

REMOLINA-GUTIÉRREZ

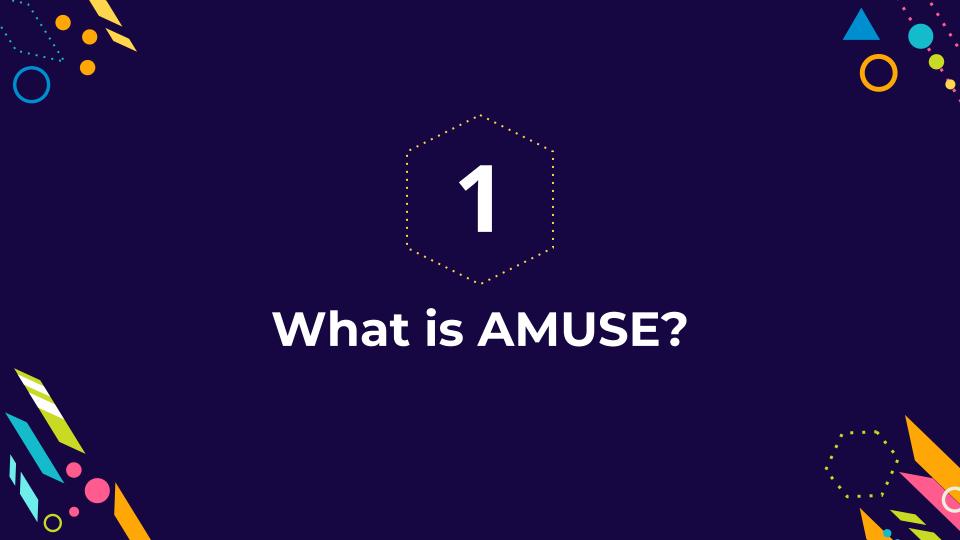




Hello! I am Maria Camila

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Astrophysical MUltipurpose Software Environment





What is AMUSE?

- Software framework for astrophysical simulations.
- Simplified Existing codes from different domains can be easily coupled.

- Open source (under GNU).

4 Main Domains





Stellar Evolution



Hydrodynamics



Gravitational Dynamics



Radiative Transport







"To do science, to explore scientific questions, to seek new boundaries and explore new physics by means of simulation. [...] To enjoy the joyous parts of computational astrophysics, to worry about the non-linear couplings between physical domains without having to worry too much about the details of the energy conservation in a close three-body interaction."

Simon Portegies Zwart



History of AMUSE

How was it born?









WHY REDESIGN CODE?

Why should we rewrite any software if we have the perfect tools at hand?





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Workshop in Amsterdam with several computational astrophysicists.

A PhD Student that attended was a python fanatic.

First framework version called MUSE (MultiPurpose Software Environment

Creation of a team, hiring of software engineers and scientific programmers => AMUSE



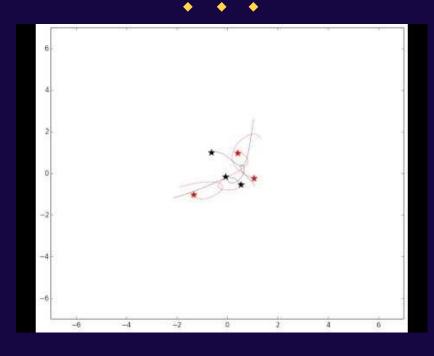


What can you do with AMUSE?

Examples of its use







Red = Hermite & Black = Brutus. <u>CODE</u> <u>https://arxiv.org/abs/1402.6713</u>



Short Code

```
Calculates the Pythagorean 3-body problem using different values for
the smoothing length in the n-body code.
import numpy
import time
from amuse.community.phiGRAPE.interface import PhiGRAPE
from amuse.community.hermite0.interface import Hermite
from amuse.community.huayno.interface import Huayno
from amuse.community.bhtree.interface import BHTree
from amuse.units import nbody system
from amuse.units.quantities import AdaptingVectorQuantity
from matplotlib import pyplot
from amuse.datamodel import Particles
def new particles():
    particles = Particles(3)
    particles.mass=[3.,4.,5.] | nbody system.mass
    particles.position = [
        [1, 3, 0],
       [-2, -1, 0],
        [1, -1, 0].
       nbody system.length
    particles.velocity = [0.,0.,0.] | nbody system.speed
    particles.radius = 0 | nbody system.length
    return particles
```

Short Code

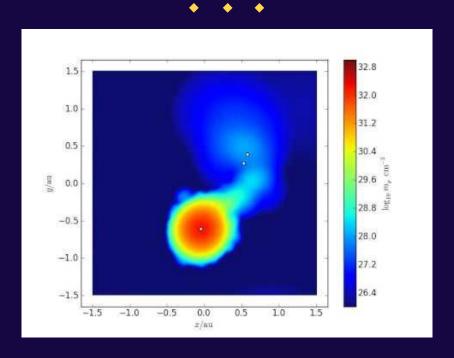
```
def run pyth(interface,tend=100,dt=0.125,parameters=[]):
    code = interface()
    for name, value in parameters:
        setattr(code.parameters, name, value)
    code.particles.add_particles(new_particles())
    code.commit particles()
    x = AdaptingVectorQuantity()
    y = AdaptingVectorQuantity()
          nbody system.time
    while(t < tend-dt/2):
        t=t+dt
        code.evolve model(t)
        x.append(code.particles.x)
        y.append(code.particles.y)
    code.stop()
    return x,y
```

Short Code

```
main ":
codes to run=[ ('Hermite0, $\eta=0.03$', Hermite, [("dt param", 0.03)] ),
               ('Hermite0, $\eta=0.01$', Hermite, [("dt param", 0.01)]),
               ('Hermite0, $\eta=0.003$', Hermite, [("dt param", 0.003)]),
               ('Hermite0, $\eta=0.001$', Hermite, [("dt param", 0.001)]) ]
N=(len(codes to run)-1)/2+1
f=pvplot.figure(figsize=(8,4*N))
for i,(label,interface,parameters) in enumerate(codes to run):
  x,y=run pyth(interface,tend=100 | nbody system.time ,dt=0.0625
                                                                   nbody system.time,parameters=parameters)
  x = x.value in(nbody system.length)
  v = v.value in(nbody system.length)
  subplot=f.add subplot(N,2,i+1)
  subplot.plot(x[:,0],y[:,0],'r')
  subplot.plot(x[:,1],y[:,1],'b')
  subplot.plot(x[:,2],y[:,2],'g')
  subplot.set title(label)
  subplot.set xlim(-8,8)
  subplot.set ylim(-6,6)
pyplot.show()
```







Taurus constellation. **CODE**

https://arxiv.org/abs/1309.1475





Structure of AMUSE

How is it built?





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User Script (Python)

Community Module

Manager

Communication Layer Community Code Layer



User Script (Python)

- Implements a specific physical problem or set of problems, in the form of system-provided or user-written scripts.
- Serves as the user interface to the AMUSE framework.
- Implements the coupling between community codes with the help of support classes provided by the manager.



Community Module

Manager

- Suite of system-provided utility functions.
- Object-oriented interface onto the communication layer.
- Handles unit conversion.
- Contains the state engine and the associated data repository, to guarantee consistency of data across modules.
- Handles exceptions.



Community Module

Communication Layer

- Bi-directional communication between the manager and the community code layer.
- Uses MPI (Message Passing Interface) to communicate layers.
- Implemented via a proxy (converts python cmds to MPI msgs) and an associated partner (decodes MPI msgs into community code cmds).

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Community Module

Communication Layer

- MPI is widespread accepted in the computational science community and has broad support by many programming languages and computing platforms.
- AMUSE naturally accommodates inherently parallel community modules and allows simultaneous execution of independent modules from the user script.

Community Module

Community Code Layer

- Contains the community codes.
- Implements control and data management operations on the codes.
- Each piece of code in this layer is domain-specific, and general within its particular physical domain.
- Accepts any computer language that supports smart sockets or bindings to the MPI protocol. Ex: C, C++, Java, FORTRAN, Python.





- is broadly accepted and used in the scientific community.
- has an object oriented design.
- allows rapid prototyping, shortening the software development cycle.
- enables easy access to the community code.





Thanks!

Any questions?

You can find me at:

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References

- Amuse Website <u>amusecode.org</u>
- Computational Astrophysics with the Astronomical Multipurpose Software Environment by <u>Simon Portegies Zwart</u>
- Presentation template designed by <u>Slidesmash</u>