## Lab 01 - Introduction

## Deal.II Users and Developers Training

SMR2909 - MHPC P2.5

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## 1. Setup

- Edit file ~/.bashrc to contain the line source /scratch/smr2909/enable.sh and close and re-open your terminal. You can use gedit ~/.bashrc.local to open an editor. Check that this worked by typing echo \$DEAL\_II\_DIR You should see /scratch/smr2909/deal.II/install printed to the screen.
- Please note, inside /scratch/smr2909/ there are the following folders:
  - labs/ a folder with exercise sheets and example programs
  - bin/ and apps/ several programs (you shouldn't need to access them directly, because they will be imported into your PATH automatically)
  - libs/, candi/, candi-build libraries deal.II depends on.
  - deal.II source, build, and installation of deal.II.
  - deal.II/dealii/examples/ all tutorial programs.
- to make a copy of tutorial 1, configure, compile, and run it:

```
cp -r /scratch/smr2909/labs/lab01/step-1 ~/
cd ~/step-1
cmake .
make
./step-1
```

• IDE: open qtcreator .

## 2. Tasks for tutorial step-1:

- 1. See documentation at https://www.dealii.org/8.4.0/doxygen/deal.II/step\_1.html
- 2. Compile and run inside gtcreator and look at the output.
- 3. Comment out the .set\_manifold(0, ...) line in second\_grid(). What happens now?
- 4. Create an image of an L-shape domain (add a function third\_grid() to step-1) with one global refinement.
- 5. Now change the output format of the previous example to vtk and open the new file in paraview.
- 6. Refine the L-shaped mesh adaptively around the re-entrant corner several times but with a twist: refine all cells with the distance between the center of the cell and re-entrant corner is smaller than 1/3.
- 7. Output mesh two as an svg file instead of eps. Open it in a browser to display it (firefox for example).
- 8. Create a helper function that takes a reference to a Triangulation and prints the following information: number of levels, number of cells, number of active cells. Test this with all of your meshes.

- 9. Generate a circle using GridGenerator::hyper\_sphere() in 2d: use a SphericalManifold everywhere, only on the boundary, or on all cells except the center cell and refine the mesh globally twice
- 10. Go into second\_grid() and remove the last line (.set\_manifold(0);). The program will crash when you run it. Try to find out what is going on by debugging the program ("Debug" -> "Start debugging" in qtcreator) and stepping through the function second\_grid(). You can fix this problem in a more elegant way than putting the line you removed back in. How? See the tutorial description for more info.
- 11. Bonus: Create a mesh that represents the surface of a torus and refine it 2 times globally. Output to vtk format and check the output. Note that your Triangulation needs to be of type Triangulation<2,3>, which we will discuss later this week.
- 12. Bonus: Take a look at step-49 and read the included .msh file in your modified step-1 program.