

# Mesh-based tools for land ice simulations

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# Outline

- Sisiphus overview
- Mesh-based geometry
- Solver issues

# Scalable Ice-sheet Solvers and Infrastructure for Petascale, High-resolution, Unstructured Simulations

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## Non-Newtonian Stokes system:

$$-\nabla \bullet (\eta D\mathbf{u}) + \nabla p - \mathbf{f} = 0$$

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

## with boundary conditions for:

$$(D\mathbf{u} - p\mathbf{1}) \bullet \mathbf{n} = \begin{cases} 0 & \text{free surface} \\ -\rho_w z, n & \text{ice-ocean} \end{cases}$$

$$u = 0 \quad \text{frozen bed}$$

$$\left. \begin{aligned} \mathbf{u} \bullet \mathbf{n} &= g_{me}(T, \mathbf{u}, \dots) \\ T(D\mathbf{u} - p\mathbf{1}) \bullet \mathbf{n} &= g_{slip}(T, \mathbf{u}, \dots) \end{aligned} \right\} \text{non-linear slip}$$

*Navier, Weerman, or Coulomb power law for  $g_{slip}$*

## Modeling:

- Hp-adaptive FEM in space, fully implicit in time

## Preconditioning:

- “Dual-order” over space – high-order FEM, preconditioned with low-order linear elements from high-order nodes
- Block-ILU, replacing sub-blocks with physics-based equivalents

## Mesh motion:

$$-\nabla \bullet \boldsymbol{\sigma} = 0$$

$$\boldsymbol{\sigma} = \mu \left[ 2D + (\nabla \mathbf{w})^T \nabla \mathbf{w} \right] + \lambda t (\nabla \mathbf{w}) \mathbf{1}, \quad \mathbf{w} = \mathbf{x} - \mathbf{x}_o$$

$$\mathbf{s} \quad \mathbf{u} : (\dot{\mathbf{x}} - \mathbf{u}) \bullet \mathbf{n} = q_B, T_L \boldsymbol{\sigma} \bullet \mathbf{n} = 0$$

## Enthalpy transport:

$$\rho \left[ \frac{\partial}{\partial t} \Theta + \underbrace{(\mathbf{u} - \dot{\mathbf{x}}) \bullet \nabla \Theta}_{\text{ALE}} \right] - \nabla \bullet \left[ \underbrace{\kappa(\Theta) \nabla \Theta}_{\text{Fourier/Fick diffusion}} + \underbrace{q_D(\Theta)}_{\text{Darcy flow}} \right] - \eta D : D = 0$$

**Strain heating**

## Geometry/mesh:

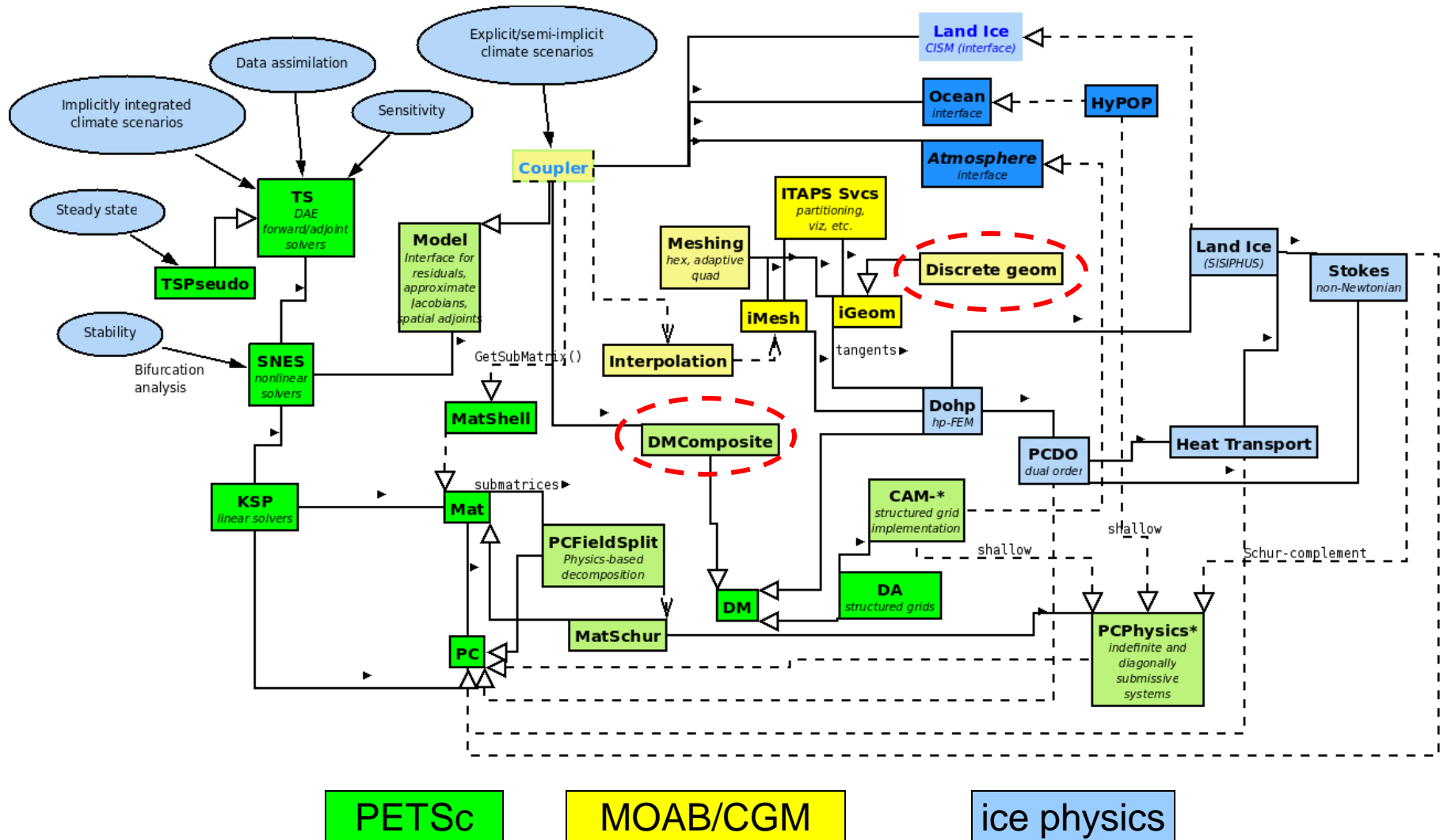
- Unstructured, hexahedral extruded mesh
- Mesh-based geometry w/ smooth normals for bed, ice surface
- Adaptive mesh near bed, grounding line

## Implementation:

- Use component-based solvers (PETSc), tools (ITAPS)
- Higher-level interface to Petsc for expressing physics and physics-based preconditioners
- Use Petsc Data Manager (DM) implementation based on ITAPS mesh interface

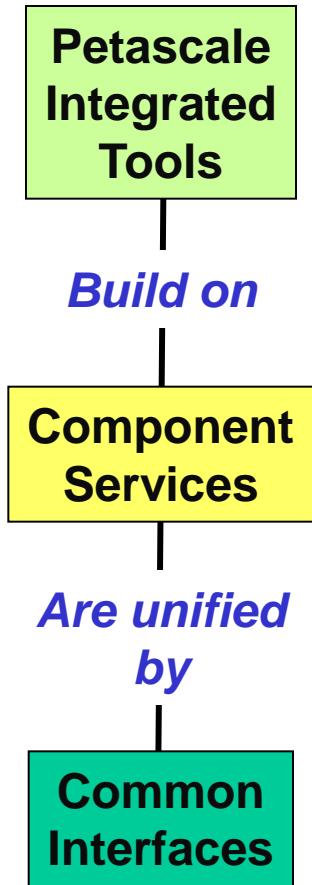


# SISIPHUS Software Component View

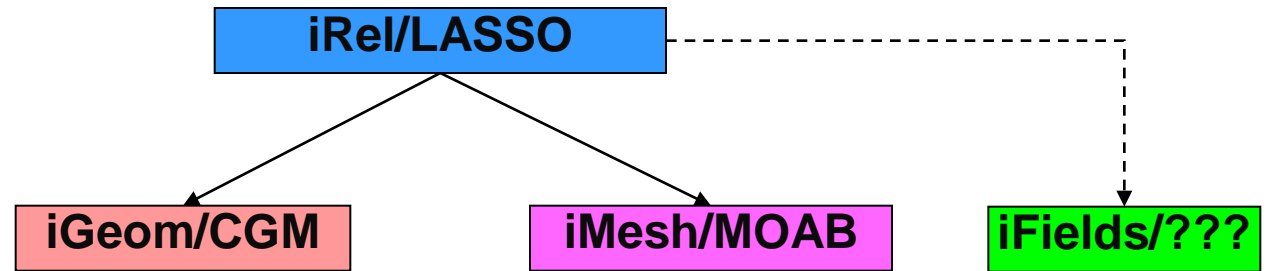


# ITAPS In One Slide

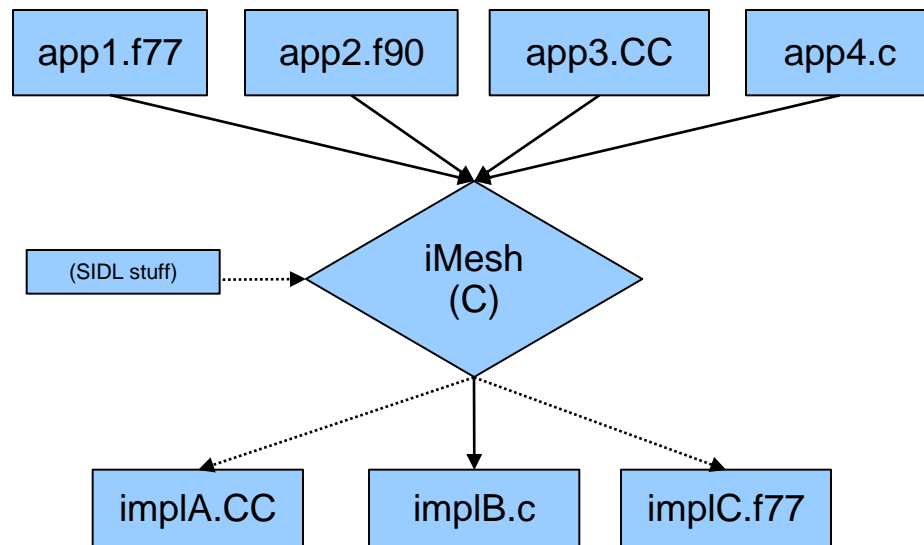
37k foot view:



Interface relationships:

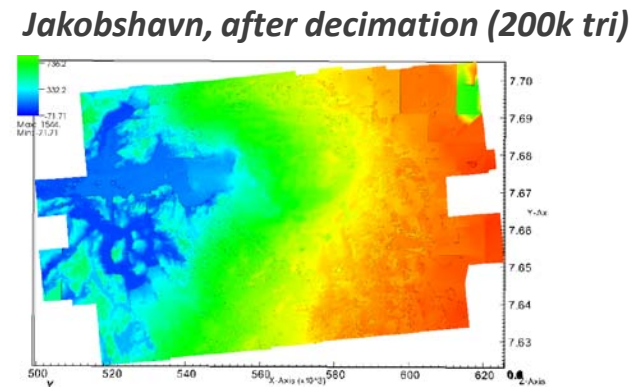
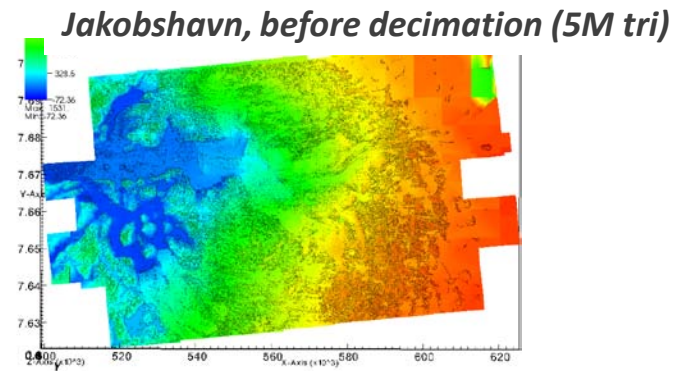


Application view:

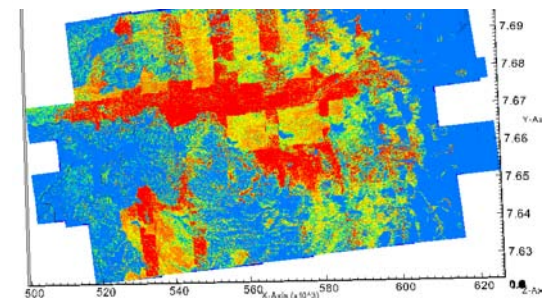


# Task #1: Representation of ice sheet bed, surface as geometric model

- 2 primary sources of data:
  - CReSIS flight path data ( $\ll 5\text{km}$ )
  - ISIS (J. Johnson, UMT) data sets ( $5\text{km}$ )
- CReSIS data
  - Read as points, elevations
  - Triangulate using Triangle
  - Decimate
- Decimation
  - Using Qslim algorithm (Garland & Heckbert, Siggraph '97)
  - Implemented on MOAB
  - Challenge: noisy data, reasonable run-times

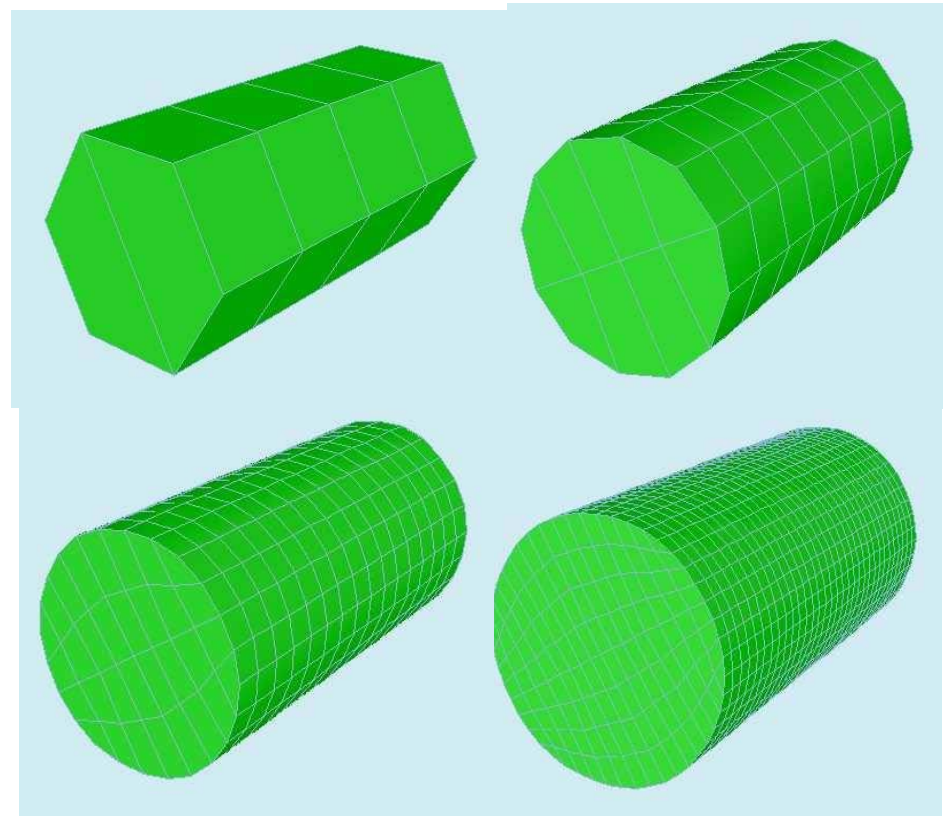
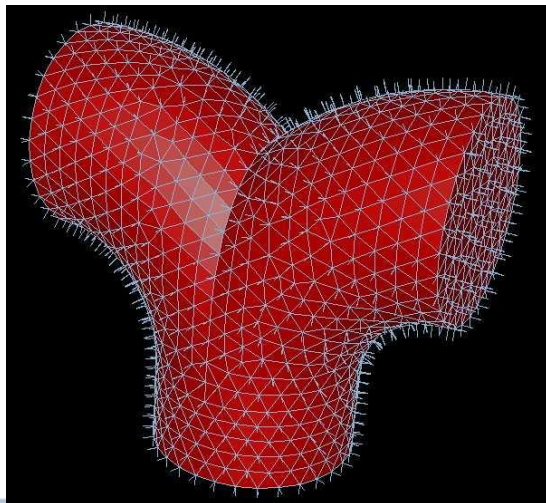
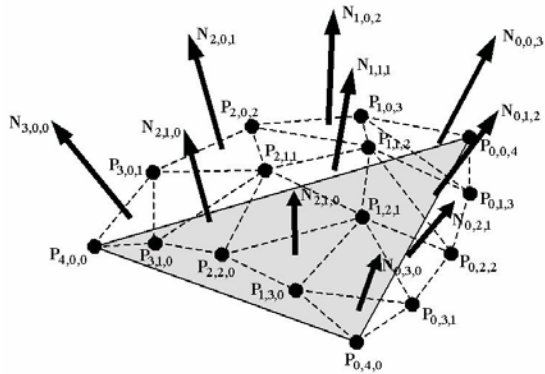


*Thickness, before decimation*



# Task #2: Smooth tangents, normals on facet-based surface

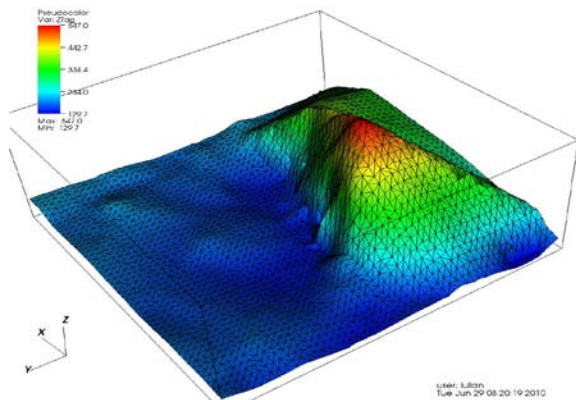
- C1-continuous facet-based geometric representation to support meshing
  - Owen, White, Tautges, “Facet-based surfaces for 3d mesh generation”, 11<sup>th</sup> IMR, '02)



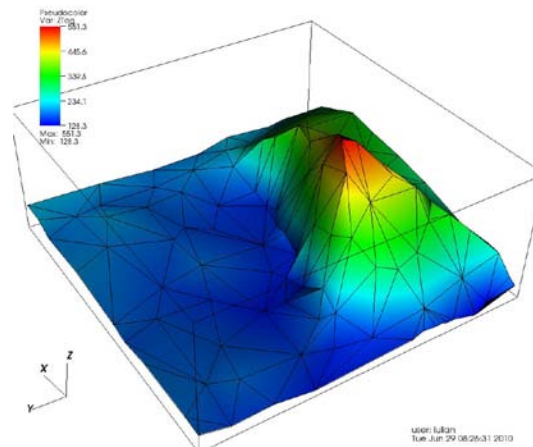
# Task #2: Smooth tangents, normals on facet-based surface

- For ice sheet data...

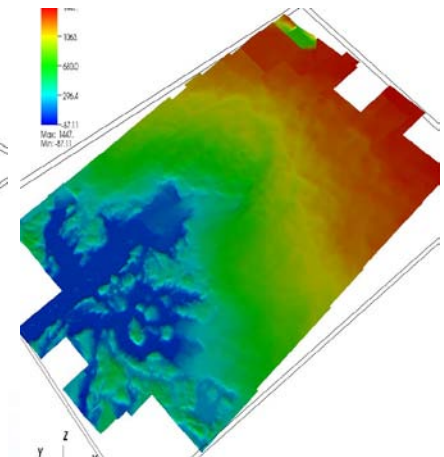
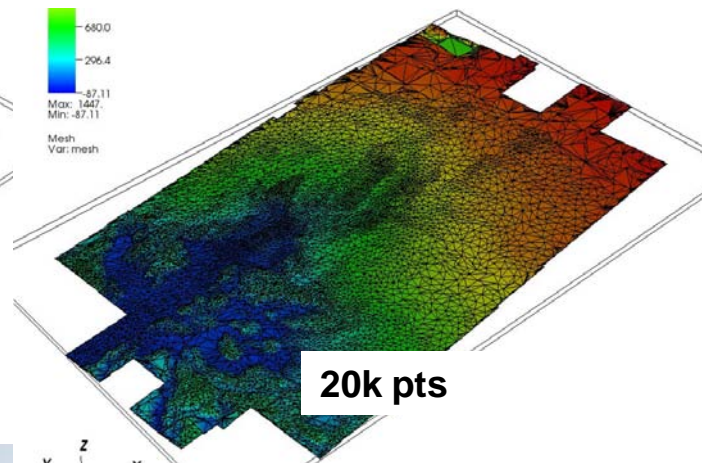
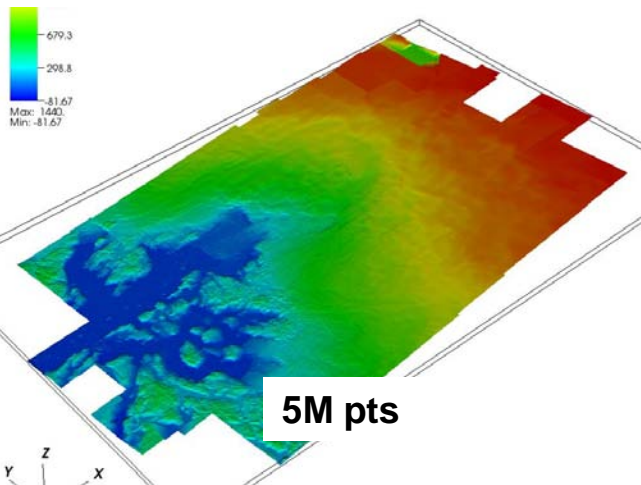
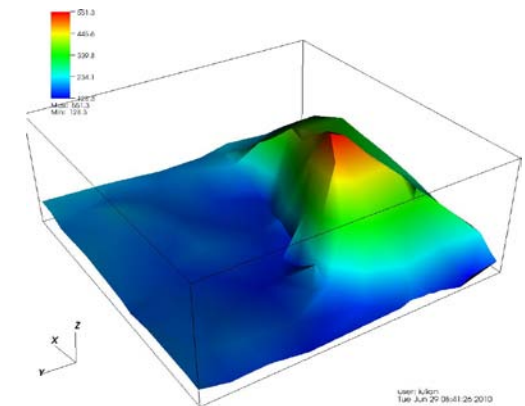
Original



Decimated



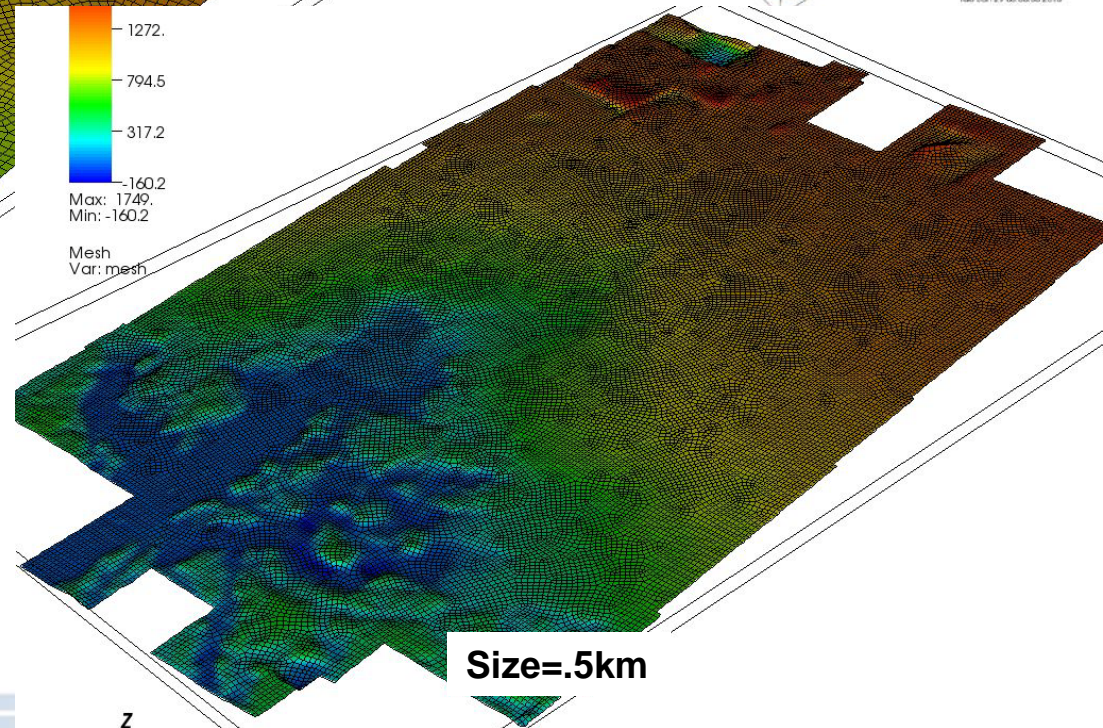
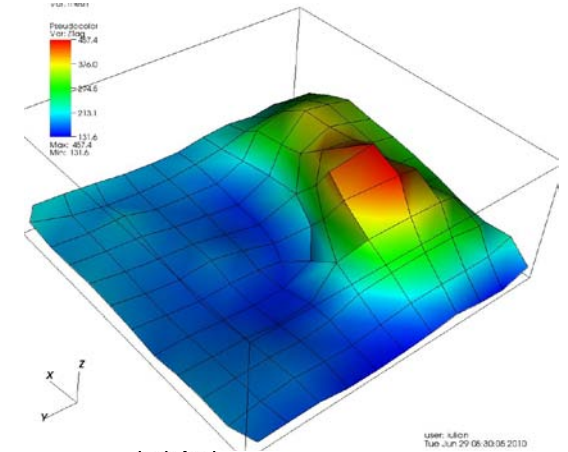
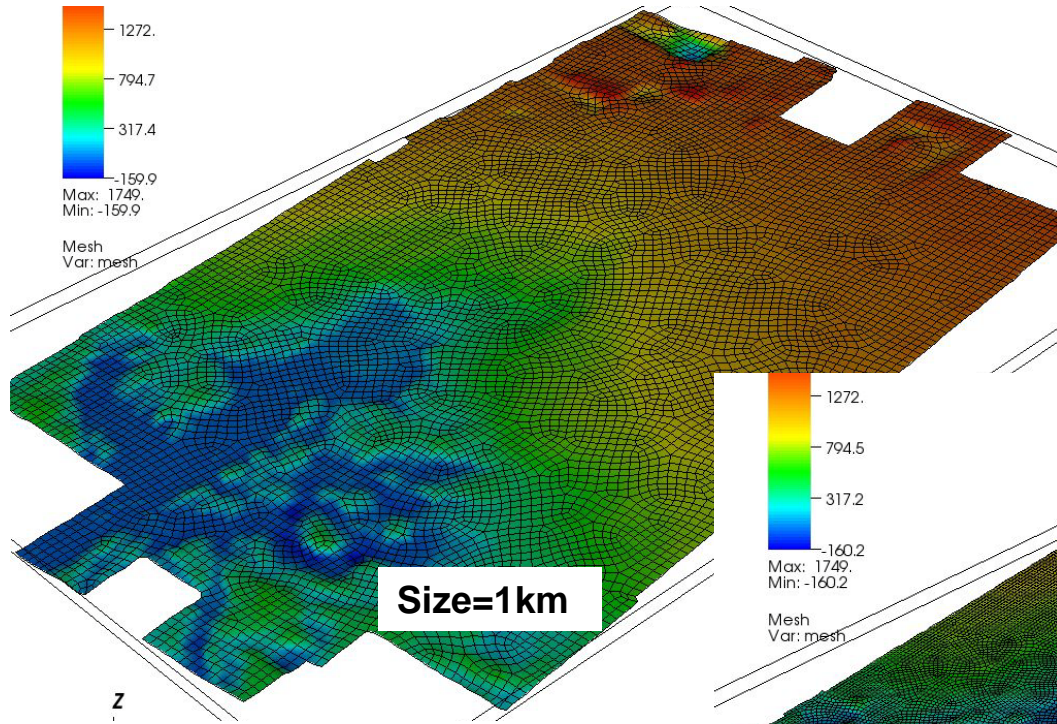
Smoothed





# Task #3: Quad meshing on smoothed surfaces

- Present an iGeom interface for smoothed surface representation
  - Can feed directly to quadrilateral mesh generator



- Other mesh algs also apply
- Need to improve eval speed

# Solvers: simplify interaction with mesh

## MatDD: new PETSc matrix interface

$$M = \sum_{ij} G_i M_{ij} S_j, \quad S_j : V \rightarrow \mathbb{R}^{n_j}, \quad G_i : \mathbb{R}^{m_i} \rightarrow U$$

$$u \xleftarrow{G} \begin{pmatrix} u_1 \\ \vdots \\ u_i \end{pmatrix} \begin{pmatrix} M_{11} & \cdots & M_{1j} \\ \vdots & \cdots & \vdots \\ M_{i1} & \cdots & M_{ij} \end{pmatrix} \begin{pmatrix} v_1 \\ \vdots \\ v_j \end{pmatrix} \xleftarrow{S} v$$

- Blocks  $\{M_{ij}\}$  applied, preconditioned, inverted separately
- Block structure can be used recursively, subsystems assembled
- Gather  $\{G_i\}$  and scatter  $\{S_j\}$  encode space splitting
- Enable both factorization (splitting of assembled matrices) and DD (assembly out of blocks) PCs
- Global scatter/gather translates loosely to local/non-local mesh
- iField: local formulation of operators (gradient, integral, etc.) on elements based on local dof arrays



# Conclusions

- Moving toward mesh-based representation of ice sheet geometry, read directly from CRESIS or other .nc-based data
- Represented in a form which directly supports mesh generation and geometric (tangent, normal) queries
- Incorporating higher-level support in PETSc for expressing factorization- and DD-based preconditioners

