

Interfacing OCaml with Sundials for numerical simulation

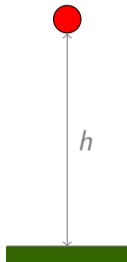
Timothy Bourke

Inria Paris

March, 2022

Bouncing ball

model



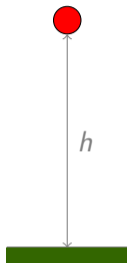
$$F = m \cdot a$$

$$m \cdot -g = m \cdot \frac{d^2 h(t)}{dt^2}$$

$$\frac{d^2 h(t)}{dt^2} = -g$$

Bouncing ball

model



$$F = m \cdot a$$

$$m \cdot -g = m \cdot \frac{d^2 h(t)}{dt^2}$$

$$\frac{d^2 h(t)}{dt^2} = -g$$

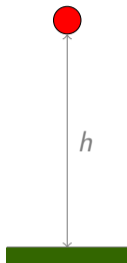
$$\dot{v} = -g \quad v(0) = v_0$$

$$\dot{h} = v \quad h(0) = h_0$$

First-order ODE

Bouncing ball

model



$$F = m \cdot a$$

$$m \cdot -g = m \cdot \frac{d^2 h(t)}{dt^2}$$

$$\frac{d^2 h(t)}{dt^2} = -g$$

$$\dot{v} = -g$$

$$v(0) = v_0$$

$$\dot{h} = v$$

$$h(0) = h_0$$

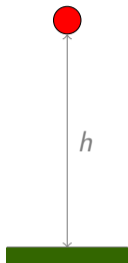
$$v(t) = v_0 + \int_0^t -g \cdot d\tau$$

$$h(t) = h_0 + \int_0^t v(\tau) \cdot d\tau$$

First-order ODE

Bouncing ball

model



$$F = m \cdot a$$

$$m \cdot -g = m \cdot \frac{d^2 h(t)}{dt^2}$$

$$\frac{d^2 h(t)}{dt^2} = -g$$

$$[\dot{v}; \dot{h}] = \mathbf{f}(t, [v; h])$$

Solver

approximation

$$\mathbf{y}_i = [v_0; h_0]$$

$$\begin{aligned} \dot{v} &= -g \\ \dot{h} &= v \end{aligned}$$

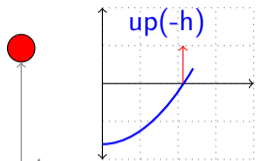
$$\begin{aligned} v(0) &= v_0 \\ h(0) &= h_0 \end{aligned}$$

$$\begin{aligned} v(t) &= v_0 + \int_0^t -g \cdot d\tau \\ h(t) &= h_0 + \int_0^t v(\tau) \cdot d\tau \end{aligned}$$

First-order ODE

Bouncing ball

model



$$[uph] = g(t, [v; h])$$

$$F = m \cdot a$$

$$m \cdot -g = m \cdot \frac{d^2 h(t)}{dt^2}$$

$$\frac{d^2 h(t)}{dt^2} = -g$$

$$[\dot{v}; \dot{h}] = f(t, [v; h])$$

Solver

event!

approximation

$$y_i = [v_0; h_0]$$

$$\begin{aligned} \dot{v} &= -g \\ \dot{h} &= v \end{aligned}$$

$$\begin{aligned} v(0) &= v_0 \\ h(0) &= h_0 \end{aligned}$$

$$\begin{aligned} v(t) &= v_0 + \int_0^t -g \cdot d\tau \\ h(t) &= h_0 + \int_0^t v(\tau) \cdot d\tau \end{aligned}$$

First-order ODE

Numerical simulation

- Forward Euler method

- » Continuous model:

$$\dot{y}(t) = f(t, y(t)) \quad y(0) = y_0$$

- » Discrete approximation:

$$y_{n+1} = y_n + h \cdot f(n \cdot h, y_n)$$

where h is the *step size*

- » Approximates a curve with straight line segments

- » Smaller h : more accurate, more computation

Numerical simulation

- Forward Euler method

- » Continuous model:

$$\dot{y}(t) = f(t, y(t)) \quad y(0) = y_0$$

- » Discrete approximation:

$$y_{n+1} = y_n + h \cdot f(n \cdot h, y_n)$$

where h is the *step size*

- » Approximates a curve with straight line segments

- » Smaller h : more accurate, more computation

- Backward Euler method

- » $y_{n+1} = y_n + h \cdot f((n+1) \cdot h, y_{n+1})$

- » *Implicit method*: needs to solve an algebraic equation for y_{n+1}

- » Non-linear solver: Fixed-point iteration, Newton method, ...

Numerical simulation

- Forward Euler method

- » Continuous model:

$$\dot{y}(t) = f(t, y(t)) \quad y(0) = y_0$$

- » Discrete approximation:

$$y_{n+1} = y_n + h \cdot f(n \cdot h, y_n)$$

where h is the *step size*

- » Approximates a curve with straight line segments

- » Smaller h : more accurate, more computation

- Backward Euler method

- » $y_{n+1} = y_n + h \cdot f((n+1) \cdot h, y_{n+1})$

- » *Implicit method*: needs to solve an algebraic equation for y_{n+1}

- » Non-linear solver: Fixed-point iteration, Newton method, ...

- Runge-Kutta method (1900)

Numerical simulation

- Forward Euler method

- » Continuous model:

$$\dot{y}(t) = f(t, y(t)) \quad y(0) = y_0$$

- » Discrete approximation:

$$y_{n+1} = y_n + h \cdot f(n \cdot h, y_n)$$

where h is the *step size*

- » Approximates a curve with straight line segments

- » Smaller h : more accurate, more computation

- Backward Euler method

- » $y_{n+1} = y_n + h \cdot f((n+1) \cdot h, y_{n+1})$

- » *Implicit method*: needs to solve an algebraic equation for y_{n+1}

- » Non-linear solver: Fixed-point iteration, Newton method, ...

- Runge-Kutta method (1900)

- Adams-Moulton Formulas

- Backward Differentiation Formulas (BDFs)

Solver execution

Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$

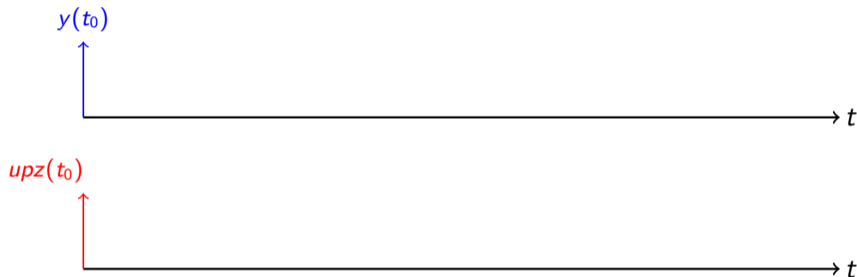
_____→ t

_____→ t

- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

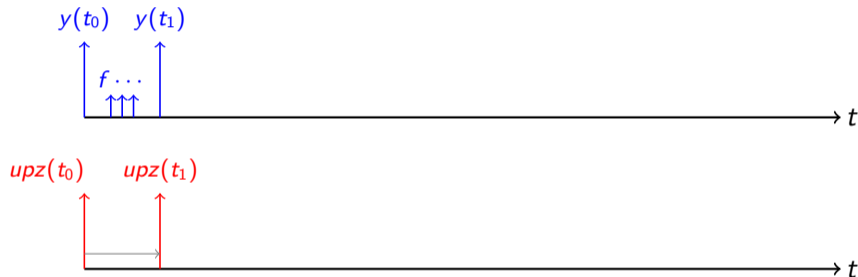
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

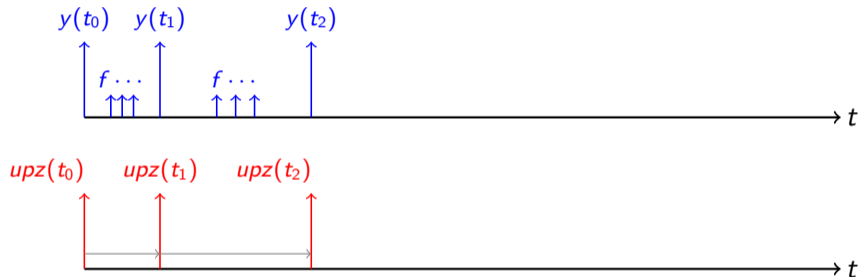
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$

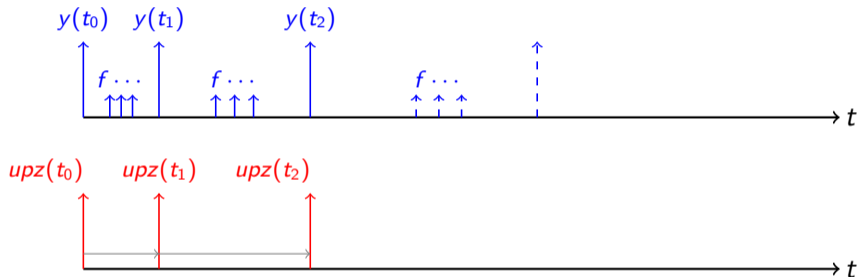


- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$

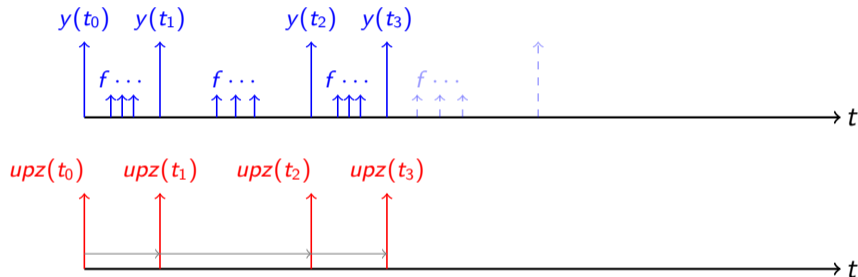
approximation error too large



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

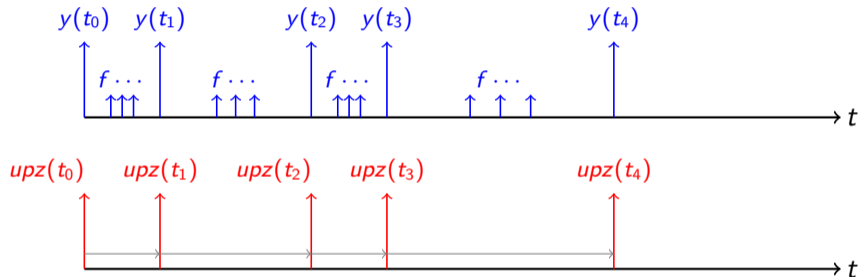
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

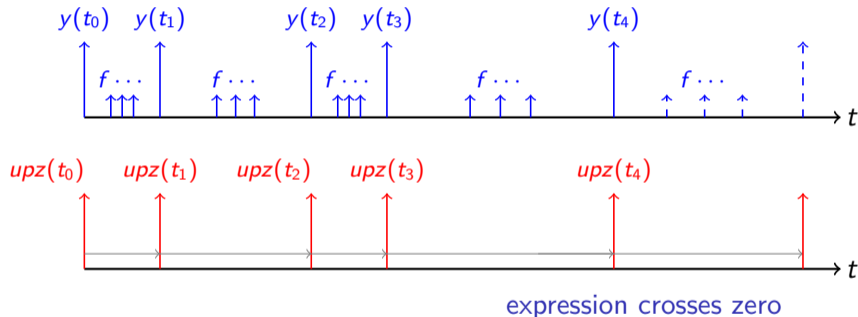
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

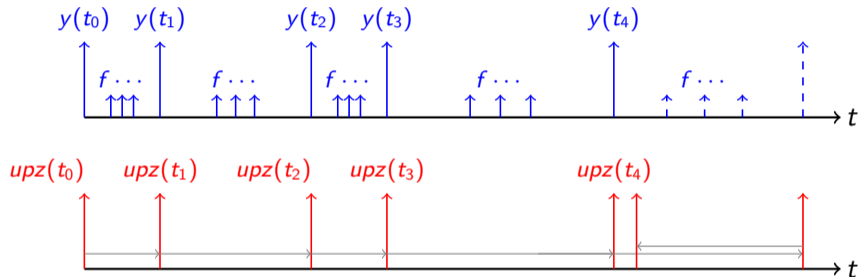
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

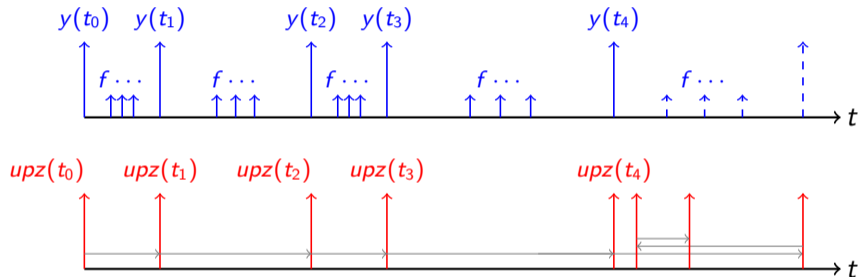
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

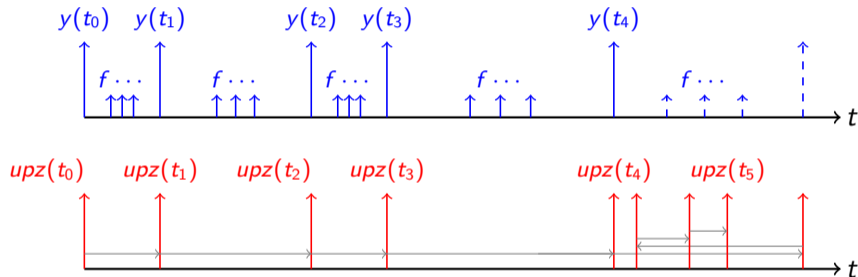
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

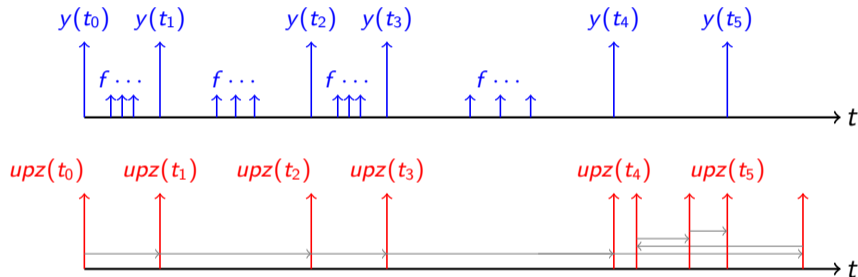
Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

Solver execution

Give solver two functions: $\dot{y} = f_{\sigma}(t, y)$, $upz = g_{\sigma}(t, y)$



- Bigger and bigger steps (bound by h_{min} and h_{max})
- t does not necessarily advance monotonically
 - » No side-effects within f or g

SUNDIALS

SUite of Nonlinear and Differential/ALgebraic Equation Solvers

[Hindmarsh, Brown, Grant, Lee, Serban, Shumaker, and Woodward (2005):
SUNDIALS: Suite of Nonlinear and Differential/Algebraic Equation Solvers]

<https://computing.llnl.gov/projects/sundials>

6 solvers

CVODE $\dot{Y} = f(Y)$ and $Y(t_0) = Y_0$.

CVODES *CVODE* + sensitivity analysis

IDA $F(Y, \dot{Y}) = 0$, $Y(t_0) = Y_0$, $\dot{Y}(t_0) = \dot{Y}_0$

IDAS *IDA* + sensitivity analysis

ARKODE $M\dot{Y} = f_E(Y) + f_I(Y)$, $Y(t_0) = Y_0$

KINSOL Calculate U from $F(U) = 0$
and initial guess U_0 .

Common modules

- vectors of data
- matrices:
dense, band, and sparse
- linear solvers
- nonlinear solvers

Written in C with an interface for Fortran

“a general movement away from Fortran and toward C in scientific computing”

Sundials/ML

An OCaml interface to (most of) Sundials

[Bourke, Inoue, and Pouzet (2016): Sundials/ML: interfacing with numerical solvers]

```
opam install sundialsml
```

	<i>version</i>	<i>date</i>	<i>OCaml</i>	<i>C</i>
	first commit	Aug 2010	68	149
• Exceptions	v2.5.0p0	Nov 2014	9 147	10 201
• Automatic Memory Management	v2.6.0p0	Mar 2016	12 888	15 810
• Algebraic Data Types	v2.7.0p0	Dec 2016	13 477	16 000
• Type and Module systems	v3.1.1p0	Jul 2018	14 350	18 826
• Dynamic checks	v4.1.0p0	Sep 2020	18 565	25 720
• Mostly follows Sundials	v5.8.0p0	Dec 2021	27 074	31 662
	v6.0.0p0	Dec 2021	27 896	32 473
	v6.1.1p0	Feb 2022	27 896	32 491

Used by <https://Zelus.di.ens.fr>, [OWL \(Owl_ode_sundials\)](https://Owl_ode_sundials), <http://Miking.org>


```
1  cvode_mem = CVodeCreate(CV_BDF, CV_NEWTON);
2  if(check_flag((void *)cvode_mem, "CVodeCreate", 0)) return(1);

3  flag = CVodeSetUserData(cvode_mem, data);
4  if(check_flag(&flag, "CVodeSetUserData", 1)) return(1);

5  flag = CVodeInit(cvode_mem, f, T0, u);
6  if(check_flag(&flag, "CVodeInit", 1)) return(1);

7  flag = CVodeSStolerances(cvode_mem, reltol, abstol);
8  if (check_flag(&flag, "CVodeSStolerances", 1)) return(1);

9  LS = SUNSPGMR(u, PREC_LEFT, 0);
10 if(check_flag((void *)LS, "SUNSPGMR", 0)) return(1);

11 flag = CVSpilsSetLinearSolver(cvode_mem, LS);
12 if (check_flag(&flag, "CVSpilsSetLinearSolver", 1)) return 1;

13 flag = CVSpilsSetJacTimes(cvode_mem, jtv);
14 if(check_flag(&flag, "CVSpilsSetJacTimes", 1)) return(1);

15 flag = CVSpilsSetPreconditioner(cvode_mem, Precond, PSolve);
16 if(check_flag(&flag, "CVSpilsSetPreconditioner", 1)) return(1);
```

```
1 let cvode_mem =
2   Cvode.(init BDF
3     (Newton Spils.(solver (spgmr u)
4       ~jac_times_vec:(None, jtv data)
5       (prec_left ~setup:(precond data) (psolve data))))
6     (SStolerances (reltol, abstol))
7     (f data) t0 u)
8 in
```

Example: double pendulum with *CVODE*



WIKIPEDIA
The Free Encyclopedia

Main page
Contents
Current events
Random article
About Wikipedia
Contact us
Donate

Contribute

Help
Learn to edit
Community portal
Recent changes
Upload file

Tools

What links here
Related changes
Special pages

Not logged in [Talk](#) [Contributions](#) [Create account](#) [Log in](#)

Article [Talk](#)

[Read](#) [Edit](#) [View history](#)

Search Wikipedia

Double pendulum

From Wikipedia, the free encyclopedia

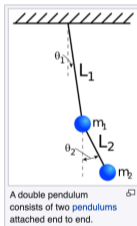


This article includes a list of general [references](#), but it **lacks sufficient corresponding inline citations**. Please help to [improve](#) this article by [introducing](#) more precise citations. *(June 2013)* [\(Learn how and when to remove this template message\)](#)

In [physics](#) and [mathematics](#), in the area of [dynamical systems](#), a **double pendulum** is a [pendulum](#) with another pendulum attached to its end, is a simple [physical system](#) that exhibits rich [dynamic behavior](#) with a [strong sensitivity to initial conditions](#).^[1] The motion of a double pendulum is governed by a set of coupled [ordinary differential equations](#) and is [chaotic](#).

Contents [hide]

- 1 Analysis and interpretation
 - 1.1 Lagrangian
- 2 Chaotic motion
- 3 See also
- 4 Notes
- 5 References
- 6 External links



- No analytical solution exists; i.e., no exact function from t to θ_1 and θ_2 .
- No choice but to use numerical simulation.

Example: double pendulum with *CVODE*

Download as PDF
Printable version

In other projects

Wikimedia Commons

Languages

Català

Deutsch

Español

Français

فارسی

Italiano

Nederlands

Português

中文

🔍 8 more

🔗 Edit links

In a compound pendulum, the mass is distributed along its length. If the mass is evenly distributed, then the center of mass of each limb is at its midpoint, and the limb has a **moment of inertia** of $I = \frac{1}{12}ml^2$ about that point.

It is convenient to use the angles between each limb and the vertical as the **generalized coordinates** defining the configuration of the system. These angles are denoted θ_1 and θ_2 . The position of the center of mass of each rod may be written in terms of these two coordinates. If the origin of the **Cartesian coordinate system** is taken to be at the point of suspension of the first pendulum, then the center of mass of this pendulum is at:

$$x_1 = \frac{l}{2} \sin \theta_1$$
$$y_1 = -\frac{l}{2} \cos \theta_1$$

and the center of mass of the second pendulum is at

$$x_2 = l \left(\sin \theta_1 + \frac{1}{2} \sin \theta_2 \right)$$
$$y_2 = -l \left(\cos \theta_1 + \frac{1}{2} \cos \theta_2 \right)$$

This is enough information to write out the Lagrangian.

Lagrangian [edit]

The Lagrangian is

$$L = \text{kinetic energy} - \text{potential energy}$$
$$= \frac{1}{2} m (v_1^2 + v_2^2) + \frac{1}{2} I (\dot{\theta}_1^2 + \dot{\theta}_2^2) - mg(y_1 + y_2)$$
$$= \frac{1}{2} m (\dot{x}_1^2 + \dot{y}_1^2 + \dot{x}_2^2 + \dot{y}_2^2) + \frac{1}{2} I (\dot{\theta}_1^2 + \dot{\theta}_2^2) - mg(y_1 + y_2)$$

The first term is the **linear kinetic energy** of the **center of mass** of the bodies and the second term is the **rotational kinetic energy** around the center of mass of each rod. The last term is the **potential energy** of the bodies in a uniform gravitational field. The **dot-notation** indicates the **time derivative** of the variable in question.

Substituting the coordinates above and rearranging the equation gives

$$L = \frac{1}{6} ml^2 (\dot{\theta}_2^2 + 4\dot{\theta}_1^2 + 3\dot{\theta}_1\dot{\theta}_2 \cos(\theta_1 - \theta_2)) + \frac{1}{2} mgl(3 \cos \theta_1 + \cos \theta_2).$$

There is only one conserved quantity (the energy), and no conserved momenta. The two generalized momenta may be written as

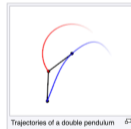
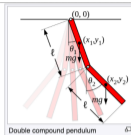
$$p_{\theta_1} = \frac{\partial L}{\partial \dot{\theta}_1} = \frac{1}{6} ml^2 (8\dot{\theta}_1 + 3\dot{\theta}_2 \cos(\theta_1 - \theta_2))$$
$$p_{\theta_2} = \frac{\partial L}{\partial \dot{\theta}_2} = \frac{1}{6} ml^2 (2\dot{\theta}_2 + 3\dot{\theta}_1 \cos(\theta_1 - \theta_2)).$$

These expressions may be **inverted** to get

$$\dot{\theta}_1 = \frac{6}{ml^2} \frac{2p_{\theta_1} - 3 \cos(\theta_1 - \theta_2)p_{\theta_2}}{16 - 9 \cos^2(\theta_1 - \theta_2)}$$
$$\dot{\theta}_2 = \frac{6}{ml^2} \frac{8p_{\theta_2} - 3 \cos(\theta_1 - \theta_2)p_{\theta_1}}{16 - 9 \cos^2(\theta_1 - \theta_2)}.$$

The remaining equations of motion are written as

$$\ddot{\theta}_1 = \frac{\partial L}{\partial \theta_1} = -\frac{1}{2} ml^2 (\dot{\theta}_1\dot{\theta}_2 \sin(\theta_1 - \theta_2) + 3\frac{g}{l} \sin \theta_1)$$
$$\ddot{\theta}_2 = \frac{\partial L}{\partial \theta_2} = -\frac{1}{2} ml^2 (-\dot{\theta}_1\dot{\theta}_2 \sin(\theta_1 - \theta_2) + \frac{g}{l} \sin \theta_2).$$



Nvectors

C: Abstract Type

- representation of a vector
- + set of vector functions
- `sundials_nvector.h`

```
struct _generic_N_Vector {  
    void *content;  
    N_Vector_Ops ops;  
};
```

OCaml

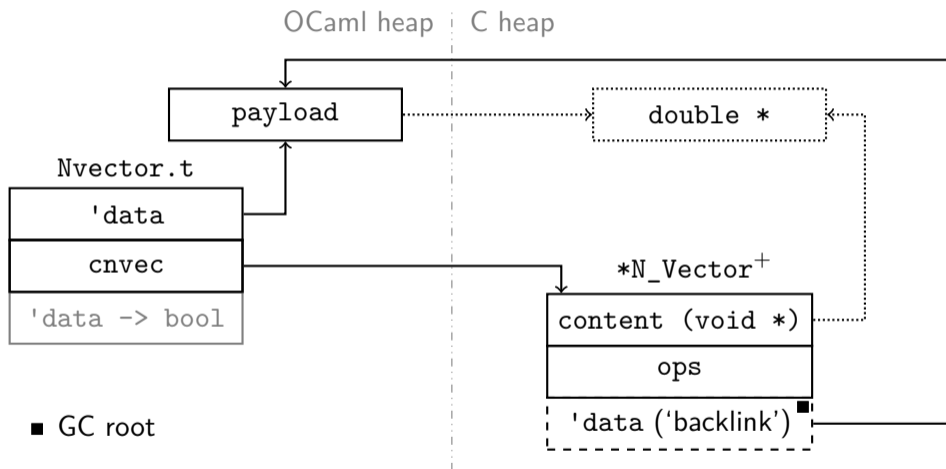
- `type ('data, 'kind) Nvector.t`
- `src/nvectors/nvector.mli`

Implementations

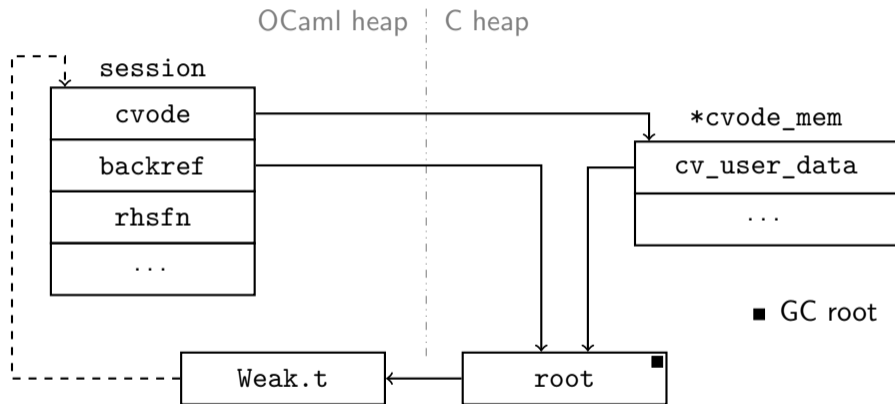
- Serial: array of doubles
- Pthreads: array of doubles
- OpenMP: array of doubles
- Parallel: local array + MPI
- Many: array of nvectors
- Custom: provided by user

```
struct _N_VectorContent_Serial {  
    sunindextype length;  
    booleantype own_data;  
    realtype *data;  
};
```

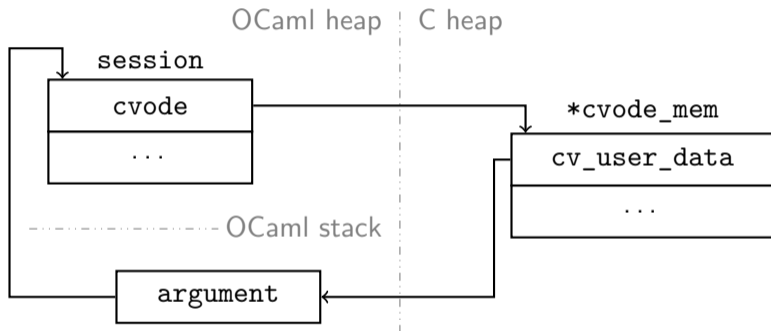
Nvectors: OCaml/C Interface



Sessions (*CVODE*): OCaml/C Interface



Sessions (*CVODE*): Rejected OCaml/C Interface



Benchmarking and Debugging

- Reimplement 124 examples from Sundials (34 429 lines of OCaml)
- Helped to improve the OCaml interface
- Run very many times with `Gc.compact`
- Also run with `valgrind`
- Found lots of bugs (and a few in Sundials itself)
- Benchmarking
- `kcachegrind` for diagnostics

Running faster

1. Explicit type annotations on all vector arguments.

```
let f t y yd = ...
```

becomes

```
type rarray = (float, float64_elt, c_layout) Bigarray.Array1.t  
let f t (y : rarray) (yd : rarray) = ...
```

Not polymorphic; `ocamlopt` optimizes for bigarrays

2. Avoid functions `Bigarray.(Array1.sub and Array2.slice_left)`

- » They allocate fresh big arrays on the major heap
- » Avoid by passing and manipulating array offsets

3. Write numeric expressions and loops according to Leroy (2002): Writing efficient numerical code in Objective Caml to avoid float boxing

Conclusion

- An OCaml interface to (most of) Sundials
- Very convenient for understanding and using the library (types, exceptions, dynamic checks, garbage collection)
- Ideal for mixing symbolic manipulation with numerical simulation

- Improve formatting of online documentation?
- Ongoing work: OCaml 5.x. . .

References I

- Bourke, T., J. Inoue, and M. Pouzet (Sept. 2016). “Sundials/ML: interfacing with numerical solvers”. In: *ACM Workshop on ML*. ACM. Nara, Japan.
- Hindmarsh, A. C., P. N. Brown, K. E. Grant, S. L. Lee, R. Serban, D. E. Shumaker, and C. S. Woodward (Sept. 2005). “SUNDIALS: Suite of Nonlinear and Differential/Algebraic Equation Solvers”. In: *ACM Trans. Mathematical Software* 31.3, pp. 363–396.
- Leroy, X. (July 2002). *Writing efficient numerical code in Objective Caml*. http://caml.inria.fr/pub/old_caml_site/ocaml/numerical.html.