```
1 function fe2d d
2 % 'fe2d d.m' 2D finite element Matlab code for Scheme 2 applied
3 % to the predator-prey system with Kinetics 1. The nodes and elements
4 % of the unstructured grid are loaded from external files 't triang.dat'
5 % and 'p coord.dat' respectively.
6 %
7 % Boundary conditions:
8 % Gamma: Dirichlet
9 %
10 % (C) 2009 Marcus R. Garvie. See 'mycopyright.txt' for details.
12 % Modified April 7, 2014
13 %
15 %
                      Enter data for mesh geometry
17 % Read in 'p(2,n)', the 'n' coordinates of the nodes
18 load p coord.dat -ascii
19 p = (p coord)';
20 % Read in 't(3,no elems)', the list of nodes for 'no elems' elements
21 load t triang.dat -ascii
22 t = (round(t triang))';
23 % Construct the connectivity for the nodes on Gamma
24 edges = boundedges (p',t');
25 % Identify the boundary nodes on Gamma
26 bn = unique(edges(:));
27 % Number of nodes (isn) on Gamma
28 [junk,isn]=size(bn);
29 % Degrees of freedom per variable (n)
30 [junk,n]=size(p);
31 % Number of elements (no elems)
32 [junk,no_elems]=size(t);
33 % Extract vector of 'x' and 'y' values
34 x = p(1,:); y = p(2,:);
36 %
                     Enter data for model
38 % User inputs of parameters
39 alpha = input('Enter parameter alpha
40 beta = input('Enter parameter beta
41 gamma = input('Enter parameter gamma
42 delta = input('Enter parameter delta
43 T = input('Enter maximum time T
44 delt = input('Enter time-step Delta t
45 % User inputs of initial data
46 u0_str = input('Enter initial data function u0(x,y) ','s');
47 u0_anon = @(x,y)eval(u0_str); % create anonymous function
48 u = arrayfun(u0_anon,x,y)';
49 v0 str = input('Enter initial data function v0(x,y)
50 v0_anon = @(x,y)eval(v0_str); % create anonymous function
51 v = arrayfun(v0 anon, x, y)';
52 % Enter the boundary conditions
53 gu str = input('Enter the Dirichlet b.c. gu(x,y,t) for u ','s');
54 gu = @(x,y,t)eval(gu_str); % create anonymous function
55 gv_str = input('Enter the Dirichlet b.c. gv(x,y,t) for v ','s');
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56 gv = @(x,y,t)eval(gv str); % create anonymous function
57 % Calculate and assign some constants
58 N=round(T/delt);
59 % Degrees of freedom per variable (n)
60 [junk,n]=size(p);
61 % Number of elements (no elems)
62 [junk,no_elems]=size(t);
64 %
                                 Assembly
66 m hat=zeros(n,1);
67 K=sparse(n,n);
68 for elem = 1:no elems
69
      % Identify nodes ni, nj and nk in element 'elem'
70
      ni = t(1, elem);
71
      nj = t(2,elem);
72
      nk = t(3,elem);
73
      % Identify coordinates of nodes ni, nj and nk
74
      xi = p(1,ni);
75
      xj = p(1,nj);
76
      xk = p(1,nk);
77
      yi = p(2,ni);
78
      yj = p(2,nj);
79
      yk = p(2,nk);
80
      % Calculate the area of element 'elem'
81
      triangle_area = abs(xj*yk-xk*yj-xi*yk+xk*yi+xi*yj-xj*yi)/2;
82
      % Calculate some quantities needed to construct elements in K
83
      h1 = (xi-xj)*(yk-yj)-(xk-xj)*(yi-yj);
84
      h2 = (xj-xk)*(yi-yk)-(xi-xk)*(yj-yk);
85
      h3 = (xk-xi)*(yj-yi)-(xj-xi)*(yk-yi);
86
      s1 = (yj-yi)*(yk-yj)+(xi-xj)*(xj-xk);
87
      s2 = (yj-yi)*(yi-yk)+(xi-xj)*(xk-xi);
88
      s3 = (yk-yj)*(yi-yk)+(xj-xk)*(xk-xi);
89
      t1 = (yj-yi)^2+(xi-xj)^2; % q* changed to t*
90
      t2 = (yk-yj)^2+(xj-xk)^2;
91
      t3 = (yi-yk)^2+(xk-xi)^2;
92
      % Calculate local contributions to m_hat
93
      m hat i = triangle area/3;
94
      m hat j = m hat i;
95
      m hat k = m hat i;
96
      % calculate local contributions to K
97
      K ki = triangle area*s1/(h3*h1);
98
      K_i = K_ki;
99
      K kj = triangle area*s2/(h3*h2);
100
      K_jk = K_kj;
101
      K kk = triangle area*t1/(h3^2);
102
       K ij = triangle area*s3/(h1*h2);
103
      K ji = K ij;
104
      K_ii = triangle_area*t2/(h1^2);
105
       K jj = triangle area*t3/(h2^2);
106
      % Add contributions to vector m hat
107
       m hat(nk)=m hat(nk)+m hat k;
108
       m hat(nj)=m hat(nj)+m hat j;
109
       m hat(ni)=m hat(ni)+m hat i;
110
       % Add contributions to K
111
       K=K+sparse(nk,ni,K ki,n,n);
112
       K=K+sparse(ni,nk,K ik,n,n);
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113
      K=K+sparse(nk,nj,K kj,n,n);
114
      K=K+sparse(nj,nk,K jk,n,n);
115
      K=K+sparse(nk,nk,K kk,n,n);
116
      K=K+sparse(ni,nj,K ij,n,n);
117
      K=K+sparse(nj,ni,K ji,n,n);
      K=K+sparse(ni,ni,K ii,n,n);
118
119
      K=K+sparse(nj,nj,K jj,n,n);
120 end
121 % Construct matrix L
122 ivec=1:n:
123 IM hat=sparse(ivec,ivec,1./m_hat,n,n);
124 L=delt*IM hat*K;
125 % Construct matrices B1 & B2
126 B1=sparse(1:n,1:n,1,n,n)+L;
127 B2=sparse(1:n,1:n,1,n,n)+delta*L;
129 %
                           Time-stepping procedure
131 for nt=1:N
132
      tn = nt*delt:
133
      % Evaluate modified functional response
134
     hhat = u./(alpha + abs(u));
      % Update right-hand-side of linear system
135
136
      F = u - u.*abs(u) - v.*hhat;
      G = beta*v.*hhat - gamma*v;
137
138
     rhs u = u + delt*F;
139
      rhs v = v + delt*G;
140
      % Impose dirichlet boundary conditions on Gamma
141
      for i = 1:isn
142
          node = bn(i);
143
          xx = p(1, node);
144
          yy = p(2, node);
145
          B1(node,:)=0;
          B1(node, node)=1;
146
147
          rhs u(node)=qu(xx,yy,tn);
148
          B2 (node,:)=0;
149
          B2(node, node)=1;
150
          rhs_v(node)=gv(xx,yy,tn);
151
      end
152
      % Do the incomplete LU factorisation of B1 and B2
153
      [LB1,UB1] = ilu(B1,struct('type','ilutp','droptol',1e-5));
      [LB2,UB2] = ilu(B2,struct('type','ilutp','droptol',1e-5));
154
155
      % Solve for u and v using GMRES
156
       [u,flagu,relresu,iteru]=gmres(B1,rhs_u,[],1e-6,[],LB1,UB1,u);
      if flagu~=0 flagu,relresu,iteru,error('GMRES did not converge'),end
157
158
       [v,flagv,relresv,iterv]=gmres(B2,rhs_v,[],1e-6,[],LB2,UB2,v);
       if flagv~=0 flagv,relresv,iterv,error('GMRES did not converge'),end
159
160 end
162 %
                               Plot solutions
164 % Plot solution for u
165 figure;
166 set(gcf,'Renderer','zbuffer');
167 trisurf(t',x,y,u,'FaceColor','interp','EdgeColor','interp');
168 colorbar;axis off;title('u');
169 view ( 2 );
```

```
170 axis equal on tight;
171 % Plot solution for v
172 figure;
173 set(gcf,'Renderer','zbuffer');
174 trisurf(t',x,y,v,'FaceColor','interp','EdgeColor','interp');
175 colorbar;axis off;title('v');
176 view ( 2 );
177 axis equal on tight;
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