

# Discontinuous Galerkin Time Domain Methods for Acoustics and Comparison with Finite Difference Time Domain Methods

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Trip Annual Meeting

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# Outline

- 1 Problems and methods
- 2 Numerical results
  - DGTD and FDTD Comparison
  - Interface error
- 3 Low-storage curvilinear DGTD
  - Numerical experiments
- 4 Summary and future plan

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## Seismic wave equations

- acoustic wave equations (pressure-velocity) read

$$\rho(\mathbf{x}) \frac{\partial \mathbf{v}}{\partial t} + \nabla p = 0$$
$$\frac{1}{\kappa(\mathbf{x})} \frac{\partial p}{\partial t} + \nabla \cdot \mathbf{v} = f(\mathbf{x}, t; \mathbf{x}_s)$$

- elastic wave equations (pressure-stress) read

$$\rho \frac{\partial v_i}{\partial t} = \sum_j \frac{\partial \sigma_{ij}}{\partial x_j} + f_i \quad \Leftarrow \text{conservation of momentum}$$
$$\frac{\partial \sigma_{ij}}{\partial t} = \sum_{k,l} \frac{c_{ijkl}}{2} \left( \frac{\partial v_k}{\partial x_l} + \frac{\partial v_l}{\partial x_k} \right) \quad \Leftarrow \text{Hooke's law}$$

$p$  = acoustic pressure,  $\sigma_{ij}$  = stress tensors,  $\mathbf{v} = \{v_i\}$  = particle velocity,  $\rho(\mathbf{x})$  = mass density,  $\kappa(\mathbf{x})$  = bulk modulus,  $c_{ijkl}(\mathbf{x})$  = elastic tensor coefficients,  $f_i(\mathbf{x}, t)$  = body force

## 2D acoustic wave equations (pressure-velocity)

$$\frac{\partial \mathbf{q}}{\partial t} + A \frac{\partial \mathbf{q}}{\partial x} + B \frac{\partial \mathbf{q}}{\partial z} = [0, 0, w(t)\delta(\mathbf{x} - \mathbf{x}_s)]^T \quad (+i.c.'s, b.c.'s)$$

$$\mathbf{q} = \begin{bmatrix} u \\ v \\ p \end{bmatrix}, \quad A = \begin{bmatrix} 0 & 0 & 1/\rho(\mathbf{x}) \\ 0 & 0 & 0 \\ \kappa(\mathbf{x}) & 0 & 0 \end{bmatrix}, \quad B = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 1/\rho(\mathbf{x}) \\ 0 & \kappa(\mathbf{x}) & 0 \end{bmatrix}$$

- easy to prepare parameters  $(\rho, \kappa)$
- analytic solutions for convergence tests are accessible, e.g., homogeneous medium, two-layer media
- fewer implementation issues  $\Rightarrow$  objective comparison

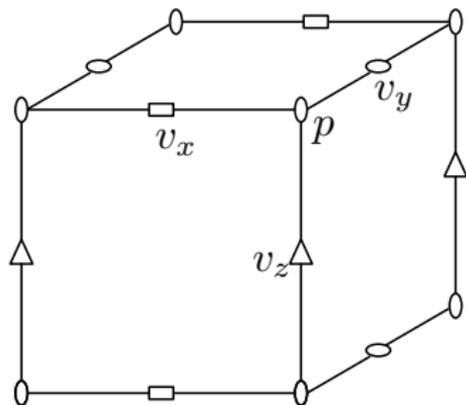
# Numerical methods (time domain wave-field)

## FDTD methods

- ✓ industry standard
- ✓ easy implementation
- ✓ desirable balance: efficiency and accuracy

two approaches:

- conventional-grid: lead to numerical instabilities for material parameters with high contrast discontinuities  
reference: *Alford et al.*, '74
- staggered-grid: better numerical performance and widely used recently; may lead to interface error  
reference: *Virieux*, '84, '86  
e.g., 4 grids for 3D pressure-velocity acoustic wave equations



# Numerical methods (time domain wave-field)

## DGTD methods

- specialize in hyperbolic PDEs
- capable of handling complex geometries (boundaries and interfaces)
- explicit semi-discrete form for time dependent PDEs
- high order accuracy:  $o(h^{p+1})$  for Cartesian grids,  $o(h^{p+1/2})$  for general grid  
reference: *Lesaint and Raviart, '74; Johnson and Pitkaranta, '86*
- very active in computational electromagnetic and fluid dynamics communities  
reference: *Cockburn and Shu, '89; Warburton, '99; Käser and Dumbser, '06*

## goal of this project

- apply FDTD and DGTD methods to seismic modeling problems
  - DGTD: implementation based on MIDG developed by Warburton
  - FDTD: staggered-grid FDTD code *iwave* by Terentyev, Vdovina and Symes
  
- make comparison as objective as possible: measure the CPU time and/or the number of floating point operations for two solutions to roughly have the same accuracy

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## DGTD and FDTD Comparison

true solutions not accessible  $\Rightarrow$  **Richardson extrapolation** for error estimation

- assuming the numerical solution  $D(h)$  differs from the analytic solution  $\bar{D}$  by  $E(h) = Ch^p + O(h^{p+1})$ , then

$$E(h) \simeq \frac{D(2h) - D(h)}{2^p - 1}$$

- $p$  can be estimated by having  $E(2h)$ ,

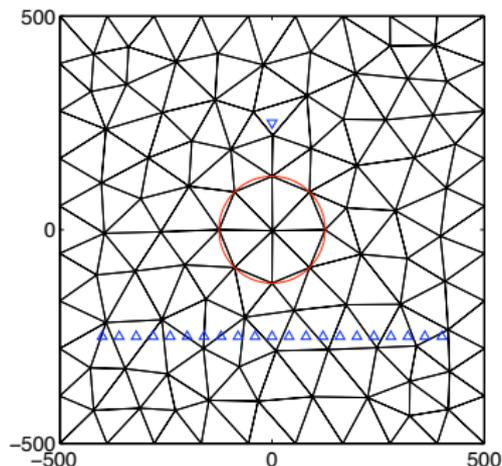
$$p \simeq \log_2 \frac{E(2h)}{E(h)}$$

**hardware and system** (courtesy of Dr. Warburton)

- single precision floating point
- 2.66GHz Intel Core2 Quad Q9450 CPU
- Linux 2.6.18 kernel
- GNU C compiler version 4.1.2

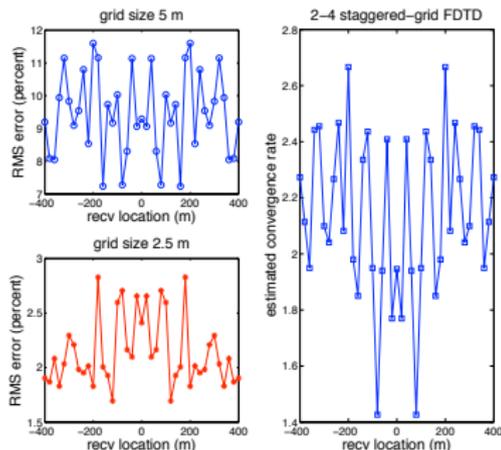
## Square-circle model

- computation domain:  $[-500 \text{ m}, 500 \text{ m}] \times [-500 \text{ m}, 500 \text{ m}]$
- radius of the circle: 125 m
- inside the circle:  $\rho = 1000 \text{ kg/m}^3, c = 1000 \text{ m/s}$
- outside the circle:  $\rho = 1500 \text{ kg/m}^3, c = 2000 \text{ m/s}$
- a point source “ $\nabla$ ” at  $(0, 250 \text{ m})$
- 41 receivers “ $\triangle$ ” at the depth  $-250 \text{ m}$ , from  $-400 \text{ m}$  to  $400 \text{ m}$  at interval of  $20 \text{ m}$ .
- time span:  $[0, 2\text{s}]$ , traces sampled at temporal interval of  $5 \text{ ms}$ .



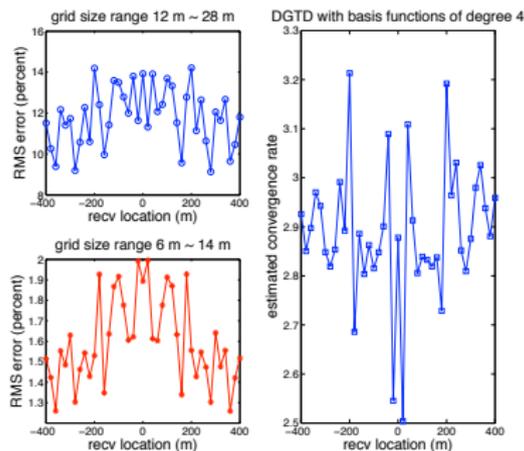
# Comparison for square-circle model

## 2-4 staggered-grid FDTD



- 33.2 GFLOP, 19 sec
- 2.5 m grid,  $CFL = 0.4$
- 3% RMS error

## DGTD, $N = 4$



- 2465 GFLOP, 760 sec
- grid size range 6 ~ 14 m, 12,572 eles
- 2% RMS error

## 2D dome model

- point source with Ricker pulse at (3300 m, 40 m)
- significant energy at 30 Hz or a wavelength of 50 m
- receiver at (2300, 20)m depth, 3 sec

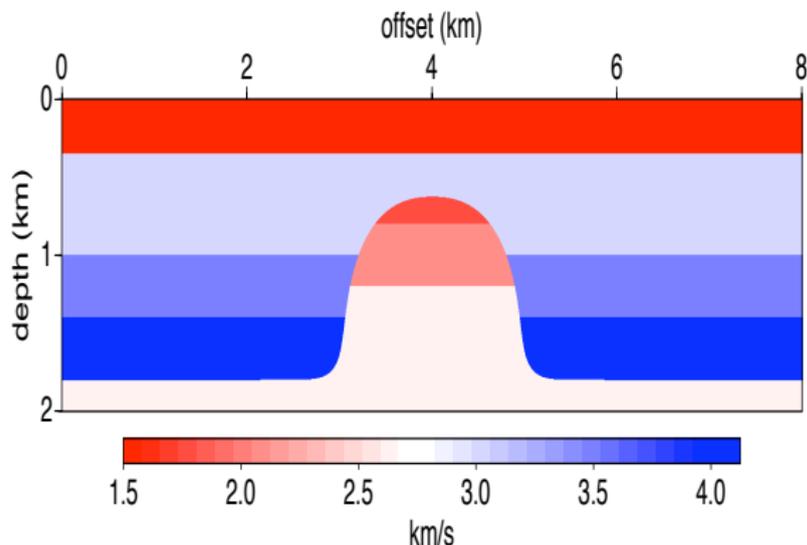


Figure: material wave speed

## Comparison for 2D dome model

	2-4 staggered-grid FDTD			DGTD ( $N = 2$ )	
grid size	1.25 m	0.625 m	0.3125 m	5 ~ 15m	2.7 ~ 7.3m
0.7-1.1 s	4.64%	1.65%	0.82%	6.11%	0.31%
1.1-1.3 s	12.30%	5.54%	2.76%	5.31%	0.60%
1.5-1.7 s	20.06%	9.45%	4.70%	6.72%	0.79%
1.9-2.1 s	28.64%	13.92%	6.91%	7.23%	1.15%
# GFLOP	1.03e+4	8.22e+4	6.57e+5	1.29e+4	1.03e+5
time	4125 s	32778 s	261991 s	6457 s	52401 s

By extrapolation

- DGTD,  $N=2$ :  $2.24e+4$  GFLOP for 5% RMS error (2nd order)
- 2-4 staggered-grid FDTD:  $1.65e+6$  GFLOP on 0.23 m grid for the same accuracy (1st order)

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## Interface error

Symes & Terentyev & Vdovina '08 report, using staggered FDTD

- Richardson extrapolation estimates of relative RMS errors for 3D dome model ( $\Delta x = 5$  m) in various window:
  - 0.7-1.1 s: 20%
  - 1.1-1.3 s: 51%
  - 1.5-1.7 s: 88%
  - 1.9-2.1 s: 120%(!)

e.g., Brown '84, Symes & Vdovina '09

numerical error associated with staggered-grid FDTD of wave propagation in heterogeneous media

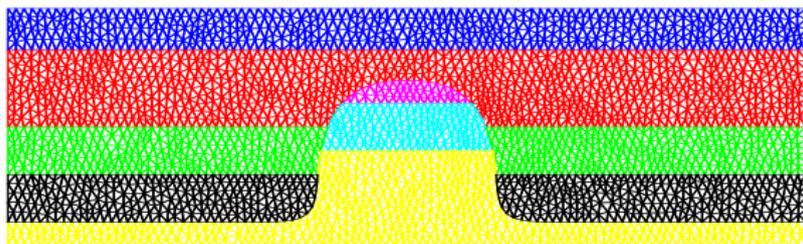
- higher order component corresponding to the truncation error
- a first-order error due to the misalignment between numerical grids and material interfaces (time shift)

## Interface error

high order convergence rate are expected for DGTD by

- fitting grid points with the interfaces, i.e., interfaces approximated by segments
  - full order convergence for straight-line interfaces
  - 2nd order convergence for curved interfaces ( $N > 1$ )
- local mesh refinement (h-adaptation) near the interfaces, i.e., decreasing the time shift effect

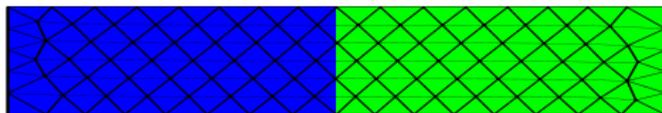
reference: *SPICE project*



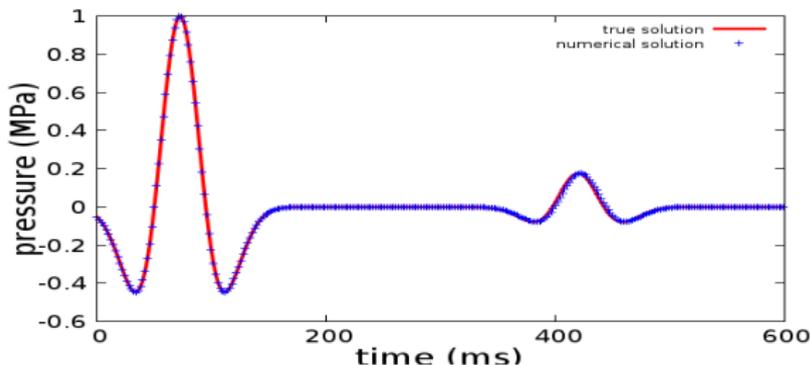
interface fitting mesh for dome model

## Plane Wave: Ricker's wavelet

- two different material in  $[0, 1800 \text{ m}] \times [-15 \text{ m}, 15 \text{ m}]$
- interface at  $x = 900 \text{ m}$
- misaligned mesh:



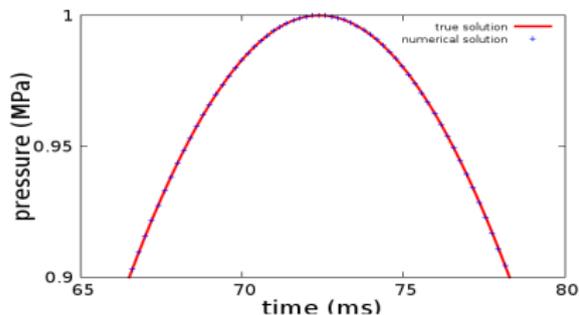
traces of the **true** and **numerical** solutions at  $500 \text{ m}$ ,  $h = 10 \text{ m}$ ,



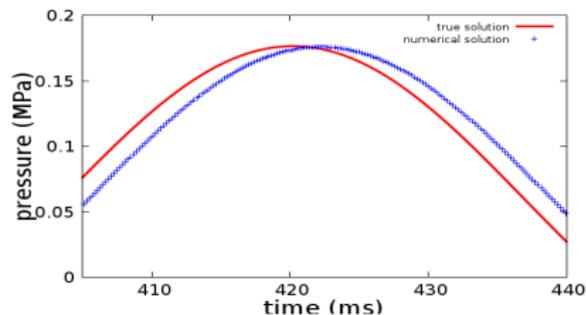
- first peak → trace of the direct wave
- second peak → trace of the reflected wave

# Plane Wave: Ricker's wavelet

traces of the **true** and **numerical** solutions at 500 m,  $h = 10$  m,



trace of the direct wave

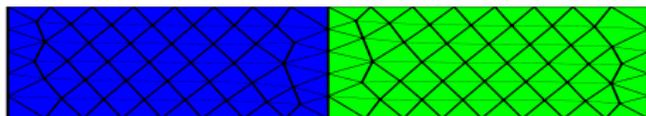


trace of the reflected wave

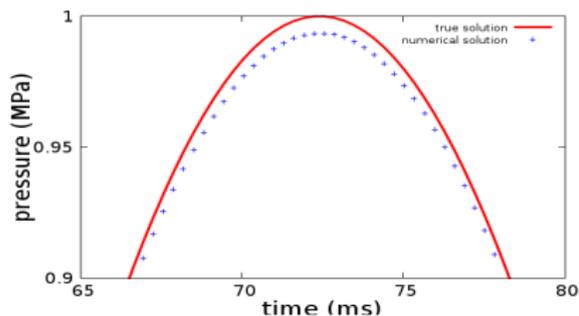
$$N = 4$$

# Interface fitting Mesh Example

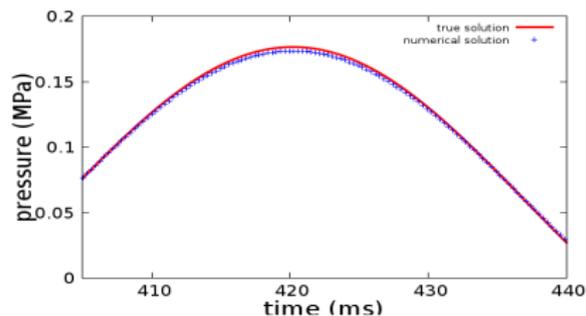
- using interface fitting mesh



traces of the **true** and **numerical** solutions at 500 m,  $h = 10$  m



trace of the direct wave

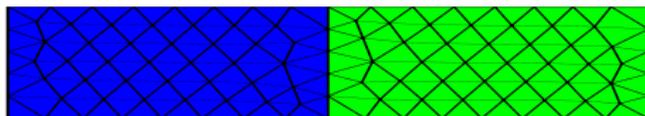


trace of the reflected wave

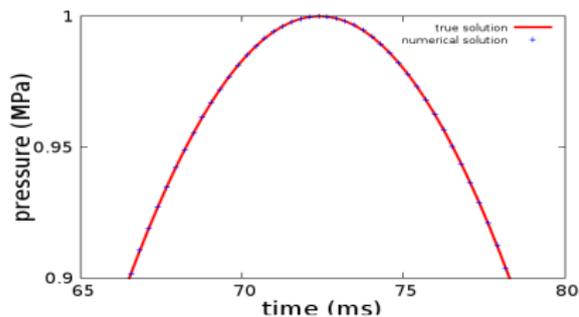
$$N = 1$$

# Interface fitting Mesh Example

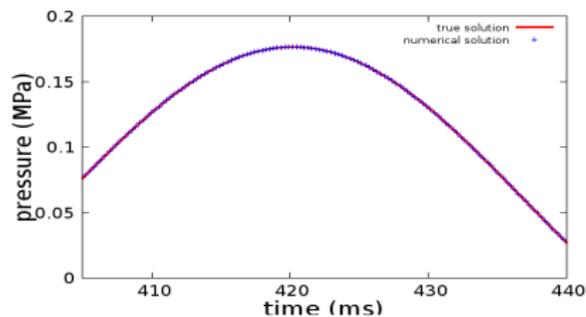
- using interface fitting mesh



traces of the **true** and **numerical** solutions at 500 m,  $h = 10$  m



trace of the direct wave

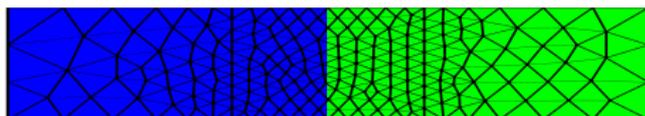


trace of the reflected wave

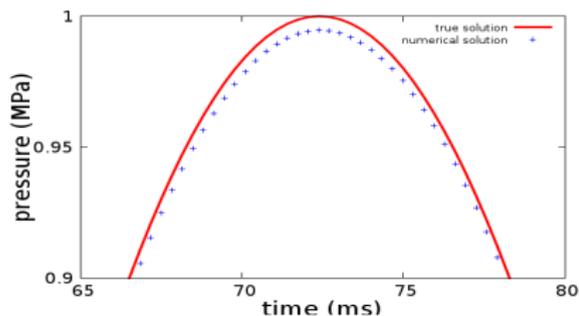
$$N = 2$$

# Local Refined Mesh Example

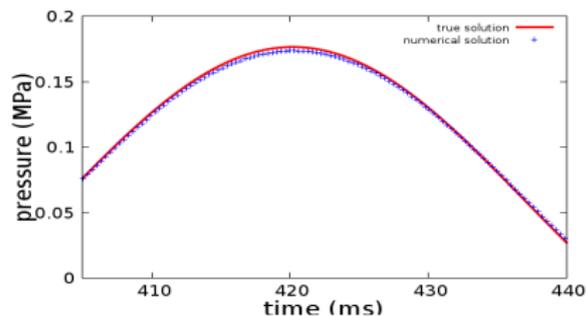
- using local refined mesh grid



traces of the **true** and **numerical** solutions at 500 m,  $h = 10$  m



trace of the direct wave

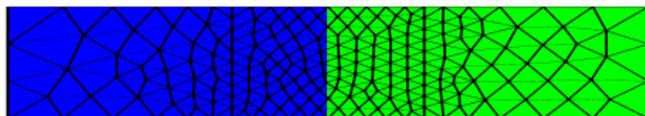


trace of the reflected wave

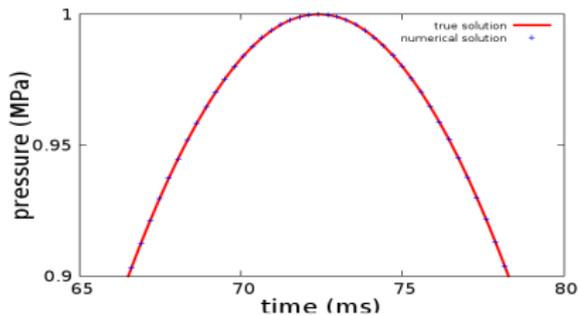
$$N = 1$$

# Local Refined Mesh Example

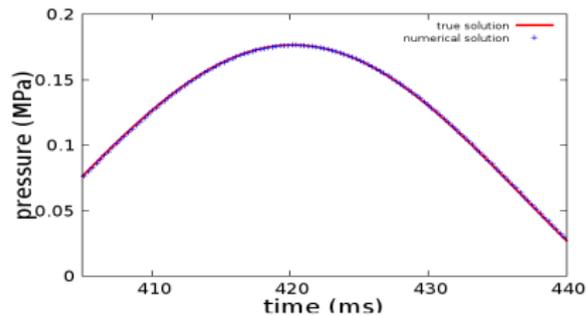
- using local refined mesh grid



traces of the **true** and **numerical** solutions at 500 m,  $h = 10$  m



trace of the direct wave



trace of the reflected wave

$$N = 2$$

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# Low-storage curvilinear DGTD

## motivation

- DGTD on straight-sided eles  $\Rightarrow$  a sub optimal 2nd order convergence rate when geometry representation not complement the accuracy of schemes
- applications with curvilinear geometry, e.g., material interfaces, boundaries
- DGTD has the flexibility to go beyond straight-sided eles

## Curvilinear element

- straight-sided triangle  $T$ :  $\forall \mathbf{x} \in T \Rightarrow$  the image of a point  $(r, s) \in D = \{(r, s) \mid -1 \leq r, s; r + s \leq 0\}$  under the linear affine transform,

$$\mathbf{x} = -\frac{(r+s)}{2}\mathbf{x}_1 + \frac{(1+r)}{2}\mathbf{x}_2 + \frac{(1+s)}{2}\mathbf{x}_3$$

$\mathbf{x}_i, i = 1, 2, 3$ : vertices of  $T$

- curvilinear triangle  $\tilde{T}$ :  $\forall \mathbf{x} \in \tilde{T} \Rightarrow$  the image under an isoparametric transform

$$\mathbf{x} = \sum_j \mathbf{x}_j l_j(r, s)$$

$\{l_j\}$ : interpolating Lagrange polynomials on  $D$

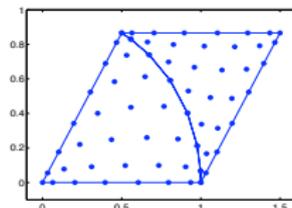
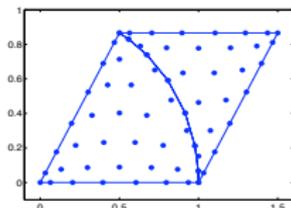
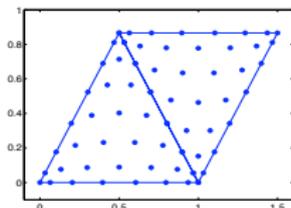
$\{\mathbf{x}_j\}$ : interpolating points on  $\tilde{T}$

# Steps to form curvilinear elements

reference: *Hesthaven and Warburton, '08*

- identify element edges that need to be curved
- reallocate the vertices and facial interpolating points on the curved material interfaces and/or boundaries
- blend the facial deformation on edges into the interior interpolating points through *Gordon-Hall* blending of face node deformation

reference: *Gordon and Hall, '73*



## CurviDG formulation

numerical solutions on curvilinear element  $\tilde{T}_k$

$$\mathbf{v}(\mathbf{x}(r, s), t)|_{\tilde{T}_k} = \sum_j \mathbf{v}_j^k(t) l_j(r, s)$$

$$p(\mathbf{x}(r, s), t)|_{\tilde{T}_k} = \sum_j p_j^k(t) l_j(r, s)$$

symmetric DG variational equations read

$$\rho_k \sum_j (l_i, l_j) \tilde{T}_k \frac{\partial \mathbf{v}_j^k}{\partial t} = \sum_j (\nabla_{x,z} l_i, l_j) \tilde{T}_k p_j^k - (l_i, \vec{n} p^*)_{\partial \tilde{T}_k}$$

$$\frac{1}{\kappa_k} \sum_j (l_i, l_j) \tilde{T}_k \frac{\partial p_j^k}{\partial t} = - \sum_j (l_i, \nabla_{x,z} l_j) \tilde{T}_k \cdot \mathbf{v}_j^k - (l_i, \vec{n} \cdot (\mathbf{v}^* - \mathbf{v}^-))_{\partial \tilde{T}_k}$$

## Trouble for storage

the mass matrix  $M^k$ ,

$$M_{ij}^k = \int_{\tilde{T}_k} l_i(r, s) l_j(r, s) dx dz = \int_D l_i(r, s) l_j(r, s) J^k(r, s) dr ds$$

the Jacobian  $J^k(r, s) = \left| \frac{\partial \mathbf{x}}{\partial r} \times \frac{\partial \mathbf{x}}{\partial s} \right|$  is no longer constant,

- compute  $M_{ij}^k$  on the fly  $\Rightarrow$  slowdown
- store  $M_{ij}^k \Rightarrow$  storage scaled as  $K_c \frac{(N+1)^2(N+2)^2}{4}$   
 $K_c$ : number of curvi eles  
 $\frac{(N+1)(N+2)}{2}$ : number of interp pnts

## Weighting the variational spaces

weighting approximation space proposed by Warburton

$$V_h^J = \bigoplus_k \text{span} \left\{ \frac{l_j(r, s)|_{\tilde{\tau}_k}}{\sqrt{J^k(r, s)}} \right\}$$

numerical solution in  $V_h^J$

$$\mathbf{v}(\mathbf{x}(r, s), t)|_{\tilde{\tau}_k} = \sum_j \tilde{\mathbf{v}}_j^k(t) \frac{l_j(r, s)}{\sqrt{J^k(r, s)}}$$

$$p(\mathbf{x}(r, s), t)|_{\tilde{\tau}_k} = \sum_j \tilde{p}_j^k(t) \frac{l_j(r, s)}{\sqrt{J^k(r, s)}}$$

the mass matrix

$$M_{ij}^k = \int_D \frac{l_i(r, s)}{\sqrt{J^k}} \frac{l_j(r, s)}{\sqrt{J^k}} J^k(r, s) dr ds = \int_D l_i(r, s) l_j(r, s) dr ds = M_{ij}$$

⇒ without storage trouble

## Low-storage curviDG

$$\rho_k \sum_j M_{ij} \frac{\partial \tilde{\mathbf{v}}_j^k}{\partial t} = \sum_j (\nabla_{x,z} l_i, l_j)_D \tilde{p}_j^k - \sum_j \left( l_i, \frac{l_j}{2} \nabla_{x,z} \log(J^k) \right)_D \tilde{p}_j^k \\ - \left( \frac{l_i}{\sqrt{J^k}}, \mathbf{n} \tilde{p}^* \right)_{\partial \tilde{T}_k}$$

$$\frac{1}{\kappa_k} \sum_j M_{ij} \frac{\partial \tilde{p}_j^k}{\partial t} = - \sum_j (l_i, \nabla_{x,z} l_j)_D \cdot \tilde{\mathbf{v}}_j^k + \sum_j \left( l_i, \frac{l_j}{2} \nabla_{x,z} \log(J^k) \right)_D \cdot \tilde{\mathbf{v}}_j^k \\ - \left( \frac{l_i}{\sqrt{J^k}}, \mathbf{n} \cdot (\tilde{\mathbf{v}}^* - \tilde{\mathbf{v}}^-) \right)_{\partial \tilde{T}_k}$$

e.g.,

$$\left( l_i, \frac{l_j}{2} \nabla_{x,z} \log(J^k) \right)_D = \sum_n \omega_n^c l_i(r_n^c, s_n^c) l_j(r_n^c, s_n^c) \nabla_{x,z} \log(J^k)(\mathbf{x}(r_n^c, s_n^c))$$

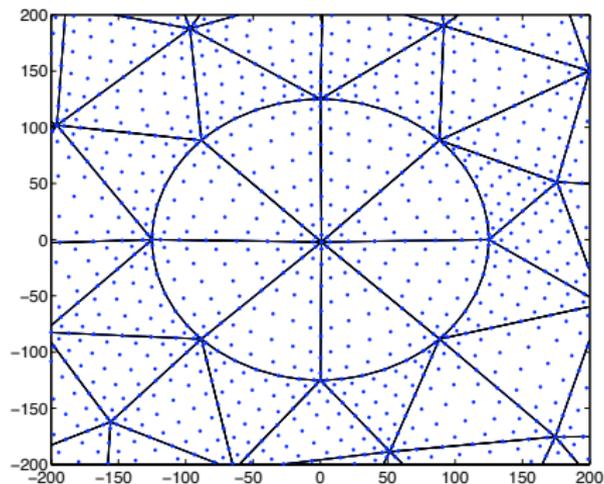
$\{(r_n^c, s_n^c)\}_n, \{\omega_n^c\}_n$ : cubature nodes and weights on the reference element  $D$

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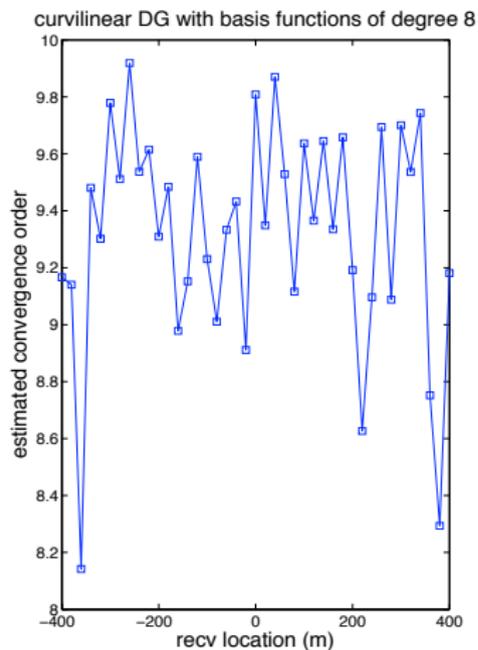
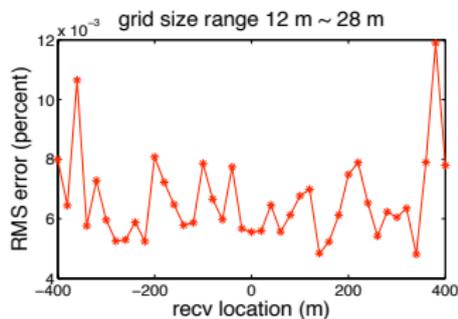
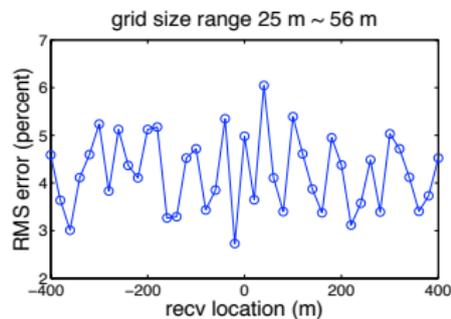
# Square-circle model

nodal distribution of curvilinear elements of degree 8 near the circular region



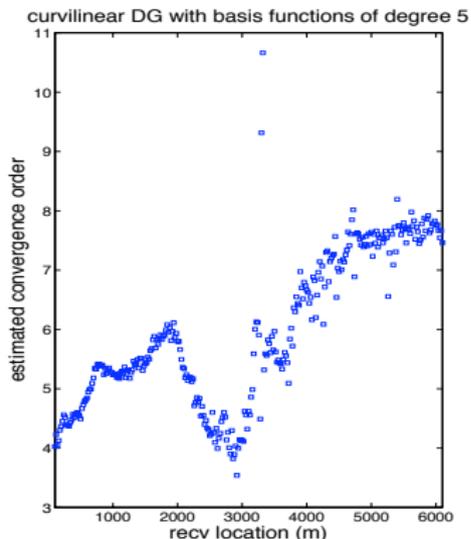
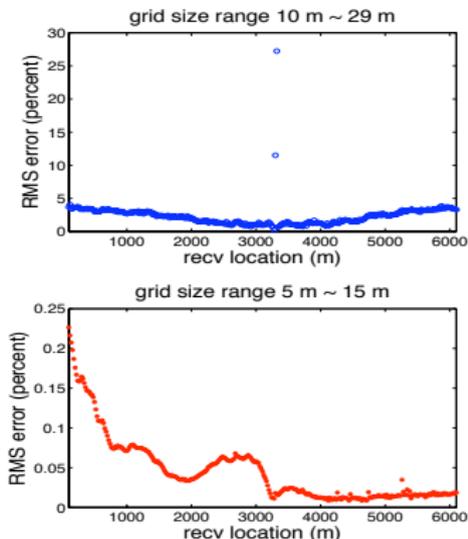
# Square-circle model

- curvilinear DG,  $N=8 \Rightarrow$  optimal convergence rate



## 2D dome model

- 301 receivers at the depth 20 m with offset 100 ~ 6100 m at interval 20 m
- point source with Ricker pulse at (3300 m, 40 m)
- curvilinear DG,  $N=5 \Rightarrow$  almost optimal convergence rate except the boundary and the source nearby



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# Summary

## general realization:

- staggered-grid FDTD + interface error  $\Rightarrow$  1st order convergence rate
- DGTD,  $N > 1$  + 'good' mesh  $\Rightarrow$  2nd convergence rate (sub-optimal)
- curviDG + 'perfect' mesh  $\Rightarrow$  optimal convergence rate

# Summary

## **comparison observation:**

- FDTD for 'simple' models well resolves the interface error with less computation cost, e.g., square-circle model
- high order DGTD schemes have substantial advantage on 'complex' models and large time span, e.g., 2D dome model
- realistic models: need to explore for DGTD with advanced techniques, e.g.,
  - mesh generation from models defined on Cartesian grid
  - local mesh refinement + local time stepping

## Future plan

- linear elastic wave equations
- seismic interface problems,  
e.g., water (acoustic) and solid (elastic) interface
- effective and efficient numerical methods for these problems,  
e.g., FD, FEM/DG

Thank You

Q&A