

Robust error metrics for adaptivity with ray-effects

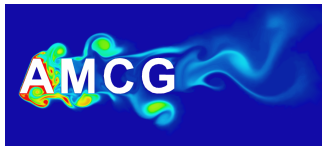
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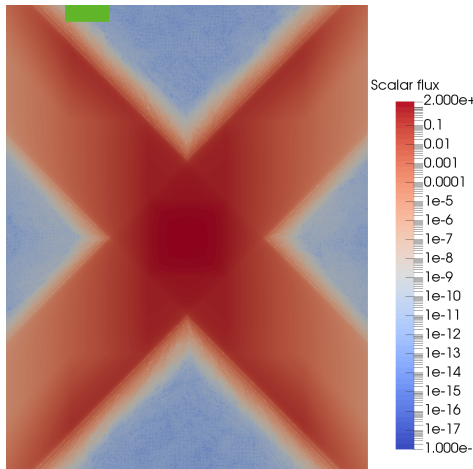
4th November 2020

Imperial College
London



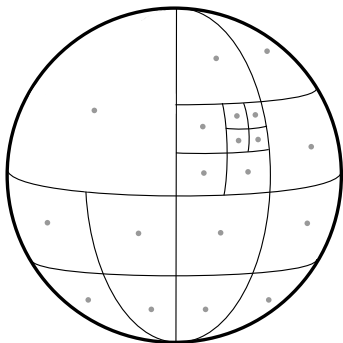
Ray-effects

- ▶ Any non-rotational invariant (NRI) angular discretisation gives ray-effects (Sn, FEM, etc)
- ▶ This is the pre-asymptotic region of convergence
- ▶ Want to solve problems with small solid angle (1×10^{-9} sr.)



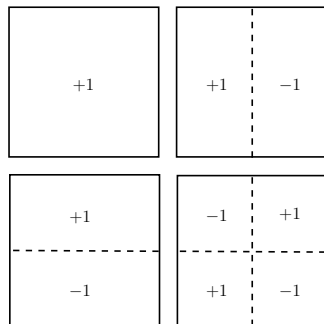
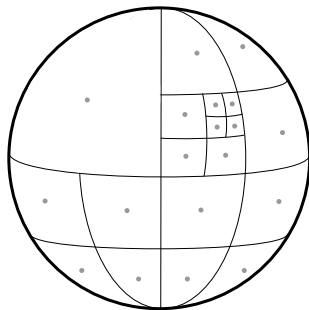
Angular adaptivity

- ▶ Often don't need high resolution everywhere in space/energy
- ▶ Error metric must:
 1. Be able to refine in the pre-asymptotic regime to "resolve" ray-effects
 2. Be able to refine in asymptotic regime to capture real discontinuities
 3. Be locally refineable
 4. Be scalably refineable



Haar wavelets

- ▶ Hierarchical basis on each octant P^0 DG
- ▶ Hence equivalent to P^0 DG FEM in angle
- ▶ Can do arbitrary anisotropic refinement in $\mathcal{O}(n)$



Error metrics

- ▶ Could use regular error metric
- ▶ Rely on wavelet properties (norm-equiv and cancellation)
- ▶ Hence refine where flux is big and discontinuous

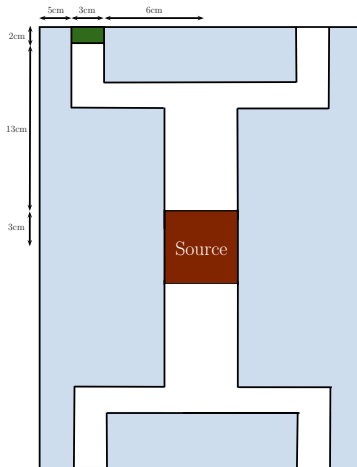


Figure: The red region is a source, the blue region is pure absorber (1 cm^{-1}), with the white, green and red regions pure vacuum.

Regular adapt + load balance

Goal-based error metric

- ▶ Chose a goal to reduce error in (e.g., avg flux in region)
- ▶ Solve forward and adjoint problems - Ψ and Ψ^*
- ▶ Form forward and adjoint residuals - $\hat{\mathbf{R}}$ and $\hat{\mathbf{R}}^*$
- ▶ Dual-weighted residual method gives:

$$\mathbf{e} = \frac{\max\{|\Psi \odot \hat{\mathbf{R}}^*|, |\Psi^* \odot \hat{\mathbf{R}}|\} N_{\text{DOF}}}{\tau},$$

- ▶ Then trigger refinement where \mathbf{e} is big

Goal-based adaptivity and ray-effects

- ▶ Rely on being able to “see” the detector in pre-asymptotic
- ▶ Error metric is zero - no adapt!
- ▶ Easy to not bump into this

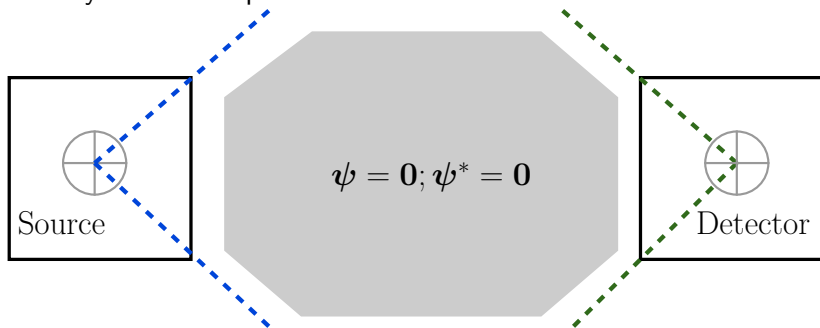


Figure: Source/detector problem in a vacuum

“Fake” robustness

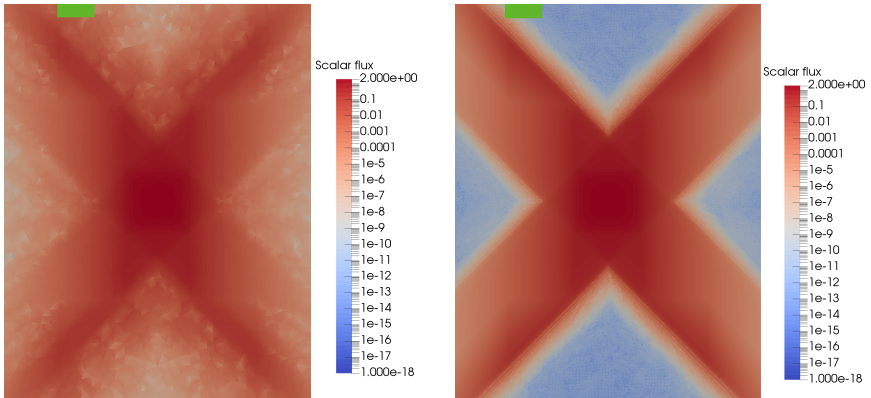


Figure: H_1 solution on coarse (3000 elements) and fine mesh (265k elements)

- ▶ Detector response on coarse mesh from numerical diffusion
- ▶ Refined spatial mesh gives zero response
- ▶ “Fake” response also from aligned detector, or scatter path

Robust error metric

- ▶ Let's try and build a cheap surrogate solution without ray-effects
- ▶ Use this to trigger refinement in pre-asymptotic
- ▶ Can't use diffusion equation as isotropic in angle
- ▶ Can't use different quadrature/NRI disc.
- ▶ Could add angular diffusion to NRI but how to add "enough" / "not too much"
- ▶ P_n is rotationally invariant but poorly conditioned due to Gibbs with streaming

Robustness with FP_n

- ▶ Filtered P_n equivalent to adding angular diffusion
- ▶ Converges to true transport solution
- ▶ No-ray effects and constant condition number with pure streaming
- ▶ But $\mathcal{O}(n^2)$ because of BCs

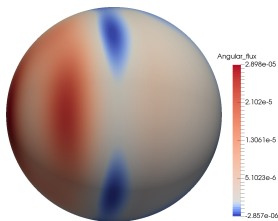


Figure: P_n solution

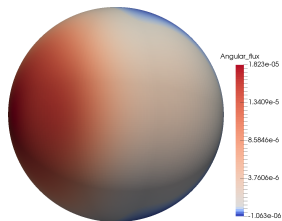


Figure: Filtered P_n solution

Ryan G. McClarren and Cory D. Hauck. Robust and accurate filtered spherical harmonics expansions for radiative transfer. *Journal of Computational Physics*, 229(16):5597–5614, August 2010. ISSN 0021-9991

S. Dargaville, A. G. Buchan, R. P. Smedley-Stevenson, P. N. Smith, and C. C. Pain. Angular adaptivity with spherical harmonics for Boltzmann transport. *Journal of Computational Physics*, 397(108846), 2019

Asymptotic regimes

- ▶ Exploit pre-asymptotic regime is different for FP_n and NRI disc.
- ▶ Use low-order FP_n $\mathcal{O}(n^2)$ solution to bootstrap our error metric
- ▶ Then scalable $\mathcal{O}(n)$ Haar adapt takes over

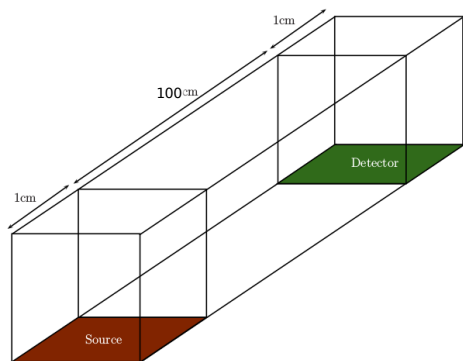


Figure: Pure vacuum source/detector

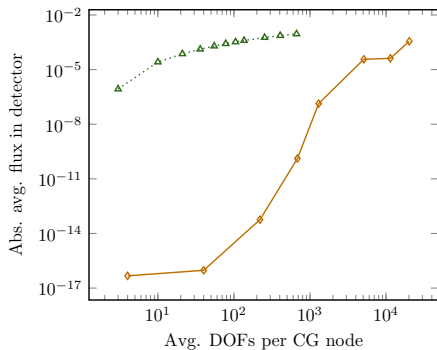


Figure: \diamond uniform LS P^0 FEM, \triangle is uniform FP_n with $\Sigma_f = 0.1$.

Simple heuristic

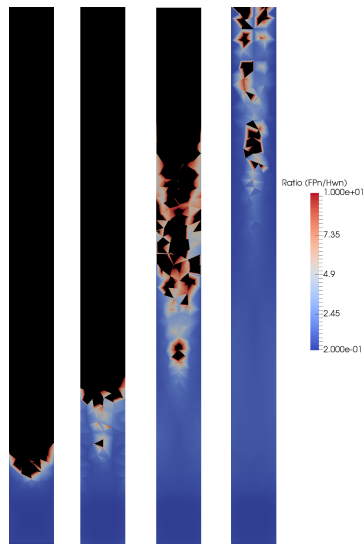


Figure: FP_1 vs Haar solution
Shaded black where > 10

- ▶ Solve Haar forward/adjoint, then FP_n forward/adjoint
- ▶ Use FP_n solution in metric if 10 times bigger than Haar
- ▶ Then refine Haars and repeat
- ▶ In limit of FP_n refined, heuristic reduced and τ reduced
- ▶ Goal-based Haar adapt converges to true solution

Duct problem - Goal based

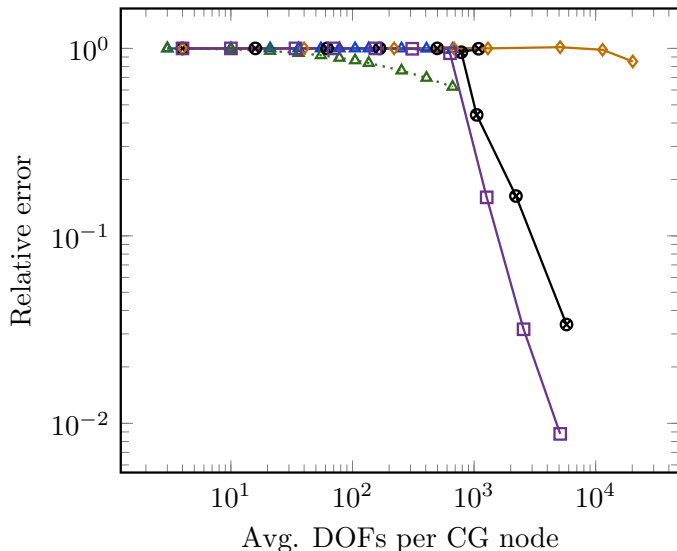


Figure: \square is fixed refined Haars, \otimes goal-based Haar adapts, \diamond uniform LS P^0 FEM, \triangle is uniform FP_n with $\Sigma_f = 0.1$.

Duct problem - Goal based

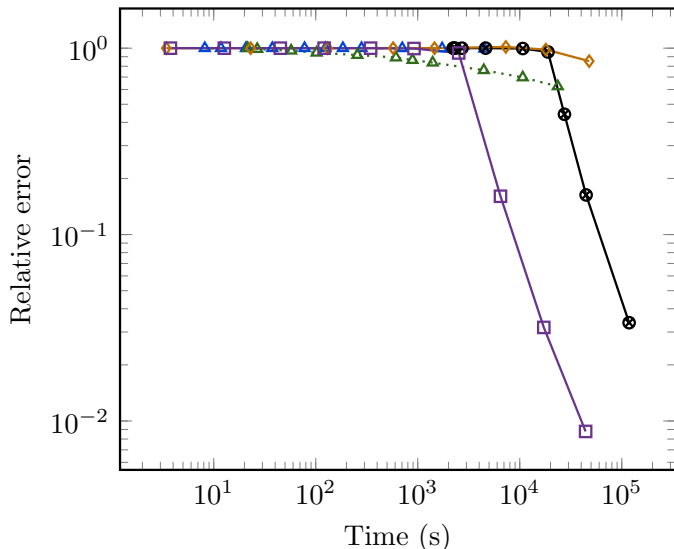


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Duct problem - Goal based

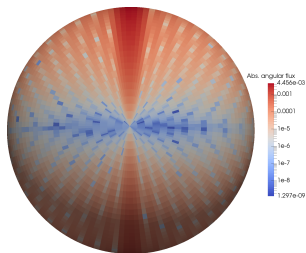


Figure: FP_{21} solution at midpoint

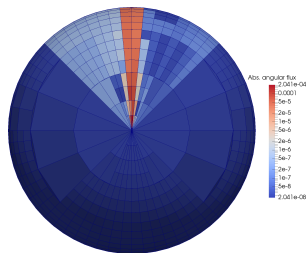


Figure: Haar adapt after 5 steps

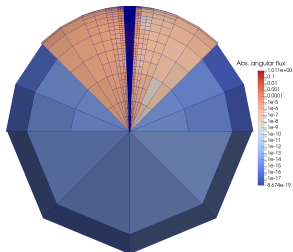


Figure: Haar adapt after 10 steps

3D scatter box

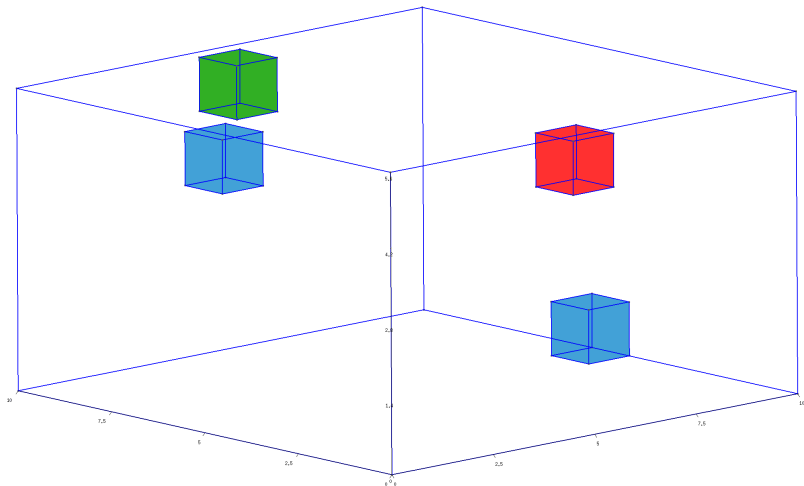


Figure: 10x10x6cm box, all regions vacuum except blue pure scattering regions (1cm^{-1}), red region is source, green region is detector.

3D scatter box - Goal based

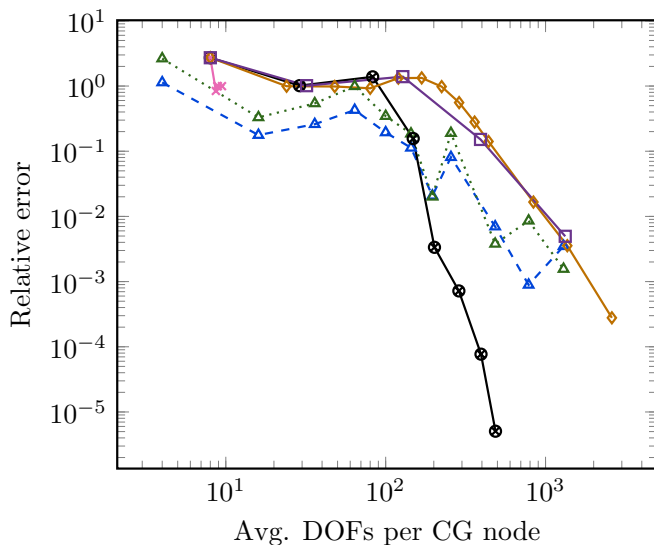


Figure: □ is fixed refined Haars, ⊗ goal-based Haar adapts, × non-robust Haar adapt, ◇ uniform LS P^0 FEM, △ is uniform FP_n with $\Sigma_f = 0.1$.

3D scatter box - Goal based

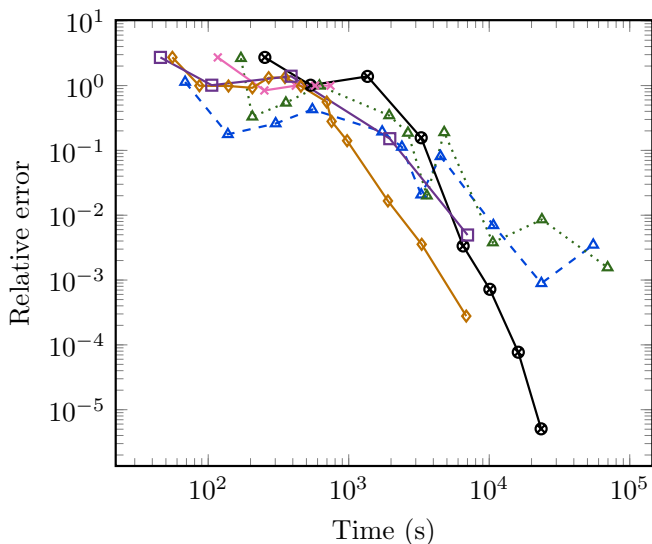


Figure: \square is fixed refined Haars, \otimes goal-based Haar adapts, \times non-robust Haar adapt, \diamond uniform LS P^0 FEM, \triangle is uniform FP_n with $\Sigma_f = 0.1$.

3D scatter box - Goal based

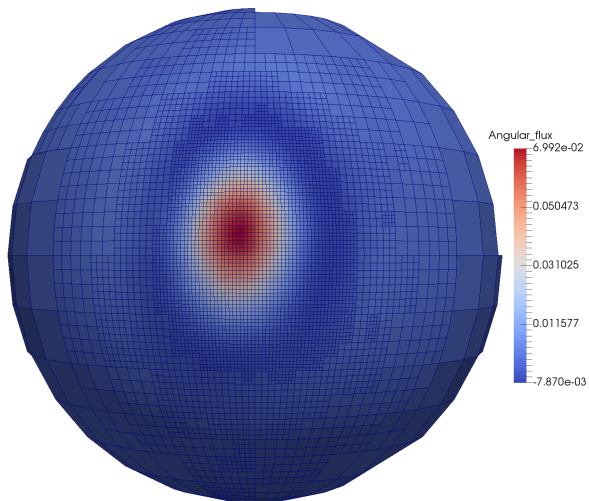
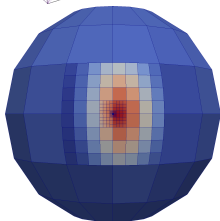
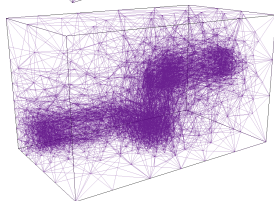
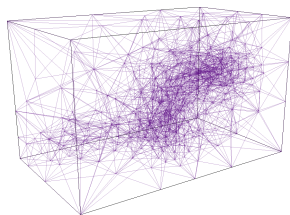


Figure: Adapted angular flux in direct path between source/detector.

Conclusions

- ▶ If you're doing goal-based space or angle adapts
- ▶ Be careful about the pre-asymptotic regime with streaming
- ▶ Using FP_n surrogate solution brings robustness
- ▶ If you aren't robust in all parameter regimes, why bother?
- ▶ Hopefully now robust for combined space + angle adapts



Thanks for listening

S. Dargaville, A. G. Buchan, R. P. Smedley-Stevenson, P. N. Smith, and C. C. Pain. Angular adaptivity with spherical harmonics for Boltzmann transport. *Journal of Computational Physics*, 397(108846), 2019

S. Dargaville, A. G. Buchan, R. P. Smedley-Stevenson, P. N. Smith, and C. C. Pain. Scalable angular adaptivity for Boltzmann transport. *Journal of Computational Physics*, 406(109124), 2020a

S. Dargaville, R. P. Smedley-Stevenson, P. N. Smith, and C. C. Pain. Goal-based angular adaptivity for boltzmann transport in the presence of ray-effects. *Journal of Computational Physics*, 421(109759), 2020b

Dogleg problem - Goal based

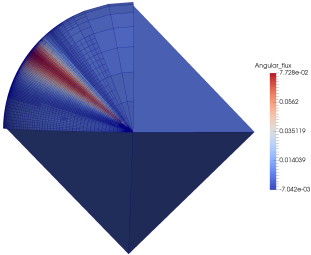
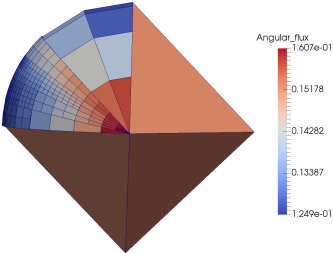


Figure: Flux near source and duct

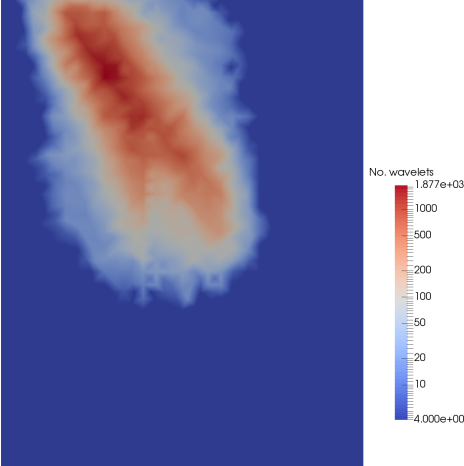


Figure: No. angles after 9 adapt steps

Dogleg problem - Goal based

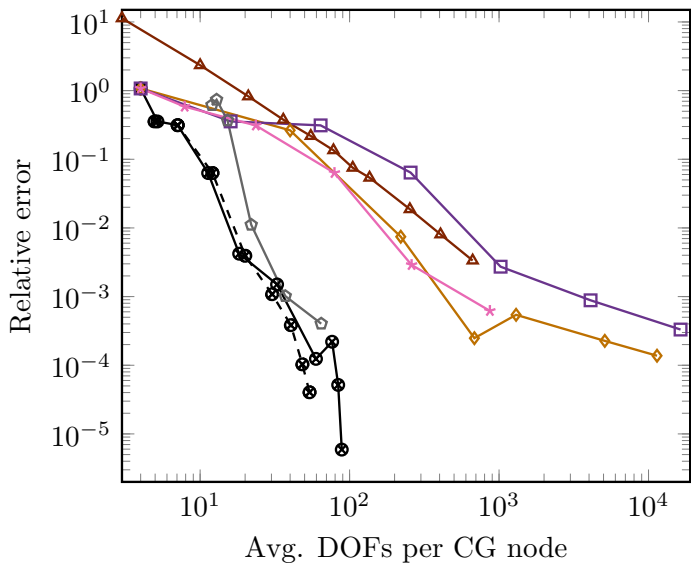


Figure: \triangle is uniform P_n , the \square is uniform Haars, $*$ regular adapt Haars, \diamond goal-based linear wavelets [1], \otimes goal-based Haar adapts, \diamond uniform LS P^0 FEM

Dogleg problem - Goal based

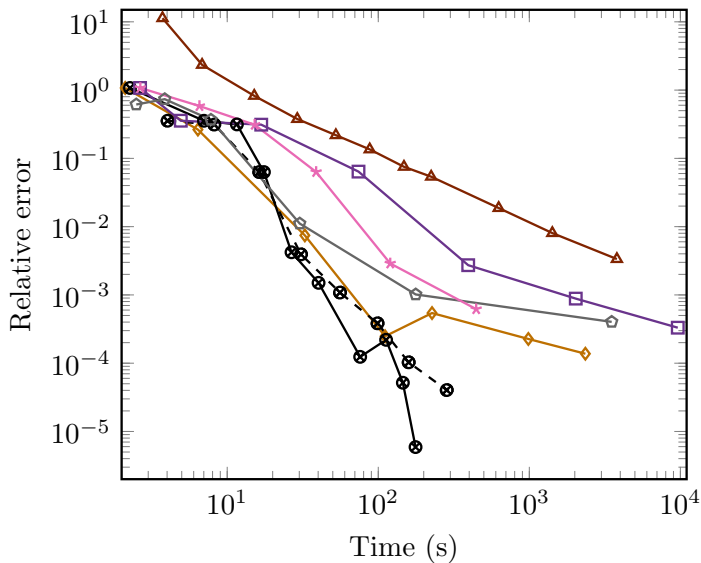


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Dogleg problem - Goal based

Adapt step:	1	2	3	4	5
Cum. runtime (μ s) per final DOF:	57	130	144	134	121
Peak memory use:	254.6	199.2	155.9	95.3	66.4
Adapt step:	6	7	8	9	10
Cum. runtime (μ s) per final DOF:	97.2	94.6	102	119	136
Peak memory use:	48.8	35.2	31.3	30.72	30.67

Table: Time and peak memory in copies of adapted ang. flux

- ▶ Linear growth in memory consumption per adapted DOF
- ▶ Close to linear growth in runtime per adapted DOF
- ▶ We have scalability in this problem - min solid angle 5×10^{-6} sr
- ▶ Uniform DG LS S_{780} sweep would need 136 ns solve time per DOF

Ray-effect free

- ▶ We need something to “bootstrap” the angle adapt
- ▶ Or to compute an importance map/weight window in angle
- ▶ Diffusion approximation won't work - Constant in angle
- ▶ Can't use anything with ray-effects
- ▶ P_n doesn't have ray effects, but Gibbs
- ▶ Filtered P_n removes Gibbs, reduces convg. rate in smooth problems
- ▶ Still converges to real transport solution

Filtered P_n

$$f(\boldsymbol{\Omega}) = \sum_{l=0}^N \sum_{m=-l}^l \left[\sigma \left(\frac{l}{N+1} \right) \right]^s f_{l,m} Y_{l,m}(\boldsymbol{\Omega}),$$

- ▶ where $\sigma(\eta)$ is a filter function and s is a strength.
- ▶ Rotationally-invariant
- ▶ (Close to) constant condition number with angular refinement
- ▶ Equivalent to a forward-peaked scattering operator
- ▶ Filter acts like angular “diffusion”
- ▶ Still $\mathcal{O}(n^2)$ in angle size (BCs, jump terms)

Ryan G. McClarren and Cory D. Hauck. Robust and accurate filtered spherical harmonics expansions for radiative transfer. *Journal of Computational Physics*, 229(16):5597–5614, August 2010. ISSN 0021-9991

David Radice, Ernazar Abdikamalov, Luciano Rezzolla, and Christian D. Ott. A new spherical harmonics scheme for multi-dimensional radiation transport I. Static matter configurations. *Journal of Computational Physics*, 242:648–669, June 2013. ISSN 0021-9991. doi: 10.1016/j.jcp.2013.01.048. URL <http://www.sciencedirect.com/science/article/pii/S0021999113001125>

Filtered P_n

- ▶ Compute (low-order but ray-effect free) FP_n solution
- ▶ Use this to compute error metric/importance map
- ▶ Then scalable adapt or Monte-Carlo takes over and resolves to high accuracy

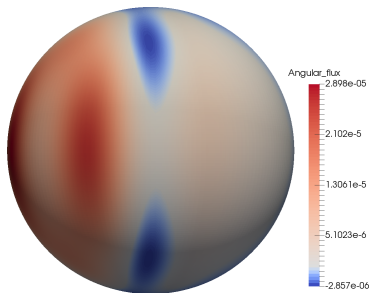


Figure: P_n solution

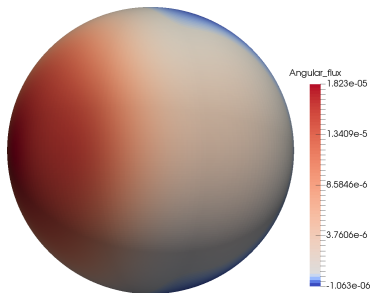


Figure: Filtered P_n solution

Adaptivity with FP_n

- ▶ FP_n will be (at best) $\mathcal{O}(n^2)$ in angle size
- ▶ Angular adaptivity can reduce the size of n
- ▶ The filter smooths out Gibbs oscillations
- ▶ We only want to apply that heavily around discontinuities
- ▶ Our adaptivity process can tell us where there are discontinuities
- ▶ Preserves high order where smooth

Adaptivity with FP_n

- ▶ Fix constant filter strength Σ_f^1
- ▶ Solve coarse linear systems (forward + adjoint)
- ▶ Compute goal-based error metrics and refine
- ▶ Our spatial discretisation gives us the amount of stabilisation applied $\tilde{\Sigma}_{stab}$
- ▶ Compute (heuristic) spatially-dependent filter strength Σ_f
- ▶ Solve refined/spatially-filtered linear system
- ▶ ...

$$\Sigma_f = \Sigma_f^1 \left(\frac{|\tilde{\Sigma}_{stab}|}{\max(|\tilde{\Sigma}_{stab}|)} \right)^{(1/3)} .$$

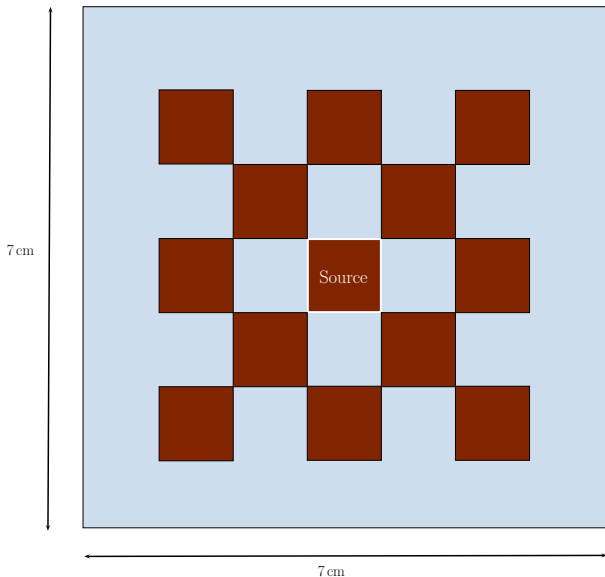


Figure: Schematic of the 2D Brunner lattice problem. The red region is a pure absorber (10 cm^{-1}), the blue region is pure scatter (1 cm^{-1}), with the the white bordered region a source.

Brunner problem with adapted FP_n

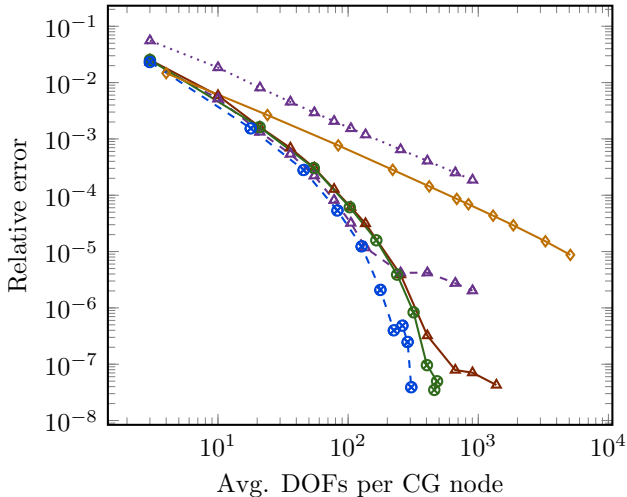


Figure: The \otimes goal-based P_n adapts, dashed \otimes goal-based FP_n adapts, spatially dependent Σ_f , with $\Sigma_f^1 = 10$. Solid \triangle is uniform P_n , the dotted \triangle is uniform FP_n with $\Sigma_f = 10$ with dashed $\Sigma_f = 1$ and \diamond uniform LS P^0 FEM.

Brunner problem with adapted FP_n

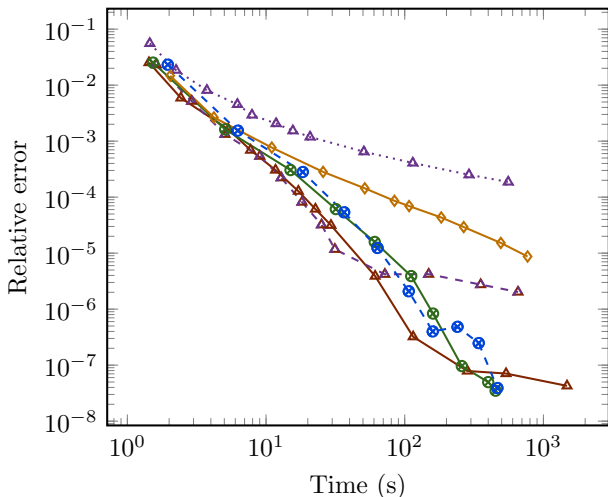


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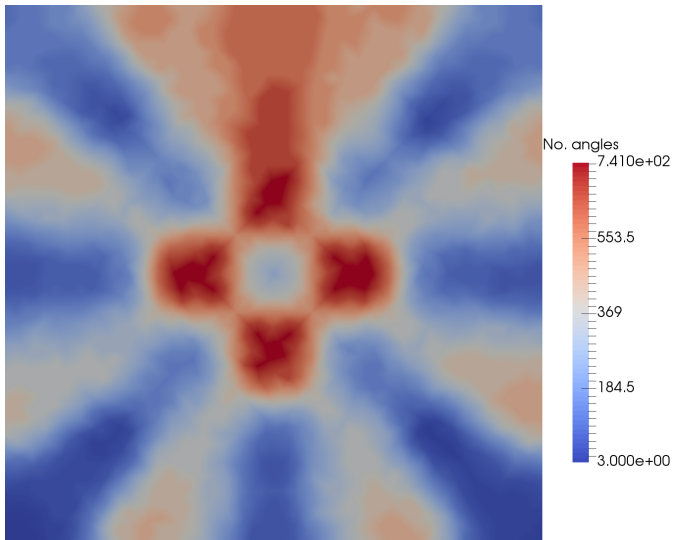


Figure: Number of angles applied by our adaptive FP_n algorithm after 10 adapt steps.

Brunner problem with adapted FP_n

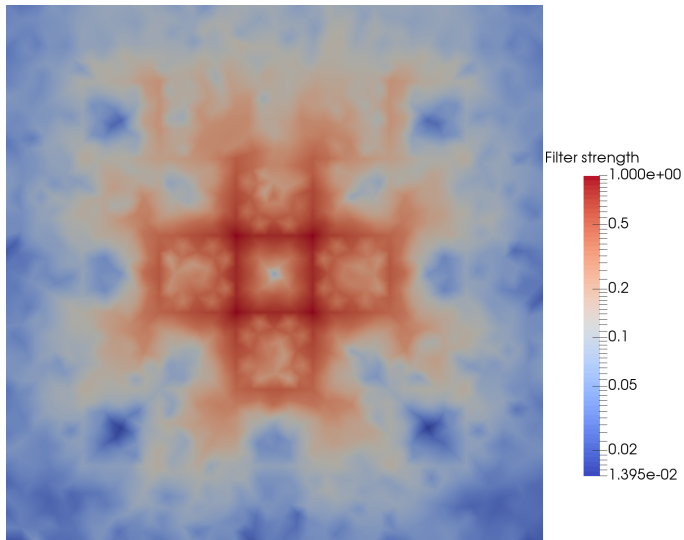


Figure: Spatially-dependent filter values after 10 adapt steps

Dogleg problem with adapted FP_n

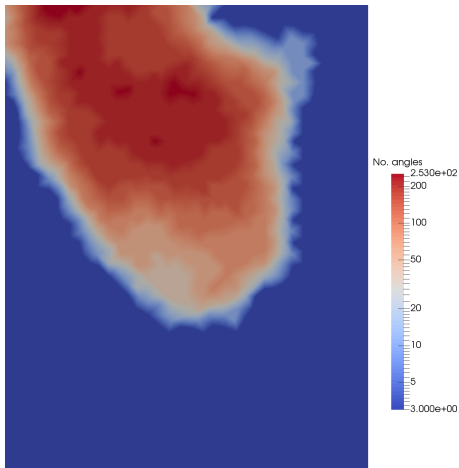


Figure: No angles after 10 adapt steps

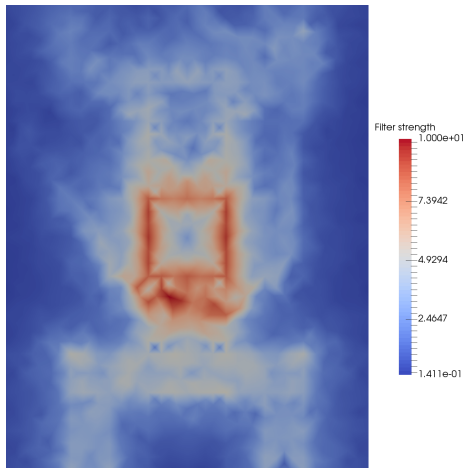


Figure: Filter strength

Dogleg problem with adapted FP_n

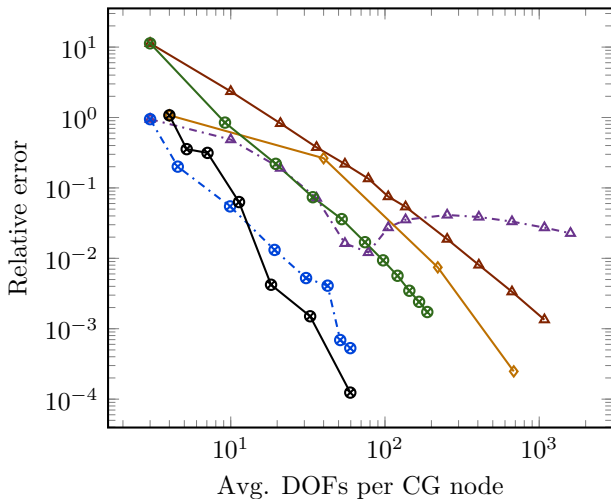


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Dogleg problem with adapted FP_n

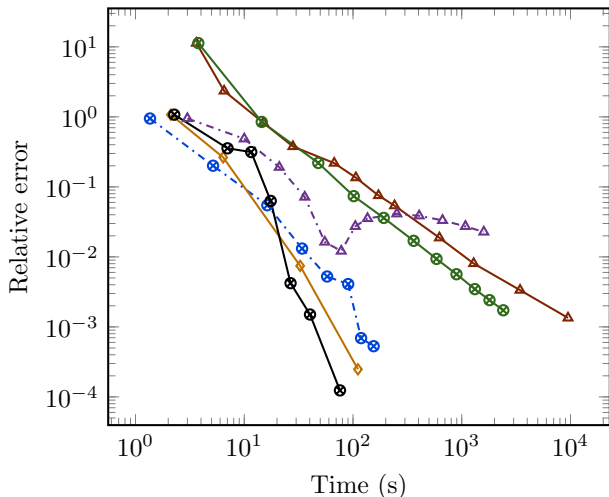


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Goal-based adaptivity

- ▶ We need something to “bootstrap” the adapt
- ▶ Diffusion approximation won't work - H_1 captures exactly
- ▶ P_n doesn't have ray effects, but Gibbs
- ▶ Filtered P_n removes Gibbs, reduces convg. rate to ~ 0.5
- ▶ Applying BCs and dense angular matrices still $\mathcal{O}(n^2)$
- ▶ Use (bad but ray-effect free) FP_n solution to force adapts
- ▶ When a single ray can see detector
- ▶ Then scalable adapt takes over and resolves to high accuracy
- ▶ Note “high accuracy” can mean 1 decimal place!

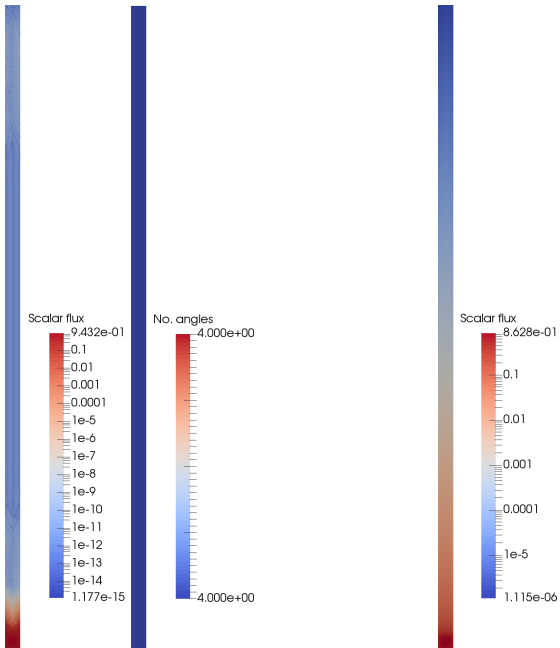
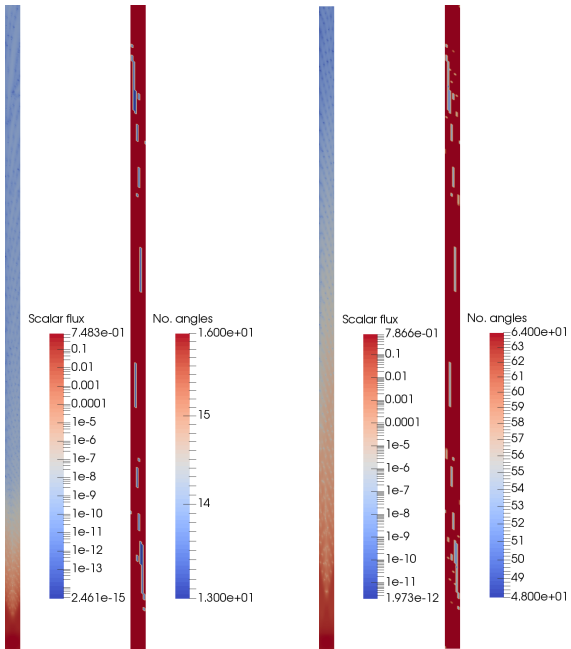
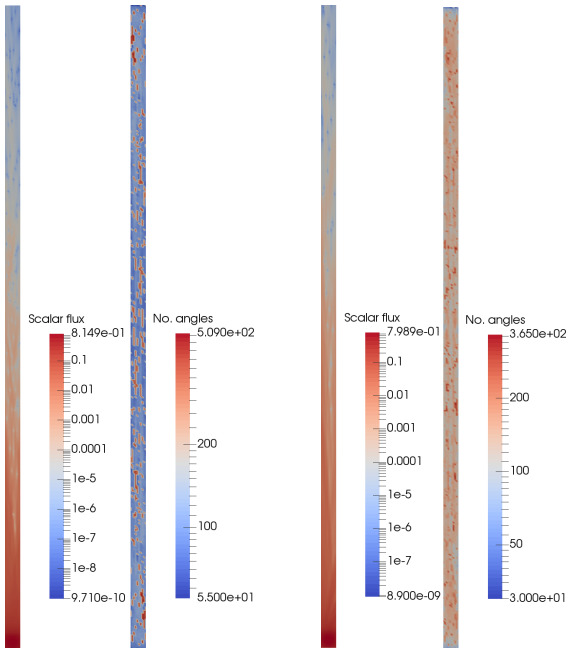


Figure: H_1 and FP_{15} in vacuum source/detector problem - 40/1 ratio





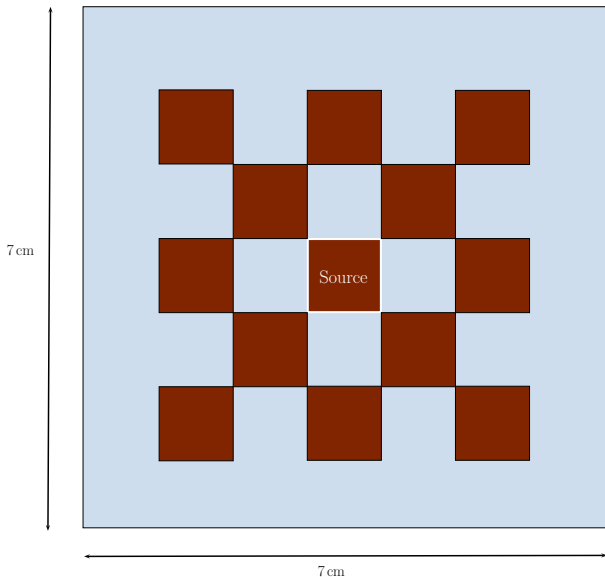


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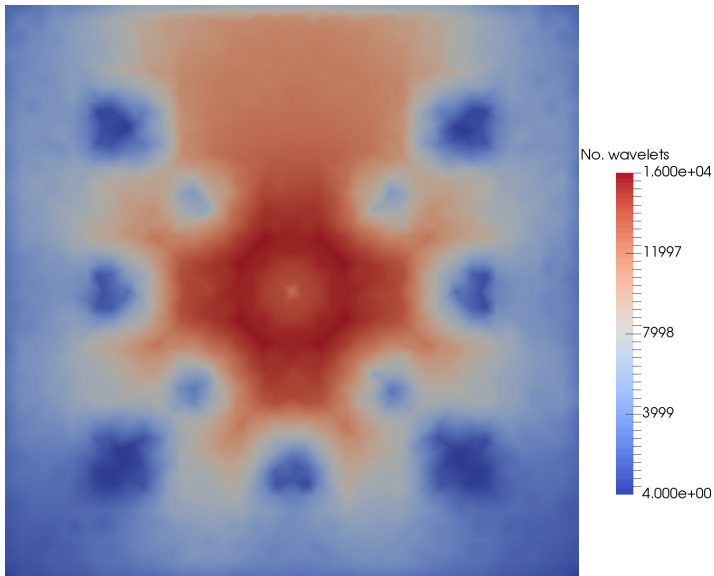


Figure: Number of angles applied with regular adaptivity after 7 adapt steps.

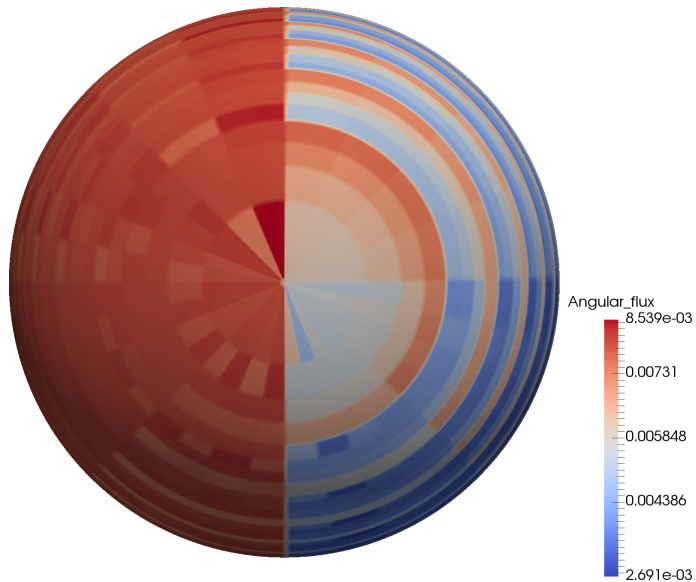


Figure: Adapted angular flux at $x = 3, y = 3.5$

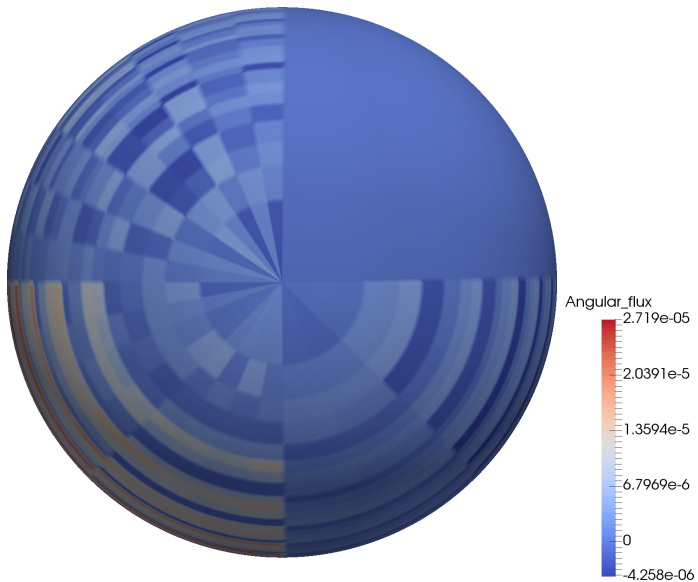


Figure: Adapted angular flux at $x = 2.5, y = 2.5$

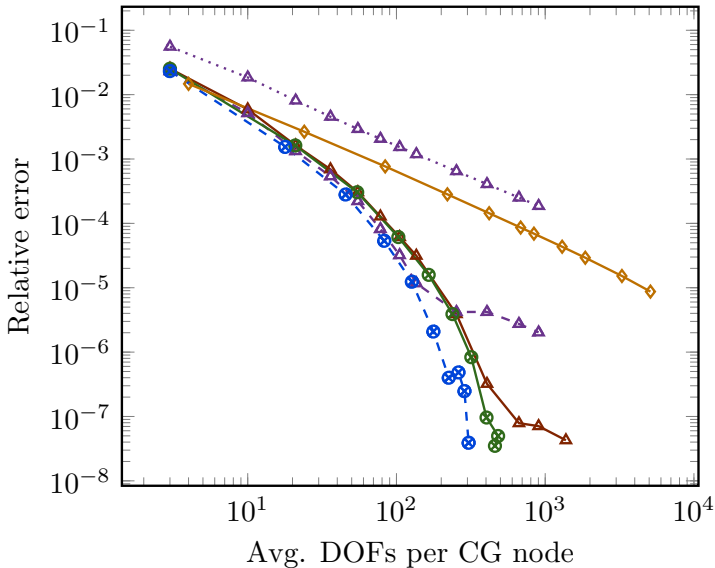


Figure: The ● are regular Haar adapts with threshold coefficient 1×10^{-5} with the dashed the standard Haar decomposition and the solid the non-standard. The △ is uniform P_n and ◇ is uniform P0-DG with level-set.

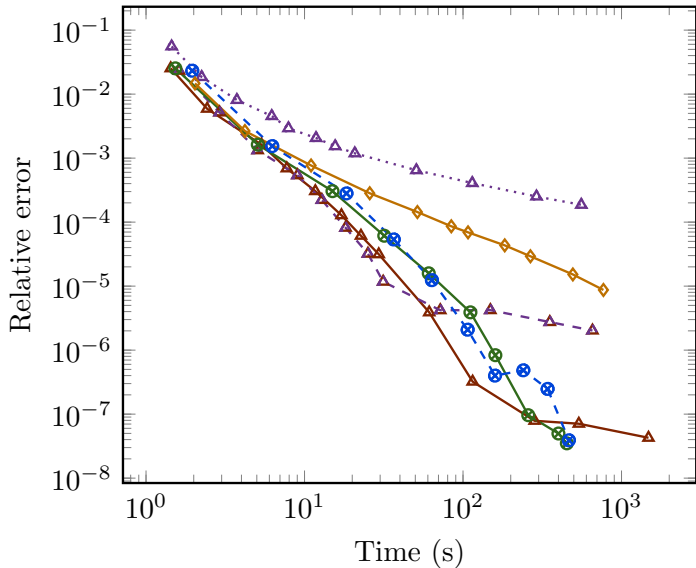


Figure: The ● are regular Haar adapts with threshold coefficient 1×10^{-5} with the dashed the standard Haar decomposition and the solid the non-standard. The \triangle is uniform P_n and \diamond is uniform P_0 -DG with level-set.

FETCH2 goal-based spatial adaptivity

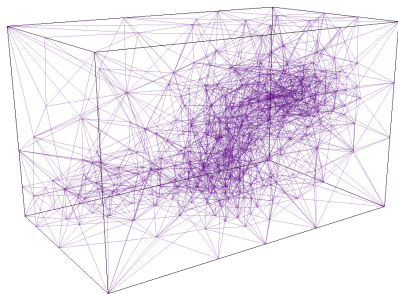


Figure: Initial mesh

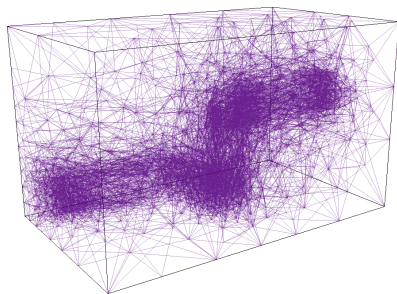


Figure: After one adapt

- ▶ Anisotropic hr spatial adaptivity is only refining the mesh where necessary to reduce error in the goal

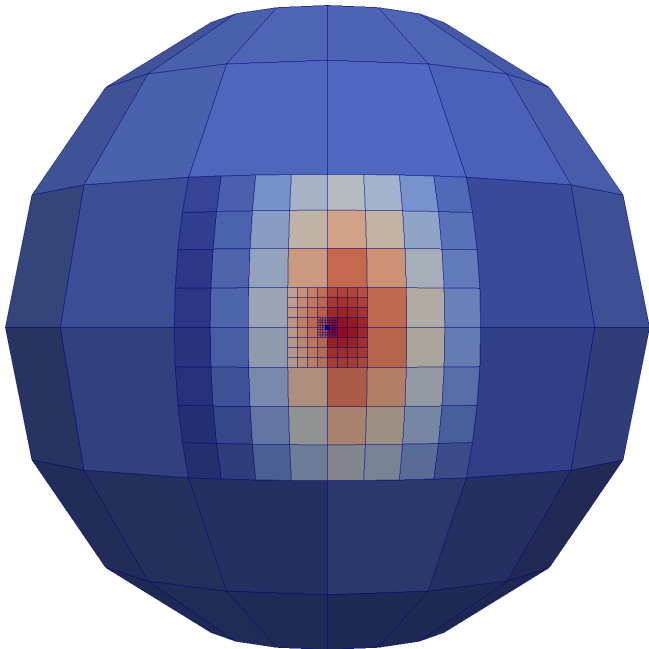


Figure: Angular adaptivity after 13 levels of refinement in a duct problem

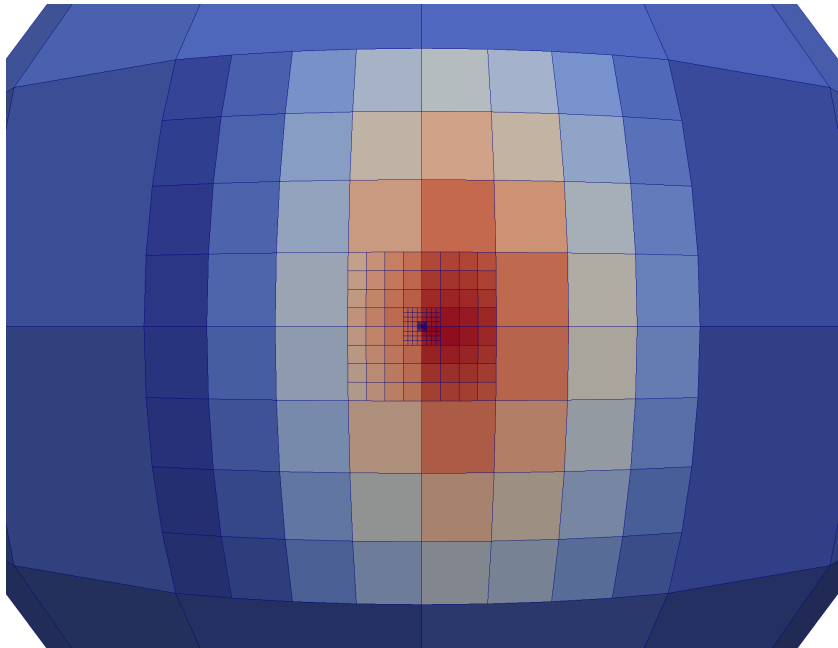


Figure: Angular adaptivity after 13 levels of refinement in a duct problem

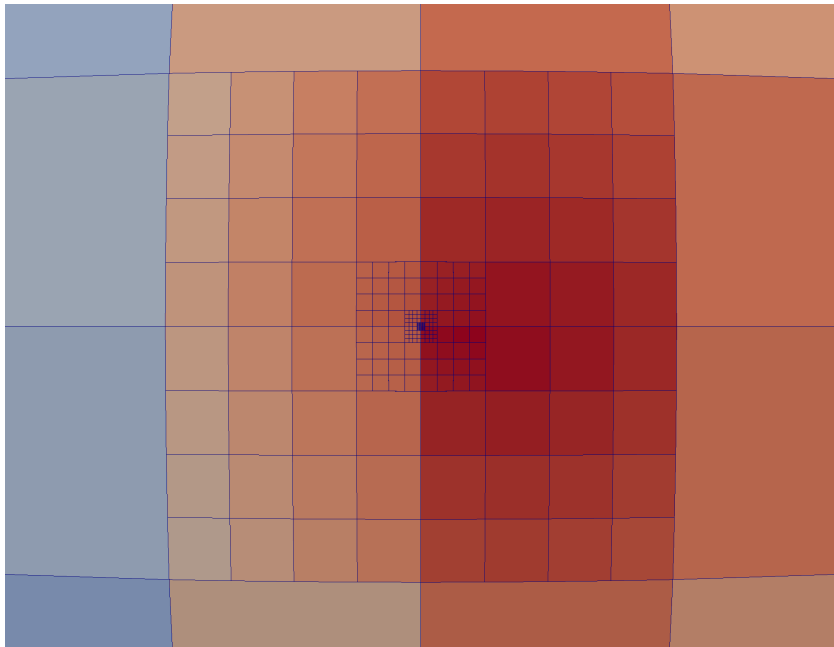


Figure: Angular adaptivity after 13 levels of refinement in a duct problem

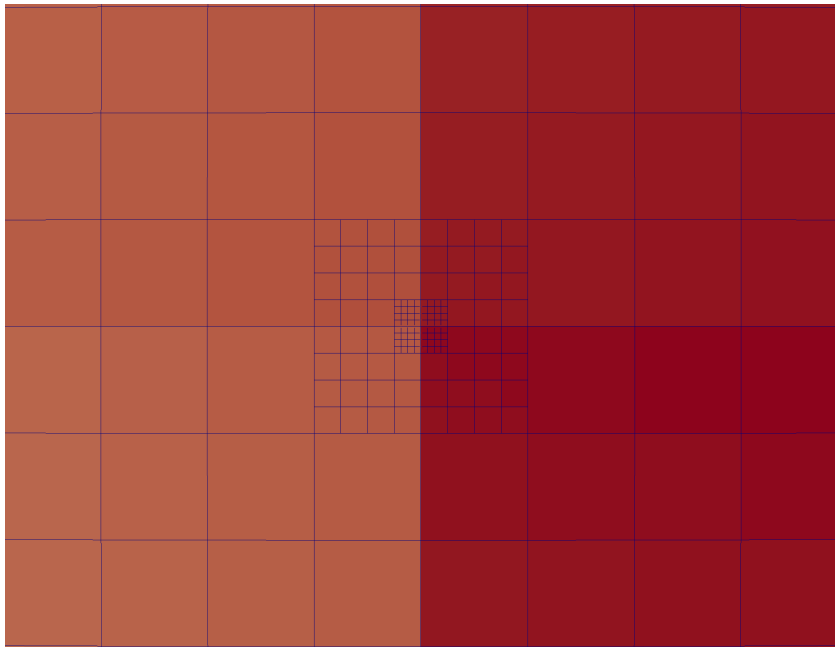


Figure: Smallest angular element - 9×10^{-8} sr