

Particle-in-Cell simulations in Astrophysics:  
Open issues, the numerical method and  
aspects of data visualization

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# Outline

- The Particle-In-Cell simulation method
- Aspects of data Visualization and simulation scales
- Presentation of ongoing research
- Conclusions

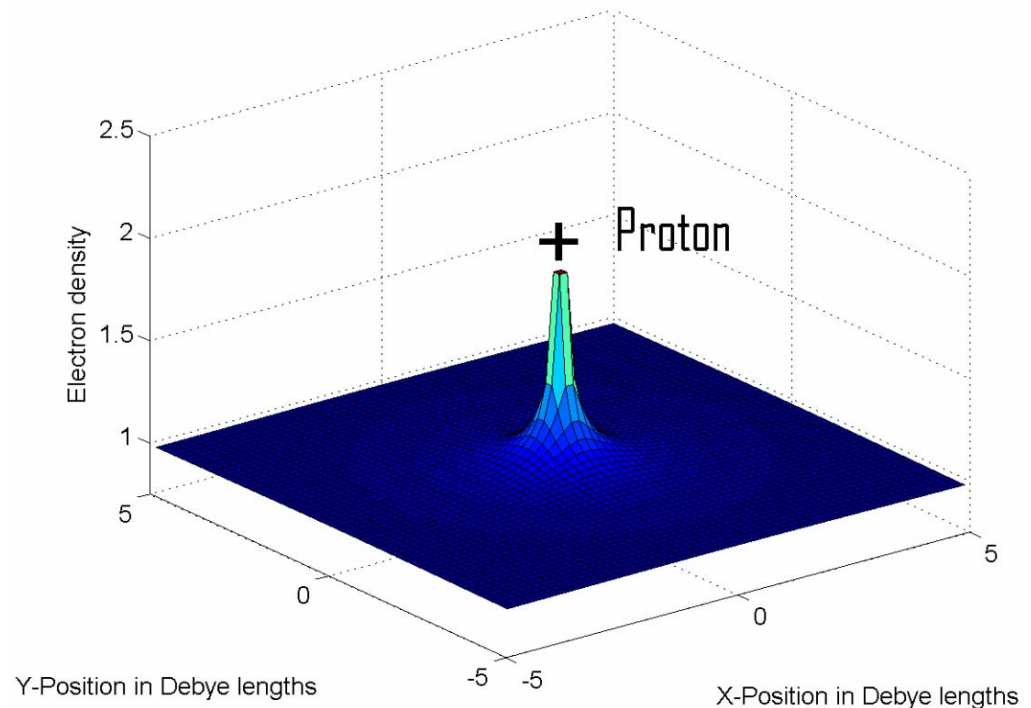
# Phase Space Fluid

## Fluid: No individual particles

A charged particle brought into a plasma causes a redistribution of the charge  $\rho(x,t)$  (Fluid)

The particle is shielded over the distance  $v_t / \omega_p$  (Thermal speed over plasma frequency): Debye length  $\lambda_D$

No binary interactions are important for the plasma on scales  $\lambda > \lambda_D$



- Plasma interaction: **macroscopic electromagnetic fields.**
- Phase space Fluid: **Charge density  $\rho(x,t) = q \int f(x,v,t) dv$**

# The Vlasov Equation

Consider a single species of nonrelativistic electrons.

Many electrons per Debye sphere  $\Rightarrow f_e(\vec{x}, \vec{v}, t)$ .

The moments are  $\rho_e(\vec{x}, t) = -e \int f_e(\vec{x}, \vec{v}, t) d\vec{v}$  (Charge)

$\vec{J}_e = -e \int \vec{v} f_e(\vec{x}, \vec{v}, t) d\vec{v}$  (Current)

The (collision-less) electron plasma is then evolved in time through:

The Vlasov equation

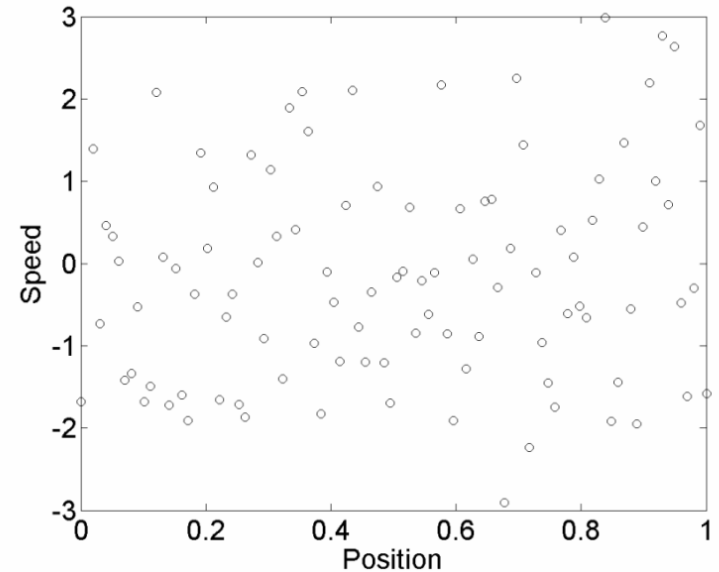
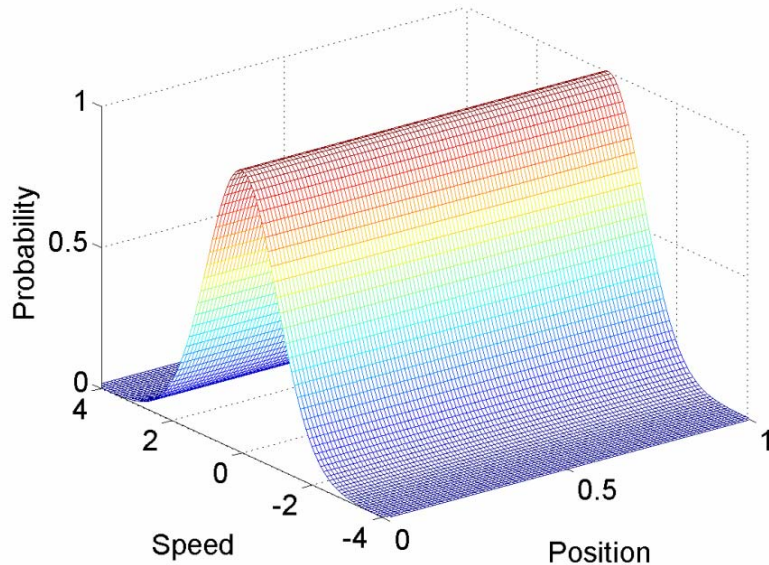
$$\frac{\partial f_e}{\partial t} + \vec{v} \cdot \frac{\partial f_e}{\partial \vec{x}} - \frac{e}{m_e} \left( \vec{E} + \vec{v} \times \vec{B} \right) \cdot \frac{\partial f_e}{\partial \vec{v}} = 0$$

The Maxwell's equations

$$\nabla \times \vec{B} = \mu_0 \vec{J} + \mu_0 \epsilon_0 \frac{\partial \vec{E}}{\partial t}, \quad \nabla \cdot \vec{B} = 0,$$

$$\nabla \times \vec{E} = -\frac{\partial \vec{B}}{\partial t}, \quad \nabla \cdot \vec{E} = \rho_e / \epsilon_0$$

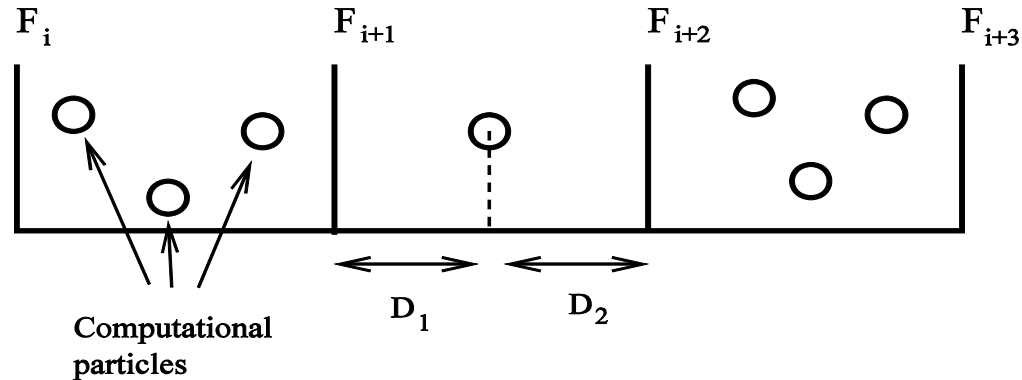
# The Particle-In-Cell Method



The PIC method approximates  $f_e(x, v, t)$  by computational particles.

$$\frac{\partial f_e}{\partial t} + \vec{v} \frac{\partial f_e}{d\vec{x}} - \frac{e}{m_e} \left( \vec{E} + \vec{v} \times \vec{B} \right) \frac{\partial f_e}{d\vec{v}} = 0 \Rightarrow \frac{dv_j}{dt} = \frac{-e}{m_e} \left( \vec{E}[x_j] + \vec{v}_j \times \vec{B}[x_j] \right)$$

# The Numerical Scheme



- Each computational electron  $j$  carries a micro-current  $j_j \sim q_j v_j$
- Distribute micro-current onto neighboring grid nodes using  $D_1, D_2$
- Sum over all computational electrons  $j$ : Get macroscopic current  $J$  at grid nodes  $F_i$
- Update  $E$  and  $B$  with Maxwell's equations on grid nodes  $F_i$
- Interpolate  $E$  and  $B$  from grid nodes  $F_i$  to computational electrons and update their velocity and position.

# Consequence of finite grid (1)

Light waves at high wavenumbers  $k$  move through the plasma with speed of light  $c$ .

However: Result is obtained from the differential equations.

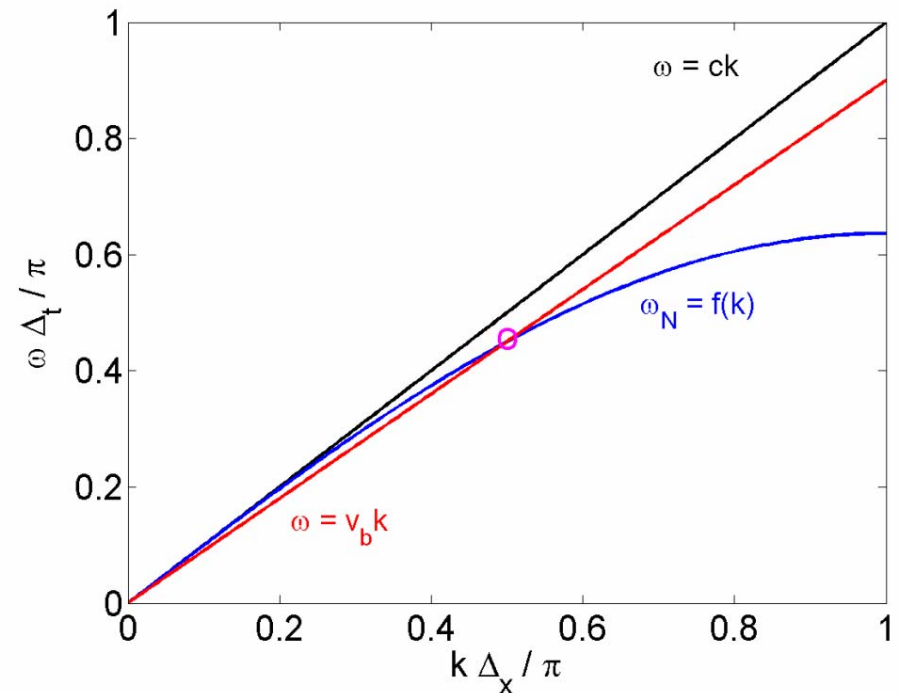
PIC codes solve Maxwell's equations on a grid  $\rightarrow$  numerical effects close to scales comparable to the cell size  $\Delta x$  and to the time step  $\Delta t$

For illustration:  $\Delta x / \Delta t = c$

*Black:* True light mode.

*Blue:* Numerical light mode.

*Red:* Beam mode for  $v_b = 0.9c$ .



*Purple circle:* Plasma (finite grid) instability?

$k > k(\text{purple circle})$ : Numerical Cherenkov?

# Consequence of finite grid (2)

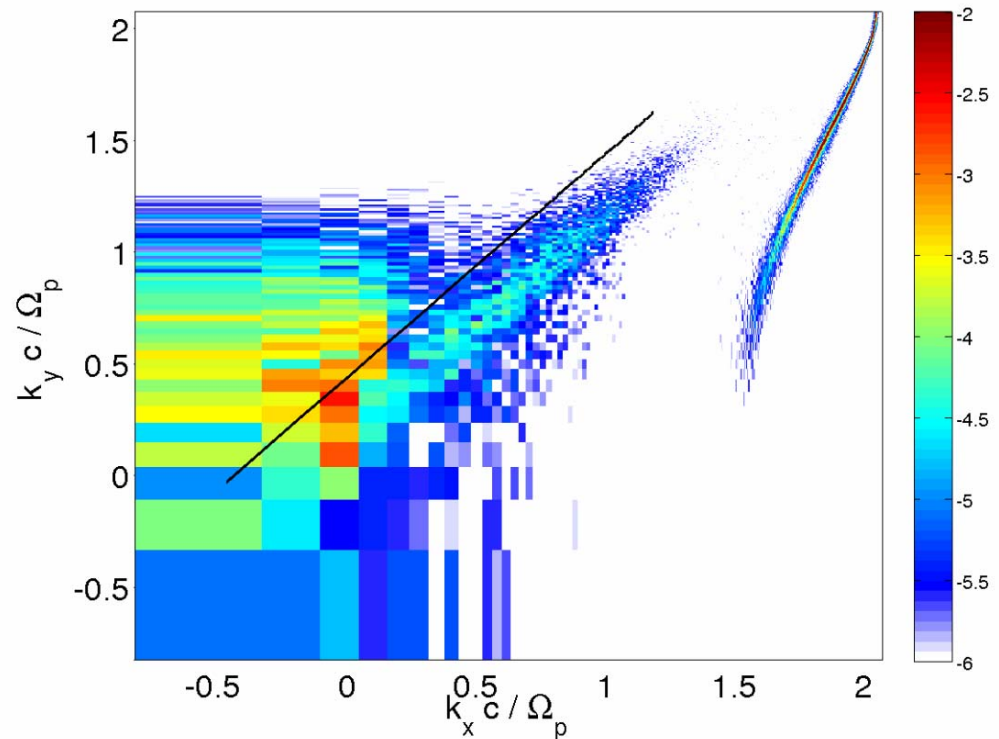
*Simulation test: Beam instability in unmagnetized plasma*

**Bulk plasma:** Protons and electrons, nonrelativistic temperature, no mean speed.

**Beam plasma:** Protons and electrons, nonrelativistic temperature, beam Lorentz factor 4, 0.1 times the bulk density, beam direction:  $x$

Beam modes "superluminal" within a small angular interval around  $k_x$ -axis and at high wavenumbers.

We expect finite grid instability (sharp resonance) at high  $k_x$  and low  $k_y$



(Note: k-axes are 10-logarithmic.)  
Observation: "Unphysical wave modes" grow obliquely to beam velocity vector.



# Consequence of finite grid (3)

- 1D PIC simulation along  $x$ , beam moves with the speed  $v_b$  obliquely to the box in  $x, y$  plane. Projected speed

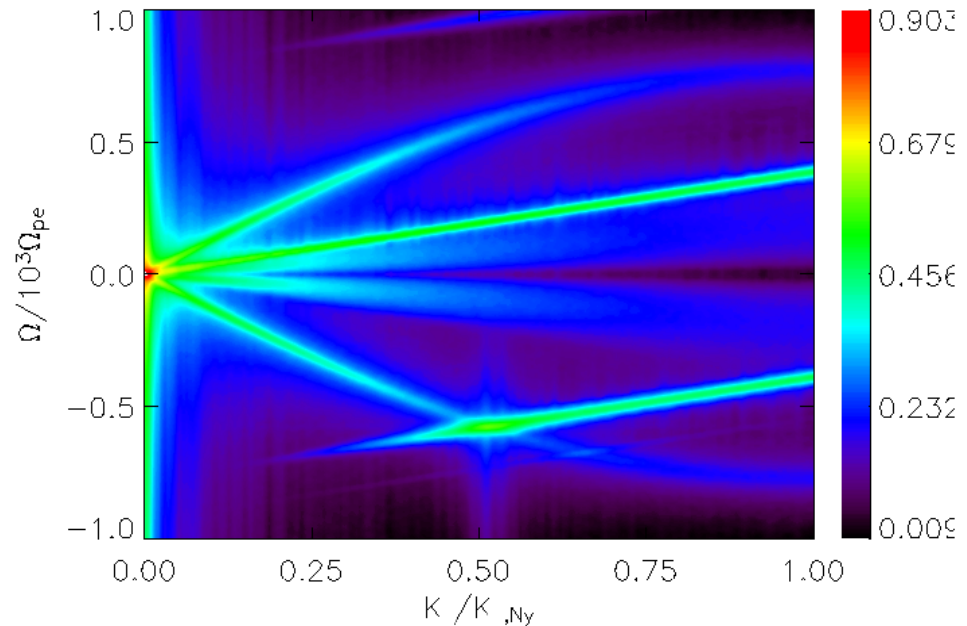
$$v_{bx} < v_b$$

- Oblique propagation: We excite the electromagnetic instability!

- Sample the  $E_y(x, t)$  for some time.

- Get power spectrum  $|E_y(k_x, \omega)|^2$

- We observe in the upper quadrant the beam dispersion relation  $\omega \approx v_{bx} k$
- We observe in both quadrants the numerical light mode with decreasing phase speed modulus above  $k \Delta x / \pi \approx 0.3$
- Two sidebands: The intersection of the lower with the O-mode is unstable.

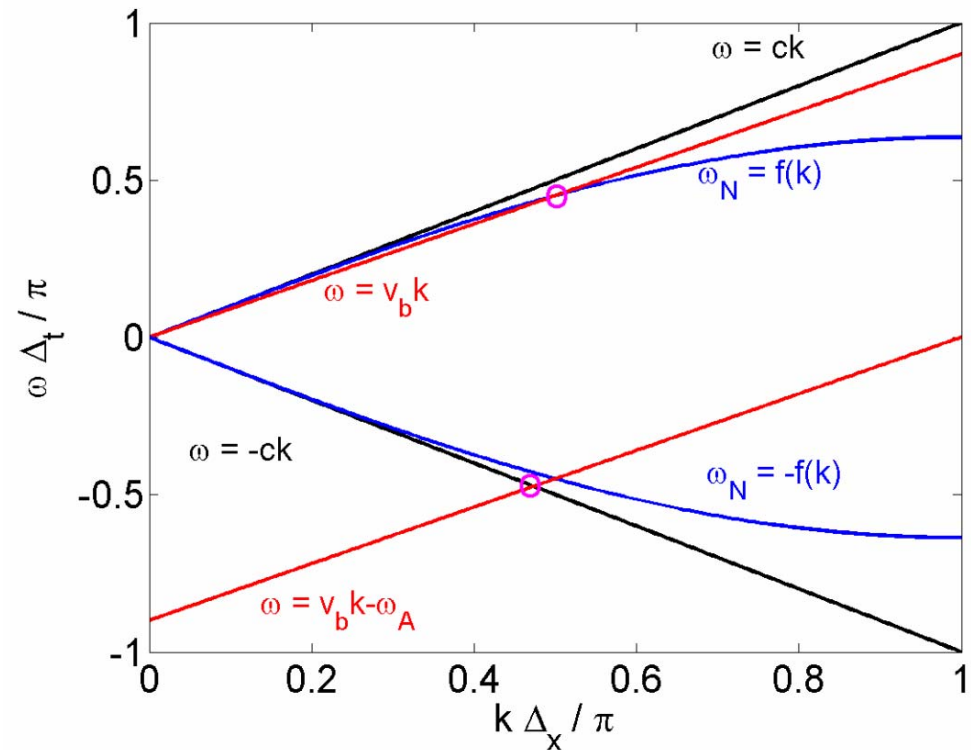


# Consequence of the finite grid (4)

A cold beam with speed  $v_b$  moves across a grid cell during the time  $t_c = \Delta x / v_{bx}$ .

The periodicity of a simulation grid is experienced by the beam with the frequency  $\omega_A = 2\pi / t_c$

The beam motion across "periodic potentials" result in sidebands, separated by  $\omega_A$  from the beam dispersion  $\omega \approx v_{bx} k$



# Simulation constraints (1)

- We need to resolve the Debye length  $v_e / \omega_p$  (neglect ions for it)
- A temperature of 100 keV implies a thermal speed of  $v_e \approx 0.4c$  and we need 2.5 cells per electron skin depth  $c / \omega_p$
- The proton skin depth (equal proton and electron density) is then resolved by 100 cells.
- Proton filament size is initially  $\approx$  proton skin depth, but the filaments merge. Minimize periodicity effects  $\rightarrow$  resolve 20 proton skin depths in each direction orthogonal to the flow direction, giving  $2000 * 2000$  cells.
- A full shock development may require 200 proton skin depths along the flow velocity vector: Grid size =  $20000 * 2000 * 2000 \approx 10^{11}$  cells

# Simulation constraints (2)

- We need  $10^{11}$  cells and  $10^{13}$  computational particles.
- Each particle: 3 doubles for  $\underline{X}$  and 3 for  $\underline{P}$  = 48 bytes
- Physical memory:  $10^2$ - $10^3$  Terabytes!
- Resolve well electron times:  $\Delta t = 2\pi / \omega_p / 10$
- Resolve well shock times:  $T_{sim} = 100 \cdot 1836^{1/2} \cdot 2\pi / \omega_p$   
 $\rightarrow 40000$  time steps
- My code does on one CPU a time step with 4 millions of CPs per second.
- A time step on 1 CPU needs  $10^6 - 10^7$  s and the simulation  $10^{11}$  s.
- Data write out: Sample electron and proton scales!
- $\rightarrow 10^3$  samples of phase space, each with  $10^3$  Terabytes

# Simulation constraints (3)

- Let us assume the computer can do this:
- A phase space fluid has in general 3 spatial and 3 velocity dimensions and the time dimension: 6D + Time
- We cannot visualize and understand this!
- *Consequence:* We must reduce dimensions or spatio-temporal scales (no heavy ions)
- Both can alter the physics.
- “The purpose of computing is *insight* not numbers”.  
(Hamming, 1972)

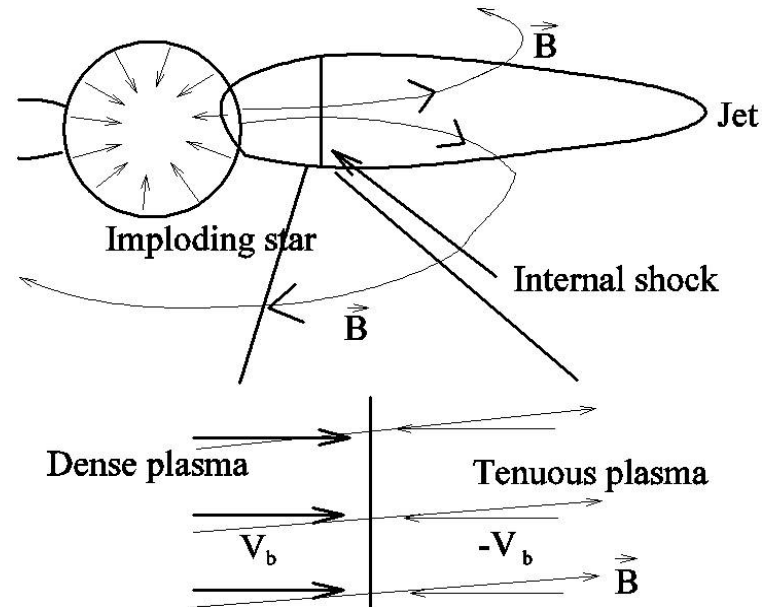
# Gamma Ray Bursts

*Radiation source:* Accelerating charged particles

*Particle acceleration:* Macroscopic electromagnetic fields

*Observed radiation requires:* Extremely hot electrons and strong magnetic fields

*Provided by:* Fast shocks moving through the jet



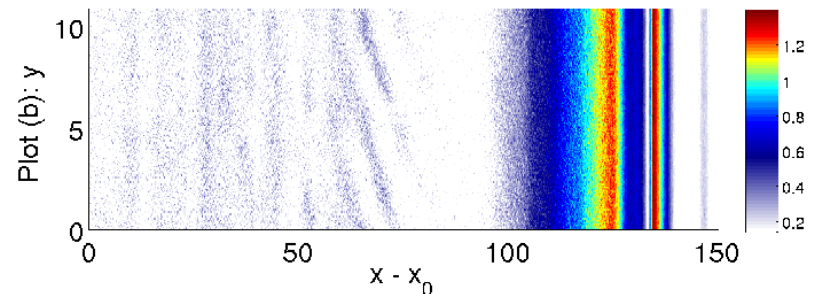
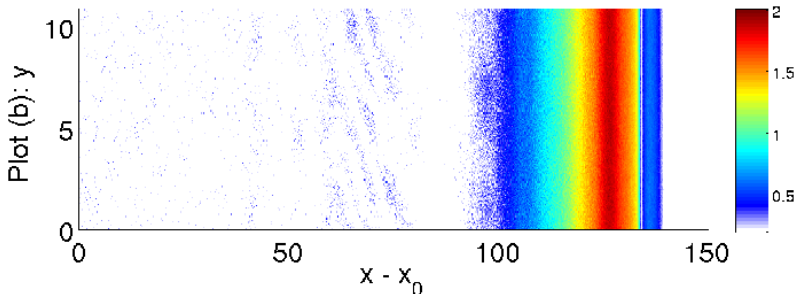
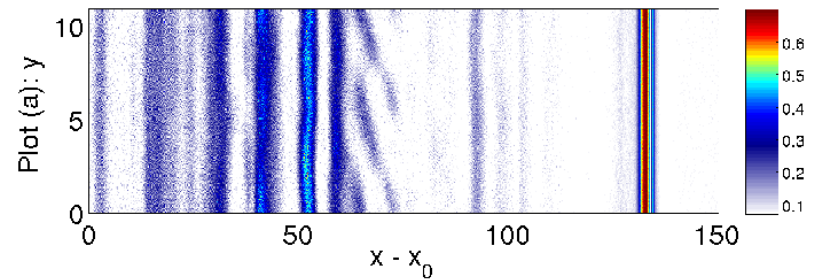
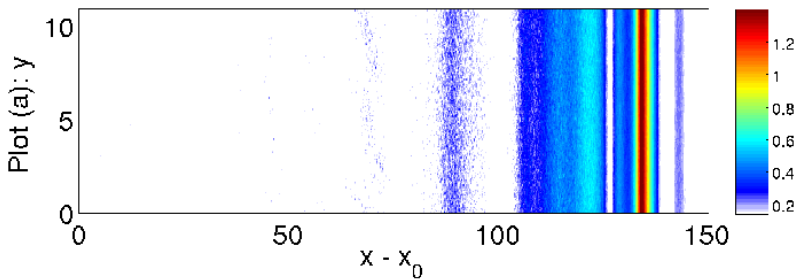
Filamentation instability does not like:

1. Asymmetric plasma clouds
2. Guiding magnetic fields
3. High plasma temperatures

Let's use all of it.

# "Short" 2D simulations

- Let the plasma collide at  $x=x_0$ . The collision speed is  $0.9c$  and points along  $x$ .
  - The dense cloud moving to the right is 10 times denser than the thin cloud moving to the left. The clouds move at equal velocity moduli.
  - We focus on the interval  $x>x_0$  where the dense cloud moves into the thin cloud.
  - Temperature = 100 keV, electron cyclotron frequency equals plasma frequency in dense cloud. Magnetic field tilted with 10 degrees relative to flow.
  - $|B_y|$  (a) and  $|B_z|$  (b) in left column and  $E_x$  (a) and  $|E_y + iE_z|$  (b) in right column.
- Simulation time  $\omega_p t = 209$



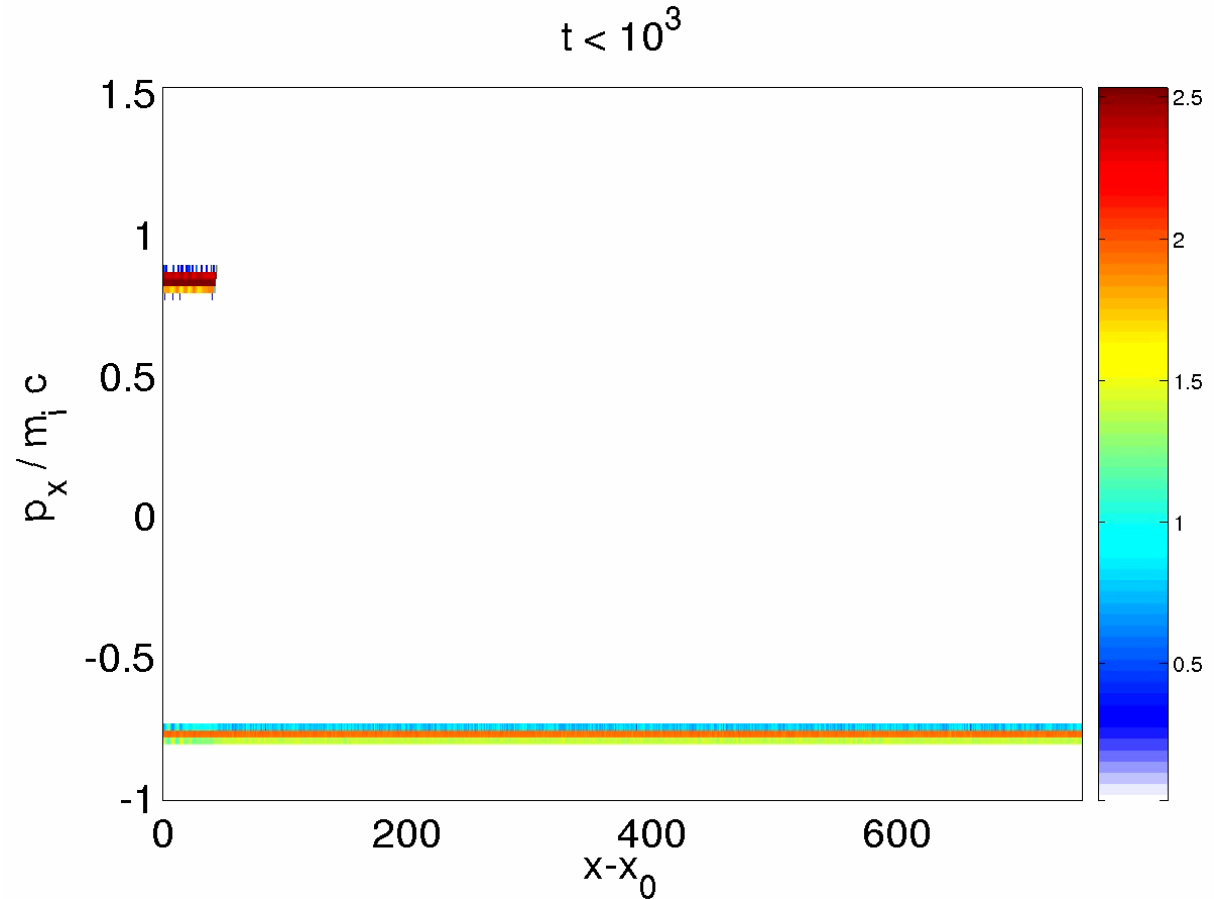
# 1D Simulation (1)

Here we animate in time the ion ( $m_i / m_e = 400$ ) phase space distribution along the collision direction.

X-unit: Box-averaged electron skin depth.

Time in inverse box-averaged electron plasma frequencies.

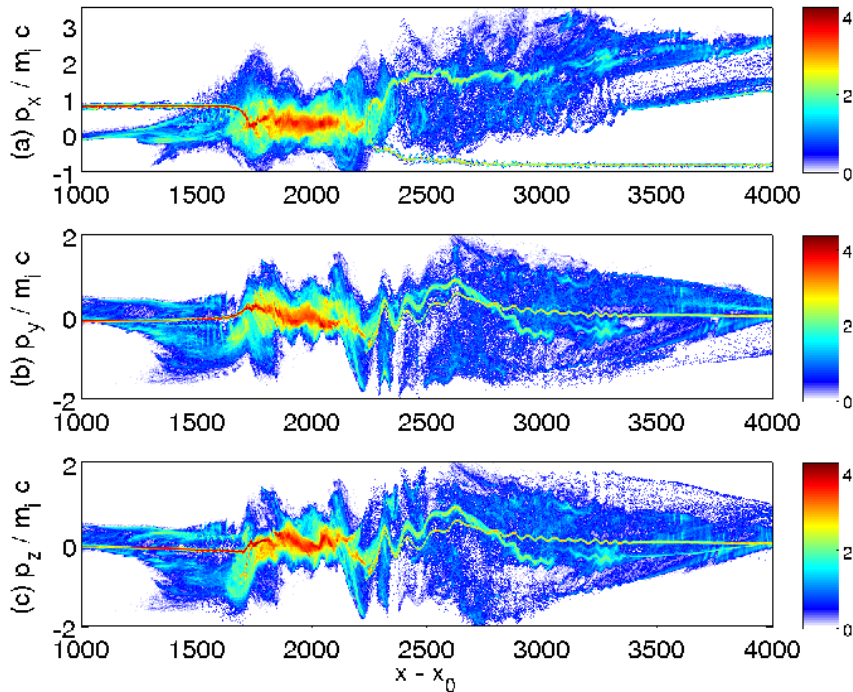
Colorbar: 10-logarithmic number of computational particles.



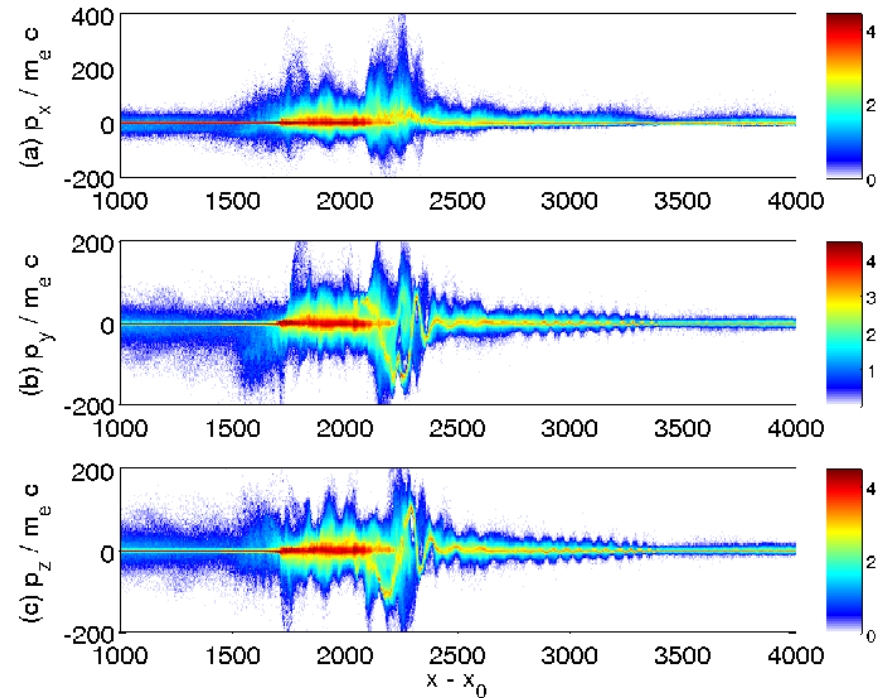


# 1D Simulation (2)

Left column: Projected phase space distributions of ions at simulation's end at  $t \omega_p \approx 5000$



Right column: Projected phase space distributions of electrons at simulation's end at  $t \omega_p \approx 5000$



# Summary

- Brief outline of a phase space fluid and illustration of the Particle-In-Cell method.
- Aspects of the simulation: Need for reduced geometries
- Example simulation of an internal GRB shock.
- **Future work:** Vary parameters and assess their impact

*Thank you for your attention!*