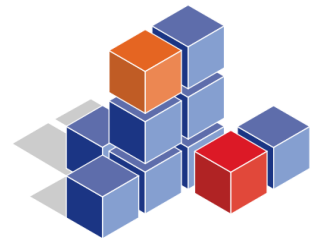

Towards r - h -adaptivity in FEM

Matthias Grajewski

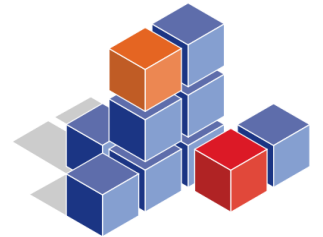
`Matthias.Grajewski@math.uni-dortmund.de`

Graduate School for Production Engineering and Logistics;
Institute for Applied Mathematics,
University of Dortmund



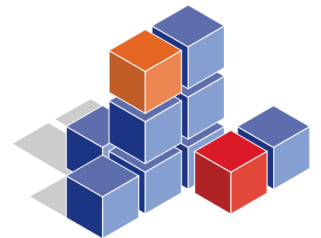
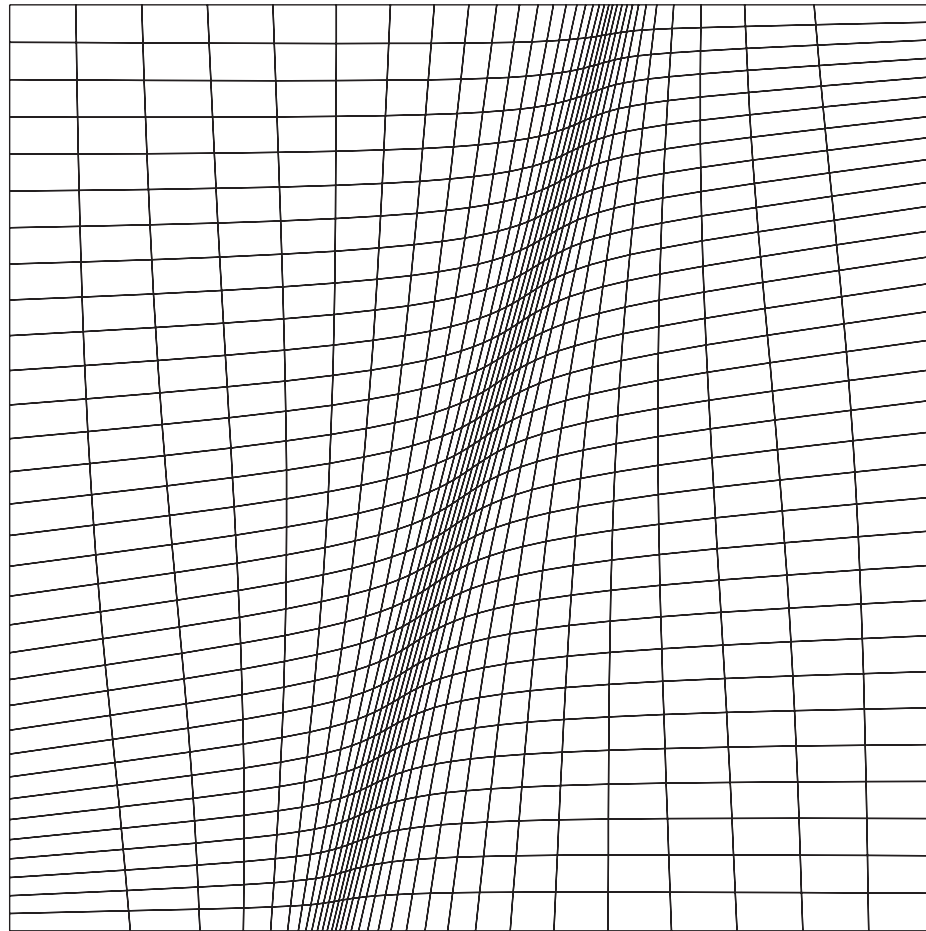
Outline

- motivation
- grid concepts for HPC
- r-adaptivity (deformation method)
- concepts of r-h-adaptivity
- numerical example



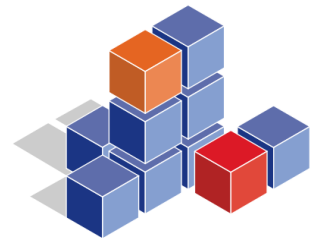
Why *r*-adaptivity?

reason 1: flexibility and accuracy (e.g. mesh alignment)



Why r-adaptivity?

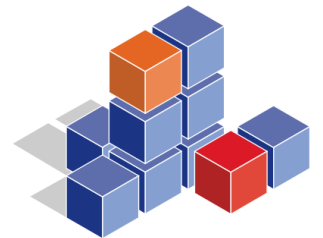
reason 2: **SPEED**



Why r-adaptivity?

reason 2: **SPEED**

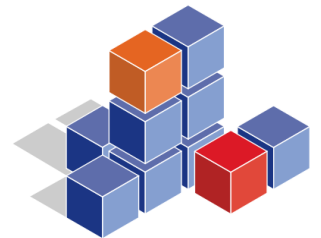
- use existing “standard hardware” optimally (caching etc.)
- use emerging powerful hardware as coprocessors



Why *r*-adaptivity?

reason 2: **SPEED**

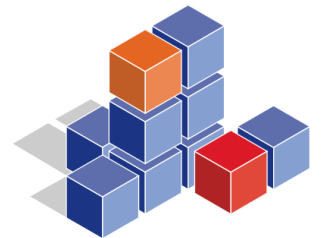
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Why *r*-adaptivity?

example: Poisson problem, multigrid on a tensor-product-like mesh, mixed-precision iterative refinement

NEQ	CPU			GPU			Speedup
	#Iter	Time	RES	#Iter	Time	RES	
4225	8	0.11	6.61-6	5:9	0.19	6.61-6	0.58
16641	8	0.19	1.66-6	5:9	0.24	1.66-6	0.79
66049	8	0.47	4.18-7	5:9	0.33	4.18-7	1.42
263196	8	1.56	1.04-7	5:9	0.53	1.04-7	2.94
1050625	8	5.93	2.62-8	5:9	1.42	2.62-8	4.18

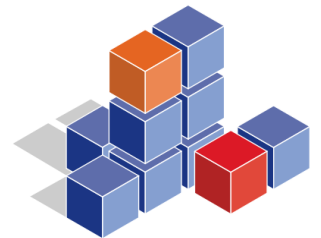


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necessary: (local) generalised tensor product meshes



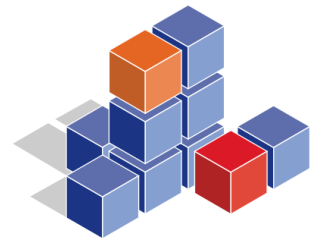
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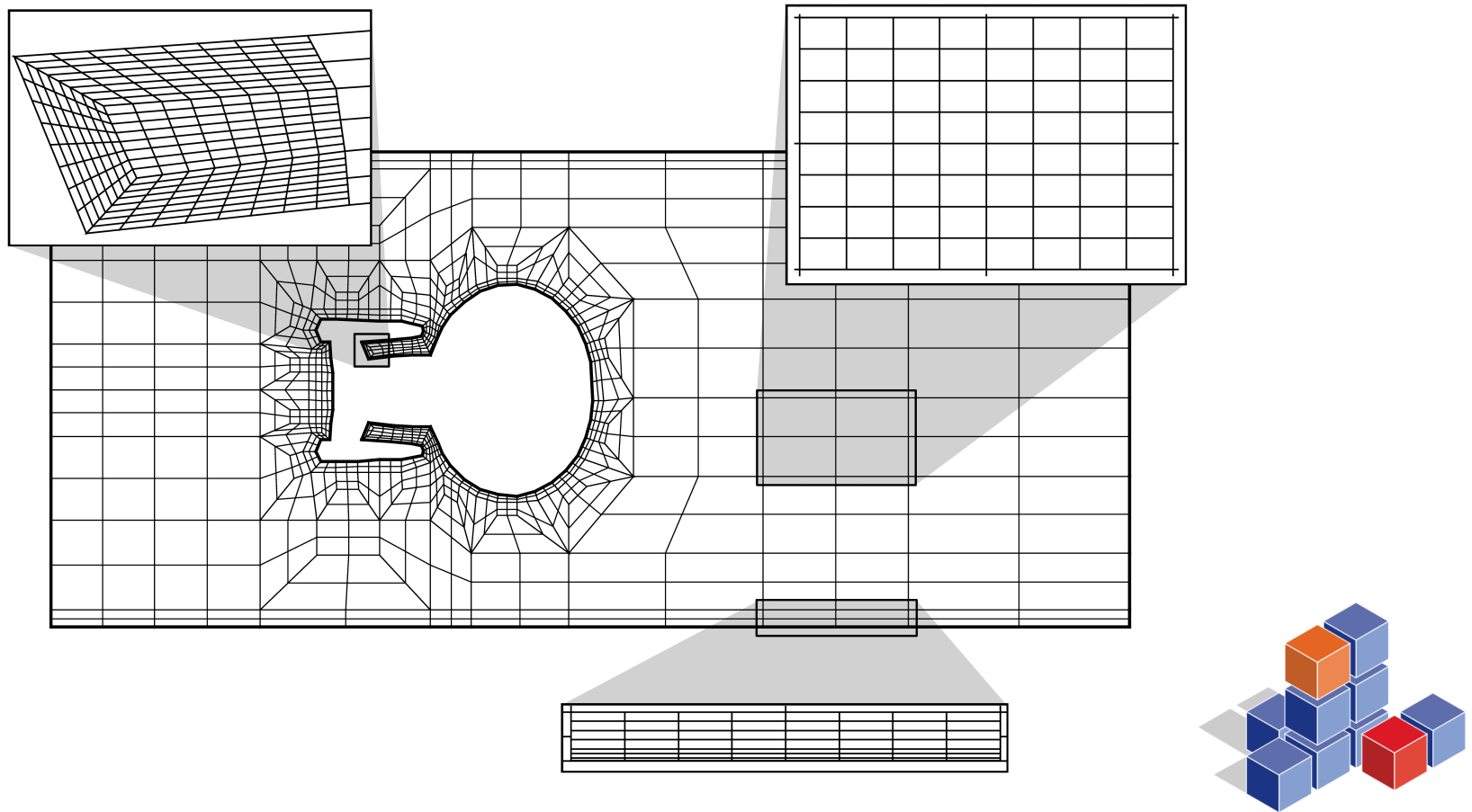
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FEAST



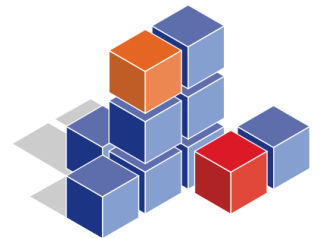
(Grid-related part of the) FEAST concept

global grid: “many” local generalised tensor product meshes (“macros”).



MFLOP-rate preserving adaptivity

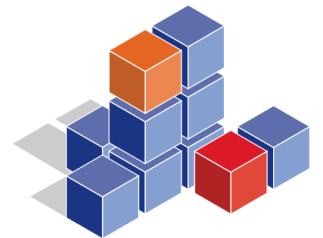
mandatory: preserve local logical tensor product structure



MFLOP-rate preserving adaptivity

mandatory: preserve local logical tensor product structure

approach 1: macrowise h-adaptivity ('hanging nodes')

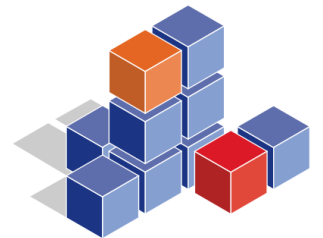


MFLOP-rate preserving adaptivity

mandatory: preserve local logical tensor product structure

approach 1: macrowise h-adaptivity ('hanging nodes')

approach 2: r-adaptivity (preserves the logical structure of the grid)



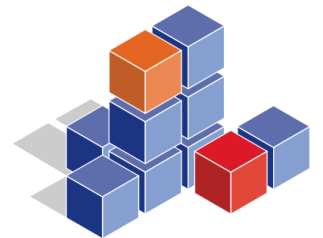
MFLOP-rate preserving adaptivity

mandatory: preserve local logical tensor product structure

approach 1: macrowise h-adaptivity ('hanging nodes')

approach 2: r-adaptivity (preserves the logical structure of the grid)

approach 3: combine **1** and **2**



Background of our deformation method

- domain Ω
- triangulation \mathbb{T} with quads T
- “monitor function” $0 < f \in \mathcal{C}^1(\bar{\Omega})$: **desired area distribution**
- “weighting function” $0 < g \in \mathcal{C}^1(\bar{\Omega})$: **current area distribution**

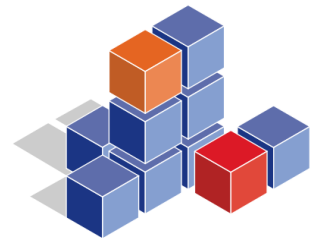
goal: construct transformation $\Phi : \Omega \rightarrow \Omega$ with

$$g(x)|J\Phi(x)| = f(\Phi(x)) \quad \forall x \in \Omega$$

and

$$\Phi : \partial\Omega \rightarrow \partial\Omega.$$

$$\mathbb{T}_{\text{new}} = \Phi(\mathbb{T})$$



Basic deformation algorithm

Deformation(f, \mathbb{T})

compute $\tilde{f} - \tilde{g}$, $g = g(\mathbb{T})$; $\tilde{f} := c/f, \tilde{g} = C/g, \int \tilde{f} \stackrel{!}{=} \int \tilde{g}$

solve

$$(\nabla w_h, \nabla \varphi_h) = (\tilde{f} - \tilde{g}, \varphi_h) \quad \forall \varphi_h \in \mathcal{Q}_1(\mathbb{T}), \quad \partial_n w_h|_{\partial\Omega} = 0$$

$v_h := \text{recovered_gradient}(w_h)$

DO FORALL $x \in \mathbb{T}$

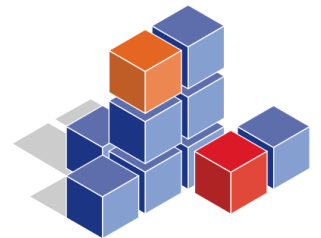
solve

$$\partial_t \varphi(x, t) = \frac{v_h(\varphi(x, t), t)}{t\tilde{f}(\varphi(x, t)) + (1-t)\tilde{g}(\varphi(x, t))}, \quad 0 \leq t \leq 1, \quad \varphi(x, 0) = x$$

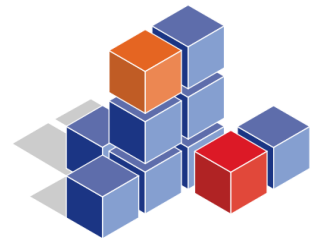
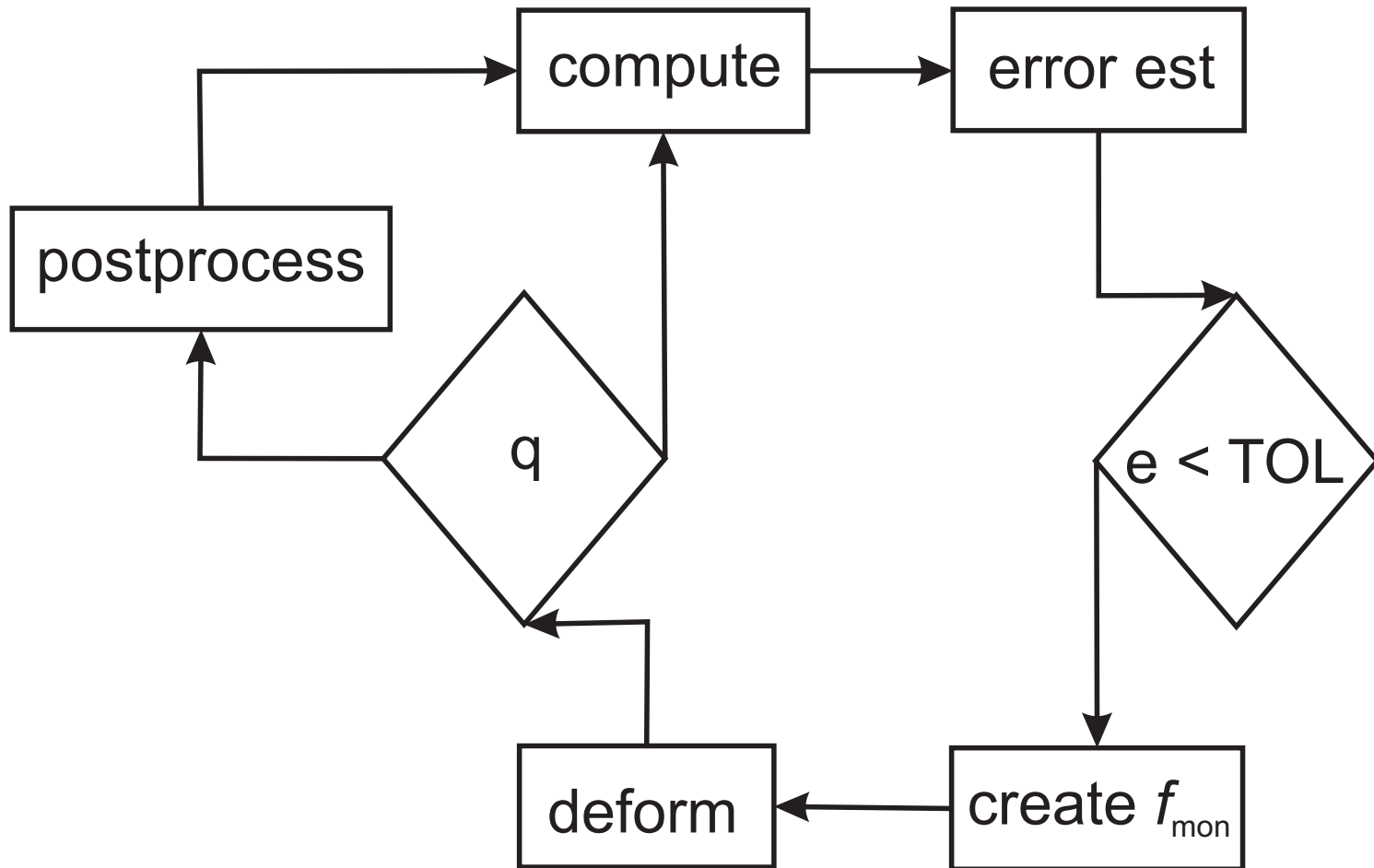
$$\Phi(x) = \varphi(x, 1)$$

ENDDO

END Deformation



Overall algorithm

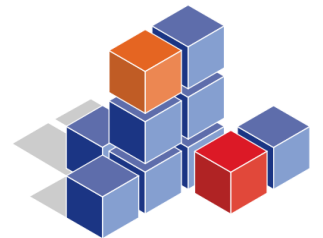


Practical aspects

monitor function:

- smooth $e(x)$
- $f_{\text{mon}}(x) := -\ln(e(x))$

(topic of current research)



Practical aspects

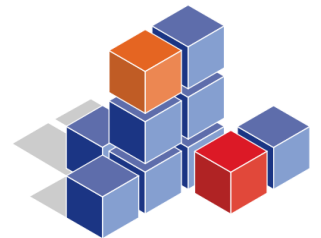
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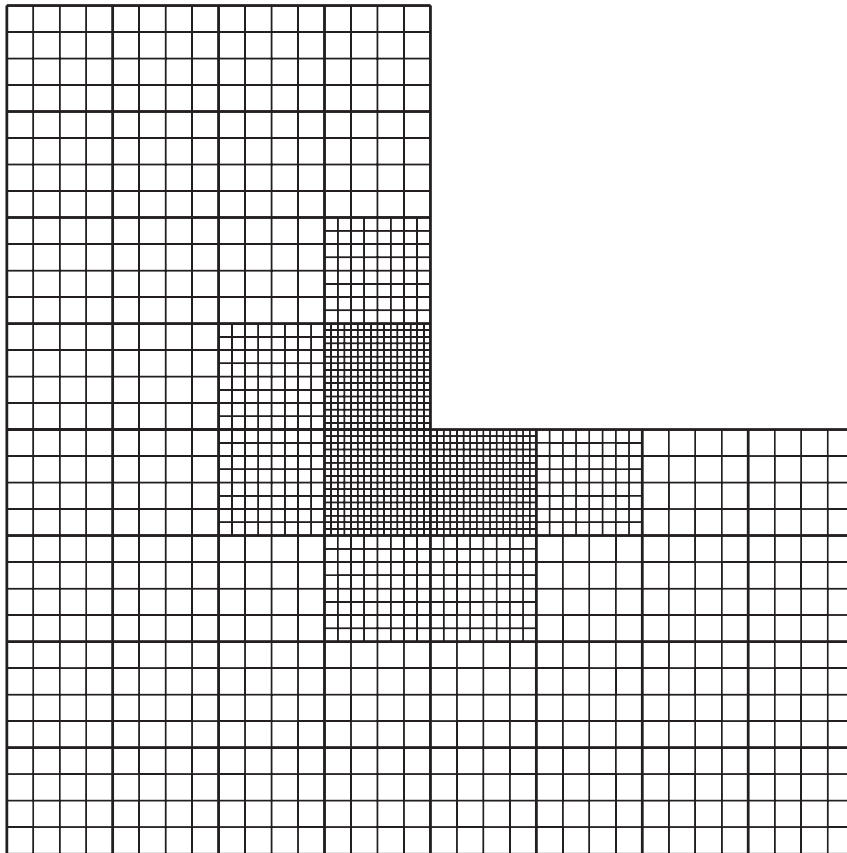
(topic of current research)

postprocessing:

- grid smoothing (Laplace, Umbrella)
- local grid optimisation



Test problem: L-domain, 48 macros

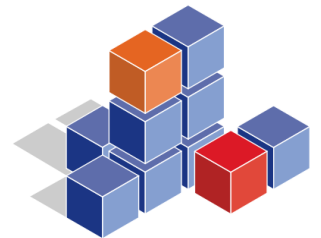


Poisson equation

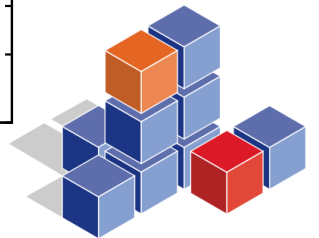
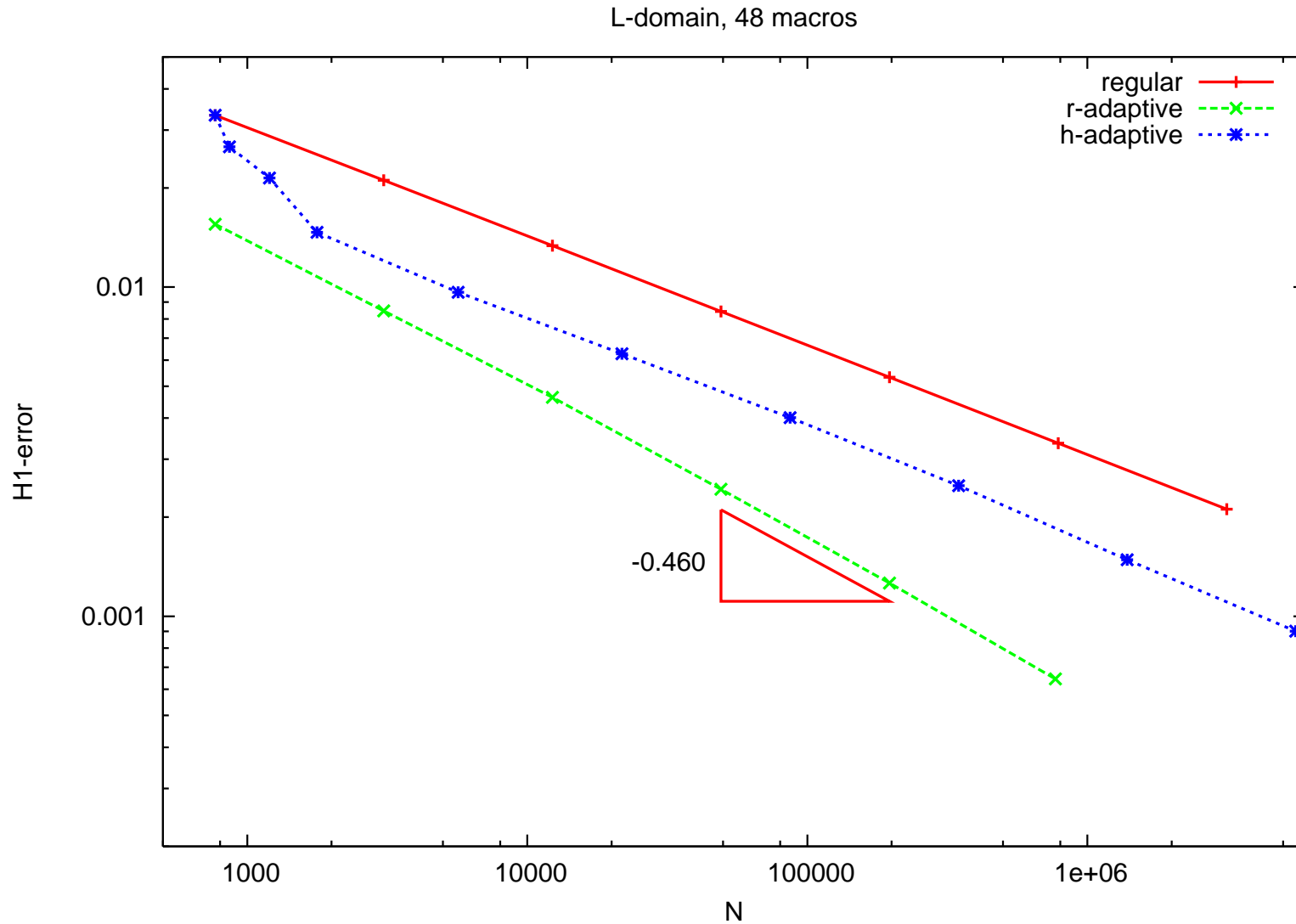
$$\Omega = [-0.5, 0.5]^2 \setminus [0, 0.5]^2$$

$$u(r, \varphi) = r^{2/3} \sin(2/3\varphi)$$

gradient error by SPR



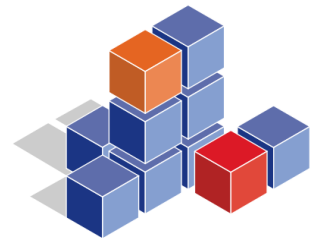
Test problem: *r*-vs. *h*-adaptivity



r- vs. h-adaptivity

h-adaptivity

suboptimal meshes
computation “cheap”



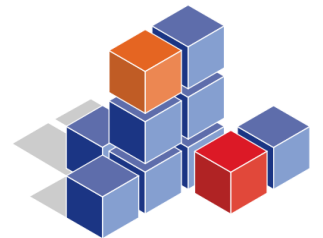
r- vs. h-adaptivity

h-adaptivity

suboptimal meshes
computation “cheap”

r-adaptivity

(almost) optimal meshes
computation “expensive”: all iteration steps on fine grid



r-h-adaptivity 1

rh1

Computation + error estimation

DO $i = 1, n_{\max}$

 deformation + postprocessing

 computation + error estimation

 if ($e_{n-1} < c e_n$) EXIT LOOP

END DO

DO

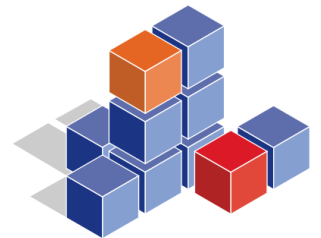
 mark macros (fixed fraction strategy)

 refine macros

 computation + error estimation

END DO

END rh1



r-h-adaptivity 2

rh2

computation + error estimation

DO

DO $i = 1, n_{\max}$

deformation + postprocessing

computation + error estimation

if $(e_{n-1} < c e_n)$ EXIT LOOP

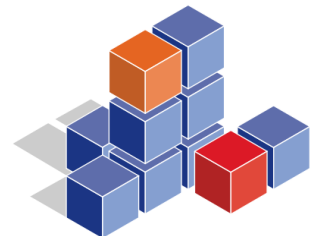
END DO

refine all macros

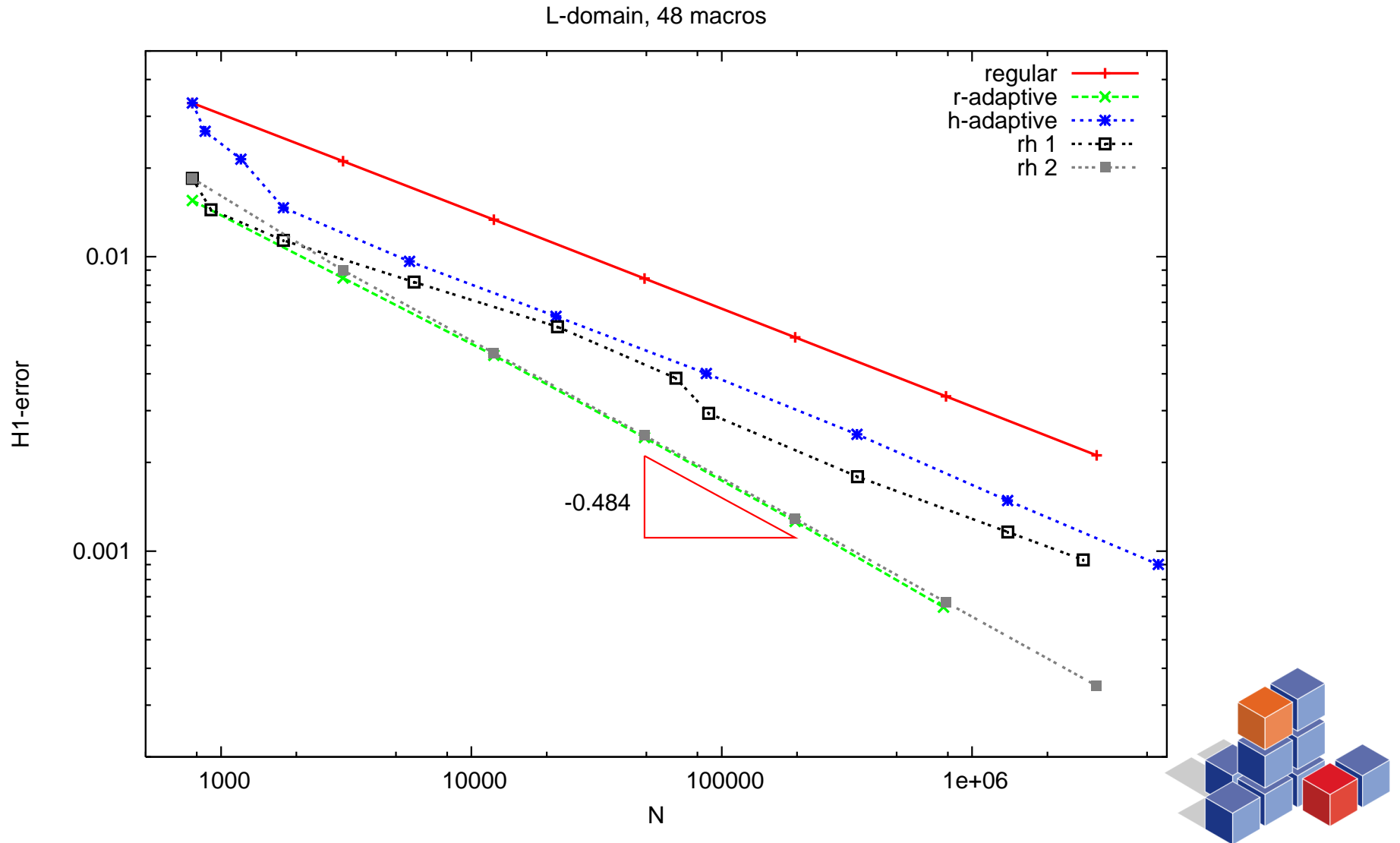
computation + error estimation

END DO

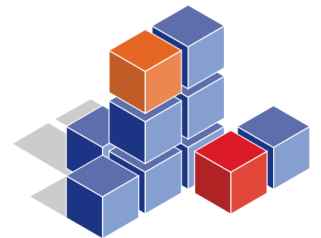
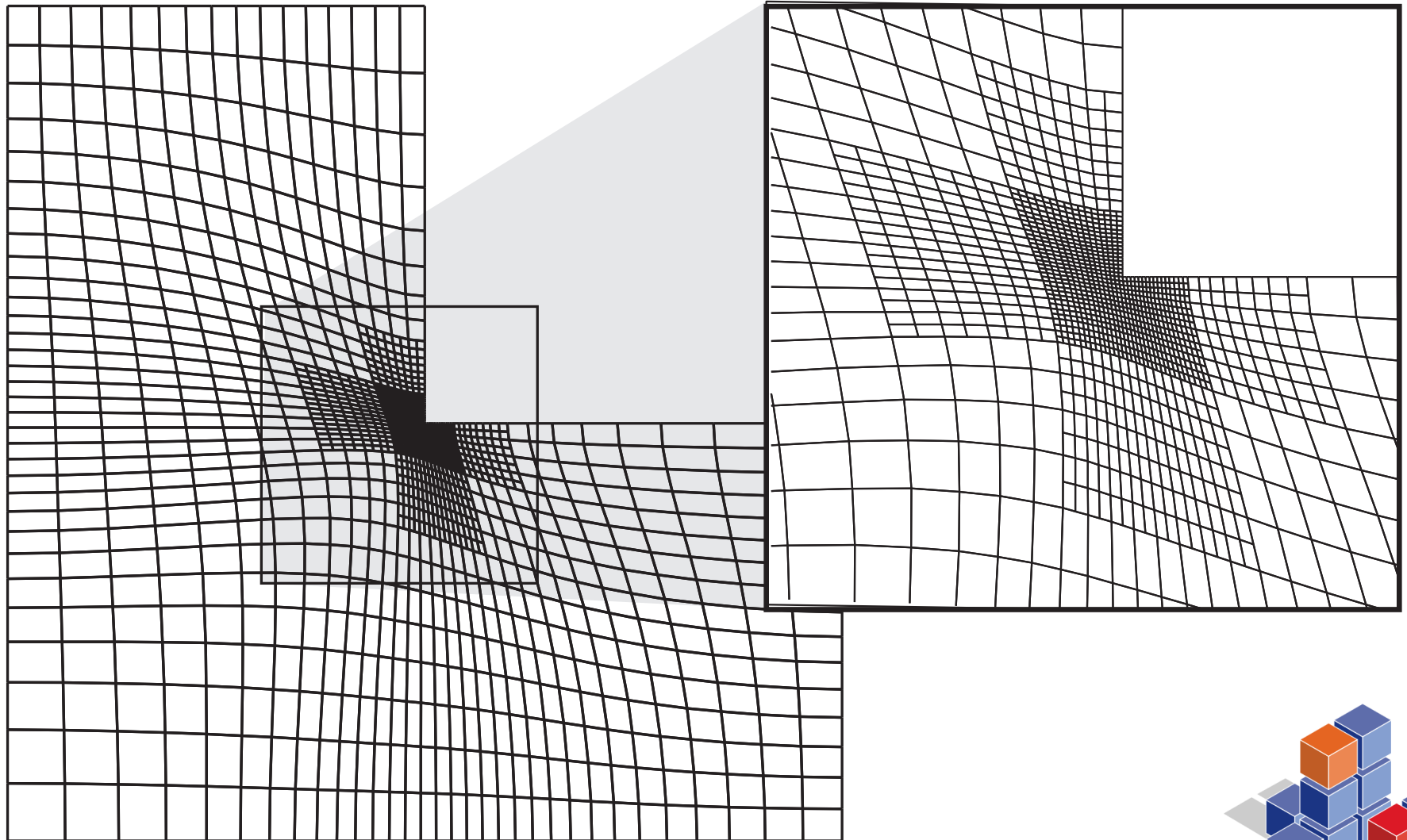
END rh2



Test problem: *r-h-adaptivity*

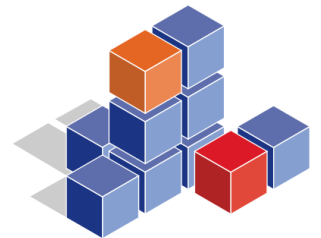


Test problem: r-h-adaptivity



Conclusion and discussion

- HPC: locally structured meshes for hardware-oriented numerical software
- HPC: locally structured meshes for emerging fast hardware
- fast and robust deformation method
- h- and r-adaptivity for HPC
- combination: r-h-adaptivity
- test example: L-domain



Thank you for your attention!

