## 9

## Bilinear Element

$$\Delta y \left[\begin{array}{c} \downarrow \\ \downarrow \\ \downarrow \\ \lambda \times \\ \downarrow \end{array}\right]$$

$$\phi_i(x,y) = (a_i x + b_i)(c_i y + d_i)$$

$$= A_i + B_i x + C_i y + D_i x y$$
bilinear

Construct of with same rules ...

$$\phi_{i} = 1 \text{ at node } i$$

$$= 0 \text{ at nodes } j, k, l$$

$$\begin{vmatrix}
1 & x_{i} & y_{i} & (xy)_{i} \\
1 & x_{i} & y_{j} & (xy)_{j} \\
1 & x_{k} & y_{k} & (xy)_{k}
\end{vmatrix}$$

$$\begin{vmatrix}
1 & x_{i} & y_{i} & (xy)_{i} \\
1 & x_{k} & y_{k} & (xy)_{k}
\end{vmatrix}$$

$$\begin{vmatrix}
1 & x_{i} & y_{i} & (xy)_{i} \\
1 & x_{k} & y_{k} & (xy)_{k}
\end{vmatrix}$$

$$\begin{vmatrix}
1 & x_{i} & y_{i} & (xy)_{i} \\
1 & x_{k} & y_{k} & (xy)_{k}
\end{vmatrix}$$

$$\begin{vmatrix}
1 & x_{i} & y_{i} & (xy)_{i} \\
1 & x_{k} & y_{k} & (xy)_{k}
\end{vmatrix}$$

Repeat for \$1, \$\phi\_k, \$\phi\_k\$

Easier... Use a local coordinate system (3,2); define element on (-1,1) then map to actual (xy)-space

$$\phi_{i} = \frac{1}{4} (1+3i3)(1+7i7)$$
for  $i=1,2,3,4$ 

Mapping is simple:  $X(\S)$  only  $\S$  Y(n) only  $\S$  easily inverted; i.e.  $\S(x) = 2(x-x_0)$   $\frac{1}{\Delta x}$   $P(y) = 2(y-y_0)$ 

element "stretches"; but does not "faust"

But we need teems like  $\frac{\partial \phi_i}{\partial x}$ ,  $\frac{\partial \phi_i}{\partial y}$ 

$$\frac{\partial \phi_i(3,n)}{\partial x} = \frac{\partial \phi_i}{\partial 3} \frac{23}{\partial x} + \frac{\partial \phi_i}{\partial 2} \frac{\partial \phi_i}{\partial x} = \frac{\partial \phi_i}{\partial 3} \frac{23}{\partial x} = \frac{3i}{4} \frac{(1+q_iq_i)}{4} \left(\frac{2}{\Delta x}\right)$$

$$\frac{\partial \phi_i(3,n)}{\partial y} = \frac{\partial \phi_i 23^{10}}{\partial 3^{10}} + \frac{\partial \phi_i}{\partial n} \frac{\partial n}{\partial y} = \frac{\partial \phi_i}{\partial n} \frac{\partial n}{\partial y} = \frac{n_i(1+3:3)}{4} \left(\frac{2}{2y}\right)$$

No longer constant In an element!!

Integration is needed in the end ... must occur over the physical space ... i.e. dxdy

But  $dx = \frac{\partial X}{\partial x} dx$ ;  $dy = \frac{\partial Y}{\partial y} dx$  =  $\frac{\partial X}{\partial y} dx$ 

so S() dxdy = SS'() \( \frac{1}{4} d\_3 d\_m\)

"Jacobian" of the transformation tells how dA(x,y) is related to dA(3,n)

Limits Now natural for Gaussian Quadrature

Recall:  $\int f(x)dx = \sum_{k=1}^{NG} f(x_k)W_k \Rightarrow \text{exact for polynomial}$  $\partial NG-1$  2-D extension:

2 pts From ID set of
gauss pts + weights

but in each dimension

3 pts from Dset in each dimension

From \( \frac{5}{2} \frac{5}{2} : (3,12,) = (-.577, -.577); \( \mu\_i = 1 \) (32,71) = (.577, -.577); W,=W=1

> these are the locations where we must Evaluate the integrand written as a function of the local coordinates

e.g.  $\left\langle \frac{\partial \phi_i}{\partial x} \frac{\partial \phi_j}{\partial x} \right\rangle^2 = \iint \frac{\partial \phi_i}{\partial x} \frac{\partial \phi_j}{\partial x} \left( \frac{2}{\Delta x} \right)^2 \frac{A}{4} dx dy$ = Z Z = = (3, 1/2) = (3, 1/2) (2) = AW W

< \$\dispersection \Phi\_1 \Phi\_2 = \frac{\frac{1}{2}}{2} \Phi\_1 (3\_k, 7e) \Phi\_2 (3\_k, 7e) \Phi\_2 (3\_k, 7e) \frac{A}{4} W\_k W\_e

Need to do this for each (Lij) combination. Sum over Gauss pts only performs the integration; (i,j') locally set the position in the element matrix; (i,j) globally set the position for the contribution to the global matrix

Now simplify Notation ... Collapse double sum to single  $M = N6^2$ Eg.  $Z Z \longrightarrow Z$   $m = N6^2$   $W_k W_k = W_m$ let fij symbolitie a general integrand, then  $\langle f_{ij} \rangle^e = \sum_{m=1}^{\infty} f_{ijm} \left( \frac{A}{4} \right) \mathcal{U}_m$ So  $A_{ij}^{e} = \langle f_{ij} \rangle^{e} = \sum_{m=1}^{M} f_{ijm} \frac{A}{4} W_{m}$  for i,j=1 to # noder element = [f]e "gauss pt matrix"

c.e.  $\int_{-m}^{e} \int_{-m}^{f_{11m}} f_{12m} f_{13m} f_{14m}$   $\int_{-m}^{e} \int_{2m}^{f_{21m}} f_{22m} f_{23m} f_{24m}$   $\int_{3m}^{f_{32m}} f_{33m} f_{34m}$   $\int_{4m}^{f_{41m}} f_{42m} f_{43m} f_{44m}$ 

only need to be able to evaluate fig ... i.e. the integrand at a gauss point i.e. Ai = # I [f] wm

Conclude that the element matrix is constructed as a weighted sum of M gauss paint matrices

purely the integrand
evaluated at a gausspt
casy once we have

i, adi, adi etc as
functions of (3, n)
requires X(3), Y(2)

Global Assembly ...

 $[A] = Z[A]^e = Z[A]^e = Z[A] + [f]_m^e \omega_m$ 

- have added another loop to the procedure

i.e. Loop over elements

Evaluate element matrix

Loop over gausspoints

Evaluate gausspt matrix

Sum (weighted) into element matrix

Assemble in global matrix

Apply BCs Solve Analyze Solvtion