

# Fast and smooth simulation of space-time problems

## Day 1



**Fast and smooth  
simulation of  
space-time problems**

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Desde 24 al 28 de Julio, 2017  
Todos los días de 15:00 a 17:00 hrs.  
Sala Aula, Instituto de Matemáticas PUCV

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# Department of Computer Science AGH University, Kraków, Poland



- **Isogeometric finite element method**
- **Alternating Directions Implicit (ADI) method**
- **Isogeometric L2 projections**
- **Explicit dynamics**
- **Example 1: Heat transfer**
- Installation of IGA-ADS solver
- Parallel distributed memory explicit dynamics
- Parallel shared memory explicit dynamics
- Example 2: Non-linear flow in heterogenous media
- Implicit dynamics
- Example 3: Implicit heat transfer
- Example 4: Linear elasticity
- Example 5: Pollution problem
- Labs with implicit dynamics

Program Title: IGA-ADS

Code: `git clone https://github.com/marcinlos/iga-ads`

Licensing provisions: MIT license (MIT)

Programming language: C++

Nature of problem: Solving non-stationary problems in 1D, 2D and 3D

Solution method: Alternating direction solver with isogeometric finite element method

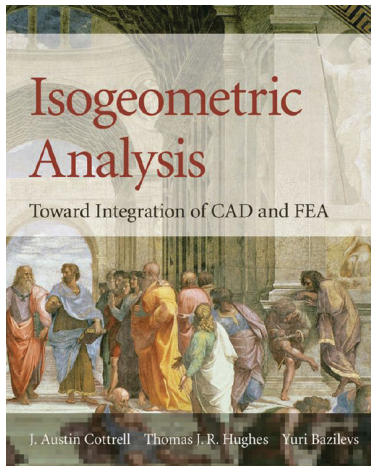
If you use this software in your work, please cite

Marcin Łoś, Maciej Woźniak, Maciej Paszyński, Andrew Lenharth, Keshav Pingali *IGA-ADS : Isogeometric Analysis FEM using ADS solver*, **Computer & Physics Communications** 217 (2017) 99-116 (available on [researchgate.org](https://www.researchgate.org))

# Isogeometric finite element method

## Isogeometric finite element method

J.A. Cottrell, T.J.R. Hughes, Y. Bazilevs, *Isogeometric Analysis. Toward Integration of CAD and FEA*, Wiley, (2009).



## Original recursive definition of B-spline basis functions

- $$N_{i,0}(\xi) = \begin{cases} 1 & \text{if } \xi_i \leq \xi < \xi_{i+1}, \\ 0 & \text{otherwise} \end{cases}$$
- $$N_{i,p}(\xi) = \frac{\xi - \xi_i}{\xi_{i+p} - \xi_i} N_{i,p-1}(\xi) + \frac{\xi_{i+p+1} - \xi}{\xi_{i+p+1} - \xi_{i+1}} N_{i+1,p-1}(\xi)$$

Figure: Recursive formulae for B-spline basis functions

How to remember this formulae graphically

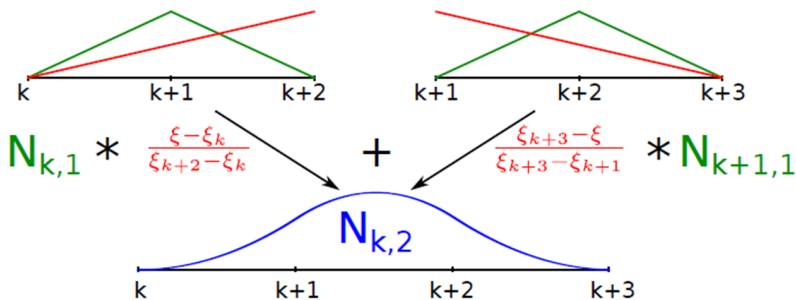


Figure: Practical implementation of the recursive formulae for B-spline basis functions

How these B-spline basis functions look like

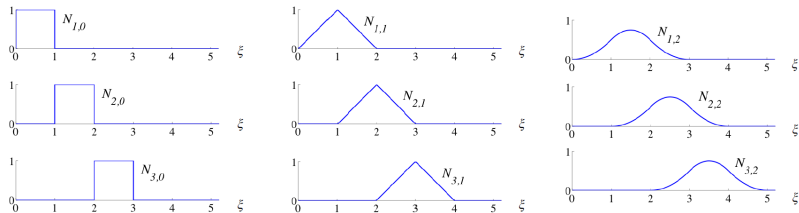


Figure: Basis functions of order 0,1,2 for uniform knot vector  $\{0,1,2,3,4,5\}$



## Representation of B-splines by knot vectors

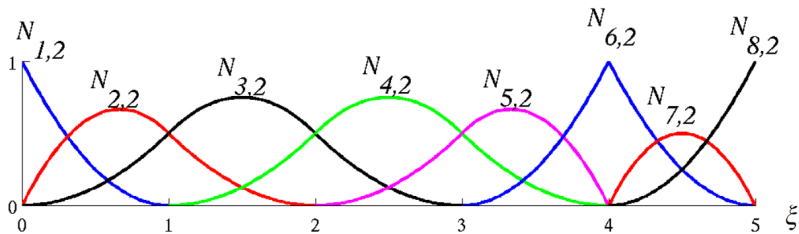
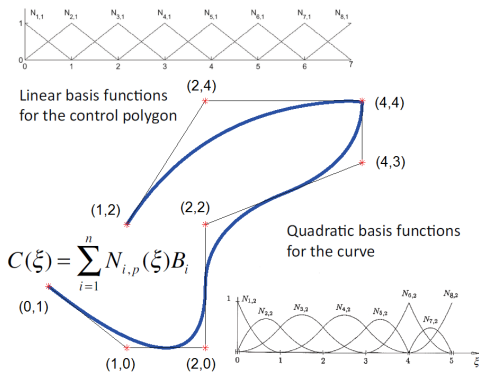


Figure: B-spline basis functions represented by knot vector  $\{0,0,0,1,2,3,4,4,5,5,5\}$

# Isogeometric finite element method



Quadratic B-spline basis functions represented by knot vector

{0,0,0,1,2,3,4,4,5,5,5}

B-spline curve:

$$N_{1,2}^*(0,1) + N_{2,2}^*(1,0) + N_{3,2}^*(2,0) + N_{4,2}^*(2,2) + N_{5,2}^*(4,3) + N_{6,2}^*(4,4) + N_{7,2}^*(2,4) + N_{8,2}^*(1,2)$$

# Alternating Direction Implicit (ADI) method

## The Alternating Direction Implicit (ADI) method

G. Birkhoff, R.S. Varga, D. Young, *Alternating direction implicit methods*, **Advanced Computing** (1962)

$$\frac{du}{dt} - L_x u - L_y u = f$$

$$\frac{du}{dt} - \frac{u_{i-1,j} - 2u_{i,j} + u_{i+1,j}}{h^2} - \frac{u_{i,j-1} - 2u_{i,j} + u_{i,j+1}}{h^2} = f$$

$$\frac{u_{i,j}^{t+0.5} - u_{i,j}^t}{dt} - \frac{u_{i-1,j}^{t+0.5} - 2u_{i,j}^{t+0.5} + u_{i+1,j}^{t+0.5}}{h^2} = \frac{u_{i,j-1}^t - 2u_{i,j}^t + u_{i,j+1}^t}{h^2} + f_{i,j}^t$$

$$\frac{u_{i,j}^{t+1} - u_{i,j}^{t+0.5}}{dt} - \frac{u_{i,j-1}^{t+1} - 2u_{i,j}^{t+1} + u_{i,j+1}^{t+1}}{h^2} = \frac{u_{i-1,j}^{t+0.5} - 2u_{i,j}^{t+0.5} + u_{i+1,j}^{t+0.5}}{h^2} + f_{i,j}^{t+0.5}$$

# Alternating Direction Implicit (ADI) method

## The Alternating Direction Implicit (ADI) method

G. Birkhoff, R.S. Varga, D. Young, *Alternating direction implicit methods*, **Advanced Computing** (1962)

$$u_{i-1,j}^{t+0.5} \left[ -\frac{2dt}{h^2} \right] + u_{i,j}^{t+0.5} \left[ 1 + \frac{2dt}{h^2} \right] + u_{i+1,j}^{t+0.5} \left[ -\frac{2dt}{h^2} \right] = dt \frac{u_{i,j-1}^t - 2u_{i,j}^t + u_{i,j+1}^t}{h^2} + dt f_{i,j}^t$$

for  $i = 1, \dots, N_x, j = 1, \dots, N_y$ .

$$u_{i,j-1}^t \left[ -\frac{2dt}{h^2} \right] + u_{i,j}^t \left[ 1 + \frac{2dt}{h^2} \right] + u_{i,j+1}^t \left[ -\frac{2dt}{h^2} \right] = dt \frac{u_{i-1,j}^{t+0.5} - 2u_{i,j}^{t+0.5} + u_{i+1,j}^{t+0.5}}{h^2} + dt f_{i,j}^{t+0.5}$$

for  $j = 1, \dots, N_y, i = 1, \dots, N_x$ .

# Alternating Direction Implicit (ADI) method

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G. Birkhoff, R.S. Varga, D. Young, *Alternating direction implicit methods*, **Advanced Computing** (1962)

$$u_{i-1,j}^{t+0.5}[-2dt] + u_{i,j}^{t+0.5}[h^2 + 2dt] + u_{i+1,j}^{t+0.5}[-2dt] = \\ dtu_{i,j-1}^t - 2u_{i,j}^t + u_{i,j+1}^t + h^2 dtf_{i,j}^t$$

for  $i = 1, \dots, N_x, j = 1, \dots, N_y$ .

$$u_{i,j-1}^t[-2dt] + u_{i,j}^t[h^2 + 2dt] + u_{i,j+1}^t[-2dt] = \\ u_{i-1,j}^{t+0.5} - 2u_{i,j}^{t+0.5} + u_{i+1,j}^{t+0.5} + h^2 dtf_{i,j}^{t+0.5}$$

for  $j = 1, \dots, N_y, i = 1, \dots, N_x$ .

# Alternating Direction Implicit (ADI) method

## The Alternating Direction Implicit (ADI) method

G. Birkhoff, R.S. Varga, D. Young, *Alternating direction implicit methods*, **Advanced Computing** (1962)

$$\begin{bmatrix} h^2 + 2dt & -2dt & 0 & \cdots & \cdots & \cdots & \cdots & 0 \\ -2dt & h^2 + 2dt & -2dt & 0 & \cdots & \cdots & \cdots & 0 \\ 0 & -2dt & h^2 + 2dt & -2dt & 0 & \cdots & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & \cdots & \cdots & 0 & -2dt & h^2 + 2dt & -2dt & \vdots \\ 0 & \cdots & \cdots & \cdots & 0 & -2dt & h^2 + 2dt & 0 \end{bmatrix} \begin{bmatrix} u_{1,1}^{t+0.5} \\ u_{1,1}^{t+0.5} \\ u_{1,2}^{t+0.5} \\ u_{1,3}^{t+0.5} \\ \vdots \\ \vdots \\ u_{N_x, N_y-1}^{t+0.5} \\ u_{N_x, N_y}^{t+0.5} \end{bmatrix}$$

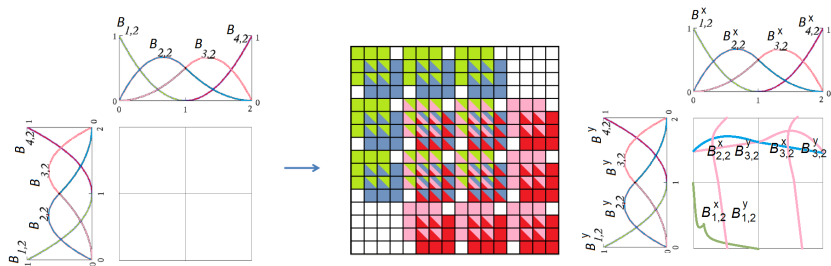
=

$$\begin{bmatrix} -2u_{1,1}^t + u_{1,2}^t + h^2 dt f_{1,1}^t \\ u_{1,1}^t - 2u_{1,2}^t + u_{1,3}^t + h^2 dt f_{1,j}^t \\ \vdots \\ u_{N_x, N_y-2}^t - 2u_{N_x, N_y-1}^t + u_{N_x, N_y}^t + h^2 dt f_{N_x, N_y-1}^t \\ u_{N_x, N_y-1}^t - 2u_{N_x, N_y}^t + h^2 dt f_{N_x, N_y}^t \end{bmatrix}$$

# Isogeometric L2 projections

## Isogeometric L2 projections

Longfei Gao, *Kronecker Products on Preconditioning*, PhD. Thesis, KAUST (supervised by Victor Calo), 2013.



Isogeometric basis functions:

- 1D B-splines basis  $B_1(x), \dots, B_n(x)$
- higher dimensions: tensor product basis  
 $B_{i_1 \dots i_d}(x_1, \dots, x_d) \equiv B_{i_1}^{x_1}(x_1) \cdots B_{i_d}^{x_d}(x_d)$

# Isogeometric L2 projections

## Isogeometric L2 projections

Longfei Gao, *Kronecker Products on Preconditioning*, PhD. Thesis, KAUST (supervised by Victor Calo), 2013.

Gram matrix of B-spline basis on 2D domain  $\Omega = \Omega_x \times \Omega_y$ :

$$\begin{aligned}\mathcal{M}_{ijkl} &= (B_{ij}, B_{kl})_{L^2} = \int_{\Omega} B_{ij} B_{kl} \, d\Omega \\ &= \int_{\Omega} B_i^x(x) B_j^y(y) B_k^x(x) B_l^y(y) \, d\Omega \\ &= \int_{\Omega} (B_i B_k)(x) (B_j B_l)(y) \, d\Omega \\ &= \left( \int_{\Omega_x} B_i B_k \, dx \right) \left( \int_{\Omega_y} B_j B_l \, dy \right) \\ &= \mathcal{M}_{ik}^x \mathcal{M}_{jl}^y\end{aligned}$$

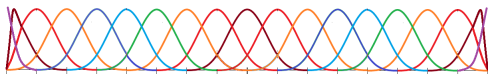
$$\mathcal{M} = \mathcal{M}^x \otimes \mathcal{M}^y \quad (\text{Kronecker product})$$



# Isogeometric L2 projections

## Isogeometric L2 projections

Longfei Gao, *Kronecker Products on Preconditioning*, PhD. Thesis, KAUST (supervised by Victor Calo), 2013.



B-spline basis functions have **local support** (over  $p + 1$  elements)

$\mathcal{M}^x, \mathcal{M}^y, \dots$  – banded structure

$$\mathcal{M}_{ij}^x = 0 \iff |i - j| > 2p + 1$$

Exemplary basis functions and matrix for cubics

$$\begin{bmatrix} (B_1, B_1)_{L^2} & (B_1, B_2)_{L^2} & (B_1, B_3)_{L^2} & (B_1, B_4)_{L^2} & 0 & 0 & \dots & 0 \\ (B_2, B_1)_{L^2} & (B_2, B_2)_{L^2} & (B_2, B_3)_{L^2} & (B_2, B_4)_{L^2} & (B_2, B_5)_{L^2} & 0 & \dots & 0 \\ (B_3, B_1)_{L^2} & (B_3, B_2)_{L^2} & (B_3, B_3)_{L^2} & (B_3, B_4)_{L^2} & (B_3, B_5)_{L^2} & (B_3, B_6)_{L^2} & \dots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & 0 & \dots & (B_n, B_{n-3})_{L^2} & (B_n, B_{n-2})_{L^2} & (B_n, B_{n-1})_{L^2} & (B_n, B_n)_{L^2} & \vdots \end{bmatrix}$$

# Isogeometric L2 projections

## Isogeometric L2 projections

Two steps – solving systems with **A** and **B** in different *directions*

$$\begin{bmatrix} A_{11} & A_{12} & \cdots & 0 \\ A_{21} & A_{22} & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & A_{nn} \end{bmatrix} \begin{bmatrix} y_{11} & y_{21} & \cdots & y_{m1} \\ y_{12} & y_{22} & \cdots & y_{m1} \\ \vdots & \vdots & \ddots & \vdots \\ y_{1n} & y_{2n} & \cdots & y_{mn} \end{bmatrix} = \begin{bmatrix} b_{11} & b_{21} & \cdots & b_{m1} \\ b_{12} & b_{22} & \cdots & b_{m2} \\ \vdots & \vdots & \ddots & \vdots \\ b_{1n} & b_{2n} & \cdots & b_{mn} \end{bmatrix}$$

$$\begin{bmatrix} B_{11} & B_{12} & \cdots & 0 \\ B_{21} & B_{22} & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & B_{mm} \end{bmatrix} \begin{bmatrix} x_{11} & \cdots & x_{1n} \\ x_{21} & \cdots & x_{2n} \\ \vdots & \ddots & \vdots \\ x_{m1} & \cdots & x_{mn} \end{bmatrix} = \begin{bmatrix} y_{11} & y_{12} & \cdots & y_{1n} \\ y_{21} & y_{22} & \cdots & y_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ y_{m1} & y_{m2} & \cdots & y_{mn} \end{bmatrix}$$

Two 1D problems with multiple RHS, linear cost  $O(N)$

- $n \times n$  with  $m$  right hand sides  $\rightarrow O(n * m) = O(N)$
- $m \times m$  with  $n$  right hand sides  $\rightarrow O(m * n) = O(N)$

# Derivation of Spatial Direction Splitting

**Idea** exploit Kronecker product structure of  $\mathcal{M} = \mathcal{M}^x \otimes \mathcal{M}^y$

Generally, consider

$$\mathbf{M}\mathbf{x} = \mathbf{b}$$

with  $\mathbf{M} = \mathbf{A} \otimes \mathbf{B}$ , where  $\mathbf{A}$  is  $n \times n$ ,  $\mathbf{B}$  is  $m \times m$

Definition of Kronecker (tensor) product:

$$\mathbf{M} = \mathbf{A} \otimes \mathbf{B} = \begin{bmatrix} \mathbf{A} B_{11} & \mathbf{A} B_{12} & \cdots & \mathbf{A} B_{1m} \\ \mathbf{A} B_{21} & \mathbf{A} B_{22} & \cdots & \mathbf{A} B_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ \mathbf{A} B_{m1} & \mathbf{A} B_{m2} & \cdots & \mathbf{A} B_{mm} \end{bmatrix}$$

# Derivation of Spatial Direction Splitting

RHS and solution are partitioned into  $m$  blocks of size  $n$  each

$$\mathbf{x}_i = (x_{i1}, \dots, x_{in})^T$$
$$\mathbf{b}_i = (b_{i1}, \dots, b_{in})^T$$

We can rewrite the system as a block matrix equation:

$$\begin{cases} \mathbf{A}B_{11}\mathbf{x}_1 + \mathbf{A}B_{12}\mathbf{x}_2 + \cdots + \mathbf{A}B_{1m}\mathbf{x}_m = \mathbf{b}_1 \\ \mathbf{A}B_{21}\mathbf{x}_1 + \mathbf{A}B_{22}\mathbf{x}_2 + \cdots + \mathbf{A}B_{2m}\mathbf{x}_m = \mathbf{b}_2 \\ \quad \quad \quad \vdots \quad \quad \quad \vdots \quad \quad \quad \vdots \quad \quad \quad \vdots \\ \mathbf{A}B_{m1}\mathbf{x}_1 + \mathbf{A}B_{m2}\mathbf{x}_2 + \cdots + \mathbf{A}B_{mm}\mathbf{x}_m = \mathbf{b}_m \end{cases}$$





## Applications to time-dependent problems (Fortran sequential)

M. Łoś, M. Woźniak, M. Paszyński, L. Dalcin, V.M. Calo, Dynamics with Matrices Possessing Kronecker Product Structure, **Procedia Computer Science** 51 (2015) 286-295

**In general:** non-stationary problem of the form

$$\partial_t u - \mathcal{L}(u) = f(x, t)$$

with some initial state  $u_0$  and boundary conditions

$\mathcal{L}$  – well-posed linear spatial partial differential operator

Discretization:

- spatial discretization: isogeometric FEM

Basis functions: tensor product B-splines

$$u(x, y) \approx \sum_{i,j} u_{i,j} B_{i,p}^x(x) B_{j,p}^y(y)$$

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- spatial discretization: isogeometric FEM

Basis functions: tensor product B-splines

$$u(x, y) \approx \sum_{i,j} u_{k,l} B_{i,p}^x(x) B_{j,p}^y(y)$$

- time discretization with explicit method

$$\frac{u_{t+1} - u_t}{dt} = Lu_t + f_t \rightarrow u_{t+1} = u_t + dtLu_t$$

- implies isogeometric L2 projections in every time step  
 $(u_{t+1}, v)_{L2} = (u_t + dtLu_t, v)_{L2}$



## Applications to time-dependent problems (Fortran sequential)

M. Łoś, M. Woźniak, M. Paszyński, L. Dalcin, V.M. Calo, Dynamics with Matrices Possessing Kronecker Product Structure, **Procedia Computer Science** 51 (2015) 286-295

- implies isogeometric L2 projections in every time step

$$(u_{t+1}, v)_{L2} = (u_t + dtLu_t, v)_{L2}$$

$$u_{t+1} \approx \sum_{i,j} u_{t+1}^{i,j} B_{i,p}^x(x) B_{j,p}^y(y), \quad v \leftarrow B_{k,p}^x(x) B_{l,p}^y(y)$$

$$u_t \approx \sum_{i,j} u_t^{i,j} B_{i,p}^x(x) B_{j,p}^y(y)$$

- so the system looks like

$$\sum_{i,j} u_{t+1}^{i,j} (B_{i,p}^x(x) B_{j,p}^y(y), B_{k,p}^x(x) B_{l,p}^y(y))_{L2} =$$

$$\sum_{i,j} u_t^{i,j} (B_{i,p}^x(x) B_{j,p}^y(y)) +$$

$$dt \sum_{i,j} u_t^{i,j} L(B_{i,p}^x(x) B_{j,p}^y(y), v)_{L2} \quad \forall k, l$$

## Applications to time-dependent problems (Fortran sequential)

M. Łoś, M. Woźniak, M. Paszyński, L. Dalcin, V.M. Calo, Dynamics with Matrices Possessing Kronecker Product Structure, **Procedia Computer Science** 51 (2015) 286-295

- sequence of isogeometric L2 projections

$$\sum_{i,j} u_{t+1}^{i,j} (B_{i,\rho}^x(x) B_{j,\rho}^y(y), B_{k,\rho}^x(x) B_{l,\rho}^y(y))_{L2} = \sum_{i,j} u_t^{i,j} (B_{i,\rho}^x(x) B_{j,\rho}^y(y)) + dt \sum_{i,j} u_t^{i,j} L(B_{i,\rho}^x(x) B_{j,\rho}^y(y)), B_{k,\rho}^x B_{l,\rho}^y)_{L2} \quad \forall k, l$$

$$\begin{bmatrix} (B_{1,\rho}^x B_{1,\rho}^y, B_{1,\rho}^x B_{1,\rho}^y)_{L2} & (B_{1,\rho}^x B_{1,\rho}^y, B_{2,\rho}^x B_{1,\rho}^y)_{L2} & \cdots & (B_{1,\rho}^x B_{1,\rho}^y, B_{N_x,\rho}^x B_{N_y,\rho}^y)_{L2} \\ (B_{2,\rho}^x B_{1,\rho}^y, B_{1,\rho}^x B_{1,\rho}^y)_{L2} & (B_{2,\rho}^x B_{1,\rho}^y, B_{2,\rho}^x B_{1,\rho}^y)_{L2} & \cdots & (B_{2,\rho}^x B_{1,\rho}^y, B_{N_x,\rho}^x B_{N_y,\rho}^y)_{L2} \\ \vdots & \vdots & \vdots & \vdots \\ (B_{N_x,\rho}^x B_{N_y,\rho}^y, B_{1,\rho}^x B_{1,\rho}^y)_{L2} & (B_{N_x,\rho}^x B_{N_y,\rho}^y, B_{2,\rho}^x B_{1,\rho}^y)_{L2} & \cdots & (B_{N_x,\rho}^x B_{N_y,\rho}^y, B_{N_x,\rho}^x B_{N_y,\rho}^y)_{L2} \end{bmatrix} \begin{bmatrix} u_{t+1}^{1,1} \\ u_{t+1}^{2,1} \\ \vdots \\ u_{t+1}^{N_x, N_y} \end{bmatrix}$$

$$= \begin{bmatrix} \sum_{i,j} u_t^{i,j} (B_{i,\rho}^x(x) B_{j,\rho}^y(y)) + dt \sum_{i,j} u_t^{i,j} L(B_{i,\rho}^x(x) B_{j,\rho}^y(y)), B_{1,\rho}^x B_{1,\rho}^y)_{L2} \\ \sum_{i,j} u_t^{i,j} (B_{i,\rho}^x(x) B_{j,\rho}^y(y)) + dt \sum_{i,j} u_t^{i,j} L(B_{i,\rho}^x(x) B_{j,\rho}^y(y)), B_{2,\rho}^x B_{1,\rho}^y)_{L2} \\ \vdots \\ \sum_{i,j} u_t^{i,j} (B_{i,\rho}^x(x) B_{j,\rho}^y(y)) + dt \sum_{i,j} u_t^{i,j} L(B_{i,\rho}^x(x) B_{j,\rho}^y(y)), B_{N_x,\rho}^x B_{N_y,\rho}^y)_{L2} \end{bmatrix}$$

## Example 1: Heat transfer equation

We seek the temperature scalar field  $u: \Omega \rightarrow \mathbb{R}$  such as:

$$\begin{cases} \frac{\partial u}{\partial t} = \Delta u + f(\mathbf{x}) & \text{on } \Omega \times [0, T] \\ \nabla u \cdot \hat{\mathbf{n}} = 0 & \text{on } \partial\Omega \times [0, T] \\ u(\mathbf{x}, 0) = u_0(\mathbf{x}) & \text{on } \Omega \end{cases} \quad (1)$$

where  $\Omega = [0, 1]^2$ ,

$\hat{\mathbf{n}}$  is a normal vector of the domain boundary,

$T$  is a length of the time interval for the simulation,

and  $u_0$  is an initial state.

$f = 0$  (no heat source)

## Example 1: Heat transfer equation

The corresponding weak formulation is obtained by multiplying (1) by test function  $w \in H^1(\Omega)$ , integrating by parts over  $\Omega$ , and imposing the boundary conditions.

Find  $u \in C^1([0, T], H^1(\Omega))$  such that for each  $t \in [0, T]$

$$\left(\frac{\partial u}{\partial t}, w\right)_{L^2} = -(\nabla u, \nabla w)_{L^2} + (f, w)_{L^2} \quad \forall w \in H^1(\Omega) \quad (2)$$

where  $(\cdot, \cdot)_{L^2}$  stands for the  $L^2(\Omega)$  scalar product

We utilize Euler time integration scheme

$$(u_{t+1}, w)_{L^2} = (u_t, w)_{L^2} - dt * (\nabla u_t, \nabla w)_{L^2} \quad \forall w \in H^1(\Omega) \quad (3)$$

# Example 1: Heat transfer equation

Click in the middle

## Code for Example 1 (Heat transfer equation)

```
"problems/heat/heat_3d.cpp"
```

```
#include "problems/heat/heat_3d.hpp"
```

```
using namespace ads;
```

```
using namespace ads::problems;
```

```
pilot for the simulation
```

```
int main() {
```

```
quadratic B-splines, 12 elements along axis
```

```
    dim_config dim{ 2, 12 };
```

```
5000 time steps, time step size  $10^{-7}$ 
```

```
    timesteps_config steps{ 5000, 1e-7 };
```

```
we will need to compute first derivatives during the computations
```

```
    int ders = 1;
```

```
some auxiliary objects for configuration and simulation
```

```
    config_3d c{dim, dim, dim, steps, ders};
```

```
    heat_3d sim{c};
```

```
run the simulation
```

```
    sim.run();
```

```
}
```

# Code for Example 1 (Heat transfer equation)

```
"problems/heat/heat_3d.hpp"
```

```
#include "ads/simulation.hpp"
```

```
using namespace ads;
```

```
using namespace problems;
```

```
class heat_3d : public simulation_3d {
```

```
...
```

```
implementation of the initial state
```

```
double init_state(double x, double y, double z)
```

```
executed once before the simulation starts
```

```
void before() override
```

```
executed before every simulation step
```

```
void before_step() override
```

```
implementation of the simulation step
```

```
void step() override
```

```
executed after every simulation step
```

```
void after_step() override
```

```
implementation of generation of RHS
```

```
void compute_rhs() override
```

```
executed once after the simulation ends
```

```
void after() override
```

## Code for Example 1 (Heat transfer equation)

"problems/heat/heat\_3d.hpp"

this function is called from *before* at the beginning of the simulation

the function returns the value of  $u_0 = u(x, y, z)|_{t=0}$  computed at point  $(x, y, z)$

```
double init_state(double x, double y, double z) {  
    double dx = x - 0.5;  
    double dy = y - 0.5;  
    double dz = z - 0.5;  
    double r2 = std::min(8*(dx*dx+dy*dy+dz*dz), 1.0);  
    return (r2 - 1) * (r2 - 1) * (r2 + 1) * (r2 + 1);  
};
```



# Code for Example 1 (Heat transfer equation)

"problems/heat/heat\_3d.hpp"

this function is called once before the simulation starts

```
void before() override {
```

performs LU factorization of three 1D systems, representing B-splines along  $x$ ,  $y$  and  $z$  axes

```
    prepare_matrices();
```

pointer to *init\_state* function

```
    auto init = [this](double x, double y, double z)
    { return init_state(x, y, z); };
```

preparation of the initial state

```
    projection(u, init);
```

forward and backward substitutions with multiple RHS

```
    solve(u);
}
```

# Code for Example 1 (Heat transfer equation)

"problems/heat/heat\_3d.hpp"

this function is called before every time step

```
void before_step(int /*iter*/, double /*t*/) override  
{  
    using std::swap;  
    swap  $u_t$  and  $u_{t-1}$   
    swap(u, u_prev);  
}
```

this function implements every time step

```
void step(int /*iter*/, double /*t*/) override {  
    generate new RHS using u_prev  
    compute_rhs();  
    forward and backward substitutions with multiple RHS  
    solve(u);  
}
```

## Example 1: Heat transfer equation

$$(u_{t+1}, w)_{L^2} = (u_t, w)_{L^2} - dt * (\nabla u_t, \nabla w)_{L^2} \quad \forall w \in H^1(\Omega) \quad (4)$$

value of test function  $a$  over element  $e$  at Gauss point  $q$

```
value_type v = eval_basis(e, q, a);
```

value of  $u_t$  at Gauss point

```
value_type u = eval_fun(u_prev, e, q);
```

computations of double gradient

```
double gradient = u.dx*v.dx+u.dy*v.dy+u.dz*v.dz;
```

$RHS = u_t - dt \nabla u_t \cdot \nabla v$

```
double val = u.val*v.val - steps.dt * gradient;
```

scale by Jacobian and weight

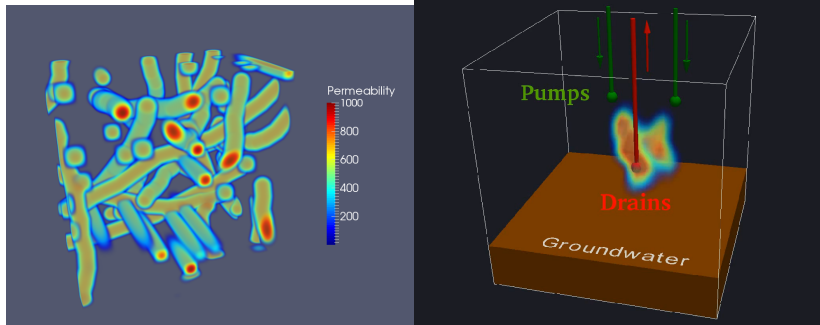
```
rhs(a[0],a[1],a[2])+=val*w*J;
```

# Code for Example 1 (Heat transfer equation)

```
void compute_rhs() {  
  auto& rhs = u; zero(rhs);  
  for (auto e : elements()) { loop through elements  
    double J = jacobian(e); compute Jacobian  
    for (auto q:quad_points()){ loop through Gauss points  
      double w = weight(q); Gauss weight  
      for (auto a : dofs_on_element(e)){loop through dofs  
value of basis function  $q$  over element  $e$  at Gauss point  $q$   
        value_type v = eval_basis(e, q, a);  
value of  $u_t$  at Gauss point  
this also computes derivatives and stored at *.dx  
        value_type u = eval_fun(u_prev, e, q);  
computations of double gradient  
        double gradient = u.dx*v.dx+u.dy*v.dy+u.dz*v.dz;  
 $RHS = u_t - dt \nabla u \cdot \nabla v$   
        double val = u.val*v.val - steps.dt * gradient;  
scale by Jacobian and weight  
        rhs(a[0],a[1],a[2])+=val*w*J;  
      }  
    }  
  }  
}
```

## Example 2: Non-linear flow in heterogenous media

Hydraulic fracturing - oil/gas extraction technique consisting in high-pressure fluid injection into the deposit



## Example 2: Non-linear flow in heterogenous media

Hydraulic fracturing - oil/gas extraction technique consisting in high-pressure fluid injection into the deposit

Spatial domain =  $\Omega = [0, 1]^3$

$$\left\{ \begin{array}{ll} \frac{\partial u}{\partial t} - \nabla \cdot (\kappa(\mathbf{x}, u) \nabla u) = h(\mathbf{x}, t) & \text{in } \Omega \times [0, T] \\ \nabla u \cdot \hat{n} = 0 & \text{on } \partial \Omega \times [0, T] \\ u(\mathbf{x}, 0) = u_0 & \text{in } \Omega \end{array} \right.$$

- $u$  – pressure
- zero Neumann boundary conditions
- initial state  $u_0$
- $\kappa$  – permeability
- $h$  – **forcing** (induced by extraction method)

M. Alotaibi, V.M. Calo, Y. Efendiev, J. Galvis, M. Ghommem,  
*Global-Local Nonlinear Model Reduction for Flows in Heterogeneous Porous Media* [arXiv:1407.0782](https://arxiv.org/abs/1407.0782) [[math.NA](#)]

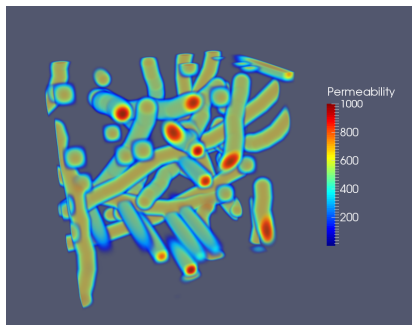
## Example 2: Non-linear flow in heterogenous media

$$\kappa(\mathbf{x}, u) = K_q(x) b(u)$$

$$b(u) = e^{\mu u}$$

$$\mu = 10$$

$K_q(\mathbf{x})$  – property of the terrain (example below)



## Example 2: Non-linear flow in heterogenous media

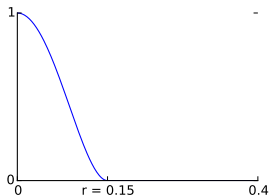
Extraction process modeled by **pumps** and **sinks**

- pump/sink has a location  $\mathbf{x} \in \Omega$
- pumps locally increase the pressure  $u$
- sinks locally decrease  $u$  (the higher, the faster)

$$h(\mathbf{x}, t) = \sum_{p \in P} \phi(\|\mathbf{x}_p - \mathbf{x}\|) - \sum_{s \in S} u(\mathbf{x}, t) \phi(\|\mathbf{x}_s - \mathbf{x}\|)$$

- $P, S$  – sets of pump and sinks
- $\mathbf{x}_p, \mathbf{x}_s$  – location of pump  $p$ /sink  $s$
- $\phi$  – cut-off function ( $r = 0.15$ )

$$\phi(t) = \begin{cases} \left(\frac{t}{r} - 1\right)^2 \left(\frac{t}{r} + 1\right)^2 & \text{for } t \leq r \\ 0 & \text{for } t > r \end{cases}$$





## Example 2: Non-linear flow in heterogenous media

Initial state is derived from the permeability of the material  $K_q$

$$\tilde{K}_q(\mathbf{x}) = (K_q(\mathbf{x}) - 1)/(1000 - 1)$$

$$u_0(\mathbf{x}) = 0.1 \tilde{K}_q(\mathbf{x}) \theta_{0.2,0.3}(\|\mathbf{x} - \mathbf{c}\|)$$

$$\mathbf{c} = (0.5, 0.5, 0.5)$$

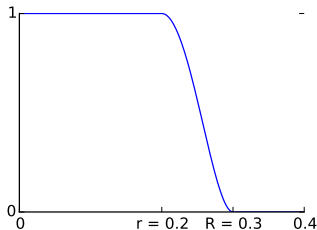
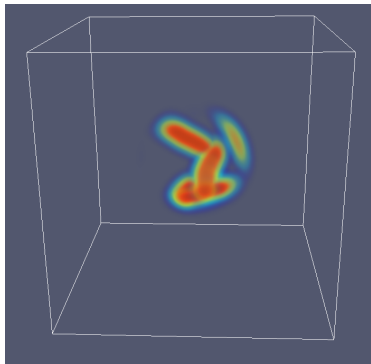


Figure:  $\theta_{r,R}$

## Example 2: Non-linear flow in heterogenous media

We utilize Euler time integration scheme

$$(u_{t+1}, w)_{L^2} = (u_t - dt * K_q(x) e^{10 * u_t}, u_t) + (\nabla u_t + h(u_t), \nabla w)_{L^2} \quad \forall w \in H^1(\Omega)$$

where  $K_q(x, t)$  does not change with time, and it is given by the permeability map,

$h(x, t)$  are pumps and sinks

$$h(x, t) = \sum_{p \in P} \phi(\|x_p - x\|) - \sum_{s \in S} u(x, t) \phi(\|x_s - x\|)$$

## Example 2: Non-linear flow in heterogenous media

Click in the middle