

# Finite Element Assembly on Arbitrary Meshes

Matthew G Knepley <sup>1</sup> and Andy R Terrel <sup>2</sup>

<sup>1</sup>Mathematics and Computer Science Division  
Argonne National Laboratory

<sup>2</sup>Department of Computer Science  
University of Chicago

March 12, 2008

SIAM Conference on Parallel Processing for Scientific Computing  
Atlanta, Georgia

# Outline

1 Rethinking the Mesh

2 Parallelism

3 FEM

# Hierarchy Abstractions

- Generalize to a set of linear spaces
  - `Sieve` provides topology, can also model `Mat`
  - `Section` generalizes `Vec`
  - Spaces interact through an `Overlap` (just a `Sieve`)
- Basic operations
  - Restriction to finer subspaces, `restrict()/update()`
  - Assembly to the subdomain, `complete()`
- Allow reuse of geometric and multilevel algorithms

# Go Back to the Math

Combinatorial Topology gives us a framework for geometric computing.

- Abstract to a relation, **covering**, on sieve points
  - Points can represent any mesh element
  - Covering can be thought of as adjacency
  - Relation can be expressed in a DAG (Hasse Diagram)
- Simple query set:
  - provides a general API for geometric algorithms
  - leads to simpler implementations
  - can be more easily optimized

# Go Back to the Math

Combinatorial Topology gives us a framework for geometric computing.

- Abstract to a relation, **covering**, on sieve points
  - Points can represent any mesh element
  - Covering can be thought of as adjacency
  - Relation can be expressed in a DAG (Hasse Diagram)
- Simple query set:
  - provides a general API for geometric algorithms
  - leads to simpler implementations
  - can be more easily optimized

# Go Back to the Math

Combinatorial Topology gives us a framework for geometric computing.

- Abstract to a relation, **covering**, on sieve points
  - Points can represent any mesh element
  - Covering can be thought of as adjacency
  - Relation can be expressed in a DAG (Hasse Diagram)
- Simple query set:
  - provides a general API for geometric algorithms
  - leads to simpler implementations
  - can be more easily optimized

# Unstructured Interface (after)

- **NO** explicit references to element type
  - A point may be any mesh element
  - `getCone(point)`: adjacent (d-1)-elements
  - `getSupport(point)`: adjacent (d+1)-elements
- Transitive closure
  - `closure(cell)`: The computational unit for FEM
- Algorithms independent of mesh
  - dimension
  - shape (even hybrid)
  - global topology
  - data layout

# Unstructured Interface (after)

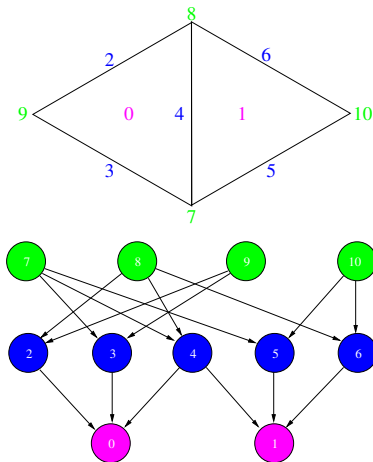
- **NO** explicit references to element type
  - A point may be any mesh element
  - `getCone(point)`: adjacent  $(d-1)$ -elements
  - `getSupport(point)`: adjacent  $(d+1)$ -elements
- Transitive closure
  - `closure(cell)`: The computational unit for FEM
- Algorithms independent of mesh
  - dimension
  - shape (even hybrid)
  - global topology
  - data layout



# Unstructured Interface (after)

- **NO** explicit references to element type
  - A point may be any mesh element
  - `getCone(point)`: adjacent  $(d-1)$ -elements
  - `getSupport(point)`: adjacent  $(d+1)$ -elements
- Transitive closure
  - `closure(cell)`: The computational unit for FEM
- Algorithms independent of mesh
  - dimension
  - shape (even hybrid)
  - global topology
  - data layout

# Doublet Mesh

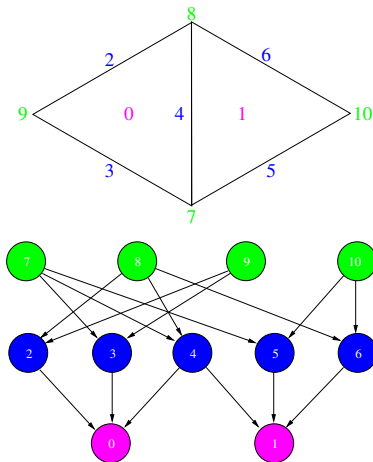


- Incidence/covering arrows

- $\text{cone}(0) = \{2, 3, 4\}$

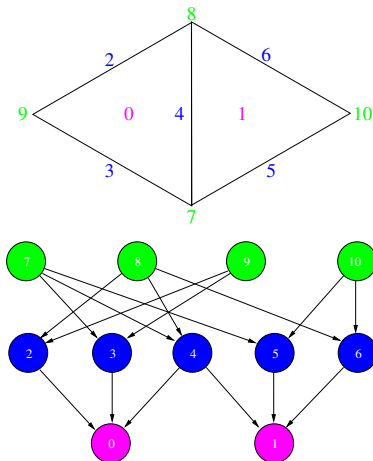
- $\text{support}(7) = \{2, 3\}$

# Doublet Mesh



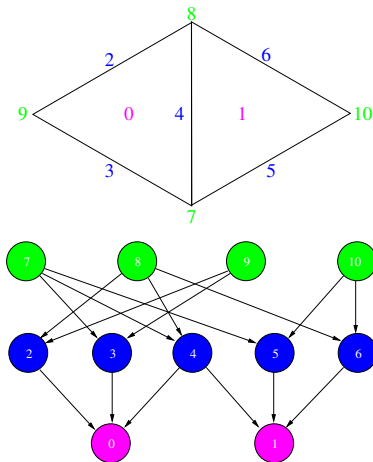
- Incidence/covering arrows
- $cone(0) = \{2, 3, 4\}$
- $support(7) = \{2, 3\}$

# Doublet Mesh



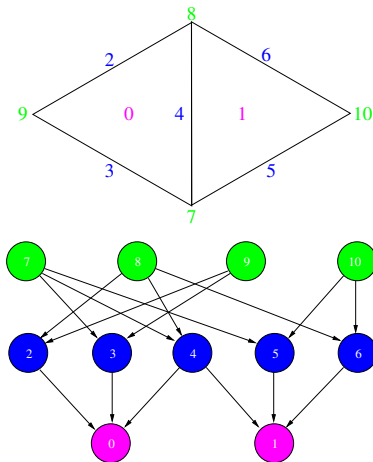
- Incidence/covering arrows
- $\text{cone}(0) = \{2, 3, 4\}$
- $\text{support}(7) = \{2, 3\}$

# Doublet Mesh



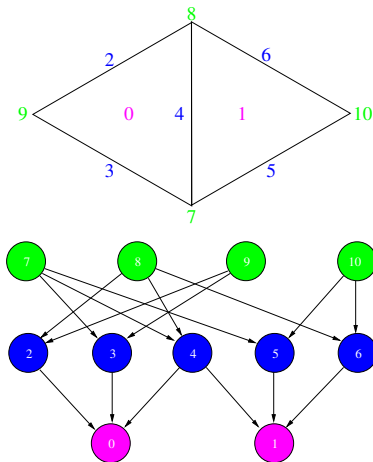
- Incidence/covering arrows
- $\text{closure}(0) = \{0, 2, 3, 4, 7, 8, 9\}$
- $\text{star}(7) = \{7, 2, 3, 0\}$

# Doublet Mesh



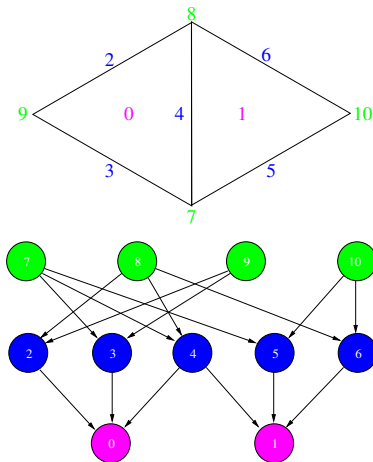
- Incidence/covering arrows
- $\text{closure}(0) = \{0, 2, 3, 4, 7, 8, 9\}$
- $\text{star}(7) = \{7, 2, 3, 0\}$

# Doublet Mesh



- Incidence/covering arrows
- $meet(0, 1) = \{4\}$
- $join(8, 9) = \{4\}$

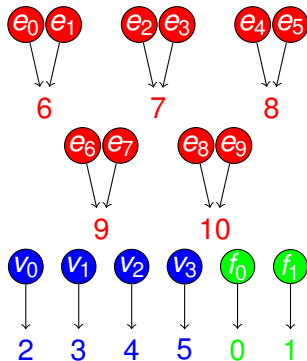
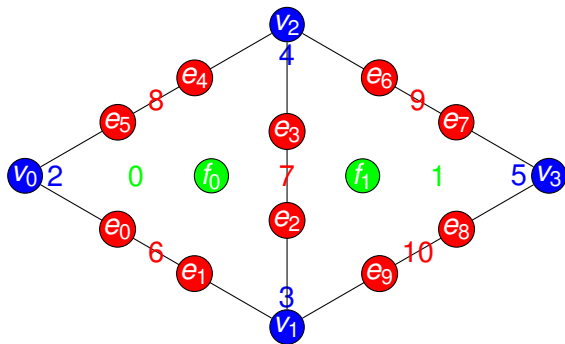
# Doublet Mesh



- Incidence/covering arrows
- $meet(0, 1) = \{4\}$
- $join(8, 9) = \{4\}$



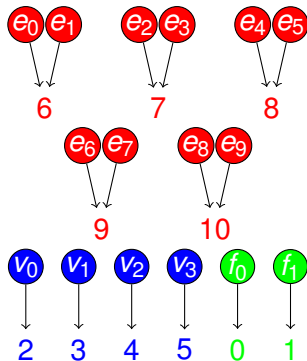
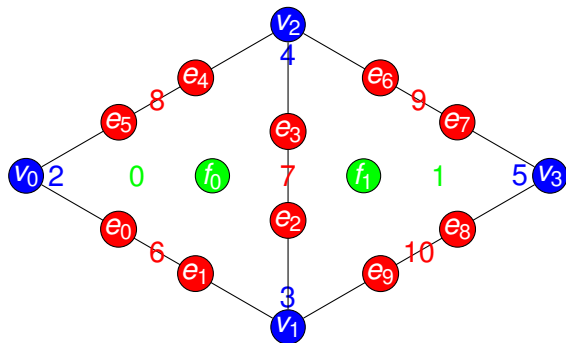
# Doublet Section



## Section interface

- $restrict(0) = \{f_0\}$
- $restrict(2) = \{v_0\}$
- $restrict(6) = \{e_0, e_1\}$

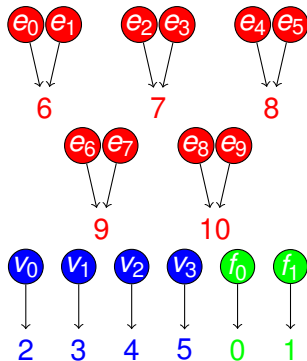
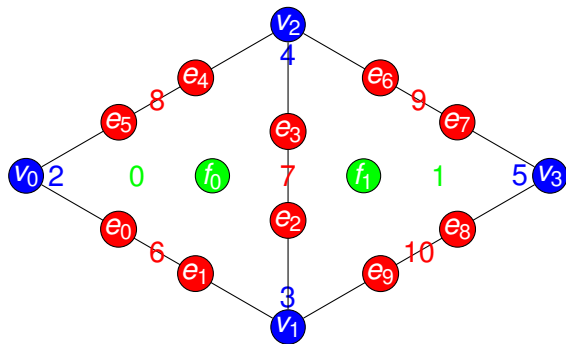
# Doublet Section



## • Section interface

- $restrict(0) = \{f_0\}$
- $restrict(2) = \{v_0\}$
- $restrict(6) = \{e_0, e_1\}$

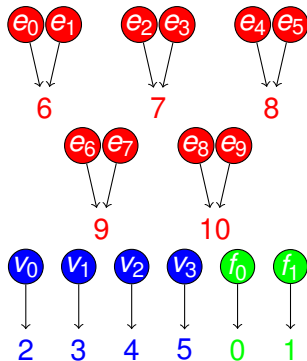
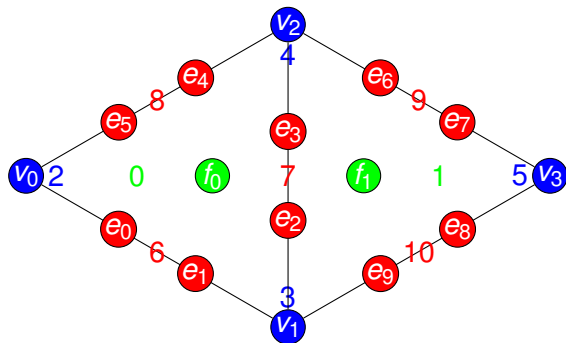
# Doublet Section



## Section interface

- $restrict(0) = \{f_0\}$
- $restrict(2) = \{v_0\}$
- $restrict(6) = \{e_0, e_1\}$

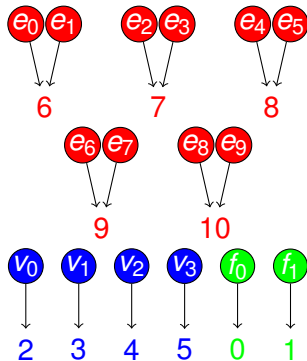
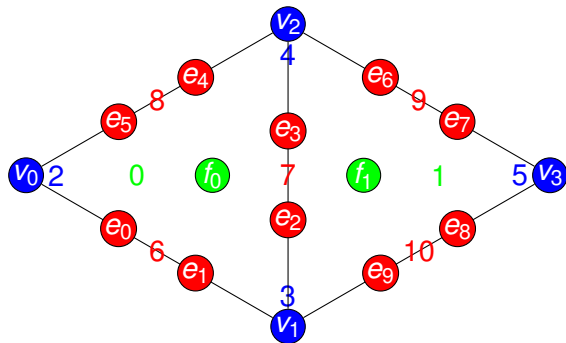
# Doublet Section



## • Section interface

- $restrict(0) = \{f_0\}$
- $restrict(2) = \{v_0\}$
- $restrict(6) = \{e_0, e_1\}$

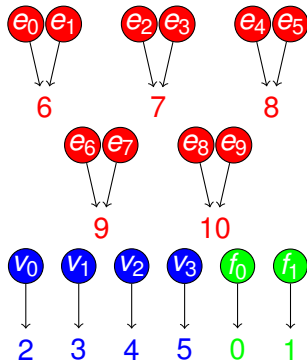
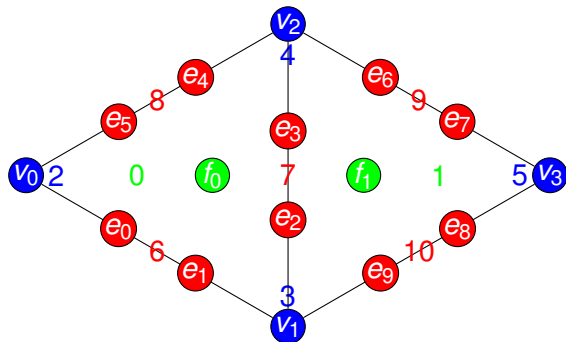
# Doublet Section



- Topological traversals: follow connectivity

- $restrictClosure(0) = \{f_0 e_0 e_1 e_2 e_3 e_4 e_5 V_0 V_1 V_2\}$
- $restrictStar(7) = \{V_0 e_0 e_1 e_4 e_5 f_0\}$

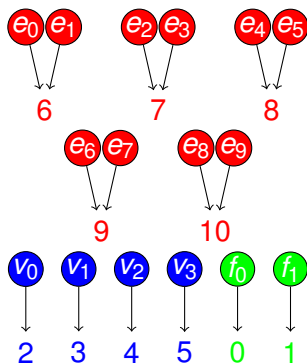
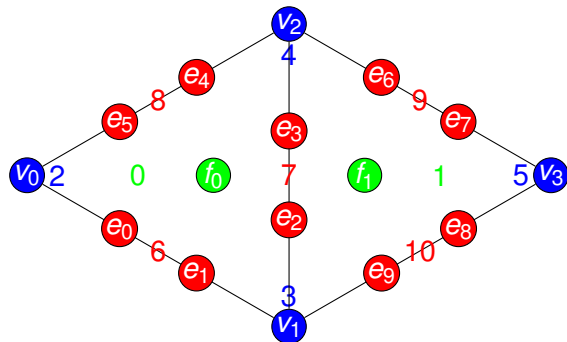
# Doublet Section



- Topological traversals: follow connectivity

- $restrictClosure(0) = \{f_0 e_0 e_1 e_2 e_3 e_4 e_5 v_0 v_1 v_2\}$
  - $restrictStar(7) = \{v_0 e_0 e_1 e_4 e_5 f_0\}$

# Doublet Section



- Topological traversals: follow connectivity

- $restrictClosure(0) = \{f_0 e_0 e_1 e_2 e_3 e_4 e_5 V_0 V_1 V_2\}$
- $restrictStar(7) = \{V_0 e_0 e_1 e_4 e_5 f_0\}$

# Outline

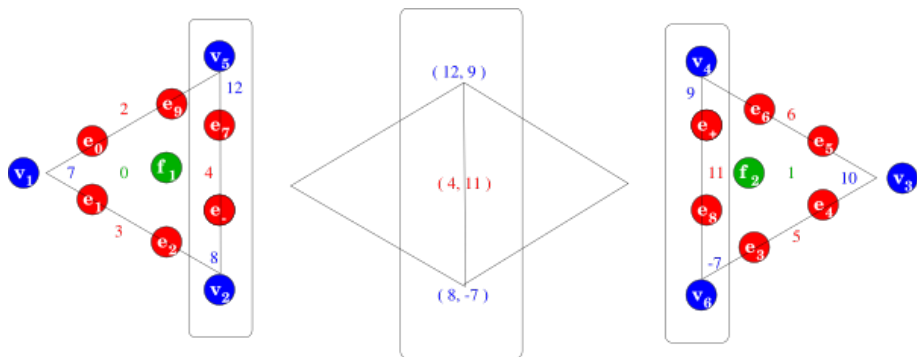
1 Rethinking the Mesh

**2 Parallelism**

3 FEM



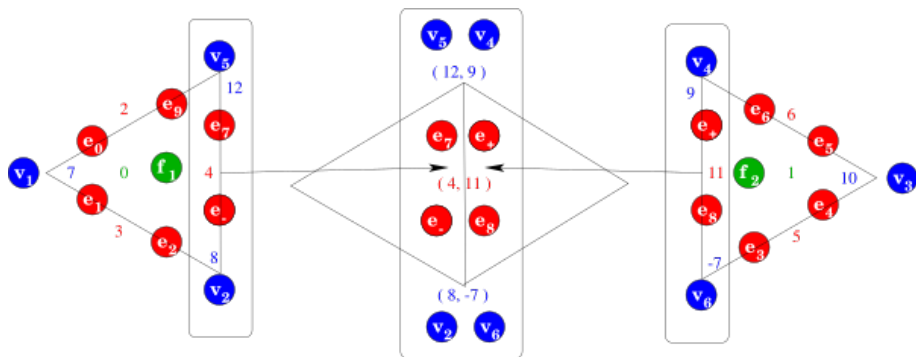
## Restriction



- Localization

- Restrict to patches (here an edge closure)
- Compute locally

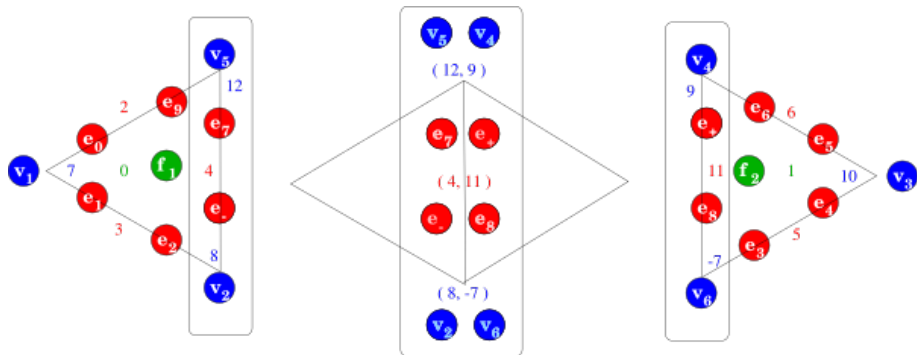
## Delta



- Delta

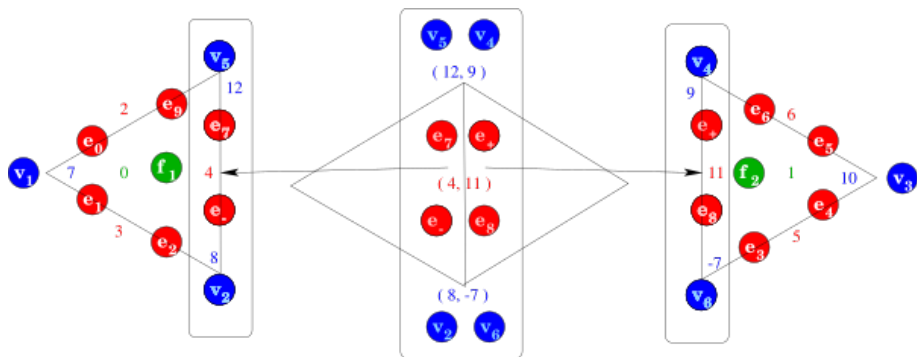
- Restrict further to the overlap
  - Overlap now carries twice the data

## Fusion



- Merge/reconcile data on the overlap
  - Addition (FEM)
  - Replacement (FD)
  - Coordinate transform (Sphere)
  - Linear transform (MG)

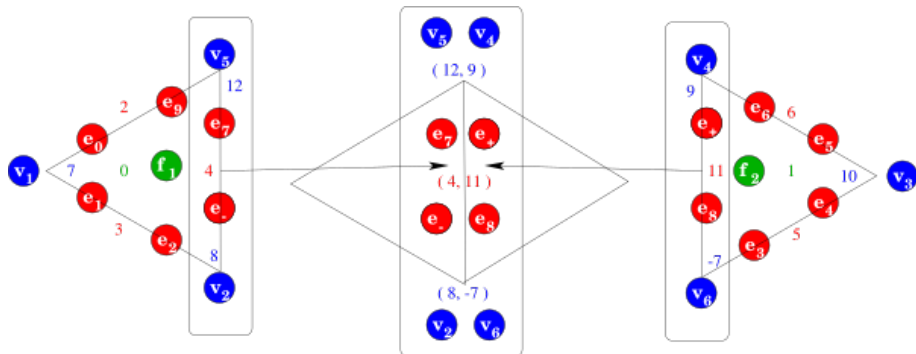
## Update



- Update

- Update local patch data
  - Completion = restrict  $\rightarrow$  fuse  $\rightarrow$  update, in parallel

# Completion



- A ubiquitous parallel form of *restrict*  $\rightarrow$  *fuse*  $\rightarrow$  *update*
- Operates on Sections
  - Sieves can be "downcast" to Sections
- Based on two operations
  - Data exchange through overlap
  - Fusion of shared data

## Completion has many uses:

**FEM** accumulating integrals on shared faces

**FVM** accumulating fluxes on shared cells

**FDM** setting values on ghost vertices

- distributing mesh entities after partition
- redistributing mesh entities and data for load balance
- accumulating matvec for a partially assembled matrix

## Completion has many uses:

**FEM** accumulating integrals on shared faces

**FVM** accumulating fluxes on shared cells

**FDM** setting values on ghost vertices

- distributing mesh entities after partition
- redistributing mesh entities and data for load balance
- accumulating matvec for a partially assembled matrix

## Completion has many uses:

**FEM** accumulating integrals on shared faces

**FVM** accumulating fluxes on shared cells

**FDM** setting values on ghost vertices

- distributing mesh entities after partition
- redistributing mesh entities and data for load balance
- accumulating matvec for a partially assembled matrix



## Completion has many uses:

**FEM** accumulating integrals on shared faces

**FVM** accumulating fluxes on shared cells

**FDM** setting values on ghost vertices

- distributing mesh entities after partition
- redistributing mesh entities and data for load balance
- accumulating matvec for a partially assembled matrix

## Completion has many uses:

**FEM** accumulating integrals on shared faces

**FVM** accumulating fluxes on shared cells

**FDM** setting values on ghost vertices

- distributing mesh entities after partition
- redistributing mesh entities and data for load balance
- accumulating matvec for a partially assembled matrix

## Completion has many uses:

**FEM** accumulating integrals on shared faces

**FVM** accumulating fluxes on shared cells

**FDM** setting values on ghost vertices

- distributing mesh entities after partition
- redistributing mesh entities and data for load balance
- accumulating matvec for a partially assembled matrix

## Completion has many uses:

**FEM** accumulating integrals on shared faces

**FVM** accumulating fluxes on shared cells

**FDM** setting values on ghost vertices

- distributing mesh entities after partition
- redistributing mesh entities and data for load balance
- accumulating matvec for a partially assembled matrix

# Mesh Distribution

Distributing a mesh means

- distributing the topology (Sieve)
- distributing data (Section)

However, a Sieve can be interpreted as a Section of `cone()` s!

# Mesh Distribution

Distributing a mesh means

- distributing the topology (Sieve)
- distributing data (Section)

However, a Sieve can be interpreted as a Section of `cone()` s!

# Mesh Distribution

Distributing a mesh means

- distributing the topology (Sieve)
- distributing data (Section)

However, a Sieve can be interpreted as a Section of `cone()` s!

# Mesh Distribution

Distributing a mesh means

- distributing the topology (Sieve)
- distributing data (Section)

However, a Sieve can be interpreted as a Section of `cone()`s!



# Outline

1 Rethinking the Mesh

2 Parallelism

**3 FEM**

# FEM Components

- Section definition
- Integration
- Assembly and Boundary conditions

## Finite Element Integrator And Tabulator by Rob Kirby

<http://fenicsproject.org/>

FIAT understands

- Reference element shapes (line, triangle, tetrahedron)
- Quadrature rules
- Polynomial spaces
- Functionals over polynomials (dual spaces)
- Derivatives

Can build arbitrary elements by specifying the Ciarlet triple  $(K, P, P')$

FIAT is part of the FEniCS project

Finite Element Integrator And Tabulator by Rob Kirby

<http://fenicsproject.org/>

FIAT understands

- Reference element shapes (line, triangle, tetrahedron)
- Quadrature rules
- Polynomial spaces
- Functionals over polynomials (dual spaces)
- Derivatives

Can build arbitrary elements by specifying the Ciarlet triple  $(K, P, P')$

FIAT is part of the FEniCS project

# FIAT Integration

The `quadrature.fiat` file contains:

- An element (usually a family and degree) defined by FIAT
- A quadrature rule

It is run

- automatically by `make`, or
- independently by the user

It can take arguments

- `-element_family` and `-element_order`, or
- `make` takes variables `ELEMENT` and `ORDER`

Then `make` produces `quadrature.h` with:

- Quadrature points and weights
- Basis function and derivative evaluations at the quadrature points
- Integration against dual basis functions over the cell
- Local dofs for Section allocation

# Section Allocation

We only need the  
    fiber dimension (# of unknowns)  
of each  
    sieve point (piece of the mesh)

- Determined by discretization
- By symmetry, only depend on point depth
- Obtained from FIAT
- Modified by BC
- Decouples storage and parallelism from discretization

# Section Allocation

We only need the  
    fiber dimension (# of unknowns)  
of each  
    sieve point (piece of the mesh)

- Determined by discretization
- By symmetry, only depend on point depth
- Obtained from FIAT
- Modified by BC
- Decouples storage and parallelism from discretization

# Section Allocation

We only need the  
    fiber dimension (# of unknowns)  
of each  
    sieve point (piece of the mesh)

- Determined by discretization
- By symmetry, only depend on point depth
- Obtained from FIAT
- Modified by BC
- Decouples storage and parallelism from discretization



# Section Allocation

We only need the  
    fiber dimension (# of unknowns)  
of each  
    sieve point (piece of the mesh)

- Determined by discretization
- By symmetry, only depend on point depth
- Obtained from FIAT
- Modified by BC
- Decouples storage and parallelism from discretization

# Section Allocation

We only need the  
    fiber dimension (# of unknowns)  
of each  
    sieve point (piece of the mesh)

- Determined by discretization
- By symmetry, only depend on point depth
- Obtained from FIAT
- Modified by BC
- Decouples storage and parallelism from discretization

# Kinds of Unknowns

We must map local unknowns to the global basis

- FIAT reports the kind of unknown
- Scalars are invariant
  - Lagrange
- Vectors transform as  $J^{-T}$ 
  - Hermite
- Normal vectors require Piola transform and a choice of orientation
  - Raviart-Thomas
- Moments transform as  $|J^{-1}|$ 
  - Nedelec
- May involve a transformation over the entire closure
  - Argyris
- Conjecture by Kirby relates transformation to affine equivalence
- We have not yet automated this step (FFC, Mython)

# Kinds of Unknowns

We must map local unknowns to the global basis

- FIAT reports the kind of unknown
- Scalars are invariant
  - Lagrange
- Vectors transform as  $J^{-T}$ 
  - Hermite
- Normal vectors require Piola transform and a choice of orientation
  - Raviart-Thomas
- Moments transform as  $|J^{-1}|$ 
  - Nedelec
- May involve a transformation over the entire closure
  - Argyris
- Conjecture by Kirby relates transformation to affine equivalence
- We have not yet automated this step (FFC, Mython)

# Kinds of Unknowns

We must map local unknowns to the global basis

- FIAT reports the kind of unknown
- Scalars are invariant
  - Lagrange
- Vectors transform as  $J^{-T}$ 
  - Hermite
- Normal vectors require Piola transform and a choice of orientation
  - Raviart-Thomas
- Moments transform as  $|J^{-1}|$ 
  - Nedelec
- May involve a transformation over the entire closure
  - Argyris
- Conjecture by Kirby relates transformation to affine equivalence
- We have not yet automated this step (FFC, Mython)

# Kinds of Unknowns

We must map local unknowns to the global basis

- FIAT reports the kind of unknown
- Scalars are invariant
  - Lagrange
- Vectors transform as  $J^{-T}$ 
  - Hermite
- Normal vectors require Piola transform and a choice of orientation
  - Raviart-Thomas
- Moments transform as  $|J^{-1}|$ 
  - Nedelec
- May involve a transformation over the entire closure
  - Argyris
- Conjecture by Kirby relates transformation to affine equivalence
- We have not yet automated this step (FFC, Mython)

# Kinds of Unknowns

We must map local unknowns to the global basis

- FIAT reports the kind of unknown
- Scalars are invariant
  - Lagrange
- Vectors transform as  $J^{-T}$ 
  - Hermite
- Normal vectors require Piola transform and a choice of orientation
  - Raviart-Thomas
- Moments transform as  $|J^{-1}|$ 
  - Nedelec
- May involve a transformation over the entire closure
  - Argyris
- Conjecture by Kirby relates transformation to affine equivalence
- We have not yet automated this step (FFC, Mython)

# Kinds of Unknowns

We must map local unknowns to the global basis

- FIAT reports the kind of unknown
- Scalars are invariant
  - Lagrange
- Vectors transform as  $J^{-T}$ 
  - Hermite
- Normal vectors require Piola transform and a choice of orientation
  - Raviart-Thomas
- Moments transform as  $|J^{-1}|$ 
  - Nedelec
- May involve a transformation over the entire closure
  - Argyris
- Conjecture by Kirby relates transformation to affine equivalence
- We have not yet automated this step (FFC, Mython)



# Kinds of Unknowns

We must map local unknowns to the global basis

- FIAT reports the kind of unknown
- Scalars are invariant
  - Lagrange
- Vectors transform as  $J^{-T}$ 
  - Hermite
- Normal vectors require Piola transform and a choice of orientation
  - Raviart-Thomas
- Moments transform as  $|J^{-1}|$ 
  - Nedelec
- May involve a transformation over the entire closure
  - Argyris
- Conjecture by Kirby relates transformation to affine equivalence
- We have not yet automated this step (FFC, Mython)

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    coords = mesh->restrict(coordinates, c);
    v0, J, invJ, detJ = computeGeometry(coords);
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    inputVec = mesh->restrict(U, c);
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        realCoords = J*refCoords[q] + v0;
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```



# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            elemVec[f] += basis[q,f]*rhsFunc(realCoords);
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            for(d = 0; d < dim; ++d)
                for(e) testDerReal[d] += invJ[e,d]*basisDer[q,
            for(g = 0; g < numBasisFuncs; ++g) {
                for(d = 0; d < dim; ++d)
                    for(e) basisDerReal[d] += invJ[e,d]*basisDer
                    elemMat[f,g] += testDerReal[d]*basisDerReal[
                    elemVec[f] += elemMat[f,g]*inputVec[g];
            }
        }
    }
}

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            elemVec[f] += basis[q,f]*lambda*exp(inputVec[f])
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    mesh->updateAdd(F, c, elemVec);
}
<Aggregate updates>

```

# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
<Aggregate updates>

```



# Integration

```

cells = mesh->heightStratum(0);
for(c = cells->begin(); c != cells->end(); ++c) {
    <Compute cell geometry>
    <Retrieve values from input vector>
    for(q = 0; q < numQuadPoints; ++q) {
        <Transform coordinates>
        for(f = 0; f < numBasisFuncs; ++f) {
            <Constant term>
            <Linear term>
            <Nonlinear term>
            elemVec[f] *= weight[q]*detJ;
        }
    }
    <Update output vector>
}
Distribution<Mesh>::completeSection(mesh, F);

```

# Boundary Conditions

Dirichlet conditions may be expressed as

$$u|_{\Gamma} = g$$

and implemented by constraints on dofs in a Section

- The user provides a function.

Neumann conditions may be expressed as

$$\nabla u \cdot \hat{n}|_{\Gamma} = h$$

and implemented by explicit integration along the boundary

- The user provides a weak form.

# Dirichlet Values

- Topological boundary is marked during generation
- Cells bordering boundary are marked using `markBoundaryCells()`
- To set values:
  - 1 Loop over boundary cells
  - 2 Loop over the element closure
  - 3 For each boundary point  $i$ , apply the functional  $N_i$  to the function  $g$
- The functionals are generated with the quadrature information
- Section allocation applies Dirichlet conditions automatically
  - Values are stored in the Section
  - `restrict()` behaves normally, `update()` ignores constraints

# Conclusions

## Better mathematical abstractions bring concrete benefits

- Vast reduction in complexity
  - Operate directly at the equation and discretization level
  - Automatic generation of integration/assembly routines
  - Dimension independent code
- Expansion of capabilities
  - Parametric models
  - Optimized implementations of integration
  - Multigrid on arbitrary meshes

# Conclusions

## Better mathematical abstractions bring concrete benefits

- Vast reduction in complexity
  - Operate directly at the equation and discretization level
  - Automatic generation of integration/assembly routines
  - Dimension independent code
- Expansion of capabilities
  - Parametric models
  - Optimized implementations of integration
  - Multigrid on arbitrary meshes

# Conclusions

## Better mathematical abstractions bring concrete benefits

- Vast reduction in complexity
  - Operate directly at the equation and discretization level
  - Automatic generation of integration/assembly routines
  - Dimension independent code
- Expansion of capabilities
  - Parametric models
  - Optimized implementations of integration
  - Multigrid on arbitrary meshes

# References

- **FEniCS Documentation:**

[http://www.fenics.org/wiki/FEniCS\\_Project](http://www.fenics.org/wiki/FEniCS_Project)

- Project documentation
- Users manuals
- Repositories, bug tracking
- Image gallery

- **Publications:**

[http://www.fenics.org/wiki/Related\\_presentations\\_and\\_publications](http://www.fenics.org/wiki/Related_presentations_and_publications)

- Research and publications that make use of FEniCS

- **PETSc Documentation:**

<http://www.mcs.anl.gov/petsc/docs>

- PETSc Users manual
- Manual pages
- Many hyperlinked examples
- FAQ, Troubleshooting info, installation info, etc.
- Publication using PETSc

# Experimentation is Essential!

Proof is not currently enough to examine solvers

- N. M. Nachtigal, S. C. Reddy, and L. N. Trefethen, *How fast are nonsymmetric matrix iterations?*, SIAM J. Matrix Anal. Appl., **13**, pp.778–795, 1992.
- Anne Greenbaum, Vlastimil Ptak, and Zdenek Strakos, *Any Nonincreasing Convergence Curve is Possible for GMRES*, SIAM J. Matrix Anal. Appl., **17** (3), pp.465–469, 1996.