Getting Started with pythODE++

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1 Introduction

The pythODE++ problem-solving environment (PSE) is designed to evaluate permutations of numerical methods and initial-value problems (IVPs)¹. It is a (mostly) stand-alone collection of scripts and programs that is heavily based on the functionality of a PSE that is entirely written in python, pythODE. The pythODE++ PSE is designed to be performance-focused with an emphasis on runtime measurements of numerical experimentation, whereas pythODE is geared more toward performing in-depth and highly customizable analysis.

The numerical methods and IVPs in pythODE++ are written entirely in C++. The supporting execution and analysis scripts are written in Python. A general overview of the software, motivation, and specific examples of application is presented in [?]. This tutorial aims to introduce a user to the basics of behind implementing IVPs and numerical methods in pythODE++. This tutorial is not complete documentation for each software component. However, there are many examples of IVPs and numerical methods already implemented in pythODE++ that can be used as a starting point for implementing new, more complicated problems and methods.

1.1 Requirements

1.1.1 System

The minimalistic version of pythODE++ requires a C++ compiler, Python version 2.7.3 with numpy and scipy modules, and the ability to link against the standard library. Therefore, pythODE++ should be supported by any UNIX-like platform (e.g., Linux, OpenBSD), Windows (via Cygwin), or Mac OS X. The pythODE++ PSE is run exclusively from the command line.

The pythODE++PSE can optionally link libraries that are used to support the solution of sparse linear systems and (sparse) automatic differentiation. It is necessary to have ADOL-C installed if automatic differentiation is desired. To use sparse matrices, UMFPACK is required, along with its supporting library for sparsity, ColPack. Analysis graphs are

¹Recall that an IVP is comprised of an ordinary-differential equation and an initial condition

generated using gnuplot; therefore, gnuplot should be installed. Specific instructions for installing these packages is generally operating-system dependent. Some common examples on how to install these optional libraries are given in Section ??.

1.1.2 Background Knowledge

To have a sense of the function of the supporting code in this PSE, the user should be relatively comfortable with general programming concepts such as virtual memory, lists, hashes, and function pointers, as well as object-oriented (OO) concepts including (abstract) classes, inheritance, polymorphism, and operator overloading. Further, an understanding the basic concepts of efficient programming with respect to the machine cache is highly beneficial. Ignoring caching effects can cause severe loss of performance.

As discussed in Section 1, the pythODE++ PSE is written in a combination of C++ and Python. This software makes use of many advanced C++ concepts. Although the implementation of numerical methods and IVPs is not generally complicated, much of the supporting code uses such concepts. Specific examples include templated classes/functions and exception handling.

1.2 Software Design

The software is organized into the following directories:

- analysis contains C++ code for loading problem runs from disk and performing analysis passes on them.
- core contains all supporting functions and classes for vectors, matrices, hashes, lists, file input/output, etc.
- ivps contains implementations for all IVPs in pythODE++.
- loaders contains supporting code that maintains a registry of all solvers, methods, and IVPs. This directory also contains the entry point for all components of the software such as the runner and the analysis tools.
- methods contains implementations for all methods in pythODE++.
- runner contains code for running a set of parameters.
- scripts contains Python scripts for each of the numerical experiments.
- solvers contains implementations for all solvers in pythODE++.
- tutorial contains the LATEX source associated with this document.

2 Installation

The software can presently be accessed via the Numerical Simulation Lab's subversion server. Navigate to the location for which pythODE++ can be installed and execute the following command.

svn co svn+ssh://<username>@simcity.usask.ca/Users/svn/pythODE/pythODE++

2.1 Compiling

The pythODE++ PSE is compiled using the build script located at the top level of the pythODE++ repository. Simply invoke this script (by typing ./build) to compile. Arguments to the builder script include debug to compile with special debug information and clean to completely remove all executables and intermediate build files.

By default, the software assumes that it will be built linking libraries for ADOL-C and UMFPACK. If these libraries are not installed, the build script should be called with arguments noadolc and/or nosparsity.

2.2 Optional Libraries

Installation instructions for the optional libraries are presented for Ubuntu Linux and for Mac OSX. The pythODE++ PSE has been extensively tested on both of these operating systems. It is recommended that the latest version of these libraries be used; however, during the development of pythODE++, no issues involving the library versions were observed.

2.2.1 Ubuntu Linux

Installation of gnuplot and UMFPACK is simple on Ubuntu Linux because these libraries exist as precompiled packages. They can be installed as follows (when run as root):

apt-get install gnuplot libsuitesparse-dev

2.2.2 Mac OSX

3 Scripting

The scripts contain many examples that evaluate numerical methods on IVPs. In general, performing an experiment consists of two parts. First, the runner loops over a set of specified runs. Second, the analysis modules are used to gather runs and generate meaningful graphs.

Each numerical experiment can be contained in a single Python module. A numerical experiment can be invoked by using the run-experiment.sh script and specifying the module name (without the .py) as the argument. This module defining the numerical experiment must specify the following two global variables:

- simname is the name of the numerical simulation. It is used in directory names and can generally be thought of as a unique identifier for a set of similar numerical experiments. This name should probably not contain spaces, only because file management is more fragile when file names contain spaces.
- simpath is the path for the numerical simulation. All files associated with the simulation are stored in this path. The auto-runner creates new directories within this path each time a numerical simulation is conducted; therefore, the simulation path can shared for all pythODE++ simulations. For clean file management, it might be useful (though not necessary) to add simname as a subdirectory simpath, as is done in virtually all of the examples in pythODE++.

There are two important functions required to specify a numerical simulation. The first construct a list of run parameters; the second specifies the analysis passes.

Run parameters are specified by the function <code>GenerateRunList()</code>, which returns a list of hashes. Each hash specifies the set of parameters for the run. What follows is a list of parameters that are commonly used. All of these are not required; however, common sense must be invoked for solving IVPs when deciding whether a given parameter combination is valid, e.g., specifying a constant solver with a predictive step controller is not valid. Additional method- or problem-specific parameters may be specified as well. The following example shows how to instruct <code>pythODE++</code> to solve two IVPs using two methods.

Required Parameters	
ivp	The (registered) name of the IVP that is to be solved, e.g.,
	Brusselator1D.
method	The (registered) name of the method that is to be used,
	e.g., RK4.
solver	The solver that is to be used. This value can
	be one of ConstantSolver, StepDoublingSolver, or
	EmbeddedSolver.
(Generally) Optional Parameters	
dt	Initial timestep.
atol	Absolute tolerance for step control. The default is 10^{-5} .
rtol	Relative tolerance for step control. The default is 10^{-5} .
newton tol	Tolerance for Newton's method. The default is 10^{-8} .
sparse	Specifies whether to use sparsity when solving linear sys-
	tems. This value can either be 0 or 1.
jacobian	The method of Jacobian calculation. The options for this
	value are Forward, Centred, Autodiff, or Analytic.
jacobian splitting	Specifies whether to apply Jacobian splitting to the IVP.
	This value can either be 0 or 1.
max steps	The maximum number of steps until simulation is stopped.
min write time	The minimum amount of elapsed simulation time before the
	next solution point can be written. A better approach is
	to use an interpolant that is associated with the numerical
	method. However, pythODE++ does not presently support
	an interpolated output.
timing group	A given parameter set must be run multiple times to con-
	duct accurate timings. This is accomplished by specifying
	the parameter set hash multiple times in the run list. Each
	group of identical parameter sets should have a unique tim-
	ing group (unique with respect to other sets of identical
	parameters) so the analysis phase can appropriately group
	runs.

Analysis passes are specified by the function <code>GenerateAnalysisPasses()</code>, which similarly returns a list of hashes. Each hash specifies the set of parameters to be used in conducting the analysis pass. For example, to print reference solutions, perform time versus accuracy comparisons, and perform steps versus accuracy comparisons, the analysis function might look like:

```
def GenerateAnalysisPasses():
    passes = []
```

```
for ivp in ivps:
   # Perform solution plots
    passes.append({ 'mode': 'Solutions',
                     'title': ivp + '_Solutions',
                     'filename': ivp + '-solutions',
                     'xlabel': 'Time_(s)',
                     'ylabel': 'Solution',
                     'legend': SolutionLegendName,
                     'match': {'ivp': ivp,
                               'method': methods,
                               'atol': tolerances [-1][0] })
   # Perform time versus accuracy plots
    passes.append({ 'mode': 'Accuracy',
                     'title': ivp + '_CPU_Time_vs._Accuracy',
                     'filename': ivp + '-cputime',
                     'xlabel': 'Accuracy',
                     'ylabel': 'CPU_Time_(ms)',
                     'legend': AccuracyLegendName,
                     'reference_solution': reference_solutions[ivp],
                     'match': {'ivp': ivp},
                     'comparison': 'time',
                     'group': ['method', 'solver', 'jacobian'] })
   # Perform steps versus accuracy plots
                    'mode': 'Accuracy',
    passes.append({
                     'title': ivp + '_Steps_vs._Accuracy',
                     'filename': ivp + '-steps',
                     'xlabel': 'Accuracy',
                     'ylabel': 'Steps',
                     'legend': AccuracyLegendName,
                     'reference_solution': reference_solutions[ivp],
                     'match': {'ivp': ivp},
                     'comparison': 'steps',
                     'group': ['method', 'solver', 'jacobian'] })
```

4 Implementing a Problem

The implementation of an IVP consists of defining the right-hand side and the initial condition. All IVPs inherit from the base-class BaseIVP. It is effective to learn by example. There are many IVPs provided with pythODE++ upon which to base future implementations. This section gives a brief overview of the basics for implementing IVPs in pythODE++.

For the simple ODE y' = -y, y(0) = 10 where the final simulation time is 5, an implementation might look like:

```
// TestEquation is inheriting from BaseIVP
class TestEquation : public BaseIVP {
protected:
    // Definition of the right-hand side.
    // The function name and parameters must match
    // this format exactly.
    void RHS(const FP t, const Vec<FP>& y, Vec<FP>& yp) {
        yp(0) = -y(0);
public:
    // Definition of the constructor.
    // Once again, the parameters must match exactly, and
    // this function must always pass params to the BaseIVP
    TestEquation(Hash<ParamValue>& params) : BaseIVP(params) {
        // Set the (default) final time
        SetDefaultFP (params, "tf", 5.);
         // Set the problem size to 1
        _initialCondition.Resize(1);
        // Set the initial condition to 10
        _{\text{initialCondition}}[0] = 10;
    }
   IVP_NAME("Nonstiff_A1") // Macro to define IVP name
};
```

The right-hand side of the IVP can be interpreted as additively split when it is comprised of the sum of two or more contributing factors. A specific class TwoSplittingIVP inherits from BaseIVP to make implementations of 2-additive IVPs easy. In such cases, the user can simply define:

```
void Split1(const FP t, const Vec<FP>& y, Vec<FP>& yp) { ... }
void Split2(const FP t, const Vec<FP>& y, Vec<FP>& yp) { ... }
```

For many numerical methods, the Jacobian is required. Jacobian matrices generated by forward or centred differences do not require any additional work to implement; ones generated by automatic differentiation or manually (e.g., analytical) do. The class BaseIVP contains a virtual function JacAnalytic (or JacAnalyticSparse when using sparsity) that can be overloaded to provide the analytic Jacobian. See the example contained in

ivps/zbinden/advection1d.h for an IVP that is 2-additive, supports automatic differentiation, and defines a manual analytic Jacobian.

5 Implementing a Method

The implementation of a method defines how to take a step from one state to another. The following examples show how to create a single RK method and an IMEX method. The Runge2 is a second-order, explicit RK method, which is implemented as

```
// Inherit from the class of ERK methods
class Runge2 : public ERK {
public:
    // Constructor that specifies a Butcher tableau
    // of size 2
    Runge2(Hash<ParamValue>& params, BaseIVP* ivp)
        : ERK(params, ivp, 2) {
        _{-}a(1,0) = 1./2;
        _{-}b(1) = 1.;
        // Fill up the C values to make the method
        // consistent
        FillC();
    }
    // The name of method
    const char* GetName() const {
        return "Runge_2";
    // Specify the order for step control
    long GetOrder() const {
        return 2;
    }
};
```

The IMEX method specifies two Butcher tableaux, where <code>_a</code> and <code>_b</code> refer to the implicit tableau, and <code>_a2</code> and <code>_b2</code> refer to the explicit tableau. Examples are given for any method in the folder <code>methods/ark</code>.