

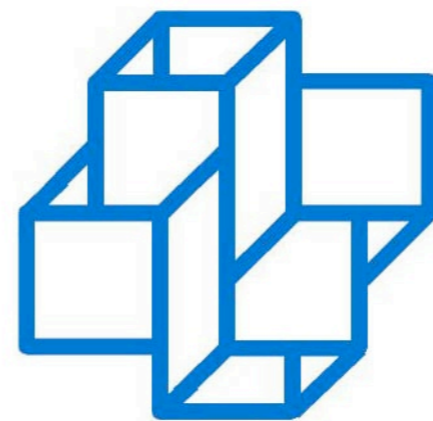
SPiNMe: An Environment for the Rapid Prototyping of New Numerical Methods

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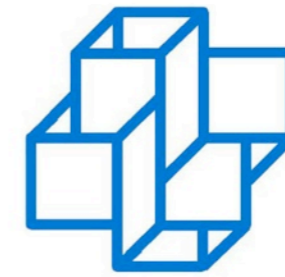
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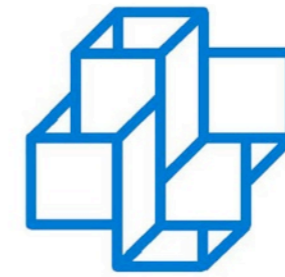
$$-\epsilon \Delta u + \alpha \cdot \nabla u + \sigma u = f$$



Approximate solution

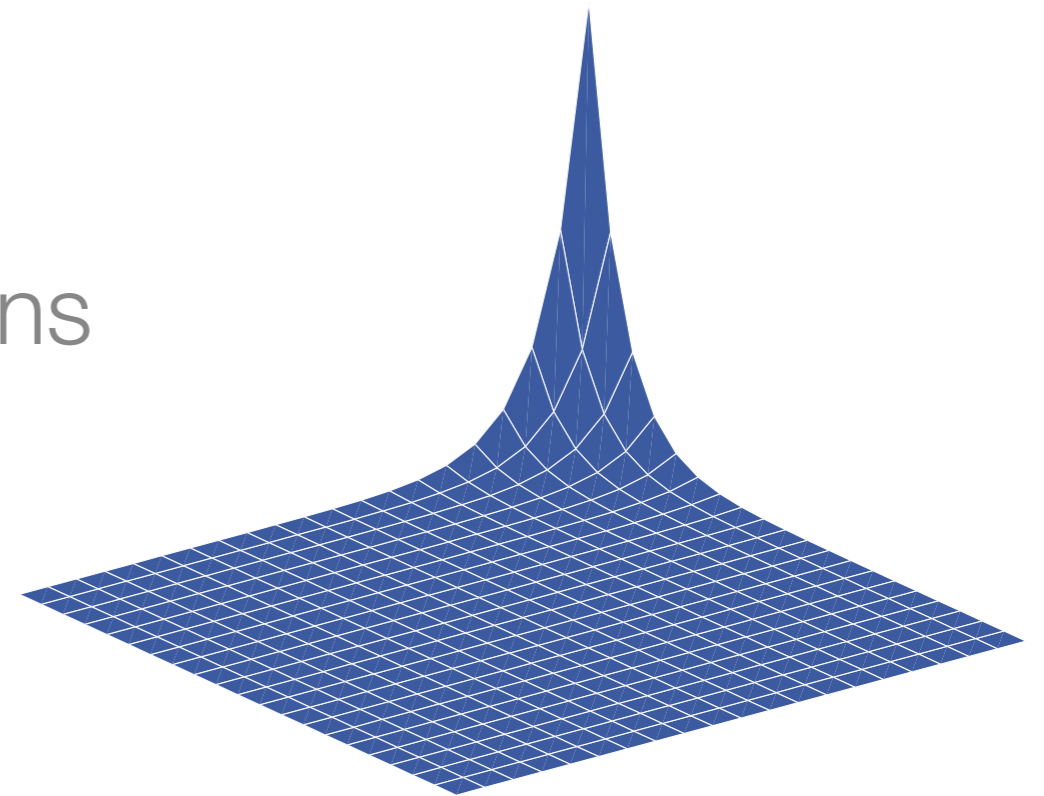
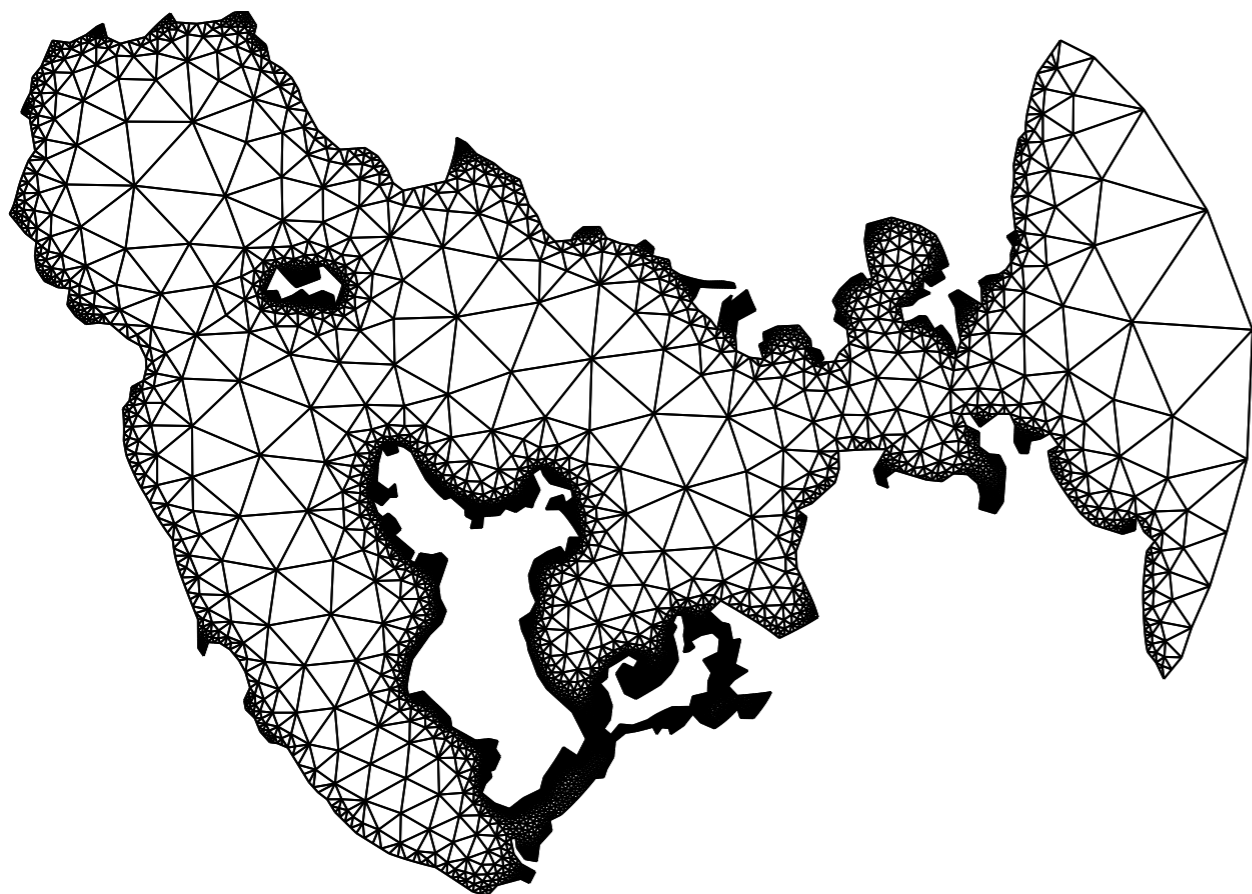
$$\mathbf{A} \mathbf{u} = \mathbf{f}$$

- Accuracy
- Performance
- Flexibility
- Mathematical theory

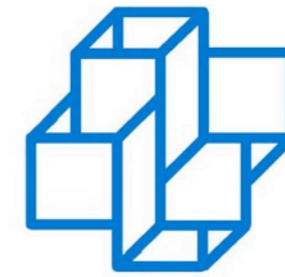


Finite Element Methods

- Geometric flexibility
- Amenability to **method** adaptations



New methods...

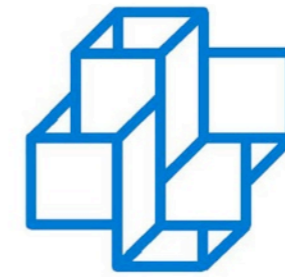


Voilà!!!
My new method!!!

$$a(u, v) + \sum_K \frac{1}{2} \int_{\partial K} \gamma h_{\partial K} [\nabla u \cdot n][\nabla v \cdot n] ds = (f, v)$$

- Do I need **brand new code**?

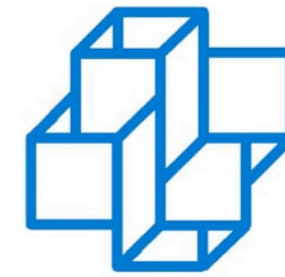
Primary study on FEM implementations



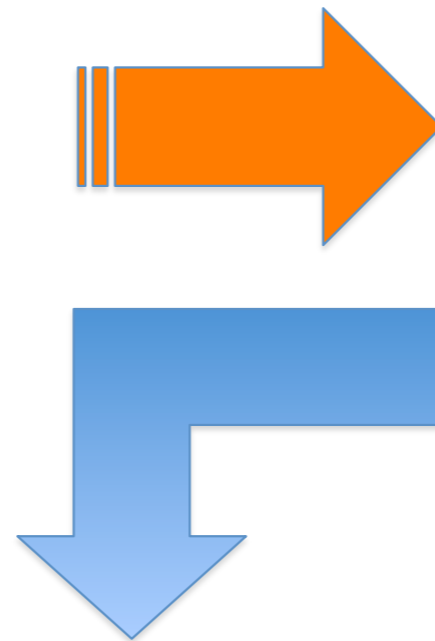
- SAAM* method applied to different libs/packages
 - deal.II
 - FreeFEM++
 - GetFEM
 - Hermes
 - OOFEM
 - NeoPZ
- Overall perception: **code** adaptability is "in the eye of the beholder"
 - Elements
 - Basis functions
 - Variational formulations
 - ...

* Kazman, R.; Abowd, G.; Bass, L.; Clements, P.; , "Scenario-based analysis of software architecture," Software, IEEE, vol.13, no.6, pp.47-55, Nov 1996, doi: 10.1109/52.542294
URL: <http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=542294&isnumber=11767>

New methods... as compared with "not-so-new" methods



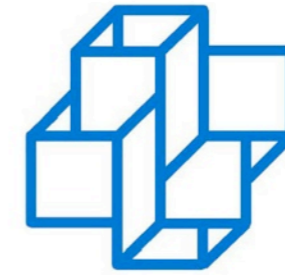
Digital libraries of
"non-executable"
papers



Gotcha!!!

$$a(u, v) + \sum_K \frac{1}{2} \int_{\partial K} \gamma h_{\partial K} [\nabla u \cdot n] [\nabla v \cdot n] ds = (f, v)$$

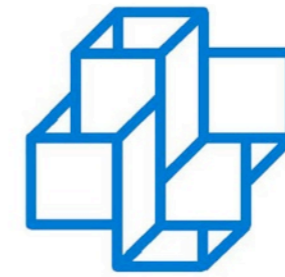
- Do I need **brand new code**?
- How can I **compare** against other method implementations?



Comparability...

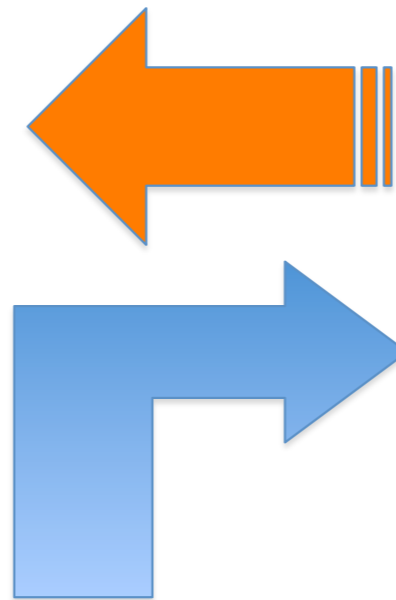
- A single/small set of numerical library implementations should be provided to the researcher for the implementation of his/her numerical method
 - PaaS approach

New methods... available/ reachable by the community



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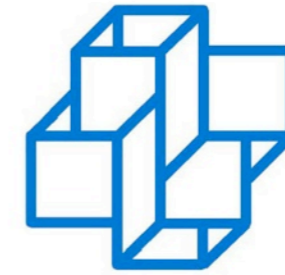
Digital libraries of
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Accepted!!!

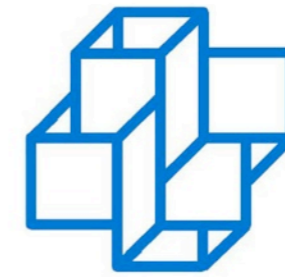
$$a(u, v) + \sum_K \frac{1}{2} \int_{\partial K} \gamma h_{\partial K} [\nabla u \cdot n][\nabla v \cdot n] ds = (f, v)$$

- Do I need **brand new code**?
- Will my implementation be **useful/usable in the future**?
- How can I **compare** against other method implementations?



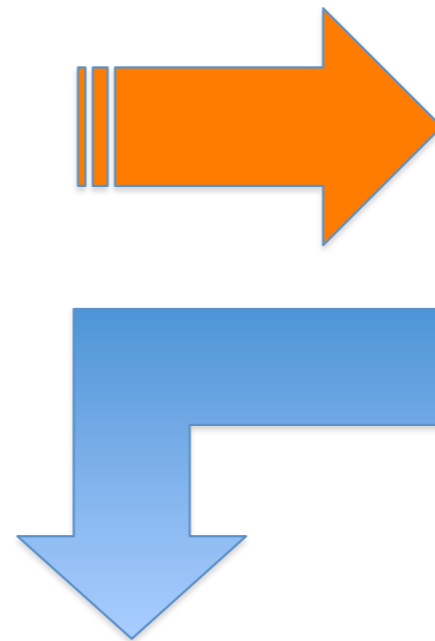
Reproducibility...

- The provided numerical libraries should be parametrized either via input data or via "plug-in" code representing the particularities of a specific numerical method



Playing with new methods...

Digital libraries of
"executable"
papers

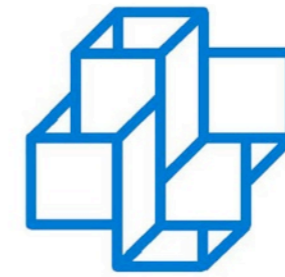


How about
this???

$$a(u, v) + \sum_K \frac{1}{4} \int_{\partial K} \gamma h_{\partial K} [\nabla u \cdot n] [\nabla v \cdot n] ds = (f, v)$$

- Do I need **brand new code**?
- How can I **compare** against other method implementations?

- Will my implementation be **useful/usable in the future**?
- Can I **(re)deploy at runtime**? (and **in real time**?)



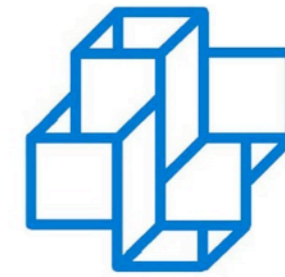
Productivity...

- Hmmmm, one “Achilles heel” (or “Holy grail”?) in software engineering...

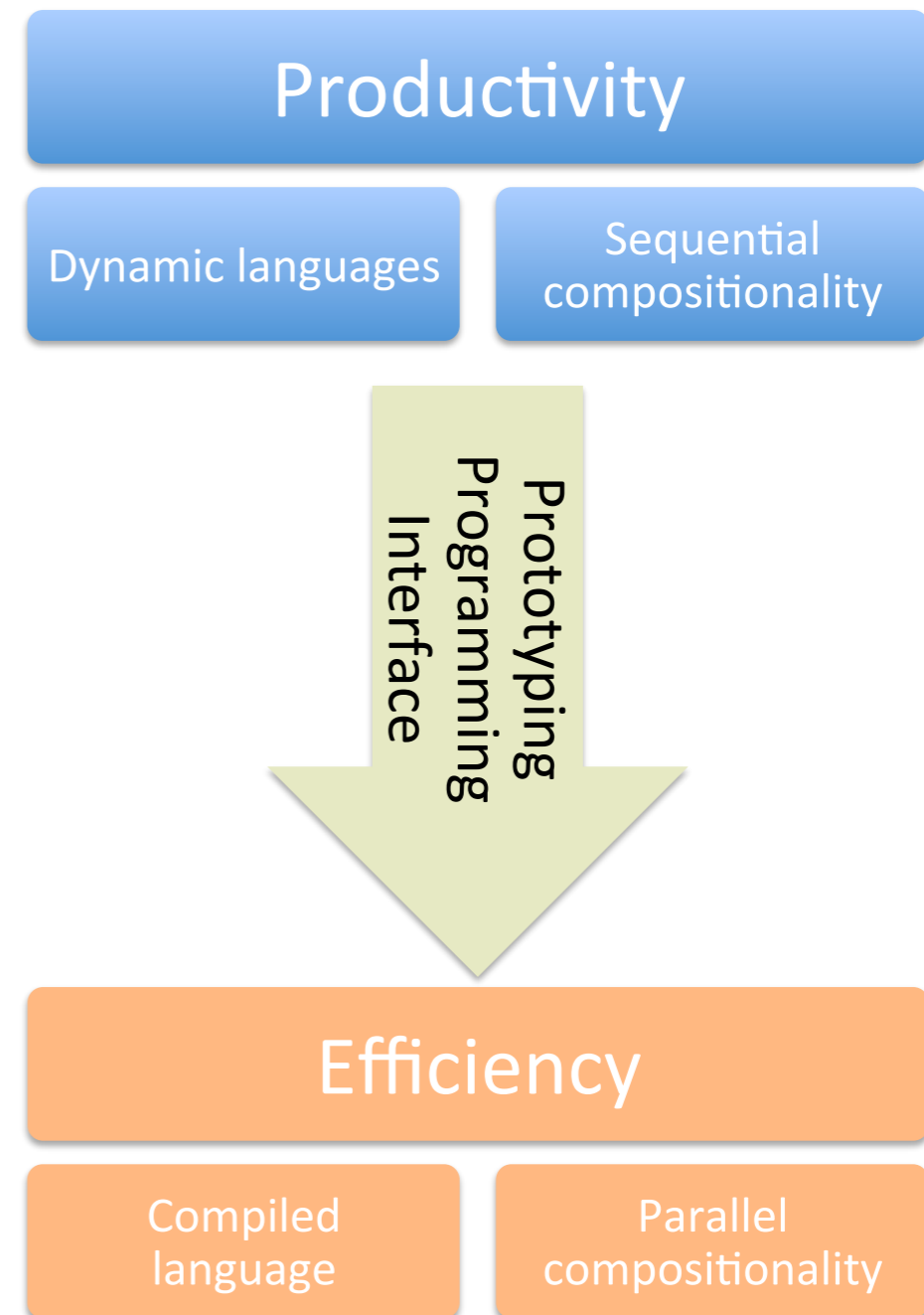
sci-tech software: technical complexity

- Long time-to-market
- "Crosscutting error" proneness
 - Software architecture!!
- Mitigation strategy
 - Stratification of productivity and efficiency
 - PPI is key (more on this in the end...)
 - Productivity through rapid prototyping
 - Lua
 - Efficiency through compiled kernel

- NeoPZ



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Why Lua?

- Simple syntax
- Extensible semantics
- Portability (amenable to JiT compilation)
- Low memory footprint

[and I know it well... ;-)]



From the authors of Lua... (<http://www.lua.org>)

“Lua is a powerful, fast, lightweight, embeddable scripting language. Lua combines simple procedural syntax with powerful data description constructs based on associative arrays and extensible semantics. Lua is dynamically typed, runs by interpreting bytecode for a register-based virtual machine, and has automatic memory management with incremental garbage collection, **making it ideal for configuration, scripting, and rapid prototyping.**”

Why NeoPZ?

- Good architectural intention and design
- C++ (embedding easier)



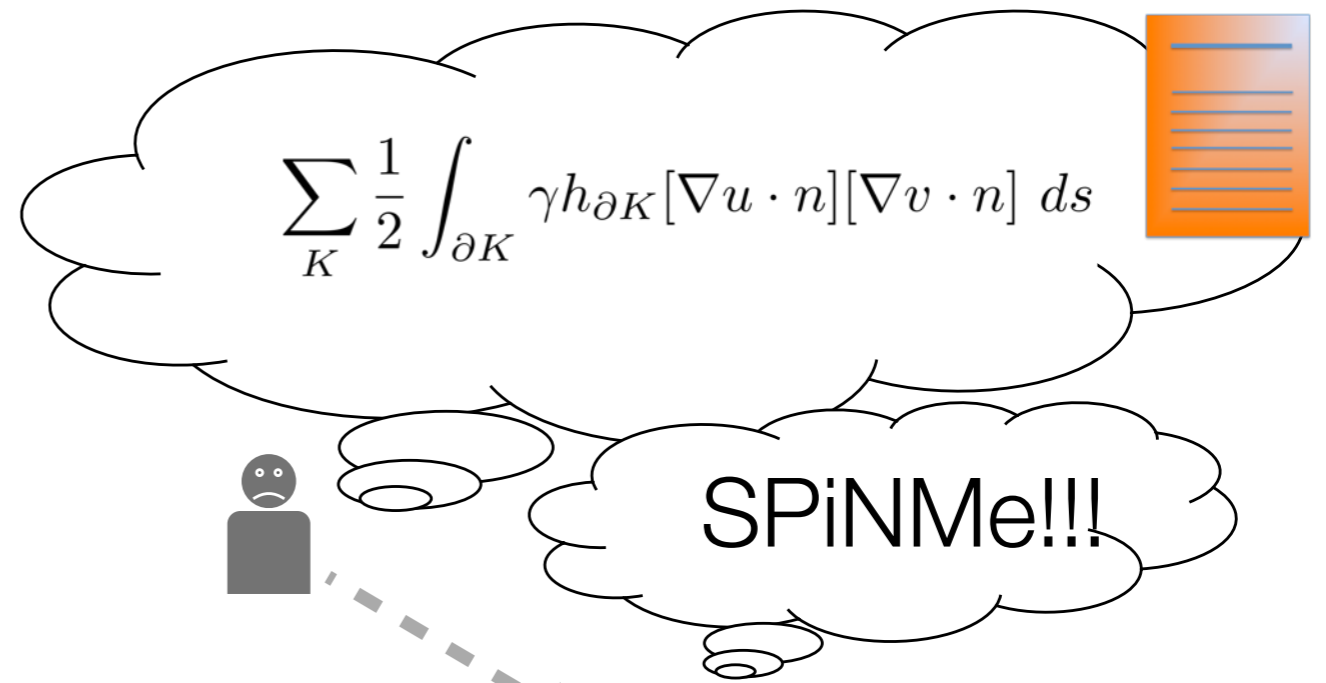
From the authors of NeoPZ: (<http://code.google.com/p/neopz/>)

“NeoPZ is an object oriented programming environment which implements hp adaptive finite element algorithms. The PZ classes can be used standalone but can also be **linked with blas, boost, pthread, log4cxx and metis**. The advanced finite element technologies implemented are: h and hp adaptivity for one, two and three dimensional meshes; the **variational formulation** of the conservation law is **separated from the generation of the approximation space**. Therefore NeoPZ can be used for virtually any system of differential equation. **Various storage patterns** for the global stiffness matrix : full, banded, skyline, sparse, frontal. Iterative solvers with configurable preconditioners. Post processing interface to opendx and vtk.”

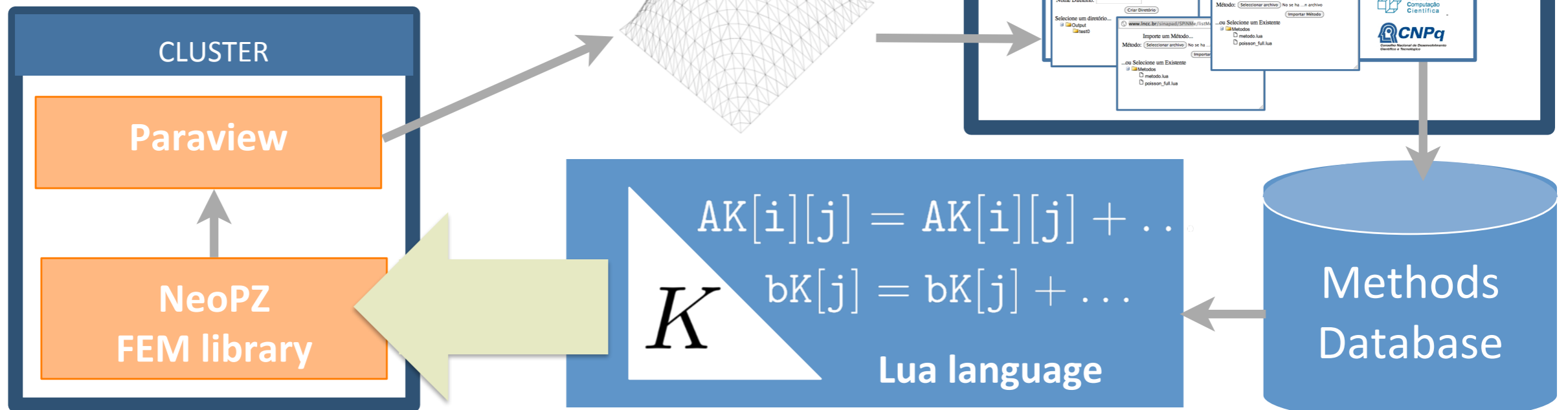
[...and we know well who knows it well ;-)]

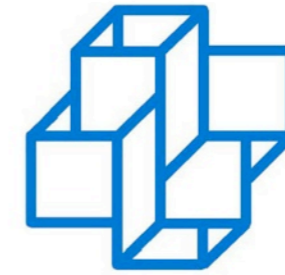
SPiNMe

- Rapid prototyping of FE methods
 - Local programming
 - Good performance
- Perpetuation/reproduction of methods
 - Concept of "*executable paper*"



• Concept of "*executable paper*"





Code snippets (I)

$$-\epsilon \Delta u + \alpha \cdot \nabla u + \sigma u = f$$



$$B(u_h, v_h) + U(u_h, v_h) = (f, v_h) + F(v_h)$$

```

Dimension = 2,

FreeNodes = { -- "[1]": id of elements in the mesh
[1] = { Reaction = { Sigma = 0.01, },
        Advection = { Alpha = { 0.5, 0.5 }, },
        Diffusion = { Epsilon = { { 0.0001, 0.0 }, { 0.0, 0.0001 }, }, },
        SourceSink = { F = 1.0, },
        stabilization_term = { }, -- not provided in NeoPZ...
},

ConstrainedNodes = { -- "[14]","[15]": ids of elements in the mesh
[14] = { PhyEntity = 1, Dirichlet = { G = 1.0, }, },
[15] = { PhyEntity = 1, Dirichlet = { G = 0.0, }, },
},

FreeNodes[1].stabilization_term = {
  Nu = FreeNodes[1].Diffusion.Epsilon[1][1],
  Sigma = FreeNodes[1].Reaction.Sigma,
  A = FreeNodes[1].Advection.Alpha,
  f = FreeNodes[1].SourceSink.F,
  N = 8192 -- number of elements, mesh dependent!!!!
}

```

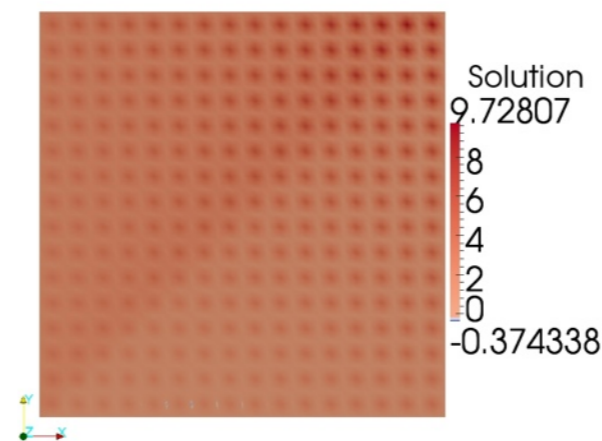
```

local function tau_K() ... -- aux function omitted for brevity

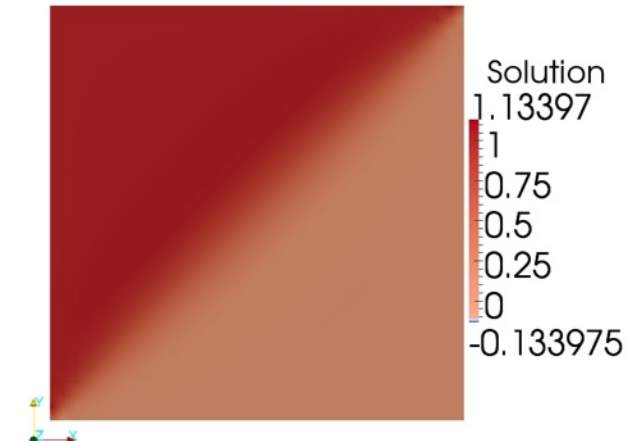
function stabilization_term.asmFreeNodes(data, weight, ek, ef)
local x, phi, dphi = data:getX(), data:getPhi(), data:getDPhix()
local r = phi.rows

for i=0,r-1 do
ef[i][0] = ef[i][0] + weight * f * phi[i][0] -
  N * weight * f * tau_K(x[0],x[1]) *
  (Sigma * phi[i][0] - A[0] * dphi[0][i] - A[1] * dphi[1][i])
for j=0,r-1 do
ek[i][j] = ek[i][j] - N * weight *
  ( Sigma * Sigma * phi[j][0] * phi[i][0] * tau_K(x[0],x[1]) +
    Sigma * (A[0] * dphi[0][j] + A[1] * dphi[1][j]) * tau_K(x[0],x[1]) * phi[i][0] -
    Sigma * phi[j][0] * tau_K(x[0],x[1]) * (A[0] * dphi[0][i] + A[1] * dphi[1][i]) -
    (A[0] * dphi[0][j] + A[1] * dphi[1][j]) *
    tau_K(x[0],x[1]) * (A[0] * dphi[0][i] + A[1] * dphi[1][i]) )
end
end
end

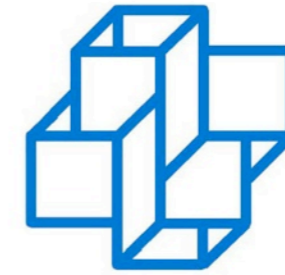
```



Without stabilization term



With stabilization term



Code snippets (II)

$$-\epsilon \Delta u = f$$



$$B(u_h, v_h) = (f, v_h)$$

```
ElementType = Quadrilateral
Precision = 1
InterpolationOrder = 3
StructuralMatrix = BAND
Solver = LU
TimeStep = 1/100
TimeIterations = 2000
ThetaMethod = 0.5
-- ExactSolution = function(x,y,z,t) return 10*math.exp(-t)*math.sin(math.pi*x)*math.sin(math.pi*y) end
InitialCondition = function(x,y,z,t) return 10*math.sin(math.pi*x)*math.sin(math.pi*y) end
```

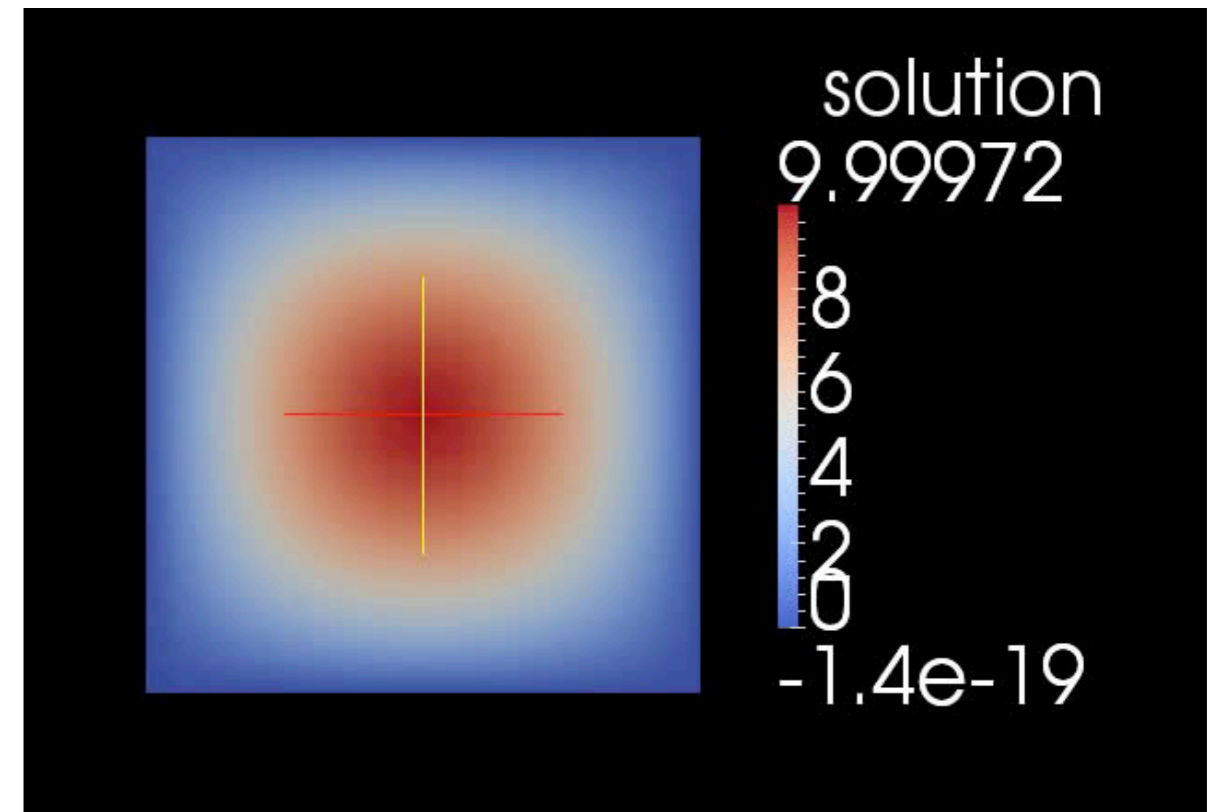
```
Dimension = 2,
```

```
FreeNodes = {
```

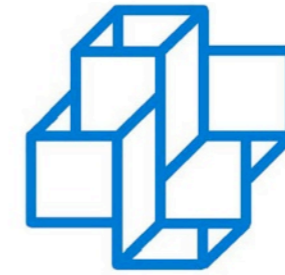
```
[1] = { TransientFirst = { Coeff = 1.0 },
        Diffusion = { Epsilon = { {1.0, 0.0}, {0.0, 1.0} } },
        SourceSink = { F = function(x,y,z,t) return 0.0 end }, },
},
```

```
ConstrainedNodes = {
```

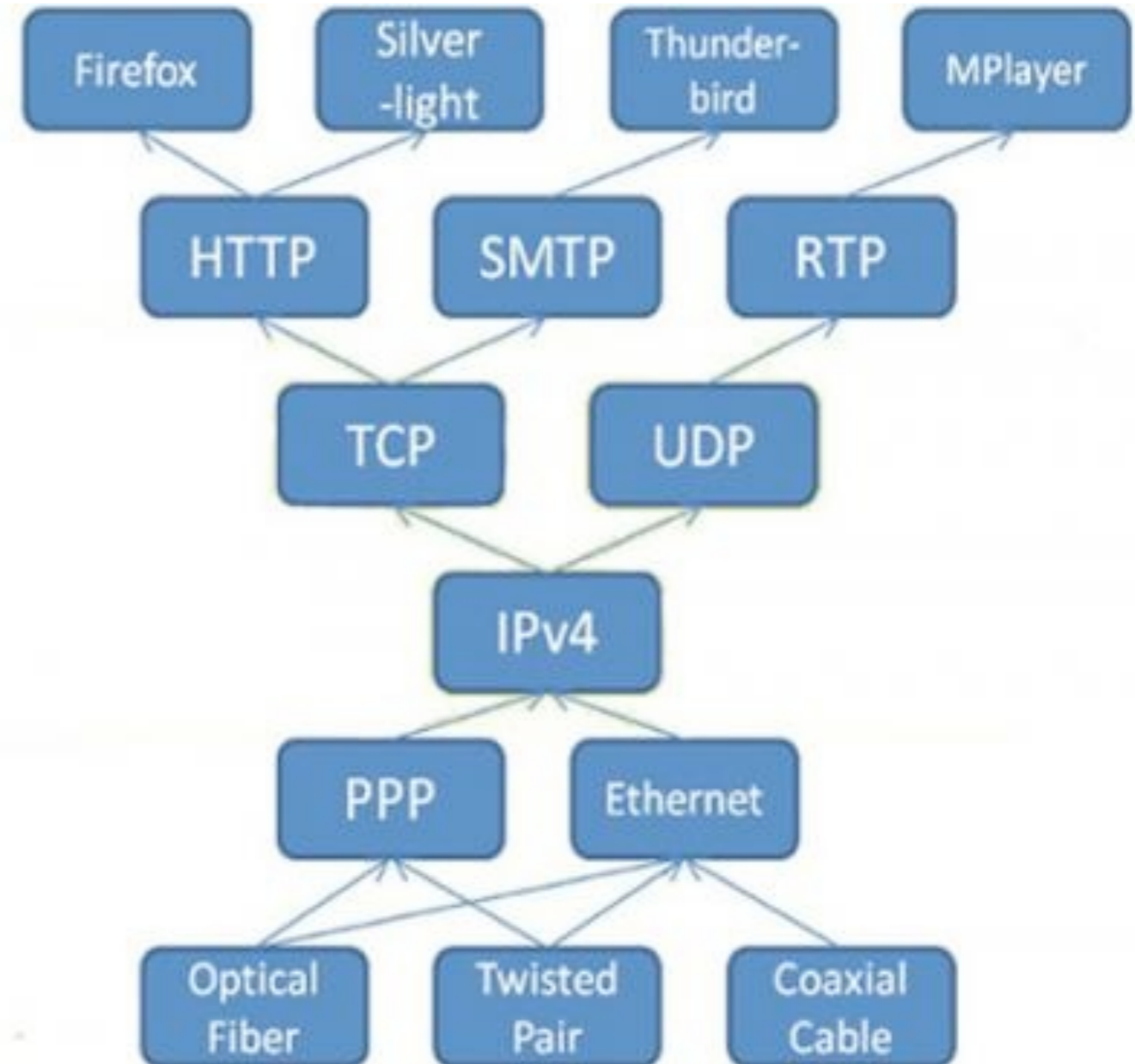
```
[1] = { PhyEntity = 1,
        Dirichlet = { G = function(x,y,z,t) return 0.0 end }, },
},
```



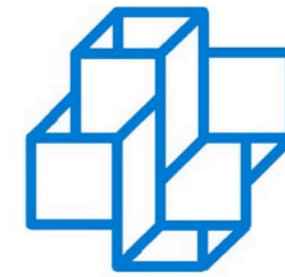
Difficulties



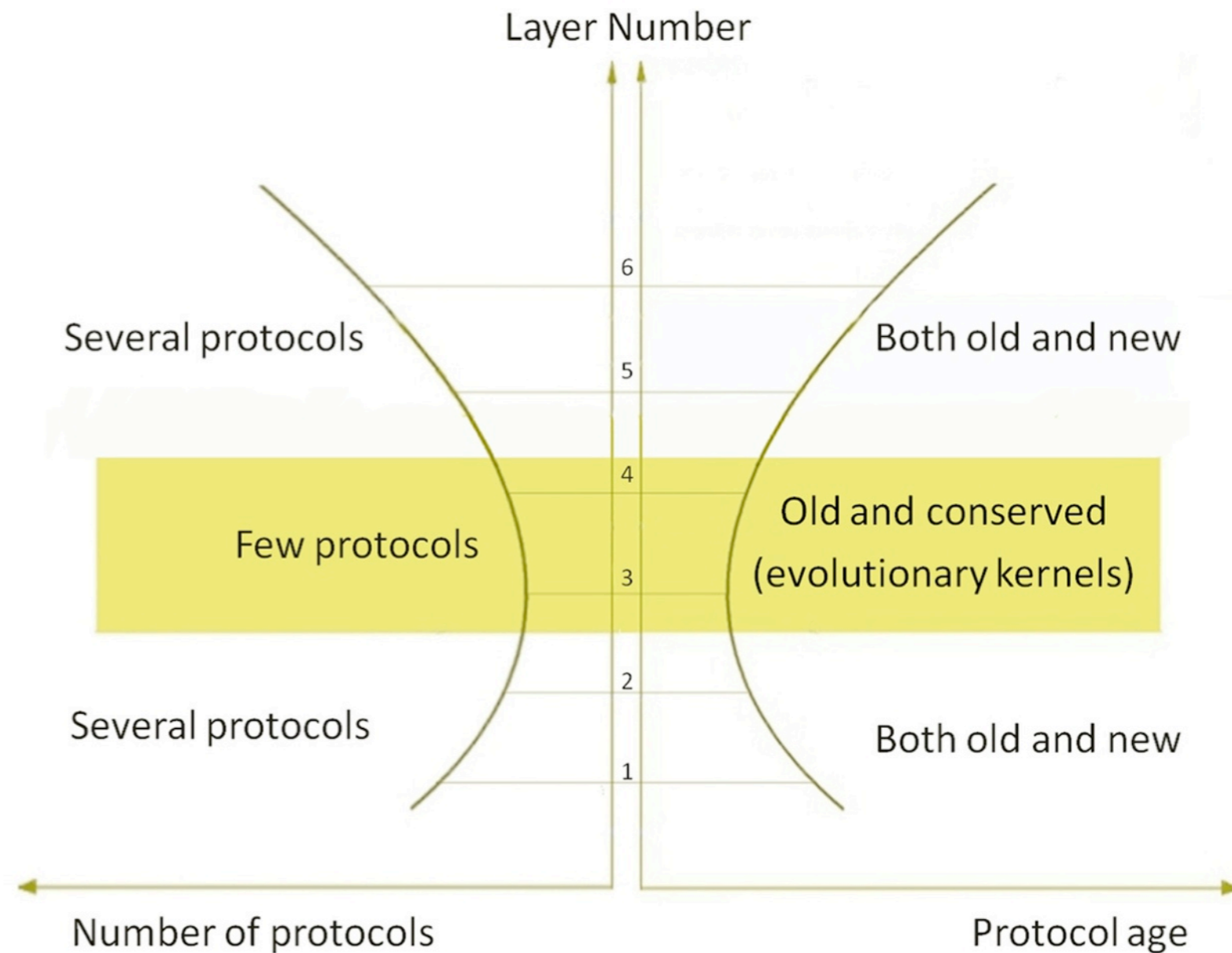
- Design/evolution of PPI
 - Resemblance with Internet's hourglass model

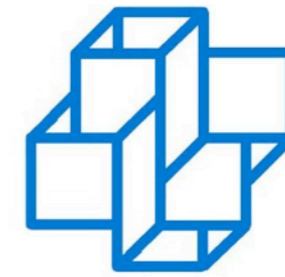


Difficulties



- Design/evolution of PPI
 - Resemblance with Internet's hourglass model
- Is ossification a problem?





Ongoing and future work

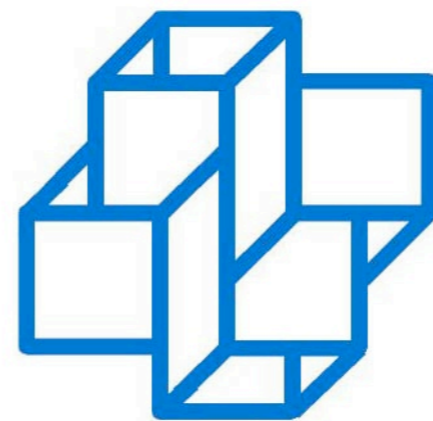
- Stationary (done)
- Scalar (done)
- Transient (done)
- Vectorial (done)
- Meshes: gmesh, tetgen (done)
- Nonlinear PDEs
- MPI/GPU awareness
- Symbolic coding
- JiT compilation of Lua code
- Pause/redeploy/resume
- Link to scientific hypothesis database

Questions?

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