



# Formation pathways of BH-BH binaries: HPC friends and foes

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*What about computing @ INAF?*

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# Outline

## 1. Research aim

Constraining the formation pathways of GW150914/GW151226 and future GW events

## 2. Achievements so far

Up-to-date black hole mass spectrum

## 3. Direct N-body simulations

Studying the dynamical evolution of compact objects in dense stellar environments

## 4. High Performance Computing: means-and-needs analysis

Graphics Processing Units, as a **must**

## 5. Summary

# Origin of GW150914/GW151226

## We know

GW150914: first detection

$$m_1 = 36_{-4}^{+5} M_{\odot} \quad m_2 = 29_{-4}^{+4} M_{\odot}$$

✓ Massive BHs exist  
( $m > 25 M_{\odot}$ )

✓ Binary BHs exist

✓ They can merge  
within a Hubble time



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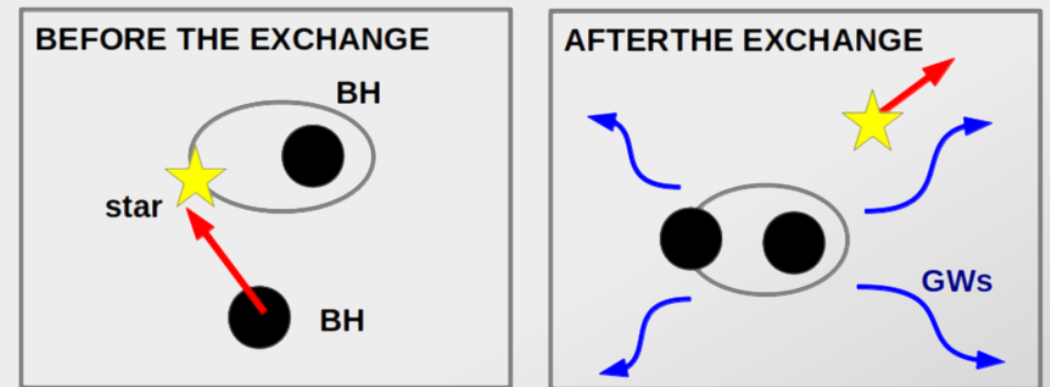
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## We don't know

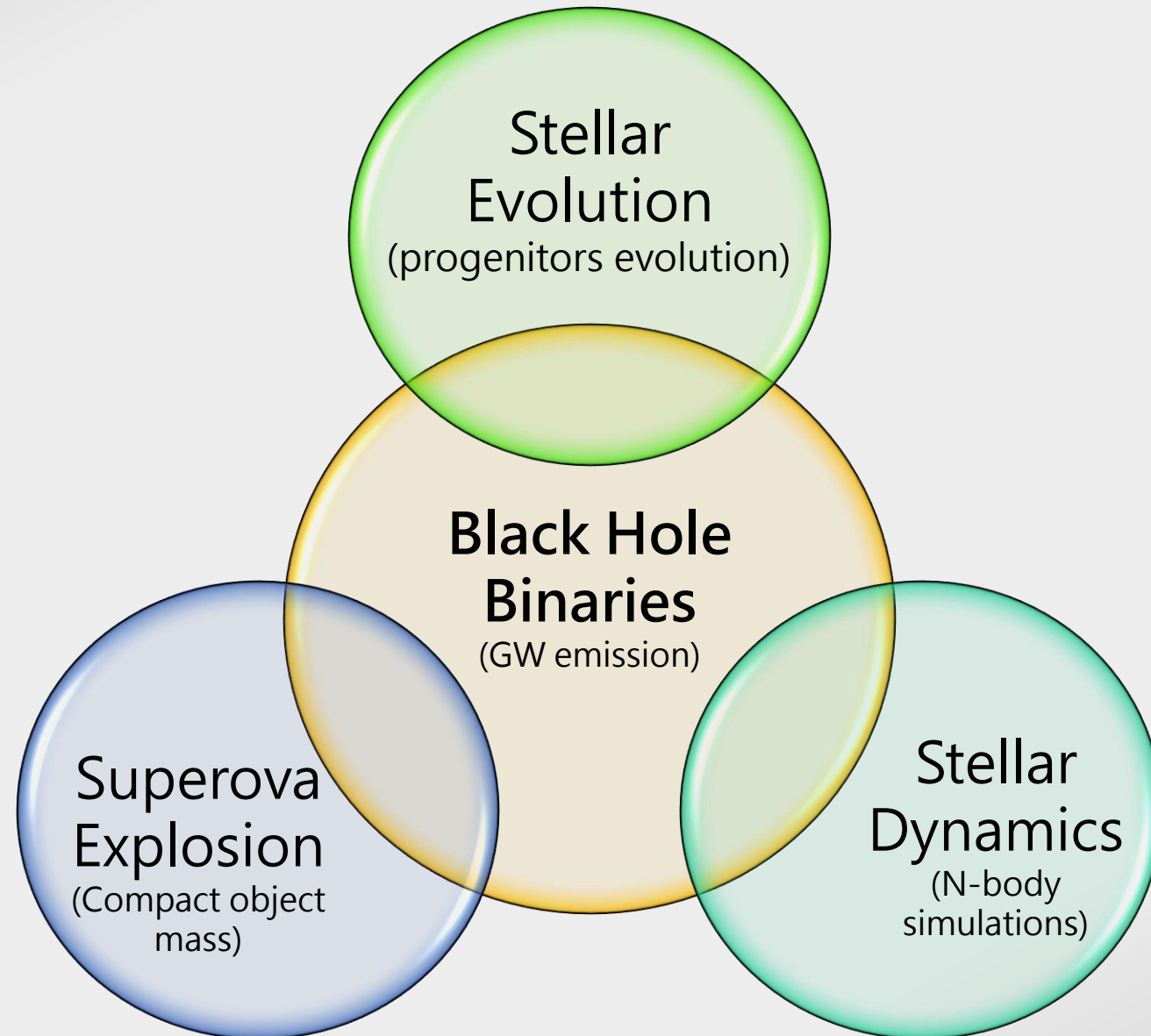
Primordial or dynamical origin?

My main research interest

*Example of dynamical origin*



# Understanding the origin of GW events: ingredients



# Main achievement: SEVN

Up-to-date **stellar evolution recipes**

Up-to-date **SN models**

Simple C++ **interface for N-Body codes**

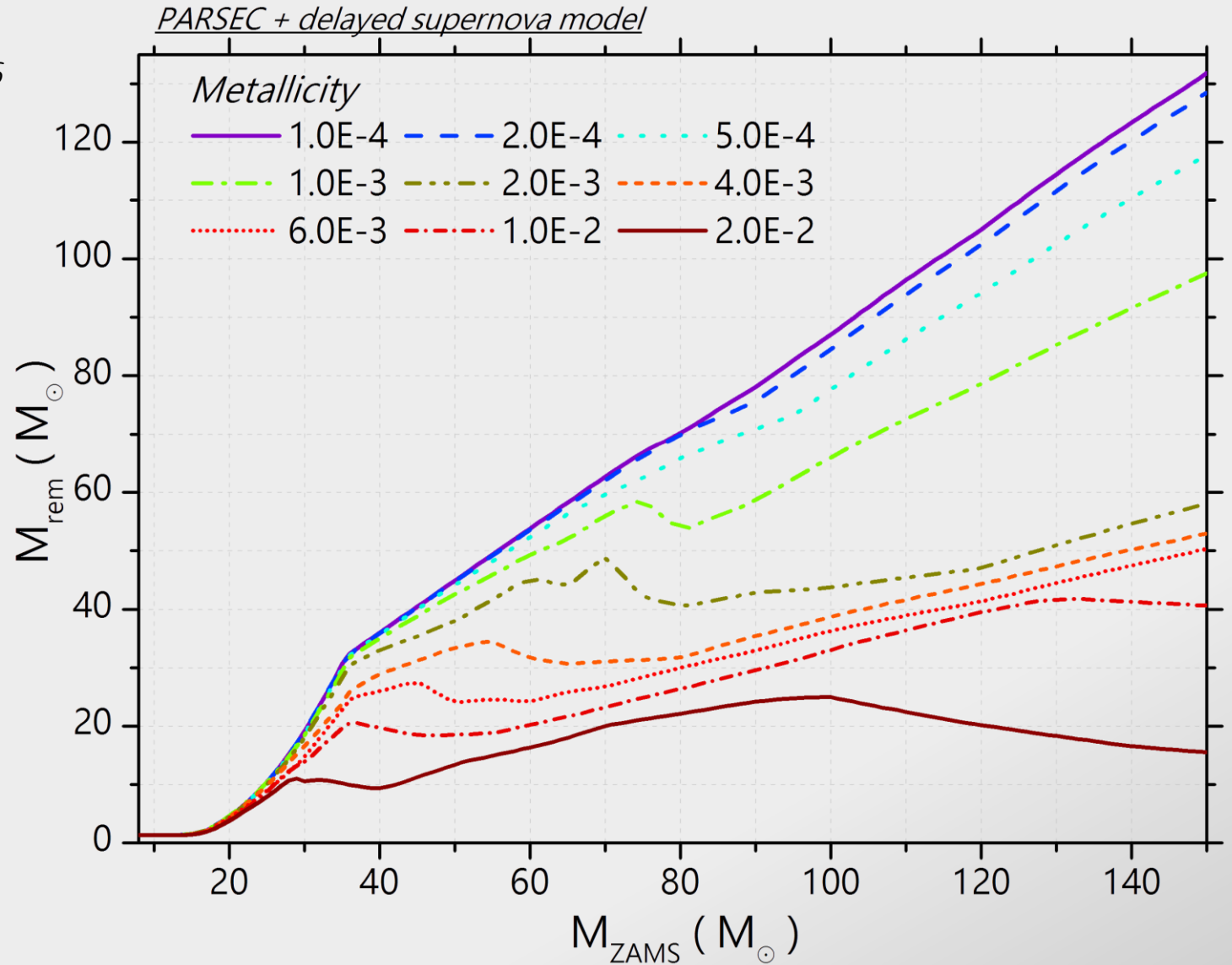
**SEVN: Stellar Evolution for N-body codes**

*Spera, Mapelli, Bressan 2015 MNRAS, 451, 4086*

- ✓ It can be easily coupled with **N-Body codes**  
(currently implemented in HiGPUs and StarLab)
- ✓ SEVN interpolates stellar evolution tables  
(**versatile approach** instead of fitting formulas)  
(change stellar evolution → just change input tables, without modifying the code)

# BHs mass spectrum: results (SEVN)

Spera, Mapelli, Bressan 2015 MNRAS, 451, 4086



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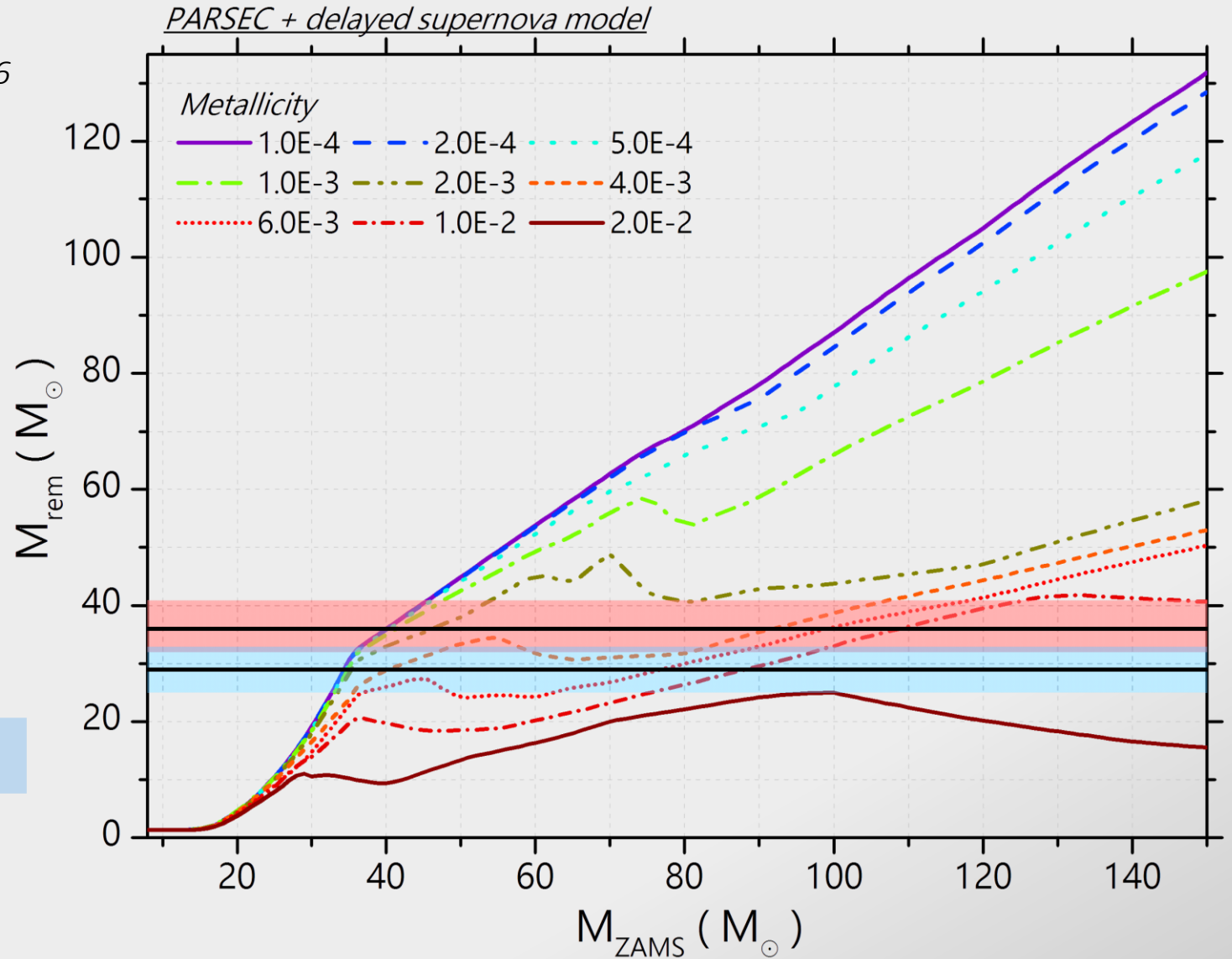
Abbott+ 2016 ApJL, 818, L22 (Fig. 1)

GW150914 estimated metallicity

Below  $Z \approx 0.5Z_{\odot}$  and  
possibly below  $Z \approx 0.25Z_{\odot}$

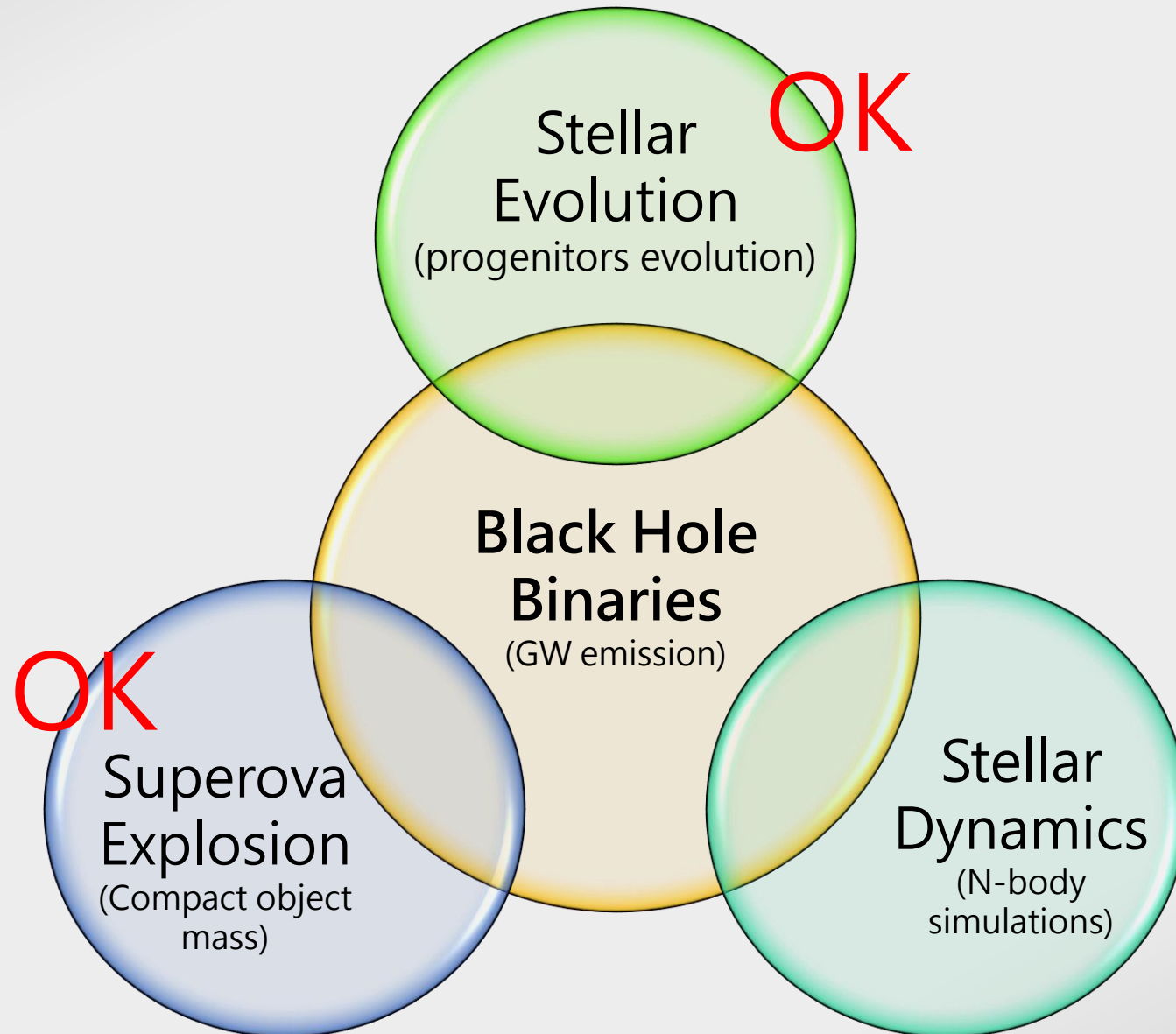
High metallicity stars lose more mass than  
metal poor stars

Key points: low  $Z$  + direct collapse

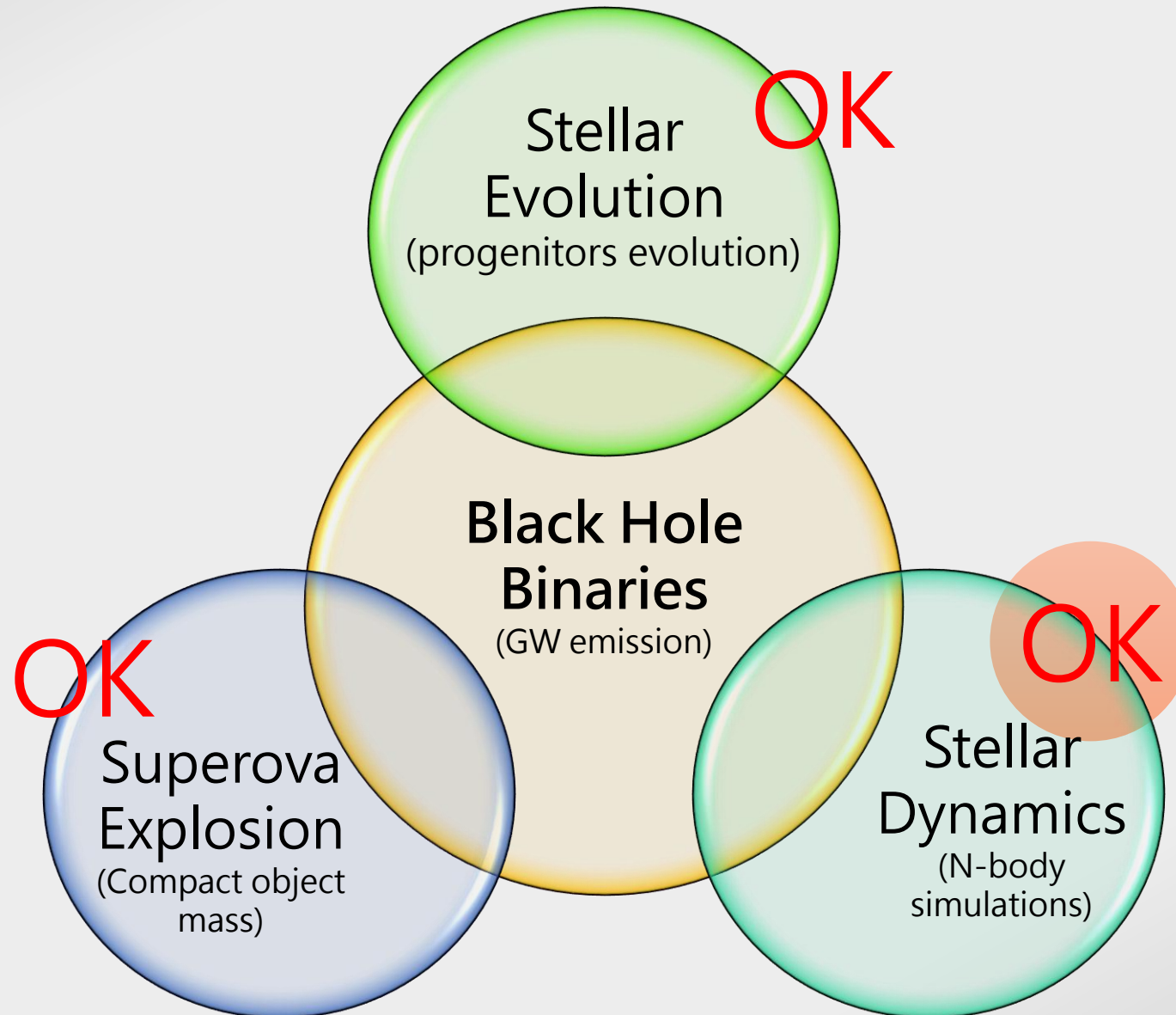




# Understanding the origin of GW events: ingredients



# Understanding the origin of GW events: ingredients



We have already linked SEVN with N-body codes

# What's missing?

**N-body simulations** of different environments including the new physics implemented in **SEVN**

# Target N-body simulations: codes

Pros

Very high  
accuracy

1 star : 1 body  
(real SC)

Maximum  
resolution

Cons

Computational  
complexity  
 $O(N^2)$

DIRECT N-BODY SIMULATIONS

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DIRECT N-BODY SIMULATIONS

## KEY POINT

We can follow the **formation** and **dynamical evolution** of **binary systems**

Direct N-body codes are a **MUST** for our research

# Target N-body simulations

## A perfect marriage with GPUs



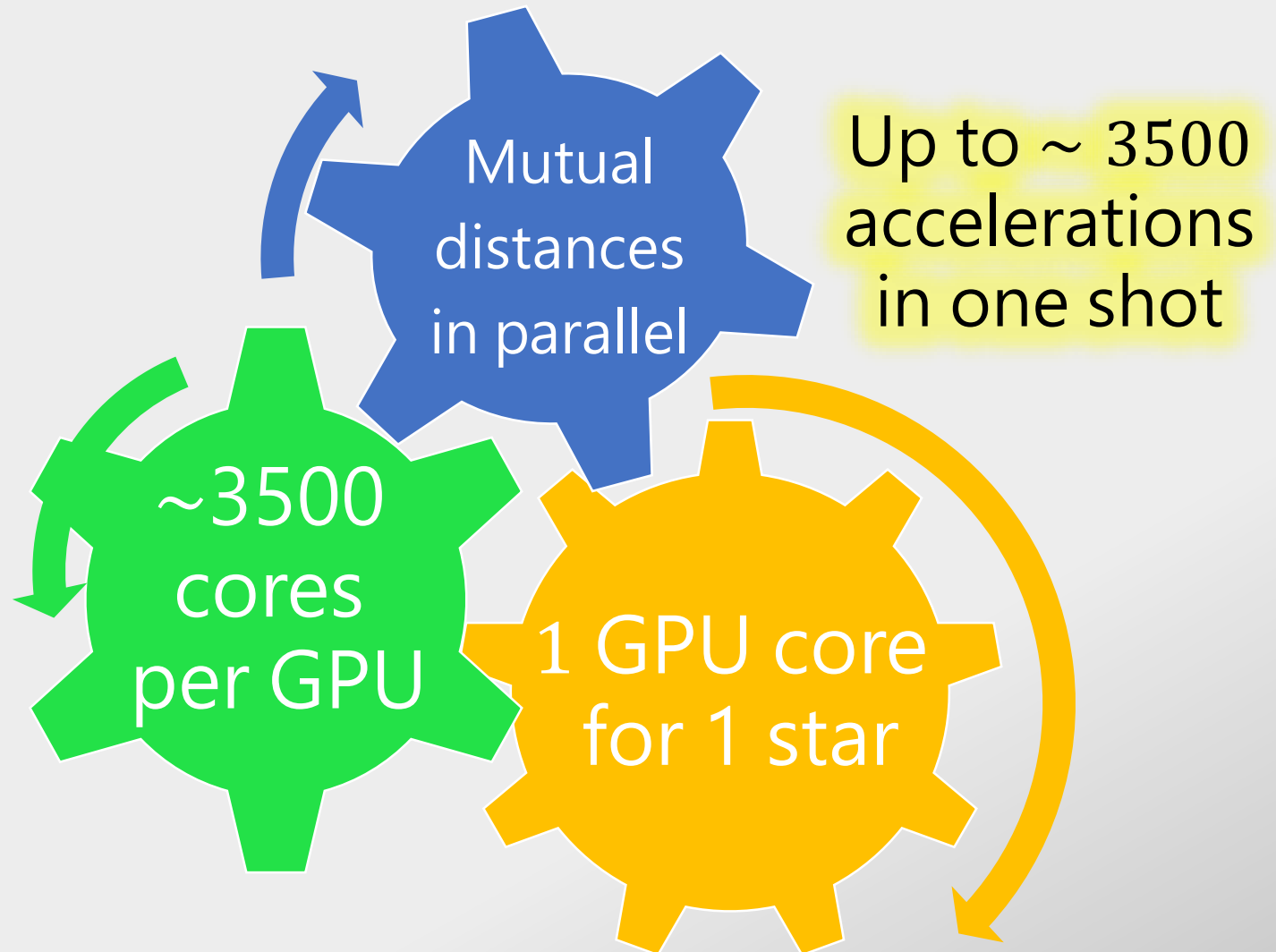
### Some numbers

GPU performance (Pascal arch., GP100)

- ✓ Up to **10000 GFLOPS** (32bit)
- ✓ Up to **5000 GFLOPS** (64bit)

Real N-body apps **8000 GFLOPS** (32bit)  
(expected)

**CPU** → not more than 500 GFLOPS (32bit)



# The big IF: computing resources availability

**NO GPU clusters to run our simulations:  
we do have primacy, we cannot keep it!**

CINECA supercomputers

PLX, 548 GPUs M2070 (not active)

EURORA, 64 GPUs K20 + Xeon Phi  
(not active)

GALILEO, 20 GPUs K80 + Xeon Phi

MARCONI, NO GPUs, Xeon Phi

N-body codes on Xeon Phi?

**Not worth it**

- Lower peak **performance** (3000 GFLOPS vs 10000 GFLOPS)
- Less **number of cores** (70 vs 3500)
- Very hard to get a **real speedup** on Xeon Phi
- Efficient porting requires (almost) a **professional programmer**



# WE NEED GPUS

