

Implementing Finite Element Methods Using Firedrake

November 2024



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- ▶ These automatically translated by the system into high performance compiled code.
- ▶ Advanced and customizable solvers enabled by seamless integration with PETSc.



- Consider the following problem

$$\begin{aligned} -\Delta u + u &= f, & \text{in } \Omega \subset (0,1)^2, \\ \nabla u \cdot \vec{n} &= 0, & \text{on } \partial\Omega, \end{aligned}$$

where \vec{n} is the outward unit normal to the boundary $\partial\Omega$

- ▶ Write the PDE in its variational form.

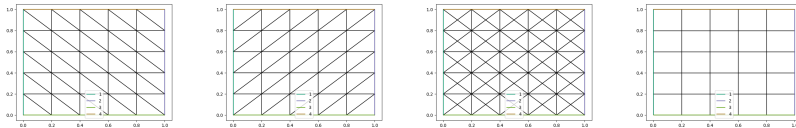
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- ▶ We find $u \in H^1(\Omega)$ such that

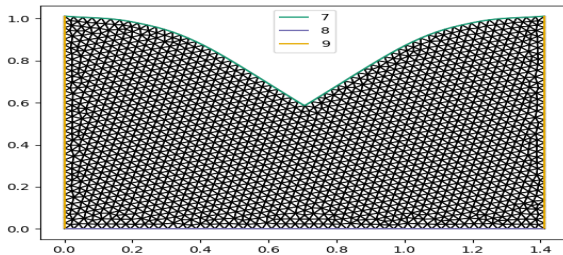
$$\int_{\Omega} \nabla u \cdot \nabla v - \underbrace{\int_{\partial\Omega} v \nabla u \cdot \vec{n}}_{=0, \text{ by BCs}} + \int_{\Omega} uv = \int_{\Omega} fv, \quad \forall v \in H^1(\Omega),$$

Discretising the domain Ω

- Firedrake can build many standard meshes, including UnitSquareMesh.



- For complicated geometries, one can use mesh generators such as Gmsh.



Given $V_h \subset H_0^1(\Omega)$ a finite-dimensional space. At the discrete level, we solve for

$$\int_{\Omega} \nabla u_h \cdot \nabla v_h + \int_{\Omega} u_h v_h = \int_{\Omega} f v_h, \quad \forall v_h \in V_h \subset H^1(\Omega),$$

Nodal basis functions (Lagrange elements)



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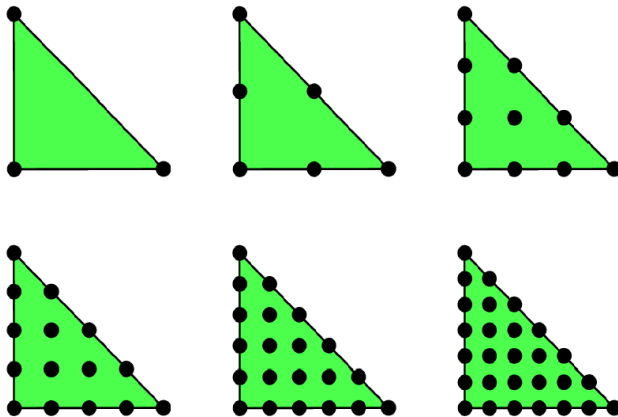


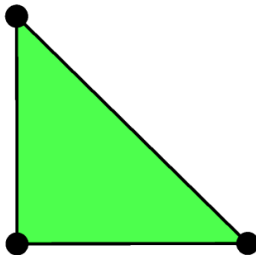
Figure: The Lagrange triangle for $q = \{1, 2, 3, 4, 5, 6\}$



Given the location of N degrees of freedoms x_i , $i = 0, 1, 2, \dots, N - 1$. the associated nodal basis function ϕ satisfies

$$\phi_i(x_j) = \delta_{ij}$$

where δ_{ij} is the Kronecker delta.



At vertices $p_1 = (0, 0)$, $p_2 = (0, 1)$, $p_3 = (1, 0)$, we have

$$\phi_1 = 1 - x - y, \quad \phi_2 = y, \quad \phi_3 = x.$$

Linear algebraic formulation

- ▶ Let $V_h = \text{Span}\{\phi_1, \phi_2, \dots, \phi_n\}$,
- ▶ u_h can be expanded as

$$u_h = \sum_{j=1}^N U_j \phi_j, \quad v_h = \phi_i.$$

Thus, we solve for U_i such that

$$\sum_j a(\phi_j, \phi_i) U_j = F(\phi_i),$$

where

$$\begin{aligned} a(\phi_j, \phi_i) &= \int_{\Omega} \nabla \phi_j \cdot \nabla \phi_i + \phi_j \phi_i \\ F(\phi_j) &= \int_{\Omega} f \phi_j. \end{aligned}$$



```
from firedrake import *  
# Construct 50 by 50 square mesh  
mesh = UnitSquareMesh(50, 50)  
  
# Piecewise continuous linear polynomials.  
V = FunctionSpace(mesh, "CG", 1)  
  
# The trial and Test functions.  
u = TrialFunction(V)  
v = TestFunction(V)
```





```
#The right hand side
f = Function(V)
x, y = SpatialCoordinate(mesh)
f.interpolate((1+8*pi*pi)*cos(x*pi*2)*cos(y*pi*2))

# The bilinear and linear forms
a = (inner(grad(u), grad(v)) + inner(u, v)) * dx
L = inner(f, v) * dx

#Define a function that holds the solution.
u = Function(V)
```





```
# How to solver the linear system. LU factorisation!  
sp={'ksp_type': 'preonly', 'pc_type': 'lu'}  
  
# Solve  
solve(a == L, u, solver_parameters=sp)
```

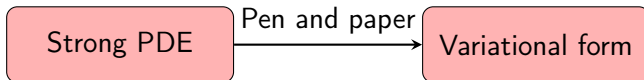


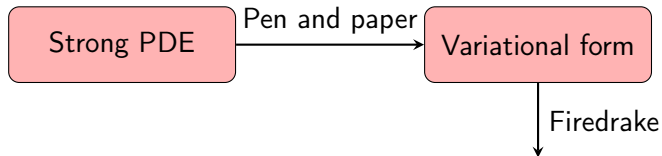
From Strong PDE to Solution

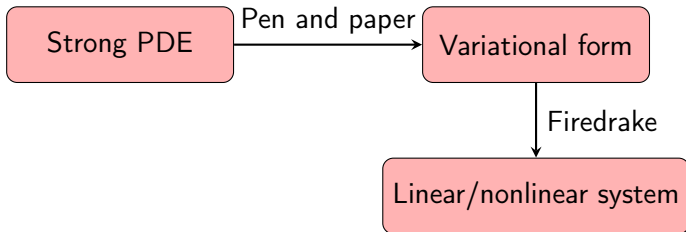
Strong PDE

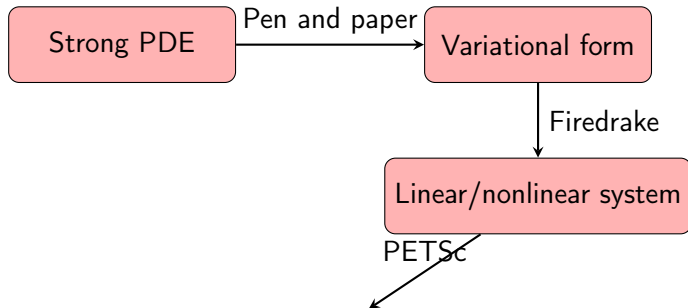
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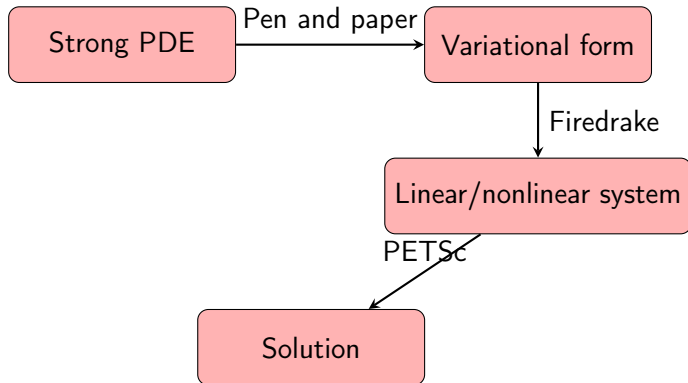
Strong PDE $\xrightarrow{\text{Pen and paper}}$











Advection equation

Consider the problem

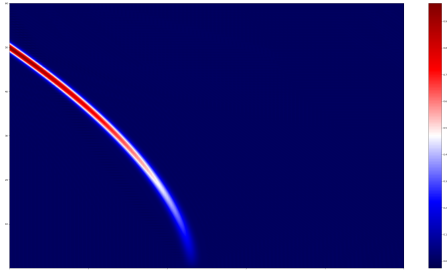
$$\begin{array}{ll} \nabla \cdot (\mathbf{b}u) = 0, & \text{in } \Omega \subset [0, 5] \times [10^{-3}, 60], \\ +\text{BCs} & \text{on } \partial\Omega \end{array}$$

Here \mathbf{b} determines the advection direction, taken to be $\mathbf{b} = \left[1, \frac{-1}{c\sqrt[4]{y^3}}\right]$ and c is a constant.

► This problem can be written in the variational form as

$$-\int_{\Omega} (\mathbf{b}u) \cdot \nabla v + \int_{\partial\Omega} v(\mathbf{b}u) \cdot \vec{n}$$

Advection solution



Double Slit Experiment

What is light?

A YouTuber asked people on the street: "What is light?" Here's how they responded:

- ▶ Light is brightness, I guess.
- ▶ We have auras, which are light!
- ▶ Lights up the room, it makes it not dark!
- ▶ It goes in your eyes and then you see stuff.

This is not an easy question!



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- ▶ In the late 1600s, Newton proposed light was a stream of particles.
- ▶ Huygens proposed that light was a wave.
- ▶ This debate was settled by the Thomas Young's double slit experiment.

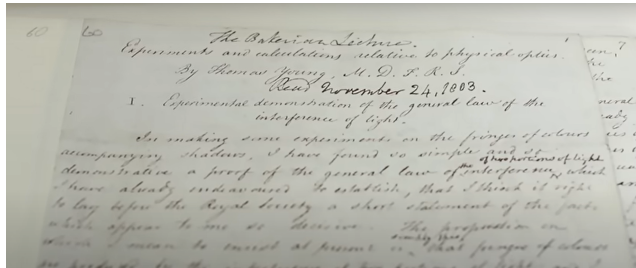
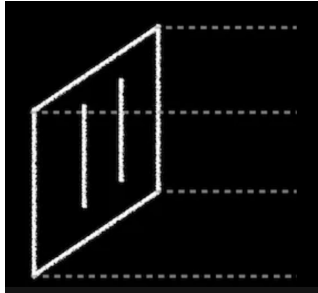


Figure: Thomas Young's handwritten notes from 1803.





- ▶ Particles go through each slit and produce two spots underneath.
- ▶ A wave from one slit interacts with waves from others slits.
- ▶ If the peak of one wave meets up with the bottom from the other, we get destructive interference (no waves).



Youtube channels citations



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- ▶ Consider the **Wave equation** of the form

$$u_{tt} - \Delta u = 0, \quad \text{in } \Omega$$

suitable BCs on $\partial\Omega$

- ▶ Finite element methods are used to discretise in space, and explicit-Euler to discretise the time coordinate.



Flow Past a Cylinder



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- ▶ These three components form what is called "Reynold number".
- ▶ At a large Reynold number, the fluid becomes unstable and vortex shedding occur.
- ▶ This pattern called the Von Carman Vortex street.



- Consider the following Navier-Stokes problem,

$$\begin{aligned}\frac{\partial \mathbf{u}}{\partial t} + (\mathbf{u} \cdot \nabla) \mathbf{u} - \nu \Delta \mathbf{u} + \nabla p &= \mathbf{f} \text{ in } \Omega, \\ \nabla \cdot \mathbf{u} &= 0 \text{ in } \Omega, \\ &+ \text{BCs}\end{aligned}$$

where f is a source function, \mathbf{u} is the fluid velocity, p is its pressure, and ν is the viscosity constant.

Thank You!