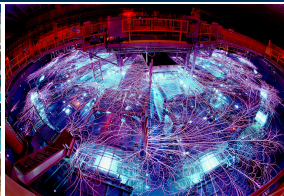


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MueLu - a multigrid framework for multiphysics preconditioners

Tobias Wiesner, J. Shadid, E.C. Cyr, J.J. Hu, R.S. Tuminaro,

March 16, 2017



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What is the problem?

- **Multiphysics problems:** *application-specific* with *increasing complexity* through new types of physics and/or discretizations
- No resource-efficient *general* black-box solver available

What can we do about this?

Flexible software framework for iterative solvers/preconditioners

- Modular design for application-specific solver layouts
- Usability through simplified user interfaces for non-experts

Blocked linear operator

- Single-field problems represented by diagonal blocks

Example: 3×3 blocked operator

$$A = \begin{pmatrix} \boxed{\text{dark red}} & \boxed{\text{white}} & \boxed{\text{white}} \\ \boxed{\text{white}} & \boxed{\text{dark red}} & \boxed{\text{white}} \\ \boxed{\text{white}} & \boxed{\text{white}} & \boxed{\text{light red}} \end{pmatrix}$$

Blocked linear operator

- Single-field problems represented by diagonal blocks
- Coupling represented by off-diagonal blocks

Example: 3×3 blocked operator

$$A = \begin{pmatrix} \text{dark red} & \text{light gray} & \text{light gray} \\ \text{light gray} & \text{dark red} & \text{light gray} \\ \text{light gray} & \text{light gray} & \text{dark red} \end{pmatrix}$$

Blocked linear operator

- Single-field problems represented by diagonal blocks
- Coupling represented by off-diagonal blocks
- Nested blocked operators for hierarchical dependencies

Example: 2×2 blocked operator with nested 2×2 blocked operator

$$A = \begin{pmatrix} \boxed{\text{dark red}} & \boxed{\text{gray}} & \boxed{\text{light gray}} \\ \boxed{\text{gray}} & \boxed{\text{red}} & \boxed{\text{light gray}} \\ \boxed{\text{light gray}} & \boxed{\text{light gray}} & \boxed{\text{pink}} \end{pmatrix}$$

Blocked linear operator

- Single-field problems represented by **diagonal blocks**
- Coupling represented by off-diagonal blocks
- Nested blocked operators for hierarchical dependencies

Example: 2×2 blocked operator with nested 2×2 blocked operator

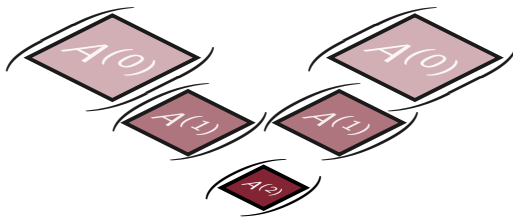
$$A = \begin{pmatrix} \boxed{\text{dark red}} & \boxed{\text{gray}} & \boxed{\text{light gray}} \\ \boxed{\text{gray}} & \boxed{\text{red}} & \boxed{\text{light gray}} \\ \boxed{\text{light gray}} & \boxed{\text{light gray}} & \boxed{\text{pink}} \end{pmatrix}$$

How to design efficient multigrid preconditioners
for multiphysics problems?

Multigrid method

Transfer operators + Level smoothers

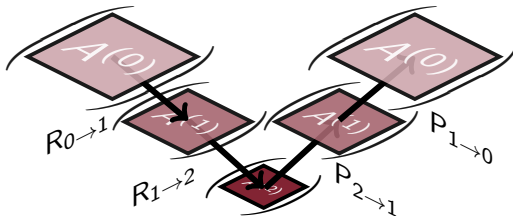
- Generate **coarse representations** $A^{(i)}$ of fine level problem $A^{(0)}$



Multigrid method

Transfer operators + Level smoothers

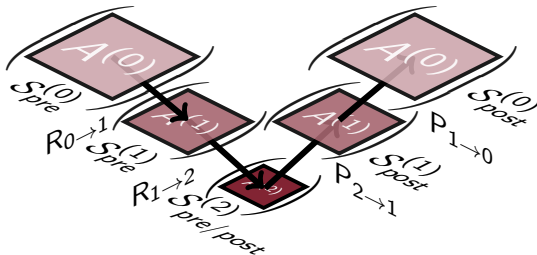
- Generate **coarse representations** $A^{(i)}$ of fine level problem $A^{(0)}$ using $A^{(i+1)} = R_{i \rightarrow (i+1)} A^{(i)} P_{(i+1) \rightarrow i}$
- Rectangular **transfer operators** $P_{(i+1) \rightarrow i}$ and $R_{i \rightarrow (i+1)}$



Multigrid method

Transfer operators + **Level smoothers**

- Generate **coarse representations** $A^{(i)}$ of fine level problem $A^{(0)}$ using $A^{(i+1)} = R_{i \rightarrow (i+1)} A^{(i)} P_{(i+1) \rightarrow i}$
- Rectangular **transfer operators** $P_{(i+1) \rightarrow i}$ and $R_{i \rightarrow (i+1)}$
- **Level smoothers** $S^{(i)}$ damp high-oscillatory error modes

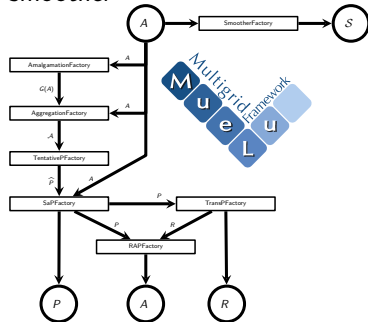


MueLu – The Trilinos Multigrid framework

MueLu multigrid framework:

- Extensible software layout
 - Modularity:
Preconditioner layout defined by small building blocks
 - Logic: Building blocks connected through logical data dependencies
- Flexible user input system through XML files
- Designed for next-generation HPC systems

Example: Building blocks for transfer operators and level smoother

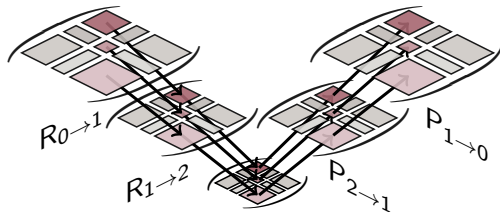


www.trilinos.org/packages/muelu

Multigrid for multiphysics

Transfer operators + Level smoothers + Coupling

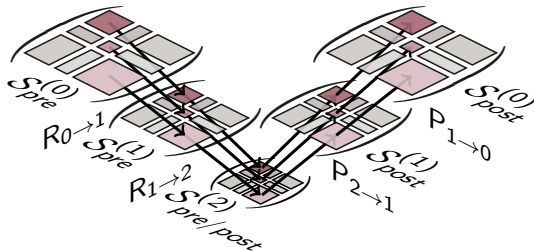
- Segregated transfer operators P and R to keep algebraic blocks separate on coarse levels



Multigrid for multiphysics

Transfer operators + **Level smoothers** + **Coupling**

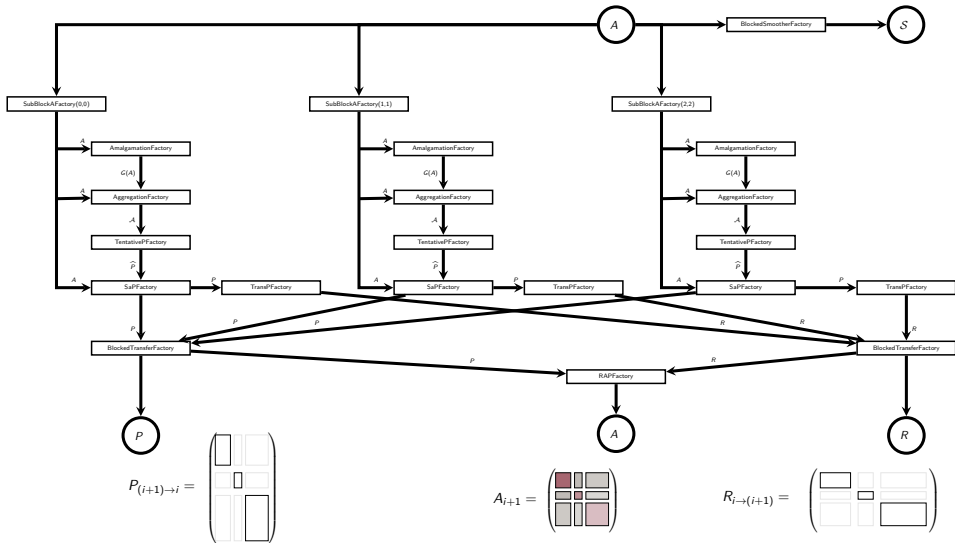
- Segregated transfer operators P and R to keep algebraic blocks separate on coarse levels
- Nested block smoothers consider coupling of different fields



Segregated transfer operators

Transition from level i to $i + 1$:

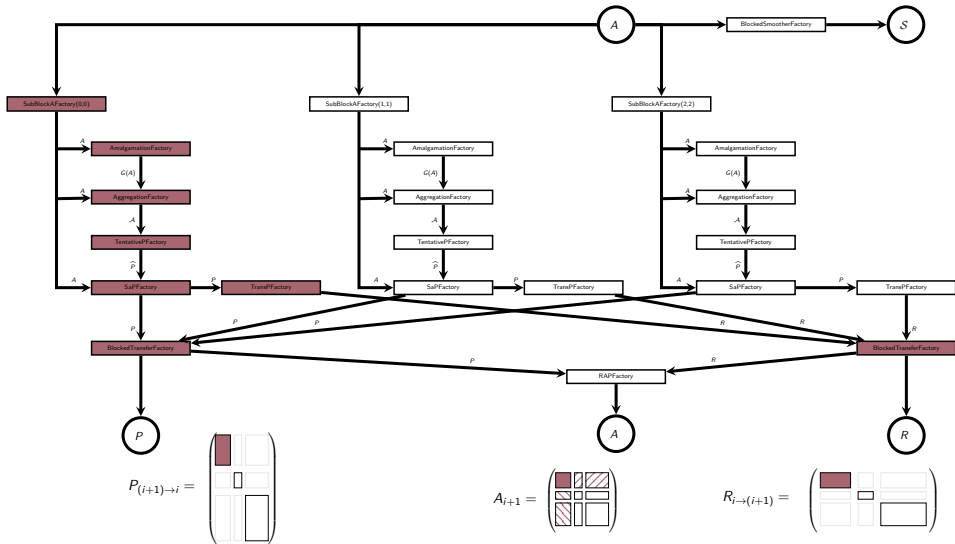
$$A_i = \begin{pmatrix} \text{dark red} & \text{light gray} & \text{light gray} \\ \text{dark gray} & \text{dark red} & \text{light gray} \\ \text{light gray} & \text{light gray} & \text{dark red} \end{pmatrix}$$



Segregated transfer operators

Transition from level i to $i + 1$:

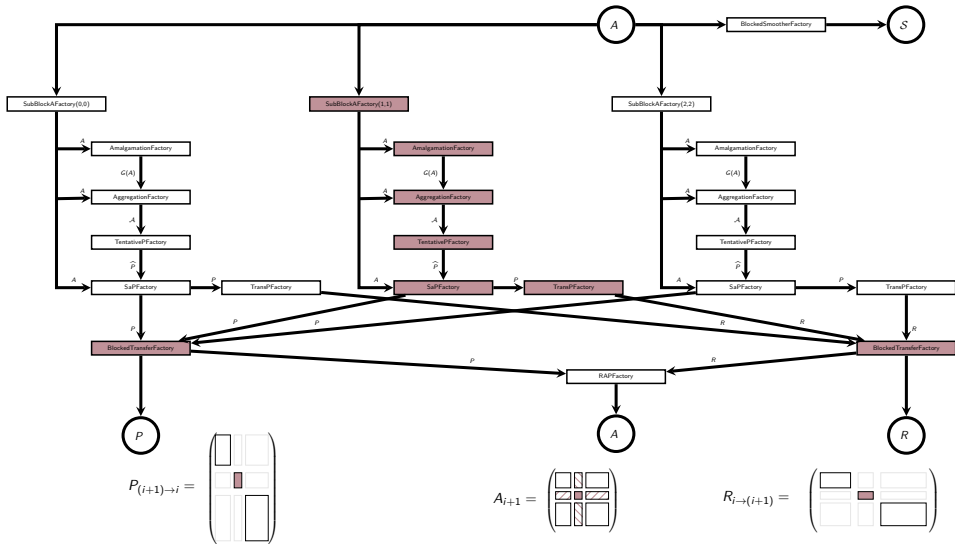
$$A_i = \begin{pmatrix} \text{red} & \text{white} & \text{white} \\ \text{white} & \text{white} & \text{white} \\ \text{white} & \text{white} & \text{white} \end{pmatrix}$$



Segregated transfer operators

Transition from level i to $i + 1$:

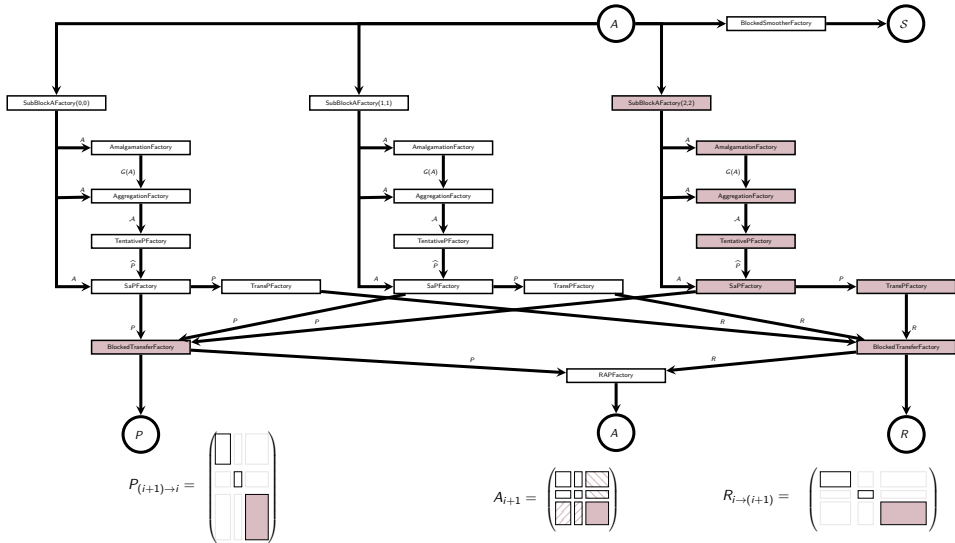
$$A_i = \begin{pmatrix} \square & \square & \square \\ \square & \blacksquare & \square \\ \square & \square & \square \end{pmatrix}$$



Segregated transfer operators

Transition from level i to $i + 1$:

$$A_i = \begin{pmatrix} \square & \square & \square \\ \square & \square & \square \\ \square & \square & \blacksquare \end{pmatrix}$$



Pool of block smoothers

- General $n \times n$ block systems: Blocked Gauss-Seidel smoother
- General 2×2 block systems: SIMPLE, Uzawa, Braess-Sarazin
- Physics-based block smoothers from the Teko package

Build your application-specific block smoother

- Consider the coupling blocks when designing the block smoother

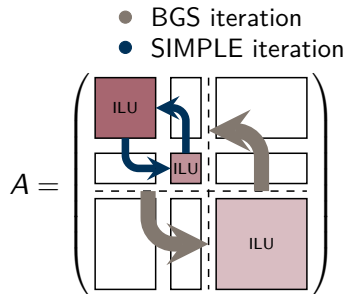
$$A = \begin{pmatrix} \text{dark red square} & \text{light gray vertical rectangle} & \text{light gray horizontal rectangle} \\ \text{light gray horizontal rectangle} & \text{dark red square} & \text{light gray horizontal rectangle} \\ \text{light gray vertical rectangle} & \text{light gray vertical rectangle} & \text{pink square} \end{pmatrix}$$

Pool of block smoothers

- General $n \times n$ block systems: Blocked Gauss-Seidel smoother
- General 2×2 block systems: SIMPLE, Uzawa, Braess-Sarazin
- Physics-based block smoothers from the Teko package

Build your application-specific block smoother

- Consider the coupling blocks when designing the block smoother
- Use nested block smoothers:
 - 1 BGS (0.5)
 - 1 SIMPLE (0.8)
 - ILU(0), $ov=1$
 - ILU(0), $ov=1$
 - ILU(0), $ov=1$



$$\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla \mathbf{u} - \nabla \cdot \nu \nabla \mathbf{u} + \nabla p + \nabla \cdot \left(-\frac{1}{\mu_0} \mathbf{B} \otimes \mathbf{B} + \frac{1}{2\mu_0} \|\mathbf{B}\|^2 \mathbf{I} \right) = \mathbf{0}$$
$$\nabla \cdot \mathbf{u} = 0$$

$$\frac{\partial \mathbf{B}}{\partial t} + \nabla \times (\mathbf{u} \times \mathbf{B}) - \nabla \times \frac{\eta}{\mu_0} \nabla \times \mathbf{B} + \nabla r = \mathbf{0}$$
$$\nabla \cdot \mathbf{B} = 0$$

with appropriate initial and boundary conditions.

Discretization

Stabilized discretization of MHD equations using equal order piecewise bilinear elements on hexahedrons

Discretization

Stabilized discretization of MHD equations using equal order piecewise bilinear elements on hexahedons

⇒ Collocated solution unknowns ($\mathbf{u}_x, \mathbf{u}_y, \mathbf{u}_z, p, \mathbf{B}_x, \mathbf{B}_y, \mathbf{B}_z, r$) on each mesh node

Reference solver

- Preconditioned GMRES (from Belos or AztecOO package)
- Fully-coupled MueLu multigrid preconditioner
 - 8 DOFs per node
 - Level smoother: Additive Schwarz (overlap=1) with ILU(0)
 - Non-smoothed transfer operators

P.T. Lin, J.N. Shadid, R.S. Tuminaro, M. Sala, G.L. Hennigan, R.P. Pawlowski; *A parallel fully coupled algebraic multilevel preconditioner applied to multiphysics PDE applications: Drift-diffusion, flow/transport/reaction, resistive MHD*; Int. J. Numer. Meth. Fluids, 64,1148-1179; 2010
J.N. Shadid, R.P. Pawlowski, E.C. Cyr, R.S. Tuminaro, L. Chacon, P.D. Weber; *Scalable implicit incompressible resistive MHD with stabilized FE and fully-coupled Newton-Krylov-AMG*; Comput. Methods Appl. Mech. Engrg., 304, 1-25; 2016

Incompressible resistive MHD equations:

$$\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla \mathbf{u} - \nabla \cdot \nu \nabla \mathbf{u} + \nabla p + \nabla \cdot \left(-\frac{1}{\mu_0} \mathbf{B} \otimes \mathbf{B} + \frac{1}{2\mu_0} \|\mathbf{B}\|^2 \mathbf{I} \right) = \mathbf{0}$$

$$\nabla \cdot \mathbf{u} = 0$$

$$\frac{\partial \mathbf{B}}{\partial t} + \nabla \times (\mathbf{u} \times \mathbf{B}) - \nabla \times \frac{\eta}{\mu_0} \nabla \times \mathbf{B} + \nabla r = \mathbf{0}$$

$$\nabla \cdot \mathbf{B} = 0$$

Block structure of linear systems after discretization:

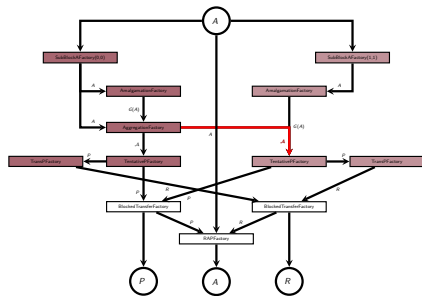
$$A = \begin{pmatrix} \boxed{\text{red}} & \boxed{\text{gray}} \\ \boxed{\text{gray}} & \boxed{\text{red}} \end{pmatrix}$$

- 2×2 block system with 4 DOFs per node each block
- Solution variables: $(\mathbf{u}_x, \mathbf{u}_y, \mathbf{u}_z, p)$ and $(\mathbf{B}_x, \mathbf{B}_y, \mathbf{B}_z, r)$

Design principles:

- Preserve coincidence of MHD unknowns on coarse levels
- Reduce memory footprint by avoiding global ILU smoothers
- Performance through ILU as single-field smoothers

Solver layout:

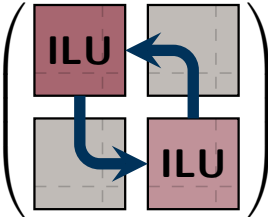


- Reuse aggregates \mathcal{A} from Navier-Stokes part for magnetics part
- Non-smoothed transfer ops.
- Block smoother:
 n BGS(ω)
 - ILU(0), $ov=1$
 - ILU(0), $ov=1$

Design principles:

- Preserve coincidence of MHD unknowns on coarse levels
- Reduce memory footprint by avoiding global ILU smoothers
- Performance through ILU as single-field smoothers

Block smoother:

$$A = \begin{pmatrix} \text{ILU} & \text{ } \\ \text{ } & \text{ILU} \end{pmatrix}$$


● BGS iteration

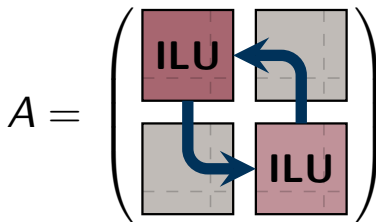
- Reuse aggregates \mathcal{A} from Navier-Stokes part for magnetics part
- Non-smoothed transfer ops.
- Block smoother:
 $n \text{ BGS}(\omega)$
 - ILU(0), $ov=1$
 - ILU(0), $ov=1$

Block multigrid preconditioner for MHD

Design principles:

- Preserve coincidence of MHD unknowns on coarse levels
- Reduce memory footprint by avoiding global ILU smoothers
- Performance through ILU as single-field smoothers

Block smoother:

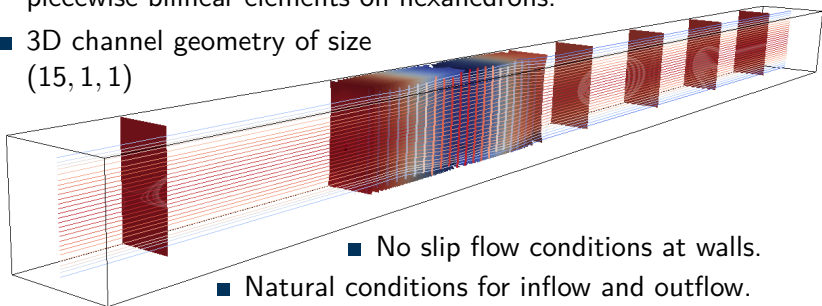


● BGS iteration

- Reuse aggregates \mathcal{A} from Navier-Stokes part for magnetics part
- Non-smoothed transfer ops.
- Block smoother:
 $n \text{ BGS}(\omega)$
 - ILU(0), $ov=1$
 - ILU(0), $ov=1$

MHD generator problem

- Stabilized discretization of MHD equations using equal order piecewise bilinear elements on hexahedrons.
- 3D channel geometry of size (15, 1, 1)



- No slip flow conditions at walls.
- Natural conditions for inflow and outflow.
- Dirichlet BCs for magnetic field at top and bottom



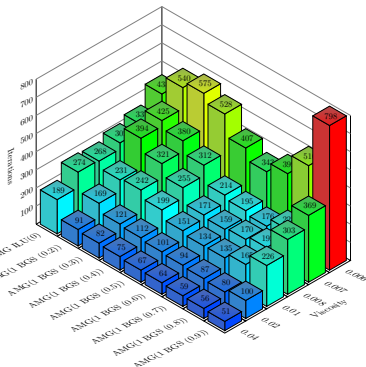
$$\begin{bmatrix} B_x \\ B_y \\ B_z \end{bmatrix} = \begin{bmatrix} 0 \\ \frac{1}{2} B_0 (\tanh(x - x_0)/\Delta - \tanh(x - x_f)/\Delta) \end{bmatrix}$$

with $x_0 = 4.0$, $x_f = 6.0$, $\Delta = 0.5$ and $B_0 = 3.354$.

MHD generator problem – results

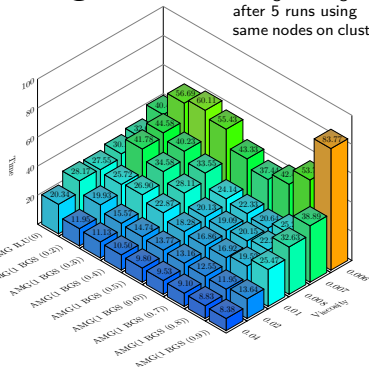
$240 \times 16 \times 16$ mesh on 32 processors

Iterations:



Timings:

Averaged timings
after 5 runs using
same nodes on cluster



Multigrid hierarchy:

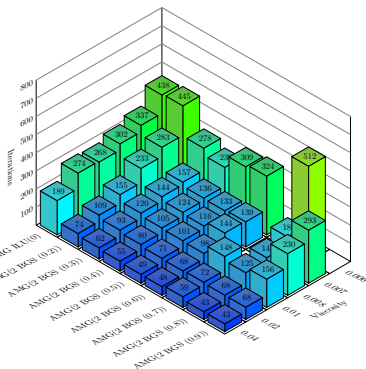
Relative linear
solver tolerance:
 $\varepsilon = 1 \cdot 10^{-5}$

ℓ	rows	nnz	nnz/row	c ratio	procs	smoother
0	491,520	97,234,432	197.82		32	1 BGS (ω)
1	23,040	3,024,896	131.29	21.33	32	1 BGS (ω)
2	1,280	95,872	74.90	18.00	5	direct

MHD generator problem – results

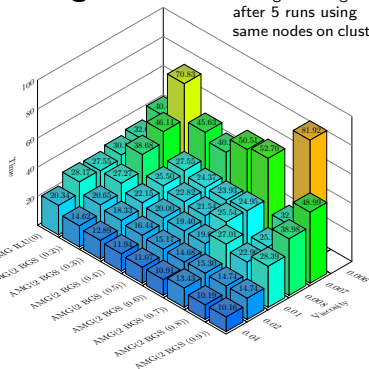
$240 \times 16 \times 16$ mesh on 32 processors

Iterations:



Timings:

Averaged timings
after 5 runs using
same nodes on cluster



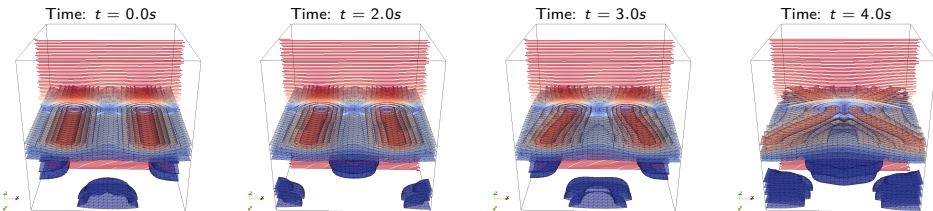
Multigrid hierarchy:

Relative linear
solver tolerance:
 $\varepsilon = 1 \cdot 10^{-5}$

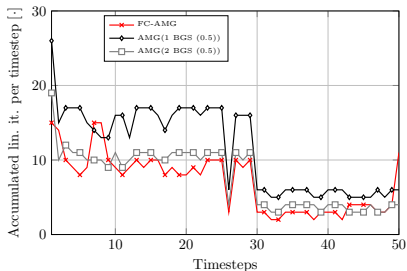
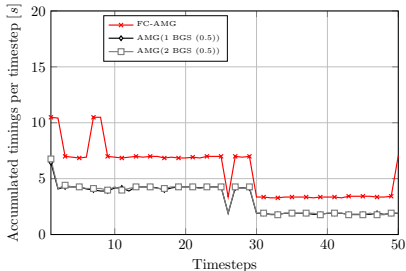
ℓ	rows	nnz	nnz/row	c ratio	procs	smoother
0	491,520	97,234,432	197.82		32	2 BGS (ω)
1	23,040	3,024,896	131.29	21.33	32	2 BGS (ω)
2	1,280	95,872	74.90	18.00	5	direct

Island coalescence problem

- Stabilized discretization of MHD equations using equal order piecewise bilinear elements on hexahedrons.
- 3D cube geometry of size $(2, 2, 2)$
- 2 magnetic islands as initial condition
- Viscosity: $\nu = 10^{-4}$
- Timestep size: $\Delta t \in \{0.05, 0.025, 0.0125\}$
- Relative linear solver tolerance: $\varepsilon = 10^{-5}$



Island coalescing example

 $CFL = 3.2$ $32 \times 32 \times 32$ mesh $\Delta t = 0.05s$ **Iterations:****Timings:****Multigrid hierarchy:**

ℓ	rows	nnz	nnz/row	c ratio	procs	smoother
0	246,016	52,032,384	211.50		8	n BGS(0.5)
1	10,736	1,855,392	172.82	22.92	8	n BGS(0.5)
2	560	80,976	144.60	19.17	2	direct

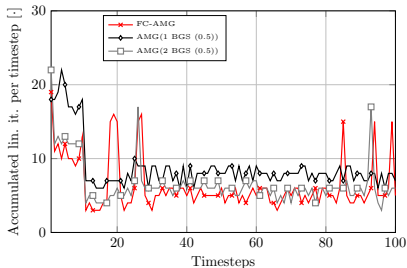
Island coalescing example

CFL = 3.2

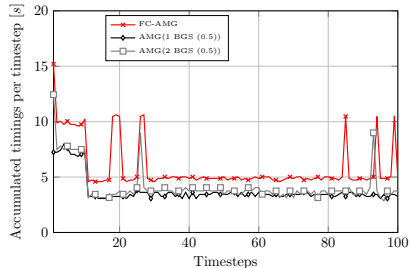
$64 \times 64 \times 64$ mesh

$\Delta t = 0.025s$

Iterations:



Timings:



Multigrid hierarchy:

ℓ	rows	nnz	nnz/row	c ratio	procs	smoother
0	2,032,128	434,367,360	213.75		64	n BGS(0.5)
1	90,528	15,788,304	174.40	22.45	64	n BGS(0.5)
2	4,768	721,728	151.37	18.99	18	n BGS(0.5)
3	416	48,720	117.12	11.46	1	direct

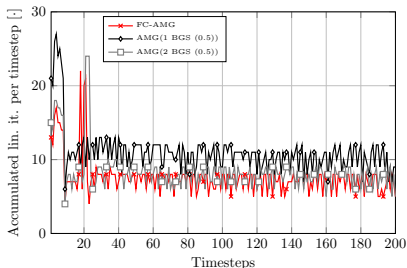
Island coalescing example

CFL = 3.2

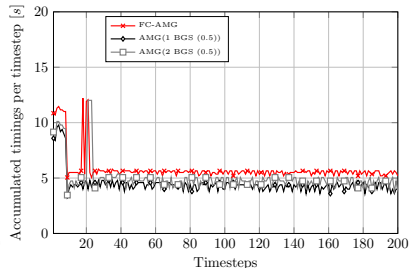
$128 \times 128 \times 128$ mesh

$\Delta t = 0.0125s$

Iterations:



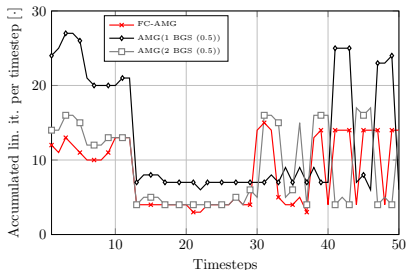
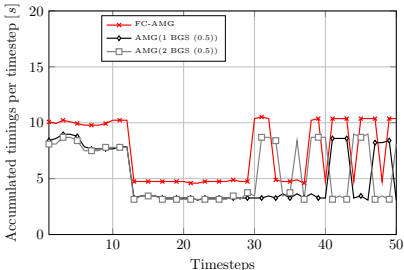
Timings:



Multigrid hierarchy:

ℓ	rows		nnz	nnz/row	c ratio	procs	smoother
0	16,516,096	3,548,896,128	214.88			512	n BGS(0.5)
1	742,976	130,015,536	174.99	22.23		512	n BGS(0.5)
2	39,488	6,090,336	154.23	18.82		154	n BGS(0.5)
3	4,000	511,056	127.76	9.87		15	n BGS(0.5)
4	384	42,784	111.42	10.42		1	direct

Island coalescing example

 $CFL = 6.4$ $64 \times 64 \times 64$ mesh $\Delta t = 0.05s$ **Iterations:****Timings:****Multigrid hierarchy:**

ℓ	rows	nnz	nnz/row	c ratio	procs	smoother
0	2,032,128	434,367,360	213.75		64	n BGS(0.5)
1	90,528	15,788,304	174.40	22.45	64	n BGS(0.5)
2	4,768	721,728	151.37	18.99	18	n BGS(0.5)
3	416	48,720	117.12	11.46	1	direct

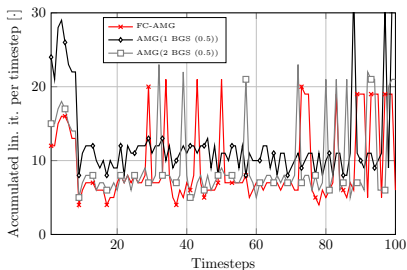
Island coalescing example

CFL = 6.4

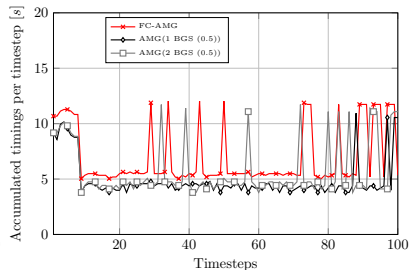
$128 \times 128 \times 128$ mesh

$\Delta t = 0.025s$

Iterations:



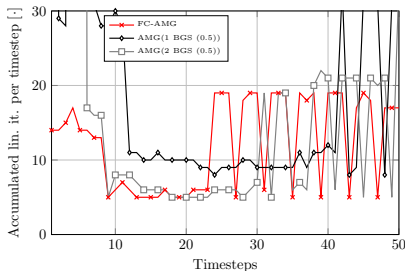
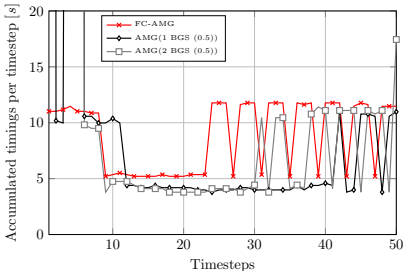
Timings:



Multigrid hierarchy:

ℓ	rows		nnz	nnz/row	c ratio	procs	smoother
0	16,516,096	3,548,896,128		214.88		512	n BGS(0.5)
1	742,976	130,015,536		174.99	22.23	512	n BGS(0.5)
2	39,488	6,090,336		154.23	18.82	154	n BGS(0.5)
3	4,000	511,056		127.76	9.87	15	n BGS(0.5)
4	384	42,784		111.42	10.42	1	direct

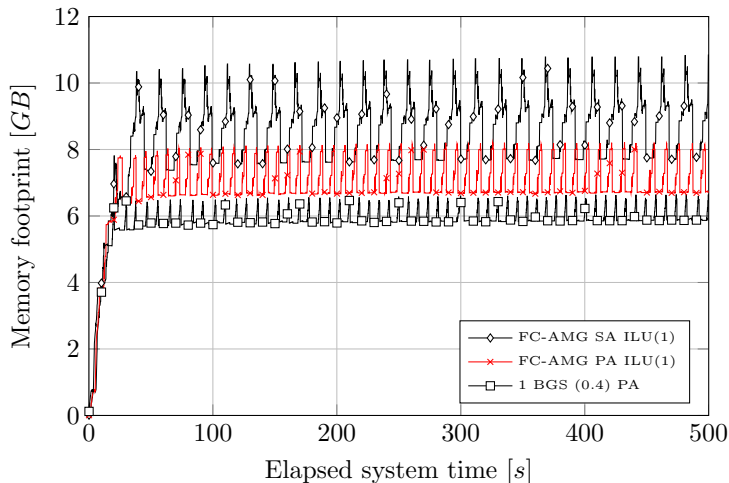
Island coalescing example

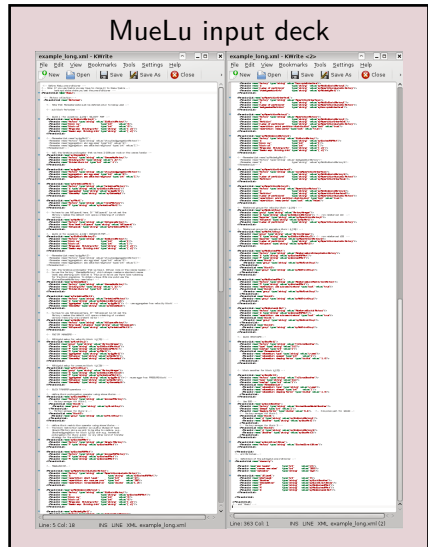
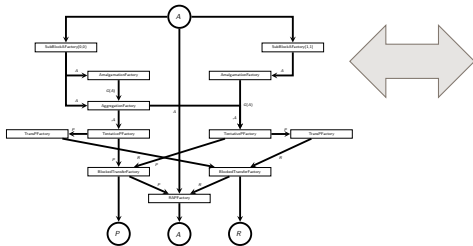
 $CFL = 12.8$ $128 \times 128 \times 128$ mesh $\Delta t = 0.05s$ **Iterations:****Timings:****Multigrid hierarchy:**

ℓ	rows		nnz	nnz/row	c ratio	procs	smoother
0	16,516,096	3,548,896,128	214.88			512	n BGS(0.5)
1	742,976	130,015,536	174.99	22.23		512	n BGS(0.5)
2	39,488	6,090,336	154.23	18.82		154	n BGS(0.5)
3	4,000	511,056	127.76	9.87		15	n BGS(0.5)
4	384	42,784	111.42	10.42		1	direct

Island coalescing – memory

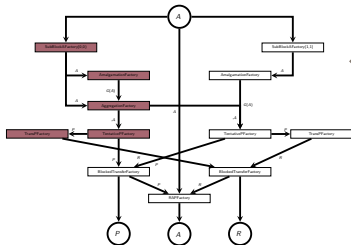
$64 \times 64 \times 64$ mesh on 64 procs



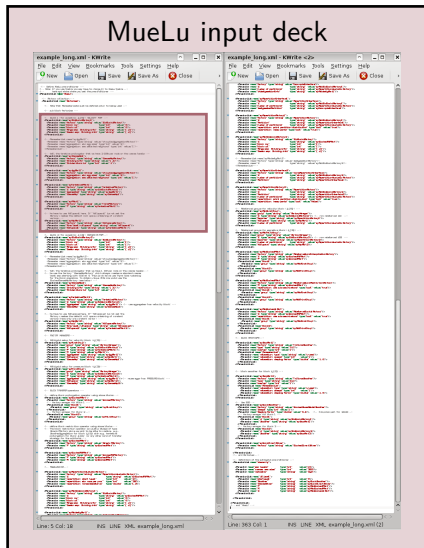


User interface

- Flexible framework for multiphysics preconditioners
 - Modular through building blocks
 - XML based input deck for defining preconditioner layout
- Flexible modular input deck **not** user friendly

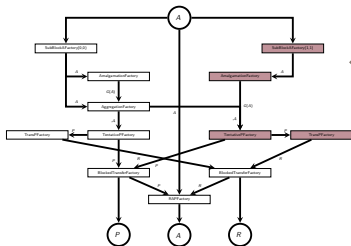


⇒ **Facade Classes:**
application-specific simplified user interfaces

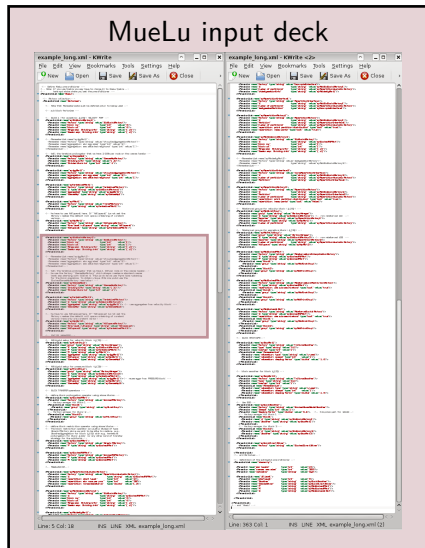


User interface

- Flexible framework for multiphysics preconditioners
 - Modular through building blocks
 - XML based input deck for defining preconditioner layout
- Flexible modular input deck **not** user friendly

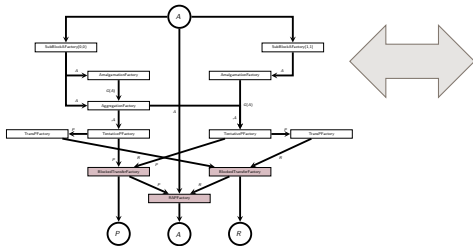


⇒ **Facade Classes:**
application-specific simplified user interfaces

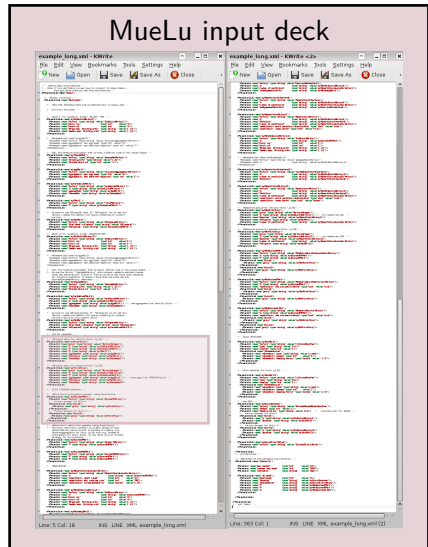


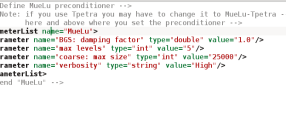
User interface

- Flexible framework for multiphysics preconditioners
 - Modular through building blocks
 - XML based input deck for defining preconditioner layout
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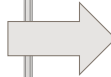
⇒ **Facade Classes:**
application-specific simplified user interfaces



- 
- ```

example_short.xml - KWrite
File Edit View Bookmarks Tools Settings Help
View Open Save Save As Close Undo redo
<!-- Define MueLu preconditioner -->
<!-- Note: if you use Ipetra you may have to change it to MueLu-Ipetra -->
<!-- here and above where you set the preconditioner -->
<ParameterList name="MueLu">
 <Parameter name="BGS: damping factor" type="double" value="1.8"/>
 <Parameter name="max levels" type="int" value="5"/>
 <Parameter name="coarse: max size" type="int" value="25000"/>
 <Parameter name="verbosity" type="string" value="High"/>
</ParameterList>
<!-- end "MueLu" -->

```
- Line: 4 Col: 18    PWS LINE XML example\_short.xml



## FacadeClass

[illegible]

## The FacadeClass

- takes the simplified user parameters
- expands them to a full MueLu input deck

## In collaboration with

- John N. Shadid (SNL)
- Eric C. Cyr (SNL)
- Jonathan J. Hu (SNL)
- Raymond S. Tuminaro (SNL)

## References

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