

H^1 -conforming virtual elements for Darcy and Brinkman equations

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ABSTRACT

The Virtual Element Method [1] is a generalization of the classical Finite Element Method to arbitrary element-geometry.

In the first part of the talk we present a new family of Virtual Elements for the Stokes problem on polygonal meshes [4]. By a proper choice of the Virtual space of velocities and the associated degrees of freedom, we can guarantee that the final discrete velocity is *pointwise* divergence-free, and not only in a relaxed (projected) sense, as it happens for more standard elements. Moreover, we show that the discrete problem is immediately equivalent to a reduced problem with *fewer* degrees of freedom, thus yielding a very efficient scheme.

The focus of the second part of the talk is on developing a Virtual Element Method for Darcy and Brinkman equations [5]. We use introduce a slightly different Virtual Element space having two fundamental properties: the L^2 -projection onto the space of polynomials of degree k (being k the order of the method) is exactly computable on the basis of the degrees of freedom, and the associated discrete kernel is still pointwise divergence-free. The resulting numerical scheme for the Darcy problem has optimal order of convergence and H^1 conforming velocity solution. In particular we obtain a Virtual Element scheme that is accurate for both Darcy and Stokes equations. Then we can apply the same approach to develop a stable virtual element method for Brinkman equations (that is combination of Stokes and Darcy equations).

We provide a rigorous error analysis of the method and several numerical tests, including a comparison with a different Virtual Element choice.

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