

# MolSim WS 23/24

Sheet 5

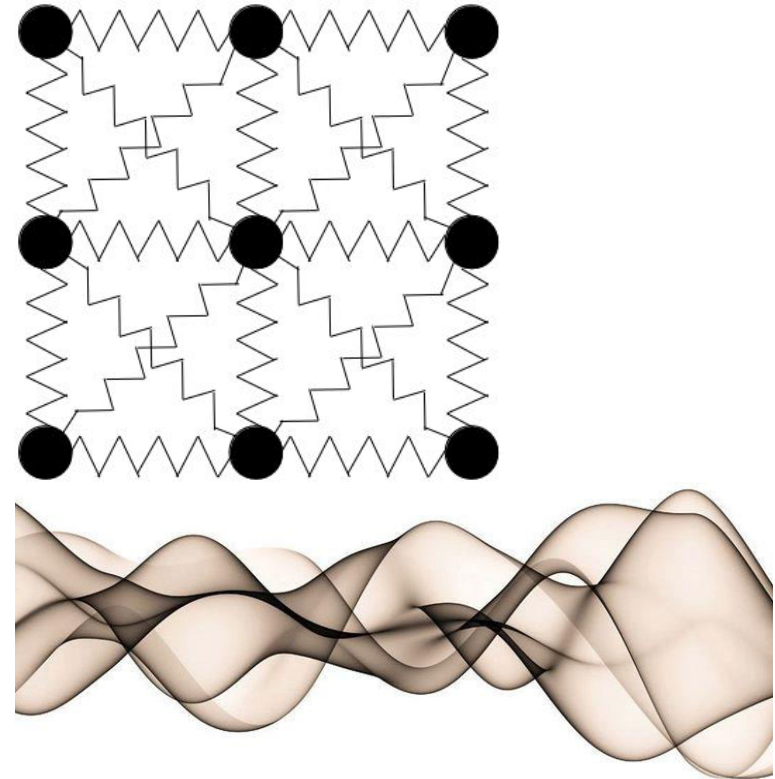
Membranes, Parallelization, Contest No.2,  
Nano-scale flow and Crystallization of Argon

**Group C** [Manuel, Tobias, Daniel]

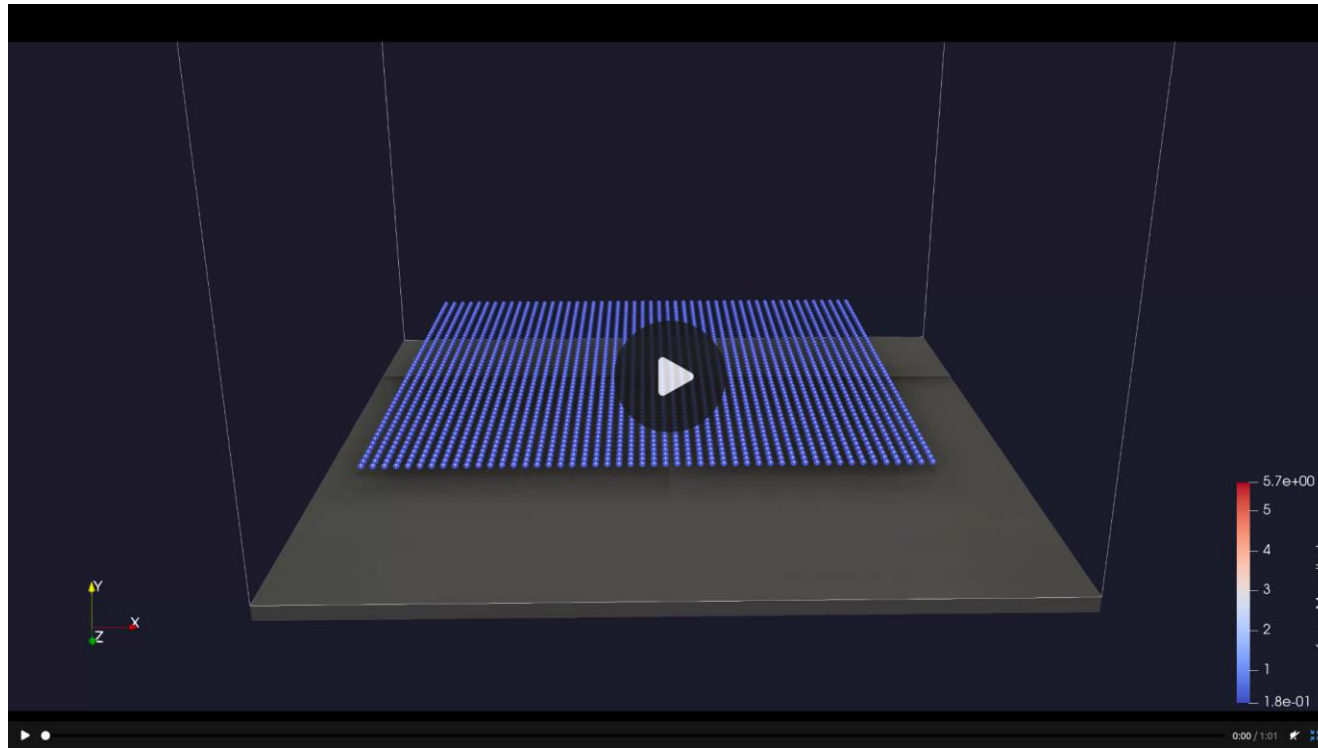
02.02.2024

# Simulation of a membrane

- **Harmonic Force**
  - $\Rightarrow$  save neighbors for each particle
  - $\Rightarrow$  save spring constant  $k$
- **The temporary force**
  - $\Rightarrow$  acts on selected set of particles
  - $\Rightarrow$  acts for a specified amount of time
- **No Outflow boundaries**

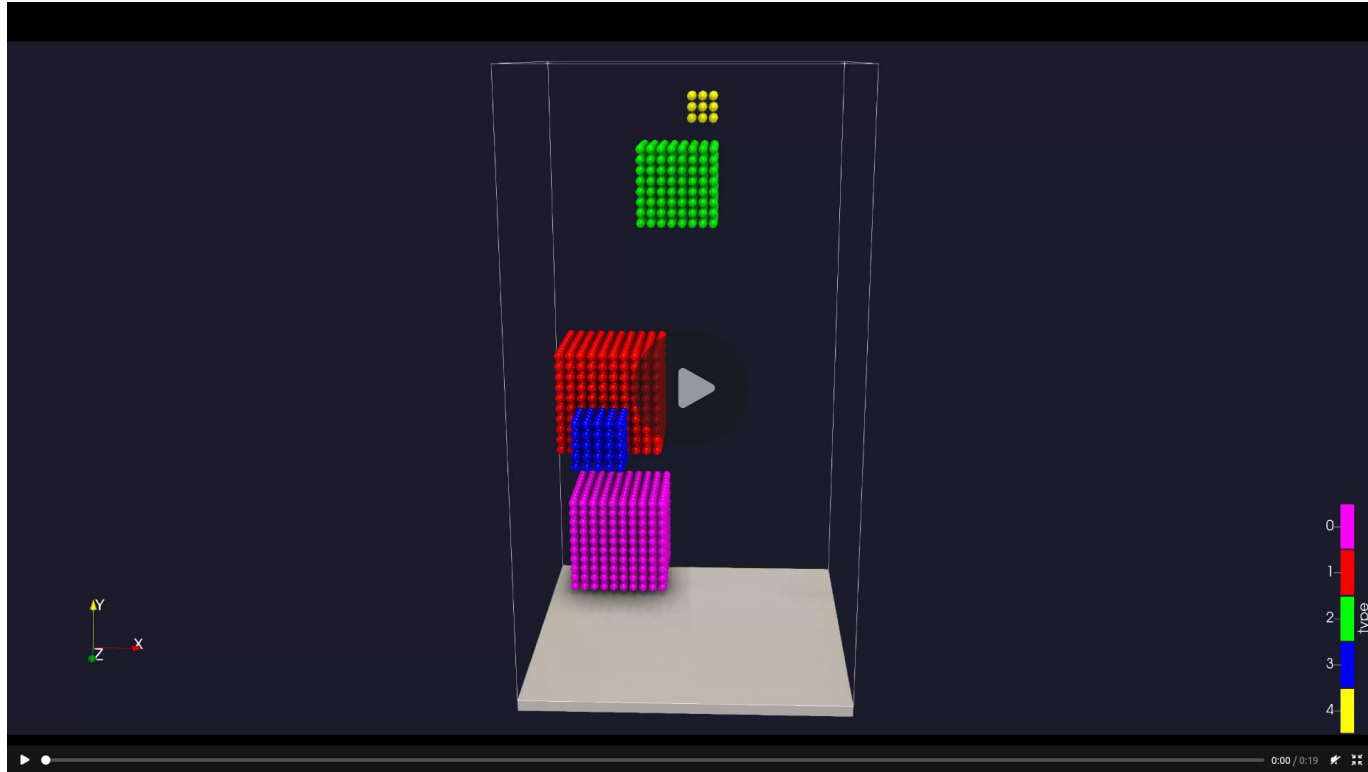


# Simulation of a membrane



Full Video at:  
<https://manuellerchner.github.io/MoISim-WS23-24/submissions/#sheet05>

# Simulation of a membrane

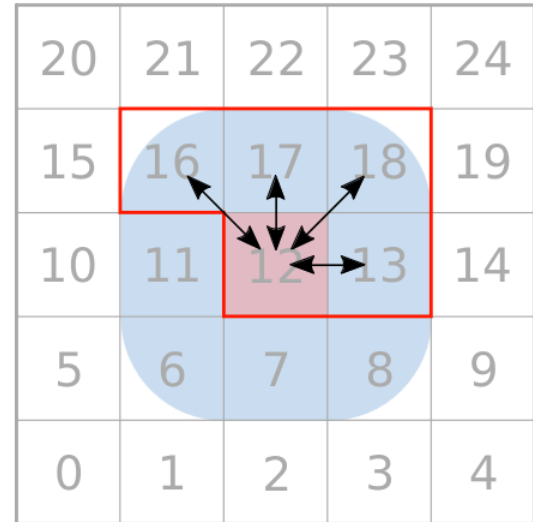


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# Parallelization

- **Domain partitioning:**
  - Parallelization works on a linearized queue of list of Cells
    - ⇒ this queue differentiates the 2 methods
  - All members of 1 list can be worked on in parallel without race conditions
    - ⇒ deterministic result

## Domain Partitioning

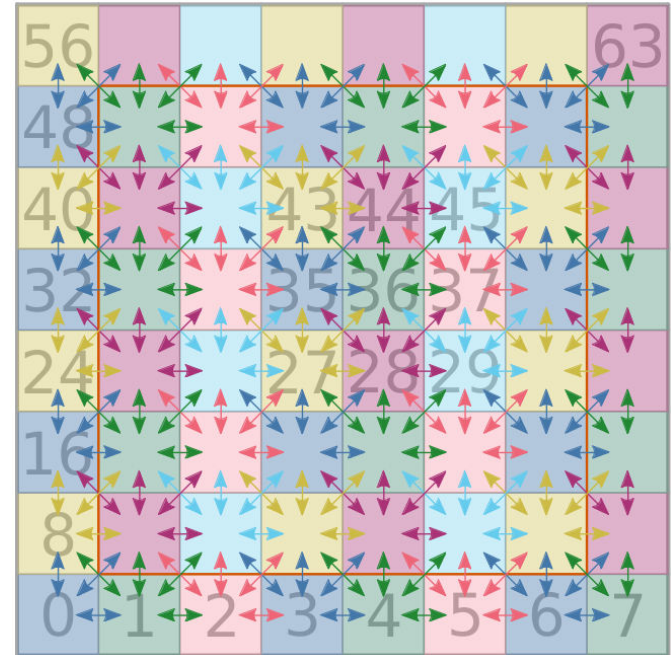


(b) c18 base step

# Parallelization

- **Domain partitioning:**
  - Parallelization works on a linearized queue of list of Cells
    - ⇒ this queue differentiates the 2 methods
  - All members of 1 list can be worked on in parallel without race conditions
    - ⇒ deterministic result
    - ⇒ faster than second method

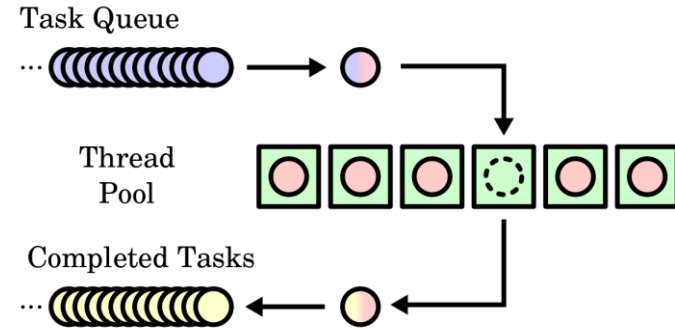
## Domain Partitioning



# Parallelization

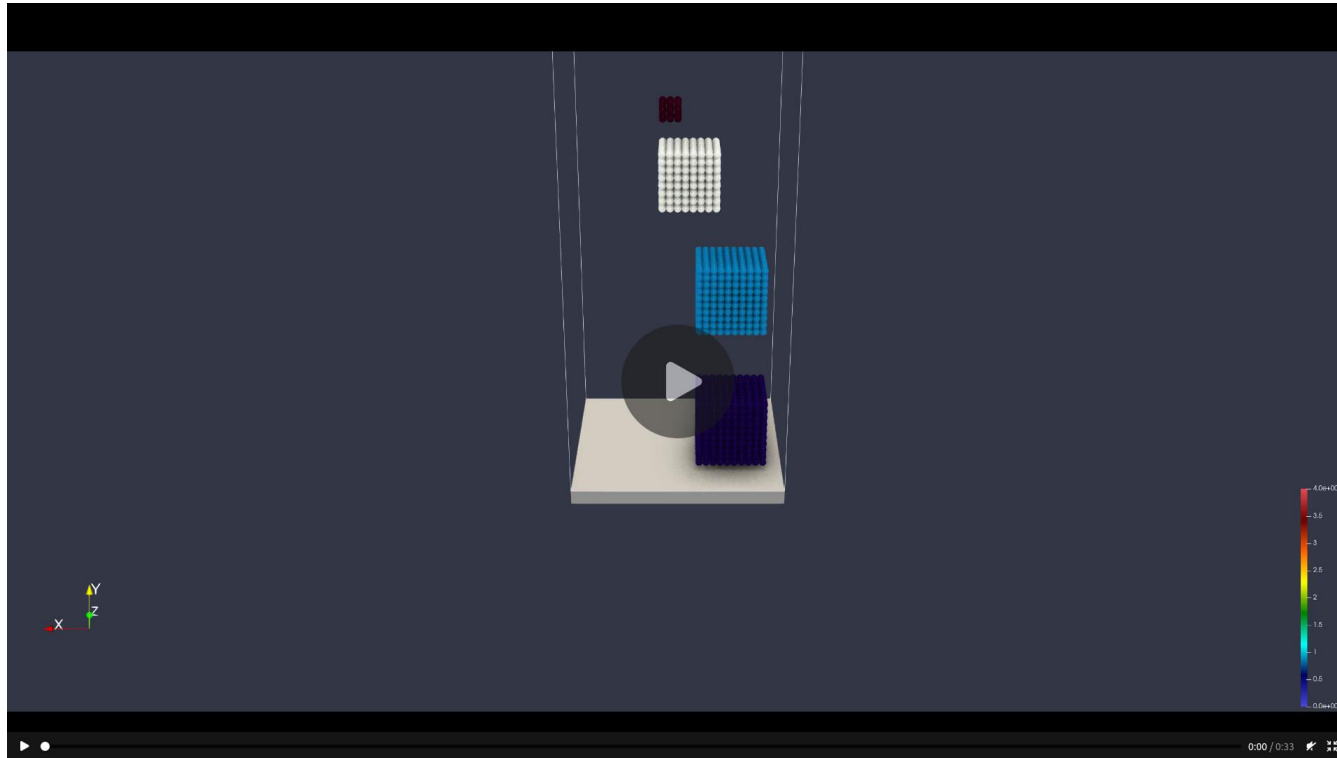
- **Particle Locking:**
  - Mutexes on the level of particles
  - The list of cells in our queue is sorted randomly
  - ⇒ very little idle time in big examples because of randomization
  - ⇒ not deterministic
  - ⇒ order of calculation matters a lot in chaotic systems

## Particle Locking



# Parallelization

## Particle Locking

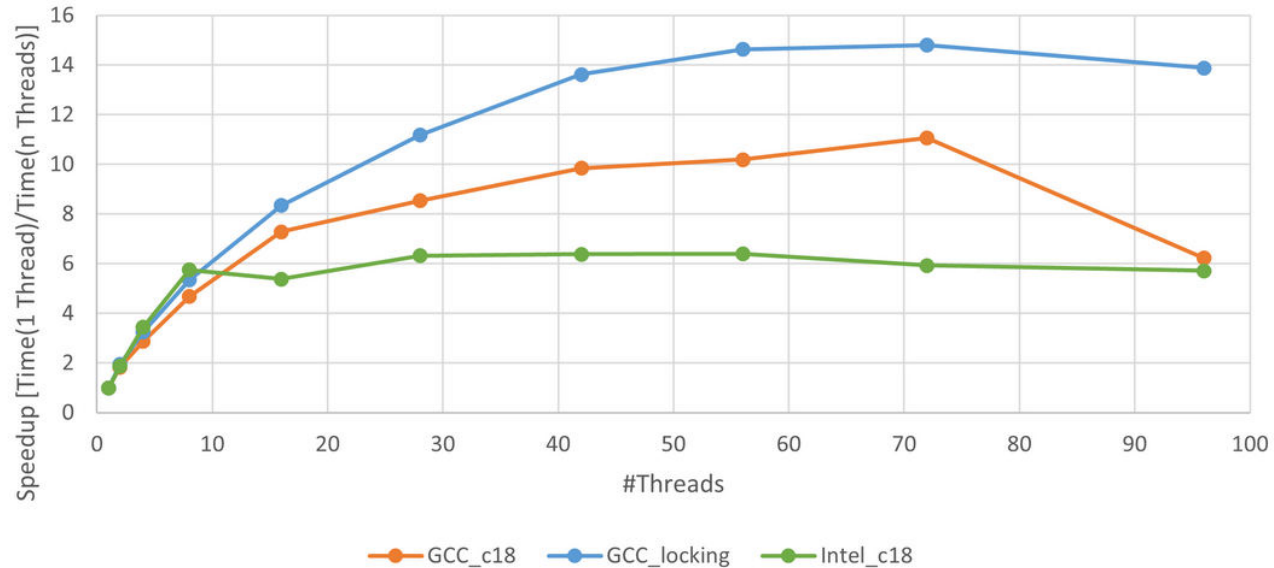


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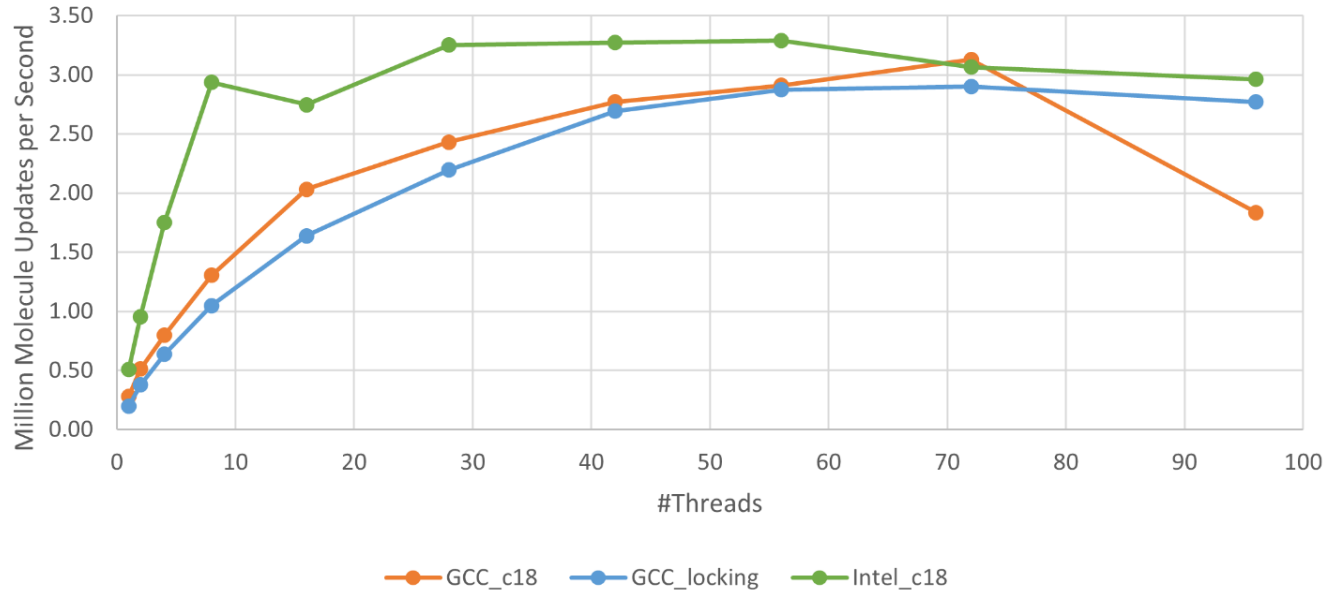
# Performance: Speedup

Speedup Comparison : Contest2 / Rayleigh-Taylor-Instability 3D  
(100,000 Particles, Average of three runs per compiler)  
Simulation of 1000 Iterations on CoolMUC



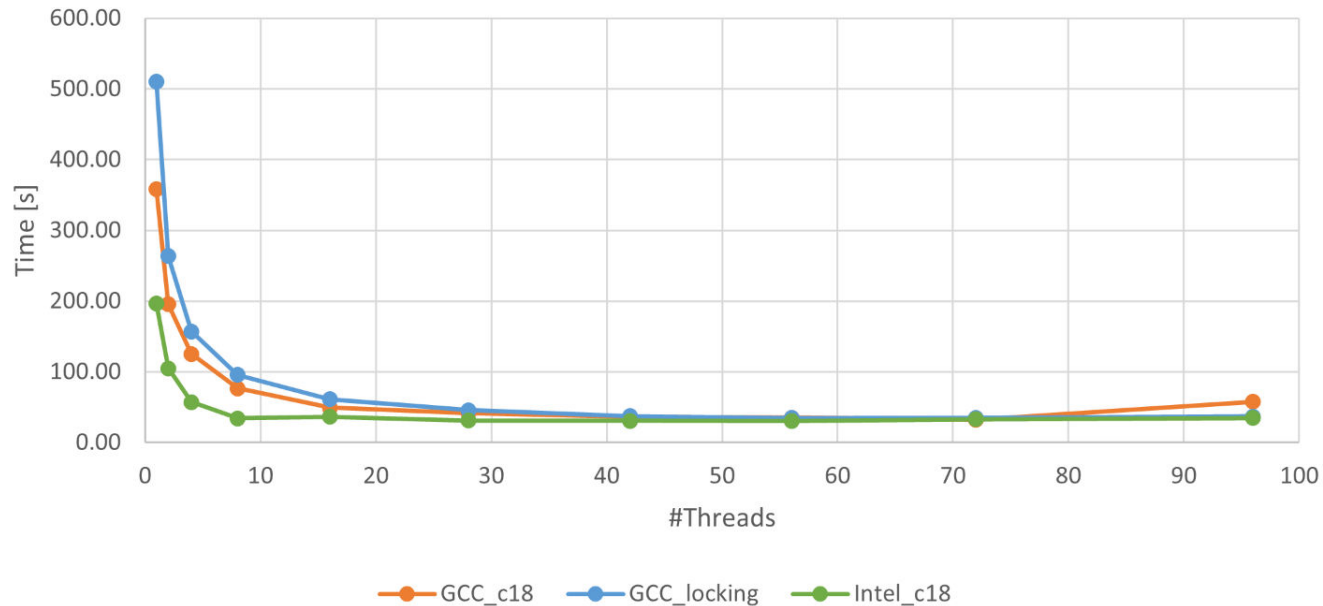
# Performance: Speedup

MUP/s Comparison : Contest2 / Rayleigh-Taylor-Instability 3D  
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# Performance: Time

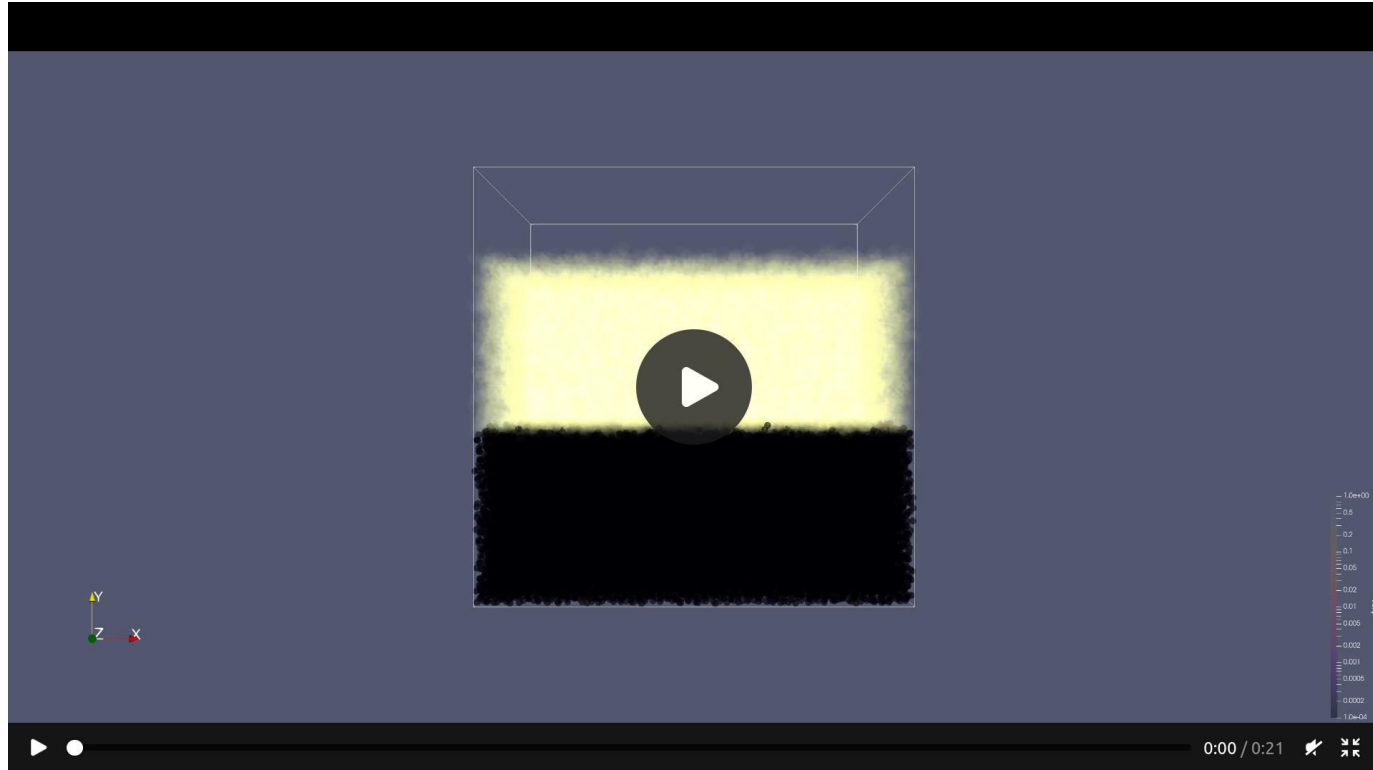
Time Comparison : Contest2 / Rayleigh-Taylor-Instability 3D  
(100,000 Particles, Average of three runs per compiler)  
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## Contest 2: Rayleigh-Taylor-Instability

- **Remarks:**
  - 42 is the optimal amount of threads (obviously)
  - Intel compiler has the best performance
- **Data:**
  - **27.323 seconds**
  - **3 659 920 MUP/s**
  - ⇒ **7x Speedup**

# Contest 2: Rayleigh-Taylor-Instability

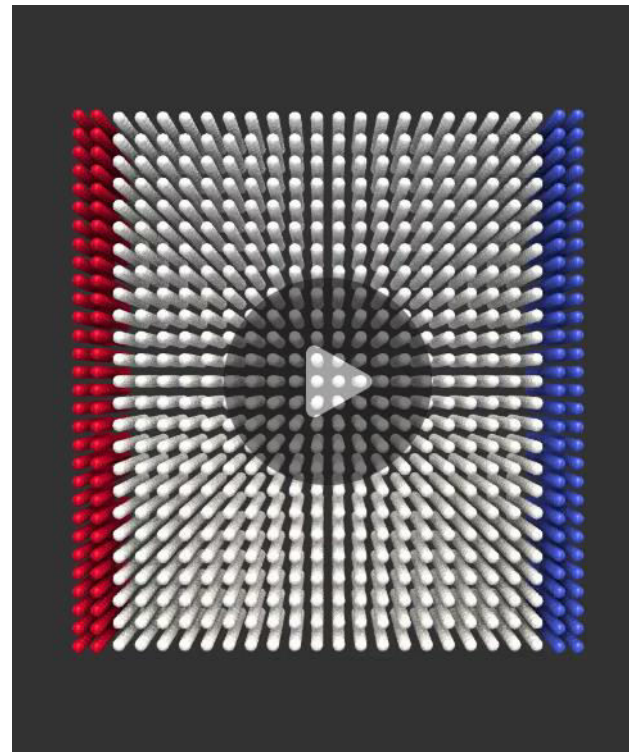


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# Nano-scale flow simulation

1

- **New features:**
  1. Fixed flag for particles
  2. New thermostat interceptor
- **Simulations:**
  1. Unhindered flow
  2. Cuboid obstacle
  3. Spherical obstacle
  4. High velocity



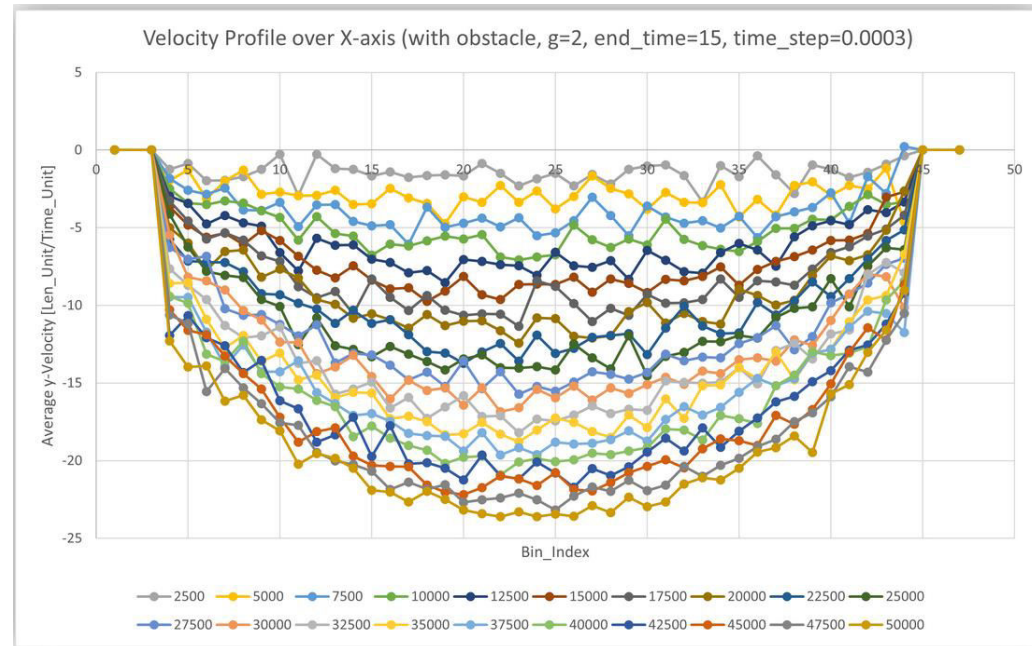
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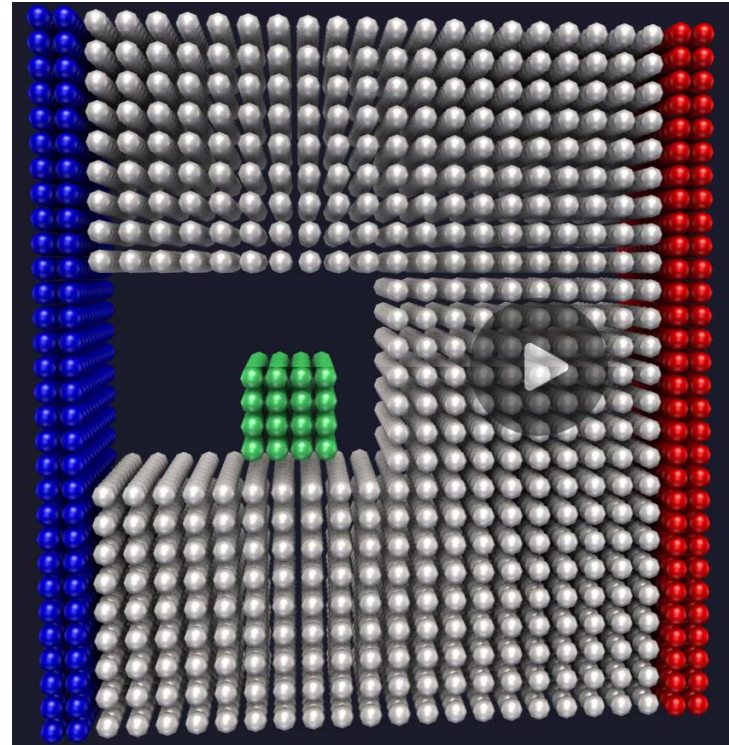
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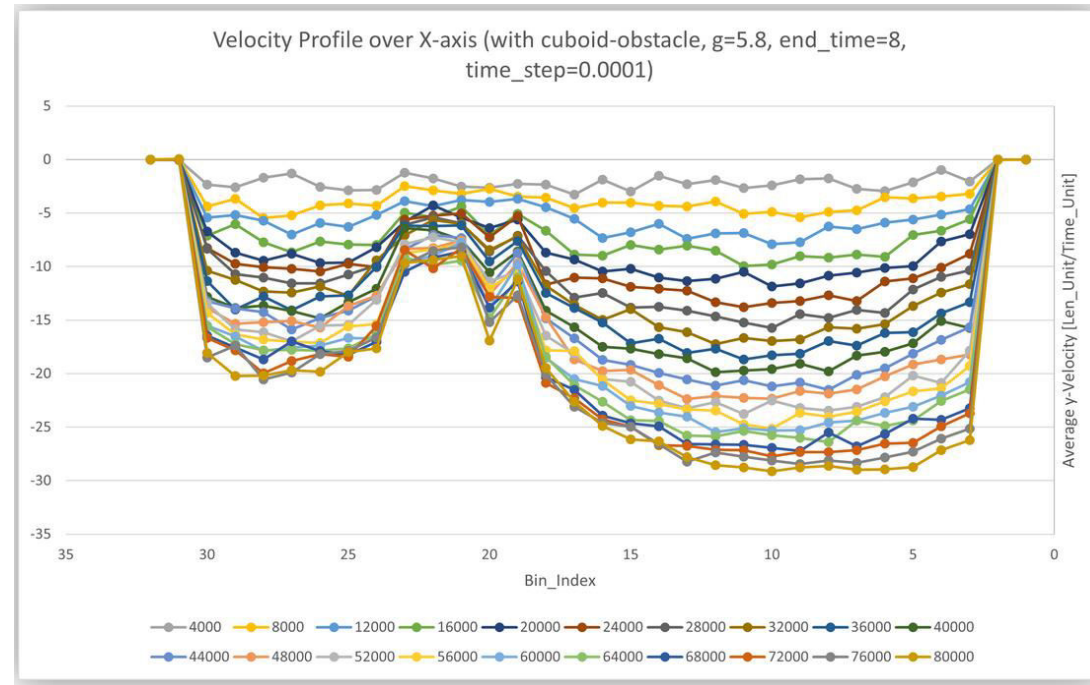
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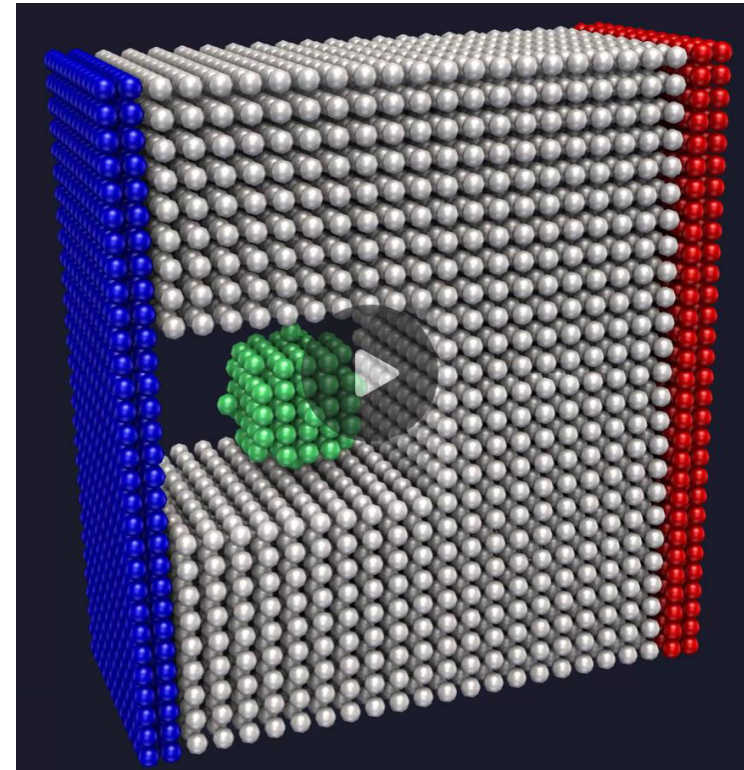
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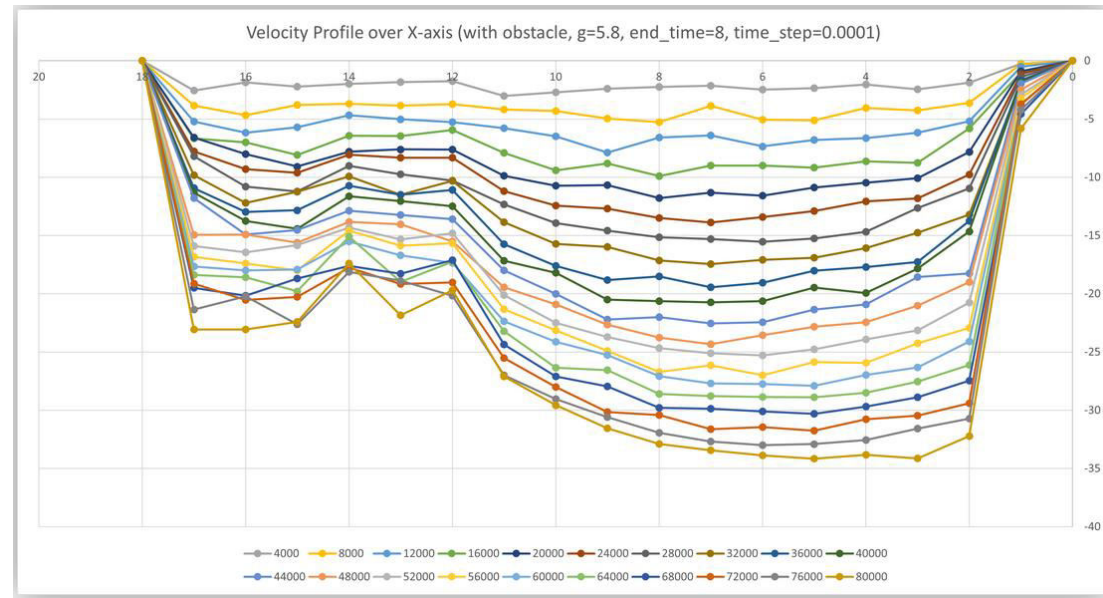
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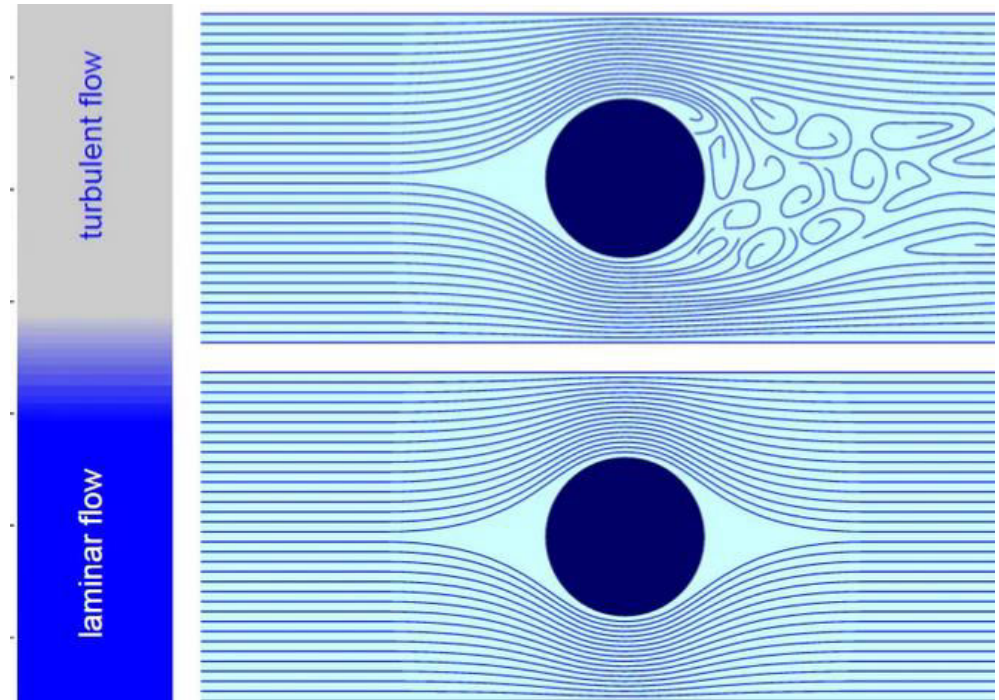
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# Nano-scale flow simulation

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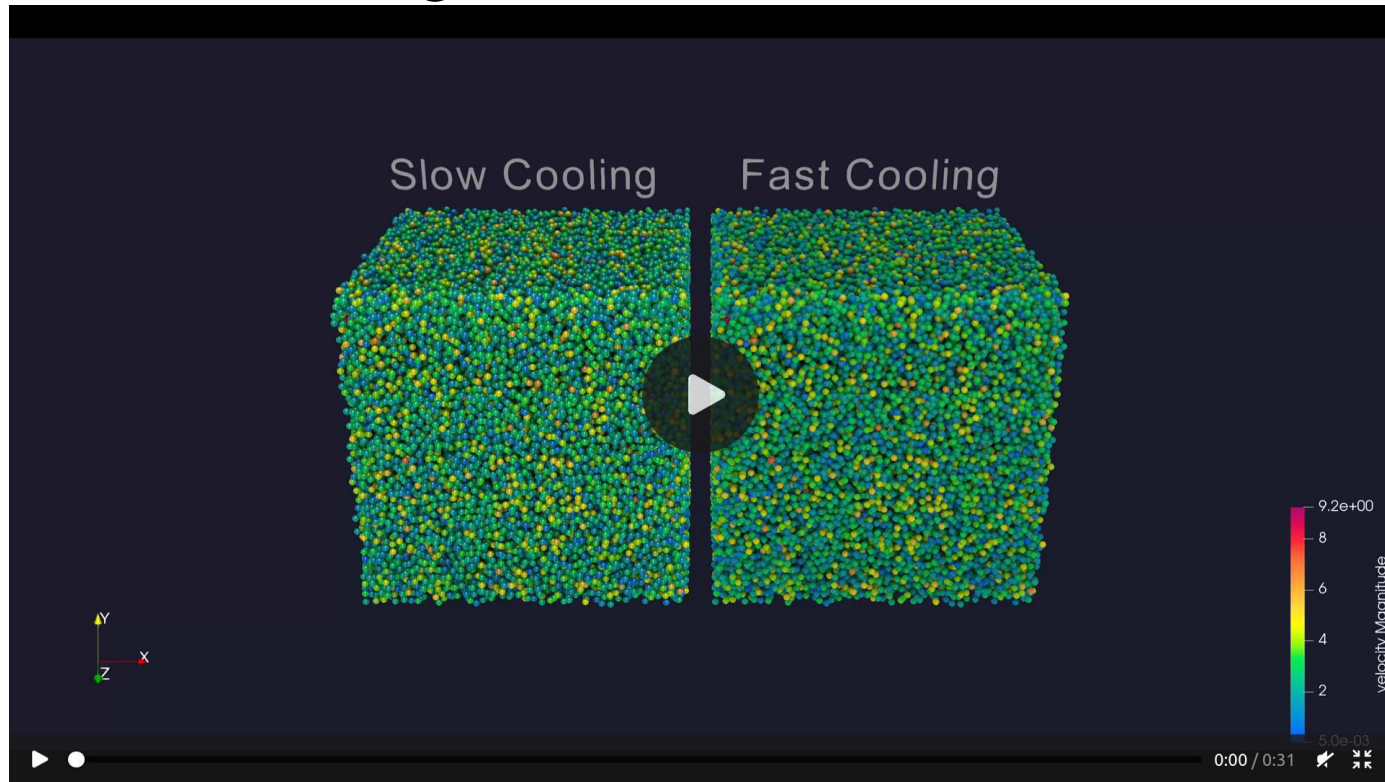


# Crystallization of Argon

- **Implementation:**
  - Smoothed Lennard Jones Potential
  - Measurements as Interceptors
- **Qualitative Analysis:**
  - Energy is taken out of the system until the attractive LJ outweighs Temperature
  - Smaller and more holes in supercooled crystal

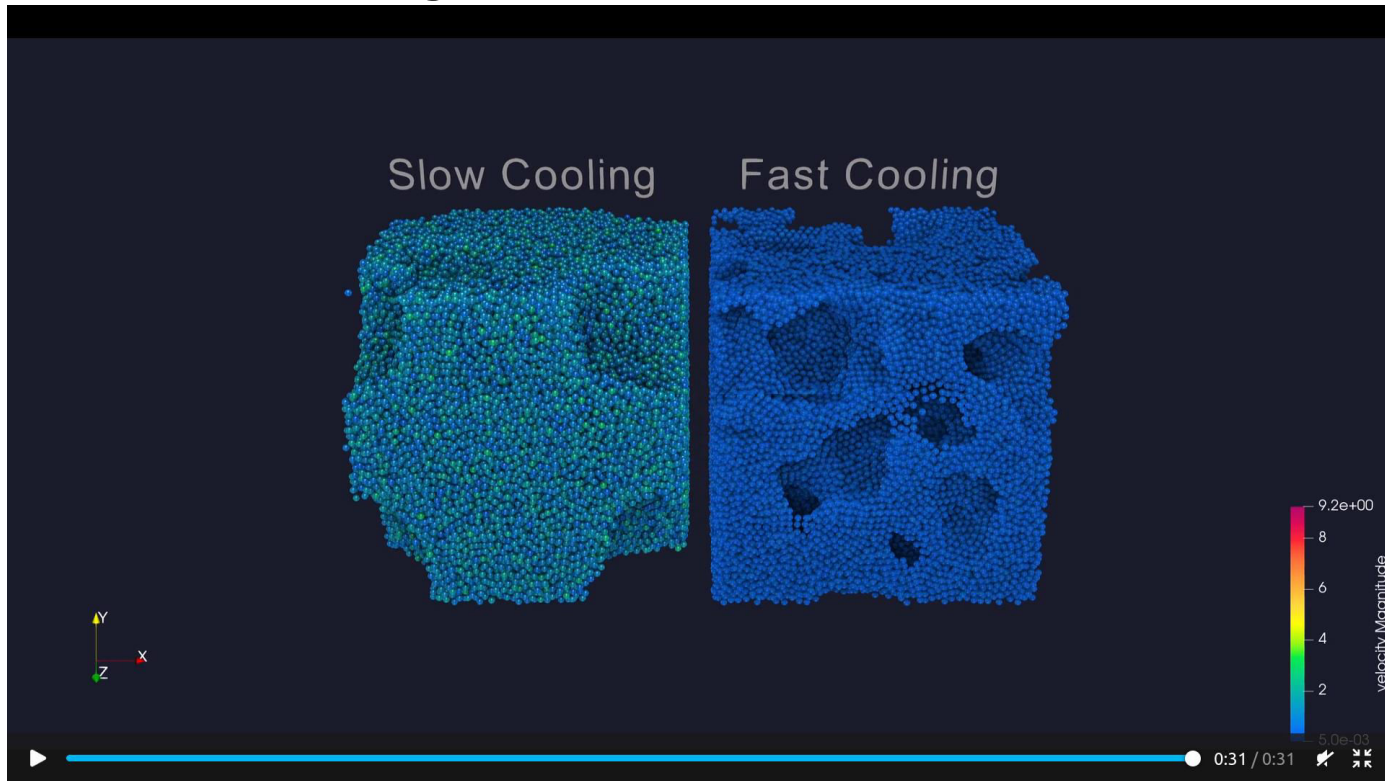


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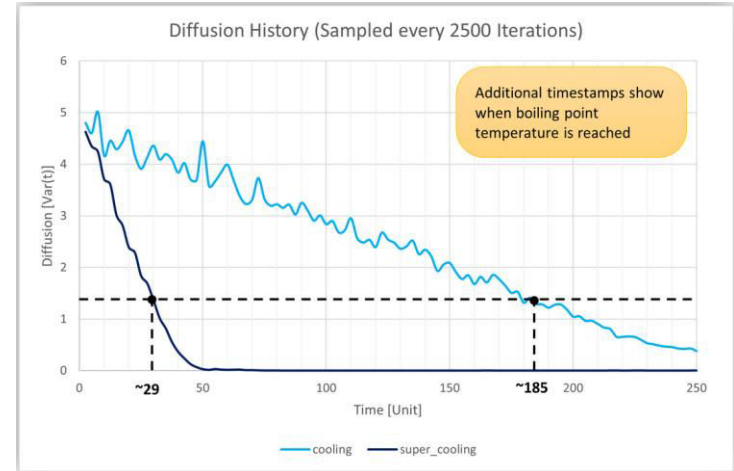
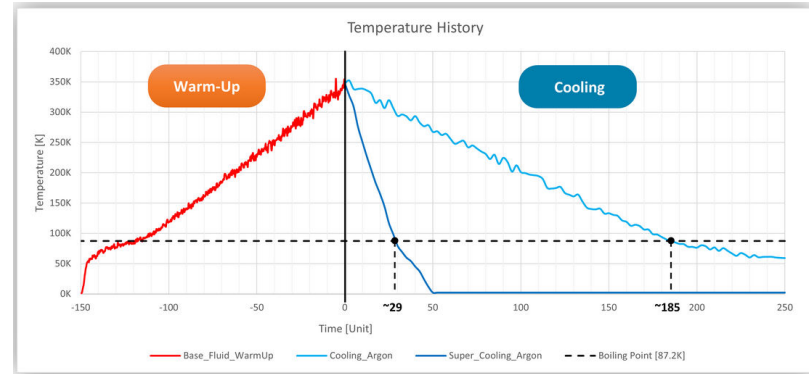
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# Crystallization of Argon

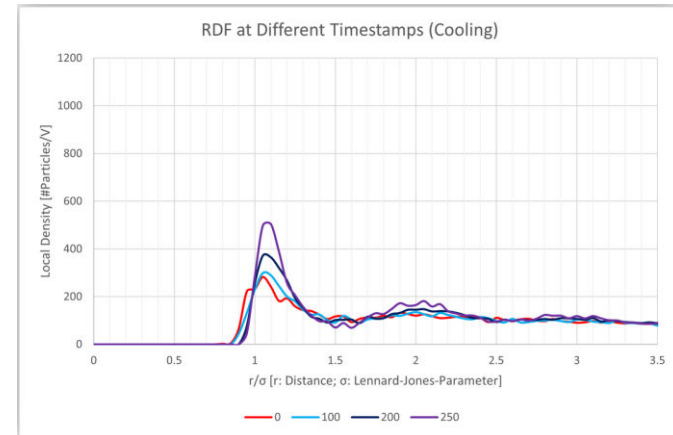
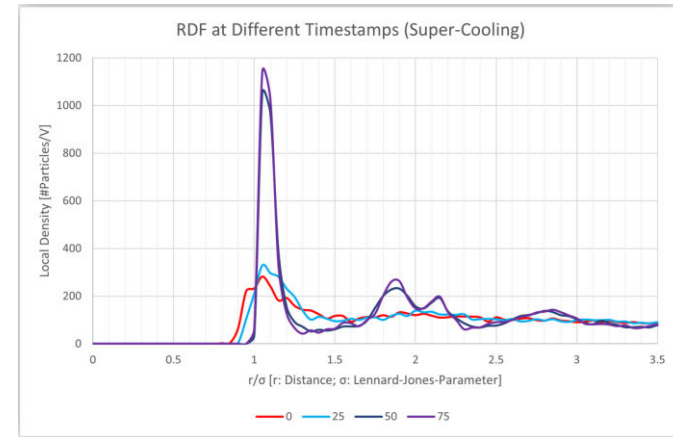
- **Quantitative Analysis:**
  - Diffusion & Temperature History
  - Radial Distribution Function
- **Explanation:**
  - Fast nucleation rate
  - Less time to distribute in space





# Crystalization of Argon

- **Quantitative Analysis:**
  - Diffusion & Temperature History
  - Radial Distribution Function
- **Explanation:**
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# Summary of cool things

- We made a satisfying simulation of rubber cubes
- We read a paper by Prof. Bungartz
- We accelerated the simulation by threading
- We observed unstable chaotic system
- We analysed a particle flow on nano-scale
- We ran hours of argon simulation

# References

Waves: <https://www.pinterest.de/pin/harmonic-waves-in-architecture-google-search-musicperformance-music-performance-architecture--690247080384012557/>

Domain partitioning: [https://www.researchgate.net/profile/Fabio-Gratl/publication/357143093\\_N\\_Ways\\_to\\_Simulate\\_Short-Range\\_Particle\\_Systems\\_Automated\\_Algorithm\\_Selection\\_with\\_the\\_Node-Level\\_Library\\_AutoPas/links/649acc9cc41fb852dd355f24/N-Ways-to-Simulate-Short-Range-Particle-Systems-Automated-Algorithm-Selection-with-the-Node-Level-Library-AutoPas.pdf](https://www.researchgate.net/profile/Fabio-Gratl/publication/357143093_N_Ways_to_Simulate_Short-Range_Particle_Systems_Automated_Algorithm_Selection_with_the_Node-Level_Library_AutoPas/links/649acc9cc41fb852dd355f24/N-Ways-to-Simulate-Short-Range-Particle-Systems-Automated-Algorithm-Selection-with-the-Node-Level-Library-AutoPas.pdf)

Threads: [https://en.wikipedia.org/wiki/Thread\\_pool](https://en.wikipedia.org/wiki/Thread_pool)

Reynolds number <https://www.nuclear-power.com/nuclear-engineering/fluid-dynamics/reynolds-number/reynolds-number-for-turbulent-flow/>

Argon crystal <https://en.wikipedia.org/wiki/Argon#/media/File:CsCrystals.JPG>