



CahnHilliardSBM.jl

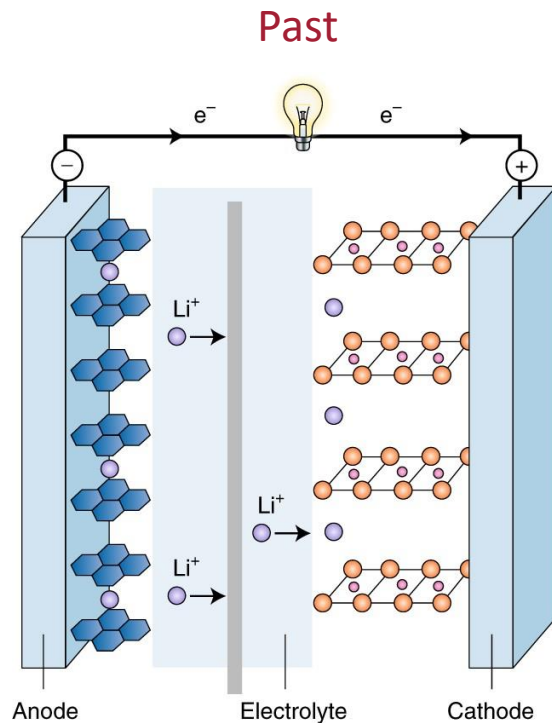
**A Case Study of Solving a Stiff, Nonlinear PDE in Custom Geometries
using the Smoothed Boundary Method (SBM)**

Samuel Degnan-Morgenstern (05/08/2023)

Background

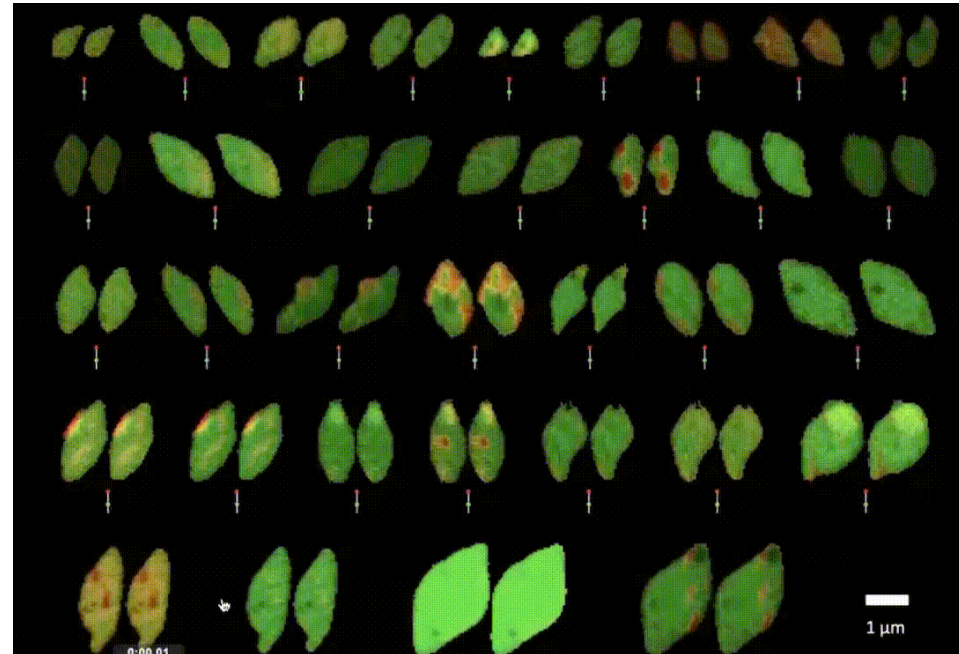
Motivation

Common lithium ion battery electrode materials exhibit complex ,heterogeneous physics characterized by phase separation



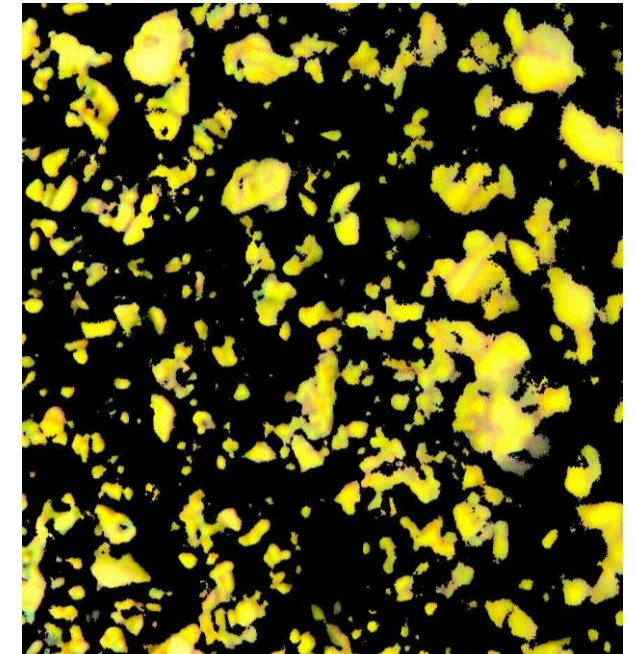
Goodenough, Nat. Electron., 2018

Present



Zhao et al., Preprint, 2022

Future



A Crash Course in Non-Equilibrium Thermo

Mass Conservation & Linear Irreversible Thermodynamics

$$\frac{\partial c}{\partial t} = -\nabla \cdot F + \cancel{R_v}$$

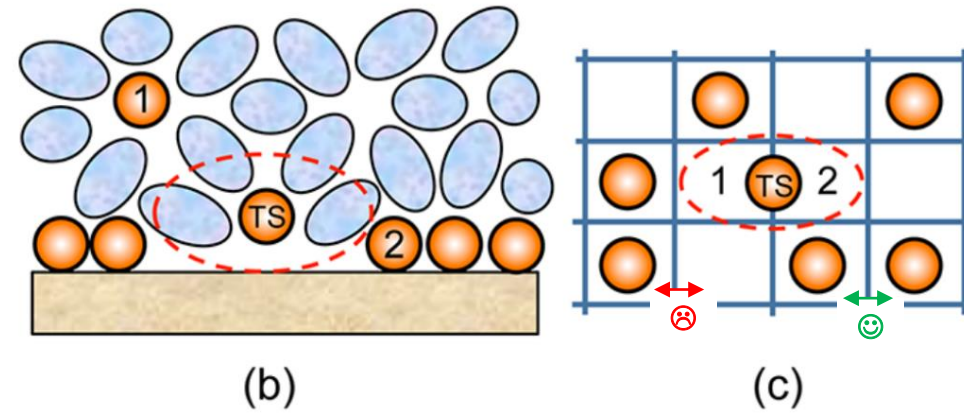
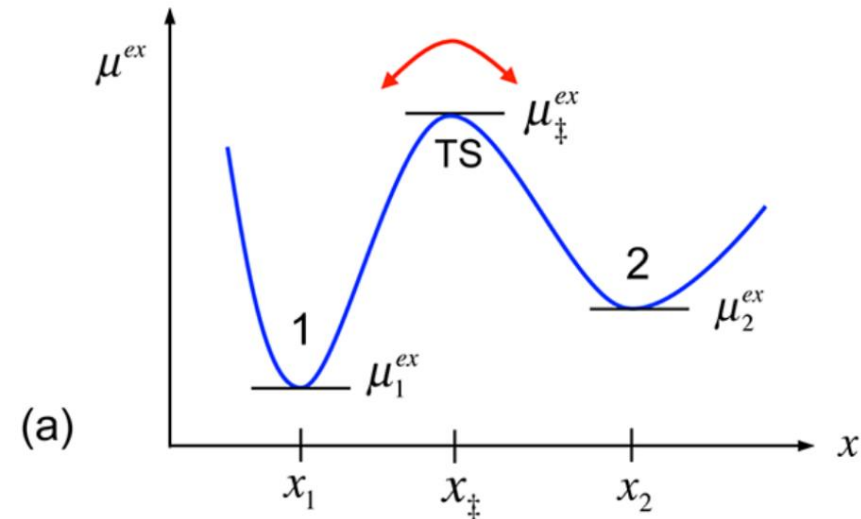
$$F = -D(c) \cdot \nabla \left(\frac{\delta G}{\delta c} \right)$$

$$\frac{\delta G}{\delta c} = \mu = \mu_h - \kappa \nabla^2 c$$

Cahn–Hilliard Partial Differential Equation

$$\frac{\partial c}{\partial t} = \nabla \cdot (D(c) \cdot \nabla \mu)$$

$$\mu = \underbrace{\log \left(\frac{c}{1-c} \right) + \Omega (1-2c)}_{\text{Regular Solution}} - \kappa \nabla^2 c$$



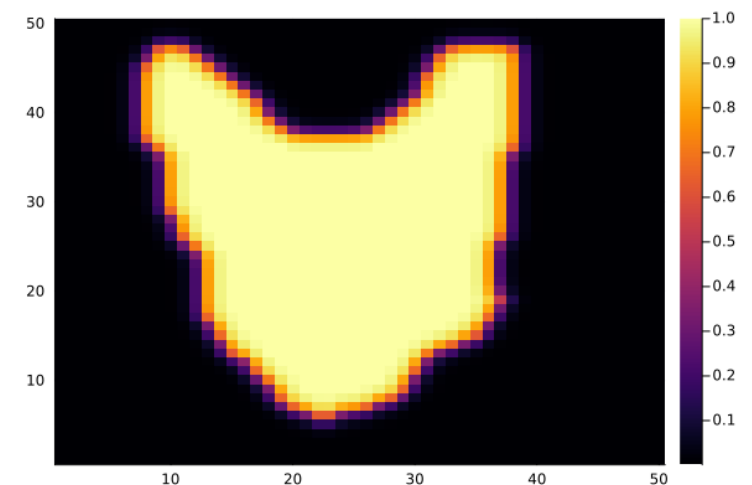
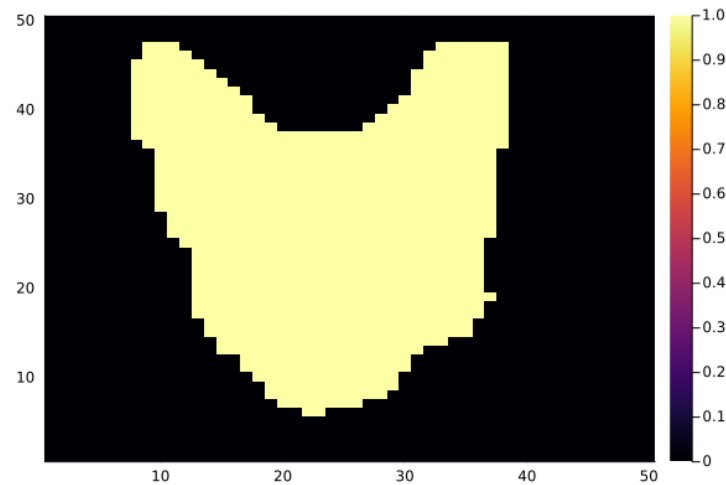
Smoothed Boundary Method

$$\psi(x, y) \frac{\partial c}{\partial t} = -\psi(x, y) \nabla \cdot (D(c) \cdot \nabla \mu)$$

$$\psi(x, y) = \begin{cases} 1 & \text{if } (x, y) \in \mathbf{S} \\ \approx 0.5 & \text{if } (x, y) \in \partial \mathbf{S} \\ 0 & \text{otherwise} \end{cases}$$

$$\frac{\partial c}{\partial t} = \frac{D(c)}{\psi} \nabla \psi \cdot \nabla \mu + \frac{\partial D}{\partial c} \nabla c \cdot \nabla \mu + D(c) \nabla^2 \mu$$

$$\mu = \log \left(\frac{c}{1-c} \right) + \Omega (1 - 2c) - \kappa \left(\frac{\nabla \psi \cdot \nabla c}{\psi} + \nabla^2 c \right)$$



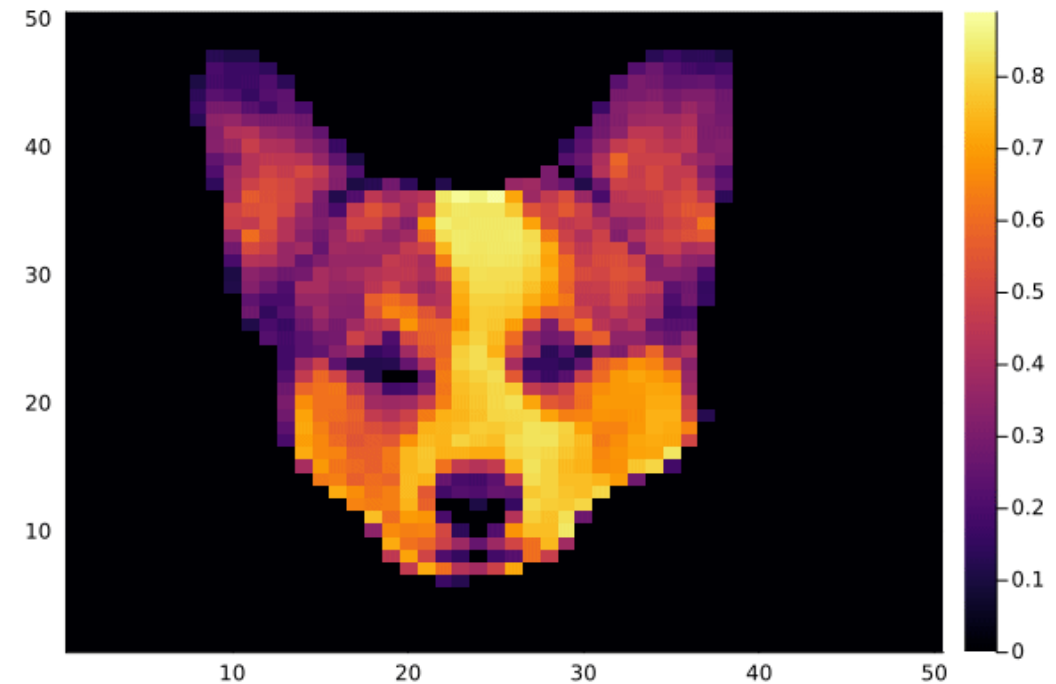
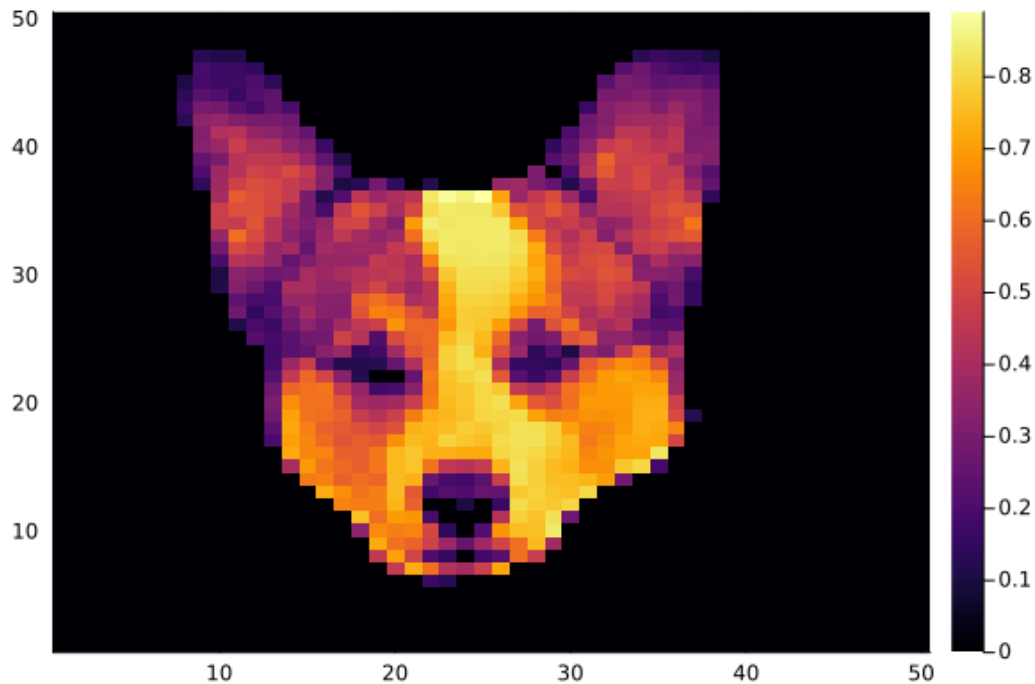
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$$\frac{\partial c}{\partial t} = \frac{D(c)}{\psi} \nabla \psi \cdot \nabla \mu + \frac{\partial D}{\partial c} \nabla c \cdot \nabla \mu + D(c) \nabla^2 \mu$$

$$\mu = \log \left(\frac{c}{1-c} \right) + \Omega (1-2c) - \kappa \left(\frac{\nabla \psi \cdot \nabla c}{\psi} + \nabla^2 c \right)$$



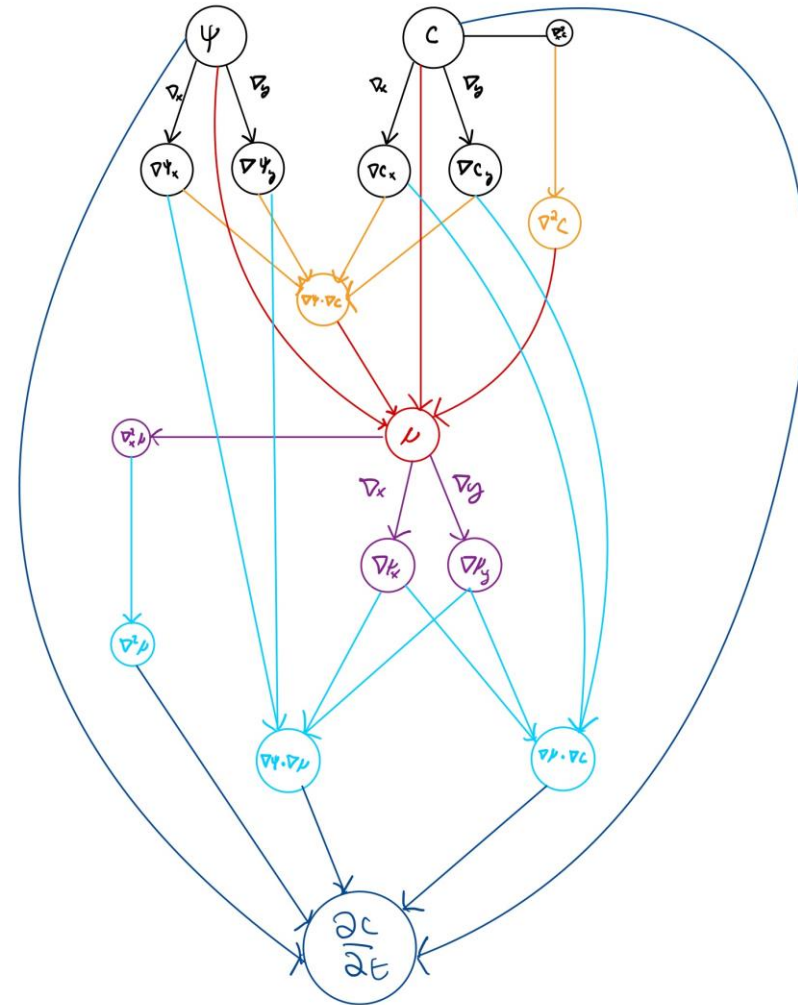
*** No corgis harmed in the making of this project

Numerical Implementation

**** All simulations run on Windows 11 Machine with AMD Ryzen 9 7950 16 Core / 32 threads 4.5GHz CPU , NVIDIA RTX 4070 TI GPU*

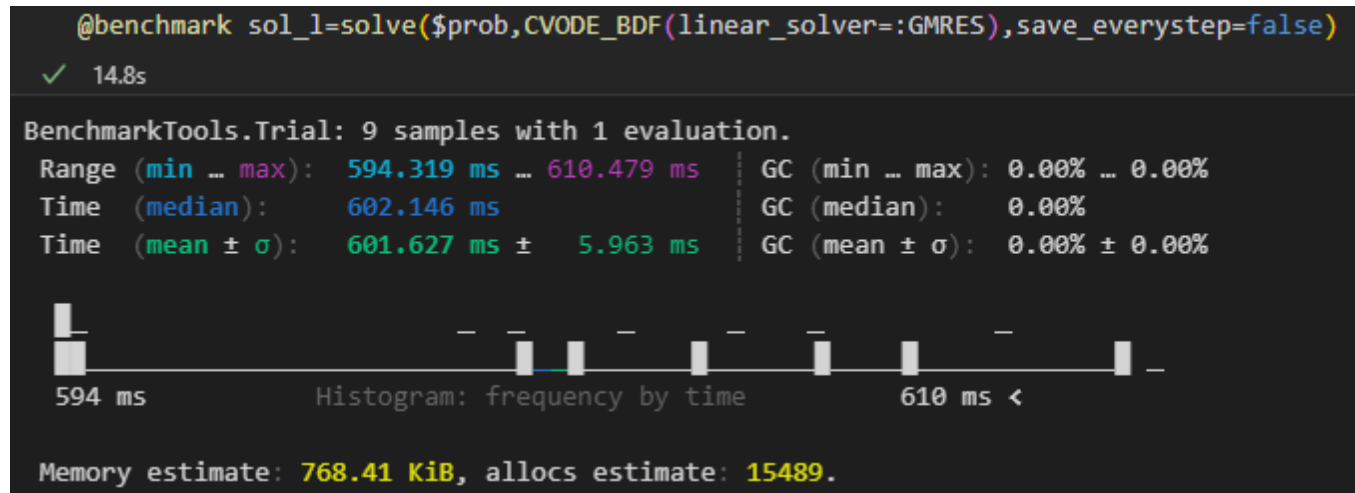
A Naïve Implementation

```
function GH_2D_mask(dc,c,p,t)
    D, c, 0, dx, dy, Nx, Ny, v = p
    v = @view v[1:,:]
    @inline function V2c(ix,iy)
        left = ix > 1 ? c[ix-1,iy] : c[ix+1,iy]
        right = ix < Nx ? c[ix+1,iy] : c[ix-1,iy]
        bottom = iy > 1 ? c[ix,iy-1] : c[ix,iy+1]
        top = iy < Ny ? c[ix,iy+1] : c[ix,iy-1]
        return ((right + left - 2.0*c[ix,iy])/dx^2 + (top + bottom - 2.0*c[ix,iy])/dy^2)
    end
    @inline function VVc(ix,iy)
        ql = ix > 1 ? c[ix-1,iy] : c[ix+1,iy]
        qr = ix < Nx ? c[ix+1,iy] : c[ix-1,iy]
        qbottom = iy > 1 ? c[ix,iy-1] : c[ix,iy+1]
        qtop = iy < Ny ? c[ix,iy+1] : c[ix,iy-1]
        cl = ix > 1 ? c[ix-1,iy] : c[ix+1,iy]
        cr = ix < Nx ? c[ix+1,iy] : c[ix-1,iy]
        cbottom = iy > 1 ? c[ix,iy-1] : c[ix,iy+1]
        ctop = iy < Ny ? c[ix,iy+1] : c[ix,iy-1]
        return ((ql-left)/(2*dx))*((cl-right)/(2*dx)) + ((qbottom-bottom)/(2*dx))*((ctop-bottom)/(2*dy))
    end
    @inline function mu(ix,iy)
        return log(max(1e-10,c[ix,iy]/(1-c[ix,iy]))) + 0*(1.0-2.0*c[ix,iy])
    end
    @inline function mu(ix,iy)
        return mu(ix,iy) - k*(VVc(ix,iy)/v[ix,iy] + V2c(ix,iy))
    end
    @inline function VVmu(ix,iy)
        ql = ix > 1 ? mu[ix-1,iy] : mu[ix+1,iy]
        qr = ix < Nx ? mu[ix+1,iy] : mu[ix-1,iy]
        qbottom = iy > 1 ? mu[ix,iy-1] : mu[ix,iy+1]
        qtop = iy < Ny ? mu[ix,iy+1] : mu[ix,iy-1]
        pl = ix > 1 ? mu[ix-1,iy] : mu[ix+1,iy]
        pr = ix < Nx ? mu[ix+1,iy] : mu[ix-1,iy]
        pbottom = iy > 1 ? mu[ix,iy-1] : mu[ix,iy+1]
        ptop = iy < Ny ? mu[ix,iy+1] : mu[ix,iy-1]
        return ((ql-right)/(2*dx))*((pl-right)/(2*dx)) + ((qbottom-bottom)/(2*dx))*((ptop-bottom)/(2*dy))
    end
    @inline function VVmu(ix,iy)
        cl = ix > 1 ? mu[ix-1,iy] : mu[ix+1,iy]
        cr = ix < Nx ? mu[ix+1,iy] : mu[ix-1,iy]
        cbottom = iy > 1 ? mu[ix,iy-1] : mu[ix,iy+1]
        ctop = iy < Ny ? mu[ix,iy+1] : mu[ix,iy-1]
        pl = ix > 1 ? mu[ix-1,iy] : mu[ix+1,iy]
        pr = ix < Nx ? mu[ix+1,iy] : mu[ix-1,iy]
        pbottom = iy > 1 ? mu[ix,iy-1] : mu[ix,iy+1]
        ptop = iy < Ny ? mu[ix,iy+1] : mu[ix,iy-1]
        return ((cl-right)/(2*dx))*((pl-right)/(2*dx)) + ((ctop-bottom)/(2*dx))*((ptop-bottom)/(2*dy))
    end
    @inline function V2mu(ix,iy)
        left = ix > 1 ? mu[ix-1,iy] : mu[ix+1,iy]
        right = ix < Nx ? mu[ix+1,iy] : mu[ix-1,iy]
        bottom = iy > 1 ? mu[ix,iy-1] : mu[ix,iy+1]
        top = iy < Ny ? mu[ix,iy+1] : mu[ix,iy-1]
        return ((right + left - 2.0*mu[ix,iy])/dx^2 + (top + bottom - 2.0*mu[ix,iy])/dy^2)
    end
    @inline function getD(ix::Int,iy::Int)
        return 0*(1.0-c[ix,iy])*c[ix,iy]
    end
    @inline function @Dc(ix,iy)
        return 0*(1.0-2*c[ix,iy])
    end
    @inline function normD(ix,iy)
        if (ix > 1 && ix < Nx) && (iy > 1 && iy < Ny)
            return sqrt(((c[ix+1,iy]-c[ix-1,iy])/(2*dx))^2 + ((c[ix,iy+1]-c[ix,iy-1])/(2*dy))^2)
        else
            return 0.0
        end
    end
    @inbounds @views for I in CartesianIndices((Nx, Ny))
        ix, iy = Tuple(I)
        dc[ix,iy] = (getD(ix,iy)/v[ix,iy])*VVmu(ix,iy) + @Dc(ix,iy)*VcVp(ix,iy) + getD(ix,iy)*V2mu(ix,iy)
    end
    return nothing
end
```



A Naïve Implementation

40 x 40 system, $t \in (0,5)$



We can do better!

Several Iterations of Code Optimization...

```
function GCH_2D_mul_full12(du, u, p, t, ψ, ∇x, ∇y, ∇2x, ∇2y, ∇ψ_x, ∇ψ_y, ∇c_x, ∇c_y, ∇2c, μ, ∇2μ, ∇μ_x, ∇μ_y)
    D, κ, Ω = p
    c = @view u[:, :]
    dc = @view du[:, :]

    #Set up caches from DiffCache
    ∇c_x_t = get_tmp(∇c_x, u)
    ∇c_y_t = get_tmp(∇c_y, u)
    ∇2c_t = get_tmp(∇2c, u)
    μ_t = get_tmp(μ, u)
    ∇2μ_t = get_tmp(∇2μ, u)
    ∇μ_x_t = get_tmp(∇μ_x, u)
    ∇μ_y_t = get_tmp(∇μ_y, u)

    #Compute ∇c
    mul!(∇c_x_t, ∇x, c) # Compute (∇c)_x = ∇x*c
    mul!(∇c_y_t, ∇y, c) # Compute (∇c)_y = c*∇y

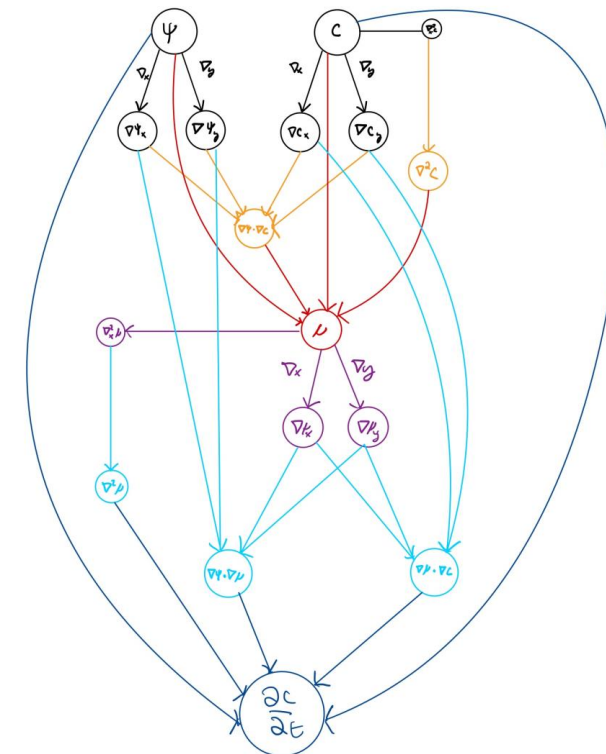
    #Compute ∇2c
    mul!(∇2c_t, ∇2x, c) # Compute (∇2c)_x = c*∇2x
    mul!(∇2c_t, c, ∇2y, 1.0, 1.0) # ∇2c = 1*(∇2c)_x + 1*(∇2y)*c

    @. μ_t = log(max(1e-10, c./(1.0 - c))) + Ω*(1.0 - 2.0*c) .- κ*((∇c_x_t*∇ψ_x + ∇c_y_t*∇ψ_y)./ψ + ∇2c_t);

    #Compute ∇2μ
    mul!(∇2μ_t, ∇2x, μ_t) # Compute (∇2μ)_x = μ*∇2x
    mul!(∇2μ_t, μ_t, ∇2y, 1.0, 1.0) # ∇2μ = 1*(∇2μ)_x + 1*(∇2y)*μ
    #Compute ∇μ
    mul!(∇μ_x_t, ∇x, μ_t) # Compute (∇μ)_x = ∇x*μ
    mul!(∇μ_y_t, ∇y, μ_t) # Compute (∇μ)_y = μ*∇y
    @. dc = D*(c*(1.0-c))*((∇ψ_x*∇μ_x_t + ∇ψ_y*∇μ_y_t)./ψ + ∇2μ_t) + (1.0-2.0*c)*(∇c_x_t*∇μ_x_t + ∇c_y_t*∇μ_y_t)
    return nothing
end
```

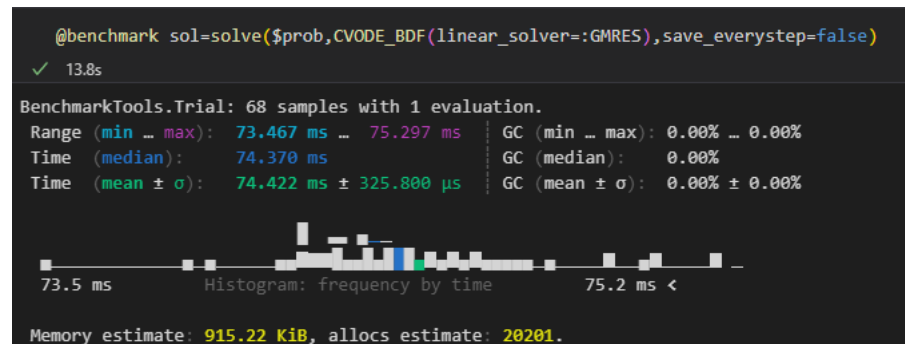
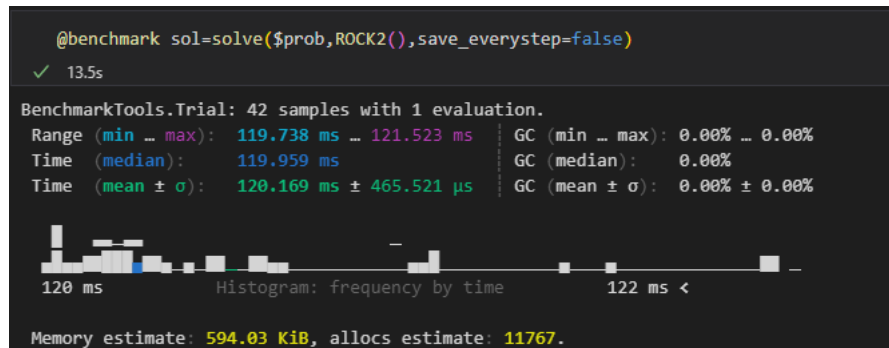
Key Differences:

- Finite differencing redone with matrix stencil operators
- ForwardDiff.jl compatible mul! caches
- Efficient use of broadcasting

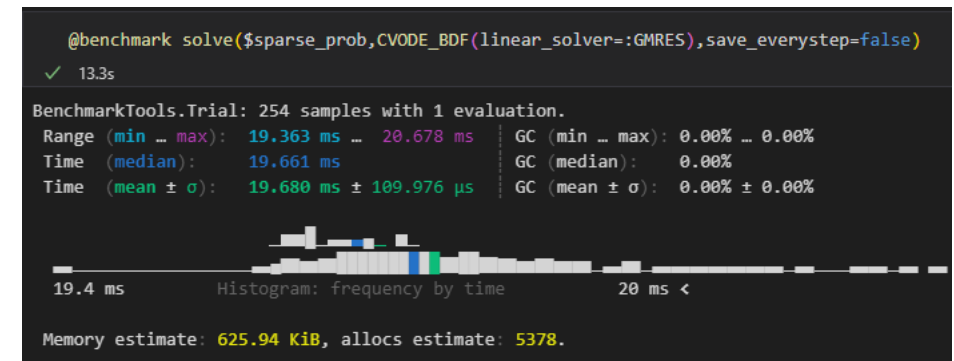
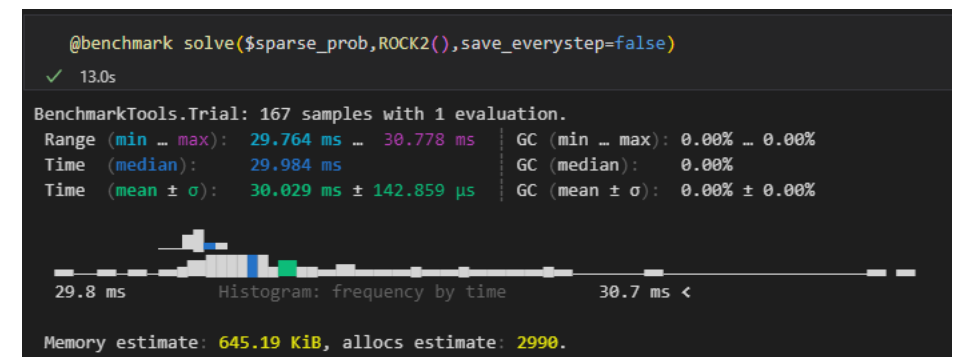


Several Iterations of Code Optimization...

Dense Jacobian:



Sparse Jacobian:



30x Speedup!!

SciML Tooling

Parameter Estimation via ForwardDiff

```
function proto_loss(theta, prob, tsteps, ode_data, psi_binary)
    tmp_prob = remake(prob, p = theta)
    tmp_sol = solve(tmp_prob, TRBDF2(), saveat = tsteps, sensealg = ForwardDiffSensitivity())
    #if tmp_sol.retcode == ReturnCode.Success
    if size(tmp_sol) == size(ode_data)
        return sum(abs2, (psi_binary.*(Array(tmp_sol) - ode_data)))
    else
        return Inf
    end
end

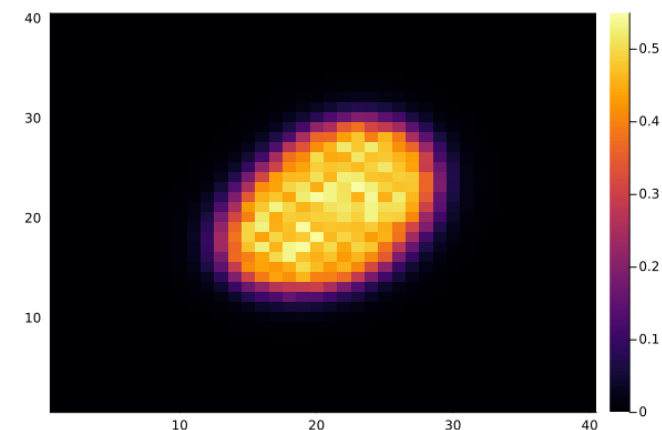
function set_pe(psi, c0_messy, ptruth, tspan, Nsteps; tcleaning=1e-4)
    tsteps = collect(range(tspan[1], tspan[2], length = Nsteps))
    x, y, rhsfunc = setup_CH(psi; gpuflag = false, levels=3)
    prob = makesparseprob(rhsfunc, c0, (theta, tcleaning), ptruth)
    tmpsol = solve(prob, TRBDF2(), save_everystep=false);
    newc0 = tmpsol.u[end];
    prob = remake(prob, tspan=tspan, c0=newc0);
    ode_data = Array(solve(prob, TRBDF2(), saveat = tsteps));
    return tsteps, ode_data, prob
end

function callback(p, l)
    global iter
    iter += 1
    display("Iteration $(iter), loss = $(l)")
    return false
end

function solve_pe(pinit, loss; iter_max=200)
    optfun = OptimizationFunction((u,_) -> loss(u), Optimization.AutoForwardDiff())
    optprob = OptimizationProblem(optfun, pinit)
    @time optsol = solve(optprob, Optim.NewtonTrustRegion(), callback=callback; maxiters=iter_max)
    return optsol
end

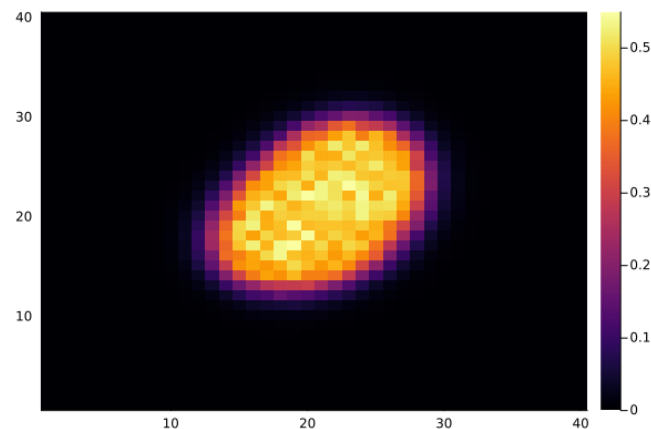
function run_pe(psi, psi_binary, c0_messy, ptruth; tspan=(0.0, 1.0), Nsteps=100, itmax=200)
    tsteps, ode_data, prob = set_pe(psi, c0_messy, ptruth, tspan, Nsteps)
    loss(theta) = proto_loss(theta, prob, tsteps, ode_data, psi_binary)
    optsol = solve_pe(pinit, loss; iter_max=itmax)
    return optsol
end
```

Initial Guess



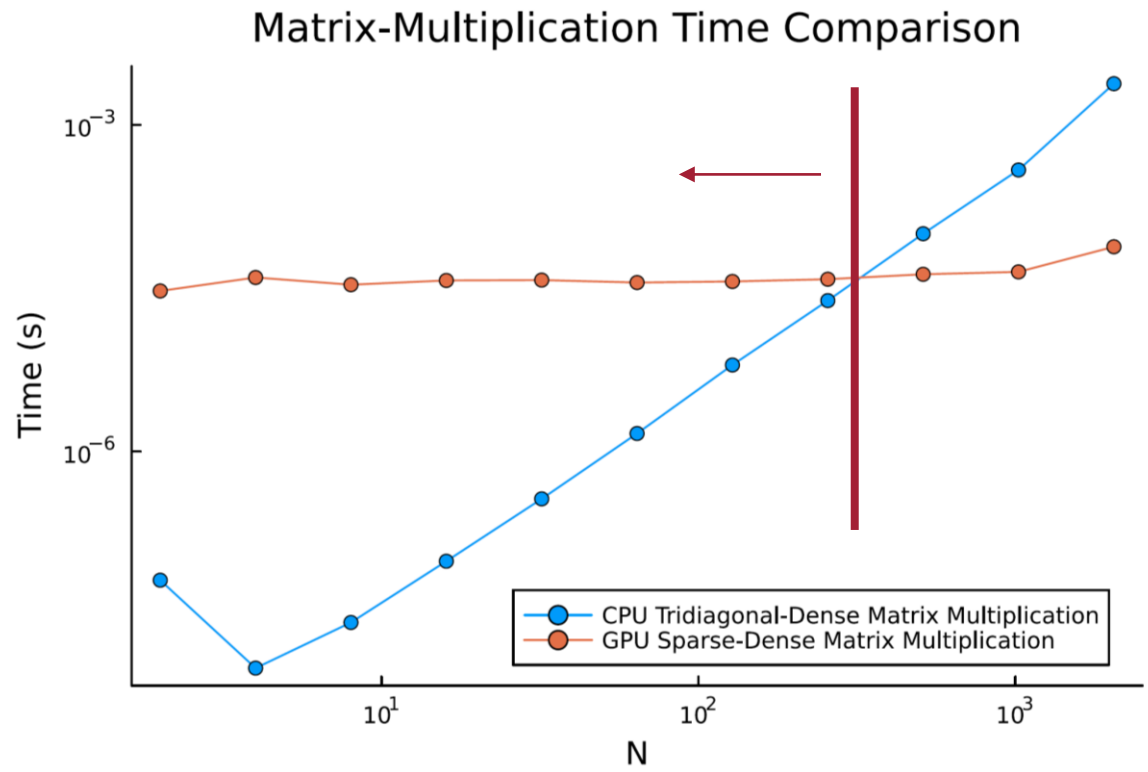
NewtonTrustRegion()

37 iterations



Recovers true
solution

Within Method GPU Parallelization



To successfully implement GPU parallelization:

- Ease numerical instability
 - Larger systems lead to exploding Laplacian terms
- Move the needle to the left by writing custom GPU kernel

Questions? Collaboration?

- Opportunity to demonstrate capability of Julia SciML Ecosystem on a very complex physical problem
- Hoping to set up support for faster reverse mode AD
- Looking to improve performance & stability of within method GPU parallelization