

Easier way to find Gauss quadrature points

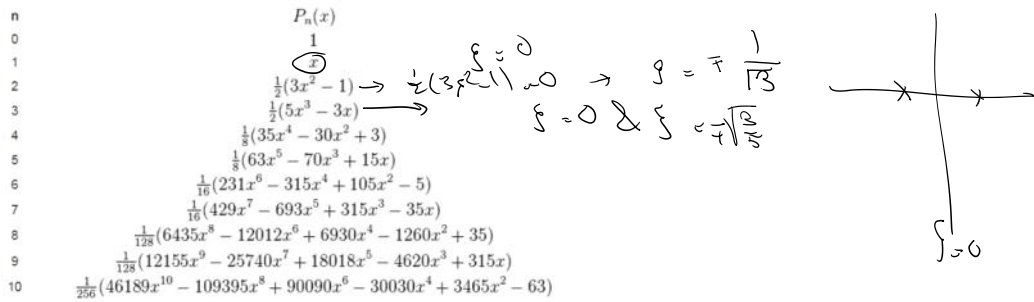


Figure 4: Legendre polynomials (Source: http://en.wikipedia.org/wiki/Legendre_polynomials)

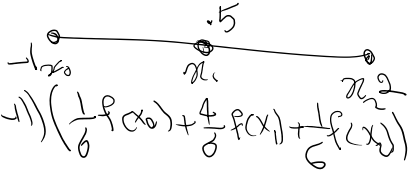
Gauss Points ($\pm \xi_i$)	Weights (w_i)
n = 2	
0.57735 0.2691 89626	1.00000 00000 00000
n = 3	
0.00000 00000 00000	0.88888 88888 88888
0.77459 66692 41483	0.55555 55555 55555
n = 4	
0.33998 10435 84856	0.65214 51548 62546
0.86113 63115 94053	0.34785 48451 37454
n = 5	
0.00000 00000 00000	0.56888 88888 88889
0.53846 93101 05683	0.47862 86704 99366
0.90617 98459 38664	0.23692 68850 56189

$w_1 = 1$
 $w_2 = 1$
 $\xi_1 = -1/\sqrt{3}$
 $\xi_2 = 1/\sqrt{3}$

ME, AE, BME517: Finite Elements for Engineering Applications HW5: 1D Quadrature

1. **50 Points** Use a 3 point Gauss and 5 point Newton-Cotes quadrature rule to evaluate the following integral and obtain their respective errors with respect to exact value of the integral $I_e = \tan^{-1}(2) - \tan^{-1}(-1)$. Quadrature points and weights are given in fig. 1.

$I = \int_{-1}^2 \frac{dx}{1+x^2}$



In the class

3 point NC $\rightarrow (2 - (-1)) \left(\frac{1}{6} f(x_0) + \frac{4}{6} f(x_1) + \frac{1}{6} f(x_2) \right)$
 2 point \rightarrow

Intervals, i	No. of Points, n	C_0	C_1	C_2	C_3	C_4	C_5	C_6
1	2	1/2	1/2					
2	3	1/6	4/6	1/6				(trapezoid rule)
3	4	1/8	3/8	3/8	1/8			(Simpson's 1/3 rule)
4	5	7/90	32/90	12/90	32/90	7/90		(Simpson's 3/8 rule)
5	6	19/288	75/288	50/288	50/288	75/288	19/288	
6	7	41/840	216/840	27/840	272/840	27/840	216/840	41/840

$\xi_1 = -1 \rightarrow x_1 = -1$
 $\xi_2 = 1 \rightarrow x_2 = 2$

$x = x_1 N_1(\xi) + x_2 N_2(\xi)$
 $= -1 \left(\frac{1-\xi}{2} \right) + 2 \left(\frac{1+\xi}{2} \right) = 0.5 + 1.5\xi$

$I = \int_{-1}^2 f(x) dx$

$J = \frac{dx}{d\xi} = 1.5$

$= \int_{-1}^1 f(x(\xi)) 1.5 d\xi = 1.5 \int_{-1}^1 g(\xi) d\xi$

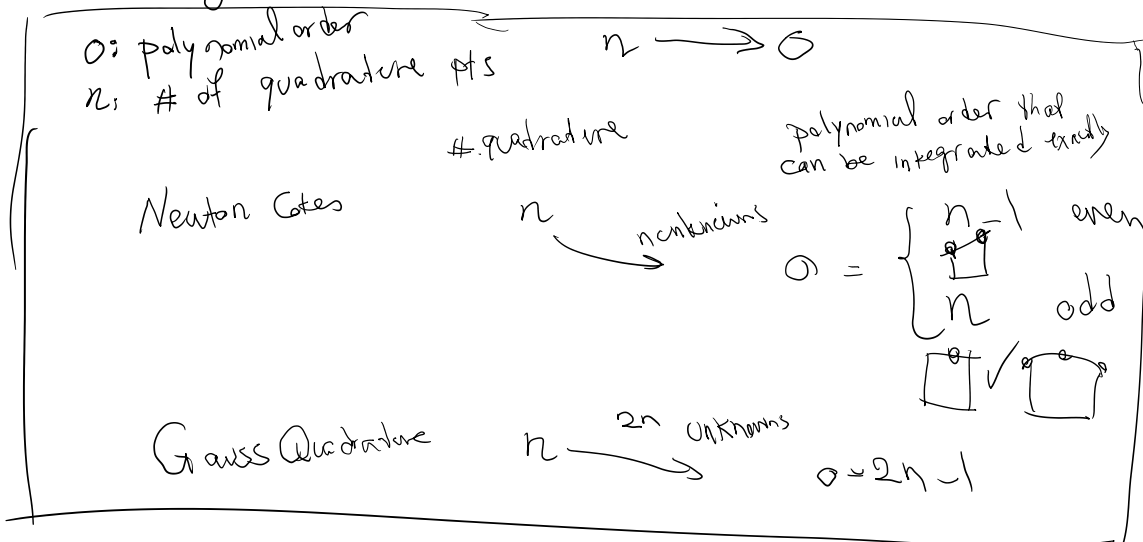
$$g(x) = \frac{1}{1 + (1.5 + 1.5x)^2}$$

$$= 1.5 \left(\omega_1 g(x_1) + \omega_2 g(x_2) \right)$$

Gauss Points ($\pm x_i$)	Weights (w_i)
$n=2$ 0.57735 02691 89626	1.00000 00000 00000
$n=3$ 0.00000 00000 00000 0.77459 66692 41483	0.88888 88888 88888 0.55555 55555 55555
$n=4$ 0.33998 10435 84856 0.86113 63115 94053	0.65214 51548 62546 0.34785 48451 37454
$n=5$ 0.00000 00000 00000 0.53846 93101 05683 0.90617 98459 38664	0.56888 88888 88889 0.47862 86704 99366 0.23692 68850 56189

$$x_1 = -\frac{1}{\sqrt{3}} \quad x_2 = \frac{1}{\sqrt{3}}$$

Summary of NC & Gauss quadrature



polynomial order $O = \alpha_0 + \alpha_1 x + \dots + \alpha_n x^n$ $O+1$ coefficients

We generally want to go $O \rightarrow n$
 eg polynomial order given \rightarrow find the # quadrature points

NC

n	O
1	$O = n = 1$
2	$O = n - 1 = 1$
3	$O = n = 3$
4	$O = n - 1 = 3$

$$O \rightarrow n : n = \begin{cases} O & O \text{ odd} \\ O+1 & O \text{ even} \end{cases}$$

Gauss Quadrature

$$O \mid n$$

Gauss Quadrature

$$0 = 2n - 1 \rightarrow n = \text{ceil}\left(\frac{0+1}{2}\right)$$

0	n
1	1
2	1 → 2
3	2

Important $0 \rightarrow n$

NC $n = \begin{cases} 0 & 0 \text{ odd} \\ 0+1 & 0 \text{ even} \end{cases}$

G $n = \text{ceil}\left(\frac{0+1}{2}\right)$

in FEM often we deal with even order

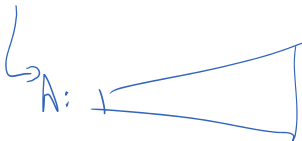
How do we use * in FEM integrations:
From last time we had

$$k^e = \int_{-1}^1 \frac{EA(\xi)}{J(\xi)} \begin{bmatrix} \xi - \frac{1}{2} \\ \xi + \frac{1}{2} \\ -2\xi \end{bmatrix} \begin{bmatrix} \xi - \frac{1}{2} & \xi + \frac{1}{2} & -2\xi \end{bmatrix} d\xi$$

$2\xi(x_{\text{ave}} - x^3) + \frac{1}{2}$

Why order = 2
Component II of this matrix
 $= (\xi - \frac{1}{2})(\xi + \frac{1}{2}) \quad 0 = 1+1=2$

When AE is not constant?



E: $E(x)$
inhomogeneous

$$J(\xi) = 2\xi(x_{\text{ave}} - x^3) + \frac{1}{2}$$

$$= \frac{1}{2} \quad \text{if} \quad x^3 = x_{\text{ave}} \quad (\text{Element is not distorted})$$



If we ignore the form of AE and J, we deal with a matrix of polynomials of order $o = 2$.

NC

$$o = 2 \quad o \text{ even} \quad n = 0+1 = 3$$

NC

$0 = 2$ 0 even $n = 0 + 1 = 3$
 G_0 $n = \text{ceil}(\frac{0+1}{2}) = 2$

Full integration order

Order of the integrand when AE and J are constant (treating the material as homogeneous, linear, constant section, not distorted, ...)

For this example, full integration order = 2

If these assumptions hold, the integral is EXACT.

$AE = \text{constant}$
 $J = \text{const}$ ($X^3 = \text{shape}$)

$K = \frac{AE}{L} \begin{bmatrix} 7/3 & -8/3 & 1 \\ & 7/3 & -8/3 \\ & & 16/3 \end{bmatrix}$
 sym

Q1: How many quadrature points are needed to integrate K exactly when J is not constant?

With no number of points, we can integrate K exactly in that case

Q2: When AE and/or J are not constant, how many quadrature points should we use then?

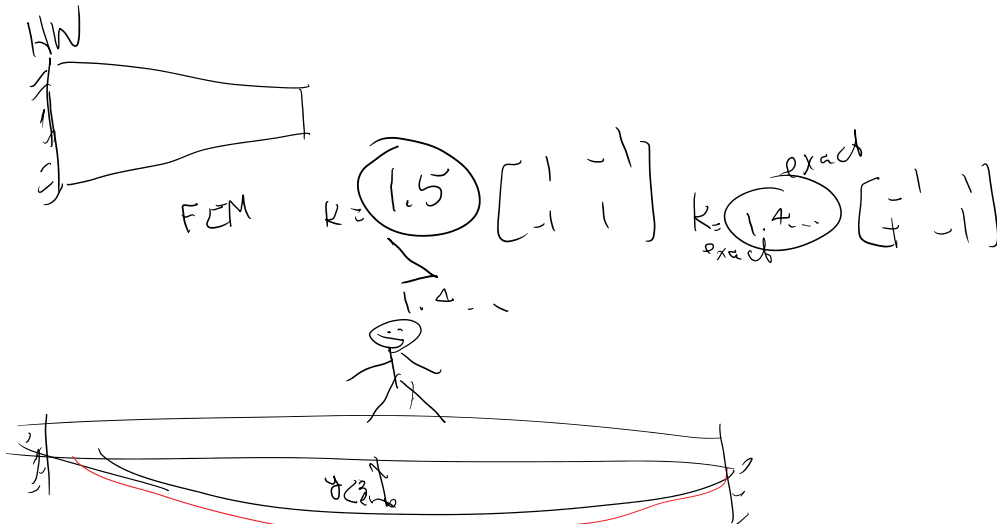
- The **full integration order is sufficient** and used in practice unless the element is highly distorted (here x3 far from xave), or we deal with nonlinearities, ...
- Reason: Because the error we introduce by not integrating k exactly is not going to dominate discretization error ($C h^{(p+1)}$)

Q3: Are there benefits to using fewer quadrature points than full integration order:

Yes

- o Reducing assembly computational time because this cost is directly proportional to the number of quadrature points in the domain.
- o We make the problem (structure) less stiff (more compliant)

FEM stiffer than the exact solution



FEM based design may not be safe/acceptable
real deflection is higher

Reduced order integration addresses this to some extent by reducing the stiffness

Now lets calculate k^e by quadrature

$$k^e = \int_{-1}^1 \frac{AE(f)}{J(f)} \left[\begin{array}{c} f - \frac{1}{2} \\ f + \frac{1}{2} \\ -2f \end{array} \right] \underbrace{\left[\begin{array}{cc} f - \frac{1}{2} & f + \frac{1}{2} \\ & -2f \end{array} \right]}_{B_f} df$$

\downarrow
 $2f(x_{\text{ave}} - x^T) + L_{\frac{e}{2}}$

$I(f)$ integrand

What's the full integrand order here & in general for polynomial order p :

Here $p=2$ $N = \left[\begin{array}{cc} \frac{f(f-1)}{2} & \frac{f(f+1)}{2} \\ & 1-f^2 \end{array} \right]$ order 2 $\left. \begin{array}{l} P \\ P-1 \end{array} \right\}$ general

$L_m = \frac{d}{dx} \rightarrow B_{\frac{e}{2}} = \left[\begin{array}{cc} f - \frac{1}{2} & f + \frac{1}{2} \\ & -2f \end{array} \right]$ order 2 $\left. \begin{array}{l} P \\ P-1 \end{array} \right\}$

Integrand

$$\int \frac{AE(f)}{J(f)} \underbrace{\left[\begin{array}{c} B_f(f) \\ \downarrow \\ \text{order } P-1 \end{array} \right]}_{\text{order } P-1} \underbrace{\left[\begin{array}{c} B_f(f) \\ \downarrow \\ \text{order } P-1 \end{array} \right]}_{\text{order } P-1} df$$

Full integration order = $2(p-1)$

n for Gauss quadrature = $\text{Ceil}\left(\frac{\text{order}}{2}\right)$

$= P$ (eg. 2 for $p=2$)

n for NC : order + 1

$= 2p - 1$ (eg 3 for $p=2$)

order = $2(p-1)$

Calculate k for $p \rightarrow \begin{cases} n=2 & \text{Gauss} \\ n=3 & \text{NC} \end{cases}$

Gauss quadrature

$k^e = \int_{-1}^1 \frac{AE(\xi)}{J(\xi)} \left[\begin{matrix} \xi - \frac{1}{2} \\ \xi + \frac{1}{2} \\ -2\xi \end{matrix} \right] \left[\begin{matrix} \xi - \frac{1}{2} & \xi + \frac{1}{2} & -2\xi \end{matrix} \right] d\xi$

\downarrow
 $2\xi(x_{\text{core}} - x) + L^e$
 $I(\xi)$ integrand

$n=2 \quad \xi_1 = \frac{-1}{\sqrt{3}} \quad \omega_1 = 1$
 $\xi_2 = \frac{1}{\sqrt{3}} \quad \omega_2 = 1$

$k^e = \omega_1 I(\xi_1) + \omega_2 I(\xi_2) = \underbrace{I\left(\frac{-1}{\sqrt{3}}\right) + I\left(\frac{1}{\sqrt{3}}\right)}_{\text{Gauss}} \quad (\text{Gauss})$

NC $n=3$ Simpson's rule

$\omega_1 = \frac{1}{6} \quad \omega_2 = \frac{4}{6} \quad \omega_3 = \frac{1}{6}$

$k^e = \underbrace{(1 - (-1))}_{\substack{\xi \text{ domain} \\ \text{size}}} \left(\omega_1 I(\xi_1) + \omega_2 I(\xi_2) + \omega_3 I(\xi_3) \right)$

\downarrow Not included in Gauss quadrature

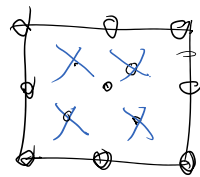
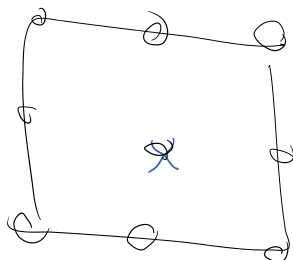
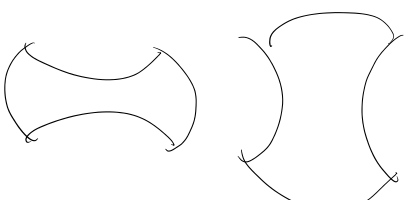
$k^e = 2 \left(\frac{1}{6} I(-1) + \frac{4}{6} I(0) + \frac{1}{6} I(1) \right) = \frac{1}{3} I(-1) + \frac{4}{3} I(0) + \frac{1}{3} I(1)$

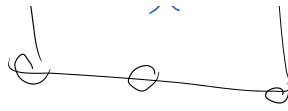
NC

Going back to reduce integrational order,
 why sometimes it doesn't work

full quadrature

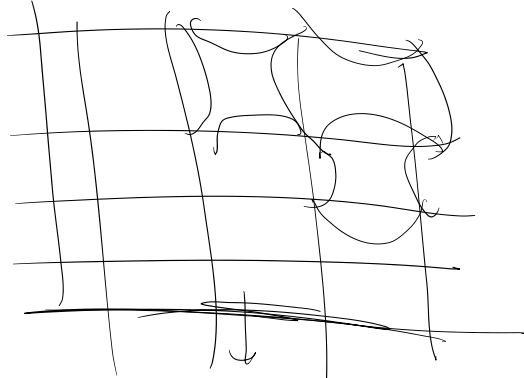
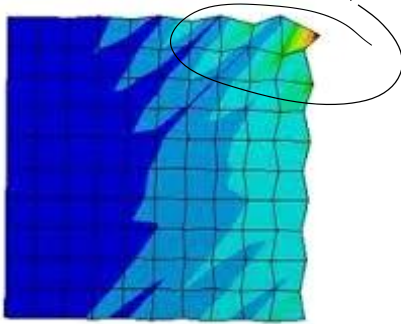
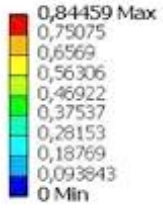
It can result in nonphysical solutions by introducing nonphysical ZERO ENERGY MODES





deformations
result in zero energy

Total Deformation
Type: Total Deformation
Unit: mm
Time: 1
04.02.2008 14:13



zero
modes
inside

