Outline

- 1. Installation of FreeFEM++
- 2. Examples

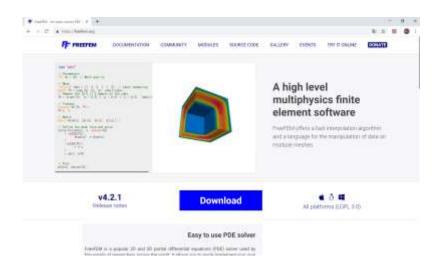
Outline

- 1. Installation of FreeFEM++
- 2. Examples

Install FreeFEM++

FreeFEM++: Free software for FEM

- Free
- (Relatively) Easy to implementation
- Easy to connect with C++, Matlab, Paraview, etc…
- Go to the main page (https://freefem.org/)
- 2. Go to the download page

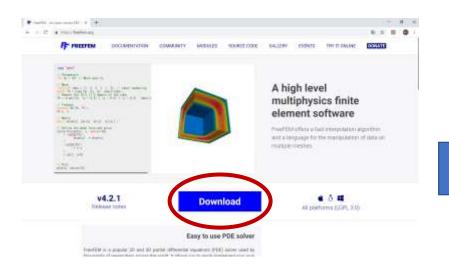




Install FreeFEM++

FreeFEM++: Free software for FEM

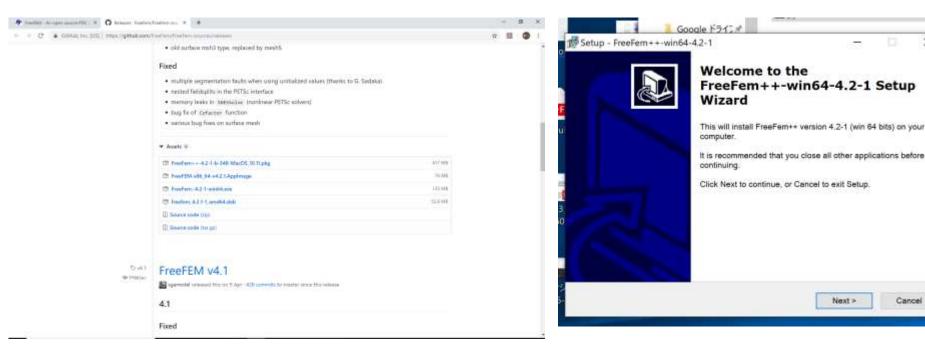
- Free
- (Relatively) Easy to implementation
- Easy to connect with C++, Matlab, Paraview, etc…
- 1. Go to the main page (https://freefem.org/)
- 2. Go to the download page





Install FreeFEM++

- 3. Download a latest version (FreeFEM-4.2.1-win64.exe)
- 4. Start an installation with .exe file
- 5. Finish the installation



Cancel

Outline

1. Installation of FreeFEM++

2. Examples

Try an example

You can find examples in a folder:

C:\ProgramData\Microsoft\Windows\Start Menu\Programs\FreeFem++\Examples

You can also jump from the shortcut on your Desktop



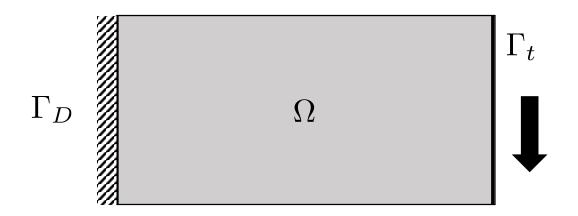
- 1. Copy "¥tutorial¥beam.edp" to your Desktop
- 2. Open your command prompt
- 3. Change directory to your Desktop
- 4. Type "FreeFEM++ beam.edp"

```
I SELVE SECURITY - Presentation - Secure and
                                                                                                                                                                                                                                                                   - in x
Wild transferrer - Type neturn key to proceed for ? for help on others
                                                                                                             0
                                                                                                                   ×
                                                                                                                                    cout << "Mu = " << mu << endl:
cout << "Gravity = " << gravity << endl:
solve Elasticity [[uu, vv], [w, s], solver-apersesolver)
                                                                                                                                                                                      [dx(w) + dy(s)] + div(uu, vv) = (dx(uu) + dy(sv))

[dx(w), dy(s), [dy(w) + dx(s)]/agrt2] + epsilon(uu, vv)
                                                                                                                                                        + 2. +mu+ (epsilion (w. s)
                                                                                                                                               (dy lim) + dx [ vv) ] /eqrt2] )
                                                                                                                                               - int2d(th) (gravity+s)
                                                                                                                                              + on []. uu=0. vv=0)
                                                                                                                                     cout << "Max displacement = " << uu[].linfty << end!
                                                                                                                                   plot([uu_vv]_weit=1):
plot([uu_vv]_weit=1_bb=[[-0.5, 2.5], [2.5, -0.5]))
                                                                                                                                    much th1 = movement(th, [x+uu, y+vv]);
                                                                                                                                    plot (th1, wait=1)
                                                                                                                                     sizeutack + 1024 =3304 [ 2280 ]
                                                                                                                                  mesh. Nb of Triangles = 182, Nb of Vertices 117
                                                                                                                                      min -0.220992 max 0.0449429
```

They provide many examples.

Solve a linear elasticity problem



Weak form

$$\int_{\Omega} \sigma(u) : \epsilon(\tilde{u}) d\Omega = \int_{\Gamma_u} t \cdot \tilde{u} d\Gamma$$

Algorithm

- 1. Define parameters
- 2. Make a geometry and mesh
- 3. Define a functional space
- 4. Define variables
- 5. Define a linear elastic problem
- 6. Solve a problem
- 7. Visualization of your result

Γ_t

Implementation

- Any editors are available (NotePad, Atom, etc…)
 Some editors have a package (Atom, etc…)
- The language is based on C++

Algorithm

Define parameters

Make a geometry and mesh

<u>Algorithm</u>

Define a functional space

```
// Define functional space
fespace Vh(Sh,[P1,P1]);
```

Define variables and macros

```
//Define Solid Mechanics
macro u[u1,u2] //EOM displacement vector
macro tu[tu1,tu2] //EOM test function
macro e(u) [dx(u[0]),dy(u[1]),(dx(u[1]) + dy(u[0]) )] //EOM strain tensor
macro D[[2.*mu + lambda, lambda,0],[lambda,2.*mu+lambda,0],[0,0,2.*mu]] //EOM elastic tensor
macro g[0,-1.e3] //EOM traction vector
Vh u,tu;
```

Define a linear elastic problem

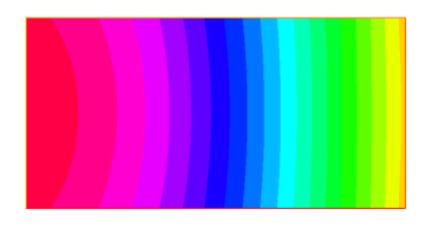
```
//governing equation problem gov(u,tu) = int1d(Sh,2)(g'*tu) - int2d(Sh)((D*e(u))'*e(tu)*E) + on(4,u1=0,u2=0);
```

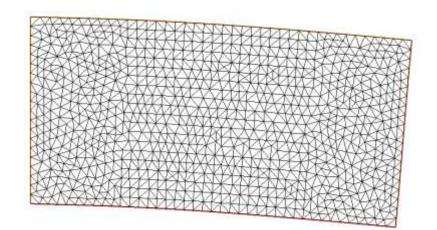
<u>Algorithm</u>

Solve and visualization

```
//SOLVE
gov;
plot(u2,fill=true);
mesh Sh1 = movemesh(Sh,[x+1000*u1,y+1000*u2]);
plot(Sh1,wait=1);
```

Calculation





Visualization of your result with Paraview

Implement following a code at the top of your edp file.

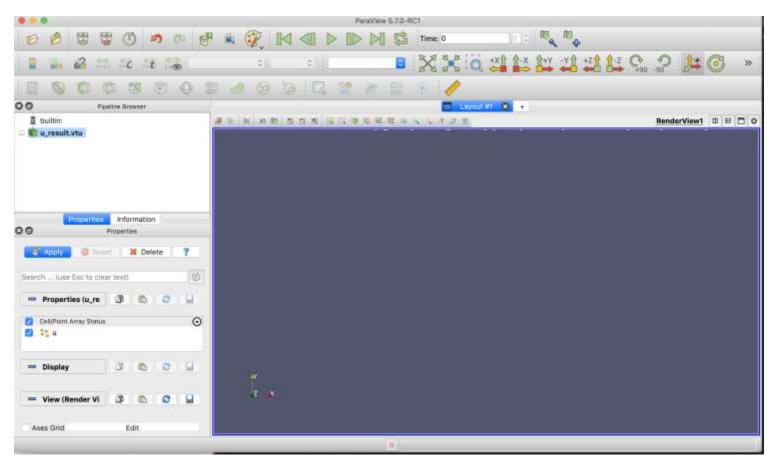
Implement following codes after a calculation.

```
//For visualization with Paraview
int[int] Order = [1];
string DataName = "u"; // define a variable for save as .vtu file
savevtk("u_result.vtu", Sh, [u[0],u[1],0], dataname=DataName, order=Order);
```

Now, you save your result as "u_result.vtu".

Visualization of your result with Paraview

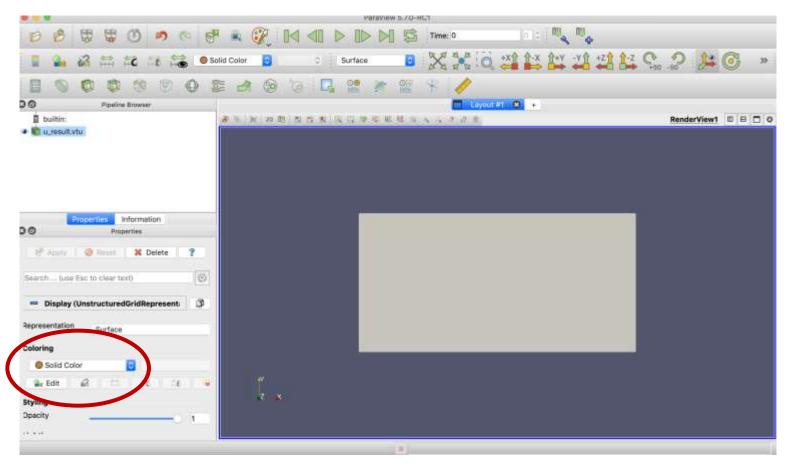
Open your Paraview and open "u_result.vtu".



Select the file and click a tab, "Apply".

Visualization of your result with Paraview

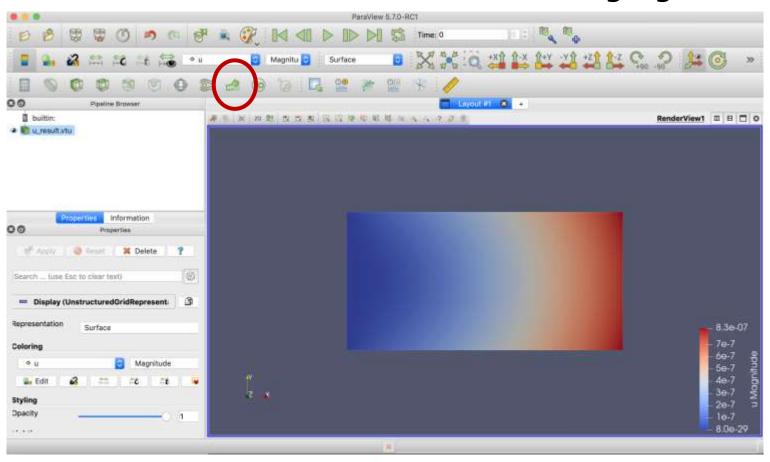
Change "Solid Color" to "u" in the left window.



Click a tab, "Apply".

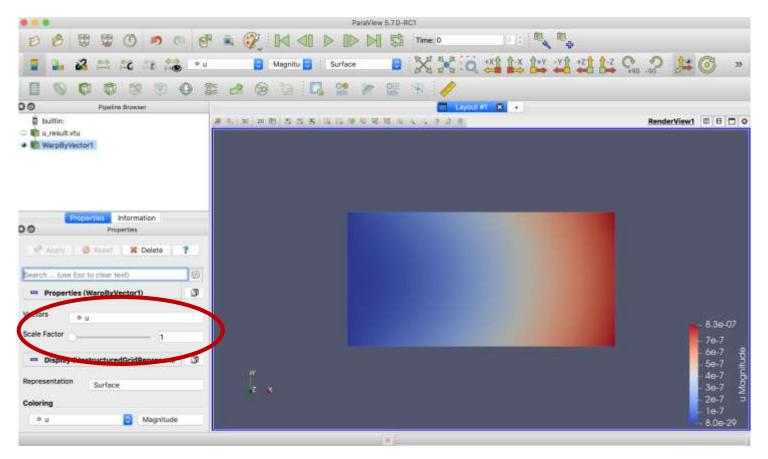
Visualization of your result with Paraview

Click the deformation icon as the following figure.



Visualization of your result with Paraview

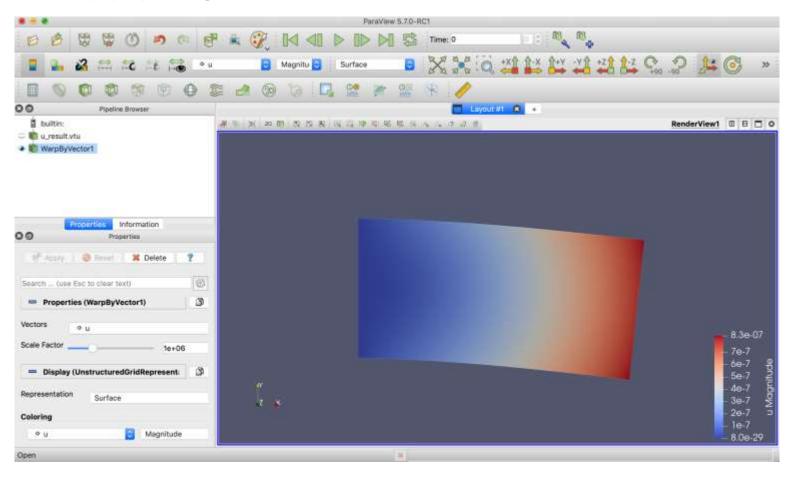
Apply "WarpByVector1" as you did for "u_result.vtu".



You can change a deformation scale by "Scale Factor".

Visualization of your result with Paraview

Click "Apply" again and finish the visualization.



You can find many introductions for Paraview on the internet.