Optimization, Adaptivity, and Surface Fitting of High-Order Meshes

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#### **Motivation**

Take easy to generate Cartesian meshes and optimize them for simulation needs.



Time dependent problem where we wish to ensure sufficient resolution with key features of the simulation.



Multi-material Fischer-Tropsch reactor domain to be meshed for shape optimization







# **Target Matrix Optimization Paradigm (TMOP)**



Any Jacobian transformation can be represented using four geometric parameters:

$$W = \underbrace{\zeta} \\ [volume] \ [rotation] \ [skewness] \ [aspect-ratio] \ [skewness] \ [$$

 The transformation T from the physical to target element is defined using the Jacobian transformation A and W.





# **TMOP based Mesh Optimization**

• Quality metric  $\mu(T)$  is a measure of the difference between the active and target Jacobian transformation.

• Shape metric 
$$(\mu_{Sh}(T) = 0.5 \frac{|T|^2}{det(T)} - 1)$$
, Size metric  $(\mu_{Sz}(T) = 0.5(det(T) - \frac{1}{det(T)})^2)$ 

 Using the quality metric and the Jacobian transformation T, the TMOP objective function is defined as:

$$F_{\mu}(\mathbf{x}) = \sum_{E(\mathbf{x}_{E})} \int_{E_{t}} \mu(T(\mathbf{x})) d\mathbf{x}_{t}$$

where **x** represents mesh coordinates, and  $E_t$  is the target element.

 r-adaptivity - F(x) is minimized using a technique such as the Newton's method to optimize the mesh.





#### **Geometric** *r*-adaptivity

• TMOP for *r*-adaptivity:

$$W = \sqrt{\zeta} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & \cos \phi \\ 0 & \sin \phi \end{bmatrix} \begin{bmatrix} \frac{1}{\sqrt{\rho}} & 0 \\ 0 & \sqrt{\rho} \end{bmatrix}$$



**Original mesh** 



Geometric optimization for a high-order mesh







# Simulation-driven *r*-adaptivity



Sinusoidal material indicator  $(\eta)$ 







Optimized mesh





### Simulation-driven *r*-adaptivity



"Simulation-driven optimization of high-order meshes in ALE hydrodynamics." Computers & Fluids, 2020.





### **Boundary and Interface Fitting Method**

Our approach for boundary and interface fitting is to fit the mesh to surface of interest given as the zero level set of a discrete function ( $\sigma(\mathbf{x})$ ), using a penalty-based formulation.



 $\sigma(\mathbf{x})$  describing target interface and mesh to be optimized

$$F(\mathbf{x}) = \underbrace{\sum_{E(\mathbf{x}_{E})} \int_{E_{t}} \mu(T(\mathbf{x})) d\mathbf{x}_{t}}_{F_{\mu}} + \underbrace{w_{\sigma} \int_{\mathcal{S}} \sigma^{2}(\mathbf{x})}_{F_{\sigma}}, \text{ where }$$

- $\sigma$  Discrete function
- $\mathcal{S}$  Nodes marked for fitting
- $w_{\sigma}$  Penalization weight





#### **Level Set Function Representation**

- Using the mesh being optimized for representing  $\sigma(\mathbf{x})$  results in a sub-optimal fit if
  - The mesh does not have sufficient resolution around the zero level-set of  $\sigma(\mathbf{x})$ .
  - If the zero level-set of  $\sigma(\mathbf{x})$  is outside the domain of the mesh.
- We use a background/source mesh with AMR to ensure accuracy in  $\sigma(\mathbf{x}_R)$  and its gradient.



Current mesh and target level set



Level set on a background mesh

We use FindPointsGSLIB in MFEM (a wrapper around the gslib high-order interpolation library) to transfer information from the background mesh to the current mesh.

$$\sigma(\mathbf{x}) = I(\mathbf{x}, \mathbf{x}_B, \sigma(\mathbf{x}_B))$$





#### **Level Set Function Representation for Complex Domains**

 To define non-trivial geometries with sufficient accuracy, we use geometric primitives along with a method for distance function.





AMR around the 0 level set



Distance function from the 0 level set







# **Marking for Interface Fitting**

Marking for interface fitting is not trivial and impacts the quality of the final mesh.







• The fit might be sub-optimal if multiple faces of an element are trying to align along a curve.





- Optimized mesh
- Using an adaptive marking strategy can significantly improve the fit.





# **Marking for Interface Fitting**

• With quadrilateral elements, we can do a *conforming* split to improve the fit.





Similar splitting strategy in hexahedral elements does not guarantee optimal fit and we
are currently working on that problem.





#### **Adaptive Penalization Weight**

- Using a constant penalization weight  $w_{\sigma}$  requires tuning to get the best fit for a given mesh topology and level set function.
- We adapt  $w_{\sigma}$  by monitoring the maximum fitting error,  $|\sigma|_{\mathcal{S},\infty} := \max_{i \in \mathcal{S}} |\sigma_i(\mathbf{x})|$ , at the marked nodes, and increasing  $w_{\sigma}$  if  $|\sigma|_{\mathcal{S},\infty}$  does not decrease sufficiently across subsequent Newton iterations.







#### **Applications - Interface Fitting to a Sphere**

$$T = I, \ \mu_{Sh}(T) = \frac{|T|^2}{3det(T)^{\frac{2}{3}}} - 1$$



#### Multimaterial tet- and hex-meshes fitted to a sphere







#### **Boundary Fitting for a Complex 3D Domain**



Uniform Cartesian (second-order) mesh trimmed and fit to the level-set function.





### **Interface Fitting for the Reactor Design Problem**

- Reactor design problem: Maximize the energy produced by the system while keeping the volume of the aluminum fins fixed (*red/orange* in plots below).
- We first generate a uniform mesh and optimize it in MFEM to get an initial mesh to be used for the reactor design problem in LiDO.







- Simulation-driven optimization of high-order meshes using TMOP.
- Boundary and interface fitting through a penalizationbased formulation.
- All presented methods are (or will be) available in MFEM.



mfem.org



glvis.org









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