

Exact Corotational Linear FEM Stiffness Matrix

Jernej Barbič

Technical Report, University of Southern California, 2012

Abstract

This technical report gives the exact corotational linear FEM stiffness matrix for a linear tetrahedral element. The matrix is obtained by computing the higher-order terms (corrections) originating because the element rotation varies with the tet deformation.

1 Introduction

Let $m_1, m_2, m_3, m_4 \in \mathbb{R}^3$ be the vertices of a tet in the undeformed configuration, and let $x_1, x_2, x_3, x_4 \in \mathbb{R}^3$ be their positions in the deformed configuration. The deformation gradient $F \in \mathbb{R}^{3 \times 3}$ of the tet equals the upper-left 3×3 block of the 4×4 matrix PV^{-1} [Müller and Gross 2004], where

$$P = \begin{bmatrix} x_1 & x_2 & x_3 & x_4 \\ 1 & 1 & 1 & 1 \end{bmatrix}, \quad V = \begin{bmatrix} m_1 & m_2 & m_3 & m_4 \\ 1 & 1 & 1 & 1 \end{bmatrix}. \quad (1)$$

Polar decomposition on F gives $F = RS$, where R is orthonormal, and S is symmetric. The corotational FEM elastic forces $f = [f_1^T, f_2^T, f_3^T, f_4^T]^T \in \mathbb{R}^{12}$ on the tet vertices equal

$$f = \hat{R}K_{\text{rest}}(\hat{R}^T x - m), \quad (2)$$

where $K_{\text{rest}} \in \mathbb{R}^{12 \times 12}$ is the element stiffness matrix in the rest configuration, and we have assembled $m = [m_1^T, m_2^T, m_3^T, m_4^T]^T$ and $x = [x_1^T, x_2^T, x_3^T, x_4^T]^T$. Given any 3×3 matrix A , we will use the hat notation \hat{A} to denote the 12×12 block-diagonal matrix with four diagonal 3×3 blocks A .

2 Exact tangent stiffness matrix

For implicit integration, it is necessary to compute the gradient of f with respect to x , the *tangent stiffness matrix* $K = df/dx$. This matrix is traditionally approximated [Müller and Gross 2004] as $\hat{R}K_{\text{rest}}\hat{R}^T$, where K_{rest} is the linear FEM stiffness matrix. However, because F is a function of x , so is R , and therefore the exact tangent stiffness matrix incorporates two additional terms:

$$K = \hat{R}K_{\text{rest}}\hat{R}^T + \left[\frac{\partial \hat{R}}{\partial x^\ell} K_{\text{rest}}(\hat{R}^T x - m) \right]_\ell + \left[\hat{R}K_{\text{rest}} \frac{\partial \hat{R}^T}{\partial x^\ell} x \right]_\ell, \quad (3)$$

where $x^\ell \in \mathbb{R}$ denotes the ℓ -th component of x , for $\ell = 1, \dots, 12$, and $[a]_\ell$ denotes a 12×12 matrix whose ℓ -th column is $a_\ell \in \mathbb{R}^{12}$. We will now show how to compute the 3×3 matrices $\partial R / \partial x^\ell$, for $\ell = 1, \dots, 12$. To perform the simulation, one then evaluates K using Equation 3, and uses it for implicit (backward Euler) integration.

3 Gradients of tet rotation

We compute the rotation gradients using the chain rule

$$\frac{\partial R}{\partial x} = \frac{\partial R}{\partial F} \frac{\partial F}{\partial x}. \quad (4)$$

In order to avoid the tensor notation in Equation 4, we have unrolled the entries of R and F into 9-vectors, using (say) row-major notation. Then, the first factor $\partial R / \partial F$ in Equation 4 is a 9×9 matrix, whereas the second factor $\partial F / \partial x$ and the product $\partial R / \partial x$ are

9×12 matrices. In Equation 3, we need the term $\partial R / \partial x^\ell$, which is the ℓ -th column of $\partial R / \partial x$, rolled into a 3×3 matrix.

Factor $\partial F / \partial x$ is block-sparse, and follows from Equation 1,

$$\frac{\partial F}{\partial x} = \begin{bmatrix} n_1 & 0 & 0 & n_2 & 0 & 0 & n_3 & 0 & 0 & n_4 & 0 & 0 \\ 0 & n_1 & 0 & 0 & n_2 & 0 & 0 & n_3 & 0 & 0 & n_4 & 0 \\ 0 & 0 & n_1 & 0 & 0 & n_2 & 0 & 0 & n_3 & 0 & 0 & n_4 \end{bmatrix}, \quad (5)$$

where $n_i \in \mathbb{R}^3$ contains the first three entries of the i -th row of V^{-1} .

Gradients of polar decomposition have been derived in [Barbič and Zhao 2011] and [McAdams et al. 2011], and we use them to derive $\partial R / \partial F$, as follows. For $i, j = 1, 2, 3$, let F_{ij} denote the entry of F in i -th row and j -th column. Then, we can define a mapping $\bar{F}_{ij}: \mathbb{R} \rightarrow \mathbb{R}^{3 \times 3}$,

$$\bar{F}_{ij}(s) = F + s e_i e_j^T, \quad (6)$$

where $e_i \in \mathbb{R}^3$ is the i -th standard basis vector, $s \in \mathbb{R}$ is a scalar, and F is kept constant. For any s , polar decomposition gives $\bar{F}_{ij}(s) = R_{ij}(s)S_{ij}(s)$. Note that for $s = 0$, this decomposition has been already computed, $F = RS$; for other values of s , it is only needed as a mathematical concept. For such a 1D family of polar decompositions, it follows [Barbič and Zhao 2011]

$$\frac{\partial R}{\partial F_{ij}} = R'_{ij}(s)|_{s=0} = \tilde{\omega}_{ij}R, \quad (7)$$

where $\omega_{ij} \in \mathbb{R}^3$ is the solution to

$$G\omega_{ij} = 2\text{skew}(R^T e_i e_j^T), \quad \text{for } G = (\text{tr}(S)I - S)R^T \in \mathbb{R}^{3 \times 3}. \quad (8)$$

Here, given a vector $a \in \mathbb{R}^3$, \tilde{a} denotes the unique skew-symmetric matrix with the property $\tilde{a}y = a \times y$, for all $y \in \mathbb{R}^3$. For a matrix $A \in \mathbb{R}^{3 \times 3}$, $\text{skew}(A) \in \mathbb{R}^3$ denotes the unique vector corresponding to its skew-symmetric part $(A - A^T)/2$, i.e., $\text{skew}(\tilde{a}) = a$. Matrix $G \in \mathbb{R}^{3 \times 3}$ needs to be formed and inverted only once for each F . We then compute $\partial R / \partial F_{ij}$ using Equations 8 and 7.

Notes: Our implementation is available in Vega FEM [Barbič et al. 2012]. A similar K has been computed by [Chao et al. 2010] (tet meshes), and by [McAdams et al. 2011] (hexahedral meshes).

References

- BARBIČ, J., AND ZHAO, Y. 2011. Real-time large-deformation substructuring. *ACM Trans. on Graphics (SIGGRAPH 2011)* 30, 4, 91:1–91:7.
- BARBIČ, J., SIN, F. S., AND SCHROEDER, D., 2012. Vega FEM Library. <http://www.jernejbarbic.com/vega>.
- CHAO, I., PINKALL, U., SANAN, P., AND SCHRÖDER, P. 2010. A Simple Geometric Model for Elastic Deformations. *ACM Transactions on Graphics* 29, 3, 38:1–38:6.
- MCADAMS, A., ZHU, Y., SELLE, A., EMPEY, M., TAMSTORF, R., TERAN, J., AND SIFAKIS, E. 2011. Efficient elasticity for character skinning with contact and collisions. *ACM Trans. on Graphics (SIGGRAPH 2011)* 30, 4, 37:1–37:12.
- MÜLLER, M., AND GROSS, M. 2004. Interactive Virtual Materials. In *Proc. of Graphics Interface 2004*, 239–246.