

# FEM2D

## Files Describing a 2D Finite Element Model

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**FEM2D** is a data directory which contains examples of 2D FEM files, which define a 2D finite element model.

The FEM format is a simple dataset that can be used to describe the nodes, elements, and functions associated with a finite element model.

The finite element model may include files defining the following:

- a *node file*, containing node coordinates (in 1D, 2D or 3D);
- an *element file*, defining elements by a sequence of node indices (for this simple format, we assume the elements are all of the same order). Depending on convenience, the nodes might be indexed using a 0-based or 1-based scheme.
- a *value file*, listing one or more (real) values associated with each node.
- a *boundary node mask file*, containing a 0 for each interior node, a 1 for each boundary node.

### FEM File Characteristics:

- ASCII
- Each line is one "record"
- Each record is either a comment record or a data record;
- Comment records begin with the "#" character;
- A data record records node coordinates for one node, or the node indices for one element, or the set of node data for one node;
- For a given file, each data record contains the same number of items, separated by blanks.

### Licensing:

The computer code and data files described and made available on this web page are distributed under [the GNU LGPL license](#).

### Related Data and Programs:

[FEM2D\\_HEAT](#), a C++ program which solves the 2D time dependent heat equation on the unit square.

[FEM2D\\_POISSON](#), a FORTRAN90 program which solves the 2D Poisson equation on a rectangle, using the finite element method, and piecewise quadratic triangular elements.

[TRIANGULATION\\_BOUNDARY\\_NODES](#), a C++ program which reads data defining a triangulation, determines which nodes lie on the boundary, and writes their coordinates to a file.

[TRIANGULATION\\_DISPLAY](#), a MATLAB program which displays the nodes and elements of a triangulation on the MATLAB graphics screen;

[TRIANGULATION\\_DISPLAY\\_OPENGL](#), a C++ program which reads files defining a 2D triangulation and displays an image using OpenGL.

## Reference:

1. Hans Rudolf Schwarz,  
Methode der Finiten Elemente,  
Teubner Studienbuecher, 1980,  
ISBN: 3-519-02349-0.
2. Gilbert Strang, George Fix,  
An Analysis of the Finite Element Method,  
Cambridge, 1973,  
ISBN: 096140888X,  
LC: TA335.S77.
3. Olgierd Zienkiewicz,  
The Finite Element Method,  
Sixth Edition,  
Butterworth-Heinemann, 2005,  
ISBN: 0750663200,  
LC: TA640.2.Z54

## Sample Files:

**BIG\_CAVITY** is a square region, with a grid of 8,185 nodes and 4000 elements of order 6 triangles. The values file contains the horizontal and vertical components of velocity at each node.

- [big\\_cavity\\_nodes.txt](#)
- [big\\_cavity\\_elements.txt](#)
- [big\\_cavity\\_elements.png](#), an image of the triangulation.
- [big\\_cavity\\_values.txt](#)
- [big\\_cavity\\_boundary\\_node\\_mask.txt](#), 0 for interior nodes, 1 for boundary nodes, 368 boundary nodes total.

**CHANNEL** is a 10x3 rectangular region, with a 11x4 grid of 44 nodes and 60 elements of order 3 triangles. The values file contains the horizontal and vertical components of velocity, and the pressure, at each node.

- [channel\\_nodes.txt](#)
- [channel\\_elements.txt](#)
- [channel\\_values.txt](#)
- [channel\\_boundary\\_node\\_mask.txt](#), 0 for interior nodes, 1 for boundary nodes, 26 boundary nodes total.

**ELL** is an L-shaped region, with a grid of 65 nodes and 96 elements of order 3 triangles.

- [ell\\_nodes.txt](#)
- [ell\\_elements.txt](#)
- [ell\\_elements.png](#), an image of the triangulation.
- [ell\\_values.txt](#)
- [ell\\_boundary\\_node\\_mask.txt](#), 0 for interior nodes, 1 for boundary nodes, 32 boundary nodes total.

**GREENLAND** is a triangulation of Greenland, using 33,343 nodes and 64,125 elements of order 3 triangles.

- [greenland\\_nodes.txt](#)
- [greenland\\_elements.txt](#)
- [greenland.png](#), an image of a portion of the triangulation, after "zooming in" twice.
- [greenland\\_boundary\\_node\\_mask.txt](#), 0 for interior nodes, 1 for boundary nodes, 2559 boundary nodes

total.

**LAKE** is a triangulation of a lake, using 621 nodes and 974 elements of order 3 triangles.

- [lake\\_nodes.txt](#)
- [lake\\_elements.txt](#)
- [lake\\_elements.png](#), an image of the triangulation.
- [lake\\_values.txt](#)
- [lake\\_boundary\\_node\\_mask.txt](#), 0 for interior nodes, 1 for boundary nodes, 268 boundary nodes total.

**TINY** is a "tiny" example using 5 nodes and 3 elements of order 3 triangles.

- [tiny\\_nodes.txt](#)
- [tiny\\_elements.txt](#)
- [tiny\\_elements.png](#), an image of the triangulation.
- [tiny\\_values.txt](#)
- [tiny\\_boundary\\_node\\_mask.txt](#), 0 for interior nodes, 1 for boundary nodes, 5 boundary nodes total.

You can go up one level to [the DATA directory](#).

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*Last revised on 21 December 2010.*