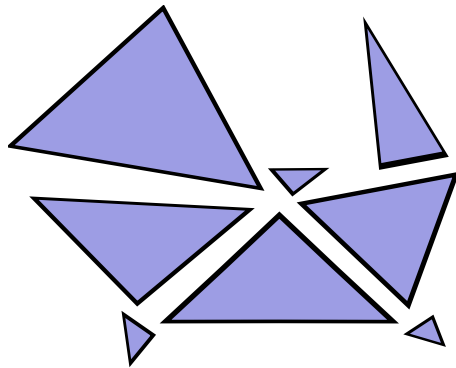


# sparselizard

*the user friendly  
finite element  
c++ library*

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# 1 What is sparselizard

Sparselizard (Copyright (C) 2017-2018 Alexandre Halbach and Christophe Geuzaine, University of Liege, Belgium) is an open source C++ finite element library provided under the terms of the GNU General Public License (GPL), version 2 or later.

The library is meant to be user friendly while decently fast and parallelised. It can handle a rather general set of problems in 1D, 2D and 3D such as mechanical, acoustic, thermal, electric and electromagnetic problems. Multiphysics problems, nonlinear problems or nonlinear multiphysics problems can be simulated as well. The problems can be readily solved in time with a time-stepping resolution or with the natively supported multiharmonic resolution method. In the latter case the steady-state solution of a time-periodic problem can be obtained in a single step, for linear as well as for general nonlinear problems. The library comes with hierarchical high order shape functions so that high order interpolations can be used with an interpolation order adapted to every unknown field and geometrical region.

For now sparselizard has been successfully tested on Linux and Mac (but not on Windows). Working examples can be found in the 'examples' folder in the project.

The widely-used open-source GMSH meshing software ([www.gmsh.info](http://www.gmsh.info)) is recommended to mesh the geometry and generate the .msh file required in the finite element simulation. The result files output by sparselizard are in .pos format supported by GMSH.

We hope you appreciate this library and wish you all the best with it!

# 2 How to install sparselizard

Sparselizard can be obtained at the following adress:

```
https://gitlab.onelab.info/halbux/sparselizard.git
```

The files can be either downloaded as an archive or downloaded from the command line by running

```
git clone https://gitlab.onelab.info/halbux/sparselizard.git
```

in a terminal.

Before compiling the external libraries listed below must be installed. For that make sure you have the gcc, g++ and the **standard** gfortran compilers. On Ubuntu linux these can be installed with:

```
sudo apt-get install gfortran
sudo apt-get install gcc
sudo apt-get install g++
```

Once the compilers are available the required external libraries must be installed. This can be done easily by running in the provided order all bash scripts in folder 'install\_external\_libs'. Each script installs with the right options the corresponding external library in the 'SLlibs' folder in the home directory. In case this does not work for a given library, please install it yourself with the configuration options detailed in the bash script. In case you do not want to use the standard installation directory or want to use an already available library do not forget to change the library path accordingly in the makefile and in 'run\_sparselizard.sh'.

The external libraries used are the following:

- OpenBLAS: is used for optimised and multithreaded operations on dense matrices and vectors. More information at [www.openblas.net](http://www.openblas.net).
- FFTW: is used for fast Fourier transforms. More information at [www.fftw.org](http://www.fftw.org).
- PETSc: in combination with MUMPS is mainly used to solve the large sparse algebraic problems. More information at [www.mcs.anl.gov/petsc](http://www.mcs.anl.gov/petsc) and [mumps.enseeiht.fr](http://mumps.enseeiht.fr).
- SLEPc: in combination with PETSc is used to solve eigenvalue problems for large sparse algebraic problems. More information at [slepc.upv.es](http://slepc.upv.es).

Once all external libraries are successfully installed sparselizard can be compiled by simply running 'make' or 'make -j4' if you have 4 computing cores.

### 3 How to use sparselizard

One way of using sparselizard is with the following steps:

1. Edit the 'sparselizard' function in the 'main.cpp' file for your simulation
2. Run make in the terminal. This should be much quicker this time since only the main.cpp file has to be recompiled
3. Run your simulation by entering ./run\_sparselizard.sh in the terminal

As an example let us simulate the static deflection of a mechanical disk with some volume force applied to it. This requires to have the original 'main.cpp' and 'circle.geo' files that are available after having downloaded the sparselizard project. This also requires the binary of the open source GMSH meshing software that can be downloaded at [www.gmsh.info](http://www.gmsh.info).

Copy the binary to the sparselizard folder then mesh the 'circle.geo' geometry by running './gmsh circle.geo -3' (3 because it is a 3D problem) or with './gmsh circle.geo' to mesh graphically. This creates a 'circle.msh' file which contains the mesh. Now run './run\_sparselizard.sh' in the terminal. This runs the code in 'main.cpp' that has just been compiled.

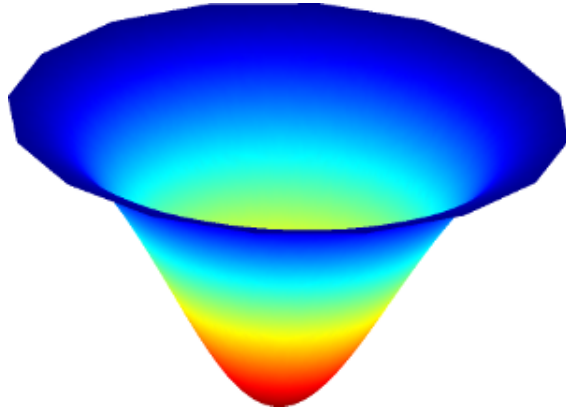


Figure 1: Exaggerated deflection of the 3D disk

The last step has created the 'u.pos' output file, which gives the exaggerated displacement of the top surface in the thin cylinder geometry when the sides are clamped and a volume force is applied downwards. Open it with `./gmsht u.pos`. You don't see anything or it looks weird? Don't worry, this is just because the simulation was performed using very few hexahedra in the mesh but with an order 3 interpolation! To visualise high order interpolations in GMSH do this:

- Double click in the middle of the window then select 'All view options' at the bottom of the box that appeared go to the 'General' tab tick the 'Adapt visualization grid' box.
- Set 'Maximum recursion level' to 3 and 'Target visualization error' to the smallest possible value then press enter. Now you have a finer solution!
- Since the solution is a mechanical displacement you might want to see the (exaggerated) deflection in 3D by double clicking in the middle of the window then selecting 'View vector display' >> 'Displacement' with factor 1.
- In case you see strange lighting effects double click in the middle of the window then select 'All view options' at the bottom of the box that appeared, go to the 'Color' tab and untick the 'Enable lighting' box.

Figure 1 is what you should see. Congratulations for your first simulation with the sparselizard library!