

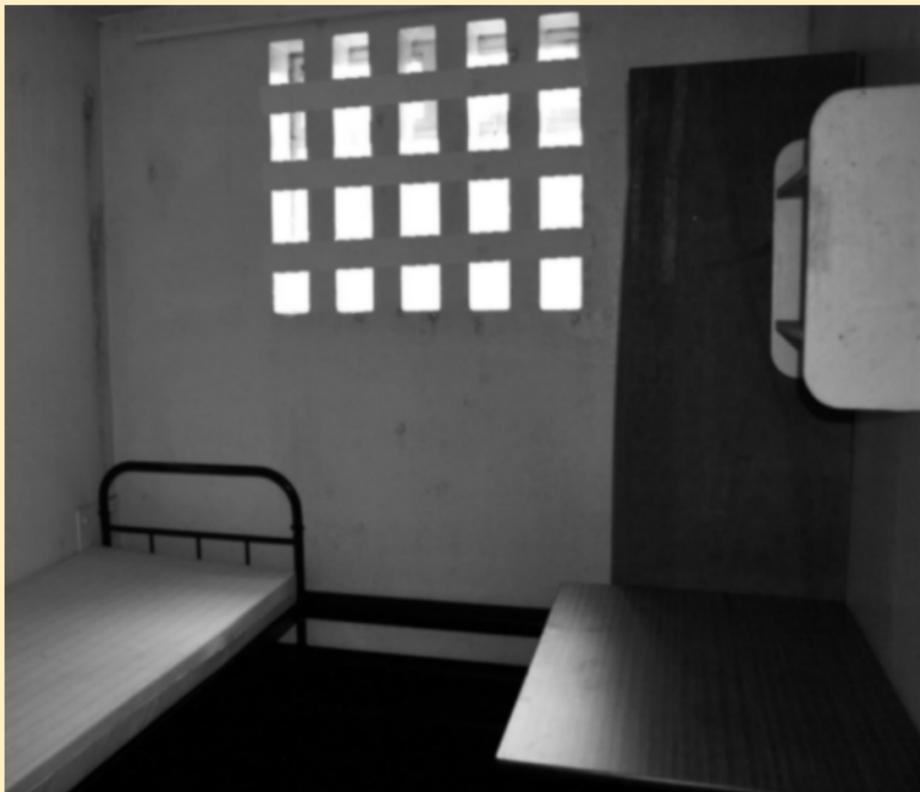
# Cell Problems for Elastic Microstructures

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2008-05-08

## Cell Problems?



# Multigrid and Cell Problems?



## ■ 1 Homogenization: Continuous Cell Problems

- Scalar-Valued Cell Problems
- Vector-Valued Cell Problems

## ■ 2 Discretization and Implementation

- Discretization of Periodicity
- Modification of Data Vectors and Matrices
- Discretization of “Uniqueness Constraints”
- Projecting Solver
- Implementation of Cell Problems

## ■ 3 CFE Multigrid Solver for Cell Problems

## ■ 4 First Results

## ■ 5 Outlook

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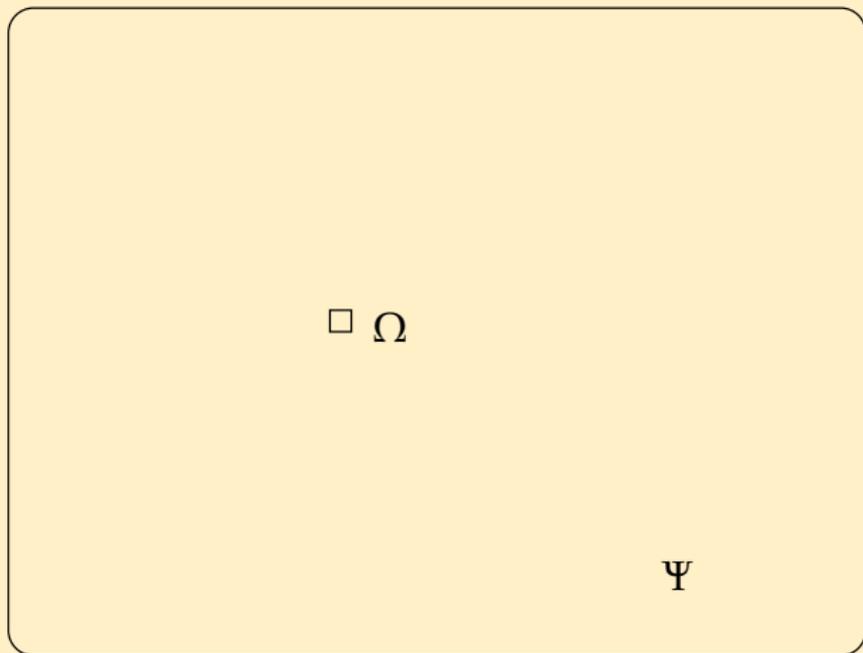
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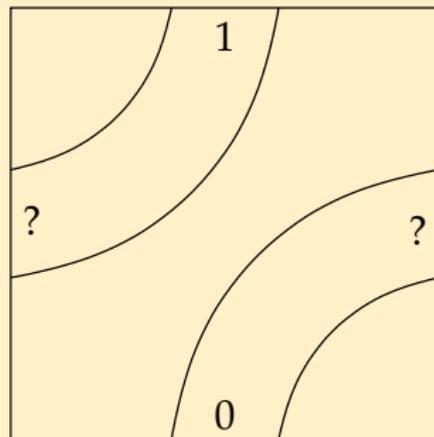
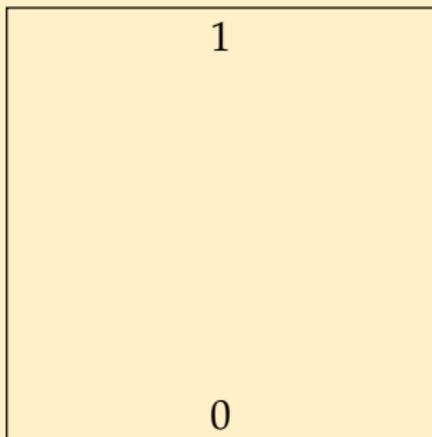
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One periodic cell in a macroscopically homogeneous material.



Periodic cell can have internal microstructure.

[Allaire 2002]

Idea: split  $u$  in

$$u = \bar{u} + \tilde{u}$$

where

$\bar{u}$  smooth macroscopic part on  $\Psi$

$\tilde{u}$  oscillatory periodic part on  $\Omega$

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$$-\operatorname{div}(A(x)\nabla u(x)) = f(x) \quad \text{in } \Psi$$

$$A : \Psi \rightarrow \mathbb{R}^{3 \times 3} \quad \Omega\text{-periodic}$$

$$f : \Psi \rightarrow \mathbb{R} \quad \Omega\text{-periodic and } \int_{\Omega} f = 0$$

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$$\begin{aligned} -\operatorname{div}(A(x)\nabla \tilde{u}(x)) &= f(x) + \operatorname{div}(A(x)\nabla \bar{u}(x)) && \text{in } \Omega \\ \tilde{u} &\text{ periodic on } \Omega && \text{(PS)} \end{aligned}$$

$$\int_{\Omega} \tilde{u} = 0$$

so that last two conditions make  $\tilde{u}$  unique.

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$$\begin{aligned}\bar{Q}_i^\Omega &= \int_{\Omega} Q_i(x) \\ &= \int_{\Omega} A(x) \nabla u_i(x) \\ &= \int_{\Omega} A(x) (\nabla \bar{u}_i(x) + \nabla \tilde{u}_i(x))\end{aligned}$$

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is the “strain”.

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Note that

$$\mathcal{E}(u) = 0 \quad \forall u : u(x) = Sx + b$$

with  $S$  skew-symmetric  $3 \times 3$  matrix and  $b \in \mathbb{R}^3$ .

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BUT: Periodicity does not allow nonzero skew-symmetric part in  $\tilde{u}$ .

Consider stress  $\sigma = A\mathcal{E}(u) = A\epsilon$  macroscopically on  $\Omega$ :

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$$\begin{aligned} \bar{\sigma}_{i,j}^\Omega &= \int_{\Omega} \sigma_{i,j}(x) \\ &= \int_{\Omega} A(x) \mathcal{E}(u_{i,j})(x) \\ &= \int_{\Omega} A(x) (\mathcal{E}(\bar{u}_{i,j})(x) + \mathcal{E}(\tilde{u}_{i,j})(x)) \end{aligned}$$

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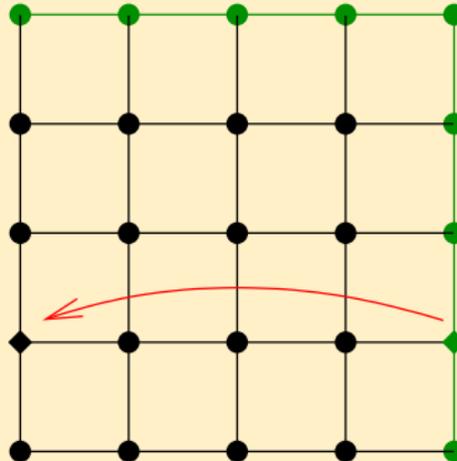
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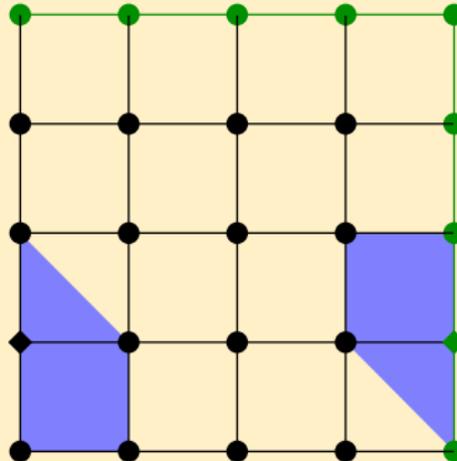
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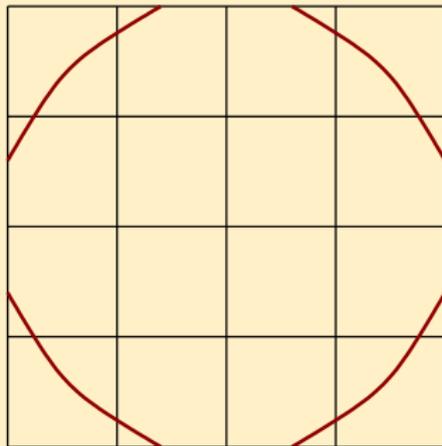
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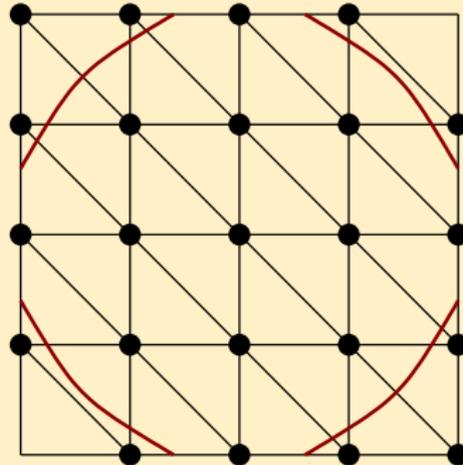
Data at *periodic nodes* is the same as at *facing present nodes*.



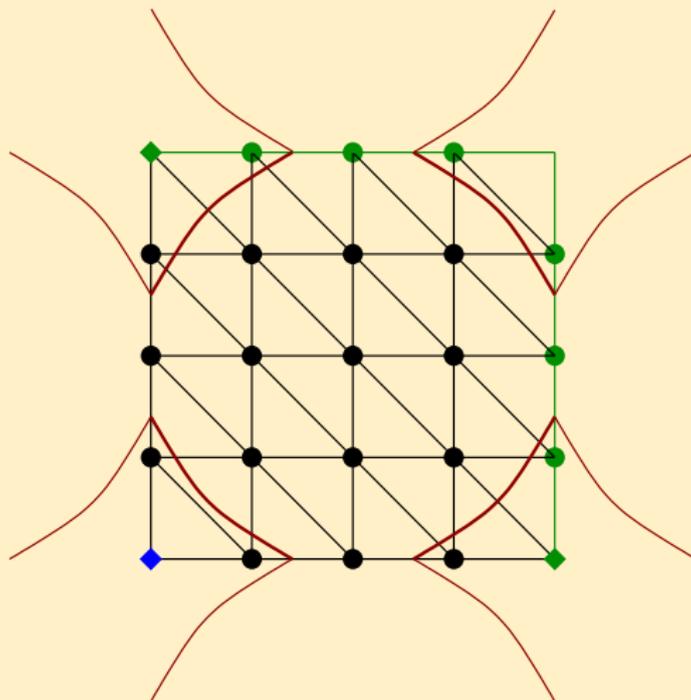
Identifying nodes (DOFs) also means identifying (M)FE basis functions, thus supports are modified.



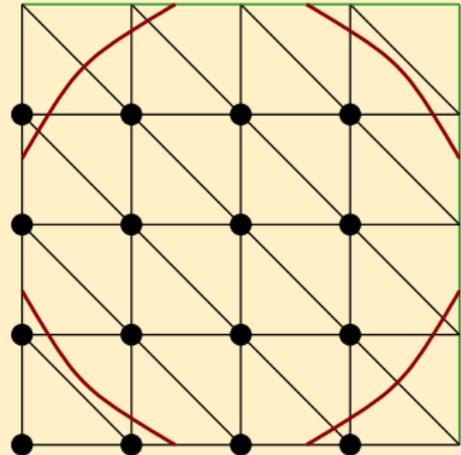
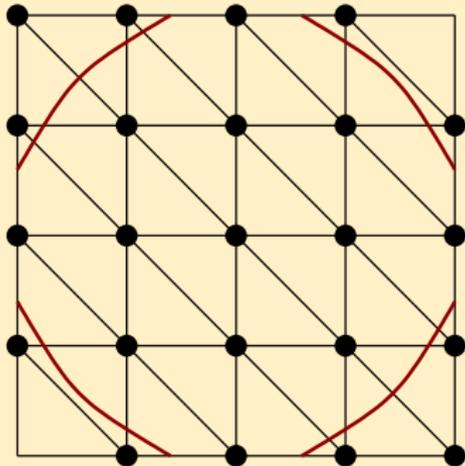
Geometric situation at top and bottom is obviously symmetric . . .



scheme of DOFs in a CFE grid at top and bottom is not symmetric!



bottom left node is facing present node of periodic DOFs—but not “originally” a DOF



set of DOFs in a CFE grid and set of *present DOF nodes* for the periodic problem

■ class PeriodicityHandler: general framework for periodicity,  
■ providing

- node periodic?
- facing present node
- matrix and vector modification

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... soon to be part of the quocmesh library.

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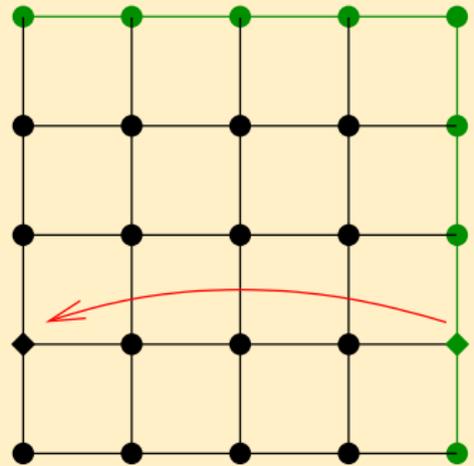
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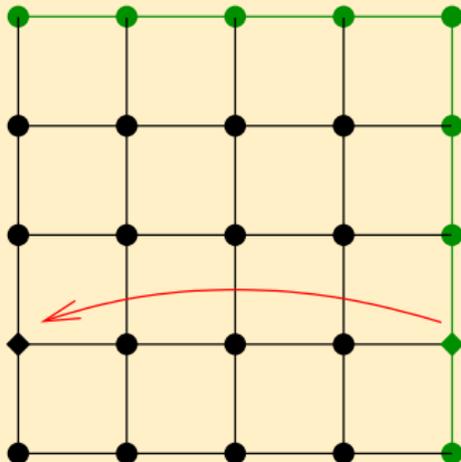
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# Periodic Restriction (#)

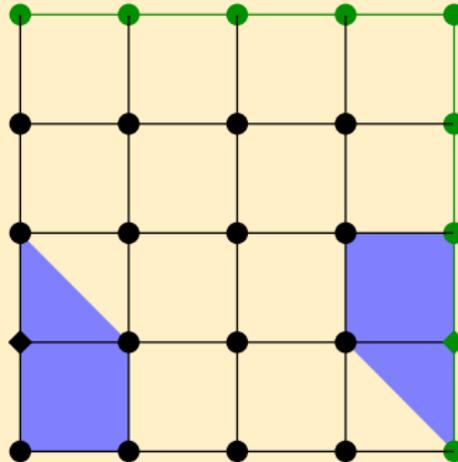


do not store data for periodic nodes.



do not store data for periodic nodes.

$\#^{-1}$ : extension: copy values from facing present nodes to periodic nodes.



vectors with integrated quantities and matrices:  
union of two basis functions  $\rightsquigarrow$  sum of entries

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$$\rightsquigarrow \frac{1}{M\vec{\mathbb{1}} \cdot \vec{\mathbb{1}}} M\vec{\mathbb{1}} \cdot U = 0$$

where

$M$ : mass matrix

$\vec{\mathbb{1}}$ : all-1 vector

$U$ : discretization by point evaluation

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Let

$$\mathfrak{J} := \frac{1}{M\vec{\mathbb{1}} \cdot \vec{\mathbb{1}}} M\vec{\mathbb{1}}$$

Solve

$$L^\# U^\# = B^\#$$

subject to  $\mathfrak{J}^\# \cdot U^\# = 0$

with appropriate periodic vectors/matrices (later).

Solve

$$\begin{bmatrix} E_{00}^{\#} & E_{01}^{\#} & E_{02}^{\#} \\ E_{10}^{\#} & E_{11}^{\#} & E_{12}^{\#} \\ E_{20}^{\#} & E_{21}^{\#} & E_{22}^{\#} \end{bmatrix} \begin{bmatrix} U_0^{\#} \\ U_1^{\#} \\ U_2^{\#} \end{bmatrix} = \begin{bmatrix} B_0^{\#} \\ B_1^{\#} \\ B_2^{\#} \end{bmatrix}$$

subject to  $\begin{bmatrix} \mathcal{J}^{\#} \\ 0 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} U_0^{\#} \\ U_1^{\#} \\ U_2^{\#} \end{bmatrix} = \begin{bmatrix} 0 \\ \mathcal{J}^{\#} \\ 0 \end{bmatrix} \cdot \begin{bmatrix} U_0^{\#} \\ U_1^{\#} \\ U_2^{\#} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \mathcal{J}^{\#} \end{bmatrix} \cdot \begin{bmatrix} U_0^{\#} \\ U_1^{\#} \\ U_2^{\#} \end{bmatrix} = 0$

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■ Continuous:  $s := \{u \mid \int_{\Omega} u = 0\}$

■

■

■

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$$\Pi_s u = u - \left( \int_{\Omega} u \right) \mathbb{1}$$

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Discrete:  $S := \text{span}(\mathfrak{J})^{\perp} = \left\{ U \mid \frac{1}{M\vec{1}} M\vec{1} \cdot U = 0 \right\}$

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Discrete:  $S := \text{span}(\mathfrak{J})^{\perp} = \left\{ U \mid \frac{1}{M\vec{1}} M\vec{1} \cdot U = 0 \right\}$

$$\Pi_S U = U - (\mathfrak{J} \cdot U) \vec{1}$$

- ensure that RHS satisfies constraint
- after each update, project destination vector (if sufficiently far off)

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- 1 set up vectors  $\bar{U}, \tilde{F}, \vec{1}$  and matrices  $M, L$
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$$\mathfrak{J}^{\#} = \frac{M^{\#}\vec{1}^{\#}}{M^{\#}\vec{1}^{\#} \cdot \vec{1}^{\#}}$$

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$$\mathfrak{J}^{\#} = \frac{M^{\#}\vec{1}^{\#}}{M^{\#}\vec{1}^{\#} \cdot \vec{1}^{\#}}$$

- 5 solve the system

$$L^{\#}\tilde{U}^{\#} = B^{\#} = (M\tilde{F})^{\#} - (L\bar{U})^{\#}$$

$$\text{subject to } \mathfrak{J}^{\#} \cdot \tilde{U}^{\#} = 0$$

- 1 set up vectors  $\bar{U}, \tilde{F}, \vec{1}$  and matrices  $M, L$
- 2 compute RHS  $B^{\#} := \natural(M\tilde{F}) - \natural(L\bar{U})$
- 3 periodize  $M^{\#} := \natural(M) \quad L^{\#} := \natural(L) \quad \vec{1}^{\#} := \sharp(\vec{1})$
- 4 compute constraint vector

$$\mathfrak{J}^{\#} = \frac{M^{\#}\vec{1}^{\#}}{M^{\#}\vec{1}^{\#} \cdot \vec{1}^{\#}}$$

- 5 solve the system

$$L^{\#}\tilde{U}^{\#} = B^{\#} = (M\tilde{F})^{\#} - (L\bar{U})^{\#}$$

subject to  $\mathfrak{J}^{\#} \cdot \tilde{U}^{\#} = 0$

- 6 periodically extend and add macroscopic part

$$U = \sharp^{-1}(\tilde{U}^{\#}) + \bar{U}$$

- 1 set up  $\bar{\mathbf{U}}, \vec{\mathbf{1}}, M$ , and elasticity block matrix  $\mathbf{E}$

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- 3 periodize  $M^\# := \mathfrak{h}(M)$   $\mathbf{E}^\# := \mathfrak{h}(\mathbf{E})$   $\vec{\mathbf{1}}^\# := \mathfrak{h}(\vec{\mathbf{1}})$

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- 4 compute constraint vectors

$$\mathfrak{J}_{\{0,1,2\}}^\# = \frac{M^\# \bar{\mathbf{1}}^\#}{M^\# \bar{\mathbf{1}}^\# \cdot \bar{\mathbf{1}}^\#} \left\{ \begin{array}{l} \left[ \begin{array}{c} \bar{\mathbf{1}}^\# \\ 0 \\ 0 \end{array} \right], \left[ \begin{array}{c} 0 \\ \bar{\mathbf{1}}^\# \\ 0 \end{array} \right], \left[ \begin{array}{c} 0 \\ 0 \\ \bar{\mathbf{1}}^\# \end{array} \right] \end{array} \right\}$$

- 1 set up  $\bar{\mathbf{U}}, \vec{\mathbf{1}}, M$ , and elasticity block matrix  $\mathbf{E}$
- 2 compute RHS  $\mathbf{B}^\# := -\natural(\mathbf{E}\bar{\mathbf{U}})$
- 3 periodize  $M^\# := \natural(M)$   $\mathbf{E}^\# := \natural(\mathbf{E})$   $\vec{\mathbf{1}}^\# := \natural(\vec{\mathbf{1}})$
- 4 compute constraint vectors

$$\mathfrak{J}_{\{0,1,2\}}^\# = \frac{M^\# \vec{\mathbf{1}}^\#}{M^\# \vec{\mathbf{1}}^\# \cdot \vec{\mathbf{1}}^\#} \left\{ \begin{array}{l} \left[ \begin{array}{c} \vec{\mathbf{1}}^\# \\ 0 \\ 0 \end{array} \right], \left[ \begin{array}{c} 0 \\ \vec{\mathbf{1}}^\# \\ 0 \end{array} \right], \left[ \begin{array}{c} 0 \\ 0 \\ \vec{\mathbf{1}}^\# \end{array} \right] \end{array} \right\}$$

- 5 solve the system

$$\mathbf{E}^\# \tilde{\mathbf{U}}^\# = \mathbf{B}^\# = -(\mathbf{E}\bar{\mathbf{U}})^\#$$

subject to  $\mathfrak{J}_{\{0,1,2\}}^\# \cdot \tilde{\mathbf{U}}^\# = 0$

- 1 set up  $\bar{\mathbf{U}}, \bar{\mathbf{1}}, M$ , and elasticity block matrix  $\mathbf{E}$
- 2 compute RHS  $\mathbf{B}^\# := -\mathcal{H}(\mathbf{E}\bar{\mathbf{U}})$
- 3 periodize  $M^\# := \mathcal{H}(M)$   $\mathbf{E}^\# := \mathcal{H}(\mathbf{E})$   $\bar{\mathbf{1}}^\# := \mathcal{H}(\bar{\mathbf{1}})$
- 4 compute constraint vectors

$$\mathcal{J}_{\{0,1,2\}}^\# = \frac{M^\# \bar{\mathbf{1}}^\#}{M^\# \bar{\mathbf{1}}^\# \cdot \bar{\mathbf{1}}^\#} \left\{ \begin{array}{l} \left[ \begin{array}{c} \bar{\mathbf{1}}^\# \\ 0 \\ 0 \end{array} \right], \left[ \begin{array}{c} 0 \\ \bar{\mathbf{1}}^\# \\ 0 \end{array} \right], \left[ \begin{array}{c} 0 \\ 0 \\ \bar{\mathbf{1}}^\# \end{array} \right] \end{array} \right\}$$

- 5 solve the system

$$\mathbf{E}^\# \tilde{\mathbf{U}}^\# = \mathbf{B}^\# = -(\mathbf{E}\bar{\mathbf{U}})^\#$$

subject to  $\mathcal{J}_{\{0,1,2\}}^\# \cdot \tilde{\mathbf{U}}^\# = 0$

- 6 periodically extend and add macroscopic part

$$\mathbf{U} = \mathcal{H}^{-1}(\tilde{\mathbf{U}}^\#) + \bar{\mathbf{U}}$$

## 1 Homogenization: Continuous Cell Problems

- Scalar-Valued Cell Problems
- Vector-Valued Cell Problems

## 2 Discretization and Implementation

- Discretization of Periodicity
- Modification of Data Vectors and Matrices
- Discretization of “Uniqueness Constraints”
- Projecting Solver
- Implementation of Cell Problems

## 3 CFE Multigrid Solver for Cell Problems

## 4 First Results

## 5 Outlook

[Bakhalov; Fedorenko; Brandt 1977]

1 **Presmooth**: Perform  $\nu_1$  Gauß-Seidel iterations:  $x^{(1)}$  

2 Compute residual:  $r = b - Ax^{(1)}$ .

3 **Restrict** the residual: compute coarse version  $\hat{r}$

4 **Solve**  $\hat{A}\hat{e} = \hat{r}$  

5 **Prolongate** the result: compute fine  $e$

6 Add the coarse grid correction:  $x^{(2)} = x^{(1)} + e$

7 **Postsmooth**: Perform  $\nu_2$  Gauß-Seidel iterations 

[Bakhalov; Fedorenko; Brandt 1977]

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- 2** Compute residual:  $r = b - Ax^{(1)}$ .
- 3 Restrict** the residual: compute coarse version  $\hat{r}$
- 4 Solve**  $\hat{A}\hat{e} = \hat{r}$  
- 5 Prolongate** the result: compute fine  $e$
- 6** Add the coarse grid correction:  $x^{(2)} = x^{(1)} + e$
- 7 Postsmooth:** Perform  $\nu_2$  Gauß-Seidel iterations 

where smoothing reduces “high frequency components” and coarse grid correction reduces “low frequency components” of the error.

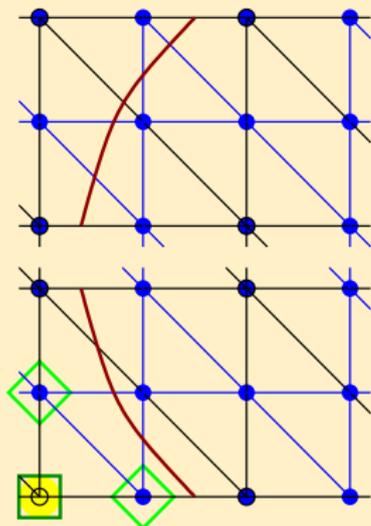
- restriction, prolongation, operator coarsening must respect periodicity

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- restriction, prolongation, operator coarsening must respect periodicity
- smoothing only necessary on presentDOFs
- projection to “uniqueness constraints” necessary

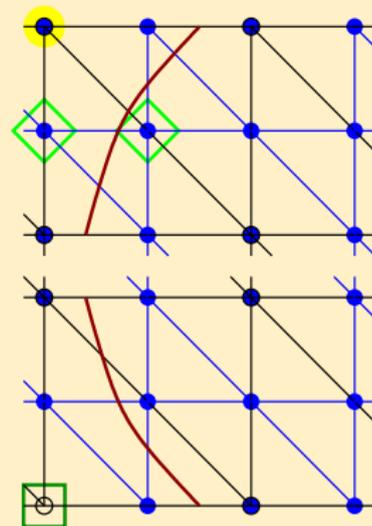
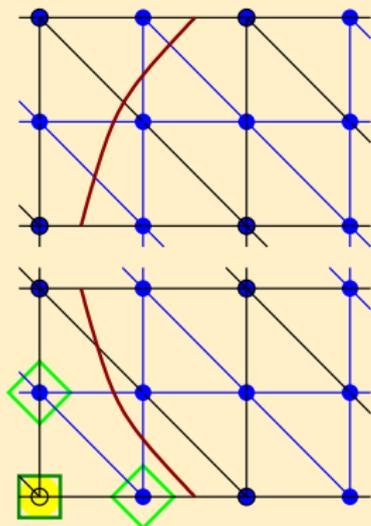


prolongation must respect new neighborhood relations



- loop over all nodes
- prolongate from facing present coarse node to proper fine neighbors

prolongation must respect new neighborhood relations



- loop over all nodes
- prolongate from facing present coarse node to proper fine neighbors

- Restriction  $\mathcal{R} = \mathcal{P}^T$  is adjoint (transpose) of prolongation
- Coarse  $\hat{A} = \mathcal{R}A\mathcal{P}$  as matrix product
- could compute  $\hat{A}$  on the fly

Smoothing:

- only on presentDOFnodes
- pass bitMask  $\rightsquigarrow$  more general selective smoother

■ Smoothing and coarse-grid correction violate  $\mathcal{U}$  constraints.

- **x** subspace projection after each iteration (on the finest grid only)

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■ Smoothing and coarse-grid correction violate  $\mathcal{U}$  constraints.

- **×** subspace projection after each iteration (on the finest grid only)
- **×** project after each smoothing step on each level (requires coarsening of  $\mathcal{U}$  constraints)
- **✓** finest level only,
  - after presmoothing
  - after coarse-grid correction
  - after postsmoothing

- 1 Homogenization: Continuous Cell Problems
  - Scalar-Valued Cell Problems
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[Voigt]

Due to symmetry, replace

- $3 \times 3$  symmetric matrices by 6 vector and
- $3 \times 3 \times 3 \times 3$  tensor by  $6 \times 6$  matrix

[Voigt]

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- $3 \times 3$  symmetric matrices by 6 vector and
- $3 \times 3 \times 3 \times 3$  tensor by  $6 \times 6$  matrix

$$\begin{bmatrix} \sigma_{xx} \\ \sigma_{yy} \\ \sigma_{zz} \\ \sigma_{xy} \\ \sigma_{xz} \\ \sigma_{yz} \end{bmatrix} = \begin{bmatrix} \star & \star & \star & & & \\ \star & \star & \star & & & \\ \star & \star & \star & & & \\ & & & \star & & \\ & & & & \star & \\ & & & & & \star \end{bmatrix} \begin{bmatrix} \epsilon_{xx} \\ \epsilon_{yy} \\ \epsilon_{zz} \\ \epsilon_{xy} \\ \epsilon_{xz} \\ \epsilon_{yz} \end{bmatrix}$$

★ present if Poisson's ratio  $\nu \neq 0$  ("bulging")

Resolution  $33^3$ :

$$\begin{bmatrix} 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 6.369 \times 10^{-20} & -2.123 \times 10^{-19} & 6.267 \times 10^{-29} \\ 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & -1.677 \times 10^{-18} & 1.111 \times 10^{-27} & 2.399 \times 10^{-18} \\ 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & 5.161 \times 10^{-32} & 1.599 \times 10^{-28} & 2.169 \times 10^{-27} \\ 3.256 \times 10^{-18} & 6.610 \times 10^{-18} & 3.256 \times 10^{-18} & 3.759 \times 10^{+01} & 3.764 \times 10^{-27} & -8.704 \times 10^{-19} \\ -2.649 \times 10^{-29} & 3.452 \times 10^{-29} & 1.959 \times 10^{-28} & -4.084 \times 10^{-29} & 3.759 \times 10^{+01} & -9.553 \times 10^{-20} \\ -2.843 \times 10^{-18} & -5.773 \times 10^{-18} & -2.843 \times 10^{-18} & -1.274 \times 10^{-18} & -2.301 \times 10^{-28} & 3.759 \times 10^{+01} \end{bmatrix}$$

Resolution  $33^3$ :

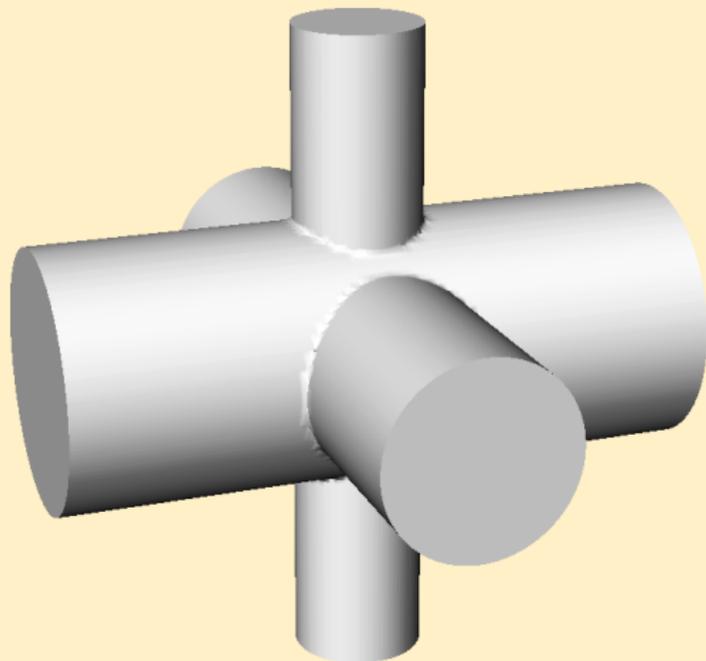
$$\begin{bmatrix} 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 6.369 \times 10^{-20} & -2.123 \times 10^{-19} & 6.267 \times 10^{-29} \\ 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & -1.677 \times 10^{-18} & 1.111 \times 10^{-27} & 2.399 \times 10^{-18} \\ 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & 5.161 \times 10^{-32} & 1.599 \times 10^{-28} & 2.169 \times 10^{-27} \\ 3.256 \times 10^{-18} & 6.610 \times 10^{-18} & 3.256 \times 10^{-18} & 3.759 \times 10^{+01} & 3.764 \times 10^{-27} & -8.704 \times 10^{-19} \\ -2.649 \times 10^{-29} & 3.452 \times 10^{-29} & 1.959 \times 10^{-28} & -4.084 \times 10^{-29} & 3.759 \times 10^{+01} & -9.553 \times 10^{-20} \\ -2.843 \times 10^{-18} & -5.773 \times 10^{-18} & -2.843 \times 10^{-18} & -1.274 \times 10^{-18} & -2.301 \times 10^{-28} & 3.759 \times 10^{+01} \end{bmatrix}$$

Resolution  $65^3 / 129^3$ :

$$\begin{bmatrix} 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 2.654 \times 10^{-21} & -1.858 \times 10^{-20} & 6.011 \times 10^{-29} \\ 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & 1.300 \times 10^{-19} & 6.838 \times 10^{-27} & 4.803 \times 10^{-19} \\ 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & 2.713 \times 10^{-30} & -1.507 \times 10^{-27} & 2.483 \times 10^{-27} \\ -2.060 \times 10^{-19} & -4.183 \times 10^{-19} & -2.060 \times 10^{-19} & 3.759 \times 10^{+01} & 1.847 \times 10^{-26} & 4.511 \times 10^{-20} \\ -9.038 \times 10^{-28} & 1.705 \times 10^{-27} & 2.888 \times 10^{-27} & -6.299 \times 10^{-28} & 3.759 \times 10^{+01} & -2.654 \times 10^{-21} \\ -1.597 \times 10^{-19} & -2.075 \times 10^{-19} & -2.764 \times 10^{-19} & 2.545 \times 10^{-30} & -3.052 \times 10^{-19} & 3.759 \times 10^{+01} \end{bmatrix}$$

$$\begin{bmatrix} 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 6.634 \times 10^{-22} & -3.317 \times 10^{-21} & 8.553 \times 10^{-26} \\ 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & 7.298 \times 10^{+01} & -1.231 \times 10^{-19} & 2.772 \times 10^{-26} & 7.695 \times 10^{-20} \\ 7.298 \times 10^{+01} & 7.298 \times 10^{+01} & 1.482 \times 10^{+02} & -1.031 \times 10^{-29} & -3.166 \times 10^{-26} & 3.514 \times 10^{-26} \\ 3.799 \times 10^{-20} & 7.713 \times 10^{-20} & 3.799 \times 10^{-20} & 3.759 \times 10^{+01} & 1.033 \times 10^{-25} & 1.493 \times 10^{-20} \\ -1.363 \times 10^{-26} & -5.848 \times 10^{-27} & -1.705 \times 10^{-26} & 8.934 \times 10^{-28} & 3.759 \times 10^{+01} & 4.644 \times 10^{-21} \\ 8.789 \times 10^{-20} & 1.728 \times 10^{-19} & 9.353 \times 10^{-20} & 3.914 \times 10^{-20} & 1.078 \times 10^{-20} & 3.759 \times 10^{+01} \end{bmatrix}$$

■  $1 \times 1 \times 1$  grid (0.4, 0.3, 0.2)





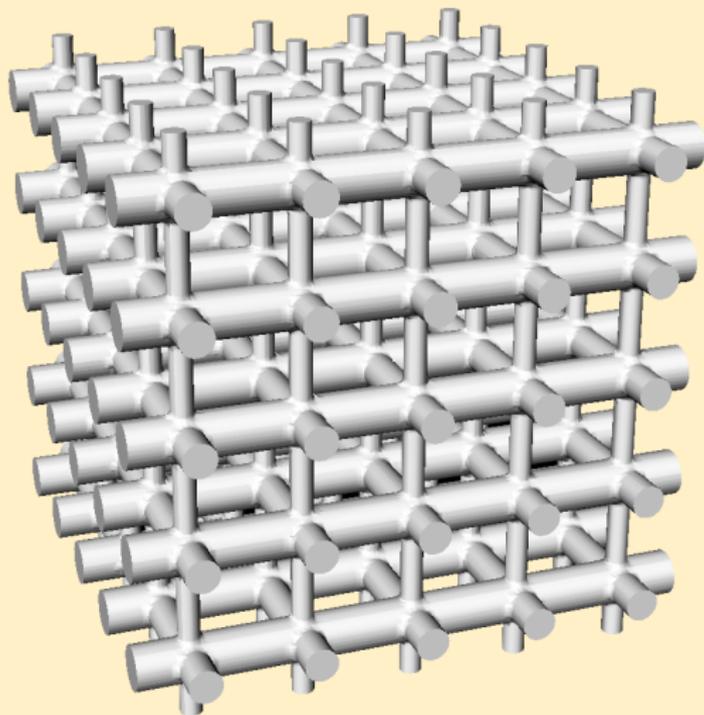
## Resolution 33<sup>3</sup>:

$$\begin{bmatrix} 1.280 \times 10^{+01} & 1.191 \times 10^{+00} & 5.881 \times 10^{-01} & 1.429 \times 10^{-03} & -4.527 \times 10^{-03} & -2.823 \times 10^{-03} \\ 1.203 \times 10^{+00} & 7.617 \times 10^{+00} & 3.064 \times 10^{-01} & -5.823 \times 10^{-03} & 3.690 \times 10^{-03} & -3.170 \times 10^{-03} \\ 5.877 \times 10^{-01} & 3.137 \times 10^{-01} & 3.964 \times 10^{+00} & 1.563 \times 10^{-03} & -1.666 \times 10^{-03} & -5.369 \times 10^{-03} \\ 1.200 \times 10^{-03} & -2.507 \times 10^{-03} & 5.538 \times 10^{-03} & 7.038 \times 10^{-01} & 3.277 \times 10^{-03} & -2.520 \times 10^{-03} \\ -4.967 \times 10^{-03} & 3.036 \times 10^{-03} & -1.412 \times 10^{-03} & 2.718 \times 10^{-03} & 2.691 \times 10^{-01} & -7.311 \times 10^{-03} \\ -2.770 \times 10^{-03} & -6.013 \times 10^{-03} & -6.026 \times 10^{-03} & -2.042 \times 10^{-03} & -7.838 \times 10^{-03} & 1.768 \times 10^{-01} \end{bmatrix}$$

## Resolution 129<sup>3</sup>:

$$\begin{bmatrix} 1.324 \times 10^{+01} & 1.221 \times 10^{+00} & 5.717 \times 10^{-01} & -4.006 \times 10^{-04} & -6.436 \times 10^{-04} & -3.714 \times 10^{-04} \\ 1.226 \times 10^{+00} & 8.143 \times 10^{+00} & 3.551 \times 10^{-01} & -1.470 \times 10^{-03} & 3.603 \times 10^{-04} & -6.363 \times 10^{-04} \\ 5.751 \times 10^{-01} & 3.553 \times 10^{-01} & 3.922 \times 10^{+00} & 2.991 \times 10^{-04} & -3.021 \times 10^{-04} & -9.727 \times 10^{-04} \\ -3.994 \times 10^{-04} & -1.272 \times 10^{-03} & 5.489 \times 10^{-04} & 6.709 \times 10^{-01} & 3.461 \times 10^{-04} & -2.217 \times 10^{-04} \\ -6.440 \times 10^{-04} & 3.850 \times 10^{-04} & -2.499 \times 10^{-04} & 3.404 \times 10^{-04} & 2.222 \times 10^{-01} & -8.796 \times 10^{-04} \\ -3.419 \times 10^{-04} & -6.335 \times 10^{-04} & -1.036 \times 10^{-03} & -1.937 \times 10^{-04} & -8.180 \times 10^{-04} & 1.733 \times 10^{-01} \end{bmatrix}$$

■  $5 \times 5 \times 5 / 10 \times 10 \times 10$  grid (0.4, 0.3, 0.2)



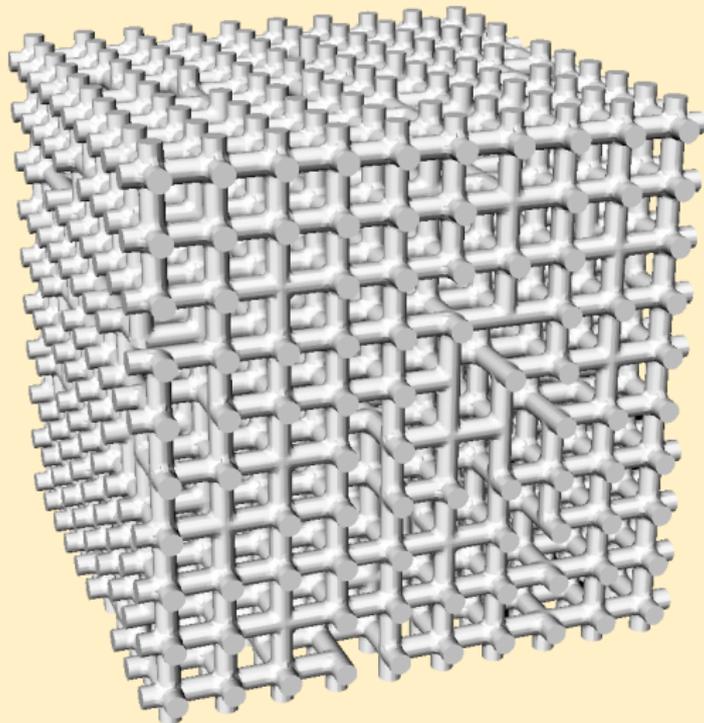
5 × 5 × 5, resolution 129<sup>3</sup>:

$$\begin{bmatrix} 1.298 \times 10^{+01} & 1.226 \times 10^{+00} & 5.555 \times 10^{-01} & 1.848 \times 10^{-03} & -7.020 \times 10^{-03} & -3.232 \times 10^{-03} \\ 1.245 \times 10^{+00} & 7.952 \times 10^{+00} & 3.141 \times 10^{-01} & -6.921 \times 10^{-03} & 4.621 \times 10^{-03} & -9.158 \times 10^{-03} \\ 5.726 \times 10^{-01} & 3.204 \times 10^{-01} & 3.762 \times 10^{+00} & 2.922 \times 10^{-03} & -2.946 \times 10^{-03} & -8.226 \times 10^{-03} \\ 2.476 \times 10^{-03} & -6.149 \times 10^{-03} & 5.753 \times 10^{-03} & 7.424 \times 10^{-01} & 4.037 \times 10^{-03} & -4.090 \times 10^{-03} \\ -6.115 \times 10^{-03} & 4.485 \times 10^{-03} & -2.672 \times 10^{-03} & 4.355 \times 10^{-03} & 2.667 \times 10^{-01} & -1.105 \times 10^{-02} \\ -5.246 \times 10^{-03} & -9.233 \times 10^{-03} & -1.069 \times 10^{-02} & -3.422 \times 10^{-03} & -1.103 \times 10^{-02} & 1.933 \times 10^{-01} \end{bmatrix}$$

10 × 10 × 10, resolution 129<sup>3</sup>:

$$\begin{bmatrix} 1.268 \times 10^{+01} & 1.270 \times 10^{+00} & 6.273 \times 10^{-01} & 3.492 \times 10^{-03} & -1.221 \times 10^{-02} & -1.716 \times 10^{-02} \\ 1.252 \times 10^{+00} & 8.001 \times 10^{+00} & 3.548 \times 10^{-01} & -1.348 \times 10^{-02} & 1.419 \times 10^{-02} & -4.911 \times 10^{-02} \\ 5.742 \times 10^{-01} & 3.369 \times 10^{-01} & 4.006 \times 10^{+00} & 6.653 \times 10^{-03} & -2.613 \times 10^{-03} & -3.951 \times 10^{-02} \\ 1.053 \times 10^{-03} & -1.199 \times 10^{-02} & 1.106 \times 10^{-02} & 8.864 \times 10^{-01} & 5.905 \times 10^{-03} & -9.328 \times 10^{-03} \\ -7.262 \times 10^{-03} & 1.464 \times 10^{-02} & -8.707 \times 10^{-04} & 4.689 \times 10^{-03} & 3.875 \times 10^{-01} & -3.902 \times 10^{-02} \\ -2.635 \times 10^{-02} & -4.355 \times 10^{-02} & -4.455 \times 10^{-02} & -8.633 \times 10^{-03} & -3.529 \times 10^{-02} & 2.838 \times 10^{-01} \end{bmatrix}$$

■  $10 \times 10 \times 10$  grid (0.4, 0.4, 0.4), 8 % removed



Samples 0 . . . 2:

$$\begin{bmatrix} 9.970 \times 10^{+00} & 1.124 \times 10^{+00} & 1.225 \times 10^{+00} & 1.410 \times 10^{-03} & -1.842 \times 10^{-02} & -1.597 \times 10^{-02} \\ 1.108 \times 10^{+00} & 1.013 \times 10^{+01} & 1.227 \times 10^{+00} & -7.125 \times 10^{-04} & 1.875 \times 10^{-02} & 2.546 \times 10^{-02} \\ 1.188 \times 10^{+00} & 1.206 \times 10^{+00} & 1.092 \times 10^{+01} & 1.835 \times 10^{-02} & -8.332 \times 10^{-03} & 3.833 \times 10^{-02} \\ 3.230 \times 10^{-03} & 1.892 \times 10^{-03} & 1.784 \times 10^{-02} & 1.153 \times 10^{+00} & 2.450 \times 10^{-02} & -1.276 \times 10^{-02} \\ -2.114 \times 10^{-03} & 3.682 \times 10^{-02} & 2.198 \times 10^{-03} & 2.192 \times 10^{-02} & 1.280 \times 10^{+00} & -4.114 \times 10^{-02} \\ 2.205 \times 10^{-03} & 4.481 \times 10^{-02} & 4.214 \times 10^{-02} & -8.554 \times 10^{-03} & -3.413 \times 10^{-02} & 1.272 \times 10^{+00} \end{bmatrix}$$

$$\begin{bmatrix} 1.105 \times 10^{+01} & 1.301 \times 10^{+00} & 1.283 \times 10^{+00} & -1.696 \times 10^{-02} & 7.812 \times 10^{-03} & -2.865 \times 10^{-02} \\ 1.290 \times 10^{+00} & 1.135 \times 10^{+01} & 1.335 \times 10^{+00} & -1.228 \times 10^{-02} & 1.909 \times 10^{-02} & -2.182 \times 10^{-02} \\ 1.268 \times 10^{+00} & 1.333 \times 10^{+00} & 1.130 \times 10^{+01} & 1.784 \times 10^{-02} & -3.443 \times 10^{-03} & -1.283 \times 10^{-02} \\ -1.896 \times 10^{-02} & -1.364 \times 10^{-02} & 1.665 \times 10^{-02} & 1.364 \times 10^{+00} & 1.959 \times 10^{-02} & -1.586 \times 10^{-02} \\ 8.637 \times 10^{-03} & 1.973 \times 10^{-02} & 7.709 \times 10^{-04} & 1.940 \times 10^{-02} & 1.405 \times 10^{+00} & -3.193 \times 10^{-02} \\ -2.926 \times 10^{-02} & -1.969 \times 10^{-02} & -1.555 \times 10^{-02} & -1.358 \times 10^{-02} & -2.818 \times 10^{-02} & 1.402 \times 10^{+00} \end{bmatrix}$$

$$\begin{bmatrix} 1.113 \times 10^{+01} & 1.329 \times 10^{+00} & 1.346 \times 10^{+00} & -1.677 \times 10^{-02} & -5.960 \times 10^{-03} & -2.795 \times 10^{-02} \\ 1.323 \times 10^{+00} & 1.139 \times 10^{+01} & 1.344 \times 10^{+00} & -1.222 \times 10^{-02} & 2.264 \times 10^{-02} & -8.942 \times 10^{-03} \\ 1.337 \times 10^{+00} & 1.342 \times 10^{+00} & 1.150 \times 10^{+01} & 2.080 \times 10^{-02} & 2.389 \times 10^{-03} & 8.162 \times 10^{-03} \\ -1.828 \times 10^{-02} & -1.703 \times 10^{-02} & 1.464 \times 10^{-02} & 1.373 \times 10^{+00} & 2.141 \times 10^{-02} & -1.187 \times 10^{-02} \\ -3.293 \times 10^{-03} & 2.832 \times 10^{-02} & 1.059 \times 10^{-02} & 2.131 \times 10^{-02} & 1.415 \times 10^{+00} & -3.143 \times 10^{-02} \\ -2.917 \times 10^{-02} & -6.804 \times 10^{-03} & 5.230 \times 10^{-03} & -1.006 \times 10^{-02} & -2.723 \times 10^{-02} & 1.404 \times 10^{+00} \end{bmatrix}$$

Samples 3 . . . 5:

$$\begin{bmatrix} 1.109 \times 10^{+01} & 1.318 \times 10^{+00} & 1.311 \times 10^{+00} & -3.386 \times 10^{-02} & 5.309 \times 10^{-03} & -2.370 \times 10^{-02} \\ 1.304 \times 10^{+00} & 1.148 \times 10^{+01} & 1.333 \times 10^{+00} & -2.277 \times 10^{-02} & 1.908 \times 10^{-02} & 1.787 \times 10^{-02} \\ 1.301 \times 10^{+00} & 1.336 \times 10^{+00} & 1.136 \times 10^{+01} & 1.695 \times 10^{-02} & 1.306 \times 10^{-02} & 1.445 \times 10^{-02} \\ -3.665 \times 10^{-02} & -2.680 \times 10^{-02} & 1.218 \times 10^{-02} & 1.384 \times 10^{+00} & 2.059 \times 10^{-02} & -1.320 \times 10^{-02} \\ 9.049 \times 10^{-03} & 2.383 \times 10^{-02} & 2.021 \times 10^{-02} & 2.036 \times 10^{-02} & 1.411 \times 10^{+00} & -3.444 \times 10^{-02} \\ -2.325 \times 10^{-02} & 2.180 \times 10^{-02} & 1.237 \times 10^{-02} & -1.107 \times 10^{-02} & -3.041 \times 10^{-02} & 1.408 \times 10^{+00} \end{bmatrix}$$

$$\begin{bmatrix} 1.118 \times 10^{+01} & 1.298 \times 10^{+00} & 1.301 \times 10^{+00} & -7.678 \times 10^{-03} & -2.434 \times 10^{-02} & -2.085 \times 10^{-02} \\ 1.283 \times 10^{+00} & 1.137 \times 10^{+01} & 1.322 \times 10^{+00} & 6.421 \times 10^{-03} & 1.423 \times 10^{-02} & 1.636 \times 10^{-02} \\ 1.286 \times 10^{+00} & 1.326 \times 10^{+00} & 1.139 \times 10^{+01} & 1.954 \times 10^{-02} & -1.752 \times 10^{-02} & 3.517 \times 10^{-02} \\ -8.899 \times 10^{-03} & 3.187 \times 10^{-03} & 1.840 \times 10^{-02} & 1.395 \times 10^{+00} & 2.195 \times 10^{-02} & -1.922 \times 10^{-02} \\ -2.651 \times 10^{-02} & 1.027 \times 10^{-02} & -1.625 \times 10^{-02} & 2.286 \times 10^{-02} & 1.414 \times 10^{+00} & -3.168 \times 10^{-02} \\ -2.267 \times 10^{-02} & 1.944 \times 10^{-02} & 3.324 \times 10^{-02} & -1.766 \times 10^{-02} & -2.691 \times 10^{-02} & 1.424 \times 10^{+00} \end{bmatrix}$$

$$\begin{bmatrix} 1.109 \times 10^{+01} & 1.280 \times 10^{+00} & 1.362 \times 10^{+00} & -1.591 \times 10^{-02} & 8.770 \times 10^{-03} & -2.642 \times 10^{-02} \\ 1.272 \times 10^{+00} & 1.118 \times 10^{+01} & 1.320 \times 10^{+00} & -9.916 \times 10^{-03} & 1.902 \times 10^{-02} & -6.589 \times 10^{-03} \\ 1.348 \times 10^{+00} & 1.319 \times 10^{+00} & 1.152 \times 10^{+01} & 1.795 \times 10^{-02} & -5.610 \times 10^{-03} & 2.547 \times 10^{-05} \\ -1.786 \times 10^{-02} & -9.456 \times 10^{-03} & 1.824 \times 10^{-02} & 1.359 \times 10^{+00} & 2.009 \times 10^{-02} & -1.589 \times 10^{-02} \\ 9.584 \times 10^{-03} & 2.120 \times 10^{-02} & -7.434 \times 10^{-04} & 2.013 \times 10^{-02} & 1.417 \times 10^{+00} & -3.282 \times 10^{-02} \\ -2.636 \times 10^{-02} & -2.770 \times 10^{-03} & -1.615 \times 10^{-03} & -1.400 \times 10^{-02} & -2.912 \times 10^{-02} & 1.390 \times 10^{+00} \end{bmatrix}$$

- 1 Homogenization: Continuous Cell Problems
  - Scalar-Valued Cell Problems
  - Vector-Valued Cell Problems
- 2 Discretization and Implementation
  - Discretization of Periodicity
  - Modification of Data Vectors and Matrices
  - Discretization of “Uniqueness Constraints”
  - Projecting Solver
  - Implementation of Cell Problems
- 3 CFE Multigrid Solver for Cell Problems
- 4 First Results
- 5 Outlook**

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- - axis alignment?
  - visualization
- 
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  - ✗ prevents “slipping”

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- let multigrid coarsening “automagically” treat non-pointwise periodic BC??

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