

T U T O R I A L

“Numerical Methods for the Solution of Elliptic Partial Differential Equations”

to the lecture

“Numerics of Elliptic Problems”

Tutorial 12

Tuesday, 26 June 2018, Time: 10¹⁵ – 11⁴⁵, Room: S2 346.

Programming (continued)

L_2 -error and H^1 -error

62 Write a function

```
double calcElErrorL2 (const Point2D& p0, const Point2D& p1,
                     const Point2D& p2, ScalarField exact,
                     double v0, double v1, double v2);
```

that approximates the element L^2 -error $\|v - v_h\|_{L^2(\delta_r)}$, where $\mathbf{exact}=v$ and $v_h(x_{\delta_r}(\xi)) = \sum_{\alpha \in A} v^{(r,\alpha)} p^{(\alpha)}(\xi)$ with $\mathbf{v0}=v^{(r,1)}$ etc.

Hint: Use the quadrature rule from Exercise 34 to approximate

$$\|v - v_h\|_{L^2(\delta_r)}^2 = \int_{\delta_r} |v(x) - v_h(x)|^2 dx = \int_{\Delta} |v(x_{\delta_r}(\xi)) - v_h(x_{\delta_r}(\xi))|^2 |\det J_{\delta_r}| d\xi$$

63 Write a function

```
double calcElErrorH1 (const Point2D& p0, const Point2D& p1,
                     const Point2D& p2,
                     ScalarField Dx1exact, ScalarField Dx2exact,
                     double v0, double v1, double v2);
```

that approximates the element H^1 -error $|Dv - \nabla v_h|_{L^2(\delta_r)}$, where $Dv = \nabla v = (\frac{\partial v}{\partial x_1}, \frac{\partial v}{\partial x_2})^T$, with $\mathbf{Dx1exact}=\frac{\partial v}{\partial x_1}$, $\mathbf{Dx2exact}=\frac{\partial v}{\partial x_2}$ and $v_h(x_{\delta_r}(\xi)) = \sum_{\alpha \in A} v^{(r,\alpha)} p^{(\alpha)}(\xi)$ with $\mathbf{v0}=v^{(r,1)}$ etc.

Hint: Use the quadrature rule from Exercise 34 to approximate

$$|v - v_h|_{H^1(\delta_r)}^2 = \int_{\delta_r} |Dv(x) - \nabla_x v_h(x)|^2 dx = \int_{\Delta} |Dv(x_{\delta_r}(\xi)) - J_r^{-T} \nabla_{\xi} v_h(x_{\delta_r}(\xi))|^2 |\det J_{\delta_r}| d\xi$$

64 Write a function

```
double calcErrorL2 (const Mesh& mesh, ScalarField exact,
                   const Vector& solution);
```

that approximates the global L^2 -error $\|v - v_h\|_{L^2(\Omega)}$, where `exact=v` and `solution=vh`.

Hint: use `calcElErrorL2` in a loop over all elements.

Show that $u(x_1, x_2) = \frac{1}{4} \cos(2\pi x_1) \cos(4\pi x_2)$ is the unique solution of (3.23) (see Tutorial 07, Exercise **39**). Compute $\|u - u_h\|_{L^2(\Omega)}$ for each finite element solution u_h from Exercise **39** for the different meshes.

65 Write a function

```
double calcErrorH1 (const Mesh& mesh, ScalarField exact,
                   ScalarField Dx1exact, ScalarField Dx2exact,
                   const Vector& solution);
```

that approximates the global H^1 -error $\|v - v_h\|_{H^1(\Omega)}$, where `exact=v`, `Dx1exact= $\frac{\partial v}{\partial x_1}$` , `Dx2exact= $\frac{\partial v}{\partial x_2}$` and `solution=vh`.

Hint: use `calcElErrorL2` and `calcElErrorH1` in a loop over all elements.

Compute $\|u - u_h\|_{H^1(\Omega)}$ for each finite element solution u_h from Exercise **39** for the different meshes.

The CHIP-Problem

Recall the CHIP-Problem from the lecture (T08a, T08b, T09)!

66 Prepare the initial mesh for the CHIP problem as proposed on T09 in your mesh-format, taking care of the appropriate boundary conditions.

Hint: If possible use symmetric reduction.

67 Modify your functions from **33**, **35** and **36**, such that you can assemble the stiffness matrix K according to the bilinear form

$$a(u, v) = \int_{\Omega} \lambda(x) \nabla u(x) \cdot \nabla v(x) + a(x) u(x) v(x) dx,$$

where $\lambda(x)$ and $a(x)$ are given coefficient functions.

68 Solve the finite element system corresponding to the CHIP problem on T08a with the parameter setting of T08b for the initial mesh of **66**. Solve the same system for uniformly refined meshes with $h/h_0 = 2, 3, 8, 16$ and visualize the solution.

Hint: For incorporating the BC, use the following order: First natural BC, than essential BC.

A posteriori error estimates

- 69* Implement the residual error estimator for the CHIP-problem as derived in Exercise 61.
- 70* Compute the residual error for the CHIP-problem for uniformly refined meshes with $h/h_0 = 2, 3, 8, 16$ and visualize the error on each element!