



# Interpreted programming in FEniCS

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# Contents

- Motivate higher-level programming languages (abstraction)
- Overview of PyDOLFIN (FEniCS/DOLFIN Python interface)

# Science

- Formulate Model = Formulate Equation (Modeling)
- Solve Equation (Computation)

# Model = Differential Equations (DE)

$$\dot{u} = f(u, \nabla u), \quad \text{in } \Omega \times (0, T]$$

+ initial and boundary conditions

$$\dot{u} = \frac{\partial u}{\partial t}$$
$$\nabla u = \left( \frac{\partial u}{\partial x_1}, \frac{\partial u}{\partial x_2}, \frac{\partial u}{\partial x_3} \right)$$

# Basic Models = DE

## Navier: Solid Mechanics

$$\ddot{u} - \nabla \cdot \sigma = f, \quad \sigma = \mu e(u)$$

## Navier-Stokes (Fluid Mechanics)

$$\dot{v} + v \cdot \nabla v - \nu \Delta v + \nabla p = f, \quad \nabla \cdot v = 0$$

## Maxwell (Electromagnetism)

$$\nabla \times H = J + \dot{D}, \quad \nabla \times E = -\dot{B}, \quad \nabla \cdot D = \rho, \quad \nabla \cdot B = 0$$

## Schrödinger (Quantum Mechanics)

$$i\dot{\psi} - \frac{\hbar^2}{2m} \Delta \psi + V\psi = 0$$

## A few more

## Automation of Computational Mathematical Modeling (ACMM)

Automation of:

(a) Discretization of differential equations

(b) Solution of discrete systems

(c) Error control of discrete solutions

(a)-(c): Galerkin's method (FEM) + Duality

# FEniCS interface

1. Input DE
2. ???
3. Interpret solution of DE

2 includes:

- Manipulation/generation of DE, discrete systems.
- Primitives for solving discrete systems.
- ...

Aim to remove dividing line between manual computation/expression manipulation on paper and computer programming.

# Perspective on computer programming

- All programming languages (in practical use) are Turing complete.
- A Turing machine describes all of mathematics (definition).

Choosing a language is thus only a question of efficiency or administration: having to do as little manual work as possible.

# Automation = Maximal Laziness

Knuth:

“Premature optimization is the root of all evil”

- Keep a high abstraction level. Do not optimize.
- Typically: 90% of the time is spent in 10% of the source code. Do not optimize 90% of the source code.
- Resist urge to be clever.

# Higher-level language

Abstraction progression:

**Assembler** operate on numbers

**C/Fortran** operate on arrays

**Python/...** operate on functions (equations)

Vision: Implementation of algorithms on form/equation level  
(stabilization, error control).

Higher-level languages commonly interpreted.

# Interpreted language

**Compiled** Translate source code into lower level code before execution. Static typing.

**Interpreted** Translate source code into lower level code during execution. Allows dynamic typing, dynamic creation of new types.

Allows introducing new definitions/abstractions while running the program, analogy to pen & paper development.

“Pocket-calculator” interface (Matlab/Octave, UNIX shell).

# FEniCS interface example

```
class MyFunction(Function):
    def eval(self, point, i):
        return sin(point[1]) + 1.0

K = FiniteElement("Lagrange", "triangle", 1)

mesh = UnitSquare(20, 20)

f = MyFunction()

Pf = project(f, K, mesh)

plot(Pf)
```

# Interface example

```
def projection(K):  
    # Construct projection form in FFC representation  
    v = TestFunction(K)  
    U = TrialFunction(K)  
  
    g = Function(K)  
  
    a = dot(v, U) * dx  
    L = dot(v, f) * dx  
  
    return [a, L]
```

```
def project(f, K, mesh):  
    # Assemble discrete system  
    M = Matrix()  
    b = Vector()  
    assemble(a, L, M, b, f, mesh)  
  
    # Solve discrete system  
    x = Vector()  
    solve(M, x, b)  
  
    # Define a function from computed degrees of freedom  
    Pf = Function(x, mesh, K)
```

# Time-dependent PDE

Automatic time-discretization by MG:

$$\dot{u} = f(t, u) \quad \text{in } \Omega \times (0, T]$$

$$\int_{\Omega} \dot{u}v = \int_{\Omega} f(t, u)v \quad \text{in } \Omega \times (0, T], \forall v \in V$$

$$M\dot{\xi} = b(t, \xi) \quad \text{in } (0, T]$$

**DOLFIN** can automatically construct  $M$  and  $b(t, \xi)$  from a description of  $\int_{\Omega} \dot{u}v$  and  $\int_{\Omega} f(t, u)v$  in the **FFC** form language.

Exists in interface as: `TimeDependentPDE`.

# Elasticity example: form

```
K1 = FiniteElement("Vector Lagrange", "tetrahedron", 1)
K2 = FiniteElement("Vector Lagrange", "tetrahedron", 1)

Kmix = element1 + element2

(w_0, w_1) = TestFunctions(Kmix)
(Udot_0, Udot_1) = TrialFunctions(Kmix)
(U_0, U_1) = Functions(Kmix)

f = Function(K2)

# Dimension of domain
d = element1.shapedim()

def epsilon(u):
    return 0.5 * (grad(u) + transp(grad(u)))

sigma = mult(10.0, epsilon(U_0))

a = (dot(Udot_0, w_0) + dot(Udot_1, w_1)) * dx
L = (dot(U_1, w_0) - dot(sigma, epsilon(w_1)) + dot(f, w_1)) * dx
```

# Elasticity example: PDE

```
class ElasticityPDE(TimeDependentPDE):
    def __init__(self, mesh, f, bc, T):

        forms = import_formfile("Elasticity.form")

        # Initialize variables...

    def fu(self, x, dotx, t):

        # Assemble right-hand side

        FEM_assemble(self.L(), dotx, self.mesh())
        FEM_applyBC(dotx, self.mesh(), self.a().trial(), self.bc())

        dotx.div(m)
```

# Ko

All DE solved using same interface, just specify the DE:  $f(u)$ .

Ko: Large deformation elasto-visco-plasto with contact.

[Ko Stair 1](#)

[Ko Stair 2](#)

[Ko Frontal](#)

Contact implemented as mass-spring model in C++,  
transparently used in Python, TimeDependentPDE interface.

# SWIG: automatic interface generation

Principle similar to FEniCS: automatically computes a mapping from a C/C++ interface to Python (+other languages). Can use interface language for tailoring.

Consequence: can use compiled language to define low-level algorithms and data structures, can use an interpreted language for structure and further abstraction.

# “JIT”

Use SWIG/compiler to transparently generate efficient implementation of low-level algorithms: form evaluation, coefficient evaluation.

```
K = FiniteElement("Lagrange", "triangle", 1)
f = Function(K)

a = dot(grad(v), grad(U))*dx
L = v*f*dx

# Import compiled forms
forms = import_form([a, L, None], ``Poisson``)

a = forms.PoissonBilinearForm()
L = forms.PoissonLinearForm(f)
```

```
coeffs = import_header(``Coefficients.h``)

# Import compiled coefficient
f = coeffs.MySource()
```

Instant.

# Performance

- Performance overhead of using Python negligible
- Utilize pre-computation (forms) and selective compilation (coefficients) to achieve performance.
- General principle:  $\Omega(n)$  algorithms should be implemented in a compiled language.

# Weaknesses

- Multiple abstractions for same concept (triplicate of Finite Element in FIAT, FFC, DOLFIN). Name collisions.
- Python definitions cannot easily be used in C++ (need SWIG in reverse mode). Possible solution: embed Python interpreter.
- Linear algebra interface not very complete in Python.

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# Future

# Simple observation

State of the art in mathematics: Perelman submits proof of Poincaré. Proof is manually checked, takes months.

Automation/computers have existed for over 50 years, still have not penetrated very deep into science, except essentially as adding machines.