Weak Formulation. Given $V, F: V \to \mathbb{R}$ functional and $a: V \times V \to \mathbb{R}$ bilinear form,

find
$$u \in V$$
: $a(u, v) = F(v) \quad \forall v \in V$

Lax-Milgram Lemma. Assume that:

- 1. V Hilbert space with $\left\|\cdot\right\|_{V}$ and $\left\langle\cdot,\cdot\right\rangle$
- 2. $F \in V',$ i.e. $|F(v)| \leq \|F\|_{V'} \, \|v\|_{V}$
- 3. a cont., i.e. $|a(u, v)| \leq M ||u||_V ||v||_V$
- 4. a coercive, i.e. $a(v,v) \ge \alpha \|v\|_V^2$

Then: $\exists ! u \text{ sol. di WF, and } ||u||_V \leq ||F||_{V'/\alpha}$

Galerkin Approximation. If you can build $V_h \subset V$ s.t. dim $V_h = N_h < \infty \ (\Rightarrow V_h \text{ closed})$ subspace), then WF becomes G:

find
$$u_h \in V_h$$
: $a(u_h, v_h) = F(v_h) \quad \forall v_h \in V_h$

- ullet well-posedness follows from LM
- stability is the continuous dependence from data in LM
- $consistency \equiv Galerkin Orthogonality:$

$$a(u - u_h, v_h) = 0 \quad \forall v_h \in V_h$$

• if we assume space saturation

$$\inf_{v_h \in V_h} \|v - v_h\|_V = 0 \quad \forall v \in V$$

then $convergence \equiv C\acute{e}a Lemma$:

$$\left\| u - u_h \right\|_V \le \frac{M}{\alpha} \inf_{v_h \in V_h} \left\| u - v_h \right\|_V$$

Proof. See whiteboards.

 $(C\acute{e}a + space saturation \equiv convergence)$

Last but not least: Problem G is equivalent to the following linear system of equations:

find
$$\mathbf{u} \in \mathbb{R}^{N_h}$$
: $A\mathbf{u} = \mathbf{F}$

where $A \in \mathbb{R}^{N_h \times N_h}$, $\mathbf{F} \in \mathbb{R}^{N_h}$.

Proof. See whiteboards.

Moral of the story: V_h must be chosen to ensure the saturation assumption and the computation of the integrals $A_{ij} = a(\phi_j, \phi_i)$ and $F_i = F(\phi_i)$.

The Finite Element Method. We consider a domain Ω with polygonal shape (we do not take into account error due to the approximation of a non-polygonal domain with a FE grid). A mesh is a finite cover of K non-overlapping triangles, also called triangulation: $\mathcal{T} = \bigcup K$. Actually: in 1D, intervals; in 2D, triangles but we'll see also quadrilaterals; in 3D, tetrahedra but we'll see also hexahedra.