

Solving PDEs with finite elements: an introduction to free software FreeFem++

Part I: Basic features

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Basic features in FreeFem++

Archive to be downloaded:

<http://ionut.danaila.perso.math.cnrs.fr/zdownload/FFEM/>

1 **WHAT is FreeFem++?**

2 **WHY using FreeFem++?**

3 **HOW to use FreeFem++ (a step-by-step guide)**

- (1) How to install FreeFem++?
- (2) Building a mesh
- (3) What mathematics do you need to know?
- (4) Solving the Poisson equation in 10 lines of code
- (5) Dealing with Boundary Conditions

4 **Summary of basic features.**

What is FreeFem++?

Intuitive answer

...yet another finite-element software!

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New answer (after this course)

...**THE** finite-element software you need!

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New answer (after this course)

...**THE** finite-element software you need!

FreeFem++ (www.freefem.org)

Free Generic PDE solver using finite elements (2D and 3D)

- syntax close to the mathematical (weak) formulations,
- powerful mesh generator,
- mesh interpolation and **adaptivity**,
- use combined P1 to P4 Lagrange elements, Raviart-Thomas, etc,
- complex matrices,
- parallel computing (domain decomposition methods), etc.

Why using FreeFem++?

Free

- research
- industry

Easy to use

steep learning
curve

Modern

interface to
up-to-date
libraries

Close to maths

low effort to
implement
complex
methods

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- algorithms/methods,
- parameters, convergence criteria, etc.

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Large community (Europe, Japan, China, Canada, etc)

You are welcome to participate in the:

FreeFem++ Days, Paris, December, every year.

Utilisation of FreeFem++

Physics	Numerical meth.	Implementation	Results
obs/equations	PDE/num analysis.	algorithm/code	physical detail

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Solve complicated PDEs/ Post-processing of results

- avoid technicalities of the FE-method,
- obtain rapidly numerical results,
- initiate collaborations with physics and industry.

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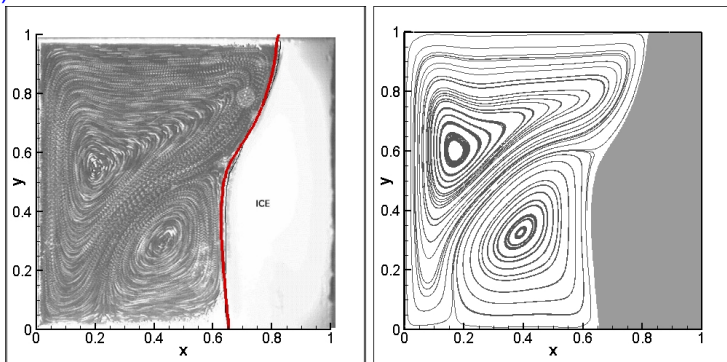
Develop/Test new numerical methods

- write lines of code like writing mathematical equations,
- versatile (easy-to-change) scripting (change the type of FE, preconditioner, linear solver, etc),
- check mathematical theories (theory of PDEs/numerical analysis).

Example 1: Computation of fluids with phase change and convection

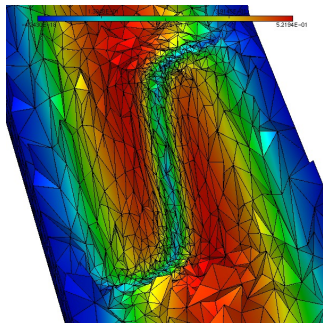
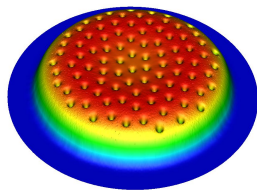
- Purpose: solve a very difficult systems of PDEs
Navier-Stokes-Boussinesq equations + phase change,
- Use: classical methods \rightarrow new numerical method
Taylor-Hood finite-elements + Newton method,
- I. Danaila, R. Moglan, F. Hecht, S. le Masson, JCP, 2014.

(movie) ice formation

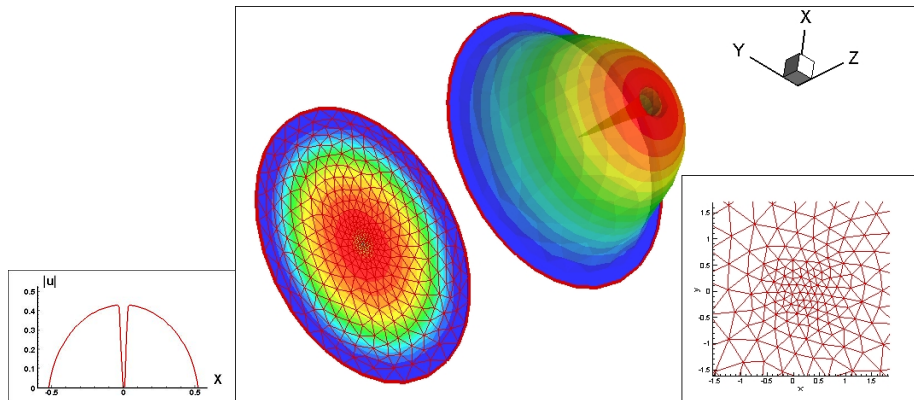


Example 2: Computation of Bose-Einstein condensates (non-linear Schrödinger equation)

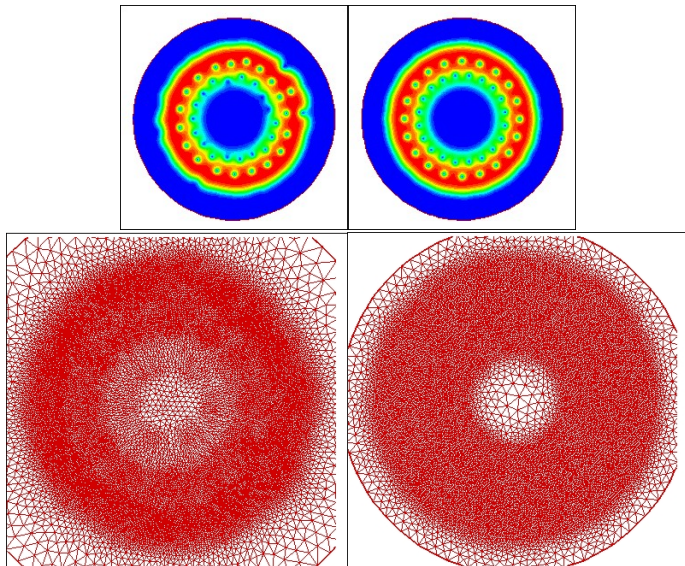
- Purpose: develop new (sophisticated) numerical algorithms
Sobolev gradient methods + Riemannian Optimization,
 - Use: classical FE + adaptivity \rightarrow new gradients, preconditioners, etc
 - G. Vergez, I. Danaila, S. Auliac, F. Hecht, CPC, 2016.
- (movie) vortices inside a BEC



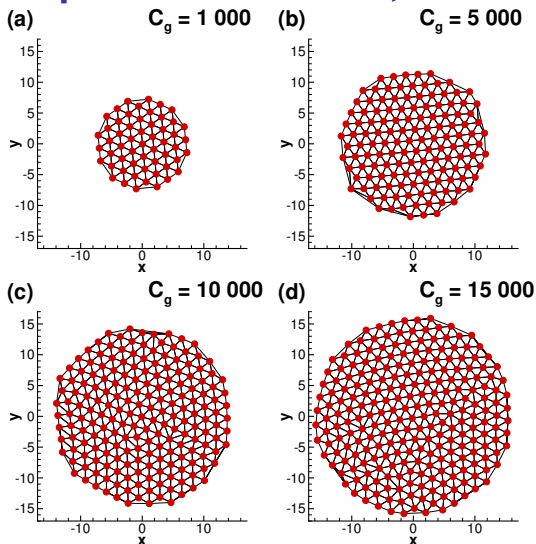
Appealing features: Mesh adaptivity



Appealing features: Controlling mesh isotropy



Appealing features: Post-processing to identify vortices, compute vortex radius, etc.



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How to install and use FreeFem++?

FreeFem++: www.freefem.org or www3.freefem.org

- pre-compiled versions for Windows and MacOS,
- compilation needed for Linux,
- to write programs/scripts: use your preferred Editor (Emacs).

Explore www.freefem.org

- instructions for compilation,
- full documentation (pdf), slides from FreeFem++ days, etc.,
- Git repository (development),
- papers using FreeFem++, toolboxes, etc.,
- lots of examples (.edp scripts).
- **Before starting an application: look for an example close to yours!**

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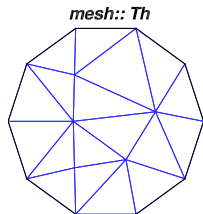
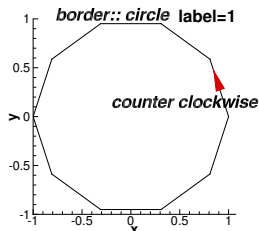
4 **Summary of basic features.**

Mesh of disk (in one line of code)

Any computation starts with a mesh

mesh/mesh_circle_v01.edp

```
/* Mesh of a circle */  
  
// Parameters  
  
int nbseg=10;  
real R=1, xc=0, yc=0;  
  
// border  
border circle(t=0,2*pi){label=1;  
    x=xc+R*cos(t);  
    y=yc+R*sin(t);}  
plot(circle(nbseg),cmm="border", wait=1);  
  
// FE mesh  
mesh Th = buildmesh(circle(nbseg));  
plot(Th, cmm="mesh of a circle");
```



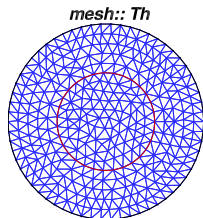
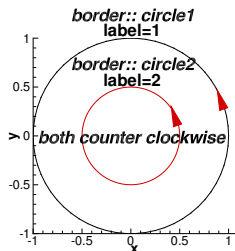
Mesh of disk (v02)

A mesh with a sub-domain:: + `circle2(nbseg*2*pi*R2)`

mesh/mesh_circle_v02.edp

```
int nbseg=10; real R=1, xc=0, yc=0, R2=R/2;
// borders
border circle1 (t=0,2*pi) {label=1;
                        x=xc+R*cos(t);
                        y=yc+R*sin(t);}
border circle2 (t=0,2*pi) {label=2;
                        x=xc+R2*cos(t);
                        y=yc+R2*sin(t);}
plot(circle1(nbseg*2*pi*R)+circle2(-nbseg*2*pi*R2)
     ,cmm="border");
```

```
// FE mesh
mesh Th = buildmesh(circle1(nbseg*2*pi*R)
                    +circle2(-nbseg*2*pi*R2));
plot(Th, cmm="mesh of a circle with subdomain");
// Identify subdomains
cout <<"inner region:: number ="<<
      Th(xc,yc).region <<endl;
cout <<"inner region:: number ="<<
      Th(xc+(R2+R)/2,yc).region <<endl;
```

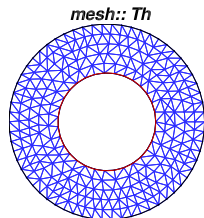
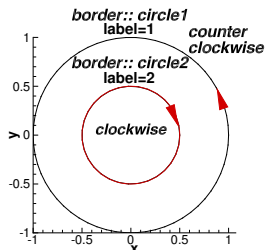


Mesh of disk (v03)

A mesh with a hole inside:: + `circle2(-nbseg*2*pi*R2)`

mesh/mesh_circle_v03.edp

```
/* Mesh of a circle with a hole inside */
// Parameters
int nbseg=10;
real R=1, xc=0, yc=0, R2=R/2;
// border
border circle1(t=0,2*pi){label=1;
                        x=xc+R*cos(t);
                        y=yc+R*sin(t);}
border circle2(t=0,2*pi){label=2;
                        x=xc+R2*cos(t);
                        y=yc+R2*sin(t);}
plot(circle1(nbseg*2*pi*R)+circle2(nbseg*2*pi*R2)
      ,cmm="border");
// FE mesh
mesh Th = buildmesh(circle1(nbseg*2*pi*R)
                    +circle2(-nbseg*2*pi*R2));
plot(Th, cmm="mesh of a circle with a hole");
```



Mesh of disk (v04)

A mesh with a hole inside:: using macros to avoid bugs
be carreful with the syntax of EndOfMacro and inside comments

mesh/mesh_circle_v04.edp

```
macro Bcircle(bname,Rm,xm,ym,labelm)
  /* circle border */
  border bname(t=0,2*pi)
  {label=labelm; x=xm+Rm*cos(t);y=ym+Rm*sin(t);} //EOM
// Parameters
int nbseg=10;
real R=1, xc=0, yc=0, R2=R/2;

// borders
Bcircle(circle1,R ,xc,yc,1);
Bcircle(circle2,R2,xc,yc,2);

plot(circle1(nbseg*2*pi*R)+circle2(nbseg*2*pi*R2),cmm="border");
// FE mesh
mesh Th = buildmesh(circle1(nbseg*2*pi*R)
                    +circle2(-nbseg*2*pi*R2));
plot(Th, cmm="mesh of a circle with a hole");
```

Building a mesh with FreeFem++ (v05)

Mesh for a half-disk::

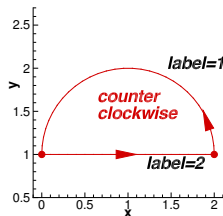
check intersection points

oriented borders (counter clockwise)

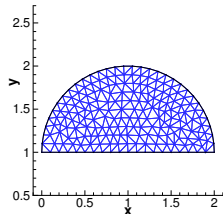
mesh_circle_v05.edp

```
/* Mesh of a half-disk */
// Parameters
int nbseg=10;
real R=1, xc=1, yc=1;
// border
border Dcircle(t=0,pi) {label=1;
                        x=xc+R*cos(t);
                        y=yc+R*sin(t);}
border Daxis (t=xc-R,xc+R){label=2;
                        x=t;
                        y=yc;}
plot (Dcircle(nbseg*pi*R)+Daxis(nbseg*2*R), cmm="
border", wait=1);
// FE mesh
mesh Th = buildmesh(Dcircle(nbseg*pi*R)+Daxis(
nbseg*2*R));
plot(Th, cmm="mesh of a half-disk");
```

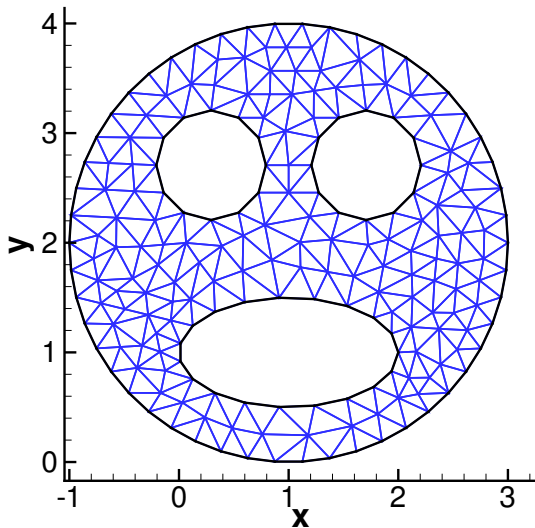
borders



mesh:: Th



Intermission: Mesh of a smiley



Building a smiley with FreeFem++ (v06)

mesh/mesh_smiley_v01.edp

```
macro Bellipse(bname,Rmx,Rmy,xm,ym,labelm)
  border bname(t=0,2*pi)
  {label=labelm; x=xm+Rmx*cos(t);y=ym+Rmy*sin(t);} //EOM
// Parameters
int nbseg=10;
//head
real Rh=2, xh=1, yh=2, Lh=2*pi*Rh;
Bellipse(bs1,Rh,Rh,xh,yh,1);
//eyes
real xy1=xh+Rh/2*cos(pi/4), yy=yh+Rh/2*sin(pi/4), Ry=Rh/4, Ly=2*pi*Ry;
Bellipse(bs2,Ry,Ry,xy1,yy,2);
real xy2=xh-Rh/2*cos(pi/4);
Bellipse(bs3,Ry,Ry,xy2,yy,3);
//mouth
real a=Rh/2, b=Rh/4, Lm=pi*sqrt(2*(a^2+b^2));
Bellipse(bs4,a,b,xh+0,yh-Rh/2,4);

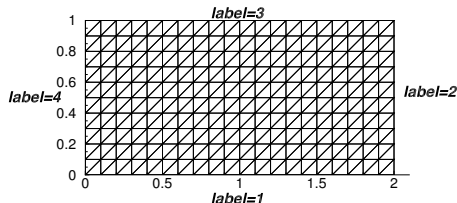
plot(bs1(nbseg*Lh)+bs2(nbseg*Ly)+bs3(nbseg*Ly)+bs4(nbseg*Lm));
// FE mesh
mesh Th = buildmesh(bs1(nbseg*Lh)+bs2(10*nbseg*Ly)+bs3(-nbseg*Ly)+bs4(-
  nbseg*Lm));
plot(Th, cmm="mesh of a smiley");
```

Mesh of a rectangle (in one line of code)

Mesh a rectangle using the built-in function "square"

mesh/mesh_rectangle_v01.edp

```
/* Mesh of a rectangle using square  
   function */  
// Parameters  
int nbseg=10;  
real L=2, H=1;  
real xc1=0,    yc1=0;  
// FE mesh  
mesh Th = square(nbseg*L,  
                 nbseg*H,  
                 [xc1+xc*L, yc1+y*H]);  
plot(Th, cmm="mesh of a rectangle");
```



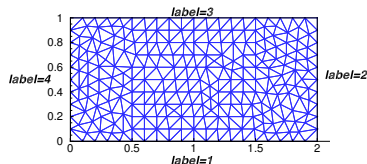
Mesh of a rectangle (building each border)

mesh/mesh_rectangle_v02.edp

```
macro Bsegment (bname, xP1, yP1, xP2, yP2, Ls, labelm)
  real Ls=sqrt ((xP1-xP2)^2+(yP1-yP2)^2);
  border bname (t=0, Ls)
    {label=labelm; x=xP1+t*(xP2-xP1)/Ls; y=yP1+t*(yP2-yP1)/Ls;} //EOM
// Parameters
```

```
real L=2,H=1;
real xc1=0, yc1=0,
      xc2=xc1+L, yc2=yc1,
      xc3=xc2, yc3=yc2+H,
      xc4=xc1, yc4=yc3+L;
//borders
Bsegment (bs1, xc1, yc1, xc2, yc2, Ls1, 1);
Bsegment (bs2, xc2, yc2, xc3, yc3, Ls2, 2);
Bsegment (bs3, xc3, yc3, xc4, yc4, Ls3, 3);
Bsegment (bs4, xc4, yc4, xc1, yc1, Ls4, 4);
```

```
mesh Th = buildmesh (bs1 (nbseg*Ls1)+bs2 (
  nbseg*Ls2)+bs3 (nbseg*Ls3)+bs4 (nbseg*
  Ls4));
plot (Th, cmm="mesh of a rectangle");
```



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Finite element representation (Lagrange P^1 here)

- **Functional (Sobolev) spaces**

$$H^1(\Omega) = \{v \in L^2(\Omega) : \frac{\partial v}{\partial x}, \frac{\partial v}{\partial y} \in L^2(\Omega)\}$$

$$V(\Omega) = \{v \in H^1(\Omega) : v|_{\Gamma^D} = 0\}.$$

- **Approximation spaces**

$\mathcal{T}_h ::=$ triangulation,

$\Omega_h = \cup_{k=1}^{n_t} T_k$, (n_t is the number of triangles).

$H_h = \{v \in C^0(\Omega_h) : \forall T_k \in \mathcal{T}_h, v|_{T_k} \in P^1(T_k)\},$

$V_h = \{v \in H_h : v|_{\Gamma_h^D} = 0\}.$

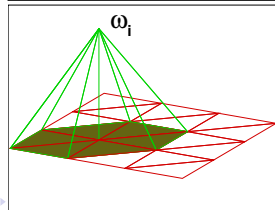
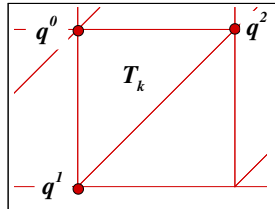
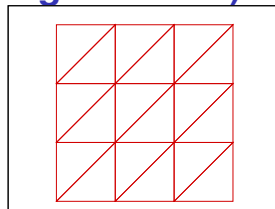
- **Basis functions**

$w^i \in H_h$, $w^i(q^j) = \delta_{ij}$ (1 if $i = j$, 0 otherwise).

$\nabla w^i|_{T_k} = \text{const},$

$\dim(H_h) = n_v$ (n_v is the number of vertices),

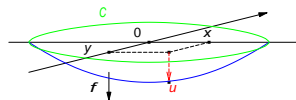
$f_h \in H_h ::=$ array of n_v values.



Weak (variational) formulations (the Poisson equation here)

- **Deformation of a circular membrane**

$$\begin{cases} -\Delta u = f & \text{for } (x, y) \in \mathcal{D} \\ u = 0 & \text{for } (x, y) \in \partial\mathcal{D} = \mathcal{C} \end{cases}$$



- **Variational (weak) formulation:**

- multiply by a test function

$$v \in V(\mathcal{D}) = \{v \in H^1(\mathcal{D}) : v|_{\mathcal{C}} = 0\}$$

- use Green's formula (integration by parts)

$$\int_{\mathcal{D}} [-v\Delta u] \, dx dy = \int_{\mathcal{D}} \nabla v \nabla u - \int_{\mathcal{C}} \frac{\partial u}{\partial n} v \, d\gamma,$$

- to obtain (notice that $v|_{\mathcal{C}} = 0$)

$$\int_{\mathcal{D}} \nabla v \nabla u - \int_{\mathcal{D}} f v = 0,$$

Definition of finite element spaces, integrals

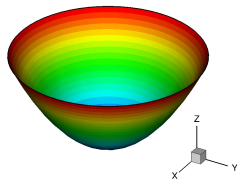
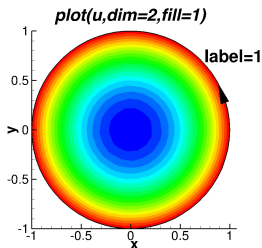
FESpace is a type (as real or int) in FreeFem++

fespace_v01.edp

```
/* P1 representation */
// Parameters
int nbseg=200;
real R=1, xc=0, yc=0;
// border
border circle(t=0,2*pi){label=1;x=xc+R*cos(t);
                        y=yc+R*sin(t);}

// FE mesh
mesh Th = buildmesh(circle(nbseg));plot(Th);
// FE space
fespace Vh(Th, P2);
Vh u=x*x+y*y; plot(u, dim=3,fill=1,wait=1);

// 2d integral
cout.precision(12);
real int2dU = int2d(Th)(u);
cout <<"int2dU="<<int2dU<<endl;
cout <<" exact="<<pi*R^4/2<<endl;
real int1dU = int1d(Th,1)(u);
cout <<"int1dU="<<int1dU<<endl;
```



plot(u,dim=3,fill=1)

Functions: x, y, z are reserved names for space variables

(part of) fespace_v02.edp

```
func fu=x*x+y*y;
cout.precision(12);
real int2dU = int2d(Th) (fu);
cout <<"int2dU="<<int2dU<<endl;
cout <<" exact="<<pi*R^4/2<<endl;
real int1dU = int1d(Th,1) (fu);
cout <<"int1dU="<<int1dU<<endl;
cout <<" exact="<<2*pi*R^3<<endl;
// other definition of functions
func string infoMesh(mesh & Th)
{
    string message="Mesh size:: nv="+ Th.nv+" nt="+Th.nt;
    return message;
}
cout << infoMesh(Th)<<endl;
func real Meshsize(mesh & Th)
{
    fespace Ph(Th,P0);
    Ph h=hTriangle;
    return h[] .max;
}
cout << Meshsize(Th)<<endl;
```

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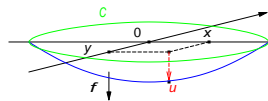
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The Poisson equation (1)

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- to obtain (notice that $v|_{\mathcal{C}} = 0$)

$$\int_{\mathcal{D}} \nabla v \nabla u - \int_{\mathcal{D}} f v = 0,$$

The Poisson equation (2)

$$\int_D \nabla v \nabla u - \int_D f v = 0 \Leftrightarrow \int_D \left(\frac{\partial u}{\partial x} \frac{\partial v}{\partial x} + \frac{\partial u}{\partial y} \frac{\partial v}{\partial y} \right) - \int_D f v = 0$$

- derive the discrete weak formulation: **FreeFem++ will take care!**

(part of) lap/lap_v01.edp

```
mesh Th = buildmesh(circle(nbseg)); plot(Th);
```

```
// Data of the problem
```

```
func fs=4; // RHS (source) function
```

```
// FE space
```

```
fespace Vh(Th, P1);
```

```
// Variational (weak formulation)
```

```
Vh u, v; // u=unknown, v=test function
```

The Poisson equation (3)

- using a macro for the gradient = column array of two components
 $grad(u) = \begin{bmatrix} \frac{\partial u}{\partial x}, \frac{\partial u}{\partial y} \end{bmatrix}$ and $grad(u)'$ is the transposed gradient (row array)

(part of) lap/lap_v01b.edp

```
Vh u,v;      // u=unknown, v=test function
Vh uexact=R^2-x^2-y^2;//exact solution
```

```
macro grad(u) [dx(u), dy(u)]//EOM
```

```
problem Poisson(u,v)=int2d(Th) (grad(u)'*grad(v))
                    -int2d(Th) (fs*v)
                    +on(1,u=0); // Dirichlet bc
// Solve the problem, plot the solution
```

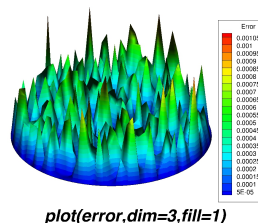
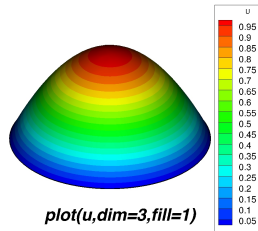
FreeFem++ program for the Poisson equation

lap/lap_v01b.edp

```
int nbseg=100; real R=1, xc=0, yc=0;
border circle(t=0,2*pi){label=1;x=xc+R*cos(t);
                        y=yc+R*sin(t);}
mesh Th = buildmesh(circle(nbseg)); plot(Th);
// Data of the problem
func fs=4; // RHS (source) function
// FE space
fespace Vh(Th, P1);
// Variational (weak formulation)
Vh u,v; // u=unknown, v=test function
Vh uexact=R^2-x^2-y^2; // exact solution

macro grad(u) [dx(u), dy(u)] // EOM

problem Poisson(u,v)=int2d(Th) (grad(u)'*grad(v)
)
                        -int2d(Th) (fs*v)
                        +on(1,u=0); // Dirichlet bc
// Solve the problem, plot the solution
Poisson; plot(u,dim=2,fill=1);
// Compare with the exact solution
Vh uexact(u-uexact);
```



Versatility of the software: change the accuracy

- to switch from P1 to P2 just change the definition of the FE-space (for P3 and P4 also load the corresponding module)

(part of) lap/lap_v01c.edp

```
// FE space  
fespace Vh(Th, P2);
```

(part of) lap/lap_v01d.edp

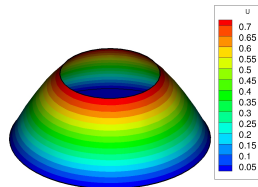
```
// FE space  
load "Element_P3";  
fespace Vh(Th, P3);
```

Versatility of the software: change the mesh

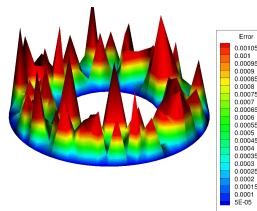
lap/lap_v02.edp

```
include "../mesh/mesh_circle_v03.edp";

// Data of the problem
func fs=4; // RHS (source) function
// FE space
fespace Vh(Th, P1);
// Variational (weak formulation)
Vh u,v; // u=unknown, v=test function
Vh uexact=R^2-x^2-y^2; // exact solution
macro grad(u) [dx(u), dy(u)] // EOM
problem Poisson(u,v)=int2d(Th) (grad(u)'*grad(v))
               -int2d(Th) (fs*v)
               +on(1,2, u=uexact); // exact
               Dirichlet bc
// Solve the problem, plot the solution
Poisson; plot(u,dim=2,fill=1);
// Compare with the exact solution
Vh error=abs(u-uexact);
plot(error,dim=3,fill=1);
cout.precision(12);
cout<<"Maximum error ="<<error[]<<endl;
cout<<"Maximum error ="<<error[]<<endl;
```



plot(u,dim=3,fill=1)



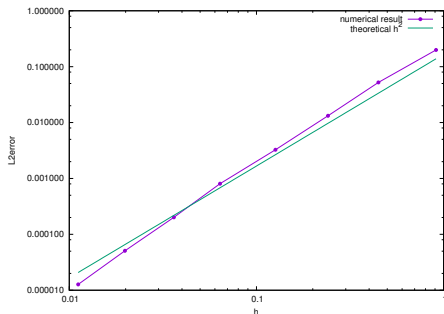
plot(error,dim=3,fill=1)

Convergence of the FE method

$$\|u - u_{ex}\|_2 = \sqrt{\int_{\Omega} (u - u_{ex})^2}$$

$$\|u - u_{ex}\|_2 \leq Ch^2$$

Exercise: Implement the H^1 norm or semi-norm!



Convergence of the FE method (script part1)

(part 1 of) lap_v02conv.edp

```
/* Convergence of the P1 FEM */
int nbseg=5; real R=1, xc=0, yc=0;
border circle(t=0,2*pi){label=1;x=xc+R*cos(t);
                        y=yc+R*sin(t);}

mesh Th = buildmesh(circle(nbseg));
fespace Vh(Th, P1);
func fs =4; // RHS (source) function
func fex=R^2-x^2-y^2;

func real Meshsize(mesh & Th)
{
    fespace Ph(Th,P0);
    Ph h=hTriangle;
    return h[] .max;
}

Vh u,v,uexact,error; // u=unknown, v=test function
macro grad(u) [dx(u), dy(u)]//EOM
problem Poisson(u,v) = int2d(Th) (grad(u)'*grad(v))
- int2d(Th) (fs*v) + on(1,u=0); // Dirichlet bc
```

Convergence of the FE method (script part 2)

(part 2 of) lap_v02conv.edp

```
{verbosity=0; // lowest verbosity mode (no internal cout)
ofstream ferror("lap_v02_error.dat");
  real eL2, h, eL2old=1,hold=1;
for(int irun=0;irun<8;irun++)
{
  nbseg *= 2;
  Th=buildmesh(circle(nbseg));
  Poisson;
  eL2 = sqrt(int2d(Th) (square(u-fex)));
  h   = Meshsize(Th);
  real order =log(eL2/eL2old)/log(h/hold);
  eL2old=eL2;
  hold  =h;
  cout<<"nbseg= "<<nbseg<<"  Mesh size= "<<h <<"  nv= "<<Th.nv
  <<"  L2error= "<<eL2<<"  order= "<<order<<endl;
  ferror<<h <<"  "<<eL2<<"  "<< order<<endl;

}
}
```

Basic features in FreeFem++

1 WHAT is FreeFem++?

2 WHY using FreeFem++?

3 **HOW to use FreeFem++ (a step-by-step guide)**

- (1) How to install FreeFem++?
- (2) Building a mesh
- (3) What mathematics do you need to know?
- (4) Solving the Poisson equation in 10 lines of code
- (5) Dealing with Boundary Conditions

4 Summary of basic features.

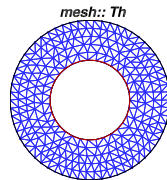
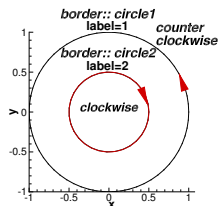
Boundary conditions (1)

- Consider the Poisson (heat) equation:

$$-\Delta u = f, \quad \text{in } \Omega$$

- with boundary conditions:

$$\left\{ \begin{array}{ll} \text{on } \Gamma_2 & u = u_{hot} \quad \text{Dirichlet BC} \\ \text{on } \Gamma_1 & \frac{\partial u}{\partial n} + \alpha u = 0 \quad \text{Neumann/Fourier BC} \\ & (\alpha \geq 0) \end{array} \right.$$



- Weak formulation:

$$\begin{aligned} \int_{\Omega} [-v \Delta u] &= \int_{\Omega} \nabla v \nabla u - \int_{\Gamma} \frac{\partial u}{\partial n} v, \\ \int_{\Omega} \nabla v \nabla u - \int_{\Omega} f v - \int_{\Gamma} \frac{\partial u}{\partial n} v &= 0. \end{aligned}$$

Boundary conditions (2)

$$\int_{\Omega} \nabla v \nabla u - \int_{\Omega} f v - \sum_{i=1}^2 \int_{\Gamma_i} \frac{\partial u}{\partial n} v = 0.$$

```
Vh u,v;      // u=unknown, v=test function
problem Poisson(u,v) =int2d(Th) (dx(u)*dx(v)+dy(u)*dy(v))
                    -int2d(Th) (fs*v)
```

$$\left\{ \begin{array}{ll} \text{on } \Gamma_2 & u = u_{hot} \quad \text{Dirichlet} \quad v = 0 \quad \int_{\Gamma_2} \frac{\partial u}{\partial n} v = 0 \\ +on(2, u = u_{hot}) & \\ \text{on } \Gamma_1 & \frac{\partial u}{\partial n} + \alpha u = 0 \quad \text{Fourier} \quad \frac{\partial u}{\partial n} = -\alpha u \quad \int_{\Gamma_1} \frac{\partial u}{\partial n} v = \int_{\Gamma_1} (-\alpha u v) \\ +int1d(Th, 1)(alpha * u * v); & \end{array} \right.$$

Warning: important to carefully identify the borders

- for homogeneous Neumann BC ($\alpha = 0$) \Rightarrow nothing to be specified;
- if for a border nothing is specified (with "on" or "int1d") \Rightarrow homogeneous Neumann BC is implicitly imposed!

Boundary conditions (2)

$$\int_{\Omega} \nabla v \nabla u - \int_{\Omega} f v - \sum_{i=1}^2 \int_{\Gamma_i} \frac{\partial u}{\partial n} v = 0.$$

```
Vh u,v;      // u=unknown, v=test function
problem Poisson(u,v) =int2d(Th) (dx(u)*dx(v)+dy(u)*dy(v))
                    -int2d(Th) (fs*v)
```

$$\left\{ \begin{array}{ll} \text{on } \Gamma_2 & u = u_{hot} \quad \text{Dirichlet} \quad v = 0 \quad \int_{\Gamma_2} \frac{\partial u}{\partial n} v = 0 \\ +on(2, u = uhot) & \\ \text{on } \Gamma_1 & \frac{\partial u}{\partial n} + \alpha u = 0 \quad \text{Fourier} \quad \frac{\partial u}{\partial n} = -\alpha u \quad \int_{\Gamma_1} \frac{\partial u}{\partial n} v = \int_{\Gamma_1} (-\alpha u v) \\ +int1d(Th,1)(alpha * u * v); & \end{array} \right.$$

Warning: important to carefully identify the borders

- for homogeneous Neumann BC ($\alpha = 0$) \implies nothing to be specified;
- if for a border nothing is specified (with "on" or "int1d") \implies homogeneous Neumann BC is implicitly imposed!

Boundary conditions (3): the script

lap/lap_v03.edp

```
include "../mesh/mesh_circle_v03.edp";

// Data of the problem
func fs=0; // RHS (source) function
// FE space
fespace Vh(Th, P1);
// Variational (weak formulation)
Vh u,v; // u=unknown, v=test function

real uhot=10;
real alpha=10;
macro grad(u) [dx(u), dy(u)]//EOM
problem Poisson(u,v)=int2d(Th) (grad(u)'*grad(v))
               -int2d(Th) (fs*v)
               +int1d(Th,1) (alpha*u*v)//from Fourier bc
               +on(2, u=uhot); // Dirichlet bc
// Solve the problem, plot the solution
Poisson; plot(u,dim=3,fill=1,value=1);

cout<<"Maximum value ="<<u[].max<<endl;
cout<<"Minimum value ="<<u[].min<<endl;
```

Exercises for the Poisson equation (1)

In the previous problem (see lap_v01.edp): we chose $f = 4$ corresponding to $u_{\text{ex}}(x, y) = R^2 - x^2 - y^2$ which satisfies the BC.

- 1 Solve the same problem on the half disk. What BC should be applied at the axis ($y = 0$)? How this new BC appears in the variational formulation?
- 2 Solve the following PDE

$$-\Delta u + u = f \quad \text{in } \mathcal{R}, \quad \text{and} \quad u|_{\partial\mathcal{R}} = g,$$

where $\mathcal{R} = [0, 1] \times [0, 1]$ is a square domain. Find the expression for $f(x, y)$ and $g(x, y)$ such as that the exact solution should be $u_{\text{ex}}(x, y) = 1 - x^2 - y^2$.

Exercises for the Poisson equation (2)

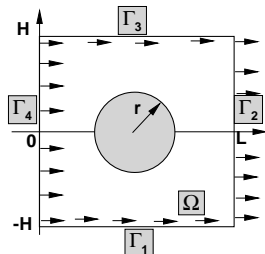
③ Potential flow around a cylinder (solution script: lap_ex3.edp).

For each point (x, y) the flow velocity is derived from the potential φ

$$\vec{v} = \nabla \varphi = \begin{pmatrix} \frac{\partial \varphi}{\partial x} \\ \frac{\partial \varphi}{\partial y} \end{pmatrix}, \quad -\Delta \varphi = 0.$$

$$\Omega = [0, L] \times [-H, H].$$

The cylinder of radius r is centred in the domain.



on $\Gamma_1 \cup \Gamma_2 \cup \Gamma_3 \cup \Gamma_4$: $\vec{v} = v_0 \vec{e}_x$, where \vec{e}_x is the unit vector along x-axis.

on the cylinder Γ_5 : $\vec{v} \cdot \vec{n} = 0$, zero normal velocity.

Summary of basic features (1)

Basic C++ syntax + FE layer (meta-language)

- **real** (double precision), **integer**, **bool**, **string** ;
- arrays (**real** [int] **v**(**n**);) , full matrices (**real** [int, int] **A**(**n**,**n**);) ;
- **if** clauses, **for** loops, etc.

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- **if** clauses, **for** loops, etc.

mesh Th=buildmesh(...)

- Automatic Delaunay triangulation (2D)/ **tetgen** in 3D;
- possibility to save the mesh (savemesh);
- possibility to load a mesh (generated by another software, **Gmsh**).

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- possibility to save the mesh (savemesh);
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fespace Vh(Th, P1)

- **Vh** is a type (like **integer** or **real**);
- definition of FE-variables **Vh u, v**;
- the only line to change if other FE is needed: **fespace Vh(Th, P2)**.

Summary of basic features (2)

Basic brick: transcription of the weak formulation problem $\text{Lap}(u,v) = \text{int2d}(\text{Th})(\text{dx}(u)*\text{dx}(v) + \text{dy}(u)*\text{dy}(v)) - \text{int2d}(\text{Th})(f_s*v) + \text{on}(1,u=g);$

- **u** is the unknown, **v** the test function
- $\text{int2d}(\text{Th})(...) \iff \int_{\mathcal{D}}(...)$
- $\text{int1d}(\text{Th},2)(...) \iff \int_{\Gamma_2}(...)$
- $\text{on}(1, u=g) \iff \text{on } \Gamma_2, u = g(x, y)$
- $\text{dx}(u) \iff \partial u / \partial x$
- + other operators related to FE (normal vector, etc).

Summary of basic features (3)

What's behind the scene? FreeFem++

- identifies **u** as the unknown, **v** as the test function,
- identifies the bilinear form

$$\mathcal{A}(u, v) = \text{int2d}(Th)(dx(u) * dx(v) + dy(u) * dy(v)),$$

- creates the associated sparse matrix **A** for the declared FE-type,
- identifies the linear form $\ell(v) = \text{int2d}(Th)(fs * v)$,
- creates **b** the associated RHS for the declared FE-type,
- includes Dirichlet BC from **on** instructions (penalisation of **A** and **b**),
- solves the linear system **AU = b**,
- identifies *u* with the array **U** (switch between representations).

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- solves the linear system **AU** = **b**,
- identifies *u* with the array **U** (switch between representations).

Good news

- FreeFem++ take care of all FE-technicalities,
- the **problem** formulation is symbolic, evaluated when called, (no need to rewrite the **problem** if any changes, in *f* or *g*, etc.),
- the user can control the process: create separately the arrays **A**, **b**, select the linear solver, impose BC, etc.