



## High-order Lagrange elements in FreeFem++

A. CHABIB, P-H. TOURNIER, F. HECHT

Laboratoire Jacques-Louis Lions  
CNRS, Sorbonne Université UPMC , France  
ALPINES team, Centre Inria de Paris

FreeFem Days  
December 17, 2025

## Finite element solution of time-harmonic wave propagation problems

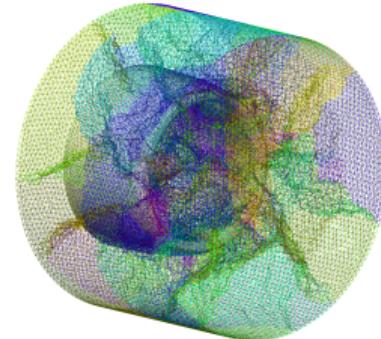
### Helmholtz problem:

$$\begin{cases} -\Delta \mathbf{p} - \kappa^2 \mathbf{p} = \mathbf{s} & \text{in } \Omega \\ \text{Boundary conditions} & \text{on } \partial\Omega \end{cases}$$

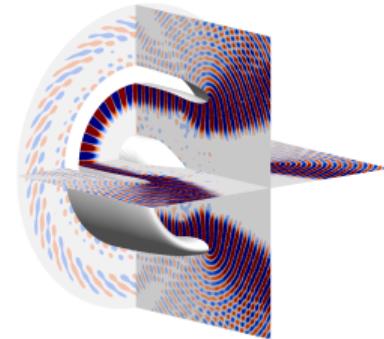
### Finite element error:

$$\|\mathbf{p} - \mathbf{p}_h\|_{H^1} \leq C_1(\kappa h)^p + C_2 \kappa^{(p+1)} h^p$$

Finite element mesh



Numerical field



High frequency (large  $\kappa$ )

Phenomena close to resonance

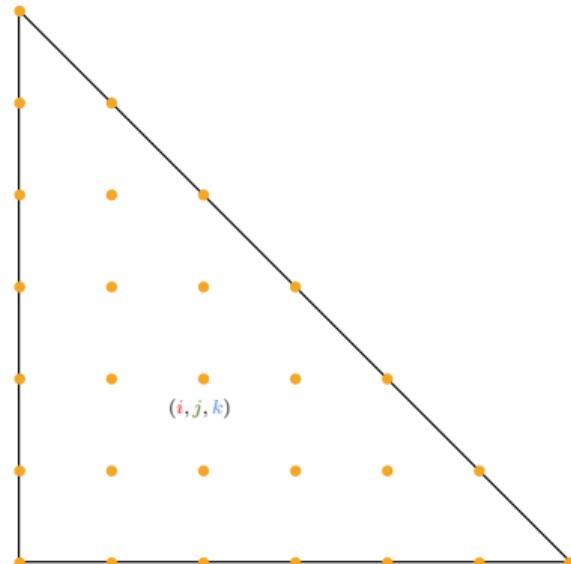
$\rightsquigarrow$

Low approximation quality

Fine mesh (small  $h$ )

High-order basis functions (large  $p$ )

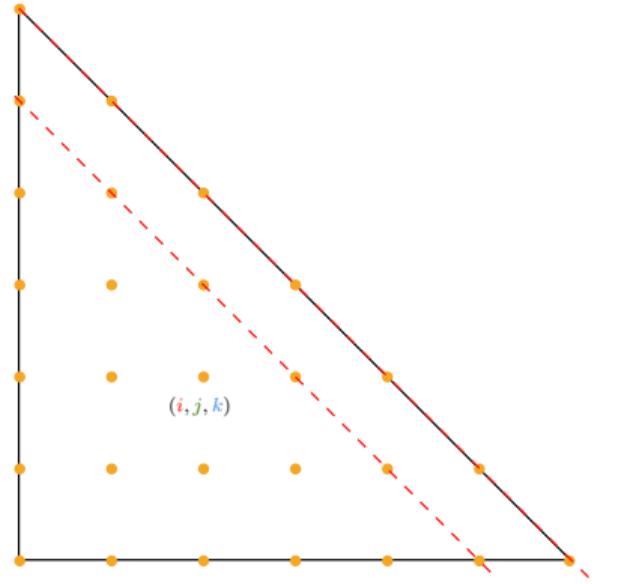
## Shape functions



$$i + j + k = 6$$

Let  $i$ ,  $j$ , and  $k$  be the barycentric coordinates of a given node.

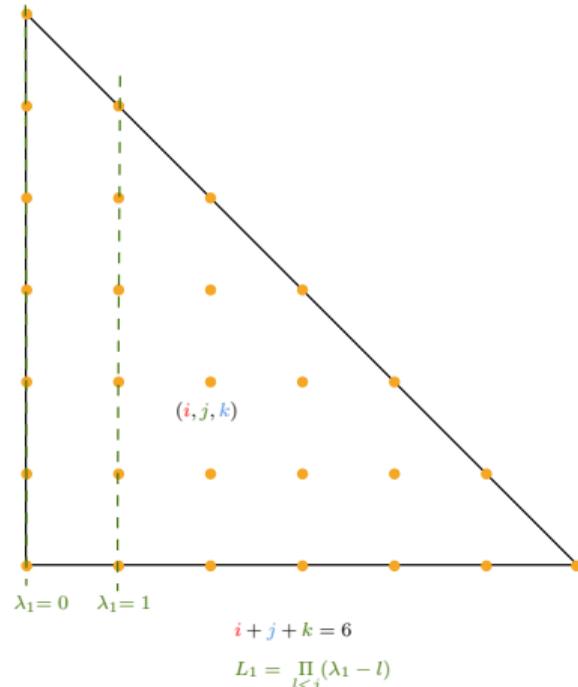
# Shape functions



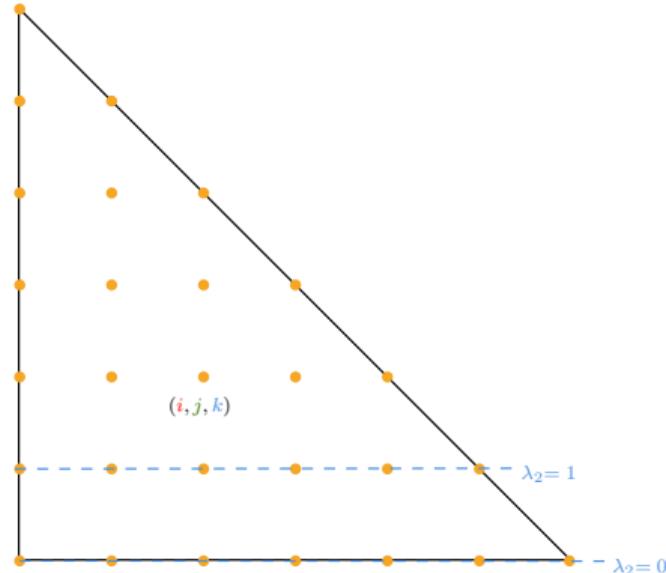
$$i + j + k = 6$$

$$L_0 = \prod_{l < i} (\lambda_0 - l)$$

# Shape functions



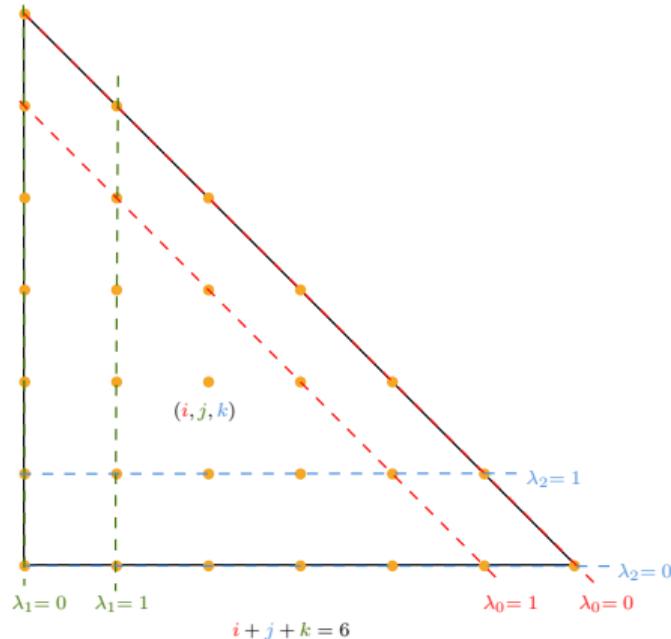
# Shape functions



$$i + j + k = 6$$

$$L_2 = \prod_{l < k} (\lambda_2 - l)$$

# Shape functions



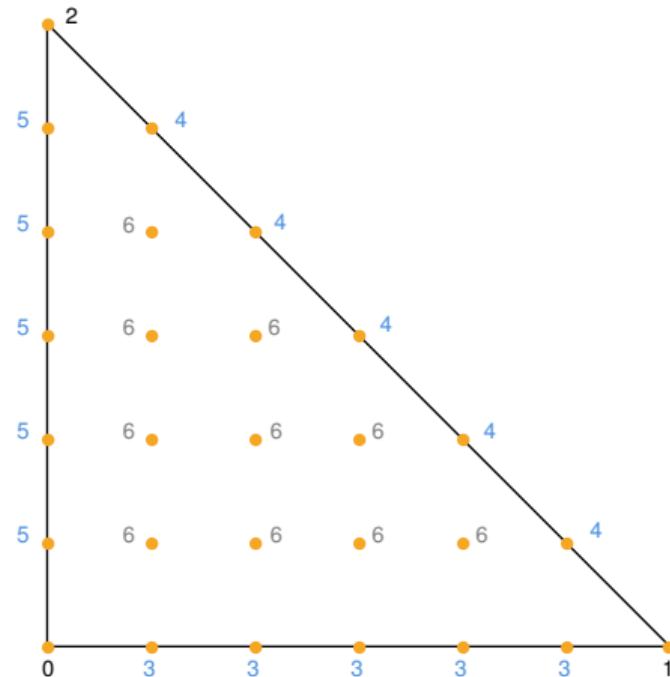
$$L_0 = \prod_{l < i} (\lambda_0 - l) \quad L_1 = \prod_{l < j} (\lambda_1 - l) \quad L_2 = \prod_{l < k} (\lambda_2 - l)$$

$$L = \frac{1}{i!j!k!} L_0 \times L_1 \times L_2$$

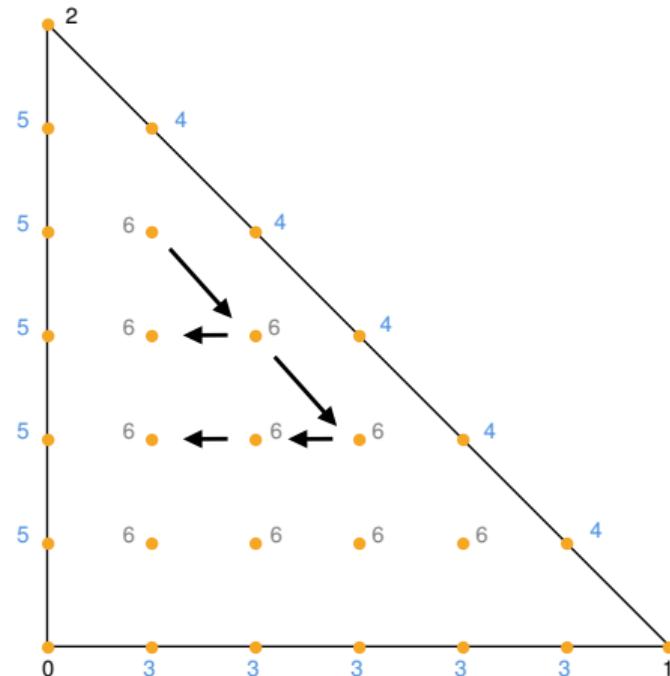
```

void BasisFctPK(int , vector<vector<long>> &lambdas,
                 vector<vector<long>> &shift,
                 vector<long> &ff) {
    int idx = 0;
    for (auto &coordinate : coordinate_list) {
        int i = coordinate[0];
        int j = coordinate[1];
        int k = coordinate[2];
        if (i + j + k == p) {
            int ID = 0;
            ff[idx] = factorial(i)*factorial(j)
                      *factorial(k);
            if (i > 0) {
                for (int ii = 0; ii < i ; ii++) {
                    lambdas[idx][ID] = 0;
                    shift[idx][ID] = ii;
                    ID++;
                }
            }
            // same for j and k
            idx++;
        }
    }
}

```



- The vertices are numbered 0, 1, 2
- The nodes of the edges are numbered from 3 to 5
- The internal nodes keep the number 6



- The vertices are numbered 0, 1, 2
- The nodes of the edges are numbered from 3 to 5
- The internal nodes keep the number 6
- Internal points are ordered from top to bottom and from left to right

# Conclusion