



An Object Oriented Finite Element Library

Reference Guide

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| 7.54 | Laplace2DFVT Class Reference | 677 |
| 7.55 | Laplace2DMHRT0 Class Reference | 692 |
| 7.56 | Laplace2DT3 Class Reference | 707 |
| 7.57 | LCL1D Class Reference | 724 |
| 7.58 | LCL2DT Class Reference | 729 |
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| 7.83 | PETScWrapper< T_ > Class Template Reference | 880 |
| 7.84 | PhaseChange Class Reference | 888 |
| 7.85 | Point< T_ > Class Template Reference | 889 |
| 7.86 | Point2D< T_ > Class Template Reference | 892 |
| 7.87 | Polygon Class Reference | 895 |
| 7.88 | Prec< T_ > Class Template Reference | 897 |
| 7.89 | Prescription Class Reference | 901 |
| 7.90 | Quad4 Class Reference | 902 |
| 7.91 | Reconstruction Class Reference | 905 |
| 7.92 | Rectangle Class Reference | 907 |
| 7.93 | Side Class Reference | 909 |
| 7.94 | SideList Class Reference | 915 |
| 7.95 | SkMatrix< T_ > Class Template Reference | 917 |
| 7.96 | SkSMMatrix< T_ > Class Template Reference | 931 |
| 7.97 | Sphere Class Reference | 939 |
| 7.98 | SpMatrix< T_ > Class Template Reference | 941 |
| 7.99 | SteklovPoincare2DBE Class Reference | 958 |
| 7.100 | Tabulation Class Reference | 960 |
| 7.101 | Tetra4 Class Reference | 960 |
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| 7.103 | TimeStepping Class Reference | 964 |
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| 7.107 | triangle Class Reference | 989 |
| 7.108 | triangle Class Reference | 992 |
| 7.109 | TrMatrix< T_ > Class Template Reference | 994 |
| 7.110 | UserData< T_ > Class Template Reference | 1002 |
| 7.111 | Vect< T_ > Class Template Reference | 1006 |
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Chapter 1

Module Index

1.1 Modules

Here is a list of all modules:

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| Conservation Law Equations | 17 |
| Electromagnetics | 18 |
| Finite Element Mesh | 19 |
| Fluid Dynamics | 35 |
| General Purpose Equations | 36 |
| Global Variables | 40 |
| Heat Transfer | 43 |
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Chapter 2

Namespace Index

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

| | |
|--|------|
| AbsEqua< complex_t > | 173 |
| Equation< complex_t, NEN_, NEE_, NSN_, NSE_ > | 569 |
| Equa_Electromagnetics< complex_t, 3, 3, 2, 2 > | 477 |
| EC2D1T3 | 366 |
| HelmholtzBT3 | 599 |
| AbsEqua< double > | 173 |
| Equation< double, NEN_, NEE_, NSN_, NSE_ > | 569 |
| Equa_Solid< double, 8, 24, 4, 12 > | 536 |
| Elas3DH8 | 432 |
| AbsEqua< real_t > | 173 |
| Equation< real_t, NEN_, NEE_, NSN_, NSE_ > | 569 |
| Equa_Electromagnetics< real_t, 3, 6, 2, 4 > | 477 |
| Equa_Fluid< real_t, 3, 6, 2, 4 > | 491 |
| TINS2DT3B | 969 |
| Equa_Fluid< real_t, 4, 8, 2, 4 > | 491 |
| NSP2DQ41 | 810 |
| Equa_Laplace< real_t, 2, 2, 1, 1 > | 506 |
| Laplace1DL2 | 646 |
| Equa_Laplace< real_t, 3, 3, 1, 1 > | 506 |
| Laplace1DL3 | 661 |
| Equa_Laplace< real_t, 3, 3, 2, 2 > | 506 |
| Laplace2DFVT | 677 |
| Laplace2DMHRT0 | 692 |
| Laplace2DT3 | 707 |
| Equa_Laplace< real_t, 4, 4, 3, 3 > | 506 |
| Equa_Porous< real_t, 3, 3, 2, 2 > | 520 |
| WaterPorous2D | 1032 |
| Equa_Solid< real_t, 2, 12, 1, 1 > | 536 |
| Beam3DL2 | 193 |
| Equa_Solid< real_t, 2, 4, 1, 2 > | 536 |
| Bar2DL2 | 175 |
| Equa_Solid< real_t, 3, 6, 2, 4 > | 536 |
| Elas2DT3 | 411 |

| | |
|---|-----|
| Equa.Solid< real.t, 4, 12, 3, 9 > | 536 |
| Elas3DT4 | 449 |
| Equa.Solid< real.t, 4, 8, 2, 4 > | 536 |
| Elas2DQ4 | 391 |
| Equa.Therm< real.t, 2, 2, 1, 1 > | 551 |
| DC1DL2 | 227 |
| Equa.Therm< real.t, 3, 3, 2, 2 > | 551 |
| DC2DT3 | 248 |
| DC3DAT3 | 293 |
| Equa.Therm< real.t, 4, 4, 3, 3 > | 551 |
| DC3DT4 | 314 |
| Equa.Therm< real.t, 6, 6, 3, 3 > | 551 |
| DC2DT6 | 273 |
| LocalMatrix< complex.t, NEE_, NEE_ > | 752 |
| LocalMatrix< complex.t, NSE_, NSE_ > | 752 |
| LocalMatrix< double, NEE_, NEE_ > | 752 |
| LocalMatrix< double, NSE_, NSE_ > | 752 |
| LocalMatrix< real.t, NEE_, NEE_ > | 752 |
| LocalMatrix< real.t, NSE_, NSE_ > | 752 |
| LocalMatrix< T_, NEE_, NEE_ > | 752 |
| LocalMatrix< T_, NSE_, NSE_ > | 752 |
| LocalVect< complex.t, NEE_ > | 754 |
| LocalVect< complex.t, NSE_ > | 754 |
| LocalVect< double, NEE_ > | 754 |
| LocalVect< double, NSE_ > | 754 |
| LocalVect< real.t, NEE_ > | 754 |
| LocalVect< real.t, NSE_ > | 754 |
| LocalVect< T_, NEE_ > | 754 |
| LocalVect< T_, NSE_ > | 754 |
| AbsEqua< T_ > | 173 |
| Equation< T_, NEN_, NEE_, NSN_, NSE_ > | 569 |
| Equa.Electromagnetics< T_, NEN_, NEE_, NSN_, NSE_ > | 477 |
| Equa.Fluid< T_, NEN_, NEE_, NSN_, NSE_ > | 491 |
| Equa.Laplace< T_, NEN_, NEE_, NSN_, NSE_ > | 506 |
| Equa.Porous< T_, NEN_, NEE_, NSN_, NSE_ > | 520 |
| Equa.Solid< T_, NEN_, NEE_, NSN_, NSE_ > | 536 |
| Equa.Therm< T_, NEN_, NEE_, NSN_, NSE_ > | 551 |
| BiotSavart | 210 |
| Domain | 353 |
| Edge | 382 |
| EdgeList | 385 |
| EigenProblemSolver | 386 |
| Element | 465 |
| ElementList | 474 |
| Estimator | 584 |
| FastMarching2D | 584 |
| FEShape | 586 |
| Hexa8 | 613 |
| Line2 | 740 |
| Line2H | 743 |
| Line3 | 745 |
| Penta6 | 845 |

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| Quad4 | 902 |
| Tetra4 | 960 |
| triangle | 992 |
| Triang3 | 984 |
| Triang6S | 987 |
| Figure | 588 |
| Brick | 222 |
| Circle | 224 |
| Ellipse | 475 |
| Polygon | 895 |
| Rectangle | 907 |
| Sphere | 939 |
| Triangle | ?? |
| FMM2D | 590 |
| FMM3D | 591 |
| FMMSolver | 593 |
| Funct | 594 |
| Gauss | 596 |
| Grid | 597 |
| IOField | 635 |
| IPF | 636 |
| Iter< T_ > | 645 |
| LinearSolver< T_ > | 747 |
| LocalMatrix< T_, NR_, NC_ > | 752 |
| LocalVect< T_, N_ > | 754 |
| Material | 756 |
| Matrix< T_ > | 759 |
| BMatrix< T_ > | 215 |
| DMatrix< T_ > | 336 |
| DSMatrix< T_ > | 358 |
| SkMatrix< T_ > | 917 |
| SkSMatrix< T_ > | 931 |
| SpMatrix< T_ > | 941 |
| TrMatrix< T_ > | 994 |
| Mesh | 768 |
| Muscl | 790 |
| Muscl1D | 793 |
| ICPG1D | 615 |
| LCL1D | 724 |
| Muscl2DT | 797 |
| ICPG2DT | 623 |
| LCL2DT | 729 |
| Muscl3DT | 800 |
| ICPG3DT | 630 |
| LCL3DT | 734 |
| MyOpt | 804 |
| Node | 805 |
| NodeList | 809 |
| ODESolver | 827 |
| OptSolver | 834 |
| Partition | 841 |
| PETScMatrix< T_ > | 847 |

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|-------------------------------|------|
| PETScVect< T_ > | 859 |
| PETScWrapper< T_ > | 880 |
| PhaseChange | 888 |
| Point< T_ > | 889 |
| Point2D< T_ > | 892 |
| Prec< T_ > | 897 |
| Prescription | 901 |
| Reconstruction | 905 |
| Side | 909 |
| SideList | 915 |
| SteklovPoincare2DBE | 958 |
| Tabulation | 960 |
| Timer | 963 |
| TimeStepping | 964 |
| UserData< T_ > | 1002 |
| Vect< T_ > | 1006 |
| Point< real.t > | 889 |
| UserData< double > | 1002 |
| Vect< real.t > | 1006 |

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

| | | |
|-------------------------------------|--|-----|
| AbsEqua< T_ > | Mother abstract class to describe equation | 173 |
| Bar2DL2 | To build element equations for Planar Elastic Bar element with 2 DOF (Degrees of Freedom) per node | 175 |
| Beam3DL2 | To build element equations for 3-D beam equations using 2-node lines | 193 |
| BiotSavart | Class to compute the magnetic induction from the current density using the Biot-Savart formula | 210 |
| BMatrix< T_ > | To handle band matrices | 215 |
| Brick | To store and treat a brick (parallelepiped) figure | 222 |
| Circle | To store and treat a circular figure | 224 |
| DC1DL2 | Builds finite element arrays for thermal diffusion and convection in 1-D using 2-Node elements | 227 |
| DC2DT3 | Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles | 248 |
| DC2DT6 | Builds finite element arrays for thermal diffusion and convection in 2-D domains using 6-Node triangles | 273 |
| DC3DAT3 | Builds finite element arrays for thermal diffusion and convection in 3-D domains with axisymmetry using 3-Node triangles | 293 |
| DC3DT4 | Builds finite element arrays for thermal diffusion and convection in 3-D domains using 4-Node tetrahedra | 314 |
| DMatrix< T_ > | To handle dense matrices | 336 |
| Domain | To store and treat finite element geometric information | 353 |

| | | |
|---|---|-----|
| DSMatrix< T_ > | To handle symmetric dense matrices | 358 |
| EC2D1T3 | Eddy current problems in 2-D domains using solenoidal approximation | 366 |
| Edge | To describe an edge | 382 |
| EdgeList | Class to construct a list of edges having some common properties | 385 |
| EigenProblemSolver | Class to find eigenvalues and corresponding eigenvectors of a given matrix in a generalized eigenproblem, <i>i.e.</i> Find scalars λ and non-null vectors v such that $[K]\{v\} = \lambda[M]\{v\}$ where $[K]$ and $[M]$ are symmetric matrices. The eigenproblem can be originated from a PDE. For this, we will refer to the matrices K and M as <i>Stiffness</i> and <i>Mass</i> matrices respectively | 386 |
| Elas2DQ4 | To build element equations for 2-D linearized elasticity using 4-node quadrilaterals | 391 |
| Elas2DT3 | To build element equations for 2-D linearized elasticity using 3-node triangles | 411 |
| Elas3DH8 | To build element equations for 3-D linearized elasticity using 8-node hexahedra | 432 |
| Elas3DT4 | To build element equations for 3-D linearized elasticity using 4-node tetrahedra | 449 |
| Element | To store and treat finite element geometric information | 465 |
| ElementList | Class to construct a list of elements having some common properties | 474 |
| Ellipse | To store and treat an ellipsoidal figure | 475 |
| Equa_Electromagnetics< T_, NEN_, NEE_, NSN_, NSE_ > | Abstract class for Electromagnetics Equation classes | 477 |
| Equa_Fluid< T_, NEN_, NEE_, NSN_, NSE_ > | Abstract class for Fluid Dynamics Equation classes | 491 |
| Equa_Laplace< T_, NEN_, NEE_, NSN_, NSE_ > | Abstract class for classes about the Laplace equation | 506 |
| Equa_Porous< T_, NEN_, NEE_, NSN_, NSE_ > | Abstract class for Porous Media Finite Element classes | 520 |
| Equa_Solid< T_, NEN_, NEE_, NSN_, NSE_ > | Abstract class for Solid Mechanics Finite Element classes | 536 |
| Equa_Therm< T_, NEN_, NEE_, NSN_, NSE_ > | Abstract class for Heat transfer Finite Element classes | 551 |
| Equation< T_, NEN_, NEE_, NSN_, NSE_ > | Abstract class for all equation classes | 569 |
| Estimator | To calculate an a posteriori estimator of the solution | 584 |
| FastMarching2D | To run a Fast Marching Method on 2-D structured uniform grids | 584 |
| FEShape | Parent class from which inherit all finite element shape classes | 586 |
| Figure | To store and treat a figure (or shape) information | 588 |
| FMM2D | Class for the fast marching 2-D algorithm | 590 |

| | | |
|----------------------------------|---|-----|
| FMM3D | Class for the 3-D fast marching algorithm | 591 |
| FMMSolver | The Fast Marching Method solver | 593 |
| Funct | A simple class to parse real valued functions | 594 |
| Gauss | Calculate data for Gauss integration | 596 |
| Grid | To manipulate structured grids | 597 |
| HelmholtzBT3 | Builds finite element arrays for Helmholtz equations in a bounded media using 3-Node triangles | 599 |
| Hexa8 | Defines a three-dimensional 8-node hexahedral finite element using Q1-isoparametric interpolation | 613 |
| ICPG1D | Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 1-D | 615 |
| ICPG2DT | Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 2-D | 623 |
| ICPG3DT | Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 3-D | 630 |
| IOField | Enables working with files in the XML Format | 635 |
| IPF | To read project parameters from a file in IPF format | 636 |
| Iter< T_ > | Class to drive an iterative process | 645 |
| Laplace1DL2 | To build element equation for a 1-D elliptic equation using the 2-Node line element (P_1) | 646 |
| Laplace1DL3 | To build element equation for the 1-D elliptic equation using the 3-Node line (P_2) | 661 |
| Laplace2DFVT | To build and solve the Laplace equation using a standard Finite Volume method | 677 |
| Laplace2DMHRT0 | To build element equation for the 2-D elliptic equation using the Mixed Hybrid finite element at lowest degree (Raviart-Thomas RT_0) | 692 |
| Laplace2DT3 | To build element equation for the Laplace equation using the 2-D triangle element (P_1) | 707 |
| LCL1D | Class to solve the linear conservation law (Hyperbolic equation) in 1-D by a MUSCL Finite Volume scheme | 724 |
| LCL2DT | Class to solve the linear hyperbolic equation in 2-D by a MUSCL Finite Volume scheme on triangles | 729 |
| LCL3DT | Class to solve the linear conservation law equation in 3-D by a MUSCL Finite Volume scheme on tetrahedra | 734 |

| | | |
|---|--|-----|
| Line2 | To describe a 2-Node planar line finite element | 740 |
| Line2H | To describe a 2-Node Hermite planar line finite element | 743 |
| Line3 | To describe a 3-Node quadratic planar line finite element | 745 |
| LinearSolver< T_ > | Class to solve systems of linear equations by iterative methods | 747 |
| LocalMatrix< T_, NR_, NC_ > | Handles small size matrices like element matrices, with a priori known size . . | 752 |
| LocalVect< T_, N_ > | Handles small size vectors like element vectors | 754 |
| Material | To treat material data. This class enables reading material data in material data files. It also returns these informations by means of its members | 756 |
| Matrix< T_ > | Virtual class to handle matrices for all storage formats | 759 |
| Mesh | To store and manipulate finite element meshes | 768 |
| Muscl | Parent class for hyperbolic solvers with Muscl scheme | 790 |
| Muscl1D | Class for 1-D hyperbolic solvers with Muscl scheme | 793 |
| Muscl2DT | Class for 2-D hyperbolic solvers with Muscl scheme | 797 |
| Muscl3DT | Class for 3-D hyperbolic solvers with Muscl scheme using tetrahedra | 800 |
| MyOpt | Abstract class to define by user specified optimization function | 804 |
| Node | To describe a node | 805 |
| NodeList | Class to construct a list of nodes having some common properties | 809 |
| NSP2DQ41 | Builds finite element arrays for incompressible Navier-Stokes equations in 2-D domains using Q_1/P_0 element and a penalty formulation for the incompressibility condition | 810 |
| ODESolver | To solve a system of ordinary differential equations | 827 |
| OptSolver | To solve an optimization problem with bound constraints | 834 |
| Partition | To partition a finite element mesh into balanced submeshes | 841 |
| Penta6 | Defines a 6-node pentahedral finite element using P_1 interpolation in local coordinates $(s.x, s.y)$ and Q_1 isoparametric interpolation in local coordinates $(s.x, s.z)$ and $(s.y, s.z)$ | 845 |
| PETScMatrix< T_ > | To handle matrices in sparse storage format using the Petsc library | 847 |
| PETScVect< T_ > | To handle general purpose vectors using Petsc | 859 |
| PETScWrapper< T_ > | This class is a wrapper to be used when the library Petsc is installed and used with OFELI | 880 |

| | | |
|---------------------------------------|--|-----|
| PhaseChange | This class enables defining phase change laws for a given material | 888 |
| Point< T_ > | Defines a point with arbitrary type coordinates | 889 |
| Point2D< T_ > | Defines a 2-D point with arbitrary type coordinates | 892 |
| Polygon | To store and treat a polygonal figure | 895 |
| Prec< T_ > | To set a preconditioner | 897 |
| Prescription | To prescribe various types of data by an algebraic expression. Data may consist in boundary conditions, forces, tractions, fluxes, initial condition. All these data types can be defined through an enumerated variable | 901 |
| Quad4 | Defines a 4-node quadrilateral finite element using Q_1 isoparametric interpolation | 902 |
| Reconstruction | To perform various reconstruction operations | 905 |
| Rectangle | To store and treat a rectangular figure | 907 |
| Side | To store and treat finite element sides (edges in 2-D or faces in 3-D) | 909 |
| SideList | Class to construct a list of sides having some common properties | 915 |
| SkMatrix< T_ > | To handle square matrices in skyline storage format | 917 |
| SkSMatrix< T_ > | To handle symmetric matrices in skyline storage format | 931 |
| Sphere | To store and treat a sphere | 939 |
| SpMatrix< T_ > | To handle matrices in sparse storage format | 941 |
| SteklovPoincare2DBE | Solver of the Steklov Poincare problem in 2-D geometries using piecewise constant boundary element | 958 |
| Tabulation | To read and manipulate tabulated functions | 960 |
| Tetra4 | Defines a three-dimensional 4-node tetrahedral finite element using P_1 interpolation | 960 |
| Timer | To handle elapsed time counting | 963 |
| TimeStepping | To solve time stepping problems, i.e. systems of linear ordinary differential equations of the form $[A2]\{y''\} + [A1]\{y'\} + [A0]\{y\} = \{b\}$ | 964 |
| TINS2DT3B | Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles | 969 |
| Triang3 | Defines a 3-Node (P_1) triangle | 984 |
| Triang6S | Defines a 6-Node straight triangular finite element using P_2 interpolation | 987 |

| | | |
|--------------------------------------|---|------|
| triangle | Defines a triangle. The reference element is the rectangle triangle with two unit edges | 992 |
| Triangle | To store and treat a triangle | ?? |
| TrMatrix< T_ > | To handle tridiagonal matrices | 994 |
| UserData< T_ > | Abstract class to define by user various problem data | 1002 |
| Vect< T_ > | To handle general purpose vectors | 1006 |
| WaterPorous2D | To solve water flow equations in porous media (2-D) | 1032 |

Chapter 5

Module Documentation

5.1 Conservation Law Equations

Conservation law equations.

Classes

- class [ICPG1D](#)
Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 1-D.
- class [ICPG2DT](#)
Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 2-D.
- class [ICPG3DT](#)
Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 3-D.
- class [LCL1D](#)
Class to solve the linear conservation law (Hyperbolic equation) in 1-D by a MUSCL Finite Volume scheme.
- class [LCL2DT](#)
Class to solve the linear hyperbolic equation in 2-D by a MUSCL Finite Volume scheme on triangles.
- class [LCL3DT](#)
Class to solve the linear conservation law equation in 3-D by a MUSCL Finite Volume scheme on tetrahedra.
- class [Muscl](#)
Parent class for hyperbolic solvers with Muscl scheme.
- class [Muscl1D](#)
Class for 1-D hyperbolic solvers with [Muscl](#) scheme.
- class [Muscl2DT](#)
Class for 2-D hyperbolic solvers with [Muscl](#) scheme.
- class [Muscl3DT](#)
Class for 3-D hyperbolic solvers with [Muscl](#) scheme using tetrahedra.

5.1.1 Detailed Description

Conservation law equations.

5.2 Electromagnetics

Electromagnetic equations.

Classes

- class [BiotSavart](#)
Class to compute the magnetic induction from the current density using the Biot-Savart formula.
- class [EC2D1T3](#)
Eddy current problems in 2-D domains using solenoidal approximation.
- class [Equa_Electromagnetics](#)< [T_](#), [NEN_](#), [NEE_](#), [NSN_](#), [NSE_](#) >
Abstract class for Electromagnetics [Equation](#) classes.
- class [HelmholtzBT3](#)
Builds finite element arrays for Helmholtz equations in a bounded media using 3-Node triangles.

5.2.1 Detailed Description

Electromagnetic equations.

5.3 Finite Element Mesh

Mesh management classes

Classes

- class [Domain](#)
To store and treat finite element geometric information.
- class [Edge](#)
To describe an edge.
- class [Element](#)
To store and treat finite element geometric information.
- class [Figure](#)
To store and treat a figure (or shape) information.
- class [Rectangle](#)
To store and treat a rectangular figure.
- class [Brick](#)
To store and treat a brick (parallelepiped) figure.
- class [Circle](#)
To store and treat a circular figure.
- class [Sphere](#)
To store and treat a sphere.
- class [Ellipse](#)
To store and treat an ellipsoidal figure.
- class [Triangle](#)
To store and treat a triangle.
- class [Polygon](#)
To store and treat a polygonal figure.
- class [Grid](#)
To manipulate structured grids.
- class [Mesh](#)
To store and manipulate finite element meshes.
- class [NodeList](#)
Class to construct a list of nodes having some common properties.
- class [ElementList](#)
Class to construct a list of elements having some common properties.
- class [SideList](#)
Class to construct a list of sides having some common properties.
- class [EdgeList](#)
Class to construct a list of edges having some common properties.
- class [Node](#)
To describe a node.
- class [Partition](#)
To partition a finite element mesh into balanced submeshes.
- class [Side](#)
To store and treat finite element sides (edges in 2-D or faces in 3-D)

Macros

- `#define GRAPH_MEMORY 1000000`
Memory necessary to store matrix graph.
- `#define MAX_NB_ELEMENTS 10000`
Maximal Number of elements.
- `#define MAX_NB_NODES 10000`
Maximal number of nodes.
- `#define MAX_NB_SIDES 30000`
Maximal number of sides in.
- `#define MAX_NB_EDGES 30000`
Maximal Number of edges.
- `#define MAX_NBDOF_NODE 6`
Maximum number of DOF supported by each node.
- `#define MAX_NBDOF_SIDE 6`
Maximum number of DOF supported by each side.
- `#define MAX_NBDOF_EDGE 2`
Maximum number of DOF supported by each edge.
- `#define MAX_NB_ELEMENT_NODES 20`
Maximum number of nodes by element.
- `#define MAX_NB_ELEMENT_EDGES 10`
Maximum number of edges by element.
- `#define MAX_NB_SIDE_NODES 9`
Maximum number of nodes by side.
- `#define MAX_NB_ELEMENT_SIDES 8`
Maximum number of sides by element.
- `#define MAX_NB_ELEMENT_DOF 27`
Maximum number of dof by element.
- `#define MAX_NB_SIDE_DOF 4`
Maximum number of dof by side.
- `#define MAX_NB_INT_PTS 20`
Maximum number of integration points in element.
- `#define MAX_NB_MATERIALS 10`
Maximum number of materials.
- `#define TheNode (*theNode)`
- `#define TheElement (*theElement)`
- `#define TheSide (*theSide)`
- `#define TheEdge (*theEdge)`
- `#define MeshElements(mesh) for ((mesh).topElement(); (theElement=(mesh).getElement());)`
- `#define MeshActiveElements(mesh) for ((mesh).topElement(); (theElement=(mesh).get←
ActiveElement());)`
- `#define MeshNodeLoop(mesh, node) for ((mesh).topNode(); ((node)=(mesh).getNode());)`
- `#define MeshNodes(mesh) for ((mesh).topNode(); (theNode=(mesh).getNode());)`
- `#define MeshBoundaryNodes(mesh) for ((mesh).topBoundaryNode(); (theNode=(mesh).get←
BoundaryNode());)`
- `#define MeshSides(mesh) for ((mesh).topSide(); (theSide=(mesh).getSide());)`
- `#define MeshSideSet(sl) for ((sl).top(); (theSide=(sl).get());)`
- `#define MeshBoundarySides(mesh) for ((mesh).topBoundarySide(); (theSide=(mesh).get←
BoundarySide());)`

- #define `MeshEdges(mesh)` for ((mesh).topEdge(); (theEdge=(mesh).getEdge());)
- #define `theNodeLabel` theNode->n()
- #define `theSideLabel` theSide->n()
A macro that returns side label in a loop using macro `MeshSides`
- #define `theSideNodeLabel(i)` theSide->getNodeLabel(i)
*A macro that returns label of *i*-th node of side using macro `MeshSides`*
- #define `theElementLabel` theElement->n()
A macro that returns element label in a loop using macro `MeshElements`
- #define `theElementNodeLabel(i)` theElement->getNodeLabel(i)
*A macro that returns label of *i*-th node of element using macro `MeshElements`*

Functions

- ostream & `operator<<` (ostream &s, const Edge &ed)
Output edge data.
- ostream & `operator<<` (ostream &s, const Element &el)
Output element data.
- Figure `operator&&` (const Figure &f1, const Figure &f2)
Function to define a `Figure` instance as the intersection of two `Figure` instances.
- Figure `operator-` (const Figure &f1, const Figure &f2)
Function to define a `Figure` instance as the set subtraction of two `Figure` instances.
- ostream & `operator<<` (ostream &s, const Material &m)
Output material data.
- ostream & `operator<<` (ostream &s, const Mesh &ms)
Output mesh data.
- ostream & `operator<<` (ostream &s, const NodeList &nl)
Output `NodeList` instance.
- ostream & `operator<<` (ostream &s, const ElementList &el)
Output `ElementList` instance.
- ostream & `operator<<` (ostream &s, const SideList &sl)
Output `SideList` instance.
- ostream & `operator<<` (ostream &s, const EdgeList &el)
Output `EdgeList` instance.
- size_t `Label` (const Node &nd)
Return label of a given node.
- size_t `Label` (const Element &el)
Return label of a given element.
- size_t `Label` (const Side &sd)
Return label of a given side.
- size_t `Label` (const Edge &ed)
Return label of a given edge.
- size_t `NodeLabel` (const Element &el, size_t n)
Return global label of node local label in element.
- size_t `NodeLabel` (const Side &sd, size_t n)
Return global label of node local label in side.
- Point< real.t > `Coord` (const Node &nd)
Return coordinates of a given node.

- `int Code (const Node &nd, size_t i=1)`
Return code of a given (degree of freedom of) node.
- `int Code (const Element &el)`
Return code of a given element.
- `int Code (const Side &sd, size_t i=1)`
Return code of a given (degree of freedom of) side.
- `bool operator== (const Element &el1, const Element &el2)`
Check equality between 2 elements.
- `bool operator== (const Side &sd1, const Side &sd2)`
Check equality between 2 sides.
- `void DeformMesh (Mesh &mesh, const Vect< real_t > &u, real_t a=1)`
Calculate deformed mesh using a displacement field.
- `void DeformMesh (Mesh &mesh, const PETScVect< real_t > &u, real_t a=1)`
Calculate deformed mesh using a displacement field as instance of `PETScVect`.
- `void MeshToMesh (Mesh &m1, Mesh &m2, const Vect< real_t > &u1, Vect< real_t > &u2, size_t nx, size_t ny=0, size_t nz=0, size_t dof=1)`
Function to redefine a vector defined on a mesh to a new mesh.
- `void MeshToMesh (Mesh &m1, Mesh &m2, const Vect< real_t > &u1, Vect< real_t > &u2, const Point< real_t > &xmin, const Point< real_t > &xmax, size_t nx, size_t ny, size_t nz, size_t dof=1)`
Function to redefine a vector defined on a mesh to a new mesh.
- `real_t getMaxSize (const Mesh &m)`
Return maximal size of element edges for given mesh.
- `real_t getMinSize (const Mesh &m)`
Return minimal size of element edges for given mesh.
- `real_t getMinElementMeasure (const Mesh &m)`
Return minimal measure (length, area or volume) of elements of given mesh.
- `real_t getMinSideMeasure (const Mesh &m)`
Return minimal measure (length or area) of sides of given mesh.
- `real_t getMaxSideMeasure (const Mesh &m)`
Return maximal measure (length or area) of sides of given mesh.
- `real_t getMeanElementMeasure (const Mesh &m)`
Return average measure (length, area or volume) of elements of given mesh.
- `real_t getMeanSideMeasure (const Mesh &m)`
Return average measure (length or area) of sides of given mesh.
- `void setNodeCodes (Mesh &m, const string &exp, int code, size_t dof=1)`
Assign a given code to all nodes satisfying a boolean expression using node coordinates.
- `void setBoundaryNodeCodes (Mesh &m, const string &exp, int code, size_t dof=1)`
Assign a given code to all nodes on boundary that satisfy a boolean expression using node coordinates.
- `void setSideCodes (Mesh &m, const string &exp, int code, size_t dof=1)`
Assign a given code to all sides satisfying a boolean expression using node coordinates.
- `void setBoundarySideCodes (Mesh &m, const string &exp, int code, size_t dof=1)`
Assign a given code to all sides on boundary that satisfy a boolean expression using node coordinates.
- `void setElementCodes (Mesh &m, const string &exp, int code)`
Assign a given code to all elements satisfying a boolean expression using node coordinates.
- `int NodeInElement (const Node *nd, const Element *el)`
Say if a given node belongs to a given element.

- `int NodeInside (const Node *nd, const Side *sd)`
Say if a given node belongs to a given side.
- `int SideInElement (const Side *sd, const Element *el)`
Say if a given side belongs to a given element.
- `ostream & operator<< (ostream &s, const Node &nd)`
Output node data.
- `ostream & operator<< (ostream &s, const Side &sd)`
Output side data.

5.3.1 Detailed Description

Mesh management classes

5.3.2 Macro Definition Documentation

#define GRAPH_MEMORY 1000000

Memory necessary to store matrix graph.

This value is necessary only if nodes are to be renumbered.

#define TheNode (*theNode)

A macro that gives the instance pointed by *theNode*

#define TheElement (*theElement)

A macro that gives the instance pointed by *theElement*

#define TheSide (*theSide)

A macro that gives the instance pointed by *theSide*

#define TheEdge (*theEdge)

A macro that gives the instance pointed by *theEdge*

#define MeshElements(mesh) for ((mesh).topElement(); (theElement=(mesh).getElement());)

A macro to loop on mesh elements *mesh*: Instance of Mesh

Note

: Each iteration updates the pointer *theElement* to current Element

#define MeshActiveElements(mesh) for ((mesh).topElement(); (theElement=(mesh).getActiveElement());)

A macro to loop on mesh active elements *mesh* : Instance of Mesh

Note

: Each iteration updates the pointer *theElement* to current Element
: This macro is necessary only if adaptive meshing is used

```
#define MeshNodeLoop( mesh, node ) for ((mesh).topNode(); ((node)=(mesh).getNode());)
```

A macro to loop on mesh nodes *mesh*: Instance of Mesh *node*: Pointer to pointed node

```
#define MeshNodes( mesh ) for ((mesh).topNode(); (theNode=(mesh).getNode());)
```

A macro to loop on mesh nodes *mesh* : Instance of Mesh

Note

: Each iteration updates the pointer *theNode* to current Node

```
#define MeshBoundaryNodes( mesh ) for ((mesh).topBoundaryNode(); (theNode=(mesh).getBoundaryNode());)
```

A macro to loop on mesh nodes *mesh*: Instance of Mesh

Note

: Each iteration updates the pointer *theNode* to current Node

```
#define MeshSides( mesh ) for ((mesh).topSide(); (theSide=(mesh).getSide());)
```

A macro to loop on mesh sides *mesh*: Instance of Mesh

Note

: Each iteration updates the pointer *theSide* to current Side

```
#define MeshSideSet( sl ) for ((sl).top(); (theSide=(sl).get());)
```

A macro to loop on a subset of mesh sides *sl*: Instance of SideList class

Note

: Each iteration updates the pointer *theSide* to current Side

```
#define MeshBoundarySides( mesh ) for ((mesh).topBoundarySide(); (theSide=(mesh).getBoundarySide());)
```

A macro to loop on mesh boundary sides *mesh*: Instance of Mesh

Notes:

- List of boundary sides must have been previously created by using class SideList
- Each iteration updates the pointer *theSide* to current Side

```
#define MeshEdges( mesh ) for ((mesh).topEdge(); (theEdge=(mesh).getEdge());)
```

A macro to loop on mesh edges *mesh*: Instance of Mesh

Note

: Each iteration updates the pointer *theEdge* to current Edge

#define theNodeLabel theNode->n()

A macro that returns node label in a loop using macro *MeshNodes*

5.3.3 Function Documentation**Figure operator&& (const Figure & *f1*, const Figure & *f2*)**

Function to define a [Figure](#) instance as the intersection of two [Figure](#) instances.

Function to define a [Figure](#) instance as the union of two [Figure](#) instances.

Parameters

| | | |
|----|-----------|--|
| in | <i>f1</i> | First Figure instance |
| in | <i>f2</i> | Second Figure instance |

Returns

Updated resulting [Figure](#) instance

Figure operator- (const Figure & *f1*, const Figure & *f2*)

Function to define a [Figure](#) instance as the set subtraction of two [Figure](#) instances.

Parameters

| | | |
|----|-----------|--|
| in | <i>f1</i> | First Figure instance to subtract from |
| in | <i>f2</i> | Second Figure instance to subtract |

Returns

Updated resulting [Figure](#) instance

size_t Label (const Node & *nd*)

Return label of a given node.

Parameters

| | | |
|----|-----------|--|
| in | <i>nd</i> | Reference to Node instance |
|----|-----------|--|

Returns

Label of node

size_t Label (const Element & *el*)

Return label of a given element.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
|----|-----------|---|

Returns

Label of element

size_t Label (const Side & *sd*)

Return label of a given side.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
|----|-----------|--|

Returns

Label of side

size_t Label (const Edge & *ed*)

Return label of a given edge.

Parameters

| | | |
|----|-----------|--|
| in | <i>ed</i> | Reference to Edge instance |
|----|-----------|--|

Returns

Label of edge

size_t NodeLabel (const Element & *el*, size_t *n*)

Return global label of node local label in element.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>n</i> | Local label of node in element |

Returns

Global label of node

size_t NodeLabel (const Side & *sd*, size_t *n*)

Return global label of node local label in side.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>n</i> | Local label of node in side |

Returns

Global label of node

Point< real.t > Coord (const Node & *nd*)

Return coordinates of a given node.

Parameters

| | | |
|----|-----------|--|
| in | <i>nd</i> | Reference to Node instance |
|----|-----------|--|

Returns

Coordinates of node

int Code (const Node & *nd*, size.t *i* = 1)

Return code of a given (degree of freedom of) node.

Parameters

| | | |
|----|-----------|--|
| in | <i>nd</i> | Reference to Node instance |
| in | <i>i</i> | Label of dof [Default: 1] |

Returns

Code of dof of node

int Code (const Element & *el*)

Return code of a given element.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
|----|-----------|---|

Returns

Code of element

int Code (const Side & *sd*, size.t *i* = 1)

Return code of a given (degree of freedom of) side.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>i</i> | Label of dof [Default: 1] |

Returns

Code of dof of side

operator== (const Element & *el1*, const Element & *el2*)

Check equality between 2 elements.

Parameters

| | | |
|----|------------|---|
| in | <i>el1</i> | Reference to first Side instance |
| in | <i>el2</i> | Reference to second Side instance |

Returns

true is elements are equal, *i.e.* if they have the same nodes, false if not.

bool operator== (const Side & *sd1*, const Side & *sd2*)

Check equality between 2 sides.

Parameters

| | | |
|----|------------|---|
| in | <i>sd1</i> | Reference to first Side instance |
| in | <i>sd2</i> | Reference to second Side instance |

Returns

true is sides are equal, *i.e.* if they have the same nodes, false if not.

void DeformMesh (Mesh & *mesh*, const Vect< real.t > & *u*, real.t *a* = 1)

Calculate deformed mesh using a displacement field.

Parameters

| | | |
|--------|-------------|---|
| in,out | <i>mesh</i> | Mesh instance. On output, node coordinates are modified to take into account the displacement |
| in | <i>u</i> | Displacement field at nodes |
| in | <i>a</i> | Amplification factor [Default: 1]. The displacement is multiplied by a before to be added to node coordinates |

void DeformMesh (Mesh & *mesh*, const PETScVect< real.t > & *u*, real.t *a* = 1)

Calculate deformed mesh using a displacement field as instance of [PETScVect](#).

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>mesh</i> | Mesh instance. On output, node coordinates are modified to take into account the displacement |
| in | <i>u</i> | Displacement field at nodes |
| in | <i>a</i> | Amplification factor [Default: 1]. The displacement is multiplied by <i>a</i> before to be added to node coordinates |

void MeshToMesh (Mesh & *m1*, Mesh & *m2*, const Vect< real.t > & *u1*, Vect< real.t > & *u2*, size.t *nx*, size.t *ny* = 0, size.t *nz* = 0, size.t *dof* = 1)

Function to redefine a vector defined on a mesh to a new mesh.

The program interpolates (piecewise linear) first the vector on a finer structured grid. Then the values on the new mesh nodes are computed.

Remarks

For efficiency the number of grid cells must be large enough so that interpolation provides efficient accuracy

Parameters

| | | |
|-----|------------|--|
| in | <i>m1</i> | Reference to the first mesh instance |
| out | <i>m2</i> | Reference to the second mesh instance |
| in | <i>u1</i> | Input vector of nodal values defined on first mesh |
| out | <i>u2</i> | Output vector of nodal values defined on second mesh |
| in | <i>nx</i> | Number of cells in the x-direction in the fine structured grid |
| in | <i>ny</i> | Number of cells in the y-direction in the fine structured grid The default value of <i>ny</i> is 0, i.e. a 1-D grid |
| in | <i>nz</i> | Number of cells in the z-direction in the fine structured grid The default value of <i>nz</i> is 0, i.e. a 1-D or 2-D grid |
| in | <i>dof</i> | Label of degree of freedom of vector <i>u</i> . Only this dof is considered. [Default: 1] |

Note

The input vector *u1* is a one degree of freedom per node vector, i.e. its size must be equal (or greater than) the total number of nodes of mesh *m1*. The size of vector *u2* is deduced from the mesh *m2*

void MeshToMesh (Mesh & *m1*, Mesh & *m2*, const Vect< real.t > & *u1*, Vect< real.t > & *u2*, const Point< real.t > & *xmin*, const Point< real.t > & *xmax*, size.t *nx*, size.t *ny*, size.t *nz*, size.t *dof* = 1)

Function to redefine a vector defined on a mesh to a new mesh.

The program interpolates (piecewise linear) first the vector on a finer structured grid. Then the values on the new mesh nodes are computed. In this function the grid rectangle is defined so that this one can cover only a submesh of `m1`.

Remarks

For efficiency the number of grid cells must be large enough so that interpolation provides efficient accuracy

Parameters

| | | |
|-----|-------------|--|
| in | <i>m1</i> | Reference to the first mesh instance |
| out | <i>m2</i> | Reference to the second mesh instance |
| in | <i>u1</i> | Input vector of nodal values defined on first mesh |
| out | <i>u2</i> | Output vector of nodal values defined on second mesh |
| in | <i>xmin</i> | Point instance containing minimal coordinates of the rectangle that defines the grid |
| in | <i>xmax</i> | Point instance containing maximal coordinates of the rectangle that defines the grid |
| in | <i>nx</i> | Number of cells in the x-direction in the fine structured grid |
| in | <i>ny</i> | Number of cells in the y-direction in the fine structured grid The default value of <i>ny</i> is 0, i.e. a 1-D grid |
| in | <i>nz</i> | Number of cells in the z-direction in the fine structured grid The default value of <i>nz</i> is 0, i.e. a 1-D or 2-D grid |
| in | <i>dof</i> | Label of degree of freedom of vector <i>u</i> . Only this dof is considered. [Default: 1] |

Note

The input vector *u1* is a one degree of freedom per node vector, i.e. its size must be equal (or greater than) the total number of nodes of mesh *m1*. The size of vector *u2* is deduced from the mesh *m2*

real.t getMaxSize (const Mesh & *m*)

Return maximal size of element edges for given mesh.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>m</i> | Reference to mesh instance |
|----|----------|----------------------------|

real.t getMinSize (const Mesh & *m*)

Return minimal size of element edges for given mesh.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>m</i> | Reference to mesh instance |
|----|----------|----------------------------|

real.t getMinElementMeasure (const Mesh & *m*)

Return minimal measure (length, area or volume) of elements of given mesh.

Return maximal measure (length, area or volume) of elements of given mesh.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>m</i> | Reference to mesh instance |
|----|----------|----------------------------|

real.t getMinSideMeasure (const Mesh & *m*)

Return minimal measure (length or area) of sides of given mesh.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>m</i> | Reference to mesh instance |
|----|----------|----------------------------|

Note

Use this function only if sides are present in the mesh and for 2-D meshes

real.t getMaxSideMeasure (const Mesh & *m*)

Return maximal measure (length or area) of sides of given mesh.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>m</i> | Reference to mesh instance |
|----|----------|----------------------------|

Note

Use this function only if sides are present in the mesh and for 2-D meshes

real.t getMeanElementMeasure (const Mesh & *m*)

Return average measure (length, area or volume) of elements of given mesh.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>m</i> | Reference to mesh instance |
|----|----------|----------------------------|

real.t getMeanSideMeasure (const Mesh & *m*)

Return average measure (length or area) of sides of given mesh.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>m</i> | Reference to mesh instance |
|----|----------|----------------------------|

Note

Use this function only if sides are present in the mesh and for 2-D meshes

void setNodeCodes (Mesh & *m*, const string & *exp*, int *code*, size_t *dof* = 1)

Assign a given code to all nodes satisfying a boolean expression using node coordinates.

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Reference to mesh instance |
| in | <i>exp</i> | Regular expression using x, y, and z coordinates of nodes, according to fparser parser |
| in | <i>code</i> | Code to assign |
| in | <i>dof</i> | Degree of freedom for which code is assigned [Default: 1] |

void setBoundaryNodeCodes (Mesh & *m*, const string & *exp*, int *code*, size_t *dof* = 1)

Assign a given code to all nodes on boundary that satisfy a boolean expression using node coordinates.

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Reference to mesh instance |
| in | <i>exp</i> | Regular expression using x, y, and z coordinates of nodes, according to fparser parser |
| in | <i>code</i> | Code to assign |
| in | <i>dof</i> | Degree of freedom for which code is assigned [Default: 1] |

void setSideCodes (Mesh & *m*, const string & *exp*, int *code*, size_t *dof* = 1)

Assign a given code to all sides satisfying a boolean expression using node coordinates.

Parameters

| | | |
|----|-------------|---|
| in | <i>m</i> | Reference to mesh instance |
| in | <i>exp</i> | Regular expression using x, y, and z coordinates of side nodes, according to fparser parser |
| in | <i>code</i> | Code to assign |
| in | <i>dof</i> | Degree of freedom for which code is assigned [Default: 1] |

void setBoundarySideCodes (Mesh & *m*, const string & *exp*, int *code*, size_t *dof* = 1)

Assign a given code to all sides on boundary that satisfy a boolean expression using node coordinates.

Parameters

| | | |
|----|-------------|---|
| in | <i>m</i> | Reference to mesh instance |
| in | <i>exp</i> | Regular expression using x, y, and z coordinates of side nodes, according to fparser parser |
| in | <i>code</i> | Code to assign |
| in | <i>dof</i> | Degree of freedom for which code is assigned [Default: 1] |

void setElementCodes (Mesh & *m*, const string & *exp*, int *code*)

Assign a given code to all elements satisfying a boolean expression using node coordinates.

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Reference to mesh instance |
| in | <i>exp</i> | Regular expression using x, y, and z coordinates of element nodes, according to fparser parser |
| in | <i>code</i> | Code to assign |

int NodeInElement (const Node * *nd*, const Element * *el*)

Say if a given node belongs to a given element.

Parameters

| | | |
|----|-----------|------------------------------------|
| in | <i>nd</i> | Pointer to Node |
| in | <i>el</i> | Pointer to Element |

Returns

Local label of the node if this one is found, 0 if not.

int NodeInSide (const Node * *nd*, const Side * *sd*)

Say if a given node belongs to a given side.

Parameters

| | | |
|----|-----------|---------------------------------|
| in | <i>nd</i> | Pointer to Node |
| in | <i>sd</i> | Pointer to Side |

Returns

Local label of the node if this one is found, 0 if not.

int SideInElement (const Side * *sd*, const Element * *el*)

Say if a given side belongs to a given element.

Parameters

| | | |
|----|-----------|------------------------------------|
| in | <i>sd</i> | Pointer to Side |
| in | <i>el</i> | Pointer to Element |

Returns

Local label of the side if this one is found, 0 if not.

5.4 Fluid Dynamics

Fluid Dynamics equations.

Classes

- class `Equa_Fluid< T_, NEN_, NEE_, NSN_, NSE_ >`
Abstract class for Fluid Dynamics [Equation](#) classes.
- class `NSP2DQ41`
Builds finite element arrays for incompressible Navier-Stokes equations in 2-D domains using Q_1/P_0 element and a penalty formulation for the incompressibility condition.
- class `TINS2DT3B`
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.

5.4.1 Detailed Description

Fluid Dynamics equations.

5.5 General Purpose Equations

Gathers equation related classes.

Classes

- class [AbsEqua< T_ >](#)
Mother abstract class to describe equation.
- class [Equation< T_, NEN_, NEE_, NSN_, NSE_ >](#)
Abstract class for all equation classes.
- class [Estimator](#)
To calculate an a posteriori estimator of the solution.

Functions

- `template<class T_, size_t N_, class E_ >`
`void element_assembly (const E_ &e, const LocalVect< T_, N_ > &be, Vect< T_ > &b)`
Assemble local vector into global vector.
- `template<class T_, size_t N_, class E_ >`
`void element_assembly (const E_ &e, const LocalMatrix< T_, N_, N_ > &ae, Vect< T_ > &b)`
Assemble diagonal local vector into global vector.
- `template<class T_, size_t N_, class E_ >`
`void element_assembly (const E_ &e, const LocalMatrix< T_, N_, N_ > &ae, Matrix< T_ > *A)`
Assemble local matrix into global matrix.
- `template<class T_, size_t N_, class E_ >`
`void element_assembly (const E_ &e, const LocalMatrix< T_, N_, N_ > &ae, SkMatrix< T_ > &A)`
Assemble local matrix into global skyline matrix.
- `template<class T_, size_t N_, class E_ >`
`void element_assembly (const E_ &e, const LocalMatrix< T_, N_, N_ > &ae, SkSMatrix< T_ > &A)`
Assemble local matrix into global symmetric skyline matrix.
- `template<class T_, size_t N_, class E_ >`
`void element_assembly (const E_ &e, const LocalMatrix< T_, N_, N_ > &ae, SpMatrix< T_ > &A)`
Assemble local matrix into global sparse matrix.
- `template<class T_, size_t N_>`
`void side_assembly (const Element &e, const LocalMatrix< T_, N_, N_ > &ae, SpMatrix< T_ > &A)`
Side assembly of local matrix into global matrix (as instance of class [SpMatrix](#)).
- `template<class T_, size_t N_>`
`void side_assembly (const Element &e, const LocalMatrix< T_, N_, N_ > &ae, SkSMatrix< T_ > &A)`
Side assembly of local matrix into global matrix (as instance of class [SkSMatrix](#)).
- `template<class T_, size_t N_>`
`void side_assembly (const Element &e, const LocalMatrix< T_, N_, N_ > &ae, SkMatrix< T_ > &A)`
Side assembly of local matrix into global matrix (as instance of class [SkMatrix](#)).

- `template<class T_, size_t N_>`
`void side_assembly (const Element &e, const LocalVect< T_, N_ > &be, Vect< T_ > &b)`
Side assembly of local vector into global vector.
- `ostream & operator<< (ostream &s, const Estimator &r)`
Output estimator vector in output stream.

5.5.1 Detailed Description

Gathers equation related classes.

5.5.2 Function Documentation

void element_assembly (const E_ &e, const LocalVect< T_, N_ > &be, Vect< T_ > &b)

Assemble local vector into global vector.

Parameters

| | | |
|--------|-----------|---|
| in | <i>e</i> | Reference to local entity (Element or Side) |
| in | <i>be</i> | Local vector |
| in,out | <i>b</i> | Global vector |

void element_assembly (const E_ &e, const LocalMatrix< T_, N_, N_ > &ae, Vect< T_ > &b)

Assemble diagonal local vector into global vector.

Parameters

| | | |
|--------|-----------|---|
| in | <i>e</i> | Reference to local entity (Element or Side) |
| in | <i>ae</i> | Local matrix |
| in,out | <i>b</i> | Global vector |

void element_assembly (const E_ &e, const LocalMatrix< T_, N_, N_ > &ae, Matrix< T_ > *A)

Assemble local matrix into global matrix.

This function is to be called with an abstract pointer to matrix (class [Matrix](#))

Parameters

| | | |
|--------|-----------|---|
| in | <i>e</i> | Reference to local entity (Element or Side) |
| in | <i>ae</i> | Local matrix |
| in,out | <i>A</i> | Pointer to global matrix |

void element_assembly (const E_ & *e*, const LocalMatrix< T_, N_, N_ > & *ae*, SkMatrix< T_ > & *A*)

Assemble local matrix into global skyline matrix.

Parameters

| | | |
|--------|-----------|---|
| in | <i>e</i> | Reference to local entity (Element or Side) |
| in | <i>ae</i> | Local matrix |
| in,out | <i>A</i> | Global matrix |

void element_assembly (const E_ & *e*, const LocalMatrix< T_, N_, N_ > & *ae*, SkSMatrix< T_ > & *A*)

Assemble local matrix into global symmetric skyline matrix.

Parameters

| | | |
|--------|-----------|---|
| in | <i>e</i> | Reference to local entity (Element or Side) |
| in | <i>ae</i> | Local matrix |
| in,out | <i>A</i> | Global matrix |

void element_assembly (const E_ & *e*, const LocalMatrix< T_, N_, N_ > & *ae*, SpMatrix< T_ > & *A*)

Assemble local matrix into global sparse matrix.

Parameters

| | | |
|--------|-----------|---|
| in | <i>e</i> | Reference to local entity (Element or Side) |
| in | <i>ae</i> | Local matrix |
| in,out | <i>A</i> | Global matrix |

void side_assembly (const Element & *e*, const LocalMatrix< T_, N_, N_ > & *ae*, SpMatrix< T_ > & *A*)

Side assembly of local matrix into global matrix (as instance of class [SpMatrix](#)).

Parameters

| | | |
|--------|-----------|--|
| in | <i>e</i> | Reference to local Element |
| in | <i>ae</i> | Local matrix |
| in,out | <i>A</i> | Global matrix |

void side_assembly (const Element & e , const LocalMatrix< T_, N_, N_ > & ae , SkSMatrix< T_ > & A)

Side assembly of local matrix into global matrix (as instance of class [SkSMatrix](#)).

Parameters

| | | |
|--------|------|--|
| in | e | Reference to local Element |
| in | ae | Local matrix |
| in,out | A | Global matrix |

void side_assembly (const Element & e , const LocalMatrix< T_, N_, N_ > & ae , SkMatrix< T_ > & A)

[Side](#) assembly of local matrix into global matrix (as instance of class [SkMatrix](#)).

Parameters

| | | |
|--------|------|--|
| in | e | Reference to local Element |
| in | ae | Local matrix |
| in,out | A | Global matrix |

void side_assembly (const Element & e , const LocalVect< T_, N_ > & be , Vect< T_ > & b)

Side assembly of local vector into global vector.

Parameters

| | | |
|--------|------|--|
| in | e | Reference to local Element |
| in | be | Local vector |
| in,out | b | Global vector |

5.6 Global Variables

All global variables in the library.

Variables

- Node * [theNode](#)
A pointer to [Node](#).
- Element * [theElement](#)
A pointer to [Element](#).
- Side * [theSide](#)
A pointer to [Side](#).
- Edge * [theEdge](#)
A pointer to [Edge](#).
- int [theStep](#)
Time step counter.
- int [theIteration](#)
Iteration counter.
- int [NbTimeSteps](#)
Number of time steps.
- int [MaxNbIterations](#)
Maximal number of iterations.
- int [Verbosity](#)
Parameter for verbosity of message outputting.
- [real.t theTimeStep](#)
Time step label.
- [real.t theTime](#)
Time value.
- [real.t theFinalTime](#)
Final time value.
- [real.t theTolerance](#)
Tolerance value for convergence.
- [real.t theDiscrepancy](#)
Value of discrepancy for an iterative procedure Its default value is 1.0.
- bool [Converged](#)
Boolean variable to say if an iterative procedure has converged.
- bool [InitPetsc](#)

5.6.1 Detailed Description

All global variables in the library.

5.6.2 Variable Documentation

Node* [theNode](#)

A pointer to [Node](#).

Useful for loops on nodes

Element* theElement

A pointer to [Element](#).

Useful for loops on elements

Side* theSide

A pointer to [Side](#).

Useful for loops on sides

Edge* theEdge

A pointer to [Edge](#).

Useful for loops on edges

int theStep

Time step counter.

This counter must be initialized by the user if the macro `timeLoop` is not used

Remarks

May be used in conjunction with the macro `TimeLoop`. In this case, it has to be initialized before. Its default value is 1

int theIteration

Iteration counter.

This counter must be initialized by the user

Remarks

May be used in conjunction with the macro `IterationLoop`. Its default value is 1

int NbTimeSteps

Number of time steps.

Remarks

May be used in conjunction with the macro `TimeLoop`.

int MaxNbIterations

Maximal number of iterations.

Remarks

May be used in conjunction with the macro `IterationLoop`. Its default value is 1000

int Verbosity

Parameter for verbosity of message outputting.

Its default value is 1

real.t theTimeStep

Time step label.

Remarks

May be used in conjunction with the macro TimeLoop. In this case, it has to be initialized before

real.t theTime

Time value.

Remarks

May be used in conjunction with the macro TimeLoop. Its default value is 0.0

real.t theFinalTime

Final time value.

Remarks

May be used in conjunction with the macro TimeLoop. In this case, it has to be initialized before

real.t theTolerance

Tolerance value for convergence.

Remarks

May be used within an iterative procedure. Its default value is 1.e-8

bool Converged

Boolean variable to say if an iterative procedure has converged.

Its default value is false

bool InitPetsc

Boolean to say if PETSc use was initialized. Useful only if PETSc is used

5.7 Heat Transfer

Heat Transfer equations.

Classes

- class [DC1DL2](#)
Builds finite element arrays for thermal diffusion and convection in 1-D using 2-Node elements.
- class [DC2DT3](#)
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.
- class [DC2DT6](#)
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 6-Node triangles.
- class [DC3DAT3](#)
Builds finite element arrays for thermal diffusion and convection in 3-D domains with axisymmetry using 3-Node triangles.
- class [DC3DT4](#)
Builds finite element arrays for thermal diffusion and convection in 3-D domains using 4-Node tetrahedra.
- class [Equa_Therm](#)< T_, NEN_, NEE_, NSN_, NSE_ >
Abstract class for Heat transfer Finite Element classes.
- class [PhaseChange](#)
This class enables defining phase change laws for a given material.

5.7.1 Detailed Description

Heat Transfer equations.

5.8 Input/Output

Input/Output utility classes.

Classes

- class [IOField](#)
Enables working with files in the XML Format.
- class [IPF](#)
To read project parameters from a file in [IPF](#) format.
- class [Prescription](#)
To prescribe various types of data by an algebraic expression. Data may consist in boundary conditions, forces, tractions, fluxes, initial condition. All these data types can be defined through an enumerated variable.

Macros

- `#define MAX_NB_PAR 50`
Maximum number of parameters.
- `#define MAX_ARRAY_SIZE 100`
Maximum array size.
- `#define MAX_INPUT_STRING_LENGTH 100`
Maximum string length.
- `#define FILENAME_LENGTH 150`
Length of a string defining a file name.

5.8.1 Detailed Description

Input/Output utility classes.

5.8.2 Macro Definition Documentation

`#define MAX_NB_PAR 50`

Maximum number of parameters.
Used in class IPF

`#define MAX_ARRAY_SIZE 100`

Maximum array size.
Used in class IPF

`#define MAX_INPUT_STRING_LENGTH 100`

Maximum string length.
Used in class IPF

5.9 Interface Problems

Interface problems, including image processing.

Classes

- class [FastMarching2D](#)
To run a Fast Marching Method on 2-D structured uniform grids.
- class [FMMSolver](#)
The Fast Marching Method solver.

5.9.1 Detailed Description

Interface problems, including image processing.

5.10 Laplace equation

Laplace and Poisson equations.

Classes

- class [Equa.Laplace< T_, NEN_, NEE_, NSN_, NSE_ >](#)
Abstract class for classes about the Laplace equation.
- class [Laplace1DL2](#)
To build element equation for a 1-D elliptic equation using the 2-Node line element (P_1).
- class [Laplace1DL3](#)
To build element equation for the 1-D elliptic equation using the 3-Node line (P_2).
- class [Laplace2DFVT](#)
To build and solve the Laplace equation using a standard Finite Volume method.
- class [Laplace2DMHRT0](#)
To build element equation for the 2-D elliptic equation using the Mixed Hybrid finite element at lowest degree (Raviart-Thomas RT_0).
- class [Laplace2DT3](#)
To build element equation for the Laplace equation using the 2-D triangle element (P_1).
- class [SteklovPoincare2DBE](#)
Solver of the Steklov Poincare problem in 2-D geometries using piecewise constant boundary elemen.

5.10.1 Detailed Description

Laplace and Poisson equations.

5.11 OFELI

Modules

- [Conservation Law Equations](#)
Conservation law equations.
- [Electromagnetics](#)
Electromagnetic equations.
- [Finite Element Mesh](#)
Mesh management classes
- [Fluid Dynamics](#)
Fluid Dynamics equations.
- [General Purpose Equations](#)
Gathers equation related classes.
- [Global Variables](#)
All global variables in the library.
- [Heat Transfer](#)
Heat Transfer equations.
- [Input/Output](#)
Input/Output utility classes.
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Interface problems, including image processing.
- [Laplace equation](#)
Laplace and Poisson equations.
- [Physical properties of media](#)
Physical properties of materials and media.
- [Porous Media problems](#)
Porous Media equation classes.
- [Shape Function](#)
Shape function classes.
- [Solid Mechanics](#)
Solid Mechanics finite element equations.
- [Solver](#)
Solver functions and classes.
- [Utilities](#)
Utility functions and classes.
- [Vector and Matrix](#)
Vector and matrix classes.

Files

- file [AbsEqua.h](#)
Definition file for abstract class AbsEqua.
- file [ICPG1D.h](#)
Definition file for class ICPG1D.
- file [ICPG2DT.h](#)
Definition file for class ICPG2DT.
- file [ICPG3DT.h](#)

- *Definition file for class ICPG3DT.*
- file [LCL1D.h](#)
- *Definition file for class LCL1D.*
- file [LCL2DT.h](#)
- *Definition file for class LCL2DT.*
- file [LCL3DT.h](#)
- *Definition file for class LCL3DT.*
- file [Muscl.h](#)
- *Definition file for class Muscl.*
- file [Muscl1D.h](#)
- *Definition file for class Muscl1D.*
- file [Muscl2DT.h](#)
- *Definition file for class Muscl2DT.*
- file [Muscl3DT.h](#)
- *Definition file for class Muscl3DT.*
- file [BiotSavart.h](#)
- *Definition file for class BiotSavart.*
- file [EC2D1T3.h](#)
- *Definition file for class EC2D1T3.*
- file [Equa.Electromagnetics.h](#)
- *Definition file for class FE_Electromagnetics.*
- file [HelmholtzBT3.h](#)
- *Definition file for class HelmholtzBT3.*
- file [Equation.h](#)
- *Definition file for class Equation.*
- file [Equa.Fluid.h](#)
- *Definition file for class Equa_Fluid.*
- file [NSP2DQ41.h](#)
- *Definition file for class NSP2DQ41.*
- file [TINS2DT3B.h](#)
- *Definition file for class TINS2DT3B.*
- file [Equa.Laplace.h](#)
- *Definition file for class Equa_Laplace.*
- file [Laplace1DL2.h](#)
- *Definition file for class Laplace1DL2.*
- file [Laplace1DL3.h](#)
- *Definition file for class Laplace1DL3.*
- file [Laplace2DFVT.h](#)
- *Definition file for class Laplace.*
- file [Laplace2DMHRT0.h](#)
- *Definition file for class Laplace2DMHRT0.*
- file [Laplace2DT3.h](#)
- *Definition file for class Laplace2DT3.*
- file [Laplace3DT4.h](#)
- *Definition file for class Laplace3DT4.*
- file [SteklovPoincare2DBE.h](#)

- Definition file for class `SteklovPoincare2DBE`.*
- file [Equa_Porous.h](#)
 - Definition file for class `Equa_Porous`.*
- file [WaterPorous2D.h](#)
 - Definition file for class `WaterPorous2D`.*
- file [Bar2DL2.h](#)
 - Definition file for class `Bar2DL2`.*
- file [Beam3DL2.h](#)
 - Definition file for class `Beam3DL2`.*
- file [Elas2DQ4.h](#)
 - Definition file for class `Elas2DQ4`.*
- file [Elas2DT3.h](#)
 - Definition file for class `Elas2DT3`.*
- file [Elas3DH8.h](#)
 - Definition file for class `Elas3DH8`.*
- file [Elas3DT4.h](#)
 - Definition file for class `Elas3DT4`.*
- file [Equa_Solid.h](#)
 - Definition file for class `Equa_Solid`.*
- file [DC1DL2.h](#)
 - Definition file for class `DC1DL2`.*
- file [DC2DT3.h](#)
 - Definition file for class `DC2DT3`.*
- file [DC2DT6.h](#)
 - Definition file for class `DC2DT6`.*
- file [DC3DAT3.h](#)
 - Definition file for class `DC3DAT3`.*
- file [DC3DT4.h](#)
 - Definition file for class `DC3DT4`.*
- file [Equa_Therm.h](#)
 - Definition file for class `Equa_Therm`.*
- file [PhaseChange.h](#)
 - Definition file for class `PhaseChange` and its parent abstract class.*
- file [Funct.h](#)
 - Definition file for class `Funct`.*
- file [IOField.h](#)
 - Definition file for class `IOField`.*
- file [IPF.h](#)
 - Definition file for class `IPF`.*
- file [output.h](#)
 - File that contains some output utility functions.*
- file [Prescription.h](#)
 - Definition file for class `Prescription`.*
- file [saveField.h](#)
 - Prototypes for functions to save mesh in various file formats.*
- file [saveField.h](#)

Prototypes for functions to save mesh in various file formats.

- file [Tabulation.h](#)
Definition file for class Tabulation.
- file [UserData.h](#)
Definition file for abstract class UserData.
- file [BMatrix.h](#)
Definition file for class BMatrix.
- file [DMatrix.h](#)
Definition file for class DMatrix.
- file [DSMatrix.h](#)
Definition file for abstract class DSMatrix.
- file [LocalMatrix.h](#)
Definition file for class LocalMatrix.
- file [LocalVect.h](#)
Definition file for class LocalVect.
- file [Matrix.h](#)
Definition file for abstract class Matrix.
- file [PETScMatrix.h](#)
Definition file for class PETScMatrix.
- file [Point.h](#)
Definition file and implementation for class Point.
- file [Point2D.h](#)
Definition file for class Point2D.
- file [SkMatrix.h](#)
Definition file for class SkMatrix.
- file [SkSMatrix.h](#)
Definition file for class SkSMatrix.
- file [SpMatrix.h](#)
Definition file for class SpMatrix.
- file [TrMatrix.h](#)
Definition file for class TrMatrix.
- file [Domain.h](#)
Definition file for class Domain.
- file [Edge.h](#)
Definition file for class Edge.
- file [Element.h](#)
Definition file for class Element.
- file [Figure.h](#)
Definition file for figure classes.
- file [getMesh.h](#)
Definition file for mesh conversion functions.
- file [Grid.h](#)
Definition file for class Grid.
- file [Material.h](#)
Definition file for class Material.
- file [Mesh.h](#)

- Definition file for class Mesh.*
- file [MeshExtract.h](#)
 - Definition file for classes for extracting submeshes.*
- file [MeshUtil.h](#)
 - Definitions of utility functions for meshes.*
- file [Node.h](#)
 - Definition file for class Node.*
- file [saveMesh.h](#)
 - Prototypes for functions to save mesh in various file formats.*
- file [Side.h](#)
 - Definition file for class Side.*
- file [FEShape.h](#)
 - Definition file for class FEShape.*
- file [Hexa8.h](#)
 - Definition file for class Hexa8.*
- file [Line2.h](#)
 - Definition file for class Line2.*
- file [Line2H.h](#)
 - Definition file for class Line2H.*
- file [Line3.h](#)
 - Definition file for class Line3.*
- file [Penta6.h](#)
 - Definition file for class Penta6.*
- file [Quad4.h](#)
 - Definition file for class Quad4.*
- file [Tetra4.h](#)
 - Definition file for class Tetra4.*
- file [Triang3.h](#)
 - Definition file for class Triang3.*
- file [Triang6S.h](#)
 - Definition file for class Triang6S.*
- file [BiCG.h](#)
 - Solves an unsymmetric linear system of equations using the BiConjugate Gradient method.*
- file [BSpline.h](#)
 - Function to perform a B-spline interpolation.*
- file [CG.h](#)
 - Functions to solve a symmetric positive definite linear system of equations using the Conjugate Gradient method.*
- file [CGS.h](#)
 - Solves an unsymmetric linear system of equations using the Conjugate Gradient Squared method.*
- file [EigenProblemSolver.h](#)
 - Definition file for class EigenProblemSolver.*
- file [GMRes.h](#)
 - Function to solve a linear system of equations using the Generalized Minimum Residual method.*
- file [GS.h](#)
 - Function to solve a linear system of equations using the Gauss-Seidel method.*
- file [Jacobi.h](#)

- Function to solve a linear system of equations using the Jacobi method.*

 - file [MyOpt.h](#)
Definition file for abstract class MyOpt.
 - file [ODESolver.h](#)
Definition file for class ODESolver.
 - file [Prec.h](#)
Definition file for preconditioning classes.
 - file [Richardson.h](#)
Function to solve a linear system of equations using the Richardson method.
 - file [SSOR.h](#)
Function to solve a linear system of equations using the Symmetric Successive Over Relaxation method.
 - file [TimeStepping.h](#)
Definition file for class TimeStepping.
 - file [constants.h](#)
File that contains some widely used constants.
 - file [Gauss.h](#)
Definition file for struct Gauss.
 - file [qksort.h](#)
File that contains template quick sorting function.
 - file [Timer.h](#)
Definition file for class Timer.
 - file [util.h](#)
File that contains various utility functions.

Classes

- class [SkMatrix< T_ >](#)
To handle square matrices in skyline storage format.
- class [SkSMMatrix< T_ >](#)
To handle symmetric matrices in skyline storage format.
- class [SpMatrix< T_ >](#)
To handle matrices in sparse storage format.
- class [AbsEqua< T_ >](#)
Mother abstract class to describe equation.
- class [LocalVect< T_, N_ >](#)
Handles small size vectors like element vectors.
- class [ICPG1D](#)
Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 1-D.
- class [ICPG2DT](#)
Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 2-D.
- class [ICPG3DT](#)
Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 3-D.
- class [LCL1D](#)
Class to solve the linear conservation law (Hyperbolic equation) in 1-D by a MUSCL Finite Volume scheme.
- class [LCL2DT](#)
Class to solve the linear hyperbolic equation in 2-D by a MUSCL Finite Volume scheme on triangles.
- class [LCL3DT](#)

- Class to solve the linear conservation law equation in 3-D by a MUSCL Finite Volume scheme on tetrahedra.*

 - class [Muscl](#)

Parent class for hyperbolic solvers with Muscl scheme.
 - class [Vect< T_ >](#)

To handle general purpose vectors.
 - class [Muscl1D](#)

Class for 1-D hyperbolic solvers with [Muscl](#) scheme.
 - class [Muscl2DT](#)

Class for 2-D hyperbolic solvers with [Muscl](#) scheme.
 - class [Muscl3DT](#)

Class for 3-D hyperbolic solvers with [Muscl](#) scheme using tetrahedra.
 - class [BiotSavart](#)

Class to compute the magnetic induction from the current density using the Biot-Savart formula.
 - class [EC2D1T3](#)

Eddy current problems in 2-D domains using solenoidal approximation.
 - class [Equa_Electromagnetics< T_, NEN_, NEE_, NSN_, NSE_ >](#)

Abstract class for Electromagnetics [Equation](#) classes.
 - class [HelmholtzBT3](#)

Builds finite element arrays for Helmholtz equations in a bounded media using 3-Node triangles.
 - class [Equation< T_, NEN_, NEE_, NSN_, NSE_ >](#)

Abstract class for all equation classes.
 - class [Equa_Fluid< T_, NEN_, NEE_, NSN_, NSE_ >](#)

Abstract class for Fluid Dynamics [Equation](#) classes.
 - class [NSP2DQ41](#)

Builds finite element arrays for incompressible Navier-Stokes equations in 2-D domains using Q_1/P_0 element and a penalty formulation for the incompressibility condition.
 - class [TINS2DT3B](#)

Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.
 - class [FastMarching2D](#)

To run a Fast Marching Method on 2-D structured uniform grids.
 - class [FMM2D](#)

class for the fast marching 2-D algorithm
 - class [FMM3D](#)

class for the 3-D fast marching algorithm
 - class [FMMSolver](#)

The Fast Marching Method solver.
 - class [Equa_Laplace< T_, NEN_, NEE_, NSN_, NSE_ >](#)

Abstract class for classes about the Laplace equation.
 - class [Laplace1DL2](#)

To build element equation for a 1-D elliptic equation using the 2-Node line element (P_1).
 - class [Laplace1DL3](#)

To build element equation for the 1-D elliptic equation using the 3-Node line (P_2).
 - class [Laplace2DFVT](#)

To build and solve the Laplace equation using a standard Finite Volume method.
 - class [Laplace2DMHRT0](#)

To build element equation for the 2-D elliptic equation using the Mixed Hybrid finite element at lowest degree (Raviart-Thomas RT_0).

- class [Laplace2DT3](#)
To build element equation for the Laplace equation using the 2-D triangle element (P_1).
- class [SteklovPoincare2DBE](#)
Solver of the Steklov Poincare problem in 2-D geometries using piecewise constant boundary elemen.
- class [Equa_Porous< T_, NEN_, NEE_, NSN_, NSE_ >](#)
Abstract class for Porous Media Finite Element classes.
- class [WaterPorous2D](#)
To solve water flow equations in porous media (2-D)
- class [Bar2DL2](#)
To build element equations for Planar Elastic Bar element with 2 DOF (Degrees of Freedom) per node.
- class [Beam3DL2](#)
To build element equations for 3-D beam equations using 2-node lines.
- class [Elas2DQ4](#)
To build element equations for 2-D linearized elasticity using 4-node quadrilaterals.
- class [Elas2DT3](#)
To build element equations for 2-D linearized elasticity using 3-node triangles.
- class [Elas3DH8](#)
To build element equations for 3-D linearized elasticity using 8-node hexahedra.
- class [Elas3DT4](#)
To build element equations for 3-D linearized elasticity using 4-node tetrahedra.
- class [Equa.Solid< T_, NEN_, NEE_, NSN_, NSE_ >](#)
Abstract class for Solid Mechanics Finite Element classes.
- class [DC1DL2](#)
Builds finite element arrays for thermal diffusion and convection in 1-D using 2-Node elements.
- class [DC2DT3](#)
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.
- class [DC2DT6](#)
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 6-Node triangles.
- class [DC3DAT3](#)
Builds finite element arrays for thermal diffusion and convection in 3-D domains with axisymmetry using 3-Node triangles.
- class [DC3DT4](#)
Builds finite element arrays for thermal diffusion and convection in 3-D domains using 4-Node tetrahedra.
- class [Equa_Therm< T_, NEN_, NEE_, NSN_, NSE_ >](#)
Abstract class for Heat transfer Finite Element classes.
- class [PhaseChange](#)
This class enables defining phase change laws for a given material.
- class [Funct](#)
A simple class to parse real valued functions.
- class [IOField](#)
Enables working with files in the XML Format.
- class [IPF](#)
To read project parameters from a file in [IPF](#) format.
- class [Prescription](#)
To prescribe various types of data by an algebraic expression. Data may consist in boundary conditions, forces, tractions, fluxes, initial condition. All these data types can be defined through an enumerated variable.

- class [Tabulation](#)
To read and manipulate tabulated functions.
- class [UserData< T_ >](#)
Abstract class to define by user various problem data.
- class [BMatrix< T_ >](#)
To handle band matrices.
- class [DMatrix< T_ >](#)
To handle dense matrices.
- class [DSMatrix< T_ >](#)
To handle symmetric dense matrices.
- class [LocalMatrix< T_, NR_, NC_ >](#)
Handles small size matrices like element matrices, with a priori known size.
- class [Matrix< T_ >](#)
Virtual class to handle matrices for all storage formats.
- class [PETScVect< T_ >](#)
To handle general purpose vectors using Petsc.
- class [PETScMatrix< T_ >](#)
To handle matrices in sparse storage format using the Petsc library.
- class [PETScWrapper< T_ >](#)
This class is a wrapper to be used when the library Petsc is installed and used with OFELI.
- class [Point< T_ >](#)
Defines a point with arbitrary type coordinates.
- class [Point2D< T_ >](#)
Defines a 2-D point with arbitrary type coordinates.
- class [Prec< T_ >](#)
To set a preconditioner.
- class [TrMatrix< T_ >](#)
To handle tridiagonal matrices.
- class [Domain](#)
To store and treat finite element geometric information.
- class [Edge](#)
To describe an edge.
- class [Element](#)
To store and treat finite element geometric information.
- class [Figure](#)
To store and treat a figure (or shape) information.
- class [Rectangle](#)
To store and treat a rectangular figure.
- class [Brick](#)
To store and treat a brick (parallelepiped) figure.
- class [Circle](#)
To store and treat a circular figure.
- class [Sphere](#)
To store and treat a sphere.
- class [Ellipse](#)
To store and treat an ellipsoidal figure.

- class [Triangle](#)
To store and treat a triangle.
- class [Polygon](#)
To store and treat a polygonal figure.
- class [Grid](#)
To manipulate structured grids.
- class [Material](#)
To treat material data. This class enables reading material data in material data files. It also returns these informations by means of its members.
- class [Mesh](#)
To store and manipulate finite element meshes.
- class [NodeList](#)
Class to construct a list of nodes having some common properties.
- class [ElementList](#)
Class to construct a list of elements having some common properties.
- class [SideList](#)
Class to construct a list of sides having some common properties.
- class [EdgeList](#)
Class to construct a list of edges having some common properties.
- class [Node](#)
To describe a node.
- class [Partition](#)
To partition a finite element mesh into balanced submeshes.
- class [Side](#)
To store and treat finite element sides (edges in 2-D or faces in 3-D)
- class [FEShape](#)
Parent class from which inherit all finite element shape classes.
- class [triangle](#)
Defines a triangle. The reference element is the rectangle triangle with two unit edges.
- class [Hexa8](#)
Defines a three-dimensional 8-node hexahedral finite element using Q_1 -isoparametric interpolation.
- class [Line2](#)
To describe a 2-Node planar line finite element.
- class [Line2H](#)
To describe a 2-Node Hermite planar line finite element.
- class [Line3](#)
To describe a 3-Node quadratic planar line finite element.
- class [Penta6](#)
Defines a 6-node pentahedral finite element using P_1 interpolation in local coordinates $(s.x, s.y)$ and Q_1 isoparametric interpolation in local coordinates $(s.x, s.z)$ and $(s.y, s.z)$.
- class [Quad4](#)
Defines a 4-node quadrilateral finite element using Q_1 isoparametric interpolation.
- class [Tetra4](#)
Defines a three-dimensional 4-node tetrahedral finite element using P_1 interpolation.
- class [Triang3](#)
Defines a 3-Node (P_1) triangle.
- class [Triang6S](#)

Defines a 6-Node straight triangular finite element using P_2 interpolation.

- class [EigenProblemSolver](#)
Class to find eigenvalues and corresponding eigenvectors of a given matrix in a generalized eigenproblem, i.e. Find scalars l and non-null vectors v such that $[K]\{v\} = l[M]\{v\}$ where $[K]$ and $[M]$ are symmetric matrices. The eigenproblem can be originated from a PDE. For this, we will refer to the matrices K and M as Stiffness and Mass matrices respectively.
- class [Iter< T_ >](#)
Class to drive an iterative process.
- class [LinearSolver< T_ >](#)
Class to solve systems of linear equations by iterative methods.
- class [MyOpt](#)
Abstract class to define by user specified optimization function.
- class [ODESolver](#)
To solve a system of ordinary differential equations.
- class [TimeStepping](#)
To solve time stepping problems, i.e. systems of linear ordinary differential equations of the form $[A2]\{y''\} + [A1]\{y'\} + [A0]\{y\} = \{b\}$.
- class [Gauss](#)
Calculate data for Gauss integration.
- class [Timer](#)
To handle elapsed time counting.

Enumerations

Functions

- $T_ * \text{A} ()$
Return element matrix.
- $T_ * \text{b} ()$
Return element right-hand side.
- $T_ * \text{Prev} ()$
Return element previous vector.
- [IOField](#) ()
Default constructor.
- [IOField](#) (const string &file, AccessType access, bool compact=true)
Constructor using file name.
- [IOField](#) (const string &mesh_file, const string &file, Mesh &ms, AccessType access, bool compact=true)
Constructor using file name, mesh file and mesh.
- [IOField](#) (const string &file, Mesh &ms, AccessType access, bool compact=true)
Constructor using file name and mesh.
- [IOField](#) (const string &file, AccessType access, const string &name)
Constructor using file name and field name.
- $\sim \text{IOField} ()$
Destructor.
- void [setMeshFile](#) (const string &file)
Set mesh file.
- void [open](#) ()

- *Open file.*
- void **open** (const string &file, AccessType access)
- *Open file.*
- void **close** ()
- *Close file.*
- void **put** (Mesh &ms)
- *Store mesh in file.*
- void **put** (const Vect< **real.t** > &v)
- *Store Vect instance v in file.*
- void **put** (const PETScVect< **real.t** > &v)
- *Store PETScVect instance v in file.*
- **real.t** **get** (Vect< **real.t** > &v)
- *Get Vect v instance from file.*
- int **get** (Vect< **real.t** > &v, const string &name)
- *Get Vect v instance from file if the field has the given name.*
- int **get** (DMatrix< **real.t** > &A, const string &name)
- *Get DMatrix A instance from file if the field has the given name.*
- int **get** (DSMatrix< **real.t** > &A, const string &name)
- *Get DSMatrix A instance from file if the field has the given name.*
- int **get** (Vect< **real.t** > &v, **real.t** t)
- *Get Vect v instance from file corresponding to a specific time value.*
- void **saveGMSH** (string output_file, string mesh_file)
- *Save field vectors in a file using GMSH format.*
- **Tabulation** ()
- *Default constructor.*
- **Tabulation** (string file)
- *Constructor using file name.*
- **~Tabulation** ()
- *Destructor.*
- void **setFile** (string file)
- *Set file name.*
- **real.t** **getValue** (string funct, **real.t** v)
- *Return the calculated value of the function.*
- **real.t** **getDerivative** (string funct, **real.t** v)
- *Return the derivative of the function at a given point.*
- **real.t** **getValue** (string funct, **real.t** v1, **real.t** v2)
- *Return the calculated value of the function.*
- **real.t** **getValue** (string funct, **real.t** v1, **real.t** v2, **real.t** v3)
- *Return the calculated value of the function.*
- Point< double > **CrossProduct** (const Point< double > &lp, const Point< double > &rp)
- *Return Cross product of two vectors lp and rp*
- **Grid** ()
- *Construct a default grid with 10 intervals in each direction.*
- **Grid** (**real.t** xm, **real.t** xM, size_t npX)
- *Construct a 1-D structured grid given its extremal coordinates and number of intervals.*
- **Grid** (**real.t** xm, **real.t** xM, **real.t** ym, **real.t** yM, size_t npX, size_t npY)

- Construct a 2-D structured grid given its extremal coordinates and number of intervals.*

 - `Grid (Point< real.t > m, Point< real.t > M, size.t npx, size.t npy)`

Construct a 2-D structured grid given its extremal coordinates and number of intervals.

 - `Grid (real.t xm, real.t xM, real.t ym, real.t yM, real.t zm, real.t zM, size.t npx, size.t npy, size.t npz)`

Construct a 3-D structured grid given its extremal coordinates and number of intervals.

 - `Grid (Point< real.t > m, Point< real.t > M, size.t npx, size.t npy, size.t npz)`

Construct a 3-D structured grid given its extremal coordinates and number of intervals.

 - `void setXMin (const Point< real.t > &x)`

Set min. coordinates of the domain.

 - `void setXMax (const Point< real.t > &x)`
 - `void setDomain (real.t xmin, real.t xmax)`

Set Dimensions of the domain: 1-D case.

 - `void setDomain (real.t xmin, real.t xmax, real.t ymin, real.t ymax)`

Set Dimensions of the domain: 2-D case.

 - `void setDomain (real.t xmin, real.t xmax, real.t ymin, real.t ymax, real.t zmin, real.t zmax)`

Set Dimensions of the domain: 3-D case.

 - `void setDomain (Point< real.t > xmin, Point< real.t > xmax)`

Set Dimensions of the domain: 3-D case.

 - `const Point< real.t > &getXMin () const`

Return min. Coordinates of the domain.

 - `const Point< real.t > &getXMax () const`

Return max. Coordinates of the domain.

 - `void setN (size.t nx, size.t ny=0, size.t nz=0)`

Set number of grid intervals in the x, y and z-directions.

 - `size.t getNx () const`

Return number of grid intervals in the x-direction.

 - `size.t getNy () const`

Return number of grid intervals in the y-direction.

 - `size.t getNz () const`

Return number of grid intervals in the z-direction.

 - `real.t getHx () const`

Return grid size in the x-direction.

 - `real.t getHy () const`

Return grid size in the y-direction.

 - `real.t getHz () const`

Return grid size in the z-direction.

 - `Point< real.t > getCoord (size.t i) const`

Return coordinates a point with label i in a 1-D grid.

 - `Point< real.t > getCoord (size.t i, size.t j) const`

Return coordinates a point with label (i, j) in a 2-D grid.

 - `Point< real.t > getCoord (size.t i, size.t j, size.t k) const`

Return coordinates a point with label (i, j, k) in a 3-D grid.

 - `real.t getX (size.t i) const`

Return x-coordinate of point with index i

 - `real.t getY (size.t j) const`

Return y-coordinate of point with index j

- `real_t getZ (size_t k) const`
Return z-coordinate of point with index k
- `Point2D< real_t > getXY (size_t i, size_t j) const`
Return coordinates of point with indices (i, j)
- `Point< real_t > getXYZ (size_t i, size_t j, size_t k) const`
Return coordinates of point with indices (i, j, k)
- `real_t getCenter (size_t i) const`
Return coordinates of center of a 1-D cell with indices $i, i+1$
- `Point< real_t > getCenter (size_t i, size_t j) const`
Return coordinates of center of a 2-D cell with indices $(i, j), (i+1, j), (i+1, j+1), (i, j+1)$
- `Point< real_t > getCenter (size_t i, size_t j, size_t k) const`
Return coordinates of center of a 3-D cell with indices $(i, j, k), (i+1, j, k), (i+1, j+1, k), (i, j+1, k), (i, j, k+1), (i+1, j, k+1), (i+1, j+1, k+1), (i, j+1, k+1)$
- `void setCode (string exp, int code)`
Set a code for some grid points.
- `void setCode (int side, int code)`
Set a code for grid points on sides.
- `int getCode (int side) const`
Return code for a side number.
- `int getCode (size_t i, size_t j) const`
Return code for a grid point.
- `int getCode (size_t i, size_t j, size_t k) const`
Return code for a grid point.
- `size_t getDim () const`
Return space dimension.
- `void Deactivate (size_t i)`
Change state of a cell from active to inactive (1-D grid)
- `void Deactivate (size_t i, size_t j)`
Change state of a cell from active to inactive (2-D grid)
- `void Deactivate (size_t i, size_t j, size_t k)`
Change state of a cell from active to inactive (2-D grid)
- `int isActive (size_t i) const`
Say if cell is active or not (1-D grid)
- `int isActive (size_t i, size_t j) const`
Say if cell is active or not (2-D grid)
- `int isActive (size_t i, size_t j, size_t k) const`
Say if cell is active or not (3-D grid)
- `ostream & operator<< (ostream &s, const Grid &g)`
Output grid data.
- `BMatrix ()`
Default constructor.
- `BMatrix (size_t size, int ld, int ud)`
Constructor that for a band matrix with given size and bandwidth.
- `BMatrix (const BMatrix &m)`
Copy Constructor.
- `void setSize (size_t size, int ld, int ud)`
Set size (number of rows) and storage of matrix.

- void **MultAdd** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and add result to y
- void **MultAdd** (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const
*Multiply matrix by vector $a*x$ and add result to y*
- void **Mult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and save result in y
- void **TMult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply transpose of matrix by vector x and save result in y
- void **Axpy** (T_ a, const BMatrix< T_ > &x)
Add to matrix the product of a matrix by a scalar.
- void **Axpy** (T_ a, const Matrix< T_ > *x)
Add to matrix the product of a matrix by a scalar.
- void **set** (size_t i, size_t j, const T_ &val)
Add constant val to an entry (i, j) of the matrix.
- void **add** (size_t i, size_t j, const T_ &val)
Add constant val value to an entry (i, j) of the matrix.
- T_ **operator()** (size_t i, size_t j) const
Operator () (Constant version).
- T_ &**operator()** (size_t i, size_t j)
Operator () (Non constant version).
- BMatrix< T_ > &**operator=** (const BMatrix< T_ > &m)
Operator =.
- BMatrix< T_ > &**operator=** (const T_ &x)
Operator = Assign matrix to identity times x .
- BMatrix< T_ > &**operator*=** (const T_ &x)
*Operator *.=.*
- BMatrix< T_ > &**operator+=** (const T_ &x)
Operator +=.
- int **setLU** ()
Factorize the matrix (LU factorization)
- int **solve** (Vect< T_ > &b)
Solve linear system.
- int **solve** (const Vect< T_ > &b, Vect< T_ > &x)
Solve linear system.
- T_ **get** (size_t i, size_t j) const
Return entry (i, j) of matrix.
- **DSMatrix** ()
Default constructor.
- **DSMatrix** (size_t dim)
Constructor that for a symmetric matrix with given number of rows.
- **DSMatrix** (const DSMatrix< T_ > &m)
Copy Constructor.
- void **setDiag** ()
Store diagonal entries in a separate internal vector.
- void **setSize** (size_t dim)
Set size (number of rows) of matrix.

- void **set** (size_t i, size_t j, const T_ &val)
Assign constant to entry (i, j) of the matrix.
- void **setDiag** (const T_ &a)
Set matrix as diagonal and assign its diagonal entries as a constant.
- void **setDiag** (const vector< T_ > &d)
Set matrix as diagonal and assign its diagonal entries.
- void **add** (size_t i, size_t j, const T_ &val)
Add constant to an entry of the matrix.
- T_ **operator()** (size_t i, size_t j) const
Operator $()$ (Constant version).
- T_ & **operator()** (size_t i, size_t j)
Operator $()$ (Non constant version).
- DSMatrix< T_ > & **operator=** (const DSMatrix< T_ > &m)
Operator = Copy matrix m to current matrix instance.
- DSMatrix< T_ > & **operator=** (const T_ &x)
Operator = Assign matrix to identity times x .
- int **setLDLt** ()
Factorize matrix (LDL^T)
- void **getColumn** (size_t j, Vect< T_ > &v) const
Get j -th column vector.
- Vect< T_ > **getColumn** (size_t j) const
Get j -th column vector.
- void **setColumn** (size_t i, const Vect< T_ > &v)
Copy a given vector to a prescribed column in the matrix.
- void **getRow** (size_t i, Vect< T_ > &v) const
Get i -th row vector.
- Vect< T_ > **getRow** (size_t i) const
Get i -th row vector.
- void **setRow** (size_t i, const Vect< T_ > &v)
Copy a given vector to a prescribed row in the matrix.
- void **MultAdd** (const Vect< T_ > &x, Vect< T_ > &y) const
*Multiply matrix by vector $\alpha * x$ and add result to y .*
- void **MultAdd** (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const
*Multiply matrix by vector $\alpha * x$ and add to y .*
- void **Mult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and save result in y .
- void **TMult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply transpose of matrix by vector x and add result in y .
- int **solve** (Vect< T_ > &b)
Solve linear system.
- int **solve** (const Vect< T_ > &b, Vect< T_ > &x)
Solve linear system.
- T_ **get** (size_t i, size_t j) const
Return entry (i, j) of matrix.
- void **Axpy** (T_ a, const DSMatrix< T_ > &m)
Add to matrix the product of a matrix by a scalar.

- void **Axpy** (T_ a, const Matrix< T_ > *m)
Add to matrix the product of a matrix by a scalar.
- **LocalMatrix** ()
Default constructor.
- **LocalMatrix** (const LocalMatrix< T_, NR_, NC_ > &m)
Copy constructor.
- **LocalMatrix** (Element *el, const SpMatrix< T_ > &a)
*Constructor of a local matrix associated to element from a **SpMatrix**.*
- **LocalMatrix** (Element *el, const SkMatrix< T_ > &a)
*Constructor of a local matrix associated to element from a **SkMatrix**.*
- **LocalMatrix** (Element *el, const SkSMatrix< T_ > &a)
*Constructor of a local matrix associated to element from a **SkSMatrix**.*
- void **Localize** (Element *el, const SpMatrix< T_ > &a)
*Initialize matrix as element matrix from global **SpMatrix**.*
- void **Localize** (Element *el, const SkMatrix< T_ > &a)
*Initialize matrix as element matrix from global **SkMatrix**.*
- void **Localize** (Element *el, const SkSMatrix< T_ > &a)
*Initialize matrix as element matrix from global **SkSMatrix**.*
- LocalMatrix< T_, NR_, NC_ > & **operator=** (const LocalMatrix< T_, NR_, NC_ > &m)
Operator =
- LocalMatrix< T_, NR_, NC_ > & **operator=** (const T_ &x)
Operator =
- LocalMatrix< T_, NR_, NC_ > & **operator+=** (const LocalMatrix< T_, NR_, NC_ > &m)
Operator +=
- LocalMatrix< T_, NR_, NC_ > & **operator-=** (const LocalMatrix< T_, NR_, NC_ > &m)
Operator -=
- LocalVect< T_, NR_ > **operator*** (LocalVect< T_, NC_ > &x)
*Operator **
- LocalMatrix< T_, NR_, NC_ > & **operator+=** (const T_ &x)
Operator +=
- LocalMatrix< T_, NR_, NC_ > & **operator-=** (const T_ &x)
Operator -=
- LocalMatrix< T_, NR_, NC_ > & **operator*=** (const T_ &x)
*Operator *=*
- LocalMatrix< T_, NR_, NC_ > & **operator/=** (const T_ &x)
Operator /=
- void **MultAdd** (const LocalVect< T_, NC_ > &x, LocalVect< T_, NR_ > &y)
Multiply matrix by vector and add result to vector.
- void **MultAddScal** (const T_ &a, const LocalVect< T_, NC_ > &x, LocalVect< T_, NR_ > &y)
Multiply matrix by scaled vector and add result to vector.
- void **Mult** (const LocalVect< T_, NC_ > &x, LocalVect< T_, NR_ > &y)
Multiply matrix by vector.
- void **Symmetrize** ()
Symmetrize matrix.
- int **Factor** ()
Factorize matrix.

- `int Solve` (`LocalVect< T_, NR_ > &b`)
Forward and backsubstitute to solve a linear system.
- `int FactorAndSolve` (`LocalVect< T_, NR_ > &b`)
Factorize matrix and solve linear system.
- `void Invert` (`LocalMatrix< T_, NR_, NC_ > &A`)
Calculate inverse of matrix.
- `T_ getInnerProduct` (`const LocalVect< T_, NC_ > &x`, `const LocalVect< T_, NR_ > &y`)
Calculate inner product with respect to matrix.
- `LocalVect` ()
Default constructor.
- `LocalVect` (`const T_ *a`)
Constructor using a C-array.
- `LocalVect` (`const Element *el`)
Constructor using [Element](#) pointer.
- `LocalVect` (`const Side *sd`)
Constructor using [Side](#) pointer.
- `LocalVect` (`const LocalVect< T_, N_ > &v`)
Copy constructor.
- `LocalVect` (`const Element *el`, `const Vect< T_ > &v`, `int opt=0`)
Constructor of an element vector from a global [Vect](#) instance.
- `LocalVect` (`const Side *sd`, `const Vect< T_ > &v`, `int opt=0`)
Constructor of a side vector from a global [Vect](#) instance.
- `void getLocal` (`const Element &el`, `const Vect< T_ > &v`, `int type`)
Localize an element vector from a global [Vect](#) instance.
- `void Localize` (`const Element *el`, `const Vect< T_ > &v`, `size_t k=0`)
Localize an element vector from a global [Vect](#) instance.
- `void Localize` (`const Side *sd`, `const Vect< T_ > &v`, `size_t k=0`)
Localize a side vector from a global [Vect](#) instance.
- `LocalVect< T_, N_ > & operator=` (`const LocalVect< T_, N_ > &v`)
Operator =
- `LocalVect< T_, N_ > & operator=` (`const T_ &x`)
Operator =
- `LocalVect< T_, N_ > & operator+=` (`const LocalVect< T_, N_ > &v`)
Operator +=
- `LocalVect< T_, N_ > & operator+=` (`const T_ &a`)
Operator +=
- `LocalVect< T_, N_ > & operator-=` (`const LocalVect< T_, N_ > &v`)
Operator -=
- `LocalVect< T_, N_ > & operator-=` (`const T_ &a`)
Operator -=
- `LocalVect< T_, N_ > & operator*=` (`const T_ &a`)
*Operator *=*
- `LocalVect< T_, N_ > & operator/=` (`const T_ &a`)
Operator /=
- `T_ operator,` (`const LocalVect< T_, N_ > &v`) `const`
Return Dot (scalar) product of two vectors.

- [SkSMatrix](#) ()
Default constructor.
- [SkSMatrix](#) (size_t size, int is_diagonal=false)
Constructor that initializes a dense symmetric matrix.
- [SkSMatrix](#) (Mesh &mesh, size_t dof=0, int is_diagonal=false)
Constructor using mesh to initialize skyline structure of matrix.
- [SkSMatrix](#) (const Vect< size_t > &ColHt)
Constructor that initializes skyline structure of matrix using vector of column height.
- [SkSMatrix](#) (const Vect< size_t > &I, const Vect< size_t > &J, int opt=1)
Constructor for a square matrix using non zero row and column indices.
- [SkSMatrix](#) (const Vect< size_t > &I, const Vect< size_t > &J, const Vect< T_ > &a, int opt=1)
Constructor for a square matrix using non zero row and column indices.
- [SkSMatrix](#) (const SkSMatrix< T_ > &m)
Copy Constructor.
- void [setMesh](#) (Mesh &mesh, size_t dof=0)
Determine mesh graph and initialize matrix.
- void [setSkyline](#) (Mesh &mesh)
Determine matrix structure.
- void [setDiag](#) ()
Store diagonal entries in a separate internal vector.
- void [set](#) (size_t i, size_t j, const T_ &val)
Assign a value to an entry of the matrix.
- void [MultAdd](#) (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and add to y .
- void [MultAdd](#) (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const
*Multiply matrix by vector $a*x$ and add to y .*
- void [Mult](#) (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and save in y
- void [TMult](#) (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply transpose of matrix by vector x and save in y .
- void [add](#) (size_t i, size_t j, const T_ &val)
Add a constant to an entry of the matrix.
- size_t [getColHeight](#) (size_t i) const
Return column height.
- Vect< T_ > [getColumn](#) (size_t j) const
Get j -th column vector.
- Vect< T_ > [getRow](#) (size_t i) const
Get i -th row vector.
- T_ & [operator\(\)](#) (size_t i, size_t j)
Operator () (Non constant version).
- T_ [operator\(\)](#) (size_t i, size_t j) const
Operator () (Constant version).
- SkSMatrix< T_ > & [operator=](#) (const SkSMatrix< T_ > &m)
Operator =.
- SkSMatrix< T_ > & [operator=](#) (const T_ &x)
Operator =.

- `SkSMatrix< T_ > & operator+=` (`const SkSMatrix< T_ > &m`)
Operator +=.
- `SkSMatrix< T_ > & operator*=` (`const T_ &x`)
*Operator *=.*
- `int setLDLt ()`
Factorize matrix (LDLt (Crout) factorization).
- `int solve` (`Vect< T_ > &b`)
Solve linear system.
- `int solve` (`const Vect< T_ > &b, Vect< T_ > &x`)
Solve linear system.
- `int solveLDLt` (`const Vect< T_ > &b, Vect< T_ > &x`)
Solve a linear system using the LDLt (Crout) factorization.
- `T_ get` (`size_t i, size_t j`) `const`
Return entry (i, j) of matrix if this one is stored, 0 else.
- `void Axy` (`T_ a, const SkSMatrix< T_ > &m`)
Add to matrix the product of a matrix by a scalar.
- `void Axy` (`T_ a, const Matrix< T_ > *m`)
Add to matrix the product of a matrix by a scalar.
- `TrMatrix ()`
Default constructor.
- `TrMatrix` (`size_t size`)
Constructor for a tridiagonal matrix with size rows.
- `TrMatrix` (`const TrMatrix &m`)
Copy Constructor.
- `void setSize` (`size_t size`)
Set size (number of rows) of matrix.
- `void MultAdd` (`const Vect< T_ > &x, Vect< T_ > &y`) `const`
Multiply matrix by vector x and add result to y.
- `void MultAdd` (`T_ a, const Vect< T_ > &x, Vect< T_ > &y`) `const`
*Multiply matrix by vector a*x and add result to y.*
- `void Mult` (`const Vect< T_ > &x, Vect< T_ > &y`) `const`
Multiply matrix by vector x and save result in y.
- `void TMult` (`const Vect< T_ > &x, Vect< T_ > &y`) `const`
Multiply transpose of matrix by vector x and save result in y.
- `void Axy` (`T_ a, const TrMatrix< T_ > &m`)
Add to matrix the product of a matrix by a scalar.
- `void Axy` (`T_ a, const Matrix< T_ > *m`)
Add to matrix the product of a matrix by a scalar.
- `void set` (`size_t i, size_t j, const T_ &val`)
Assign constant val to an entry (i, j) of the matrix.
- `void add` (`size_t i, size_t j, const T_ &val`)
Add constant val value to an entry (i, j) of the matrix.
- `T_ operator()` (`size_t i, size_t j`) `const`
Operator () (Constant version).
- `T_ & operator()` (`size_t i, size_t j`)
Operator () (Non constant version).

- `TrMatrix< T_ > & operator= (const TrMatrix< T_ > &m)`
Operator =.
- `TrMatrix< T_ > & operator= (const T_ &x)`
Operator = Assign matrix to identity times x.
- `TrMatrix< T_ > & operator*= (const T_ &x)`
*Operator *.*
- `int solve (Vect< T_ > &b)`
Solve a linear system with current matrix (forward and back substitution).
- `int solve (const Vect< T_ > &b, Vect< T_ > &x)`
Solve a linear system with current matrix (forward and back substitution).
- `T_ get (size_t i, size_t j) const`
Return entry (i, j) of matrix.
- `Iter ()`
Default Constructor.
- `Iter (int max_it, real_t toler, int verbose=0)`
Constructor with iteration parameters.
- `bool check (Vect< T_ > &u, const Vect< T_ > &v, int opt=2)`
Check convergence.
- `int solve (Iteration s, Preconditioner p=DIAG_PREC)`
Solve equations using prescribed solver and preconditioner.

5.11.1 Detailed Description

5.11.2 Enumeration Type Documentation

enum PDE_Terms

Enumerate variable that selects various terms in partial differential equations

Enumerator

CONSISTENT_MASS Consistent mass term
LUMPED_MASS Lumped mass term
MASS Consistent mass term
CAPACITY Consistent capacity term
CONSISTENT_CAPACITY Consistent capacity term
LUMPED_CAPACITY Lumped capacity term
VISCOSITY Viscosity term
STIFFNESS Stiffness term
DIFFUSION Diffusion term
MOBILITY Mobility term
CONVECTION Convection term
DEVIATORIC Deviatoric term
DILATATION Dilatational term
ELECTRIC Electric term
MAGNETIC Magnetic term
LOAD Body load term

HEAT.SOURCE Body heat source term
BOUNDARY_TRACTION Boundary traction (pressure) term
HEAT_FLUX Boundary heat flux term
CONTACT Signorini contact
BUOYANCY Buoyancy force term
LORENTZ_FORCE Lorentz force term

enum EqDataType

Enumerate variable that selects equation data type

Enumerator

INITIAL_FIELD Initial condition
SOLUTION Solution vector (same as Initial)
INITIAL_AUX_1 Initial auxiliary field
INITIAL_AUX_2 Initial auxiliary field
INITIAL_AUX_3 Initial auxiliary field
INITIAL_AUX_4 Initial auxiliary field
BOUNDARY_CONDITION Boundary condition data
BODY_FORCE Body force data
SOURCE Source data (same as Body force)
POINT_FORCE Localized (at point) force
BOUNDARY_FORCE Boundary force data
FLUX Flux data (same as Boundary force)
TRACTION Traction data (same as Boundary force)
AUX_INPUT_FIELD_1 Auxiliary input field 1
AUX_INPUT_FIELD_2 Auxiliary input field 2
AUX_INPUT_FIELD_3 Auxiliary input field 3
AUX_INPUT_FIELD_4 Auxiliary input field 4
DISPLACEMENT_FIELD A displacement field
VELOCITY_FIELD A velocity field
TEMPERATURE_FIELD A temperature field

enum ArrayType

Selects local or global option for array as argument.

Enumerator

LOCAL_ARRAY For a local array labeled with local numbering
GLOBAL_ARRAY For a local array labeled with global numbering

enum TimeScheme

Selects time integration scheme

Enumerator

STATIONARY No time scheme: stationary
FORWARD_EULER Forward Euler scheme (Explicit)
BACKWARD_EULER Backward Euler scheme (Implicit)
CRANK_NICOLSON Crank-Nicolson scheme
HEUN Heun scheme
NEWMARK Newmark scheme
LEAP_FROG Leap Frog scheme
ADAMS_BASHFORTH Adams-Bashforth scheme (2nd Order)
AB2 Adams-Bashforth scheme (2nd Order)
RUNGE_KUTTA 4-th Order Runge-Kutta scheme (4th Order)
RK4 4-th Order Runge-Kutta scheme
RK3_TVD 3-rd Order Runge-Kutta TVD scheme
BDF2 Backward Difference Formula (2nd Order)

enum PDE

Choose partial differential equation to ‘

Enumerator

LAPLACE Laplace equation
DIFFUSION_CONVECTION Diffusion Convection equation
THERMAL_PHASE_CHANGE Thermal phase change problem (Stefan)
INCOMPRESSIBLE_NAVIER_STOKES Incompressible Navier-Stokes equations
LINEARIZED_ELASTICITY Linearized elasticity equations
PLANAR_TRUSS 2-D truss equation
SPATIAL_BEAM 3-D beam equations

enum FEType

Choose Finite [Element](#) Type

Enumerator

FE_2D_3N 2-D elements, 3-Nodes (P1)
FE_2D_6N 2-D elements, 6-Nodes (P2)
FE_2D_4N 2-D elements, 4-Nodes (Q1)
FE_3D_AXI_3N 3-D Axisymmetric elements, 3-Nodes (P1)
FE_3D_4N 3-D elements, 4-Nodes (P1)
FE_3D_8N 3-D elements, 8-Nodes (Q1)

enum AnalysisType

Choose analysis type

Enumerator

STEADY_STATE Steady state analysis
TRANSIENT Transient analysis
OPTIMIZATION Optimization analysis

enum MatrixType

Choose matrix storage and type

Enumerator

SKYLINE Skyline storage
SPARSE Sparse storage
DIAGONAL Diagonal storage
TRIDIAGONAL Tridiagonal storage
SYMMETRIC Symmetric matrix
UNSYMMETRIC Unsymmetric matrix
IDENTITY Identity matrix

enum Iteration

Choose iterative solver for the linear system.

Enumerator

DIRECT_SOLVER Direct solver
CG_SOLVER CG Method
CGS_SOLVER CGS Method
BICG_SOLVER BiCG Method
BICG_STAB_SOLVER BiCGStab Method
GMRES_SOLVER GMRes Method

enum Preconditioner

Choose preconditioner for the linear system.

Enumerator

IDENT_PREC Identity (No preconditioning)
DIAG_PREC Diagonal preconditioner
DILU_PREC ILU (Incomplete factorization) preconditioner
ILU_PREC DILU (Diagonal Incomplete factorization) preconditioner
SSOR_PREC SSOR preconditioner

enum BCType

To select special boundary conditions.

Enumerator

PERIODIC_A Periodic Boundary conditions (first side)

PERIODIC_B Periodic Boundary conditions (second side)

CONTACT_BC Contact Boundary conditions

SLIP Slip Boundary conditions

5.11.3 Function Documentation

T_* OFELI::A ()

Return element matrix.

Matrix is returned as a C-array

T_* OFELI::b ()

Return element right-hand side.

Right-hand side is returned as a C-array

T_* OFELI::Prev ()

Return element previous vector.

This is the vector given in time dependent constructor. It is returned as a C-array.

IOField (const string & file, AccessType access, bool compact = true)

Constructor using file name.

Parameters

| | | |
|----|----------------|---|
| in | <i>file</i> | File name. |
| in | <i>access</i> | Access code. This number is to be chosen among two enumerated values: <ul style="list-style-type: none"> • IOField::IN to read the file • IOField::OUT to write on it |
| in | <i>compact</i> | Flag to choose a compact storage or not [Default: true] |

IOField (const string & mesh_file, const string & file, Mesh & ms, AccessType access, bool compact = true)

Constructor using file name, mesh file and mesh.

Parameters

| | | |
|----|------------------|---|
| in | <i>mesh_file</i> | File containing mesh |
| in | <i>file</i> | File that contains field stored or to store |

Parameters

| | | |
|----|----------------|---|
| in | <i>ms</i> | Mesh instance |
| in | <i>access</i> | Access code. This number is to be chosen among two enumerated values: <ul style="list-style-type: none"> • <code>IOField::IN</code> to read the file • <code>IOField::OUT</code> to write on it |
| in | <i>compact</i> | Flag to choose a compact storage or not [Default: <code>true</code>] |

IOField (const string &file, Mesh &ms, AccessType access, bool compact = true)

Constructor using file name and mesh.

Parameters

| | | |
|----|----------------|---|
| in | <i>file</i> | File that contains field stored or to store |
| in | <i>ms</i> | Mesh instance |
| in | <i>access</i> | Access code. This number is to be chosen among two enumerated values: <ul style="list-style-type: none"> • <code>IOField::IN</code> to read the file • <code>IOField::OUT</code> to write on it |
| in | <i>compact</i> | Flag to choose a compact storage or not [Default: <code>true</code>] |

IOField (const string &file, AccessType access, const string &name)

Constructor using file name and field name.

Parameters

| | | |
|----|---------------|---|
| in | <i>file</i> | File that contains field stored or to store |
| in | <i>access</i> | Access code. This number is to be chosen among two enumerated values: <ul style="list-style-type: none"> • <code>IOField::IN</code> to read the file • <code>IOField::OUT</code> to write on it |
| in | <i>name</i> | Seek a specific field with given <i>name</i> |

void setMeshFile (const string &file)

Set mesh file.

Parameters

| | | |
|----|-------------|---------------------------|
| in | <i>file</i> | Mesh file |
|----|-------------|---------------------------|

void open ()

Open file.

Case where file name has been previously given (in the constructor).

void open (const string &file, AccessType access)

Open file.

Parameters

| | | |
|----|---------------|---|
| in | <i>file</i> | File name. |
| in | <i>access</i> | Access code. This number is to be chosen among two enumerated values: <ul style="list-style-type: none"> • <code>IOField::IN</code> to read the file • <code>IOField::OUT</code> to write on it |

void put (const Vect< real.t > &v)

Store [Vect](#) instance v in file.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance to store |
|----|----------|--|

void put (const PETScVect< real.t > &v)

Store [PETScVect](#) instance v in file.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | PETScVect instance to store |
|----|----------|---|

real.t get (Vect< real.t > &v)

Get [Vect](#) v instance from file.

First time step is read from the XML file.

int get (Vect< real.t > &v, const string &name)

Get [Vect](#) v instance from file if the field has the given name.

First time step is read from the XML file.

Parameters

| | | |
|--------|-------------|-------------------------------|
| in,out | <i>v</i> | Vect instance |
| in | <i>name</i> | Name to seek in the XML file |

int get (DMatrix< real.t > & A, const string & name)

Get [DMatrix](#) A instance from file if the field has the given name.
First time step is read from the XML file.

Parameters

| | | |
|--------|-------------|----------------------------------|
| in,out | <i>A</i> | DMatrix instance |
| in | <i>name</i> | Name to seek in the XML file |

int get (DSMatrix< real.t > & A, const string & name)

Get [DSMatrix](#) A instance from file if the field has the given name.
First time step is read from the XML file.

Parameters

| | | |
|--------|-------------|-----------------------------------|
| in,out | <i>A</i> | DSMatrix instance |
| in | <i>name</i> | Name to seek in the XML file |

int get (Vect< real.t > & v, real.t t)

Get [Vect](#) v instance from file corresponding to a specific time value.
The sought vector corresponding to the time value is read from the XML file.

Parameters

| | | |
|--------|----------|-----------------|
| in,out | <i>v</i> | Vector instance |
| in | <i>t</i> | Time value |

void saveGMSH (string output_file, string mesh_file)

Save field vectors in a file using **GMSH** format.

This member function enables avoiding the use of `cfield`. It must be used once all field vectors have been stored in output file. It closes this file and copies its contents to a **GMSH** file.

Parameters

| | | |
|----|--------------------|--|
| in | <i>output_file</i> | Output file name where to store using GMSH format |
| in | <i>mesh_file</i> | File containing mesh data |

void setFile (string *file*)

Set file name.

This function is to be used when the default constructor is invoked.

real.t getValue (string *funct*, real.t *v*)

Return the calculated value of the function.

Case of a function of one variable

Parameters

| | | |
|----|--------------|---|
| in | <i>funct</i> | Name of the function to be evaluated, as read from input file |
| in | <i>v</i> | Value of the variable |

Returns

Computed value of the function

real.t getDerivative (string *funct*, real.t *v*)

Return the derivative of the function at a given point.

Case of a function of one variable

Parameters

| | | |
|----|--------------|---|
| in | <i>funct</i> | Name of the function to be evaluated, as read from input file |
| in | <i>v</i> | Value of the variable |

Returns

Derivative value

real.t getValue (string *funct*, real.t *v1*, real.t *v2*)

Return the calculated value of the function.

Case of a function of two variables

Parameters

| | | |
|----|--------------|---|
| in | <i>funct</i> | Name of the function to be evaluated, as read from input file |
| in | <i>v1</i> | Value of the first variable |
| in | <i>v2</i> | Value of the second variable |

Returns

Computed value of the function

real.t getValue (string *funct*, real.t *v1*, real.t *v2*, real.t *v3*)

Return the calculated value of the function.

Case of a function of three variables

Parameters

| | | |
|----|--------------|--|
| in | <i>funct</i> | Name of the funct to be evaluated, as read from input file |
| in | <i>v1</i> | Value of the first variable |
| in | <i>v2</i> | Value of the second variable |
| in | <i>v3</i> | Value of the third variable |

Returns

Computed value of the function

Grid (real_t *xm*, real_t *xM*, size_t *npx*)

Construct a 1-D structured grid given its extremal coordinates and number of intervals.

Parameters

| | | |
|----|------------|---|
| in | <i>xm</i> | Minimal value for x |
| in | <i>xM</i> | Maximal value for x |
| in | <i>npx</i> | Number of grid intervals in the x-direction |

Grid (real_t *xm*, real_t *xM*, real_t *ym*, real_t *yM*, size_t *npx*, size_t *npv*)

Construct a 2-D structured grid given its extremal coordinates and number of intervals.

Parameters

| | | |
|----|------------|---|
| in | <i>xm</i> | Minimal value for x |
| in | <i>xM</i> | Maximal value for x |
| in | <i>ym</i> | Minimal value for y |
| in | <i>yM</i> | Maximal value for y |
| in | <i>npx</i> | Number of grid intervals in the x-direction |
| in | <i>npv</i> | Number of grid intervals in the y-direction |

Grid (Point< real_t > *m*, Point< real_t > *M*, size_t *npx*, size_t *npv*)

Construct a 2-D structured grid given its extremal coordinates and number of intervals.

Parameters

| | | |
|----|------------|---|
| in | <i>m</i> | Minimal coordinate value |
| in | <i>M</i> | Maximal coordinate value |
| in | <i>npx</i> | Number of grid intervals in the x-direction |
| in | <i>npv</i> | Number of grid intervals in the y-direction |

Grid (real_t xm, real_t xM, real_t ym, real_t yM, real_t zm, real_t zM, size_t npx, size_t npy, size_t npz)

Construct a 3-D structured grid given its extremal coordinates and number of intervals.

Parameters

| | | |
|----|------------|---|
| in | <i>xm</i> | Minimal value for x |
| in | <i>xM</i> | Maximal value for x |
| in | <i>ym</i> | Minimal value for y |
| in | <i>yM</i> | Maximal value for y |
| in | <i>zm</i> | Minimal value for z |
| in | <i>zM</i> | Maximal value for z |
| in | <i>npx</i> | Number of grid intervals in the x-direction |
| in | <i>npy</i> | Number of grid intervals in the y-direction |
| in | <i>npz</i> | Number of grid intervals in the z-direction |

Grid (Point< real_t > m, Point< real_t > M, size_t npx, size_t npy, size_t npz)

Construct a 3-D structured grid given its extremal coordinates and number of intervals.

Parameters

| | | |
|----|------------|---|
| in | <i>m</i> | Minimal coordinate value |
| in | <i>M</i> | Maximal coordinate value |
| in | <i>npx</i> | Number of grid intervals in the x-direction |
| in | <i>npy</i> | Number of grid intervals in the y-direction |
| in | <i>npz</i> | Number of grid intervals in the z-direction |

void setXMin (const Point< real_t > &x)

Set min. coordinates of the domain.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>x</i> | Minimal values of coordinates |
|----|----------|-------------------------------|

void setXMax (const Point< real_t > &x)

Set max. coordinates of the domain.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>x</i> | Maximal values of coordinates |
|----|----------|-------------------------------|

void setDomain (real_t xmin, real_t xmax)

Set Dimensions of the domain: 1-D case.

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>xmin</i> | Minimal value of x-coordinate |
| in | <i>xmax</i> | Maximal value of x-coordinate |

void setDomain (real_t xmin, real_t xmax, real_t ymin, real_t ymax)

Set Dimensions of the domain: 2-D case.

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>xmin</i> | Minimal value of x-coordinate |
| in | <i>xmax</i> | Maximal value of x-coordinate |
| in | <i>ymin</i> | Minimal value of y-coordinate |
| in | <i>ymax</i> | Maximal value of y-coordinate |

void setDomain (real_t xmin, real_t xmax, real_t ymin, real_t ymax, real_t zmin, real_t zmax)

Set Dimensions of the domain: 3-D case.

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>xmin</i> | Minimal value of x-coordinate |
| in | <i>xmax</i> | Maximal value of x-coordinate |
| in | <i>ymin</i> | Minimal value of y-coordinate |
| in | <i>ymax</i> | Maximal value of y-coordinate |
| in | <i>zmin</i> | Minimal value of z-coordinate |
| in | <i>zmax</i> | Maximal value of z-coordinate |

void setDomain (Point< real_t > xmin, Point< real_t > xmax)

Set Dimensions of the domain: 3-D case.

Parameters

| | | |
|----|-------------|--------------------------|
| in | <i>xmin</i> | Minimal coordinate value |
| in | <i>xmax</i> | Maximal coordinate value |

void setN (size_t nx, size_t ny = 0, size_t nz = 0)

Set number of grid intervals in the x, y and z-directions.

Number of points is the number of intervals plus one in each direction

Parameters

| | | |
|----|-----------|--|
| in | <i>nx</i> | Number of grid intervals in the x-direction |
| in | <i>ny</i> | Number of grid intervals in the y-direction (Default=0: 1-D grid) |
| in | <i>nz</i> | Number of grid intervals in the z-direction (Default=0: 1-D or 2-D grid) |

Remarks

: The size of the grid (*xmin* and *xmax*) must have been defined before.

size_t getNy () const

Return number of grid intervals in the y-direction.

ny=0 for 1-D domains (segments)

size_t getNz () const

Return number of grid intervals in the z-direction.

nz=0 for 1-D (segments) and 2-D domains (rectangles)

void setCode (string exp, int code)

Set a code for some grid points.

Parameters

| | | |
|----|-------------|---|
| in | <i>exp</i> | Regular expression that determines the set of grid points on which the code is applied. |
| in | <i>code</i> | Code to assign. |

void setCode (int side, int code)

Set a code for grid points on sides.

Parameters

| | | |
|----|-------------|--|
| in | <i>side</i> | Side for which code is assigned. Possible values are: MIN_X, MAX_X, MIN_Y, MAX_Y, MIN_Z, MAX_Z |
| in | <i>code</i> | Code to assign. |

int getCode (int side) const

Return code for a side number.

Parameters

| | | |
|----|-------------|--|
| in | <i>side</i> | Side for which code is returned. Possible values are: MIN_X, MAX_X, MIN_Y, MAX_Y, MIN_Z, MAX_Z |
|----|-------------|--|

int getCode (size_t *i*, size_t *j*) const

Return code for a grid point.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | i-th index for node for which code is to be returned. |
| in | <i>j</i> | j-th index for node for which code is to be returned. |

int getCode (size_t *i*, size_t *j*, size_t *k*) const

Return code for a grid point.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | i-th index for node for which code is to be returned. |
| in | <i>j</i> | j-th index for node for which code is to be returned. |
| in | <i>k</i> | k-th index for node for which code is to be returned. |

void Deactivate (size_t *i*)

Change state of a cell from active to inactive (1-D grid)

Parameters

| | | |
|----|----------|---------------------|
| in | <i>i</i> | grid cell to remove |
|----|----------|---------------------|

void Deactivate (size_t *i*, size_t *j*)

Change state of a cell from active to inactive (2-D grid)

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | i-th index for grid cell to remove. If this value is 0, all cells (*, <i>j</i>) are deactivated |
| in | <i>j</i> | j-th index for grid cell to remove. If this value is 0, all cells (<i>i</i> , *) are deactivated |

Remarks

if *i* and *j* have value 0 all grid cells are deactivated !!

void Deactivate (size_t *i*, size_t *j*, size_t *k*)

Change state of a cell from active to inactive (2-D grid)

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | i-th index for grid cell to remove. If this value is 0, all cells (*, <i>j</i> , <i>k</i>) are deactivated |
|----|----------|---|

Parameters

| | | |
|----|-----|--|
| in | j | j-th index for grid cell to remove If this value is 0, all cells ($i, *, k$) are deactivated |
| in | k | k-th index for grid cell to remove If this value is 0, all cells ($i, j, *$) are deactivated |

int isActive (size.t i) const

Say if cell is active or not (1-D grid)

Parameters

| | | |
|----|-----|---------------|
| in | i | Index of cell |
|----|-----|---------------|

Returns

1 if cell is active, 0 if not

int isActive (size.t i , size.t j) const

Say if cell is active or not (2-D grid)

Parameters

| | | |
|----|-----|--------------------|
| in | i | i-th index of cell |
| in | j | j-th index of cell |

Returns

1 if cell is active, 0 if not

int isActive (size.t i , size.t j , size.t k) const

Say if cell is active or not (3-D grid)

Parameters

| | | |
|----|-----|--------------------|
| in | i | i-th index of cell |
| in | j | j-th index of cell |
| in | k | k-th index of cell |

Returns

1 if cell is active, 0 if not

BMatrix ()

Default constructor.

Initialize a zero dimension band matrix

BMatrix (size.t size, int ld, int ud)

Constructor that for a band matrix with given size and bandwidth.
Assign 0 to all matrix entries.

Parameters

| | | |
|----|-------------|--|
| in | <i>size</i> | Number of rows and columns |
| in | <i>ld</i> | Number of lower co-diagonals (must be > 0) |
| in | <i>ud</i> | Number of upper co-diagonals (must be > 0) |

void setSize (size.t size, int ld, int ud)

Set size (number of rows) and storage of matrix.

Parameters

| | | |
|----|-------------|--|
| in | <i>size</i> | Number of rows and columns |
| in | <i>ld</i> | Number of lower co-diagonals (must be > 0) |
| in | <i>ud</i> | Number of upper co-diagonals (must be > 0) |

void Axy (T_ a, const BMatrix< T_ > & x)

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>x</i> | Matrix by which a is multiplied. The result is added to current instance |

void Axy (T_ a, const Matrix< T_ > * x) [virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>x</i> | Matrix by which a is multiplied. The result is added to current instance |

Implements [Matrix< T_ >](#).

T_ operator() (size.t i, size.t j) const [virtual]

Operator () (Constant version).

Parameters

| | | |
|----|----------|-----------|
| in | <i>i</i> | Row index |
|----|----------|-----------|

Parameters

| | | |
|----|-----|--------------|
| in | j | Column index |
|----|-----|--------------|

Implements [Matrix< T_ >](#).

T_ & operator() (size_t i, size_t j) [virtual]

Operator () (Non constant version).

Parameters

| | | |
|----|-----|--------------|
| in | i | Row index |
| in | j | Column index |

Implements [Matrix< T_ >](#).

BMatrix< T_ > & operator= (const BMatrix< T_ > & m)

Operator =.

Copy matrix m to current matrix instance.

BMatrix< T_ > & operator*= (const T_ & x)

Operator *.=.

Premultiply matrix entries by constant value x

BMatrix< T_ > & operator+= (const T_ & x)

Operator +=.

Add constant x to matrix entries.

int setLU ()

Factorize the matrix (LU factorization)

LU factorization of the matrix is realized. Note that since this is an in place factorization, the contents of the matrix are modified.

Returns

- 0 if factorization was normally performed,
- n if the n-th pivot is null.

Remarks

A flag in this class indicates after factorization that this one has been realized, so that, if the member function solve is called after this no further factorization is done.

int solve (Vect< T_ > & b) [virtual]

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output. |
|--------|----------|--|

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

Implements [Matrix< T_ >](#).

int solve (const Vect< T_ > & b, Vect< T_ > & x)

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|-----|----------|--|
| in | <i>b</i> | Vect instance that contains right-hand side. |
| out | <i>x</i> | Vect instance that contains solution |

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

DSMatrix (size_t dim)

Constructor that for a symmetric matrix with given number of rows.

Parameters

| | | |
|----|------------|----------------|
| in | <i>dim</i> | Number of rows |
|----|------------|----------------|

DSMatrix (const DSMatrix< T_ > & *m*)

Copy Constructor.

Parameters

| | | |
|----|----------|---------------------------|
| in | <i>m</i> | DSMatrix instance to copy |
|----|----------|---------------------------|

void setSize (size_t *dim*)

Set size (number of rows) of matrix.

Parameters

| | | |
|----|------------|-----------------------------|
| in | <i>dim</i> | Number of rows and columns. |
|----|------------|-----------------------------|

void set (size_t *i*, size_t *j*, const T_ & *val*) [virtual]

Assign constant to entry (*i*, *j*) of the matrix.

Parameters

| | | |
|----|------------|---|
| in | <i>i</i> | row index |
| in | <i>j</i> | column index |
| in | <i>val</i> | value to assign to a(<i>i</i> , <i>j</i>) |

Implements [Matrix< T_ >](#).

void setDiag (const T_ & *a*)

Set matrix as diagonal and assign its diagonal entries as a constant.

Parameters

| | | |
|----|----------|---|
| in | <i>a</i> | Value to assign to all diagonal entries |
|----|----------|---|

void setDiag (const vector< T_ > & *d*)

Set matrix as diagonal and assign its diagonal entries.

Parameters

| | | |
|----|----------|---|
| in | <i>d</i> | Vector entries to assign to matrix diagonal entries |
|----|----------|---|

void add (size_t *i*, size_t *j*, const T_ & *val*) [virtual]

Add constant to an entry of the matrix.

Parameters

| | | |
|----|------------|---------------------------|
| in | <i>i</i> | row index |
| in | <i>j</i> | column index |
| in | <i>val</i> | value to add to $a(i, j)$ |

Implements [Matrix< T_ >](#).

T_ operator() (size_t i, size_t j) const [virtual]

Operator () (Constant version).

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

T_ & operator() (size_t i, size_t j) [virtual]

Operator () (Non constant version).

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

int setLDLt ()

Factorize matrix (LDL^T)

Returns

- 0, if factorization was normally performed,
- n, if the n-th pivot is null.

void getColumn (size_t j, Vect< T_ > & v) const

Get j-th column vector.

Parameters

| | | |
|-----|----------|---|
| in | <i>j</i> | Index of column to extract |
| out | <i>v</i> | Reference to Vect instance where the column is stored |

Remarks

Vector v does not need to be sized before. It is resized in the function

Vect< T_ > getColumn (size_t j) const

Get j -th column vector.

Parameters

| | | |
|----|-----|----------------------------|
| in | j | Index of column to extract |
|----|-----|----------------------------|

Returns

[Vect](#) instance where the column is stored

Remarks

Vector v does not need to be sized before. It is resized in the function

void setColumn (size_t i , const Vect< T_ > & v)

Copy a given vector to a prescribed column in the matrix.

Parameters

| | | |
|----|-----|---------------------------------------|
| in | i | column index to be assigned |
| in | v | Vect instance to copy |

void getRow (size_t i , Vect< T_ > & v) const

Get i -th row vector.

Parameters

| | | |
|-----|-----|--|
| in | i | Index of row to extract |
| out | v | Reference to Vect instance where the row is stored |

Remarks

Vector v does not need to be sized before. It is resized in the function

Vect< T_ > getRow (size_t i) const

Get i -th row vector.

Parameters

| | | |
|----|-----|-------------------------|
| in | i | Index of row to extract |
|----|-----|-------------------------|

Returns

[Vect](#) instance where the row is stored

Remarks

Vector v does not need to be sized before. It is resized in the function

void setRow (size_t i , const Vect< T_ > & v)

Copy a given vector to a prescribed row in the matrix.

Parameters

| | | |
|----|-----|---------------------------------------|
| in | i | row index to be assigned |
| in | v | Vect instance to copy |

void MultAdd (T_ a , const Vect< T_ > & x , Vect< T_ > & y) const [virtual]

Multiply matrix by vector $a*x$ and add to y .

Parameters

| | | |
|--------|-----|---|
| in | a | Constant to multiply by matrix |
| in | x | Vector to multiply by matrix |
| in,out | y | Vector to add to the result. y contains on output the result. |

Implements [Matrix< T_ >](#).

void TMult (const Vect< T_ > & x , Vect< T_ > & y) const [virtual]

Multiply transpose of matrix by vector x and add result in y .

Parameters

| | | |
|--------|-----|--|
| in | x | Vector to add to y |
| in,out | y | on input, vector to add to. On output, result. |

Implements [Matrix< T_ >](#).

int solve (Vect< T_ > & b) [virtual]

Solve linear system.

The matrix is factorized using the LDLt (Crout) decomposition. If this one is already factorized, no further factorization is performed. If the matrix has been modified the user has to refactorize it using the function setLDLt.

Parameters

| | | |
|--------|-----|--|
| in,out | b | Vect instance that contains right-hand side on input and solution on output. |
|--------|-----|--|

Returns

- 0 if solution was normally performed,
- n if the n -th pivot is null.

Implements [Matrix< T_ >](#).

int solve (const Vect< T_ > & b , Vect< T_ > & x)

Solve linear system.

The matrix is factorized using the LDLt (Crout) decomposition. If this one is already factorized, no further factorization is performed. If the matrix has been modified the user has to refactorize it using the function setLDLt.

Parameters

| | | |
|-----|-----|--|
| in | b | Vect instance that contains right-hand side. |
| out | x | Vect instance that contains solution |

Returns

- 0 if solution was normally performed,
- n if the n -th pivot is null.

void Axy (T_ a , const DSMatrix< T_ > & m)

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|--|
| in | a | Scalar to premultiply |
| in | m | Matrix by which a is multiplied. The result is added to current instance |

void Axy (T_ a , const Matrix< T_ > * m) [virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|--|
| in | a | Scalar to premultiply |
| in | m | Matrix by which a is multiplied. The result is added to current instance |

Implements [Matrix< T_ >](#).

LocalMatrix ()

Default constructor.

Constructs a matrix with 0 rows and 0 columns

LocalMatrix (Element * *el*, const SpMatrix< T_ > & *a*)

Constructor of a local matrix associated to element from a [SpMatrix](#).

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element |
| in | <i>a</i> | Global matrix as instance of class SpMatrix . |

LocalMatrix (Element * *el*, const SkMatrix< T_ > & *a*)

Constructor of a local matrix associated to element from a [SkMatrix](#).

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element |
| in | <i>a</i> | Global matrix as instance of class SkMatrix . |

LocalMatrix (Element * *el*, const SkSMatrix< T_ > & *a*)

Constructor of a local matrix associated to element from a [SkSMatrix](#).

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to Element |
| in | <i>a</i> | Global matrix as instance of class SkSMatrix . |

void Localize (Element * *el*, const SpMatrix< T_ > & *a*)

Initialize matrix as element matrix from global [SpMatrix](#).

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element |
| in | <i>a</i> | Global matrix as instance of class SpMatrix . This function is called by its corresponding constructor. |

void Localize (Element * *el*, const SkMatrix< T_ > & *a*)

Initialize matrix as element matrix from global [SkMatrix](#).

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element |
| in | <i>a</i> | Global matrix as instance of class SkMatrix . This function is called by its corresponding constructor. |

void Localize (Element * *el*, const SkSMatrix< T₋ > & *a*)

Initialize matrix as element matrix from global [SkSMatrix](#).

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to Element |
| in | <i>a</i> | Global matrix as instance of class SkSMatrix . This function is called by its corresponding constructor. |

LocalMatrix< T₋, NR₋, NC₋ > & operator= (const LocalMatrix< T₋, NR₋, NC₋ > & *m*)

Operator =

Copy instance *m* into current instance.

LocalMatrix< T₋, NR₋, NC₋ > & operator= (const T₋ & *x*)

Operator =

Assign matrix to identity times *x*

LocalMatrix< T₋, NR₋, NC₋ > & operator+= (const LocalMatrix< T₋, NR₋, NC₋ > & *m*)

Operator +=

Add *m* to current matrix.

LocalMatrix< T₋, NR₋, NC₋ > & operator-= (const LocalMatrix< T₋, NR₋, NC₋ > & *m*)

Operator -=

Subtract *m* from current matrix.

LocalVect< T₋, NR₋ > operator* (LocalVect< T₋, NC₋ > & *x*)

Operator *

Return a [Vect](#) instance as product of current matrix by vector *x*.

LocalMatrix< T₋, NR₋, NC₋ > & operator+= (const T₋ & *x*)

Operator +=

Add constant *x* to current matrix entries.

LocalMatrix< T₋, NR₋, NC₋ > & operator-= (const T₋ & *x*)

Operator -=

Subtract *x* from current matrix entries.

LocalMatrix< T₋, NR₋, NC₋ > & operator*= (const T₋ & *x*)

Operator *=

Multiply matrix entries by constant *x*.

LocalMatrix< T₋, NR₋, NC₋ > & operator/= (const T₋ & *x*)

Operator /=

Divide by *x* current matrix entries.

void MultAdd (const LocalVect< T₋, NC₋ > & *x*, LocalVect< T₋, NR₋ > & *y*)

Multiply matrix by vector and add result to vector.

Parameters

| | | |
|-----|----------|--|
| in | <i>x</i> | Vector to multiply matrix by. |
| out | <i>y</i> | Resulting vector (<i>y</i> += <i>a</i> * <i>x</i>) |

void MultAddScal (const T₋ & *a*, const LocalVect< T₋, NC₋ > & *x*, LocalVect< T₋, NR₋ > & *y*)

Multiply matrix by scaled vector and add result to vector.

Parameters

| | | |
|-----|----------|--|
| in | <i>a</i> | Constant to premultiply by vector <i>x</i> . |
| in | <i>x</i> | (Scaled) vector to multiply matrix by. |
| out | <i>y</i> | Resulting vector (<i>y</i> += <i>a</i> * <i>x</i>) |

void Mult (const LocalVect< T₋, NC₋ > & *x*, LocalVect< T₋, NR₋ > & *y*)

Multiply matrix by vector.

Parameters

| | | |
|-----|----------|-------------------------------|
| in | <i>x</i> | Vector to multiply matrix by. |
| out | <i>y</i> | Resulting vector. |

void Symmetrize ()

Symmetrize matrix.

Fill upper triangle to form a symmetric matrix.

int Factor ()

Factorize matrix.

Performs a LU factorization.

Returns

- 0: Factorization has ended normally,
- *n*: *n*-th pivot was zero.

int Solve (LocalVect< T₋, NR₋ > & *b*)

Forward and backsubstitute to solve a linear system.

Parameters

| | | |
|----|-----|---|
| in | b | Right-hand side in input and solution vector in output. |
|----|-----|---|

Returns

- 0: Solution was performed normally.
- n: n-th pivot is zero.

Note

Matrix must have been factorized at first.

int FactorAndSolve (LocalVect< T_, NR_ > & b)

Factorize matrix and solve linear system.

Parameters

| | | |
|--------|-----|---|
| in,out | b | Right-hand side in input and solution vector in output. |
|--------|-----|---|

Returns

0 if solution was performed normally. n if n-th pivot is zero. This function simply calls **Factor()** then **Solve(b)**.

void Invert (LocalMatrix< T_, NR_, NC_ > & A)

Calculate inverse of matrix.

Parameters

| | | |
|-----|-----|-------------------|
| out | A | Inverse of matrix |
|-----|-----|-------------------|

T_ getInnerProduct (const LocalVect< T_, NC_ > & x , const LocalVect< T_, NR_ > & y)

Calculate inner product with respect to matrix.

Returns the product $x^T A y$

Parameters

| | | |
|----|-----|--------------|
| in | x | Left vector |
| in | y | Right vector |

Returns

Resulting product

LocalVect (const Element * *el*, const Vect< T_ > & *v*, int *opt* = 0)

Constructor of an element vector from a global Vect instance.

The constructed vector has local numbering of nodes

Parameters

| | | |
|----|------------|---|
| in | <i>el</i> | Pointer to Element to localize |
| in | <i>v</i> | Global vector to localize |
| in | <i>opt</i> | Option for DOF treatment <ul style="list-style-type: none"> • = 0, Normal case [Default] • Any other value : only one DOF is handled (Local vector has as dimension number of degrees of freedom) |

LocalVect (const Side * *sd*, const Vect< T_ > & *v*, int *opt* = 0)

Constructor of a side vector from a global Vect instance.

The constructed vector has local numbering of nodes

Parameters

| | | |
|----|------------|---|
| in | <i>sd</i> | Pointer to Side to localize |
| in | <i>v</i> | Global vector to localize |
| in | <i>opt</i> | Option for DOF treatment <ul style="list-style-type: none"> • = 0, Normal case [Default] • Any other value : only one DOF is handled (Local vector has as dimension number of degrees of freedom) |

void getLocal (const Element & *el*, const Vect< T_ > & *v*, int *type*)

Localize an element vector from a global Vect instance.

The constructed vector has local numbering of nodes This function is called by the constructor↵
: LocalVect(const Element **el*, const Vect<T_> &*v*)

Parameters

| | | |
|----|-------------|---|
| in | <i>el</i> | Pointer to Element to localize |
| in | <i>v</i> | Global vector to localize |
| in | <i>type</i> | Type of element. This is to be chosen among enumerated values: LINE2, TRIANG3, QUAD4, TETRA4, HEXA8, PENTA6 |

void Localize (const Element * *el*, const Vect< T_ > & *v*, size_t *k* = 0)

Localize an element vector from a global Vect instance.

The constructed vector has local numbering of nodes This function is called by the constructor↵
: LocalVect(const Element *el, const Vect<T_> &v)

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to Side to localize |
| in | <i>v</i> | Global vector to localize |
| in | <i>k</i> | Degree of freedom to localize [Default: All degrees of freedom are stored] |

void Localize (const Side *sd, const Vect< T_ > &v, size_t k = 0)

Localize a side vector from a global [Vect](#) instance.

The constructed vector has local numbering of nodes This function is called by the constructor↵
: LocalVect(const Side *sd, const Vect<T_> &v)

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Pointer to Side to localize |
| in | <i>v</i> | Global vector to localize |
| in | <i>k</i> | Degree of freedom to localize [Default: All degrees of freedom are stored] |

LocalVect< T_, N_ > &operator= (const LocalVect< T_, N_ > &v)

Operator =

Copy a [LocalVect](#) instance to the current one

LocalVect< T_, N_ > &operator= (const T_ &x)

Operator =

Assign value x to all vector entries

LocalVect< T_, N_ > &operator+= (const LocalVect< T_, N_ > &v)

Operator +=

Add vector v to this instance

LocalVect< T_, N_ > &operator+= (const T_ &a)

Operator +=

Add constant a to vector entries

LocalVect< T_, N_ > &operator-= (const LocalVect< T_, N_ > &v)

Operator -=

Subtract vector v from this instance

LocalVect< T_, N_ > &operator-= (const T_ &a)

Operator -=

Subtract constant a from vector entries

LocalVect< T_, N_ > & operator*= (const T_ & a)

Operator *=
Multiply vector by constant a

LocalVect< T_, N_ > & operator/= (const T_ & a)

Operator /=
Divide vector by constant a

T_ operator, (const LocalVect< T_, N_ > & v) const

Return Dot (scalar) product of two vectors.

A typical use of this operator is `double a = (v,w)` where v and w are 2 instances of `LocalVect<double,n>`

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | LocalVect instance by which the current instance is multiplied |
|----|----------|--|

SkSMatrix ()

Default constructor.
Initializes a zero-dimension matrix

SkSMatrix (size.t size, int *is_diagonal* = false)

Constructor that initializes a dense symmetric matrix.
Normally, for a dense matrix this is not the right class.

Parameters

| | | |
|----|--------------------|---|
| in | <i>size</i> | Number of matrix rows (and columns). |
| in | <i>is_diagonal</i> | Boolean to select if the matrix is diagonal or not [Default: false] |

SkSMatrix (Mesh & mesh, size.t dof = 0, int *is_diagonal* = false)

Constructor using mesh to initialize skyline structure of matrix.

Parameters

| | | |
|----|--------------------|---|
| in | <i>mesh</i> | Mesh instance for which matrix graph is determined. |
| in | <i>dof</i> | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |
| in | <i>is_diagonal</i> | Boolean argument to say is the matrix is actually a diagonal matrix or not. |

SkSMatrix (const Vect< size_t > & ColHt)

Constructor that initializes skyline structure of matrix using vector of column height.

Parameters

| | | |
|----|--------------|---|
| in | <i>ColHt</i> | Vect instance that contains rows lengths of matrix. |
|----|--------------|---|

SkSMatrix (const Vect< size_t > & I, const Vect< size_t > & J, int opt = 1)

Constructor for a square matrix using non zero row and column indices.

Parameters

| | | |
|----|------------|--|
| in | <i>I</i> | Vector containing row indices |
| in | <i>J</i> | Vector containing column indices |
| in | <i>opt</i> | Flag indicating if vectors I and J are cleaned and ordered (opt=1) or not (opt=0). In the latter case, these vectors can contain the same contents more than once and are not necessarily ordered. |

SkSMatrix (const Vect< size_t > & I, const Vect< size_t > & J, const Vect< T_ > & a, int opt = 1)

Constructor for a square matrix using non zero row and column indices.

Parameters

| | | |
|----|------------|---|
| in | <i>I</i> | Vector containing row indices |
| in | <i>J</i> | Vector containing column indices |
| in | <i>a</i> | Vector containing matrix entries in the same order than the one given by I and J |
| in | <i>opt</i> | Flag indicating if vectors I and J are cleaned and ordered (opt=1) or not (opt=0). In the latter case, these vectors can contain the same contents more than once and are not necessarily ordered |

void setMesh (Mesh & mesh, size_t dof = 0)

Determine mesh graph and initialize matrix.

This member function is called by constructor with the same arguments

Parameters

| | | |
|----|-------------|---|
| in | <i>mesh</i> | Mesh instance for which matrix graph is determined. |
| in | <i>dof</i> | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |

void setSkyline (Mesh & *mesh*)

Determine matrix structure.

This member function calculates matrix structure using [Mesh](#) instance *mesh*.

void set (size_t *i*, size_t *j*, const T_ & *val*) [virtual]

Assign a value to an entry of the matrix.

Parameters

| | | |
|----|------------|---|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>val</i> | Value to assign to a(<i>i</i> , <i>j</i>) |

Implements [Matrix< T_ >](#).

void MultAdd (const Vect< T_ > & *x*, Vect< T_ > & *y*) const [virtual]

Multiply matrix by vector *x* and add to *y*.

Parameters

| | | |
|--------|----------|--|
| in | <i>x</i> | Vector to multiply by matrix |
| in,out | <i>y</i> | Vector to add to the result. <i>y</i> contains on output the result. |

Implements [Matrix< T_ >](#).

void MultAdd (T_ *a*, const Vect< T_ > & *x*, Vect< T_ > & *y*) const [virtual]

Multiply matrix by vector *a***x* and add to *y*.

Parameters

| | | |
|--------|----------|--|
| in | <i>a</i> | Constant to multiply by matrix |
| in | <i>x</i> | Vector to multiply by matrix |
| in,out | <i>y</i> | Vector to add to the result. <i>y</i> contains on output the result. |

Implements [Matrix< T_ >](#).

void Mult (const Vect< T_ > & *x*, Vect< T_ > & *y*) const [virtual]

Multiply matrix by vector *x* and save in *y*

Parameters

| | | |
|-----|----------|--|
| in | <i>x</i> | Vector to multiply by matrix |
| out | <i>y</i> | Vector that contains on output the result. |

Implements [Matrix< T_ >](#).

void TMult (const Vect< T_ > & *x*, Vect< T_ > & *y*) const [virtual]

Multiply transpose of matrix by vector *x* and save in *y*.

Parameters

| | | |
|-----|----------|--|
| in | <i>x</i> | Vector to multiply by matrix |
| out | <i>y</i> | Vector that contains on output the result. |

Implements [Matrix< T_ >](#).

void add (size.t *i*, size.t *j*, const T_ & *val*) [virtual]

Add a constant to an entry of the matrix.

Parameters

| | | |
|----|------------|---|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>val</i> | Constant value to add to a(<i>i</i> , <i>j</i>) |

Implements [Matrix< T_ >](#).

size.t getColHeight (size.t *i*) const

Return column height.

Column height at entry *i* is returned.

T_ & operator() (size.t *i*, size.t *j*) [virtual]

Operator () (Non constant version).

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

T_ operator() (size.t *i*, size.t *j*) const [virtual]

Operator () (Constant version).

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

SkSMatrix< T_ > & operator= (const SkSMatrix< T_ > & m)

Operator =.

Copy matrix *m* to current matrix instance.

SkSMatrix< T_ > & operator= (const T_ & x)

Operator =.

define the matrix as a diagonal one with all diagonal entries equal to *x*.

SkSMatrix< T_ > & operator+= (const SkSMatrix< T_ > & m)

Operator +=.

Add matrix *m* to current matrix instance.

SkSMatrix< T_ > & operator*= (const T_ & x)

Operator *.

Premultiply matrix entries by constant value *x*.

int setLDLt ()

Factorize matrix (LDLt (Crout) factorization).

Returns

- 0 if factorization was normally performed
- *n* if the *n*-th pivot is null

int solve (Vect< T_ > & b) [virtual]

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LDLt decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLDLt realizes the factorization step only.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output. |
|--------|----------|--|

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

Implements [Matrix< T_ >](#).

int solve (const Vect< T_ > & b, Vect< T_ > & x)

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LDLt decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents if a factorization is performed. Naturally, if the matrix has been modified after using this function, the user has to refactorize it using the function `setLDLt`. This is because the class has no non-expensive way to detect if the matrix has been modified. The function `setLDLt` realizes the factorization step only.

Parameters

| | | |
|-----|-----|--|
| in | b | Vect instance that contains right-hand side. |
| out | x | Vect instance that contains solution |

Returns

- 0 if solution was normally performed,
- n if the n -th pivot is null.

int solveLDLt (const Vect< T_ > & b , Vect< T_ > & x)

Solve a linear system using the LDLt (Crout) factorization.

This function solves a linear system. The LDLt factorization is performed if this was not already done using the function `setLU`.

Parameters

| | | |
|-----|-----|---|
| in | b | Vect instance that contains right-hand side |
| out | x | Vect instance that contains solution |

Returns

- 0 if solution was normally performed,
- n if the n -th pivot is null

Solution is performed only if factorization has previously been invoked.

void Axy (T_ a , const SkSMatrix< T_ > & m)

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|--|
| in | a | Scalar to premultiply |
| in | m | Matrix by which a is multiplied. The result is added to current instance |

void Axy (T_ a , const Matrix< T_ > * m) [virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|---|
| in | a | Scalar to premultiply |
| in | m | Pointer to Matrix by which a is multiplied. The result is added to current instance |

Implements [Matrix< T_ >](#).

TrMatrix ()

Default constructor.

Initialize a zero dimension tridiagonal matrix

void setSize (size_t size)

Set size (number of rows) of matrix.

Parameters

| | | |
|----|--------|-----------------------------|
| in | $size$ | Number of rows and columns. |
|----|--------|-----------------------------|

void Axy (T_ a , const TrMatrix< T_ > & m)

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|--|
| in | a | Scalar to premultiply |
| in | m | Matrix by which a is multiplied. The result is added to current instance |

void Axy (T_ a , const Matrix< T_ > * m) [virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|--|
| in | a | Scalar to premultiply |
| in | m | Matrix by which a is multiplied. The result is added to current instance |

Implements [Matrix< T_ >](#).

T_ operator() (size_t i , size_t j) const [virtual]

Operator () (Constant version).

Parameters

| | | |
|----|-----|--------------|
| in | i | Row index |
| in | j | Column index |

Implements [Matrix< T_ >](#).

T_ & operator() (size_t i, size_t j) [virtual]

Operator () (Non constant version).

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

TrMatrix< T_ > & operator= (const TrMatrix< T_ > & m)

Operator =.

Copy matrix *m* to current matrix instance.

TrMatrix< T_ > & operator*= (const T_ & x)

Operator *.

Premultiply matrix entries by constant value *x*.

int solve (Vect< T_ > & b) [virtual]

Solve a linear system with current matrix (forward and back substitution).

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output. |
|--------|----------|--|

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

Warning: Matrix is modified after this function.

Implements [Matrix< T_ >](#).

int solve (const Vect< T_ > & b, Vect< T_ > & x)

Solve a linear system with current matrix (forward and back substitution).

Parameters

| | | |
|-----|----------|--|
| in | <i>b</i> | Vect instance that contains right-hand side. |
| out | <i>x</i> | Vect instance that contains solution. |

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

Warning: Matrix is modified after this function.

Iter ()

Default Constructor.

This constructor set default values: the maximal number of iterations is set to 100 and the tolerance to $1.e-8$

Iter (int *max_it*, real_t *toler*, int *verbose* = 0)

Constructor with iteration parameters.

Parameters

| | | |
|----|----------------|---|
| in | <i>max_it</i> | Maximum number of iterations |
| in | <i>toler</i> | Tolerance value for convergence |
| in | <i>verbose</i> | Verbosity parameter [default: 0] 0: No message output, > 0: message output with increasing display. |

bool check (Vect< T_ > & *u*, const Vect< T_ > & *v*, int *opt* = 2)

Check convergence.

Parameters

| | | |
|--------|------------|--|
| in,out | <i>u</i> | Solution vector at previous iteration |
| in | <i>v</i> | Solution vector at current iteration |
| in | <i>opt</i> | Vector norm for convergence checking 1: 1-norm, 2: 2-norm, 0: Max. norm [default: 2] |

Returns

true if convergence criterion is satisfied, false if not

After checking, this function copied *v* into *u*.

int solve (Iteration *s*, Preconditioner *p* = DIAG_PREC)

Solve equations using prescribed solver and preconditioner.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Solver identification parameter To be chosen in the enumeration variable Iteration: DIRECT_SOLVER, CG_SOLVER, CGS_SOLVER, BICG_SOLVER, BICG_STAB_SOLVER, GMRES_SOLVER, QMR_SOLVER [Default: CGS_SOLVER] |
| in | <i>p</i> | Preconditioner identification parameter. To be chosen in the enumeration variable Preconditioner: IDENT_PREC, DIAG_PREC, SSOR_PREC, DILU_PREC, ILU_PREC [Default: DIAG_PREC] |

Note

The argument `p` has no effect if the solver is `DIRECT_SOLVER`.

5.12 Physical properties of media

Physical properties of materials and media.

Classes

- class [Material](#)

To treat material data. This class enables reading material data in material data files. It also returns these informations by means of its members.

5.12.1 Detailed Description

Physical properties of materials and media.

5.13 Porous Media problems

Porous Media equation classes.

Classes

- class `Equa_Porous< T_, NEN_, NEE_, NSN_, NSE_ >`
Abstract class for Porous Media Finite Element classes.

5.13.1 Detailed Description

Porous Media equation classes.

5.14 Shape Function

Shape function classes.

Classes

- class [FEShape](#)
Parent class from which inherit all finite element shape classes.
- class [triangle](#)
Defines a triangle. The reference element is the rectangle triangle with two unit edges.
- class [Hexa8](#)
Defines a three-dimensional 8-node hexahedral finite element using Q_1 -isoparametric interpolation.
- class [Line2](#)
To describe a 2-Node planar line finite element.
- class [Line2H](#)
To describe a 2-Node Hermite planar line finite element.
- class [Line3](#)
To describe a 3-Node quadratic planar line finite element.
- class [Penta6](#)
Defines a 6-node pentahedral finite element using P_1 interpolation in local coordinates $(s.x, s.y)$ and Q_1 isoparametric interpolation in local coordinates $(s.x, s.z)$ and $(s.y, s.z)$.
- class [Quad4](#)
Defines a 4-node quadrilateral finite element using Q_1 isoparametric interpolation.
- class [Tetra4](#)
Defines a three-dimensional 4-node tetrahedral finite element using P_1 interpolation.
- class [Triang3](#)
Defines a 3-Node (P_1) triangle.
- class [Triang6S](#)
Defines a 6-Node straight triangular finite element using P_2 interpolation.

5.14.1 Detailed Description

Shape function classes.

5.15 Solid Mechanics

Solid Mechanics finite element equations.

Classes

- class [Bar2DL2](#)
To build element equations for Planar Elastic Bar element with 2 DOF (Degrees of Freedom) per node.
- class [Beam3DL2](#)
To build element equations for 3-D beam equations using 2-node lines.
- class [Elas2DQ4](#)
To build element equations for 2-D linearized elasticity using 4-node quadrilaterals.
- class [Elas2DT3](#)
To build element equations for 2-D linearized elasticity using 3-node triangles.
- class [Elas3DH8](#)
To build element equations for 3-D linearized elasticity using 8-node hexahedra.
- class [Elas3DT4](#)
To build element equations for 3-D linearized elasticity using 4-node tetrahedra.
- class [Equa_Solid< T_, NEN_, NEE_, NSN_, NSE_ >](#)
Abstract class for Solid Mechanics Finite Element classes.

5.15.1 Detailed Description

Solid Mechanics finite element equations.

5.16 Solver

Solver functions and classes.

Classes

- class [Reconstruction](#)
To perform various reconstruction operations.
- class [EigenProblemSolver](#)
Class to find eigenvalues and corresponding eigenvectors of a given matrix in a generalized eigenproblem, i.e. Find scalars λ and non-null vectors v such that $[K]\{v\} = \lambda[M]\{v\}$ where $[K]$ and $[M]$ are symmetric matrices. The eigenproblem can be originated from a PDE. For this, we will refer to the matrices K and M as Stiffness and Mass matrices respectively.
- class [Iter< T_ >](#)
Class to drive an iterative process.
- class [LinearSolver< T_ >](#)
Class to solve systems of linear equations by iterative methods.
- class [MyOpt](#)
Abstract class to define by user specified optimization function.
- class [ODESolver](#)
To solve a system of ordinary differential equations.
- class [OptSolver](#)
To solve an optimization problem with bound constraints.
- class [Prec< T_ >](#)
To set a preconditioner.
- class [TimeStepping](#)
To solve time stepping problems, i.e. systems of linear ordinary differential equations of the form $[A2]\{y''\} + [A1]\{y'\} + [A0]\{y\} = \{b\}$.

Macros

- `#define` [MAX_NB_EQUATIONS](#) 5
Maximum number of equations.
- `#define` [MAX_NB_INPUT_FIELDS](#) 3
Maximum number of fields for an equation.
- `#define` [MAX_NB_MESHES](#) 10
Maximum number of meshes.
- `#define` [TIME_LOOP](#)(ts, t, ft, n)
A macro to loop on time steps to integrate on time ts : Time step t : Initial time value updated at each time step ft : Final time value n : Time step index.
- `#define` [TimeLoop](#)
A macro to loop on time steps to integrate on time.
- `#define` [IterationLoop](#) while (++theIteration<MaxNbIterations && Converged==false)
A macro to loop on iterations for an iterative procedure.

Functions

- ostream & **operator<<** (ostream &s, const Muscl3DT &m)
Output mesh data as calculated in class [Muscl3DT](#).
- template<class T_ >
int **BiCG** (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, int max_it, [real_t](#) toler, int verbose)
Biconjugate gradient solver function.
- template<class T_ >
int **BiCGStab** (const SpMatrix< T_ > &A, const Prec< T_ > &P, const Vect< T_ > &b, Vect< T_ > &x, int max_it, [real_t](#) toler, int verbose)
Biconjugate gradient stabilized solver function.
- template<class T_ >
int **BiCGStab** (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, int max_it, [real_t](#) toler, int verbose)
Biconjugate gradient stabilized solver function.
- template<class T_ >
int **CG** (const SpMatrix< T_ > &A, const Prec< T_ > &P, const Vect< T_ > &b, Vect< T_ > &x, int max_it, [real_t](#) toler, int verbose)
Conjugate gradient solver function.
- template<class T_ >
int **CG** (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, int max_it, [real_t](#) toler, int verbose)
Conjugate gradient solver function.
- template<class T_ >
int **CGS** (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, int max_it, [real_t](#) toler, int verbose)
Conjugate Gradient Squared solver function.
- template<class T_ >
int **GMRes** (const SpMatrix< T_ > &A, const Prec< T_ > &P, const Vect< T_ > &b, Vect< T_ > &x, size_t m, int max_it, [real_t](#) toler, int verbose)
GMRes solver function.
- template<class T_ >
int **GMRes** (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, size_t m, int max_it, [real_t](#) toler, int verbose)
GMRes solver function.
- template<class T_ >
int **GS** (const SpMatrix< T_ > &A, const Vect< T_ > &b, Vect< T_ > &x, [real_t](#) omega, int max_it, [real_t](#) toler, int verbose)
Gauss-Seidel solver function.
- template<class T_ >
int **Jacobi** (const SpMatrix< T_ > &A, const Vect< T_ > &b, Vect< T_ > &x, [real_t](#) omega, int max_it, [real_t](#) toler, int verbose)
Jacobi solver function.
- ostream & **operator<<** (ostream &s, const OptSolver &os)
Output differential system information.
- template<class T_ , class M_ >
int **Richardson** (const M_ &A, const Vect< T_ > &b, Vect< T_ > &x, [real_t](#) omega, int max_it, [real_t](#) toler, int verbose)
Richardson solver function.

- `template<class T_>`
`void Schur (SkMatrix< T_ > &A, SpMatrix< T_ > &U, SpMatrix< T_ > &L, SpMatrix< T_ > &D, Vect< T_ > &b, Vect< T_ > &c)`
Solve a linear system of equations with a 2x2-block matrix.
- `template<class T_>`
`void Schur (PETScMatrix< T_ > &A, PETScMatrix< T_ > &U, PETScMatrix< T_ > &L, PETScMatrix< T_ > &D, PETScVect< T_ > &b, PETScVect< T_ > &c)`
Solve a linear system of equations with a 2x2-block matrix.
- `template<class T_ , class M_ >`
`int SSOR (const M_ &A, const Vect< T_ > &b, Vect< T_ > &x, int max_it, real_t toler, int verbose)`
SSOR solver function.
- `ostream & operator<< (ostream &s, const TimeStepping &ts)`
Output differential system information.

5.16.1 Detailed Description

Solver functions and classes.

5.16.2 Macro Definition Documentation

#define MAX_NB_EQUATIONS 5

Maximum number of equations.

Useful for coupled problems

#define MAX_NB_INPUT_FIELDS 3

Maximum number of fields for an equation.

Useful for coupled problems

#define MAX_NB_MESHES 10

Maximum number of meshes.

Useful for coupled problems

#define TimeLoop

Value:

```
NbTimeSteps = int(theFinalTime/theTimeStep); \
    for (theTime=theTimeStep, theStep=1; theTime<
        theFinalTime+0.001*theTimeStep; theTime+=
        theTimeStep, ++theStep)
```

A macro to loop on time steps to integrate on time.

It uses the following global variables defined in [OFELI](#): theStep, theTime, theTimeStep, theFinalTime

#define IterationLoop while (++theIteration<MaxNbIterations && Converged==false)

A macro to loop on iterations for an iterative procedure.

It uses the following global variables defined in [OFELI](#): theIteration, MaxNbIterations, Converged

5.16.3 Function Documentation

int BiCG (const SpMatrix< T_ > & A, int prec, const Vect< T_ > & b, Vect< T_ > & x, int max_it, real_t toler, int verbose)

Biconjugate gradient solver function.

Parameters

| | | |
|--------|---------------------|---|
| in | <i>A</i> | Problem matrix (Instance of class SpMatrix). |
| in | <i>prec</i> | Enum variable selecting a preconditioner, among the values IDENT_PREC, DIAG_PREC, ILU_PREC or SSOR_PREC |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | <i>max↔ _it</i> | Maximum number of iterations. |
| | <i>toler</i> | [in] Tolerance for convergence (measured in relative weighted 2-Norm). |
| | <i>verbose</i> | [in] Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information, • 2 and greater: Output iteration information and solution at each iteration. |

Returns

Number of performed iterations,

Template Parameters

| | |
|-----------|---|
| <T↔ -> | Data type (double, float, complex<double>, ...) |
|-----------|---|

int BiCGStab (const SpMatrix< T_ > & A, const Prec< T_ > & P, const Vect< T_ > & b, Vect< T_ > & x, int max_it, real_t toler, int verbose)

Biconjugate gradient stabilized solver function.

Parameters

| | | |
|--------|---------------------|--|
| in | <i>A</i> | Problem matrix (Instance of class SpMatrix). |
| in | <i>P</i> | Preconditioner (Instance of class Prec). |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess on input and solution of the linear system on output (If iterations have succeeded). |
| in | <i>max↔ _it</i> | Maximum number of iterations. |

Parameters

| | | |
|----|----------------|--|
| in | <i>toler</i> | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | <i>verbose</i> | Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information, • 2 and greater: Output iteration information and solution at each iteration. |

Returns

Number of performed iterations,

Template Parameters

| | |
|-----------------------------------|---|
| $\langle T \leftrightarrow$ -> | Data type (double, float, complex<double>, ...) |
|-----------------------------------|---|

int BiCGStab (const SpMatrix< T_ > & A, int *prec*, const Vect< T_ > & b, Vect< T_ > & x, int *max_it*, real_t *toler*, int *verbose*)

Biconjugate gradient stabilized solver function.

Parameters

| | | |
|--------|---------------------|--|
| in | <i>A</i> | Problem matrix (Instance of class SpMatrix). |
| in | <i>prec</i> | Enum variable selecting a preconditioner, among the values IDENT_PREC, DIAG_PREC, ILU_PREC or SSOR_PREC |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | <i>max↔ _it</i> | Maximum number of iterations. |
| in | <i>toler</i> | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | <i>verbose</i> | Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information, • 2 and greater: Output iteration information and solution at each iteration. |

Returns

Number of performed iterations,

Template Parameters

| | |
|---|---|
| $\langle T_{\leftrightarrow} \rightarrow$ | Data type (double, float, complex<double>, ...) |
|---|---|

```
int CG ( const SpMatrix< T_ > & A, const Prec< T_ > & P, const Vect< T_ > & b, Vect< T_ > & x, int max_it, real_t toler, int verbose )
```

Conjugate gradient solver function.

Parameters

| | | |
|--------|------------------------------|--|
| in | A | Problem matrix (Instance of class SpMatrix). |
| in | P | Preconditioner (Instance of class Prec). |
| in | b | Right-hand side vector (class Vect) |
| in,out | x | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | $max_{\leftrightarrow} _it$ | Maximum number of iterations. |
| in | $toler$ | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | $verbose$ | Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information, • 2 and greater: Output iteration information and solution at each iteration. |

Returns

Number of performed iterations,

Template Parameters

| | |
|---|---|
| $\langle T_{\leftrightarrow} \rightarrow$ | Data type (double, float, complex<double>, ...) |
|---|---|

```
int CG ( const SpMatrix< T_ > & A, int prec, const Vect< T_ > & b, Vect< T_ > & x, int max_it, real_t toler, int verbose )
```

Conjugate gradient solver function.

Parameters

| | | |
|--------|------------|--|
| in | A | Problem matrix (Instance of abstract class SpMatrix). |
| in | $prec$ | Enum variable selecting a preconditioner, among the values IDENT_PREC, DIAG_PREC, ILU_PREC or SSOR_PREC |
| in | b | Right-hand side vector (class Vect) |
| in,out | x | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | max_{it} | Maximum number of iterations. |
| in | $toler$ | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | $verbose$ | Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information, • 2 and greater: Output iteration information and solution at each iteration. |

Returns

Number of performed iterations,

Template Parameters

| | |
|---------------------------------------|---|
| $\langle T_{\leftrightarrow} \rangle$ | Data type (double, float, complex<double>, ...) |
|---------------------------------------|---|

int CGS (const [SpMatrix](#)< T_{\leftrightarrow} > & A , int $prec$, const [Vect](#)< T_{\leftrightarrow} > & b , [Vect](#)< T_{\leftrightarrow} > & x , int max_{it} , real_t $toler$, int $verbose$)

Conjugate Gradient Squared solver function.

Parameters

| | | |
|--------|------------|--|
| in | A | Problem matrix (Instance of class SpMatrix). |
| in | $prec$ | Enum variable selecting a preconditioner, among the values IDENT_PREC, DIAG_PREC, ILU_PREC or SSOR_PREC |
| in | b | Right-hand side vector (class Vect) |
| in,out | x | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | max_{it} | Maximum number of iterations. |
| in | $toler$ | Tolerance for convergence (measured in relative weighted 2-Norm). |

Parameters

| | | |
|----|----------------|--|
| in | <i>verbose</i> | Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information, • 2 and greater: Output iteration information and solution at each iteration. |
|----|----------------|--|

Returns

Number of performed iterations

Template Parameters

| | |
|---|---|
| $\langle T_{\leftrightarrow} \rightarrow$ | Data type (real.t, float, complex<real.t>, ...) |
|---|---|

int GMRes (const SpMatrix< T_ > & A, const Prec< T_ > & P, const Vect< T_ > & b, Vect< T_ > & x, size.t m, int max.it, real.t toler, int verbose)

GMRes solver function.

Parameters

| | | |
|--------|----------------|---|
| in | <i>A</i> | Problem matrix (Instance of class SpMatrix). |
| in | <i>P</i> | Preconditioner (Instance of class Prec). |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | <i>m</i> | Number of subspaces to generate for iterations. |
| in | <i>max.it</i> | Maximum number of iterations. |
| in | <i>toler</i> | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | <i>verbose</i> | Information output parameter (0: No output, 1: Output iteration information, 2 and greater: Output iteration information and solution at each iteration). |

Returns

Number of performed iterations,

Template Parameters

| | |
|---|---|
| $\langle T_{\leftrightarrow} \rightarrow$ | Data type (double, float, complex<double>, ...) |
|---|---|

int GMRes (const SpMatrix< T_ > & A, int prec, const Vect< T_ > & b, Vect< T_ > & x, size_t m, int max_it, real_t toler, int verbose)

GMRes solver function.

Parameters

| | | |
|--------|--------------------------------|---|
| in | <i>A</i> | Problem matrix (Instance of class SpMatrix). |
| in | <i>prec</i> | Enum variable selecting a preconditioner, among the values IDENT_PREC, DIAG_PREC, ILU_PREC or SSOR_PREC |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | <i>m</i> | Number of subspaces to generate for iterations. |
| in | <i>max_↔ _it</i> | Maximum number of iterations. |
| in | <i>toler</i> | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | <i>verbose</i> | Information output parameter (0: No output, 1: Output iteration information, 2 and greater: Output iteration information and solution at each iteration). |

Returns

Number of performed iterations,

Template Parameters

| | |
|-----------------------|---|
| <T _↔ -> | Data type (double, float, complex<double>, ...) |
|-----------------------|---|

int GS (const SpMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x, real_t omega, int max_it, real_t toler, int verbose)

Gauss-Seidel solver function.

Parameters

| | | |
|--------|--------------------------------|--|
| in | <i>A</i> | Problem matrix (Instance of class SpMatrix). |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | <i>omega</i> | Relaxation parameter. |
| in | <i>max_↔ _it</i> | Maximum number of iterations. |
| in | <i>toler</i> | Tolerance for convergence (measured in relative weighted 2-Norm). |

Parameters

| | | |
|----|----------------|---|
| in | <i>verbose</i> | Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information • 2 and greater: Output iteration information and solution at each iteration. |
|----|----------------|---|

Returns

Number of performed iterations

Template Parameters

| | |
|---|---|
| $\langle T_{\leftrightarrow} \rightarrow$ | Data type (real.t, float, complex<real.t>, ...) |
|---|---|

int Jacobi (const SpMatrix< T_ > &A, const Vect< T_ > &b, Vect< T_ > &x, real.t omega, int max_it, real.t toler, int verbose)

Jacobi solver function.

Parameters

| | | |
|--------|------------------------------|--|
| in | <i>A</i> | Problem matrix (Instance of class SpMatrix). |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | <i>omega</i> | Relaxation parameter. |
| in | $max_{\leftrightarrow} _it$ | Maximum number of iterations. |
| in,out | <i>toler</i> | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | <i>verbose</i> | Information output parameter (0: No output, 1: Output iteration information, 2 and greater: Output iteration information and solution at each iteration. |

Returns

Number of performed iterations,

Template Parameters

| | |
|---|---|
| $\langle T_{\rightarrow}$ | Data type (real.t, float, complex<real.t>, ...) |
| $\langle M_{\leftrightarrow} \rightarrow$ | Matrix storage class |

int Richardson (const M_{-} & A , const Vect< T_{-} > & b , Vect< T_{-} > & x , real_t ω , int max_it , real_t $toler$, int $verbose$)

Richardson solver function.

Parameters

| | | |
|----|-----------|---|
| in | A | Problem matrix problem (Instance of abstract class M_{-}). |
| in | b | Right-hand side vector (class Vect) |
| | x | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | ω | Relaxation parameter. |
| in | max_it | Maximum number of iterations. |
| in | $toler$ | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | $verbose$ | Information output parameter (0: No output, 1: Output iteration information, 2 and greater: Output iteration information and solution at each iteration). |

Returns

nb_it Number of performed iterations,

Template Parameters

| | |
|-------------|---|
| < T_{-} > | Data type (real_t, float, complex<real_t>, ...) |
| < M_{-} > | Matrix storage class |

void Schur (SkMatrix< T_{-} > & A , SpMatrix< T_{-} > & U , SpMatrix< T_{-} > & L , SpMatrix< T_{-} > & D , Vect< T_{-} > & b , Vect< T_{-} > & c)

Solve a linear system of equations with a 2x2-block matrix.

The linear system is of the form

$$\begin{bmatrix} A & U \\ L & D \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} b \\ c \end{bmatrix}$$

Parameters

| | | |
|----|-----|---|
| in | A | Instance of class SkMatrix class for the first diagonal block. The matrix must be invertible and factorizable (Do not use SpMatrix class) where A, U, L, D are instances of matrix classes, |
| in | U | Instance of class SpMatrix for the upper triangle block. The matrix can be rectangular |
| in | L | Instance of class SpMatrix for the lower triangle block. The matrix can be rectangular |
| in | D | Instance of class SpMatrix for the second diagonal block. The matrix must be factorizable (Do not use SpMatrix class) |

Parameters

| | | |
|--------|-----|--|
| in,out | b | Vector (Instance of class Vect) that contains the first block of right-hand side on input and the first block of the solution on output. b must have the same size as the dimension of A. |
| in,out | c | Vect instance that contains the second block of right-hand side on output and the first block of the solution on output. c must have the same size as the dimension of D. |

Template Argument:

Template Parameters

| | |
|--------------------------------------|--------------------------------|
| $\langle T_{\leftarrow} \rightarrow$ | data type (real.t, float, ...) |
|--------------------------------------|--------------------------------|

void Schur (PETScMatrix< T_ > & A, PETScMatrix< T_ > & U, PETScMatrix< T_ > & L, PETScMatrix< T_ > & D, PETScVect< T_ > & b, PETScVect< T_ > & c)

Solve a linear system of equations with a 2x2-block matrix.

The linear system is of the form

$$\begin{bmatrix} A & U \\ L & D \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} b \\ c \end{bmatrix}$$

Parameters

| | | |
|--------|-----|---|
| in | A | Instance of class SkMatrix class for the first diagonal block. The matrix must be invertible and factorizable (Do not use SpMatrix class) where A, U, L, D are instances of matrix classes, |
| in | U | Instance of class PETScMatrix for the upper triangle block. The matrix can be rectangular |
| in | L | Instance of class PETScMatrix for the lower triangle block. The matrix can be rectangular |
| in | D | Instance of class PETScMatrix for the second diagonal block. The matrix must be factorizable (Do not use SpMatrix class) |
| in,out | b | Vector (Instance of class PETScVect) that contains the first block of right-hand side on input and the first block of the solution on output. b must have the same size as the dimension of A. |
| in,out | c | PETScVect instance that contains the second block of right-hand side on output and the first block of the solution on output. c must have the same size as the dimension of D. |

Template Argument:

Template Parameters

| | |
|--------------------------------------|--------------------------------|
| $\langle T_{\leftarrow} \rightarrow$ | data type (real.t, float, ...) |
|--------------------------------------|--------------------------------|

```
int SSOR ( const M_ & A, const Vect< T_ > & b, Vect< T_ > & x, int max_it, real_t toler, int verbose )
```

SSOR solver function.

Parameters

| | | |
|--------|---------------------|--|
| in | <i>A</i> | Problem matrix (Instance of abstract class M_). |
| in | <i>b</i> | Right-hand side vector (class Vect) |
| in,out | <i>x</i> | Vect instance containing initial solution guess in input and solution of the linear system in output (If iterations have succeeded). |
| in | <i>max↔ _it</i> | Maximum number of iterations. |
| in | <i>toler</i> | Tolerance for convergence (measured in relative weighted 2-Norm). |
| in | <i>verbose</i> | Information output parameter (0: No output, 1: Output iteration information, 2 and greater : Output iteration information and solution at each iteration). |

Returns

Number of performed iterations,

Template Arguments:

- *T_* data type (double, float, ...)
- *M_* Matrix storage class

5.17 Utilities

Utility functions and classes.

Files

- file [OFELI.h](#)
Header file that includes all kernel classes of the library.
- file [OFELI.Config.h](#)
File that contains some macros.
- file [constants.h](#)
File that contains some widely used constants.

Classes

- class [Func](#)
A simple class to parse real valued functions.
- class [Tabulation](#)
To read and manipulate tabulated functions.
- class [UserData< T_ >](#)
Abstract class to define by user various problem data.
- class [Point< T_ >](#)
Defines a point with arbitrary type coordinates.
- class [Point2D< T_ >](#)
Defines a 2-D point with arbitrary type coordinates.
- class [Gauss](#)
Calculate data for Gauss integration.
- class [Timer](#)
To handle elapsed time counting.

Macros

- `#define OFELI_E 2.71828182845904523536028747135`
- `#define OFELI_PI 3.14159265358979323846264338328`
- `#define OFELI_THIRD 0.33333333333333333333333333333333`
- `#define OFELI_SIXTH 0.16666666666666666666666666666667`
- `#define OFELI_TWELVETH 0.08333333333333333333333333333333`
- `#define OFELI_SQRT2 1.41421356237309504880168872421`
- `#define OFELI_SQRT3 1.73205080756887729352744634151`
- `#define OFELI_ONEOVERPI 0.31830988618379067153776752675`
- `#define OFELI_GAUSS2 0.57735026918962576450914878050196`
- `#define OFELI_EPSMCH DBL_EPSILON`
- `#define OFELI_TOLERANCE OFELI_EPSMCH*10000`
- `#define OFELI_IMAG std::complex<double>(0.,1.);`
- `#define PARSE(exp, var) theParser.Parse(exp,var)`
- `#define EVAL(d) theParser.Eval(d)`

Typedefs

- typedef unsigned long `lsize_t`
This type stands for type `unsigned long`.
- typedef double `real_t`
This type stands for `double`.
- typedef std::complex< double > `complex_t`
This type stands for type `std::complex<double>`

Functions

- ostream & `operator<<` (ostream &s, const `complex_t` &x)
Output a complex number.
- ostream & `operator<<` (ostream &s, const std::string &c)
Output a string.
- template<class T_ >
ostream & `operator<<` (ostream &s, const vector< T_ > &v)
Output a vector instance.
- template<class T_ >
ostream & `operator<<` (ostream &s, const std::pair< T_, T_ > &a)
Output a pair instance.
- void `saveField` (Vect< `real_t` > &v, string output_file, int opt)
Save a vector to an output file in a given file format.
- void `saveField` (PETScVect< `real_t` > &v, string output_file, int opt)
Save a PETSc vector to an output file in a given file format.
- void `saveField` (PETScVect< `real_t` > &v, const Mesh &mesh, string output_file, int opt)
Save a PETSc vector to an output file in a given file format.
- void `saveField` (Vect< `real_t` > &v, const Grid &g, string output_file, int opt)
Save a vector to an output file in a given file format, for a structured grid data.
- void `saveGnuplot` (string input_file, string output_file, string mesh_file)
Save a vector to an input `Gnuplot` file.
- void `saveTecplot` (string input_file, string output_file, string mesh_file)
Save a vector to an output file to an input `Tecplot` file.
- void `saveVTK` (string input_file, string output_file, string mesh_file)
Save a vector to an output `VTK` file.
- void `saveGmsh` (string input_file, string output_file, string mesh_file)
Save a vector to an output `Gmsh` file.
- ostream & `operator<<` (ostream &s, const Tabulation &t)
Output Tabulated function data.
- template<class T_ >
bool `operator==` (const Point< T_ > &a, const Point< T_ > &b)
Operator ==
- template<class T_ >
Point< T_ > `operator+` (const Point< T_ > &a, const Point< T_ > &b)
Operator +
- template<class T_ >
Point< T_ > `operator+` (const Point< T_ > &a, const T_ &x)
Operator +

- `template<class T_>`
`Point< T_ > operator-` (const Point< T_ > &a)
Unary Operator -
- `template<class T_>`
`Point< T_ > operator-` (const Point< T_ > &a, const Point< T_ > &b)
Operator -
- `template<class T_>`
`Point< T_ > operator-` (const Point< T_ > &a, const T_ &x)
Operator -
- `template<class T_>`
`Point< T_ > operator*` (const T_ &a, const Point< T_ > &b)
*Operator **
- `template<class T_>`
`Point< T_ > operator*` (const int &a, const Point< T_ > &b)
*Operator *.*
- `template<class T_>`
`Point< T_ > operator*` (const Point< T_ > &b, const T_ &a)
Operator /
- `template<class T_>`
`Point< T_ > operator*` (const Point< T_ > &b, const int &a)
*Operator **
- `template<class T_>`
`T_ operator*` (const Point< T_ > &a, const Point< T_ > &b)
*Operator **
- `template<class T_>`
`Point< T_ > operator/` (const Point< T_ > &b, const T_ &a)
Operator /
- `bool areClose` (const Point< double > &a, const Point< double > &b, double toler=OFF←
LI.TOLERANCE)
Return true if both instances of class Point<double> are distant with less then toler
- `double SqrDistance` (const Point< double > &a, const Point< double > &b)
Return squared euclidean distance between points a and b
- `double Distance` (const Point< double > &a, const Point< double > &b)
Return euclidean distance between points a and b
- `template<class T_>`
`std::ostream & operator<<` (std::ostream &s, const Point< T_ > &a)
Output point coordinates.
- `template<class T_>`
`bool operator==` (const Point2D< T_ > &a, const Point2D< T_ > &b)
Operator ==.
- `template<class T_>`
`Point2D< T_ > operator+` (const Point2D< T_ > &a, const Point2D< T_ > &b)
Operator +.
- `template<class T_>`
`Point2D< T_ > operator+` (const Point2D< T_ > &a, const T_ &x)
Operator +.
- `template<class T_>`
`Point2D< T_ > operator-` (const Point2D< T_ > &a)

Unary Operator -

- `template<class T_ >`
`Point2D< T_ >` **operator-** (const `Point2D< T_ >` &a, const `Point2D< T_ >` &b)

Operator -

- `template<class T_ >`
`Point2D< T_ >` **operator-** (const `Point2D< T_ >` &a, const `T_` &x)

*Operator **

- `template<class T_ >`
`Point2D< T_ >` **operator*** (const `T_` &a, const `Point2D< T_ >` &b)

*Operator *.*

- `template<class T_ >`
`Point2D< T_ >` **operator*** (const `int` &a, const `Point2D< T_ >` &b)
- `template<class T_ >`
`Point2D< T_ >` **operator*** (const `Point2D< T_ >` &b, const `T_` &a)

Operator /

- `template<class T_ >`
`Point2D< T_ >` **operator*** (const `Point2D< T_ >` &b, const `int` &a)

*Operator **

- `template<class T_ >`
`T_` **operator*** (const `Point2D< T_ >` &b, const `Point2D< T_ >` &a)

*Operator *.*

- `template<class T_ >`
`Point2D< T_ >` **operator/** (const `Point2D< T_ >` &b, const `T_` &a)

Operator /

- `bool` **areClose** (const `Point2D< real_t >` &a, const `Point2D< real_t >` &b, `real_t` toler=`OFELI.TOLERANCE`)

Return `true` if both instances of class `Point2D<real_t>` are distant with less then toler [Default: `OFELI.EPSMCH`].

- `real_t` **SqrDistance** (const `Point2D< real_t >` &a, const `Point2D< real_t >` &b)

Return squared euclidean distance between points `a` and `b`

- `real_t` **Distance** (const `Point2D< real_t >` &a, const `Point2D< real_t >` &b)

Return euclidean distance between points `a` and `b`

- `template<class T_ >`
`std::ostream &` **operator<<** (`std::ostream &s`, const `Point2D< T_ >` &a)

Output point coordinates.

- `void` **getMesh** (string file, `ExternalFileFormat` form, `Mesh &mesh`, `size_t` nb_dof=1)

Construct an instance of class `Mesh` from a mesh file stored in an external file format.

- `void` **getBamg** (string file, `Mesh &mesh`, `size_t` nb_dof=1)

Construct an instance of class `Mesh` from a mesh file stored in `Bamg` format.

- `void` **getEasymesh** (string file, `Mesh &mesh`, `size_t` nb_dof=1)

Construct an instance of class `Mesh` from a mesh file stored in `Easymesh` format.

- `void` **getGambit** (string file, `Mesh &mesh`, `size_t` nb_dof=1)

Construct an instance of class `Mesh` from a mesh file stored in `Gambit` neutral format.

- `void` **getGmsh** (string file, `Mesh &mesh`, `size_t` nb_dof=1)

Construct an instance of class `Mesh` from a mesh file stored in `Gmsh` format.

- `void` **getMatlab** (string file, `Mesh &mesh`, `size_t` nb_dof=1)

Construct an instance of class `Mesh` from a Matlab mesh data.

- `void` **getNetgen** (string file, `Mesh &mesh`, `size_t` nb_dof=1)

- Construct an instance of class `Mesh` from a mesh file stored in `Netgen` format.

 - `void getTetgen` (string file, Mesh &mesh, size_t nb_dof=1)
- Construct an instance of class `Mesh` from a mesh file stored in `Tetgen` format.

 - `void getTriangle` (string file, Mesh &mesh, size_t nb_dof=1)
- Construct an instance of class `Mesh` from a mesh file stored in `Triangle` format.

 - `void saveMesh` (const string &file, const Mesh &mesh, ExternalFileFormat form)
- This function saves mesh data a file for a given external format.

 - `void saveGmsh` (const string &gp_file, const Mesh &mesh)
- This function outputs a `Mesh` instance in a file in `Gmsh` format.

 - `void saveGnuplot` (const string &file, const Mesh &mesh)
- This function outputs a `Mesh` instance in a file in `Gmsh` format.

 - `void saveMatlab` (const string &file, const Mesh &mesh)
- This function outputs a `Mesh` instance in a file in `Matlab` format.

 - `void saveTecplot` (const string &file, const Mesh &mesh)
- This function outputs a `Mesh` instance in a file in `Tecplot` format.

 - `void saveVTK` (const string &file, const Mesh &mesh)
- This function outputs a `Mesh` instance in a file in `VTK` format.

 - `void saveBamg` (const string &file, Mesh &mesh)
- This function outputs a `Mesh` instance in a file in `Bamg` format.

 - `void BSpline` (size_t n, size_t t, Vect< Point< real_t > > &control, Vect< Point< real_t > > &output, size_t num_output)
- Function to perform a B-spline interpolation.

 - `void banner` (const string &prog=" ")
- Outputs a banner as header of any developed program.

 - `template<class T_ >`
`void QuickSort` (std::vector< T_ > &a, int begin, int end)
- Function to sort a vector.

 - `template<class T_ >`
`void qksort` (std::vector< T_ > &a, int begin, int end)
- Function to sort a vector.

 - `template<class T_ , class C_ >`
`void qksort` (std::vector< T_ > &a, int begin, int end, C_ compare)
- Function to sort a vector according to a key function.

 - `int Sgn` (real_t a)
- Return sign of a : -1 or 1.

 - `real_t Abs2` (complex_t a)
- Return square of modulus of complex number a

 - `real_t Abs2` (real_t a)
- Return square of real number a

 - `real_t Abs` (real_t a)
- Return absolute value of a

 - `real_t Abs` (complex_t a)
- Return modulus of complex number a

 - `real_t Abs` (const Point< real_t > &p)
- Return Norm of vector a

 - `real_t Conjg` (real_t a)
- Return complex conjugate of real number a

- `complex.t Conjg (complex.t a)`
Return complex conjugate of complex number a
- `real.t Max (real.t a, real.t b, real.t c)`
Return maximum value of real numbers a , b and c
- `int Max (int a, int b, int c)`
Return maximum value of integer numbers a , b and c
- `real.t Min (real.t a, real.t b, real.t c)`
Return minimum value of real numbers a , b and c
- `int Min (int a, int b, int c)`
Return minimum value of integer numbers a , b and c
- `real.t Max (real.t a, real.t b, real.t c, real.t d)`
Return maximum value of integer numbers a , b , c and d
- `int Max (int a, int b, int c, int d)`
Return maximum value of integer numbers a , b , c and d
- `real.t Min (real.t a, real.t b, real.t c, real.t d)`
Return minimum value of real numbers a , b , c and d
- `int Min (int a, int b, int c, int d)`
Return minimum value of integer numbers a , b , c and d
- `real.t Arg (complex.t x)`
Return argument of complex number x
- `complex.t Log (complex.t x)`
Return principal determination of logarithm of complex number x
- `template<class T_>`
`T_ Sqr (T_ x)`
Return square of value x
- `template<class T_>`
`void Scale (T_ a, const vector< T_ > &x, vector< T_ > &y)`
Multiply vector x by a and save result in vector y
- `template<class T_>`
`void Scale (T_ a, const Vect< T_ > &x, Vect< T_ > &y)`
Multiply vector x by a and save result in vector y
- `template<class T_>`
`void Scale (T_ a, vector< T_ > &x)`
Multiply vector x by a
- `template<class T_>`
`void Xpy (size_t n, T_ *x, T_ *y)`
Add array x to y
- `template<class T_>`
`void Xpy (const vector< T_ > &x, vector< T_ > &y)`
Add vector x to y
- `template<class T_>`
`void Axy (size_t n, T_ a, T_ *x, T_ *y)`
Multiply array x by a and add result to y
- `template<class T_>`
`void Axy (T_ a, const vector< T_ > &x, vector< T_ > &y)`
Multiply vector x by a and add result to y
- `template<class T_>`
`void Axy (T_ a, const Vect< T_ > &x, Vect< T_ > &y)`

- Multiply vector x by a and add result to y*

 - `template<class T_ >`
`void Copy (size_t n, T_ *x, T_ *y)`
Copy array x to y n is the arrays size.
 - `real_t Error2 (const vector< real_t > &x, const vector< real_t > &y)`
Return absolute L2 error between vectors x and y
 - `real_t RError2 (const vector< real_t > &x, const vector< real_t > &y)`
Return absolute L^2 error between vectors x and y
 - `real_t ErrorMax (const vector< real_t > &x, const vector< real_t > &y)`
Return absolute Max. error between vectors x and y
 - `real_t RErrorMax (const vector< real_t > &x, const vector< real_t > &y)`
Return relative Max. error between vectors x and y
 - `template<class T_ >`
`T_ Dot (size_t n, T_ *x, T_ *y)`
Return dot product of arrays x and y
 - `real_t Dot (const vector< real_t > &x, const vector< real_t > &y)`
Return dot product of vectors x and y .
 - `real_t Dot (const Vect< real_t > &x, const Vect< real_t > &y)`
Return dot product of vectors x and y
 - `template<class T_ >`
`T_ Dot (const Point< T_ > &x, const Point< T_ > &y)`
Return dot product of x and y
 - `template<class T_ >`
`void Assign (vector< T_ > &v, const T_ &a)`
Assign the value a to all entries of a vector v
 - `template<class T_ >`
`void Clear (vector< T_ > &v)`
Assign 0 to all entries of a vector.
 - `template<class T_ >`
`void Clear (Vect< T_ > &v)`
Assign 0 to all entries of a vector.
 - `real_t Nrm2 (size_t n, real_t *x)`
Return 2-norm of array x
 - `real_t Nrm2 (const vector< real_t > &x)`
Return 2-norm of vector x
 - `template<class T_ >`
`real_t Nrm2 (const Point< T_ > &a)`
Return 2-norm of a
 - `bool Equal (real_t x, real_t y, real_t toler=OFELI.EPSMCH)`
Function to return true if numbers x and y are close up to a given tolerance $toler$
 - `char itoc (int i)`
Function to convert an integer to a character.
 - `string itos (int i)`
Function to convert an integer to a string.
 - `std::string itos (size_t i)`
Function to convert an integer to a string.
 - `string dtos (real_t d)`

Function to convert a real to a string.

- `template<class T_>`
`T_ stringTo (const std::string &s)`

Function to convert a string to a template type parameter.

- `void RTrim (char *s)`

Function to remove blanks at the end of a string.

- `void LTrim (char *s)`

Function to remove blanks at the beginning of a string.

- `void Trim (char *s)`

Function to remove blanks at the beginning and end of a string.

- `template<class T_>`
`void Swap (T_ &a, T_ &b)`

Swap elements a and b.

5.17.1 Detailed Description

Utility functions and classes.

5.17.2 Macro Definition Documentation

#define OFELI_E 2.71828182845904523536028747135

Value of e or exp (with 28 digits)

#define OFELI_PI 3.14159265358979323846264338328

Value of Pi (with 28 digits)

#define OFELI_THIRD 0.33333333333333333333333333333333

Value of $1/3$ (with 28 digits)

#define OFELI_SIXTH 0.16666666666666666666666666666667

Value of $1/6$ (with 28 digits)

#define OFELI_TWELVETH 0.08333333333333333333333333333333

Value of $1/12$ (with 28 digits)

#define OFELI_SQRT2 1.41421356237309504880168872421

Value of $\sqrt{2}$ (with 28 digits)

#define OFELI_SQRT3 1.73205080756887729352744634151

Value of $\sqrt{3}$ (with 28 digits)

#define OFELI_ONEOVERPI 0.31830988618379067153776752675

Value of $1/Pi$ (with 28 digits)

#define OFELI_GAUSS2 0.57735026918962576450914878050196

Value of $1/\sqrt{3}$ (with 32 digits)

#define OFELI_EPSMCH DBL_EPSILON

Value of Machine Epsilon

#define OFELI_TOLERANCE OFELI_EPSMCH*10000

Default tolerance for an iterative process = OFELI_EPSMCH * 10000

#define OFELI_IMAG std::complex<double>(0.,1.);

= Unit imaginary number (i)

#define PARSE(exp, var) theParser.Parse(exp,var)

A macro that parses a regular expression *exp* using the variables in the string *var*. For instance, to parse the function $\sin(x+y)$ one must declare `PARSE("sin(x+y)","x,y")`

#define EVAL(d) theParser.Eval(d)

A macro that evaluates a parsed regular expression For instance, with a declaration `PARSE("sin(x+y)","x,y")` the data $x=1$ and $y=2$ using this function must be evaluated as follows: `EVAL(d)` with $d[0]=1$, $d[1]=2$

5.17.3 Function Documentation

void saveField (Vect< real.t > &v, string output_file, int opt)

Save a vector to an output file in a given file format.

Case where the vector contains mesh information

Parameters

| | | |
|----|--------------------|---|
| in | <i>v</i> | Vect instance to save |
| in | <i>output_file</i> | Output file where to save the vector |
| in | <i>opt</i> | Option to choose file format to save. This is to be chosen among enumerated values: GMSH GNUPLOT MATLAB TECPLOT VTK |

void saveField (PETScVect< real.t > &v, string output_file, int opt)

Save a PETSc vector to an output file in a given file format.

Case where the vector does not contain mesh information

Parameters

| | | |
|----|--------------------|---|
| in | <i>v</i> | PETScVect instance to save |
| in | <i>output_file</i> | Output file where to save the vector |
| in | <i>opt</i> | Option to choose file format to save. This is to be chosen among enumerated values: GMSH, GNUPLOT, MATLAB, TECPLOT, VTK |

void saveField (PETScVect< real.t > &v, const Mesh &mesh, string output_file, int opt)

Save a PETSc vector to an output file in a given file format.

Case where the vector does not contain mesh information

Parameters

| | | |
|----|--------------------|---|
| in | <i>v</i> | PETScVect instance to save |
| in | <i>mesh</i> | Mesh instance |
| in | <i>output_file</i> | Output file where to save the vector |
| in | <i>opt</i> | Option to choose file format to save. This is to be chosen among enumerated values: GMSH, GNUPLOT, MATLAB, TECPLOT, VTK |

void saveField (Vect< real.t > &v, const Grid &g, string output_file, int opt = VTK)

Save a vector to an output file in a given file format, for a structured grid data.

Parameters

| | | |
|----|--------------------|---|
| in | <i>v</i> | Vect instance to save |
| in | <i>g</i> | Grid instance |
| in | <i>output_file</i> | Output file where to save the vector |
| in | <i>opt</i> | Option to choose file format to save. This is to be chosen among enumerated values: VTK |

void saveGnuplot (string input_file, string output_file, string mesh_file)

Save a vector to an input Gnuplot file.

Gnuplot is a command-line driven program for producing 2D and 3D plots. It is under the GNU General Public License. Available information can be found in the site:

<http://www.gnuplot.info/>

Parameters

| | | |
|----|--------------------|---|
| in | <i>input_file</i> | Input file (OFELI XML file containing a field). |
| in | <i>output_file</i> | Output file (gnuplot format file) |
| in | <i>mesh_file</i> | File containing mesh data |

void saveTecplot (string input_file, string output_file, string mesh_file)

Save a vector to an output file to an input Tecplot file.

Tecplot is high quality post graphical commercial processing program developed by Amtec. Available information can be found in the site: <http://www.tecplot.com>

Parameters

| | | |
|----|--------------------|---|
| in | <i>input_file</i> | Input file (OFELI XML file containing a field). |
| in | <i>output_file</i> | Output file (gnuplot format file) |

Parameters

| | | |
|----|------------------|---------------------------|
| in | <i>mesh_file</i> | File containing mesh data |
|----|------------------|---------------------------|

saveVTK (string *input_file*, string *output_file*, string *mesh_file*)

Save a vector to an output **VTK** file.

The Visualization ToolKit (VTK) is an open source, freely available software system for 3D computer graphics. Available information can be found in the site:

<http://public.kitware.com/VTK/>

Parameters

| | | |
|----|--------------------|---|
| in | <i>input_file</i> | Input file (OFELI XML file containing a field). |
| in | <i>output_file</i> | Output file (VTK format file) |
| in | <i>mesh_file</i> | File containing mesh data |

void saveGmsh (string *input_file*, string *output_file*, string *mesh_file*)

Save a vector to an output **Gmsh** file.

Gmsh is a free mesh generator and postprocessor that can be downloaded from the site:

<http://www.geuz.org/gmsh/>

Parameters

| | | |
|----|--------------------|---|
| in | <i>input_file</i> | Input file (OFELI XML file containing a field). |
| in | <i>output_file</i> | Output file (Gmsh format file) |
| in | <i>mesh_file</i> | File containing mesh data |

bool operator== (const Point< T_ > & a, const Point< T_ > & b)

Operator ==

Return true if a=b, false if not.

Point< T_ > operator+ (const Point< T_ > & a, const Point< T_ > & b)

Operator +

Return sum of two points a and b

Point< T_ > operator+ (const Point< T_ > & a, const T_ & x)

Operator +

Translate a by x

Point< T_ > operator- (const Point< T_ > & a)

Unary Operator -

Return minus a

Point< T_ > operator- (const Point< T_ > & a, const Point< T_ > & b)

Operator -
Return point a minus point b

Point< T_ > operator- (const Point< T_ > & a, const T_ & x)

Operator -
Translate a by -x

Point< T_ > operator* (const T_ & a, const Point< T_ > & b)

Operator *
Return point b premultiplied by constant a

Point< T_ > operator* (const int & a, const Point< T_ > & b)

Operator *.
Return point b divided by integer constant a

Point< T_ > operator* (const Point< T_ > & b, const T_ & a)

Operator /
Return point b multiplied by constant a

Point< T_ > operator* (const Point< T_ > & b, const int & a)

Operator *
Return point b postmultiplied by constant a

T_ operator* (const Point< T_ > & b, const Point< T_ > & a)

Operator *
Return inner (scalar) product of points a and b

Point< T_ > operator/ (const Point< T_ > & b, const T_ & a)

Operator /
Return point b divided by constant a

bool operator== (const Point2D< T_ > & a, const Point2D< T_ > & b)

Operator ==.
Return true if a=b, false if not.

Point2D< T_ > operator+ (const Point2D< T_ > & a, const Point2D< T_ > & b)

Operator +.
Return sum of two points a and b

Point2D< T_ > operator+ (const Point2D< T_ > & a, const T_ & x)

Operator +.
Translate a by x

Point2D< T_ > operator- (const Point2D< T_ > & a)

Unary Operator -
Return minus a

Point2D< T_ > operator- (const Point2D< T_ > & a, const Point2D< T_ > & b)

Operator -
Return point a minus point b

Point2D< T_ > operator- (const Point2D< T_ > & a, const T_ & x)

Operator -
Translate a by -x

Point2D< T_ > operator* (const T_ & a, const Point2D< T_ > & b)

Operator *.
Return point b premultiplied by constant a

Point2D< T_ > operator* (const int & a, const Point2D< T_ > & b)

Operator *.
Return point b divided by integer constant a

Point2D< T_ > operator* (const Point2D< T_ > & b, const T_ & a)

Operator /
Return point b postmultiplied by constant a

Point2D< T_ > operator* (const Point2D< T_ > & b, const int & a)

Operator *
Return point b postmultiplied by constant a

T_ operator* (const Point2D< T_ > & b, const Point2D< T_ > & a)

Operator *.
Return point *b* postmultiplied by integer constant *a*.

Point2D< T_ > operator/ (const Point2D< T_ > & b, const T_ & a)

Operator /
Return point b divided by constant a

void getMesh (string *file*, ExternalFileFormat *form*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class [Mesh](#) from a mesh file stored in an external file format.

Parameters

| | | |
|----|-------------|-----------------------|
| in | <i>file</i> | Input mesh file name. |
|----|-------------|-----------------------|

Parameters

| | | |
|-----|---------------|--|
| in | <i>form</i> | Format of the mesh file. This one can be chosen among the enumerated values: <ul style="list-style-type: none"> • GMSH: Mesh generator Gmsh, see site: http://www.geuz.org/gmsh/ • MATLAB: Matlab file, see site: http://www.mathworks.com/products/matlab/ • EASYMESH: Easymesh is a 2-D mesh generator, see site: http://web.mit.edu/easymesh_v1.4/www/easymesh.html • GAMBIT: Gambit is a mesh generator associated to Fluent http://www.stanford.edu/class/me469b/gambit_download.html • BAMG: Mesh generator Bamg, see site: http://raweb.inria.fr/rapportsactivite/RA2002/gamma/uid25.html • NETGEN: Netgen is a 3-D mesh generator, see site: http://www.hpfem.jku.at/netgen/ • TETGEN: Tetgen is a 3-D mesh generator, see site: http://tetgen.berlios.de/ • TRIANGLE.FF: Triangle is a 2-D mesh generator, see site: http://www.cs.cmu.edu/~quake/triangle.html |
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void getBamg (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a mesh file stored in **Bamg** format.

Parameters

| | | |
|----|-------------|--|
| in | <i>file</i> | Name of a file written in the Bamg format. |
|----|-------------|--|

Note

Bamg is a 2-D mesh generator. It allows to construct adapted meshes from a given metric. It was developed at INRIA, France. Available information can be found in the site: <http://raweb.inria.fr/rapportsactivite/RA2002/gamma/uid25.html>

Parameters

| | | |
|-----|---------------|--|
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void getEasymesh (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a mesh file stored in **Easymesh** format.

Parameters

| | | |
|----|-------------|--|
| in | <i>file</i> | Name of a file (without extension) written in Easymesh format. Actually, the function Easymesh2MDF attempts to read mesh data from files <i>file.e</i> , <i>file.n</i> and <i>file.s</i> produced by Easymesh . |
|----|-------------|--|

Note

Easymesh is a free program that generates 2-D, unstructured, Delaunay and constrained Delaunay triangulations in general domains. It can be downloaded from the site:

<http://www.dinma.univ.trieste.it/nirftc/research/easymesh/Default.htm>

Parameters

| | | |
|----|---------------|--|
| in | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void getGambit (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a mesh file stored in **Gambit** neutral format.

Note

Gambit is a commercial mesh generator associated to the CFD code **Fluent**. Informations about **Gambit** can be found in the site:

<http://www.fluent.com/software/gambit/>

Parameters

| | | |
|-----|---------------|--|
| in | <i>file</i> | Name of a file written in the Gambit neutral format. |
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void getGmsh (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a mesh file stored in **Gmsh** format.

Note

Gmsh is a free mesh generator that can be downloaded from the site:

<http://www.geuz.org/gmsh/>

Parameters

| | | |
|-----|---------------|--|
| in | <i>file</i> | Name of a file written in the Gmsh format. |
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void getMatlab (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a Matlab mesh data.

Note

Matlab is a language of scientific computing including visualization. It is developed by **MathWorks**. Available information can be found in the site:
<http://www.mathworks.com/products/matlab/>

Parameters

| | | |
|-----|---------------|--|
| in | <i>file</i> | Name of a file created by Matlab by executing the script file <code>Matlab2OFELI.m</code> |
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void getNetgen (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a mesh file stored in **Netgen** format.

Note

Netgen is a tetrahedral mesh generator that can be downloaded from the site:
<http://www.hpfem.jku.at/netgen/>

Parameters

| | | |
|-----|---------------|---|
| in | <i>file</i> | Name of a file written in the Netgen format. |
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. [default = 1] |

void getTetgen (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a mesh file stored in **Tetgen** format.

Note

Tetgen is a free three-dimensional mesh generator that can be downloaded in the site:
<http://tetgen.berlios.de/>

Parameters

| | | |
|-----|---------------|--|
| in | <i>file</i> | Name of a file written in the Tetgen format. |
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void getTriangle (string *file*, Mesh & *mesh*, size_t *nb_dof* = 1)

Construct an instance of class **Mesh** from a mesh file stored in **Triangle** format.

Note

TRIANGLE is a C program that can generate meshes, Delaunay triangulations and Voronoi diagrams for 2D pointsets that can be downloaded in the site:

http://people.scs.fsu.edu/~burkardt/c_src/triangle/triangle.html/

Parameters

| | | |
|-----|---------------|--|
| in | <i>file</i> | Name of a file written in the Tetgen format. |
| out | <i>mesh</i> | Mesh instance created by the function. |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node. This information is not provided, in general, by mesh generators. Its default value here is 1. |

void saveMesh (const string & *file*, const Mesh & *mesh*, ExternalFileFormat *form*)

This function saves mesh data a file for a given external format.

Parameters

| | | |
|----|-------------|---|
| in | <i>file</i> | File where to store mesh |
| in | <i>mesh</i> | Mesh instance to save |
| in | <i>form</i> | Format of the mesh file. This one can be chosen among the enumerated values: <ul style="list-style-type: none"> • GMSH: Mesh generator and graphical postprocessor Gmsh: http://www.geuz.org/gmsh/ • GNUPLLOT: Well known graphics software: http://www.gnuplot.info/ • MATLAB: Matlab file: http://www.mathworks.com/products/matlab/ • TECPLOT: Commercial graphics software: http://www.tecplot.com • VTK: Graphics format for the free postprocessor ParaView: http://public.kitware.com/VTK/ |

void saveGmsh (const string & *file*, const Mesh & *mesh*)

This function outputs a **Mesh** instance in a file in **Gmsh** format.

Note

Gmsh is a free mesh generator that can be downloaded from the site: <http://www.geuz.org/gmsh/>

Parameters

| | | |
|-----|-------------|------------------------------------|
| out | <i>file</i> | Output file in Gmsh format. |
| in | <i>mesh</i> | Mesh instance to save. |

void saveGnuplot (const string &file, const Mesh & mesh)

This function outputs a **Mesh** instance in a file in **Gmsh** format.

Note

Gnuplot is a command-line driven program for producing 2D and 3D plots. It is under the GNU General Public License. Available information can be found in the site: <http://www.gnuplot.info/>

Parameters

| | | |
|-----|-------------|---------------------------------------|
| out | <i>file</i> | Output file in Gnuplot format. |
| in | <i>mesh</i> | Mesh instance to save. |

void saveMatlab (const string &file, const Mesh & mesh)

This function outputs a **Mesh** instance in a file in **Matlab** format.

Note

Matlab is a language of scientific computing including visualization. It is developed by **MathWorks**. Available information can be found in the site: <http://www.mathworks.com/products/matlab/>

Parameters

| | | |
|-----|-------------|--------------------------------------|
| out | <i>file</i> | Output file in Matlab format. |
| in | <i>mesh</i> | Mesh instance to save. |

void saveTecplot (const string &file, const Mesh & mesh)

This function outputs a **Mesh** instance in a file in **Tecplot** format.

Note

Tecplot is high quality post graphical commercial processing program developed by **Amtec**. Available information can be found in the site: <http://www.tecplot.com>

Parameters

| | | |
|-----|-------------|--|
| out | <i>file</i> | Output file in Tecplot format. |
| in | <i>mesh</i> | Mesh instance to save. |

void saveVTK (const string &file, const Mesh &mesh)

This function outputs a [Mesh](#) instance in a file in **VTK** format.

Note

The Visualization ToolKit (VTK) is an open source, freely available software system for 3D computer graphics. Available information can be found in the site:

<http://public.kitware.com/VTK/>

Parameters

| | | |
|-----|-------------|--|
| out | <i>file</i> | Output file in VTK format. |
| in | <i>mesh</i> | Mesh instance to save. |

void saveBamg (const string &file, Mesh &mesh)

This function outputs a [Mesh](#) instance in a file in **Bamg** format.

Parameters

| | | |
|----|-------------|--|
| in | <i>file</i> | Name of a file written in the Bamg format. |
|----|-------------|--|

Note

Bamg is a 2-D mesh generator. It allows to construct adapted meshes from a given metric. It was developed at INRIA, France. Available information can be found in the site:

<http://raweb.inria.fr/rapportsactivite/RA2002/gamma/uid25.html>

Parameters

| | | |
|----|-------------|--------------------------------|
| in | <i>mesh</i> | Mesh instance. |
|----|-------------|--------------------------------|

BSpline (size_t n, size_t t, Vect< Point< real_t > > &control, Vect< Point< real_t > > &output, size_t num_output)

Function to perform a B-spline interpolation.

This program is adapted from a free program ditributed by Keith Vertanen (vertankd@cda.mrs.umn.edu) in 1994.

Parameters

Parameters

| | | |
|-----|-------------------|--|
| in | <i>n</i> | Number of control points minus 1. |
| in | <i>t</i> | Degree of the polynomial plus 1. |
| in | <i>control</i> | Control point array made up of Point stucture. |
| out | <i>output</i> | Vector in which the calculated spline points are to be put. |
| in | <i>num_output</i> | How many points on the spline are to be calculated. |

Note

Condition: $n+2 > t$ (No curve results if $n+2 \leq t$) Control vector contains the number of points specified by *n* Output array is the proper size to hold *num_output* point structures

void banner (const string & prog = " ")

Outputs a banner as header of any developed program.

Parameters

| | | |
|----|-------------|--|
| in | <i>prog</i> | Calling program name. Enables writing a copyright notice accompanying the program. |
|----|-------------|--|

void QuickSort (std::vector< T_ > & a, int begin, int end)

Function to sort a vector.

qksort uses the famous quick sorting algorithm.

Parameters

| | | |
|--------|--------------|----------------------------|
| in,out | <i>a</i> | Vector to sort. |
| in | <i>begin</i> | index of starting iterator |
| in | <i>end</i> | index of ending iterator |

The calling program must provide an overloading of the operator < for the type T_.

void qksort (std::vector< T_ > & a, int begin, int end)

Function to sort a vector.

qksort uses the famous quick sorting algorithm.

Parameters

| | | |
|--------|--------------|--|
| in,out | <i>a</i> | Vector to sort. |
| in | <i>begin</i> | index of starting index (default value is 0) |
| in | <i>end</i> | index of ending index (default value is the vector size - 1) |

void qksort (std::vector< T_ > & a, int begin, int end, C_ compare)

Function to sort a vector according to a key function.
qksort uses the famous quick sorting algorithm.

Parameters

| | | |
|--------|----------------|--|
| in,out | <i>a</i> | Vector to sort. |
| in | <i>begin</i> | index of starting index (0 for the beginning of the vector) |
| in | <i>end</i> | index of ending index |
| in | <i>compare</i> | A function object that implements the ordering. The user must provide this function that returns a boolean function that is true if the first argument is less than the second and false if not. |

void Scale (T_ a, const vector< T_ > & x, vector< T_ > & y)

Multiply vector x by a and save result in vector y
x and y are instances of class vector<T_>

void Scale (T_ a, const Vect< T_ > & x, Vect< T_ > & y)

Multiply vector x by a and save result in vector y
x and y are instances of class Vect<T_>

void Scale (T_ a, vector< T_ > & x)

Multiply vector x by a
x is an instance of class vector<T_>

void Xpy (const vector< T_ > & x, vector< T_ > & y)

Add vector x to y
x and y are instances of class vector<T_>

void Axy (size_t n, T_ a, T_ * x, T_ * y)

Multiply array x by a and add result to y
n is the arrays size.

void Axy (T_ a, const vector< T_ > & x, vector< T_ > & y)

Multiply vector x by a and add result to y
x and y are instances of class vector<T_>

void Axy (T_ a, const Vect< T_ > & x, Vect< T_ > & y)

Multiply vector x by a and add result to y
x and y are instances of class Vect<T_>

T_ Dot (size_t n, T_ * x, T_ * y)

Return dot product of arrays x and y
n is the arrays size.

double Dot (const vector< real_t > & x, const vector< real_t > & y)

Return dot product of vectors x and y.
x and y are instances of class vector<double>

real_t Dot (const Vect< real_t > & x, const Vect< real_t > & y)

Return dot product of vectors x and y
x and y are instances of class Vect<T_>

void Clear (vector< T_ > & v)

Assign 0 to all entries of a vector.

Parameters

| | | |
|----|----------|-----------------|
| in | <i>v</i> | Vector to clear |
|----|----------|-----------------|

void Clear (Vect< T_ > & v)

Assign 0 to all entries of a vector.

Parameters

| | | |
|----|----------|-----------------|
| in | <i>v</i> | Vector to clear |
|----|----------|-----------------|

real_t Nrm2 (size_t n, real_t * x)

Return 2-norm of array x

Parameters

| | | |
|----|----------|-----------------|
| in | <i>n</i> | is Array length |
| in | <i>x</i> | Array to treat |

bool Equal (real_t x, real_t y, real_t toler = OFELI_EPSMCH)

Function to return true if numbers x and y are close up to a given tolerance toler
Default value of tolerance is the constant OFELI_EPSMCH

5.18 Vector and Matrix

Vector and matrix classes.

Classes

- class [BMatrix< T_ >](#)
To handle band matrices.
- class [DMatrix< T_ >](#)
To handle dense matrices.
- class [DSMatrix< T_ >](#)
To handle symmetric dense matrices.
- class [LocalMatrix< T_, NR_, NC_ >](#)
Handles small size matrices like element matrices, with a priori known size.
- class [LocalVect< T_, N_ >](#)
Handles small size vectors like element vectors.
- class [PETScMatrix< T_ >](#)
To handle matrices in sparse storage format using the Petsc library.
- class [PETScVect< T_ >](#)
To handle general purpose vectors using Petsc.
- class [PETScWrapper< T_ >](#)
This class is a wrapper to be used when the library Petsc is installed and used with [OFELI](#).
- class [SkMatrix< T_ >](#)
To handle square matrices in skyline storage format.
- class [SkSMatrix< T_ >](#)
To handle symmetric matrices in skyline storage format.
- class [SpMatrix< T_ >](#)
To handle matrices in sparse storage format.
- class [TrMatrix< T_ >](#)
To handle tridiagonal matrices.
- class [Vect< T_ >](#)
To handle general purpose vectors.

Typedefs

- typedef Eigen::Matrix< T_, Eigen::Dynamic, 1 > [VectorX](#)
This type is the vector type in the Eigen library.

Functions

- template<class T_ >
Vect< T_ > [operator*](#) (const BMatrix< T_ > &A, const Vect< T_ > &b)
*Operator * (Multiply vector by matrix and return resulting vector.*
- template<class T_ >
BMatrix< T_ > [operator*](#) (T_ a, const BMatrix< T_ > &A)
*Operator * (Premultiplication of matrix by constant)*
- template<class T_ >
ostream & [operator<<](#) (ostream &s, const BMatrix< T_ > &a)
Output matrix in output stream.

- `template<class T_>`
`Vect< T_ > operator* (const DMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector).*
- `template<class T_>`
`ostream & operator<< (ostream &s, const DMatrix< T_ > &a)`
Output matrix in output stream.
- `template<class T_>`
`Vect< T_ > operator* (const DSMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector).*
- `template<class T_>`
`ostream & operator<< (ostream &s, const DSMatrix< T_ > &a)`
Output matrix in output stream.
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator* (T_ a, const LocalMatrix< T_ , NR_ , NC_ > &x)`
*Operator * (Multiply matrix x by scalar a)*
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator/ (T_ a, const LocalMatrix< T_ , NR_ , NC_ > &x)`
Operator / (Divide matrix x by scalar a)
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator+ (const LocalMatrix< T_ , NR_ , NC_ > &x, const LocalMatrix< T_ , NR_ , NC_ > &y)`
Operator + (Add matrix x to y)
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator- (const LocalMatrix< T_ , NR_ , NC_ > &x, const LocalMatrix< T_ , NR_ , NC_ > &y)`
Operator - (Subtract matrix y from x)
- `template<class T_ , size_t NR_ , size_t NC_>`
`ostream & operator<< (ostream &s, const LocalMatrix< T_ , NR_ , NC_ > &a)`
Output vector in output stream.
- `template<class T_ , size_t N_>`
`LocalVect< T_ , N_ > operator+ (const LocalVect< T_ , N_ > &x, const LocalVect< T_ , N_ > &y)`
Operator + (Add two vectors)
- `template<class T_ , size_t N_>`
`LocalVect< T_ , N_ > operator- (const LocalVect< T_ , N_ > &x, const LocalVect< T_ , N_ > &y)`
Operator - (Subtract two vectors)
- `template<class T_ , size_t N_>`
`LocalVect< T_ , N_ > operator* (T_ a, const LocalVect< T_ , N_ > &x)`
*Operator * (Premultiplication of vector by constant)*
- `template<class T_ , size_t N_>`
`LocalVect< T_ , N_ > operator/ (T_ a, const LocalVect< T_ , N_ > &x)`
Operator / (Division of vector by constant)
- `template<class T_ , size_t N_>`
`real_t Dot (const LocalVect< T_ , N_ > &a, const LocalVect< T_ , N_ > &b)`
Calculate dot product of 2 vectors (instances of class LocalVect)
- `template<class T_ , size_t N_>`
`void Scale (T_ a, const LocalVect< T_ , N_ > &x, LocalVect< T_ , N_ > &y)`
Multiply vector x by constant a and store result in y.

- `template<class T_, size_t N_>`
`void Scale (T_ a, LocalVect< T_, N_ > &x)`
Multiply vector x by constant a and store result in x .
- `template<class T_, size_t N_>`
`void Axy (T_ a, const LocalVect< T_, N_ > &x, LocalVect< T_, N_ > &y)`
*Add $a*x$ to vector y .*
- `template<class T_, size_t N_>`
`void Copy (const LocalVect< T_, N_ > &x, LocalVect< T_, N_ > &y)`
Copy vector x into vector y .
- `template<class T_, size_t N_>`
`ostream & operator<< (ostream &s, const LocalVect< T_, N_ > &v)`
Output vector in output stream.
- `template<class T_>`
`PETScVect< T_ > operator* (const PETScMatrix< T_ > &A, const PETScVect< T_ > &x)`
- `template<class T_>`
`ostream & operator<< (ostream &s, PETScMatrix< T_ > &A)`
Output matrix in output stream.
- `template<class T_>`
`ostream & operator<< (ostream &s, const PETScWrapper< T_ > &w)`
Output Petsc Wrapper data in output stream.
- `template<class T_>`
`Vect< T_ > operator* (const SkMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<< (ostream &s, const SkMatrix< T_ > &a)`
Output matrix in output stream.
- `template<class T_>`
`Vect< T_ > operator* (const SkSMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<< (ostream &s, const SkSMatrix< T_ > &a)`
Output matrix in output stream.
- `template<class T_>`
`Vect< T_ > operator* (const SpMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<< (ostream &s, const SpMatrix< T_ > &A)`
- `template<class T_>`
`Vect< T_ > operator* (const TrMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`TrMatrix< T_ > operator* (T_ a, const TrMatrix< T_ > &A)`
*Operator * (Premultiplication of matrix by constant)*
- `template<class T_>`
`ostream & operator<< (ostream &s, const TrMatrix< T_ > &A)`
Output matrix in output stream.
- `real_t operator* (const vector< real_t > &x, const vector< real_t > &y)`
*Operator * (Dot product of 2 vector instances)*

Friends

- `template<class TT_>`
`ostream & operator<< (ostream &s, const SpMatrix< TT_> &A)`

5.18.1 Detailed Description

Vector and matrix classes.

5.18.2 Typedef Documentation

VectorX

This type is the vector type in the Eigen library.

Remarks

: This type is available only if the Eigen library was installed in conjunction with [OFELI](#)

5.18.3 Function Documentation

Vect< T_> operator* (const BMatrix< T_> &A, const Vect< T_> &b)

Operator * (Multiply vector by matrix and return resulting vector.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | BMatrix instance to multiply by vector |
| in | <i>b</i> | Vect instance |

Returns

[Vect](#) instance containing $A*b$

BMatrix< T_> operator* (T_ a, const BMatrix< T_> &A)

Operator * (Premultiplication of matrix by constant)

Returns

$a*A$

Vect< T_> operator* (const DMatrix< T_> &A, const Vect< T_> &b)

Operator * (Multiply vector by matrix and return resulting vector.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | DMatrix instance to multiply by vector |
| in | <i>b</i> | Vect instance |

Returns

[Vect](#) instance containing $A*b$

`Vect< T_ > operator* (const DSMatrix< T_ > & A, const Vect< T_ > & b)`

Operator * (Multiply vector by matrix and return resulting vector.

Parameters

| | | |
|----|-----|---|
| in | A | DSMatrix instance to multiply by vector |
| in | b | Vect instance |

Returns

[Vect](#) instance containing $A*b$

`LocalMatrix< T_, NR_, NC_ > operator* (T_ a, const LocalMatrix< T_, NR_, NC_ > & x)`

Operator * (Multiply matrix x by scalar a)

Returns

$a*x$

`LocalMatrix< T_, NR_, NC_ > operator/ (T_ a, const LocalMatrix< T_, NR_, NC_ > & x)`

Operator / (Divide matrix x by scalar a)

Returns

x/a

`LocalMatrix< T_, NR_, NC_ > operator+ (const LocalMatrix< T_, NR_, NC_ > & x, const LocalMatrix< T_, NR_, NC_ > & y)`

Operator + (Add matrix x to y)

Returns

$x+y$

`LocalMatrix< T_, NR_, NC_ > operator- (const LocalMatrix< T_, NR_, NC_ > & x, const LocalMatrix< T_, NR_, NC_ > & y)`

Operator - (Subtract matrix y from x)

Returns

$x-y$

LocalVect< T_, N_ > operator+ (const LocalVect< T_, N_ > & x, const LocalVect< T_, N_ > & y)

Operator + (Add two vectors)

Returns

$x+y$

LocalVect< T_, N_ > operator- (const LocalVect< T_, N_ > & x, const LocalVect< T_, N_ > & y)

Operator - (Subtract two vectors)

Returns

$x-y$

LocalVect< T_, N_ > operator* (T_ a, const LocalVect< T_, N_ > & x)

Operator * (Premultiplication of vector by constant)

Returns

$a*x$

LocalVect< T_, N_ > operator/ (T_ a, const LocalVect< T_, N_ > & x)

Operator / (Division of vector by constant)

Returns

x/a

double Dot (const LocalVect< T_, N_ > & a, const LocalVect< T_, N_ > & b)

Calculate dot product of 2 vectors (instances of class [LocalVect](#))

Returns

Dot product

PETScVect< T_ > operator* (const PETScMatrix< T_ > & A, const PETScVect< T_ > & x)

Multiply a matrix by a vector

Parameters

| | | |
|----|-----|--|
| in | A | Matrix to multiply by (Instance of class PETScMatrix) |
| in | x | Vector to multiply by (Instance of class PETScVect) |

Returns

Vector product $y = Ax$

Vect< T_ > operator* (const SkMatrix< T_ > & A, const Vect< T_ > & b)

Operator * (Multiply vector by matrix and return resulting vector.

Parameters

| | | |
|----|-----|---|
| in | A | SkMatrix instance to multiply by vector |
| in | b | Vect instance |

Returns

[Vect](#) instance containing $A*b$

Vect< T_ > operator* (const SkSMatrix< T_ > & A, const Vect< T_ > & b)

Operator * (Multiply vector by matrix and return resulting vector.

Parameters

| | | |
|----|-----|--|
| in | A | SkSMatrix instance to multiply by vector |
| in | b | Vect instance |

Returns

[Vect](#) instance containing $A*b$

Vect< T_ > operator* (const SpMatrix< T_ > & A, const Vect< T_ > & b)

Operator * (Multiply vector by matrix and return resulting vector.

Parameters

| | | |
|----|-----|---|
| in | A | SpMatrix instance to multiply by vector |
| in | b | Vect instance |

Returns

[Vect](#) instance containing $A*b$

ostream & operator<< (ostream & s, const SpMatrix< T_ > & A)

Output matrix in output stream

Vect< T_ > operator* (const TrMatrix< T_ > & A, const Vect< T_ > & b)

Operator * (Multiply vector by matrix and return resulting vector.

Parameters

| | | |
|----|-----|---|
| in | A | TrMatrix instance to multiply by vector |
| in | b | Vect instance |

Returns

[Vect](#) instance containing $A*b$

TrMatrix< T_ > operator* (T_ a, const TrMatrix< T_ > & A)

Operator * (Premultiplication of matrix by constant)

Returns

$a*A$

real.t operator* (const vector< real.t > & x, const vector< real.t > & y)

Operator * (Dot product of 2 vector instances)

Returns

$x.y$

5.18.4 Friends

ostream & operator<< (ostream & s, const SpMatrix< TT_ > & A) [friend]

Output matrix in output stream

Chapter 6

Namespace Documentation

6.1 OFELI Namespace Reference

A namespace to group all library classes, functions, ...

Classes

- class [AbsEqua](#)
Mother abstract class to describe equation.
- class [Bar2DL2](#)
To build element equations for Planar Elastic Bar element with 2 DOF (Degrees of Freedom) per node.
- class [Beam3DL2](#)
To build element equations for 3-D beam equations using 2-node lines.
- class [BiotSavart](#)
Class to compute the magnetic induction from the current density using the Biot-Savart formula.
- class [BMatrix](#)
To handle band matrices.
- class [Brick](#)
To store and treat a brick (parallelepiped) figure.
- class [Circle](#)
To store and treat a circular figure.
- class [DC1DL2](#)
Builds finite element arrays for thermal diffusion and convection in 1-D using 2-Node elements.
- class [DC2DT3](#)
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.
- class [DC2DT6](#)
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 6-Node triangles.
- class [DC3DAT3](#)
Builds finite element arrays for thermal diffusion and convection in 3-D domains with axisymmetry using 3-Node triangles.
- class [DC3DT4](#)
Builds finite element arrays for thermal diffusion and convection in 3-D domains using 4-Node tetrahedra.
- class [DMatrix](#)
To handle dense matrices.
- class [Domain](#)

- To store and treat finite element geometric information.*
- class [DSMatrix](#)
 - To handle symmetric dense matrices.*
- class [EC2D1T3](#)
 - Eddy current problems in 2-D domains using solenoidal approximation.*
- class [Edge](#)
 - To describe an edge.*
- class [EdgeList](#)
 - Class to construct a list of edges having some common properties.*
- class [EigenProblemSolver](#)
 - Class to find eigenvalues and corresponding eigenvectors of a given matrix in a generalized eigenproblem, i.e. Find scalars l and non-null vectors v such that $[K]\{v\} = l[M]\{v\}$ where $[K]$ and $[M]$ are symmetric matrices. The eigenproblem can be originated from a PDE. For this, we will refer to the matrices K and M as Stiffness and Mass matrices respectively.*
- class [Elas2DQ4](#)
 - To build element equations for 2-D linearized elasticity using 4-node quadrilaterals.*
- class [Elas2DT3](#)
 - To build element equations for 2-D linearized elasticity using 3-node triangles.*
- class [Elas3DH8](#)
 - To build element equations for 3-D linearized elasticity using 8-node hexahedra.*
- class [Elas3DT4](#)
 - To build element equations for 3-D linearized elasticity using 4-node tetrahedra.*
- class [Element](#)
 - To store and treat finite element geometric information.*
- class [ElementList](#)
 - Class to construct a list of elements having some common properties.*
- class [Ellipse](#)
 - To store and treat an ellipsoidal figure.*
- class [Equa_Electromagnetics](#)
 - Abstract class for Electromagnetics [Equation](#) classes.*
- class [Equa_Fluid](#)
 - Abstract class for Fluid Dynamics [Equation](#) classes.*
- class [Equa_Laplace](#)
 - Abstract class for classes about the Laplace equation.*
- class [Equa_Porous](#)
 - Abstract class for Porous Media Finite Element classes.*
- class [Equa_Solid](#)
 - Abstract class for Solid Mechanics Finite Element classes.*
- class [Equa_Therm](#)
 - Abstract class for Heat transfer Finite Element classes.*
- class [Equation](#)
 - Abstract class for all equation classes.*
- class [Estimator](#)
 - To calculate an a posteriori estimator of the solution.*
- class [FastMarching2D](#)
 - To run a Fast Marching Method on 2-D structured uniform grids.*
- class [FEShape](#)

- Parent class from which inherit all finite element shape classes.*

 - class [Figure](#)

To store and treat a figure (or shape) information.
 - class [FMM2D](#)

class for the fast marching 2-D algorithm
 - class [FMM3D](#)

class for the 3-D fast marching algorithm
 - class [FMMSolver](#)

The Fast Marching Method solver.
 - class [Funct](#)

A simple class to parse real valued functions.
 - class [Gauss](#)

Calculate data for Gauss integration.
 - class [Grid](#)

To manipulate structured grids.
 - class [HelmholtzBT3](#)

Builds finite element arrays for Helmholtz equations in a bounded media using 3-Node triangles.
 - class [Hexa8](#)

Defines a three-dimensional 8-node hexahedral finite element using Q1-isoparametric interpolation.
 - class [ICPG1D](#)

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 1-D.
 - class [ICPG2DT](#)

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 2-D.
 - class [ICPG3DT](#)

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 3-D.
 - class [IOField](#)

Enables working with files in the XML Format.
 - class [IPF](#)

To read project parameters from a file in [IPF](#) format.
 - class [Iter](#)

Class to drive an iterative process.
 - class [Laplace1DL2](#)

To build element equation for a 1-D elliptic equation using the 2-Node line element (P_1).
 - class [Laplace1DL3](#)

To build element equation for the 1-D elliptic equation using the 3-Node line (P_2).
 - class [Laplace2DFVT](#)

To build and solve the Laplace equation using a standard Finite Volume method.
 - class [Laplace2DMHRT0](#)

To build element equation for the 2-D elliptic equation using the Mixed Hybrid finite element at lowest degree (Raviart-Thomas RT_0).
 - class [Laplace2DT3](#)

To build element equation for the Laplace equation using the 2-D triangle element (P_1).
 - class [LCL1D](#)

Class to solve the linear conservation law (Hyperbolic equation) in 1-D by a MUSCL Finite Volume scheme.
 - class [LCL2DT](#)

Class to solve the linear hyperbolic equation in 2-D by a MUSCL Finite Volume scheme on triangles.
 - class [LCL3DT](#)

- Class to solve the linear conservation law equation in 3-D by a MUSCL Finite Volume scheme on tetrahedra.*

 - class [Line2](#)

To describe a 2-Node planar line finite element.
 - class [Line2H](#)

To describe a 2-Node Hermite planar line finite element.
 - class [Line3](#)

To describe a 3-Node quadratic planar line finite element.
 - class [LinearSolver](#)

Class to solve systems of linear equations by iterative methods.
 - class [LocalMatrix](#)

Handles small size matrices like element matrices, with a priori known size.
 - class [LocalVect](#)

Handles small size vectors like element vectors.
 - class [Material](#)

To treat material data. This class enables reading material data in material data files. It also returns these informations by means of its members.
 - class [Matrix](#)

Virtual class to handle matrices for all storage formats.
 - class [Mesh](#)

To store and manipulate finite element meshes.
 - class [Muscl](#)

Parent class for hyperbolic solvers with Muscl scheme.
 - class [Muscl1D](#)

Class for 1-D hyperbolic solvers with [Muscl](#) scheme.
 - class [Muscl2DT](#)

Class for 2-D hyperbolic solvers with [Muscl](#) scheme.
 - class [Muscl3DT](#)

Class for 3-D hyperbolic solvers with [Muscl](#) scheme using tetrahedra.
 - class [MyOpt](#)

Abstract class to define by user specified optimization function.
 - class [Node](#)

To describe a node.
 - class [NodeList](#)

Class to construct a list of nodes having some common properties.
 - class [NSP2DQ41](#)

Builds finite element arrays for incompressible Navier-Stokes equations in 2-D domains using Q_1/P_0 element and a penalty formulation for the incompressibility condition.
 - class [ODESolver](#)

To solve a system of ordinary differential equations.
 - class [OptSolver](#)

To solve an optimization problem with bound constraints.
 - class [Partition](#)

To partition a finite element mesh into balanced submeshes.
 - class [Penta6](#)

Defines a 6-node pentahedral finite element using P_1 interpolation in local coordinates $(s.x, s.y)$ and Q_1 isoparametric interpolation in local coordinates $(s.x, s.z)$ and $(s.y, s.z)$.
 - class [PETScMatrix](#)

- To handle matrices in sparse storage format using the Petsc library.*

 - class [PETScVect](#)
- To handle general purpose vectors using Petsc.*

 - class [PETScWrapper](#)
- This class is a wrapper to be used when the library Petsc is installed and used with [OFELI](#).*

 - class [PhaseChange](#)
- This class enables defining phase change laws for a given material.*

 - class [Point](#)
- Defines a point with arbitrary type coordinates.*

 - class [Point2D](#)
- Defines a 2-D point with arbitrary type coordinates.*

 - class [Polygon](#)
- To store and treat a polygonal figure.*

 - class [Prec](#)
- To set a preconditioner.*

 - class [Prescription](#)
- To prescribe various types of data by an algebraic expression. Data may consist in boundary conditions, forces, tractions, fluxes, initial condition. All these data types can be defined through an enumerated variable.*

 - class [Quad4](#)
- Defines a 4-node quadrilateral finite element using Q_1 isoparametric interpolation.*

 - class [Reconstruction](#)
- To perform various reconstruction operations.*

 - class [Rectangle](#)
- To store and treat a rectangular figure.*

 - class [Side](#)
- To store and treat finite element sides (edges in 2-D or faces in 3-D)*

 - class [SideList](#)
- Class to construct a list of sides having some common properties.*

 - class [SkMatrix](#)
- To handle square matrices in skyline storage format.*

 - class [SkSMatrix](#)
- To handle symmetric matrices in skyline storage format.*

 - class [Sphere](#)
- To store and treat a sphere.*

 - class [SpMatrix](#)
- To handle matrices in sparse storage format.*

 - class [SteklovPoincare2DBE](#)
- Solver of the Steklov Poincare problem in 2-D geometries using piecewise constant boundary elements.*

 - class [Tabulation](#)
- To read and manipulate tabulated functions.*

 - class [Tetra4](#)
- Defines a three-dimensional 4-node tetrahedral finite element using P_1 interpolation.*

 - class [Timer](#)
- To handle elapsed time counting.*

 - class [TimeStepping](#)

To solve time stepping problems, i.e. systems of linear ordinary differential equations of the form $[A2]\{y''\} + [A1]\{y'\} + [A0]\{y\} = \{b\}$.

- class [TINS2DT3B](#)
Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.
- class [Triang3](#)
Defines a 3-Node (P_1) triangle.
- class [Triang6S](#)
Defines a 6-Node straight triangular finite element using P_2 interpolation.
- class [Triangle](#)
To store and treat a triangle.
- class [triangle](#)
Defines a triangle. The reference element is the rectangle triangle with two unit edges.
- class [TrMatrix](#)
To handle tridiagonal matrices.
- class [UserData](#)
Abstract class to define by user various problem data.
- class [Vect](#)
To handle general purpose vectors.
- class [WaterPorous2D](#)
To solve water flow equations in porous media (2-D)

Enumerations

Functions

- `ostream & operator<< (ostream &s, const Muscl3DT &m)`
Output mesh data as calculated in class [Muscl3DT](#).
- `T_ * A ()`
Return element matrix.
- `T_ * b ()`
Return element right-hand side.
- `T_ * Prev ()`
Return element previous vector.
- `ostream & operator<< (ostream &s, const complex.t &x)`
Output a complex number.
- `ostream & operator<< (ostream &s, const std::string &c)`
Output a string.
- `template<class T_ >`
`ostream & operator<< (ostream &s, const vector< T_ > &v)`
Output a vector instance.
- `template<class T_ >`
`ostream & operator<< (ostream &s, const std::pair< T_, T_ > &a)`
Output a pair instance.
- `void saveField (Vect< real.t > &v, string output_file, int opt)`
Save a vector to an output file in a given file format.
- `void saveField (PETScVect< real.t > &v, string output_file, int opt)`
Save a PETSc vector to an output file in a given file format.
- `void saveField (PETScVect< real.t > &v, const Mesh &mesh, string output_file, int opt)`

- Save a PETSc vector to an output file in a given file format.*

 - void `saveField` (`Vect`< `real_t` > &v, const `Grid` &g, string output_file, int opt)

Save a vector to an output file in a given file format, for a structured grid data.
- void `saveGnuplot` (string input_file, string output_file, string mesh_file)

Save a vector to an input `Gnuplot` file.
- void `saveTecplot` (string input_file, string output_file, string mesh_file)

Save a vector to an output file to an input `Tecplot` file.
- void `saveVTK` (string input_file, string output_file, string mesh_file)

Save a vector to an output `VTK` file.
- void `saveGmsh` (string input_file, string output_file, string mesh_file)

Save a vector to an output `Gmsh` file.
- ostream & `operator<<` (ostream &s, const `Tabulation` &t)

Output Tabulated function data.
- template<class T_, size_t N_, class E_ >
void `element_assembly` (const E_ &e, const `LocalVect`< T_, N_ > &be, `Vect`< T_ > &b)

Assemble local vector into global vector.
- template<class T_, size_t N_, class E_ >
void `element_assembly` (const E_ &e, const `LocalMatrix`< T_, N_, N_ > &ae, `Vect`< T_ > &b)

Assemble diagonal local vector into global vector.
- template<class T_, size_t N_, class E_ >
void `element_assembly` (const E_ &e, const `LocalMatrix`< T_, N_, N_ > &ae, `Matrix`< T_ > *A)

Assemble local matrix into global matrix.
- template<class T_, size_t N_, class E_ >
void `element_assembly` (const E_ &e, const `LocalMatrix`< T_, N_, N_ > &ae, `SkMatrix`< T_ > &A)

Assemble local matrix into global skyline matrix.
- template<class T_, size_t N_, class E_ >
void `element_assembly` (const E_ &e, const `LocalMatrix`< T_, N_, N_ > &ae, `SkSMatrix`< T_ > &A)

Assemble local matrix into global symmetric skyline matrix.
- template<class T_, size_t N_, class E_ >
void `element_assembly` (const E_ &e, const `LocalMatrix`< T_, N_, N_ > &ae, `SpMatrix`< T_ > &A)

Assemble local matrix into global sparse matrix.
- template<class T_, size_t N_>
void `side_assembly` (const `Element` &e, const `LocalMatrix`< T_, N_, N_ > &ae, `SpMatrix`< T_ > &A)

Side assembly of local matrix into global matrix (as instance of class `SpMatrix`).
- template<class T_, size_t N_>
void `side_assembly` (const `Element` &e, const `LocalMatrix`< T_, N_, N_ > &ae, `SkSMatrix`< T_ > &A)

Side assembly of local matrix into global matrix (as instance of class `SkSMatrix`).
- template<class T_, size_t N_>
void `side_assembly` (const `Element` &e, const `LocalMatrix`< T_, N_, N_ > &ae, `SkMatrix`< T_ > &A)

Side assembly of local matrix into global matrix (as instance of class `SkMatrix`).
- template<class T_, size_t N_>
void `side_assembly` (const `Element` &e, const `LocalVect`< T_, N_ > &be, `Vect`< T_ > &b)

Side assembly of local vector into global vector.

- `template<class T_>`
`Vect< T_ > operator* (const BMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`BMatrix< T_ > operator* (T_ a, const BMatrix< T_ > &A)`
*Operator * (Premultiplication of matrix by constant)*
- `template<class T_>`
`ostream & operator<< (ostream &s, const BMatrix< T_ > &a)`
Output matrix in output stream.
- `template<class T_>`
`Vect< T_ > operator* (const DMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<< (ostream &s, const DMatrix< T_ > &a)`
Output matrix in output stream.
- `template<class T_>`
`Vect< T_ > operator* (const DSMatrix< T_ > &A, const Vect< T_ > &b)`
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<< (ostream &s, const DSMatrix< T_ > &a)`
Output matrix in output stream.
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator* (T_ a, const LocalMatrix< T_ , NR_ , NC_ > &x)`
*Operator * (Multiply matrix x by scalar a)*
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator/ (T_ a, const LocalMatrix< T_ , NR_ , NC_ > &x)`
Operator / (Divide matrix x by scalar a)
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator+ (const LocalMatrix< T_ , NR_ , NC_ > &x, const LocalMatrix< T_ , NR_ , NC_ > &y)`
Operator + (Add matrix x to y)
- `template<class T_ , size_t NR_ , size_t NC_>`
`LocalMatrix< T_ , NR_ , NC_ > operator- (const LocalMatrix< T_ , NR_ , NC_ > &x, const LocalMatrix< T_ , NR_ , NC_ > &y)`
Operator - (Subtract matrix y from x)
- `template<class T_ , size_t NR_ , size_t NC_>`
`ostream & operator<< (ostream &s, const LocalMatrix< T_ , NR_ , NC_ > &a)`
Output vector in output stream.
- `template<class T_ , size_t N_>`
`LocalVect< T_ , N_ > operator+ (const LocalVect< T_ , N_ > &x, const LocalVect< T_ , N_ > &y)`
Operator + (Add two vectors)
- `template<class T_ , size_t N_>`
`LocalVect< T_ , N_ > operator- (const LocalVect< T_ , N_ > &x, const LocalVect< T_ , N_ > &y)`
Operator - (Subtract two vectors)
- `template<class T_ , size_t N_>`
`LocalVect< T_ , N_ > operator* (T_ a, const LocalVect< T_ , N_ > &x)`

- Operator ** (Premultiplication of vector by constant)

 - `template<class T_, size_t N_>`
`LocalVect< T_, N_ > operator/ (T_ a, const LocalVect< T_, N_ > &x)`

Operator / (Division of vector by constant)
 - `template<class T_, size_t N_>`
`real_t Dot (const LocalVect< T_, N_ > &a, const LocalVect< T_, N_ > &b)`

Calculate dot product of 2 vectors (instances of class LocalVect)
 - `template<class T_, size_t N_>`
`void Scale (T_ a, const LocalVect< T_, N_ > &x, LocalVect< T_, N_ > &y)`

Multiply vector x by constant a and store result in y .
 - `template<class T_, size_t N_>`
`void Scale (T_ a, LocalVect< T_, N_ > &x)`

Multiply vector x by constant a and store result in x .
 - `template<class T_, size_t N_>`
`void Axpy (T_ a, const LocalVect< T_, N_ > &x, LocalVect< T_, N_ > &y)`

*Add $a*x$ to vector y .*
 - `template<class T_, size_t N_>`
`void Copy (const LocalVect< T_, N_ > &x, LocalVect< T_, N_ > &y)`

Copy vector x into vector y .
 - `template<class T_, size_t N_>`
`ostream & operator<< (ostream &s, const LocalVect< T_, N_ > &v)`

Output vector in output stream.
 - `template<class T_>`
`PETScVect< T_ > operator* (const PETScMatrix< T_ > &A, const PETScVect< T_ > &x)`
 - `template<class T_>`
`ostream & operator<< (ostream &s, PETScMatrix< T_ > &A)`

Output matrix in output stream.
 - `string itos (int i)`

Function to convert an integer to a string.
 - `string dtos (real_t d)`

Function to convert a real to a string.
 - `template<class T_>`
`ostream & operator<< (ostream &s, const PETScWrapper< T_ > &w)`

Output Petsc Wrapper data in output stream.
 - `template<class T_>`
`bool operator== (const Point< T_ > &a, const Point< T_ > &b)`

Operator ==
 - `template<class T_>`
`Point< T_ > operator+ (const Point< T_ > &a, const Point< T_ > &b)`

Operator +
 - `template<class T_>`
`Point< T_ > operator+ (const Point< T_ > &a, const T_ &x)`

Operator +
 - `template<class T_>`
`Point< T_ > operator- (const Point< T_ > &a)`

Unary Operator -
 - `template<class T_>`
`Point< T_ > operator- (const Point< T_ > &a, const Point< T_ > &b)`

Operator -

- `template<class T_>`
`Point< T_ > operator-` (const `Point< T_ > &a`, const `T_ &x`)
Operator -
- `template<class T_>`
`Point< T_ > operator*` (const `T_ &a`, const `Point< T_ > &b`)
*Operator **
- `template<class T_>`
`Point< T_ > operator*` (const int `&a`, const `Point< T_ > &b`)
*Operator *.*
- `template<class T_>`
`Point< T_ > operator*` (const `Point< T_ > &b`, const `T_ &a`)
Operator /
- `template<class T_>`
`Point< T_ > operator*` (const `Point< T_ > &b`, const int `&a`)
*Operator **
- `template<class T_>`
`T_ operator*` (const `Point< T_ > &a`, const `Point< T_ > &b`)
*Operator **
- `template<class T_>`
`Point< T_ > operator/` (const `Point< T_ > &b`, const `T_ &a`)
Operator /
- `Point< double > CrossProduct` (const `Point< double > &lp`, const `Point< double > &rp`)
Return Cross product of two vectors `lp` and `rp`
- `bool areClose` (const `Point< double > &a`, const `Point< double > &b`, double `toler=OFELI.TOLERANCE`)
Return `true` if both instances of class `Point<double>` are distant with less then `toler`
- `double SqrDistance` (const `Point< double > &a`, const `Point< double > &b`)
Return squared euclidean distance between points `a` and `b`
- `double Distance` (const `Point< double > &a`, const `Point< double > &b`)
Return euclidean distance between points `a` and `b`
- `template<class T_>`
`std::ostream & operator<<` (std::ostream `&s`, const `Point< T_ > &a`)
Output point coordinates.
- `template<class T_>`
`bool operator==` (const `Point2D< T_ > &a`, const `Point2D< T_ > &b`)
Operator ==.
- `template<class T_>`
`Point2D< T_ > operator+` (const `Point2D< T_ > &a`, const `Point2D< T_ > &b`)
Operator +.
- `template<class T_>`
`Point2D< T_ > operator+` (const `Point2D< T_ > &a`, const `T_ &x`)
Operator +.
- `template<class T_>`
`Point2D< T_ > operator-` (const `Point2D< T_ > &a`)
Unary Operator -
- `template<class T_>`
`Point2D< T_ > operator-` (const `Point2D< T_ > &a`, const `Point2D< T_ > &b`)
Operator -

- `template<class T_>`
`Point2D< T_> operator-` (const `Point2D< T_> &a`, const `T_ &x`)
Operator -
- `template<class T_>`
`Point2D< T_> operator*` (const `T_ &a`, const `Point2D< T_> &b`)
*Operator *.*
- `template<class T_>`
`Point2D< T_> operator*` (const int `&a`, const `Point2D< T_> &b`)
- `template<class T_>`
`Point2D< T_> operator*` (const `Point2D< T_> &b`, const `T_ &a`)
Operator /
- `template<class T_>`
`Point2D< T_> operator*` (const `Point2D< T_> &b`, const int `&a`)
*Operator **
- `template<class T_>`
`T_ operator*` (const `Point2D< T_> &b`, const `Point2D< T_> &a`)
*Operator *.*
- `template<class T_>`
`Point2D< T_> operator/` (const `Point2D< T_> &b`, const `T_ &a`)
Operator /
- `bool areClose` (const `Point2D< real_t > &a`, const `Point2D< real_t > &b`, `real_t` `toler=OFELI.TOLERANCE`)
Return `true` if both instances of class `Point2D<real_t>` are distant with less then `toler` [Default: `OFELI.EPSMCH`].
- `real_t SqrDistance` (const `Point2D< real_t > &a`, const `Point2D< real_t > &b`)
Return squared euclidean distance between points `a` and `b`
- `real_t Distance` (const `Point2D< real_t > &a`, const `Point2D< real_t > &b`)
Return euclidean distance between points `a` and `b`
- `template<class T_>`
`std::ostream & operator<<` (std::ostream `&s`, const `Point2D< T_> &a`)
Output point coordinates.
- `template<class T_>`
`Vect< T_> operator*` (const `SkMatrix< T_> &A`, const `Vect< T_> &b`)
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<<` (ostream `&s`, const `SkMatrix< T_> &a`)
Output matrix in output stream.
- `template<class T_>`
`Vect< T_> operator*` (const `SkSMatrix< T_> &A`, const `Vect< T_> &b`)
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<<` (ostream `&s`, const `SkSMatrix< T_> &a`)
Output matrix in output stream.
- `template<class T_>`
`Vect< T_> operator*` (const `SpMatrix< T_> &A`, const `Vect< T_> &b`)
*Operator * (Multiply vector by matrix and return resulting vector.*
- `template<class T_>`
`ostream & operator<<` (ostream `&s`, const `SpMatrix< T_> &A`)

- `template<class T_>`
`Vect< T_> operator* (const TrMatrix< T_> &A, const Vect< T_> &b)`
*Operator * (Multiply vector by matrix and return resulting vector).*
- `template<class T_>`
`TrMatrix< T_> operator* (T_ a, const TrMatrix< T_> &A)`
*Operator * (Premultiplication of matrix by constant)*
- `template<class T_>`
`ostream & operator<< (ostream &s, const TrMatrix< T_> &A)`
Output matrix in output stream.
- `ostream & operator<< (ostream &s, const Edge &ed)`
Output edge data.
- `ostream & operator<< (ostream &s, const Element &el)`
Output element data.
- `Figure operator&& (const Figure &f1, const Figure &f2)`
Function to define a Figure instance as the intersection of two Figure instances.
- `Figure operator- (const Figure &f1, const Figure &f2)`
Function to define a Figure instance as the set subtraction of two Figure instances.
- `void getMesh (string file, ExternalFileFormat form, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in an external file format.
- `void getBamg (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in Bamg format.
- `void getEasymesh (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in Easymesh format.
- `void getGambit (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in Gambit neutral format.
- `void getGmsh (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in Gmsh format.
- `void getMatlab (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a Matlab mesh data.
- `void getNetgen (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in Netgen format.
- `void getTetgen (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in Tetgen format.
- `void getTriangle (string file, Mesh &mesh, size_t nb_dof=1)`
Construct an instance of class Mesh from a mesh file stored in Triangle format.
- `ostream & operator<< (ostream &s, const Grid &g)`
Output grid data.
- `ostream & operator<< (ostream &s, const Material &m)`
Output material data.
- `ostream & operator<< (ostream &s, const Mesh &ms)`
Output mesh data.
- `ostream & operator<< (ostream &s, const NodeList &nl)`
Output NodeList instance.
- `ostream & operator<< (ostream &s, const ElementList &el)`
Output ElementList instance.
- `ostream & operator<< (ostream &s, const SideList &sl)`
Output SideList instance.

- `ostream & operator<<` (`ostream &s`, `const EdgeList &el`)
Output *EdgeList* instance.
- `size_t Label` (`const Node &nd`)
Return label of a given node.
- `size_t Label` (`const Element &el`)
Return label of a given element.
- `size_t Label` (`const Side &sd`)
Return label of a given side.
- `size_t Label` (`const Edge &ed`)
Return label of a given edge.
- `size_t NodeLabel` (`const Element &el`, `size_t n`)
Return global label of node local label in element.
- `size_t NodeLabel` (`const Side &sd`, `size_t n`)
Return global label of node local label in side.
- `Point< real_t > Coord` (`const Node &nd`)
Return coordinates of a given node.
- `int Code` (`const Node &nd`, `size_t i=1`)
Return code of a given (degree of freedom of) node.
- `int Code` (`const Element &el`)
Return code of a given element.
- `int Code` (`const Side &sd`, `size_t i=1`)
Return code of a given (degree of freedom of) side.
- `bool operator==` (`const Element &el1`, `const Element &el2`)
Check equality between 2 elements.
- `bool operator==` (`const Side &sd1`, `const Side &sd2`)
Check equality between 2 sides.
- `void DeformMesh` (`Mesh &mesh`, `const Vect< real_t > &u`, `real_t a=1`)
Calculate deformed mesh using a displacement field.
- `void DeformMesh` (`Mesh &mesh`, `const PETScVect< real_t > &u`, `real_t a=1`)
Calculate deformed mesh using a displacement field as instance of *PETScVect*.
- `void MeshToMesh` (`Mesh &m1`, `Mesh &m2`, `const Vect< real_t > &u1`, `Vect< real_t > &u2`, `size_t nx`, `size_t ny=0`, `size_t nz=0`, `size_t dof=1`)
Function to redefine a vector defined on a mesh to a new mesh.
- `void MeshToMesh` (`Mesh &m1`, `Mesh &m2`, `const Vect< real_t > &u1`, `Vect< real_t > &u2`, `const Point< real_t > &xmin`, `const Point< real_t > &xmax`, `size_t nx`, `size_t ny`, `size_t nz`, `size_t dof=1`)
Function to redefine a vector defined on a mesh to a new mesh.
- `real_t getMaxSize` (`const Mesh &m`)
Return maximal size of element edges for given mesh.
- `real_t getMinSize` (`const Mesh &m`)
Return minimal size of element edges for given mesh.
- `real_t getMinElementMeasure` (`const Mesh &m`)
Return minimal measure (length, area or volume) of elements of given mesh.
- `real_t getMinSideMeasure` (`const Mesh &m`)
Return minimal measure (length or area) of sides of given mesh.
- `real_t getMaxSideMeasure` (`const Mesh &m`)
Return maximal measure (length or area) of sides of given mesh.

- `real_t getMeanElementMeasure` (const `Mesh` &m)
Return average measure (length, area or volume) of elements of given mesh.
- `real_t getMeanSideMeasure` (const `Mesh` &m)
Return average measure (length or area) of sides of given mesh.
- `void setNodeCodes` (`Mesh` &m, const string &exp, int code, size_t dof=1)
Assign a given code to all nodes satisfying a boolean expression using node coordinates.
- `void setBoundaryNodeCodes` (`Mesh` &m, const string &exp, int code, size_t dof=1)
Assign a given code to all nodes on boundary that satisfy a boolean expression using node coordinates.
- `void setSideCodes` (`Mesh` &m, const string &exp, int code, size_t dof=1)
Assign a given code to all sides satisfying a boolean expression using node coordinates.
- `void setBoundarySideCodes` (`Mesh` &m, const string &exp, int code, size_t dof=1)
Assign a given code to all sides on boundary that satisfy a boolean expression using node coordinates.
- `void setElementCodes` (`Mesh` &m, const string &exp, int code)
Assign a given code to all elements satisfying a boolean expression using node coordinates.
- `int NodeInElement` (const `Node` *nd, const `Element` *el)
Say if a given node belongs to a given element.
- `int NodeInSide` (const `Node` *nd, const `Side` *sd)
Say if a given node belongs to a given side.
- `int SideInElement` (const `Side` *sd, const `Element` *el)
Say if a given side belongs to a given element.
- `ostream & operator<<` (ostream &s, const `Node` &nd)
Output node data.
- `void saveMesh` (const string &file, const `Mesh` &mesh, ExternalFileFormat form)
This function saves mesh data a file for a given external format.
- `void saveGmsh` (const string &gp_file, const `Mesh` &mesh)
This function outputs a `Mesh` instance in a file in `Gmsh` format.
- `void saveGnuplot` (const string &file, const `Mesh` &mesh)
This function outputs a `Mesh` instance in a file in `Gmsh` format.
- `void saveMatlab` (const string &file, const `Mesh` &mesh)
This function outputs a `Mesh` instance in a file in `Matlab` format.
- `void saveTecplot` (const string &file, const `Mesh` &mesh)
This function outputs a `Mesh` instance in a file in `Tecplot` format.
- `void saveVTK` (const string &file, const `Mesh` &mesh)
This function outputs a `Mesh` instance in a file in `VTK` format.
- `void saveBamg` (const string &file, `Mesh` &mesh)
This function outputs a `Mesh` instance in a file in `Bamg` format.
- `ostream & operator<<` (ostream &s, const `Side` &sd)
Output side data.
- `ostream & operator<<` (ostream &s, const `Estimator` &r)
Output estimator vector in output stream.
- `template<class T_ >`
`int BiCG` (const `SpMatrix`< T_ > &A, int prec, const `Vect`< T_ > &b, `Vect`< T_ > &x, int max_it, `real_t` toler, int verbose)
Biconjugate gradient solver function.
- `template<class T_ >`
`int BiCGStab` (const `SpMatrix`< T_ > &A, const `Prec`< T_ > &P, const `Vect`< T_ > &b, `Vect`< T_ > &x, int max_it, `real_t` toler, int verbose)

Biconjugate gradient stabilized solver function.

- `template<class T_>`
`int BiCGStab (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, int max_it, real_t toler, int verbose)`

Biconjugate gradient stabilized solver function.

- `void BSpline (size_t n, size_t t, Vect< Point< real_t > > &control, Vect< Point< real_t > > &output, size_t num_output)`

Function to perform a B-spline interpolation.

- `template<class T_>`
`int CG (const SpMatrix< T_ > &A, const Prec< T_ > &P, const Vect< T_ > &b, Vect< T_ > &x, int max_it, real_t toler, int verbose)`

Conjugate gradient solver function.

- `template<class T_>`
`int CG (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, int max_it, real_t toler, int verbose)`

Conjugate gradient solver function.

- `template<class T_>`
`int CGS (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, int max_it, real_t toler, int verbose)`

Conjugate Gradient Squared solver function.

- `template<class T_>`
`int GMRes (const SpMatrix< T_ > &A, const Prec< T_ > &P, const Vect< T_ > &b, Vect< T_ > &x, size_t m, int max_it, real_t toler, int verbose)`

GMRes solver function.

- `template<class T_>`
`int GMRes (const SpMatrix< T_ > &A, int prec, const Vect< T_ > &b, Vect< T_ > &x, size_t m, int max_it, real_t toler, int verbose)`

GMRes solver function.

- `template<class T_>`
`int GS (const SpMatrix< T_ > &A, const Vect< T_ > &b, Vect< T_ > &x, real_t omega, int max_it, real_t toler, int verbose)`

Gauss-Seidel solver function.

- `template<class T_>`
`int Jacobi (const SpMatrix< T_ > &A, const Vect< T_ > &b, Vect< T_ > &x, real_t omega, int max_it, real_t toler, int verbose)`

Jacobi solver function.

- `ostream & operator<< (ostream &s, const OptSolver &os)`

Output differential system information.

- `template<class T_ , class M_ >`
`int Richardson (const M_ &A, const Vect< T_ > &b, Vect< T_ > &x, real_t omega, int max_it, real_t toler, int verbose)`

Richardson solver function.

- `template<class T_>`
`void Schur (SkMatrix< T_ > &A, SpMatrix< T_ > &U, SpMatrix< T_ > &L, SpMatrix< T_ > &D, Vect< T_ > &b, Vect< T_ > &c)`

Solve a linear system of equations with a 2x2-block matrix.

- `template<class T_>`
`void Schur (PETScMatrix< T_ > &A, PETScMatrix< T_ > &U, PETScMatrix< T_ > &L, PETScMatrix< T_ > &D, PETScVect< T_ > &b, PETScVect< T_ > &c)`

Solve a linear system of equations with a 2x2-block matrix.

- `template<class T_, class M_>`
`int SSOR (const M_ &A, const Vect< T_ > &b, Vect< T_ > &x, int max_it, real_t toler, int verbose)`
SSOR solver function.
- `ostream & operator<< (ostream &s, const TimeStepping &ts)`
Output differential system information.
- `void banner (const string &prog=" ")`
Outputs a banner as header of any developed program.
- `template<class T_>`
`void QuickSort (std::vector< T_ > &a, int begin, int end)`
Function to sort a vector.
- `template<class T_>`
`void qksort (std::vector< T_ > &a, int begin, int end)`
Function to sort a vector.
- `template<class T_, class C_>`
`void qksort (std::vector< T_ > &a, int begin, int end, C_ compare)`
Function to sort a vector according to a key function.
- `int Sgn (real_t a)`
Return sign of a : -1 or 1.
- `real_t Abs2 (complex_t a)`
Return square of modulus of complex number a
- `real_t Abs2 (real_t a)`
Return square of real number a
- `real_t Abs (real_t a)`
Return absolute value of a
- `real_t Abs (complex_t a)`
Return modulus of complex number a
- `real_t Abs (const Point< real_t > &p)`
Return Norm of vector a
- `real_t Conjg (real_t a)`
Return complex conjugate of real number a
- `complex_t Conjg (complex_t a)`
Return complex conjugate of complex number a
- `real_t Max (real_t a, real_t b, real_t c)`
Return maximum value of real numbers a , b and c
- `int Max (int a, int b, int c)`
Return maximum value of integer numbers a , b and c
- `real_t Min (real_t a, real_t b, real_t c)`
Return minimum value of real numbers a , b and c
- `int Min (int a, int b, int c)`
Return minimum value of integer numbers a , b and c
- `real_t Max (real_t a, real_t b, real_t c, real_t d)`
Return maximum value of integer numbers a , b , c and d
- `int Max (int a, int b, int c, int d)`
Return maximum value of integer numbers a , b , c and d
- `real_t Min (real_t a, real_t b, real_t c, real_t d)`
Return minimum value of real numbers a , b , c and d

- `int Min (int a, int b, int c, int d)`
Return minimum value of integer numbers a , b , c and d
- `real_t Arg (complex_t x)`
Return argument of complex number x
- `complex_t Log (complex_t x)`
Return principal determination of logarithm of complex number x
- `template<class T_>`
`T_ Sqr (T_ x)`
Return square of value x
- `template<class T_>`
`void Scale (T_ a, const vector< T_ > &x, vector< T_ > &y)`
Multiply vector x by a and save result in vector y
- `template<class T_>`
`void Scale (T_ a, const Vect< T_ > &x, Vect< T_ > &y)`
Multiply vector x by a and save result in vector y
- `template<class T_>`
`void Scale (T_ a, vector< T_ > &x)`
Multiply vector x by a
- `template<class T_>`
`void Xpy (size_t n, T_ *x, T_ *y)`
Add array x to y
- `template<class T_>`
`void Xpy (const vector< T_ > &x, vector< T_ > &y)`
Add vector x to y
- `template<class T_>`
`void Apxy (size_t n, T_ a, T_ *x, T_ *y)`
Multiply array x by a and add result to y
- `template<class T_>`
`void Apxy (T_ a, const vector< T_ > &x, vector< T_ > &y)`
Multiply vector x by a and add result to y
- `template<class T_>`
`void Apxy (T_ a, const Vect< T_ > &x, Vect< T_ > &y)`
Multiply vector x by a and add result to y
- `template<class T_>`
`void Copy (size_t n, T_ *x, T_ *y)`
Copy array x to y n is the arrays size.
- `real_t Error2 (const vector< real_t > &x, const vector< real_t > &y)`
Return absolute L2 error between vectors x and y
- `real_t RError2 (const vector< real_t > &x, const vector< real_t > &y)`
Return absolute L^2 error between vectors x and y
- `real_t ErrorMax (const vector< real_t > &x, const vector< real_t > &y)`
Return absolute Max. error between vectors x and y
- `real_t RErrorMax (const vector< real_t > &x, const vector< real_t > &y)`
Return relative Max. error between vectors x and y
- `template<class T_>`
`T_ Dot (size_t n, T_ *x, T_ *y)`
Return dot product of arrays x and y
- `real_t Dot (const vector< real_t > &x, const vector< real_t > &y)`

Return dot product of vectors x and y .

- `real_t operator*` (const vector< `real_t` > & x , const vector< `real_t` > & y)

*Operator * (Dot product of 2 vector instances)*

- `real_t Dot` (const `Vect`< `real_t` > & x , const `Vect`< `real_t` > & y)

Return dot product of vectors x and y

- template<class `T_` >
`T_ Dot` (const `Point`< `T_` > & x , const `Point`< `T_` > & y)

Return dot product of x and y

- template<class `T_` >
void `Assign` (vector< `T_` > & v , const `T_` & a)

Assign the value a to all entries of a vector v

- template<class `T_` >
void `Clear` (vector< `T_` > & v)

Assign 0 to all entries of a vector.

- template<class `T_` >
void `Clear` (`Vect`< `T_` > & v)

Assign 0 to all entries of a vector.

- `real_t Nrm2` (size_t n , `real_t` * x)

Return 2-norm of array x

- `real_t Nrm2` (const vector< `real_t` > & x)

Return 2-norm of vector x

- template<class `T_` >
`real_t Nrm2` (const `Point`< `T_` > & a)

Return 2-norm of a

- bool `Equal` (`real_t` x , `real_t` y , `real_t` $\text{toler}=\text{OFELI.EPSMCH}$)

Function to return true if numbers x and y are close up to a given tolerance toler

- char `itoc` (int i)

Function to convert an integer to a character.

- std::string `itos` (size_t i)

Function to convert an integer to a string.

- template<class `T_` >
`T_ stringTo` (const std::string & s)

Function to convert a string to a template type parameter.

- void `RTrim` (char * s)

Function to remove blanks at the end of a string.

- void `LTrim` (char * s)

Function to remove blanks at the beginning of a string.

- void `Trim` (char * s)

Function to remove blanks at the beginning and end of a string.

- template<class `T_` >
void `Swap` (`T_` & a , `T_` & b)

Swap elements a and b .

Variables

- `Node * theNode`
A pointer to `Node`.
- `Element * theElement`
A pointer to `Element`.
- `Side * theSide`
A pointer to `Side`.
- `Edge * theEdge`
A pointer to `Edge`.
- `int theStep`
Time step counter.
- `int theIteration`
Iteration counter.
- `int NbTimeSteps`
Number of time steps.
- `int MaxNbIterations`
Maximal number of iterations.
- `int Verbosity`
Parameter for verbosity of message outputting.
- `real.t theTimeStep`
Time step label.
- `real.t theTime`
Time value.
- `real.t theFinalTime`
Final time value.
- `real.t theTolerance`
Tolerance value for convergence.
- `real.t theDiscrepancy`
Value of discrepancy for an iterative procedure Its default value is 1. 0.
- `bool Converged`
Boolean variable to say if an iterative procedure has converged.
- `bool InitPetsc`

6.1.1 Detailed Description

A namespace to group all library classes, functions, ...

Namespace `OFELI` groups all OFELI library classes, functions and global variables.

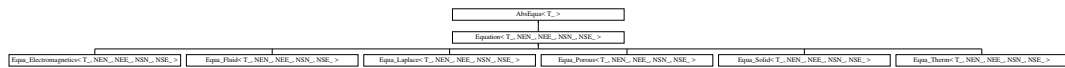
Chapter 7

Class Documentation

7.1 AbsEqua< T_ > Class Template Reference

Mother abstract class to describe equation.

Inheritance diagram for AbsEqua< T_ >:



Public Member Functions

- [AbsEqua](#) ()
Default constructor.
- [AbsEqua](#) ([Mesh](#) &mesh)
Constructor with mesh instance.
- virtual [~AbsEqua](#) ()
Destructor.
- void [setMesh](#) ([Mesh](#) &m)
Define mesh and renumber DOFs after removing imposed ones.
- [Mesh](#) & [getMesh](#) () const
Return reference to [Mesh](#) instance.
- [LinearSolver](#)< T_ > & [getLinearSolver](#) ()
Return reference to linear solver instance.
- void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=[IDENT_PREC](#))
Choose solver for the linear system.
- int [SolveLinearSystem](#) ([Matrix](#)< T_ > *A, [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Solve the linear system.

7.1.1 Detailed Description

template<class T_>

class OFELI::AbsEqua< T_ >

Mother abstract class to describe equation.

Template Parameters

| | |
|---------------------------------------|---|
| $\langle T_ \leftarrow \right\rangle$ | Data type (real_t, float, complex<real_t>, ...) |
|---------------------------------------|---|

7.1.2 Member Function Documentation

Mesh& getMesh () const

Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC)

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T_ > * *A*, Vect< T_ > & *b*, Vect< T_ > & *x*)

Solve the linear system.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
|----|----------|---|

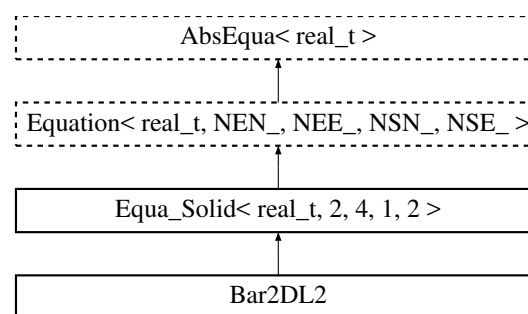
Parameters

| | | |
|---------|-----|---|
| in | b | Vector containing right-hand side |
| in, out | x | Vector containing initial guess of solution on input, actual solution on output |

7.2 Bar2DL2 Class Reference

To build element equations for Planar Elastic Bar element with 2 DOF (Degrees of Freedom) per node.

Inheritance diagram for Bar2DL2:



Public Member Functions

- [Bar2DL2](#) ()
Default Constructor.
- [Bar2DL2](#) ([Element](#) *el, [real_t](#) section)
Constructor using element data.
- [~Bar2DL2](#) ()
Destructor.
- void [Mass](#) ([real_t](#) coef=1.)
Add element consistent mass contribution to matrix and right-hand side after multiplication by coef
- void [LMass](#) ([real_t](#) coef=1.)
Add element lumped mass contribution to matrix and right-hand side after multiplication by coef
- void [LMassToLHS](#) ([real_t](#) coef=1)
Add lumped mass matrix to left-hand side after multiplying it by coefficient coef
- void [LMassToRHS](#) ([real_t](#) coef=1)
Add lumped mass contribution to right-hand side after multiplying it by coefficient coef
- void [MassToLHS](#) ([real_t](#) coef=1)
Add consistent mass matrix to left-hand side after multiplying it by coefficient coef
- void [MassToRHS](#) ([real_t](#) coef=1)
Add consistent mass contribution to right-hand side after multiplying it by coefficient coef
- void [Stiffness](#) ([real_t](#) coef=1.)
Add element stiffness to left hand side.
- void [BodyRHS](#) ([UserData](#)< [real_t](#) > &ud)
Add body right-hand side term to right hand side.
- [real_t](#) [Stress](#) () const

- Return stresses in bar.*

 - void `getStresses` (const `Vect< real.t > &u`, `Vect< real.t > &s`)
- Return stresses in the truss structure (elementwise)*

 - int `runOneTimeStep` ()
- Run one time step.*

 - int `run` ()
- Solve the equation.*

 - void `build` ()
- Build the linear system of equations.*

 - void `buildEigen` (`SkSMatrix< real.t > &K`, `SkSMatrix< real.t > &M`)
- Build global stiffness and mass matrices for the eigen system.*

 - void `buildEigen` (`SkSMatrix< real.t > &K`, `Vect< real.t > &M`)
- Build global stiffness and mass matrices for the eigen system.*

 - void `setLumpedMass` ()
- Add lumped mass contribution to left and right-hand sides taking into account time integration scheme.*

 - void `setMass` ()
- Add consistent mass contribution to left and right-hand sides taking into account time integration scheme.*

 - virtual void `Deviator` (`real.t` coef=1)
- Add deviator matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - virtual void `Dilatation` (`real.t` coef=1)
- Add dilatation matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - virtual void `DilatationToRHS` (`real.t` coef=1)
- Add dilatation vector to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - virtual void `DeviatorToRHS` (`real.t` coef=1)
- Add deviator vector to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - virtual void `StiffnessToRHS` (`real.t` coef=1)
- Add stiffness matrix to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - void `setDilatation` ()
- Add dilatation matrix to left and/or right-hand side taking into account time.*

 - void `setDeviator` ()
- Add deviator matrix to left and/or right-hand side taking into account time integration scheme.*

 - void `setStiffness` ()
- Add convection contribution to left and/or right-hand side taking into account time integration scheme.*

 - void `updateBC` (const `Element &el`, const `Vect< real.t > &bc`)
- Update Right-Hand side by taking into account essential boundary conditions.*

 - void `updateBC` (const `Vect< real.t > &bc`)
- Update Right-Hand side by taking into account essential boundary conditions.*

 - void `DiagBC` (int dof_type=NODE_DOF, int dof=0)
- Update element matrix to impose bc by diagonalization technique.*

 - void `LocalNodeVector` (`Vect< real.t > &b`)
- Localize Element Vector from a Vect instance.*

 - void `ElementNodeVector` (const `Vect< real.t > &b`, `LocalVect< real.t, NEE_ > &be`)
- Localize Element Vector from a Vect instance.*

- void [ElementNodeVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEN_ > &be)
Localize Element Vector from a Vect instance.
- void [ElementSideVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NSE_ > &be)
Localize Element Vector from a Vect instance.
- void [ElementVector](#) (const [Vect](#)< [real_t](#) > &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void [SideVector](#) (const [Vect](#)< [real_t](#) > &b)
Localize Side Vector.
- void [ElementNodeCoordinates](#) ()
Localize coordinates of element nodes.
- void [SideNodeCoordinates](#) ()
Localize coordinates of side nodes.
- void [ElementAssembly](#) ([Matrix](#)< [real_t](#) > *A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScVect](#)< [real_t](#) > &b)
Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) ([BMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([Vect](#)< [real_t](#) > &v)
Assemble element vector into global one.
- void [SideAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) ([PETScVect](#)< [real_t](#) > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) ([Matrix](#)< [real_t](#) > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([Vect](#)< [real_t](#) > &v)
Assemble side (edge or face) vector into global one.

- void **DGElementAssembly** (**Matrix**< **real.t** > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void **DGElementAssembly** (**SkSMatrix**< **real.t** > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void **DGElementAssembly** (**SkMatrix**< **real.t** > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void **DGElementAssembly** (**SpMatrix**< **real.t** > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void **DGElementAssembly** (**TrMatrix**< **real.t** > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void **AxbAssembly** (const **Element** &el, const **Vect**< **real.t** > &x, **Vect**< **real.t** > &b)
Assemble product of element matrix by element vector into global vector.
- void **AxbAssembly** (const **Side** &sd, const **Vect**< **real.t** > &x, **Vect**< **real.t** > &b)
Assemble product of side matrix by side vector into global vector.
- size_t **getNbNodes** () const
Return number of element nodes.
- size_t **getNbEq** () const
Return number of element equations.
- void **setInitialSolution** (const **Vect**< **real.t** > &u)
Set initial solution (previous time step)
- **real.t** **setMaterialProperty** (const string &exp, const string &prop)
Define a material property by an algebraic expression.
- void **setMesh** (**Mesh** &m)
Define mesh and renumber DOFs after removing imposed ones.
- **Mesh** & **getMesh** () const
Return reference to Mesh instance.
- **LinearSolver**< **real.t** > & **getLinearSolver** ()
Return reference to linear solver instance.
- void **setSolver** (**Iteration** ls, **Preconditioner** pc=IDENT_PREC)
Choose solver for the linear system.
- int **SolveLinearSystem** (**Matrix**< **real.t** > *A, **Vect**< **real.t** > &b, **Vect**< **real.t** > &x)
Solve the linear system.

Public Attributes

- **LocalMatrix**< **real.t**, NEE_, NEE_ > **eMat**
LocalMatrix instance containing local matrix associated to current element.
- **LocalMatrix**< **real.t**, NSE_, NSE_ > **sMat**
LocalMatrix instance containing local matrix associated to current side.
- **LocalVect**< **real.t**, NEE_ > **ePrev**
LocalVect instance containing local vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRHS**
LocalVect instance containing local right-hand side vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRes**
LocalVect instance containing local residual vector associated to current element.
- **LocalVect**< **real.t**, NSE_ > **sRHS**
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void **Young** (const **real_t** &E)
Set (constant) Young modulus.
- void **Young** (const string &exp)
Set Young modulus given by an algebraic expression.
- void **Poisson** (const **real_t** &nu)
Set (constant) Poisson ratio.
- void **Poisson** (const string &exp)
Set Poisson ratio given by an algebraic expression.
- void **Density** (const **real_t** &rho)
Set (constant) density.
- void **Density** (const string &exp)
Set density given by an algebraic expression.
- void **setMaterial** ()
Set material properties.
- void **Init** (const **Element** *el)
Set element arrays to zero.
- void **Init** (const **Side** *sd)
Set side arrays to zero.

7.2.1 Detailed Description

To build element equations for Planar Elastic Bar element with 2 DOF (Degrees of Freedom) per node.

This class implements a planar (two-dimensional) elastic bar using 2-node lines. Note that members calculating element arrays have as an argument a real *coef* that is multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.2.2 Constructor & Destructor Documentation

Bar2DL2 ()

Default Constructor.

Constructs an empty equation.

Bar2DL2 (**Element** * *el*, **real_t** *section*)

Constructor using element data.

Parameters

| | | |
|----|----------------|-----------------------------------|
| in | <i>el</i> | Pointer to Element |
| in | <i>section</i> | Section of bar at present element |

7.2.3 Member Function Documentation

void Mass (**real_t** *coef* = 1.) [virtual]

Add element consistent mass contribution to matrix and right-hand side after multiplication by *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 2, 4, 1, 2 >](#).

void LMass (real.t *coef* = 1.) [virtual]

Add element lumped mass contribution to matrix ans right-hand side after multiplication by *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 2, 4, 1, 2 >](#).

void LMassToLHS (real.t *coef* = 1) [virtual]

Add lumped mass matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 2, 4, 1, 2 >](#).

void LMassToRHS (real.t *coef* = 1) [virtual]

Add lumped mass contribution to right-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 2, 4, 1, 2 >](#).

void MassToLHS (real.t *coef* = 1) [virtual]

Add consistent mass matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 2, 4, 1, 2 >](#).

void MassToRHS (real.t *coef* = 1) [virtual]

Add consistent mass contribution to right-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 2, 4, 1, 2 >](#).

void Stiffness (real.t *coef* = 1.) [virtual]

Add element stiffness to left hand side.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 2, 4, 1, 2 >](#).

void BodyRHS (UserData< real.t > & *ud*)

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|-----------|---|
| in | <i>ud</i> | instance containing user data with prescribes loads |
|----|-----------|---|

void getStresses (const Vect< real.t > & *u*, Vect< real.t > & *s*)

Return stresses in the truss structure (elementwise)

Parameters

| | | |
|----|----------|---|
| in | <i>u</i> | Vect instance containing displacements at nodes |
| in | <i>s</i> | Vect instance containing axial stresses in elements |

int runOneTimeStep ()

Run one time step.

This function performs one time step in equation solving. It is to be used only if a TRANSIENT analysis is required.

Returns

Return error from the linear system solver

int run ()

Solve the equation.

If the analysis (see function **setAnalysis**) is STEADY.STATE, then the function solves the stationary equation.

If the analysis is TRANSIENT, then the function performs time stepping until the final time is reached.

void build ()

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent mass matrix
- The choice of desired linear system solver

void buildEigen (SkSMatrix< real.t > & K, SkSMatrix< real.t > & M)

Build global stiffness and mass matrices for the eigen system.

Case where the mass matrix is consistent

Parameters

| | | |
|----|-----|------------------------|
| in | K | Stiffness matrix |
| in | M | Consistent mass matrix |

void buildEigen (SkSMatrix< real.t > & K, Vect< real.t > & M)

Build global stiffness and mass matrices for the eigen system.

Case where the mass matrix is lumped

Parameters

| | | |
|----|-----|--|
| in | K | Stiffness matrix |
| in | M | Vector containing diagonal mass matrix |

void updateBC (const Element & el, const Vect< real.t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|------|---|
| in | el | Reference to current element instance |
| in | bc | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real.t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|------|---|
| in | bc | Vector that contains imposed values at all DOFs |
|----|------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & *b*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & *b*, LocalVect< real.t, NEE_ > & *be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< real.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & el , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | el | Reference to Element instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector to add (Vect instance) |

void AxbAssembly (const Side & sd , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | sd | Reference to Side instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector (Vect instance) |

real.t setMaterialProperty (const string & exp , const string & $prop$) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: <i>DIRECT_SOLVER</i>, <i>CG_SOLVER</i>, <i>GMRES_SOLVER</i></p> <ul style="list-style-type: none"> • <i>DIRECT_SOLVER</i>, Use a facorization solver [default] • <i>CG_SOLVER</i>, Conjugate Gradient iterative solver • <i>CGS_SOLVER</i>, Squared Conjugate Gradient iterative solver • <i>BICG_SOLVER</i>, BiConjugate Gradient iterative solver • <i>BICG_STAB_SOLVER</i>, BiConjugate Gradient Stabilized iterative solver • <i>GMRES_SOLVER</i>, GMRES iterative solver • <i>QMR_SOLVER</i>, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • <i>IDENT_PREC</i>, Identity preconditioner (no preconditioning [default]) • <i>DIAG_PREC</i>, Diagonal preconditioner • <i>ILU_PREC</i>, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.2.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

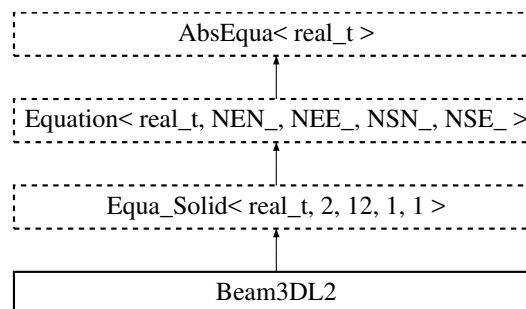
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.3 Beam3DL2 Class Reference

To build element equations for 3-D beam equations using 2-node lines.

Inheritance diagram for Beam3DL2:



Public Member Functions

- **Beam3DL2 ()**
Default Constructor.
- **Beam3DL2 (Element *el, real_t A, real_t I1, real_t I2)**
Constructor using element data.
- **Beam3DL2 (Element *el, real_t A, real_t I1, real_t I2, const Vect< real_t > &u, const real_t &time=0)**
Constructor for dynamic problems.
- **Beam3DL2 (Mesh &ms, const Vect< real_t > &u, Vect< real_t > &d)**
Constructor to determine displacements.
- **~Beam3DL2 ()**
Destructor.
- **void LMassToLHS (real_t coef=1.)**
Add element lumped Mass contribution to matrix after multiplication by coef

- void **LMassToRHS** (**real.t** coef=1.)
Add element lumped Mass contribution to RHS after multiplication by coef
- void **MassToLHS** (**real.t** coef=1.)
Add element consistent Mass contribution to matrix after multiplication by coef (not implemented)
- void **MassToRHS** (**real.t** coef=1.)
Add element consistent Mass contribution to RHS after multiplication by coef (not implemented)
- void **Stiffness** (**real.t** coef=1.)
Add element stiffness to left hand side.
- void **Load** (const **Vect**< **real.t** > &f)
Add contributions for loads.
- void **setBending** ()
Set bending contribution to stiffness.
- void **setAxial** ()
Set axial contribution to stiffness.
- void **setShear** ()
Set shear contribution to stiffness.
- void **setTorsion** ()
Set torsion contribution to stiffness.
- void **setNoBending** ()
Set no bending contribution.
- void **setNoAxial** ()
Set no axial contribution.
- void **setNoShear** ()
Set no shear contribution.
- void **setNoTorsion** ()
Set no torsion contribution.
- void **setReducedIntegration** ()
Set reduced integration.
- **real.t** **AxialForce** () const
Return axial force in element.
- **Point**< **real.t** > **ShearForce** () const
Return shear force in element.
- **Point**< **real.t** > **BendingMoment** () const
Return bending moment in element.
- **real.t** **TwistingMoment** () const
Return twisting moment in element.
- void **buildEigen** (**SkSMatrix**< **real.t** > &K, **Vect**< **real.t** > &M)
Build global stiffness and mass matrices for the eigen system.
- void **setLumpedMass** ()
Add lumped mass contribution to left and right-hand sides taking into account time integration scheme.
- void **setMass** ()
Add consistent mass contribution to left and right-hand sides taking into account time integration scheme.
- virtual void **Mass** (**real.t** coef=1)
Add consistent mass matrix to left-hand side after multiplication by coef [Default: 1].
- virtual void **LMass** (**real.t** coef=1)
Add lumped mass matrix to left-hand side after multiplication by coef [Default: 1].

- virtual void **Deviator** (**real_t** coef=1)
Add deviator matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void **Dilatation** (**real_t** coef=1)
Add dilatation matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void **DilatationToRHS** (**real_t** coef=1)
Add dilatation vector to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void **DeviatorToRHS** (**real_t** coef=1)
Add deviator vector to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void **StiffnessToRHS** (**real_t** coef=1)
Add stiffness matrix to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- void **setDilatation** ()
Add dilatation matrix to left and/or right-hand side taking into account time.
- void **setDeviator** ()
Add deviator matrix to left and/or right-hand side taking into account time integration scheme.
- void **setStiffness** ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
- void **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< **real_t** > &b)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, **NEE_** > &be)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, **NEN_** > &be, int dof)
Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, **NEN_** > &be)
Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, **NSE_** > &be)
Localize Element Vector from a Vect instance.
- void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void **SideVector** (const **Vect**< **real_t** > &b)
Localize Side Vector.
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< **real_t** > *A)
Assemble element matrix into global one.

- void [ElementAssembly](#) (PETScMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (PETScVect< real.t > &b)
Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) (BMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (Vect< real.t > &v)
Assemble element vector into global one.
- void [SideAssembly](#) (PETScMatrix< real.t > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) (PETScVect< real.t > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) (Matrix< real.t > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkSMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SpMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (Vect< real.t > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) (Matrix< real.t > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const
Return number of element nodes.

- `size_t getNbEq ()` const
Return number of element equations.
- `void setInitialSolution (const Vect< real_t > &u)`
Set initial solution (previous time step)
- `real_t setMaterialProperty (const string &exp, const string &prop)`
Define a material property by an algebraic expression.
- `void setMesh (Mesh &m)`
Define mesh and renumber DOFs after removing imposed ones.
- `Mesh & getMesh ()` const
Return reference to Mesh instance.
- `LinearSolver< real_t > & getLinearSolver ()`
Return reference to linear solver instance.
- `void setSolver (Iteration ls, Preconditioner pc=IDENT_PREC)`
Choose solver for the linear system.
- `int SolveLinearSystem (Matrix< real_t > *A, Vect< real_t > &b, Vect< real_t > &x)`
Solve the linear system.

Public Attributes

- `LocalMatrix< real_t, NEE_, NEE_ > eMat`
LocalMatrix instance containing local matrix associated to current element.
- `LocalMatrix< real_t, NSE_, NSE_ > sMat`
LocalMatrix instance containing local matrix associated to current side.
- `LocalVect< real_t, NEE_ > ePrev`
LocalVect instance containing local vector associated to current element.
- `LocalVect< real_t, NEE_ > eRHS`
LocalVect instance containing local right-hand side vector associated to current element.
- `LocalVect< real_t, NEE_ > eRes`
LocalVect instance containing local residual vector associated to current element.
- `LocalVect< real_t, NSE_ > sRHS`
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- `void Young (const real_t &E)`
Set (constant) Young modulus.
- `void Young (const string &exp)`
Set Young modulus given by an algebraic expression.
- `void Poisson (const real_t &nu)`
Set (constant) Poisson ratio.
- `void Poisson (const string &exp)`
Set Poisson ratio given by an algebraic expression.
- `void Density (const real_t &rho)`
Set (constant) density.
- `void Density (const string &exp)`
Set density given by an algebraic expression.
- `void setMaterial ()`

Set material properties.

- void [Init](#) (const [Element](#) *el)

Set element arrays to zero.

- void [Init](#) (const [Side](#) *sd)

Set side arrays to zero.

7.3.1 Detailed Description

To build element equations for 3-D beam equations using 2-node lines.

This class enables building finite element arrays for 3-D beam elements using 6 degrees of freedom per node and 2-Node line elements.

7.3.2 Constructor & Destructor Documentation

Beam3DL2 ([Element](#) * *el*, [real.t](#) *A*, [real.t](#) *I1*, [real.t](#) *I2*)

Constructor using element data.

Parameters

| | | |
|----|-----------|------------------------------------|
| in | <i>el</i> | Pointer to Element |
| in | <i>A</i> | Section area of the beam |
| in | <i>I1</i> | first (x) momentum of inertia |
| in | <i>I2</i> | second (y) momentum of inertia |

Beam3DL2 ([Element](#) * *el*, [real.t](#) *A*, [real.t](#) *I1*, [real.t](#) *I2*, const [Vect](#)< [real.t](#) > & *u*, const [real.t](#) & *time* = 0)

Constructor for dynamic problems.

Parameters

| | | |
|----|-------------|---|
| in | <i>el</i> | Pointer to Element |
| in | <i>A</i> | Section area of the beam |
| in | <i>I1</i> | first (x) momentum of inertia |
| in | <i>I2</i> | second (y) momentum of inertia |
| in | <i>u</i> | Vector containing previous solution (at previous time step) |
| in | <i>time</i> | Current time value |

Beam3DL2 ([Mesh](#) & *ms*, const [Vect](#)< [real.t](#) > & *u*, [Vect](#)< [real.t](#) > & *d*)

Constructor to determine displacements.

The unknowns consist in planar and rotational degrees of freedom. This member function construct a 3-D node vector that gives the displacement vector at each node.

Parameters

| | | |
|----|-----------|---------------------------------------|
| in | <i>ms</i> | Mesh instance |
| in | <i>u</i> | Vector containing the solution vector |

Parameters

| | | |
|-----|----------|---|
| out | <i>d</i> | Vector containing three components for each node that are x, y and z displacements. |
|-----|----------|---|

7.3.3 Member Function Documentation

void buildEigen (SkSMatrix< real_t > &K, Vect< real_t > &M)

Build global stiffness and mass matrices for the eigen system.

Case where the mass matrix is lumped

Parameters

| | | |
|----|----------|--|
| in | <i>K</i> | Stiffness matrix |
| in | <i>M</i> | Vector containing diagonal mass matrix |

void updateBC (const Element &el, const Vect< real_t > &bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > &bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof_type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > &b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real_t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > &b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > *A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|-----------|----------|---|
| <i>in</i> | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|-----------|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real_t > & *x*, Vect< real_t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real_t > & *x*, Vect< real_t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.3.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.4 BiotSavart Class Reference

Class to compute the magnetic induction from the current density using the Biot-Savart formula.

Public Member Functions

- [BiotSavart \(\)](#)
Default constructor.
- [BiotSavart \(Mesh &ms\)](#)
Constructor using mesh data.
- [BiotSavart \(Mesh &ms, const Vect< real_t > &J, Vect< real_t > &B, int code=0\)](#)
Constructor using mesh and vector of real current density.
- [BiotSavart \(Mesh &ms, const Vect< complex_t > &J, Vect< complex_t > &B, int code=0\)](#)
Constructor using mesh and vector of complex current density.
- [~BiotSavart \(\)](#)
Destructor.
- void [setCurrentDensity](#) (const Vect< real_t > &J)
Set (real) current density given at elements.
- void [setCurrentDensity](#) (const Vect< complex_t > &J)
Set (real) current density given at elements.
- void [setMagneticInduction](#) (Vect< real_t > &B)
Transmit (real) magnetic induction vector given at nodes.
- void [setMagneticInduction](#) (Vect< complex_t > &B)
Transmit (complex) magnetic induction vector given at nodes.
- void [selectCode](#) (int code)
Choose code of faces or edges at which current density is given.
- void [setPermeability](#) (real_t mu)
Set the magnetic permeability coefficient.
- void [setBoundary](#) ()
Choose to compute the magnetic induction at boundary nodes only.
- [Point< real_t > getB3](#) (Point< real_t > x)
Compute the real magnetic induction at a given point using the volume Biot-Savart formula.
- [Point< real_t > getB2](#) (Point< real_t > x)
Compute the real magnetic induction at a given point using the surface Biot-Savart formula.
- [Point< real_t > getB1](#) (Point< real_t > x)
Compute the real magnetic induction at a given point using the line Biot-Savart formula.
- [Point< complex_t > getBC3](#) (Point< real_t > x)
Compute the complex magnetic induction at a given point using the volume Biot-Savart formula.
- [Point< complex_t > getBC2](#) (Point< real_t > x)
Compute the complex magnetic induction at a given point using the surface Biot-Savart formula.
- [Point< complex_t > getBC1](#) (Point< real_t > x)
Compute the complex magnetic induction at a given point using the line Biot-Savart formula.
- int [run](#) ()
Run the calculation by the Biot-Savart formula.

7.4.1 Detailed Description

Class to compute the magnetic induction from the current density using the Biot-Savart formula.

Given a current density vector given at elements, a collection of sides of edges (piecewise constant), this class enables computing the magnetic induction vector (continuous and piecewise linear) using the Ampere equation. This magnetic induction is obtained by using the Biot-Savart formula which can be either a volume, surface or line formula depending on the nature of the current density vector.

7.4.2 Constructor & Destructor Documentation

BiotSavart (Mesh & *ms*)

Constructor using mesh data.

Parameters

| | | |
|----|-----------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
|----|-----------|-------------------------------|

BiotSavart (Mesh & *ms*, const Vect< real.t > & *J*, Vect< real.t > & *B*, int *code* = 0)

Constructor using mesh and vector of real current density.

The current density is assumed piecewise constant

Parameters

| | | |
|----|-------------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>J</i> | Sidewise vector of current density (<i>J</i> is a real valued vector), in the case of a surface supported current |
| in | <i>B</i> | Nodewise vector that contains, once the member function run is used, the magnetic induction |
| in | <i>code</i> | Only sides with given <i>code</i> support current [Default: 0] |

BiotSavart (Mesh & *ms*, const Vect< complex.t > & *J*, Vect< complex.t > & *B*, int *code* = 0)

Constructor using mesh and vector of complex current density.

The current density is assumed piecewise constant

Parameters

| | | |
|----|-------------|---|
| in | <i>ms</i> | Mesh instance |
| in | <i>J</i> | Sidewise vector of current density (<i>J</i> is a complex valued vector), in the case of a surface supported current |
| in | <i>B</i> | Nodewise vector that contains, once the member function run is used, the magnetic induction |
| in | <i>code</i> | Only sides with given <i>code</i> support current [Default: 0] |

7.4.3 Member Function Documentation

void setCurrentDensity (const Vect< real_t > & J)

Set (real) current density given at elements.

The current density is assumed piecewise constant and real valued. This function can be used in the case of the volume Biot-Savart formula.

Parameters

| | | |
|----|----------|--|
| in | <i>J</i> | Current density vector (Vect instance) and real entries |
|----|----------|--|

void setCurrentDensity (const Vect< complex_t > & J)

Set (real) current density given at elements.

The current density is assumed piecewise constant and complex valued. This function can be used in the case of the volume Biot-Savart formula.

Parameters

| | | |
|----|----------|--|
| in | <i>J</i> | Current density vector (Vect instance) of complex entries |
|----|----------|--|

void setMagneticInduction (Vect< real_t > & B)

Transmit (real) magnetic induction vector given at nodes.

Parameters

| | | |
|-----|----------|---|
| out | <i>B</i> | Magnetic induction vector (Vect instance) and real entries |
|-----|----------|---|

void setMagneticInduction (Vect< complex_t > & B)

Transmit (complex) magnetic induction vector given at nodes.

Parameters

| | | |
|-----|----------|--|
| out | <i>B</i> | Magnetic induction vector (Vect instance) and complex entries |
|-----|----------|--|

void setPermeability (real_t *mu*)

Set the magnetic permeability coefficient.

Parameters

| | | |
|----|-----------|-----------------------|
| in | <i>mu</i> | Magnetic permeability |
|----|-----------|-----------------------|

void setBoundary ()

Choose to compute the magnetic induction at boundary nodes only.

By default the magnetic induction is computed (using the function run) at all mesh nodes

Note

This function has no effect for surface of line Biot-Savart formula

Point<real_t> getB3 (Point< real.t > x)

Compute the real magnetic induction at a given point using the volume Biot-Savart formula.

This function computes a real valued magnetic induction for a real valued current density field

Parameters

| | | |
|----|-----|--|
| in | x | Coordinates of point at which the magnetic induction is computed |
|----|-----|--|

Returns

Value of the magnetic induction at x

Point<real_t> getB2 (Point< real.t > x)

Compute the real magnetic induction at a given point using the surface Biot-Savart formula.

This function computes a real valued magnetic induction for a real valued current density field

Parameters

| | | |
|----|-----|--|
| in | x | Coordinates of point at which the magnetic induction is computed |
|----|-----|--|

Returns

Value of the magnetic induction at x

Point<real_t> getB1 (Point< real.t > x)

Compute the real magnetic induction at a given point using the line Biot-Savart formula.

This function computes a real valued magnetic induction for a real valued current density field

Parameters

| | | |
|----|-----|--|
| in | x | Coordinates of point at which the magnetic induction is computed |
|----|-----|--|

Returns

Value of the magnetic induction at x

Point<complex.t> getBC3 (Point< real.t > x)

Compute the complex magnetic induction at a given point using the volume Biot-Savart formula.

This function computes a complex valued magnetic induction for a complex valued current density field

Parameters

| | | |
|----|-----|--|
| in | x | Coordinates of point at which the magnetic induction is computed |
|----|-----|--|

Returns

Value of the magnetic induction at x

Point<complex.t> getBC2 (Point< real.t > x)

Compute the complex magnetic induction at a given point using the surface Biot-Savart formula.

This function computes a complex valued magnetic induction for a complex valued current density field

Parameters

| | | |
|----|-----|--|
| in | x | Coordinates of point at which the magnetic induction is computed |
|----|-----|--|

Returns

Value of the magnetic induction at x

Point<complex.t> getBC1 (Point< real.t > x)

Compute the complex magnetic induction at a given point using the line Biot-Savart formula.

This function computes a complex valued magnetic induction for a complex valued current density field

Parameters

| | | |
|----|-----|--|
| in | x | Coordinates of point at which the magnetic induction is computed |
|----|-----|--|

Returns

Value of the magnetic induction at x

int run ()

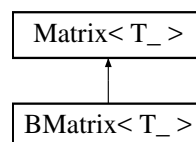
Run the calculation by the Biot-Savart formula.

This function computes the magnetic induction, which is stored in the vector B given in the constructor

7.5 BMATRIX< T_ > Class Template Reference

To handle band matrices.

Inheritance diagram for BMATRIX< T_ >:



Public Member Functions

- **BMATRIX** ()
Default constructor.
- **BMATRIX** (size_t *size*, int *ld*, int *ud*)
Constructor that for a band matrix with given size and bandwidth.
- **BMATRIX** (const **BMATRIX** &*m*)
Copy Constructor.
- **~BMATRIX** ()
Destructor.
- void **setSize** (size_t *size*, int *ld*, int *ud*)
Set size (number of rows) and storage of matrix.
- void **MultAdd** (const **Vect**< T_ > &*x*, **Vect**< T_ > &*y*) const
*Multiply matrix by vector *x* and add result to *y**
- void **MultAdd** (T_ *a*, const **Vect**< T_ > &*x*, **Vect**< T_ > &*y*) const
*Multiply matrix by vector *a***x* and add result to *y**
- void **Mult** (const **Vect**< T_ > &*x*, **Vect**< T_ > &*y*) const
*Multiply matrix by vector *x* and save result in *y**
- void **TMult** (const **Vect**< T_ > &*x*, **Vect**< T_ > &*y*) const
*Multiply transpose of matrix by vector *x* and save result in *y**
- void **Axpy** (T_ *a*, const **BMATRIX**< T_ > &*x*)
Add to matrix the product of a matrix by a scalar.
- void **Axpy** (T_ *a*, const **MATRIX**< T_ > **x*)
Add to matrix the product of a matrix by a scalar.
- void **set** (size_t *i*, size_t *j*, const T_ &*val*)
*Add constant *val* to an entry (*i*, *j*) of the matrix.*
- void **add** (size_t *i*, size_t *j*, const T_ &*val*)
*Add constant *val* value to an entry (*i*, *j*) of the matrix.*
- T_ **operator()** (size_t *i*, size_t *j*) const
Operator () (Constant version).
- T_ & **operator()** (size_t *i*, size_t *j*)
Operator () (Non constant version).
- **BMATRIX**< T_ > & **operator=** (const **BMATRIX**< T_ > &*m*)
Operator =.
- **BMATRIX**< T_ > & **operator=** (const T_ &*x*)
*Operator = Assign matrix to identity times *x*.*
- **BMATRIX**< T_ > & **operator*=** (const T_ &*x*)

- Operator `*=`.
- `BMatrix< T_ > & operator+= (const T_ &x)`
Operator `+=`.
- `int setLU ()`
Factorize the matrix (LU factorization)
- `int solve (Vect< T_ > &b)`
Solve linear system.
- `int solve (const Vect< T_ > &b, Vect< T_ > &x)`
Solve linear system.
- `T_ * get () const`
Return C-Array.
- `T_ get (size_t i, size_t j) const`
Return entry (i, j) of matrix.
- `size_t getNbRows () const`
Return number of rows.
- `size_t getNbColumns () const`
Return number of columns.
- `void setPenal (real_t p)`
Set Penalty Parameter (For boundary condition prescription).
- `void setDiagonal ()`
Set the matrix as diagonal.
- `void setDiagonal (Mesh &mesh)`
Initialize matrix storage in the case where only diagonal terms are stored.
- `T_ getDiag (size_t k) const`
Return k -th diagonal entry of matrix.
- `size_t size () const`
Return matrix dimension (Number of rows and columns).
- `void Assembly (const Element &el, T_ *a)`
Assembly of element matrix into global matrix.
- `void Assembly (const Element &el, const DMatrix< T_ > &a)`
Assembly of element matrix into global matrix.
- `void Assembly (const Side &sd, T_ *a)`
Assembly of side matrix into global matrix.
- `void Assembly (const Side &sd, const DMatrix< T_ > &a)`
Assembly of side matrix into global matrix.
- `void Prescribe (Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition, using the `Mesh` instance provided by the constructor.
- `void Prescribe (int dof, int code, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.
- `void Prescribe (Vect< T_ > &b, int flag=0)`
Impose by a penalty method a homogeneous (=0) essential boundary condition.
- `void Prescribe (size_t dof, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition when only one DOF is treated.
- `void PrescribeSide ()`
Impose by a penalty method an essential boundary condition when DOFs are supported by sides.
- `virtual int Factor ()=0`

- *Factorize matrix. Available only if the storage class enables it.*
- `int FactorAndSolve (Vect< T_ > &b)`
Factorize matrix and solve the linear system.
- `int FactorAndSolve (const Vect< T_ > &b, Vect< T_ > &x)`
Factorize matrix and solve the linear system.
- `size_t getLength () const`
Return number of stored terms in matrix.
- `int isDiagonal () const`
Say if matrix is diagonal or not.
- `int isFactorized () const`
Say if matrix is factorized or not.
- `virtual size_t getColInd (size_t i) const`
*Return Column index for column *i* (See the description for class *SpMatrix*).*
- `virtual size_t getRowPtr (size_t i) const`
*Return Row pointer for row *i* (See the description for class *SpMatrix*).*
- `T_ operator() (size_t i) const`
Operator () with one argument (Constant version).
- `T_ & operator() (size_t i)`
Operator () with one argument (Non Constant version).
- `T_ & operator[] (size_t k)`
Operator [] (Non constant version).
- `T_ operator[] (size_t k) const`
Operator [] (Constant version).
- `Matrix & operator+= (const Matrix< T_ > &m)`
Operator +=.
- `Matrix & operator-= (const Matrix< T_ > &m)`
Operator -=.
- `Matrix & operator-= (const T_ &x)`
Operator -=.

7.5.1 Detailed Description

template<class T_>
class OFELI::BMatrix< T_ >

To handle band matrices.

This class enables storing and manipulating band matrices. The matrix can have different numbers of lower and upper co-diagonals

Template Parameters

| | |
|-----------------------|---|
| T_{\leftrightarrow} | Data type (double, float, complex<double>, ...) |
| $_{\leftrightarrow}$ | |

7.5.2 Member Function Documentation

void setDiagonal (Mesh & *mesh*) [inherited]

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

T_ getDiag (size_t *k*) const [inherited]

Return *k*-th diagonal entry of matrix.

First entry is given by **getDiag(1)**.

void Assembly (const Element & *el*, T_* *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & *el*, const DMatrix< T_ > & *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & *sd*, T_* *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & *sd*, const DMatrix< T_ > & *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--------------------------|
| in | <i>sd</i> | Pointer to side instance |
|----|-----------|--------------------------|

Parameters

| | | |
|----|----------|---|
| in | <i>a</i> | Side matrix as a DMatrix instance |
|----|----------|---|

void Prescribe (Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (int *dof*, int *code*, Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (Vect< T_ > & *b*, int *flag* = 0) [inherited]

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty

parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (size_t dof, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This function is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function **setPenal**.

Parameters

| | | |
|--------|-------------|---|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void PrescribeSide () [inherited]

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

int FactorAndSolve (Vect< T_ > & b) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|-----|-----|---|
| in | b | Vect instance that contains right-hand side |
| out | x | Vect instance that contains solution |

Returns

- 0 if solution was normally performed
- n if the n -th pivot is nul

int isFactorized () const [inherited]

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

T_ operator() (size_t i) const [inherited]

Operator () with one argument (Constant version).

Returns i -th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|-----|-------------|
| in | i | entry index |
|----|-----|-------------|

T_& operator() (size_t i) [inherited]

Operator () with one argument (Non Constant version).

Returns i -th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|-----|-------------|
| in | i | entry index |
|----|-----|-------------|

T_& operator[] (size_t k) [inherited]

Operator [] (Non constant version).

Returns k -th stored element in matrix Index k starts at 0.

T_ operator[] (size_t k) const [inherited]

Operator [] (Constant version).

Returns k -th stored element in matrix Index k starts at 0.

Matrix& operator+=(const Matrix< T_ > & m) [inherited]

Operator +=.

Add matrix `m` to current matrix instance.

Matrix& operator+= (const Matrix< T_ > & m) [inherited]

Operator +=.

Subtract matrix `m` from current matrix instance.

Matrix& operator-= (const T_ & x) [inherited]

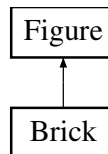
Operator -=.

Subtract constant value `x` from all matrix entries.

7.6 Brick Class Reference

To store and treat a brick (parallelepiped) figure.

Inheritance diagram for Brick:



Public Member Functions

- **Brick ()**
Default constructor.
- **Brick (const Point< real_t > &bbm, const Point< real_t > &bbM, int code=1)**
Constructor.
- **void setBoundingBox (const Point< real_t > &bbm, const Point< real_t > &bbM)**
Assign bounding box of the brick.
- **Point< real_t > getBoundingBox1 () const**
Return first point of bounding box (xmin,ymin,zmin)
- **Point< real_t > getBoundingBox2 () const**
Return second point of bounding box (xmax,ymax,zmax)
- **real_t getSignedDistance (const Point< real_t > &p) const**
Return signed distance of a given point from the current brick.
- **Brick & operator+= (Point< real_t > a)**
Operator +=.
- **Brick & operator+= (real_t a)**
*Operator *+=.*
- **void setCode (int code)**
Choose a code for the domain defined by the figure.
- **void getSignedDistance (const Grid &g, Vect< real_t > &d) const**
Calculate signed distance to current figure with respect to grid points.
- **real_t dLine (const Point< real_t > &p, const Point< real_t > &a, const Point< real_t > &b) const**
Compute signed distance from a line.

7.6.1 Detailed Description

To store and treat a brick (parallelepiped) figure.

7.6.2 Constructor & Destructor Documentation

Brick (const Point< real_t > & *bbm*, const Point< real_t > & *bbM*, int *code* = 1)

Constructor.

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>bbm</i> | first point (xmin,ymin,zmin) |
| in | <i>bbM</i> | second point (xmax,ymax,zmax) |
| in | <i>code</i> | Code to assign to rectangle |

7.6.3 Member Function Documentation

void setBoundingBox (const Point< real_t > & *bbm*, const Point< real_t > & *bbM*)

Assign bounding box of the brick.

Parameters

| | | |
|----|------------|-------------------------------|
| in | <i>bbm</i> | first point (xmin,ymin,zmin) |
| in | <i>bbM</i> | second point (xmax,ymax,zmax) |

real_t getSignedDistance (const Point< real_t > & *p*) const [virtual]

Return signed distance of a given point from the current brick.

The computed distance is negative if *p* lies in the brick, negative if it is outside, and 0 on its boundary

Parameters

| | | |
|----|----------|------------------------|
| in | <i>p</i> | Point<double> instance |
|----|----------|------------------------|

Reimplemented from [Figure](#).

Brick& operator+= (Point< real_t > *a*)

Operator +=.

Translate brick by a vector *a*

Brick& operator+= (real_t *a*)

Operator *+=.

Scale brick by a factor *a*

void getSignedDistance (const Grid & *g*, Vect< real_t > & *d*) const [inherited]

Calculate signed distance to current figure with respect to grid points.

Parameters

| | | |
|----|----------|---|
| in | <i>g</i> | Grid instance |
| in | <i>d</i> | Vect instance containing calculated distance from each grid index to Figure |

Remarks

Vector *d* doesn't need to be sized before invoking this function

real_t dLine (const Point< real_t > & *p*, const Point< real_t > & *a*, const Point< real_t > & *b*) const [inherited]

Compute signed distance from a line.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>p</i> | Point for which distance is computed |
| in | <i>a</i> | First vertex of line |
| in | <i>b</i> | Second vertex of line |

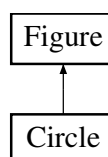
Returns

Signed distance

7.7 Circle Class Reference

To store and treat a circular figure.

Inheritance diagram for Circle:



Public Member Functions

- **Circle ()**
Default constructor.
- **Circle (const Point< real_t > &*c*, real_t *r*, int code=1)**
Constructor.
- **void setRadius (real_t *r*)**
Assign radius of circle.
- **real_t getRadius () const**
Return radius of circle.

- `void setCenter (const Point< real.t > &c)`
Assign coordinates of center of circle.
- `Point< real.t > getCenter () const`
Return coordinates of center of circle.
- `real.t getSIGNEDDistance (const Point< real.t > &p) const`
Return signed distance of a given point from the current circle.
- `Circle & operator+= (Point< real.t > a)`
Operator +=.
- `Circle & operator+= (real.t a)`
*Operator *+=.*
- `void setCode (int code)`
Choose a code for the domain defined by the figure.
- `void getSIGNEDDistance (const Grid &g, Vect< real.t > &d) const`
Calculate signed distance to current figure with respect to grid points.
- `real.t dLine (const Point< real.t > &p, const Point< real.t > &a, const Point< real.t > &b) const`
Compute signed distance from a line.

7.7.1 Detailed Description

To store and treat a circular figure.

7.7.2 Constructor & Destructor Documentation

Circle (const Point< real.t > &c, real.t r, int code = 1)

Constructor.

Parameters

| | | |
|----|-------------|---|
| in | <i>c</i> | Coordinates of center of circle |
| in | <i>r</i> | Radius |
| in | <i>code</i> | Code to assign to the generated domain [Default: 1] |

7.7.3 Member Function Documentation

real.t getSIGNEDDistance (const Point< real.t > &p) const [virtual]

Return signed distance of a given point from the current circle.

The computed distance is negative if p lies in the disk, positive if it is outside, and 0 on the circle

Parameters

| | | |
|----|----------|------------------------|
| in | <i>p</i> | Point<double> instance |
|----|----------|------------------------|

Reimplemented from [Figure](#).

Circle& operator+= (Point< real_t > a)

Operator +=.

Translate circle by a vector a

Circle& operator+= (real_t a)

Operator *.

Scale circle by a factor a

void getSignedDistance (const Grid & g, Vect< real_t > & d) const [inherited]

Calculate signed distance to current figure with respect to grid points.

Parameters

| | | |
|----|----------|---|
| in | <i>g</i> | Grid instance |
| in | <i>d</i> | Vect instance containing calculated distance from each grid index to Figure |

Remarks

Vector d doesn't need to be sized before invoking this function

real_t dLine (const Point< real_t > & p, const Point< real_t > & a, const Point< real_t > & b) const [inherited]

Compute signed distance from a line.

Parameters

| | | |
|----|----------|--|
| in | <i>p</i> | Point for which distance is computed |
| in | <i>a</i> | First vertex of line |
| in | <i>b</i> | Second vertex of line |

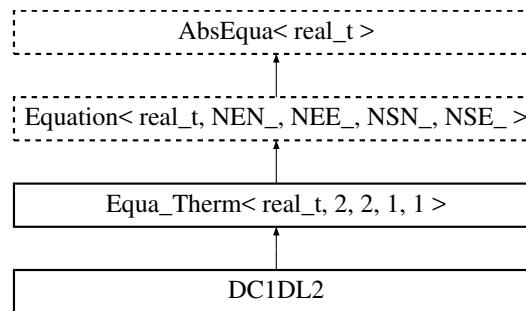
Returns

Signed distance

7.8 DC1DL2 Class Reference

Builds finite element arrays for thermal diffusion and convection in 1-D using 2-Node elements.

Inheritance diagram for DC1DL2:



Public Member Functions

- **DC1DL2** ()
Default Constructor.
- **DC1DL2** (const **Element** *el)
Constructor for an element.
- **DC1DL2** (const **Element** *el, const **Vect**< **real_t** > &u, **real_t** time=0.)
Constructor for an element (transient case).
- **DC1DL2** (const **Element** *el, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for an element (transient case) with specification of time integration scheme.
- **~DC1DL2** ()
Destructor.
- void **build** ()
Build the linear system without solving.
- void **LCapacityToLHS** (**real_t** coef=1)
Add lumped capacity matrix to left-hand side after multiplying it by coefficient coef
- void **LCapacityToRHS** (**real_t** coef=1)
Add lumped capacity contribution to right-hand side after multiplying it by coefficient coef
- void **LCapacity** (**real_t** coef)
Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient coef
- void **CapacityToLHS** (**real_t** coef=1)
Add Consistent capacity matrix to left-hand side after multiplying it by coefficient coef.
- void **CapacityToRHS** (**real_t** coef=1)
Add Consistent capacity contribution to right-hand side after multiplying it by coefficient coef
- void **Capacity** (**real_t** coef=1)
Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient coef
- void **Diffusion** (**real_t** coef=1)
Add diffusion matrix to left hand side after multiplying it by coefficient coef
- void **DiffusionToRHS** (**real_t** coef=1)

- Add diffusion contribution to right hand side after multiplying it by coefficient `coef`*

 - void **Convection** (const **real.t** &**v**, **real.t** `coef`=1)
- Add convection matrix to left-hand side after multiplying it by coefficient `coef`*

 - void **Convection** (const **Vect**< **real.t** > &**v**, **real.t** `coef`=1)
- Add convection matrix to left-hand side after multiplying it by coefficient `coef`*

 - void **Convection** (**real.t** `coef`=1)
- Add convection matrix to left-hand side after multiplying it by coefficient `coef`*

 - void **ConvectionToRHS** (const **real.t** &**v**, **real.t** `coef`=1)
- Add convection contribution to right-hand side after multiplying it by coefficient `coef`*

 - void **ConvectionToRHS** (**real.t** `coef`=1)
- Add convection contribution to right-hand side after multiplying it by coefficient `coef`*

 - void **BodyRHS** (**UserData**< **real.t** > &**ud**, **real.t** `coef`=1)
- Add body right-hand side term to right hand side after multiplying it by coefficient `coef`*

 - void **BodyRHS** (const **Vect**< **real.t** > &**b**, int `opt`=**GLOBAL_ARRAY**)
- Add body right-hand side term to right hand side.*

 - void **BoundaryRHS** (**UserData**< **real.t** > &**ud**, **real.t** `coef`=1)
- Add boundary right-hand side term to right hand side after multiplying it by coefficient `coef`*

 - void **BoundaryRHS** (**real.t** `flux`)
- Add boundary right-hand side flux to right hand side.*

 - void **BoundaryRHS** (const **Vect**< **real.t** > &**b**, int `opt`=**GLOBAL_ARRAY**)
- Add boundary right-hand side term to right hand side after multiplying it by coefficient `coef`*

 - **real.t** **Flux** () const
- Return (constant) heat flux in element.*

 - void **setInput** (**EqDataType** `opt`, **Vect**< **real.t** > &**u**)
- Set equation input data.*

 - virtual void **setStab** ()
- Set stabilized formulation.*

 - void **setLumpedCapacity** ()
- Add lumped capacity contribution to left and right-hand sides taking into account time integration scheme.*

 - void **setCapacity** ()
- Add consistent capacity contribution to left and right-hand sides taking into account time integration scheme.*

 - void **setDiffusion** ()
- Add diffusion contribution to left and/or right-hand side taking into account time integration scheme.*

 - void **setConvection** ()
- Add convection contribution to left and/or right-hand side taking into account time integration scheme.*

 - void **build** (**TimeStepping** &**s**)
- Build the linear system of equations.*

 - void **build** (**EigenProblemSolver** &**e**)
- Build the linear system for an eigenvalue problem.*

 - int **runTransient** ()
- Run one time step.*

 - int **runOneTimeStep** ()
- Run one time step.*

 - int **run** ()
- Run the equation.*

 - void **setRhoCp** (const **real.t** &**rhocp**)

- Set product of Density by Specific heat (constants)*

 - void **setConductivity** (const **real_t** &diff)

Set (constant) thermal conductivity.
- void **RhoCp** (const string &exp)

Set product of Density by Specific heat given by an algebraic expression.
- void **Conduc** (const string &exp)

Set thermal conductivity given by an algebraic expression.
- void **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)

Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< **real_t** > &bc)

Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)

Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< **real_t** > &b)

Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEE_ > &be)

Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be, int dof)

Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be)

Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NSE_ > &be)

Localize Element Vector from a Vect instance.
- void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)

Localize Element Vector.
- void **SideVector** (const **Vect**< **real_t** > &b)

Localize Side Vector.
- void **ElementNodeCoordinates** ()

Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()

Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< **real_t** > *A)

Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**PETScVect**< **real_t** > &b)

Assemble element right-hand side vector into global one.
- void **ElementAssembly** (**BMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**SkSMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**SkMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**SpMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**TrMatrix**< **real_t** > &A)

- Assemble element matrix into global one.*
 - void `ElementAssembly` (`Vect< real.t > &v`)
- Assemble element vector into global one.*
 - void `SideAssembly` (`PETScMatrix< real.t > &A`)
- Assemble side matrix into global one.*
 - void `SideAssembly` (`PETScVect< real.t > &b`)
- Assemble side right-hand side vector into global one.*
 - void `SideAssembly` (`Matrix< real.t > *A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`SkSMatrix< real.t > &A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`SkMatrix< real.t > &A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`SpMatrix< real.t > &A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`Vect< real.t > &v`)
- Assemble side (edge or face) vector into global one.*
 - void `DGElementAssembly` (`Matrix< real.t > *A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`SkSMatrix< real.t > &A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`SkMatrix< real.t > &A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`SpMatrix< real.t > &A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`TrMatrix< real.t > &A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `AxbAssembly` (const `Element` &el, const `Vect< real.t > &x`, `Vect< real.t > &b`)
- Assemble product of element matrix by element vector into global vector.*
 - void `AxbAssembly` (const `Side` &sd, const `Vect< real.t > &x`, `Vect< real.t > &b`)
- Assemble product of side matrix by side vector into global vector.*
 - `size.t` `getNbNodes` () const
- Return number of element nodes.*
 - `size.t` `getNbEq` () const
- Return number of element equations.*
 - void `setInitialSolution` (const `Vect< real.t > &u`)
- Set initial solution (previous time step)*
 - `real.t` `setMaterialProperty` (const string &exp, const string &prop)
- Define a material property by an algebraic expression.*
 - void `setMesh` (`Mesh` &m)
- Define mesh and renumber DOFs after removing imposed ones.*
 - `Mesh` & `getMesh` () const
- Return reference to Mesh instance.*
 - `LinearSolver< real.t > &getLinearSolver` ()
- Return reference to linear solver instance.*
 - void `setSolver` (`Iteration` ls, `Preconditioner` pc=IDENT_PREC)
- Choose solver for the linear system.*
 - int `SolveLinearSystem` (`Matrix< real.t > *A`, `Vect< real.t > &b`, `Vect< real.t > &x`)
- Solve the linear system.*

Public Attributes

- **LocalMatrix**< **real.t**, NEE_, NEE_ > **eMat**
LocalMatrix instance containing local matrix associated to current element.
- **LocalMatrix**< **real.t**, NSE_, NSE_ > **sMat**
LocalMatrix instance containing local matrix associated to current side.
- **LocalVect**< **real.t**, NEE_ > **ePrev**
LocalVect instance containing local vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRHS**
LocalVect instance containing local right-hand side vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRes**
LocalVect instance containing local residual vector associated to current element.
- **LocalVect**< **real.t**, NSE_ > **sRHS**
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void **setMaterial** ()
Set material properties.
- void **Init** (const **Element** *el)
Set element arrays to zero.
- void **Init** (const **Side** *sd)
Set side arrays to zero.

7.8.1 Detailed Description

Builds finite element arrays for thermal diffusion and convection in 1-D using 2-Node elements.

Note that members calculating element arrays have as an argument a real coef that will be multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.8.2 Constructor & Destructor Documentation

DC1DL2 ()

Default Constructor.

Constructs an empty equation.

DC1DL2 (const **Element** * el, const **Vect**< **real.t** > & u, **real.t** time = 0.)

Constructor for an element (transient case).

Parameters

| | |
|-------------|--|
| <i>el</i> | [in] Pointer to element |
| <i>u</i> | [in] Vect instance that contains solution at previous time step |
| <i>time</i> | [in] Current time value (Default value is 0) |

DC1DL2 (const Element * *el*, const Vect< real.t > & *u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for an element (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value (Default value is 0). |
| in | <i>deltat</i> | Value of time step |
| in | <i>scheme</i> | Time Integration Scheme: <ul style="list-style-type: none"> • FORWARD_EULER for Forward Euler scheme • BACKWARD_EULER for Backward Euler scheme • CRANK_NICOLSON for Crank-Nicolson Euler scheme |

7.8.3 Member Function Documentation

void LCapacityToLHS (real.t *coef* = 1) [virtual]

Add lumped capacity matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |
|----|-------------|--|

Reimplemented from [Equa.Therm< real.t, 2, 2, 1, 1 >](#).

void LCapacityToRHS (real.t *coef* = 1) [virtual]

Add lumped capacity contribution to right-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |
|----|-------------|--|

Reimplemented from [Equa.Therm< real.t, 2, 2, 1, 1 >](#).

void LCapacity (real.t *coef*)

Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |
|----|-------------|--|

void CapacityToLHS (real_t coef = 1) [virtual]

Add Consistent capacity matrix to left-hand side after multiplying it by coefficient coef.

Parameters

| | | |
|----|------|--|
| in | coef | Coefficient to multiply by added term [default: 1] |
|----|------|--|

Reimplemented from [Equa.Therm< real_t, 2, 2, 1, 1 >](#).

void CapacityToRHS (real_t coef = 1) [virtual]

Add Consistent capacity contribution to right-hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|------|--|
| in | coef | Coefficient to multiply by added term [default: 1] |
|----|------|--|

Reimplemented from [Equa.Therm< real_t, 2, 2, 1, 1 >](#).

void Capacity (real_t coef = 1)

Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient coef

Parameters

| | | |
|----|------|--|
| in | coef | Coefficient to multiply by added term [default: 1] |
|----|------|--|

void Diffusion (real_t coef = 1) [virtual]

Add diffusion matrix to left hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|------|--|
| in | coef | Coefficient to multiply by added term [default: 1] |
|----|------|--|

Reimplemented from [Equa.Therm< real_t, 2, 2, 1, 1 >](#).

void DiffusionToRHS (real_t coef = 1) [virtual]

Add diffusion contribution to right hand side after multiplying it by coefficient coef
To be used for explicit diffusion term

Parameters

| | | |
|----|------|--|
| in | coef | Coefficient to multiply by added term [default: 1] |
|----|------|--|

Reimplemented from [Equa.Therm< real_t, 2, 2, 1, 1 >](#).

void Convection (const real_t & v, real_t coef = 1)

Add convection matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|--|
| in | <i>v</i> | Constant velocity vector |
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |

void Convection (const Vect< real_t > & v, real_t coef = 1)

Add convection matrix to left-hand side after multiplying it by coefficient *coef*

Case where velocity field is given by a vector *v*

Parameters

| | | |
|----|-------------|--|
| in | <i>v</i> | Velocity vector |
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |

void Convection (real_t coef = 1) [virtual]

Add convection matrix to left-hand side after multiplying it by coefficient *coef*

Case where velocity field has been previously defined

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |
|----|-------------|--|

Reimplemented from [Equa.Therm< real_t, 2, 2, 1, 1 >](#).

void ConvectionToRHS (const real_t & v, real_t coef = 1)

Add convection contribution to right-hand side after multiplying it by coefficient *coef*

To be used for explicit convection term.

Parameters

| | | |
|----|-------------|--|
| in | <i>v</i> | Velocity vector |
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |

void ConvectionToRHS (real_t coef = 1) [virtual]

Add convection contribution to right-hand side after multiplying it by coefficient *coef*

Case where velocity field has been previously defined

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |
|----|-------------|--|

Reimplemented from [Equa.Therm< real.t, 2, 2, 1, 1 >](#).

void BodyRHS (UserData< real.t > &ud, real.t coef = 1)

Add body right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|---|
| in | <i>ud</i> | Instance of UserData or of a derived class. Contains a member function that provides body source. |
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |

void BodyRHS (const Vect< real.t > &b, int opt = GLOBAL_ARRAY) [virtual]

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>b</i> | Vector containing source at element nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real.t, 2, 2, 1, 1 >](#).

void BoundaryRHS (UserData< real.t > &ud, real.t coef = 1)

Add boundary right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|--|
| in | <i>ud</i> | Instance of UserData or of an inherited class. Contains a member function that provides body source. |
| in | <i>coef</i> | Coefficient to multiply by added term [default: 1] |

void BoundaryRHS (real.t flux)

Add boundary right-hand side flux to right hand side.

Parameters

| | | |
|----|-------------|---|
| in | <i>flux</i> | Vector containing source at side nodes. |
|----|-------------|---|

void BoundaryRHS (const Vect< real.t > &b, int opt = GLOBAL_ARRAY) [virtual]

Add boundary right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

Parameters

| | | |
|----|------------|---|
| in | <i>b</i> | Vector containing source at side nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real.t, 2, 2, 1, 1 >](#).

void setInput (EqDataType *opt*, Vect< real.t > & *u*)

Set equation input data.

Parameters

| | | |
|----|------------|--|
| in | <i>opt</i> | Parameter that selects data type for input. This parameter is to be chosen in the enumerated variable EqDataType <ul style="list-style-type: none"> • INITIAL_FIELD: Initial temperature • BOUNDARY_CONDITION_DATA: Boundary condition (Dirichlet) • SOURCE_DATA: Heat source • FLUX_DATA: Heat flux (Neumann boundary condition) • VELOCITY: Velocity vector (for the convection term) |
| in | <i>u</i> | Vector containing input data |

virtual void setStab () [virtual], [inherited]

Set stabilized formulation.

Stabilized variational formulations are to be used when the Pclet number is large. By default, no stabilization is used.

void build (TimeStepping & *s*) [inherited]

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Reference to used TimeStepping instance |
|----|----------|---|

void build (EigenProblemSolver & *e*) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

int runTransient () [inherited]

Run one time step.

This function performs one time step in equation solving. It is to be used only if a *TRANSIENT* analysis is required.

Returns

Return error from the linear system solver

int runOneTimeStep () [inherited]

Run one time step.

This function performs one time step in equation solving. It is identical to the function `runTransient`.

Returns

Return error from the linear system solver

int run () [inherited]

Run the equation.

If the analysis (see function `setAnalysis`) is *STEADY_STATE*, then the function solves the stationary equation.

If the analysis is *TRANSIENT*, then the function performs time stepping until the final time is reached.

void updateBC (const Element & *el*, const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & *b*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & *b*, LocalVect< real.t, NEE_ > & *be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< real.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: <i>DIRECT_SOLVER</i>, <i>CG_SOLVER</i>, <i>GMRES_SOLVER</i></p> <ul style="list-style-type: none"> • <i>DIRECT_SOLVER</i>, Use a facorization solver [default] • <i>CG_SOLVER</i>, Conjugate Gradient iterative solver • <i>CGS_SOLVER</i>, Squared Conjugate Gradient iterative solver • <i>BICG_SOLVER</i>, BiConjugate Gradient iterative solver • <i>BICG_STAB_SOLVER</i>, BiConjugate Gradient Stabilized iterative solver • <i>GMRES_SOLVER</i>, GMRES iterative solver • <i>QMR_SOLVER</i>, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • <i>IDENT_PREC</i>, Identity preconditioner (no preconditioning [default]) • <i>DIAG_PREC</i>, Diagonal preconditioner • <i>ILU_PREC</i>, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x)
 [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.8.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

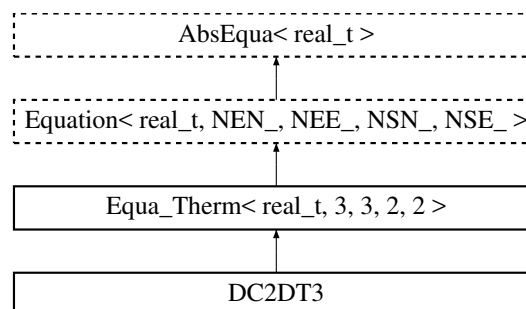
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.9 DC2DT3 Class Reference

Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.

Inheritance diagram for DC2DT3:



Public Member Functions

- **DC2DT3 ()**
Default Constructor. Constructs an empty equation.
- **DC2DT3 (Mesh &ms)**
Constructor using Mesh data.
- **DC2DT3 (Mesh &ms, Vect< real_t > &u)**
Constructor using Mesh and initial condition.
- **DC2DT3 (const Element *el)**
Constructor for an element.
- **DC2DT3 (const Side *sd)**
Constructor for a boundary side.
- **DC2DT3 (const Element *el, const Vect< real_t > &u, real_t time=0.)**
Constructor for an element (transient case).

- **DC2DT3** (const **Element** *el, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for an element (transient case) with specification of time integration scheme.
- **DC2DT3** (const **Side** *sd, const **Vect**< **real_t** > &u, **real_t** time=0.)
Constructor for a boundary side (transient case).
- **DC2DT3** (const **Side** *sd, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for a side (transient case) with specification of time integration scheme.
- **~DC2DT3** ()
Destructor.
- void **LCapacityToLHS** (**real_t** coef=1)
Add lumped capacity matrix to left-hand side after multiplying it by coefficient coef
- void **LCapacityToRHS** (**real_t** coef=1)
Add lumped capacity contribution to right-hand side after multiplying it by coefficient coef
- void **LCapacity** (**real_t** coef)
Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient coef
- void **CapacityToLHS** (**real_t** coef=1)
Add Consistent capacity matrix to left-hand side after multiplying it by coefficient coef
- void **CapacityToRHS** (**real_t** coef=1)
Add Consistent capacity contribution to right-hand side after multiplying it by coefficient coef
- void **Capacity** (**real_t** coef=1)
Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient coef
- void **Diffusion** (**real_t** coef=1)
Add diffusion matrix to left-hand side after multiplying it by coefficient coef
- void **Diffusion** (const **LocalMatrix**< **real_t**, 2, 2 > &diff, **real_t** coef=1)
Add diffusion matrix to left-hand side after multiplying it by coefficient coef
- void **DiffusionToRHS** (**real_t** coef=1)
Add diffusion contribution to right-hand side after multiplying it by coefficient coef To be used for explicit diffusion term.
- void **Convection** (const **Point**< **real_t** > &v, **real_t** coef=1)
Add convection matrix to left-hand side after multiplying it by coefficient coef
- void **Convection** (const **Vect**< **real_t** > &v, **real_t** coef=1)
Add convection matrix to left-hand side after multiplying it by coefficient coef
- void **Convection** (**real_t** coef=1)
Add convection matrix to left-hand side after multiplying it by coefficient coef
- void **ConvectionToRHS** (const **Point**< **real_t** > &v, **real_t** coef=1)
Add convection contribution to right-hand side after multiplying it by coefficient coef
- void **ConvectionToRHS** (**real_t** coef=1)
Add convection contribution to right-hand side after multiplying it by coefficient coef
- void **LinearExchange** (**real_t** coef, **real_t** T)
Add an edge linear exchange term to left and right-hand sides.
- void **BodyRHS** (**UserData**< **real_t** > &ud, **real_t** coef=1)
Add body right-hand side term to right hand side after multiplying it by coefficient coef
- void **BodyRHS** (const **Vect**< **real_t** > &bf, int opt=GLOBAL_ARRAY)
Add body right-hand side term to right hand side.
- void **BodyRHS** (**real_t** bf)
Add body right-hand side term to right hand side.
- void **BoundaryRHS** (**UserData**< **real_t** > &ud, **real_t** coef=1)
Add boundary right-hand side term to right hand side after multiplying it by coefficient coef

- void **BoundaryRHS** (**real.t** flux)
Add boundary right-hand side flux to right hand side.
- void **BoundaryRHS** (const **Vect**< **real.t** > &b, int opt=**GLOBAL_ARRAY**)
*Add boundary right-hand side term to right hand side after multiplying it by coefficient *coef**
- void **Periodic** (**real.t** coef=1.e20)
Add contribution of periodic boundary condition (by a penalty technique).
- **Point**< **real.t** > & **Flux** () const
Return (constant) heat flux in element.
- **Point**< **real.t** > & **Grad** (const **LocalVect**< **real.t**, 3 > &u) const
Return gradient of a vector in element.
- **Point**< **real.t** > & **Grad** (const **Vect**< **real.t** > &u) const
Return gradient of a vector in element.
- void **setInput** (**EqDataType** opt, **Vect**< **real.t** > &u)
Set equation input data.
- void **JouleHeating** (const **Vect**< **real.t** > &sigma, const **Vect**< **real.t** > &psi)
Set Joule heating term as source.
- void **build** ()
Build the linear system of equations.
- virtual void **setStab** ()
Set stabilized formulation.
- void **setLumpedCapacity** ()
Add lumped capacity contribution to left and right-hand sides taking into account time integration scheme.
- void **setCapacity** ()
Add consistent capacity contribution to left and right-hand sides taking into account time integration scheme.
- void **setDiffusion** ()
Add diffusion contribution to left and/or right-hand side taking into account time integration scheme.
- void **setConvection** ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
- void **build** (**EigenProblemSolver** &e)
Build the linear system for an eigenvalue problem.
- int **runTransient** ()
Run one time step.
- int **runOneTimeStep** ()
Run one time step.
- int **run** ()
Run the equation.
- void **setRhoCp** (const **real.t** &rhocp)
Set product of Density by Specific heat (constants)
- void **setConductivity** (const **real.t** &diff)
Set (constant) thermal conductivity.
- void **RhoCp** (const string &exp)
Set product of Density by Specific heat given by an algebraic expression.
- void **Conduc** (const string &exp)
Set thermal conductivity given by an algebraic expression.
- void **updateBC** (const **Element** &el, const **Vect**< **real.t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.

- void **updateBC** (const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< **real_t** > &b)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NSE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void **SideVector** (const **Vect**< **real_t** > &b)
Localize Side Vector.
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< **real_t** > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScVect**< **real_t** > &b)
Assemble element right-hand side vector into global one.
- void **ElementAssembly** (**BMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkSMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SpMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**TrMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**Vect**< **real_t** > &v)
Assemble element vector into global one.
- void **SideAssembly** (**PETScMatrix**< **real_t** > &A)
Assemble side matrix into global one.
- void **SideAssembly** (**PETScVect**< **real_t** > &b)
Assemble side right-hand side vector into global one.
- void **SideAssembly** (**Matrix**< **real_t** > *A)
Assemble side (edge or face) matrix into global one.

- void `SideAssembly` (`SkSMatrix`< `real.t` > &`A`)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SkMatrix`< `real.t` > &`A`)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SpMatrix`< `real.t` > &`A`)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`Vect`< `real.t` > &`v`)
Assemble side (edge or face) vector into global one.
- void `DGElementAssembly` (`Matrix`< `real.t` > *`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SkSMatrix`< `real.t` > &`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SkMatrix`< `real.t` > &`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SpMatrix`< `real.t` > &`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`TrMatrix`< `real.t` > &`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `AxbAssembly` (const `Element` &`el`, const `Vect`< `real.t` > &`x`, `Vect`< `real.t` > &`b`)
Assemble product of element matrix by element vector into global vector.
- void `AxbAssembly` (const `Side` &`sd`, const `Vect`< `real.t` > &`x`, `Vect`< `real.t` > &`b`)
Assemble product of side matrix by side vector into global vector.
- size_t `getNbNodes` () const
Return number of element nodes.
- size_t `getNbEq` () const
Return number of element equations.
- void `setInitialSolution` (const `Vect`< `real.t` > &`u`)
Set initial solution (previous time step)
- `real.t` `setMaterialProperty` (const string &`exp`, const string &`prop`)
Define a material property by an algebraic expression.
- void `setMesh` (`Mesh` &`m`)
Define mesh and renumber DOFs after removing imposed ones.
- `Mesh` & `getMesh` () const
Return reference to Mesh instance.
- `LinearSolver`< `real.t` > & `getLinearSolver` ()
Return reference to linear solver instance.
- void `setSolver` (`Iteration` `ls`, `Preconditioner` `pc`=`IDENT_PREC`)
Choose solver for the linear system.
- int `SolveLinearSystem` (`Matrix`< `real.t` > *`A`, `Vect`< `real.t` > &`b`, `Vect`< `real.t` > &`x`)
Solve the linear system.

Public Attributes

- [LocalMatrix](#)< [real.t](#), NEE_, NEE_ > [eMat](#)
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< [real.t](#), NSE_, NSE_ > [sMat](#)
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< [real.t](#), NEE_ > [ePrev](#)
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< [real.t](#), NEE_ > [eRHS](#)
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< [real.t](#), NEE_ > [eRes](#)
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< [real.t](#), NSE_ > [sRHS](#)
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [set](#) (const [Element](#) *el)
Run the equation.
- void [setMaterial](#) ()
Set material properties.
- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.9.1 Detailed Description

Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.

Note that members calculating element arrays have as an argument a real coef that will be multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.9.2 Constructor & Destructor Documentation

DC2DT3 ([Mesh](#) & *ms*)

Constructor using [Mesh](#) data.

Parameters

| | | |
|----|-----------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
|----|-----------|-------------------------------|

DC2DT3 ([Mesh](#) & *ms*, [Vect](#)< [real.t](#) > & *u*)

Constructor using [Mesh](#) and initial condition.

Parameters

| | | |
|----|-----------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
|----|-----------|-------------------------------|

Parameters

| | | |
|----|----------|---|
| in | <i>u</i> | Vect instance containing initial solution |
|----|----------|---|

DC2DT3 (const Element * *el*)

Constructor for an element.

Parameters

| | |
|-----------|---|
| <i>el</i> | Pointer to Element instance |
|-----------|---|

DC2DT3 (const Side * *sd*)

Constructor for a boundary side.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Pointer to Side instance |
|----|-----------|--|

DC2DT3 (const Element * *el*, const Vect< real.t > & *u*, real.t *time* = 0.)

Constructor for an element (transient case).

Parameters

| | | |
|----|-------------|--|
| in | <i>el</i> | Pointer to element |
| in | <i>u</i> | Vect instance that contains solution at previous time step |
| in | <i>time</i> | Current time value [Default: 0] |

DC2DT3 (const Element * *el*, const Vect< real.t > & *u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for an element (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |
| in | <i>deltat</i> | Value of time step. |
| in | <i>scheme</i> | Time Integration Scheme: <ul style="list-style-type: none"> • FORWARD_EULER for Forward Euler scheme • BACKWARD_EULER for Backward Euler scheme • CRANK_NICOLSON for Crank-Nicolson Euler scheme |

DC2DT3 (const Side * *sd*, const Vect< real_t > & *u*, real_t *time* = 0.)

Constructor for a boundary side (transient case).

Parameters

| | | |
|----|-------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0] |

DC2DT3 (const Side * *sd*, const Vect< real_t > & *u*, real_t *time*, real_t *deltat*, int *scheme*)

Constructor for a side (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |
| in | <i>deltat</i> | Value of time step. |
| in | <i>scheme</i> | Time Integration Scheme: <ul style="list-style-type: none"> • FORWARD_EULER for Forward Euler scheme • BACKWARD_EULER for Backward Euler scheme • CRANK_NICOLSON for Crank-Nicolson Euler scheme |

7.9.3 Member Function Documentation

void LCapacityToLHS (real_t *coef* = 1) [virtual]

Add lumped capacity matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real_t, 3, 3, 2, 2 >](#).

void LCapacityToRHS (real_t *coef* = 1) [virtual]

Add lumped capacity contribution to right-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real_t, 3, 3, 2, 2 >](#).

void LCapacity (*real.t coef*)

Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient *coef*

Parameters

| | | |
|-----------|-------------|--|
| <i>in</i> | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|-----------|-------------|--|

void CapacityToLHS (*real.t coef = 1*) [virtual]

Add Consistent capacity matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|-----------|-------------|--|
| <i>in</i> | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|-----------|-------------|--|

Reimplemented from [Equa.Therm< real.t, 3, 3, 2, 2 >](#).

void CapacityToRHS (*real.t coef = 1*) [virtual]

Add Consistent capacity contribution to right-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|-----------|-------------|--|
| <i>in</i> | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|-----------|-------------|--|

Reimplemented from [Equa.Therm< real.t, 3, 3, 2, 2 >](#).

void Capacity (*real.t coef = 1*)

Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient *coef*

Parameters

| | | |
|-----------|-------------|---|
| <i>in</i> | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|-----------|-------------|---|

void Diffusion (*real.t coef = 1*) [virtual]

Add diffusion matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|-----------|-------------|--|
| <i>in</i> | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|-----------|-------------|--|

Reimplemented from [Equa.Therm< real.t, 3, 3, 2, 2 >](#).

void Diffusion (const LocalMatrix< real_t, 2, 2 > & diff, real_t coef = 1)

Add diffusion matrix to left-hand side after multiplying it by coefficient coef
Case where the diffusivity matrix is given as an argument.

Parameters

| | | |
|----|-------------|--|
| in | <i>diff</i> | Diffusion matrix (class LocalMatrix). |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |

void DiffusionToRHS (real_t coef = 1) [virtual]

Add diffusion contribution to right-hand side after multiplying it by coefficient coef To be used for explicit diffusion term.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|----|-------------|--|

Reimplemented from [Equa.Therm< real_t, 3, 3, 2, 2 >](#).

void Convection (const Point< real_t > & v, real_t coef = 1)

Add convection matrix to left-hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|--|
| in | <i>v</i> | Constant velocity vector |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |

void Convection (const Vect< real_t > & v, real_t coef = 1)

Add convection matrix to left-hand side after multiplying it by coefficient coef
Case where velocity field is given by a vector v

Parameters

| | | |
|----|-------------|--|
| in | <i>v</i> | Velocity vector |
| in | <i>coef</i> | Coefficient to multiply by added term (Default: 1) |

void Convection (real_t coef = 1) [virtual]

Add convection matrix to left-hand side after multiplying it by coefficient coef
Case where velocity field has been previously defined

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|----|-------------|--|

Reimplemented from [Equa.Therm< real_t, 3, 3, 2, 2 >](#).

void ConvectionToRHS (const Point< real_t > & v, real_t coef = 1)

Add convection contribution to right-hand side after multiplying it by coefficient coef
To be used for explicit convection term.

Parameters

| | | |
|----|-------------|--|
| in | <i>v</i> | Velocity vector |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |

void ConvectionToRHS (real_t coef = 1) [virtual]

Add convection contribution to right-hand side after multiplying it by coefficient coef
Case where velocity field has been previously defined

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|----|-------------|--|

Reimplemented from [Equa.Therm< real_t, 3, 3, 2, 2 >](#).

void LinearExchange (real_t coef, real_t T)

Add an edge linear exchange term to left and right-hand sides.

Parameters

| | | |
|----|-------------|-----------------------------|
| in | <i>coef</i> | Coefficient of exchange |
| in | <i>T</i> | External value for exchange |

Remarks

This assumes a constant value of T

void BodyRHS (UserData< real_t > & ud, real_t coef = 1)

Add body right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|---|
| in | <i>ud</i> | Instance of UserData or of a derived class. Contains a member function that provides body source. |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |

void BodyRHS (const Vect< real.t > &bf, int opt = GLOBAL_ARRAY) [virtual]

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>bf</i> | Vector containing source at element nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real.t, 3, 3, 2, 2 >](#).

void BodyRHS (real.t bf)

Add body right-hand side term to right hand side.

Case where the body right-hand side is piecewise constant.

Parameters

| | | |
|----|-----------|--|
| in | <i>bf</i> | Value of thermal source (Constant in element). |
|----|-----------|--|

void BoundaryRHS (UserData< real.t > &ud, real.t coef = 1)

Add boundary right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|--|
| in | <i>ud</i> | Instance of UserData or of an inherited class. Contains a member function that provides body source. |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |

void BoundaryRHS (real.t flux)

Add boundary right-hand side flux to right hand side.

Parameters

| | | |
|----|-------------|---|
| in | <i>flux</i> | Vector containing source at side nodes. |
|----|-------------|---|

void BoundaryRHS (const Vect< real.t > &b, int opt = GLOBAL_ARRAY) [virtual]

Add boundary right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|------------|---|
| in | <i>b</i> | Vector containing source at side nodes |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 2 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real_t, 3, 3, 2, 2 >](#).

void Periodic (real_t coef = 1.e20)

Add contribution of periodic boundary condition (by a penalty technique).

Boundary nodes where periodic boundary conditions are to be imposed must have codes equal to PERIODIC_A on one side and PERIODIC_B on the opposite side.

Parameters

| | | |
|----|------|---|
| in | coef | Value of penalty parameter [Default: 1.e20] |
|----|------|---|

Point<real_t>& Grad (const LocalVect< real_t, 3 > & u) const

Return gradient of a vector in element.

Parameters

| | | |
|----|---|--|
| in | u | Vector for which gradient is computed. |
|----|---|--|

Point<real_t>& Grad (const Vect< real_t > & u) const

Return gradient of a vector in element.

Parameters

| | | |
|----|---|--|
| in | u | Global vector for which gradient is computed. Vector u has as size the total number of nodes |
|----|---|--|

void setInput (EqDataType opt, Vect< real_t > & u)

Set equation input data.

Parameters

| | | |
|----|-----|---|
| in | opt | Parameter to select type of input (enumerated values) <ul style="list-style-type: none"> • INITIAL_FIELD: Initial temperature • BOUNDARY_CONDITION_DATA: Boundary condition (Dirichlet) • SOURCE_DATA: Heat source • FLUX_DATA: Heat flux (Neumann boundary condition) • VELOCITY_FIELD: Velocity vector (for the convection term) |
| in | u | Vector containing input data |

void JouleHeating (const Vect< real_t > & *sigma*, const Vect< real_t > & *psi*)

Set Joule heating term as source.

Parameters

| | | |
|----|--------------|--|
| in | <i>sigma</i> | Vect instance containing electric conductivity (elementwise) |
| in | <i>psi</i> | Vect instance containing electric potential (elementwise) |

void build ()

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

void set (const Element * *el*) [protected]

Run the equation.

If the analysis (see function setAnalysis) is STEADY_STATE, then the function solves the stationary equation.

If the analysis is TRANSIENT, then the function performs time stepping until the final time is reached.

virtual void setStab () [virtual], [inherited]

Set stabilized formulation.

Stabilized variational formulations are to be used when the Pclet number is large.

By default, no stabilization is used.

void build (EigenProblemSolver & *e*) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

int runTransient () [inherited]

Run one time step.

This function performs one time step in equation solving. It is to be used only if a TRANSIENT analysis is required.

Returns

Return error from the linear system solver

int runOneTimeStep () [inherited]

Run one time step.

This function performs one time step in equation solving. It is identical to the function `runTransient`.

Returns

Return error from the linear system solver

int run () [inherited]

Run the equation.

If the analysis (see function `setAnalysis`) is `STEADY_STATE`, then the function solves the stationary equation.

If the analysis is `TRANSIENT`, then the function performs time stepping until the final time is reached.

void updateBC (const Element & el, const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof_type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > &b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real_t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real_t > & *x*, Vect< real_t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real_t > & *x*, Vect< real_t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.9.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

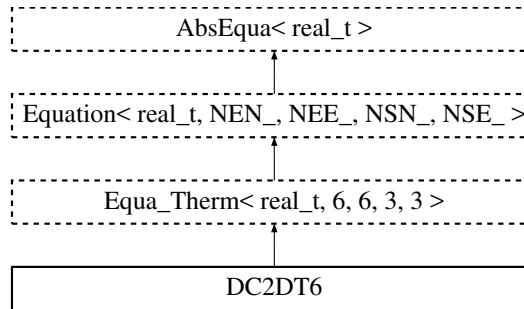
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.10 DC2DT6 Class Reference

Builds finite element arrays for thermal diffusion and convection in 2-D domains using 6-Node triangles.

Inheritance diagram for DC2DT6:



Public Member Functions

- **DC2DT6** ()
Default Constructor.
- **DC2DT6** (const **Element** *el)
Constructor for an element.
- **DC2DT6** (const **Side** *sd)
Constructor for a boundary side.
- **DC2DT6** (const **Element** *el, const **Vect**< **real_t** > &u, **real_t** time=0.)
Constructor for an element (Transient case).
- **DC2DT6** (const **Element** *el, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for an element (transient case) with specification of time integration scheme.
- **DC2DT6** (const **Side** *sd, const **Vect**< **real_t** > &u, **real_t** time=0.)
Constructor for a boundary side (transient case).
- **DC2DT6** (const **Side** *sd, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for a side (transient case) with specification of time integration scheme.
- **~DC2DT6** ()
Destructor.
- void **Diffusion** (**real_t** coef=1)
Add diffusion matrix to left hand side after multiplying it by coefficient coef
- void **Convection** (**real_t** coef=1)
Add convection matrix to left-hand side after multiplying it by coefficient coef
- void **Convection** (**Point**< **real_t** > &v, **real_t** coef=1)
Add convection matrix to left hand side after multiplying it by coefficient coef
- void **Convection** (const **Vect**< **real_t** > &v, **real_t** coef=1)
Add convection matrix to left-hand side after multiplying it by coefficient coef
- void **BodyRHS** (const **Vect**< **real_t** > &b, int opt=GLOBAL_ARRAY)
Add body right-hand side term to right hand side.
- void **BoundaryRHS** (const **Vect**< **real_t** > &sf, int opt=GLOBAL_ARRAY)
Add boundary right-hand side term to right hand side after multiplying it by coefficient coef
- virtual void **setStab** ()

- Set stabilized formulation.*

 - virtual void **LCapacityToLHS** (**real_t** coef=1)
Add lumped capacity contribution to left-hand side.
 - virtual void **LCapacityToRHS** (**real_t** coef=1)
Add lumped capacity contribution to right-hand side.
 - virtual void **CapacityToLHS** (**real_t** coef=1)
Add consistent capacity contribution to left-hand side.
 - virtual void **CapacityToRHS** (**real_t** coef=1)
Add consistent capacity contribution to right-hand side.
 - void **setLumpedCapacity** ()
Add lumped capacity contribution to left and right-hand sides taking into account time integration scheme.
 - void **setCapacity** ()
Add consistent capacity contribution to left and right-hand sides taking into account time integration scheme.
 - virtual void **DiffusionToRHS** (**real_t** coef=1.)
Add diffusion term to right-hand side.
 - void **setDiffusion** ()
Add diffusion contribution to left and/or right-hand side taking into account time integration scheme.
 - virtual void **ConvectionToRHS** (**real_t** coef=1.)
Add convection term to right-hand side.
 - void **setConvection** ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
 - void **build** ()
Build the linear system of equations.
 - void **build** (**TimeStepping** &ts)
Build the linear system of equations.
 - void **build** (**EigenProblemSolver** &e)
Build the linear system for an eigenvalue problem.
 - int **runTransient** ()
Run one time step.
 - int **runOneTimeStep** ()
Run one time step.
 - int **run** ()
Run the equation.
 - void **setRhoCp** (const **real_t** &rhocp)
Set product of Density by Specific heat (constants)
 - void **setConductivity** (const **real_t** &diff)
Set (constant) thermal conductivity.
 - void **RhoCp** (const string &exp)
Set product of Density by Specific heat given by an algebraic expression.
 - void **Conduc** (const string &exp)
Set thermal conductivity given by an algebraic expression.
 - void **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
 - void **updateBC** (const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
 - void **DiagBC** (int dof_type=NODE.DOF, int dof=0)

- Update element matrix to impose bc by diagonalization technique.*

 - void [LocalNodeVector](#) ([Vect](#)< [real_t](#) > &b)

Localize Element Vector from a Vect instance.
- void [ElementNodeVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEE_ > &be)

Localize Element Vector from a Vect instance.
- void [ElementNodeVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEN_ > &be, int dof)

Localize Element Vector from a Vect instance.
- void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEN_ > &be)

Localize Element Vector from a Vect instance.
- void [ElementSideVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NSE_ > &be)

Localize Element Vector from a Vect instance.
- void [ElementVector](#) (const [Vect](#)< [real_t](#) > &b, int dof_type=NODE.FIELD, int flag=0)

Localize Element Vector.
- void [SideVector](#) (const [Vect](#)< [real_t](#) > &b)

Localize Side Vector.
- void [ElementNodeCoordinates](#) ()

Localize coordinates of element nodes.
- void [SideNodeCoordinates](#) ()

Localize coordinates of side nodes.
- void [ElementAssembly](#) ([Matrix](#)< [real_t](#) > *A)

Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)

Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScVect](#)< [real_t](#) > &b)

Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) ([BMatrix](#)< [real_t](#) > &A)

Assemble element matrix into global one.
- void [ElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)

Assemble element matrix into global one.
- void [ElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)

Assemble element matrix into global one.
- void [ElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)

Assemble element matrix into global one.
- void [ElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &A)

Assemble element matrix into global one.
- void [ElementAssembly](#) ([Vect](#)< [real_t](#) > &v)

Assemble element vector into global one.
- void [SideAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)

Assemble side matrix into global one.
- void [SideAssembly](#) ([PETScVect](#)< [real_t](#) > &b)

Assemble side right-hand side vector into global one.
- void [SideAssembly](#) ([Matrix](#)< [real_t](#) > *A)

Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)

Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)

- *Assemble side (edge or face) matrix into global one.*
void `SideAssembly` (`SpMatrix`< `real_t` > &`A`)
- *Assemble side (edge or face) matrix into global one.*
void `SideAssembly` (`Vect`< `real_t` > &`v`)
- *Assemble side (edge or face) vector into global one.*
void `DGElementAssembly` (`Matrix`< `real_t` > *`A`)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void `DGElementAssembly` (`SkSMatrix`< `real_t` > &`A`)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void `DGElementAssembly` (`SkMatrix`< `real_t` > &`A`)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void `DGElementAssembly` (`SpMatrix`< `real_t` > &`A`)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void `DGElementAssembly` (`TrMatrix`< `real_t` > &`A`)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void `AxbAssembly` (const `Element` &`el`, const `Vect`< `real_t` > &`x`, `Vect`< `real_t` > &`b`)
- *Assemble product of element matrix by element vector into global vector.*
void `AxbAssembly` (const `Side` &`sd`, const `Vect`< `real_t` > &`x`, `Vect`< `real_t` > &`b`)
- *Assemble product of side matrix by side vector into global vector.*
size_t `getNbNodes` () const
- *Return number of element nodes.*
size_t `getNbEq` () const
- *Return number of element equations.*
void `setInitialSolution` (const `Vect`< `real_t` > &`u`)
- *Set initial solution (previous time step)*
`real_t` `setMaterialProperty` (const string &`exp`, const string &`prop`)
- *Define a material property by an algebraic expression.*
void `setMesh` (`Mesh` &`m`)
- *Define mesh and renumber DOFs after removing imposed ones.*
`Mesh` & `getMesh` () const
- *Return reference to Mesh instance.*
`LinearSolver`< `real_t` > & `getLinearSolver` ()
- *Return reference to linear solver instance.*
void `setSolver` (`Iteration` `ls`, `Preconditioner` `pc`=`IDENT_PREC`)
- *Choose solver for the linear system.*
int `SolveLinearSystem` (`Matrix`< `real_t` > *`A`, `Vect`< `real_t` > &`b`, `Vect`< `real_t` > &`x`)
- *Solve the linear system.*

Public Attributes

- `LocalMatrix`< `real_t`, `NEE_`, `NEE_` > `eMat`
LocalMatrix instance containing local matrix associated to current element.
- `LocalMatrix`< `real_t`, `NSE_`, `NSE_` > `sMat`
LocalMatrix instance containing local matrix associated to current side.
- `LocalVect`< `real_t`, `NEE_` > `ePrev`
LocalVect instance containing local vector associated to current element.
- `LocalVect`< `real_t`, `NEE_` > `eRHS`

LocalVect instance containing local right-hand side vector associated to current element.

- `LocalVect< real_t, NEE_ > eRes`

LocalVect instance containing local residual vector associated to current element.

- `LocalVect< real_t, NSE_ > sRHS`

LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void `setMaterial()`

Set material properties.

- void `Init(const Element *el)`

Set element arrays to zero.

- void `Init(const Side *sd)`

Set side arrays to zero.

7.10.1 Detailed Description

Builds finite element arrays for thermal diffusion and convection in 2-D domains using 6-Node triangles.

Note that members calculating element arrays have as an argument a real coef that will be multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.10.2 Constructor & Destructor Documentation

DC2DT6 ()

Default Constructor.

Constructs an empty equation.

DC2DT6 (const Element * el)

Constructor for an element.

Parameters

| | | |
|----|----|---------------------|
| in | el | Pointer to element. |
|----|----|---------------------|

DC2DT6 (const Side * sd)

Constructor for a boundary side.

Parameters

| | | |
|----|----|------------------|
| in | sd | Pointer to side. |
|----|----|------------------|

DC2DT6 (const Element * el, const Vect< real_t > & u, real_t time = 0.)

Constructor for an element (Transient case).

Parameters

| | | |
|----|-------------|---|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |

DC2DT6 (const Element * *el*, const Vect< real.t > & *u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for an element (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|--|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 1] |
| in | <i>deltat</i> | Value of time step |
| in | <i>scheme</i> | Time Integration Scheme: <ul style="list-style-type: none"> • FORWARD_EULER: Forward Euler scheme • BACKWARD_EULER: Backward Euler scheme, • CRANK_NICOLSON: Crank-Nicolson Euler scheme. |

DC2DT6 (const Side * *sd*, const Vect< real.t > & *u*, real.t *time* = 0.)

Constructor for a boundary side (transient case).

Parameters

| | | |
|----|-------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |

DC2DT6 (const Side * *sd*, const Vect< real.t > & *u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for a side (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value |
| in | <i>deltat</i> | Value of time step |

Parameters

| | | |
|----|---------------|--|
| in | <i>scheme</i> | Time Integration Scheme: To be chosen among the enumerated values: <ul style="list-style-type: none"> • FORWARD_EULER: Forward Euler scheme • BACKWARD_EULER: Backward Euler scheme, • CRANK_NICOLSON: Crank-Nicolson Euler scheme. |
|----|---------------|--|

7.10.3 Member Function Documentation

void Diffusion (real_t coef = 1) [virtual]

Add diffusion matrix to left hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real_t, 6, 6, 3, 3 >](#).

void Convection (real_t coef = 1) [virtual]

Add convection matrix to left-hand side after multiplying it by coefficient *coef*
Case where velocity field has been previously defined

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real_t, 6, 6, 3, 3 >](#).

void Convection (Point< real_t > & v, real_t coef = 1)

Add convection matrix to left hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>v</i> | Constant velocity vector. |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |

void Convection (const Vect< real_t > & v, real_t coef = 1)

Add convection matrix to left-hand side after multiplying it by coefficient *coef*
Case where velocity field is given by a vector *v*

Parameters

| | | |
|----|----------|------------------|
| in | <i>v</i> | Velocity vector. |
|----|----------|------------------|

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

void BodyRHS (const Vect< real_t > & b, int opt = GLOBAL_ARRAY) [virtual]

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>b</i> | Local vector (of size 6) containing source at element nodes |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 6 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real_t, 6, 6, 3, 3 >](#).

void BoundaryRHS (const Vect< real_t > & sf, int opt = GLOBAL_ARRAY) [virtual]

Add boundary right-hand side term to right hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|------------|---|
| in | <i>sf</i> | Vector containing source at side nodes |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real_t, 6, 6, 3, 3 >](#).

virtual void setStab () [virtual], [inherited]

Set stabilized formulation.

Stabilized variational formulations are to be used when the Pclet number is large.
By default, no stabilization is used.

virtual void LCapacityToLHS (real_t coef = 1) [virtual], [inherited]

Add lumped capacity contribution to left-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------|--|

virtual void LCapacityToRHS (real_t coef = 1) [virtual], [inherited]

Add lumped capacity contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

virtual void CapacityToLHS (real_t *coef* = 1) [virtual], [inherited]

Add consistent capacity contribution to left-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------|--|

virtual void CapacityToRHS (real_t *coef* = 1) [virtual], [inherited]

Add consistent capacity contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

void build () [inherited]

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

void build (TimeStepping & *s*) [inherited]

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Reference to used TimeStepping instance |
|----|----------|---|

void build (EigenProblemSolver & *e*) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

int runTransient () [inherited]

Run one time step.

This function performs one time step in equation solving. It is to be used only if a *TRANSIENT* analysis is required.

Returns

Return error from the linear system solver

int runOneTimeStep () [inherited]

Run one time step.

This function performs one time step in equation solving. It is identical to the function `runTransient`.

Returns

Return error from the linear system solver

int run () [inherited]

Run the equation.

If the analysis (see function `setAnalysis`) is *STEADY_STATE*, then the function solves the stationary equation.

If the analysis is *TRANSIENT*, then the function performs time stepping until the final time is reached.

void updateBC (const Element & *el*, const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< real.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: <i>DIRECT_SOLVER</i>, <i>CG_SOLVER</i>, <i>GMRES_SOLVER</i></p> <ul style="list-style-type: none"> • <i>DIRECT_SOLVER</i>, Use a facorization solver [default] • <i>CG_SOLVER</i>, Conjugate Gradient iterative solver • <i>CGS_SOLVER</i>, Squared Conjugate Gradient iterative solver • <i>BICG_SOLVER</i>, BiConjugate Gradient iterative solver • <i>BICG_STAB_SOLVER</i>, BiConjugate Gradient Stabilized iterative solver • <i>GMRES_SOLVER</i>, GMRES iterative solver • <i>QMR_SOLVER</i>, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • <i>IDENT_PREC</i>, Identity preconditioner (no preconditioning [default]) • <i>DIAG_PREC</i>, Diagonal preconditioner • <i>ILU_PREC</i>, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x)
 [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.10.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

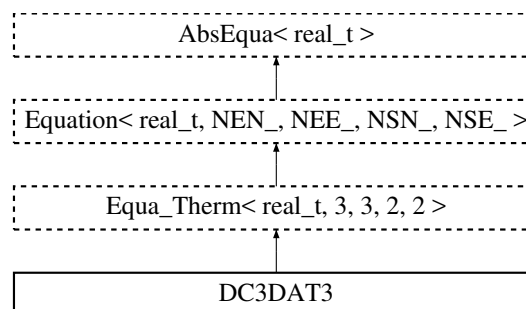
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.11 DC3DAT3 Class Reference

Builds finite element arrays for thermal diffusion and convection in 3-D domains with axisymmetry using 3-Node triangles.

Inheritance diagram for DC3DAT3:



Public Member Functions

- **DC3DAT3 ()**
Default Constructor.
- **DC3DAT3 (const Element *el)**
Constructor for an element.
- **DC3DAT3 (const Side *sd)**
Constructor for a boundary side.
- **DC3DAT3 (const Element *el, const Vect< real_t > &u, real_t time=0.)**
Constructor for an element (transient case).
- **DC3DAT3 (const Element *el, const Vect< real_t > &u, real_t time, real_t deltat, int scheme)**
Constructor for an element (transient case) with specification of time integration scheme.
- **DC3DAT3 (const Side *sd, const Vect< real_t > &u, real_t time=0.)**
Constructor for a boundary side (transient case).

- **DC3DAT3** (const **Side** *sd, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for a side (transient case) with specification of time integration scheme.
- **~DC3DAT3** ()
Destructor.
- void **LCapacityToLHS** (**real_t** coef=1)
Add lumped capacity matrix to left-hand side after multiplying it by coefficient coef.
- void **LCapacityToRHS** (**real_t** coef=1)
Add lumped capacity contribution to right-hand side after multiplying it by coefficient coef.
- void **LCapacity** (**real_t** coef=1)
Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient coef
- void **CapacityToLHS** (**real_t** coef=1)
Add Consistent capacity matrix to left-hand side after multiplying it by coefficient coef
- void **CapacityToRHS** (**real_t** coef=1)
Add Consistent capacity contribution to right-hand side after multiplying it by coefficient coef.
- void **Capacity** (**real_t** coef=1)
Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient coef.
- void **Diffusion** (**real_t** coef=1)
Add diffusion matrix to left-hand side after multiplying it by coefficient coef
- void **Diffusion** (const **LocalMatrix**< **real_t**, 2, 2 > &diff, **real_t** coef=1)
Add diffusion matrix to left-hand side after multiplying it by coefficient coef
- void **DiffusionToRHS** (**real_t** coef=1)
Add diffusion contribution to right-hand side after multiplying it by coefficient coef
- void **BodyRHS** (**UserData**< **real_t** > &ud)
Add body right-hand side term to right-hand side after multiplying it by coefficient coef
- void **BodyRHS** (const **Vect**< **real_t** > &b, int opt=GLOBAL_ARRAY)
Add body right-hand side term to right hand side.
- void **BoundaryRHS** (**real_t** flux)
Add boundary right-hand side term to right hand side.
- void **BoundaryRHS** (const **Vect**< **real_t** > &sf, int opt=GLOBAL_ARRAY)
Add boundary right-hand side term to right hand side after multiplying it by coefficient coef
- **Point**< **real_t** > & **Grad** (const **Vect**< **real_t** > &u)
Return gradient of a vector in element.
- void **build** ()
Build the linear system without solving.
- virtual void **setStab** ()
Set stabilized formulation.
- void **setLumpedCapacity** ()
Add lumped capacity contribution to left and right-hand sides taking into account time integration scheme.
- void **setCapacity** ()
Add consistent capacity contribution to left and right-hand sides taking into account time integration scheme.
- void **setDiffusion** ()
Add diffusion contribution to left and/or right-hand side taking into account time integration scheme.
- virtual void **Convection** (**real_t** coef=1.)
Add convection term to left-hand side.
- virtual void **ConvectionToRHS** (**real_t** coef=1.)
Add convection term to right-hand side.

- void `setConvection` ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
- void `build` (`TimeStepping` &s)
Build the linear system of equations.
- void `build` (`EigenProblemSolver` &e)
Build the linear system for an eigenvalue problem.
- int `runTransient` ()
Run one time step.
- int `runOneTimeStep` ()
Run one time step.
- int `run` ()
Run the equation.
- void `setRhoCp` (const `real_t` &rhocp)
Set product of Density by Specific heat (constants)
- void `setConductivity` (const `real_t` &diff)
Set (constant) thermal conductivity.
- void `RhoCp` (const string &exp)
Set product of Density by Specific heat given by an algebraic expression.
- void `Conduc` (const string &exp)
Set thermal conductivity given by an algebraic expression.
- void `updateBC` (const `Element` &el, const `Vect`< `real_t` > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void `updateBC` (const `Vect`< `real_t` > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void `DiagBC` (int dof.type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void `LocalNodeVector` (`Vect`< `real_t` > &b)
Localize Element Vector from a Vect instance.
- void `ElementNodeVector` (const `Vect`< `real_t` > &b, `LocalVect`< `real_t`, NEE_ > &be)
Localize Element Vector from a Vect instance.
- void `ElementNodeVector` (const `Vect`< `real_t` > &b, `LocalVect`< `real_t`, NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void `ElementNodeVectorSingleDOF` (const `Vect`< `real_t` > &b, `LocalVect`< `real_t`, NEN_ > &be)
Localize Element Vector from a Vect instance.
- void `ElementSideVector` (const `Vect`< `real_t` > &b, `LocalVect`< `real_t`, NSE_ > &be)
Localize Element Vector from a Vect instance.
- void `ElementVector` (const `Vect`< `real_t` > &b, int dof.type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void `SideVector` (const `Vect`< `real_t` > &b)
Localize Side Vector.
- void `ElementNodeCoordinates` ()
Localize coordinates of element nodes.
- void `SideNodeCoordinates` ()
Localize coordinates of side nodes.
- void `ElementAssembly` (`Matrix`< `real_t` > *A)
Assemble element matrix into global one.

- void [ElementAssembly](#) (PETScMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (PETScVect< real.t > &b)
Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) (BMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (Vect< real.t > &v)
Assemble element vector into global one.
- void [SideAssembly](#) (PETScMatrix< real.t > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) (PETScVect< real.t > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) (Matrix< real.t > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkSMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SpMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (Vect< real.t > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) (Matrix< real.t > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const
Return number of element nodes.

- `size_t getNbEq ()` const
Return number of element equations.
- `void setInitialSolution (const Vect< real_t > &u)`
Set initial solution (previous time step)
- `real_t setMaterialProperty (const string &exp, const string &prop)`
Define a material property by an algebraic expression.
- `void setMesh (Mesh &m)`
Define mesh and renumber DOFs after removing imposed ones.
- `Mesh & getMesh ()` const
Return reference to Mesh instance.
- `LinearSolver< real_t > & getLinearSolver ()`
Return reference to linear solver instance.
- `void setSolver (Iteration ls, Preconditioner pc=IDENT_PREC)`
Choose solver for the linear system.
- `int SolveLinearSystem (Matrix< real_t > *A, Vect< real_t > &b, Vect< real_t > &x)`
Solve the linear system.

Public Attributes

- `LocalMatrix< real_t, NEE_, NEE_ > eMat`
LocalMatrix instance containing local matrix associated to current element.
- `LocalMatrix< real_t, NSE_, NSE_ > sMat`
LocalMatrix instance containing local matrix associated to current side.
- `LocalVect< real_t, NEE_ > ePrev`
LocalVect instance containing local vector associated to current element.
- `LocalVect< real_t, NEE_ > eRHS`
LocalVect instance containing local right-hand side vector associated to current element.
- `LocalVect< real_t, NEE_ > eRes`
LocalVect instance containing local residual vector associated to current element.
- `LocalVect< real_t, NSE_ > sRHS`
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- `void setMaterial ()`
Set material properties.
- `void Init (const Element *el)`
Set element arrays to zero.
- `void Init (const Side *sd)`
Set side arrays to zero.

7.11.1 Detailed Description

Builds finite element arrays for thermal diffusion and convection in 3-D domains with axisymmetry using 3-Node triangles.

Note that members calculating element arrays have as an argument a real coef that will be multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.11.2 Constructor & Destructor Documentation

DC3DAT3 ()

Default Constructor.

Constructs an empty equation.

DC3DAT3 (const Element * *el*)

Constructor for an element.

Parameters

| | | |
|----|-----------|---------------------|
| in | <i>el</i> | Pointer to element. |
|----|-----------|---------------------|

DC3DAT3 (const Side * *sd*)

Constructor for a boundary side.

Parameters

| | | |
|----|-----------|------------------|
| in | <i>sd</i> | Pointer to side. |
|----|-----------|------------------|

DC3DAT3 (const Element * *el*, const Vect< real.t > & *u*, real.t *time* = 0.)

Constructor for an element (transient case).

Parameters

| | | |
|----|-------------|--|
| in | <i>el</i> | Pointer to element |
| in | <i>u</i> | Vect instance that contains solution at previous time step |
| in | <i>time</i> | Current time value [Default: 0] |

DC3DAT3 (const Element * *el*, const Vect< real.t > & *u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for an element (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|--|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value. |
| in | <i>deltat</i> | Value of time step |
| in | <i>scheme</i> | Time Integration Scheme (): <ul style="list-style-type: none"> • FORWARD_EULER for Forward Euler scheme, BACKWARD_EULER for Backward Euler scheme, • CRANK_NICOLSON for Crank-Nicolson Euler scheme. |

DC3DAT3 (const Side * *sd*, const Vect< real.t > & *u*, real.t *time* = 0.)

Constructor for a boundary side (transient case).

Parameters

| | | |
|----|-------------|--|
| in | <i>sd</i> | Pointer to side |
| in | <i>u</i> | Vect instance that contains solution at previous time step |
| in | <i>time</i> | Current time value [Default: 0] |

DC3DAT3 (const Side * *sd*, const Vect< real.t > & *u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for a side (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>sd</i> | Pointer to side |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value. |
| in | <i>deltat</i> | Value of time step |
| in | <i>scheme</i> | Time Integration Scheme (enumerated values) : <ul style="list-style-type: none"> • FORWARD_EULER: Forward Euler scheme • BACKWARD_EULER: Backward Euler scheme • CRANK_NICOLSON: Crank-Nicolson Euler scheme |

7.11.3 Member Function Documentation

void LCapacityToLHS (real.t *coef* = 1) [virtual]

Add lumped capacity matrix to left-hand side after multiplying it by coefficient *coef*.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa_Therm< real.t, 3, 3, 2, 2 >](#).

void LCapacityToRHS (real.t *coef* = 1) [virtual]

Add lumped capacity contribution to right-hand side after multiplying it by coefficient *coef*.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa_Therm< real.t, 3, 3, 2, 2 >](#).

void LCapacity (real_t coef = 1)

Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

void CapacityToLHS (real_t coef = 1) [virtual]

Add Consistent capacity matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa_Therm< real_t, 3, 3, 2, 2 >](#).

void CapacityToRHS (real_t coef = 1) [virtual]

Add Consistent capacity contribution to right-hand side after multiplying it by coefficient *coef*.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa_Therm< real_t, 3, 3, 2, 2 >](#).

void Capacity (real_t coef = 1)

Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient *coef*.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

void Diffusion (real_t coef = 1) [virtual]

Add diffusion matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa_Therm< real_t, 3, 3, 2, 2 >](#).

void Diffusion (const LocalMatrix< real_t, 2, 2 > & diff, real_t coef = 1)

Add diffusion matrix to left-hand side after multiplying it by coefficient coef
Case where the diffusivity matrix is given as an argument

Parameters

| | | |
|----|-------------|---|
| in | <i>diff</i> | Instance of class DMatrix containing diffusivity matrix |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |

void DiffusionToRHS (real_t coef = 1) [virtual]

Add diffusion contribution to right-hand side after multiplying it by coefficient coef
To be used for explicit diffusion term

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1] |
|----|-------------|--|

Reimplemented from [Equa_Therm< real_t, 3, 3, 2, 2 >](#).

void BodyRHS (UserData< real_t > & ud)

Add body right-hand side term to right-hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-----------|--|
| in | <i>ud</i> | Instance of UserData or of an inherited class. Contains a member function that provides body source. |
|----|-----------|--|

void BodyRHS (const Vect< real_t > & b, int opt = GLOBAL_ARRAY) [virtual]

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>b</i> | Local vector (of size 3) containing source at element nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa_Therm< real_t, 3, 3, 2, 2 >](#).

void BoundaryRHS (real_t flux)

Add boundary right-hand side term to right hand side.

Parameters

| | | |
|----|-------------|-------------------------------------|
| in | <i>flux</i> | Value of flux to impose on the side |
|----|-------------|-------------------------------------|

void BoundaryRHS (const Vect< real_t > & sf, int opt = GLOBAL_ARRAY) [virtual]

Add boundary right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|------------|---|
| in | <i>sf</i> | Vector containing source at side nodes |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 2 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real_t, 3, 3, 2, 2 >](#).

Point<real_t>& Grad (const Vect< real_t > & u)

Return gradient of a vector in element.

Parameters

| | | |
|----|----------|--|
| in | <i>u</i> | Vector for which gradient is computed. |
|----|----------|--|

virtual void setStab () [virtual], [inherited]

Set stabilized formulation.

Stabilized variational formulations are to be used when the Peclet number is large.
By default, no stabilization is used.

void build (TimeStepping & s) [inherited]

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Reference to used TimeStepping instance |
|----|----------|---|

void build (EigenProblemSolver & e) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

int runTransient () [inherited]

Run one time step.

This function performs one time step in equation solving. It is to be used only if a *TRANSIENT* analysis is required.

Returns

Return error from the linear system solver

int runOneTimeStep () [inherited]

Run one time step.

This function performs one time step in equation solving. It is identical to the function `runTransient`.

Returns

Return error from the linear system solver

int run () [inherited]

Run the equation.

If the analysis (see function `setAnalysis`) is *STEADY_STATE*, then the function solves the stationary equation.

If the analysis is *TRANSIENT*, then the function performs time stepping until the final time is reached.

void updateBC (const Element & el, const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof_type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > &b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > &b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > *A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|-----------|----------|---|
| <i>in</i> | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|-----------|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.11.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

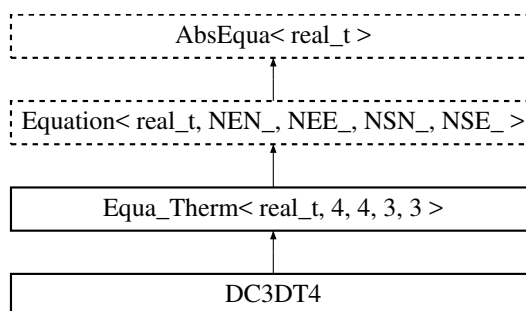
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.12 DC3DT4 Class Reference

Builds finite element arrays for thermal diffusion and convection in 3-D domains using 4-Node tetrahedra.

Inheritance diagram for DC3DT4:



Public Member Functions

- **DC3DT4** ()
Default Constructor.
- **DC3DT4** (const **Element** *el)
Constructor for an element.
- **DC3DT4** (const **Side** *sd)
Constructor for a boundary side.
- **DC3DT4** (const **Element** *el, const **Vect**< **real_t** > &u, **real_t** time=0.)
Constructor for an element (transient case).
- **DC3DT4** (const **Side** *sd, const **Vect**< **real_t** > &u, **real_t** time=0.)
Constructor for a boundary side (transient case).
- **DC3DT4** (const **Element** *el, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for an element (transient case) with specification of time integration scheme.
- **DC3DT4** (const **Side** *sd, const **Vect**< **real_t** > &u, **real_t** time, **real_t** deltat, int scheme)
Constructor for a side (transient case) with specification of time integration scheme.
- **~DC3DT4** ()
Destructor.
- void **build** ()
Build the linear system without solving.
- void **LCapacity** (**real_t** coef=1.)
Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient coef.
- void **LCapacityToLHS** (**real_t** coef=1)
Add lumped capacity matrix to left-hand side after multiplying it by coefficient coef
- void **LCapacityToRHS** (**real_t** coef=1)
Add lumped capacity contribution to right-hand side after multiplying it by coefficient coef
- void **Capacity** (**real_t** coef=1)
Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient coef.
- void **CapacityToLHS** (**real_t** coef=1)
Add consistent capacity matrix to left-hand side after multiplying it by coefficient coef
- void **CapacityToRHS** (**real_t** coef=1)

- Add consistent capacity contribution to right-hand side after multiplying it by coefficient `coef`*

 - void `Diffusion` (`real.t` `coef`=1)
- Add diffusion matrix to left hand side after multiplying it by coefficient `coef`.*

 - void `Diffusion` (const `DMatrix`< `real.t` > &`diff`, `real.t` `coef`=1)
- Add diffusion matrix to left hand side after multiplying it by coefficient `coef`*

 - void `DiffusionToRHS` (`real.t` `coef`=1)
- Add diffusion contribution to right hand side after multiplying it by coefficient `coef`*

 - void `Convection` (`real.t` `coef`=1)
- Add convection matrix to left-hand side after multiplying it by coefficient `coef`*

 - void `Convection` (const `Point`< `real.t` > &`v`, `real.t` `coef`=1)
- Add convection matrix to left-hand side after multiplying it by coefficient `coef`*

 - void `Convection` (const `Vect`< `Point`< `real.t` > > &`v`, `real.t` `coef`=1)
- Add convection matrix to left-hand side after multiplying it by coefficient `coef`*

 - void `RHS_Convection` (const `Point`< `real.t` > &`v`, `real.t` `coef`=1.)
- Add convection contribution to right-hand side after multiplying it by coefficient `coef`*

 - void `BodyRHS` (`UserData`< `real.t` > &`ud`, `real.t` `coef`=1)
- Add body right-hand side term to right hand side after multiplying it by coefficient `coef`*

 - void `BodyRHS` (const `Vect`< `real.t` > &`b`, int `opt`=`GLOBAL_ARRAY`)
- Add body right-hand side term to right hand side.*

 - void `BoundaryRHS` (`UserData`< `real.t` > &`ud`, `real.t` `coef`=1)
- Add boundary right-hand side term to right hand side after multiplying it by coefficient `coef`*

 - void `BoundaryRHS` (const `Vect`< `real.t` > &`b`, int `opt`=`GLOBAL_ARRAY`)
- Add boundary right-hand side term to right hand side after multiplying it by coefficient `coef`*

 - void `BoundaryRHS` (`real.t` `flux`)
- Add boundary right-hand side flux to right hand side.*

 - `Point`< `real.t` > `Flux` () const
- Return (constant) heat flux in element.*

 - `Point`< `real.t` > `Grad` (const `Vect`< `real.t` > &`u`) const
- Return gradient of vector `u` in element. `u` is a local vector.*

 - void `Periodic` (`real.t` `coef`=1.e20)
- Add contribution of periodic boundary condition (by a penalty technique).*

 - virtual void `setStab` ()
- Set stabilized formulation.*

 - void `setLumpedCapacity` ()
- Add lumped capacity contribution to left and right-hand sides taking into account time integration scheme.*

 - void `setCapacity` ()
- Add consistent capacity contribution to left and right-hand sides taking into account time integration scheme.*

 - void `setDiffusion` ()
- Add diffusion contribution to left and/or right-hand side taking into account time integration scheme.*

 - virtual void `ConvectionToRHS` (`real.t` `coef`=1.)
- Add convection term to right-hand side.*

 - void `setConvection` ()
- Add convection contribution to left and/or right-hand side taking into account time integration scheme.*

 - void `build` (`TimeStepping` &`s`)
- Build the linear system of equations.*

 - void `build` (`EigenProblemSolver` &`e`)

- Build the linear system for an eigenvalue problem.*

 - int `runTransient ()`
Run one time step.
 - int `runOneTimeStep ()`
Run one time step.
 - int `run ()`
Run the equation.
 - void `setRhoCp (const real_t &rhocp)`
Set product of Density by Specific heat (constants)
 - void `setConductivity (const real_t &diff)`
Set (constant) thermal conductivity.
 - void `RhoCp (const string &exp)`
Set product of Density by Specific heat given by an algebraic expression.
 - void `Conduc (const string &exp)`
Set thermal conductivity given by an algebraic expression.
 - void `updateBC (const Element &el, const Vect< real_t > &bc)`
Update Right-Hand side by taking into account essential boundary conditions.
 - void `updateBC (const Vect< real_t > &bc)`
Update Right-Hand side by taking into account essential boundary conditions.
 - void `DiagBC (int dof_type=NODE.DOF, int dof=0)`
Update element matrix to impose bc by diagonalization technique.
 - void `LocalNodeVector (Vect< real_t > &b)`
Localize Element Vector from a Vect instance.
 - void `ElementNodeVector (const Vect< real_t > &b, LocalVect< real_t, NEE_ > &be)`
Localize Element Vector from a Vect instance.
 - void `ElementNodeVector (const Vect< real_t > &b, LocalVect< real_t, NEN_ > &be, int dof)`
Localize Element Vector from a Vect instance.
 - void `ElementNodeVectorSingleDOF (const Vect< real_t > &b, LocalVect< real_t, NEN_ > &be)`
Localize Element Vector from a Vect instance.
 - void `ElementSideVector (const Vect< real_t > &b, LocalVect< real_t, NSE_ > &be)`
Localize Element Vector from a Vect instance.
 - void `ElementVector (const Vect< real_t > &b, int dof_type=NODE.FIELD, int flag=0)`
Localize Element Vector.
 - void `SideVector (const Vect< real_t > &b)`
Localize Side Vector.
 - void `ElementNodeCoordinates ()`
Localize coordinates of element nodes.
 - void `SideNodeCoordinates ()`
Localize coordinates of side nodes.
 - void `ElementAssembly (Matrix< real_t > *A)`
Assemble element matrix into global one.
 - void `ElementAssembly (PETScMatrix< real_t > &A)`
Assemble element matrix into global one.
 - void `ElementAssembly (PETScVect< real_t > &b)`
Assemble element right-hand side vector into global one.
 - void `ElementAssembly (BMatrix< real_t > &A)`

- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SpMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (TrMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (Vect< real.t > &v)
- Assemble element vector into global one.*
 - void [SideAssembly](#) (PETScMatrix< real.t > &A)
- Assemble side matrix into global one.*
 - void [SideAssembly](#) (PETScVect< real.t > &b)
- Assemble side right-hand side vector into global one.*
 - void [SideAssembly](#) (Matrix< real.t > *A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkMatrix< real.t > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkMatrix< real.t > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SpMatrix< real.t > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (Vect< real.t > &v)
- Assemble side (edge or face) vector into global one.*
 - void [DGElementAssembly](#) (Matrix< real.t > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SpMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (TrMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [AxbAssembly](#) (const [Element](#) &el, const Vect< real.t > &x, Vect< real.t > &b)
- Assemble product of element matrix by element vector into global vector.*
 - void [AxbAssembly](#) (const [Side](#) &sd, const Vect< real.t > &x, Vect< real.t > &b)
- Assemble product of side matrix by side vector into global vector.*
 - size_t [getNbNodes](#) () const
- Return number of element nodes.*
 - size_t [getNbEq](#) () const
- Return number of element equations.*
 - void [setInitialSolution](#) (const Vect< real.t > &u)
- Set initial solution (previous time step)*
 - [real.t](#) [setMaterialProperty](#) (const string &exp, const string &prop)

- *Define a material property by an algebraic expression.*
- void `setMesh (Mesh &m)`
- *Define mesh and renumber DOFs after removing imposed ones.*
- `Mesh &getMesh () const`
- *Return reference to Mesh instance.*
- `LinearSolver< real.t > &getLinearSolver ()`
- *Return reference to linear solver instance.*
- void `setSolver (Iteration ls, Preconditioner pc=IDENT_PREC)`
- *Choose solver for the linear system.*
- int `SolveLinearSystem (Matrix< real.t > *A, Vect< real.t > &b, Vect< real.t > &x)`
- *Solve the linear system.*

Public Attributes

- `LocalMatrix< real.t, NEE_, NEE_ > eMat`
- *LocalMatrix instance containing local matrix associated to current element.*
- `LocalMatrix< real.t, NSE_, NSE_ > sMat`
- *LocalMatrix instance containing local matrix associated to current side.*
- `LocalVect< real.t, NEE_ > ePrev`
- *LocalVect instance containing local vector associated to current element.*
- `LocalVect< real.t, NEE_ > eRHS`
- *LocalVect instance containing local right-hand side vector associated to current element.*
- `LocalVect< real.t, NEE_ > eRes`
- *LocalVect instance containing local residual vector associated to current element.*
- `LocalVect< real.t, NSE_ > sRHS`
- *LocalVect instance containing local right-hand side vector associated to current side.*

Protected Member Functions

- void `setMaterial ()`
- *Set material properties.*
- void `Init (const Element *el)`
- *Set element arrays to zero.*
- void `Init (const Side *sd)`
- *Set side arrays to zero.*

7.12.1 Detailed Description

Builds finite element arrays for thermal diffusion and convection in 3-D domains using 4-Node tetrahedra.

Note that members calculating element arrays have as an argument a real coef that will be multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.12.2 Constructor & Destructor Documentation

`DC3DT4 ()`

Default Constructor.

Constructs an empty equation.

DC3DT4 (const Element * *el*)

Constructor for an element.

Parameters

| | | |
|----|-----------|---------------------|
| in | <i>el</i> | Pointer to element. |
|----|-----------|---------------------|

DC3DT4 (const Side * *sd*)

Constructor for a boundary side.

Parameters

| | | |
|-----------|------|------------------|
| <i>sd</i> | [in] | Pointer to side. |
|-----------|------|------------------|

DC3DT4 (const Element * *el*, const Vect< real.t > & *u*, real.t *time* = 0.)

Constructor for an element (transient case).

Parameters

| | | |
|----|-------------|---|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |

DC3DT4 (const Side * *sd*, const Vect< real.t > & *u*, real.t *time* = 0.)

Constructor for a boundary side (transient case).

Parameters

| | | |
|----|-------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |

DC3DT4 (const Element * *el*, const Vect< real.t > & *u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for an element (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value. |
| in | <i>deltat</i> | Value of time step |

Parameters

| | | |
|----|---------------|--|
| in | <i>scheme</i> | Time Integration Scheme: <ul style="list-style-type: none"> • FORWARD_EULER: Forward Euler scheme • BACKWARD_EULER: Backward Euler scheme • CRANK_NICOLSON: Crank-Nicolson Euler scheme |
|----|---------------|--|

DC3DT4 (const Side * *sd*, const Vect< real.t > &*u*, real.t *time*, real.t *deltat*, int *scheme*)

Constructor for a side (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value. |
| in | <i>deltat</i> | Value of time step |
| in | <i>scheme</i> | Time Integration Scheme (): <ul style="list-style-type: none"> • FORWARD_EULER: for Forward Euler scheme • BACKWARD_EULER: for Backward Euler scheme • CRANK_NICOLSON: for Crank-Nicolson Euler scheme |

7.12.3 Member Function Documentation

void LCapacity (real.t *coef* = 1.)

Add lumped capacity contribution to left and right-hand sides after multiplying it by coefficient *coef*.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

void LCapacityToLHS (real.t *coef* = 1) [virtual]

Add lumped capacity matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real.t, 4, 4, 3, 3 >](#).

void LCapacityToRHS (real_t coef = 1) [virtual]

Add lumped capacity contribution to right-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real_t, 4, 4, 3, 3 >](#).

void Capacity (real_t coef = 1)

Add Consistent capacity contribution to left and right-hand sides after multiplying it by coefficient *coef*.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

void CapacityToLHS (real_t coef = 1) [virtual]

Add consistent capacity matrix to left-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real_t, 4, 4, 3, 3 >](#).

void CapacityToRHS (real_t coef = 1) [virtual]

Add consistent capacity contribution to right-hand side after multiplying it by coefficient *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real_t, 4, 4, 3, 3 >](#).

void Diffusion (real_t coef = 1) [virtual]

Add diffusion matrix to left hand side after multiplying it by coefficient *coef*.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Coefficient to multiply by added term (default value = 1). |
|----|-------------|--|

Reimplemented from [Equa.Therm< real_t, 4, 4, 3, 3 >](#).

void Diffusion (const DMatrix< real.t > & diff, real.t coef = 1)

Add diffusion matrix to left hand side after multiplying it by coefficient coef
Case where the diffusivity matrix is given as an argument.

Parameters

| | | |
|----|-------------|---|
| in | <i>diff</i> | Diffusion matrix (class DMatrix). |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |

void DiffusionToRHS (real.t coef = 1) [virtual]

Add diffusion contribution to right hand side after multiplying it by coefficient coef
To be used for explicit diffusion term

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real.t, 4, 4, 3, 3 >](#).

void Convection (real.t coef = 1) [virtual]

Add convection matrix to left-hand side after multiplying it by coefficient coef
Case where velocity field has been previously defined

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Therm< real.t, 4, 4, 3, 3 >](#).

void Convection (const Point< real.t > & v, real.t coef = 1)

Add convection matrix to left-hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|---|
| in | <i>v</i> | Constant velocity vector |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |

void Convection (const Vect< Point< real.t > > & v, real.t coef = 1)

Add convection matrix to left-hand side after multiplying it by coefficient coef
Case where velocity field is given by a vector v.

Parameters

| | | |
|----|-------------|---|
| in | <i>v</i> | Velocity vector. |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |

void RHS.Convection (const Point< real.t > & v, real.t coef = 1.)

Add convection contribution to right-hand side after multiplying it by coefficient coef
To be used for explicit convection term.

Parameters

| | | |
|----|-------------|---|
| in | <i>v</i> | Velocity vector. |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |

void BodyRHS (UserData< real.t > & ud, real.t coef = 1)

Add body right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|--|
| in | <i>ud</i> | Instance of UserData or of an inherited class. Contains a member function that provides body source. |
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |

void BodyRHS (const Vect< real.t > & b, int opt = GLOBAL_ARRAY) [virtual]

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>b</i> | Local vector containing source at element nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 4 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real.t, 4, 4, 3, 3 >](#).

void BoundaryRHS (UserData< real.t > & ud, real.t coef = 1)

Add boundary right-hand side term to right hand side after multiplying it by coefficient coef

Parameters

| | | |
|----|-------------|--|
| in | <i>ud</i> | Instance of UserData or of an inherited class. Contains a member function that provides body source. |
| in | <i>coef</i> | Value by which the added term is multiplied [Default: 1]. |

void BoundaryRHS (const Vect< real.t > & b, int opt = GLOBAL_ARRAY) [virtual]

Add boundary right-hand side term to right hand side after multiplying it by coefficient coef
Case where body source is given by a vector

Parameters

| | | |
|----|------------|---|
| in | <i>b</i> | Vector containing source at side nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa.Therm< real.t, 4, 4, 3, 3 >](#).

void BoundaryRHS (real.t *flux*)

Add boundary right-hand side flux to right hand side.

Parameters

| | | |
|----|-------------|---|
| in | <i>flux</i> | Vector containing source at side nodes. |
|----|-------------|---|

void Periodic (real.t *coef* = 1.e20)

Add contribution of periodic boundary condition (by a penalty technique).

Boundary nodes where periodic boundary conditions are to be imposed must have codes equal to PERIODIC.A on one side and PERIODIC.B on the opposite side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Value of penalty parameter [Default: 1.e20]. |
|----|-------------|--|

virtual void setStab () [virtual], [inherited]

Set stabilized formulation.

Stabilized variational formulations are to be used when the Pclet number is large.

By default, no stabilization is used.

void build (TimeStepping & *s*) [inherited]

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Reference to used TimeStepping instance |
|----|----------|---|

void build (EigenProblemSolver & *e*) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

int runTransient () [inherited]

Run one time step.

This function performs one time step in equation solving. It is to be used only if a *TRANSIENT* analysis is required.

Returns

Return error from the linear system solver

int runOneTimeStep () [inherited]

Run one time step.

This function performs one time step in equation solving. It is identical to the function `runTransient`.

Returns

Return error from the linear system solver

int run () [inherited]

Run the equation.

If the analysis (see function `setAnalysis`) is *STEADY_STATE*, then the function solves the stationary equation.

If the analysis is *TRANSIENT*, then the function performs time stepping until the final time is reached.

void updateBC (const Element & *el*, const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< real.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & el , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | el | Reference to Element instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector to add (Vect instance) |

void AxbAssembly (const Side & sd , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | sd | Reference to Side instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector (Vect instance) |

real.t setMaterialProperty (const string & exp , const string & $prop$) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

```
int SolveLinearSystem ( Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x )  
[inherited]
```

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.12.4 Member Data Documentation

```
LocalVect<real_t ,NEE_> ePrev [inherited]
```

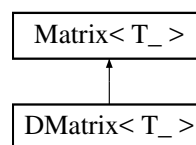
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.13 DMatrix< T_ > Class Template Reference

To handle dense matrices.

Inheritance diagram for DMatrix< T_ >:



Public Member Functions

- [DMatrix](#) ()
Default constructor.
- [DMatrix](#) (size_t nr)
*Constructor for a matrix with **nr** rows and **nr** columns.*
- [DMatrix](#) (size_t nr, size_t nc)
*Constructor for a matrix with **nr** rows and **nc** columns.*
- [DMatrix](#) (Vect< T_ > &v)
Constructor that uses a [Vect](#) instance. The class uses the memory space occupied by this vector.
- [DMatrix](#) (const [DMatrix](#)< T_ > &m)
Copy Constructor.
- [~DMatrix](#) ()
Destructor.
- void [setDiag](#) ()
Store diagonal entries in a separate internal vector.
- void [setDiag](#) (const T_ &a)
Set matrix as diagonal and assign its diagonal entries as a constant.
- void [setDiag](#) (const vector< T_ > &d)

- Set matrix as diagonal and assign its diagonal entries.*

 - void **setSize** (size_t **size**)
Set size (number of rows) of matrix.
 - void **setSize** (size_t nr, size_t nc)
Set size (number of rows and columns) of matrix.
 - void **getColumn** (size_t j, Vect< T_ > &v) const
Get j-th column vector.
 - Vect< T_ > **getColumn** (size_t j) const
Get j-th column vector.
 - void **getRow** (size_t i, Vect< T_ > &v) const
Get i-th row vector.
 - Vect< T_ > **getRow** (size_t i) const
Get i-th row vector.
 - void **set** (size_t i, size_t j, const T_ &val)
Assign a constant value to an entry of the matrix.
 - void **setRow** (size_t i, const Vect< T_ > &v)
Copy a given vector to a prescribed row in the matrix.
 - void **setColumn** (size_t i, const Vect< T_ > &v)
Copy a given vector to a prescribed column in the matrix.
 - void **MultAdd** (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector $a \cdot x$ and add result to y .
 - void **MultAdd** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and add result to y .
 - void **Mult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and save result in y .
 - void **TMult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply transpose of matrix by vector x and add result in y .
 - void **add** (size_t i, size_t j, const T_ &val)
Add constant val to entry (i, j) of the matrix.
 - void **Axpy** (T_ a, const DMatrix< T_ > &m)
Add to matrix the product of a matrix by a scalar.
 - void **Axpy** (T_ a, const Matrix< T_ > *m)
Add to matrix the product of a matrix by a scalar.
 - int **setQR** ()
Construct a QR factorization of the matrix.
 - int **setTransQR** ()
Construct a QR factorization of the transpose of the matrix.
 - int **solveQR** (const Vect< T_ > &b, Vect< T_ > &x)
Solve a linear system by QR decomposition.
 - int **solveTransQR** (const Vect< T_ > &b, Vect< T_ > &x)
Solve a transpose linear system by QR decomposition.
 - T_ **operator()** (size_t i, size_t j) const
Operator () (Constant version). Return $a(i, j)$
 - T_ & **operator()** (size_t i, size_t j)
Operator () (Non constant version). Return $a(i, j)$
 - int **setLU** ()

- Factorize the matrix (LU factorization)*

 - `int setTransLU ()`
- Factorize the transpose of the matrix (LU factorization)*

 - `int solve (Vect< T_ > &b)`
- Solve linear system.*

 - `int solveTrans (Vect< T_ > &b)`
- Solve the transpose linear system.*

 - `int solve (const Vect< T_ > &b, Vect< T_ > &x)`
- Solve linear system.*

 - `int solveTrans (const Vect< T_ > &b, Vect< T_ > &x)`
- Solve the transpose linear system.*

 - `DMatrix & operator= (DMatrix< T_ > &m)`
- Operator =*

 - `DMatrix & operator+= (const DMatrix< T_ > &m)`
- Operator +=.*

 - `DMatrix & operator-= (const DMatrix< T_ > &m)`
- Operator -=.*

 - `DMatrix & operator= (const T_ &x)`
- Operator =*

 - `DMatrix & operator*= (const T_ &x)`
- Operator *=*

 - `DMatrix & operator+= (const T_ &x)`
- Operator +=*

 - `DMatrix & operator-= (const T_ &x)`
- Operator -=*

 - `T_ * getArray () const`
- Return matrix as C-Array.*

 - `T_ get (size_t i, size_t j) const`
- Return entry (i, j) of matrix.*

 - `size_t getNbRows () const`
- Return number of rows.*

 - `size_t getNbColumns () const`
- Return number of columns.*

 - `void setPenal (real_t p)`
- Set Penalty Parameter (For boundary condition prescription).*

 - `void setDiagonal ()`
- Set the matrix as diagonal.*

 - `void setDiagonal (Mesh &mesh)`
- Initialize matrix storage in the case where only diagonal terms are stored.*

 - `T_ getDiag (size_t k) const`
- Return k-th diagonal entry of matrix.*

 - `size_t size () const`
- Return matrix dimension (Number of rows and columns).*

 - `void Assembly (const Element &el, T_ *a)`
- Assembly of element matrix into global matrix.*

 - `void Assembly (const Element &el, const DMatrix< T_ > &a)`

- Assembly of element matrix into global matrix.*
- void [Assembly](#) (const [Side](#) &sd, T_ *a)
- Assembly of side matrix into global matrix.*
- void [Assembly](#) (const [Side](#) &sd, const [DMatrix](#)< T_ > &a)
- Assembly of side matrix into global matrix.*
- void [Prescribe](#) ([Vect](#)< T_ > &b, const [Vect](#)< T_ > &u, int flag=0)
- Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.*
- void [Prescribe](#) (int dof, int code, [Vect](#)< T_ > &b, const [Vect](#)< T_ > &u, int flag=0)
- Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.*
- void [Prescribe](#) ([Vect](#)< T_ > &b, int flag=0)
- Impose by a penalty method a homogeneous (=0) essential boundary condition.*
- void [Prescribe](#) (size_t dof, [Vect](#)< T_ > &b, const [Vect](#)< T_ > &u, int flag=0)
- Impose by a penalty method an essential boundary condition when only one DOF is treated.*
- void [PrescribeSide](#) ()
- Impose by a penalty method an essential boundary condition when DOFs are supported by sides.*
- virtual int [Factor](#) ()=0
- Factorize matrix. Available only if the storage class enables it.*
- int [FactorAndSolve](#) ([Vect](#)< T_ > &b)
- Factorize matrix and solve the linear system.*
- int [FactorAndSolve](#) (const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
- Factorize matrix and solve the linear system.*
- size_t [getLength](#) () const
- Return number of stored terms in matrix.*
- int [isDiagonal](#) () const
- Say if matrix is diagonal or not.*
- int [isFactorized](#) () const
- Say if matrix is factorized or not.*
- virtual size_t [getColInd](#) (size_t i) const
- Return Column index for column i (See the description for class [SpMatrix](#)).*
- virtual size_t [getRowPtr](#) (size_t i) const
- Return Row pointer for row i (See the description for class [SpMatrix](#)).*
- T_ [operator](#)() (size_t i) const
- Operator () with one argument (Constant version).*
- T_ & [operator](#)() (size_t i)
- Operator () with one argument (Non Constant version).*
- T_ & [operator](#)[] (size_t k)
- Operator [] (Non constant version).*
- T_ [operator](#)[] (size_t k) const
- Operator [] (Constant version).*
- [Matrix](#) & [operator](#)+= (const [Matrix](#)< T_ > &m)
- Operator +=.*
- [Matrix](#) & [operator](#)-= (const [Matrix](#)< T_ > &m)
- Operator -=.*

7.13.1 Detailed Description

template<class T_>
class OFELI::DMatrix< T_ >

To handle dense matrices.

This class enables storing and manipulating general dense matrices. Matrices can be square or rectangle ones.

Template Parameters

| | |
|-----------------------|---|
| T_{\leftrightarrow} | Data type (double, float, complex<double>, ...) |
| $_{\leftrightarrow}$ | |

7.13.2 Constructor & Destructor Documentation

DMatrix ()

Default constructor.

Initializes a zero-dimension matrix.

DMatrix (size_t *nr*)

Constructor for a matrix with *nr* rows and *nr* columns.

Matrix entries are set to 0.

DMatrix (size_t *nr*, size_t *nc*)

Constructor for a matrix with *nr* rows and *nc* columns.

[Matrix](#) entries are set to 0.

DMatrix (Vect< T_ > & *v*)

Constructor that uses a [Vect](#) instance. The class uses the memory space occupied by this vector.

Parameters

| | | |
|----|----------|----------------|
| in | <i>v</i> | Vector to copy |
|----|----------|----------------|

DMatrix (const DMatrix< T_ > & *m*)

Copy Constructor.

Parameters

| | | |
|----|----------|----------------|
| in | <i>m</i> | Matrix to copy |
|----|----------|----------------|

7.13.3 Member Function Documentation

void setDiag (const T_ & *a*)

Set matrix as diagonal and assign its diagonal entries as a constant.

Parameters

| | | |
|----|----------|---|
| in | <i>a</i> | Value to assign to all diagonal entries |
|----|----------|---|

void setDiag (const vector< T_ > & *d*)

Set matrix as diagonal and assign its diagonal entries.

Parameters

| | | |
|----|----------|---|
| in | <i>d</i> | Vector entries to assign to matrix diagonal entries |
|----|----------|---|

void setSize (size_t *size*)

Set size (number of rows) of matrix.

Parameters

| | | |
|----|-------------|-----------------------------|
| in | <i>size</i> | Number of rows and columns. |
|----|-------------|-----------------------------|

void setSize (size_t *nr*, size_t *nc*)

Set size (number of rows and columns) of matrix.

Parameters

| | | |
|----|-----------|--------------------|
| in | <i>nr</i> | Number of rows. |
| in | <i>nc</i> | Number of columns. |

void getColumn (size_t *j*, Vect< T_ > & *v*) const

Get *j*-th column vector.

Parameters

| | | |
|-----|----------|---|
| in | <i>j</i> | Index of column to extract |
| out | <i>v</i> | Reference to Vect instance where the column is stored |

Remarks

Vector *v* does not need to be sized before. It is resized in the function

Vect<T_> getColumn (size_t j) const

Get j-th column vector.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>j</i> | Index of column to extract |
|----|----------|----------------------------|

Returns

[Vect](#) instance where the column is stored

Remarks

Vector v does not need to be sized before. It is resized in the function

void getRow (size_t i, Vect< T_ > & v) const

Get i-th row vector.

Parameters

| | | |
|-----|----------|--|
| in | <i>i</i> | Index of row to extract |
| out | <i>v</i> | Reference to Vect instance where the row is stored |

Remarks

Vector v does not need to be sized before. It is resized in the function

Vect<T_> getRow (size_t i) const

Get i-th row vector.

Parameters

| | | |
|----|----------|-------------------------|
| in | <i>i</i> | Index of row to extract |
|----|----------|-------------------------|

Returns

[Vect](#) instance where the row is stored

Remarks

Vector v does not need to be sized before. It is resized in the function

void set (size_t i, size_t j, const T_ & val) [virtual]

Assign a constant value to an entry of the matrix.

Parameters

| | | |
|----|----------|---------------------|
| in | <i>i</i> | row index of matrix |
|----|----------|---------------------|

Parameters

| | | |
|----|-------|--------------------------------|
| in | j | column index of matrix |
| in | val | Value to assign to $a(i, j)$. |

Implements [Matrix< T_ >](#).

void setRow (size_t i , const Vect< T_ > & v)

Copy a given vector to a prescribed row in the matrix.

Parameters

| | | |
|----|-----|---------------------------------------|
| in | i | row index to be assigned |
| in | v | Vect instance to copy |

void setColumn (size_t i , const Vect< T_ > & v)

Copy a given vector to a prescribed column in the matrix.

Parameters

| | | |
|----|-----|---------------------------------------|
| in | i | column index to be assigned |
| in | v | Vect instance to copy |

void MultAdd (T_ a , const Vect< T_ > & x , Vect< T_ > & y) const [virtual]

Multiply matrix by vector $a*x$ and add result to y .

Parameters

| | | |
|--------|-----|--|
| in | a | constant to multiply by |
| in | x | Vector to multiply by a |
| in,out | y | on input, vector to add to. On output, result. |

Implements [Matrix< T_ >](#).

void MultAdd (const Vect< T_ > & x , Vect< T_ > & y) const [virtual]

Multiply matrix by vector x and add result to y .

Parameters

| | | |
|--------|-----|--|
| in | x | Vector to add to y |
| in,out | y | on input, vector to add to. On output, result. |

Implements [Matrix< T_ >](#).

void Mult (const Vect< T_ > & x, Vect< T_ > & y) const [virtual]

Multiply matrix by vector x and save result in y.

Parameters

| | | |
|-----|-----|--------------------|
| in | x | Vector to add to y |
| out | y | Result. |

Implements [Matrix< T_ >](#).

void TMult (const Vect< T_ > & x, Vect< T_ > & y) const [virtual]

Multiply transpose of matrix by vector x and add result in y.

Parameters

| | | |
|--------|-----|--|
| in | x | Vector to add to y |
| in,out | y | on input, vector to add to. On output, result. |

Implements [Matrix< T_ >](#).

void add (size_t i, size_t j, const T_ & val) [virtual]

Add constant val to entry (i,j) of the matrix.

Parameters

| | | |
|----|-------|-----------------|
| in | i | row index |
| in | j | column index |
| in | val | Constant to add |

Implements [Matrix< T_ >](#).

void Axy (T_ a, const DMatrix< T_ > & m)

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|--|
| in | a | Scalar to premultiply |
| in | m | Matrix by which a is multiplied. The result is added to current instance |

void Axy (T_ a, const Matrix< T_ > * m) [virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|-----|-----------------------|
| in | a | Scalar to premultiply |
|----|-----|-----------------------|

Parameters

| | | |
|----|-----|--|
| in | m | Matrix by which a is multiplied. The result is added to current instance |
|----|-----|--|

Implements [Matrix< T_ >](#).

int setQR ()

Construct a QR factorization of the matrix.

This function constructs the QR decomposition using the Householder method. The upper triangular matrix R is returned in the upper triangle of the current matrix, except for the diagonal elements of R which are stored in an internal vector. The orthogonal matrix Q is represented as a product of $n-1$ Householder matrices $Q_1 \dots Q_{n-1}$, where $Q_j = 1 - u_j u_j / c_j$. The i -th component of u_j is zero for $i = 1, \dots, j-1$ while the nonzero components are returned in $a[i][j]$ for $i = j, \dots, n$.

Returns

0 if the decomposition was successful, k is the k -th row is singular

Remarks

The matrix can be square or rectangle

int setTransQR ()

Construct a QR factorization of the transpose of the matrix.

This function constructs the QR decomposition using the Householder method. The upper triangular matrix R is returned in the upper triangle of the current matrix, except for the diagonal elements of R which are stored in an internal vector. The orthogonal matrix Q is represented as a product of $n-1$ Householder matrices $Q_1 \dots Q_{n-1}$, where $Q_j = 1 - u_j u_j / c_j$. The i -th component of u_j is zero for $i = 1, \dots, j-1$ while the nonzero components are returned in $a[i][j]$ for $i = j, \dots, n$.

Returns

0 if the decomposition was successful, k is the k -th row is singular

Remarks

The matrix can be square or rectangle

int solveQR (const Vect< T_ > & b, Vect< T_ > & x)

Solve a linear system by QR decomposition.

This function constructs the QR decomposition, if this was not already done by using the member function QR and solves the linear system

Parameters

| | | |
|-----|-----|---|
| in | b | Right-hand side vector |
| out | x | Solution vector. Must have been sized before using this function. |

Returns

The same value as returned by the function QR

int solveTransQR (const Vect< T_ > & b, Vect< T_ > & x)

Solve a transpose linear system by QR decomposition.

This function constructs the QR decomposition, if this was not already done by using the member function QR and solves the linear system

Parameters

| | | |
|-----|----------|---|
| in | <i>b</i> | Right-hand side vector |
| out | <i>x</i> | Solution vector. Must have been sized before using this function. |

Returns

The same value as returned by the function QR

T_ operator() (size_t i, size_t j) const [virtual]

Operator () (Constant version). Return a(i,j)

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | row index |
| in | <i>j</i> | column index |

Implements [Matrix< T_ >](#).

T_& operator() (size_t i, size_t j) [virtual]

Operator () (Non constant version). Return a(i,j)

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | row index |
| in | <i>j</i> | column index |

Implements [Matrix< T_ >](#).

int setLU ()

Factorize the matrix (LU factorization)

LU factorization of the matrix is realized. Note that since this is an in place factorization, the contents of the matrix are modified.

Returns

- 0 if factorization was normally performed,
- n if the n-th pivot is null.

Remarks

A flag in this class indicates after factorization that this one has been realized, so that, if the member function solve is called after this no further factorization is done.

int setTransLU ()

Factorize the transpose of the matrix (LU factorization)

LU factorization of the transpose of the matrix is realized. Note that since this is an in place factorization, the contents of the matrix are modified.

Returns

- 0 if factorization was normally performed,
- n if the n-th pivot is null.

Remarks

A flag in this class indicates after factorization that this one has been realized, so that, if the member function solve is called after this no further factorization is done.

int solve (Vect< T_ > & b) [virtual]

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|--------|---|--|
| in,out | b | Vect instance that contains right-hand side on input and solution on output. |
|--------|---|--|

Returns

- 0 if solution was normally performed,
- n if the n-th pivot is null.

Implements [Matrix< T_ >](#).

int solveTrans (Vect< T_ > & b)

Solve the transpose linear system.

The linear system having the current instance as a transpose matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output. |
|--------|----------|--|

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

int solve (const Vect< T_ > & *b*, Vect< T_ > & *x*)

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|-----|----------|--|
| in | <i>b</i> | Vect instance that contains right-hand side. |
| out | <i>x</i> | Vect instance that contains solution |

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

int solveTrans (const Vect< T_ > & *b*, Vect< T_ > & *x*)

Solve the transpose linear system.

The linear system having the current instance as a transpose matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|-----|----------|--|
| in | <i>b</i> | Vect instance that contains right-hand side. |
| out | <i>x</i> | Vect instance that contains solution |

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

DMatrix& operator= (DMatrix< T_ > & *m*)

Operator =

Copy matrix *m* to current matrix instance.

DMatrix& operator+= (const DMatrix< T_ > & *m*)

Operator +=.

Add matrix *m* to current matrix instance.

DMatrix& operator-= (const DMatrix< T_ > & *m*)

Operator -=.

Subtract matrix *m* from current matrix instance.

DMatrix& operator= (const T_ & *x*)

Operator =

Assign matrix to identity times *x*

DMatrix& operator*= (const T_ & *x*)

Operator *=

Premultiply matrix entries by constant value *x*.

DMatrix& operator+= (const T_ & *x*)

Operator +=

Add constant value *x* to matrix entries

DMatrix& operator-= (const T_ & *x*)

Operator -=

Subtract constant value *x* from matrix entries.

T_* getArray () const

Return matrix as C-Array.

Matrix is stored row by row.

void setDiagonal (Mesh & *mesh*) [inherited]

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

T_ getDiag (size_t *k*) const [inherited]

Return *k*-th diagonal entry of matrix.

First entry is given by **getDiag(1)**.

void Assembly (const Element & *el*, T_ * *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & *el*, const DMatrix< T_ > & *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & *sd*, T_ * *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & *sd*, const DMatrix< T_ > & *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a DMatrix instance |

void Prescribe (Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (int dof, int code, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0)
[inherited]

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (Vect< T_ > & b, int flag = 0) [inherited]

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (size_t dof, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This function is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function setPenal.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (<i>dof</i> >0) or both matrix and right-hand side (<i>dof</i> =0, default value). |

void PrescribeSide () [inherited]

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

int FactorAndSolve (Vect< T_ > & b) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|-----|----------|---|
| in | <i>b</i> | Vect instance that contains right-hand side |
| out | <i>x</i> | Vect instance that contains solution |

Returns

- 0 if solution was normally performed
- n if the n-th pivot is nul

int isFactorized () const [inherited]

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

T_ operator() (size_t i) const [inherited]

Operator () with one argument (Constant version).

Returns i-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator() (size_t i) [inherited]

Operator () with one argument (Non Constant version).

Returns i-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator[] (size_t k) [inherited]

Operator [] (Non constant version).

Returns k-th stored element in matrix Index k starts at 0.

T_ operator[] (size_t k) const [inherited]

Operator [] (Constant version).

Returns k-th stored element in matrix Index k starts at 0.

Matrix& operator+=(const Matrix< T_ > & m) [inherited]

Operator +=.

Add matrix *m* to current matrix instance.

Matrix& operator-=(const Matrix< T_ > & m) [inherited]

Operator -=.

Subtract matrix *m* from current matrix instance.

7.14 Domain Class Reference

To store and treat finite element geometric information.

Public Member Functions

- [Domain](#) ()
Constructor of a null domain.
- [Domain](#) (const string &file)
Constructor with an input file.
- [~Domain](#) ()
Destructor.
- void [setFile](#) (string file)
Set file containing [Domain](#) data.
- void [setDim](#) (size_t d)
Set space dimension.
- size_t [getDim](#) () const
Return space dimension.
- void [setNbDOF](#) (size_t n)
Set number of degrees of freedom.
- size_t [getNbDOF](#) () const
Return number of degrees of freedom.
- size_t [getNbVertices](#) () const
Return number of vertices.
- size_t [getNbLines](#) () const
Return number of lines.
- size_t [getNbContours](#) () const
Return number of contours.
- size_t [getNbHoles](#) () const
Return number of holes.
- size_t [getNbSubDomains](#) () const
Return number of sub-domains.
- int [get](#) ()
Read domain data interactively.
- void [get](#) (const string &file)
Read domain data from a data file.
- [Mesh](#) & [getMesh](#) () const
Return reference to generated [Mesh](#) instance.
- void [genGeo](#) (string file)
Generate geometry file.
- void [genMesh](#) ()
Generate 2-D mesh.
- void [genMesh](#) (const string &file)
Generate 2-D mesh and save in file ([OFELI](#) format)
- void [genMesh](#) (string geo_file, string bamg_file, string mesh_file)
Generate 2-D mesh and save geo, bamg and mesh file ([OFELI](#) format)
- void [generateMesh](#) ()
Generate 2-D mesh using the BAMG mesh generator.
- [Domain](#) & operator*= (real_t a)
*Operator *=*
- void [insertVertex](#) (real_t x, real_t y, real_t h, int code)

Insert a vertex.

- void [insertLine](#) (size_t n1, size_t n2, int dc, int nc)

Insert a straight line.

- void [insertCircle](#) (size_t n1, size_t n2, size_t n3, int dc, int nc)

Insert a circular arc.

- void [insertRequiredVertex](#) (size_t v)

Insert a required (imposed) vertex.

- void [insertRequiredEdge](#) (size_t e)

Insert a required (imposed) edge (or line)

- void [insertSubDomain](#) (size_t n, int code)

Insert subdomain.

- void [insertSubDomain](#) (size_t ln, int orient, int code)

Insert subdomain.

- [Point](#)< [real_t](#) > [getMinCoord](#) () const

Return minimum coordinates of vertices.

- [Point](#)< [real_t](#) > [getMaxCoord](#) () const

Return maximum coordinates of vertices.

- [real_t](#) [getMinh](#) () const

Return minimal value of mesh size.

- void [setOutputFile](#) (string file)

Define output mesh file.

7.14.1 Detailed Description

To store and treat finite element geometric information.

This class is essentially useful to construct data for mesh generators.

7.14.2 Constructor & Destructor Documentation

Domain ()

Constructor of a null domain.

This constructor assigns maximal values of parameters.

Domain (const string & file)

Constructor with an input file.

Parameters

| | | |
|----|-------------|--|
| in | <i>file</i> | Input file in the XML format defining the domain |
|----|-------------|--|

7.14.3 Member Function Documentation

void get (const string & file)

Read domain data from a data file.

Parameters

| | | |
|----|-------------|---|
| in | <i>file</i> | Input file in Domain XML format |
|----|-------------|---|

void genMesh (const string &file)

Generate 2-D mesh and save in file ([OFELI](#) format)

Parameters

| | | |
|----|-------------|--|
| in | <i>file</i> | File where the generated mesh is saved |
|----|-------------|--|

void genMesh (string geo_file, string bamg_file, string mesh_file)

Generate 2-D mesh and save geo, bamg and mesh file ([OFELI](#) format)

Parameters

| | | |
|----|------------------|--|
| in | <i>geo_file</i> | Geo file |
| in | <i>bamg_file</i> | Bamg file |
| in | <i>mesh_file</i> | File where the generated mesh is saved |

Domain& operator*= (real.t a)

Operator *=

Rescale domain coordinates by multiplying by a factor

Parameters

| | | |
|----|----------|----------------------|
| in | <i>a</i> | Value to multiply by |
|----|----------|----------------------|

void insertVertex (real.t x, real.t y, real.t h, int code)

Insert a vertex.

Parameters

| | | |
|----|-------------|-------------------------|
| in | <i>x</i> | x-coordinate of vertex |
| in | <i>y</i> | y-coordinate of vertex |
| in | <i>h</i> | mesh size around vertex |
| in | <i>code</i> | code of coordinate |

void insertLine (size.t n1, size.t n2, int dc, int nc)

Insert a straight line.

Parameters

| | | |
|----|-----------|--|
| in | <i>n1</i> | Label of the first vertex of line |
| in | <i>n2</i> | Label of the second vertex of line |
| in | <i>dc</i> | Code to associate to created nodes (Dirichlet) |
| in | <i>nc</i> | Code to associate to line (Neumann) |

void insertCircle (size_t *n1*, size_t *n2*, size_t *n3*, int *dc*, int *nc*)

Insert a circular arc.

Parameters

| | | |
|----|-----------|--|
| in | <i>n1</i> | Label of vertex defining the first end of the arc |
| in | <i>n2</i> | Label of vertex defining the second end of the arc |
| in | <i>n3</i> | Label of vertex defining the center of the arc |
| in | <i>dc</i> | Dirichlet code for nodes on the arc |
| in | <i>nc</i> | Neumann code for sides on the arc |

void insertRequiredVertex (size_t *v*)

Insert a required (imposed) vertex.

Parameters

| | | |
|----|----------|-----------------|
| in | <i>v</i> | Label of vertex |
|----|----------|-----------------|

void insertRequiredEdge (size_t *e*)

Insert a required (imposed) edge (or line)

Parameters

| | | |
|----|----------|---------------|
| in | <i>e</i> | Label of line |
|----|----------|---------------|

void insertSubDomain (size_t *n*, int *code*)

Insert subdomain.

Parameters

| | | |
|----|-------------|--|
| in | <i>n</i> | |
| in | <i>code</i> | |

void insertSubDomain (size_t *ln*, int *orient*, int *code*)

Insert subdomain.

Parameters

| | | |
|----|---------------|-----------------------------|
| in | <i>ln</i> | Line label |
| in | <i>orient</i> | Orientation (1 or -1) |
| in | <i>code</i> | Subdomain code or reference |

void setOutputFile (string *file*)

Define output mesh file.

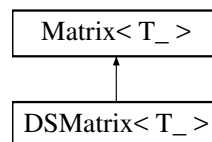
Parameters

| | | |
|----|-------------|----------------------------------|
| in | <i>file</i> | String defining output mesh file |
|----|-------------|----------------------------------|

7.15 DSMatrix< T_ > Class Template Reference

To handle symmetric dense matrices.

Inheritance diagram for DSMatrix< T_ >:



Public Member Functions

- [DSMatrix](#) ()
Default constructor.
- [DSMatrix](#) (size_t dim)
Constructor that for a symmetric matrix with given number of rows.
- [DSMatrix](#) (const [DSMatrix](#)< T_ > &m)
Copy Constructor.
- [~DSMatrix](#) ()
Destructor.
- void [setDiag](#) ()
Store diagonal entries in a separate internal vector.
- void [setSize](#) (size_t dim)
Set size (number of rows) of matrix.
- void [set](#) (size_t i, size_t j, const T_ &val)
Assign constant to entry (i, j) of the matrix.
- void [getColumn](#) (size_t j, [Vect](#)< T_ > &v) const
Get j-th column vector.

- `Vect< T_ > getColumn (size_t j) const`
Get j -th column vector.
- `void getRow (size_t i, Vect< T_ > &v) const`
Get i -th row vector.
- `Vect< T_ > getRow (size_t i) const`
Get i -th row vector.
- `void setRow (size_t i, const Vect< T_ > &v)`
Copy a given vector to a prescribed row in the matrix.
- `void setColumn (size_t i, const Vect< T_ > &v)`
Copy a given vector to a prescribed column in the matrix.
- `void setDiag (const T_ &a)`
Set matrix as diagonal and assign its diagonal entries as a constant.
- `void setDiag (const vector< T_ > &d)`
Set matrix as diagonal and assign its diagonal entries.
- `void add (size_t i, size_t j, const T_ &val)`
Add constant to an entry of the matrix.
- `T_ operator() (size_t i, size_t j) const`
Operator $()$ (Constant version).
- `T_ & operator() (size_t i, size_t j)`
Operator $()$ (Non constant version).
- `DSMatrix< T_ > & operator= (const DSMatrix< T_ > &m)`
Operator = Copy matrix m to current matrix instance.
- `DSMatrix< T_ > & operator= (const T_ &x)`
Operator = Assign matrix to identity times x .
- `int setLDLt ()`
Factorize matrix (LDL^T)
- `void MultAdd (const Vect< T_ > &x, Vect< T_ > &y) const`
*Multiply matrix by vector $a*x$ and add result to y .*
- `void MultAdd (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const`
*Multiply matrix by vector $a*x$ and add to y .*
- `void Mult (const Vect< T_ > &x, Vect< T_ > &y) const`
Multiply matrix by vector x and save result in y .
- `void TMult (const Vect< T_ > &x, Vect< T_ > &y) const`
Multiply transpose of matrix by vector x and add result in y .
- `void Axy (T_ a, const DSMatrix< T_ > &m)`
Add to matrix the product of a matrix by a scalar.
- `void Axy (T_ a, const Matrix< T_ > *m)`
Add to matrix the product of a matrix by a scalar.
- `int solve (Vect< T_ > &b)`
Solve linear system.
- `int solve (const Vect< T_ > &b, Vect< T_ > &x)`
Solve linear system.
- `int setLDLt (const Vect< T_ > &b, Vect< T_ > &x)`
Solve a linear system using the LDLt (Crout) factorization.
- `T_ * getArray () const`
Return matrix as C-Array. `Matrix` is stored row by row. Only lower triangle is stored.

- `T_ get (size_t i, size_t j) const`
Return entry (i, j) of matrix.
- `size_t getNbRows () const`
Return number of rows.
- `size_t getNbColumns () const`
Return number of columns.
- `void setPenal (real_t p)`
Set Penalty Parameter (For boundary condition prescription).
- `void setDiagonal ()`
Set the matrix as diagonal.
- `void setDiagonal (Mesh &mesh)`
Initialize matrix storage in the case where only diagonal terms are stored.
- `T_ getDiag (size_t k) const`
Return k-th diagonal entry of matrix.
- `size_t size () const`
Return matrix dimension (Number of rows and columns).
- `void Assembly (const Element &el, T_ *a)`
Assembly of element matrix into global matrix.
- `void Assembly (const Element &el, const DMATRIX< T_ > &a)`
Assembly of element matrix into global matrix.
- `void Assembly (const Side &sd, T_ *a)`
Assembly of side matrix into global matrix.
- `void Assembly (const Side &sd, const DMATRIX< T_ > &a)`
Assembly of side matrix into global matrix.
- `void Prescribe (Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition, using the Mesh instance provided by the constructor.
- `void Prescribe (int dof, int code, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.
- `void Prescribe (Vect< T_ > &b, int flag=0)`
Impose by a penalty method a homogeneous (=0) essential boundary condition.
- `void Prescribe (size_t dof, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition when only one DOF is treated.
- `void PrescribeSide ()`
Impose by a penalty method an essential boundary condition when DOFs are supported by sides.
- `virtual int Factor ()=0`
Factorize matrix. Available only if the storage class enables it.
- `int FactorAndSolve (Vect< T_ > &b)`
Factorize matrix and solve the linear system.
- `int FactorAndSolve (const Vect< T_ > &b, Vect< T_ > &x)`
Factorize matrix and solve the linear system.
- `size_t getLength () const`
Return number of stored terms in matrix.
- `int isDiagonal () const`
Say if matrix is diagonal or not.
- `int isFactorized () const`
Say if matrix is factorized or not.

- virtual size_t **getColInd** (size_t i) const
Return Column index for column i (See the description for class [SpMatrix](#)).
- virtual size_t **getRowPtr** (size_t i) const
Return Row pointer for row i (See the description for class [SpMatrix](#)).
- T_ **operator()** (size_t i) const
Operator () with one argument (Constant version).
- T_ & **operator()** (size_t i)
Operator () with one argument (Non Constant version).
- T_ & **operator[]** (size_t k)
Operator [] (Non constant version).
- T_ **operator[]** (size_t k) const
Operator [] (Constant version).
- **Matrix** & **operator+=** (const **Matrix**< T_ > &m)
Operator +=.
- **Matrix** & **operator+=** (const T_ &x)
Operator +=.
- **Matrix** & **operator-=** (const **Matrix**< T_ > &m)
Operator -=.
- **Matrix** & **operator-=** (const T_ &x)
Operator -=.
- **Matrix** & **operator*=** (const T_ &x)
*Operator *=.*

7.15.1 Detailed Description

template<class T_>
class OFELI::DSMatrix< T_ >

To handle symmetric dense matrices.

This class enables storing and manipulating symmetric dense matrices.

Template Parameters

| | |
|-----------------------|---|
| T_{\leftrightarrow} | Data type (double, float, complex<double>, ...) |
| $_{\leftrightarrow}$ | |

7.15.2 Member Function Documentation

int setLDLt (const Vect< T_ > &b, Vect< T_ > &x)

Solve a linear system using the LDLt (Crout) factorization.

This function solves a linear system. The LDLt factorization is performed if this was not already done using the function setLU.

Parameters

| | | |
|-----|-----|--|
| in | b | Vect instance that contains right-hand side |
| out | x | Vect instance that contains solution |

Returns

- 0 if solution was normally performed
- *n* if the *n*-th pivot is null

void setDiagonal (Mesh & *mesh*) [inherited]

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

T_ getDiag (size_t *k*) const [inherited]

Return *k*-th diagonal entry of matrix.

First entry is given by **getDiag(1)**.

void Assembly (const Element & *el*, T_ * *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & *el*, const DMatrix< T_ > & *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & *sd*, T_ * *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & *sd*, const DMatrix< T_ > & *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a DMatrix instance |

void Prescribe (Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(.,.)`.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (int dof, int code, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(.,.)`.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (Vect< T_ > & b, int flag = 0) [inherited]

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty

parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (size_t dof, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This function is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function **setPenal**.

Parameters

| | | |
|--------|-------------|---|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void PrescribeSide () [inherited]

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

int FactorAndSolve (Vect< T_ > & b) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|-----|-----|---|
| in | b | Vect instance that contains right-hand side |
| out | x | Vect instance that contains solution |

Returns

- 0 if solution was normally performed
- n if the n -th pivot is nul

int isFactorized () const [inherited]

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

T_ operator() (size_t i) const [inherited]

Operator () with one argument (Constant version).

Returns i -th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|-----|-------------|
| in | i | entry index |
|----|-----|-------------|

T_& operator() (size_t i) [inherited]

Operator () with one argument (Non Constant version).

Returns i -th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|-----|-------------|
| in | i | entry index |
|----|-----|-------------|

T_& operator[] (size_t k) [inherited]

Operator [] (Non constant version).

Returns k -th stored element in matrix Index k starts at 0.

T_ operator[] (size_t k) const [inherited]

Operator [] (Constant version).

Returns k -th stored element in matrix Index k starts at 0.

Matrix& operator+=(const Matrix< T_ > & m) [inherited]

Operator +=.

Add matrix `m` to current matrix instance.

Matrix& operator+= (const T_ & x) [inherited]

Operator +=.

Add constant value `x` to all matrix entries.

Matrix& operator-= (const Matrix< T_ > & m) [inherited]

Operator -=.

Subtract matrix `m` from current matrix instance.

Matrix& operator-= (const T_ & x) [inherited]

Operator -=.

Subtract constant value `x` from all matrix entries.

Matrix& operator*= (const T_ & x) [inherited]

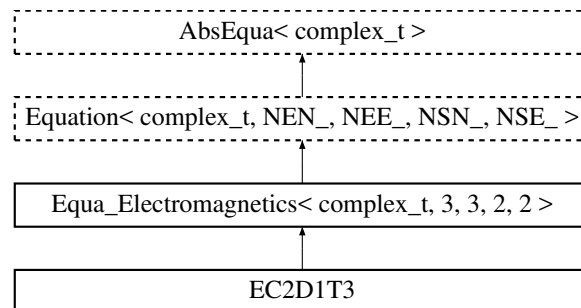
Operator *.

Premultiply matrix entries by constant value `x`

7.16 EC2D1T3 Class Reference

Eddy current problems in 2-D domains using solenoidal approximation.

Inheritance diagram for EC2D1T3:



Public Member Functions

- [EC2D1T3](#) ()
Default constructor.
- [EC2D1T3](#) (const [Element](#) *el)
Constructor using element data.
- [EC2D1T3](#) (const [Side](#) *side)
Constructor using side data.
- [EC2D1T3](#) (const [Element](#) *el, const [Vect](#)< [complex_t](#) > &u, const [real_t](#) &time=0.)
Constructor using element and previous time data.
- [EC2D1T3](#) (const [Side](#) *sd, const [Vect](#)< [complex_t](#) > &u, const [real_t](#) &time=0.)
Constructor using side and previous time data.
- [~EC2D1T3](#) ()

- Destructor.*
- void **Magnetic** (real_t omega, real_t coef=1.)
Add magnetic contribution to matrix.
- void **Electric** (real_t coef=1.)
Add electric contribution to matrix.
- real_t **Joule** ()
Compute Joule density in element.
- complex_t **IntegMF** ()
Add element integral contribution.
- complex_t **IntegND** (const Vect< complex_t > &h, int opt=GLOBAL_ARRAY)
Compute integral of normal derivative on edge.
- real_t **VacuumArea** ()
Add contribution to vacuum area calculation.
- void **updateBC** (const Element &el, const Vect< complex_t > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const Vect< complex_t > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE_DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (Vect< complex_t > &b)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const Vect< complex_t > &b, LocalVect< complex_t, NEE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const Vect< complex_t > &b, LocalVect< complex_t, NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const Vect< complex_t > &b, LocalVect< complex_t, NEN_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const Vect< complex_t > &b, LocalVect< complex_t, NSE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementVector** (const Vect< complex_t > &b, int dof_type=NODE_FIELD, int flag=0)
Localize Element Vector.
- void **SideVector** (const Vect< complex_t > &b)
Localize Side Vector.
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (Matrix< complex_t > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (PETScMatrix< complex_t > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (PETScVect< complex_t > &b)
Assemble element right-hand side vector into global one.
- void **ElementAssembly** (BMatrix< complex_t > &A)

- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkSMatrix< [complex.t](#) > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkMatrix< [complex.t](#) > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SpMatrix< [complex.t](#) > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (TrMatrix< [complex.t](#) > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (Vect< [complex.t](#) > &v)
- Assemble element vector into global one.*
 - void [SideAssembly](#) (PETScMatrix< [complex.t](#) > &A)
- Assemble side matrix into global one.*
 - void [SideAssembly](#) (PETScVect< [complex.t](#) > &b)
- Assemble side right-hand side vector into global one.*
 - void [SideAssembly](#) (Matrix< [complex.t](#) > *A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkSMatrix< [complex.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkMatrix< [complex.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SpMatrix< [complex.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (Vect< [complex.t](#) > &v)
- Assemble side (edge or face) vector into global one.*
 - void [DGElementAssembly](#) (Matrix< [complex.t](#) > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkSMatrix< [complex.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkMatrix< [complex.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SpMatrix< [complex.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (TrMatrix< [complex.t](#) > &A)
- Assemble product of element matrix by element vector into global vector.*
 - void [AxbAssembly](#) (const [Element](#) &el, const Vect< [complex.t](#) > &x, Vect< [complex.t](#) > &b)
- Assemble product of side matrix by side vector into global vector.*
 - void [AxbAssembly](#) (const [Side](#) &sd, const Vect< [complex.t](#) > &x, Vect< [complex.t](#) > &b)
- Assemble product of side matrix by side vector into global vector.*
 - size_t [getNbNodes](#) () const
- Return number of element nodes.*
 - size_t [getNbEq](#) () const
- Return number of element equations.*
 - void [setInitialSolution](#) (const Vect< [complex.t](#) > &u)
- Set initial solution (previous time step)*
 - [real.t](#) [setMaterialProperty](#) (const string &exp, const string &prop)

- *Define a material property by an algebraic expression.*
- void **setMesh** (**Mesh** &m)
- *Define mesh and renumber DOFs after removing imposed ones.*
- **Mesh** & **getMesh** () const
- *Return reference to Mesh instance.*
- **LinearSolver**< **complex.t** > & **getLinearSolver** ()
- *Return reference to linear solver instance.*
- void **setSolver** (**Iteration** ls, **Preconditioner** pc=IDENT_PREC)
- *Choose solver for the linear system.*
- int **SolveLinearSystem** (**Matrix**< **complex.t** > *A, **Vect**< **complex.t** > &b, **Vect**< **complex.t** > &x)
- *Solve the linear system.*

Public Attributes

- **LocalMatrix**< **complex.t**, NEE_, NEE_ > **eMat**
- *LocalMatrix instance containing local matrix associated to current element.*
- **LocalMatrix**< **complex.t**, NSE_, NSE_ > **sMat**
- *LocalMatrix instance containing local matrix associated to current side.*
- **LocalVect**< **complex.t**, NEE_ > **ePrev**
- *LocalVect instance containing local vector associated to current element.*
- **LocalVect**< **complex.t**, NEE_ > **eRHS**
- *LocalVect instance containing local right-hand side vector associated to current element.*
- **LocalVect**< **complex.t**, NEE_ > **eRes**
- *LocalVect instance containing local residual vector associated to current element.*
- **LocalVect**< **complex.t**, NSE_ > **sRHS**
- *LocalVect instance containing local right-hand side vector associated to current side.*

Protected Member Functions

- void **MagneticPermeability** (const **real.t** &mu)
- *Set (constant) magnetic permeability.*
- void **MagneticPermeability** (const string &exp)
- *Set magnetic permeability given by an algebraic expression.*
- void **ElectricConductivity** (const **real.t** &sigma)
- *Set (constant) electric conductivity.*
- void **ElectricConductivity** (const string &exp)
- *set electric conductivity given by an algebraic expression*
- void **ElectricResistivity** (const **real.t** &rho)
- *Set (constant) electric resistivity.*
- void **ElectricResistivity** (const string &exp)
- *Set electric resistivity given by an algebraic expression.*
- void **setMaterial** ()
- *Set material properties.*
- void **Init** (const **Element** *el)
- *Set element arrays to zero.*
- void **Init** (const **Side** *sd)
- *Set side arrays to zero.*

7.16.1 Detailed Description

Eddy current problems in 2-D domains using solenoidal approximation.

Builds finite element arrays for time harmonic eddy current problems in 2-D domains with solenoidal configurations (Magnetic field has only one nonzero component). Magnetic field is constant in the vacuum, and then zero in the outer vacuum.

Uses 3-Node triangles.

The unknown is the time-harmonic magnetic induction (complex valued).

7.16.2 Constructor & Destructor Documentation

EC2D1T3 (const Element * *el*)

Constructor using element data.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element instance |
|----|-----------|---|

EC2D1T3 (const Side * *side*)

Constructor using side data.

Parameters

| | | |
|----|-------------|--|
| in | <i>side</i> | Pointer to Side instance |
|----|-------------|--|

EC2D1T3 (const Element * *el*, const Vect< complex_t > & *u*, const real_t & *time* = 0.)

Constructor using element and previous time data.

Parameters

| | | |
|----|-------------|---|
| in | <i>el</i> | Pointer to Element instance |
| in | <i>u</i> | Solution at previous iteration |
| in | <i>time</i> | Time value [Default: 0] |

EC2D1T3 (const Side * *sd*, const Vect< complex_t > & *u*, const real_t & *time* = 0.)

Constructor using side and previous time data.

Parameters

| | | |
|----|-------------|--|
| in | <i>sd</i> | Pointer to Side instance |
| in | <i>u</i> | Solution at previous iteration |
| in | <i>time</i> | Time value [Default: 0] |

7.16.3 Member Function Documentation

void Magnetic (real_t *omega*, real_t *coef* = 1.)

Add magnetic contribution to matrix.

Parameters

| | | |
|----|--------------|---|
| in | <i>omega</i> | Angular frequency |
| in | <i>coef</i> | Coefficient to multiply by [Default: 1] |

void Electric (real_t *coef* = 1.)

Add electric contribution to matrix.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by [Default: 1] |
|----|-------------|---|

complex_t IntegND (const Vect< complex_t > & *h*, int *opt* = GLOBAL_ARRAY)

Compute integral of normal derivative on edge.

Parameters

| | | |
|----|------------|--|
| in | <i>h</i> | Vect instance containing magnetic field at element nodes |
| in | <i>opt</i> | Vector <i>h</i> is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Note

This member function is to be called within each element, it detects boundary sides as the ones with nonzero code

void updateBC (const Element & *el*, const Vect< complex_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< complex_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof.type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< complex.t > &*b*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <code>ePrev</code> . This member function is to be used if a constructor with <code>Element</code> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< complex.t > &*b*, LocalVect< complex.t , NEE_ > &*be*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< complex.t > & *b*, LocalVect< complex.t , NEN_ > & *be*, int *dof*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< complex.t > & *b*, LocalVect< complex.t , NEN_ > & *be*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector *b* is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< complex.t > & *b*, LocalVect< complex.t , NSE_ > & *be*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< complex.t > & *b*, int *dof_type* = *NODE_FIELD*, int *flag* = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< complex.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< complex.t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< complex.t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< complex.t > &v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< complex.t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< complex.t > &b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< complex.t > *A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< complex.t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< complex.t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< complex.t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< complex.t > &v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< complex.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element &el, const Vect< complex.t > &x, Vect< complex.t > &b) [inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | el | Reference to Element instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector to add (Vect instance) |

void AxbAssembly (const Side &sd, const Vect< complex.t > &x, Vect< complex.t > &b) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | sd | Reference to Side instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector (Vect instance) |

real.t setMaterialProperty (const string &exp, const string &prop) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< complex.t > * A, Vect< complex.t > & b, Vect< complex.t > & x) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.16.4 Member Data Documentation

LocalVect<complex.t,NEE_> ePrev [inherited]

LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.17 Edge Class Reference

To describe an edge.

Public Member Functions

- [Edge](#) ()
Default Constructor.
- [Edge](#) (size_t label)
Constructor with label.
- [Edge](#) (const [Edge](#) &ed)
Copy constructor.
- [~Edge](#) ()
Destructor.
- void [Add](#) ([Node](#) *node)
Insert a node at end of list of nodes of edge.
- void [setLabel](#) (size_t i)
Assign label of edge.
- void [setFirstDOF](#) (size_t n)
Define First DOF.
- void [setNbDOF](#) (size_t nb_dof)
Define number of DOF of edge.
- void [DOF](#) (size_t i, size_t dof)
Define label of DOF.
- void [setDOF](#) (size_t &first_dof, size_t nb_dof)
Define number of DOF.
- void [setCode](#) (size_t dof, int code)
Assign code code to DOF number dof.
- void [AddNeighbor](#) ([Side](#) *sd)
Add side pointed by sd to list of edge sides.

- `size_t getLabel ()` const
Return label of edge.
- `size_t n ()` const
Return label of edge.
- `size_t getNbEq ()` const
Return number of edge equations.
- `size_t getNbDOF ()` const
Return number of DOF.
- `int getCode (size_t dof=1)` const
Return code for a given DOF of node.
- `size_t getDOF (size_t i)` const
Return label of i-th DOF.
- `size_t getFirstDOF ()` const
Return number of first dof of node.
- `Node * getPtrNode (size_t i)` const
List of element nodes.
- `Node * operator() (size_t i)` const
Operator ().
- `size_t getNodeLabel (size_t i)` const
Return node label.
- `Side * getNeighborSide (size_t i)` const
Return pointer to neighbor i-th side.
- `int isOnBoundary ()` const
Say if current edge is a boundary edge or not.
- `void setOnBoundary ()`
Say that the edge is on the boundary.
- `Node * operator() (size_t i)`
Operator ().

7.17.1 Detailed Description

To describe an edge.

Defines an edge of a 3-D finite element mesh. The edges are given in particular by a list of nodes. Each node can be accessed by the member function `getPtrNode`.

7.17.2 Constructor & Destructor Documentation

Edge ()

Default Constructor.

Initializes data to zero

Edge (size_t label)

Constructor with label.

Define an edge by giving its `label`

7.17.3 Member Function Documentation

void DOF (size_t i, size_t dof)

Define label of DOF.

Parameters

| | | |
|----|------------|-----------|
| in | <i>i</i> | DOF index |
| in | <i>dof</i> | Its label |

void setDOF (size_t &first_dof, size_t nb_dof)

Define number of DOF.

Parameters

| | | |
|--------|------------------|--|
| in,out | <i>first_dof</i> | Label of the first DOF in input that is actualized |
| in | <i>nb_dof</i> | Number of DOF |

void setCode (size_t dof, int code)

Assign code code to DOF number dof.

Parameters

| | | |
|----|-------------|------------------------------|
| in | <i>dof</i> | index of dof for assignment. |
| in | <i>code</i> | Value of code to assign. |

int getCode (size_t dof = 1) const

Return code for a given DOF of node.

Default value is 1

Node* operator() (size_t i) const

Operator ().

Return pointer to node of local label i.

size_t getNodeLabel (size_t i) const

Return node label.

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Local label of node for which global label is returned |
|----|----------|--|

int isOnBoundary () const

Say if current edge is a boundary edge or not.

Note this information is available only if boundary edges were determined. See class [Mesh](#)

Node* **operator()** (**size_t** *i*)

Operator ().

Returns pointer to node of local label *i*

7.18 EdgeList Class Reference

Class to construct a list of edges having some common properties.

Public Member Functions

- [EdgeList](#) ([Mesh](#) &*ms*)
Constructor using a [Mesh](#) instance.
- [~EdgeList](#) ()
Destructor.
- void [selectCode](#) (int *code*, int *dof*=1)
Select edges having a given code for a given degree of freedom.
- void [unselectCode](#) (int *code*, int *dof*=1)
Unselect edges having a given code for a given degree of freedom.
- **size_t** [getNbEdges](#) () const
Return number of selected edges.
- void [top](#) ()
Reset list of edges at its top position (Non constant version)
- void [top](#) () const
Reset list of edges at its top position (Constant version)
- [Edge](#) * [get](#) ()
Return pointer to current edge and move to next one (Non constant version)
- [Edge](#) * [get](#) () const
Return pointer to current edge and move to next one (Constant version)

7.18.1 Detailed Description

Class to construct a list of edges having some common properties.

This class enables choosing multiple selection criteria by using function `select...`. However, the intersection of these properties must be empty.

7.18.2 Member Function Documentation

void **selectCode** (**int** *code*, **int** *dof* = 1)

Select edges having a given code for a given degree of freedom.

Parameters

| | | |
|----|-------------|--------------------------------------|
| in | <i>code</i> | Code that edges share |
| in | <i>dof</i> | Degree of Freedom label [Default: 1] |

void unselectCode (int code, int dof = 1)

Unselect edges having a given code for a given degree of freedom.

Parameters

| | | |
|----|------|--------------------------------------|
| in | code | Code of edges to exclude |
| in | dof | Degree of Freedom label [Default: 1] |

7.19 EigenProblemSolver Class Reference

Class to find eigenvalues and corresponding eigenvectors of a given matrix in a generalized eigenproblem, *i.e.* Find scalars λ and non-null vectors v such that $[K]\{v\} = \lambda[M]\{v\}$ where $[K]$ and $[M]$ are symmetric matrices. The eigenproblem can be originated from a PDE. For this, we will refer to the matrices K and M as *Stiffness* and *Mass* matrices respectively.

Public Member Functions

- [EigenProblemSolver \(\)](#)
Default constructor.
- [EigenProblemSolver \(DSMatrix< real_t > &K, int n=0\)](#)
Constructor for a dense symmetric matrix that computes the eigenvalues.
- [EigenProblemSolver \(SkSMatrix< real_t > &K, SkSMatrix< real_t > &M, int n=0\)](#)
Constructor for Symmetric Skyline Matrices.
- [EigenProblemSolver \(SkSMatrix< real_t > &K, Vect< real_t > &M, int n=0\)](#)
Constructor for Symmetric Skyline Matrices.
- [EigenProblemSolver \(DSMatrix< real_t > &A, Vect< real_t > &ev, int n=0\)](#)
Constructor for a dense matrix that compute the eigenvalues.
- [EigenProblemSolver \(AbsEqua< real_t > &eq, bool lumped=true\)](#)
Constrtuctor using partial differential equation.
- [~EigenProblemSolver \(\)](#)
Destructor.
- [void setMatrix \(SkSMatrix< real_t > &K, SkSMatrix< real_t > &M\)](#)
Set matrix instances (Symmetric matrices).
- [void setMatrix \(SkSMatrix< real_t > &K, Vect< real_t > &M\)](#)
Set matrix instances (Symmetric matrices).
- [void setMatrix \(DSMatrix< real_t > &K\)](#)
Set matrix instance (Symmetric matrix).
- [void setPDE \(AbsEqua< real_t > &eq, bool lumped=true\)](#)
Define partial differential equation to solve.
- [int run \(int nb=0\)](#)
Run the eigenproblem solver.
- [void Assembly \(const Element &el, real_t *eK, real_t *eM\)](#)
Assemble element arrays into global matrices.
- [void SAssembly \(const Side &sd, real_t *sK\)](#)
Assemble side arrays into global matrix and right-hand side.
- [int runSubSpace \(size_t nb_eigv, size_t ss_dim=0\)](#)

- *Run the subspace iteration solver.*
- void [setSubspaceDimension](#) (int dim)
Define the subspace dimension.
- void [setMaxIter](#) (int max_it)
set maximal number of iterations.
- void [setTolerance](#) (real_t eps)
set tolerance value
- int [checkSturm](#) (int &nb_found, int &nb_lost)
Check how many eigenvalues have been found using Sturm sequence method.
- int [getNbIter](#) () const
Return actual number of performed iterations.
- real_t [getEigenValue](#) (int n) const
Return the n-th eigenvalue.
- void [getEigenVector](#) (int n, [Vect](#)< real_t > &v) const
Return the n-th eigenvector.

7.19.1 Detailed Description

Class to find eigenvalues and corresponding eigenvectors of a given matrix in a generalized eigenproblem, *i.e.* Find scalars λ and non-null vectors v such that $[K]\{v\} = \lambda[M]\{v\}$ where $[K]$ and $[M]$ are symmetric matrices. The eigenproblem can be originated from a PDE. For this, we will refer to the matrices K and M as *Stiffness* and *Mass* matrices respectively.

7.19.2 Constructor & Destructor Documentation

EigenProblemSolver (DSMatrix< real_t > & K, int n = 0)

Constructor for a dense symmetric matrix that computes the eigenvalues.

This constructor solves in place the eigenvalues problem and stores them in a vector (No need to use the function `runSubSpace`). The eigenvectors can be obtained by calling the member function `getEigenVector`.

Parameters

| | | |
|----|-----|--|
| in | K | Matrix for which eigenmodes are sought. |
| in | n | Number of eigenvalues to extract. By default all eigenvalues are computed. |

EigenProblemSolver (SkSMatrix< real_t > & K, SkSMatrix< real_t > & M, int n = 0)

Constructor for Symmetric Skyline Matrices.

Parameters

| | | |
|----|-----|--|
| in | K | "Stiffness" matrix |
| in | M | Diagonal "Mass" matrix stored as a Vect instance |
| in | n | Number of eigenvalues to extract. By default all eigenvalues are computed. |

Note

The generalized eigenvalue problem is defined by $Kx = \lambda Mx$, where K and M are referred to as stiffness and mass matrix.

EigenProblemSolver (SkSMatrix< real_t > &K, Vect< real_t > &M, int n = 0)

Constructor for Symmetric Skyline Matrices.

Parameters

| | | |
|----|-----|--|
| in | K | "Stiffness" matrix |
| in | M | Diagonal "Mass" matrix stored as a Vect instance |
| in | n | Number of eigenvalues to extract. By default all eigenvalues are computed. |

Note

The generalized eigenvalue problem is defined by $Kx = \lambda Mx$, where K and M are referred to as stiffness and mass matrix.

EigenProblemSolver (DSMatrix< real_t > &A, Vect< real_t > &ev, int n = 0)

Constructor for a dense matrix that compute the eigenvalues.

This constructor solves in place the eigenvalues problem and stores them in a vector (No need to use the function runSubSpace). The eigenvectors can be obtained by calling the member function getEigenvector.

Parameters

| | | |
|----|------|--|
| in | A | Matrix for which eigenmodes are sought. |
| in | ev | Vector containing all computed eigenvalues sorted increasingly. |
| in | n | Number of eigenvalues to extract. By default all eigenvalues are computed. |

Remarks

The vector ev does not need to be sized before.

EigenProblemSolver (AbsEqua< real_t > &eq, bool lumped = true)

Constructor using partial differential equation.

The used equation class must have been constructed using the [Mesh](#) instance

Parameters

| | | |
|----|----------|---|
| in | eq | Reference to equation instance |
| in | $lumped$ | Mass matrix is lumped (<i>true</i>) or not (<i>false</i>) [Default: true] |

7.19.3 Member Function Documentation

void setMatrix (SkSMatrix< real_t > & K, SkSMatrix< real_t > & M)

Set matrix instances (Symmetric matrices).

This function is to be used when the default constructor is applied. Case where the mass matrix is consistent.

Parameters

| | | |
|----|-----|---------------------------|
| in | K | Stiffness matrix instance |
| in | M | Mass matrix instance |

void setMatrix (SkSMatrix< real_t > & K, Vect< real_t > & M)

Set matrix instances (Symmetric matrices).

This function is to be used when the default constructor is applied. Case where the mass matrix is (lumped) diagonal and stored in a vector.

Parameters

| | | |
|----|-----|---|
| in | K | Stiffness matrix instance |
| in | M | Mass matrix instance where diagonal terms are stored as a vector. |

void setMatrix (DSMatrix< real_t > & K)

Set matrix instance (Symmetric matrix).

This function is to be used when the default constructor is applied. Case of a standard (not generalized) eigen problem is to be solved

Parameters

| | | |
|----|-----|---------------------------|
| in | K | Stiffness matrix instance |
|----|-----|---------------------------|

void setPDE (AbsEqua< real_t > & eq, bool lumped = true)

Define partial differential equation to solve.

The used equation class must have been constructed using the [Mesh](#) instance

Parameters

| | | |
|----|----------|---|
| in | eq | Reference to equation instance |
| in | $lumped$ | Mass matrix is lumped (<i>true</i>) or not (<i>false</i>) [Default: true] |

int run (int nb = 0)

Run the eigenproblem solver.

Parameters

| | | |
|----|-----------|---|
| in | <i>nb</i> | Number of eigenvalues to be computed. By default, all eigenvalues are computed. |
|----|-----------|---|

void Assembly (const Element & *el*, real.t * *eK*, real.t * *eM*)

Assemble element arrays into global matrices.

This member function is to be called from finite element equation classes

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Reference to Element class |
| in | <i>eK</i> | Pointer to element stiffness (or assimilated) matrix |
| in | <i>eM</i> | Pointer to element mass (or assimilated) matrix |

void SAssembly (const Side & *sd*, real.t * *sK*)

Assemble side arrays into global matrix and right-hand side.

This member function is to be called from finite element equation classes

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Reference to Side class |
| in | <i>sK</i> | Pointer to side stiffness |

int runSubSpace (size.t *nb_eigv*, size.t *ss_dim* = 0)

Run the subspace iteration solver.

This function runs the Bathe subspace iteration method.

Parameters

| | | |
|----|----------------|--|
| in | <i>nb_eigv</i> | Number of eigenvalues to be extracted |
| in | <i>ss_dim</i> | Subspace dimension. Must be at least equal to the number eigenvalues to seek. [Default: <i>nb_eigv</i>] |

Returns

1: Normal execution. Convergence has been achieved. 2: Convergence for eigenvalues has not been attained.

void setSubspaceDimension (int *dim*)

Define the subspace dimension.

Parameters

| | | |
|----|------------|--|
| in | <i>dim</i> | Subspace dimension. Must be larger or equal to the number of wanted eigenvalues. By default this value will be set to the number of wanted eigenvalues |
|----|------------|--|

void setTolerance (real.t *eps*)

set tolerance value

Parameters

| | | |
|----|------------|--|
| in | <i>eps</i> | Convergence tolerance for eigenvalues [Default: 1.e-8] |
|----|------------|--|

int checkSturm (int & *nb_found*, int & *nb_lost*)

Check how many eigenvalues have been found using Sturm sequence method.

Parameters

| | | |
|-----|-----------------|--------------------------------------|
| out | <i>nb_found</i> | number of eigenvalues actually found |
| out | <i>nb_lost</i> | number of eigenvalues missing |

Returns

- 0, Successful completion of subroutine.
- 1, No convergent eigenvalues found.

void getEigenVector (int *n*, Vect< real.t > & *v*) const

Return the n-th eigenvector.

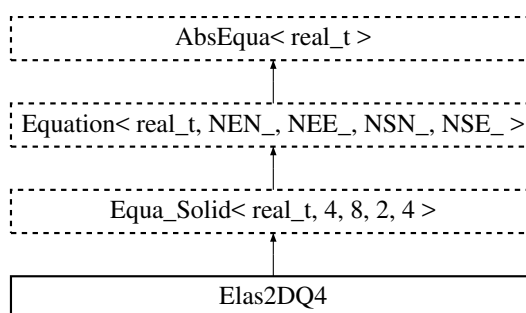
Parameters

| | | |
|--------|----------|--|
| in | <i>n</i> | Label of eigenvector (They are stored in ascending order of eigenvalues) |
| in,out | <i>v</i> | Vect instance where the eigenvector is stored. |

7.20 Elas2DQ4 Class Reference

To build element equations for 2-D linearized elasticity using 4-node quadrilaterals.

Inheritance diagram for Elas2DQ4:



Public Member Functions

- [Elase2DQ4](#) ()
Default Constructor.
- [Elase2DQ4](#) (const [Element](#) *el)
Constructor using element data.
- [Elase2DQ4](#) (const [Side](#) *sd)
Constructor using side data.
- [Elase2DQ4](#) (const [Element](#) *element, const [Vect](#)< [real_t](#) > &u, const [real_t](#) &time=0.)
Constructor using element and previous time data.
- [Elase2DQ4](#) (const [Side](#) *side, const [Vect](#)< [real_t](#) > &u, const [real_t](#) &time=0.)
Constructor using side and previous time data.
- [~Elase2DQ4](#) ()
Destructor.
- void [PlaneStrain](#) ()
Set plane strain hypothesis.
- void [PlaneStrain](#) ([real_t](#) E, [real_t](#) nu)
Set plane strain hypothesis by giving values of Young's modulus and Poisson ratio.
- void [PlaneStress](#) ()
Set plane stress hypothesis.
- void [PlaneStress](#) ([real_t](#) E, [real_t](#) nu)
Set plane stress hypothesis by giving values of Young's modulus and Poisson ratio.
- void [LMassToLHS](#) ([real_t](#) coef=1.)
Add element lumped mass contribution to matrix after multiplication by coef [Default: 1].
- void [LMassToRHS](#) ([real_t](#) coef=1.)
Add element lumped mass contribution to right-hand side after multiplication by coef [Default: 1].
- void [LMass](#) ([real_t](#) coef=1.)
Add element lumped mass contribution to matrix and right-hand side after multiplication by coef [Default: 1].
- void [Mass](#) ([real_t](#) coef=1.)
Add element consistent mass contribution to matrix and right-hand side after multiplication by coef [Default: 1].
- void [Deviator](#) ([real_t](#) coef=1.)
Add element deviatoric matrix to left-hand side after multiplication by coef [Default: 1].
- void [DeviatorToRHS](#) ([real_t](#) coef=1.)
Add element deviatoric contribution to right-hand side after multiplication by coef [Default: 1].
- void [Dilatation](#) ([real_t](#) coef=1.)

- Add element dilatational contribution to left-hand side after multiplication by coef [Default: 1].*

 - void **DilatationToRHS** (**real.t** coef=1.)
- Add element dilatational contribution to right hand side after multiplication by coef [Default: 1].*

 - void **BodyRHS** (**UserData**< **real.t** > &ud)
- Add body right-hand side term to right hand side after multiplication by coef*

 - void **BodyRHS** (const **Vect**< **real.t** > &bf, int opt=**GLOBAL_ARRAY**)
- Add body right-hand side term to right hand side.*

 - void **BoundaryRHS** (**UserData**< **real.t** > &ud)
- Add boundary right-hand side term to right hand side after multiplication by coef*

 - void **BoundaryRHS** (const **Vect**< **real.t** > &sf)
- Add boundary right-hand side term to right hand side.*

 - int **SignoriniContact** (**UserData**< **real.t** > &ud, **real.t** coef=1.e07)
- Penalty Signorini contact side contribution to matrix and right-hand side.*

 - void **Strain** (**LocalVect**< **real.t**, 3 > &eps)
- Calculate strains at element barycenter.*

 - void **Stress** (**LocalVect**< **real.t**, 3 > &s, **real.t** &vm)
- Calculate principal stresses and Von-Mises stress at element barycenter.*

 - void **Stress** (**LocalVect**< **real.t**, 3 > &sigma, **LocalVect**< **real.t**, 3 > &s, **real.t** &vm)
- Calculate principal stresses and Von-Mises stress at element barycenter.*

 - virtual void **MassToLHS** (**real.t** coef=1)
- Add consistent mass contribution to left-hand side.*

 - virtual void **MassToRHS** (**real.t** coef=1)
- Add consistent mass contribution to right-hand side.*

 - void **setLumpedMass** ()
- Add lumped mass contribution to left and right-hand sides taking into account time integration scheme.*

 - void **setMass** ()
- Add consistent mass contribution to left and right-hand sides taking into account time integration scheme.*

 - virtual void **Stiffness** (**real.t** coef=1)
- Add stiffness matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - virtual void **StiffnessToRHS** (**real.t** coef=1)
- Add stiffness matrix to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - void **setDilatation** ()
- Add dilatation matrix to left and/or right-hand side taking into account time.*

 - void **setDeviator** ()
- Add deviator matrix to left and/or right-hand side taking into account time integration scheme.*

 - void **setStiffness** ()
- Add convection contribution to left and/or right-hand side taking into account time integration scheme.*

 - void **updateBC** (const **Element** &el, const **Vect**< **real.t** > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*

 - void **updateBC** (const **Vect**< **real.t** > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*

 - void **DiagBC** (int dof_type=**NODE.DOF**, int dof=0)
- Update element matrix to impose bc by diagonalization technique.*

 - void **LocalNodeVector** (**Vect**< **real.t** > &b)
- Localize Element Vector from a Vect instance.*

- void `ElementNodeVector` (const `Vect< real_t >` &b, `LocalVect< real_t, NEE_ >` &be)
Localize Element Vector from a Vect instance.
- void `ElementNodeVector` (const `Vect< real_t >` &b, `LocalVect< real_t, NEN_ >` &be, int dof)
Localize Element Vector from a Vect instance.
- void `ElementNodeVectorSingleDOF` (const `Vect< real_t >` &b, `LocalVect< real_t, NEN_ >` &be)
Localize Element Vector from a Vect instance.
- void `ElementSideVector` (const `Vect< real_t >` &b, `LocalVect< real_t, NSE_ >` &be)
Localize Element Vector from a Vect instance.
- void `ElementVector` (const `Vect< real_t >` &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void `SideVector` (const `Vect< real_t >` &b)
Localize Side Vector.
- void `ElementNodeCoordinates` ()
Localize coordinates of element nodes.
- void `SideNodeCoordinates` ()
Localize coordinates of side nodes.
- void `ElementAssembly` (`Matrix< real_t >` *A)
Assemble element matrix into global one.
- void `ElementAssembly` (`PETScMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`PETScVect< real_t >` &b)
Assemble element right-hand side vector into global one.
- void `ElementAssembly` (`BMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`SkSMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`SkMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`SpMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`TrMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`Vect< real_t >` &v)
Assemble element vector into global one.
- void `SideAssembly` (`PETScMatrix< real_t >` &A)
Assemble side matrix into global one.
- void `SideAssembly` (`PETScVect< real_t >` &b)
Assemble side right-hand side vector into global one.
- void `SideAssembly` (`Matrix< real_t >` *A)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SkSMatrix< real_t >` &A)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SkMatrix< real_t >` &A)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SpMatrix< real_t >` &A)
Assemble side (edge or face) matrix into global one.

- void [SideAssembly](#) ([Vect](#)< [real_t](#) > &[v](#))
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) ([Matrix](#)< [real_t](#) > *[A](#))
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &[A](#))
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &[A](#))
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &[A](#))
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &[A](#))
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &[el](#), const [Vect](#)< [real_t](#) > &[x](#), [Vect](#)< [real_t](#) > &[b](#))
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &[sd](#), const [Vect](#)< [real_t](#) > &[x](#), [Vect](#)< [real_t](#) > &[b](#))
Assemble product of side matrix by side vector into global vector.
- [size_t](#) [getNbNodes](#) () const
Return number of element nodes.
- [size_t](#) [getNbEq](#) () const
Return number of element equations.
- void [setInitialSolution](#) (const [Vect](#)< [real_t](#) > &[u](#))
Set initial solution (previous time step)
- [real_t](#) [setMaterialProperty](#) (const string &[exp](#), const string &[prop](#))
Define a material property by an algebraic expression.
- void [setMesh](#) ([Mesh](#) &[m](#))
Define mesh and renumber DOFs after removing imposed ones.
- [Mesh](#) & [getMesh](#) () const
Return reference to Mesh instance.
- [LinearSolver](#)< [real_t](#) > & [getLinearSolver](#) ()
Return reference to linear solver instance.
- void [setSolver](#) ([Iteration](#) [ls](#), [Preconditioner](#) [pc](#)=[IDENT_PREC](#))
Choose solver for the linear system.
- int [SolveLinearSystem](#) ([Matrix](#)< [real_t](#) > *[A](#), [Vect](#)< [real_t](#) > &[b](#), [Vect](#)< [real_t](#) > &[x](#))
Solve the linear system.

Public Attributes

- [LocalMatrix](#)< [real_t](#), [NEE_](#), [NEE_](#) > [eMat](#)
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< [real_t](#), [NSE_](#), [NSE_](#) > [sMat](#)
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< [real_t](#), [NEE_](#) > [ePrev](#)
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< [real_t](#), [NEE_](#) > [eRHS](#)
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< [real_t](#), [NEE_](#) > [eRes](#)
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< [real_t](#), [NSE_](#) > [sRHS](#)
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void **Young** (const **real.t** &E)
Set (constant) Young modulus.
- void **Young** (const string &exp)
Set Young modulus given by an algebraic expression.
- void **Poisson** (const **real.t** &nu)
Set (constant) Poisson ratio.
- void **Poisson** (const string &exp)
Set Poisson ratio given by an algebraic expression.
- void **Density** (const **real.t** &rho)
Set (constant) density.
- void **Density** (const string &exp)
Set density given by an algebraic expression.
- void **setMaterial** ()
Set material properties.
- void **Init** (const **Element** *el)
Set element arrays to zero.
- void **Init** (const **Side** *sd)
Set side arrays to zero.

7.20.1 Detailed Description

To build element equations for 2-D linearized elasticity using 4-node quadrilaterals.

This class enables building finite element arrays for linearized isotropic elasticity problem in 2-D domains using 4-Node quadrilaterals.

Unilateral contact is handled using a penalty function. Note that members calculating element arrays have as an argument a real coef that is multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.20.2 Constructor & Destructor Documentation

Elas2DQ4 ()

Default Constructor.

Constructs an empty equation.

Elas2DQ4 (const **Element** * *element*, const **Vect**< **real.t** > & *u*, const **real.t** & *time* = 0.)

Constructor using element and previous time data.

Parameters

| | | |
|----|----------------|--|
| in | <i>element</i> | Pointer to element |
| in | <i>u</i> | Vect instance containing solution at previous time step |
| in | <i>time</i> | Current time value [Default: 0] |

Elas2DQ4 (const **Side** * *side*, const **Vect**< **real.t** > & *u*, const **real.t** & *time* = 0.)

Constructor using side and previous time data.

Parameters

| | | |
|----|-------------|---|
| in | <i>side</i> | Pointer to side |
| in | <i>u</i> | Vect instance containing solution at previous time step |
| in | <i>time</i> | Current time value [Default: 0] |

7.20.3 Member Function Documentation

void PlaneStrain (real_t E, real_t nu)

Set plane strain hypothesis by giving values of Young's modulus and Poisson ratio.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>E</i> | Young's modulus |
| in | <i>nu</i> | Poisson ratio |

void PlaneStress (real_t E, real_t nu)

Set plane stress hypothesis by giving values of Young's modulus and Poisson ratio.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>E</i> | Young's modulus |
| in | <i>nu</i> | Poisson ratio |

void DilatationToRHS (real_t coef = 1.) [virtual]

Add element dilatational contribution to right hand side after multiplication by coef [Default: 1].

To use for explicit formulations

Reimplemented from [Equa.Solid< real_t, 4, 8, 2, 4 >](#).

void BodyRHS (UserData< real_t > & ud)

Add body right-hand side term to right hand side after multiplication by coef

Body forces are deduced from [UserData](#) instance ud

void BodyRHS (const Vect< real_t > & bf, int opt = GLOBAL_ARRAY)

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>bf</i> | Vector containing source at element nodes (DOF by DOF). |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 8 or global (GLOBAL_ARRAY) with size = Total number of DOF [Default: GLOBAL_ARRAY]. |

void BoundaryRHS (UserData< real_t > &ud)

Add boundary right-hand side term to right hand side after multiplication by coef
Boundary forces are deduced from [UserData](#) instance ud

void BoundaryRHS (const Vect< real_t > &sf)

Add boundary right-hand side term to right hand side.

Parameters

| | | |
|----|-----------|---|
| in | <i>sf</i> | Vector containing source at element nodes (DOF by DOF). |
|----|-----------|---|

Warning

The vector *sf* is sidewise constant, *i.e.* its size is twice the number of sides.

int SignoriniContact (UserData< real_t > &ud, real_t coef = 1.e07)

Penalty Signorini contact side contribution to matrix and right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>ud</i> | UserData instance defining contact data |
| in | <i>coef</i> | Penalty value by which the added term is multiplied [Default: 1.e07] |

Returns

0 if no contact was realized on this side, 1 otherwise

void Strain (LocalVect< real_t, 3 > &eps)

Calculate strains at element barycenter.

Parameters

| | | |
|-----|------------|--------------------------------------|
| out | <i>eps</i> | Vector containing strains in element |
|-----|------------|--------------------------------------|

void Stress (LocalVect< real_t, 3 > &s, real_t &vm)

Calculate principal stresses and Von-Mises stress at element barycenter.

Parameters

| | | |
|-----|-----------|--|
| out | <i>s</i> | LocalVect containing principal stresses in element |
| out | <i>vm</i> | Value of Von-Mises stress in element |

void Stress (LocalVect< real_t, 3 > & *sigma*, LocalVect< real_t, 3 > & *s*, real_t & *vm*)

Calculate principal stresses and Von-Mises stress at element barycenter.

Parameters

| | | |
|-----|--------------|---|
| out | <i>sigma</i> | Vector containing principal stresses in element |
| out | <i>s</i> | Vector containing principal stresses in element |
| out | <i>vm</i> | Value of Von-Mises stress in element |

virtual void MassToLHS (real_t *coef* = 1) [virtual], [inherited]

Add consistent mass contribution to left-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------|--|

virtual void MassToRHS (real_t *coef* = 1) [virtual], [inherited]

Add consistent mass contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

void updateBC (const Element & *el*, const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real_t > & *b*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< real_t > & *b*, LocalVect< real_t, NEE_ > & *be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & *b*, LocalVect< real_t, NEN_ > & *be*, int *dof*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t , NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t , NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |

Parameters

| | | |
|----|-------------|--|
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |
|----|-------------|--|

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides The resulting local vector can be accessed by attribute ePrev. |
|----|----------|--|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real.t > &v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|-----------------|----------------|-------------------------------|
| <code>in</code> | <code>v</code> | Global vector (Vect instance) |
|-----------------|----------------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------------|----------------------------|
| <code>A</code> | Reference to global matrix |
|----------------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------------|--|
| <code>b</code> | Reference to global right-hand side vector |
|----------------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------------|--|
| <code>A</code> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|---|
| in | A | Global matrix stored as an SkSMatrix instance |
|----|-----|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable theSide

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > &A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > &A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > &A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.20.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

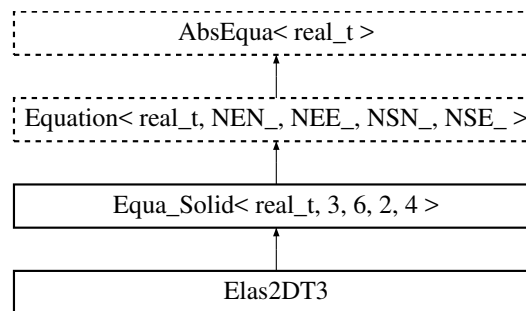
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.21 Elas2DT3 Class Reference

To build element equations for 2-D linearized elasticity using 3-node triangles.

Inheritance diagram for Elas2DT3:



Public Member Functions

- [Elas2DT3](#) ()
Default Constructor.
- [Elas2DT3](#) ([Mesh](#) &ms)
Constructor using [Mesh](#) data.
- [Elas2DT3](#) (const [Element](#) *el)
Constructor using element data.
- [Elas2DT3](#) (const [Side](#) *sd)
Constructor using side data.
- [Elas2DT3](#) (const [Element](#) *el, const [Vect](#)< [real_t](#) > &u, [real_t](#) time=0.)
Constructor using element, previous time solution [u](#) and time value.
- [Elas2DT3](#) (const [Element](#) *el, const [Vect](#)< [real_t](#) > &u, [real_t](#) time, [real_t](#) deltat, int scheme)
Constructor for an element (transient case) with specification of time integration scheme.
- [Elas2DT3](#) (const [Side](#) *sd, const [Vect](#)< [real_t](#) > &u, [real_t](#) time=0.)
Constructor using side, previous time solution [u](#) and time value.
- [Elas2DT3](#) (const [Side](#) *sd, const [Vect](#)< [real_t](#) > &u, [real_t](#) time, [real_t](#) deltat, int scheme)
Constructor for a side (transient case) with specification of time integration scheme.
- [~Elas2DT3](#) ()
Destructor.
- void [Media](#) ([real_t](#) E, [real_t](#) nu, [real_t](#) rho)
Set media properties.
- void [PlaneStrain](#) ()
Set plane strain hypothesis.
- void [PlaneStrain](#) ([real_t](#) E, [real_t](#) nu)
Set plane strain hypothesis by giving values of Young's modulus E and Poisson ratio [nu](#)

- void `PlaneStress` ()
Set plane stress hypothesis.
- void `PlaneStress` (`real.t` *E*, `real.t` *nu*)
Set plane stress hypothesis by giving values of Young's modulus E and Poisson ratio nu
- void `LMassToLHS` (`real.t` *coef*=1.)
Add element lumped mass contribution to matrix after multiplication by coef
- void `LMassToRHS` (`real.t` *coef*=1.)
Add element lumped mass contribution to right-hand side after multiplication by coef
- void `LMass` (`real.t` *coef*=1.)
Add element lumped mass contribution to matrix and right-hand side after multiplication by coef
- void `MassToLHS` (`real.t` *coef*=1.)
Add element consistent mass contribution to matrix after multiplication by coef
- void `MassToRHS` (`real.t` *coef*=1.)
Add element consistent mass contribution to right-hand side after multiplication by coef
- void `Mass` (`real.t` *coef*=1.)
Add element consistent mass contribution to matrix and right-hand side after multiplication by coef
- void `Deviator` (`real.t` *coef*=1.)
Add element deviatoric matrix to left-hand side after multiplication by coef
- void `DeviatorToRHS` (`real.t` *coef*=1.)
Add element deviatoric contribution to right-hand side after multiplication by coef
- void `Dilatation` (`real.t` *coef*=1.)
Add element dilatational contribution to left-hand side after multiplication by coef
- void `DilatationToRHS` (`real.t` *coef*=1.)
Add element dilatational contribution to right-hand side after multiplication by coef
- void `BodyRHS` (`UserData`< `real.t` > &*ud*)
Add body right-hand side term to right-hand side after multiplication by coef
- void `BodyRHS` (const `Vect`< `real.t` > &*f*, int *opt*=GLOBAL_ARRAY)
Add body right-hand side term to right hand side.
- void `BoundaryRHS` (`UserData`< `real.t` > &*ud*)
Add boundary right-hand side term to right hand side after multiplication by coef
- void `BoundaryRHS` (const `Vect`< `real.t` > &*f*)
Add boundary right-hand side term to right hand side.
- int `SignoriniContact` (`UserData`< `real.t` > &*ud*, `real.t` *coef*=1.e07)
Penalty Signorini contact side contribution to matrix and right-hand side.
- int `SignoriniContact` (`Vect`< `real.t` > &*f*, `real.t` *coef*=1.e07)
Penalty Signorini contact side contribution to matrix and right-hand side.
- void `Reaction` (`Vect`< `real.t` > &*r*)
Calculate reactions.
- void `ContactPressure` (const `Vect`< `real.t` > &*f*, `real.t` *penal*, `Point`< `real.t` > &*p*)
Calculate contact pressure.
- void `Strain` (`Vect`< `real.t` > &*eps*)
Calculate strains in element.
- void `Stress` (`Vect`< `real.t` > &*s*, `real.t` &*vm*)
Calculate principal stresses and Von-Mises stress in element.
- void `Periodic` (`real.t` *coef*=1.e20)
Add contribution of periodic boundary condition (by a penalty technique).

- void [setLumpedMass](#) ()
Add lumped mass contribution to left and right-hand sides taking into account time integration scheme.
- void [setMass](#) ()
Add consistent mass contribution to left and right-hand sides taking into account time integration scheme.
- virtual void [Stiffness](#) (real_t coef=1)
Add stiffness matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void [StiffnessToRHS](#) (real_t coef=1)
Add stiffness matrix to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- void [setDilatation](#) ()
Add dilatation matrix to left and/or right-hand side taking into account time.
- void [setDeviator](#) ()
Add deviator matrix to left and/or right-hand side taking into account time integration scheme.
- void [setStiffness](#) ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< real_t > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [updateBC](#) (const [Vect](#)< real_t > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [DiagBC](#) (int dof.type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void [LocalNodeVector](#) ([Vect](#)< real_t > &b)
Localize Element Vector from a Vect instance.
- void [ElementNodeVector](#) (const [Vect](#)< real_t > &b, [LocalVect](#)< real_t, NEE_ > &be)
Localize Element Vector from a Vect instance.
- void [ElementNodeVector](#) (const [Vect](#)< real_t > &b, [LocalVect](#)< real_t, NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< real_t > &b, [LocalVect](#)< real_t, NEN_ > &be)
Localize Element Vector from a Vect instance.
- void [ElementSideVector](#) (const [Vect](#)< real_t > &b, [LocalVect](#)< real_t, NSE_ > &be)
Localize Element Vector from a Vect instance.
- void [ElementVector](#) (const [Vect](#)< real_t > &b, int dof.type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void [SideVector](#) (const [Vect](#)< real_t > &b)
Localize Side Vector.
- void [ElementNodeCoordinates](#) ()
Localize coordinates of element nodes.
- void [SideNodeCoordinates](#) ()
Localize coordinates of side nodes.
- void [ElementAssembly](#) ([Matrix](#)< real_t > *A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScMatrix](#)< real_t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScVect](#)< real_t > &b)
Assemble element right-hand side vector into global one.

- void [ElementAssembly](#) (BMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (Vect< real.t > &v)
Assemble element vector into global one.
- void [SideAssembly](#) (PETScMatrix< real.t > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) (PETScVect< real.t > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) (Matrix< real.t > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkSMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SpMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (Vect< real.t > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) (Matrix< real.t > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const
Return number of element nodes.
- size_t [getNbEq](#) () const
Return number of element equations.
- void [setInitialSolution](#) (const Vect< real.t > &u)
Set initial solution (previous time step)

- `real_t setMaterialProperty` (const string &exp, const string &prop)
Define a material property by an algebraic expression.
- void `setMesh` (Mesh &m)
Define mesh and renumber DOFs after removing imposed ones.
- Mesh & `getMesh` () const
Return reference to Mesh instance.
- `LinearSolver`< real_t > & `getLinearSolver` ()
Return reference to linear solver instance.
- void `setSolver` (Iteration ls, Preconditioner pc=IDENT_PREC)
Choose solver for the linear system.
- int `SolveLinearSystem` (Matrix< real_t > *A, Vect< real_t > &b, Vect< real_t > &x)
Solve the linear system.

Public Attributes

- `LocalMatrix`< real_t, NEE_, NEE_ > `eMat`
LocalMatrix instance containing local matrix associated to current element.
- `LocalMatrix`< real_t, NSE_, NSE_ > `sMat`
LocalMatrix instance containing local matrix associated to current side.
- `LocalVect`< real_t, NEE_ > `ePrev`
LocalVect instance containing local vector associated to current element.
- `LocalVect`< real_t, NEE_ > `eRHS`
LocalVect instance containing local right-hand side vector associated to current element.
- `LocalVect`< real_t, NEE_ > `eRes`
LocalVect instance containing local residual vector associated to current element.
- `LocalVect`< real_t, NSE_ > `sRHS`
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void `Young` (const real_t &E)
Set (constant) Young modulus.
- void `Young` (const string &exp)
Set Young modulus given by an algebraic expression.
- void `Poisson` (const real_t &nu)
Set (constant) Poisson ratio.
- void `Poisson` (const string &exp)
Set Poisson ratio given by an algebraic expression.
- void `Density` (const real_t &rho)
Set (constant) density.
- void `Density` (const string &exp)
Set density given by an algebraic expression.
- void `setMaterial` ()
Set material properties.
- void `Init` (const Element *el)
Set element arrays to zero.
- void `Init` (const Side *sd)
Set side arrays to zero.

7.21.1 Detailed Description

To build element equations for 2-D linearized elasticity using 3-node triangles.

This class enables building finite element arrays for linearized isotropic elasticity problem in 2-D domains using 3-Node triangles.

Unilateral contact is handled using a penalty function. Note that members calculating element arrays have as an argument a real `coef` that is multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.21.2 Constructor & Destructor Documentation

Elas2DT3 ()

Default Constructor.

Constructs an empty equation.

Elas2DT3 (Mesh & *ms*)

Constructor using [Mesh](#) data.

Parameters

| | | |
|-----------------|-----------------|-------------------------------|
| <code>in</code> | <code>ms</code> | Mesh instance |
|-----------------|-----------------|-------------------------------|

Elas2DT3 (const Element * *el*)

Constructor using element data.

Parameters

| | |
|-----------------|---|
| <code>el</code> | Pointer to Element instance |
|-----------------|---|

Elas2DT3 (const Side * *sd*)

Constructor using side data.

Parameters

| | |
|-----------------|--|
| <code>sd</code> | Pointer to Side instance |
|-----------------|--|

Elas2DT3 (const Element * *el*, const Vect< real.t > & *u*, real.t *time* = 0.)

Constructor using element, previous time solution *u* and time value.

Parameters

| | | |
|-----------------|-------------------|---|
| <code>in</code> | <code>el</code> | Pointer to element. |
| <code>in</code> | <code>u</code> | Vect instance that contains solution at previous time step. |
| <code>in</code> | <code>time</code> | Current time value [Default: 0]. |

Elas2DT3 (const Element * *el*, const Vect< real_t > & *u*, real_t *time*, real_t *deltat*, int *scheme*)

Constructor for an element (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|--|
| in | <i>el</i> | Pointer to element. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value. |
| in | <i>deltat</i> | Time step. |
| in | <i>scheme</i> | Time Integration Scheme: To be chosen among the enumerated values: <ul style="list-style-type: none"> • FORWARD_EULER: Forward Euler scheme • BACKWARD_EULER: Backward Euler scheme, • CRANK_NICOLSON: Crank-Nicolson Euler scheme. |

Elas2DT3 (const Side * *sd*, const Vect< real_t > & *u*, real_t *time* = 0.)

Constructor using side, previous time solution *u* and time value.

Parameters

| | | |
|----|-------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |

Elas2DT3 (const Side * *sd*, const Vect< real_t > & *u*, real_t *time*, real_t *deltat*, int *scheme*)

Constructor for a side (transient case) with specification of time integration scheme.

Parameters

| | | |
|----|---------------|---|
| in | <i>sd</i> | Pointer to side. |
| in | <i>u</i> | Vect instance that contains solution at previous time step. |
| in | <i>time</i> | Current time value [Default: 0]. |
| in | <i>deltat</i> | Time step. |
| in | <i>scheme</i> | Time Integration Scheme |

7.21.3 Member Function Documentation

void Media (real_t *E*, real_t *nu*, real_t *rho*)

Set media properties.

Useful to override material properties deduced from mesh file.

void LMassToLHS (real.t *coef* = 1.) [virtual]

Add element lumped mass contribution to matrix after multiplication by *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 3, 6, 2, 4 >](#).

void LMassToRHS (real.t *coef* = 1.) [virtual]

Add element lumped mass contribution to right-hand side after multiplication by *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 3, 6, 2, 4 >](#).

void LMass (real.t *coef* = 1.) [virtual]

Add element lumped mass contribution to matrix and right-hand side after multiplication by *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 3, 6, 2, 4 >](#).

void MassToLHS (real.t *coef* = 1.) [virtual]

Add element consistent mass contribution to matrix after multiplication by *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 3, 6, 2, 4 >](#).

void MassToRHS (real.t *coef* = 1.) [virtual]

Add element consistent mass contribution to right-hand side after multiplication by *coef*

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Coefficient to multiply by added term [Default: 1]. |
|----|-------------|---|

Reimplemented from [Equa.Solid< real.t, 3, 6, 2, 4 >](#).

void Mass (real_t coef = 1.) [virtual]

Add element consistent mass contribution to matrix and right-hand side after multiplication by coef

Parameters

| | | |
|----|------|---|
| in | coef | Coefficient to multiply by added term [Default: 1]. |
|----|------|---|

Reimplemented from [Equa.Solid< real_t, 3, 6, 2, 4 >](#).

void Deviator (real_t coef = 1.) [virtual]

Add element deviatoric matrix to left-hand side after multiplication by coef

Parameters

| | | |
|----|------|---|
| in | coef | Coefficient to multiply by added term [Default: 1]. |
|----|------|---|

Reimplemented from [Equa.Solid< real_t, 3, 6, 2, 4 >](#).

void DeviatorToRHS (real_t coef = 1.) [virtual]

Add element deviatoric contribution to right-hand side after multiplication by coef

Parameters

| | | |
|----|------|---|
| in | coef | Coefficient to multiply by added term [Default: 1]. |
|----|------|---|

Reimplemented from [Equa.Solid< real_t, 3, 6, 2, 4 >](#).

void Dilatation (real_t coef = 1.) [virtual]

Add element dilatational contribution to left-hand side after multiplication by coef

Parameters

| | | |
|----|------|---|
| in | coef | Coefficient to multiply by added term [Default: 1]. |
|----|------|---|

Reimplemented from [Equa.Solid< real_t, 3, 6, 2, 4 >](#).

void DilatationToRHS (real_t coef = 1.) [virtual]

Add element dilatational contribution to right-hand side after multiplication by coef
To use for explicit formulations

Parameters

| | | |
|----|------|--|
| in | coef | Coefficient to multiply by added term [Default: 1] |
|----|------|--|

Reimplemented from [Equa.Solid< real_t, 3, 6, 2, 4 >](#).

void BodyRHS (UserData< real_t > &ud)

Add body right-hand side term to right-hand side after multiplication by coef
Body forces are deduced from [UserData](#) instance ud

void BodyRHS (const Vect< real_t > &f, int opt = GLOBAL_ARRAY)

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>f</i> | Vector containing source at element nodes (DOF by DOF) |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 6 or global (GLOBAL_ARRAY) with size = Number of element DOF [Default: GLOBAL_ARRAY]. |

void BoundaryRHS (UserData< real_t > &ud)

Add boundary right-hand side term to right hand side after multiplication by coef

Parameters

| | | |
|----|-----------|--|
| in | <i>ud</i> | UserData instance defining boundary forces |
|----|-----------|--|

void BoundaryRHS (const Vect< real_t > &f)

Add boundary right-hand side term to right hand side.

Parameters

| | | |
|----|----------|--|
| in | <i>f</i> | Vect instance that contains constant traction to impose to side. |
|----|----------|--|

int SignoriniContact (UserData< real_t > &ud, real_t coef = 1.e07)

Penalty Signorini contact side contribution to matrix and right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>ud</i> | UserData instance defining contact data |
| in | <i>coef</i> | Penalty value by which the added term is multiplied [Default: 1.e07] |

Returns

= 0 if no contact is achieved on this side, 1 otherwise

int SignoriniContact (Vect< real_t > &f, real_t coef = 1.e07)

Penalty Signorini contact side contribution to matrix and right-hand side.

Parameters

| | | |
|----|--------|--|
| in | f | Vect instance that contains contact data |
| in | $coef$ | Penalty value by which the added term is multiplied [Default: 1.e07] |

Returns

= 0 if no contact is achieved on this side, 1 otherwise

void Reaction (Vect< real_t > & r)

Calculate reactions.

This function can be invoked in postprocessing

Parameters

| | | |
|----|-----|----------------------|
| in | r | Reaction on the side |
|----|-----|----------------------|

void ContactPressure (const Vect< real_t > & f, real_t penal, Point< real_t > & p)

Calculate contact pressure.

This function can be invoked in postprocessing

Parameters

| | | |
|-----|---------|---|
| in | f | |
| in | $penal$ | Penalty parameter that was used to impose contact condition |
| out | p | Contact pressure |

void Strain (Vect< real_t > & eps)

Calculate strains in element.

This function can be invoked in postprocessing.

void Stress (Vect< real_t > & s, real_t & vm)

Calculate principal stresses and Von-Mises stress in element.

Parameters

| | | |
|----|------|---|
| in | s | vector of principal stresses |
| in | vm | Von-Mises stress. This function can be invoked in postprocessing. |

void Periodic (real_t coef = 1.e20)

Add contribution of periodic boundary condition (by a penalty technique).

Boundary nodes where periodic boundary conditions are to be imposed must have codes equal to PERIODIC_A on one side and PERIODIC_B on the opposite side.

Parameters

| | | |
|----|-------------|---|
| in | <i>coef</i> | Value of penalty parameter [Default: 1.e20] |
|----|-------------|---|

void updateBC (const Element & *el*, const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by *_theElement*

void DiagBC (int *dof.type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute ePrev. This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector *b* is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & *b*, LocalVect< real_t , NSE_ > & *be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & *b*, int *dof.type* = *NODE_FIELD*, int *flag* = 0)
[inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number <i>dof</i> is handled in the system The resulting local vector can be accessed by attribute <i>ePrev</i> . |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer *_theElement*

void SideVector (const Vect< real_t > & *b*) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | <p>Global vector to be localized</p> <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides <p>The resulting local vector can be accessed by attribute <code>ePrev</code>.</p> |
|----|----------|--|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > &v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|-----|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|---|
| in | A | Global matrix stored as an SkSMatrix instance |
|----|-----|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real_t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable theSide

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|-----|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|-----|--|

Warning

The element pointer is given by the global variable theElement

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real_t > & *x*, Vect< real_t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real.t > * A, Vect< real.t > & b, Vect< real.t > & x)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.21.4 Member Data Documentation

LocalVect<real.t,NEE-> ePrev [inherited]

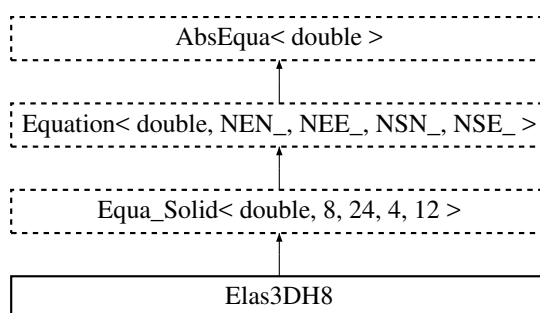
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.22 Elas3DH8 Class Reference

To build element equations for 3-D linearized elasticity using 8-node hexahedra.

Inheritance diagram for Elas3DH8:



Public Member Functions

- **Elas3DH8** ()
Default Constructor.
- **Elas3DH8** (const **Element** *el)
Constructor using element data.
- **Elas3DH8** (const **Side** *sd)
Constructor using side data.
- **Elas3DH8** (const **Element** *element, const **Vect**< **real_t** > &u, const **real_t** &time=0.)
Constructor using element, previous time solution u and time value.
- **Elas3DH8** (const **Side** *side, const **Vect**< **real_t** > &u, const **real_t** &time=0.)
Constructor using side, previous time solution u and time value.
- **~Elas3DH8** ()
Destructor.
- void **LMassToLHS** (**real_t** coef=1.)
Add element lumped mass contribution to matrix after multiplication by coef.
- void **LMassToRHS** (**real_t** coef=1.)
Add element lumped mass contribution to right-hand side after multiplication by coef.
- void **LMass** (**real_t** coef)
Add element lumped mass contribution to right-hand and left-hand sides after multiplication by coef.
- void **Mass** (**real_t** coef=1.)
Add element lumped mass contribution to matrix and right-hand side after multiplication by coef.
- void **Deviator** (**real_t** coef=1.)
Add element deviatoric matrix to left-hand side after multiplication by coef.
- void **DeviatorToRHS** (**real_t** coef=1.)
Add element deviatoric matrix to right-hand side after multiplication by coef.
- void **Dilatation** (**real_t** coef=1.)
Add element dilatational contribution to left hand-side after multiplication by coef.
- void **DilatationToRHS** (**real_t** coef=1.)
Add element dilatational contribution to right hand-side after multiplication by coef.
- void **BodyRHS** (**UserData**< **real_t** > &ud)
Add body right-hand side term to right hand side.
- void **BoundaryRHS** (const **Vect**< **real_t** > &f)
Add boundary right-hand side term to right hand side.
- void **BodyRHS** (const **Vect**< **real_t** > &bf, int opt=**LOCAL_ARRAY**)
Add body right-hand side term to right hand side.
- virtual void **MassToLHS** (**real_t** coef=1)

- Add consistent mass contribution to left-hand side.*

 - virtual void [MassToRHS](#) ([real_t](#) coef=1)
- Add consistent mass contribution to right-hand side.*

 - void [setLumpedMass](#) ()
- Add lumped mass contribution to left and right-hand sides taking into account time integration scheme.*

 - void [setMass](#) ()
- Add consistent mass contribution to left and right-hand sides taking into account time integration scheme.*

 - virtual void [Stiffness](#) ([real_t](#) coef=1)
- Add stiffness matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - virtual void [StiffnessToRHS](#) ([real_t](#) coef=1)
- Add stiffness matrix to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].*

 - void [setDilatation](#) ()
- Add dilatation matrix to left and/or right-hand side taking into account time.*

 - void [setDeviator](#) ()
- Add deviator matrix to left and/or right-hand side taking into account time integration scheme.*

 - void [setStiffness](#) ()
- Add convection contribution to left and/or right-hand side taking into account time integration scheme.*

 - void [updateBC](#) (const [Element](#) &el, const [Vect](#)< double > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*

 - void [updateBC](#) (const [Vect](#)< double > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*

 - void [DiagBC](#) (int dof_type=NODE_DOF, int dof=0)
- Update element matrix to impose bc by diagonalization technique.*

 - void [LocalNodeVector](#) ([Vect](#)< double > &b)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVector](#) (const [Vect](#)< double > &b, [LocalVect](#)< double, NEE_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVector](#) (const [Vect](#)< double > &b, [LocalVect](#)< double, NEN_ > &be, int dof)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< double > &b, [LocalVect](#)< double, NE↔N_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementSideVector](#) (const [Vect](#)< double > &b, [LocalVect](#)< double, NSE_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementVector](#) (const [Vect](#)< double > &b, int dof_type=NODE_FIELD, int flag=0)
- Localize Element Vector.*

 - void [SideVector](#) (const [Vect](#)< double > &b)
- Localize Side Vector.*

 - void [ElementNodeCoordinates](#) ()
- Localize coordinates of element nodes.*

 - void [SideNodeCoordinates](#) ()
- Localize coordinates of side nodes.*

 - void [ElementAssembly](#) ([Matrix](#)< double > *A)
- Assemble element matrix into global one.*

- void [ElementAssembly](#) (PETScMatrix< double > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (PETScVect< double > &b)
Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) (BMatrix< double > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkSMatrix< double > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkMatrix< double > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SpMatrix< double > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (TrMatrix< double > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (Vect< double > &v)
Assemble element vector into global one.
- void [SideAssembly](#) (PETScMatrix< double > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) (PETScVect< double > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) (Matrix< double > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkSMatrix< double > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkMatrix< double > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SpMatrix< double > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (Vect< double > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) (Matrix< double > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkSMatrix< double > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkMatrix< double > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SpMatrix< double > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (TrMatrix< double > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const Vect< double > &x, Vect< double > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const Vect< double > &x, Vect< double > &b)
Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const
Return number of element nodes.

- `size_t getNbEq () const`
Return number of element equations.
- `void setInitialSolution (const Vect< double > &u)`
Set initial solution (previous time step)
- `real_t setMaterialProperty (const string &exp, const string &prop)`
Define a material property by an algebraic expression.
- `void setMesh (Mesh &m)`
Define mesh and renumber DOFs after removing imposed ones.
- `Mesh & getMesh () const`
Return reference to Mesh instance.
- `LinearSolver< double > & getLinearSolver ()`
Return reference to linear solver instance.
- `void setSolver (Iteration ls, Preconditioner pc=IDENT_PREC)`
Choose solver for the linear system.
- `int SolveLinearSystem (Matrix< double > *A, Vect< double > &b, Vect< double > &x)`
Solve the linear system.

Public Attributes

- `LocalMatrix< double, NEE_, NEE_ > eMat`
LocalMatrix instance containing local matrix associated to current element.
- `LocalMatrix< double, NSE_, NSE_ > sMat`
LocalMatrix instance containing local matrix associated to current side.
- `LocalVect< double, NEE_ > ePrev`
LocalVect instance containing local vector associated to current element.
- `LocalVect< double, NEE_ > eRHS`
LocalVect instance containing local right-hand side vector associated to current element.
- `LocalVect< double, NEE_ > eRes`
LocalVect instance containing local residual vector associated to current element.
- `LocalVect< double, NSE_ > sRHS`
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- `void Young (const real_t &E)`
Set (constant) Young modulus.
- `void Young (const string &exp)`
Set Young modulus given by an algebraic expression.
- `void Poisson (const real_t &nu)`
Set (constant) Poisson ratio.
- `void Poisson (const string &exp)`
Set Poisson ratio given by an algebraic expression.
- `void Density (const real_t &rho)`
Set (constant) density.
- `void Density (const string &exp)`
Set density given by an algebraic expression.
- `void setMaterial ()`

Set material properties.

- void **Init** (const **Element** *el)

Set element arrays to zero.

- void **Init** (const **Side** *sd)

Set side arrays to zero.

7.22.1 Detailed Description

To build element equations for 3-D linearized elasticity using 8-node hexahedra.

This class enables building finite element arrays for linearized isotropic elasticity problem in 3-D domains using 8-Node hexahedra.

Note that members calculating element arrays have as an argument a double `coef` that is multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.22.2 Constructor & Destructor Documentation

Elas3DH8 ()

Default Constructor.

Constructs an empty equation.

7.22.3 Member Function Documentation

void BodyRHS (**UserData**< **real_t** > &*ud*)

Add body right-hand side term to right hand side.

Body forces are deduced from **UserData** instance *ud*.

void BoundaryRHS (const **Vect**< **real_t** > &*f*)

Add boundary right-hand side term to right hand side.

Parameters

| | | |
|----|----------|--|
| in | <i>f</i> | Vector containing traction (boundary force) at sides |
|----|----------|--|

void BodyRHS (const **Vect**< **real_t** > &*bf*, int *opt* = **LOCAL_ARRAY**)

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|--|
| in | <i>bf</i> | Vector containing source at element nodes (DOF by DOF). |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 24 or global (GLOBAL_ARRAY) with size = Number of element DOF. |

virtual void MassToLHS (**real_t** *coef* = 1) [virtual], [inherited]

Add consistent mass contribution to left-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------|--|

virtual void MassToRHS (real_t *coef* = 1) [virtual], [inherited]

Add consistent mass contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

void updateBC (const Element & *el*, const Vect< double > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< double > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
|----|-----------------|--|

Parameters

| | | |
|----|------------|---|
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |
|----|------------|---|

void LocalNodeVector (Vect< double > & *b*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< double > & *b*, LocalVect< double , NEE_ > & *be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< double > & *b*, LocalVect< double , NEN_ > & *be*, int *dof*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< double > & b, LocalVect< double , NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< double > & b, LocalVect< double , NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< double > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< double > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< double > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< double > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< double > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< double > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< double > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< double > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< double > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< double > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< double > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< double > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< double > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< double > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< double > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< double > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< double > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< double > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< double > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< double > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< double > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< double > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< double > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< double > & *x*, Vect< double > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< double > & *x*, Vect< double > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< double > * *A*, Vect< double > & *b*, Vect< double > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.22.4 Member Data Documentation

LocalVect<double ,NEE_> ePrev [inherited]

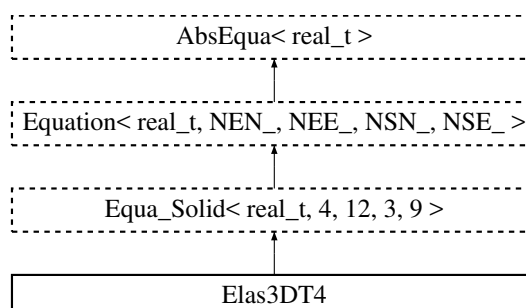
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.23 Elas3DT4 Class Reference

To build element equations for 3-D linearized elasticity using 4-node tetrahedra.

Inheritance diagram for Elas3DT4:



Public Member Functions

- [Elas3DT4](#) ()
Default Constructor.
- [Elas3DT4](#) (const [Element](#) *el)
Constructor using element data.
- [Elas3DT4](#) (const [Side](#) *sd)
Constructor using side data.
- [Elas3DT4](#) (const [Element](#) *element, const [Vect](#)< [real_t](#) > &u, const [real_t](#) &time=0.)
Constructor using element and previous time data.
- [Elas3DT4](#) (const [Side](#) *side, const [Vect](#)< [real_t](#) > &u, const [real_t](#) &time=0.)
Constructor using side and previous time data.
- [~Elas3DT4](#) ()
Destructor.
- void [Media](#) ([real_t](#) E, [real_t](#) nu, [real_t](#) rho)
Set Media properties.
- void [LMassToLHS](#) ([real_t](#) coef=1)
Add element lumped mass contribution to matrix after multiplication by coef.
- void [LMassToRHS](#) ([real_t](#) coef=1)
Add element lumped mass contribution to right-hand side after multiplication by coef.
- void [LMass](#) ([real_t](#) coef)
Add element lumped mass contribution to matrix and right-hand side after multiplication by coef.
- void [Deviator](#) ([real_t](#) coef=1.)
Add element deviatoric matrix to left hand-side after multiplication by coef.
- void [DeviatorToRHS](#) ([real_t](#) coef=1.)
Add element deviatoric matrix to right hand-side after multiplication by coef.
- void [Dilatation](#) ([real_t](#) coef=1.)
Add element dilatational contribution to left-hand side after multiplication by coef.
- void [DilatationToRHS](#) ([real_t](#) coef=1.)
Add element dilatational contribution to right-hand side after multiplication by coef.
- void [BodyRHS](#) ([UserData](#)< [real_t](#) > &ud)
Add body right-hand side term to right hand side after multiplication by coef.

- void **BodyRHS** (const **Vect**< **real.t** > &f, int opt=**LOCAL_ARRAY**)
Add body right-hand side term to right hand side.
- void **BoundaryRHS** (const **Vect**< **real.t** > &f)
Add boundary right-hand side term to right hand side.
- void **buildEigen** (**SkSMatrix**< **real.t** > &K, **Vect**< **real.t** > &M)
Build global stiffness and mass matrices for the eigen system.
- virtual void **MassToLHS** (**real.t** coef=1)
Add consistent mass contribution to left-hand side.
- virtual void **MassToRHS** (**real.t** coef=1)
Add consistent mass contribution to right-hand side.
- void **setLumpedMass** ()
Add lumped mass contribution to left and right-hand sides taking into account time integration scheme.
- void **setMass** ()
Add consistent mass contribution to left and right-hand sides taking into account time integration scheme.
- virtual void **Mass** (**real.t** coef=1)
Add consistent mass matrix to left-hand side after multiplication by coef [Default: 1].
- virtual void **Stiffness** (**real.t** coef=1)
Add stiffness matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void **StiffnessToRHS** (**real.t** coef=1)
Add stiffness matrix to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- void **setDilatation** ()
Add dilatation matrix to left and/or right-hand side taking into account time.
- void **setDeviator** ()
Add deviator matrix to left and/or right-hand side taking into account time integration scheme.
- void **setStiffness** ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
- void **updateBC** (const **Element** &el, const **Vect**< **real.t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< **real.t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof.type=**NODE.DOF**, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< **real.t** > &b)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real.t** > &b, **LocalVect**< **real.t**, **NEE_** > &be)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real.t** > &b, **LocalVect**< **real.t**, **NEN_** > &be, int dof)
Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real.t** > &b, **LocalVect**< **real.t**, **NEN_** > &be)
Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const **Vect**< **real.t** > &b, **LocalVect**< **real.t**, **NSE_** > &be)
Localize Element Vector from a Vect instance.
- void **ElementVector** (const **Vect**< **real.t** > &b, int dof.type=**NODE.FIELD**, int flag=0)
Localize Element Vector.

- void [SideVector](#) (const [Vect](#)< [real_t](#) > &b)
Localize Side Vector.
- void [ElementNodeCoordinates](#) ()
Localize coordinates of element nodes.
- void [SideNodeCoordinates](#) ()
Localize coordinates of side nodes.
- void [ElementAssembly](#) ([Matrix](#)< [real_t](#) > *A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScVect](#)< [real_t](#) > &b)
Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) ([BMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([Vect](#)< [real_t](#) > &v)
Assemble element vector into global one.
- void [SideAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) ([PETScVect](#)< [real_t](#) > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) ([Matrix](#)< [real_t](#) > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([Vect](#)< [real_t](#) > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) ([Matrix](#)< [real_t](#) > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.

- void **DGElementAssembly** (**TrMatrix**< **real.t** > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void **AxbAssembly** (const **Element** &el, const **Vect**< **real.t** > &x, **Vect**< **real.t** > &b)
Assemble product of element matrix by element vector into global vector.
- void **AxbAssembly** (const **Side** &sd, const **Vect**< **real.t** > &x, **Vect**< **real.t** > &b)
Assemble product of side matrix by side vector into global vector.
- size_t **getNbNodes** () const
Return number of element nodes.
- size_t **getNbEq** () const
Return number of element equations.
- void **setInitialSolution** (const **Vect**< **real.t** > &u)
Set initial solution (previous time step)
- **real.t** **setMaterialProperty** (const string &exp, const string &prop)
Define a material property by an algebraic expression.
- void **setMesh** (**Mesh** &m)
Define mesh and renumber DOFs after removing imposed ones.
- **Mesh** & **getMesh** () const
Return reference to Mesh instance.
- **LinearSolver**< **real.t** > & **getLinearSolver** ()
Return reference to linear solver instance.
- void **setSolver** (**Iteration** ls, **Preconditioner** pc=IDENT_PREC)
Choose solver for the linear system.
- int **SolveLinearSystem** (**Matrix**< **real.t** > *A, **Vect**< **real.t** > &b, **Vect**< **real.t** > &x)
Solve the linear system.

Public Attributes

- **LocalMatrix**< **real.t**, NEE_, NEE_ > **eMat**
LocalMatrix instance containing local matrix associated to current element.
- **LocalMatrix**< **real.t**, NSE_, NSE_ > **sMat**
LocalMatrix instance containing local matrix associated to current side.
- **LocalVect**< **real.t**, NEE_ > **ePrev**
LocalVect instance containing local vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRHS**
LocalVect instance containing local right-hand side vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRes**
LocalVect instance containing local residual vector associated to current element.
- **LocalVect**< **real.t**, NSE_ > **sRHS**
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void **Young** (const **real.t** &E)
Set (constant) Young modulus.
- void **Young** (const string &exp)
Set Young modulus given by an algebraic expression.
- void **Poisson** (const **real.t** &nu)

- *Set (constant) Poisson ratio.*
- void **Poisson** (const string &exp)
Set Poisson ratio given by an algebraic expression.
- void **Density** (const **real_t** &rho)
Set (constant) density.
- void **Density** (const string &exp)
Set density given by an algebraic expression.
- void **setMaterial** ()
Set material properties.
- void **Init** (const **Element** *el)
Set element arrays to zero.
- void **Init** (const **Side** *sd)
Set side arrays to zero.

7.23.1 Detailed Description

To build element equations for 3-D linearized elasticity using 4-node tetrahedra.

This class enables building finite element arrays for linearized isotropic elasticity problem in 3-D domains using 4-Node tetrahedra.

7.23.2 Member Function Documentation

void Media (real_t E, real_t nu, real_t rho)

Set Media properties.

Parameters

| | | |
|----|------------|-----------------|
| in | <i>E</i> | Young's modulus |
| in | <i>nu</i> | Poisson ratio |
| in | <i>rho</i> | Density |

void BodyRHS (UserData< real_t > &ud)

Add body right-hand side term to right hand side after multiplication by *coef*.

Body forces are deduced from **UserData** instance *ud*.

void BodyRHS (const Vect< real_t > &f, int opt = LOCAL_ARRAY)

Add body right-hand side term to right hand side.

Parameters

| | | |
|----|------------|--|
| in | <i>f</i> | Vect instance containing source at element nodes (DOF by DOF). |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 12 or global (GLOBAL_ARRAY) with size = Number of element DOF. |

void BoundaryRHS (const Vect< real.t > &f)

Add boundary right-hand side term to right hand side.

Parameters

| | | |
|----|----------|--|
| in | <i>f</i> | Vect instance that contains constant traction to impose to side. |
|----|----------|--|

void buildEigen (SkSMatrix< real.t > &K, Vect< real.t > &M)

Build global stiffness and mass matrices for the eigen system.

Case where the mass matrix is lumped

Parameters

| | | |
|----|----------|--|
| in | <i>K</i> | Stiffness matrix |
| in | <i>M</i> | Vector containing diagonal mass matrix |

virtual void MassToLHS (real.t coef = 1) [virtual], [inherited]

Add consistent mass contribution to left-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------|--|

virtual void MassToRHS (real.t coef = 1) [virtual], [inherited]

Add consistent mass contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

void updateBC (const Element &el, const Vect< real.t > &bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real.t > &bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > &*b*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <code>ePrev</code> . This member function is to be used if a constructor with <code>Element</code> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > &*b*, LocalVect< real.t, NEE_ > &*be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< real.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SpMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x)
 [inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.23.3 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.24 Element Class Reference

To store and treat finite element geometric information.

Public Member Functions

- [Element](#) ()
Default constructor.
- [Element](#) (size_t label, const string &shape)
Constructor initializing label, shape of element.
- [Element](#) (size_t label, int shape)
Constructor initializing label, shape of element.
- [Element](#) (size_t label, const string &shape, int c)
Constructor initializing label, shape and code of element.
- [Element](#) (size_t label, int shape, int c)
Constructor initializing label, shape and code of element.
- [Element](#) (const [Element](#) &el)
Copy constructor.
- [~Element](#) ()
Destructor.
- void [setLabel](#) (size_t i)
Define label of element.
- void [setCode](#) (int c)
Define code of element.
- void [setCode](#) (const string &exp, int code)
Define code by a boolean algebraic expression invoking coordinates of element nodes.
- void [Add](#) ([Node](#) *node)
Insert a node at end of list of nodes of element.
- void [Add](#) ([Node](#) *node, int n)
Insert a node and set its local node number.

- void **Replace** (size_t label, **Node** *node)
Replace a node at a given local label.
- void **Replace** (size_t label, **Side** *side)
Replace a side at a given local label.
- void **Add** (**Side** *sd)
Assign Side to Element.
- void **Add** (**Side** *sd, int k)
Assign Side to Element with assigned local label.
- void **Add** (**Element** *el)
Add a neighbor element.
- void **set** (**Element** *el, int n)
Add a neighbor element and set its label.
- void **setDOF** (size_t i, size_t dof)
Define label of DOF.
- void **setCode** (size_t dof, int code)
Assign code to a DOF.
- void **setNode** (size_t i, **Node** *node)
Assign a node given by its pointer as the i-th node of element.
- void **setNbDOF** (size_t i)
Set number of degrees of freedom of element.
- void **setFirstDOF** (size_t i)
Set label of first DOF in element.
- int **getShape** () const
Return element shape.
- size_t **getLabel** () const
Return label of element.
- size_t **n** () const
Return label of element.
- int **getCode** () const
Return code of element.
- size_t **getNbNodes** () const
Return number of element nodes.
- size_t **getNbVertices** () const
Return number of element vertices.
- size_t **getNbSides** () const
Return number of element sides (Constant version)
- size_t **getNbEq** () const
Return number of element equations.
- size_t **getNbDOF** () const
return element nb of DOF
- size_t **getDOF** (size_t i=1) const
Return element DOF label.
- size_t **getFirstDOF** () const
Return element first DOF label.
- size_t **getNodeLabel** (size_t n) const
Return global label of node of local label i.

- `size_t getSideLabel (size_t n) const`
Return global label of side of local label i .
- `Node * getPtrNode (size_t i) const`
Return pointer to node of label i (Local labelling).
- `Node * operator() (size_t i) const`
Operator ().
- `Side * getPtrSide (size_t i) const`
Return pointer to side of label i (Local labelling).
- `int Contains (const Node *nd) const`
Say if element contains given node.
- `int Contains (const Node &nd) const`
Say if element contains given node.
- `int Contains (const Side *sd) const`
Say if element contains given side.
- `int Contains (const Side &sd) const`
Say if element contains given side.
- `Element * getNeighborElement (size_t i) const`
Return pointer to element Neighboring element.
- `size_t getNbNeigElements () const`
Return number of neighboring elements.
- `real_t getMeasure () const`
Return measure of element.
- `Point< real_t > getUnitNormal (size_t i) const`
Return outward unit normal to i -th side of element.
- `bool isOnBoundary () const`
Say if current element is a boundary element or not.
- `Node * operator() (size_t i)`
Operator ().
- `int setSide (size_t n, size_t *nd)`
Initialize information on element sides.
- `bool isActive () const`
Return `true` or `false` whether element is active or not.
- `int getLevel () const`
Return element level `Element` level decreases when element is refined (starting from 0). If the level is 0, then the element has no father.
- `void setChild (Element *el)`
Assign element as child of current one and assign current element as father This function is principally used when refining is invoked (e.g. for mesh adaption)
- `Element * getChild (size_t i) const`
Return pointer to i -th child element Return null pointer is no childs.
- `size_t getNbChilds () const`
Return number of children of element.
- `Element * getParent () const`
Return pointer to parent element Return null if no parent.
- `size_t IsIn (const Node *nd)`
Check if a given node belongs to current element.

7.24.1 Detailed Description

To store and treat finite element geometric information.

Class [Element](#) enables defining an element of a finite element mesh. The element is given in particular by its shape and a list of nodes. Each node can be accessed by the member function `getPtrNode`. Moreover, class [Mesh](#) can generate for each element its list of sides. The string that defines the element shape must be chosen according to the following list :

Remarks

Once a [Mesh](#) instance is constructed, one has access for each [Element](#) of the mesh to pointers to element sides provided the member function `getAllSides` of [Mesh](#) has been invoked. With this, an element can be tested to see if it is on the boundary, i.e. if it has at least one side on the boundary

7.24.2 Constructor & Destructor Documentation

Element (`size_t label`, `const string & shape`)

Constructor initializing label, shape of element.

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Label to assign to element. |
| in | <i>shape</i> | Shape of element (See class description). |

Element (`size_t label`, `int shape`)

Constructor initializing label, shape of element.

Parameters

| | | |
|----|--------------|--|
| in | <i>label</i> | Label to assign to element. |
| in | <i>shape</i> | Shape of element (See enum <code>ElementShape</code> in Mesh) |

Element (`size_t label`, `const string & shape`, `int c`)

Constructor initializing label, shape and code of element.

Parameters

| | | |
|----|--------------|--|
| in | <i>label</i> | Label to assign to element. |
| in | <i>shape</i> | Shape of element (See class description). |
| in | <i>c</i> | Code to assign to element (useful for media properties). |

Element (`size_t label`, `int shape`, `int c`)

Constructor initializing label, shape and code of element.

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Label to assign to element. |
| in | <i>shape</i> | Shape of element (See enum <code>ElementShape</code> in Mesh). |
| in | <i>c</i> | Code to assign to element (useful for media properties). |

7.24.3 Member Function Documentation

void setLabel (size_t *i*)

Define label of element.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>i</i> | Label to assign to element |
|----|----------|----------------------------|

void setCode (int *c*)

Define code of element.

Parameters

| | | |
|----|----------|----------------------------|
| in | <i>c</i> | Code to assign to element. |
|----|----------|----------------------------|

void setCode (const string & *exp*, int *code*)

Define code by a boolean algebraic expression invoking coordinates of element nodes.

Parameters

| | | |
|----|-------------|--|
| in | <i>exp</i> | Boolean algebraic expression as required by <code>fparser</code> |
| in | <i>code</i> | Code to assign to node if the algebraic expression is true |

void Add (Node * *node*)

Insert a node at end of list of nodes of element.

Parameters

| | | |
|----|-------------|---|
| in | <i>node</i> | Pointer to Node instance. |
|----|-------------|---|

void Add (Node * *node*, int *n*)

Insert a node and set its local node number.

Parameters

| | | |
|----|-------------|---|
| | <i>node</i> | [in] Pointer to Node instance |
| in | <i>n</i> | Element node number to assign |

void Replace (size_t *label*, Node * *node*)

Replace a node at a given local label.

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Node to replace. |
| in | <i>node</i> | Pointer to Node instance to copy to current instance. |

void Replace (size_t *label*, Side * *side*)

Replace a side at a given local label.

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Side to replace. |
| in | <i>side</i> | Pointer to Side instance to copy to current instance. |

void Add (Side * *sd*)

Assign [Side](#) to [Element](#).

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to Side instance. |
|----|-----------|---|

void Add (Side * *sd*, int *k*)

Assign [Side](#) to [Element](#) with assigned local label.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to Side instance. |
| in | <i>k</i> | Local label. |

void Add (Element * *el*)

Add a neighbor element.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element instance |
|----|-----------|---|

void set (Element * *el*, int *n*)

Add a neighbor element and set its label.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element instance |
| in | <i>n</i> | Neighbor element number to assign |

void setDOF (size_t *i*, size_t *dof*)

Define label of DOF.

Parameters

| | | |
|----|------------|-------------------------|
| in | <i>i</i> | Index of DOF. |
| in | <i>dof</i> | Label of DOF to assign. |

void setCode (size_t *dof*, int *code*)

Assign code to a DOF.

Parameters

| | | |
|----|-------------|------------------------------|
| in | <i>dof</i> | Index of dof for assignment. |
| in | <i>code</i> | Code to assign. |

Node* operator() (size_t *i*) const

Operator ().

Return pointer to node of local label *i*.

int Contains (const Node * *nd*) const

Say if element contains given node.

This function tests if the element contains a node with the same pointer at the sought one

Parameters

| | | |
|----|-----------|--|
| in | <i>nd</i> | Pointer to Node instance |
|----|-----------|--|

Returns

Local node label in element. If 0, the element does not contain this node

int Contains (const Node & *nd*) const

Say if element contains given node.

This function tests if the element contains a node with the same label at the sought one

Parameters

| | | |
|----|-----------|--|
| in | <i>nd</i> | Reference to Node instance |
|----|-----------|--|

Returns

Local node label in element. If 0, the element does not contain this node

int Contains (const Side * *sd*) const

Say if element contains given side.

This function tests if the element contains a side with the same pointer at the sought one

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Pointer to Side instance |
|----|-----------|--|

Returns

Local side label in element. If 0, the element does not contain this side

int Contains (const Side & *sd*) const

Say if element contains given side.

This function tests if the element contains a side with the same label at the sought one

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
|----|-----------|--|

Returns

Local side label in element. If 0, the element does not contain this side

Element* getNeighborElement (size_t *i*) const

Return pointer to element Neighboring element.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>i</i> | Index of element to look for. |
|----|----------|-------------------------------|

Note

This method returns valid information only if the [Mesh](#) member function [Mesh::getElement↵NeighborElements\(\)](#) has been called before.

size_t getNbNeigElements () const

Return number of neighboring elements.

Note

This method returns valid information only if the [Mesh](#) member function [Mesh::getElement↵NeighborElements\(\)](#) has been called before.

real_t getMeasure () const

Return measure of element.

This member function returns length, area or volume of element. In case of quadrilaterals and hexahedrals it returns determinant of Jacobian of mapping between reference and actual element

Point<real_t> getUnitNormal (size_t i) const

Return outward unit normal to i-th side of element.

Sides are ordered [node_1,node_2], [node_2,node_3], ...

bool isOnBoundary () const

Say if current element is a boundary element or not.

Note

this information is available only if boundary elements were determined i.e. if member function [Mesh::getBoundarySides](#) or [Mesh::getAllSides](#) has been invoked before.

Node* operator() (size_t i)

Operator ().

Return pointer to node of local label i.

int setSide (size_t n, size_t * nd)

Initialize information on element sides.

This function is to be used to initialize loops over sides.

Parameters

| | | |
|----|-----------|---|
| in | <i>n</i> | Label of side. |
| in | <i>nd</i> | Array of pointers to nodes of the side (nd[0] , nd[1] , ... point to first, second nodes, ... |

void setChild (Element * el)

Assign element as child of current one and assign current element as father This function is principally used when refining is invoked (e.g. for mesh adaption)

Parameters

| | | |
|----|-----------|------------------------------|
| in | <i>el</i> | Pointer to element to assign |
|----|-----------|------------------------------|

size_t IsIn (const Node * nd)

Check if a given node belongs to current element.

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>nd</i> | Pointer to node to locate |
|----|-----------|---------------------------|

Returns

local label of node if this one is found, 0 otherwise

7.25 ElementList Class Reference

Class to construct a list of elements having some common properties.

Public Member Functions

- [ElementList](#) ([Mesh](#) &ms)
Constructor using a [Mesh](#) instance.
- [~ElementList](#) ()
Destructor.
- void [selectCode](#) (int code)
Select elements having a given code.
- void [unselectCode](#) (int code)
Unselect elements having a given code.
- void [selectLevel](#) (int level)
Select elements having a given level.
- size_t [getNbElements](#) () const
Return number of selected elements.
- void [top](#) ()
Reset list of elements at its top position (Non constant version)
- void [top](#) () const
Reset list of elements at its top position (Constant version)
- [Element](#) * [get](#) ()
Return pointer to current element and move to next one (Non constant version)
- [Element](#) * [get](#) () const
Return pointer to current element and move to next one (Constant version)

7.25.1 Detailed Description

Class to construct a list of elements having some common properties.

This class enables choosing multiple selection criteria by using function `select...`. However, the intersection of these properties must be empty.

7.25.2 Member Function Documentation

void unselectCode (int *code*)

Unselect elements having a given code.

Parameters

| | | |
|----|-------------|-----------------------------|
| in | <i>code</i> | Code of elements to exclude |
|----|-------------|-----------------------------|

void selectLevel (int *level*)

Select elements having a given level.

Parameters

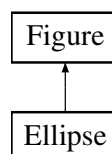
| | | |
|----|--------------|-----------------------------|
| in | <i>level</i> | Level of elements to select |
|----|--------------|-----------------------------|

Elements having a given level (for mesh adaption) are selected in a list

7.26 Ellipse Class Reference

To store and treat an ellipsoidal figure.

Inheritance diagram for Ellipse:



Public Member Functions

- [Ellipse](#) ()
Default constructor.
- [Ellipse](#) ([Point](#)< [real_t](#) > c, [real_t](#) a, [real_t](#) b, int code=1)
Constructor with given data.
- [real_t](#) [getSignedDistance](#) (const [Point](#)< [real_t](#) > &p) const
Return signed distance of a given point from the current ellipse.
- [Ellipse](#) & [operator+=](#) ([Point](#)< [real_t](#) > a)
Operator +=
- [Ellipse](#) & [operator+=](#) ([real_t](#) a)
*Operator *=*

- void `setCode` (int code)
Choose a code for the domain defined by the figure.
- void `getSignedDistance` (const `Grid` &g, `Vect`< `real.t` > &d) const
Calculate signed distance to current figure with respect to grid points.
- `real.t dLine` (const `Point`< `real.t` > &p, const `Point`< `real.t` > &a, const `Point`< `real.t` > &b) const
Compute signed distance from a line.

7.26.1 Detailed Description

To store and treat an ellipsoidal figure.

7.26.2 Constructor & Destructor Documentation

`Ellipse ()`

Default constructor.

Constructs an ellipse with semimajor axis = 1, and semiminor axis = 1

`Ellipse (Point< real.t > c, real.t a, real.t b, int code = 1)`

Constructor with given data.

Parameters

| | | |
|----|-------------|---|
| in | <i>c</i> | Coordinates of center |
| in | <i>a</i> | Semimajor axis |
| in | <i>b</i> | Semiminor axis |
| in | <i>code</i> | Code to assign to the generated figure [Default: 1] |

7.26.3 Member Function Documentation

`real.t getSignedDistance (const Point< real.t > &p) const` [virtual]

Return signed distance of a given point from the current ellipse.

The computed distance is negative if p lies in the ellipse, positive if it is outside, and 0 on its boundary

Parameters

| | | |
|----|----------|------------------------|
| in | <i>p</i> | Point<double> instance |
|----|----------|------------------------|

Reimplemented from [Figure](#).

`Ellipse& operator+= (Point< real.t > a)`

Operator +=

Translate ellipse by a vector a

Ellipse& operator+= (real_t a)

Operator +=

Scale ellipse by a factor a

void getSignedDistance (const Grid &g, Vect< real_t > &d) const [inherited]

Calculate signed distance to current figure with respect to grid points.

Parameters

| | | |
|----|----------|---|
| in | <i>g</i> | Grid instance |
| in | <i>d</i> | Vect instance containing calculated distance from each grid index to Figure |

Remarks

Vector d doesn't need to be sized before invoking this function

real_t dLine (const Point< real_t > &p, const Point< real_t > &a, const Point< real_t > &b) const [inherited]

Compute signed distance from a line.

Parameters

| | | |
|----|----------|--|
| in | <i>p</i> | Point for which distance is computed |
| in | <i>a</i> | First vertex of line |
| in | <i>b</i> | Second vertex of line |

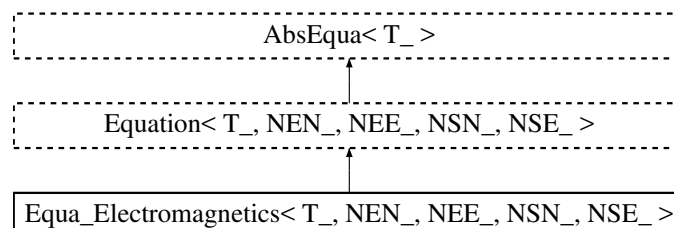
Returns

Signed distance

7.27 Equa_Electromagnetics< T_, NEN_, NEE_, NSN_, NSE_ > Class Template Reference

Abstract class for Electromagnetics [Equation](#) classes.

Inheritance diagram for Equa_Electromagnetics< T_, NEN_, NEE_, NSN_, NSE_ >:



Public Member Functions

- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< T_ > &bc)

- Update Right-Hand side by taking into account essential boundary conditions.*
- void [updateBC](#) (const [Vect](#)< T₋ > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*
- void [DiagBC](#) (int dof_type=NODE.DOF, int dof=0)
- Update element matrix to impose bc by diagonalization technique.*
- void [LocalNodeVector](#) ([Vect](#)< T₋ > &b)
- Localize [Element](#) Vector from a [Vect](#) instance.*
- void [ElementNodeVector](#) (const [Vect](#)< T₋ > &b, [LocalVect](#)< T₋, NEE₋ > &be)
- Localize [Element](#) Vector from a [Vect](#) instance.*
- void [ElementNodeVector](#) (const [Vect](#)< T₋ > &b, [LocalVect](#)< T₋, NEN₋ > &be, int dof)
- Localize [Element](#) Vector from a [Vect](#) instance.*
- void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< T₋ > &b, [LocalVect](#)< T₋, NEN₋ > &be)
- Localize [Element](#) Vector from a [Vect](#) instance.*
- void [ElementSideVector](#) (const [Vect](#)< T₋ > &b, [LocalVect](#)< T₋, NSE₋ > &be)
- Localize [Element](#) Vector from a [Vect](#) instance.*
- void [ElementVector](#) (const [Vect](#)< T₋ > &b, int dof_type=NODE.FIELD, int flag=0)
- Localize [Element](#) Vector.*
- void [SideVector](#) (const [Vect](#)< T₋ > &b)
- Localize [Side](#) Vector.*
- void [ElementNodeCoordinates](#) ()
- Localize coordinates of element nodes.*
- void [SideNodeCoordinates](#) ()
- Localize coordinates of side nodes.*
- void [ElementAssembly](#) ([Matrix](#)< T₋ > *A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) ([PETScMatrix](#)< T₋ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) ([PETScVect](#)< T₋ > &b)
- Assemble element right-hand side vector into global one.*
- void [ElementAssembly](#) ([BMatrix](#)< T₋ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) ([SkSMatrix](#)< T₋ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) ([SkMatrix](#)< T₋ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) ([SpMatrix](#)< T₋ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) ([TrMatrix](#)< T₋ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) ([Vect](#)< T₋ > &v)
- Assemble element vector into global one.*
- void [SideAssembly](#) ([PETScMatrix](#)< T₋ > &A)
- Assemble side matrix into global one.*
- void [SideAssembly](#) ([PETScVect](#)< T₋ > &b)
- Assemble side right-hand side vector into global one.*
- void [SideAssembly](#) ([Matrix](#)< T₋ > *A)

- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) ([SkMatrix](#)< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) ([SkMatrix](#)< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) ([SpMatrix](#)< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) ([Vect](#)< T_ > &v)
- Assemble side (edge or face) vector into global one.*
- void [DGElementAssembly](#) ([Matrix](#)< T_ > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) ([SkMatrix](#)< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) ([SkMatrix](#)< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) ([SpMatrix](#)< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) ([TrMatrix](#)< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
- Assemble product of element matrix by element vector into global vector.*
- void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
- Assemble product of side matrix by side vector into global vector.*
- size_t [getNbNodes](#) () const
- Return number of element nodes.*
- size_t [getNbEq](#) () const
- Return number of element equations.*
- void [setInitialSolution](#) (const [Vect](#)< T_ > &u)
- Set initial solution (previous time step)*
- [real.t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
- Define a material property by an algebraic expression.*
- void [setMesh](#) ([Mesh](#) &m)
- Define mesh and renumber DOFs after removing imposed ones.*
- [Mesh](#) & [getMesh](#) () const
- Return reference to [Mesh](#) instance.*
- [LinearSolver](#)< T_ > & [getLinearSolver](#) ()
- Return reference to linear solver instance.*
- void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=IDENT_PREC)
- Choose solver for the linear system.*
- int [SolveLinearSystem](#) ([Matrix](#)< T_ > *A, [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
- Solve the linear system.*

Public Attributes

- [LocalMatrix](#)< T_, NEE_, NEE_ > [eMat](#)
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< T_, NSE_, NSE_ > [sMat](#)
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< T_, NEE_ > [ePrev](#)
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< T_, NEE_ > [eRHS](#)
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< T_, NEE_ > [eRes](#)
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< T_, NSE_ > [sRHS](#)
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [MagneticPermeability](#) (const [real_t](#) &mu)
Set (constant) magnetic permeability.
- void [MagneticPermeability](#) (const string &exp)
Set magnetic permeability given by an algebraic expression.
- void [ElectricConductivity](#) (const [real_t](#) &sigma)
Set (constant) electric conductivity.
- void [ElectricConductivity](#) (const string &exp)
set electric conductivity given by an algebraic expression
- void [ElectricResistivity](#) (const [real_t](#) &rho)
Set (constant) electric resistivity.
- void [ElectricResistivity](#) (const string &exp)
Set electric resistivity given by an algebraic expression.
- void [setMaterial](#) ()
Set material properties.
- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.27.1 Detailed Description

template<class T_, size_t NEN_, size_t NEE_, size_t NSN_, size_t NSE_>
class OFELI::Equa.Electromagnetics< T_, NEN_, NEE_, NSN_, NSE_ >

Abstract class for Electromagnetics [Equation](#) classes.

Template Parameters

| | |
|----------|--------------------------------|
| <T_> | data type (double, float, ...) |
| <NEN> | Number of element nodes |
| <NEE_<_> | Number of element equations |

Template Parameters

| | |
|--------|--------------------------|
| <NSN_> | Number of side nodes |
| <NSE_> | Number of side equations |

7.27.2 Member Function Documentation

void updateBC (const Element & *el*, const Vect< T_ > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< T_ > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by *_theElement*

void DiagBC (int *dof.type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< T₋ > & b) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute ePrev. This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< T₋ > & b, LocalVect< T₋, NEE₋ > & be)
 [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< T₋ > & b, LocalVect< T₋, NEN₋ > & be, int dof)
 [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< T₋ > & b, LocalVect< T₋, NEN₋ > & be)
 [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector **b** is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< T_ > & b, LocalVect< T_, NSE_ > & be) [inherited]

Localize **Element** Vector from a **Vect** instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< T_ > & b, int dof.type = NODE_FIELD, int flag = 0)
[inherited]

Localize **Element** Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with **Element** was invoked. It uses the **Element** pointer **_theElement**

void SideVector (const Vect< T_ > & b) [inherited]

Localize **Side** Vector.

Parameters

| | | |
|-----------|----------|---|
| <i>in</i> | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|-----------|----------|---|

Remarks

This member function is to be used if a constructor with [Side](#) was invoked. It uses the [Side](#) pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Side](#) pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Element](#) pointer `_theElement`

void ElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< T_ > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< T_ > & *A*) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< T_ > & *A*) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< T_ > & *v*) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< T_ > & *A*) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< T_ > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< T_ > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|-----|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|-----|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|---|
| in | A | Global matrix stored as an SkSMatrix instance |
|----|-----|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SpMatrix< T₋ > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Vect< T₋ > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|--|

Warning

The side pointer is given by the global variable theSide

void DGElementAssembly (Matrix< T₋ > * *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The element pointer is given by the global variable theElement

void DGElementAssembly (SkSMatrix< T₋ > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Global matrix stored as an SkMatrix instance |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & el, const Vect< T_ > & x, Vect< T_ > & b)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side &sd, const Vect< T_ > &x, Vect< T_ > &b) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string &exp, const string &prop) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance

void setSolver (Iteration ls, Preconditioner pc = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|----|---|
| in | ls | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | pc | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T_ > * A, Vect< T_ > & b, Vect< T_ > & x) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.27.3 Member Data Documentation

LocalVect<T_,NEE_> ePrev [inherited]

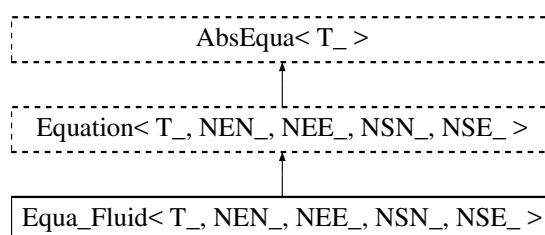
[LocalVect](#) instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.28 Equa_Fluid< T_, NEN_, NEE_, NSN_, NSE_ > Class Template Reference

Abstract class for Fluid Dynamics [Equation](#) classes.

Inheritance diagram for Equa_Fluid< T_, NEN_, NEE_, NSN_, NSE_ >:



Public Member Functions

- [Equa_Fluid](#) ()
Default constructor.
- virtual [~Equa_Fluid](#) ()
Destructor.
- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [updateBC](#) (const [Vect](#)< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [DiagBC](#) (int dof_type=NODE_DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void [LocalNodeVector](#) ([Vect](#)< T_ > &b)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementNodeVector](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_, NEE_ > &be)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementNodeVector](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_, NEN_ > &be, int dof)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_, NEN_ > &be)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementSideVector](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_, NSE_ > &be)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementVector](#) (const [Vect](#)< T_ > &b, int dof_type=NODE_FIELD, int flag=0)
Localize [Element](#) Vector.
- void [SideVector](#) (const [Vect](#)< T_ > &b)
Localize [Side](#) Vector.
- void [ElementNodeCoordinates](#) ()
Localize coordinates of element nodes.
- void [SideNodeCoordinates](#) ()
Localize coordinates of side nodes.
- void [ElementAssembly](#) ([Matrix](#)< T_ > *A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScMatrix](#)< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([PETScVect](#)< T_ > &b)
Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) ([BMatrix](#)< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([SkSMatrix](#)< T_ > &A)

- Assemble element matrix into global one.*
- void [ElementAssembly](#) (SkMatrix< T_ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) (SpMatrix< T_ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) (TrMatrix< T_ > &A)
- Assemble element matrix into global one.*
- void [ElementAssembly](#) (Vect< T_ > &v)
- Assemble element vector into global one.*
- void [SideAssembly](#) (PETScMatrix< T_ > &A)
- Assemble side matrix into global one.*
- void [SideAssembly](#) (PETScVect< T_ > &b)
- Assemble side right-hand side vector into global one.*
- void [SideAssembly](#) (Matrix< T_ > *A)
- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) (SkSMatrix< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) (SkMatrix< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) (SpMatrix< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
- void [SideAssembly](#) (Vect< T_ > &v)
- Assemble side (edge or face) vector into global one.*
- void [DGElementAssembly](#) (Matrix< T_ > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) (SkSMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) (SkMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) (SpMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [DGElementAssembly](#) (TrMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
- void [AxbAssembly](#) (const [Element](#) &el, const Vect< T_ > &x, Vect< T_ > &b)
- Assemble product of element matrix by element vector into global vector.*
- void [AxbAssembly](#) (const [Side](#) &sd, const Vect< T_ > &x, Vect< T_ > &b)
- Assemble product of side matrix by side vector into global vector.*
- size_t [getNbNodes](#) () const
- Return number of element nodes.*
- size_t [getNbEq](#) () const
- Return number of element equations.*
- void [setInitialSolution](#) (const Vect< T_ > &u)
- Set initial solution (previous time step)*
- real_t [setMaterialProperty](#) (const string &exp, const string &prop)
- Define a material property by an algebraic expression.*
- void [setMesh](#) ([Mesh](#) &m)

- `Mesh & getMesh ()` const
Define mesh and renumber DOFs after removing imposed ones.
- `LinearSolver< T_ > & getLinearSolver ()`
Return reference to `Mesh` instance.
- `void setSolver (Iteration ls, Preconditioner pc=IDENT_PREC)`
Return reference to linear solver instance.
- `void setSolver (Iteration ls, Preconditioner pc=IDENT_PREC)`
Choose solver for the linear system.
- `int SolveLinearSystem (Matrix< T_ > *A, Vect< T_ > &b, Vect< T_ > &x)`
Solve the linear system.

Public Attributes

- `LocalMatrix< T_, NEE_, NEE_ > eMat`
`LocalMatrix` instance containing local matrix associated to current element.
- `LocalMatrix< T_, NSE_, NSE_ > sMat`
`LocalMatrix` instance containing local matrix associated to current side.
- `LocalVect< T_, NEE_ > ePrev`
`LocalVect` instance containing local vector associated to current element.
- `LocalVect< T_, NEE_ > eRHS`
`LocalVect` instance containing local right-hand side vector associated to current element.
- `LocalVect< T_, NEE_ > eRes`
`LocalVect` instance containing local residual vector associated to current element.
- `LocalVect< T_, NSE_ > sRHS`
`LocalVect` instance containing local right-hand side vector associated to current side.

Protected Member Functions

- `void Viscosity (const real.t &visc)`
Set (constant) Viscosity.
- `void Viscosity (const string &exp)`
Set viscosity given by an algebraic expression.
- `void Density (const real.t &dens)`
Set (constant) Viscosity.
- `void Density (const string &exp)`
Set Density given by an algebraic expression.
- `void ThermalExpansion (const real.t *e)`
Set (constant) thermal expansion coefficient.
- `void ThermalExpansion (const string &exp)`
Set thermal expansion coefficient given by an algebraic expression.
- `void setMaterial ()`
Set material properties.
- `void Init (const Element *el)`
Set element arrays to zero.
- `void Init (const Side *sd)`
Set side arrays to zero.

7.28.1 Detailed Description

```
template<class T_ = real_t, size_t NEN_ = 3, size_t NEE_ = 3, size_t NSN_ = 2, size_t NSE_ = 2>
class OFELI::Equa_Fluid< T_, NEN_, NEE_, NSN_, NSE_ >
```

Abstract class for Fluid Dynamics [Equation](#) classes.

Template Parameters

| | |
|--------|--------------------------------|
| <T_> | data type (double, float, ...) |
| <NEN> | Number of element nodes |
| <NEE_> | Number of element equations |
| <NSN_> | Number of side nodes |
| <NSE_> | Number of side equations |

7.28.2 Constructor & Destructor Documentation

Equa_Fluid ()

Default constructor.

Constructs an empty equation.

7.28.3 Member Function Documentation

void updateBC (const Element & *el*, const Vect< T_ > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< T_ > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< T_ > & b) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <code>ePrev</code> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEE_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be, int dof)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< T_ > & b, LocalVect< T_, NSE_ > & be) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< T_ > & b, int dof_type = NODE_FIELD, int flag = 0)
[inherited]

Localize [Element](#) Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with [Element](#) was invoked. It uses the [Element](#) pointer `_theElement`

void SideVector (const Vect< T_ > & b) [inherited]

Localize [Side](#) Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with [Side](#) was invoked. It uses the [Side](#) pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Side](#) pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Element](#) pointer `_theElement`

void ElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (PETScVect< T_ > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (BMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< T_ > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|---|--|
| in | v | Global vector (Vect instance) |
|----|---|--|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< T_ > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< T_ > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< T_ > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|--|
| in | v | Global vector (Vect instance) |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< T_ > & *x*, Vect< T_ > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< T_ > & *x*, Vect< T_ > & *b*) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T_ > * A, Vect< T_ > & b, Vect< T_ > & x) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.28.4 Member Data Documentation

LocalVect<T_,NEE_> ePrev [inherited]

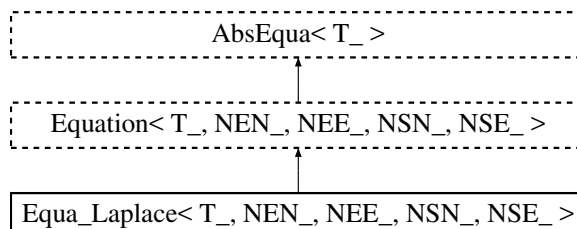
[LocalVect](#) instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.29 $\text{Equa_Laplace}_\text{< T_\text{>, NEN}_\text{>, NEE}_\text{>, NSN}_\text{>, NSE}_\text{>}$ Class Template Reference

Abstract class for classes about the Laplace equation.

Inheritance diagram for $\text{Equa_Laplace}_\text{< T_\text{>, NEN}_\text{>, NEE}_\text{>, NSN}_\text{>, NSE}_\text{>}$:



Public Member Functions

- [Equa_Laplace](#) ()
Default constructor.
- virtual [~Equa_Laplace](#) ()
Destructor.
- virtual void [build](#) ()
Solve the equation.
- virtual void [buildEigen](#) (int opt=0)
Build matrices for an eigenvalue problem.
- void [build](#) ([EigenProblemSolver](#) &e)
Build the linear system for an eigenvalue problem.
- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [updateBC](#) (const [Vect](#)< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [DiagBC](#) (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void [LocalNodeVector](#) ([Vect](#)< T_ > &b)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementNodeVector](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_ , NEE_ > &be)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementNodeVector](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_ , NEN_ > &be, int dof)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_ , NEN_ > &be)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementSideVector](#) (const [Vect](#)< T_ > &b, [LocalVect](#)< T_ , NSE_ > &be)
Localize [Element](#) Vector from a [Vect](#) instance.
- void [ElementVector](#) (const [Vect](#)< T_ > &b, int dof_type=NODE.FIELD, int flag=0)
Localize [Element](#) Vector.
- void [SideVector](#) (const [Vect](#)< T_ > &b)
Localize [Side](#) Vector.
- void [ElementNodeCoordinates](#) ()

- Localize coordinates of element nodes.*
 - void [SideNodeCoordinates](#) ()
- Localize coordinates of side nodes.*
 - void [ElementAssembly](#) (Matrix< T_ > *A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (PETScMatrix< T_ > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (PETScVect< T_ > &b)
- Assemble element right-hand side vector into global one.*
 - void [ElementAssembly](#) (BMatrix< T_ > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkSMatrix< T_ > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkMatrix< T_ > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SpMatrix< T_ > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (TrMatrix< T_ > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (Vect< T_ > &v)
- Assemble element vector into global one.*
 - void [SideAssembly](#) (PETScMatrix< T_ > &A)
- Assemble side matrix into global one.*
 - void [SideAssembly](#) (PETScVect< T_ > &b)
- Assemble side right-hand side vector into global one.*
 - void [SideAssembly](#) (Matrix< T_ > *A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkSMatrix< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkMatrix< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SpMatrix< T_ > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (Vect< T_ > &v)
- Assemble side (edge or face) vector into global one.*
 - void [DGElementAssembly](#) (Matrix< T_ > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkSMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SpMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (TrMatrix< T_ > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [AxbAssembly](#) (const [Element](#) &el, const Vect< T_ > &x, Vect< T_ > &b)

- Assemble product of element matrix by element vector into global vector.*

 - void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)

Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const

Return number of element nodes.
- size_t [getNbEq](#) () const

Return number of element equations.
- void [setInitialSolution](#) (const [Vect](#)< T_ > &u)

Set initial solution (previous time step)
- real_t [setMaterialProperty](#) (const string &exp, const string &prop)

Define a material property by an algebraic expression.
- void [setMesh](#) ([Mesh](#) &m)

Define mesh and renumber DOFs after removing imposed ones.
- [Mesh](#) & [getMesh](#) () const

Return reference to [Mesh](#) instance.
- [LinearSolver](#)< T_ > & [getLinearSolver](#) ()

Return reference to linear solver instance.
- void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=[IDENT_PREC](#))

Choose solver for the linear system.
- int [SolveLinearSystem](#) ([Matrix](#)< T_ > *A, [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)

Solve the linear system.

Public Attributes

- [LocalMatrix](#)< T_, NEE_, NEE_ > [eMat](#)

[LocalMatrix](#) instance containing local matrix associated to current element.
- [LocalMatrix](#)< T_, NSE_, NSE_ > [sMat](#)

[LocalMatrix](#) instance containing local matrix associated to current side.
- [LocalVect](#)< T_, NEE_ > [ePrev](#)

[LocalVect](#) instance containing local vector associated to current element.
- [LocalVect](#)< T_, NEE_ > [eRHS](#)

[LocalVect](#) instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< T_, NEE_ > [eRes](#)

[LocalVect](#) instance containing local residual vector associated to current element.
- [LocalVect](#)< T_, NSE_ > [sRHS](#)

[LocalVect](#) instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [Init](#) (const [Element](#) *el)

Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)

Set side arrays to zero.

7.29.1 Detailed Description

```
template<class T_, size_t NEN_, size_t NEE_, size_t NSN_, size_t NSE_>
class OFELI::Equa_Laplace< T_, NEN_, NEE_, NSN_, NSE_ >
```

Abstract class for classes about the Laplace equation.

Template Arguments:

- **T_** : data type (double, float, ...)
- **NEN_** : Number of element nodes
- **NEE_** : Number of element equations
- **NSN_** : Number of side nodes
- **NSE_** : Number of side equations

7.29.2 Constructor & Destructor Documentation

Equa_Laplace ()

Default constructor.

Constructs an empty equation.

7.29.3 Member Function Documentation

void build (EigenProblemSolver & *e*)

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

void updateBC (const Element & *el*, const Vect< T_ > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< T_ > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< T_ > & *b*) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <code>ePrev</code> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< T_ > & *b*, LocalVect< T_, NEE_ > & *be*)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be, int dof)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< T_ > & b, LocalVect< T_, NSE_ > & be) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< T_ > & b, int dof_type = NODE_FIELD, int flag = 0)
[inherited]

Localize [Element](#) Vector.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>b</i> | Global vector to be localized |
|----|----------|-------------------------------|

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with [Element](#) was invoked. It uses the [Element](#) pointer `_theElement`

void SideVector (const Vect< T_ > & b) [inherited]

Localize [Side](#) Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with [Side](#) was invoked. It uses the [Side](#) pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]` , `_x[1]` , ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Side](#) pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Element](#) pointer `_theElement`

void ElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< T_ > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|-----------|----------|--|
| <i>in</i> | <i>A</i> | Global matrix stored as an SkMatrix instance |
|-----------|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|-----------|----------|--|
| <i>in</i> | <i>A</i> | Global matrix stored as an SpMatrix instance |
|-----------|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< T_ > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|--|
| in | v | Global vector (Vect instance) |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< T_ > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< T_ > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< T_ > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|--|
| in | v | Global vector (Vect instance) |
|----|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (`Matrix< T_ > * A`) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (`SkSMatrix< T_ > & A`) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (`SkMatrix< T_ > & A`) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (`SpMatrix< T_ > & A`) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & el, const Vect< T_ > & x, Vect< T_ > & b)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & sd, const Vect< T_ > & x, Vect< T_ > & b) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real t setMaterialProperty (const string & exp, const string & prop) [inherited]

Define a material property by an algebraic expression.

Parameters

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T_ > * A, Vect< T_ > & b, Vect< T_ > & x) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.29.4 Member Data Documentation

LocalVect<T_,NEE_> ePrev [inherited]

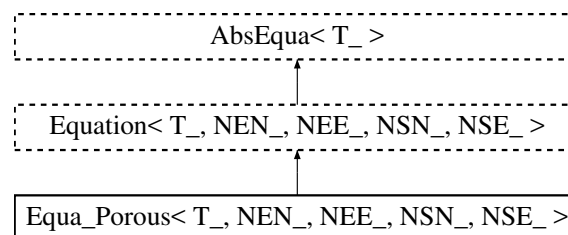
[LocalVect](#) instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.30 Equa_Porous< T_, NEN_, NEE_, NSN_, NSE_ > Class Template Reference

Abstract class for Porous Media Finite Element classes.

Inheritance diagram for Equa_Porous< T_, NEN_, NEE_, NSN_, NSE_ >:



Public Member Functions

- [Equa_Porous](#) ()
Default constructor.
- virtual [~Equa_Porous](#) ()
Destructor.
- virtual void [Mobility](#) ()
Add mobility term to the 0-th order element matrix.
- virtual void [Mass](#) ()
Add porosity term to the 1-st order element matrix.
- virtual void [BodyRHS](#) (const Vect< [real.t](#) > &bf, int opt=[GLOBAL_ARRAY](#))
Add source right-hand side term to right-hand side.
- virtual void [BoundaryRHS](#) (const Vect< [real.t](#) > &sf, int opt=[GLOBAL_ARRAY](#))
Add boundary right-hand side term to right-hand side.
- void [build](#) ()
Build the linear system of equations.

- void **build** (**TimeStepping** &s)
Build the linear system of equations.
- void **build** (**EigenProblemSolver** &e)
Build the linear system for an eigenvalue problem.
- int **run** ()
Run the equation.
- void **Mu** (const string &exp)
Set viscosity given by an algebraic expression.
- void **updateBC** (const **Element** &el, const **Vect**< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< T_ > &b)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NEE_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NEN_ > &be, int dof)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVectorSingleDOF** (const **Vect**< T_ > &b, **LocalVect**< T_, NEN_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementSideVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NSE_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementVector** (const **Vect**< T_ > &b, int dof_type=NODE.FIELD, int flag=0)
*Localize **Element** Vector.*
- void **SideVector** (const **Vect**< T_ > &b)
*Localize **Side** Vector.*
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< T_ > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< T_ > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScVect**< T_ > &b)
Assemble element right-hand side vector into global one.
- void **ElementAssembly** (**BMatrix**< T_ > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkSMatrix**< T_ > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkMatrix**< T_ > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SpMatrix**< T_ > &A)
Assemble element matrix into global one.

- void [ElementAssembly](#) ([TrMatrix](#)< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) ([Vect](#)< T_ > &v)
Assemble element vector into global one.
- void [SideAssembly](#) ([PETScMatrix](#)< T_ > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) ([PETScVect](#)< T_ > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) ([Matrix](#)< T_ > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkSMatrix](#)< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkMatrix](#)< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SpMatrix](#)< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([Vect](#)< T_ > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) ([Matrix](#)< T_ > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkSMatrix](#)< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkMatrix](#)< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SpMatrix](#)< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([TrMatrix](#)< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
Assemble product of side matrix by side vector into global vector.
- [size_t](#) [getNbNodes](#) () const
Return number of element nodes.
- [size_t](#) [getNbEq](#) () const
Return number of element equations.
- void [setInitialSolution](#) (const [Vect](#)< T_ > &u)
Set initial solution (previous time step)
- [real_t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
Define a material property by an algebraic expression.
- void [setMesh](#) ([Mesh](#) &m)
Define mesh and renumber DOFs after removing imposed ones.
- [Mesh](#) & [getMesh](#) () const
Return reference to [Mesh](#) instance.
- [LinearSolver](#)< T_ > & [getLinearSolver](#) ()
Return reference to linear solver instance.

- void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=IDENT_PREC)
Choose solver for the linear system.
- int [SolveLinearSystem](#) ([Matrix](#)< T_ > *A, [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Solve the linear system.

Public Attributes

- [LocalMatrix](#)< T_, NEE_, NEE_ > [eMat](#)
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< T_, NSE_, NSE_ > [sMat](#)
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< T_, NEE_ > [ePrev](#)
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< T_, NEE_ > [eRHS](#)
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< T_, NEE_ > [eRes](#)
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< T_, NSE_ > [sRHS](#)
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [setMaterial](#) ()
Set material properties.
- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.30.1 Detailed Description

template<class T_, size_t NEN_, size_t NEE_, size_t NSN_, size_t NSE_>
class OFELI::Equa_Porous< T_, NEN_, NEE_, NSN_, NSE_ >

Abstract class for Porous Media Finite Element classes.

Template Parameters

| | |
|--------|--------------------------------|
| <T_> | data type (real_t, float, ...) |
| <NEN> | Number of element nodes |
| <NEE_> | Number of element equations |
| <NSN_> | Number of side nodes |
| <NSE_> | Number of side equations |

7.30.2 Constructor & Destructor Documentation

Equa_Porous ()

Default constructor.

Constructs an empty equation.

7.30.3 Member Function Documentation

virtual void BodyRHS (const Vect< real_t > &bf, int opt = GLOBAL_ARRAY) [virtual]

Add source right-hand side term to right-hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>bf</i> | Vector containing source at element nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented in [WaterPorous2D](#).

virtual void BoundaryRHS (const Vect< real_t > &sf, int opt = GLOBAL_ARRAY)
[virtual]

Add boundary right-hand side term to right-hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>sf</i> | Vector containing source at side nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented in [WaterPorous2D](#).

void build ()

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

void build (TimeStepping & s)

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme. If transient analysis is chosen, the implicit Euler scheme is used by default for time integration.

Parameters

| | | |
|----|---|---|
| in | s | Reference to used TimeStepping instance |
|----|---|---|

```
void build ( EigenProblemSolver & e )
```

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|-----|---|
| in | e | Reference to used EigenProblemSolver instance |
|----|-----|---|

```
int run ( )
```

Run the equation.

If the analysis (see function `setAnalysis`) is `STEADY_STATE`, then the function solves the stationary equation.

If the analysis is TRANSIENT, then the function performs time stepping until the final time is reached.

```
void updateBC ( const Element &el, const Vect< T_ > &bc ) [inherited]
```

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|------|---|
| in | el | Reference to current element instance |
| in | bc | Vector that contains imposed values at all DOFs |

```
void updateBC ( const Vect< T_ > & bc ) [inherited]
```

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

```
void DiagBC ( int dof_type = NODE_DOF, int dof = 0 ) [inherited]
```

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< T_ > & b) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEE_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be, int dof)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< T_ > & b, LocalVect< T_, NSE_ > & be) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< T_ > & b, int dof_type = NODE_FIELD, int flag = 0)
[inherited]

Localize [Element](#) Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with [Element](#) was invoked. It uses the [Element](#) pointer `_theElement`

void SideVector (const Vect< T_ > & b) [inherited]

Localize [Side](#) Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with [Side](#) was invoked. It uses the [Side](#) pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Side](#) pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Element](#) pointer `_theElement`

void ElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

`void ElementAssembly (PETScMatrix< T_ > & A)` [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------------|----------------------------|
| <code>A</code> | Reference to global matrix |
|----------------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

`void ElementAssembly (PETScVect< T_ > & b)` [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------------|--|
| <code>b</code> | Reference to global right-hand side vector |
|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

`void ElementAssembly (BMatrix< T_ > & A)` [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------------|--|
| <code>A</code> | Global matrix stored as a BMatrix instance |
|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

`void ElementAssembly (SkSMatrix< T_ > & A)` [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< T_ > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< T_ > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|--|
| in | v | Global vector (Vect instance) |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< T_ > & *x*, Vect< T_ > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< T_ > & *x*, Vect< T_ > & *b*) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T_ > * A, Vect< T_ > & b, Vect< T_ > & x) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.30.4 Member Data Documentation

LocalVect<T_,NEE_> ePrev [inherited]

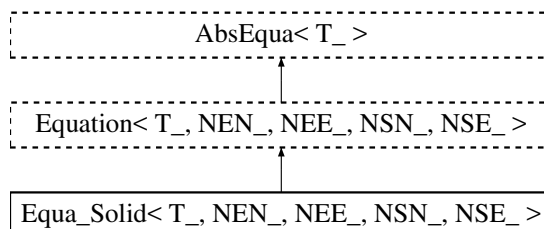
[LocalVect](#) instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.31 Equa_Solid< T_, NEN_, NEE_, NSN_, NSE_ > Class Template Reference

Abstract class for Solid Mechanics Finite Element classes.

Inheritance diagram for Equa_Solid< T_, NEN_, NEE_, NSN_, NSE_ >:



Public Member Functions

- [Equa_Solid](#) ()
Default constructor.
- virtual [~Equa_Solid](#) ()
Destructor.
- virtual void [LMassToLHS](#) ([real.t](#) coef=1)
Add lumped mass contribution to left-hand side.
- virtual void [LMassToRHS](#) ([real.t](#) coef=1)
Add lumped mass contribution to right-hand side.
- virtual void [MassToLHS](#) ([real.t](#) coef=1)
Add consistent mass contribution to left-hand side.
- virtual void [MassToRHS](#) ([real.t](#) coef=1)
Add consistent mass contribution to right-hand side.
- void [setLumpedMass](#) ()
Add lumped mass contribution to left and right-hand sides taking into account time integration scheme.
- void [setMass](#) ()
Add consistent mass contribution to left and right-hand sides taking into account time integration scheme.
- virtual void [Mass](#) ([real.t](#) coef=1)
Add consistent mass matrix to left-hand side after multiplication by coef [Default: 1].
- virtual void [LMass](#) ([real.t](#) coef=1)
Add lumped mass matrix to left-hand side after multiplication by coef [Default: 1].
- virtual void [Deviator](#) ([real.t](#) coef=1)
Add deviator matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void [Dilatation](#) ([real.t](#) coef=1)
Add dilatation matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void [DilatationToRHS](#) ([real.t](#) coef=1)
Add dilatation vector to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void [DeviatorToRHS](#) ([real.t](#) coef=1)
Add deviator vector to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].

- virtual void **Stiffness** (real_t coef=1)
Add stiffness matrix to left-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- virtual void **StiffnessToRHS** (real_t coef=1)
Add stiffness matrix to right-hand side taking into account time integration scheme, after multiplication by coef [Default: 1].
- void **setDilatation** ()
Add dilatation matrix to left and/or right-hand side taking into account time.
- void **setDeviator** ()
Add deviator matrix to left and/or right-hand side taking into account time integration scheme.
- void **setStiffness** ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
- void **updateBC** (const **Element** &el, const **Vect**< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< T_ > &b)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NEE_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NEN_ > &be, int dof)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVectorSingleDOF** (const **Vect**< T_ > &b, **LocalVect**< T_, NEN_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementSideVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NSE_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementVector** (const **Vect**< T_ > &b, int dof_type=NODE.FIELD, int flag=0)
*Localize **Element** Vector.*
- void **SideVector** (const **Vect**< T_ > &b)
*Localize **Side** Vector.*
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< T_ > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< T_ > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScVect**< T_ > &b)
Assemble element right-hand side vector into global one.
- void **ElementAssembly** (**BMatrix**< T_ > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkSMatrix**< T_ > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkMatrix**< T_ > &A)

- *Assemble element matrix into global one.*
void [ElementAssembly](#) ([SpMatrix](#)< T_ > &A)
- *Assemble element matrix into global one.*
void [ElementAssembly](#) ([TrMatrix](#)< T_ > &A)
- *Assemble element matrix into global one.*
void [ElementAssembly](#) ([Vect](#)< T_ > &v)
- *Assemble element vector into global one.*
void [SideAssembly](#) ([PETScMatrix](#)< T_ > &A)
- *Assemble side matrix into global one.*
void [SideAssembly](#) ([PETScVect](#)< T_ > &b)
- *Assemble side right-hand side vector into global one.*
void [SideAssembly](#) ([Matrix](#)< T_ > *A)
- *Assemble side (edge or face) matrix into global one.*
void [SideAssembly](#) ([SkSMatrix](#)< T_ > &A)
- *Assemble side (edge or face) matrix into global one.*
void [SideAssembly](#) ([SkMatrix](#)< T_ > &A)
- *Assemble side (edge or face) matrix into global one.*
void [SideAssembly](#) ([SpMatrix](#)< T_ > &A)
- *Assemble side (edge or face) matrix into global one.*
void [SideAssembly](#) ([Vect](#)< T_ > &v)
- *Assemble side (edge or face) vector into global one.*
void [DGElementAssembly](#) ([Matrix](#)< T_ > *A)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void [DGElementAssembly](#) ([SkSMatrix](#)< T_ > &A)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void [DGElementAssembly](#) ([SkMatrix](#)< T_ > &A)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void [DGElementAssembly](#) ([SpMatrix](#)< T_ > &A)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void [DGElementAssembly](#) ([TrMatrix](#)< T_ > &A)
- *Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
- *Assemble product of element matrix by element vector into global vector.*
void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
- *Assemble product of side matrix by side vector into global vector.*
size_t [getNbNodes](#) () const
- *Return number of element nodes.*
size_t [getNbEq](#) () const
- *Return number of element equations.*
void [setInitialSolution](#) (const [Vect](#)< T_ > &u)
- *Set initial solution (previous time step)*
real_t [setMaterialProperty](#) (const string &exp, const string &prop)
- *Define a material property by an algebraic expression.*
void [setMesh](#) ([Mesh](#) &m)
- *Define mesh and renumber DOFs after removing imposed ones.*
[Mesh](#) & [getMesh](#) () const

- `LinearSolver< T_ > &getLinearSolver ()`
Return reference to [Mesh](#) instance.
- `void setSolver (Iteration ls, Preconditioner pc=IDENT_PREC)`
Return reference to linear solver instance.
- `int SolveLinearSystem (Matrix< T_ > *A, Vect< T_ > &b, Vect< T_ > &x)`
Choose solver for the linear system.
- `int SolveLinearSystem (Matrix< T_ > *A, Vect< T_ > &b, Vect< T_ > &x)`
Solve the linear system.

Public Attributes

- `LocalMatrix< T_, NEE_, NEE_ > eMat`
[LocalMatrix](#) instance containing local matrix associated to current element.
- `LocalMatrix< T_, NSE_, NSE_ > sMat`
[LocalMatrix](#) instance containing local matrix associated to current side.
- `LocalVect< T_, NEE_ > ePrev`
[LocalVect](#) instance containing local vector associated to current element.
- `LocalVect< T_, NEE_ > eRHS`
[LocalVect](#) instance containing local right-hand side vector associated to current element.
- `LocalVect< T_, NEE_ > eRes`
[LocalVect](#) instance containing local residual vector associated to current element.
- `LocalVect< T_, NSE_ > sRHS`
[LocalVect](#) instance containing local right-hand side vector associated to current side.

Protected Member Functions

- `void Young (const real_t &E)`
Set (constant) Young modulus.
- `void Poisson (const real_t &nu)`
Set (constant) Poisson ratio.
- `void Density (const real_t &rho)`
Set (constant) density.
- `void Young (const string &exp)`
Set Young modulus given by an algebraic expression.
- `void Poisson (const string &exp)`
Set Poisson ratio given by an algebraic expression.
- `void Density (const string &exp)`
Set density given by an algebraic expression.
- `void setMaterial ()`
Set material properties.
- `void Init (const Element *el)`
Set element arrays to zero.
- `void Init (const Side *sd)`
Set side arrays to zero.

7.31.1 Detailed Description

```
template<class T_, size_t NEN_, size_t NEE_, size_t NSN_, size_t NSE_>
class OFELI::Equa_Solid< T_, NEN_, NEE_, NSN_, NSE_ >
```

Abstract class for Solid Mechanics Finite Element classes.

Template Parameters

| | |
|--------------------------------------|--------------------------------|
| <code><T_></code> | data type (double, float, ...) |
| <code><NEN></code> | Number of element nodes |
| <code><NEE_ _></code> | Number of element equations |
| <code><NSN_ _></code> | Number of side nodes |
| <code><NSE_></code> | Number of side equations |

7.31.2 Constructor & Destructor Documentation

`Equa_Solid ()`

Default constructor.

Constructs an empty equation.

7.31.3 Member Function Documentation

virtual void LMassToLHS (`real_t coef = 1`) [virtual]

Add lumped mass contribution to left-hand side.

Parameters

| | | |
|----|-------------------|--|
| in | <code>coef</code> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------------|--|

Reimplemented in [Elas2DT3](#), [Elas2DQ4](#), [Beam3DL2](#), [Elas3DH8](#), [Elas3DT4](#), and [Bar2DL2](#).

virtual void LMassToRHS (`real_t coef = 1`) [virtual]

Add lumped mass contribution to right-hand side.

Parameters

| | | |
|----|-------------------|--|
| in | <code>coef</code> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------------|--|

Reimplemented in [Elas2DT3](#), [Elas2DQ4](#), [Beam3DL2](#), [Elas3DH8](#), [Elas3DT4](#), and [Bar2DL2](#).

virtual void MassToLHS (`real_t coef = 1`) [virtual]

Add consistent mass contribution to left-hand side.

Parameters

| | | |
|----|-------------------|--|
| in | <code>coef</code> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------------|--|

Reimplemented in [Elas2DT3](#), [Beam3DL2](#), and [Bar2DL2](#).

virtual void MassToRHS (real_t coef = 1) [virtual]

Add consistent mass contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

Reimplemented in [Elas2DT3](#), [Beam3DL2](#), and [Bar2DL2](#).

void updateBC (const Element & el, const Vect< T_ > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< T_ > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof_type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <code>dof</code> is handled in the system |

void LocalNodeVector (Vect< T_ > & b) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute ePrev. This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEE_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be, int dof)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector `b` is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< T_ > & *b*, LocalVect< T_, NSE_ > & *be*) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< T_ > & *b*, int *dof.type* = *NODE_FIELD*, int *flag* = 0)
[inherited]

Localize [Element](#) Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number <i>dof</i> is handled in the system The resulting local vector can be accessed by attribute <i>ePrev</i> . |

Remarks

This member function is to be used if a constructor with [Element](#) was invoked. It uses the [Element](#) pointer `_theElement`

void SideVector (const Vect< T_ > & *b*) [inherited]

Localize [Side](#) Vector.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | <p>Global vector to be localized</p> <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides <p>The resulting local vector can be accessed by attribute <code>ePrev</code>.</p> |
|----|----------|--|

Remarks

This member function is to be used if a constructor with [Side](#) was invoked. It uses the [Side](#) pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Side](#) pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Element](#) pointer `_theElement`

void ElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (PETScVect< T_ > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (BMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< T_ > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|--|
| in | v | Global vector (Vect instance) |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

`void SideAssembly (PETScVect< T_ > & b)` [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable `theSide`

`void SideAssembly (Matrix< T_ > * A)` [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|-----|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|-----|---|

Warning

The side pointer is given by the global variable `theSide`

`void SideAssembly (SkSMatrix< T_ > & A)` [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|---|
| in | A | Global matrix stored as an SkSMatrix instance |
|----|-----|---|

Warning

The side pointer is given by the global variable `theSide`

`void SideAssembly (SkMatrix< T_ > & A)` [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< T_ > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|--|
| in | v | Global vector (Vect instance) |
|----|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|-----|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|--|
| <code>A</code> | Global matrix stored as an SkMatrix instance |
|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

`void DGElementAssembly (SkMatrix< T_ > & A)` [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

`void DGElementAssembly (SpMatrix< T_ > & A)` [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

`void DGElementAssembly (TrMatrix< T_ > & A)` [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

`void AxbAssembly (const Element & el, const Vect< T_ > & x, Vect< T_ > & b)`
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side &sd, const Vect< T_ > &x, Vect< T_ > &b) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string &exp, const string &prop) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance

void setSolver (Iteration ls, Preconditioner pc = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|----|---|
| in | ls | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | pc | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T_ > * A, Vect< T_ > & b, Vect< T_ > & x) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.31.4 Member Data Documentation

LocalVect<T_,NEE_> ePrev [inherited]

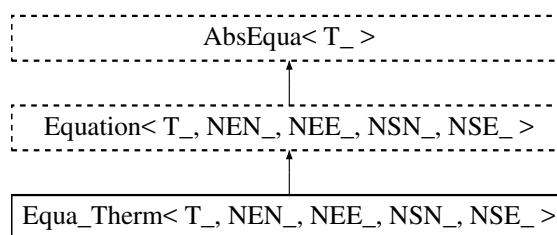
[LocalVect](#) instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.32 Equa_Therm< T_, NEN_, NEE_, NSN_, NSE_ > Class Template Reference

Abstract class for Heat transfer Finite Element classes.

Inheritance diagram for Equa_Therm< T_, NEN_, NEE_, NSN_, NSE_ >:



Public Member Functions

- [Equa_Therm](#) ()
Default constructor.
- virtual [~Equa_Therm](#) ()
Destructor.
- virtual void [setStab](#) ()
Set stabilized formulation.
- virtual void [LCapacityToLHS](#) ([real_t](#) coef=1)
Add lumped capacity contribution to left-hand side.
- virtual void [LCapacityToRHS](#) ([real_t](#) coef=1)
Add lumped capacity contribution to right-hand side.
- virtual void [CapacityToLHS](#) ([real_t](#) coef=1)
Add consistent capacity contribution to left-hand side.
- virtual void [CapacityToRHS](#) ([real_t](#) coef=1)
Add consistent capacity contribution to right-hand side.
- void [setLumpedCapacity](#) ()
Add lumped capacity contribution to left and right-hand sides taking into account time integration scheme.
- void [setCapacity](#) ()
Add consistent capacity contribution to left and right-hand sides taking into account time integration scheme.
- virtual void [Diffusion](#) ([real_t](#) coef=1.)
Add diffusion term to left-hand side.
- virtual void [DiffusionToRHS](#) ([real_t](#) coef=1.)
Add diffusion term to right-hand side.
- void [setDiffusion](#) ()
Add diffusion contribution to left and/or right-hand side taking into account time integration scheme.
- virtual void [Convection](#) ([real_t](#) coef=1.)
Add convection term to left-hand side.
- virtual void [ConvectionToRHS](#) ([real_t](#) coef=1.)
Add convection term to right-hand side.
- void [setConvection](#) ()
Add convection contribution to left and/or right-hand side taking into account time integration scheme.
- virtual void [BodyRHS](#) (const [Vect](#)< [real_t](#) > &bf, int opt=[GLOBAL_ARRAY](#))
Add body right-hand side term to right-hand side.
- virtual void [BoundaryRHS](#) (const [Vect](#)< [real_t](#) > &sf, int opt=[GLOBAL_ARRAY](#))
Add boundary right-hand side term to right-hand side.
- void [build](#) ()
Build the linear system of equations.

- void **build** (**TimeStepping** &s)
Build the linear system of equations.
- void **build** (**EigenProblemSolver** &e)
Build the linear system for an eigenvalue problem.
- int **runTransient** ()
Run one time step.
- int **runOneTimeStep** ()
Run one time step.
- int **run** ()
Run the equation.
- void **setRhoCp** (const **real_t** &rhocp)
Set product of Density by Specific heat (constants)
- void **setConductivity** (const **real_t** &diff)
Set (constant) thermal conductivity.
- void **RhoCp** (const string &exp)
Set product of Density by Specific heat given by an algebraic expression.
- void **Conduc** (const string &exp)
Set thermal conductivity given by an algebraic expression.
- void **updateBC** (const **Element** &el, const **Vect**< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< T_ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< T_ > &b)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NEE_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NEN_ > &be, int dof)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementNodeVectorSingleDOF** (const **Vect**< T_ > &b, **LocalVect**< T_, NEN_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementSideVector** (const **Vect**< T_ > &b, **LocalVect**< T_, NSE_ > &be)
*Localize **Element** Vector from a **Vect** instance.*
- void **ElementVector** (const **Vect**< T_ > &b, int dof_type=NODE.FIELD, int flag=0)
*Localize **Element** Vector.*
- void **SideVector** (const **Vect**< T_ > &b)
*Localize **Side** Vector.*
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< T_ > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< T_ > &A)
Assemble element matrix into global one.

- void [ElementAssembly](#) (PETScVect< T_ > &b)
Assemble element right-hand side vector into global one.
- void [ElementAssembly](#) (BMatrix< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkSMatrix< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkMatrix< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SpMatrix< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (TrMatrix< T_ > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (Vect< T_ > &v)
Assemble element vector into global one.
- void [SideAssembly](#) (PETScMatrix< T_ > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) (PETScVect< T_ > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) (Matrix< T_ > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkSMatrix< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkMatrix< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SpMatrix< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (Vect< T_ > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) (Matrix< T_ > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkSMatrix< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkMatrix< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SpMatrix< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (TrMatrix< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const Vect< T_ > &x, Vect< T_ > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const Vect< T_ > &x, Vect< T_ > &b)
Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const
Return number of element nodes.
- size_t [getNbEq](#) () const
Return number of element equations.

- void **setInitialSolution** (const **Vect**< T_ > &u)
Set initial solution (previous time step)
- **real_t setMaterialProperty** (const string &exp, const string &prop)
Define a material property by an algebraic expression.
- void **setMesh** (**Mesh** &m)
Define mesh and renumber DOFs after removing imposed ones.
- **Mesh** & **getMesh** () const
*Return reference to **Mesh** instance.*
- **LinearSolver**< T_ > & **getLinearSolver** ()
Return reference to linear solver instance.
- void **setSolver** (**Iteration** ls, **Preconditioner** pc=IDENT_PREC)
Choose solver for the linear system.
- int **SolveLinearSystem** (**Matrix**< T_ > *A, **Vect**< T_ > &b, **Vect**< T_ > &x)
Solve the linear system.

Public Attributes

- **LocalMatrix**< T_, NEE_, NEE_ > **eMat**
***LocalMatrix** instance containing local matrix associated to current element.*
- **LocalMatrix**< T_, NSE_, NSE_ > **sMat**
***LocalMatrix** instance containing local matrix associated to current side.*
- **LocalVect**< T_, NEE_ > **ePrev**
***LocalVect** instance containing local vector associated to current element.*
- **LocalVect**< T_, NEE_ > **eRHS**
***LocalVect** instance containing local right-hand side vector associated to current element.*
- **LocalVect**< T_, NEE_ > **eRes**
***LocalVect** instance containing local residual vector associated to current element.*
- **LocalVect**< T_, NSE_ > **sRHS**
***LocalVect** instance containing local right-hand side vector associated to current side.*

Protected Member Functions

- void **setMaterial** ()
Set material properties.
- void **Init** (const **Element** *el)
Set element arrays to zero.
- void **Init** (const **Side** *sd)
Set side arrays to zero.

7.32.1 Detailed Description

```
template<class T_, size_t NEN_, size_t NEE_, size_t NSN_, size_t NSE_>
class OFELI::Equa_Therm< T_, NEN_, NEE_, NSN_, NSE_ >
```

Abstract class for Heat transfer Finite Element classes.

Template Parameters

| | |
|------|--------------------------------|
| <T_> | data type (real_t, float, ...) |
|------|--------------------------------|

Template Parameters

| | |
|----------------------------|-----------------------------|
| <code><NEN></code> | Number of element nodes |
| <code><NEE↔_></code> | Number of element equations |
| <code><NSN↔_></code> | Number of side nodes |
| <code><NSE-></code> | Number of side equations |

7.32.2 Constructor & Destructor Documentation

Equa_Therm ()

Default constructor.

Constructs an empty equation.

7.32.3 Member Function Documentation

virtual void setStab () [virtual]

Set stabilized formulation.

Stabilized variational formulations are to be used when the Pclet number is large.
By default, no stabilization is used.

virtual void LCapacityToLHS (real_t coef = 1) [virtual]

Add lumped capacity contribution to left-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------|--|

Reimplemented in [DC2DT3](#), [DC3DT4](#), [DC3DAT3](#), and [DC1DL2](#).

virtual void LCapacityToRHS (real_t coef = 1) [virtual]

Add lumped capacity contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

Reimplemented in [DC2DT3](#), [DC3DT4](#), [DC3DAT3](#), and [DC1DL2](#).

virtual void CapacityToLHS (real_t coef = 1) [virtual]

Add consistent capacity contribution to left-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the matrix before adding [Default: 1] |
|----|-------------|--|

Reimplemented in [DC2DT3](#), [DC3DT4](#), [DC3DAT3](#), and [DC1DL2](#).

virtual void CapacityToRHS (real_t coef = 1) [virtual]

Add consistent capacity contribution to right-hand side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | coefficient to multiply by the vector before adding [Default: 1] |
|----|-------------|--|

Reimplemented in [DC2DT3](#), [DC3DT4](#), [DC3DAT3](#), and [DC1DL2](#).

virtual void BodyRHS (const Vect< real_t > &bf, int opt = GLOBAL_ARRAY) [virtual]

Add body right-hand side term to right-hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>bf</i> | Vector containing source at element nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented in [DC2DT3](#), [DC3DT4](#), [DC2DT6](#), [DC1DL2](#), and [DC3DAT3](#).

virtual void BoundaryRHS (const Vect< real_t > &sf, int opt = GLOBAL_ARRAY)
[virtual]

Add boundary right-hand side term to right-hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>sf</i> | Vector containing source at side nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented in [DC2DT3](#), [DC3DT4](#), [DC2DT6](#), [DC1DL2](#), and [DC3DAT3](#).

void build ()

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

void build (TimeStepping & s)

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

Parameters

| | | |
|----|---|---|
| in | s | Reference to used TimeStepping instance |
|----|---|---|

void build (EigenProblemSolver & e)

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|---|---|
| in | e | Reference to used EigenProblemSolver instance |
|----|---|---|

int runTransient ()

Run one time step.

This function performs one time step in equation solving. It is to be used only if a *TRANSIENT* analysis is required.

Returns

Return error from the linear system solver

int runOneTimeStep ()

Run one time step.

This function performs one time step in equation solving. It is identical to the function `runTransient`.

Returns

Return error from the linear system solver

int run ()

Run the equation.

If the analysis (see function `setAnalysis`) is *STEADY_STATE*, then the function solves the stationary equation.

If the analysis is *TRANSIENT*, then the function performs time stepping until the final time is reached.

void updateBC (const Element & el, const Vect< T_ > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< T_ > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof.type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <code>dof</code> is handled in the system |

void LocalNodeVector (Vect< T_ > & b) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <code>ePrev</code> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEE_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be, int dof)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be)
[inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< T_ > & b, LocalVect< T_, NSE_ > & be) [inherited]

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< T_ > & b, int dof_type = NODE_FIELD, int flag = 0)
[inherited]

Localize [Element](#) Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with [Element](#) was invoked. It uses the [Element](#) pointer `_theElement`

void SideVector (const Vect< T_ > & b) [inherited]

Localize [Side](#) Vector.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides The resulting local vector can be accessed by attribute ePrev. |
|----|----------|--|

Remarks

This member function is to be used if a constructor with [Side](#) was invoked. It uses the [Side](#) pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Side](#) pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Element](#) pointer `_theElement`

void ElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< T_ > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Global matrix stored as a BMatrix instance |
|---|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< T_ > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|---|--|
| in | v | Global vector (Vect instance) |
|----|---|--|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< T_ > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|---|----------------------------|
| A | Reference to global matrix |
|---|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< T_ > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|---|--|
| b | Reference to global right-hand side vector |
|---|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< T_ > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|---|
| in | A | Global matrix stored as an SkSMatrix instance |
|----|---|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SpMatrix< T_ > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Vect< T_ > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< T_ > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGELEMENTAssembly (SpMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGELEMENTAssembly (TrMatrix< T_ > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< T_ > & *x*, Vect< T_ > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< T_ > & *x*, Vect< T_ > & *b*) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T₋ > * A, Vect< T₋ > & b, Vect< T₋ > & x) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.32.4 Member Data Documentation

LocalVect<T₋,NEE₋> ePrev [inherited]

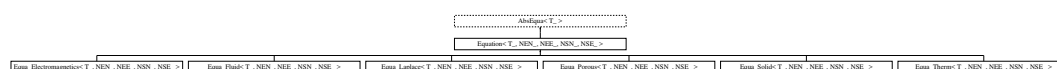
[LocalVect](#) instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.33 Equation< T₋, NEN₋, NEE₋, NSN₋, NSE₋ > Class Template Reference

Abstract class for all equation classes.

Inheritance diagram for Equation< T₋, NEN₋, NEE₋, NSN₋, NSE₋ >:



Public Member Functions

- [Equation](#) ()
- [Equation](#) ([Mesh](#) &mesh)
Constructor with mesh instance.
- [Equation](#) ([Mesh](#) &mesh, [Vect](#)< T₋ > &b, [real.t](#) &t, [real.t](#) &ts)
Constructor with mesh instance, matrix and right-hand side.
- [Equation](#) (const [Element](#) *el)
Constructor using [Element](#) data.
- [Equation](#) (const [Side](#) *sd)
Constructor using [Side](#) data.
- [Equation](#) (const [Element](#) *el, const [Vect](#)< T₋ > &u, [real.t](#) time=0)
Constructor using element data, solution at previous time step and time value.
- [Equation](#) (const [Side](#) *sd, const [Vect](#)< T₋ > &u, [real.t](#) time=0)
Constructor using side data, solution at previous time step and time value.
- virtual [~Equation](#) ()
Destructor.
- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< T₋ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [updateBC](#) (const [Vect](#)< T₋ > &bc)
Update Right-Hand side by taking into account essential boundary conditions.

- void `DiagBC` (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void `LocalNodeVector` (`Vect`< `T_` > &`b`)
Localize `Element` Vector from a `Vect` instance.
- void `ElementNodeVector` (const `Vect`< `T_` > &`b`, `LocalVect`< `T_`, `NEE_` > &`be`)
Localize `Element` Vector from a `Vect` instance.
- void `ElementNodeVectorSingleDOF` (const `Vect`< `T_` > &`b`, `LocalVect`< `T_`, `NEN_` > &`be`)
Localize `Element` Vector from a `Vect` instance.
- void `ElementNodeVector` (const `Vect`< `T_` > &`b`, `LocalVect`< `T_`, `NEN_` > &`be`, int dof)
Localize `Element` Vector from a `Vect` instance.
- void `ElementSideVector` (const `Vect`< `T_` > &`b`, `LocalVect`< `T_`, `NSE_` > &`be`)
Localize `Element` Vector from a `Vect` instance.
- void `ElementVector` (const `Vect`< `T_` > &`b`, int dof_type=NODE.FIELD, int flag=0)
Localize `Element` Vector.
- void `SideVector` (const `Vect`< `T_` > &`b`)
Localize `Side` Vector.
- void `ElementNodeCoordinates` ()
Localize coordinates of element nodes.
- void `SideNodeCoordinates` ()
Localize coordinates of side nodes.
- void `ElementAssembly` (`Matrix`< `T_` > *`A`)
Assemble element matrix into global one.
- void `ElementAssembly` (`PETScMatrix`< `T_` > &`A`)
Assemble element matrix into global one.
- void `SideAssembly` (`PETScMatrix`< `T_` > &`A`)
Assemble side matrix into global one.
- void `ElementAssembly` (`PETScVect`< `T_` > &`b`)
Assemble element right-hand side vector into global one.
- void `SideAssembly` (`PETScVect`< `T_` > &`b`)
Assemble side right-hand side vector into global one.
- void `ElementAssembly` (`BMatrix`< `T_` > &`A`)
Assemble element matrix into global one.
- void `ElementAssembly` (`SkSMatrix`< `T_` > &`A`)
Assemble element matrix into global one.
- void `ElementAssembly` (`SkMatrix`< `T_` > &`A`)
Assemble element matrix into global one.
- void `ElementAssembly` (`SpMatrix`< `T_` > &`A`)
Assemble element matrix into global one.
- void `ElementAssembly` (`TrMatrix`< `T_` > &`A`)
Assemble element matrix into global one.
- void `DGElementAssembly` (`Matrix`< `T_` > *`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SkSMatrix`< `T_` > &`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SkMatrix`< `T_` > &`A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.

- void [DGElementAssembly](#) ([SpMatrix](#)< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([TrMatrix](#)< T_ > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [SideAssembly](#) ([Matrix](#)< T_ > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkSMatrix](#)< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SkMatrix](#)< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) ([SpMatrix](#)< T_ > &A)
Assemble side (edge or face) matrix into global one.
- void [ElementAssembly](#) ([Vect](#)< T_ > &v)
Assemble element vector into global one.
- void [SideAssembly](#) ([Vect](#)< T_ > &v)
Assemble side (edge or face) vector into global one.
- void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< T_ > &x, [Vect](#)< T_ > &b)
Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const
Return number of element nodes.
- size_t [getNbEq](#) () const
Return number of element equations.
- void [setInitialSolution](#) (const [Vect](#)< T_ > &u)
Set initial solution (previous time step)
- [real_t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
Define a material property by an algebraic expression.
- void [setMesh](#) ([Mesh](#) &m)
Define mesh and renumber DOFs after removing imposed ones.
- [Mesh](#) & [getMesh](#) () const
Return reference to [Mesh](#) instance.
- [LinearSolver](#)< T_ > & [getLinearSolver](#) ()
Return reference to linear solver instance.
- void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=IDENT_PREC)
Choose solver for the linear system.
- int [SolveLinearSystem](#) ([Matrix](#)< T_ > *A, [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Solve the linear system.

Public Attributes

- [LocalMatrix](#)< T_, NEE_, NEE_ > [eMat](#)
[LocalMatrix](#) instance containing local matrix associated to current element.
- [LocalMatrix](#)< T_, NSE_, NSE_ > [sMat](#)
[LocalMatrix](#) instance containing local matrix associated to current side.
- [LocalVect](#)< T_, NEE_ > [ePrev](#)
[LocalVect](#) instance containing local vector associated to current element.

- `LocalVect< T_, NEE_ > eRHS`
LocalVect instance containing local right-hand side vector associated to current element.
- `LocalVect< T_, NEE_ > eRes`
LocalVect instance containing local residual vector associated to current element.
- `LocalVect< T_, NSE_ > sRHS`
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void `Init` (const `Element` *el)
Set element arrays to zero.
- void `Init` (const `Side` *sd)
Set side arrays to zero.

7.33.1 Detailed Description

`template<class T_, size_t NEN_, size_t NEE_, size_t NSN_, size_t NSE_>`
`class OFELI::Equation< T_, NEN_, NEE_, NSN_, NSE_ >`

Abstract class for all equation classes.

Template Arguments:

- `T_` : data type (real.t, float, ...)
- `NEN_` : Number of element nodes
- `NEE_` : Number of element equations
- `NSN_` : Number of side nodes
- `NSN_` : Number of side equations

7.33.2 Constructor & Destructor Documentation

`Equation ()`

Default constructor. Constructs an "empty" equation

`Equation (Mesh & mesh)`

Constructor with mesh instance.

Parameters

| | | |
|----|------|----------------------------|
| in | mesh | <code>Mesh</code> instance |
|----|------|----------------------------|

`Equation (Mesh & mesh, Vect< T_ > & b, real.t & t, real.t & ts)`

Constructor with mesh instance, matrix and right-hand side.

Parameters

| | | |
|----|------|----------------------------|
| in | mesh | <code>Mesh</code> instance |
|----|------|----------------------------|

Parameters

| | | |
|----|-----------|---|
| in | <i>b</i> | Vect instance containing Right-hand side. |
| in | <i>t</i> | Time value |
| in | <i>ts</i> | Time step |

Equation (const Element * *el*)

Constructor using [Element](#) data.

Parameters

| | | |
|----|-----------|------------------------------------|
| in | <i>el</i> | Pointer to Element |
|----|-----------|------------------------------------|

Equation (const Element * *el*, const Vect< T₋ > & *u*, real_t *time* = 0)

Constructor using element data, solution at previous time step and time value.

Parameters

| | | |
|----|-------------|---|
| in | <i>el</i> | Pointer to element |
| in | <i>u</i> | Vect instance containing solution at previous time step |
| in | <i>time</i> | Time value (Default value is 0) |

Equation (const Side * *sd*, const Vect< T₋ > & *u*, real_t *time* = 0)

Constructor using side data, solution at previous time step and time value.

Parameters

| | | |
|----|-------------|---|
| in | <i>sd</i> | Pointer to side |
| in | <i>u</i> | Vect instance containing solution at previous time step |
| in | <i>time</i> | Time value (Default value is 0) |

7.33.3 Member Function Documentation

void updateBC (const Element & *el*, const Vect< T₋ > & *bc*)

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< T_ > & bc)

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof.type = NODE_DOF, int dof = 0)

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|---|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. dof is handled in the system |

void LocalNodeVector (Vect< T_ > & b)

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <code>ePrev</code> . This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEE_ > & be)

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be)

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementNodeVector (const Vect< T_ > & b, LocalVect< T_, NEN_ > & be, int dof)

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dof is transferred to the local vector

void ElementSideVector (const Vect< T_ > & b, LocalVect< T_, NSE_ > & be)

Localize [Element](#) Vector from a [Vect](#) instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< T_ > & b, int dof_type = NODE_FIELD, int flag = 0)

Localize [Element](#) Vector.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>b</i> | Global vector to be localized |
|----|----------|-------------------------------|

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with [Element](#) was invoked. It uses the [Element](#) pointer `_theElement`

void SideVector (const Vect< T_ > & b)

Localize [Side](#) Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with [Side](#) was invoked. It uses the [Side](#) pointer `_theSide`

void ElementNodeCoordinates ()

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]` , `_x[1]` , ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the [Side](#) pointer `_theSide`

void SideNodeCoordinates ()

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the [Element](#) pointer `_theElement`

void ElementAssembly (Matrix< T_ > * A)

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< T_ > & A)

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< T_ > & A)

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void ElementAssembly (PETScVect< T_ > & b)

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScVect< T_ > & *b*)

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void ElementAssembly (BMatrix< T_ > & *A*)

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< T_ > & *A*)

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< T_ > & *A*)

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< T₋ > & A)

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< T₋ > & A)

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (Matrix< T₋ > * A)

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|-----|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< T₋ > & A)

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|-----|--|
| A | Global matrix stored as an SkMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< T_ > & A)

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< T_ > & A)

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< T_ > & A)

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (Matrix< T_ > * A)

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|---|---|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix , SkMatrix , SpMatrix) |
|---|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkSMatrix< T_ > & A)

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|---|
| in | A | Global matrix stored as an SkSMatrix instance |
|----|---|---|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SkMatrix< T_ > & A)

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (SpMatrix< T_ > & A)

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable theSide

void ElementAssembly (Vect< T_ > & v)

Assemble element vector into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (Vect< T_ > & *v*)

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void AxbAssembly (const Element & *el*, const Vect< T_ > & *x*, Vect< T_ > & *b*)

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< T_ > & *x*, Vect< T_ > & *b*)

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|---|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*)

Define a material property by an algebraic expression.

Parameters

| | | |
|----|------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
|----|------------|----------------------|

Parameters

| | | |
|----|-------------|---------------|
| in | <i>prop</i> | Property name |
|----|-------------|---------------|

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]Return reference to [Mesh](#) instance.

Returns

Reference to [Mesh](#) instance**void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC)** [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values: <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< T_ > * *A*, Vect< T_ > & *b*, Vect< T_ > & *x*) [inherited]

Solve the linear system.

Parameters

| | | |
|--------|-----|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.33.4 Member Data Documentation

LocalVect<T_,NEE_> ePrev

[LocalVect](#) instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.34 Estimator Class Reference

To calculate an a posteriori estimator of the solution.

Public Member Functions

- [Estimator](#) ()
Default Constructor.
- [Estimator](#) ([Mesh](#) &m)
Constructor using finite element mesh.
- [~Estimator](#) ()
Destructor.
- void [setError](#) (const [Vect](#)< [real.t](#) > &u)
Calculate error using [Vect](#) solution vector u.
- [real.t](#) [getAverage](#) () const
Return averaged error.
- [Mesh](#) & [getMesh](#) () const
Return a reference to the finite element mesh.

Public Attributes

- [Vect](#)< [real.t](#) > [Err](#)
Elementwise vector error.

7.34.1 Detailed Description

To calculate an a posteriori estimator of the solution.

This class enables calculating an estimator of a solution in order to evaluate reliability. Estimation uses the so-called Zienkiewicz-Zhu estimator.

7.35 FastMarching2D Class Reference

To run a Fast Marching Method on 2-D structured uniform grids.

Public Member Functions

- [FastMarching2D](#) ()
Default constructor.
- [FastMarching2D](#) (const [Grid](#) &g, [Vect](#)< [real_t](#) > &ls)
Constructor using grid and level set function.
- [FastMarching2D](#) (const [Grid](#) &g, [Vect](#)< [real_t](#) > &ls, [Vect](#)< [real_t](#) > &F)
Constructor using grid, level set function and velocity to extend.
- [~FastMarching2D](#) ()
Destructor.
- void [execute](#) ()
Execute Fast Marching Procedure.
- void [Check](#) ()
Check distance function.

7.35.1 Detailed Description

To run a Fast Marching Method on 2-D structured uniform grids.

This class enables running a Fast Marching procedure to calculate the signed distance function and extend a given front speed.

7.35.2 Constructor & Destructor Documentation

[FastMarching2D](#) (const [Grid](#) &g, [Vect](#)< [real_t](#) > &ls)

Constructor using grid and level set function.

Parameters

| | | |
|----|-----------|--|
| in | <i>g</i> | Instance of class Grid |
| in | <i>ls</i> | Vector containing the level set function at grid nodes. The values are 0 on the interface (from which the distance is computed), positive on one side and negative on the other side. They must contain the signed distance on the nodes surrounding the interface but can take any value on other nodes, provided they have the right sign. |

[FastMarching2D](#) (const [Grid](#) &g, [Vect](#)< [real_t](#) > &ls, [Vect](#)< [real_t](#) > &F)

Constructor using grid, level set function and velocity to extend.

Parameters

| | | |
|----|-----------|---|
| in | <i>g</i> | Instance of class Grid |
| in | <i>ls</i> | Vector containing the level set function at grid nodes. The values are 0 on the interface (from which the distance is computed), positive on one side and negative on the other side. They must contain the signed distance on the nodes surrounding the interface but can take any value on other nodes, provided their sign is right. |
| in | <i>F</i> | Vector containing the front speed at grid nodes. Only values on nodes surrounding the interface are relevant. |

7.35.3 Member Function Documentation

void execute ()

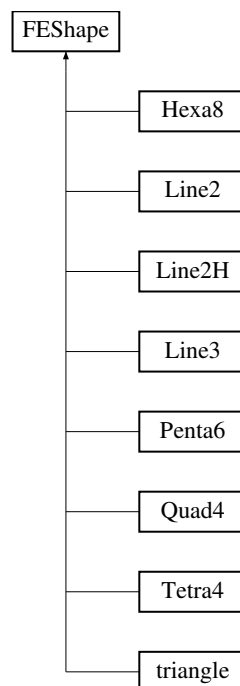
Execute Fast Marching Procedure.

Once this function was called, the vector `ls` used in the constructor will contain the signed distance function and `F` will contain the extended speed.

7.36 FEShape Class Reference

Parent class from which inherit all finite element shape classes.

Inheritance diagram for FEShape:



Public Member Functions

- [FEShape](#) ()
Default Constructor.
- [FEShape](#) (const [Element](#) *el)
Constructor for an element.
- [FEShape](#) (const [Side](#) *sd)
Constructor for a side.
- virtual [~FEShape](#) ()
Destructor.
- [real_t Sh](#) (size_t i) const
*Return shape function of node *i* at given point.*
- [real_t Sh](#) (size_t i, [Point](#)< [real_t](#) > s) const
*Calculate shape function of node *i* at a given point *s*.*
- [Point](#)< [real_t](#) > [DSh](#) (size_t i) const

Return derivatives of shape function of node i at a given point.

- `real_t getDet () const`

Return determinant of jacobian.

- `Point< real_t > getCenter () const`

Return coordinates of center of element.

- `Point< real_t > getLocalPoint () const`

Localize a point in the element.

- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`

Localize a point in the element.

7.36.1 Detailed Description

Parent class from which inherit all finite element shape classes.

7.36.2 Constructor & Destructor Documentation

FEShape (const Element * el)

Constructor for an element.

Parameters

| | | |
|----|------|--------------------|
| in | el | Pointer to element |
|----|------|--------------------|

FEShape (const Side * sd)

Constructor for a side.

Parameters

| | | |
|----|------|-----------------|
| in | sd | Pointer to side |
|----|------|-----------------|

7.36.3 Member Function Documentation

real_t Sh (size_t i , Point< real_t > s) const

Calculate shape function of node i at a given point s .

Parameters

| | | |
|----|-----|--|
| in | i | Local node label |
| in | s | <code>Point</code> in the reference triangle where the shape function is evaluated |

Point<real_t> DSh (size_t i) const

Return derivatives of shape function of node i at a given point.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal ()` must have been called before in order to calculate relevant quantities.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | Partial derivative index (1, 2 or 3) |
|----|----------|--------------------------------------|

real_t getDet () const

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const

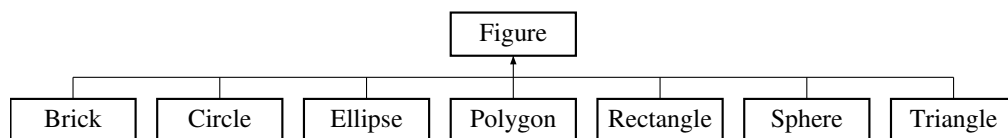
Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.37 Figure Class Reference

To store and treat a figure (or shape) information.

Inheritance diagram for Figure:



Public Member Functions

- **Figure ()**
Default constructor.
- **Figure (const Figure &f)**
Copy constructor.
- **virtual ~Figure ()**
Destructor.
- **void setCode (int code)**
Choose a code for the domain defined by the figure.
- **virtual real_t getSignedDistance (const Point< real_t > &p) const**
Return signed distance from a given point to current figure.
- **Figure & operator= (const Figure &f)**
Operator =.
- **void getSignedDistance (const Grid &g, Vect< real_t > &d) const**
Calculate signed distance to current figure with respect to grid points.

- **real.t dLine** (const [Point](#)< real.t > &p, const [Point](#)< real.t > &a, const [Point](#)< real.t > &b) const

Compute signed distance from a line.

7.37.1 Detailed Description

To store and treat a figure (or shape) information.

This class is essentially useful to construct data for mesh generators and for distance calculations.

7.37.2 Member Function Documentation

virtual real.t getSignedDistance (const [Point](#)< real.t > &p) const [virtual]

Return signed distance from a given point to current figure.

Parameters

| | | |
|----|----------|--|
| in | <i>p</i> | Point instance from which distance is computed |
|----|----------|--|

Reimplemented in [Polygon](#), [Triangle](#), [Ellipse](#), [Sphere](#), [Circle](#), [Brick](#), and [Rectangle](#).

void getSignedDistance (const [Grid](#) &g, [Vect](#)< real.t > &d) const

Calculate signed distance to current figure with respect to grid points.

Parameters

| | | |
|----|----------|---|
| in | <i>g</i> | Grid instance |
| in | <i>d</i> | Vect instance containing calculated distance from each grid index to Figure |

Remarks

Vector d doesn't need to be sized before invoking this function

real.t dLine (const [Point](#)< real.t > &p, const [Point](#)< real.t > &a, const [Point](#)< real.t > &b) const

Compute signed distance from a line.

Parameters

| | | |
|----|----------|--|
| in | <i>p</i> | Point for which distance is computed |
| in | <i>a</i> | First vertex of line |
| in | <i>b</i> | Second vertex of line |

Returns

Signed distance

7.38 FMM2D Class Reference

class for the fast marching 2-D algorithm

Inherits FMM.

Public Member Functions

- **FMM2D** (const [Grid](#) &g, [Vect](#)< [real_t](#) > *phi, bool HA)
Constructor.
- void **InitHeap** (Heap &NarrowPt)
- void **solve** ()
Execute Fast Marching Procedure.
- void **Evaluate** (IPoint &pt, int sign)
compute the distance from node to interface
- void **ExtendSpeed** ([Vect](#)< [real_t](#) > &F)
Extend the speed function to the whole grid.
- [real_t](#) **check_error** ()
Check error by comparing with the gradient norm.

7.38.1 Detailed Description

class for the fast marching 2-D algorithm

This class manages the 2-D Fast Marching method

7.38.2 Constructor & Destructor Documentation

FMM2D (const [Grid](#) &g, [Vect](#)< [real_t](#) > *phi, bool HA)

Constructor.

Parameters

| | | |
|----|------------|--|
| in | <i>g</i> | Instance of class Grid |
| in | <i>phi</i> | Vector containing the level set function at grid nodes. The values are 0 on the interface (from which the distance is computed), positive on one side and negative on the other side. They must contain the signed distance on the nodes surrounding the interface but can take any value on other nodes, provided they have the right sign. |
| in | <i>HA</i> | true if the program must be executed with high accuracy, false otherwise |

7.38.3 Member Function Documentation

void InitHeap (Heap & *NarrowPt*)

Initialize the heap

Parameters

| | | |
|--------|-----------------|-------------------------------|
| in,out | <i>NarrowPt</i> | Heap containing Narrow points |
|--------|-----------------|-------------------------------|

void Evaluate (IPoint & *pt*, int *sign*)

compute the distance from node to interface

Parameters

| | | |
|----|-------------|---------------------------|
| in | <i>pt</i> | node to treat |
| in | <i>sign</i> | Node sign |

Returns

distance from node *pt* to interface

void ExtendSpeed (Vect< real.t > & *F*)

Extend the speed function to the whole grid.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>F</i> | Vector containing the speed at interface nodes on input and extended speed to all grid nodes |
|--------|----------|--|

real.t check_error ()

Check error by comparing with the gradient norm.

This function returns discrete L^2 and Max. errors

7.39 FMM3D Class Reference

class for the 3-D fast marching algorithm

Inherits FMM.

Public Member Functions

- **FMM3D** (const [Grid](#) &g, Vect< real.t > *phi, bool HA)
Constructor.
- void **InitHeap** (Heap &NarrowPt)
Initialize heap.
- void **solve** ()
Execute Fast Marching Procedure.
- void **Evaluate** (IPoint &pt, int sign)
Compute the distance from node to interface.
- void **ExtendSpeed** (Vect< real.t > &F)

Extend the speed function to the whole grid.

- `real_t check_error ()`

Check error by comparing with the gradient norm.

7.39.1 Detailed Description

class for the 3-D fast marching algorithm

This class manages the 3-D Fast Marching Method

7.39.2 Constructor & Destructor Documentation

FMM3D (const Grid & g, Vect< real_t > * phi, bool HA)

Constructor.

Parameters

| | | |
|----|------------|--|
| in | <i>g</i> | Instance of class Grid |
| in | <i>phi</i> | Vector containing the level set function at grid nodes. The values are 0 on the interface (from which the distance is computed), positive on one side and negative on the other side. They must contain the signed distance on the nodes surrounding the interface but can take any value on other nodes, provided they have the right sign. |
| in | <i>HA</i> | true if the program must be executed with high accuracy, false otherwise |

7.39.3 Member Function Documentation

void InitHeap (Heap & NarrowPt)

Initialize heap.

Parameters

| | |
|-----------------|--|
| <i>NarrowPt</i> | |
|-----------------|--|

void Evaluate (IPoint & pt, int sign)

Compute the distance from node to interface.

Parameters

| | | |
|----|-------------|-----------------|
| in | <i>pt</i> | node to treat |
| in | <i>sign</i> | the node's sign |

Returns

distance from node `pt` to interface

void ExtendSpeed (Vect< real_t > &F)

Extend the speed function to the whole grid.

Parameters

| | | |
|--------|---|--|
| in,out | F | Vector containing the speed at interface nodes on input and extended speed at whole grid nodes |
|--------|---|--|

real_t check.error ()

Check error by comparing with the gradient norm.

This function prints discrete L^2 and Max. errors

7.40 FMMSolver Class Reference

The Fast Marching Method solver.

Public Member Functions

- **FMMSolver** (const [Grid](#) &g, Vect< [real_t](#) > &phi, bool ha=false)
Constructor.
- **~FMMSolver** ()
Destructor.
- void **solve** ()
Execute the fast marching program.
- void **ExtendSpeed** (Vect< [real_t](#) > &F)
Extend speed by Sethian's method.
- **real_t check.error** ()
Return the consistency error of the method.

7.40.1 Detailed Description

The Fast Marching Method solver.

This class enables computing the signed distance function with respect to an interface. It works in 2-D and 3-D on a structured grid. The class is an interface for client. It points to FMM

7.40.2 Constructor & Destructor Documentation

FMMSolver (const [Grid](#) &g, Vect< [real_t](#) > &phi, bool ha = false)

Constructor.

Parameters

| | | |
|----|---|---|
| in | g | Instance of class Grid defining the grid on which the distance is computed. |
|----|---|---|

Parameters

| | | |
|----|------------|---|
| in | <i>phi</i> | Vector containing the level set function at grid nodes. The vector entries are 0 on the interface (from which the distance is computed), positive on one side and negative on the other side. They must contain the signed distance on the nodes surrounding the interface. These values identify by linear interpolation the interface position. The vector entries can take any value on other grid nodes, provided they have the right sign. |
| in | <i>ha</i> | true if high accuracy FMM is active. The high accuracy version is more accurate but requires more accurate values on the nodes neighbouring the interface. |

7.40.3 Member Function Documentation

void ExtendSpeed (Vect< real.t > &F)

Extend speed by Sethian's method.

The method consists in calculating a speed F such that its gradient is orthogonal to the gradient of the level set function

Parameters

| | | |
|--------|----------|---|
| in,out | <i>F</i> | Speed function where on input the value of the function is meaningful on the interface. On output F contains the extended speed |
|--------|----------|---|

real.t check_error ()

Return the consistency error of the method.

Consistency is measured by computing the discrete value of the norm of the gradient of the signed distance and subtracting the obtained norm from 1. The absolute value of the result is returned.

7.41 Funct Class Reference

A simple class to parse real valued functions.

Public Member Functions

- [Funct](#) ()
Default constructor.
- [Funct](#) (string v)
Constructor for a function of one variable.
- [Funct](#) (string v1, string v2)
Constructor for a function of two variables.
- [Funct](#) (string v1, string v2, string v3)
Constructor for a function of three variables.
- [Funct](#) (string v1, string v2, string v3, string v4)
Constructor for a function of four variables.
- [~Funct](#) ()

Destructor.

- `real.t operator()` (`real.t x`) `const`

Operator () to evaluate the function with one variable x

- `real.t operator()` (`real.t x`, `real.t y`) `const`

Operator () to evaluate the function with two variables x, y

- `real.t operator()` (`real.t x`, `real.t y`, `real.t z`) `const`

Operator () to evaluate the function with three variables x, y, z

- `real.t operator()` (`real.t x`, `real.t y`, `real.t z`, `real.t t`) `const`

Operator () to evaluate the function with four variables x, y, z

- `void operator=` (`string e`)

Operator =.

7.41.1 Detailed Description

A simple class to parse real valued functions.

Functions must have 1, 2, 3 or at most 4 variables.

Warning

Data in the file must be listed in the following order:

```
for x=x_0,...,x_I
  for y=y_0,...,y_J
    for z=z_0,...,z_K
      read v(x,y,z)
```

7.41.2 Constructor & Destructor Documentation

Funct (string v)

Constructor for a function of one variable.

Parameters

| | | |
|----|-----|----------------------|
| in | v | Name of the variable |
|----|-----|----------------------|

Funct (string $v1$, string $v2$)

Constructor for a function of two variables.

Parameters

| | | |
|----|------|-----------------------------|
| in | $v1$ | Name of the first variable |
| in | $v2$ | Name of the second variable |

Funct (string $v1$, string $v2$, string $v3$)

Constructor for a function of three variables.

Parameters

| | | |
|----|------|----------------------------|
| in | $v1$ | Name of the first variable |
|----|------|----------------------------|

Parameters

| | | |
|----|-----------|-----------------------------|
| in | <i>v2</i> | Name of the second variable |
| in | <i>v3</i> | Name of the third variable |

Funct (string *v1*, string *v2*, string *v3*, string *v4*)

Constructor for a function of four variables.

Parameters

| | | |
|----|-----------|-----------------------------|
| in | <i>v1</i> | Name of the first variable |
| in | <i>v2</i> | Name of the second variable |
| in | <i>v3</i> | Name of the third variable |
| in | <i>v4</i> | Name of the fourth variable |

7.41.3 Member Function Documentation

void operator= (string *e*)

Operator =.

Define the function by an algebraic expression following regexp rules

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Algebraic expression defining the function. |
|----|----------|---|

7.42 Gauss Class Reference

Calculate data for Gauss integration.

Public Member Functions

- [Gauss](#) ()
Default constructor.
- [Gauss](#) (size_t np)
Constructor using number of [Gauss](#) points.
- void [setTriangle](#) (LocalVect< real.t, 7 > &*w*, LocalVect< Point< real.t >, 7 > &*x*)
Choose integration on triangle (7-point formula)
- real.t *x* (size_t i) const
*Return coordinate of *i*-th Gauss-Legendre point.*
- const Point< real.t > & *xt* (size_t i) const
Return coordinates of points in the reference triangle.
- real.t *w* (size_t i) const
*Return weight of *i*-th Gauss-Legendre point.*

7.42.1 Detailed Description

Calculate data for Gauss integration.

7.42.2 Member Function Documentation

void setTriangle (LocalVect< real_t, 7 > & w, LocalVect< Point< real_t >, 7 > & x)

Choose integration on triangle (7-point formula)

If this is not selected, [Gauss](#) integration formula on $[-1, 1]$ is calculated.

7.43 Grid Class Reference

To manipulate structured grids.

Public Member Functions

- [Grid](#) ()
Construct a default grid with 10 intervals in each direction.
- [Grid](#) (real_t xm, real_t xM, size_t npX)
Construct a 1-D structured grid given its extremal coordinates and number of intervals.
- [Grid](#) (real_t xm, real_t xM, real_t ym, real_t yM, size_t npX, size_t npY)
Construct a 2-D structured grid given its extremal coordinates and number of intervals.
- [Grid](#) (Point< real_t > m, Point< real_t > M, size_t npX, size_t npY)
Construct a 2-D structured grid given its extremal coordinates and number of intervals.
- [Grid](#) (real_t xm, real_t xM, real_t ym, real_t yM, real_t zm, real_t zM, size_t npX, size_t npY, size_t npZ)
Construct a 3-D structured grid given its extremal coordinates and number of intervals.
- [Grid](#) (Point< real_t > m, Point< real_t > M, size_t npX, size_t npY, size_t npZ)
Construct a 3-D structured grid given its extremal coordinates and number of intervals.
- void [setXMin](#) (const Point< real_t > &x)
Set min. coordinates of the domain.
- void [setXMax](#) (const Point< real_t > &x)
- void [setDomain](#) (real_t xmin, real_t xmax)
Set Dimensions of the domain: 1-D case.
- void [setDomain](#) (real_t xmin, real_t xmax, real_t ymin, real_t ymax)
Set Dimensions of the domain: 2-D case.
- void [setDomain](#) (real_t xmin, real_t xmax, real_t ymin, real_t ymax, real_t zmin, real_t zmax)
Set Dimensions of the domain: 3-D case.
- void [setDomain](#) (Point< real_t > xmin, Point< real_t > xmax)
Set Dimensions of the domain: 3-D case.
- const Point< real_t > & [getXMin](#) () const
Return min. Coordinates of the domain.
- const Point< real_t > & [getXMax](#) () const
Return max. Coordinates of the domain.
- void [setN](#) (size_t nx, size_t ny=0, size_t nz=0)
Set number of grid intervals in the x, y and z-directions.
- size_t [getNx](#) () const
Return number of grid intervals in the x-direction.

- `size_t getNy () const`
Return number of grid intervals in the y-direction.
- `size_t getNz () const`
Return number of grid intervals in the z-direction.
- `real_t getHx () const`
Return grid size in the x-direction.
- `real_t getHy () const`
Return grid size in the y-direction.
- `real_t getHz () const`
Return grid size in the z-direction.
- `Point< real_t > getCoord (size_t i) const`
Return coordinates a point with label i in a 1-D grid.
- `Point< real_t > getCoord (size_t i, size_t j) const`
Return coordinates a point with label (i, j) in a 2-D grid.
- `Point< real_t > getCoord (size_t i, size_t j, size_t k) const`
Return coordinates a point with label (i, j, k) in a 3-D grid.
- `real_t getX (size_t i) const`
Return x-coordinate of point with index i
- `real_t getY (size_t j) const`
Return y-coordinate of point with index j
- `real_t getZ (size_t k) const`
Return z-coordinate of point with index k
- `Point2D< real_t > getXY (size_t i, size_t j) const`
Return coordinates of point with indices (i, j)
- `Point< real_t > getXYZ (size_t i, size_t j, size_t k) const`
Return coordinates of point with indices (i, j, k)
- `real_t getCenter (size_t i) const`
Return coordinates of center of a 1-D cell with indices i, i+1
- `Point< real_t > getCenter (size_t i, size_t j) const`
Return coordinates of center of a 2-D cell with indices (i, j), (i+1, j), (i+1, j+1), (i, j+1)
- `Point< real_t > getCenter (size_t i, size_t j, size_t k) const`
Return coordinates of center of a 3-D cell with indices (i, j, k), (i+1, j, k), (i+1, j+1, k), (i, j+1, k), (i, j, k+1), (i+1, j, k+1), (i+1, j+1, k+1), (i, j+1, k+1)
- `void setCode (string exp, int code)`
Set a code for some grid points.
- `void setCode (int side, int code)`
Set a code for grid points on sides.
- `int getCode (int side) const`
Return code for a side number.
- `int getCode (size_t i, size_t j) const`
Return code for a grid point.
- `int getCode (size_t i, size_t j, size_t k) const`
Return code for a grid point.
- `size_t getDim () const`
Return space dimension.
- `void Deactivate (size_t i)`
Change state of a cell from active to inactive (1-D grid)

- void [Deactivate](#) (size_t i, size_t j)
Change state of a cell from active to inactive (2-D grid)
- void [Deactivate](#) (size_t i, size_t j, size_t k)
Change state of a cell from active to inactive (2-D grid)
- int [isActive](#) (size_t i) const
Say if cell is active or not (1-D grid)
- int [isActive](#) (size_t i, size_t j) const
Say if cell is active or not (2-D grid)
- int [isActive](#) (size_t i, size_t j, size_t k) const
Say if cell is active or not (3-D grid)

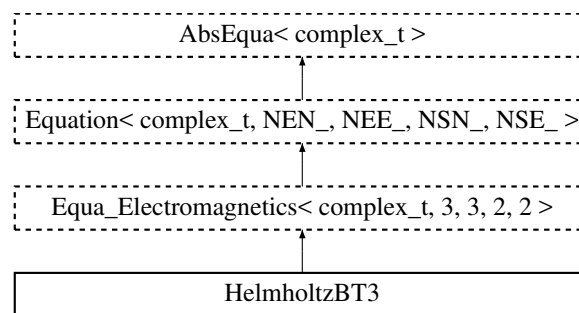
7.43.1 Detailed Description

To manipulate structured grids.

7.44 HelmholtzBT3 Class Reference

Builds finite element arrays for Helmholtz equations in a bounded media using 3-Node triangles.

Inheritance diagram for HelmholtzBT3:



Public Member Functions

- [HelmholtzBT3](#) ()
Default Constructor.
- [HelmholtzBT3](#) ([Element](#) *el)
Constructor using element data.
- [HelmholtzBT3](#) ([Side](#) *sd)
Constructor using side data.
- [~HelmholtzBT3](#) ()
Destructor.
- void [LHS](#) ([real_t](#) wave_nb)
Add element Left-Hand Side.
- void [BoundaryRHS](#) ([UserData](#)< [complex_t](#) > &ud)
Add element Right-Hand Side using a UserData instance.
- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< [complex_t](#) > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [updateBC](#) (const [Vect](#)< [complex_t](#) > &bc)

- Update Right-Hand side by taking into account essential boundary conditions.*

 - void [DiagBC](#) (int dof_type=NODE.DOF, int dof=0)
- Update element matrix to impose bc by diagonalization technique.*

 - void [LocalNodeVector](#) ([Vect](#)< [complex.t](#) > &b)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVector](#) (const [Vect](#)< [complex.t](#) > &b, [LocalVect](#)< [complex.t](#), NEE_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVector](#) (const [Vect](#)< [complex.t](#) > &b, [LocalVect](#)< [complex.t](#), NEN_ > &be, int dof)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< [complex.t](#) > &b, [LocalVect](#)< [complex.t](#), NEN_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementSideVector](#) (const [Vect](#)< [complex.t](#) > &b, [LocalVect](#)< [complex.t](#), NSE_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementVector](#) (const [Vect](#)< [complex.t](#) > &b, int dof_type=NODE.FIELD, int flag=0)
- Localize Element Vector.*

 - void [SideVector](#) (const [Vect](#)< [complex.t](#) > &b)
- Localize Side Vector.*

 - void [ElementNodeCoordinates](#) ()
- Localize coordinates of element nodes.*

 - void [SideNodeCoordinates](#) ()
- Localize coordinates of side nodes.*

 - void [ElementAssembly](#) ([Matrix](#)< [complex.t](#) > *A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([PETScMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([PETScVect](#)< [complex.t](#) > &b)
- Assemble element right-hand side vector into global one.*

 - void [ElementAssembly](#) ([BMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([SkSMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([SkMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([SpMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([TrMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([Vect](#)< [complex.t](#) > &v)
- Assemble element vector into global one.*

 - void [SideAssembly](#) ([PETScMatrix](#)< [complex.t](#) > &A)
- Assemble side matrix into global one.*

 - void [SideAssembly](#) ([PETScVect](#)< [complex.t](#) > &b)
- Assemble side right-hand side vector into global one.*

 - void [SideAssembly](#) ([Matrix](#)< [complex.t](#) > *A)

- Assemble side (edge or face) matrix into global one.*

 - void [SideAssembly](#) ([SkMatrix](#)< [complex.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*

 - void [SideAssembly](#) ([SkMatrix](#)< [complex.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*

 - void [SideAssembly](#) ([SpMatrix](#)< [complex.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*

 - void [SideAssembly](#) ([Vect](#)< [complex.t](#) > &v)
- Assemble side (edge or face) vector into global one.*

 - void [DGElementAssembly](#) ([Matrix](#)< [complex.t](#) > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*

 - void [DGElementAssembly](#) ([SkMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*

 - void [DGElementAssembly](#) ([SkMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*

 - void [DGElementAssembly](#) ([SpMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*

 - void [DGElementAssembly](#) ([TrMatrix](#)< [complex.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*

 - void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< [complex.t](#) > &x, [Vect](#)< [complex.t](#) > &b)
- Assemble product of element matrix by element vector into global vector.*

 - void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< [complex.t](#) > &x, [Vect](#)< [complex.t](#) > &b)
- Assemble product of side matrix by side vector into global vector.*

 - size_t [getNbNodes](#) () const
- Return number of element nodes.*

 - size_t [getNbEq](#) () const
- Return number of element equations.*

 - void [setInitialSolution](#) (const [Vect](#)< [complex.t](#) > &u)
- Set initial solution (previous time step)*

 - [real.t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
- Define a material property by an algebraic expression.*

 - void [setMesh](#) ([Mesh](#) &m)
- Define mesh and renumber DOFs after removing imposed ones.*

 - [Mesh](#) & [getMesh](#) () const
- Return reference to Mesh instance.*

 - [LinearSolver](#)< [complex.t](#) > & [getLinearSolver](#) ()
- Return reference to linear solver instance.*

 - void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=IDENT_PREC)
- Choose solver for the linear system.*

 - int [SolveLinearSystem](#) ([Matrix](#)< [complex.t](#) > *A, [Vect](#)< [complex.t](#) > &b, [Vect](#)< [complex.t](#) > &x)
- Solve the linear system.*

Public Attributes

- [LocalMatrix](#)< [complex_t](#), NEE_, NEE_ > [eMat](#)
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< [complex_t](#), NSE_, NSE_ > [sMat](#)
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< [complex_t](#), NEE_ > [ePrev](#)
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< [complex_t](#), NEE_ > [eRHS](#)
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< [complex_t](#), NEE_ > [eRes](#)
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< [complex_t](#), NSE_ > [sRHS](#)
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [MagneticPermeability](#) (const [real_t](#) &mu)
Set (constant) magnetic permeability.
- void [MagneticPermeability](#) (const string &exp)
Set magnetic permeability given by an algebraic expression.
- void [ElectricConductivity](#) (const [real_t](#) &sigma)
Set (constant) electric conductivity.
- void [ElectricConductivity](#) (const string &exp)
set electric conductivity given by an algebraic expression
- void [ElectricResistivity](#) (const [real_t](#) &rho)
Set (constant) electric resistivity.
- void [ElectricResistivity](#) (const string &exp)
Set electric resistivity given by an algebraic expression.
- void [setMaterial](#) ()
Set material properties.
- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.44.1 Detailed Description

Builds finite element arrays for Helmholtz equations in a bounded media using 3-Node triangles.
Problem being formulated in time harmonics, the solution is complex valued.

7.44.2 Member Function Documentation

void updateBC (const [Element](#) &el, const [Vect](#)< [complex_t](#) > &bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< complex.t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by *_theElement*

void DiagBC (int dof.type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|---|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. dof is handled in the system |

void LocalNodeVector (Vect< complex.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< complex.t > & b, LocalVect< complex.t, NEE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< complex.t > & *b*, LocalVect< complex.t , NEN_ > & *be*, int *dof*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< complex.t > & *b*, LocalVect< complex.t , NEN_ > & *be*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector *b* is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< complex.t > & *b*, LocalVect< complex.t , NSE_ > & *be*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< complex.t > & *b*, int *dof_type* = *NODE_FIELD*, int *flag* = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< complex.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< complex.t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< complex.t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< complex.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< complex.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< complex.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< complex.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< complex.t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< complex.t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< complex.t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< complex.t > &v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< complex.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< complex.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< complex.t > &A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element &el, const Vect< complex.t > &x, Vect< complex.t > &b) [inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | el | Reference to Element instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector to add (Vect instance) |

void AxbAssembly (const Side &sd, const Vect< complex.t > &x, Vect< complex.t > &b) [inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | sd | Reference to Side instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector (Vect instance) |

real.t setMaterialProperty (const string &exp, const string &prop) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

```
int SolveLinearSystem ( Matrix< complex.t > * A, Vect< complex.t > & b, Vect< complex.t > & x ) [inherited]
```

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.44.3 Member Data Documentation

```
LocalVect<complex.t,NEE_> ePrev [inherited]
```

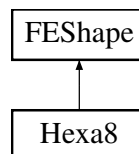
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.45 Hexa8 Class Reference

Defines a three-dimensional 8-node hexahedral finite element using Q1-isoparametric interpolation.

Inheritance diagram for Hexa8:



Public Member Functions

- [Hexa8](#) ()
Default Constructor.
- [Hexa8](#) (const [Element](#) *el)
Constructor when data of [Element](#) el are given.
- [~Hexa8](#) ()
Destructor.
- void [setLocal](#) (const [Point](#)< [real.t](#) > &cs)
Initialize local point coordinates in element.
- [Point](#)< [real.t](#) > [DSh](#) (size.t i)
Return x, y and z partial derivatives of shape function of node i at a given point.
- void [atGauss1](#) ([LocalVect](#)< [Point](#)< [real.t](#) >, 8 > &dsh, [real.t](#) &w)
Calculate shape function derivatives and integration weights for 1-point [Gauss](#) rule.
- void [atGauss2](#) ([LocalMatrix](#)< [Point](#)< [real.t](#) >, 8, 8 > &dsh, [LocalVect](#)< [real.t](#), 8 > &w)
Calculate shape function derivatives and integration weights for 2x2x2-point [Gauss](#) rule.
- [real.t](#) [getMaxEdgeLength](#) () const
Return maximal edge length.

- `real_t getMinEdgeLength () const`
Return minimal edge length.
- `real_t Sh (size_t i) const`
Return shape function of node i at given point.
- `real_t Sh (size_t i, Point< real_t > s) const`
Calculate shape function of node i at a given point s .
- `Point< real_t > DSh (size_t i) const`
Return derivatives of shape function of node i at a given point.
- `real_t getDet () const`
Return determinant of jacobian.
- `Point< real_t > getCenter () const`
Return coordinates of center of element.
- `Point< real_t > getLocalPoint () const`
Localize a point in the element.
- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`
Localize a point in the element.

7.45.1 Detailed Description

Defines a three-dimensional 8-node hexahedral finite element using Q1-isoparametric interpolation.

The reference element is the cube $[-1, 1] * [-1, 1] * [-1, 1]$. The user must take care to the fact that determinant of jacobian and other quantities depend on the point in the reference element where they are calculated. For this, before any utilization of shape functions or jacobian, function `getLocal(s)` must be invoked.

7.45.2 Member Function Documentation

void setLocal (const Point< real_t > & s)

Initialize local point coordinates in element.

Parameters

| | | |
|----|---|--|
| in | s | Point in the reference element This function computes jacobian, shape functions and their partial derivatives at s. Other member functions only return these values. |
|----|---|--|

Point<real_t> DSh (size_t i)

Return x, y and z partial derivatives of shape function of node i at a given point.

Member function `setLocal` must have been called before in order to calculate relevant quantities.

real_t Sh (size_t i, Point< real_t > s) const [inherited]

Calculate shape function of node i at a given point s .

Parameters

| | | |
|----|---|------------------|
| in | i | Local node label |
|----|---|------------------|

Parameters

| | | |
|----|---|---|
| in | s | Point in the reference triangle where the shape function is evaluated |
|----|---|---|

Point<real_t> DSh (size_t i) const [inherited]

Return derivatives of shape function of node *i* at a given point.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | Partial derivative index (1, 2 or 3) |
|----|----------|--------------------------------------|

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const [inherited]

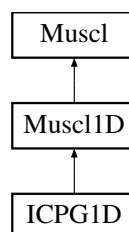
Localize a point in the element.

Return actual coordinates where *s* are coordinates in the reference element.

7.46 ICPG1D Class Reference

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 1-D.

Inheritance diagram for ICPG1D:



Public Types

Public Member Functions

- [ICPG1D](#) ([Mesh](#) &ms)

- Constructor using *Mesh* instance.
- `ICPG1D (Mesh &ms, Vect< real_t > &r, Vect< real_t > &v, Vect< real_t > &p)`
 - Constructor using mesh and initial data.
- `~ICPG1D ()`
 - Destructor.
- `void setReconstruction ()`
 - Set reconstruction from class *Muscl*.
- `real_t runOneTimeStep ()`
 - Advance one time step.
- `void Forward (const Vect< real_t > &flux, Vect< real_t > &field)`
 - Add flux to field.
- `void setSolver (SolverType solver)`
 - Choose solver type.
- `void setGamma (real_t gamma)`
 - Set value of constant Gamma for gases.
- `void setCv (real_t Cv)`
 - Set value of C_v (specific heat at constant volume)
- `void setCp (real_t Cp)`
 - Set value of C_p (specific heat at constant pressure)
- `void setKappa (real_t Kappa)`
 - Set value of constant Kappa.
- `real_t getGamma () const`
 - Return value of constant Gamma.
- `real_t getCv () const`
 - Return value of C_v (specific heat at constant volume)
- `real_t getCp () const`
 - Return value of C_p (specific heat at constant pressure)
- `real_t getKappa () const`
 - Return value of constant Kappa.
- `void getMomentum (Vect< real_t > &m) const`
 - Get vector of momentum at elements.
- `void getInternalEnergy (Vect< real_t > &ie) const`
 - Get vector of internal energy at elements.
- `void getTotalEnergy (Vect< real_t > &te) const`
 - Get vector of total energy at elements.
- `void getSoundSpeed (Vect< real_t > &s) const`
 - Get vector of sound speed at elements.
- `void getMach (Vect< real_t > &m) const`
 - Get vector of elementwise Mach number.
- `void setInitialCondition_shock_tube (const LocalVect< real_t, 3 > &BcG, const LocalVect< real_t, 3 > &BcD, real_t x0)`
 - Initial condition corresponding to the shock tube.
- `void setInitialCondition (const LocalVect< real_t, 3 > &u)`
 - A constant initial condition.
- `void setBC (const Side &sd, real_t u)`
 - Assign a boundary condition as a constant to a given side.
- `void setBC (int code, real_t a)`

- Assign a boundary condition value.*

 - void `setBC` (`real_t` a)
- Assign a boundary condition value.*

 - void `setBC` (const `Side` &sd, const `LocalVect`< `real_t`, 3 > &u)
- Assign a Dirichlet boundary condition vector.*

 - void `setBC` (int code, const `LocalVect`< `real_t`, 3 > &U)
- Assign a Dirichlet boundary condition vector.*

 - void `setBC` (const `LocalVect`< `real_t`, 3 > &u)
- Assign a Dirichlet boundary condition vector.*

 - void `setInOutflowBC` (const `Side` &sd, const `LocalVect`< `real_t`, 3 > &u)
- Impose a constant inflow or outflow boundary condition on a given side.*

 - void `setInOutflowBC` (int code, const `LocalVect`< `real_t`, 3 > &u)
- Impose a constant inflow or outflow boundary condition on sides with a given code.*

 - void `setInOutflowBC` (const `LocalVect`< `real_t`, 3 > &u)
- Impose a constant inflow or outflow boundary condition on boundary sides.*

 - `real_t` `getMeanLength` () const
- Return mean length.*

 - `real_t` `getMaximumLength` () const
- Return maximal length.*

 - `real_t` `getMinimumLength` () const
- Return mimal length.*

 - `real_t` `getTauLim` () const
- Return mean length.*

 - void `print_mesh_stat` ()
- Output mesh information.*

 - void `setTimeStep` (`real_t` dt)
- Assign time step value.*

 - `real_t` `getTimeStep` () const
- Return time step value.*

 - void `setCFL` (`real_t` CFL)
- Assign CFL value.*

 - `real_t` `getCFL` () const
- Return CFL value.*

 - void `setReferenceLength` (`real_t` dx)
- Assign reference length value.*

 - `real_t` `getReferenceLength` () const
- Return reference length.*

 - `Mesh` & `getMesh` () const
- Return reference to `Mesh` instance.*

 - void `setVerbose` (int v)
- Set verbosity parameter.*

 - bool `setReconstruction` (const `Vect`< `real_t` > &U, `Vect`< `real_t` > &LU, `Vect`< `real_t` > &RU, `size_t` dof)
- Function to reconstruct by the `Muscl` method.*

 - void `setMethod` (const `Method` &s)
- Choose a flux solver.*

 - void `setSolidZoneCode` (int c)

- Choose a code for solid zone.*

 - `bool getSolidZone () const`

Return flag for presence of solid zones.
- `int getSolidZoneCode () const`

Return code of solid zone, 0 if this one is not present.
- `void setLimiter (Limiter l)`

Choose a flux limiter.

7.46.1 Detailed Description

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 1-D.
Solution method is a second-order MUSCL Finite Volume scheme

7.46.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VFROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.46.3 Constructor & Destructor Documentation

ICPG1D (Mesh & *ms*, Vect< real.t > & *r*, Vect< real.t > & *v*, Vect< real.t > & *p*)

Constructor using mesh and initial data.

Parameters

| | | |
|----|-----------|--|
| in | <i>ms</i> | Reference to Mesh instance |
| in | <i>r</i> | Vector containing initial (elementwise) density |
| in | <i>v</i> | Vector containing initial (elementwise) velocity |
| in | <i>p</i> | Vector containing initial (elementwise) pressure |

7.46.4 Member Function Documentation

void Forward (const Vect< real.t > & *flux*, Vect< real.t > & *field*)

Add flux to field.

If this function is used, the user must call getFlux himself

Parameters

| | | |
|-----|--------------|--|
| in | <i>flux</i> | Vector containing fluxes at sides (points) |
| out | <i>field</i> | Vector containing solution vector |

void getMomentum (Vect< real.t > & *m*) const

Get vector of momentum at elements.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>m</i> | Vect instance that contains on output element momentum |
|--------|----------|--|

void getInternalEnergy (Vect< real.t > & *ie*) const

Get vector of internal energy at elements.

Parameters

| | | |
|--------|-----------|---|
| in,out | <i>ie</i> | Vect instance that contains on output element internal energy |
|--------|-----------|---|

void getTotalEnergy (Vect< real.t > & *te*) const

Get vector of total energy at elements.

Parameters

| | | |
|--------|-----------|--|
| in,out | <i>te</i> | Vect instance that contains on output element total energy |
|--------|-----------|--|

void getSoundSpeed (Vect< real_t > & s) const

Get vector of sound speed at elements.

Parameters

| | | |
|--------|---|---|
| in,out | s | Vect instance that contains on output element sound speed |
|--------|---|---|

void getMach (Vect< real_t > & m) const

Get vector of elementwise Mach number.

Parameters

| | | |
|--------|---|---|
| in,out | m | Vect instance that contains on output element Mach number |
|--------|---|---|

void setInitialCondition (const LocalVect< real_t, 3 > & u)

A constant initial condition.

Parameters

| | | |
|----|---|--|
| in | u | LocalVect instance containing density, velocity and pressure |
|----|---|--|

void setBC (const Side & sd, real_t u)

Assign a boundary condition as a constant to a given side.

Parameters

| | | |
|----|----|-------------------------------------|
| in | sd | Side to which the value is assigned |
| in | u | Value to assign |

void setBC (int code, real_t a)

Assign a boundary condition value.

Parameters

| | | |
|----|------|--|
| in | code | Code value to which boundary condition is assigned |
| in | a | Value to assign to sides that have code code |

void setBC (real_t a)

Assign a boundary condition value.

Parameters

| | | |
|----|----------|---------------------------------------|
| in | <i>a</i> | Value to assign to all boundary sides |
|----|----------|---------------------------------------|

void setBC (const Side & *sd*, const LocalVect< real_t, 3 > & *u*)

Assign a Dirichlet boundary condition vector.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Side instance to which the values are assigned |
| in | <i>u</i> | LocalVect instance that contains values to assign to the side |

void setBC (int *code*, const LocalVect< real_t, 3 > & *U*)

Assign a Dirichlet boundary condition vector.

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Side code for which the values are assigned |
| in | <i>U</i> | LocalVect instance that contains values to assign to sides with code <i>code</i> |

void setBC (const LocalVect< real_t, 3 > & *u*)

Assign a Dirichlet boundary condition vector.

Parameters

| | | |
|----|----------|---|
| in | <i>u</i> | LocalVect instance that contains values to assign to all boundary sides |
|----|----------|---|

void setInOutflowBC (const Side & *sd*, const LocalVect< real_t, 3 > & *u*)

Impose a constant inflow or outflow boundary condition on a given side.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Instance of Side on which the condition is prescribed |
| in | <i>u</i> | LocalVect instance that contains values to assign to the side |

void setInOutflowBC (int *code*, const LocalVect< real_t, 3 > & *u*)

Impose a constant inflow or outflow boundary condition on sides with a given code.

Parameters

| | | |
|----|-------------|---|
| in | <i>code</i> | Value of code for which the condition is prescribed |
|----|-------------|---|

Parameters

| | | |
|----|-----|--|
| in | u | LocalVect instance that contains values to assign to the sides |
|----|-----|--|

void setInOutflowBC (const LocalVect< real_t, 3 > & u)

Impose a constant inflow or outflow boundary condition on boundary sides.

Parameters

| | | |
|----|-----|--|
| in | u | LocalVect instance that contains values to assign to the sides |
|----|-----|--|

void setTimeStep (real_t dt) [inherited]

Assign time step value.

Parameters

| | | |
|----|------|-----------------|
| in | dt | Time step value |
|----|------|-----------------|

void setCFL (real_t CFL) [inherited]

Assign CFL value.

Parameters

| | | |
|----|-------|--------------|
| in | CFL | Value of CFL |
|----|-------|--------------|

void setReferenceLength (real_t dx) [inherited]

Assign reference length value.

Parameters

| | | |
|----|------|---------------------------|
| in | dx | Value of reference length |
|----|------|---------------------------|

void setVerbose (int v) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|-----|------------------------------|
| in | v | Value of verbosity parameter |
|----|-----|------------------------------|

bool setReconstruction (const Vect< real_t > & *U*, Vect< real_t > & *LU*, Vect< real_t > & *RU*, size_t *dof*) [inherited]

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void setMethod (const Method & *s*) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter *l*) [inherited]

Choose a flux limiter.

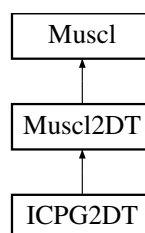
Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.47 ICPG2DT Class Reference

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 2-D.

Inheritance diagram for ICPG2DT:



Public Types

Public Member Functions

- [ICPG2DT](#) ([Mesh](#) &ms)

Constructor using mesh instance.

- `ICPG2DT (Mesh &ms, Vect< real.t > &r, Vect< real.t > &v, Vect< real.t > &p)`
Constructor using mesh and initial data.
- `~ICPG2DT ()`
Destructor.
- `void setReconstruction ()`
Reconstruct.
- `real.t runOneTimeStep ()`
Advance one time step.
- `void Forward (const Vect< real.t > &Flux, Vect< real.t > &Field)`
Add Flux to Field.
- `real.t getFlux ()`
Get flux.
- `void setSolver (SolverType s)`
Choose solver.
- `void setGamma (real.t gamma)`
Set Gamma value.
- `void setCv (real.t Cv)`
Set value of heat capacity at constant volume.
- `void setCp (real.t Cp)`
Set value of heat capacity at constant pressure.
- `void setKappa (real.t Kappa)`
Set Kappa value.
- `real.t getGamma () const`
Return value of Gamma.
- `real.t getCv () const`
Return value of heat capacity at constant volume.
- `real.t getCp () const`
Return value of heat capacity at constant pressure.
- `real.t getKappa () const`
Return value of Kappa.
- `Mesh & getMesh ()`
Return reference to mesh instance.
- `void getMomentum (Vect< real.t > &m) const`
Calculate elementwise momentum.
- `void getInternalEnergy (Vect< real.t > &e) const`
Calculate elementwise internal energy.
- `void getTotalEnergy (Vect< real.t > &e) const`
Return elementwise total energy.
- `void getSoundSpeed (Vect< real.t > &s) const`
Return elementwise sound speed.
- `void getMach (Vect< real.t > &m) const`
Return elementwise Mach number.
- `void setBC (const Side &sd, real.t a)`
Prescribe a constant boundary condition at given side.
- `void setBC (int code, real.t a)`
Prescribe a constant boundary condition for a given code.

- void **setBC** (**real.t** u)
Prescribe a constant boundary condition on all boundary sides.
- void **setBC** (const **Side** &sd, const **LocalVect**< **real.t**, 4 > &u)
Prescribe a constant boundary condition at a given side.
- void **setBC** (int code, const **LocalVect**< **real.t**, 4 > &u)
Prescribe a constant boundary condition for a given code.
- void **setBC** (const **LocalVect**< **real.t**, 4 > &u)
Prescribe a constant boundary condition at all boundary sides.
- **real.t** **getR** (size_t i) const
Return density at given element label.
- **real.t** **getV** (size_t i, size_t j) const
- **real.t** **getP** (size_t i) const
Return pressure at given element label.
- bool **setReconstruction** (const **Vect**< **real.t** > &U, **Vect**< **real.t** > &LU, **Vect**< **real.t** > &RU, size_t dof)
*Function to reconstruct by the **Muscl** method.*
- void **setTimeStep** (**real.t** dt)
Assign time step value.
- **real.t** **getTimeStep** () const
Return time step value.
- void **setCFL** (**real.t** CFL)
Assign CFL value.
- **real.t** **getCFL** () const
Return CFL value.
- void **setReferenceLength** (**real.t** dx)
Assign reference length value.
- **real.t** **getReferenceLength** () const
Return reference length.
- **Mesh** & **getMesh** () const
*Return reference to **Mesh** instance.*
- void **setVerbose** (int v)
Set verbosity parameter.
- void **setMethod** (const **Method** &s)
Choose a flux solver.
- void **setSolidZoneCode** (int c)
Choose a code for solid zone.
- bool **getSolidZone** () const
Return flag for presence of solid zones.
- int **getSolidZoneCode** () const
Return code of solid zone, 0 if this one is not present.
- void **setLimiter** (**Limiter** l)
Choose a flux limiter.

Protected Member Functions

- void **Initialize** ()
Construction of normals to sides.

7.47.1 Detailed Description

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 2-D.
Solution method is a second-order MUSCL Finite Volume scheme on triangles

7.47.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.47.3 Constructor & Destructor Documentation

ICPG2DT (*Mesh* & *ms*, *Vect*< *real.t* > & *r*, *Vect*< *real.t* > & *v*, *Vect*< *real.t* > & *p*)

Constructor using mesh and initial data.

Parameters

| | | |
|----|-----------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>r</i> | Initial density vector (as instance of Vect) |
| in | <i>v</i> | Initial velocity vector (as instance of Vect) |
| in | <i>p</i> | Initial pressure vector (as instance of Vect) |

7.47.4 Member Function Documentation

void setReconstruction ()

Reconstruct.

exit(3) if reconstruction fails

void Forward (const Vect< real_t > & Flux, Vect< real_t > & Field)

Add Flux to Field.

If this function is used, the function getFlux must be called

void setSolver (SolverType s)

Choose solver.

Parameters

| | | |
|----|---|--|
| in | s | Index of solver in the enumerated variable SolverType Available values are: ROE_SOLVER, VFROE_SOLVER, LF_SOLVER, RUSANOV_SOLVER, HLL_SOLVER, HLLC_SOLVER, MAX_SOLVER |
|----|---|--|

void setBC (const Side & sd, real_t a)

Prescribe a constant boundary condition at given side.

Parameters

| | | |
|----|----|--|
| in | sd | Reference to Side instance |
| in | a | Value to prescribe |

void setBC (int code, real_t a)

Prescribe a constant boundary condition for a given code.

Parameters

| | | |
|----|------|---------------------------------|
| in | code | Code for which value is imposed |
| in | a | Value to prescribe |

void setBC (real_t u)

Prescribe a constant boundary condition on all boundary sides.

Parameters

| | | |
|----|---|--------------------|
| in | u | Value to prescribe |
|----|---|--------------------|

void setBC (const Side & *sd*, const LocalVect< real_t, 4 > & *u*)

Prescribe a constant boundary condition at a given side.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>u</i> | Vector (instance of class LocalVect) with as components the constant values to prescribe for the four fields (r, vx, vy, p) |

void setBC (int *code*, const LocalVect< real_t, 4 > & *u*)

Prescribe a constant boundary condition for a given code.

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which value is imposed |
| in | <i>u</i> | Vector (instance of class LocalVect) with as components the constant values to prescribe for the four fields (r, vx, vy, p) |

void setBC (const LocalVect< real_t, 4 > & *u*)

Prescribe a constant boundary condition at all boundary sides.

Parameters

| | | |
|----|----------|--|
| in | <i>u</i> | Vector (instance of class LocalVect) with as components the constant values to prescribe for the four fields (r, vx, vy, p) |
|----|----------|--|

real_t getR (size_t *i*) const

Return density at given element label.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>i</i> | Element label |
|----|----------|-------------------------------|

real_t getV (size_t *i*, size_t *j*) const

Return velocity at given element label

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>i</i> | Element label |
| in | <i>j</i> | component index (1 or 2) |

real.t getP (size.t i) const

Return pressure at given element label.

Parameters

| | | |
|----|----------|---------------|
| in | <i>i</i> | Element label |
|----|----------|---------------|

bool setReconstruction (const Vect< real.t > & *U*, Vect< real.t > & *LU*, Vect< real.t > & *RU*, size.t dof) [inherited]

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void Initialize () [protected], [inherited]

Construction of normals to sides.

Convention: for a given side, getPtrElement(1) is the left element and getPtrElement(2) is the right element. The normal goes from left to right. For boundary sides, the normal points outward.

void setTimeStep (real.t dt) [inherited]

Assign time step value.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>dt</i> | Time step value |
|----|-----------|-----------------|

void setCFL (real.t CFL) [inherited]

Assign CFL value.

Parameters

| | | |
|----|------------|--------------|
| in | <i>CFL</i> | Value of CFL |
|----|------------|--------------|

void setReferenceLength (real.t dx) [inherited]

Assign reference length value.

Parameters

| | | |
|----|------|---------------------------|
| in | dx | Value of reference length |
|----|------|---------------------------|

void setVerbose (int v) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|-----|------------------------------|
| in | v | Value of verbosity parameter |
|----|-----|------------------------------|

void setMethod (const Method & s) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|-----|------------------|
| in | s | Solver to choose |
|----|-----|------------------|

void setLimiter (Limiter l) [inherited]

Choose a flux limiter.

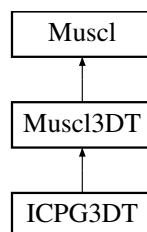
Parameters

| | | |
|----|-----|-------------------|
| in | l | Limiter to choose |
|----|-----|-------------------|

7.48 ICPG3DT Class Reference

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 3-D.

Inheritance diagram for ICPG3DT:



Public Types

Public Member Functions

- [ICPG3DT \(Mesh &ms\)](#)
Constructor using mesh data.

- `ICPG3DT (Mesh &ms, Vect< real_t > &r, Vect< real_t > &v, Vect< real_t > &p)`
Constructor using mesh and initial data.
- `~ICPG3DT ()`
Destructor.
- `void setReconstruction ()`
Reconstruct.
- `real_t runOneTimeStep ()`
Advance one time step.
- `void Forward (const Vect< real_t > &flux, Vect< real_t > &field)`
Add flux to field.
- `real_t getFlux ()`
Return flux.
- `void setReferenceLength (real_t dx)`
Assign a reference length.
- `void setTimeStep (real_t dt)`
Assign a time step.
- `void setCFL (real_t CFL)`
Assign CFL value.
- `real_t getReferenceLength () const`
Return reference length.
- `real_t getTimeStep () const`
Return time step.
- `real_t getCFL () const`
Return CFL.
- `void setGamma (real_t gamma)`
Set γ value.
- `void setCv (real_t Cv)`
Set value of C_v (Heat capacity at constant volume)
- `void setCp (real_t Cp)`
Set value of C_p (Heat capacity at constant pressure)
- `void setKappa (real_t Kappa)`
Set Kappa value.
- `real_t getGamma () const`
Return value of γ .
- `real_t getCv () const`
Return value of C_v (Heat capacity at constant volume)
- `real_t getCp () const`
Return value of C_p (Heat capacity at constant pressure)
- `real_t getKappa () const`
Return value of κ .
- `Mesh & getMesh ()`
Return reference to mesh instance.
- `Mesh * getPtrMesh ()`
Return pointer to mesh.
- `void getMomentum (Vect< real_t > &m) const`
Calculate elementwise momentum.

- void `getInternalEnergy` (`Vect< real.t > &e`) const
Calculate elementwise internal energy.
- void `getTotalEnergy` (`Vect< real.t > &e`) const
Return elementwise total energy.
- void `getSoundSpeed` (`Vect< real.t > &s`) const
Return elementwise sound speed.
- void `getMach` (`Vect< real.t > &m`) const
Return elementwise Mach number.
- bool `setReconstruction` (const `Vect< real.t > &U`, `Vect< real.t > &LU`, `Vect< real.t > &RU`, `size.t dof`)
Function to reconstruct by the `Muscl` method.
- `real.t` `getMinimumFaceArea` () const
Return minimum area of faces in the mesh.
- `real.t` `getMinimumElementVolume` () const
Return minimum volume of elements in the mesh.
- `real.t` `getMaximumFaceArea` () const
Return maximum area of faces in the mesh.
- `real.t` `getMaximumElementVolume` () const
Return maximum volume of elements in the mesh.
- `real.t` `getMeanFaceArea` () const
Return mean area of faces in the mesh.
- `real.t` `getMeanElementVolume` () const
Return mean volume of elements in the mesh.
- `real.t` `getMinimumEdgeLength` () const
Return minimum length of edges in the mesh.
- `real.t` `getMinimumVolumebyArea` () const
Return minimum volume by area in the mesh.
- `real.t` `getMaximumEdgeLength` () const
Return maximum length of edges in the mesh.
- `real.t` `getTauLim` () const
Return value of tau lim.
- `real.t` `getComega` () const
Return value of Comega.
- void `setbetalim` (`real.t bl`)
Assign value of beta lim.
- `Mesh` & `getMesh` () const
Return reference to `Mesh` instance.
- void `setVerbose` (`int v`)
Set verbosity parameter.
- void `setMethod` (const `Method` &s)
Choose a flux solver.
- void `setSolidZoneCode` (`int c`)
Choose a code for solid zone.
- bool `getSolidZone` () const
Return flag for presence of solid zones.
- int `getSolidZoneCode` () const
Return code of solid zone, 0 if this one is not present.
- void `setLimiter` (`Limiter l`)
Choose a flux limiter.

7.48.1 Detailed Description

Class to solve the Inviscid compressible fluid flows (Euler equations) for perfect gas in 3-D.
Solution method is a second-order MUSCL Finite Volume scheme with tetrahedra

7.48.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.48.3 Constructor & Destructor Documentation

ICPG3DT (Mesh & *ms*)

Constructor using mesh data.

Parameters

| | | |
|----|-----------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
|----|-----------|-------------------------------|

ICPG3DT (Mesh & *ms*, Vect< real.t > & *r*, Vect< real.t > & *v*, Vect< real.t > & *p*)

Constructor using mesh and initial data.

Parameters

| | | |
|----|-----------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>r</i> | Elementwise initial density vector (as instance of Element Vect) |
| in | <i>v</i> | Elementwise initial velocity vector (as instance of Element Vect) |
| in | <i>p</i> | Elementwise initial pressure vector (as instance of Element Vect) |

7.48.4 Member Function Documentation

void setReconstruction ()

Reconstruct.

exit(3) if reconstruction failed

bool setReconstruction (const Vect< real.t > & *U*, Vect< real.t > & *LU*, Vect< real.t > & *RU*, size.t *dof*) [inherited]

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void setVerbose (int *v*) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>v</i> | Value of verbosity parameter |
|----|----------|------------------------------|

void setMethod (const Method & *s*) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter l) [inherited]

Choose a flux limiter.

Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.49 IOField Class Reference

Enables working with files in the XML Format.
Inherits XMLParser.

Public Types

Public Member Functions

- [IOField](#) ()
Default constructor.
- [IOField](#) (const string &file, [AccessType](#) access, bool compact=true)
Constructor using file name.
- [IOField](#) (const string &mesh_file, const string &file, [Mesh](#) &ms, [AccessType](#) access, bool compact=true)
Constructor using file name, mesh file and mesh.
- [IOField](#) (const string &file, [Mesh](#) &ms, [AccessType](#) access, bool compact=true)
Constructor using file name and mesh.
- [IOField](#) (const string &file, [AccessType](#) access, const string &name)
Constructor using file name and field name.
- [~IOField](#) ()
Destructor.
- void [setMeshFile](#) (const string &file)
Set mesh file.
- void [open](#) ()
Open file.
- void [open](#) (const string &file, [AccessType](#) access)
Open file.
- void [close](#) ()
Close file.
- void [put](#) ([Mesh](#) &ms)
Store mesh in file.
- void [put](#) (const [Vect](#)< [real_t](#) > &v)
Store Vect instance v in file.
- void [put](#) (const [PETScVect](#)< [real_t](#) > &v)
Store PETScVect instance v in file.
- [real_t](#) [get](#) ([Vect](#)< [real_t](#) > &v)
Get Vect v instance from file.
- int [get](#) ([Vect](#)< [real_t](#) > &v, const string &name)
Get Vect v instance from file if the field has the given name.

- `int get (DMatrix< real_t > &A, const string &name)`
Get `DMatrix` `A` instance from file if the field has the given name.
- `int get (DSMatrix< real_t > &A, const string &name)`
Get `DSMatrix` `A` instance from file if the field has the given name.
- `int get (Vect< real_t > &v, real_t t)`
Get `Vect` `v` instance from file corresponding to a specific time value.
- `void saveGMSH (string output_file, string mesh_file)`
Save field vectors in a file using `GMSH` format.

7.49.1 Detailed Description

Enables working with files in the XML Format.

This class has methods to store vectors in files and read from files.

7.50 IPF Class Reference

To read project parameters from a file in `IPF` format.

Public Member Functions

- `IPF ()`
Default constructor.
- `IPF (const string &file)`
Constructor that gives the data file name.
- `IPF (const string &prog, const string &file)`
Constructor that reads parameters in file `file` and prints header information for the calling program `prog`. It reads parameters in `IPF` Format from this file.
- `~IPF ()`
Destructor.
- `real_t getDisplay ()`
Display acquired parameters.
- `int getVerbose () const`
Return parameter read using keyword `Verbose`.
- `int getOutput () const`
Return parameter read using keyword `Output`.
- `int getSave () const`
Return parameter read using keyword `Save`.
- `int getPlot () const`
Return parameter read using keyword `Plot`.
- `int getBC () const`
Return parameter read using keyword `BC`.
- `int getBF () const`
Return parameter read using keyword `BF`.
- `int getSF () const`
Return parameter read using keyword `SF`.
- `int getInit () const`
Return parameter read using keyword `Init`.
- `int getData () const`

- Return parameter read using keyword **Data**.*

 - `size_t getNbSteps () const`
- Return parameter read using keyword **NbSteps**.*

 - `size_t getNbIter () const`
- Return parameter read using keyword **NbIter**.*

 - `real_t getTimeStep () const`
- Return parameter read using keyword **TimeStep**.*

 - `real_t getMaxTime () const`
- Return parameter read using keyword **MaxTime**.*

 - `real_t getTolerance () const`
- Return parameter read using keyword **Tolerance**.*

 - `int getIntPar (size_t n=1) const`
- Return n -th parameter read using keyword **IntPar**.*

 - `string getStringPar (size_t n=1) const`
- Return n -th parameter read using keyword **StringPar**.*

 - `real_t getDoublePar (size_t n=1) const`
- Return n -th parameter read using keyword **DoublePar**.*

 - `Point< real_t > getPointDoublePar (size_t n=1) const`
- Return n -th parameter read using keyword **PointDoublePar**.*

 - `complex_t getComplexPar (size_t n=1) const`
- Return n -th parameter read using keyword **StringPar**.*

 - `string getString (const string &label) const`
- Return parameter corresponding to a given label, when its value is a string.*

 - `string getString (const string &label, string def) const`
- Return parameter corresponding to a given label, when its value is a string.*

 - `int getInteger (const string &label) const`
- Return parameter corresponding to a given label, when its value is an integer.*

 - `int getInteger (const string &label, int def) const`
- Return parameter corresponding to a given label, when its value is an integer.*

 - `real_t getDouble (const string &label) const`
- Return parameter corresponding to a given label, when its value is a real_t.*

 - `real_t getDouble (const string &label, real_t def) const`
- Return parameter corresponding to a given label, when its value is a real_t.*

 - `complex_t getComplex (const string &label) const`
- Return parameter corresponding to a given label, when its value is a complex number.*

 - `complex_t getComplex (const string &label, complex_t def) const`
- Return parameter corresponding to a given label, when its value is a complex number.*

 - `int contains (const string &label) const`
- check if the project file contains a given parameter*

 - `void get (const string &label, Vect< real_t > &a) const`
- Read an array of real values, corresponding to a given label.*

 - `real_t getArraySize (const string &label, size_t j) const`
- Return an array entry for a given label.*

 - `void get (const string &label, int &a) const`
- Return integer parameter corresponding to a given label.*

 - `void get (const string &label, real_t &a) const`

- Return real parameter corresponding to a given label.*

 - void `get` (const string &label, `complex_t` &a) const

Return complex parameter corresponding to a given label.

 - void `get` (const string &label, string &a) const

Return string parameter corresponding to a given label.

 - string `getProject` () const

*Return parameter read using keyword **Project**.*

 - string `getDomainFile` () const

*Return parameter using keyword **Mesh**.*

 - string `getMeshFile` (size_t i=1) const

*Return *i*-th parameter read using keyword **mesh_file**.*

 - string `getInitFile` () const

*Return parameter read using keyword **InitFile**.*

 - string `getRestartFile` () const

*Return parameter read using keyword **RestartFile**.*

 - string `getBCFile` () const

*Return parameter read using keyword **BCFile**.*

 - string `getBFFile` () const

*Return parameter read using keyword **BFFile**.*

 - string `getSFFile` () const

*Return parameter read using keyword **SFFile**.*

 - string `getSaveFile` () const

*Return parameter read using keyword **SaveFile**.*

 - string `getPlotFile` (int i=1) const

*Return *i*-th parameter read using keyword **PlotFile**.*

 - string `getPrescriptionFile` (int i=1) const

*Return parameter read using keyword **DataFile**.*

 - string `getAuxFile` (size_t i=1) const

*Return *i*-th parameter read using keyword **Auxfile**.*

 - string `getDensity` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for density function.*

 - string `getElectricConductivity` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for electric conductivity.*

 - string `getElectricPermittivity` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for electric permittivity.*

 - string `getMagneticPermeability` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for magnetic permeability.*

 - string `getPoissonRatio` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for Poisson ratio.*

 - string `getThermalConductivity` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for thermal conductivity.*

 - string `getRhoCp` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for density * specific heat.*

 - string `getViscosity` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for viscosity.*

 - string `getYoungModulus` () const

*Return expression (to be parsed, function of *x*, *y*, *z*, *t*) for Young's modulus.*

7.50.1 Detailed Description

To read project parameters from a file in [IPF](#) format.

This class can be used to acquire various parameters from a parameter file of [IPF](#) (Input Project File). The declaration of an instance of this class avoids reading data in your main program. The acquired parameters are retrieved through information members of the class. Note that all the parameters have default values

7.50.2 Constructor & Destructor Documentation

IPF (const string &file)

Constructor that gives the data file name.

It reads parameters in [IPF](#) Format from this file.

7.50.3 Member Function Documentation

int getOutput () const

Return parameter read using keyword **Output**.

This parameter can be used to control output behavior in a program.

int getSave () const

Return parameter read using keyword **Save**.

This parameter can be used to control result saving in a program (*e.g.* for a restarting purpose).

int getPlot () const

Return parameter read using keyword **Plot**.

This parameter can be used to control result saving for plotting in a program.

int getBC () const

Return parameter read using keyword **BC**.

This parameter can be used to set a boundary condition flag.

int getBF () const

Return parameter read using keyword **BF**.

This parameter can be used to set a body force flag.

int getSF () const

Return parameter read using keyword **SF**.

This parameter can be used to set a surface force flag.

int getInit () const

Return parameter read using keyword **Init**.

This parameter can be used to set an initial data flag.

int getData () const

Return parameter read using keyword **Data**.

This parameter can be used to set a various data flag.

size_t getNbSteps () const

Return parameter read using keyword **NbSteps**.

This parameter can be used to read a number of time steps.

size_t getNbIter () const

Return parameter read using keyword **NbIter**.

This parameter can be used to read a number of iterations.

real_t getTimeStep () const

Return parameter read using keyword **TimeStep**.

This parameter can be used to read a time step value.

real_t getMaxTime () const

Return parameter read using keyword **MaxTime**.

This parameter can be used to read a maximum time value.

real_t getTolerance () const

Return parameter read using keyword **Tolerance**.

This parameter can be used to read a tolerance value to control convergence.

int getIntPar (size_t n = 1) const

Return n-th parameter read using keyword **IntPar**

Here we have at most 20 integer extra parameters that can be used for any purpose. Default value for n is 1

string getStringPar (size_t n = 1) const

Return n-th parameter read using keyword **StringPar**.

Here we have at most 20 integer extra parameters that can be used for any purpose. Default value for n is 1

real_t getDoublePar (size_t n = 1) const

Return n-th parameter read using keyword **DoublePar**.

Here we have at most 20 integer extra parameters that can be used for any purpose. Default value for n is 1

Point<real_t> getPointDoublePar (size_t n = 1) const

Return n-th parameter read using keyword **PointDoublePar**.

Here we have at most 20 integer extra parameters that can be used for any purpose. Default value for n is 1

complex.t getComplexPar (size_t *n* = 1) const

Return *n*-th parameter read using keyword **StringPar**.

Here we have at most 20 integer extra parameters that can be used for any purpose. Default value for *n* is 1

string getString (const string & *label*) const

Return parameter corresponding to a given label, when its value is a string.

Parameters

| | | |
|----|--------------|--|
| in | <i>label</i> | Label that identifies the string (read from input file) If this label is not found an error message is displayed and program stops |
|----|--------------|--|

string getString (const string & *label*, string *def*) const

Return parameter corresponding to a given label, when its value is a string.

Case where a default value is provided

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Label that identifies the string (read from input file) |
| in | <i>def</i> | Default value: Value to assign if the sought parameter is not found |

int getInteger (const string & *label*) const

Return parameter corresponding to a given label, when its value is an integer.

Parameters

| | | |
|----|--------------|--|
| in | <i>label</i> | Label that identifies the integer number (read from input file) If this label is not found an error message is displayed and program stops |
|----|--------------|--|

int getInteger (const string & *label*, int *def*) const

Return parameter corresponding to a given label, when its value is an integer.

Case where a default value is provided

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Label that identifies the integer number (read from input file). |
| in | <i>def</i> | Default value: Value to assign if the sought parameter is not found |

real.t getDouble (const string & *label*) const

Return parameter corresponding to a given label, when its value is a real.t.

Parameters

| | | |
|-----------|--------------|---|
| in | <i>label</i> | Label that identifies the real number (read from input file). If this label is not found an error message is displayed and program stops. |
|-----------|--------------|---|

real.t getDouble (const string & *label*, real.t *def*) const

Return parameter corresponding to a given label, when its value is a real.t.

Case where a default value is provided

Parameters

| | | |
|-----------|--------------|---|
| in | <i>label</i> | Label that identifies the real number (read from input file) |
| in | <i>def</i> | Default value: Value to assign if the sought parameter is not found |

complex.t getComplex (const string & *label*) const

Return parameter corresponding to a given label, when its value is a complex number.

Parameters

| | | |
|-----------|--------------|--|
| in | <i>label</i> | Label that identifies the complex number (read from input file) If this label is not found an error message is displayed and program stops |
|-----------|--------------|--|

complex.t getComplex (const string & *label*, complex.t *def*) const

Return parameter corresponding to a given label, when its value is a complex number.

Case where a default value is provided

Parameters

| | | |
|-----------|--------------|---|
| in | <i>label</i> | Label that identifies the complex number (read from input file) |
| in | <i>def</i> | Default value: Value to assign if the sought parameter is not found |

int contains (const string & *label*) const

check if the project file contains a given parameter

Parameters

| | | |
|-----------|--------------|---|
| in | <i>label</i> | Label that identifies the label to seek in file |
|-----------|--------------|---|

Returns

0 if the parameter is not found, n if the parameter is found, where n is the parameter index in the parameter list

void get (const string & *label*, Vect< real.t > & *a*) const

Read an array of real values, corresponding to a given label.

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Label that identifies the array (read from input file). |
| in | <i>a</i> | Vector that contain the array. The vector is properly resized before filling. |

Remarks

If this label is not found an error message is displayed.

real.t getArraySize (const string & *label*, size.t *j*) const

Return an array entry for a given label.

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | Label that identifies the array (read from input file). |
| in | <i>j</i> | Index of entry in the array (Starting from 1) |

Remarks

If this label is not found an error message is displayed and program stops.

void get (const string & *label*, int & *a*) const

Return integer parameter corresponding to a given label.

Parameters

| | | |
|-----|--------------|--|
| in | <i>label</i> | Label that identifies the integer number (read from input file). |
| out | <i>a</i> | Returned value. If this label is not found an error message is displayed and program stops. Note: This member function can be used instead of getInteger |

void get (const string & *label*, real.t & *a*) const

Return real parameter corresponding to a given label.

Parameters

| | | |
|-----|--------------|---|
| in | <i>label</i> | Label that identifies the real (real.t) number (read from input file). |
| out | <i>a</i> | Returned value. If this label is not found an error message is displayed and program stops. Note: This member function can be used instead of getReal.T |

void get (const string & *label*, complex.t & *a*) const

Return complex parameter corresponding to a given label.

Parameters

| | | |
|-----|--------------|---|
| in | <i>label</i> | Label that identifies the complex number (read from input file). |
| out | <i>a</i> | Returned value. If this label is not found an error message is displayed and program stops. |

void get (const string & *label*, string & *a*) const

Return string parameter corresponding to a given label.

Parameters

| | | |
|-----|--------------|---|
| in | <i>label</i> | Label that identifies the atring (read from input file). |
| out | <i>a</i> | Returned value. Note: This member function can be used instead of getString If this label is not found an error message is displayed and program stops. Note: This member function can be used instead of getString |

string getProject () const

Return parameter read using keyword **Project**.
This parameter can be used to read a project's name.

string getMeshFile (size_t *i* = 1) const

Return *i*-th parameter read using keyword **mesh_file**.
Here we have at most 10 integer extra parameters that can be used for any purpose. Default value for *i* is 1

string getInitFile () const

Return parameter read using keyword **InitFile**.
This parameter can be used to read an initial data file name.

string getRestartFile () const

Return parameter read using keyword **RestartFile**.
This parameter can be used to read a restart file name.

string getBCFile () const

Return parameter read using keyword **BCFile**.
This parameter can be used to read a boundary condition file name.

string getBFFile () const

Return parameter read using keyword **BFFile**.
This parameter can be used to read a body force file name.

string getSFFile () const

Return parameter read using keyword **SFFile**.

This parameter can be used to read a source force file name.

string getSaveFile () const

Return parameter read using keyword **SaveFile**.

This parameter can be used to read a save file name.

string getPlotFile (int i = 1) const

Return i-th parameter read using keyword **PlotFile**.

Here we have at most 10 integer extra parameters that can be used for plot file names. Default value for i is 1

string getPrescriptionFile (int i = 1) const

Return parameter read using keyword **DataFile**.

This parameter can be used to read a [Prescription](#) file.

string getAuxFile (size_t i = 1) const

Return i-th parameter read using keyword **Auxfile**.

Here we have at most 10 integer extra parameters that can be used for any auxiliary file names. Default value for i is 1

7.51 Iter< T_ > Class Template Reference

Class to drive an iterative process.

Public Member Functions

- [Iter](#) ()
Default Constructor.
- [Iter](#) (int max_it, [real_t](#) toler, int verbose=0)
Constructor with iteration parameters.
- [~Iter](#) ()
Destructor.
- void [setMaxIter](#) (int max_it)
Set maximal number of iterations.
- void [setTolerance](#) ([real_t](#) toler)
Set tolerance value for convergence.
- void [setVerbose](#) (int v)
Set verbosity parameter.
- bool [check](#) ([Vect](#)< T_ > &u, const [Vect](#)< T_ > &v, int opt=2)
Check convergence.

7.51.1 Detailed Description

```
template<class T_>
class OFELI::Iter< T_ >
```

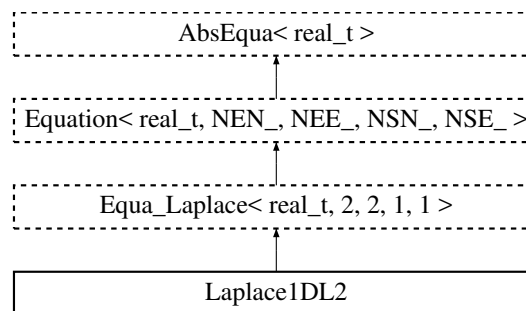
Class to drive an iterative process.

This template class enables monitoring any iterative process. It simply sets default values for tolerance, maximal number of iterations and enables checking convergence using two successive iterates.

7.52 Laplace1DL2 Class Reference

To build element equation for a 1-D elliptic equation using the 2-Node line element (P_1).

Inheritance diagram for Laplace1DL2:



Public Member Functions

- [Laplace1DL2](#) ([Element](#) *el)
Constructor for an element.
- [Laplace1DL2](#) ([Mesh](#) &ms, [Vect](#)< [real_t](#) > &u)
- [~Laplace1DL2](#) ()
Destructor.
- void [Matrix](#) ([real_t](#) coef=1.)
Add finite element matrix to left hand side.
- void [BodyRHS](#) (const [Vect](#)< [real_t](#) > &f)
Add Right-Hand Side Contribution.
- void [BoundaryRHS](#) (int n, [real_t](#) p)
Add Neumann contribution to Right-Hand Side.
- void [setBoundaryCondition](#) ([real_t](#) f, int lr)
Set Dirichlet boundary data.
- void [setTraction](#) ([real_t](#) f, int lr)
Set Traction data.
- int [run](#) ()
- virtual void [build](#) ()
Solve the equation.
- void [build](#) ([EigenProblemSolver](#) &e)
Build the linear system for an eigenvalue problem.
- virtual void [buildEigen](#) (int opt=0)
Build matrices for an eigenvalue problem.

- void **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< **real_t** > &b)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NSE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void **SideVector** (const **Vect**< **real_t** > &b)
Localize Side Vector.
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< **real_t** > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScVect**< **real_t** > &b)
Assemble element right-hand side vector into global one.
- void **ElementAssembly** (**BMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkSMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SkMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**SpMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**TrMatrix**< **real_t** > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (**Vect**< **real_t** > &v)
Assemble element vector into global one.
- void **SideAssembly** (**PETScMatrix**< **real_t** > &A)
Assemble side matrix into global one.
- void **SideAssembly** (**PETScVect**< **real_t** > &b)
Assemble side right-hand side vector into global one.

- void `SideAssembly` (`Matrix< real.t > *A`)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SkSMMatrix< real.t > &A`)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SkMatrix< real.t > &A`)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SpMatrix< real.t > &A`)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`Vect< real.t > &v`)
Assemble side (edge or face) vector into global one.
- void `DGElementAssembly` (`Matrix< real.t > *A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SkSMMatrix< real.t > &A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SkMatrix< real.t > &A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`SpMatrix< real.t > &A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `DGElementAssembly` (`TrMatrix< real.t > &A`)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void `AxbAssembly` (`const Element &el`, `const Vect< real.t > &x`, `Vect< real.t > &b`)
Assemble product of element matrix by element vector into global vector.
- void `AxbAssembly` (`const Side &sd`, `const Vect< real.t > &x`, `Vect< real.t > &b`)
Assemble product of side matrix by side vector into global vector.
- `size.t getNbNodes` () const
Return number of element nodes.
- `size.t getNbEq` () const
Return number of element equations.
- void `setInitialSolution` (`const Vect< real.t > &u`)
Set initial solution (previous time step)
- `real.t setMaterialProperty` (`const string &exp`, `const string &prop`)
Define a material property by an algebraic expression.
- void `setMesh` (`Mesh &m`)
Define mesh and renumber DOFs after removing imposed ones.
- `Mesh & getMesh` () const
Return reference to Mesh instance.
- `LinearSolver< real.t > & getLinearSolver` ()
Return reference to linear solver instance.
- void `setSolver` (`Iteration ls`, `Preconditioner pc=IDENT_PREC`)
Choose solver for the linear system.
- int `SolveLinearSystem` (`Matrix< real.t > *A`, `Vect< real.t > &b`, `Vect< real.t > &x`)
Solve the linear system.

Public Attributes

- [LocalMatrix](#)< [real.t](#), NEE_, NEE_ > [eMat](#)
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< [real.t](#), NSE_, NSE_ > [sMat](#)
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< [real.t](#), NEE_ > [ePrev](#)
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< [real.t](#), NEE_ > [eRHS](#)
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< [real.t](#), NEE_ > [eRes](#)
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< [real.t](#), NSE_ > [sRHS](#)
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.52.1 Detailed Description

To build element equation for a 1-D elliptic equation using the 2-Node line element (P_1).

7.52.2 Constructor & Destructor Documentation

Laplace1DL2 ([Mesh](#) & *ms*, [Vect](#)< [real.t](#) > & *u*)

Constructor using mesh instance and solution vector

Parameters

| | | |
|--------|-----------|--|
| in | <i>ms</i> | Mesh instance |
| in,out | <i>u</i> | Vect instance that contains, after execution of run() the solution |

7.52.3 Member Function Documentation

void Matrix ([real.t](#) *coef* = 1.)

Add finite element matrix to left hand side.

Parameters

| | | |
|----|-------------|---------------------------------------|
| in | <i>coef</i> | Value to multiply by the added matrix |
|----|-------------|---------------------------------------|

void BodyRHS (const [Vect](#)< [real.t](#) > & *f*)

Add Right-Hand Side Contribution.

Parameters

| | | |
|----|-----|---|
| in | f | Vector containing the source given function at mesh nodes |
|----|-----|---|

void BoundaryRHS (int n , real_t p)

Add Neumann contribution to Right-Hand Side.

Parameters

| | | |
|----|-----|--|
| in | n | Parameter to select equal to 0 if the condition is at the left end of the domain and different if it is at the right of it |
| in | p | Value of flux to add |

Note

This member function is to be called only for the first or last element

void setBoundaryCondition (real_t f , int lr)

Set Dirichlet boundary data.

Parameters

| | | |
|----|------|---|
| in | f | Value to assign |
| in | lr | Option to choose location of the value (-1: Left end, 1: Right end) |

void setTraction (real_t f , int lr)

Set Traction data.

Parameters

| | | |
|----|------|--|
| in | f | Value of traction (Neumann boundary condition) |
| in | lr | Option to choose location of the traction (-1: Left end, 1: Right end) |

int run ()

Run solution procedure This function is to be called when the constructor **Laplace1DL2(mesh,u)** is used.

Returns

return code for the solution of the linear system

void build (EigenProblemSolver & e) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

void updateBC (const Element & *el*, const Vect< real.t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real.t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof.type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & *b*) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute ePrev. This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< real_t > & *b*, LocalVect< real_t, NEE_ > & *be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & *b*, LocalVect< real_t, NEN_ > & *be*, int *dof*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & *b*, LocalVect< real_t, NEN_ > & *be*)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector *b* is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0)
[inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer *_theElement*

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides The resulting local vector can be accessed by attribute ePrev. |
|----|----------|--|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real.t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > &v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > &b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|-----|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an <code>SkSMatrix</code> instance |
|----|-----|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real_t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|-----|---|
| in | A | Global matrix stored as an <code>SkMatrix</code> instance |
|----|-----|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real_t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & el , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | el | Reference to Element instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector to add (Vect instance) |

void AxbAssembly (const Side & sd , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
|----|-----------|---|

Parameters

| | | |
|----|-----------|---|
| in | <i>pc</i> | Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values: <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |
|----|-----------|---|

int SolveLinearSystem (Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.52.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

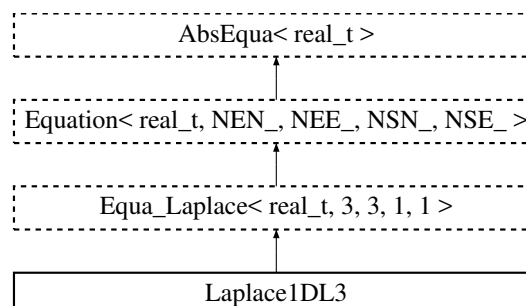
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.53 Laplace1DL3 Class Reference

To build element equation for the 1-D elliptic equation using the 3-Node line (P₂).

Inheritance diagram for Laplace1DL3:



Public Member Functions

- **Laplace1DL3** (Mesh &ms, Vect< real_t > &u)

- **Laplace1DL3** (**Element** *el)
Constructor for an element.
- **~Laplace1DL3** ()
Destructor.
- void **Matrix** (**real_t** coef=1.)
Add finite element matrix to left hand side.
- void **BodyRHS** (const **Vect**< **real_t** > &f)
Add Right-hand side contribution.
- void **BoundaryRHS** (int n, **real_t** p)
Add Neumann contribution to Right-Hand Side.
- void **setTraction** (**real_t** f, int lr)
Set Traction data.
- int **run** ()
- virtual void **build** ()
Solve the equation.
- void **build** (**EigenProblemSolver** &e)
Build the linear system for an eigenvalue problem.
- virtual void **buildEigen** (int opt=0)
Build matrices for an eigenvalue problem.
- void **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< **real_t** > &b)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NSE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void **SideVector** (const **Vect**< **real_t** > &b)
Localize Side Vector.
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< **real_t** > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< **real_t** > &A)

- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (PETScVect< real.t > &b)
- Assemble element right-hand side vector into global one.*
 - void [ElementAssembly](#) (BMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkSMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SkMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (SpMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (TrMatrix< real.t > &A)
- Assemble element matrix into global one.*
 - void [ElementAssembly](#) (Vect< real.t > &v)
- Assemble element vector into global one.*
 - void [SideAssembly](#) (PETScMatrix< real.t > &A)
- Assemble side matrix into global one.*
 - void [SideAssembly](#) (PETScVect< real.t > &b)
- Assemble side right-hand side vector into global one.*
 - void [SideAssembly](#) (Matrix< real.t > *A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkSMatrix< real.t > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SkMatrix< real.t > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (SpMatrix< real.t > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) (Vect< real.t > &v)
- Assemble side (edge or face) vector into global one.*
 - void [DGElementAssembly](#) (Matrix< real.t > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkSMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SkMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (SpMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) (TrMatrix< real.t > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [AxbAssembly](#) (const [Element](#) &el, const Vect< real.t > &x, Vect< real.t > &b)
- Assemble product of element matrix by element vector into global vector.*
 - void [AxbAssembly](#) (const [Side](#) &sd, const Vect< real.t > &x, Vect< real.t > &b)
- Assemble product of side matrix by side vector into global vector.*
 - size.t [getNbNodes](#) () const
- Return number of element nodes.*
 - size.t [getNbEq](#) () const

- Return number of element equations.*
 - void `setInitialSolution` (const `Vect< real_t >` &u)
 - Set initial solution (previous time step)*
 - `real_t setMaterialProperty` (const string &exp, const string &prop)
 - Define a material property by an algebraic expression.*
 - void `setMesh` (`Mesh` &m)
 - Define mesh and renumber DOFs after removing imposed ones.*
 - `Mesh` & `getMesh` () const
 - Return reference to Mesh instance.*
 - `LinearSolver< real_t >` & `getLinearSolver` ()
 - Return reference to linear solver instance.*
 - void `setSolver` (`Iteration` ls, `Preconditioner` pc=IDENT_PREC)
 - Choose solver for the linear system.*
 - int `SolveLinearSystem` (`Matrix< real_t >` *A, `Vect< real_t >` &b, `Vect< real_t >` &x)
 - Solve the linear system.*

Public Attributes

- `LocalMatrix< real_t, NEE_-, NEE_- >` eMat
 - LocalMatrix instance containing local matrix associated to current element.*
- `LocalMatrix< real_t, NSE_-, NSE_- >` sMat
 - LocalMatrix instance containing local matrix associated to current side.*
- `LocalVect< real_t, NEE_- >` ePrev
 - LocalVect instance containing local vector associated to current element.*
- `LocalVect< real_t, NEE_- >` eRHS
 - LocalVect instance containing local right-hand side vector associated to current element.*
- `LocalVect< real_t, NEE_- >` eRes
 - LocalVect instance containing local residual vector associated to current element.*
- `LocalVect< real_t, NSE_- >` sRHS
 - LocalVect instance containing local right-hand side vector associated to current side.*

Protected Member Functions

- void `Init` (const `Element` *el)
 - Set element arrays to zero.*
- void `Init` (const `Side` *sd)
 - Set side arrays to zero.*

7.53.1 Detailed Description

To build element equation for the 1-D elliptic equation using the 3-Node line (P_2).

7.53.2 Constructor & Destructor Documentation

`Laplace1DL3 (Mesh & ms, Vect< real_t > & u)`

Constructor using mesh instance and solution vector

Parameters

| | | |
|--------|-----------|--|
| in | <i>ms</i> | Mesh instance |
| in,out | <i>u</i> | Vect instance that contains, after execution of run() the solution |

7.53.3 Member Function Documentation

void Matrix (real.t coef = 1.)

Add finite element matrix to left hand side.

Parameters

| | | |
|----|-------------|---------------------------------------|
| in | <i>coef</i> | Value to multiply by the added matrix |
|----|-------------|---------------------------------------|

void BodyRHS (const Vect< real.t > &f)

Add Right-hand side contribution.

Parameters

| | | |
|----|----------|--|
| in | <i>f</i> | Vector of right-hand side of the Poisson equation at nodes |
|----|----------|--|

void BoundaryRHS (int n, real.t p)

Add Neumann contribution to Right-Hand Side.

Parameters

| | | |
|----|----------|--|
| in | <i>n</i> | Parameter to select equal to 0 if the condition is at the left end of the domain and different if it is at the right of it |
| in | <i>p</i> | Value of flux to add |

Note

This member function is to be invoked only for the first or last element

void setTraction (real.t f, int lr)

Set Traction data.

Parameters

| | | |
|----|-----------|--|
| in | <i>f</i> | Value of traction (Neumann boundary condition) |
| in | <i>lr</i> | Option to choose location of the traction (-1: Left end, 1: Right end) |

int run ()

Run solution procedure This function is to be called when the constructor **Laplace1DL2(mesh,u)** is used.

Returns

return code for the solution of the linear system

void build (EigenProblemSolver & e) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

void updateBC (const Element & el, const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof_type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > &b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real_t > &v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > &b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > *A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real_t > & *x*, Vect< real_t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real_t > & *x*, Vect< real_t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real_t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.53.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

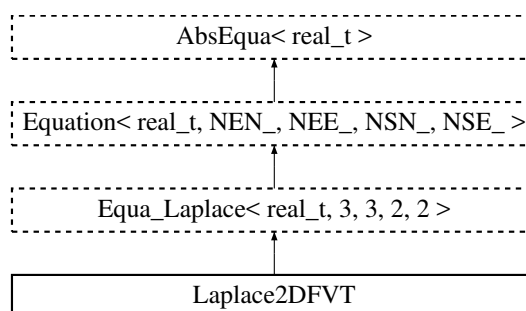
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.54 Laplace2DFVT Class Reference

To build and solve the Laplace equation using a standard Finite Volume method.

Inheritance diagram for Laplace2DFVT:



Public Member Functions

- **Laplace2DFVT** (**Mesh** &ms, **Vect**< **real_t** > &b, **Vect**< **real_t** > &u)
Standard constructor.
- **Laplace2DFVT** (**Mesh** &ms, **SpMatrix**< **real_t** > &A, **Vect**< **real_t** > &b)
Standard constructor.
- **~Laplace2DFVT** ()
Destructor.
- **int** **checkDelaunay** (int verb=0)
Check whether triangles are Delaunay ones.
- **void** **build** (const **Vect**< **real_t** > &f)
Build the linear system of equations.
- **int** **run** (const **Vect**< **real_t** > &f)
Build and solve the linear system of equations.
- **void** **LHS** (const **Element** *e1, const **Element** *e2)
Calculate left-hand side.
- **void** **RHS** (const **Vect**< **real_t** > &f)
Add right-hand side Contribution.
- **virtual void** **build** ()
Solve the equation.
- **void** **build** (**EigenProblemSolver** &e)
Build the linear system for an eigenvalue problem.
- **virtual void** **buildEigen** (int opt=0)
Build matrices for an eigenvalue problem.
- **void** **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- **void** **updateBC** (const **Vect**< **real_t** > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- **void** **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- **void** **LocalNodeVector** (**Vect**< **real_t** > &b)
Localize Element Vector from a Vect instance.

- void `ElementNodeVector` (const `Vect< real_t >` &b, `LocalVect< real_t, NEE_ >` &be)
Localize Element Vector from a Vect instance.
- void `ElementNodeVector` (const `Vect< real_t >` &b, `LocalVect< real_t, NEN_ >` &be, int dof)
Localize Element Vector from a Vect instance.
- void `ElementNodeVectorSingleDOF` (const `Vect< real_t >` &b, `LocalVect< real_t, NEN_ >` &be)
Localize Element Vector from a Vect instance.
- void `ElementSideVector` (const `Vect< real_t >` &b, `LocalVect< real_t, NSE_ >` &be)
Localize Element Vector from a Vect instance.
- void `ElementVector` (const `Vect< real_t >` &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void `SideVector` (const `Vect< real_t >` &b)
Localize Side Vector.
- void `ElementNodeCoordinates` ()
Localize coordinates of element nodes.
- void `SideNodeCoordinates` ()
Localize coordinates of side nodes.
- void `ElementAssembly` (`Matrix< real_t >` *A)
Assemble element matrix into global one.
- void `ElementAssembly` (`PETScMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`PETScVect< real_t >` &b)
Assemble element right-hand side vector into global one.
- void `ElementAssembly` (`BMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`SkSMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`SkMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`SpMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`TrMatrix< real_t >` &A)
Assemble element matrix into global one.
- void `ElementAssembly` (`Vect< real_t >` &v)
Assemble element vector into global one.
- void `SideAssembly` (`PETScMatrix< real_t >` &A)
Assemble side matrix into global one.
- void `SideAssembly` (`PETScVect< real_t >` &b)
Assemble side right-hand side vector into global one.
- void `SideAssembly` (`Matrix< real_t >` *A)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SkSMatrix< real_t >` &A)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SkMatrix< real_t >` &A)
Assemble side (edge or face) matrix into global one.
- void `SideAssembly` (`SpMatrix< real_t >` &A)
Assemble side (edge or face) matrix into global one.

- void [SideAssembly](#) ([Vect](#)< [real_t](#) > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) ([Matrix](#)< [real_t](#) > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< [real_t](#) > &x, [Vect](#)< [real_t](#) > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< [real_t](#) > &x, [Vect](#)< [real_t](#) > &b)
Assemble product of side matrix by side vector into global vector.
- [size_t](#) [getNbNodes](#) () const
Return number of element nodes.
- [size_t](#) [getNbEq](#) () const
Return number of element equations.
- void [setInitialSolution](#) (const [Vect](#)< [real_t](#) > &u)
Set initial solution (previous time step)
- [real_t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
Define a material property by an algebraic expression.
- void [setMesh](#) ([Mesh](#) &m)
Define mesh and renumber DOFs after removing imposed ones.
- [Mesh](#) & [getMesh](#) () const
Return reference to Mesh instance.
- [LinearSolver](#)< [real_t](#) > & [getLinearSolver](#) ()
Return reference to linear solver instance.
- void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=IDENT_PREC)
Choose solver for the linear system.
- int [SolveLinearSystem](#) ([Matrix](#)< [real_t](#) > *A, [Vect](#)< [real_t](#) > &b, [Vect](#)< [real_t](#) > &x)
Solve the linear system.

Public Attributes

- [LocalMatrix](#)< [real_t](#), NEE_, NEE_ > eMat
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< [real_t](#), NSE_, NSE_ > sMat
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< [real_t](#), NEE_ > ePrev
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< [real_t](#), NEE_ > eRHS
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< [real_t](#), NEE_ > eRes
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< [real_t](#), NSE_ > sRHS
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.54.1 Detailed Description

To build and solve the Laplace equation using a standard Finite Volume method.

7.54.2 Constructor & Destructor Documentation

Laplace2DFVT ([Mesh](#) & *ms*, [Vect](#)< [real.t](#) > & *b*, [Vect](#)< [real.t](#) > & *u*)

Standard constructor.

Parameters

| | | |
|----|-----------|---|
| in | <i>ms</i> | Mesh instance |
| in | <i>b</i> | Vect instance that contains Right-hand side |
| in | <i>u</i> | Vect instance that contains solution |

Laplace2DFVT ([Mesh](#) & *ms*, [SpMatrix](#)< [real.t](#) > & *A*, [Vect](#)< [real.t](#) > & *b*)

Standard constructor.

Parameters

| | | |
|----|-----------|---|
| in | <i>ms</i> | Mesh instance. The mesh must have been assigned the attribute ELEMENT_DOF to say that unknowns are supported by elements. |
| in | <i>A</i> | Problem matrix to be stored in sparse format (class SpMatrix) |
| in | <i>b</i> | Vect instance that contains Right-hand side |

7.54.3 Member Function Documentation

int checkDelaunay (int *verb* = 0)

Check whether triangles are Delaunay ones.

Parameters

| | | |
|----|-------------|---|
| in | <i>verb</i> | Output (>0) or not (0) list of failing elements |
|----|-------------|---|

Returns

ret Number of Non Delaunay triangles

void build (EigenProblemSolver & *e*) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

void updateBC (const Element & *el*, const Vect< real.t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real.t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof.type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
|----|-----------------|--|

Parameters

| | | |
|----|------------|---|
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |
|----|------------|---|

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute ePrev. This member function is to be used if a constructor with Element was invoked. |
|----|----------|--|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

```
void ElementNodeVectorSingleDOF ( const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be ) [inherited]
```

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

```
void ElementSideVector ( const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be ) [inherited]
```

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

```
void ElementVector ( const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0 ) [inherited]
```

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > &b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > &b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > *A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an <code>SkSMatrix</code> instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.54.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

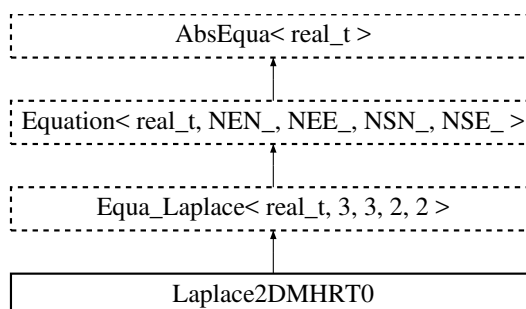
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.55 Laplace2DMHRT0 Class Reference

To build element equation for the 2-D elliptic equation using the Mixed Hybrid finite element at lowest degree (Raviart-Thomas RT_0).

Inheritance diagram for Laplace2DMHRT0:



Public Member Functions

- [Laplace2DMHRT0](#) ()
Default Constructor.
- [Laplace2DMHRT0](#) ([Mesh](#) &ms, [SpMatrix](#)< [real_t](#) > &A, [Vect](#)< [real_t](#) > &b)
Constructor with problem data.
- [~Laplace2DMHRT0](#) ()
Destructor.
- void [setDiffusivity](#) (const [LocalMatrix](#)< [real_t](#), 2, 2 > &K)
Define Diffusivity (or permeability) matrix.
- void [build](#) ()
Build global matrix and right-hand side.
- void [Post](#) (const [Vect](#)< [real_t](#) > &lambda, const [Vect](#)< [real_t](#) > &f, [Vect](#)< [real_t](#) > &v, [Vect](#)< [Point](#)< [real_t](#) > > &p, [Vect](#)< [real_t](#) > &u)
Perform post calculations.
- int [solve](#) ([Vect](#)< [real_t](#) > &u)
Solve the linear system of equations using the Conjugate Gradient iterative method.
- void [build](#) ([EigenProblemSolver](#) &e)
Build the linear system for an eigenvalue problem.
- virtual void [buildEigen](#) (int opt=0)
Build matrices for an eigenvalue problem.
- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< [real_t](#) > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [updateBC](#) (const [Vect](#)< [real_t](#) > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void [DiagBC](#) (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void [LocalNodeVector](#) ([Vect](#)< [real_t](#) > &b)
Localize Element Vector from a Vect instance.
- void [ElementNodeVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEE_ > &be)
Localize Element Vector from a Vect instance.
- void [ElementNodeVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEN_ > &be, int dof)

- Localize Element Vector from a Vect instance.*

 - void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be)
- Localize Element Vector from a Vect instance.*

 - void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NSE_ > &be)
- Localize Element Vector from a Vect instance.*

 - void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)
- Localize Element Vector.*

 - void **SideVector** (const **Vect**< **real_t** > &b)
- Localize Side Vector.*

 - void **ElementNodeCoordinates** ()
- Localize coordinates of element nodes.*

 - void **SideNodeCoordinates** ()
- Localize coordinates of side nodes.*

 - void **ElementAssembly** (**Matrix**< **real_t** > *A)
- Assemble element matrix into global one.*

 - void **ElementAssembly** (**PETScMatrix**< **real_t** > &A)
- Assemble element matrix into global one.*

 - void **ElementAssembly** (**PETScVect**< **real_t** > &b)
- Assemble element right-hand side vector into global one.*

 - void **ElementAssembly** (**BMatrix**< **real_t** > &A)
- Assemble element matrix into global one.*

 - void **ElementAssembly** (**SkSMatrix**< **real_t** > &A)
- Assemble element matrix into global one.*

 - void **ElementAssembly** (**SkMatrix**< **real_t** > &A)
- Assemble element matrix into global one.*

 - void **ElementAssembly** (**SpMatrix**< **real_t** > &A)
- Assemble element matrix into global one.*

 - void **ElementAssembly** (**TrMatrix**< **real_t** > &A)
- Assemble element matrix into global one.*

 - void **ElementAssembly** (**Vect**< **real_t** > &v)
- Assemble element vector into global one.*

 - void **SideAssembly** (**PETScMatrix**< **real_t** > &A)
- Assemble side matrix into global one.*

 - void **SideAssembly** (**PETScVect**< **real_t** > &b)
- Assemble side right-hand side vector into global one.*

 - void **SideAssembly** (**Matrix**< **real_t** > *A)
- Assemble side (edge or face) matrix into global one.*

 - void **SideAssembly** (**SkSMatrix**< **real_t** > &A)
- Assemble side (edge or face) matrix into global one.*

 - void **SideAssembly** (**SkMatrix**< **real_t** > &A)
- Assemble side (edge or face) matrix into global one.*

 - void **SideAssembly** (**SpMatrix**< **real_t** > &A)
- Assemble side (edge or face) matrix into global one.*

 - void **SideAssembly** (**Vect**< **real_t** > &v)
- Assemble side (edge or face) vector into global one.*

 - void **DGElementAssembly** (**Matrix**< **real_t** > *A)

- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< [real_t](#) > &x, [Vect](#)< [real_t](#) > &b)
- Assemble product of element matrix by element vector into global vector.*
 - void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< [real_t](#) > &x, [Vect](#)< [real_t](#) > &b)
- Assemble product of side matrix by side vector into global vector.*
 - [size_t](#) [getNbNodes](#) () const
- Return number of element nodes.*
 - [size_t](#) [getNbEq](#) () const
- Return number of element equations.*
 - void [setInitialSolution](#) (const [Vect](#)< [real_t](#) > &u)
- Set initial solution (previous time step)*
 - [real_t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
- Define a material property by an algebraic expression.*
 - void [setMesh](#) ([Mesh](#) &m)
- Define mesh and renumber DOFs after removing imposed ones.*
 - [Mesh](#) & [getMesh](#) () const
- Return reference to Mesh instance.*
 - [LinearSolver](#)< [real_t](#) > & [getLinearSolver](#) ()
- Return reference to linear solver instance.*
 - void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=[IDENT_PREC](#))
- Choose solver for the linear system.*
 - int [SolveLinearSystem](#) ([Matrix](#)< [real_t](#) > *A, [Vect](#)< [real_t](#) > &b, [Vect](#)< [real_t](#) > &x)
- Solve the linear system.*

Public Attributes

- [LocalMatrix](#)< [real_t](#), [NEE_](#), [NEE_](#) > [eMat](#)
- LocalMatrix instance containing local matrix associated to current element.*
- [LocalMatrix](#)< [real_t](#), [NSE_](#), [NSE_](#) > [sMat](#)
- LocalMatrix instance containing local matrix associated to current side.*
- [LocalVect](#)< [real_t](#), [NEE_](#) > [ePrev](#)
- LocalVect instance containing local vector associated to current element.*
- [LocalVect](#)< [real_t](#), [NEE_](#) > [eRHS](#)
- LocalVect instance containing local right-hand side vector associated to current element.*
- [LocalVect](#)< [real_t](#), [NEE_](#) > [eRes](#)
- LocalVect instance containing local residual vector associated to current element.*
- [LocalVect](#)< [real_t](#), [NSE_](#) > [sRHS](#)
- LocalVect instance containing local right-hand side vector associated to current side.*

Protected Member Functions

- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.55.1 Detailed Description

To build element equation for the 2-D elliptic equation using the Mixed Hybrid finite element at lowest degree (Raviart-Thomas RT_0).

7.55.2 Constructor & Destructor Documentation

[Laplace2DMHRT0](#) ()

Default Constructor.

Constructs an empty equation.

[Laplace2DMHRT0](#) ([Mesh](#) & *ms*, [SpMatrix](#)< [real_t](#) > & *A*, [Vect](#)< [real_t](#) > & *b*)

Constructor with problem data.

Parameters

| | | |
|----|-----------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>A</i> | Problem matrix in Sparse format. This matrix must be zeroed before calling the constructor |
| in | <i>b</i> | Problem right-hand side |

7.55.3 Member Function Documentation

[void setDiffusivity](#) (const [LocalMatrix](#)< [real_t](#), 2, 2 > & *K*)

Define Diffusivity (or permeability) matrix.

By default (if this function is not called) the identity matrix (Laplace equation) is used.

Parameters

| | | |
|----|----------|---|
| in | <i>K</i> | Diffusivity matrix as LocalMatrix instance. Must be symmetric positive definite |
|----|----------|---|

[void build](#) () [virtual]

Build global matrix and right-hand side.

The problem matrix and right-hand side are the ones used in the constructor. They are updated in this member function.

Reimplemented from [Equa.Laplace](#)< [real_t](#), 3, 3, 2, 2 >.

void Post (const Vect< real_t > & *lambda*, const Vect< real_t > & *f*, Vect< real_t > & *v*, Vect< Point< real_t > > & *p*, Vect< real_t > & *u*)

Perform post calculations.

Parameters

| | | |
|----|---------------|--|
| in | <i>lambda</i> | Solution (Lagrange multiplier) calculated at edges |
| in | <i>f</i> | Vect instance containing the right-hand side of the Laplace equation |
| in | <i>v</i> | Vect instance containing solution at mesh nodes |
| in | <i>p</i> | Vect instance containing gradient at elements |
| in | <i>u</i> | Vect instance containing solution at elements |

int solve (Vect< real_t > & *u*)

Solve the linear system of equations using the Conjugate Gradient iterative method.

The matrix is preconditioned by an ILU method.

Parameters

| | | |
|-----|----------|--|
| out | <i>u</i> | Vector containing the solution at all sides (Sides where boundary conditions are prescribed are included). |
|-----|----------|--|

Returns

Number of performed iterations in the CG method. Note that the maximal number is 1000 and the tolerance is $1.e-8$

void build (EigenProblemSolver & *e*) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

void updateBC (const Element & *el*, const Vect< real_t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real.t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by *_theElement*

void DiagBC (int dof.type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|---|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. dof is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< real.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & el , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | el | Reference to Element instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector to add (Vect instance) |

void AxbAssembly (const Side & sd , const Vect< real.t > & x , Vect< real.t > & b)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|------|--|
| in | sd | Reference to Side instance |
| in | x | Global vector to multiply by (Vect instance) |
| out | b | Global vector (Vect instance) |

real.t setMaterialProperty (const string & exp , const string & $prop$) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x)
 [inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.55.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

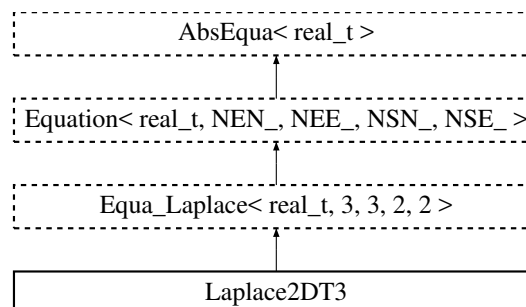
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.56 Laplace2DT3 Class Reference

To build element equation for the Laplace equation using the 2-D triangle element (P_1).

Inheritance diagram for Laplace2DT3:



Public Member Functions

- [Laplace2DT3 \(Mesh &ms\)](#)
Constructor with mesh.
- [Laplace2DT3 \(Mesh &ms, SpMatrix< real_t > &A, Vect< real_t > &b\)](#)
Constructor with problem data.
- [Laplace2DT3 \(Mesh &ms, Vect< real_t > &b\)](#)
Constructor using mesh and solution vector.
- [Laplace2DT3 \(Element *el\)](#)
Constructor for an element.
- [Laplace2DT3 \(Side *sd\)](#)
Constructor for a side.
- [~Laplace2DT3 \(\)](#)
Destructor.
- void [LHS \(real_t coef=1.\)](#)

- Add finite element matrix to left-hand side.*
- void **BodyRHS** (const **Vect**< **real_t** > &f)
- Add body source term to right-hand side.*
- void **BoundaryRHS** (const **Vect**< **real_t** > &h)
- Add boundary source term to right-hand side.*
- void **setSource** (const **Vect**< **real_t** > &f)
- Define Source right-hand side of the equation.*
- void **build** ()
- Build global matrix and right-hand side.*
- void **buildEigen** (int opt=0)
- Build global stiffness and mass matrices for the eigen system.*
- void **Post** (const **Vect**< **real_t** > &u, **Vect**< **Point**< **real_t** > > &p)
- Perform post calculations.*
- int **solve** (**Vect**< **real_t** > &u)
- Solve the linear system of equations using the Conjugate Gradient iterative method.*
- void **Axb** (const **Vect**< **real_t** > &x, **Vect**< **real_t** > &b)
- Compute the product of the stiffness matrix by a given vector.*
- void **build** (**EigenProblemSolver** &e)
- Build the linear system for an eigenvalue problem.*
- void **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*
- void **updateBC** (const **Vect**< **real_t** > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
- Update element matrix to impose bc by diagonalization technique.*
- void **LocalNodeVector** (**Vect**< **real_t** > &b)
- Localize Element Vector from a Vect instance.*
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEE_ > &be)
- Localize Element Vector from a Vect instance.*
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be, int dof)
- Localize Element Vector from a Vect instance.*
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be)
- Localize Element Vector from a Vect instance.*
- void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NSE_ > &be)
- Localize Element Vector from a Vect instance.*
- void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)
- Localize Element Vector.*
- void **SideVector** (const **Vect**< **real_t** > &b)
- Localize Side Vector.*
- void **ElementNodeCoordinates** ()
- Localize coordinates of element nodes.*
- void **SideNodeCoordinates** ()
- Localize coordinates of side nodes.*
- void **ElementAssembly** (**Matrix**< **real_t** > *A)
- Assemble element matrix into global one.*
- void **ElementAssembly** (**PETScMatrix**< **real_t** > &A)

- Assemble element matrix into global one.*
 - void `ElementAssembly` (`PETScVect`< `real_t` > &`b`)
- Assemble element right-hand side vector into global one.*
 - void `ElementAssembly` (`BMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one.*
 - void `ElementAssembly` (`SkSMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one.*
 - void `ElementAssembly` (`SkMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one.*
 - void `ElementAssembly` (`SpMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one.*
 - void `ElementAssembly` (`TrMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one.*
 - void `ElementAssembly` (`Vect`< `real_t` > &`v`)
- Assemble element vector into global one.*
 - void `SideAssembly` (`PETScMatrix`< `real_t` > &`A`)
- Assemble side matrix into global one.*
 - void `SideAssembly` (`PETScVect`< `real_t` > &`b`)
- Assemble side right-hand side vector into global one.*
 - void `SideAssembly` (`Matrix`< `real_t` > *`A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`SkSMatrix`< `real_t` > &`A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`SkMatrix`< `real_t` > &`A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`SpMatrix`< `real_t` > &`A`)
- Assemble side (edge or face) matrix into global one.*
 - void `SideAssembly` (`Vect`< `real_t` > &`v`)
- Assemble side (edge or face) vector into global one.*
 - void `DGElementAssembly` (`Matrix`< `real_t` > *`A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`SkSMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`SkMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`SpMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `DGElementAssembly` (`TrMatrix`< `real_t` > &`A`)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void `AxbAssembly` (const `Element` &`el`, const `Vect`< `real_t` > &`x`, `Vect`< `real_t` > &`b`)
- Assemble product of element matrix by element vector into global vector.*
 - void `AxbAssembly` (const `Side` &`sd`, const `Vect`< `real_t` > &`x`, `Vect`< `real_t` > &`b`)
- Assemble product of side matrix by side vector into global vector.*
 - `size_t` `getNbNodes` () const
- Return number of element nodes.*
 - `size_t` `getNbEq` () const

- Return number of element equations.*
 - void `setInitialSolution` (const `Vect< real_t >` &u)
 - Set initial solution (previous time step)*
 - `real_t setMaterialProperty` (const string &exp, const string &prop)
 - Define a material property by an algebraic expression.*
 - void `setMesh` (`Mesh` &m)
 - Define mesh and renumber DOFs after removing imposed ones.*
 - `Mesh` & `getMesh` () const
 - Return reference to Mesh instance.*
 - `LinearSolver< real_t >` & `getLinearSolver` ()
 - Return reference to linear solver instance.*
 - void `setSolver` (`Iteration` ls, `Preconditioner` pc=IDENT_PREC)
 - Choose solver for the linear system.*
 - int `SolveLinearSystem` (`Matrix< real_t >` *A, `Vect< real_t >` &b, `Vect< real_t >` &x)
 - Solve the linear system.*

Public Attributes

- `LocalMatrix< real_t, NEE_, NEE_ >` eMat
 - LocalMatrix instance containing local matrix associated to current element.*
- `LocalMatrix< real_t, NSE_, NSE_ >` sMat
 - LocalMatrix instance containing local matrix associated to current side.*
- `LocalVect< real_t, NEE_ >` ePrev
 - LocalVect instance containing local vector associated to current element.*
- `LocalVect< real_t, NEE_ >` eRHS
 - LocalVect instance containing local right-hand side vector associated to current element.*
- `LocalVect< real_t, NEE_ >` eRes
 - LocalVect instance containing local residual vector associated to current element.*
- `LocalVect< real_t, NSE_ >` sRHS
 - LocalVect instance containing local right-hand side vector associated to current side.*

Protected Member Functions

- void `Init` (const `Element` *el)
 - Set element arrays to zero.*
- void `Init` (const `Side` *sd)
 - Set side arrays to zero.*

7.56.1 Detailed Description

To build element equation for the Laplace equation using the 2-D triangle element (P_1).

To build element equation for the Laplace equation using the 3-D tetrahedral element (P_1).

7.56.2 Constructor & Destructor Documentation

`Laplace2DT3` (`Mesh` & *ms*)

Constructor with mesh.

Parameters

| | | |
|----|-----------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
|----|-----------|-------------------------------|

Laplace2DT3 (Mesh & *ms*, SpMatrix< real.t > & *A*, Vect< real.t > & *b*)

Constructor with problem data.

Parameters

| | | |
|----|-----------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>A</i> | Problem matrix in Sparse format. This matrix must be zeroed before calling the constructor |
| in | <i>b</i> | Problem right-hand side |

Laplace2DT3 (Mesh & *ms*, Vect< real.t > & *b*)

Constructor using mesh and solution vector.

Parameters

| | | |
|----|-----------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
| in | <i>b</i> | Problem right-hand side |

7.56.3 Member Function Documentation

void LHS (real.t *coef* = 1.)

Add finite element matrix to left-hand side.

Parameters

| | | |
|----|-------------|---------------------------------------|
| in | <i>coef</i> | Value to multiply by the added matrix |
|----|-------------|---------------------------------------|

void BodyRHS (const Vect< real.t > & *f*)

Add body source term to right-hand side.

Parameters

| | | |
|----|----------|---|
| in | <i>f</i> | Vector containing the source given function at mesh nodes |
|----|----------|---|

void BoundaryRHS (const Vect< real.t > & *h*)

Add boundary source term to right-hand side.

Parameters

| | | |
|----|-----|---|
| in | h | Vector containing the source given function at mesh nodes |
|----|-----|---|

void setSource (const Vect< real_t > &f)

Define Source right-hand side of the equation.

Parameters

| | |
|-----|---|
| f | [in] Vector containing source values at nodes |
|-----|---|

void build () [virtual]

Build global matrix and right-hand side.

The problem matrix and right-hand side are the ones used in the constructor. They are updated in this member function.

Reimplemented from [Equa.Laplace< real_t, 3, 3, 2, 2 >](#).

void buildEigen (int opt = 0) [virtual]

Build global stiffness and mass matrices for the eigen system.

Parameters

| | | |
|----|-------|--|
| in | opt | Flag to choose a lumped mass matrix (0) or consistent (1) [Default: 0] |
|----|-------|--|

Reimplemented from [Equa.Laplace< real_t, 3, 3, 2, 2 >](#).

void Post (const Vect< real_t > &u, Vect< Point< real_t > > &p)

Perform post calculations.

Parameters

| | | |
|-----|-----|--|
| in | u | Solution at nodes |
| out | p | Vector containing gradient at elements |

int solve (Vect< real_t > &u)

Solve the linear system of equations using the Conjugate Gradient iterative method.

The matrix is preconditioned by an ILU method.

Parameters

| | | |
|----|-----|--|
| in | u | Vector containing the solution at all sides (Sides where boundary conditions are prescribed are included). |
|----|-----|--|

Returns

Number of performed iterations in the CG method. Note that the maximal number is 1000 and the tolerance is $1.e-8$

void Axb (const Vect< real_t > & x, Vect< real_t > & b)

Compute the product of the stiffness matrix by a given vector.

Parameters

| | | |
|----|----------|--|
| in | <i>x</i> | Vector by which the matrix is multiplied |
| in | <i>b</i> | Product vector |

void build (EigenProblemSolver & e) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|----------|---|
| in | <i>e</i> | Reference to used EigenProblemSolver instance |
|----|----------|---|

void updateBC (const Element & el, const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int dof.type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > &b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.56.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

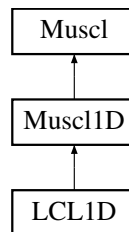
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.57 LCL1D Class Reference

Class to solve the linear conservation law (Hyperbolic equation) in 1-D by a MUSCL Finite Volume scheme.

Inheritance diagram for LCL1D:



Public Types

Public Member Functions

- [LCL1D](#) ([Mesh](#) &m)
Constructor using mesh instance.
- [LCL1D](#) ([Mesh](#) &m, [Vect](#)< [real_t](#) > &U)
Constructor.
- [~LCL1D](#) ()
Destructor.
- [Vect](#)< [real_t](#) > & [getFlux](#) ()
Return sidewise fluxes.
- void [setInitialCondition](#) ([Vect](#)< [real_t](#) > &u)
Assign initial condition by a vector.
- void [setInitialCondition](#) ([real_t](#) u)
Assign a constant initial condition.
- void [setReconstruction](#) ()
Run MUSCL reconstruction.
- [real_t](#) [runOneTimeStep](#) ()
Run one time step of the linear conservation law.
- void [setBC](#) ([real_t](#) u)
Set Dirichlet boundary condition.
- void [setBC](#) (const [Side](#) &sd, [real_t](#) u)
Set Dirichlet boundary condition.
- void [setBC](#) (int code, [real_t](#) u)
Set Dirichlet boundary condition.
- void [setVelocity](#) ([Vect](#)< [real_t](#) > &v)
Set convection velocity.
- void [setVelocity](#) ([real_t](#) v)
Set (constant) convection velocity.
- void [setReferenceLength](#) ([real_t](#) dx)
Assign reference length value.
- [real_t](#) [getReferenceLength](#) () const
Return reference length.

- void **Forward** (const **Vect**< **real_t** > &Flux, **Vect**< **real_t** > &Field)
Computation of the primal variable $n \rightarrow n+1$.
- **real_t** **getMeanLength** () const
Return mean length.
- **real_t** **getMaximumLength** () const
Return maximal length.
- **real_t** **getMinimumLength** () const
Return mimal length.
- **real_t** **getTauLim** () const
Return mean length.
- void **print_mesh_stat** ()
Output mesh information.
- void **setTimeStep** (**real_t** dt)
Assign time step value.
- **real_t** **getTimeStep** () const
Return time step value.
- void **setCFL** (**real_t** CFL)
Assign CFL value.
- **real_t** **getCFL** () const
Return CFL value.
- **Mesh** & **getMesh** () const
*Return reference to *Mesh* instance.*
- void **setVerbose** (int v)
Set verbosity parameter.
- bool **setReconstruction** (const **Vect**< **real_t** > &U, **Vect**< **real_t** > &LU, **Vect**< **real_t** > &RU, size_t dof)
*Function to reconstruct by the *Muscl* method.*
- void **setMethod** (const **Method** &s)
Choose a flux solver.
- void **setSolidZoneCode** (int c)
Choose a code for solid zone.
- bool **getSolidZone** () const
Return flag for presence of solid zones.
- int **getSolidZoneCode** () const
Return code of solid zone, 0 if this one is not present.
- void **setLimiter** (**Limiter** l)
Choose a flux limiter.

7.57.1 Detailed Description

Class to solve the linear conservation law (Hyperbolic equation) in 1-D by a MUSCL Finite Volume scheme.

7.57.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.57.3 Member Function Documentation

void setInitialCondition (Vect< real_t > & u)

Assign initial condition by a vector.

Parameters

| | | |
|----|----------|-------------------------------------|
| in | <i>u</i> | Vector containing initial condition |
|----|----------|-------------------------------------|

void setInitialCondition (real_t u)

Assign a constant initial condition.

Parameters

| | | |
|----|-----|--|
| in | u | Constant value for the initial condition |
|----|-----|--|

real_t runOneTimeStep ()

Run one time step of the linear conservation law.

Returns

Value of the time step

void setBC (real_t u)

Set Dirichlet boundary condition.

Assign a constant value u to all boundary sides

void setBC (const Side & sd , real_t u)

Set Dirichlet boundary condition.

Assign a constant value to a side

Parameters

| | | |
|----|------|---|
| in | sd | Side to which value is prescribed |
| in | u | Value to prescribe |

void setBC (int $code$, real_t u)

Set Dirichlet boundary condition.

Assign a constant value sides with a given code

Parameters

| | | |
|----|--------|--|
| in | $code$ | Code of sides to which value is prescribed |
| in | u | Value to prescribe |

void setVelocity (Vect< real_t > & v)

Set convection velocity.

Parameters

| | | |
|----|-----|---|
| in | v | Vect instance containing velocity |
|----|-----|---|

void Forward (const Vect< real_t > & $Flux$, Vect< real_t > & $Field$)

Computation of the primal variable $n \rightarrow n+1$.

Vector **Flux** contains elementwise fluxes issued from the Riemann problem, calculated with, as left element, **getNeighborElement(1)** and right element **getNeighborElement(2)** if **getNeighborElement(2)** doesn't exist, we are on a boundary and we prescribe a symmetry condition

void setTimeStep (real.t *dt*) [inherited]

Assign time step value.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>dt</i> | Time step value |
|----|-----------|-----------------|

void setCFL (real.t *CFL*) [inherited]

Assign CFL value.

Parameters

| | | |
|----|------------|--------------|
| in | <i>CFL</i> | Value of CFL |
|----|------------|--------------|

void setVerbose (int *v*) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>v</i> | Value of verbosity parameter |
|----|----------|------------------------------|

bool setReconstruction (const Vect< real.t > & *U*, Vect< real.t > & *LU*, Vect< real.t > & *RU*, size.t *dof*) [inherited]

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void setMethod (const Method & *s*) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter *l*) [inherited]

Choose a flux limiter.

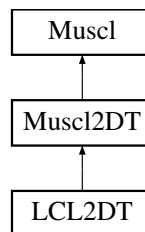
Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.58 LCL2DT Class Reference

Class to solve the linear hyperbolic equation in 2-D by a MUSCL Finite Volume scheme on triangles.

Inheritance diagram for LCL2DT:



Public Types

Public Member Functions

- **LCL2DT (Mesh &m)**
Constructor using [Mesh](#) instance.
- **LCL2DT (Mesh &m, Vect< real.t > &U)**
Constructor using mesh and initial data.
- **~LCL2DT ()**
Destructor.
- **Vect< real.t > & getFlux ()**
Return sidewise flux vector.
- **void setInitialCondition (Vect< real.t > &u)**
Set elementwise initial condition.
- **void setInitialCondition (real.t u)**
Set a constant initial condition.
- **void setReconstruction ()**
Reconstruct flux using [Muscl](#) scheme.
- **real.t runOneTimeStep ()**
Run one time step of the linear conservation law.
- **void setBC (real.t u)**
Set Dirichlet boundary condition.
- **void setBC (const Side &sd, real.t u)**
Set Dirichlet boundary condition.
- **void setBC (int code, real.t u)**
Set Dirichlet boundary condition.

- void `setVelocity` (const `Vect< real_t >` &v)
Set convection velocity.
- void `setVelocity` (const `LocalVect< real_t, 2 >` &v)
Set (constant) convection velocity.
- void `Forward` (const `Vect< real_t >` &Flux, `Vect< real_t >` &Field)
Computation of the primal variable $n \rightarrow n+1$.
- bool `setReconstruction` (const `Vect< real_t >` &U, `Vect< real_t >` &LU, `Vect< real_t >` &RU, `size_t` dof)
Function to reconstruct by the `Muscl` method.
- void `setTimeStep` (`real_t` dt)
Assign time step value.
- `real_t` `getTimeStep` () const
Return time step value.
- void `setCFL` (`real_t` CFL)
Assign CFL value.
- `real_t` `getCFL` () const
Return CFL value.
- void `setReferenceLength` (`real_t` dx)
Assign reference length value.
- `real_t` `getReferenceLength` () const
Return reference length.
- `Mesh` & `getMesh` () const
Return reference to `Mesh` instance.
- void `setVerbose` (int v)
Set verbosity parameter.
- void `setMethod` (const `Method` &s)
Choose a flux solver.
- void `setSolidZoneCode` (int c)
Choose a code for solid zone.
- bool `getSolidZone` () const
Return flag for presence of solid zones.
- int `getSolidZoneCode` () const
Return code of solid zone, 0 if this one is not present.
- void `setLimiter` (`Limiter` l)
Choose a flux limiter.

Protected Member Functions

- void `Initialize` ()
Construction of normals to sides.

7.58.1 Detailed Description

Class to solve the linear hyperbolic equation in 2-D by a MUSCL Finite Volume scheme on triangles.

7.58.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.58.3 Constructor & Destructor Documentation

LCL2DT (Mesh & *m*, Vect< real_t > & *U*)

Constructor using mesh and initial data.

Parameters

| | | |
|----|----------|--|
| in | <i>m</i> | Reference to Mesh instance |
| in | <i>U</i> | Vector containing initial (elementwise) solution |

7.58.4 Member Function Documentation

void setInitialCondition (Vect< real_t > & u)

Set elementwise initial condition.

Parameters

| | | |
|----|----------|---|
| in | <i>u</i> | Vect instance containing initial condition values |
|----|----------|---|

void setInitialCondition (real_t u)

Set a constant initial condition.

Parameters

| | | |
|----|----------|--|
| in | <i>u</i> | Value of initial condition to assign to all elements |
|----|----------|--|

real_t runOneTimeStep ()

Run one time step of the linear conservation law.

Returns

Value of the time step

void setBC (real_t u)

Set Dirichlet boundary condition.

Assign a constant value *u* to all boundary sides

void setBC (const Side & sd, real_t u)

Set Dirichlet boundary condition.

Assign a constant value to a side

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Side to which value is prescribed |
| in | <i>u</i> | Value to prescribe |

void setBC (int code, real_t u)

Set Dirichlet boundary condition.

Assign a constant value sides with a given code

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code of sides to which value is prescribed |
| in | <i>u</i> | Value to prescribe |

void setVelocity (const Vect< real_t > & v)

Set convection velocity.

Parameters

| | | |
|----|----------|-----------------------------------|
| in | <i>v</i> | Vect instance containing velocity |
|----|----------|-----------------------------------|

void setVelocity (const LocalVect< real_t, 2 > & v)

Set (constant) convection velocity.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vector containing constant velocity to prescribe |
|----|----------|--|

void Forward (const Vect< real_t > & Flux, Vect< real_t > & Field)

Computation of the primal variable $n \rightarrow n+1$.

Vector *Flux* contains elementwise fluxes issued from the Riemann problem, calculated with, as left element, **getNeighborElement(1)** and right element **getNeighborElement(2)** if **getNeighborElement(2)** doesn't exist, we are on a boundary and we prescribe a symmetry condition

bool setReconstruction (const Vect< real_t > & U, Vect< real_t > & LU, Vect< real_t > & RU, size_t dof) [inherited]

Function to reconstruct by the **Muscl** method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void Initialize () [protected], [inherited]

Construction of normals to sides.

Convention: for a given side, **getPtrElement(1)** is the left element and **getPtrElement(2)** is the right element. The normal goes from left to right. For boundary sides, the normal points outward.

void setTimeStep (real_t dt) [inherited]

Assign time step value.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>dt</i> | Time step value |
|----|-----------|-----------------|

void setCFL (real.t CFL) [inherited]

Assign CFL value.

Parameters

| | | |
|----|------------|--------------|
| in | <i>CFL</i> | Value of CFL |
|----|------------|--------------|

void setReferenceLength (real.t dx) [inherited]

Assign reference length value.

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>dx</i> | Value of reference length |
|----|-----------|---------------------------|

void setVerbose (int v) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>v</i> | Value of verbosity parameter |
|----|----------|------------------------------|

void setMethod (const Method & s) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter l) [inherited]

Choose a flux limiter.

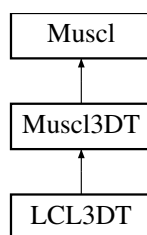
Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.59 LCL3DT Class Reference

Class to solve the linear conservation law equation in 3-D by a MUSCL Finite Volume scheme on tetrahedra.

Inheritance diagram for LCL3DT:



Public Types

Public Member Functions

- [LCL3DT](#) ([Mesh](#) &m)
Constructor using mesh.
- [LCL3DT](#) ([Mesh](#) &m, [Vect](#)< [real_t](#) > &U)
Constructor using mesh and initial field.
- [~LCL3DT](#) ()
Destructor.
- void [setInitialCondition](#) ([Vect](#)< [real_t](#) > &u)
Set elementwise initial condition.
- void [setInitialCondition](#) ([real_t](#) u)
Set a constant initial condition.
- void [setReconstruction](#) ()
Reconstruct flux using [Muscl](#) scheme.
- [real_t](#) [runOneTimeStep](#) ()
Run one time step.
- void [setBC](#) ([real_t](#) u)
*Set Dirichlet boundary condition. Assign a constant value *u* to all boundary sides.*
- void [setBC](#) (const [Side](#) &sd, [real_t](#) u)
Set Dirichlet boundary condition.
- void [setBC](#) (int code, [real_t](#) u)
Set Dirichlet boundary condition.
- void [setVelocity](#) (const [Vect](#)< [real_t](#) > &v)
Set convection velocity.
- void [setVelocity](#) (const [LocalVect](#)< [real_t](#), 3 > &v)
Set (constant) convection velocity.
- void [setReferenceLength](#) ([real_t](#) dx)
Assign reference length value.
- [real_t](#) [getReferenceLength](#) () const
Return reference length.
- void [Forward](#) (const [Vect](#)< [real_t](#) > &Flux, [Vect](#)< [real_t](#) > &Field)
Computation of the primal variable $n \rightarrow n+1$.
- bool [setReconstruction](#) (const [Vect](#)< [real_t](#) > &U, [Vect](#)< [real_t](#) > &LU, [Vect](#)< [real_t](#) > &RU, [size_t](#) dof)
Function to reconstruct by the [Muscl](#) method.
- [real_t](#) [getMinimumFaceArea](#) () const
Return minimum area of faces in the mesh.

- `real.t getMinimumElementVolume ()` const
Return minimum volume of elements in the mesh.
- `real.t getMaximumFaceArea ()` const
Return maximum area of faces in the mesh.
- `real.t getMaximumElementVolume ()` const
Return maximum volume of elements in the mesh.
- `real.t getMeanFaceArea ()` const
Return mean area of faces in the mesh.
- `real.t getMeanElementVolume ()` const
Return mean volume of elements in the mesh.
- `real.t getMinimumEdgeLength ()` const
Return minimum length of edges in the mesh.
- `real.t getMinimumVolumebyArea ()` const
Return minimum volume by area in the mesh.
- `real.t getMaximumEdgeLength ()` const
Return maximum length of edges in the mesh.
- `real.t getTauLim ()` const
Return value of tau lim.
- `real.t getComega ()` const
Return value of Comega.
- `void setbetalim (real.t bl)`
Assign value of beta lim.
- `void setTimeStep (real.t dt)`
Assign time step value.
- `real.t getTimeStep ()` const
Return time step value.
- `void setCFL (real.t CFL)`
Assign CFL value.
- `real.t getCFL ()` const
Return CFL value.
- `Mesh & getMesh ()` const
Return reference to `Mesh` instance.
- `void setVerbose (int v)`
Set verbosity parameter.
- `void setMethod (const Method &s)`
Choose a flux solver.
- `void setSolidZoneCode (int c)`
Choose a code for solid zone.
- `bool getSolidZone ()` const
Return flag for presence of solid zones.
- `int getSolidZoneCode ()` const
Return code of solid zone, 0 if this one is not present.
- `void setLimiter (Limiter l)`
Choose a flux limiter.

7.59.1 Detailed Description

Class to solve the linear conservation law equation in 3-D by a MUSCL Finite Volume scheme on tetrahedra.

7.59.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.59.3 Constructor & Destructor Documentation

LCL3DT (Mesh & *m*, Vect< real_t > & *U*)

Constructor using mesh and initial field.

Parameters

| | | |
|----|----------|--|
| in | <i>m</i> | Reference to Mesh instance |
| in | <i>U</i> | Vector containing initial (elementwise) solution |

7.59.4 Member Function Documentation

void setInitialCondition (Vect< real_t > & *u*)

Set elementwise initial condition.

Parameters

| | | |
|----|----------|---|
| in | <i>u</i> | Vect instance containing initial condition values |
|----|----------|---|

void setInitialCondition (real_t *u*)

Set a constant initial condition.

Parameters

| | | |
|----|----------|--|
| in | <i>u</i> | Value of initial condition to assign to all elements |
|----|----------|--|

void setBC (const Side & *sd*, real_t *u*)

Set Dirichlet boundary condition.
Assign a constant value to a side

Parameters

| | | |
|----|-----------|-----------------------------------|
| in | <i>sd</i> | Side to which value is prescribed |
| in | <i>u</i> | Value to prescribe |

void setBC (int *code*, real_t *u*)

Set Dirichlet boundary condition.
Assign a constant value sides with a given code

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code of sides to which value is prescribed |
| in | <i>u</i> | Value to prescribe |

void setVelocity (const Vect< real_t > & *v*)

Set convection velocity.

Parameters

| | | |
|----|----------|-----------------------------------|
| in | <i>v</i> | Vect instance containing velocity |
|----|----------|-----------------------------------|

void setVelocity (const LocalVect< real_t, 3 > & v)

Set (constant) convection velocity.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vector containing constant velocity to prescribe |
|----|----------|--|

void Forward (const Vect< real_t > & Flux, Vect< real_t > & Field)

Computation of the primal variable $n \rightarrow n+1$.

Vector Flux contains elementwise fluxes issued from the Riemann problem, calculated with, as left element, **getNeighborElement(1)** and right element **getNeighborElement(2)** if **getNeighborElement(2)** doesn't exist, we are on a boundary and we prescribe a symmetry condition

bool setReconstruction (const Vect< real_t > & U, Vect< real_t > & LU, Vect< real_t > & RU, size_t dof) [inherited]

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void setTimeStep (real_t dt) [inherited]

Assign time step value.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>dt</i> | Time step value |
|----|-----------|-----------------|

void setCFL (real_t CFL) [inherited]

Assign CFL value.

Parameters

| | | |
|----|------------|--------------|
| in | <i>CFL</i> | Value of CFL |
|----|------------|--------------|

void setVerbose (int v) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>v</i> | Value of verbosity parameter |
|----|----------|------------------------------|

void setMethod (const Method & s) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter l) [inherited]

Choose a flux limiter.

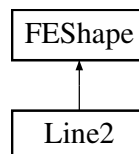
Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.60 Line2 Class Reference

To describe a 2-Node planar line finite element.

Inheritance diagram for Line2:



Public Member Functions

- [Line2](#) ()
Default Constructor.
- [Line2](#) (const [Element](#) *el)
Constructor for an element.
- [Line2](#) (const [Side](#) *side)
Constructor for a side.
- [Line2](#) (const [Edge](#) *edge)
Constructor for an edge.
- [~Line2](#) ()
Destructor.
- [real.t getLength](#) () const
Return element length.
- [Point](#)< [real.t](#) > [getNormal](#) () const

- Return unit normal vector to line.*
- `Point< real_t > getTangent () const`
- Return unit tangent vector to line.*
- `real_t Sh (size_t i, real_t s) const`
- Calculate shape function of a given node at a given point.*
- `real_t DSh (size_t i) const`
- Calculate partial derivative of shape function of a node.*
- `Point< real_t > getRefCoord (const Point< real_t > &x)`
- Return reference coordinates of a point x in element.*
- `bool isIn (const Point< real_t > &x)`
- Check whether point x is in current line element or not.*
- `real_t getInterpolate (const Point< real_t > &x, const LocalVect< real_t, 2 > &v)`
- Return interpolated value at a given point.*
- `real_t Sh (size_t i) const`
- Return shape function of node i at given point.*
- `real_t Sh (size_t i, Point< real_t > s) const`
- Calculate shape function of node i at a given point s .*
- `real_t getDet () const`
- Return determinant of jacobian.*
- `Point< real_t > getCenter () const`
- Return coordinates of center of element.*
- `Point< real_t > getLocalPoint () const`
- Localize a point in the element.*
- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`
- Localize a point in the element.*

7.60.1 Detailed Description

To describe a 2-Node planar line finite element.

Defines geometric quantities associated to 2-node linear segment element P_1 in the space. The reference element is the segment $[-1, 1]$. Note that the line length is not checked unless the function check is called.

7.60.2 Constructor & Destructor Documentation

Line2 (const Element * *el*)

Constructor for an element.

Parameters

| | | |
|----|-----------|--------------------|
| in | <i>el</i> | Pointer to element |
|----|-----------|--------------------|

Line2 (const Side * *side*)

Constructor for a side.

Parameters

| | | |
|----|-------------|-----------------|
| in | <i>side</i> | Pointer to side |
|----|-------------|-----------------|

Line2 (const Edge * *edge*)

Constructor for an edge.

Parameters

| | | |
|----|-------------|-----------------|
| in | <i>edge</i> | Pointer to edge |
|----|-------------|-----------------|

7.60.3 Member Function Documentation

real_t Sh (size_t *i*, real_t *s*) const

Calculate shape function of a given node at a given point.

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Node number (1 or 2). |
| in | <i>s</i> | Localization of point in natural coordinates (must be between -1 and 1). |

real_t DSh (size_t *i*) const

Calculate partial derivative of shape function of a node.

Parameters

| | | |
|----|----------|-----------------------|
| in | <i>i</i> | Node number (1 or 2). |
|----|----------|-----------------------|

Point<real_t> getRefCoord (const Point< real_t > &*x*)

Return reference coordinates of a point *x* in element.

Only the x-coordinate of the returned value has a meaning

real_t getInterpolate (const Point< real_t > &*x*, const LocalVect< real_t, 2 > &*v*)

Return interpolated value at a given point.

Parameters

| | | |
|-----|----------|--|
| in | <i>x</i> | Point where interpolation is evaluated (in the reference element). |
| out | <i>v</i> | Computed value. |

real_t Sh (size_t *i*, Point< real_t > *s*) const [inherited]

Calculate shape function of node *i* at a given point *s*.

Parameters

| | | |
|----|----------|------------------|
| in | <i>i</i> | Local node label |
|----|----------|------------------|

Parameters

| | | |
|----|---|---|
| in | s | Point in the reference triangle where the shape function is evaluated |
|----|---|---|

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const [inherited]

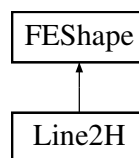
Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.61 Line2H Class Reference

To describe a 2-Node Hermite planar line finite element.

Inheritance diagram for Line2H:



Public Member Functions

- [Line2H](#) ()
Default Constructor.
- [Line2H](#) (const [Element](#) *el)
Constructor for an element.
- [Line2H](#) (const [Side](#) *side)
Constructor for a side.
- [~Line2H](#) ()
Destructor.
- [Point< real_t > getLocalPoint](#) (real_t s) const
Localize a point in the element.
- [real_t Sh](#) (size_t i, real_t s) const
Return shape function value of node i at given point s
- [real_t DSh](#) (size_t i, real_t s) const
Return first derivative (along the abscissa) of shape function of node i at a given point.

- **real_t D2Sh** (size_t i, real_t s) const
Return second derivatives (along the abscissa) of shape function of node i
- **real_t getDet** () const
Return determinant of jacobian.
- **real_t getLength** ()
Return element length.
- **real_t check** () const
Check line length and number of line nodes.
- **real_t Sh** (size_t i) const
Return shape function of node i at given point.
- **real_t Sh** (size_t i, Point< real_t > s) const
Calculate shape function of node i at a given point s.
- **Point< real_t > DSh** (size_t i) const
Return derivatives of shape function of node i at a given point.
- **Point< real_t > getCenter** () const
Return coordinates of center of element.
- **Point< real_t > getLocalPoint** () const
Localize a point in the element.
- **Point< real_t > getLocalPoint** (const Point< real_t > &s) const
Localize a point in the element.

7.61.1 Detailed Description

To describe a 2-Node Hermite planar line finite element.

Defines geometric quantities associated to 2-node segment element in the space using Hermite (C^1) interpolation. The interpolation functions are polynomials of degree 3. The reference element is the segment $[-1, 1]$. The unknowns are supported by extremities of the interval: each extremity supports two unknowns, the function and its line derivative.

7.61.2 Member Function Documentation

Point<real_t> getLocalPoint (real_t s) const

Localize a point in the element.

For a point s in the reference element, return coordinates in the real element.

real_t check () const

Check line length and number of line nodes.

Returns

- > 0: m is the length
- = 0: zero length (=> Error)

real_t Sh (size_t i, Point< real_t > s) const [inherited]

Calculate shape function of node i at a given point s.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Local node label |
| in | <i>s</i> | Point in the reference triangle where the shape function is evaluated |

Point<real_t> DSh (size_t *i*) const [inherited]

Return derivatives of shape function of node *i* at a given point.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | Partial derivative index (1, 2 or 3) |
|----|----------|--------------------------------------|

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point<real_t> & *s*) const [inherited]

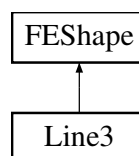
Localize a point in the element.

Return actual coordinates where *s* are coordinates in the reference element.

7.62 Line3 Class Reference

To describe a 3-Node quadratic planar line finite element.

Inheritance diagram for Line3:



Public Member Functions

- [Line3](#) ()
Default Constructor.
- [Line3](#) (const [Element](#) *el)
Constructor for an element.
- [Line3](#) (const [Side](#) *sd)
Constructor for a side.
- [~Line3](#) ()
Destructor.

- `void setLocal (real_t s)`
Initialize local point coordinates in element.
- `real_t DSh (size_t i) const`
Return derivatives of shape function of node i at a given point.
- `Point< real_t > getLocalPoint () const`
Return actual coordinates of localized point.
- `real_t Sh (size_t i) const`
Return shape function of node i at given point.
- `real_t Sh (size_t i, Point< real_t > s) const`
Calculate shape function of node i at a given point s .
- `real_t getDet () const`
Return determinant of jacobian.
- `Point< real_t > getCenter () const`
Return coordinates of center of element.
- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`
Localize a point in the element.

7.62.1 Detailed Description

To describe a 3-Node quadratic planar line finite element.

Defines geometric quantities associated to 3-node quadratic element P_2 in the space. The reference element is the segment $[-1, 1]$. The user must take care to the fact that determinant of jacobian and other quantities depend on the point in the reference element where they are calculated. For this, before any utilization of shape functions or jacobian, function `setLocal()` must be invoked.

`Element` nodes are ordered as the following: the left one, the central one and the right one.

7.62.2 Member Function Documentation

`real_t Sh (size_t i, Point< real_t > s) const` [inherited]

Calculate shape function of node i at a given point s .

Parameters

| | | |
|----|-----|--|
| in | i | Local node label |
| in | s | <code>Point</code> in the reference triangle where the shape function is evaluated |

`real_t getDet () const` [inherited]

Return determinant of jacobian.

If the transformation (Reference element \rightarrow Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

`Point<real_t> getLocalPoint (const Point< real_t > &s) const` [inherited]

Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.63 LinearSolver< T_ > Class Template Reference

Class to solve systems of linear equations by iterative methods.

Public Member Functions

- [LinearSolver](#) ()
Default Constructor.
- [LinearSolver](#) (int max_it, [real_t](#) tolerance, int verbose)
Constructor with iteration parameters.
- [LinearSolver](#) ([SpMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using matrix, right-hand side and solution vector.
- [LinearSolver](#) ([SkMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using skyline-stored matrix, right-hand side and solution vector.
- [LinearSolver](#) ([TrMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using a tridiagonal matrix, right-hand side and solution vector.
- [LinearSolver](#) ([BMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using a banded matrix, right-hand side and solution vector.
- [LinearSolver](#) ([DMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using a dense matrix, right-hand side and solution vector.
- [LinearSolver](#) ([DSMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using a dense symmetric matrix, right-hand side and solution vector.
- [LinearSolver](#) ([SkSMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using skyline-stored symmetric matrix, right-hand side and solution vector.
- [LinearSolver](#) ([SkMatrix](#)< T_ > &A, [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Constructor using matrix, right-hand side.
- virtual [~LinearSolver](#) ()
Destructor.
- void [setVerbose](#) (int verb)
Set message level.
- void [setMaxIter](#) (int m)
Set Maximum number of iterations.
- void [setTolerance](#) ([real_t](#) tol)
Set tolerance value.
- void [setSolution](#) ([Vect](#)< T_ > &x)
Set solution vector.
- void [setRHS](#) ([Vect](#)< T_ > &b)
Set right-hand side vector.
- void [setMatrix](#) ([OFELI::Matrix](#)< T_ > *A)
Set matrix in the case of a pointer to [Matrix](#).
- void [setMatrix](#) ([SpMatrix](#)< T_ > &A)
Set matrix in the case of a pointer to matrix.
- void [setMatrix](#) ([SkMatrix](#)< T_ > &A)
Set matrix in the case of a skyline matrix.
- void [set](#) ([SpMatrix](#)< T_ > &A, const [Vect](#)< T_ > &b, [Vect](#)< T_ > &x)
Set matrix, right-hand side and initial guess.
- void [setSolver](#) ([Iteration](#) s, [Preconditioner](#) p=[DIAG_PREC](#))

- Set solver and preconditioner.*

 - `int getSolver () const`

Return solver code.
- `int solve (SpMatrix< T_ > &A, const Vect< T_ > &b, Vect< T_ > &x, Iteration s, Preconditioner p=DIAG.PREC)`

Solve equations using system data, prescribed solver and preconditioner.
- `int solve (Iteration s, Preconditioner p=DIAG.PREC)`

Solve equations using prescribed solver and preconditioner.
- `int solve ()`

Solve equations all arguments must have given by other member functions.
- `void setFact ()`

Factorize matrix.
- `void setNoFact ()`

Do not factorize matrix.

7.63.1 Detailed Description

```
template<class T_>
class OFELI::LinearSolver< T_ >
```

Class to solve systems of linear equations by iterative methods.

7.63.2 Constructor & Destructor Documentation

LinearSolver ()

Default Constructor.

Initializes default parameters and pointers to 0.

LinearSolver (int *max_it*, real_t *tolerance*, int *verbose*)

Constructor with iteration parameters.

Parameters

| | | |
|----|------------------|--|
| in | <i>max_it</i> | Maximal number of iterations |
| in | <i>tolerance</i> | Tolerance for convergence (measured in relative weighted 2-Norm) in input, effective discrepancy in output. |
| in | <i>verbose</i> | Information output parameter <ul style="list-style-type: none"> • 0: No output • 1: Output iteration information, • 2 and greater: Output iteration information and solution at each iteration. |

LinearSolver (SpMatrix< T_ > &A, const Vect< T_ > &b, Vect< T_ > &x)

Constructor using matrix, right-hand side and solution vector.

Parameters

| | | |
|--------|-----|---|
| in | A | Reference to instance of class SpMatrix |
| in | b | Vect instance that contains the right-hand side |
| in,out | x | Vect instance that contains initial guess on input and solution on output |

LinearSolver (SkMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x)

Constructor using skyline-stored matrix, right-hand side and solution vector.

Parameters

| | | |
|--------|-----|---|
| in | A | SkMatrix instance that contains matrix |
| in | b | Vect instance that contains the right-hand side |
| in,out | x | Vect instance that contains initial guess on input and solution on output |

LinearSolver (TrMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x)

Constructor using a tridiagonal matrix, right-hand side and solution vector.

Parameters

| | | |
|--------|-----|---|
| in | A | TrMatrix instance that contains matrix |
| in | b | Vect instance that contains the right-hand side |
| in,out | x | Vect instance that contains initial guess on input and solution on output |

LinearSolver (BMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x)

Constructor using a banded matrix, right-hand side and solution vector.

Parameters

| | | |
|--------|-----|---|
| in | A | BMatrix instance that contains matrix |
| in | b | Vect instance that contains the right-hand side |
| in,out | x | Vect instance that contains initial guess on input and solution on output |

LinearSolver (DMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x)

Constructor using a dense matrix, right-hand side and solution vector.

Parameters

| | | |
|--------|-----|---|
| in | A | DMatrix instance that contains matrix |
| in | b | Vect instance that contains the right-hand side |
| in,out | x | Vect instance that contains initial guess on input and solution on output |

LinearSolver (DSMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x)

Constructor using a dense symmetric matrix, right-hand side and solution vector.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | DSMatrix instance that contains matrix |
| in | <i>b</i> | Vect instance that contains the right-hand side |
| in,out | <i>x</i> | Vect instance that contains initial guess on input and solution on output |

LinearSolver (SkSMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x)

Constructor using skyline-stored symmetric matrix, right-hand side and solution vector.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | SkMatrix instance that contains matrix |
| in | <i>b</i> | Vect instance that contains the right-hand side |
| in,out | <i>x</i> | Vect instance that contains initial guess on input and solution on output |

LinearSolver (SkMatrix< T_ > & A, Vect< T_ > & b, Vect< T_ > & x)

Constructor using matrix, right-hand side.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | SkMatrix instance that contains matrix |
| in | <i>b</i> | Vect instance that contains the right-hand side |
| in,out | <i>x</i> | Vect instance that contains the initial guess on input and solution on output |

7.63.3 Member Function Documentation

void setVerbose (int *verb*)

Set message level.

Default value is 0

void setMaxIter (int *m*)

Set Maximum number of iterations.

Default value is 1000

void setMatrix (OFELI::Matrix< T_ > * A)

Set matrix in the case of a pointer to [Matrix](#).

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Pointer to abstract Matrix class |
|----|----------|--|

void setMatrix (SpMatrix< T_ > & A)

Set matrix in the case of a pointer to matrix.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Pointer to abstract Matrix class |
|----|----------|--|

void setMatrix (SkMatrix< T_ > & A)

Set matrix in the case of a skyline matrix.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Matrix as instance of class SkMatrix |
|----|----------|--|

void set (SpMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x)

Set matrix, right-hand side and initial guess.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Reference to matrix as a SpMatrix instance |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess on input and solution on output |

void setSolver (Iteration *s*, Preconditioner *p* = DIAG_PREC)

Set solver and preconditioner.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Solver identification parameter. To be chosen in the enumeration variable Iteration: DIRECT_SOLVER, CG_SOLVER, CGS_SOLVER, BICG_SOLVER, BICG_STAB_SOLVER, GMRES_SOLVER, QMR_SOLVER |
| in | <i>p</i> | Preconditioner identification parameter. By default, the diagonal preconditioner is used. To be chosen in the enumeration variable Preconditioner: IDENT_PREC, DIAG_PREC, SSOR_PREC, ILU_PREC [Default: ILU_PREC] |

Note

The argument *p* has no effect if the solver is DIRECT_SOLVER

int solve (SpMatrix< T_ > & A, const Vect< T_ > & b, Vect< T_ > & x, Iteration *s*, Preconditioner *p* = DIAG_PREC)

Solve equations using system data, prescribed solver and preconditioner.

Parameters

| | | |
|--------|-----|--|
| in | A | Reference to matrix as a SpMatrix instance |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess on input and solution on output |
| in | s | Solver identification parameter To be chosen in the enumeration variable Iteration: DIRECT_SOLVER, CG_SOLVER, CGS_SOLVER, BICG_SOLVER, BICG_STAB_SOLVER, GMRES_SOLVER, QMR_SOLVER [Default: CGS_SOLVER] |
| in | p | Preconditioner identification parameter. To be chosen in the enumeration variable Preconditioner: IDENT_PREC, DIAG_PREC, SSOR_PREC, ILU_PREC, DILU_PREC [Default: DIAG_PREC] |

Remarks

The argument p has no effect if the solver is DIRECT_SOLVER

Warning

If the library `eigen` is used, only the preconditioners IDENT_PREC, DIAG_PREC and ILU_PREC are available.

int solve ()

Solve equations all arguments must have given by other member functions.

Solver and preconditioner parameters must have been set by function `setSolver`. Otherwise, default values are set.

7.64 LocalMatrix< T_, NR_, NC_ > Class Template Reference

Handles small size matrices like element matrices, with a priori known size.

Public Member Functions

- [LocalMatrix](#) ()
Default constructor.
- [LocalMatrix](#) (const [LocalMatrix](#)< T_, NR_, NC_ > &m)
Copy constructor.
- [LocalMatrix](#) ([Element](#) *el, const [SpMatrix](#)< T_ > &a)
Constructor of a local matrix associated to element from a [SpMatrix](#).
- [LocalMatrix](#) ([Element](#) *el, const [SkMatrix](#)< T_ > &a)
Constructor of a local matrix associated to element from a [SkMatrix](#).
- [LocalMatrix](#) ([Element](#) *el, const [SkSMatrix](#)< T_ > &a)
Constructor of a local matrix associated to element from a [SkSMatrix](#).
- [~LocalMatrix](#) ()
Destructor.
- T_ & [operator\(\)](#) (size_t i, size_t j)
Operator () (Non constant version)

- `T_ operator() (size_t i, size_t j) const`
Operator () (Constant version)
- `void Localize (Element *el, const SpMatrix< T_ > &a)`
Initialize matrix as element matrix from global SpMatrix.
- `void Localize (Element *el, const SkMatrix< T_ > &a)`
Initialize matrix as element matrix from global SkMatrix.
- `void Localize (Element *el, const SkSMatrix< T_ > &a)`
Initialize matrix as element matrix from global SkSMatrix.
- `LocalMatrix< T_, NR_, NC_ > & operator= (const LocalMatrix< T_, NR_, NC_ > &m)`
Operator =
- `LocalMatrix< T_, NR_, NC_ > & operator= (const T_ &x)`
Operator =
- `LocalMatrix< T_, NR_, NC_ > & operator+= (const LocalMatrix< T_, NR_, NC_ > &m)`
Operator +=
- `LocalMatrix< T_, NR_, NC_ > & operator-= (const LocalMatrix< T_, NR_, NC_ > &m)`
Operator -=
- `LocalVect< T_, NR_ > operator* (LocalVect< T_, NC_ > &x)`
*Operator **
- `LocalMatrix< T_, NR_, NC_ > & operator+= (const T_ &x)`
Operator +=
- `LocalMatrix< T_, NR_, NC_ > & operator-= (const T_ &x)`
Operator -=
- `LocalMatrix< T_, NR_, NC_ > & operator*= (const T_ &x)`
*Operator *=*
- `LocalMatrix< T_, NR_, NC_ > & operator/= (const T_ &x)`
Operator /=
- `void MultAdd (const LocalVect< T_, NC_ > &x, LocalVect< T_, NR_ > &y)`
Multiply matrix by vector and add result to vector.
- `void MultAddScal (const T_ &a, const LocalVect< T_, NC_ > &x, LocalVect< T_, NR_ > &y)`
Multiply matrix by scaled vector and add result to vector.
- `void Mult (const LocalVect< T_, NC_ > &x, LocalVect< T_, NR_ > &y)`
Multiply matrix by vector.
- `void Symmetrize ()`
Symmetrize matrix.
- `int Factor ()`
Factorize matrix.
- `int Solve (LocalVect< T_, NR_ > &b)`
Forward and backsubstitute to solve a linear system.
- `int FactorAndSolve (LocalVect< T_, NR_ > &b)`
Factorize matrix and solve linear system.
- `void Invert (LocalMatrix< T_, NR_, NC_ > &A)`
Calculate inverse of matrix.
- `T_ getInnerProduct (const LocalVect< T_, NC_ > &x, const LocalVect< T_, NR_ > &y)`
Calculate inner product with respect to matrix.
- `T_ * get ()`
Return pointer to matrix as a C-array.

7.64.1 Detailed Description

template<class T_, size_t NR_, size_t NC_>
class OFELI::LocalMatrix< T_, NR_, NC_ >

Handles small size matrices like element matrices, with a priori known size.

The template class [LocalMatrix](#) treats small size matrices. Typically, this class is recommended to store element and side arrays.

Internally, no dynamic storage is used.

Template Parameters

| | |
|---|---|
| T_{\leftarrow} - | Data type (double, float, complex<double>, ...) |
| N_{\leftarrow} R_{\leftarrow} - | number of rows of matrix |
| N_{\leftarrow} C_{\leftarrow} - | number of columns of matrix |

7.64.2 Member Function Documentation

T_& operator() (size_t *i*, size_t *j*)

Operator () (Non constant version)

Returns entry at row *i* and column *j*.

T_ operator() (size_t *i*, size_t *j*) const

Operator () (Constant version)

Returns entry at row *i* and column *j*.

7.65 LocalVect< T_, N_ > Class Template Reference

Handles small size vectors like element vectors.

Public Member Functions

- [LocalVect](#) ()
Default constructor.
- [LocalVect](#) (const T_ *a)
Constructor using a C-array.
- [LocalVect](#) (const [Element](#) *el)
Constructor using [Element](#) pointer.
- [LocalVect](#) (const [Side](#) *sd)
Constructor using [Side](#) pointer.
- [LocalVect](#) (const [LocalVect](#)< T_, N_ > &v)
Copy constructor.
- [LocalVect](#) (const [Element](#) *el, const [Vect](#)< T_ > &v, int opt=0)
Constructor of an element vector from a global [Vect](#) instance.

- **LocalVect** (const **Side** *sd, const **Vect**< T_ > &v, int opt=0)
Constructor of a side vector from a global Vect instance.
- **~LocalVect** ()
Destructor.
- void **getLocal** (const **Element** &el, const **Vect**< T_ > &v, int type)
Localize an element vector from a global Vect instance.
- void **Localize** (const **Element** *el, const **Vect**< T_ > &v, size_t k=0)
Localize an element vector from a global Vect instance.
- void **Localize** (const **Side** *sd, const **Vect**< T_ > &v, size_t k=0)
Localize a side vector from a global Vect instance.
- T_ & **operator**[] (size_t i)
Operator [] (Non constant version).
- T_ **operator**[] (size_t i) const
Operator [] (Constant version).
- T_ & **operator**() (size_t i)
Operator () (Non constant version).
- T_ **operator**() (size_t i) const
Operator () (Constant version).
- **Element** * **El** ()
Return pointer to Element if vector was constructed using an element and NULL otherwise.
- **Side** * **Sd** ()
Return pointer to Side if vector was constructed using a side and NULL otherwise.
- **LocalVect**< T_, N_ > & **operator**= (const **LocalVect**< T_, N_ > &v)
Operator =
- **LocalVect**< T_, N_ > & **operator**= (const T_ &x)
Operator =
- **LocalVect**< T_, N_ > & **operator**+= (const **LocalVect**< T_, N_ > &v)
Operator +=
- **LocalVect**< T_, N_ > & **operator**+= (const T_ &a)
Operator +=
- **LocalVect**< T_, N_ > & **operator**-= (const **LocalVect**< T_, N_ > &v)
Operator -=
- **LocalVect**< T_, N_ > & **operator**-= (const T_ &a)
Operator -=
- **LocalVect**< T_, N_ > & **operator***= (const T_ &a)
*Operator *=*
- **LocalVect**< T_, N_ > & **operator**/= (const T_ &a)
Operator /=
- T_ * **get** ()
Return pointer to vector as a C-Array.
- T_ **operator**, (const **LocalVect**< T_, N_ > &v) const
Return Dot (scalar) product of two vectors.

7.65.1 Detailed Description

template<class T_, size_t N_>
class OFELI::LocalVect< T_, N_ >

Handles small size vectors like element vectors.

The template class [LocalVect](#) treats small size vectors. Typically, this class is recommended to store element and side arrays. Operators =, [] and () are overloaded so that one can write for instance:

```
LocalVect<double,10> u, v;
v = -1.0;
u = v;
u(3) = -2.0;
```

to set vector **v** entries to **-1**, copy vector **v** into vector **u** and assign third entry of **v** to **-2**. Notice that entries of **v** are here **v(1)**, **v(2)**, ..., **v(10)**, *i.e.* vector entries start at index **1**. Internally, no dynamic storage is used.

Template Parameters

| | |
|---|---|
| T_{\leftrightarrow} $_{\leftrightarrow}$ | Data type (double, float, complex<double>, ...) |
| N_{\leftrightarrow} $_{\leftrightarrow}$ | Vector size |

7.65.2 Member Function Documentation

T_& operator[] (size_t i)

Operator [] (Non constant version).
v[i] starts at **v[0]** to **v[size()-1]**

T_ operator[] (size_t i) const

Operator [] (Constant version).
v[i] starts at **v[0]** to **v[size()-1]**

T_& operator() (size_t i)

Operator () (Non constant version).
v(i) starts at **v(1)** to **v(size())**. **v(i)** is the same element as **v[i-1]**

T_ operator() (size_t i) const

Operator () (Constant version).
v(i) starts at **v(1)** to **v(size())** **v(i)** is the same element as **v[i-1]**

7.66 Material Class Reference

To treat material data. This class enables reading material data in material data files. It also returns these informations by means of its members.

Public Member Functions

- **Material** ()
Default constructor.
- **Material** (const **Material** &m)
Copy constructor.
- **~Material** ()
Destructor.
- int **set** (int m, const string &name)
Associate to material code number n the material named $name$
- string **getName** (int m) const
Return material name for material with code m
- int **getCode** (size_t i) const
Return material code for i -th material.
- size_t **getNbMat** () const
Return Number of read materials.
- void **setCode** (int m)
Associate code m to current material.
- int **check** (int c)
- **real_t** **Density** ()
Return constant density.
- **real_t** **Density** (const **Point**< **real_t** > &x, **real_t** t)
Return density at point x and time t
- **real_t** **SpecificHeat** ()
Return constant specific heat.
- **real_t** **SpecificHeat** (const **Point**< **real_t** > &x, **real_t** t)
Return specific heat at point x and time t
- **real_t** **ThermalConductivity** ()
Return constant thermal conductivity.
- **real_t** **ThermalConductivity** (const **Point**< **real_t** > &x, **real_t** t)
Return thermal conductivity at point x and time t
- **real_t** **MeltingTemperature** ()
Return constant melting temperature.
- **real_t** **MeltingTemperature** (const **Point**< **real_t** > &x, **real_t** t)
Return melting temperature at point x and time t
- **real_t** **EvaporationTemperature** ()
Return constant evaporation temperature.
- **real_t** **EvaporationTemperature** (const **Point**< **real_t** > &x, **real_t** t)
Return evaporation temperature at point x and time t
- **real_t** **ThermalExpansion** ()
Return constant thermal expansion coefficient.
- **real_t** **ThermalExpansion** (const **Point**< **real_t** > &x, **real_t** t)
Return thermal expansion coefficient at point x and time t
- **real_t** **LatentHeatForMelting** ()
Return constant latent heat for melting.
- **real_t** **LatentHeatForMelting** (const **Point**< **real_t** > &x, **real_t** t)
Return latent heat for melting at point x and time t

- [real.t LatentHeatForEvaporation \(\)](#)
Return constant latent heat for evaporation.
- [real.t LatentHeatForEvaporation \(const Point< real.t > &x, real.t t\)](#)
Return latent heat for evaporation at point x and time t
- [real.t DielectricConstant \(\)](#)
Return constant dielectric constant.
- [real.t DielectricConstant \(const Point< real.t > &x, real.t t\)](#)
Return dielectric constant at point x and time t
- [real.t ElectricConductivity \(\)](#)
Return constant electric conductivity.
- [real.t ElectricConductivity \(const Point< real.t > &x, real.t t\)](#)
Return electric conductivity at point x and time t
- [real.t ElectricResistivity \(\)](#)
Return constant electric resistivity.
- [real.t ElectricResistivity \(const Point< real.t > &x, real.t t\)](#)
Return electric resistivity at point x and time t
- [real.t MagneticPermeability \(\)](#)
Return constant magnetic permeability.
- [real.t MagneticPermeability \(const Point< real.t > &x, real.t t\)](#)
Return magnetic permeability at point x and time t
- [real.t Viscosity \(\)](#)
Return constant viscosity.
- [real.t Viscosity \(const Point< real.t > &x, real.t t\)](#)
Return viscosity at point x and time t
- [real.t YoungModulus \(\)](#)
Return constant Young modulus.
- [real.t YoungModulus \(const Point< real.t > &x, real.t t\)](#)
Return Young modulus at point x and time t
- [real.t PoissonRatio \(\)](#)
Return constant Poisson ratio.
- [real.t PoissonRatio \(const Point< real.t > &x, real.t t\)](#)
Return Poisson ratio at point x and time t
- [real.t Property \(int i\)](#)
Return constant i -th property.
- [real.t Property \(int i, const Point< real.t > &x, real.t t\)](#)
Return i -th property at point x and time t
- [Material & operator= \(const Material &m\)](#)
Operator $=$.

7.66.1 Detailed Description

To treat material data. This class enables reading material data in material data files. It also returns these informations by means of its members.

7.66.2 Constructor & Destructor Documentation

Material ()

Default constructor.

It initializes the class and searches for the path where are material data files.

7.66.3 Member Function Documentation

int set (int *m*, const string & *name*)

Associate to material code number *n* the material named *name*

Returns

Number of materials

string getName (int *m*) const

Return material name for material with code *m*

If such a material is not found, return a blank string.

int check (int *c*)

Check if material code *c* is present.

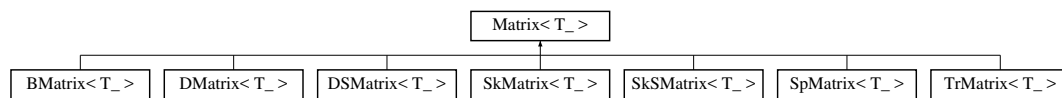
Returns

0 if succeeded, 1 if not.

7.67 Matrix< T_ > Class Template Reference

Virtual class to handle matrices for all storage formats.

Inheritance diagram for Matrix< T_ >:



Public Member Functions

- [Matrix](#) ()
Default constructor.
- [Matrix](#) (const [Matrix](#)< T_ > &*m*)
Copy Constructor.
- virtual [~Matrix](#) ()
Destructor.
- size_t [getNbRows](#) () const
Return number of rows.
- size_t [getNbColumns](#) () const
Return number of columns.
- void [setPenal](#) (real_t *p*)
Set Penalty Parameter (For boundary condition prescription).
- void [setDiagonal](#) ()
Set the matrix as diagonal.
- T_ [getDiag](#) (size_t *k*) const
Return k-th diagonal entry of matrix.
- size_t [size](#) () const

- Return matrix dimension (Number of rows and columns).*

 - virtual void **MultAdd** (const **Vect**< T_ > &x, **Vect**< T_ > &y) const =0

Multiply matrix by vector x and add to y
- virtual void **MultAdd** (T_ a, const **Vect**< T_ > &x, **Vect**< T_ > &y) const =0

*Multiply matrix by vector a*x and add to y*
- virtual void **Mult** (const **Vect**< T_ > &x, **Vect**< T_ > &y) const =0

Multiply matrix by vector x and save in y
- virtual void **TMult** (const **Vect**< T_ > &v, **Vect**< T_ > &w) const =0

Multiply transpose of matrix by vector x and save in y
- virtual void **Axpy** (T_ a, const **Matrix**< T_ > *x)=0

Add to matrix the product of a matrix by a scalar.
- void **setDiagonal** (**Mesh** &mesh)

Initialize matrix storage in the case where only diagonal terms are stored.
- void **Assembly** (const **Element** &el, T_ *a)

Assembly of element matrix into global matrix.
- void **Assembly** (const **Element** &el, const **DMatrix**< T_ > &a)

Assembly of element matrix into global matrix.
- void **Assembly** (const **Side** &sd, T_ *a)

Assembly of side matrix into global matrix.
- void **Assembly** (const **Side** &sd, const **DMatrix**< T_ > &a)

Assembly of side matrix into global matrix.
- void **Prescribe** (**Vect**< T_ > &b, const **Vect**< T_ > &u, int flag=0)

*Impose by a penalty method an essential boundary condition, using the **Mesh** instance provided by the constructor.*
- void **Prescribe** (int dof, int code, **Vect**< T_ > &b, const **Vect**< T_ > &u, int flag=0)

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.
- void **Prescribe** (**Vect**< T_ > &b, int flag=0)

Impose by a penalty method a homogeneous (=0) essential boundary condition.
- void **Prescribe** (size_t dof, **Vect**< T_ > &b, const **Vect**< T_ > &u, int flag=0)

Impose by a penalty method an essential boundary condition when only one DOF is treated.
- void **PrescribeSide** ()

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.
- virtual void **add** (size_t i, size_t j, const T_ &val)=0

Add val to entry (i, j).
- virtual int **Factor** ()=0

Factorize matrix. Available only if the storage class enables it.
- virtual int **solve** (**Vect**< T_ > &b)=0

Solve the linear system by a direct method.
- int **solve** (const **Vect**< T_ > &b, **Vect**< T_ > &x)

Solve system with factorized matrix (forward and back substitution).
- int **FactorAndSolve** (**Vect**< T_ > &b)

Factorize matrix and solve the linear system.
- int **FactorAndSolve** (const **Vect**< T_ > &b, **Vect**< T_ > &x)

Factorize matrix and solve the linear system.
- size_t **getLength** () const

Return number of stored terms in matrix.
- int **isDiagonal** () const

- *Say if matrix is diagonal or not.*
int **isFactorized** () const
- *Say if matrix is factorized or not.*
virtual size_t **getColInd** (size_t i) const
Return Column index for column i (See the description for class [SpMatrix](#)).
- virtual size_t **getRowPtr** (size_t i) const
Return Row pointer for row i (See the description for class [SpMatrix](#)).
- virtual void **set** (size_t i, size_t j, const T_ &val)=0
Assign a value to an entry of the matrix.
- virtual T_ & **operator**() (size_t i, size_t j)=0
Operator () (Non constant version).
- virtual T_ **operator**() (size_t i, size_t j) const =0
Operator () (Non constant version).
- T_ **operator**() (size_t i) const
Operator () with one argument (Constant version).
- T_ & **operator**() (size_t i)
Operator () with one argument (Non Constant version).
- T_ & **operator**[] (size_t k)
Operator [] (Non constant version).
- T_ **operator**[] (size_t k) const
Operator [] (Constant version).
- **Matrix** & **operator=** (**Matrix**< T_ > &m)
Operator =.
- **Matrix** & **operator+=** (const **Matrix**< T_ > &m)
Operator +=.
- **Matrix** & **operator-=** (const **Matrix**< T_ > &m)
Operator -=.
- **Matrix** & **operator=** (const T_ &x)
Operator =.
- **Matrix** & **operator*=** (const T_ &x)
*Operator *=.*
- **Matrix** & **operator+=** (const T_ &x)
Operator +=.
- **Matrix** & **operator-=** (const T_ &x)
Operator -=.
- virtual T_ **get** (size_t i, size_t j) const =0
Return entry (i, j) of matrix if this one is stored, 0 else.

7.67.1 Detailed Description

```
template<class T_>
class OFELI::Matrix< T_ >
```

Virtual class to handle matrices for all storage formats.

Template Parameters

| | |
|------------|---|
| <T_> -> | Data type (real_t, float, complex<real_t>, ...) |
|------------|---|

7.67.2 Constructor & Destructor Documentation

Matrix ()

Default constructor.

Initializes a zero-size matrix.

7.67.3 Member Function Documentation

T_ getDiag (size_t k) const

Return k-th diagonal entry of matrix.

First entry is given by `getDiag(1)`.

virtual void Axy (T_ a, const Matrix< T_ > * x) [pure virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>x</i> | Matrix by which a is multiplied. The result is added to current instance |

Implemented in [SpMatrix< T_ >](#), [DSMatrix< T_ >](#), [DMatrix< T_ >](#), [SkSMatrix< T_ >](#), [SkMatrix< T_ >](#), [TrMatrix< T_ >](#), and [BMatrix< T_ >](#).

void setDiagonal (Mesh & mesh)

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

void Assembly (const Element & el, T_ * a)

Assembly of element matrix into global matrix.

Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & el, const DMatrix< T_ > & a)

Assembly of element matrix into global matrix.

Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & *sd*, T_ * *a*)

Assembly of side matrix into global matrix.

Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & *sd*, const DMatrix< T_ > & *a*)

Assembly of side matrix into global matrix.

Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a DMatrix instance |

void Prescribe (Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0)

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (<i>dof</i> >0) or both matrix and right-hand side (<i>dof</i> =0, default value). |

void Prescribe (int *dof*, int *code*, Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0)

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (<i>dof</i> >0) or both matrix and right-hand side (<i>dof</i> =0, default value). |

void Prescribe (Vect< T_ > & *b*, int *flag* = 0)

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal**(..).

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (<i>dof</i> >0) or both matrix and right-hand side (<i>dof</i> =0, default value). |

void Prescribe (size_t *dof*, Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0)

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This gunction is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function **setPenal**.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that conatins imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (<i>dof</i> >0) or both matrix and right-hand side (<i>dof</i> =0, default value). |

void PrescribeSide ()

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

virtual int solve (Vect< T_ > & b) [pure virtual]

Solve the linear system by a direct method.

This is available only if the storage class enables it and if matrix has been primarily factorized (See `isFactorized`).

Implemented in `SpMatrix< T_ >`, `DMatrix< T_ >`, `SkSMatrix< T_ >`, `SkMatrix< T_ >`, `DSMatrix< T_ >`, `BMatrix< T_ >`, and `TrMatrix< T_ >`.

int solve (const Vect< T_ > & b, Vect< T_ > & x)

Solve system with factorized matrix (forward and back substitution).

Parameters

| | | |
|-----|----------|---|
| in | <i>b</i> | Vect instance that contains right-hand side |
| out | <i>x</i> | Vect instance that contains solution |

Returns

- - 0 if solution was normally performed
 - *n* if the *n*-th pivot is null
- Solution is performed only is factorization has previously been invoked.

int FactorAndSolve (Vect< T_ > & b)

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x)

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|-----|----------|---|
| in | <i>b</i> | Vect instance that contains right-hand side |
| out | <i>x</i> | Vect instance that contains solution |

Returns

- 0 if solution was normally performed
- *n* if the *n*-th pivot is nul

int isFactorized () const

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

virtual void set (size_t *i*, size_t *j*, const T_ & *val*) [pure virtual]

Assign a value to an entry of the matrix.

Parameters

| | | |
|----|------------|-----------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>val</i> | Value to assign |

Implemented in [SpMatrix< T_ >](#), [SkSMatrix< T_ >](#), [DMatrix< T_ >](#), [SkMatrix< T_ >](#), [TrMatrix< T_ >](#), [BMatrix< T_ >](#), and [DSMatrix< T_ >](#).

virtual T_ & operator() (size_t *i*, size_t *j*) [pure virtual]

Operator () (Non constant version).

Returns the (*i*, *j*) entry of the matrix.

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implemented in [SpMatrix< T_ >](#), [DMatrix< T_ >](#), [SkSMatrix< T_ >](#), [SkMatrix< T_ >](#), [DSMatrix< T_ >](#), [TrMatrix< T_ >](#), and [BMatrix< T_ >](#).

virtual T_ operator() (size_t *i*, size_t *j*) const [pure virtual]

Operator () (Non constant version).

Returns the (*i*, *j*) entry of the matrix.

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implemented in [SpMatrix< T_ >](#), [DMatrix< T_ >](#), [SkSMatrix< T_ >](#), [SkMatrix< T_ >](#), [DSMatrix< T_ >](#), [TrMatrix< T_ >](#), and [BMatrix< T_ >](#).

T_ operator() (size_t i) const

Operator () with one argument (Constant version).

Returns i-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator() (size_t i)

Operator () with one argument (Non Constant version).

Returns i-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator[] (size_t k)

Operator [] (Non constant version).

Returns k-th stored element in matrix Index k starts at 0.

T_ operator[] (size_t k) const

Operator [] (Constant version).

Returns k-th stored element in matrix Index k starts at 0.

Matrix& operator= (Matrix< T_ > & m)

Operator =.

Copy matrix m to current matrix instance.

Matrix& operator+= (const Matrix< T_ > & m)

Operator +=.

Add matrix m to current matrix instance.

Matrix& operator-= (const Matrix< T_ > & m)

Operator -=.

Subtract matrix m from current matrix instance.

Matrix& operator= (const T_ & x)

Operator =.

Assign constant value x to all matrix entries.

Matrix& operator*= (const T_ & x)

Operator *.=.

Premultiply matrix entries by constant value x

Matrix& operator+= (const T_ & x)

Operator +=.

Add constant value x to all matrix entries.

Matrix& operator-= (const T_ & x)

Operator -=.

Subtract constant value x from all matrix entries.

7.68 Mesh Class Reference

To store and manipulate finite element meshes.

Public Member Functions

- [Mesh](#) ()
Default constructor (Empty mesh)
- [Mesh](#) (const string &file, bool bc=false, int opt=NODE_DOF, int nb_dof=1)
Constructor using a mesh file.
- [Mesh](#) (real_t L, size_t nb_el, size_t p=1, size_t nb_dof=1)
Constructor for a 1-D mesh. The domain is the interval [0,L].
- [Mesh](#) (const [Grid](#) &g, int opt=QUADRILATERAL)
Constructor for a uniform finite difference grid given by and instance of class [Grid](#).
- [Mesh](#) (const [Grid](#) &g, int shape, int opt)
Constructor of dual mesh for a uniform finite difference grid given by and instance of class [Grid](#).
- [Mesh](#) (real_t xmin, real_t xmax, size_t ne, int c1, int c2, int opt=0)
Constructor for a uniform 1-D finite element mesh.
- [Mesh](#) (real_t xmin, real_t xmax, real_t ymin, real_t ymax, size_t nx, size_t ny, int cx0, int cxN, int cy0, int cyN, int opt=0)
Constructor for a uniform 2-D structured finite element mesh.
- [Mesh](#) (real_t xmin, real_t xmax, real_t ymin, real_t ymax, real_t zmin, real_t zmax, size_t nx, size_t ny, size_t nz, int cx0, int cxN, int cy0, int cyN, int cz0, int czN, int opt)
Constructor for a uniform 3-D structured finite element mesh.
- [Mesh](#) (const [Mesh](#) &m, const [Point](#)< real_t > &x_bl, const [Point](#)< real_t > &x_tr)
Constructor that extracts the mesh of a rectangular region from an initial mesh.
- [Mesh](#) (const [Mesh](#) &mesh, int opt, size_t dof1, size_t dof2, bool bc=false)
Constructor that copies the input mesh and selects given degrees of freedom.
- [Mesh](#) (const [Mesh](#) &ms)
Copy Constructor.
- [~Mesh](#) ()
Destructor.
- void [setDim](#) (size_t dim)
Define space dimension. Normally, between 1 and 3.
- void [setVerbose](#) (int verb)

- Define Verbose Parameter. Controls output details.*

 - void `Add (Node *nd)`
Add a node to mesh.
 - void `Add (Element *el)`
Add an element to mesh.
 - void `Add (Side *sd)`
Add a side to mesh.
 - void `Add (Edge *ed)`
Add an edge to mesh.
 - `Mesh & operator*= (real_t a)`
*Operator *=*
 - void `get (const string &mesh_file)`
Read mesh data in file.
 - void `get (const string &mesh_file, int ff, int nb_dof=1)`
Read mesh data in file with giving its format.
 - void `setDOFSupport (int opt, int nb_nodes=1)`
Define supports of degrees of freedom.
 - void `setNbDOFPerNode (size_t nb_dof=1)`
Define number of degrees of freedom for each node.
 - void `setPointInDomain (Point< real_t > x)`
Define a point in the domain. This function makes sense only if boundary mesh is given without internal mesh (Case of Boundary Elements)
 - void `removeImposedDOF ()`
Eliminate equations corresponding to imposed DOF.
 - size_t `NumberEquations (size_t dof=0)`
Renumber Equations.
 - size_t `NumberEquations (size_t dof, int c)`
Renumber Equations.
 - int `getAllSides (int opt=0)`
Determine all mesh sides.
 - size_t `getNbSideNodes ()` const
Return the number of nodes on each side.
 - size_t `getNbElementNodes ()` const
Return the number of nodes in each element.
 - int `getBoundarySides ()`
Determine all boundary sides.
 - int `createBoundarySideList ()`
Create list of boundary sides.
 - int `getBoundaryNodes ()`
Determine all boundary nodes.
 - int `createInternalSideList ()`
Create list of internal sides (not on the boundary).
 - int `getAllEdges ()`
Determine all edges.
 - void `getNodeNeighborElements ()`
Create node neighboring elements.
 - void `getElementNeighborElements ()`

- Create element neighboring elements.*

 - void **setMaterial** (int code, const string &mname)

Associate material to code of element.
- void **Reorder** (size_t m=GRAPH_MEMORY)

Renumber mesh nodes according to reverse Cuthill Mc Kee algorithm.
- void **Add** (size_t num, real_t *x)

Add a node by giving its label and an array containing its coordinates.
- void **DeleteNode** (size_t label)

Remove a node given by its label.
- void **DeleteElement** (size_t label)

Remove an element given by its label.
- void **DeleteSide** (size_t label)

Remove a side given by its label.
- void **Delete** (Node *nd)

Remove a node given by its pointer.
- void **Delete** (Element *el)

Remove a node given by its pointer.
- void **Delete** (Side *sd)

Remove a side given by its pointer.
- void **Delete** (Edge *ed)

Remove an edge given by its pointer.
- void **RenumberNode** (size_t n1, size_t n2)

Renumber a node.
- void **RenumberElement** (size_t n1, size_t n2)

Renumber an element.
- void **RenumberSide** (size_t n1, size_t n2)

Renumber a side.
- void **RenumberEdge** (size_t n1, size_t n2)

Renumber an edge.
- void **setNodeView** (size_t n1, size_t n2)

Set viewing window for nodes.
- void **setElementView** (size_t n1, size_t n2)

Set viewing window for elements.
- void **setSideView** (size_t n1, size_t n2)

Set viewing window for sides.
- void **setEdgeView** (size_t n1, size_t n2)

Set viewing window for edges.
- void **setList** (const std::vector< Node * > &nl)

Initialize list of mesh nodes using the input vector.
- void **setList** (const std::vector< Element * > &el)

Initialize list of mesh elements using the input vector.
- void **setList** (const std::vector< Side * > &sl)

Initialize list of mesh sides using the input vector.
- void **Rescale** (real_t sx, real_t sy=0., real_t sz=0.)

Rescale mesh by multiplying node coordinates by constants.
- int **getVerbose** () const

- Return Verbose Parameter.*

 - `size_t getDim () const`
Return space dimension.
 - `size_t getNbNodes () const`
Return number of nodes.
 - `size_t getNbMarkedNodes () const`
Return number of marked nodes.
 - `size_t getNbVertices () const`
Return number of vertices.
 - `size_t getNbDOF () const`
Return total number of degrees of freedom (DOF)
 - `size_t getNbEq () const`
Return number of equations.
 - `size_t getNbEq (int i) const`
Return number of equations for the i-th set of degrees of freedom.
 - `size_t getNbElements () const`
Return number of elements.
 - `size_t getNbSides () const`
Return number of sides.
 - `size_t getNbEdges () const`
Return number of sides.
 - `size_t getNbBoundarySides () const`
Return number of boundary sides.
 - `size_t getNbInternalSides () const`
Return number of internal sides.
 - `size_t getNbMat () const`
Return number of materials.
 - `void AddMidNodes (int g=0)`
Add mid-side nodes.
 - `Point< real_t > getMaxCoord () const`
Return maximum coordinates of nodes.
 - `Point< real_t > getMinCoord () const`
Return minimum coordinates of nodes.
 - `void set (Node *nd)`
Replace node in the mesh.
 - `void set (Element *el)`
Replace element in the mesh.
 - `void set (Side *sd)`
Choose side in the mesh.
 - `bool NodesAreDOF () const`
Return information about DOF type.
 - `bool SidesAreDOF () const`
Return information about DOF type.
 - `bool EdgesAreDOF () const`
Return information about DOF type.
 - `bool ElementsAreDOF () const`

- Return information about DOF type.*

 - `int getDOFSupport () const`
Return information on dof support Return an integer according to enumerated values: NODE_DOF, ELEMENT_DOF SIDE_DOF.
- `void put (const string &mesh_file) const`
Write mesh data on file.
- `void save (const string &mesh_file) const`
Write mesh data on file in various formats.
- `bool withImposedDOF () const`
Return true if imposed DOF count in equations, false if not.
- `bool isStructured () const`
Return true is mesh is structured, false if not.
- `size_t getNodeNewLabel (size_t n) const`
Return new label of node of a renumbered node.
- `void getList (vector< Node * > &nl) const`
Fill vector nl with list of pointers to nodes.
- `void getList (vector< Element * > &el) const`
Fill vector el with list of pointers to elements.
- `void getList (vector< Side * > &sl) const`
Fill vector sl with list of pointers to sides.
- `Node * getPtrNode (size_t i) const`
Return pointer to node with label i.
- `Node & getNode (size_t i) const`
Return referenrece to node with label i
- `Element * getPtrElement (size_t i) const`
Return pointer to element with label i
- `Element & getElement (size_t i) const`
Return reference to element with label i
- `Side * getPtrSide (size_t i) const`
Return pointer to side with label i
- `Side & getSide (size_t i) const`
Return reference to side with label i
- `Edge * getPtrEdge (size_t i) const`
Return pointer to edge with label i
- `Edge & getEdge (size_t i) const`
Return reference to edge with label i
- `size_t getNodeLabel (size_t i) const`
Return label of i-th node.
- `size_t getElementLabel (size_t i) const`
Return label of i-th element.
- `size_t getSideLabel (size_t i) const`
Return label of i-th side.
- `size_t getEdgeLabel (size_t i) const`
Return label of i-th edge.
- `void topNode () const`
Reset list of nodes at its top position (Non constant version)
- `void topBoundaryNode () const`

- Reset list of boundary nodes at its top position (Non constant version)*
- `void topMarkedNode () const`
Reset list of marked nodes at its top position (Non constant version)
- `void topElement () const`
Reset list of elements at its top position (Non constant version)
- `void topSide () const`
Reset list of sides at its top position (Non constant version)
- `void topBoundarySide () const`
Reset list of boundary sides at its top position (Non constant version)
- `void topInternalSide () const`
Reset list of intrrenal sides at its top position (Non constant version)
- `void topEdge () const`
Reset list of edges at its top position (Non constant version)
- `void topBoundaryEdge () const`
Reset list of boundary edges at its top position (Non constant version)
- `Node * getNode () const`
Return pointer to current node and move to next one (Non constant version)
- `Node * getBoundaryNode () const`
Return pointer to current boundary node and move to next one (Non constant version)
- `Node * getMarkedNode () const`
Return pointer to current marked node and move to next one (Non constant version)
- `Element * getElement () const`
Return pointer to current element and move to next one (Non constant version)
- `Element * getActiveElement () const`
Return pointer to current element and move to next one (Non constant version)
- `Side * getSide () const`
Return pointer to current side and move to next one (Non constant version)
- `Side * getBoundarySide () const`
Return pointer to current boundary side and move to next one (Non constant version)
- `Side * getInternalSide () const`
Return pointer to current internal side and move to next one (Non constant version)
- `Edge * getEdge () const`
Return pointer to current edge and move to next one (Non constant version)
- `Edge * getBoundaryEdge () const`
Return pointer to current boundary edge and move to next one (Non constant version)
- `int getShape () const`
Determine shape of elements Return Shape index (see enum ElementShape) if all elements have the same shape, 0 if not.
- `Element * operator() (size_t i) const`
Operator () : Return pointer to i-th element.
- `Node * operator[] (size_t i) const`
Operator [] : Return pointer to i-th node.
- `size_t operator() (size_t i, size_t n) const`
Operator () : Return pointer to i-th node of n-th element.
- `Mesh & operator= (Mesh &ms)`
Operator = : Assign a Mesh instance.

Friends

- void [Refine](#) ([Mesh](#) &in_mesh, [Mesh](#) &out_mesh)

Refine mesh. Subdivide each triangle into 4 subtriangles. This member function is valid for 2-D triangular meshes only.

7.68.1 Detailed Description

To store and manipulate finite element meshes.

Class [Mesh](#) enables defining as an object a finite element mesh. A finite element mesh is characterized by its nodes, elements and sides. Each of these types of data constitutes a class in the [OFELI](#) library.

The standard procedure to introduce the finite element mesh is to provide an input file containing its data. For this, we have defined our own mesh data file (following the XML syntax). Of course, a developer can write his own function to read his finite element mesh file using the methods in [Mesh](#).

7.68.2 Constructor & Destructor Documentation

Mesh (const string &file, bool bc = false, int opt = NODE_DOF, int nb_dof = 1)

Constructor using a mesh file.

Parameters

| | | |
|----|---------------|--|
| in | <i>file</i> | File containing mesh data. The extension of the file yields the file format: The extension .m implies OFELI file format and .msh implies GMSH msh file. |
| in | <i>bc</i> | Flag to remove (true) or not (false) imposed Degrees of Freedom [default: false] |
| in | <i>opt</i> | Type of DOF support: To choose among enumerated values NODE_DOF, SIDE_DOF or ELEMENT_DOF. Say if degrees of freedom (unknowns) are supported by nodes, sides or elements. |
| in | <i>nb_dof</i> | Number of degrees of freedom per node [Default: 1]. This value is meaningful only if other format than OFELI 's one is used. Otherwise, the information is contained in the OFELI file format. |

Mesh (real_t L, size_t nb_el, size_t p = 1, size_t nb_dof = 1)

Constructor for a 1-D mesh. The domain is the interval [0,L].

Parameters

| | | |
|----|---------------|--|
| in | <i>L</i> | Length of the interval |
| in | <i>nb_el</i> | Number of elements to generate |
| in | <i>p</i> | Degree of finite element polynomial (Default = 1) |
| in | <i>nb_dof</i> | Number of degrees of freedom for each node (Default = 1) |

Mesh (const Grid &g, int opt = QUADRILATERAL)

Constructor for a uniform finite difference grid given by and instance of class [Grid](#).

Parameters

| | | |
|----|------------|---|
| in | <i>g</i> | Grid instance |
| in | <i>opt</i> | Optional value to say which type of elements to generate <ul style="list-style-type: none"> • TRIANGLE: Mesh elements are triangles • QUADRILATERAL: Mesh elements are quadrilaterals [default] |

Mesh (const Grid & *g*, int *shape*, int *opt*)

Constructor of dual mesh for a uniform finite difference grid given by and instance of class [Grid](#).

Parameters

| | | |
|----|--------------|--|
| in | <i>g</i> | Grid instance |
| in | <i>shape</i> | Value to say which type of elements to generate <ul style="list-style-type: none"> • TRIANGLE: Mesh elements are triangles • QUADRILATERAL: Mesh elements are quadrilaterals [default] |
| in | <i>opt</i> | This argument can take any value. It is here only to distinguish from the other constructor using Grid instance. |

Remarks

This constructor is to be used to obtain a dual mesh from a structured grid. It is mainly useful if a cell centered finite volume method is used.

Mesh (real_t *xmin*, real_t *xmax*, size_t *ne*, int *c1*, int *c2*, int *opt* = 0)

Constructor for a uniform 1-D finite element mesh.

The domain is the line (xmin,xmax)

Parameters

| | | |
|----|-------------|---|
| in | <i>xmin</i> | Minimal coordinate |
| in | <i>xmax</i> | Maximal coordinate |
| in | <i>ne</i> | Number of elements |
| in | <i>c1</i> | Code for the first node (x=xmin) |
| in | <i>c2</i> | Code for the last node (x=xmax) |
| in | <i>opt</i> | Flag to generate elements as well (if not zero) [Default: 0]. |

Remarks

The option `opt` can be set to 0 if the user intends to use finite differences.

Mesh (real_t xmin, real_t xmax, real_t ymin, real_t ymax, size_t nx, size_t ny, int cx0, int cxN, int cy0, int cyN, int opt = 0)

Constructor for a uniform 2-D structured finite element mesh.

The domain is the rectangle $(x_{min}, x_{max}) \times (y_{min}, y_{max})$

Parameters

| | | |
|----|-------------|--|
| in | <i>xmin</i> | Minimal x-coordinate |
| in | <i>xmax</i> | Maximal x-coordinate |
| in | <i>ymin</i> | Minimal y-coordinate |
| in | <i>ymax</i> | Maximal y-coordinate |
| in | <i>nx</i> | Number of subintervals on the x-axis |
| in | <i>ny</i> | Number of subintervals on the y-axis |
| in | <i>cx0</i> | Code for nodes generated on the line $x=x_0$ if >0 , for sides on this line if <0 |
| in | <i>cxN</i> | Code for nodes generated on the line $x=x_N$ if >0 , for sides on this line if <0 |
| in | <i>cy0</i> | Code for nodes generated on the line $y=y_0$ if >0 , for sides on this line if <0 |
| in | <i>cyN</i> | Code for nodes generated on the line $y=y_N$ if >0 , for sides on this line if <0 |
| in | <i>opt</i> | Flag to generate elements as well (if not zero) [Default: 0]. If the flag is not 0, it can take one of the enumerated values: TRIANGLE or QUADRILATERAL, with obvious meaning. |

Remarks

The option `opt` can be set to 0 if the user intends to use finite differences.

Mesh (real_t xmin, real_t xmax, real_t ymin, real_t ymax, real_t zmin, real_t zmax, size_t nx, size_t ny, size_t nz, int cx0, int cxN, int cy0, int cyN, int cz0, int czN, int opt)

Constructor for a uniform 3-D structured finite element mesh.

The domain is the parallelepiped $(x_{min}, x_{max}) \times (y_{min}, y_{max}) \times (z_{min}, z_{max})$

Parameters

| | | |
|----|-------------|---|
| in | <i>xmin</i> | Minimal x-coordinate |
| in | <i>xmax</i> | Maximal x-coordinate |
| in | <i>ymin</i> | Minimal y-coordinate |
| in | <i>ymax</i> | Maximal y-coordinate |
| in | <i>zmin</i> | Minimal z-coordinate |
| in | <i>zmax</i> | Maximal z-coordinate |
| in | <i>nx</i> | Number of subintervals on the x-axis |
| in | <i>ny</i> | Number of subintervals on the y-axis |
| in | <i>nz</i> | Number of subintervals on the z-axis |
| in | <i>cx0</i> | Code for nodes generated on the line $x=x_{min}$ if >0 , for sides on this line if <0 |

Parameters

| | | |
|----|------------|--|
| in | <i>cxN</i> | Code for nodes generated on the line $x=x_{\max}$ if >0 , for sides on this line if <0 |
| in | <i>cy0</i> | Code for nodes generated on the line $y=y_{\min}$ if >0 , for sides on this line if <0 |
| in | <i>cyN</i> | Code for nodes generated on the line $y=y_{\max}$ if >0 , for sides on this line if <0 |
| in | <i>cz0</i> | Code for nodes generated on the line $z=z_{\min}$ if >0 , for sides on this line if <0 |
| in | <i>czN</i> | Code for nodes generated on the line $z=z_{\max}$ if >0 , for sides on this line if <0 |
| in | <i>opt</i> | Flag to generate elements as well (if not zero) [Default: 0]. If the flag is not 0, it can take one of the enumerated values: HEXAHEDRON or TETRAHEDRON, with obvious meaning. |

Remarks

The option *opt* can be set to 0 if the user intends to use finite differences.

Mesh (const Mesh & *m*, const Point< real_t > & *x_bl*, const Point< real_t > & *x_tr*)

Constructor that extracts the mesh of a rectangular region from an initial mesh.

This constructor is useful for zooming purposes for instance.

Parameters

| | | |
|----|-----------------------------------|---|
| in | <i>m</i> | Initial mesh from which the submesh is extracted |
| in | $x \leftrightarrow$ <i>_bl</i> | Coordinate of bottom left vertex of the rectangle |
| in | $x \leftrightarrow$ <i>_tr</i> | Coordinate of top right vertex of the rectangle |

Mesh (const Mesh & *mesh*, int *opt*, size_t *dof1*, size_t *dof2*, bool *bc* = *false*)

Constructor that copies the input mesh and selects given degrees of freedom.

This constructor is to be used for coupled problems where each subproblem uses a choice of degrees of freedom.

Parameters

| | | |
|----|-------------|---|
| in | <i>mesh</i> | Initial mesh from which the submesh is extracted |
| in | <i>opt</i> | Type of DOF support: To choose among enumerated values NODE_DOF, SIDE_DOF or ELEMENT_DOF. |
| in | <i>dof1</i> | Label of first degree of freedom to select to the output mesh |
| in | <i>dof2</i> | Label of last degree of freedom to select to the output mesh |
| in | <i>bc</i> | Flag to remove (true) or not (false) imposed Degrees of Freedom [Default: false] |

Mesh (const Mesh & *ms*)

Copy Constructor.

Parameters

| | | |
|----|-----------|---------------------------------------|
| in | <i>ms</i> | Mesh instance to copy |
|----|-----------|---------------------------------------|

7.68.3 Member Function Documentation

void setDim (size_t *dim*)

Define space dimension. Normally, between 1 and 3.

Parameters

| | | |
|----|------------|--|
| in | <i>dim</i> | Space dimension to set (must be between 1 and 3) |
|----|------------|--|

void setVerbose (int *verb*)

Define Verbose Parameter. Controls output details.

Parameters

| | | |
|----|-------------|--|
| in | <i>verb</i> | verbosity parameter (Must be between 0 and 10) |
|----|-------------|--|

void Add (Node * *nd*)

Add a node to mesh.

Parameters

| | | |
|----|-----------|--|
| in | <i>nd</i> | Pointer to Node to add |
|----|-----------|--|

void Add (Element * *el*)

Add an element to mesh.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element to add |
|----|-----------|---|

void Add (Side * *sd*)

Add a side to mesh.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Pointer to Side to add |
|----|-----------|--|

void Add (Edge * *ed*)

Add an edge to mesh.

Parameters

| | | |
|----|-----------|--|
| in | <i>ed</i> | Pointer to Edge to add |
|----|-----------|--|

Mesh& operator*= (real_t *a*)

Operator *=

Rescale mesh coordinates by multiplying by a factor

Parameters

| | | |
|----|----------|----------------------|
| in | <i>a</i> | Value to multiply by |
|----|----------|----------------------|

void get (const string & *mesh_file*)

Read mesh data in file.

[Mesh](#) file must be in [OFELI](#) format. See "File Formats" page

Parameters

| | | |
|----|------------------|--------------------------------|
| in | <i>mesh_file</i> | Mesh file name |
|----|------------------|--------------------------------|

void get (const string & *mesh_file*, int *ff*, int *nb_dof* = 1)

Read mesh data in file with giving its format.

File format can be chosen among a variety of choices. See "File Formats" page

Parameters

| | | |
|----|------------------|---|
| in | <i>mesh_file</i> | Mesh file name |
| in | <i>ff</i> | File format: Integer to chose among enumerated values: <code>OFELI_FF</code> , <code>GMSH</code> , <code>MATLAB</code> , <code>EASYMESH</code> , <code>GAMBIT</code> , <code>BAMG</code> , <code>NETGEN</code> , <code>TRIANGLE_FF</code> |
| in | <i>nb_dof</i> | Number of degrees of freedom per node (Default value: 1) |

void setDOFSupport (int *opt*, int *nb_nodes* = 1)

Define supports of degrees of freedom.

Parameters

| | | |
|----|-----------------|--|
| in | <i>opt</i> | DOF type: <ul style="list-style-type: none"> • <code>NODE_DOF</code>: Degrees of freedom are supported by nodes • <code>SIDE_DOF</code>: Degrees of freedom are supported by sides • <code>EDGE_DOF</code>: Degrees of freedom are supported by edges • <code>ELEMENT_DOF</code>: Degrees of freedom are supported by elements |
| in | <i>nb_nodes</i> | Number of nodes on sides or elements (default=1). This parameter is useful only if dofs are supported by sides or elements |

Note

This member function creates all mesh sides if the option `ELEMENT_DOF` or `SIDE_DOF` is selected. So it not necessary to call [getAllSides\(\)](#) after

void setNbDOFPerNode (size_t nb_dof = 1)

Define number of degrees of freedom for each node.

Parameters

| | | |
|----|---------------|---|
| in | <i>nb_dof</i> | Number of degrees of freedom (unknowns) for each mesh node (Default value is 1) |
|----|---------------|---|

Note

This function first declares nodes as unknown supports, sets the number of degrees of freedom and rennumbers equations

void setPointInDomain (Point< real_t > x)

Define a point in the domain. This function makes sense only if boundary mesh is given without internal mesh (Case of Boundary Elements)

Parameters

| | | |
|----|----------|--------------------------------|
| in | <i>x</i> | Coordinates of point to define |
|----|----------|--------------------------------|

size_t NumberEquations (size_t dof = 0)

Renummer Equations.

Parameters

| | | |
|----|------------|---|
| in | <i>dof</i> | Label of degree of freedom for which numbering is performed. Default value (0) means that all degrees of freedom are taken into account |
|----|------------|---|

size_t NumberEquations (size_t *dof*, int *c*)

Renumber Equations.

Parameters

| | | |
|----|------------|--|
| in | <i>dof</i> | Label of degree of freedom for which numbering is performed. |
| in | <i>c</i> | code for which degrees of freedom are enforced. |

int getAllSides (int *opt* = 0)

Determine all mesh sides.

Returns

Number of all sides.

int getBoundarySides ()

Determine all boundary sides.

Returns

Number of boundary sides.

int createBoundarySideList ()

Create list of boundary sides.

This function is useful to loop over boundary sides without testing Once this one is called, the function [getNbBoundarySides\(\)](#) is available. Moreover, looping over boundary sides is available via the member functions [topBoundarySide\(\)](#) and [getBoundarySide\(\)](#)

Returns

Number of boundary sides.

int getBoundaryNodes ()

Determine all boundary nodes.

Returns

n Number of boundary nodes.

int createInternalSideList ()

Create list of internal sides (not on the boundary).

This function is useful to loop over internal sides without testing Once this one is called, the function [getNbInternalSides\(\)](#) is available. Moreover, looping over internal sides is available via the member functions [topInternalSide\(\)](#) and [getInternalSide\(\)](#)

Returns

n Number of internal sides.

int getAllEdges ()

Determine all edges.

Returns

Number of all edges.

void getNodeNeighborElements ()

Create node neighboring elements.

This function is generally useful when, for a numerical method, one looks for a given node to the list of elements that share this node. Once this function is invoked, one can retrieve the list of neighboring elements of any node ([Node::getNeigEl](#))

void getElementNeighborElements ()

Create element neighboring elements.

This function creates for each element the list of elements that share a side with it. Once this function is invoked, one can retrieve the list of neighboring elements of any element ([Element::getNeighborElement](#))

void setMaterial (int code, const string & mname)

Associate material to code of element.

Parameters

| | | |
|----|--------------|---|
| in | <i>code</i> | Element code for which material is assigned |
| in | <i>mname</i> | Name of material |

void Reorder (size_t m = GRAPH_MEMORY)

Renumber mesh nodes according to reverse Cuthill Mc Kee algorithm.

Parameters

| | | |
|----|----------|--|
| in | <i>m</i> | Memory size needed for matrix graph (default value is GRAPH_MEMORY, see OFELI_Config.h) |
|----|----------|--|

void Add (size_t num, real_t * x)

Add a node by giving its label and an array containing its coordinates.

Parameters

| | | |
|----|------------|-----------------------------|
| in | <i>num</i> | Label of node to add |
| in | <i>x</i> | C-array of node coordinates |

void DeleteNode (size_t *label*)

Remove a node given by its label.

This function does not release the space previously occupied

Parameters

| | | |
|----|--------------|-------------------------|
| in | <i>label</i> | Label of node to delete |
|----|--------------|-------------------------|

void DeleteElement (size_t *label*)

Remove an element given by its label.

This function does not release the space previously occupied

Parameters

| | | |
|----|--------------|----------------------------|
| in | <i>label</i> | Label of element to delete |
|----|--------------|----------------------------|

void DeleteSide (size_t *label*)

Remove a side given by its label.

This function does not release the space previously occupied

Parameters

| | | |
|----|--------------|-------------------------|
| in | <i>label</i> | Label of side to delete |
|----|--------------|-------------------------|

void Delete (Node * *nd*)

Remove a node given by its pointer.

This function does not release the space previously occupied

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>nd</i> | Pointer to node to delete |
|----|-----------|---------------------------|

void Delete (Element * *el*)

Remove a node given by its pointer.

This function does not release the space previously occupied

Parameters

| | | |
|----|-----------|------------------------------|
| in | <i>el</i> | Pointer to element to delete |
|----|-----------|------------------------------|

void Delete (Side * *sd*)

Remove a side given by its pointer.

This function does not release the space previously occupied

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>sd</i> | Pointer to side to delete |
|----|-----------|---------------------------|

void Delete (Edge * *ed*)

Remove an edge given by its pointer.

This function does not release the space previously occupied

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>ed</i> | Pointer to edge to delete |
|----|-----------|---------------------------|

void RenumberNode (size_t *n1*, size_t *n2*)

Renumber a node.

Parameters

| | | |
|----|-----------|-----------|
| in | <i>n1</i> | Old label |
| in | <i>n2</i> | New label |

void RenumberElement (size_t *n1*, size_t *n2*)

Renumber an element.

Parameters

| | | |
|----|-----------|-----------|
| in | <i>n1</i> | Old label |
| in | <i>n2</i> | New label |

void RenumberSide (size_t *n1*, size_t *n2*)

Renumber a side.

Parameters

| | | |
|----|-----------|-----------|
| in | <i>n1</i> | Old label |
| in | <i>n2</i> | New label |

void RenumberEdge (size_t *n1*, size_t *n2*)

Renumber an edge.

Parameters

| | | |
|----|-----------|-----------|
| in | <i>n1</i> | Old label |
| in | <i>n2</i> | New label |

void setNodeView (size_t *n1*, size_t *n2*)

Set viewing window for nodes.

Parameters

| | | |
|----|-----------|--------------------|
| in | <i>n1</i> | First node to view |
| in | <i>n2</i> | last node to view |

void setElementView (size_t *n1*, size_t *n2*)

Set viewing window for elements.

Parameters

| | | |
|----|-----------|-----------------------|
| in | <i>n1</i> | First element to view |
| in | <i>n2</i> | last element to view |

void setSideView (size_t *n1*, size_t *n2*)

Set viewing window for sides.

Parameters

| | | |
|----|-----------|--------------------|
| in | <i>n1</i> | First side to view |
| in | <i>n2</i> | last side to view |

void setEdgeView (size_t *n1*, size_t *n2*)

Set viewing window for edges.

Parameters

| | | |
|----|-----------|--------------------|
| in | <i>n1</i> | First edge to view |
| in | <i>n2</i> | last edge to view |

void setList (const std::vector< Node * > &*nl*)

Initialize list of mesh nodes using the input vector.

Parameters

| | | |
|----|-----------|---|
| in | <i>nl</i> | vector instance that contains the list of pointers to nodes |
|----|-----------|---|

void setList (const std::vector< Element * > & *el*)

Initialize list of mesh elements using the input vector.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | vector instance that contains the list of pointers to elements |
|----|-----------|--|

void setList (const std::vector< Side * > & *sl*)

Initialize list of mesh sides using the input vector.

Parameters

| | | |
|----|-----------|---|
| in | <i>sl</i> | vector instance that contains the list of pointers to sides |
|----|-----------|---|

void Rescale (real.t *sx*, real.t *sy* = 0., real.t *sz* = 0.)

Rescale mesh by multiplying node coordinates by constants.

This function can be used e.g. for changing coordinate units

Parameters

| | | |
|----|-----------|---|
| in | <i>sx</i> | Factor to multiply by x coordinates |
| in | <i>sy</i> | Factor to multiply by y coordinates [Default: <i>sx</i>] |
| in | <i>sz</i> | Factor to multiply by z coordinates [Default: <i>sx</i>] |

size.t getNbBoundarySides () const

Return number of boundary sides.

This function is valid if member function **getAllSides** or **getBoundarySides** has been invoked before

size.t getNbInternalSides () const

Return number of internal sides.

This function is valid if member functions **getAllSides** and **createInternalSideList** have been invoked before

void AddMidNodes (int *g* = 0)

Add mid-side nodes.

This is function is valid for triangles only

Parameters

| | | |
|----|----------|--|
| in | <i>g</i> | Option to say of barycentre node is to be added (>0) or not (=0) |
|----|----------|--|

void set (Node * *nd*)

Replace node in the mesh.

If the node label exists already, the existing node pointer will be replaced by the current one. If not, an error message is displayed.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>nd</i> | Pointer to node |
|----|-----------|-----------------|

void set (Element * *el*)

Replace element in the mesh.

If the element label exists already, the existing element pointer will be replaced by the current one. If not, an error message is displayed.

Parameters

| | | |
|----|-----------|--------------------|
| in | <i>el</i> | Pointer to element |
|----|-----------|--------------------|

void set (Side * *sd*)

Choose side in the mesh.

If the side label exists already, the existing side pointer will be replaced by the current one. If not, an error message is displayed.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>sd</i> | Pointer to side |
|----|-----------|-----------------|

bool NodesAreDOF () const

Return information about DOF type.

Returns

true if DOF are supported by nodes, false otherwise

bool SidesAreDOF () const

Return information about DOF type.

Returns

true if DOF are supported by sides, false otherwise

bool EdgesAreDOF () const

Return information about DOF type.

Returns

true if DOF are supported by edges, false otherwise

bool ElementsAreDOF () const

Return information about DOF type.

Returns

true if DOF are supported by elements, false otherwise

void put (const string & *mesh_file*) const

Write mesh data on file.

Parameters

| | | |
|----|------------------|----------------|
| in | <i>mesh_file</i> | Mesh file name |
|----|------------------|----------------|

void save (const string & *mesh_file*) const

Write mesh data on file in various formats.

File format depends on the extension in file name

Parameters

| | | |
|----|------------------|--|
| in | <i>mesh_file</i> | Mesh file name If the extension is '.m', the output file is an OFELI file If the extension is '.gpl', the output file is a Gnuplot file If the extension is '.msh' or '.geo', the output file is a Gmsh file If the extension is '.vtk', the output file is a VTK file |
|----|------------------|--|

void getList (vector< Node * > & *nl*) const

Fill vector nl with list of pointers to nodes.

Parameters

| | | |
|-----|-----------|--|
| out | <i>nl</i> | Instance of class vector that contain on output the list |
|-----|-----------|--|

void getList (vector< Element * > & *el*) const

Fill vector el with list of pointers to elements.

Parameters

| | | |
|-----|-----------|--|
| out | <i>el</i> | Instance of class vector that contain on output the list |
|-----|-----------|--|

void getList (vector< Side * > & sl) const

Fill vector sl with list of pointers to sides.

Parameters

| | | |
|-----|----|--|
| out | sl | Instance of class vector that contain on output the list |
|-----|----|--|

size_t getNodeLabel (size_t i) const

Return label of i-th node.

Parameters

| | | |
|----|---|----------------------------|
| in | i | Node index |
|----|---|----------------------------|

size_t getElementLabel (size_t i) const

Return label of i-th element.

Parameters

| | | |
|----|---|-------------------------------|
| in | i | Element index |
|----|---|-------------------------------|

size_t getSideLabel (size_t i) const

Return label of i-th side.

Parameters

| | | |
|----|---|----------------------------|
| in | i | Side index |
|----|---|----------------------------|

size_t getEdgeLabel (size_t i) const

Return label of i-th edge.

Parameters

| | | |
|----|---|----------------------------|
| in | i | Edge index |
|----|---|----------------------------|

Element* getActiveElement () const

Return pointer to current element and move to next one (Non constant version)

This function returns pointer to the current element only if this one is active. Otherwise it goes to the next active element (To be used when adaptive meshing is involved)

7.68.4 Friends And Related Function Documentation

void Refine (Mesh & *in_mesh*, Mesh & *out_mesh*) [friend]

Refine mesh. Subdivide each triangle into 4 subtriangles. This member function is valid for 2-D triangular meshes only.

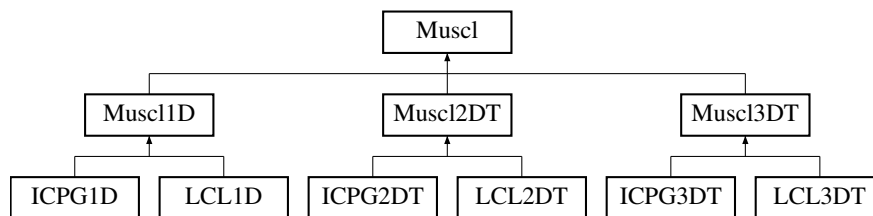
Parameters

| | | |
|-----|-----------------|-------------|
| in | <i>in_mesh</i> | Input mesh |
| out | <i>out_mesh</i> | Output mesh |

7.69 Muscl Class Reference

Parent class for hyperbolic solvers with Muscl scheme.

Inheritance diagram for Muscl:



Public Types

Public Member Functions

- **Muscl (Mesh &m)**
Constructor using mesh instance.
- **virtual ~Muscl ()**
Destructor.
- **void setTimeStep (real_t dt)**
Assign time step value.
- **real_t getTimeStep () const**
Return time step value.
- **void setCFL (real_t CFL)**
Assign CFL value.
- **real_t getCFL () const**
Return CFL value.
- **void setReferenceLength (real_t dx)**
Assign reference length value.
- **real_t getReferenceLength () const**
Return reference length.
- **Mesh & getMesh () const**
Return reference to Mesh instance.
- **void setVerbose (int v)**

Set verbosity parameter.

- bool `setReconstruction` (const `Vect< real.t > &U`, `Vect< real.t > &LU`, `Vect< real.t > &RU`, `size.t dof`)

Function to reconstruct by the `Muscl` method.

- void `setMethod` (const `Method &s`)

Choose a flux solver.

- void `setSolidZoneCode` (int c)

Choose a code for solid zone.

- bool `getSolidZone` () const

Return flag for presence of solid zones.

- int `getSolidZoneCode` () const

Return code of solid zone, 0 if this one is not present.

- void `setLimiter` (`Limiter l`)

Choose a flux limiter.

7.69.1 Detailed Description

Parent class for hyperbolic solvers with Muscl scheme.

Everything here is common for both 2D and 3D muscl methods ! Virtual functions are implemented in Muscl2D and Muscl3D classes

7.69.2 Member Enumeration Documentation

enum Method

Enumeration for flux choice.

Enumerator

`FIRST_ORDER_METHOD` First Order upwind method

`MULTI_SLOPE_Q_METHOD` Multislope Q method

`MULTI_SLOPE_M_METHOD` Multislope M method

enum Limiter

Enumeration of flux limiting methods.

Enumerator

`MINMOD_LIMITER` MinMod limiter

`VANLEER_LIMITER` Van Leer limiter

`SUPERBEE_LIMITER` Superbee limiter

`VANALBADA_LIMITER` Van Albada limiter

`MAX_LIMITER` Max limiter

enum SolverType

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver
VFROE_SOLVER Finite Volume Roe solver
LF_SOLVER LF solver
RUSANOV_SOLVER Rusanov solver
HLL_SOLVER HLL solver
HLLC_SOLVER HLLC solver
MAX_SOLVER Max solver

7.69.3 Member Function Documentation

void setTimeStep (real.t *dt*)

Assign time step value.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>dt</i> | Time step value |
|----|-----------|-----------------|

void setCFL (real.t *CFL*)

Assign CFL value.

Parameters

| | | |
|----|------------|--------------|
| in | <i>CFL</i> | Value of CFL |
|----|------------|--------------|

void setReferenceLength (real.t *dx*)

Assign reference length value.

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>dx</i> | Value of reference length |
|----|-----------|---------------------------|

void setVerbose (int *v*)

Set verbosity parameter.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>v</i> | Value of verbosity parameter |
|----|----------|------------------------------|

bool setReconstruction (const Vect< real.t > & *U*, Vect< real.t > & *LU*, Vect< real.t > & *RU*, size.t *dof*)

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void setMethod (const Method & *s*)

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter *l*)

Choose a flux limiter.

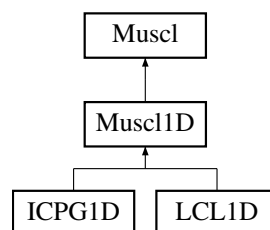
Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.70 Muscl1D Class Reference

Class for 1-D hyperbolic solvers with [Muscl](#) scheme.

Inheritance diagram for Muscl1D:



Public Types

Public Member Functions

- [Muscl1D](#) ([Mesh](#) &m)

Constructor using mesh instance.

- [~Muscl1D \(\)](#)
Destructor.
- [real.t getMeanLength \(\) const](#)
Return mean length.
- [real.t getMaximumLength \(\) const](#)
Return maximal length.
- [real.t getMinimumLength \(\) const](#)
Return mimal length.
- [real.t getTauLim \(\) const](#)
Return mean length.
- [void print_mesh_stat \(\)](#)
Output mesh information.
- [void setTimeStep \(real.t dt\)](#)
Assign time step value.
- [real.t getTimeStep \(\) const](#)
Return time step value.
- [void setCFL \(real.t CFL\)](#)
Assign CFL value.
- [real.t getCFL \(\) const](#)
Return CFL value.
- [void setReferenceLength \(real.t dx\)](#)
Assign reference length value.
- [real.t getReferenceLength \(\) const](#)
Return reference length.
- [Mesh & getMesh \(\) const](#)
Return reference to [Mesh](#) instance.
- [void setVerbose \(int v\)](#)
Set verbosity parameter.
- [bool setReconstruction \(const Vect< real.t > &U, Vect< real.t > &LU, Vect< real.t > &RU, size_t dof\)](#)
Function to reconstruct by the [Muscl](#) method.
- [void setMethod \(const Method &s\)](#)
Choose a flux solver.
- [void setSolidZoneCode \(int c\)](#)
Choose a code for solid zone.
- [bool getSolidZone \(\) const](#)
Return flag for presence of solid zones.
- [int getSolidZoneCode \(\) const](#)
Return code of solid zone, 0 if this one is not present.
- [void setLimiter \(Limiter l\)](#)
Choose a flux limiter.

7.70.1 Detailed Description

Class for 1-D hyperbolic solvers with [Muscl](#) scheme.

7.70.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.70.3 Member Function Documentation

void setTimeStep (real_t dt) [inherited]

Assign time step value.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>dt</i> | Time step value |
|----|-----------|-----------------|

void setCFL (real_t CFL) [inherited]

Assign CFL value.

Parameters

| | | |
|----|------------|--------------|
| in | <i>CFL</i> | Value of CFL |
|----|------------|--------------|

void setReferenceLength (real.t *dx*) [inherited]

Assign reference length value.

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>dx</i> | Value of reference length |
|----|-----------|---------------------------|

void setVerbose (int *v*) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>v</i> | Value of verbosity parameter |
|----|----------|------------------------------|

bool setReconstruction (const Vect< real.t > & *U*, Vect< real.t > & *LU*, Vect< real.t > & *RU*, size.t *dof*) [inherited]

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void setMethod (const Method & *s*) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter *l*) [inherited]

Choose a flux limiter.

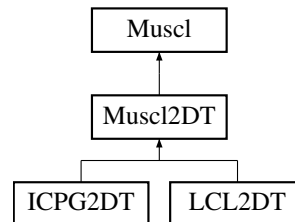
Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.71 Muscl2DT Class Reference

Class for 2-D hyperbolic solvers with [Muscl](#) scheme.

Inheritance diagram for Muscl2DT:



Public Types

Public Member Functions

- [Muscl2DT](#) ([Mesh](#) &m)
Constructor using mesh.
- [~Muscl2DT](#) ()
Destructor.
- bool [setReconstruction](#) (const [Vect](#)< [real_t](#) > &U, [Vect](#)< [real_t](#) > &LU, [Vect](#)< [real_t](#) > &RU, size_t dof)
Function to reconstruct by the [Muscl](#) method.
- void [setTimeStep](#) ([real_t](#) dt)
Assign time step value.
- [real_t](#) [getTimeStep](#) () const
Return time step value.
- void [setCFL](#) ([real_t](#) CFL)
Assign CFL value.
- [real_t](#) [getCFL](#) () const
Return CFL value.
- void [setReferenceLength](#) ([real_t](#) dx)
Assign reference length value.
- [real_t](#) [getReferenceLength](#) () const
Return reference length.
- [Mesh](#) & [getMesh](#) () const
Return reference to [Mesh](#) instance.
- void [setVerbose](#) (int v)
Set verbosity parameter.
- void [setMethod](#) (const [Method](#) &s)
Choose a flux solver.
- void [setSolidZoneCode](#) (int c)
Choose a code for solid zone.
- bool [getSolidZone](#) () const
Return flag for presence of solid zones.
- int [getSolidZoneCode](#) () const
Return code of solid zone, 0 if this one is not present.
- void [setLimiter](#) ([Limiter](#) l)
Choose a flux limiter.

Protected Member Functions

- void [Initialize](#) ()
Construction of normals to sides.

7.71.1 Detailed Description

Class for 2-D hyperbolic solvers with [Muscl](#) scheme.

7.71.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method
MULTI_SLOPE_Q_METHOD Multislope Q method
MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter
VANLEER_LIMITER Van Leer limiter
SUPERBEE_LIMITER Superbee limiter
VANALBADA_LIMITER Van Albada limiter
MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver
VFROE_SOLVER Finite Volume Roe solver
LF_SOLVER LF solver
RUSANOV_SOLVER Rusanov solver
HLL_SOLVER HLL solver
HLLC_SOLVER HLLC solver
MAX_SOLVER Max solver

7.71.3 Member Function Documentation

bool setReconstruction (const Vect< real.t > & U, Vect< real.t > & LU, Vect< real.t > & RU, size.t dof)

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|-------|-----------------------------|
| in | U | Field to reconstruct |
| out | LU | Left gradient vector |
| out | RU | Right gradient vector |
| in | dof | Label of dof to reconstruct |

void Initialize () [protected]

Construction of normals to sides.

Convention: for a given side, `getPtrElement(1)` is the left element and `getPtrElement(2)` is the right element. The normal goes from left to right. For boundary sides, the normal points outward.

void setTimeStep (real_t dt) [inherited]

Assign time step value.

Parameters

| | | |
|----|------|-----------------|
| in | dt | Time step value |
|----|------|-----------------|

void setCFL (real_t CFL) [inherited]

Assign CFL value.

Parameters

| | | |
|----|-------|--------------|
| in | CFL | Value of CFL |
|----|-------|--------------|

void setReferenceLength (real_t dx) [inherited]

Assign reference length value.

Parameters

| | | |
|----|------|---------------------------|
| in | dx | Value of reference length |
|----|------|---------------------------|

void setVerbose (int v) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|-----|------------------------------|
| in | v | Value of verbosity parameter |
|----|-----|------------------------------|

void setMethod (const Method & s) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|---|------------------|
| in | s | Solver to choose |
|----|---|------------------|

void setLimiter (Limiter l) [inherited]

Choose a flux limiter.

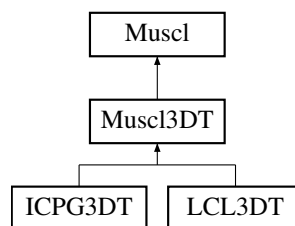
Parameters

| | | |
|----|---|-------------------|
| in | l | Limiter to choose |
|----|---|-------------------|

7.72 Muscl3DT Class Reference

Class for 3-D hyperbolic solvers with [Muscl](#) scheme using tetrahedra.

Inheritance diagram for Muscl3DT:



Public Types

Public Member Functions

- [Muscl3DT](#) ([Mesh](#) &m)
Constructor using mesh.
- [~Muscl3DT](#) ()
Destructor.
- bool [setReconstruction](#) (const [Vect](#)< [real_t](#) > &U, [Vect](#)< [real_t](#) > &LU, [Vect](#)< [real_t](#) > &RU, size_t dof)
Function to reconstruct by the [Muscl](#) method.
- [real_t](#) [getMinimumFaceArea](#) () const
Return minimum area of faces in the mesh.
- [real_t](#) [getMinimumElementVolume](#) () const
Return minimum volume of elements in the mesh.
- [real_t](#) [getMaximumFaceArea](#) () const
Return maximum area of faces in the mesh.
- [real_t](#) [getMaximumElementVolume](#) () const
Return maximum volume of elements in the mesh.

- [real_t getMeanFaceArea \(\)](#) const
Return mean area of faces in the mesh.
- [real_t getMeanElementVolume \(\)](#) const
Return mean volume of elements in the mesh.
- [real_t getMinimumEdgeLength \(\)](#) const
Return minimum length of edges in the mesh.
- [real_t getMinimumVolumebyArea \(\)](#) const
Return minimum volume by area in the mesh.
- [real_t getMaximumEdgeLength \(\)](#) const
Return maximum length of edges in the mesh.
- [real_t getTauLim \(\)](#) const
Return value of tau lim.
- [real_t getComega \(\)](#) const
Return value of Comega.
- [void setbetalim \(real_t bl\)](#)
Assign value of beta lim.
- [void setTimeStep \(real_t dt\)](#)
Assign time step value.
- [real_t getTimeStep \(\)](#) const
Return time step value.
- [void setCFL \(real_t CFL\)](#)
Assign CFL value.
- [real_t getCFL \(\)](#) const
Return CFL value.
- [void setReferenceLength \(real_t dx\)](#)
Assign reference length value.
- [real_t getReferenceLength \(\)](#) const
Return reference length.
- [Mesh & getMesh \(\)](#) const
Return reference to [Mesh](#) instance.
- [void setVerbose \(int v\)](#)
Set verbosity parameter.
- [void setMethod \(const \[Method\]\(#\) &s\)](#)
Choose a flux solver.
- [void setSolidZoneCode \(int c\)](#)
Choose a code for solid zone.
- [bool getSolidZone \(\)](#) const
Return flag for presence of solid zones.
- [int getSolidZoneCode \(\)](#) const
Return code of solid zone, 0 if this one is not present.
- [void setLimiter \(\[Limiter\]\(#\) l\)](#)
Choose a flux limiter.

7.72.1 Detailed Description

Class for 3-D hyperbolic solvers with [Muscl](#) scheme using tetrahedra.

7.72.2 Member Enumeration Documentation

enum Method [inherited]

Enumeration for flux choice.

Enumerator

FIRST_ORDER_METHOD First Order upwind method

MULTI_SLOPE_Q_METHOD Multislope Q method

MULTI_SLOPE_M_METHOD Multislope M method

enum Limiter [inherited]

Enumeration of flux limiting methods.

Enumerator

MINMOD_LIMITER MinMod limiter

VANLEER_LIMITER Van Leer limiter

SUPERBEE_LIMITER Superbee limiter

VANALBADA_LIMITER Van Albada limiter

MAX_LIMITER Max limiter

enum SolverType [inherited]

Enumeration of various solvers for the Riemann problem.

Enumerator

ROE_SOLVER Roe solver

VROE_SOLVER Finite Volume Roe solver

LF_SOLVER LF solver

RUSANOV_SOLVER Rusanov solver

HLL_SOLVER HLL solver

HLLC_SOLVER HLLC solver

MAX_SOLVER Max solver

7.72.3 Member Function Documentation

bool setReconstruction (const Vect< real_t > & *U*, Vect< real_t > & *LU*, Vect< real_t > & *RU*, size_t *dof*)

Function to reconstruct by the [Muscl](#) method.

Parameters

| | | |
|-----|------------|-----------------------------|
| in | <i>U</i> | Field to reconstruct |
| out | <i>LU</i> | Left gradient vector |
| out | <i>RU</i> | Right gradient vector |
| in | <i>dof</i> | Label of dof to reconstruct |

void setTimeStep (real_t *dt*) [inherited]

Assign time step value.

Parameters

| | | |
|----|-----------|-----------------|
| in | <i>dt</i> | Time step value |
|----|-----------|-----------------|

void setCFL (real_t *CFL*) [inherited]

Assign CFL value.

Parameters

| | | |
|----|------------|--------------|
| in | <i>CFL</i> | Value of CFL |
|----|------------|--------------|

void setReferenceLength (real_t *dx*) [inherited]

Assign reference length value.

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>dx</i> | Value of reference length |
|----|-----------|---------------------------|

void setVerbose (int *v*) [inherited]

Set verbosity parameter.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>v</i> | Value of verbosity parameter |
|----|----------|------------------------------|

void setMethod (const Method & *s*) [inherited]

Choose a flux solver.

Parameters

| | | |
|----|----------|------------------|
| in | <i>s</i> | Solver to choose |
|----|----------|------------------|

void setLimiter (Limiter *l*) [inherited]

Choose a flux limiter.

Parameters

| | | |
|----|----------|-------------------|
| in | <i>l</i> | Limiter to choose |
|----|----------|-------------------|

7.73 MyOpt Class Reference

Abstract class to define by user specified optimization function.

Public Member Functions

- [MyOpt](#) ()
Default Constructor.
- [MyOpt](#) (const [Mesh](#) &mesh)
Constructor using mesh instance.
- virtual [~MyOpt](#) ()
Destructor.
- virtual [real_t Objective](#) (const [Vect](#)< [real_t](#) > &x)=0
Virtual member function to define objective.
- virtual void [Gradient](#) (const [Vect](#)< [real_t](#) > &x, [Vect](#)< [real_t](#) > &g)
Virtual member function to define gradient vector of objective.

7.73.1 Detailed Description

Abstract class to define by user specified optimization function.

The user has to implement a class that inherits from the present one where the virtual functions are implemented.

7.73.2 Constructor & Destructor Documentation

[MyOpt](#) (const [Mesh](#) & *mesh*)

Constructor using mesh instance.

Parameters

| | |
|-------------|--|
| <i>mesh</i> | Reference to Mesh instance |
|-------------|--|

7.73.3 Member Function Documentation

[virtual real_t Objective](#) (const [Vect](#)< [real_t](#) > &*x*) [pure virtual]

Virtual member function to define objective.

Parameters

| | | |
|-----------|----------|----------------------------------|
| <i>in</i> | <i>x</i> | Vector of optimization variables |
|-----------|----------|----------------------------------|

Returns

Value of objective

[virtual void Gradient](#) (const [Vect](#)< [real_t](#) > &*x*, [Vect](#)< [real_t](#) > &*g*) [virtual]

Virtual member function to define gradient vector of objective.

Parameters

| | | |
|-----|-----|----------------------------------|
| in | x | Vector of optimization variables |
| out | g | Gradient vector |

7.74 Node Class Reference

To describe a node.

Public Member Functions

- **Node** ()
Default constructor.
- **Node** (size_t label, const **Point**< real_t > &x)
Constructor with label and coordinates.
- **Node** (const **Node** &node)
Copy Constructor.
- **~Node** ()
Destructor.
- void **setLabel** (size_t label)
Define label of node.
- void **setNbDOF** (size_t n)
Define number of DOF.
- void **setFirstDOF** (size_t n)
Define First DOF.
- void **setCode** (size_t dof, int code)
Define code for a given DOF of node.
- void **setCode** (const vector< int > &code)
Define codes for all node DOFs.
- void **setCode** (int *code)
Define codes for all node DOFs.
- void **setCode** (const string &exp, int code, size_t dof=1)
Define code by a boolean algebraic expression invoking node coordinates.
- void **setCoord** (size_t i, real_t x)
Set i-th coordinate.
- void **DOF** (size_t i, size_t dof)
Define label of DOF.
- void **setDOF** (size_t &first_dof, size_t nb_dof)
Define number of DOF.
- void **setOnBoundary** ()
Set node as boundary node.
- size_t **n** () const
Return label of node.
- size_t **getNbDOF** () const
Return number of degrees of freedom (DOF)
- int **getCode** (size_t dof=1) const

- Return code for a given DOF of node.*

 - `real_t getCoord (size_t i) const`
Return i-th coordinate of node. i = 1..3.
 - `Point< real_t > getCoord () const`
Return coordinates of node.
 - `real_t getX () const`
Return x-coordinate of node.
 - `real_t getY () const`
Return y-coordinate of node.
 - `real_t getZ () const`
Return z-coordinate of node.
 - `Point< real_t > getXYZ () const`
Return coordinates of node.
 - `size_t getDOF (size_t i) const`
Return label of i-th dof.
 - `size_t getNbNeigEl () const`
Return number of neighbor elements.
 - `Element * getNeigEl (size_t i) const`
Return i-th neighbor element.
 - `size_t getFirstDOF () const`
Return label of first DOF of node.
 - `bool isOnBoundary () const`
Say if node is a boundary node.
 - `void Add (Element *el)`
Add element pointed by el as neighbor element to node.
 - `void setLevel (int level)`
Assign a level to current node.
 - `int getLevel () const`
Return node level [Node](#) level decreases when element is refined (starting from 0). If the level is 0, then the element has no parents.

7.74.1 Detailed Description

To describe a node.

A node is characterized by its label, its coordinates, its number of degrees of freedom (DOF) and codes that are associated to each DOF.

Remarks

Once the mesh is constructed, information on neighboring elements of node can be retrieved (see appropriate member functions). However, the member function `getNode↵NeighborElements` of [Mesh](#) must have been called before. If this is not the case, the program crashes down since no preliminary checking is done for efficiency reasons.

7.74.2 Constructor & Destructor Documentation

Node ()

Default constructor.

Initialize data to zero

Node (size_t *label*, const Point< real_t > & *x*)

Constructor with label and coordinates.

Parameters

| | | |
|----|--------------|------------------|
| in | <i>label</i> | Label of node |
| in | <i>x</i> | Node coordinates |

7.74.3 Member Function Documentation

void setCode (size_t *dof*, int *code*)

Define code for a given DOF of node.

Parameters

| | | |
|----|-------------|-----------------------|
| in | <i>dof</i> | DOF index |
| in | <i>code</i> | Code to assign to DOF |

void setCode (const vector< int > & *code*)

Define codes for all node DOFs.

Parameters

| | | |
|----|-------------|---|
| in | <i>code</i> | vector instance that contains code for each DOF of current node |
|----|-------------|---|

void setCode (int * *code*)

Define codes for all node DOFs.

Parameters

| | | |
|----|-------------|---|
| in | <i>code</i> | C-array that contains code for each DOF of current node |
|----|-------------|---|

void setCode (const string & *exp*, int *code*, size_t *dof* = 1)

Define code by a boolean algebraic expression invoking node coordinates.

Parameters

| | | |
|----|-------------|--|
| in | <i>exp</i> | Boolean algebraic expression as required by fparser |
| in | <i>code</i> | Code to assign to node if the algebraic expression is true |
| in | <i>dof</i> | Degree of Freedom for which code is assigned [Default: 1] |

void setCoord (size_t *i*, real_t *x*)

Set *i*-th coordinate.

Parameters

| | | |
|----|----------|-------------------------|
| in | <i>i</i> | Coordinate index (1..3) |
| in | <i>x</i> | Coordinate value |

void DOF (size_t *i*, size_t *dof*)

Define label of DOF.

Parameters

| | | |
|----|------------|--------------|
| in | <i>i</i> | DOF index |
| in | <i>dof</i> | Label of DOF |

void setDOF (size_t &*first_dof*, size_t *nb_dof*)

Define number of DOF.

Parameters

| | | |
|--------|------------------|--|
| in,out | <i>first_dof</i> | Label of the first DOF in input that is actualized |
| in | <i>nb_dof</i> | Number of DOF |

void setOnBoundary ()

Set node as boundary node.

This function is mostly internally used (Especially in class [Mesh](#))

int getCode (size_t *dof* = 1) const

Return code for a given DOF of node.

Parameters

| | | |
|----|------------|--|
| in | <i>dof</i> | label of degree of freedom for which code is to be returned. Default value is 1. |
|----|------------|--|

Point<real_t> getCoord () const

Return coordinates of node.

Return value is an instance of class [Point](#)

Point<real_t> getXYZ () const

Return coordinates of node.

Return value is an instance of class [Point](#)

size_t getNbNeigEl () const

Return number of neighbor elements.

Neighbor elements are those that share node. Note that the returned information is valid only if the [Mesh](#) member function **getNodeNeighborElements()** has been invoked before

Element* getNeigEl (size_t i) const

Return i-th neighbor element.

Note that the returned information is valid only if the [Mesh](#) member function **getNodeNeighborElements()** has been invoked before

bool isOnBoundary () const

Say if node is a boundary node.

Note this information is available only if boundary sides (and nodes) were determined (See class [Mesh](#)).

void setLevel (int level)

Assign a level to current node.

This member function is useful for mesh adaption.
Default node's level is zero

7.75 NodeList Class Reference

Class to construct a list of nodes having some common properties.

Public Member Functions

- [NodeList](#) ([Mesh](#) &ms)
Constructor using a [Mesh](#) instance.
- [~NodeList](#) ()
Destructor.
- void [selectCode](#) (int code, int dof=1)
Select nodes having a given code for a given degree of freedom.
- void [unselectCode](#) (int code, int dof=1)
Unselect nodes having a given code for a given degree of freedom.
- void [selectCoordinate](#) ([real_t](#) x, [real_t](#) y=ANY, [real_t](#) z=ANY)
Select nodes having given coordinates.
- [size_t](#) [getNbNodes](#) () const
Return number of selected nodes.
- void [top](#) ()
Reset list of nodes at its top position (Non constant version)
- void [top](#) () const
Reset list of nodes at its top position (Constant version)
- [Node](#) * [get](#) ()
Return pointer to current node and move to next one (Non constant version)
- [Node](#) * [get](#) () const
Return pointer to current node and move to next one (Constant version)

7.75.1 Detailed Description

Class to construct a list of nodes having some common properties.

This class enables choosing multiple selection criteria by using function `select...`. However, the intersection of these properties must be empty.

7.75.2 Member Function Documentation

void selectCode (int *code*, int *dof* = 1)

Select nodes having a given code for a given degree of freedom.

Parameters

| | | |
|----|-------------|--------------------------------------|
| in | <i>code</i> | Code that nodes share |
| in | <i>dof</i> | Degree of Freedom label [Default: 1] |

void unselectCode (int *code*, int *dof* = 1)

Unselect nodes having a given code for a given degree of freedom.

Parameters

| | | |
|----|-------------|--------------------------------------|
| in | <i>code</i> | Code of nodes to exclude |
| in | <i>dof</i> | Degree of Freedom label [Default: 1] |

void selectCoordinate (real.t *x*, real.t *y* = ANY, real.t *z* = ANY)

Select nodes having given coordinates.

Parameters

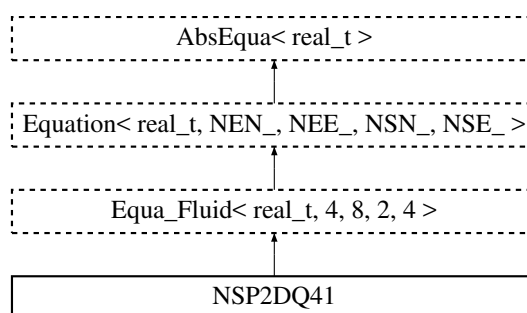
| | | |
|----|----------|---|
| in | <i>x</i> | x-coordinate that share the selected nodes |
| in | <i>y</i> | y-coordinate that share the selected nodes [Default: ANY] |
| in | <i>z</i> | z-coordinate that share the selected nodes [Default: ANY] |

Coordinates can be assigned the value ANY. This means that any coordinate value is accepted. For instance, to select all nodes with $x=0$, use `selectCoordinate(0.,ANY,ANY)`;

7.76 NSP2DQ41 Class Reference

Builds finite element arrays for incompressible Navier-Stokes equations in 2-D domains using Q_1/P_0 element and a penalty formulation for the incompressibility condition.

Inheritance diagram for NSP2DQ41:



Public Member Functions

- **NSP2DQ41** ()
Default Constructor.
- **NSP2DQ41** (const **Element** *el)
*Constructor using **Element** data.*
- **NSP2DQ41** (const **Side** *sd)
*Constructor using **Side** data.*
- **NSP2DQ41** (const **Element** *el, const **Vect**< **real_t** > &u, const **real_t** &time=0.)
Constructor using element and previous time data.
- **NSP2DQ41** (const **Side** *sd, const **Vect**< **real_t** > &u, const **real_t** &time=0.)
Constructor using side and previous time data.
- **~NSP2DQ41** ()
Destructor.
- void **Viscosity** (**real_t** visc)
Define constant viscosity.
- void **Density** (**real_t** dens)
Define constant density.
- void **LMass** (**real_t** coef=1.)
*Add element lumped mass contribution to matrix after multiplication by **coef** [Default: 1].*
- void **Mass** (**real_t** coef=1.)
*Add element consistent mass contribution to matrix after multiplication by **coef** [Default: 1].*
- void **Viscous** (**real_t** coef=1.)
*Add element viscous contribution to matrix after multiplication by **coef** [Default: 1].*
- void **RHS_Viscous** (**real_t** coef=1.)
*Add element viscous contribution to right-hand side after multiplication by **coef** [Default: 1].*
- void **Penal** (**real_t** coef=1.)
*Add element penalty contribution to matrix after multiplication by **coef** [Default: 1].*
- void **LHS1_Convection** (**real_t** coef=1.)
*Add convection contribution to left-hand side after multiplication by **coef** [Default: 1].*
- void **LHS2_Convection** (**real_t** coef=1.)
*Add convection contribution to left-hand side after multiplication by **coef** [Default: 1].*
- void **RHS_Convection** (**real_t** coef=1.)
*Add convection contribution to right-hand side after multiplication by **coef** [Default: 1].*
- void **BodyRHS** (**UserData**< **real_t** > &ud)
Add body right-hand side term to right-hand side.
- void **BoundaryRHS** (**UserData**< **real_t** > &ud)

- Add boundary right-hand side term to right-hand side.*

 - void **Periodic** (**real_t** coef=1.e20)

Add contribution of periodic boundary condition (by a penalty technique).
- **real_t** **Pressure** (**real_t** coef=1.)

Calculate element pressure by penalization after multiplication by coef [Default: 1].
- void **updateBC** (const **Element** &el, const **Vect**< **real_t** > &bc)

Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const **Vect**< **real_t** > &bc)

Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)

Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (**Vect**< **real_t** > &b)

Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEE_ > &be)

Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be, int dof)

Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NEN_ > &be)

Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const **Vect**< **real_t** > &b, **LocalVect**< **real_t**, NSE_ > &be)

Localize Element Vector from a Vect instance.
- void **ElementVector** (const **Vect**< **real_t** > &b, int dof_type=NODE.FIELD, int flag=0)

Localize Element Vector.
- void **SideVector** (const **Vect**< **real_t** > &b)

Localize Side Vector.
- void **ElementNodeCoordinates** ()

Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()

Localize coordinates of side nodes.
- void **ElementAssembly** (**Matrix**< **real_t** > *A)

Assemble element matrix into global one.
- void **ElementAssembly** (**PETScMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**PETScVect**< **real_t** > &b)

Assemble element right-hand side vector into global one.
- void **ElementAssembly** (**BMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**SkSMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**SkMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**SpMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**TrMatrix**< **real_t** > &A)

Assemble element matrix into global one.
- void **ElementAssembly** (**Vect**< **real_t** > &v)

- Assemble element vector into global one.*
 - void [SideAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)
- Assemble side matrix into global one.*
 - void [SideAssembly](#) ([PETScVect](#)< [real_t](#) > &b)
- Assemble side right-hand side vector into global one.*
 - void [SideAssembly](#) ([Matrix](#)< [real_t](#) > *A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([Vect](#)< [real_t](#) > &v)
- Assemble side (edge or face) vector into global one.*
 - void [DGElementAssembly](#) ([Matrix](#)< [real_t](#) > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< [real_t](#) > &x, [Vect](#)< [real_t](#) > &b)
- Assemble product of element matrix by element vector into global vector.*
 - void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< [real_t](#) > &x, [Vect](#)< [real_t](#) > &b)
- Assemble product of side matrix by side vector into global vector.*
 - size_t [getNbNodes](#) () const
- Return number of element nodes.*
 - size_t [getNbEq](#) () const
- Return number of element equations.*
 - void [setInitialSolution](#) (const [Vect](#)< [real_t](#) > &u)
- Set initial solution (previous time step)*
 - [real_t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
- Define a material property by an algebraic expression.*
 - void [setMesh](#) ([Mesh](#) &m)
- Define mesh and renumber DOFs after removing imposed ones.*
 - [Mesh](#) & [getMesh](#) () const
- Return reference to Mesh instance.*
 - [LinearSolver](#)< [real_t](#) > & [getLinearSolver](#) ()
- Return reference to linear solver instance.*
 - void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=IDENT_PREC)
- Choose solver for the linear system.*
 - int [SolveLinearSystem](#) ([Matrix](#)< [real_t](#) > *A, [Vect](#)< [real_t](#) > &b, [Vect](#)< [real_t](#) > &x)
- Solve the linear system.*

Public Attributes

- **LocalMatrix**< **real.t**, NEE_, NEE_ > **eMat**
LocalMatrix instance containing local matrix associated to current element.
- **LocalMatrix**< **real.t**, NSE_, NSE_ > **sMat**
LocalMatrix instance containing local matrix associated to current side.
- **LocalVect**< **real.t**, NEE_ > **ePrev**
LocalVect instance containing local vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRHS**
LocalVect instance containing local right-hand side vector associated to current element.
- **LocalVect**< **real.t**, NEE_ > **eRes**
LocalVect instance containing local residual vector associated to current element.
- **LocalVect**< **real.t**, NSE_ > **sRHS**
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void **Viscosity** (const **real.t** &visc)
Set (constant) Viscosity.
- void **Viscosity** (const string &exp)
Set viscosity given by an algebraic expression.
- void **Density** (const **real.t** &dens)
Set (constant) Viscosity.
- void **Density** (const string &exp)
Set Density given by an algebraic expression.
- void **ThermalExpansion** (const **real.t** *e)
Set (constant) thermal expansion coefficient.
- void **ThermalExpansion** (const string &exp)
Set thermal expansion coefficient given by an algebraic expression.
- void **setMaterial** ()
Set material properties.
- void **Init** (const **Element** *el)
Set element arrays to zero.
- void **Init** (const **Side** *sd)
Set side arrays to zero.

7.76.1 Detailed Description

Builds finite element arrays for incompressible Navier-Stokes equations in 2-D domains using Q_1/P_0 element and a penalty formulation for the incompressibility condition.

7.76.2 Constructor & Destructor Documentation

NSP2DQ41 ()

Default Constructor.

Builds an empty equation

NSP2DQ41 (const **Element** * el)

Constructor using **Element** data.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element instance |
|----|-----------|---|

NSP2DQ41 (const Side * *sd*)

Constructor using [Side](#) data.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Pointer to Side instance |
|----|-----------|--|

NSP2DQ41 (const Element * *el*, const Vect< real_t > & *u*, const real_t & *time* = 0.)

Constructor using element and previous time data.

Parameters

| | | |
|----|-------------|---|
| in | <i>el</i> | Pointer to Element instance |
| in | <i>u</i> | Vector that contains velocity at previous time step |
| in | <i>time</i> | Time value [Default: 0.] |

NSP2DQ41 (const Side * *sd*, const Vect< real_t > & *u*, const real_t & *time* = 0.)

Constructor using side and previous time data.

Parameters

| | | |
|----|-------------|---|
| in | <i>sd</i> | Pointer to Side instance |
| in | <i>u</i> | Vector that contains velocity at previous time step |
| in | <i>time</i> | Time value [Default: 0.] |

7.76.3 Member Function Documentation

void LHS1_Convection (real_t *coef* = 1.)

Add convection contribution to left-hand side after multiplication by *coef* [Default: 1].
First term, explicit velocity, implicit velocity derivatives

void LHS2_Convection (real_t *coef* = 1.)

Add convection contribution to left-hand side after multiplication by *coef* [Default: 1].
Second term, implicit velocity, explicit velocity derivatives

void BodyRHS (UserData< real_t > & *ud*)

Add body right-hand side term to right-hand side.

Parameters

| | | |
|----|-----------|---|
| in | <i>ud</i> | UserData instance that defines data |
|----|-----------|---|

void BoundaryRHS (UserData< real.t > & *ud*)

Add boundary right-hand side term to right-hand side.

Parameters

| | | |
|----|-----------|---|
| in | <i>ud</i> | UserData instance that defines data |
|----|-----------|---|

void Periodic (real.t *coef* = 1.e20)

Add contribution of periodic boundary condition (by a penalty technique).

Boundary nodes where periodic boundary conditions are to be imposed must have codes equal to PERIODIC.A on one side and PERIODIC.B on the opposite side.

Parameters

| | | |
|----|-------------|--|
| in | <i>coef</i> | Value of penalty parameter [Default: 1.e20]. |
|----|-------------|--|

void updateBC (const Element & *el*, const Vect< real.t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real.t > & *bc*) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = NODE_DOF, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only the dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > &b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real_t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real_t > &A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real_t > &b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real_t > *A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real_t > &A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|-----------|----------|---|
| <i>in</i> | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|-----------|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|---|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|---|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------------|---|
| <code>A</code> | Global matrix stored as an SkSMatrix instance |
|----------------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SkMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an SpMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|-----------------|----------------|--|
| <code>in</code> | <code>A</code> | Global matrix stored as an TrMatrix instance |
|-----------------|----------------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = *IDENT_PREC*) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * *A*, Vect< real_t > & *b*, Vect< real_t > & *x*)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|----------|---|
| in | <i>A</i> | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | <i>b</i> | Vector containing right-hand side |
| in,out | <i>x</i> | Vector containing initial guess of solution on input, actual solution on output |

7.76.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.77 ODESolver Class Reference

To solve a system of ordinary differential equations.

Public Member Functions

- [ODESolver](#) ()
Default constructor.
- [ODESolver](#) ([TimeScheme](#) s, [real.t](#) time_step=[theTimeStep](#), [real.t](#) final_time=[theFinalTime](#), [size.t](#) nb_eq=1)
Constructor using time discretization data.
- [~ODESolver](#) ()
Destructor.
- void [set](#) ([TimeScheme](#) s, [real.t](#) time_step=[theTimeStep](#), [real.t](#) final_time=[theFinalTime](#))
Define data of the differential equation or system.
- void [setNbEq](#) ([size.t](#) nb_eq)
Set the number of equations [Default: 1].
- void [setCoef](#) ([real.t](#) a0, [real.t](#) a1, [real.t](#) a2, [real.t](#) f)
Define coefficients in the case of a scalar differential equation.
- void [setCoef](#) (string a0, string a1, string a2, string f)
Define coefficients in the case of a scalar differential equation.
- void [setF](#) (string F)
Set time derivative, given as an algebraic expression, for a nonlinear ODE.
- void [setRK4RHS](#) ([real.t](#) f)
Set intermediate right-hand side vector for the Runge-Kutta method.
- void [setRK4RHS](#) ([Vect](#)< [real.t](#) > &f)
Set intermediate right-hand side vector for the Runge-Kutta method.
- void [setInitial](#) ([Vect](#)< [real.t](#) > &u)
Set initial condition for a first-order system of differential equations.
- void [setInitial](#) ([Vect](#)< [real.t](#) > &u, [Vect](#)< [real.t](#) > &v)
Set initial condition for a second-order system of differential equations.
- void [setInitialRHS](#) ([Vect](#)< [real.t](#) > &f)
Set initial RHS for a system of differential equations.
- void [setInitial](#) ([real.t](#) u, [real.t](#) v)
Set initial condition for a second-order ordinary differential equation.
- void [setInitial](#) ([real.t](#) u)
Set initial condition for a first-order ordinary differential equation.
- void [setInitialRHS](#) ([real.t](#) f)
Set initial right-hand side for a single differential equation.
- void [setMatrices](#) ([DMatrix](#)< [real.t](#) > &A0, [DMatrix](#)< [real.t](#) > &A1)
Define matrices for a system of first-order ODEs.
- void [setMatrices](#) ([DMatrix](#)< [real.t](#) > &A0, [DMatrix](#)< [real.t](#) > &A1, [DMatrix](#)< [real.t](#) > &A2)
Define matrices for a system of second ODEs.
- void [setRHS](#) ([Vect](#)< [real.t](#) > &b)
Set right-hand side vector for a system of ODE.
- void [setRHS](#) ([real.t](#) f)
Set right-hand side for a linear ODE.

- void `setRHS` (string f)
Set right-hand side value for a linear ODE.
- void `setNewmarkParameters` (real_t beta, real_t gamma)
Define parameters for the Newmark scheme.
- void `setConstantMatrix` ()
Say that matrix problem is constant.
- void `setNonConstantMatrix` ()
Say that matrix problem is variable.
- void `setLinearSolver` (Iteration s=DIRECT_SOLVER, Preconditioner p=DIAG_PREC)
Set linear solver data.
- void `setVerbose` (int v=0)
Set verbosity parameter.
- real_t `runOneTimeStep` ()
Run one time step.
- void `run` (bool opt=false)
Run the time stepping procedure.
- LinearSolver< real_t > & `getLSolver` ()
Return LinearSolver instance.
- real_t `get` () const
Return solution in the case of a scalar equation.

7.77.1 Detailed Description

To solve a system of ordinary differential equations.

The class `ODESolver` enables solving by a numerical scheme a system of ordinary differential equations taking one of the forms:

- A linear system of differential equations of the first-order:
 $A_1(t)u'(t) + A_0(t)u(t) = f(t)$
- A linear system of differential equations of the second-order:
 $A_2(t)u''(t) + A_1(t)u'(t) + A_0(t)u(t) = f(t)$
- A system of ordinary differential equations of the form:
 $u'(t) = f(t, u(t))$

The following time integration schemes can be used:

- Forward Euler scheme (value: `FORWARD_EULER`) for first-order systems
- Backward Euler scheme (value: `BACKWARD_EULER`) for first-order linear systems
- Crank-Nicolson (value: `CRANK_NICOLSON`) for first-order linear systems
- Heun (value: `HEUN`) for first-order systems
- 2nd Order Adams-Bashforth (value: `AB2`) for first-order systems
- 4-th order Runge-Kutta (value: `RK4`) for first-order systems
- 2nd order Backward Differentiation Formula (value: `BDF2`) for linear first-order systems
- Newmark (value: `NEWMARK`) for linear second-order systems with constant matrices

7.77.2 Constructor & Destructor Documentation

ODESolver (TimeScheme *s*, real.t *time_step* = theTimeStep, real.t *final_time* = theFinalTime, size.t *nb_eq* = 1)

Constructor using time discretization data.

Parameters

| | | |
|----|-------------------|--|
| in | <i>s</i> | Choice of the scheme: To be chosen in the enumerated variable <i>TimeScheme</i> (see the presentation of the class) |
| in | <i>time_step</i> | Value of the time step. This value will be modified if an adaptive method is used. The default value for this parameter is the value given by the global variable <i>theTimeStep</i> |
| in | <i>final_time</i> | Value of the final time (time starts at 0). The default value for this parameter is the value given by the global variable <i>theFinalTime</i> |
| in | <i>nb_eq</i> | Number of differential equations (size of the system) [Default: 1] |

7.77.3 Member Function Documentation

void set (TimeScheme *s*, real.t *time_step* = theTimeStep, real.t *final_time* = theFinalTime)

Define data of the differential equation or system.

Parameters

| | | |
|----|-------------------|--|
| in | <i>s</i> | Choice of the scheme: To be chosen in the enumerated variable <i>TimeScheme</i> (see the presentation of the class) |
| in | <i>time_step</i> | Value of the time step. This value will be modified if an adaptive method is used. The default value for this parameter is the value given by the global variable <i>theTimeStep</i> |
| in | <i>final_time</i> | Value of the final time (time starts at 0). The default value for this parameter is the value given by the global variable <i>theFinalTime</i> |

void setNbEq (size.t *nb_eq*)

Set the number of equations [Default: 1].

This function is to be used if the default constructor was used

void setCoef (real.t *a0*, real.t *a1*, real.t *a2*, real.t *f*)

Define coefficients in the case of a scalar differential equation.

This function enables giving coefficients of the differential equation as an algebraic expression of time *t* (see the function *fparse*)

Parameters

| | | |
|----|-----------|------------------------------------|
| in | <i>a0</i> | Coefficient of the 0-th order term |
| in | <i>a1</i> | Coefficient of the 1-st order term |
| in | <i>a2</i> | Coefficient of the 2-nd order term |

Parameters

| | | |
|----|-----|------------------------------|
| in | f | Value of the right-hand side |
|----|-----|------------------------------|

Note

Naturally, the equation is of the first order if $a2=0$

void setCoef (string $a0$, string $a1$, string $a2$, string f)

Define coefficients in the case of a scalar differential equation.

Parameters

| | | |
|----|------|------------------------------------|
| in | $a0$ | Coefficient of the 0-th order term |
| in | $a1$ | Coefficient of the 1-st order term |
| in | $a2$ | Coefficient of the 2-nd order term |
| in | f | Value of the right-hand side |

Note

Naturally, the equation if of the first order if $a2=0$

void setF (string F)

Set time derivative, given as an algebraic expression, for a nonlinear ODE.

This function enables prescribing the value of the 1-st derivative for a 1st order ODE or the 2nd one for a 2nd-order ODE. It is to be used for nonlinear ODEs of the form $y'(t) = f(t,y(t))$ or $y''(t) = f(t,y(t),y'(t))$

In the case of a system of ODEs, this function can be called once for each equation, given in the order of the unknowns

void setRK4RHS (real.t f)

Set intermediate right-hand side vector for the Runge-Kutta method.

Parameters

| | | |
|----|-----|--|
| in | f | |
|----|-----|--|

void setRK4RHS (Vect< real.t > & f)

Set intermediate right-hand side vector for the Runge-Kutta method.

Parameters

| | | |
|----|-----|------------------------|
| in | f | right-hand side vector |
|----|-----|------------------------|

void setInitial (Vect< real_t > & u)

Set initial condition for a first-order system of differential equations.

Parameters

| | | |
|----|-----|---|
| in | u | Vector containing initial condition for the unknown |
|----|-----|---|

void setInitial (Vect< real_t > & u , Vect< real_t > & v)

Set initial condition for a second-order system of differential equations.

Giving the right-hand side at initial time is sometimes required for high order methods like Runge-Kutta

Parameters

| | | |
|----|-----|--|
| in | u | Vector containing initial condition for the unknown |
| in | v | Vector containing initial condition for the time derivative of the unknown |

void setInitialRHS (Vect< real_t > & f)

Set initial RHS for a system of differential equations.

Giving the right-hand side at initial time is sometimes required for high order methods like Runge-Kutta

Parameters

| | | |
|----|-----|--|
| in | f | Vector containing right-hand side at initial time. This vector is helpful for high order methods |
|----|-----|--|

void setInitial (real_t u , real_t v)

Set initial condition for a second-order ordinary differential equation.

Parameters

| | | |
|----|-----|--|
| in | u | Initial condition (unknown) value |
| in | v | Initial condition (time derivative of the unknown) value |

void setInitial (real_t u)

Set initial condition for a first-order ordinary differential equation.

Parameters

| | | |
|----|-----|-----------------------------------|
| in | u | Initial condition (unknown) value |
|----|-----|-----------------------------------|

void setInitialRHS (real_t f)

Set initial right-hand side for a single differential equation.

Parameters

| | | |
|----|-----|--|
| in | f | Value of right-hand side at initial time. This value is helpful for high order methods |
|----|-----|--|

void setMatrices (DMatrix< real_t > & A0, DMatrix< real_t > & A1)

Define matrices for a system of first-order ODEs.

Matrices are given as references to class [DMatrix](#).

Parameters

| | | |
|----|------|---|
| in | $A0$ | Reference to matrix in front of the 0-th order term (no time derivative) |
| in | $A1$ | Reference to matrix in front of the 1-st order term (first time derivative) |

Remarks

This function has to be called at each time step

void setMatrices (DMatrix< real_t > & A0, DMatrix< real_t > & A1, DMatrix< real_t > & A2)

Define matrices for a system of second ODEs.

Matrices are given as references to class [DMatrix](#).

Parameters

| | | |
|----|------|--|
| in | $A0$ | Reference to matrix in front of the 0-th order term (no time derivative) |
| in | $A1$ | Reference to matrix in front of the 1-st order term (first time derivative) |
| in | $A2$ | Reference to matrix in front of the 2-nd order term (second time derivative) |

Remarks

This function has to be called at each time step

void setRHS (Vect< real_t > & b)

Set right-hand side vector for a system of ODE.

Parameters

| | | |
|----|-----|---|
| in | b | Vect instance containing right-hand side for a linear system of ordinary differential equations |
|----|-----|---|

void setRHS (real_t *f*)

Set right-hand side for a linear ODE.

Parameters

| | | |
|----|----------|--|
| in | <i>f</i> | Value of the right-hand side for a linear ordinary differential equation |
|----|----------|--|

void setNewmarkParameters (real_t *beta*, real_t *gamma*)

Define parameters for the Newmark scheme.

Parameters

| | | |
|----|--------------|--------------------------------|
| in | <i>beta</i> | Parameter beta [Default: 0.25] |
| in | <i>gamma</i> | Parameter gamma [Default: 0.5] |

void setConstantMatrix ()

Say that matrix problem is constant.

This is useful if the linear system is solved by a factorization method but has no effect otherwise

void setNonConstantMatrix ()

Say that matrix problem is variable.

This is useful if the linear system is solved by a factorization method but has no effect otherwise

void setLinearSolver (Iteration *s* = DIRECT_SOLVER, Preconditioner *p* = DIAG_PREC)

Set linear solver data.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Solver identification parameter. To be chosen in the enumeration variable Iteration: DIRECT_SOLVER, CG_SOLVER, CGS_SOLVER, BICG_SOLVER, BICG_STAB_SOLVER, GMRES_SOLVER, QMR_SOLVER [Default: DIRECT_SOLVER] |
| in | <i>p</i> | Preconditioner identification parameter. To be chosen in the enumeration variable Preconditioner: IDENT_PREC, DIAG_PREC, ILU_PREC [Default: DIAG_PREC] |

Note

The argument *p* has no effect if the solver is DIRECT_SOLVER

void setVerbose (int *v* = 0)

Set verbosity parameter:

- = 0, No output

- = 1, Print step label and time value
- = 2, Print step label, time value, time step and integration scheme

real_t runOneTimeStep ()

Run one time step.

Returns

Value of new time step if this one is updated

void run (bool opt = false)

Run the time stepping procedure.

Parameters

| | | |
|----|-----|--|
| in | opt | Flag to say if problem matrix is constant while time stepping (true) or not (Default value is false) |
|----|-----|--|

Note

This argument is not used if the time stepping scheme is explicit

7.78 OptSolver Class Reference

To solve an optimization problem with bound constraints.

Public Types

Public Member Functions

- [OptSolver](#) ()
Default constructor.
- [OptSolver](#) (Vect< [real_t](#) > &x)
Constructor using vector of optimization variables.
- [OptSolver](#) (MyOpt &opt, Vect< [real_t](#) > &x)
Constructor using vector of optimization variables.
- [~OptSolver](#) ()
Destructor.
- int [getNbFctEval](#) () const
Return the total number of function evaluations.
- void [setOptMethod](#) (OptMethod m)
Choose optimization method.
- void [setBC](#) (const Vect< [real_t](#) > &bc)
Prescribe boundary conditions as constraints.
- void [setObjective](#) (string exp)
Define the objective function to minimize by an algebraic expression.
- void [setGradient](#) (string exp, int i=1)

- Define a component of the gradient of the objective function to minimize by an algebraic expression.*

 - void **setOptClass** (**MyOpt** &opt)
Choose user defined optimization class.
 - void **setUpperBound** (**real.t** ub)
Define upper bound for optimization variable.
 - void **setUpperBounds** (**Vect**< **real.t** > &ub)
Define upper bounds for optimization variables.
 - void **setLowerBound** (**real.t** lb)
Define lower bound for optimization variable.
 - void **setVerbosity** (int verb)
Set verbosity parameter.
 - void **setLowerBounds** (**Vect**< **real.t** > &lb)
Define lower bounds for optimization variables.
 - void **setSAOpt** (**real.t** rt, int ns, int nt, int &neps, int maxevl, **real.t** t, **Vect**< **real.t** > &vm, **Vect**< **real.t** > &xopt, **real.t** &fopt)
Set Simulated annealing options.
 - void **setTolerance** (**real.t** toler)
Set error tolerance.
 - void **setMaxIterations** (int n)
Set maximal number of iterations.
 - int **getNbObjEval** () const
Return number of objective function evaluations.
 - **real.t** **getTemperature** () const
Return the final temperature.
 - int **getNbAcc** () const
Return the number of accepted objective function evaluations.
 - int **getNbOutOfBounds** () const
Return the total number of trial function evaluations that would have been out of bounds.
 - **real.t** **getOptObj** () const
Return Optimal value of the objective.
 - int **run** ()
Run the optimization algorithm.
 - int **run** (**real.t** toler, int max_it, int verb)
Run the optimization algorithm.
 - **real.t** **getSolution** () const
Return solution in the case of a one variable optimization.
 - void **getSolution** (**Vect**< **real.t** > &x) const
Get solution vector.

Friends

- ostream & **operator**<< (ostream &s, const **OptSolver** &os)
Output class information.

7.78.1 Detailed Description

To solve an optimization problem with bound constraints.

7.78.2 Member Enumeration Documentation

enum OptMethod

Enumerator

GRADIENT Gradient method

TRUNCATED_NEWTON Truncated Newton method

SIMULATED_ANNEALING Simulated annealing global optimization method

NELDER_MEAD Nelder-Mead global optimization method

7.78.3 Constructor & Destructor Documentation

OptSolver (Vect< real.t > & x)

Constructor using vector of optimization variables.

Parameters

| | | |
|----|----------|---|
| in | <i>x</i> | Vector having as size the number of optimization variables. It contains the initial guess for the optimization algorithm. |
|----|----------|---|

Remarks

After using the member function run, the vector *x* contains the obtained solution if the optimization procedure was successful

OptSolver (MyOpt & opt, Vect< real.t > & x)

Constructor using vector of optimization variables.

Parameters

| | | |
|----|------------|---|
| in | <i>opt</i> | Reference to instance of used defined optimization class. This class inherits from abstract class MyOpt . It must contain the member function double Objective(const Vect<double> &x) which returns the value of the objective for a given solution vector x. The user defined class must contain, if the optimization algorithm requires it the member function Gradient(const Vect<double> &x, Vect<double> &g) which stores the gradient of the objective in the vector g for a given optimization vector x. The user defined class must also contain, if the optimization algorithm requires it the member function |
| in | <i>x</i> | Vector having as size the number of optimization variables. It contains the initial guess for the optimization algorithm. |

Remarks

After using the member function `run`, the vector x contains the obtained solution if the optimization procedure was successful

7.78.4 Member Function Documentation

void setOptMethod (OptMethod m)

Choose optimization method.

Parameters

| in | m | Enumerated value to choose the optimization algorithm to use. Must be chosen among the enumerated values: |
|----|-----|---|
| | | <ul style="list-style-type: none"> • GRADIENT: Gradient steepest descent method with projection for bounded constrained problems • TRUNCATED_NEWTON: The Nash's Truncated Newton Algorithm, due to S.G. Nash (Newton-type Minimization via the Lanczos method, SIAM J. Numer. Anal. 21 (1984) 770-778). • SIMULATED_ANNEALING: Global optimization simulated annealing method. See Corana et al.'s article: "Minimizing Multimodal Functions of Continuous Variables with the Simulated Annealing Algorithm" in the September 1987 (vol. 13, no. 3, pp. 262-280) issue of the ACM Transactions on Mathematical Software. • NELDER_MEAD: Global optimization Nelder-Mead method due to John Nelder, Roger Mead (A simplex method for function minimization, Computer Journal, Volume 7, 1965, pages 308-313). As implemented by R. O'Neill (Algorithm AS 47: Function Minimization Using a Simplex Procedure, Applied Statistics, Volume 20, Number 3, 1971, pages 338-345). |

void setBC (const Vect< real.t > & bc)

Prescribe boundary conditions as constraints.

This member function is useful in the case of optimization problems where the optimization variable vector is the solution of a partial differential equation. For this case, Dirichlet boundary conditions can be prescribed as constraints for the optimization problem

Parameters

| in | bc | Vector containing the values to impose on degrees of freedom. This vector must have been constructed using the Mesh instance. |
|----|------|---|
|----|------|---|

Remarks

Only degrees of freedom with positive code are taken into account as prescribed

void setObjective (string exp)

Define the objective function to minimize by an algebraic expression.

Parameters

| | | |
|----|------------|--|
| in | <i>exp</i> | Regular expression defining the objective function |
|----|------------|--|

void setGradient (string *exp*, int *i* = 1)

Define a component of the gradient of the objective function to minimize by an algebraic expression.

Parameters

| | | |
|----|------------|--|
| in | <i>exp</i> | Regular expression defining the objective function |
| in | <i>i</i> | Component of gradient [Default: 1] |

void setOptClass (MyOpt & *opt*)

Choose user defined optimization class.

Parameters

| | | |
|----|------------|--|
| in | <i>opt</i> | Reference to inherited user specified optimization class |
|----|------------|--|

void setUpperBound (real.t *ub*)

Define upper bound for optimization variable.
Case of a one-variable problem

Parameters

| | | |
|----|-----------|-------------|
| in | <i>ub</i> | Upper bound |
|----|-----------|-------------|

void setUpperBounds (Vect< real.t > & *ub*)

Define upper bounds for optimization variables.

Parameters

| | | |
|----|-----------|--|
| in | <i>ub</i> | Vector containing upper values for variables |
|----|-----------|--|

void setLowerBound (real.t *lb*)

Define lower bound for optimization variable.
Case of a one-variable problem

Parameters

| | | |
|----|-----------|-------------|
| in | <i>lb</i> | Lower value |
|----|-----------|-------------|

void setVerbosity (int *verb*)

Set verbosity parameter.

Parameters

| | | |
|----|-------------|---------------------|
| in | <i>verb</i> | Verbosity parameter |
|----|-------------|---------------------|

void setLowerBounds (Vect< real_t > & *lb*)

Define lower bounds for optimization variables.

Parameters

| | | |
|----|-----------|--|
| in | <i>lb</i> | Vector containing lower values for variables |
|----|-----------|--|

void setSAOpt (real_t *rt*, int *ns*, int *nt*, int & *neps*, int *maxevl*, real_t *t*, Vect< real_t > & *vm*, Vect< real_t > & *xopt*, real_t & *fopt*)

Set Simulated annealing options.

Remarks

This member function is useful only if simulated annealing is used.

Parameters

| | | |
|----|---------------|---|
| in | <i>rt</i> | The temperature reduction factor. The value suggested by Corana et al. is .85. See Goffe et al. for more advice. |
| | <i>maxevl</i> | [in] The maximum number of function evaluations. If it is exceeded, the return <i>code</i> =1. |
| in | <i>ns</i> | Number of cycles. After <i>ns*nb_var</i> function evaluations, each element of <i>vm</i> is adjusted so that approximately half of all function evaluations are accepted. The suggested value is 20. |
| in | <i>nt</i> | Number of iterations before temperature reduction. After <i>nt*ns*n</i> function evaluations, temperature (<i>t</i>) is changed by the factor <i>rt</i> . Value suggested by Corana et al. is <i>max(100,5*nb_var)</i> . See Goffe et al. for further advice. |
| in | <i>neps</i> | Number of final function values used to decide upon termination. See <i>eps</i> . Suggested value is 4 |
| in | <i>maxevl</i> | |
| in | <i>t</i> | The initial temperature. See Goffe et al. for advice. |
| in | <i>vm</i> | The step length vector. On input it should encompass the region of interest given the starting value <i>x</i> . For point <i>x</i> [<i>i</i>], the next trial point is selected is from <i>x</i> [<i>i</i>]- <i>vm</i> [<i>i</i>] to <i>x</i> [<i>i</i>]+ <i>vm</i> [<i>i</i>]. Since <i>vm</i> is adjusted so that about half of all points are accepted, the input value is not very important (i.e. is the value is off, <i>OptimSA</i> adjusts <i>vm</i> to the correct value). |
| in | <i>xopt</i> | |
| in | <i>fopt</i> | |

void setTolerance (real_t toler)

Set error tolerance.

Parameters

| | | |
|----|--------------|---|
| in | <i>toler</i> | Error tolerance for termination. If the final function values from the last neps temperatures differ from the corresponding value at the current temperature by less than eps and the final function value at the current temperature differs from the current optimal function value by less than toler, execution terminates and the value 0 is returned. |
|----|--------------|---|

real_t getTemperature () const

Return the final temperature.

This function is meaningful only if the Simulated Annealing algorithm is used

int getNbAcc () const

Return the number of accepted objective function evaluations.

This function is meaningful only if the Simulated Annealing algorithm is used

int getNbOutOfBounds () const

Return the total number of trial function evaluations that would have been out of bounds.

This function is meaningful only if the Simulated Annealing algorithm is used

int run ()

Run the optimization algorithm.

This function runs the optimization procedure using default values for parameters. To modify these values, use the function run with arguments

int run (real_t toler, int max_it, int verb)

Run the optimization algorithm.

Parameters

| | | |
|----|---------------|---|
| in | <i>toler</i> | Tolerance value for convergence testing |
| in | <i>max_it</i> | Maximal number of iterations to achieve convergence |
| in | <i>verb</i> | Verbosity parameter (to choose between 0 and 10) |

real_t getSolution () const

Return solution in the case of a one variable optimization.

In the case of a one variable problem, the solution value is returned, if the optimization procedure was successful

void getSolution (Vect< real_t > & x) const

Get solution vector.

The vector x contains the solution of the optimization problem. Note that if the constructor using an initial vector was used, the vector will contain the solution once the member function run has been used (If the optimization procedure was successful)

Parameters

| | | |
|-----|-----|-----------------|
| out | x | solution vector |
|-----|-----|-----------------|

7.79 Partition Class Reference

To partition a finite element mesh into balanced submeshes.

Public Member Functions

- [Partition \(\)](#)
Default constructor.
- [Partition \(Mesh &mesh, size_t n, int verb=0\)](#)
Constructor to partition a mesh into submeshes.
- [Partition \(Mesh &mesh, int n, vector< int > &repart, int verb=0\)](#)
Constructor using already created submeshes.
- [~Partition \(\)](#)
Destructor.
- [size_t getNbSubMeshes \(\) const](#)
Return number of submeshes.
- [size_t getNbNodes \(size_t i\) const](#)
Return number of nodes in given submesh.
- [size_t getNbElements \(size_t i\) const](#)
Return number of elements in given submesh.
- [Mesh * getMesh \(\)](#)
Return the global [Mesh](#) instance.
- [Mesh * getMesh \(size_t i\)](#)
Return the submesh of label i
- [size_t getNodeLabelInSubMesh \(size_t sm, size_t label\) const](#)
Return node label in subdomain by giving its label in initial mesh.
- [size_t getElementLabelInSubMesh \(size_t sm, size_t label\) const](#)
Return element label in subdomain by giving its label in initial mesh.
- [size_t getNodeLabelInMesh \(size_t sm, size_t label\) const](#)
Return node label in initial mesh by giving its label in submesh.
- [size_t getElementLabelInMesh \(size_t sm, size_t label\) const](#)
Return element label in initial mesh by giving its label in submesh.
- [size_t getNbInterfaceSides \(size_t sm\) const](#)
Return Number of interface sides for a given sub-mesh.
- [size_t getSubMesh \(size_t sm, size_t i\) const](#)
Return index of submesh that contains the i -th side label in sub-mesh sm

- **Mesh** & **getSubMesh** (size_t i) const
Return reference to submesh.
- size_t **getFirstSideLabel** (size_t sm, size_t i) const
Return i-th side label in a given submesh.
- size_t **getSecondSideLabel** (size_t sm, size_t i) const
Return side label in the neighbouring submesh corresponding to i-th side label in sub-mesh sm
- int **getNbConnectInSubMesh** (int n, int s) const
Get number of connected nodes in a submesh.
- int **getNbConnectOutSubMesh** (int n, int s) const
Get number of connected nodes out of a submesh.
- void **put** (size_t n, string file) const
Save a submesh in file.
- void **setVerbose** (int verb)
Set Message Level.
- void **set** (**Mesh** &mesh, size_t n)
*Set **Mesh** instance.*

Friends

- ostream & **operator<<** (ostream &s, const **Partition** &p)
Output class information.

7.79.1 Detailed Description

To partition a finite element mesh into balanced submeshes.

Class **Partition** enables partitioning a given mesh into a given number of submeshes with a minimal connectivity. **Partition** uses the well known **metis** library that is included in the **OFELI** library. A more detailed description of **metis** can be found in the web site:

http://www.csit.fsu.edu/~burkardt/c_src/metis/metis.html

7.79.2 Constructor & Destructor Documentation

Partition (**Mesh** & mesh, size_t n, int verb = 0)

Constructor to partition a mesh into submeshes.

Parameters

| | | |
|----|------|----------------------------------|
| in | mesh | Mesh instance |
| in | n | Number of submeshes |
| in | verb | Verbosity parameter [Default: 0] |

Partition (**Mesh** & mesh, int n, vector< int > &epart, int verb = 0)

Constructor using already created submeshes.

Parameters

| | | |
|----|------|----------------------|
| in | mesh | Mesh instance |
|----|------|----------------------|

Parameters

| | | |
|----|--------------|--|
| in | <i>n</i> | Number of submeshes |
| in | <i>epart</i> | Vector containing for each element its submesh label (Running from 0 to n-1) |
| in | <i>verb</i> | Verbosity parameter [Default: 0] |

7.79.3 Member Function Documentation

size_t getNodeLabelInSubMesh (size_t *sm*, size_t *label*) const

Return node label in subdomain by giving its label in initial mesh.

Parameters

| | | |
|----|--------------|-------------------------------|
| in | <i>sm</i> | Label of submesh |
| in | <i>label</i> | Label of node in initial mesh |

size_t getNodeLabelInMesh (size_t *sm*, size_t *label*) const

Return node label in initial mesh by giving its label in submesh.

Parameters

| | | |
|----|--------------|----------------------------|
| in | <i>sm</i> | Label of submesh |
| in | <i>label</i> | Node label |

size_t getSubMesh (size_t *sm*, size_t *i*) const

Return index of submesh that contains the i-th side label in sub-mesh *sm*

Parameters

| | | |
|----|-----------|----------------------------|
| in | <i>sm</i> | Submesh index |
| in | <i>i</i> | Side label |

Returns

Index of submesh

Mesh& getSubMesh (size_t *i*) const

Return reference to submesh.

Parameters

| | | |
|----|----------|---------------|
| in | <i>i</i> | Submesh index |
|----|----------|---------------|

Returns

Reference to corresponding [Mesh](#) instance

size_t getFirstSideLabel (size_t *sm*, size_t *i*) const

Return i-th side label in a given submesh.

Parameters

| | | |
|----|-----------|------------------|
| in | <i>sm</i> | Index of submesh |
| in | <i>i</i> | Label of side |

size_t getSecondSideLabel (size_t *sm*, size_t *i*) const

Return side label in the neighbouring submesh corresponding to i-th side label in sub-mesh *sm*

Parameters

| | | |
|----|-----------|----------------------------|
| in | <i>sm</i> | Label of submesh |
| in | <i>i</i> | Side label |

int getNbConnectInSubMesh (int *n*, int *s*) const

Get number of connected nodes in a submesh.

Parameters

| | | |
|----|----------|---|
| in | <i>n</i> | Label of node for which connections are counted |
| in | <i>s</i> | Label of submesh (starting from 0) |

int getNbConnectOutSubMesh (int *n*, int *s*) const

Get number of connected nodes out of a submesh.

Parameters

| | | |
|----|----------|---|
| in | <i>n</i> | Label of node for which connections are counted |
| in | <i>s</i> | Label of submesh (starting from 0) |

void put (size_t *n*, string *file*) const

Save a submesh in file.

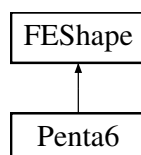
Parameters

| | | |
|----|-------------|--|
| in | <i>n</i> | Label of submesh |
| in | <i>file</i> | Name of file in which submesh is saved |

7.80 Penta6 Class Reference

Defines a 6-node pentahedral finite element using P_1 interpolation in local coordinates $(s.x, s.y)$ and Q_1 isoparametric interpolation in local coordinates $(s.x, s.z)$ and $(s.y, s.z)$.

Inheritance diagram for Penta6:



Public Member Functions

- **Penta6** ()
Default Constructor.
- **Penta6** (const **Element** *element)
*Constructor when data of **Element** el are given.*
- **~Penta6** ()
Destructor.
- void **set** (const **Element** *el)
Choose element by giving its pointer.
- void **setLocal** (const **Point**< **real.t** > &s)
Initialize local point coordinates in element.
- **Point**< **real.t** > **DSh** (size.t i) const
Return derivatives of shape function of node i at a given point.
- **real.t** **getMaxEdgeLength** () const
Return Maximum length of pentahedron edges.
- **real.t** **getMinEdgeLength** () const
Return Mimimum length of pentahedron edges.
- **real.t** **Sh** (size.t i) const
Return shape function of node i at given point.
- **real.t** **Sh** (size.t i, **Point**< **real.t** > s) const
Calculate shape function of node i at a given point s.
- **real.t** **getDet** () const
Return determinant of jacobian.
- **Point**< **real.t** > **getCenter** () const
Return coordinates of center of element.
- **Point**< **real.t** > **getLocalPoint** () const
Localize a point in the element.
- **Point**< **real.t** > **getLocalPoint** (const **Point**< **real.t** > &s) const
Localize a point in the element.

7.80.1 Detailed Description

Defines a 6-node pentahedral finite element using P_1 interpolation in local coordinates $(s.x, s.y)$ and Q_1 isoparametric interpolation in local coordinates $(s.x, s.z)$ and $(s.y, s.z)$.

The reference element is the cartesian product of the standard reference triangle with the line $[-1, 1]$. The nodes are ordered as follows: **Node 1** in reference element is at $s=(1,0,0)$ **Node 2** in reference element is at $s=(0,1,0)$ **Node 3** in reference element is at $s=(0,0,0)$ **Node 4** in reference element is at $s=(1,0,1)$ **Node 5** in reference element is at $s=(0,1,1)$ **Node 6** in reference element is at $s=(0,0,1)$

The user must take care to the fact that determinant of jacobian and other quantities depend on the point in the reference element where they are calculated. For this, before any utilization of shape functions or jacobian, function **setLocal()** must be invoked.

7.80.2 Constructor & Destructor Documentation

Penta6 (const Element * *element*)

Constructor when data of **Element** *e1* are given.

Parameters

| | | |
|----|----------------|---------------------------|
| in | <i>element</i> | Pointer to Element |
|----|----------------|---------------------------|

7.80.3 Member Function Documentation

void setLocal (const Point< real.t > & *s*)

Initialize local point coordinates in element.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Point in the reference element This function computes jacobian, shape functions and their partial derivatives at <i>s</i> . Other member functions only return these values. |
|----|----------|---|

Point<real.t> DSh (size.t *i*) const

Return derivatives of shape function of node *i* at a given point.

Member function **setLocal()** must have been called before in order to calculate relevant quantities.

real.t Sh (size.t *i*, Point< real.t > *s*) const [inherited]

Calculate shape function of node *i* at a given point *s*.

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Local node label |
| in | <i>s</i> | Point in the reference triangle where the shape function is evaluated |

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const [inherited]

Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.81 PETScMatrix< T_ > Class Template Reference

To handle matrices in sparse storage format using the Petsc library.

Public Member Functions

- [PETScMatrix](#) ()
Default constructor.
- [PETScMatrix](#) (size_t nr, size_t nc)
Constructor that initializes current instance as a dense matrix.
- [PETScMatrix](#) (size_t size)
Constructor that initializes current instance as a dense matrix.
- [PETScMatrix](#) ([Mesh](#) &mesh, size_t dof=0)
Constructor using a [Mesh](#) instance.
- [PETScMatrix](#) (const vector< std::pair< size_t, size_t > > &I, int opt=1)
Constructor for a square matrix using non zero row and column indices.
- [PETScMatrix](#) (const [PETScMatrix](#) &m)
Copy constructor.
- [~PETScMatrix](#) (void)
Destructor.
- void [Identity](#) ()
Define matrix as identity matrix.
- void [Diagonal](#) ()
Define matrix as a diagonal one.
- void [Diagonal](#) (const T_ &a)
Define matrix as a diagonal one with diagonal entries equal to a
- void [setAIJ](#) (const vector< int > &nnz)
- void [setAIJ_MPI](#) (const vector< int > &diag_nnz, const vector< int > &off_nnz)
- void [setMesh](#) ([Mesh](#) &mesh, size_t dof=0)
Determine mesh graph and initialize matrix.
- void [setPartition](#) ([Partition](#) &p)
Set a [Partition](#) instance in the class.

- void **setRank** (int np, int r=0)
Set number of processors and processor rank.
- void **setOneDOF** ()
Activate 1-DOF per node option.
- void **setSides** ()
Activate Sides option.
- void **setSymmetric** ()
Set matrix as a symmetric one.
- void **DiagPrescribe** (PETScVect< T_ > &b, const PETScVect< T_ > &u)
Impose by a diagonal method an essential boundary condition using the [Mesh](#) instance provided by the constructor.
- void **setSize** (size_t size)
Set size of matrix (case where it's a square matrix).
- void **setSize** (size_t nr, size_t nc)
Set size (number of rows) of matrix.
- void **getRange** (int istart, int iend)
Return the range of matrix rows owned by this processor.
- void **setGraph** (const vector< std::pair< size_t, size_t > > &I, int opt=1)
Set graph of matrix by giving a vector of its nonzero entries.
- T_ **operator()** (size_t i, size_t j) const
Operator ()
- size_t **getNbRows** () const
Return number of matrix rows.
- size_t **getNbColumns** () const
Return number of matrix columns.
- size_t **getLength** () const
Return length of matrix.
- void **getMesh** (Mesh &mesh)
Get [Mesh](#) instance whose reference will be stored in current instance of [PETScMatrix](#).
- void **Mult** (const PETScVect< T_ > &x, PETScVect< T_ > &y) const
Multiply matrix by vector and save in another one.
- void **MultAdd** (const PETScVect< T_ > &x, PETScVect< T_ > &y) const
Multiply matrix by vector x and add to y .
- void **MultAdd** (T_ a, const PETScVect< T_ > &x, PETScVect< T_ > &y) const
*Multiply matrix by vector $a*x$ and add to y .*
- void **set** (size_t i, size_t j, const T_ &a)
Assign a value to an entry of the matrix.
- void **add** (size_t i, size_t j, const T_ &a)
Add a value to an entry of the matrix.
- void **set** (vector< int > &ir, vector< int > &ic, vector< T_ > &val)
Assign values to a portion of the matrix.
- void **operator=** (const T_ &a)
Operator =
- void **clear** ()
Set all matrix entries to zero.
- void **Laplace1D** (real_t h, bool mpi=false)
Sets the matrix as the one for the Laplace equation in 1-D.

- void [Laplace2D](#) (size_t nx, size_t ny, bool mpi=false)
Sets the matrix as the one for the Laplace equation in 2-D.
- int [solve](#) (PETScVect< T_ > &b)
Solve the linear system of equations.
- int [solve](#) (const PETScVect< T_ > &b, PETScVect< T_ > &x)
Solve the linear system of equations.
- void [setSolver](#) (string solver, string prec, [real_t](#) toler=1.e-12, int max_it=1000)
Choose solver and preconditioner for an iterative procedure.
- T_ * [get](#) () const
Return C-Array.
- T_ [get](#) (size_t i, size_t j) const
Return entry (i, j) of matrix if this one is stored, 0 otherwise.
- [operator Mat](#) () const
Casting operator.
- PetscReal [getNorm1](#) () const
Get 1-norm of matrix.
- PetscReal [getFrobeniusNorm](#) () const
Get Frobenius norm of matrix.
- PetscReal [getNormMax](#) () const
Get infinity norm of matrix.
- void [Assembly](#) (const [Element](#) &el, T_ *a)
Assembly of element matrix into global matrix.
- void [Assembly](#) (const [Side](#) &sd, T_ *a)
Assembly of side matrix into global matrix.
- void [setAssembly](#) ()
Matrix assembly.
- void [setMPI](#) ()
Activate MPI option.

7.81.1 Detailed Description

template<class T_>
class OFELI::PETScMatrix< T_ >

To handle matrices in sparse storage format using the Petsc library.

Warning

This class is available only when [OFELI](#) has been installed with Petsc.

Template Parameters

| | |
|-----------------|---|
| $T_ \leftarrow$ | Data type (double, float, complex<double>, ...) |
| $_ \leftarrow$ | |

7.81.2 Constructor & Destructor Documentation

PETScMatrix ()

Default constructor.

Initialize a zero-dimension matrix

PETScMatrix (size_t nr, size_t nc)

Constructor that initializes current instance as a dense matrix.

Normally, for a dense matrix this is not the right class.

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>nr</i> | Number of matrix rows. |
| in | <i>nc</i> | Number of matrix columns. |

PETScMatrix (size_t size)

Constructor that initializes current instance as a dense matrix.

Normally, for a dense matrix this is not the right class.

Parameters

| | | |
|----|-------------|--------------------------------------|
| in | <i>size</i> | Number of matrix rows (and columns). |
|----|-------------|--------------------------------------|

PETScMatrix (Mesh & mesh, size_t dof = 0)

Constructor using a [Mesh](#) instance.

Parameters

| | | |
|----|-------------|---|
| in | <i>mesh</i> | Mesh instance from which matrix graph is extracted. |
| in | <i>dof</i> | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |

PETScMatrix (const vector< std::pair< size_t, size_t > > & I, int opt = 1)

Constructor for a square matrix using non zero row and column indices.

Parameters

| | | |
|----|------------|---|
| in | <i>I</i> | Vector containing pairs of row and column indices |
| in | <i>opt</i> | Flag indicating if vectors I is cleaned and ordered (opt=1) or not (opt=0). In the latter case, this vector can have the same contents more than once and are not necessarily ordered |

7.81.3 Member Function Documentation

void setAIJ (const vector< int > & *nnz*)

Parameters

| | | |
|----|------------|--|
| in | <i>nnz</i> | |
|----|------------|--|

void setAIJ_MPI (const vector< int > & *diag_nnz*, const vector< int > & *off_nnz*)

Parameters

| | | |
|----|-----------------|--|
| in | <i>diag_nnz</i> | |
| in | <i>off_nnz</i> | |

void setMesh (Mesh & *mesh*, size_t *dof* = 0)

Determine mesh graph and initialize matrix.

This member function is called by constructor with the same arguments

Parameters

| | | |
|----|-------------|---|
| in | <i>mesh</i> | Mesh instance for which matrix graph is determined. |
| in | <i>dof</i> | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |

void setPartition (Partition & *p*)

Set a [Partition](#) instance in the class.

This member function is to be used when parallel computing is considered.

Parameters

| | | |
|----|----------|---|
| in | <i>p</i> | Reference to Partition instance |
|----|----------|---|

void setRank (int *np*, int *r* = 0)

Set number of processors and processor rank.

Parameters

| | | |
|----|-----------|--|
| in | <i>np</i> | Total number of processors. |
| in | <i>r</i> | Rank of current processor [Default: 0] |

Warning

If this member function is not called, only one processor is used and then sequential computing is involved.

void DiagPrescribe (PETScVect< T_ > & *b*, const PETScVect< T_ > & *u*)

Impose by a diagonal method an essential boundary condition using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | PETScVect instance that contains right-hand side. |
| in | <i>u</i> | PETScVect instance that contains imposed values at DOFs where they are to be imposed. |

void setSize (size_t *size*)

Set size of matrix (case where it's a square matrix).

Parameters

| | | |
|----|-------------|-----------------------------|
| in | <i>size</i> | Number of rows and columns. |
|----|-------------|-----------------------------|

void setSize (size_t *nr*, size_t *nc*)

Set size (number of rows) of matrix.

Parameters

| | | |
|----|-----------|-------------------|
| in | <i>nr</i> | Number of rows |
| in | <i>nc</i> | Number of columns |

void getRange (int *istart*, int *iend*)

Return the range of matrix rows owned by this processor.

Parameters

| | | |
|-----|---------------|------------------------------|
| out | <i>istart</i> | Index of the first local row |
| out | <i>iend</i> | Index of the last local row |

void setGraph (const vector< std::pair< size_t, size_t > > & I, int opt = 1)

Set graph of matrix by giving a vector of its nonzero entries.

Parameters

| | | |
|----|------------|---|
| in | <i>I</i> | Vector containing pairs of row and column indices |
| in | <i>opt</i> | Flag indicating if vector I is cleaned and ordered (opt=1: default) or not (opt=0). In the latter case, this vector can have the same contents more than once and are not necessarily ordered |

T_ operator() (size_t i, size_t j) const

Operator ()

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

size_t getLength () const

Return length of matrix.

The length is the total number of stored elements in the matrix

void Mult (const PETScVect< T_ > & x, PETScVect< T_ > & y) const

Multiply matrix by vector and save in another one.

Parameters

| | | |
|-----|----------|--|
| in | <i>x</i> | Vector to multiply by matrix |
| out | <i>y</i> | Vector that contains on output the result. |

void MultAdd (const PETScVect< T_ > & x, PETScVect< T_ > & y) const

Multiply matrix by vector x and add to y.

Parameters

| | | |
|-----|----------|---|
| in | <i>x</i> | Vector to multiply by matrix |
| out | <i>y</i> | Vector to add to the result. y contains on output the result. |

void MultAdd (T_ a, const PETScVect< T_ > & x, PETScVect< T_ > & y) const

Multiply matrix by vector a*x and add to y.

Parameters

| | | |
|-----|----------|--|
| in | <i>a</i> | Constant to multiply by matrix |
| in | <i>x</i> | Vector to multiply by matrix |
| out | <i>y</i> | Vector to add to the result. <i>y</i> contains on output the result. |

void set (size_t *i*, size_t *j*, const T_ & *a*)

Assign a value to an entry of the matrix.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>a</i> | Value to assign to <i>a</i> (<i>i</i> , <i>j</i>) |

void add (size_t *i*, size_t *j*, const T_ & *a*)

Add a value to an entry of the matrix.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>a</i> | Constant value to add to <i>a</i> (<i>i</i> , <i>j</i>) |

void set (vector< int > & *ir*, vector< int > & *ic*, vector< T_ > & *val*)

Assign values to a portion of the matrix.

Parameters

| | | |
|----|------------|---|
| in | <i>ir</i> | Vector of row indexes to assign (instance of class <code>vector</code>) |
| in | <i>ic</i> | Vector of column indexes to assign (instance of class <code>vector</code>) |
| in | <i>val</i> | Vector of values to assign (instance of class <code>vector</code>) |

void operator= (const T_ & *a*)

Operator =

Assign constant value *a* to matrix diagonal entries

void Laplace1D (real_t *h*, bool *mpi* = *false*)

Sets the matrix as the one for the Laplace equation in 1-D.

The matrix is initialized as the one resulting from P_1 finite element discretization of the classical elliptic operator $-u'' = f$ with homogeneous Dirichlet boundary conditions

Remarks

This function is available for real valued matrices only.

Parameters

| | | |
|----|------------|---|
| in | <i>h</i> | Mesh size (assumed constant) |
| in | <i>mpi</i> | true if MPI is used for parallel computing, false if not (sequential), [Default: false] |

void Laplace2D (size_t *nx*, size_t *ny*, bool *mpi* = *false*)

Sets the matrix as the one for the Laplace equation in 2-D.

The matrix is initialized as the one resulting from P_1 finite element discretization of the classical elliptic operator $-\Delta u = f$ with homogeneous Dirichlet boundary conditions

Remarks

This function is available for real valued matrices only.

Parameters

| | | |
|----|------------|---|
| in | <i>nx</i> | Number of unknowns in the x-direction |
| in | <i>ny</i> | Number of unknowns in the y-direction |
| in | <i>mpi</i> | true if MPI is used for parallel computing, false if not (sequential), [Default: false] |

int solve (PETScVect< T_ > &*b*)

Solve the linear system of equations.

The default parameters are: the Conjugate Gradient method and the Jacobi method for preconditioner. To change these values, call function `setSolver` before this function

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vector that contains right-hand side on input and solution on output |
|--------|----------|--|

Returns

Number of actual performed iterations

int solve (const PETScVect< T_ > &*b*, PETScVect< T_ > &*x*)

Solve the linear system of equations.

The default parameters are: the Conjugate Gradient method and the Jacobi method for preconditioner. To change these values, call function `setSolver` before this function

Parameters

| | | |
|-----|-----|--|
| in | b | Vector that contains right-hand side |
| out | x | Vector that contains the obtained solution |

Returns

Number of actual performed iterations

void setSolver (string *solver*, string *prec*, real_t *toler* = $1.e-12$, int *max_it* = 1000)

Choose solver and preconditioner for an iterative procedure.

Parameters

| | | |
|----|---------------|--|
| in | <i>solver</i> | <p>Option to choose iterative solver among the macros (see PETSc documentation for more details):</p> <ul style="list-style-type: none"> • KSPRICHARDSON: The Richardson iterative method (Default damping parameter is 1.0) • KSPCHEBYSHEV: The Chebyshev iterative method • KSPCG: The conjugate gradient method [Default] • KSPCGNE: The CG method for normal equations (without explicitly forming the product $A^T A$) • KSPGMRES: The GMRES iterative method (see A Generalized Minimal Residual Algorithm for Solving Nonsymmetric Linear Systems. Y. Saad and M. H. Schultz, SIAM J. Sci. Stat. Comput. Vol. 7, No. 3, July 1986, pp. 856-869) • KSPFGMRES: The Flexible GMRES method (with restart) • KSPLGMRES: The 'augmented' standard GMRES method where the subspace uses approximations to the error from previous restart cycles • KSPTQMR: A variant of QMR (quasi minimal residual) developed by Tony Chan • KSPBCGS: The BiCGStab (Stabilized version of BiConjugate Gradient Squared) method • KSPIBCGS: The IBiCGStab (Improved Stabilized version of BiConjugate Gradient Squared) method in an alternative form to have only a single global reduction operation instead of the usual 3 (or 4) • KSPFBCGS: The flexible BiCGStab method. • KSPCGS: The CGS (Conjugate Gradient Squared) method • KSPTFQMR: A transpose free QMR (quasi minimal residual) • KSPCR: The conjugate residuals method • KSPLSQR: The LSQR method • KSPBICG: The Biconjugate gradient method (similar to running the conjugate gradient on the normal equations) • KSPMINRES: The MINRES (Minimum Residual) method • KSPSYMLQ: The SYMLQ method • KSPGCR: The Generalized Conjugate Residual method |
|----|---------------|--|

Parameters

| | | |
|----|---------------|--|
| in | <i>prec</i> | Option to choose preconditioner in an enumerated variable <ul style="list-style-type: none"> • PCJACOBI: [Default] Jacobi (<i>i.e.</i> diagonal scaling) preconditioning • PCBJACOBI: Block Jacobi preconditioning, each block is (approximately) solved with its own KSP object • PCSOR: (S)SOR (successive over relaxation, Gauss-Seidel) preconditioning • PCEISENSTAT: An implementation of SSOR (symmetric successive over relaxation, symmetric Gauss-Seidel) preconditioning that incorporates Eisenstat's trick to reduce the amount of computation needed • PCICC: Incomplete Cholesky factorization preconditioners • PCILU: Incomplete factorization preconditioners • PCASM: Use the (restricted) additive Schwarz method, each block is (approximately) solved with its own KSP object • PCLU: Uses a direct solver, based on LU factorization, as a preconditioner • PCCHOLESKY: Uses a direct solver, based on Cholesky factorization, as a preconditioner |
| in | <i>toler</i> | Tolerance for convergence [Default: 1.e-12] |
| in | <i>max_it</i> | Maximum number of allowed iterations [Default: 1000] |

T_* get () const

Return C-Array.

Non zero terms of matrix is stored row by row.

T_ get (size_t i, size_t j) const

Return entry (i, j) of matrix if this one is stored, 0 otherwise.

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

operator Mat () const

Casting operator.

This member functions enables casting an instance of class [PETScMatrix](#) into the Petsc matrix type Mat. This is useful when one wants to use any Petsc function that is not available in the wrapper (class [PETScWrapper](#)) or [PETScMatrix](#).

void Assembly (const Element & *el*, T_ * *a*)

Assembly of element matrix into global matrix.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Side & *sd*, T_ * *a*)

Assembly of side matrix into global matrix.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to side instance |
| in | <i>a</i> | Side matrix as a C-array |

void setAssembly ()

[Matrix](#) assembly.

This function assembles matrix (begins and ends)

7.82 PETScVect< T_ > Class Template Reference

To handle general purpose vectors using Petsc.

Public Member Functions

- [PETScVect](#) ()
Default Constructor. Initialize a zero-length vector.
- [PETScVect](#) (size_t *n*)
Constructor setting vector size.
- [PETScVect](#) (size_t *nx*, size_t *ny*)
Constructor of a 2-D index vector.
- [PETScVect](#) (size_t *nx*, size_t *ny*, size_t *nz*)
Constructor of a 3-D index vector.
- [PETScVect](#) (size_t *n*, T_ **x*)
Create an instance of class [PETScVect](#) as an image of a C/C++ array.
- [PETScVect](#) (MPI.Comm *comm*, size_t *n*)
Constructor of a MPI vector using its global size.
- [PETScVect](#) ([Mesh](#) &*m*, int *nb_dof*=0, int *dof_type*=NODE_FIELD)
Constructor with a mesh instance.
- [PETScVect](#) ([Mesh](#) &*m*, string *name*, real_t *t*=0.0, int *nb_dof*=0, int *dof_type*=NODE_FIELD)
Constructor with a mesh instance giving name and time for vector.
- [PETScVect](#) (const [PETScVect](#)< T_ > &*v*, const [PETScVect](#)< T_ > &*bc*)
Constructor using boundary conditions.

- **PETScVect** (const **PETScVect**< T_ > &v, size_t nb_dof, size_t first_dof)
Constructor to select some components of a given vector.
- **PETScVect** (const **PETScVect**< T_ > &v)
Copy constructor.
- **PETScVect** (const **PETScVect**< T_ > &v, size_t n)
Constructor to select one component from a given 2 or 3-component vector.
- **PETScVect** (size_t d, const **PETScVect**< T_ > &v, const string &name=" ")
*Constructor that extracts some degrees of freedom (components) from given instance of **PETScVect**.*
- **~PETScVect** ()
Destructor.
- void **set** (const T_ *v, size_t n)
Initialize vector with a c-array.
- void **setMPI** (MPI_Comm comm, size_t n, size_t N)
Initialize a local vector using MPI.
- void **select** (const **PETScVect**< T_ > &v, size_t nb_dof=0, size_t first_dof=1)
*Initialize vector with another **PETScVect** instance.*
- void **set** (const string &exp, size_t dof=1)
Initialize vector with an algebraic expression.
- void **set** (const **Mesh** &m, const string &exp, size_t dof=1)
Initialize vector with an algebraic expression with providing mesh data.
- void **set** (const **PETScVect**< real_t > &x, const string &exp)
Initialize vector with an algebraic expression.
- void **setMesh** (**Mesh** &m, int nb_dof=0, int dof_type=NODE_FIELD)
Define mesh class to size vector.
- size_t **size** () const
Return vector (global) size.
- PetscInt **getLocalSize** () const
Return vector local size.
- void **setSize** (size_t nx, size_t ny=1, size_t nz=1)
Set vector size (for 1-D, 2-D or 3-D cases)
- void **setDOFType** (int dof_type)
Set DOF type of vector.
- size_t **getNbDOF** () const
Return vector number of degrees of freedom.
- size_t **getNb** () const
Return vector number of entities (nodes, elements or sides)
- **Mesh** & **getMesh** () const
*Return **Mesh** instance.*
- bool **isWithMesh** () const
*Return **true** if vector contains a **Mesh** pointer, **false** if not.*
- int **getDOFType** () const
- void **setTime** (real_t t)
Set time value for vector.
- real_t **getTime** () const
Get time value for vector.
- void **setName** (string name)

- Set name of vector.*
- string `getName ()` const
Get name of vector.
- PetscScalar `getNorm1 ()` const
Calculate 1-norm of vector.
- PetscScalar `getNorm2 ()` const
Calculate 2-norm (Euclidean norm) of vector.
- PetscScalar `getWNorm1 ()` const
Calculate weighted 1-norm of vector The wighted 1-norm is the 1-Norm of the vector divided by its size.
- PetscScalar `getWNorm2 ()` const
Calculate weighted 2-norm of vector.
- PetscScalar `getNormMax ()` const
Calculate Max-norm (Infinite norm) of vector.
- T_ `getMin ()` const
Calculate Min value of vector entries.
- T_ `getMax ()` const
Calculate Max value of vector entries.
- size_t `getNx ()` const
Return number of grid points in the x-direction if grid indexing is set.
- size_t `getNy ()` const
Return number of grid points in the y-direction if grid indexing is set.
- size_t `getNz ()` const
Return number of grid points in the z-direction if grid indexing is set.
- void `setNodeBC (Mesh &m, int code, T_ val, size_t dof=1)`
Assign a given value to components of vector with given code.
- void `setNodeBC (Mesh &m, int code, const string &exp, size_t dof=1)`
Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.
- void `setNodeBC (int code, T_ val, size_t dof=1)`
Assign a given value to components of vector with given code.
- void `setNodeBC (int code, const string &exp, size_t dof=1)`
Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.
- void `removeBC (const Mesh &ms, const PETScVect< T_ > &v, int dof=0)`
Remove boundary conditions.
- void `removeBC (const Mesh &ms, const Vect< T_ > &v, int dof=0)`
Remove boundary conditions.
- void `removeBC (const PETScVect< T_ > &v, int dof=0)`
Remove boundary conditions.
- void `removeBC (const Vect< T_ > &v, int dof=0)`
Remove boundary conditions.
- void `transferBC (const PETScVect< T_ > &bc, int dof=0)`
Transfer boundary conditions to the vector.
- void `insertBC (Mesh &m, const PETScVect< T_ > &v, const PETScVect< T_ > &bc, int dof=0)`
Insert boundary conditions.
- void `insertBC (Mesh &m, const PETScVect< T_ > &v, int dof=0)`

- Insert boundary conditions.*
- void `insertBC` (const `PETScVect`< T_ > &v, const `PETScVect`< T_ > &bc, int dof=0)
- Insert boundary conditions.*
- void `insertBC` (const `PETScVect`< T_ > &v, int dof=0)
- Insert boundary conditions.*
- void `Assembly` (const `Element` &el, const T_ *b)
- Assembly of element vector (as C-array) into Vect instance.*
- void `Assembly` (const `Side` &sd, T_ *b)
- Assembly of side vector (as C-array) into PETScVect instance.*
- void `getGradient` (`PETScVect`< T_ > &v)
- Evaluate the discrete Gradient vector of the current vector.*
- void `getGradient` (`PETScVect`< `Point`< T_ > > &v)
- Evaluate the discrete Gradient vector of the current vector.*
- void `getCurl` (`PETScVect`< T_ > &v)
- Evaluate the discrete curl vector of the current vector.*
- void `getCurl` (`PETScVect`< `Point`< T_ > > &v)
- Evaluate the discrete curl vector of the current vector.*
- void `getSCurl` (`PETScVect`< T_ > &v)
- Evaluate the discrete scalar curl in 2-D of the current vector.*
- void `getDivergence` (`PETScVect`< T_ > &v)
- Evaluate the discrete Divergence of the current vector.*
- `real_t` `getAverage` (const `Element` &el, int type) const
- Return average value of vector in a given element.*
- void `save` (string file, int opt)
- Save vector in a file according to a given format.*
- `PETScVect`< T_ > & `MultAdd` (const `PETScVect`< T_ > &x, const T_ &a)
- Multiply by a constant then add to a vector.*
- void `Axpy` (T_ a, const `PETScVect`< T_ > &x)
- Add to vector the product of a vector by a scalar.*
- void `set` (size_t i, T_ a)
- Assign a value to an entry for a 1-D vector.*
- void `set` (size_t i, size_t j, T_ a)
- Assign a value to an entry for a 2-D vector.*
- void `set` (size_t i, size_t j, size_t k, T_ a)
- Assign a value to an entry for a 3-D vector.*
- void `add` (size_t i, T_ a)
- Add a value to an entry for a 1-index vector.*
- void `add` (size_t i, size_t j, T_ a)
- Add a value to an entry for a 2-index vector.*
- void `add` (size_t i, size_t j, size_t k, T_ a)
- Assign a value to an entry for a 3-index vector.*
- void `clear` ()
- Set all vector entries to zero.*
- T_ `operator[]` (size_t i) const
- Operator []*
- T_ `operator()` (size_t i) const

- Operator ()
- T_ **operator()** (size_t i, size_t j) const
Operator () with 2-D indexing (Case of a grid vector)
- T_ **operator()** (size_t i, size_t j, size_t k) const
Operator () with 3-D indexing (Case of a grid vector)
- **PETScVect**< T_ > & **operator=** (const **PETScVect**< T_ > &v)
Operator = between vectors.
- **PETScVect**< T_ > & **operator=** (const T_ &a)
Operator =
- **PETScVect**< T_ > & **operator+=** (const **PETScVect**< T_ > &v)
Operator +=
- **PETScVect**< T_ > & **operator+=** (const T_ &a)
Operator +=
- **PETScVect**< T_ > & **operator-=** (const **PETScVect**< T_ > &v)
Operator -=
- **PETScVect**< T_ > & **operator-=** (const T_ &a)
Operator -=
- **PETScVect**< T_ > & **operator*=** (const T_ &a)
Operator *=
- **PETScVect**< T_ > & **operator/=** (const T_ &a)
Operator /=
- const **Mesh** & **getMeshPtr** () const
Return reference to *Mesh* instance.
- T_ **operator,** (const **PETScVect**< T_ > &v) const
Return Dot (scalar) product of two vectors.
- **operator Vec** () const
Casting operator.
- void **setAssembly** ()
Vector assembly.
- void **Insert** (const vector< int > &ii, const vector< **Point**< T_ > > &v)
Insert values into certain locations of the vector.
- void **Add** (const vector< int > &ii, const vector< T_ > &v)
Add values into certain locations of the vector.

7.82.1 Detailed Description

template<class T_>
class OFELI::PETScVect< T_ >

To handle general purpose vectors using Petsc.

This template class enables considering vectors of various data types. Operators =, [] and () are overloaded so that one can write for instance:

```
PETScVect<double> u(10), v(10);
v = -1.0;
u = v;
u.set(3,-2.0);
```

to set vector **v** entries to -1, copy vector **v** into vector **u** and assign third entry of **v** to -2. Note that entries of **v** are here **v(1)**, **v(2)**, ..., **v(10)**, i.e. vector entries start at index 1.

Remarks

A [PETScVect](#) instance can be 1-D, 2-D or 3-D, i.e. one can have 1, 2 or 3 indices. This is set while the vector is constructed. This can be helpful for instance in the case of a structured grid.

Warning

This class is available only when [OFELI](#) has been installed with Petsc In this case, only vectors used for building and solving linear systems need to be instances of [PETScVect](#).

Template Parameters

| | |
|---------------------|---|
| $T \leftrightarrow$ | Data type (double, int, complex<double>, ...) |
| $_{\leftarrow}$ | |

7.82.2 Constructor & Destructor Documentation

PETScVect (size_t *n*)

Constructor setting vector size.

Parameters

| | | |
|----|----------|----------------|
| in | <i>n</i> | Size of vector |
|----|----------|----------------|

PETScVect (size_t *nx*, size_t *ny*)

Constructor of a 2-D index vector.

This constructor can be used for instance for a 2-D grid vector

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>nx</i> | Size for the first index |
| in | <i>ny</i> | Size for the second index |

Remarks

The size of resulting vector is $nx*ny$

PETScVect (size_t *nx*, size_t *ny*, size_t *nz*)

Constructor of a 3-D index vector.

This constructor can be used for instance for a 3-D grid vector

Parameters

| | | |
|----|-----------|--------------------------|
| in | <i>nx</i> | Size for the first index |
|----|-----------|--------------------------|

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>ny</i> | Size for the second index |
| in | <i>nz</i> | Size for the third index |

Remarks

The size of resulting vector is $nx*ny*nz$

PETScVect (size_t *n*, T_* *x*)

Create an instance of class [PETScVect](#) as an image of a C/C++ array.

Parameters

| | | |
|----|----------|----------------------------------|
| in | <i>n</i> | Dimension of vector to construct |
| in | <i>x</i> | C-array to copy |

PETScVect (MPI_Comm *comm*, size_t *n*)

Constructor of a MPI vector using its global size.

Parameters

| | | |
|----|-------------|---|
| in | <i>comm</i> | Communicator which represents all the processs that PETSc knows about |
| in | <i>n</i> | Global size of vector |

PETScVect (Mesh & *m*, int *nb_dof* = 0, int *dof_type* = *NODE_FIELD*)

Constructor with a mesh instance.

Parameters

| | | |
|----|-----------------|--|
| in | <i>m</i> | Mesh instance |
| in | <i>nb_dof</i> | Number of degrees of freedom per node, element or side If <i>nb_dof</i> is set to 0 (default value) the constructor picks this number from the Mesh instance |
| in | <i>dof_type</i> | Type of degrees of freedom. To be given among the enumerated values: <i>NODE_FIELD</i> , <i>ELEMENT_FIELD</i> , <i>SIDE_FIELD</i> or <i>EDGE_FIELD</i> [Default: <i>NODE_FIELD</i>] |

PETScVect (Mesh & *m*, string *name*, real_t *t* = 0.0, int *nb_dof* = 0, int *dof_type* = *NODE_FIELD*)

Constructor with a mesh instance giving name and time for vector.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>m</i> | Mesh instance |
|----|----------|-------------------------------|

Parameters

| | | |
|----|-----------------|---|
| in | <i>name</i> | Name of the vector |
| in | <i>t</i> | Time value for the vector |
| in | <i>nb_dof</i> | Number of degrees of freedom per node, element or side If nb_dof is set to 0 the constructor picks this number from the Mesh instance |
| in | <i>dof_type</i> | Type of degrees of freedom. To be given among the enumerated values: NODE_FIELD, ELEMENT_FIELD, SIDE_FIELD or EDGE_FIELD [Default: NODE_FIELD] |

PETScVect (const PETScVect< T_ > & v, const PETScVect< T_ > & bc)

Constructor using boundary conditions.

Boundary condition values contained in bc are reported to vector v

Parameters

| | | |
|----|-----------|---|
| in | <i>v</i> | PETScVect instance to update |
| in | <i>bc</i> | PETScVect instance containing imposed valued at desired DOF |

PETScVect (const PETScVect< T_ > & v, size_t nb_dof, size_t first_dof)

Constructor to select some components of a given vector.

Parameters

| | | |
|----|------------------|---|
| in | <i>v</i> | PETScVect instance to extract from |
| in | <i>nb_dof</i> | Number of DOF to extract |
| in | <i>first_dof</i> | First DOF to extract For instance, a choice first_dof=2 and nb_dof=1 means that the second DOF of each node is copied in the vector |

PETScVect (const PETScVect< T_ > & v, size_t n)

Constructor to select one component from a given 2 or 3-component vector.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | PETScVect instance to extract from |
| in | <i>n</i> | Component to extract (must be > 1 and < 4 or). |

PETScVect (size_t d, const PETScVect< T_ > & v, const string & name = " ")

Constructor that extracts some degrees of freedom (components) from given instance of [PETScVect](#).

This constructor enables constructing a subvector of a given [PETScVect](#) instance. It selects a given list of degrees of freedom and put it according to a given order in the instance to construct.

Parameters

| | | |
|----|-------------|---|
| in | <i>d</i> | Integer number giving the list of degrees of freedom. This number is made of <i>n</i> digits where <i>n</i> is the number of degrees of freedom. Let us give an example: Assume that the instance <i>v</i> has 3 DOF by entity (node, element or side). The choice <i>d</i> =201 means that the constructed instance has 2 DOF where the first DOF is the third one of <i>v</i> , and the second DOF is the first one of <i>f v</i> . Consequently, no digit can be larger than the number of DOF the constructed instance. In this example, a choice <i>d</i> =103 would produce an error message. |
| in | <i>v</i> | PETScVect instance from which extraction is performed. |
| in | <i>name</i> | Name to assign to vector instance [Default: " "]. |

Warning

Don't give zeros as first digits for the argument *d*. The number is in this case interpreted as octal !!

7.82.3 Member Function Documentation

void set (const T_ * *v*, size_t *n*)

Initialize vector with a c-array.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | c-array (pointer) to initialize PETScVect |
| in | <i>n</i> | size of array |

void setMPI (MPI.Comm *comm*, size_t *n*, size_t *N*)

Initialize a local vector using MPI.

Parameters

| | | |
|----|-------------|-----------------------|
| in | <i>comm</i> | |
| in | <i>n</i> | local size of vector |
| in | <i>N</i> | global size of vector |

void select (const PETScVect< T_ > & *v*, size_t *nb_dof* = 0, size_t *first_dof* = 1)

Initialize vector with another [PETScVect](#) instance.

Parameters

| | | |
|----|------------------|--|
| in | <i>v</i> | PETScVect instance to extract from |
| in | <i>nb_dof</i> | Number of DOF per node, element or side (By default, 0: Number of degrees of freedom extracted from the Mesh instance) |
| in | <i>first_dof</i> | First DOF to extract (Default: 1) For instance, a choice <i>first_dof</i> =2 and <i>nb_dof</i> =1 means that the second DOF of each node is copied in the vector |

void set (const string & exp, size_t dof = 1)

Initialize vector with an algebraic expression.

Parameters

| | | |
|----|------------|--|
| in | <i>exp</i> | Regular algebraic expression that defines a function of x, y and z which are coordinates of nodes. |
| in | <i>dof</i> | Degree of freedom to which the value is assigned [Default: 1] |

void set (const Mesh & ms, const string & exp, size_t dof = 1)

Initialize vector with an algebraic expression with providing mesh data.

Parameters

| | | |
|----|------------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>exp</i> | Regular algebraic expression that defines a function of x, y and z which are coordinates of nodes. |
| in | <i>dof</i> | Degree of freedom to which the value is assigned [Default: 1] |

void set (const PETScVect< real_t > & x, const string & exp)

Initialize vector with an algebraic expression.

Parameters

| | | |
|----|------------|---|
| in | <i>x</i> | PETScVect instance that contains coordinates of points |
| in | <i>exp</i> | Regular algebraic expression that defines a function of x and i which are coordinates of nodes and indices starting from 1. |

void setMesh (Mesh & m, int nb_dof = 0, int dof_type = NODE_FIELD)

Define mesh class to size vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>m</i> | Mesh instance |
| in | <i>nb_dof</i> | Number of degrees of freedom per node, element or side If nb_dof is set to 0 the constructor picks this number from the Mesh instance |
| in | <i>dof_type</i> | Parameter to precise the type of degrees of freedom. To be chosen among the enumerated values: NODE_FIELD, ELEMENT_FIELD, SIDE_FIELD, EDGE_FIELD [Default: NODE_FIELD] |

PetscInt getLocalSize () const

Return vector local size.

Local size is the size on the current processor

void setSize (size_t nx, size_t ny = 1, size_t nz = 1)

Set vector size (for 1-D, 2-D or 3-D cases)

This function allocates memory for the vector but does not initialize its components

Parameters

| | | |
|----|-----------|---|
| in | <i>nx</i> | Number of grid points in x-direction |
| in | <i>ny</i> | Number of grid points in y-direction [Default: 1] |
| in | <i>nz</i> | Number of grid points in z-direction [Default: 1] |

void setDOFType (int dof_type)

Set DOF type of vector.

The DOF type combined with number of DOF per component enable determining the size of vector

Parameters

| | | |
|----|-----------------|---|
| in | <i>dof_type</i> | Type of degrees of freedom. Value to be chosen among the enumerated values: <code>NODE_FIELD</code> , <code>ELEMENT_FIELD</code> , <code>SIDE_FIELD</code> or <code>EDGE_FIELD</code> |
|----|-----------------|---|

bool isWithMesh () const

Return true if vector contains a [Mesh](#) pointer, false if not.

A [PETScVect](#) instance can be constructed using mesh information

int getDOFType () const

Return DOF type of vector

Returns

dof_type Type of degrees of freedom. Value among the enumerated values: `NODE_FIELD`, `ELEMENT_FIELD`, `SIDE_FIELD` or `EDGE_FIELD`

PetscScalar getWNorm2 () const

Calculate weighted 2-norm of vector.

The weighted 2-norm is the 2-Norm of the vector divided by the square root of its size

void setNodeBC (Mesh & m, int code, T_ val, size_t dof = 1)

Assign a given value to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|----------|------------------|
| in | <i>m</i> | Instance of mesh |
|----|----------|------------------|

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>val</i> | Value to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

void setNodeBC (Mesh & *m*, int *code*, const string & *exp*, size_t *dof* = 1)

Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Instance of mesh |
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>exp</i> | Regular algebraic expression to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

void setNodeBC (int *code*, T_ *val*, size_t *dof* = 1)

Assign a given value to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>val</i> | Value to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [Default: 1] |

void setNodeBC (int *code*, const string & *exp*, size_t *dof* = 1)

Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>exp</i> | Regular algebraic expression to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [Default: 1] |

void removeBC (const Mesh & *ms*, const PETScVect< T_ > & *v*, int *dof* = 0)

Remove boundary conditions.

This member function copies to current vector a vector where only non imposed DOF are retained.

Parameters

| | | |
|----|------------|---|
| in | <i>ms</i> | Mesh instance |
| in | <i>v</i> | Vector (PETScVect instance to copy from) |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom |

void removeBC (const Mesh & *ms*, const Vect< T_ > & *v*, int *dof* = 0)

Remove boundary conditions.

This member function copies to current vector a vector where only non imposed DOF are retained.

Parameters

| | | |
|----|------------|---|
| in | <i>ms</i> | Mesh instance |
| in | <i>v</i> | Vector (Vect instance to copy from) |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom |

void removeBC (const PETScVect< T_ > & *v*, int *dof* = 0)

Remove boundary conditions.

This member function copies to current vector a vector where only non imposed DOF are retained.

Parameters

| | | |
|----|------------|--|
| in | <i>v</i> | Vector (PETScVect instance to copy from) |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom. |

Remarks

This function is to be used only when the [PETScVect](#) instance was constructed by using the [Mesh](#) instance

void removeBC (const Vect< T_ > & *v*, int *dof* = 0)

Remove boundary conditions.

This member function copies to current vector a vector where only non imposed DOF are retained.

Parameters

| | | |
|----|------------|---|
| in | <i>v</i> | Vector (Vect instance to copy from) |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (dof) is inserted into vector <i>v</i> which has only one degree of freedom. |

Remarks

This function is to be used only when the [PETScVect](#) instance was constructed by using the [Mesh](#) instance

void transferBC (const PETScVect< T_ > & bc, int dof = 0)

Transfer boundary conditions to the vector.

Parameters

| | | |
|----|------------|---|
| in | <i>bc</i> | PETScVect instance from which imposed degrees of freedom are copied to current instance |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (dof) is inserted into vector <i>v</i> which has only one degree of freedom. |

void insertBC (Mesh & m, const PETScVect< T_ > & v, const PETScVect< T_ > & bc, int dof = 0)

Insert boundary conditions.

Parameters

| | | |
|----|------------|--|
| in | <i>m</i> | Mesh instance. |
| in | <i>v</i> | PETScVect instance from which free degrees of freedom are copied to current instance. |
| in | <i>bc</i> | PETScVect instance from which imposed degrees of freedom are copied to current instance. |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (dof) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |

void insertBC (Mesh & m, const PETScVect< T_ > & v, int dof = 0)

Insert boundary conditions.

DOF with imposed boundary conditions are set to zero.

Parameters

| | | |
|----|----------|--------------------------------|
| in | <i>m</i> | Mesh instance. |
|----|----------|--------------------------------|

Parameters

| | | |
|----|------------|---|
| in | <i>v</i> | PETScVect instance from which free degrees of freedom are copied to current instance. |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |

void insertBC (const PETScVect< T_ > & v, const PETScVect< T_ > & bc, int dof = 0)

Insert boundary conditions.

Parameters

| | | |
|----|------------|---|
| in | <i>v</i> | PETScVect instance from which free degrees of freedom are copied to current instance. |
| in | <i>bc</i> | PETScVect instance from which imposed degrees of freedom are copied to current instance. |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |

void insertBC (const PETScVect< T_ > & v, int dof = 0)

Insert boundary conditions.

DOF with imposed boundary conditions are set to zero.

Parameters

| | | |
|----|------------|---|
| in | <i>v</i> | PETScVect instance from which free degrees of freedom are copied to current instance. |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |

void Assembly (const Element & el, const T_ * b)

Assembly of element vector (as C-array) into [Vect](#) instance.

Parameters

| | | |
|----|-----------|------------------------------------|
| in | <i>el</i> | Reference to element instance |
| in | <i>b</i> | Local vector to assemble (C-Array) |

void Assembly (const Side & sd, T_ * b)

Assembly of side vector (as C-array) into [PETScVect](#) instance.

Parameters

| | | |
|----|-----------|------------------------------------|
| in | <i>sd</i> | Reference to side instance |
| in | <i>b</i> | Local vector to assemble (C-Array) |

void getGradient (PETScVect< T_ > & v)

Evaluate the discrete Gradient vector of the current vector.

The resulting gradient is stored in a [PETScVect](#) instance This function handles node vectors assuming P_1 approximation The gradient is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the gradient, where $v(n,1)$, $v(n,2)$ and $v(n,3)$ are respectively the x and y and z derivatives at element n. |
|----|----------|---|

void getGradient (PETScVect< Point< T_ > > & v)

Evaluate the discrete Gradient vector of the current vector.

The resulting gradient is stored in a [PETScVect](#) instance This function handles node vectors assuming P_1 approximation The gradient is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the gradient, where $v(n,1) \cdot x$, $v(n,2) \cdot y$ and $v(n,3) \cdot z$ are respectively the x and y and z derivatives at element n. |
|----|----------|---|

void getCurl (PETScVect< T_ > & v)

Evaluate the discrete curl vector of the current vector.

The resulting curl is stored in a [PETScVect](#) instance This function handles node vectors assuming P_1 approximation The curl is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the curl, where $v(n,1)$, $v(n,2)$ and $v(n,3)$ are respectively the x and y and z curl components at element n. |
|----|----------|---|

void getCurl (PETScVect< Point< T_ > > & v)

Evaluate the discrete curl vector of the current vector.

The resulting curl is stored in a [PETScVect](#) instance This function handles node vectors assuming P_1 approximation The curl is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the curl, where $v(n,1) \cdot x$, $v(n,2) \cdot y$ and $v(n,3) \cdot z$ are respectively the x and y and z curl components at element n. |
|----|----------|---|

void getSCurl (PETScVect< T_ > & *v*)

Evaluate the discrete scalar curl in 2-D of the current vector.

The resulting curl is stored in a [PETScVect](#) instance This function handles node vectors assuming P_1 approximation The curl is then a constant vector for each element.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance that contains the scalar curl. |
|----|----------|--|

void getDivergence (PETScVect< T_ > & *v*)

Evaluate the discrete Divergence of the current vector.

The resulting divergence is stored in a [PETScVect](#) instance This function handles node vectors assuming P_1 approximation The divergence is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the divergence. |
|----|----------|---|

real_t getAverage (const Element & *el*, int *type*) const

Return average value of vector in a given element.

Parameters

| | | |
|----|-------------|--|
| in | <i>el</i> | Element instance |
| in | <i>type</i> | Type of element. This is to be chosen among enumerated values: LINE2, TRIANG3, QUAD4 TETRA4, HEXA8 |

void save (string *file*, int *opt*)

Save vector in a file according to a given format.

Parameters

| | | |
|----|-------------|--|
| in | <i>file</i> | Output file where to save the vector |
| in | <i>opt</i> | Option to choose file format to save. This is to be chosen among enumerated values: GMSH, GNUPLOT, MATLAB, TECPLOT and VTK |

PETScVect<T_>& MultAdd (const PETScVect< T_ > & *x*, const T_ & *a*)

Multiply by a constant then add to a vector.

Parameters

| | | |
|----|----------|---|
| in | <i>x</i> | PETScVect instance to add |
| in | <i>a</i> | Constant to multiply before adding |

void Axy (T_ *a*, const PETScVect< T_ > & *x*)

Add to vector the product of a vector by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>x</i> | Vect instance by which <i>a</i> is multiplied. The result is added to current instance |

void set (size_t *i*, T_ *a*)

Assign a value to an entry for a 1-D vector.

Parameters

| | | |
|----|----------|------------------------------------|
| in | <i>i</i> | Rank index in vector (starts at 1) |
| in | <i>a</i> | Value to assign |

void set (size_t *i*, size_t *j*, T_ *a*)

Assign a value to an entry for a 2-D vector.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>a</i> | Value to assign |

void set (size_t *i*, size_t *j*, size_t *k*, T_ *a*)

Assign a value to an entry for a 3-D vector.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>k</i> | Third index in vector (starts at 1) |
| in | <i>a</i> | Value to assign |

void add (size_t *i*, T_ *a*)

Add a value to an entry for a 1-index vector.

Parameters

| | | |
|----|----------|------------------------------------|
| in | <i>i</i> | Rank index in vector (starts at 1) |
|----|----------|------------------------------------|

Parameters

| | | |
|----|----------|-----------------|
| in | <i>a</i> | Value to assign |
|----|----------|-----------------|

void add (size_t *i*, size_t *j*, T_ *a*)

Add a value to an entry for a 2-index vector.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>a</i> | Value to assign |

void add (size_t *i*, size_t *j*, size_t *k*, T_ *a*)

Assign a value to an entry for a 3-index vector.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>k</i> | Third index in vector (starts at 1) |
| in | <i>a</i> | Value to assign |

T_ operator[] (size_t *i*) const

Operator []

Parameters

| | | |
|----|----------|------------------------------------|
| in | <i>i</i> | Rank index in vector (starts at 0) |
|----|----------|------------------------------------|

T_ operator() (size_t *i*) const

Operator ()

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Rank index in vector (starts at 1) <ul style="list-style-type: none"> • <i>v</i>(<i>i</i>) starts at <i>v</i>(1) to <i>v</i>(size()) • <i>v</i>(<i>i</i>) is the same element as <i>v</i>[<i>i</i>-1] |
|----|----------|---|

T_ operator() (size_t i, size_t j) const

Operator () with 2-D indexing (Case of a grid vector)

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | first index in vector (Number of vector components in the x-grid) |
| in | <i>j</i> | second index in vector (Number of vector components in the y-grid) v(<i>i</i> , <i>j</i>) starts at v(1,1) to v(getNx() , getNy()) |

T_ operator() (size_t i, size_t j, size_t k) const

Operator () with 3-D indexing (Case of a grid vector)

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | first index in vector (Number of vector components in the x-grid) |
| in | <i>j</i> | second index in vector (Number of vector components in the y-grid) |
| in | <i>k</i> | third index in vector (Number of vector components in the z-grid) v(<i>i</i> , <i>j</i> , <i>k</i>) starts at v(1,1,1) to v(getNx() , getNy() , getNz()) |

PETScVect<T_>& operator= (const T_ & a)Operator =
Assign a constant to vector entries

Parameters

| | | |
|----|----------|--------------|
| in | <i>a</i> | Value to set |
|----|----------|--------------|

PETScVect<T_>& operator+= (const PETScVect< T_ > & v)Operator +=
Add vector x to current vector instance.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | PETScVect instance to add to instance |
|----|----------|---|

PETScVect<T_>& operator+= (const T_ & a)Operator +=
Add a constant to current vector entries.

Parameters

| | | |
|----|----------|--------------------------------|
| in | <i>a</i> | Value to add to vector entries |
|----|----------|--------------------------------|

PETScVect<T_>& operator-= (const PETScVect< T_ > & v)

Operator -=

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance to subtract from |
|----|----------|--|

PETScVect<T_>& operator-= (const T_ & a)

Operator -=

Subtract constant from vector entries.

Parameters

| | | |
|----|----------|------------------------|
| in | <i>a</i> | Value to subtract from |
|----|----------|------------------------|

PETScVect<T_>& operator*= (const T_ & a)

Operator *=

Parameters

| | | |
|----|----------|----------------------|
| in | <i>a</i> | Value to multiply by |
|----|----------|----------------------|

PETScVect<T_>& operator/= (const T_ & a)

Operator /=

Parameters

| | | |
|----|----------|--------------------|
| in | <i>a</i> | Value to divide by |
|----|----------|--------------------|

T_ operator, (const PETScVect< T_ > & v) const

Return Dot (scalar) product of two vectors.

A typical use of this operator is double *a* = (v,w) where v and w are 2 instances of PETScVect<double>

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | PETScVect instance by which the current instance is multiplied |
|----|----------|--|

operator Vec () const

Casting operator.

This member functions enables casting an instance of class [PETScVect](#) into the Petsc vector type Vec. This is useful when one wants to use any Petsc function that is not available in the

wrapper (class [PETScWrapper](#)) or [PETScVect](#).

void setAssembly ()

Vector assembly.

This function assembles vector (begins and ends)

void Insert (const vector< int > & ii, const vector< Point< T_ > > & v)

Insert values into certain locations of the vector.

Parameters

| | | |
|----|-----------|--|
| in | <i>ii</i> | Vector containing indices where to insert (Note the indices start from 0 like any C-array) |
| in | <i>v</i> | Vector of values to insert, corresponding to indices in ii. Here the vector has entries of type Point<T_>. |

void Add (const vector< int > & ii, const vector< T_ > & v)

Add values into certain locations of the vector.

Parameters

| | | |
|----|-----------|---|
| in | <i>ii</i> | Vector containing indices where to add (Note the indices start from 0 like any C-array) |
| in | <i>v</i> | Vector of values to add, corresponding to indices in ii |

7.83 PETScWrapper< T_ > Class Template Reference

This class is a wrapper to be used when the library Petsc is installed and used with [OFELI](#).

Public Member Functions

- [PETScWrapper](#) (int argc, char **args, string help="")
Constructor with program arguments.
- [~PETScWrapper](#) ()
Destructor.
- PetscErrorCode [getIntOption](#) (string s, PetscInt &n, PetscBool &set) const
Get an option as an integer number.
- PetscErrorCode [getBoolOption](#) (string s, PetscBool &b, PetscBool &set) const
Get an option as a bool variable.
- PetscMPIInt [size](#) () const
Return wrapper size, i.e. number of processors.
- void [setMesh](#) ([Mesh](#) &ms)
Set mesh.
- void [setPartition](#) ([Partition](#) &p)
Set mesh partition.

- void [setMatrix](#) (PETScMatrix< T_ > &A)
Define problem matrix.
- void [setLinearSystem](#) (PETScMatrix< T_ > &A, PETScVect< T_ > &b, string s=KSPCG, string p=PCJACOBI, [real.t](#) tol=1.e-12, [size.t](#) max_it=1000)
Set linear system features.
- void [setPreconditioner](#) (string p)
Choose preconditioner for the iterative procedure.
- void [setIterationParameters](#) ([real.t](#) tol, [size.t](#) max_it)
Choose iteration parameters.
- void [setIterationMethod](#) (string m)
Choose the iterative method.
- void [solve](#) (PETScVect< T_ > &x)
Solve the linear system.
- void [solve](#) (const PETScVect< T_ > &b, PETScVect< T_ > &x)
Solve the linear system.
- void [checkError](#) (PETScVect< T_ > &u) const
Check residual error.
- int [getIterationNumber](#) () const
Return the number of iterations.
- void [setLSTolerances](#) ([real.t](#) rel_tol, [real.t](#) abs_tol, [real.t](#) div_tol=PETSC_DEFAULT, int max_it=PETSC_DEFAULT) const
Set tolerance parameters for a linear system.
- PetscMPIInt [getRank](#) () const
Return the rank of the current processor.

Friends

- template<class S_ >
ostream & [operator<<](#) (ostream &s, const [PETScWrapper](#)< S_ > &w)
Output wrapper information.

7.83.1 Detailed Description

template<class T_>
class OFELI::PETScWrapper< T_ >

This class is a wrapper to be used when the library Petsc is installed and used with [OFELI](#).

When Petsc is used, an instance of class [PETScWrapper](#) is to be declared. It initializes the use of Petsc and enables calling solver functions in Petsc.

Template Parameters

| | |
|--------------------|---|
| T_ | Data type (double, int, complex<double>, ...) |
| _ | |

When a linear system is invoked, the choice of iterative solvers can be made among the following methods (see Petsc documentation for more details):

- KSPRICHARDSON: The Richardson iterative method (Default damping parameter is 1.0)

- KSPCHEBYSHEV: The Chebyshev iterative method
- KSPCG: The conjugate gradient method [Default]
- KSPCGNE: The CG method for normal equations (without explicitly forming the product $A^T A$)
- KSPGMRES: [Default] The GMRES iterative method (see A Generalized Minimal Residual Algorithm for Solving Nonsymmetric Linear Systems. Y. Saad and M. H. Schultz, SIAM J. Sci. Stat. Comput., Vol. 7, No. 3, July 1986, pp. 856-869)
- KSPFGMRES: The Flexible GMRES method (with restart)
- KSPLGMRES: The 'augmented' standard GMRES method where the subspace uses approximations to the error from previous restart cycles
- KSPTCQMR: A variant of QMR (quasi minimal residual) developed by Tony Chan
- KSPBCGS: The BiCGStab (Stabilized version of BiConjugate Gradient Squared) method
- KSPIBCGS: The IBiCGStab (Improved Stabilized version of BiConjugate Gradient Squared) method in an alternative form to have only a single global reduction operation instead of the usual 3 (or 4)
- KSPFBCGS: The flexible BiCGStab method.
- KSPCGS: The CGS (Conjugate Gradient Squared) method
- KSPTFQMR: A transpose free QMR (quasi minimal residual)
- KSPCR: The conjugate residuals method
- KSPLSQR: The LSQR method
- KSPBICG: The Biconjugate gradient method (similar to running the conjugate gradient on the normal equations)
- KSPMINRES: The MINRES (Minimum Residual) method
- KSPSYMLQ: The SYMLQ method
- KSPGCR: The Generalized Conjugate Residual method

When a linear system is invoked, the choice of a preconditioner can be made among the following methods (see Petsc documentation for more details):

- PCJACOBI: [Default] Jacobi (*i.e.* diagonal scaling) preconditioning
- PCBJACOBI: Block Jacobi preconditioning, each block is (approximately) solved with its own KSP object
- PCSOR: (S)SOR (successive over relaxation, Gauss-Seidel) preconditioning
- PCEISENSTAT: An implementation of SSOR (symmetric successive over relaxation, symmetric Gauss-Seidel) preconditioning that incorporates Eisenstat's trick to reduce the amount of computation needed
- PCICC: Incomplete Cholesky factorization preconditioners
- PCILU: Incomplete factorization preconditioners
- PCASM: Use the (restricted) additive Schwarz method, each block is (approximately) solved with its own KSP object
- PCLU: Uses a direct solver, based on LU factorization, as a preconditioner
- PCCHOLESKY: Uses a direct solver, based on Cholesky factorization, as a preconditioner

7.83.2 Constructor & Destructor Documentation

PETScWrapper (int *argc*, char ** *args*, string *help* = "")

Constructor with program arguments.

Parameters

| | | |
|----|-------------|---|
| in | <i>argc</i> | Count of number of command line arguments |
|----|-------------|---|

Parameters

| | | |
|-----|------|--|
| in | args | <p>The command line arguments. Here is the list of arguments:</p> <ul style="list-style-type: none"> • <code>-start_in_debugger</code> [<code>noxtterm</code>,<code>dbx</code>,<code>xdb</code>,<code>gdb</code>,...] <ul style="list-style-type: none"> – Starts program in debugger • <code>-on_error_attach_debugger</code> [<code>noxtterm</code>,<code>dbx</code>,<code>xdb</code>,<code>gdb</code>,...] <ul style="list-style-type: none"> – Starts debugger when error detected • <code>-on_error_emacs</code> <machinename> causes emacsclient to jump to error file <ul style="list-style-type: none"> – . <code>-on_error_abort</code> calls <code>abort()</code> when error detected (no traceback) • <code>-on_error_mpiabort</code> calls <code>MPI_abort()</code> when error detected <ul style="list-style-type: none"> – . <code>-error_output_stderr</code> prints error messages to <code>stderr</code> instead of the default <code>stdout</code> • <code>-error_output_none</code> does not print the error messages (but handles errors in the same way as if this was not called) <ul style="list-style-type: none"> – . <code>-debugger_nodes</code> [<code>node1</code>,<code>node2</code>,...] - Indicates nodes to start in debugger • <code>-debugger_pause</code> [<code>sleeptime</code>] (in seconds) <ul style="list-style-type: none"> – Pauses debugger • <code>-stop_for_debugger</code> <ul style="list-style-type: none"> – Print message on how to attach debugger manually to process and wait (<code>-debugger_pause</code>) seconds for attachment • <code>-malloc</code> <ul style="list-style-type: none"> – Indicates use of PETSc error-checking <code>malloc</code> (on by default for debug version of libraries) • <code>-malloc no</code> <ul style="list-style-type: none"> – Indicates not to use error-checking <code>malloc</code> • <code>-malloc.debug</code> <ul style="list-style-type: none"> – check for memory corruption at EVERY <code>malloc</code> or <code>free</code> • <code>-malloc.dump</code> <ul style="list-style-type: none"> – prints a list of all unfreed memory at the end of the run • <code>-malloc.test</code> <ul style="list-style-type: none"> – like <code>-malloc.dump</code> <code>-malloc.debug</code>, but only active for debugging builds • <code>-fp_trap</code> <ul style="list-style-type: none"> – Stops on floating point exceptions (Note that on the IBM RS6000 this slows code by at least a factor of 10.) • <code>-no_signal_handler</code> |
| 884 | | <ul style="list-style-type: none"> – Indicates not to trap error signals <p style="text-align: right;">OFELI's Reference Guide</p> <ul style="list-style-type: none"> • <code>-shared.tmp</code> <ul style="list-style-type: none"> – indicates <code>/tmp</code> directory is shared by all processors • <code>-not_shared.tmp</code> |

Parameters

| | | |
|----|-------------|--|
| in | <i>help</i> | String that contains message to display when argument -v is used |
|----|-------------|--|

Warning

This class is available only when [OFELI](#) has been installed with Petsc

~PETScWrapper ()

Destructor.

Destroy the KSP context and release memory allocated by Petsc

7.83.3 Member Function Documentation

PetscErrorCode getIntOption (string *s*, PetscInt & *n*, PetscBool & *set*) const

Get an option as an integer number.

Parameters

| | | |
|-----|------------|--|
| in | <i>s</i> | String to prepend the name of the option |
| out | <i>n</i> | Obtained integer value |
| out | <i>set</i> | true if found, false if not. |

PetscErrorCode getBoolOption (string *s*, PetscBool & *b*, PetscBool & *set*) const

Get an option as a bool variable.

Parameters

| | | |
|-----|------------|--|
| in | <i>s</i> | String to prepend the name of the option |
| out | <i>b</i> | Obtained boolean value |
| out | <i>set</i> | true if found, false if not. |

void setMesh (Mesh & *ms*)

Set mesh.

Parameters

| | | |
|----|-----------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
|----|-----------|-------------------------------|

void setPartition (Partition & *p*)

Set mesh partition.

This function is to be used for parallel computing

Parameters

| | | |
|----|-----|------------------------------------|
| in | p | Partition instance |
|----|-----|------------------------------------|

void setMatrix (PETScMatrix< T_ > & A)

Define problem matrix.

Parameters

| | | |
|----|-----|---|
| in | A | PETScMatrix instance that contains matrix |
|----|-----|---|

void setLinearSystem (PETScMatrix< T_ > & A, PETScVect< T_ > & b, string $s = KSPCG$, string $p = PCJACOBI$, real_t $tol = 1.e-12$, size_t $max_it = 1000$)

Set linear system features.

Parameters

| | | |
|----|-----------|---|
| in | A | PETScMatrix instance that contains matrix |
| in | b | Vector containing the right-hand side |
| in | s | Option to choose iterative solver. See the definition of the class for iterative methods |
| in | p | Option to choose preconditioner. See the definition of the class for available preconditioners. |
| in | tol | Tolerance for convergence of iteration process [Default: $1.e-12$] |
| in | max_it | Maximum number of linear solver iterations [Default: 1000] |

void setPreconditioner (string p)

Choose preconditioner for the iterative procedure.

Parameters

| | | |
|----|-----|---|
| in | p | Option to choose preconditioner. See the definition of the class for available preconditioners. |
|----|-----|---|

void setIterationParameters (real_t tol , size_t max_it)

Choose iteration parameters.

Parameters

| | | |
|----|-----------|--|
| in | tol | Tolerance for convergence of iteration process |
| in | max_it | Maximum number of linear solver iterations |

void setIterationMethod (string *m*)

Choose the iterative method.

Parameters

| | | |
|----|----------|---|
| in | <i>m</i> | Option to choose iterative solver. See the definition of the class for available iterative solvers. |
|----|----------|---|

void solve (PETScVect< T_ > & *x*)

Solve the linear system.

If the member functions setIterationMethod and setPreconditioner have not been used, default methods are used

Parameters

| | | |
|--------|----------|--|
| in,out | <i>x</i> | Vector containing the initial guess on input and, if convergence is achieved, the solution on output |
|--------|----------|--|

void solve (const PETScVect< T_ > & *b*, PETScVect< T_ > & *x*)

Solve the linear system.

If the member functions setIterationMethod and setPreconditioner have not been used, default methods are used

Parameters

| | | |
|--------|----------|--|
| in | <i>b</i> | Vector containing the right-hand side |
| in,out | <i>x</i> | Vector containing the initial guess on input and, if convergence is achieved, the solution on output |

void checkError (PETScVect< T_ > & *u*) const

Check residual error.

This function computes the residual $A*x - b$ and outputs the number of iterations

Parameters

| | | |
|-----|----------|-----------------|
| out | <i>u</i> | Residual vector |
|-----|----------|-----------------|

void setLSTolerances (real_t *rel_tol*, real_t *abs_tol*, real_t *div_tol* = PETSC_DEFAULT, int *max_it* = PETSC_DEFAULT) const

Set tolerance parameters for a linear system.

Parameters

| | | |
|----|----------------|---|
| in | <i>rel_tol</i> | Relative convergence tolerance, relative decrease in the preconditioned residual norm |
|----|----------------|---|

Parameters

| | | |
|----|---------------------|--|
| in | <i>abs_tol</i> | Absolute convergence tolerance of the preconditioned residual norm |
| in | <i>div_tol</i> | Divergence tolerance: Amount preconditioned residual norm |
| in | <i>max↔ _it</i> | Maximum number of iterations |

7.84 PhaseChange Class Reference

This class enables defining phase change laws for a given material.

Public Member Functions

- virtual [~PhaseChange](#) ()
Destructor.
- int [E2T](#) ([real_t](#) &H, [real_t](#) &T, [real_t](#) &gamma)
Calculate temperature from enthalpy.
- virtual int [EnthalpyToTemperature](#) ([real_t](#) &H, [real_t](#) &T, [real_t](#) &gamma)
Virtual function to calculate temperature from enthalpy.
- void [setMaterial](#) ([Material](#) &m, int code)
Choose [Material](#) instance and material code.
- [Material](#) & [getMaterial](#) () const
Return reference to [Material](#) instance.

7.84.1 Detailed Description

This class enables defining phase change laws for a given material.

These laws are predefined for a certain number of materials. The user can set himself a specific behavior for his own materials by defining a class that inherits from [PhaseChange](#). The derived class must has at least the member function

int [EnthalpyToTemperature](#)([real_t](#) &H, [real_t](#) &T, [real_t](#) &gamma)

7.84.2 Member Function Documentation

int [E2T](#) ([real_t](#) & *H*, [real_t](#) & *T*, [real_t](#) & *gamma*)

Calculate temperature from enthalpy.

This member function is to be called in any equation class that needs phase change laws.

Parameters

| | | |
|-----|--------------|-----------------------------------|
| in | <i>H</i> | Enthalpy value |
| out | <i>T</i> | Calculated temperature value |
| out | <i>gamma</i> | Maximal slope of the curve H -> T |

virtual int [EnthalpyToTemperature](#) ([real_t](#) & *H*, [real_t](#) & *T*, [real_t](#) & *gamma*) [virtual]

Virtual function to calculate temperature from enthalpy.

This member function must be implemented in any derived class in order to define user's own material laws.

Parameters

| | | |
|-----|----------|--|
| in | H | Enthalpy value |
| out | T | Calculated temperature value |
| out | γ | Maximal slope of the curve $H \rightarrow T$ |

7.85 Point< T_ > Class Template Reference

Defines a point with arbitrary type coordinates.

Public Member Functions

- [Point](#) ()
Default constructor.
- [Point](#) (T_ a, T_ b=T_(0), T_ c=T_(0))
Constructor that assigns a, b to x-, y- and z-coordinates respectively.
- [Point](#) (const [Point](#)< T_ > &p)
Copy constructor.
- T_ & [operator](#)() (size_t i)
Operator (): Non constant version.
- const T_ & [operator](#)() (size_t i) const
Operator (): Constant version.
- T_ & [operator](#)[] (size_t i)
Operator []: Non constant version.
- const T_ & [operator](#)[] (size_t i) const
Operator []: Constant version.
- [Point](#)< T_ > & [operator](#)+= (const [Point](#)< T_ > &p)
Operator +=
- [Point](#)< T_ > & [operator](#)-= (const [Point](#)< T_ > &p)
Operator -=
- [Point](#)< T_ > & [operator](#)= (const T_ &a)
Operator =
- [Point](#)< T_ > & [operator](#)+= (const T_ &a)
Operator +=
- [Point](#)< T_ > & [operator](#)-= (const T_ &a)
Operator -=
- [Point](#)< T_ > & [operator](#)*= (const T_ &a)
*Operator *=*
- [Point](#)< T_ > & [operator](#)/= (const T_ &a)
Operator /=
- bool [operator](#)== (const [Point](#)< T_ > &p)
Operator ==
- bool [operator](#)!= (const [Point](#)< T_ > &p)

- Operator !=
- double **NNorm** () const
Return squared euclidean norm of vector.
- double **Norm** () const
Return norm (length) of vector.
- void **Normalize** ()
Normalize vector.
- **Point**< double > **Director** (const **Point**< double > &p) const
Return Director (Normalized vector)
- bool **isCloseTo** (const **Point**< double > &a, double toler=**OFELI_TOLERANCE**) const
Return *true* if current point is close to instance a (up to tolerance *toler*)
- T_ **operator**, (const **Point**< T_ > &p) const
Return Dot (scalar) product of two vectors.

Public Attributes

- T_ **x**
First coordinate.
- T_ **y**
Second coordinate.
- T_ **z**
Third coordinate.

7.85.1 Detailed Description

template<class T_>
class OFELI::Point< T_ >

Defines a point with arbitrary type coordinates.
Operators = and () are overloaded.

Template Parameters

| | |
|------------------|---|
| T_{\leftarrow} | Data type (double, float, complex<double>, ...) |
| $_{\leftarrow}$ | |

7.85.2 Constructor & Destructor Documentation

Point (T_ *a*, T_ *b* = T_ (0), T_ *c* = T_ (0))

Constructor that assigns a, b to x-, y- and z-coordinates respectively.
Default values for b and c are 0

7.85.3 Member Function Documentation

T_& operator() (size_t *i*)

Operator (): Non constant version.
Values *i* = 1, 2, 3 correspond to x, y and z respectively

const T_& operator() (size_t i) const

Operator (): Constant version.

Values i = 1, 2, 3 correspond to x, y and z respectively

T_& operator[] (size_t i)

Operator []: Non constant version.

Values i = 0, 1, 2 correspond to x, y and z respectively

const T_& operator[] (size_t i) const

Operator []: Constant version.

Values i = 0, 1, 2 correspond to x, y and z respectively

Point<T_>& operator+=(const Point< T_ > & p)

Operator +=

Add point p to current instance

Point<T_>& operator-= (const Point< T_ > & p)

Operator -=

Subtract point p from current instance

Point<T_>& operator= (const T_ & a)

Operator =

Assign constant a to current instance coordinates

Point<T_>& operator+=(const T_ & a)

Operator +=

Add constant a to current instance coordinates

Point<T_>& operator-= (const T_ & a)

Operator -=

Subtract constant a from current instance coordinates

Point<T_>& operator*= (const T_ & a)

Operator *=

Multiply constant a by current instance coordinates

Point<T_>& operator/= (const T_ & a)

Operator /=

Divide current instance coordinates by a

bool operator==(const Point< T_ > & p)

Operator ==

Return true if current instance is equal to p, false otherwise.

bool operator!= (const Point< T_ > & p)

Operator !=

Return false if current instance is equal to p, true otherwise.

void Normalize ()

Normalize vector.

Divide vector components by its 2-norm

bool isCloseTo (const Point< double > & a, double toler = OFELI_TOLERANCE) const

Return true if current point is close to instance a (up to tolerance toler)

Default value for toler is the OFELI_TOLERANCE constant.

T_ operator, (const Point< T_ > & p) const

Return Dot (scalar) product of two vectors.

A typical use of this operator is double a = (p,q) where p and q are 2 instances of Point<double>

Parameters

| | | |
|----|---|--|
| in | p | Point instance by which the current instance is multiplied |
|----|---|--|

7.86 Point2D< T_ > Class Template Reference

Defines a 2-D point with arbitrary type coordinates.

Public Member Functions

- [Point2D](#) ()
Default constructor.
- [Point2D](#) (T_ a, T_ b=T_(0))
Constructor that assigns a, b to x-, y- and y-coordinates respectively.
- [Point2D](#) (T_ *a)
Initialize point coordinates with C-array a.
- [Point2D](#) (const [Point2D](#)< T_ > &pt)
Copy constructor.
- [Point2D](#) (const [Point](#)< T_ > &pt)
Copy constructor from class Point.
- T_ & [operator](#)() (size_t i)
Operator() : Non constant version.
- const T_ & [operator](#)() (size_t i) const
Operator() : Constant version.
- T_ & [operator](#)[] (size_t i)
Operator []: Non constant version.
- const T_ & [operator](#)[] (size_t i) const
Operator [] Constant version.
- [Point2D](#)< T_ > & [operator](#)= (const [Point2D](#)< T_ > &p)

- Operator =*
 - `Point2D< T_ > & operator+=` (const `Point2D< T_ > &p`)
- Operator +=*
 - `Point2D< T_ > & operator-=` (const `Point2D< T_ > &p`)
- Operator -=*
 - `Point2D< T_ > & operator=` (const `T_ &a`)
- Operator =*
 - `Point2D< T_ > & operator+=` (const `T_ &a`)
- Operator +=*
 - `Point2D< T_ > & operator-=` (const `T_ &a`)
- Operator -=*
 - `Point2D< T_ > & operator*=` (const `T_ &a`)
- Operator *=*
 - `Point2D< T_ > & operator/=` (const `T_ &a`)
- Operator /=*
 - `bool operator==` (const `Point2D< T_ > &p`)
- Operator ==*
 - `bool operator!=` (const `Point2D< T_ > &p`)
- Operator !=*
 - `real.t CrossProduct` (const `Point2D< real.t > &lp`, const `Point2D< real.t > &rp`)
Return Cross product of two vectors lp and rp
- `real.t NNorm ()` const
Return squared norm (length) of vector.
- `real.t Norm ()` const
Return norm (length) of vector.
- `Point2D< real.t > Director` (const `Point2D< real.t > &p`) const
Return Director (Normalized vector)
- `bool isCloseTo` (const `Point2D< real.t > &a`, `real.t toler=OFELI.TOLERANCE`) const
Return true if current point is close to instance a (up to tolerance toler)

Public Attributes

- `T_ x`
First coordinate of point.
- `T_ y`
Second coordinate of point.

7.86.1 Detailed Description

```
template<class T_>
class OFELI::Point2D< T_ >
```

Defines a 2-D point with arbitrary type coordinates.
Operators = and () are overloaded. The actual

Template Parameters

| | |
|----------------------|---|
| $T \leftrightarrow$ | Data type (double, float, complex<double>, ...) |
| $_ \leftrightarrow$ | |

7.86.2 Constructor & Destructor Documentation

Point2D (T_ *a*, T_ *b* = T_ (0))

Constructor that assigns *a*, *b* to x-, y- and y-coordinates respectively.
Default value for *b* is 0

7.86.3 Member Function Documentation

T_& operator() (size_t *i*)

Operator(): Non constant version.
Values *i* = 1, 2 correspond to x and y respectively

const T_& operator() (size_t *i*) const

Operator(): Constant version.
Values *i*=1, 2 correspond to x and y respectively

T_& operator[] (size_t *i*)

Operator[]: Non constant version.
Values *i*=0, 1 correspond to x and y respectively

const T_& operator[] (size_t *i*) const

Operator[] Constant version.
Values *i*=0, 1 correspond to x and y respectively

Point2D<T_>& operator= (const Point2D< T_ > & *p*)

Operator =
Assign point *p* to current instance

Point2D<T_>& operator+= (const Point2D< T_ > & *p*)

Operator +=
Add point *p* to current instance

Point2D<T_>& operator-= (const Point2D< T_ > & *p*)

Operator -=
Subtract point *p* from current instance

Point2D<T_>& operator= (const T_ & *a*)

Operator =
Assign constant *a* to current instance coordinates

Point2D<T_>& operator+= (const T_ & a)

Operator +=

Add constant a to current instance coordinates

Point2D<T_>& operator-= (const T_ & a)

Operator -=

Subtract constant a from current instance coordinates

Point2D<T_>& operator*= (const T_ & a)

Operator *=

Multiply constant a by current instance coordinates

Point2D<T_>& operator/= (const T_ & a)

Operator /=

Divide current instance coordinates by a

bool operator== (const Point2D< T_ > & p)

Operator ==

Return true if current instance is equal to p, false otherwise.

bool operator!= (const Point2D< T_ > & p)

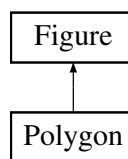
Operator !=

Return false if current instance is equal to p, true otherwise.

7.87 Polygon Class Reference

To store and treat a polygonal figure.

Inheritance diagram for Polygon:



Public Member Functions

- [polygon \(\)](#)
Default constructor.
- [Polygon \(const Vect< Point< real.t > > &v, int code=1\)](#)
Constructor.
- void [setVertices \(const Vect< Point< real.t > > &v\)](#)
Assign vertices of polygon.
- [real.t getSignedDistance \(const Point< real.t > &p\) const](#)
Return signed distance of a given point from the current polygon.
- [Polygon & operator+= \(Point< real.t > a\)](#)

- Operator +=.*
- [Polygon](#) & [operator+=](#) ([real.t](#) a)
- Operator *=.*
- void [setCode](#) (int code)
- Choose a code for the domain defined by the figure.*
- void [getSignedDistance](#) (const [Grid](#) &g, [Vect](#)< [real.t](#) > &d) const
- Calculate signed distance to current figure with respect to grid points.*
- [real.t](#) [dLine](#) (const [Point](#)< [real.t](#) > &p, const [Point](#)< [real.t](#) > &a, const [Point](#)< [real.t](#) > &b) const
- Compute signed distance from a line.*

7.87.1 Detailed Description

To store and treat a polygonal figure.

7.87.2 Constructor & Destructor Documentation

Polygon (const [Vect](#)< [Point](#)< [real.t](#) > > &v, int code = 1)

Constructor.

Parameters

| | | |
|----|-------------|--|
| in | <i>v</i> | Vect instance containing list of coordinates of polygon vertices |
| in | <i>code</i> | Code to assign to the generated domain (Default value = 1) |

7.87.3 Member Function Documentation

void setVertices (const [Vect](#)< [Point](#)< [real.t](#) > > &v)

Assign vertices of polygon.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vector containing vertices coordinates in counter clockwise order |
|----|----------|---|

[real.t](#) getSignedDistance (const [Point](#)< [real.t](#) > &p) const [virtual]

Return signed distance of a given point from the current polygon.

The computed distance is negative if p lies in the polygon, negative if it is outside, and 0 on its boundary

Parameters

| | | |
|----|----------|---|
| in | <i>p</i> | Point <double> instance |
|----|----------|---|

Reimplemented from [Figure](#).

Polygon& operator+= (Point< real.t > a)

Operator +=.

Translate polygon by a vector a

Polygon& operator*= (real.t a)

Operator *.

Scale polygon by a factor a

void getSignedDistance (const Grid & g, Vect< real.t > & d) const [inherited]

Calculate signed distance to current figure with respect to grid points.

Parameters

| | | |
|----|-----|---|
| in | g | Grid instance |
| in | d | Vect instance containing calculated distance from each grid index to Figure |

Remarks

Vector d doesn't need to be sized before invoking this function

real.t dLine (const Point< real.t > & p, const Point< real.t > & a, const Point< real.t > & b) const [inherited]

Compute signed distance from a line.

Parameters

| | | |
|----|-----|--|
| in | p | Point for which distance is computed |
| in | a | First vertex of line |
| in | b | Second vertex of line |

Returns

Signed distance

7.88 $\text{Prec} < T_ >$ Class Template Reference

To set a preconditioner.

Public Member Functions

- [Prec](#) ()
Default constructor.
- [Prec](#) (int type)
Constructor that chooses preconditioner.
- [Prec](#) (const [SpMatrix](#)< $T_$ > &A, int type=[DIAG.PREC](#))
Constructor using matrix of the linear system to precondition.

- `Prec` (const `Matrix< T_ > *A`, int type=`DIAG_PREC`)
Constructor using matrix of the linear system to precondition.
- `~Prec` ()
Destructor.
- void `setType` (int type)
Define preconditioner type.
- void `setMatrix` (const `Matrix< T_ > *A`)
Define pointer to matrix for preconditioning (if this one is abstract)
- void `setMatrix` (const `SpMatrix< T_ > &A`)
Define the matrix for preconditioning.
- void `solve` (`Vect< T_ > &x`) const
Solve a linear system with preconditioning matrix.
- void `solve` (const `Vect< T_ > &b`, `Vect< T_ > &x`) const
Solve a linear system with preconditioning matrix.
- void `TransSolve` (`Vect< T_ > &x`) const
Solve a linear system with transposed preconditioning matrix.
- void `TransSolve` (const `Vect< T_ > &b`, `Vect< T_ > &x`) const
Solve a linear system with transposed preconditioning matrix.
- `T_ &getPivot` (size_t i) const
Return i-th pivot of preconditioning matrix.

7.88.1 Detailed Description

```
template<class T_>
class OFELI::Prec< T_ >
```

To set a preconditioner.

The preconditioner type is chosen in the constructor

Template Parameters

| | |
|---|---|
| <code><T_</code> <code>-></code> | Data type (real_t, float, complex<real_t>, ...) |
|---|---|

7.88.2 Constructor & Destructor Documentation

`Prec` (int type)

Constructor that chooses preconditioner.

Parameters

| | | |
|----|-------------|--|
| in | <i>type</i> | Preconditioner type: <ul style="list-style-type: none"> • <code>IDENT_PREC</code>: Identity preconditioner (No preconditioning) • <code>DIAG_PREC</code>: Diagonal preconditioner • <code>DILU_PREC</code>: Diagonal Incomplete factorization preconditioner • <code>ILU_PREC</code>: Incomplete factorization preconditioner • <code>SSOR_PREC</code>: SSOR preconditioner |
|----|-------------|--|

`Prec (const SpMatrix< T_ > & A, int type = DIAG_PREC)`

Constructor using matrix of the linear system to precondition.

Parameters

| | | |
|----|-------------|--|
| in | <i>A</i> | Matrix to precondition |
| in | <i>type</i> | Preconditioner type: <ul style="list-style-type: none"> • <code>IDENT_PREC</code>: Identity preconditioner (No preconditioning) • <code>DIAG_PREC</code>: Diagonal preconditioner • <code>DILU_PREC</code>: Diagonal Incomplete factorization preconditioner • <code>ILU_PREC</code>: Incomplete factorization preconditioner • <code>SSOR_PREC</code>: SSOR preconditioner |

`Prec (const Matrix< T_ > * A, int type = DIAG_PREC)`

Constructor using matrix of the linear system to precondition.

Parameters

| | | |
|----|-------------|--|
| in | <i>A</i> | Pointer to abstract Matrix class to precondition |
| in | <i>type</i> | Preconditioner type: <ul style="list-style-type: none"> • <code>IDENT_PREC</code>: Identity preconditioner (No preconditioning) • <code>DIAG_PREC</code>: Diagonal preconditioner • <code>DILU_PREC</code>: Diagonal Incomplete factorization preconditioner • <code>ILU_PREC</code>: Incomplete factorization preconditioner • <code>SSOR_PREC</code>: SSOR preconditioner |

7.88.3 Member Function Documentation

void setType (int *type*)

Define preconditioner type.

Parameters

| | | |
|----|-------------|--|
| in | <i>type</i> | Preconditioner type: <ul style="list-style-type: none"> • <code>IDENT_PREC</code>: Identity preconditioner (No preconditioning) • <code>DIAG_PREC</code>: Diagonal preconditioner • <code>DILU_PREC</code>: Diagonal Incomplete factorization preconditioner • <code>ILU_PREC</code>: Incomplete factorization preconditioner • <code>SSOR_PREC</code>: SSOR preconditioner |
|----|-------------|--|

void setMatrix (const Matrix< T_ > * *A*)

Define pointer to matrix for preconditioning (if this one is abstract)

Parameters

| | | |
|----|----------|------------------------|
| in | <i>A</i> | Matrix to precondition |
|----|----------|------------------------|

void setMatrix (const SpMatrix< T_ > & *A*)

Define the matrix for preconditioning.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Matrix to precondition (instance of class SpMatrix) |
|----|----------|--|

void solve (Vect< T_ > & *x*) const

Solve a linear system with preconditioning matrix.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>x</i> | Right-hand side on input and solution on output. |
|--------|----------|--|

void solve (const Vect< T_ > & *b*, Vect< T_ > & *x*) const

Solve a linear system with preconditioning matrix.

Parameters

| | | |
|-----|-----|-----------------|
| in | b | Right-hand side |
| out | x | Solution vector |

void TransSolve (Vect< T_ > & x) const

Solve a linear system with transposed preconditioning matrix.

Parameters

| | | |
|--------|-----|--|
| in,out | x | Right-hand side in input and solution in output. |
|--------|-----|--|

void TransSolve (const Vect< T_ > & b , Vect< T_ > & x) const

Solve a linear system with transposed preconditioning matrix.

Parameters

| | | |
|-----|-----|------------------------|
| in | b | Right-hand side vector |
| out | x | Solution vector |

7.89 Prescription Class Reference

To prescribe various types of data by an algebraic expression. Data may consist in boundary conditions, forces, tractions, fluxes, initial condition. All these data types can be defined through an enumerated variable.

Public Member Functions

- [Prescription](#) ()
Default constructor.
- [Prescription](#) ([Mesh](#) &mesh, const string &file)
Constructor that gives an instance of class [Mesh](#) and the data file name.
- [~Prescription](#) ()
Destructor.
- int [get](#) (int type, Vect< [real.t](#) > &v, [real.t](#) time=0, size_t dof=0)

7.89.1 Detailed Description

To prescribe various types of data by an algebraic expression. Data may consist in boundary conditions, forces, tractions, fluxes, initial condition. All these data types can be defined through an enumerated variable.

7.89.2 Constructor & Destructor Documentation

Prescription (Mesh & *mesh*, const string & *file*)

Constructor that gives an instance of class [Mesh](#) and the data file name.

It reads parameters in [Prescription](#) Format from this file.

Parameters

| | | |
|----|-------------|---|
| in | <i>mesh</i> | Mesh instance |
| in | <i>file</i> | Name of Prescription file |

7.89.3 Member Function Documentation

int get (int *type*, Vect< real.t > & *v*, real.t *time* = 0, size.t *dof* = 0)

Read data in the given file and stores in a [Vect](#) instance for a chosen DOF. The input value type determines the type of data to read.

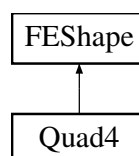
Parameters

| | | |
|--------|-------------|---|
| in | <i>type</i> | Type of data to seek. To choose among the enumerated values: <ul style="list-style-type: none"> • BOUNDARY_CONDITION: Read values for (Dirichlet) boundary conditions • BOUNDARY_FORCE: Read values for boundary force (Neumann boundary condition). The values TRACTION and FLUX have the same effect. • BODY_FORCE: Read values for body (or volume) forces. The value SOURCE has the same effect. • POINT_FORCE: Read values for pointwise forces • INITIAL_FIELD: Read values for initial solution |
| in,out | <i>v</i> | Vect instance that is instantiated on input and filled on output |
| in | <i>time</i> | Value of time for which data is read [Default: 0]. |
| in | <i>dof</i> | DOF to store (Default is 0: All DOFs are chosen). |

7.90 Quad4 Class Reference

Defines a 4-node quadrilateral finite element using Q_1 isoparametric interpolation.

Inheritance diagram for Quad4:



Public Member Functions

- `Quad4 ()`
Default Constructor.
- `Quad4 (const Element *element)`
Constructor when data of `Element` `el` are given.
- `Quad4 (const Side *side)`
Constructor when data of `Side` `sd` are given.
- `~Quad4 ()`
Destructor.
- `void set (const Element *el)`
Choose element by giving its pointer.
- `void set (const Side *sd)`
Choose side by giving its pointer.
- `void setLocal (const Point< real_t > &s)`
Initialize local point coordinates in element.
- `Point< real_t > DSh (size_t i) const`
Return derivatives of shape function of node `i` at a given point.
- `Point< real_t > Grad (const LocalVect< real_t, 4 > &u, const Point< real_t > &s)`
Return gradient of a function defined at element nodes.
- `real_t getMaxEdgeLength () const`
Return maximal edge length of quadrilateral.
- `real_t getMinEdgeLength () const`
Return minimal edge length of quadrilateral.
- `real_t Sh (size_t i) const`
Return shape function of node `i` at given point.
- `real_t Sh (size_t i, Point< real_t > s) const`
Calculate shape function of node `i` at a given point `s`.
- `real_t getDet () const`
Return determinant of jacobian.
- `Point< real_t > getCenter () const`
Return coordinates of center of element.
- `Point< real_t > getLocalPoint () const`
Localize a point in the element.
- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`
Localize a point in the element.

7.90.1 Detailed Description

Defines a 4-node quadrilateral finite element using Q_1 isoparametric interpolation.

The reference element is the square $[-1, 1] \times [-1, 1]$. The user must take care to the fact that determinant of jacobian and other quantities depend on the point in the reference element where they are calculated. For this, before any utilization of shape functions or jacobian, function `setLocal()` must be invoked.

7.90.2 Constructor & Destructor Documentation

`Quad4 (const Element * element)`

Constructor when data of `Element` `el` are given.

Parameters

| | | |
|----|----------------|------------------------------------|
| in | <i>element</i> | Pointer to Element |
|----|----------------|------------------------------------|

Quad4 (const Side * *side*)

Constructor when data of [Side](#) sd are given.

Parameters

| | | |
|----|-------------|---------------------------------|
| in | <i>side</i> | Pointer to Side |
|----|-------------|---------------------------------|

7.90.3 Member Function Documentation

void setLocal (const Point< real_t > & *s*)

Initialize local point coordinates in element.

Parameters

| | | |
|----|----------|--|
| in | <i>s</i> | Point in the reference element This function computes jacobian, shape functions and their partial derivatives at <i>s</i> . Other member functions only return these values. |
|----|----------|--|

Point<real_t> DSh (size_t *i*) const

Return derivatives of shape function of node *i* at a given point.

Member function [setLocal\(\)](#) must have been called before in order to calculate relevant quantities.

Point<real_t> Grad (const LocalVect< real_t, 4 > & *u*, const Point< real_t > & *s*)

Return gradient of a function defined at element nodes.

Parameters

| | | |
|----|----------|--|
| in | <i>u</i> | Vector of values at nodes |
| in | <i>s</i> | Local coordinates (in [-1,1]) of point where the gradient is evaluated |

Returns

Value of gradient

Note

If the derivatives of shape functions were not computed before calling this function (by calling [setLocal\(\)](#)), this function will compute them

real_t Sh (size_t *i*, Point< real_t > *s*) const [inherited]

Calculate shape function of node *i* at a given point *s*.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Local node label |
| in | <i>s</i> | Point in the reference triangle where the shape function is evaluated |

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const [inherited]

Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.91 Reconstruction Class Reference

To perform various reconstruction operations.

Public Member Functions

- [Reconstruction](#) ()
Default constructor.
- [Reconstruction](#) (const [Mesh](#) &ms)
Constructor using a reference to a [Mesh](#) instance.
- [~Reconstruction](#) ()
Destructor.
- void [setMesh](#) ([Mesh](#) &ms)
Provide [Mesh](#) instance.
- void [P0toP1](#) (const [Vect](#)< [real_t](#) > &u, [Vect](#)< [real_t](#) > &v)
Smooth an elementwise field to obtain a nodewise field by L^2 projection.
- void [DP1toP1](#) (const [Vect](#)< [real_t](#) > &u, [Vect](#)< [real_t](#) > &v)
Smooth an Discontinuous P1 field to obtain a nodewise (Continuous P_1) field by L^2 projection.

7.91.1 Detailed Description

To perform various reconstruction operations.

This class enables various reconstruction operations like smoothing, projections, ...

7.91.2 Member Function Documentation

void P0toP1 (const Vect< real_t > & *u*, Vect< real_t > & *v*)

Smooth an elementwise field to obtain a nodewise field by L^2 projection.

Parameters

| | | |
|-----|-----|--|
| in | u | Vect instance that contains field to smooth |
| out | v | Vect instance that contains on output smoothed field |

void DP1toP1 (const [Vect](#)< [real.t](#) > & u , [Vect](#)< [real.t](#) > & v)

Smooth an Discontinuous P1 field to obtain a nodewise (Continuous P₁) field by L² projection.

Parameters

| | | |
|-----|-----|--|
| in | u | Vect instance that contains field to smooth |
| out | v | Vect instance that contains on output smoothed field |

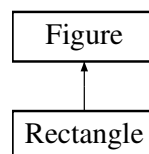
Warning

This function is valid for P₁ triangles (2-D) only.

7.92 Rectangle Class Reference

To store and treat a rectangular figure.

Inheritance diagram for Rectangle:



Public Member Functions

- [Rectangle](#) ()
Default constructor.
- [Rectangle](#) (const [Point](#)< [real.t](#) > &bbm, const [Point](#)< [real.t](#) > &bbM, int code=1)
Constructor.
- void [setBoundingBox](#) (const [Point](#)< [real.t](#) > &bbm, const [Point](#)< [real.t](#) > &bbM)
Assign bounding box of the rectangle.
- [Point](#)< [real.t](#) > [getBoundingBox1](#) () const
Return first point of bounding box.
- [Point](#)< [real.t](#) > [getBoundingBox2](#) () const
Return second point of bounding box.
- [real.t](#) [getSignedDistance](#) (const [Point](#)< [real.t](#) > &p) const
Return signed distance of a given point from the current rectangle.
- [Rectangle](#) & [operator+=](#) ([Point](#)< [real.t](#) > a)
Operator +=.
- [Rectangle](#) & [operator+=](#) ([real.t](#) a)
*Operator *+=.*

- void `setCode` (int code)
Choose a code for the domain defined by the figure.
- void `getSignedDistance` (const `Grid` &g, `Vect`< `real.t` > &d) const
Calculate signed distance to current figure with respect to grid points.
- `real.t dLine` (const `Point`< `real.t` > &p, const `Point`< `real.t` > &a, const `Point`< `real.t` > &b) const
Compute signed distance from a line.

7.92.1 Detailed Description

To store and treat a rectangular figure.

7.92.2 Constructor & Destructor Documentation

Rectangle (const `Point`< `real.t` > &*bbm*, const `Point`< `real.t` > &*bbM*, int *code* = 1)

Constructor.

Parameters

| | | |
|----|-------------|--------------------------------|
| in | <i>bbm</i> | Left Bottom point of rectangle |
| in | <i>bbM</i> | Right Top point of rectangle |
| in | <i>code</i> | Code to assign to rectangle |

7.92.3 Member Function Documentation

void setBoundingBox (const `Point`< `real.t` > &*bbm*, const `Point`< `real.t` > &*bbM*)

Assign bounding box of the rectangle.

Parameters

| | | |
|----|------------|-------------------|
| in | <i>bbm</i> | Left Bottom point |
| in | <i>bbM</i> | Right Top point |

`real.t getSignedDistance` (const `Point`< `real.t` > &*p*) const [virtual]

Return signed distance of a given point from the current rectangle.

The computed distance is negative if *p* lies in the rectangle, negative if it is outside, and 0 on its boundary

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>p</i> | <code>Point</code> <double> instance |
|----|----------|--------------------------------------|

Reimplemented from [Figure](#).

Rectangle& operator+= (Point< real_t > a)

Operator +=.

Translate rectangle by a vector a

Rectangle& operator*= (real_t a)

Operator *.

Scale rectangle by a factor a

void getSignedDistance (const Grid & g, Vect< real_t > & d) const [inherited]

Calculate signed distance to current figure with respect to grid points.

Parameters

| | | |
|----|----------|---|
| in | <i>g</i> | Grid instance |
| in | <i>d</i> | Vect instance containing calculated distance from each grid index to Figure |

Remarks

Vector d doesn't need to be sized before invoking this function

real_t dLine (const Point< real_t > & p, const Point< real_t > & a, const Point< real_t > & b) const [inherited]

Compute signed distance from a line.

Parameters

| | | |
|----|----------|--|
| in | <i>p</i> | Point for which distance is computed |
| in | <i>a</i> | First vertex of line |
| in | <i>b</i> | Second vertex of line |

Returns

Signed distance

7.93 Side Class Reference

To store and treat finite element sides (edges in 2-D or faces in 3-D)

Public Types

Public Member Functions

- [Side](#) ()
Default Constructor.
- [Side](#) (size_t label, const string &shape)
Constructor initializing side label and shape.
- [Side](#) (size_t label, int shape)

- Constructor initializing side label and shape.

 - `Side (const Side &sd)`

Copy constructor.
- `~Side ()`

Destructor.
- `void Add (Node *node)`

Insert a node at end of list of nodes of side.
- `void Add (Edge *edge)`

Insert an edge at end of list of edges of side.
- `void setLabel (size_t i)`

Define label of side.
- `void setFirstDOF (size_t n)`

Define First DOF.
- `void setNbDOF (size_t nb_dof)`

Set number of degrees of freedom (DOF).
- `void DOF (size_t i, size_t dof)`

Define label of DOF.
- `void setDOF (size_t &first_dof, size_t nb_dof)`

Define number of DOF.
- `void setCode (size_t dof, int code)`

Assign code to a DOF.
- `void setCode (const string &exp, int code, size_t dof=1)`

Define code by a boolean algebraic expression invoking coordinates of side nodes.
- `void Replace (size_t label, Node *node)`

Replace a node at a given local label.
- `void Add (Element *el)`

Set pointer to neighbor element.
- `void set (Element *el, size_t i)`

Set pointer to neighbor element.
- `void setNode (size_t i, Node *node)`

Assign a node given by its pointer as the *i*-th node of side.
- `void setOnBoundary ()`

Say that the side is on the boundary.
- `int getShape () const`

Return side's shape.
- `size_t getLabel () const`

Return label of side.
- `size_t n () const`

Return label of side.
- `size_t getNbNodes () const`

Return number of side nodes.
- `size_t getNbVertices () const`

Return number of side vertices.
- `size_t getNbEq () const`

Return number of side equations.
- `size_t getNbDOF () const`

- Return number of DOF.*

 - `int getCode (size_t dof=1) const`
Return code for a given DOF of node.
 - `size_t getDOF (size_t i) const`
Return label of i -th dof.
 - `size_t getFirstDOF () const`
Return label of first dof of node.
 - `Node * getPtrNode (size_t i) const`
Return pointer to node of local label i .
 - `Node * operator() (size_t i) const`
Operator ().
 - `size_t getNodeLabel (size_t i) const`
Return global label of node with given local label.
 - `Element * getNeighborElement (size_t i) const`
Return pointer to i -th side neighboring element.
 - `Element * getOtherNeighborElement (Element *el) const`
Return pointer to other neighboring element than given one.
 - `Point< real_t > getNormal () const`
Return normal vector to side.
 - `Point< real_t > getUnitNormal () const`
Return unit normal vector to side.
 - `int isOnBoundary () const`
Boundary side or not.
 - `int isReferenced ()`
Say if side has a nonzero code or not.
 - `real_t getMeasure () const`
Return measure of side.
 - `size_t Contains (const Node *nd) const`
Say if a given node belongs to current side.
 - `void setActive (bool opt=true)`
Set side is active (default) or not if argument is `false`
 - `bool isActive () const`
Return `true` or `false` whether side is active or not.
 - `int getLevel () const`
Return side level Side level increases when side is refined (starting from 0). If the level is 0, then the element has no father.
 - `void setChild (Side *sd)`
Assign side as child of current one and assign current side as father.
 - `Side * getParent () const`
Return pointer to parent side Return null if no parent.
 - `Side * getChild (size_t i) const`
Return pointer to i -th child side Returns null pointer is no childs.
 - `size_t getNbChilds () const`
Return number of children of side.

7.93.1 Detailed Description

To store and treat finite element sides (edges in 2-D or faces in 3-D)

Defines a side of a finite element mesh. The sides are given in particular by their shapes and a list of nodes. Each node can be accessed by the member function [getPtrNode\(\)](#). The string defining the element shape must be chosen according to the following list:

7.93.2 Member Enumeration Documentation

enum SideType

To select side type (boundary side or not).

Enumerator

INTERNAL_SIDE Internal side

EXTERNAL_BOUNDARY [Side](#) on external boundary

INTERNAL_BOUNDARY [Side](#) on internal boundary

7.93.3 Constructor & Destructor Documentation

Side (*size_t label*, *const string & shape*)

Constructor initializing side label and shape.

Parameters

| | | |
|----|--------------|--|
| in | <i>label</i> | Label to assign to side. |
| in | <i>shape</i> | Shape of side (See class description). |

Side (*size_t label*, *int shape*)

Constructor initializing side label and shape.

Parameters

| | | |
|----|--------------|---|
| in | <i>label</i> | to assign to side. |
| in | <i>shape</i> | of side (See enum ElementShape in Mesh). |

7.93.4 Member Function Documentation

void DOF (*size_t i*, *size_t dof*)

Define label of DOF.

Parameters

| | | |
|----|------------|-----------|
| in | <i>i</i> | DOF index |
| in | <i>dof</i> | Its label |

void setDOF (size_t &first_dof, size_t nb_dof)

Define number of DOF.

Parameters

| | | |
|--------|------------------|--|
| in,out | <i>first_dof</i> | Label of the first DOF in input that is actualized |
| in | <i>nb_dof</i> | Number of DOF |

void setCode (size_t dof, int code)

Assign code to a DOF.

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>dof</i> | DOF to which code is assigned |
| in | <i>code</i> | Code to assign |

void setCode (const string &exp, int code, size_t dof = 1)

Define code by a boolean algebraic expression invoking coordinates of side nodes.

Parameters

| | | |
|----|-------------|--|
| in | <i>exp</i> | Boolean algebraic expression as required by fparser |
| in | <i>code</i> | Code to assign to node if the algebraic expression is true |
| in | <i>dof</i> | Degree of Freedom for which code is assigned [Default: 1] |

void Add (Element * el)

Set pointer to neighbor element.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element to add as a neighbor element |
|----|-----------|---|

Remarks

This function adds the pointer *el* only if this one is not a null pointer

void set (Element * el, size_t i)

Set pointer to neighbor element.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element to set as a neighbor element |
| in | <i>i</i> | Local number of neighbor element |

Remarks

This function differs from the Add by the fact that the local label of neighbor element is given

int getCode (size_t dof = 1) const

Return code for a given DOF of node.

Parameters

| | | |
|----|-----|--|
| in | dof | Local label of degree of freedom. [Default: 1] |
|----|-----|--|

Node* operator() (size_t i) const

Operator ().

Return pointer to node of local label i.

Element* getNeighborElement (size_t i) const

Return pointer to i-th side neighboring element.

Parameters

| | | |
|----|---|--|
| in | i | Local label of neighbor element (must be equal to 1 or 2). |
|----|---|--|

Element* getOtherNeighborElement (Element * el) const

Return pointer to other neighboring element than given one.

Parameters

| | | |
|----|----|-------------------------------------|
| in | el | Pointer to a given neighbor element |
|----|----|-------------------------------------|

Remarks

If the side is on the boundary this function returns null pointer

Point<real_t> getNormal () const

Return normal vector to side.

The normal vector is oriented from the first neighbor element to the second one.

Warning

The norm of this vector is equal to the measure of the side (length of the edge in 2-D and area of the face in 3-D), and To get the unit normal, use rather the member function get←UnitNormal.

Point<real_t> getUnitNormal () const

Return unit normal vector to side.

The unit normal vector is oriented from the first neighbor element to the second one.

Remarks

The norm of this vector is equal to one.

int isOnBoundary () const

Boundary side or not.

Returns 1 or -1 if side is on boundary Depending on whether the first or the second neighbor element is defined Returns 0 if side is an inner one

Remarks

This member function is valid only if member function [Mesh::getAllSides\(\)](#) or [Mesh::getBoundarySides\(\)](#) has been called before.

real_t getMeasure () const

Return measure of side.

This member function returns length or area of side. In case of quadrilaterals it returns determinant of Jacobian of mapping between reference and actual side

size_t Contains (const Node * nd) const

Say if a given node belongs to current side.

Parameters

| | | |
|----|-----------|--------------------------|
| in | <i>nd</i> | Pointer to searched node |
|----|-----------|--------------------------|

Returns

index (local label) of node if found, 0 if not

void setChild (Side * sd)

Assign side as child of current one and assign current side as father.

This function is principally used when refining is invoked (*e.g.* for mesh adaption)

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>sd</i> | Pointer to side to assign |
|----|-----------|---------------------------|

7.94 SideList Class Reference

Class to construct a list of sides having some common properties.

Public Member Functions

- [SideList](#) ([Mesh](#) &ms)
Constructor using a [Mesh](#) instance.
- [~SideList](#) ()
Destructor.
- void [selectCode](#) (int code, int dof=1)
Select sides having a given code for a given degree of freedom.
- void [unselectCode](#) (int code, int dof=1)
Unselect sides having a given code for a given degree of freedom.
- size_t [getNbSides](#) () const
Return number of selected sides.
- void [top](#) ()
Reset list of sides at its top position (Non constant version)
- void [top](#) () const
Reset list of sides at its top position (Constant version)
- [Side](#) * [get](#) ()
Return pointer to current side and move to next one (Non constant version)
- [Side](#) * [get](#) () const
Return pointer to current side and move to next one (Constant version)

7.94.1 Detailed Description

Class to construct a list of sides having some common properties.

This class enables choosing multiple selection criteria by using function `select...`. However, the intersection of these properties must be empty.

7.94.2 Member Function Documentation

void selectCode (int code, int dof = 1)

Select sides having a given code for a given degree of freedom.

Parameters

| | | |
|----|-------------|--------------------------------------|
| in | <i>code</i> | Code that sides share |
| in | <i>dof</i> | Degree of Freedom label [Default: 1] |

void unselectCode (int code, int dof = 1)

Unselect sides having a given code for a given degree of freedom.

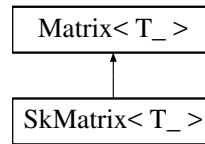
Parameters

| | | |
|----|-------------|--------------------------------------|
| in | <i>code</i> | Code of sides to exclude |
| in | <i>dof</i> | Degree of Freedom label [Default: 1] |

7.95 SkMatrix< T_ > Class Template Reference

To handle square matrices in skyline storage format.

Inheritance diagram for SkMatrix< T_ >:



Public Member Functions

- [SkMatrix](#) ()
Default constructor.
- [SkMatrix](#) (size_t size, int is_diagonal=false)
Constructor that initializes a dense symmetric matrix.
- [SkMatrix](#) (Mesh &mesh, size_t dof=0, int is_diagonal=false)
Constructor using mesh to initialize skyline structure of matrix.
- [SkMatrix](#) (const Vect< size_t > &ColHt)
Constructor that initializes skyline structure of matrix using vector of column heights.
- [SkMatrix](#) (const SkMatrix< T_ > &m)
Copy Constructor.
- [~SkMatrix](#) ()
Destructor.
- void [setMesh](#) (Mesh &mesh, size_t dof=0)
Determine mesh graph and initialize matrix.
- void [setSkyline](#) (Mesh &mesh)
Determine matrix structure.
- void [setDiag](#) ()
Store diagonal entries in a separate internal vector.
- void [setDOF](#) (size_t i)
Choose DOF to activate.
- void [set](#) (size_t i, size_t j, const T_ &val)
Assign a value to an entry of the matrix.
- void [Axy](#) (T_ a, const SkMatrix< T_ > &m)
Add to matrix the product of a matrix by a scalar.
- void [Axy](#) (T_ a, const Matrix< T_ > *m)
Add to matrix the product of a matrix by a scalar.
- void [MultAdd](#) (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and add to y.
- void [TMultAdd](#) (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply transpose of matrix by vector x and add to y.
- void [MultAdd](#) (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by a vector and add to another one.
- void [Mult](#) (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and save in y.
- void [TMult](#) (const Vect< T_ > &x, Vect< T_ > &y) const

- Multiply transpose of matrix by vector x and save in y .*

 - void **add** (size_t i, size_t j, const T_ &val)
Add a constant value to an entry of the matrix.
 - size_t **getColHeight** (size_t i) const
Return column height.
 - T_ **operator()** (size_t i, size_t j) const
Operator () (Constant version).
 - T_ & **operator()** (size_t i, size_t j)
Operator () (Non constant version).
 - void **DiagPrescribe** (Mesh &mesh, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)
Impose an essential boundary condition.
 - void **DiagPrescribe** (Vect< T_ > &b, const Vect< T_ > &u, int flag=0)
Impose an essential boundary condition using the Mesh instance provided by the constructor.
 - SkMatrix< T_ > & **operator=** (const SkMatrix< T_ > &m)
Operator =.
 - SkMatrix< T_ > & **operator=** (const T_ &x)
Operator =.
 - SkMatrix< T_ > & **operator+=** (const SkMatrix< T_ > &m)
Operator +=.
 - SkMatrix< T_ > & **operator+=** (const T_ &x)
Operator +=.
 - SkMatrix< T_ > & **operator*=** (const T_ &x)
*Operator *=.*
 - int **setLU** ()
Factorize the matrix (LU factorization)
 - int **solve** (Vect< T_ > &b)
Solve linear system.
 - int **solve** (const Vect< T_ > &b, Vect< T_ > &x)
Solve linear system.
 - T_ * **get** () const
Return C-Array.
 - T_ **get** (size_t i, size_t j) const
Return entry (i, j) of matrix if this one is stored, 0 else.
 - size_t **getNbRows** () const
Return number of rows.
 - size_t **getNbColumns** () const
Return number of columns.
 - void **setPenal** (real_t p)
Set Penalty Parameter (For boundary condition prescription).
 - void **setDiagonal** ()
Set the matrix as diagonal.
 - void **setDiagonal** (Mesh &mesh)
Initialize matrix storage in the case where only diagonal terms are stored.
 - T_ **getDiag** (size_t k) const
Return k-th diagonal entry of matrix.
 - size_t **size** () const

- Return matrix dimension (Number of rows and columns).*
- void **Assembly** (const **Element** &el, T_ *a)
Assembly of element matrix into global matrix.
- void **Assembly** (const **Element** &el, const **DMatrix**< T_ > &a)
Assembly of element matrix into global matrix.
- void **Assembly** (const **Side** &sd, T_ *a)
Assembly of side matrix into global matrix.
- void **Assembly** (const **Side** &sd, const **DMatrix**< T_ > &a)
Assembly of side matrix into global matrix.
- void **Prescribe** (**Vect**< T_ > &b, const **Vect**< T_ > &u, int flag=0)
*Impose by a penalty method an essential boundary condition, using the **Mesh** instance provided by the constructor.*
- void **Prescribe** (int dof, int code, **Vect**< T_ > &b, const **Vect**< T_ > &u, int flag=0)
Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.
- void **Prescribe** (**Vect**< T_ > &b, int flag=0)
Impose by a penalty method a homogeneous (=0) essential boundary condition.
- void **Prescribe** (size_t dof, **Vect**< T_ > &b, const **Vect**< T_ > &u, int flag=0)
Impose by a penalty method an essential boundary condition when only one DOF is treated.
- void **PrescribeSide** ()
Impose by a penalty method an essential boundary condition when DOFs are supported by sides.
- virtual int **Factor** ()=0
Factorize matrix. Available only if the storage class enables it.
- int **FactorAndSolve** (**Vect**< T_ > &b)
Factorize matrix and solve the linear system.
- int **FactorAndSolve** (const **Vect**< T_ > &b, **Vect**< T_ > &x)
Factorize matrix and solve the linear system.
- size_t **getLength** () const
Return number of stored terms in matrix.
- int **isDiagonal** () const
Say if matrix is diagonal or not.
- int **isFactorized** () const
Say if matrix is factorized or not.
- virtual size_t **getColInd** (size_t i) const
*Return Column index for column i (See the description for class **SpMatrix**).*
- virtual size_t **getRowPtr** (size_t i) const
*Return Row pointer for row i (See the description for class **SpMatrix**).*
- T_ **operator**() (size_t i) const
Operator () with one argument (Constant version).
- T_ & **operator**() (size_t i)
Operator () with one argument (Non Constant version).
- T_ & **operator**[] (size_t k)
Operator [] (Non constant version).
- T_ **operator**[] (size_t k) const
Operator [] (Constant version).
- **Matrix** & **operator+=** (const **Matrix**< T_ > &m)
Operator +=.
- **Matrix** & **operator-=** (const **Matrix**< T_ > &m)

- Operator -=.
- Matrix & operator-= (const T_ &x)
- Operator -=.

7.95.1 Detailed Description

```
template<class T_>
class OFELI::SkMatrix< T_ >
```

To handle square matrices in skyline storage format.
This template class allows storing and manipulating a matrix in skyline storage format.
The matrix entries are stored in 2 vectors column by column as in the following example:

| | | | | | | | | | | | | | | | | |
|---|----|----|----|-----|-----|---|--|---|-----|----|----|----|-----|--|--|---|
| / | | | | | | | | / | | | | | | | | / |
| | 10 | | | . | | | | | u0 | u1 | 0 | 0 | u7 | | | |
| | 11 | 12 | | . | | | | | | u2 | u3 | 0 | u8 | | | |
| | 0 | 13 | 14 | | . | | | | ... | | u4 | u5 | u9 | | | |
| | 0 | 0 | 15 | 16 | | | | | | | | u6 | u10 | | | |
| | 17 | 18 | 19 | 110 | 111 | | | | | | | | u11 | | | |
| \ | | | | | | / | | \ | | | | | | | | / |

Template Parameters

| | |
|-----------------------|---|
| T_{\leftrightarrow} | Data type (double, float, complex<double>, ...) |
| $_{\leftrightarrow}$ | |

7.95.2 Constructor & Destructor Documentation

SkMatrix ()

Default constructor.
Initializes a zero-dimension matrix

SkMatrix (size.t size, int is_diagonal = false)

Constructor that initializes a dense symmetric matrix.
Normally, for a dense matrix this is not the right class.

Parameters

| | | |
|----|-------------|---|
| in | size | Number of matrix rows (and columns). |
| in | is_diagonal | Boolean to select if the matrix is diagonal or not [Default: false] |

SkMatrix (Mesh & mesh, size.t dof = 0, int is_diagonal = false)

Constructor using mesh to initialize skyline structure of matrix.

Parameters

| | | |
|----|------|---|
| in | mesh | Mesh instance for which matrix graph is determined. |
|----|------|---|

Parameters

| | | |
|----|--------------------|---|
| in | <i>dof</i> | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |
| in | <i>is_diagonal</i> | Boolean argument to say is the matrix is actually a diagonal matrix or not. |

SkMatrix (const Vect< size_t > & ColHt)

Constructor that initializes skyline structure of matrix using vector of column heights.

Parameters

| | | |
|----|--------------|---|
| in | <i>ColHt</i> | Vect instance that contains rows lengths of matrix. |
|----|--------------|---|

7.95.3 Member Function Documentation

void setMesh (Mesh & mesh, size_t dof = 0)

Determine mesh graph and initialize matrix.

This member function is called by constructor with the same arguments

Parameters

| | | |
|----|-------------|---|
| in | <i>mesh</i> | Mesh instance for which matrix graph is determined. |
| in | <i>dof</i> | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |

void setSkyline (Mesh & mesh)

Determine matrix structure.

This member function calculates matrix structure using a [Mesh](#) instance.

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>mesh</i> | Mesh instance |
|----|-------------|-------------------------------|

void setDOF (size_t i)

Choose DOF to activate.

This function is available only if variable dof is equal to 1 in the constructor

Parameters

| | | |
|----|----------|------------------|
| in | <i>i</i> | Index of the DOF |
|----|----------|------------------|

void set (size_t *i*, size_t *j*, const T_ & *val*) [virtual]

Assign a value to an entry of the matrix.

Parameters

| | | |
|----|------------|---------------------------------|
| in | <i>i</i> | Row index (starting at i=1) |
| in | <i>j</i> | Column index (starting at i=1) |
| in | <i>val</i> | Value to assign to entry a(i,j) |

Implements [Matrix< T_ >](#).

void Axy (T_ *a*, const SkMatrix< T_ > & *m*)

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>m</i> | Matrix by which a is multiplied. The result is added to current instance |

void Axy (T_ *a*, const Matrix< T_ > * *m*) [virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>m</i> | Matrix by which a is multiplied. The result is added to current instance |

Implements [Matrix< T_ >](#).

void MultAdd (const Vect< T_ > & *x*, Vect< T_ > & *y*) const [virtual]

Multiply matrix by vector x and add to y.

Parameters

| | | |
|--------|----------|---|
| in | <i>x</i> | Vector to multiply by matrix |
| in,out | <i>y</i> | Vector to add to the result. y contains on output the result. |

Implements [Matrix< T_ >](#).

void TMultAdd (const Vect< T_ > & *x*, Vect< T_ > & *y*) const

Multiply transpose of matrix by vector x and add to y.

Parameters

| | | |
|----|----------|------------------------------|
| in | <i>x</i> | Vector to multiply by matrix |
|----|----------|------------------------------|

Parameters

| | | |
|--------|----------|--|
| in,out | <i>y</i> | Vector to add to the result. <i>y</i> contains on output the result. |
|--------|----------|--|

void MultAdd (T_ *a*, const Vect< T_ > &*x*, Vect< T_ > &*y*) const [virtual]

Multiply matrix by a vector and add to another one.

Parameters

| | | |
|--------|----------|--|
| in | <i>a</i> | Constant to multiply by matrix |
| in | <i>x</i> | Vector to multiply by matrix |
| in,out | <i>y</i> | Vector to add to the result. <i>y</i> contains on output the result. |

Implements [Matrix< T_ >](#).

void Mult (const Vect< T_ > &*x*, Vect< T_ > &*y*) const [virtual]

Multiply matrix by vector *x* and save in *y*.

Parameters

| | | |
|-----|----------|--|
| in | <i>x</i> | Vector to multiply by matrix |
| out | <i>y</i> | Vector that contains on output the result. |

Implements [Matrix< T_ >](#).

void TMult (const Vect< T_ > &*x*, Vect< T_ > &*y*) const [virtual]

Multiply transpose of matrix by vector *x* and save in *y*.

Parameters

| | | |
|-----|----------|--|
| in | <i>x</i> | Vector to multiply by matrix |
| out | <i>y</i> | Vector that contains on output the result. |

Implements [Matrix< T_ >](#).

void add (size_t *i*, size_t *j*, const T_ &*val*) [virtual]

Add a constant value to an entry of the matrix.

Parameters

| | | |
|----|------------|---|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>val</i> | Constant value to add to a(<i>i</i> , <i>j</i>) |

Implements [Matrix< T_ >](#).

size_t getColHeight (size_t i) const

Return column height.

Column height at entry i is returned.

T_ operator() (size_t i, size_t j) const [virtual]

Operator () (Constant version).

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

T_& operator() (size_t i, size_t j) [virtual]

Operator () (Non constant version).

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

void DiagPrescribe (Mesh & mesh, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0)

Impose an essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. It can be modified by member function **setPenal**(..).

Parameters

| | | |
|----|-------------|--|
| in | <i>mesh</i> | Mesh instance from which information is extracted. |
| in | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that conatins imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void DiagPrescribe (Vect< T_ > & b, const Vect< T_ > & u, int flag = 0)

Impose an essential boundary condition using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond

to degrees of freedom with nonzero code in order to impose a boundary condition. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|----|-------------|--|
| in | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

SkMatrix<T_>& operator= (const SkMatrix< T_ > & m)

Operator =.

Copy matrix *m* to current matrix instance.

SkMatrix<T_>& operator= (const T_ & x)

Operator =.

define the matrix as a diagonal one with all diagonal entries equal to *x*.

SkMatrix<T_>& operator+= (const SkMatrix< T_ > & m)

Operator +=.

Add matrix *m* to current matrix instance.

SkMatrix<T_>& operator+= (const T_ & x)

Operator +=.

Add constant value *x* to matrix entries.

SkMatrix<T_>& operator*= (const T_ & x)

Operator *.

Premultiply matrix entries by constant value *x*.

int setLU ()

Factorize the matrix (LU factorization)

LU factorization of the matrix is realized. Note that since this is an in place factorization, the contents of the matrix are modified.

Returns

- 0 if factorization was normally performed,
- *n* if the *n*-th pivot is null.

Remarks

A flag in this class indicates after factorization that this one has been realized, so that, if the member function `solve` is called after this no further factorization is done.

int solve (Vect< T_ > & b) [virtual]

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output. |
|--------|----------|--|

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

Implements [Matrix< T_ >](#).

int solve (const Vect< T_ > & b, Vect< T_ > & x)

Solve linear system.

The linear system having the current instance as a matrix is solved by using the LU decomposition. Solution is thus realized after a factorization step and a forward/backward substitution step. The factorization step is realized only if this was not already done.

Note that this function modifies the matrix contents is a factorization is performed. Naturally, if the the matrix has been modified after using this function, the user has to refactorize it using the function setLU. This is because the class has no non-expensive way to detect if the matrix has been modified. The function setLU realizes the factorization step only.

Parameters

| | | |
|-----|----------|--|
| in | <i>b</i> | Vect instance that contains right-hand side. |
| out | <i>x</i> | Vect instance that contains solution |

Returns

- 0 if solution was normally performed,
- *n* if the *n*-th pivot is null.

T_* get () const

Return C-Array.

Skyline of matrix is stored row by row.

void setDiagonal (Mesh & mesh) [inherited]

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

T_ getDiag (size_t k) const [inherited]

Return k-th diagonal entry of matrix.
First entry is given by **getDiag(1)**.

void Assembly (const Element & el, T_ * a) [inherited]

Assembly of element matrix into global matrix.
Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & el, const DMatrix< T_ > & a) [inherited]

Assembly of element matrix into global matrix.
Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & sd, T_ * a) [inherited]

Assembly of side matrix into global matrix.
Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & sd, const DMatrix< T_ > & a) [inherited]

Assembly of side matrix into global matrix.
Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a DMatrix instance |

void Prescribe (Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (int *dof*, int *code*, Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (Vect< T_ > & *b*, int *flag* = 0) [inherited]

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
|--------|----------|--|

Parameters

| | | |
|----|-------------|--|
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |
|----|-------------|--|

void Prescribe (size_t dof, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This function is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function setPenal.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void PrescribeSide () [inherited]

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

int FactorAndSolve (Vect< T_ > & b) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Vect instance that contains right-hand side |
|----|----------|---|

Parameters

| | | |
|-----|-----|--|
| out | x | Vect instance that contains solution |
|-----|-----|--|

Returns

- 0 if solution was normally performed
- n if the n-th pivot is nul

int isFactorized () const [inherited]

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

T_ operator() (size_t i) const [inherited]

Operator () with one argument (Constant version).

Returns i-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|-----|-------------|
| in | i | entry index |
|----|-----|-------------|

T_& operator() (size_t i) [inherited]

Operator () with one argument (Non Constant version).

Returns i-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|-----|-------------|
| in | i | entry index |
|----|-----|-------------|

T_& operator[] (size_t k) [inherited]

Operator [] (Non constant version).

Returns k-th stored element in matrix Index k starts at 0.

T_ operator[] (size_t k) const [inherited]

Operator [] (Constant version).

Returns k-th stored element in matrix Index k starts at 0.

Matrix& operator+= (const Matrix< T_ > & m) [inherited]

Operator +=.

Add matrix m to current matrix instance.

Matrix& operator-= (const Matrix< T_ > & m) [inherited]

Operator -=.

Subtract matrix m from current matrix instance.

Matrix& operator-= (const T_ & x) [inherited]

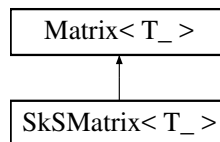
Operator -=.

Subtract constant value x from all matrix entries.

7.96 SkSMatrix< T_ > Class Template Reference

To handle symmetric matrices in skyline storage format.

Inheritance diagram for SkSMatrix< T_ >:



Public Member Functions

- [SkSMatrix](#) ()
Default constructor.
- [SkSMatrix](#) (size_t size, int is_diagonal=false)
Constructor that initializes a dense symmetric matrix.
- [SkSMatrix](#) (Mesh &mesh, size_t dof=0, int is_diagonal=false)
Constructor using mesh to initialize skyline structure of matrix.
- [SkSMatrix](#) (const Vect< size_t > &ColHt)
Constructor that initializes skyline structure of matrix using vector of column height.
- [SkSMatrix](#) (const Vect< size_t > &I, const Vect< size_t > &J, int opt=1)
Constructor for a square matrix using non zero row and column indices.
- [SkSMatrix](#) (const Vect< size_t > &I, const Vect< size_t > &J, const Vect< T_ > &a, int opt=1)
Constructor for a square matrix using non zero row and column indices.
- [SkSMatrix](#) (const SkSMatrix< T_ > &m)
Copy Constructor.
- [~SkSMatrix](#) ()
Destructor.
- void [setMesh](#) (Mesh &mesh, size_t dof=0)
Determine mesh graph and initialize matrix.
- void [setSkyline](#) (Mesh &mesh)
Determine matrix structure.
- void [setDiag](#) ()
Store diagonal entries in a separate internal vector.
- void [set](#) (size_t i, size_t j, const T_ &val)
Assign a value to an entry of the matrix.
- void [Axy](#) (T_ a, const SkSMatrix< T_ > &m)
Add to matrix the product of a matrix by a scalar.

- void **Axpy** (T_ a, const **Matrix**< T_ > *m)
Add to matrix the product of a matrix by a scalar.
- void **MultAdd** (const **Vect**< T_ > &x, **Vect**< T_ > &y) const
Multiply matrix by vector x and add to y.
- void **MultAdd** (T_ a, const **Vect**< T_ > &x, **Vect**< T_ > &y) const
*Multiply matrix by vector a*x and add to y.*
- void **Mult** (const **Vect**< T_ > &x, **Vect**< T_ > &y) const
Multiply matrix by vector x and save in y
- void **TMult** (const **Vect**< T_ > &x, **Vect**< T_ > &y) const
Multiply transpose of matrix by vector x and save in y.
- void **add** (size_t i, size_t j, const T_ &val)
Add a constant to an entry of the matrix.
- size_t **getColHeight** (size_t i) const
Return column height.
- **Vect**< T_ > **getColumn** (size_t j) const
Get j-th column vector.
- **Vect**< T_ > **getRow** (size_t i) const
Get i-th row vector.
- T_ & **operator()** (size_t i, size_t j)
Operator () (Non constant version).
- T_ **operator()** (size_t i, size_t j) const
Operator () (Constant version).
- **SkSMatrix**< T_ > & **operator=** (const **SkSMatrix**< T_ > &m)
Operator =.
- **SkSMatrix**< T_ > & **operator=** (const T_ &x)
Operator =.
- **SkSMatrix**< T_ > & **operator+=** (const **SkSMatrix**< T_ > &m)
Operator +=.
- **SkSMatrix**< T_ > & **operator*=** (const T_ &x)
*Operator *=.*
- int **setLDLt** ()
Factorize matrix (LDLt (Crout) factorization).
- int **solveLDLt** (const **Vect**< T_ > &b, **Vect**< T_ > &x)
Solve a linear system using the LDLt (Crout) factorization.
- int **solve** (**Vect**< T_ > &b)
Solve linear system.
- int **solve** (const **Vect**< T_ > &b, **Vect**< T_ > &x)
Solve linear system.
- T_ * **get** () const
Return C-Array.
- void **set** (size_t i, T_ x)
Assign a value to the i-th entry of C-array containing matrix.
- T_ **get** (size_t i, size_t j) const
Return entry (i, j) of matrix if this one is stored, 0 else.
- size_t **getNbRows** () const
Return number of rows.

- `size_t getNbColumns () const`
Return number of columns.
- `void setPenal (real_t p)`
Set Penalty Parameter (For boundary condition prescription).
- `void setDiagonal ()`
Set the matrix as diagonal.
- `void setDiagonal (Mesh &mesh)`
Initialize matrix storage in the case where only diagonal terms are stored.
- `T_ getDiag (size_t k) const`
Return k-th diagonal entry of matrix.
- `size_t size () const`
Return matrix dimension (Number of rows and columns).
- `void Assembly (const Element &el, T_ *a)`
Assembly of element matrix into global matrix.
- `void Assembly (const Element &el, const DMatrix< T_ > &a)`
Assembly of element matrix into global matrix.
- `void Assembly (const Side &sd, T_ *a)`
Assembly of side matrix into global matrix.
- `void Assembly (const Side &sd, const DMatrix< T_ > &a)`
Assembly of side matrix into global matrix.
- `void Prescribe (Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition, using the Mesh instance provided by the constructor.
- `void Prescribe (int dof, int code, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.
- `void Prescribe (Vect< T_ > &b, int flag=0)`
Impose by a penalty method a homogeneous (=0) essential boundary condition.
- `void Prescribe (size_t dof, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)`
Impose by a penalty method an essential boundary condition when only one DOF is treated.
- `void PrescribeSide ()`
Impose by a penalty method an essential boundary condition when DOFs are supported by sides.
- `virtual int Factor ()=0`
Factorize matrix. Available only if the storage class enables it.
- `int FactorAndSolve (Vect< T_ > &b)`
Factorize matrix and solve the linear system.
- `int FactorAndSolve (const Vect< T_ > &b, Vect< T_ > &x)`
Factorize matrix and solve the linear system.
- `size_t getLength () const`
Return number of stored terms in matrix.
- `int isDiagonal () const`
Say if matrix is diagonal or not.
- `int isFactorized () const`
Say if matrix is factorized or not.
- `virtual size_t getColInd (size_t i) const`
Return Column index for column i (See the description for class SpMatrix).
- `virtual size_t getRowPtr (size_t i) const`
Return Row pointer for row i (See the description for class SpMatrix).

- `T_ operator() (size_t i) const`
Operator () with one argument (Constant version).
- `T_ & operator() (size_t i)`
Operator () with one argument (Non Constant version).
- `T_ & operator[] (size_t k)`
Operator [] (Non constant version).
- `T_ operator[] (size_t k) const`
Operator [] (Constant version).
- `Matrix & operator+= (const Matrix< T_ > &m)`
Operator +=.
- `Matrix & operator+= (const T_ &x)`
Operator +=.
- `Matrix & operator-= (const Matrix< T_ > &m)`
Operator -=.
- `Matrix & operator-= (const T_ &x)`
Operator -=.

7.96.1 Detailed Description

template<class T_>
class OFELI::SkSMatrix< T_ >

To handle symmetric matrices in skyline storage format.

This template class allows storing and manipulating a symmetric matrix in skyline storage format.

The matrix entries are stored column by column as in the following example:

```

/
| a0  a1  0  0  a7 |
|   a2  a3  0  a8 |
| ...   a4  a5  a9 |
|           a6  a10 |
|               a11 |
\

```

Template Parameters

| | |
|-----------------------|---|
| T_{\leftrightarrow} | Data type (double, float, complex<double>, ...) |
| $_{\leftrightarrow}$ | |

7.96.2 Member Function Documentation

T_* get () const

Return C-Array.

Skyline of matrix is stored row by row.

void setDiagonal (Mesh & mesh) [inherited]

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

T_ getDiag (size_t k) const [inherited]

Return k-th diagonal entry of matrix.
First entry is given by **getDiag(1)**.

void Assembly (const Element & el, T_ * a) [inherited]

Assembly of element matrix into global matrix.
Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & el, const DMatrix< T_ > & a) [inherited]

Assembly of element matrix into global matrix.
Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & sd, T_ * a) [inherited]

Assembly of side matrix into global matrix.
Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & sd, const DMatrix< T_ > & a) [inherited]

Assembly of side matrix into global matrix.
Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a DMatrix instance |

void Prescribe (Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (int *dof*, int *code*, Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (Vect< T_ > & *b*, int *flag* = 0) [inherited]

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
|--------|----------|--|

Parameters

| | | |
|----|-------------|--|
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |
|----|-------------|--|

void Prescribe (size_t dof, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This function is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function setPenal.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void PrescribeSide () [inherited]

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

int FactorAndSolve (Vect< T_ > & b) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Vect instance that contains right-hand side |
|----|----------|---|

Parameters

| | | |
|-----|----------|--|
| out | <i>x</i> | Vect instance that contains solution |
|-----|----------|--|

Returns

- 0 if solution was normally performed
- *n* if the *n*-th pivot is nul

int isFactorized () const [inherited]

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

T_ operator() (size_t *i*) const [inherited]

Operator () with one argument (Constant version).

Returns *i*-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator() (size_t *i*) [inherited]

Operator () with one argument (Non Constant version).

Returns *i*-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator[] (size_t *k*) [inherited]

Operator [] (Non constant version).

Returns *k*-th stored element in matrix Index *k* starts at 0.

T_ operator[] (size_t *k*) const [inherited]

Operator [] (Constant version).

Returns *k*-th stored element in matrix Index *k* starts at 0.

Matrix& operator+= (const Matrix< T_ > & *m*) [inherited]

Operator +=.

Add matrix *m* to current matrix instance.

Matrix& operator+=(const T_ & x) [inherited]

Operator +=.

Add constant value x to all matrix entries.

Matrix& operator-= (const Matrix< T_ > & m) [inherited]

Operator -=.

Subtract matrix m from current matrix instance.

Matrix& operator-= (const T_ & x) [inherited]

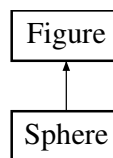
Operator -=.

Subtract constant value x from all matrix entries.

7.97 Sphere Class Reference

To store and treat a sphere.

Inheritance diagram for Sphere:



Public Member Functions

- [Sphere](#) ()
Default constructor.
- [Sphere](#) (const [Point](#)< [real_t](#) > &c, [real_t](#) r, int code=1)
Constructor.
- void [setRadius](#) ([real_t](#) r)
Assign radius of sphere.
- [real_t](#) [getRadius](#) () const
Return radius of sphere.
- void [setCenter](#) (const [Point](#)< [real_t](#) > &c)
Assign coordinates of center of sphere.
- [Point](#)< [real_t](#) > [getCenter](#) () const
Return coordinates of center of sphere.
- [real_t](#) [getSignedDistance](#) (const [Point](#)< [real_t](#) > &p) const
Return signed distance of a given point from the current sphere.
- [Sphere](#) & [operator+=](#) ([Point](#)< [real_t](#) > a)
Operator +=.
- [Sphere](#) & [operator+=](#) ([real_t](#) a)
*Operator *+=.*
- void [setCode](#) (int code)
Choose a code for the domain defined by the figure.
- void [getSignedDistance](#) (const [Grid](#) &g, [Vect](#)< [real_t](#) > &d) const

Calculate signed distance to current figure with respect to grid points.

- **real.t dLine** (const **Point**< **real.t** > &p, const **Point**< **real.t** > &a, const **Point**< **real.t** > &b) const

Compute signed distance from a line.

7.97.1 Detailed Description

To store and treat a sphere.

7.97.2 Constructor & Destructor Documentation

Sphere (const **Point**< **real.t** > &*c*, **real.t** *r*, int *code* = 1)

Constructor.

Parameters

| | | |
|----|-------------|---|
| in | <i>c</i> | Coordinates of center of sphere |
| in | <i>r</i> | Radius |
| in | <i>code</i> | Code to assign to the generated sphere [Default: 1] |

7.97.3 Member Function Documentation

real.t getSignedDistance (const **Point**< **real.t** > &*p*) const [virtual]

Return signed distance of a given point from the current sphere.

The computed distance is negative if *p* lies in the ball, positive if it is outside, and 0 on the sphere

Parameters

| | | |
|----|----------|--------------------------------|
| in | <i>p</i> | Point <double> instance |
|----|----------|--------------------------------|

Reimplemented from [Figure](#).

Sphere& operator+= (**Point**< **real.t** > *a*)

Operator +=.

Translate sphere by a vector *a*

Sphere& operator+= (**real.t** *a*)

Operator *+=.

Scale sphere by a factor *a*

void getSignedDistance (const **Grid** &*g*, **Vect**< **real.t** > &*d*) const [inherited]

Calculate signed distance to current figure with respect to grid points.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>g</i> | Grid instance |
|----|----------|-------------------------------|

Parameters

| | | |
|----|-----|---|
| in | d | Vect instance containing calculated distance from each grid index to Figure |
|----|-----|---|

Remarks

Vector d doesn't need to be sized before invoking this function

```
real_t dLine ( const Point< real_t > & p, const Point< real_t > & a, const Point< real_t > & b
) const [inherited]
```

Compute signed distance from a line.

Parameters

| | | |
|----|-----|--|
| in | p | Point for which distance is computed |
| in | a | First vertex of line |
| in | b | Second vertex of line |

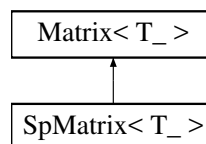
Returns

Signed distance

7.98 SpMatrix< T_ > Class Template Reference

To handle matrices in sparse storage format.

Inheritance diagram for SpMatrix< T_ >:



Public Member Functions

- [SpMatrix](#) ()
Default constructor.
- [SpMatrix](#) (size_t nr, size_t nc)
Constructor that initializes current instance as a dense matrix.
- [SpMatrix](#) (size_t size, int is_diagonal=false)
Constructor that initializes current instance as a dense matrix.
- [SpMatrix](#) ([Mesh](#) &mesh, size_t dof=0, int is_diagonal=false)
Constructor using a [Mesh](#) instance.
- [SpMatrix](#) (size_t nr, size_t nc, const vector< size_t > &row_ptr, const vector< size_t > &col_ind, const vector< T_ > &a)
Constructor for a rectangle matrix.
- [SpMatrix](#) (const [SpMatrix](#) &m)

- *Copy constructor.*
- `~SpMatrix` (void)
- *Destructor.*
- `void Dense` ()
- *Define matrix as a dense one.*
- `void Identity` ()
- *Define matrix as identity matrix.*
- `void Diagonal` ()
- *Define matrix as a diagonal one.*
- `void Diagonal` (const T_ &a)
- *Define matrix as a diagonal one with diagonal entries equal to a*
- `void Laplace1D` (size_t n, real_t h)
- *Sets the matrix as the one for the Laplace equation in 1-D.*
- `void Laplace2D` (size_t nx, size_t ny)
- *Sets the matrix as the one for the Laplace equation in 2-D.*
- `void setMesh` (Mesh &mesh, size_t dof=0)
- *Determine mesh graph and initialize matrix.*
- `void setOneDOF` ()
- *Activate 1-DOF per node option.*
- `void setSides` ()
- *Activate Sides option.*
- `void setDiag` ()
- *Store diagonal entries in a separate internal vector.*
- `void DiagPrescribe` (Mesh &mesh, Vect< T_ > &b, const Vect< T_ > &u)
- *Impose by a diagonal method an essential boundary condition.*
- `void DiagPrescribe` (Vect< T_ > &b, const Vect< T_ > &u)
- *Impose by a diagonal method an essential boundary condition using the Mesh instance provided by the constructor.*
- `void setSize` (size_t size)
- *Set size of matrix (case where it's a square matrix).*
- `void setSize` (size_t nr, size_t nc)
- *Set size (number of rows) of matrix.*
- `void setGraph` (const vector< RC > &I, int opt=1)
- *Set graph of matrix by giving a vector of its nonzero entries.*
- `Vect< T_ > getRow` (size_t i) const
- *Get i-th row vector.*
- `Vect< T_ > getColumn` (size_t j) const
- *Get j-th column vector.*
- `T_ &operator()` (size_t i, size_t j)
- *Operator () (Non constant version)*
- `T_ operator()` (size_t i, size_t j) const
- *Operator () (Constant version)*
- `const T_ operator()` (size_t i) const
- *Operator () with one argument (Constant version)*
- `const T_ operator[]` (size_t i) const
- *Operator [] (Constant version).*
- `Vect< T_ > operator*` (const Vect< T_ > &x) const

- Operator * to multiply matrix by a vector.
- `SpMatrix< T_ > & operator*= (const T_ &a)`
Operator *= to premultiply matrix by a constant.
- `void getMesh (Mesh &mesh)`
Get mesh instance whose reference will be stored in current instance of `SpMatrix`.
- `void Mult (const Vect< T_ > &v, Vect< T_ > &w) const`
Multiply matrix by vector and save in another one.
- `void MultAdd (const Vect< T_ > &x, Vect< T_ > &y) const`
Multiply matrix by vector x and add to y .
- `void MultAdd (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const`
Multiply matrix by vector $a*x$ and add to y .
- `void TMult (const Vect< T_ > &x, Vect< T_ > &y) const`
Multiply transpose of matrix by vector x and save in y .
- `void Axy (T_ a, const SpMatrix< T_ > &m)`
Add to matrix the product of a matrix by a scalar.
- `void Axy (T_ a, const Matrix< T_ > *m)`
Add to matrix the product of a matrix by a scalar.
- `void set (size_t i, size_t j, const T_ &val)`
Assign a value to an entry of the matrix.
- `void add (size_t i, size_t j, const T_ &val)`
Add a value to an entry of the matrix.
- `void operator= (const T_ &x)`
Operator =.
- `size_t getColInd (size_t i) const`
Return storage information.
- `size_t getRowPtr (size_t i) const`
Return Row pointer at position i .
- `int solve (Vect< T_ > &b)`
Solve the linear system of equations.
- `int solve (const Vect< T_ > &b, Vect< T_ > &x)`
Solve the linear system of equations.
- `void setSolver (Iteration solver=CG_SOLVER, Preconditioner prec=DIAG_PREC, int max_↵
_it=1000, real_t toler=1.e-8)`
Choose solver and preconditioner for an iterative procedure.
- `void clear ()`
brief Set all matrix entries to zero
- `T_ * get () const`
Return C-Array.
- `T_ get (size_t i, size_t j) const`
Return entry (i, j) of matrix if this one is stored, 0 otherwise.
- `SpMat & getEigenMatrix ()`
Return reference to the matrix instance in Eigen library.
- `size_t getNbRows () const`
Return number of rows.
- `size_t getNbColumns () const`
Return number of columns.
- `void setPenal (real_t p)`

- *Set Penalty Parameter (For boundary condition prescription).*
- void **setDiagonal** ()
Set the matrix as diagonal.
- void **setDiagonal** (Mesh &mesh)
Initialize matrix storage in the case where only diagonal terms are stored.
- T_ **getDiag** (size_t k) const
Return k-th diagonal entry of matrix.
- size_t **size** () const
Return matrix dimension (Number of rows and columns).
- void **Assembly** (const Element &el, T_ *a)
Assembly of element matrix into global matrix.
- void **Assembly** (const Element &el, const DMatrix< T_ > &a)
Assembly of element matrix into global matrix.
- void **Assembly** (const Side &sd, T_ *a)
Assembly of side matrix into global matrix.
- void **Assembly** (const Side &sd, const DMatrix< T_ > &a)
Assembly of side matrix into global matrix.
- void **Prescribe** (Vect< T_ > &b, const Vect< T_ > &u, int flag=0)
Impose by a penalty method an essential boundary condition, using the Mesh instance provided by the constructor.
- void **Prescribe** (int dof, int code, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)
Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.
- void **Prescribe** (Vect< T_ > &b, int flag=0)
Impose by a penalty method a homogeneous (=0) essential boundary condition.
- void **Prescribe** (size_t dof, Vect< T_ > &b, const Vect< T_ > &u, int flag=0)
Impose by a penalty method an essential boundary condition when only one DOF is treated.
- void **PrescribeSide** ()
Impose by a penalty method an essential boundary condition when DOFs are supported by sides.
- virtual int **Factor** ()=0
Factorize matrix. Available only if the storage class enables it.
- int **FactorAndSolve** (Vect< T_ > &b)
Factorize matrix and solve the linear system.
- int **FactorAndSolve** (const Vect< T_ > &b, Vect< T_ > &x)
Factorize matrix and solve the linear system.
- size_t **getLength** () const
Return number of stored terms in matrix.
- int **isDiagonal** () const
Say if matrix is diagonal or not.
- int **isFactorized** () const
Say if matrix is factorized or not.
- T_ & **operator()** (size_t i)
Operator () with one argument (Non Constant version).
- T_ & **operator[]** (size_t k)
Operator [] (Non constant version).
- Matrix & **operator+=** (const Matrix< T_ > &m)
Operator +=.
- Matrix & **operator+=** (const T_ &x)

Operator +=.

- **Matrix** & **operator+=** (const **Matrix**< T_ > &m)

Operator -=.

- **Matrix** & **operator-=** (const T_ &x)

Operator -=.

Friends

- template<class TT_ >
ostream & **operator<<** (ostream &s, const **SpMatrix**< TT_ > &A)

7.98.1 Detailed Description

template<class T_>
class OFELI::SpMatrix< T_ >

To handle matrices in sparse storage format.

This template class enables storing and manipulating a sparse matrix, i.e. only nonzero terms are stored. Internally, the matrix is stored as a vector instance and uses for the definition of its graph a Vect<size_t> instance row_ptr and a Vect<size_t> instance col_ind that contains respectively addresses of first element of each row and column indices.

To illustrate this, consider the matrix

```
1  2  0
3  4  0
0  5  0
```

Such a matrix is stored in the vector<real_t> instance {1,2,3,4,5}. The vectors row_ptr and col_ind are respectively: {0,2,4,5}, {1,2,1,2,2}

When the library eigen is used in conjunction with **OFELI**, the class uses the sparse matrix class of eigen and enables then access to specific solvers (see class **LinearSolver**)

Template Parameters

| | |
|-----------------|---|
| $T \leftarrow$ | Data type (double, float, complex<double>, ...) |
| $_ \leftarrow$ | |

7.98.2 Constructor & Destructor Documentation

SpMatrix ()

Default constructor.

Initialize a zero-dimension matrix

SpMatrix (size_t nr, size_t nc)

Constructor that initializes current instance as a dense matrix.

Normally, for a dense matrix this is not the right class.

Parameters

| | | |
|----|----|---------------------------|
| in | nr | Number of matrix rows. |
| in | nc | Number of matrix columns. |

SpMatrix (size.t size, int is_diagonal = false)

Constructor that initializes current instance as a dense matrix.

Normally, for a dense matrix this is not the right class.

Parameters

| | | |
|----|-------------|---|
| in | size | Number of matrix rows (and columns). |
| in | is_diagonal | Boolean argument to say is the matrix is actually a diagonal matrix or not. |

SpMatrix (Mesh & mesh, size.t dof = 0, int is_diagonal = false)

Constructor using a [Mesh](#) instance.

Parameters

| | | |
|----|-------------|---|
| in | mesh | Mesh instance from which matrix graph is extracted. |
| in | dof | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |
| in | is_diagonal | Boolean argument to say is the matrix is actually a diagonal matrix or not. |

SpMatrix (size.t nr, size.t nc, const vector< size.t > & row_ptr, const vector< size.t > & col_ind, const vector< T_ > & a)

Constructor for a rectangle matrix.

Parameters

| | | |
|----|---------|---|
| in | nr | Number of rows |
| in | nc | Number of columns |
| in | row_ptr | Vector of row pointers (See the above description of this class). |
| in | col_ind | Vector of column indices (See the above description of this class). |
| in | a | vector instance containing matrix entries stored columnwise |

7.98.3 Member Function Documentation

void Laplace1D (size.t n, real.t h)

Sets the matrix as the one for the Laplace equation in 1-D.

The matrix is initialized as the one resulting from P_1 finite element discretization of the classical elliptic operator $-u'' = f$ with homogeneous Dirichlet boundary conditions

Remarks

This function is available for real valued matrices only.

Parameters

| | | |
|----|-----|---------------------------------|
| in | n | Size of matrix (Number of rows) |
| in | h | Mesh size (assumed constant) |

void Laplace2D (size_t nx , size_t ny)

Sets the matrix as the one for the Laplace equation in 2-D.

The matrix is initialized as the one resulting from P_1 finite element discretization of the classical elliptic operator $-\Delta u = f$ with homogeneous Dirichlet boundary conditions

Remarks

This function is available for real valued matrices only.

Parameters

| | | |
|----|------|---------------------------------------|
| in | nx | Number of unknowns in the x-direction |
| in | ny | Number of unknowns in the y-direction |

Remarks

The number of rows is equal to $nx*ny$

void setMesh (Mesh & $mesh$, size_t $dof = 0$)

Determine mesh graph and initialize matrix.

This member function is called by constructor with the same arguments

Parameters

| | | |
|----|--------|---|
| in | $mesh$ | Mesh instance for which matrix graph is determined. |
| in | dof | Option parameter, with default value 0. dof=1 means that only one degree of freedom for each node (or element or side) is taken to determine matrix structure. The value dof=0 means that matrix structure is determined using all DOFs. |

void DiagPrescribe (Mesh & $mesh$, Vect< T_ > & b , const Vect< T_ > & u)

Impose by a diagonal method an essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function [setPenal](#)(..).

Parameters

| | | |
|--------|--------|--|
| in | $mesh$ | Mesh instance from which information is extracted. |
| in,out | b | Vect instance that contains right-hand side. |

Parameters

| | | |
|----|-----|--|
| in | u | Vect instance that contains imposed values at DOFs where they are to be imposed. |
|----|-----|--|

void DiagPrescribe ([Vect](#)< T_ > & b , const [Vect](#)< T_ > & u)

Impose by a diagonal method an essential boundary condition using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-----|--|
| in,out | b | Vect instance that contains right-hand side. |
| in | u | Vect instance that contains imposed values at DOFs where they are to be imposed. |

void setSize ([size_t](#) $size$)

Set size of matrix (case where it's a square matrix).

Parameters

| | | |
|----|--------|-----------------------------|
| in | $size$ | Number of rows and columns. |
|----|--------|-----------------------------|

void setSize ([size_t](#) nr , [size_t](#) nc)

Set size (number of rows) of matrix.

Parameters

| | | |
|----|------|-------------------|
| in | nr | Number of rows |
| in | nc | Number of columns |

void setGraph (const [vector](#)< [RC](#) > & I , int $opt = 1$)

Set graph of matrix by giving a vector of its nonzero entries.

Parameters

| | | |
|----|-------|---|
| in | I | Vector containing pairs of row and column indices |
| in | opt | Flag indicating if vector I is cleaned and ordered ($opt=1$: default) or not ($opt=0$). In the latter case, this vector can have the same contents more than once and are not necessarily ordered |

T_& operator() (size_t i, size_t j) [virtual]

Operator () (Non constant version)

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

T_ operator() (size_t i, size_t j) const [virtual]

Operator () (Constant version)

Parameters

| | | |
|----|----------|--------------|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |

Implements [Matrix< T_ >](#).

const T_ operator() (size_t i) const

Operator () with one argument (Constant version)

Returns i-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

const T_ operator[] (size_t i) const

Operator [] (Constant version).

Returns i-th position in the array storing matrix entries. The first entry is at location 0. Entries are stored row by row.

Vect<T_> operator* (const Vect< T_ > &x) const

Operator * to multiply matrix by a vector.

Parameters

| | | |
|----|----------|--|
| in | <i>x</i> | Vect instance to multiply by |
|----|----------|--|

Returns

Vector product of matrix by x

SpMatrix<T_>& operator*= (const T_ &a)

Operator *= to premultiply matrix by a constant.

Parameters

| | | |
|----|-----|--------------------------------|
| in | a | Constant to multiply matrix by |
|----|-----|--------------------------------|

Returns

Resulting matrix

void Mult (const Vect< T_ > & v , Vect< T_ > & w) const [virtual]

Multiply matrix by vector and save in another one.

Parameters

| | | |
|-----|-----|--|
| in | v | Vector to multiply by matrix |
| out | w | Vector that contains on output the result. |

Implements [Matrix< T_ >](#).

void MultAdd (const Vect< T_ > & x , Vect< T_ > & y) const [virtual]

Multiply matrix by vector x and add to y .

Parameters

| | | |
|-----|-----|---|
| in | x | Vector to multiply by matrix |
| out | y | Vector to add to the result. y contains on output the result. |

Implements [Matrix< T_ >](#).

void MultAdd (T_ a , const Vect< T_ > & x , Vect< T_ > & y) const [virtual]

Multiply matrix by vector $a*x$ and add to y .

Parameters

| | | |
|-----|-----|---|
| in | a | Constant to multiply by matrix |
| in | x | Vector to multiply by matrix |
| out | y | Vector to add to the result. y contains on output the result. |

Implements [Matrix< T_ >](#).

void TMult (const Vect< T_ > & x , Vect< T_ > & y) const [virtual]

Multiply transpose of matrix by vector x and save in y .

Parameters

| | | |
|-----|-----|--|
| in | x | Vector to multiply by matrix |
| out | y | Vector that contains on output the result. |

Implements [Matrix< T_ >](#).

void Axy (T_ *a*, const SpMatrix< T_ > & *m*)

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|----------|---|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>m</i> | Matrix by which <i>a</i> is multiplied. The result is added to current instance |

void Axy (T_ *a*, const Matrix< T_ > * *m*) [virtual]

Add to matrix the product of a matrix by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>m</i> | Pointer to Matrix by which <i>a</i> is multiplied. The result is added to current instance |

Implements [Matrix< T_ >](#).

void set (size_t *i*, size_t *j*, const T_ & *val*) [virtual]

Assign a value to an entry of the matrix.

Parameters

| | | |
|----|------------|---|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>val</i> | Value to assign to a(<i>i</i> , <i>j</i>) |

Implements [Matrix< T_ >](#).

void add (size_t *i*, size_t *j*, const T_ & *val*) [virtual]

Add a value to an entry of the matrix.

Parameters

| | | |
|----|------------|---|
| in | <i>i</i> | Row index |
| in | <i>j</i> | Column index |
| in | <i>val</i> | Constant value to add to a(<i>i</i> , <i>j</i>) |

Implements [Matrix< T_ >](#).

void operator= (const T_ & *x*)

Operator =.

Assign constant value x to all matrix entries.

size_t getColInd (size_t i) const [virtual]

Return storage information.

Returns

Column index of the i -th stored element in matrix

Reimplemented from [Matrix< T_ >](#).

int solve (Vect< T_ > & b) [virtual]

Solve the linear system of equations.

The default parameters are:

- CG_SOLVER for solver
- DIAG_PREC for preconditioner
- Max. Number of iterations is 1000
- Tolerance is 1.e-8

To change these values, call function setSolver before this function

Parameters

| | | |
|--------|-----|--|
| in,out | b | Vector that contains right-hand side on input and solution on output |
|--------|-----|--|

Returns

Number of actual performed iterations

Implements [Matrix< T_ >](#).

int solve (const Vect< T_ > & b , Vect< T_ > & x)

Solve the linear system of equations.

The default parameters are:

- CG_SOLVER for solver
- DIAG_PREC for preconditioner
- Max. Number of iterations is 1000
- Tolerance is 1.e-8

To change these values, call function setSolver before this function

Parameters

| | | |
|-----|-----|--|
| in | b | Vector that contains right-hand side |
| out | x | Vector that contains the obtained solution |

Returns

Number of actual performed iterations

void setSolver (Iteration *solver* = CG_SOLVER, Preconditioner *prec* = DIAG_PREC, int *max_it* = 1000, real_t *toler* = 1.e-8)

Choose solver and preconditioner for an iterative procedure.

Parameters

| | | |
|----|---------------|--|
| in | <i>solver</i> | Option to choose iterative solver in an enumerated variable <ul style="list-style-type: none"> CG_SOLVER: Conjugate Gradient [default] CGS_SOLVER: Squared conjugate gradient BICG_SOLVER: Biconjugate gradient BICG_STAB_SOLVER: Biconjugate gradient stabilized GMRES_SOLVER: Generalized Minimal Residual Default value is CG_SOLVER |
| in | <i>prec</i> | Option to choose preconditioner in an enumerated variable <ul style="list-style-type: none"> IDENT_PREC: Identity preconditioner (no preconditioning) DIAG_PREC: Diagonal preconditioner [default] SSOR_PREC: SSOR (Symmetric Successive Over Relaxation) preconditioner DILU_PREC: ILU (Diagonal Incomplete factorization) preconditioner ILU_PREC: ILU (Incomplete factorization) preconditioner Default value is DIAG_PREC |
| in | <i>max_it</i> | Maximum number of allowed iterations. Default value is 1000. |
| in | <i>toler</i> | Tolerance for convergence. Default value is 1.e-8 |

T_* get () const

Return C-Array.

Non zero terms of matrix is stored row by row.

T_ get (size_t *i*, size_t *j*) const [virtual]

Return entry (*i*, *j*) of matrix if this one is stored, 0 otherwise.

Parameters

| | | |
|----|----------|--------------------------------|
| in | <i>i</i> | Row index (Starting from 1) |
| in | <i>j</i> | Column index (Starting from 1) |

Implements [Matrix< T_ >](#).

void setDiagonal (Mesh & *mesh*) [inherited]

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

T_ getDiag (size_t *k*) const [inherited]

Return *k*-th diagonal entry of matrix.

First entry is given by **getDiag(1)**.

void Assembly (const Element & *el*, T_ * *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & *el*, const DMatrix< T_ > & *a*) [inherited]

Assembly of element matrix into global matrix.

Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & *sd*, T_ * *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & *sd*, const DMatrix< T_ > & *a*) [inherited]

Assembly of side matrix into global matrix.

Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--------------------------|
| in | <i>sd</i> | Pointer to side instance |
|----|-----------|--------------------------|

Parameters

| | | |
|----|----------|---|
| in | <i>a</i> | Side matrix as a DMatrix instance |
|----|----------|---|

void Prescribe (Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal**(..).

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (int *dof*, int *code*, Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal**(..).

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (Vect< T_ > & *b*, int *flag* = 0) [inherited]

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty

parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

Parameters

| | | |
|--------|-------------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (size_t dof, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This function is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function **setPenal**.

Parameters

| | | |
|--------|-------------|---|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void PrescribeSide () [inherited]

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function **setPenal(..)**.

int FactorAndSolve (Vect< T_ > & b) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|-----|-----|---|
| in | b | Vect instance that contains right-hand side |
| out | x | Vect instance that contains solution |

Returns

- 0 if solution was normally performed
- n if the n -th pivot is nul

int isFactorized () const [inherited]

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

T_& operator() (size_t i) [inherited]

Operator () with one argument (Non Constant version).

Returns i -th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|-----|-------------|
| in | i | entry index |
|----|-----|-------------|

T_& operator[] (size_t k) [inherited]

Operator [] (Non constant version).

Returns k -th stored element in matrix Index k starts at 0.

Matrix& operator+= (const Matrix< T_ > & m) [inherited]

Operator +=.

Add matrix m to current matrix instance.

Matrix& operator+= (const T_ & x) [inherited]

Operator +=.

Add constant value x to all matrix entries.

Matrix& operator-= (const Matrix< T_ > & m) [inherited]

Operator -=.

Subtract matrix m from current matrix instance.

Matrix& operator-= (const T_ & x) [inherited]

Operator -=.

Subtract constant value x from all matrix entries.

7.99 SteklovPoincare2DBE Class Reference

Solver of the Steklov Poincare problem in 2-D geometries using piecewise constant boundary elemen.

Public Member Functions

- [SteklovPoincare2DBE](#) (bool ext=false)
Default Constructor.
- [SteklovPoincare2DBE](#) (const [Mesh](#) &mesh, bool ext=false)
Constructor using mesh data.
- [SteklovPoincare2DBE](#) (const [Mesh](#) &mesh, const [Vect](#)< real_t > &g, [Vect](#)< real_t > &b, bool ext=false)
Constructor that solves the Steklov Poincare problem.
- [~SteklovPoincare2DBE](#) ()
Destructor.
- void [setMesh](#) (const [Mesh](#) &mesh, bool ext=false)
set [Mesh](#) instance
- void [Solve](#) ()
Build equation left and right-hand sides for P_0 (piecewise constant) approximation.
- int [Solve](#) ([Vect](#)< real_t > &b, const [Vect](#)< real_t > &g)
Build equation left and right-hand sides for P_0 (piecewise constant) approximation.

7.99.1 Detailed Description

Solver of the Steklov Poincare problem in 2-D geometries using piecewise constant boundary elemen.

[SteklovPoincare2DBE](#) solves the Steklov Poincare problem in 2-D: Given the trace of a harmonic function on the boundary of a given (inner or outer) domain, this class computes the normal derivative of the function. The normal is considered as oriented out of the bounded (inner) domain in both inner and outer configurations. The numerical approximation uses piecewise constant (P_0) approximation on edges of the boundary. Solution is obtained from the GMRES iterative solver without preconditioning. The given data is the vector (instance of class [Vect](#)) of piecewise constant values of the harmonic function on the boundary and the returned solution is piecewise constant value of the normal derivative considered either as a [Vect](#) instance.

Note

Although the mesh of the inner domain is not necessary to solve the problem, this one must be provided in order to calculate the outward normal.

7.99.2 Constructor & Destructor Documentation

[SteklovPoincare2DBE](#) (bool ext = false)

Default Constructor.

Parameters

| | | |
|----|-----|--|
| in | ext | Boolean variable to say if the domain is external (true) or internal (false: Default value). |
|----|-----|--|

SteklovPoincare2DBE (const Mesh & *mesh*, bool *ext* = *false*)

Constructor using mesh data.

This constructor calls member function setMesh.

Parameters

| | | |
|----|-------------|--|
| in | <i>mesh</i> | Reference to mesh instance. |
| in | <i>ext</i> | Boolean variable to say if the domain is external (true) or internal (false: Default value). |

SteklovPoincare2DBE (const Mesh & *mesh*, const Vect< real.t > & *g*, Vect< real.t > & *b*, bool *ext* = *false*)

Constructor that solves the Steklov Poincare problem.

This constructor calls member function setMesh and Solve.

Parameters

| | | |
|----|-------------|--|
| in | <i>mesh</i> | Reference to mesh instance. |
| in | <i>g</i> | Vect instance that contains imposed solution on the boundary |
| in | <i>b</i> | Vect instance that contains the left hand side in input and the solution in output |
| in | <i>ext</i> | Boolean variable to say if the domain is external (true) or internal (false: Default value). |

7.99.3 Member Function Documentation

void setMesh (const Mesh & *mesh*, bool *ext* = *false*)

set [Mesh](#) instance

Parameters

| | | |
|----|-------------|--|
| in | <i>mesh</i> | Mesh instance |
| in | <i>ext</i> | Boolean variable to say if the domain is external (true) or internal (false: Default value). |

void Solve ()

Build equation left and right-hand sides for P_0 (piecewise constant) approximation.

This member function is to be used if the constructor using *mesh*, *b* and *g* has been used.

int Solve (Vect< real.t > & *b*, const Vect< real.t > & *g*)

Build equation left and right-hand sides for P_0 (piecewise constant) approximation.

This member function is to be used if the constructor using *mesh* has been used. It concerns cases where the imposed boundary condition is given by sides

Parameters

| | | |
|----|-----|---|
| in | g | Vector that contains imposed solution on the boundary |
| in | b | Vector that contains the left hand side in input and the solution in output |

7.100 Tabulation Class Reference

To read and manipulate tabulated functions.

Public Member Functions

- [Tabulation](#) ()
Default constructor.
- [Tabulation](#) (string file)
Constructor using file name.
- [~Tabulation](#) ()
Destructor.
- void [setFile](#) (string file)
Set file name.
- [real_t getValue](#) (string funct, [real_t](#) v)
Return the calculated value of the function.
- [real_t getDerivative](#) (string funct, [real_t](#) v)
Return the derivative of the function at a given point.
- [real_t getValue](#) (string funct, [real_t](#) v1, [real_t](#) v2)
Return the calculated value of the function.
- [real_t getValue](#) (string funct, [real_t](#) v1, [real_t](#) v2, [real_t](#) v3)
Return the calculated value of the function.

7.100.1 Detailed Description

To read and manipulate tabulated functions.

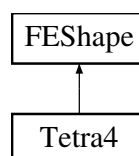
This class enables reading a tabulated function of one to three variables and calculating the value of the function using piecewise multilinear interpolation.

The file defining the function is an XML file where any function is introduced via the tag "`<Function>`".

7.101 Tetra4 Class Reference

Defines a three-dimensional 4-node tetrahedral finite element using P_1 interpolation.

Inheritance diagram for Tetra4:



Public Member Functions

- **Tetra4** ()
Default Constructor.
- **Tetra4** (const **Element** *el)
*Constructor when data of **Element** el are given.*
- **~Tetra4** ()
Destructor.
- void **set** (const **Element** *el)
Choose element by giving its pointer.
- **real.t Sh** (size_t i, **Point**< **real.t** > s) const
Calculate shape function of node i at a given point s.
- **Point**< **real.t** > **DSH** (size_t i) const
Return x, y and z partial derivatives of shape function associated to node i.
- **real.t getVolume** () const
Return volume of element.
- **Point**< **real.t** > **getRefCoord** (const **Point**< **real.t** > &x) const
Return reference coordinates of a point x in element.
- bool **isIn** (const **Point**< **real.t** > &x)
Check whether point x is in current tetrahedron or not.
- **real.t getInterpolate** (const **Point**< **real.t** > &x, const **LocalVect**< **real.t**, 4 > &v)
Return interpolated value at point of coordinate x
- **Point**< **real.t** > **EdgeSh** (size_t k, **Point**< **real.t** > s)
Return edge shape function.
- **Point**< **real.t** > **CurlEdgeSh** (size_t k)
Return curl of edge shape function.
- **real.t getMaxEdgeLength** () const
Return maximal edge length of tetrahedron.
- **real.t getMinEdgeLength** () const
Return minimal edge length of tetrahedron.
- **real.t Sh** (size_t i) const
Return shape function of node i at given point.
- **real.t getDet** () const
Return determinant of jacobian.
- **Point**< **real.t** > **getCenter** () const
Return coordinates of center of element.
- **Point**< **real.t** > **getLocalPoint** () const
Localize a point in the element.
- **Point**< **real.t** > **getLocalPoint** (const **Point**< **real.t** > &s) const
Localize a point in the element.

7.101.1 Detailed Description

Defines a three-dimensional 4-node tetrahedral finite element using P_1 interpolation.

The reference element is the right tetrahedron with four unit edges interpolation.

7.101.2 Member Function Documentation

real_t Sh (size_t i, Point< real_t > s) const

Calculate shape function of node i at a given point s.
s is a point in the reference tetrahedron.

Point<real_t> DSh (size_t i) const

Return x, y and z partial derivatives of shape function associated to node i.
Note that these are constant in element.

Point<real_t> EdgeSh (size_t k, Point< real_t > s)

Return edge shape function.

Parameters

| | | |
|----|---|---|
| in | k | Local edge number for which the edge shape function is computed |
| in | s | Local coordinates in element |

Remarks

[Element](#) edges are ordered as follows: [Edge](#) k has end vertices k and k+1

Point<real_t> CurlEdgeSh (size_t k)

Return curl of edge shape function.

Parameters

| | | |
|----|---|---|
| in | k | Local edge number for which the curl of the edge shape function is computed |
|----|---|---|

Remarks

[Element](#) edges are ordered as follows: [Edge](#) k has end vertices k and k+1

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const [inherited]

Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.102 Timer Class Reference

To handle elapsed time counting.

Public Member Functions

- [Timer](#) ()
Default constructor.
- [~Timer](#) ()
Destructor.
- bool [Started](#) () const
Say if time counter has started.
- void [Start](#) ()
Start (or resume) time counting.
- void [Stop](#) ()
Stop time counting.
- void [Clear](#) ()
Clear time value (Set to zero)
- [real_t get](#) () const
Return elapsed time (in seconds)
- [real_t getTime](#) () const
Return elapsed time (in seconds)

7.102.1 Detailed Description

To handle elapsed time counting.

This class is to be used when testing program performances. A normal usage of the class is, once an instance is constructed, to use alternatively, Start, Stop and Resume. Elapsed time can be obtained once the member function Stop is called.

7.102.2 Member Function Documentation

bool Started () const

Say if time counter has started.

Return true if time has started, false if not

void Start ()

Start (or resume) time counting.

This member function is to be used to start or resume time counting

void Stop ()

Stop time counting.

This function interrupts time counting. This one can be resumed by the function Start

real.t getTime () const

Return elapsed time (in seconds)

Identical to get

7.103 TimeStepping Class Reference

To solve time stepping problems, i.e. systems of linear ordinary differential equations of the form $[A2]\{y''\} + [A1]\{y'\} + [A0]\{y\} = \{b\}$.

Public Member Functions

- [TimeStepping \(\)](#)
Default constructor.
- [TimeStepping \(TimeScheme s, real.t time_step=theTimeStep, real.t final_time=theFinalTime\)](#)
Constructor using time discretization data.
- [~TimeStepping \(\)](#)
Destructor.
- void [set \(TimeScheme s, real.t time_step=theTimeStep, real.t final_time=theFinalTime\)](#)
Define data of the differential equation or system.
- void [setPDE \(AbsEqua< real.t > &eq\)](#)
Define partial differential equation to solve.
- void [setRK4RHS \(Vect< real.t > &f\)](#)
Set intermediate right-hand side vector for the Runge-Kutta method.
- void [setRK3_TVDRHS \(Vect< real.t > &f\)](#)
Set intermediate right-hand side vector for the TVD Runge-Kutta 3 method.
- void [setInitial \(Vect< real.t > &u\)](#)
Set initial condition for the system of differential equations.
- void [setInitial \(Vect< real.t > &u, Vect< real.t > &v\)](#)
Set initial condition for a system of differential equations.
- void [setInitialRHS \(Vect< real.t > &f\)](#)
Set initial RHS for a system of differential equations when the used scheme requires it.
- void [setRHS \(Vect< real.t > &b\)](#)
Set right-hand side vector.
- void [setBC \(Vect< real.t > &u\)](#)
Set vector containing boundary condition to enforce.
- void [setNewmarkParameters \(real.t beta, real.t gamma\)](#)
Define parameters for the Newmark scheme.
- void [setConstantMatrix \(\)](#)
Say that matrix problem is constant.
- void [setNonConstantMatrix \(\)](#)
Say that matrix problem is variable.
- void [setLinearSolver \(Iteration s=DIRECT_SOLVER, Preconditioner p=DIAG_PREC\)](#)
Set linear solver data.
- void [setVerbose \(int v=0\)](#)
Set verbosity parameter:
- [real.t runOneTimeStep \(\)](#)

Run one time step.

- void **run** (bool opt=false)

Run the time stepping procedure.

- void **Assembly** (const **Element** &el, **real_t** *b, **real_t** *A0, **real_t** *A1, **real_t** *A2=NULL)

Assemble element arrays into global matrix and right-hand side.

- void **SAssembly** (const **Side** &sd, **real_t** *b, **real_t** *A=NULL)

Assemble side arrays into global matrix and right-hand side.

- **LinearSolver**< **real_t** > & **getLSolver** ()

*Return **LinearSolver** instance.*

7.103.1 Detailed Description

To solve time stepping problems, i.e. systems of linear ordinary differential equations of the form $[A2]\{y''\} + [A1]\{y'\} + [A0]\{y\} = \{b\}$.

Features:

- The system may be first or second order (first and/or second order time derivatives)
- The following time integration schemes can be used:
 - For first order systems: The following schemes are implemented Forward Euler (value↵ : *FORWARD_EULER*)
Backward Euler (value: *BACKWARD_EULER*)
Crank-Nicolson (value: *CRANK_NICOLSON*)
Heun (value: *HEUN*)
2nd Order Adams-Bashforth (value: *AB2*)
4-th order Runge-Kutta (value: *RK4*)
2nd order Backward Differentiation Formula (value: *BDF2*)
 - For second order systems: The following schemes are implemented Newmark (value↵ : *NEWMARK*)

7.103.2 Constructor & Destructor Documentation

TimeStepping (**TimeScheme** s, **real_t** time_step = theTimeStep, **real_t** final_time = theFinalTime)

Constructor using time discretization data.

Parameters

| | | |
|----|------------|---|
| in | s | Choice of the scheme: To be chosen in the enumerated variable <i>TimeScheme</i> (see the presentation of the class) |
| in | time_step | Value of the time step. This value will be modified if an adaptive method is used. The default value for this parameter if the value given by the global variable theTimeStep |
| in | final_time | Value of the final time (time starts at 0). The default value for this parameter is the value given by the global variable theFinalTime |

7.103.3 Member Function Documentation

void set (TimeScheme *s*, real.t *time_step* = theTimeStep, real.t *final_time* = theFinalTime)

Define data of the differential equation or system.

Parameters

| | | |
|----|-------------------|--|
| in | <i>s</i> | Choice of the scheme: To be chosen in the enumerated variable <i>TimeScheme</i> (see the presentation of the class) |
| in | <i>time_step</i> | Value of the time step. This value will be modified if an adaptive method is used. The default value for this parameter if the value given by the global variable <i>theTimeStep</i> |
| in | <i>final_time</i> | Value of the final time (time starts at 0). The default value for this parameter is the value given by the global variable <i>theFinalTime</i> |

void setPDE (AbsEqua< real.t > & *eq*)

Define partial differential equation to solve.

The used equation class must have been constructed using the [Mesh](#) instance

Parameters

| | | |
|----|-----------|--------------------------------|
| in | <i>eq</i> | Reference to equation instance |
|----|-----------|--------------------------------|

void setRK4RHS (Vect< real.t > & *f*)

Set intermediate right-hand side vector for the Runge-Kutta method.

Parameters

| | | |
|----|----------|---------------------------|
| in | <i>f</i> | Vector containing the RHS |
|----|----------|---------------------------|

void setRK3_TVDRHS (Vect< real.t > & *f*)

Set intermediate right-hand side vector for the TVD Runge-Kutta 3 method.

Parameters

| | | |
|----|----------|---------------------------|
| in | <i>f</i> | Vector containing the RHS |
|----|----------|---------------------------|

void setInitial (Vect< real.t > & *u*)

Set initial condition for the system of differential equations.

Parameters

| | | |
|----|----------|---|
| in | <i>u</i> | Vector containing initial condition for the unknown |
|----|----------|---|

Remarks

If a second-order differential equation is to be solved, use the the same function with two initial vectors (one for the unknown, the second for its time derivative)

void setInitial (Vect< real_t > & *u*, Vect< real_t > & *v*)

Set initial condition for a system of differential equations.

Parameters

| | | |
|----|----------|--|
| in | <i>u</i> | Vector containing initial condition for the unknown |
| in | <i>v</i> | Vector containing initial condition for the time derivative of the unknown |

Note

This function can be used to provide solution at previous time step if a restarting procedure is used.

This member function is to be used only in the case of a second order system

void setInitialRHS (Vect< real_t > & *f*)

Set initial RHS for a system of differential equations when the used scheme requires it.

Giving the right-hand side at initial time is sometimes required for high order methods like Runge-Kutta

Parameters

| | | |
|----|----------|--|
| in | <i>f</i> | Vector containing right-hand side at initial time. This vector is helpful for high order methods |
|----|----------|--|

Note

This function can be used to provide solution at previous time step if a restarting procedure is used.

void setNewmarkParameters (real_t *beta*, real_t *gamma*)

Define parameters for the Newmark scheme.

Parameters

| | | |
|----|--------------|--------------------------------|
| in | <i>beta</i> | Parameter beta [Default: 0.25] |
| in | <i>gamma</i> | Parameter gamma [Default: 0.5] |

void setConstantMatrix ()

Say that matrix problem is constant.

This is useful if the linear system is solved by a factorization method but has no effect otherwise

void setNonConstantMatrix ()

Say that matrix problem is variable.

This is useful if the linear system is solved by a factorization method but has no effect otherwise

void setLinearSolver (Iteration *s* = DIRECT_SOLVER, Preconditioner *p* = DIAG_PREC)

Set linear solver data.

Parameters

| | | |
|----|----------|---|
| in | <i>s</i> | Solver identification parameter. To be chosen in the enumeration variable Iteration: DIRECT_SOLVER, CG_SOLVER, CGS_SOLVER, BICG_SOLVER, BICG_STAB_SOLVER, GMRES_SOLVER, QMR_SOLVER [Default: DIRECT_SOLVER] |
| in | <i>p</i> | Preconditioner identification parameter. To be chosen in the enumeration variable Preconditioner: IDENT_PREC, DIAG_PREC, ILU_PREC [Default: DIAG_PREC] |

Note

The argument *p* has no effect if the solver is DIRECT_SOLVER

void setVerbose (int *v* = 0)

Set verbosity parameter:

- = 0, No output
- = 1, Print step label and time value
- = 2, Print step label, time value, time step and integration scheme

real_t runOneTimeStep ()

Run one time step.

Returns

Value of new time step if this one is updated

void run (bool *opt* = false)

Run the time stepping procedure.

Parameters

| | | |
|----|------------|--|
| in | <i>opt</i> | Flag to say if problem matrix is constant while time stepping (true) or not (Default value is false) |
|----|------------|--|

Note

This argument is not used if the time stepping scheme is explicit

void Assembly (const Element & *el*, real_t * *b*, real_t * *A0*, real_t * *A1*, real_t * *A2* = NULL)

Assemble element arrays into global matrix and right-hand side.

This member function is to be called from finite element equation classes

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Reference to Element class |
| in | <i>b</i> | Pointer to element right-hand side |
| in | <i>A0</i> | Pointer to matrix of 0-th order term (involving no time derivative) |
| in | <i>A1</i> | Pointer to matrix of first order term (involving time first derivative) |
| in | <i>A2</i> | Pointer to matrix of second order term (involving time second derivative) [Default: NULL] |

void SAssembly (const Side & *sd*, real_t * *b*, real_t * *A* = NULL)

Assemble side arrays into global matrix and right-hand side.

This member function is to be called from finite element equation classes

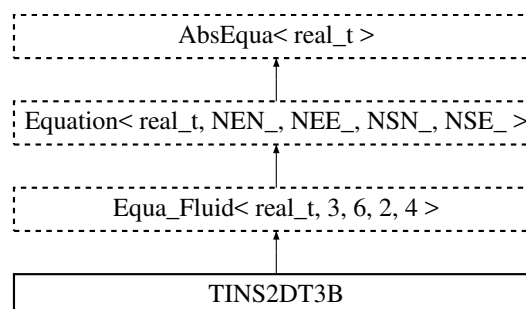
Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Reference to Side class |
| in | <i>b</i> | Pointer to side right-hand side |
| in | <i>A</i> | Pointer to matrix e) [Default: NULL] |

7.104 TINS2DT3B Class Reference

Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.

Inheritance diagram for TINS2DT3B:



Public Member Functions

- **TINS2DT3B** ()
Default Constructor.
- **TINS2DT3B** (Mesh &mesh, Vect< real_t > &u, Vect< real_t > &p, real_t &ts, real_t Re=0.)
Constructor using mesh.
- **~TINS2DT3B** ()
Destructor.
- void **setInput** (EqDataType opt, Vect< real_t > &u)
Set equation input data.
- int **runOneTimeStep** ()
Run one time step.
- int **run** ()
Run (in the case of one step run)
- void **updateBC** (const Element &el, const Vect< real_t > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **updateBC** (const Vect< real_t > &bc)
Update Right-Hand side by taking into account essential boundary conditions.
- void **DiagBC** (int dof_type=NODE.DOF, int dof=0)
Update element matrix to impose bc by diagonalization technique.
- void **LocalNodeVector** (Vect< real_t > &b)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const Vect< real_t > &b, LocalVect< real_t, NEE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementNodeVector** (const Vect< real_t > &b, LocalVect< real_t, NEN_ > &be, int dof)
Localize Element Vector from a Vect instance.
- void **ElementNodeVectorSingleDOF** (const Vect< real_t > &b, LocalVect< real_t, NEN_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementSideVector** (const Vect< real_t > &b, LocalVect< real_t, NSE_ > &be)
Localize Element Vector from a Vect instance.
- void **ElementVector** (const Vect< real_t > &b, int dof_type=NODE.FIELD, int flag=0)
Localize Element Vector.
- void **SideVector** (const Vect< real_t > &b)
Localize Side Vector.
- void **ElementNodeCoordinates** ()
Localize coordinates of element nodes.
- void **SideNodeCoordinates** ()
Localize coordinates of side nodes.
- void **ElementAssembly** (Matrix< real_t > *A)
Assemble element matrix into global one.
- void **ElementAssembly** (PETScMatrix< real_t > &A)
Assemble element matrix into global one.
- void **ElementAssembly** (PETScVect< real_t > &b)
Assemble element right-hand side vector into global one.
- void **ElementAssembly** (BMatrix< real_t > &A)
Assemble element matrix into global one.

- void [ElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one.
- void [ElementAssembly](#) (Vect< real.t > &v)
Assemble element vector into global one.
- void [SideAssembly](#) (PETScMatrix< real.t > &A)
Assemble side matrix into global one.
- void [SideAssembly](#) (PETScVect< real.t > &b)
Assemble side right-hand side vector into global one.
- void [SideAssembly](#) (Matrix< real.t > *A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkSMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SkMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (SpMatrix< real.t > &A)
Assemble side (edge or face) matrix into global one.
- void [SideAssembly](#) (Vect< real.t > &v)
Assemble side (edge or face) vector into global one.
- void [DGElementAssembly](#) (Matrix< real.t > *A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkSMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SkMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (SpMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [DGElementAssembly](#) (TrMatrix< real.t > &A)
Assemble element matrix into global one for the Discontinuous Galerkin approximation.
- void [AxbAssembly](#) (const [Element](#) &el, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of element matrix by element vector into global vector.
- void [AxbAssembly](#) (const [Side](#) &sd, const Vect< real.t > &x, Vect< real.t > &b)
Assemble product of side matrix by side vector into global vector.
- size_t [getNbNodes](#) () const
Return number of element nodes.
- size_t [getNbEq](#) () const
Return number of element equations.
- void [setInitialSolution](#) (const Vect< real.t > &u)
Set initial solution (previous time step)
- real.t [setMaterialProperty](#) (const string &exp, const string &prop)
Define a material property by an algebraic expression.

- void **setMesh** (**Mesh** &m)
Define mesh and renumber DOFs after removing imposed ones.
- **Mesh** & **getMesh** () const
Return reference to Mesh instance.
- **LinearSolver**< **real.t** > & **getLinearSolver** ()
Return reference to linear solver instance.
- void **setSolver** (**Iteration** ls, **Preconditioner** pc=**IDENT_PREC**)
Choose solver for the linear system.
- int **SolveLinearSystem** (**Matrix**< **real.t** > *A, **Vect**< **real.t** > &b, **Vect**< **real.t** > &x)
Solve the linear system.

Public Attributes

- **LocalMatrix**< **real.t**, **NEE_**, **NEE_** > **eMat**
LocalMatrix instance containing local matrix associated to current element.
- **LocalMatrix**< **real.t**, **NSE_**, **NSE_** > **sMat**
LocalMatrix instance containing local matrix associated to current side.
- **LocalVect**< **real.t**, **NEE_** > **ePrev**
LocalVect instance containing local vector associated to current element.
- **LocalVect**< **real.t**, **NEE_** > **eRHS**
LocalVect instance containing local right-hand side vector associated to current element.
- **LocalVect**< **real.t**, **NEE_** > **eRes**
LocalVect instance containing local residual vector associated to current element.
- **LocalVect**< **real.t**, **NSE_** > **sRHS**
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void **Viscosity** (const **real.t** &visc)
Set (constant) Viscosity.
- void **Viscosity** (const string &exp)
Set viscosity given by an algebraic expression.
- void **Density** (const **real.t** &dens)
Set (constant) Viscosity.
- void **Density** (const string &exp)
Set Density given by an algebraic expression.
- void **ThermalExpansion** (const **real.t** *e)
Set (constant) thermal expansion coefficient.
- void **ThermalExpansion** (const string &exp)
Set thermal expansion coefficient given by an algebraic expression.
- void **setMaterial** ()
Set material properties.
- void **Init** (const **Element** *el)
Set element arrays to zero.
- void **Init** (const **Side** *sd)
Set side arrays to zero.

7.104.1 Detailed Description

Builds finite element arrays for thermal diffusion and convection in 2-D domains using 3-Node triangles.

Note that members calculating element arrays have as an argument a double `coef` that will be multiplied by the contribution of the current element. This makes possible testing different algorithms.

7.104.2 Constructor & Destructor Documentation

TINS2DT3B (`Mesh & mesh`, `Vect< real_t > & u`, `Vect< real_t > & p`, `real_t & ts`, `real_t Re = 0.`)

Constructor using mesh.

Parameters

| | | |
|--------|-------------|---|
| in | <i>mesh</i> | Mesh instance |
| in,out | <i>u</i> | Vect instance containing initial velocity. This vector is updated during computations and will therefore contain velocity at each time step |
| out | <i>p</i> | Vect instance that will contain pressure at nodes. This vector is updated during computations and will therefore contain pressure at each time step |
| in | <i>ts</i> | Time step |
| in | <i>Re</i> | Reynolds number. The default value (0) means that no Reynolds number is given and problem data are supplied by material properties. If <i>Re</i> has any other value, then nondimensional form of the equations is assumed and material properties are ignored. |

7.104.3 Member Function Documentation

void setInput (`EqDataType opt`, `Vect< real_t > & u`)

Set equation input data.

Parameters

| | | |
|----|------------|---|
| in | <i>opt</i> | Parameter to select type of input (enumerated values) <ul style="list-style-type: none"> • INITIAL_FIELD: Initial temperature • BOUNDARY_CONDITION_DATA: Boundary condition (Dirichlet) • SOURCE_DATA: Heat source • FLUX_DATA: Heat flux (Neumann boundary condition) • VELOCITY_FIELD: Velocity vector (for the convection term) |
| in | <i>u</i> | Vector containing input data (Vect instance) |

void updateBC (`const Element & el`, `const Vect< real_t > & bc`) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to current element instance |
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real.t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|-----------|---|
| in | <i>bc</i> | Vector that contains imposed values at all DOFs |
|----|-----------|---|

Remarks

The current element is pointed by *_theElement*

void DiagBC (int dof.type = NODE_DOF, int dof = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof.type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|--------------------------------|
| in | <i>b</i> | Global vector to be localized. |
|----|----------|--------------------------------|

Parameters

| | | |
|-----|-----------|--------------------------------------|
| out | <i>be</i> | Local vector, the length of which is |
|-----|-----------|--------------------------------------|

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0)
[inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|---|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [Default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF number dof is handled in the system The resulting local vector can be accessed by attribute ePrev. |

Remarks

This member function is to be used if a constructor with Element was invoked. It uses the Element pointer `_theElement`

void SideVector (const Vect< real_t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • NODE_FIELD, DOFs are supported by nodes [default] • ELEMENT_FIELD, DOFs are supported by elements • SIDE_FIELD, DOFs are supported by sides The resulting local vector can be accessed by attribute ePrev. |
|----|----------|--|

Remarks

This member function is to be used if a constructor with Side was invoked. It uses the Side pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Side pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes <code>SkSMatrix</code> , <code>SkMatrix</code> , <code>SpMatrix</code>) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Global matrix stored as a BMatrix instance |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|-----------|----------|--|
| <i>in</i> | <i>A</i> | Global matrix stored as an SkMatrix instance |
|-----------|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|-----------|----------|--|
| <i>in</i> | <i>A</i> | Global matrix stored as an SpMatrix instance |
|-----------|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The element pointer is given by the global variable `theElement`

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|---|
| in | A | Global matrix stored as an SkSMatrix instance |
|----|---|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|---|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real_t > & v) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|----------|-------------------------------|
| in | <i>v</i> | Global vector (Vect instance) |
|----|----------|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|----------|---|
| <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----------|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real_t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & *el*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & *sd*, const Vect< real.t > & *x*, Vect< real.t > & *b*)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & *exp*, const string & *prop*) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * A, Vect< real_t > & b, Vect< real_t > & x)
 [inherited]

Solve the linear system.

Parameters

| | | |
|--------|---|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.104.4 Member Data Documentation

LocalVect<real_t,NEE-> ePrev [inherited]

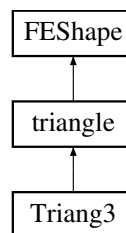
LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

7.105 Triang3 Class Reference

Defines a 3-Node (P_1) triangle.

Inheritance diagram for Triang3:



Public Member Functions

- [Triang3 \(\)](#)
Default Constructor.
- [Triang3 \(const \[Element\]\(#\) *el\)](#)
Constructor for an element.
- [Triang3 \(const \[Side\]\(#\) *sd\)](#)
Constructor for a side.
- [~Triang3 \(\)](#)
Destructor.
- void [set](#) (const [Element](#) *el)
Choose element by giving its pointer.
- void [set](#) (const [Side](#) *sd)
Choose side by giving its pointer.
- [real_t Sh](#) (size_t i, [Point](#)< [real_t](#) > s) const
Calculate shape function of node at a given point.
- [Point](#)< [real_t](#) > [DSh](#) (size_t i) const

- Calculate derivatives of shape function of node i*

 - `real.t getInterpolate (const Point< real.t > &x, const LocalVect< real.t, 3 > &v)`
Return interpolated value at point of coordinate x
 - `real.t check () const`
Check element area and number of nodes.
 - `Point< real.t > Grad (const LocalVect< real.t, 3 > &u) const`
Return constant gradient vector in triangle.
 - `real.t getMaxEdgeLength () const`
Return maximal edge length of triangle.
 - `real.t getMinEdgeLength () const`
Return minimal edge length of triangle.
 - `real.t getArea ()`
Return element area.
 - `Point< real.t > getCenter () const`
Return coordinates of center of element.
 - `Point< real.t > getCircumcenter () const`
Return coordinates of circumcenter of element.
 - `real.t getCircumRadius () const`
Return radius of circumscribed circle of triangle.
 - `real.t getInRadius () const`
Return radius of inscribed circle of triangle.
 - `Point< real.t > getRefCoord (const Point< real.t > &x) const`
Return reference coordinates of a point x in element.
 - `bool isIn (const Point< real.t > &x) const`
Check whether point x is in current triangle or not.
 - `bool isStrictlyIn (const Point< real.t > &x) const`
Check whether point x is strictly in current triangle (not on the boundary) or not.
 - `real.t Sh (size_t i) const`
Return shape function of node i at given point.
 - `real.t getDet () const`
Return determinant of jacobian.
 - `Point< real.t > getLocalPoint () const`
Localize a point in the element.
 - `Point< real.t > getLocalPoint (const Point< real.t > &s) const`
Localize a point in the element.

7.105.1 Detailed Description

Defines a 3-Node (P_1) triangle.

The reference element is the rectangle triangle with two unit edges.

7.105.2 Constructor & Destructor Documentation

`Triang3 (const Element * el)`

Constructor for an element.

The constructed triangle is an element in a 2-D mesh.

Triang3 (const Side * *sd*)

Constructor for a side.

The constructed triangle is a side in a 3-D mesh.

7.105.3 Member Function Documentation**real_t Sh (size_t *i*, Point< real_t > *s*) const**

Calculate shape function of node at a given point.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Label (local) of node |
| in | <i>s</i> | Natural coordinates of node where to evaluate |

real_t check () const

Check element area and number of nodes.

Returns

- > 0 : m is the length
- $= 0$: zero length (\Rightarrow Error)

Point<real_t> Grad (const LocalVect< real_t, 3 > & *u*) const

Return constant gradient vector in triangle.

Parameters

| | | |
|----|----------|--|
| in | <i>u</i> | Local vector for which the gradient is evaluated |
|----|----------|--|

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element \rightarrow Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element \rightarrow Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & *s*) const [inherited]

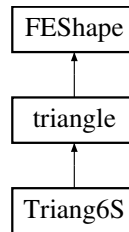
Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.106 Triang6S Class Reference

Defines a 6-Node straight triangular finite element using P_2 interpolation.

Inheritance diagram for Triang6S:



Public Member Functions

- [Triang6S \(\)](#)
Default Constructor.
- [Triang6S \(const \[Element\]\(#\) *el\)](#)
Constructor for an element.
- [~Triang6S \(\)](#)
Destructor.
- [real_t Sh \(size_t i, const \[Point\]\(#\)< \[real_t\]\(#\) > &s\) const](#)
Calculate shape function of a node.
- [Point](#)< [real_t](#) > [DSH \(size_t i, const \[Point\]\(#\)< \[real_t\]\(#\) > &s\) const](#)
Calculate derivatives of shape function of a node.
- [Point](#)< [real_t](#) > [getCenter \(\)](#) const
Return coordinates of center of element.
- [Point](#)< [real_t](#) > [Grad \(const \[LocalVect\]\(#\)< \[real_t\]\(#\), 6 > &u, const \[Point\]\(#\)< \[real_t\]\(#\) > &s\) const](#)
Return gradient vector in triangle at a given point.
- [real_t getMaxEdgeLength \(\)](#) const
Return maximal edge length of triangle.
- [real_t getMinEdgeLength \(\)](#) const
Return minimal edge length of triangle.
- [real_t getArea \(\)](#)
Return element area.
- [Point](#)< [real_t](#) > [getCircumcenter \(\)](#) const
Return coordinates of circumcenter of element.
- [real_t getCircumRadius \(\)](#) const
Return radius of circumscribed circle of triangle.
- [real_t getInRadius \(\)](#) const
Return radius of inscribed circle of triangle.
- [Point](#)< [real_t](#) > [getRefCoord \(const \[Point\]\(#\)< \[real_t\]\(#\) > &x\) const](#)
Return reference coordinates of a point x in element.
- [bool isIn \(const \[Point\]\(#\)< \[real_t\]\(#\) > &x\) const](#)
Check whether point x is in current triangle or not.
- [bool isStrictlyIn \(const \[Point\]\(#\)< \[real_t\]\(#\) > &x\) const](#)
Check whether point x is strictly in current triangle (not on the boundary) or not.

- `real_t Sh (size_t i) const`
Return shape function of node i at given point.
- `real_t Sh (size_t i, Point< real_t > s) const`
Calculate shape function of node i at a given point s .
- `Point< real_t > DSh (size_t i) const`
Return derivatives of shape function of node i at a given point.
- `real_t getDet () const`
Return determinant of jacobian.
- `Point< real_t > getLocalPoint () const`
Localize a point in the element.
- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`
Localize a point in the element.

7.106.1 Detailed Description

Defines a 6-Node straight triangular finite element using P_2 interpolation.
The reference element is the rectangle triangle with two unit edges.

7.106.2 Constructor & Destructor Documentation

Triang6S (const Element * el)

Constructor for an element.

The constructed triangle is an element in a 2-D mesh.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to Element instance |
|----|-----------|---|

7.106.3 Member Function Documentation

real_t Sh (size_t i, const Point< real_t > &s) const

Calculate shape function of a node.

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Local label of the node $1 \leq i \leq 6$ |
| in | <i>s</i> | Local coordinates of the point where the shape function is evaluated |

Point<real_t> DSh (size_t i, const Point< real_t > &s) const

Calculate derivatives of shape function of a node.

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Local label of node |
| in | <i>s</i> | Local coordinates of the point where the gradient of the shape function is evaluated |

Point<real_t> Grad (const LocalVect< real_t, 6 > & *u*, const Point< real_t > & *s*) const

Return gradient vector in triangle at a given point.

Parameters

| | | |
|----|----------|--|
| in | <i>s</i> | Local coordinates of the point where the gradient of the shape function is evaluated |
| in | <i>u</i> | Local vector for which the gradient is evaluated |

real_t Sh (size_t *i*, Point< real_t > *s*) const [inherited]

Calculate shape function of node *i* at a given point *s*.

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Local node label |
| in | <i>s</i> | Point in the reference triangle where the shape function is evaluated |

Point<real_t> DSh (size_t *i*) const [inherited]

Return derivatives of shape function of node *i* at a given point.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | Partial derivative index (1, 2 or 3) |
|----|----------|--------------------------------------|

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & *s*) const [inherited]

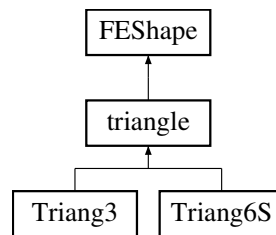
Localize a point in the element.

Return actual coordinates where *s* are coordinates in the reference element.

7.107 triangle Class Reference

Defines a triangle. The reference element is the rectangle triangle with two unit edges.

Inheritance diagram for triangle:



Public Member Functions

- `triangle ()`
Default Constructor.
- `triangle (const Element *el)`
Constructor for an element.
- `triangle (const Side *sd)`
Constructor for a side.
- `virtual ~triangle ()`
Destructor.
- `real_t getArea ()`
Return element area.
- `Point< real_t > getCenter () const`
Return coordinates of center of element.
- `Point< real_t > getCircumcenter () const`
Return coordinates of circumcenter of element.
- `real_t getCircumRadius () const`
Return radius of circumscribed circle of triangle.
- `real_t getInRadius () const`
Return radius of inscribed circle of triangle.
- `Point< real_t > getRefCoord (const Point< real_t > &x) const`
Return reference coordinates of a point x in element.
- `real_t getMaxEdgeLength () const`
Return maximal edge length of triangle.
- `real_t getMinEdgeLength () const`
Return minimal edge length of triangle.
- `bool isIn (const Point< real_t > &x) const`
Check whether point x is in current triangle or not.
- `bool isStrictlyIn (const Point< real_t > &x) const`
Check whether point x is strictly in current triangle (not on the boundary) or not.
- `real_t Sh (size_t i) const`
Return shape function of node i at given point.
- `real_t Sh (size_t i, Point< real_t > s) const`
Calculate shape function of node i at a given point s .
- `Point< real_t > DSh (size_t i) const`
Return derivatives of shape function of node i at a given point.
- `real_t getDet () const`

Return determinant of jacobian.

- `Point< real_t > getLocalPoint () const`

Localize a point in the element.

- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`

Localize a point in the element.

7.107.1 Detailed Description

Defines a triangle. The reference element is the rectangle triangle with two unit edges.

7.107.2 Constructor & Destructor Documentation

triangle (const Element * el)

Constructor for an element.

The constructed triangle is an element in a 2-D mesh.

triangle (const Side * sd)

Constructor for a side.

The constructed triangle is a side in a 3-D mesh.

7.107.3 Member Function Documentation

real_t Sh (size_t i, Point< real_t > s) const [inherited]

Calculate shape function of node *i* at a given point *s*.

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Local node label |
| in | <i>s</i> | <code>Point</code> in the reference triangle where the shape function is evaluated |

Point<real_t> DSh (size_t i) const [inherited]

Return derivatives of shape function of node *i* at a given point.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | Partial derivative index (1, 2 or 3) |
|----|----------|--------------------------------------|

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const [inherited]

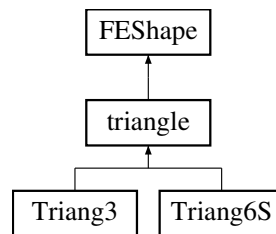
Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.108 triangle Class Reference

Defines a triangle. The reference element is the rectangle triangle with two unit edges.

Inheritance diagram for triangle:



Public Member Functions

- **triangle ()**
Default Constructor.
- **triangle (const Element *el)**
Constructor for an element.
- **triangle (const Side *sd)**
Constructor for a side.
- **virtual ~triangle ()**
Destructor.
- **real_t getArea ()**
Return element area.
- **Point< real_t > getCenter () const**
Return coordinates of center of element.
- **Point< real_t > getCircumcenter () const**
Return coordinates of circumcenter of element.
- **real_t getCircumRadius () const**
Return radius of circumscribed circle of triangle.
- **real_t getInRadius () const**
Return radius of inscribed circle of triangle.
- **Point< real_t > getRefCoord (const Point< real_t > &x) const**
Return reference coordinates of a point x in element.
- **real_t getMaxEdgeLength () const**
Return maximal edge length of triangle.

- `real_t getMinEdgeLength () const`
Return minimal edge length of triangle.
- `bool isIn (const Point< real_t > &x) const`
Check whether point x is in current triangle or not.
- `bool isStrictlyIn (const Point< real_t > &x) const`
Check whether point x is strictly in current triangle (not on the boundary) or not.
- `real_t Sh (size_t i) const`
Return shape function of node i at given point.
- `real_t Sh (size_t i, Point< real_t > s) const`
Calculate shape function of node i at a given point s .
- `Point< real_t > DSh (size_t i) const`
Return derivatives of shape function of node i at a given point.
- `real_t getDet () const`
Return determinant of jacobian.
- `Point< real_t > getLocalPoint () const`
Localize a point in the element.
- `Point< real_t > getLocalPoint (const Point< real_t > &s) const`
Localize a point in the element.

7.108.1 Detailed Description

Defines a triangle. The reference element is the rectangle triangle with two unit edges.

7.108.2 Constructor & Destructor Documentation

triangle (const Element * *el*)

Constructor for an element.

The constructed triangle is an element in a 2-D mesh.

triangle (const Side * *sd*)

Constructor for a side.

The constructed triangle is a side in a 3-D mesh.

7.108.3 Member Function Documentation

real_t Sh (size_t *i*, Point< real_t > *s*) const [inherited]

Calculate shape function of node i at a given point s .

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | Local node label |
| in | <i>s</i> | Point in the reference triangle where the shape function is evaluated |

Point<real_t> DSh (size_t *i*) const [inherited]

Return derivatives of shape function of node i at a given point.

If the transformation (Reference element -> Actual element) is not affine, member function `setLocal()` must have been called before in order to calculate relevant quantities.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>i</i> | Partial derivative index (1, 2 or 3) |
|----|----------|--------------------------------------|

real_t getDet () const [inherited]

Return determinant of jacobian.

If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint () const [inherited]

Localize a point in the element.

Return actual coordinates in the reference element. If the transformation (Reference element -> Actual element) is not affine, member function **setLocal()** must have been called before in order to calculate relevant quantities.

Point<real_t> getLocalPoint (const Point< real_t > & s) const [inherited]

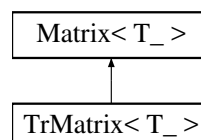
Localize a point in the element.

Return actual coordinates where s are coordinates in the reference element.

7.109 TrMatrix< T_ > Class Template Reference

To handle tridiagonal matrices.

Inheritance diagram for TrMatrix< T_ >:



Public Member Functions

- [TrMatrix](#) ()
Default constructor.
- [TrMatrix](#) (size_t [size](#))
Constructor for a tridiagonal matrix with `size` rows.
- [TrMatrix](#) (const [TrMatrix](#) &m)
Copy Constructor.
- [~TrMatrix](#) ()
Destructor.
- void [Identity](#) ()
Define matrix as identity matrix.
- void [Diagonal](#) ()

- Define matrix as a diagonal one.*
- void **Diagonal** (const T_ &a)
Define matrix as a diagonal one with diagonal entries equal to a
- void **Laplace1D** (real.t h)
Sets the matrix as the one for the Laplace equation in 1-D.
- void **setSize** (size.t size)
Set size (number of rows) of matrix.
- void **MultAdd** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and add result to y.
- void **MultAdd** (T_ a, const Vect< T_ > &x, Vect< T_ > &y) const
*Multiply matrix by vector a*x and add result to y.*
- void **Mult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply matrix by vector x and save result in y.
- void **TMult** (const Vect< T_ > &x, Vect< T_ > &y) const
Multiply transpose of matrix by vector x and save result in y.
- void **Axpy** (T_ a, const TrMatrix< T_ > &m)
Add to matrix the product of a matrix by a scalar.
- void **Axpy** (T_ a, const Matrix< T_ > *m)
Add to matrix the product of a matrix by a scalar.
- void **set** (size.t i, size.t j, const T_ &val)
Assign constant val to an entry (i, j) of the matrix.
- void **add** (size.t i, size.t j, const T_ &val)
Add constant val value to an entry (i, j) of the matrix.
- T_ **operator()** (size.t i, size.t j) const
Operator () (Constant version).
- T_ & **operator()** (size.t i, size.t j)
Operator () (Non constant version).
- TrMatrix< T_ > & **operator=** (const TrMatrix< T_ > &m)
Operator =.
- TrMatrix< T_ > & **operator=** (const T_ &x)
Operator = Assign matrix to identity times x.
- TrMatrix< T_ > & **operator*=** (const T_ &x)
*Operator *.=.*
- int **solve** (Vect< T_ > &b)
Solve a linear system with current matrix (forward and back substitution).
- int **solve** (const Vect< T_ > &b, Vect< T_ > &x)
Solve a linear system with current matrix (forward and back substitution).
- T_ * **get** () const
Return C-Array.
- T_ **get** (size.t i, size.t j) const
Return entry (i, j) of matrix.
- size.t **getNbRows** () const
Return number of rows.
- size.t **getNbColumns** () const
Return number of columns.
- void **setPenal** (real.t p)

- Set Penalty Parameter (For boundary condition prescription).*

 - void [setDiagonal](#) ()

Set the matrix as diagonal.
- void [setDiagonal](#) ([Mesh](#) &mesh)

Initialize matrix storage in the case where only diagonal terms are stored.
- [T_](#) [getDiag](#) (size_t k) const

Return k-th diagonal entry of matrix.
- size_t [size](#) () const

Return matrix dimension (Number of rows and columns).
- void [Assembly](#) (const [Element](#) &el, [T_](#) *a)

Assembly of element matrix into global matrix.
- void [Assembly](#) (const [Element](#) &el, const [DMatrix](#)< [T_](#) > &a)

Assembly of element matrix into global matrix.
- void [Assembly](#) (const [Side](#) &sd, [T_](#) *a)

Assembly of side matrix into global matrix.
- void [Assembly](#) (const [Side](#) &sd, const [DMatrix](#)< [T_](#) > &a)

Assembly of side matrix into global matrix.
- void [Prescribe](#) ([Vect](#)< [T_](#) > &b, const [Vect](#)< [T_](#) > &u, int flag=0)

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.
- void [Prescribe](#) (int dof, int code, [Vect](#)< [T_](#) > &b, const [Vect](#)< [T_](#) > &u, int flag=0)

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.
- void [Prescribe](#) ([Vect](#)< [T_](#) > &b, int flag=0)

Impose by a penalty method a homogeneous (=0) essential boundary condition.
- void [Prescribe](#) (size_t dof, [Vect](#)< [T_](#) > &b, const [Vect](#)< [T_](#) > &u, int flag=0)

Impose by a penalty method an essential boundary condition when only one DOF is treated.
- void [PrescribeSide](#) ()

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.
- virtual int [Factor](#) ()=0

Factorize matrix. Available only if the storage class enables it.
- int [FactorAndSolve](#) ([Vect](#)< [T_](#) > &b)

Factorize matrix and solve the linear system.
- int [FactorAndSolve](#) (const [Vect](#)< [T_](#) > &b, [Vect](#)< [T_](#) > &x)

Factorize matrix and solve the linear system.
- size_t [getLength](#) () const

Return number of stored terms in matrix.
- int [isDiagonal](#) () const

Say if matrix is diagonal or not.
- int [isFactorized](#) () const

Say if matrix is factorized or not.
- virtual size_t [getColInd](#) (size_t i) const

Return Column index for column i (See the description for class [SpMatrix](#)).
- virtual size_t [getRowPtr](#) (size_t i) const

Return Row pointer for row i (See the description for class [SpMatrix](#)).
- [T_](#) [operator](#)() (size_t i) const

Operator () with one argument (Constant version).
- [T_](#) & [operator](#)() (size_t i)

- *Operator () with one argument (Non Constant version).*
- `T_ & operator[] (size_t k)`
Operator [] (Non constant version).
- `T_ operator[] (size_t k) const`
Operator [] (Constant version).
- `Matrix & operator+= (const Matrix< T_ > &m)`
Operator +=.
- `Matrix & operator+= (const T_ &x)`
Operator +=.
- `Matrix & operator-= (const Matrix< T_ > &m)`
Operator -=.
- `Matrix & operator-= (const T_ &x)`
Operator -=.

7.109.1 Detailed Description

template<class T_>
class OFELI::TrMatrix< T_ >

To handle tridiagonal matrices.

This class enables storing and manipulating tridiagonal matrices. The template parameter is the type of matrix entries

Template Parameters

| | |
|-----------------------|---|
| T_{\leftrightarrow} | Data type (double, float, complex<double>, ...) |
| $_{\leftrightarrow}$ | |

7.109.2 Member Function Documentation

void Laplace1D (real_t h)

Sets the matrix as the one for the Laplace equation in 1-D.

The matrix is initialized as the one resulting from P_1 finite element discretization of the classical elliptic operator $-u'' = f$ with homogeneous Dirichlet boundary conditions

Remarks

This function is available for real valued matrices only.

Parameters

| | | |
|----|-----|------------------------------|
| in | h | Mesh size (assumed constant) |
|----|-----|------------------------------|

void setDiagonal (Mesh & mesh) [inherited]

Initialize matrix storage in the case where only diagonal terms are stored.

This member function is to be used for explicit time integration schemes

T_ getDiag (size_t k) const [inherited]

Return k-th diagonal entry of matrix.
First entry is given by **getDiag(1)**.

void Assembly (const Element & el, T_ * a) [inherited]

Assembly of element matrix into global matrix.
Case where element matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a C-array |

void Assembly (const Element & el, const DMatrix< T_ > & a) [inherited]

Assembly of element matrix into global matrix.
Case where element matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to element instance |
| in | <i>a</i> | Element matrix as a DMatrix instance |

void Assembly (const Side & sd, T_ * a) [inherited]

Assembly of side matrix into global matrix.
Case where side matrix is given by a C-array.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a C-array instance |

void Assembly (const Side & sd, const DMatrix< T_ > & a) [inherited]

Assembly of side matrix into global matrix.
Case where side matrix is given by a [DMatrix](#) instance.

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to side instance |
| in | <i>a</i> | Side matrix as a DMatrix instance |

void Prescribe (Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition, using the [Mesh](#) instance provided by the constructor.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-------------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (int *dof*, int *code*, Vect< T_ > & *b*, const Vect< T_ > & *u*, int *flag* = 0) [inherited]

Impose by a penalty method an essential boundary condition to a given degree of freedom for a given code.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Degree of freedom for which a boundary condition is to be enforced |
| in | <i>code</i> | Code for which a boundary condition is to be enforced |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed valued at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void Prescribe (Vect< T_ > & *b*, int *flag* = 0) [inherited]

Impose by a penalty method a homegeneous (=0) essential boundary condition.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

Parameters

| | | |
|--------|----------|--|
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
|--------|----------|--|

Parameters

| | | |
|----|-------------|--|
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |
|----|-------------|--|

void Prescribe (size_t dof, Vect< T_ > & b, const Vect< T_ > & u, int flag = 0) [inherited]

Impose by a penalty method an essential boundary condition when only one DOF is treated.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. This function is to be used if only one DOF per node is treated in the linear system. The penalty parameter is by default equal to 1.e20. It can be modified by member function setPenal.

Parameters

| | | |
|--------|-------------|--|
| in | <i>dof</i> | Label of the concerned degree of freedom (DOF). |
| in,out | <i>b</i> | Vect instance that contains right-hand side. |
| in | <i>u</i> | Vect instance that contains imposed values at DOFs where they are to be imposed. |
| in | <i>flag</i> | Parameter to determine whether only the right-hand side is to be modified (dof>0) or both matrix and right-hand side (dof=0, default value). |

void PrescribeSide () [inherited]

Impose by a penalty method an essential boundary condition when DOFs are supported by sides.

This member function modifies diagonal terms in matrix and terms in vector that correspond to degrees of freedom with nonzero code in order to impose a boundary condition. The penalty parameter is defined by default equal to 1.e20. It can be modified by member function `setPenal(..)`.

int FactorAndSolve (Vect< T_ > & b) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|--------|----------|---|
| in,out | <i>b</i> | Vect instance that contains right-hand side on input and solution on output |
|--------|----------|---|

int FactorAndSolve (const Vect< T_ > & b, Vect< T_ > & x) [inherited]

Factorize matrix and solve the linear system.

This is available only if the storage class enables it.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Vect instance that contains right-hand side |
|----|----------|---|

Parameters

| | | |
|-----|----------|--|
| out | <i>x</i> | Vect instance that contains solution |
|-----|----------|--|

Returns

- 0 if solution was normally performed
- *n* if the *n*-th pivot is nul

int isFactorized () const [inherited]

Say if matrix is factorized or not.

If the matrix was not factorized, the class does not allow solving by a direct solver.

T_ operator() (size_t *i*) const [inherited]

Operator () with one argument (Constant version).

Returns *i*-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator() (size_t *i*) [inherited]

Operator () with one argument (Non Constant version).

Returns *i*-th position in the array storing matrix entries. The first entry is at location 1. Entries are stored row by row.

Parameters

| | | |
|----|----------|-------------|
| in | <i>i</i> | entry index |
|----|----------|-------------|

T_& operator[] (size_t *k*) [inherited]

Operator [] (Non constant version).

Returns *k*-th stored element in matrix Index *k* starts at 0.

T_ operator[] (size_t *k*) const [inherited]

Operator [] (Constant version).

Returns *k*-th stored element in matrix Index *k* starts at 0.

Matrix& operator+= (const Matrix< T_ > & *m*) [inherited]

Operator +=.

Add matrix *m* to current matrix instance.

Matrix& operator+= (const T_ & x) [inherited]

Operator +=.

Add constant value x to all matrix entries.

Matrix& operator-= (const Matrix< T_ > & m) [inherited]

Operator -=.

Subtract matrix m from current matrix instance.

Matrix& operator-= (const T_ & x) [inherited]

Operator -=.

Subtract constant value x from all matrix entries.

7.110 UserData< T_ > Class Template Reference

Abstract class to define by user various problem data.

Public Member Functions

- [UserData](#) ()
Default Constructor.
- [UserData](#) (const class [Mesh](#) &mesh)
Constructor using mesh instance.
- virtual [~UserData](#) ()
Destructor.
- void [setTime](#) (real_t time)
Set time value.
- void [setDBC](#) (Vect< T_ > &b)
Set Dirichlet Boundary Conditions.
- void [setInitialData](#) (Vect< T_ > &b)
Set initial data.
- void [setBodyForce](#) (Vect< T_ > &b)
Set Nodewise Body Force using a Vect instance.
- void [setSurfaceForce](#) (Vect< T_ > &b)
Set Surface Force.
- virtual T_ [BoundaryCondition](#) (Point< real_t > x, int code, real_t time=0., size_t dof=1)
Define boundary condition to impose at point of coordinates x, with code code at time time, for DOF dof
- virtual T_ [BodyForce](#) (Point< real_t > x, real_t time=0., size_t dof=1)
Define body force to impose at point of coordinates x, with code code at time time, for DOF dof
- virtual T_ [SurfaceForce](#) (Point< real_t > x, int code, real_t time=0., size_t dof=1)
Define surface force to impose at point of coordinates x, with code code at time time, for DOF dof
- virtual T_ [InitialData](#) (Point< real_t > x, size_t dof=1)
Define initial data to impose at point of coordinates x, for DOF dof

7.110.1 Detailed Description

template<class T_>
class OFELI::UserData< T_ >

Abstract class to define by user various problem data.

The user has to implement a class that inherits from the present one where the virtual functions are implemented.

Template Parameters

| | |
|------------------------------------|---|
| $\langle T_ \leftrightarrow$ -> | Data type (real_t, float, complex<real_t>, ...) |
|------------------------------------|---|

7.110.2 Constructor & Destructor Documentation

UserData (const class Mesh & *mesh*)

Constructor using mesh instance.

Parameters

| | |
|-------------|--|
| <i>mesh</i> | Reference to Mesh instance |
|-------------|--|

7.110.3 Member Function Documentation

void setDBC (Vect< T_ > & *b*)

Set Dirichlet Boundary Conditions.

This function loops over all nodes and calls for each node the member function BoundaryCondition to assign the value defined by it

Parameters

| | | |
|-----|----------|---|
| out | <i>b</i> | Vector that contains boundary conditions at nodes This vector must be sized before invoking this function |
|-----|----------|---|

void setInitialData (Vect< T_ > & *b*)

Set initial data.

This function loops over all nodes and calls for each node the member function InitialData to assign the value defined by it

Parameters

| | | |
|-----|----------|--|
| out | <i>b</i> | Vector that contains initial data at nodes This vector must be sized before invoking this function |
|-----|----------|--|

void setBodyForce (Vect< T_ > & b)

Set Nodewise Body Force using a Vect instance.

Parameters

| | | |
|----|----------|--|
| in | <i>b</i> | Vector containing body forces at nodes to impose |
|----|----------|--|

This function loops over all nodes and calls for each node the member function BodyForce to assign the value defined by it

Parameters

| | | |
|-----|----------|---|
| out | <i>b</i> | Vector that contains body forces at nodes This vector must be sized before invoking this function |
|-----|----------|---|

void setSurfaceForce (Vect< T_ > & b)

Set Surface Force.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Vector containing surface forces at nodes to impose |
|----|----------|---|

This function loops over all nodes and calls for each node the member function SurfaceForce to assign the value defined by it

Parameters

| | | |
|-----|----------|---|
| out | <i>b</i> | Vector that contains body forces at nodes This vector must be sized before invoking this function |
|-----|----------|---|

virtual T_ BoundaryCondition (Point< real_t > x, int code, real_t time = 0., size_t dof = 1)
[virtual]

Define boundary condition to impose at point of coordinates *x*, with code *code* at time *time*, for DOF *dof*

Function to implement by user

Parameters

| | | |
|----|-------------|---|
| in | <i>x</i> | Coordinates of point at which the value is to be prescribed |
| in | <i>code</i> | Code of node for which the value is to be prescribed |
| in | <i>time</i> | Value of time [Default: 0.] |
| in | <i>dof</i> | Corresponding degree of freedom [Default: 1] |

Returns

Value of boundary condition to prescribe corresponding to these parameters

virtual T_ BodyForce (Point< real_t > *x*, real_t *time* = 0., size_t *dof* = 1) [virtual]

Define body force to impose at point of coordinates *x*, with code *code* at time *time*, for DOF *dof*
Function to implement by user

Parameters

| | | |
|----|-------------|---|
| in | <i>x</i> | Coordinates of point at which the body force is given |
| in | <i>time</i> | Value of time [Default: 0.] |
| in | <i>dof</i> | Corresponding degree of freedom [Default: 1] |

Returns

Value of body force corresponding to these parameters

virtual T_ SurfaceForce (Point< real_t > *x*, int *code*, real_t *time* = 0., size_t *dof* = 1)
[virtual]

Define surface force to impose at point of coordinates *x*, with code *code* at time *time*, for DOF *dof*
Function to implement by user

Parameters

| | | |
|----|-------------|--|
| in | <i>x</i> | Coordinates of point at which the surface force is given |
| in | <i>code</i> | Code of node for which the surface force is given |
| in | <i>time</i> | Value of time [Default: 0.] |
| in | <i>dof</i> | Corresponding degree of freedom [Default: 1] |

Returns

Value of surface force corresponding to these parameters

virtual T_ InitialData (Point< real_t > *x*, size_t *dof* = 1) [virtual]

Define initial data to impose at point of coordinates *x*, for DOF *dof*
Function to implement by user

Parameters

| | | |
|----|------------|--|
| in | <i>x</i> | Coordinates of point at which the surface force is given |
| in | <i>dof</i> | Corresponding degree of freedom [Default: 1] |

Returns

Value of initial data corresponding to these parameters

7.111 $\text{Vect}< T_ >$ Class Template Reference

To handle general purpose vectors.

Public Types

- `typedef Eigen::Matrix< T_, Eigen::Dynamic, 1 > VectorX`

This type is the vector type in the Eigen library.

Public Member Functions

- `Vect ()`
Default Constructor. Initialize a zero-length vector.
- `Vect (size_t n)`
Constructor setting vector size.
- `Vect (size_t nx, size_t ny)`
Constructor of a 2-D index vector.
- `Vect (size_t nx, size_t ny, size_t nz)`
Constructor of a 3-D index vector.
- `Vect (size_t n, T_*x)`
Create an instance of class Vect as an image of a C/C++ array.
- `Vect (Mesh &m, int nb_dof=0, int dof_type=NODE_FIELD)`
Constructor with a mesh instance.
- `Vect (Mesh &m, string name, real_t t=0.0, int nb_dof=0, int dof_type=NODE_FIELD)`
Constructor with a mesh instance giving name and time for vector.
- `Vect (const Element *el, const Vect< T_ > &v)`
Constructor of an element vector.
- `Vect (const Side *sd, const Vect< T_ > &v)`
Constructor of a side vector.
- `Vect (const Vect< T_ > &v, const Vect< T_ > &bc)`
Constructor using boundary conditions.
- `Vect (const Vect< T_ > &v, size_t nb_dof, size_t first_dof)`
Constructor to select some components of a given vector.
- `Vect (const Vect< T_ > &v)`
Copy constructor.
- `Vect (const Vect< T_ > &v, size_t n)`
Constructor to select one component from a given 2 or 3-component vector.
- `Vect (size_t d, const Vect< T_ > &v, const string &name=" ")`
Constructor that extracts some degrees of freedom (components) from given instance of Vect.
- `Vect (const VectorX &v)`
Constructor that copies the vector from a Eigen Vector instance.
- `~Vect ()`
Destructor.
- `void set (const T_*v, size_t n)`

- Initialize vector with a c-array.*
- void **select** (const **Vect**< T_ > &v, size_t nb_dof=0, size_t first_dof=1)
Initialize vector with another Vect instance.
- void **set** (const string &exp, size_t dof=1)
Initialize vector with an algebraic expression.
- void **set** (const string &exp, const **Vect**< real_t > &x)
Initialize vector with an algebraic expression.
- void **set** (**Mesh** &ms, const string &exp, size_t dof=1)
Initialize vector with an algebraic expression with providing mesh data.
- void **set** (const **Vect**< real_t > &x, const string &exp)
Initialize vector with an algebraic expression.
- void **setMesh** (**Mesh** &m, size_t nb_dof=0, size_t dof_type=NODE_FIELD)
Define mesh class to size vector.
- size_t **size** () const
Return vector (global) size.
- void **setSize** (size_t nx, size_t ny=1, size_t nz=1)
Set vector size (for 1-D, 2-D or 3-D cases)
- void **resize** (size_t n)
Set vector size.
- void **resize** (size_t n, T_ v)
Set vector size and initialize to a constant value.
- void **setDOFType** (int dof_type)
Set DOF type of vector.
- void **setDG** (int degree=1)
Set Discontinuous Galerkin type vector.
- size_t **getNbDOF** () const
Return vector number of degrees of freedom.
- size_t **getNb** () const
Return vector number of entities (nodes, elements or sides)
- **Mesh** & **getMesh** () const
Return Mesh instance.
- bool **WithMesh** () const
Return true if vector contains a Mesh pointer, false if not.
- int **getDOFType** () const
- void **setTime** (real_t t)
Set time value for vector.
- real_t **getTime** () const
Get time value for vector.
- void **setName** (string name)
Set name of vector.
- string **getName** () const
Get name of vector.
- real_t **getNorm1** () const
Calculate 1-norm of vector.
- real_t **getNorm2** () const
Calculate 2-norm (Euclidean norm) of vector.
- real_t **getNormMax** () const

- Calculate Max-norm (Infinite norm) of vector.*
- `real_t getWNorm1 () const`
Calculate weighted 1-norm of vector The wighted 1-norm is the 1-Norm of the vector divided by its size.
- `real_t getWNorm2 () const`
Calculate weighted 2-norm of vector.
- `T_ getMin () const`
Calculate Min value of vector entries.
- `T_ getMax () const`
Calculate Max value of vector entries.
- `size_t getNx () const`
Return number of grid points in the x -direction if grid indexing is set.
- `size_t getNy () const`
Return number of grid points in the y -direction if grid indexing is set.
- `size_t getNz () const`
Return number of grid points in the z -direction if grid indexing is set.
- `void setNodeBC (Mesh &m, int code, T_ val, size_t dof=1)`
Assign a given value to components of vector with given code.
- `void setSideBC (Mesh &m, int code, T_ val, size_t dof=1)`
Assign a given value to components of vector corresponding to sides with given code.
- `void setNodeBC (Mesh &m, int code, const string &exp, size_t dof=1)`
Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.
- `void setSideBC (Mesh &m, int code, const string &exp, size_t dof=1)`
Assign a given function (given by an interpretable algebraic expression) to components of vector corresponding to sides with given code.
- `void setNodeBC (int code, T_ val, size_t dof=1)`
Assign a given value to components of vector with given code.
- `void setNodeBC (int code, const string &exp, size_t dof=1)`
Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.
- `void setSideBC (int code, const string &exp, size_t dof=1)`
Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.
- `void setSideBC (int code, T_ val, size_t dof=1)`
Assign a given value to components of vector with given code.
- `void removeBC (const Mesh &ms, const Vect< T_ > &v, int dof=0)`
Remove boundary conditions.
- `void removeBC (const Vect< T_ > &v, int dof=0)`
Remove boundary conditions.
- `void transferBC (const Vect< T_ > &bc, int dof=0)`
Transfer boundary conditions to the vector.
- `void insertBC (Mesh &m, const Vect< T_ > &v, const Vect< T_ > &bc, int dof=0)`
Insert boundary conditions.
- `void insertBC (Mesh &m, const Vect< T_ > &v, int dof=0)`
Insert boundary conditions.
- `void insertBC (const Vect< T_ > &v, const Vect< T_ > &bc, int dof=0)`
Insert boundary conditions.

- void **insertBC** (const **Vect**< T_ > &v, int dof=0)
Insert boundary conditions.
- void **Assembly** (const **Element** &el, const **Vect**< T_ > &b)
Assembly of element vector into current instance.
- void **Assembly** (const **Element** &el, const T_ *b)
Assembly of element vector (as C-array) into Vect instance.
- void **Assembly** (const **Side** &sd, const **Vect**< T_ > &b)
Assembly of side vector into Vect instance.
- void **Assembly** (const **Side** &sd, T_ *b)
Assembly of side vector (as C-array) into Vect instance.
- void **getGradient** (class **Vect**< T_ > &v)
Evaluate the discrete Gradient vector of the current vector.
- void **getGradient** (**Vect**< **Point**< T_ > > &v)
Evaluate the discrete Gradient vector of the current vector.
- void **getCurl** (**Vect**< T_ > &v)
Evaluate the discrete curl vector of the current vector.
- void **getCurl** (**Vect**< **Point**< T_ > > &v)
Evaluate the discrete curl vector of the current vector.
- void **getSCurl** (**Vect**< T_ > &v)
Evaluate the discrete scalar curl in 2-D of the current vector.
- void **getDivergence** (**Vect**< T_ > &v)
Evaluate the discrete Divergence of the current vector.
- **real_t** **getAverage** (const **Element** &el, int type) const
Return average value of vector in a given element.
- void **save** (string file, int opt)
Save vector in a file according to a given format.
- **Vect**< T_ > & **MultAdd** (const **Vect**< T_ > &x, const T_ &a)
Multiply by a constant then add to a vector.
- void **Axpy** (T_ a, const **Vect**< T_ > &x)
Add to vector the product of a vector by a scalar.
- void **set** (size_t i, T_ val)
Assign a value to an entry for a 1-D vector.
- void **set** (size_t i, size_t j, T_ val)
Assign a value to an entry for a 2-D vector.
- void **set** (size_t i, size_t j, size_t k, T_ val)
Assign a value to an entry for a 3-D vector.
- void **add** (size_t i, T_ val)
Add a value to an entry for a 1-index vector.
- void **add** (size_t i, size_t j, T_ val)
Add a value to an entry for a 2-index vector.
- void **add** (size_t i, size_t j, size_t k, T_ val)
Assign a value to an entry for a 3-index vector.
- void **clear** ()
Clear vector: Set all its elements to zero.
- T_ & **operator[]** (size_t i)
Operator [] (Non constant version)

- T_ [operator\[\]](#) (size_t i) const
Operator [] (Constant version)
- T_ & [operator\(\)](#) (size_t i)
Operator () (Non constant version)
- T_ [operator\(\)](#) (size_t i) const
Operator () (Constant version)
- T_ & [operator\(\)](#) (size_t i, size_t j)
Operator () with 2-D indexing (Non constant version, case of a grid vector).
- T_ [operator\(\)](#) (size_t i, size_t j) const
Operator () with 2-D indexing (Constant version).
- T_ & [operator\(\)](#) (size_t i, size_t j, size_t k)
Operator () with 3-D indexing (Non constant version).
- T_ [operator\(\)](#) (size_t i, size_t j, size_t k) const
Operator () with 3-D indexing (Constant version).
- Vect< T_ > & [operator=](#) (const Vect< T_ > &v)
Operator = between vectors.
- Vect< T_ > & [operator=](#) (const VectorX &v)
Operator =for an instance of VectorX
- void [operator=](#) (string s)
Operator =
- void [setUniform](#) (T_ vmin, T_ delta, T_ vmax)
Initialize vector entries by setting extremal values and interval.
- Vect< T_ > & [operator=](#) (const T_ &a)
Operator =
- Vect< T_ > & [operator+=](#) (const Vect< T_ > &v)
Operator +=
- Vect< T_ > & [operator+=](#) (const T_ &a)
Operator +=
- Vect< T_ > & [operator-=](#) (const Vect< T_ > &v)
Operator -=
- Vect< T_ > & [operator-=](#) (const T_ &a)
Operator -=
- Vect< T_ > & [operator*=](#) (const T_ &a)
*Operator *=*
- Vect< T_ > & [operator/=](#) (const T_ &a)
Operator /=
- void [push.back](#) (const T_ &v)
Add an entry to the vector.
- const Mesh & [getMeshPtr](#) () const
Return reference to Mesh instance.
- T_ [operator,](#) (const Vect< T_ > &v) const
Return Dot (scalar) product of two vectors.
- [operator VectorX](#) () const
Casting operator.

7.111.1 Detailed Description

template<class T_>
class OFELI::Vect< T_ >

To handle general purpose vectors.

This template class enables defining and manipulating vectors of various data types. It inherits from the class `std::vector`. An instance of class [Vect](#) can be:

- A simple vector of given size
- A vector with up to three indices, *i.e.*, an entry of the vector can be `a(i)`, `a(i, j)` or `a(i, j, k)`. This feature is useful, for instance, in the case of a structured grid
- A vector associate to a finite element mesh. In this case, a constructor uses a reference to the [Mesh](#) instance. The size of the vector is by default equal to the number of nodes \times the number of degrees of freedom by node. If the degrees of freedom are supported by elements or sides, then the vector is sized accordingly

Operators `=`, `[]` and `()` are overloaded so that one can write for instance:

```
Vect<real_t> u(10), v(10);
v = -1.0;
u = v;
u(3) = -2.0;
```

to set vector `v` entries to `-1`, copy vector `v` into vector `u` and assign third entry of `v` to `-2`. Note that entries of `v` are here `v(1)`, `v(2)`, ..., `v(10)`, *i.e.* vector entries start at index `1`.

Template Parameters

| | |
|------------------|---|
| T_{\leftarrow} | Data type (real_t, float, complex<real_t>, ...) |
| $_{\leftarrow}$ | |

7.111.2 Constructor & Destructor Documentation

Vect (size_t n)

Constructor setting vector size.

Parameters

| | | |
|----|----------|----------------|
| in | <i>n</i> | Size of vector |
|----|----------|----------------|

Vect (size_t nx, size_t ny)

Constructor of a 2-D index vector.

This constructor can be used for instance for a 2-D grid vector

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>nx</i> | Size for the first index |
| in | <i>ny</i> | Size for the second index |

Remarks

The size of resulting vector is $nx*ny$

Vect (size_t nx, size_t ny, size_t nz)

Constructor of a 3-D index vector.

This constructor can be used for instance for a 3-D grid vector

Parameters

| | | |
|----|-----------|---------------------------|
| in | <i>nx</i> | Size for the first index |
| in | <i>ny</i> | Size for the second index |
| in | <i>nz</i> | Size for the third index |

Remarks

The size of resulting vector is $nx*ny*nz$

Vect (size_t n, T_ * x)

Create an instance of class [Vect](#) as an image of a C/C++ array.

Parameters

| | | |
|----|----------|----------------------------------|
| in | <i>n</i> | Dimension of vector to construct |
| in | <i>x</i> | C-array to copy |

Vect (Mesh & m, int nb_dof = 0, int dof_type = NODE_FIELD)

Constructor with a mesh instance.

Parameters

| | | |
|----|-----------------|--|
| in | <i>m</i> | Mesh instance |
| in | <i>nb_dof</i> | Number of degrees of freedom per node, element or side If <i>nb_dof</i> is set to 0 (default value) the constructor picks this number from the Mesh instance |
| in | <i>dof_type</i> | Type of degrees of freedom. To be given among the enumerated values: NODE_FIELD, ELEMENT_FIELD, SIDE_FIELD or EDGE_FIELD (Default: NODE_FIELD) |

Vect (Mesh & m, string name, real_t t = 0.0, int nb_dof = 0, int dof_type = NODE_FIELD)

Constructor with a mesh instance giving name and time for vector.

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>m</i> | Mesh instance |
| in | <i>name</i> | Name of the vector |
| in | <i>t</i> | Time value for the vector |

Parameters

| | | |
|----|-----------------|--|
| in | <i>nb_dof</i> | Number of degrees of freedom per node, element or side If <i>nb_dof</i> is set to 0 the constructor picks this number from the Mesh instance |
| in | <i>dof_type</i> | Type of degrees of freedom. To be given among the enumerated values: <code>NODE_FIELD</code> , <code>ELEMENT_FIELD</code> , <code>SIDE_FIELD</code> or <code>EDGE_FIELD</code> (Default: <code>NODE_FIELD</code>) |

Vect (const Element * *el*, const Vect< T_ > & *v*)

Constructor of an element vector.

The constructed vector has local numbering of nodes

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Pointer to Element to localize |
| in | <i>v</i> | Global vector to localize |

Vect (const Side * *sd*, const Vect< T_ > & *v*)

Constructor of a side vector.

The constructed vector has local numbering of nodes

Parameters

| | | |
|----|-----------|---|
| in | <i>sd</i> | Pointer to Side to localize |
| in | <i>v</i> | Global vector to localize |

Vect (const Vect< T_ > & *v*, const Vect< T_ > & *bc*)

Constructor using boundary conditions.

Boundary condition values contained in *bc* are reported to vector *v*

Parameters

| | | |
|----|-----------|--|
| in | <i>v</i> | Vect instance to update |
| in | <i>bc</i> | Vect instance containing imposed valued at desired DOF |

Vect (const Vect< T_ > & *v*, size_t *nb_dof*, size_t *first_dof*)

Constructor to select some components of a given vector.

Parameters

| | | |
|----|------------------|---|
| in | <i>v</i> | Vect instance to extract from |
| in | <i>nb_dof</i> | Number of DOF to extract |
| in | <i>first_dof</i> | First DOF to extract For instance, a choice <code>first_dof=2</code> and <code>nb_dof=1</code> means that the second DOF of each node is copied in the vector |

Vect (const Vect< T_ > & v, size_t n)

Constructor to select one component from a given 2 or 3-component vector.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance to extract from |
| in | <i>n</i> | Component to extract (must be > 1 and < 4 or). |

Vect (size_t d, const Vect< T_ > & v, const string & name = " ")

Constructor that extracts some degrees of freedom (components) from given instance of [Vect](#).

This constructor enables constructing a subvector of a given [Vect](#) instance. It selects a given list of degrees of freedom and put it according to a given order in the instance to construct.

Parameters

| | | |
|----|-------------|---|
| in | <i>d</i> | Integer number giving the list of degrees of freedom. This number is made of <i>n</i> digits where <i>n</i> is the number of degrees of freedom. Let us give an example: Assume that the instance <i>v</i> has 3 DOF by entity (node, element or side). The choice <i>d</i> =201 means that the constructed instance has 2 DOF where the first DOF is the third one of <i>v</i> , and the second DOF is the first one of <i>f v</i> . Consequently, no digit can be larger than the number of DOF the constructed instance. In this example, a choice <i>d</i> =103 would produce an error message. |
| in | <i>v</i> | Vect instance from which extraction is performed. |
| in | <i>name</i> | Name to assign to vector instance (Default value is " "). |

Warning

Don't give zeros as first digits for the argument *d*. The number is in this case interpreted as octal !!

Vect (const VectorX & v)

Constructor that copies the vector from a Eigen Vector instance.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | VectorX instance from which extraction is performed |
|----|----------|---|

Warning

This constructor is available only if the library `eigen` is used in conjunction with [OFELI](#)

Remarks

: This constructor is available only if the Eigen library was installed in conjunction with [OFELI](#)

7.111.3 Member Function Documentation

void set (const T_ * v, size_t n)

Initialize vector with a c-array.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | c-array (pointer) to initialize Vect |
| in | <i>n</i> | size of array |

void select (const Vect< T_ > & v, size_t nb_dof = 0, size_t first_dof = 1)

Initialize vector with another [Vect](#) instance.

Parameters

| | | |
|----|------------------|--|
| in | <i>v</i> | Vect instance to extract from |
| in | <i>nb_dof</i> | Number of DOF per node, element or side (By default, 0: Number of degrees of freedom extracted from the Mesh instance) |
| in | <i>first_dof</i> | First DOF to extract (Default: 1) For instance, a choice <i>first_dof</i> =2 and <i>nb_dof</i> =1 means that the second DOF of each node is copied in the vector |

void set (const string & exp, size_t dof = 1)

Initialize vector with an algebraic expression.

This function is to be used is a [Mesh](#) instance is associated to the vector

Parameters

| | | |
|----|------------|---|
| in | <i>exp</i> | Regular algebraic expression that defines a function of x, y, z which are coordinates of nodes and t which is the time value. |
| in | <i>dof</i> | Degree of freedom to which the value is assigned [Default: 1] |

Warning

If the time variable t is involved in the expression, the time value associated to the vector instance must be defined (Default value is 0) either by using the appropriate constructor or by the member function setTime.

void set (const string & exp, const Vect< real_t > & x)

Initialize vector with an algebraic expression.

This function can be used for instance in 1-D

Parameters

| | | |
|----|------------|--|
| in | <i>exp</i> | Regular algebraic expression that defines a function of x which are coordinates of nodes |
| in | <i>x</i> | Vector |

void set (Mesh & *ms*, const string & *exp*, size_t *dof* = 1)

Initialize vector with an algebraic expression with providing mesh data.

Parameters

| | | |
|----|------------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>exp</i> | Regular algebraic expression that defines a function of x, y and z which are coordinates of nodes. |
| in | <i>dof</i> | Degree of freedom to which the value is assigned [Default: 1] |

void set (const Vect< real_t > & *x*, const string & *exp*)

Initialize vector with an algebraic expression.

Parameters

| | | |
|----|------------|---|
| in | <i>x</i> | Vect instance that contains coordinates of points |
| in | <i>exp</i> | Regular algebraic expression that defines a function of x and i which are coordinates of nodes and indices starting from 1. |

void setMesh (Mesh & *m*, size_t *nb_dof* = 0, size_t *dof_type* = NODE_FIELD)

Define mesh class to size vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>m</i> | Mesh instance |
| in | <i>nb_dof</i> | Number of degrees of freedom per node, element or side If nb_dof is set to 0 the constructor picks this number from the Mesh instance |
| in | <i>dof_type</i> | Parameter to precise the type of degrees of freedom. To be chosen among the enumerated values: NODE_FIELD, ELEMENT_FIELD, SIDE_FIELD, EDGE_FIELD [Default: NODE_FIELD] |

size_t size () const

Return vector (global) size.

Warning

This constructor is available only if the library `eigen` is used in conjunction with [OFELI](#)

void setSize (size_t *nx*, size_t *ny* = 1, size_t *nz* = 1)

Set vector size (for 1-D, 2-D or 3-D cases)

This function allocates memory for the vector but does not initialize its components

Parameters

| | | |
|----|-----------|---|
| in | <i>nx</i> | Number of grid points in x-direction |
| in | <i>ny</i> | Number of grid points in y-direction [Default: 1] |
| in | <i>nz</i> | Number of grid points in z-direction [Default: 1] |

void resize (size_t *n*)

Set vector size.

This function allocates memory for the vector but does not initialize its components

Parameters

| | | |
|----|----------|----------------|
| in | <i>n</i> | Size of vector |
|----|----------|----------------|

void resize (size_t *n*, T_ *v*)

Set vector size and initialize to a constant value.

This function allocates memory for the vector

Parameters

| | | |
|----|----------|-----------------------------------|
| in | <i>n</i> | Size of vector |
| in | <i>v</i> | Value to assign to vector entries |

void setDOFType (int *dof_type*)

Set DOF type of vector.

The DOF type combined with number of DOF per component enable determining the size of vector

Parameters

| | | |
|----|-----------------|---|
| in | <i>dof_type</i> | Type of degrees of freedom. Value to be chosen among the enumerated values: NODE.FIELD, ELEMENT.FIELD, SIDE.FIELD or EDGE.FIELD |
|----|-----------------|---|

void setDG (int *degree* = 1)

Set Discontinuous Galerkin type vector.

When the vector is associated to a mesh, this one is sized differently if the DG method is used.

Parameters

| | | |
|----|---------------|---|
| in | <i>degree</i> | Polynomial degree of the DG method [Default: 1] |
|----|---------------|---|

bool WithMesh () const

Return true if vector contains a [Mesh](#) pointer, false if not.

A [Vect](#) instance can be constructed using mesh information

int getDOFType () const

Return DOF type of vector

Returns

dof.type Type of degrees of freedom. Value among the enumerated values: NODE.FIELD, ELEMENT.FIELD, SIDE.FIELD or EDGE.FIELD

real.t getNorm1 () const

Calculate 1-norm of vector.

Remarks

This function is available only if the template parameter is double or complex<double>

real.t getNorm2 () const

Calculate 2-norm (Euclidean norm) of vector.

Remarks

This function is available only if the template parameter is double or complex<double>

real.t getNormMax () const

Calculate Max-norm (Infinite norm) of vector.

Remarks

This function is available only if the template parameter is double or complex<double>

real.t getWNorm2 () const

Calculate weighted 2-norm of vector.

The weighted 2-norm is the 2-Norm of the vector divided by the square root of its size

void setNodeBC (Mesh & m, int code, T_ val, size.t dof = 1)

Assign a given value to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Instance of mesh |
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>val</i> | Value to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

void setSideBC (Mesh & *m*, int *code*, T_ *val*, size_t *dof* = 1)

Assign a given value to components of vector corresponding to sides with given code.
Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Instance of mesh |
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>val</i> | Value to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

void setNodeBC (Mesh & *m*, int *code*, const string & *exp*, size_t *dof* = 1)

Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.
Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Instance of mesh |
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>exp</i> | Regular algebraic expression to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

void setSideBC (Mesh & *m*, int *code*, const string & *exp*, size_t *dof* = 1)

Assign a given function (given by an interpretable algebraic expression) to components of vector corresponding to sides with given code.
Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>m</i> | Instance of mesh |
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>exp</i> | Regular algebraic expression to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

void setNodeBC (int *code*, T_ *val*, size_t *dof* = 1)

Assign a given value to components of vector with given code.
Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>val</i> | Value to prescribe |

Parameters

| | | |
|----|------------|--|
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |
|----|------------|--|

void setNodeBC (int *code*, const string & *exp*, size_t *dof* = 1)

Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>exp</i> | Regular algebraic expression to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

Warning

This member function is to be used in the case where a constructor with a [Mesh](#) has been used

void setSideBC (int *code*, const string & *exp*, size_t *dof* = 1)

Assign a given function (given by an interpretable algebraic expression) to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>exp</i> | Regular algebraic expression to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

Warning

This member function is to be used in the case where a constructor with a [Mesh](#) has been used

void setSideBC (int *code*, T_ *val*, size_t *dof* = 1)

Assign a given value to components of vector with given code.

Vector components are assumed nodewise

Parameters

| | | |
|----|-------------|--|
| in | <i>code</i> | Code for which nodes will be assigned prescribed value |
| in | <i>val</i> | Value to prescribe |
| in | <i>dof</i> | Degree of Freedom for which the value is assigned [default: 1] |

Warning

This member function is to be used in the case where a constructor with a [Mesh](#) has been used

void removeBC (const Mesh & *ms*, const Vect< T_ > & *v*, int *dof* = 0)

Remove boundary conditions.

This member function copies to current vector a vector where only non imposed DOF are retained.

Parameters

| | | |
|----|------------|--|
| in | <i>ms</i> | Mesh instance |
| in | <i>v</i> | Vector (Vect instance to copy from) |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned (=0, Default) or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom |

void removeBC (const Vect< T_ > & *v*, int *dof* = 0)

Remove boundary conditions.

This member function copies to current vector a vector where only non imposed DOF are retained.

Parameters

| | | |
|----|------------|--|
| in | <i>v</i> | Vector (Vect instance to copy from) |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned [Default: 0] or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom. |

Warning

This member function is to be used in the case where a constructor with a [Mesh](#) has been used

void transferBC (const Vect< T_ > & *bc*, int *dof* = 0)

Transfer boundary conditions to the vector.

Parameters

| | | |
|----|------------|---|
| in | <i>bc</i> | Vect instance from which imposed degrees of freedom are copied to current instance |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned (=0, Default) or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom. |

void insertBC (Mesh & *m*, const Vect< T_ > & *v*, const Vect< T_ > & *bc*, int *dof* = 0)

Insert boundary conditions.

Parameters

| | | |
|----|------------|--|
| in | <i>m</i> | Mesh instance. |
| in | <i>v</i> | Vect instance from which free degrees of freedom are copied to current instance. |
| in | <i>bc</i> | Vect instance from which imposed degrees of freedom are copied to current instance. |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned (=0, Default) or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |

void insertBC (Mesh & *m*, const Vect< T_ > & *v*, int *dof* = 0)

Insert boundary conditions.

DOF with imposed boundary conditions are set to zero.

Parameters

| | | |
|----|------------|--|
| in | <i>m</i> | Mesh instance. |
| in | <i>v</i> | Vect instance from which free degrees of freedom are copied to current instance. |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned (=0, Default) or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |

void insertBC (const Vect< T_ > & *v*, const Vect< T_ > & *bc*, int *dof* = 0)

Insert boundary conditions.

Parameters

| | | |
|----|------------|--|
| in | <i>v</i> | Vect instance from which free degrees of freedom are copied to current instance. |
| in | <i>bc</i> | Vect instance from which imposed degrees of freedom are copied to current instance. |
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned (=0, Default) or if only one degree of freedom (<i>dof</i>) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |

void insertBC (const Vect< T_ > & *v*, int *dof* = 0)

Insert boundary conditions.

DOF with imposed boundary conditions are set to zero.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance from which free degrees of freedom are copied to current instance. |
|----|----------|--|

Parameters

| | | |
|----|------------|---|
| in | <i>dof</i> | Parameter to say if all degrees of freedom are concerned (=0, Default) or if only one degree of freedom (dof) is inserted into vector <i>v</i> which has only one degree of freedom by node or side |
|----|------------|---|

Warning

This member function is to be used in the case where a constructor with a [Mesh](#) has been used

void Assembly (const Element & *el*, const Vect< T_ > & *b*)

Assembly of element vector into current instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>b</i> | Local vector to assemble (Instance of class Vect) |

void Assembly (const Element & *el*, const T_ * *b*)

Assembly of element vector (as C-array) into [Vect](#) instance.

Parameters

| | | |
|----|-----------|---|
| in | <i>el</i> | Reference to Element instance |
| in | <i>b</i> | Local vector to assemble (C-Array) |

void Assembly (const Side & *sd*, const Vect< T_ > & *b*)

Assembly of side vector into [Vect](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>b</i> | Local vector to assemble (Instance of class Vect) |

void Assembly (const Side & *sd*, T_ * *b*)

Assembly of side vector (as C-array) into [Vect](#) instance.

Parameters

| | | |
|----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>b</i> | Local vector to assemble (C-Array) |

void getGradient (class Vect< T_ > & v)

Evaluate the discrete Gradient vector of the current vector.

The resulting gradient is stored in a [Vect](#) instance. This function handles node vectors assuming P_1 approximation. The gradient is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the gradient, where $v(n,1)$, $v(n,2)$ and $v(n,3)$ are respectively the x and y and z derivatives at element n. |
|----|----------|---|

void getGradient (Vect< Point< T_ > > & v)

Evaluate the discrete Gradient vector of the current vector.

The resulting gradient is stored in an [Vect](#) instance. This function handles node vectors assuming P_1 approximation. The gradient is then a constant vector for each element.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance that contains the gradient, where $v(n,1)$. x, $v(n,2)$. y and $v(n,3)$. z are respectively the x and y and z derivatives at element n. |
|----|----------|--|

void getCurl (Vect< T_ > & v)

Evaluate the discrete curl vector of the current vector.

The resulting curl is stored in a [Vect](#) instance. This function handles node vectors assuming P_1 approximation. The curl is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the curl, where $v(n,1)$, $v(n,2)$ and $v(n,3)$ are respectively the x and y and z curl components at element n. |
|----|----------|---|

void getCurl (Vect< Point< T_ > > & v)

Evaluate the discrete curl vector of the current vector.

The resulting curl is stored in a [Vect](#) instance. This function handles node vectors assuming P_1 approximation. The curl is then a constant vector for each element.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance that contains the curl, where $v(n,1)$. x, $v(n,2)$. y and $v(n,3)$. z are respectively the x and y and z curl components at element n. |
|----|----------|--|

void getSCurl (Vect< T_ > & v)

Evaluate the discrete scalar curl in 2-D of the current vector.

The resulting curl is stored in a [Vect](#) instance. This function handles node vectors assuming

P_1 approximation. The curl is then a constant vector for each element.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance that contains the scalar curl. |
|----|----------|--|

void getDivergence (Vect< T_ > & *v*)

Evaluate the discrete Divergence of the current vector.

The resulting divergence is stored in a [Vect](#) instance. This function handles node vectors assuming P_1 approximation. The divergence is then a constant vector for each element.

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance that contains the divergence. |
|----|----------|---|

real_t getAverage (const Element & *el*, int *type*) const

Return average value of vector in a given element.

Parameters

| | | |
|----|-------------|--|
| in | <i>el</i> | Element instance |
| in | <i>type</i> | Type of element. This is to be chosen among enumerated values: LINE2, TRIANG3, QUAD4 TETRA4, HEXA8, PENTA6 |

void save (string *file*, int *opt*)

Save vector in a file according to a given format.

Parameters

| | | |
|----|-------------|--|
| in | <i>file</i> | Output file where to save the vector |
| in | <i>opt</i> | Option to choose file format to save. This is to be chosen among enumerated values: GMSH, GNUPLOT, MATLAB, TECPLOT and VTK |

Vect<T_>& MultAdd (const Vect< T_ > & *x*, const T_ & *a*)

Multiply by a constant then add to a vector.

Parameters

| | | |
|----|----------|--------------------------------------|
| in | <i>x</i> | Vect instance to add |
| in | <i>a</i> | Constant to multiply before adding |

void Apxy (T_ *a*, const Vect< T_ > & *x*)

Add to vector the product of a vector by a scalar.

Parameters

| | | |
|----|----------|--|
| in | <i>a</i> | Scalar to premultiply |
| in | <i>x</i> | Vect instance by which <i>a</i> is multiplied. The result is added to current instance |

void set (size_t *i*, T_ *val*)

Assign a value to an entry for a 1-D vector.

Parameters

| | | |
|----|------------|------------------------------------|
| in | <i>i</i> | Rank index in vector (starts at 1) |
| in | <i>val</i> | Value to assign |

void set (size_t *i*, size_t *j*, T_ *val*)

Assign a value to an entry for a 2-D vector.

Parameters

| | | |
|----|------------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>val</i> | Value to assign |

void set (size_t *i*, size_t *j*, size_t *k*, T_ *val*)

Assign a value to an entry for a 3-D vector.

Parameters

| | | |
|----|------------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>k</i> | Third index in vector (starts at 1) |
| in | <i>val</i> | Value to assign |

void add (size_t *i*, T_ *val*)

Add a value to an entry for a 1-index vector.

Parameters

| | | |
|----|----------|------------------------------------|
| in | <i>i</i> | Rank index in vector (starts at 1) |
|----|----------|------------------------------------|

Parameters

| | | |
|----|------------|-----------------|
| in | <i>val</i> | Value to assign |
|----|------------|-----------------|

void add (size_t *i*, size_t *j*, T_ *val*)

Add a value to an entry for a 2-index vector.

Parameters

| | | |
|----|------------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>val</i> | Value to assign |

void add (size_t *i*, size_t *j*, size_t *k*, T_ *val*)

Assign a value to an entry for a 3-index vector.

Parameters

| | | |
|----|------------|--------------------------------------|
| in | <i>i</i> | First index in vector (starts at 1) |
| in | <i>j</i> | Second index in vector (starts at 1) |
| in | <i>k</i> | Third index in vector (starts at 1) |
| in | <i>val</i> | Value to assign |

T_& operator[] (size_t *i*)

Operator [] (Non constant version)

Parameters

| | | |
|----|----------|------------------------------------|
| in | <i>i</i> | Rank index in vector (starts at 0) |
|----|----------|------------------------------------|

T_ operator[] (size_t *i*) const

Operator [] (Constant version)

Parameters

| | | |
|----|----------|------------------------------------|
| in | <i>i</i> | Rank index in vector (starts at 0) |
|----|----------|------------------------------------|

T_& operator() (size_t *i*)

Operator () (Non constant version)

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Rank index in vector (starts at 1) <ul style="list-style-type: none"> • <code>v(i)</code> starts at <code>v(1)</code> to <code>v(size())</code> • <code>v(i)</code> is the same element as <code>v[i-1]</code> |
|----|----------|--|

T_ operator() (size_t *i*) const

Operator () (Constant version)

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | Rank index in vector (starts at 1) <ul style="list-style-type: none"> • <code>v(i)</code> starts at <code>v(1)</code> to <code>v(size())</code> • <code>v(i)</code> is the same element as <code>v[i-1]</code> |
|----|----------|--|

T_& operator() (size_t *i*, size_t *j*)

Operator () with 2-D indexing (Non constant version, case of a grid vector).

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | first index in vector (Number of vector components in the x-grid) |
| in | <i>j</i> | second index in vector (Number of vector components in the y-grid) <code>v(i, j)</code> starts at <code>v(1,1)</code> to <code>v(getNx(), getNy())</code> |

T_ operator() (size_t *i*, size_t *j*) const

Operator () with 2-D indexing (Constant version).

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | first index in vector (Number of vector components in the x-grid) |
| in | <i>j</i> | second index in vector (Number of vector components in the y-grid) <code>v(i, j)</code> starts at <code>v(1,1)</code> to <code>v(getNx(), getNy())</code> |

T_& operator() (size_t *i*, size_t *j*, size_t *k*)

Operator () with 3-D indexing (Non constant version).

Parameters

| | | |
|----|----------|---|
| in | <i>i</i> | first index in vector (Number of vector components in the x-grid) |
|----|----------|---|

Parameters

| | | |
|----|----------|--|
| in | <i>j</i> | second index in vector (Number of vector components in the y-grid) |
| in | <i>k</i> | third index in vector (Number of vector components in the z-grid) $v(i, j, k)$ starts at $v(1, 1, 1)$ to $v(\text{getNx}(), \text{getNy}(), \text{getNz}())$ |

T_ operator() (size_t *i*, size_t *j*, size_t *k*) const

Operator () with 3-D indexing (Constant version).

Parameters

| | | |
|----|----------|--|
| in | <i>i</i> | first index in vector (Number of vector components in the x-grid) |
| in | <i>j</i> | second index in vector (Number of vector components in the y-grid) |
| in | <i>k</i> | third index in vector (Number of vector components in the z-grid) $v(i, j, k)$ starts at $v(1, 1, 1)$ to $v(\text{getNx}(), \text{getNy}(), \text{getNz}())$ |

Vect<T_>& operator= (const VectorX & *v*)

Operator = for an instance of VectorX

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Instance of vector class in library Eigen |
|----|----------|---|

Remarks

The [Vect](#) instance must have been sized beforeThis operator is available only if the Eigen library was installed in conjunction with [OFELI](#)**void operator= (string *s*)**

Operator =

Assign an algebraic expression to vector entries. This operator has the same effect as the member function set(s)

Parameters

| | | |
|----|----------|--|
| in | <i>s</i> | String defining the algebraic expression as a function of coordinates and time |
|----|----------|--|

Warning

A [Mesh](#) instance must has been introduced before (*e.g.* by a constructor)**void setUniform (T_ *vmin*, T_ *delta*, T_ *vmax*)**

Initialize vector entries by setting extremal values and interval.

Parameters

| | | |
|----|--------------|--|
| in | <i>vmin</i> | Minimal value to assign to the first entry |
| in | <i>delta</i> | Interval |
| in | <i>vmax</i> | Maximal value to assign to the lase entry |

Remarks

Vector's size is deduced from the arguments. The vector does not need to be sized before using this function

Vect<T_>& operator= (const T_ & a)

Operator =

Assign a constant to vector entries

Parameters

| | | |
|----|----------|--------------|
| in | <i>a</i> | Value to set |
|----|----------|--------------|

Vect<T_>& operator+= (const Vect< T_ > & v)

Operator +=

Add vector x to current vector instance.

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance to add to instance |
|----|----------|--|

Vect<T_>& operator+= (const T_ & a)

Operator +=

Add a constant to current vector entries.

Parameters

| | | |
|----|----------|--------------------------------|
| in | <i>a</i> | Value to add to vector entries |
|----|----------|--------------------------------|

Vect<T_>& operator-= (const Vect< T_ > & v)

Operator -=

Parameters

| | | |
|----|----------|--|
| in | <i>v</i> | Vect instance to subtract from |
|----|----------|--|

Vect<T_>& operator-= (const T_ & a)

Operator -=

Subtract constant from vector entries.

Parameters

| | | |
|----|----------|------------------------|
| in | <i>a</i> | Value to subtract from |
|----|----------|------------------------|

Vect<T_>& operator*= (const T_ & a)

Operator *=

Parameters

| | | |
|----|----------|----------------------|
| in | <i>a</i> | Value to multiply by |
|----|----------|----------------------|

Vect<T_>& operator/= (const T_ & a)

Operator /=

Parameters

| | | |
|----|----------|--------------------|
| in | <i>a</i> | Value to divide by |
|----|----------|--------------------|

void push.back (const T_ & v)

Add an entry to the vector.

This function is an overload of the member function push.back of the parent class vector. It adjusts in addition some vector parameters

Parameters

| | | |
|----|----------|--------------------|
| in | <i>v</i> | Entry value to add |
|----|----------|--------------------|

T_ operator, (const Vect< T_ > & v) const

Return Dot (scalar) product of two vectors.

A typical use of this operator is `double a = (v,w)` where *v* and *w* are 2 instances of Vect<double>

Parameters

| | | |
|----|----------|---|
| in | <i>v</i> | Vect instance by which the current instance is multiplied |
|----|----------|---|

operator VectorX () const

Casting operator.

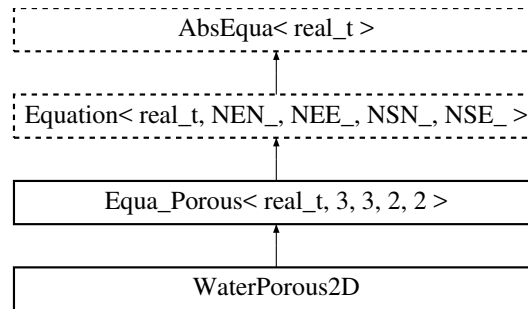
Warning

This constructor is available only if the library `eigen` is used in conjunction with [OFELI](#)

7.112 WaterPorous2D Class Reference

To solve water flow equations in porous media (2-D)

Inheritance diagram for WaterPorous2D:



Public Member Functions

- [WaterPorous2D](#) ()
Default Constructor.
- [WaterPorous2D](#) ([Mesh](#) &ms, size_t verb=1)
Constructor.
- [~WaterPorous2D](#) ()
Destructor.
- void [setCoef](#) (real_t cw, real_t phi, real_t rho, real_t Kx, real_t Ky, real_t mu)
Set constant coefficients.
- void [Mass](#) ()
Add mass term contribution the element matrix.
- void [Mobility](#) ()
Add mobility term contribution the element matrix.
- void [BodyRHS](#) (const [Vect](#)< real_t > &bf, int opt=[GLOBAL_ARRAY](#))
Add source right-hand side term to right-hand side.
- void [BoundaryRHS](#) (const [Vect](#)< real_t > &sf, int opt=[GLOBAL_ARRAY](#))
Add boundary right-hand side term to right-hand side.
- void [build](#) ()
Build the linear system of equations.
- void [build](#) ([TimeStepping](#) &s)
Build the linear system of equations.
- void [build](#) ([EigenProblemSolver](#) &e)
Build the linear system for an eigenvalue problem.
- int [run](#) ()
Run the equation.
- void [Mu](#) (const string &exp)
Set viscosity given by an algebraic expression.
- void [updateBC](#) (const [Element](#) &el, const [Vect](#)< real_t > &bc)

- Update Right-Hand side by taking into account essential boundary conditions.*

 - void [updateBC](#) (const [Vect](#)< [real_t](#) > &bc)
- Update Right-Hand side by taking into account essential boundary conditions.*

 - void [DiagBC](#) (int dof_type=NODE.DOF, int dof=0)
- Update element matrix to impose bc by diagonalization technique.*

 - void [LocalNodeVector](#) ([Vect](#)< [real_t](#) > &b)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEE_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEN_ > &be, int dof)
- Localize Element Vector from a Vect instance.*

 - void [ElementNodeVectorSingleDOF](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NEN_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementSideVector](#) (const [Vect](#)< [real_t](#) > &b, [LocalVect](#)< [real_t](#), NSE_ > &be)
- Localize Element Vector from a Vect instance.*

 - void [ElementVector](#) (const [Vect](#)< [real_t](#) > &b, int dof_type=NODE.FIELD, int flag=0)
- Localize Element Vector.*

 - void [SideVector](#) (const [Vect](#)< [real_t](#) > &b)
- Localize Side Vector.*

 - void [ElementNodeCoordinates](#) ()
- Localize coordinates of element nodes.*

 - void [SideNodeCoordinates](#) ()
- Localize coordinates of side nodes.*

 - void [ElementAssembly](#) ([Matrix](#)< [real_t](#) > *A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([PETScVect](#)< [real_t](#) > &b)
- Assemble element right-hand side vector into global one.*

 - void [ElementAssembly](#) ([BMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([SkSMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([SkMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([SpMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([TrMatrix](#)< [real_t](#) > &A)
- Assemble element matrix into global one.*

 - void [ElementAssembly](#) ([Vect](#)< [real_t](#) > &v)
- Assemble element vector into global one.*

 - void [SideAssembly](#) ([PETScMatrix](#)< [real_t](#) > &A)
- Assemble side matrix into global one.*

 - void [SideAssembly](#) ([PETScVect](#)< [real_t](#) > &b)
- Assemble side right-hand side vector into global one.*

 - void [SideAssembly](#) ([Matrix](#)< [real_t](#) > *A)

- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([SkMatrix](#)< [real.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([SkMatrix](#)< [real.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([SpMatrix](#)< [real.t](#) > &A)
- Assemble side (edge or face) matrix into global one.*
 - void [SideAssembly](#) ([Vect](#)< [real.t](#) > &v)
- Assemble side (edge or face) vector into global one.*
 - void [DGElementAssembly](#) ([Matrix](#)< [real.t](#) > *A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SkMatrix](#)< [real.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SkMatrix](#)< [real.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([SpMatrix](#)< [real.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [DGElementAssembly](#) ([TrMatrix](#)< [real.t](#) > &A)
- Assemble element matrix into global one for the Discontinuous Galerkin approximation.*
 - void [AxbAssembly](#) (const [Element](#) &el, const [Vect](#)< [real.t](#) > &x, [Vect](#)< [real.t](#) > &b)
- Assemble product of element matrix by element vector into global vector.*
 - void [AxbAssembly](#) (const [Side](#) &sd, const [Vect](#)< [real.t](#) > &x, [Vect](#)< [real.t](#) > &b)
- Assemble product of side matrix by side vector into global vector.*
 - [size.t](#) [getNbNodes](#) () const
- Return number of element nodes.*
 - [size.t](#) [getNbEq](#) () const
- Return number of element equations.*
 - void [setInitialSolution](#) (const [Vect](#)< [real.t](#) > &u)
- Set initial solution (previous time step)*
 - [real.t](#) [setMaterialProperty](#) (const string &exp, const string &prop)
- Define a material property by an algebraic expression.*
 - void [setMesh](#) ([Mesh](#) &m)
- Define mesh and renumber DOFs after removing imposed ones.*
 - [Mesh](#) & [getMesh](#) () const
- Return reference to Mesh instance.*
 - [LinearSolver](#)< [real.t](#) > & [getLinearSolver](#) ()
- Return reference to linear solver instance.*
 - void [setSolver](#) ([Iteration](#) ls, [Preconditioner](#) pc=IDENT_PREC)
- Choose solver for the linear system.*
 - int [SolveLinearSystem](#) ([Matrix](#)< [real.t](#) > *A, [Vect](#)< [real.t](#) > &b, [Vect](#)< [real.t](#) > &x)
- Solve the linear system.*

Public Attributes

- [LocalMatrix](#)< [real.t](#), NEE_, NEE_ > [eMat](#)
LocalMatrix instance containing local matrix associated to current element.
- [LocalMatrix](#)< [real.t](#), NSE_, NSE_ > [sMat](#)
LocalMatrix instance containing local matrix associated to current side.
- [LocalVect](#)< [real.t](#), NEE_ > [ePrev](#)
LocalVect instance containing local vector associated to current element.
- [LocalVect](#)< [real.t](#), NEE_ > [eRHS](#)
LocalVect instance containing local right-hand side vector associated to current element.
- [LocalVect](#)< [real.t](#), NEE_ > [eRes](#)
LocalVect instance containing local residual vector associated to current element.
- [LocalVect](#)< [real.t](#), NSE_ > [sRHS](#)
LocalVect instance containing local right-hand side vector associated to current side.

Protected Member Functions

- void [setMaterial](#) ()
Set material properties.
- void [Init](#) (const [Element](#) *el)
Set element arrays to zero.
- void [Init](#) (const [Side](#) *sd)
Set side arrays to zero.

7.112.1 Detailed Description

To solve water flow equations in porous media (2-D)

Class [WaterPorous2D](#) solves the fluid flow equations of water or any incompressible or slightly compressible fluid in a porous medium in two-dimensional configurations.

Porous media flows are modelled here by the Darcy law. The water, or any other fluid is considered as slightly compressible, i.e., its compressibility coefficient is constant.

Space discretization uses the P_1 (3-Node triangle) finite element method. Time integration uses class [TimeStepping](#) that provides various well known time integration schemes.

7.112.2 Constructor & Destructor Documentation

[WaterPorous2D](#) ()

Default Constructor.

Constructs an empty equation.

[WaterPorous2D](#) ([Mesh](#) & *ms*, [size.t](#) *verb* = 1)

Constructor.

This constructor uses mesh and reservoir information

Parameters

| | | |
|----|-------------|-------------------------------|
| in | <i>ms</i> | Mesh instance |
| in | <i>verb</i> | Verbosity parameter |

7.112.3 Member Function Documentation

void setCoef (real_t cw, real_t phi, real_t rho, real_t Kx, real_t Ky, real_t mu)

Set constant coefficients.

Parameters

| | | |
|----|------------|-----------------------------|
| in | <i>cw</i> | Compressibility coefficient |
| in | <i>phi</i> | Porosity |
| in | <i>rho</i> | Density |
| in | <i>Kx</i> | x-Absolute permeability |
| in | <i>Ky</i> | y-Absolute permeability |
| in | <i>mu</i> | Viscosity |

void BodyRHS (const Vect< real_t > &bf, int opt = GLOBAL_ARRAY) [virtual]

Add source right-hand side term to right-hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>bf</i> | Vector containing source at element nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa_Porous< real_t, 3, 3, 2, 2 >](#).

void BoundaryRHS (const Vect< real_t > &sf, int opt = GLOBAL_ARRAY) [virtual]

Add boundary right-hand side term to right-hand side.

Parameters

| | | |
|----|------------|---|
| in | <i>sf</i> | Vector containing source at side nodes. |
| in | <i>opt</i> | Vector is local (LOCAL_ARRAY) with size 3 or global (GLOBAL_ARRAY) with size = Number of nodes [Default: GLOBAL_ARRAY]. |

Reimplemented from [Equa_Porous< real_t, 3, 3, 2, 2 >](#).

void build () [inherited]

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme and a lumped or consistent capacity matrix. If transient analysis is chosen, the lumped capacity matrix option is chosen by default, and the implicit Euler scheme is used by default for time integration.

void build (TimeStepping & s) [inherited]

Build the linear system of equations.

Before using this function, one must have properly selected appropriate options for:

- The choice of a steady state or transient analysis. By default, the analysis is stationary
- In the case of transient analysis, the choice of a time integration scheme. If transient analysis is chosen, the implicit Euler scheme is used by default for time integration.

Parameters

| | | |
|----|---|---|
| in | s | Reference to used TimeStepping instance |
|----|---|---|

void build (EigenProblemSolver & e) [inherited]

Build the linear system for an eigenvalue problem.

Parameters

| | | |
|----|---|---|
| in | e | Reference to used EigenProblemSolver instance |
|----|---|---|

int run () [inherited]

Run the equation.

If the analysis (see function setAnalysis) is STEADY_STATE, then the function solves the stationary equation.

If the analysis is TRANSIENT, then the function performs time stepping until the final time is reached.

void updateBC (const Element & el, const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|----|---|
| in | el | Reference to current element instance |
| in | bc | Vector that contains imposed values at all DOFs |

void updateBC (const Vect< real_t > & bc) [inherited]

Update Right-Hand side by taking into account essential boundary conditions.

Parameters

| | | |
|----|----|---|
| in | bc | Vector that contains imposed values at all DOFs |
|----|----|---|

Remarks

The current element is pointed by `_theElement`

void DiagBC (int *dof_type* = *NODE_DOF*, int *dof* = 0) [inherited]

Update element matrix to impose bc by diagonalization technique.

Parameters

| | | |
|----|-----------------|--|
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <i>NODE_FIELD</i>, DOFs are supported by nodes [Default] • <i>ELEMENT_FIELD</i>, DOFs are supported by elements • <i>SIDE_FIELD</i>, DOFs are supported by sides |
| in | <i>dof</i> | DOF setting: <ul style="list-style-type: none"> • = 0, All DOFs are taken into account [Default] • != 0, Only DOF No. <i>dof</i> is handled in the system |

void LocalNodeVector (Vect< real.t > & b) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Reference to global vector to be localized. The resulting local vector can be accessed by attribute <i>ePrev</i> . This member function is to be used if a constructor with <i>Element</i> was invoked. |
|----|----------|---|

void ElementNodeVector (const Vect< real.t > & b, LocalVect< real.t, NEE_ > & be)
[inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

All degrees of freedom are transferred to the local vector

void ElementNodeVector (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be, int dof) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|------------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |
| in | <i>dof</i> | Degree of freedom to transfer to the local vector |

Remarks

Only yhe dega dof is transferred to the local vector

void ElementNodeVectorSingleDOF (const Vect< real_t > & b, LocalVect< real_t, NEN_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|---|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is the total number of element equations. |

Remarks

Vector b is assumed to contain only one degree of freedom by node.

void ElementSideVector (const Vect< real_t > & b, LocalVect< real_t, NSE_ > & be) [inherited]

Localize Element Vector from a Vect instance.

Parameters

| | | |
|-----|-----------|--------------------------------------|
| in | <i>b</i> | Global vector to be localized. |
| out | <i>be</i> | Local vector, the length of which is |

void ElementVector (const Vect< real_t > & b, int dof_type = NODE_FIELD, int flag = 0) [inherited]

Localize Element Vector.

Parameters

| | | |
|----|-----------------|--|
| in | <i>b</i> | Global vector to be localized |
| in | <i>dof_type</i> | DOF type option. To choose among the enumerated values: <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [Default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides |
| in | <i>flag</i> | Option to set: <ul style="list-style-type: none"> • <code>= 0</code>, All DOFs are taken into account [Default] • <code>!= 0</code>, Only DOF number <code>dof</code> is handled in the system The resulting local vector can be accessed by attribute <code>ePrev</code> . |

Remarks

This member function is to be used if a constructor with `Element` was invoked. It uses the `Element` pointer `_theElement`

void SideVector (const Vect< real.t > & b) [inherited]

Localize Side Vector.

Parameters

| | | |
|----|----------|---|
| in | <i>b</i> | Global vector to be localized <ul style="list-style-type: none"> • <code>NODE_FIELD</code>, DOFs are supported by nodes [default] • <code>ELEMENT_FIELD</code>, DOFs are supported by elements • <code>SIDE_FIELD</code>, DOFs are supported by sides The resulting local vector can be accessed by attribute <code>ePrev</code> . |
|----|----------|---|

Remarks

This member function is to be used if a constructor with `Side` was invoked. It uses the `Side` pointer `_theSide`

void ElementNodeCoordinates () [inherited]

Localize coordinates of element nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real.t>](#)

Remarks

This member function uses the `Side` pointer `_theSide`

void SideNodeCoordinates () [inherited]

Localize coordinates of side nodes.

Coordinates are stored in array `_x[0]`, `_x[1]`, ... which are instances of class [Point<real_t>](#)

Remarks

This member function uses the Element pointer `_theElement`

void ElementAssembly (Matrix< real_t > * A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|----------|----------------------------|
| <i>A</i> | Reference to global matrix |
|----------|----------------------------|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (PETScVect< real_t > & b) [inherited]

Assemble element right-hand side vector into global one.

Parameters

| | |
|----------|--|
| <i>b</i> | Reference to global right-hand side vector |
|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (BMatrix< real_t > & A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|--|
| A | Global matrix stored as a BMatrix instance |
|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkSMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | |
|-----|---|
| A | Global matrix stored as an SkSMatrix instance |
|-----|---|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SkMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (SpMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an SpMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable `theElement`

void ElementAssembly (TrMatrix< real.t > &A) [inherited]

Assemble element matrix into global one.

Parameters

| | | |
|----|-----|--|
| in | A | Global matrix stored as an TrMatrix instance |
|----|-----|--|

Warning

The element pointer is given by the global variable theElement

void ElementAssembly (Vect< real.t > & v) [inherited]

Assemble element vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The element pointer is given by the global variable theElement

void SideAssembly (PETScMatrix< real.t > & A) [inherited]

Assemble side matrix into global one.

Parameters

| | |
|-----|----------------------------|
| A | Reference to global matrix |
|-----|----------------------------|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (PETScVect< real.t > & b) [inherited]

Assemble side right-hand side vector into global one.

Parameters

| | |
|-----|--|
| b | Reference to global right-hand side vector |
|-----|--|

Warning

The side pointer is given by the global variable theSide

void SideAssembly (Matrix< real.t > * A) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | |
|----------|--|
| <i>A</i> | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkSMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|---|
| in | <i>A</i> | Global matrix stored as an SkSMatrix instance |
|----|----------|---|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SkMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SkMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (SpMatrix< real.t > & *A*) [inherited]

Assemble side (edge or face) matrix into global one.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The side pointer is given by the global variable `theSide`

void SideAssembly (Vect< real.t > & *v*) [inherited]

Assemble side (edge or face) vector into global one.

Parameters

| | | |
|----|-----|-------------------------------|
| in | v | Global vector (Vect instance) |
|----|-----|-------------------------------|

Warning

The side pointer is given by the global variable `theSide`

void DGElementAssembly (Matrix< real.t > * A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|--|
| A | Pointer to global matrix (abstract class: can be any of classes SkSMatrix, SkMatrix, SpMatrix) |
|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkSMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | |
|---|---|
| A | Global matrix stored as an SkSMatrix instance |
|---|---|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SkMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|---|--|
| in | A | Global matrix stored as an SkMatrix instance |
|----|---|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (SpMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an SpMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void DGElementAssembly (TrMatrix< real.t > & A) [inherited]

Assemble element matrix into global one for the Discontinuous Galerkin approximation.

Parameters

| | | |
|----|----------|--|
| in | <i>A</i> | Global matrix stored as an TrMatrix instance |
|----|----------|--|

Warning

The element pointer is given by the global variable `theElement`

void AxbAssembly (const Element & el, const Vect< real.t > & x, Vect< real.t > & b)
[inherited]

Assemble product of element matrix by element vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>el</i> | Reference to Element instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector to add (Vect instance) |

void AxbAssembly (const Side & sd, const Vect< real.t > & x, Vect< real.t > & b)
[inherited]

Assemble product of side matrix by side vector into global vector.

Parameters

| | | |
|-----|-----------|--|
| in | <i>sd</i> | Reference to Side instance |
| in | <i>x</i> | Global vector to multiply by (Vect instance) |
| out | <i>b</i> | Global vector (Vect instance) |

real.t setMaterialProperty (const string & exp, const string & prop) [inherited]

Define a material property by an algebraic expression.

Parameters

| | | |
|----|-------------|----------------------|
| in | <i>exp</i> | Algebraic expression |
| in | <i>prop</i> | Property name |

Returns

Return value in expression evaluation:

- =0, Normal evaluation
- !=0, An error message is displayed

Mesh& getMesh () const [inherited]

Return reference to Mesh instance.

Returns

Reference to Mesh instance

void setSolver (Iteration *ls*, Preconditioner *pc* = IDENT_PREC) [inherited]

Choose solver for the linear system.

Parameters

| | | |
|----|-----------|---|
| in | <i>ls</i> | <p>Solver of the linear system. To choose among the enumerated values: DIRECT_SOLVER, CG_SOLVER, GMRES_SOLVER</p> <ul style="list-style-type: none"> • DIRECT_SOLVER, Use a facorization solver [default] • CG_SOLVER, Conjugate Gradient iterative solver • CGS_SOLVER, Squared Conjugate Gradient iterative solver • BICG_SOLVER, BiConjugate Gradient iterative solver • BICG_STAB_SOLVER, BiConjugate Gradient Stabilized iterative solver • GMRES_SOLVER, GMRES iterative solver • QMR_SOLVER, QMR iterative solver |
| in | <i>pc</i> | <p>Preconditioner to associate to the iterative solver. If the direct solver was chosen for the first argument this argument is not used. Otherwise choose among the enumerated values:</p> <ul style="list-style-type: none"> • IDENT_PREC, Identity preconditioner (no preconditioning [default]) • DIAG_PREC, Diagonal preconditioner • ILU_PREC, Incomplete LU factorization preconditioner |

int SolveLinearSystem (Matrix< real_t > * A , Vect< real_t > & b , Vect< real_t > & x)
[inherited]

Solve the linear system.

Parameters

| | | |
|--------|-----|---|
| in | A | Pointer to matrix of the system (Instance of class SpMatrix) |
| in | b | Vector containing right-hand side |
| in,out | x | Vector containing initial guess of solution on input, actual solution on output |

7.112.4 Member Data Documentation

LocalVect<real_t,NEE_> ePrev [inherited]

LocalVect instance containing local vector associated to current element.

This vector has been stored as the one at previous iteration or previous time step

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