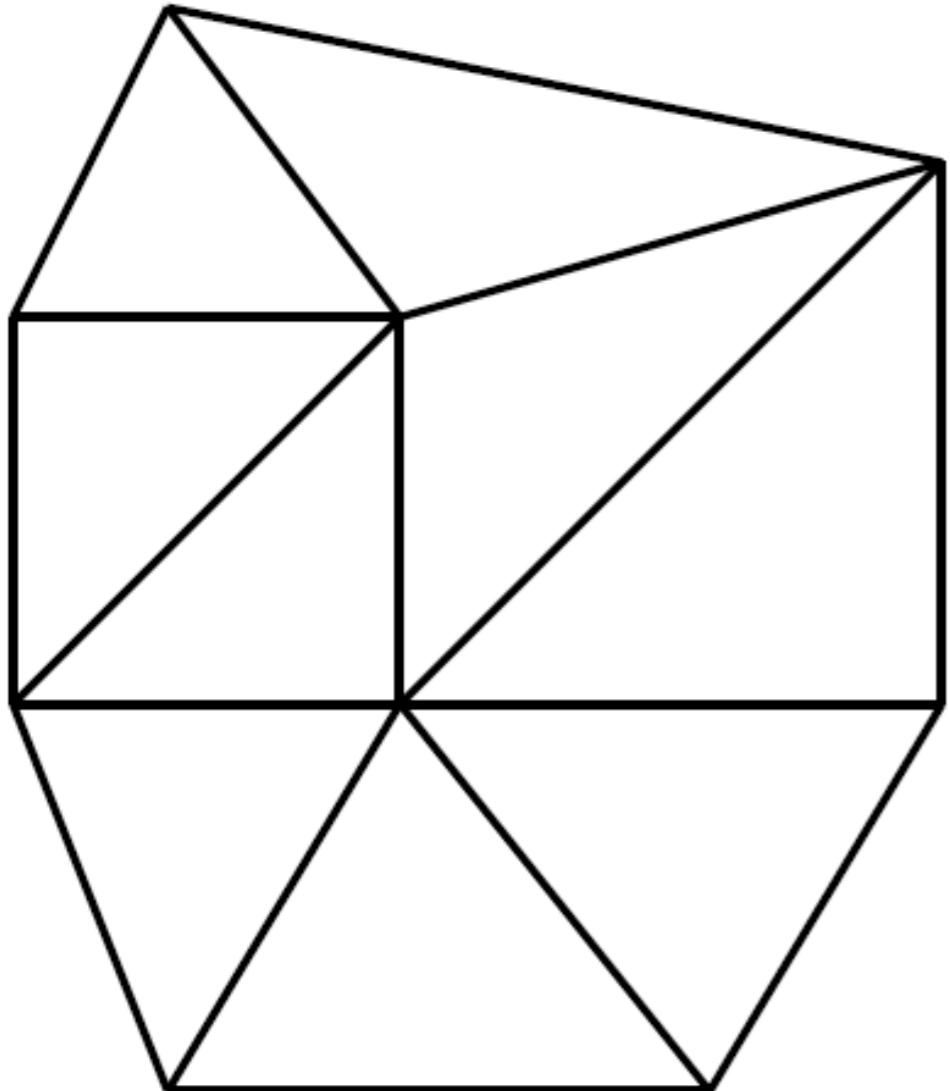
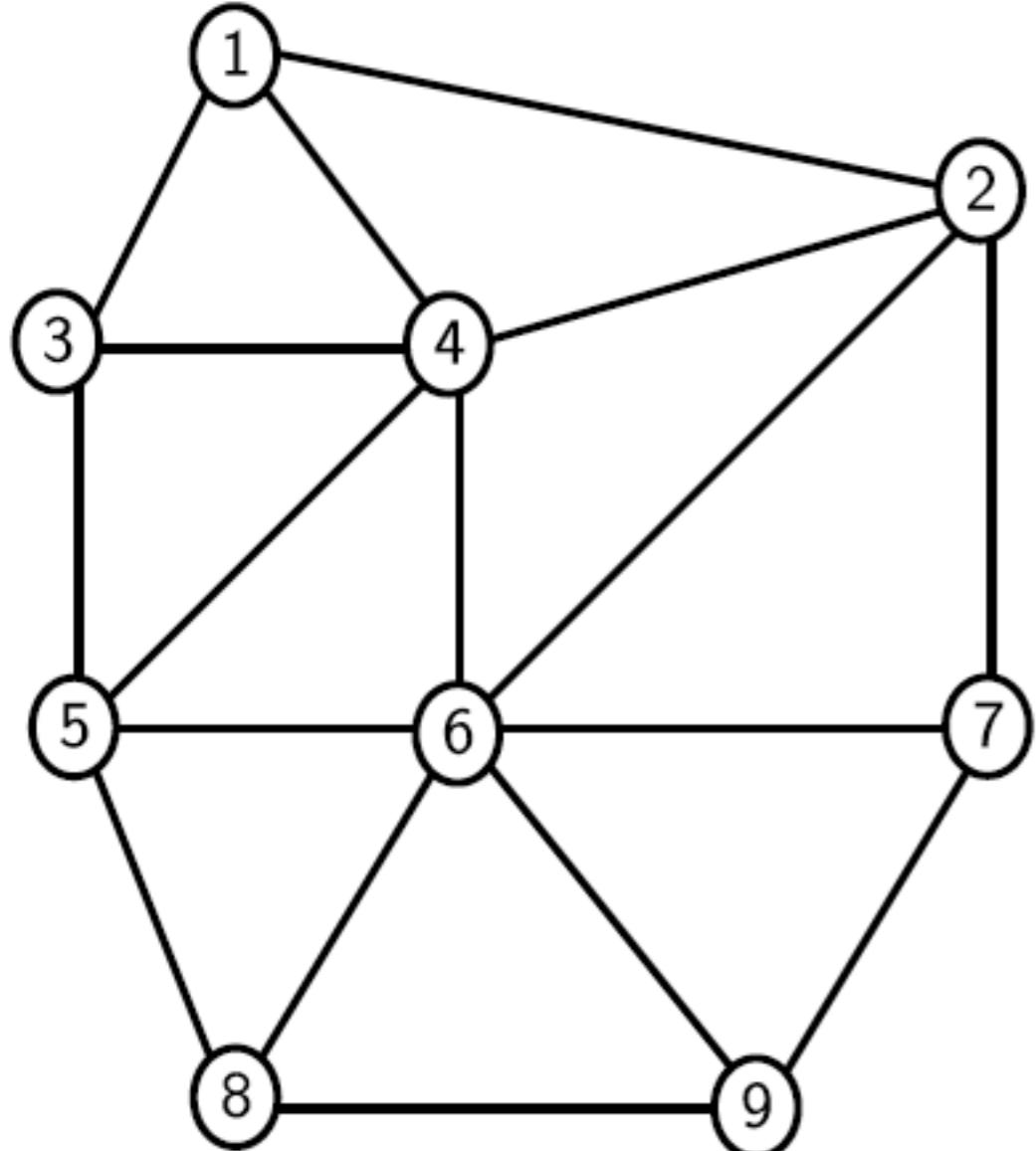


What is a mesh?



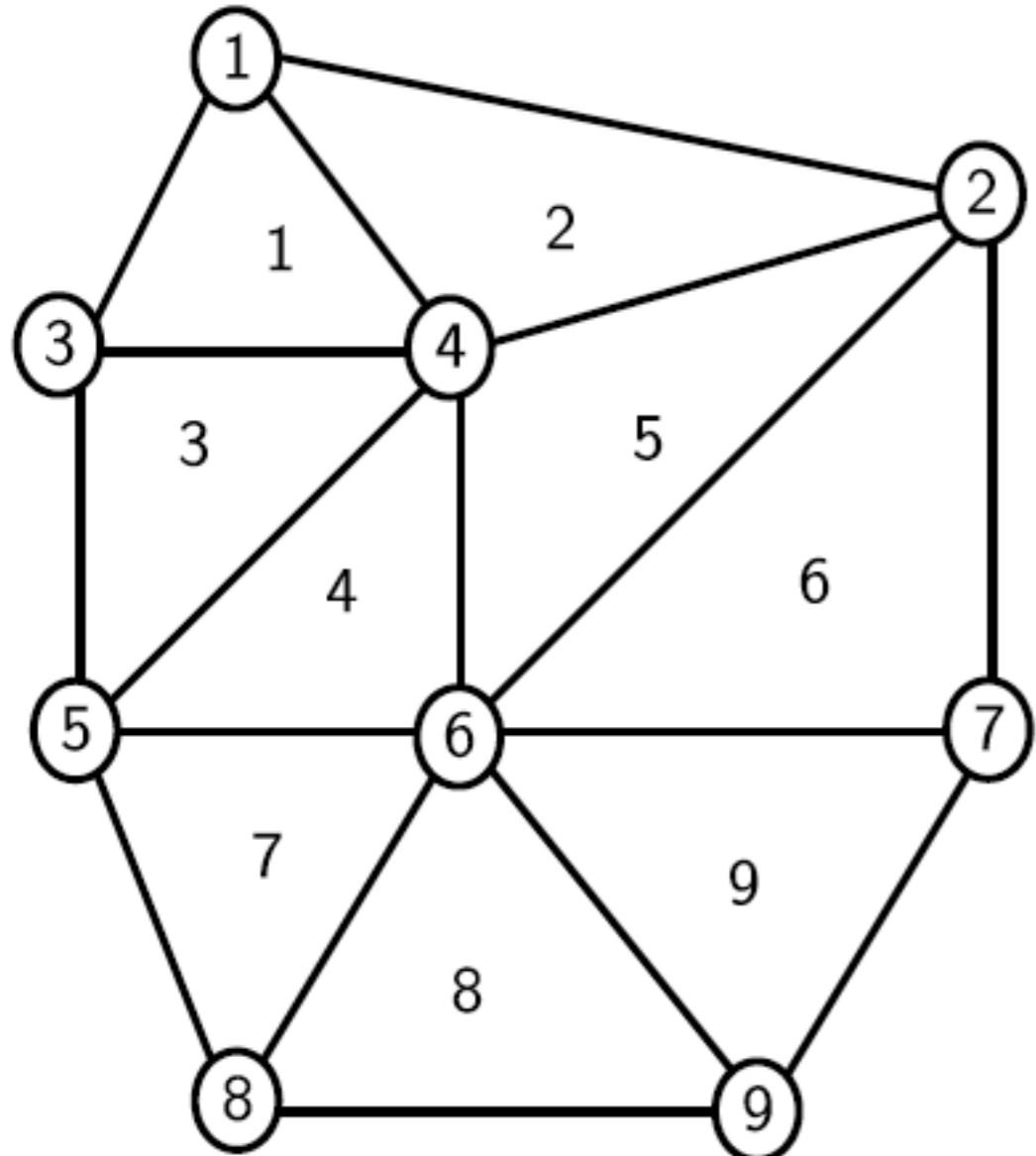
- A domain partition
- A graph

What is a mesh?



- A domain partition
- A graph
- A numbering of vertices

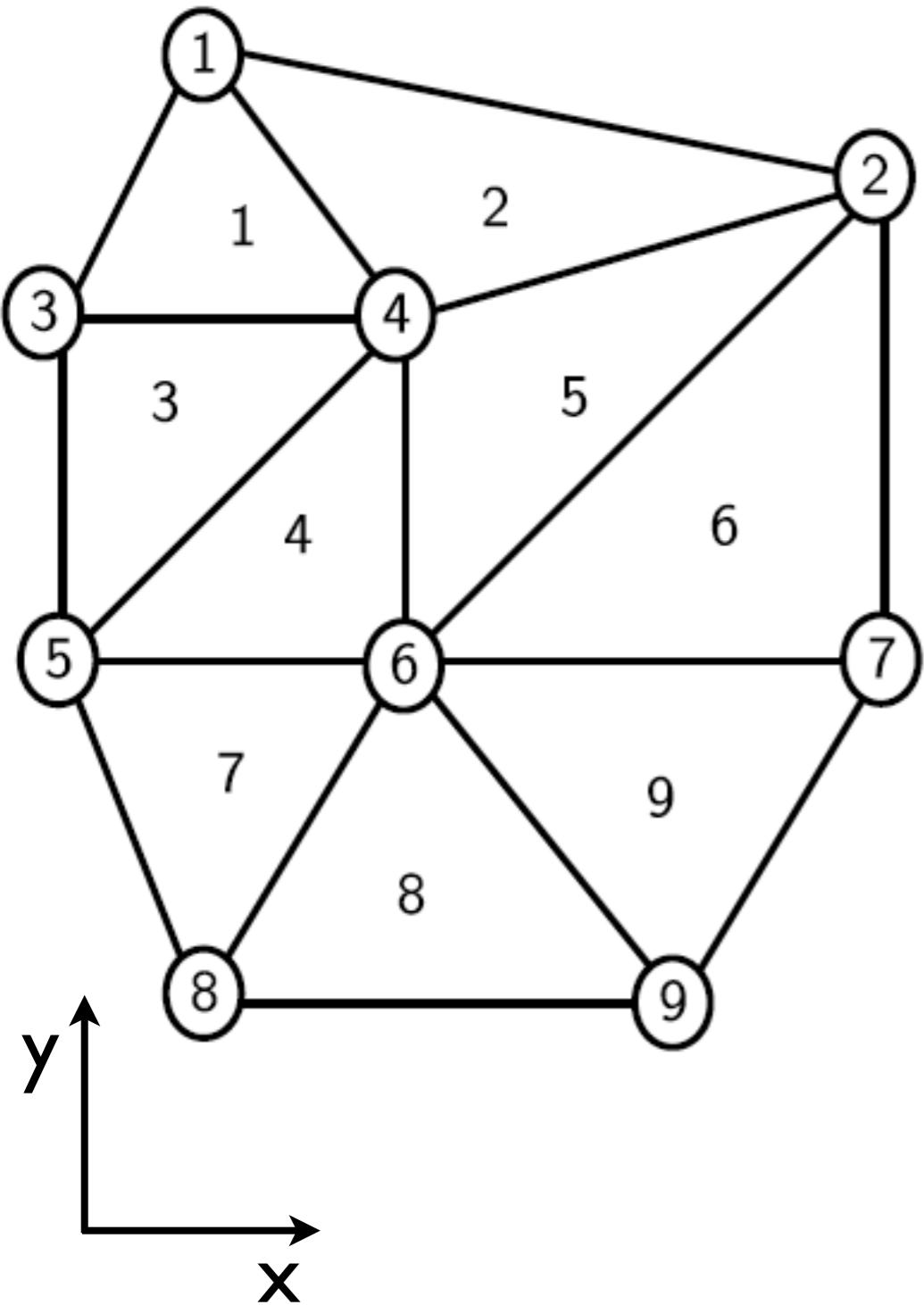
What is a mesh?



- A domain partition
- A graph
- A numbering of vertices
- But also of triangles

What is a mesh?

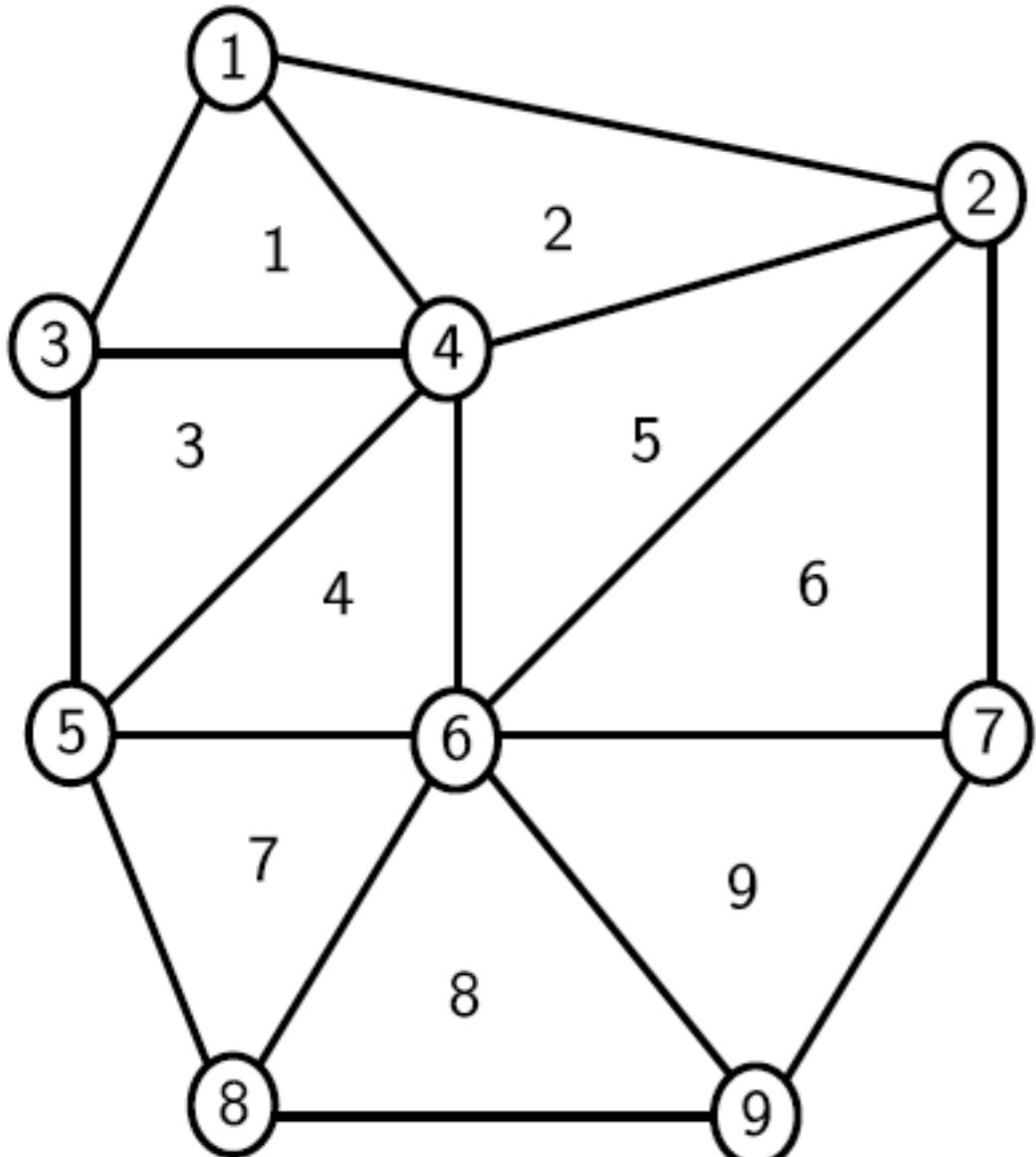
- A list of triangles coordinates



id	x	y
1	2	15
2	12	13
3	0	11
4	5	11
5	0	6
6	5	6
7	12	6
8	2	0
9	9	0

What is a mesh?

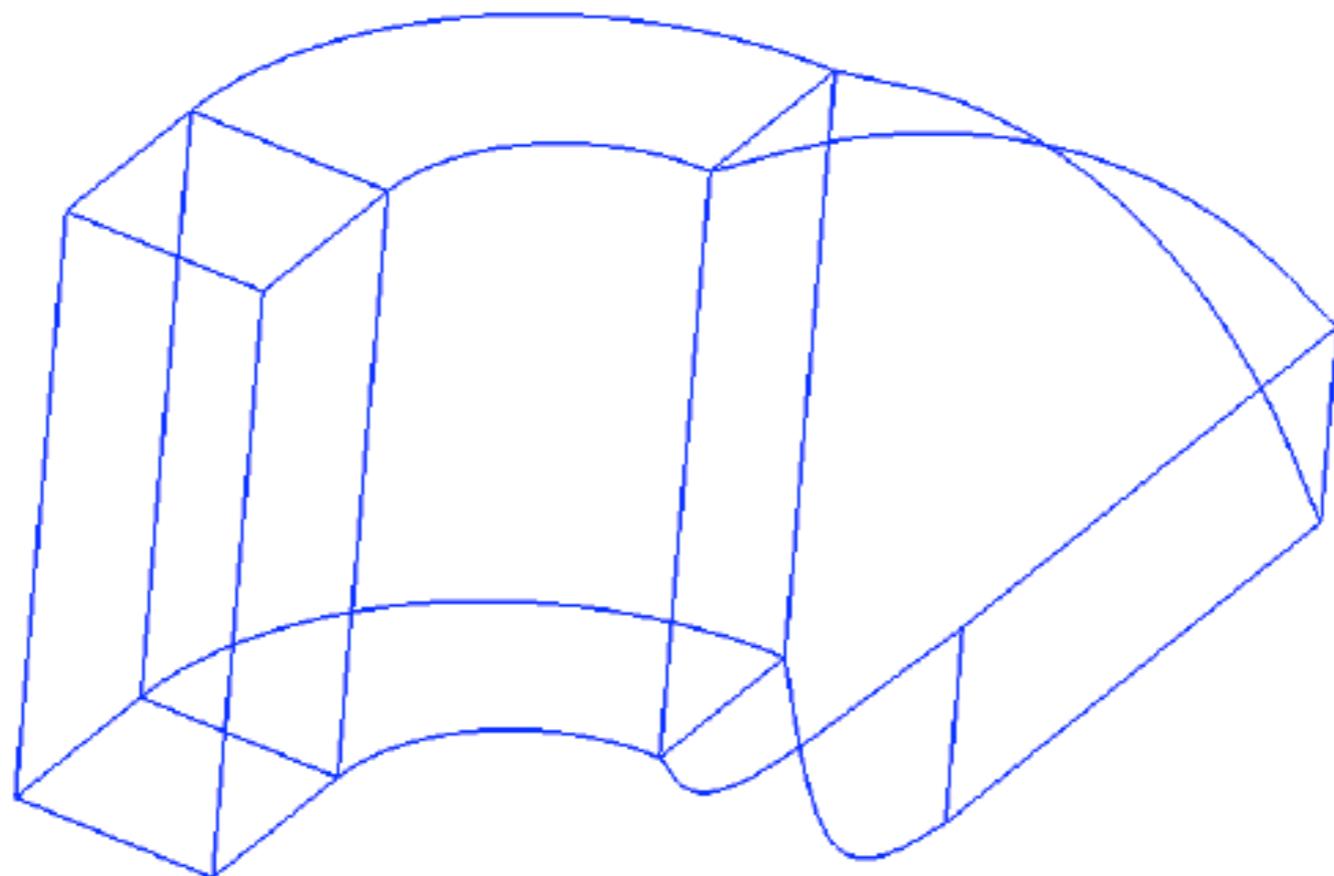
- A belonging tabular



tr	n1	n2	n3
1	1	3	4
2	1	4	2
3	3	5	4
4	4	5	6
5	4	6	2
6	2	6	7
7	5	8	6
8	6	8	9
9	6	9	7

How to design a mesh?

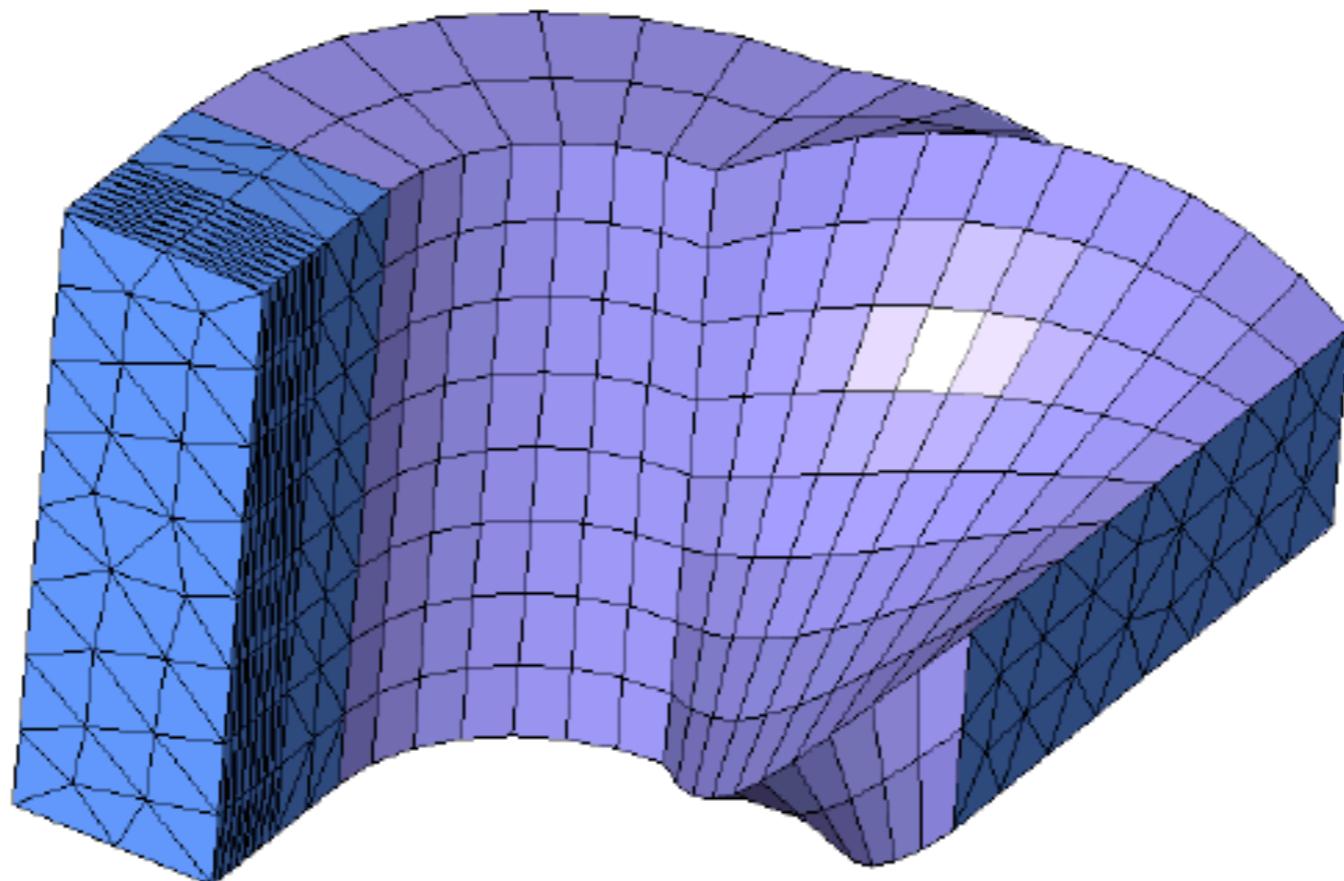
- By hand, for simple case (structured mesh)
- Use a mesh generator, for example [Gmsh](#)



How to design a mesh?

- By hand, for simple case (structured mesh)
- Use a mesh generator, for example [Gmsh](#)

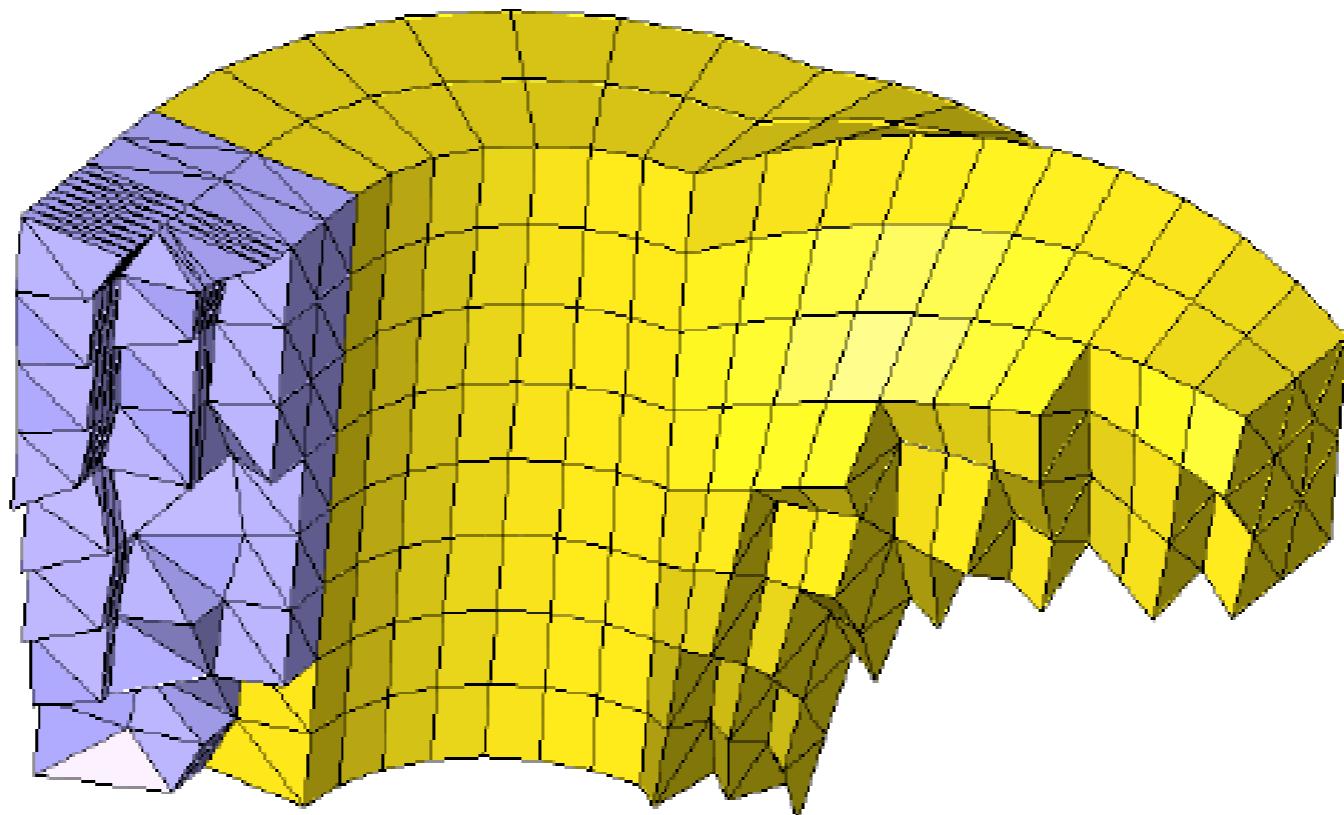
Surface mesh



How to design a mesh?

- By hand, for simple case (structured mesh)
- Use a mesh generator, for example [Gmsh](#)

Volume mesh

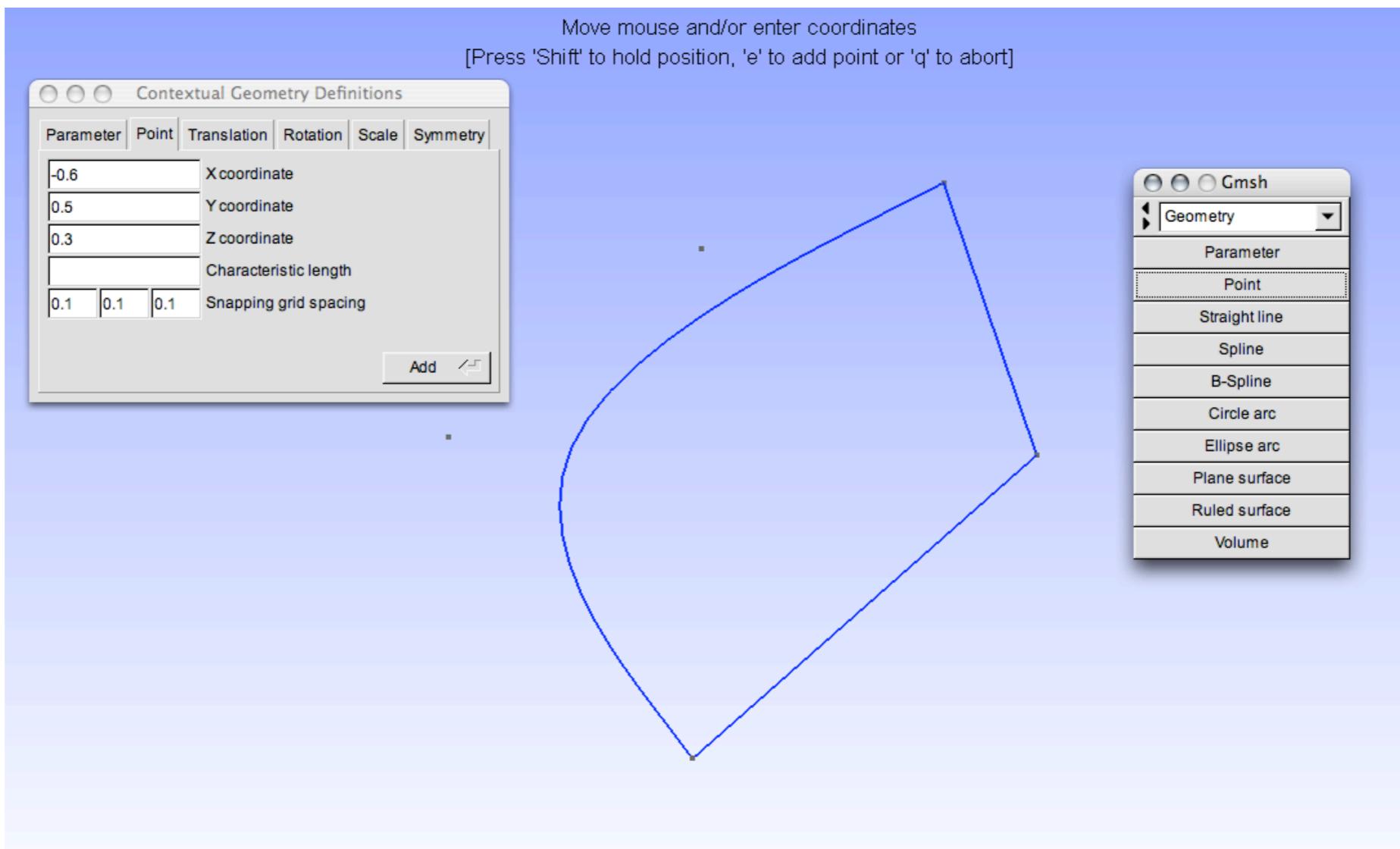


Basic cycle of mesh generation

with Gmsh

Define problem geometry

- with Gmsh GUI



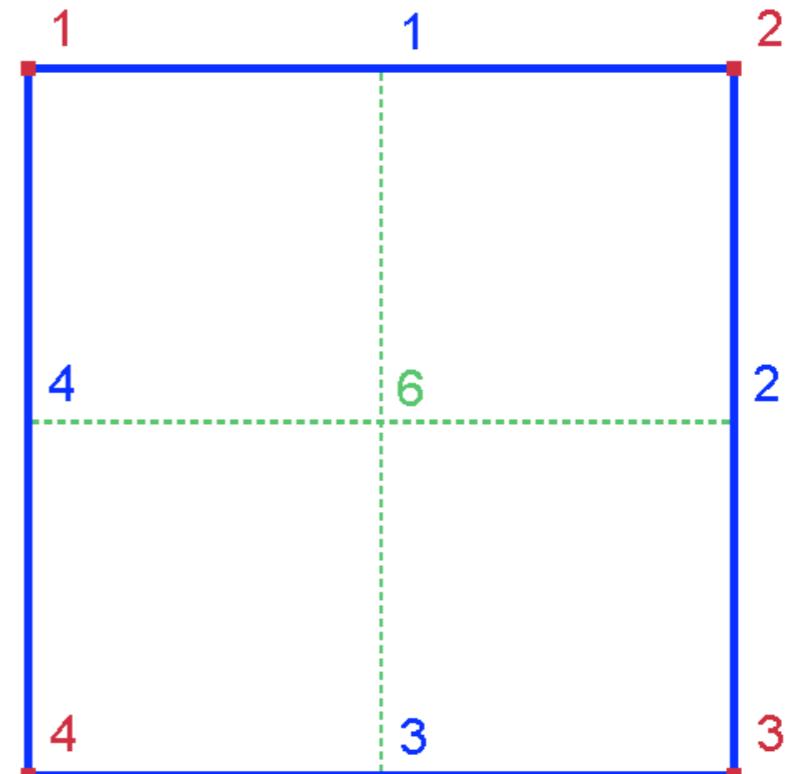
Basic cycle of mesh generation

with Gmsh

Define problem geometry

- write a file describing the geometry

```
// Commentaires  
  
lc = 0.1; // longueur caractéristique  
  
// Définition des Points  
  
Point(1) = {-1,1,0,lc};  
Point(2) = {1,1,0,lc};  
Point(3) = {1,-1,0,lc};  
Point(4) = {-1,-1,0,lc};  
  
// Définition des Lignes  
  
Line(1) = {1,2};  
Line(2) = {2,3};  
Line(3) = {3,4};  
Line(4) = {4,1};  
  
//| Définition de la Surface  
  
Line Loop(5) = {1,2,3,4};  
  
Plane Surface(6) = {5};
```



Points

Lines

Surfaces

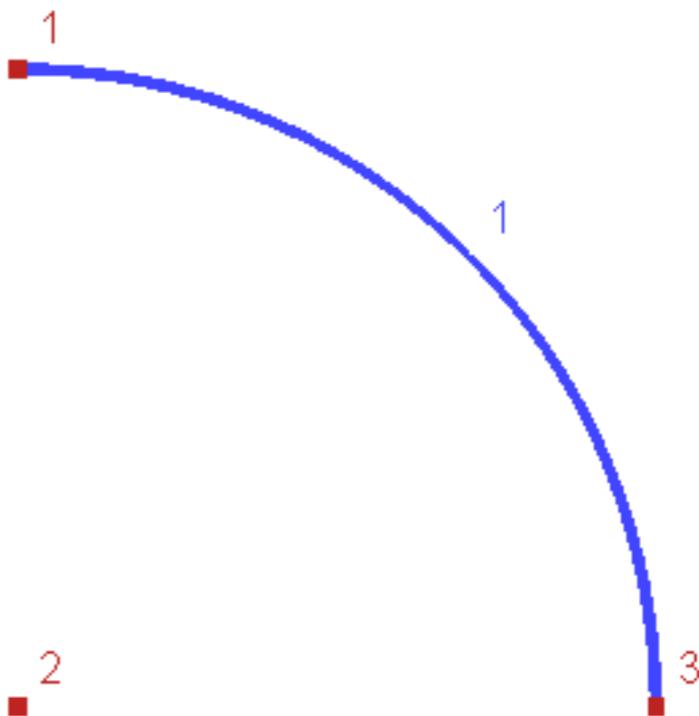
Basic cycle of mesh generation

with Gmsh

Other curves

- Example: define a circle arc

```
lc=0.1;  
// Circle  
  
r=1; // radius  
c1=0; c2=0; // center of the circle  
  
Point(1)={c1,c2+r,0,lc}; // Start point of the arc  
Point(2)={c1,c2,0,lc}; // Center of the circle  
Point(3)={c1+r,c2,0,lc}; // End point of the arc  
  
Circle(1)={1,2,3};
```



But also

- Ellipsoid, Splines, B-splines

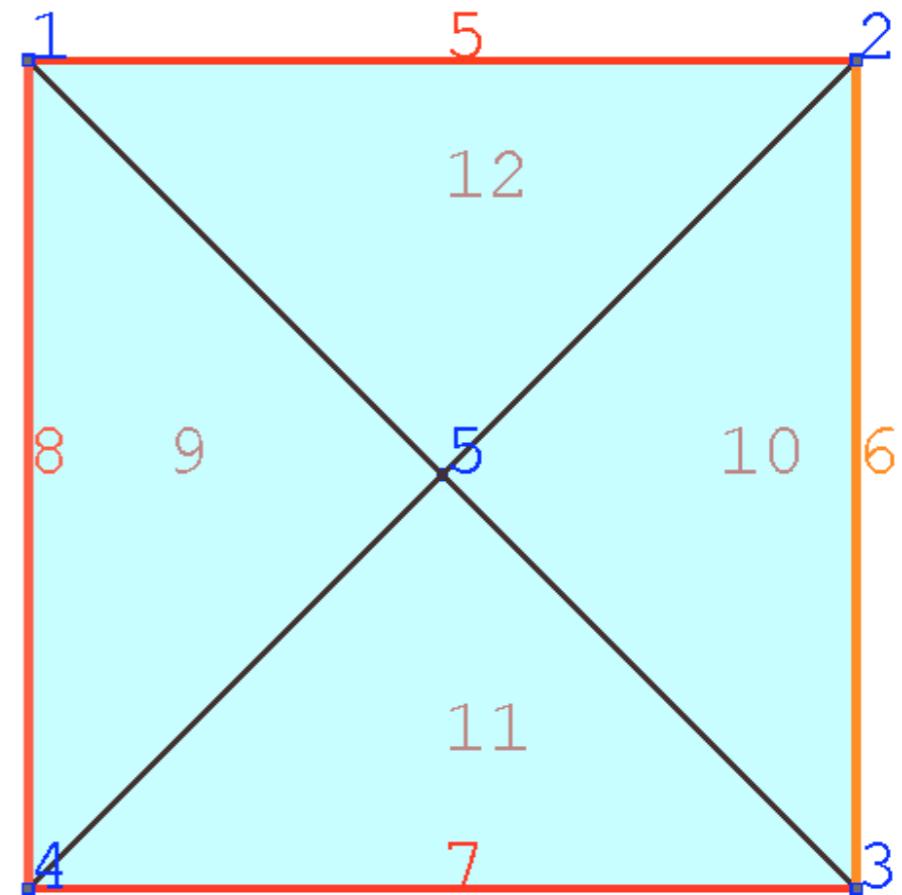
Basic cycle of mesh generation

with Gmsh

Mesh the domain

- Through this GUI
- Or write a file describing the mesh

```
carre.msh
$MeshFormat
2 0 8
$EndMeshFormat
$Nodes
5
1 -1 1 0
2 1 1 0
3 1 -1 0
4 -1 -1 0
5 0 0 0
$EndNodes
$Elements
12
1 15 3 0 1 0 1
2 15 3 0 2 0 2
3 15 3 0 3 0 3
4 15 3 0 4 0 4
5 1 3 0 1 0 1 2
6 1 3 0 2 0 2 3
7 1 3 0 3 0 3 4
8 1 3 0 4 0 4 1
9 2 3 0 6 0 1 5 4
10 2 3 0 6 0 3 5 2
11 2 3 0 6 0 5 3 4
12 2 3 0 6 0 5 1 2
$EndElements
```



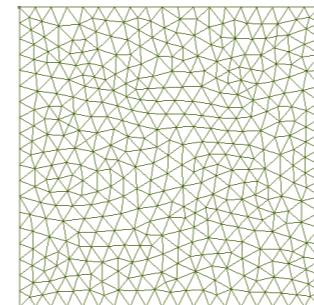
Basic cycle of mesh generation

with Gmsh

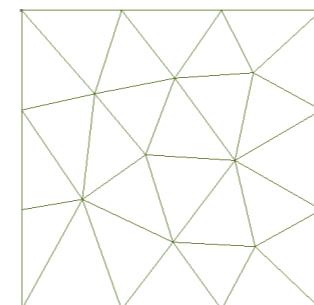
Mesh the domain

- With the help of the command line

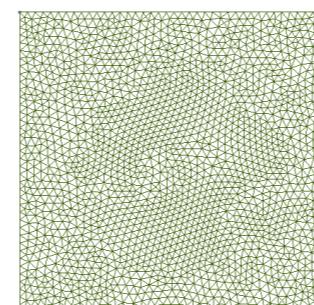
▶ gmsh -2 carre.geo



▶ gmsh -2 carre.geo -clscale 5



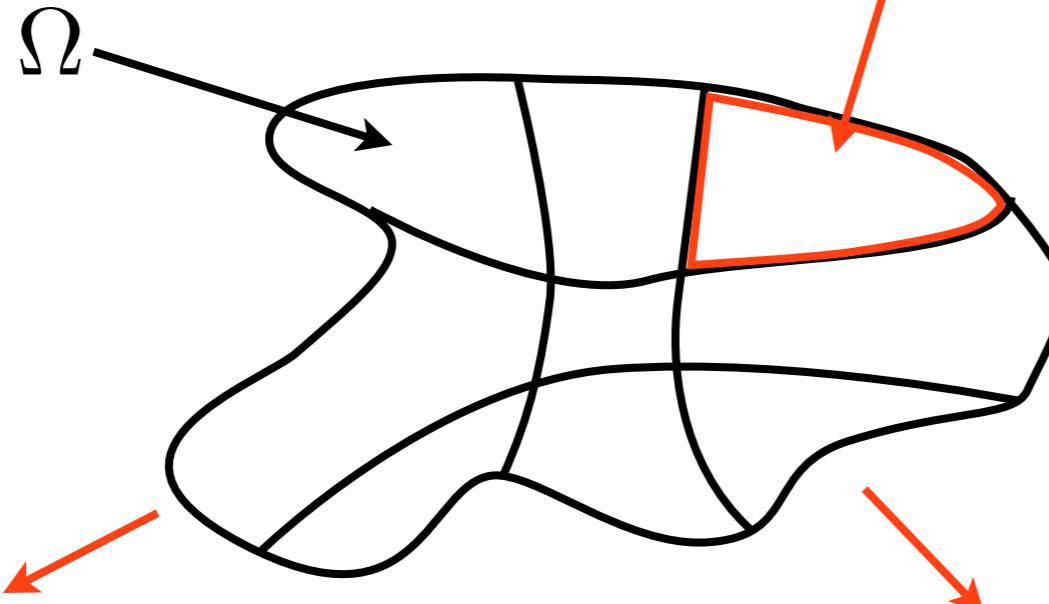
▶ gmsh -2 carre.geo -o carre_fine.msh -clscale 0.05



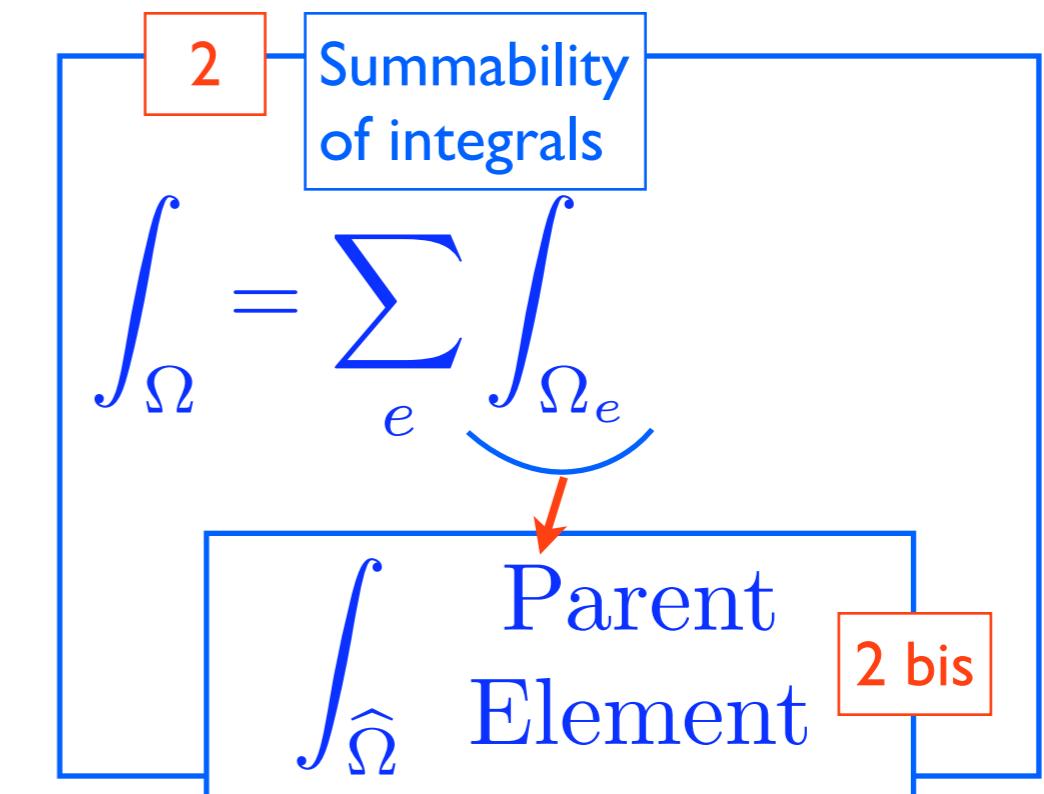
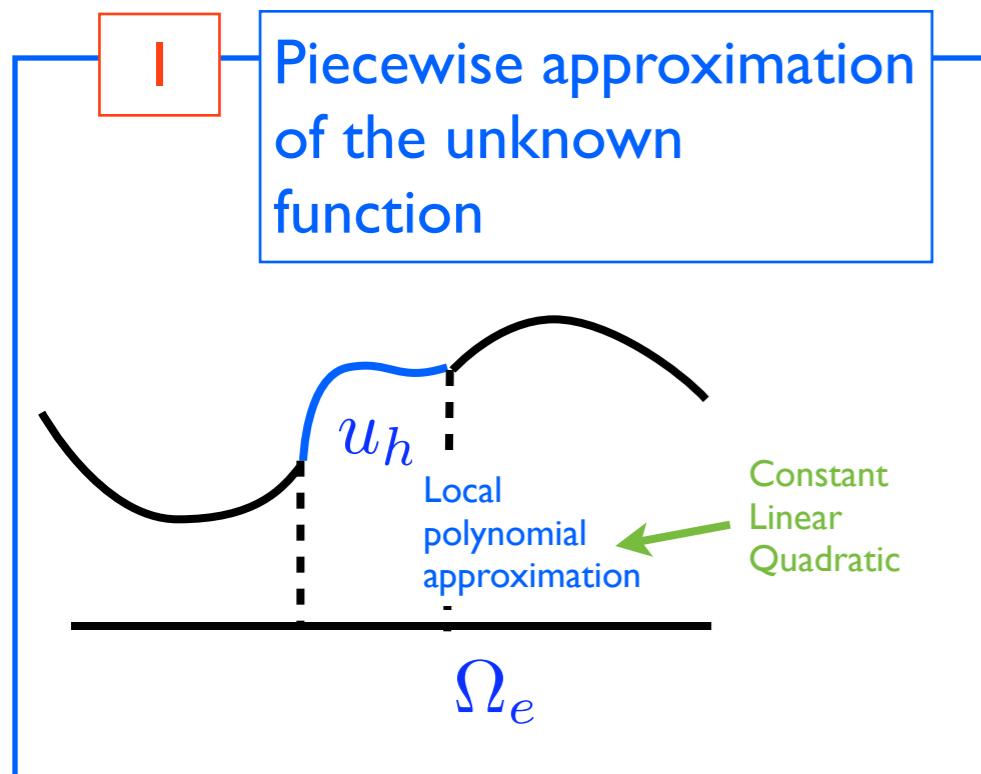
The 2 basic ideas of the F.E.M

Element
 Ω_e

$$\bar{\Omega} = \bigcup_{i=1}^N \{\bar{\Omega}_e\}$$
$$\Omega_e \cap \Omega_f = \emptyset \text{ if } e \neq f$$

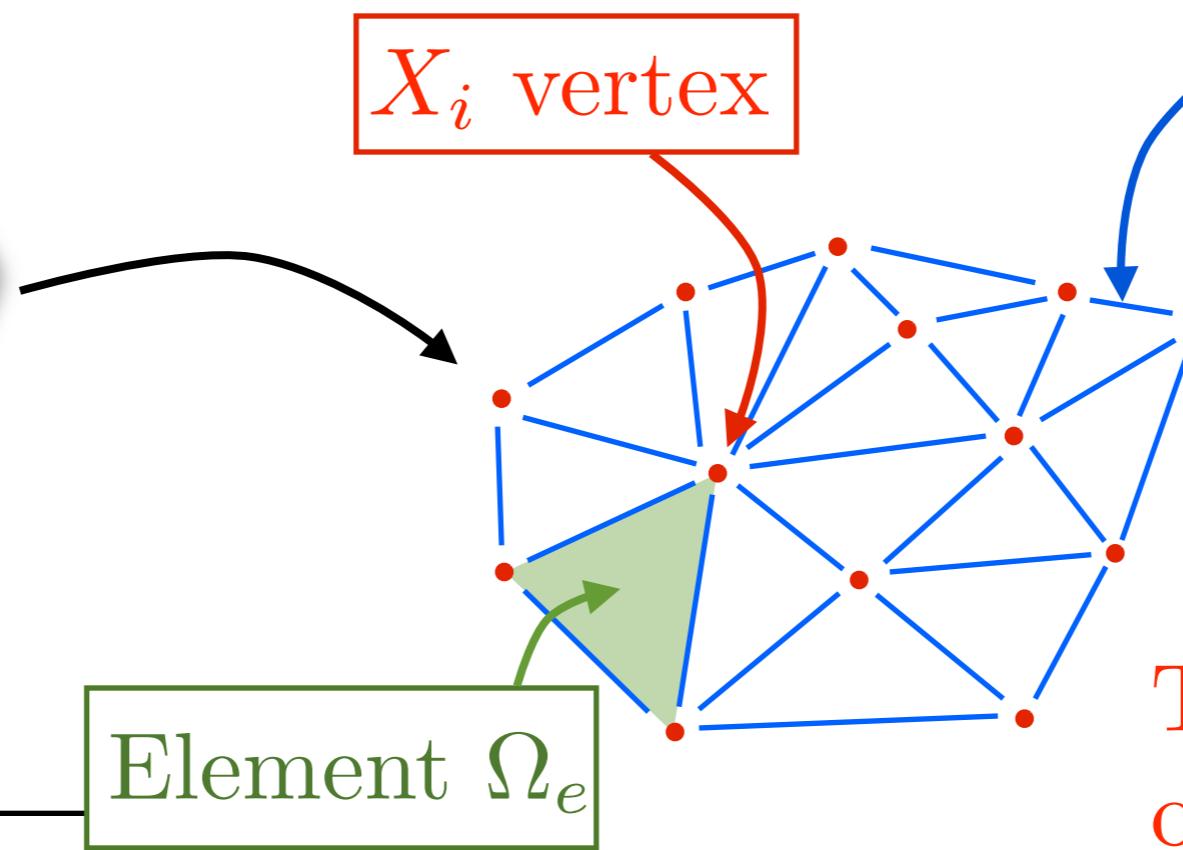
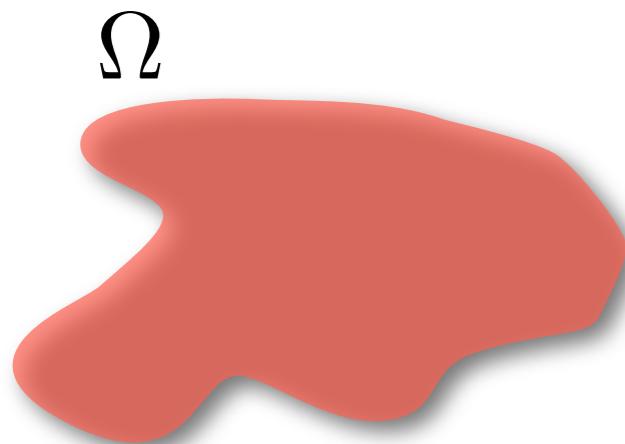


The problem geometry is divided into small elements



Poisson Equation

$$\begin{aligned} &?u \text{ such that} \\ &\Delta u + f = 0 \quad \text{in } \Omega \\ &u = 0 \quad \text{in } \partial\Omega \end{aligned}$$



Mesh parameter

$$h = \max_e (\text{longest side of } \Omega_e)$$

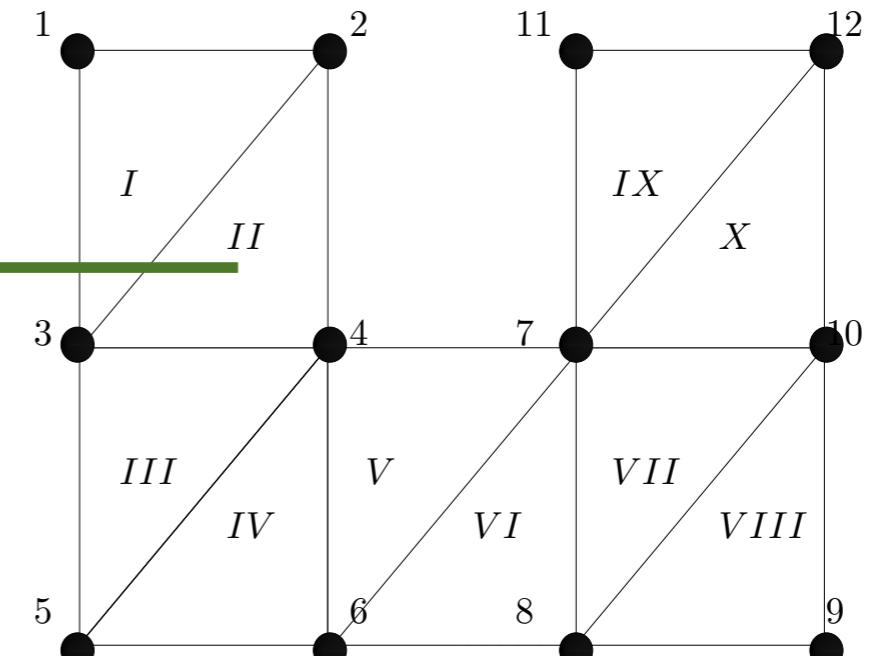
N_0 Vertices
 N_1 Edges
 N_2 Triangles

Triangulation
of non-overlapping
triangles

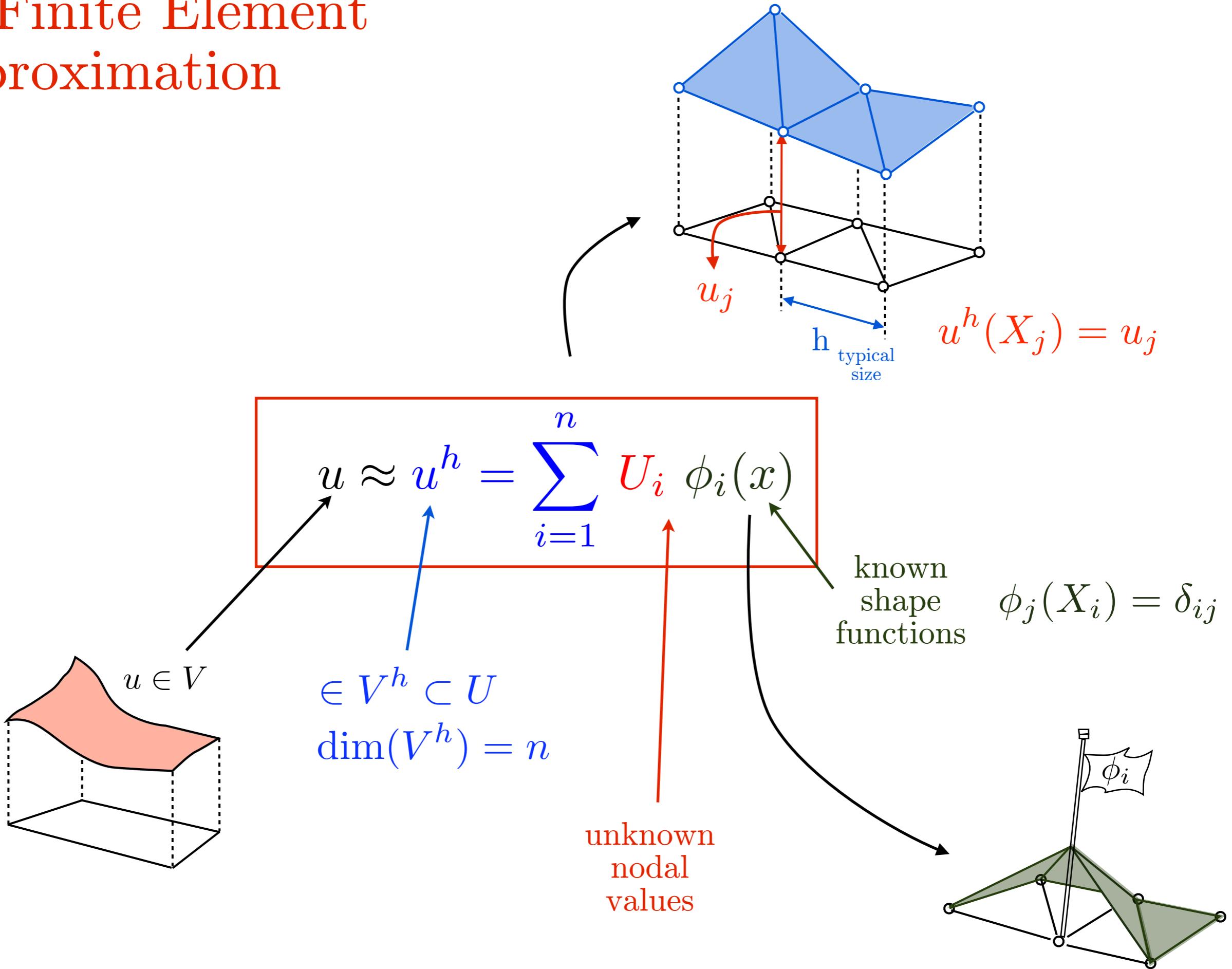
Mesh example

Triangle	Sommets		
	1	3	2
1	1	3	2
2	3	4	2
3	5	4	3
4	5	6	4
5	6	7	4
6	6	8	7
7	8	10	7
8	8	9	10
9	7	12	11
10	10	12	7

Sommet	X_i	Y_i
1	0.0	2.0
2	1.0	2.0
3	0.0	1.0
4	1.0	1.0
5	0.0	0.0
6	1.0	0.0
7	2.0	1.0
8	2.0	0.0
9	3.0	0.0
10	3.0	1.0
11	2.0	2.0
12	3.0	2.0



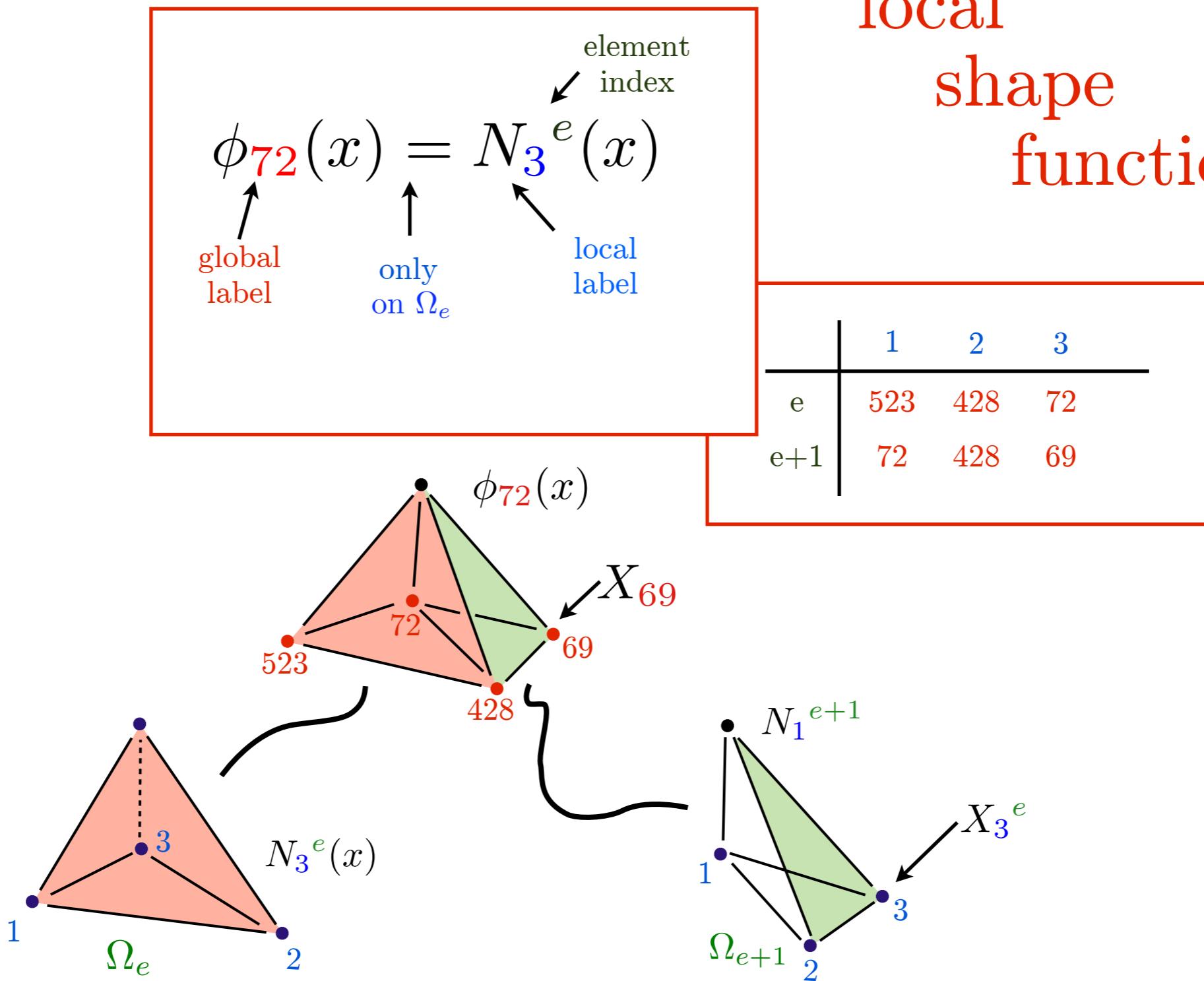
2D Finite Element Approximation



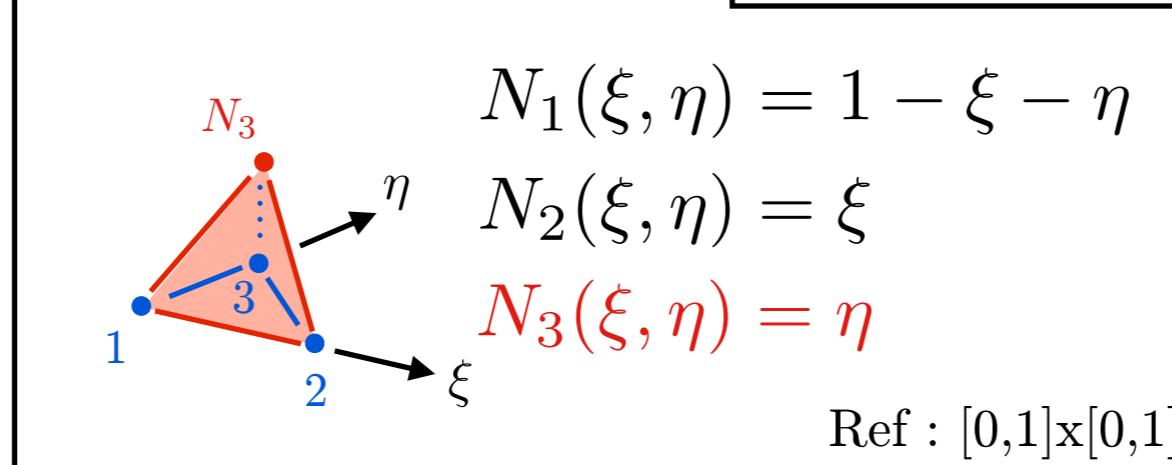
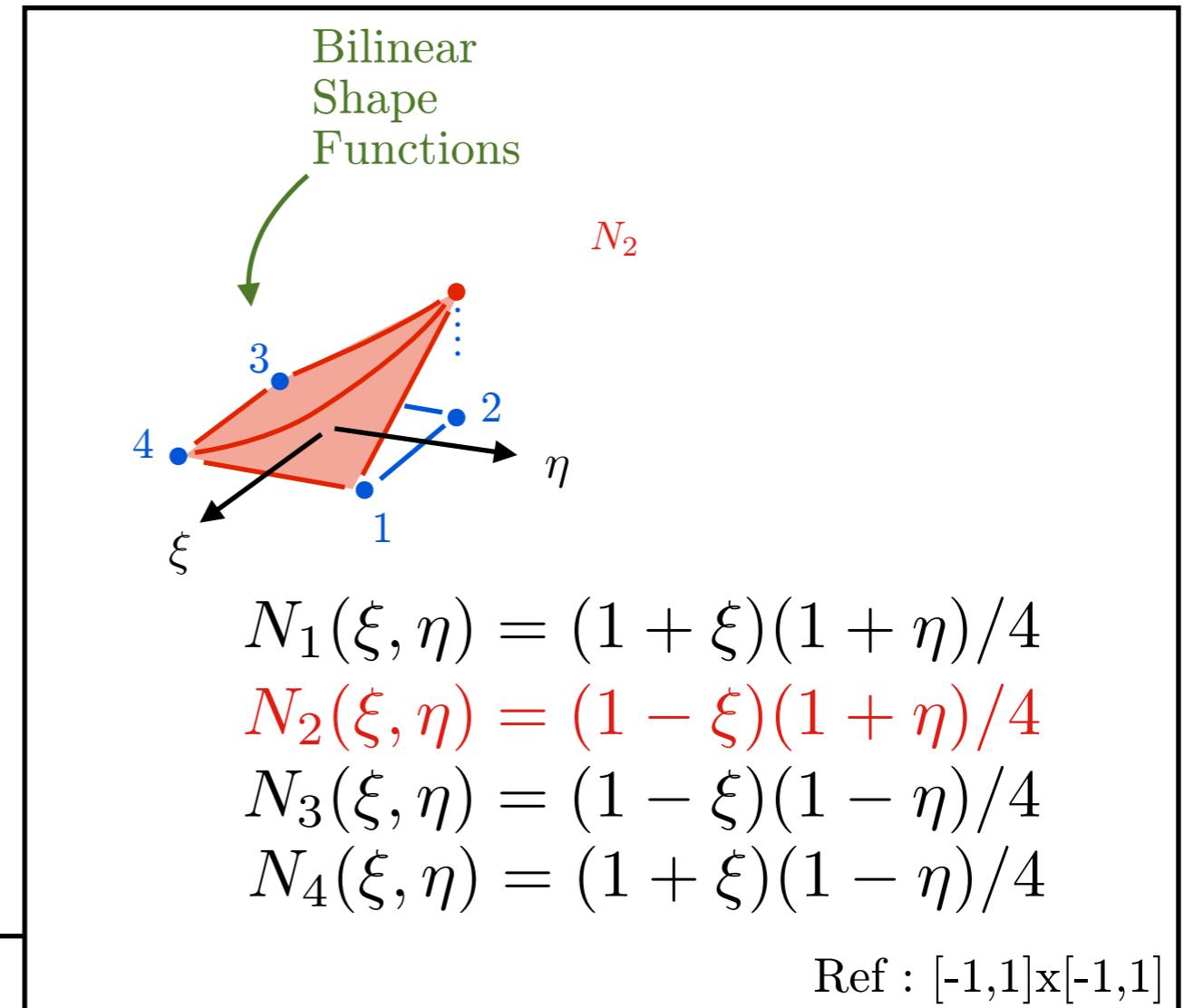
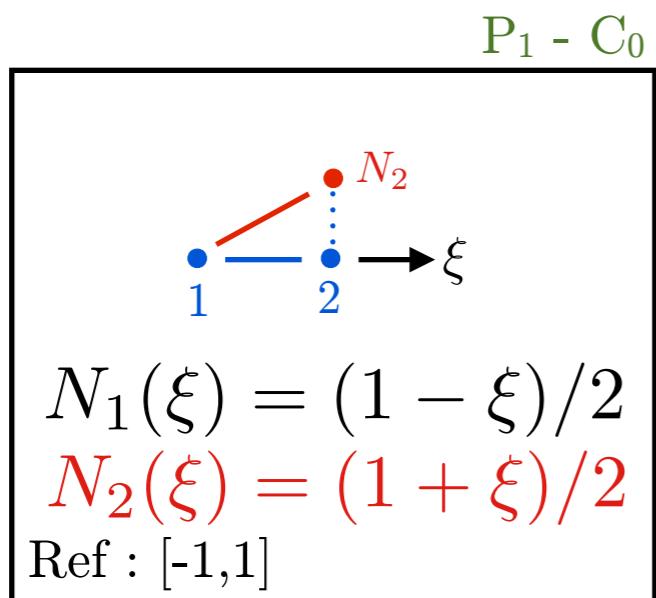
Global ...

and

local
shape
functions



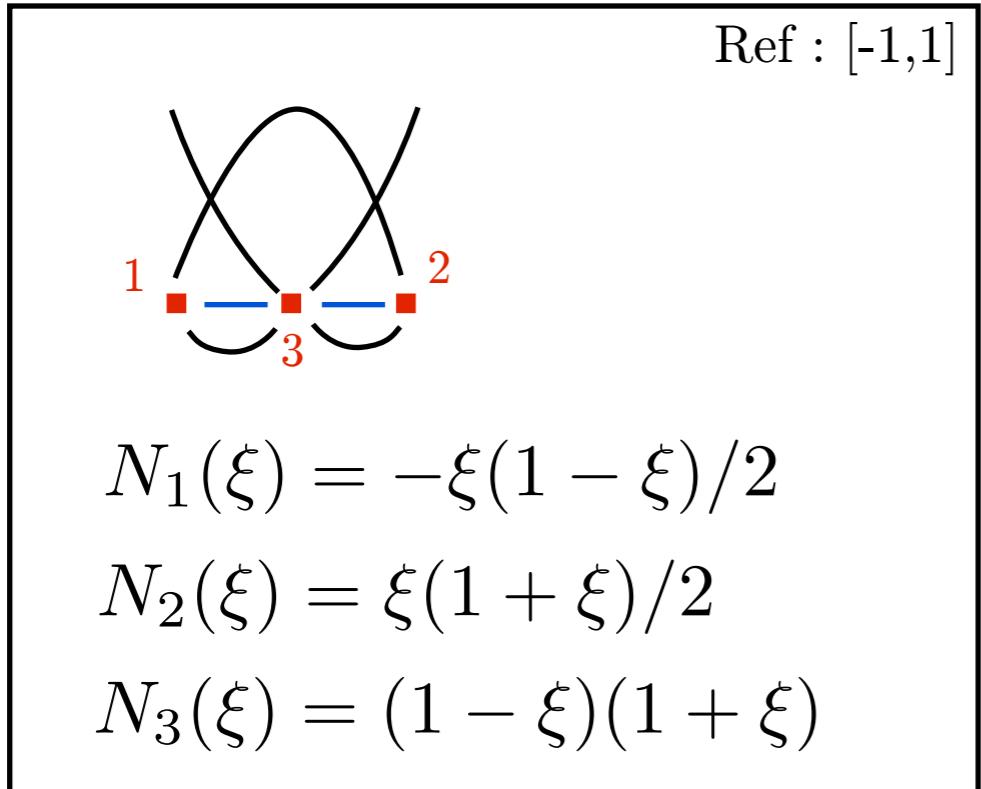
‘Linear’ Shape Functions



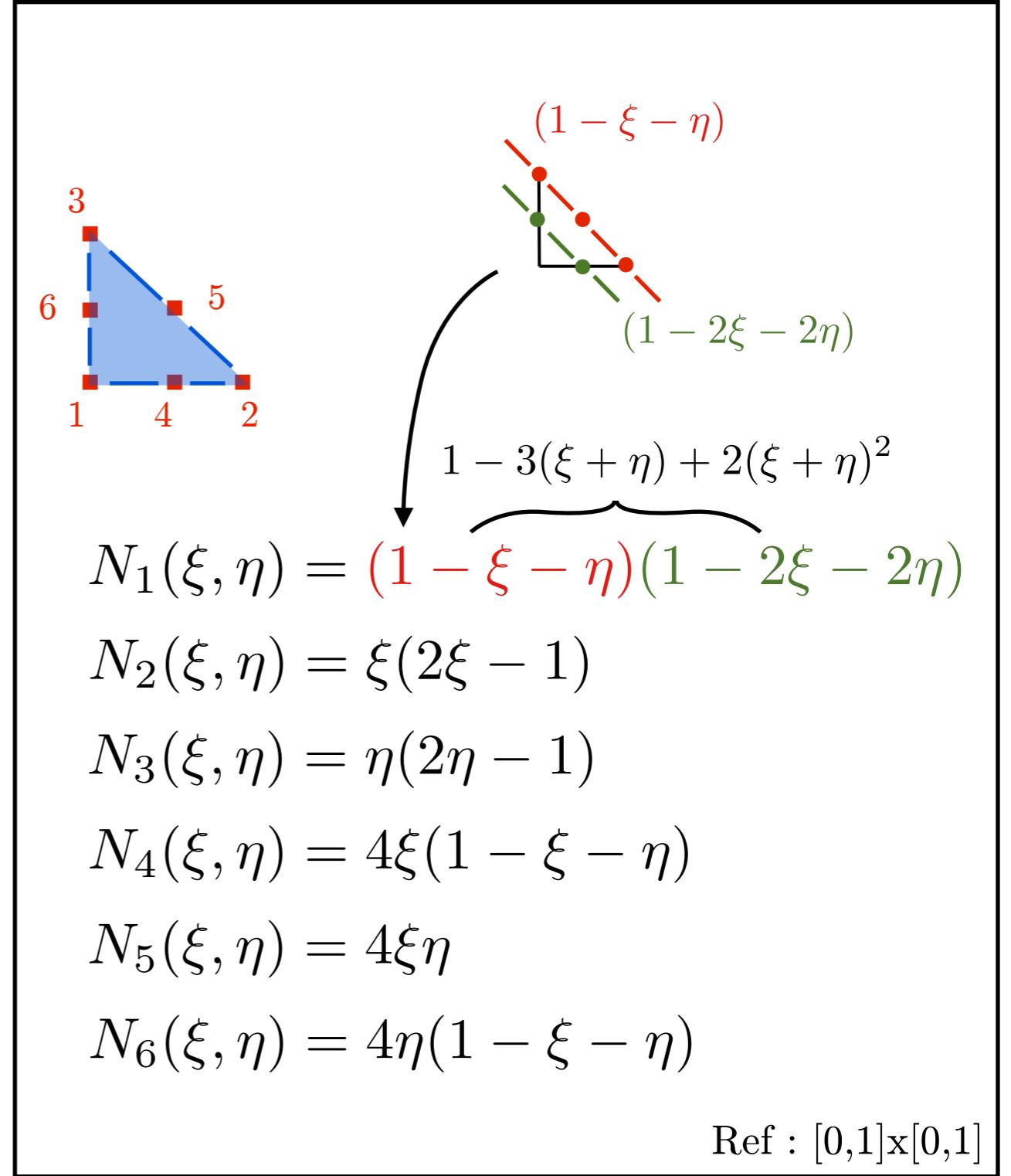
Turner
Triangles
 $P_1 - C_0$

u^h continuous piecewise ‘linear’

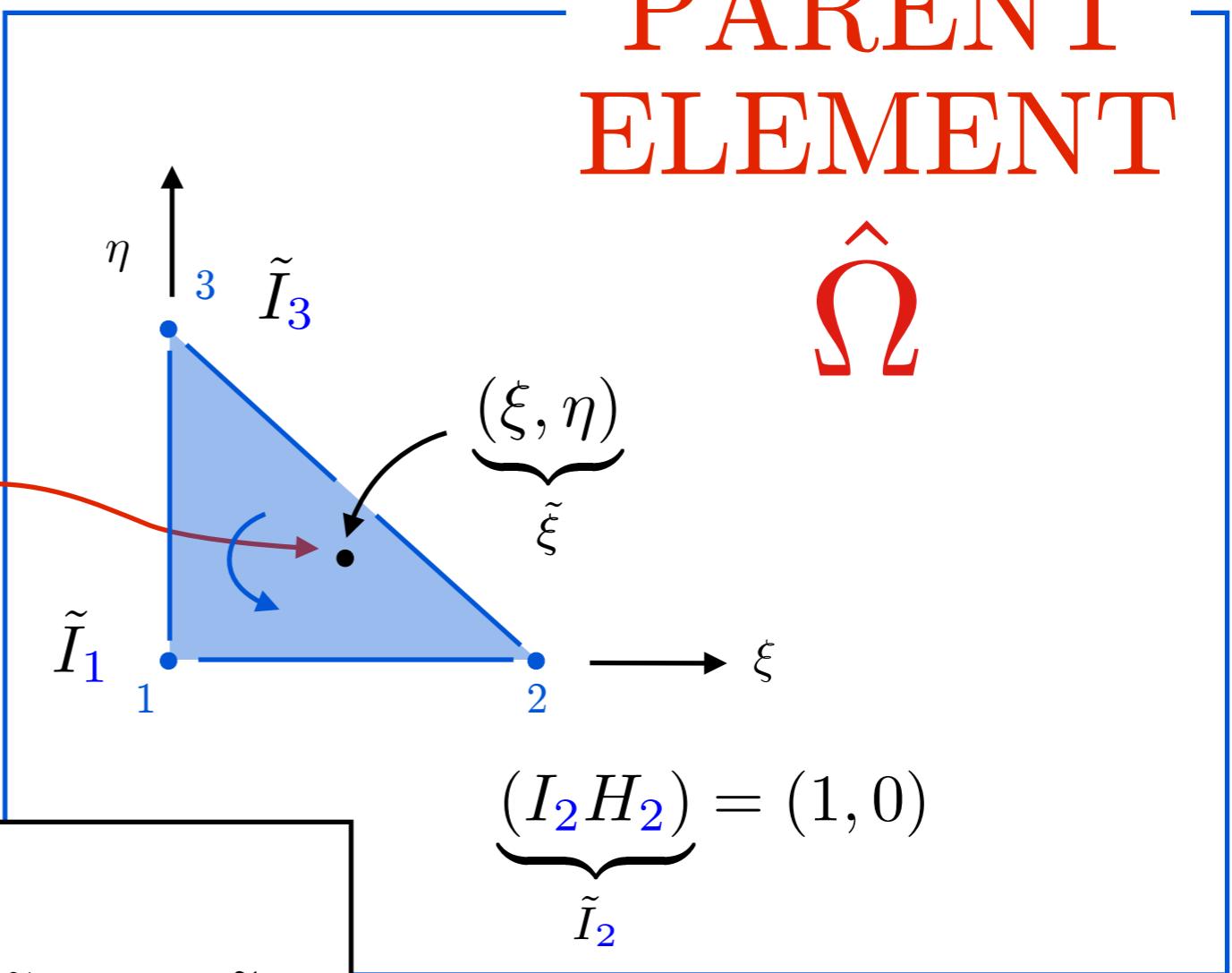
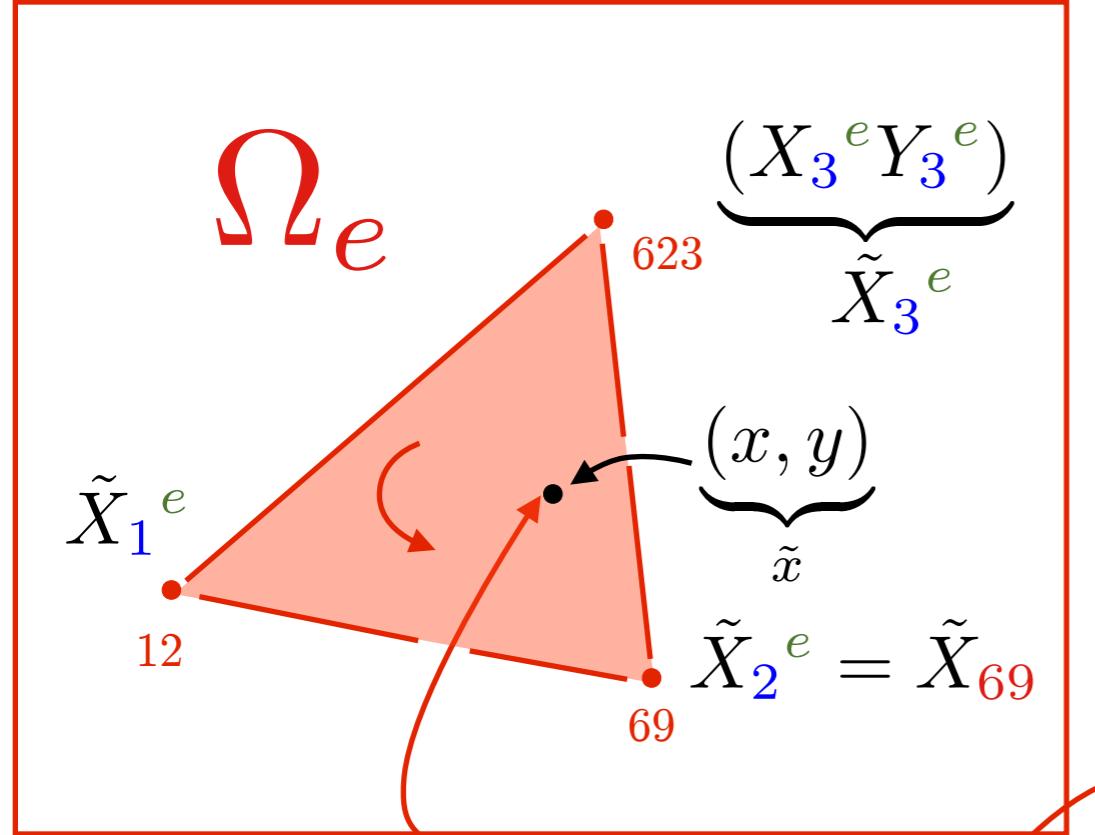
Continuous Quadratic Shape Functions



$P_2 - C_0$



$P_2 - C_0$



Barycentric coordinates

$$\tilde{x}(\tilde{\xi}) = \sum_{i=1}^3 \tilde{X}_i^e N_i(\tilde{\xi})$$

ISOMORPHISM

$$F : \hat{\Omega} \rightarrow \Omega_e$$

$$\tilde{\xi} \mapsto \tilde{x}(\tilde{\xi}) = B\tilde{\xi} + \tilde{d}$$

$$B = \begin{pmatrix} \tilde{b}_1 & \tilde{b}_2 \end{pmatrix}$$

$$\tilde{b}_1 = \tilde{X}_2^e - \tilde{X}_1^e$$

$$\tilde{b}_2 = \tilde{X}_3^e - \tilde{X}_1^e$$

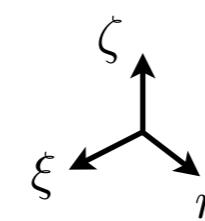
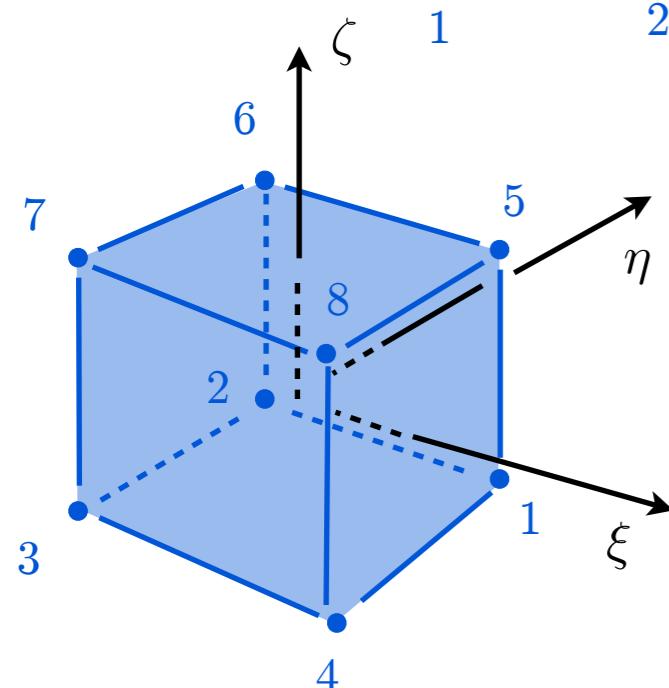
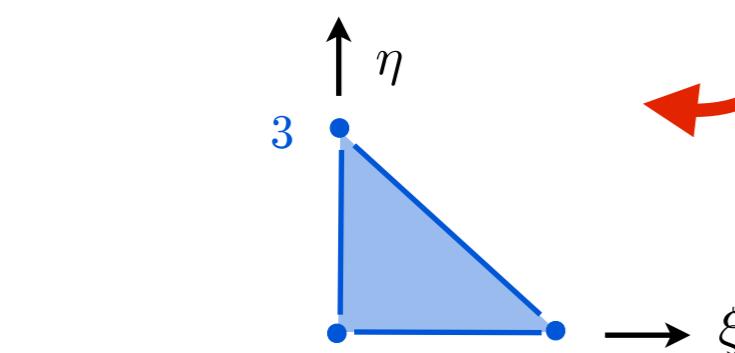
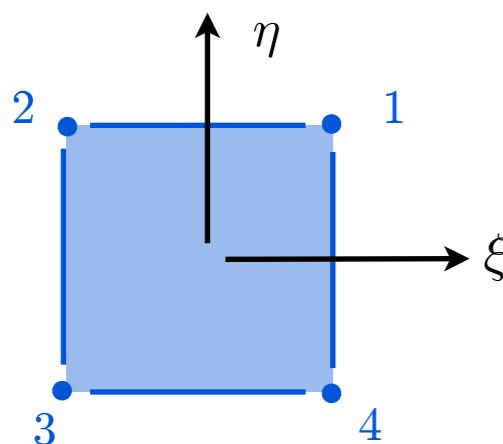
$$\tilde{d} = \tilde{X}_1^e$$

1D

$$x(\xi) = \frac{X_{e+1} - X_e}{2}\xi + \frac{X_{e+1} + X_e}{2}$$

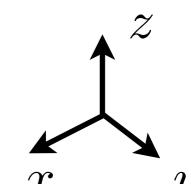
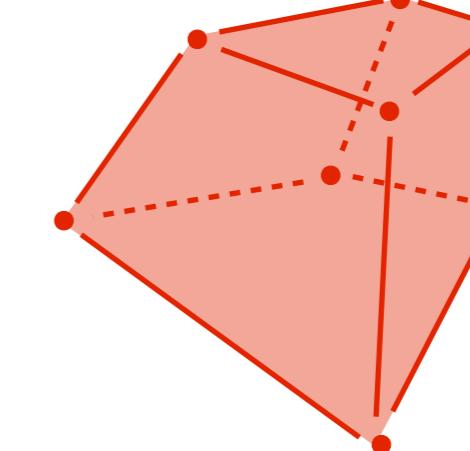
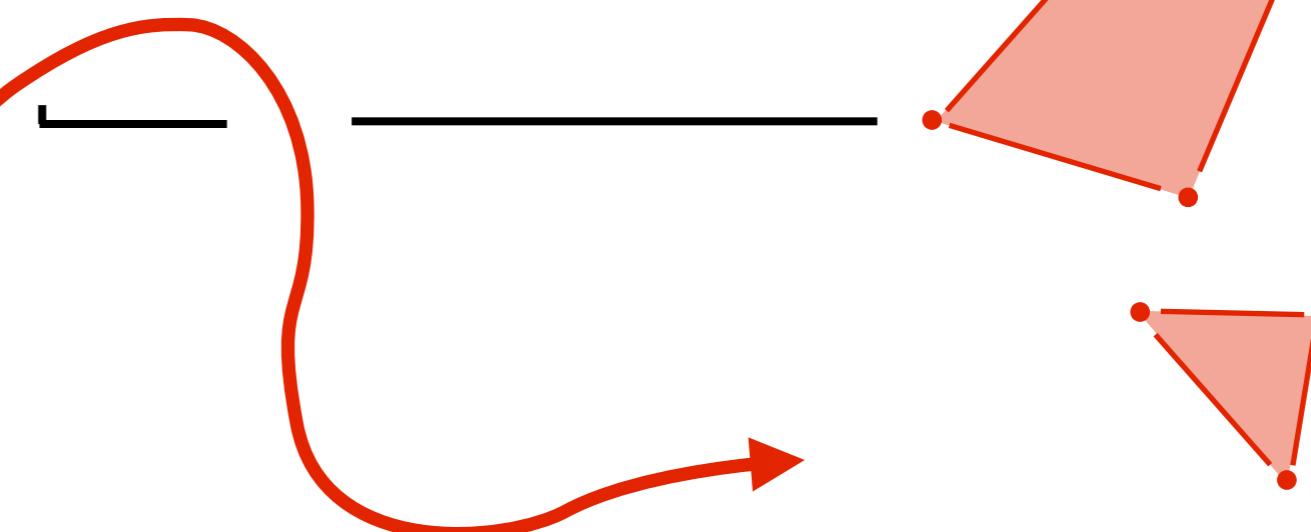
$$= \underbrace{(1 + \xi)/2}_{\phi_2(\xi)} X_2^e + \underbrace{(1 - \xi)/2}_{\phi_1(\xi)} X_1^e$$

$$1 \bullet \xrightarrow{\Omega^e} \bullet 2 \longrightarrow \xi$$



X-LINEAR MAPPING

$$\tilde{x}(\tilde{\xi}) = \sum_{i=1}^n \tilde{X}_i^e N_i(\tilde{\xi})$$



$$N_i(\tilde{I}_j) = \delta_{ij}$$

N_i REDUCES TO A LINEAR FUNCTION ON ALL EDGES

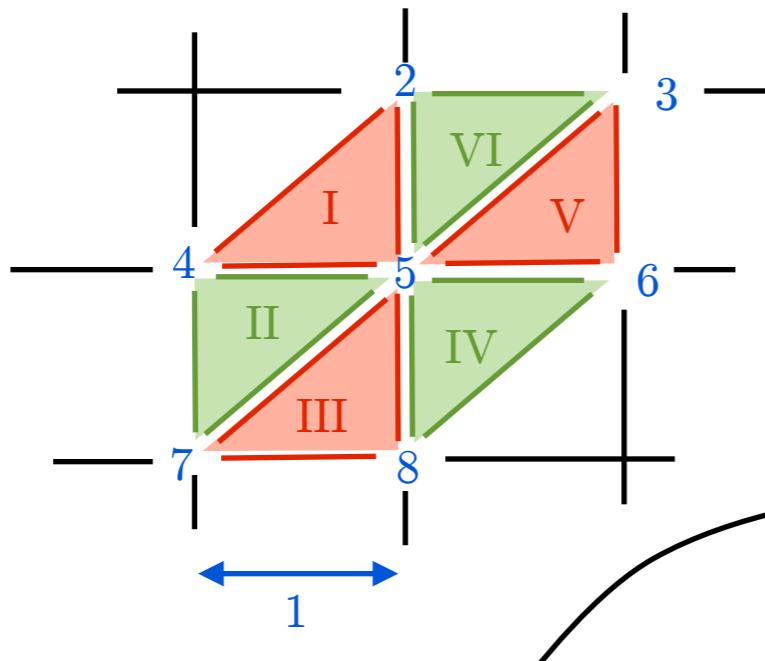
FINITE ELEMENT = VARIATIONAL METHOD

$$\begin{aligned} & ? \quad u^h \in \mathcal{U}^h \\ & a(u^h, \hat{u}^h) = b(\hat{u}^h) \quad \forall \hat{u}^h \in \mathcal{U}^h \end{aligned}$$

GALERKIN
METHOD

STIFFNESS MATRIX CALCULATION

$$\underbrace{\left\langle \frac{\partial N_i^e}{\partial x} \frac{\partial N_j^e}{\partial x} + \frac{\partial N_i^e}{\partial y} \frac{\partial N_j^e}{\partial y} \right\rangle}_{\Omega_e}$$



$$A_{ij} = \bigoplus A_{ij}^e$$

Diagram showing the calculation for element 1 (red triangle with nodes 1, 2, 3).

Nodes: 1, 2, 3

$N_{i,x}$	$N_{i,y}$
-1	0
1	-1
0	1

$\rightarrow \frac{1}{2} \begin{bmatrix} 1 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -1 & 1 \end{bmatrix}$

CHECK !

$$\sum N_i = 1$$

$$\sum N_{i,x} = 0$$

$$\sum N_{i,y} = 0$$

$$N_1 = (1-x) + \text{cst}$$

$$N_{1,x} = -1$$

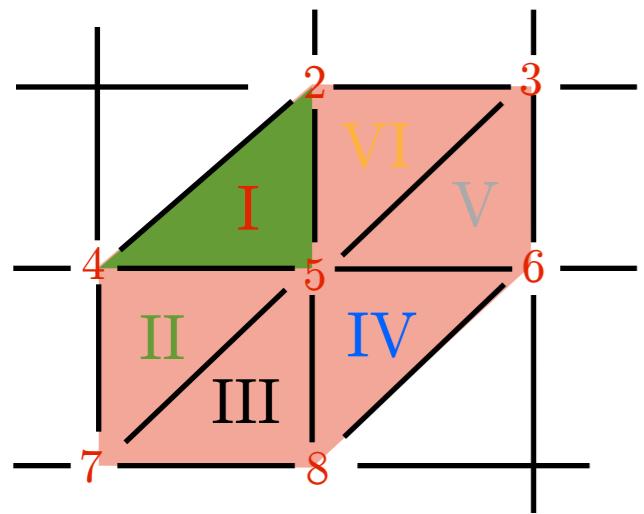
$$N_{1,y} = 0$$

Diagram showing the calculation for element 2 (green triangle with nodes 1, 2, 3).

Nodes: 1, 2, 3

$N_{i,x}$	$N_{i,y}$
0	-1
1	0
-1	1

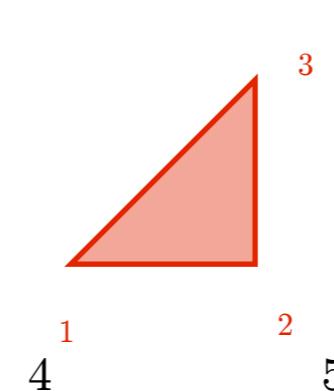
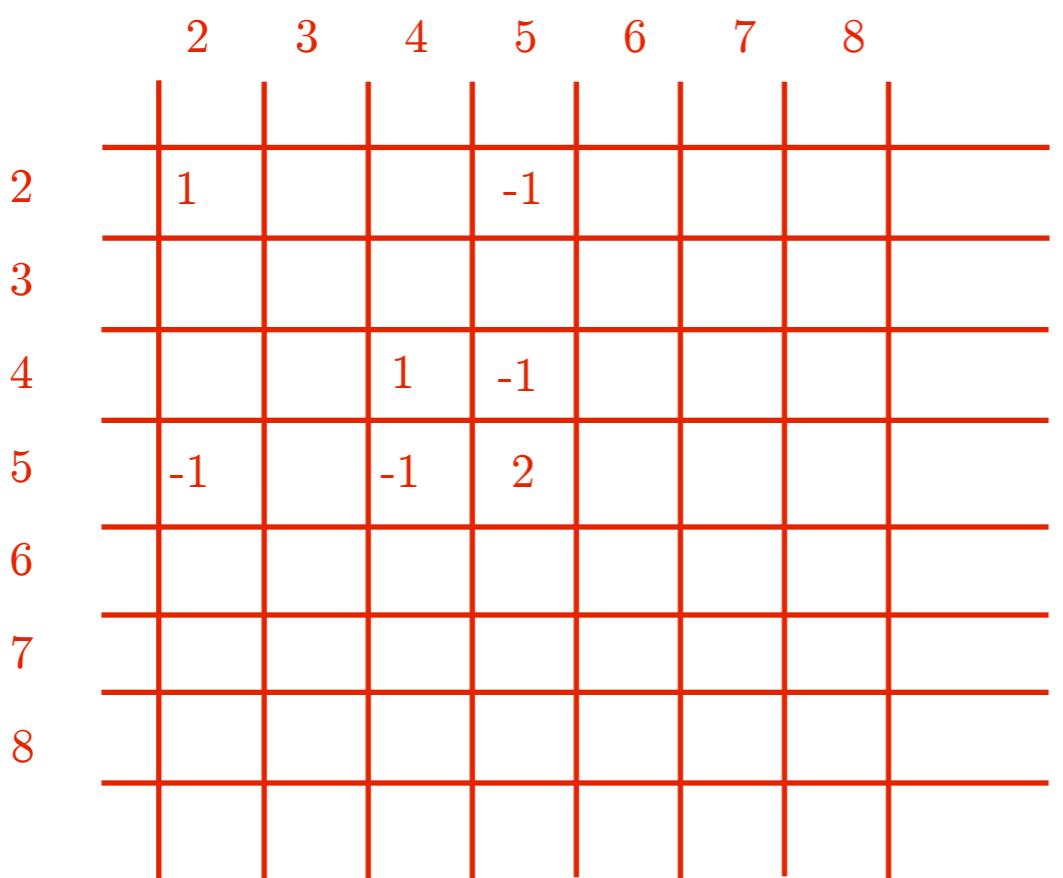
$\rightarrow \frac{1}{2} \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & -1 \\ -1 & -1 & 2 \end{bmatrix}$



ASSEMBLING LOCAL MATRICES

$$\begin{array}{c}
 \text{Sub-triangle } 3 \\
 \text{Nodes: } 1, 2, 3
 \end{array}
 \quad
 \begin{bmatrix} 1 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -1 & 1 \end{bmatrix} \frac{1}{2}$$

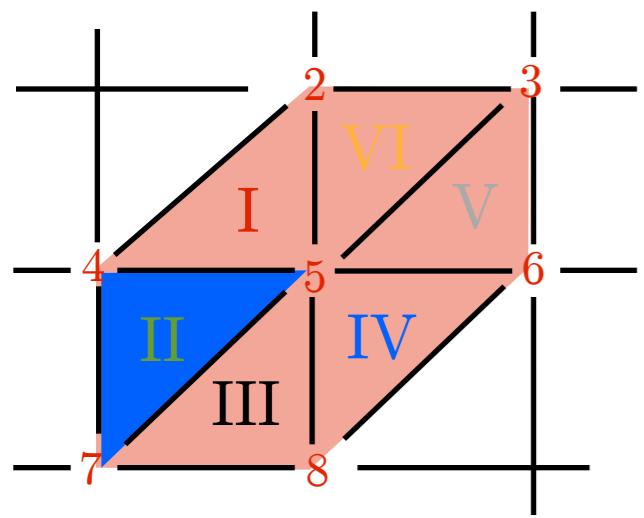
$$\begin{array}{c}
 \text{Sub-triangle } 2 \\
 \text{Nodes: } 1, 2, 3
 \end{array}
 \quad
 \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & -1 \\ -2 & -1 & 2 \end{bmatrix} \frac{1}{2}$$



LOCATION
TABLE

I	4	5	2
II	7	5	4
III	7	8	5
IV	8	6	5
V	5	6	3
VI	5	3	2

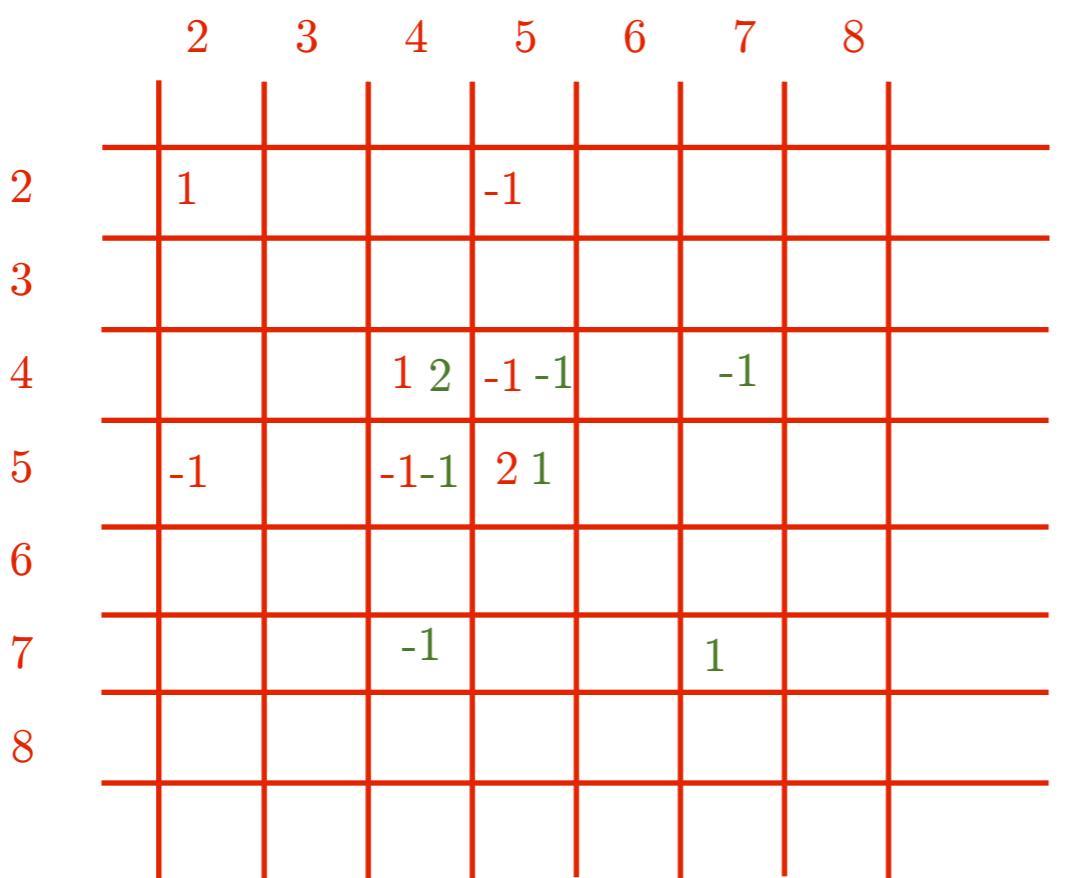
$$\begin{array}{c}
 \text{Sub-triangle } 4 \\
 \text{Nodes: } 1, 2, 3
 \end{array}
 \quad
 \begin{bmatrix} 4 & 5 & 2 \\ 1 & 2 & 3 \\ 4 & 1 \\ 5 & 2 \\ 2 & 3 \end{bmatrix} \quad
 \begin{bmatrix} 1 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -1 & 1 \end{bmatrix} \frac{1}{2}$$



ASSEMBLING LOCAL MATRICES

$$\begin{array}{c}
 \text{Sub-triangle } 3 \\
 \begin{matrix} 3 \\ 1 \\ 2 \end{matrix} \\
 \text{Sub-triangle } 2 \\
 \begin{matrix} 3 \\ 1 \\ 2 \end{matrix}
 \end{array}
 \quad
 \begin{bmatrix}
 1 & -1 & 0 \\
 -1 & 2 & -1 \\
 0 & -1 & 1
 \end{bmatrix}
 \frac{1}{2}$$

$$\begin{bmatrix}
 1 & 0 & -1 \\
 0 & 1 & -1 \\
 -2 & -1 & 2
 \end{bmatrix}
 \frac{1}{2}$$

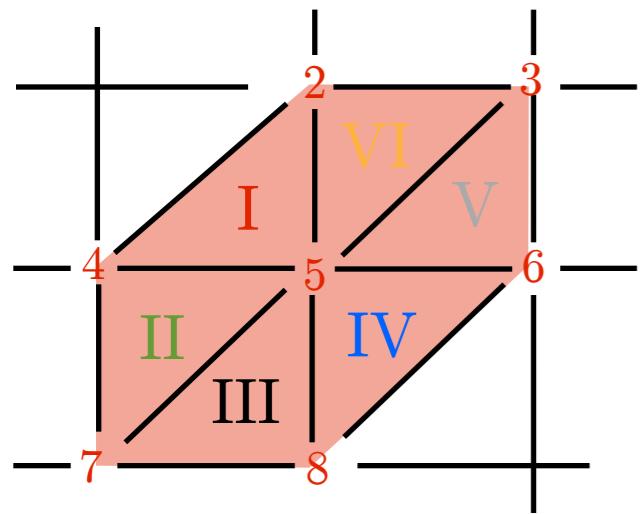


4 5
3 2
1 7

$$\begin{bmatrix}
 7 & 5 & 4 \\
 1 & 2 & 3 \\
 1 & 0 & -1 \\
 0 & 1 & -1 \\
 -2 & -1 & 2
 \end{bmatrix}
 \frac{1}{2}$$

LOCATION
TABLE

I	4	5	2
II	7	5	4
III	7	8	5
IV	8	6	5
V	5	6	3
VI	5	3	2



ASSEMBLING LOCAL MATRICES

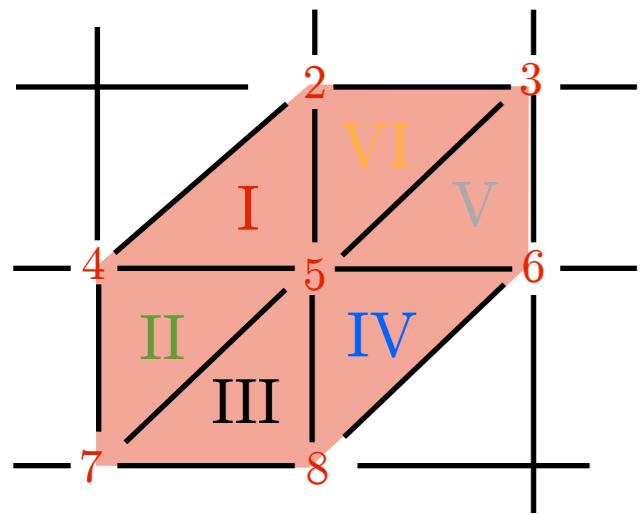
$$\begin{array}{c}
 \text{Region } 3 \\
 \begin{matrix} 3 \\ 2 \\ 1 \end{matrix}
 \end{array}
 \quad
 \begin{bmatrix} 1 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -1 & 1 \end{bmatrix} \frac{1}{2}$$

$$\begin{array}{c}
 \text{Region } 2 \\
 \begin{matrix} 3 \\ 2 \\ 1 \end{matrix}
 \end{array}
 \quad
 \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & -1 \\ -2 & -1 & 2 \end{bmatrix} \frac{1}{2}$$

	2	3	4	5	6	7	8
2	1 2	-1		-1 -1			
3	-1	1 1			-1		
4		1 2	-1 -1		-1		
5	-1 -1		-1 -1	2 1 1	2 1 1	-1 -1	-1 -1
6				-1 -1	1 2		
7				-1	1 1	-1	
8				-1 -1	-1	2 1	

LOCATION
TABLE

I	4	5	2
II	7	5	4
III	7	8	5
IV	8	6	5
V	5	6	3
VI	5	3	2



ASSEMBLING LOCAL MATRICES

$$\begin{array}{c}
 \text{Triangle } 3 \\
 \begin{matrix} 1 & 2 \\ 3 & 2 \\ 1 \end{matrix} \\
 \text{Triangle } 2 \\
 \begin{matrix} 3 & 2 \\ 1 & 2 \\ 1 \end{matrix}
 \end{array}
 \quad
 \begin{bmatrix} 1 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -1 & 1 \end{bmatrix} \frac{1}{2}$$

$$\begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & -1 \\ -2 & -1 & 2 \end{bmatrix} \frac{1}{2}$$

	2	3	4	5	6	7	8
2	1 2	-1		-1 -1			
3	-1	1 1			-1		
4			1 2	-1 -1		-1	
5	-1 -1		-1 -1	2 1 1	-1 -1		
6				2 1 1	-1 -1		
7				-1 -1	1 2		
8				-1 -1		1 1 -1	

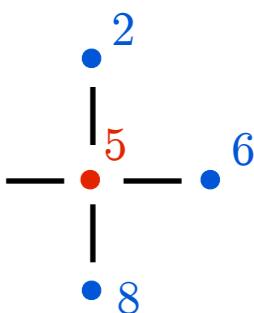
LOCATION
TABLE

I	4	5	2
II	7	5	4
III	7	8	5
IV	8	6	5
V	5	6	3
VI	5	3	2

$$\frac{1}{2}(8U_5 - 2U_2 - 2U_4 - 2U_8 - 2U_6)$$

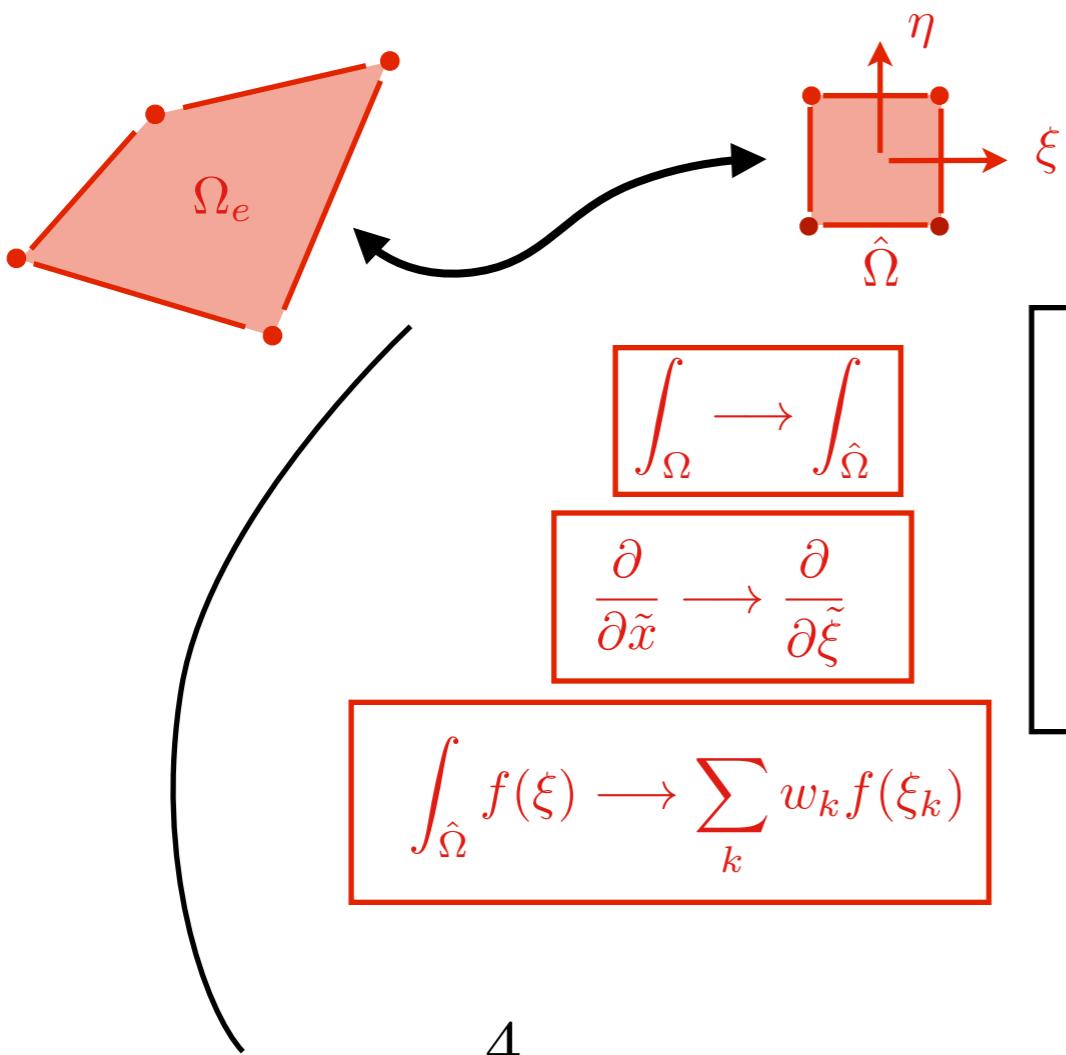
REGULAR
LATTICE
OF TURNER
TRIANGLES

CENTRAL
FINITE
DIFFERENCES



COMPUTATION OF THE ELEMENT STIFFNESS MATRIX

$$A_{ij}^e = \int_{\Omega_e} \nabla N_i^e \cdot \nabla N_j^e \, d\Omega$$



$$\tilde{x}(\tilde{\xi}) = \sum_{i=1}^4 \tilde{X}_i^e N_i(\tilde{\xi})$$

**3 DIFFICULTIES
TO HANDLE !**



$$\int_{\Omega_e} \longrightarrow \int_{\hat{\Omega}}$$

$$G(\tilde{x}) = G(F(\tilde{\xi})) = (GoF)(\tilde{\xi}) = \hat{G}(\tilde{\xi})$$

$$\left(\nabla_{\tilde{\xi}} \hat{G} \right) (\tilde{\xi}) = \begin{pmatrix} \frac{\partial F_1}{\partial \xi} & \frac{\partial F_2}{\partial \xi} \\ \frac{\partial F_1}{\partial \eta} & \frac{\partial F_2}{\partial \eta} \end{pmatrix} \cdot \left(\nabla_{\tilde{x}} G \right) (\tilde{x})$$

$$=B^T\left(\nabla_{\tilde{x}} G \right) (\tilde{x})$$

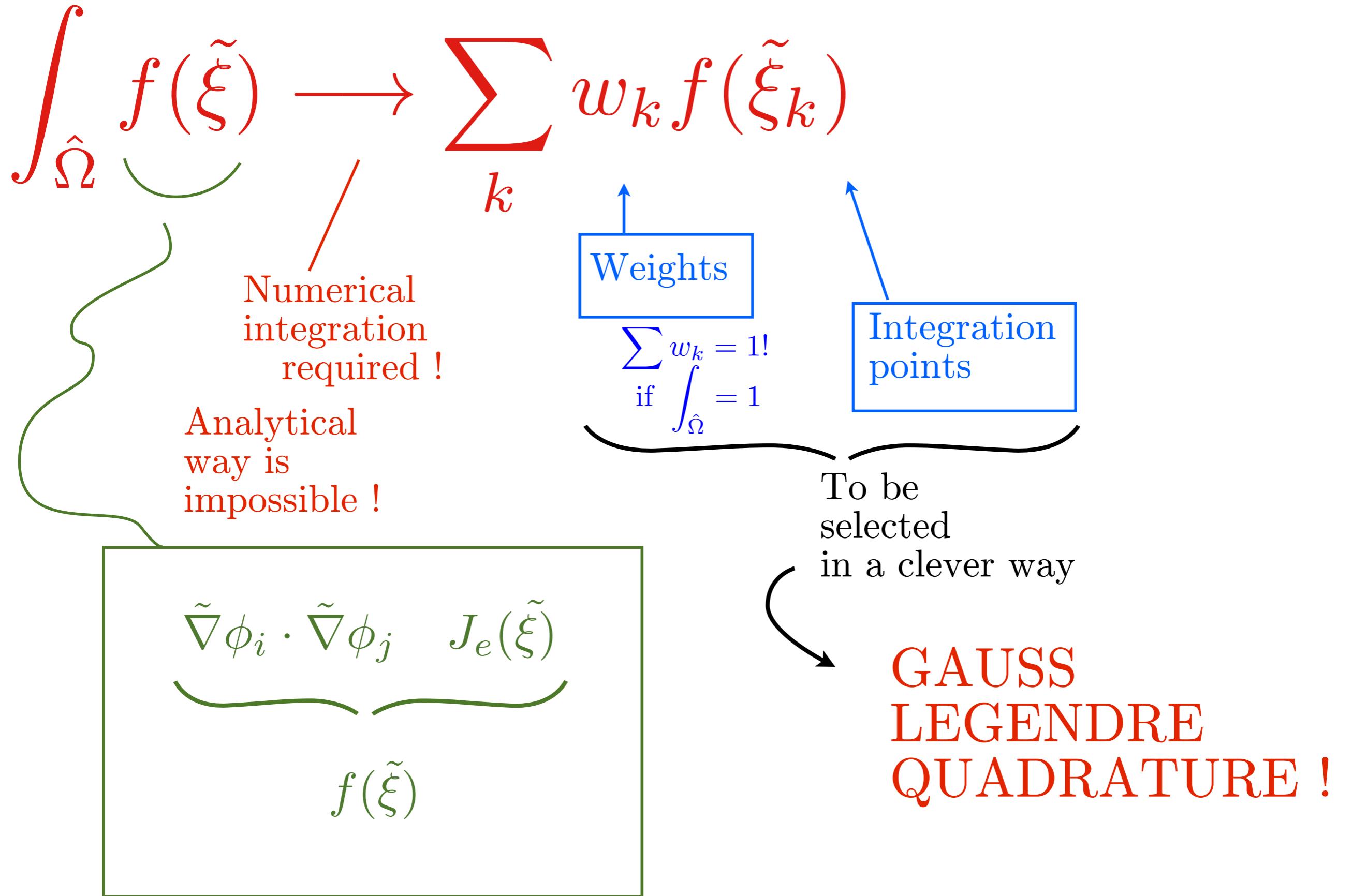
$$\left(\nabla_{\tilde{x}} G \right) (\tilde{x}) = B^{-T} \left(\nabla_{\tilde{\xi}} \hat{G} \right) (\tilde{\xi})$$

$$\int_{\Omega_e} \psi(\tilde{x}) d\tilde{x} = \int_{\Omega_e} \psi(F(\tilde{\xi})) d\tilde{x} = \int_{\hat{\Omega}=F^{-1}(\Omega_e)} \hat{\psi}(\tilde{\xi}) |det~J_F| d\tilde{\xi}$$

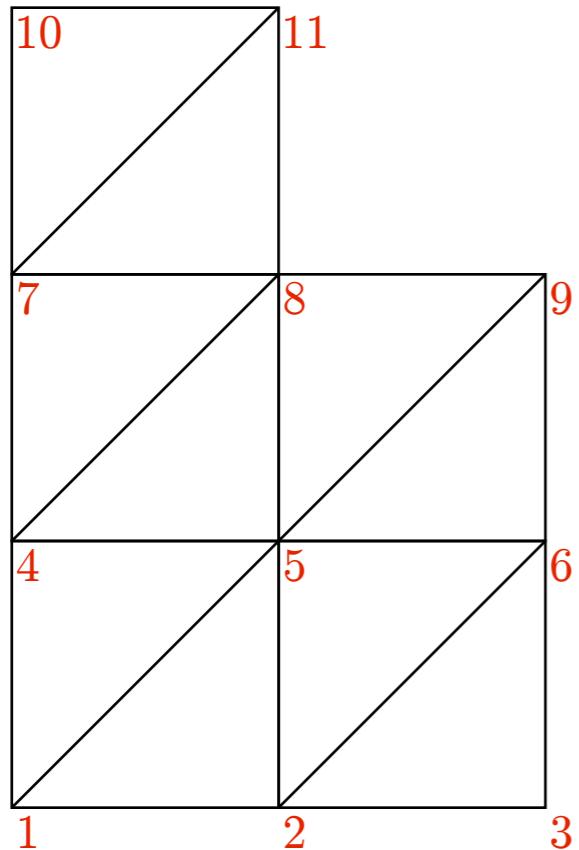
$$det~J_F=det~B=2\text{Area}(\Omega_e)$$

$$\int_{\hat{\Omega}} \nabla_{\tilde{x}} \phi_{r_j}(F(\tilde{\xi})) \cdot \nabla_{\tilde{x}} \phi_{r_i}(F(\tilde{\xi})) |det~B| d\tilde{\xi} =$$

$$\int_{\hat{\Omega}} B^{-T} \nabla_{\tilde{\xi}} N_j^e(\tilde{\xi}) \cdot B^{-T} \nabla_{\tilde{x}} N_i^e(\tilde{\xi}) |det~B| d\tilde{\xi}$$



Connectivity table



	1	2	3	4	5	6	7	8	9	10	11
1	x	x		x	x						
2	x	x	x		x	x					
3		x	x			x					
4	x			x	x		x	x			
5	x	x		x	x	x		x	x		
6		x	x		x	x			x		
7			x				x	x		x	x
8			x	x			x	x	x		x
9				x	x		x	x	x		
10					x		x		x	x	
11						x	x		x	x	

How to implement it in a computer ?

We assume that every node has at most 10 neighbouring nodes

Number of elements per lines

Simultaneous assembly procedure

Connectivity table

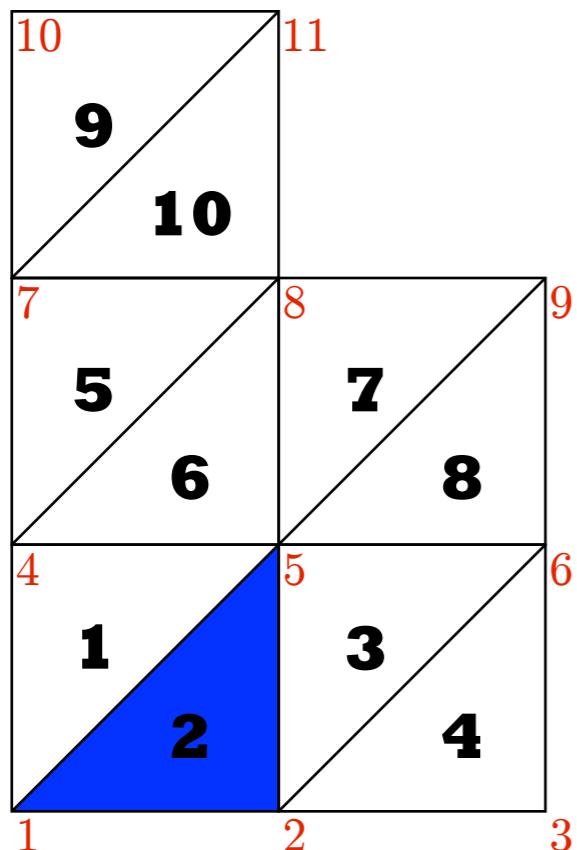
Triangle 1 : (1 5 4)

Node 1 was never be encountered: put all nodes of the triangles on row 1
Node 5 was never be encountered: put all nodes of the triangles on row 5
Node 4 was never be encountered: put all nodes of the triangles on row 4

We assume that every node has at most 10 neighbouring nodes

Number of elements
per lines

Connectivity table



Triangle 2 : (1 2 5)

Node 1 was already be encoutered: 1 and 5 exist in row 1, not 2

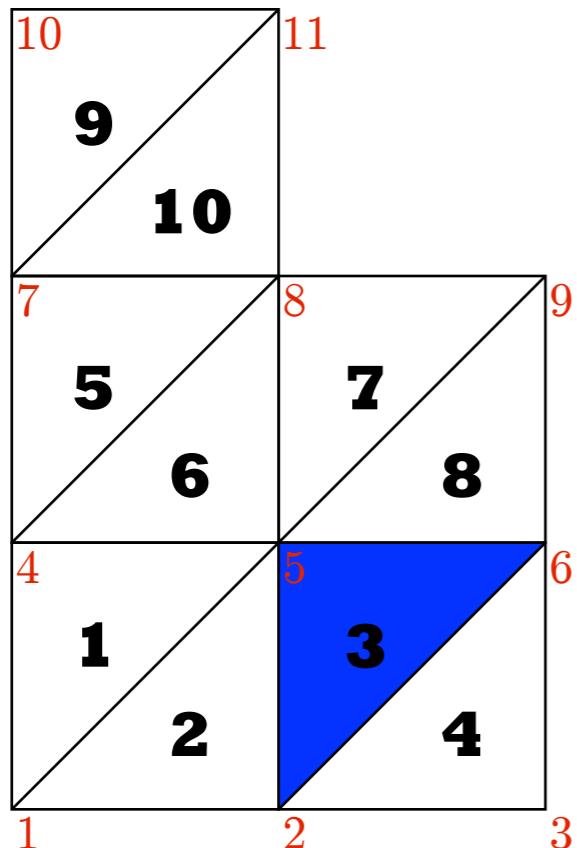
Node 2 was never be encountered: put all nodes of the triangles on row 2

Node 5 was already encountered: 1 and 5 exist in row 5, not 2

We assume that every node has at most 10 neighbouring nodes

Number of elements
per lines

Connectivity table



Triangle 3 : (2 6 5)

Node 2 was already be encoutered: 2 and 5 exist in row 2, not 6

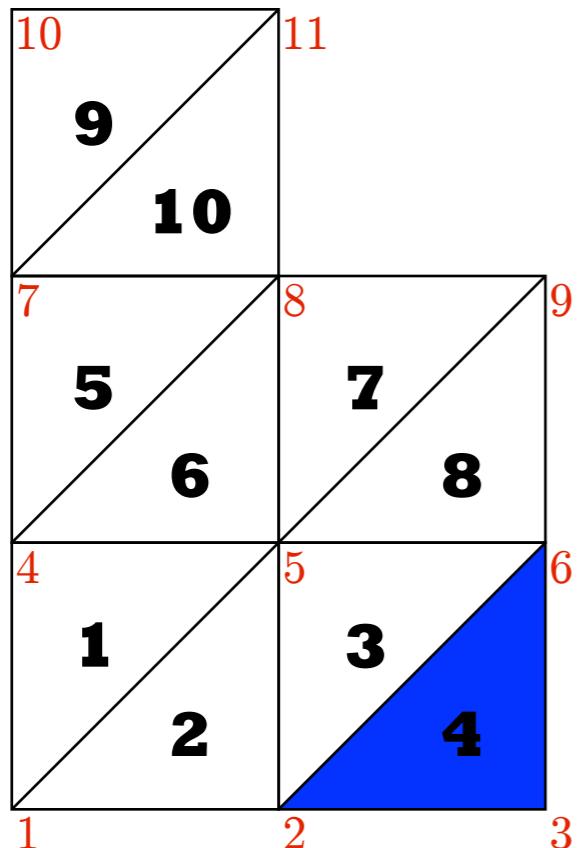
Node 6 was never be encountered: put all nodes of the triangles on row 6

Node 5 was already be encountered: 2 and 5 exist in row 5, not 6

We assume that every node has at most 10 neighbouring nodes

Number of elements
per lines

Connectivity table



Triangle 4 : (2 3 6)

Node 2 was already be encoutered: 2 and 6 exist in row 2, not 3

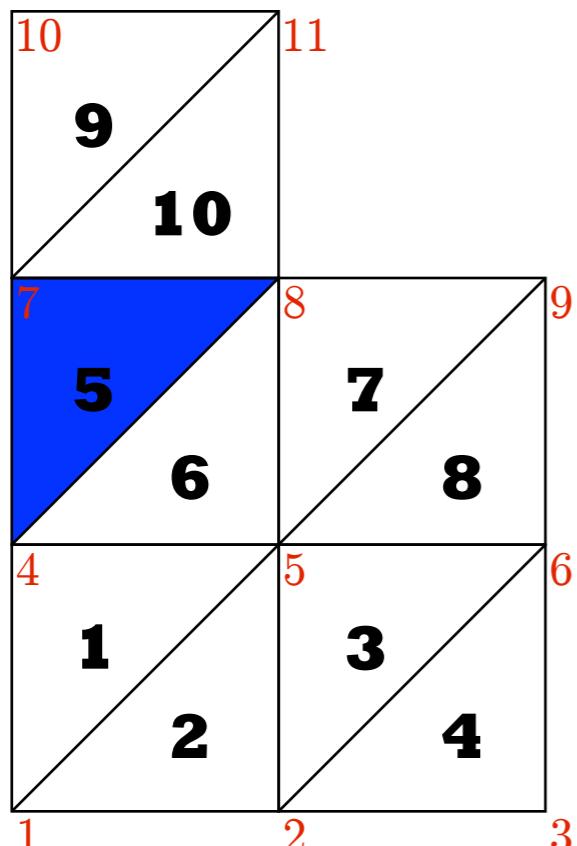
Node 3 was never be encountered: put all nodes of the triangles on row 3

Node 6 was already be encountered: 2 and 6 exist in row 6, not 3

We assume that every node has at most 10 neighbouring nodes

Number of elements
per lines

Connectivity table



Triangle 5 : (4 8 7)

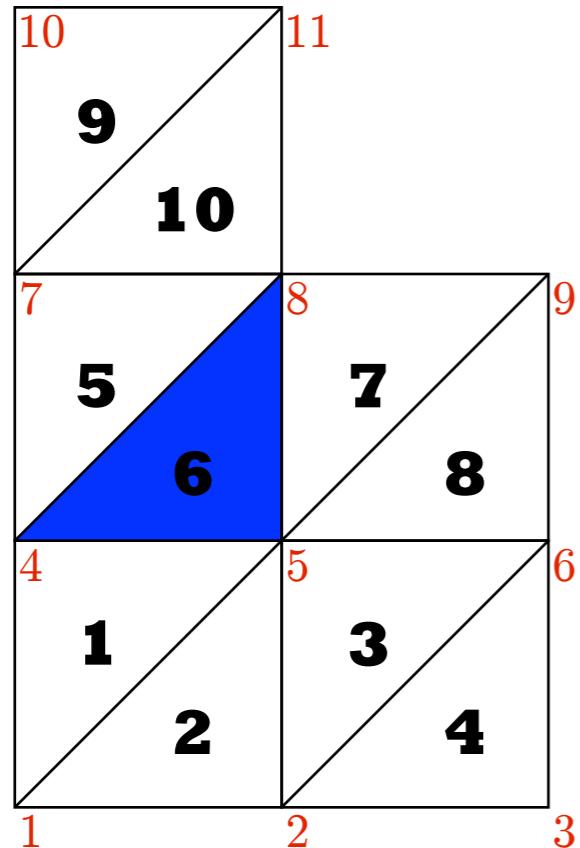
Node 4 was already be encoutered: 4 exists in row 4, not 8 and 7

Node 8 was never be encountered: put all nodes of the triangles on row 8

Node 7 was never be encountered: put all nodes of the triangles on row 7

We assume that every node has at most 10 neighbouring nodes

Number of elements per lines



Connectivity table

	1	2	3	4	5	6	7	8	9	10	
1	1	5	4	2							4
2	1	2	5	6	3						5
3	2	3	6								3
4	1	5	4	8	7						5
5	1	5	4	2	6	8					6
6	2	6	5	3							4
7	4	8	7								3
8	4	8	7	5							4
9											0
10											0
11											0

Triangle 6 : (4 5 8)

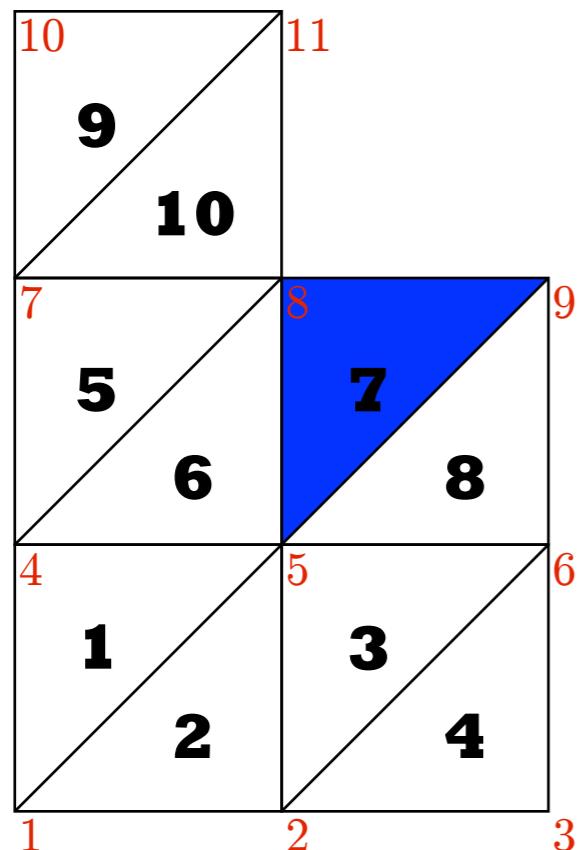
Node 4 was already be encountered: 4, 5 and 8 exist in row 4

Node 5 was already be encountered: 4 and 5 exist in row 5, not 8

Node 8 was already be encountered: 4 and 8 exist in row 8, not 5

We assume that every node has at most 10 neighbouring nodes

Number of elements
per lines



Connectivity table

Triangle 7 : (5 9 8)

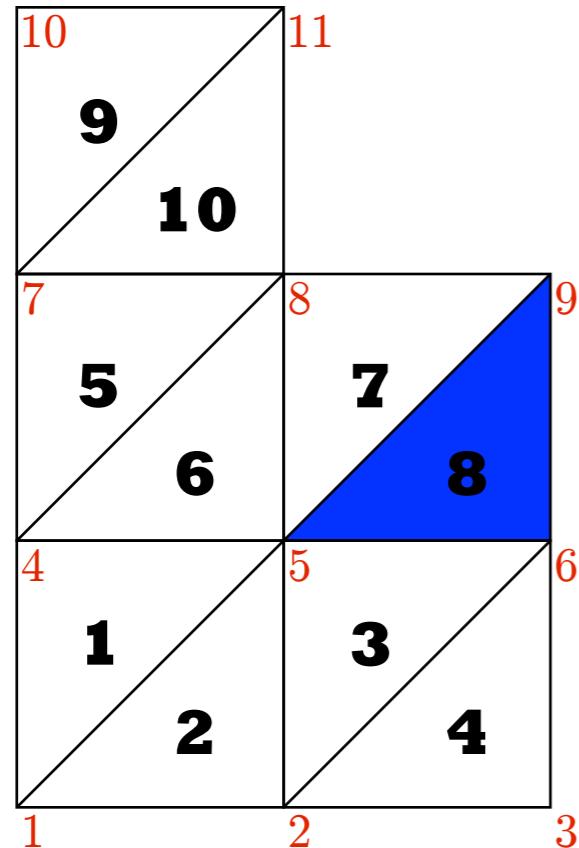
Node 5 was already be encoutered: 5 and 8 exist in row 5, not 9

Node 9 was never be encountered: put all nodes of the triangles on row 9

Node 8 was already be encoutered: 5 and 8 exist in row 8, not 9

We assume that every node has at most 10 neighbouring nodes

Number of elements per lines



Connectivity table

	1	2	3	4	5	6	7	8	9	10	
1	1	5	4	2							4
2	1	2	5	6	3						5
3	2	3	6								3
4	1	5	4	8	7						5
5	1	5	4	2	6	8	9				7
6	2	6	5	3	9						5
7	4	8	7								3
8	4	8	7	5	9						5
9	5	9	8	6							4
10											0
11											0

Triangle 8 : (5 6 9)

Node 5 was already be encountered: 5, 6 and 9 exist in row 5

Node 6 was already be encountered: 5 and 6 exist in row 6, not 9

Node 9 was already be encountered: 5 and 9 exist in row 8, not 6

We assume that every node has at most 10 neighbouring nodes

Number of elements
per lines

Connectivity table

Triangle 9 : (7 11 10)

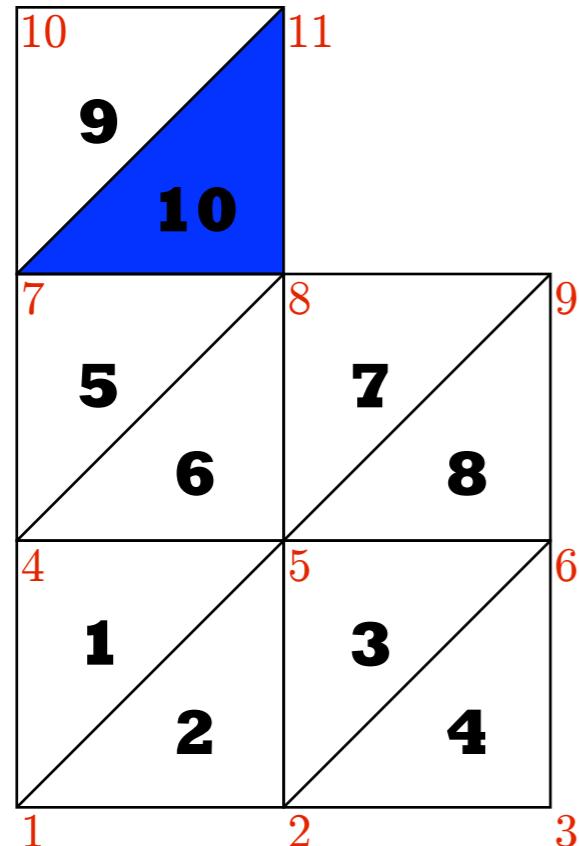
Node 7 was already be encoutered: 7 exists in row 7, not 11 and 10

Node 11 was never be encountered: put all nodes of the triangles on row 11

Node 10 was never be encountered: put all nodes of the triangles on row 10

We assume that every node has at most 10 neighbouring nodes

Number of elements per lines



Connectivity table

	1	2	3	4	5	6	7	8	9	10
1	1	5	4	2						
2	1	2	5	6	3					
3	2	3	6							
4	1	5	4	8	7					
5	1	5	4	2	6	8	9			
6	2	6	5	3	9					
7	4	8	7	11	10					
8	4	8	7	5	9	11				
9	5	9	8	6						
10	7	11	10							
11	7	11	10	8						

Triangle 10 : (7 8 11)

Node 7 was already be encountered: 7, 8 and 11 exist in row 7

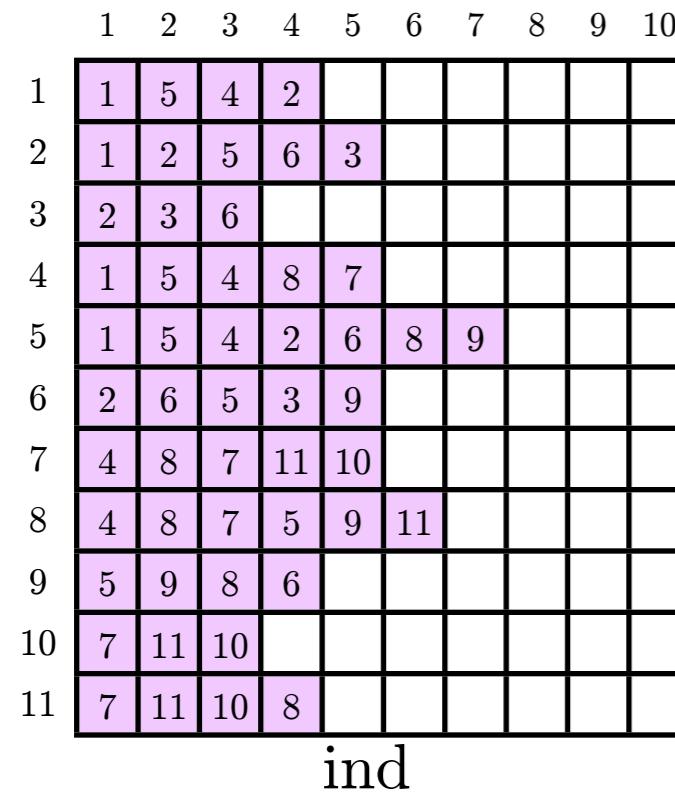
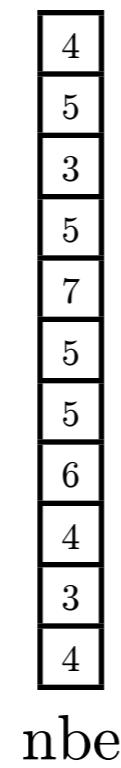
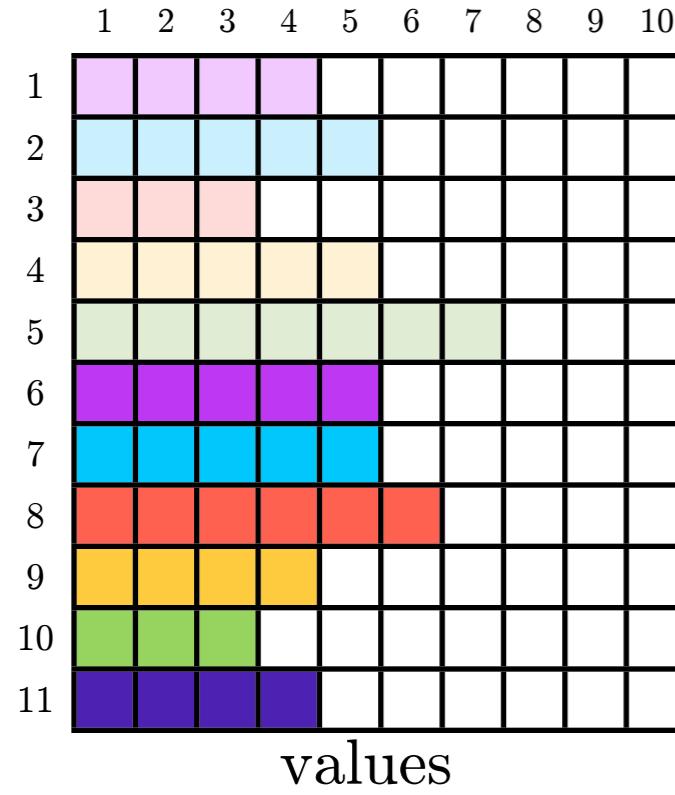
Node 8 was already be encountered: 7 and 8 exist in row 8, not 11

Node 11 was already be encountered: 7 and 11 exist in row 11, not 8

51

Three arrays : values, ind, nbe

CSR storage : A(51), JA(51), IA(12)



A



JA

