



# Lecture 2: Getting started with deal.II

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# Aims for this module

- Gain familiarity with two core classes
  - Triangulation
  - DoFHandler
- Create and interrogate meshes
- Create and interrogate sparsity patterns

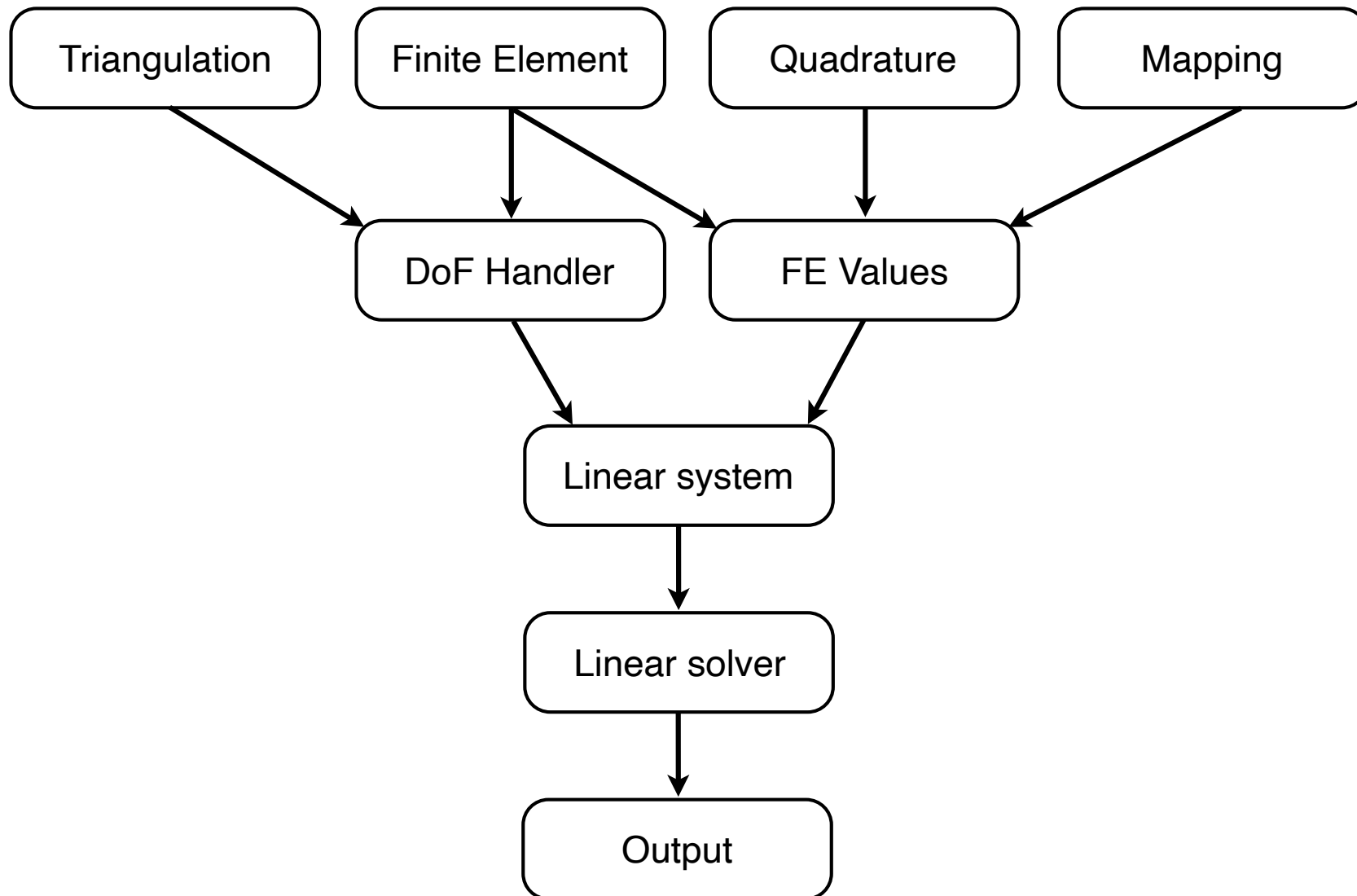
# Reference material

- Main page  
<https://dealii.org/current/doxygen/deal.II/index.html>
- Tutorials
  - Step-1  
[https://dealii.org/current/doxygen/deal.II/step\\_1.html](https://dealii.org/current/doxygen/deal.II/step_1.html)
  - Step-49  
[https://dealii.org/current/doxygen/deal.II/step\\_49.html](https://dealii.org/current/doxygen/deal.II/step_49.html)
  - Step-2  
[https://dealii.org/current/doxygen/deal.II/step\\_2.html](https://dealii.org/current/doxygen/deal.II/step_2.html)

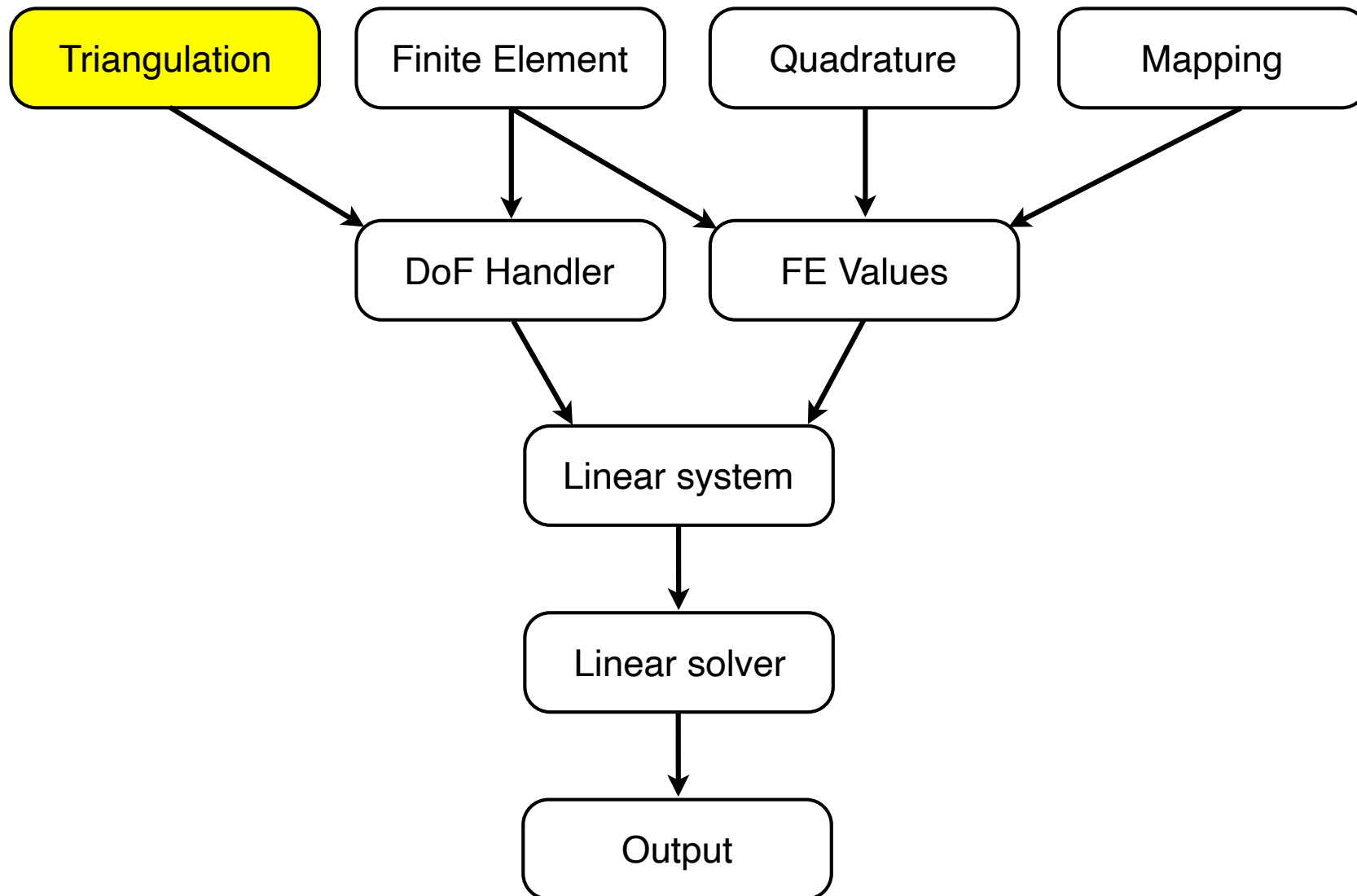
# First and biggest tip

- Program defensively
  - Program and test in debug mode
    - Additional compiler warnings
    - Add assertions
  - Perform studies in release mode

# Structure of a prototypical FE problem

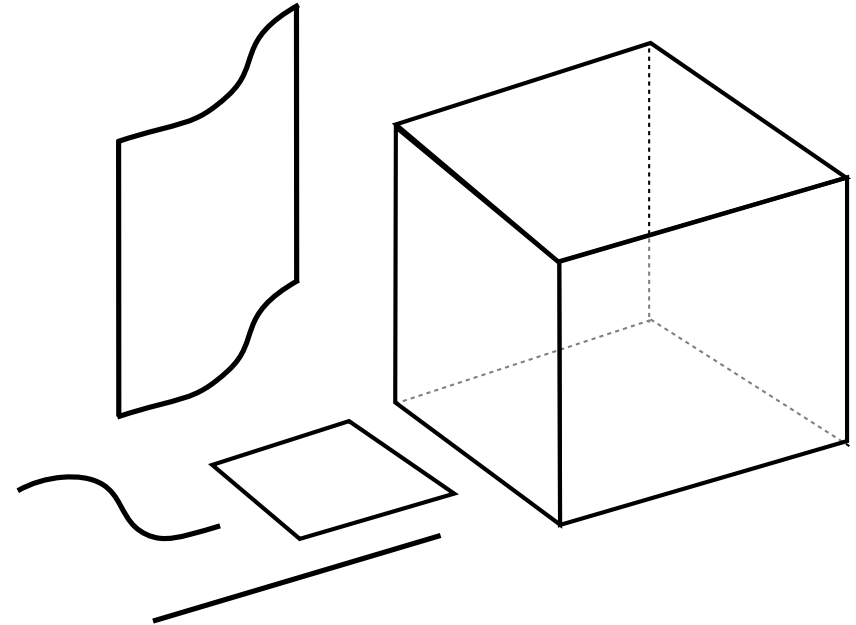


# Structure of a prototypical FE problem



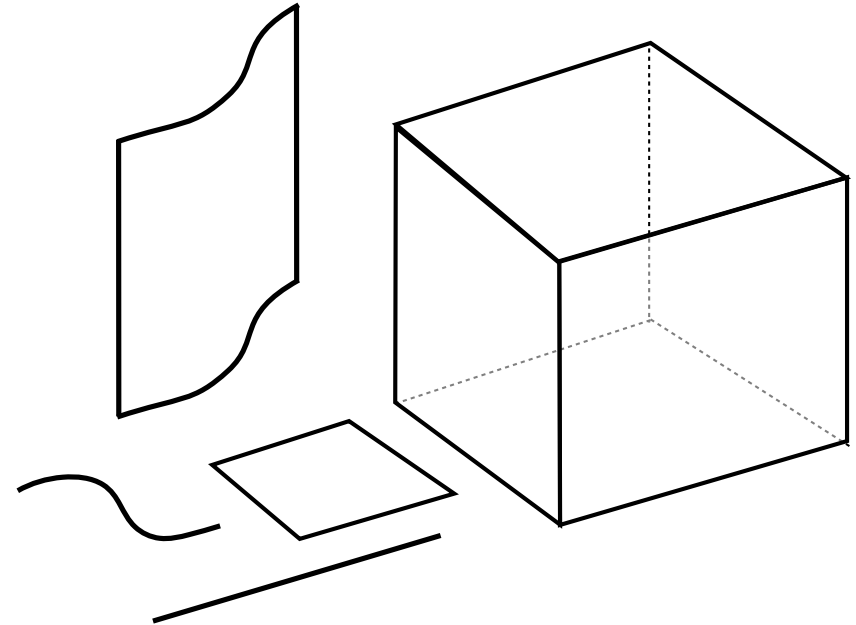
# Interaction with geometry: the Triangulation class

- Describes problem geometry
  - Support for lines, quad, hex elements
  - Conceptually even higher order!
  - Structured/unstructured meshes
  - Co-dimension 1 or 2 case
- Grid creation
  - Built-in basic grid generation and manipulation tools (GridTools)
  - Can read in grids



# Interaction with geometry: the Triangulation class

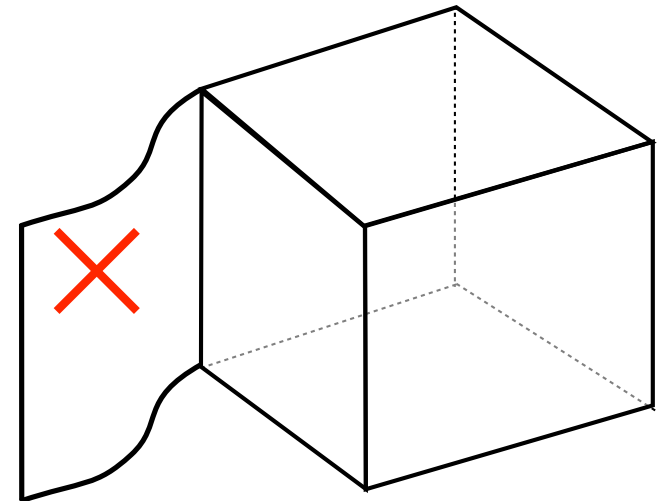
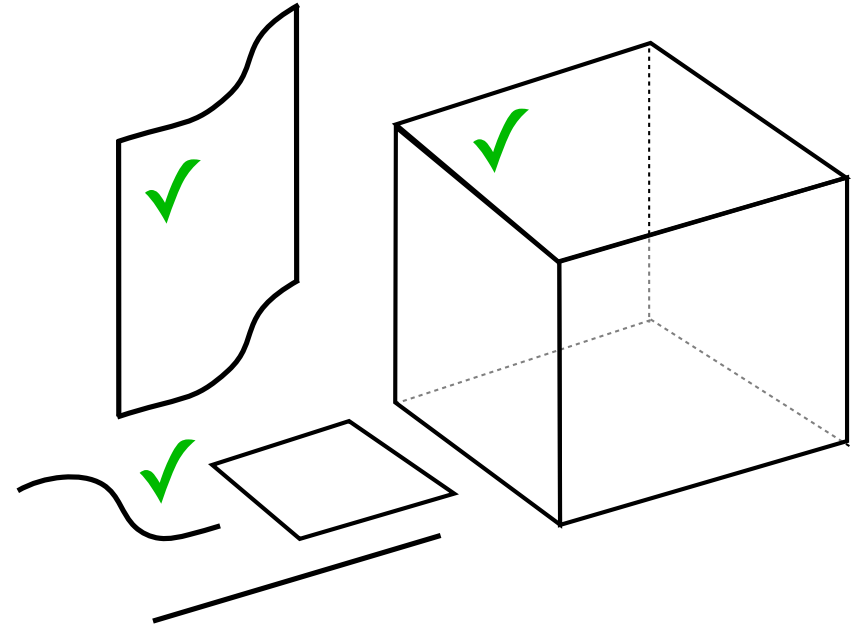
- Assign helper ID's
  - Materials
  - Boundaries
  - Manifolds
- Allows storage of custom data-structure attached to each cell/face
- Cells know about neighbor cells
  - Useful for DG methods





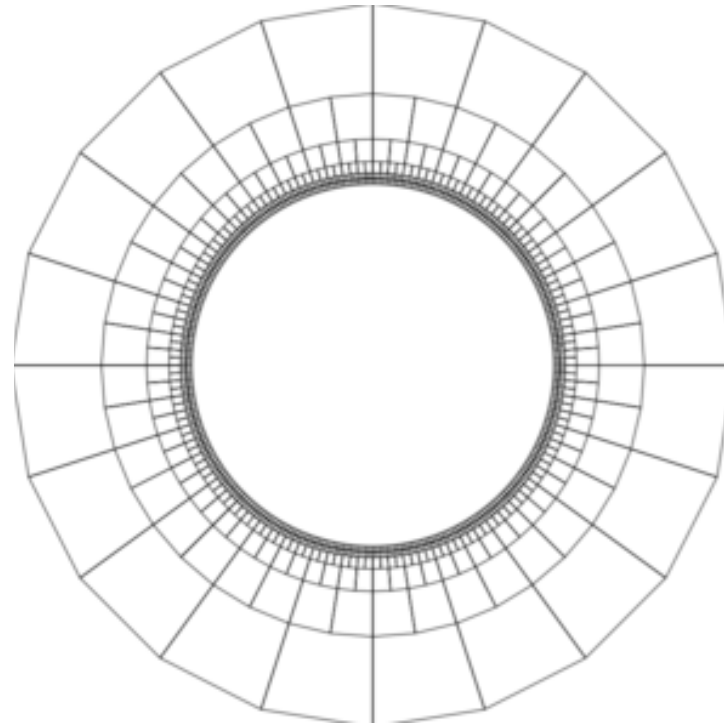
# Interaction with geometry: the Triangulation class

- Can enforce topologies
  - Manifolds on boundary
  - Internal manifolds
- Disadvantage
  - Cannot mix triangulation types
  - e.g. Volumetric body with extended manifold surface

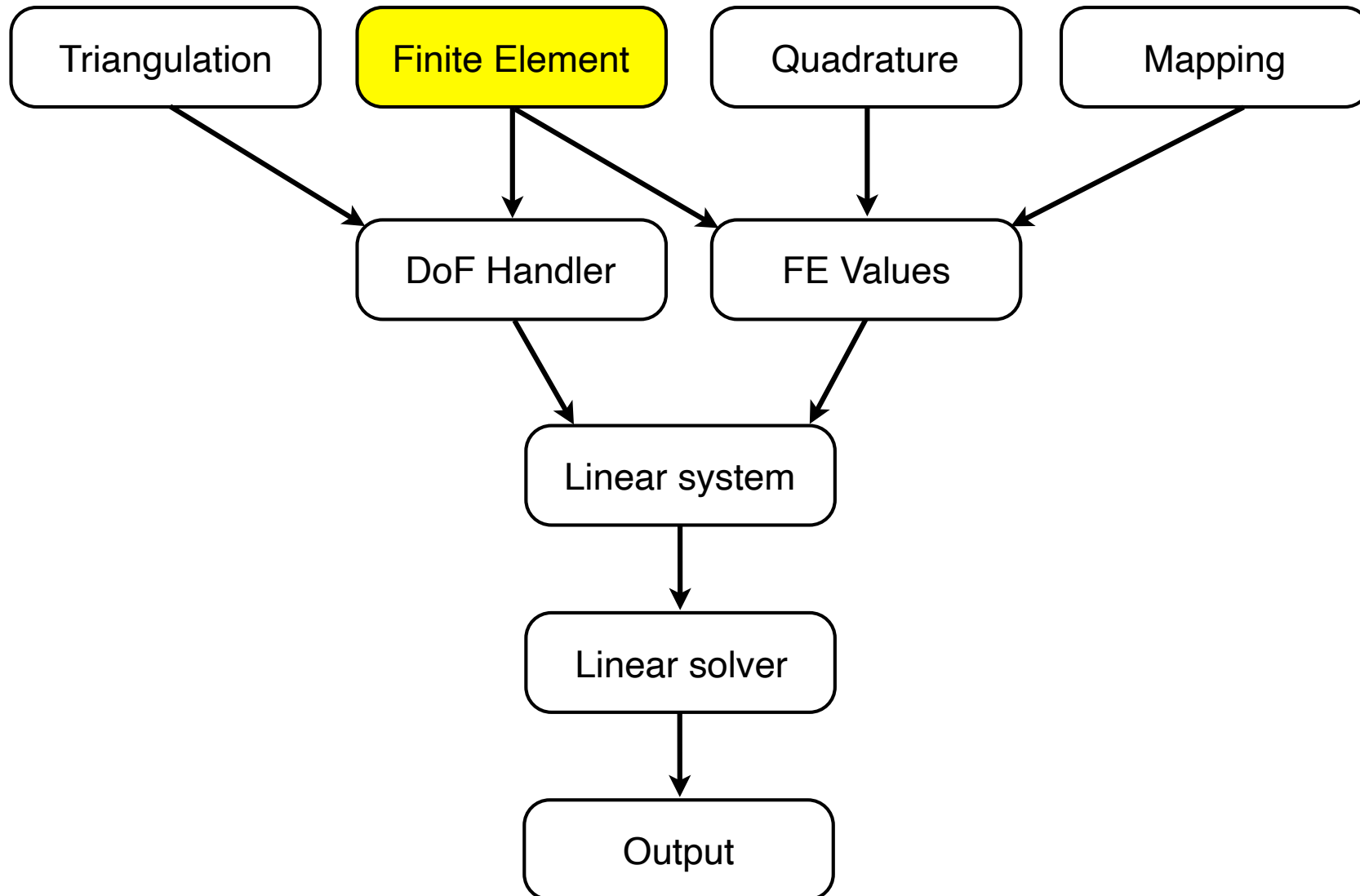


# Interaction with geometry: the Triangulation class

- Demonstration: Step-1, step-49,  
<http://www.math.colostate.edu/~bangerth/videos.676.5.html>  
<http://www.math.colostate.edu/~bangerth/videos.676.6.html>
- Key points
  - deal.II headers
  - Creating a triangulation
  - Boundary topology
  - Traversing a triangulation
  - Querying geometric information
  - Manipulating a triangulation
  - Aspects of grid refinement
  - Visualising a triangulation



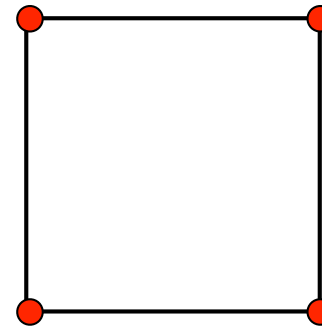
# Structure of a prototypical FE problem



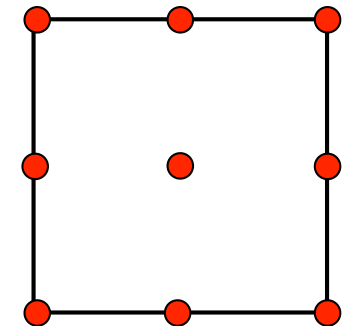
# Assigning degrees-of-freedom: the FiniteElement classes

- Built in Finite Elements
  - Continuous
    - Piecewise Lagrange polynomials
  - Discontinuous
    - Monomials
    - Legendre polynomials
- Vector-valued
  - Nedgelec ( $H^{\text{curl}}$ )
  - Raviart-Thomas ( $H^{\text{div}}$ )
- Can develop finite elements from scratch
  - Specialization for FE's derived by polynomial expansions
  - Enhanced/bubble elements

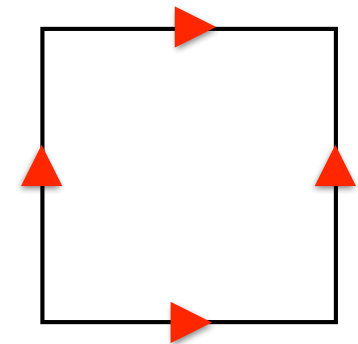
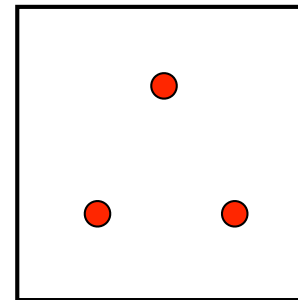
FE\_Q<2>(1)



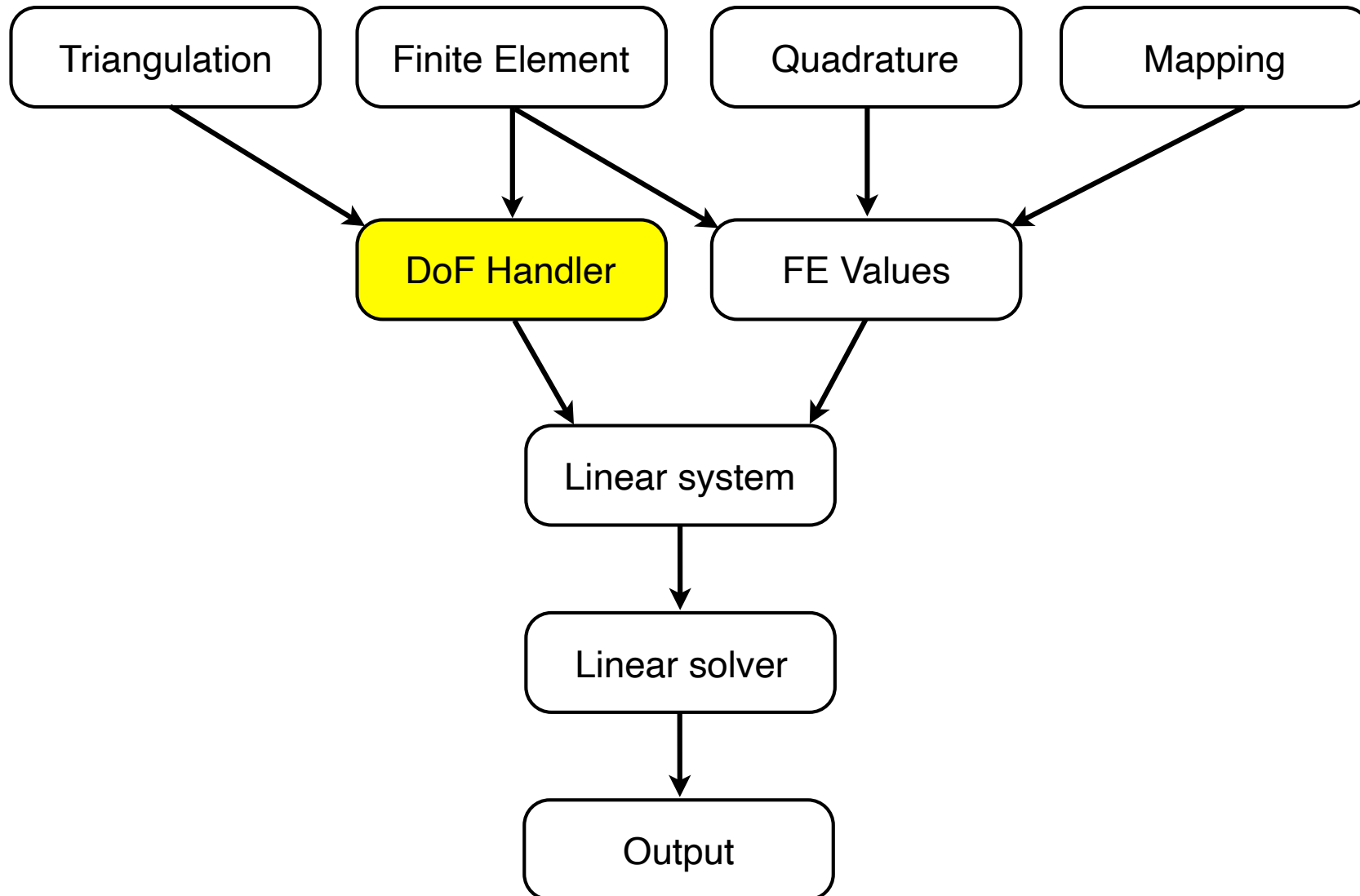
FE\_Q<2>(2)



FE\_DGPMonomial<2>(1) FE\_Nedgelec<2>(0)

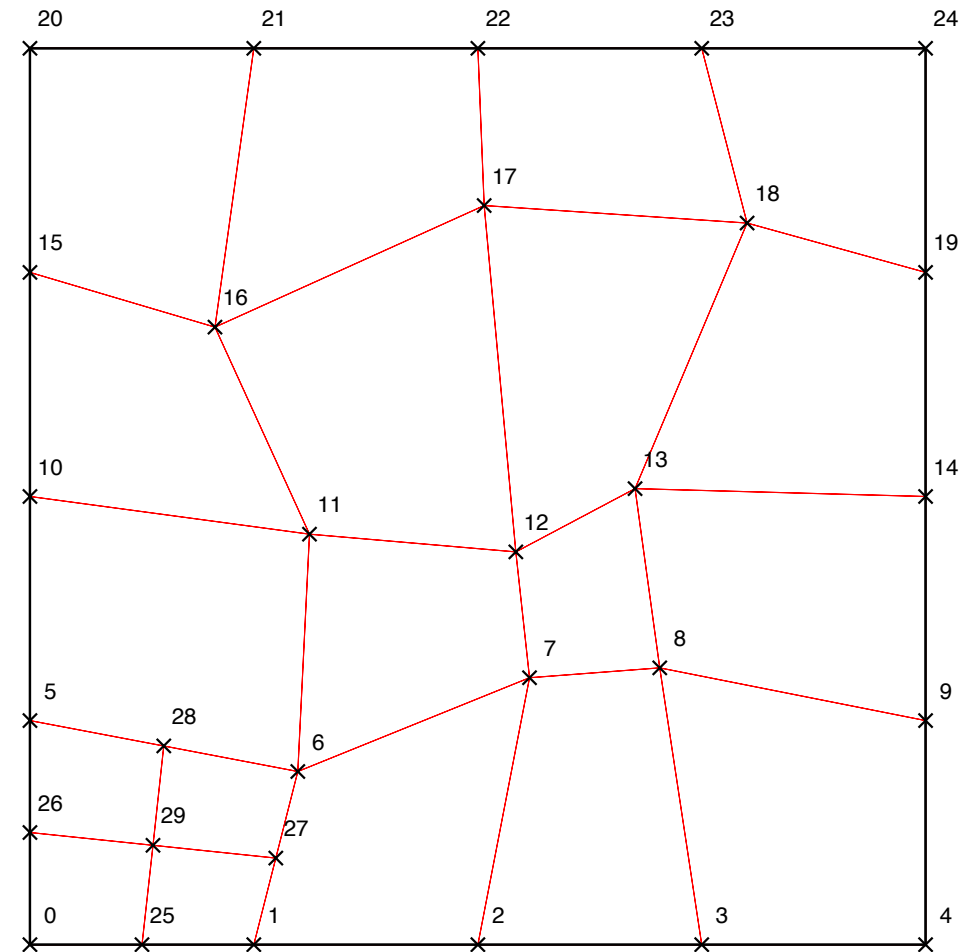


# Structure of a prototypical FE problem



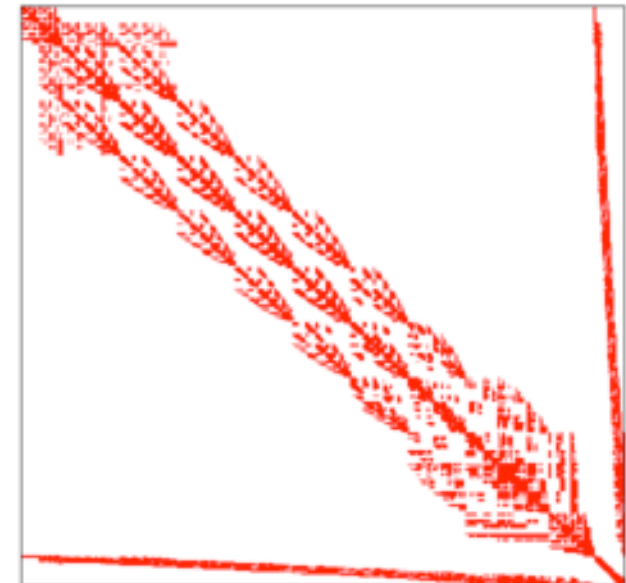
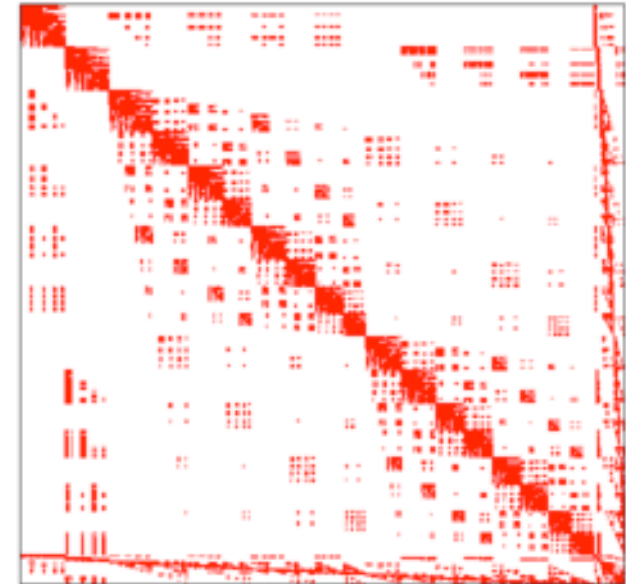
# Assigning degrees-of-freedom: the DoFHandler class

- DoFHandler assigns DoF's to grid
  - Important: separate to Triangulation!
- Unified way to access DoF's, regardless of FE used
  - e.g. Discontinuous elements: support points not necessarily at vertices
- Fast access and grid traversal
  - STL-type cell iterators
  - Access to faces and edges from cells
- Disadvantage
  - Not straight-forward (but possible) to ask location of nodes



# Assigning degrees-of-freedom: the DoFRenumbering namespace

- Renumbering schemes
  - Cuthill McKee
  - King
  - Downwind
- Reduce bandwidth
- Collect like-components
- Induce block-structure
- Directional (fluid flow)
- MPI subdomain



# Assigning degrees-of-freedom: the FiniteElement and DoFHandler classes

- Demonstration: Step-2  
[https://www.dealii.org/current/doxygen/deal.II/step\\_2.html](https://www.dealii.org/current/doxygen/deal.II/step_2.html)  
<http://www.math.colostate.edu/~bangerth/videos.676.9.html>
- Key points
  - Choosing a Finite Element
  - Distributing degrees-of-freedom on a mesh
  - Renumbering degrees-of-freedom
  - Visualizing sparsity patterns

