

# Research Problems in Finite Element Theory: Analysis, Geometry, and Application

Andrew Gillette

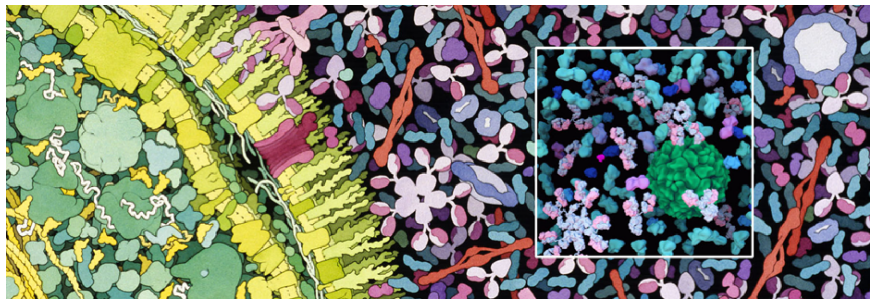
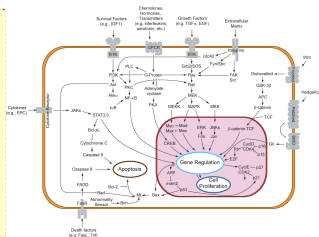
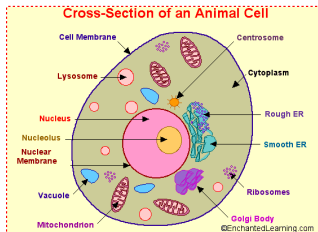
Department of Mathematics  
University of Arizona

Research Tutorial Group Presentation

Slides and more info at:

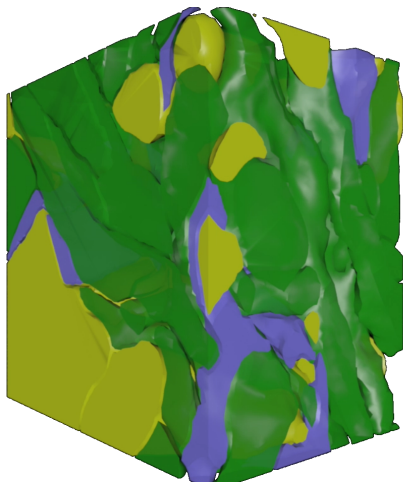
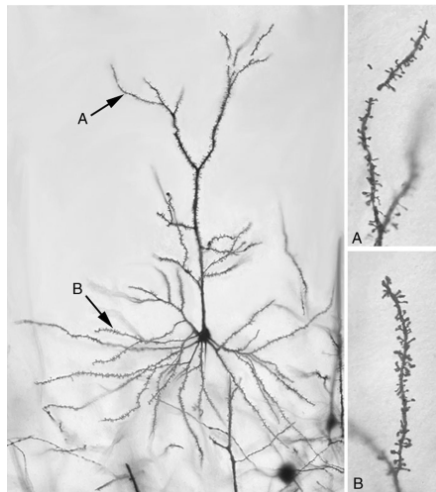
<http://math.arizona.edu/~agillette/>

# What's relevant in molecular modeling?



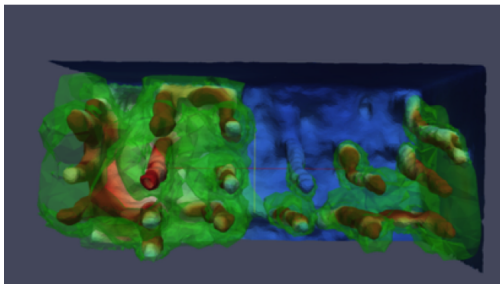
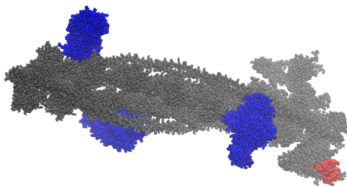
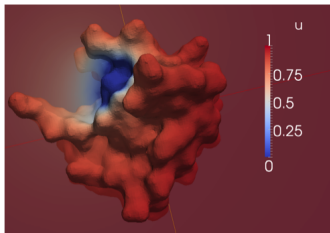
(bottom image: David Goodsell)

# What's relevant in neuronal modeling?

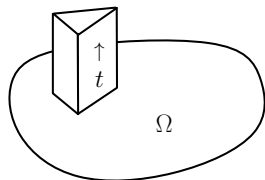


(right image: Chandrajit Bajaj)

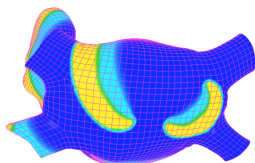
# What's relevant in diffusion modeling?



# Mathematics used in biological models



Analysis  
PDEs



Geometry  
Topology  
Combinatorics

$$\mathbb{A} \vec{x} = \vec{b}$$

Linear algebra  
Numerical analysis

Mathematics helps answer distinguish relevant and irrelevant features of a model:

- Does the PDE have a unique solution, bounded in some norm?
- Does the domain discretization affect the quality of the approximate solution?
- Is the solution method optimally efficient? (e.g. Why isn't my code working?)

Focus of my research in these areas: the **Finite Element Method**

# Table of Contents

- 1 Introduction to the Finite Element Method
- 2 Tensor product finite element methods
- 3 The minimal approximation question
- 4 Serendipity finite element methods
- 5 RTG Project Ideas

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# The Finite Element Method: 1D

The **finite element method** is a way to numerically approximate the solution to PDEs.

(Example worked out on board)

**Ex:** The 1D Laplace equation: find  $u(x) \in U$  ( $\dim U = \infty$ ) s.t.

$$\begin{cases} -u''(x) = f(x) & \text{on } [a, b] \\ u(a) = 0, \\ u(b) = 0 \end{cases}$$

Weak form: find  $u(x) \in U$  ( $\dim U = \infty$ ) s.t.

$$\int_a^b u'(x)v'(x) dx = \int_a^b f(x)v(x) dx, \quad \forall v \in V \quad (\dim V = \infty)$$

Discrete form: find  $u_h(x) \in U_h$  ( $\dim U_h < \infty$ ) s.t.

$$\int_a^b u_h'(x)v_h'(x) dx = \int_a^b f(x)v_h(x) dx, \quad \forall v_h \in V_h \quad (\dim V_h < \infty)$$



# The Finite Element Method: 1D

(Example worked out on board)

Suppose  $u_h(x)$  can be written as linear combination of  $V_h$  elements:

$$u_h(x) = \sum_{v_i \in V_h} u_i v_i(x)$$

The discrete form becomes: find coefficients  $u_i \in \mathbb{R}$  such that

$$\sum_i \int_a^b u_i v_i'(x) v_j'(x) dx = \int_a^b f(x) v_j(x) dx, \quad \forall v_j \in V_h \quad (\dim V_h < \infty)$$

Written as a linear system:

$$[\mathbb{A}]_{ji} [u]_i = [f]_j, \quad \forall v_j \in V_h$$

With some functional analysis we can prove:  $\exists C > 0$ , independent of  $h$ , s.t.

$$\underbrace{\|u - u_h\|_{H^1(\Omega)}}_{\text{error between cnts and discrete solution}} \leq \underbrace{Ch \|u\|_{H^2(\Omega)}}_{\text{bound in terms of 2nd order osc. of } u}, \quad \underbrace{\forall u \in H^2(\Omega)}_{\text{holds for any } u \text{ with bounded 2nd derivs.}}$$

where  $h$  = maximum width of elements use in discretization.

# Outline

- 1 Introduction to the Finite Element Method
- 2 Tensor product finite element methods**
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# Tensor product finite element methods

## Generalizing the 1st order, 1D method

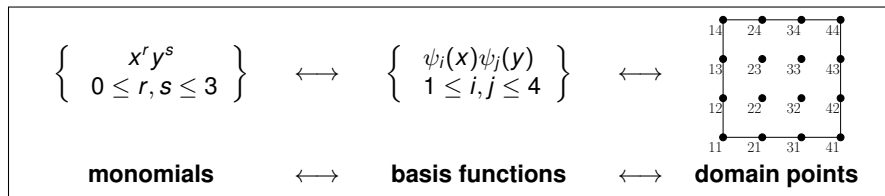
**Goal:** Efficient, accurate approximation of the solution to a PDE over  $\Omega \subset \mathbb{R}^n$  for arbitrary dimension  $n$  and arbitrary rate of convergence  $r$ .

Standard  $O(h^r)$  **tensor product** finite element method in  $\mathbb{R}^n$ :

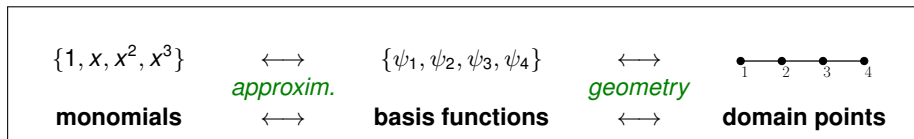
- Mesh  $\Omega$  by  $n$ -dimensional cubes of side length  $h$ .
- Set up a linear system involving  $(r + 1)^n$  degrees of freedom (DoFs) per cube.
- For unknown continuous solution  $u$  and computed discrete approximation  $u_h$ :

$$\underbrace{\|u - u_h\|_{H^1(\Omega)}}_{\text{approximation error}} \leq \underbrace{C h^r}_{\text{optimal error bound}} |u|_{H^{r+1}(\Omega)}, \quad \forall u \in H^{r+1}(\Omega).$$

Implementation requires a clear characterization of the isomorphisms:

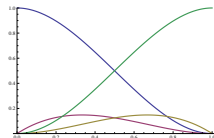


# Cubic Hermite Geometric Decomposition (1D, $r=3$ )



**Cubic Hermite Basis**  
on  $[0, 1]$

$$\begin{bmatrix} \psi_1 \\ \psi_2 \\ \psi_3 \\ \psi_4 \end{bmatrix} := \begin{bmatrix} 1 - 3x^2 + 2x^3 \\ x - 2x^2 + x^3 \\ x^2 - x^3 \\ 3x^2 - 2x^3 \end{bmatrix}$$



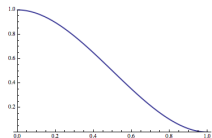
**Approximation:**  $x^r = \sum_{i=1}^4 \varepsilon_{r,i} \psi_i$ , for  $r = 0, 1, 2, 3$ , where  $[\varepsilon_{r,i}] = \begin{pmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & -1 & 1 \\ 0 & 0 & -2 & 1 \\ 0 & 0 & -3 & 1 \end{pmatrix}$

**Geometry:** If  $a(x)$  is a cubic polynomial then:

$$a(x) = \underbrace{a(0)}_{\text{value}} \psi_1 + \underbrace{a'(0)}_{\text{derivative}} \psi_2 - \underbrace{a'(1)}_{\text{derivative}} \psi_3 + \underbrace{a(1)}_{\text{value}} \psi_4$$

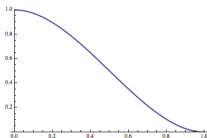
# Tensor Product Polynomials

We can use our 1D Hermite functions to make 2D Hermite functions:



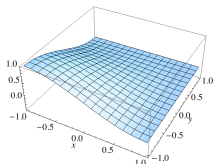
$\psi_1(x)$

×



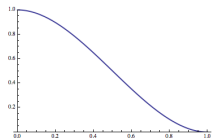
$\psi_1(y)$

=



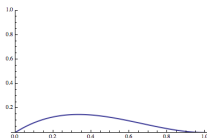
$\psi_{11}(x, y)$

=



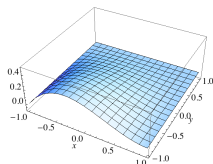
$\psi_1(x)$

×



$\psi_2(y)$

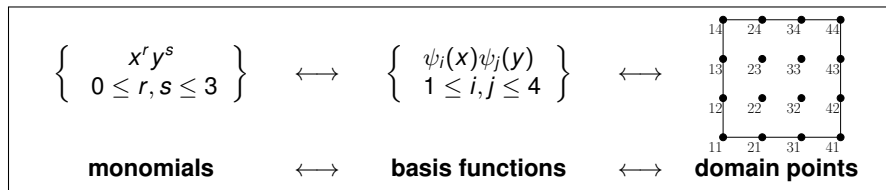
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$\psi_{12}(x, y)$

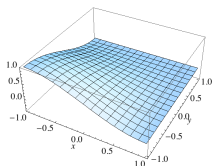
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# Cubic Hermite Geometric Decomposition (2D, $r=3$ )

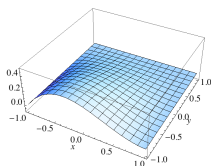


**Approximation:**  $x^r y^s = \sum_{i=1}^4 \sum_{j=1}^4 \varepsilon_{r,i} \varepsilon_{s,j} \psi_{ij}$ , for  $0 \leq r, s \leq 3$ ,  $\varepsilon_{r,i}$  as in 1D.

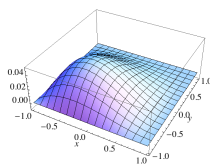
**Geometry:**



$\psi_{11}$



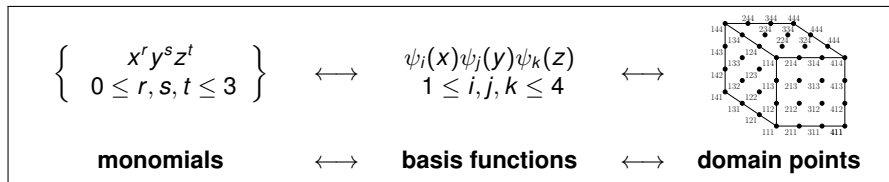
$\psi_{21}$



$\psi_{22}$

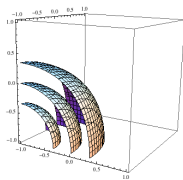
$$a(x, y) = \underbrace{a|_{(0,0)}}_{\text{value}} \psi_{11} + \underbrace{\partial_x a|_{(0,0)}}_{\text{1st deriv.}} \psi_{21} + \underbrace{\partial_y a|_{(0,0)}}_{\text{1st deriv.}} \psi_{12} + \underbrace{\partial_x \partial_y a|_{(0,0)}}_{\text{2nd deriv.}} \psi_{22} + \dots$$

# Cubic Hermite Geometric Decomposition (3D, $r=3$ )

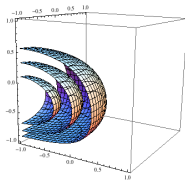


**Approximation:**  $x^r y^s z^t = \sum_{i=1}^4 \sum_{j=1}^4 \sum_{k=1}^4 \varepsilon_{r,i} \varepsilon_{s,j} \varepsilon_{t,k} \psi_{ijk}$ , for  $0 \leq r, s, t \leq 3$ ,  $\varepsilon_{r,i}$  as in 1D.

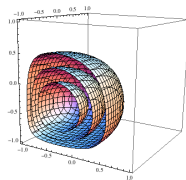
**Geometry:** Contours of level sets of the basis functions:



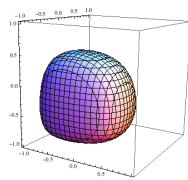
$\psi_{111}$



$\psi_{112}$









$\psi_{212}$



$\psi_{222}$

# Tensor Product FEM Summary

$O(h)$	$O(h^2)$	$O(h^3)$	$O(h^r)$
$\left\{ \begin{array}{l} x^r y^s \\ r, s \leq 1 \end{array} \right\}$	$\left\{ \begin{array}{l} x^r y^s \\ r, s \leq 2 \end{array} \right\}$	$\left\{ \begin{array}{l} x^r y^s \\ r, s \leq 3 \end{array} \right\}$	$\left\{ \begin{array}{l} x^r y^s \\ r, s \leq r \end{array} \right\}$
			
4	9	16	$(r+1)^2$
$\left\{ \begin{array}{l} x^r y^s z^t \\ r, s, t \leq 1 \end{array} \right\}$	$\left\{ \begin{array}{l} x^r y^s z^t \\ r, s, t \leq 2 \end{array} \right\}$	$\left\{ \begin{array}{l} x^r y^s z^t \\ r, s, t \leq 3 \end{array} \right\}$	$\left\{ \begin{array}{l} x^r y^s z^t \\ r, s, t \leq r \end{array} \right\}$
			
8	27	64	$(r+1)^3$ ← a lot!



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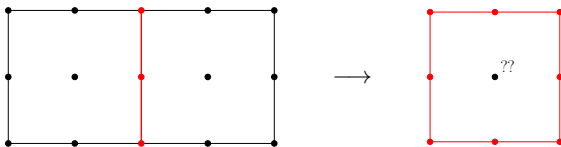
# How many functions are *minimally* needed?

For unknown continuous solution  $u$  and computed discrete approximation  $u_h$ :

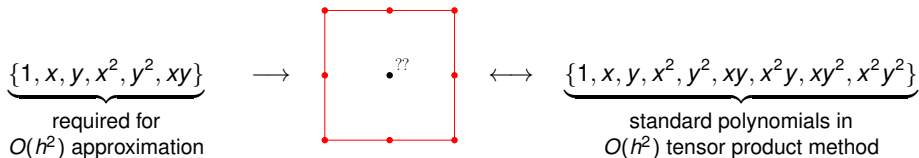
$$\underbrace{\|u - u_h\|_{H^1(\Omega)}}_{\text{approximation error}} \leq \underbrace{C h^r}_{\text{optimal error bound}} \|u\|_{H^{r+1}(\Omega)}, \quad \forall u \in H^{r+1}(\Omega).$$

The proof of the above estimate relies on two properties of finite elements:

**Continuity:** Adjacent elements agree on order  $r$  polynomials their shared face



**Approximation:** Basis functions on each element span all degree  $r$  monomials



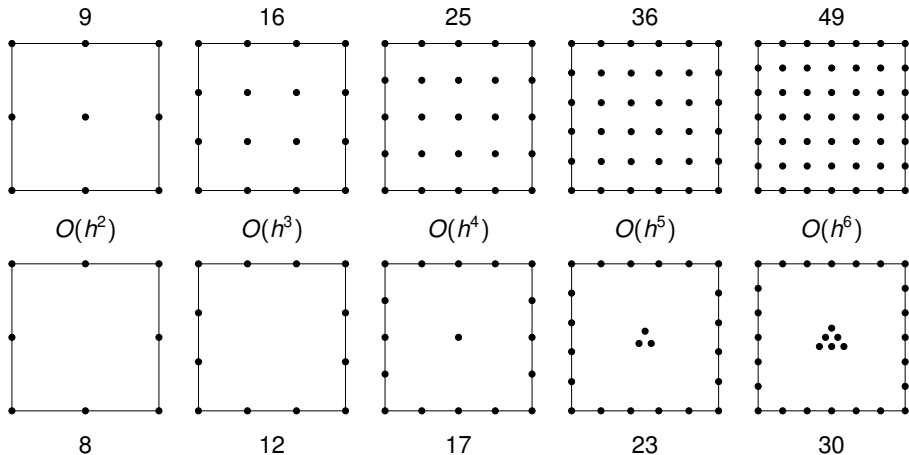
# Next time...

- Characterization of the 'minimal' approximation question for any order
- Intriguing mathematical difficulties and recent 'serendipitous' solutions
- Benefits of serendipity solutions to biological modeling
- Open research problems for an RTG study

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# Serendipity Elements

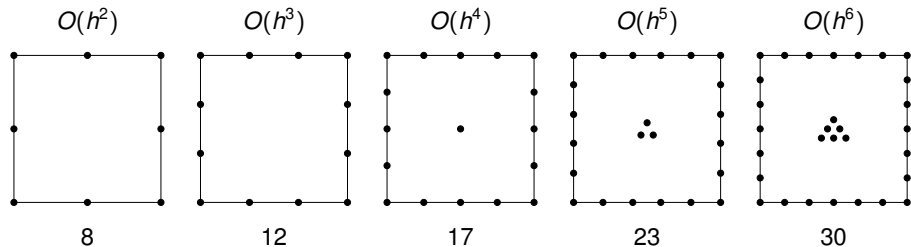


For  $r \geq 4$  on squares:

$O(h^r)$  tensor product method :  $r^2 + 2r + 1$  dots  
 $O(h^r)$  serendipity method :  $\frac{1}{2}(r^2 + 3r + 6)$  dots

$$\underbrace{\|u - u_h\|_{H^1(\Omega)}}_{\text{approximation error}} \leq \underbrace{Ch^r \|u\|_{H^{r+1}(\Omega)}}_{\text{optimal error bound}}, \quad \forall u \in H^{r+1}(\Omega).$$

# Serendipity Elements



→ Why  $r + 1$  dots per edge?

Ensures continuity between adjacent elements.

→ Why interior dots only for  $r \geq 4$ ?

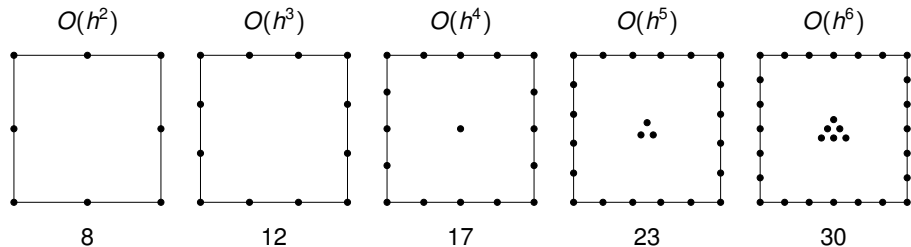
Consider, e.g.  $p(x, y) := (1 + x)(1 - x)(1 - y)(1 + y)$

Observe  $p$  is a degree 4 polynomial but  $p \equiv 0$  on  $\partial([-1, 1]^2)$ .

→ How can we recover tensor product-like structure...

... without a tensor product structure?

# Mathematical Challenges More Precisely

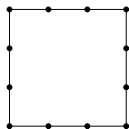


**Goal:** Construct basis functions for serendipity elements satisfying the following:

- **Symmetry:** Accommodate interior degrees of freedom that grow according to triangular numbers on square-shaped elements.
- **Tensor product structure:** Write as linear combinations of standard tensor product functions.
- **Hierarchical:** Generalize to methods on  $n$ -cubes for any  $n \geq 2$ , allowing restrictions to lower-dimensional faces.

# Which monomials do we need?

$O(h^3)$   
serendipity  
element:



total degree at most cubic  
(req. for  $O(h^3)$  approximation)

$$\{1, x, y, x^2, y^2, xy, x^3, y^3, x^2y, xy^2, x^3y, xy^3, x^2y^2, x^3y^2, x^2y^3, x^3y^3\}$$

at most cubic in each variable  
(used in  $O(h^3)$  tensor product methods)

*We need an intermediate set of 12 monomials!*

The **superlinear** degree of a polynomial ignores linearly-appearing variables.

**Example:**  $\text{slddeg}(xy^3) = 3$ , even though  $\text{deg}(xy^3) = 4$

**Definition:**  $\text{slddeg}(x_1^{e_1} x_2^{e_2} \cdots x_n^{e_n}) := \left( \sum_{i=1}^n e_i \right) - \#\{e_i : e_i = 1\}$

$$\{1, x, y, x^2, y^2, xy, x^3, y^3, x^2y, xy^2, x^3y, xy^3, x^2y^2, x^3y^2, x^2y^3, x^3y^3\}$$

superlinear degree at most 3 (**dim=12**)

ARNOLD, AWANOU *The serendipity family of finite elements*, Found. Comp. Math, 2011.



# Superlinear polynomials form a lower set

Given a monomial  $x^\alpha := x_1^{\alpha_1} \cdots x_d^{\alpha_d}$ ,

associate the multi-index of  $d$  non-negative integers  $\alpha = (\alpha_1, \alpha_2, \dots, \alpha_d) \in \mathbb{N}_0^d$ .

Define the superlinear norm of  $\alpha$  as

$$|\alpha|_{\text{sprlin}} := \sum_{\substack{j=1 \\ \alpha_j \geq 2}}^d \alpha_j,$$

so that the superlinear multi indices are

$$\mathcal{S}_r = \left\{ \alpha \in \mathbb{N}_0^d : |\alpha|_{\text{sprlin}} \leq r \right\}.$$

Observe that  $\mathcal{S}_r$  has a partial ordering

$\mu \leq \alpha$  means  $\mu_j \leq \alpha_j$ .

Thus  $\mathcal{S}_r$  is a **lower set**, meaning

$$\alpha \in \mathcal{S}_r, \mu \leq \alpha \implies \mu \in \mathcal{S}_r$$

We can thus apply the following recent result.

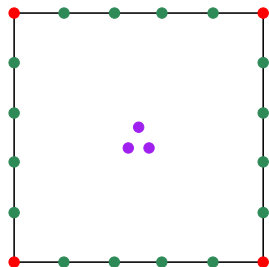
## Theorem (Dyn and Floater, 2013)

Fix a lower set  $L \subset \mathbb{N}_0^d$  and points  $z_\alpha \in \mathbb{R}^d$  for all  $\alpha \in L$ . For any sufficiently smooth  $d$ -variate real function  $f$ , there is a unique polynomial  $p \in \text{span}\{x^\alpha : \alpha \in L\}$  that interpolates  $f$  at the points  $z_\alpha$ , with partial derivative interpolation for repeated  $z_\alpha$  values.

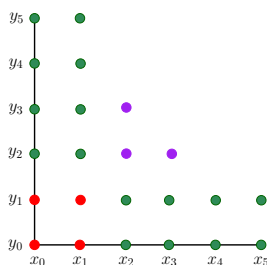
**DYN AND FLOATER** *Multivariate polynomial interpolation on lower sets*, J. Approx. Th., to appear.

# Partitioning and reordering the multi-indices

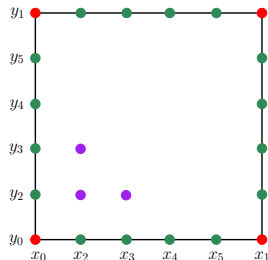
By a judicious choice of the interpolation points  $z_\alpha = (x_i, y_j)$ , we recover the dimensionality associations of the degrees of freedom of serendipity elements.



The order 5 serendipity element, with degrees of freedom color-coded by dimensionality.



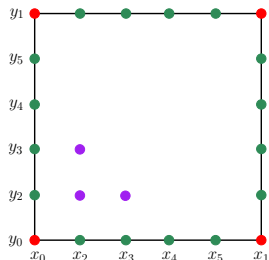
The lower set  $S_5$ , with equivalent color coding.



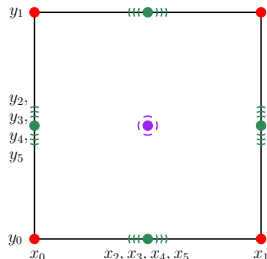
The lower set  $S_5$ , with domain points  $z_\alpha$  reordered.

# Symmetrizing the multi-indices

By collecting the re-ordered interpolation points  $z_\alpha = (x_i, y_j)$ , at midpoints of the associated face, we recover the dimensionality associations of the degrees of freedom of serendipity elements.



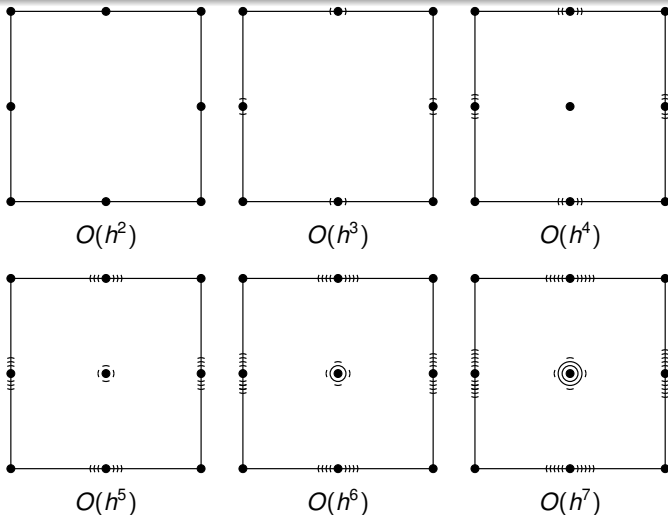
The lower set  $S_5$ , with domain points  $z_\alpha$  reordered.



A symmetric reordering, with multiplicity. The associated interpolant recovers values at dots, three partial derivatives at edge midpoints, and two partial derivatives at the face midpoint.

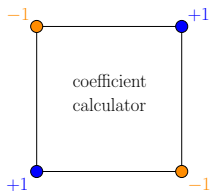
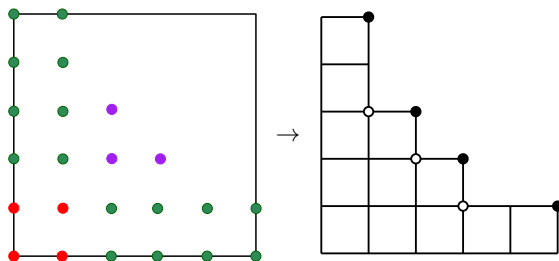
# 2D symmetric serendipity elements

**Symmetry:** Accommodate interior degrees of freedom that grow according to triangular numbers on square-shaped elements.



# Tensor product structure

The Dyn-Floater interpolation scheme is expressed in terms of tensor product interpolation over 'maximal blocks' in the set using an inclusion-exclusion formula.



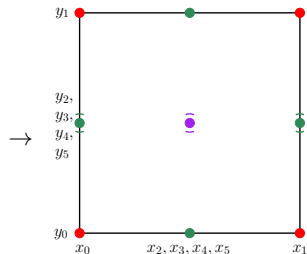
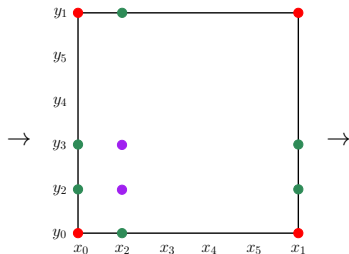
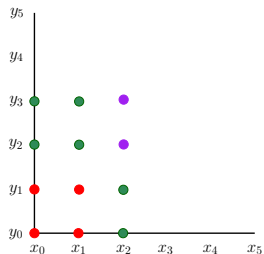
Put differently, the linear combination is the sum over *all* blocks within the lower set with coefficients determined as follows:

- Place the coefficient calculator at the extremal block corner.
- Add up all values appearing in the lower set.
- The coefficient for the block is the value of the sum.

Hence: black dots  $\rightarrow +1$ ; white dots  $\rightarrow -1$ ; others  $\rightarrow 0$ .

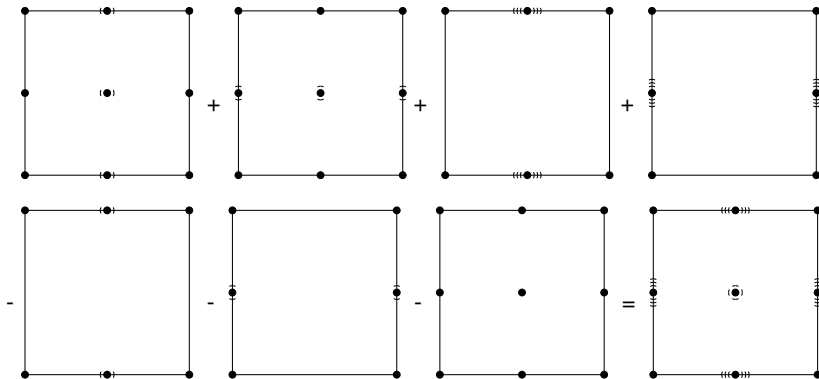
# Tensor product structure

Thus, using our symmetric approach, each maximal block in the lower set becomes a standard tensor-product interpolant.



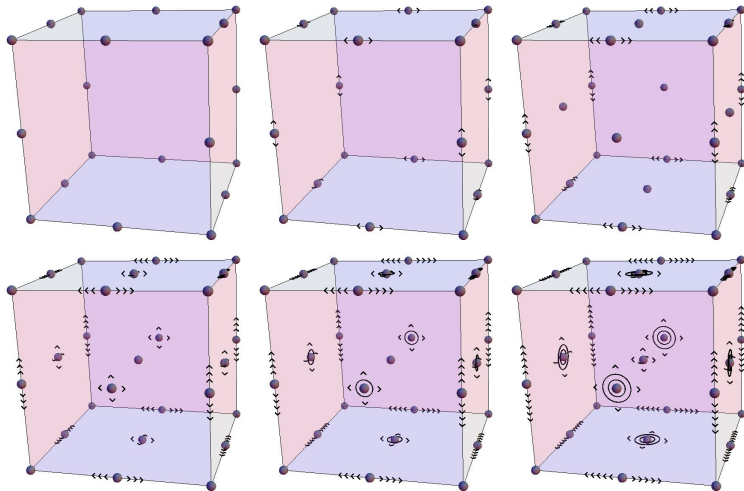
# Linear combination of tensor products

**Tensor product structure:** Write basis functions as linear combinations of standard tensor product functions.



# 3D elements

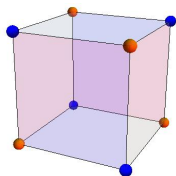
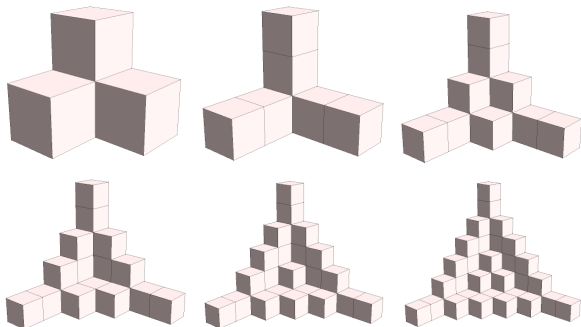
**Hierarchical:** Generalize to methods on  $n$ -cubes for any  $n \geq 2$ , allowing restrictions to lower-dimensional faces.





# 3d coefficient computation

Lower sets for superlinear polynomials in 3 variables:

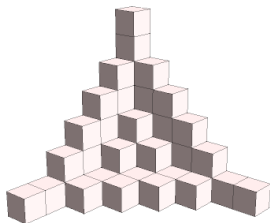


Decomposition into a linear combination of tensor product interpolants works the same as in 2D, using the 3D coefficient calculator at left. (Blue  $\rightarrow +1$ ; Orange  $\rightarrow -1$ ).

**FLOATER, GILLETTE** *Nodal basis functions for the serendipity family of finite elements*, in preparation.

# Brief aside: historical quiz

What video game is shown on the right?



# Outline

- 1 Introduction to the Finite Element Method
- 2 Tensor product finite element methods
- 3 The minimal approximation question
- 4 Serendipity finite element methods
- 5 RTG Project Ideas**

# RTG Project ideas

Email me if you'd like a copy of the slides with the project ideas.