

Exercise 8 for the lecture
NUMERICS III
SoSe 2015

Due: till Tuesday, 16. June

Problem 1

Let $\Omega \in \mathbb{R}^2$ be a domain with polygonal boundary and \mathcal{T} a triangulation of Ω . Show that

$$S^{(m)} \subset H^1(\Omega),$$

and derive the weak derivative of a function $v \in S^{(m)}$.

Problem 2

Consider the grid $a = x_0 < x_1 < \dots < x_n = b$ on the interval (a, b) . Let u be the solution of

$$u \in H_0^1(a, b) : \quad (u', v') = (f, v) \quad \forall v \in H_0^1(a, b)$$

and $u_h \in S_h$ the approximation in the linear finite element space $S_h \subset H_0^1(a, b)$ on the above grid. Show that u_h coincides with the linear interpolation of u on the grid, i.e. $u_h(x_i) = u(x_i)$ for $i = 0, \dots, n$.

Problem 3 (6 programming points)

To solve a variational problem in a finite dimensional space V we need to assemble a matrix $A \in \mathbb{R}^{n \times n}$ with $A_{i,j} = a(\lambda_i, \lambda_j)$ where $\{\lambda_1, \dots, \lambda_n\}$ is a basis of V .

- a) Make yourself familiar with the MATLAB programmes `basis.m` and `quadrature.m` on the homepage.
- b) Write a MATLAB programm `A = assemble_stiff(S, B, Q)`, which assembles the bilinearform

$$\int_{\tau} \nabla u(x) \cdot \nabla v(x) dx$$

for the basis $\{\lambda_{i,\tau}\}$ on a triangle τ given by the columns of the matrix \mathbf{S} . The basis $\{\lambda_{i,\tau}\}$ on τ results from a transformation of the basis given by \mathbf{B} on the unit simplex. Use the quadrature rule \mathbf{Q} for evaluation of the integrals.

Test your program with $\mathbf{B} = \mathbf{basis}(1)$, $\mathbf{Q} = \mathbf{quadrature}(1)$ and three triangles of your choice. What happens, if you scale one triangle with different factors h ?

- c) Analog to b) write a MATLAB program $\mathbf{M} = \mathbf{assemble_mass}(\mathbf{S}, \mathbf{B}, \mathbf{Q})$, which assembles the bilinearform

$$\int_{\tau} u(x)v(x)dx.$$

Add a Gauß quadratur rule to `quadrature.m`, which is of order $p \geq 2$ on the unit simplex in \mathbb{R}^2 . Test your program with $\mathbf{B} = \mathbf{basis}(1)$ and the new quadratur rule $\mathbf{Q} = \mathbf{quadrature}(2)$ and triangles of your choice. What happens, if you scale one triangle with different factors h ?