

# Geodynamic models 20 years — past and future

Louis Moresi, School of Earth Sciences, University of Melbourne



# Plate tectonics — a multi-scale problem



## Integrated Earth modelling



# Underworld — plate scale models with material history

 $\cdot$  Underworld — finite element models with tracking of small-scale physics





## Why so successful ? — Robust solvers, extensible code

- $\star$  Stokes flow viscous, infinite prandtl number, no history
- \* Simple geometry / boundary conditions (cubes / cylinders / spheres etc)
- ★ Bi/Trilinear velocity / constant pressure elements
- $\star$  Penalty + direct solver
- ★ Full Multigrid + Uzawa + iterative solver
- $\bigstar$  Mesh can be constructed by subdividing a "unit cell"
- $\star$  Boundary conditions can be anticipated; not completely general
- $\bigstar$  Rheology is most complicated part
  - ★ Non-linear
  - \* Very strong dependence on temperature / pressure >  $10^{6-10}$  in boundary layers
  - $\star$  Yield stress





Simple strategy for building multiple problem types / extensions to code at compile time

## Underworld — plate scale models with material history

- $\cdot$  Underworld finite element models with tracking of small-scale physics
- ✤ Highly parallel code for modern petascale machines
- Open source / based on open libraries (StGermain and PETSc)
- Checkpointed and so forth
- Adopted child of CITCOM
   Adopted child
   Adopted



Moresi, Betts, Miller, Cayley, Dynamics of continental accretion. Nature, 2014, doi: 10.1038/nature13033

## Challenges: High strain accumulation during fluid-like deformation

This is a Rayleigh-Bénard convection model which evolves to a straightforward balance between thermal diffusion and thermal advection in narrow boundary layers.

At modest Rayleigh number, the structure which develops is steady despite strongly developed convective flow.

#### This system can be solved very efficiently on a fixed mesh



## Challenges: Strain-dependence of lithospheric deformation

This is a simulation of continental crust being stretched in response to far field stresses imposed by plate motions.

At modest strain, the deformation will often localise onto faults which can be very long-lasting structures; very fine scale in width, but with large lateral dimension and relatively weak.

The history dependence of shear deformation is tractable if we use a Lagrangian reference frame.



## Lagrangian History & Efficient Fluid solvers

In the **material point method** we can keep a mesh which is computationally efficient for diffusion-dominated problems (including Stokes flow) and material points — a.k.a. particles — for tracking history variables.



This is the technique implemented in Underworld (and other similar codes) and leads to a very natural approach to many "difficult" issues in geological thermal / mechanical models (<u>www.underworldproject.org</u>)

Equations

Ugly !!  

$$\tau_{ij} = 2\eta D_{ij} = \eta (u_{i,j} + u_{j,i})$$

$$\tau_{ij,j} - p_{,i} = f_i$$

$$u_{i,i} = 0$$

$$f = g\rho_0 \alpha \Delta T$$
Stokes flow, incompressible  
Elliptic problem - multigrid
$$T_{,t} + u_k T_{,k} = (\kappa T_{,k})_{,k} + Q$$

**Advection / diffusion** 

### Robust solution is possible

The general approach is like this

solve for v



which ksp? accuracy? penalty ?

which ksp / pc ? accuracy? penalty?

## Multigrid "Inner solve"

Geometric multigrid

- Multiple, nested grids sharing common nodes
- Solution is obtained by combining solutions on all grids
- ·⊱ Ideal for elliptic problems in which information propagation is not local and is instantaneous



"V cycle" is MG preconditioner on final solver



## Integrated workflows

Multiple data types mean multiple modelling techniques





Australia et al - Underworld & gPlates & LeCode

Betts et al - Underworld + conceptual models



Mondy et al - Underworld & Madagascar

# Coupling with LECODE & BADLANDS

details: guillaume.Duclaux@csiro.au



### Underworld and gPlates

john.mansour@monash.edu, mirko.velic@unimelb.edu.au



## Coupling with GoCAD & GeoModeller

Heat flow models at the 1000km scale

·⊱ Incorporating 3D structure — ingest 3D structural models from geophysical interpretation



Drillcore profile difference - temperature

 $\cap$ 

Ν





· ★ Towards a risk analysis for management of basins with competing uses (groundwater, geothermal, CO<sub>2</sub> storage, petroleum extraction)

200000

100000

0

# Automated workflows — prerequisite for inversion



# Automated model building — prerequisite for inversion



Geographical / spherical meshes needed !

### Models in a structural inversion workflow

Geothermal models: we import structures / properties from geophysically constrained 3<sup>rd</sup> party interpretations (gravity, magnetics, seismic sections)

Any observed structure we use to construct a model has uncertainty; so do material properties inferred for structures; so does the possibility of unknown structure.

Various approaches to exploring this uncertainty including running multiple realisations and "interactive inversion"

Requires us to be able to build u/w models quickly given {starting condition + uncertainty} in their native format (e.g. fault + uncertainty in dip / strike; moho depth + observational error)

Would rather solver related problems together and not have a black box code + black box inversion engine.





## Near Future — 5 to 10 years

- Integrated workflows
- ✤ Documentation
- 😽 Reliability
- Installation
- Simulations not Models
  - Data assimilation / model steering
  - ✤ Robust & extensible physics
  - ✤ Coupled models
  - \* Respecting small scale / large-scale interactions
  - ✤ Data and models on equal footing
- ✤ Robust solution methods
- Flexible geometry
  - ✤ Unstructured meshes
  - ·
     Free surfaces
  - 😽 Adaptivity
- ✤ Parallel scaling
- Lightweight layers, building on libraries



#### Underworld 2



#### Fluidity (Garel, 2014)



### Virtual machines

#### steve.quenette@monash.edu



## Smart front end (e.g. python / Underworld)

Particle Density I	P[y]: Notebook RayleighTaylorBenchmark Last Checkpoint: Apr 29 01:12 (autosaved)
Image: set of the set of	File     Edit     View     Insert     Cell     Kernel     Help       O     % 42     Ib     Im     C     Code     \$ Cell Toolbar:     None     \$ Im
	<pre>n [5]: ## Rayleigh Taylor benchmark with No XML at all! import uwpytools import uwpytools as uw import uwpytools.meshing.meshing as mesh import uwpytools.fieldsfields as field import uwpytools.swarmsswarms as swarm import uwpytools.shapesswares as shape import uwpytools.shapesshapes as shape import uwpytools.cheology.rheology as rheo import uwpytools.equationsequations as eq import uwpytools.equationsequations as eq import uwpytools.physicsphysics as phys uw.Init() gdict=uw.GetCurrentPythonDictionary() uw.PrettyDictionaryPrint(gdict)</pre>
	<pre>n [3]: uw.initDefaultParameters() # For Rayleigh-Taylor uw.setParameters(minX=0.0, maxX=0.9142,</pre>
	<pre> / #help(uw.importToolBox) uw.importToolBox('Solvers') uw.addPlugin("StgFEM_FrequentOutput") uw.addPlugin("StgFEM_CPUTime") uw.addPlugin("StgFEM_StandardConditionFunctions") </pre>
	<pre>n [4]: # Set up a standard QIP0 Mesh [meshQlName, meshPOName, velFeVarName, pressFeVarName, # This function sets the FeVariables names on the dictionary now too. Maybe easier. gaussIntSwarmName, picIntSwarmName] = geom.meshQlP0CartesianCreate(dim="dim", pic=True)</pre>
I	<pre>n [4]: # The vrms plugin requires the parameters 'GaussSwarm' and 'VelocityField' to be set uw.addPlugin("Underworld_Vrms", GaussSwarm=gaussIntSwarmName, VelocityField=velFeVarName)</pre>

StGermain component / class structure matches flexibility given by high-level front end (better than XML, that's for sure !)

Flexible composition of problems / equations / initial conditions using 3rd party libraries

Direct access to data structures from numpy arrays.

Analysis using 3rd party libraries

gLucifer as WebGL tool (can be embedded in iPython)

Challenge to handle parallelism / HPC well at the highest level

## The "flying car future" — 20 years

 $\cdot$  Unrecognisable environments —

- $\cdot$  unlimited streams of data
- $\cdot$  Infamiliar ways to interact with models and data
- Algorithmic priorities will be very different
  - ·⊱Assume any equations can be solved efficiently at sufficient resolution (?)
    - (We are much less neurotic about loop unrolling etc than we were let's not look back !)

• Composing at the conceptual level of datasets / modelsets rather than operations

- •⊱ "A Model" will be an ensemble of models of today's definition
  - To propagate errors, uncertainties etc, it is much better to think of a single model being a whole swarm of individual realisations
  - $\cdot$  We can create **metrics** and **comparison operators** with this approach
- $\cdot$  Models (ensembles) will be richly tagged with evolving metadata
  - Google-style searches on models will be trivial
     (We probably couldn't imagine how to automatically search text for arbitrary concepts 20 years ago )
  - Libraries / Catalogues of models will be possible / searchable given metrics etc



