

Master of Science on Computational Science

Institute of Computational Science

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Slow FE Assembly using MATLAB

```
function [M,K,b] = assembleDiscreteOperators(mesh)
    N    = mesh.N;
    Ne   = mesh.N_e;
    M    = sparse(N,N); K = sparse(N,N);
    b    = zeros(N,1);
    for e=1:N_e
        Me = makeMe(e, mesh);
        Ke = makeKe(e, mesh);
        fp = makebe(e, mesh);
        I = mesh.Elements(e, :);
        M(I, I) = M(I, I) + Me;
        K(I, I) = K(I, I) + Ke;
        b(I)    = b(I) + Me*fp;
    end % e loop
end
```

FE Assembly using MATLAB

```
function [A] = assembleFast(mesh)
    ele_nodes= mesh.N_e*mesh.N_v^2;
    K = zeros(1, ele_nodes); iK = zeros(1, ele_nodes);
    jK = zeros(1, ele_nodes); i = 1:mesh.N_v;
    % ig = [1..nv, 1..nv, ... 1..nv] nv times
    ig      = repmat(i,1,mesh.N_v);
    % jg = [1 1 ... 1, 2 2 ... 2, ... , nv nv ... nv]
    jg      = repmat(1:mesh.N_v, mesh.N_v,1);
    jg      = jg(:)'; b = zeros(mesh.nodes,1);
    k      = 1:mesh.N_v^2;
    for e = 1:mesh.N_e
        Me      = makeMe(mesh.dx, mesh.dy); me = Me(:);
        Ke      = makeKe(mesh.dx, mesh.dy); ke = Ke(:);
        I      = mesh.Elements(e,:); iK(k) = I(ig); jK(k) = I(jg);
        x_e    = mesh.Points(I,:); f_e      = makeSource(x_e);
        b(I)    = b(I) + Me*f_e;
        K(k)    = ke + me; k      = k + mesh.N_v^2;
    end
    A = sparse(iK, jK, K);
end
```

Fast FE Assembly using MATLAB

```
function [As,b] = assembleFast(mesh)
    Me      = makeMe(mesh);
    Ke      = makeKe(mesh);
    me      = Me(:);
    ke      = Ke(:);
    M       = repmat(me, mesh.N_e, 1);
    K       = repmat(ke, mesh.N_e, 1);
    i=1:mesh.N_v;

    % ig = [1..N_v, 1..N_v, ... 1..N_v] N_v times
    ig=repmat(i, 1, mesh.N_v);

    % jg = [1 1 ... 1, 2 2 ... 2, ... , N_v N_v ... N_v]
    jg=repmat(1:mesh.N_v, mesh.N_v, 1); jg=jg(:)';

    iA      = mesh.Elements(:,ig)';
    jA      = mesh.Elements(:,jg)';
    A       = K + M;
    As      = sparse(iA(:), jA(:), A, mesh.N, mesh.N);
```

Fast FE Assembly of rhs using MATLAB

```
% this is just a vector form of the source function
f = makeSource(mesh.Points);
I = mesh.Elements';
F = f(I);
b = Me*F;

I = I(:);
J = ones(mesh.N_v*mesh.N_e, 1);

B = sparse(I, J, b(:), mesh.N, 1);

b = full(B);

end
```