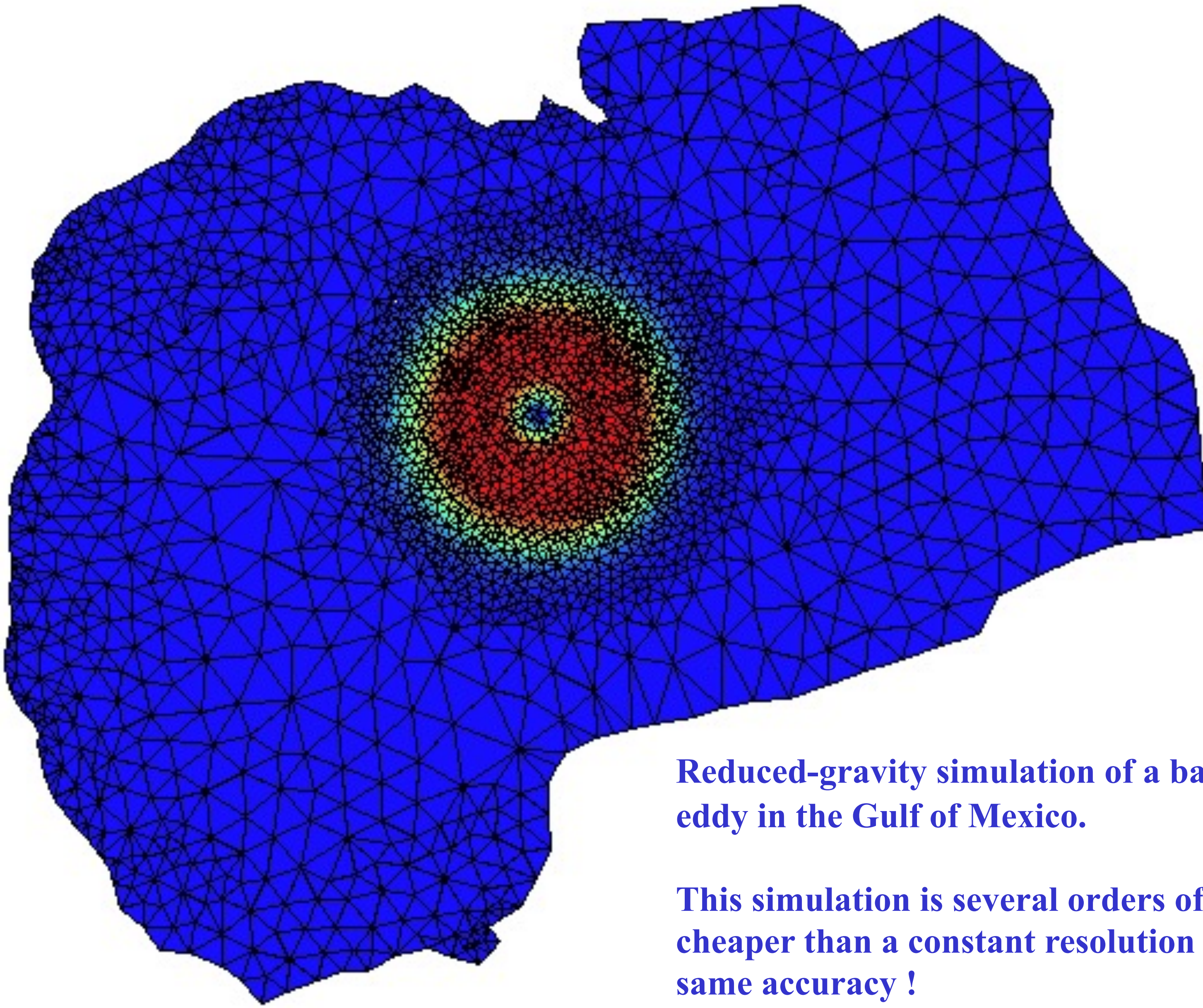
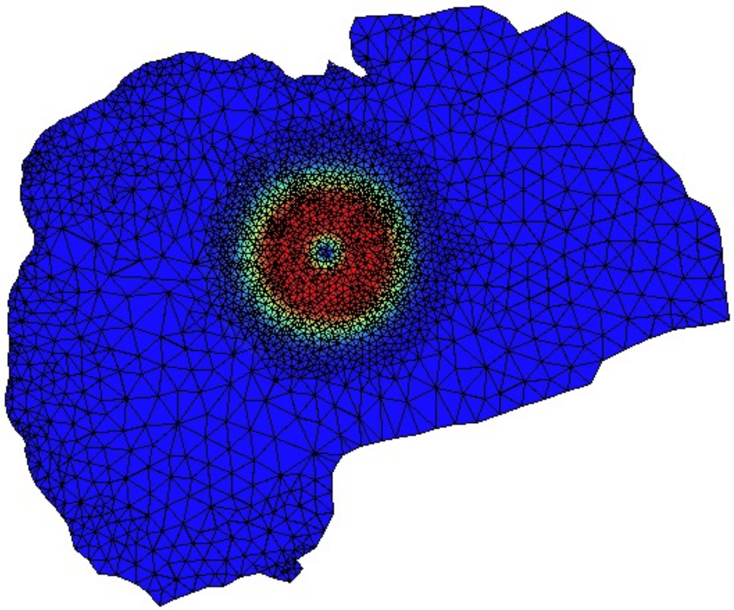


Reduced-gravity simulation of a baroclinic eddy in the Gulf of Mexico.

This simulation is several orders of magnitude cheaper than a constant resolution one of the same accuracy !

The Finite Element Method



is a way of computing approximate solutions to a mathematical model describing a physical process.

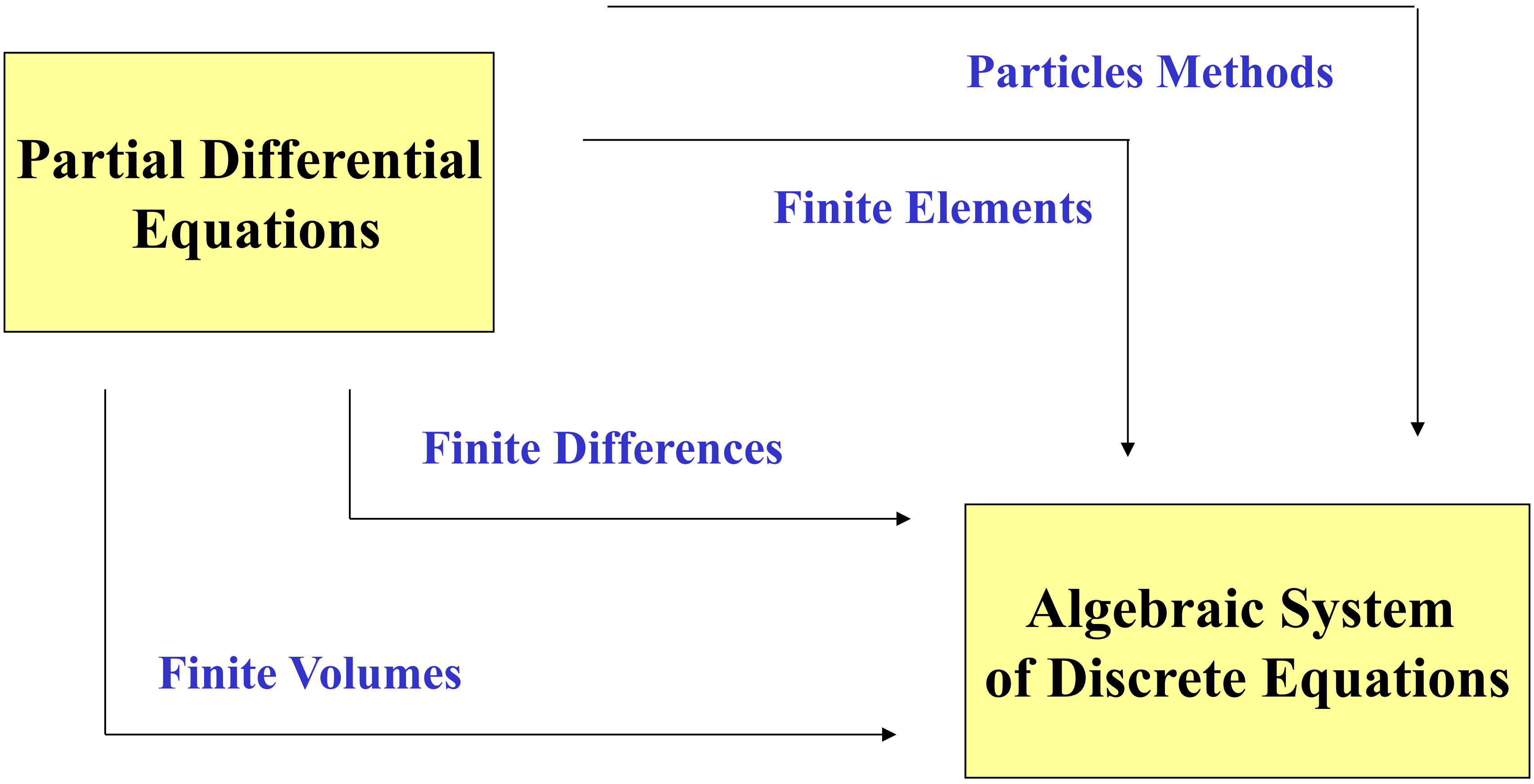
What is a mathematical model ?
A boundary value problem.

What is a boundary value problem ?
A set of partial differential equations with boundary and initial conditions.

Typical applications

- Deformable solids mechanics
- Fluid dynamics (CFD)
- Electromagnetism
- Transport phenomena
- Climatology

Finite Elements, Finite Differences, Finite Volumes etc.

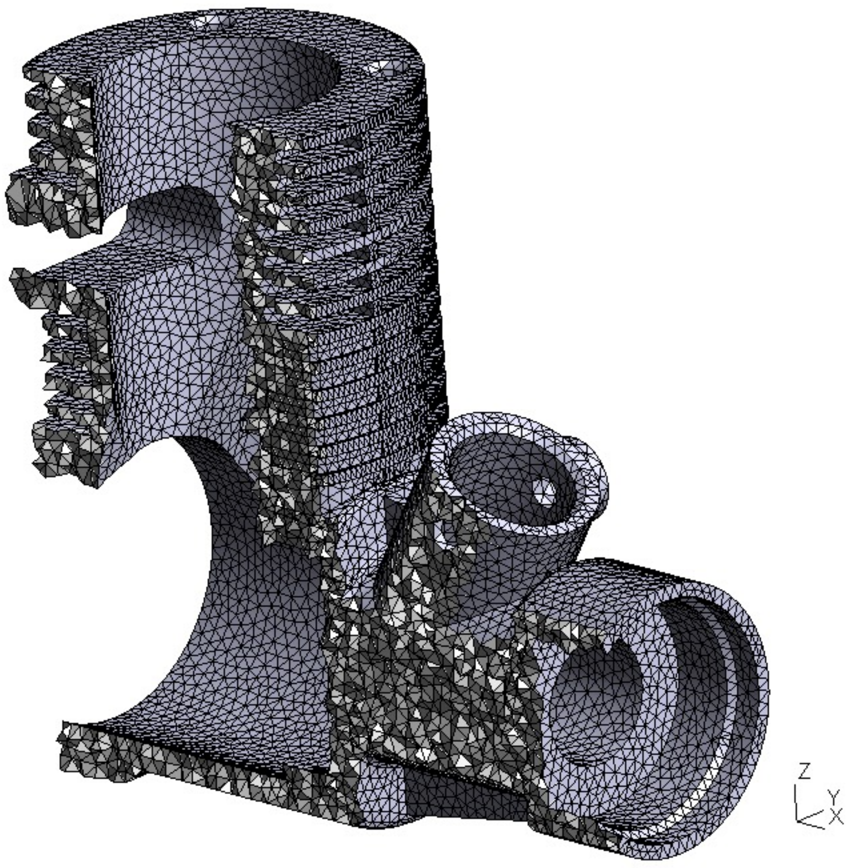


The Finite Elements Method is a discretization method

The problem geometry is divided in small finite elements.

On each element, the solution is approximated by means of unknown nodal values and given polynomials

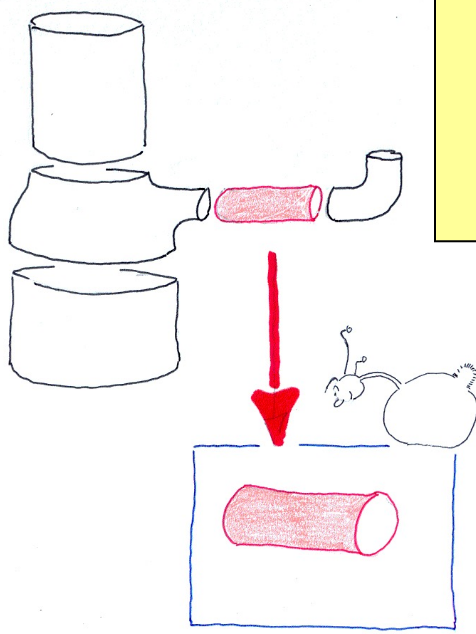
$$u(\mathbf{x}) \approx u^h(\mathbf{x}) = \sum_{j=1}^{n} U_j \tau_j(\mathbf{x})$$



Classical Engineering Analysis

Analysis through simple geometries and a limited combination of approximate models :

- **Lubrication theory**
- **Bars**
- **Beams**
- **Plates and shells**



Exact solution
to approximate problems

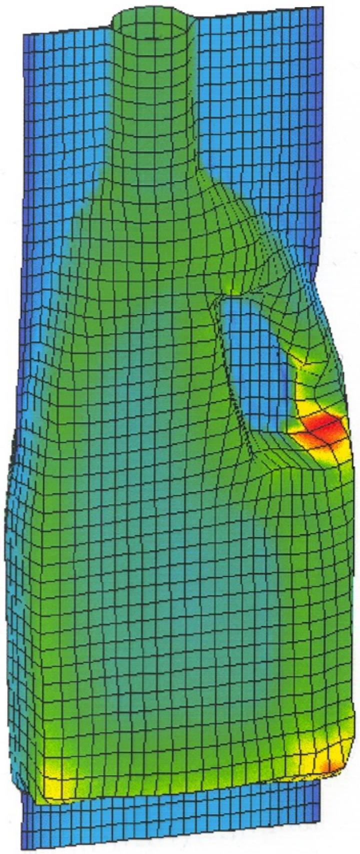
Low computer's cost
Good physical understanding

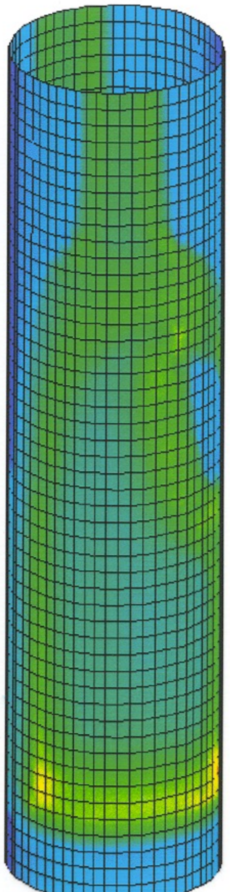
Simplicity of models
Complex geometries and loads cannot be handled
Complex materials cannot be analyzed

Computer Aided Engineering Analysis

The Finite Element Method provides approximate solutions to more realistic problems

FEM developed in the sixties for linear elasticity and generalized to many other applications…

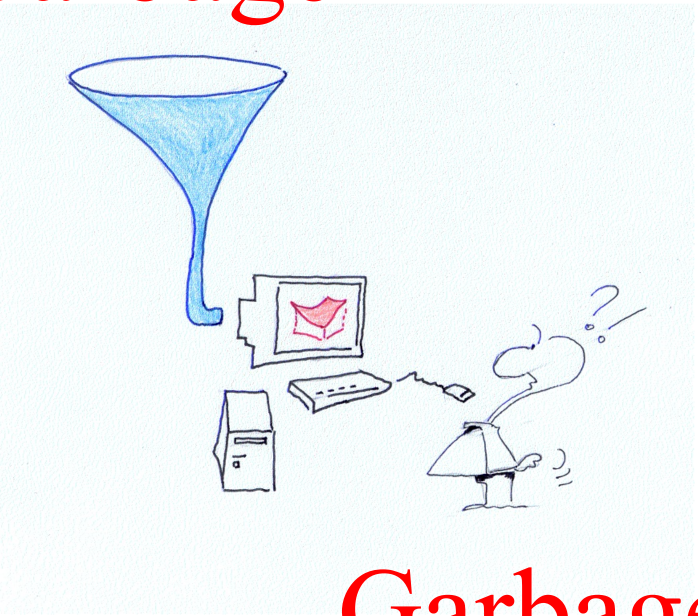




Powerful and flexible
High (cheap) computer's cost
Low (expensive) engineer's cost
Complex processes can be analyzed
Complex material laws can be included

However...

Garbage in



Illusion of non-qualified users to be able to analyze everything

New modeling issues requires higher qualifications…

Garbage out

How to define complex problems in an accurate and efficient way for the computer software ?

A l'issue de ce cours, vous serez capables de…

- **Comprendre la méthode des éléments finis**
- **Réaliser un petit programme en C**
- **Certifier et valider une simulation**
- **Choisir la voie numérique la plus efficace**
- **Estimer la précision d'un résultat**
- **Découvrir les joies et les aléas du numérique**

Non, non : ceci on ne fera pas !

- **Apprendre le génie logiciel de l'orienté-objet**
- **Utiliser des logiciels commerciaux**
- **Faire de l'analyse numérique théorique**
- **Faire du calcul parallèle**
- **Résoudre les équations de Navier-Stokes**
- **Créer automatiquement des maillages**

Learning Outcomes

Plan du cours
et évaluation

Comment intégrer numériquement une fonction sur un carré ?

Comment prédire un tsunami ?

A = Evaluation continue

S2-S10 : 8 cours et 8 petits problèmes *100%*

B = Evaluation certificative

S2-S10 : séances d'exercices
S11-S13 : mini-projet *50%*
S11 : interrogation *50%*

En juin, note finale = min((A+B)/2,B)
En septembre, examen oral + projet spécial

Evaluation

Objectifs du projet

Réaliser	**Créer une application pour prédire un tsunami.**
Certifier	**Tester et valider le travail de votre groupe.**
Expliquer	**Expliquer de manière efficace et rapide à l'enseignant et aux autres étudiants ce que vous avez réalisé.**
Comprendre	**Comprendre ce que vous avez réalisé. Comprendre ce que d'autres groupes ont réalisé.**

Exercices : 8 petits problèmes

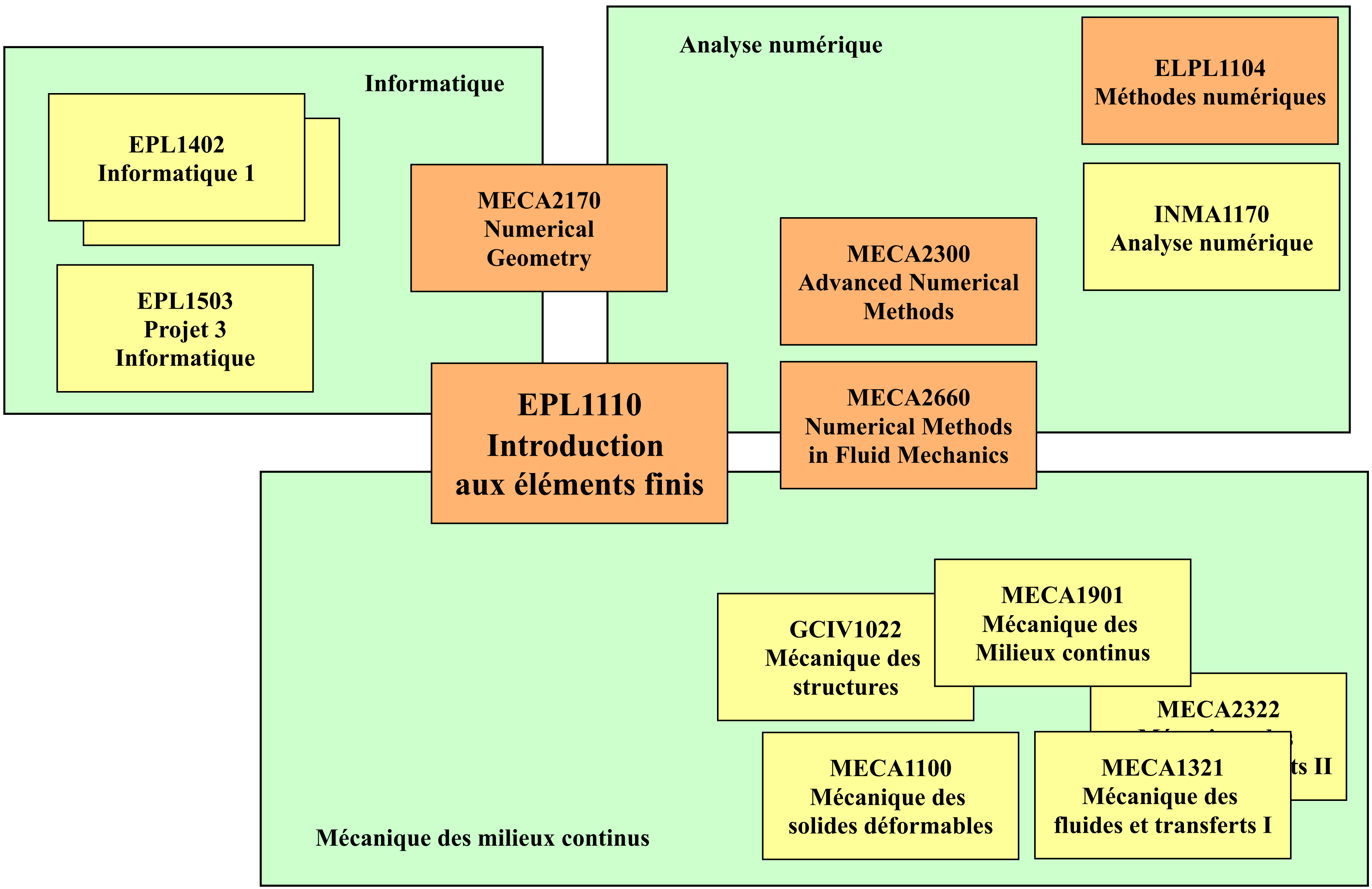
Quelques petits problèmes élémentaires pour apprivoiser le C

Projet en C :

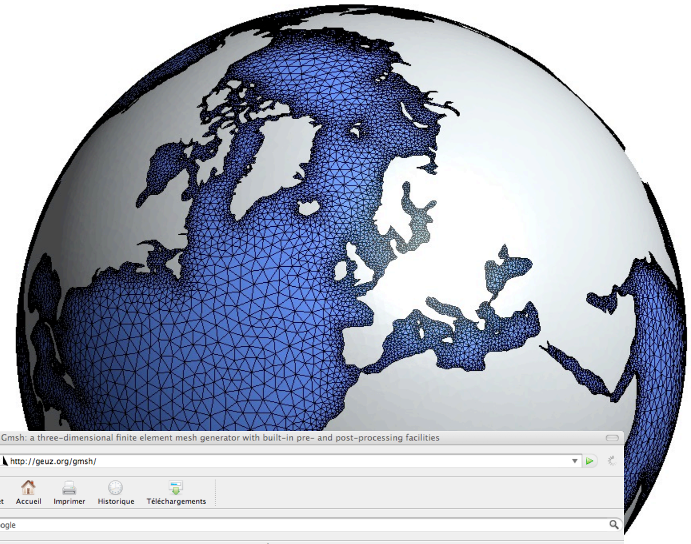
Une petite application efficace pour prédire un tsunami…

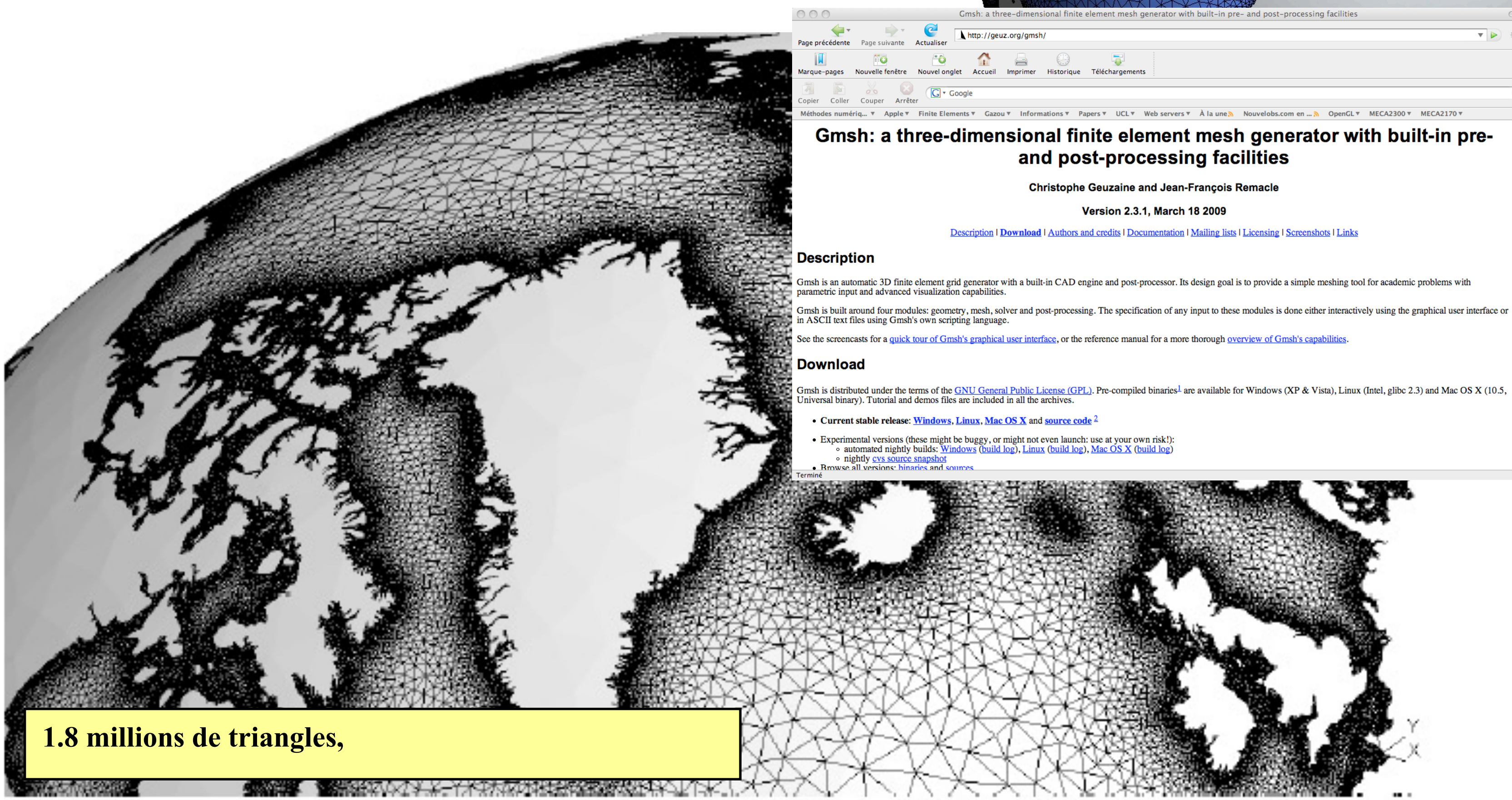
The Practice of Programming :
Simplicity, Clarity, Generality. (B.K Kernighan & R. Pike 99)

Et les autres cours….



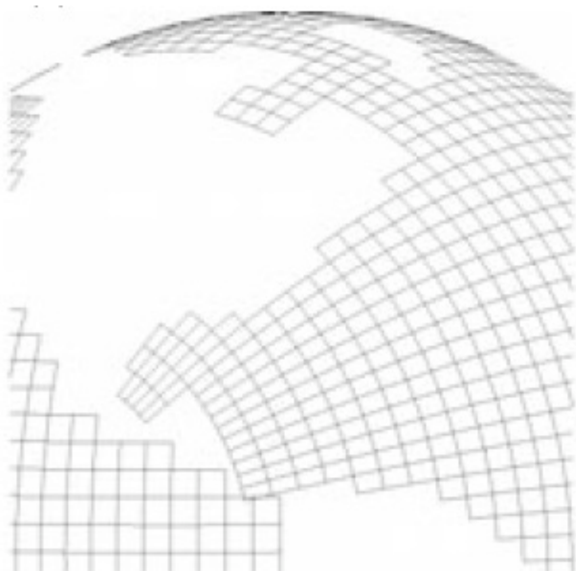
Second-generation Louvain-la-Neuve Ice-ocean Model





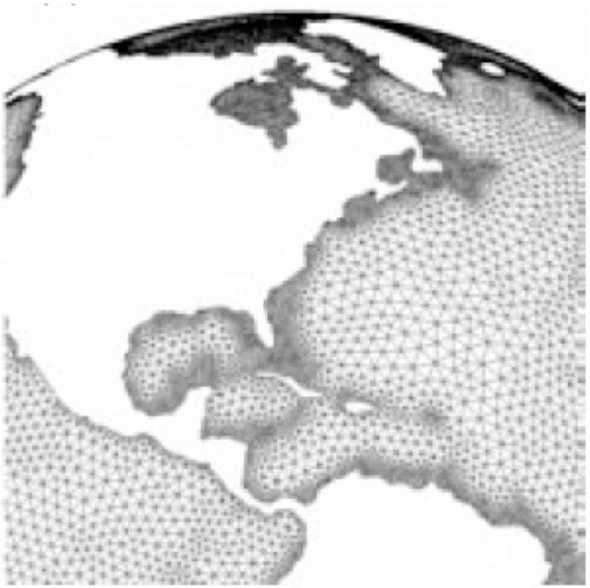
1.8 millions de triangles,

Structured grid …



- Finite differences are easy to implement
- Programming is easy
- Well known in the world of oceanography
- Bad representation of the coastlines
- Difficult to enhance locally the resolution
- Poles singularity

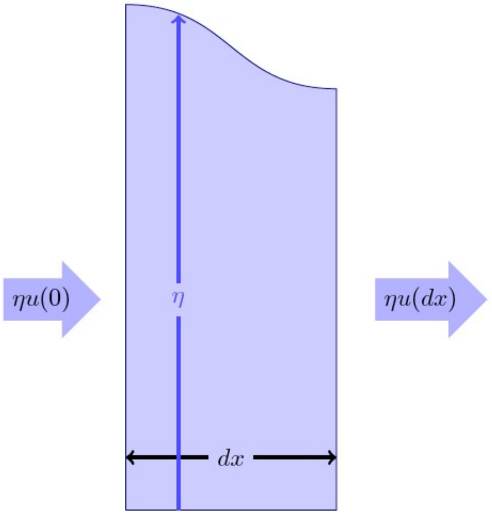
…versus unstructured grid



- Numerical methods are more complicated
- Programming is more complicated
- Not well known in the world of oceanography
- Accurate representation of the coastlines
- Enhancing the resolution is flexible
- No singular points

Mass balance

$$\frac{\partial \eta}{\partial t} + \eta_0 \frac{\partial u}{\partial x} = 0$$



$$dx\left(\rho \frac{\partial \eta}{\partial t}\right) = \rho \eta u(0) - \rho \eta u(dx)$$

$$\frac{\partial \eta}{\partial t} + \eta_0 \left(\frac{u(dx) - u(0)}{dx}\right) = 0$$

$$\downarrow$$

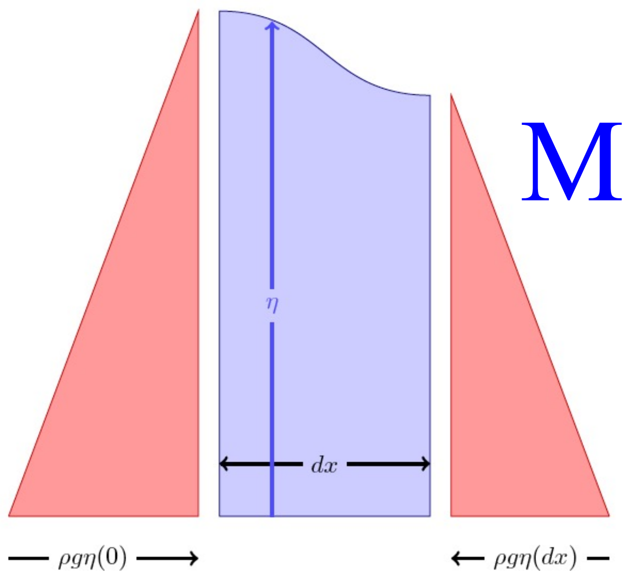
$$\frac{\partial \eta}{\partial t} + \eta_0 \frac{\partial u}{\partial x} = 0$$

$$dx\left(\rho\eta_0\frac{\partial u}{\partial t}\right) = \rho g\frac{\eta^2(0)}{2} - \rho g\frac{\eta^2(dx)}{2}$$

$$\eta_0\frac{\partial u}{\partial t} + g\eta_0\frac{\partial \eta}{\partial x} = 0$$

$$\downarrow$$

$$\frac{\partial u}{\partial t} + g\frac{\partial \eta}{\partial x} = 0$$



Momentum balance

$$\frac{\partial u}{\partial t} + g\frac{\partial \eta}{\partial x} = 0$$

$$\begin{cases} \frac{1}{\eta_0}\frac{\partial \eta}{\partial t} + \frac{\partial u}{\partial x} = 0 \\ \frac{\partial u}{\partial t} + g\frac{\partial \eta}{\partial x} = 0 \end{cases}$$

Linear Shallow Water Equations

$$\frac{\partial^2 \eta}{\partial t^2} = g\eta_0 \frac{\partial^2 \eta}{\partial x^2}$$

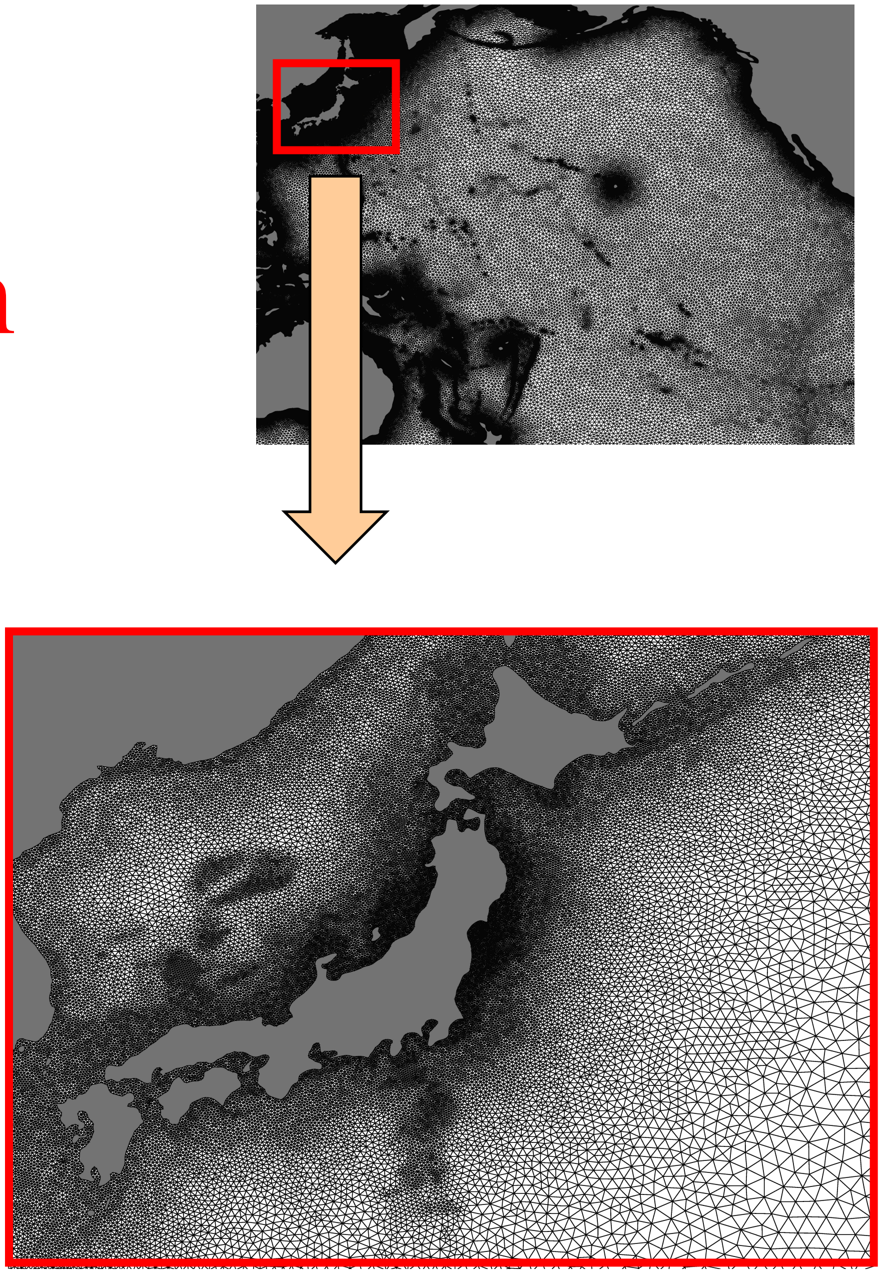
Wave Equation

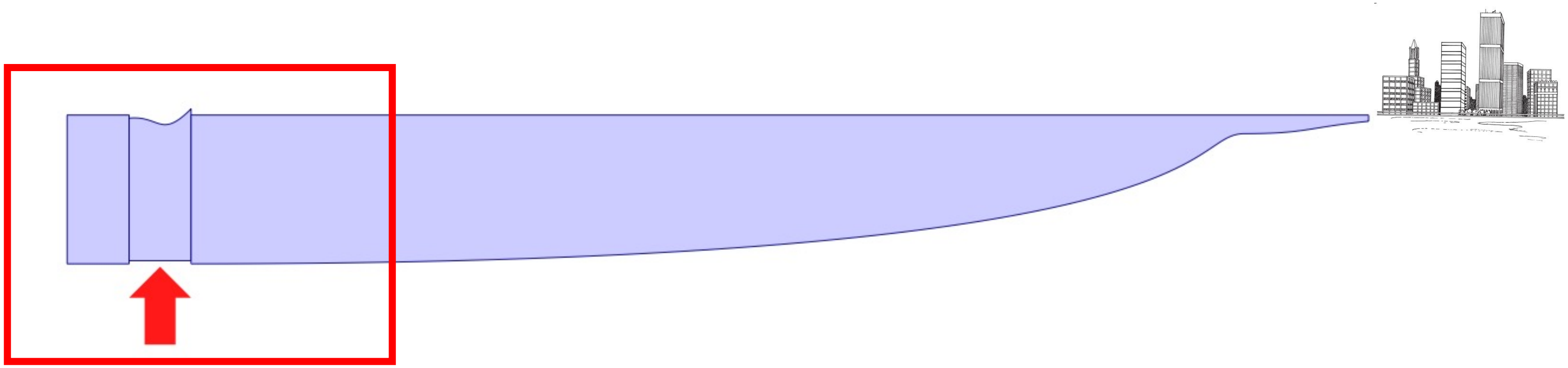
$$c = \sqrt{g\eta_0} \approx 200\ [m/s]$$

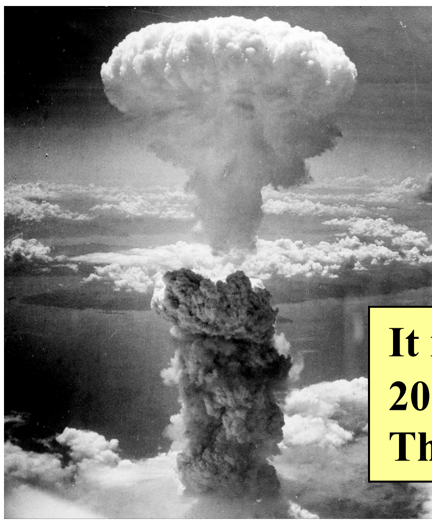
Gravity 9,81 m/s
Average depth of Pacific 4000 m

Waves are (very) fast !

And now, we can zoom on Japan !

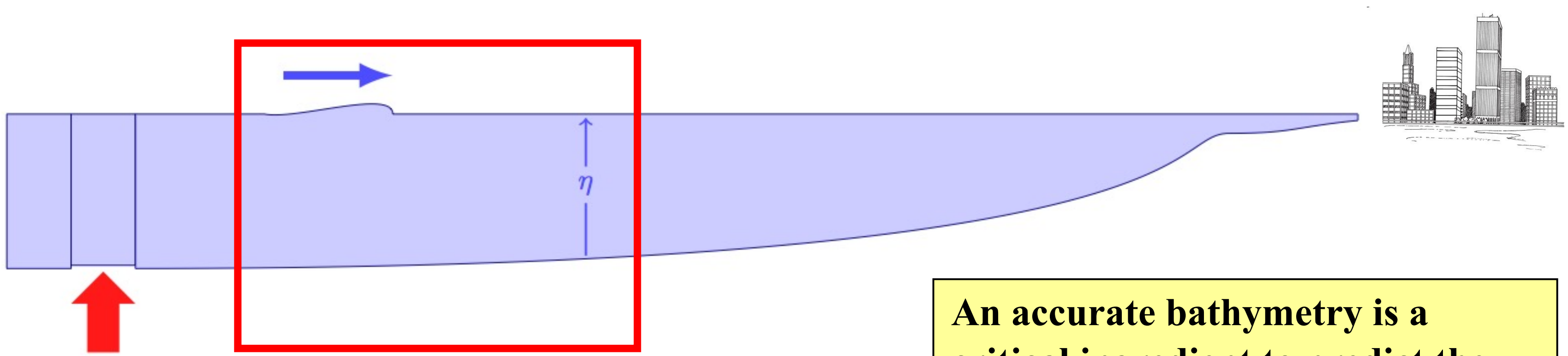






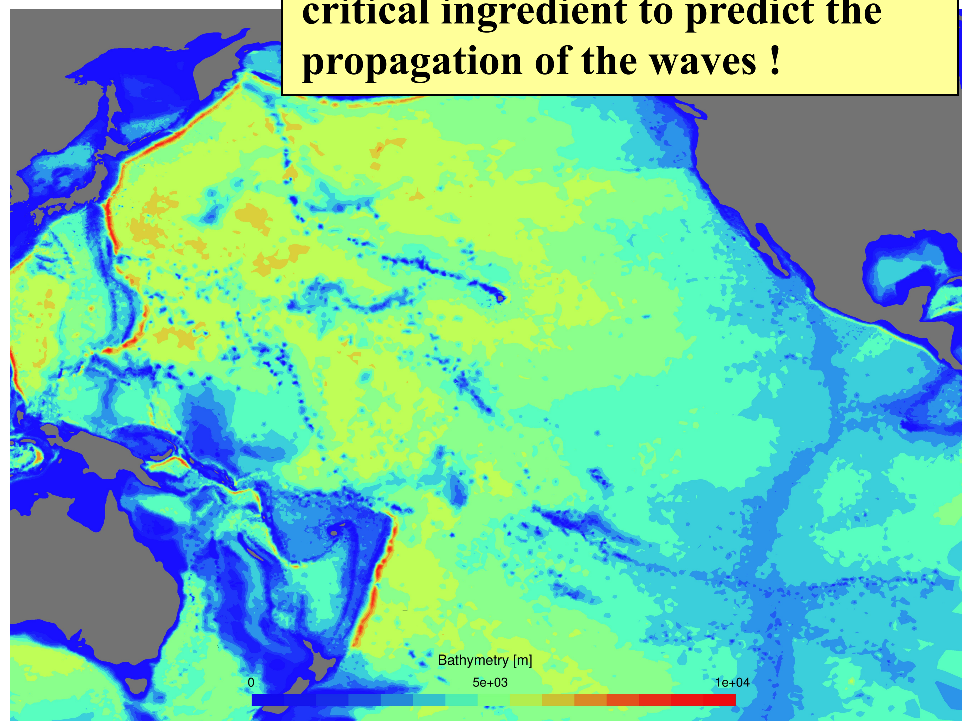
It is a huge energy !
20 x Energy of Hiroshima's bomb !
This initial condition must be provided to the model

The earthquake motion displaces a column water

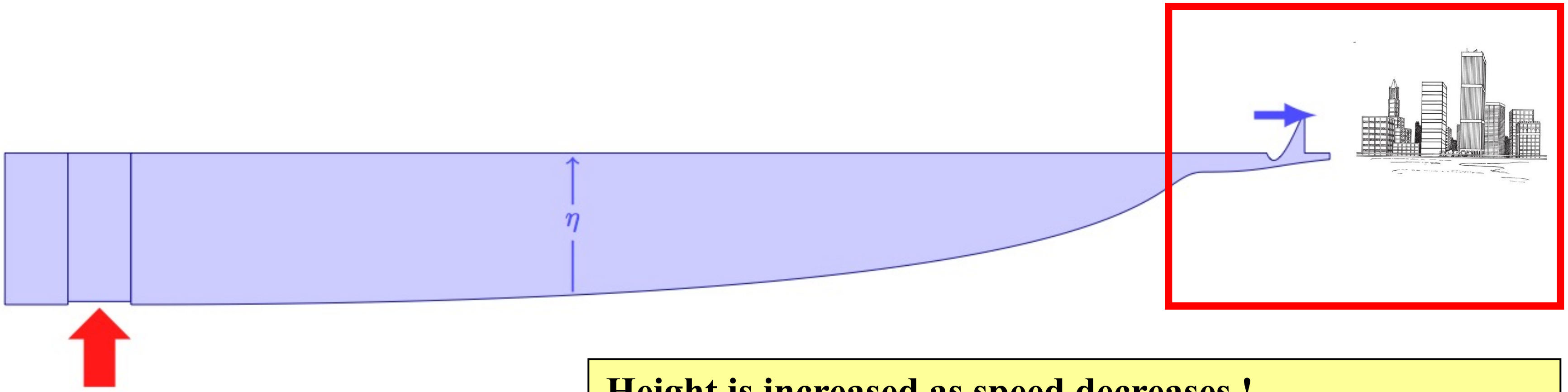


$$c = \sqrt{g\eta_0} \approx 200 \; [m/s]$$

An accurate bathymetry is a critical ingredient to predict the propagation of the waves !



Small waves travel fast as function of the bathymetry

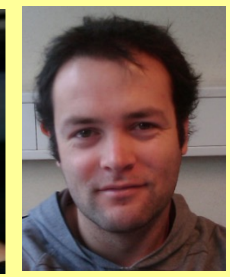


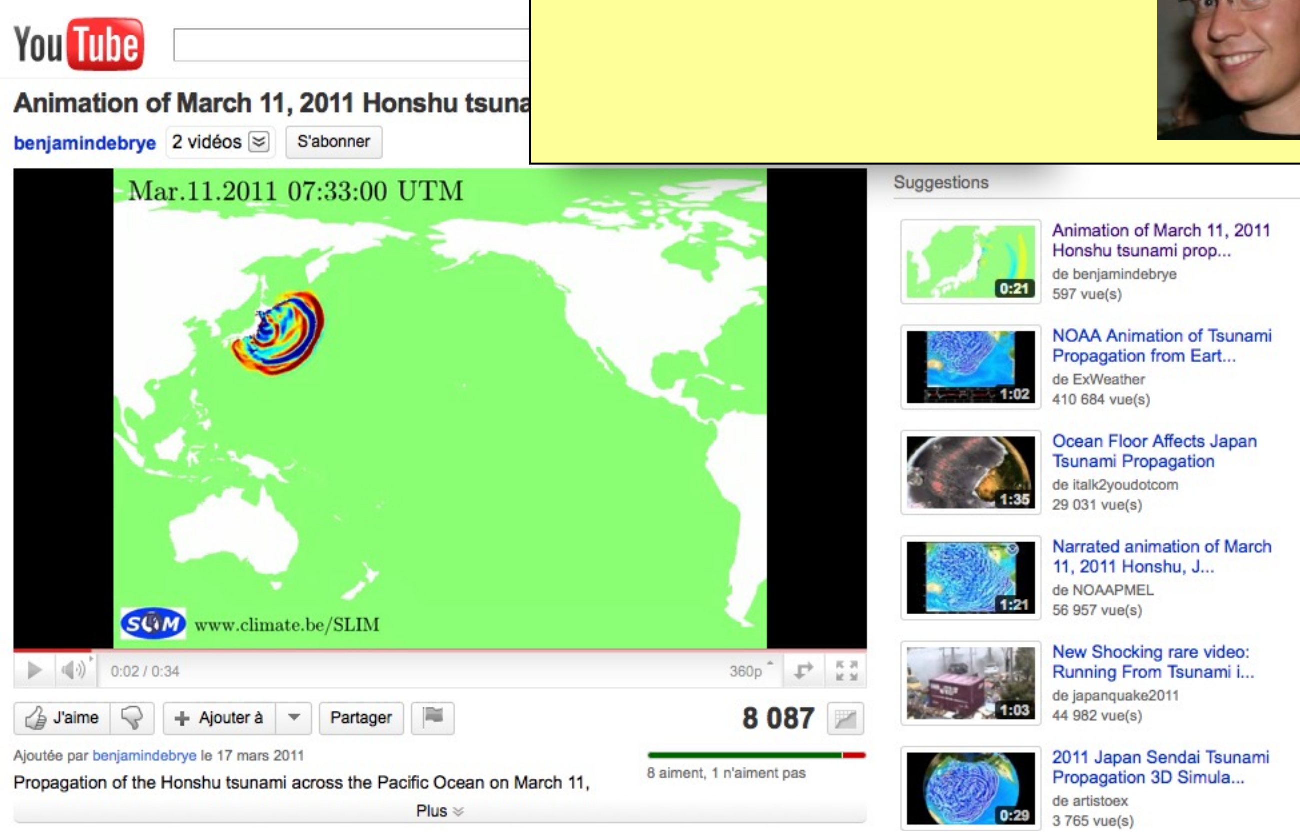
Height is increased as speed decreases !
An accurate shoreline description is required.

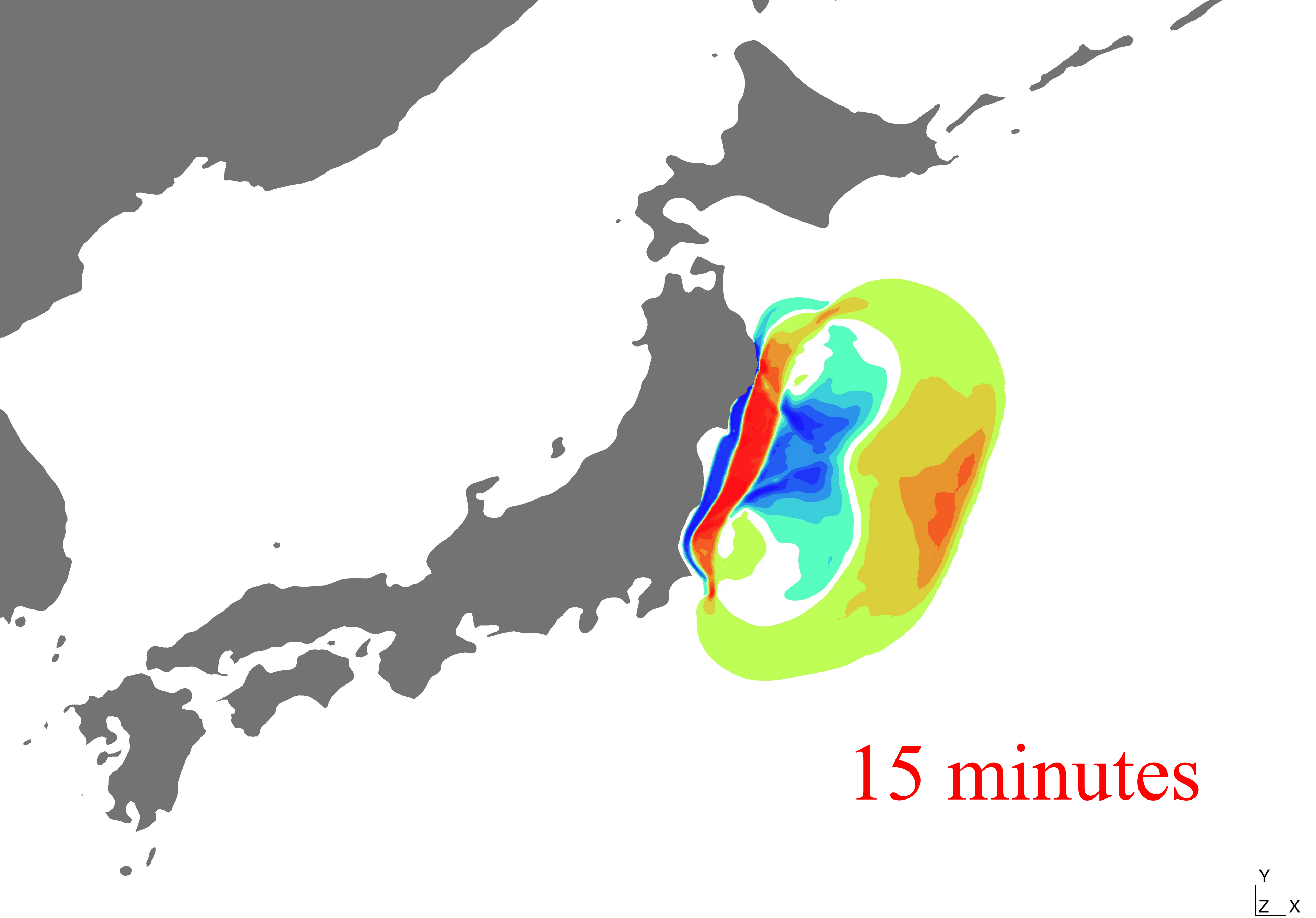
Waves compression forces waves to gain height !

Simulating tsunamis is easy

Simulation performed on May 17th by Jonathan Lambrechts and Benjamin de Brye

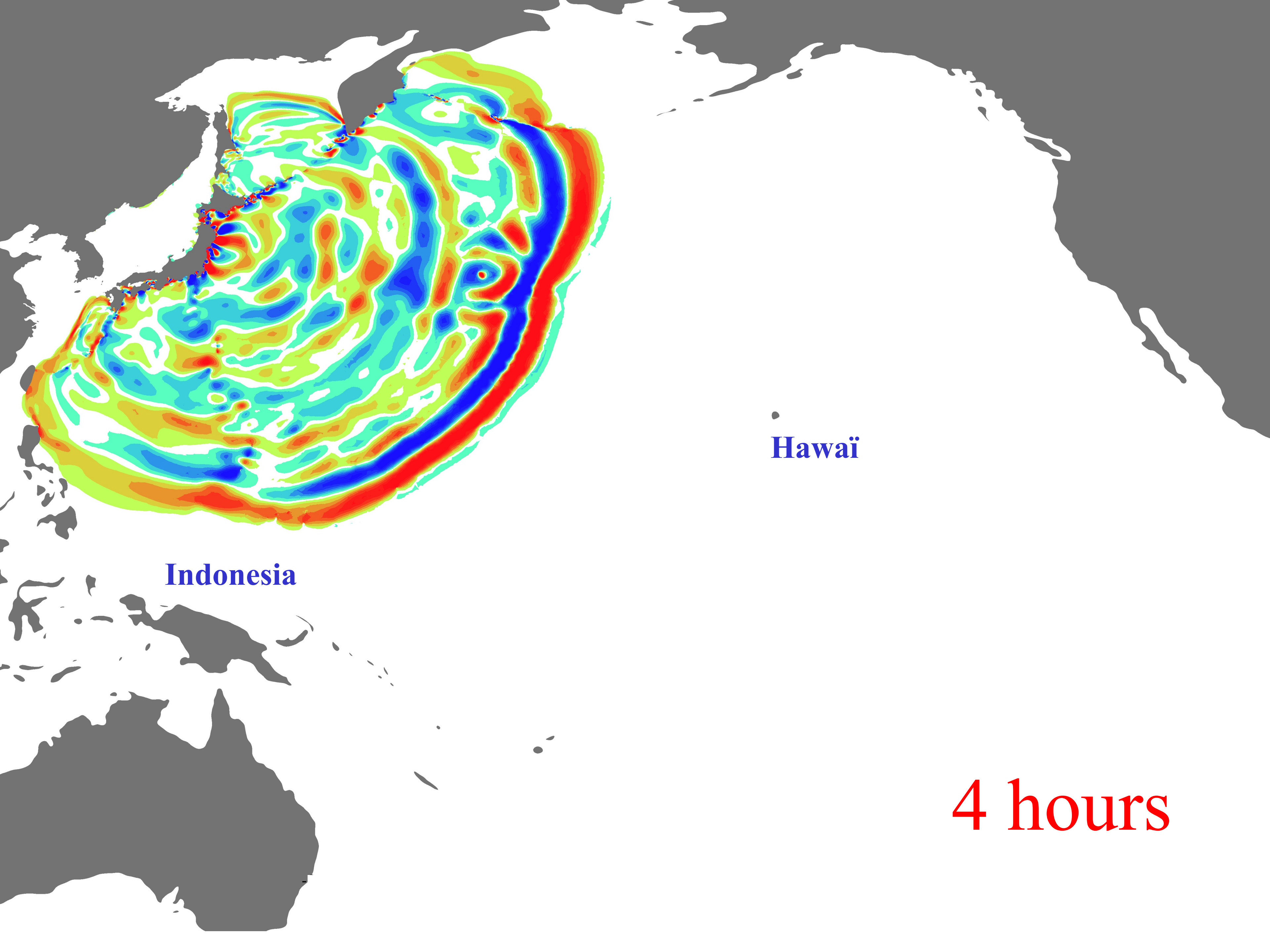


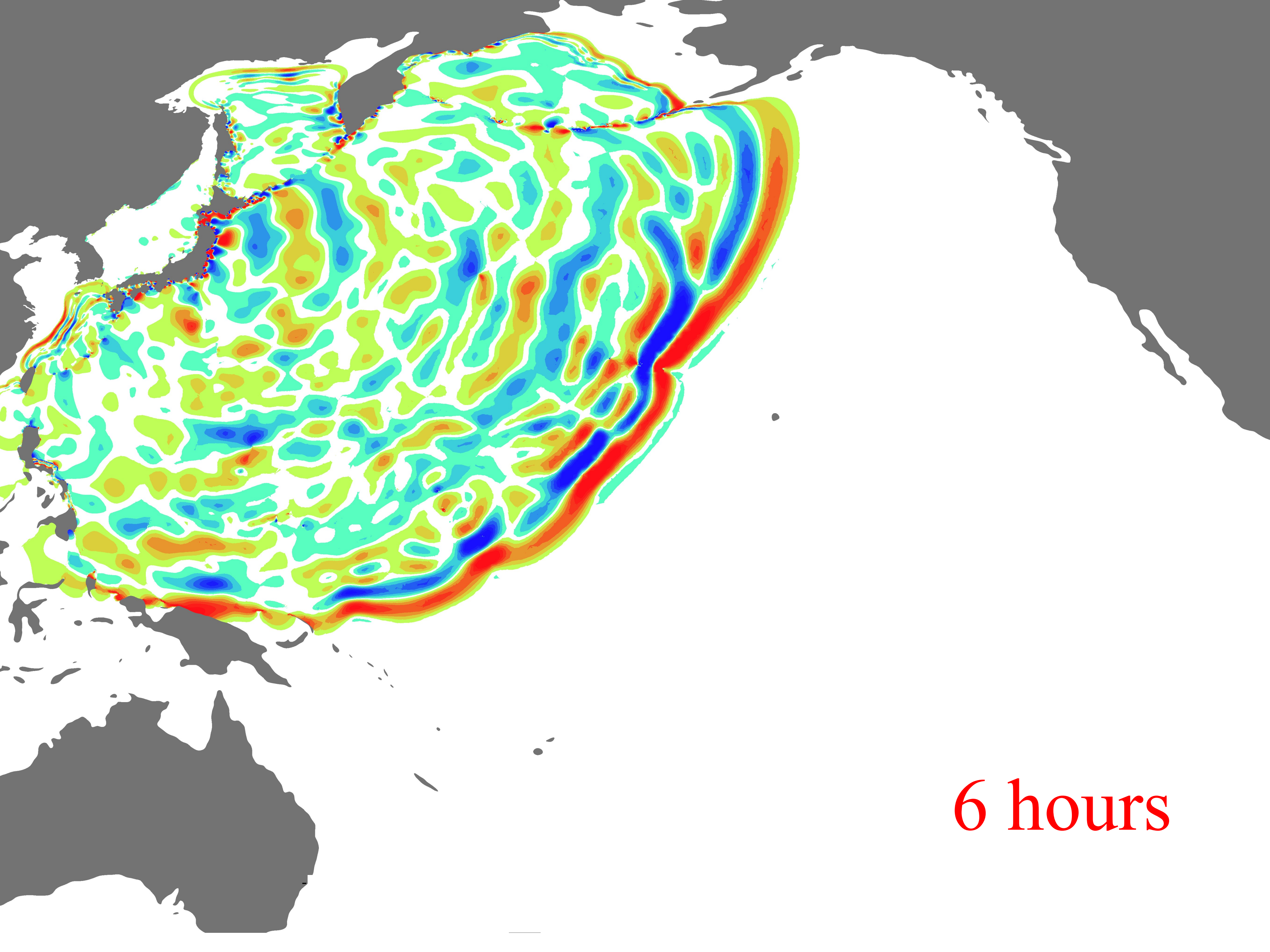


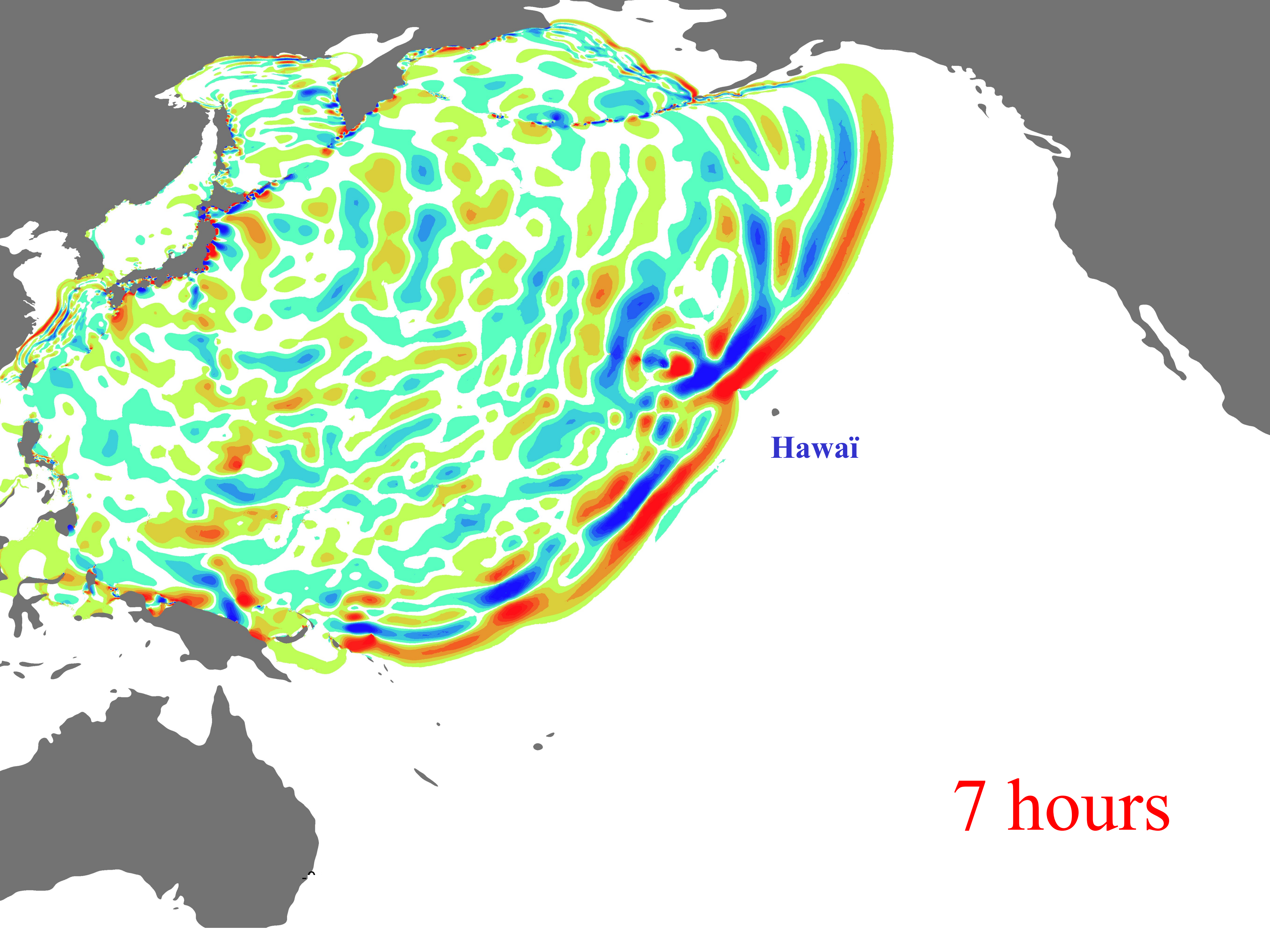


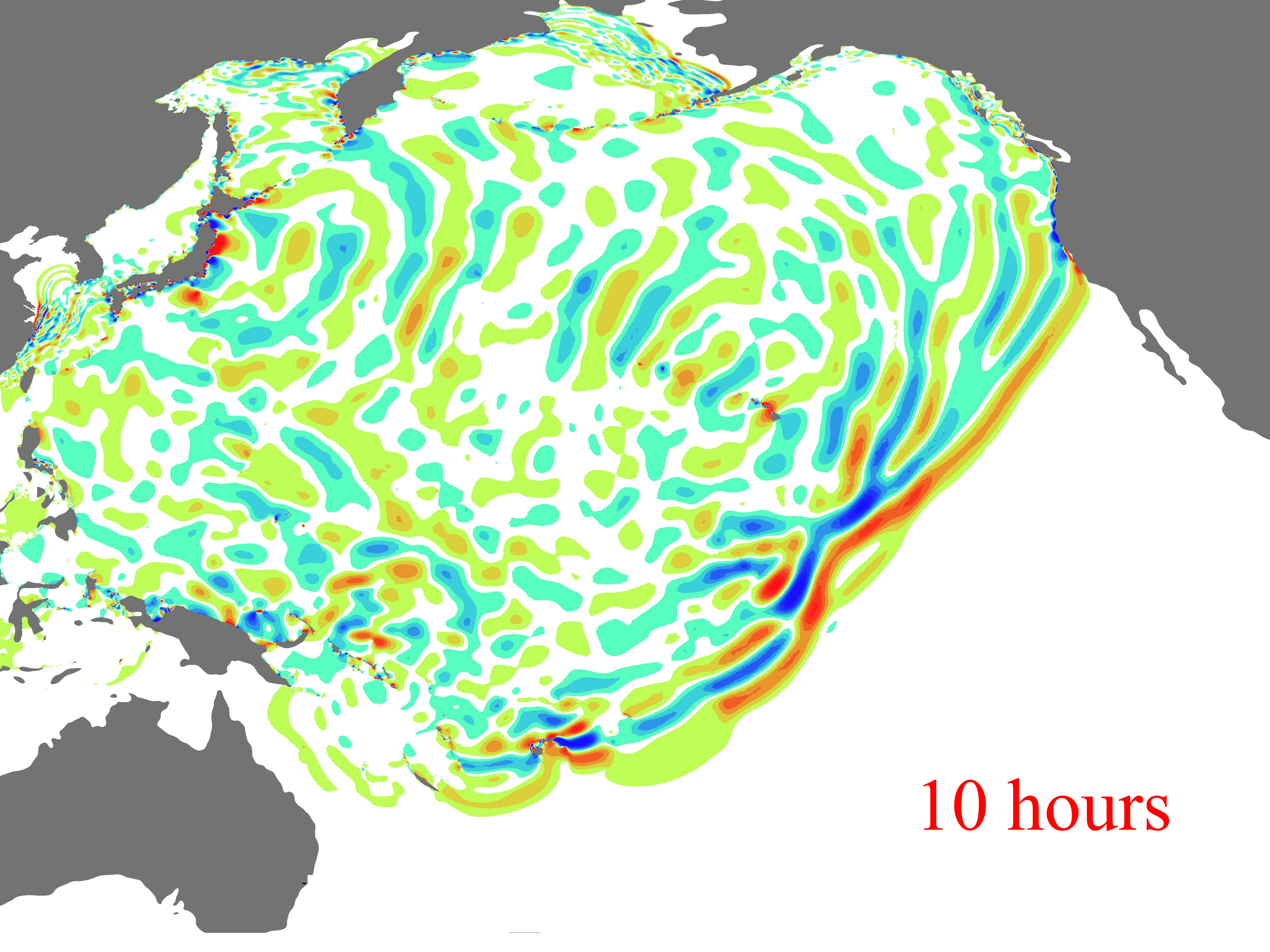
15 minutes
Y
Z X


1 hour


Hawaï
Indonesia
4 hours


6 hours


Hawaï
7 hours


10 hours

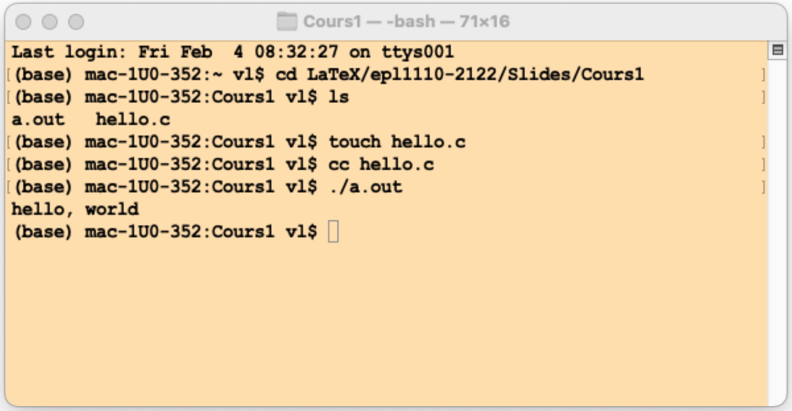
hello.c

```c
#include <stdio.h>

int main()
{
  printf("hello, world\n");
  return 0;
}
```

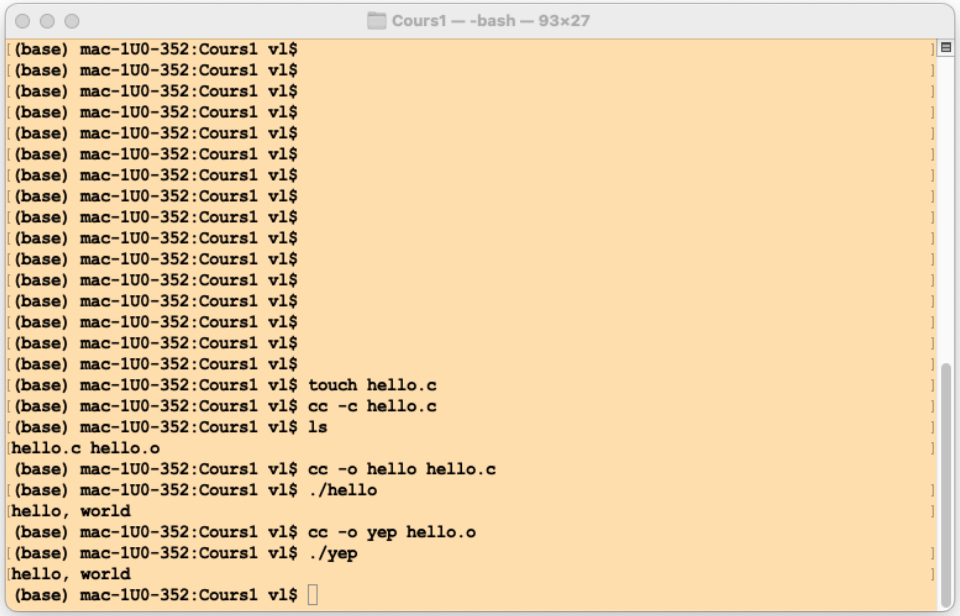
Vous aimeriez apprendre à programmer,
mais vous ne savez pas par où commencer ?

(autrement dit : vous en avez marre des cours trop compliqués que vous ne comprenez pas ? :-)



OPENCLASSROOMS

Comment compiler hello.c sur votre ordinateur ?


Cours1 — -bash — 93×27

```
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
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(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$
(base) mac-1U0-352:Cours1 v1$ touch hello.c
(base) mac-1U0-352:Cours1 v1$ cc -c hello.c
(base) mac-1U0-352:Cours1 v1$ ls
hello.c hello.o
(base) mac-1U0-352:Cours1 v1$ cc -o hello hello.c
(base) mac-1U0-352:Cours1 v1$ ./hello
hello, world
(base) mac-1U0-352:Cours1 v1$ cc -o yep hello.o
(base) mac-1U0-352:Cours1 v1$ ./yep
hello, world
(base) mac-1U0-352:Cours1 v1$
```
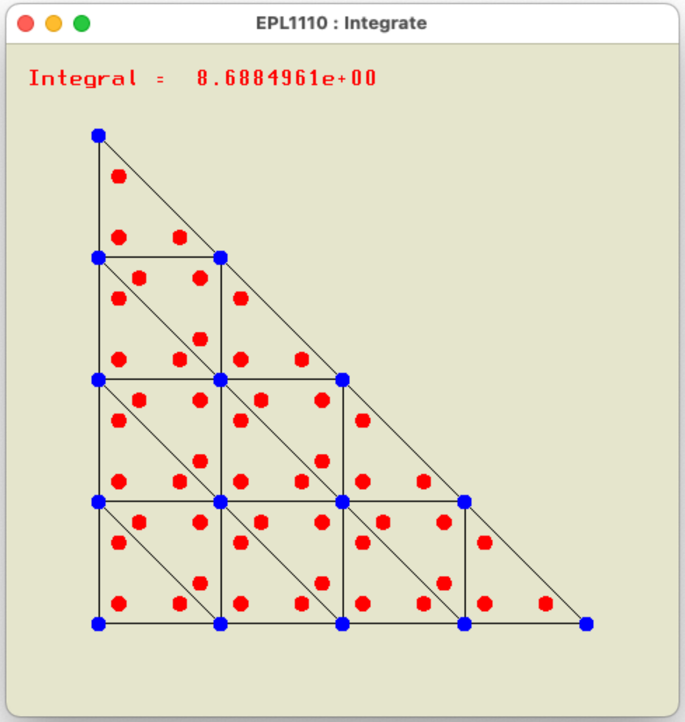

Homework 1

$$\underbrace{\int_{\widehat{\Omega}} f(x,y)\;dx\;dy}_{I} \;\approx\; \underbrace{\sum_{k=1}^{3} w_k\; f(x_k,y_k)}_{I_h}$$



Ecrire la règle de Hammer

mainBasic.c

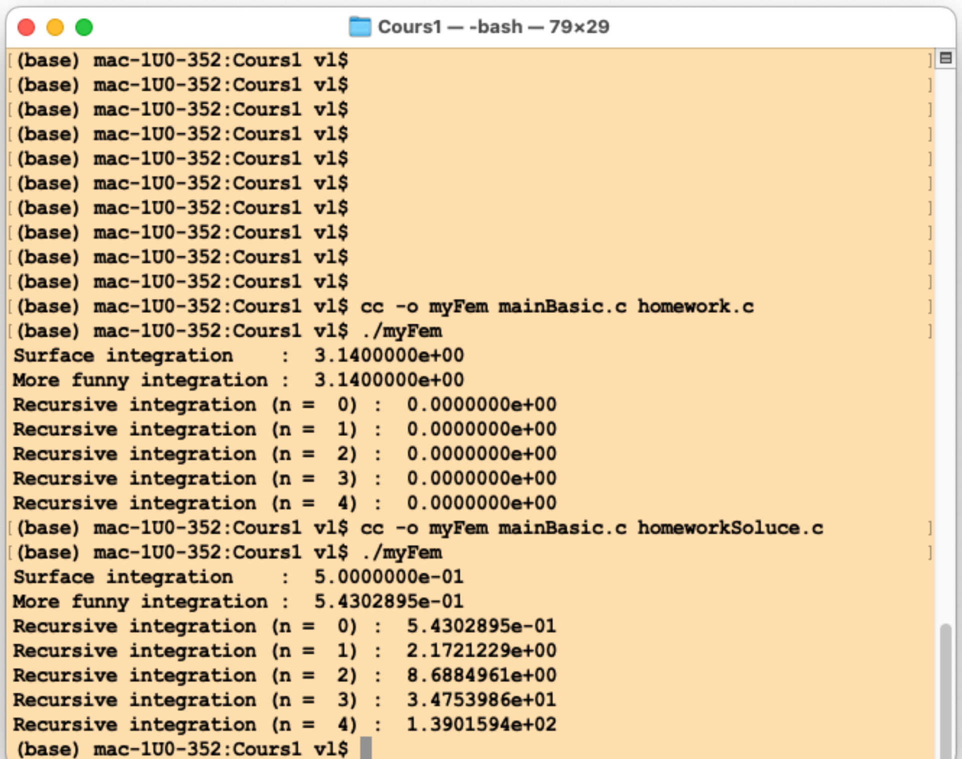
```
#include <stdio.h>
#include <math.h>


double integrate(double x[3], double y[3], double(*f)(double,double));
double integrateRecursive(double x[3], double y[3], double(*f)(double,double), int n);

double fun(double x, double y)  { return cos(x) + y * y; }
double stupid(double x, double y)  { return 1.0; }


int main()
{
    double x[3] = {0, 1, 0};
    double y[3] = {0, 0, 1};
    int n;
    printf("Surface integration    : %14.7e \n", integrate(x,y,stupid));
    printf("More funny integration : %14.7e \n", integrate(x,y,fun));
    for (n=0;  n <= 4; n++) {
        double I = integrateRecursive(x,y,fun,n);
        printf("Recursive integration (n = %2d) : %14.7e \n", n,I);  }
    return 0;
}
```

homework.c et mainBasic.c

```
double integrate(double x[3], double y[3], double (*f) (double, double))
{
    double I = 3.14;
    return I;
}

double integrateRecursive(double x[3], double y[3], double (*f)(double,double), int n)
{
    double I = 0.0;
    return I;
}
```

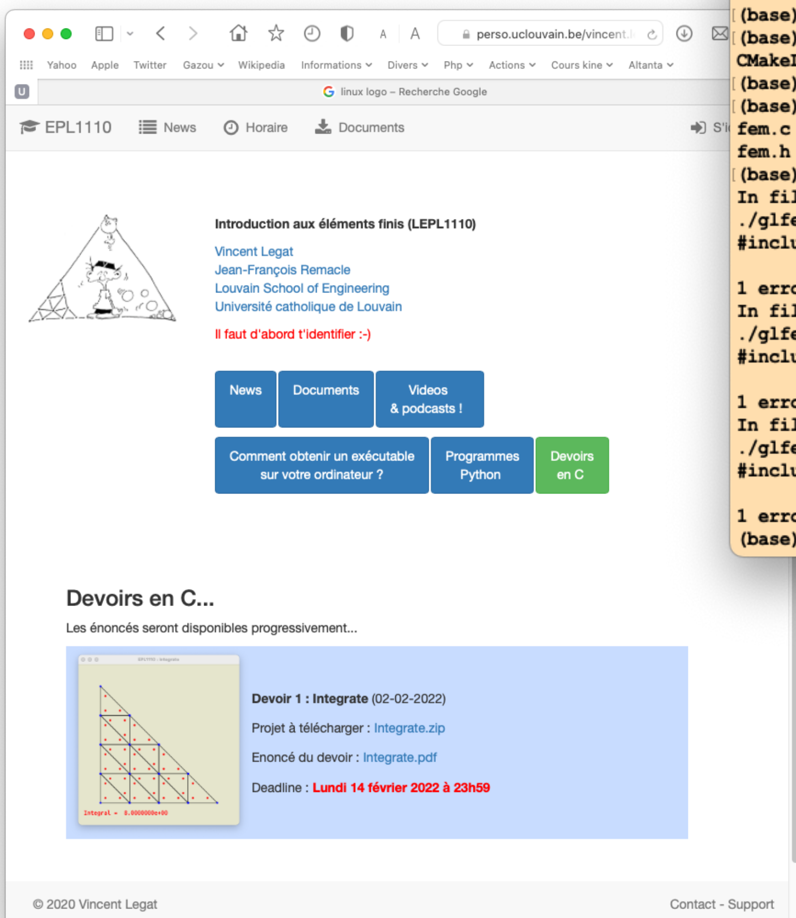
```
double fun(double x, double y)  { return cos(x) + y * y; }
double stupid(double x, double y)  { return 1.0; }


int main()
{
    double x[3] = {0, 1, 0};
    double y[3] = {0, 0, 1};
    int n;
    printf("Surface integration    : %14.7e \n", integrate(x,y,stupid));
    printf("More funny integration : %14.7e \n", integrate(x,y,fun));
    for (n=0;  n <= 1; n++) {
        double I = integrateRecursive(x,y,fun,n);
        printf("Recursive integration (n = %2d) : %14.7e \n", n,I);  }
    return 0;
}
```

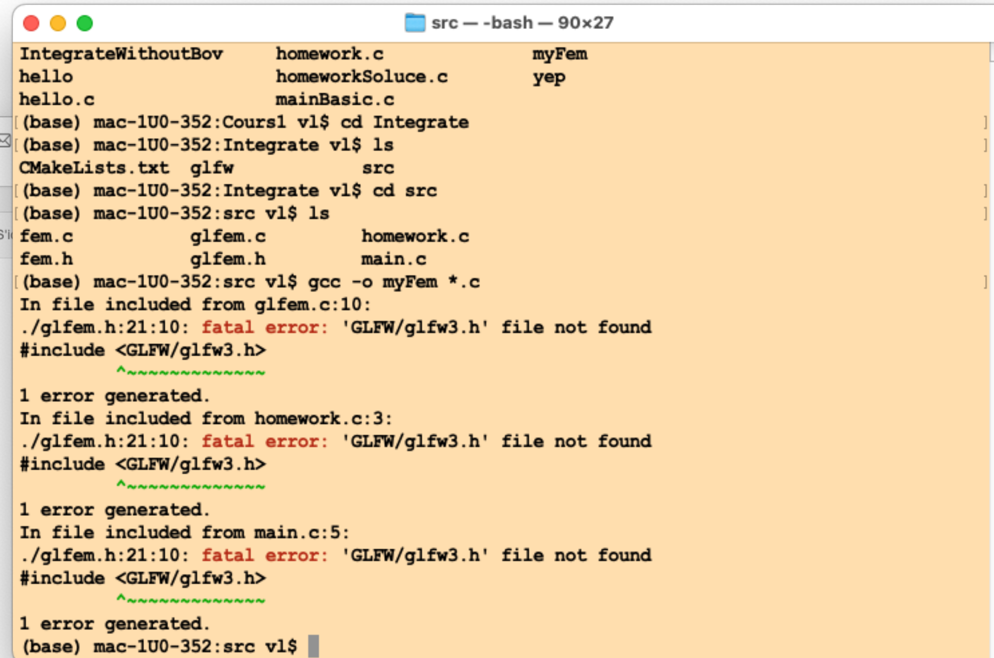
Comment compiler le devoir sur votre ordinateur ?



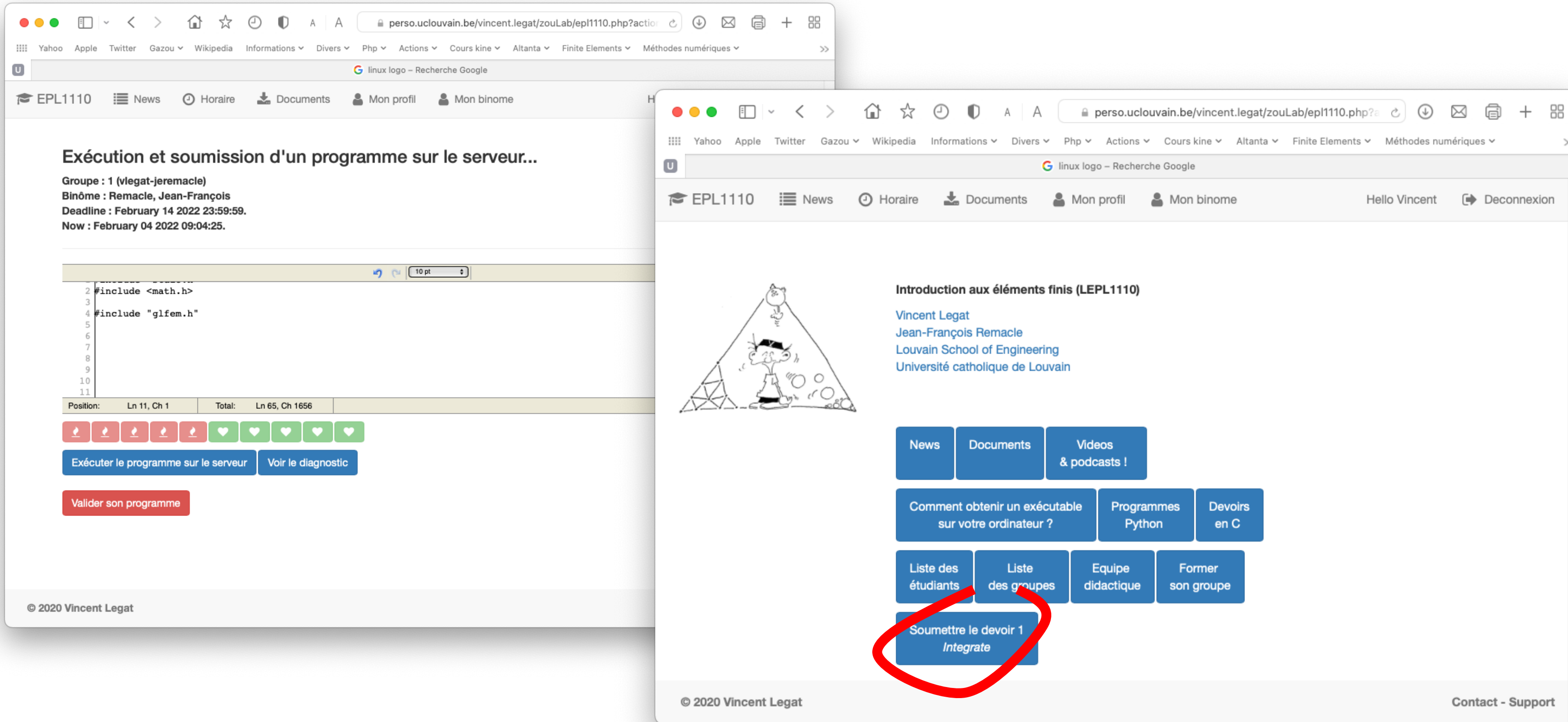
```
Cours1 — -bash — 79×29
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$
(base) mac-1U0-352:Cours1 vl$ cc -o myFem mainBasic.c homework.c
(base) mac-1U0-352:Cours1 vl$ ./myFem
Surface integration     :  3.1400000e+00
More funny integration :  3.1400000e+00
Recursive integration (n =  0) :   0.0000000e+00
Recursive integration (n =  1) :   0.0000000e+00
Recursive integration (n =  2) :   0.0000000e+00
Recursive integration (n =  3) :   0.0000000e+00
Recursive integration (n =  4) :   0.0000000e+00
(base) mac-1U0-352:Cours1 vl$ cc -o myFem mainBasic.c homeworkSoluce.c
(base) mac-1U0-352:Cours1 vl$ ./myFem
Surface integration     :  5.0000000e-01
More funny integration :  5.4302895e-01
Recursive integration (n =  0) :   5.4302895e-01
Recursive integration (n =  1) :   2.1721229e+00
Recursive integration (n =  2) :   8.6884961e+00
Recursive integration (n =  3) :   3.4753986e+01
Recursive integration (n =  4) :   1.3901594e+02
(base) mac-1U0-352:Cours1 vl$
```

Bon : c'est aussi simple ?



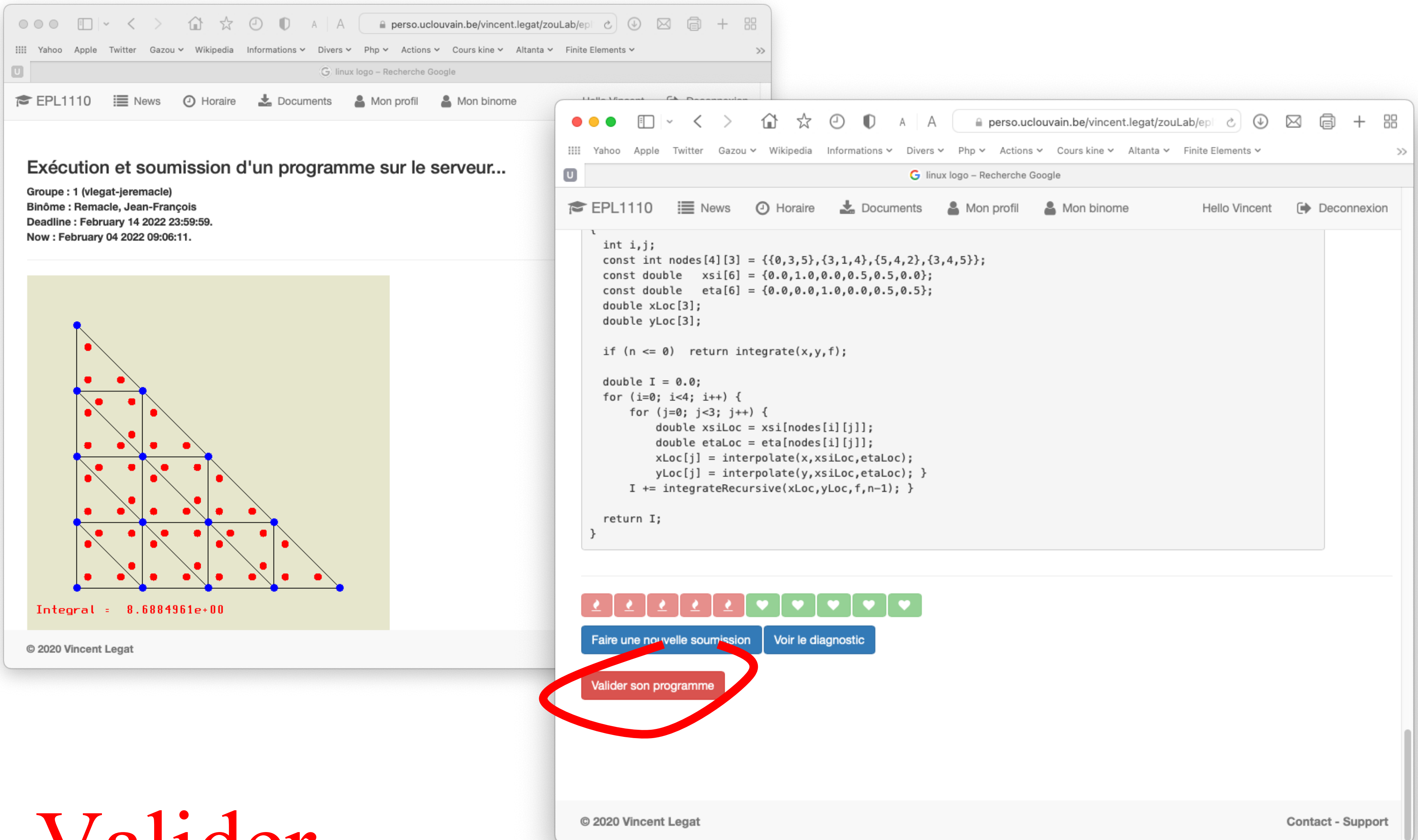


Eh non !



Soumettre votre devoir !

Tous les devoirs seront corrigés de manière automatique !
Bien veiller à ce que la version soumise soit bien compilée !
Aucune soumission tardive ne sera admise !
Les devoirs sont réalisés individuellement !



Valider
et verifier son devoir !

Le C est un langage de bas niveau : les pointeurs ;-(

```c
int main(void)
{
   int a = 4;
   printf(" ====   a === %d \n",a);
   printf(" ====  &a === %d \n",&a);
   int *b = &a;  // &&a do not exist : why ?
   printf(" ==== &&a === %d \n",&b);
   exit(0);
}
```

			Adresse de la case mémoire	Valeur
int	a		1606415436	4
*int	&a	b	1606415424	1606415436
**int	&&a	&b	...	1606415424

L'utilisation des pointeurs permet d'écrire des codes très efficaces et rapides…
Par contre, programmer est une tâche plus délicate et fastidieuse.
Mais, la rapidité d'un code est critique pour la simulation numérique (et le jeux !) :

Le langage C (ou C++) est bon choix ici !

Le C est un langage de bas niveau les pointeurs ;-(

```
int a = 0;
int *b = &a;
b[0] = 4;
printf(" ====   *b   === %d \n",*b);
printf(" ==== b[0]   === %d \n",b[0]);
printf(" ====    a   === %d \n",a);
printf(" ====    b   === %d \n",b);
```

				Adresse de la case mémoire	
int	a	*b	b[0]	1606415436	4
*int	&a	b		1606415424	1606415436

L’utilisation des pointeurs permet d’écrire des codes très efficaces et rapides…
Par contre, programmer est une tâche plus délicate et fastidieuse.
Mais, la rapidité d’un code est critique pour la simulation numérique (et le jeux !) :

Le langage C (ou C++) est bon choix ici !

On peut écrire n'importe où dans la mémoire de l'ordinateur ! Ouuuuuups : c'est pas joli

```
int a = 0;
int *b = &a;
b[0] = 4;
b[1] = 3;
printf(" ====  *b  === %d \n",*b);
printf(" ==== b[0] === %d \n",b[0]);
printf(" ==== b[1] === %d \n",b[1]);
printf(" ====   a  === %d \n",a);
printf(" ====   b  === %d \n",b);
printf(" ==== &b[0] == %d \n",&b[0]);
printf(" ==== &b[1] == %d \n",&b[1]);
```

Et le pire, c'est que cela marche parfois…
Parfois pas : `Segmentation fault`

Adresse de la case mémoire

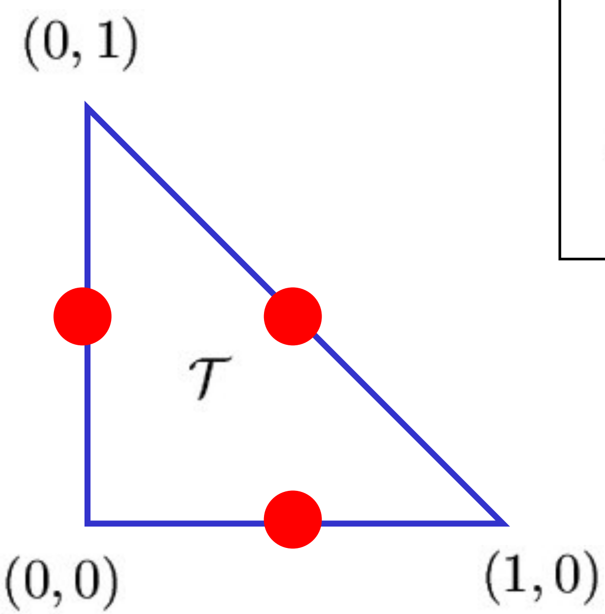
int			b[1]	1606415440	3
int	a	*b	b[0]	1606415436	4
*int	&a	b		1606415424	1606415436

homework.c

La solution doit se trouver dans le fichier homework.c uniquement…. On ne regarde jamais main.c !

```
#include <stdio.h>
#include <math.h>

double integrate(double x[3], double y[3], double (*f) (double, double))
{
    double I = 3.14;
    int I;
    for (i=0; i<3; i++)
        printf("   === node %d : %14.7e %14.7e \n",i+1,x[i],y[i]);
    return I;
}

double integrateRecursive(double x[3], double y[3], double (*f)(double,double), int n)
{
    double I = 0.0;
    return I;
}
```

Intégration sur un triangle : Règle de Hammer à 3 points



$$\underbrace{\int_{\mathcal{T}} f(x,y)\ dx\ dy}_{I} \approx \underbrace{\sum_{k=1}^{3} w_k f(X_k, Y_k)}_{I^h}$$

	X_k	Y_k	w_k
1	0.5	0.0	1/6
2	0.5	0.5	1/6
3	0.0	0.5	1/6

Interrogation (mai 2003)

Démontrer que la formule de Hammer à trois points permet d'intégrer exactement n'importe quel polynôme à deux variables de degré deux : $a + bx + cy + dx^2 + ey^2 + fxy$

Question

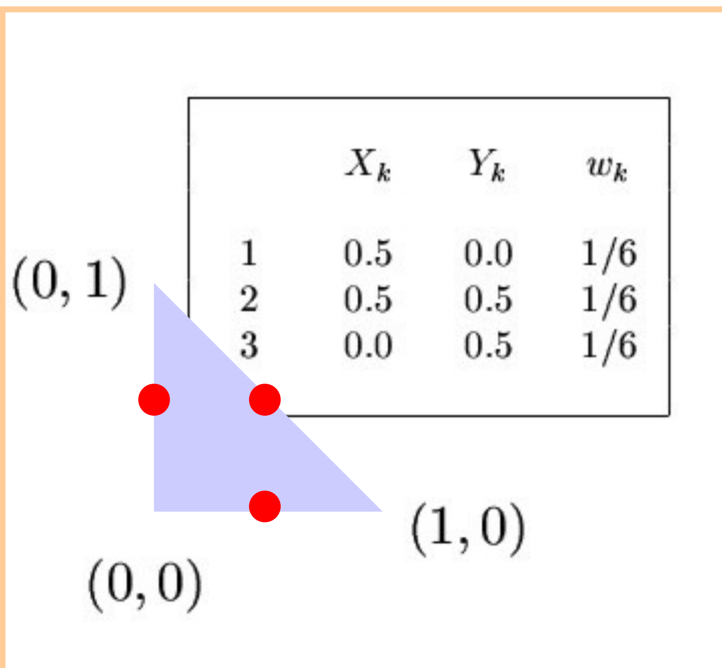
$$\begin{aligned}
I &= \frac{a}{2} + b\int_0^1 x \int_0^{1-x} dy\ dx + c\int_0^1 y \int_0^{1-y} dx\ dy \\
&\quad + d\int_0^1 x^2 \int_0^{1-x} dy\ dx + e\int_0^1 y^2 \int_0^{1-y} dx\ dy + f\int_0^1 x \int_0^{1-x} y\ dy\ dx \\
&= \frac{a}{2} + b\left[\frac{x^2}{2} - \frac{x^3}{3}\right]_0^1 + c\left[\frac{y^2}{2} - \frac{y^3}{3}\right]_0^1 \\
&\quad + d\left[\frac{x^3}{3} - \frac{x^4}{4}\right]_0^1 + e\left[\frac{y^3}{3} - \frac{y^4}{4}\right]_0^1 + f\left[\frac{x^2}{4} - \frac{x^3}{3} + \frac{x^4}{8}\right]_0^1 \\
&= \frac{a}{2} + \frac{b}{6} + \frac{c}{6} + \frac{d}{12} + \frac{e}{12} + \frac{f}{24} \\
&= I^h
\end{aligned}$$

□

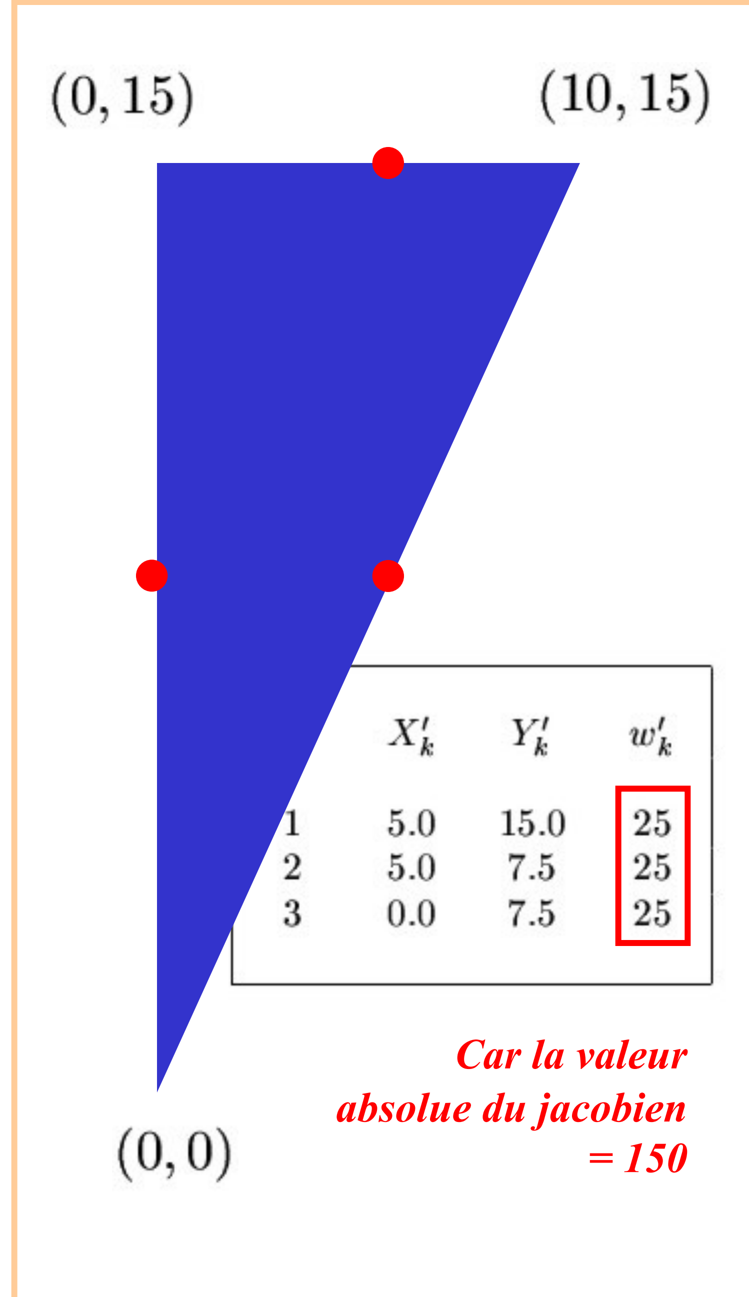
Degré de précision

Et un autre triangle ?

$$
\begin{aligned}
x' &= 10x \\
y' &= 15 - 15y
\end{aligned}
$$



	X_k	Y_k	w_k
1	0.5	0.0	1/6
2	0.5	0.5	1/6
3	0.0	0.5	1/6



	X'_k	Y'_k	w'_k
1	5.0	15.0	25
2	5.0	7.5	25
3	0.0	7.5	25

Car la valeur absolue du jacobien = 150