## Efficient implementations of matrix-free finite element methods

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## ABSTRACT

In this project, we are working on a matrix-free method for finite-element methods. The matrix-free method has several advantages over standard matrixbased FEM. Firstly, no matrix assembly is needed which can amount to a substantial portion of the runtime, especially for problems where frequent reassembly is needed, e.g. non-linear or adaptively-refined problems. Secondly, the matrix-free method is more efficient on modern processor architectures such as GPUs, which require a high amount of arithmetic operations per memory access to be fully utilized. For traditional matrix-based finite-element methods, this is an issue since the sparse matrix-vector product comprising the majority of its computational work is dominated by memory bandwidth usage rather than computations, in particular for high dimensionality and element order. By using a matrix-free approach the bandwidth usage can be reduced considerably which leads to a corresponding speedup for the bandwidth-bound case.

Finally, by removing the need to keep the system matrix in memory, our matrixfree method can solve significantly larger problems, which is especially important on GPUs which have relatively small memory. In the scope of this project we are contributing code for matrix-free computations to Deal.II, which is an open-source C++ framework for finite-element computations.