

# Fast formation and assembly for spline-based fictitious domain methods

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# Outline

1. Fast formation and assembly
2. Application to fictitious domains
3. Numerical results

# Fast formation and assembly – key ingredients

- Sum factorization (2D tensor product basis)

(P. Antolin et al., CMAME 2015)

$$\begin{aligned}
 m_{i,j} &= \int_{\Omega} B_i(\xi) B_j(\xi) c(\xi) d\xi \\
 &= \int_{\Omega_1} B_{i_1}(\xi_1) B_{j_1}(\xi_1) \times \left[ \int_{\Omega_2} B_{i_2}(\xi_2) B_{j_2}(\xi_2) c(\xi_1, \xi_2) d\xi_2 \right] d\xi_1
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- Weighted quadrature  $\mathbb{Q}_i$  (for smooth splines)

(F. Calabrò et al., CMAME 2017)

$$\begin{aligned}
 \mathbb{Q} &= \sum_k B_i(x_k) B_j(x_k) w_k := \int_{\Omega} B_i(\xi) B_j(\xi) d\xi \\
 \Rightarrow \mathbb{Q}_i &= \sum_k B_j(x_k) w_{k,i} := \int_{\Omega} B_j(\xi) (B_i(\xi) d\xi)
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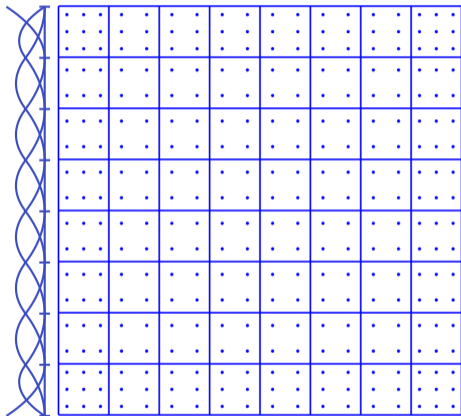
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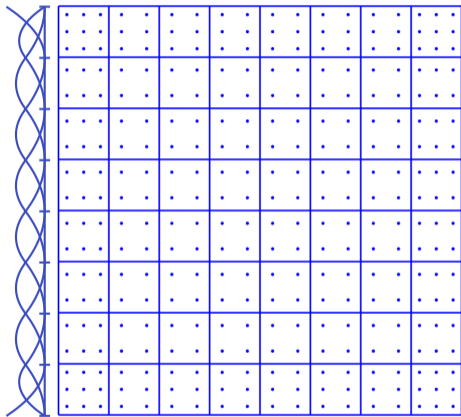
- Row/column-based assembly

# Weighted quadrature point distribution

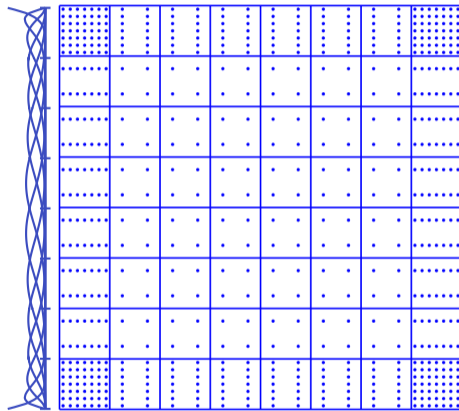


Bi-degree  $p = 2$ ,  $C^{p-1}$  B-spline basis

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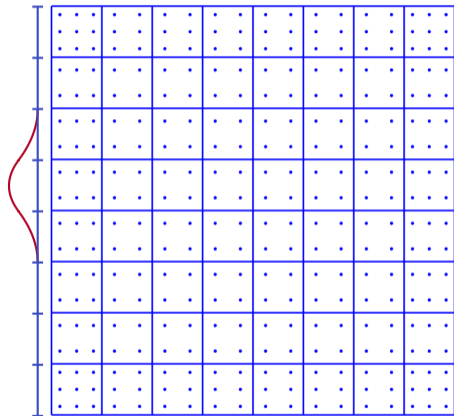


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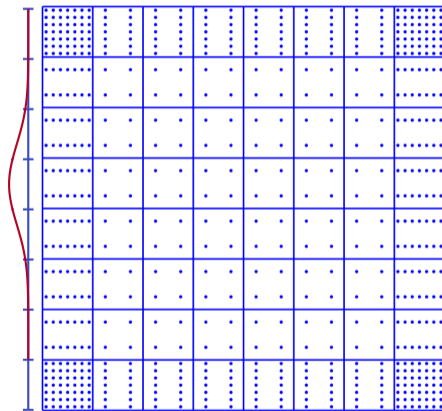


Bi-degree  $p = 6$ ,  $C^{p-1}$  B-spline basis

# Weighted quadrature point distribution



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# Fast formation and assembly – impact

FLOPS for 3D mass matrix for  $C^{p-1}$  splines

(R. Hiemstra et al., CMAME 2019)

- $\mathcal{O}(p^3)$  quadrature points per element

Assembly \ Formation	Quadrature loop	Sum factorization
Element loop	$c \cdot p^9$	$c_1 \cdot p^5 + c_2 \cdot p^6 + c_3 \cdot p^7$
Row/column loop	$c \cdot p^9$	$c_1 \cdot p^7 + c_2 \cdot p^6 + c_3 \cdot p^5$

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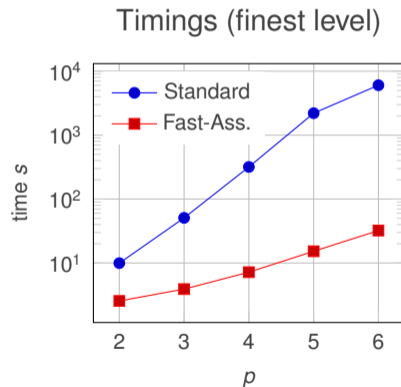
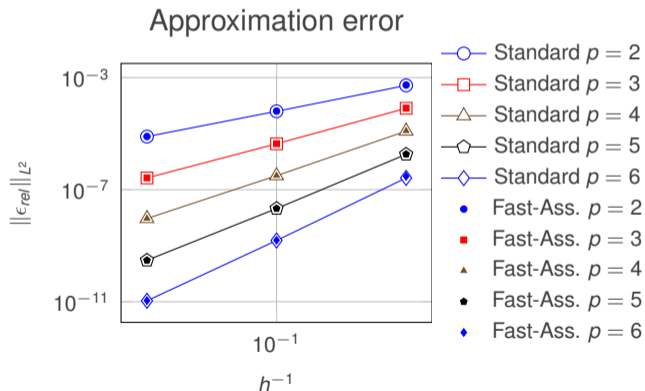
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- $\mathcal{O}(1)$  quadrature points per element

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Element loop	$c \cdot p^6$	$c_1 \cdot p^2 + c_2 \cdot p^4 + c_3 \cdot p^6$
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# Fast formation and assembly – impact

Single thread formation of a 3D mass matrix

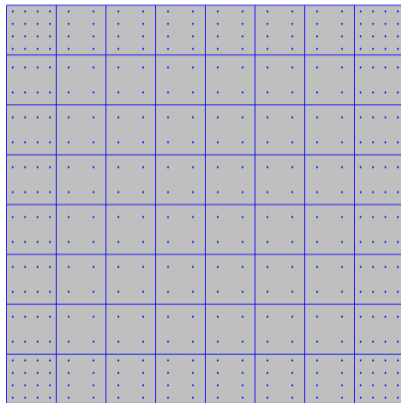


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# The challenge of fictitious domains

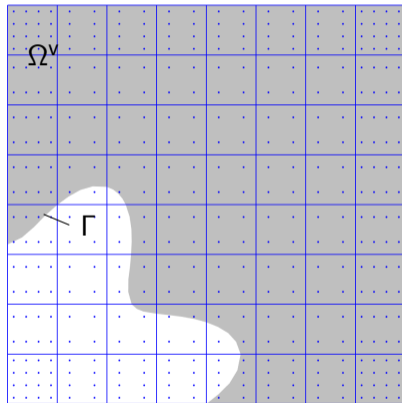
- Sum factorization and weighted quadrature take full advantage of the tensor product structure ...



Bi-cubic  $C^{p-1}$  background mesh

# The challenge of fictitious domains

- Sum factorization and weighted quadrature take full advantage of the tensor product structure ...
- ... which is violated by an arbitrarily located interface  $\Gamma$ .

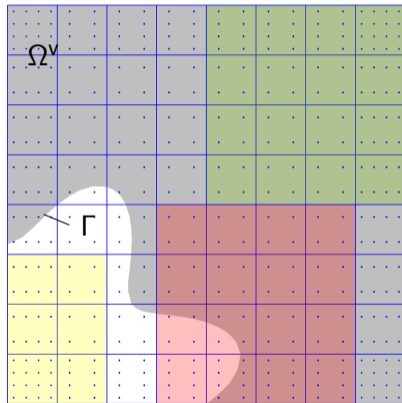


Cut bi-cubic  $C^{p-1}$  background mesh

# Function types of cut background meshes

Classification by valid support size  $\mathcal{S}_i^v := \text{supp}\{B_i\} \cap \overline{\Omega^v}$

- **Exterior** if  $\mathcal{S}_i^v = \emptyset$
- **Interior** if  $\mathcal{S}_i^v = \text{supp}\{B_i\}$
- **Cut** if  $0 < |\mathcal{S}_i^v| < |\text{supp}\{B_i\}|$



Cut bi-cubic  $C^{p-1}$  background mesh

# Integration of cut basis functions

Split of the basis function's valid support  $S_i^y$  into...

$$\int_{S_i^y} B_i(\xi) d\xi = \int_{S_i^c} B_i(\xi) d\xi + \int_{S_i^r} B_i(\xi) d\xi$$



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- **Cut part  $S_i^c$ :**  
**Element-wise** assembly using **higher-order accurate** quadrature  
 (e.g., T.-P. Fries et al., CMAME 2017; R.I. Saye, SISC 2015; R.I. Saye, J. Comput. Phys. 2022)

# Integration of cut basis functions

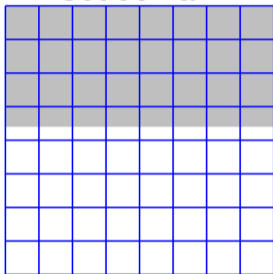
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- **Regular part  $S_i^r$ :**  
 Integration that **exploits the tensor product structure**

# Integration of $\mathcal{S}_i^r$ : weighted quadrature (WQ)

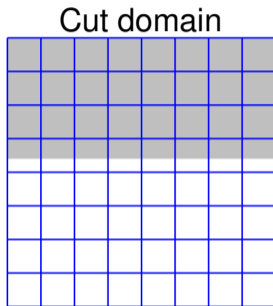
Cut domain



Mass matrix deviation

$\rho$	Error
1	3.330e-03
2	3.389e-04
3	3.038e-04
4	1.782e-04
5	1.599e-04
6	1.282e-04

# Integration of $\mathcal{S}_i^r$ : weighted quadrature (WQ)



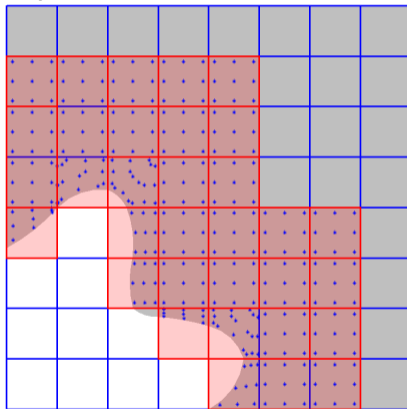
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Straightforward use of weighted quadrature is **not** possible since a **discontinuity** is introduced in the integration domain.

# Integration of $\mathcal{S}_i^r$ : Gauss quadrature (GQ)

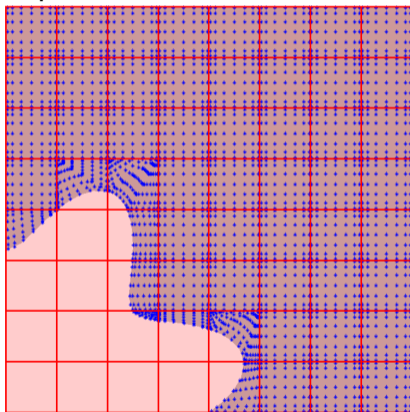
Gauss points for all cut basis functions



Bi-degree  $p = 2$

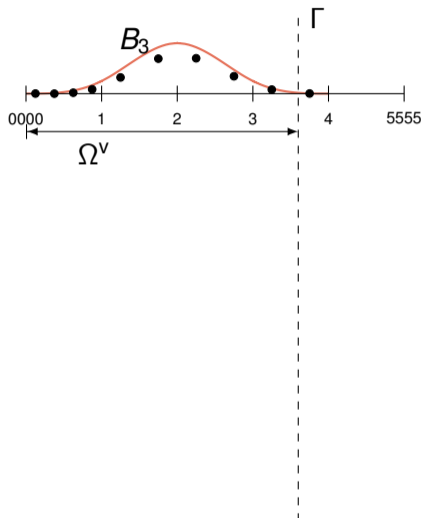
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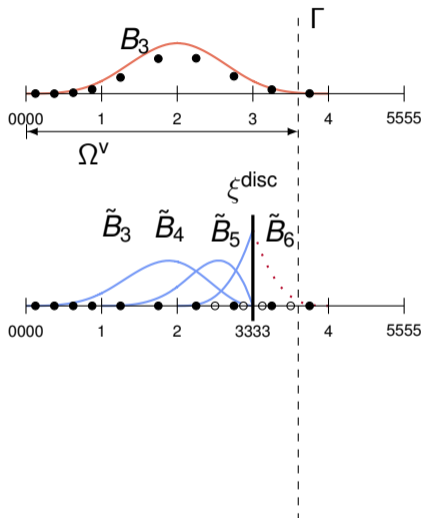
Bi-degree  $p = 6$

# Discontinuous weighted quadrature (DWQ)



Cut B-spline and  
its WQ rule

# Discontinuous weighted quadrature (DWQ)



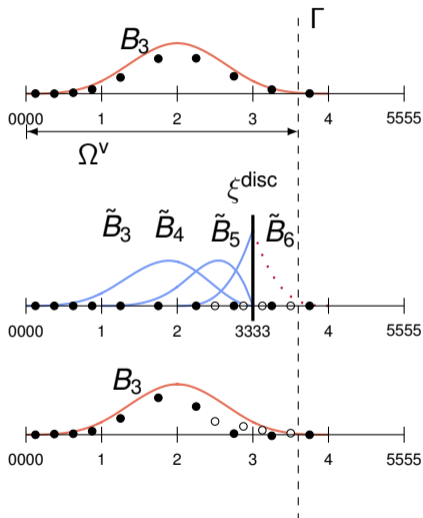
Cut B-spline and  
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Knot insertion at  
 $\xi^{\text{disc}}$  and subdivision  
matrix **S**

Disc. basis and  
additional nested  
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# Discontinuous weighted quadrature (DWQ)



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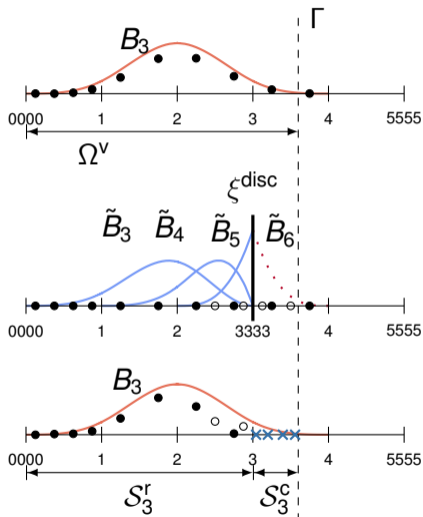
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Compute weights  $\tilde{w}$  and  
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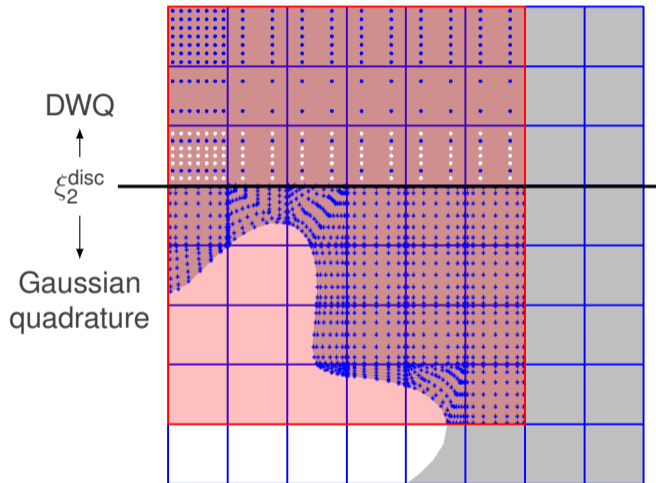
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- DWQ point
- × Gauss point

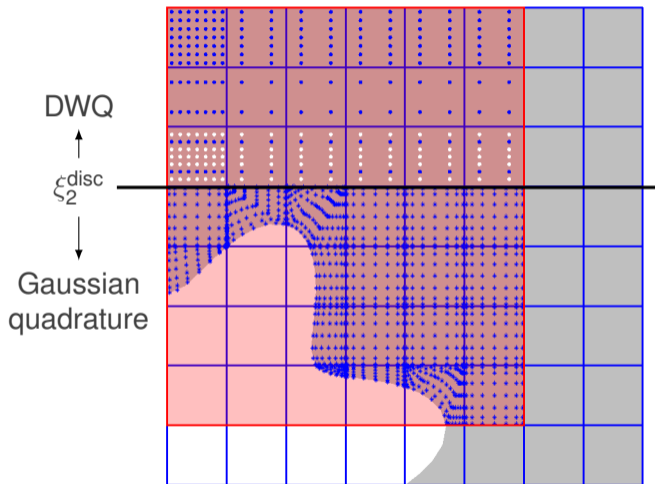
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- Implementation remark:  
Use Gauss point locations for DWQ to reuse evaluations

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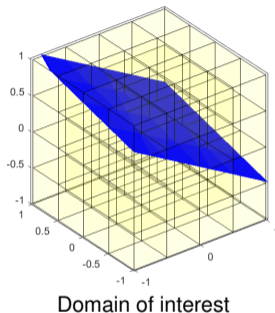
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# 3D mass matrix

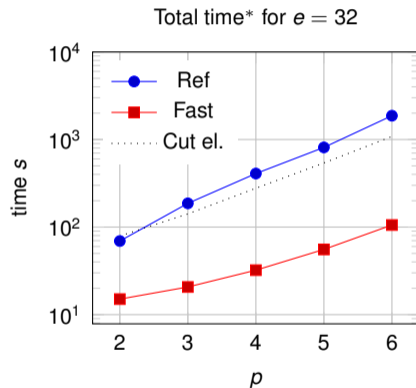
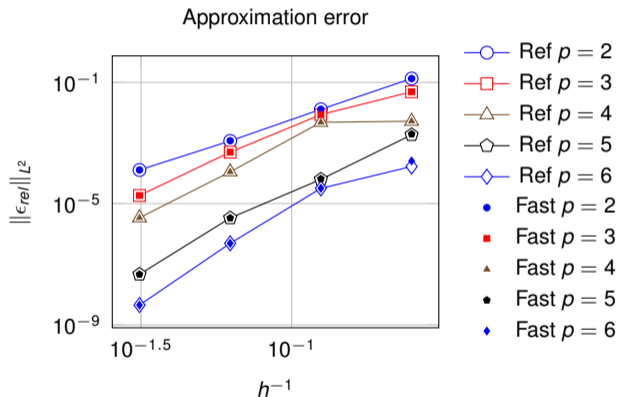
- $L^2$ -projection of the target function

$$f = \sin(2xz) \cos(3yz)$$

- Degrees  $p = \{2, \dots, 6\}$
- Elements per dimension  $e = \{4, 8, 16, 32\}$
- Ill-conditioning due to cut elements is treated by extended B-splines (K. Höllig et al., SINUM 2002)



# 3D mass matrix: Convergence and timings



\* Timings without cut elements

# Conclusions

Fast formation and assembly key ingredients:

- Spline-based background mesh
- Sum factorization (P. Antolin et al., CMAME 2015)
- Row/column assembly
- (Discontinuous<sup>1</sup>) weighted quadrature (F. Calabrò et al., CMAME 2017)

<sup>1</sup>BM, Fast formation and assembly of isogeometric Galerkin matrices for trimmed patches, INdAM Series 2021



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- Significant reduction of FLOPS for setting up system matrices
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Potential drawbacks

- Weighted quadrature does not preserve symmetry
- Code requires a completely new structure
- Many quantities have to be pre-computed for sum factorization

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