Notes

- Preemptive make-up lecture this week
- Assignment 2 due by tomorrow morning
- Assignment 3 coming soon

Aside: spectral methods

 Last time we constructed finite difference methods for solving

$$\nabla \bullet \nabla u = f$$

on a rectangular domain

Can do better, using the Fourier Transform

$$u(x) = \sum_{i=-\infty}^{\infty} \hat{u}_i e^{\sqrt{-1}(2\pi i x)}$$

- Gives the "spectral method"
 O(N log N) with FFT
 - · Converges as fast as the solution is smooth

cs542g-term1-2007 2

Getting off regular grids

- Problems with finite differences (and spectral methods)
 - Matching non-rectangular geometry
 - Adaptivity
- Not much satisfactory progress in using Taylor series approach off regular grids\
- Alternative (as at the start of the course): pick a set of basis functions, assume solution is in the span $u(\vec{x}) = \sum_{n=1}^{n} u_{n} \phi_{n}(\vec{x})$

$$\sum_{j=1}^{} u_j \phi_j(\bar{x})$$

3

cs542g-term1-2007

Problems

- Collocation works fine for smooth basis functions, such as RBF's
 - But RBF's have issues at boundaries, dealing with non-smooth conditions, global support / dense matrices
 - Can still be made to work very well!
- Constructing smooth-enough and compactly-supported functions on a mesh isn't so attractive
 - Need to use e.g. subdivision schemes, still issues at some nodes

Collocation

- The original PDE: $\nabla \cdot \nabla u = f$
 - (worry about boundary conditions later)
- Plugging in our form of the solution won't be exact everywhere (in general)
- Can just force it to be true at n points:
 "collocation" method

$$\sum_{i=1}^{n} u_{j} \left(\nabla \cdot \nabla \phi_{j} \left(\vec{x}_{i} \right) \right) = f \left(\vec{x}_{i} \right) \quad i = 1, \dots, n$$

cs542g-term1-2007

Galerkin FEM

FEM = Finite Element Method

4

- Includes collocation approach, but more commonly associated with Galerkin approach
- Rephrase PDE from "strong" form (equation holds true at all x) to "weak" form:

$$\int_{\Omega} \left(\nabla \cdot \nabla u(\vec{x}) - f(\vec{x}) \right) \psi(\vec{x}) = 0 \quad \forall \psi \in W$$

Functions ψ are called "test functions"

Galerkin continued

Integrate by parts:

$$\int_{\Omega} (\nabla \cdot \nabla u - f) \psi = \int_{\Omega} (-\nabla u \cdot \nabla \psi - f \psi) + \oint_{\partial \Omega} \psi \nabla u \cdot \hat{n}$$

- Ignore boundary term for now...
- Reduced from two derivatives to one!
- Can now choose u (and test functions) to be less smooth
 - In fact, since we're integrating, not evaluating at a point, u and test functions don't need derivative absolutely everywhere...

cs542g-term1-2007 7

Galerkin (finally)

 Galerkin method: pick u and test functions from the same finite dimensional space

$$u(\vec{x}) = \sum_{j=1}^{n} u_j \phi_j(\vec{x}), \quad \psi_i = \phi_i$$

 Get n equations for the n unknowns: (ignoring boundary for the moment)

$$-\int_{\Omega} \nabla \left(\sum_{j=1}^{n} u_{j} \phi_{j}(\vec{x}) \right) \cdot \nabla \phi_{i}(\vec{x}) - f(\vec{x}) \phi_{i}(\vec{x}) \, dx = 0$$

cs542g-term1-2007

8

The Equations

Rearranging, we get:

-

$$-\sum_{j=1}^{n} \left(\int_{\Omega} \nabla \phi_{i} \cdot \nabla \phi_{j} \right) u_{j} = \int_{\Omega} f \phi_{i}$$

$$-Au = f$$

- Built-in properties:
 - A is symmetric
 - A is positive semi-definite
 - (neither is true necessarily for collocation)

cs542g-term1-2007 9

Boundary Conditions

Recall boundary term in weak form:

$$\int_{\Omega} (\nabla \cdot \nabla u - f) \psi = - \int_{\Omega} (\nabla u \cdot \nabla \psi - f \psi) + \oint_{\partial \Omega} \psi \nabla u \cdot \hat{n}$$

- ◆ For Dirichlet boundary conditions need to restrict u=g at boundary and test function =0
- For Neumann boundary conditions $\nabla u \cdot \hat{n} = h$ allow test function to be nonzero and get extra term in equations

cs542g-term1-2007 10

Picking a FEM space

- Simplest space with "weak" first derivatives: continuous, piecewise linear
- Define values at mesh vertices
- Linearly interpolate across each interval / triangle / tetrahedron
- Nodal basis functions:
 1 at a mesh vertex, zero at the others "hat functions"