

High-Performance Computing, Planet Formation & Searching for Extrasolar Planets

Eric B. Ford (UF Astronomy)

Research Computing Day
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Postdocs: A. Boley, S. Chatterjee, A. Moorhead, M. Payne, D. Veras (→Cambridge),

Graduate Students: K. Colon, R. Morehead, B. Nelson, J. Wang.

Undergrads: T. Hettinger (→Michigan State U), L. Legel (→U Colorado), G. Marquez
(→US Navy), R. Ruth (→ELISA Tech)

CISE: Graduate Students: S. Dindar, A. Ganchha, J. Gao, Y.I. Yeo; Prof. Jorg Peters,

External collaborators include M. Juric (Harvard-Smithsonian Center for Astrophysics)
on GPUs, the California Planet Survey team & the entire NASA Kepler Science Team.

Photo: Gabriel Pérez

Planet formation Models

- How did our solar system form?
- How can we the diversity of planetary systems in nature?
- Is our solar system special?

- Growing atoms into giant planets spans ~45 orders of magnitude in mass!
- At least 6 physical processes on timescales spanning ~23 orders of magnitude!

Where to Planet Initially Form?

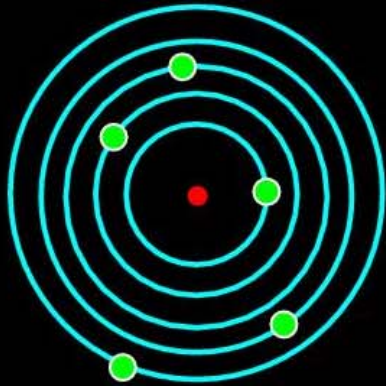


Illustration by E. Chiang

Orbital Migration through Disk

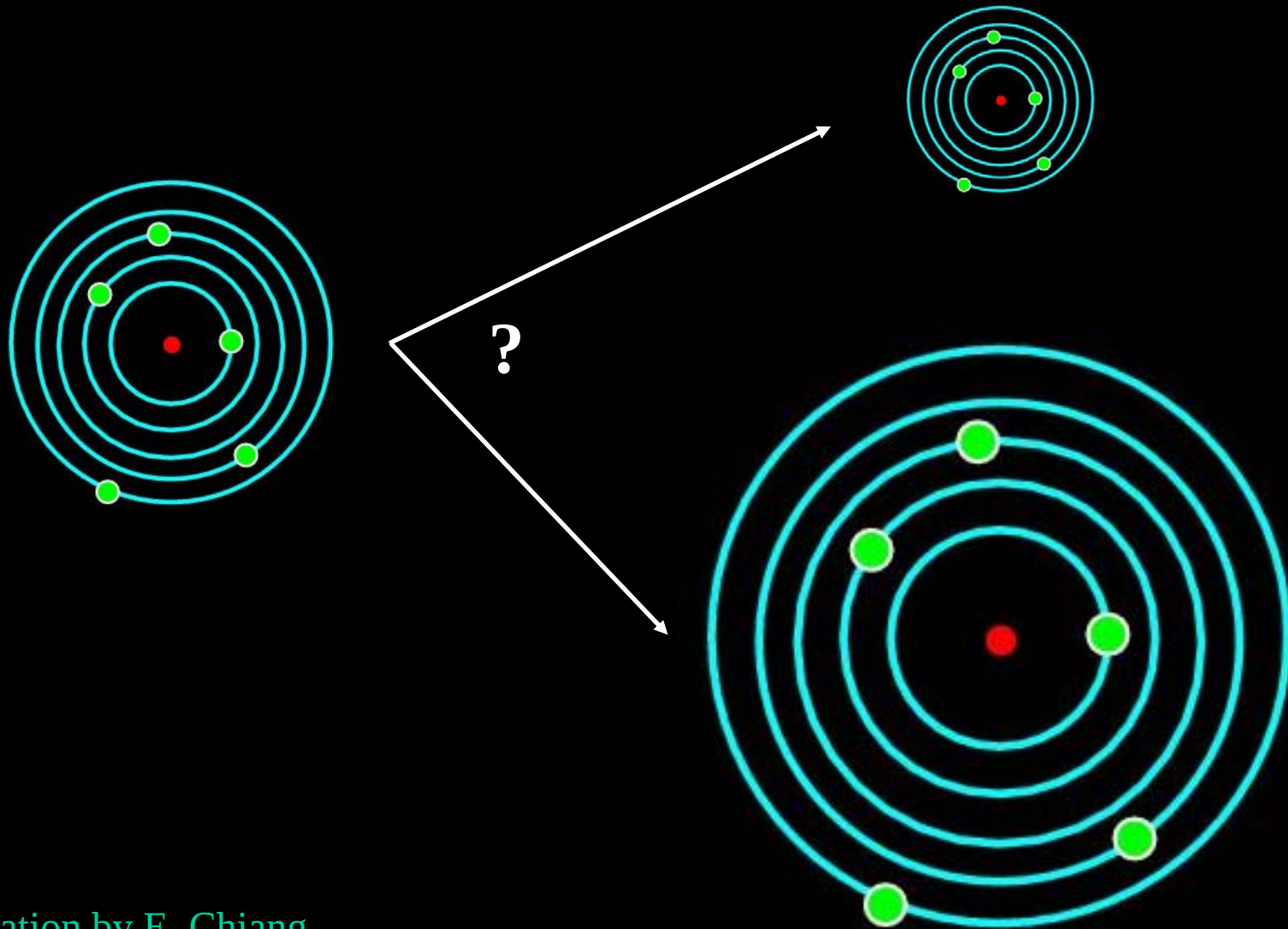


Illustration by E. Chiang

Planet Scattering

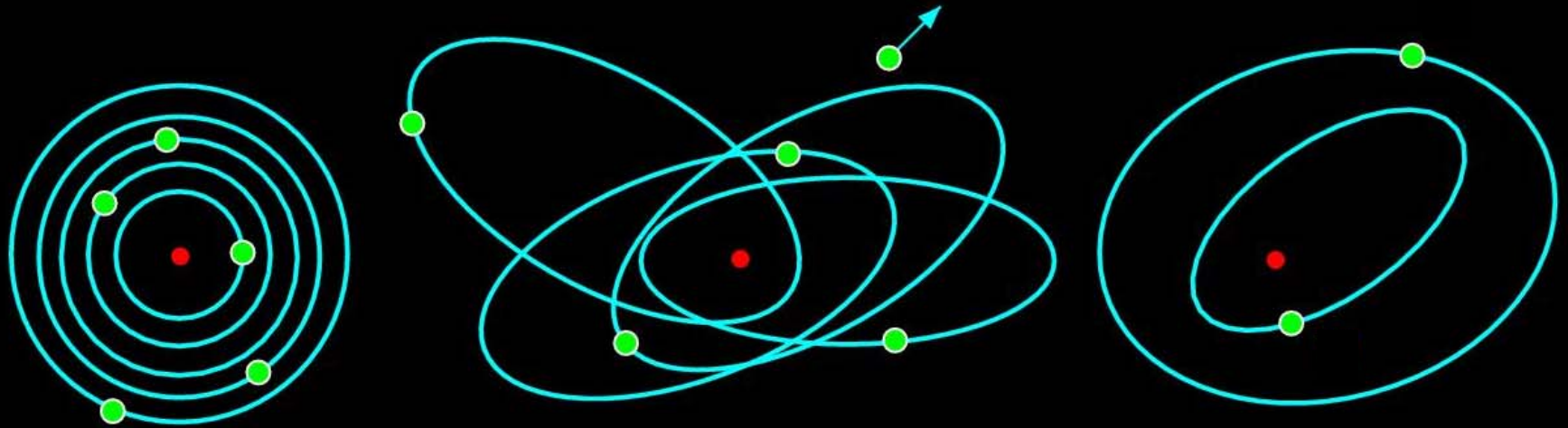


Illustration by E. Chiang

Planetesimal Scattering

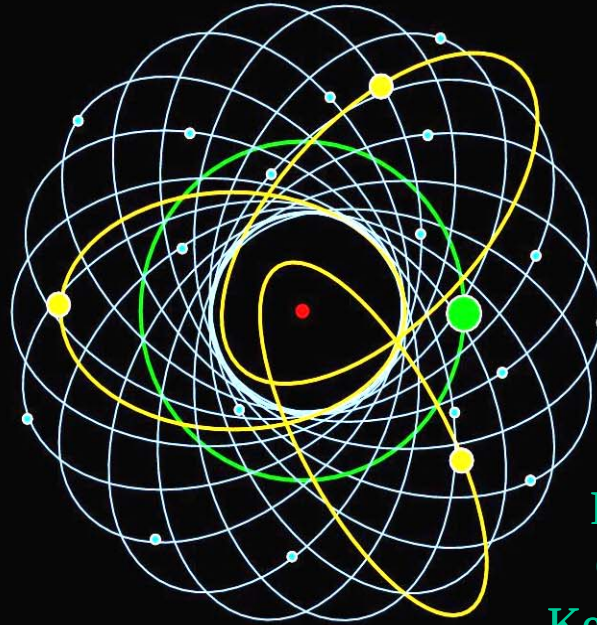
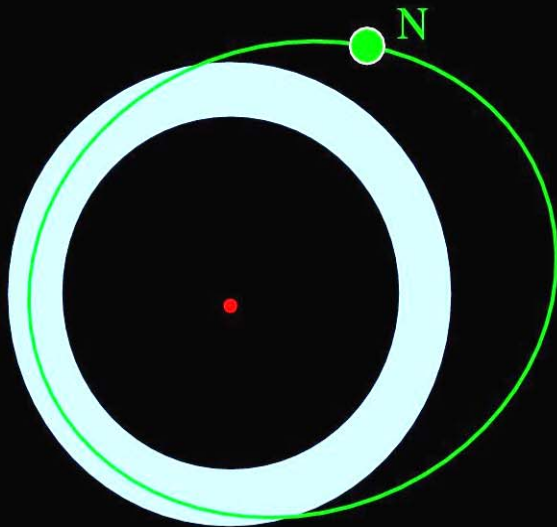
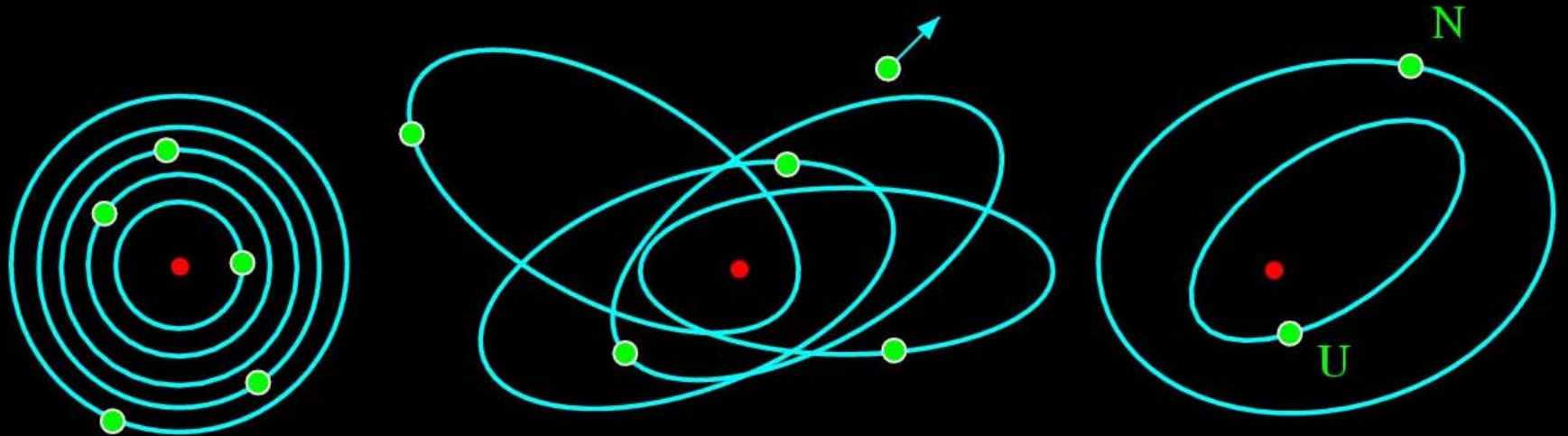
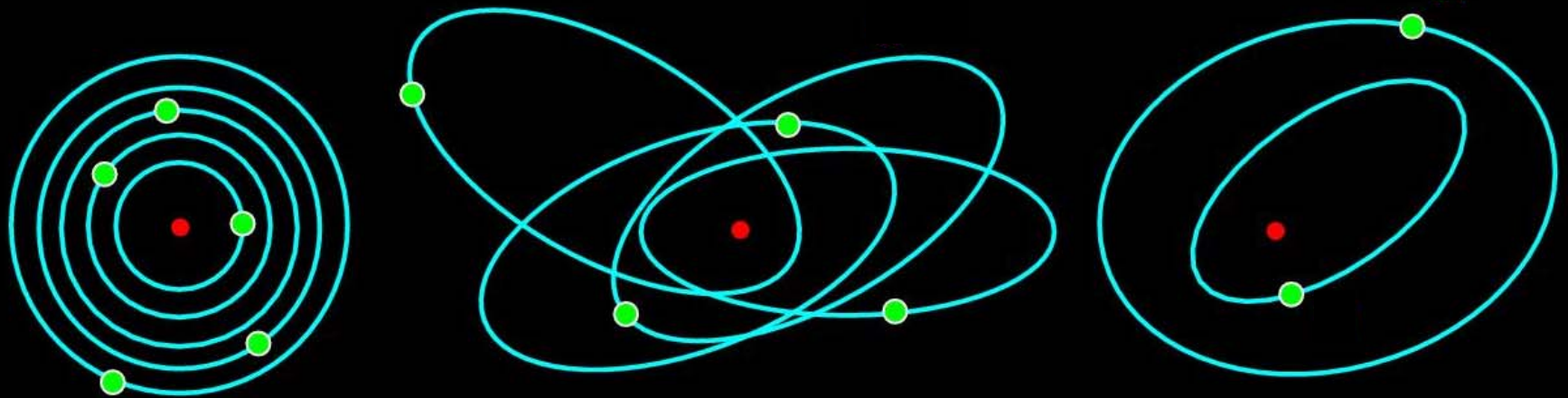


Illustration by E. Chiang

Ford & Chiang 2007
Goldreich et al 2004
Kenyon & Bromley 06
Thommes et al. 99, 02

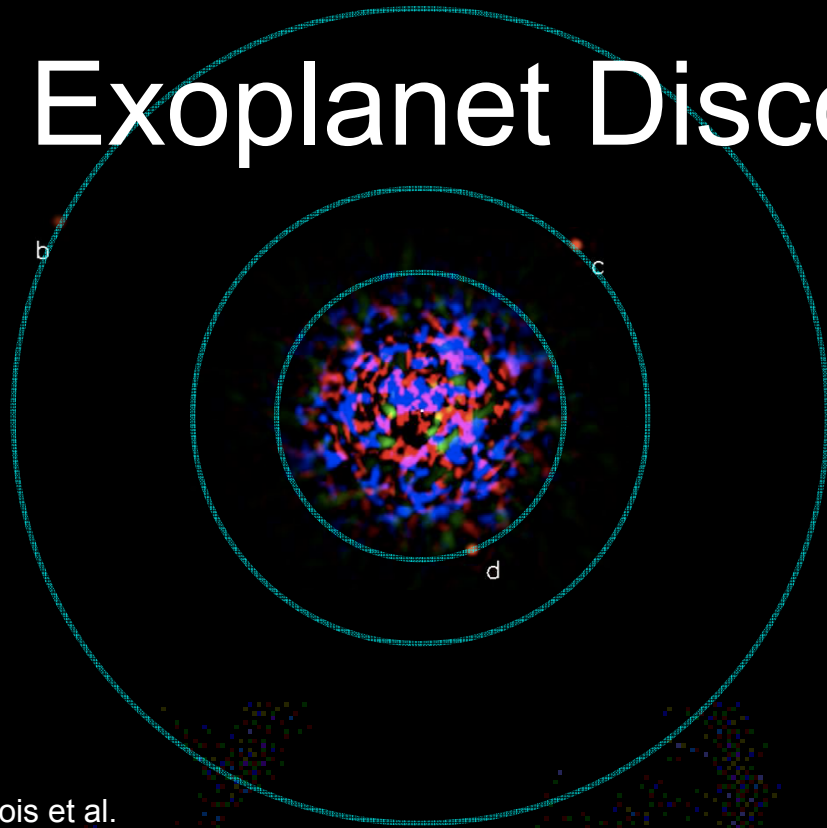
What Determines Final Orbits?



Difference in architectures of systems with:

- Giant planets only?
- Low-mass planets only?
- Both giant & low-mass planets?

Exoplanet Discovery Techniques



Marois et al.

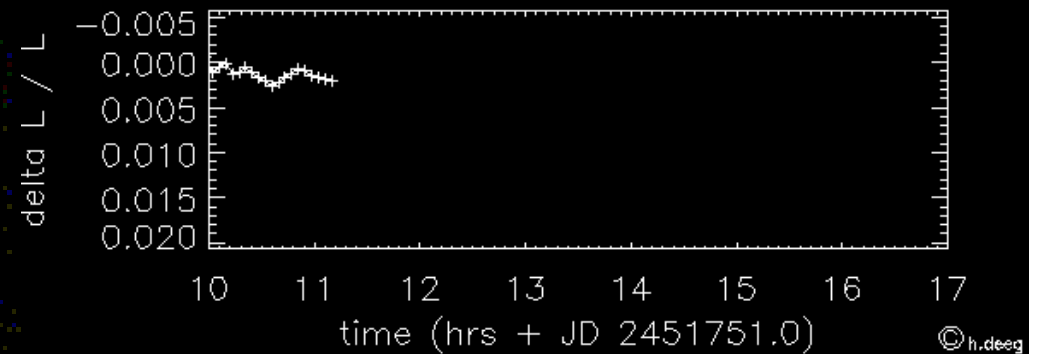
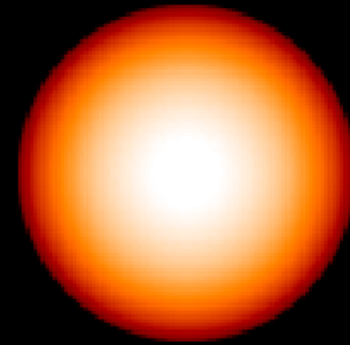
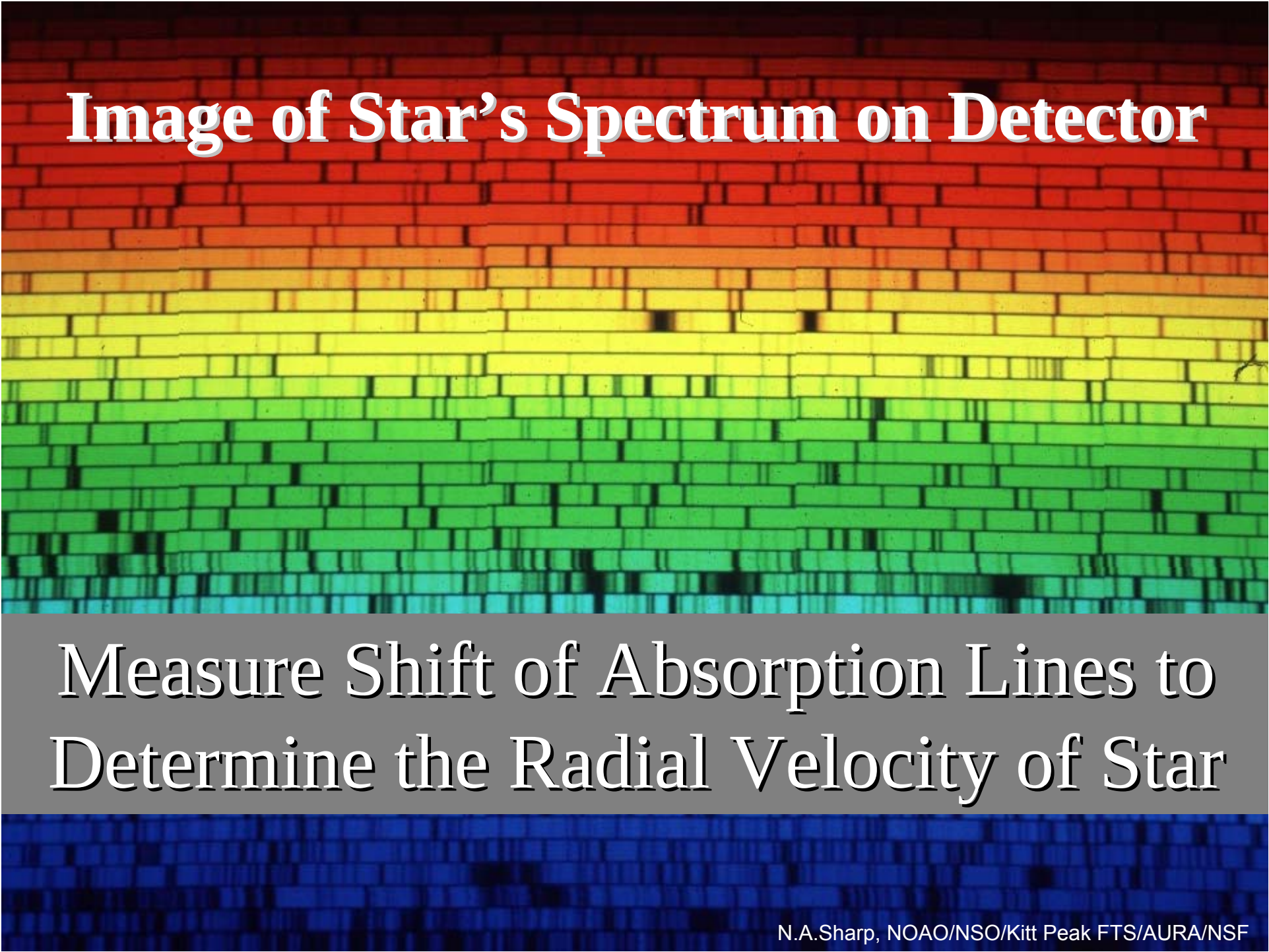
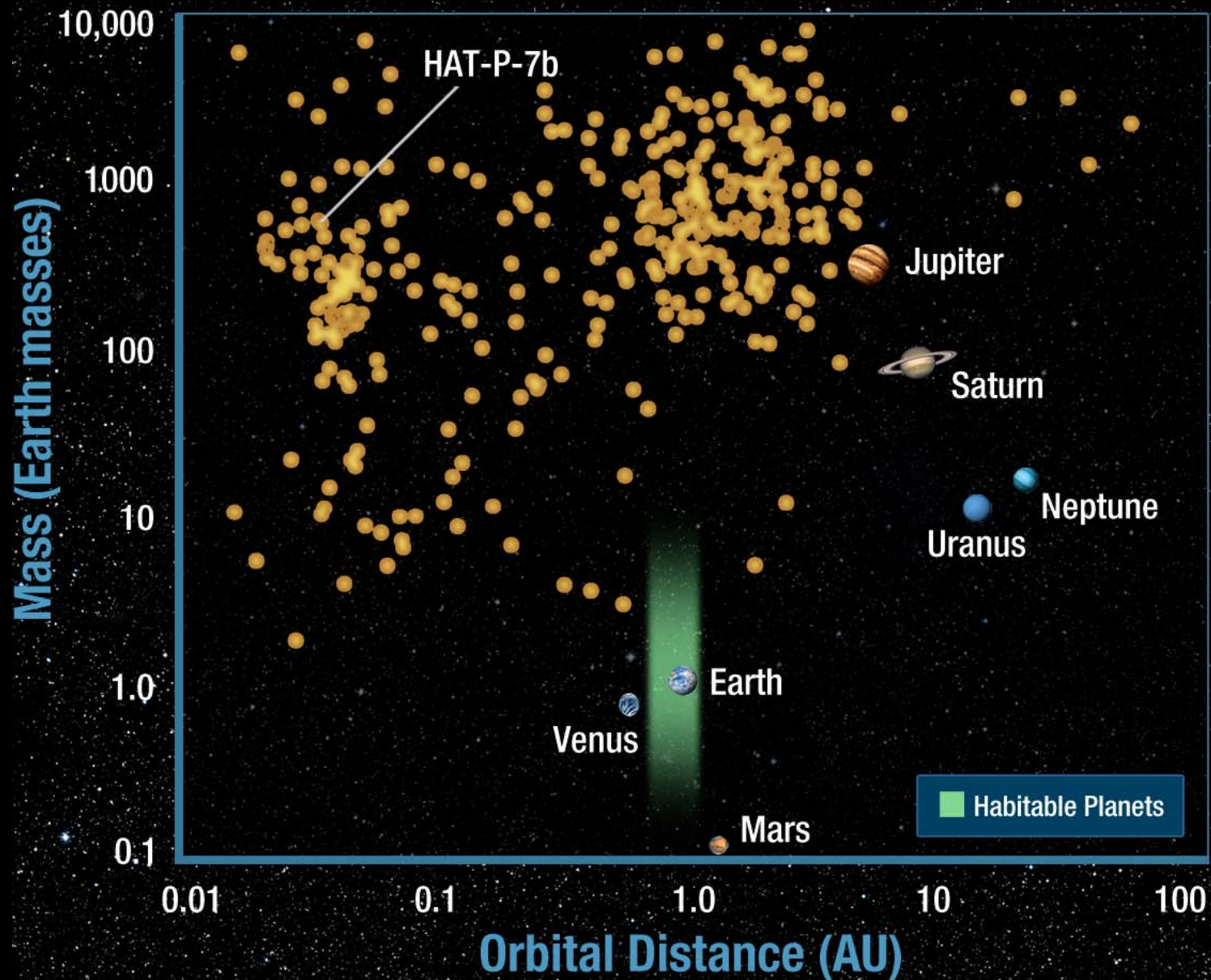


Image of Star's Spectrum on Detector



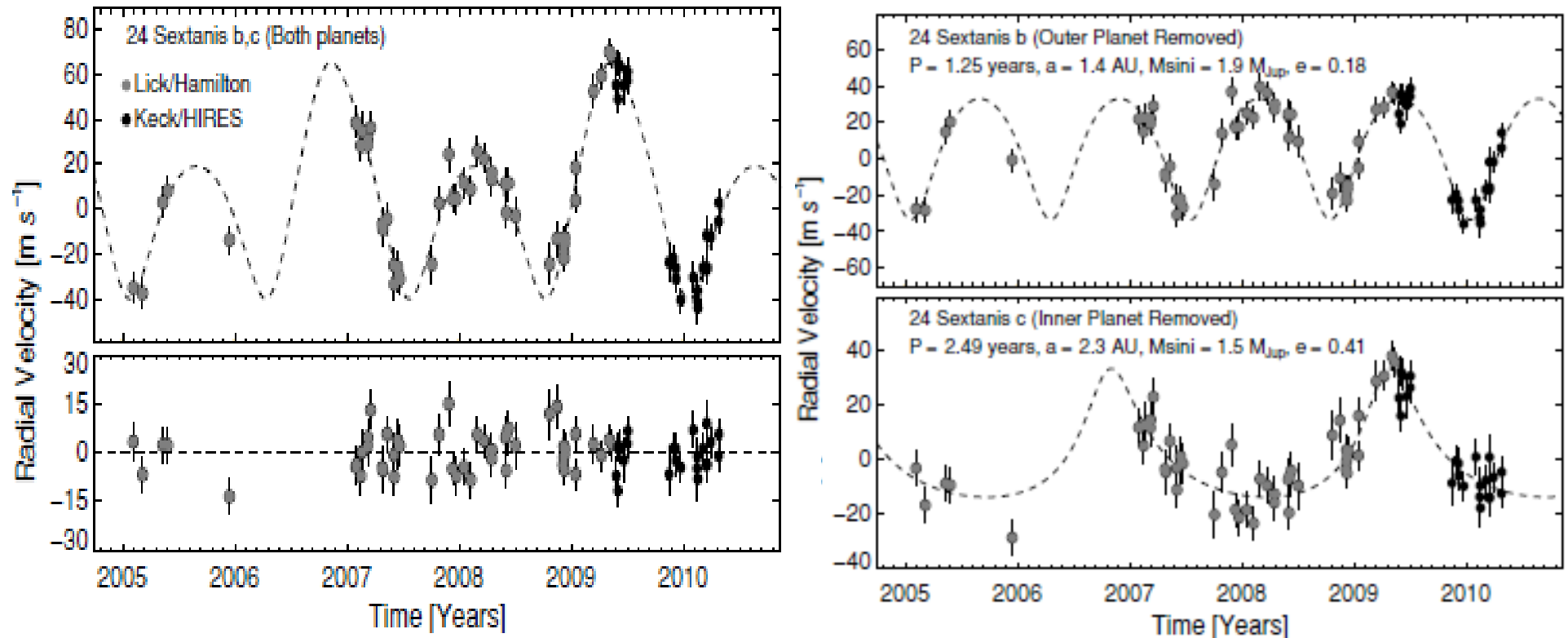
Measure Shift of Absorption Lines to
Determine the Radial Velocity of Star

Census of Exoplanets (w/ Doppler observations)

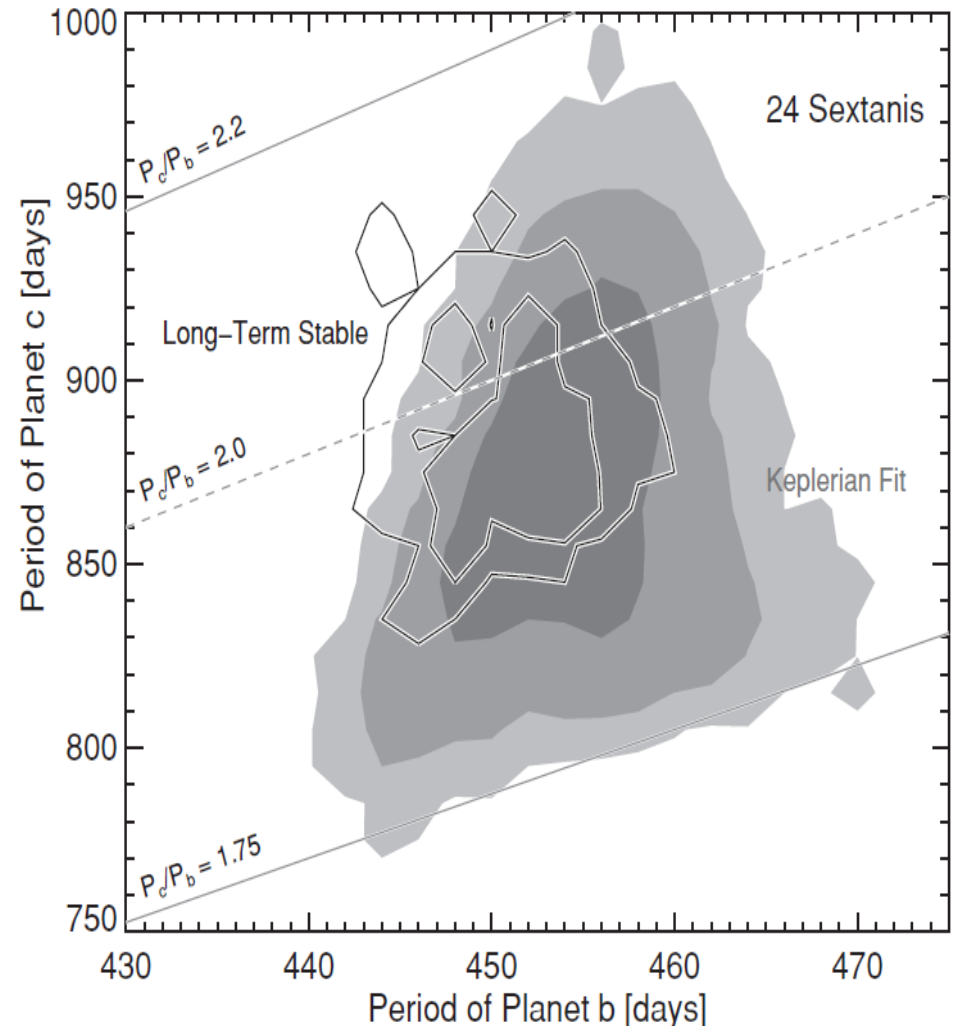
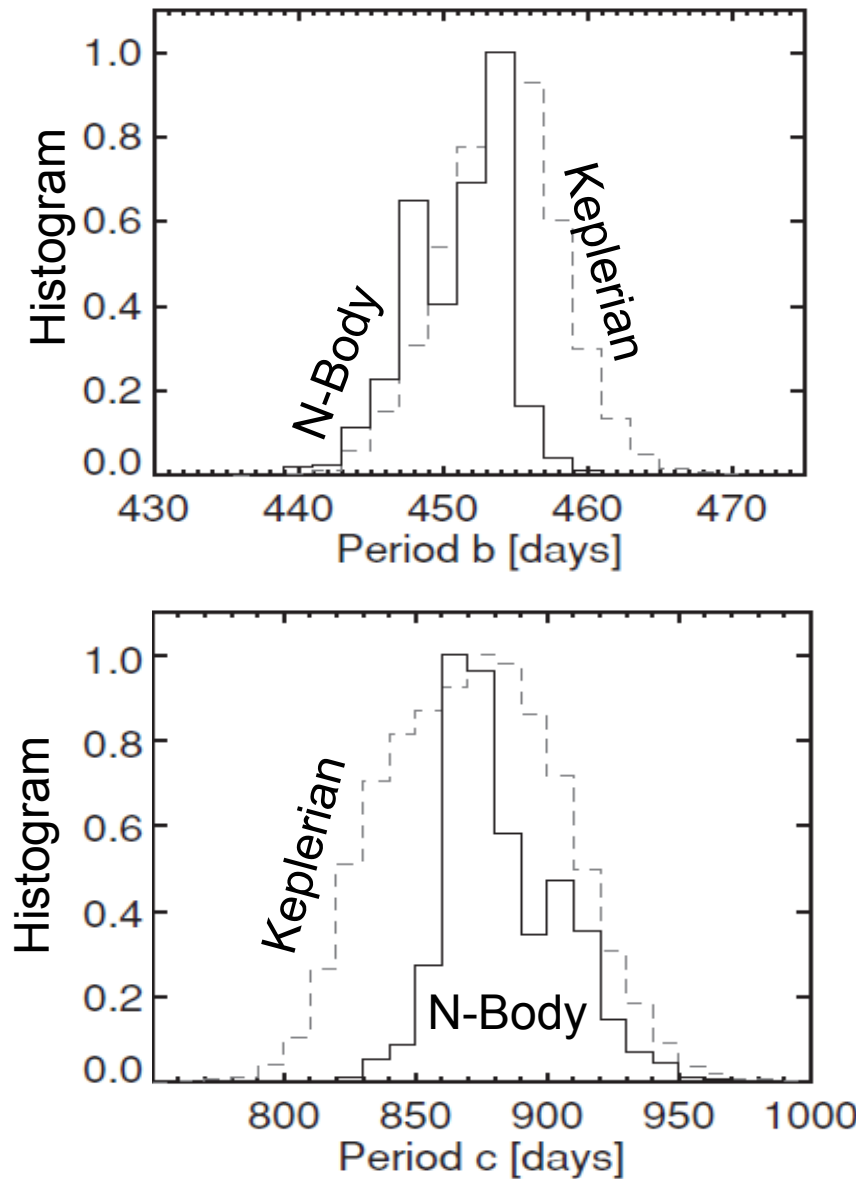


NASA

Two Planet System Discovered by Doppler Technique (24 Sextans)



Uncertainty in Orbital Periods (24 Sextans)

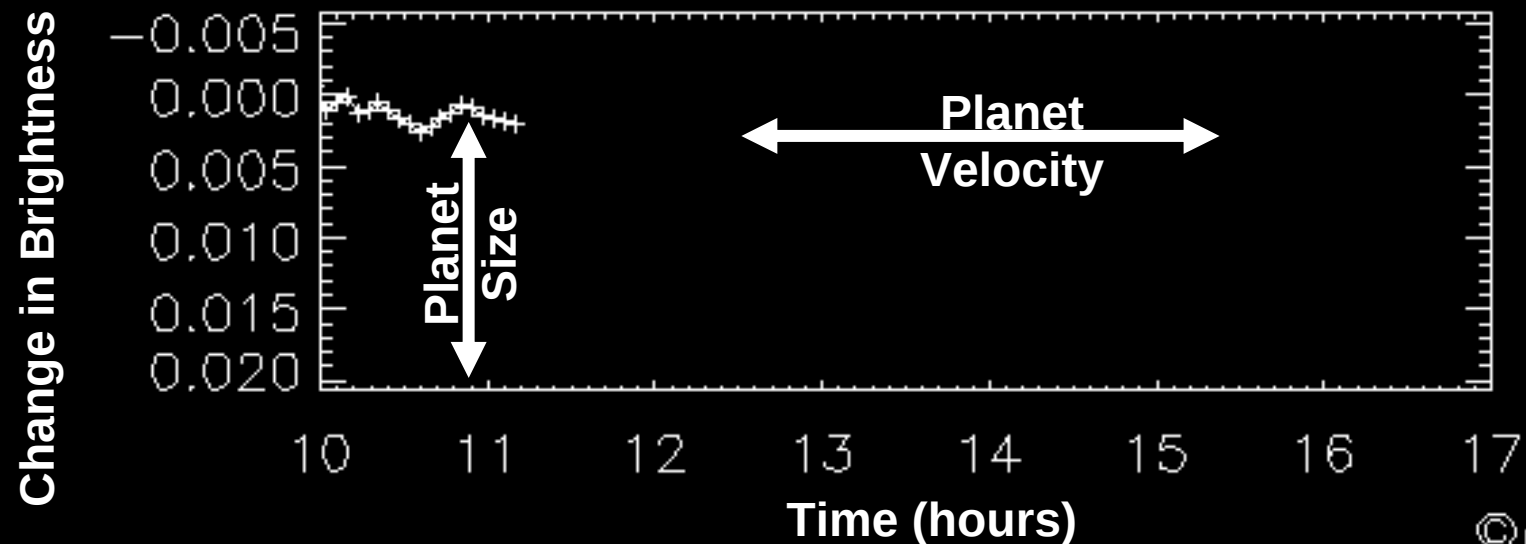
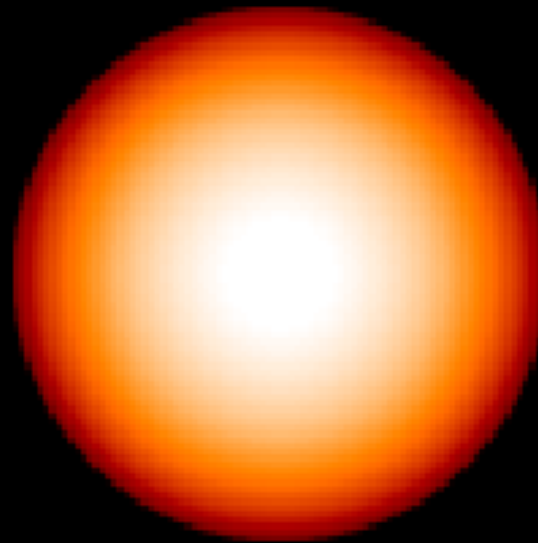


Johnson et al. 2011

Computational Challenge

- Analyzing radial velocity (or other) observations of extrasolar planetary systems with multiple planets.
 - parameter estimation via Markov chain Monte Carlo
 - $\sim 7 \times N_{\text{planets}}$ model parameters
 - $\sim 10^7 - 10^{10}$ model evaluations
 - Parallelized via Differential Evolution MCMC
 - Also want to test models for long-term stability
 - Ideally, automated, with estimates updated each time a new observation is obtained
- Need algorithms that efficiently explore high-dimensional parameter space
- Conventionally use clusters w/ OpenMP
- Moving to Graphics Processing Units

Shadow of a Distant Planet

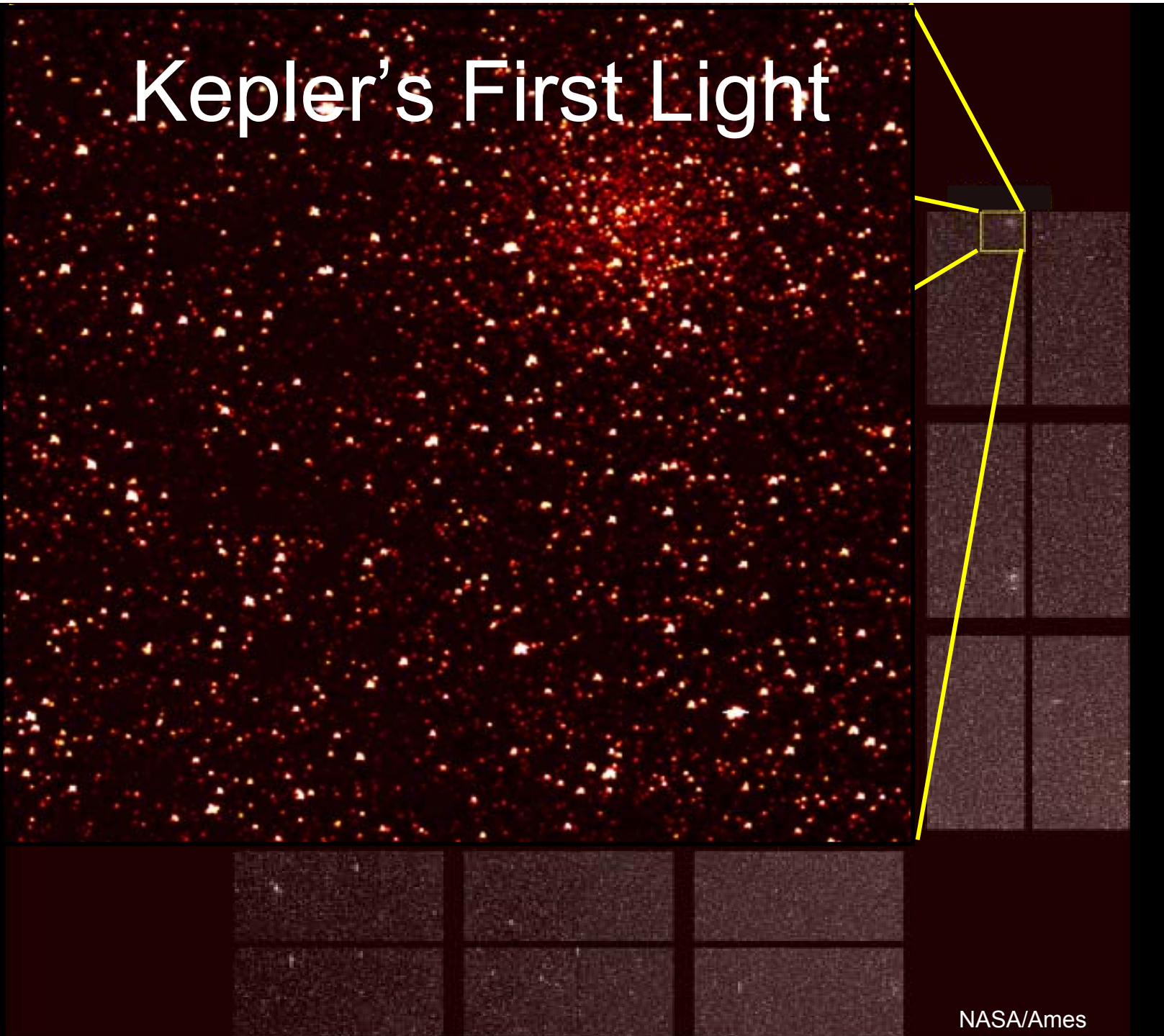


Kepler Mission

- NASA, photometry of >150,000 stars
- Looking for Earth-like planets in transit
- 50 μ mag in 6 hours; 30 minute cadence
- First ~210 days went public last week



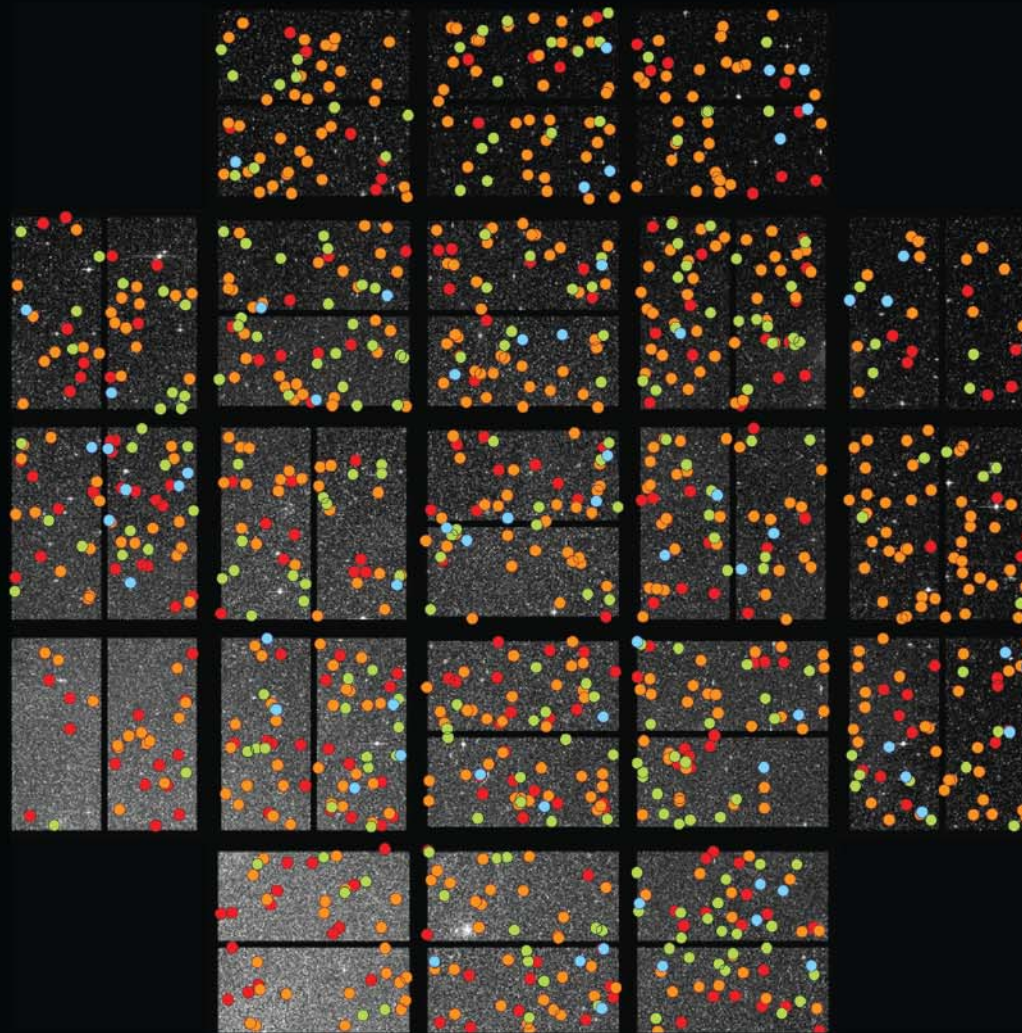
Kepler's First Light



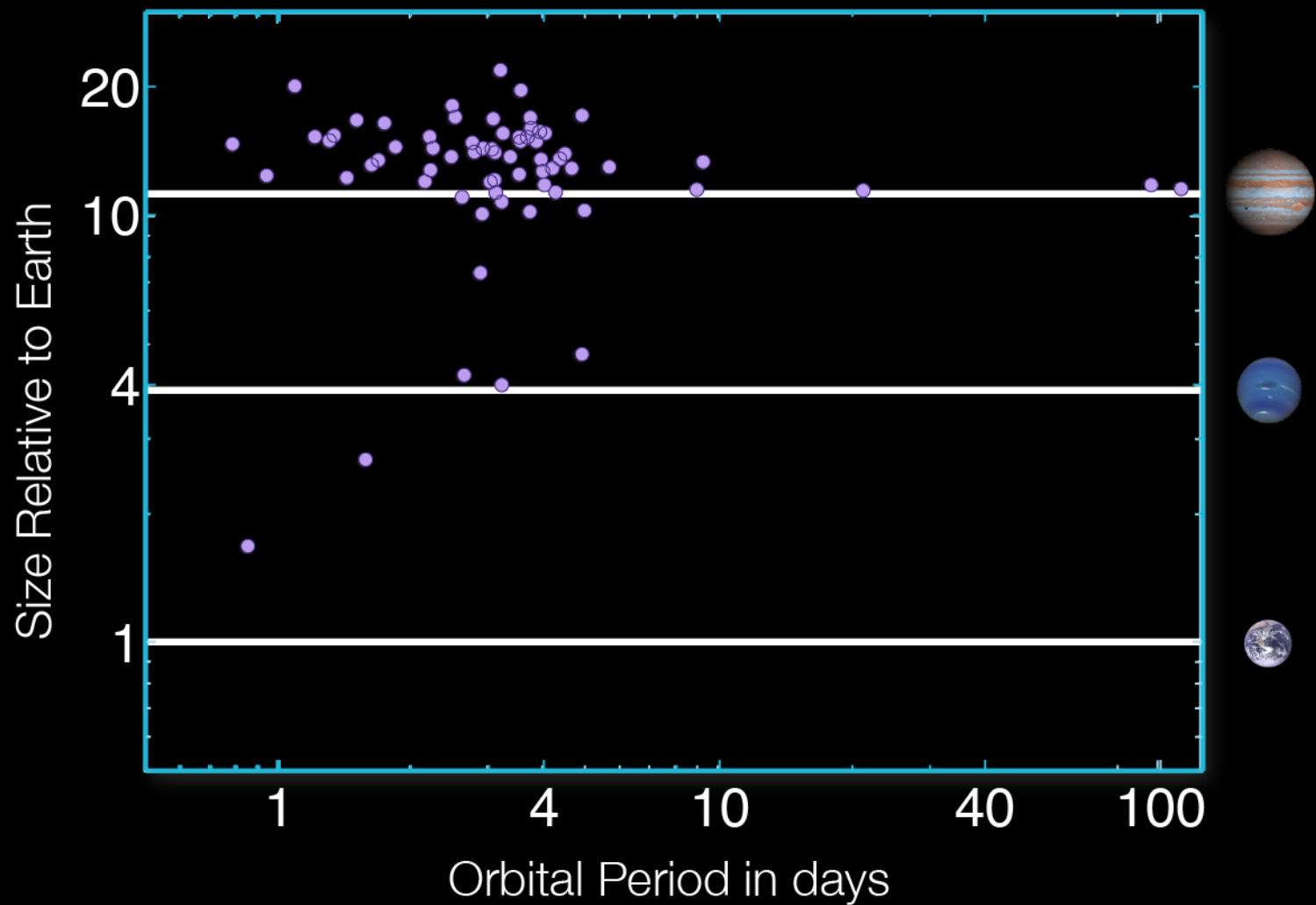
NASA/Ames

Locations of Kepler Planet Candidates

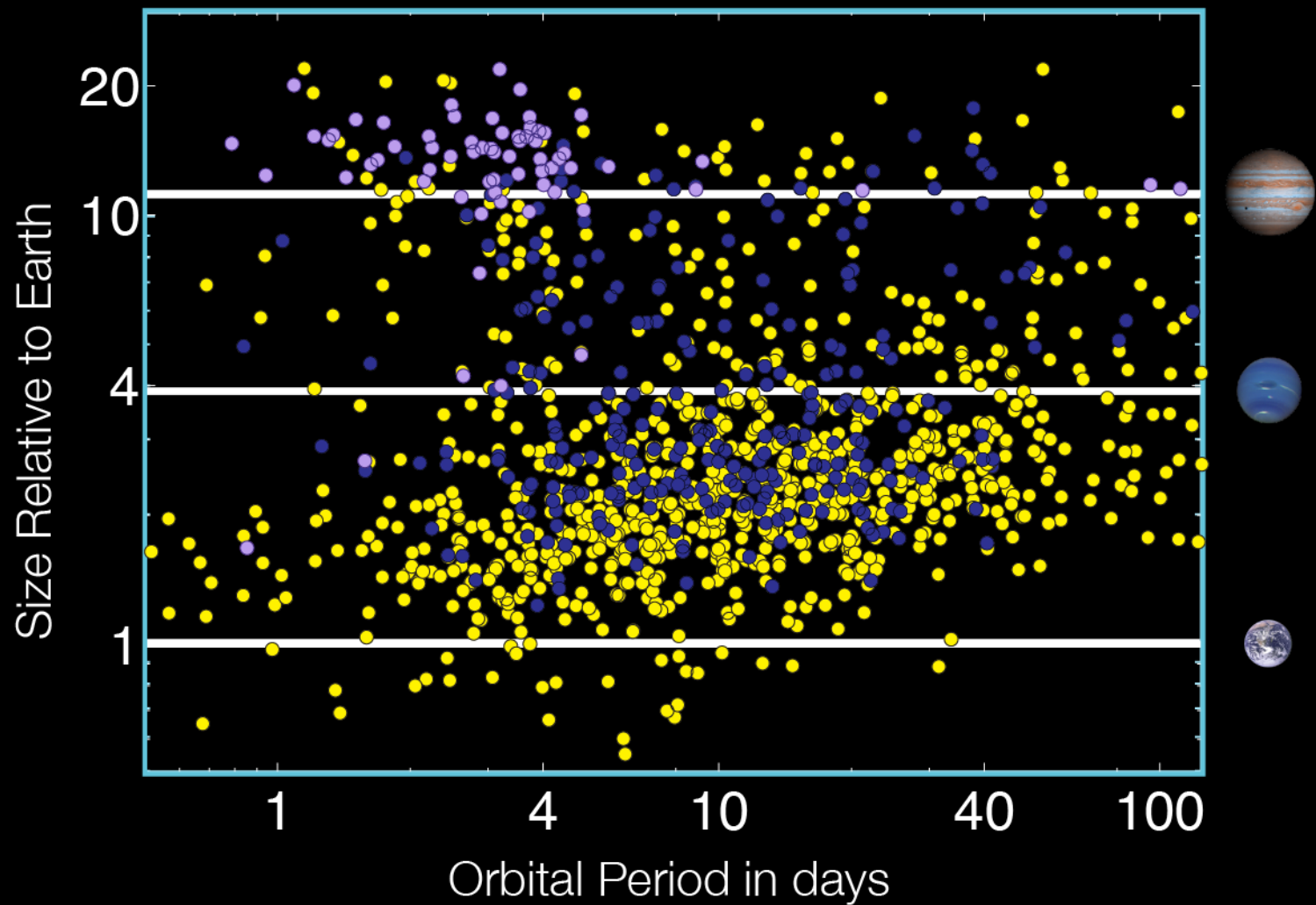
- Earth-size
- Super-Earth size
1.25 - 2.0 Earth-size
- Neptune-size
2.0 - 6.0 Earth-size
- Giant-planet size
6.0 - 22 Earth-size



Pre-Kepler Transiting Planets - 2009



Kepler Candidates as of February 1, 2011



Kepler's Abundance of Riches

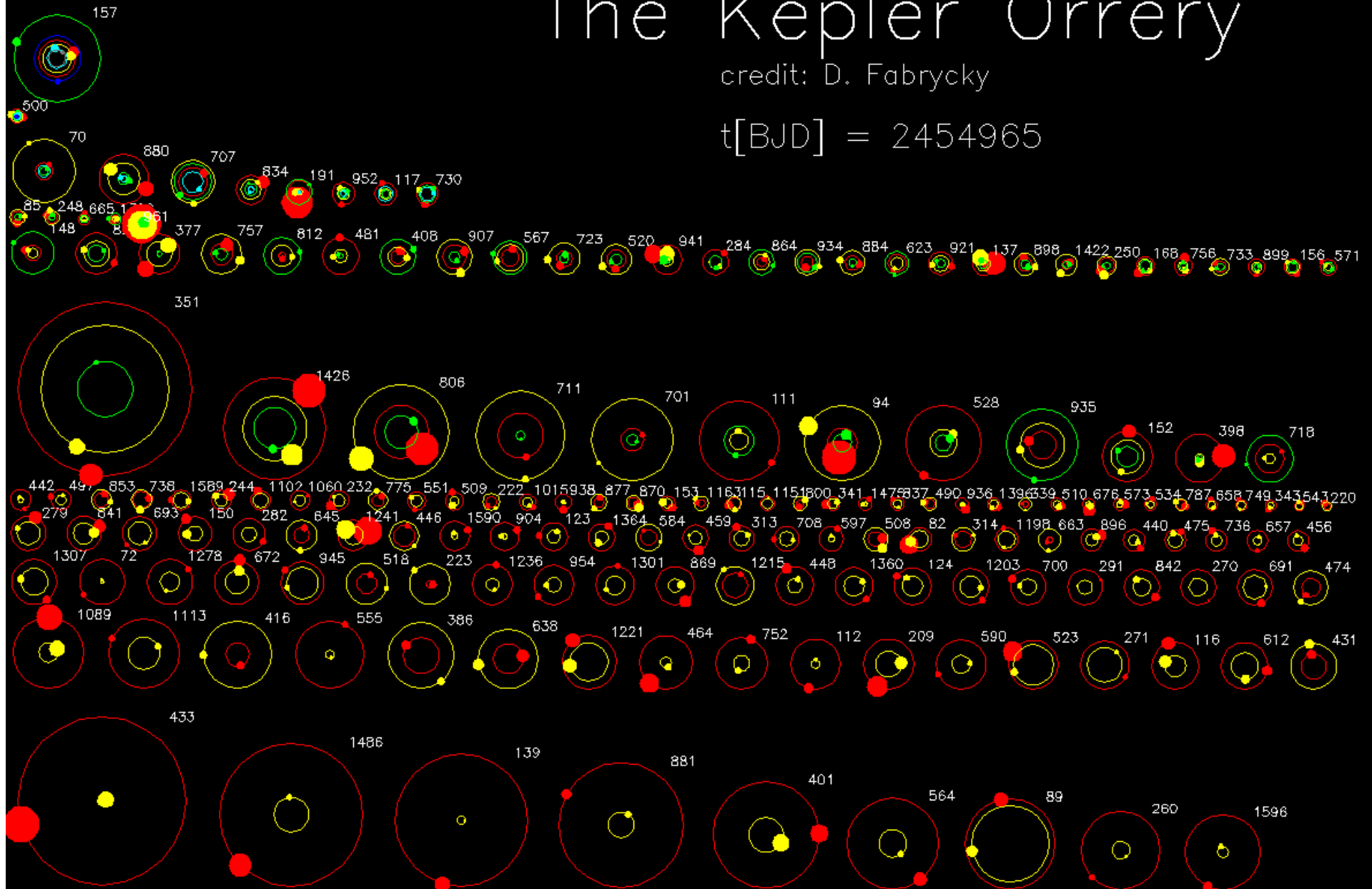
Kepler-9 b-d Kepler-10b Kepler-11 b-g

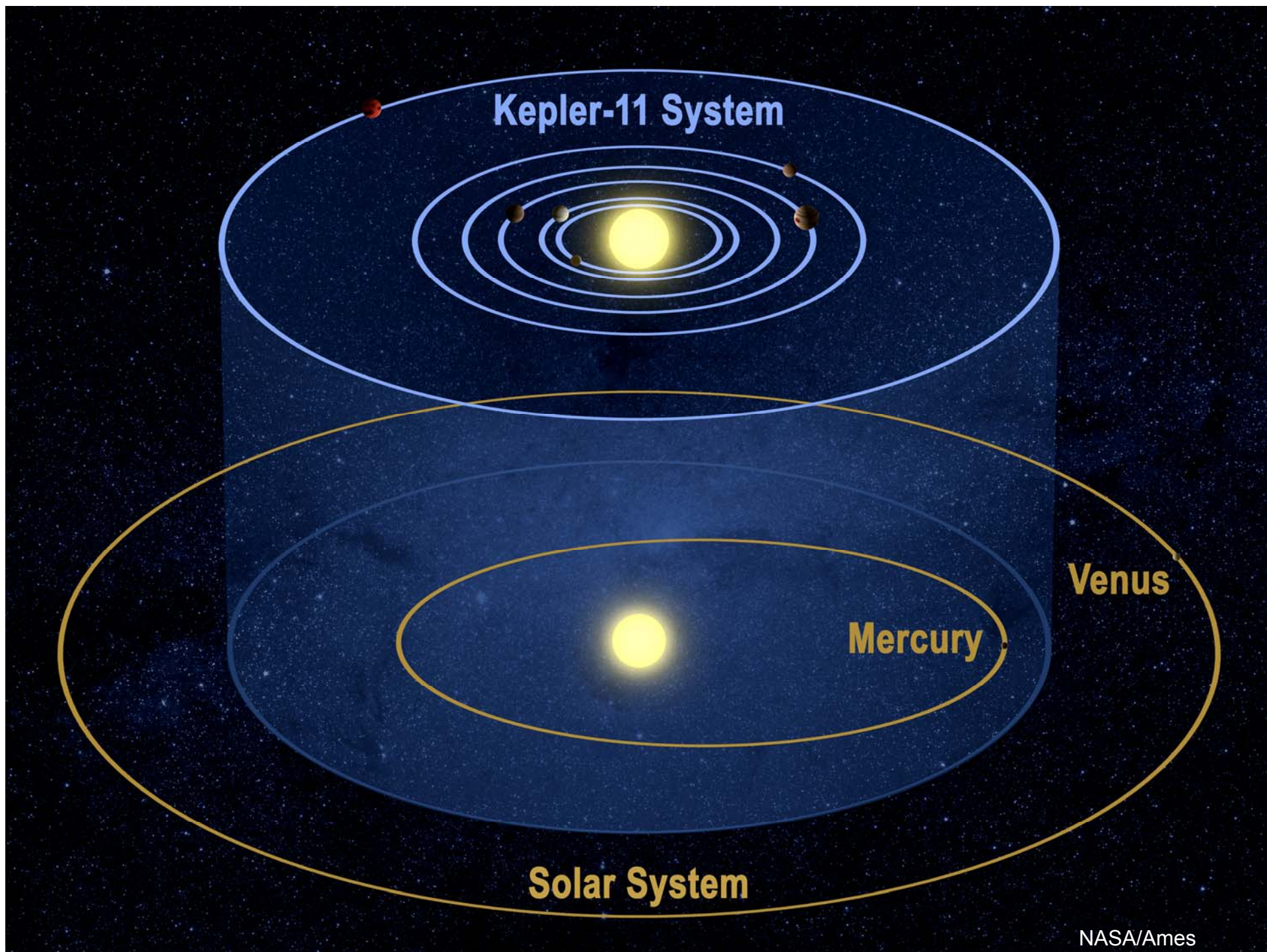


The Kepler Orrery

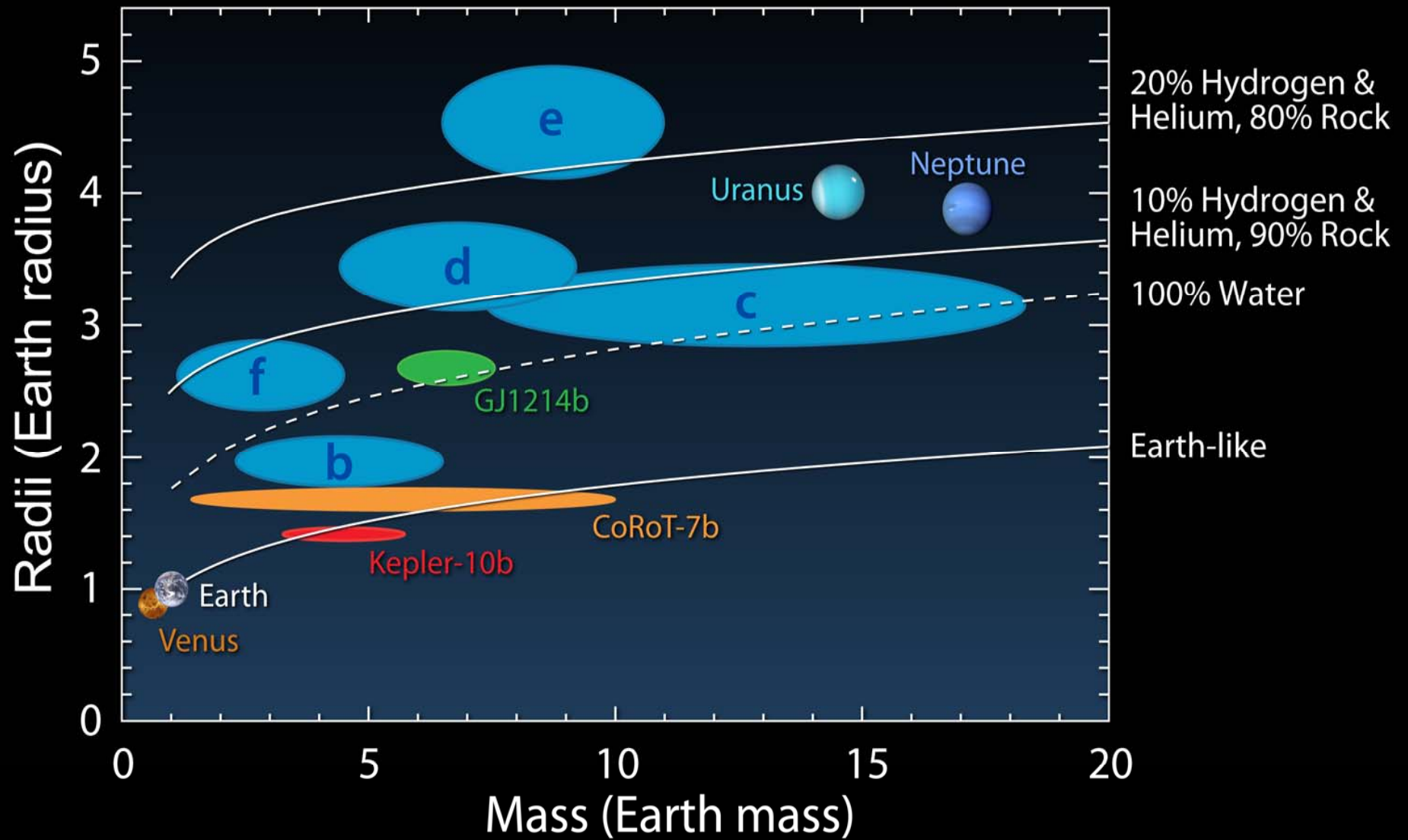
credit: D. Fabrycky

$t[\text{BJD}] = 2454965$

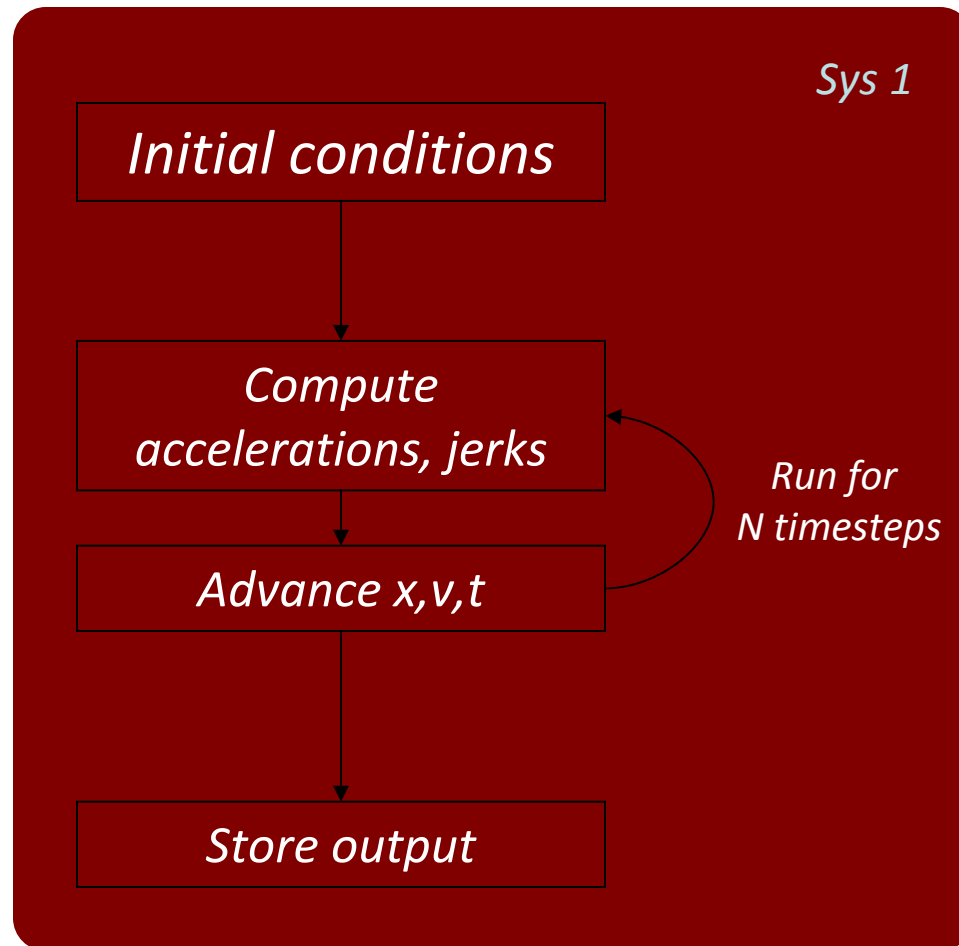




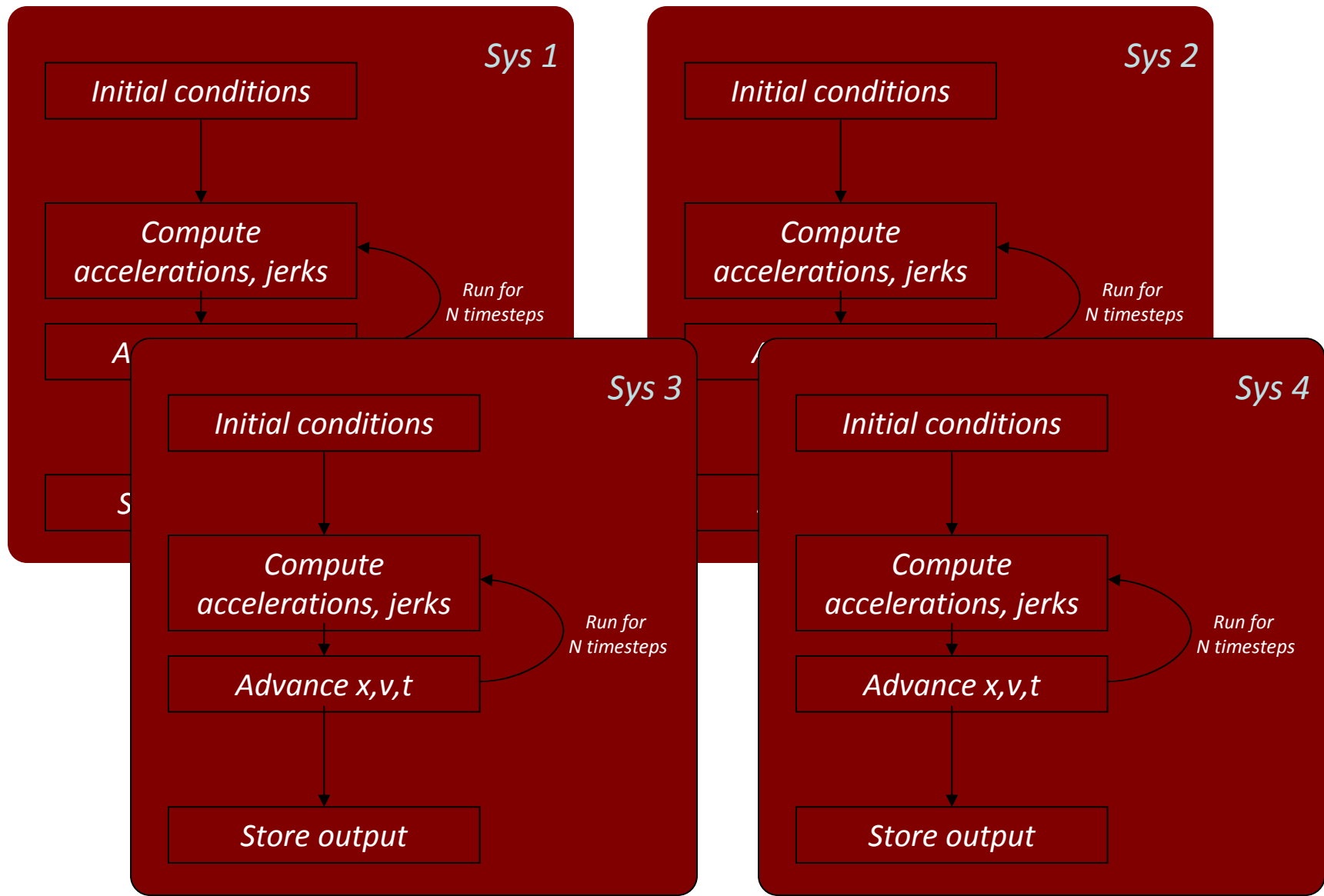
Composition of Kepler-11 Planets



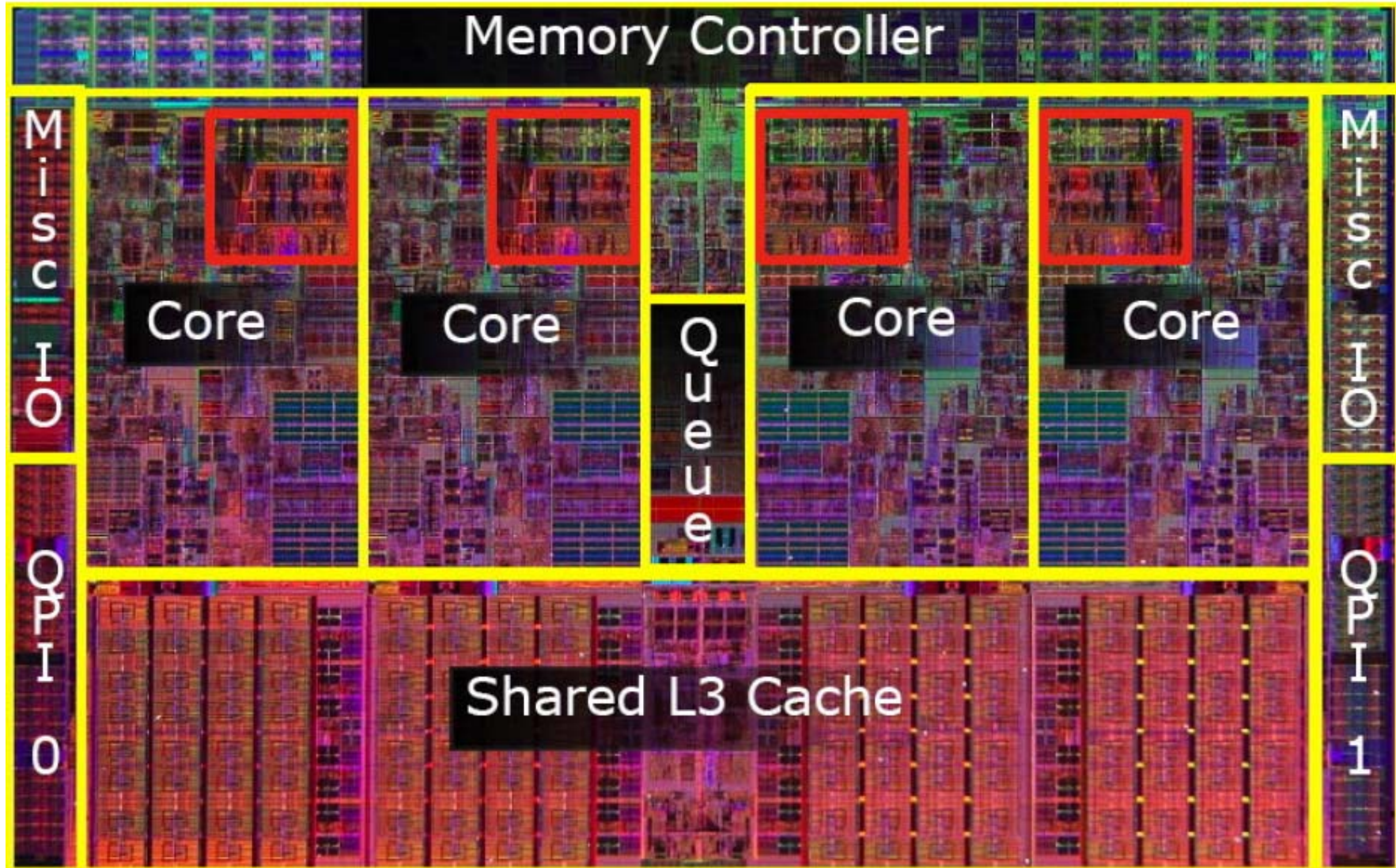
A Simple CPU Implementation



CPU parallelization (trivial: run $N=N_{cores}$ jobs at a time)

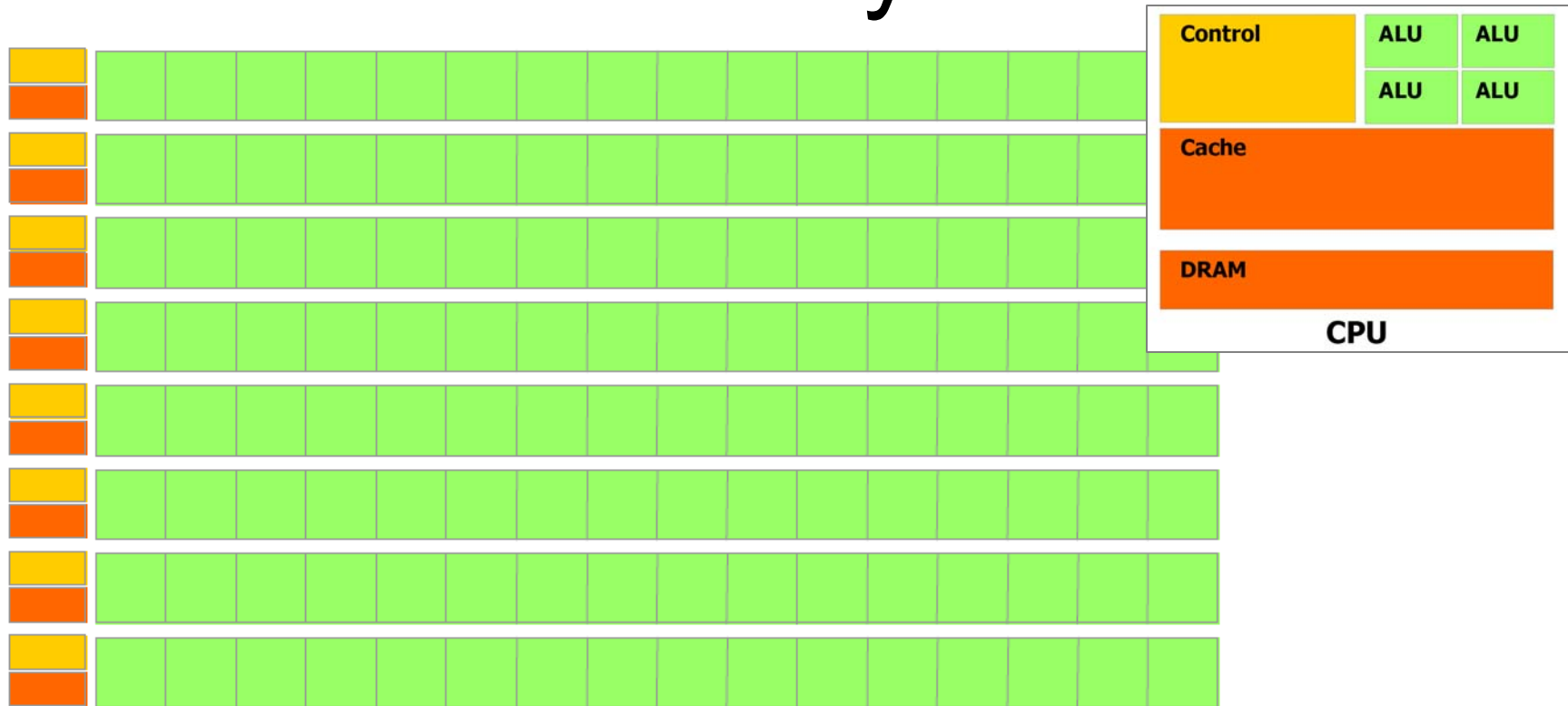


What is in a Intel Core i7?



~0.1% Devoted to Floating Point Arithmetic!

GPU: Massively Multi-core



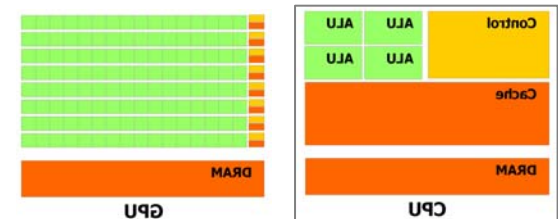
DRAM

GPU

- *Hundreds of simple cores (ALUs)*
- *Minimal program control logic*
- *Exposed memory hierarchy*
- *Zero-overhead thread context switching*

GPU Design: Graphics Processing Units Heritage

- All cores execute the same program on different data
 - Process large streams of data with small, independent, arithmetic intensive, programs
 - E.g., transforming the pixels of an image
 - Transforming geometry in 3D games
 - Shading polygons 3D games



NVIDIA Corp.

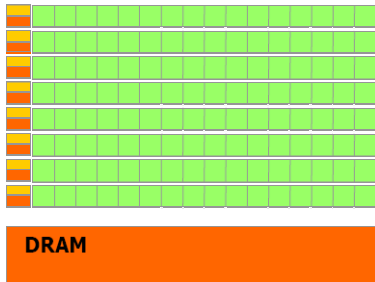
- Lots of raw computational power
 - 80% of GPU transistors are devoted to math
 - Fast basic arithmetic
 - Hardware implementation of common transcendental functions (e.g., sin, cos, exp, ln, ...)
- Excellent overlap with needs of typical scientific codes

GPU Challenges

- Programming (human time overhead)
- Is problem highly parallelizable?
- Branching (special cases, collisions, binaries, etc.)
- Memory latency (want lots of computation on relatively few numbers)
- CPU <-> GPU Data Transfers
- Speed up kernel by x100, other parts of code become significant
- Keeping up with the times (new architectures)

Simple GPU parallelization

(slightly nontrivial: $N \sim 16 \times N_{\text{cores}}$ jobs in 1 process)



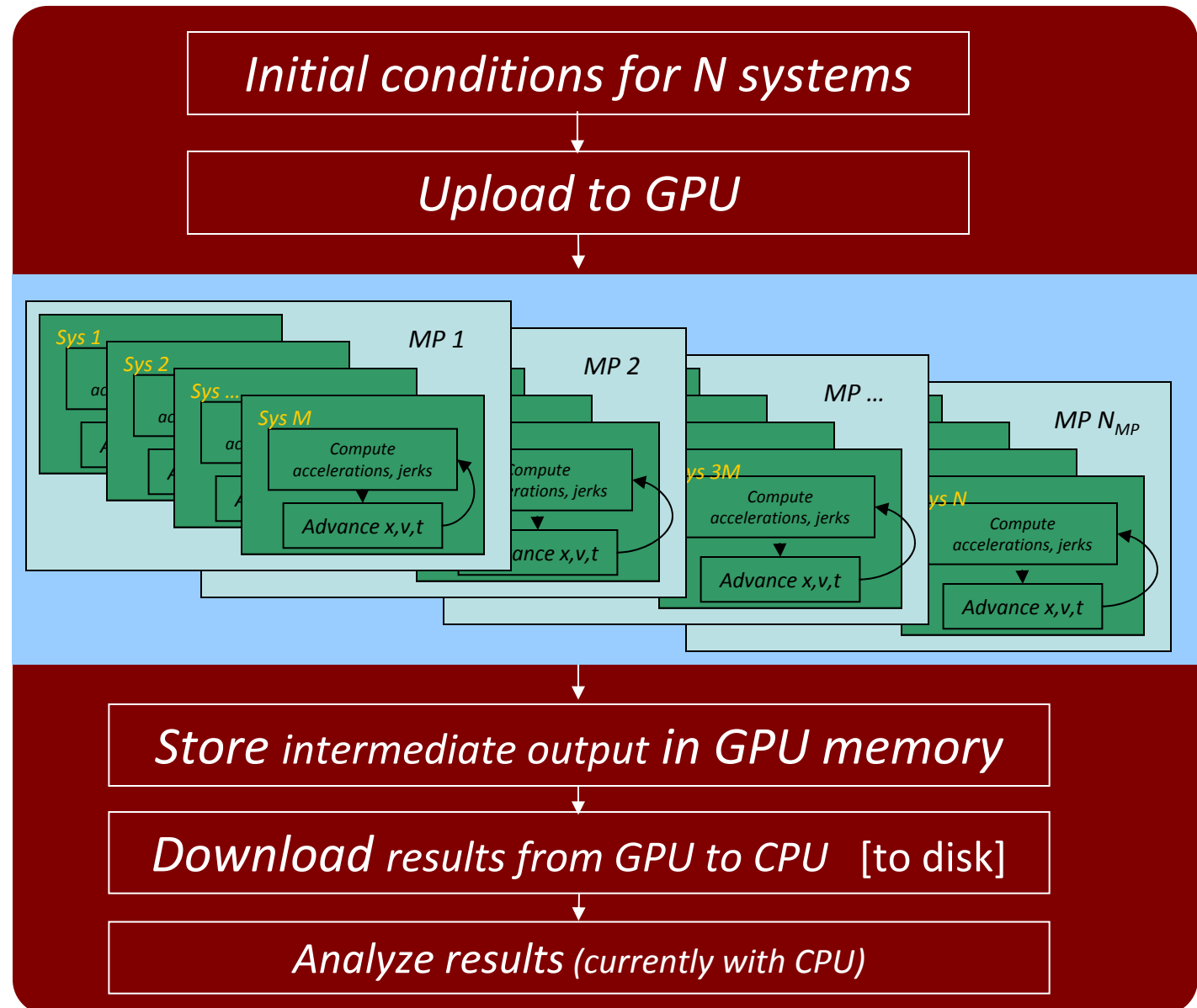
Separate device

All cores run the same program

Easy to parallelize as 1 system/thread

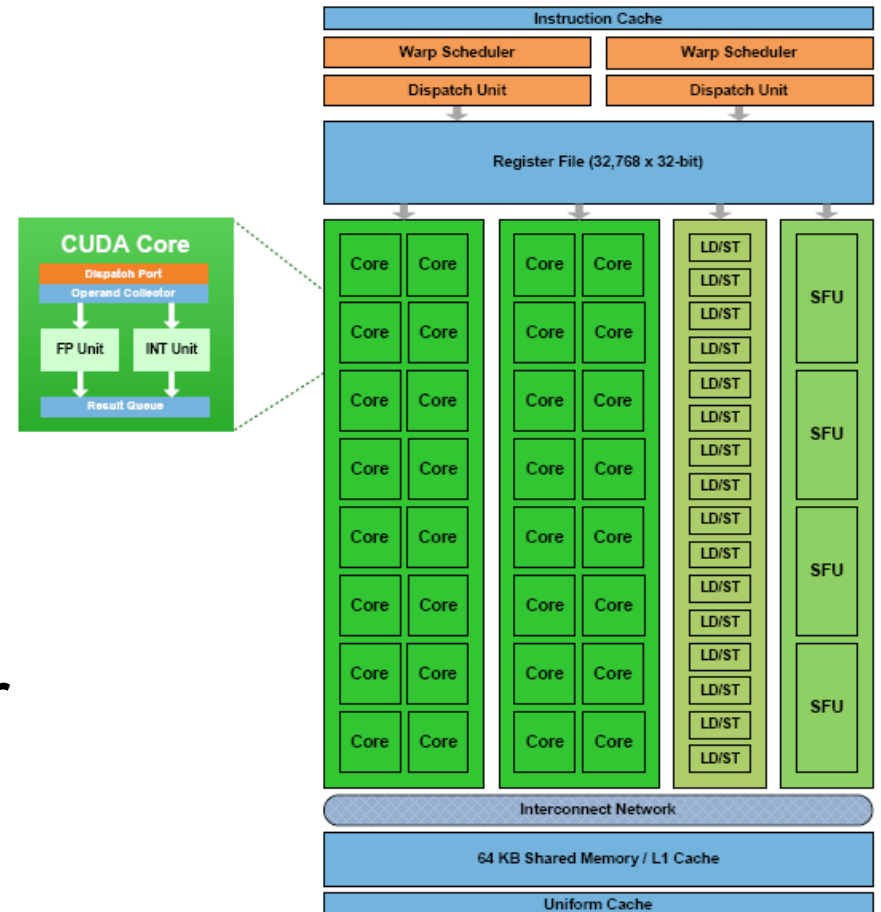
Pack $N > 4,000$ jobs into 1 process to hide memory latency & achieve large speed-ups

Simple integration algorithms



GPUs keep getting better: Fermi

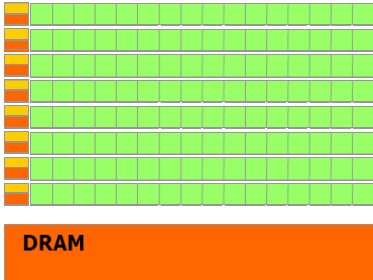
- “Upto 8x faster double precision” (750 GFLOPS)
- 512 (vs 240) cores
- 4 Special Function Units per multiprocessor (vs 1)
- Increase shared memory
- On GPU memory cache
- Atomic ops 5-20x faster
- Fewer registers per core
- Favors algorithms w/ finer grained parallelization



NVIDIA Corp.

High Performance GPU parallelization (challenging: $N \sim \text{few} \times N_{\text{cores}}$ jobs in 1 process)

NVIDIA Corp.

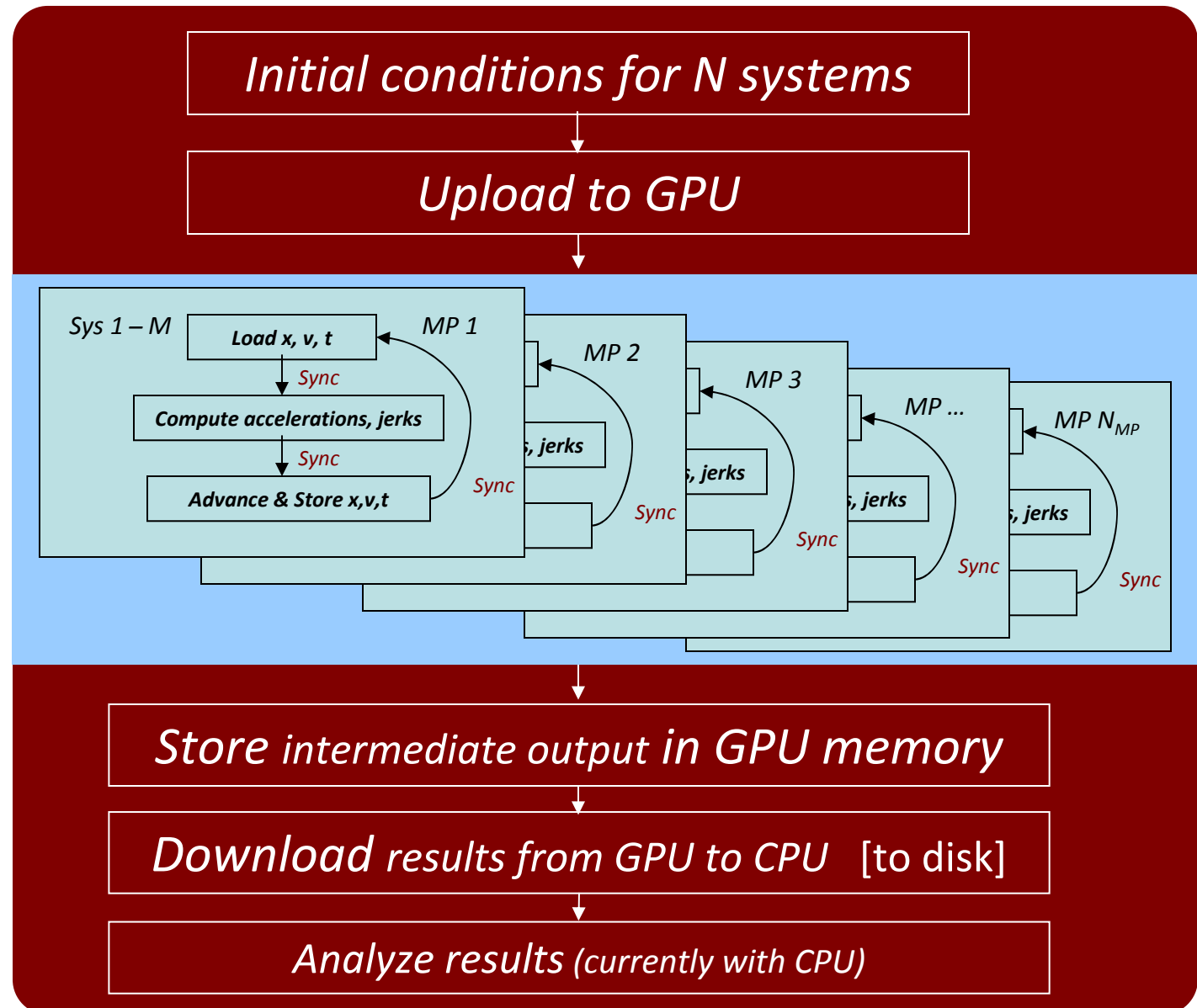


All multiprocessors (MPs) run the same program, each for M systems

Parallelize each step optimally, for finer parallelization

Achieve large speed-ups with only $\sim 1,000$ jobs

More complex integration algorithms



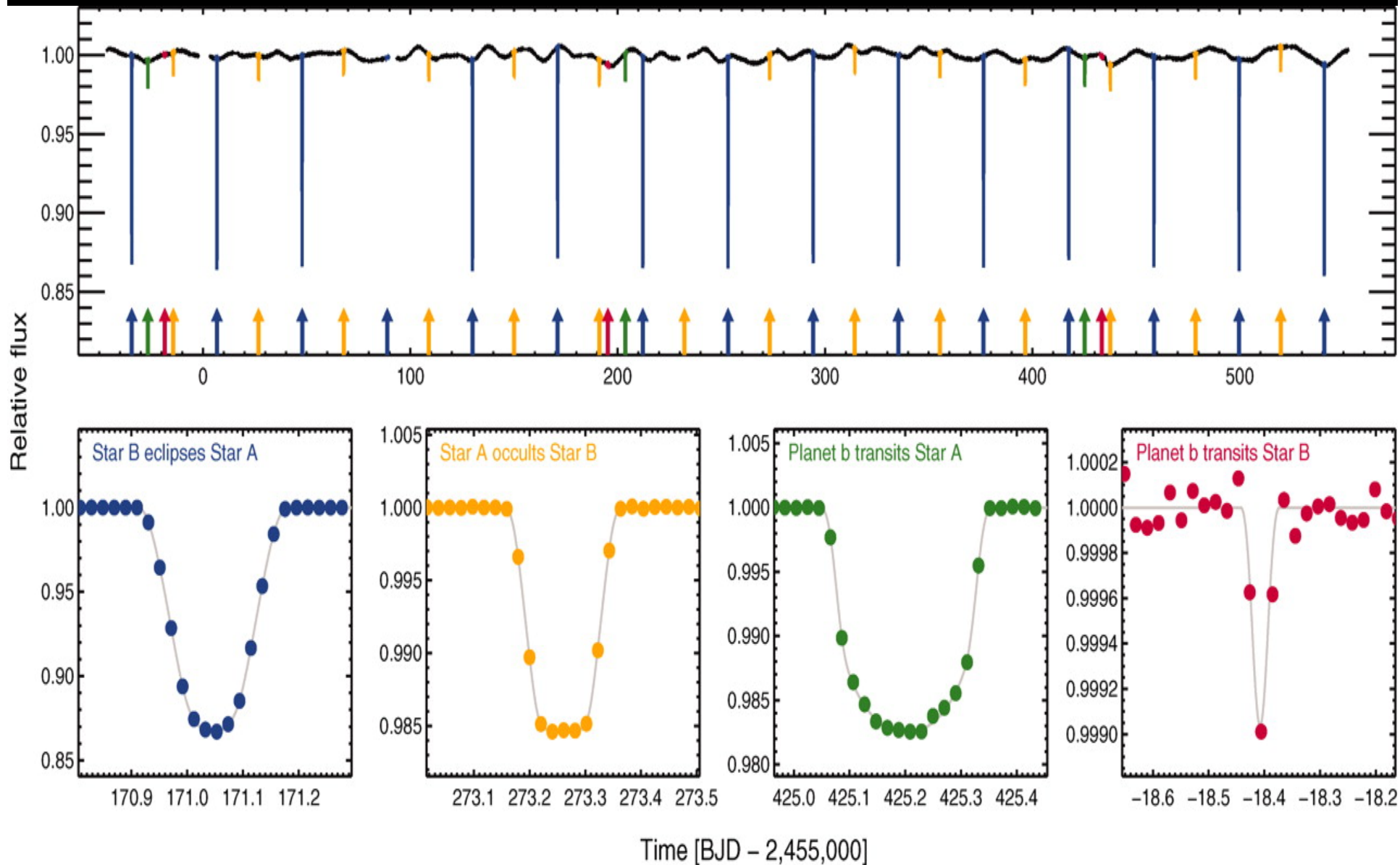
A Moment of Zen...

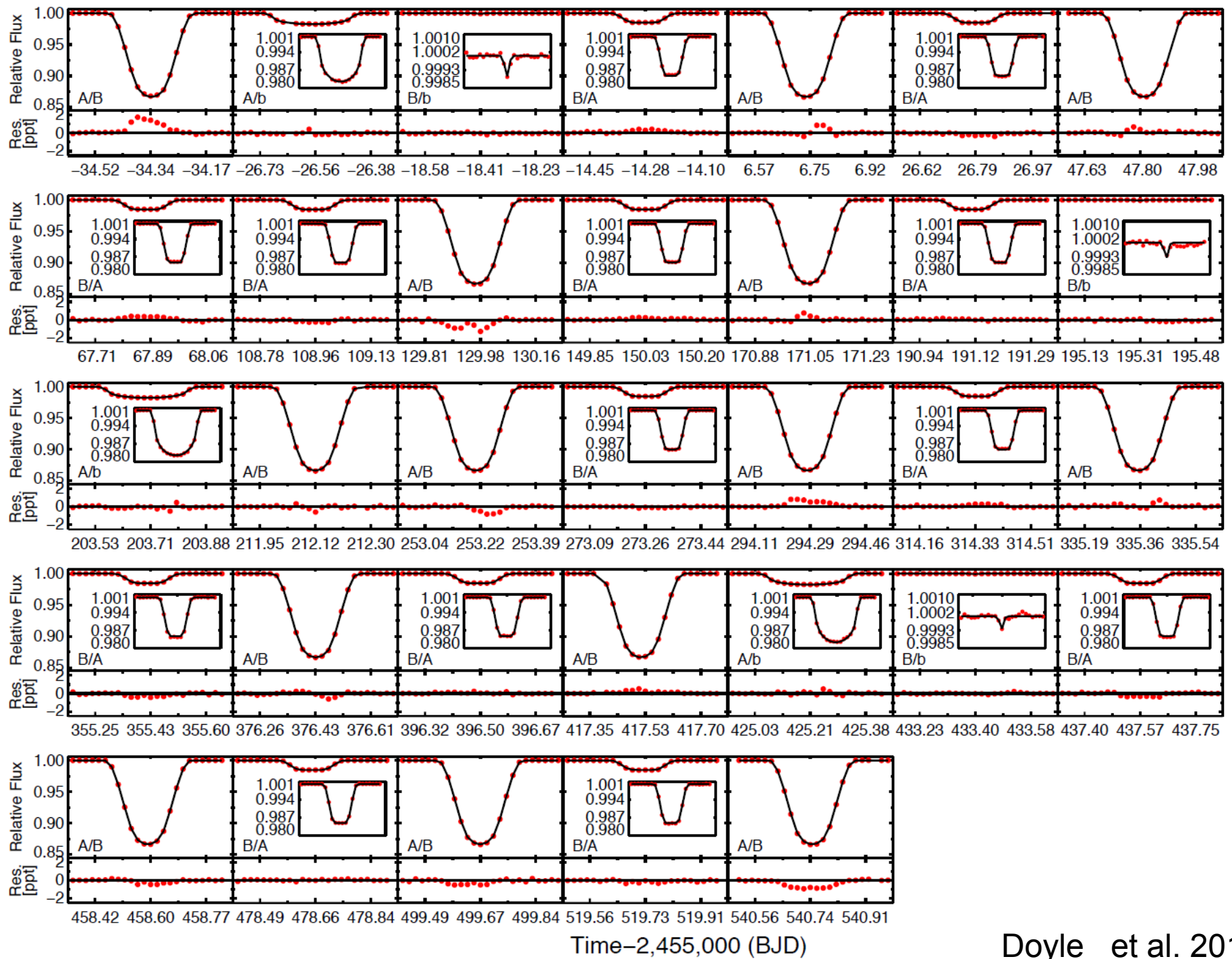
- “About GPUs, this is NOT...”
- This is about CPUs, 5 years from now
- We must:
 - (Re)learn how to code for 1000-core, shared memory machines
 - Have the basic tools to efficiently use them (e.g., ODE and N-body solvers)
- Obtaining 10-100x speedup NOW doesn't hurt either 😊
- For more about Swarm-NG
<http://www.astrogpu.org/>

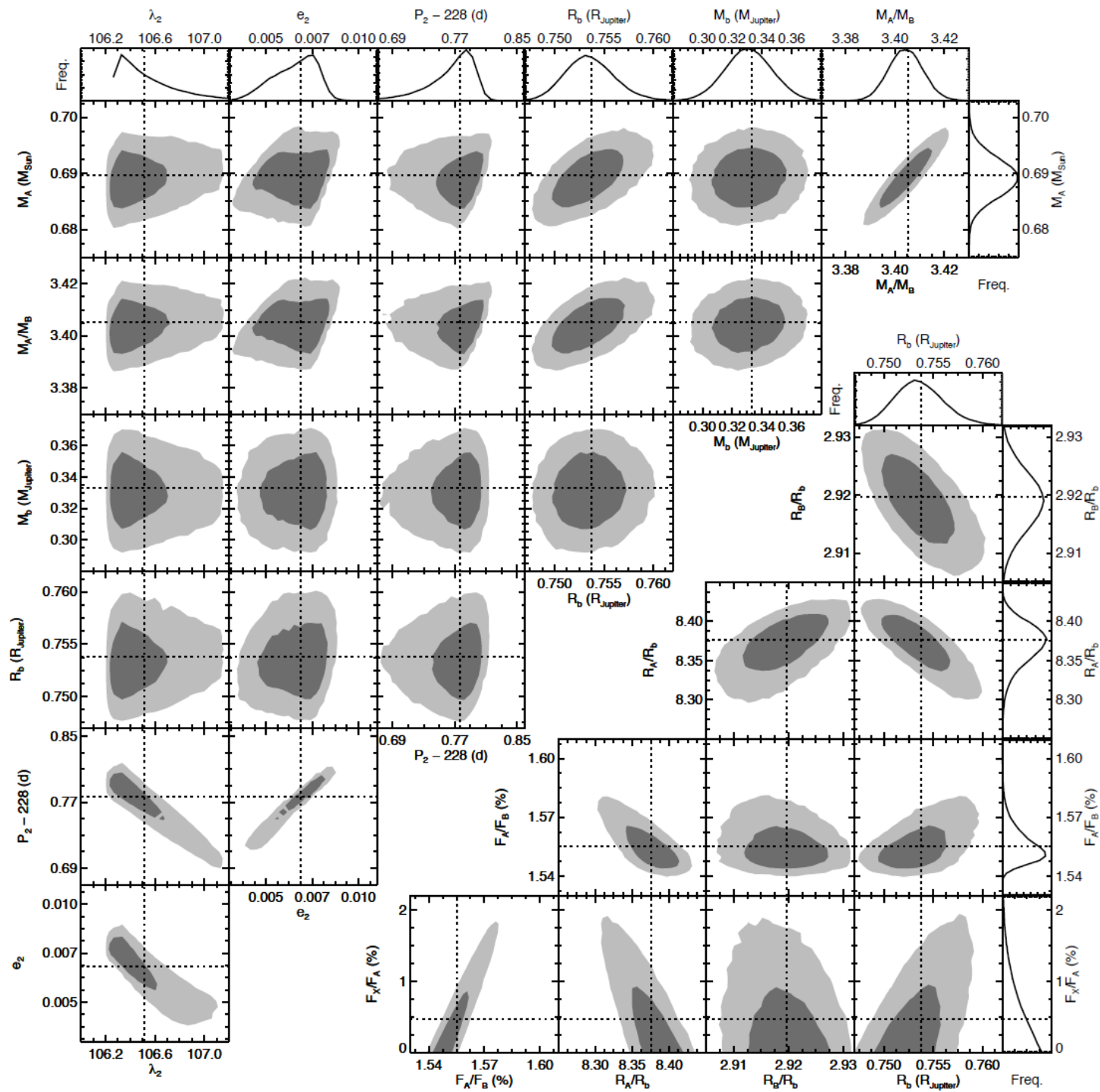
Example Application

Characterizing (the very small) uncertainties in masses, radii and orbital parameters in systems with a transiting circumbinary planet

Kepler-16



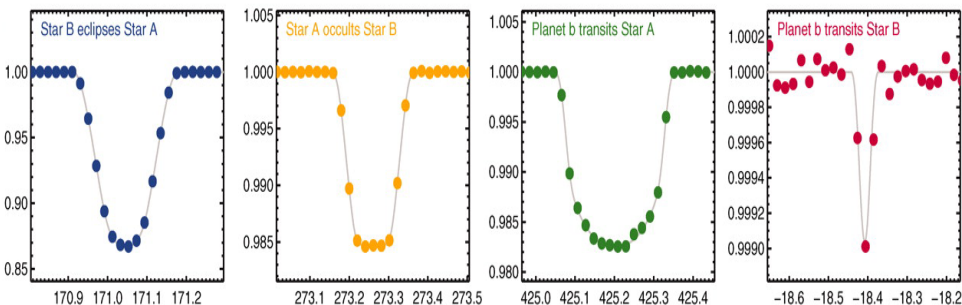




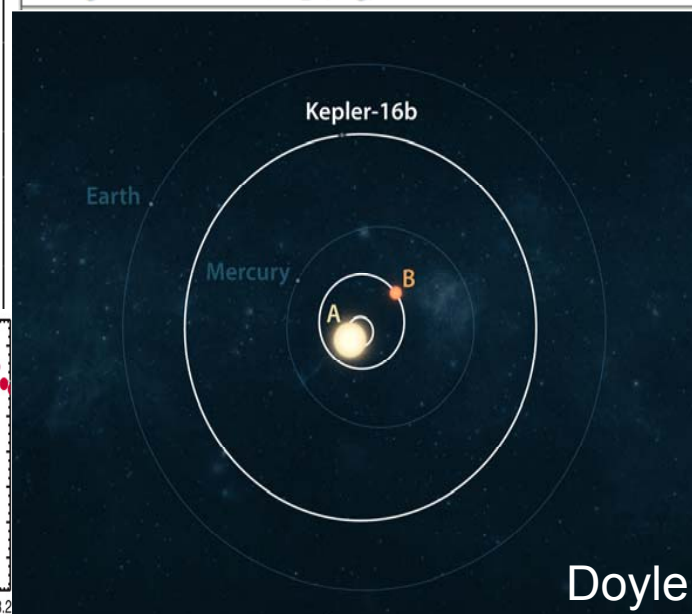
Doyle et al. 2011

Precise Masses & Radii

Parameter	Value and Uncertainty
<i>Star A</i>	
Mass, M_A ($M_\odot$)	$0.6897^{+0.0035}_{-0.0034}$
Radius, R_A ($R_\odot$)	$0.6489^{+0.0013}_{-0.0013}$
Mean Density, ρ_A (g cm^{-3})	$3.563^{+0.017}_{-0.016}$
Surface Gravity, $\log g_A$ (cgs)	$4.6527^{+0.0017}_{-0.0016}$
Effective Temperature, T_{eff} (K)	4450 ± 150
Metallicity, [m/H]	-0.3 ± 0.2
<i>Star B</i>	
Mass, M_B ($M_\odot$)	$0.20255^{+0.00066}_{-0.00065}$
Radius, R_B ($R_\odot$)	$0.22623^{+0.00059}_{-0.00053}$
Mean Density, ρ_B (g cm^{-3})	$24.69^{+0.13}_{-0.15}$
Surface Gravity, $\log g_B$ (cgs)	$5.0358^{+0.0014}_{-0.0017}$
<i>Binary star orbit</i>	
Period, P_1 (day)	$41.079220^{+0.000078}_{-0.000077}$
Semi-major axis length, a_1 (AU)	$0.22431^{+0.00035}_{-0.00034}$
Eccentricity, e_1	$0.15944^{+0.00061}_{-0.00062}$
Argument of Periapse, ω_1 (deg)	$263.464^{+0.026}_{-0.027}$
Mean Longitude, λ_1 (deg)	$92.3520^{+0.0011}_{-0.0011}$
Inclination, i_1 (deg)	$90.3401^{+0.0016}_{-0.0019}$
Longitude of Nodes, Ω_1 (deg)	$\equiv 0$ (by definition)

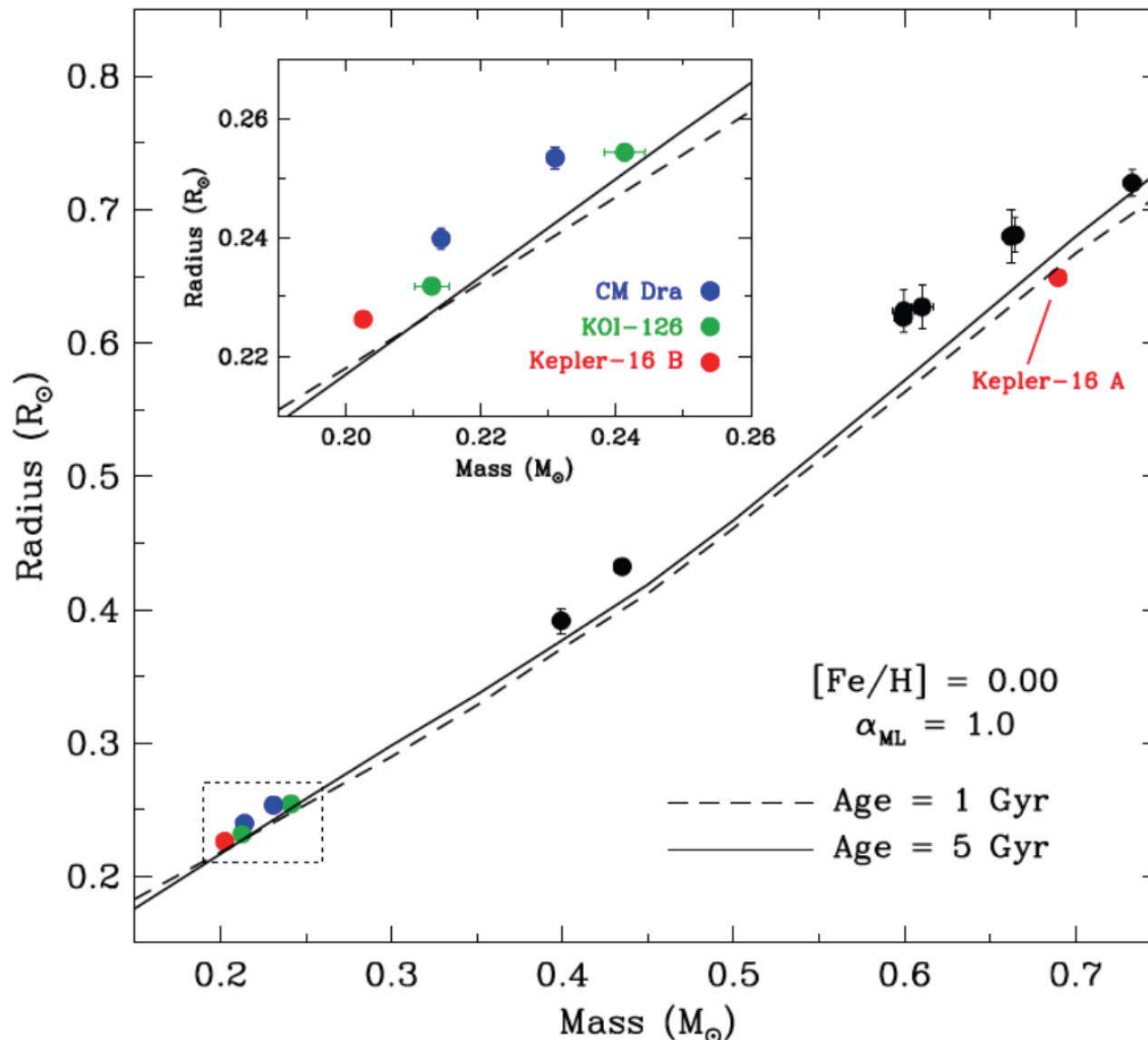


Parameter	Value and Uncertainty
<i>Planet b</i>	
Mass, M_b (M_{Jupiter})	$0.333^{+0.016}_{-0.016}$
Radius, R_b (R_{Jupiter})	$0.7538^{+0.0026}_{-0.0023}$
Mean Density, ρ_b (g cm^{-3})	$0.964^{+0.047}_{-0.046}$
Surface Gravity, g_b (m s^{-2})	$14.52^{+0.70}_{-0.69}$
<i>Circumbinary planet orbit</i>	
Period, P_2 (day)	$228.776^{+0.020}_{-0.037}$
Semi-major axis length, a_2 (AU)	$0.7048^{+0.0011}_{-0.0011}$
Eccentricity, e_2	$0.0069^{+0.0010}_{-0.0015}$
Argument of Periapse, ω_2 (deg)	$318.^{+10.}_{-22.}$
Mean Longitude, λ_2 (deg)	$106.51^{+0.32}_{-0.16}$
Inclination, i_2 (deg)	$90.0322^{+0.0022}_{-0.0023}$
Longitude of Nodes, Ω_2 (deg)	$0.003^{+0.013}_{-0.013}$



Doyle et al. 2011

Exquisite Precision in Mass & Radius



Questions

The logo for the Kepler space telescope mission. It features the word "Kepler" in a large, blue, 3D serif font. A yellow elliptical orbit line loops around the letters. At one point on the orbit, a small, detailed Earth is shown. In the background, there is a dark space filled with stars, a constellation of stars forming an eagle, and the curved horizon of the Earth at the bottom.

Kepler

NASA