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Large-scale Finite Element Applications on High-Order Meshes

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Tzanio Kolev Lawrence Livermore National Lab



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High-order finite elements are a good foundation for next-generation scalable multi-physics simulations

- Large-scale parallel multi-physics simulations
 - radiation diffusion

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- electromagnetic diffusion
- compressible hydrodynamics
- Finite elements naturally connect different physics



- High-order finite elements on high-order meshes
 - increased accuracy for smooth problems
 - sub-element modeling for problems with shocks
 - HPC utilization, FLOPs/bytes increase with the order
- Need new (interesting!) R&D for full benefits
 - meshing, discretizations, solvers, AMR, UQ, visualization, ...



8th order Lagrangian simulation of shock triple-point interaction



Inertial Confinement Fusion





We model shock hydrodynamics with high-order FEM in both Lagrange and Remap ALE phases



* "High-order multi-material ALE hydrodynamics", SISC 2018

High-order finite elements on high-order meshes lead to more robust and reliable Lagrangian simulations

High-order

Low-order SGH













Symmetry preservation



* BLAST project, www.llnl.gov/casc/blast

Moving meshes: high-order mesh optimization and interpolation between meshes

We target high-order curved elements + unstructured meshes + moving meshes



High-order mesh relaxation in MFEM (neo-Hookean evolution)



Advection-based interpolation (DG pseudotime remap in BLAST)



Algorithms for high-order mesh optimization

• High-order mesh positions are discretized via position vector and a FE basis:

N

$$\boldsymbol{x} = (\boldsymbol{x}_1 \dots \boldsymbol{x}_N)^T, \quad x_q(\bar{x}_q) = \sum_{i=1}^N \boldsymbol{x}_i \bar{w}_i(\bar{x}_q)$$

- $\{\overline{w}_i\}_1^{N_E}$ spans Q_k for quadrilateral / hexahedral elements.
- $\{\overline{w}_i\}_1^{N_E}$ spans P_k for triangular / tetrahedral elements.
- Reference -> physical Jacobian is given by the basis functions' gradients:

$$A_q(x) = \frac{\partial x_q}{\partial \bar{x}_q} = \sum_{i=1}^N \boldsymbol{x}_i [\nabla \bar{w}_i(\bar{x}_q)]^T$$

- To optimize the curved mesh, we move its nodes by changing x.
- Topology is preserved.



Example of a single Q_2 element





* Many papers by: Shephard, Shontz, Roca, Geuzaine, Johnen, Persson, Panozzo

Target-Matrix Optimization Paradigm (TMOP)

- Target-Matrix Optimization Paradigm (TMOP)
 - Extended P. Knupp's theory to high-order meshes.
- Application-specific target elements, W
 - Allow tailoring to different apps. Examples: ideal,
 ideal + specified size.
- Point-based mesh quality metric $\mu(T)$
 - Can measure shape, size and alignment independently.
 computed on quadrature point level. Examples:

$$\mu_2^{shape} = \frac{|T|^2}{2\det(T)} - 1 \quad \mu_{55}^{size} = 0.5 \left(\det(T) - 1\right)^2$$

- Global quality functional and minimization
 - Hessian-based methods need $\partial^2 \mu / \partial T^2$.

$$\frac{\partial F(\boldsymbol{x})}{\partial \boldsymbol{x}} = 0, \quad \text{where} \quad F(x) = \sum_{K} \int_{K_t} \mu(T(x))$$



* "The target-matrix optimization paradigm for high-order meshes", SISC 2019





Target construction for solution-based adaptivity

- Jacobian decomposition: W = [volume] [skew] [orientation] [aspect ratio].
- Size/volume and aspect-ratio adaptivity to improve mesh quality around high-gradient regions of the solution (η)



Lawrence Livermore National Laboratory * "Simulation-Driven Optimization of High-Order Meshes in ALE Hydrodynamics", 2020

Application to solution adaptation in multi-material ALE



High-velocity gas impact. Mesh adapted to (highorder) material indicators.



TMOP extends to higher space dimensions, different element types





Algorithms for unstructured non-conforming AMR

Adaptive mesh refinement on library level

- Conforming local refinement on simplex meshes
- Non-conforming refinement for quad/hex meshes
- h-refinement with fixed p (p-refinement in a branch)

General approach

- any high-order finite element space, H1, H(curl),
 H(div), ... on any high-order curved mesh
- 2D and 3D
- arbitrary order hanging nodes
- anisotropic refinement
- derifenement

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- serial and parallel, including parallel load balancing
- independent of the physics (easy to incorporate in applications)





Shaper miniapp



Nonconforming variational restriction



H(curl) elements $e \\ f \\ d$

constraint: e = f = d/2

Global interpolation

$$y = Px, \quad P = \begin{bmatrix} I \\ W \end{bmatrix}$$

f x – conforming dofs f y – nonconforming dofs (unconstrained + constrained) f W – constrained dofs interpolation $dim(x) \leq dim(y)$ $P^T A P x = P^T b$ y = P x

Variational restriction





* "Non-Conforming Mesh Refinement for High-Order Finite Elements", SISC 2019

Lagrangian dynamic AMR on Sedov blast



Adaptive, viscosity-based refinement and derefinement, 2nd order Lagrangian Sedov

Parallel load balancing based on space-filling (Hilbert) curve partitioning, 16 cores





hr-adaptivity for nonconforming high-order meshes







r-adaptivity



hr-adaptivity



hr-adaptivity requires many fewer degrees than r- or hadaptivity for the same error



hr-adaptivity leads to 20x reduction in error relative to a Cartesian mesh and 8x relative to r-adaptivity mesh



* "hr-adaptivity for nonconforming high-order meshes with the target matrix optimization paradigm", 2020 ethis

Robust + efficient algorithms for high-order applications







GPU port of high-order mesh optimization

- The variational formulation allows to use partial assembly extensively. $F(x) := \sum_{E \in \mathcal{M}} \int_{E_t} \mu(T(x_t)) dx_t$ $A = \frac{\partial^2 F}{\partial x^2}$ $A = P^T G^T B^T D B G P$
 - Naturally separates FE-based (P, G, B) and TMOP-based operations (D).
 - TMOP-based (D) PA / GPU kernels: T(x), $\mu(T)$, $\frac{\partial \mu(T)}{\partial T}$, $\frac{\partial^2 \mu(T)}{\partial T^2}$
 - FE-based (P, G, B) PA / GPU kernels:
 - Integral of *F*, and the nonlinear form $\partial F / \partial x$.
 - Local action of the Hessian $\partial^2 F / \partial x^2$, and its diagonal.
 - Initial speedups relative to full assembly:
 - 3D, 4th order mesh, 448 elements: 6.5x (1 CPU PA), 102x (1 GPU PA)
 - full-scale runs on Sierra (16K V100 GPUs)



Parallel AMR scaling to ~400K MPI tasks



- weak+strong scaling up to ~400K MPI tasks on BG/Q
- measure AMR only components: interpolation matrix, assembly, marking, refinement & rebalancing (no linear solves, no "physics")



Field & Mesh Specification

ceed.exascaleproject.org/fms

- FMS is a new lightweight API/specification describing:
 - 1. mesh topology

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- 2. finite element fields defined on the mesh
- Both mesh and fields can be general, high-order.
- Mesh nodes are just one of the fields.
- All mesh entities of all dimensions are represented: *vertices, edges, faces, elements:*
 - mesh entities described by downward adjacencies.
 - fields described by dofs associated with interior of entities
- Visualization: **next version of VisIt will support FMS!**
 - Native support in MFEM, CEED partners
 - Binary and ASCII I/O formats via Conduit









FMS version 0.2 to be released soon – let us know what you think!

Current and future work

- High-order finite elements on high-order meshes show promise for HPC multi-physics simulations
- Some ongoing research:
 - GPU-oriented algorithms and performance optimization on modern architectures
 - Matrix-free scalable preconditioners
 - Combination of TMOP and AMR (*hr*-adaptivity)
 - Approximate preservation of discrete surfaces
 - Improved nonlinear solvers
- Papers and additional details:

people.llnl.gov/kolev1

• Open-source finite element software:



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Q4 Rayleigh-Taylor single-material ALE on 256 processors







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