



Comparison of Tearing Algorithms

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1. the concept of tearing
2. classification of tearing algorithms
3. some tearing methods
4. evaluation

tearing:

- symbolic method for large, sparse systems
- for linear, non-linear and mixed systems
- using graph theory
- speed up
- higher robustness

the concept of tearing

pre-work/preparation

- equation system
- algebraic representation
- partitioning/ precedence ordering (BLTF)

tearing

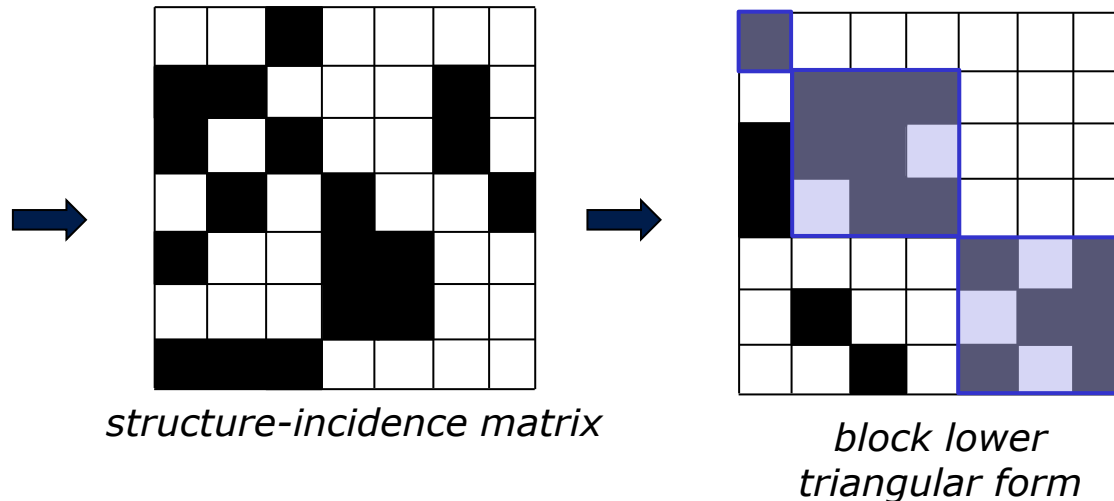
- tearing heuristic and output assignment

- numerical computation

the concept of tearing

pre-work/preparation

$$\begin{aligned} f_1 &= f(x_3) \\ f_2 &= f(x_1, x_2, x_6) \\ f_3 &= f(x_1, x_3, x_6) \\ f_4 &= f(x_2, x_5, x_7) \\ f_5 &= f(x_1, x_4, x_5) \\ f_6 &= f(x_4, x_5) \\ f_7 &= f(x_1, x_2, x_3) \end{aligned}$$



equation system

- implicit equations

algebraic representation

- incidence matrix or adjacency matrix

partitioning

- tearing of each block (algebraic loops)

basic principle of tearing

- tearing of algebraic loops
- assuming variables to be known (tearing variables)
- solve remaining equations
- iterate tearing variables with

residual equations (Newton iteration)

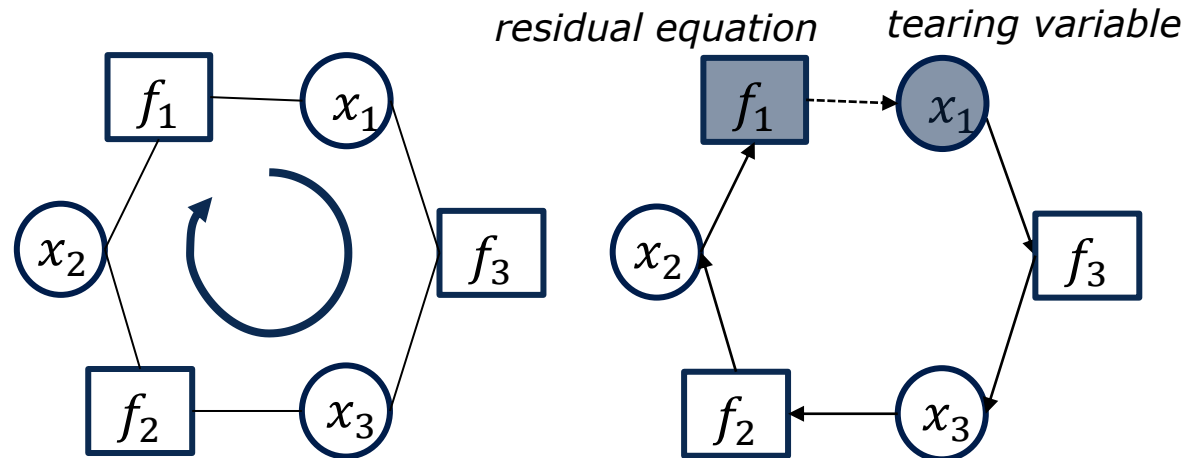
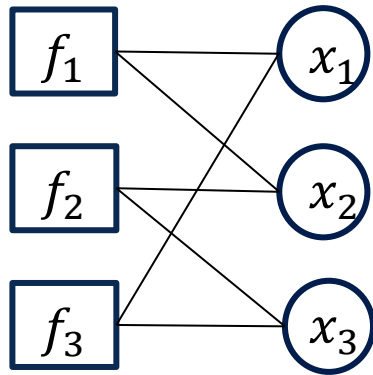
→ the aim is to choose the tearing set with the least number of variables

→ only heuristic methods exist to choose variables in polynomial time (proven to be NP-hard)

→ solvability has to be considered

the concept of tearing

basic principle of tearing



1. bipartite graph

2. algebraic loop

3. tear the loop

4. solving with $x_1 \rightarrow f_3$ for $x_3 \rightarrow f_2$ for x_2 (output assignment)

5. Newton iteration
$$x_{1new} = x_{1old} - \frac{f_1(x_{1old})}{f'_1(x_{1old})}$$

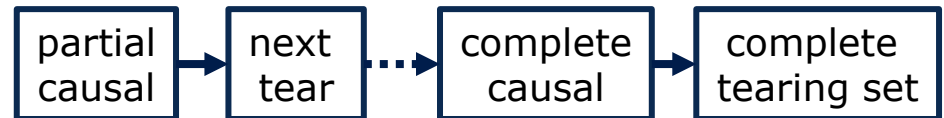
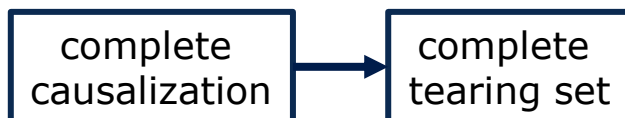
tearing = output assignment + variable selection

previously matched

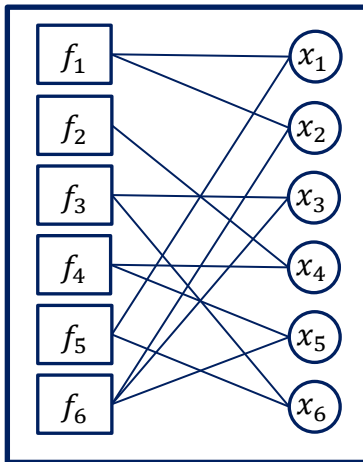
- output assignment is done before selection (Steward)
- works on digraph
- e.g. Steward, Ollero-Amselem

simultaneously matched

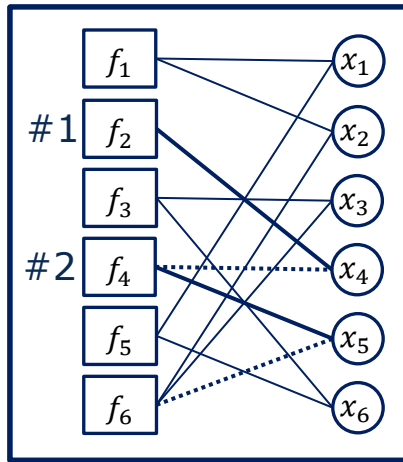
- output assignment is done during selection (Tarjan/Cellier)
- works on bipartite graph
- e.g. Cellier, Carpanzano



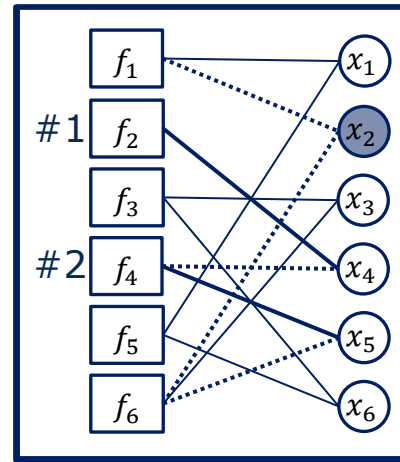
Celliers algorithm



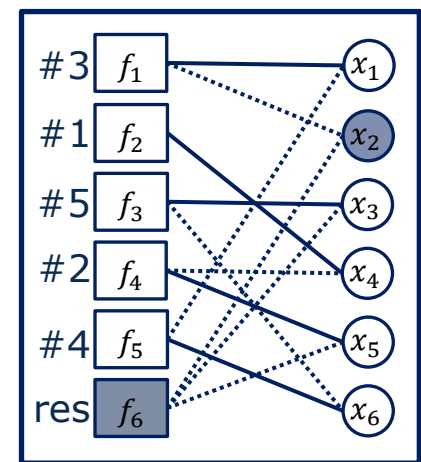
bipartite graph



partially causalized



tearing selection



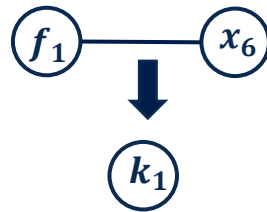
residual equation

Carpanzanos algorithm

- simultaneously matched
- similar to Cellier
- considers solvability of equations during tearing selection

→ see omcTearing (omc default)
selection weights considering rearranging effort

Stewards algorithm



| | x_1 | x_2 | x_3 | x_4 | x_5 | x_6 |
|-------|-------|-------|-------|-------|-------|-------|
| f_1 | 1 | 0 | 0 | 0 | 1 | 1 |
| f_2 | 0 | 1 | 0 | 1 | 0 | 0 |
| f_3 | 0 | 1 | 1 | 1 | 0 | 0 |
| f_4 | 1 | 0 | 1 | 0 | 0 | 0 |
| f_5 | 1 | 0 | 0 | 1 | 0 | 1 |
| f_6 | 0 | 1 | 0 | 0 | 1 | 0 |

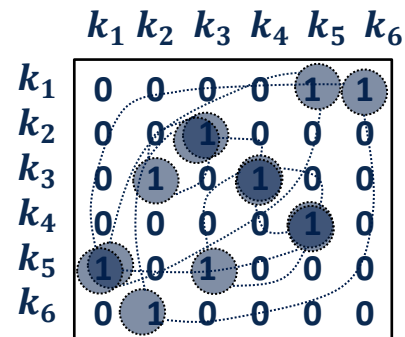
structure-incidence
matrix

| | k_1 | k_2 | k_3 | k_4 | k_5 | k_6 |
|-------|-------|-------|-------|-------|-------|-------|
| k_1 | 0 | 0 | 0 | 0 | 1 | 1 |
| k_2 | 0 | 0 | 1 | 0 | 0 | 0 |
| k_3 | 0 | 1 | 0 | 1 | 0 | 0 |
| k_4 | 0 | 0 | 0 | 0 | 1 | 0 |
| k_5 | 1 | 0 | 1 | 0 | 0 | 0 |
| k_6 | 0 | 1 | 0 | 0 | 0 | 0 |

adjacency matrix

k_1 : f_1 x_6
 k_2 : f_2 x_2
 k_3 : f_3 x_4
 k_4 : f_4 x_3
 k_5 : f_5 x_1
 k_6 : f_6 x_5

| | k_1 | k_2 | k_3 | k_4 | k_5 | k_6 |
|-------|-------|-------|-------|-------|-------|-------|
| k_1 | 0 | 0 | 0 | 0 | 1 | 1 |
| k_2 | 0 | 0 | 1 | 0 | 0 | 0 |
| k_3 | 0 | 1 | 0 | 1 | 0 | 0 |
| k_4 | 0 | 0 | 0 | 0 | 1 | 0 |
| k_5 | 1 | 0 | 1 | 0 | 0 | 0 |
| k_6 | 0 | 1 | 0 | 0 | 0 | 0 |



loop finding

l_1 : k_1 - k_5
 l_2 : k_2 - k_3
 l_3 : k_4 - k_5 - k_3
 l_4 : k_6 - k_2 - k_3 - k_4 - k_5 -
 k_1

| | k_1 | k_2 | k_3 | k_4 | k_5 | k_6 |
|-------|-------|-------|-------|-------|-------|-------|
| l_1 | 5 | 0 | 0 | 0 | 1 | 0 |
| l_2 | 0 | 3 | 2 | 0 | 0 | 0 |
| l_3 | 0 | 0 | 4 | 5 | 3 | 0 |
| l_4 | 6 | 3 | 4 | 5 | 1 | 2 |

find tearing set

Ollero-Amselems algorithm

- previously matched
- works with contraction of nodes in the digraph
- if: contraction causes self-loops

then: tearing variable found and removed from graph

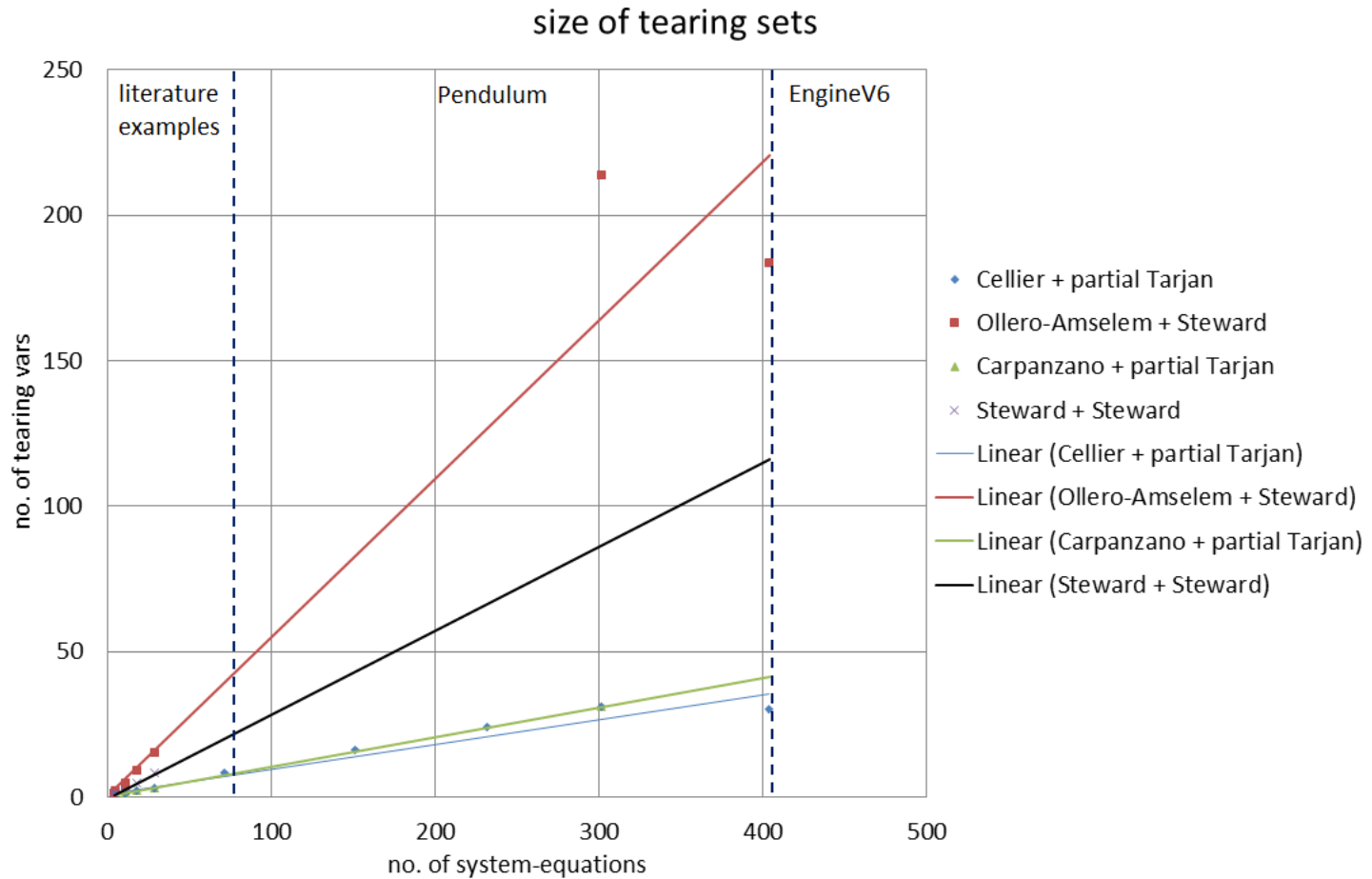
comparison

previously matched

- works on matched-system-graph
- higher computational effort
- re-transformation from matched system

simultaneously matched

- works on incidence matrix
 - output-assignment, precedence-ordering and tearing at once
- this concept will be pursued



- simultaneously matched tearing method is more effective (smaller tearing set)
- less administrative overhead for the simultaneously matched method
- previous matching is not unique and may effect tearing selection
- solvability has to be considered during selection

- finish implementation
- manual selection via annotation
- choice of residual equation
- improve tearing algorithm



»Wissen schafft Brücken.«

thank you for your attention