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function [coordinates,newElements,varargout] ...
    = refineNVB(coordinates,elements,varargin)

%refineNVB: local refinement of finite element mesh by newest vertex
%           bisection, where marked elements are refined by bisec(3)
%
%Usage:
%
%[coordinates,elements,dirichlet,neumann] ...
%   = refineNVB1(coordinates,elements,dirichlet,neumann,marked)
%
%Comments:
%
%   refineNVB expects as input a finite element mesh described by the
%   fields coordinates,elements,dirichlet and neumann. The vector
%   marked contains the indices of elements which are refined by bisec(3).
%   Further elements will be refined by newest vertex bisection to obtain
%   a regular triangulation. Note that elements(j,3) provides the index
%   of the newest vertex of the j-th element.
%
%   The function returns the refined mesh in terms of the same data as
%   for the input.
%
%Remark:
%
%   This program is a supplement to the paper
%   >> Efficient Implementation of Adaptive P1-FEM in Matlab <<
%   by S. Funken, D. Praetorius, and P. Wissgott. The reader should
%   consult that paper for more information.
%
%Authors:
%
%   S. Funken, D. Praetorius, P. Wissgott 10-07-08

markedElements = varargin{end};
nE = size(elements,1);
%*** Obtain geometric information on edges
[edge2nodes,element2edges,boundary2edges{1:nargin-3}] ...
    = provideGeometricData(elements,varargin{1:end-1});
%*** Mark edges for refinement
edge2newNode = zeros(max(max(element2edges)),1);
edge2newNode(element2edges(markedElements,:)) = 1;
swap = 1;
while ~isempty(swap)
    markedEdge = edge2newNode(element2edges);
    swap = find( ~markedEdge(:,1) & (markedEdge(:,2) | markedEdge(:,3)) );
    edge2newNode(element2edges(swap,1)) = 1;
end
%*** Generate new nodes
edge2newNode(edge2newNode~=0) = size(coordinates,1) + (1:nnz(edge2newNode));
idx = find(edge2newNode);
coordinates(edge2newNode(idx),:) ...
    = (coordinates(edge2nodes(idx,1),:)+coordinates(edge2nodes(idx,2),:))/2;
%*** Refine boundary conditions
for j = 1:nargout-2
    boundary = varargin{j};
    if ~isempty(boundary)
        newNodes = edge2newNode(boundary2edges{j});
        markedEdges = find(newNodes);
        if ~isempty(markedEdges)

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        boundary = [boundary(~newNodes,:); ...
                    boundary(markedEdges,1),newNodes(markedEdges); ...
                    newNodes(markedEdges),boundary(markedEdges,2)];
    end
end
varargout{j} = boundary;
end
%*** Provide new nodes for refinement of elements
newNodes = edge2newNode(element2edges);
%*** Determine type of refinement for each element
markedEdges = (newNodes~=0);
none = ~markedEdges(:,1);
bisecl1 = ( markedEdges(:,1) & ~markedEdges(:,2) & ~markedEdges(:,3) );
bisecl2 = ( markedEdges(:,1) & markedEdges(:,2) & ~markedEdges(:,3) );
bisecl3 = ( markedEdges(:,1) & ~markedEdges(:,2) & markedEdges(:,3) );
bisecl23 = ( markedEdges(:,1) & markedEdges(:,2) & markedEdges(:,3) );
%*** Generate element numbering for refined mesh
idx = ones(nE,1);
idx(bisecl1) = 2; %*** bisecl(1): newest vertex bisection of 1st edge
idx(bisecl2) = 3; %*** bisecl(2): newest vertex bisection of 1st and 2nd edge
idx(bisecl3) = 3; %*** bisecl(2): newest vertex bisection of 1st and 3rd edge
idx(bisecl23) = 4; %*** bisecl(3): newest vertex bisection of all edges
idx = [1;1+cumsum(idx)];
%*** Generate new elements
newElements = zeros(idx(end)-1,3);
newElements(idx(none),:) = elements(none,:);
newElements([idx(bisecl1),1+idx(bisecl1)],:) ...
    = [elements(bisecl1,3),elements(bisecl1,1),newNodes(bisecl1,1); ...
        elements(bisecl1,2),elements(bisecl1,3),newNodes(bisecl1,1)];
newElements([idx(bisecl2),1+idx(bisecl2),2+idx(bisecl2)],:) ...
    = [elements(bisecl2,3),elements(bisecl2,1),newNodes(bisecl2,1); ...
        newNodes(bisecl2,1),elements(bisecl2,2),newNodes(bisecl2,2); ...
        elements(bisecl2,3),newNodes(bisecl2,1),newNodes(bisecl2,2)];
newElements([idx(bisecl3),1+idx(bisecl3),2+idx(bisecl3)],:) ...
    = [newNodes(bisecl3,1),elements(bisecl3,3),newNodes(bisecl3,3); ...
        elements(bisecl3,1),newNodes(bisecl3,1),newNodes(bisecl3,3); ...
        elements(bisecl3,2),elements(bisecl3,3),newNodes(bisecl3,1)];
newElements([idx(bisecl23),1+idx(bisecl23),2+idx(bisecl23),3+idx(bisecl23)],:) ...
    = [newNodes(bisecl23,1),elements(bisecl23,3),newNodes(bisecl23,3); ...
        elements(bisecl23,1),newNodes(bisecl23,1),newNodes(bisecl23,3); ...
        newNodes(bisecl23,1),elements(bisecl23,2),newNodes(bisecl23,2); ...
        elements(bisecl23,3),newNodes(bisecl23,1),newNodes(bisecl23,2)];

function [edge2nodes,element2edges,varargout] ...
= provideGeometricData(elements,varargin)

%provideGeometricData: returns geometric data for finite element mesh
%
%Usage:
%
%[edges2nodes,element2edges,dirichlet2edges,neumann2edges] ...
% = provideGeometricData(elements,dirichlet,neumann)
%
%Comments:
%
% provideGeometricData expects as input a finite element mesh described
% by the fields elements, dirichlet, and neumann. The
% function chooses a numbering of the edges and then return this numbering
% related to nodes, edges, and the boundary conditions.
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% edges2nodes(k) returns the indices of the two nodes of the k-th edge.
% element2edges(j,k) provides the edge number of the edge between the two
% nodes elements(j,k) and elements(j,k+1). dirichlet2edges(k) provides
% the number of the k-th Dirichlet edge given by dirichlet(k,:). The same
% applies for neumann2edges
%
%Remark:
%
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nE = size(elements,1);
nB = nargin-1;
%*** Node vectors of all edges (interior edges appear twice)
I = elements(:);
J = reshape(elements(:, [2,3,1]), 3*nE, 1);
%*** Symmetrize I and J (so far boundary edges appear only once)
pointer = [1, 3*nE, zeros(1, nB)];
for j = 1:nB
boundary = varargin{j};
if ~isempty(boundary)
I = [I; boundary(:, 2)];
J = [J; boundary(:, 1)];
end
pointer(j+2) = pointer(j+1) + size(boundary, 1);
end
%*** Create numbering of edges
idxIJ = find(I < J);
edgeNumber = zeros(length(I), 1);
edgeNumber(idxIJ) = 1:length(idxIJ);
idxJI = find(I > J);
number2edges = sparse(I(idxIJ), J(idxIJ), 1:length(idxIJ));
[foo{1:2}, numberingIJ] = find( number2edges );
[foo{1:2}, idxJI2IJ] = find( sparse(J(idxJI), I(idxJI), idxJI) );
edgeNumber(idxJI2IJ) = numberingIJ;
%*** Provide element2edges and edge2nodes
element2edges = reshape(edgeNumber(1:3*nE), nE, 3);
edge2nodes = [I(idxIJ), J(idxIJ)];
%*** Provide boundary2edges
for j = 1:nB
varargout{j} = edgeNumber(pointer(j+1)+1:pointer(j+2));
end

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