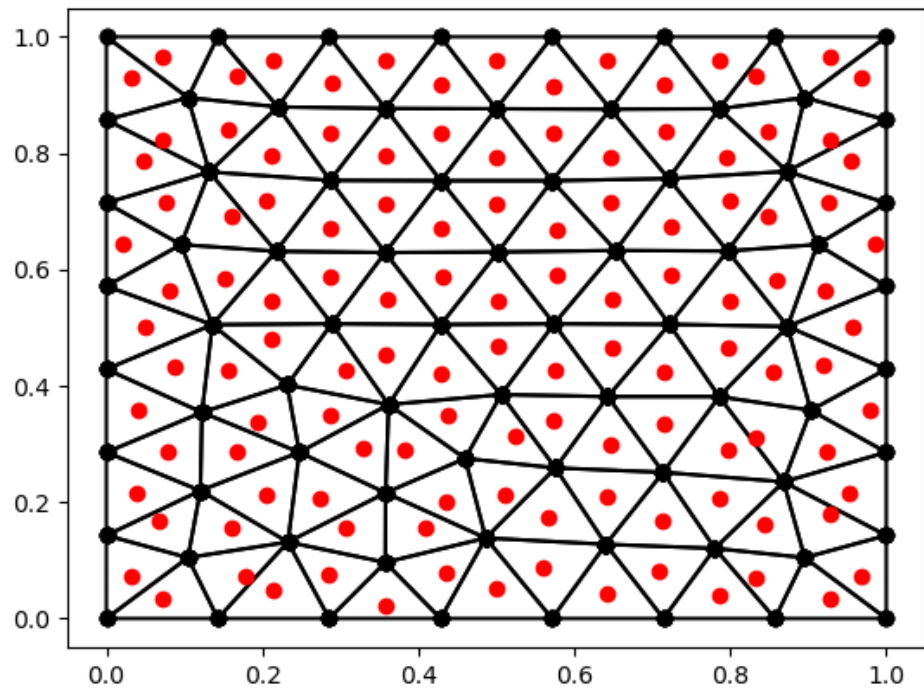


# MA3H0 Assignment 2

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1. We make a mesh using points from the pygmsh library. We then apply the [Bowyer-Watson algorithm](#) to make a triangulation from these points. The red dot is my choice of,  $x_K$ , which is the centroid of the each triangle :



2. My choice of  $f$  was  $f(x, y) = y(1 - y)x^3$ . I decided to implement my estimate via

$$\frac{1}{m(K)} \int_K f(x) dx \approx f(x_k)$$

this is implemented when we solve the for the system to find the matrix

```

# Calculating A and B

A = np.zeros((len(triangulation),len(triangulation)))
B = np.zeros(len(triangulation))

for i in range(len(triangulation)):
    B[i] = triangulation[i].m*f(triangulation[i].centroid)
    for edge in triangulation[i].Faces :
        A[i,i] += edge.Tau
        if( edge.triangleIndex[1] != -1) :
            A[i, edge.triangleIndex[1]] = edge.Tau
U = np.linalg.solve(A,B)

```

A:

3. I implement the Tau in the Face class:

```

def calcTau(self, triangleMesh) : #calculate the value of d
    if(self.triangleIndex[1] == -1) : #this case is for when the face is on the border
        xK = triangleMesh[self.triangleIndex[0]].centroid
        #d should be the shortest distance from xK to the line that is this face, ysigma should be the point on the line that fuf
        (self.points[0][0] - xK[0])*(self.points[1][1] - self.points[0][1])/dist(self.points[0],self.points[1])
        self.Tau= self.m/self.d
    else : #do this if face is an interior
        xK = triangleMesh[self.triangleIndex[0]].centroid
        xL = triangleMesh[self.triangleIndex[1]].centroid
        self.d = dist(xK,xL)
        self.Tau= self.m/self.d

```

- 4.

5. Let us enumerate the triangles. We write  $A = a_{ij}$  and  $B = b_i$ . We have  $b_i = m(T_i)f_{T_i}$ , where  $i = 0, \dots, \#\mathcal{T}$ . Moving on to calculating  $A$ , we see that each Row of  $A$  will have three or four entries. Consider a triangle  $T_i$ . Suppose  $T_i$  is an internal triangle and that  $T_i$  shares a face with triangles  $T_{k_1}, T_{k_2}, T_{k_3}$  then  $a_{ik_\ell} = \tau_{T_i|T_{k_\ell}}$  where  $\ell = 1, 2, 3$  and  $a_{ii} = \sum_{\ell=1}^3 -\tau_{T_i|T_{k_\ell}}$ .

If  $T_i$  is on the border then suppose it still shares a border with  $T_{k_1}, T_{k_2}$ , then we still have  $a_{ik_\ell} = \tau_{T_i|T_{k_\ell}}$  where  $\ell = 1, 2$ , but  $a_{ii} = \sum_{\ell=1}^2 \tau_{T_i|T_{k_\ell}} + \tau_{i,\sigma}$ . Where  $\sigma$  is the border edge.

These matrices give us the linearised form of problem (2), so we can write  $AU = B$ .