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Smilei)

An open-source PIC code for laser-plasma interaction

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Smilei is a Particle-In-Cell (PIC) code for the simulation of plasmas

Space Plasmas







source: Massimo et al. (2020)



source: Smilei dev-team (2018)

Smilei is an electromagnetic Particle-In-Cell (PIC) code

Electromagnetic Fields - Maxwell

$$\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0} \quad \partial_t \mathbf{E} = -\frac{1}{\epsilon_0} \mathbf{J} + c^2 \nabla \times \mathbf{B}$$

 $\nabla \cdot \mathbf{B} = 0 \quad \partial_t \mathbf{B} = -\nabla \times \mathbf{E}$

Particles of the plasma – Vlasov

$$\partial_t f_s + \frac{\mathbf{p}}{m_s \gamma} \cdot \nabla f_s + \mathbf{F}_L \cdot \nabla_p f_s = 0$$



The code

150 000 lines of codeC++ 85% / Python 15%300 man.months in dev. onlyOpen-source (GitHub)



Project organisation

High-performance

Scientific production & physics



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Smilei in a nutshell

2013 Start of the project

()

2014 release to co-dev



High-performance

Open-source & Community

C++/Python • MPI/OpenMP • SIMD • HDF5/OpenPMD • tasks GPU in a few months

user-friendly • full doc • bug reporting • chat • tutorials

training • summer school & master trainings

2016 1st physics studies & large scale simulations Github

2018 Reference paper



Multi-Physics & Multi-Purpose Many geometries, solvers, boundary conditions, Collisions, ionization, QED, nuclear reactions, bremsstrahlung, betatron

The Smilei dev-team

Co-development between physicists & HPC specialists



Mickael Grech* Frederic Perez* Tommaso Vinci* Marco Chiaramello, Anna Grassi



Arnaud Beck* Guillaume Bouchard Imène Zemzemi, Ahmed Houebib



Francesco Massimo*



Mathieu Lobet* Julien Derouillat ** Olga Abramkina ** Haïthem Kallala

*permanent staff **Res. Engineer



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Marie Elé Olga Abramkina (also at MdlS)

Asma Farjallah

Umesh Seth Etienne Malaboeuf



Nicolas Aunai Jérémie Dargent



Clément Caizergues Emmanuel d'Humières Philippe Nicolai





Paula Kleij Michèle Raynaud

Tools for the community

An extensive documentation with online tutorials



User-friendly post-processing suite (happi)

and a collaborative community



Teaching helps federate the community around Smilei

- 2016 First teaching activities: Practicals at Sorbonne Université
- 2017 1st training workshop
- 2019 **2nd training workshop Winter & summer schools:** Vietnam, les Houches ...
- 2020 Teaching activities in 2 Plasma-oriented Masters
- 2022 **3rd User & Training Workshop** at Institut Polytechnique de Paris











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Supercomputers are more and more complex



Parallelization¹: inter-node (MPI), intra-node (openMP, tasks³)

Core-level optimization: vectorization²

Hardware optimization (e.g. ARM⁴) or porting (NVIDIA GPU with IDRIS and AMD GPU with CINES)

¹ Derouillat et al. Comp. Phys. Comm. (2018) ² Beck et al. Comp. Phys. Comm. (2019) ³ Massimo et al. arXiv:2204.12837 (2022) ² Lobet et al. HPCAsia (2022)

Vectorization = parallel computation at the core level

In a traditional "scalar" algorithm, operations are done 1 by 1.



Vectorization = parallel computation at the core level

SIMD = Single Instruction Multiple Data. Operations are done at once for 4 or 8 variables.



In Smilei: all main operators are vectorized + QED

Vectorization works for enough particles in a cell



Smilei chooses dynamically vectorized or scalar operators Up to x3 speedup

Task parallelization allows for more asynchronism



The work is divided is small operations that are achieved asynchronously.

Better strong scaling, especially for simulations with strong imbalance (up to x2 speedup).

In Smilei: all particle operators + QED + ionization

Release ~ November

GPU are a challenge for programming



GPU is coming to Smilei

3 developers for GPU porting

	AMD	nVidia
2D	 Image: A set of the set of the	
3D	✓	 Image: A second s
Moving window	 Image: A second s	 Image: A second s
Ionization	soon	
Radiation		 Image: A second s
Pair creation		soon

Performances / energy consumption are slightly better than CPU at the moment

Advanced models for higher performances

- Quasi-cylindrical geometry
- Envelope solver
- Particle merging
- Pseudo-spectra solver

Quasi-cylindrical geometry

Fields are 2D, decomposed in θ modes

Particles are 3D

Up to x50 speedup compared to 3D



Envelope solver

Instead of describing the whole laser pulse, solve an equation for the envelope only.

Particles interact with the envelope via the ponderomotive force.

Speedup x20 compared to full laser



Particle merging can handle the creation of many new particles



Macro-particle

Pseudo-spectral solver in cylindrical geometry



Released soon



Project organisation

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Scientific production & physics

Smilei's user community is international & steadily growing



A broad range of applications

Scientific production is rich ...

100+ peer-reviewed papers have been published using Smilei 10+ PhD theses in France benefited from Smilei

... and focuses on various applications

LPI/IFE : laser-plasma interaction / inertial fusion for energy UHI : Ultra-high intensity QED : Quantum electrodynamics (extreme light) HPC : high-performance computing Space plasmas & astrophysics



Examples of recent work with Smilei

A laser-plasma interaction experiment to reproduce type III radio-solarbursts





Ion acceleration from laser-shaped near critical targets





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Marques et al. Phys. Plasmas (2021)

Physics modules

- Ionization
- Collisions
- Radiation
- e⁺e⁻ pair creation
- Nuclear reaction

Field ionization

New model for envelope ionization



Nuter et al. Phys. Plasmas (2011) F. Massimo et al., Phys. Rev. E 102, 033204 (2020)

Collisions, collisional ionization & nuclear reactions



Collisions are critical for simulations of laser-solid interaction

New in Smilei: D-D nuclear fusion

Coming soon: p-B fusion, and collisions with neutral atoms

Strong-field QED processes



Lobet et al. Phys. Plasmas (2011) Niel et al. Phys. Rev. E (2018); Phys. Plasma Control. Fusion (2018)



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Thank you for your attention!