

Normals to the surface on Rezonar's triangular mesh

Rezonar's triangular mesh

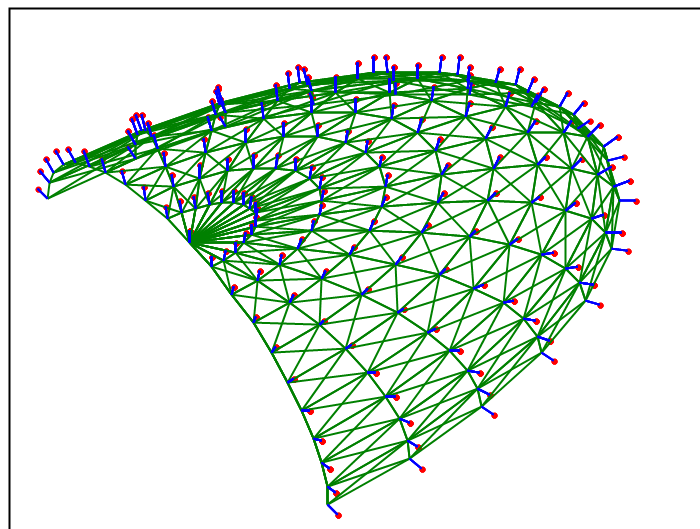
```

NormSur (x, s, h) := [
  c := [1..3] g_c := d/d x_c f(x) G(x) := g
  for k ∈ [1..rows(s)]
    [
      nodeInit_k := eval(row(s, k)) eN_k := eval(
        (G(nodeInit_k)^T) / norme(G(nodeInit_k))
      )
      [
        nodOffs_k := eval(nodeInit_k + h · eN_k) No_k := stack(nodeInit_k, nodOffs_k)
        nodOffs2d_k := eval(augment(col(nodOffs_k · γ, 1), col(nodOffs_k · γ, 2)))
        arrow_k := eval(augment(col(No_k · γ, 1), col(No_k · γ, 2)))
        tip_k := eval(
          [col(nodOffs2d_k, 1) col(nodOffs2d_k, 2)]_1 "." 8 "red"
        )
      ]
    ]
  pCycleC(A) := [
    M := [A_1]
    for k ∈ [1..length(A)]
      for n ∈ [1..5]
        M_rows(M)+1 := [10^5 10^5]
        M_rows(M)+1 := A_k
      eval(mat2sys_1(M))
    ]
  plot := [
    pCycleC(arrow)
    ""
    augment(col(s · γ, 1), col(s · γ, 2))
    mat2sys_1(tip)
  ]
]

```

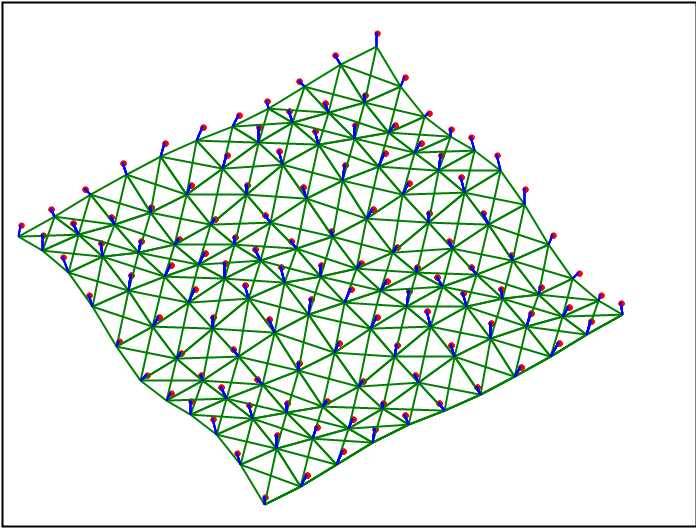
PTMesh

$$f(x) := \frac{(x_1)^2}{3^2} + \frac{(x_2)^2}{1.5^2} + \frac{(x_3)^2}{1^2} - 1$$



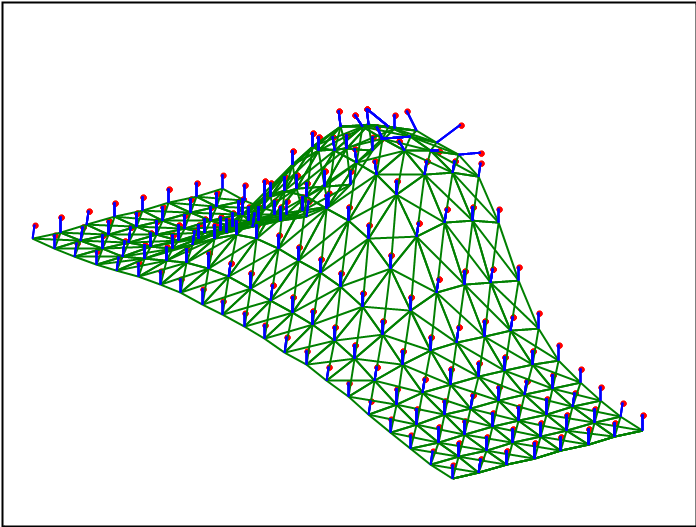
NormSur (x, s3, 0.3)

$$f(x) := 0.5 \cdot \sin(x_1) \cdot \sin(x_2) - x_3$$



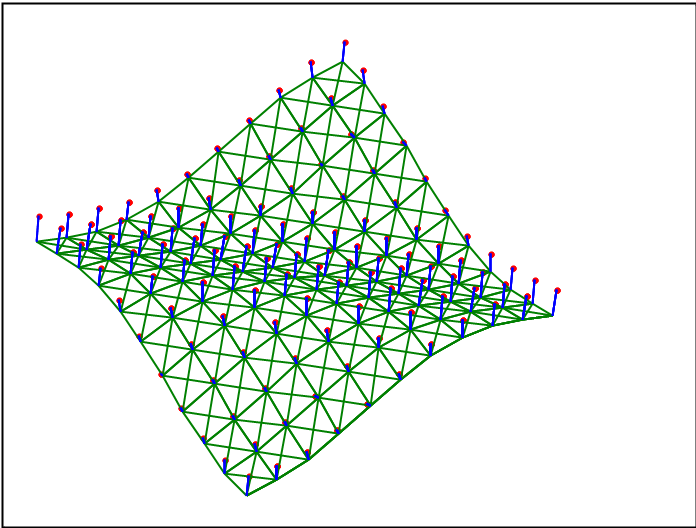
$NormSur(x, s1, -0.4)$

$$f(x) := 9 \cdot \frac{0.01 \cdot e^{x_1}}{0.094 + \left(x_1\right)^4 + \left(x_2\right)^4} - x_3$$



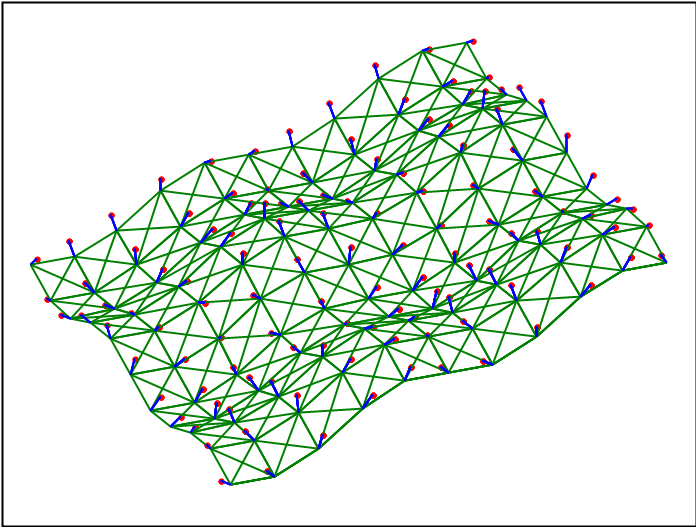
$NormSur(x, s9, -0.8)$

$$f(x) := \sin\left(0.5 \cdot x_1 + 0.5 \cdot x_2\right) - x_3$$



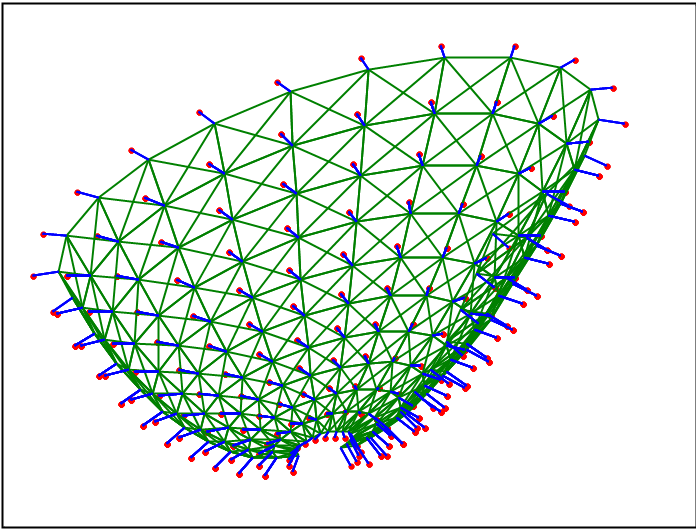
$NormSur(x, s4, -0.7)$

$$f\left(x\right):=0.5\cdot\left(\sin\left(x_1+x_2\right)+\cos\left(x_1-x_2\right)\right)-x_3$$



$NormSur\left(x,s5,-0.4\right)$

$$f\left(x\right):=\frac{x_1^2}{2^2}+\frac{\left(x_2\right)^2}{1^2}-x_3$$



$NormSur\left(x,s6,0.5\right)$