

# Hat-Function

defined on a triangulation of the domain  $D$

# Hat-Function

defined on a triangulation of the domain  $D$

- $B_i, i \in I$ : basis for piecewise linear functions

# Hat-Function

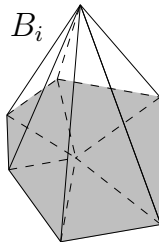
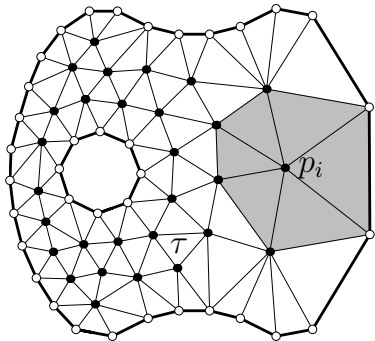
defined on a triangulation of the domain  $D$

- $B_i, i \in I$ : basis for piecewise linear functions
- $B_i(p_i) = 1, 0$  at other vertices  $p_j$

# Hat-Function

defined on a triangulation of the domain  $D$

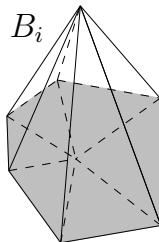
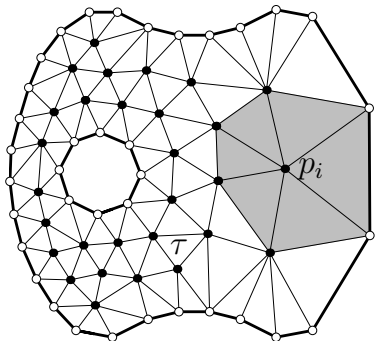
- $B_i, i \in I$ : basis for piecewise linear functions
- $B_i(p_i) = 1, 0$  at other vertices  $p_j$



# Hat-Function

defined on a triangulation of the domain  $D$

- $B_i, i \in I$ : basis for piecewise linear functions
- $B_i(p_i) = 1, 0$  at other vertices  $p_j$



approximation, determined by Lagrange data

$$u_h = \sum_{i \in I} u_i B_i, \quad u_i = u_h(p_i)$$

## Ritz-Galerkin System for Hat-Functions

system entries: sum contributions from each triangle  $\tau = [p_i, p_j, p_k]$

$$g_{\ell,m} = \sum_{\tau} \int_{\tau} \text{grad } B_{\ell} \text{ grad } B_m, \quad f_{\ell} = \sum_{\tau} \int_{\tau} f B_{\ell}$$

## Ritz-Galerkin System for Hat-Functions

system entries: sum contributions from each triangle  $\tau = [p_i, p_j, p_k]$

$$g_{\ell,m} = \sum_{\tau} \int_{\tau} \text{grad } B_{\ell} \text{ grad } B_m, \quad f_{\ell} = \sum_{\tau} \int_{\tau} f B_{\ell}$$

compute gradients via directional derivatives

$$\underbrace{\begin{pmatrix} \text{grad } B_i \\ \text{grad } B_j \\ \text{grad } B_k \end{pmatrix}}_{G_{\tau}} \begin{pmatrix} p_j - p_i & p_k - p_j \end{pmatrix} = R, \quad R = \begin{pmatrix} -1 & 0 \\ 1 & -1 \\ 0 & 1 \end{pmatrix}$$

G: add submatrix of

$$\text{area}(\tau) G_{\tau} G_{\tau}^t = \frac{|\det P|}{2} R P^{-1} (P^t)^{-1} R^t,$$

corresponding to inner vertices



$G$ : add submatrix of

$$\text{area}(\tau) G_{\tau} G_{\tau}^t = \frac{|\det P|}{2} R P^{-1} (P^t)^{-1} R^t,$$

corresponding to inner vertices

$F$ : add subvector of

$$\frac{|\det P|}{6} \begin{pmatrix} \frac{1}{2} & \frac{1}{4} & \frac{1}{4} \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \end{pmatrix} \begin{pmatrix} f_i \\ f_j \\ f_k \end{pmatrix}$$

corresponding to inner vertices

# Details

## Details

exact Taylor approximation for linear functions

$$B(q) = B(p) + \underbrace{\text{grad } B(q - p)}_{\text{directional derivative}}$$

## Details

exact Taylor approximation for linear functions

$$B(q) = B(p) + \underbrace{\text{grad } B(q - p)}_{\text{directional derivative}}$$

quadrature formula for triangle  $\tau = [p_i, p_j, p_k]$

$$\int_{\tau} g = \frac{\text{area } \tau}{3} [g((p_i + p_j)/2) + g((p_j + p_k)/2) + g((p_k + p_i)/2)]$$

## Details

exact Taylor approximation for linear functions

$$B(q) = B(p) + \underbrace{\text{grad } B(q - p)}_{\text{directional derivative}}$$

quadrature formula for triangle  $\tau = [p_i, p_j, p_k]$

$$\int_{\tau} g = \frac{\text{area } \tau}{3} [g((p_i + p_j)/2) + g((p_j + p_k)/2) + g((p_k + p_i)/2)]$$

exact for quadratic polynomials  $\rightsquigarrow$  error  $O(h^5)$ ,  $h = \text{diam } \tau$

## Details

exact Taylor approximation for linear functions

$$B(q) = B(p) + \underbrace{\text{grad } B(q - p)}_{\text{directional derivative}}$$

quadrature formula for triangle  $\tau = [p_i, p_j, p_k]$

$$\int_{\tau} g = \frac{\text{area } \tau}{3} [g((p_i + p_j)/2) + g((p_j + p_k)/2) + g((p_k + p_i)/2)]$$

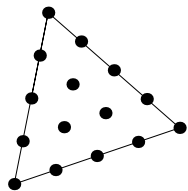
exact for quadratic polynomials  $\rightsquigarrow$  error  $O(h^5)$ ,  $h = \text{diam } \tau$

apply with  $g = fB_{\ell}$  and linear interpolation of  $f$  and  $B_{\ell}$   $\rightsquigarrow$

$$[\dots] = f_{\ell}/2 + f_m/4 + f_{m'}/4, \quad m, m' \neq \ell,$$

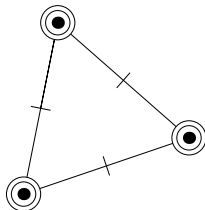
since  $g((p_{\ell} + p_m)/2) = ((f_{\ell} + f_m)/2)((1 + 0)/2)$

# Bivariate Finite Elements



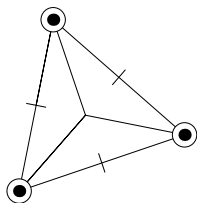
Lagrange

degree 4,  $\in C^0$   
dimension 15



Argyris

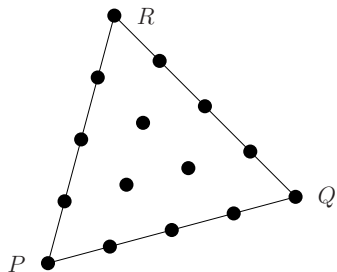
degree 5,  $\in C^1$   
dimension 21



Clough-Tocher

degree 3,  $\in C^1$   
dimension 12

## Lagrange Elements

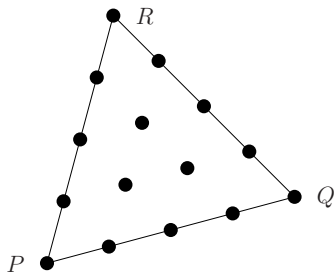


nodes, labeled  $(i, j, k)$  with  $i + j + k = n$

$$\frac{i}{n}P + \frac{j}{n}Q + \frac{k}{n}R$$



# Lagrange Elements



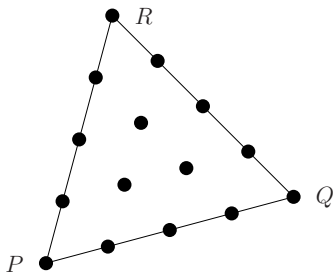
nodes, labeled  $(i, j, k)$  with  $i + j + k = n$

$$\frac{i}{n}P + \frac{j}{n}Q + \frac{k}{n}R$$

basis functions

$$B_{i,j,k} = \binom{n}{i} u^0 \dots u^{i-1} \binom{n}{j} v^0 \dots v^{j-1} \binom{n}{k} w^0 \dots w^{k-1}$$

# Lagrange Elements



nodes, labeled  $(i, j, k)$  with  $i + j + k = n$

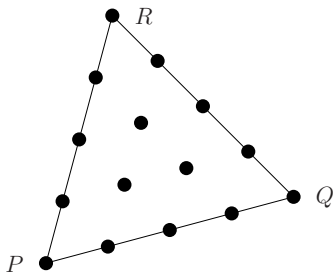
$$\frac{i}{n}P + \frac{j}{n}Q + \frac{k}{n}R$$

basis functions

$$B_{i,j,k} = \binom{n}{i} u^0 \dots u^{i-1} \binom{n}{j} v^0 \dots v^{j-1} \binom{n}{k} w^0 \dots w^{k-1}$$

$u^\ell$  linear, with  $u^\ell(P) = 1$  and  $u^\ell = 0$  on nodes  $(\ell, \alpha, \beta)$   
( $v^\ell, w^\ell$  defined similarly)

# Lagrange Elements



nodes, labeled  $(i, j, k)$  with  $i + j + k = n$

$$\frac{i}{n}P + \frac{j}{n}Q + \frac{k}{n}R$$

basis functions

$$B_{i,j,k} = \binom{n}{i} u^0 \dots u^{i-1} \binom{n}{j} v^0 \dots v^{j-1} \binom{n}{k} w^0 \dots w^{k-1}$$

$u^\ell$  linear, with  $u^\ell(P) = 1$  and  $u^\ell = 0$  on nodes  $(\ell, \alpha, \beta)$   
( $v^\ell, w^\ell$  defined similarly)

$\rightsquigarrow$  interpolation of Lagrange data

## Details

node

$$X = \frac{i}{n}P + \frac{j}{n}Q + \frac{k}{n}R$$

## Details

node

$$X = \frac{i}{n}P + \frac{j}{n}Q + \frac{k}{n}R$$

$$u^\ell((n/n)P) = 1, u^\ell((\ell/n)P + \dots) = 0 \implies$$

$$u^\ell \left( \frac{i}{n}P + \dots \right) = \frac{i - \ell}{n - \ell}$$

(view  $i$  as variable, ranging from  $\ell$  to  $n$ )

## Details

node

$$X = \frac{i}{n}P + \frac{j}{n}Q + \frac{k}{n}R$$

$$u^\ell((n/n)P) = 1, u^\ell((\ell/n)P + \dots) = 0 \implies$$

$$u^\ell \left( \frac{i}{n}P + \dots \right) = \frac{i - \ell}{n - \ell}$$

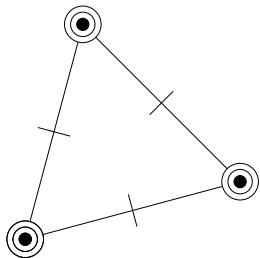
(view  $i$  as variable, ranging from  $\ell$  to  $n$ )

value of  $u^0 u^1 \dots u^{i-1}$  at  $X$

$$\frac{i}{n} \frac{i-1}{n-1} \dots \frac{1}{n-i+1} = \binom{n}{i}^{-1}$$

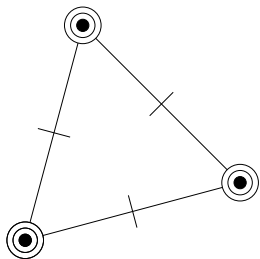
$$\implies B_{i,j,k}(X) = 1$$

# Argyris Triangle



degree 5,  $\in C^1$   
dimension 21

# Argyris Triangle

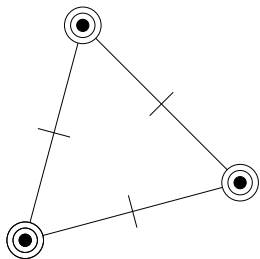


degree 5,  $\in C^1$   
dimension 21

defining data



# Argyris Triangle

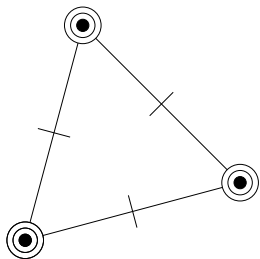


degree 5,  $\in C^1$   
dimension 21

defining data

- partial derivatives of order  $\leq 2$  at vertices

# Argyris Triangle

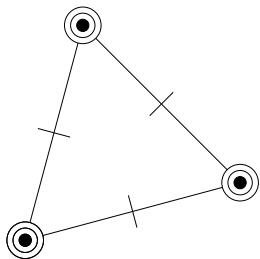


degree 5,  $\in C^1$   
dimension 21

defining data

- partial derivatives of order  $\leq 2$  at vertices
- normal derivatives at edge mid-points

## Argyris Triangle



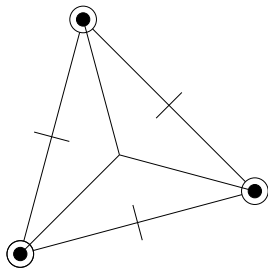
degree 5,  $\in C^1$   
dimension 21

defining data

- partial derivatives of order  $\leq 2$  at vertices
- normal derivatives at edge mid-points

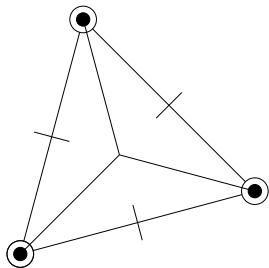
$\implies$  values and derivatives prescribed at triangle boundaries  
(quintic and quartic polynomials, respectively)

# Clough-Tocher Macro-Triangle



degree 3,  $\in C^1$   
dimension 12

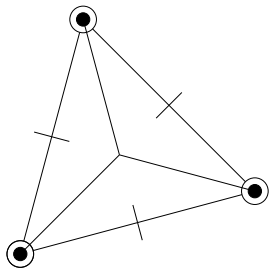
## Clough-Tocher Macro-Triangle



degree 3,  $\in C^1$   
dimension 12

defining data

## Clough-Tocher Macro-Triangle

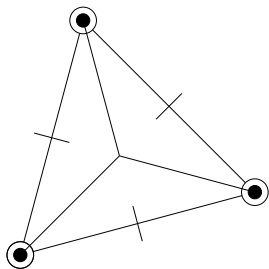


degree 3,  $\in C^1$   
dimension 12

defining data

- values and gradients at vertices

## Clough-Tocher Macro-Triangle

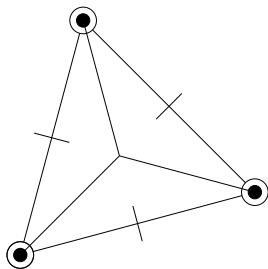


degree 3,  $\in C^1$   
dimension 12

defining data

- values and gradients at vertices
- normal derivatives at edge mid-points

# Clough-Tocher Macro-Triangle



degree 3,  $\in C^1$   
dimension 12

defining data

- values and gradients at vertices
  - normal derivatives at edge mid-points
- $\implies$  values and derivatives prescribed along the outer boundaries  
(cubic and quadratic polynomials, respectively)



## Properties of Finite Elements

The basis functions  $B_i$  of standard mesh-based finite element subspaces are piecewise polynomials of degree  $\leq n$  with support on few neighboring mesh cells. They are at least continuous and compatible with homogeneous boundary conditions on piecewise linear boundaries.

# Disadvantages of Standard Mesh-Based Finite Elements

principal drawbacks

# Disadvantages of Standard Mesh-Based Finite Elements

principal drawbacks

- Generating good meshes can be difficult, time-consuming, and might require user interaction.

# Disadvantages of Standard Mesh-Based Finite Elements

principal drawbacks

- Generating good meshes can be difficult, time-consuming, and might require user interaction.
- Using quadratic or higher degree leads to excessively large systems.

# Disadvantages of Standard Mesh-Based Finite Elements

principal drawbacks

- Generating good meshes can be difficult, time-consuming, and might require user interaction.
- Using quadratic or higher degree leads to excessively large systems.
- Only moderately accurate approximations are possible.

# Disadvantages of Standard Mesh-Based Finite Elements

## principal drawbacks

- Generating good meshes can be difficult, time-consuming, and might require user interaction.
- Using quadratic or higher degree leads to excessively large systems.
- Only moderately accurate approximations are possible.
- Boundary conditions are merely approximated for general free-form domains.

# Disadvantages of Standard Mesh-Based Finite Elements

principal drawbacks

- Generating good meshes can be difficult, time-consuming, and might require user interaction.
- Using quadratic or higher degree leads to excessively large systems.
- Only moderately accurate approximations are possible.
- Boundary conditions are merely approximated for general free-form domains.

Weighted spline-based finite elements overcome these difficulties:

# Disadvantages of Standard Mesh-Based Finite Elements

principal drawbacks

- Generating good meshes can be difficult, time-consuming, and might require user interaction.
- Using quadratic or higher degree leads to excessively large systems.
- Only moderately accurate approximations are possible.
- Boundary conditions are merely approximated for general free-form domains.

Weighted spline-based finite elements overcome these difficulties:

No mesh generation is required, accurate smooth approximations are possible with relatively low-dimensional finite element subspaces, and boundary conditions are satisfied exactly.