

nonlinear

November 11, 2022

1 3.7 Nonlinear problems

We want to solve a nonlinear PDE.

1.1 A simple scalar PDE

We consider the simple PDE

$$-\Delta u + 3u^3 = 1 \text{ in } \Omega$$

on the unit square $\Omega = (0, 1)^2$.

We note that this PDE can also be formulated as a nonlinear minimization problem (cf. 3.8).

```
[1]: from ngsolve import *
from netgen.geom2d import unit_square
from ngsolve.webgui import Draw
mesh = Mesh (unit_square.GenerateMesh(maxh=0.3))
```

importing NGSolve-6.2.2204

In NGSolve we can solve the PDE conveniently using the *linearization* feature of `SymbolicBFI`.

The `BilinearForm` (which is not bilinear!) needed in the weak formulation is

$$A(u, v) = \int_{\Omega} \nabla u \nabla v + 3u^3 v - 1v \, dx \quad (= 0 \, \forall \, v \in H_0^1)$$

```
[14]: V = H1(mesh, order=3, dirichlet=[1,2,3,4])
u,v = V.TnT()
a = BilinearForm(V)
a += (grad(u) * grad(v) + 3*u**3*v - 1 * v)*dx
```

1.1.1 Newton's method

We use Newton's method and make the loop:

- Given an initial guess u^0
- loop over $i = 0, \dots$ until convergence:
 - Compute linearization: $Au^i + \delta A(u^i)\Delta u^i = 0$:

- * $f^i = Au^i$
- * $B^i = \delta A(u^i)$
- * Solve $B^i \Delta u^i = -f^i$
- Update $u^{i+1} = u^i + \Delta u^i$
- Evaluate stopping criteria

As a stopping criteria we take $\langle Au^i, \Delta u^i \rangle = \langle Au^i, Au^i \rangle_{(B^i)^{-1}} < \varepsilon$.

```
[12]: def SimpleNewtonSolve(gfu,a,tol=1e-13,maxits=25):
    res = gfu.vec.CreateVector()
    du = gfu.vec.CreateVector()
    fes = gfu.space
    for it in range(maxits):
        print ("Iteration {:3} ".format(it),end="")
        a.Apply(gfu.vec, res)
        a.AssembleLinearization(gfu.vec)
        du.data = a.mat.Inverse(fes.FreeDofs()) * res
        gfu.vec.data -= du

        #stopping criteria
        stopcritval = sqrt(abs(InnerProduct(du,res)))
        print ("<A u",it,", A u",it,">_{-1}^0.5 = ", stopcritval)
        if stopcritval < tol:
            break

    len(gfu.vec.data)
```

[12]: 127

```
[9]: gfu = GridFunction(V)
    Draw(gfu,mesh,"u")
    SimpleNewtonSolve(gfu,a)
    print(gfu)
```

```
WebGuiWidget(layout=Layout(height='50vh', width='100%'), value={'gui_settings':
  ↳ {}, 'ngsolve_version': '6.2.22...
```

```
Iteration   0   <A u 0 , A u 0 >_{-1}^0.5 =  0.18743829125307696
Iteration   1   <A u 1 , A u 1 >_{-1}^0.5 =  9.417800751712506e-05
Iteration   2   <A u 2 , A u 2 >_{-1}^0.5 =  8.541507611851595e-11
Iteration   3   <A u 3 , A u 3 >_{-1}^0.5 =  4.281213551704198e-17
gridfunction 'gfu' on space 'H1HighOrderFESpace(h1ho)'
nested = 0
autoupdate = 0
```

There are also some solvers shipped with NGSolve now:

```
[6]: from ngsolve.solvers import *  
help(Newton)
```

Help on function Newton in module ngsolve.nonlinearsolvers:

```
Newton(a, u, freedofs=None, maxit=100, maxerr=1e-11, inverse='umfpack',  
dirichletvalues=None, dampfactor=1, printing=True, callback=None)
```

Newton's method for solving non-linear problems of the form $A(u)=0$.

Parameters

a : BilinearForm

The BilinearForm of the non-linear variational problem. It does not have to be assembled.

u : GridFunction

The GridFunction where the solution is saved. The values are used as initial guess for Newton's method.

freedofs : BitArray

The FreeDofs on which the assembled matrix is inverted. If argument is 'None' then the FreeDofs of the underlying FESpace is used.

maxit : int

Number of maximal iteration for Newton. If the maximal number is reached before the maximal error Newton might not converge and a warning is displayed.

maxerr : float

The maximal error which Newton should reach before it stops. The error is computed by the square root of the inner product of the residuum and the correction.

inverse : string

A string of the sparse direct solver which should be solved for inverting the assembled Newton matrix.

dampfactor : float

Set the damping factor for Newton's method. If dampfactor is 1 then no damping is done. If value is < 1 then the damping is done by the formula $\text{'min(1,dampfactor*numit)'}$ for the correction, where 'numit' denotes the Newton iteration.

printing : bool

Set if Newton's method should print informations about the actual iteration like the error.

Returns

```

-----
(int, int)
List of two integers. The first one is 0 if Newton's method did converge,
-1 otherwise. The second one gives the number of Newton iterations needed.

```

```

[7]: gfu.vec[:]=0
      Newton(a, gfu, freedofs=gu.space.
      ↪FreeDofs(), maxit=100, maxerr=1e-11, inverse="umfpack", dampfactor=1, printing=True)

```

Newton iteration 0

```

-----
NgException                                Traceback (most recent call last)
/tmp/ipykernel_102887/501649225.py in <module>
      1 gfu.vec[:]=0
----> 2 Newton(a, gfu, freedofs=gu.space.
      ↪FreeDofs(), maxit=100, maxerr=1e-11, inverse="umfpack", dampfactor=1, printing=True)

~/local/lib/python3.10/site-packages/ngsolve/nonlinearsolvers.py in Newton(a,
      ↪u, freedofs, maxit, maxerr, inverse, dirichletvalues, dampfactor, printing,
      ↪callback)
    134     if dirichletvalues is not None:
    135         solver.SetDirichlet(dirichletvalues)
--> 136     return solver.Solve(maxit=maxit, maxerr=maxerr,
    137                         dampfactor=dampfactor,
    138                         printing=printing,

~/local/lib/python3.10/site-packages/ngsolve/utils.py in retfunc(*args,
      ↪**kwargs)
    152     def retfunc(*args, **kwargs):
    153         with timer:
--> 154             ret = func(*args, **kwargs)
    155             return ret
    156     return retfunc

~/local/lib/python3.10/site-packages/ngsolve/nonlinearsolvers.py in Solve(self,
      ↪maxit, maxerr, dampfactor, printing, callback, linesearch, printenergy,
      ↪print_wrong_direction)
     35         a.Apply(u.vec, r)
     36
--> 37         self._UpdateInverse()
     38         if self.rhs is not None:
     39             r.data -= self.rhs.vec

~/local/lib/python3.10/site-packages/ngsolve/nonlinearsolvers.py in
      ↪_UpdateInverse(self)
     90         self.inv.Update()

```

```

91         else:
----> 92             self.inv = self.a.mat.Inverse(self.freedofs,
93
94                                     inverse=self.inverse)

```

```

NgException: SparseMatrix::InverseMatrix: UmfpackInverse not available

```

1.2 A trivial problem:

$$5u^2 = 1, \quad u \in \mathbb{R}.$$

```

[ ]: V = NumberSpace(mesh)
u,v = V.TnT()
a = BilinearForm(V)
a += ( 5*u*u*v - 1 * v)*dx
gfu = GridFunction(V)
gfu.vec[:] = 1
SimpleNewtonSolve(gfu,a)

print("\nscalar solution", gfu.vec[0], "(exact: ", sqrt(0.2), ")")

```

1.3 Another example: Stationary Navier-Stokes:

Find $\mathbf{u} \in \mathbf{V}$, $p \in Q$, $\lambda \in \mathbb{R}$ so that

$$\int_{\Omega} \nu \nabla \mathbf{u} : \nabla \mathbf{v} + (\mathbf{u} \cdot \nabla) \mathbf{u} \cdot \mathbf{v} - \int_{\Omega} \operatorname{div}(\mathbf{v}) p = \int \mathbf{f} \cdot \mathbf{v} \quad \forall \mathbf{v} \in \mathbf{V}, \quad (1)$$

$$- \int_{\Omega} \operatorname{div}(\mathbf{u}) q + \int_{\Omega} \lambda q = 0 \quad \forall q \in Q, \quad (2)$$

$$\int_{\Omega} \mu p = 0 \quad \forall \mu \in \mathbb{R}. \quad (3)$$

```

[ ]: mesh = Mesh (unit_square.GenerateMesh(maxh=0.05)); nu = Parameter(1)
V = VectorH1(mesh,order=3,dirichlet="bottom|right|top|left")
Q = H1(mesh,order=2);
N = NumberSpace(mesh);
X = V*Q*N
(u,p,lam), (v,q,mu) = X.TnT()
a = BilinearForm(X)
a += (nu*InnerProduct(grad(u),grad(v))+InnerProduct(grad(u)*u,v)
      -div(u)*q-div(v)*p-lam*q-mu*p)*dx

```

```

[ ]: gfu = GridFunction(X)
gfu.components[0].Set(CoefficientFunction((4*x*(1-x),0)),
                      definedon=mesh.Boundaries("top"))

```

```
[ ]: SimpleNewtonSolve(gfu,a)
      scenep = Draw(gfu.components[1],mesh,"p")
      sceneu = Draw(gfu.components[0],mesh,"u")
```

```
[ ]: nu.Set(0.01)
      SimpleNewtonSolve(gfu,a)
      sceneu.Redraw()
      scenep.Redraw()
```

```
[ ]: nu.Set(0.001)
      SimpleNewtonSolve(gfu,a)
      sceneu.Redraw()
      scenep.Redraw()
```

```
[ ]: nu.Set(0.001)
      gfu.components[0].Set(CoefficientFunction((4*x*(1-x),0)),definedon=mesh.
      ↪Boundaries("top"))
      Newton(a,gfu,maxit=20,dampfactor=0.1)
      sceneu.Redraw()
      scenep.Redraw()
```

```
[ ]:
```