# Hydrodynamics simulations with GPU 

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## Scientific objectives

- Initial state fluctuations $\rightarrow$ efficient event-by-event hydro simulation
- Jet - QGP interactions $\rightarrow$ high spatial resolution




## Cooperation

- We created group of developers of hydrodynamic program based on CUDA/GPU
- We implemented 2 types of algorithms to solve equations of relativistic hydrodynamic
- We are collaborating with Faculty of Mathematics and Information Technology at WUT


## Our HYDRO group

- From our Faculty of Physics WUT we have
- 4 members.
- Daniel Kikoła, Patryk Marcinkowski, Marcin Słodkowski, Jan Sikorski
- From Faculty of Mathematics we have 3 members
- Joana Porter-Sobieraj, Bartosz Zygmunt, Sebastian Cygert


## Our achievement

- Now we are testing our implementation
- We have already implemented Musta-Force and WENO algorithms
- We are performing qualitative and performance tests
- In near future we are planning to implement freeze-out conditions to create hypersurface


## Our publications

- Cygert S., Kikoła D., Porter-Sobieraj J., Sikorski J., Słodkowski M. "Using GPUs for Parallel Stencil Computations in Relativistic Hydrodynamic Simulation. In Parallel Processing and Applied Mathematics" Processing and Applied Mathematics (pp. 500-509). Springer Berlin Heidelberg 2014
- Sikorski J., Cygert S., Porter-Sobieraj J., Słodkowski M., et al. "Relatyvistic hydrodynamics on graphics processing units" Journal of Physics: Conference Series (Vol. 509, No. 1, p. 012059). IOP Publishing. 2014
- Cygert, S., Słodkowski, M., et al. "Towards an efficient multistage Riemann solver for nuclear physics simulations." Computer Science and Information Systems (FedCSIS), 2013 Federated Conference on (pp. 441-446) 2013

WENO 7
'densitylocal'



- time per step, stability




## WENO 7



GDRE Workshop


WENO 7


## Thank you for your attentions

