## Application\_FEM

May 30, 2021

## 1 FEM Application

After developing the theory for a Finite Element Method in *Theory\_FEM.ipynb*, we present a small implementation of what such a simulation might look like.

```
[1]: # Import the necessary libraries
               from fem import *
               import numpy as np
               import matplotlib.pyplot as plt
               from scipy import interpolate
               import matplotlib.colors as colors
               # Control variables
               # These are the variables that control our simulation.
               bounds = [(0,1),(0,1)] # Domain bounds
                                    = 1e-2
                                                                                                                # Mesh Fineness parameter
               FF
                                    = lambda r,z: abs(1.3*r) # Discretisation function
                                       = 1e-1
                                                                                                                 # Simulation time step
               # Define a Source function
                                         = lambda r,z,t: np.exp(-((z-v*t)**2 + r**2)/a - (t-t0)**2/b)
               # f0
               # f
                                             = lambda \ r, z, t: \ f(r, z, t)* \ (\ (2*v/a*(z-t*v) \ -2/b \ *(t-t0))**2 \ - \ (2/b)*(1-t0)**2 \ - \ (2/b)**2 \ - \ (2/b)*
                 \rightarrow b+2*v*2/a))
                                      = lambda r,z,t: np.exp(-((z-v*t)**2 + r**2)/a)
               f0
                                       = lambda r,z,t: a*f0(r,z,t)*((2*v/a*(z-t*v))**2 - (2*v*2/a))/10 * (1/a)
                 \hookrightarrow (1+np.exp(-20*(t-0.2))))
                                     = 1e-0
                                                                                                                 # Source wave speed
                                      = 1e-2
                                                                                                               # Source std
                                     = 2e-1
                                                                                                                 # Source offset
               # t0
               # Now we will get the mesh and points
               points,mesh = get_mesh(h,FF,bounds)
               boundary = get_boundary(points)
               # Buld T, S matrices
               T,S = get_TS(points,mesh)
```

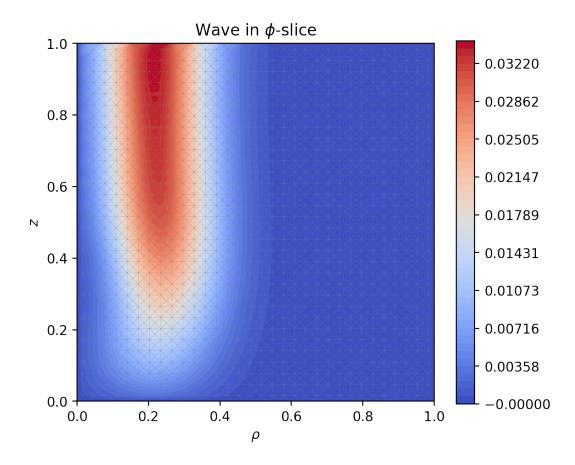
```
# Construct the scheme matrix and apply boundary conditions
Ap= get_scheme_matrix(dt,T,S)
A = set_bc_lhs(boundary,Ap,points,mesh)

# Define the initial condition vectors
# Goal is to solve for U_next, using U_curr and U_prev
ff = lambda r,z: np.exp(-((z-0.5)**2 + (r)**2)/s)
# U_curr = np.array([ff(*p) for p in points])
# U_prev = np.array([0.1*ff(*p) for p in points])
U_curr = np.zeros(len(points))
U_prev = np.zeros(len(points))
F = np.array([f(*point,0) for point in points])
```

```
[2]: # Let's take one step in time and plot
    # U = step(dt,A,S,T,U_curr,U_prev,F)

# U = run(2,dt,A,S,T,U_curr,U_prev,f,points);

t = 10
    # Get the number of iterations
N = int(t//dt)
Ff = []
    # Display a progress bar for fun
for i in range(N):
    Ff = get_F(f,i*dt,points)
    U_curr, U_prev = step(dt,A,S,T,U_curr,U_prev,Ff)
plot_U(points,mesh,U_curr)
```



```
[3]: # Let's Plot a 3D slice from a particular z value
    # We will first average the z-values along that line
# Collect the z values

z = 0.4
Npts = 200
RR = np.linspace(bounds[0][0],bounds[0][1],70)
U = np.array([np.mean(U_curr[mesh.simplices[mesh.find_simplex([r,z])]]) for r__
    →in RR])

interp = interpolate.make_interp_spline(RR,U)
U = interp(RR)

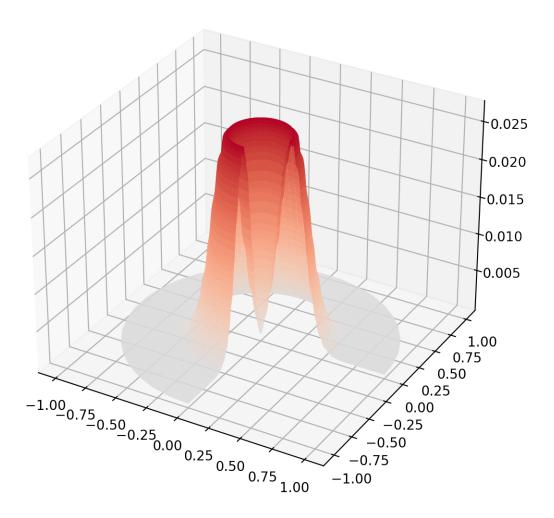
f = lambda x,y: interp((x**2+y**2)**0.5)
R = np.linspace(bounds[0][0],bounds[0][1],Npts)
theta = np.linspace(0,6/4*np.pi,30)

R,theta = np.meshgrid(R,theta)
```

```
X = R*np.cos(theta)
Y = R*np.sin(theta)
Z = f(X,Y)

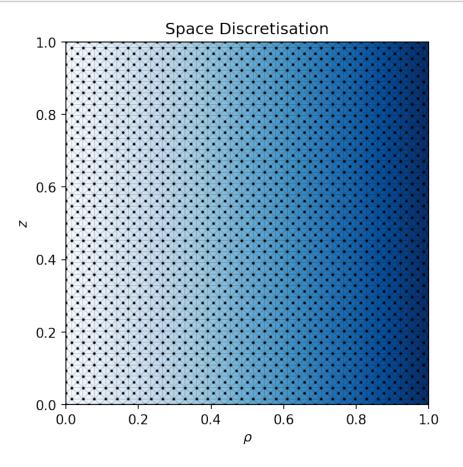
fig = plt.figure(dpi=200,figsize=(7,7))
ax = fig.add_subplot(111,projection='3d')
surf = ax.plot_surface(X, Y, Z, rstride=1, cstride=1, cmap='coolwarm', usedgecolor='none', norm=colors.CenteredNorm());

# Create the figure
```

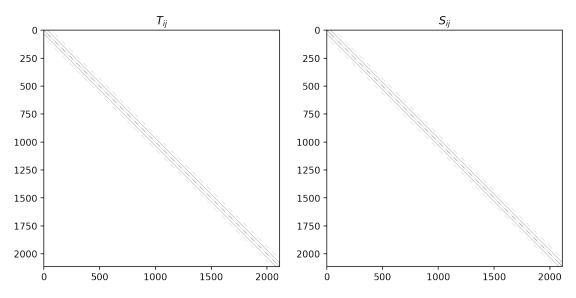


[4]: # Now let's print some stuff before we start solving.A # Firstly the mesh.

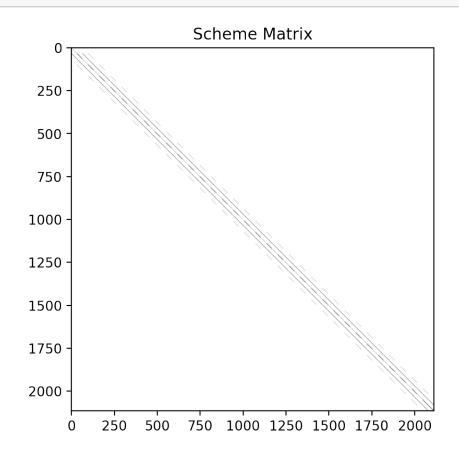
plot\_mesh(points,mesh,FF);



Block Tridiagonal S and T matrices visualized



## [6]: # Plotting the A matrix plot\_A(Ap);



## [7]: plot\_boundary(boundary,points)

