

Hybridized Discontinuous Galerkin Methods

Theory and Implementation in DUNE

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Joint work with Herbert Egger (Uni Graz)

1st DUNE User Meeting, Stuttgart



Outline

- 1 Hybridization: From DG to HDG
 - Preliminaries
 - A simple DG method
 - Hybridization: HDG
 - Implementation in DUNE
 - Example: Oseen problem
- 2 Hybridized Mortar Methods
 - Relation between HDG and Hybridized Mortar
 - Implementation in DUNE
 - Example: Stokes problem
- 3 Conclusion

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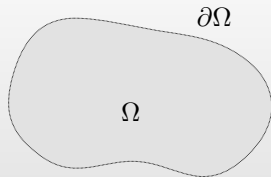
3 Conclusion

Model problem

Model problem: Poisson's equation

Given $f \in L^2(\Omega)$, find $u \in H^1(\Omega)$, such that

$$\begin{aligned} -\Delta u &= f, & \text{on } \Omega \\ u &= 0, & \text{on } \partial\Omega \end{aligned}$$



Assume $\Omega \subset \mathbb{R}^d$ is bounded, sufficiently regular domain.

Notation:

- $(u, v)_D := \int_D u v \, dx \quad \forall D \subseteq \Omega$
- $\|v\|_{0,D} := \sqrt{(v, v)_D}, \quad |v|_{1,D} := \sqrt{(\nabla v, \nabla v)_D}$
- We will abbreviate $\mathbf{H}^1(\Omega) := [H^1(\Omega)]^d$ etc.

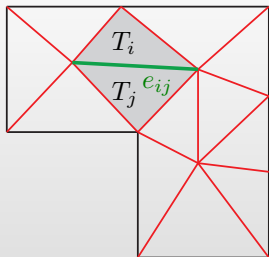
Meshes and basic notation

Meshes: (hanging nodes also possible)

$$\mathcal{T}_h := \{T_i\}, \text{ where } \bar{\Omega} = \bigcup \bar{T}_i$$

$$\partial\mathcal{T}_h := \{\partial T_i\}$$

$$\mathcal{E}_h := \{e_{ij} : e_{ij} = \partial T_i \cap \partial T_j, i > j\}$$



Broken Sobolev spaces:

$$H^s(\mathcal{T}_h) := \{v \in L^2(\Omega) : v|_T \in H^s(T) \text{ for all } T \in \mathcal{T}_h\}$$

$$(u, v)_{\mathcal{T}_h} := \sum_{T \in \mathcal{T}_h} (u, v)_{L^2(T)}, \quad \|v\|_{\mathcal{T}_h} := (v, v)_{\mathcal{T}_h}^{1/2}, \quad \text{etc.}$$

Jump and average:

$$[[v]] := v|_{T_i} - v|_{T_j}, \quad \{v\} := \frac{1}{2}(v|_{T_i} + v|_{T_j})$$

Note: functions defined on \mathcal{E}_h can be interpreted as functions on $\partial\mathcal{T}_h$.

A simple DG method

Example: Symmetric Interior Penalty Galerkin (SIPG¹)

Find $u \in H^s(\mathcal{T}_h) \cap H_0^1(\Omega)$, $s > 3/2$, such that

$$a_h^{SIPG}(u, v) = (f, v)_{\mathcal{T}_h}, \quad \forall v \in H^s(\mathcal{T}_h),$$

where we define a symmetric bilinear form

$$\begin{aligned} a_h^{SIPG}(u, v) := & (\nabla u, \nabla v)_{\mathcal{T}_h} - (\{\partial_n u\}, \llbracket v \rrbracket)_{\mathcal{E}_h} \\ & - (\{\partial_n v\}, \llbracket u \rrbracket)_{\mathcal{E}_h} + \tau(\llbracket u \rrbracket, \llbracket v \rrbracket)_{\mathcal{E}_h}. \end{aligned}$$

Here, $\tau := \alpha \frac{p^2}{h}$ is a penalty parameter, with $\alpha \in \mathbb{R}^+$.

Natural energy norm for the discrete analysis:

$$\|v\|_{1,h} := \left(\|\nabla v\|_{\mathcal{T}_h}^2 + \|\tau^{1/2} \llbracket v \rrbracket\|_{\mathcal{E}_h}^2 \right)^{1/2}.$$

¹e.g. [Arnold 1982], [Rivière 2008]

Hybridized DG method

Example: Hybridized Symmetric Interior Penalty Galerkin

Find $(u, \hat{u}) \in (H^s(\mathcal{T}_h) \cap H_0^1(\Omega)) \times L^2(\mathcal{E}_h)$, $s > 3/2$, such that

$$a_h(u, \hat{u}; v, \hat{v}) = (f, v)_{\mathcal{T}_h}, \quad \forall (v, \hat{v}) \in H^s(\mathcal{T}_h) \times L^2(\mathcal{E}_h),$$

where $\hat{u} := \{u\}$ and $\hat{v} := \{v\}$. We define a symmetric bilinear form

$$\begin{aligned} a_h(u, \hat{u}; v, \hat{v}) := & (\nabla u, \nabla v)_{\mathcal{T}_h} - (\partial_n u, v - \hat{v})_{\partial\mathcal{T}_h} \\ & - (\partial_n v, u - \hat{u})_{\partial\mathcal{T}_h} + \tau(u - \hat{u}, v - \hat{v})_{\partial\mathcal{T}_h}. \end{aligned}$$

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Natural energy norm for the discrete analysis:

$$\|(v, \hat{v})\|_{1,h} := \left(\|\nabla v\|_{\mathcal{T}_h}^2 + \|\tau^{1/2}(v - \hat{v})\|_{\partial\mathcal{T}_h}^2 \right)^{1/2}.$$

Hybridization: From DG to HDG (4/4)

Given a triangulation \mathcal{T}_h , define finite dimensional spaces V_h and \widehat{V}_h :

$$V_h := \{ v \in H^1(\mathcal{T}_h) : v|_T \in \mathcal{P}^p(T), \forall T \in \mathcal{T}_h \}$$

$$\widehat{V}_h := \{ \hat{v} \in L^2(\mathcal{E}_h) : v|_E \in \mathcal{P}^p(E), \forall E \in \mathcal{E}_h, \hat{v} = 0 \text{ on } \partial\Omega \}$$

Discrete problem: Find $(u_h, \hat{u}_h) \in V_h \times \widehat{V}_h$ such that

$$a_h(u_h, \hat{u}_h; v_h, \hat{v}_h) = (f, v_h)_\Omega, \quad \forall (v_h, \hat{v}_h) \in V_h \times \widehat{V}_h.$$

Stability analysis: For any $\alpha > \alpha_0$, there holds²

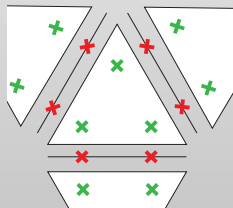
$$a_h(v_h, \hat{v}_h; v_h, \hat{v}_h) \geq \frac{1}{2} \|(v_h, \hat{v}_h)\|_{1,h}^2, \quad \forall (v_h, \hat{v}_h) \in V_h \times \widehat{V}_h,$$

where α_0 depends on the element shape. One can choose α 'large enough' (e.g. $\alpha = 10$) or explicitly compute $\alpha_0|_T$ on d -simplices and d -hypercubes.

²e.g. [Egger 2008]

Some remarks

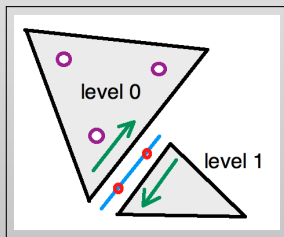
- The hybridized method is consistent by construction!
- Standard error analysis yields optimal error estimates.
- Stability is independent of the particular choice of \widehat{V}_h .
- More general boundary conditions are possible.
- Other problems were also investigated, e.g.
 - Convection-diffusion [Egger and Schöberl 2009]
 - Stokes problem [Cockburn et. al. 2010], [Egger and W. 2010b]
 - Oseen problem (in preparation)
- Assembly in an element-wise fashion.
- Static condensation on element level.
- Upwinding can be easily incorporated.
- Locally varying polynomial degrees and nonconforming h-refinements possible.



HDG methods: Implementation (1/2)

Implementation in DUNE

- Implementation uses `dune-pdelab` and the core modules.
- Approximations in the interior of elements by monomials (using `MonomLocalFiniteElementMap`)
- Approximations on the element borders require some extra work:
 - We use the `IntersectionIndexSet` provided in PDELab and a self-written `FaceMonomLocalFiniteElementMap` to define a grid function space on the faces of the mesh.
 - **Problem:** The orientation of intersections may differ in two intersecting elements.

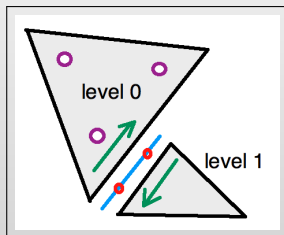


This causes problems when mapping from intersection coordinates to coordinates inside the element.

HDG methods (2/2)

Implementation in DUNE

- The only solution we know so far is a little helper that finds the corresponding intersection in the outside element if it has a lower index or a higher level than the current intersection.



- We then map the coordinates as follows:


```
if(wrongintersection)
    return rightintersection->geometryInOutside().global(x);
else
    return rightintersection->geometryInInside().global(x);
```
- The big disadvantage here is that we need to instantiate a quadratic number of intersections (performance issues?!)

Numerical example: Kovaznay (1/3)

Example: Oseen problem; $\Omega = (-0.5, 2) \times (-0.5, 1.5)$ [Kovaszny 1947]

$$\left. \begin{aligned} -\Delta \mathbf{u} + \mathbf{w} \nabla \mathbf{u} + \nabla p &= \mathbf{0} \\ \operatorname{div} \mathbf{u} &= 0 \end{aligned} \right\} \text{ on } \Omega, \quad \mathbf{u} = \mathbf{u}_{exact} \text{ on } \partial\Omega$$

Exact solution:

$$\mathbf{u}(x, y) = \begin{pmatrix} 1 - \exp(\lambda x) \cos(2\pi y) \\ \frac{\lambda}{2\pi} \exp(\lambda x) \sin(2\pi y) \end{pmatrix},$$

$$p(x, y) = -\frac{1}{2} \exp(2\lambda x) + \bar{p},$$

with parameters λ and \bar{p} given as

$$\lambda := \frac{-8\pi^2}{\nu^{-1} + \sqrt{\nu^{-2} + 16\pi^2}}$$

$$\text{and } \bar{p} = 2 \int_{-\frac{1}{2}}^{\frac{3}{2}} \exp(2\lambda x) dx.$$

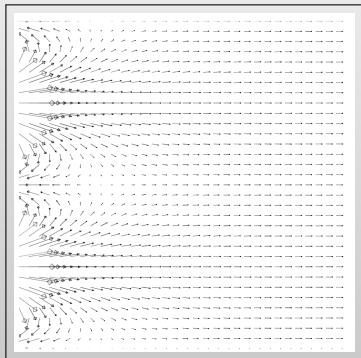


Figure: Velocity vectors ($\nu = 1/10$)

Numerical example: Kovaznay (2/3)

| level | dimension | | L^2 error | | energy error | |
|-------------------------------|-----------|--------|-------------|------|--------------|------|
| | K | S | error | rate | error | rate |
| $\mathbf{P}_1 - \mathbf{P}_0$ | | | | | | |
| 0 | 578 | 326 | 37.5126 | — | 229.691 | — |
| 1 | 2248 | 1240 | 12.6979 | 1.56 | 143.706 | 0.68 |
| 2 | 8864 | 4832 | 3.70855 | 1.78 | 80.5438 | 0.84 |
| 3 | 35200 | 19072 | 0.97223 | 1.93 | 41.9258 | 0.94 |
| 4 | 140288 | 75766 | 0.24589 | 1.98 | 21.2533 | 0.98 |
| $\mathbf{P}_2 - \mathbf{P}_1$ | | | | | | |
| 0 | 1056 | 468 | 29.0005 | — | 217.573 | — |
| 1 | 4128 | 1776 | 4.34306 | 2.74 | 20.0395 | 3.44 |
| 2 | 16320 | 6912 | 0.63415 | 2.78 | 5.61554 | 1.84 |
| 3 | 64896 | 27264 | 0.08338 | 2.93 | 1.45829 | 1.95 |
| 4 | 258816 | 108288 | 0.01054 | 2.98 | 0.36827 | 1.99 |
| $\mathbf{P}_3 - \mathbf{P}_2$ | | | | | | |
| 0 | 1660 | 610 | 10.7941 | — | 93.9881 | — |
| 1 | 6512 | 2312 | 0.97279 | 3.47 | 14.7614 | 2.67 |
| 2 | 25792 | 8992 | 0.07140 | 3.77 | 2.08979 | 2.82 |
| 3 | 102656 | 34456 | 0.00461 | 3.95 | 0.26982 | 2.95 |
| 4 | 409600 | 140800 | 0.00029 | 3.98 | 0.03397 | 2.99 |

Table: Kovsznay flow: Errors of the numerical solution for different inf-sup stable finite element approximations and a sequence of uniformly refined meshes.

Numerical example: Kovaszny (3/3)

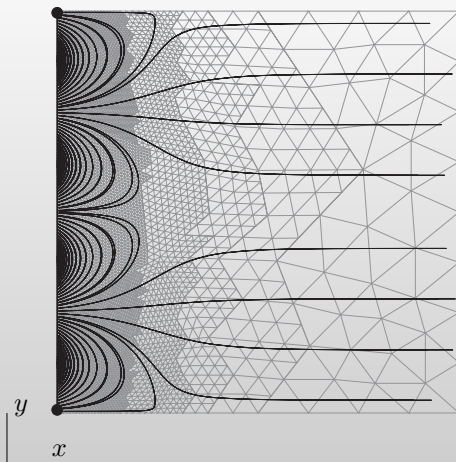


Figure: Kovaszny flow ($\nu = 1$): Streamlines and nonconforming mesh after 4 subsequent h -refinements.

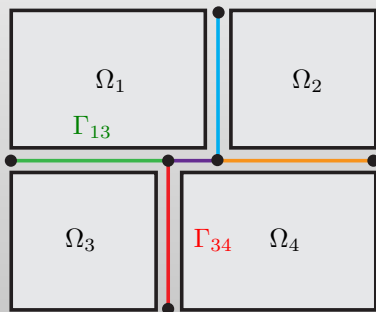
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Hybridized mortar method (1/2)

Similarly as for the HDG method, we can define a **hybridized mortar method**³:

$$V_h := \{ v \in H_0^1(\Omega_h) : v|_T \in \mathcal{P}^p(T), \forall T \in \mathcal{T}_h \}$$

$$\hat{V}_h := \{ \hat{v} \in L^2(\Gamma_h) : v|_E \in \mathcal{P}^p(E), \forall E \in \mathcal{T}_h(\Gamma_h) \}$$



partition:

$$\Omega_h := \{ \Omega_1, \Omega_2, \dots, \Omega_N \}$$

interfaces:

$$\Gamma_{ij} := \partial\Omega_i \cap \partial\Omega_j$$

$$\Gamma_h := \{ \Gamma_{ij} \}$$

skeleton:

$$\Gamma := \bigcup \Gamma_{ij}$$

³cf. [Egger 2008]

Hybridized mortar method (2/2)

Discrete problem: Find $(u_h, \hat{u}_h) \in V_h \times \hat{V}_h$ such that

$$a_h(u_h, \hat{u}_h; v_h, \hat{v}_h) = (f, v_h)_\Omega, \quad \forall (v_h, \hat{v}_h) \in V_h \times \hat{V}_h.$$

where we define

$$a_h(u, \hat{u}, v, \hat{v}) := (\nabla u, \nabla v)_{\Omega_h} - (\partial_n u, v - \hat{v})_{\partial\Omega_h} \\ - (\partial_n v, u - \hat{u})_{\partial\Omega_h} + \tau(u - \hat{u}, v - \hat{v})_{\partial\Omega_h}.$$

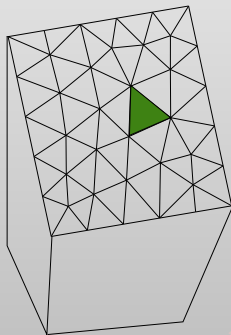
Important results:

- No direct coupling between subdomain solutions.
- '*Elimination*' on subdomains leads to a Schur complement system for the hybrid variables only (\rightarrow domain decomposition methods).
- Space for the hybrid variable can be chosen with great flexibility (no inf-sup-condition necessary for multiplier).
- Hybridized mortar methods for other problems were also analyzed, e.g. Maxwell [Hollaus et. al. 2010], Stokes [Egger and W. 2010a].
- For the finest partition $\Omega_h = \mathcal{T}_h$, we recover the hybridized DG method.

Hybrid mortar: Implementation

Implementation in DUNE

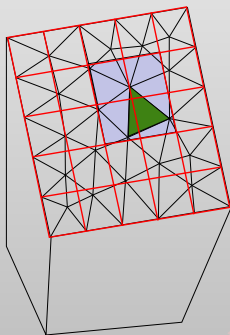
- In many applications, there exists a parametrization for the interface (e.g. planar, cylindrical, spherical, ...)
- **Idea:** Lagrange multipliers live on $d - 1$ dimensional structured meshes that are transformed to the physical space.
- Overlaps between multiplier mesh and subdomain meshes are computed using `dune-grid-glu` by C. Engwer and O. Sander.



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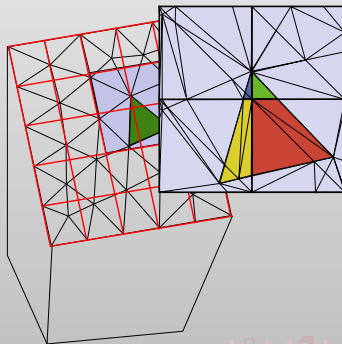
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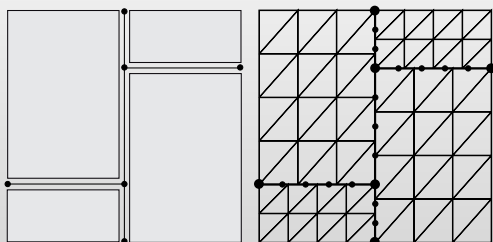
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Hybrid mortar: Stokes problem

Stokes problem [Egger and W. 2010a]:

- Partitioning and triangulations:



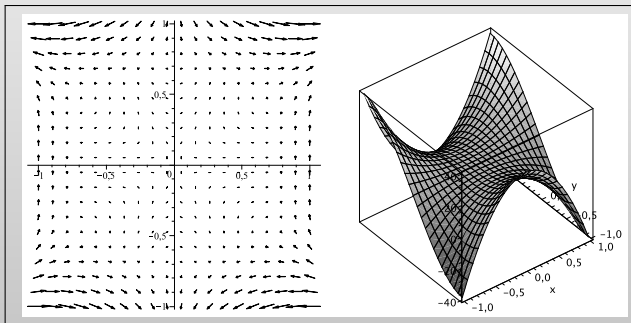
- The subdomain interfaces are extracted using a `Codim1Extractor`
- The entire `OneDGrid` is extracted with a `Codim0Extractor`
- A transformation is given to place the interface grids on the coupling boundaries.
- We use the `PSurface` backend to generate remote intersections.

Numerical example

Example: Stokes problem: Colliding flow, $\Omega = (-1, 1)^2$

$$\left. \begin{aligned} -\Delta \mathbf{u} + \nabla p &= \mathbf{0} \\ \operatorname{div} \mathbf{u} &= 0 \end{aligned} \right\} \text{ on } \Omega, \quad \mathbf{u} = \mathbf{u}_{\text{exact}} \text{ on } \partial\Omega$$

$$\mathbf{u}_{\text{exact}} = (20xy^3, 5x^4 - 5y^4), \quad p_{\text{exact}} = 60x^2y - 20y^3$$



Plot of analytic solution; velocity vectors and pressure field

Mortar: Numerical results (1/2)

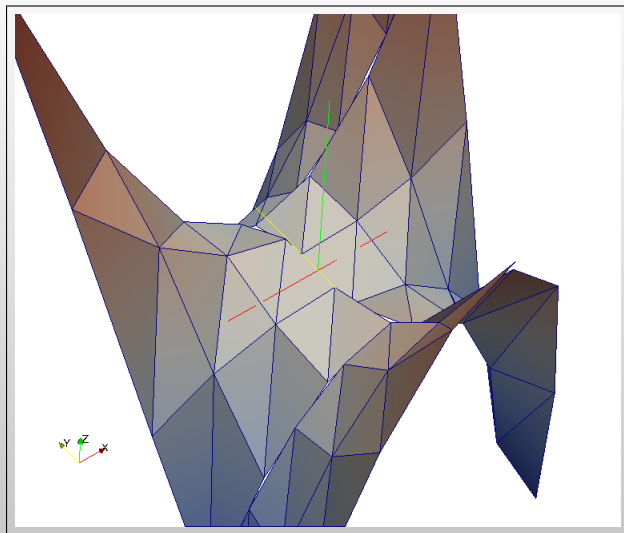


Figure: Numerical results ($p=2$): h : 1.00; L^2 -error: 1.418; energy error: 3.253

Mortar: Numerical results (1/2)

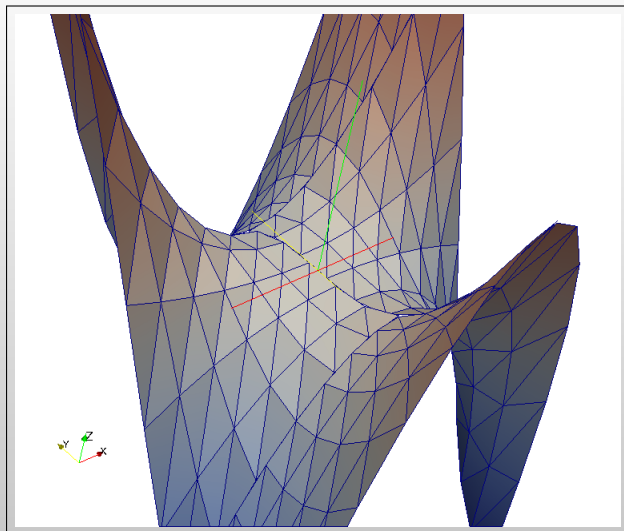


Figure: Numerical results ($p=2$): h : 0.50; L^2 -error: 0.171; energy error: 0.761

Mortar: Numerical results (1/2)

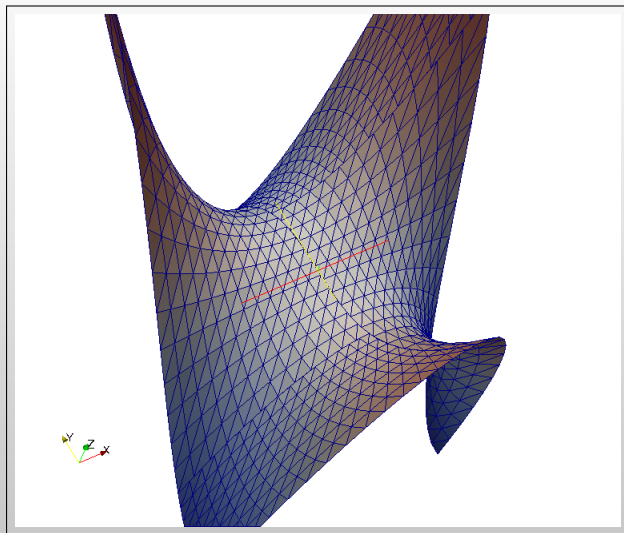


Figure: Numerical results ($p=2$): h : 0.25; L^2 -error: 0.021; energy error: 0.183

Mortar: Numerical results (2/2)

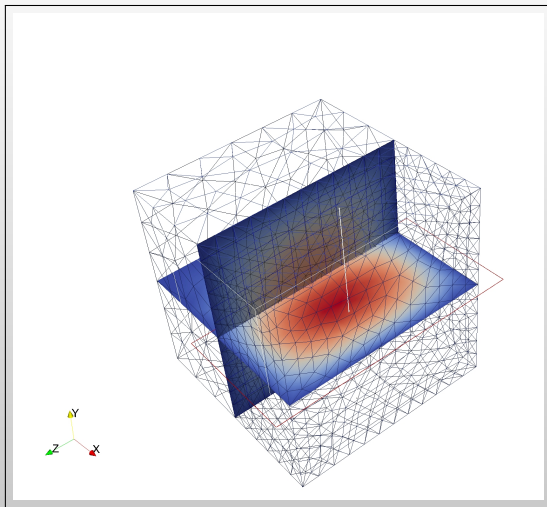


Figure: Simple example for a diffusion problem with non-matching meshes in 3D

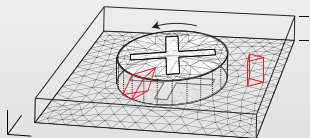
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- Presentation of hybridized DG methods.
- Implementation of HDG and hybridized mortar methods in DUNE.
- Possible applications include different interface problems (e.g. propellers).



Known issues

- HDG methods in DUNE not (yet) naturally implementable?

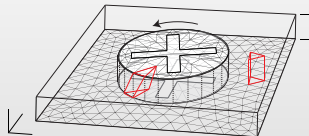
Future work

- Implementation of parallel codes for high performance computing.
- Analysis and implementation for time-dependent problems.
- Use of efficient domain decomposition solvers.

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