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# Parallelizing the Mercury-Arxes code using OpenACC: an update

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ICSC Italian Research Center on High-Performance Computing, Big Data and Quantum Computing

Missione 4 • Istruzione e Ricerca









#### **Scientific rationale**

1. Chemical composition of the atmosphere from observations





2. Chemical composition of the whole body from the atmosphere (gas giants)

3. Formation & evolution from chemical composition





4. Understand planetary formation in a cosmic context









### **Scientific rationale**

OPAL KSP: a pipeline of codes to self-consistently model how a planet looks like from its history:

- Chemical composition of the protoplanetary disk
- Planetary formation & migration
- Atmospheric chemistry
- Synthetic spectra

In the context of the italian contribution to the Ariel Dry Run











### **The OPAL Project**

OPAL KSP: a pipeline of codes to self-consistently model how a planet looks like from its history:

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## **Starting point and objectives**

- hybrid symplectic integrator



- Mercury-Arxes (Turrini+21): branched out version tailored to study planetary formation:
  - based on Mercury 6
  - viscous interaction with a time-evolving disk
  - management of merging trees
  - improved keplerian evolution (see later)
- Current typical simulation: <10 gravity-source *planets*, >10^4-10^5 non gravity-source *particles*

#### GOAL: have all the *particles* (~10^5) as gravity-sources

- especially important at the beginning of the simulation, when most of the mass is in *particles* 



















### **Current status: previous interventions**

- 1. merged gravitational and nongravitational forces in one routine
- 2. ported force calculation on GPU
- 3. translated the keplerian orbit propagation routines from C to Fortran
- 4. ported keplerian orbit propagation on GPU











### **Current status: new interventions**

- 1. single data region for nearly the entire main loop
- 2. restructured the main loop for efficiency and serviceability
- 3. close encounters management moved to GPU
- 4. optimized data transfer to the collision routine (still on CPU)











### Main results

- speedups up to a factor 300 (for n° of body up to 10^3 over 10^3 yr integration)
- substantially improved serviceability of the code: now it is completely written in fortran

#### Factors positively impacting performances:

- 1. more careful data management
- 2. moved inefficiently compiled code with nvfortran to GPU
- 3. removed legacy instructions (e.g. on cometary forces)









### Main results

#### Competition between overhead time and parallel execution











#### **Main results**











**Targets** 

<u>M9 (oct. '24)</u>

- analysis of interfaces
  & capabilities of
  different OPAL
  models
- identification of final design strategies for the porting of Mercury-Arxes to GPU

#### Intermediate M (apr. '25)

- completion of the first part of the OPAL simulation campaign

#### M10 (ago. '25)

- completion of the OPAL simulation campaign
- full porting of Mercury-Arxes to GPU
- final release of the parallelized Mercury-Arxes

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KPIs





















Final steps

- 1. try to parallelize collisions (to avoid the residual inefficiencies on data transfers and CPU execution, <u>marginal gains only</u>)
- 2. final polishing for user friendliness
- 3. comparative performance assessment and release

