

Exercise 6: Finite Element Meshing II - Non-Linear Elements

CS384R, CAM 395T, BME 385J: Fall 2007

Due: Nov 26th

1. Given a collection of circles (not necessarily disjoint) in a rectangular domain D , describe a method to partition the domain D into a quad mesh such that each quad contains at most a single circular arc through it.
2. For a quadrilateral with a single circular arc, give the lowest degree polynomial or rational bivariate function basis so that the A-spline (zero set of the function on the quad) recovers the circular arc exactly.
3. Consider a bilinear mapping $BL : R^2 \rightarrow R^2$ from (UV) space to (XY) . Derive the implicit equation in X, Y of the image under the BL mapping of lines in the unit U, V domain (Fig 1). Express the equation as an A-spline over the (X, Y) region spanned by $[\vec{p}_0 \quad \vec{p}_1 \quad \vec{p}_2 \quad \vec{p}_3]$.

$$\begin{bmatrix} X \\ Y \end{bmatrix} = \begin{bmatrix} (1-U)(1-V) & U(1-V) \end{bmatrix} \begin{bmatrix} \vec{p}_0 \\ \vec{p}_1 \end{bmatrix} + \begin{bmatrix} (1-U)V & UV \end{bmatrix} \begin{bmatrix} \vec{p}_2 \\ \vec{p}_3 \end{bmatrix}$$

4. Consider the following mapping from a unit triangular straight prism in UVS space into an irregular prism in XYZ space (Fig 2) :

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} (1-U-V)(1-S) & U(1-S) & V(1-S) \end{bmatrix} \begin{bmatrix} \vec{p}_1 \\ \vec{p}_2 \\ \vec{p}_3 \end{bmatrix} + \begin{bmatrix} (1-U-V)S & US & VS \end{bmatrix} \begin{bmatrix} \vec{p}_4 \\ \vec{p}_5 \\ \vec{p}_6 \end{bmatrix}$$

Let the family of planes P , Q and R be respectively the $U = \text{constant}$, $V = \text{constant}$ and $S = \text{constant}$ family of planes in the triangular prism. Derive the implicit equations in (X, Y, Z) of the image under the mapping of each of these family of planes P , Q , and R . Express these implicit equations as A-patches over the irregular prism.

Note: The problems in this exercise, indicate of an effective methodology to generate non-linear finite elements, via partition of unity mappings applied to linear or bi-linear finite elements. These non-linear finite elements have both an implicit and parametric representation.

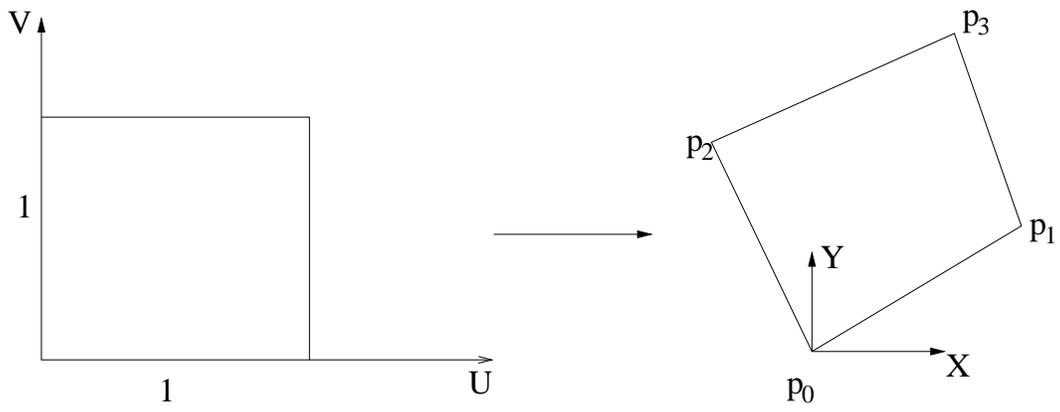


Figure 1: Problem 3

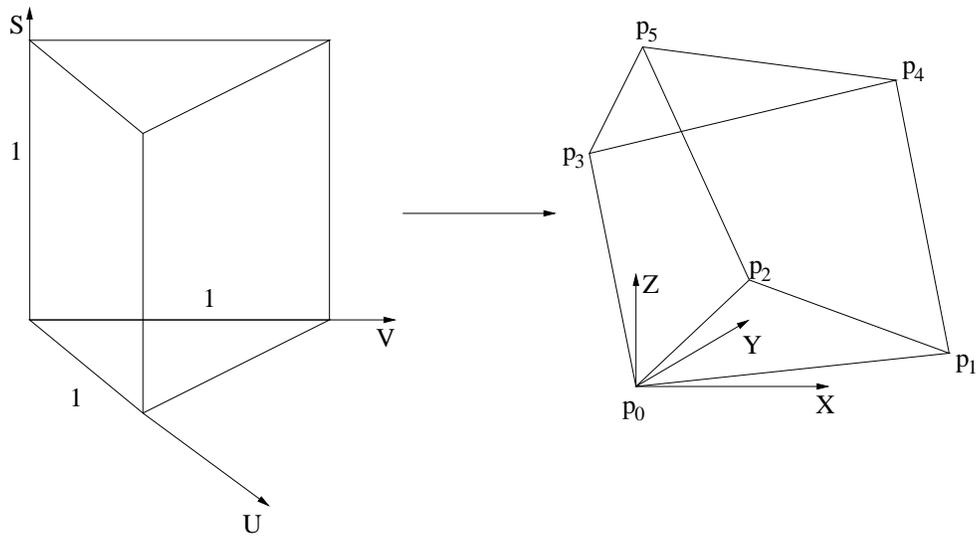


Figure 2: Problem 4