

LaMEM short course

16-20 02 2026 Heidelberg
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How to create a LaMEM model?

e.g. BoundaryConditions

Access information by typing:

```
julia> BoundaryConditions()
LaMEM Boundary conditions :
noslip          = [0, 0, 0, 0, 0, 0]
open_top_bound   = 0
temp_top         = 0.0
temp_bot         = 1300.0
exx_num_periods = 3
exx_time_delims = [0.1, 5.0]
exx_strain_rates = [1.0e-15, 2.0e-15, 1.0e-15]
eyy_num_periods = 2
eyy_time_delims = [1.0]
eyy_strain_rates = [1.0e-15, 2.0e-15]
exy_num_periods = 2
exy_time_delims = [1.0]
exy_strain_rates = [1.0e-15, 2.0e-15]
exz_num_periods = 2
exz_time_delims = [1.0]
exz_strain_rates = [1.0e-15, 2.0e-15]
eyz_num_periods = 2
eyz_time_delims = [1.0]
eyz_strain_rates = [1.0e-15, 2.0e-15]
bg_ref_point    = [0.0, 0.0, 0.0]
VelocityBoxes    = VelocityBox[]
```

There is a bunch of available parameters, but what do they mean?

e.g. BoundaryConditions

```
help?> BoundaryConditions
search: BoundaryConditions

Structure that contains the LaMEM boundary conditions information.



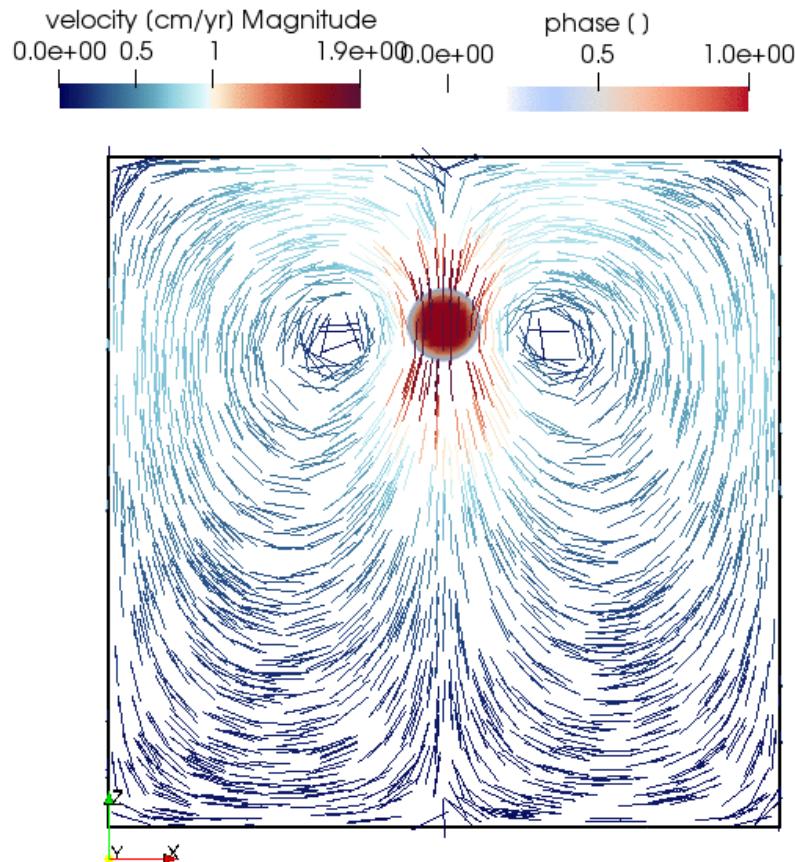
- noslip::Vector<Int64>: No-slip boundary flag mask (left right front back bottom top)
- open_top_bound::Int64: Stress-free (free surface/ininitely fast erosion) top boundary flag
- temp_top::Float64: Constant temperature on the top boundary
- temp_bot::Float64: Constant temperature on the bottom boundary


- exx_num_periods::Int64: number intervals of constant background strain rate (x-axis)
- exx_time_delims::Vector<Float64>: time delimiters (one less than number of intervals, not required for one interval)
- exx_strain_rates::Vector<Float64>: strain rates for each interval


- eyy_num_periods::Int64: eyynumperiods
- eyy_time_delims::Vector<Float64>: eyytimedelims
- eyy_strain_rates::Vector<Float64>: eyystrainrates
- exy_num_periods::Int64: exynumperiods
- exy_time_delims::Vector<Float64>: exytimedelims
- exy_strain_rates::Vector<Float64>: exystainrates
- exz_num_periods::Int64: exznumperiods
- exz_time_delims::Vector<Float64>: exztimedelims
- exz_strain_rates::Vector<Float64>: exzstrainrates
- eyz_num_periods::Int64: eyznumpersoids
- eyz_time_delims::Vector<Float64>: eyztimedelims
- eyz_strain_rates::Vector<Float64>: eyzstrainrates
- bg_ref_point::Vector<Float64>: background strain rate reference point (fixed)
- VelocityBoxes::Vector<VelocityBox>: List of added velocity boxes

```

Falling sphere: introduction



Directory: 01_falling_block_isoviscous

- 01_falling_block_iso_viscous.jl
- 01_falling_block_isoviscous.gif
- 01_falling_block_isoviscous.png
- 01_falling_block_viscous_PVstate.pvsm

Model setup: overview

```
model = Model( ... )
```

1. Boundary conditions
2. Set outputted variables
3. Set timestep info

Initial phase and
temperature conditions

1. Set rock-type / initial geometry
2. Set starting temperature conditions

Material properties
`material = Phase(...)`

1. Set rheology
2. Thermal parameters (alpha, cp, density)
3. Add Phases to 'model'

Model setup: overview

01_falling_block_isoviscous.jl

PART1: package and output directory

Bunch of comments useful to
keep track of what does the script

List the packages used for the
simulation

Output_directory
(relative to REPL position)

```
1 #####  
2 # 01_falling_block_iso_viscous NR.02-24  
3 # simple setup to simulate a dense viscous sphere falling down a less visco...  
4 #  
5 #  
6 # if you have blue wavy underline below the model definition lines add  
7 #####  
8  
9  
10 # load needed packages, GeophysicalModelGenerator is used to create sh...  
11 using LaMEM, GeophysicalModelGenerator, GMT, Plots  
12  
13  
14 # directory you want your simulation's output to be saved in  
15 out_dir = "output"  
16
```

Model setup: overview

PART2: model setup

Structure holding model infos

Model dimensionalization

Model size and resolution

Thermal and mechanical
Boundary conditions

Time and timestep definition

Other model parameters

Outputted variables

Solver options

```
18 model = Model(  
19     # Scaling parameters, this ensure non-dimensionalisation in LaM  
20     Scaling(GEO_units( temperature      = 1000,  
21                  stress           = 1e9Pa,  
22                  length          = 1km,  
23                  viscosity       = 1e20Pa*s ) ),  
24  
25     # This is where you setup the size of your model (as km as set  
26     Grid( x               = [-50.0,50.0],  
27             y               = [-1.0,1.0],  
28             z               = [-100.0,0.0],  
29             nel            = (96,1,96) ),  
30  
31     # sets the conditions at the walls of the modelled domain  
32     BoundaryConditions( temp_bot      = 20.0,  
33                           temp_top      = 20.0,  
34                           open_top_bound = 0,  
35                           noslip        = [0, 0, 0, 0, 0, 0] ),  
36  
37     # set timestepping parameters  
38     Time( time_end      = 10.0,  
39              dt            = 0.01,  
40              dt_min        = 0.000001,  
41              dt_max        = 0.1,  
42              nstep_max     = 80,  
43              nstep_out     = 1 ),  
44  
45     # set solution parameters  
46     SolutionParams( eta_min      = 1e19,  
47                       eta_ref      = 1e20,  
48                       eta_max      = 1e22),  
49  
50     # what will be saved in the output of the simulation  
51     Output( out_density    = 1,  
52                  out_melt_fraction = 1,  
53                  out_j2_strain_rate = 1,  
54                  out_temperature   = 1,  
55                  out_surf_velocity = 1,  
56                  out_dir         = out_dir ),  
57  
58     # here we define the options for the solver, it is advised to  
59     Solver( SolverType      = "direct",  
60                  DirectSolver    = "mumps" )  
61 )
```

Model setup: overview

PART3: materials properties (shapes and rheologies)

Set background phase

```
66 #===== define phases (different materials) of the model =====#
67
68 model.Grid.Phases .= 0; # here we first define the back
69
70 add_ellipsoid!(model, cen = (0,0,-25), axes = (5,5,5), StrikeAngle = 0, DipAngle = 0, phase = ConstantPhase(1), T = ConstantTemp(20)); # defines centre of the sphere # define size of the sphere # we attribute phase id = 1, n
```

Add ellipsoid shape

```
71
72
73
74
75
76
77
78 #===== define material properties of the phases =====#
79
80 mantle = Phase( Name = "Mantle", # let's call phase 0 mantle
81 ID = 0, # not that ID here points to p
82 rho = 3300, # set mantle density
83 eta = 1e20, # set mantle viscosity
84 G = 5e10 ); # set elastic modulii
```

Creates mantle phase

```
85
86 eclogite = Phase( Name = "eclogite", # this adds the phases
87 ID = 1,
88 rho = 4000,
89 eta = 1e24,
90 G = 5e10 );
```

Creates eclogite phase

```
91
92 add_phase!( model, mantle, eclogite ) # this adds the phases
93
94 plot_cross_section(model, y=0, field=:phase)
95 savefig("01b_falling_block_isoviscous_with_tracers.png")
96 #===== perform simulation =====#
97
98 run_lamem(model, 2)
```

Add phases to the model

Model setup: overview

PART3: materials properties (shapes and rheologies)

Set background phase

Add ellipsoid shape

Creates mantle phase

Creates eclogite phase

Add phases to the model

Saves a cross-section
through your setup

Perform simulation
using 2 cores

```
66  ##### define phases (different materials) of the model #####
67
68  model.Grid.Phases          .= 0;                                # here we first define the back
69
70  add_ellipsoid!(model, cen      = (0,0,-25),                  # defines centre of the sphere
71      axes       = (5,5,5),                                # define size of the sphere
72      StrikeAngle = 0,
73      DipAngle   = 0,
74      phase      = ConstantPhase(1),                      # we attribute phase id = 1, n
75      T          = ConstantTemp(20));
76
77  ##### define material properties of the phases #####
78
79  mantle = Phase(           Name      = "Mantle",                # let's call phase 0 mantle
80      ID        = 0,                                     # not that ID here points to p
81      rho       = 3300,                                 # set mantle density
82      eta       = 1e20,                                # set mantle viscosity
83      G         = 5e10 );                            # set elastic modulii
84
85  eclogite = Phase(          Name      = "eclogite",               # this adds the phases
86      ID        = 1,                                     # to the model
87      rho       = 4000,                                # to the model
88      eta       = 1e24,                                # to the model
89      G         = 5e10 );
90
91
92  add_phase!( model, mantle, eclogite )                 # this adds the phases
93
94  plot_cross_section(model, y=0, field=:phase)
95  savefig("01b_falling_block_isoviscous_with_tracers.png")
96  ##### perform simulation #####
97
98  run_lamem(model, 2)
```

Simulation

- Execute the script “01_falling_block_iso_viscous.jl”

option1

Copy and paste
In the julia REPL

```
seph42@DESKTOP-2V82075:~/LaMEM_course/01_falling_block_isoviscous$ julia
julia> # load needed packages, GeophysicalModelGenerator is used to create shapes
       model before running the simulation
       using LaMEM, GeophysicalModelGenerator, GMT, Plots
```

option2

Use include()

```
seph42@DESKTOP-2V82075:~/LaMEM_course/01_falling_block_isoviscous$ julia
^[[A
julia> include("01_falling_block_iso_viscous.jl")
Loading GMT routines within GMG
WARNING: using GMT.meshgrid in module GeophysicalModelGenerator conflicts with an existing identifier.
Adding Plots.jl plotting extensions for LaMEM
```

option3

Execute the script
In the terminal

```
seph42@DESKTOP-2V82075:~/LaMEM_course/01_falling_block_isoviscous$ julia 01_falling_block_iso_viscous.jl
Loading GMT routines within GMG
WARNING: using GMT.meshgrid in module GeophysicalModelGenerator conflicts with an existing identifier.
Adding Plots.jl plotting extensions for LaMEM
```

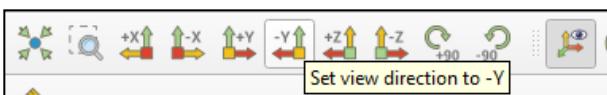
Visualization

- Use Paraview to visualize the results of the simulation and get a similar result:

Tips:

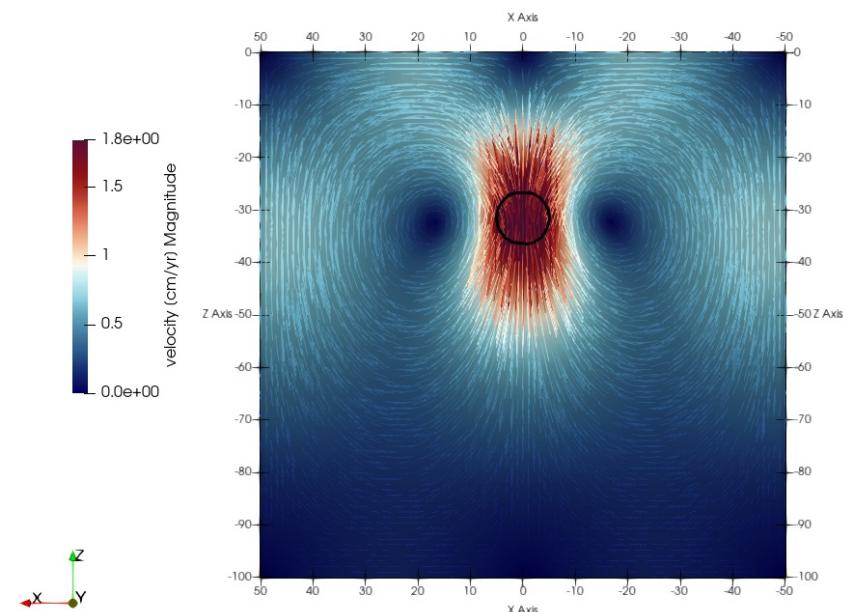
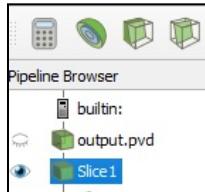
1

Set view direction to -Y



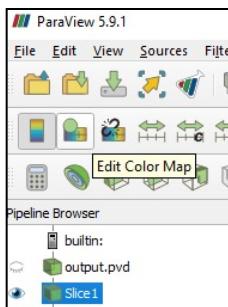
2

Slice
“output.pvd”
Y normal



3

Display
velocity field
on the slice
and change
colormap

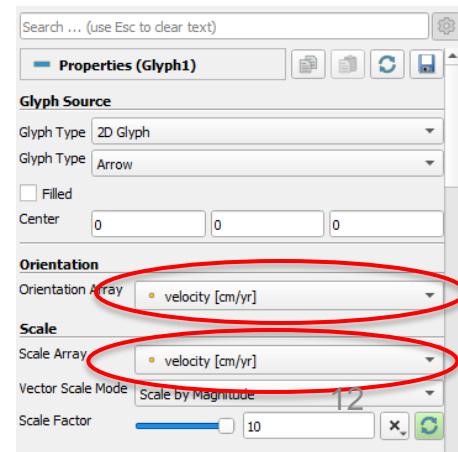


4

Contour phase
(select slice)

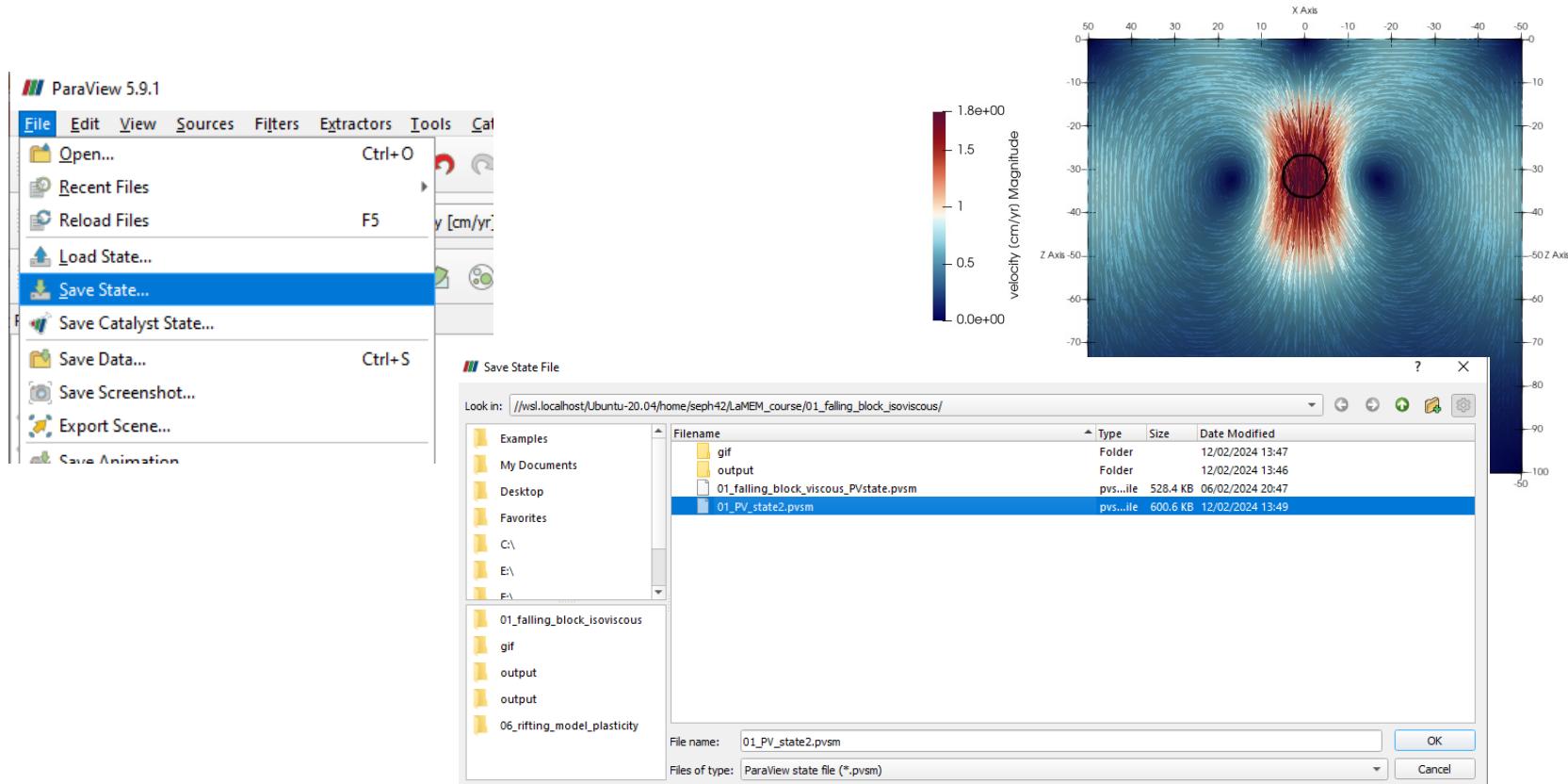
5

Add glyph
use velocity



Visualization - save Paraview state

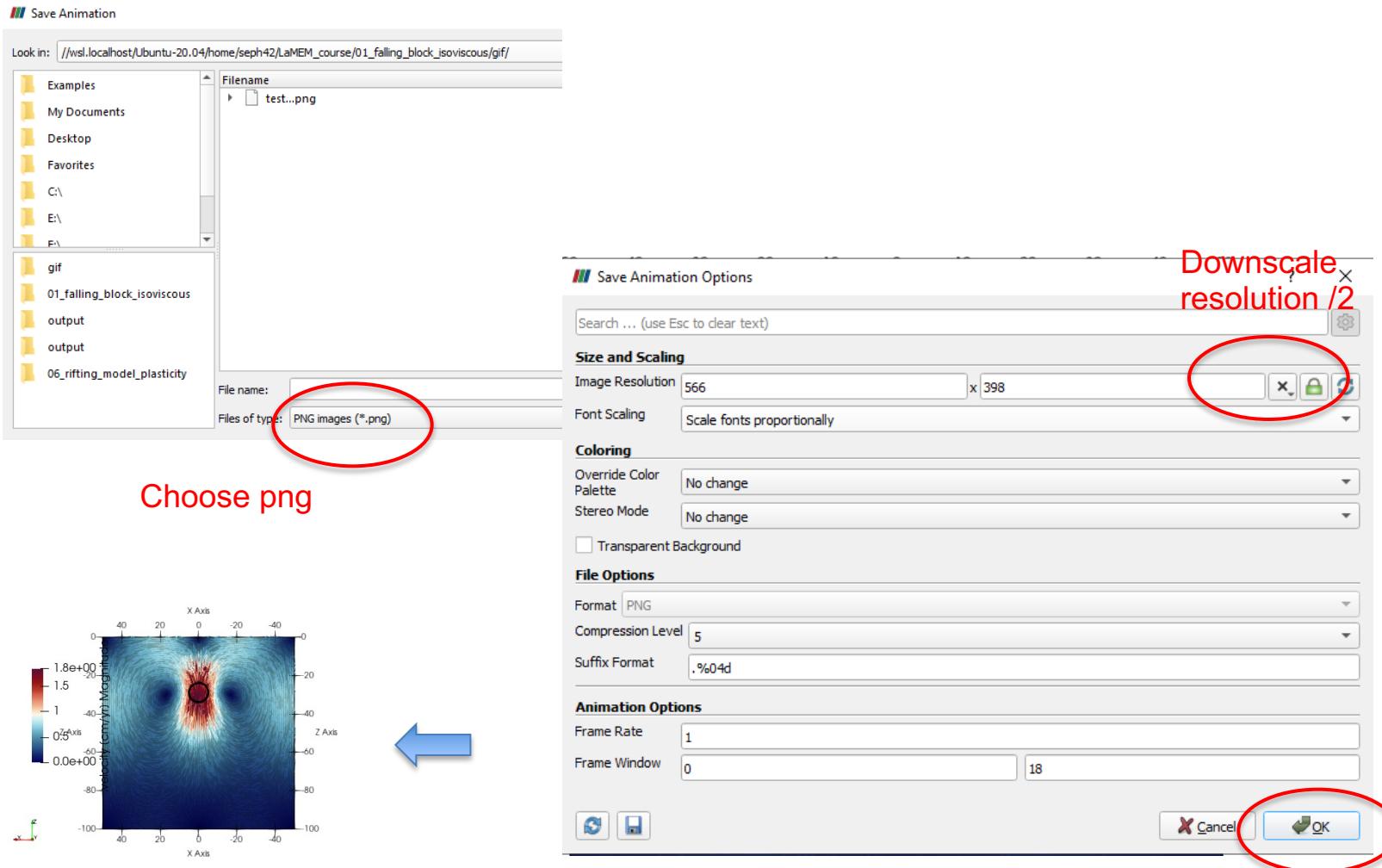
- Saving “Paraview state” allow to re-use it for other (similar) simulation



- This is important as you don't want to redo the visualization process from scratch all the time!

Visualization

- If you are happy with how it looks like, save an animation
- First create a directory next to “output” called “gif”



Create a gif

- Install imagemagick (open a terminal in VS-code)

```
sudo apt-get update
```

```
sudo apt-get install imagemagick
```

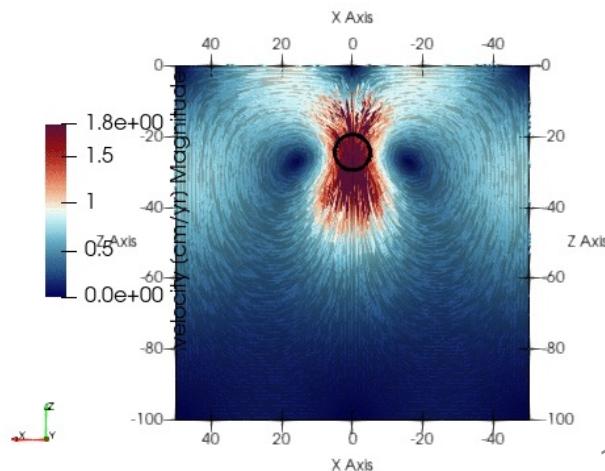


```
brew install imagemagick
```



- Go in gif directory (in the terminal using VS-code)

```
convert -delay 2 -loop 0 *.png ../01_falling_block_isoviscous.gif
```



Getting used to shapes and phases

- Copy and paste the falling sphere setup to a new directory
- Change the shape of the falling sphere to falling square:
 - Instead of using `add_ellipsoid!()`, use `add_box!()`. Think about using **Julia> ?add_box!** To get help!

```
add_box!(model; xlim=(minX, maxX),
          ylim=(minY, maxY),
          zlim=(minZ, maxZ),

          Origin           = nothing,
          StrikeAngle     = 0,
          DipAngle         = 0,
          phase            = ConstantPhase(1),
          T                = ConstantTemp(20) )
```

- Perform the simulation!
- Test out several options:
 - Change size (`xlim` and `zlim`) and `DipAngle`
 - Add a new phase (2) sphere or box, partially overlapping phase 1 (eclogite). Don't forget to add it to the `add_phase!()`
 - Change the lower half of the box into a lower density material (with respect to the upper half)