docs.gsi.de/~giuliano/research_activity/trapping_benchmarking/main.html)

- Discussed elsewhere at this workshop

- The aim of the code benchmarking is to confirm the space charge induced trapping of particles in a bunch during long term storage.
Benchmark step 1

Phase space with sextupole and no space charge.

Benchmark

Synergia
Benchmark step 2

Phase space with sextupole and no space charge.

Benchmark

\[ Q_{x0} = 4.338 \]

Synergia

\[ Q_x = 0.338 \] tune vs. x offset 10M macroparticles
Some observations from tracking single particles in PIC (1)

Statistics have observable effects.

10 million particles

\[ Q_x = 0.338 \times \text{tune vs. } x \text{ offset 10M macroparticles} \]

1 million particles

\[ Q_x = 0.338 \times \text{tune vs. } x \text{ offset 1M macroparticles} \]
Some observations from tracking single particles in PIC (2)

- Single-particle tracking can reveal bugs that are washed out in collective diagnostics (beam widths, emittances, etc.)
  - Found a very subtle bug arising from two overlapping optimizations.
    - Space charge kicks were shuffled once every 10000 steps.
    - Pathological (really well-hidden bug).
    - Not apparent in collective diagnostics.
    - Statistics made it difficult to sort out.
    - Found some kicks $> 25\sigma$ from mean.
Some observations from tracking single particles in PIC (3)

- A particle at (0, 0) experiences no forces (under the right conditions, of course...)
  - Therefore, it should not leave (0, 0).
- In a PIC simulation, a particle starting at (0, 0) does not behave that way.
  - Why?
  - Does the center become hollow?
Why the \((0, 0)\) particles moves

The figures below each contain ten curves from ten different turns in a PIC simulation with 1M particles.

- 1M particle simulation
- 10 field evaluations, different turns
- field units arbitrary, but consistent across plots

\[ E_x(x, 0, 0) \quad E_x(0, y, 0) \]
Why the \((0, 0)\) particles moves

Zooming in:

\[ E_x(x, 0, 0) \quad \text{and} \quad E_x(0, y, 0) \]

- relative errors along \(x\)-axis are small
- similar magnitude errors along \(y\)-axis, but relative to \(0(!)\)
  - sum of different curves tends to 0
Does the center become hollow?

$x - y$ distributions

initial

after 1000 turns

Particle occupancy within 100\(\mu\)

Conclusion: particles moving away from the origin are compensated by particles moving toward the origin.
Some observations from tracking single particles in PIC (4)

- With open boundary conditions, space charge cannot move the beam.
- Is this true in our PIC simulations?
  - Our 3D and 2D solvers produce zero net space charge kick by construction
  - 2.5D does not have this property

3D mean kicks

![3D mean kicks graph]

scale: \( \approx 10^{-17} \)

2.5D mean kicks

![2.5D mean kicks graph]

scale: \( \approx 10^{-3} \)

14 orders of magnitude difference!
Benchmark step 4

The fourth step is to benchmark the dependence of a test particle tunes from its amplitude when the sextupole is on.

\[ Q_{x0} = 4.3504 \]

![Benchmark](image1)

![Synergia](image2)
Benchmark step 5

The fifth step is to benchmark the phase space with test particles when the sextupole is on and in presence of space charge.

Benchmark

Synergia
Conclusions

• Synergia 2.1 is
  ◦ capable of both simple and complex simulations
  ◦ being actively used in production
  ◦ designed for end users
  ◦ extensible
  ◦ scalable
  ◦ being enhanced for LIU

• Benchmarking is proceeding well
Strong scaling

Performed large-scale scaling benchmarks on pre-release BlueGene/Q machine at Argonne Leadership Computing Facility: Strong scaling, i.e., fixed problem size (32 × 32 × 1024 grid, 100 grid cells per particle, trivial apertures)
Weak scaling

Performed large-scale scaling benchmarks on production BlueGene/P machine at Argonne Leadership Computing Facility: Weak scaling, i.e., fixed ratio (problem size)/(compute size) ($32 \times 32 \times 1024$ grid, 100 grid cells per particle, trivial apertures)