

Block Structured Mesh

BlockMesh.cs

Two 2nd rank tensors serve as storage for node variable values (node vars):

$\mathbf{u}_{\triangleright}$	u_{\triangleright}^{jl}	Tensor Uf	free node vars ,
$\mathbf{u}_{\triangleleft}$	u_{\triangleleft}^{jl}	Tensor Uc	constrained node vars .

where the slots represent:

$$\begin{aligned} j &\rightarrow N \text{ nodes,} \\ l &\rightarrow m \text{ variables.} \end{aligned}$$

The two tensors hold mutually exclusive information - if the component $u^{5,4}$ appears in $\mathbf{u}_{\triangleright}$, it cannot appear in $\mathbf{u}_{\triangleleft}$ because a variable is either constrained or it isn't. The sum of them thus produces a tensor which holds all values:

$$\mathbf{u}_{\bowtie} = \mathbf{u}_{\triangleright} + \mathbf{u}_{\triangleleft} \quad \text{double U} \quad \text{all} = \text{free} + \text{constrained} .$$

Here U is a method that can access values from both Uf and Uc - given an index, it retrieves the value from the correct source. A third 2nd rank tensor stores all forcing vars (right-hand side of PDE):

$$\mathbf{f}_{\bowtie} \quad f_{\bowtie}^{jl} \quad \text{Tensor F} \quad \text{forcing vars} .$$

The dynamic parameters (determining the system's evolution in the next step) are stored in a 4th rank tensor \mathbf{A} , also known as the stiffness matrix:

$$\mathbf{A} \quad A^{iphl} \quad \text{Tensor A} \quad \text{stiffness matrix} ,$$

where the slots represent:

$$\begin{aligned} i &\rightarrow N \text{ nodes,} \\ p &\rightarrow 3 \text{ partials,} \\ h &\rightarrow m \text{ equations,} \\ l &\rightarrow m \text{ variables} . \end{aligned}$$

Dynamics must not depend on element shapes. This is properly accounted for

with node-to-node influence weights in the form of overlap integrals. Triple overlap integrals reside in a 7th rank tensor **S**, while double overlap integrals reside in a 5th rank tensor **T**:

S	$S_{\varepsilon\beta\alpha p\gamma\delta q}$	Tensor S	tripples overlap integrals ,
T	$T_{\varepsilon\beta\alpha p\gamma}$	Tensor T	double overlap integrals ,

where the slots represent:

- $\varepsilon \rightarrow n$ elements,
- $\beta \rightarrow 12$ basis funcs of 1st **A**,
- $\alpha \rightarrow 12$ basis funcs of **v**,
- $p \rightarrow 3$ partials of **v**,
- $\gamma \rightarrow 12$ basis funcs of **u**_◁ or **f**,
- $\delta \rightarrow 12$ basis funcs of **u**_▷,
- $q \rightarrow 3$ partials of **u**_▷.

In the assembly process we go over each element ε and inside the element over all free nodes i and j . Inside the element:

$$\begin{aligned} \forall v_{\triangleright}^{ik} : \quad & \sum_{i,j} v_{\triangleright}^{ik} \sum_{\varepsilon} \sum_{\substack{\alpha, \delta \ni: \\ (\varepsilon, \alpha) = i \\ (\varepsilon, \delta) = j}}^{12} \left(S_{\varepsilon\beta\alpha p\gamma\delta q} A_{hk}^{\varepsilon\beta p} A_{\gamma}^{\varepsilon qhl} u_{\triangleright}^{\varepsilon\delta l} \right) = \\ & \sum_i v_{\triangleright}^{ik} \sum_{\varepsilon} \sum_{\substack{\alpha \ni: \\ (\varepsilon, \alpha) = i}}^{12} \left(T_{\varepsilon\beta\alpha p\gamma} A_{hk}^{\varepsilon\beta p} f_{\triangleright}^{\varepsilon\gamma h} - S_{\varepsilon\beta\alpha p\gamma\delta q} A_{hk}^{\varepsilon\beta p} A_{\gamma}^{\varepsilon qhl} u_{\triangleright}^{\varepsilon\delta l} \right) \end{aligned} \quad (1)$$

into this:

$$K_{ikjl} u_{\triangleright}^{jl} = F_{ik} .$$

The tensor K_{ikjl} is symmetric over pairs of indices (i,k) and (j,l) because the integral between nodes (i,j) , for corresponding partials (k,l) , must be identical to the integral between nodes (j,i) , for corresponding partials (l,k) . Therefore, to avoid redundant work, we iterate on each element over node indices α and δ in the following way:

α	δ	
1		0

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

while going through all 3×3 combinations of derivatives. We add the same value to the pair (i,j) and its symmetric pair (j,i). Then iterate over all repeated indices: (0,0), (1,1), ..., (10,10), (11,11) on the diagonal and add each value for all 3×3 combinations only once.