

Parallel implementation of discontinuous Galerkin method for compressible flow simulations

Michal Zajac, Vít Dolejší

Charles University Prague
Faculty of Mathematics and Physics

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Outline

- 1 Introduction
- 2 Parallel implementation
- 3 Outlook

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- space semi-discretization: $\mathbf{w}(x, t) \approx \mathbf{w}_h(t) \in \mathbf{S}_h, t \in (0, T)$

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$$\left(\mathbf{M} + \tau_k \mathbf{C}(\mathbf{w}_h^k) \right) \mathbf{w}_h^{k+1} = \mathbf{F}(\mathbf{w}_h^k), \quad (3)$$

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- iterative solver necessary for industrial applications
 \Rightarrow restarted GMRES with block diagonal preconditioning
- L^2 -orthogonal basis of $\mathbf{S}_h \Rightarrow \mathbf{M} \approx \mathbf{I} \Rightarrow$
 for small τ_k , solution is very fast,
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- ABDF – adaptive BDF [Dolejší, Kůs, IJNME]
- two n -step BDF of the same order of accuracy,

$$\begin{aligned}\sum_{l=0}^n \alpha_{n,l}^I \mathbf{w}_{k-l}^I &= \tau_k F(\mathbf{w}_k^I), \\ \sum_{l=0}^n \alpha_{n,l}^{II} \mathbf{w}_{k-l}^{II} &= \frac{\tau_k}{2} (F(\mathbf{w}_k^{II}) + F(\mathbf{w}_{k-1}^{II})),\end{aligned}\quad (4)$$

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- Aim: parallel implementation
- Current release not prepared for parallel code
- We are doing initial research

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Solvability testing

- used PETSc (Portable, Extensible Toolkit for Scientific Computation) library
- used MUMPS solver and got surprising results
- e.g. solving matrix with size $n = 214656$

# processors	1	2	4	8
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Graph

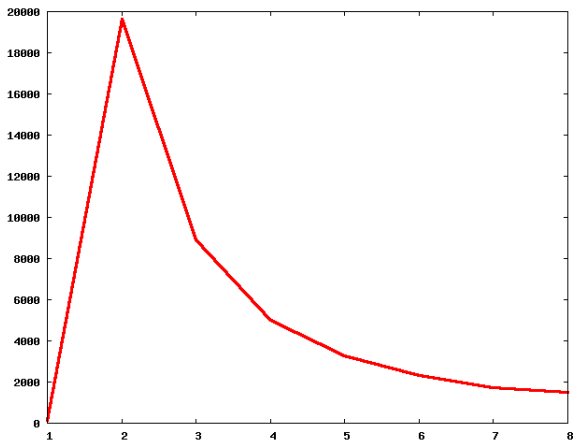


Figure: Dependency of computational time on number of processors

Parallelization

- linear algebra solver $\approx 95\%$ of CPU
⇒ we focus on its parallelization
- PETSc library gives easy-to-use interface for solving matrices
⇒ only problem are matrix data structures
- Our most difficult task in this release: transformation of the "single-processor" matrices into PETSc structures.

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MUMPS - computational time

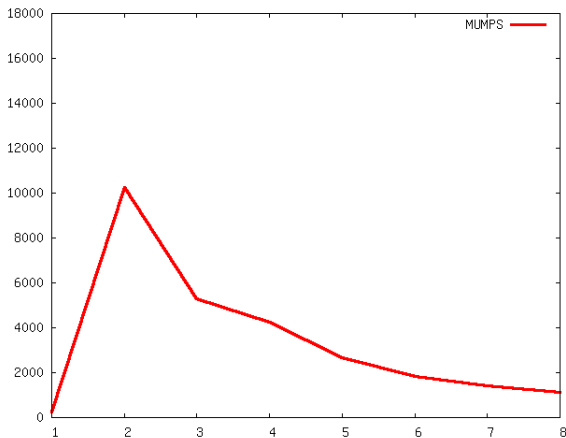


Figure: Dependency of computational time on number of processors

Computational time - graph

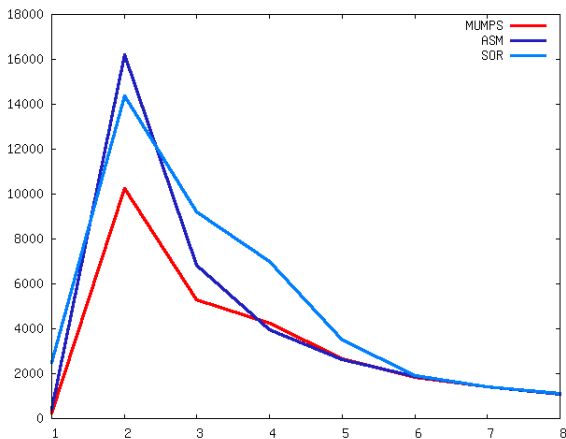


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Computational time - survey

# processors	1	2	4	8
GMRES - SOR	2504 s	14360 s	7011 s	1105 s
GMRES - ASM	434 s	16214 s	3939 s	1103 s
MUMPS	252 s	4259 s	4259 s	1106 s

Requested memory - graph

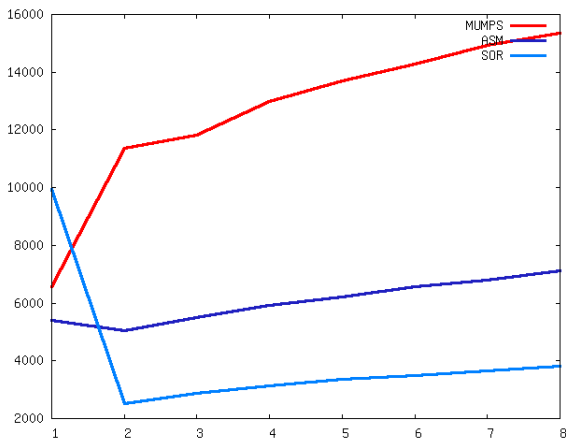


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Used memory - graph

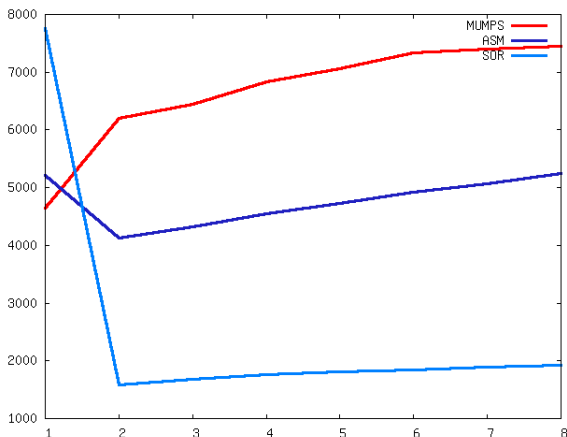


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- *hp*-adaptation
- extension to 3D.

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