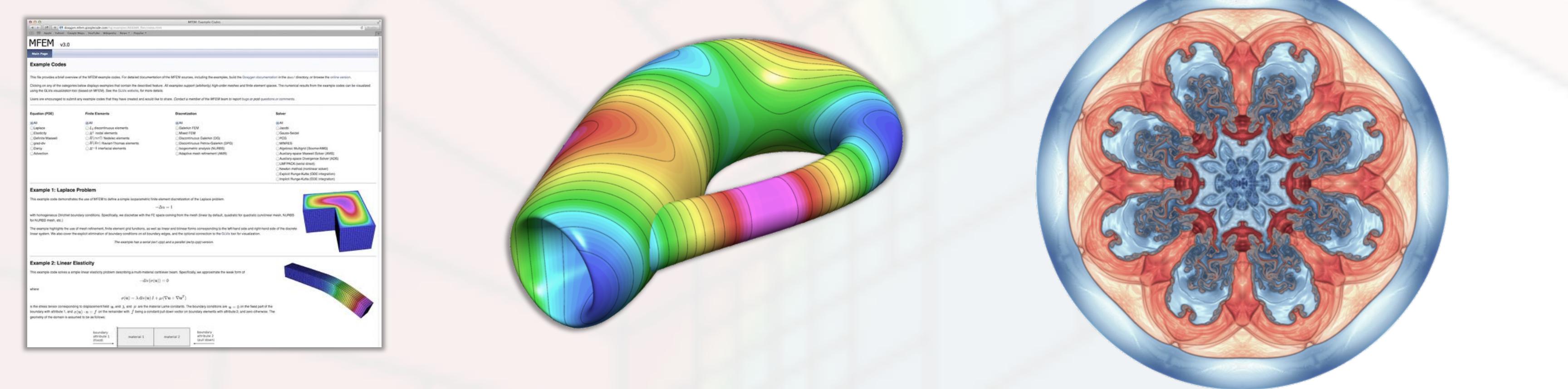


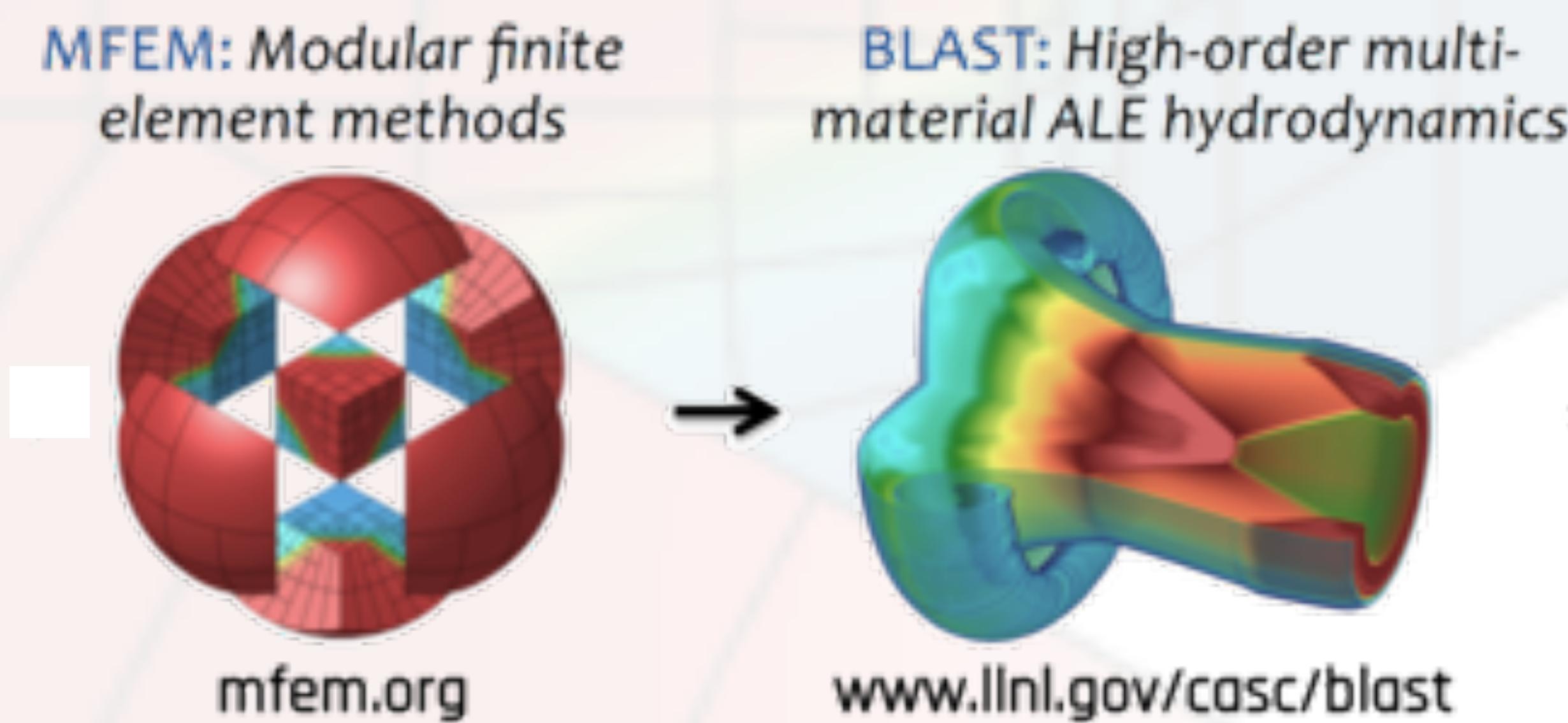
Modular Finite Elements

MFEM is scalable open-source C++ library for finite element research and fast application development

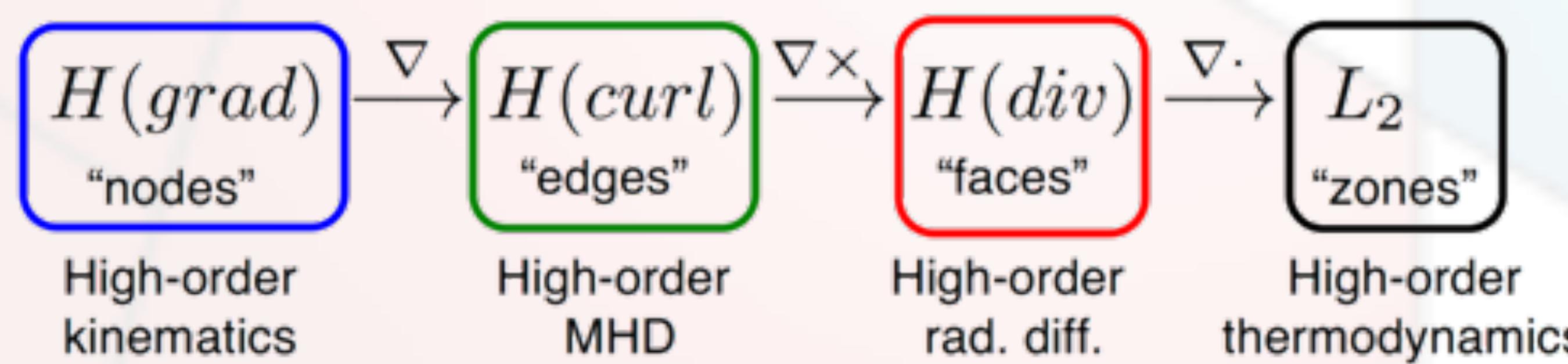
- ✓ triangular, quad, tet and hex meshes (volume, surface, ...)
- ✓ arbitrary order curvilinear mesh elements
- ✓ arbitrary-order H^1 , $H(\text{curl})$, $H(\text{div})$ and L^2 elements
- ✓ NURBS geometries and discretizations
- ✓ bilinear/linear forms for many methods (Galerkin, DG, ...)
- ✓ scalable assembly and linear solvers
- ✓ many example codes & miniapps
- ✓ integration with: xSDK, hypre, PETSc, SUNDIALS, SuperLU, ...



Powering next-generation multi-physics apps

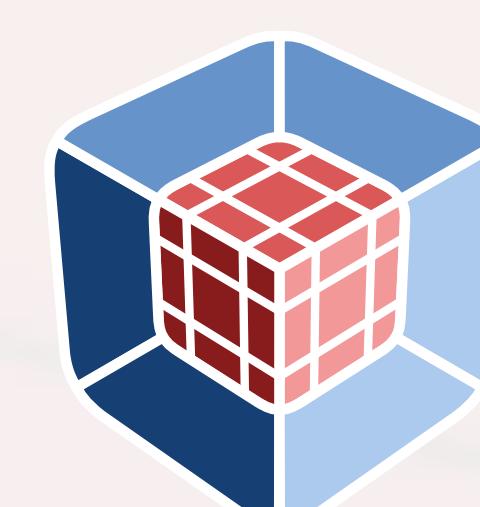
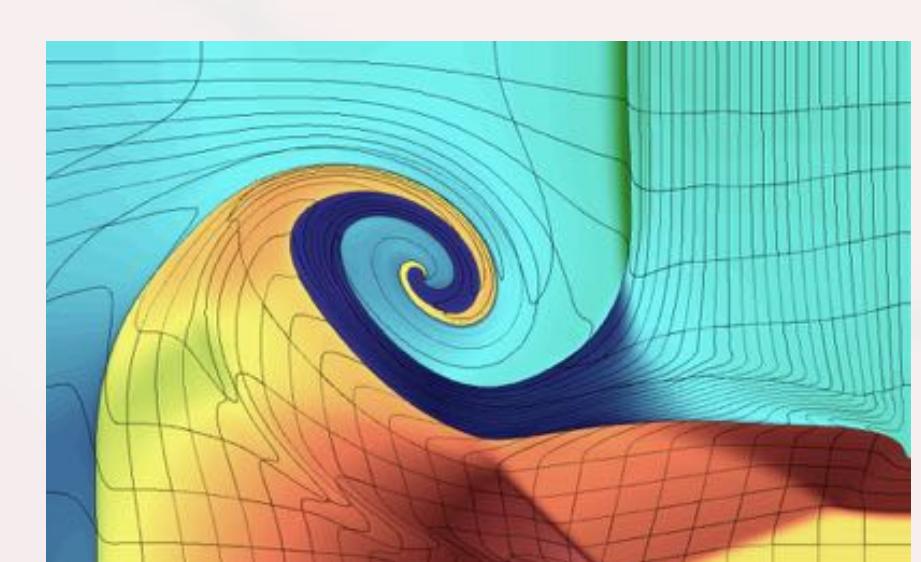


Finite elements naturally connect different physics



High-order finite elements on high-order meshes

- ✓ increased accuracy for smooth problems
- ✓ sub-element modeling for problems with shocks
- ✓ FLOPs/bytes increase with the order



CEED
EXASCALE DISCRETIZATIONS

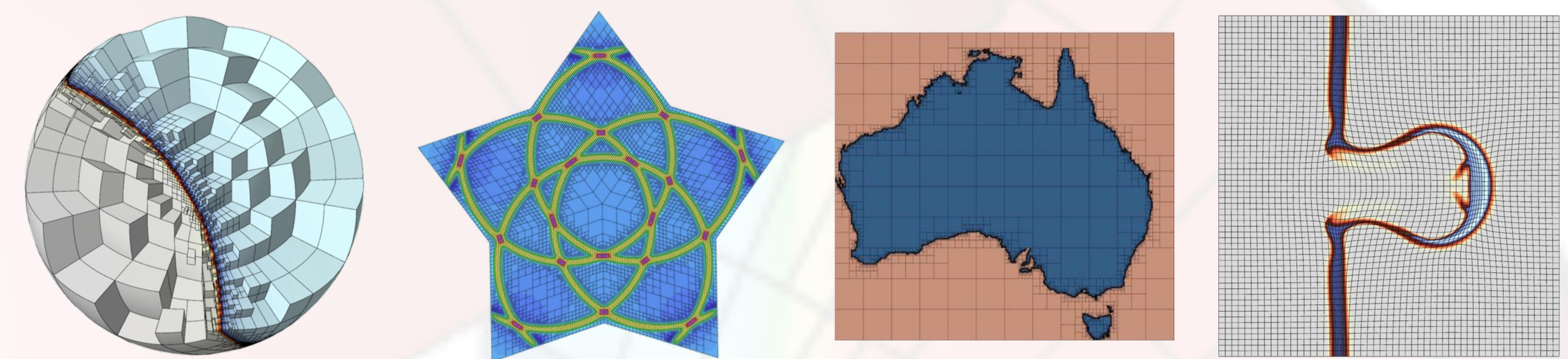
More information and downloads

- ✓ MFEM project website: <https://mfem.org>
- ✓ BLAST website: <https://computation.llnl.gov/projects/blast>
- ✓ MFEM code repository: <https://github.com/mfem>

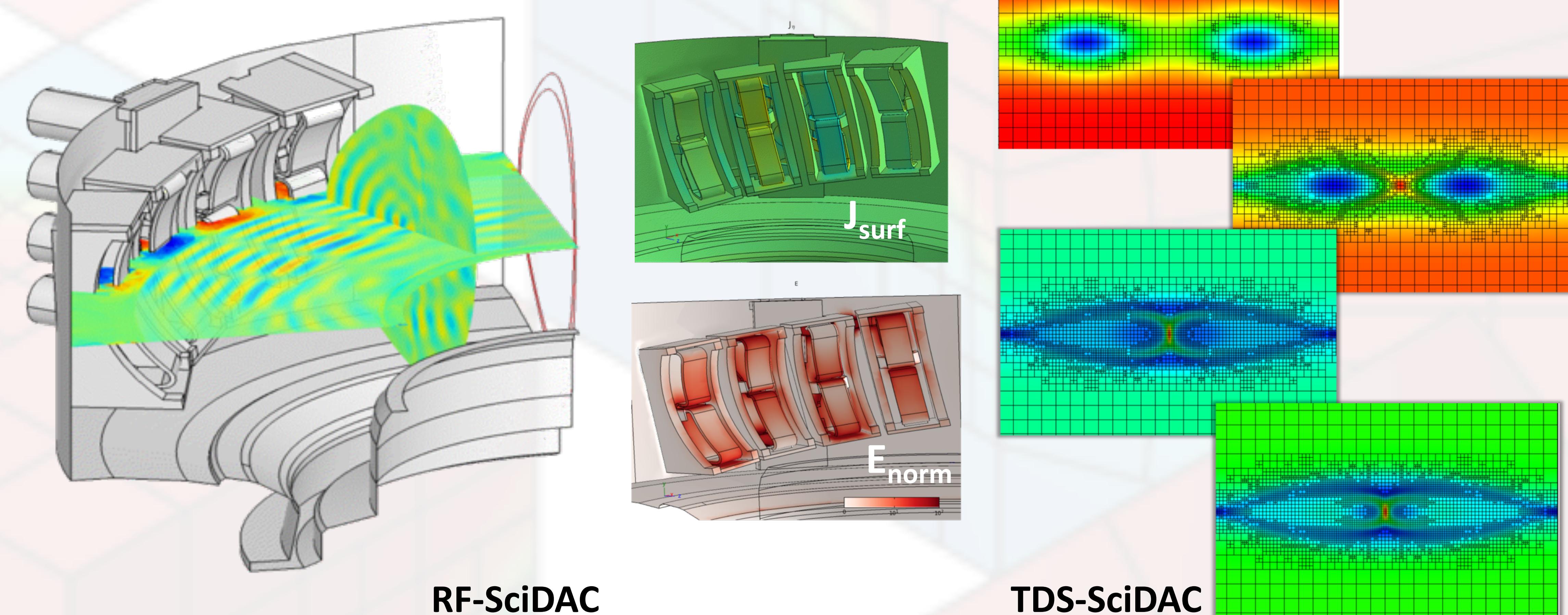
Recent Developments

Unstructured AMR and mesh relaxation at library level

- ✓ conforming local refinement on simplex meshes
- ✓ non-conforming refinement for quad/hex meshes
- ✓ h -refinement with fixed p
- ✓ various mesh quality metrics + TMOP mesh optimization methods



SciDAC Applications



GPU acceleration

- ✓ MFEM-4.0 adds GPU support in many linear algebra +FEM operations
- ✓ Kernels can be specified via loop-body capture, or raw CUDA, OCCA
- ✓ Backends are runtime selectable, can be mixed
- ✓ Coming soon: support for AMD GPUs/HIP

