Nuclear structure calculations for an atlas of dark matter experiments Calvin W. Johnson, San Diego State University

> Collaborators: Wick Haxton, UC Berkeley/LBL Ken McElvain, UC Berkeley/ LBL

*Other BIGSTICK collaborators*  W. Erich Ormand, LLNL Plamen G. Krastev, SDSU/Harvard Hai Ah Nam, SDSU/ ORNL Michael Kruse, LLNL Micah Schuster, SDSU

# An atlas of dark matter experiments



### Potential target nuclides:

12,13<sub>C</sub> 16,18O 19F 20,21,22Ne 23Na 28,29,30Si 32,33,34S 36,40Ar 40,42,43,44,48Ca 70,72,73,74,76Ge

122,123,124,125,126,128,130Te 127I  $128,129,130,131,132,134,136$ Xe 133Cs 180,182,183,184,186W

#### A brief glossary

**Configuration-interaction:** Diagonalizing the many-body Hamiltonian in an occupation-space basis (Slater determinants)

**M-scheme:** Using a basis with fixed total M=Jz

**J-scheme:** Using a basis with fixed total J (each state a linear combination of M-scheme states)

**No-core shell model (NCSM):** All particles active; usually used with *ab initio* interaction, h.o. single-particle states, often (not always) with  $N_{\text{max}}$  truncation.

**Jumps:** Instead of storing matrix elements, arrays which encode  $\leq f$  | a<sup>+</sup> a | i >,  $\leq f$  | a<sup>+</sup> a<sup>+</sup> a a | i > etc. for calculating matrix elements on-the-fly

Many-fermion code: 2<sup>nd</sup> generation after REDSTICK code (started in *Baton Rouge, La.*)

Uses "factorization" algorithm: Johnson, Ormand, and Krastev, Comp. Phys. Comm. 184, 2761(2013)

Arbitrary single-particle radial waveforms Allows local or nonlocal two-body interaction **Three-body forces implemented and validated**  Applies to both nuclear and atomic cases

Runs on both desktop and parallel machines **--can run at least dimension 200M+ on desktop --has done dimension 2 billion+ on supercomputers** 

**Inline calculations of one-body density matrices, single-particle occupations,** 

(+ options to compute strength functions via Lanczos trick, etc.)

45 kilolines of code Fortran 90 + MPI + OpenMP

Why configuration-interaction? Why not other many-body methods?

#### **Green's-function Monte Carlo:**

Highly successful *ab initio* method, works well with "hard" NN interactions Currently requires local interactions; tops out at around A=12-16; excited states are difficult

#### **Coupled cluster:**

Highly successful *ab initio* method; widely applied in AMO; works well with "hard" NN interactions; can handle heavier nuclei; good scaling with number of particles/orbits (only linked diagrams) Excited states are difficult; works best for closed shell, closed shell +/- 1 Cannot do  $N_{\text{max}}$  truncation

#### **Configuration interaction**

Generates excited states easily; works well with mid-shell nuclides Computational efforts increases exponentially with # particles, orbits due to "unlinked diagrams"; thus requires a "soft" interaction which does not connect high and low momentum states

#### BIGSTICK has run on a number of platforms

It runs easily and routinely on laptops and desktop Linux boxes and Macs.

It has run successfully on large parallel systems:

- Jaguar PF (ORNL) (MPI) up to about 5000 MPI processes
- Sierra (LLNL) including in hybrid MPI-OpenMP up to 1000 processes
- Franklin, Hopper, and Edison (NERSC) (MPI) up to 10,000 MPI procs
- Stampede (TACC/XSEDE machine) (MPI+OpenMP) up to 200 MPI procs

The most recent versions successfully break up the Lanczos vectors: the biggest dimension achieved so far is over 2 billion basis states (however, the computational barriers are more complex than just the dimension of the vectors—more on that in a moment.)

# THE BASIC PROBLEM

The basic *science question* is to model detailed quantum structure of many-body systems, such the structure of an atomic nucleus.

The algorithms described today are best applied to many body systems with (a)two "species" (protons and neutrons, or  $+1/2$  and  $-1/2$  electrons) (b) single-particle basis states with good rotational symmetry  $(i, m)$ 

To answer this, we solve *Schrödinger*'*s equation*: 

$$
\hat{\mathbf{H}}|\Psi\rangle = E|\Psi\rangle
$$

- **\* H** is generally a very large matrix dimensions up to 1010 have been tackled.
- \* **H** is generally very sparse.
- \* We usually only want a few low-lying states

# THE KEY IDEAS

*Basic problem*: find extremal eigenvalues of very large, very sparse Hermitian matrix

Lanczos algorithm

 

fundamental operation is *matrix-vector multiply* 

Despite sparsity, nonzero matrix elements can require TB of storage

Only a fraction of matrix elements are unique; most are reused. Reuse of matrix elements understood through *spectator* particles.

Reuse can be **exploited using exact factorization** enforced through *additive/multiplicative quantum numbers* 

# THE BASIC PROBLEM

 Find extremal eigenvalues of very large, very sparse Hermitian matrix Lanczos algorithm

 

fundamental operation is *matrix-vector multiply* 

$$
|\Psi\rangle = \sum_{\alpha} c_{\alpha} |\alpha\rangle \qquad H_{\alpha\beta} = \langle \alpha | \hat{\mathbf{H}} | \beta \rangle
$$
  

$$
\sum_{\beta} H_{\alpha\beta} c_{\beta} = E c_{\alpha} \quad \text{if} \quad \langle \alpha | \beta \rangle = \delta_{\alpha\beta}
$$
  
so we use the matrix formalism

$$
\hat{\mathbf{H}}|\Psi\rangle = E|\Psi\rangle
$$

Nuclear Hamiltonian:  $\hat{H} = \sum -\frac{\hbar}{2M} \nabla_i^2 + \sum$  $\overline{\phantom{a}}$  $= \sum_{i} -\frac{1}{2!} \nabla_i^2 +$  $\overline{i}$  *ZIVI*  $\overline{i} < \overline{j}$  $\sum_{i}^{2}$  +  $\sum_{i}^{2} V(r_{i}, r_{j})$  $\hat{H} = \sum_{i} -\frac{\hbar^2}{2M} \nabla_i^2 + \sum_{i < i} V(r_i, r_j)$ 

Solve by diagonalizing **H** in a basis of many-body states. The many-body states are *Slater determinants*, or anti-symmeterized products of single-particle wfns.



The single-particle states are defined by a single-particle potential *U(r)* (such as harmonic oscillator or Hartree-Fock)

At this point one generally goes to occupation representation:

$$
\hat{H} = \sum_{i} \hat{\varepsilon}_{i} \hat{a}_{i}^{+} \hat{a}_{i} + \frac{1}{4} \sum_{ijkl} \hat{V}_{ijkl} \hat{a}_{i}^{+} \hat{a}_{j}^{+} \hat{a}_{l} \hat{a}_{k}
$$



Maria Mayer

single-particle energies two-body matrix elements

When running a fermion shell model code (e.g. MFD, BIGSTICK), one enters the following information:

(1) The single-particle valence space (such as *sd* or *pf*); assumes inert core

(2) The many-body model space (number of protons and neutrons, truncations, etc.)

(3) The interaction: single-particle energies and two-body matrix elements  $V_{TT}(ab,cd)$ 



Despite sparsity, nonzero matrix elements can require TB of storage

- •How the basis states are represented
	- Product wavefunction ("Slater Determinant")

$$
\Psi(\vec{r}_1, \vec{r}_2, \vec{r}_3 \ldots) = \phi_{\widehat{n_1}}(\vec{r}_1) \phi_{\widehat{n_2}}(\vec{r}_2) \phi_{\widehat{n_3}}(\vec{r}_3) \ldots \phi_{\widehat{n_N}}(\vec{r}_N)
$$

Each many-body state can be *uniquely* determined by a list of "occupied" single-particle states = "occupation representation"

$$
|\alpha\rangle = \hat{a}_{n_1}^+ \hat{a}_{n_2}^+ \hat{a}_{n_3}^+ \dots \hat{a}_{n_N}^+ |0\rangle
$$

Despite sparsity, nonzero matrix elements can require TB of storage

•How the basis states are represented



$$
|\alpha\rangle = \hat{a}_{n_1}^+ \hat{a}_{n_2}^+ \hat{a}_{n_3}^+ \dots \hat{a}_{n_N}^+ |0\rangle
$$



Despite sparsity, nonzero matrix elements can require TB of storage

some technical details: the "M-scheme" •How the basis states are represented

$$
\left|\alpha\right\rangle = \hat{a}_{n_1}^+ \hat{a}_{n_2}^+ \hat{a}_{n_3}^+ \dots \hat{a}_{n_N}^+ \left|0\right\rangle
$$



**For any Slater determinant,**  the total  $M = sum of the m<sub>1</sub>'s$ 

Because  $J_z$  commutes with H, we can use a basis with M fixed = "M-scheme"

Despite sparsity, nonzero matrix elements can require TB of storage

### •Typical dimensions and sparsity



Despite sparsity, nonzero matrix elements can require TB of storage



# RECYCLED MATRIX ELEMENTS

Only a fraction of matrix elements are unique; most are reused.

Reuse of matrix elements understood through *spectator* particles.

#### # of nonzero matrix elements vs. # unique matrix elements



Reuse can be **exploited using exact factorization** enforced through *additive/multiplicative quantum numbers* 

We work in an *M*-scheme basis:

Because  $J^2$  and  $J_z$  both commute with **H**, one does not need *all* basis states, but can use many-body basis restricted to the same *M*.

This is easy because *M* is an additive quantum number so it is possible for a single Slater determinant to be a state of good *M*.

(It's possible to work in a *J*-basis, e.g. OXBASH or NuShell, but each basis state is generally a complicated sum of Slater determinants).

Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 

Because the M values are discrete integers or half-integers  $(-3, -2, -1, 0, 1, 2, \ldots$  or  $-3/2, -1/2, +1/2, +3/2 \ldots)$ we can organize the basis states in discrete *sectors*

Example: 2 protons, 4 neutrons, total  $M = 0$ 

$$
M_z(\pi) = -4
$$
  
\n $M_z(\pi) = -3$   
\n $M_z(\pi) = -2$   
\n $M_z(\pi) = -2$   
\n $M_z(\pi) = -2$   
\n $M_z(\pi) = -2$   
\n $M_z(\pi) = -2$ 

Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 

In fact, we can see an example of factorization here because all proton Slater determinants in one M-sector *must* combine with all the conjugate neutron Slater determinants

Example: 2 protons, 4 neutrons, total  $M = 0$ 

$$
M_z(\pi) = -4
$$
: 2 SDs  $M_z(v) = +4$ : 24 SDs <sup>48</sup> combined  
\n $M_z(\pi) = -3$ : 4 SDs  $M_z(v) = +3$ : 39 SDs <sup>156</sup> combined  
\n $M_z(\pi) = -2$ : 9 SDs  $M_z(v) = +2$ : 60 SDs <sup>540</sup> combined

Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 

In fact, we can see an example of factorization here because all proton Slater determinants in one M-sector *must* combine with all the conjugate neutron Slater determinants



22 

### Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 



Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 

Factorization allows us to keep track of all basis states without writing out every one explicitly -- we only need to write down the proton/neutron components

**The same trick can be applied to matrix-vector multiply** 



### Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 



There are potentially 48 × 48 matrix elements But for  $H_{\text{pp}}$  at most 4  $\times$  24 are nonzero and we only have to look up 4 matrix elements

Advantage: **we can store 98 matrix elements as 4 matrix elements**  and avoid 2000+ zero matrix elements.

### Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 



Advantage: **we can store 98 matrix elements as 4 matrix elements**  and avoid 2000+ zero matrix elements. € €

### Reuse can be **exploited using exact factorization**

enforced through *additive/multiplicative quantum numbers* 

#### Comparison of nonzero matrix storage with factorization





"It's not enough to just show up. You have to have a business plan."



"easy" with standard spaces and interactions

> 122,123,124,125,126,128,130Te 127I  $128,129,130,131,132,134,136$ Xe 133Cs 180,182,183,184,186W

Single-particle space:  $1s_{1/2}$   $0d_{3/2}$   $0f_{7/2}$   $1p_{3/2}$   $1p_{1/2}$ 



Comment: Moderately easy but need to tune interaction

Single-particle space:  $1p_{3/2} 1p_{1/2} 0f_{5/2} 0g_{9/2}$ 



Comment: Moderately easy; JUN45 interaction mostly tuned

Single-particle space:  $2s_{1/2} 1d_{3/2} 1d_{5/2} 0g_{7/2} 0h_{11/2}$ 



Comment: Challenging, interaction must be tuned

\*Abundance =  $1.91\%$ ; can truncate to  $1.35$  B

Single-particle space:  $0h_{11/2}$   $0h_{9/2}$   $1f_{7/2}$   $1f_{5/2}$   $2p_{3/2}$   $2p_{1/2}$   $0i_{11/2}$ 



Comment: Very challenging; need interaction

\*Abundance =  $0.12%$ ; can truncate