



Numerical Integration

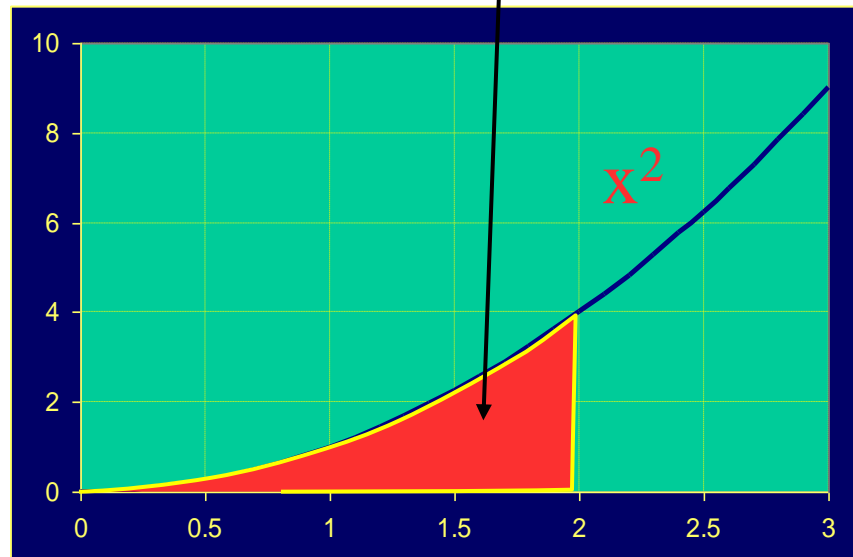
Integrals

Indefinite

$$\int x^2 dx = \frac{1}{3}x^3 + C$$

Definite

$$\int_0^2 x^2 dx = \frac{8}{3}$$



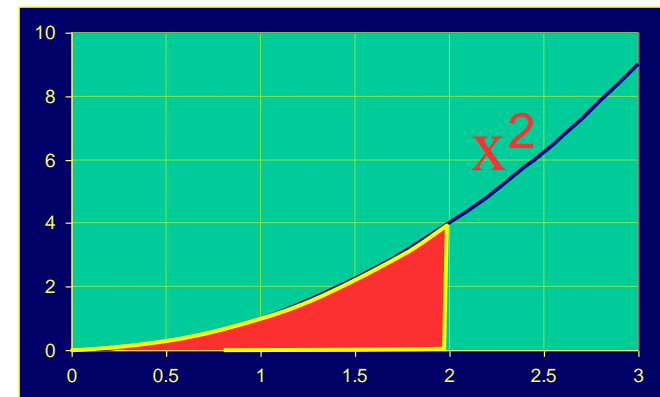


Numerical Integration

- Can be solved exactly, but for various reasons FEA prefers to evaluate integrals like this approximately:
 - Historically, considered more efficient and reduced coding errors.
 - Only possible approach for isoparametric elements.
 - Can actually improve performance in certain cases!
- Definite integrals can be computed numerically

$$\int_a^b f(x)dx \cong \sum_i w_i f(x_i)$$

- Objective:
 - Determine points x_i
 - Determine coefficients w_i





Numerical Integration

- Depending on choice of w_i and x_i
 - Midpoint Rule
 - Trapezoidal Rule
 - Simpson's
 - Gaussian Quadratures
 - etc



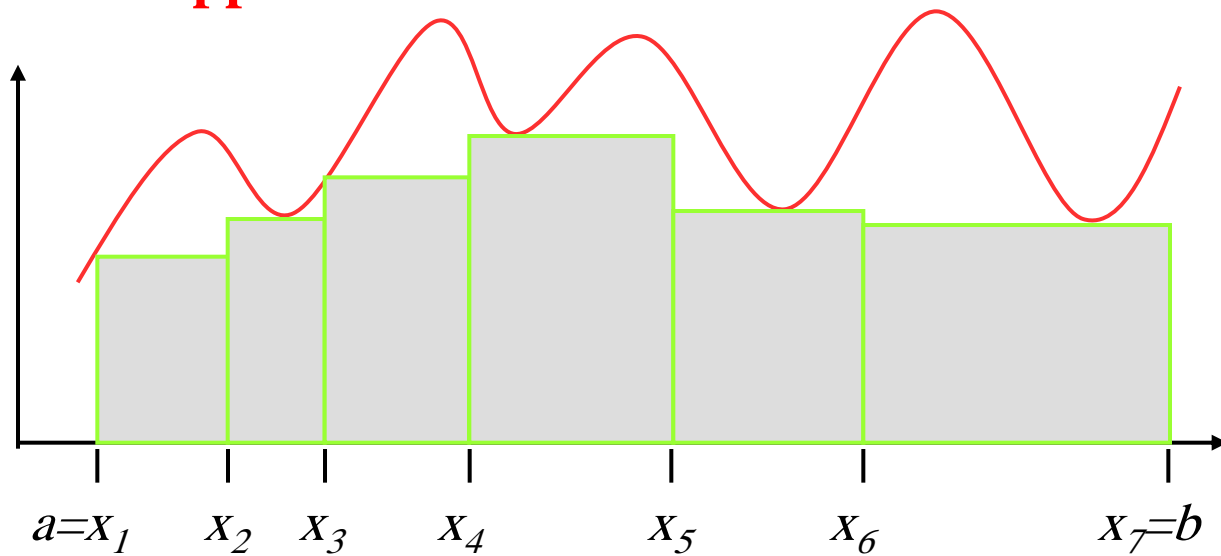
Numerical Integration

Numerical Integration – Upper & Lower Bounds

Depending on choice of w_i and x_i

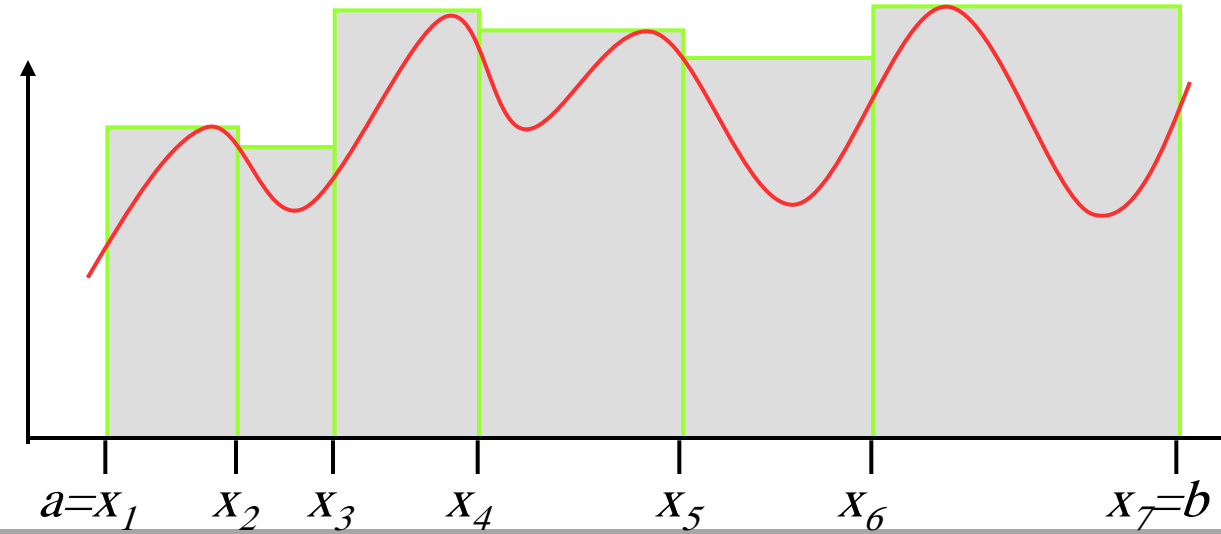
Lower Sum

$$L(f; x_j)$$



Upper Sum

$$U(f; x_j)$$





Numerical Integration

It can be shown that

$$L(f; x_i) \leq \int_a^b f(x) dx \cong \sum_i w_i f(x_i) \leq U(f; x_i)$$

$$\lim_{i \rightarrow \infty} L(f; x_i) = \int_a^b f(x) dx = \sum_i w_i f(x_i) = \lim_{i \rightarrow \infty} U(f; x_i)$$

Objective

$$\int_a^b f(x) dx \cong \sum_i w_i f(x_i) = w_1 f(x_1) + w_2 f(x_2) + \dots + w_n f(x_n)$$

Where do such formulae come from?

Theory of Interpolation....

Let $f(x) \approx p(x) = \sum_{i=1}^n l_i(x) f(x_i)$ $l_i(x)$: cardinal functions

Recall Shape Functions



Numerical Integration: Quadratures

$$\int_a^b f(x)dx \approx \int_a^b p(x)dx = \sum_{i=1}^n f(x_i) \int_a^b l_i(x)dx = \sum_{i=1}^n f(x_i)w_i$$

It will give correct values for the integral of every polynomial of degree $\leq n-1$

Gaussian Quadrature:

Karl Friedriech Gauss discovered that by a special placement of nodes the accuracy of the numerical integration could be greatly increased



Numerical Integration: Gaussian Quadrature

Theorem on Gaussian nodes

Let q be a polynomial of degree n such that

$$\int_a^b q(x) x^k dx = 0 \quad k = 0, 1, \dots, n-1$$

Let x_1, x_2, \dots, x_n be the roots of $q(x)$. Then

$$\int_a^b f(x) dx \cong \sum_i w_i f(x_i) = w_1 f(x_1) + w_2 f(x_2) + \dots + w_n f(x_n)$$

with x_j 's as nodes is exact for all polynomials of degree $\leq 2n-1$.



Numerical Integration: Gaussian Quadrature

Assume two point formulation, then:

$$\int_{-1}^1 F(\xi) d\xi = w_1 F(\xi_1) + w_2 F(\xi_2)$$

Four equations are created using Legendre polynomials $(1, \xi, \xi^2, \xi^3)$

$$w_1 F(\xi_1) + w_2 F(\xi_2) = \int_{-1}^1 1 d\xi = 2$$

$$w_1 F(\xi_1) + w_2 F(\xi_2) = \int_{-1}^1 \xi d\xi = 0$$

$$w_1 F(\xi_1) + w_2 F(\xi_2) = \int_{-1}^1 \xi^2 d\xi = 2/3$$

$$w_1 F(\xi_1) + w_2 F(\xi_2) = \int_{-1}^1 \xi^3 d\xi = 0$$

$$w_1 (1) + w_2 (1) = 2$$

$$w_1 (\xi_1) + w_2 (\xi_2) = 0$$

$$w_1 (\xi_1)^2 + w_2 (\xi_2)^2 = 2/3$$

$$w_1 (\xi_1)^3 + w_2 (\xi_2)^3 = 0$$

$$w_1 = w_2 = 1$$

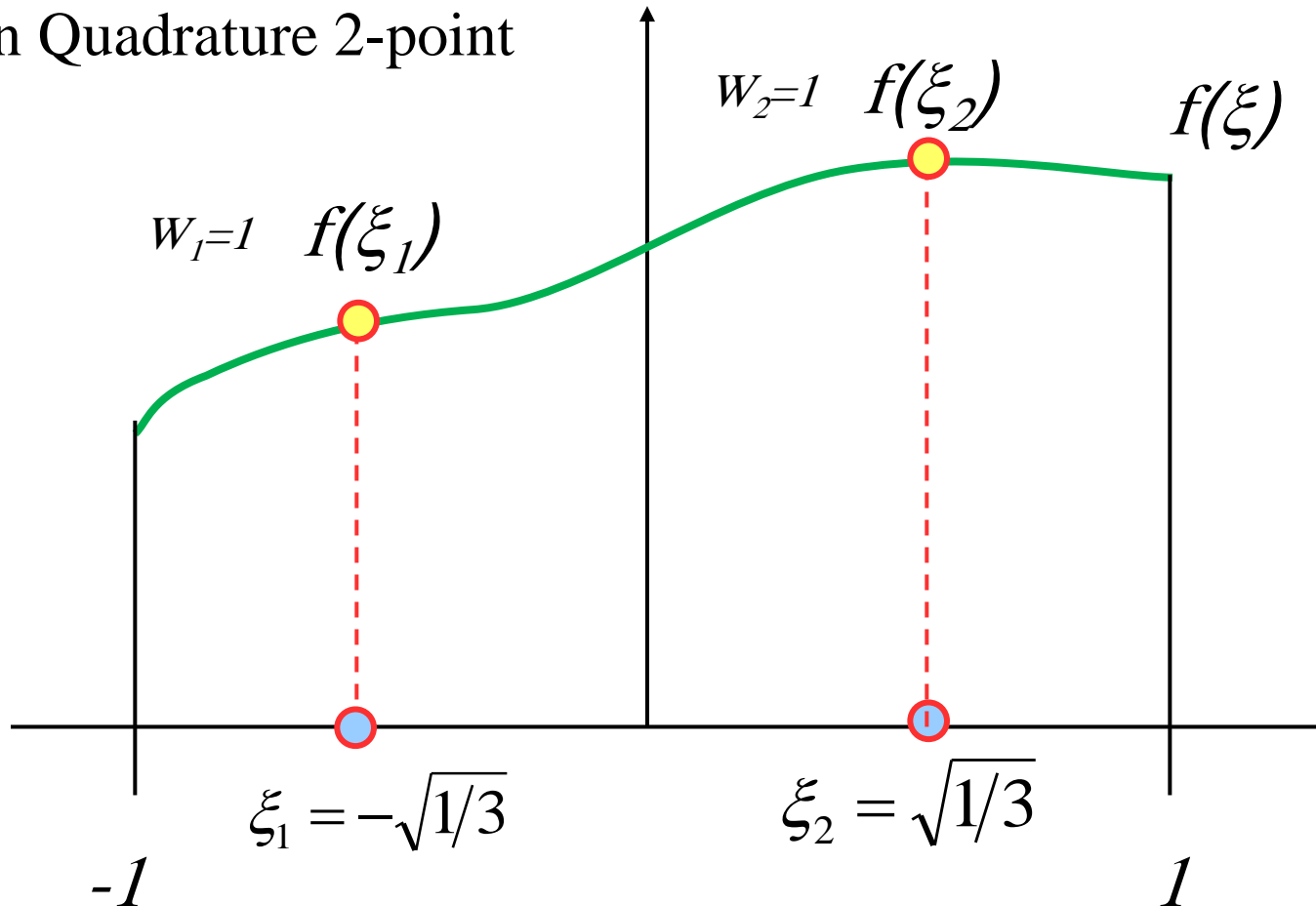
$$\xi_1 = -1/\sqrt{3}$$

$$\xi_2 = 1/\sqrt{3}$$



Numerical Integration: Gaussian Quadrature

Gaussian Quadrature 2-point



$$\int_{-1}^1 f(x) dx \cong 1 * f\left(-\sqrt{1/3}\right) + 1 * f\left(\sqrt{1/3}\right)$$



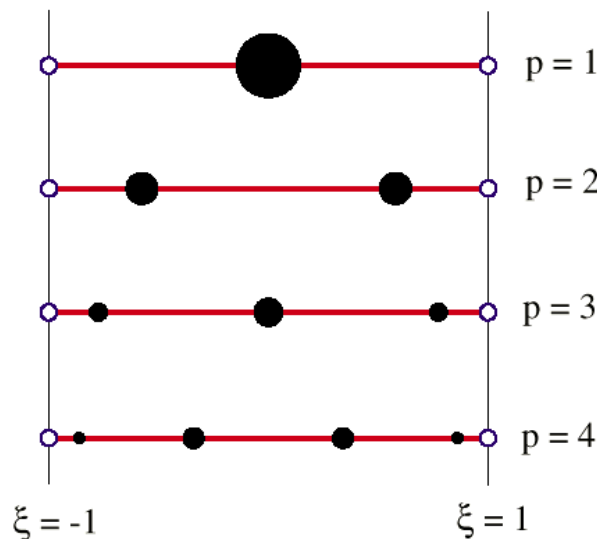
Numerical Integration: Gaussian Quadrature

One Dimensional Gauss Integration Rules:

One point:
$$\int_{-1}^1 F(\xi) d\xi \doteq 2F(0),$$

Two points:
$$\int_{-1}^1 F(\xi) d\xi \doteq F(-1/\sqrt{3}) + F(1/\sqrt{3}),$$

Three points:
$$\int_{-1}^1 F(\xi) d\xi \doteq \frac{5}{9}F(-\sqrt{3/5}) + \frac{8}{9}F(0) + \frac{5}{9}F(\sqrt{3/5})$$





Numerical Integration: Gaussian Quadrature

Weighting Factors & Sampling Points for Gauss-Legendre Formula

| <i>Points(n)</i> | <i>Weighting Factor (w_i)</i> | <i>Sampling Points (ξ_i)</i> |
|------------------|--|---|
| 2 | $w_1 = 1.00000000$ | $\xi_1 = -.577350269$ |
| | $w_2 = 1.00000000$ | $\xi_2 = .577350269$ |
| 3 | $w_1 = 0.55555556$ | $\xi_1 = -.774596669$ |
| | $w_2 = 0.88888889$ | $\xi_2 = 0.0$ |
| | $w_3 = 0.55555556$ | $\xi_3 = 0.774596669$ |
| 4 | $w_1 = 0.3478548$ | $\xi_1 = -.861136312$ |
| | $w_2 = 0.6521452$ | $\xi_2 = -.339981044$ |
| | $w_3 = 0.6521452$ | $\xi_3 = 0.339981044$ |
| | $w_4 = 0.3478548$ | $\xi_4 = .861136312$ |
| 5 | $w_1 = 0.2369269$ | $\xi_1 = -.906179846$ |
| | $w_2 = 0.4786287$ | $\xi_2 = -.538469310$ |
| | $w_3 = 0.5688889$ | $\xi_3 = 0.0$ |
| | $w_4 = 0.4786287$ | $\xi_4 = .538469310$ |
| | $w_5 = 0.2369269$ | $\xi_5 = .906179846$ |



Numerical Integration: Gaussian Quadrature

Example:

$$I = \int_2^6 (x^2 + 5x + 3)dx = ? \quad \text{Analytical solution} \rightarrow 161.3333$$

$$x = 4 + 2\xi \quad \rightarrow \quad I = \int_{-1}^1 \underbrace{2[(4 + 2\xi)^2 + 5(4 + 2\xi) + 3]}_{F(\xi)} d\xi$$

$$I = w_1 F(\xi_1) + w_2 F(\xi_2) = F\left(\frac{1}{\sqrt{3}}\right) + F\left(\frac{-1}{\sqrt{3}}\right)$$

$$I = (1)(50.64445) + (1)(110.68888) = 161.3333$$



Numerical Integration: Gaussian Quadrature

Two Dimensional Product Gauss Rules

Canonical form of integral:

$$\int_{-1}^1 \int_{-1}^1 F(\xi, \eta) d\xi d\eta = \int_{-1}^1 d\eta \int_{-1}^1 F(\xi, \eta) d\xi$$

Gauss integration rules with p_1 points in the ξ direction and p_2 points in the η direction:

$$\int_{-1}^1 \int_{-1}^1 F(\xi, \eta) d\xi d\eta = \int_{-1}^1 d\eta \int_{-1}^1 F(\xi, \eta) d\xi \approx \sum_{i=1}^{p_1} \sum_{j=1}^{p_2} w_i w_j F(\xi_i, \eta_j)$$

Usually $p_1 = p_2 = p$



Numerical Integration: Gaussian Quadrature

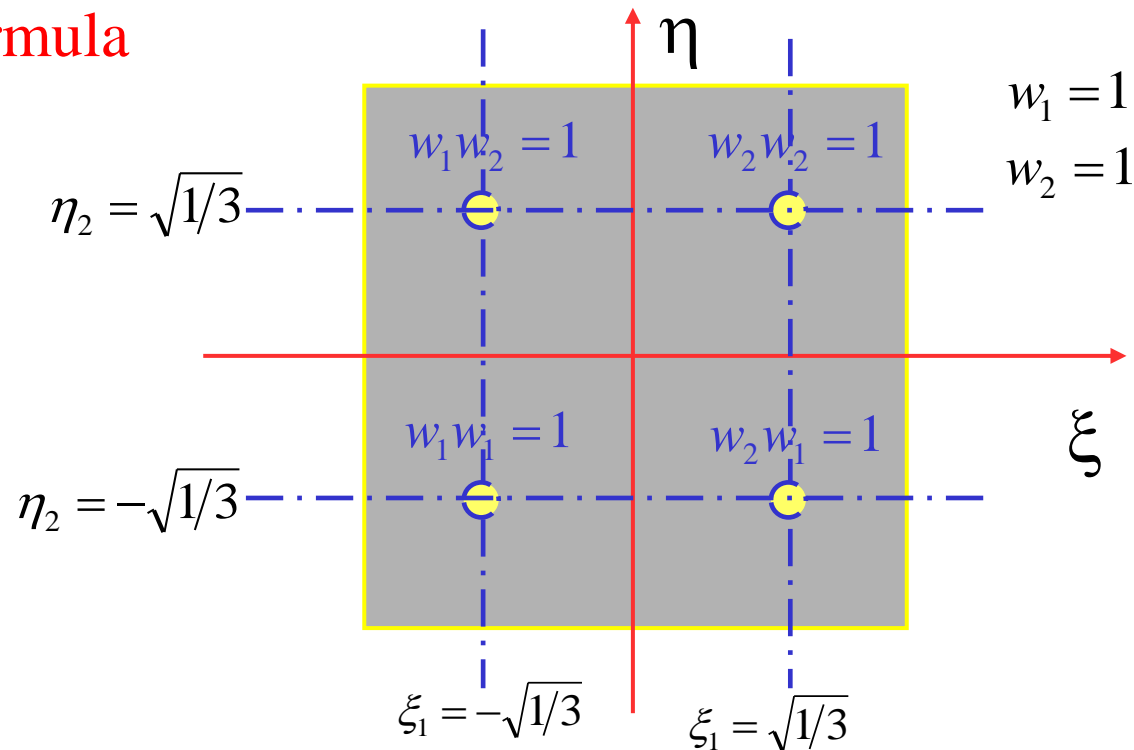
2-Dimensional Integration: Gaussian Quadrature

$$\int_{-1}^1 \int_{-1}^1 f(\xi, \eta) d\xi d\eta \cong \int_{-1}^1 \left[\sum_{i=1}^n w_i f(\xi_i, \eta) \right] d\eta \approx \sum_{j=1}^n \sum_{i=1}^n w_j w_i f(\xi_i, \eta_j)$$

2-D Integration 2-point formula

$$\int_{-1}^1 \int_{-1}^1 f(\xi, \eta) d\xi d\eta \cong$$

$$\begin{aligned} & w_1 w_1 f(\xi_1, \eta_1) \\ & + w_2 w_1 f(\xi_2, \eta_1) \\ & + w_1 w_2 f(\xi_1, \eta_2) \\ & + w_2 w_2 f(\xi_2, \eta_2) \end{aligned}$$

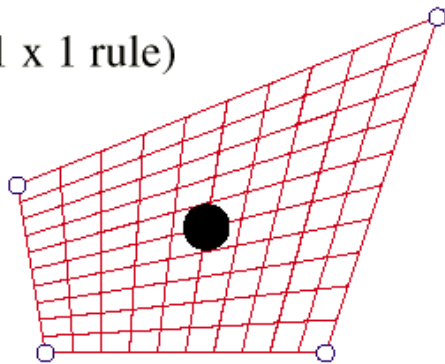




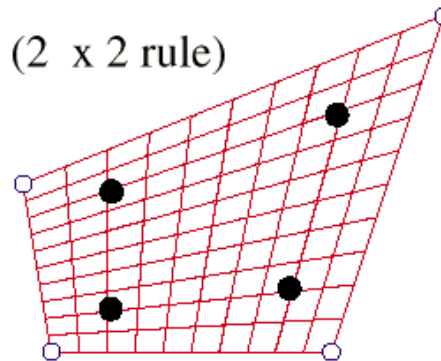
Numerical Integration: Gaussian Quadrature

Graphical Representation of the First Four 2D Product-Type Gauss Integration Rules

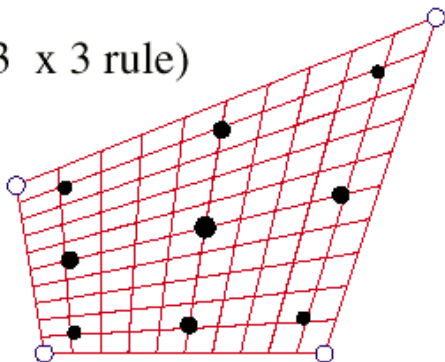
$p = 1$ (1 x 1 rule)



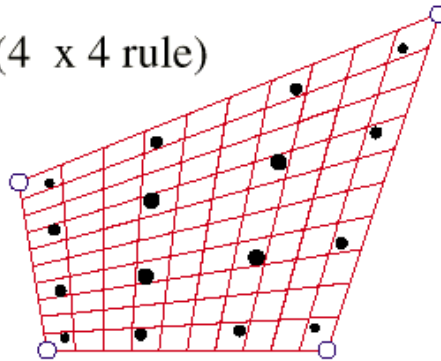
$p = 2$ (2 x 2 rule)



$p = 3$ (3 x 3 rule)



$p = 4$ (4 x 4 rule)



With Equal # of Points p in Each Direction

Integration of Stiffness Matrix

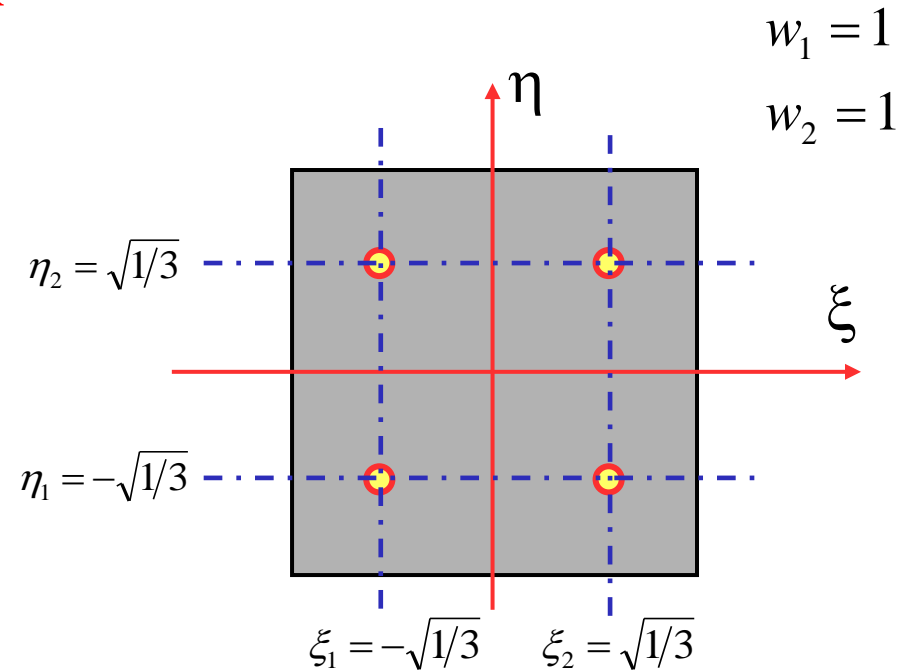
$$\mathbf{k} = t \int_A \mathbf{B}^T \mathbf{D} \mathbf{B} dA$$

$$= t \int_{-1}^1 \int_{-1}^1 \mathbf{B}^T \mathbf{D} \mathbf{B} \det J d\xi d\eta$$

$$k_{ij} = t \int_{-1}^1 \int_{-1}^1 g_{ij}(\xi, \eta) d\xi d\eta$$

$$= w_1 w_1 g_{ij}(\xi_1, \eta_1) + w_2 w_1 g_{ij}(\xi_2, \eta_1) + w_1 w_2 g_{ij}(\xi_1, \eta_2) + w_2 w_2 g_{ij}(\xi_2, \eta_2)$$

$$= g_{ij}(\xi_1, \eta_1) + g_{ij}(\xi_2, \eta_1) + g_{ij}(\xi_1, \eta_2) + g_{ij}(\xi_2, \eta_2)$$



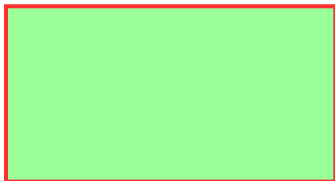


Numerical Integration: Gaussian Quadrature

Modeling Issues: Element Shape

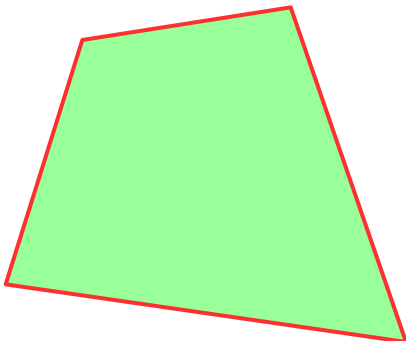


Square : Optimum Shape
Not always possible to use



Rectangles:
Rule of Thumb
Ratio of sides < 2

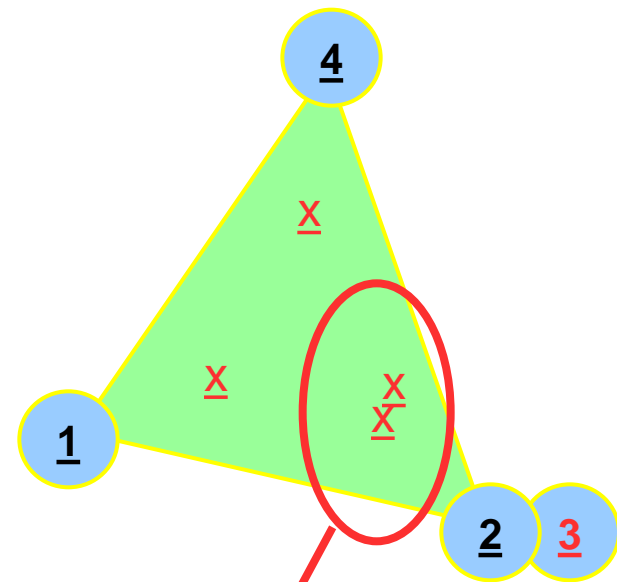
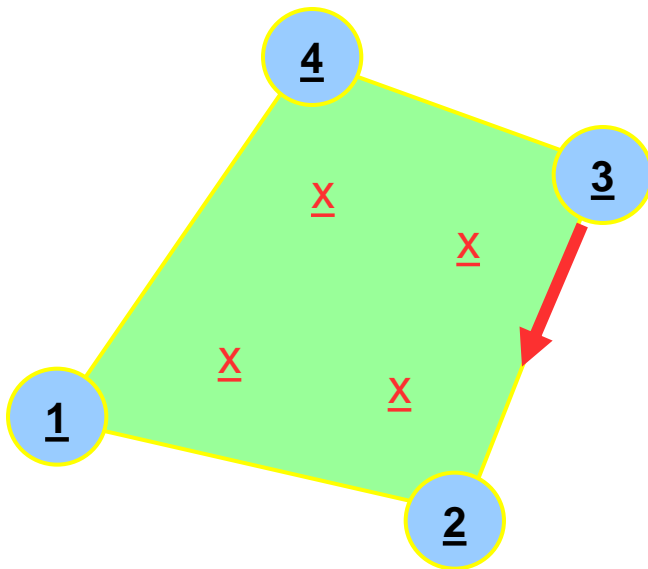
Larger ratios
may be used
with caution



Angular Distortion
Internal Angle $< 180^\circ$

Modeling Issues: Degenerate Quadrilaterals

Coincident Corner Nodes

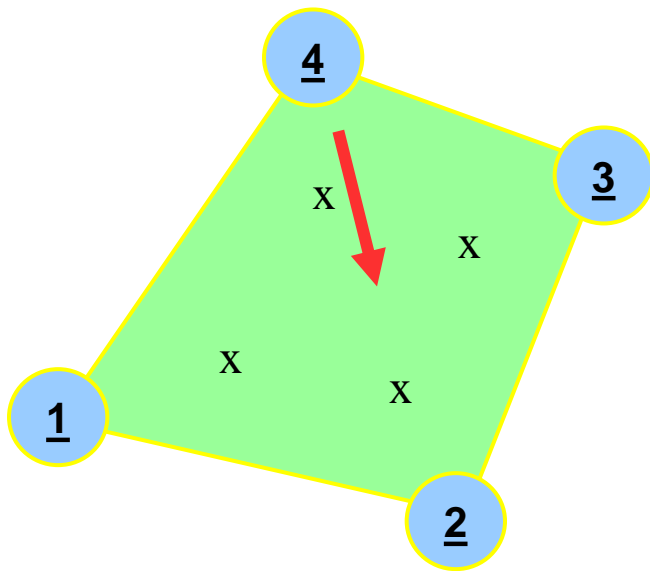


Integration Bias

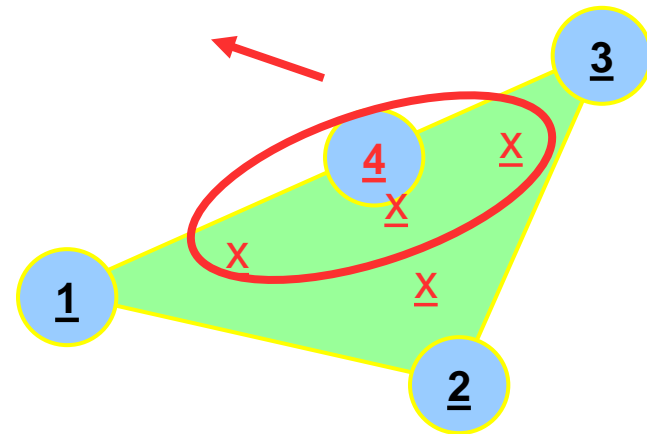
Less accurate

Modeling Issues: Degenerate Quadrilaterals

Three nodes collinear



Integration Bias



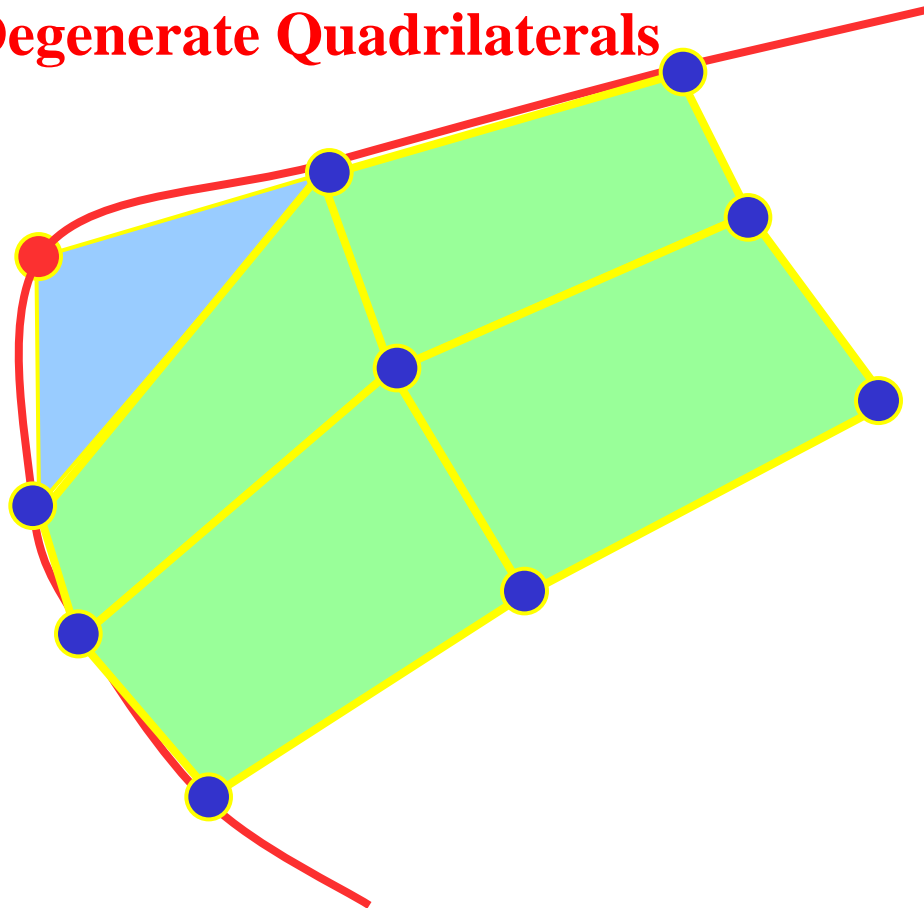
Less accurate



Numerical Integration: Gaussian Quadrature

Modeling Issues: Degenerate Quadrilaterals

2 nodes



Use only as necessary to improve representation of geometry

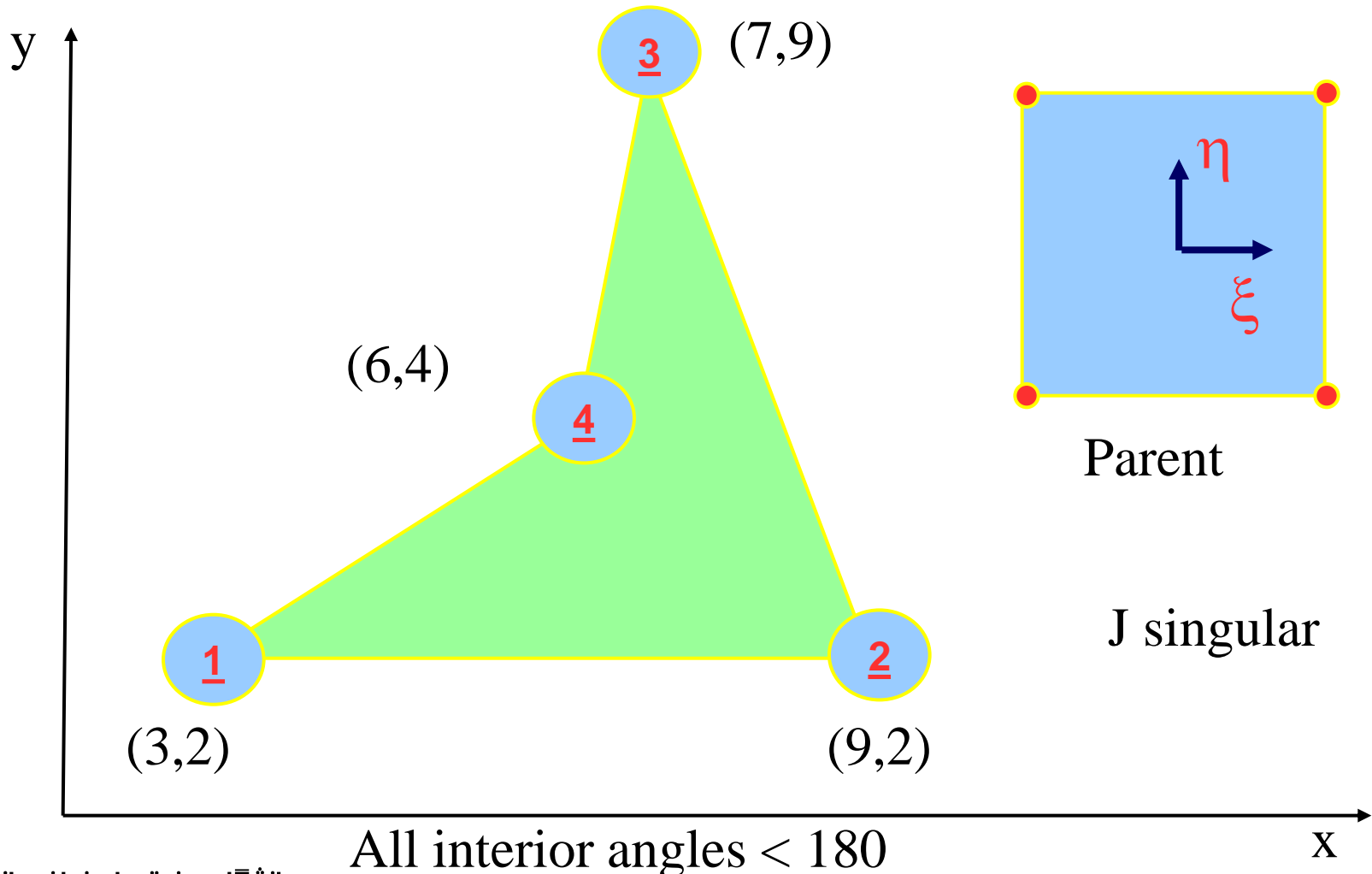
Do not use in place of triangular elements



Numerical Integration: Gaussian Quadrature

Modeling Issues: Degenerate Quadrilaterals

A NoNo Situation

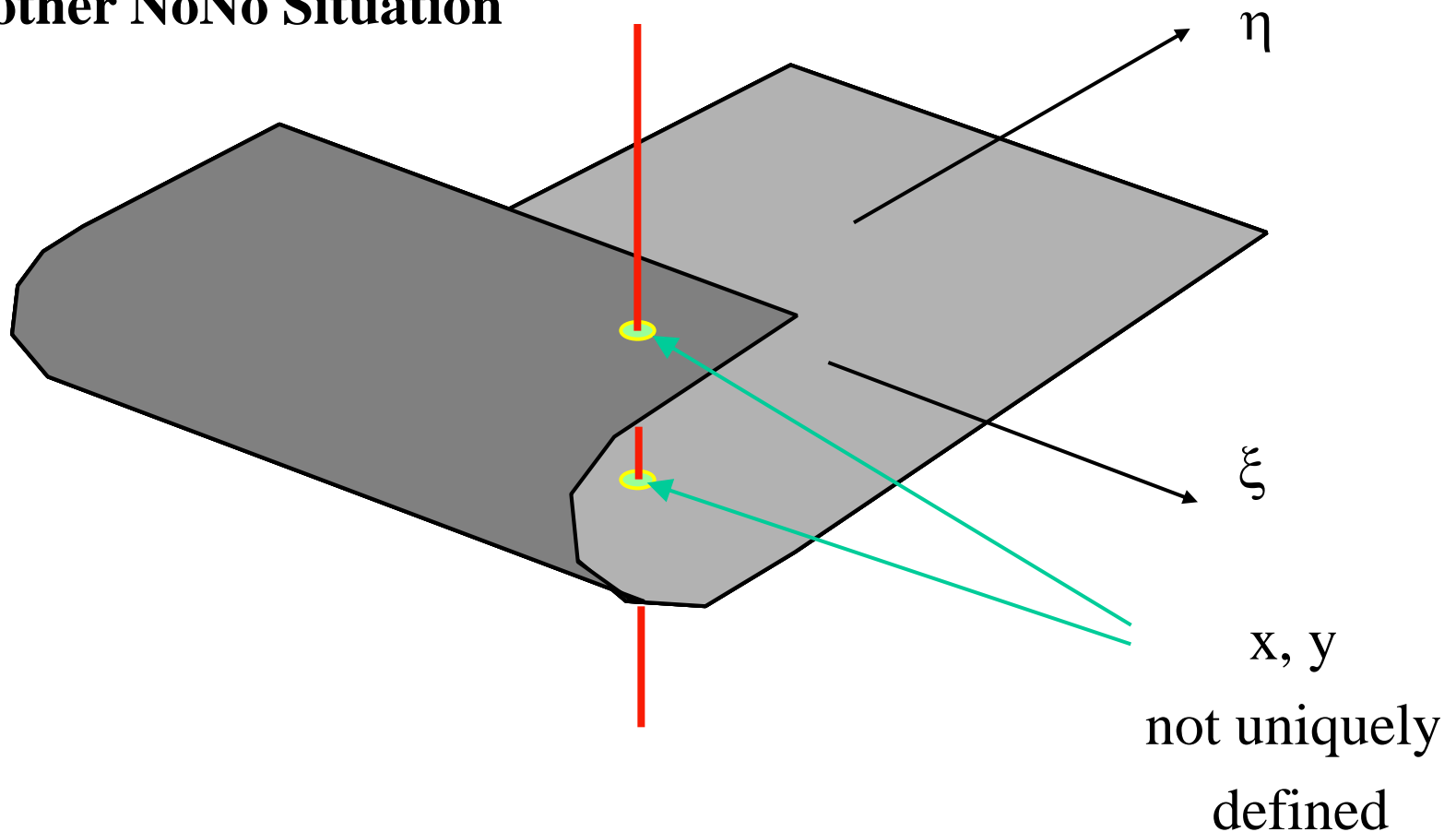




Numerical Integration: Gaussian Quadrature

Modeling Issues: Degenerate Quadrilaterals

Another NoNo Situation





Numerical Integration: Gaussian Quadrature

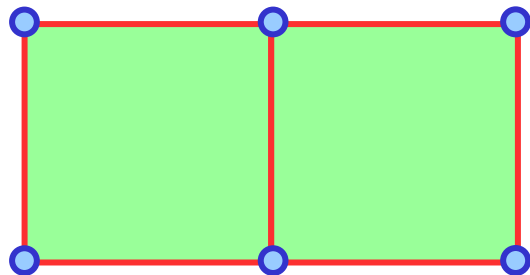
Convergence Considerations

For monotonic convergence of solution; Requirements

Elements (mesh) must be compatible

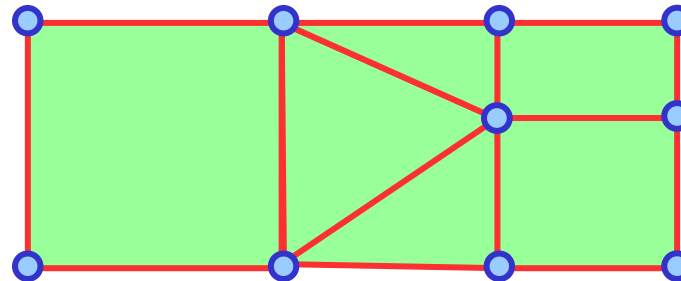
Elements must be complete

Mesh Compatibility



OK

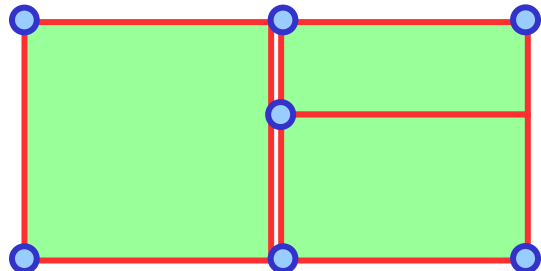
Mesh compatibility - Refinement



Acceptable Transition

Compatibility of displacements OK

Stresses?



NO!



Numerical Integration: Gaussian Quadrature

Gauss integration

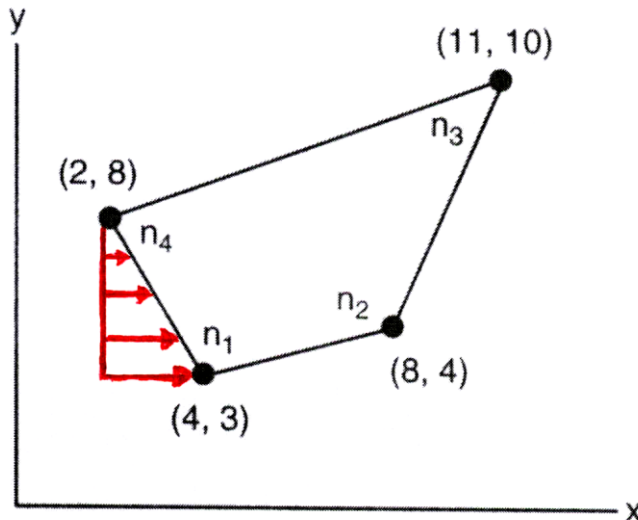
- For evaluation of integrals in \mathbf{k} (in practice)

In 1 direction:
$$I = \int_{-1}^{+1} f(\xi) d\xi = \sum_{j=1}^m w_j f(\xi_j)$$

m gauss points gives exact solution of polynomial integrand of $n = 2m - 1$

In 2 directions:
$$I = \int_{-1}^{+1} \int_{-1}^{+1} f(\xi, \eta) d\xi d\eta = \sum_{i=1}^{n_x} \sum_{j=1}^{n_y} w_i w_j f(\xi_i, \eta_j)$$

Example:



$$\mathbf{t}(x, y) = \begin{pmatrix} 0.4 * (8 - y) \\ 0 \end{pmatrix} \text{ ksi}$$

- Given: 4-node plane stress element has $E = 30,000$ ksi, $\nu = 0.25$, $h = 0.50$ in, no body force, and surface traction shown.
- Required: Find \mathbf{k} and \mathbf{f} . Use 2 x 2 Gauss quadrature for \mathbf{k} .



Numerical Integration: Gaussian Quadrature

Solution:

➤ Isoparametric mapping:

$$\begin{aligned}
 x &= \frac{1}{4}(1-\xi)(1-\eta)x_1 + \frac{1}{4}(1+\xi)(1-\eta)x_2 + \frac{1}{4}(1+\xi)(1+\eta)x_3 + \frac{1}{4}(1-\xi)(1+\eta)x_4 \\
 &= \frac{1}{4}(1-\xi)(1-\eta)*4 + \frac{1}{4}(1+\xi)(1-\eta)*8 + \frac{1}{4}(1+\xi)(1+\eta)*11 + \frac{1}{4}(1-\xi)(1+\eta)*2 \\
 &= \frac{25}{4} + \frac{13}{4}\xi + \frac{1}{4}\eta + \frac{5}{4}\xi\eta;
 \end{aligned}$$

$$\begin{aligned}
 y &= \frac{1}{4}(1-\xi)(1-\eta)*3 + \frac{1}{4}(1+\xi)(1-\eta)*4 + \frac{1}{4}(1+\xi)(1+\eta)*10 + \frac{1}{4}(1-\xi)(1+\eta)*8 \\
 &= \frac{25}{4} + \frac{3}{4}\xi + \frac{11}{4}\eta + \frac{1}{4}\xi\eta;
 \end{aligned}$$

➤ Jacobian matrix and Jacobian:

$$\mathbf{J} = \begin{bmatrix} \frac{\partial x}{\partial \xi} & \frac{\partial y}{\partial \xi} \\ \frac{\partial x}{\partial \eta} & \frac{\partial y}{\partial \eta} \end{bmatrix} = \begin{bmatrix} \frac{13}{4} + \frac{5}{4}\eta & \frac{3}{4} + \frac{1}{4}\eta \\ \frac{1}{4} + \frac{5}{4}\xi & \frac{11}{4} + \frac{1}{4}\xi \end{bmatrix}; \quad J = \det \mathbf{J} = \frac{35}{4} - \frac{1}{8}\xi + \frac{27}{8}\eta.$$



Numerical Integration: Gaussian Quadrature

➤ **B** matrix:

$$[B(\xi, \eta)] = \frac{1}{|\mathbf{J}|} [B_1 \quad B_2 \quad B_3 \quad B_4]$$

$$[B_i] = \begin{bmatrix} a(N_{i,\xi}) - b(N_{i,\eta}) & 0 \\ 0 & c(N_{i,\eta}) - d(N_{i,\xi}) \\ c(N_{i,\eta}) - d(N_{i,\xi}) & a(N_{i,\xi}) - b(N_{i,\eta}) \end{bmatrix}$$



Numerical Integration: Gaussian Quadrature

➤ **B** matrix:

$$N_{1,\xi} = \frac{\partial N_1}{\partial \xi} = \frac{-1(1-\eta)}{4} = \frac{(\eta-1)}{4}$$

$$N_{1,\eta} = \frac{\partial N_1}{\partial \eta} = \frac{(1-\xi)(-1)}{4} = \frac{(\xi-1)}{4}$$

$$N_{2,\xi} = \frac{\partial N_2}{\partial \xi} = \frac{(1)(1-\eta)}{4} = \frac{(1-\eta)}{4}$$

$$N_{2,\eta} = \frac{\partial N_2}{\partial \eta} = \frac{(1+\xi)(-1)}{4} = \frac{-(\xi+1)}{4}$$

$$N_{3,\xi} = \frac{\partial N_3}{\partial \xi} = \frac{(1)(1+\eta)}{4} = \frac{(1+\eta)}{4}$$

$$N_{3,\eta} = \frac{\partial N_3}{\partial \eta} = \frac{(1+\xi)(1)}{4} = \frac{(\xi+1)}{4}$$

$$N_{4,\xi} = \frac{\partial N_4}{\partial \xi} = \frac{(-1)(1+\eta)}{4} = \frac{-(1+\eta)}{4}$$

$$N_{4,\eta} = \frac{\partial N_4}{\partial \eta} = \frac{(1-\xi)(1)}{4} = \frac{(1-\xi)}{4}$$

$$a = 1/4 [y_1(\xi-1) + y_2(-\xi-1) + y_3(\xi+1) + y_4(1-\xi)]$$

$$b = 1/4 [y_1(\eta-1) + y_2(1-\eta) + y_3(\eta+1) + y_4(-1-\eta)]$$

$$c = 1/4 [x_1(\eta-1) + x_2(1-\eta) + x_3(\eta+1) + x_4(-1-\eta)]$$

$$d = 1/4 [x_1(\xi-1) + x_2(-\xi-1) + x_3(\xi+1) + x_4(1-\xi)]$$



Numerical Integration: Gaussian Quadrature

➤ **B** matrix:

$$\mathbf{B} = \frac{1}{70 - \xi + 27\eta} \times \begin{bmatrix} -4+6\eta-2\xi & 0 & 7-5\eta+2\xi & 0 & 4+5\eta-\xi & 0 & -7-6\eta+\xi & 0 \\ 0 & -6-3\eta+9\xi & 0 & -7-2\eta-9\xi & 0 & 6+2\eta+4\xi & 0 & 7+3\eta-4\xi \\ -6-3\eta+9\xi & -4+6\eta-2\xi & -7-2\eta-9\xi & 7-5\eta+2\xi & 6+2\eta+4\xi & 4+5\eta-\xi & 7+3\eta-4\xi & -7-6\eta+\xi \end{bmatrix}$$



Numerical Integration: Gaussian Quadrature

➤ **k** matrix:

$$\mathbf{E} = \begin{bmatrix} 32000 & 8000 & 0 \\ 8000 & 32000 & 0 \\ 0 & 0 & 12000 \end{bmatrix} \text{ ksi;}$$

$$\mathbf{k} = (0.5 \text{ in}) \int_{-1}^1 \int_{-1}^1 \mathbf{B}^T \mathbf{E} \mathbf{B} * J d\xi d\eta$$

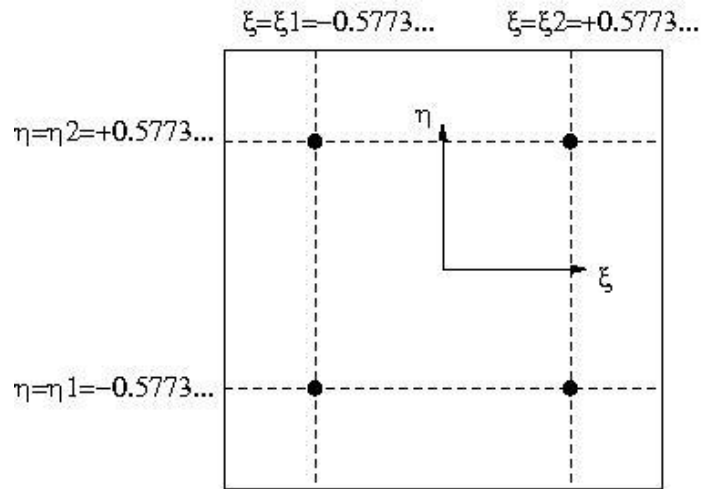
$$= \int_{-1}^1 \int_{-1}^1 \frac{8}{70-\xi+27\eta} * \underbrace{\begin{bmatrix} 31.25*(236-276\eta-196\xi+315\eta^2-354\eta\xi+275\xi^2) & \dots & 31.25*(70+231\eta-203\xi+90\eta^2-231\eta\xi+43\xi^2) \\ \vdots & \ddots & \vdots \\ \text{sym} & \dots & 31.25*(539+588\eta-490\xi+180\eta^2-228\eta\xi+131\xi^2) \end{bmatrix}}_{[\mathbf{k}'(\xi,\eta)]} d\xi d\eta$$



Numerical Integration: Gaussian Quadrature

➤ 2 x 2 Gauss quadrature:

$$W_i = W_j = 1; i, j = 1, 2.$$



$$\mathbf{k} \approx \sum_{i=1}^2 \sum_{j=1}^2 W_i W_j * [\mathbf{k}'(\xi = \xi_i, \eta = \eta_j)] = [\mathbf{k}'(-\frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}})] + [\mathbf{k}'(-\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}})] + [\mathbf{k}'(\frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}})] + [\mathbf{k}'(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}})]$$

$$\therefore \mathbf{k} \approx \begin{bmatrix} 7028.9 & \dots & 1260.6 \\ \vdots & \ddots & \vdots \\ 1260.6 & \dots & 8489.9 \end{bmatrix} \text{ kips/in.}$$

$$\text{Note: } \mathbf{k}_{exact} = \begin{bmatrix} 7136.6 & \dots & 1263.9 \\ \vdots & \ddots & \vdots \\ 1263.9 & \dots & 8499.0 \end{bmatrix} \text{ kips/in.}$$

➤ Element nodal forces:

Problem 1

Figure (1) shows a four-node quadrilateral. The (x,y) coordinates of each node are given in the figure. The element displacement vector u is given as: $U=[0,0,0.20,0,0.15,0.10,0,0.05]$
Find:

A- The x - y coordinates of a point P whose location in the master element is given by

$$\xi = 0.5, \eta = 0.5$$

B- The u and v displacement of the point P

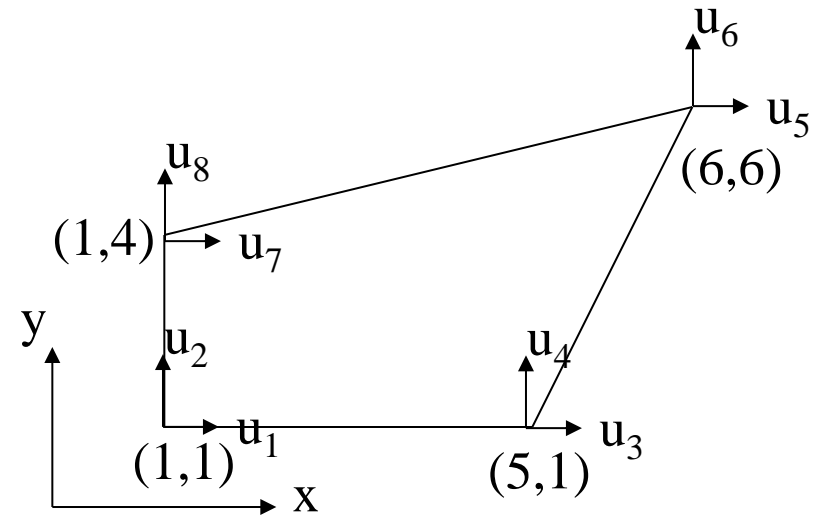


Figure (1)

Problem 2

Using a 2 by 2 rule evaluate the following integral by Gaussian quadrature, where A denotes the region shown in Figure (1).

$$\iint_A (x^2 + xy^2) dx dy$$



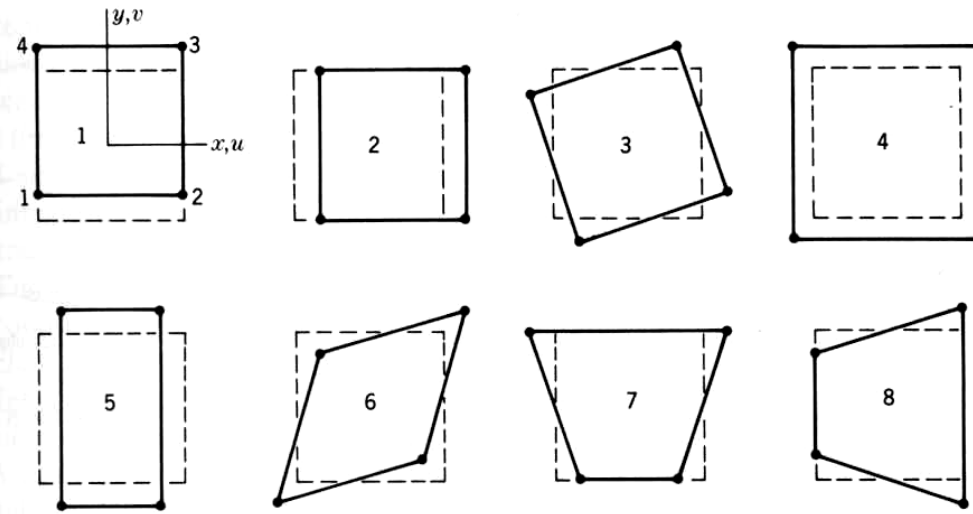
Numerical Integration: Gaussian Quadrature

Zero-Energy Modes (Mechanisms; Kinematic Modes) –

- ❖ Instabilities for an element (or group of elements) that produce deformation without any strain energy.
- ❖ Typically caused by using an inappropriately low order of Gauss quadrature.
- ❖ If present, will dominate the deformation pattern.
- ❖ Can occur for all 2D elements except the CST.

Zero-Energy Modes –

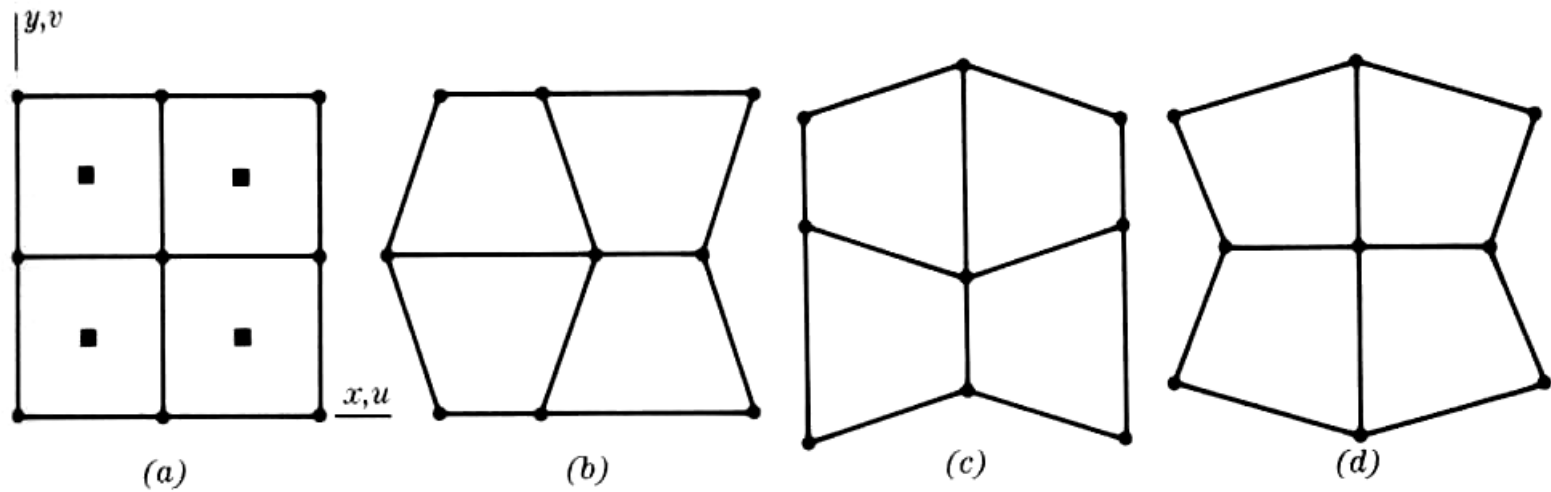
❖ Deformation modes for a bilinear quad:



- ❖ #1, #2, #3 = *rigid body modes*; can be eliminated by proper constraints.
- ❖ #4, #5, #6 = *constant strain modes*; always have nonzero strain energy.
- ❖ #7, #8 = *bending modes*; produce zero strain at origin.

Zero-Energy Modes –

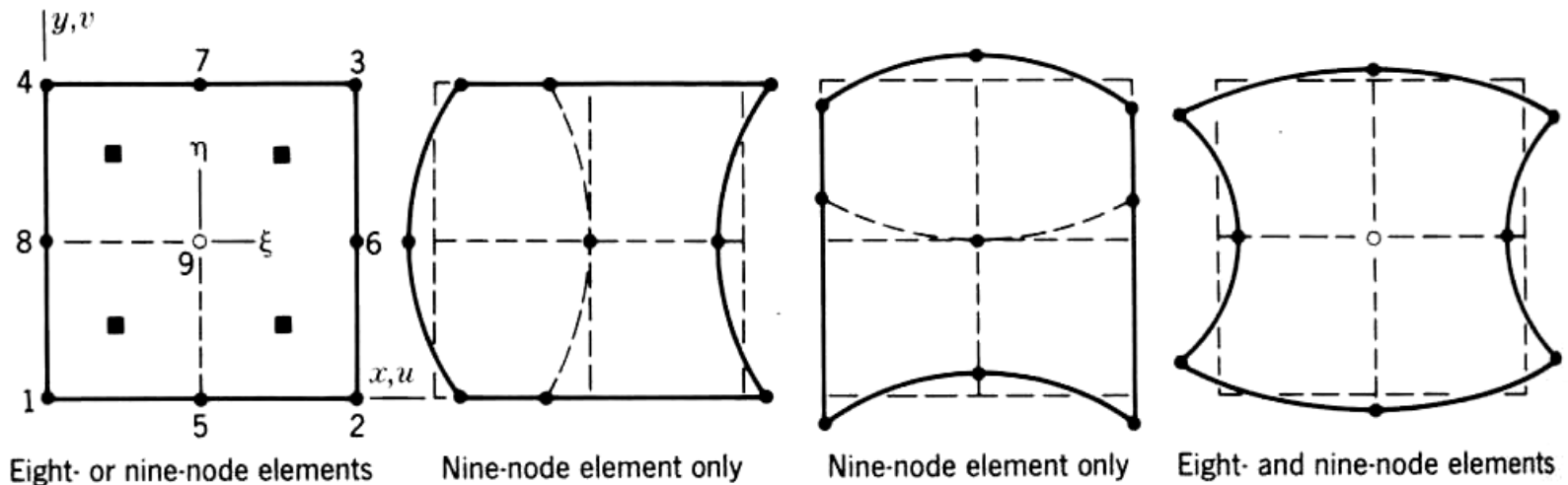
- ❖ Mesh instability for bilinear quads using order 1 quadrature:



“Hourglass modes”

Zero-Energy Modes –

- ❖ Element instability for quadratic quadrilaterals using 2x2 Gauss quadrature:



“Hourglass modes”



Zero-Energy Modes –

- ❖ How can you prevent this?
 - ❖ Use higher order Gauss quadrature in formulation.
 - ❖ Can artificially “stiffen” zero-energy modes via penalty functions.
 - ❖ Avoid elements with known instabilities!



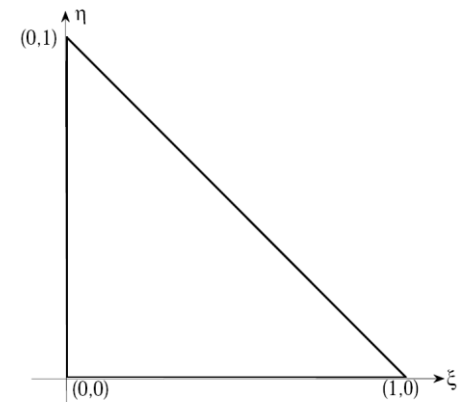
Gauss Integration for Triangular Region

The gauss points for a triangular region differ from the square region considered earlier. The simplest one is the one-point rule at the centroid with weight $w_1=1/2$ and $\xi_1 = \eta_1 = \zeta_1 = 1/3$

$$K^{(e)} = t \int_{\Omega^e} B^T E B \det J d\xi d\eta = \frac{1}{2} \underbrace{t \bar{B}^T \bar{E} \bar{B} \det \bar{J}}_{\text{Evaluated at Gauss point}}$$

Evaluated at Gauss point

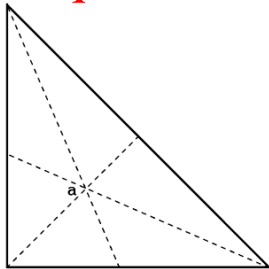
$$I = \int_0^1 \int_0^{1-\xi} f(\xi, \eta) d\eta d\xi \approx \sum_{i=1}^n w_i f(\xi_i, \eta_i)$$



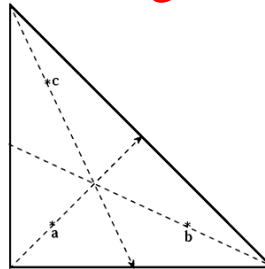


Gauss Integration for Triangular Region

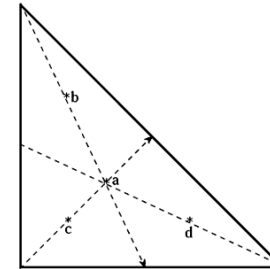
First set of quadrature rules for triangular elements



(a) Linear
 $a = \left(\frac{1}{3}, \frac{1}{3}\right), w = 1$

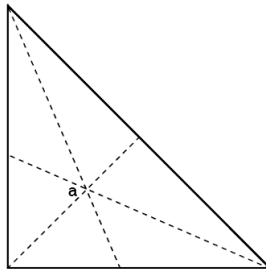


(b) Quadratic
 $a = \left(\frac{1}{6}, \frac{1}{6}\right), w = \frac{1}{3}$
 $b = \left(\frac{2}{3}, \frac{1}{6}\right), w = \frac{1}{3}$
 $c = \left(\frac{1}{6}, \frac{2}{3}\right), w = \frac{1}{3}$

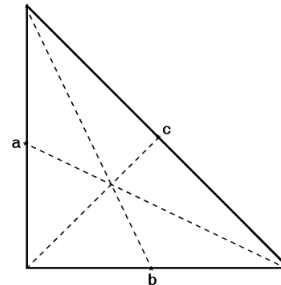


(c) Cubic
 $a = \left(\frac{1}{3}, \frac{1}{3}\right), w = -\frac{27}{48}$
 $b = \left(\frac{1}{5}, \frac{3}{5}\right), w = \frac{25}{48}$
 $c = \left(\frac{1}{5}, \frac{1}{5}\right), w = \frac{25}{48}$
 $d = \left(\frac{3}{5}, \frac{1}{5}\right), w = \frac{25}{48}$

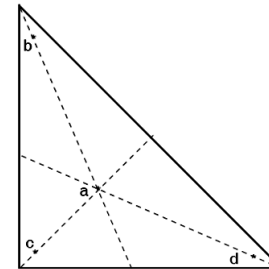
Second set of quadrature rules for triangular elements



(a) Linear
 $a = \left(\frac{1}{3}, \frac{1}{3}\right), w = 1$



(b) Quadratic
 $a = \left(0, \frac{1}{2}\right), w = \frac{1}{3}$
 $b = \left(\frac{1}{2}, 0\right), w = \frac{1}{3}$
 $c = \left(\frac{1}{2}, \frac{1}{2}\right), w = \frac{1}{3}$



(c) Cubic
 $a = \left(\frac{1}{3}, \frac{1}{3}\right), w = -\frac{27}{48}$
 $b = \left(\frac{2}{15}, \frac{11}{15}\right), w = \frac{25}{48}$
 $c = \left(\frac{2}{15}, \frac{2}{15}\right), w = \frac{25}{48}$
 $d = \left(\frac{11}{15}, \frac{2}{15}\right), w = \frac{25}{48}$



Gauss Integration for Triangular Region

$$\int_0^1 \int_0^{1-\xi} f(\xi, \eta) d\eta d\xi \approx \sum_{i=1}^n w_i f(\xi_i, \eta_i)$$

| No. of Points (n) | Weight w_i | Multiplicity | ξ_i | η_i | ζ_i |
|-------------------|----------------|--------------|--------------|-------------|-------------|
| One | 1/2 | 1 | 1/3 | 1/3 | 1/3 |
| Three | 1/6 | 3 | 2/3 | 1/6 | 1/6 |
| Three | 1/6 | 3 | 1/2 | 1/2 | 0 |
| Four | -9/32 25/96 | 1 3 | 1/3 3/5 | 1/3 1/5 | 1/3 1/5 |
| Six | 1/12 | 6 | 0.6590276223 | 0.231933685 | 0.109039009 |

Because of triangular symmetry, the Gauss point are occurred in group or *multiplicity* of one, three or six. For multiplicity of three if one Gauss point is at (2/3,1/6,1/6) then the other two Gauss points are located at (1/6,2/3,1/6) and (1/6,1/6,2/3). For multiplicity of six all six possible permutation of three coordinate are used.