

# Advancing axion physics with AMReX

Malte Buschmann  
DESY

**Mostly based on:**

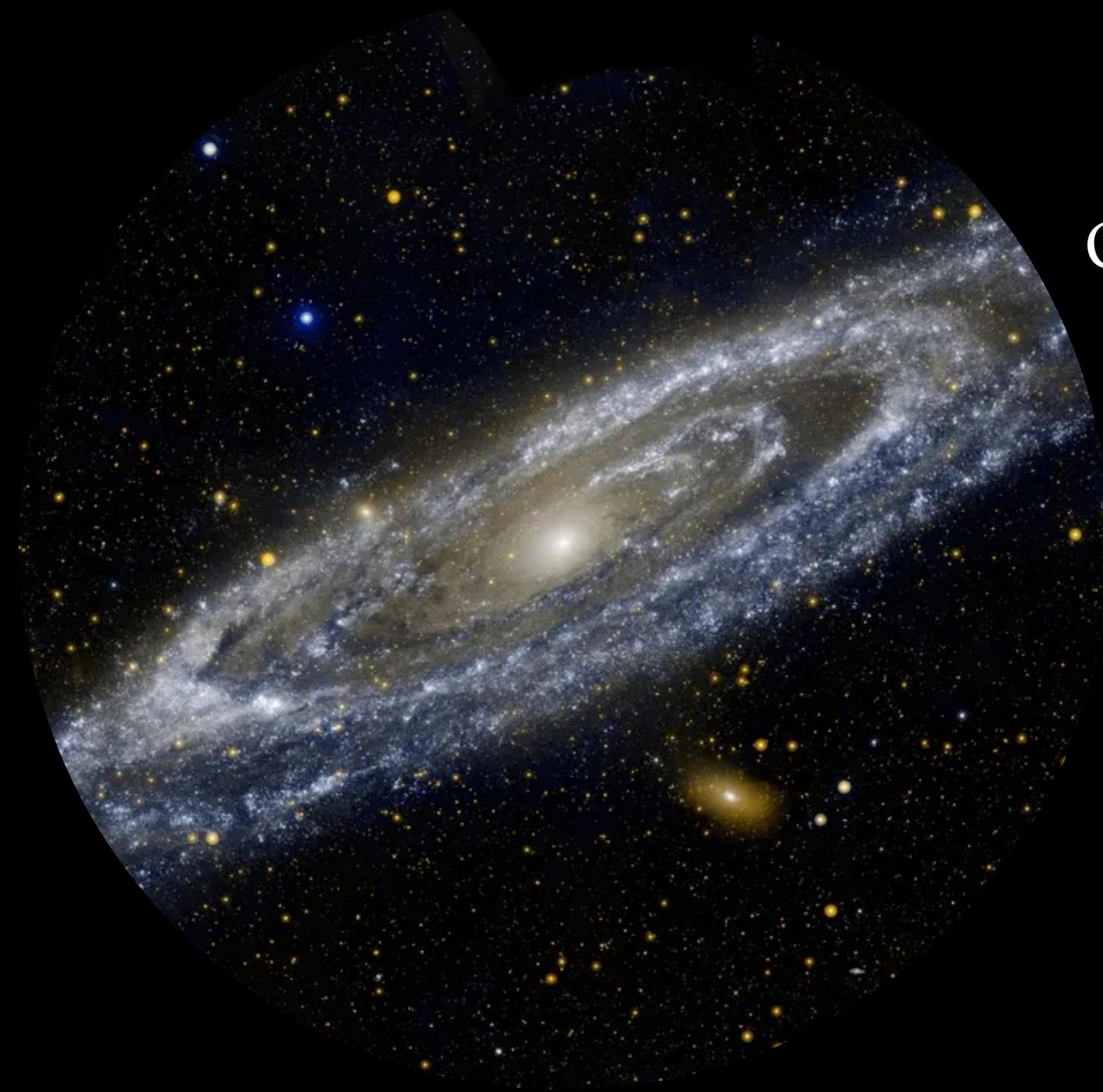
*Phys.Rev.Lett.* 134 (2025) 24, 241003 • e-Print: [2412.08699](#)

*Nature Commun.* 13 (2022) 1, 1049 • e-Print: [2108.05368](#)

*Phys.Rev.Lett.* 124 (2020) 16, 161103 • e-Print: [1906.00967](#)

# THE MATTER CONTENT OF THE UNIVERSE

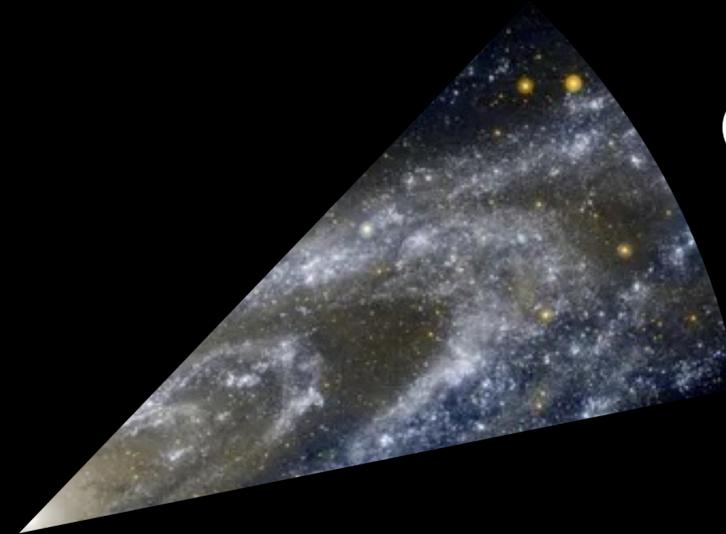
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Ordinary Matter

# THE MATTER CONTENT OF THE UNIVERSE

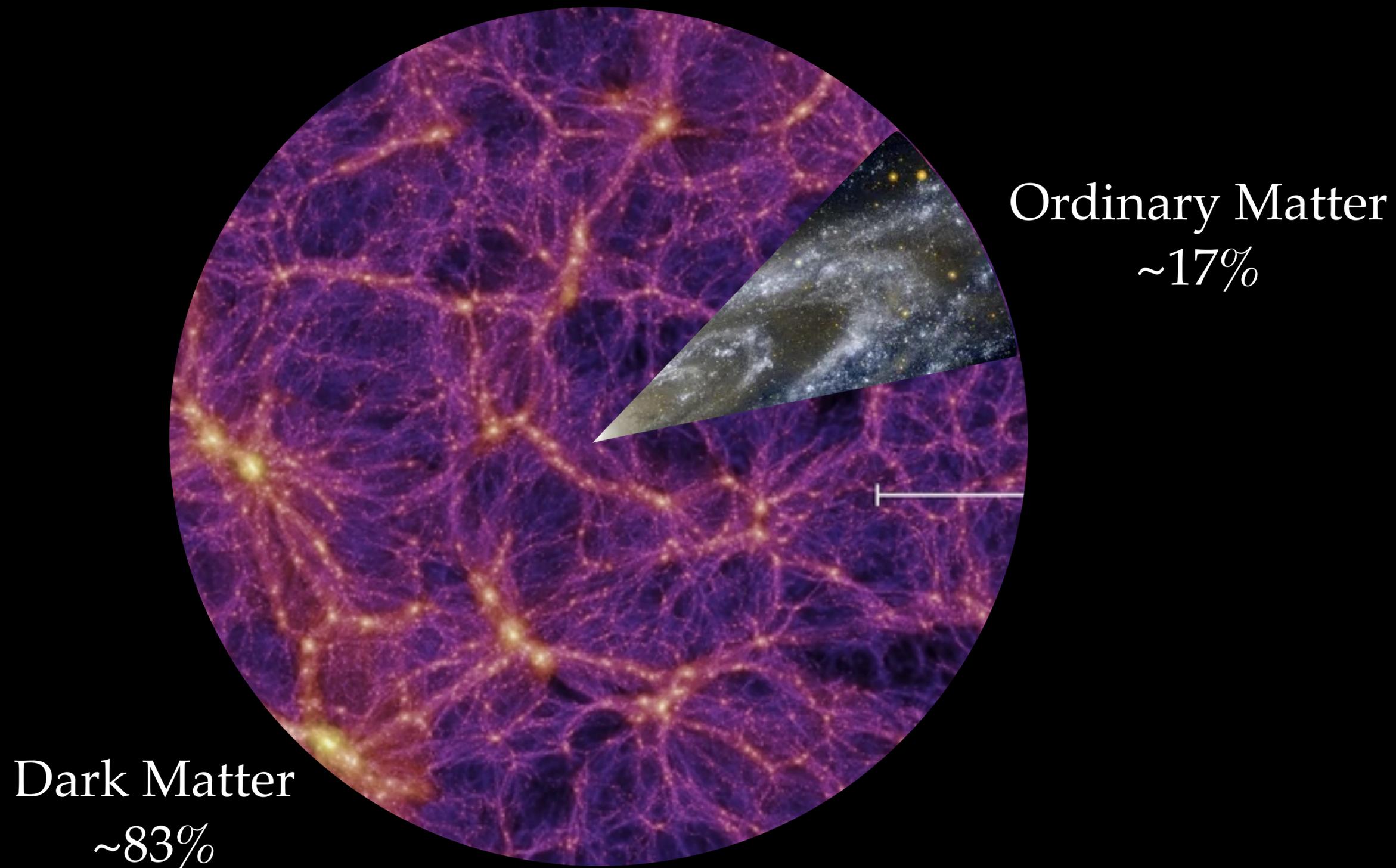
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Ordinary Matter  
~17%

# THE MATTER CONTENT OF THE UNIVERSE

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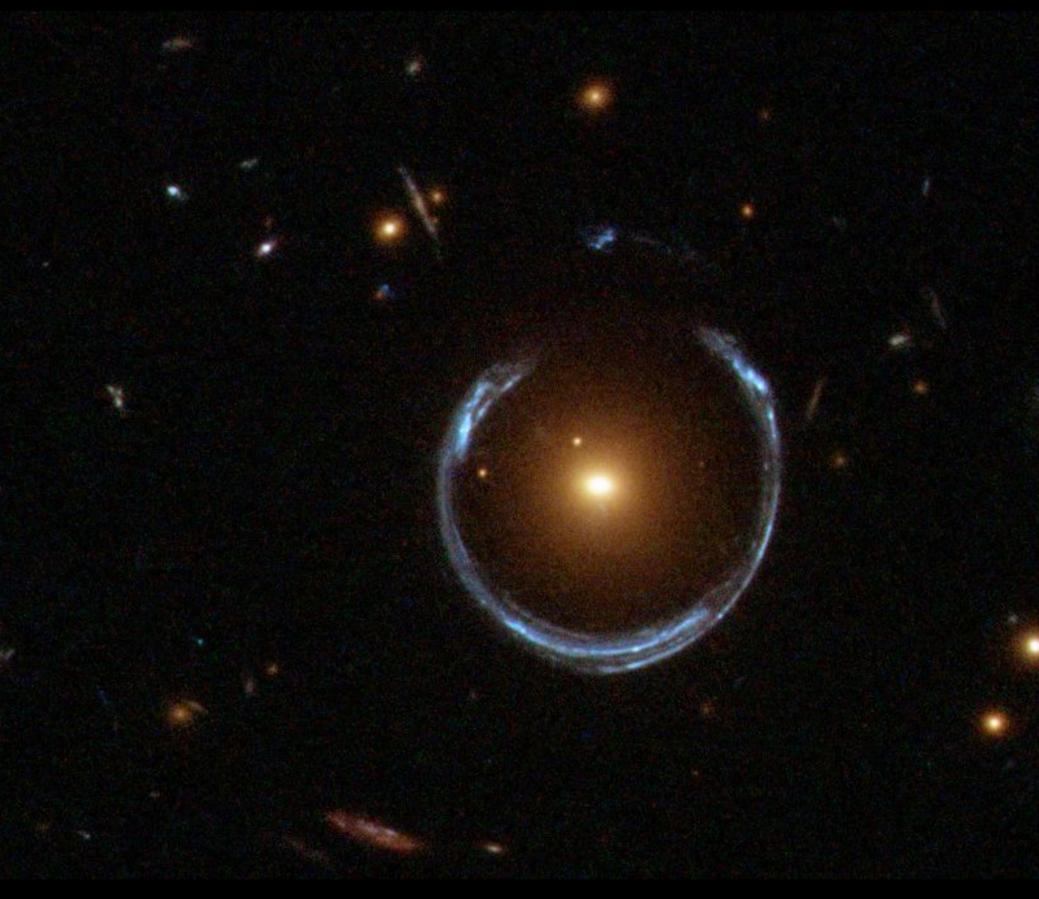


# DARK MATTER

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**Dark Matter: We know it exists, but not what it is**

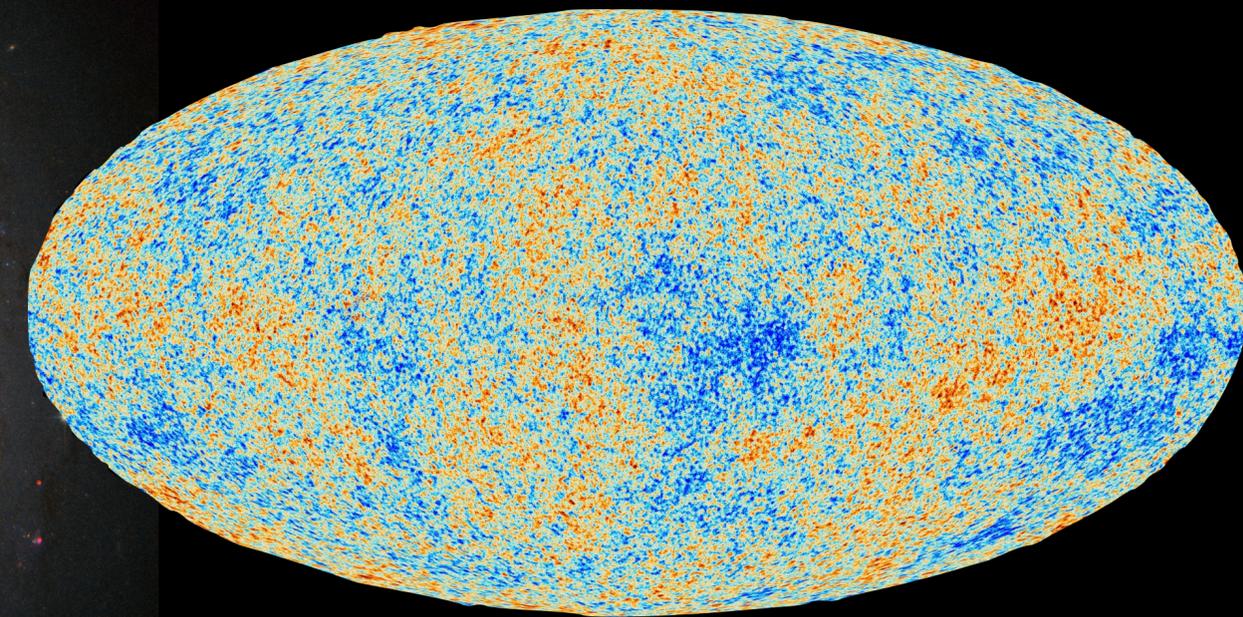
Gravitational Lense



Galaxy Formation



Cosmic Microwave  
Background



We can observe its gravitational pull

# DARK MATTER

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**Dark Matter: We know it exists, but not what it is**

**Theories:**

# DARK MATTER

---

**Dark Matter: We know it exists, but not what it is**

**Theories:**

**SUSY**

# DARK MATTER

---

**Dark Matter: We know it exists, but not what it is**

## Theories:

**SUSY (SUper SYmmetry)**

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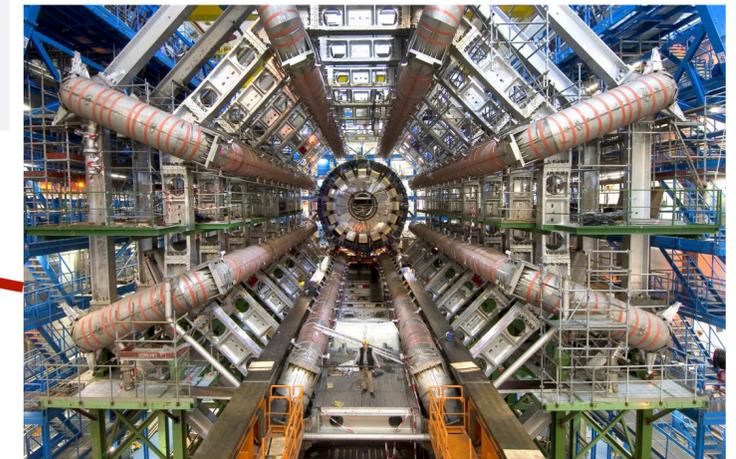


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First data @ LHC at CERN

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**WIMPs**

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**WIMPs (Weakly Interacting  
Massive Particle)**

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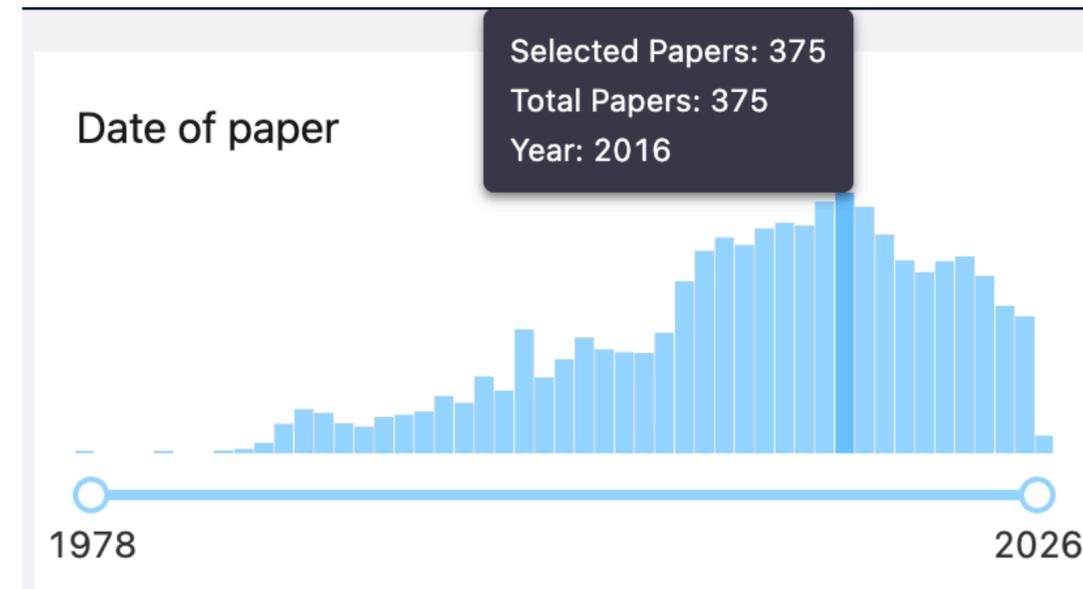
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**SUSY** (SUper SYmmetry)

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First data of LUX experiment

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## **Theories:**

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**MACHOs**

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## **Theories:**

**SUSY (Super SYmmetry)**

**WIMPs (Weakly Interacting  
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**MACHOs (MAssive Compact  
Halo Object )**

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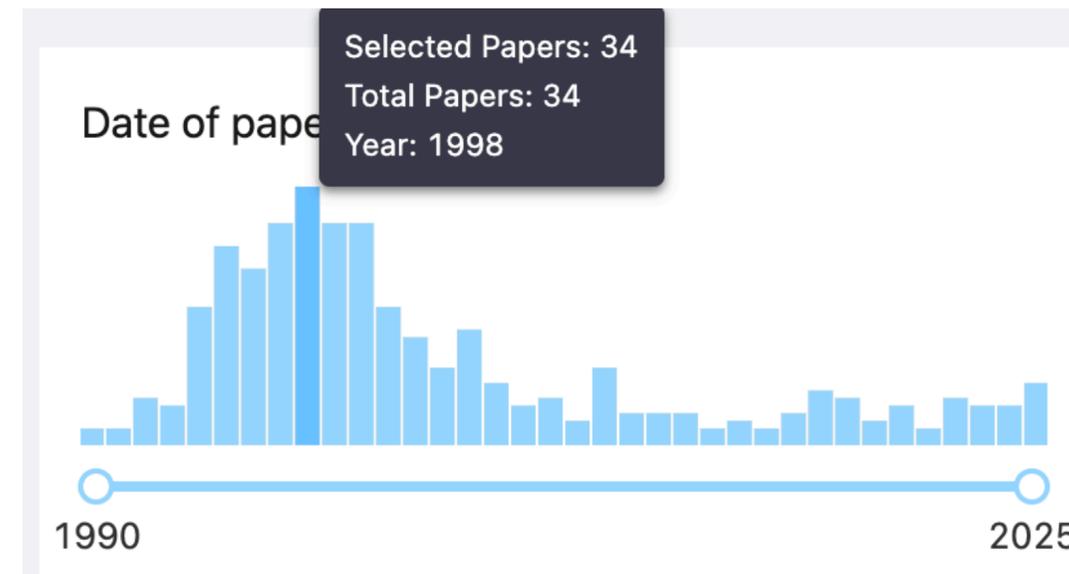
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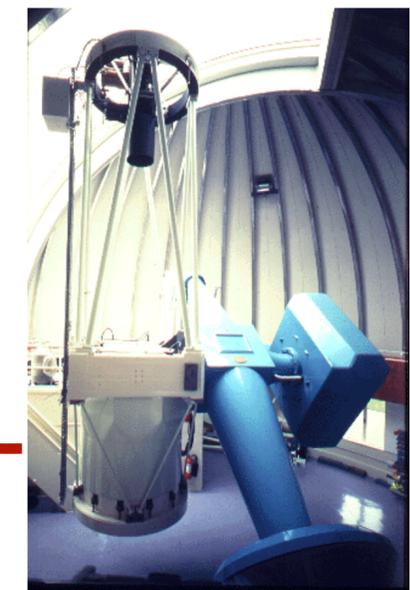
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**First data of MACHO experiment**

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**Axions**

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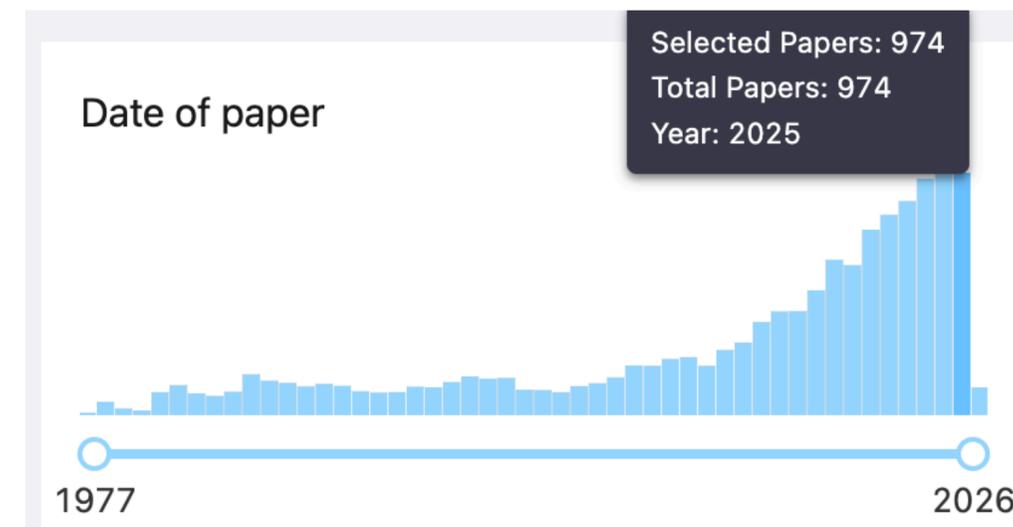
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**Very much alive!**

# AXIONS

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## **One promising candidate: The “Axion”**

A new elementary particle that can explain dark matter  
but also the strong CP problem

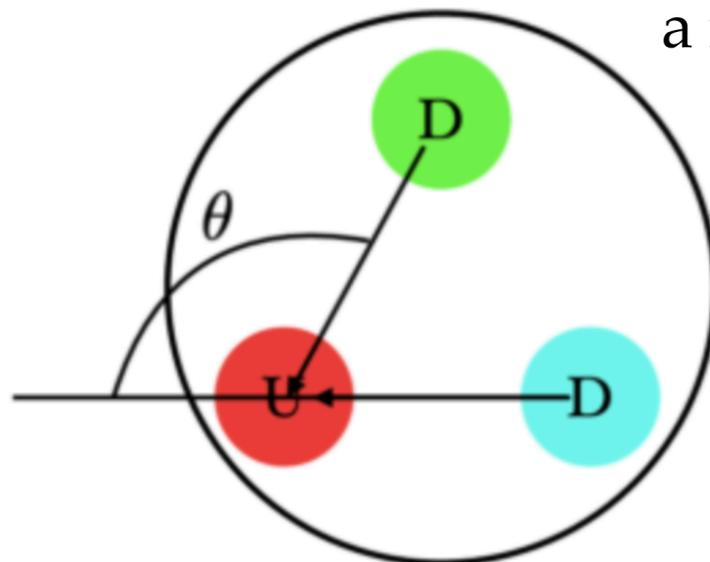
# AXIONS

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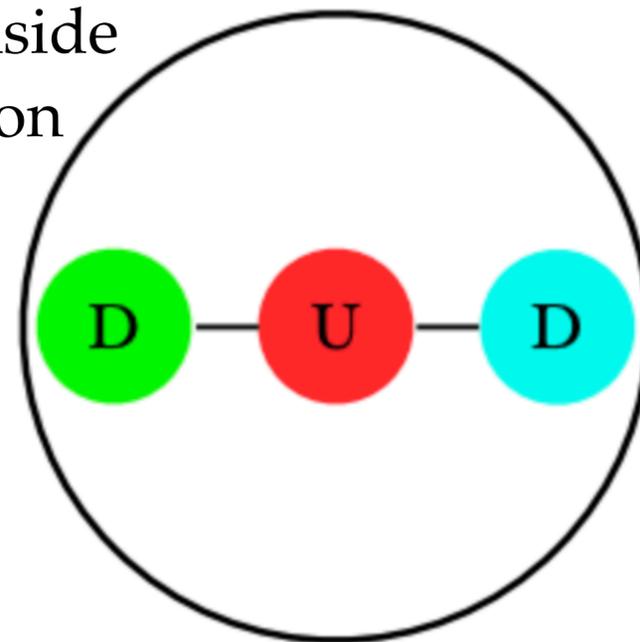
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Arrangement of  
quarks inside  
a neutron



Predicted



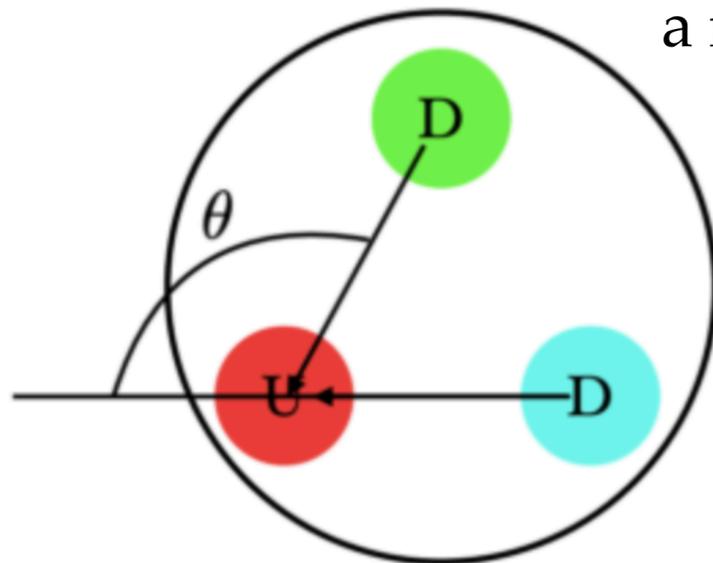
Measured

# AXIONS

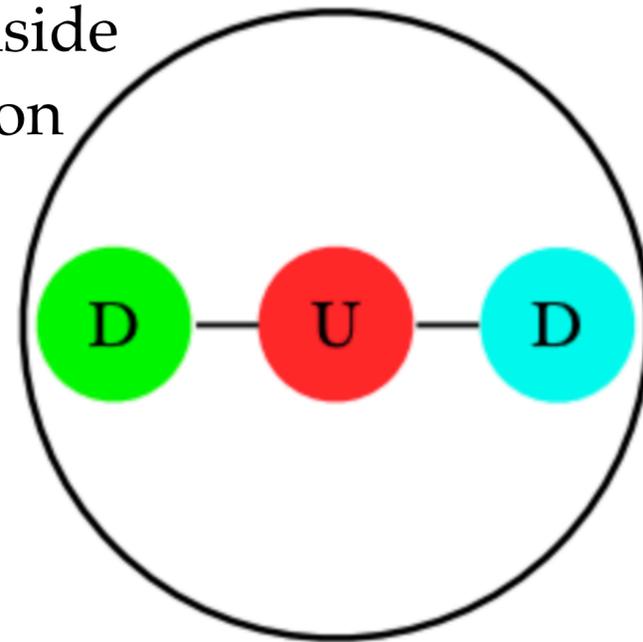
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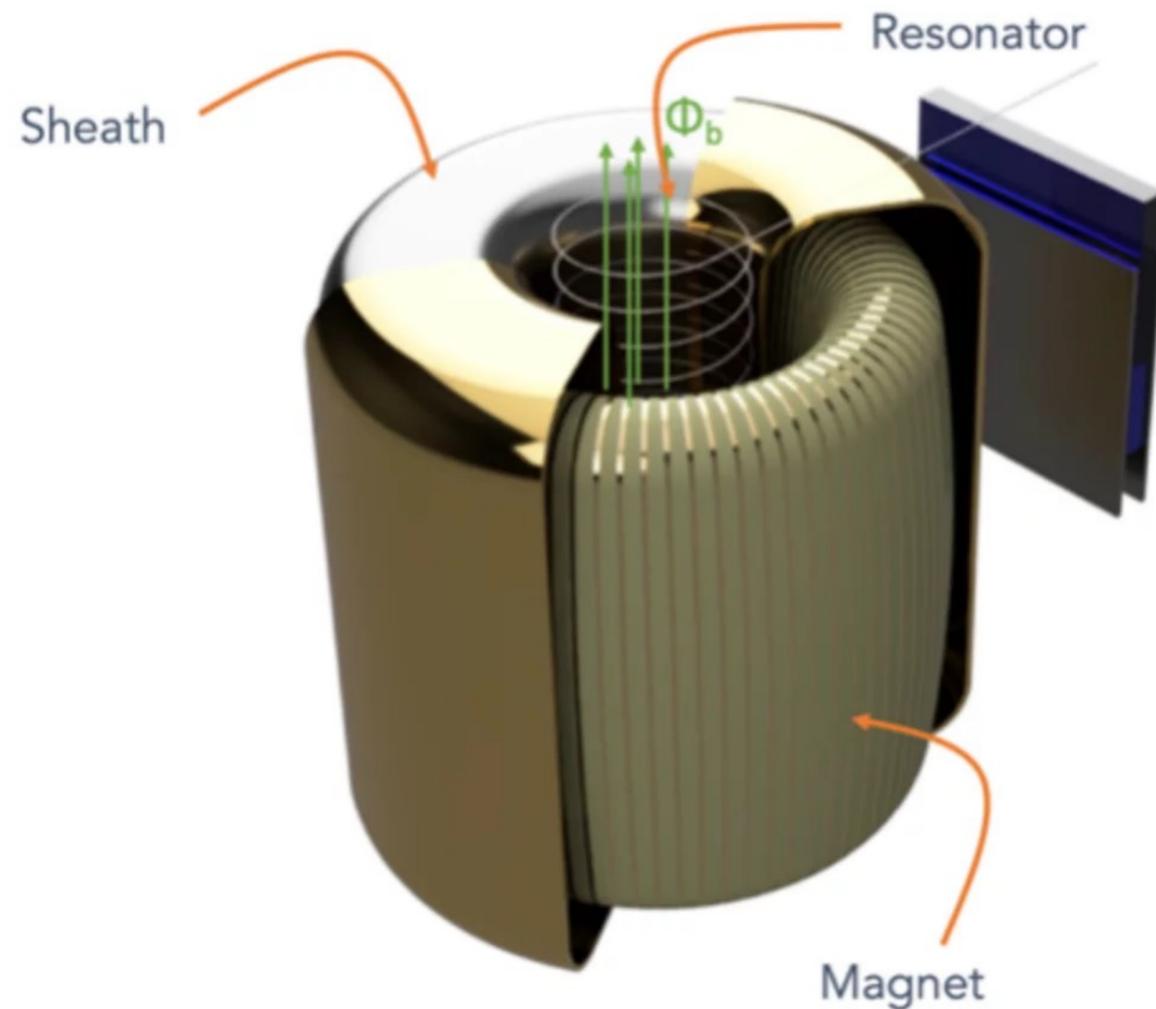
Supposed to clean up  
all of our problems ...

# AXIONS

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## One promising candidate: The “Axion”

Detection method: Resonance cavity inside a magnetic field

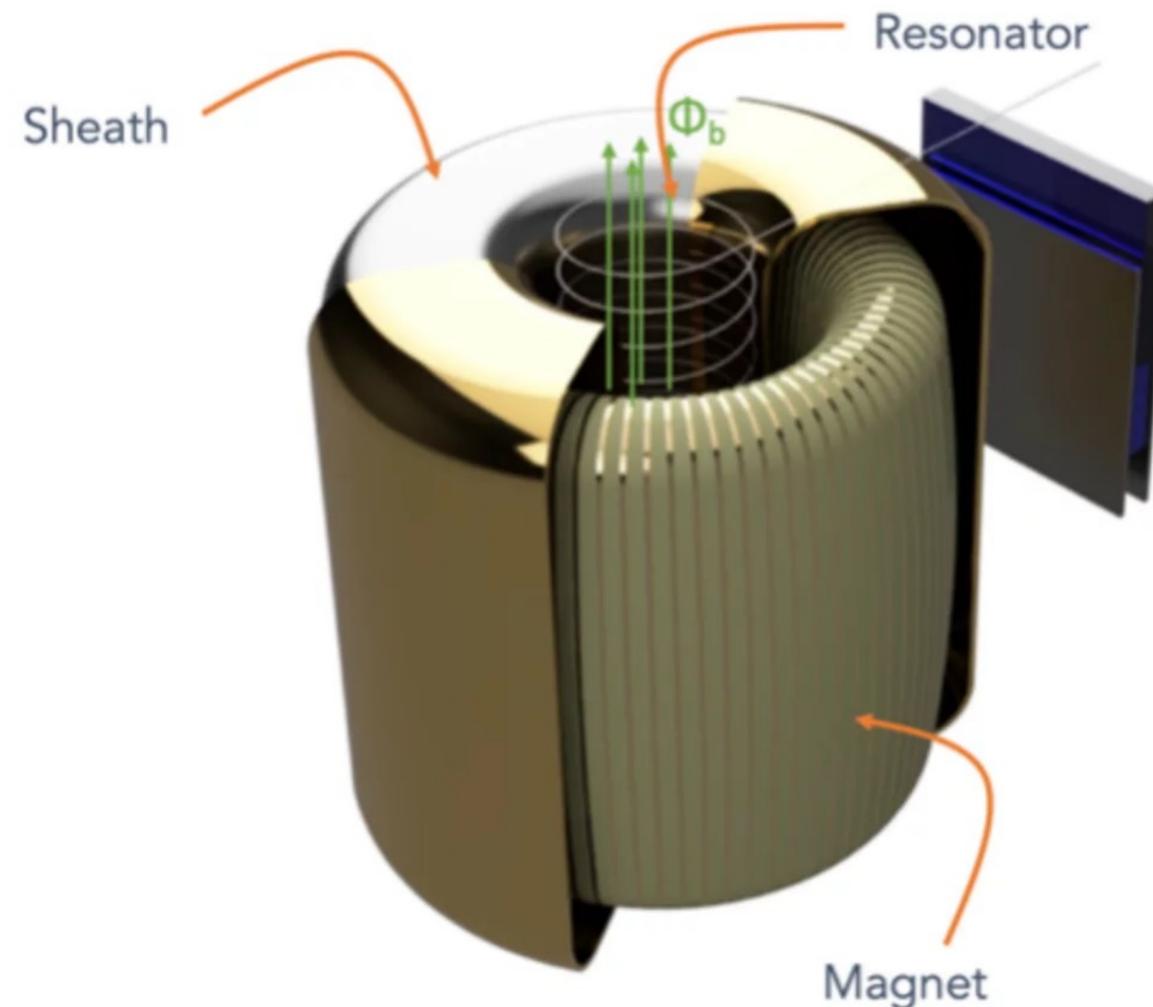


Electric current generated inside the cavity if the size of the cavity matches the wavelength (mass) of the axion

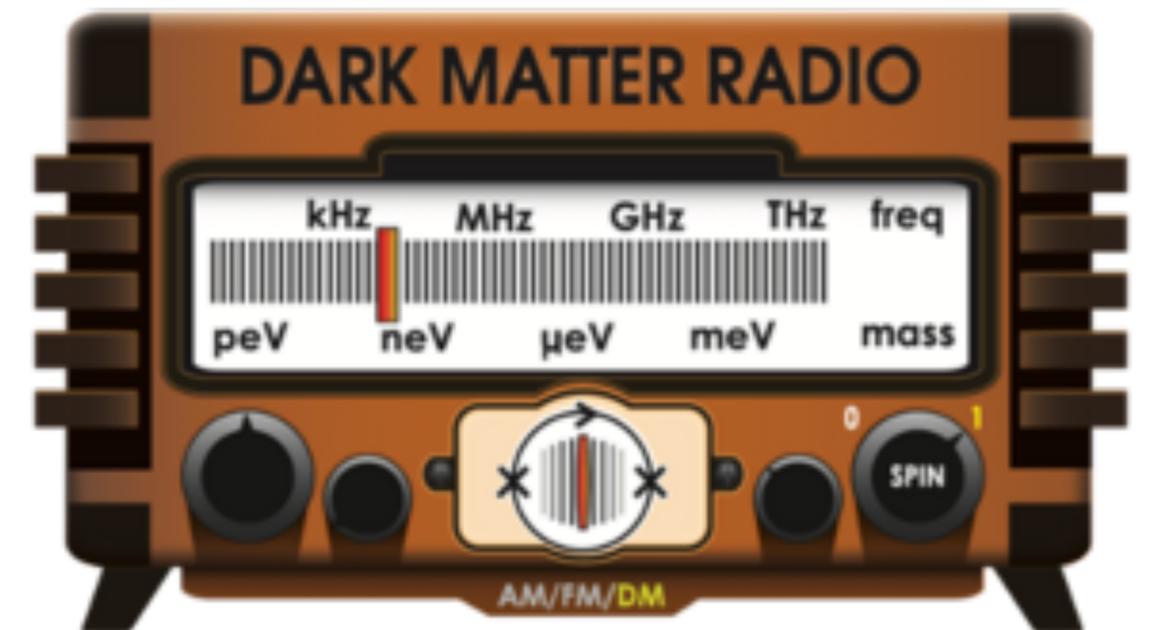
# AXIONS

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Electric current generated inside the cavity if the size of the cavity matches the wavelength (mass) of the axion



**Problem:** Mass of the axion is unknown  
We don't know what frequency to tune to!

# AXIONS

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**Good news:** We can predict the axion mass from theory!

Axion theory has only **one free parameter**  $f_a$ :  $\mathcal{L}_{PQ} = |\partial\Phi|^2 - \lambda \left( |\Phi|^2 - \frac{f_a^2}{2} \right)^2 - \frac{\lambda T^2}{3} |\Phi|^2$

We know **one measured quantity**: Average dark matter density  $\Omega_{DM} = 2.2 \times 10^{-27} \text{ kg/m}^3$

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What  $f_a$  is needed to get the right amount of axions to match  $\Omega_{DM}$ ?

# AXIONS

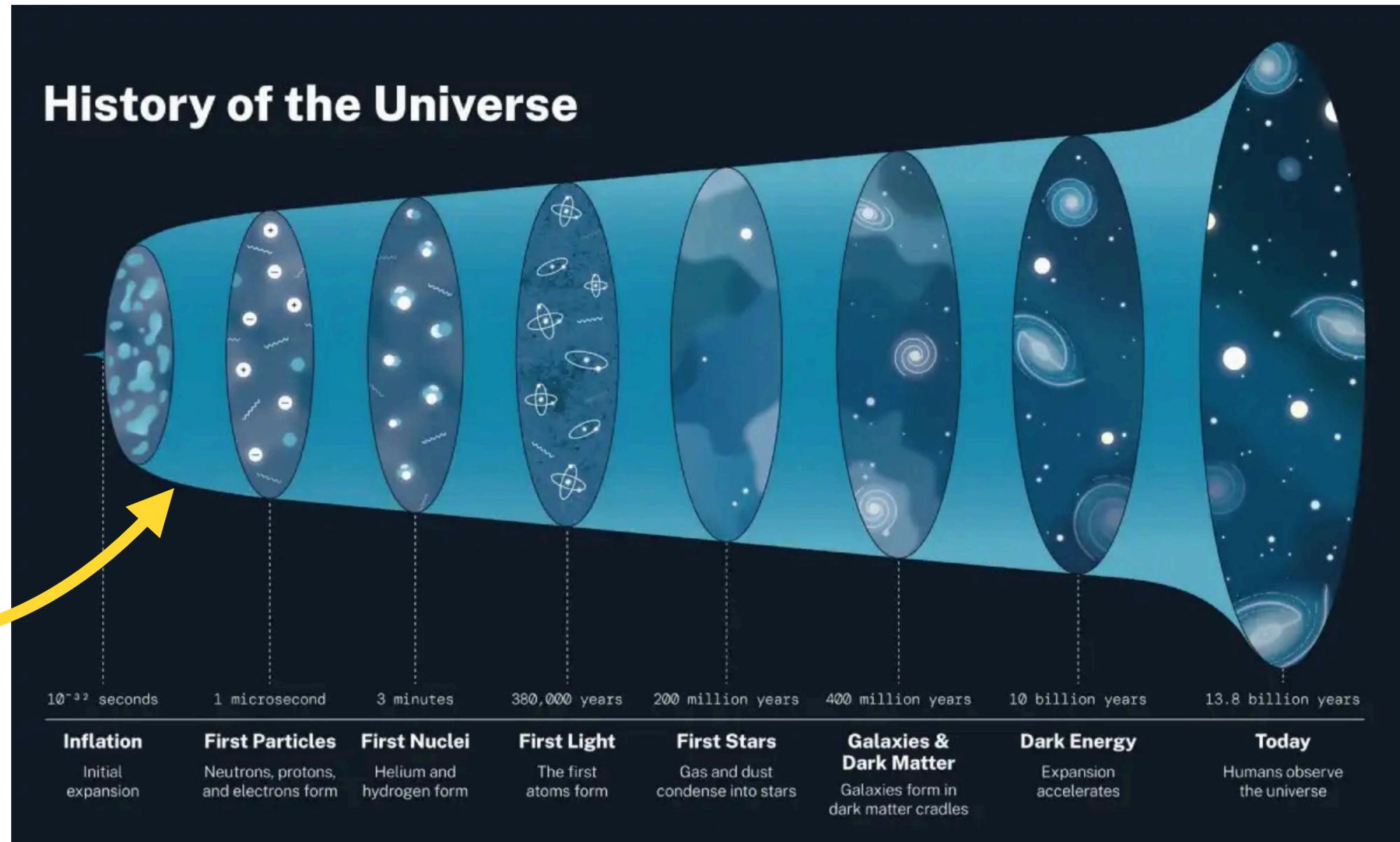
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Simulations of the early Universe are needed!



# AXIONS

---

**Approach:** Solve equations of motions on a 3D lattice  
in an expanding universe

$$\left. \begin{aligned} \psi_1'' + \frac{2}{\eta} \psi_1' - \bar{\nabla}^2 \psi_1 + \lambda \psi_1 \left[ \eta^2 (\psi_1^2 + \psi_2^2 - 1) + \frac{T_1^2}{3f_a^2} \right] &= 0 \\ \psi_2'' + \frac{2}{\eta} \psi_2' - \bar{\nabla}^2 \psi_2 + \lambda \psi_2 \left[ \eta^2 (\psi_1^2 + \psi_2^2 - 1) + \frac{T_1^2}{3f_a^2} \right] &= 0 \end{aligned} \right\} \text{Two coupled PDEs on a 3D lattice}$$

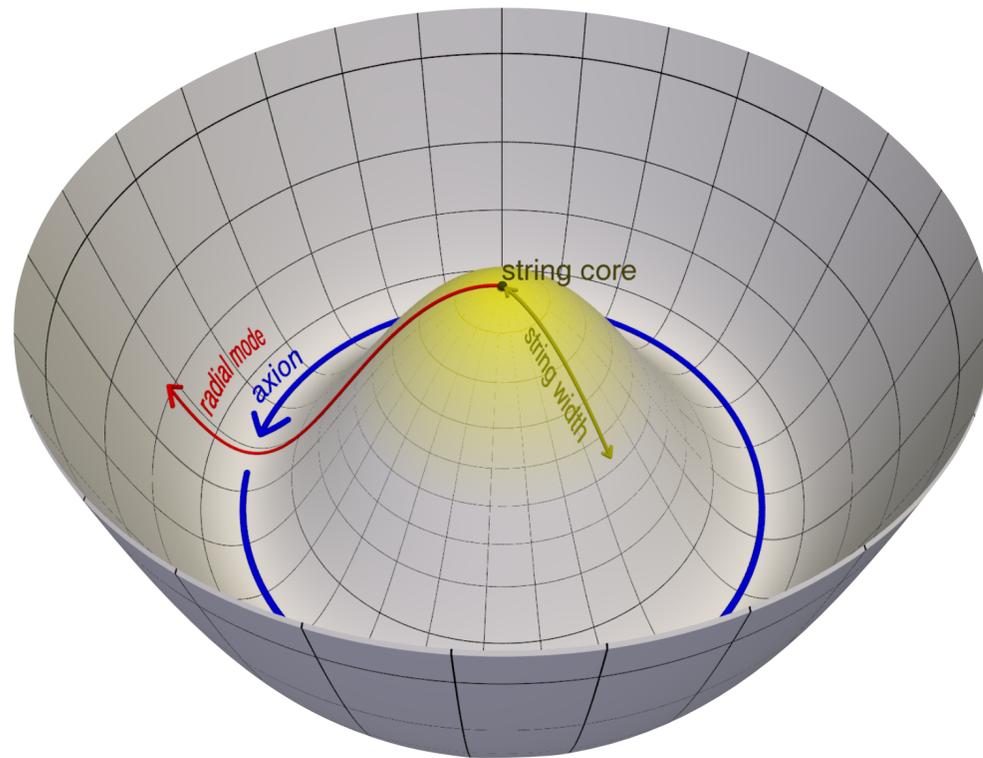
**Has been done since the 1980s!**

# AXIONS

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**Approach:** Solve equations of motions on a 3D lattice  
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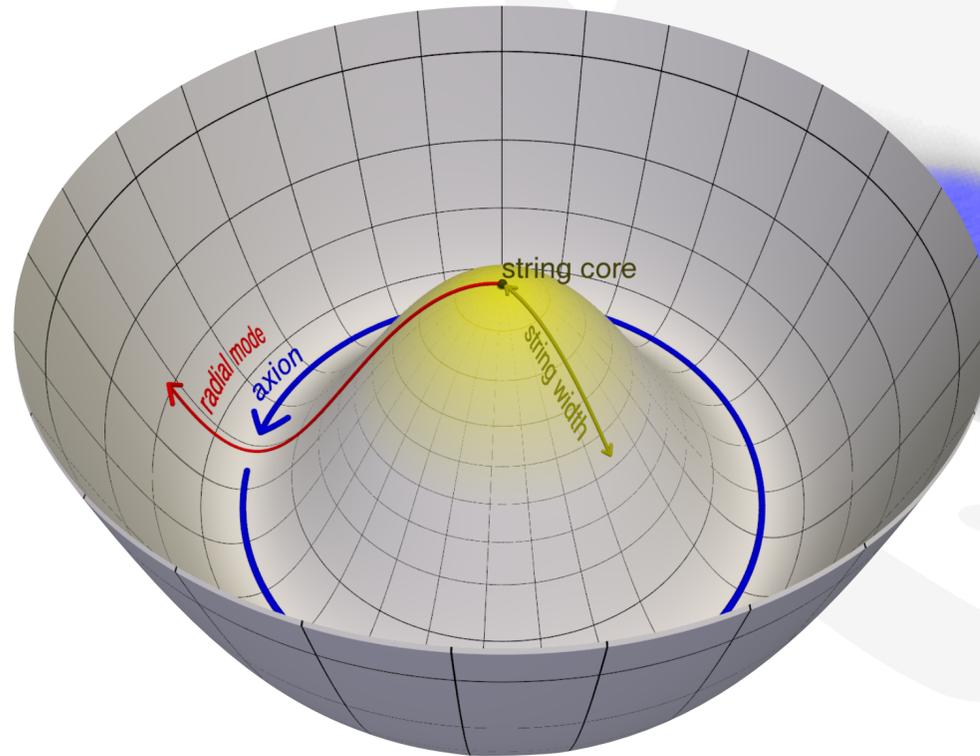
**Problem:** Potential causes  
topological defects to form



# AXIONS

**Approach:** Solve equations of motions on a 3D lattice  
in an expanding universe

**Problem:** Potential causes  
topological defects to form



**Axion radiation**  
(This is what we're interested in)

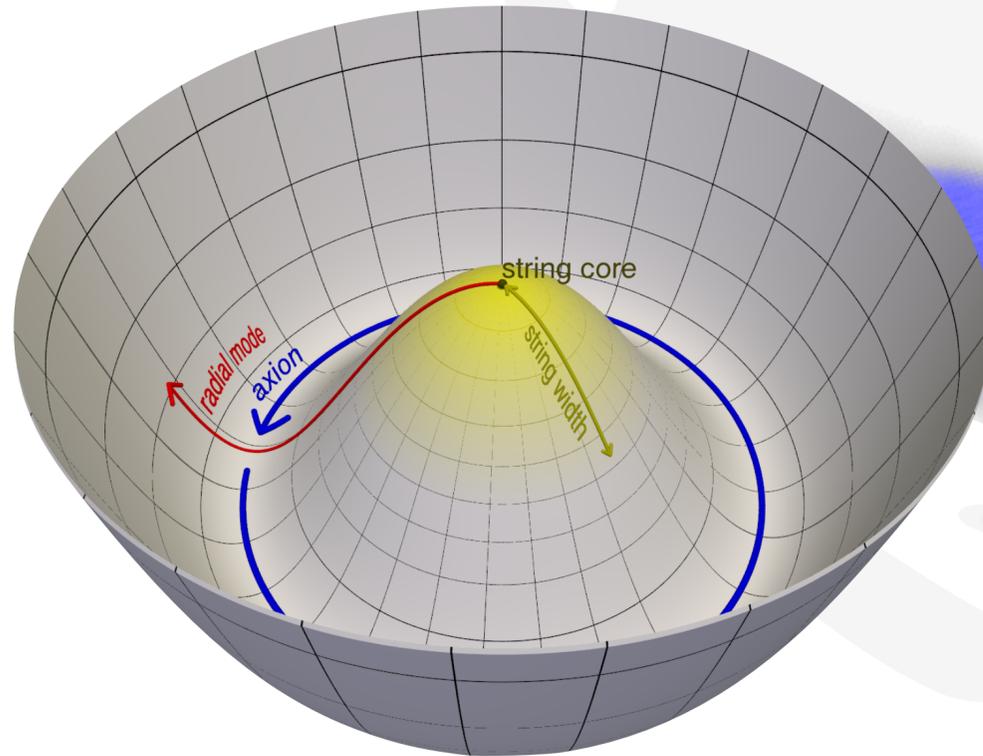
**Axion string**

This is from an actual simulation

# AXIONS

**Approach:** Solve equations of motions on a 3D lattice  
in an expanding universe

**Problem:** Potential causes  
topological defects to form



**Large separation of scales:**  
up to  $m_r/H \rightarrow 10^{30}$

**Axion radiation**  
(This is what we're interested in)

**Axion string**

**Hubble  $H$**

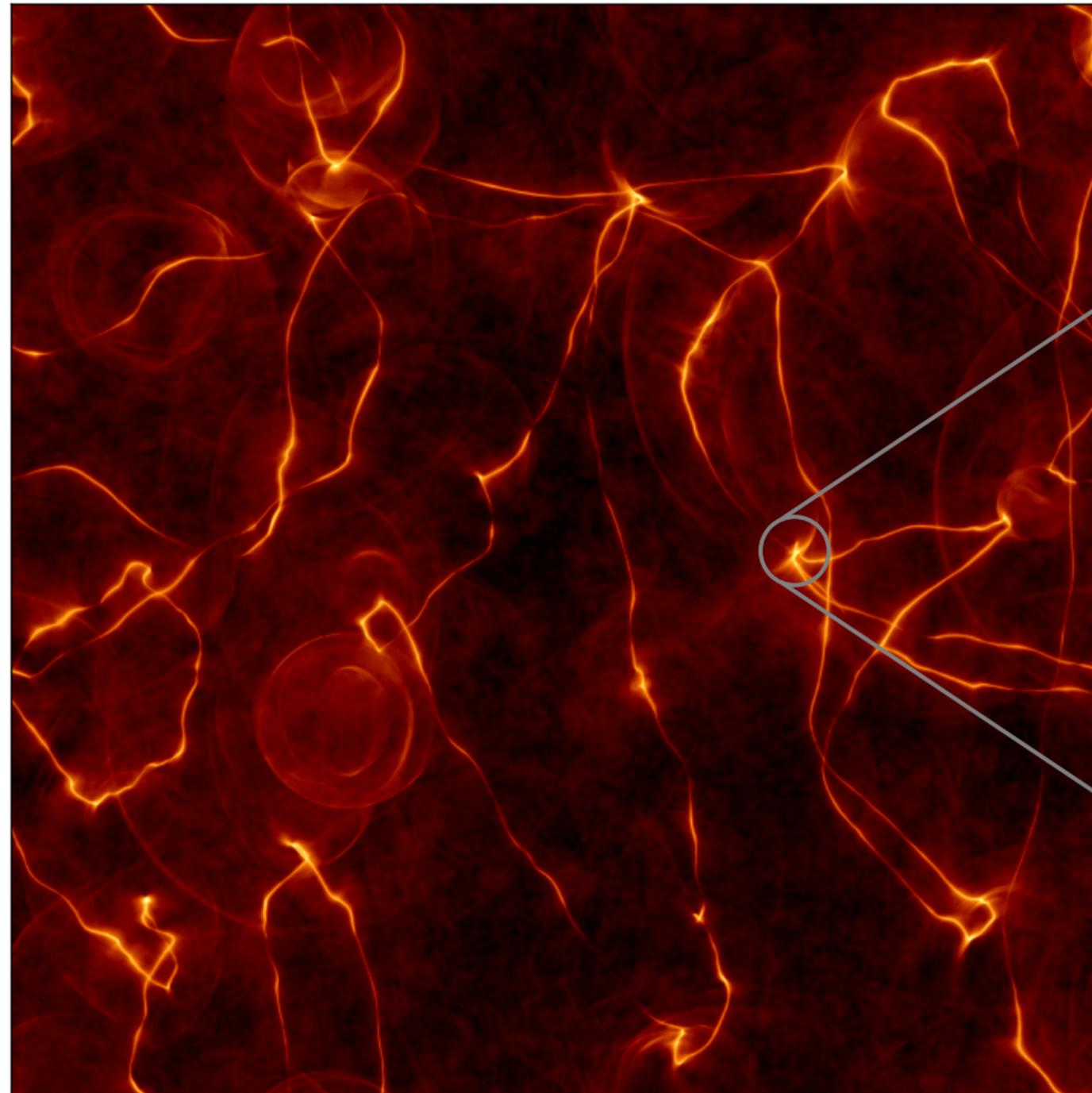
$H$   
 $m_r^{-1}$

This is from an actual simulation

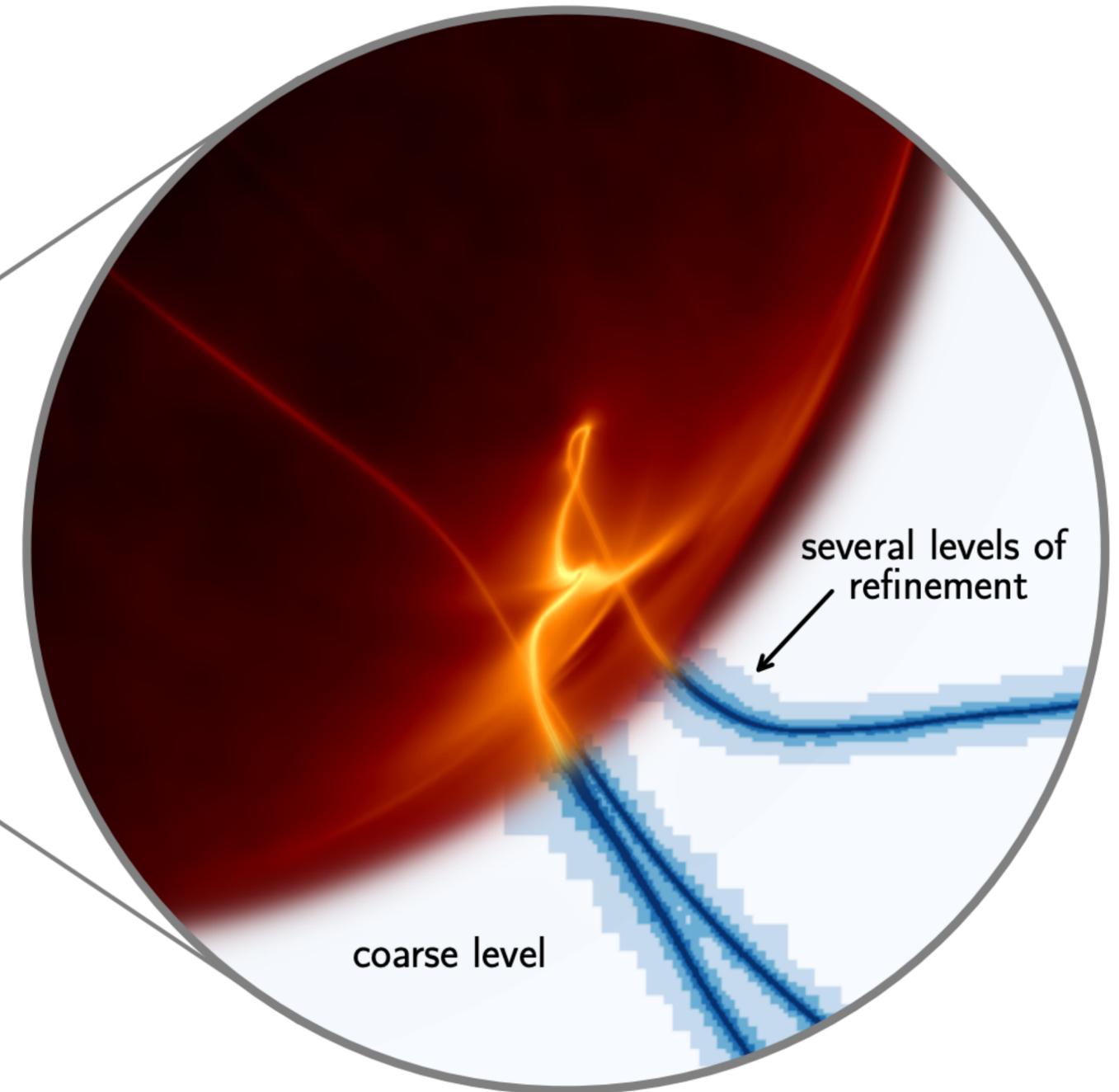
# AXIONS

---

**Approach:** Solve equations of motions on a 3D lattice  
in an expanding universe



**Perfect use case for AMR!**



# ADAPTIVE MESH REFINEMENT

---

**AMReX based code:**

**SLEDGEHAMR:**

**ScaLar fiEld Dynamics Getting solvEd with  
Adaptive Mesh Refinement**

<https://github.com/MSABuschmann/sledgehamr>  
MB, *Astrophys.J.* 979 (2025) 2, 220 • e-Print: [2404.02950](https://arxiv.org/abs/2404.02950)

**Solves classical equations of motion  
of coupled scalar fields on GPUs or CPUs**

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**Solves classical equations of motion  
of coupled scalar fields on GPUs or CPUs**

**Many features:**

- Several integrators available:  
Leapfrog, RK2-RK5, low-memory  
SSPRK3, various Runge-Kutta-  
Nyström...

- Many output types such as  
projections, truncation error  
estimates, Powerspectra, etc

$$S_X(|\mathbf{k}|) = \frac{Lt}{2\pi N^6} \sum_{\mathbf{k}=|\mathbf{k}|} |\tilde{X}(\mathbf{k})|^2$$

- ...

- **Gravitational Wave spectra!**

The tensor fields  
are automatically  
co-simulated as well

$$G(|\mathbf{k}|) = \frac{1}{N^6} \sum_{\mathbf{k}=|\mathbf{k}|} \Lambda_{ij,lm}(\mathbf{k}) \tilde{u}_{ij}(\mathbf{k}) \tilde{u}_{lm}^*(\mathbf{k})$$

# ADAPTIVE MESH REFINEMENT

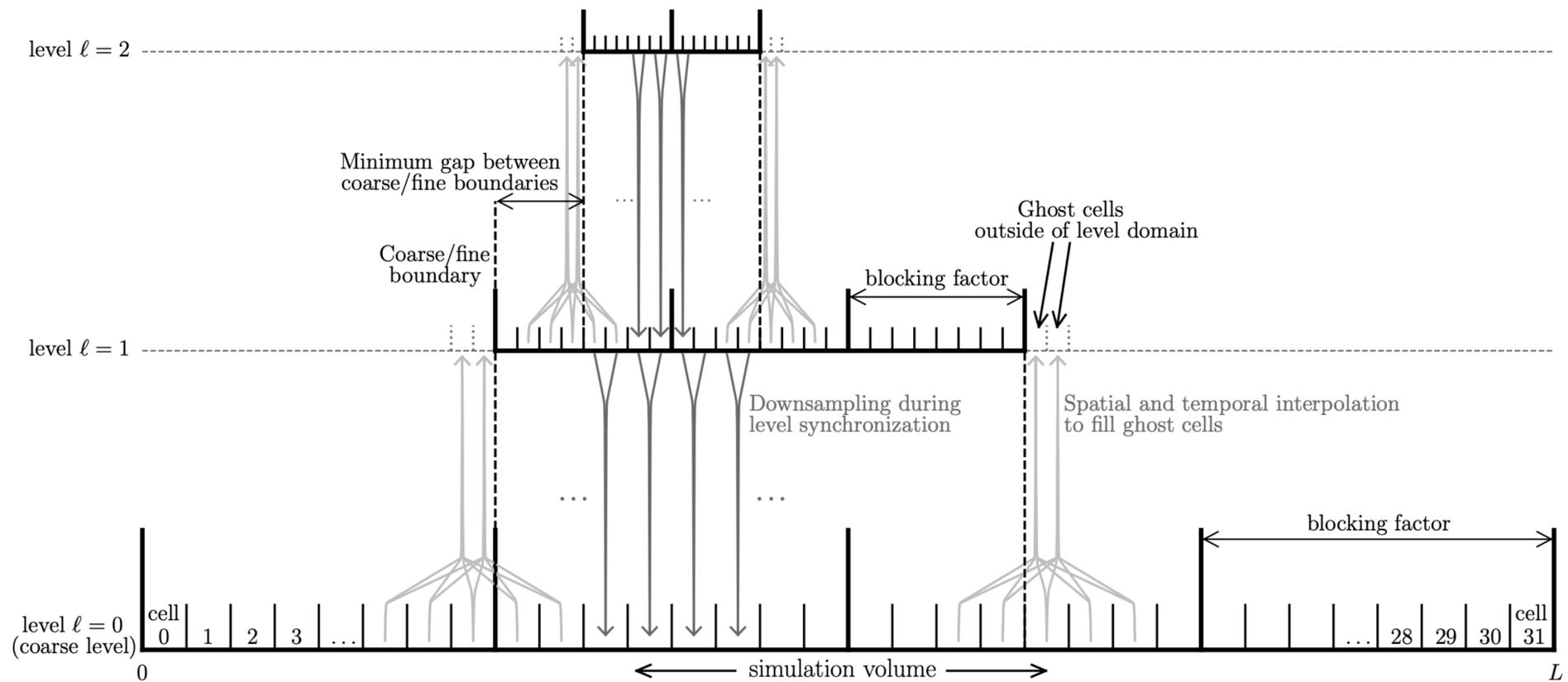
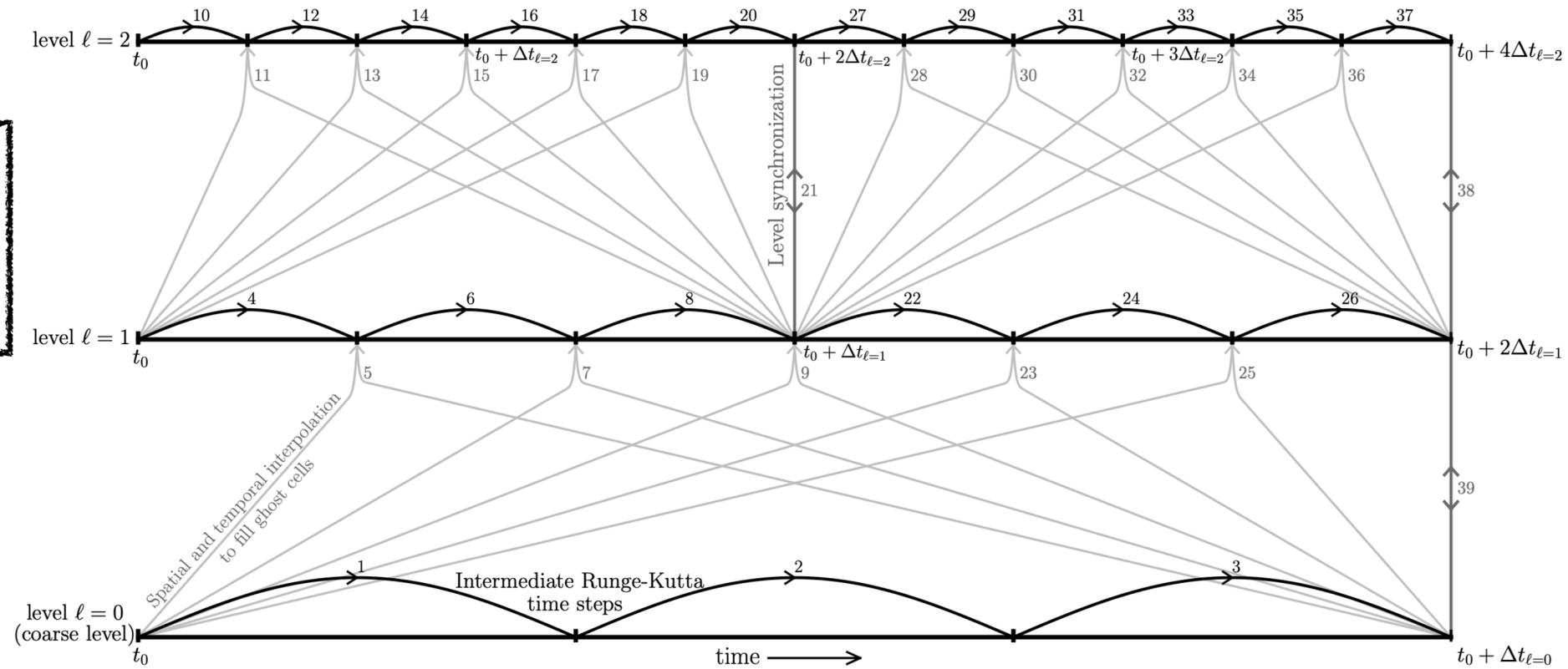
AMReX based code:

**SLEDGEHAMR:**  
**ScaLar fiEld Dynamics Getting solvEd withH**  
**Adaptive Mesh Refinement**

Standard evolution techniques:

**Timewise:** Subcycling-in-time  
 with linear time-interpolation

**Spatially:** Nested refinement levels with  
 quartic interpolation



# ADAPTIVE MESH REFINEMENT

AMReX based code:

**SLEDGEHAMR:**  
ScaLar fiEld Dynamics Getting solvEd withH  
Adaptive Mesh Refinement

Only equation of motion needed,  
AMR will run out of the box  
with a default setup that can be tuned.

But, everything is easily customizable by  
providing hooks to modify the behavior  
of the code:

Custom cell tagging  
Custom diagnostics  
Cell injections

...

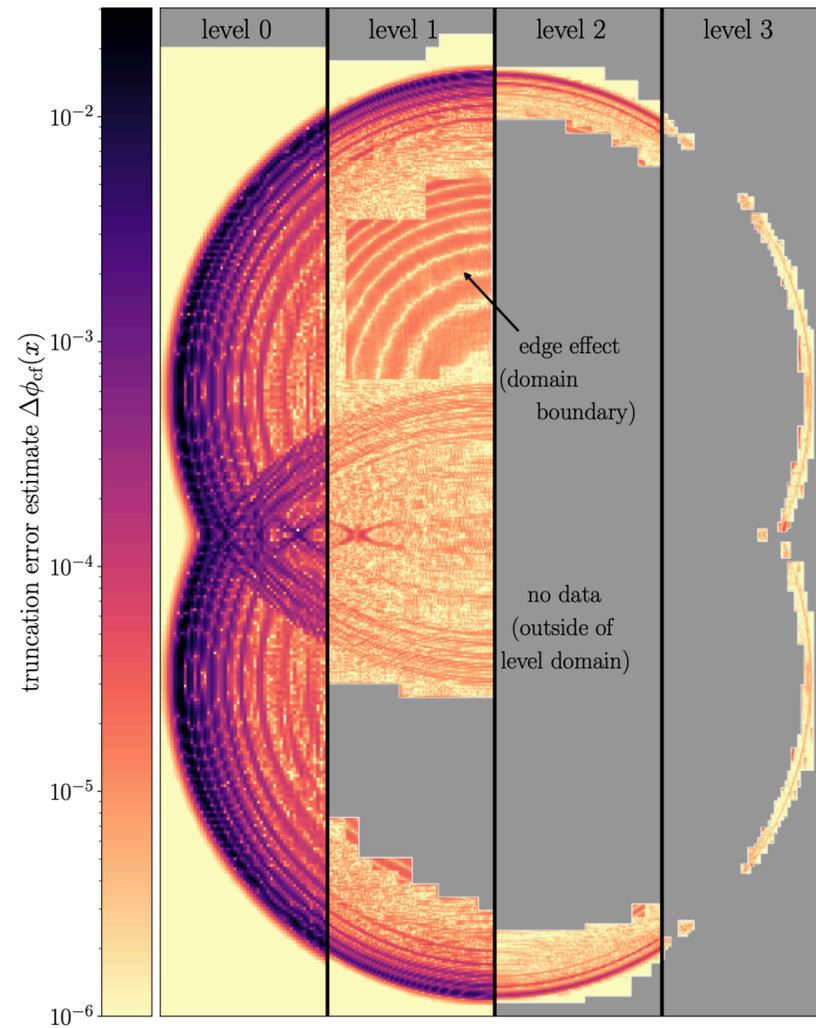
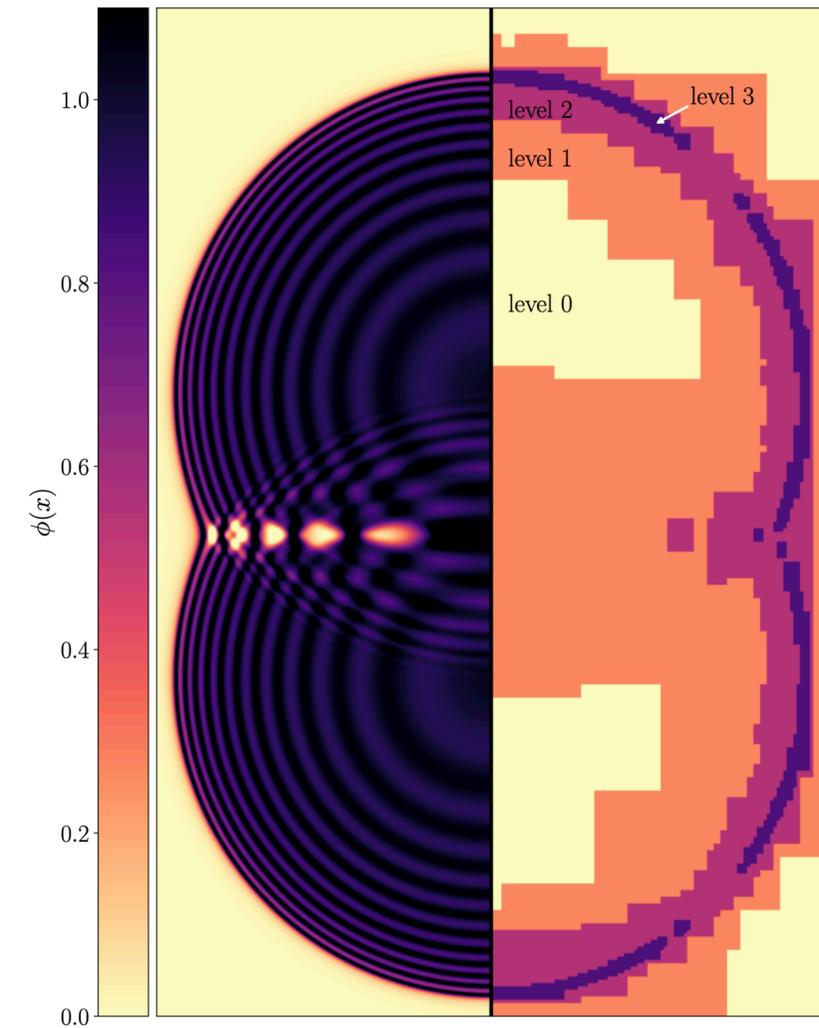
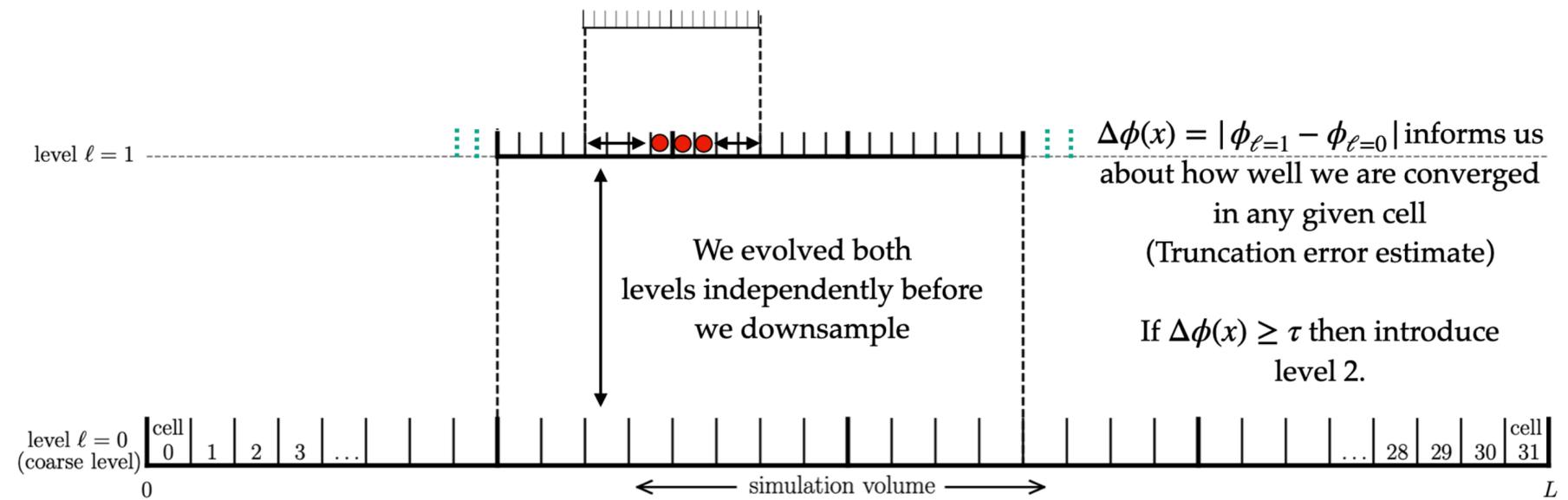
Modular with limited coding needed:

```
1 #pragma once
2 #include <sledgehamr.h>
3 namespace MinimalExample {
4
5 SLEDGEHAMR_ADD_SCALARS(Psi1, Psi2)
6 SLEDGEHAMR_ADD_CONJUGATE_MOMENTA(Pi1, Pi2)
7
8 AMREX_GPU_DEVICE AMREX_FORCE_INLINE
9 void Rhs(
10     const amrex::Array4<double>& rhs,
11     const amrex::Array4<const double>& state,
12     const int i, const int j, const int k,
13     const int lev, const double time,
14     const double dt, const double dx,
15     const double* params) {
16
17     // Fetch field values.
18     double Psi1 = state(i, j, k, Scalar::Psi1);
19     double Psi2 = state(i, j, k, Scalar::Psi2);
20     double Pi1 = state(i, j, k, Scalar::Pi1);
21     double Pi2 = state(i, j, k, Scalar::Pi2);
22     double eta = time;
23
24     // Compute Laplacians.
25     constexpr int order = 2;
26     double laplacian_Psi1 =
27         sledgehamr::utils::Laplacian<order>(
28             state, i,j,k, Scalar::Psi1, dx*dx);
29     double laplacian_Psi2 =
30         sledgehamr::utils::Laplacian<order>(
31             state, i,j,k, Scalar::Psi2, dx*dx);
32
33     // Compute potential.
34     const int a = 0.56233;
35     double pot =
36         eta*eta*(Psi1*Psi1 + Psi2*Psi2 -1) + a;
37
38     // Now compute the EOMs.
39     rhs(i, j, k, Scalar::Psi1) = Pi1;
40     rhs(i, j, k, Scalar::Psi2) = Pi2;
41     rhs(i, j, k, Scalar::Pi1) =
42         -Pi1*2./eta + laplacian_Psi1 - Psi1*pot;
43     rhs(i, j, k, Scalar::Pi2) =
44         -Pi2*2./eta + laplacian_Psi2 - Psi2*pot;
45 }
46
47 SLEDGEHAMR_FINISH_SETUP
48 class MinimalExample
49     : public sledgehamr::Sledgehamr {
50 public:
51     SLEDGEHAMR_INITIALIZE_PROJECT(MinimalExample)
52 };
53
54 }; // namespace
```

# ADAPTIVE MESH REFINEMENT

AMReX based code:

**SLEDGEHAMR:**  
**ScaLar fiEld Dynamics Getting solvEd withH**  
**Adaptive Mesh Refinement**



By default, truncation error estimates are used to judge numerical convergence. Refinement levels are introduced if convergence is bad.

# ADAPTIVE MESH REFINEMENT

3D → 2D projection of axion energy density  $\dot{a}^2$   
scale separation  $\log m_r/H \sim 0.3$   
conformal time  $\eta \sim 1$

200.0 Hubble lengths

## Key data of this simulation

Simulation:  $8192^3 + 5$  levels of AMR  
Static lattice would have required  $262144^3$  cells

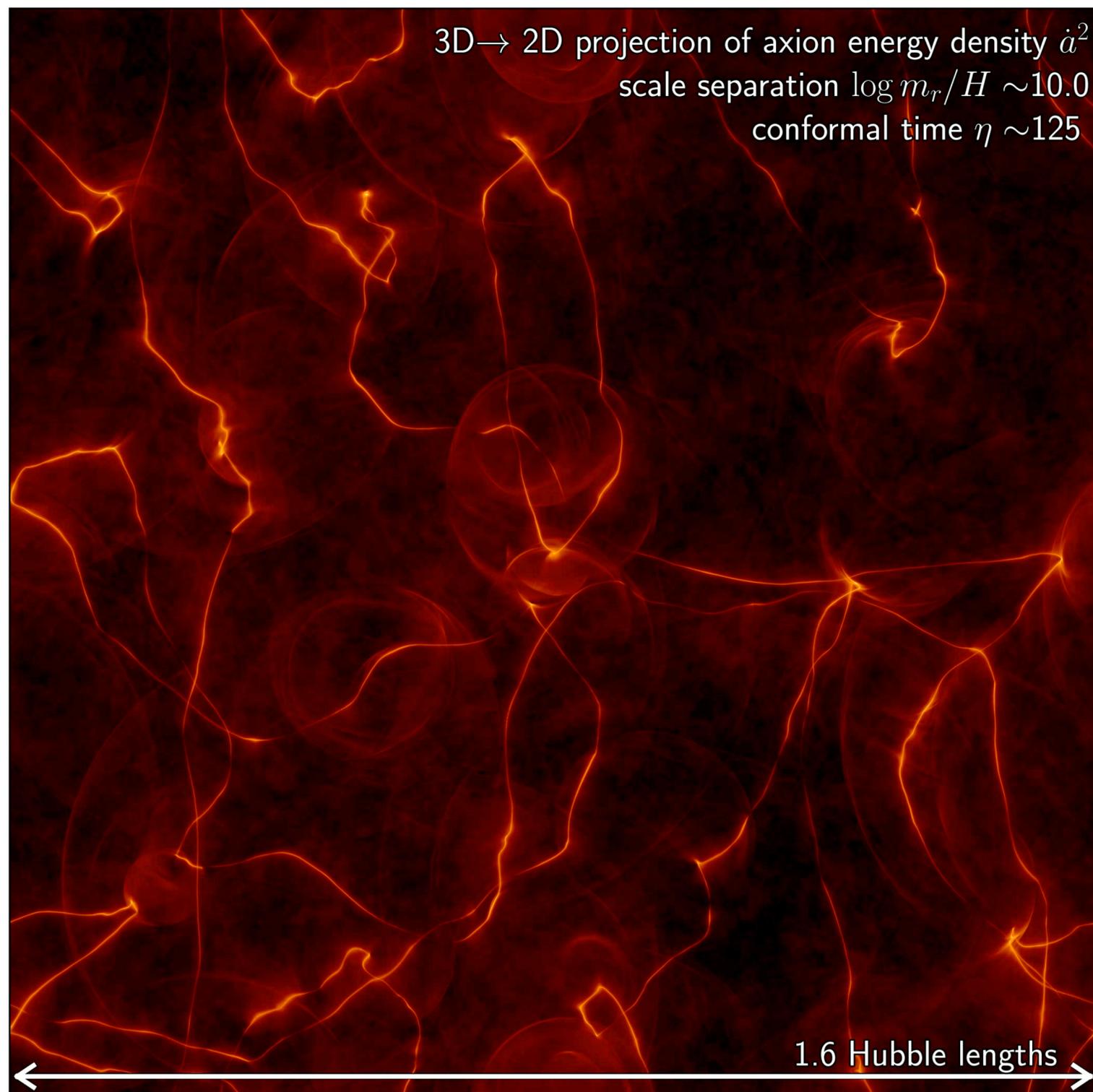
Up to 20 Tb per checkpoint

20+ Million CPU core hours  
on Cori & Perlmutter @ NERSC

Increases dynamic range by more  
than  $10^3$  over conventional simulations

**Result:** The most robust axion mass prediction  
to date!

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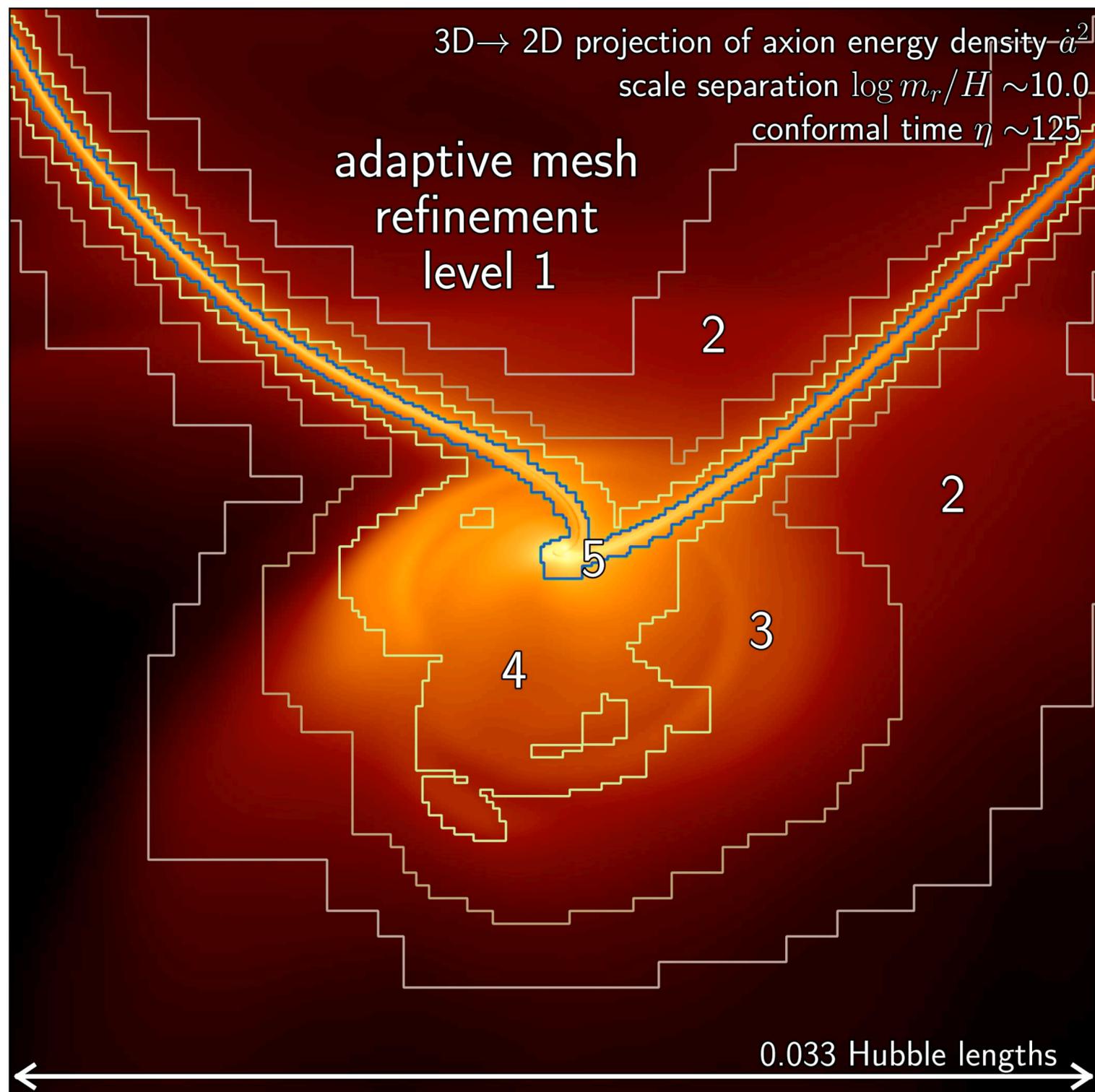
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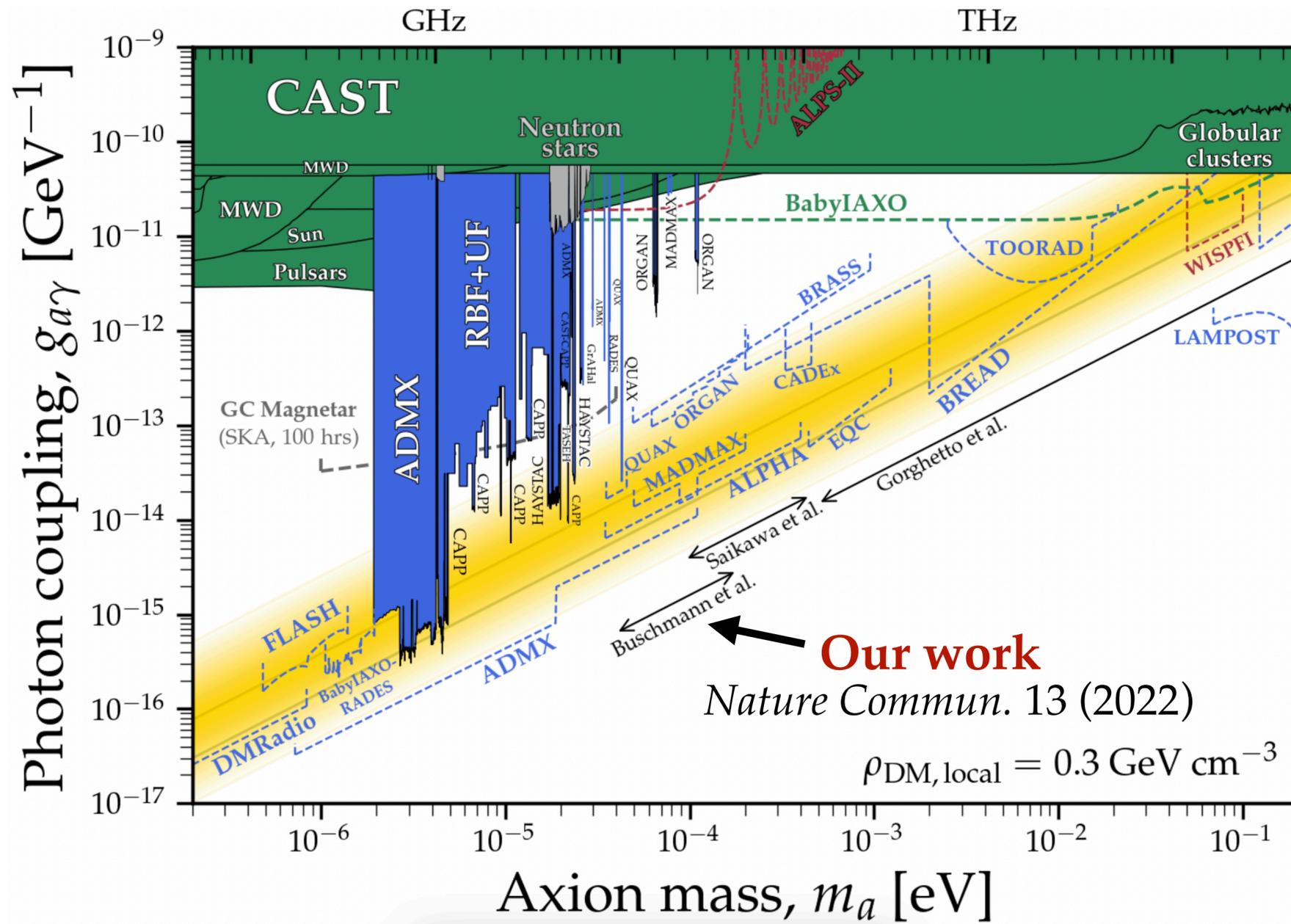
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20+ Million CPU core hours  
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# CHALLENGES

---

**The sheer size of the simulation volume causes challenges:**

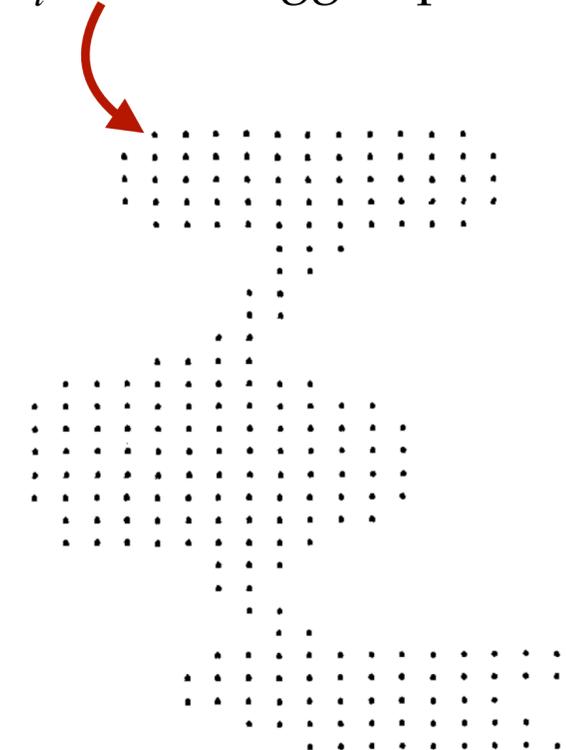
- **100+ Tb of RAM** required: Cannot run on GPUs
- **Data management.** Do as much analysis on the fly as possible.
- **Bottlenecks**, e.g: regriding (based on Berger-Rigoutsos algorithm)  
Developed alternative algorithm to cut some corners:
  - Pro: 100x faster
  - Con: Less optimal (grid size and load balancing)
    - Grid layout will get worse with repeated applicationBest: Switch between both algorithms dynamically.

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- About 100 Tb of RAM required: Cannot run on GPUs
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Developed alternative algorithm to cut some corners:
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We have  $N_t > 10^8$  flagged points of these

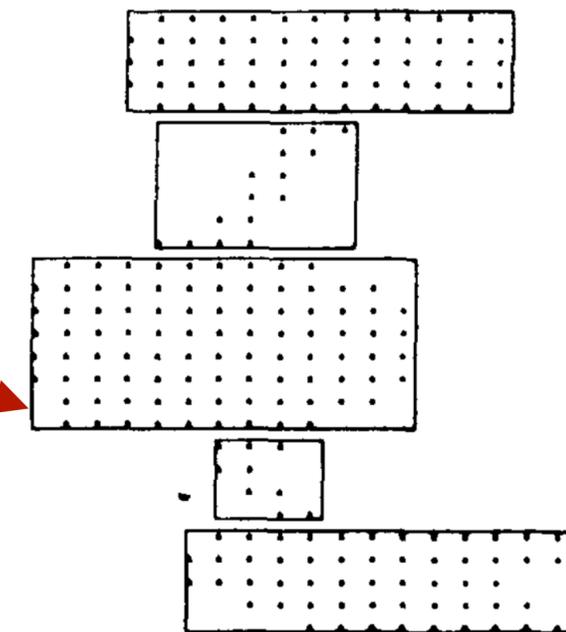


(a)

We have  $N_b > 10^6$  boxes

Clustering scales roughly like  $\sim \mathcal{O}(N_t N_b) \rightarrow \mathcal{O}(V^2)$

Time-Evolution only  $\mathcal{O}(V)$



(b)

# CHALLENGES

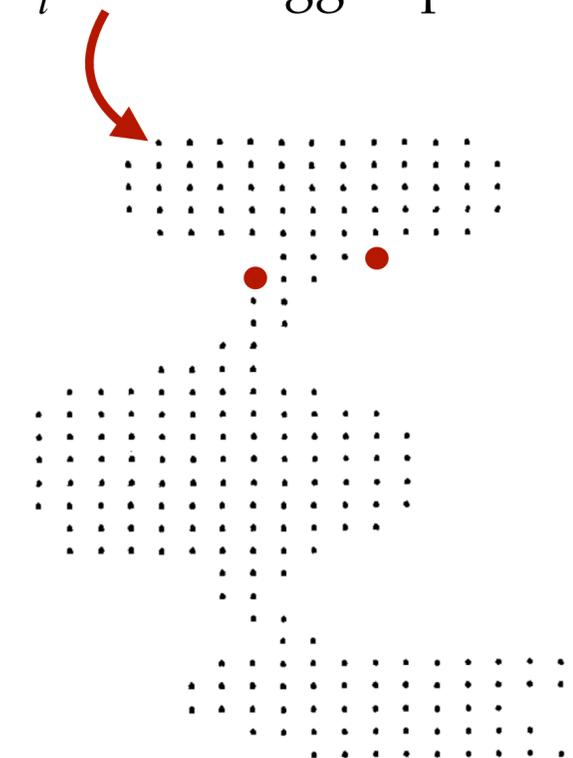
The sheer size of the simulation volume causes challenges:

- About 100 Tb of RAM required: Cannot run on GPUs
- **Data management.** Do as much analysis on the fly as possible.
- **Bottlenecks**, e.g: regriding (based on Berger-Rigoutsos algorithm)  
Developed alternative algorithm to cut some corners:
  - Pro: 100x faster
  - Con: Less optimal (grid size and load balancing)  
Grid layout will get worse with repeated applicationBest: Switch between both algorithms dynamically.

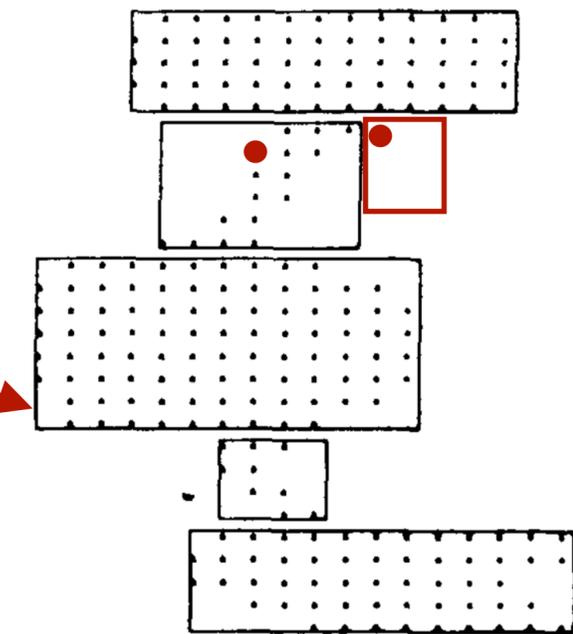
Don't touch existing grid,  
simply patch locally by adding  
boxes  $\rightarrow \mathcal{O}(V)$

We have  $N_b > 10^6$  boxes  
Clustering scales roughly like  $\sim \mathcal{O}(N_t N_b) \rightarrow \mathcal{O}(V^2)$   
Time-Evolution only  $\mathcal{O}(V)$

We have  $N_t > 10^8$  flagged points of these



(a)



(b)

# THE LIFE AND DEATH OF AXION STRINGS

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AMR allows us to simulate the entire life-cycle of the axion string much more accurately

Lots of follow-up projects!

