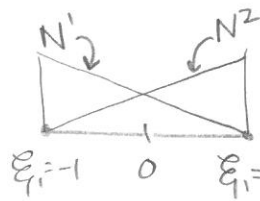


8.01 A unified view of basis functions in 1-3 dimensions.

Lagrange Polynomials:

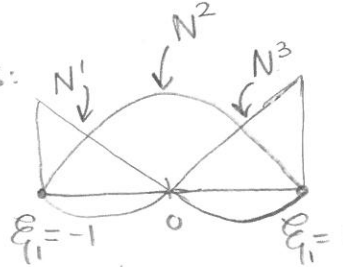
Recall 1D: • Linear:



$$\tilde{N}^1(\xi_1) = \frac{1 - \xi_1}{2}$$

$$\tilde{N}^2(\xi_1) = \frac{1 + \xi_1}{2}$$

• Quadratics:



$$\tilde{N}^1(\xi_1) = \frac{(1 - \xi_1)\xi_1}{2}$$

$$\tilde{N}^2(\xi_1) = (1 - \xi_1)^2$$

$$\tilde{N}^3(\xi_1) = \frac{(1 + \xi_1)\xi_1}{2}$$

Lagrange Polynomials of order k:

$$k = \text{d.o.f} - 1$$

$$k = n_{n_1} - 1$$

↖ number of nodes in 1D.

$$N^A(\xi_1) = \prod_{\substack{B=1 \\ B \neq A}}^{n_{n_1}} \frac{(\xi_1 - \xi_1^B)}{(\xi_1^A - \xi_1^B)}$$

Tensor Product Basis Functions in 2-D:

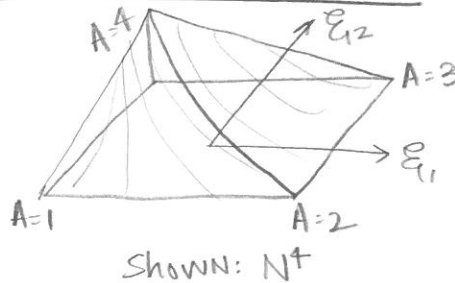
Recall bi-linears.

$$n_{n_2} = \text{d.o.f} = 4$$

$$= (n_{n_1})^2 \text{ for}$$

$$n_{n_1} = 2$$

↖ linear case.



$$N^A(\xi_1, \xi_2) = \underbrace{\tilde{N}^B(\xi_1) \cdot \tilde{N}^C(\xi_2)}_{\text{tensor product formula.}} \text{ for } B, C = 1, \dots, n_{n_1}$$

$$A = 1, \dots, n_{n_2}$$

$$N^1(\xi_1, \xi_2) = \tilde{N}^1(\xi_1) \cdot \tilde{N}^1(\xi_2)$$

$$N^2(\xi_1, \xi_2) = \tilde{N}^2(\xi_1) \cdot \tilde{N}^1(\xi_2)$$

⋮

$$N^4(\xi_1, \xi_2) = \tilde{N}^1(\xi_1) \cdot \tilde{N}^2(\xi_2)$$

8.02

Likewise, in 3D:

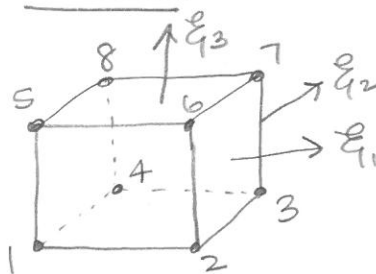
$$n_{ne} = (n_{n1})^3 = (2)^3 = 8$$

$$N^A(\xi_1, \xi_2, \xi_3) = \tilde{N}^B(\xi_1) \tilde{N}^C(\xi_2) \tilde{N}^D(\xi_3)$$

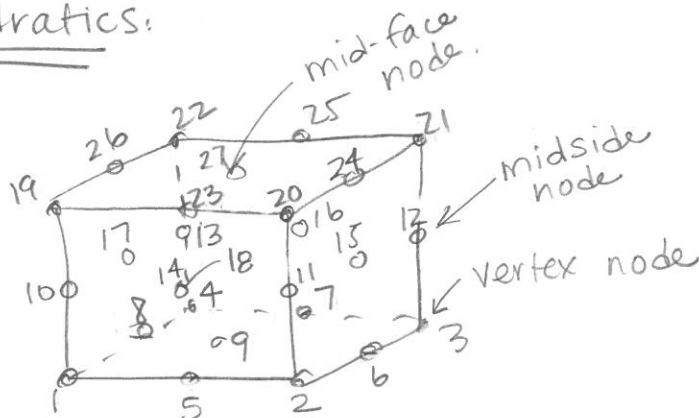
where $B, C, D \in \{1, \dots, n_{n1D}\}$

$A \in \{1, \dots, n_{ne}\}$

Trilinears:



Triquadratics:



$$N^5(\xi_1, \xi_2, \xi_3) = \tilde{N}^2(\xi_1) \cdot \tilde{N}^1(\xi_2) \cdot \tilde{N}^1(\xi_3)$$

8.03

Numerical Integration in 1 thru 3 dimensions.

Recall 1D:

$$\int_{-1}^1 g(\xi_1) d\xi_1 = \sum_{l=1}^{n_{int}} g(\xi_1^l) w_l$$

\uparrow quadrature points \nwarrow weight.

Gaussian Quadrature:

$n_{int} = 1$	$\xi_1^1 = 0$	$w_1 = 2$
\vdots		
$n_{int} = 3$	$\xi_1^1 = -\sqrt{\frac{3}{5}}$	$w_1 = \frac{5}{9}$
	$\xi_1^2 = 0$	$w_2 = \frac{8}{9}$
	$\xi_1^3 = \sqrt{\frac{3}{5}}$	$w_3 = \frac{5}{9}$

n_{int} point rule
integrals
 $p^{2n_{int}-1}$ exactly

2D: Need to integrate

$$\int_{-1}^1 \int_{-1}^1 g(\xi_1, \xi_2) d\xi_1 d\xi_2$$

of integration points

Numerical integration:

$$= \int_{-1}^1 \left(\sum_{l_1=1}^{n_{int}^1} g(\xi_1^{l_1}, \xi_2) \cdot w_{l_1} \right) d\xi_2$$

Remark: Can use different # of integration points along ξ_1 & ξ_2

$$= \sum_{l_2=1}^{n_{int}^2} \sum_{l_1=1}^{n_{int}^1} g(\xi_1^{l_1}, \xi_2^{l_2}) \cdot w_{l_1} \cdot w_{l_2}$$

Use Gaussian Quadrature points & weights along each direction.

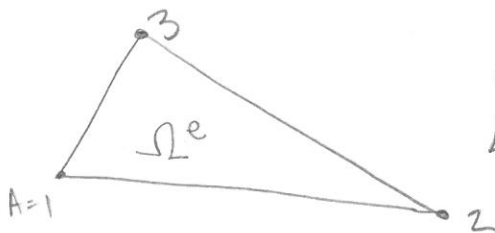
Sum of weights = 4.

3D:

$$\int_{\xi_3=-1}^1 \int_{\xi_2=-1}^1 \int_{\xi_1=-1}^1 g(\xi_1, \xi_2, \xi_3) d\xi_1 d\xi_2 d\xi_3 = \sum_{l_3=1}^{n_{int}^3} \sum_{l_2=1}^{n_{int}^2} \sum_{l_1=1}^{n_{int}^1} g(\xi_1^{l_1}, \xi_2^{l_2}, \xi_3^{l_3}) \cdot w_{l_1} \cdot w_{l_2} \cdot w_{l_3}$$

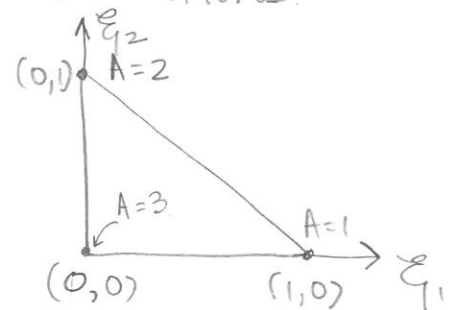
8.04 Simpler Elements: 2D & 3D

Triangular Elements - linear basis functions.



$n_{ne} = 3$

Also define $\xi_3 := 1 - \xi_1 - \xi_2$



"unit" domain
(not bi-unit!)

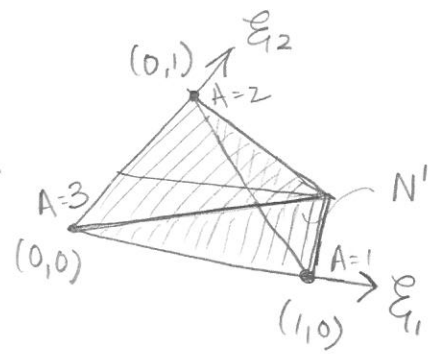
8.05

$$N^1(\xi_1, \xi_2, \xi_3) = \xi_1$$

$$N^2(\xi_1, \xi_2, \xi_3) = \xi_2$$

$$N^3(\xi_1, \xi_2, \xi_3) = \xi_3$$

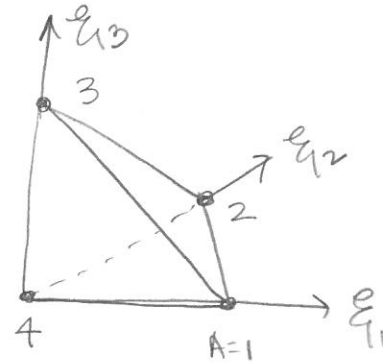
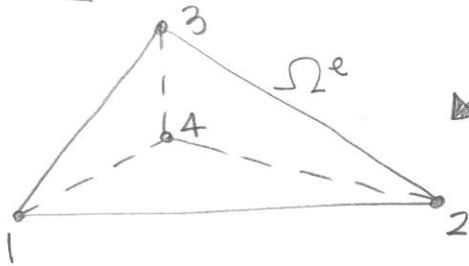
linear
basis functions.



Simplest elements in general are simpler than quadrilaterals and hexahedra.

Similarly for N^2, N^3

3D: Tetrahedra - linear



$$N^1(\xi_1, \xi_2, \xi_3, \xi_4) = \xi_1$$

:

$$N^4(\xi_1, \xi_2, \xi_3, \xi_4) = \xi_4$$

$$\xi_4 = 1 - \xi_1 - \xi_2 - \xi_3$$

Remark: Linear simpler elements lead to constant gradients:

$$N_{,i}^A$$

Can define higher-order tetrahedron

- Numerical integration rules: (Gaussian Quadrature no longer optimal).