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# FEPack

## implementation notes

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## 1 Essential conditions

In order to handle essential conditions, I used the approach proposed by **XLiFE++**. Let  $\vec{U}$  denote the vector of components of a function  $u$  in a vector space  $\mathcal{V} = \text{Span}\{w_1, w_2, \dots, w_n\}$ . Then, any essential condition can be expressed under the generic form

$$\mathbb{E} \vec{U} = \vec{\varphi}, \quad (1.1)$$

where  $\mathbb{E}$  is a  $m \times n$  matrix, and  $\vec{\varphi}$  a  $m$ -vector. One could impose similar constraints on the associated test function  $v$

$$\mathbb{F} \vec{V} = 0, \quad (1.2)$$

where  $\mathbb{F}$  is a  $m \times n$  matrix that needs not to be equal to  $\mathbb{E}$ , so that the discrete problem we are interested in solving is

$$\text{Find } u \in \mathcal{V}, \quad \mathbb{E} \vec{U} = \vec{\varphi}, \text{ such that } \quad a(u, v) = \ell(v), \quad \forall v \in \mathcal{V}, \quad \mathbb{E} \vec{V} = 0. \quad (1.3)$$

The goal is to *compute the projection matrices* corresponding to the constrained spaces  $\{u \in \mathcal{V}, \mathbb{E} \vec{U} = 0\}$  and  $\{v \in \mathcal{V}, \mathbb{F} \vec{V} = 0\}$ , and to rewrite the system (1.3).

### 1.1 Reducing the constraints

Under the general form (1.1), the essential conditions might admit redundant or contradictory constraints. Therefore, they need to be reduced to a minimal system. To do so, we use a QR decomposition with permutation. In **Matlab**, given the  $m \times n$  matrix  $\mathbb{E}$ , the command

$$[\mathbf{Q}, \mathbf{R}, \mathbf{P}] = \text{qr}(\mathbf{E})$$

returns an  $m \times m$  unitary matrix  $\mathbf{Q}$ , an  $m \times n$  upper triangular matrix  $\mathbf{R}$  as well as an  $m \times n$  permutation matrix  $\mathbf{P}$  such that  $\mathbb{E} \mathbf{P} = \mathbf{Q} \mathbf{R}$ . Additionally,  $\mathbb{E}$  is chosen so that the components of  $\mathbf{R}$  are in decreasing order.