

# MICADO : Parallel Implementation of a 2D-1D Iterative Algorithm for the 3D Neutron Transport Problem in Prismatic Geometries

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François Févotte and Bruno Lathuilière

EDF R&D - Sinetics, Clamart



CHANGER L'ENERGIE ENSEMBLE

## Context

EDF develops a new simulation tool for the PWR based on SPn equations : **COCAGNE**.

For validation purposes EDF needs 3D Transport solver :

- ▶ **DOMINO** for cartesian mesh ;
- ▶ **MICADO** for unstructured and prismatic geometries ;

**MICADO** is a prototype to evaluate the properties of 2D-1D iterative algorithm[1] to treat a full 3D core without spatial homogenization.

[1] G. Lee and N. Cho. "2D/1D fusion method solutions of the three-dimensional transport OECD benchmark problem C5G7 MOX." *Progress in Nuclear Energy*, vol. 48(5), pp. 410 – 423 (2006)

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## 1. 2D-1D Iterative algorithm

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# The transport equation

$$\varepsilon \frac{\partial \psi}{\partial x}(x, y, z) + \eta \frac{\partial \psi}{\partial y}(x, y, z) + \mu \frac{\partial \psi}{\partial z}(x, y, z) + \Sigma \psi(x, y, z) = Q(x, y, z),$$

where

- ▶  $\psi$  is the angular flux ;
- ▶  $\varepsilon, \eta, \mu$  are the three components of direction  $\vec{\Omega}$  ;
- ▶  $\Sigma$  is the total macroscopic cross-section ;
- ▶  $Q$  is the source term including fission and scattering.

# Alternating direction

$$\varepsilon \frac{\partial \psi}{\partial x} + \eta \frac{\partial \psi}{\partial y} + \mu \frac{\partial \psi}{\partial z} + \Sigma \psi = Q$$

# Alternating direction

$$\left\{ \begin{array}{l} \varepsilon \frac{\partial \psi_R}{\partial x} + \eta \frac{\partial \psi_R}{\partial y} + \mu \frac{\partial \psi_R}{\partial z} + \Sigma \psi_R = Q \\ \varepsilon \frac{\partial \psi_Z}{\partial x} + \eta \frac{\partial \psi_Z}{\partial y} + \mu \frac{\partial \psi_Z}{\partial z} + \Sigma \psi_Z = Q \\ \psi_Z = \psi_R \end{array} \right.$$

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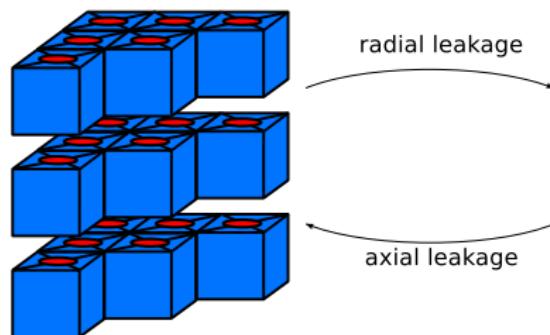
# Alternating direction

$$\left\{ \begin{array}{l} \varepsilon \frac{\partial \psi_{R,n+1}}{\partial x} + \eta \frac{\partial \psi_{R,n+1}}{\partial y} + \mu \cancel{\frac{\partial \psi_R}{\partial z}} + \Sigma \psi_{R,n+1} = Q - \mu \frac{\partial \psi_{Z,n}}{\partial z} \\ \varepsilon \cancel{\frac{\partial \psi_R}{\partial x}} + \eta \cancel{\frac{\partial \psi_Z}{\partial z}} + \mu \frac{\partial \psi_{Z,n+1}}{\partial z} + \Sigma \psi_{Z,n+1} = Q - \varepsilon \frac{\partial \psi_{R,n+1}}{\partial x} - \eta \frac{\partial \psi_{R,n+1}}{\partial y} \\ \psi_Z = \psi_R \end{array} \right.$$

# Alternating direction

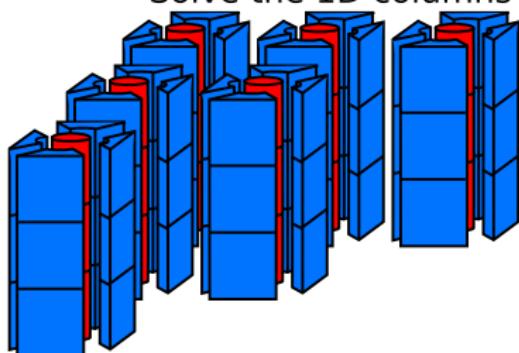
$$\left\{ \begin{array}{l} \varepsilon \frac{\partial \psi_{R,n+1}}{\partial x} + \eta \frac{\partial \psi_{R,n+1}}{\partial y} + \mu \cancel{\frac{\partial \psi_R}{\partial z}} + \Sigma \psi_{R,n+1} = Q - \mu \frac{\partial \psi_{Z,n}}{\partial z} \\ \varepsilon \cancel{\frac{\partial \psi_R}{\partial x}} + \eta \cancel{\frac{\partial \psi_Z}{\partial y}} + \mu \frac{\partial \psi_{Z,n+1}}{\partial z} + \Sigma \psi_{Z,n+1} = Q - \varepsilon \frac{\partial \psi_{R,n+1}}{\partial x} - \eta \frac{\partial \psi_{R,n+1}}{\partial y} \end{array} \right.$$

Solve the 2D slices



$$\psi_Z = \psi_R$$

Solve the 1D columns



- ▶  $N_i$  : number of 2D regions
- ▶  $N_j$  : number of slices

## Alternating direction algorithm (2/2)

**while**  $\psi_R \neq \psi_Z$  **do**

**forall**  $j \in \llbracket 1, N_j \rrbracket$  **do**

**forall**  $\vec{\Omega}_k \in S_N$  **do**

$$\int_{z_j}^{z_{j+1}} \left( \varepsilon_k \frac{\partial \psi_{k,R}}{\partial x} + \eta_k \frac{\partial \psi_{k,R}}{\partial y} + \Sigma \psi_{k,R} \right) dz = \int_{z_j}^{z_{j+1}} \left( Q - \mu_k \frac{\partial \psi_{k,Z}}{\partial z} \right) dz$$

**forall**  $i \in \llbracket 1, N_i \rrbracket$  **do**

**forall**  $\vec{\Omega}_k \in S_N$  **do**

$$\int_{\mathcal{C}_i} \left( \mu \frac{\partial \psi_{k,Z}}{\partial z} + \Sigma \psi_{k,Z} \right) dxdy = \int_{\mathcal{C}_i} \left( Q - \varepsilon_k \frac{\partial \psi_{k,R}}{\partial x} - \eta_k \frac{\partial \psi_{k,R}}{\partial y} \right) dxdy$$

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Standard 2D MOC Solver

forall  $i \in \llbracket 1, N_i \rrbracket$  do

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MOC 1D Solver

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Standard 2D MOC Solver

initialisation

forall  $i \in [1, N_i]$  do

forall  $\vec{\Omega}_k \in S_N$  do

$$\int_{C_i} \left( \mu \frac{\partial \psi_{k,Z}}{\partial z} + \Sigma \psi_{k,Z} \right) dxdy = \int_{C_i} \left( Q - \varepsilon_k \frac{\partial \psi_{k,R}}{\partial x} - \eta_k \frac{\partial \psi_{k,R}}{\partial y} \right) dxdy$$

MOC 1D Solver

# Advantages and drawbacks

## Advantages

- ▶ Solve the transport equation without introduction of lower order model (such as diffusion) ;
- ▶ Do not have to deal with huge 3D tracking ;

## Remaining questions

- ▶ Does the iterative algorithm converge?
- ▶ What is the order of spatial convergence?
- ▶ Can the parallelism be efficient?
- ▶ Can the storage of  $\mu_k \frac{\partial \psi_{k,z}}{\partial z}$  be reduced?
- ▶ Can the iterative algorithm be accelerated?

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## 2. Numerical properties

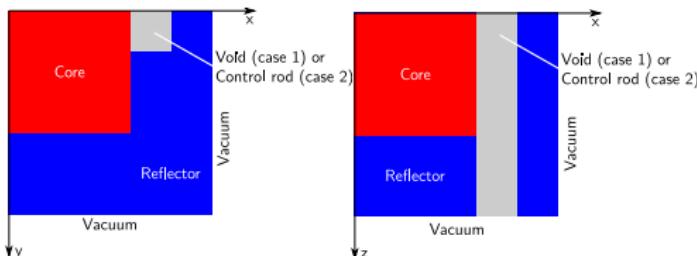
1. 2D-1D Iterative algorithm
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## Theoretical results

- ▶ Under restrictive assumptions the convergence of the iterative algorithm can be proved ;
- ▶ The best spatial convergence order we can expect for the step characteristics and DD scheme is 1;
- ▶ If the iterative algorithm converge, it is to the transport solution.

## Practical experimentation

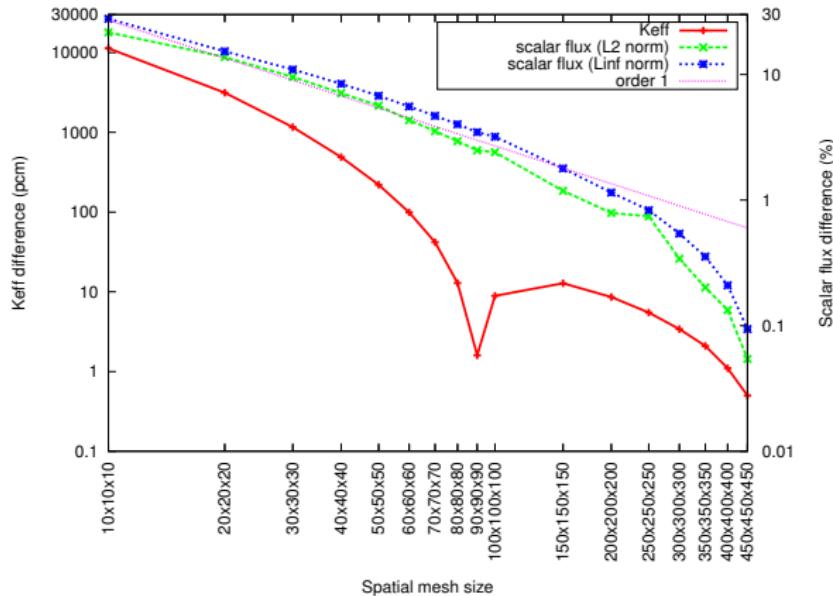
### Benchmark Takeda (case 2)



- ▶ angular discretization : Gauss Legendre  $8 \times 4$
- ▶ 10 characteristics per side of square region
- ▶ stopping criterion  $|\Delta k_{\text{eff}}| < 10^{-8}$

# Spatial convergence

► reference mesh :  $500 \times 500 \times 500$



► empirically : the spatial order of convergence is 1

## Comparison to the reference MCNP

	Difference	MCNP Error bar
$k_{\text{eff}}$	1.3 pcm	60 pcm
flux core (grp 1 / grp 2)	-0.38 % / 0.12 %	0.13 % / 0.10 %
flux reflector (grp 1 / grp 2)	0.32 % / 0.29 %	0.23 % / 0.21 %
flux control rod (grp 1 / grp 2)	1.12 % / 0.04 %	0.72 % / 0.48 %

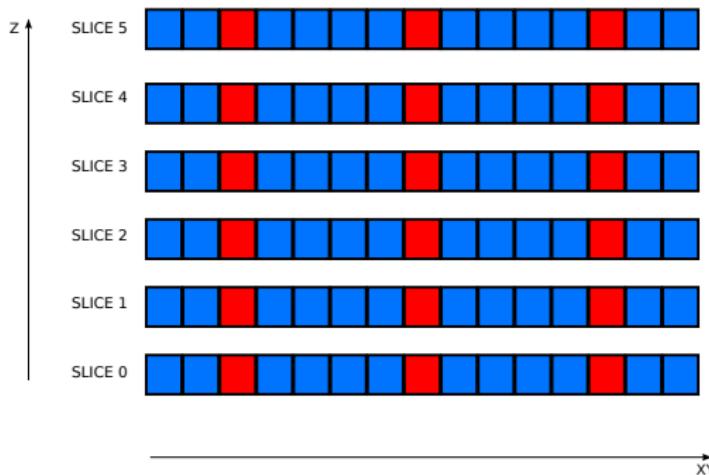
- ▶ Convergence to the transport solution



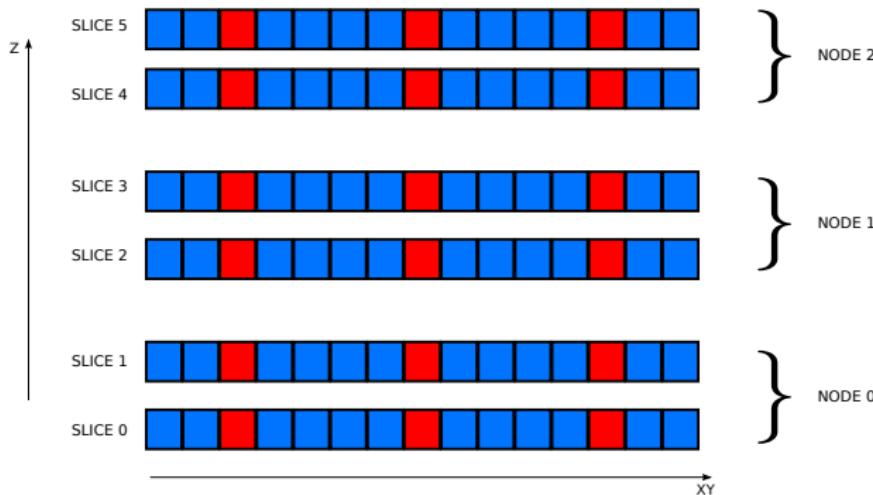
## 3. HPC properties

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# Parallel algorithm : data distribution



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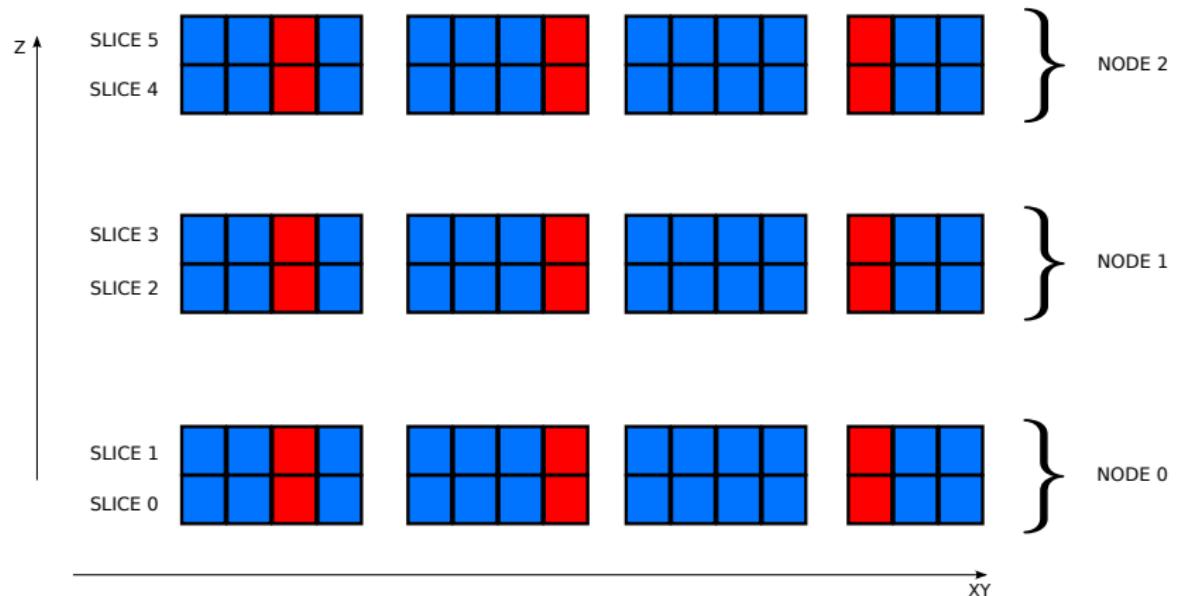


- ▶ Data distribution over slices

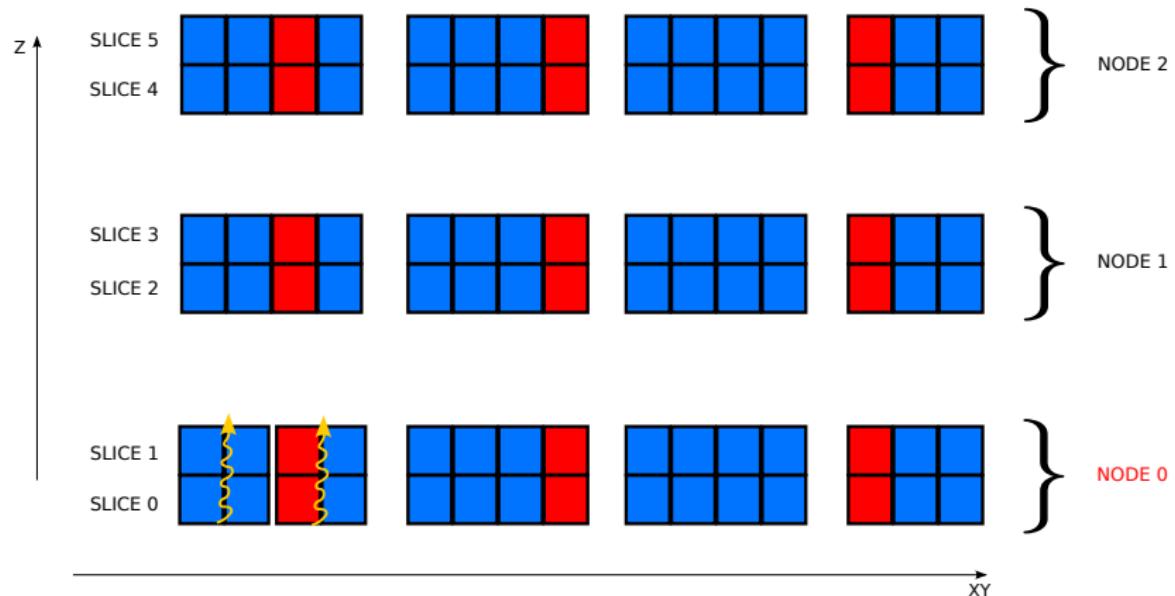
## Parallelisation of solve2D

- ▶ Over Slices : MPI, TBB
- ▶ Over Angular direction : TBB

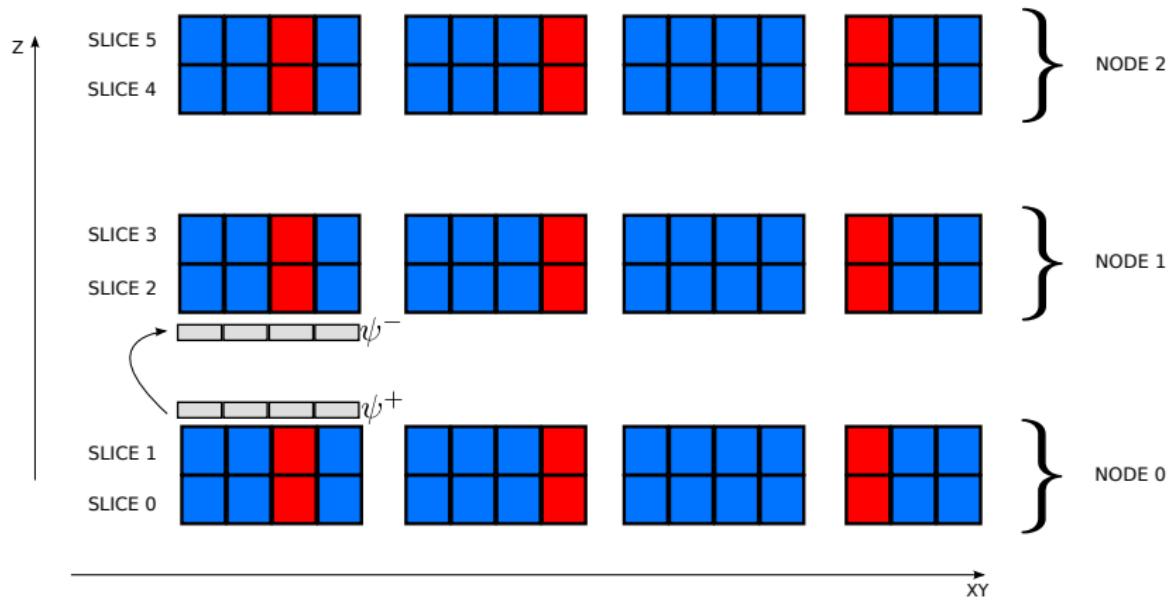
# Solve1D : parallel sweep



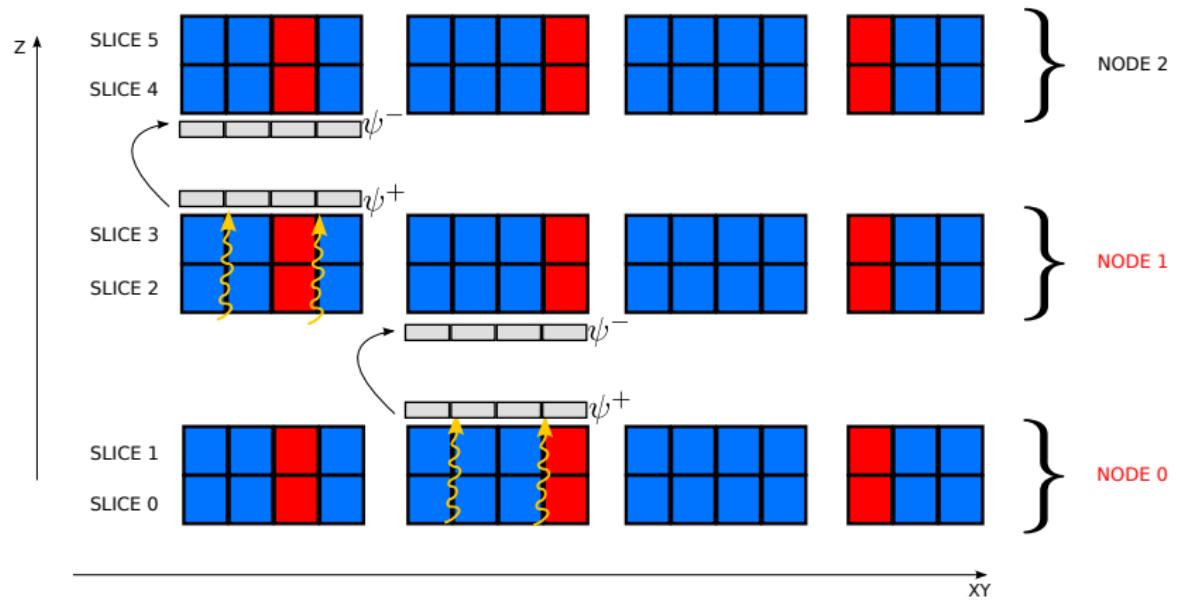
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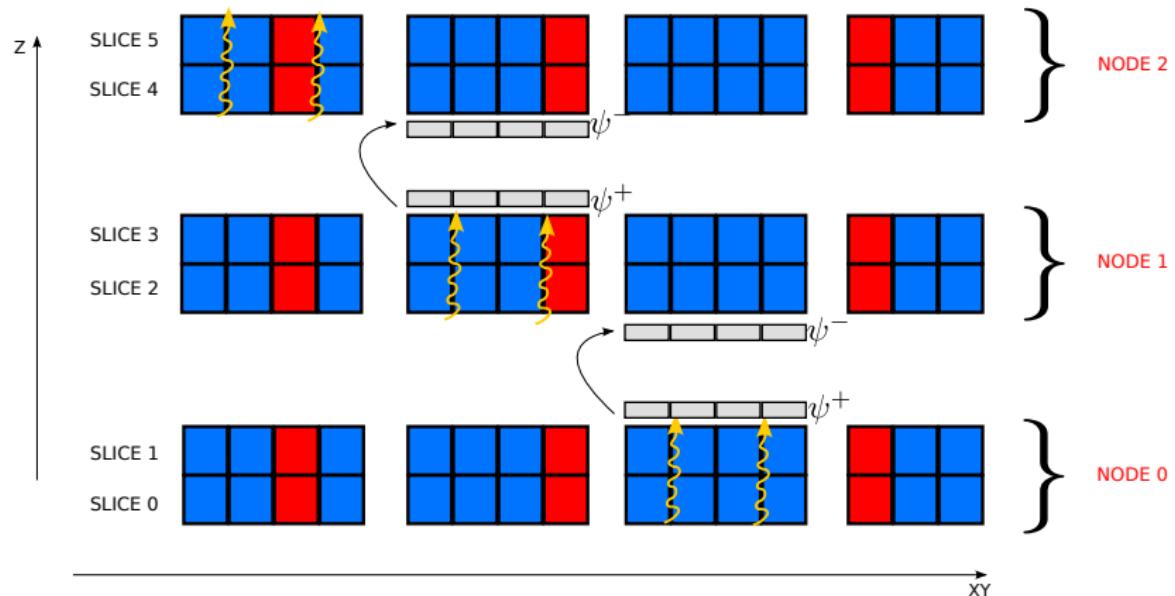
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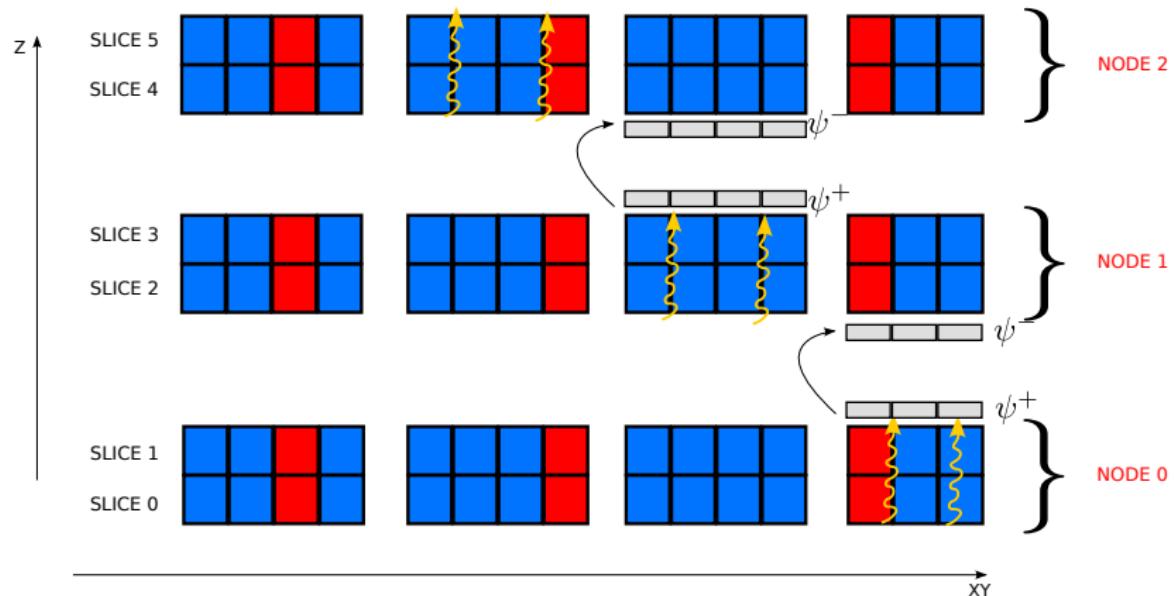
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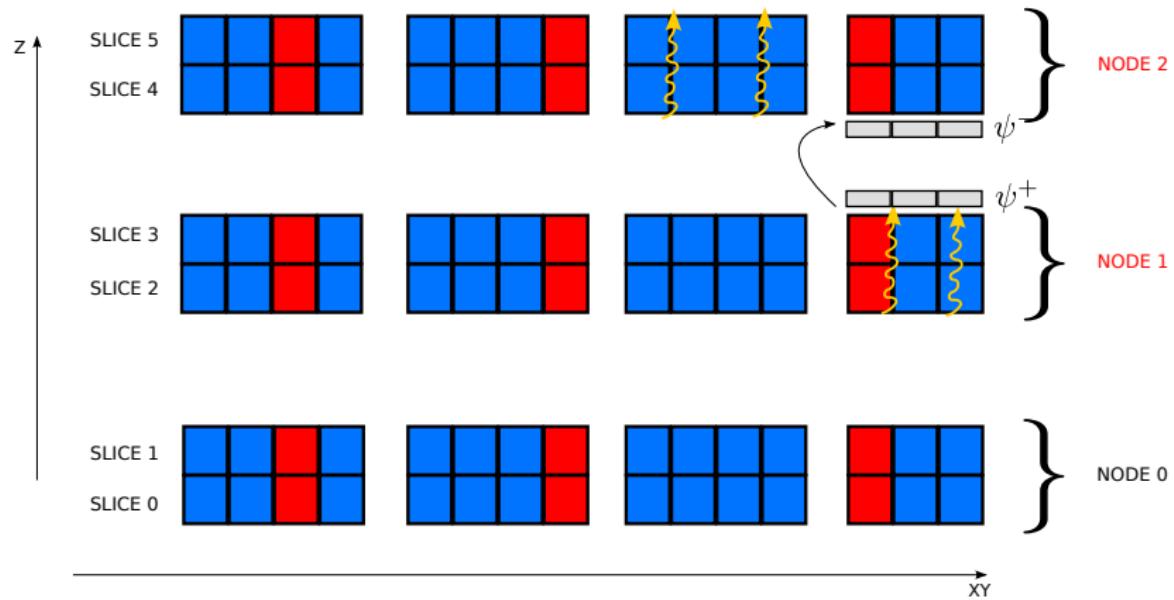
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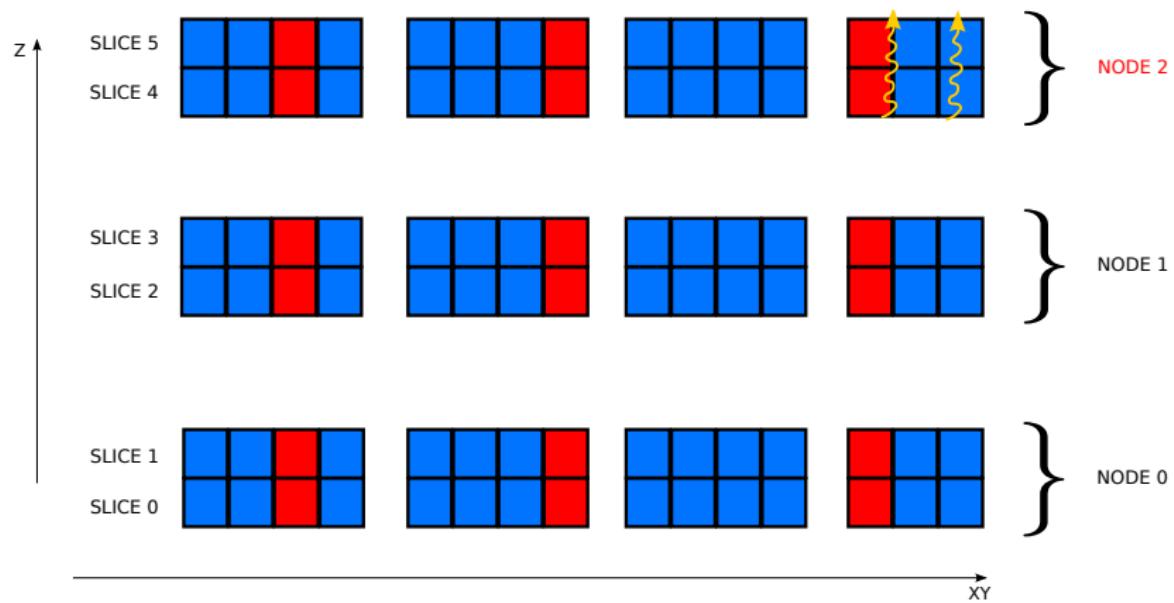
# Solve1D : parallel sweep



# Solve1D : parallel sweep



# Solve1D : parallel sweep



- ▶ choice of mpi buffer size;
- ▶ feed the pipeline with direction with same sign of  $\mu_k$ ;

# TAKEDA : performance measurement

## Discretization

- ▶ Spatial scheme : step characteristics and diamond difference
- ▶ Spatial Discretization :  $200 \times 200 \times 200$
- ▶ Angular Discretization : Gauss Legendre  $8 \times 4$
- ▶ Tracking : 10 characteristics per side of square region

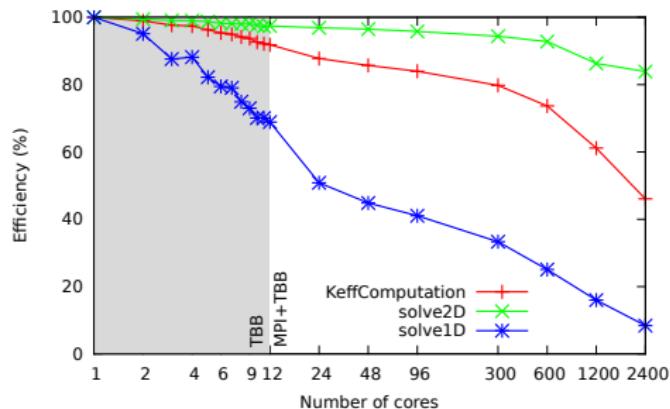
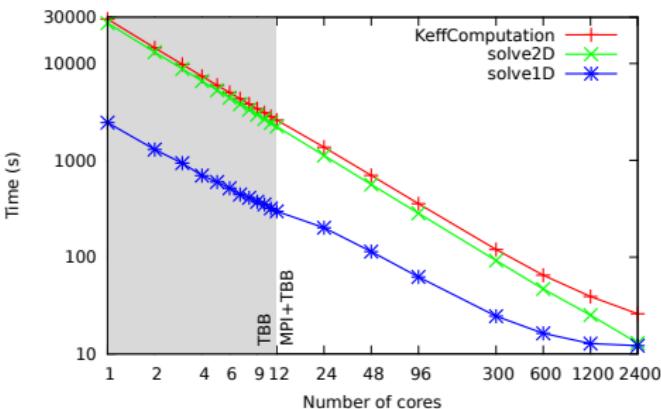
## Iteration configuration

- ▶ Fixed Number of power iterations : 100
- ▶ Fixed Number of upscattering iterations : 1
- ▶ Fixed Number of free scattering iterations : 1

## Cluster EDF : Ivanoe

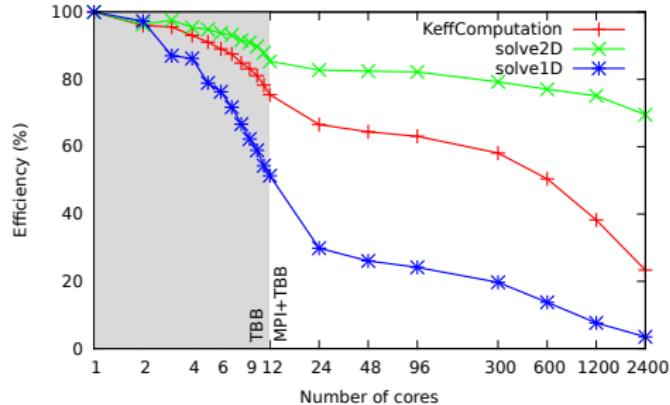
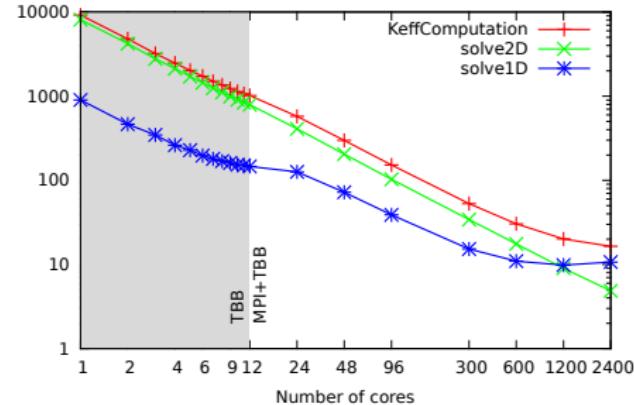
- ▶ Standard node properties : 2 processors Intel Xeon X5670 Westmere (12 cores per node)

# Parallel efficiency with Step Characteristic Scheme



- ▶ Solve2D is more expensive than Solve1D (factor 10.6) ;
- ▶ Parallel efficiency of Solve2D is always good (over 80%) ;
- ▶ Except for 2400 cores the global efficiency is good.

# Parallel efficiency with Diamond Difference Scheme



- ▶ 3 times faster than step characteristic scheme ;
- ▶ Solve2D is still more expensive than Solve1D (factor 9) ;
- ▶ Parallel efficiency of Solve2D decreases in shared-memory due to lower arithmetic intensity;
- ▶ Until 300 – 600 cores the global efficiency is good.



## 4. Conclusions and perspectives

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# Conclusions

## MICADO

Implementation of a new 3D transport solver :

- ▶ validated against Takeda Benchmark ;
- ▶ scalable until 1000 cores ;

## 2D-1D algorithm

The first preliminary tests of the iterative algorithm show that :

- ▶ the order-1 of spatial convergence is empirically reached ;
- ▶ its parallelism can be exploited.

# MICADO perspectives

- ▶ Parallelization optimization :
  - ▶ parallelism of direction in distributed memory ;
  - ▶ the use of SIMD instructions (SSE2/ AVX) ;
  - ▶ a new level of shared memory parallelism in Solve 2D (in the characteristics sweep) ;
- ▶ Memory footprint reduction :
  - ▶ implementation of symmetry boundary condition ;
  - ▶ optimization of the tracking storage ;
  - ▶ reduce the storage of the leakage term ;
- ▶ Iterative algorithm improvement :
  - ▶ study acceleration at each level ;
  - ▶ improve the stopping and convergence criteria.