

Programming and Modelling (week 36)

C. Thieulot

Institute of Earth Sciences

September 2017

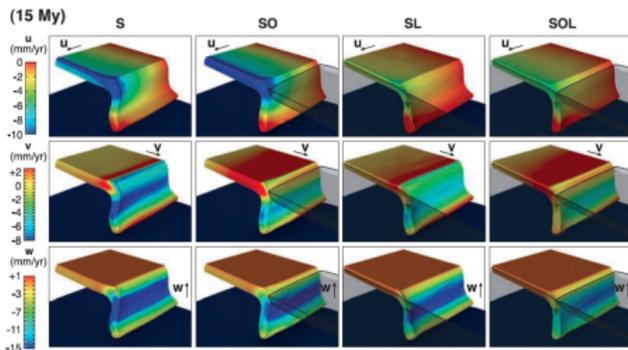
Cedric Thieulot
www.cedricthieulot.net
c.thieulot@uu.nl
van Unnikgebouw - Room 810

- 1997 Bachelor in mathematics
- 2000 Masters in theoretical physics
- 2004 PhD in non-equilibrium hydrodynamics and numerical modelling
- 2005 Various post-docs in Computational Geodynamics
- 2012 Post-Doc at University of Utrecht
- 2015 Assistant Prof. at University of Utrecht

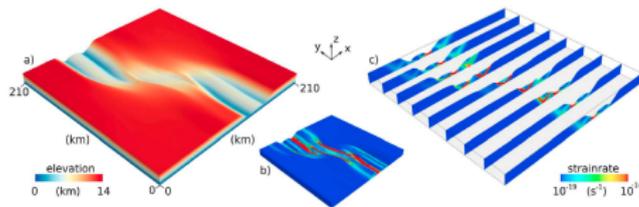
motivation (1)

- ▶ getting acquainted with the art of programming
- ▶ develop a systematic reasoning
- ▶ learn the basics of a programming language (transferable skill)
- ▶ understanding more internet jokes such as:
"There are 10 types of people in this world. Those who understand binary, and those who don't."

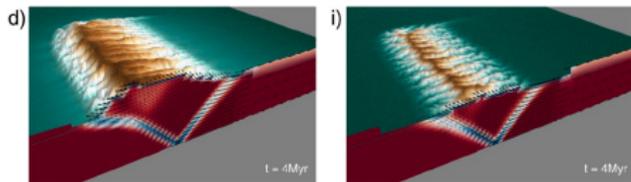
motivation (2)



(3D subduction)

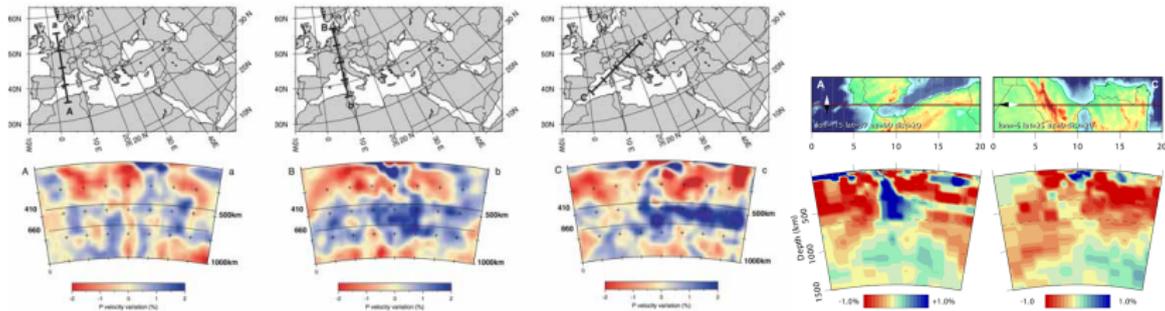
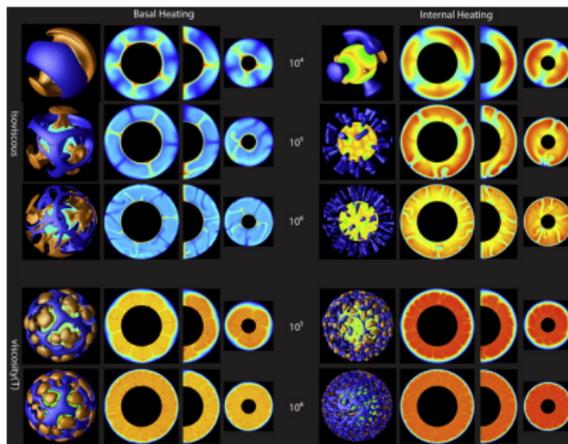
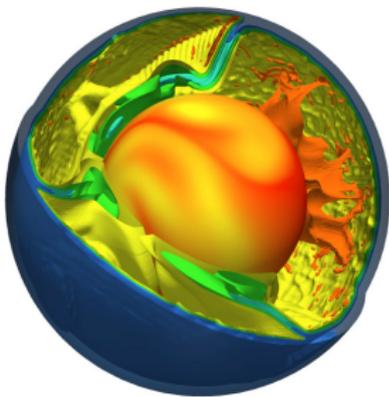


(rift interaction)



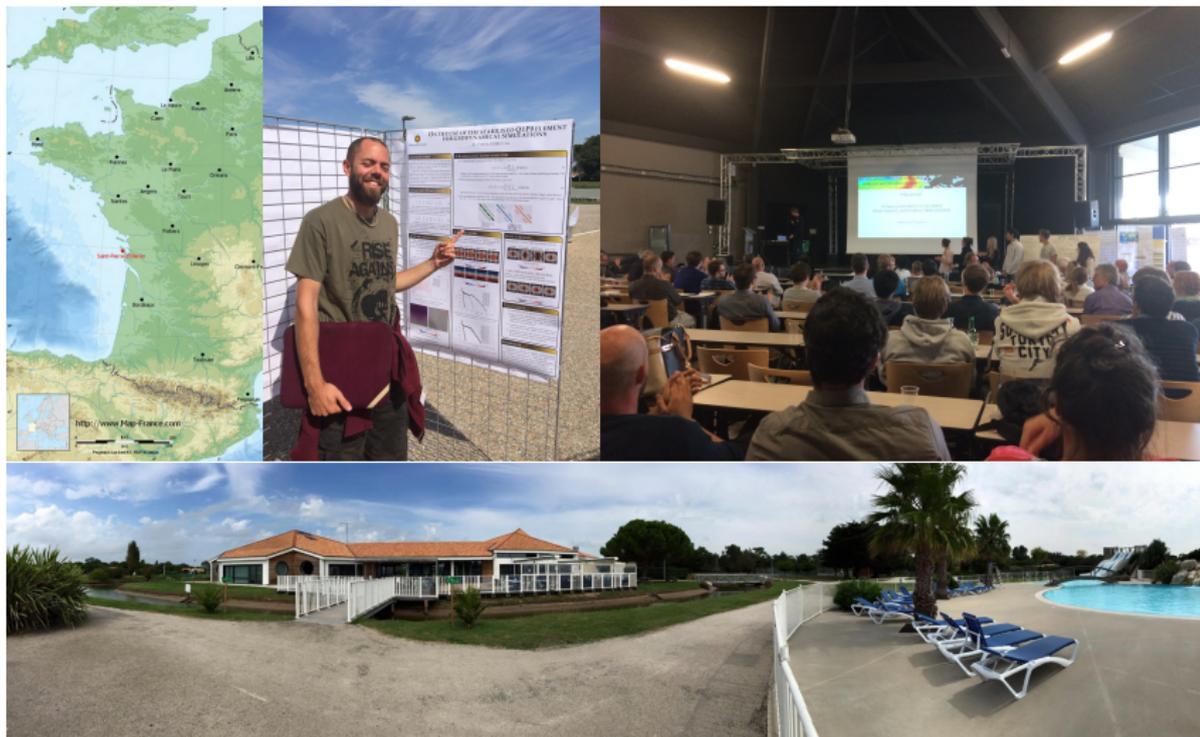
(erosion+orogenesis)

motivation (3)



(mantle modelling and tomography)

motivation(4)



XIV International Workshop on Modelling of Mantle and Lithosphere Dynamics, Aug 31st, Sept. 5th 2015, Oleron, France.

motivation(5)

XV International Workshop on Modelling of Mantle and Lithosphere Dynamics

27-31 Aug. 2017
Putten, The Netherlands



motivation (6)

Q: Why do we have to use computers ?

motivation (6)

Q: Why do we have to use computers ?

A: Because the equations used to describe the physical phenomena most often do not have an analytical solution.

motivation (6)

Q: Why do we have to use computers ?

A: Because the equations used to describe the physical phenomena most often do not have an analytical solution.

Let us look at the Stokes equation:

$$\nabla \cdot (\mu \nabla \mathbf{v}^s) - \nabla p = \rho \mathbf{g}$$

μ is the dynamic viscosity ($Pa.s$), which can depend on:

- ▶ local velocity gradient (strainrate)
- ▶ temperature
- ▶ composition
- ▶ history of deformation
- ▶ depth/pressure

(numerical) modelling

How do we build a model of the observed reality ?

- ▶ observe and quantify the observed reality
- ▶ find a mathematical description which takes the physical processes at hand in account
- ▶ find the appropriate numerical methods for this type of equation(s)
- ▶ code design, platform, language, ...
- ▶ coding/programming
- ▶ testing parts individually, then the whole code
- ▶ build experience by using the code on progressively more and more complex systems
- ▶ produce awesome results, publish in Nature, get rich and famous

Example



Amazing Geologist added 2 new photos.

1 hr · 🌐

✂ Normal faults, Iran, Zanjan-Tabriz road | #Geology

*Photo : © Jalilian Hosein

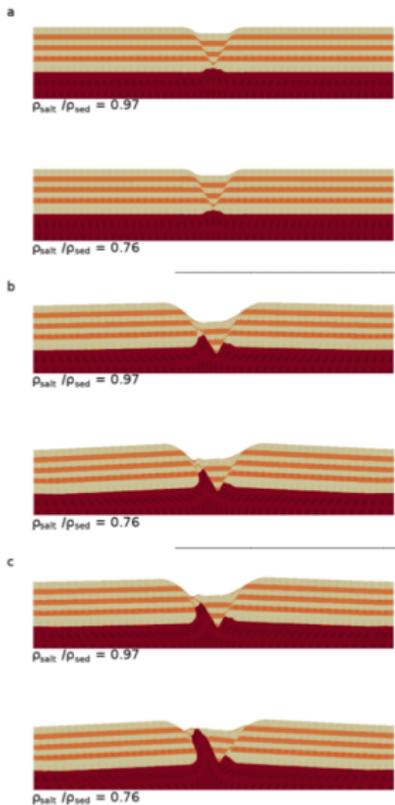
visit :

<http://www.geologyin.com/>



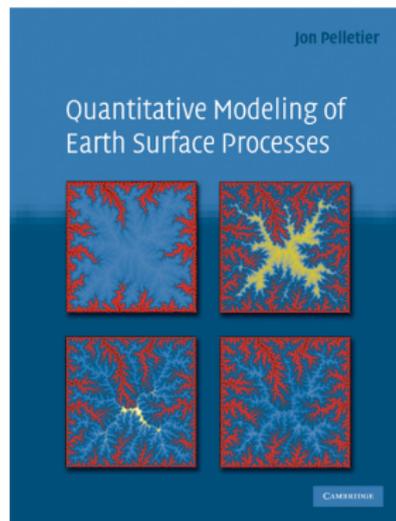
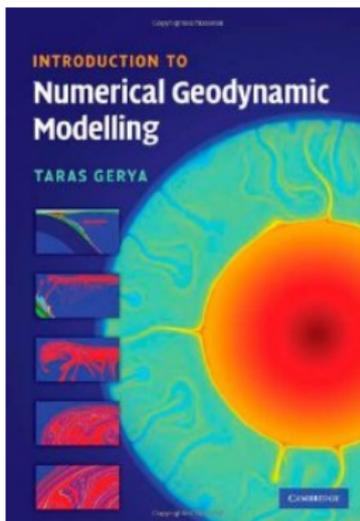
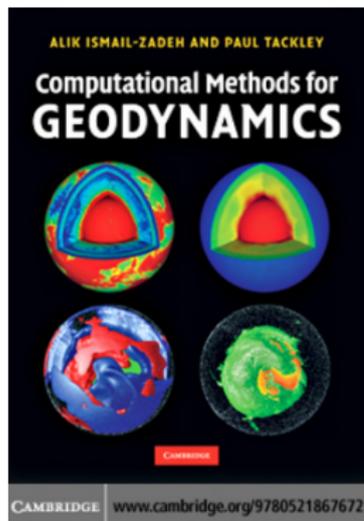
Like · Comment · Share · 👍 471 🗨 6 ➦ 55

Facebook

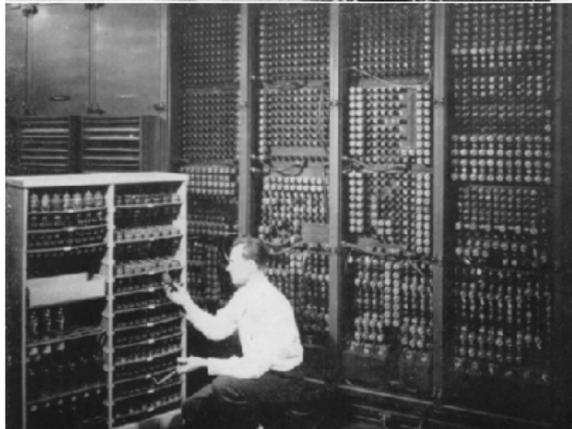
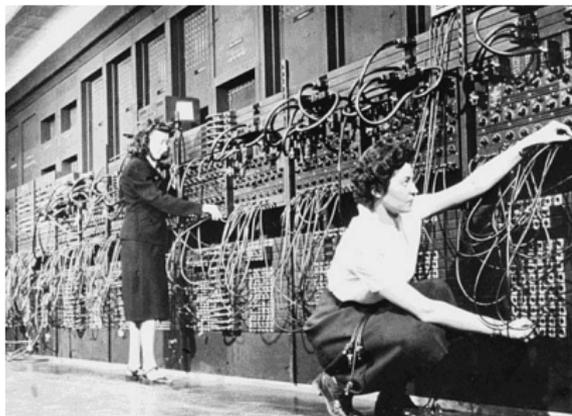


G. Harms, Masterscriptie, 2015

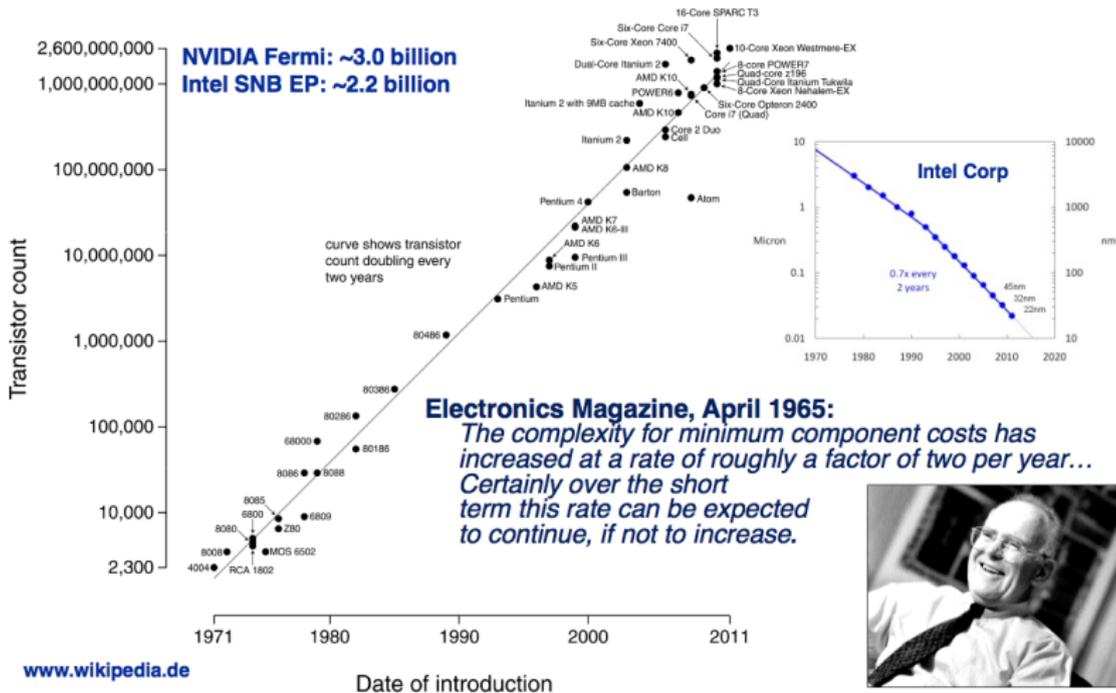
Some help

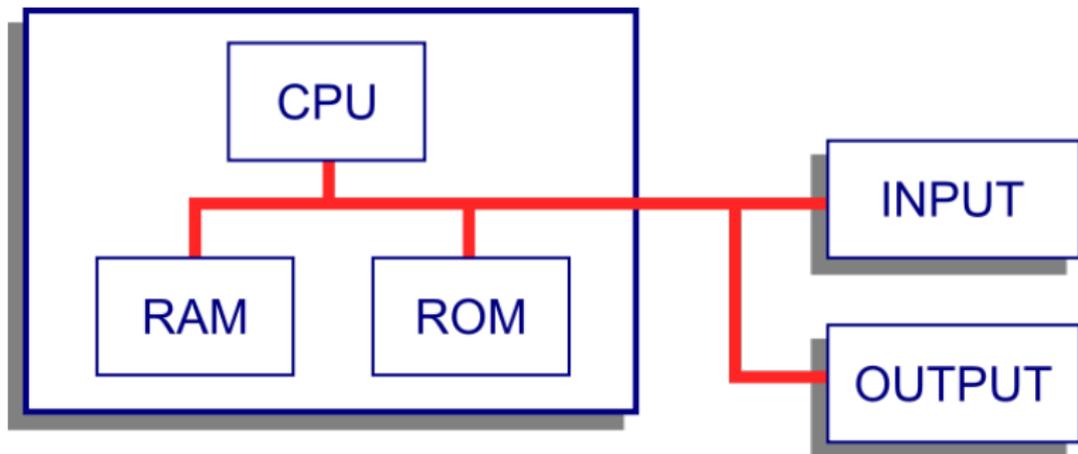






Moore's law continues...

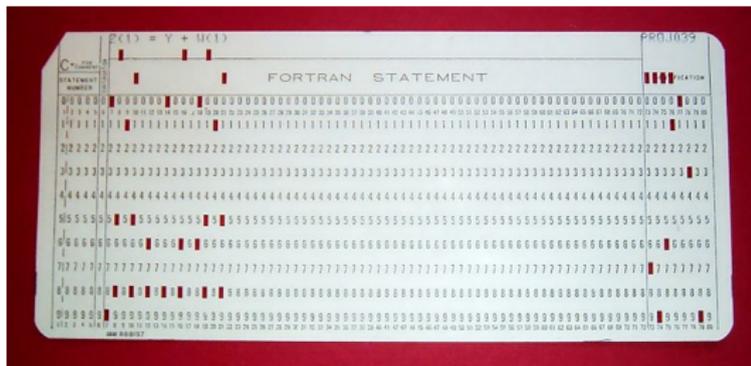




- ▶ CPU: Central processing unit (2-3Ghz)
- ▶ ROM: Read-only memory
- ▶ RAM: Random-access memory (1-32Gb)

operating systems (1)

- ▶ punchcard



- ▶ screen prompt

```
DOS/4GW Professional Protected Mode Run-time Version 1.96
Copyright (c) Rational Systems, Inc. 1990-1994

Silent Hunter
installed.

Type `SH; IF YOU EXPERIENCE VIDEO PROBLEMS, USE SH /U' to start.

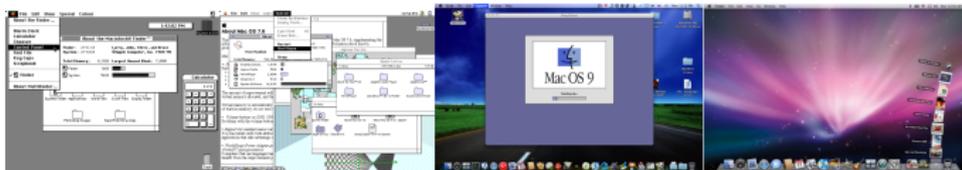
C:\GAMES\SILENT>_
```

operating systems (2)

▶ The Windows OS:



▶ The Mac OS (Unix)



▶ the Linux OS



Platforms/hardware (1)



Platforms/hardware (2)

Sunway TaihuLight - Sunway MPP, Sunway SW26010 260C 1.45GHz, Sunway

Site:	National Supercomputing Center in Wuxi
Manufacturer:	NRCPC
Cores:	10,649,600
Memory:	1,310,720 GB
Processor:	Sunway SW26010 260C 1.45GHz
Interconnect:	Sunway
Performance	
Linpack Performance (Rmax)	93,014.6 TFlop/s
Theoretical Peak (Rpeak)	125,436 TFlop/s
Nmax	12,288,000
HPCG [TFlop/s]	480.8
Power Consumption	
Power:	15,371.00 kW (Submitted)
Power Measurement Level:	2
Software	
Operating System:	Sunway RaiseOS 2.0.5

Programming languages (1)

- ▶ Computers understand *binary code* which depends on model, architecture, OS, ...

Programming languages (1)

- ▶ Computers understand *binary code* which depends on model, architecture, OS, ...
- ▶ Humans do not.

Programming languages (1)

- ▶ Computers understand *binary code* which depends on model, architecture, OS, ...
- ▶ Humans do not.

→ need for a human-friendly language, and a translator (compiler)

Programming languages (1)

- ▶ Computers understand *binary code* which depends on model, architecture, OS, ...
- ▶ Humans do not.

→ need for a human-friendly language, and a translator (compiler)

'human friendly computer language'



Programming languages (1)

- ▶ Computers understand *binary code* which depends on model, architecture, OS, ...
- ▶ Humans do not.

→ need for a human-friendly language, and a translator (compiler)

'human friendly computer language'



A **compiler** is a computer program that transforms source code written in a programming language into another computer language (the target language, often having a binary form). The most common reason for wanting to transform source code is to create an executable program.

Software



Wolfram
Mathematica



ABAQUS



Maplesoft
Mathematics • Modeling • Simulation

