

# Underworld2 Cheat Sheet

## Where to find us

Underworld homepage & blog:

<http://www.underworldcode.org/>

Underworld codebase:

<https://github.com/underworldcode/underworld2>

Issue tracker:

<https://github.com/underworldcode/underworld2/issues>

Follow us on Facebook! :

<https://www.facebook.com/underworldcode/>

## Useful Docker Commands

Launch a container running Jupyter notebook instance. Port 8888 is published to make the notebook available from host browser (usually at <http://localhost:8888>):

```
$ docker run -p 8888:8888 underworldcode/underworld2
```

Run an Jupyter notebook mapping the current directory to a container directory, and also publishing port 8888:

```
$ docker run -v $PWD:/workspace/user_data -p 8888:8888 \
    underworldcode/underworld2
```

Run an Underworld script stored in your current local directory:

```
$ docker run -v $PWD:/workspace underworldcode/underworld2 \
    python model.py
```

Run a local Underworld script in parallel:

```
$ docker run -v $PWD:/workspace underworldcode/underworld2 \
    mpirun -np 2 python model.py
```

For OSX/Windows users, to determine your VM ip address:

```
$ docker-machine ip default
```

Update your Underworld2 image:

```
$ docker pull underworldcode/underworld2
```

Note: Ctrl-\ can usually be used to terminate a running docker instance.

## Jupyter Notebooks

**Enter:** Enter edit mode.

**Esc:** Leave edit mode.

**Cursor Up/Down:** Move to the above/below cell (when not in edit mode).

**Ctrl-Enter:** Execute current cell.

**Shift-Enter:** Execute current cell and move to next.

**Tab:** (After you've commenced typing) Autocomplete.

**Shift-Tab:** (When inside function parenthesis) List function parameters.

## Mesh and MeshVariables

Mesh and MeshVariable objects form the basis for numerical PDE solutions.

**uw.mesh.FeMesh.Cartesian:**

This class generates a regular cartesian mesh.

*Useful methods:*

**data:** (Property) Access mesh vertex coordinate data.

**deform\_mesh():** (Context manager) Allow mesh deformation.

**reset():** Reset the mesh to its original configuration.

**specialSets:** (Dict) Dictionary of special vertex sets associated with the mesh.

**uw.mesh.MeshVariable:**

The MeshVariable class adds data at each vertex of the mesh.

*Useful methods:*

**data:** (Property) Access variable data.

*Example:*

```
import underworld as uw
mesh = uw.mesh.FeMesh.Cartesian(elementRes=( 4, 4 ),
                                   minCoord=( 0., 0. ),
                                   maxCoord=( 1., 1. ))

meshvar = uw.mesh.MeshVariable(mesh, 1)
meshvar.data[:] = 0.      # initialise data to zero
with mesh.deform_mesh(): # deform mesh
    mesh.data[0] = (-0.1, -0.1)
```

## Swarms and SwarmVariables

Swarms define arbitrarily located points which may be used to define complex geometries for your dynamics.

**uw.swarm.Swarm:**

The Swarm class provides a container for particles.

*Useful methods:*

**particleLocalCount:** (Property) Returns the swarm local particle count.

**particleGlobalCount:** (Property) Returns the swarm global particle count.

**populate\_using\_layout():** Populate the swarm globally using provided layout object.

**add\_particles\_with\_coordinates():** Populate the swarm using provided coordinates array.

**add\_variable():** Adds a SwarmVariable to the swarm. Returns the SwarmVariable object.

**particleCoordinates:** (Property) Handle to the swarm's particle coordinates SwarmVariable.

**uw.swarm.SwarmVariable:**

The SwarmVariable class adds data to each particle. Note that you will usually create swarm variables via the **add\_variable()** method on your swarm object.

*Useful methods:*

**data:** (Property) Access the swarm variables underlying data.

*Example:*

```
import underworld as uw
mesh = uw.mesh.FeMesh.Cartesian()
swarm = uw.swarm.Swarm(mesh)
svar = swarm.add_variable('int', 1)
layout = uw.swarm.layouts.PerCellSpaceFillerLayout(swarm, 20)
swarm.populate_using_layout(layout)
```

## Systems and Conditions

The systems and conditions modules houses PDE related classes.

### **uw.systems.SteadyStateHeat:**

This class implements FEM to constructs an SLE representation of a steady state heat equation of the form:

$$\nabla(k\nabla)T = h$$

### **uw.systems.Stokes:**

This class implements FEM to constructs an SLE representation of a Stokes type system of the form:

$$\tau_{ij,j} - p_{,i} + f_i = 0$$

### **uw.systems.Solver:**

This class returns a solver appropriate for the provide SLE object.

*Useful methods:*

**solve()**: Solve the system.

### **uw.systems.AdvectionDiffusion:**

This class constructs an SUPG implementation of an Advection-Diffusion type system of the form:

$$\frac{\partial \phi}{\partial t} + \mathbf{u} \cdot \nabla \phi = \nabla(k\nabla \phi)$$

*Useful methods:*

**get\_max\_dt()**: Returns a CFL type timestep size.

**integrate()**: Integrate forward in time for provided time interval.

### **uw.systems.SwarmAdvecter:**

This class implements a time integration scheme to advect swarm particles using a provided velocity.

*Useful methods:*

**get\_max\_dt()**: Returns a CFL type timestep size.

**integrate()**: Integrate forward in time for provided time interval.

### **uw.conditions.DirichletCondition:**

This class implements a Dirichlet condition at the specified nodes.

### **uw.conditions.NeumannCondition:**

This class implements a Neumann condition at the specified nodes.

*Example:*

```
import underworld as uw
mesh = uw.mesh.FeMesh_Cartesian()
temp_var = uw.mesh.MeshVariable( mesh, 1 )
bISet = mesh.specialSets["MinJ.VertexSet"] # grab bottom set
tISet = mesh.specialSets["MaxJ.VertexSet"] # grab top set
bcs = uw.conditions.DirichletCondition(temp_var,
                                       indexSetsPerDof=bISet+tISet)
temp_var.data[bISet.data] = 1. # set bottom BC value
temp_var.data[tISet.data] = 0. # set top BC value
thermal_system = uw.systems.SteadyStateHeat(temp_var,
                                             fn_diffusivity=1.,
                                             conditions=[bcs,])

solver = uw.systems.Solver(thermal_system)
solver.solve()
```

## Functions

Functions provide a high level interface to your modelling data and allow you to define model behaviours. Functions are overloaded with the +,-,\*,-,[] and \*\* operators.

### **uw.function.Function:**

This is an abstract class. Any class which inherits from this class is able to behave as a function object.

*Useful methods:*

**evaluate()**: Evaluate the function at the provided coordinate or coordinate array. Returns an array of results.

### **uw.function.coord:**

This function returns the coordinate at the evaluation position.

### **uw.function.analytic:**

This module contains various analytic solutions functions.

### **uw.function.branching:**

This module contains various branching functions.

### **uw.function.exception:**

This module contains functions which raise exceptions when things go wrong.

### **uw.function.math:**

This module contains elementary mathematical functions.

### **uw.function.rheology:**

This module contains a function which implements a stress limiting viscosity.

### **uw.function.shape:**

This module contains a Polygon shape.

### **uw.function.tensor:**

This module contains functions for tensor relations.

## Visualisation

The Underworld visualisation engine is called **glucifer**.

### **glucifer.Figure:**

The Figure class is the basic container object for visualisation.

*Useful methods:*

**show()**: Show the rendered image.

**save\_image()**: Save a rendered image to disk.

**append()**: Append a drawing object.

**clear()**: Clear the figure of drawing objects.

### **glucifer.objects.Drawing:**

Subclasses of this class provide the ingredients you will compose your visualisations with.

This is an abstract class so you will never use it directly.

### **glucifer.objects.Mesh:**

Draw the provided mesh object.

### **glucifer.objects.Surface:**

Draws the provided function across a mesh surface.

### **glucifer.objects.Points:**

Draws the provided swarm, using functions to determine point attributes.

### **glucifer.objects.VectorArrows:**

Draws the vector arrows across a mesh corresponding to a provided vector function.

### **glucifer.objects.Volume:**

Performs a volume render of the provided function within the provided mesh.

*Example:*

```
import underworld as uw
import glucifer
fig = glucifer.Figure()
mesh = uw.mesh.FeMesh_Cartesian() # create something to draw
fig.append( glucifer.objects.Mesh(mesh) )
fig.show()
```