



# Advanced methods in N-body/hydrodynamical simulations

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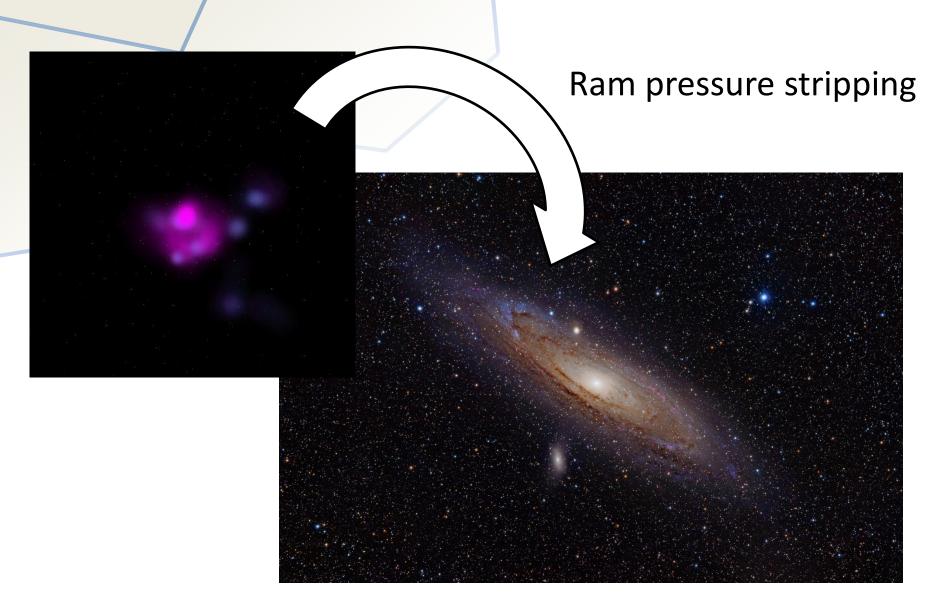
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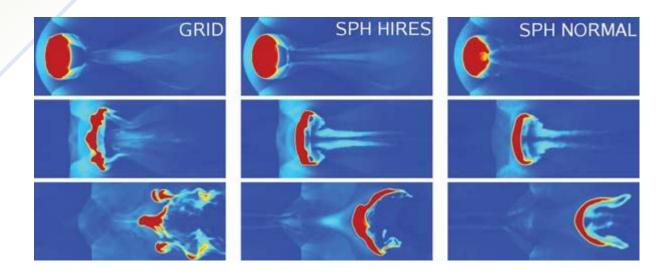
### Introduction





# Hydrodynamics

#### **Blob** test



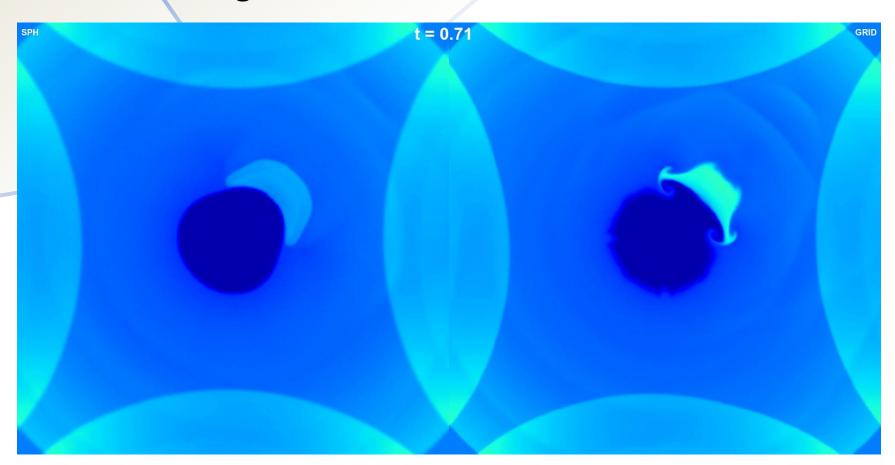
Agertz et al. 2007



#### Instabilities

Gadget2

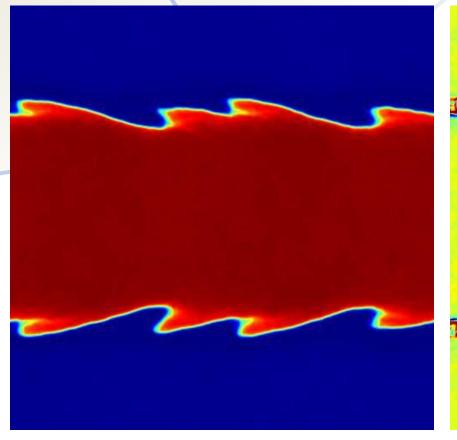
**RAMSES** 

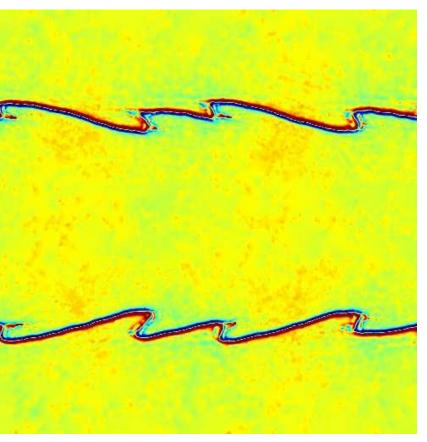




#### Artificial surface tension

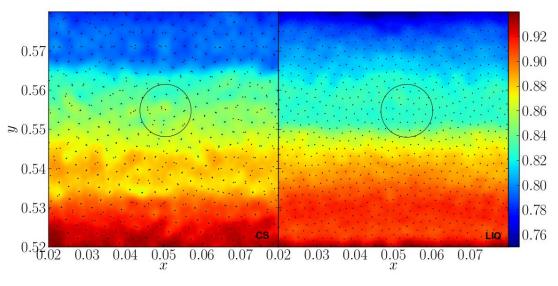
**Density** Pressure

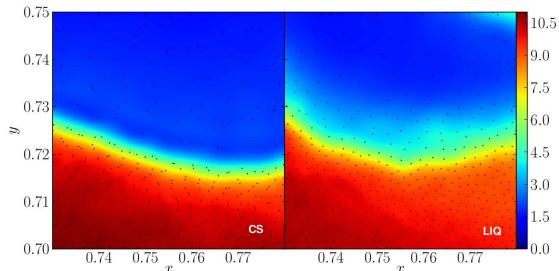






### Kernel smoothing







#### Solutions

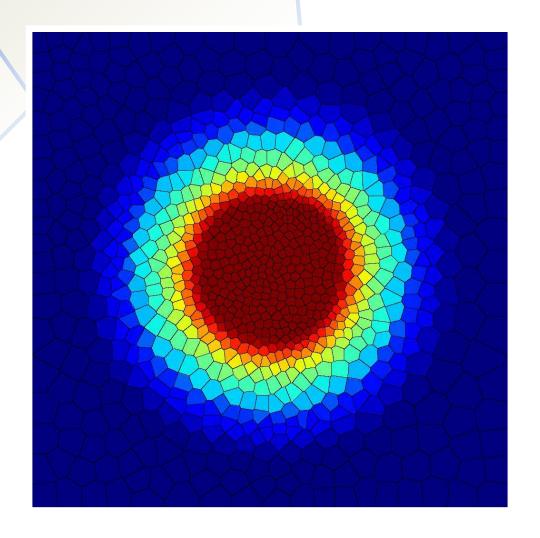
Use Adaptive Mesh Refinement (AMR)

Use improved SPH

Use a different method



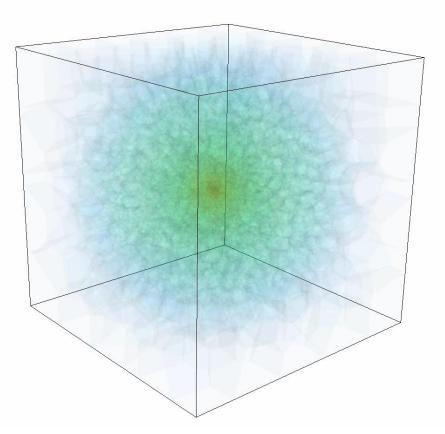
# Moving mesh hydrodynamics





# Moving mesh hydrodynamics

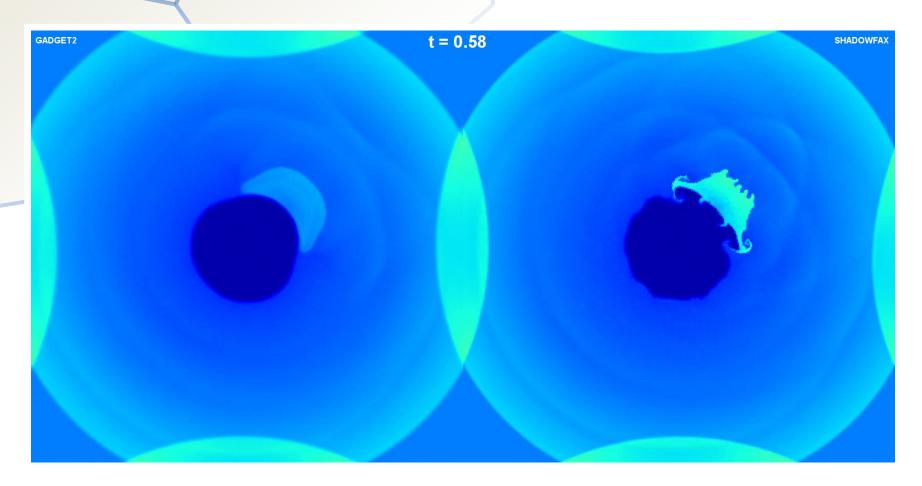








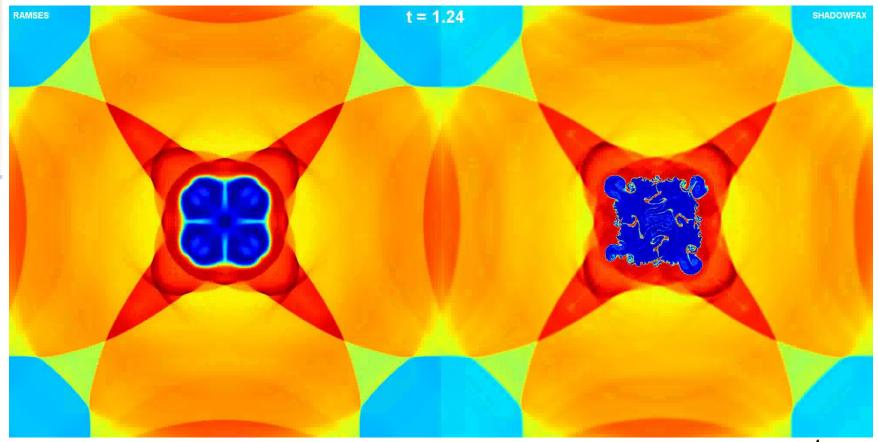
# Shadowfax vs Gadget2







### Shadowfax vs RAMSES







## Moving mesh hydrodynamics

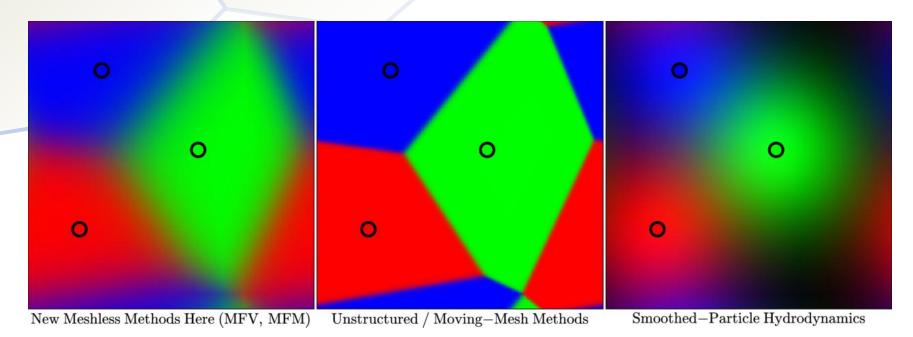
- Springel 2010: AREPO
- TESS, RICH, Shadowfax
- AREPO used for Illustris simulation (Vogelsberger et al. 2014)

 Uses moving Voronoi mesh combined with MUSCL-Hancock finite volume method

#### Computational aspects

- Building the mesh
  - Scaling is challenging
  - Large memory imprint
  - ⇒ Possible solution: update the mesh (BV et al. in preparation)
- Hydrodynamical solver
  - Same as a fixed grid finite volume method
  - Choice of slope limiter, Riemann solver...

#### Mesh-free methods



Hopkins 2014

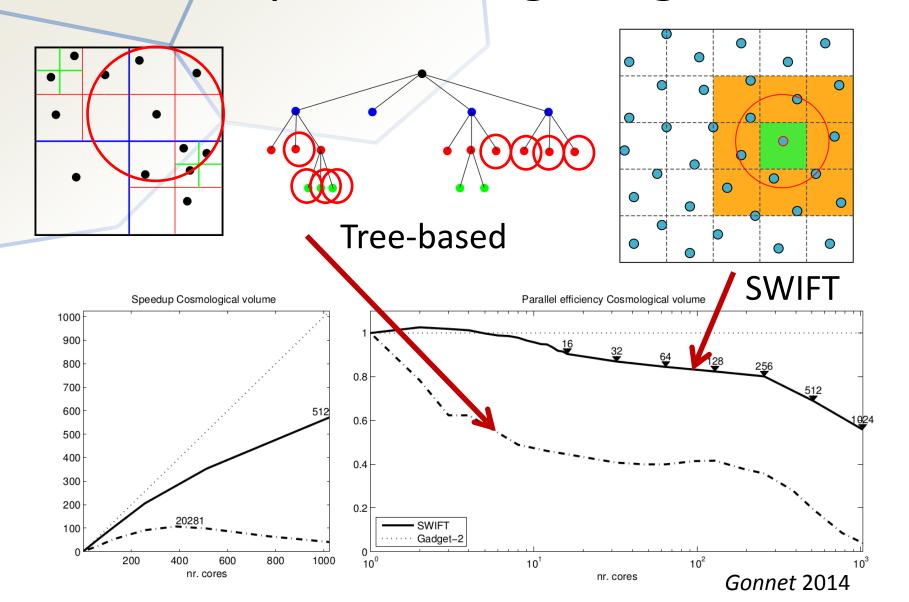


#### Mesh-free methods

- Particle-based: volumes through kernel-based volume partitioning
- Interface-based: hydrodynamics is flux exchange through inter-particle interfaces

- Volume partitioning cheap because SPH-like
- Hydrodynamics good because finite volume

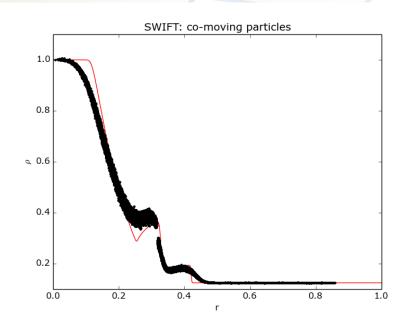
## Volume partitioning: neighbours



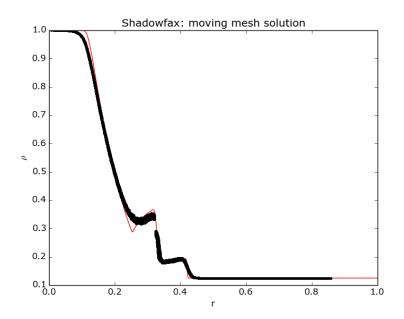


#### Mesh-free methods

#### **SWIFT**



#### Shadowfax







#### Conclusion

- Standard SPH should not be used
- Moving mesh method has superior resolution compared to other techniques
  BUT is computationally expensive
- Mesh-free methods promising compromise between resolution and effectiveness
  BUT young and immature