

Fast and smooth simulation of space-time problems

Day 3



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

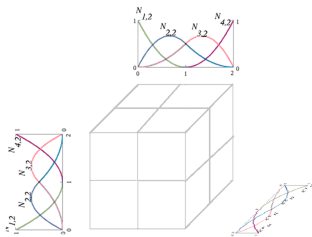


Figure: Tensor product structure of the 3D mesh

Isogeometric basis functions:

- 1D B-splines basis along x axis $B_{1,p}^x(x), \dots, B_{N_x,p}^x(x)$
- 1D B-splines basis along y axis $B_{1,p}^y(y), \dots, B_{N_y,p}^y(y)$
- 1D B-splines basis along z axis $B_{1,p}^z(z), \dots, B_{N_z,p}^z(z)$
- In 3D we take tensor product basis
 $\{B_{i,p}^x(x)B_{j,p}^y(y)B_{k,p}^z(z)\}_{i=1,\dots,N_x;j=1,\dots,N_y;1,\dots,N_z}$

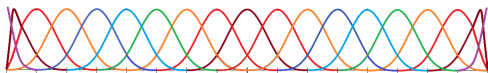
Isogeometric L2 projections over 3D grids

Gram matrix of B-spline basis on 3D domain $\Omega = \Omega_x \times \Omega_y \times \Omega_z$:

$$\begin{aligned}\mathcal{M}_{ijklmn} &= (B_{ijk}, B_{lmn})_{L^2} = \int_{\Omega} B_{ijk} B_{lmn} \, d\Omega \\ &= \int_{\Omega} B_i^x(x) B_j^y(y) B_k^z(z) B_l^x(x) B_m^y(y) B_n^z(z) \, d\Omega \\ &= \int_{\Omega} (B_i B_l)(x) (B_j B_m)(y) (B_k B_n)(z) \, d\Omega \\ &= \left(\int_{\Omega_x} B_i B_l \, dx \right) \left(\int_{\Omega_y} B_j B_m \, dy \right) \left(\int_{\Omega_z} B_k B_n \, dz \right) \\ &= \mathcal{M}_{il}^x \mathcal{M}_{jm}^y \mathcal{M}_{kn}^z\end{aligned}$$

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

Isogeometric L2 projections over 3D grids



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

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

Isogeometric L2 projections over 3D grids

Three steps – solving systems with **A** and **B** and **C** in different *directions*.

First, we solve along x direction, where we have B_1^x, \dots, B_m^x

$$\begin{bmatrix} B_1^x B_1^x & B_1^x B_2^x & \cdots & 0 \\ B_2^x B_1^x & B_2^x B_2^x & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & B_m^x B_m^x \end{bmatrix} \begin{bmatrix} z_{111} & z_{211} & \cdots & z_{kl1} \\ z_{112} & z_{212} & \cdots & z_{kl2} \\ \vdots & \vdots & \ddots & \vdots \\ z_{11m} & z_{21m} & \cdots & z_{klm} \end{bmatrix} =$$
$$\begin{bmatrix} b_{111} & b_{211} & \cdots & b_{kl1} \\ b_{112} & b_{212} & \cdots & b_{kl2} \\ \vdots & \vdots & \ddots & \vdots \\ b_{11m} & b_{21m} & \cdots & b_{klm} \end{bmatrix}$$

Isogeometric L2 projections over 3D grids

Three steps – solving systems with **A** and **B** and **C** in different *directions*.

Second, we solve along y direction, where we have B_1^y, \dots, B_l^y

$$\begin{bmatrix} B_1^y B_1^y & B_1^y B_2^y & \cdots & 0 \\ B_2^y B_1^y & B_2^y B_2^y & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & B_l^y B_l^y \end{bmatrix} \begin{bmatrix} y_{111} & y_{211} & \cdots & y_{k1m} \\ y_{121} & y_{211} & \cdots & y_{k2m} \\ \vdots & \vdots & \ddots & \vdots \\ y_{1/l} & y_{1/l} & \cdots & y_{klm} \end{bmatrix} =$$

$$\begin{bmatrix} z_{111} & z_{111} & \cdots & z_{k1m} \\ z_{121} & z_{211} & \cdots & z_{k2m} \\ \vdots & \vdots & \ddots & \vdots \\ z_{1/l} & z_{2/l} & \cdots & z_{klm} \end{bmatrix}$$

Isogeometric L2 projections over 3D grids

Three steps – solving systems with **A** and **B** and **C** in different *directions*.

Second, we solve along z direction, where we have B_1^z, \dots, B_k^z

$$\begin{bmatrix} B_1^z B_1^z & B_1^z B_2^z & \cdots & 0 \\ B_2^z B_1^z & B_2^z B_2^z & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & B_k^z B_k^z \end{bmatrix} \begin{bmatrix} x_{111} & x_{121} & \cdots & x_{1lm} \\ x_{211} & x_{221} & \cdots & x_{2lm} \\ \vdots & \vdots & \ddots & \vdots \\ x_{k11} & x_{k21} & \cdots & x_{klm} \end{bmatrix} =$$

$$\begin{bmatrix} y_{111} & y_{121} & \cdots & y_{1lm} \\ y_{211} & y_{221} & \cdots & y_{2lm} \\ \vdots & \vdots & \ddots & \vdots \\ y_{k11} & y_{k21} & \cdots & y_{klm} \end{bmatrix}$$

Integration of the 1D mass matrix

We have B_{i,p_x}^x $i = 1, \dots, p_x + 1$ basis functions on 1D each element

We have $ng_x = O(p_x)$ Gauss points

$$(B_{i,p}^x, B_{j,p}^x)_{L2} = \int_{\Omega_x} B_{i,p}^x(x) B_{j,p}^x(x) dx = \\ \sum_{E_x} \int_{E_x} B_{i,p}^x(x) B_{j,p}^x(x) dx = \sum_E \sum_{s=1, ng_x} W_s B_{i,p}^x(x_s) B_{j,p}^x(x_s)$$

We construct the mass matrices for each 1D element, for all the basis functions which span over the 1D element, namely

$$B_{i,p}^x, i = 1, p_x + 1.$$

Integration of the 1D mass matrix

We have B_{i,p_x}^x $i = 1, \dots, p_x + 1$ basis functions on 1D each element

We have $ngx = O(p_x)$ Gauss points

// Gauss integration points

- for $s = 1, ngx$

 get Gauss point x_s , and weight W_s

// B-spline basis functions

- for $i = 1, p_x + 1$
- for $j = 1, p_x + 1$
- aggregate $W_s * B_{i,p}^x(x_s) B_{j,p}^x(x_s)$

$p_x = p$ computational complexity $O(p^3)$, if $p=9$ it is 10^3

Integration of the right-hand-side

We have a mesh of $N_x \times N_y \times N_z$ elements

$nrdof = (p_x + 1)(p_y + 1)(p_z + 1)$ basis functions on each element

(p_x, p_y, p_z) denotes the B-splines order in directions x, y and z

$ngx = O(p_x)$, $ngy = O(p_y)$, $ngz = O(p_z)$ number of Gauss points

$$(F, B_{l,p}^x B_{m,p}^y B_{n,p}^z)_{L2} =$$

$$\int_{\Omega} F(x, y, z) B_{l,p}^x(x) B_{m,p}^y(y) B_{n,p}^z(z) dx dy dz =$$

$$\sum_E \int_E F(x, y, z) B_{l,p}^x(x) B_{m,p}^y(y) B_{n,p}^z(z) dx dy dz =$$

$$\sum_E \sum_{s=1,ngx;t=1,ngy;w=1,ngz}$$

$$W_s W_t W_z F(x_s, y_t, z_w) B_{l,p}^x(x_s) B_{m,p}^y(y_t) B_{n,p}^z(z_w)$$

We construct the right-hand-side vectors for each element, for all the basis functions which span over the element, namely

$$B_{l,p}^x l = 1, p_x + 1, B_{m,p}^y m = 1, p_y + 1, B_{n,p}^z n = 1, p_z + 1.$$

Integration of the right-hand-side

We have a mesh of $N_x \times N_y \times N_z$ elements

$nrdof = (p_x + 1)(p_y + 1)(p_z + 1)$ basis functions on each element

(p_x, p_y, p_z) denotes the B-splines order in directions x, y and z

$ngx = O(p_x), ngy = O(p_y), ngz = O(p_z)$ number of Gauss points

// Gauss integration points

- for $s = 1, ngx$

- for $t = 1, ngy$

- for $w = 1, ngz$

get Gauss point (x_s, y_t, z_w) , weight $W_s W_t W_w$

// B-spline basis functions

- for $l = 1, p_x + 1$

- for $m = 1, p_y + 1$

- for $n = 1, p_z + 1$

- aggregate $W * F(x_s, y_t, z_w), B_{l,p}^x(x_s) B_{m,p}^y(x_t) B_{n,p}^z(x_w)$

$p_x = p_y = p_z = p$ computational complexity $O(p^6)$, if $p=9$ it is 10^6

Sequential integration of the RHS

```
F = 0.d0
do ex = 1,nelemx //Loop through elements
  do ey = 1,nelemy
    do ez = 1,nelemz
      J = Jx(ex)*Jy(ey)*Jz(ez) //element Jacobian
      do kx = 1,ngx //Loop through Gauss points
        do ky = 1,ngy
          do kz = 1,ngz
            W = Wx(kx)*Wy(ky)*Wz(kz) //Gauss weight
            value = fvalue(Xx(kx,ex),Xy(ky,ey),Xz(kz,ez))
            do ax = 0,px //B-splines
              do ay = 0,py
                do az = 0,pz
                  call compute_index(ind,ax,ay,az,ex,ey,ez,nx,ny,nz)
                  F(ind) = F(ind) +
                    NNx(0,ax,kx,ex)*NNy(0,ay,ky,ey)*NNz(0,az,kz,ez)*J*W*value
```

Parallel OpenMP integration of the RHS

OpenMP = Open Multi-Processing

```
!$OMP PARALLEL DO
!$OMP& DEFAULT(SHARED)
!$OMP& FIRSTPRIVATE
    (iy,ex,ey,ez,J,kx,ky,kz,W,value,ax,ay,az,ind)
!$OMP& REDUCTION(+:nr_nonzeros)
do iy=1,miy //Now it is 1 loop over elements
  call map_indexes(iy,ex,ey,ez)
  J = Jx(ex)*Jy(ey)*Jz(ez) //element Jacobian
  do kx = 0,ngx //loop through Gauss points
    do ky = 0,ngy
      do kz = 0,ngz
        W = Wx(kx)*Wy(ky)*Wz(kz) //Gauss weight
        value = fvalue(Xx(kx,ex),Xy(ky,ey),Xz(kz,ez))
        do ax = 0,px //B-splines along x,y,z
          do ay = 0,py
            do az = 0,pz
              call compute_index(ind,ax,ay,az,ex,ey,ez,nx,ny,nz)
              F(ind) = F(ind) +
                NNx(0,ax,kx,ex)*NNy(0,ay,ky,ey)*NNz(0,az,kz,ez)*J*W*value
            enddo
          enddo
        enddo
      enddo
    enddo
  enddo
!$OMP END PARALLEL DO
```

Parallel version for shared-memory machines (C++ GALOIS)

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

Parallel shared-memory explicit dynamics with GALOIS

Explicit method with fast isogeometric L2 projections algorithm

→ Thousands of time step executed with the same matrix

→ The factorization is no longer a problem!

→ Most of the time is spent on the integration

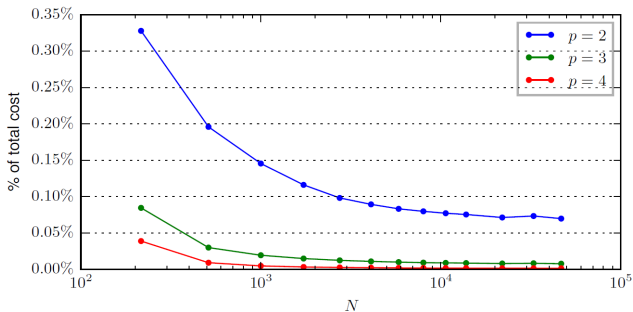


Figure: Total time = integration + factorization. Percent of the time spent on factorization is below 1 percent, for all p and N

Integration that can be speeded-up on multi-core machines

Parallel shared-memory explicit dynamics with GALOIS

```
for each element  $E = [\xi_{lx}, \xi_{lx+1}] \times [\xi_{ly}, \xi_{ly+1}] \times [\xi_{lz}, \xi_{lz+1}]$  do
  for each quadrature point  $\xi = (X_{kx}, X_{ky}, X_{kz})$  do
     $\mathbf{x} \leftarrow \Psi_E(\xi)$ ;
     $W \leftarrow w_{kx} w_{ky} w_{kz}$ ;
     $u, Du \leftarrow 0$ ;
    for  $I \in \mathcal{I}(E)$  do
       $u \leftarrow u + U_I^{(t)} B_I(\xi)$ ;
       $Du \leftarrow Du + U_I^{(t)} \nabla B_I(\xi)$ ;
    end
    for  $I \in \mathcal{I}(E)$  do
       $v \leftarrow B_I(\xi)$ ;
       $Dv \leftarrow \nabla B_I(\xi)$ ;
       $U_I^{(t+1)} \leftarrow U_I^{(t+1)} + W |E| (uv + \Delta t F(u, Du, v, Dv))$ 
    end
  end
end
end
```

Each element – independent computation
except for updating $U^{(t+1)}$ – **shared state**

- localize state, update once atomically
- execute element computations in parallel

Parallel shared-memory explicit dynamics with GALOIS

```
for each element  $E = [\xi_{lx}, \xi_{lx+1}] \times [\xi_{ly}, \xi_{ly+1}] \times [\xi_{lz}, \xi_{lz+1}]$  in parallel do
   $U^{loc} \leftarrow 0$ ;
  for each quadrature point  $\xi = (X_{k_x}, X_{k_y}, X_{k_z})$  do
     $\mathbf{x} \leftarrow \Psi_E(\xi)$ ;
     $W \leftarrow w_{k_x} w_{k_y} w_{k_z}$ ;
     $u, Du \leftarrow 0$ ;
    for  $l \in \mathcal{I}(E)$  do
       $u \leftarrow u + U_l^{(t)} B_l(\xi)$ ;
       $Du \leftarrow Du + U_l^{(t)} \nabla B_l(\xi)$ ;
    end
    for  $l \in \mathcal{I}(E)$  do
       $v \leftarrow B_l(\xi)$ ;
       $Dv \leftarrow \nabla B_l(\xi)$ ;
       $U_l^{loc} \leftarrow U_l^{loc} + W |E| (uv + \Delta t F(u, Du, v, Dv))$ ;
    end
  end
end
synchronized
  for  $l \in \mathcal{I}(E)$  do
     $U_l^{(t+1)} \leftarrow U_l^{(t+1)} + U_l^{loc}$ 
  end
end
end
```

Implementation: Galois::for_each, Galois::Runtime::LL::SimpleLock

Parallel shared-memory explicit dynamics with GALOIS

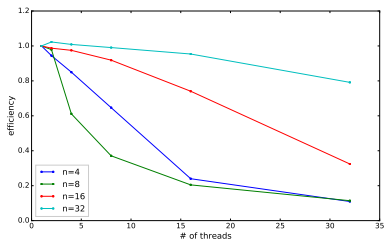


Figure: Efficiency for quadratic B-splines

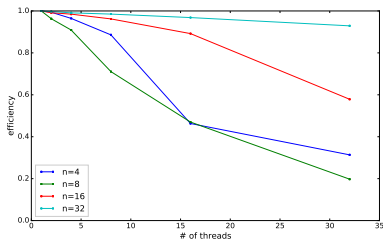


Figure: Efficiency for cubic B-splines

GALOIS framework on GILBERT shared-memory machine

Parallel shared-memory explicit dynamics with GALOIS

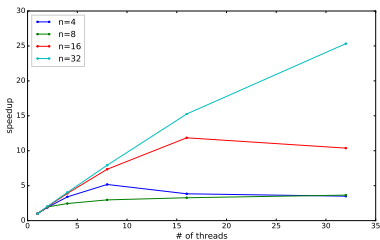


Figure: Speedup for quadratic B-splines

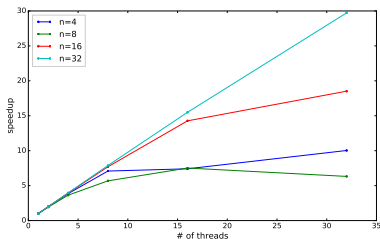


Figure: Speedup for cubic B-splines

GALOIS framework on GILBERT shared-memory machine

Parallel shared-memory explicit dynamics with GALOIS

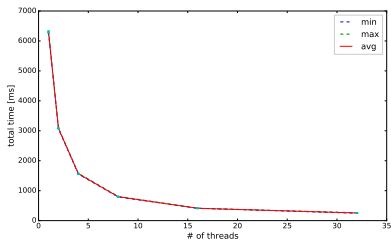


Figure: Execution time for quadratic B-splines

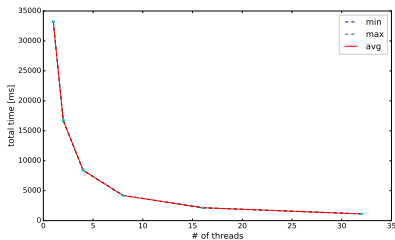
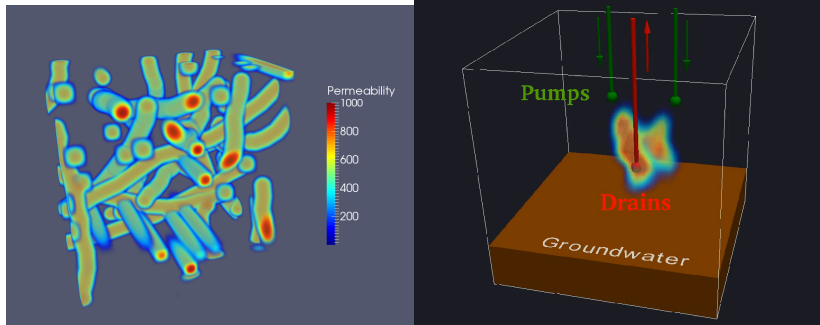


Figure: Execution time for cubic B-splines

GALOIS framework on GILBERT shared-memory machine

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
- κ – 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](#)]

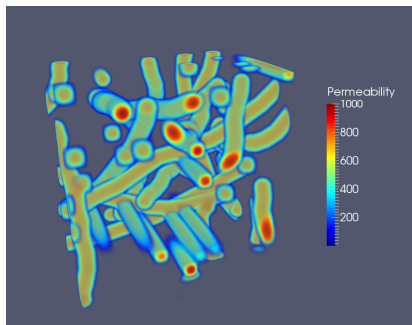
Example 2: Non-linear flow in heterogenous media

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

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

$$\mu u = 10$$

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



Example 2: Non-linear flow in heterogenous media

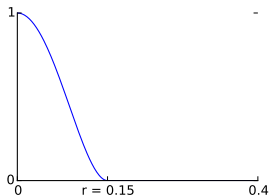
Extraction process modeled by **pumps** and **sinks**

- 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
- ϕ – 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

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

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

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

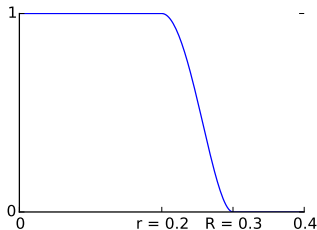
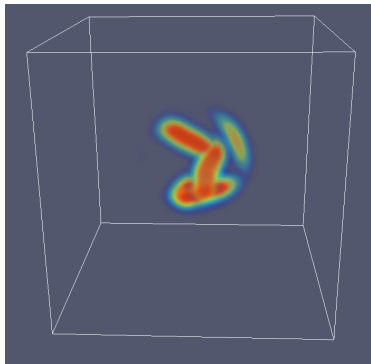


Figure: $\theta_{r,R}$

Example 2: Non-linear flow in heterogenous media

We utilize Euler time integration scheme

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

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

Code for Example 2 (Non-linear flow)

```
"problems/flow/flow.cpp"
```

```
#include "problems/flow/flow.cpp"
```

```
using namespace ads;
```

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

```
pilot for the simulation
```

```
int main() {
```

```
quadratic B-splines, 20 elements along axis
```

```
    dim_config dim{ 2, 20 };
```

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

```
    timesteps_config steps{ 10000, 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 2 (Non-linear flow)

```
"problems/flow/flow.hpp"
```

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

```
#include "ads/executor/galois.hpp"  parallel loop execution
```

```
#include "problems/flow/pumps.hpp" pumps and sinks location
```

```
#include "problems/flow/environment.hpp" map of formation
```

```
#include "ads/output_manager.hpp"  dumpout of snapshots for graphics
```

```
class flow : 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 2 (Non-linear flow)

"problems/flow/geometry.hpp"

this functions 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 (x, y, z)

```
double init_state(double x, double y, double z) {  
    double r = 0.1;  
    double R = 0.5;  
    return ads::bump(r, R, x, y, z);  
};  
  
// r < R in [0, 1]  
inline double bump(double r, double R, double x, double y, double  
z) {    double dx = x - 0.5, dy = y - 0.5, dz = z - 0.5;  
    double t = std::sqrt(dx * dx + dy * dy + dz * dz);  
    return falloff(r / 2, R / 2, t);  
}  
  
inline double falloff(double r, double R, double t) {  
    if (t < r) return 1.0;  
    if (t > R) return 0.0;  
    double h = (t - r) / (R - r);  
    return std::pow((h - 1) * (h + 1), 2);  
}
```


Code for Example 2 (Non-linear flow)

"problems/flow/flow.hpp"

this function is called once before the simulation starts

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

preparing map of the formation

```
    fill_permeability_map();
```

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);
```

dumpout the snapshot from this time step

```
    output.to_file(u, "out_%d.vti", 0);
```

```
}
```

Code for Example 2 (Non-linear flow)

"problems/flow/flow.hpp"

```
void fill_permeability_map() {  
    for (auto e:elements()) { loop through elements  
        for (auto q:quad_points()) { loop through Gauss  
points  
            auto x = point(e, q);  
            kq(e[0], e[1], e[2], q[0], q[1], q[2]) =  
                env.permeability(x[0], x[1], x[2]);  
        }  
    }  
}
```

Code for Example 2 (Non-linear flow)

"problems/flow/flow.hpp"

```
void fill_permeability_map() {  
  for(auto e:elements()) { loop through elements  
    for(auto q:quad_points()){loop through Gauss points  
      auto x = point(e, q);  
      kq(e[0], e[1], e[2], q[0], q[1], q[2]) =  
        env.permeability(x[0], x[1], x[2]);  
    }  
  }  
}
```

Code for Example 2 (Non-linear flow)

"problems/flow/flow.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);  
}
```

Code for Example 2 (Non-linear flow)

We utilize Euler time integration scheme

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

K_q is estimated from the permeability map

$k = \text{permeability}(e, q);$

u_t value over element e at Gauss point q

$\text{value_type } u = \text{eval_fun}(u_prev, e, q);$

the forcing is based on the location of pumps and sinks

$h = \text{forcing}(x, t);$ value of test function a over element e at Gauss point q

$\text{value_type } v = \text{eval_basis}(e, q, a);$

$(-K_q(x) e^{10*u_t}, \nabla u_t)_{L^2} + (h, \nabla v)_{L^2}$

$\text{val} = -k * \text{std}::\text{exp}(10*u.\text{val}) * \text{grad_dot}(u, v) + h * v.\text{val};$

$(u_t + h, w)_{L^2} - dt * (K_q(x) e^{10*u_t} \nabla u_t, \nabla w)_{L^2}$, scaled by

Jacobian*weight

$U(\text{aa}[0], \text{aa}[1], \text{aa}[2]) += (u.\text{val} * v.\text{val} + \text{steps}.\text{dt} * \text{val}) * w * J;$

Code for Example 2 (Non-linear flow)

parallel processing of loop through elements

```
executor.for_each(elements(), [&](index_type e) {  
    double J = jacobian(e);
```

for (auto q : quad_points()) { Gauss points
weight and point for Gaussian quadrature

```
    double w = weigth(q); auto x = point(e, q);
```

value of permeability at Gauss point

```
    double k = permeability(e, q);
```

u_t value over element e at Gauss point q

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

the forcing is based on the location of pumps and sinks

```
    double h = forcing(x, t);
```

for (auto a:dofs_on_element(e)) { test functions
remapping local to global index for aggregation of RHS

```
    auto aa = dof_global_to_local(e, a);
```

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

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

```
    double val = - k*std::exp(10*u.val)*grad_dot(u, v)+h*v.val;
```

```
    U(aa[0],aa[1],aa[2])+=(u.val*v.val+steps.dt*val)*w*J;
```

the update of RHS must be synchronized when processed in parallel

```
executor.synchronized( [ & ] { update_global_rhs(rhs, U, e); });
```

Code for Example 2 (Non-linear flow)

"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 2 (Non-linear flow)

"problems/flow/flow.hpp"

```
void after_step(int iter, double /*t*/) override {  
    if (iter % 10 == 0) {
```

Print out the L2 energy of the pressure field in current time step

```
        std::cout << "Step " << iter << ", energy:" <<  
        energy(u) << std::endl;  
    }
```

Dump out data for ParaView graphics every 100 time steps

```
        if ((iter + 1) % 100 == 0) {  
            output.to_file(u, "out_%d.vti", iter + 1);  
        }
```


Code for Example 2 (Non-linear flow)

"problems/flow/flow.hpp"

```
double permeability(index_type e, index_type q) const  
{  
    return kq(e[0], e[1], e[2], q[0], q[1], q[2]);  
}
```

```
double forcing(point_type x, double /*t*/) const {  
    using std::sin;  
    double pi2 = 2 * M_PI;  
    return  
        1+sin(pi2*x[0])*sin(pi2*x[1])*sin(pi2*x[2]);  
}
```