

Numerical scheme for relativistic Boltzmann equation with spherical geometry

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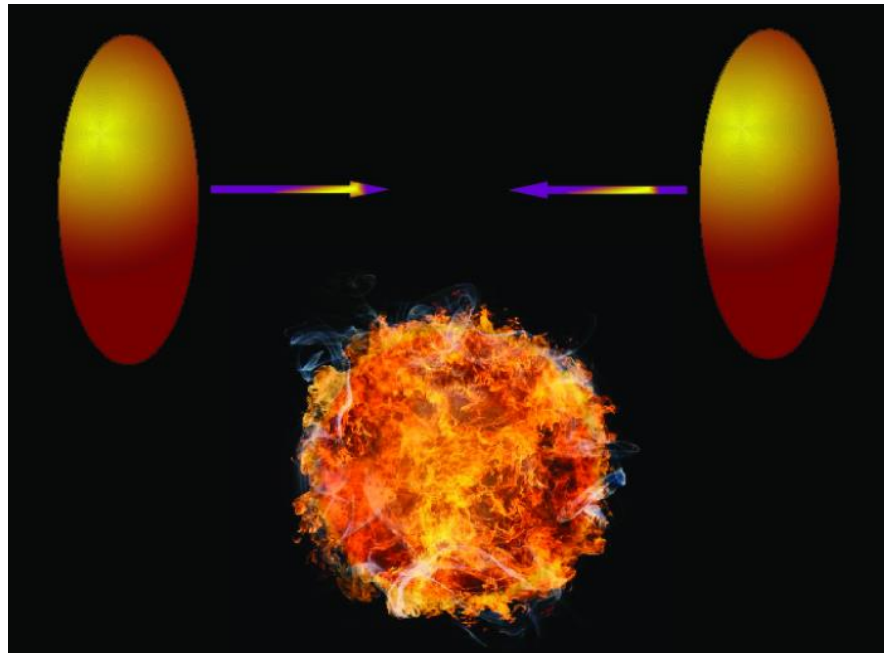


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24.10.2024 Yerevan

Fireballs in nuclear physics and astrophysics

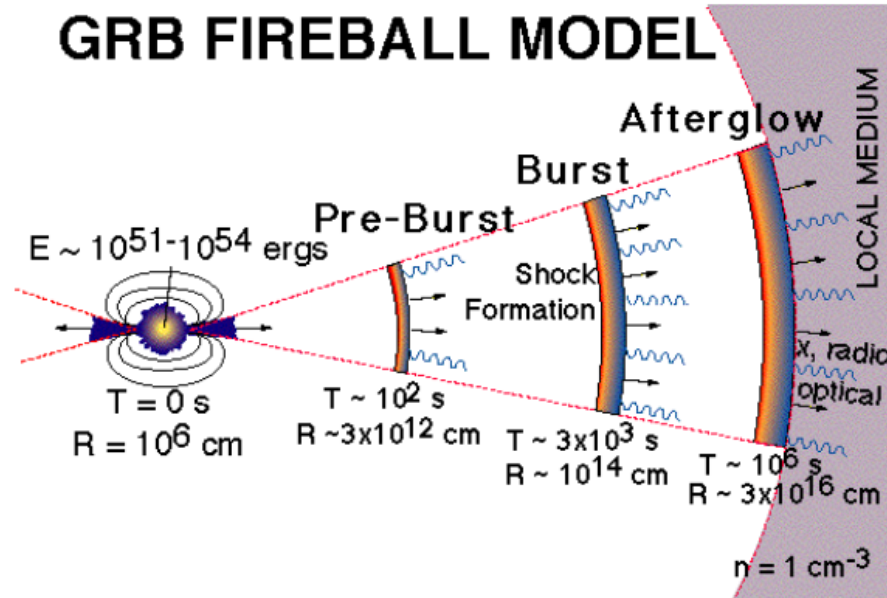
Heavy-ion collisions



Yukalov et al. *Physics of Particles and Nuclei* 54 (1):1-68 (2023)
Voskresensky, *Nuclear Physics A* 744 (2004) 378-444

Fireballs in nuclear physics and astrophysics

Gamma-ray burst



Ghisellini, arXiv:astro-ph/0111584

Piran, Rev. Mod. Phys. 76, 1143 (2005)

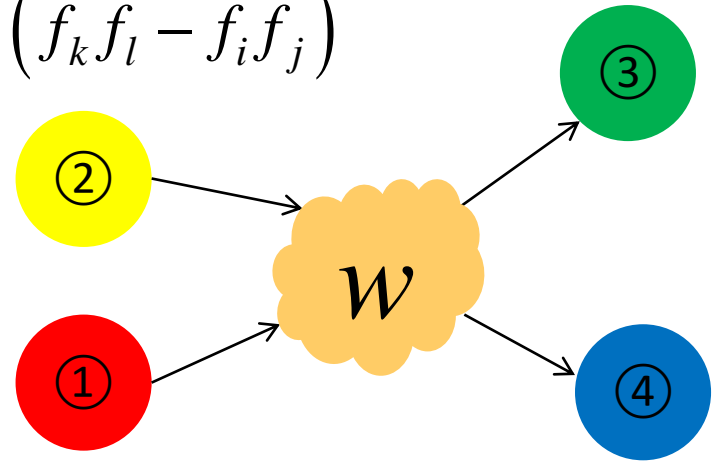
Collisional integral

$$\text{St} f_i = \int d^3 p_j d^3 p_k d^3 p_l W_{(ijkl)} (f_k f_l - f_i f_j)$$

$$d^3 p = p^2 dp \cdot d\mu \cdot d\varphi$$

$$p^2 = c^{-2} \varepsilon^2 - m^2 c^2$$

$$p \leftrightarrow \varepsilon$$



$$W = \frac{\hbar^2 c^6}{4\pi^2} \frac{|M_{if}|^2}{16\varepsilon_1 \varepsilon_2 \varepsilon_3 \varepsilon_4} \delta(\varepsilon_1 + \varepsilon_2 - \varepsilon_3 - \varepsilon_4) \delta(\vec{p}_1 + \vec{p}_2 - \vec{p}_3 - \vec{p}_4)$$

- Stf is the same for any radius r
- Stf mixes energies and angles

$(r, s, \varepsilon, \mu) = (\text{radius}, \text{particle type}, \text{particle energy}, \text{particle angle})$

4D array \rightarrow 1D array

Collisional matrix

$$\text{St } f_i = \int d^3 p_j d^3 p_k d^3 p_l W_{(ij|kl)} (f_k f_l - f_i f_j)$$

on finite grid
after integration over azimuth angle*

$$\sum_{\beta} \sum_{\gamma} C_{\alpha\beta\gamma} f_{\beta} f_{\gamma}$$

$$\alpha = 1..N_2, \quad N_2 = N_s N_{\varepsilon} N_{\mu}$$

Collisional matrix can be calculated only once
before time integration

*Prakapenia, et al. Journal of Computational Physics, vol. 373, p. 533, (2018)
Prakapenia, et al. Physics of Plasmas, vol. 27, p. 113302, (2020)

From integro-differential equations with partial derivatives to ODE system

$$f_i(t, r, \varepsilon, \mu)$$

$$\frac{1}{c} \frac{\partial f_i}{\partial t} + \beta_i(\varepsilon_i) \left(\mu \frac{\partial f_i}{\partial r} + \frac{1 - \mu^2}{r} \frac{\partial f_i}{\partial \mu} \right) = \text{St} f_i$$

Second-order piecewise linear reconstruction scheme (PLM):

Mignone, Journal of Computational Physics (2014)

Fuksman, Mignone, The Astrophysical Journal Supplement Series (2019)

$$f_i(t, r, \varepsilon, \mu) \rightarrow f_\alpha(t)$$

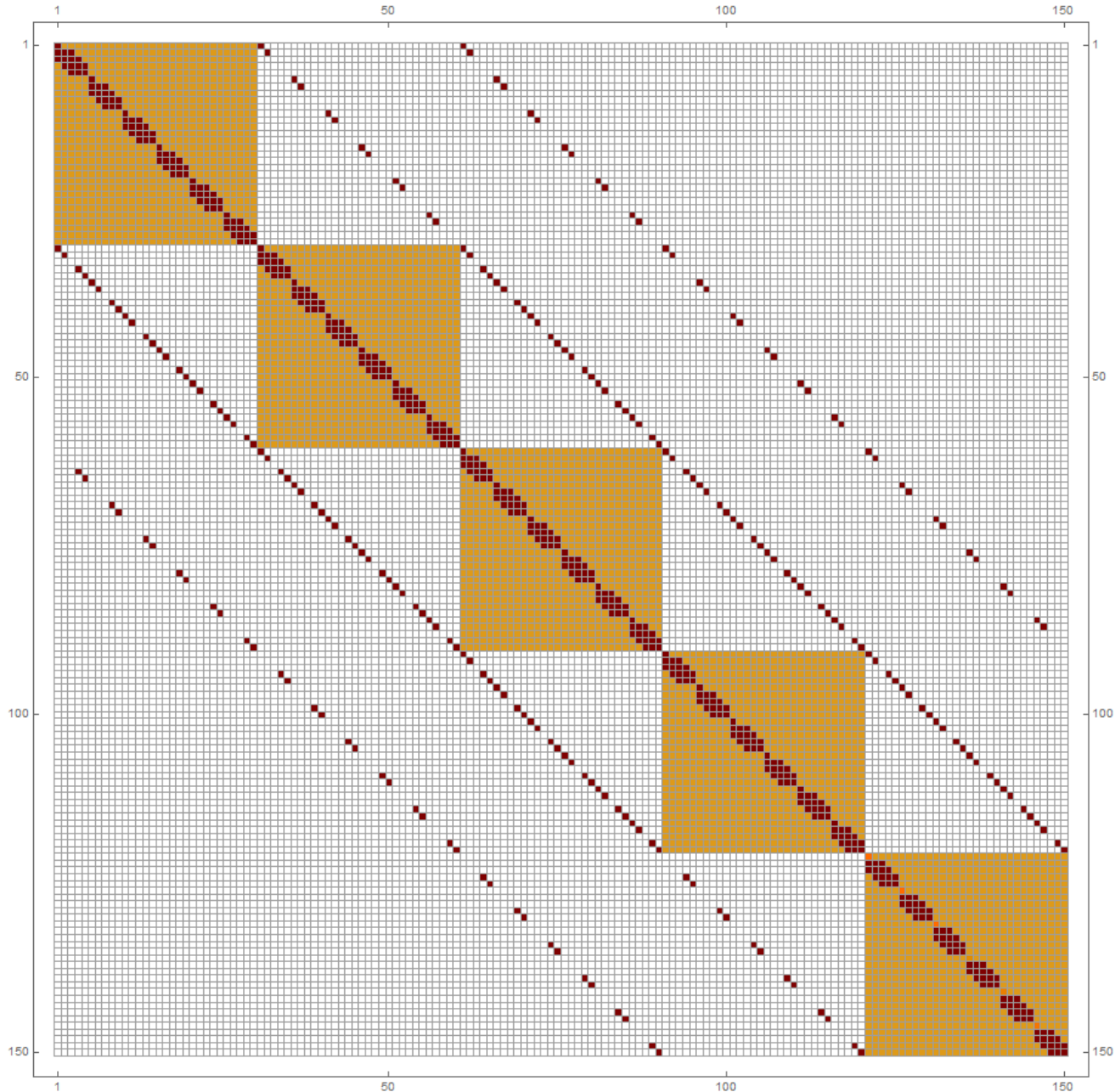
$$\frac{df_\alpha}{dt} = \mathbf{F}_\alpha(f_\beta)$$

Aksenov, et al. ApJ (2004)

Bruenn, Mezzacappa, ApJ (1993)

$$\alpha = 1..N, \quad N = \underbrace{N_r}_{N_1} \cdot \underbrace{N_s N_\varepsilon N_\mu}_{N_2}$$

Jacoby matrix of ODE

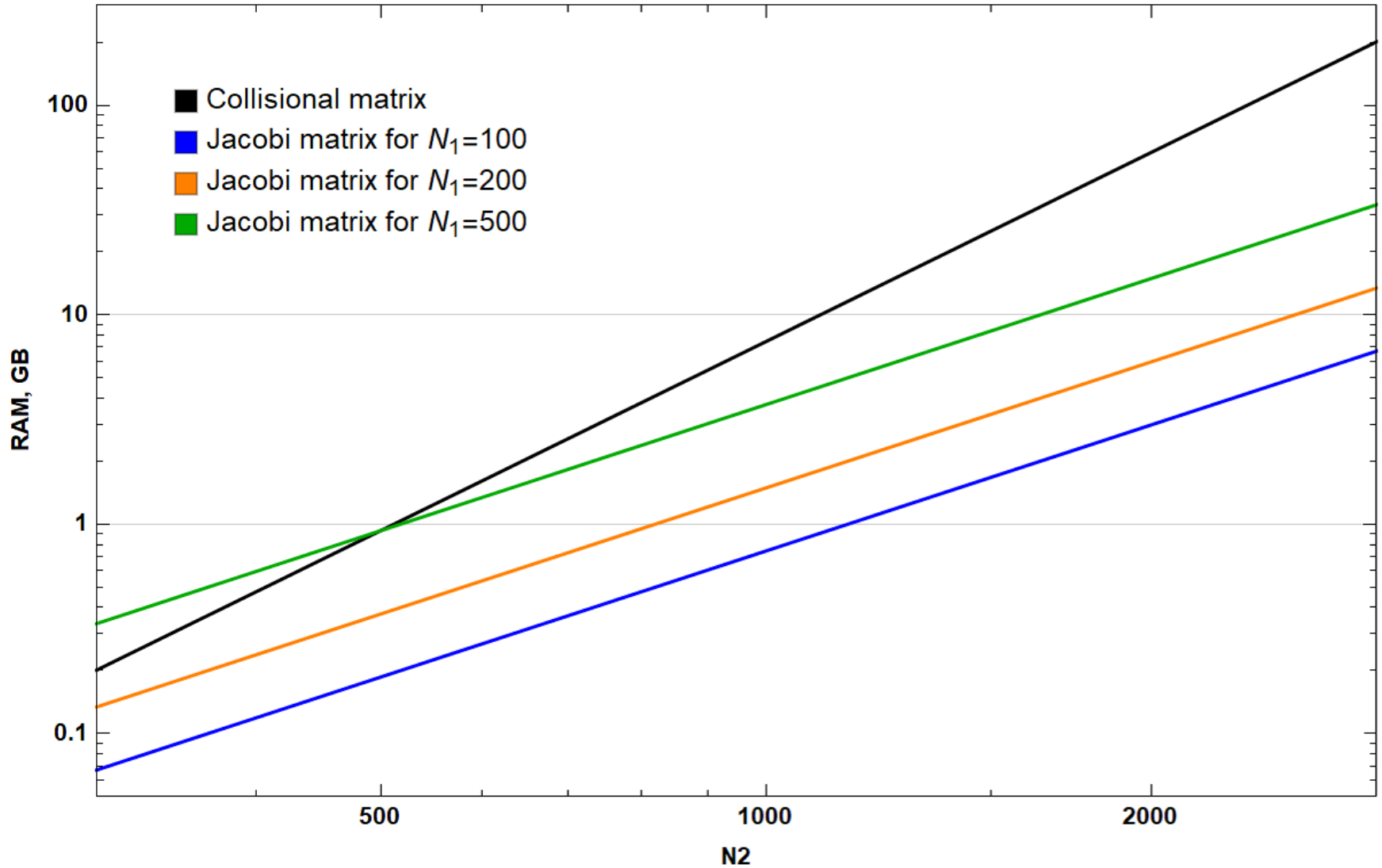


8 lines from transport

N1 blocks from Stf

Block size is $N2 * N2$

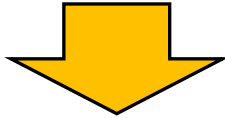
Memory size



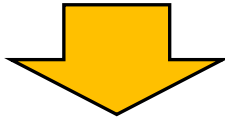
Solving ODE system

$$\frac{df_{\alpha}}{dt} = F_{\alpha}(f_{\beta}) \quad J_{\alpha\beta} = \partial F_{\alpha} / \partial f_{\beta}$$

We have a stiff system therefore we apply BDF method



Nonlinear algebraic system of equations



Newton-Raphson method with BiCGStab for SLAE

- BDF1:

$$y_{n+1} - y_n = hf(t_{n+1}, y_{n+1})$$

(this is the backward Euler method)

- BDF2:

$$y_{n+2} - \frac{4}{3}y_{n+1} + \frac{1}{3}y_n = \frac{2}{3}hf(t_{n+2}, y_{n+2})$$

- BDF3:

$$y_{n+3} - \frac{18}{11}y_{n+2} + \frac{9}{11}y_{n+1} - \frac{2}{11}y_n = \frac{6}{11}hf(t_{n+3}, y_{n+3})$$

- BDF4:

$$y_{n+4} - \frac{48}{25}y_{n+3} + \frac{36}{25}y_{n+2} - \frac{16}{25}y_{n+1} + \frac{3}{25}y_n = \frac{12}{25}hf(t_{n+4}, y_{n+4})$$

- BDF5:

$$y_{n+5} - \frac{300}{137}y_{n+4} + \frac{300}{137}y_{n+3} - \frac{200}{137}y_{n+2} + \frac{75}{137}y_{n+1} - \frac{12}{137}y_n = \frac{60}{137}hf(t_{n+5}, y_{n+5})$$

- BDF6:

$$y_{n+6} - \frac{360}{147}y_{n+5} + \frac{450}{147}y_{n+4} - \frac{400}{147}y_{n+3} + \frac{225}{147}y_{n+2} - \frac{72}{147}y_{n+1} + \frac{10}{147}y_n = \frac{60}{147}hf(t_{n+6}, y_{n+6})$$

Number of operations and parallelization

At each step we have to calculate the right hand side and the Jacobi matrix of the system

$$N_1 \text{ times: } \sum_{\beta} \sum_{\gamma} C_{\alpha\beta\gamma} f_{\beta} f_{\gamma} \longrightarrow N_1 N_2^3 - \text{operations}$$

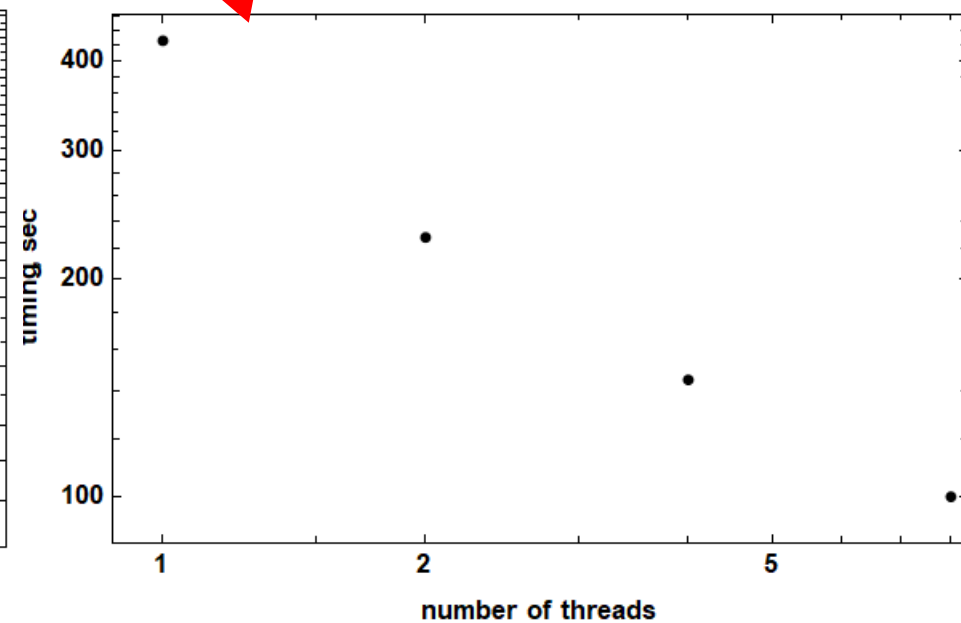
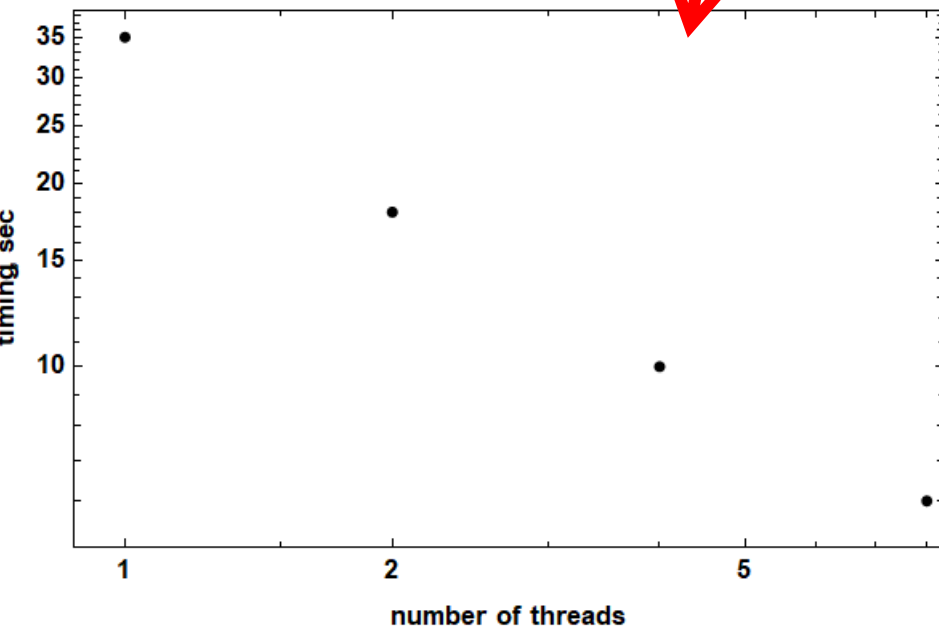
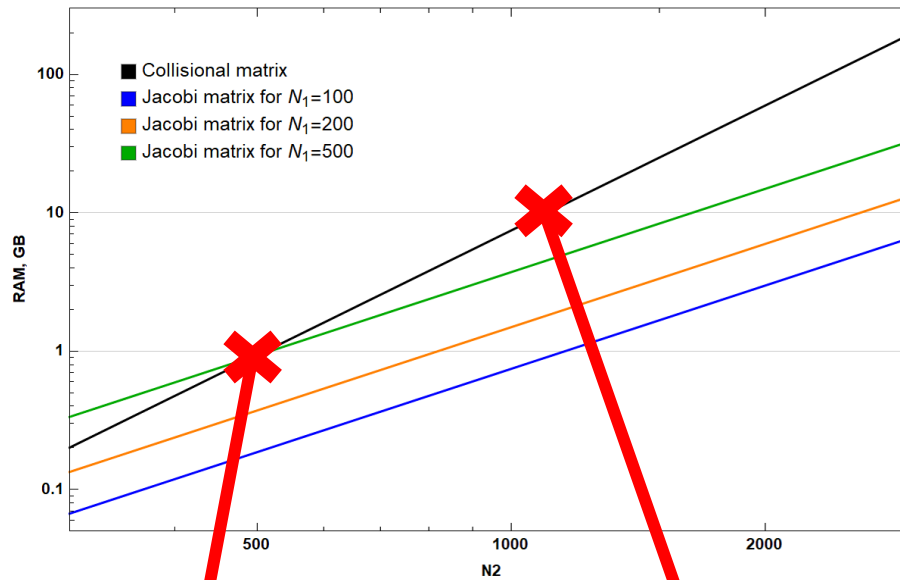
Then we solve SLAE

$$\text{BiCGStab has matrix on vector product: } N_1 N_2^2 - \text{operations}$$

number of iterations $L \ll N_2$

Collisional integral is the bottleneck !

Numerical experiment: timing for one step

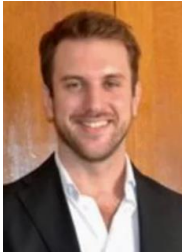
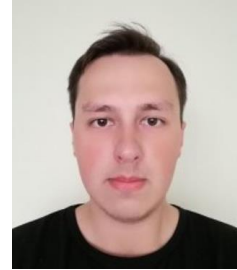


Conclusions

- **Spherical relativistic Boltzmann code for binary processes**
- **CPU OpenMP realization works well for a small grid**
 - **It requires GPU realization for a larger grids**
 - **Possible applications:**
radiation/neutrino transfer in static/expanding medium
Thermalization during expansion of pion/quark-gluon plasma

Collaboration

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Prof. Dmitry Voskresensky (JINR)



Thank you