

# Simulating waves with discrete exterior calculus

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# In this presentation

A brief introduction to DEC .....	3
Case study: 2D acoustics .....	15
More applications .....	21

Note: our applications are not inverse problems, but if you use FEM or similar in your work, this might be an interesting addition to your toolbox.

Slides available online at <https://molentum.me/id2025dec.pdf>

# A brief introduction to DEC

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A geometric approach to discretizing differential equations.

Discrete operations that mimic continuous theory (i.e. preserve certain properties, e.g. Stokes theorem, Leibniz rule)

Advantages:

- geometric flexibility
- efficient time-stepping schemes
- composable implementation
- generalizes to higher dimensions and curved spaces

# Exterior calculus

Starting point: differential equation expressed in terms of **differential forms**

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A.k.a. rank- **$k$**  antisymmetric tensor (field)

1-forms are **covectors** (row vectors),  $\alpha^1 = a \, dx + b \, dy$

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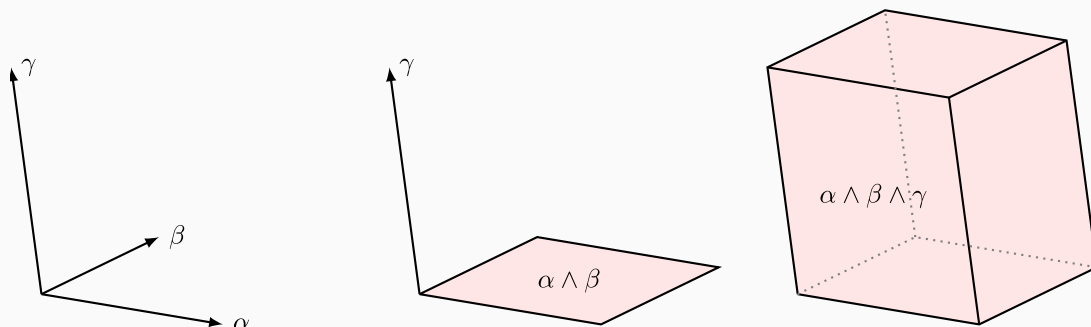
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Higher-dimensional forms measure oriented parallelograms, parallelepipeds, ...

2-form  $\overset{2}{\omega} = \overset{1}{\alpha} \wedge \overset{1}{\beta} = (x_1, x_2) \mapsto \alpha(x_1)\beta(x_2) - \alpha(x_2)\beta(x_1)$





Computing with forms is done with **exterior calculus** operators:

- exterior derivative  $d$
- Hodge star  $\star$
- wedge product  $\wedge$
- interior product  $i_X$
- Lie derivative  $\mathcal{L}_X$
- musical isomorphisms  $\flat$  and  $\sharp$

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# Exterior calculus

$d$  generalizes the **differential** of a function. Takes a  $k$ -form and produces a  $(k + 1)$ -form.

Correspondence with classical vector calculus (in  $\mathbb{R}^3$ ):

- $df^0 \sim \nabla f$  (a 0-form is a scalar function)
- $d\mathbf{v}^1 \sim \nabla \times \mathbf{v}$
- $d\mathbf{w}^2 \sim \nabla \cdot \mathbf{w}$

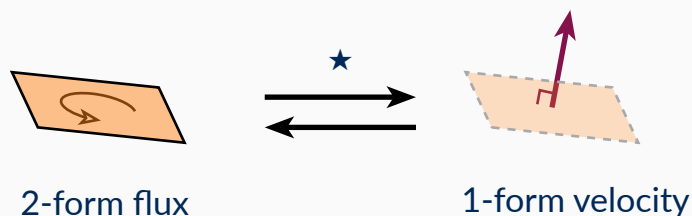
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Hodge star  $\star$  represents the “orthogonal complement”: Transforms a  $k$ -form to the perpendicular  $(n - k)$ -form



# Discretization

Main idea of DEC: discretize the **operators** (and operands), try to preserve key properties

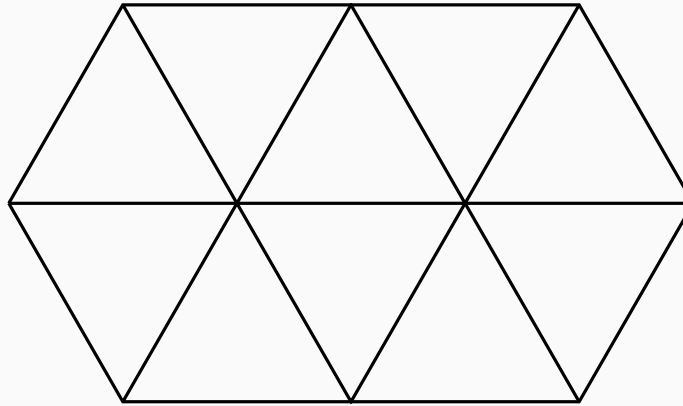
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Domain discretized as a polyhedral (usually simplicial) mesh



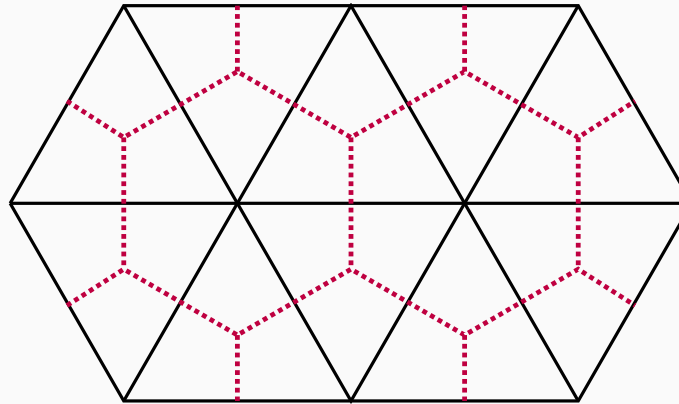
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Domain discretized as a polyhedral (usually simplicial) mesh

...and its (Voronoi-Delaunay) **dual**

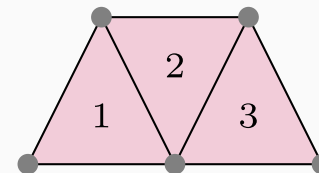
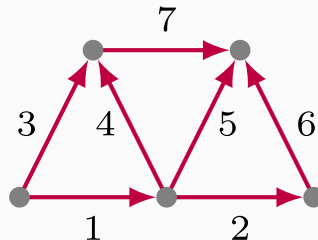
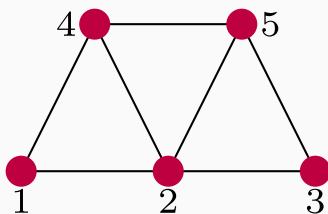


# Discretization

Differential forms discretized as **cochains**: vectors of values associated with mesh elements

Discretizing a continuous  $k$ -form  $x$ :

$$X_i = \int_{\sigma_i} x$$





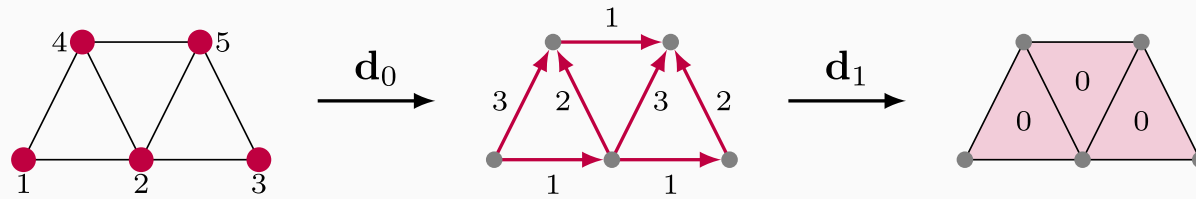
# Discretization

Operators discretized as **matrices**

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Operators discretized as **matrices**

Discrete  $d$  is the *coboundary operator*, takes a  $k$ -cochain to a  $(k + 1)$ -cochain using Stokes theorem  $\int_{\sigma} d\omega = \int_{\partial\sigma} \omega$



$$d_0 = \begin{bmatrix} -1 & 1 & & & \\ & -1 & 1 & & \\ -1 & & 1 & 1 & \\ & -1 & & 1 & 1 \\ -1 & & & -1 & 1 & 1 \\ & & & & -1 & 1 \end{bmatrix}, \quad d_1 = \begin{bmatrix} 1 & -1 & 1 & 1 & -1 \\ & 1 & & -1 & 1 \end{bmatrix}$$

Stokes theorem is satisfied **exactly**, using only topological information!

# Discretization

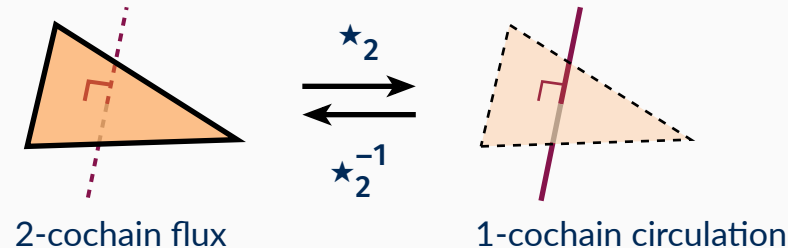
Discrete  $\star$  takes a  $k$ -cochain to a  $(n - k)$ -cochain on the other (primal/dual) mesh

An approximation of the **metric** geometry

Many possible definitions. The standard  $\star$  is a diagonal matrix of primal-dual volume ratios

$$\star_{ii} = \frac{|\sigma_i^*|}{|\sigma_i|}$$

Diagonality of  $\star$  is the key to DEC's efficiency.



# Implementation

DEC primitives are simple matrices and vectors  $\Rightarrow$  generic and composable!

Rust library: `dexter` (<https://codeberg.org/molentum/dexter>)

Given a simplicial mesh of any dimension, generates **d**,  $\star$  and various utilities

Type inference and compile-time checks to ensure dimensions match

Real-time visualization (2D only for now)

In summary, DEC represents

- geometry as a primal-dual pair of meshes
- differential forms as values on mesh elements (cochains)
- operators as matrices describing geometric relationships

Drawbacks:

- need for the dual mesh; sensitivity to mesh quality
- higher-order schemes are challenging to formulate and lose the diagonality of the Hodge star

# Recommended reading

- **Desbrun, Kanso & Tong (2006).** Discrete Differential Forms for Computational Modeling [1]
  - Concise but thorough summary of DEC theory, great intermediate resource.
- **Crane, de Goes, Desbrun & Schröder (2013).** Digital geometry processing with discrete exterior calculus [2]
  - Detailed course materials with great visualizations.
- **Blair Perot & Zusi (2014).** Differential Forms for Scientists and Engineers. [3]
  - Exterior calculus for beginners.
- **Myyrä (2023).** Discrete Exterior Calculus and Exact Controllability for Time-Harmonic Acoustic Wave Simulation [4]
  - My own master's thesis, where I tried to give a layman-friendly introduction.
- **Hirani (2003).** Discrete Exterior Calculus [5]
  - The thesis that coined DEC.

## Case study: 2D acoustics

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Scalar wave equation for velocity potential  $\Phi$ :

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expressed in terms of velocity  $\mathbf{v} = \nabla \Phi$  and pressure  $p = \frac{\partial \Phi}{\partial t}$  as a first-order system

$$\begin{cases} \frac{\partial p}{\partial t} - c^2 \nabla \cdot \mathbf{v} = 0 \\ \frac{\partial \mathbf{v}}{\partial t} - \nabla p = 0 \end{cases}$$

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Converted to exterior calculus with 0-form  $\overset{0}{p}$  and 1-form  $\overset{1}{v}$ :

$$\begin{cases} \frac{\partial \overset{0}{p}}{\partial t} - c^2 \star d \star \overset{1}{v} = 0 \\ \frac{\partial \overset{1}{v}}{\partial t} - d \overset{0}{p} = 0 \end{cases}$$

# DEC spatial discretization

Replace  $\overset{0}{\mathbf{p}}, \overset{1}{\mathbf{v}}$  with primal 0-cochain  $P$ ,  $P_i = \overset{0}{\mathbf{p}}(x_i)$ , and primal 1-cochain  $V$ ,  $V_i = \int_{e_i} \overset{1}{\mathbf{v}}$ .

Replace  $\mathbf{d}, \star$  with discrete  $\mathbf{d}, \star$ .

$$\Rightarrow \begin{cases} \frac{\partial P}{\partial t} - c^2 \star_0^{-1} \mathbf{d}_1^T \star_1 V = 0 \\ \frac{\partial V}{\partial t} - \mathbf{d}_0 P = 0 \end{cases}$$

# Leapfrog timestepping

Place variables at staggered time instances and use central differences

$$\frac{\partial P}{\partial t} \approx \frac{P^{n+1} - P^n}{\Delta t}, \quad \frac{\partial V}{\partial t} \approx \frac{V^{n+\frac{3}{2}} - V^{n+\frac{1}{2}}}{\Delta t}$$

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Multiply by  $\Delta t$  and reorganize, get the explicit timestep formulas

$$P^{n+1} = P^n + \Delta t c^2 \star_0^{-1} \mathbf{d}_1^T \star_1 V^{n+\frac{1}{2}}$$

$$V^{n+\frac{3}{2}} = V^{n+\frac{1}{2}} + \Delta t \mathbf{d}_0 P^{n+1}$$

(Conditionally stable with short enough  $\Delta t$ , subject to CFL condition)

# Implementation with dexterio

Now that we have the timestep formulas

$$P^{n+1} = P^n + \Delta t c^2 \star_0^{-1} \mathbf{d}_1^T \star_1 V^{n+\frac{1}{2}}$$

$$V^{n+\frac{3}{2}} = V^{n+\frac{1}{2}} + \Delta t \mathbf{d}_0 P^{n+1}$$

implementation in code is very simple:

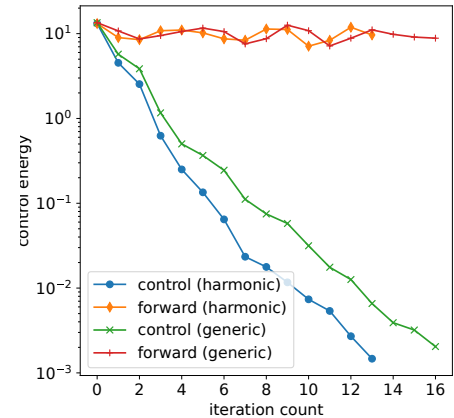
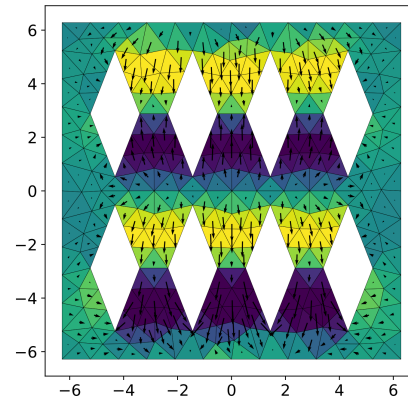
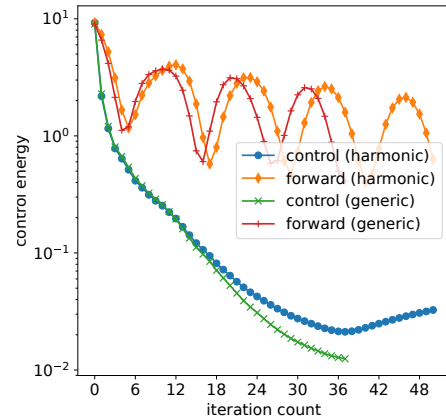
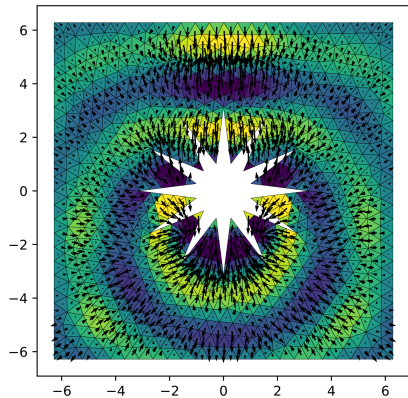
```
use dexterio::*;  
let mesh = SimplicialMesh::new(vertices, indices);  
let mut p: Cochain<Primal, 0> = mesh.integrate_cochain(...);  
let mut v: Cochain<Primal, 1> = mesh.integrate_cochain(...);  
loop {  
    p += dt * c_sq * mesh.star() * mesh.d() * mesh.star() * &v;  
    v += dt * mesh.d() * &p;  
}
```

# Results

Master's thesis [4], upcoming paper [6]

DEC + controllability-based optimization for time-harmonic acoustic scattering problems  
+ alternative Hodge star for spatially harmonic problems

(using PyDEC – dexterio didn't exist yet)





## More applications

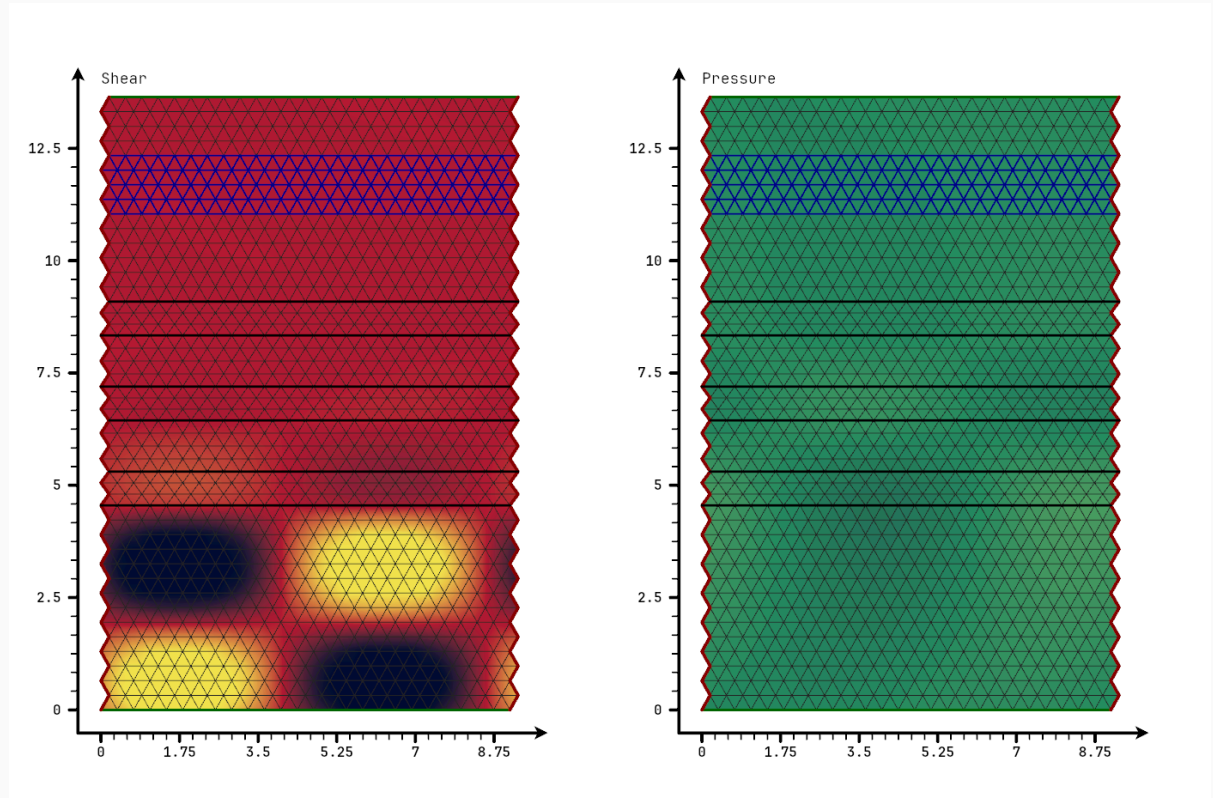
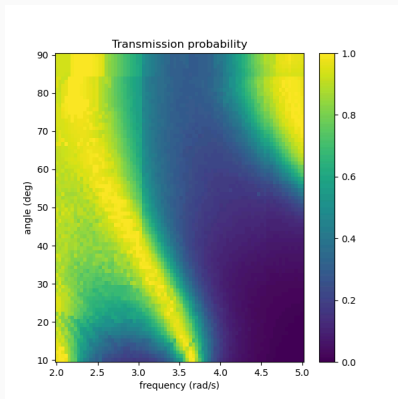
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# Phonon transmission

Ongoing work: elastic waves in vertically layered, horizontally periodic structures

Applications in nanoscale heat transport (current focus), seismology, etc.

$$\begin{cases} \frac{\partial \dot{p}^0}{\partial t} - (\lambda + 2\mu) \star d \dot{q}^1 = 0 \\ \frac{\partial \dot{w}^0}{\partial t} - \mu \star d \star \dot{q}^1 = 0 \\ \rho \frac{\partial \dot{v}^1}{\partial t} - \star d \dot{p}^0 + d \dot{w}^0 = 0 \end{cases}$$



## Other works from our research group

Electromagnetics and generalized wave propagation problems (Räbinä et al.) [7], [8]

GPU-accelerated quantum mechanics (Kivioja) [9], [10]

Minkowski spacetime meshing (Mönkölä et al.) [11]

Higher-order discretizations (Lohi) [12]

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