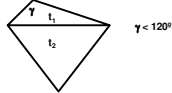


Properties of the Mesh Improvement Algorithm

- Works over Delaunay Meshes
- Performs Delaunay insertion of midpoints of terminal-edges
- Produces triangulations with min angle $\geq 30^\circ$
- If (t_1, t_2) are terminal triangles (sharing a terminal-edge) then
 target angle $(t_1) < 120^\circ$
 target angle $(t_2) < 120^\circ$



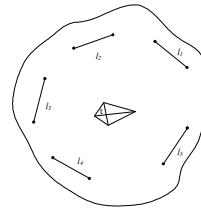
Aplicaciones y pruebas realizadas en Chile

Observación: algoritmos usados ampliamente fuera de Chile

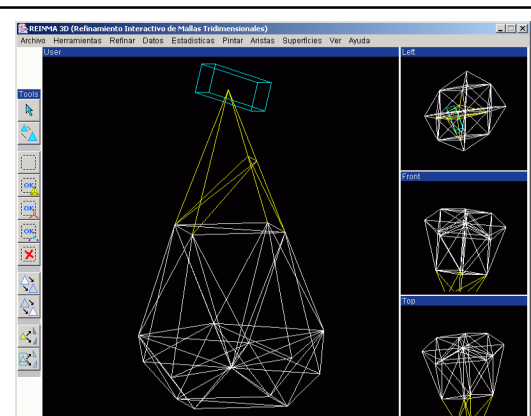
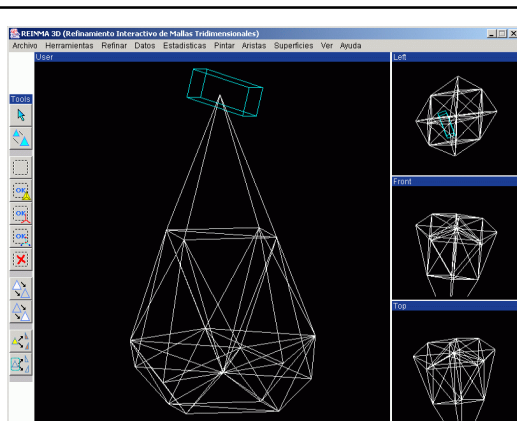
Algoritmo Lepp-Bisección en 3D Refinamiento de triangulaciones 3D

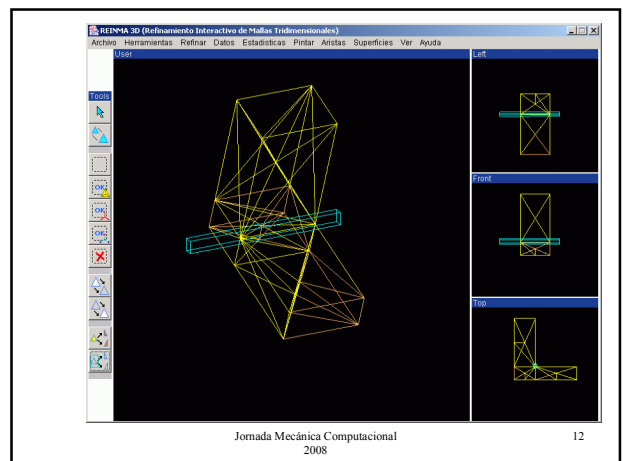
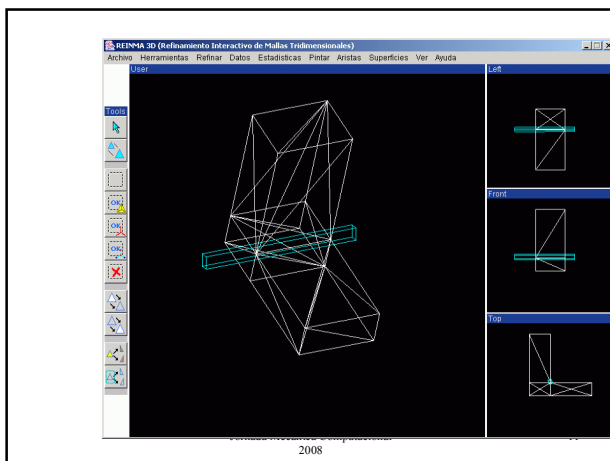
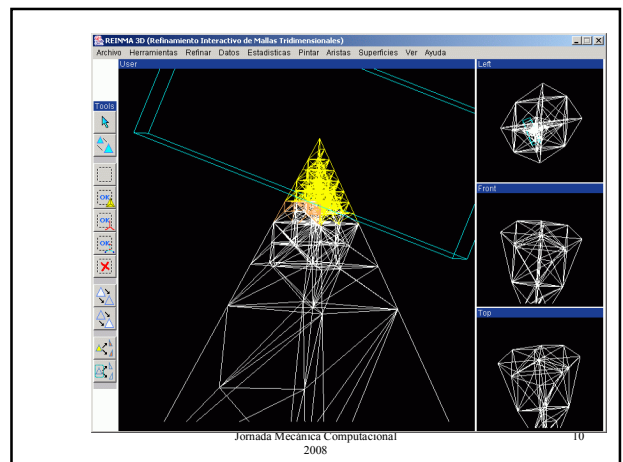
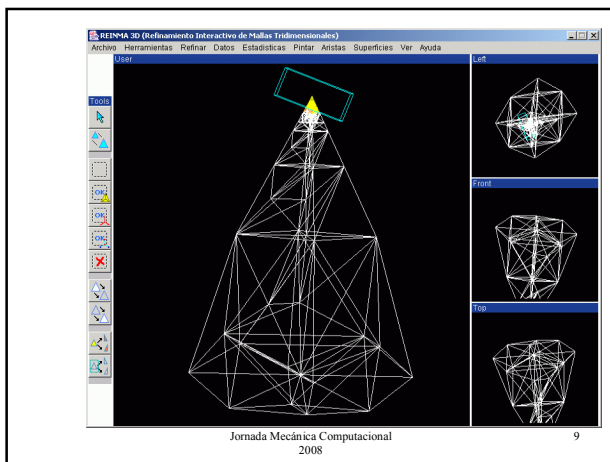
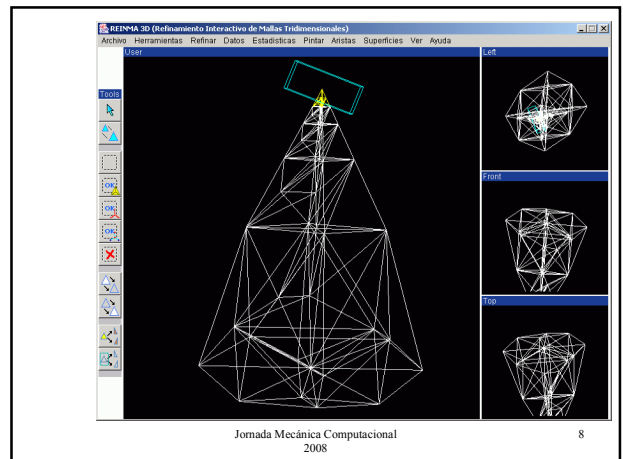
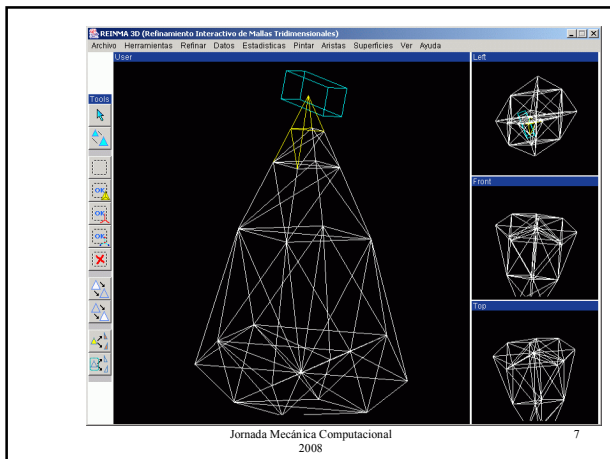
Lepp(t) in 3-dimensions

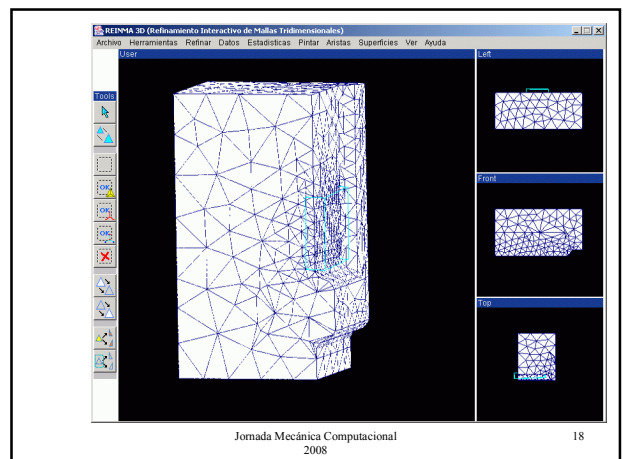
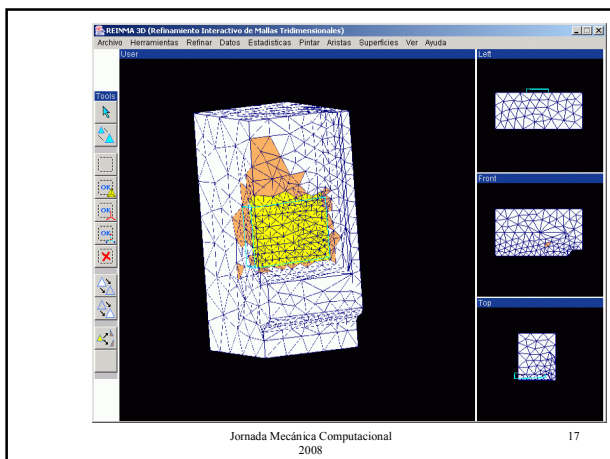
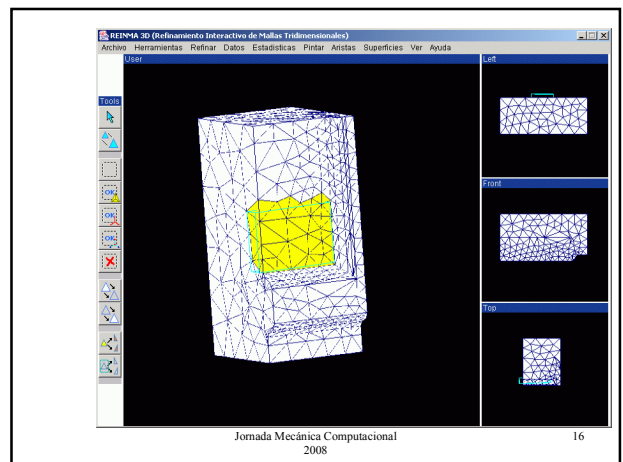
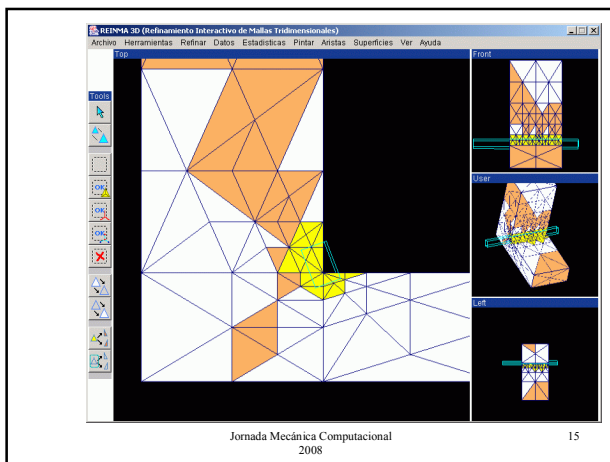
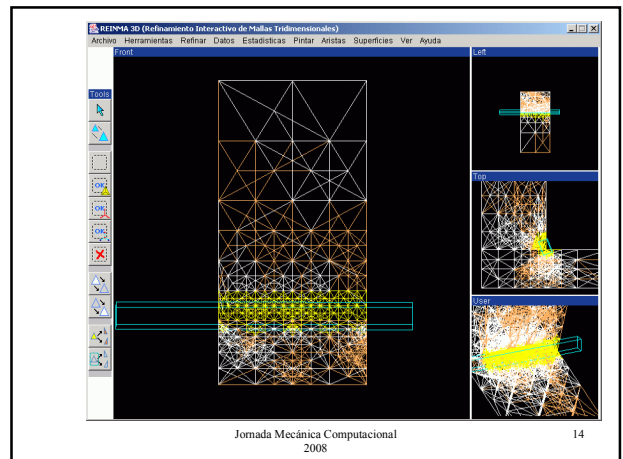
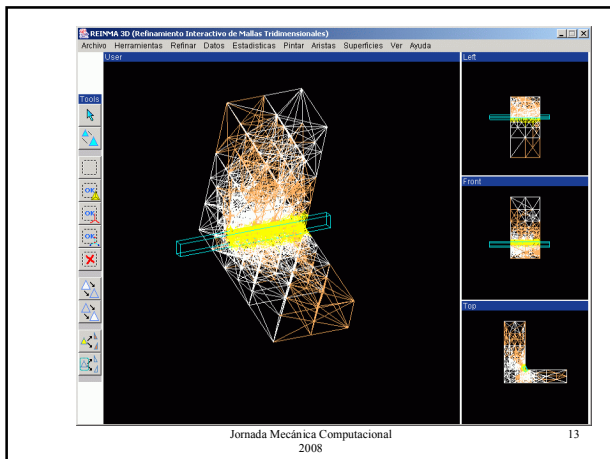
- A submesh associated to an individual element t
- Allows the identification of a set of terminal-edges



- Each Terminal-edge is shared by a set of tetrahedra







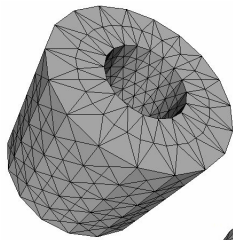
Algoritmos Lepp-Delaunay en 3D Mejoramiento de triangulaciones 3D

(con Ana Cáceres, Carlos Lillo y Nancy Hitschfeld)

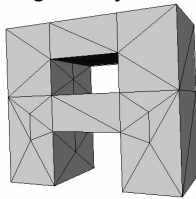
Quality measure

$$Q(t) = C \frac{\text{Volume}(t)}{(\text{longest-edge})^3}$$

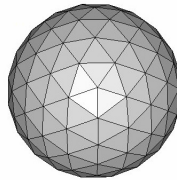
Tube



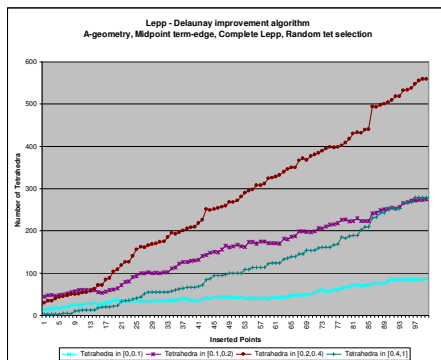
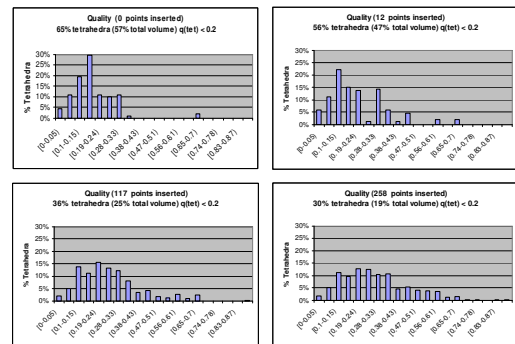
A-geometry



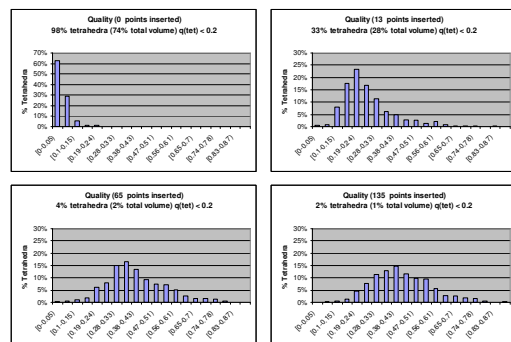
Sphere

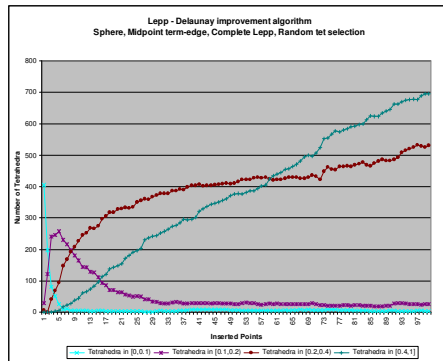


A-geometry, Midpoint term-edge, Complete Lepp, Random tet selection



Sphere, Midpoint term-edge, Complete Lepp, Random tet selection





Algoritmo paralelo Lepp-bisección en 3D Refinamiento paralelo

Uncoupled parallel terminal edge refinement algorithm for uniform refinement

1. Read Input {a mesh M and edge tolerance $b(M)$ },
2. Partition the mesh M in submeshes $M_i, i = 1 \dots N$,
3. Distribute the submeshes M_i among the processors,
4. Perform submesh PTE refinement over each M_i ,
5. Output
6. Each submesh $M_i(S_i, V_i)$ is defined by its interface surface S_i and corresponding set of tetrahedra V_i .

Rivara – Chrisochoides – Calderón – Fedorov 2006