

The Portable Extensible Toolkit for Scientific Computing

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PETSc Tutorial

Dept. of Mechanical and Aerospace Engineering, SUNY Buffalo
Buffalo, NY April 21, 2014



Never believe *anything*,
unless you can run it.

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The PETSc Team



Bill Gropp



Barry Smith



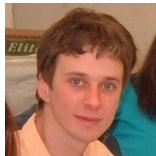
Satish Balay



Jed Brown



Matt Knepley



Lisandro Dalcin



Hong Zhang

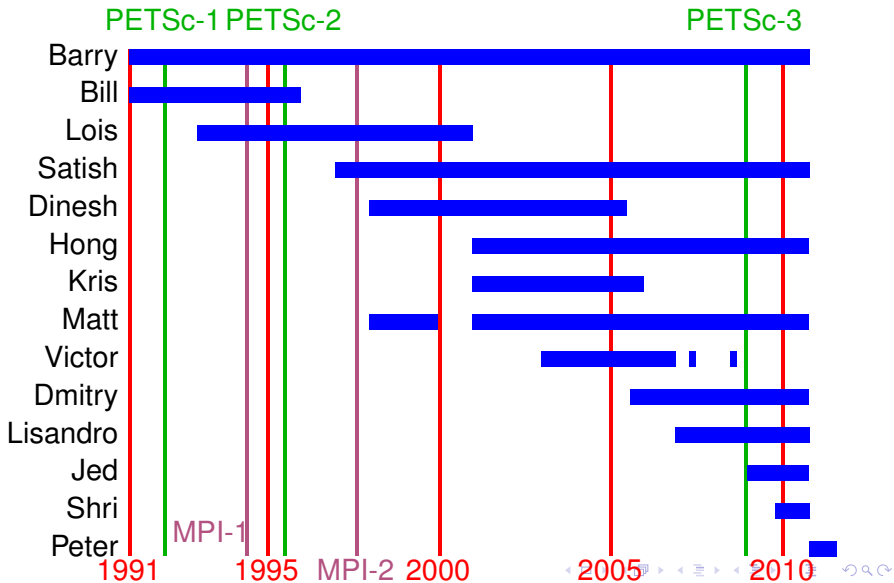


Mark Adams



Peter Brune

Timeline



What I Need From You

- Tell me if you do not understand
- Tell me if an example does not work
- Suggest better wording or **figures**
- Followup problems at petsc-maint@mcs.anl.gov

Ask Questions!!!

- Helps **me** understand what you are missing
- Helps **you** clarify misunderstandings
- Helps **others** with the same question

How We Can Help at the Tutorial

- Point out relevant documentation
- Quickly answer questions
- Help install
- Guide design of large scale codes
- Answer email at petsc-maint@mcs.anl.gov

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Outline

- 1 Getting Started with PETSc
 - Who uses PETSc?
 - Stuff for Windows
 - How can I get PETSc?
 - How do I Configure PETSc?
 - How do I Build PETSc?
 - How do I run an example?
 - How do I get more help?

2 PETSc Integration

3 DM

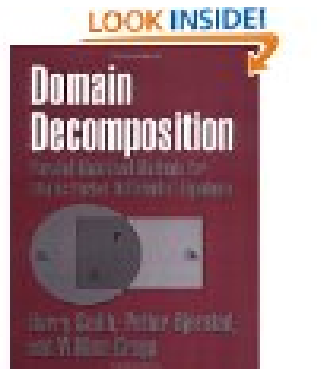
4 Advanced Solvers

How did PETSc Originate?

PETSc was developed as a Platform for Experimentation

We want to experiment with different

- Models
- Discretizations
- Solvers
- Algorithms
 - which blur these boundaries



The Role of PETSc

Developing parallel, nontrivial PDE solvers that deliver high performance is still difficult and requires months (or even years) of concentrated effort.

*PETSc is a toolkit that can ease these difficulties and reduce the development time, but it is not a black-box PDE solver, nor a **silver bullet**.*

— Barry Smith

Advice from Bill Gropp

You want to think about how you decompose your data structures, how you think about them globally. [...] If you were building a house, you'd start with a set of blueprints that give you a picture of what the whole house looks like. You wouldn't start with a bunch of tiles and say, "Well I'll put this tile down on the ground, and then I'll find a tile to go next to it." But all too many people try to build their parallel programs by creating the smallest possible tiles and then trying to have the structure of their code emerge from the chaos of all these little pieces. You have to have an organizing principle if you're going to survive making your code parallel.

(<http://www.rce-cast.com/Podcast/rce-28-mpich2.html>)

What is PETSc?

A freely available and supported research code

- Download from <http://www.mcs.anl.gov/petsc>
- Free for everyone, including industrial users
- Hyperlinked manual, examples, and manual pages for all routines
- Hundreds of tutorial-style examples
- Support via email: petsc-maint@mcs.anl.gov
- Usable from C, C++, Fortran 77/90, and Python

What is PETSc?

- Portable to any parallel system supporting MPI, including:
 - Tightly coupled systems
 - Cray XT5, BG/Q, NVIDIA Fermi, Earth Simulator
 - Loosely coupled systems, such as networks of workstations
 - IBM, Mac, iPad/iPhone, PCs running Linux or Windows
- PETSc History
 - Begun September 1991
 - Over 60,000 downloads since 1995 (version 2)
 - Currently 400 per month
- PETSc Funding and Support
 - Department of Energy
 - SciDAC, MICS Program, AMR Program, INL Reactor Program
 - National Science Foundation
 - CIG, CISE, Multidisciplinary Challenge Program

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Who Uses PETSc?

Computational Scientists

- Earth Science
 - **PyLith** (CIG)
 - **Underworld** (Monash)
 - **Magma Dynamics** (LDEO, Columbia, Oxford)
- Subsurface Flow and Porous Media
 - **STOMP** (DOE)
 - **PFLOTRAN** (DOE)

Who Uses PETSc?

Computational Scientists

- CFD
 - Firedrake
 - Fluidity
 - OpenFOAM
 - freeCFD
 - OpenFVM
- MicroMagnetics
 - MagPar
- Fusion
 - XGC
 - BOUT++
 - NIMROD

Who Uses PETSc?

Algorithm Developers

- Iterative methods
 - Deflated GMRES
 - LGMRES
 - QCG
 - SpecEst
- Preconditioning researchers
 - Prometheus (Adams)
 - ParPre (Eijkhout)
 - FETI-DP (Klawonn and Rheinbach)

Who Uses PETSc?

Algorithm Developers

- Finite Elements

- libMesh
- MOOSE
- PETSc-FEM
- Deal II
- OOFEM

- Other Solvers

- Fast Multipole Method (PetFMM)
- Radial Basis Function Interpolation (PetRBF)
- Eigensolvers (SLEPc)
- Optimization (TAO)

What Can We Handle?

- PETSc has run implicit problems with over **500 billion** unknowns
 - UNIC on BG/P and XT5
 - PFLOTRAN for flow in porous media
- PETSc has run on over **290,000** cores efficiently
 - UNIC on the IBM BG/P Jugene at Jülich
 - PFLOTRAN on the Cray XT5 Jaguar at ORNL
- PETSc applications have run at 23% of peak (**600 Teraflops**)
 - Jed Brown on NERSC Edison
 - HPGMG code

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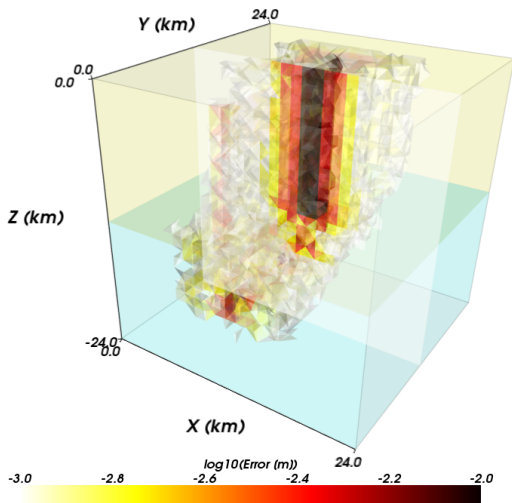
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PyLith

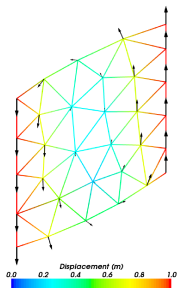
- Multiple problems
 - Dynamic rupture
 - Quasi-static relaxation
- Multiple models
 - Nonlinear visco-plastic
 - Finite deformation
 - Fault constitutive models
- Multiple meshes
 - 1D, 2D, 3D
 - Hex and tet meshes
- Parallel
 - PETSc solvers
 - DMPlex mesh management



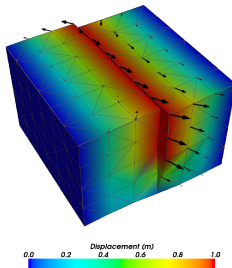
^aAagaard, Knepley, Williams

Multiple Mesh Types

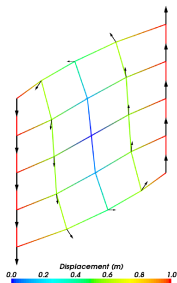
Triangular



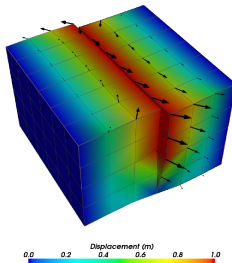
Tetrahedral



Rectangular

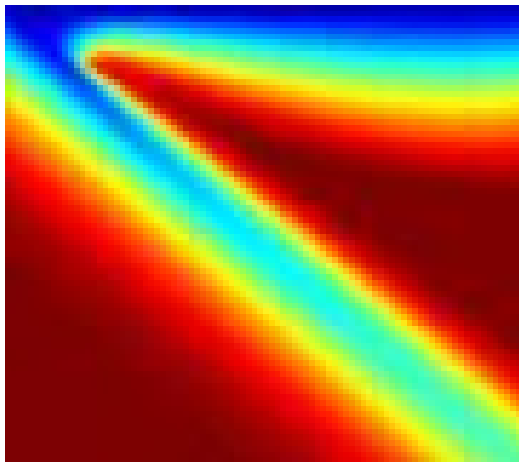


Hexahedral



Magma Dynamics

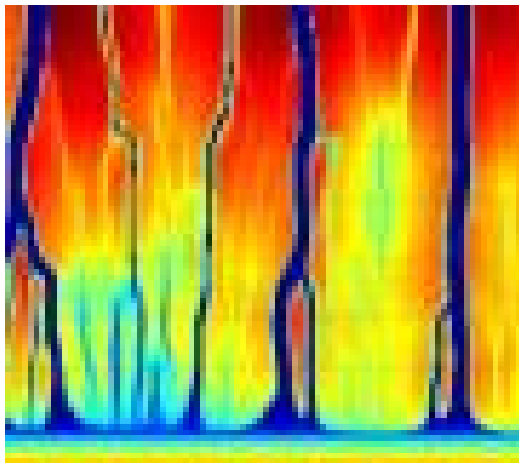
- Couples scales
 - Subduction
 - Magma Migration
- Physics
 - Incompressible fluid
 - Porous solid
 - Variable porosity
- Deforming matrix
 - Compaction pressure
- Code generation
 - FEniCS
- Multiphysics Preconditioning
 - PETSc FieldSplit



^aKatz, Speigelman

Magma Dynamics

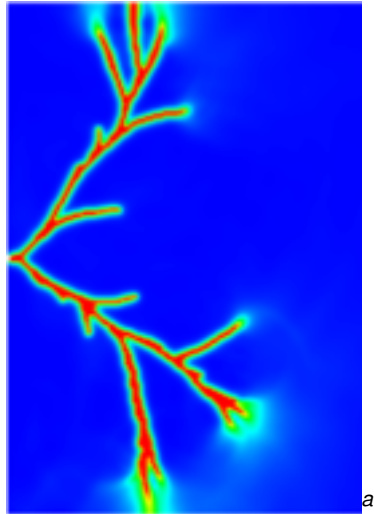
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^aKatz, Spiegelman

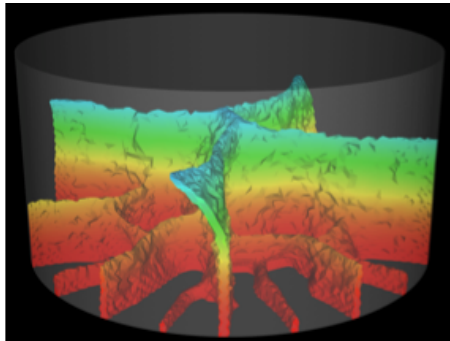
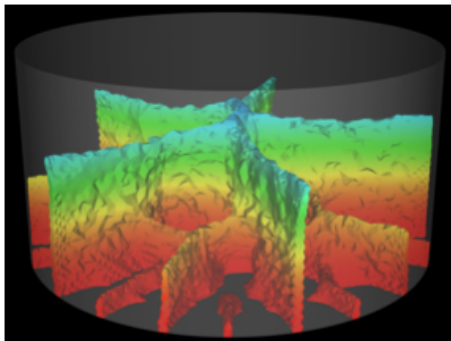
Fracture Mechanics

- Full variational formulation
 - Phase field
 - Linear or Quadratic penalty
- Uses TAO optimization
 - Necessary for linear penalty
 - Backtacking
- No prescribed cracks (**movie**)
 - Arbitrary crack geometry
 - Arbitrary intersections
- Multiple materials
 - Composite toughness



^aBourdin

Fracture Mechanics

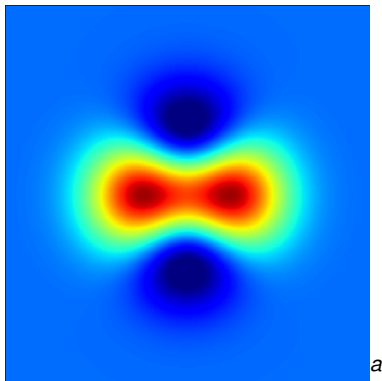


¹Bourdin

Vortex Method

$t = 000$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
- PetFMM
 - 2D/3D domains
 - Automatic load balancing
 - Variety of kernels
 - Optimized with templates
- PetRBF
 - Variety of RBFs
 - Uses PETSc solvers
 - Scalable preconditioner
- Parallelism
 - MPI
 - GPU

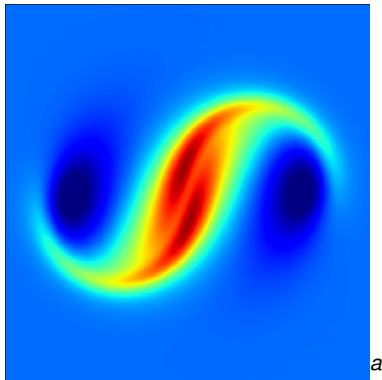


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 100$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
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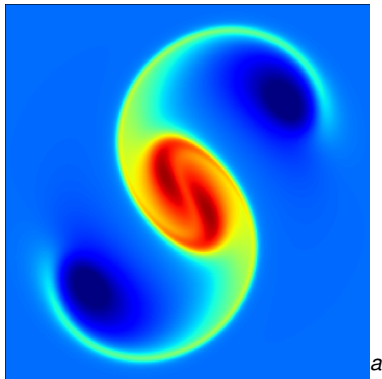


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 200$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
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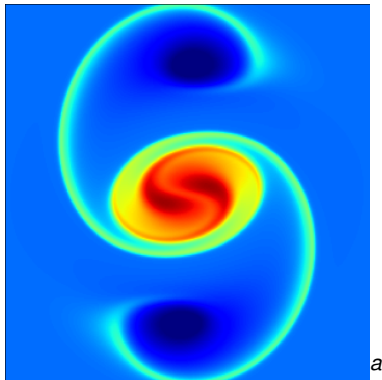


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 300$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
- PetFMM
 - 2D/3D domains
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 - Variety of kernels
 - Optimized with templates
- PetRBF
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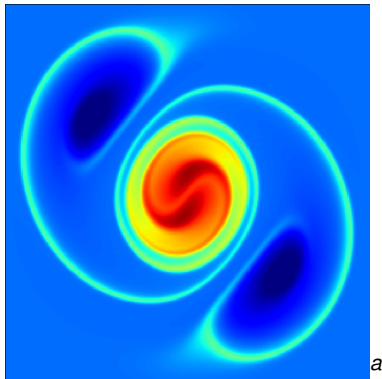


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 400$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
- PetFMM
 - 2D/3D domains
 - Automatic load balancing
 - Variety of kernels
 - Optimized with templates
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 - Variety of RBFs
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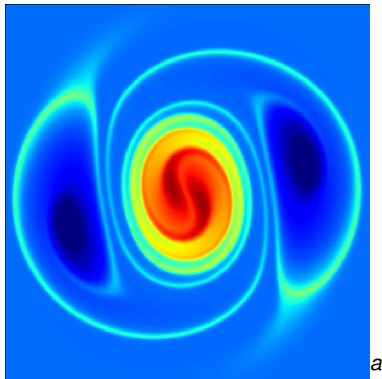


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 500$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
- PetFMM
 - 2D/3D domains
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 - Variety of kernels
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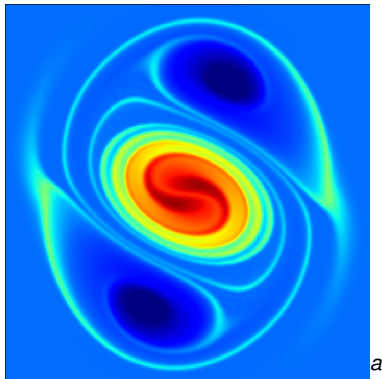


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 600$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
- PetFMM
 - 2D/3D domains
 - Automatic load balancing
 - Variety of kernels
 - Optimized with templates
- PetRBF
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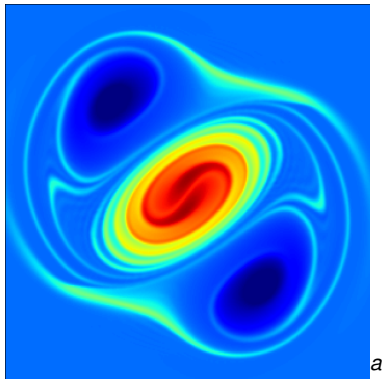


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 700$

- Incompressible Flow
 - Gaussian vortex blobs
 - High Re
- PetFMM
 - 2D/3D domains
 - Automatic load balancing
 - Variety of kernels
 - Optimized with templates
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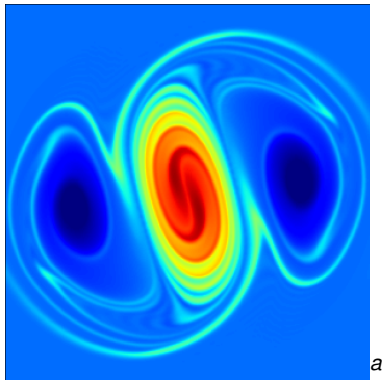


^aCruz, Yokota, Barba, Knepley

Vortex Method

$t = 800$

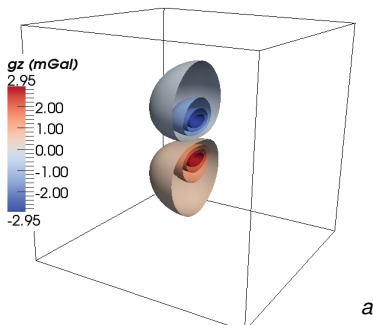
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^aCruz, Yokota, Barba, Knepley

Gravity Anomaly Modeling

- Potential Solution
 - Kernel of inverse problem
 - Needs optimal algorithm
- Implementations
 - Direct Summation
 - FEM
 - FMM
- Parallelism
 - MPI
 - 4000+ cores
 - All methods scalable

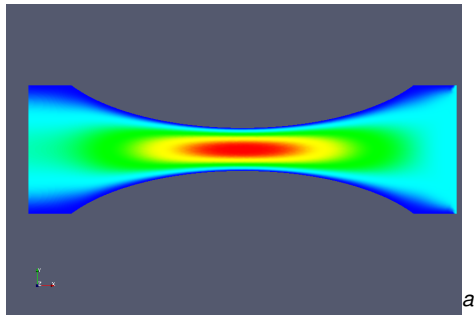


^aMay, Knepley

FEniCS-Apps

Rheagen

- Rheologies
 - Maxwell
 - Grade 2
 - Oldroyd-B
- Stabilization
 - DG
 - SUPG
 - EVSS
 - DEVSS
 - Macroelement
- Automation
 - FIAT (elements)
 - FFC (weak forms)

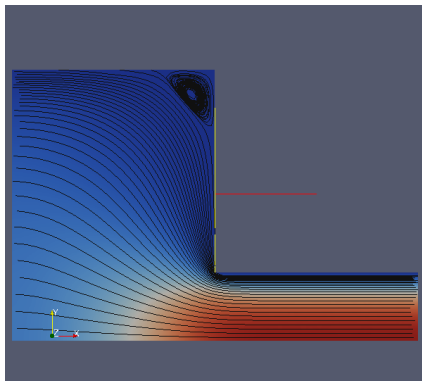


^aTerrel

FEniCS-Apps

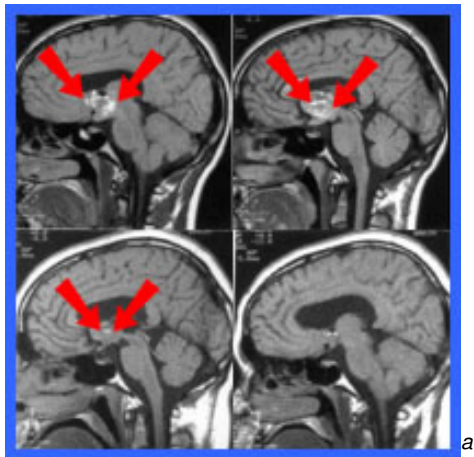
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Real-time Surgery

- Brain Surgery
 - Elastic deformation
 - Overlaid on MRI
 - Guides surgeon
- Laser Thermal Therapy
 - PDE constrained optimization
 - Per-patient calibration
 - Thermal inverse problem

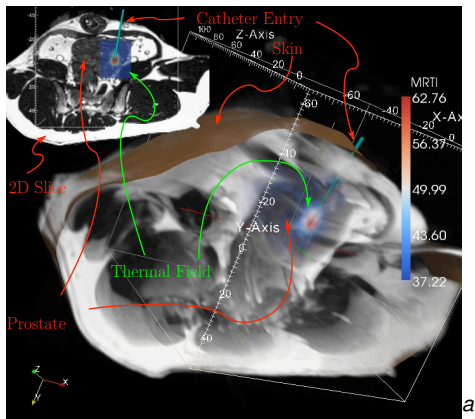


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^aWarfield, Ferrant, et.al.

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^aFuentes, Oden, et.al.

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Questions for Windows Users

- Have you installed cygwin?
 - Need python, make, and build-utils packages
- Will you use the GNU compilers?
 - If not, remove `link.exe`
 - If MS, check compilers from `cmd` window and use `win32fe`
- Which MPI will you use?
 - You can use `-with-mpi=0`
 - If MS, need to install MPICH2
 - If GNU, can use `-download-mpich`

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Downloading PETSc

- The latest tarball is on the PETSc site:
<http://www.mcs.anl.gov/petsc/download>
- There is a **Debian package** (`aptitude install petsc-dev`)
- There is a **Git development repository**

Cloning PETSc

- The full development repository is open to the public
 - <https://bitbucket.org/petsc/petsc/>
- Why is this better?
 - You can clone to any release (or any specific ChangeSet)
 - You can easily rollback changes (or releases)
 - You can get fixes from us the same day
- All releases are just tags:
 - [Source at tag v3.4.4](#)

Unpacking PETSc

- Just clone development repository

- `git clone http://bitbucket.org/petsc/petsc.git`
- `git clone -rv3.4.4 petsc petsc-3.4.4`

or

- Unpack the tarball

- `tar xzf petsc.tar.gz`

Exercise 1

Download and Unpack PETSc!

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Configuring PETSc

- Set `$PETSC_DIR` to the installation root directory
- Run the configuration utility
 - `$PETSC_DIR/configure`
 - `$PETSC_DIR/configure -help`
 - `$PETSC_DIR/configure -download-mpich`
 - `$PETSC_DIR/configure -prefix=/usr`
- There are many examples on the installation page
- Configuration files are in `$PETSC_DIR/$PETSC_ARCH/conf`
 - Configure header is in `$PETSC_DIR/$PETSC_ARCH/include`
 - `$PETSC_ARCH` has a default if not specified

Configuring PETSc

- You can easily reconfigure with the same options
 - `./$PETSC_ARCH/conf/reconfigure-$PETSC_ARCH.py`
- Can maintain several different configurations
 - `./configure -PETSC_ARCH=linux-fast -with-debugging=0`
- All configuration information is in the logfile
 - `./$PETSC_ARCH/conf/configure.log`
 - **ALWAYS** send this file with bug reports

Configuring PETSc for FEM

`$PETSC_DIR/configure`

`-download-triangle -download-ctetgen`

`-download-chaco -download-parmetis`

`-download-hdf5 -download-netcdf -download-exodusii`

`-with-cuda`

`-with-cudac='nvcc -m64' -with-cuda-arch=sm_10`

`-with-cuda-only`

`-with-ocl`

`-with-ocl-include=/System/Library/Frameworks/OpenCL.framework/Headers/`

`-with-ocl-lib=/System/Library/Frameworks/OpenCL.framework/OpenCL`

`-with-precision=single`

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`-download-triangle -download-ctetgen`

`-download-chaco -download-parmetis`

`-download-hdf5 -download-netcdf -download-exodusii`

`-with-cuda`

`-with-cudac='nvcc -m64' -with-cuda-arch=sm_10`

`-with-cuda-only`

`-with-ocl`

`-with-ocl-include=/System/Library/Frameworks/OpenCL.framework/Headers/`

`-with-ocl-lib=/System/Library/Frameworks/OpenCL.framework/OpenCL`

`-with-precision=single`

Configuring PETSc for FEM

`$PETSC_DIR/configure`

`-download-triangle -download-ctetgen`

`-download-chaco -download-parmetis`

`-download-hdf5 -download-netcdf -download-exodusii`

`-with-cuda`

`-with-cudac='nvcc -m64' -with-cuda-arch=sm_10`

`-with-cuda-only`

`-with-ocl`

`-with-ocl-include=/System/Library/Frameworks/OpenCL.framework/Headers/`

`-with-ocl-lib=/System/Library/Frameworks/OpenCL.framework/OpenCL`

`-with-precision=single`

Automatic Downloads

- Starting in 2.2.1, some packages are automatically
 - Downloaded
 - Configured and Built (in `$PETSC_DIR/externalpackages`)
 - Installed with PETSc
- Currently works for
 - `petsc4py`
 - PETSc documentation utilities (Sowing, lgrind, c2html)
 - BLAS, LAPACK, BLACS, ScaLAPACK, PLAPACK
 - MPICH, MPE, OpenMPI
 - ParMetis, Chaco, Jostle, Party, Scotch, Zoltan
 - MUMPS, Spooles, SuperLU, SuperLU_Dist, UMFPack, pARMS
 - BLOPEX, FFTW, SPRNG
 - Prometheus, HYPRE, ML, SPAI
 - Sundials
 - Triangle, TetGen
 - FIAT, FFC, Generator
 - Boost

Exercise 2

Configure your downloaded PETSc.

Outline

- 1 Getting Started with PETSc
 - Who uses PETSc?
 - Stuff for Windows
 - How can I get PETSc?
 - How do I Configure PETSc?
 - **How do I Build PETSc?**
 - How do I run an example?
 - How do I get more help?

Building PETSc

- There is now One True Way to build PETSc:
 - `make`
 - `make install` if you configured with `--prefix`
 - Check build when done with `make test`
- Can build multiple configurations
 - `PETSC_ARCH=linux-fast make`
 - Libraries are in `$PETSC_DIR/$PETSC_ARCH/lib/`
- Complete log for each build is in logfile
 - `./$PETSC_ARCH/conf/make.log`
 - ALWAYS send this with bug reports

Exercise 3

Build your configured PETSc.

Exercise 4

Reconfigure PETSc to use ParMetis.

- 1 `linux-c-debug/conf/reconfigure-linux-c-debug.py`
 - `-PETSC_ARCH=linux-parmetis`
 - `-download-metis -download-parmetis`
- 2 `PETSC_ARCH=linux-parmetis make`
- 3 `PETSC_ARCH=linux-parmetis make test`

Outline

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 - Who uses PETSc?
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 - How do I get more help?

Running PETSc

- Try running PETSc examples first
 - `cd $PETSC_DIR/src/snes/examples/tutorials`
- Build examples using make targets
 - `make ex5`
- Run examples using the make target
 - `make runex5`
- Can also run using MPI directly
 - `mpirun ./ex5 -snes_max_it 5`
 - `mpiexec ./ex5 -snes_monitor`

Running PETSc with Python

- Can run any PETSc example

- `python ./config/builder2.py check`
`$PETSC_DIR/src/snes/examples/tutorials/ex5.c`

- Checks against test output

- Ignores if no output is present

- Can specify multiple files

- `python ./config/builder2.py check`
`[$PETSC_DIR/src/snes/examples/tutorials/ex5.c,`
`extraFile.c]`

- Can also run using MPI directly

- Use `-retain` to keep executable
- `mpiexec ./ $PETSC_ARCH/lib/lib-ex5/ex5`
`-snes_monitor`

Using MPI

- The **M**essage **P**assing **I**nterface is:
 - a library for parallel communication
 - a system for launching parallel jobs (mpirun/mpiexec)
 - a community standard
- Launching jobs is easy
 - `mpiexec -n 4 ./ex5`
- You should never have to make MPI calls when using PETSc
 - Almost never

MPI Concepts

- Communicator
 - A context (or scope) for parallel communication (“Who can I talk to”)
 - There are two defaults:
 - yourself (PETSC_COMM_SELF),
 - and everyone launched (PETSC_COMM_WORLD)
 - Can create new communicators by splitting existing ones
 - Every PETSc object has a communicator
 - Set PETSC_COMM_WORLD to put all of PETSc in a subcomm
- Point-to-point communication
 - Happens between two processes (like in `MatMult()`)
- Reduction or scan operations
 - Happens among all processes (like in `VecDot()`)

Common Viewing Options

- Gives a text representation
 - `-vec_view`
- Generally views subobjects too
 - `-snes_view`
- Can visualize some objects
 - `-mat_view draw::`
- Alternative formats
 - `-vec_view binary:sol.bin:, -vec_view ::matlab,`
`-vec_view socket`
- Sometimes provides extra information
 - `-mat_view ::ascii_info, -mat_view`
`::ascii_info_detailed`
- Use `-help` to see all options

Common Monitoring Options

- Display the residual
 - `-ksp_monitor`, graphically `-ksp_monitor_draw`
- Can disable dynamically
 - `-ksp_monitors_cancel`
- Does not display subsolvers
 - `-snes_monitor`
- Can use the true residual
 - `-ksp_monitor_true_residual`
- Can display different subobjects
 - `-snes_monitor_residual`, `-snes_monitor_solution`,
`-snes_monitor_solution_update`
 - `-snes_monitor_range`
 - `-ksp_gmres_krylov_monitor`
- Can display the spectrum
 - `-ksp_monitor_singular_value`

Outline

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 - How do I run an example?
 - How do I get more help?

Getting More Help

- <http://www.mcs.anl.gov/petsc>
- Hyperlinked documentation
 - Manual
 - Manual pages for every method
 - HTML of all example code (linked to manual pages)
- FAQ
- Full support at petsc-maint@mcs.anl.gov
- High profile users
 - David Keyes
 - Marc Spiegelman
 - Richard Katz
 - Brad Aagaard
 - Aron Ahmadi

Outline

1 Getting Started with PETSc

2 PETSc Integration

- Initial Operations
- Vector Algebra
- Matrix Algebra
- Algebraic Solvers
- Debugging PETSc
- Profiling PETSc

3 DM

4 Advanced Solvers

Outline

2 PETSc Integration

- Initial Operations
- Vector Algebra
- Matrix Algebra
- Algebraic Solvers
- Debugging PETSc
- Profiling PETSc

Application Integration

- Be willing to experiment with algorithms
 - No optimality without interplay between physics and algorithmics
- Adopt flexible, extensible programming
 - Algorithms and data structures not hardwired
- Be willing to play with the real code
 - Toy models are rarely helpful
- If possible, profile before integration
 - Automatic in PETSc

PETSc Integration

PETSc is a set a library interfaces

- We do not seize `main()`
- We do not control output
- We propagate errors from underlying packages
- We present the same interfaces in:
 - C
 - C++
 - F77
 - F90
 - Python

See Gropp in [SIAM, OO Methods for Interop SciEng, '99](#)

Integration Stages

- **Version Control**
 - It is impossible to overemphasize
 - We use **Git**
- **Initialization**
 - Linking to PETSc
- **Profiling**
 - Profile **before** changing
 - Also incorporate command line processing
- **Linear Algebra**
 - First PETSc data structures
- **Solvers**
 - Very easy after linear algebra is integrated

Initialization

- Call `PetscInitialize()`
 - Setup static data and services
 - Setup MPI if it is not already
- Call `PetscFinalize()`
 - Calculates logging summary
 - Shutdown and release resources
- Checks compile and link

Profiling

- Use `-log_summary` for a performance profile
 - Event timing
 - Event flops
 - Memory usage
 - MPI messages
- Call `PetscLogStagePush()` and `PetscLogStagePop()`
 - User can add new stages
- Call `PetscLogEventBegin()` and `PetscLogEventEnd()`
 - User can add new events

Command Line Processing

- Check for an option
 - `PetscOptionsHasName()`
- Retrieve a value
 - `PetscOptionsGetInt()`, `PetscOptionsGetIntArray()`
- Set a value
 - `PetscOptionsSetValue()`
- Check for unused options
 - `-options_left`
- Clear, alias, reject, etc.
- Modern form uses
 - `PetscOptionsBegin()`, `PetscOptionsEnd()`
 - `PetscOptionsInt()`, `PetscOptionsReal()`
 - Integrates with `-help`

Outline

2 PETSc Integration

- Initial Operations
- **Vector Algebra**
- Matrix Algebra
- Algebraic Solvers
- Debugging PETSc
- Profiling PETSc

Vector Algebra

What are PETSc vectors?

- Fundamental objects representing
 - solutions
 - right-hand sides
 - coefficients
- Each process locally owns a subvector of contiguous global data

Vector Algebra

How do I create vectors?

- `VecCreate(MPI_Comm, Vec *)`
- `VecSetSizes(Vec, PetscInt n, PetscInt N)`
- `VecSetType(Vec, VecType typeName)`
- `VecSetFromOptions(Vec)`
 - Can set the type at runtime

Vector Algebra

A PETSc Vec

- Supports all vector space operations
 - `VecDot()`, `VecNorm()`, `VecScale()`
- Has a direct interface to the values
 - `VecGetArray()`, `VecGetArrayF90()`
- Has unusual operations
 - `VecSqrtAbs()`, `VecStrideGather()`
- Communicates automatically during assembly
- Has customizable communication (**PetscSF**, **VecScatter**)

Parallel Assembly

Vectors and Matrices

- Processes may set an arbitrary entry
 - Must use proper interface
- Entries need not be generated locally
 - Local meaning the process on which they are stored
- PETSc automatically moves data if necessary
 - Happens during the assembly phase

Vector Assembly

- A three step process
 - Each process sets or adds values
 - Begin communication to send values to the correct process
 - Complete the communication

```
VecSetValues(Vec v, PetscInt n, PetscInt rows[],  
            PetscScalar values[], InsertMode mode)
```

- Mode is either `INSERT_VALUES` or `ADD_VALUES`
- Two phases allow overlap of communication and computation
 - `VecAssemblyBegin(Vec v)`
 - `VecAssemblyEnd(Vec v)`

One Way to Set the Elements of a Vector

```
VecGetSize(x, &N);
MPI_Comm_rank(PETSC_COMM_WORLD, &rank);
if (rank == 0) {
    val = 0.0;
    for(i = 0; i < N; ++i) {
        VecSetValues(x, 1, &i, &val, INSERT_VALUES);
        val += 10.0;
    }
}
/* These routines ensure that the data is
   distributed to the other processes */
VecAssemblyBegin(x);
VecAssemblyEnd(x);
```

A Better Way to Set the Elements of a Vector

```
VecGetOwnershipRange(x, &low, &high);
val = low*10.0;
for(i = low; i < high; ++i) {
    VecSetValues(x, 1, &i, &val, INSERT_VALUES);
    val += 10.0;
}
/* No data will be communicated here */
VecAssemblyBegin(x);
VecAssemblyEnd(x);
```

Selected Vector Operations

Function Name	Operation
VecAXPY(Vec y, PetscScalar a, Vec x)	$y = y + a * x$
VecAYPX(Vec y, PetscScalar a, Vec x)	$y = x + a * y$
VecWAYPX(Vec w, PetscScalar a, Vec x, Vec y)	$w = y + a * x$
VecScale(Vec x, PetscScalar a)	$x = a * x$
VecCopy(Vec y, Vec x)	$y = x$
VecPointwiseMult(Vec w, Vec x, Vec y)	$w_i = x_i * y_i$
VecMax(Vec x, PetscInt *idx, PetscScalar *r)	$r = \max r_i$
VecShift(Vec x, PetscScalar r)	$x_i = x_i + r$
VecAbs(Vec x)	$x_i = x_i $
VecNorm(Vec x, NormType type, PetscReal *r)	$r = x $

Working With Local Vectors

It is sometimes more efficient to directly access local storage of a `Vec`.

- PETSc allows you to access the local storage with
 - `VecGetArray(Vec, double *[])`
- You must return the array to PETSc when you finish
 - `VecRestoreArray(Vec, double *[])`
- Allows PETSc to handle data structure conversions
 - Commonly, these routines are fast and do not involve a copy

VecGetArray in C

```
Vec          v;  
PetscScalar *array;  
PetscInt     n, i;  
  
VecGetArray(v, &array);  
VecGetLocalSize(v, &n);  
PetscSynchronizedPrintf(PETSC_COMM_WORLD,  
    "First element of local array is %f\n", array[0]);  
PetscSynchronizedFlush(PETSC_COMM_WORLD);  
for(i = 0; i < n; ++i) {  
    array[i] += (PetscScalar) rank;  
}  
VecRestoreArray(v, &array);
```


VecGetArray in F77

```
#include "finclude/petsc.h"
```

```
Vec          v;  
PetscScalar  array(1)  
PetscOffset  offset  
PetscInt     n, i  
PetscErrorCode ierr  
  
call VecGetArray(v, array, offset, ierr)  
call VecGetLocalSize(v, n, ierr)  
do i=1,n  
    array(i+offset) = array(i+offset) + rank  
end do  
call VecRestoreArray(v, array, offset, ierr)
```

VecGetArray in F90

```
#include "finclude/petsc.h90"
```

```
Vec          v;  
PetscScalar  pointer :: array(:)  
PetscInt     n, i  
PetscErrorCode ierr  
  
call VecGetArrayF90(v, array, ierr)  
call VecGetLocalSize(v, n, ierr)  
do i=1,n  
    array(i) = array(i) + rank  
end do  
call VecRestoreArrayF90(v, array, ierr)
```

VecGetArray in Python

```
with v as a:  
    for i in range(len(a)):  
        a[i] = 5.0*i
```

DMDAVecGetArray in C

```
DM                da;
Vec              v;
DMDALocalInfo    *info;
PetscScalar    **array;

DMDAVecGetArray(da, v, &array);
for(j = info->ys; j < info->ys+info->ym; ++j) {
    for(i = info->xs; i < info->xs+info->xm; ++i) {
        u          = x[j][i];
        uxx        = (2.0*u - x[j][i-1] - x[j][i+1])*hydhx;
        uyy        = (2.0*u - x[j-1][i] - x[j+1][i])*hxdhy;
        f[j][i]    = uxx + uyy;
    }
}
DMDAVecRestoreArray(da, v, &array);
```

Outline

2 PETSc Integration

- Initial Operations
- Vector Algebra
- **Matrix Algebra**
- Algebraic Solvers
- Debugging PETSc
- Profiling PETSc

Matrix Algebra

What are PETSc matrices?

- Fundamental objects for storing stiffness matrices and Jacobians
- Each process locally owns a contiguous set of rows
- Supports many data types
 - AIJ, Block AIJ, Symmetric AIJ, Block Matrix, etc.
- Supports structures for many packages
 - MUMPS, Spooles, SuperLU, UMFPack, DSCPack

How do I create matrices?

- `MatCreate(MPI_Comm, Mat *)`
- `MatSetSizes(Mat, PetscInt m, PetscInt n, M, N)`
- `MatSetType(Mat, MatType typeName)`
- `MatSetFromOptions(Mat)`
 - Can set the type at runtime
- `MatSeqAIJPreallocation(Mat, PetscInt nz, const PetscInt nnz[])`
- `MatXAIJPreallocation(Mat, bs, dnz[], onz[], dnzu[], onzu[])`
- `MatSetValues(Mat, m, rows[], n, cols[], values[], InsertMode)`
 - **MUST** be used, but does automatic communication

Matrix Polymorphism

The PETSc `Mat` has a single user interface,

- Matrix assembly
 - `MatSetValues()`
- Matrix-vector multiplication
 - `MatMult()`
- Matrix viewing
 - `MatView()`

but multiple underlying implementations.

- AIJ, Block AIJ, Symmetric Block AIJ,
- Dense
- Matrix-Free
- etc.

A matrix is defined by its **interface**, not by its **data structure**.

Matrix Assembly

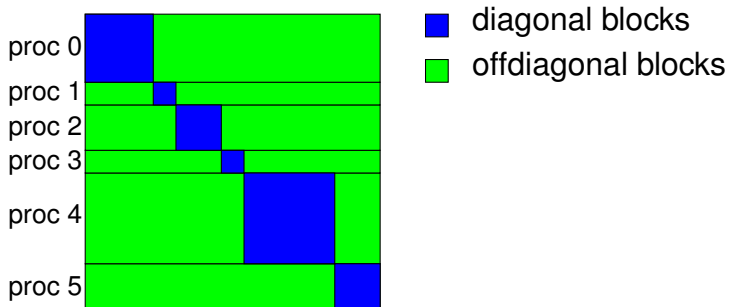
- A three step process
 - Each process sets or adds values
 - Begin communication to send values to the correct process
 - Complete the communication
- `MatSetValues(Mat m, m, rows[], n, cols[], values[], mode)`
 - `mode` is either `INSERT_VALUES` or `ADD_VALUES`
 - Logically dense block of values
- Two phase assembly allows overlap of communication and computation
 - `MatAssemblyBegin(Mat m, MatAssemblyType type)`
 - `MatAssemblyEnd(Mat m, MatAssemblyType type)`
 - `type` is either `MAT_FLUSH_ASSEMBLY` or `MAT_FINAL_ASSEMBLY`

One Way to Set the Elements of a Matrix

Simple 3-point stencil for 1D Laplacian

```
v[0] = -1.0; v[1] = 2.0; v[2] = -1.0;
if (rank == 0) {
    for(row = 0; row < N; row++) {
        cols[0] = row-1; cols[1] = row; cols[2] = row+1;
        if (row == 0) {
            MatSetValues(A, 1, &row, 2, &cols[1], &v[1], INSERT_VALUES);
        } else if (row == N-1) {
            MatSetValues(A, 1, &row, 2, cols, v, INSERT_VALUES);
        } else {
            MatSetValues(A, 1, &row, 3, cols, v, INSERT_VALUES);
        }
    }
}
MatAssemblyBegin(A, MAT_FINAL_ASSEMBLY);
MatAssemblyEnd(A, MAT_FINAL_ASSEMBLY);
```

Parallel Sparse Matrix Layout



A Better Way to Set the Elements of a Matrix

Simple 3-point stencil for 1D Laplacian

```
v[0] = -1.0; v[1] = 2.0; v[2] = -1.0;
MatGetOwnershipRange(A, &start, &end);
for(row = start; row < end; row++) {
    cols[0] = row-1; cols[1] = row; cols[2] = row+1;
    if (row == 0) {
        MatSetValues(A, 1, &row, 2, &cols[1], &v[1], INSERT_VALUES);
    } else if (row == N-1) {
        MatSetValues(A, 1, &row, 2, cols, v, INSERT_VALUES);
    } else {
        MatSetValues(A, 1, &row, 3, cols, v, INSERT_VALUES);
    }
}
MatAssemblyBegin(A, MAT_FINAL_ASSEMBLY);
MatAssemblyEnd(A, MAT_FINAL_ASSEMBLY);
```

Why Are PETSc Matrices That Way?

- No one data structure is appropriate for all problems
 - Blocked and diagonal formats provide performance benefits
 - PETSc has many formats
 - Makes it easy to add new data structures
- Assembly is difficult enough without worrying about partitioning
 - PETSc provides parallel assembly routines
 - High performance still requires making most operations local
 - However, programs can be incrementally developed.
 - `MatPartitioning` and `MatOrdering` can help
- Matrix decomposition in contiguous chunks is simple
 - Makes interoperation with other codes easier
 - For other ordering, PETSc provides “Application Orderings” (AO)

Outline

2 PETSc Integration

- Initial Operations
- Vector Algebra
- Matrix Algebra
- **Algebraic Solvers**
- Debugging PETSc
- Profiling 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.

Linear Solvers

Krylov Methods

- Using PETSc linear algebra, just add:

- `KSPSetOperators(KSP ksp, Mat A, Mat M, MatStructure flag)`

- `KSPSolve(KSP ksp, Vec b, Vec x)`

- Can access subobjects

- `KSPGetPC(KSP ksp, PC *pc)`

- Preconditioners must obey PETSc interface

- Basically just the KSP interface

- Can change solver dynamically from the command line

- `-ksp_type bicgstab`

Nonlinear Solvers

- Using PETSc linear algebra, just add:

- `SNESSetFunction(SNES snes, Vec r, residualFunc, void *ctx)`
- `SNESSetJacobian(SNES snes, Mat A, Mat M, jacFunc, void *ctx)`
- `SNESsolve(SNES snes, Vec b, Vec x)`

- Can access subobjects

- `SNESGetKSP(SNES snes, KSP *ksp)`

- Can customize subobjects from the cmd line

- Set the subdomain preconditioner to ILU with `-sub_pc_type ilu`

Basic Solver Usage

Use `SNESetFromOptions()` so that everything is set dynamically

- Set the type
 - Use `-snes_type` (or take the default)
- Set the preconditioner
 - Use `-npc_snes_type` (or take the default)
- Override the tolerances
 - Use `-snes_rtol` and `-snes_atol`
- View the solver to make sure you have the one you expect
 - Use `-snes_view`
- For debugging, monitor the residual decrease
 - Use `-snes_monitor`
 - Use `-ksp_monitor` to see the underlying linear solver

3rd Party Solvers in PETSc

Complete table of solvers

1 Sequential LU

- ILUDT (SPARSEKIT2, Yousef Saad, U of MN)
- EUCLID & PILUT (Hypre, David Hysom, LLNL)
- ESSL (IBM)
- SuperLU (Jim Demmel and Sherry Li, LBNL)
- Matlab
- UMFPACK (Tim Davis, U. of Florida)
- LUSOL (MINOS, Michael Saunders, Stanford)

2 Parallel LU

- MUMPS (Patrick Amestoy, IRIT)
- SPOOLES (Cleve Ashcroft, Boeing)
- SuperLU_Dist (Jim Demmel and Sherry Li, LBNL)

3 Parallel Cholesky

- DSCPACK (Padma Raghavan, Penn. State)
- MUMPS (Patrick Amestoy, Toulouse)
- CHOLMOD (Tim Davis, Florida)

4 XYTLlib - parallel direct solver (Paul Fischer and Henry Tufo, ANL)

3rd Party Preconditioners in PETSc

Complete table of solvers

- 1 Parallel ICC
 - BlockSolve95 (Mark Jones and Paul Plassman, ANL)
- 2 Parallel ILU
 - PaStiX (Faverge Mathieu, INRIA)
- 3 Parallel Sparse Approximate Inverse
 - Parasails (Hypre, Edmund Chow, LLNL)
 - SPAI 3.0 (Marcus Grote and Barnard, NYU)
- 4 Sequential Algebraic Multigrid
 - RAMG (John Ruge and Klaus Steuben, GMD)
 - SAMG (Klaus Steuben, GMD)
- 5 Parallel Algebraic Multigrid
 - Prometheus (Mark Adams, PPPL)
 - BoomerAMG (Hypre, LLNL)
 - ML (Trilinos, Ray Tuminaro and Jonathan Hu, SNL)

User Solve

```
MPI_Comm comm;  
SNES snes;  
DM dm;  
Vec u;
```

```
SNESCreate(comm, &snest);  
SNESSetDM(snest, dm);  
SNESSetFromOptions(snest);  
DMCreateGlobalVector(dm, &u);  
SNESolve(snest, NULL, u);
```

Solver use in SNES ex62

Solver code does not change for different algorithms:

```
SNES          snes;
DM            dm;
Vec           u;
PetscErrorCode ierr;

ierr = SNESCreate(PETSC_COMM_WORLD, &snes);CHKERRQ(ierr);
ierr = SNESSetDM(snes, dm);CHKERRQ(ierr);
/* Specify residual computation */
ierr = SNESSetFromOptions(snes);CHKERRQ(ierr); /* Configure solver */
ierr = DMCreateGlobalVector(dm, &u);CHKERRQ(ierr);
ierr = SNESolve(snes, PETSC_NULL, u);CHKERRQ(ierr);
```

- **Never recompile!** all configuration is dynamic
- **DM** controls data layout and communication
- Type of nested solvers can be changed at runtime

Solver use in SNES ex62

I will omit error checking and declarations:

```
SNESCreate(PETSC_COMM_WORLD, &snes);
SNESSetDM(snes, dm);
/* Specify residual computation */
SNESSetFromOptions(snes); /* Configure solver */
DMCreateGlobalVector(dm, &u);
SNESSolve(snes, PETSC_NULL, u);
```

Solver use in SNES ex62

The configuration API can also be used:

```
SNESCreate(PETSC_COMM_WORLD, &snes);
SNESSetDM(snes, dm);
/* Specify residual computation */
SNESNGMRESRestartType(snes, SNES_NGMRES_RESTART_PERIODIC);
SNESSetFromOptions(snes);
DMCreateGlobalVector(dm, &u);
SNESsolve(snes, PETSC_NULL, u);
```

- Ignored when not applicable (no ugly check)
- Type safety of arguments is retained
- No downcasting

Solver use in SNES ex62

Adding a prefix namespaces command line options:

```
SNESCreate(PETSC_COMM_WORLD, &snes);
SNESSetDM(snes, dm);
/* Specify residual computation */
SNESSetOptionsPrefix(snes, "stokes_");
SNESSetFromOptions(snes);
DMCreateGlobalVector(dm, &u);
SNESsolve(snes, PETSC_NULL, u);
```

`-stokes_snes_type qn` changes the solver type,
whereas `-snes_type qn` does not

Solver use in SNES ex62

User provides a function to compute the residual:

```
SNESCreate(PETSC_COMM_WORLD, &snes);
SNESSetDM(snes, dm);
DMCreateGlobalVector(dm, &r);
SNESSetFunction(snes, r, FormFunction, &user);
SNESSetFromOptions(snes);
DMCreateGlobalVector(dm, &u);
SNESSolve(snes, PETSC_NULL, u);
```

$$r = F(u)$$

- User handles parallel communication
- User handles domain geometry and discretization

Solver use in SNES ex62

DM allows the user to compute only on a local patch:

```
SNESCreate(PETSC_COMM_WORLD, &snes);  
SNESSetDM(snes, dm);  
SNESSetFromOptions(snes);  
DMCreateGlobalVector(dm, &u);  
SNESsolve(snes, PETSC_NULL, u);  
  
DMSNESSetLocalFunction(dm, FormFunctionLocal);
```

- Code looks serial to the user
- PETSc handles global residual assembly
- Also works for unstructured meshes

Solver use in SNES ex62

Optionally, the user can also provide a Jacobian:

```
SNESCreate(PETSC_COMM_WORLD, &snes);
SNESSetDM(snes, dm);
SNESSetFromOptions(snes);
DMCreateGlobalVector(dm, &u);
SNESsolve(snes, PETSC_NULL, u);

DMSNESSetLocalFunction(dm, FormFunctionLocal);
DMSNESSetLocalJacobian(dm, FormJacobianLocal);
```

SNES ex62 allows both

- finite difference (JFNK), and
- FEM action

versions of the Jacobian.

Solver use in SNES ex62

The **DM** also handles storage:

```
CreateMesh(PETSC_COMM_WORLD, &user, &dm);  
DMCreateLocalVector(dm, &lu);  
DMCreateGlobalVector(dm, &u);  
DMCreateMatrix(dm, &J);
```

- DM can create local and global vectors
- Matrices are correctly preallocated
- Easy supported for discretization

Outline

2 PETSc Integration

- Initial Operations
- Vector Algebra
- Matrix Algebra
- Algebraic Solvers
- **Debugging PETSc**
- Profiling PETSc

Correctness Debugging

- Automatic generation of tracebacks
- Detecting memory corruption and leaks
- Optional user-defined error handlers

Interacting with the Debugger

- Launch the debugger
 - `-start_in_debugger [gdb,dbx,noxterm]`
 - `-on_error_attach_debugger [gdb,dbx,noxterm]`
- Attach the debugger only to some parallel processes
 - `-debugger_nodes 0,1`
- Set the display (often necessary on a cluster)
 - `-display khan.mcs.anl.gov:0.0`

Debugging Tips

- Put a breakpoint in `PetscError()` to catch errors as they occur
- PETSc tracks memory overwrites at both ends of arrays
 - The `CHKMEMQ` macro causes a check of all allocated memory
 - Track memory overwrites by bracketing them with `CHKMEMQ`
- PETSc checks for leaked memory
 - Use `PetscMalloc()` and `PetscFree()` for all allocation
 - Print unfreed memory on `PetscFinalize()` with `-malloc_dump`
- Simply the best tool today is **valgrind**
 - It checks memory access, cache performance, memory usage, etc.
 - <http://www.valgrind.org>
 - Need `-trace-children=yes` when running under MPI

Outline

2 PETSc Integration

- Initial Operations
- Vector Algebra
- Matrix Algebra
- Algebraic Solvers
- Debugging PETSc
- Profiling PETSc

Performance Debugging

- PETSc has integrated profiling
 - Option `-log_summary` prints a report on `PetscFinalize()`
- PETSc allows user-defined events
 - Events report time, calls, flops, communication, etc.
 - Memory usage is tracked by object
- Profiling is separated into stages
 - Event statistics are aggregated by stage

Using Stages and Events

- Use `PetscLogStageRegister()` to create a new stage
 - Stages are identifier by an integer handle
- Use `PetscLogStagePush/Pop()` to manage stages
 - Stages may be nested, but will not aggregate in a nested fashion
- Use `PetscLogEventRegister()` to create a new stage
 - Events also have an associated class
- Use `PetscLogEventBegin/End()` to manage events
 - Events may also be nested and will aggregate in a nested fashion
 - Can use `PetscLogFlops()` to log user flops

Adding A Logging Stage

C

```
int stageNum;  
  
PetscLogStageRegister (&stageNum, "name");  
PetscLogStagePush (stageNum);  
  
/* Code to Monitor */  
  
PetscLogStagePop ();
```

Adding A Logging Stage

Python

```
with PETSc.LogStage('Fluid Stage') as fluidStage:  
    # All operations will be aggregated in fluidStage  
    fluid.solve()
```

Adding A Logging Event

C

```
static int USER_EVENT;
```

```
PetscLogEventRegister(&USER_EVENT, "name", CLS_ID);
```

```
PetscLogEventBegin(USER_EVENT, 0, 0, 0, 0);
```

```
/* Code to Monitor */
```

```
PetscLogFlops(user_event_flops);
```

```
PetscLogEventEnd(USER_EVENT, 0, 0, 0, 0);
```

Adding A Logging Event

Python

```
with PETSc.logEvent('Reconstruction') as recEvent:  
    # All operations are timed in recEvent  
    reconstruct(sol)  
    # Flops are logged to recEvent  
    PETSc.Log.logFlops(user_event_flops)
```


Adding A Logging Class

```
static int CLASS_ID;
```

```
PetscLogClassRegister (&CLASS_ID, "name");
```

- Class ID identifies a class uniquely
- Must initialize before creating any objects of this type

Matrix Memory Preallocation

- PETSc sparse matrices are dynamic data structures
 - can add additional nonzeros freely
- Dynamically adding many nonzeros
 - requires additional memory allocations
 - requires copies
 - can kill performance
- Memory preallocation provides
 - the freedom of dynamic data structures
 - good performance
- Easiest solution is to replicate the assembly code
 - Remove computation, but preserve the indexing code
 - Store set of columns for each row
- Call preallocation routines for all datatypes
 - `MatSeqAIJSetPreallocation()`
 - `MatMPIAIJSetPreallocation()`
 - Only the relevant data will be used

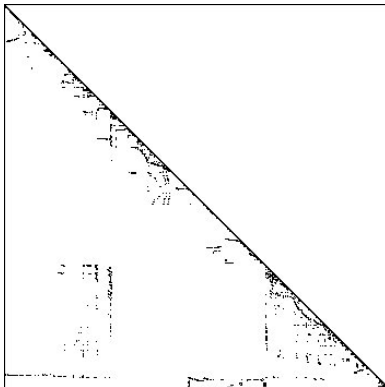
Matrix Memory Preallocation

Sequential Sparse Matrices

```
MatSeqAIJPreallocation(Mat A, int nz, int nnz[])
```

nz: expected number of nonzeros in any row

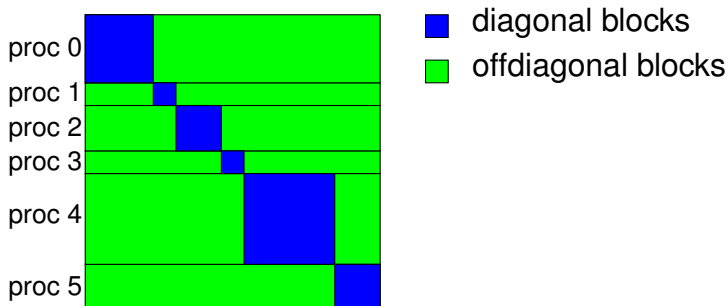
nnz(i): expected number of nonzeros in row *i*



Matrix Memory Preallocation

ParallelSparseMatrix

- Each process locally owns a submatrix of contiguous global rows
- Each submatrix consists of diagonal and off-diagonal parts



- `MatGetOwnershipRange(Mat A, int *start, int *end)`
`start`: first locally owned row of global matrix
`end-1`: last locally owned row of global matrix

Matrix Memory Preallocation

Parallel Sparse Matrices

```
MatMPIAIJPreallocation(Mat A, int dnz, int dnnz[],  
int onz, int onnz[])
```

dnz: expected number of nonzeros in any row in the diagonal block

dnnz(i): expected number of nonzeros in row *i* in the diagonal block

onz: expected number of nonzeros in any row in the offdiagonal portion

onnz(i): expected number of nonzeros in row *i* in the offdiagonal portion

Matrix Memory Preallocation

Verifying Preallocation

- Use runtime option `-info`

- Output:

```
[proc #] Matrix size:  %d X %d; storage space:  
%d unneeded, %d used
```

```
[proc #] Number of mallocs during MatSetValues( )  
is %d
```

```
[merlin] mpirun ex2 -log_info  
[0]MatAssemblyEnd_SeqAIJ:Matrix size: 56 X 56; storage space:  
[0] 310 unneeded, 250 used  
[0]MatAssemblyEnd_SeqAIJ:Number of mallocs during MatSetValues() is 0  
[0]MatAssemblyEnd_SeqAIJ:Most nonzeros in any row is 5  
[0]Mat_AIJ_CheckInode: Found 56 nodes out of 56 rows. Not using Inode routine  
[0]Mat_AIJ_CheckInode: Found 56 nodes out of 56 rows. Not using Inode routine  
Norm of error 0.000156044 iterations 6  
[0]PetscFinalize:PETSc successfully ended!
```

Outline

- 1 Getting Started with PETSc
- 2 PETSc Integration
- 3 DM**
 - Structured Meshes (DMDA)
- 4 Advanced Solvers

DM Interface

• Allocation

- `DMCreateGlobalVector(DM, Vec *)`
- `DMCreateLocalVector(DM, Vec *)`
- `DMCreateMatrix(DM, MatType, Mat *)`

• Mapping

- `DMGlobalToLocalBegin/End(DM, Vec, InsertMode, Vec)`
- `DMLocalToGlobalBegin/End(DM, Vec, InsertMode, Vec)`
- `DMGetLocalToGlobalMapping(DM, IS *)`

DM Interface

● Geometry

- `DMGetCoordinateDM(DM, DM *)`
- `DMGetCoordinates(DM, Vec *)`
- `DMGetCoordinatesLocal(DM, Vec *)`

● Layout

- `DMGetDefaultSection(DM, PetscSection *)`
- `DMGetDefaultGlobalSection(DM, PetscSection *)`
- `DMGetDefaultSF(DM, PetscSF *)`

DM Interface

• Hierarchy

- `DMRefine(DM, MPI_Comm, DM *)`
- `DMCoarsen(DM, MPI_Comm, DM *)`
- `DMGetSubDM(DM, MPI_Comm, DM *)`

• Intergrid transfer

- `DMGetInterpolation(DM, DM, Mat *, Vec *)`
- `DMGetAggregates(DM, DM, Mat *)`
- `DMGetInjection(DM, DM, VecScatter *)`

Multigrid Paradigm

The **DM** interface uses the *local* callback functions to

- assemble global functions/operators from local pieces
- assemble functions/operators on coarse grids

Then **PCMG** organizes

- control flow for the multilevel solve, and
- projection and smoothing operators at each level.

Outline

- 3 DM
 - Structured Meshes (DMDA)

What is a DMDA?

DMDA is a topology interface on structured grids

- Handles parallel data layout
- Handles local and global indices
 - `DMDAGetGlobalIndices()` **and** `DMDAGetAO()`
- Provides local and global vectors
 - `DMGetGlobalVector()` **and** `DMGetLocalVector()`
- Handles ghost values coherence
 - `DMGlobalToLocalBegin/End()` **and** `DMLocalToGlobalBegin/End()`

Residual Evaluation

The **DM** interface is based upon *local* callback functions

- `FormFunctionLocal()`
- `FormJacobianLocal()`

Callbacks are registered using

- `SNESSetDM(), TSSetDM()`
- `DMSNESSetFunctionLocal(), DMTSSetJacobianLocal()`

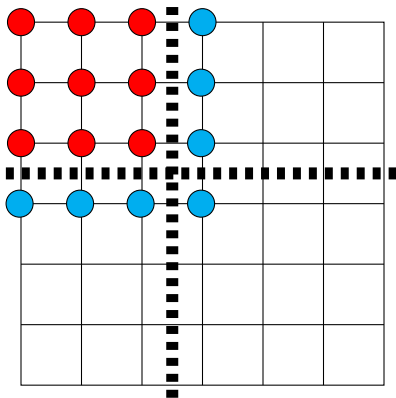
When PETSc needs to evaluate the nonlinear residual **F(x)**,

- Each process evaluates the local residual
- PETSc assembles the global residual automatically
 - Uses `DMLocalToGlobal()` method

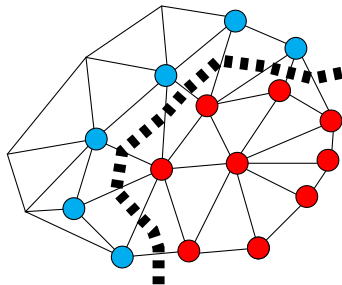
Ghost Values

To evaluate a local function $f(x)$, each process requires

- its local portion of the vector x
- its **ghost values**, bordering portions of x owned by neighboring processes



- Local Node
- Ghost Node



DMDA Global Numberings

Proc 2			Proc 3	
25	26	27	28	29
20	21	22	23	24
15	16	17	18	19
10	11	12	13	14
5	6	7	8	9
0	1	2	3	4
Proc 0			Proc 1	

Natural numbering

Proc 2			Proc 3	
21	22	23	28	29
18	19	20	26	27
15	16	17	24	25
6	7	8	13	14
3	4	5	11	12
0	1	2	9	10
Proc 0			Proc 1	

PETSc numbering

DMDA Global vs. Local Numbering

- **Global:** Each vertex has a unique id belongs on a unique process
- **Local:** Numbering includes vertices from neighboring processes
 - These are called **ghost** vertices

Proc 2			Proc 3	
X	X	X	X	X
X	X	X	X	X
12	13	14	15	X
8	9	10	11	X
4	5	6	7	X
0	1	2	3	X
Proc 0			Proc 1	

Local numbering

Proc 2			Proc 3	
21	22	23	28	29
18	19	20	26	27
15	16	17	24	25
6	7	8	13	14
3	4	5	11	12
0	1	2	9	10
Proc 0			Proc 1	

Global numbering

DMDA Local Function

User provided function calculates the nonlinear residual (in 2D)

```
(*lfunc)(DMDALocalInfo *info, PetscScalar **x, PetscScalar **r, void *ctx)
```

`info`: All layout and numbering information

`x`: The current solution (a multidimensional array)

`r`: The residual

`ctx`: The user context passed to `DASetLocalFunction()`

The local DMDA function is activated by calling

```
DMDASNESSetFunctionLocal(dm, INSERT_VALUES, lfunc, &ctx)
```

Bratu Residual Evaluation

$$\Delta u + \lambda e^u = 0$$

```

ResLocal(DMDALocalInfo *info, PetscScalar **x, PetscScalar **f, void *ctx)
for(j = info->ys; j < info->ys+info->ym; ++j) {
  for(i = info->xs; i < info->xs+info->xm; ++i) {
    u = x[j][i];
    if (i==0 || j==0 || i == M || j == N) {
      f[j][i] = u; continue;
    }
    u_xx    = (2.0*u - x[j][i-1] - x[j][i+1])*hydhx;
    u_yy    = (2.0*u - x[j-1][i] - x[j+1][i])*hxdhy;
    f[j][i] = u_xx + u_yy - hx*hy*lambda*exp(u);
  }
}
}

```

[\\$PETSC_DIR/src/snes/examples/tutorials/ex5.c](#)

DMDA Local Jacobian

User provided function calculates the Jacobian (in 2D)

```
(*ljac) (DMDALocalInfo *info, PetscScalar **x, Mat J, void *ctx)
```

`info`: All layout and numbering information

`x`: The current solution

`J`: The Jacobian

`ctx`: The user context passed to `DASetLocalJacobian()`

The local DMDA function is activated by calling

```
DMDASNESSetJacobianLocal(dm, ljac, &ctx)
```

Bratu Jacobian Evaluation

```

JacLocal(DMDALocalInfo *info, PetscScalar **x, Mat jac, void *ctx) {
  for(j = info->ys; j < info->ys + info->ym; j++) {
    for(i = info->xs; i < info->xs + info->xm; i++) {
      row.j = j; row.i = i;
      if (i == 0 || j == 0 || i == mx-1 || j == my-1) {
        v[0] = 1.0;
        MatSetValuesStencil(jac, 1, &row, 1, &row, v, INSERT_VALUES);
      } else {
        v[0] = -(hx/hy); col[0].j = j-1; col[0].i = i;
        v[1] = -(hy/hx); col[1].j = j; col[1].i = i-1;
        v[2] = 2.0*(hy/hx+hx/hy)
              - hx*hy*lambda*PetscExpScalar(x[j][i]);
        v[3] = -(hy/hx); col[3].j = j; col[3].i = i+1;
        v[4] = -(hx/hy); col[4].j = j+1; col[4].i = i;
        MatSetValuesStencil(jac, 1, &row, 5, col, v, INSERT_VALUES);
      }
    }
  }
}

```

[\\$PETSC_DIR/src/snes/examples/tutorials/ex5.c](#)

DMDA Vectors

- The **DMDA** object contains only layout (topology) information
 - All field data is contained in PETSc **Vecs**
- Global vectors are parallel
 - Each process stores a unique local portion
 - `DMCreateGlobalVector(DM da, Vec *gvec)`
- Local vectors are sequential (and usually temporary)
 - Each process stores its local portion plus ghost values
 - `DMCreateLocalVector(DM da, Vec *lvec)`
 - includes ghost and boundary values!

Updating Ghosts

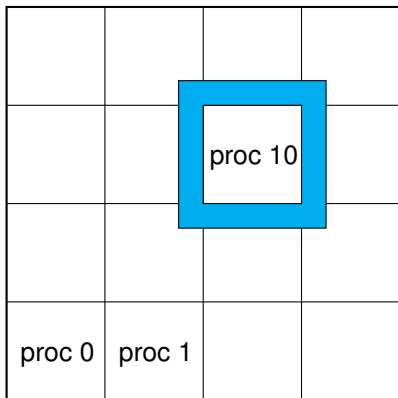
Two-step process enables overlapping computation and communication

- `DMGlobalToLocalBegin(da, gvec, mode, lvec)`
 - `gvec` provides the data
 - `mode` is either `INSERT_VALUES` or `ADD_VALUES`
 - `lvec` holds the local and ghost values
- `DMGlobalToLocalEnd(da, gvec, mode, lvec)`
 - Finishes the communication

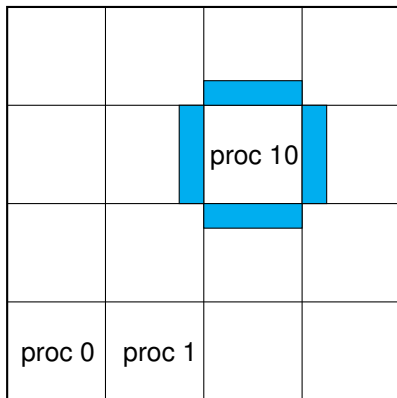
The process can be reversed with `DALocalToGlobalBegin/End()`.

DMDA Stencils

Both the **box** stencil and **star** stencil are available.



Box Stencil



Star Stencil

Setting Values on Regular Grids

PETSc provides

```
MatSetValuesStencil(Mat A, m, MatStencil idxm[], n, MatStencil idxn[],  
                  PetscScalar values[], InsertMode mode)
```

- Each row or column is actually a **MatStencil**
 - This specifies grid coordinates and a component if necessary
 - Can imagine for unstructured grids, they are *vertices*
- The values are the same logically dense block in row/col

Creating a DMDA

```
DMDACreate2d(comm, bdX, bdY, type, M, N, m, n, dof, s, lm[], ln[], DMDA *c
```

bd: Specifies boundary behavior

- DMDA_BOUNDARY_NONE, DMDA_BOUNDARY_GHOSTED, or DMDA_BOUNDARY_PERIODIC

type: Specifies stencil

- DA_STENCIL_BOX or DA_STENCIL_STAR

M/N: Number of grid points in x/y-direction

m/n: Number of processes in x/y-direction

dof: Degrees of freedom per node

s: The stencil width

lm/n: Alternative array of local sizes

- Use **PETSC_NULL** for the default

Viewing the DA

We use **SNES ex5**

- `ex5 -dm_view`
 - Shows both the DA and coordinate DA:
- `ex5 -dm_view draw -draw_pause -1`
- `ex5 -da_grid_x 10 -da_grid_y 10 -dm_view draw -draw_pause -1`
- `${PETSC_ARCH}/bin/mpiexec -n 4 ex5 -da_grid_x 10 -da_grid_y 10 -dm_view draw -draw_pause -1`
 - Shows PETSc numbering

DA Operators

- Evaluate only the local portion
 - No nice local array form without copies
- Use `MatSetValuesStencil()` to convert (i, j, k) to indices

Also use **SNES ex48**

- `mpiexec -n 2 ./ex5 -da_grid_x 10 -da_grid_y 10 -mat_view draw -draw_pause -1`
- `mpiexec -n 3 ./ex48 -mat_view draw -draw_pause 1 -da_refine 3 -mat_type aij`

Outline

1 Getting Started with PETSc

2 PETSc Integration

3 DM

4 Advanced Solvers

- Fieldsplit
- Multigrid
- Nonlinear Solvers
- Timestepping

The Great Solver Schism: Monolithic or Split?

Monolithic

- Direct solvers
- Coupled Schwarz
- Coupled Neumann-Neumann (need unassembled matrices)
- Coupled multigrid
- X Need to understand local spectral and compatibility properties of the coupled system

Split

- Physics-split Schwarz (based on relaxation)
- Physics-split Schur (based on factorization)
 - approximate commutators SIMPLE, PCD, LSC
 - segregated smoothers
 - Augmented Lagrangian
 - “parabolization” for stiff waves
- X Need to understand global coupling strengths

- Preferred data structures depend on which method is used.
- Interplay with geometric multigrid.

Outline

4 Advanced Solvers

- Fieldsplit
- Multigrid
- Nonlinear Solvers
- Timestepping

FieldSplit Preconditioner

- Analysis

- Use **ISes** to define **fields**
- Decouples **PC** from problem definition

- Synthesis

- Additive, Multiplicative, Schur
- Commutes with Multigrid

Fieldsplit Customization

● Analysis

- `-pc_fieldsplit_<split num>_fields 2,1,5`
- `-pc_fieldsplit_detect_saddle_point`

● Synthesis

- `-pc_fieldsplit_type`
- `-pc_fieldsplit_real_diagonal`
Use diagonal blocks of operator to build PC

● Schur complements

- `-pc_fieldsplit_schur_precondition`
`<self, user, diag>`
How to build preconditioner for S
- `-pc_fieldsplit_schur_factorization_type`
`<diag, lower, upper, full>`
Which off-diagonal parts of the block factorization to use

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

$$\begin{pmatrix} A & B \\ B^T & 0 \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Block-Jacobi (Exact)

```
-ksp_type gmres -pc_type fieldsplit -pc_fieldsplit_type additive  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type lu  
-fieldsplit_pressure_ksp_type preonly -fieldsplit_pressure_pc_type jacobi
```

$$\begin{pmatrix} A & 0 \\ 0 & I \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Block-Jacobi (Inexact)

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type additive  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type gamg  
-fieldsplit_pressure_ksp_type preonly -fieldsplit_pressure_pc_type jacobi
```

$$\begin{pmatrix} \hat{A} & 0 \\ 0 & I \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Gauss-Seidel (Inexact)

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type multiplicative  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type gamg  
-fieldsplit_pressure_ksp_type preonly -fieldsplit_pressure_pc_type jacobi
```

$$\begin{pmatrix} \hat{A} & B \\ 0 & I \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Gauss-Seidel (Inexact)

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type multiplicative  
-pc_fieldsplit_0_fields 1 -pc_fieldsplit_1_fields 0  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type gamg  
-fieldsplit_pressure_ksp_type preonly -fieldsplit_pressure_pc_type jacobi
```

$$\begin{pmatrix} I & B^T \\ 0 & \hat{A} \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Diagonal Schur Complement

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur  
-pc_fieldsplit_schur_factorization_type diag  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type gamg  
-fieldsplit_pressure_ksp_type minres -fieldsplit_pressure_pc_type none
```

$$\begin{pmatrix} \hat{A} & 0 \\ 0 & -\hat{S} \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Lower Schur Complement

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur  
-pc_fieldsplit_schur_factorization_type lower  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type gamg  
-fieldsplit_pressure_ksp_type minres -fieldsplit_pressure_pc_type none
```

$$\begin{pmatrix} \hat{A} & 0 \\ B^T & \hat{S} \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Upper Schur Complement

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur  
-pc_fieldsplit_schur_factorization_type upper  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type gamg  
-fieldsplit_pressure_ksp_type minres -fieldsplit_pressure_pc_type none
```

$$\begin{pmatrix} \hat{A} & B \\ & \hat{S} \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Uzawa

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur  
-pc_fieldsplit_schur_factorization_type upper  
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type lu  
-fieldsplit_pressure_ksp_type richardson  
-fieldsplit_pressure_ksp_max_its 1
```

$$\begin{pmatrix} A & B \\ & \hat{S} \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Full Schur Complement

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur
-pc_fieldsplit_schur_factorization_type full
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_ksp_rtol 1e-10 -fieldsplit_pressure_pc_type jacobi
```

$$\begin{pmatrix} I & 0 \\ B^T A^{-1} & I \end{pmatrix} \begin{pmatrix} A & 0 \\ 0 & S \end{pmatrix} \begin{pmatrix} I & A^{-1} B \\ 0 & I \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

SIMPLE

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur
-pc_fieldsplit_schur_factorization_type full
-fieldsplit_velocity_ksp_type preonly -fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_ksp_rtol 1e-10 -fieldsplit_pressure_pc_type jacobi
-fieldsplit_pressure_inner_ksp_type preonly
-fieldsplit_pressure_inner_pc_type jacobi
-fieldsplit_pressure_upper_ksp_type preonly
-fieldsplit_pressure_upper_pc_type jacobi
```

$$\begin{pmatrix} I & 0 \\ B^T A^{-1} & I \end{pmatrix} \begin{pmatrix} A & 0 \\ 0 & B^T D_A^{-1} B \end{pmatrix} \begin{pmatrix} I & D_A^{-1} B \\ 0 & I \end{pmatrix}$$

Solver Configuration: No New Code

ex62: P_2/P_1 Stokes Problem on Unstructured Mesh

Least-Squares Commutator

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur
-pc_fieldsplit_schur_factorization_type full
-pc_fieldsplit_schur_precondition self
-fieldsplit_velocity_ksp_type gmres -fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_ksp_rtol 1e-5 -fieldsplit_pressure_pc_type lsc
```

$$\begin{pmatrix} I & 0 \\ B^T A^{-1} & I \end{pmatrix} \begin{pmatrix} A & 0 \\ 0 & \hat{S}_{LSC} \end{pmatrix} \begin{pmatrix} I & A^{-1}B \\ 0 & I \end{pmatrix}$$

Solver Configuration: No New Code

ex31: P_2/P_1 Stokes Problem with Temperature on Unstructured Mesh

Additive Schwarz + Full Schur Complement

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type additive
-pc_fieldsplit_0_fields 0,1 -pc_fieldsplit_1_fields 2
-fieldsplit_0_ksp_type fgmres -fieldsplit_0_pc_type fieldsplit
-fieldsplit_0_pc_fieldsplit_type schur
-fieldsplit_0_pc_fieldsplit_schur_factorization_type full
  -fieldsplit_0_fieldsplit_velocity_ksp_type preonly
  -fieldsplit_0_fieldsplit_velocity_pc_type lu
  -fieldsplit_0_fieldsplit_pressure_ksp_rtol 1e-10
  -fieldsplit_0_fieldsplit_pressure_pc_type jacobi
-fieldsplit_temperature_ksp_type preonly
-fieldsplit_temperature_pc_type lu
```

$$\begin{pmatrix} \begin{pmatrix} I & 0 \\ B^T A^{-1} & I \end{pmatrix} & \begin{pmatrix} \hat{A} & 0 \\ 0 & \hat{S} \end{pmatrix} & \begin{pmatrix} I & A^{-1} B \\ 0 & I \end{pmatrix} & 0 \\ 0 & & & L_T \end{pmatrix}$$

Solver Configuration: No New Code

ex31: P_2/P_1 Stokes Problem with Temperature on Unstructured Mesh

Upper Schur Comp. + Full Schur Comp. + Least-Squares Comm.

```
-ksp_type fgmres -pc_type fieldsplit -pc_fieldsplit_type schur
-pc_fieldsplit_0_fields 0,1 -pc_fieldsplit_1_fields 2
-pc_fieldsplit_schur_factorization_type upper
-fieldsplit_0_ksp_type fgmres -fieldsplit_0_pc_type fieldsplit
-fieldsplit_0_pc_fieldsplit_type schur
-fieldsplit_0_pc_fieldsplit_schur_factorization_type full
  -fieldsplit_0_fieldsplit_velocity_ksp_type preonly
  -fieldsplit_0_fieldsplit_velocity_pc_type lu
  -fieldsplit_0_fieldsplit_pressure_ksp_rtol 1e-10
  -fieldsplit_0_fieldsplit_pressure_pc_type jacobi
-fieldsplit_temperature_ksp_type gmres
-fieldsplit_temperature_pc_type lsc
```

$$\begin{pmatrix} \begin{pmatrix} I & 0 \\ B^T A^{-1} & I \end{pmatrix} \begin{pmatrix} \hat{A} & 0 \\ 0 & \hat{S} \end{pmatrix} \begin{pmatrix} I & A^{-1} B \\ 0 & I \end{pmatrix} & G \\ 0 & \hat{S}_{LSC} \end{pmatrix}$$

SNES ex62

Preconditioning

Jacobi

ex62

```
-run_type full -bc_type dirichlet -show_solution 0  
-refinement_limit 0.00625 -interpolate 1 -order 2,1  
-snes_monitor_short -snes_converged_reason  
  -snes_view  
-ksp_gmres_restart 100 -ksp_rtol 1.0e-9  
  -ksp_monitor_short  
-pc_type jacobi
```


SNES ex62

Preconditioning

Block diagonal

ex62

```
-run_type full -bc_type dirichlet -show_solution 0
-refinement_limit 0.00625 -interpolate 1 -order 2,1
-snes_monitor_short -snes_converged_reason
  -snes_view
-ksp_type fgmres -ksp_gmres_restart 100
  -ksp_rtol 1.0e-9 -ksp_monitor_short
-pc_type fieldsplit -pc_fieldsplit_type additive
-fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_pc_type jacobi
```

SNES ex62

Preconditioning

Block triangular

ex62

```
-run_type full -bc_type dirichlet -show_solution 0
-refinement_limit 0.00625 -interpolate 1 -order 2,1
-snes_monitor_short -snes_converged_reason
  -snes_view
-ksp_type fgmres -ksp_gmres_restart 100
  -ksp_rtol 1.0e-9 -ksp_monitor_short
-pc_type fieldsplit -pc_fieldsplit_type multiplicati
-fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_pc_type jacobi
```

SNES ex62

Preconditioning

Diagonal Schur complement

ex62

```
-run_type full -bc_type dirichlet -show_solution 0
-refinement_limit 0.00625 -interpolate 1 -order 2,1
-snes_monitor_short -snes_converged_reason
  -snes_view
-ksp_type fgmres -ksp_gmres_restart 100
  -ksp_rtol 1.0e-9 -ksp_monitor_short
-pc_type fieldsplit -pc_fieldsplit_type schur
  -pc_fieldsplit_schur_factorization_type diag
-fieldsplit_velocity_ksp_type gmres
  -fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_ksp_rtol 1e-10
  -fieldsplit_pressure_pc_type jacobi
```

SNES ex62

Preconditioning

Upper triangular Schur complement

ex62

```
-run_type full -bc_type dirichlet -show_solution 0
-refinement_limit 0.00625 -interpolate 1 -order 2,1
-snes_monitor_short -snes_converged_reason
  -snes_view
-ksp_type fgmres -ksp_gmres_restart 100
  -ksp_rtol 1.0e-9 -ksp_monitor_short
-pc_type fieldsplit -pc_fieldsplit_type schur
  -pc_fieldsplit_schur_factorization_type upper
-fieldsplit_velocity_ksp_type gmres
  -fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_ksp_rtol 1e-10
  -fieldsplit_pressure_pc_type jacobi
```

SNES ex62

Preconditioning

Lower triangular Schur complement

ex62

```
-run_type full -bc_type dirichlet -show_solution 0
-refinement_limit 0.00625 -interpolate 1 -order 2,1
-snes_monitor_short -snes_converged_reason
  -snes_view
-ksp_type fgmres -ksp_gmres_restart 100
  -ksp_rtol 1.0e-9 -ksp_monitor_short
-pc_type fieldsplit -pc_fieldsplit_type schur
  -pc_fieldsplit_schur_factorization_type lower
-fieldsplit_velocity_ksp_type gmres
  -fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_ksp_rtol 1e-10
  -fieldsplit_pressure_pc_type jacobi
```

SNES ex62

Preconditioning

Full Schur complement

ex62

```
-run_type full -bc_type dirichlet -show_solution 0
-refinement_limit 0.00625 -interpolate 1 -order 2,1
-snes_monitor_short -snes_converged_reason
  -snes_view
-ksp_type fgmres -ksp_gmres_restart 100
  -ksp_rtol 1.0e-9 -ksp_monitor_short
-pc_type fieldsplit -pc_fieldsplit_type schur
  -pc_fieldsplit_schur_factorization_type full
-fieldsplit_velocity_ksp_type gmres
  -fieldsplit_velocity_pc_type lu
-fieldsplit_pressure_ksp_rtol 1e-10
  -fieldsplit_pressure_pc_type jacobi
```

Programming with Options

ex55: Allen-Cahn problem in 2D

- constant mobility
- triangular elements

Geometric multigrid method for saddle point variational inequalities:

```
./ex55 -ksp_type fgmres -pc_type mg -mg_levels_ksp_type fgmres  
-mg_levels_pc_type fieldsplit -mg_levels_pc_fieldsplit_detect_saddle_point  
-mg_levels_pc_fieldsplit_type schur -da_grid_x 65 -da_grid_y 65  
-mg_levels_pc_fieldsplit_factorization_type full  
-mg_levels_pc_fieldsplit_schur_precondition user  
-mg_levels_fieldsplit_1_ksp_type gmres -mg_coarse_ksp_type preonly  
-mg_levels_fieldsplit_1_pc_type none -mg_coarse_pc_type svd  
-mg_levels_fieldsplit_0_ksp_type preonly  
-mg_levels_fieldsplit_0_pc_type sor -pc_mg_levels 5  
-mg_levels_fieldsplit_0_pc_sor_forward -pc_mg_galerkin  
-snes_vi_monitor -ksp_monitor_true_residual -snes_atol 1.e-11  
-mg_levels_ksp_monitor -mg_levels_fieldsplit_ksp_monitor  
-mg_levels_ksp_max_it 2 -mg_levels_fieldsplit_ksp_max_it 5
```

Programming with Options

ex55: Allen-Cahn problem in 2D

Run flexible GMRES with 5 levels of multigrid as the preconditioner

```
./ex55 -ksp_type fgmres -pc_type mg -pc_mg_levels 5  
-da_grid_x 65 -da_grid_y 65
```

Use the Galerkin process to compute the coarse grid operators

```
-pc_mg_galerkin
```

Use SVD as the coarse grid saddle point solver

```
-mg_coarse_ksp_type preonly -mg_coarse_pc_type svd
```


Programming with Options

ex55: Allen-Cahn problem in 2D

Run flexible GMRES with 5 levels of multigrid as the preconditioner

```
./ex55 -ksp_type fgmres -pc_type mg -pc_mg_levels 5  
-da_grid_x 65 -da_grid_y 65
```

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Programming with Options

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-mg_coarse_ksp_type preonly -mg_coarse_pc_type svd
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Programming with Options

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Use the Galerkin process to compute the coarse grid operators

```
-pc_mg_galerkin
```

Use SVD as the coarse grid saddle point solver

```
-mg_coarse_ksp_type preonly -mg_coarse_pc_type svd
```

Programming with Options

ex55: Allen-Cahn problem in 2D

Smoother: Flexible GMRES (2 iterates) with a Schur complement PC

```
-mg_levels_ksp_type fgmres -mg_levels_pc_fieldsplit_detect_saddle_point  
-mg_levels_ksp_max_it 2 -mg_levels_pc_type fieldsplit  
-mg_levels_pc_fieldsplit_type schur  
-mg_levels_pc_fieldsplit_factorization_type full  
-mg_levels_pc_fieldsplit_schur_precondition diag
```

Schur complement solver: GMRES (5 iterates) with no preconditioner

```
-mg_levels_fieldsplit_1_ksp_type gmres  
-mg_levels_fieldsplit_1_pc_type none -mg_levels_fieldsplit_ksp_max_it 5
```

Schur complement action: Use only the lower diagonal part of A00

```
-mg_levels_fieldsplit_0_ksp_type preonly  
-mg_levels_fieldsplit_0_pc_type sor  
-mg_levels_fieldsplit_0_pc_sor_forward
```

Programming with Options

ex55: Allen-Cahn problem in 2D

Smoother: Flexible GMRES (2 iterates) with a Schur complement PC

```
-mg_levels_ksp_type fgmres -mg_levels_pc_fieldsplit_detect_saddle_point  
-mg_levels_ksp_max_it 2 -mg_levels_pc_type fieldsplit  
-mg_levels_pc_fieldsplit_type schur  
-mg_levels_pc_fieldsplit_factorization_type full  
-mg_levels_pc_fieldsplit_schur_precondition diag
```

Schur complement solver: GMRES (5 iterates) with no preconditioner

```
-mg_levels_fieldsplit_1_ksp_type gmres  
-mg_levels_fieldsplit_1_pc_type none -mg_levels_fieldsplit_ksp_max_it 5
```

Schur complement action: Use only the lower diagonal part of A00

```
-mg_levels_fieldsplit_0_ksp_type preonly  
-mg_levels_fieldsplit_0_pc_type sor  
-mg_levels_fieldsplit_0_pc_sor_forward
```

Programming with Options

ex55: Allen-Cahn problem in 2D

Smoother: Flexible GMRES (2 iterates) with a Schur complement PC

```
-mg_levels_ksp_type fgmres -mg_levels_pc_fieldsplit_detect_saddle_point
-mg_levels_ksp_max_it 2 -mg_levels_pc_type fieldsplit
-mg_levels_pc_fieldsplit_type schur
-mg_levels_pc_fieldsplit_factorization_type full
-mg_levels_pc_fieldsplit_schur_precondition diag
```

Schur complement solver: GMRES (5 iterates) with no preconditioner

```
-mg_levels_fieldsplit_1_ksp_type gmres
-mg_levels_fieldsplit_1_pc_type none -mg_levels_fieldsplit_ksp_max_it 5
```

Schur complement action: Use only the lower diagonal part of A00

```
-mg_levels_fieldsplit_0_ksp_type preonly
-mg_levels_fieldsplit_0_pc_type sor
-mg_levels_fieldsplit_0_pc_sor_forward
```

Programming with Options

ex55: Allen-Cahn problem in 2D

Smoother: Flexible GMRES (2 iterates) with a Schur complement PC

```
-mg_levels_ksp_type fgmres -mg_levels_pc_fieldsplit_detect_saddle_point  
-mg_levels_ksp_max_it 2 -mg_levels_pc_type fieldsplit  
-mg_levels_pc_fieldsplit_type schur  
-mg_levels_pc_fieldsplit_factorization_type full  
-mg_levels_pc_fieldsplit_schur_precondition diag
```

Schur complement solver: GMRES (5 iterates) with no preconditioner

```
-mg_levels_fieldsplit_1_ksp_type gmres  
-mg_levels_fieldsplit_1_pc_type none -mg_levels_fieldsplit_ksp_max_it 5
```

Schur complement action: Use only the lower diagonal part of A00

```
-mg_levels_fieldsplit_0_ksp_type preonly  
-mg_levels_fieldsplit_0_pc_type sor  
-mg_levels_fieldsplit_0_pc_sor_forward
```

Null spaces

For a single matrix, use

```
MatSetNullSpace(J, nullSpace);
```

to alter the **KSP**, and

```
MatSetNearNullSpace(J, nearNullSpace);
```

to set the coarse basis for AMG.

But this will not work for dynamically created operators.

Null spaces

For a single matrix, use

```
MatSetNullSpace(J, nullSpace);
```

to alter the **KSP**, and

```
MatSetNearNullSpace(J, nearNullSpace);
```

to set the coarse basis for AMG.

But this will not work for dynamically created operators.

Null spaces

Field Split

Can attach a nullspace to the **IS** that creates a split,

```
PetscObjectCompose (pressureIS, "nullspace",  
                    (PetscObject) nullSpacePres);
```

If the **DM** makes the **IS**, use

```
PetscObject pressure;  
  
DMGetField(dm, 1, &pressure);  
PetscObjectCompose (pressure, "nullspace",  
                    (PetscObject) nullSpacePres);
```

Outline

4 Advanced Solvers

- Fieldsplit
- **Multigrid**
- Nonlinear Solvers
- Timestepping

Why not use AMG?

- Of course we will try AMG
 - GAMG, `-pc_type gamg`
 - ML, `-download-ml, -pc_type ml`
 - BoomerAMG, `-download-hypre, -pc_type hypre`
`-pc_hypre_type boomeramg`
- Problems with
 - vector character
 - anisotropy
 - scalability of setup time

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- Of course we will try AMG
 - GAMG, `-pc_type gamg`
 - ML, `-download-ml, -pc_type ml`
 - BoomerAMG, `-download-hypre, -pc_type hypre`
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- Problems with
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 - GAMG, `-pc_type gamg`
 - ML, `-download-ml, -pc_type ml`
 - BoomerAMG, `-download-hypre, -pc_type hypre`
`-pc_hypre_type boomeramg`
- Problems with
 - vector character
 - anisotropy
 - scalability of setup time

Multigrid with DM

Allows multigrid with some simple command line options

- `-pc_type mg, -pc_mg_levels`
- `-pc_mg_type, -pc_mg_cycle_type, -pc_mg_galerkin`
- `-mg_levels_1_ksp_type, -mg_levels_1_pc_type`
- `-mg_coarse_ksp_type, -mg_coarse_pc_type`
- `-da_refine, -ksp_view`

Interface also works with GAMG and 3rd party packages like ML

A 2D Problem

Problem has:

- 1,640,961 unknowns (on the fine level)
- 8,199,681 nonzeros

	Options	Explanation
./ex5	-da_grid_x 21 -da_grid_y 21	Original grid is 21x21
	-ksp_rtol 1.0e-9	Solver tolerance
	-da_refine 6	6 levels of refinement
	-pc_type mg	4 levels of multigrid
	-pc_mg_levels 4	
	-snes_monitor -snes_view	Describe solver

A 3D Problem

Problem has:

- 1,689,600 unknowns (on the fine level)
- 89,395,200 nonzeros

	Options	Explanation
<code>./ex48</code>	<code>-M 5 -N 5</code>	Coarse problem size
	<code>-da_refine 5</code>	5 levels of refinement
	<code>-ksp_rtol 1.0e-9</code>	Solver tolerance
	<code>-thi_mat_type baij</code>	Needs SOR
	<code>-pc_type mg</code>	4 levels of multigrid
	<code>-pc_mg_levels 4</code>	
	<code>-snes_monitor -snes_view</code>	Describe solver

Outline

4 Advanced Solvers

- Fieldsplit
- Multigrid
- **Nonlinear Solvers**
- Timestepping

3rd Party Solvers in PETSc

Complete table of solvers

1 Sequential LU

- ILUDT (SPARSEKIT2, Yousef Saad, U of MN)
- EUCLID & PILUT (Hypre, David Hysom, LLNL)
- ESSL (IBM)
- SuperLU (Jim Demmel and Sherry Li, LBNL)
- Matlab
- UMFPACK (Tim Davis, U. of Florida)
- LUSOL (MINOS, Michael Saunders, Stanford)

2 Parallel LU

- MUMPS (Patrick Amestoy, IRIT)
- SPOOLES (Cleve Ashcroft, Boeing)
- SuperLU_Dist (Jim Demmel and Sherry Li, LBNL)

3 Parallel Cholesky

- DSCPACK (Padma Raghavan, Penn. State)
- MUMPS (Patrick Amestoy, Toulouse)
- CHOLMOD (Tim Davis, Florida)

4 XYTLib - parallel direct solver (Paul Fischer and Henry Tufo, ANL)

3rd Party Preconditioners in PETSc

Complete table of solvers

- 1 Parallel ICC
 - BlockSolve95 (Mark Jones and Paul Plassman, ANL)
- 2 Parallel ILU
 - PaStiX (Faverge Mathieu, INRIA)
- 3 Parallel Sparse Approximate Inverse
 - Parasails (Hypre, Edmund Chow, LLNL)
 - SPAI 3.0 (Marcus Grote and Barnard, NYU)
- 4 Sequential Algebraic Multigrid
 - RAMG (John Ruge and Klaus Steuben, GMD)
 - SAMG (Klaus Steuben, GMD)
- 5 Parallel Algebraic Multigrid
 - Prometheus (Mark Adams, PPPL)
 - BoomerAMG (Hypre, LLNL)
 - ML (Trilinos, Ray Tuminaro and Jonathan Hu, SNL)

Always use **SNES**

Always use **SNES** instead of **KSP**:

- No more costly than linear solver
- Can accomodate unanticipated nonlinearities
- Automatic iterative refinement
- Callback interface can take advantage of problem structure

Jed actually recommends **TS**...

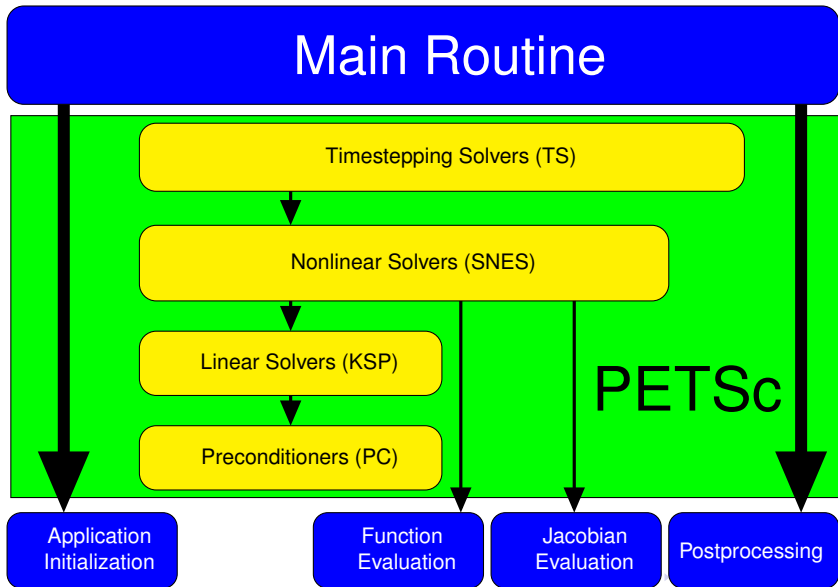
Always use **SNES**

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- No more costly than linear solver
- Can accomodate unanticipated nonlinearities
- Automatic iterative refinement
- Callback interface can take advantage of problem structure

Jed actually recommends **TS**...

Flow Control for a PETSc Application



SNES Paradigm

The SNES interface is based upon callback functions

- `FormFunction()`, **set by** `SNESSetFunction()`
- `FormJacobian()`, **set by** `SNESSetJacobian()`

When PETSc needs to evaluate the nonlinear residual $F(x)$,

- Solver calls the **user's** function
- User function gets application state through the `ctx` variable
 - PETSc never sees application data

SNES Function

User provided function calculates the nonlinear residual:

```
PetscErrorCode (*func) (SNES snes, Vec x, Vec r, void *ctx)
```

x: The current solution

r: The residual

ctx: The user context passed to `SNESSetFunction()`

- Use this to pass application information, e.g. physical constants

SNES Jacobian

User provided function calculates the Jacobian:

```
(*func) (SNES snes, Vec x, Mat *J, Mat *M, MatStructure *flag, void *ctx)
```

x: The current solution

J: The Jacobian

M: The Jacobian preconditioning matrix (possibly J itself)

ctx: The user context passed to `SNESSetJacobian()`

- Use this to pass application information, e.g. physical constants

• Possible `MatStructure` values are:

- `SAME_NONZERO_PATTERN`
- `DIFFERENT_NONZERO_PATTERN`

Alternatively, you can use

- matrix-free finite difference approximation, `-snes_mf`
- finite difference approximation with coloring, `-snes_fd`

SNES Variants

- Picard iteration
- Line search/Trust region strategies
- Quasi-Newton
- Nonlinear CG/GMRES
- Nonlinear GS/ASM
- Nonlinear Multigrid (FAS)
- Variational inequality approaches

New methods in SNES

- LS, TR** Newton-type with line search and trust region
- NRichardson** Nonlinear Richardson, usually preconditioned
- VIRS, VISS** reduced space and semi-smooth methods for variational inequalities
- QN** Quasi-Newton methods like BFGS
- NGMRES** Nonlinear GMRES
- NCG** Nonlinear Conjugate Gradients
- SORQN** SOR quasi-Newton
- GS** Nonlinear Gauss-Seidel sweeps
- FAS** Full approximation scheme (nonlinear multigrid)
- MS** Multi-stage smoothers (in FAS for hyperbolic problems)
- Shell** Your method, often used as a (nonlinear) preconditioner

Finite Difference Jacobians

PETSc can compute and explicitly store a Jacobian via 1st-order FD

- Dense
 - Activated by `-snes_fd`
 - Computed by `SNESDefaultComputeJacobian()`
- Sparse via colorings (default)
 - Coloring is created by `MatFDColoringCreate()`
 - Computed by `SNESDefaultComputeJacobianColor()`

Can also use Matrix-free Newton-Krylov via 1st-order FD

- Activated by `-snes_mf` without preconditioning
- Activated by `-snes_mf_operator` with user-defined preconditioning
 - Uses preconditioning matrix from `SNESSetJacobian()`

Driven Cavity Problem

SNES ex19.c

```
./ex19 -lidvelocity 100 -grashof 1e2  
-da_grid_x 16 -da_grid_y 16 -da_refine 2  
-snes_monitor_short -snes_converged_reason -snes_view
```

Driven Cavity Problem

SNES ex19.c

```
./ex19 -lidvelocity 100 -grashof 1e2  
-da_grid_x 16 -da_grid_y 16 -da_refine 2  
-snes_monitor_short -snes_converged_reason -snes_view
```

```
lid velocity = 100, prandtl # = 1, grashof # = 100  
0 SNES Function norm 768.116  
1 SNES Function norm 658.288  
2 SNES Function norm 529.404  
3 SNES Function norm 377.51  
4 SNES Function norm 304.723  
5 SNES Function norm 2.59998  
6 SNES Function norm 0.00942733  
7 SNES Function norm 5.20667e-08  
Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE iterations 7
```

Driven Cavity Problem

SNES ex19.c

```
./ex19 -lidvelocity 100 -grashof 1e4  
-da_grid_x 16 -da_grid_y 16 -da_refine 2  
-snes_monitor_short -snes_converged_reason -snes_view
```


Driven Cavity Problem

SNES ex19.c

```
./ex19 -lidvelocity 100 -grashof 1e4  
-da_grid_x 16 -da_grid_y 16 -da_refine 2  
-snes_monitor_short -snes_converged_reason -snes_view
```

```
lid velocity = 100, prandtl # = 1, grashof # = 10000
```

```
0 SNES Function norm 785.404
```

```
1 SNES Function norm 663.055
```

```
2 SNES Function norm 519.583
```

```
3 SNES Function norm 360.87
```

```
4 SNES Function norm 245.893
```

```
5 SNES Function norm 1.8117
```

```
6 SNES Function norm 0.00468828
```

```
7 SNES Function norm 4.417e-08
```

```
Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE iterations 7
```

Driven Cavity Problem

SNES ex19.c

```
./ex19 -lidvelocity 100 -grashof 1e5  
-da_grid_x 16 -da_grid_y 16 -da_refine 2  
-snes_monitor_short -snes_converged_reason -snes_view
```

Driven Cavity Problem

SNES ex19.c

```
./ex19 -lidvelocity 100 -grashof 1e5  
-da_grid_x 16 -da_grid_y 16 -da_refine 2  
-snes_monitor_short -snes_converged_reason -snes_view
```

```
lid velocity = 100, prandtl # = 1, grashof # = 100000
```

```
0 SNES Function norm 1809.96
```

```
Nonlinear solve did not converge due to DIVERGED_LINEAR_SOLVE iterations C
```

Driven Cavity Problem

SNES ex19.c

```
./ex19 -lidvelocity 100 -grashof 1e5  
-da_grid_x 16 -da_grid_y 16 -da_refine 2 -pc_type lu  
-snes_monitor_short -snes_converged_reason -snes_view
```

```
lid velocity = 100, prandtl # = 1, grashof # = 100000  
0 SNES Function norm 1809.96  
1 SNES Function norm 1678.37  
2 SNES Function norm 1643.76  
3 SNES Function norm 1559.34  
4 SNES Function norm 1557.6  
5 SNES Function norm 1510.71  
6 SNES Function norm 1500.47  
7 SNES Function norm 1498.93  
8 SNES Function norm 1498.44  
9 SNES Function norm 1498.27  
10 SNES Function norm 1498.18  
11 SNES Function norm 1498.12  
12 SNES Function norm 1498.11  
13 SNES Function norm 1498.11  
14 SNES Function norm 1498.11  
...
```

Why isn't SNES converging?

- The Jacobian is wrong (maybe only in parallel)
 - Check with `-snes_type test` and `-snes_mf_operator -pc_type lu`
- The linear system is not solved accurately enough
 - Check with `-pc_type lu`
 - Check `-ksp_monitor_true_residual`, try right preconditioning
- The Jacobian is singular with inconsistent right side
 - Use **MatNullSpace** to inform the **KSP** of a known null space
 - Use a different Krylov method or preconditioner
- The nonlinearity is just really strong
 - Run with `-info` or `-snes_ls_monitor` to see line search
 - Try using trust region instead of line search `-snes_type tr`
 - Try grid sequencing if possible `-snes_grid_sequence`
 - Use a continuation

Nonlinear Preconditioning

PC preconditions **KSP**

```
-ksp_type gmres
```

```
-pc_type richardson
```

SNES preconditions **SNES**

```
-snes_type ngmres
```

```
-npc_snes_type nrichardson
```

Nonlinear Preconditioning

PC preconditions **KSP** **SNES** preconditions **SNES**

```
-ksp_type gmres
```

```
-snes_type ngmres
```

```
-pc_type richardson
```

```
-npc_snes_type nrichardson
```

Nonlinear Use Cases

Warm start Newton

```
-snes_type newtonls  
-npc_snes_type nrichardson -npc_snes_max_it 5
```

Cleanup noisy Jacobian

```
-snes_type ngmres -snes_ngmres_m 5  
-npc_snes_type newtonls
```

Additive-Schwarz Preconditioned Inexact Newton

```
-snes_type aspin -snes_npc_side left  
-npc_snes_type nasm -npc_snes_nasm_type restrict
```


Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short  
-snes_type newtonls -snes_converged_reason  
-pc_type lu
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000  
 0 SNES Function norm 1228.95  
 1 SNES Function norm 1132.29  
 2 SNES Function norm 1026.17  
 3 SNES Function norm 925.717  
 4 SNES Function norm 924.778  
 5 SNES Function norm 836.867  
  ⋮  
21 SNES Function norm 585.143  
22 SNES Function norm 585.142  
23 SNES Function norm 585.142  
24 SNES Function norm 585.142  
  ⋮
```

Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short  
-snes_type fas -snes_converged_reason  
-fas_levels_snes_type gs -fas_levels_snes_max_it 6
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000
```

```
0 SNES Function norm 1228.95
```

```
1 SNES Function norm 574.793
```

```
2 SNES Function norm 513.02
```

```
3 SNES Function norm 216.721
```

```
4 SNES Function norm 85.949
```

```
Nonlinear solve did not converge due to DIVERGED_INNER iterations 4
```

Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short  
-snes_type fas -snes_converged_reason  
-fas_levels_snes_type gs -fas_levels_snes_max_it 6  
-fas_coarse_snes_converged_reason
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000  
0 SNES Function norm 1228.95  
  Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 12  
1 SNES Function norm 574.793  
  Nonlinear solve did not converge due to DIVERGED_MAX_IT its 50  
2 SNES Function norm 513.02  
  Nonlinear solve did not converge due to DIVERGED_MAX_IT its 50  
3 SNES Function norm 216.721  
  Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 22  
4 SNES Function norm 85.949  
  Nonlinear solve did not converge due to DIVERGED_LINE_SEARCH its 42  
Nonlinear solve did not converge due to DIVERGED_INNER iterations 4
```

Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short  
-snes_type fas -snes_converged_reason  
-fas_levels_snes_type gs -fas_levels_snes_max_it 6  
-fas_coarse_snes_linesearch_type basic  
-fas_coarse_snes_converged_reason
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000  
0 SNES Function norm 1228.95  
  Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 6  
:  
47 SNES Function norm 78.8401  
  Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 5  
48 SNES Function norm 73.1185  
  Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 6  
49 SNES Function norm 78.834  
  Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 5  
50 SNES Function norm 73.1176  
  Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 6  
:  
:
```

Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short
-snes_type nrichardson -npc_snes_max_it 1 -snes_converged_reason
-npc_snes_type fas -npc_fas_coarse_snes_converged_reason
-npc_fas_levels_snes_type gs -npc_fas_levels_snes_max_it 6
-npc_fas_coarse_snes_linesearch_type basic
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000
 0 SNES Function norm 1228.95
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 6
 1 SNES Function norm 552.271
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 27
 2 SNES Function norm 173.45
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 45
  :
43 SNES Function norm 3.45407e-05
   Nonlinear solve converged due to CONVERGED_SNORM_RELATIVE its 2
44 SNES Function norm 1.6141e-05
   Nonlinear solve converged due to CONVERGED_SNORM_RELATIVE its 2
45 SNES Function norm 9.13386e-06
Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE iterations 45
```

Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short
-snes_type ngmres -npc_snes_max_it 1 -snes_converged_reason
-npc_snes_type fas -npc_fas_coarse_snes_converged_reason
-npc_fas_levels_snes_type gs -npc_fas_levels_snes_max_it 6
-npc_fas_coarse_snes_linesearch_type basic
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000
 0 SNES Function norm 1228.95
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 6
 1 SNES Function norm 538.605
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 13
 2 SNES Function norm 178.005
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 24
  :
27 SNES Function norm 0.000102487
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE its 2
28 SNES Function norm 4.2744e-05
   Nonlinear solve converged due to CONVERGED_SNORM_RELATIVE its 2
29 SNES Function norm 1.01621e-05
   Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE iterations 29
```

Nonlinear Preconditioning

```

./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short
-snes_type ngmres -npc_snes_max_it 1 -snes_converged_reason
-npc_snes_type fas -npc_fas_coarse_snes_converged_reason
-npc_fas_levels_snes_type newtonls -npc_fas_levels_snes_max_it 6
-npc_fas_levels_snes_linesearch_type basic
-npc_fas_levels_snes_max_linear_solve_fail 30
-npc_fas_levels_ksp_max_it 20 -npc_fas_levels_snes_converged_reason
-npc_fas_coarse_snes_linesearch_type basic
lid velocity = 100, prandtl # = 1, grashof # = 50000
0 SNES Function norm 1228.95
  Nonlinear solve did not converge due to DIVERGED_MAX_IT its 6
  :
  Nonlinear solve converged due to CONVERGED_SNORM_RELATIVE its 1
  :
1 SNES Function norm 0.1935
2 SNES Function norm 0.0179938
3 SNES Function norm 0.00223698
4 SNES Function norm 0.000190461
5 SNES Function norm 1.6946e-06
Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE iterations 5

```

Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short  
-snes_type composite -snes_composite_type additiveoptimal  
-snes_composite_sneses fas,newtonls -snes_converged_reason  
-sub_0_fas_levels_snes_type gs -sub_0_fas_levels_snes_max_it 6  
-sub_0_fas_coarse_snes_linesearch_type basic  
-sub_1_snes_linesearch_type basic -sub_1_pc_type mg
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000
```

```
0 SNES Function norm 1228.95
```

```
1 SNES Function norm 541.462
```

```
2 SNES Function norm 162.92
```

```
3 SNES Function norm 48.8138
```

```
4 SNES Function norm 11.1822
```

```
5 SNES Function norm 0.181469
```

```
6 SNES Function norm 0.00170909
```

```
7 SNES Function norm 3.24991e-08
```

```
Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE iterations 7
```


Nonlinear Preconditioning

```
./ex19 -lidvelocity 100 -grashof 5e4 -da_refine 4 -snes_monitor_short  
-snes_type composite -snes_composite_type multiplicative  
-snes_composite_sneses fas,newtonls -snes_converged_reason  
-sub_0_fas_levels_snes_type gs -sub_0_fas_levels_snes_max_it 6  
-sub_0_fas_coarse_snes_linesearch_type basic  
-sub_1_snes_linesearch_type basic -sub_1_pc_type mg
```

```
lid velocity = 100, prandtl # = 1, grashof # = 50000
```

```
0 SNES Function norm 1228.95
```

```
1 SNES Function norm 544.404
```

```
2 SNES Function norm 18.2513
```

```
3 SNES Function norm 0.488689
```

```
4 SNES Function norm 0.000108712
```

```
5 SNES Function norm 5.68497e-08
```

```
Nonlinear solve converged due to CONVERGED_FNORM_RELATIVE iterations 5
```

Nonlinear Preconditioning

Solver	T	N. It	L. It	Func	Jac	PC	NPC
(NEWT\K – MG)	9.83	17	352	34	85	370	–
NGMRES $-R$ (NEWT\K – MG)	7.48	10	220	21	50	231	10
FAS	6.23	162	0	2382	377	754	–
FAS + (NEWT\K – MG)	8.07	10	197	232	90	288	–
FAS * (NEWT\K – MG)	4.01	5	80	103	45	125	–
NRICH $-L$ FAS	3.20	50	0	1180	192	384	50
NGMRES $-R$ FAS	1.91	24	0	447	83	166	24

Nonlinear Preconditioning

See discussion in:

Composing scalable nonlinear solvers,

Peter Brune, Matthew Knepley, Barry Smith, and Xuemin Tu,

ANL/MCS-P2010-0112, Argonne National Laboratory, 2012.

<http://www.mcs.anl.gov/uploads/cels/papers/P2010-0112.pdf>

Hierarchical Krylov

This tests a hierarchical Krylov method

```
mpiexec -n 4 ./ex19 -da_refine 4 -snes_view  
-ksp_type fgmres -pc_type bjacobi -pc_bjacobi_blocks 2  
-sub_ksp_type gmres -sub_pc_type bjacobi -sub_ksp_max_it 2  
-sub_sub_ksp_type preonly -sub_sub_pc_type ilu
```

```
SNES Object: 4 MPI processes  
  type: newtonls  
KSP Object: 4 MPI processes  
  type: fgmres  
PC Object: 4 MPI processes  
  type: bjacobi  
    block Jacobi: number of blocks = 2  
KSP Object:(sub_) 2 MPI processes  
  type: gmres  
PC Object:(sub_) 2 MPI processes  
  type: bjacobi  
    block Jacobi: number of blocks = 2  
KSP Object: (sub_sub_) 1 MPI processes  
  type: preonly  
PC Object: (sub_sub_) 1 MPI processes  
  type: ilu  
    ILU: out-of-place factorization
```

Hierarchical Krylov

This tests a hierarchical Krylov method

```
mpiexec -n 4 ./ex19 -da_refine 4 -snes_view
-ksp_type fgmres -pc_type bjacobi -pc_bjacobi_blocks 2
-sub_ksp_type gmres -sub_pc_type bjacobi -sub_ksp_max_it 2
-sub_sub_ksp_type preonly -sub_sub_pc_type ilu
```

```
PC Object: 4 MPI processes
```

```
type: bjacobi
```

```
block Jacobi: number of blocks = 2
```

```
PC Object:(sub_) 2 MPI processes
```

```
type: bjacobi
```

```
block Jacobi: number of blocks = 2
```

```
PC Object: (sub_sub_) 1 MPI processes
```

```
type: ilu
```

```
ILU: out-of-place factorization
```

```
Mat Object: 1 MPI processes
```

```
type: seqaij
```

```
rows=2500, cols=2500, bs=4
```

```
Mat Object: 2 MPI processes
```

```
type: mpiai
```

```
rows=4900, cols=4900, bs=4
```

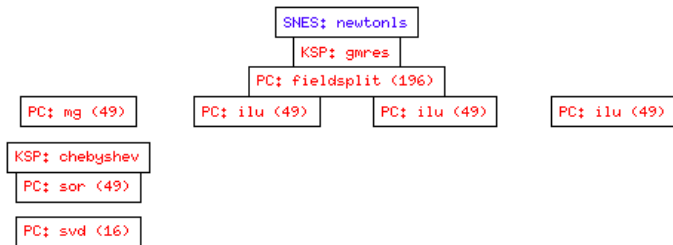
```
Mat Object: 4 MPI processes
```

```
type: mpiai
```

Visualizing Solvers

This shows how to visualize a nested solver configuration:

```
./ex19 -da_refine 1 -pc_type fieldsplit -fieldsplit_x_velocity_pc_type mg
      -fieldsplit_x_velocity_mg_coarse_pc_type svd
      -snes_view draw -draw_pause -2 -geometry 0,0,600,600
```



Outline

4 Advanced Solvers

- Fieldsplit
- Multigrid
- Nonlinear Solvers
- Timestepping

What about TS?

Time Integration in PETSc Has Made a Quantum Leap

and is now a premier library in the field,

thanks to **Jed**, **Emil**, and **Peter** \implies

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Some TS methods

TSSSPRK104 10-stage, fourth order, low-storage, optimal explicit SSP Runge-Kutta $c_{\text{eff}} = 0.6$ (Ketcheson 2008)

TSARKIMEX2E second order, one explicit and two implicit stages, L -stable, optimal (Constantinescu)

TSARKIMEX3 (and 4 and 5), L -stable (Kennedy and Carpenter, 2003)

TSROSWRA3PW three stage, third order, for index-1 PDAE, A -stable, $R(\infty) = 0.73$, second order strongly A -stable embedded method (Rang and Angermann, 2005)

TSROSWRA34PW2 four stage, third order, L -stable, for index 1 PDAE, second order strongly A -stable embedded method (Rang and Angermann, 2005)

TSROSWLLSSP3P4S2C four stage, third order, L -stable implicit, SSP explicit, L -stable embedded method (Constantinescu)

IMEX time integration in PETSc

Additive Runge-Kutta IMEX methods

$$G(t, x, \dot{x}) = F(t, x)$$

$$J_\alpha = \alpha G_{\dot{x}} + G_x$$

User provides:

- `FormRHSFunction(ts, t, x, F, void *ctx)`
- `FormIFunction(ts, t, x, xdot, G, void *ctx)`
- `FormIJacobian(ts, t, x, xdot, alpha, J, J_p, mstr, void *ctx)`
- Single step interface so user can have own time loop
- Choice of explicit method, e.g. SSP
- L-stable DIRK for stiff part G
- Orders 2 through 5, embedded error estimates
- Dense output, hot starts for Newton
- More accurate methods if G is linear, also Rosenbrock-W
- Can use preconditioner from classical “semi-implicit” methods
- Extensible adaptive controllers, can change order within a family
- Easy to register new methods: `TSARKIMEXRegister()`

Stiff linear advection-reaction test problem

Equations

TS ex22.c

$$u_t + a_1 u_x = -k_1 u + k_2 v + s_1$$

$$v_t + a_2 v_x = k_1 u - k_2 v + s_2$$

Upstream boundary condition:

$$u(0, t) = 1 - \sin(12t)^4$$

Stiff linear advection-reaction test problem

Equations

TS ex22.c

$$u_t + a_1 u_x = -k_1 u + k_2 v + s_1$$

$$v_t + a_2 v_x = k_1 u - k_2 v + s_2$$

```

FormIFunction(TS ts, PetscReal t, Vec X, Vec Xdot, Vec F, void *ptr) {
    TSGetDM(ts, &da);
    DMGetLocalInfo(da, &info);
    DMGetVecArray(da, X, &x);
    DMGetVecArray(da, Xdot, &xdot);
    DMGetVecArray(da, F, &f);
    /* Compute function over the locally owned part of the grid */
    for (i = info.xs; i < info.xs+info.xm; ++i) {
        f[i][0] = xdot[i][0] + k[0]*x[i][0] - k[1]*x[i][1] - s[0];
        f[i][1] = xdot[i][1] - k[0]*x[i][0] + k[1]*x[i][1] - s[1];
    }
    DMRestoreVecArray(da, X, &x);
    DMRestoreVecArray(da, Xdot, &xdot);
    DMRestoreVecArray(da, F, &f);
}

```

Stiff linear advection-reaction test problem

Equations

TS ex22.c

$$u_t + a_1 u_x = -k_1 u + k_2 v + s_1$$

$$v_t + a_2 v_x = k_1 u - k_2 v + s_2$$

```

FormIJacobian(TS ts, PetscReal t, Vec X, Vec Xdot, PetscReal a, Mat *J,
              Mat *Jpre, MatStructure *str, void *ptr) {
  for (i = info.xs; i < info.xs+info.xm; ++i) {
    PetscScalar v[2][2];
    v[0][0] = a + k[0]; v[0][1] = -k[1];
    v[1][0] = -k[0]; v[1][1] = a+k[1];
    MatSetValuesBlocked(*Jpre, 1, &i, 1, &i, &v[0][0], INSERT_VALUES);
  }
  MatAssemblyBegin(*Jpre, MAT_FINAL_ASSEMBLY);
  MatAssemblyEnd(*Jpre, MAT_FINAL_ASSEMBLY);
  if (*J != *Jpre) {
    MatAssemblyBegin(*J, MAT_FINAL_ASSEMBLY);
    MatAssemblyEnd(*J, MAT_FINAL_ASSEMBLY);
  }
}

```

Stiff linear advection-reaction test problem

Equations

TS ex22.c

$$u_t + a_1 u_x = -k_1 u + k_2 v + s_1$$

$$v_t + a_2 v_x = k_1 u - k_2 v + s_2$$

```

FormRHSFunction(TS ts, PetscReal t, Vec X, Vec F, void *ptr) {
    PetscReal u0t[2] = {1. - PetscPowScalar(sin(12*t), 4.), 0};
    DMGetLocalVector(da, &Xloc);
    DMGlobalToLocalBegin(da, X, INSERT_VALUES, Xloc);
    DMGlobalToLocalEnd(da, X, INSERT_VALUES, Xloc);
    for (i = info.xs; i < info.xs+info.xm; ++i) {
        /* CALCULATE RESIDUAL f[i][j] */
    }
}

```


Stiff linear advection-reaction test problem

Equations

TS ex22.c

$$u_t + a_1 u_x = -k_1 u + k_2 v + s_1$$

$$v_t + a_2 v_x = k_1 u - k_2 v + s_2$$

```

for (i = info.xs; i < info.xs+info.xm; ++i) {
for (j = 0; j < 2; ++j) {
  const PetscReal a = a[j]/hx;
  if (i == 0)          f[i][j] =
    a*(1/3*u0t[j] + 1/2*x[i][j] - x[i+1][j] + 1/6*x[i+2][j]);
  else if (i == 1)    f[i][j] =
    a*(-1/12*u0t[j] + 2/3*x[i-1][j] - 2/3*x[i+1][j] + 1/12*x[i+2][j]);
  else if (i == info.mx-2) f[i][j] =
    a*(-1/6*x[i-2][j] + x[i-1][j] - 1/2*x[i][j] - 1/3*x[i+1][j]);
  else if (i == info.mx-1) f[i][j] =
    a*(-x[i][j] + x[i-1][j]);
  else                f[i][j] =
    a*(-1/12*x[i-2][j] + 2/3*x[i-1][j] - 2/3*x[i+1][j] + 1/12*x[i+2][j]);
}
}

```

Stiff linear advection-reaction test problem

Parameters

TS ex22.c

$$a_1 = 1,$$

$$a_2 = 0,$$

$$k_1 = 10^6,$$

$$k_2 = 2k_1,$$

$$s_1 = 0,$$

$$s_2 = 1$$

Stiff linear advection-reaction test problem

Initial conditions

TS ex22.c

$$u(x, 0) = 1 + s_2 x$$

$$v(x, 0) = \frac{k_0}{k_1} u(x, 0) + \frac{s_1}{k_1}$$

```

PetscErrorCode FormInitialSolution(TS ts, Vec X, void *ctx) {
    TSGetDM(ts, &da);
    MDAGetLocalInfo(da, &info);
    MDAAVecGetArray(da, X, &x);
    /* Compute function over the locally owned part of the grid */
    for (i = info.xs; i < info.xs+info.xm; ++i) {
        PetscReal r = (i+1)*hx;
        PetscReal ik = user->k[1] != 0.0 ? 1.0/user->k[1] : 1.0;
        x[i][0] = 1 + user->s[1]*r;
        x[i][1] = user->k[0]*ik*x[i][0] + user->s[1]*ik;
    }
    MDAAVecRestoreArray(da, X, &x);
}

```

Stiff linear advection-reaction test problem

Initial conditions

TS ex22.c

$$u(x, 0) = 1 + s_2 x$$

$$v(x, 0) = \frac{k_0}{k_1} u(x, 0) + \frac{s_1}{k_1}$$

```

PetscErrorCode FormInitialSolution(TS ts, Vec X, void *ctx) {
    TSGetDM(ts, &da);
    DMGetLocalInfo(da, &info);
    DMGetVecArray(da, X, &x);
    /* Compute function over the locally owned part of the grid */
    for (i = info.xs; i < info.xs+info.xm; ++i) {
        PetscReal r = (i+1)*hx;
        PetscReal ik = user->k[1] != 0.0 ? 1.0/user->k[1] : 1.0;
        x[i][0] = 1 + user->s[1]*r;
        x[i][1] = user->k[0]*ik*x[i][0] + user->s[1]*ik;
    }
    DMRestoreArray(da, X, &x);
}

```

Stiff linear advection-reaction test problem

Examples

TS ex22.c

- `./ex22 -da_grid_x 200 -ts_monitor_draw_solution -ts_arkimex_type 4 -ts_adapt_type none`
- `./ex22 -da_grid_x 200 -ts_monitor_draw_solution -ts_type ros w -ts_dt 1e-3 -ts_adapt_type none`
- `./ex22 -da_grid_x 200 -ts_monitor_draw_solution -ts_type ros w -ts_ros w_type sandu3 -ts_dt 5e-3 -ts_adapt_type none`
- `./ex22 -da_grid_x 200 -ts_monitor_draw_solution -ts_type ros w -ts_ros w_type ra34pw2 -ts_adapt_monitor`

1D Brusselator reaction-diffusion

Equations

TS ex25.c

$$u_t - \alpha u_{xx} = A - (B + 1)u + u^2 v$$

$$v_t - \alpha v_{xx} = Bu - u^2 v$$

Boundary conditions:

$$u(0, t) = u(1, t) = 1$$

$$v(0, t) = v(1, t) = 3$$

1D Brusselator reaction-diffusion

Equations

TS ex25.c

$$u_t - \alpha u_{xx} = A - (B + 1)u + u^2v$$

$$v_t - \alpha v_{xx} = Bu - u^2v$$

```

FormIFunction(TS ts, PetscReal t, Vec X, Vec Xdot, Vec F, void *ptr) {
  DMGlobalToLocalBegin(da, X, INSERT_VALUES, Xloc);
  DMGlobalToLocalEnd(da, X, INSERT_VALUES, Xloc);
  for (i = info.xs; i < info.xs+info.xm; ++i) {
    if (i == 0) {
      f[i].u = hx * (x[i].u - uleft);
      f[i].v = hx * (x[i].v - vleft);
    } else if (i == info.mx-1) {
      f[i].u = hx * (x[i].u - uright);
      f[i].v = hx * (x[i].v - vright);
    } else {
      f[i].u = hx * xdot[i].u - alpha * (x[i-1].u - 2.*x[i].u + x[i+1].u)
      f[i].v = hx * xdot[i].v - alpha * (x[i-1].v - 2.*x[i].v + x[i+1].v)
    }
  }
}

```

1D Brusselator reaction-diffusion

Equations

TS ex25.c

$$u_t - \alpha u_{xx} = A - (B + 1)u + u^2v$$

$$v_t - \alpha v_{xx} = Bu - u^2v$$

```

FormIJacobian(TS ts, PetscReal t, Vec X, Vec Xdot, PetscReal a, Mat *J,
              Mat *Jpre, MatStructure *str, void *ptr) {
  for (i = info.xs; i < info.xs+info.xm; ++i) {
    if (i == 0 || i == info.mx-1) {
      const PetscInt   row = i, col = i;
      const PetscScalar vals[2][2] = {{hx, 0}, {0, hx}};
      MatSetValuesBlocked(*Jpre, 1, &row, 1, &col, &vals[0][0], INSERT_VALUES);
    } else {
      const PetscInt   row = i, col[] = {i-1, i, i+1};
      const PetscScalar dL = -alpha/hx, dC = 2*alpha/hx, dR = -alpha/hx;
      const PetscScalar v[2][3][2] = {{{dL, 0}, {a*hx+dC, 0}, {dR, 0}},
                                       {{0, dL}, {0, a*hx+dC}, {0, dR}}};
      MatSetValuesBlocked(*Jpre, 1, &row, 3, col, &v[0][0][0], INSERT_VALUES);
    }
  }
}

```


1D Brusselator reaction-diffusion

Equations

TS ex25.c

$$U_t - \alpha U_{xx} = A - (B + 1)u + u^2 v$$

$$V_t - \alpha V_{xx} = Bu - u^2 v$$

```

FormRHSFunction(TS ts, PetscReal t, Vec X, Vec F, void *ptr) {
  TSGetDM(ts, &da);
  DMGetLocalInfo(da, &info);
  DMGetVecArray(da, X, &x);
  DMGetVecArray(da, F, &f);
  for (i = info.xs; i < info.xs+info.xm; ++i) {
    PetscScalar u = x[i].u, v = x[i].v;
    f[i].u = hx*(A - (B+1)*u + u*u*v);
    f[i].v = hx*(B*u - u*u*v);
  }
  DMRestoreVecArray(da, X, &x);
  DMRestoreVecArray(da, F, &f);
}

```

1D Brusselator reaction-diffusion

Parameters

TS ex25.c

$$A = 1,$$

$$B = 3,$$

$$\alpha = 1/50$$

1D Brusselator reaction-diffusion

Initial conditions

TS ex25.c

$$u(x, 0) = 1 + \sin(2\pi x)$$

$$v(x, 0) = 3$$

```
PetscErrorCode FormInitialSolution(TS ts, Vec X, void *ctx) {
    TSGetDM(ts, &da);
    DMDataGetLocalInfo(da, &info);
    DMDataVecGetArray(da, X, &x);
    /* Compute function over the locally owned part of the grid */
    for (i = info.xs; i < info.xs+info.xm; ++i) {
        PetscReal xi = i*hx;
        x[i].u = uleft*(1-xi) + uright*xi + sin(2*PETSC_PI*xi);
        x[i].v = vleft*(1-xi) + vright*xi;
    }
    DMDataVecRestoreArray(da, X, &x);
}
```

1D Brusselator reaction-diffusion

Initial conditions

TS ex25.c

$$u(x, 0) = 1 + \sin(2\pi x)$$

$$v(x, 0) = 3$$

```

PetscErrorCode FormInitialSolution(TS ts, Vec X, void *ctx) {
    TSGetDM(ts, &da);
    DMGetLocalInfo(da, &info);
    DMGetVecArray(da, X, &x);
    /* Compute function over the locally owned part of the grid */
    for (i = info.xs; i < info.xs+info.xm; ++i) {
        PetscReal xi = i*hx;
        x[i].u = uleft*(1-xi) + uright*xi + sin(2*PETSC_PI*xi);
        x[i].v = vleft*(1-xi) + vright*xi;
    }
    DMRestoreArray(da, X, &x);
}

```

1D Brusselator reaction-diffusion

Examples

TS ex25.c

- `./ex25 -da_grid_x 20 -ts_monitor_draw_solution -ts_type ros`
`-ts_dt 5e-2 -ts_adapt_type none`
- `./ex25 -da_grid_x 20 -ts_monitor_draw_solution -ts_type ros`
`-ts_rosw_type 2p -ts_dt 5e-2`
- `./ex25 -da_grid_x 20 -ts_monitor_draw_solution -ts_type ros`
`-ts_rosw_type 2p -ts_dt 5e-2 -ts_adapt_type none`

Second Order TVD Finite Volume Method

Example

TS ex11.c

- `./ex11 -f $PETSC_DIR/share/petsc/datafiles/meshes/sevenside.exo`
- `./ex11 -f`
`$PETSC_DIR/share/petsc/datafiles/meshes/sevenside-quad-15.exo`
- `./ex11 -f $PETSC_DIR/share/petsc/datafiles/meshes/sevenside.exo`
`-ts_type rosw`

Conclusions

PETSc can help you:

- easily construct a code to test your ideas
 - Lots of code construction, management, and debugging tools
- scale an existing code to large or distributed machines
 - Using `FormFunctionLocal()` and scalable linear algebra
- incorporate more scalable or higher performance algorithms
 - Such as domain decomposition, `fieldsplit`, and `multigrid`
- tune your code to new architectures
 - Using profiling tools and specialized implementations

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