

# Efficient Implementation of Quasi-Newton Methods for Partitioned Fluid-Structure Simulations

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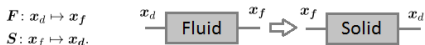
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# Contents

- 1 Introduction and Motivation
- 2 Realization of the Jacobian Update
  - Normal Equations
  - QR-Decomposition
  - Update QR-Decomposition
  - Update QR-Decomposition
- 3 Parallelization
  - Parallelization of Updated QR-dec
  - Parallelization of IQN-ILS
  - Parallelization of IQN-IMVJ

# Partitioned Fluid-Structure Simulations

- two physical domains, i. e., **fluid** and **solid**, different models
- coupling conditions at fluid-structure interface
- **partitioned approach**: black-box field solvers



- instabilities  $\rightarrow$  *coupling algorithms*
  - coupling scheme** = coupling system (fixed-point formulation)  
+ post processing method
- implicit coupling scheme  $\rightarrow$  iterative solution

# Coupling Schemes: Post Processing

accelerate and stabilize pure fixed-point iteration

→ constant underrelaxation, Aitken, **quasi-Newton methods**.

$$x^{k+1} = \tilde{x}^k - \widehat{J}_{\tilde{R}}^{-1}(x^k) (H(x^k) - x^k)$$

- low-rank update in each iteration based on input/output differences

$$W_k = [\Delta \tilde{x}_0^k, \Delta \tilde{x}_1^k, \dots, \Delta \tilde{x}_{k-1}^k], \quad \text{with } \Delta H_i^k = \Delta \tilde{x}_i^k = \tilde{x}^k - \tilde{x}^i$$

$$V_k = [\Delta R_0^k, \Delta R_1^k, \dots, \Delta R_{k-1}^k], \quad \text{with } \Delta R_i^k = R(x^k) - R(x^i).$$

- *secant equation* for the inverse system Jacobian

$$\widehat{J}_{\tilde{R}}^{-1}(x^k) V_k = W_k$$

- add a minimization condition (to obtain uniqueness)

$$\left\| \widehat{J}_{\tilde{R}}^{-1}(\tilde{x}^k) \right\|_F \rightarrow \min \quad \text{or} \quad \left\| \widehat{J}_{\tilde{R}}^{-1}(\tilde{x}^k) - \widehat{J}_{\tilde{R}_{prev}}^{-1} \right\|_F \rightarrow \min$$

**Type I:**

$$\widehat{J}_{\tilde{R}}^{-1}(\tilde{x}^k) = W_k (V_k^T V_k)^{-1} V_k^T$$

**IQN-ILS**

**Type II:**

$$\widehat{J}_{\tilde{R}}^{-1}(\tilde{x}^k) = \widehat{J}_{\tilde{R}_{prev}}^{-1} + (W_k - \widehat{J}_{\tilde{R}_{prev}}^{-1} V_k) (V_k^T V_k)^{-1} V_k^T$$

**IQN-IMVJ**

# Jacobian Update - Solving the Normal Equations

$$x^{k+1} = \tilde{x}^k - \mathcal{J}R(x^k)$$

Two types of update formulas:

$$\mathcal{J} = W (V^T V)^{-1} V^T \quad (\text{matrix-free})$$

$$\mathcal{J} = \mathcal{J}_{prev} + (W - \mathcal{J}_{prev} V) (V^T V)^{-1} V^T \quad (\text{store Jacobian})$$

with  $\mathcal{J} \in \mathbb{R}^{n \times n}$ ,  $V, W \in \mathbb{R}^{n \times m}$ , and  $m \ll n$

**solving the normal equations:**

$$(V^T V)^{-1} \rightsquigarrow (V^T V) z = V^T y$$

for arbitrary  $y$  and corresponding  $z$ .

Type I:  $\alpha = ZR(x^k)$ , i. e.,  $y = R(x^k)$  and  $\alpha = z$

Type II:  $z = (V^T V)^{-1} V^T \in \mathbb{R}^{m \times n}$ , i. e.,  $y_i \in \{e_1, \dots, e_n\}$  and  $Z = (z_i)$

usually  $V$  close to rank-deficient  $\rightarrow$  product  $V^T V$  doubles (bad) condition number

# Jacobian Update - QR-Decomposition

alternative problem formulation

$$\min_{z \in \mathbb{R}^n} \|Vz - y\|_2$$

better condition number, numerically more stable

- suffices to solve  $Vz = y \rightarrow$  QR-dec of  $V$ , i. e.,  $V = QU$  with  $Q \in \mathbb{R}^{n \times n}$ ,  $U \in \mathbb{R}^{n \times m}$
- compute  $z$  from lin. system  $\tilde{U}z = \tilde{Q}^T y$   
 Type I:  $y = R(x^k)$  and  $\alpha = z$   
 Type II:  $z = (v^T v)^{-1} v^T \in \mathbb{R}^{m \times n}$ , i. e.,  $y_i \in \{e_1, \dots, e_n\}$  and  $Z = (z_i)$

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solve  $Vz = y$  via QR-dec.

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compute  $QU = V$   $\in \frac{4}{3}\mathcal{O}(m^2n)$ 
for  $i = 1$  to  $n$  do
    | backw. subst.  $\tilde{U}z = Q^T(\cdot, i) \in \frac{1}{2}\mathcal{O}(m^2)$ 
    |  $Z(\cdot, i) = z$ 
end
    
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- requires  $2m^2(n - \frac{m}{3}) \in \mathcal{O}(m^2n)$  flops
- recomputed in every iteration
- but  $V_k = [V_{k-1}, v]$ ,  $v = \Delta R_{k-1}^k$
- **update QR-dec in  $\mathcal{O}(mn)$  rather than re-compute**

# Update the QR-Decomposition

$V_k = [\tilde{V}_{k-1}, v]$  → required functionality: *insertColumn(vec v, index k)*  
*deleteColumn(index k)*

delete Column:

$V = (V_1, v, V_2) = Q(R_1, r, R_2)$  and  $v = Qr, \tilde{V} = (V_1, V_2) = Q(R_1, R_2) = Q\hat{R}$

- choose Givens matrices to annihilate subdiagonal elements of  $R$

$$H\hat{R} = H_{n-1,n} \cdots H_{k+1,k+2} H_{k,k+1} \hat{R} = \begin{pmatrix} \bar{R} \\ 0 \end{pmatrix}$$

- then  $QH^T = QH_{k,k+1} \cdots H_{n-1,n} \hat{R} = (\bar{Q}, \bar{q})$  orthonormal
- $\tilde{V} = \bar{Q}\bar{R}$

$$\hat{R} = \begin{bmatrix} * & * & * & * \\ 0 & * & * & * \\ 0 & 0 & * & * \\ 0 & 0 & \ominus & * \\ 0 & 0 & 0 & \ominus \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

# Update the QR-Decomposition

## insert Column:

$$V = (V_1, V_2) = Q(R_1, R_2) = QR \in \mathbb{R}^{n \times (m-1)}$$

$$\text{insert } v \in \mathbb{R}^n \text{ between } V_1 \text{ and } V_2, \text{ i. e., } (\bar{V}) = (V_1, v, V_2) = (Q, v) \begin{pmatrix} R_1 & & 0R_2 \\ & 0^T 10^T & \end{pmatrix}$$

- step 1: apply Gram-Schmidt process to obtain

$$(Q, v) = (Q, q) \begin{pmatrix} I & r \\ 0 & \rho \end{pmatrix}, \quad Q^T q = 0, \quad \|q\| = 1.$$

- then  $\bar{V} = (Q, q) \begin{pmatrix} R_1 & r & R_2 \\ 0^T & \rho & 0^T \end{pmatrix} = \tilde{Q}\tilde{R}$

- choose Givens matrices so that  $\tilde{R}$  is upper triangular  
 $G\tilde{R} = G_{k,k+1} \cdots G_{n-1,n}\tilde{R} = \bar{R}$

- then  $QH^T = QH_{k,k+1} \cdots H_{n-1,n}\hat{R} = (\bar{Q}, \bar{q})$  orthonormal

- then  $\tilde{Q}G^T = \tilde{Q}G_{n-1,n} \cdots G_{k,k+1} = \bar{Q}$  and  $\rightarrow \bar{A} = \bar{Q}\bar{R}$

$$\tilde{R} = \begin{bmatrix} * & * & * & * & * \\ 0 & * & * & * & * \\ 0 & \ominus & \oplus & * & * \\ 0 & \ominus & 0 & \oplus & * \\ 0 & \ominus & 0 & 0 & \oplus \\ 0 & \ominus & 0 & 0 & 0 \\ 0 & \ominus & 0 & 0 & 0 \\ 0 & \ominus & 0 & 0 & 0 \end{bmatrix}$$



# Parallelization of Updated QR-dec

interface unknowns are decomposed and distributed on  $N$  processors, i. e.,

$$x = (\text{proc \#1}, \text{proc \#2}, \dots, \text{proc \#N})^T \in \mathbb{R}^n$$

Thus, matrices  $V, W, Q$  are decomposed and distributed block-row wise:

$$V, W = \begin{pmatrix} \lceil & \text{proc A} & \rfloor \\ \lceil & \text{proc B} & \rfloor \\ \lceil & \vdots & \rfloor \\ \lceil & \text{proc X} & \rfloor \end{pmatrix} \in \mathbb{R}^{n \times m}, \quad Q = \begin{pmatrix} \lceil & \text{proc A} & \rfloor \\ \lceil & \text{proc B} & \rfloor \\ \lceil & \vdots & \rfloor \\ \lceil & \text{proc X} & \rfloor \end{pmatrix} \in \mathbb{R}^{n \times n}$$

- each proc holds copy of  $R \in \mathbb{R}^{m \times m}$ , and local row-block of  $Q$ .
- all procs compute the same Givens rotations and update  $R$  and their part of  $Q$   
→ embarrassingly parallel

# Parallelization IQN-ILS

parallelize QN-update

$$\mathcal{J} = W_k (V_k^T V_k)^{-1} V_k^T$$
$$x^{k+1} = \tilde{x}^k + \underbrace{W_k (V_k^T V_k)^{-1} V_k^T (-R(x^k))}_{\alpha}$$

compute  $R\alpha = Q^T (-R(x^k))$  via updated QR-dec in parallel:

- every proc computes his part of rhs
- all-reduce (sum up) to master, master computes  $\alpha$ , broadcast

# Parallelization IQN-IMVJ

parallelize QN-update

$$\mathcal{J} = \mathcal{J}_{prev} + (W_k - \mathcal{J}_{prev} V_k) (V_k^T V_k)^{-1} V_k^T$$
$$x^{k+1} = \tilde{x}^k + \left( \mathcal{J}_{prev} + (W_k - \mathcal{J}_{prev} V_k) (V_k^T V_k)^{-1} V_k^T \right) (-R(x^k))$$

compute  $Z = (z_1, \dots, z_n) = (V_k^T V_k)^{-1} V_k^T$  from  $Rz_i = Q^T(i)$  via updated QR-dec in parallel

$Z$  is decomposed block-column wise, i. e.,  $Z = \begin{pmatrix} \begin{bmatrix} \text{proc A} \end{bmatrix} & \begin{bmatrix} \text{proc B} \end{bmatrix} & \dots & \begin{bmatrix} \text{proc X} \end{bmatrix} \end{pmatrix}$

**Problem:**

- $\mathcal{J}$  arbitrary structure, dense  $\rightarrow$  decomposition/distribution unclear
- expensive multiplications  $\mathcal{J}_{prev} V_k$  and  $\tilde{W}Z$ ,  $\tilde{W} = (W - \mathcal{J}_{prev} V)$

# Parallelization IQN-IMVJ

**first idea:** Store old representations  $\widetilde{W}_{k-1} := (W - \mathcal{J}_{k-1}V_k)$ ,  $V_{k-1}$  and  $Z_{k-1}$ .

$$\text{update } \widetilde{W}_k := W_k - \underbrace{\widetilde{W}_{k-1}Z_{k-1}}_{\mathcal{J}_{k-1} - \mathcal{J}_{k-2}} V_k$$

However, the addition of  $\mathcal{J}_{k-1}$  induces some problems:

$$\mathcal{J}_0 = 0, \widetilde{W}_0 = 0, Z_0 = 0, V_0 = 0;$$

$$\begin{aligned} \widetilde{W}_1 &:= W_1 - \widetilde{W}_0 Z_0 V_1 = W_1 & \mathcal{J}_1 &= 0 + \widetilde{W}_1 Z_1 V_1^T \\ \widetilde{W}_2 &:= W_2 - \widetilde{W}_1 Z_1 V_2 & \mathcal{J}_2 &= \mathcal{J}_1 + \widetilde{W}_2 Z_2 = \widetilde{W}_1 Z_1 + \widetilde{W}_2 Z_2 \\ \widetilde{W}_3 &:= W_3 - (\widetilde{W}_1 Z_1 + \widetilde{W}_2 Z_2) V_3 & \mathcal{J}_3 &= \mathcal{J}_2 + \widetilde{W}_3 Z_3 \\ &\vdots & &\vdots \\ \widetilde{W}_k &:= W_k - \left( \sum_{i=1}^{k-1} \widetilde{W}_i Z_i \right) V_k & \mathcal{J}_k &= \sum_{i=1}^k \widetilde{W}_i Z_i \end{aligned}$$

Hence, we need to store  $\widetilde{W}_1, \dots, \widetilde{W}_{k-1}, Z_1, \dots, Z_{k-1}$  and  $V_k \ni V_1, \dots, V_{k-1}$  over all time steps

# Parallelization IQN-IMVJ

$$\mathcal{J} = \mathcal{J}_{prev} + (W_k - \mathcal{J}_{prev} V_k) \left( V_k^T V_k \right)^{-1} V_k^T$$

## attempt for decomposition:

decompose and distribute  $\mathcal{J}$  block-column wise

$$\underbrace{\left( A \mid \dots \mid D \right)}_{\mathcal{J}_{prev}} + \left( \underbrace{\begin{pmatrix} A \\ \vdots \\ D \end{pmatrix}}_W - \underbrace{\left( A \mid \dots \mid D \right)}_{\mathcal{J}_{prev}} \underbrace{\begin{pmatrix} A \\ \vdots \\ D \end{pmatrix}}_V \right) \underbrace{\left( A \mid \dots \mid D \right)}_Z$$

multiply  $\mathcal{J}_{prev} V$ : 
$$\left( \begin{array}{c|c|c|c} A_1 & B_1 & C_1 & D_1 \\ A_2 & B_2 & C_2 & D_2 \\ A_3 & B_3 & C_3 & D_3 \\ A_4 & B_4 & C_4 & D_4 \end{array} \right) \begin{pmatrix} A \\ B \\ C \\ D \end{pmatrix} = \begin{pmatrix} A_1 A + B_1 B + C_1 C + D_1 D & \rightarrow A \\ A_2 A + B_2 B + C_2 C + D_2 D & \rightarrow B \\ A_3 A + B_3 B + C_3 C + D_3 D & \rightarrow C \\ A_4 A + B_4 B + C_4 C + D_4 D & \rightarrow D \end{pmatrix}$$

multiply  $\tilde{W} Z$ : 
$$\begin{pmatrix} A \\ B \\ C \\ D \end{pmatrix} \left( A \mid B \mid C \mid D \right) = \left( \begin{array}{c|c|c|c} AA^{(1)} & AB^{(4)} & AC^{(3)} & AD^{(2)} \\ BA^{(2)} & BB^{(1)} & BC^{(4)} & BD^{(3)} \\ CA^{(3)} & CB^{(2)} & CC^{(1)} & CD^{(4)} \\ DA^{(4)} & DB^{(3)} & DC^{(2)} & DD^{(1)} \\ \downarrow & \downarrow & \downarrow & \downarrow \\ A & B & C & D \end{array} \right)$$

cyclic send-receive operation: after step (1):  $A_z \rightarrow B_w, B_z \rightarrow C_w, C_z \rightarrow D_w, D_z \rightarrow A_w$  usw. ...