Local Turbulence and the Dipole Anisotropy of Galactic Cosmic Rays

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In collaboration with Markus Ahlers



Galactic cosmic-ray sources



... and others !









Data

 \rightarrow Relative intensity can be decomposed as:

$$I(\Omega) = 1 + \boldsymbol{\delta} \cdot \boldsymbol{n}(\Omega) + \mathcal{O}(Y_{l>1})$$

- \rightarrow CR observatories sensitive to 2 param.
- \rightarrow Small dipole anisotropy of GCRs
- \rightarrow Rapid change of the phase & amplitude with E



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Interpretation

 $\delta~\propto~j_{
m CR}$

- → Compton Getting effect? Small in the local standard of rest
- \rightarrow Diffusion approximation

Fick's law: $\, oldsymbol{j}_{ ext{CR}} = - oldsymbol{K} \cdot
abla \Psi \,$

Energy dependence at odd with diffusion

Depends on:

- Distribution of sources and halo geometry halo?
- Structure of local magnetic field?
 - \rightarrow Both!



Effect of a local source on the anisotropy



Effect of a local source on the anisotropy



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How does behave the CR dipole in isotropic turbulence?

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Does it mean that the anisotropy follow the gradient direction?

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Test-particle simulations: backtracking in isotropic turbulence:





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Test-particle simulations: backtracking in isotropic turbulence:





Results



Results



Results







How to deal with MUST GPUs?

(A personal viewpoint)



How to start?

WANTED!!

Pierre Aubert



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- Thesis : <u>High Peformance Computing for gamma ray detection (2018)</u> at :
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Lectures

- Introduction au C++
- Introduction to code optimisation
- Introduction to Valgrind
- Introduction to GDB
- Development and optimisation
- Performance with Nan and other exotic values
- Introduction à Gitlab
- Introduction to Magao
- Performance with stencil
- Jupyter sur les Lappui

Lectures in progress

- <u>Performance with stencil GPU</u>
 <u>Introduction à Gitlab 2</u>



How to start?

WANTED!!



https://lappweb.in2p3.fr/~paubert/

Rewrite your code introducing the functions of the algorithm library (C++ 17):

→ https://en.cppreference.com/w/cpp/algorithm

Compile with NVC++

→ Done!

Facing problems?



Example : one of my problems...

```
Licence : CeCILL-C
#include <iostream>
#include <vector>
#include <algorithm>
                                                                                                   vs
//Some doc at : https://en.cppreference.com/w/cpp/header/execution
#include <execution>
int main(int argc, char** argv){
                                                                           C++ Stack
                                                                                                                   Heap
   size t nbElement(100000000);
   std::vector<float> tabX, tabY, tabRes;
   tabRes.resize(nbElement);
   for(size t i(0lu); i < nbElement; ++i){</pre>
                                                                         https://www.youtube.com/watch?v=wJ1L2nSIV1s
       tabX.push back(i*19lu%11);
       tabY.push back(i*27lu%19);
    std::vector<float> test;
    test.resize(2);
                                     The GPU can only acess allocated (heap) memory (It relies on CUDA Unified Memory)
   test[0]=1.;
   test[1]=2.;
                                             Need to pass the pointer of vectors and not the vector (stack variable)
   double q = 10.0;
    float * test ptr = test.data();
    std::transform(std::execution::par unseq, std::begin(tabX), std::begin(tabX), std::begin(tabY), std::begin(tabRes),
           [test ptr, q](float xi, float yi){ test ptr[0]=5.0; return test ptr[1]*xi*yi; });
   std::cout << "x = " << tabX.front() << ", y = " << tabY.front() << ", res = " << tabRes.front() << ", test yo = "<< test[0] << std::endl;</pre>
    return 0;
```

GPU A100

40*3145728 particules/38 min \rightarrow 55188 part/seconde \rightarrow gain = 155

GPU V100

3145728 particules/14 min \rightarrow 5242 part/seconde \rightarrow gain = 15

GPU P6000

3145728 particules/44 min \rightarrow 1191 part/seconde \rightarrow gain = 3.4

My computer (with tbb, 8 threads 2.4 GHz) 49152 particules/140 secondes \rightarrow 354 part/seconde \rightarrow gain = 1

CR dipole observations

 \rightarrow Rapid phase flip and reduced dipole in the TeV-PeV range

Investigating local diffusion in isotropic turbulence

- \rightarrow New methodology to study local diffusion (Nested grid & Backtracking)
- \rightarrow In isotropic turbulence local diffusion is strongly anisotropic for $r_g/l_c < 1$
- \rightarrow Evolution with particle rigidity towards isotropy for $~r_g/l_c>1$

Prospects

- \rightarrow Challenges to remove the numerical noise for smaller r_g/l_c
- \rightarrow Other magnetic configurations to probe

CR dipole observations

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Investigating local diffusion in isotropic turbulence

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Prospects



Deployment @LAPTh

- \rightarrow Christopher Ekner used A100 for machine learning
- \rightarrow Joaquim Iguaz used V100 already to solve a cascade equation

Good news from Enigmass R&D booster LAPTh AstroComo team

 \rightarrow New A100 + dedicated server is coming

Prospects

- → Open up new projets! Extensive MCMC, machine learning, ...
- \rightarrow People are exciting to hear about new trainings

Thank you!

