

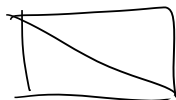
• fem(n, basis, polydeg, plot sln)

↳ Solves $-\Delta u = f$ in $\Omega = (0,1)^2$
 $u = 0$ on $\partial\Omega$

with $f = 2\pi \sin(\pi x) \sin(\pi y)$

[Note: known analytical solution: $u = \sin(\pi x) \sin(\pi y)$]

on a $n \times n$ mesh of squares or triangles

(triangles are squares split: )

using one of following basis functions with specified polynomial degree:

- Lagrange 2-simplex ('tri') $p \geq 1$

- Lagrange 2-rectangle ('quad') $p \geq 1$

- Reduced Lagrange 2-simplex ('reduced_tri') $p = 3$

- Reduced Lagrange 2-rectangle ('reduced_quad') $p = 2, 3$

- Crouton favorite ('cr') $p = 1$

- Rotated bilinear ('rotated_bilinear') $p = 1$

• Returns: u - Vector of values for solution corresponding to degrees of freedom (length = N)

x - $N \times 2$ matrix - each row contains point of evaluation for each DoF

mesh - Structure defining the mesh:

- vertices - $V \times 2$ matrix of vertex coordinates

- elements - $E \times V_E$ - Index of vertex for each element ($E = \#$ elements)

- dof-mapping - $E \times M$ - Mapping local DoF to global DoF

$(2_{err}, h1_{err})$ - Error between numerical & analytical solution in L^2 -norm & H^1 -seminorm.

Run basis examples:

$fem(8, 'tri', 1, 1)$, $fem(8, 'tri', 3, 1)$

$fem(8, 'quad', 3, 1)$, $fem(8, 'quad', 3, 1)$

$fem(8, 'reduced-tri', 3, 1)$, $fem(8, 'reduced-quad', 3, 1)$

Convergence

As know we can compute $\|u - u_h\|_{0,\Omega}$ & $\|u - u_h\|_{1,\Omega}$

We have that

$$\underbrace{\|u - u_h\|_{1,\Omega}}_{\epsilon_N} \leq C h^k \|u\|_{k,\Omega} = \bar{C} h^k$$

Asymptotically we have that

$$\epsilon_N \approx \bar{C} h^k$$

$$\log_{10} \epsilon_N \approx \log_{10} \bar{C} + k \log_{10} h$$

$$\log_{10} \epsilon_N \approx \tilde{C} + k \log_{10} h$$

So if compute numerical solution for different values of h & plot $\log_{10} \epsilon_N$ against $\log_{10} h$, then perform linear regression (least squares) we get an estimate for k :

`fem_convergence(basis, p, M)`

computes for $h = \frac{1}{2}, \frac{1}{4}, \dots, \frac{1}{2^M}$ & estimates k

Basis	P	$k(H^1)$	$k(L^2)$
tri	1, 2, 3, ...	P	$P+1$
quad	1, 2, 3, ...	P	$P+1$
reduced-tri	3	$P-1$	P
reduced-quad	2, 3	P	$P+1$
cr	1	P	$P+1$
rotated-bilinear	1	P	$P+1$

Steps of method

- Create mesh, FE space & quadrature:

x - Matrix of coordinates for global DoF
(one coordinate per row)

bdry - Vector of 1 or 0 denoting if DoF on boundary

mesh - As above

quadrature - structure containing basis & quadrature:

- points - Quadrature points on reference element ($L \times L$)

- weights - Quadrature weights (L)

- basis - Matrix of basis functions (column)
evaluated at each quadrature point (row)

- deriv_basis_x, deriv_basis_y

- Matrix of derivatives of basis functions
in x, y at each quadrature point

- Create matrix (A) right hand side vector (b)
(matrix is sparse so use sparse function which takes three vectors containing non-zero entries (row index, column index, value).
 - o Loop over every element
 - o Create affine map $F(x) = Bx + c$ for element
 - o Compute $J^{-1} = B^{-1}$ & $\det(B)$
 - o Loop over test function (φ_i) dots:
 - o Loop over trial functions (φ_j) dots:
 - o Compute $\sum_{l=1}^L w_l |\det B| B^{-T} \nabla \varphi_l(x_e) B^{-T} \nabla \varphi_j(x_e)$
 - o Compute $\sum_{l=1}^L w_l |\det B| f(b_e) \varphi_l(x_e)$
 - o Delete rows from A & b and columns from A corresponding to boundary Dofs.

- Solve linear system $Au = b$

- Compute L^2 & H^1 errors $\left(\begin{array}{l} u = \sin(\pi x) \sin(\pi y) \\ \nabla u = \pi \begin{pmatrix} \cos(\pi x) \sin(\pi y) \\ \sin(\pi x) \cos(\pi y) \end{pmatrix} \end{array} \right)$

o Set L^2 error = 0, H^1 error = 0

o Loop over every element

o Create affine map

o Compute $J^{-1} = B^{-1}$ & $\det(B)$

o Compute

$$L^2 \text{ error} = \sum_{l=1}^L w_l |\det B| |u(x_e) - \sum \varphi_l(b_e) u_l|^2$$

$$H^1 \text{ error} = \sum_{l=1}^L w_l |\det B| |\nabla u(x_e) - \sum \nabla \varphi_l(b_e) u_l|^2$$

Construction of mesh, basis & FE space

Utility function for each FE basis type

{name}-fe-space which:

- Create mesh (construct-tri-mesh or construct-quad-mesh)
- Setup list of nodes for global Dofs & if body
- Create Dof mapping (local to global)
- Create quadrature (quadrature-tri or quadrature-rect)
- Evaluate basis functions at quadrature points
(basis-{type})
- Evaluate gradient of basis functions at quadrature points:
(grad-basis-{types})

Discuss {grad-basis-lagrange-tri} & {grad-basis-lagrange-quad}