

Galerkin method: Find $U \in V_h$ s.t.

$$a(U, v) = L(v) \quad \forall v \in V_h$$

(2)

V_h = finite dimensional subspace with basis $\{\phi_j\}_{j=1}^n$

$\Rightarrow A \mathbf{g} = b$ linear system of equations

$$U(x) = \sum_{j=1}^n g_j \phi_j(x)$$

$$\|u - U\|_E \leq \|u - v\|_E \quad \forall v \in V_h$$

Galerkin optimality criterion $\|w\|_E = \sqrt{a(w, w)}$

How to construct V_h ?

(1) $\omega \rightarrow T_h$: mesh generation

(2) Choose basis on T_h

Ex: $\{\phi_j\}$ hat/tent functions (CG(1) FEM)

How to construct A & b?

$$A = (a_{ij}) ; a_{ij} = \star a(\phi_j, \phi_i) ; b_i = L(\phi_i)$$

$$a_{ij} = a(\phi_j, \phi_i) = \sum_k a^k(\phi_j, \phi_i) \quad (\text{Sum over elements in mesh } T_h)$$

Assemble algorithm:

Construct A by looping over all elements in the mesh to add each element contribution to global matrix A