



SWQU: Improving Space Weather Predictions with Data-Driven Models of the Solar Atmosphere and Inner Heliosphere



N.V. Pogorelov,¹ C. N. Arge,² R. Caplan,³ P. Colella,⁴ C. Gebhard,⁴ S. Jones,² T. K. Kim,¹ J. Linker,³ T. Singh,¹ B. Van Straalen,⁴ L. M. Upton,⁵ C. Downs,³ M. Stulajter,³ M. S. Yalim¹

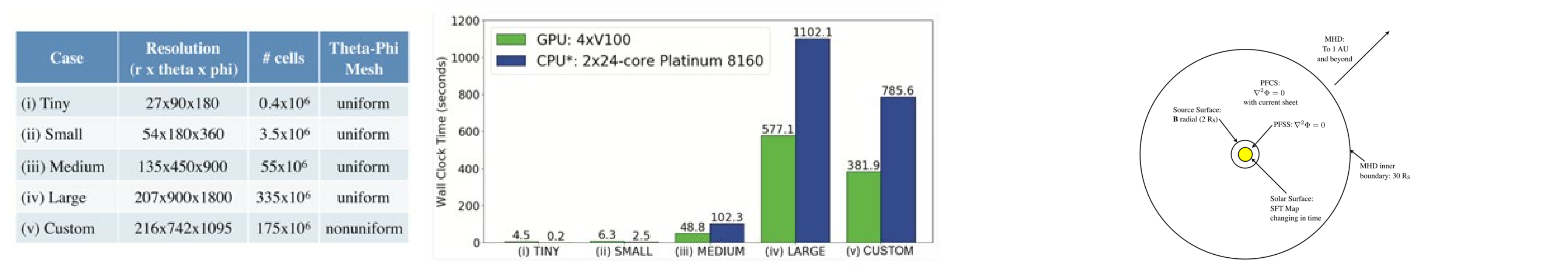
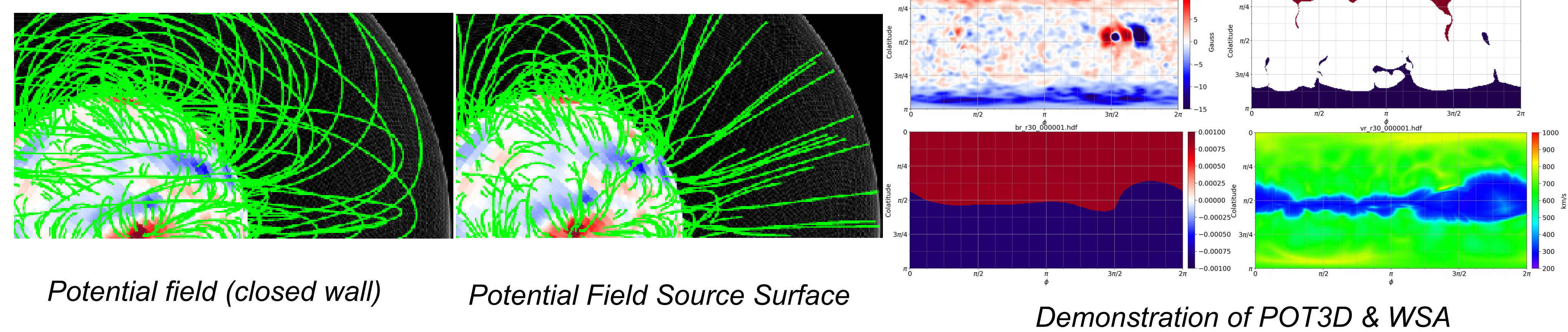
¹University of Alabama in Huntsville, ²Goddard Space Flight Center, ³Predictive Science, ⁴Lawrence Berkeley National Laboratory, ⁵Southwest Research Institute

Abstract

Our science goal is to develop a new software to support data-driven, time-dependent models of the solar atmosphere and heliosphere suitable for near real-time predictions of the SW properties at Earth's orbit and in the interplanetary space.

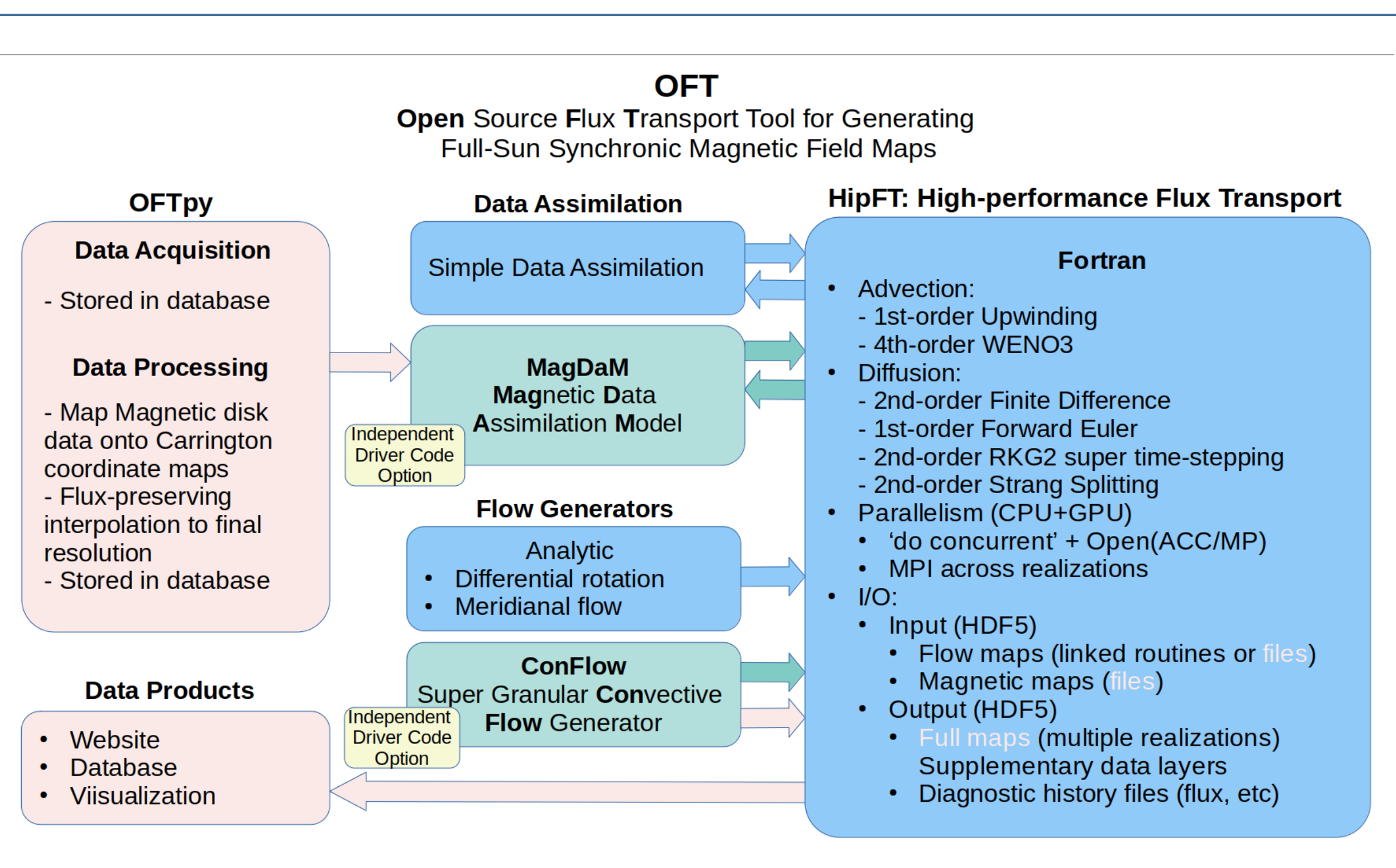
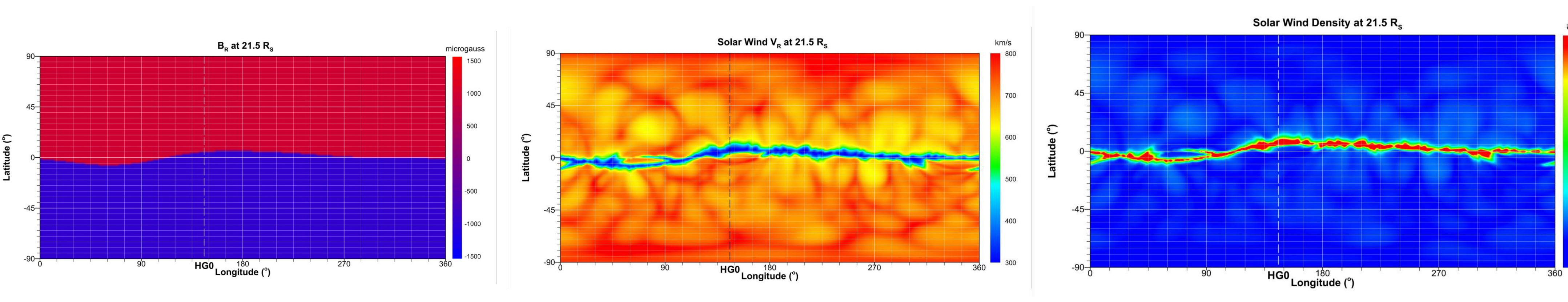
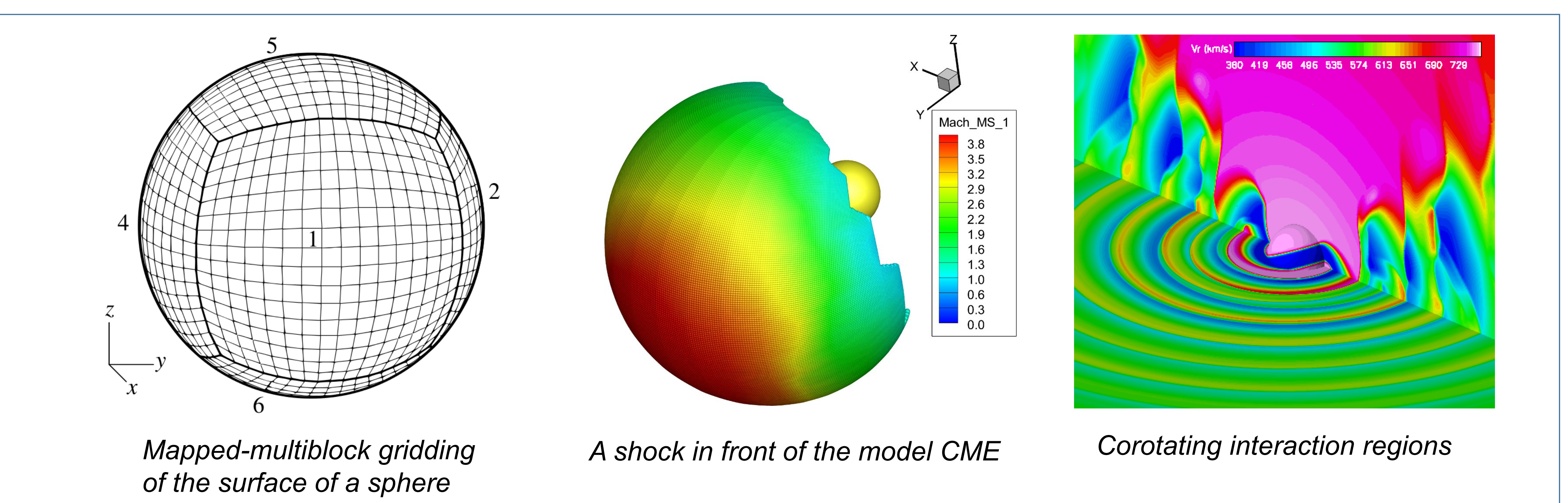
1. A new Open surface Flux Transport (OFT) model which evolves information to the back side of the Sun and its poles and update the model flux with new observations using data assimilation methods.
2. A new potential field solver (POT3D) combined with the output from the traditional WSA model, and with remote coronal and in situ solar wind observations. WSA and the new potential field solver (PFSS and PFCS) are both be validated using the maps from the OFT.
3. A highly parallel, adaptive mesh refinement (AMR) code (HelioCubed) for the Reynolds-averaged, ideal MHD equations describing the solar wind flow in the region between $R = 10\text{--}20 R_{\odot}$ and $1\text{--}3$ au. These equations will be accompanied by the equations describing the transport of turbulence. We are building on the Multi-Scale Fluid-Kinetic Simulation Suite (MS-FLUKSS) collaboratively developed at UAH using the Chombo AMR framework (Colella et al., 2007). The new version of our software is built on Chombo 4 and allow us to perform simulations with the fourth order of accuracy in time and space, and use cubed spheres to generate meshes around the Sun.
4. The developed software will run on both GPUs and CPUs and will be made publicly available.

POT3D (Caplan et al., 2021) is a high performance Fortran-90 MPI code that solves Laplace's equation using finite differences on a non-uniform spherical grid. It has been ported to GPUs using OpenACC. The code is open source. It is available to public via the GitHub repository.



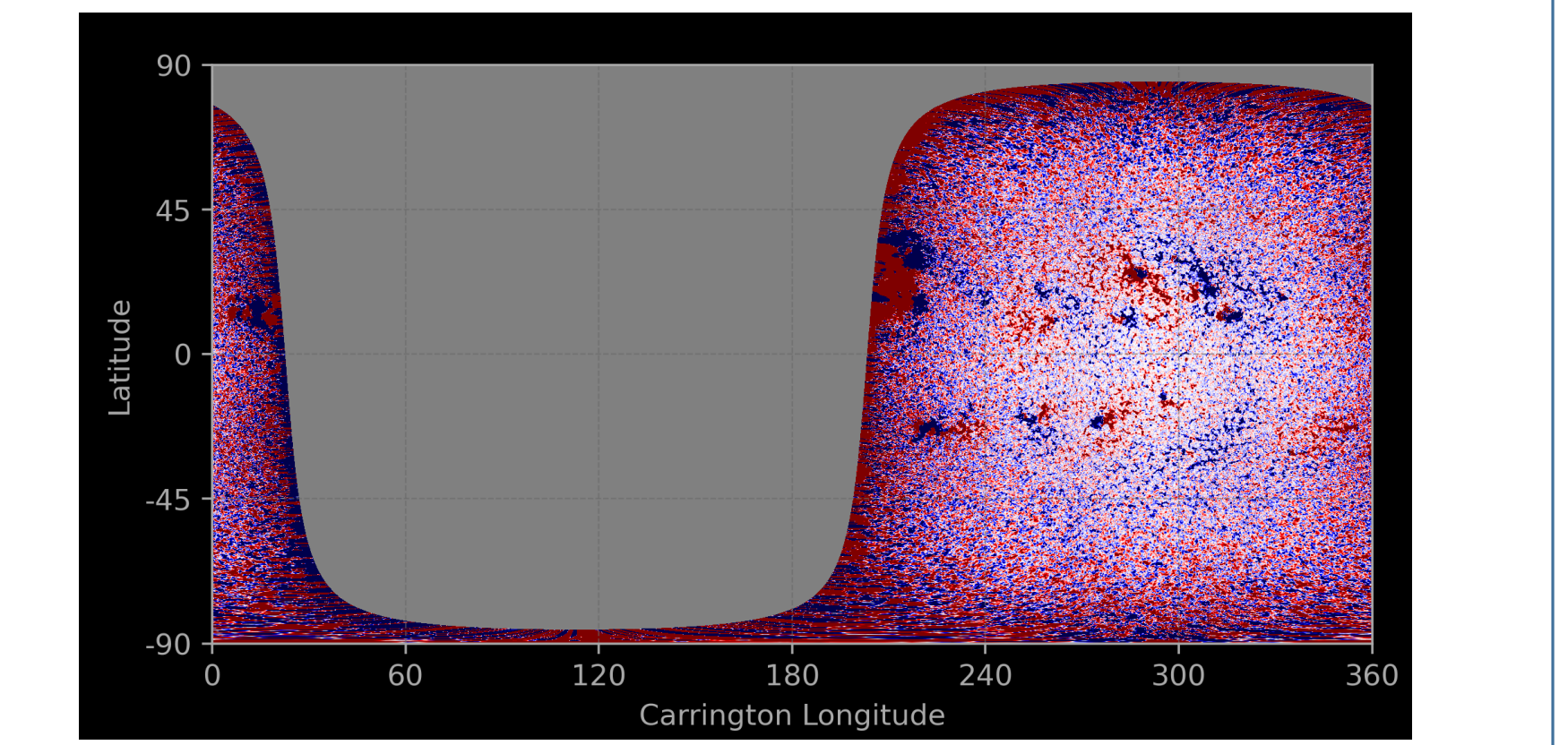
The Inner Heliospheric Model: HelioCubed

1. We use finite volume method to solve hyperbolic, Reynolds-averaged MHD equations in conservative form with 4th order of accuracy in space and time.
2. The average values of primitive variables are calculated on R and L side of the faces with the 4th order accuracy and a Riemann problem solver is used to find the 4th order accurate fluxes through these faces.
3. The 4th order accurate RK method is used to integrate the equations with time. Limiters specially designed for the 4th order accurate methods are used (McCorquodale et al 2011).
4. Our approach solving this problem is based on the following ideas: a cubed-sphere representation of space, that has most of the same advantages as the widely-used spherical coordinate system, but does not have a polar singularity; a method-of-lines discretization of the evolution equations, with high-order accurate discretizations in both space and time for non-linear problems; and block-structured AMR.



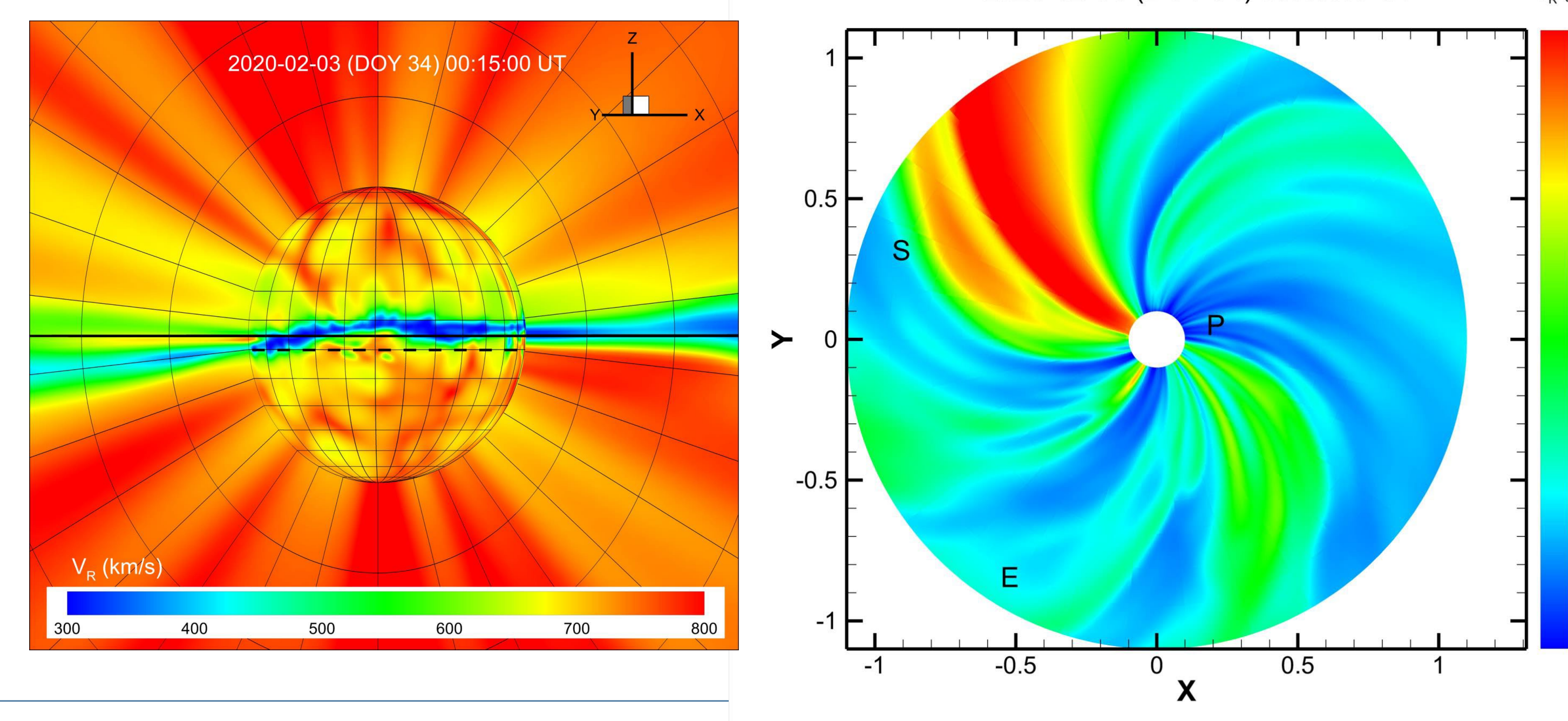
Data Acquisition and Processing: OFTpy

We have developed OFTpy, a python codebase that facilitates acquisition and processing of data products to a computation-ready format for HipFT. The current code supports full processing of JSOC HMI M720s line-of-sight (LOS) magnetograms to a radial-flux Carrington Rotation (CR) Map. This extensible software will also serve as a prototype/example for future users to incorporate magnetograms from alternative observatories. For data acquisition of HMI LOS magnetograms, OFTpy acts as a Python wrapper for product query and download from the Stanford JSOC). Figure at the bottom shows an example. We are presently comparing this mapping to a mapping product developed by the Stanford team for use by ADAPT.



An HMI 720s magnetogram, observed on 2012/01/15 00:59:52, converted to radial flux and projected into Carrington Coordinates with OFTpy.

A preliminary simulation in the IH using OFT-POT3D-WSA-MS-FLUKSS. Top row: the initial distributions at the inner boundary at 21.5 R_s.



(Right panels): the 3D distribution (left panel) and the equatorial cut of the SW. The projected positions of Earth, Parker Solar Probe, and Stereo A are indicated with letters E, P, and S, respectively.

Software Architecture: Chombo for GPUs

Our software approach is based on Chombo, a C++ library developed at LBNL for implementing structured grid algorithms on distributed-memory multiprocessors. The design of Chombo is based on the following:

- Simulation data is defined on unions of rectangular patches in one of a nested hierarchy of uniform grid index spaces. The union of rectangles induces a domain decomposition onto a distributed memory set of processes.
- The fundamental unit of performance-critical computation is to apply discrete operators to data on a single patch. On CPU-based systems, this has been done using Fortran, or a low-level C-subset of C++, in order to obtain high performance.

While this has been a successful strategy for CPU-based distributed-memory systems, the extension to GPU-based systems introduces two new features that are not present in the CPU-based model:

1. Heterogeneous processors and memory on a node: there are both CPU and GPU systems on a single node, each with their own memory.
2. High-performance for floating point intensive operations is to be obtained using SIMT parallelism on the GPUs.

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