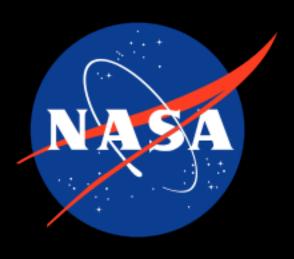
GRHayL

An Open-source, Modular, Extensible GRMHD Library

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In collaboration with Samuel Cupp, Terrence Pierre Jacques, and Zach Etienne







Astrophysical neutrinos and the origin of the elements August 3, 2023 — Institute for Nuclear Theory, University of Washington, Seattle, WA

Our starting point is IllinoisGRMHD (Etienne+2015, CQG 32 175009)

- A rewrite of the original GRMHD code from the Illinois NR group
- Leaner and faster, yet round-off agreement with original code
- GRMHD for fully dynamical spacetimes
- Open source and part of the Einstein Toolkit
- "Field tested" to model many systems
 - √ Single and binary neutron stars
 - √ Black hole accretion disks
 - ✓ Black hole—neutron star binary
 - ✓ White dwarfs

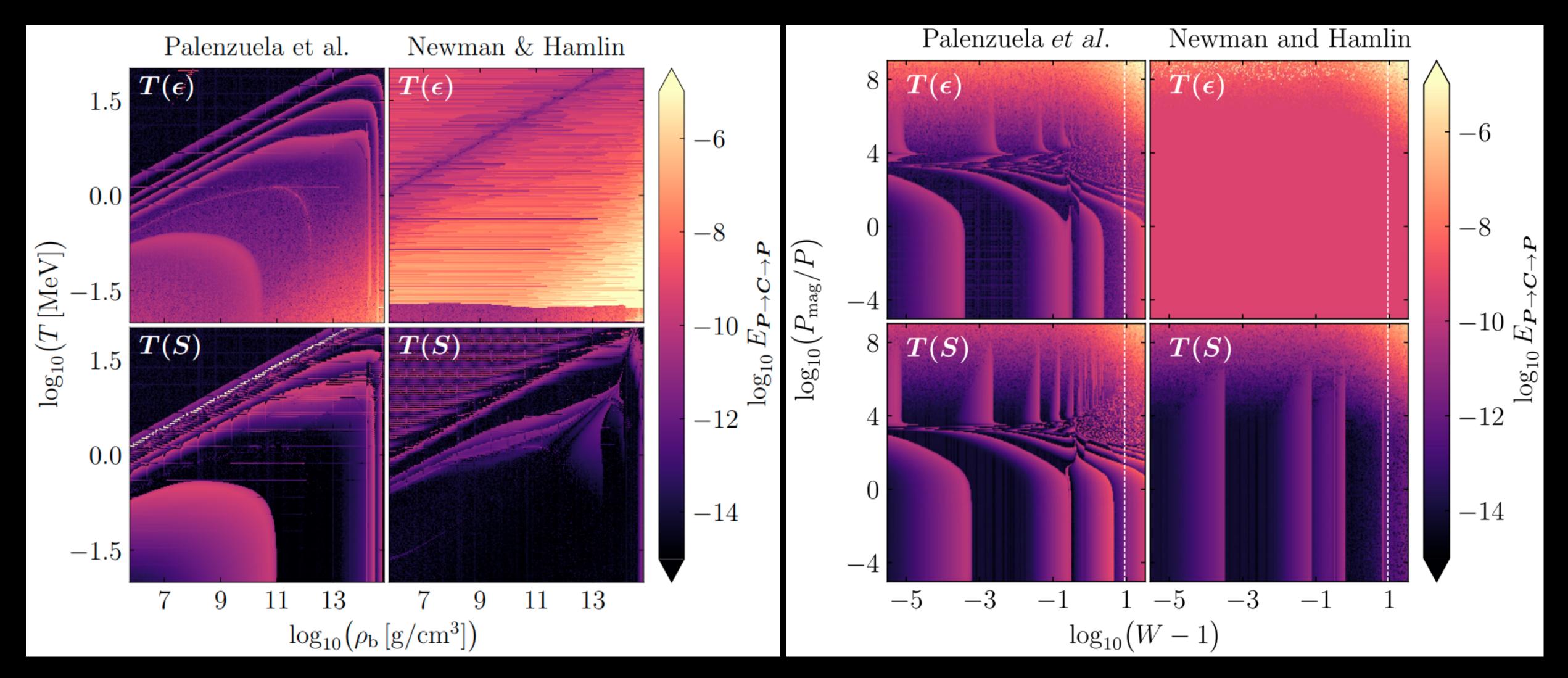


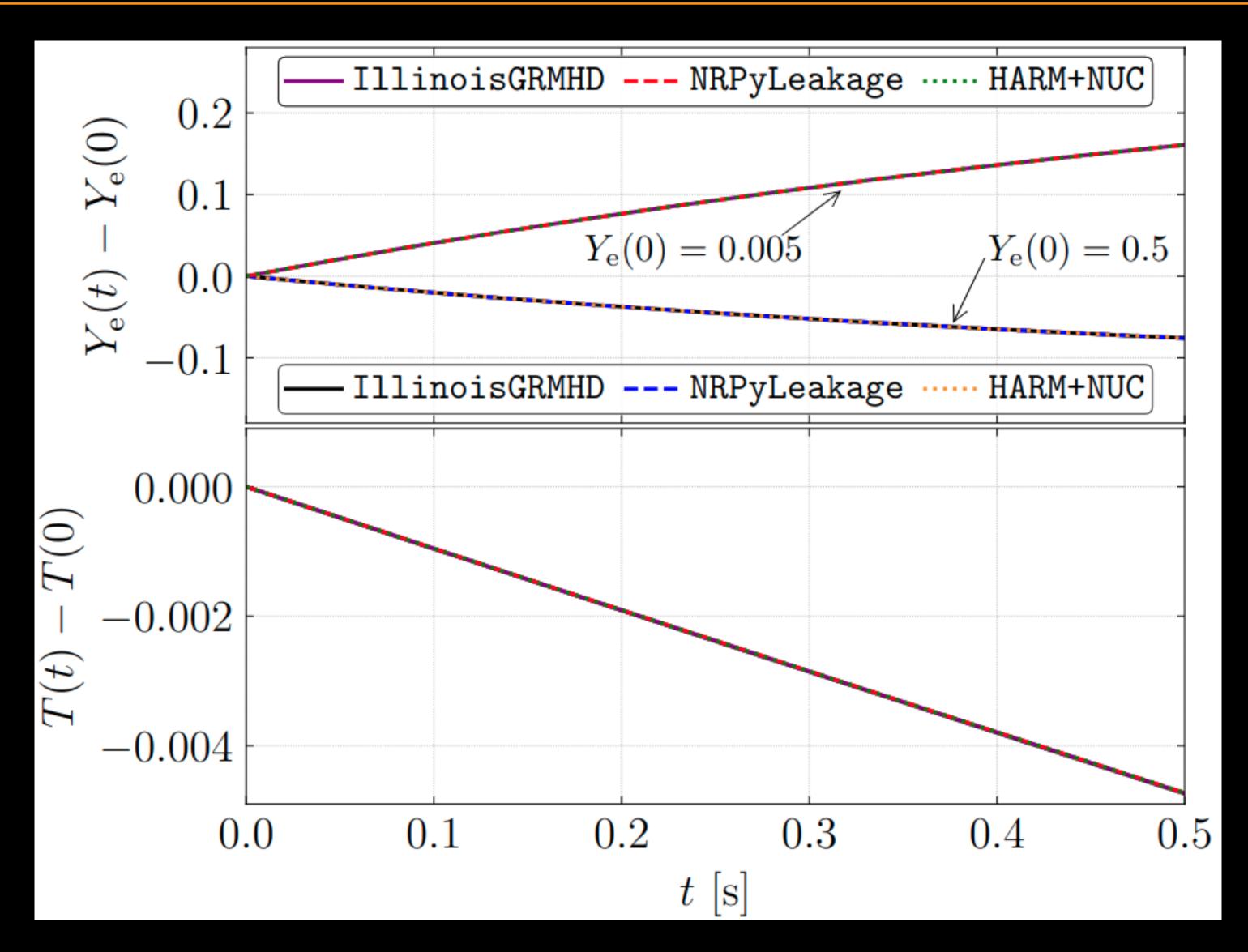
Latest features (LW+TCAN+2023, PRD 107 044037)

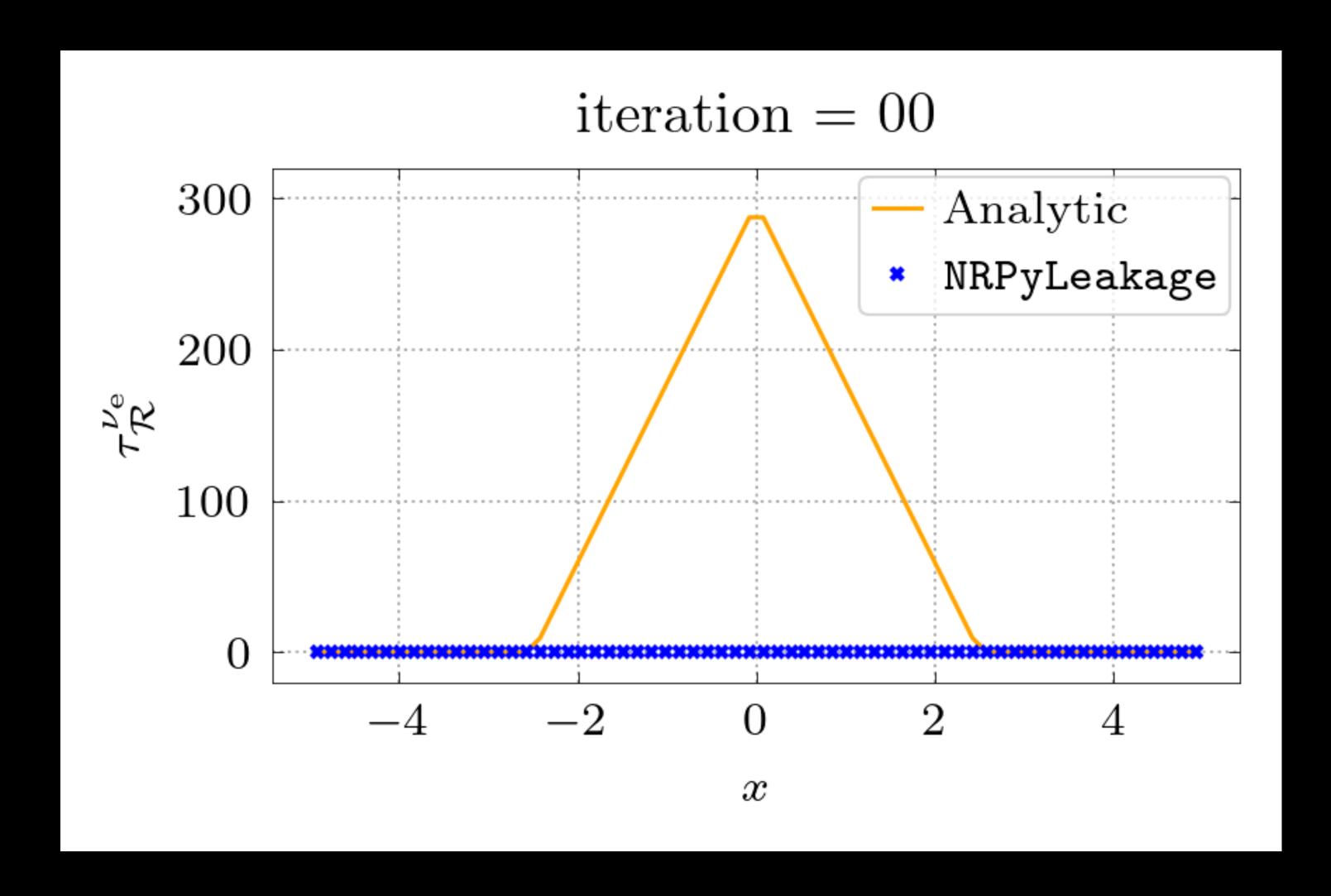
Support for microphysical equations of state tables

New conservative-to-primitive infrastructure

Basic neutrino physics via a leakage scheme

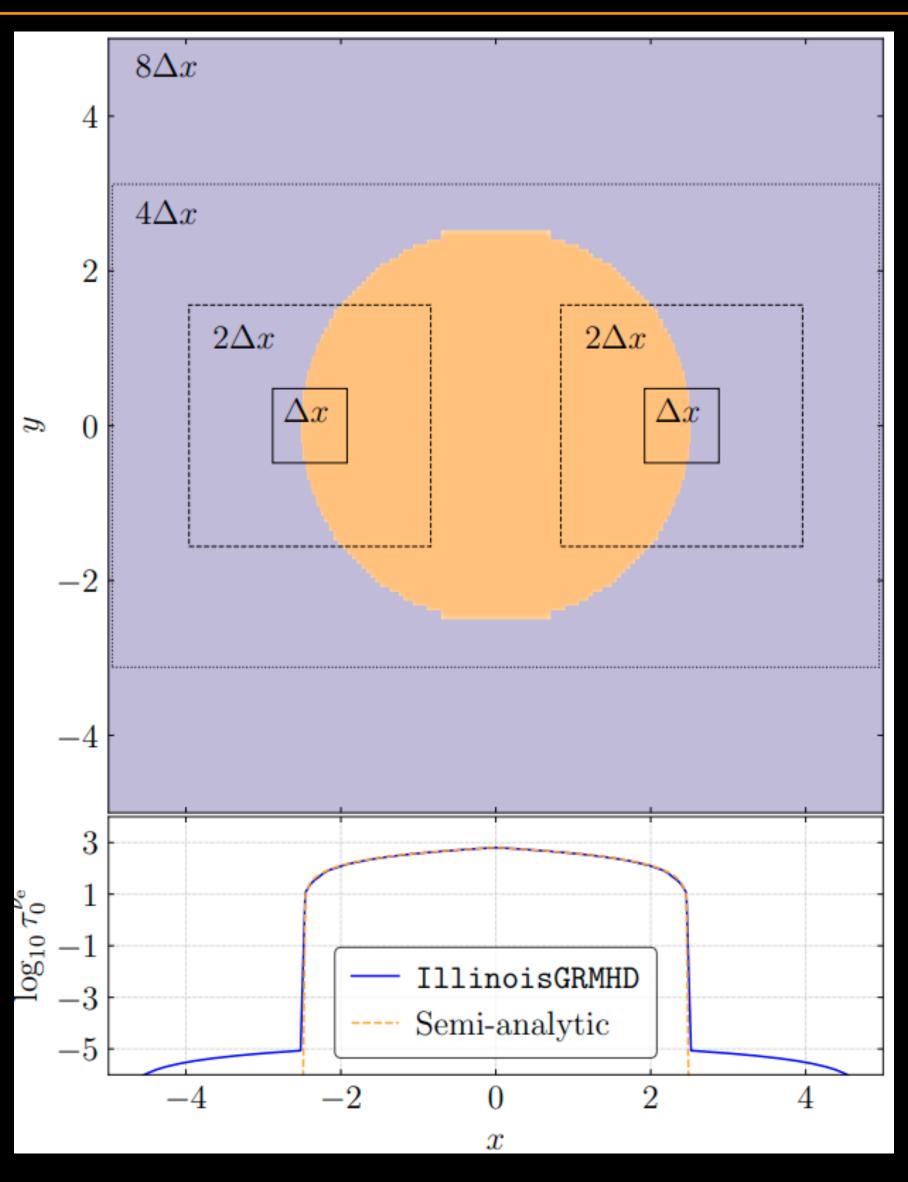




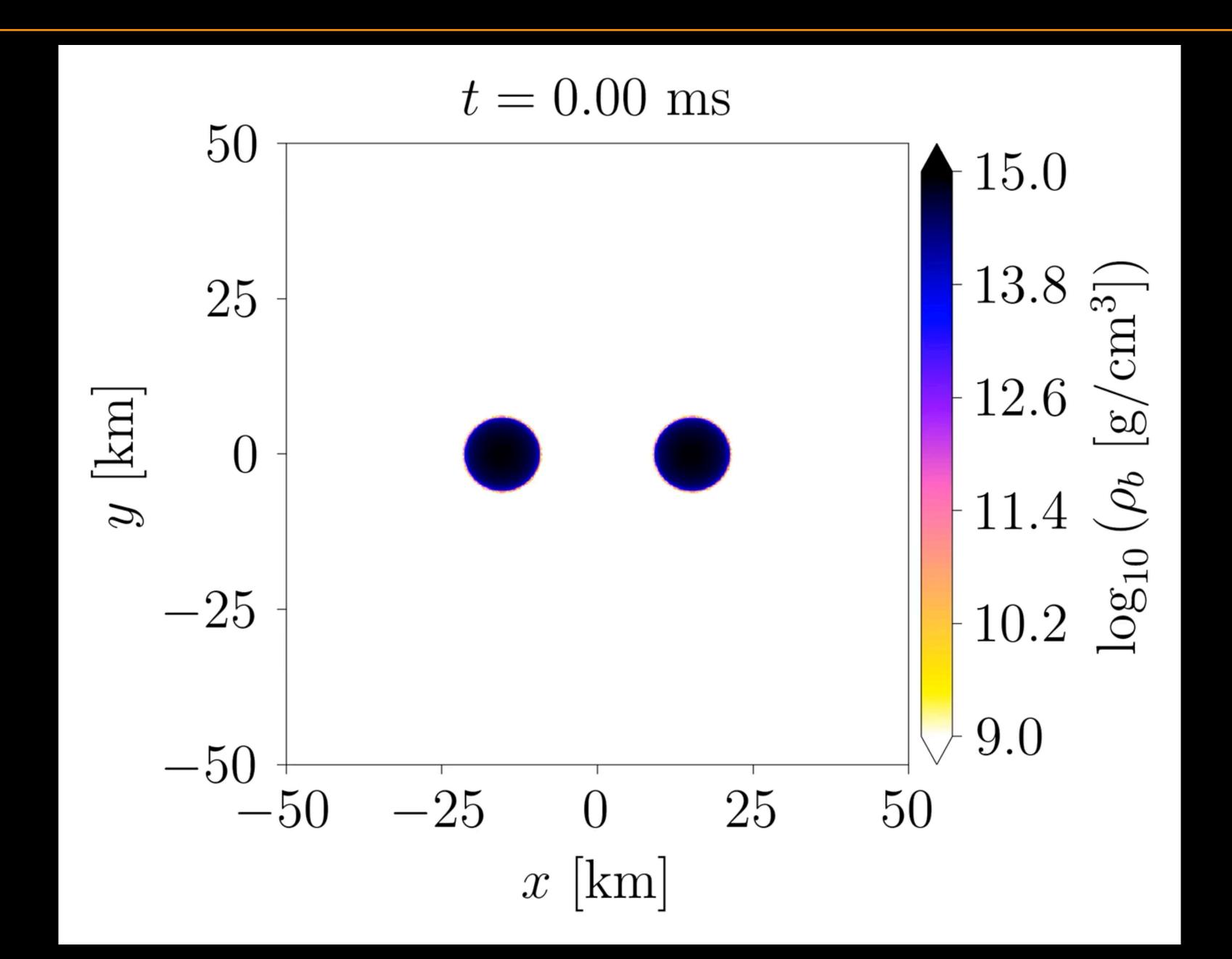


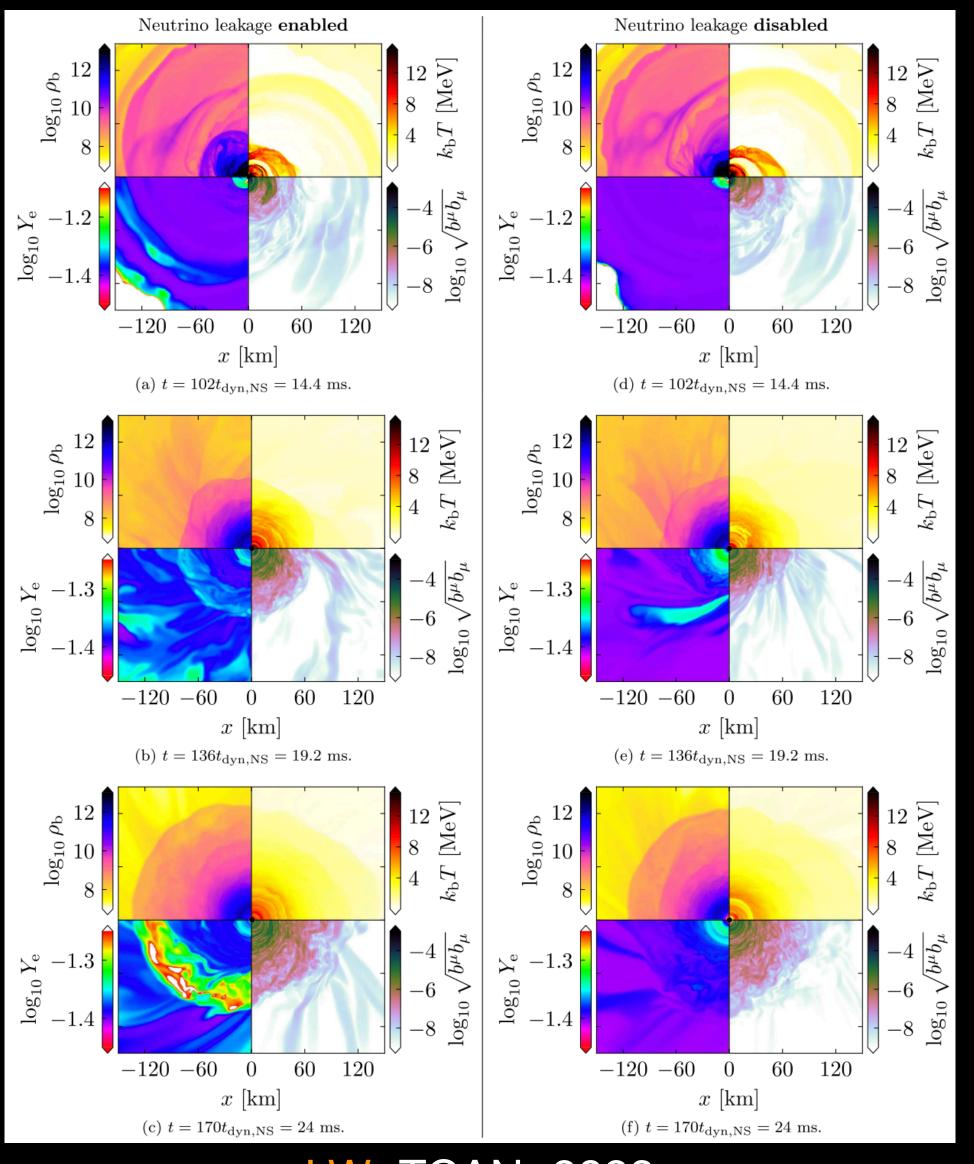
NRPyLeakage

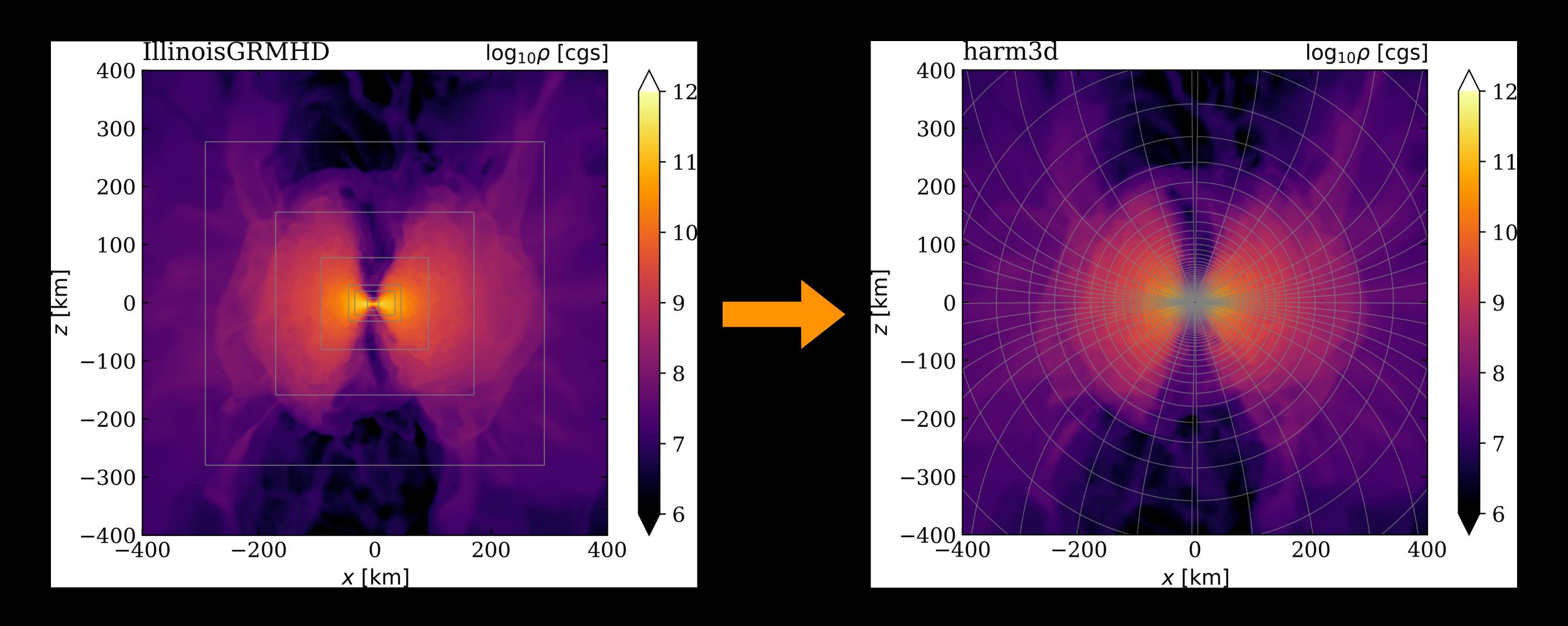
- Based on Ruffert+1996, Burrows+2006, and O'Connor & Ott 2011
- Optical depths are computed using nearest neighbor approach of Nielsen+2011
- Works on systems with or without symmetries



LW+TCAN+2023







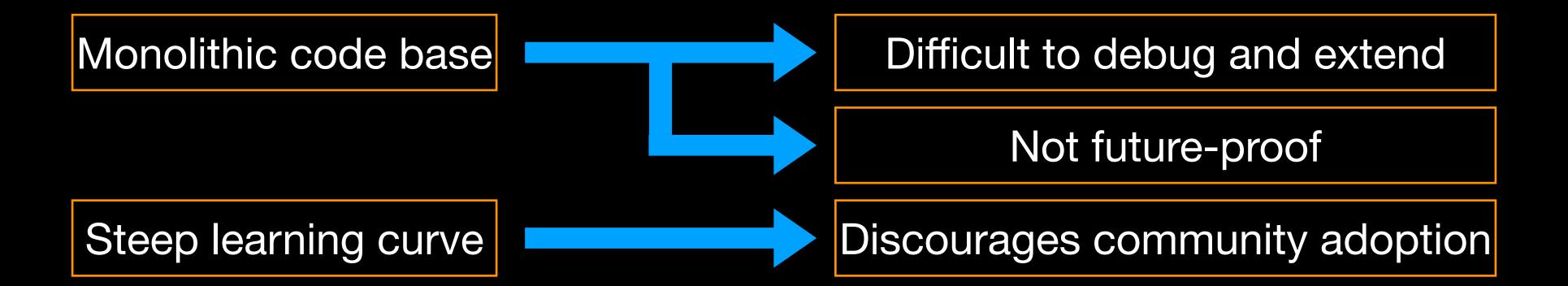
The good

- Field tested
- Open source
- Support for microphysical EOS
- Some neutrino physics support

The not so good

- Tied to a single infrastructure
- Steep learning curve
- Relatively small, but still difficult to modify
- Documentation could be better

GRHayL: Motivation





GRHayL: Motivation



https://www.teepublic.com/tapestry/3141846-tangled-octopus

GRHayL: General Relativistic Hydrodynamics Library

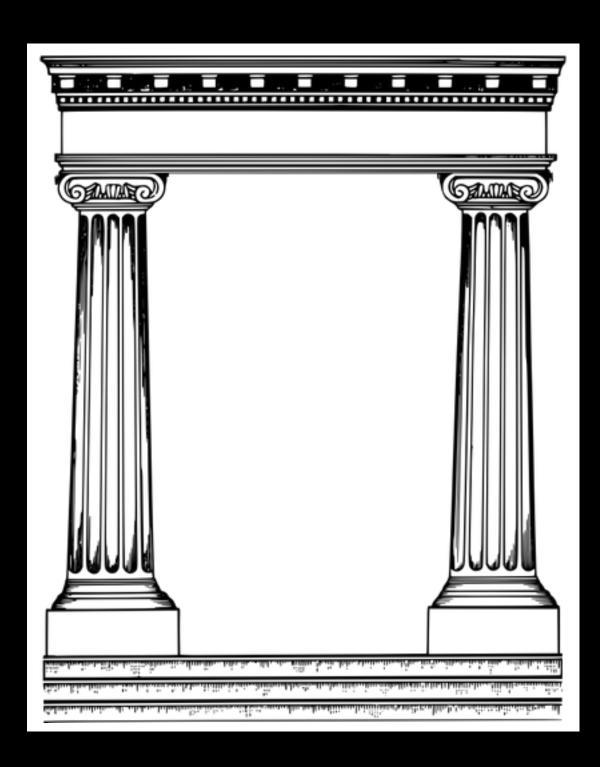
Refactors IllinoisGRMHD into modular components

- GRHayL is the future of IllinoisGRMHD
 - ★ Better documentation
 - ★ Easier to learn
 - ★ Easier to contribute/extend
 - ★ Infrastructure agnostic

GRHayL: Design Philosophy

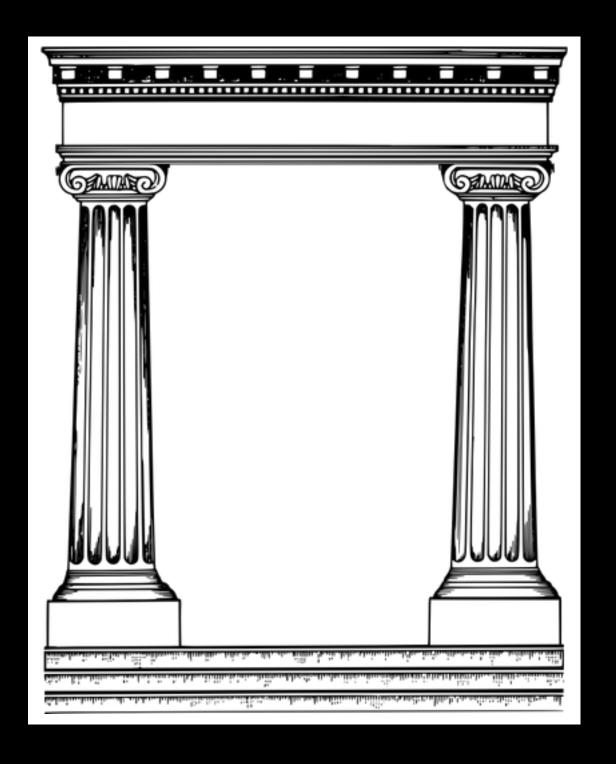
Streamlined new user pipeline

Extensive documentation



Modularity

Infrastructure agnosticism



GRHayL: Streamlined new user pipeline & documentation

New students must learn:

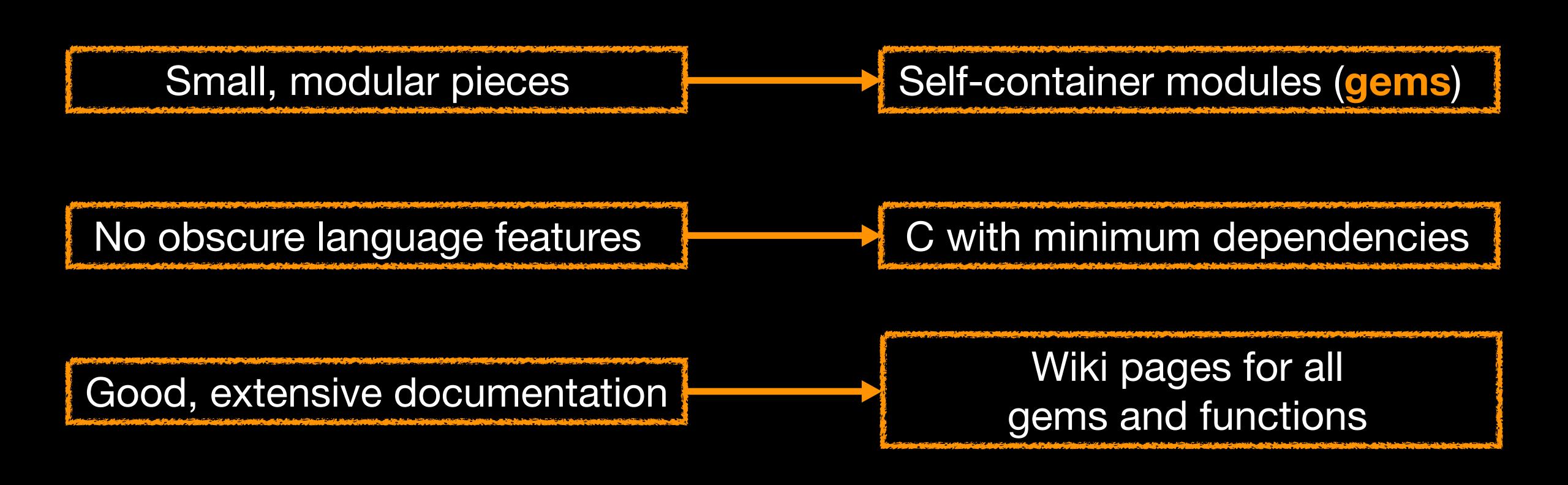
- Physics
- Mathematics
- Computer science
- Astronomy

Weakest link!

Solution:

- Small, modular code pieces
- No obscure language features
- Extensive documentation

GRHayL: Streamlined new user pipeline & documentation

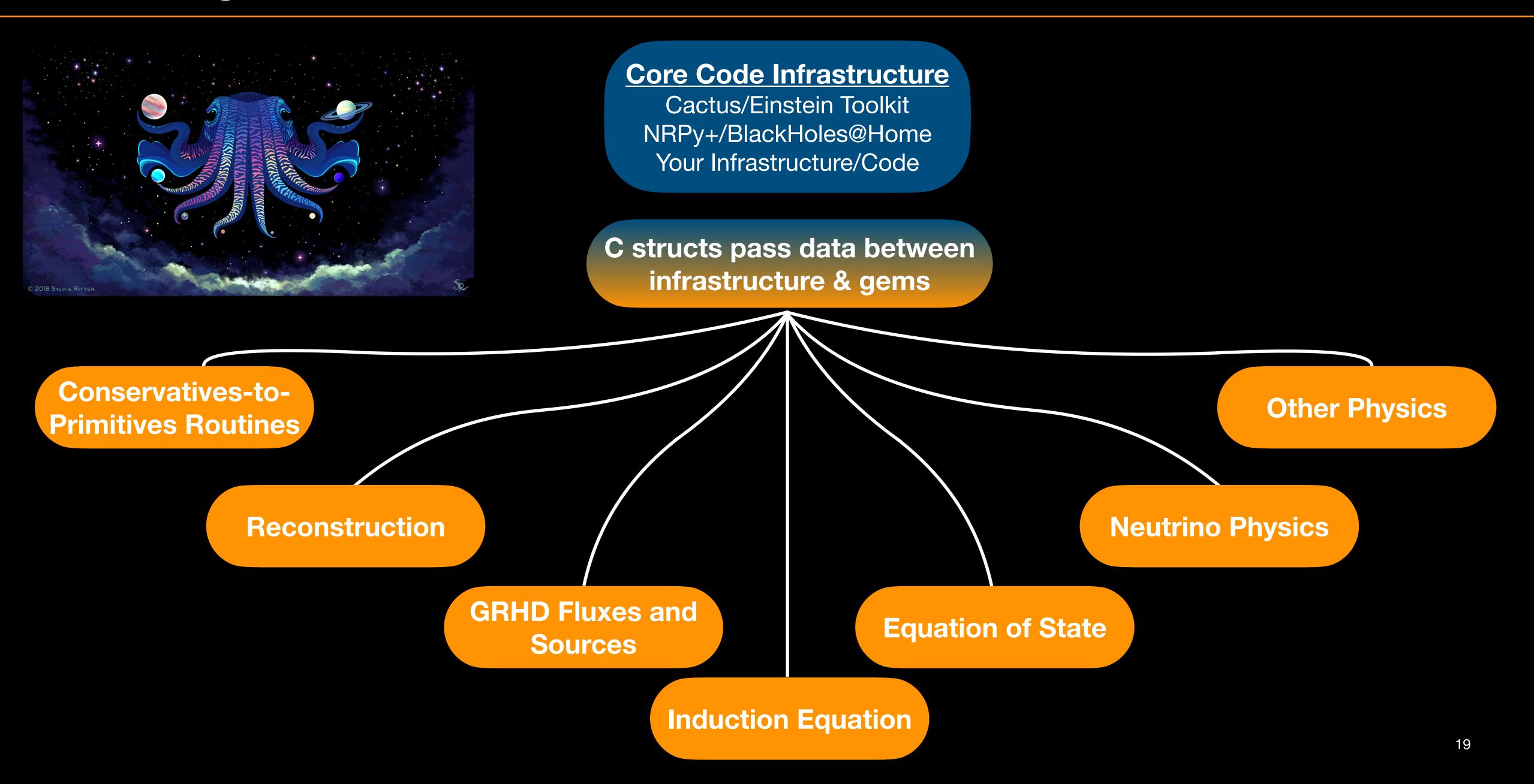


GRHayL: modularity and infrastructure agnosticism



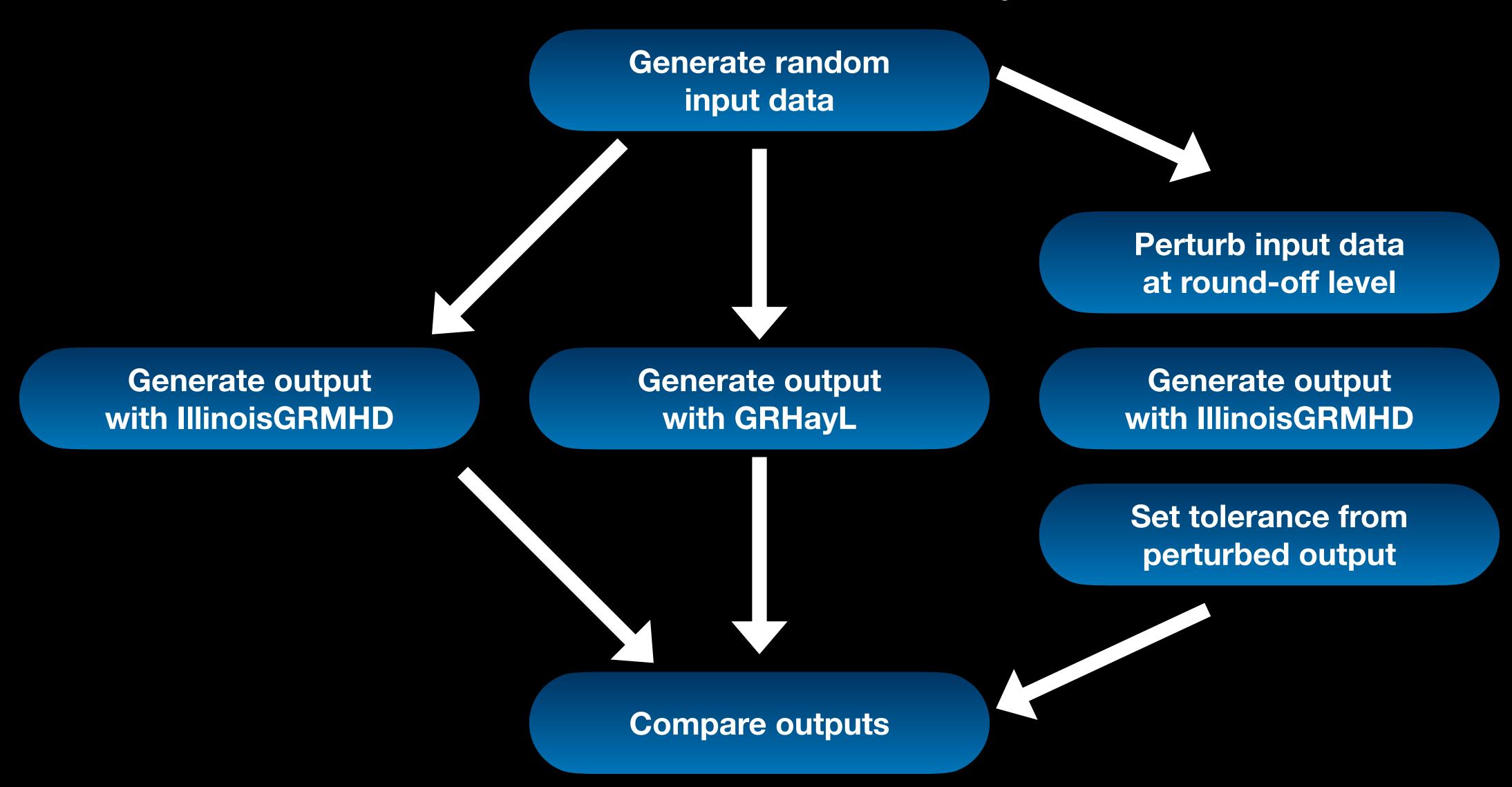
https://www.deviantart.com/sylviaritter/art/Cosmic-Cuttlefish-766515479

GRHayL: modularity and infrastructure agnosticism



GRHayL: code validation

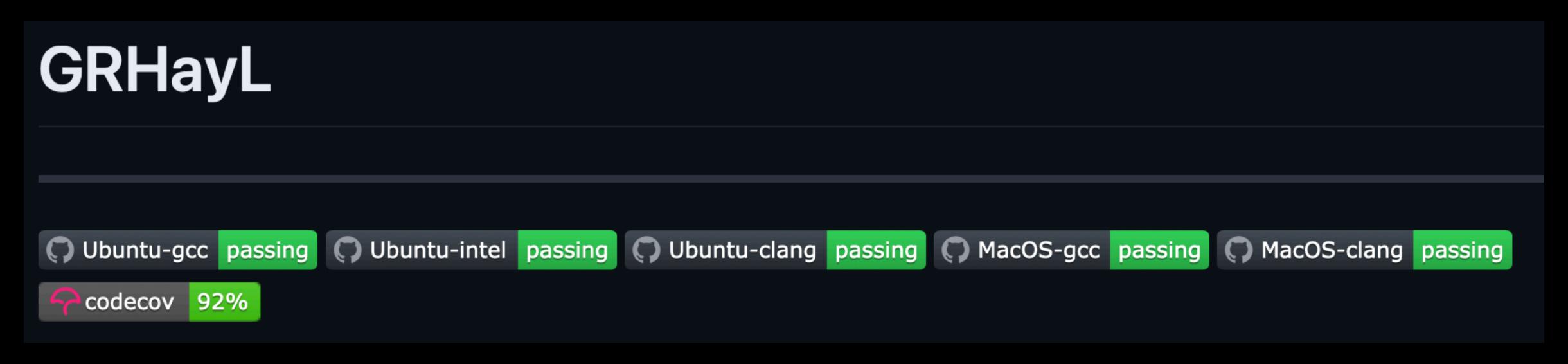
How do we validate GRHayL?



GRHayL: code validation

Automated continuous integration (CI) with GitHub Actions

- Multiple OS/compiler combinations
- Uses trusted output to validate test output
- Core functions have individual unit tests



https://github.com/GRHayL/GRHayL

GRHayL: implementations/infrastructures

The GRHayL library is mostly oblivious to the grid structure

- Knows nothing about AMR, unigrid, patches, etc
- Many functions also oblivious to coordinate system
- Core functions are also GPU-friendly

GRHayL implementations provide needed connective tissue

- Loops
- Gridfunction access
- Function scheduling
- Memory management
- MPI/OpenMP/charm++ parallelization
- I/O

GRHayL: implementations/infrastructures

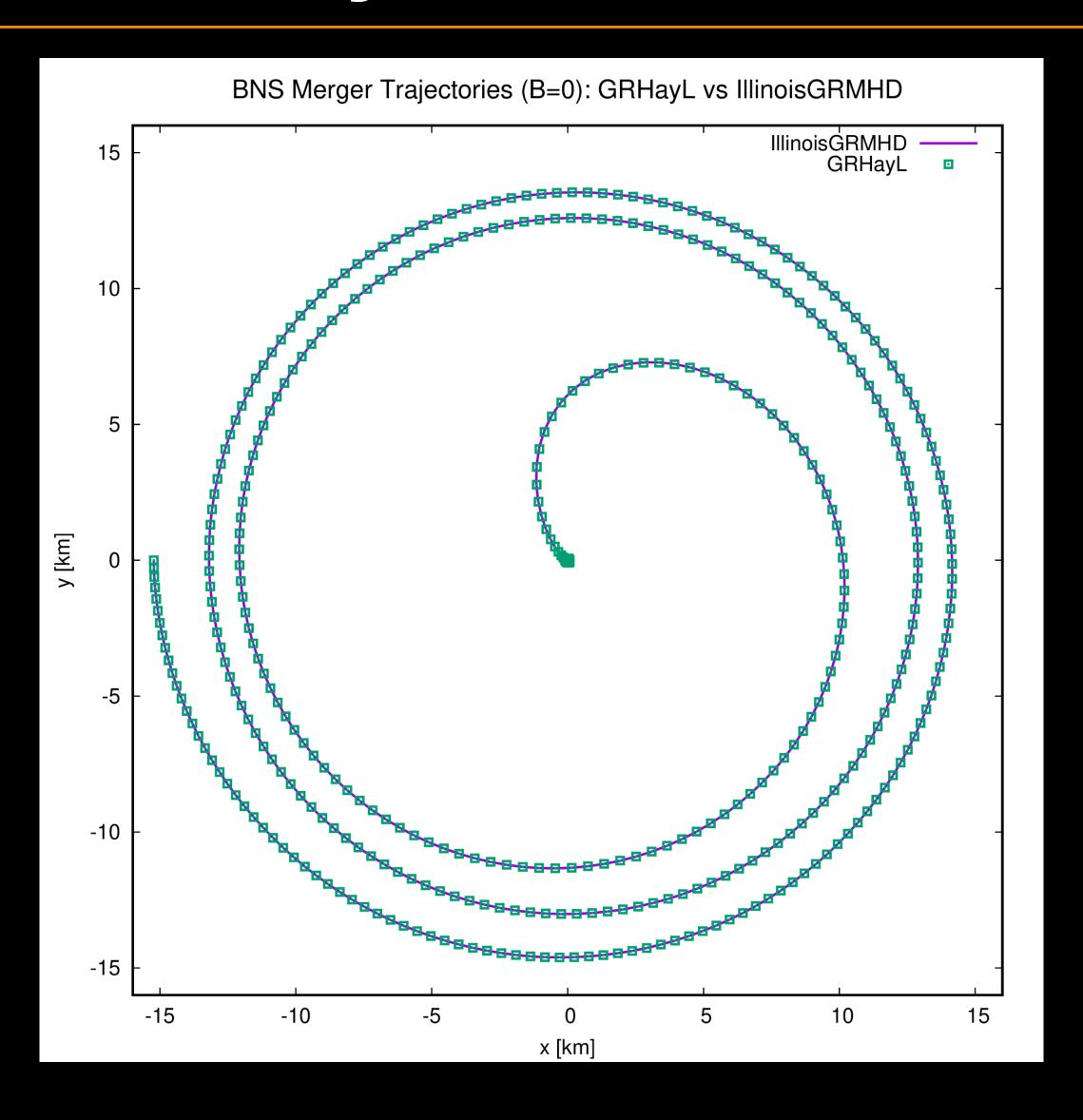
Current implementations (infrastructures)

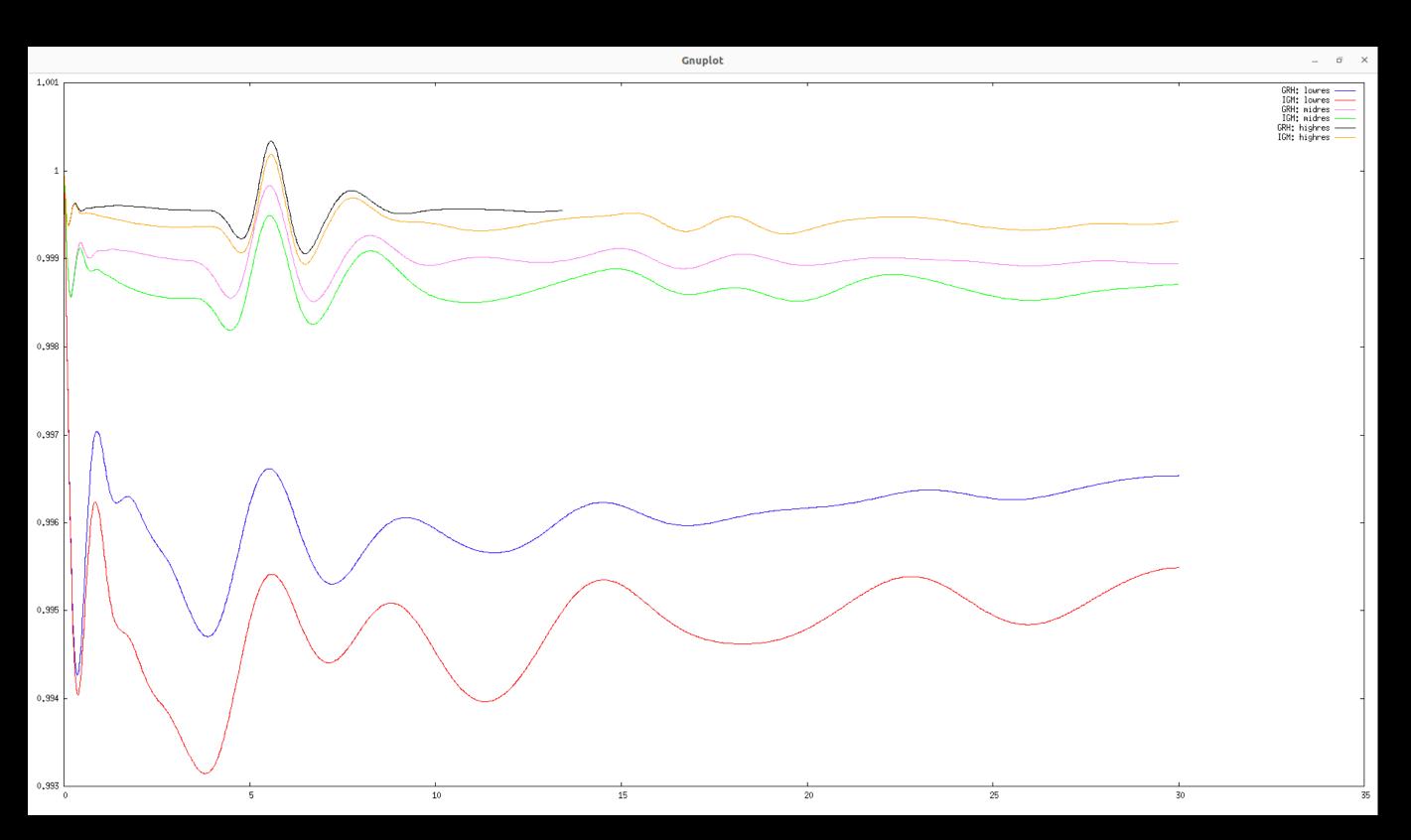
- IllinoisGRMHD (Carpet/CarpetX)
- GRHayLHD (Carpet/CarpetX/NRPy+)

Future infrastructures

- ChaNGa/MaNGa
- GRChombo
- DendroGR
- BlackHoles@Home
- Your infrastructure

GRHayL: implementations/infrastructures





Cupp+ (in preparation)

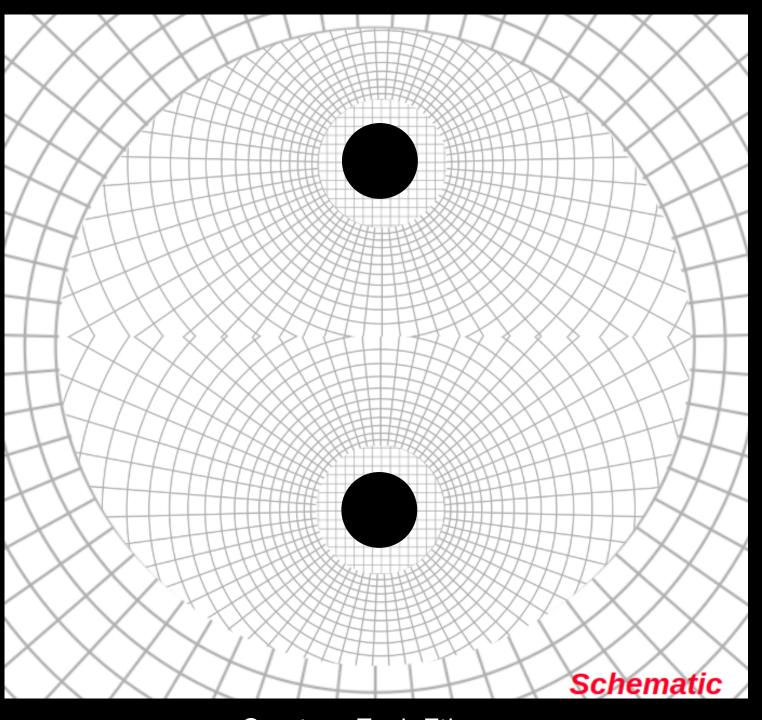
GRHayL: summary and future developments

GRHayL summary:

- GRHayL is the future of IllinoisGRMHD
- Minimal dependencies, highly extensible
- Well documented and modular
- Provide GRMHD for many different infrastructures

Future developments

- Better neutrino physics
- Hand-off support between different infrastructures
- More efficient simulations with curvilinear coordinates
- Full GPU support



Courtesy Zach Etienne

Questions?