

A Non-staggered Block Jacobi Preconditioning Strategy in HOMME: Progress Report

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1 Introduction

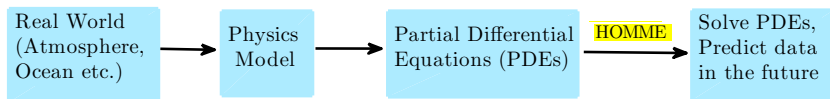
- HOMME and Shallow Water Equations
- Discretization of Shallow Water Equations
- Iterative Methods and Preconditioners

2 Non-staggered Block-Jacobi Preconditioner in HOMME

- The Block-Jacobi Preconditioner
- Non-staggered Block-Jacobi on Cubed Sphere
- Problem Shooting and Results Prediction

3 Conclusion and Future Work

HOMME: High Order Method Modeling Environment



PDEs solved in **HOMME**:

- **Primitive Equations**

Based on a more accurate model, more difficult to solve

- **Shallow Water Equations**

Simplification of primitive equations, widely used for numerical test

My Project's Goal:

To **better** solve shallow water equations on **cubed sphere**

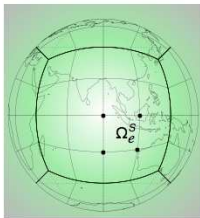
Shallow Water Equations (SWEQ)

$$\begin{aligned}\frac{\partial \mathbf{v}}{\partial t} + (f + \zeta) \mathbf{k} \times \mathbf{v} + \frac{1}{2} \nabla (\mathbf{v} \cdot \mathbf{v}) + \nabla \Phi &= 0, \\ \frac{\partial \Phi}{\partial t} + (\mathbf{v} \cdot \nabla) \Phi + (\Phi_0 + \Phi) \nabla \cdot \mathbf{v} &= 0.\end{aligned}$$

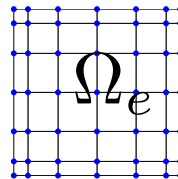
Two variables are to be solved:

- Velocity(2D): $\mathbf{v}(t, x, y)$
- Geopotential: $\phi(t, x, y)$

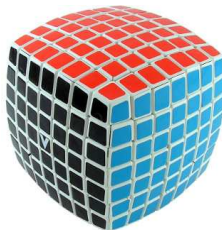
Computational Domain: cubed sphere



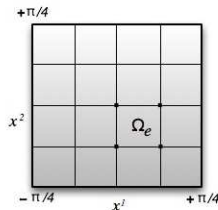
Sphere



Grids on One Element



Cubed Shpere



Elements on One Face



Discretization of shallow water equations:

Functions are continuous, but when you ask a computer to solve it, you have to discretize it!

Discretized Form of SWEQ

$$\begin{aligned} B_i \delta u - g^{ij} \Delta t \tilde{D}_j^T \delta \phi &= R_u^i \\ \tilde{B} \delta \phi + \Delta t \frac{\phi_0}{g} \tilde{D}_i g \delta u &= R_\phi, \end{aligned}$$

Variables to solve now: $\delta u, \delta \phi$.

Questions:

- What are B_i , \tilde{B} , g^{ij} , \tilde{D}_i , \tilde{D}^T , R_u^i , R_ϕ ?
- Why δu , $\delta \phi$ instead of u , ϕ

Answer: They have something to do with how we discretize the equation.

Discretized form of SWEQ

$$B_i \delta u - g^{ij} \Delta t \tilde{D}_j^T \delta \phi = R_u^i \quad (1)$$

$$\tilde{B} \delta \phi + \Delta t \frac{\phi_0}{g} \tilde{D}_i g \delta u = R_\phi, \quad (2)$$

ϕ , \mathbf{u} : functions of $(\mathbf{t}, \mathbf{x}, \mathbf{y})$, on the cubed sphere.

- **Time stepping:**

Semi-implicit Method: δu , $\delta \phi$, Δt

- **Spacial discretization:**

Spectral Element Method: B_i , \tilde{B} , \tilde{D}_i , \tilde{D}^T , R_u^i , R_ϕ

- **Coordinates transformation:**

Conformal Transformation: g^{ij} , g

Two equations, how to solve?

Compute δu^i from (1) explicitly using previous data of ϕ :

$$\delta u^i = B_i^{-1}(R_u^i + \Delta t g^{ij} \tilde{D}_j^T \delta \phi)$$

Substitute it back to (2):

The linear system we really need to solve

$$\underbrace{(g\tilde{B} + \Delta t^2 \phi_0 \tilde{D}_i g B_i^{-1} g^{ij} \tilde{D}_j^T)}_H \cdot \delta \phi = R_\phi,$$

H : Helmholtz operator, a symmetric positive definite (SPD) matrix

The problem now:

$$H \cdot \delta\phi = R_\phi$$

The same as to solve:

$$A \cdot x = b$$

A is huge and sparse, how to solve?

Iterative method: $x_0 \rightarrow x_1 \rightarrow \cdots \rightarrow x_n \rightarrow \cdots$

such that, x_n is closer and closer to the true solution x^*

In HOMME, the iterative method is: **conjugate gradient (CG)**

Back to **My Project's Goal**:

—“To **better** solve shallow water equation on **cubed sphere**”

- **Basics:**

Matrices from discretization are almost always “**bad**”

- **To make it “better”:**

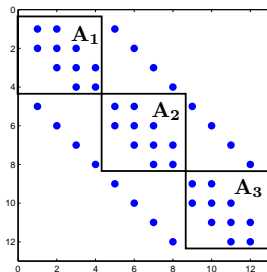
$$A \cdot x = b \Rightarrow P \cdot A \cdot x = P \cdot b, \text{ solve the latter instead}$$

Same problem, “nicer” matrix PA , iteration steps will be largely reduced.

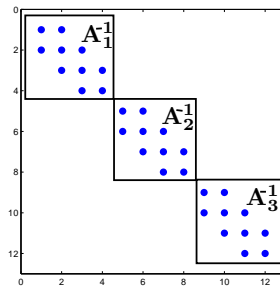
P is called **preconditioner** (usually an approximation of A^{-1})

The Block-Jacobi Preconditioner:

A may look like:



Its block-Jacobi preconditioner P :



Construct the preconditioner matrix $P = (p_{ij})$

By **spectral element method**, P 's entry

$$p_{ij} = \int_{\Omega} \phi_i \phi_j = \sum_k \int_{\Omega_k} \phi_i \phi_j,$$

- Ω : the whole cubed sphere;
- Ω_k : one element;
- ϕ_i : basis function, piecewise **polynomial**, constructed by interpolating on nodes s.t.

$$\phi_i = \begin{cases} 1 & \text{at Node } i, \\ 0 & \text{other nodes} \end{cases}$$

Staggered Grid v.s Non-staggered Grid on One Element

On One Element Ω_k :

Staggered Grid:

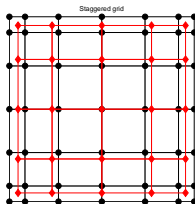


Figure: $np = nu - 2 = 4$

◆: geopotential ϕ , ●: velocity \mathbf{u}

Non-staggered Grid:

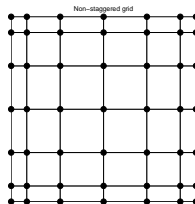
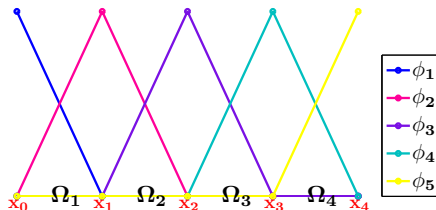


Figure: $np = nu = 6$

●: both geopotential ϕ and velocity \mathbf{u}



- Staggered grid:

$$p_{ij} = \sum_k \int_{\Omega_k} \phi_i \phi_j = \int_{\Omega_k} \phi_i \phi_j, \text{ for all Node } i, j \in \Omega_k$$

- Non-staggered grid:

$$p_{ij} = \sum_k \int_{\Omega_k} \phi_i \phi_j = \begin{cases} \int_{\Omega_k} \phi_i \phi_j, & \text{either Node } i \text{ or } j \text{ is inner node} \\ \int_{\Omega_k} \phi_i \phi_j + \int_{\Omega_{k+1}} \phi_i \phi_j + \dots, & \text{Node } i, j \text{ at edge or corner} \end{cases}$$

The Old Block-Jacobi preconditioner in HOMME:

Won't reduce the iteration number for Non-staggered Grids

| Time_Step(sec.) | 500 | 600 | 700 |
|-----------------|-----|-----|-----|
| None | 49 | 83 | - |
| Block Jacobi | 49 | 83 | - |

Table: CG Iteration Numbers with No Preconditioner or Block Jacobi in SWTC5

Note: In SWTC5, the whole simulation time is 15 days=1,296,000 sec., Time Step = 600 s. is pretty small

Challenges in Implementing Non-staggered Block Jacobi Preconditioner

Tough Part: Nodes on the Edge or Corner of a Face:

When construct P , still $p_{ij} = \int_{\Omega_k} \phi_i \phi_j + \int_{\Omega_{k+1}} \phi_i \phi_j + \dots$?
– if so, you are adding apples with oranges.



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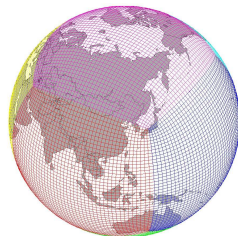
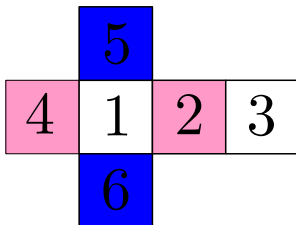
= ?

Why? —Coordinates (x, y) on different faces are NOT the same!

We know $\mathbf{v} = (\lambda, \theta) = (x, y)$, however,

- **Face 1:** $x = \tan \lambda$, $y = \frac{\tan \theta}{\cos \lambda}$
- **Face 5:** $x = \tan \theta \sin \lambda$, $y = -\tan \theta \cos \lambda$

So, (x, y) on Face 1 are different from on Face 5, thus the integration on them **scales differently**. Adding them together directly is just like adding apples with oranges



Problem shooting and results prediction

To solve the apple/orange problem:

- *Coordinates transformation: Face A \Rightarrow Sphere \Rightarrow Face B*
- *Edge rotation for vectors*

Results prediction after applying block-Jacobi preconditioner:

CG iteration numbers will be largely reduced.

Conclusion and Future Work

Overview

- Block Jacobi preconditioner for non-staggered grid entails communications with neighbors of each element;
- Extra efforts is needed due to coordinates transformation from the sphere to the cube.

Future Work

- Implement at least other two developed and tested preconditioners in HOMME, *i.e.*
 - 2-level additive Schwarz preconditioner with fast diagonalization method(FDM) as direct solver[7]
 - Non-overlapping optimized additive Schwarz preconditioner[5],[6]
- Test the performance using different preconditioners

Reference:



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[5] A. St-Cyr, M.J.Gander and S.J.Thomas, Optimized Multiplicative, Additive, and Restricted Additive Schwarz Preconditioning, *SIAM J. Sci. Comput.* Vol. 29, No.6



[6] M.J.Gander *et al.*, Optimized Schwarz Methods without Overlap for the Helmholtz Equation



[7] S.J.Thomas *et al.*, A Schwarz Preconditioner for the Cubed-Sphere, *SIAM J. Sci. Comput.* Vol 25, No.2

Thank you ! & Questions?

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