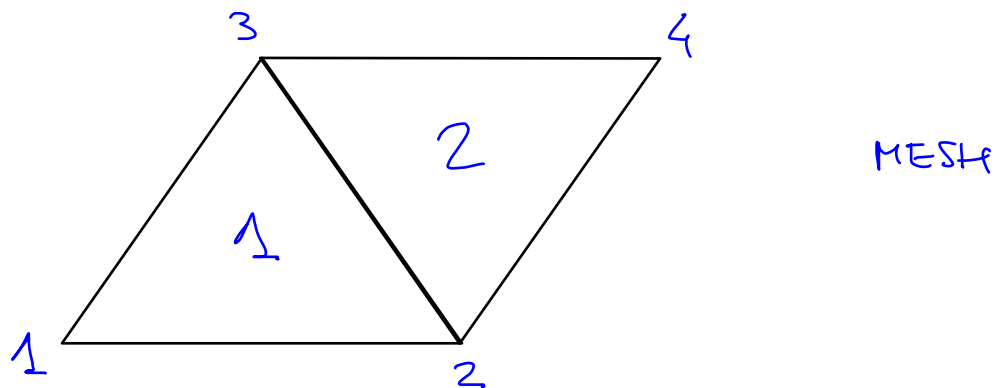


LECTURE -18

EXAMPLE ON LINEAR ELASTICITY ELEMENTS



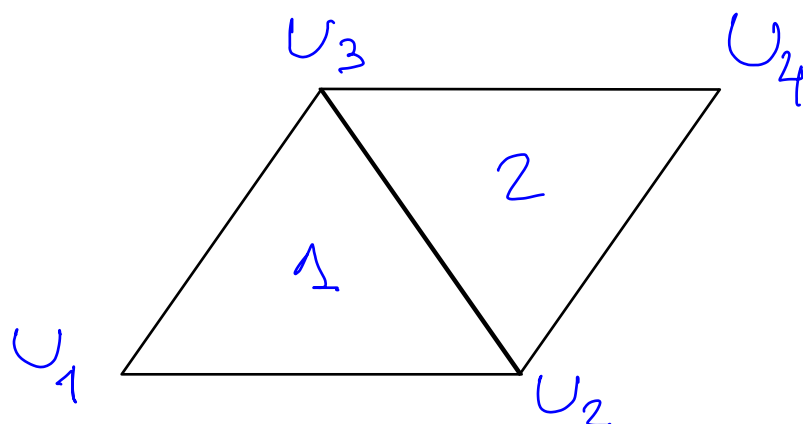
SCALAR:

$$W_u = \text{Span} \{ N_1, N_2, N_3, N_4 \}$$

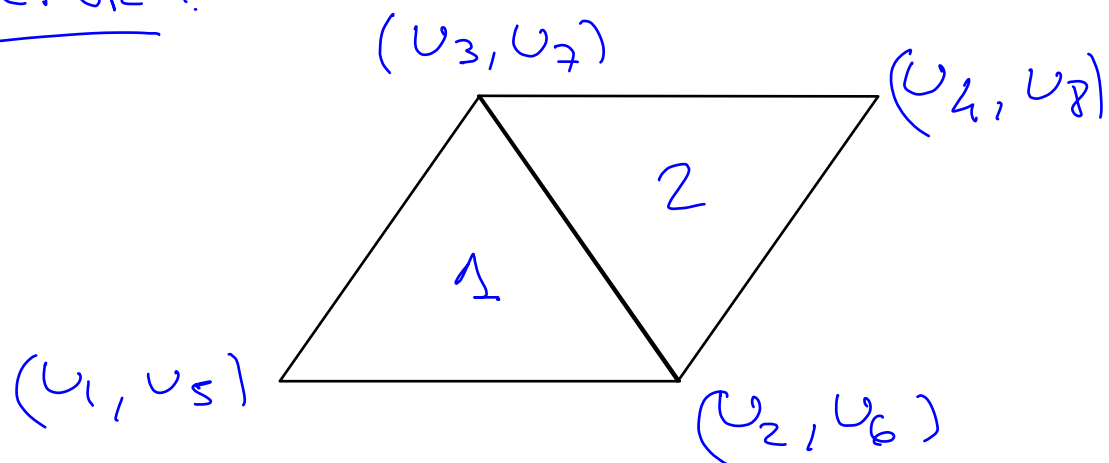
$$LG = \begin{bmatrix} 1 & 2 \\ 2 & 4 \\ 3 & 3 \end{bmatrix}$$

$$\mathcal{J}^e = \text{Span} \{ N_1^e, N_2^e, N_3^e \} \quad e=1,2$$

$$u_h = U_1 N_1 + U_2 N_2 + U_3 N_3 + U_4 N_4$$



VECTOR ..



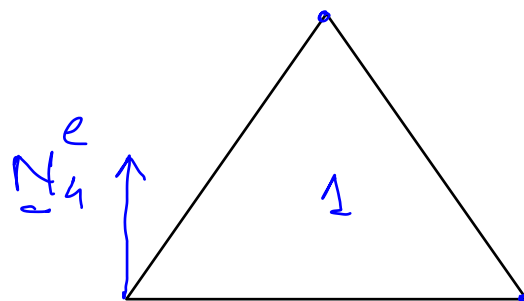
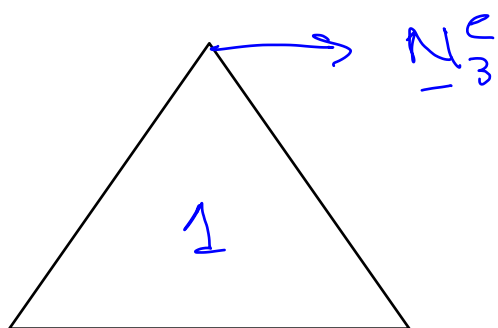
$$\underline{w}_u = \left\{ \begin{pmatrix} u_1 \\ 0 \end{pmatrix}, \begin{pmatrix} u_2 \\ 0 \end{pmatrix}, \begin{pmatrix} u_3 \\ 0 \end{pmatrix}, \begin{pmatrix} u_4 \\ 0 \end{pmatrix}, \right. \\ \left. \begin{pmatrix} 0 \\ u_1 \end{pmatrix}, \begin{pmatrix} 0 \\ u_2 \end{pmatrix}, \begin{pmatrix} 0 \\ u_3 \end{pmatrix}, \begin{pmatrix} 0 \\ u_4 \end{pmatrix} \right\}$$

$$\underline{p}^e = \left\{ \begin{pmatrix} u_1^e \\ 0 \end{pmatrix}, \begin{pmatrix} u_2^e \\ 0 \end{pmatrix}, \begin{pmatrix} u_3^e \\ 0 \end{pmatrix}, \right. \\ \left. \begin{pmatrix} 0 \\ u_1^e \end{pmatrix}, \begin{pmatrix} 0 \\ u_2^e \end{pmatrix}, \begin{pmatrix} 0 \\ u_3^e \end{pmatrix} \right\}$$

\underline{u}_1^e →

\underline{u}_4^e →

$$LG = \begin{bmatrix} 1 & 2 \\ 2 & 4 \\ 3 & 3 \\ 1+4 & 2+4 \\ 2+4 & 4+4 \\ 3+4 & 3+4 \end{bmatrix}$$



$$\sigma(\underline{\epsilon}) = \lambda \operatorname{tr}(\underline{\epsilon}) \mathbf{I} + 2\mu \underline{\epsilon}$$

$$a^e(\underline{N}_a, \underline{N}_b) = \int_{\Omega^e} \sigma(\underline{\epsilon}(\nabla \underline{N}_a)) : \underline{\epsilon}(\nabla \underline{N}_b) d\Omega$$

$$l^e(\underline{N}_b) = \int_{\Omega} \underline{b} \cdot \underline{N}_b d\Omega$$

P₂ TRIANGULAR ELEMENTS

OUTLINE:

- TOOLS THAT WE NEED FOR CP-3 (How to Do)
- P₂ TRIANGLE
- QUADRATURE OVER P₂ TRIANGLE
- ELEMENT COMPUTATION WITH QUADRATURE.

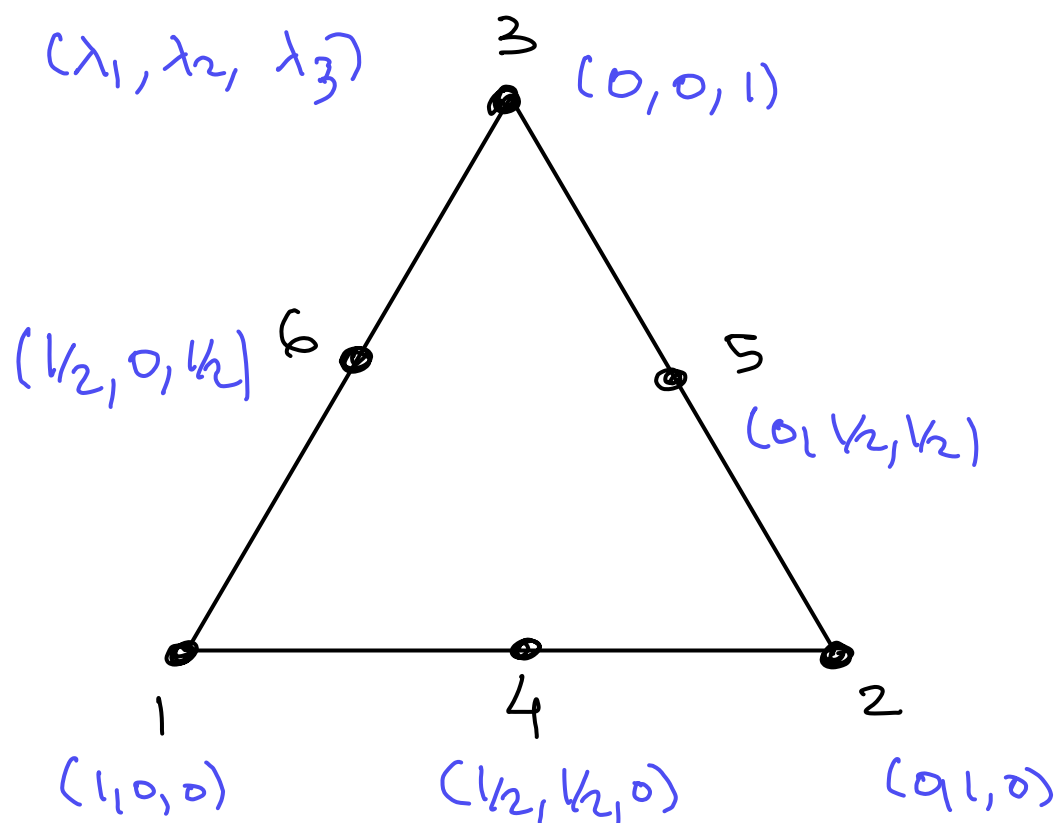
TOOLS :

- P₂ TRIANGLE (Ω_e, \mathcal{N}_e)

$$\Omega_e \equiv \text{TRIANGLE}$$

$$\mathcal{N}_e \equiv \text{LAGRANGE ELEMENT} \\ \text{WITH 6 NODES} \\ \text{AND QUADRATIC POLYNOMIALS}$$

$$\mathcal{P}_e = \text{span}(\mathcal{N}_e) = \mathbb{P}_2(\Omega_e)$$



3 NODES AT THE VERTICES

3 NODES AT THE MIDPOINTS OF THE EDGES

$\underline{x}_a \equiv$ POSITION OF NODE a

HOW DO WE BUILD THE SHAPE FUNCTIONS?

$\lambda_i(x_1, x_2)$ ARE AFFINE POLYNOMIALS

$\Rightarrow \lambda_i \lambda_j$ ARE QUADRATIC ∇_6

$$N_a(\lambda_1, \lambda_2, \lambda_3) = 2 \lambda_a (\lambda_a - 1/2) \quad a=1, 2, 3$$

$$N_4(\lambda_1, \lambda_2, \lambda_3) = 4 \lambda_1 \lambda_2$$

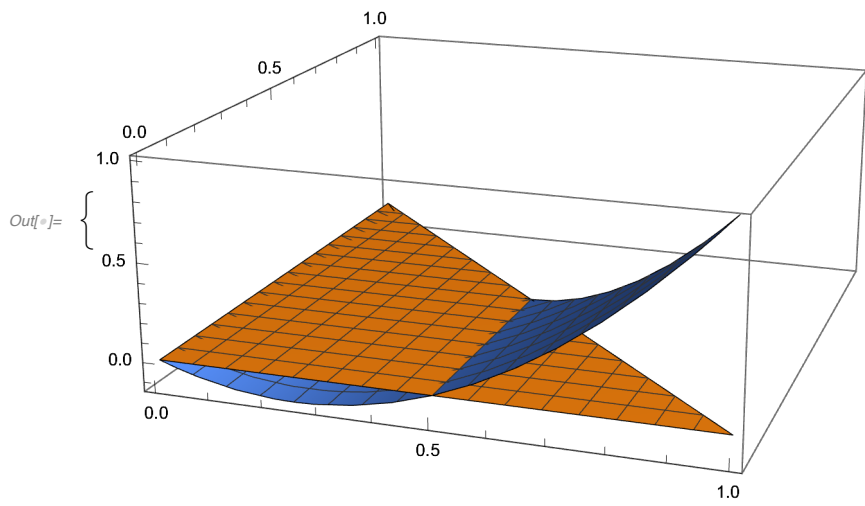
$$N_5(\lambda_1, \lambda_2, \lambda_3) = 4 \lambda_2 \lambda_3$$

$$N_6(\lambda_1, \lambda_2, \lambda_3) = 4 \lambda_3 \lambda_1$$

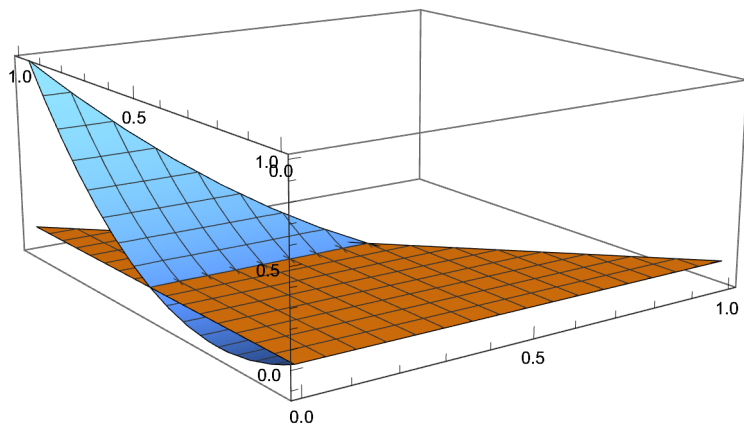
REPLACING BY THE FORMULAS WE HAVE FOR $\lambda_1, \lambda_2, \lambda_3$ IN TERMS OF (x_1, x_2) .

NOTICE THAT $N_a^e(x_b^e) = \delta_{ab}$.

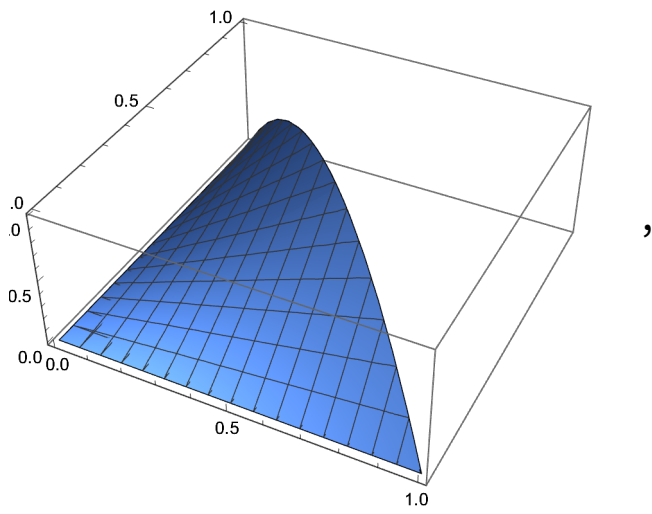
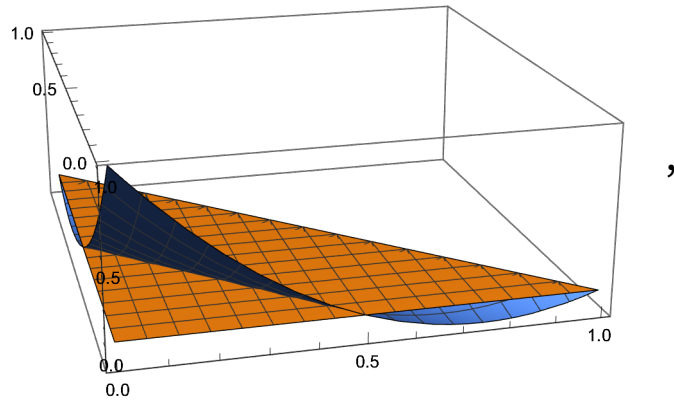
SEE ATTACHMENTS FOR PLOTS.

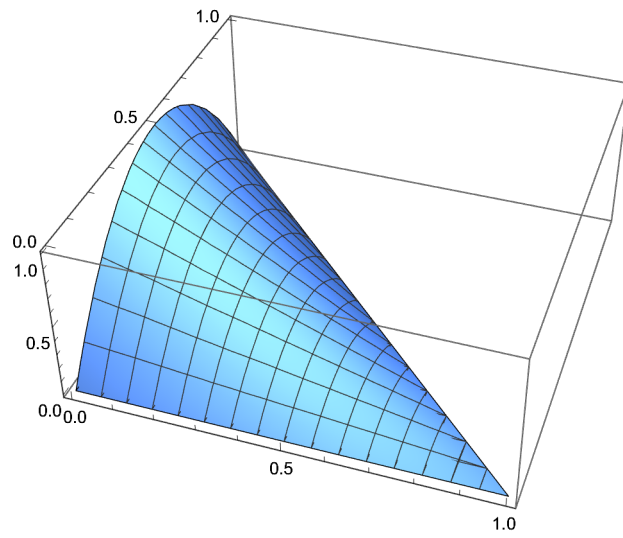


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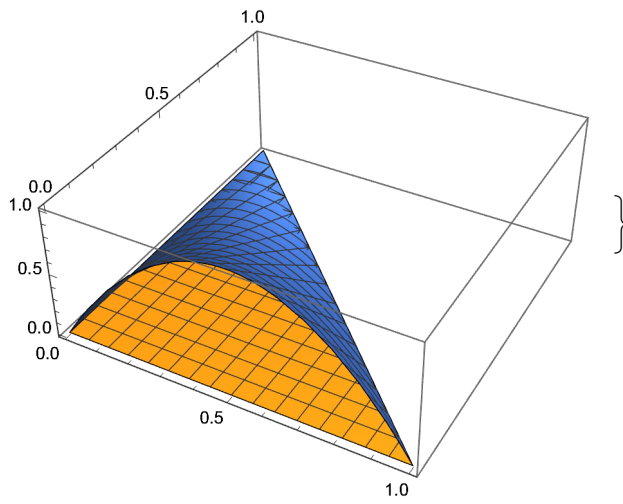


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}

AND ∇N_a ? BY THE CHAIN RULE

NOTICE THAT

$$N_a(x_1, x_2) = \hat{N}_a(\lambda_1(x_1, x_2), \lambda_2(x_1, x_2), \lambda_3(x_1, x_2))$$

THEN

$$\frac{\partial N_a}{\partial x_i} = \sum_{\alpha=1}^3 \frac{\partial \hat{N}_a}{\partial \lambda_\alpha} \frac{\partial \lambda_\alpha}{\partial x_i} \quad \text{CHAIN RULE}$$

BUT $\frac{\partial \lambda_\alpha}{\partial x_i} = dN_{\alpha i}$ IN THE NOTES
(GRADIENTS OF
 \mathcal{P}_i SHAPE
FUNCTIONS)

SO, IN MATRIX FORM

$$\boxed{\nabla N_a = \nabla \hat{N}_a \cdot dN^T}$$

$$dN = \begin{bmatrix} x_2^2 - x_2^3 & x_2^3 - x_2^1 & x_2^1 - x_2^2 \\ x_1^3 - x_1^2 & x_1^1 - x_1^3 & x_1^2 - x_1^1 \end{bmatrix} \frac{1}{2A^2}$$

CONSTANT IN Ω^e

THEN, FOR EXAMPLE,

$$\nabla N_1 = \left[\frac{\partial N_1}{\partial \lambda_1} \quad \frac{\partial N_1}{\partial \lambda_2} \quad \frac{\partial N_1}{\partial \lambda_3} \right] d\lambda^T$$

$$= \begin{bmatrix} 4\lambda_1 - 1 & 0 & 0 \end{bmatrix} d\lambda^T$$

$$= (4\lambda_1 - 1) \begin{bmatrix} x_2^2 - x_2^3 \\ x_1^3 - x_1^2 \end{bmatrix}$$

• QUADRATURE OVER P_2 -TRIANGLE

INTEGRALS THROUGH QUADRATURE (ref. P. Pinsky Ch. 5.7)

"QUADRATURE": THE PROCESS OF COMPUTING AREAS BY CONSTRUCTING A RECTANGLE BY CUTTING AND PASTING A SHAPE (e.g., A CIRCLE).

THIS IS WHERE THE PHRASE "SQUARING THE CIRCLE" COMES FROM, AS A METAPHOR FOR AN IMPOSSIBLE TASK.

HERE WE WILL USE QUADRATURE TO APPROXIMATE THE VALUES OF INTEGRAL, OR IN MANY CASES COMPUTE THEM EXACTLY.

IDEA:
$$\int_{\Omega} g(x) dx \approx \sum_{q=1}^{n_q} w_q g(x_q)$$

$\{x_1, \dots, x_q\} \subset \Omega \equiv$ COORDINATES OF QUADRATURE POINTS.

$\{w_1, \dots, w_q\} \equiv$ QUADRATURE WEIGHTS.

$n_q \in \mathbb{N} \equiv$ NUMBER OF QUADRATURE POINTS.

$\bigcup_{q=1}^{n_q} (x_q, w_q) \equiv$ QUADRATURE RULE

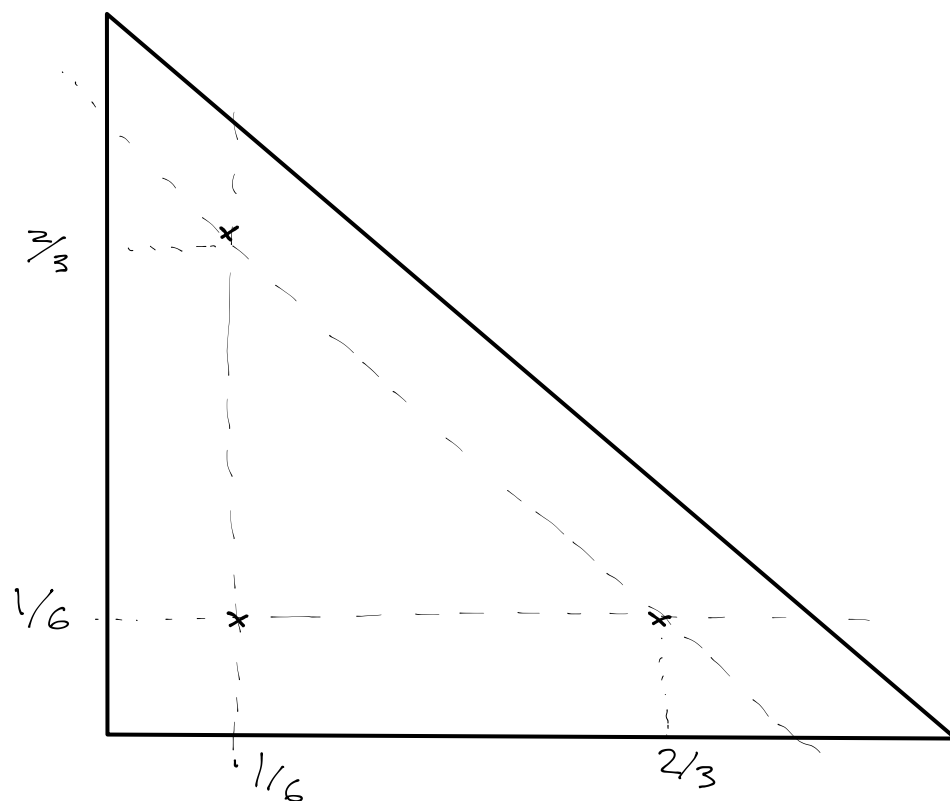
FOR A P_2 TRIANGLE, WE HAVE (WE'LL SEE WHY LATER)

3-POINT QUADRATURE

BARYCENTRIC COORDS (λ_i)	WEIGHTS
$1/6, 1/6, 2/3$	$1/3 S$
$1/6, 2/3, 1/6$	$1/3 S$
$2/3, 1/6, 1/6$	$1/3 S$

$S \equiv \text{AREA TRIANGLE}$

$$x_q = \sum_{a=1}^3 \lambda_a x^a$$



EXAMPLE:

$$K_{12}^e = \int_{\Omega^e} K(x) \nabla N_1^e(x) \cdot \nabla N_2^e(x) dx$$

$$\approx \sum_{q=1}^3 w_q K(x_q) \nabla N_1^e(x_q) \cdot \nabla N_2^e(x_q)$$

PSEUD-CODE FOR ELEMENT ARRAYS

$$K^e = 0, \quad f^e = 0$$

For $q=1, \dots, n_q$

 For $a=1, \dots, k$

 For $b=1, \dots, k$

$K_{ab}^e += w_q \nabla N_a(x_q) \cdot \nabla N_b(x_q) K(x_q)$

 END FOR

$F_a^e += w_q f(x_q) N_a(x_q) \quad \leadsto \int_{\Omega_e} f N_a$

 END FOR

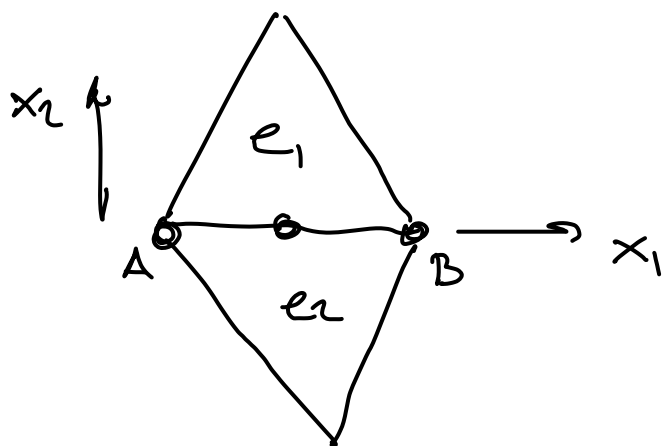
END FOR

```

1
2  %% Example element computation with quadrature
3  function [Ke Fe]=ElementKandF(xe)
4  -  dN=[xe(2,2)-xe(2,3),xe(2,3)-xe(2,1),xe(2,1)-xe(2,2);...
5  -    xe(1,3)-xe(1,2),xe(1,1)-xe(1,3),xe(1,2)-xe(1,1)];
6  -  Ae2=dN(2,3)*dN(1,2)-dN(1,3)*dN(2,2);
7  -  dN=dN/Ae2;
8  -  % Do not assume that the integrands are constant inside the element, and
9  -  % use quadrature
10 -  Ke=zeros(3,3);
11 -  Fe=zeros(3,1);
12 -  nq=3;
13 -  lambdaq=[1/6, 1/6, 2/3; 1/6, 2/3, 1/6; 2/3, 1/6, 1/6];
14 -  wq=[1/3, 1/3, 1/3]*Ae2/2;
15 -  for q=1:nq
16 -    NN=lambdaq(q,:);
17 -    xq=xe*NN';
18 -    % As an example, say k(x)=x1;
19 -    Ke=Ke+wq(q)*xq(1)*dN'*dN;
20 -    % As an example, say f(x)=x1^2+x2^2
21 -    Fe=Fe+wq(q)*(xq(1)^2+xq(2)^2)*NN';
22 -  end
23 - end
24

```

• LOCAL-TO-GLOBAL MAP FOR P_2

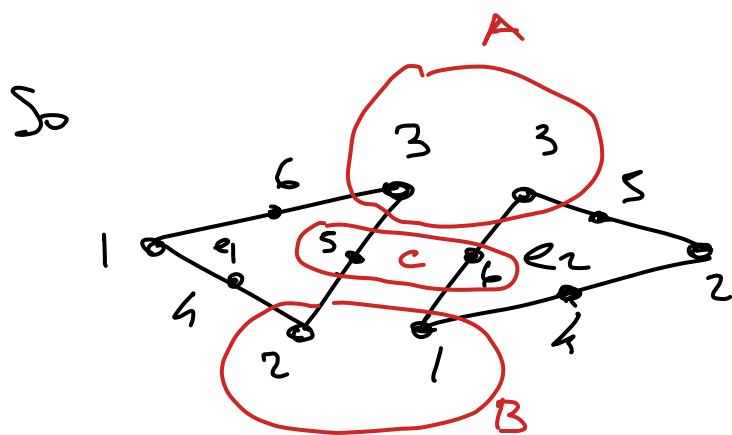


ON EDGE AB,

$$\sum_{a=1}^6 \beta_a N_a^e(x) \quad x \in \bar{AB}$$

IS A QUADRATIC POLYNOMIAL
OF x_1 ONLY, FOR $e=e_1$
AND $e=e_2$.

SINCE THEY COINCIDE AT
THE 3 NODES, THEY ARE
THE SAME POLYNOMIAL



$$N_A = N_3^{e_2} + N_3^{e_1} + \text{others}$$

$$N_B = N_2^{e_1} + N_1^{e_2} + \text{others}$$

$$N_C = N_5^{e_1} + N_6^{e_2}$$

THEY ARE CONTINUOUS

IN A MESH OF QUADRATIC TRIANGLES, THE
COORDINATES OF ALL NODES ARE PROVIDED

$X(i, A) \equiv$ COORDINATES OF ALL NODES

$LV(a, e) \equiv$ INDICES OF ALL NODES IN
ELEMENT e

$$LV(:, e) = [A_1 \ A_2 \ A_3 \ A_4 \ A_5 \ A_6]^T \Rightarrow LG-LV \nabla$$

