

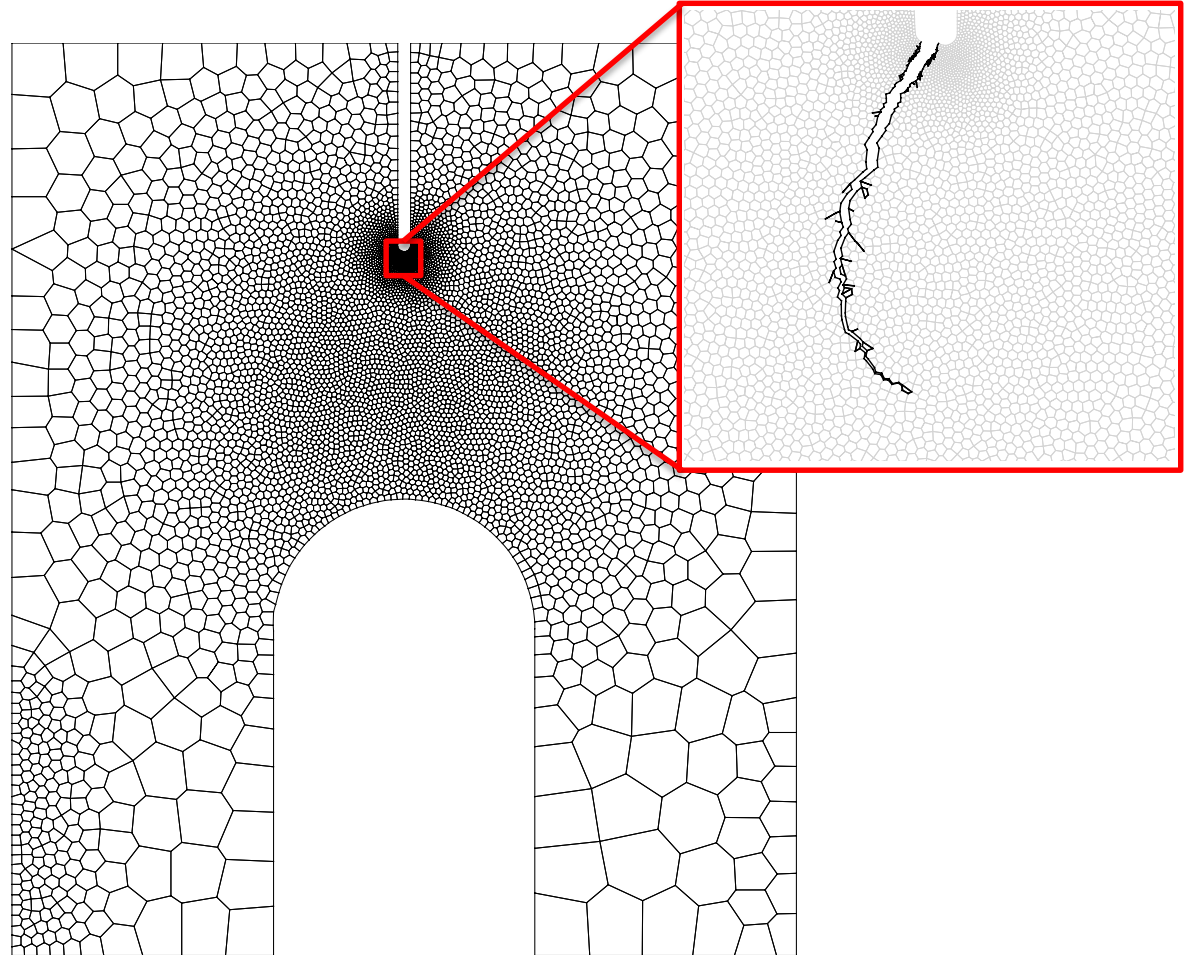
Adaptive dynamic fracture simulation using potential-based cohesive zone modeling and polygonal finite elements

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Seminar at Sandia National
Laboratory
Livermore, California



About me...

- Graduate student in Civil Engineering at the University of Illinois at Urbana-Champaign



- Undergrad at Cal Poly, San Luis Obispo, CA
- Originally from Ventura, CA



Acknowledgements



Daniel Spring

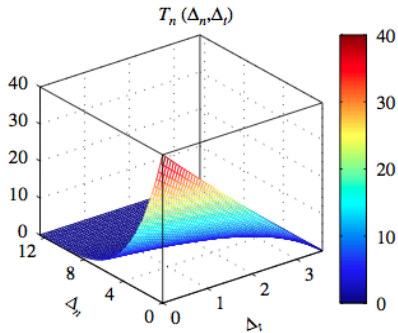


Professor Glaucio H. Paulino,
Research Advisor

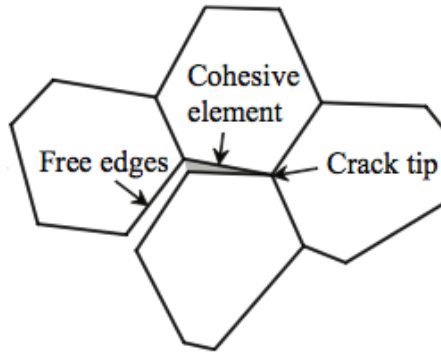


National Science Foundation
Graduate Research Fellowship Program

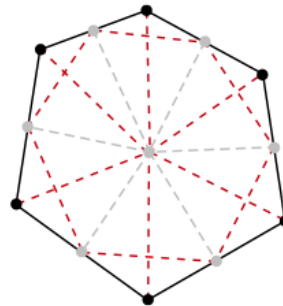
Outline: Tools for dynamic fracture simulation on polygonal discretizations



Dynamic fracture with interfacial cohesive zone modeling

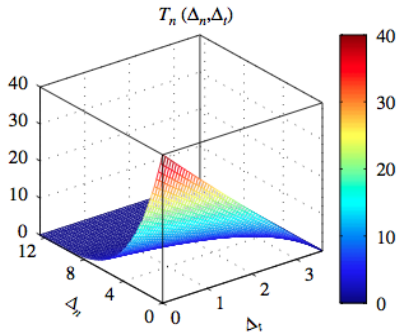


Dynamic fracture simulation with CVT polygonal finite elements

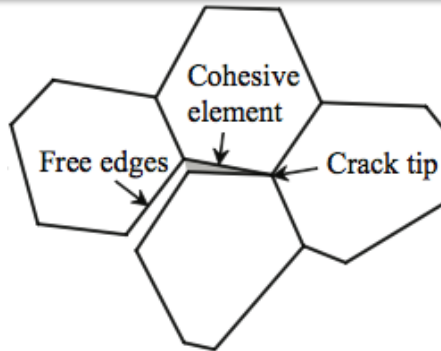


Adaptive topological operators for polygonal finite elements

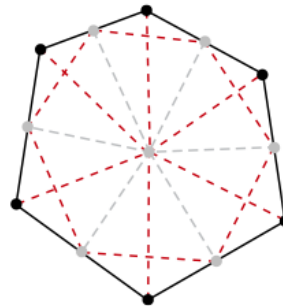
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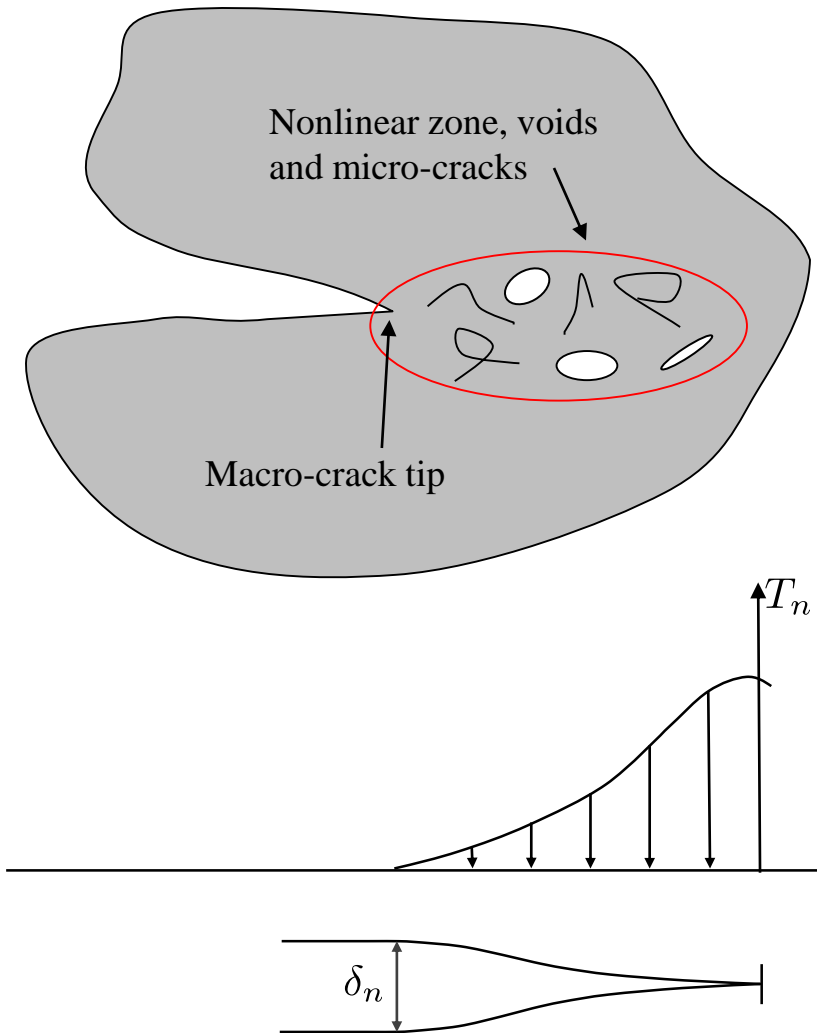


Dynamic fracture simulation with CVT polygonal finite elements



Adaptive topological operators for polygonal finite elements

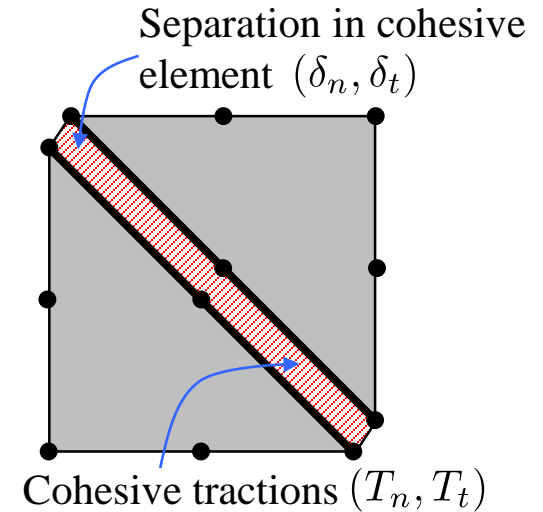
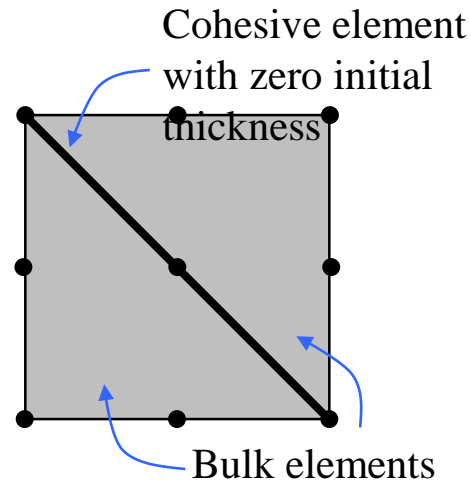
Cohesive elements aim to capture the highly nonlinear behavior in the zone ahead of a crack tip



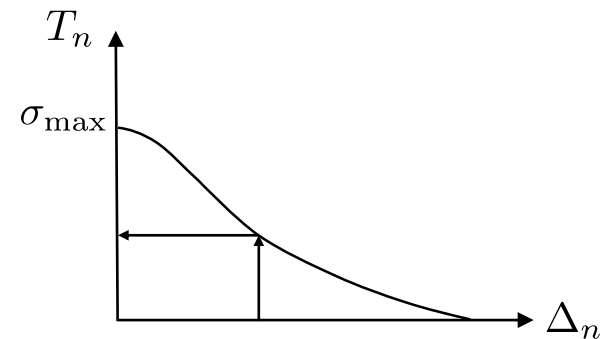
When the size of the nonlinear zone ahead of a crack tip is not negligible, for example in ductile or quasi-brittle materials, the LEFM may not be appropriate

In the inter-element approach, cohesive elements are inserted at the facets of bulk elements

Cohesive elements consist of two facets that can separate from each other by means of a traction separation relation

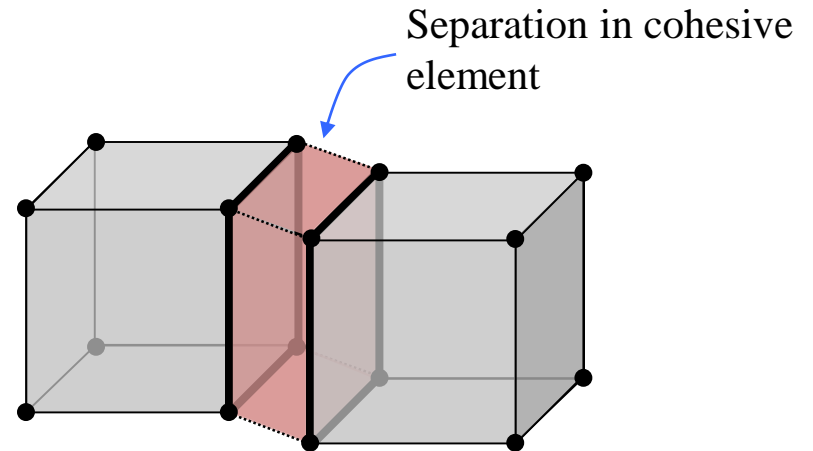
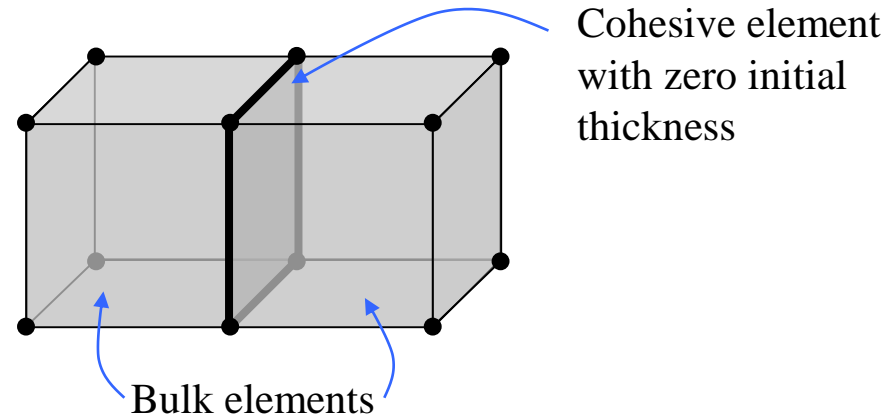


FEM analysis \rightarrow displacements \rightarrow
cohesive constitutive relation \rightarrow
tractions



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Cohesive elements consist of two facets that can separate from each other by means of a traction separation relation

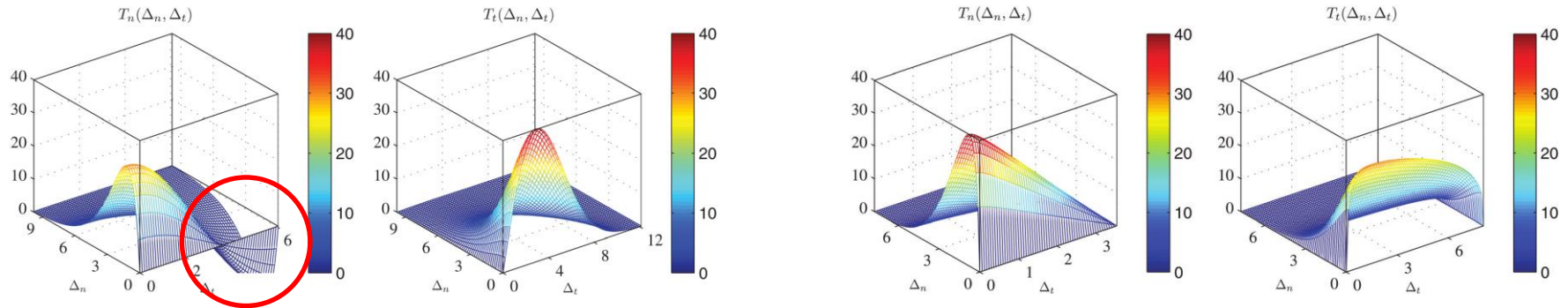
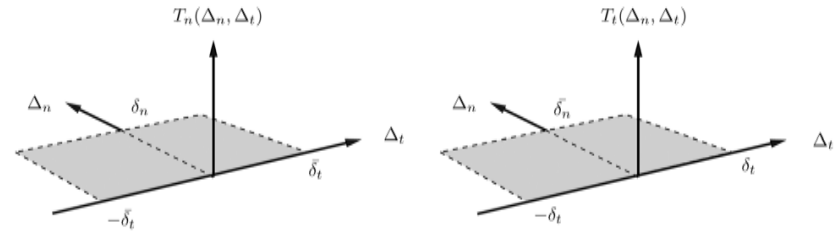


FEM analysis \rightarrow displacements \rightarrow
cohesive constitutive relation \rightarrow
tractions

The PPR is an attractive model for cohesive failure simulation

The traction-separation relation is valid only in the area of influence

Critical boundary conditions are obeyed even when properties are different in each mode



User had control over key material parameters

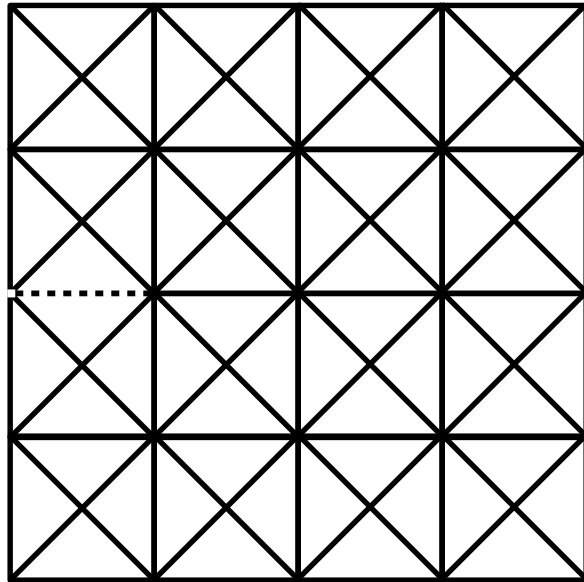
Fracture energies: ϕ_n, ϕ_t

Cohesive strengths: σ, τ

Shape of softening: α, β

Initial slope: λ_n, λ_t

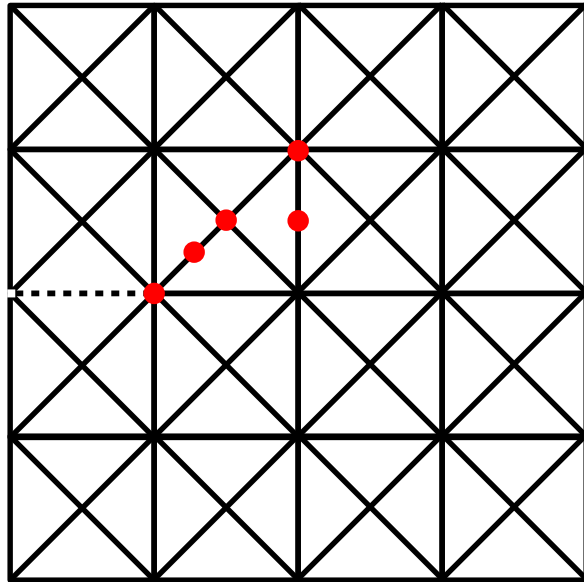
We employ the extrinsic approach in which a stress criteria is used to insert cohesive elements



Consider a domain with an initial notch (dashed line)

Stresses are computed from displacements and extrapolated to the nodes

We employ the extrinsic approach in which a stress criteria is used to insert cohesive elements

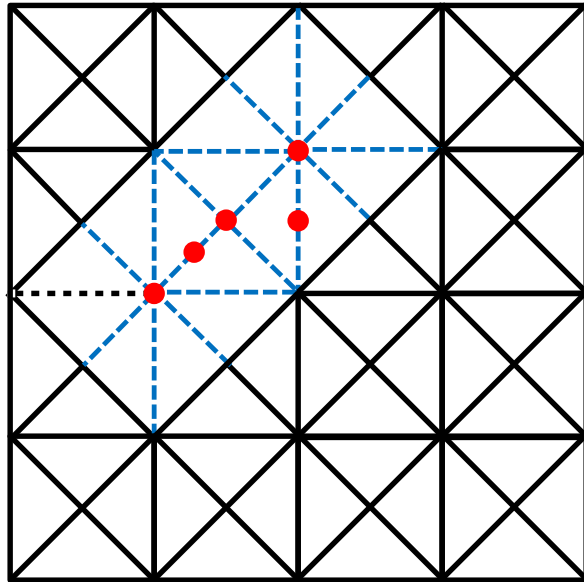


Consider a domain with an initial notch (dashed line)

Stresses are computed from displacements and extrapolated to the nodes

Nodes with stress greater than 90% of the cohesive strength of the material are flagged for further investigation

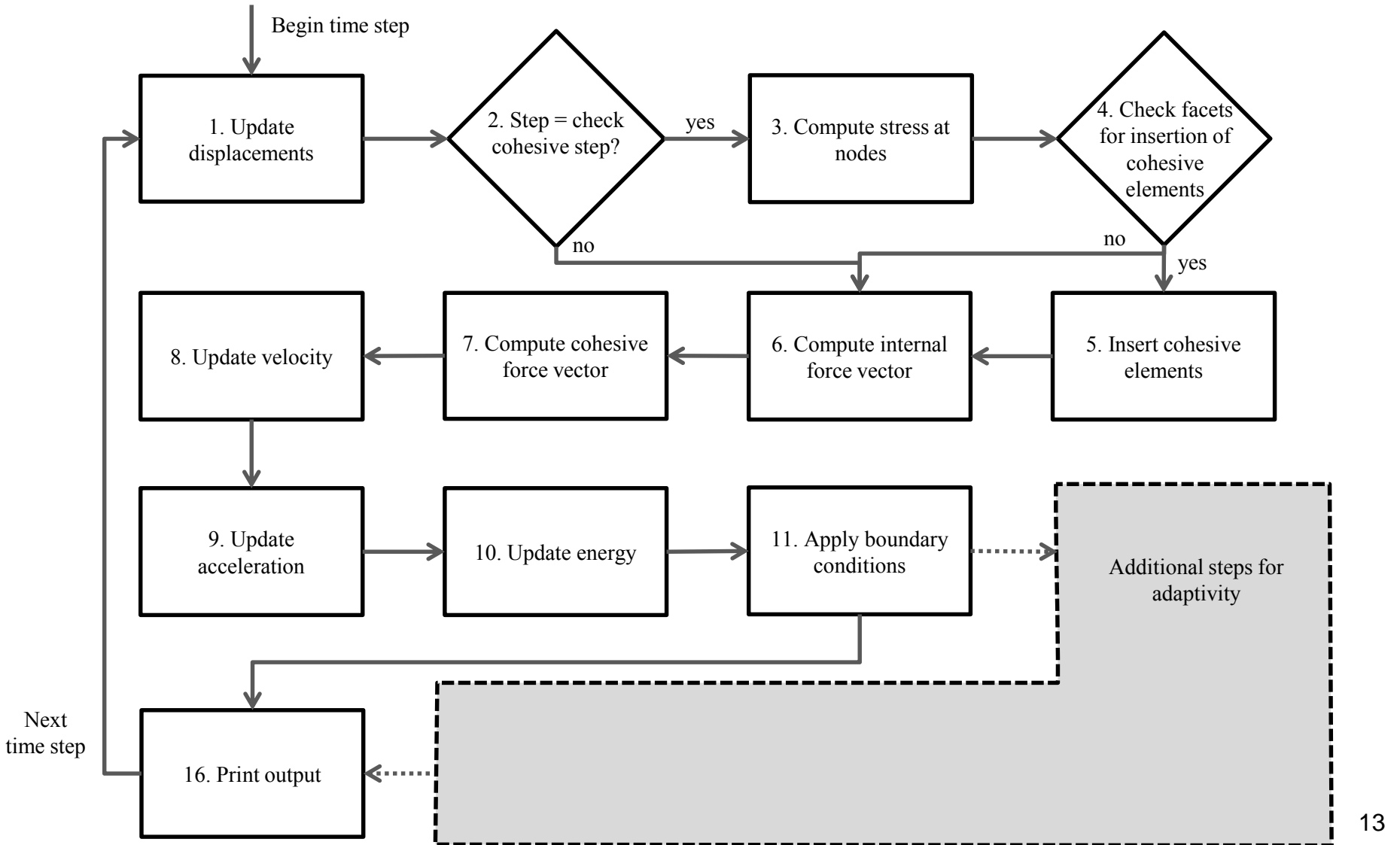
We employ the extrinsic approach in which a stress criteria is used to insert cohesive elements



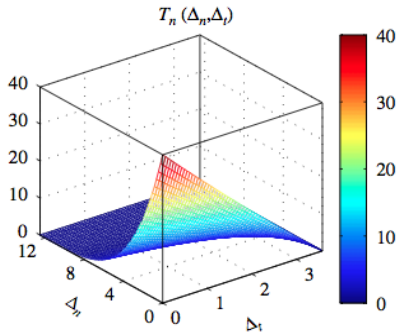
Compute the principle stress along the facets adjacent to the flagged nodes

If the stress is greater than the cohesive strength, insert a cohesive element

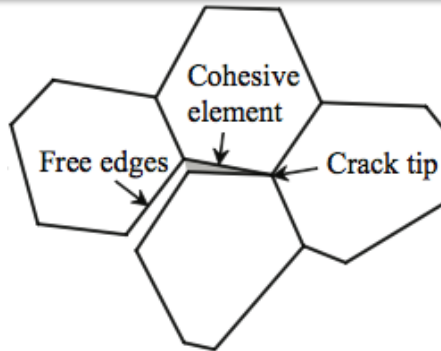
The dynamic simulation is carried out by means of an explicit time integration scheme



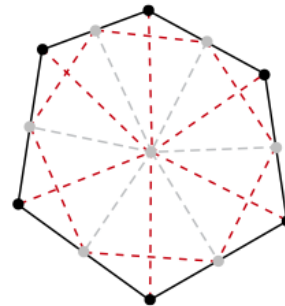
Outline: Tools for dynamic fracture simulation on polygonal discretizations



Dynamic fracture with interfacial cohesive zone modeling

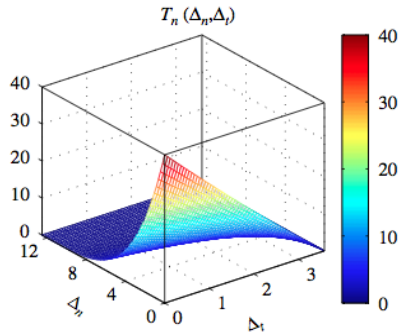


Dynamic fracture simulation with CVT polygonal finite elements

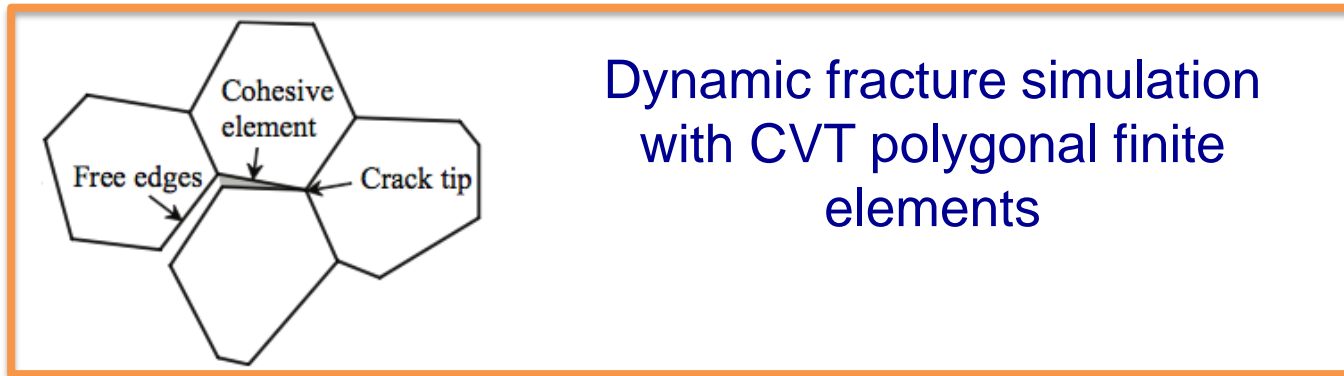


Adaptive topological operators for polygonal finite elements

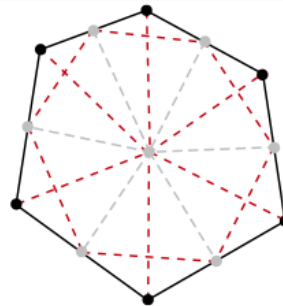
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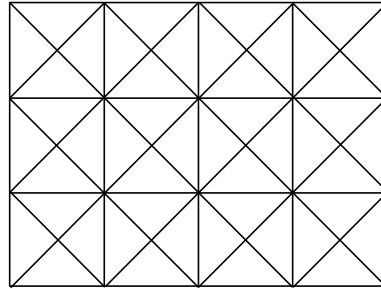
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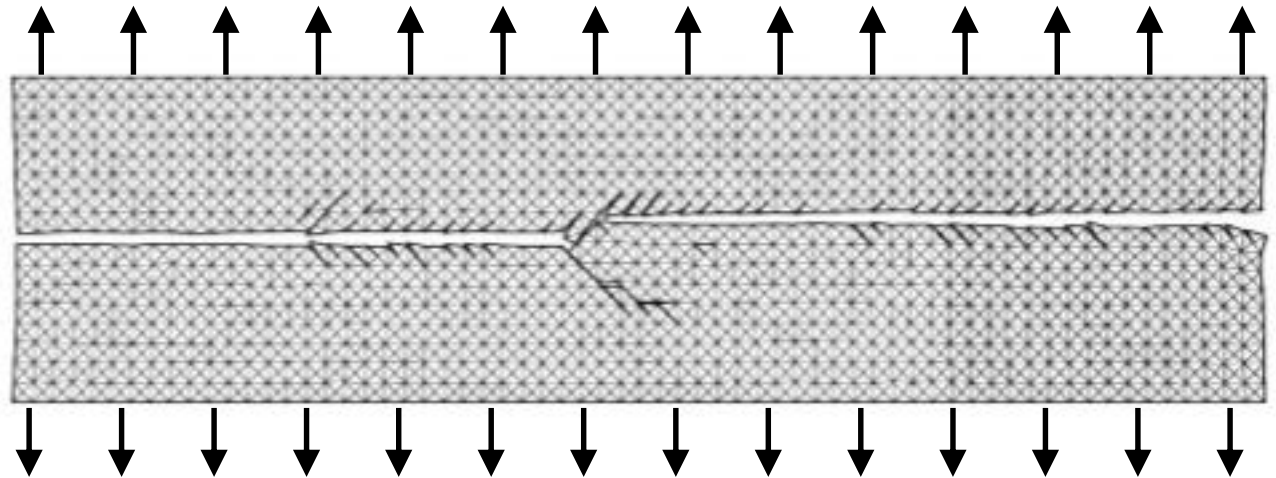
Adaptive topological operators for polygonal finite elements

Crack patterns on structured grids may be biased by the mesh

4k structured mesh is commonly used in fracture simulation

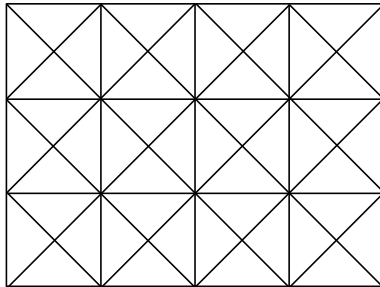


Crack patterns on the structured 4k mesh are limited by the element facets

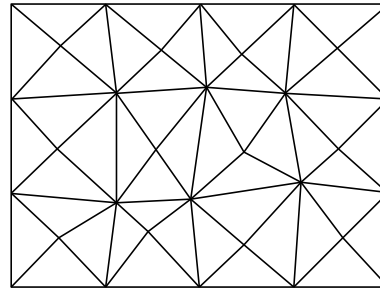


Mesh adaptivity operators are introduced improve fracture patterns

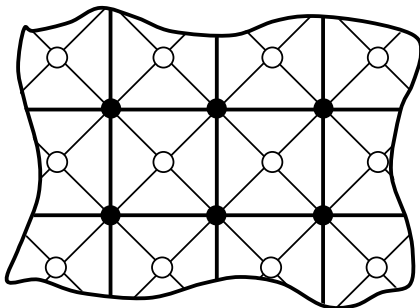
Original 4k mesh



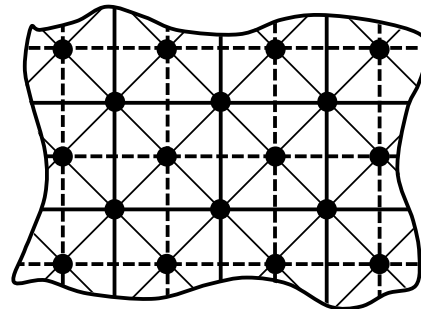
Nodal perturbation



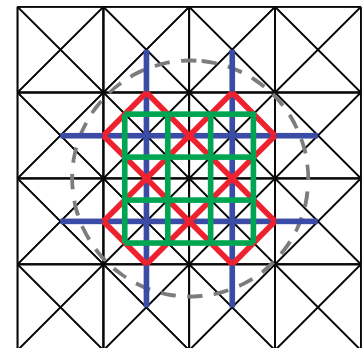
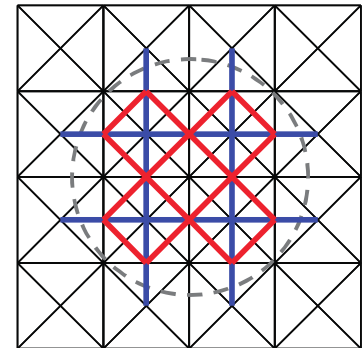
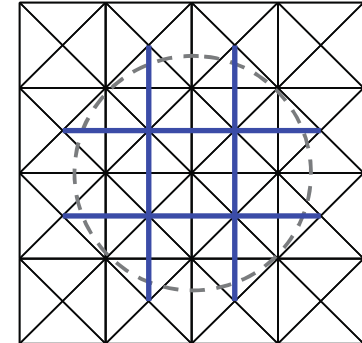
Original 4k mesh



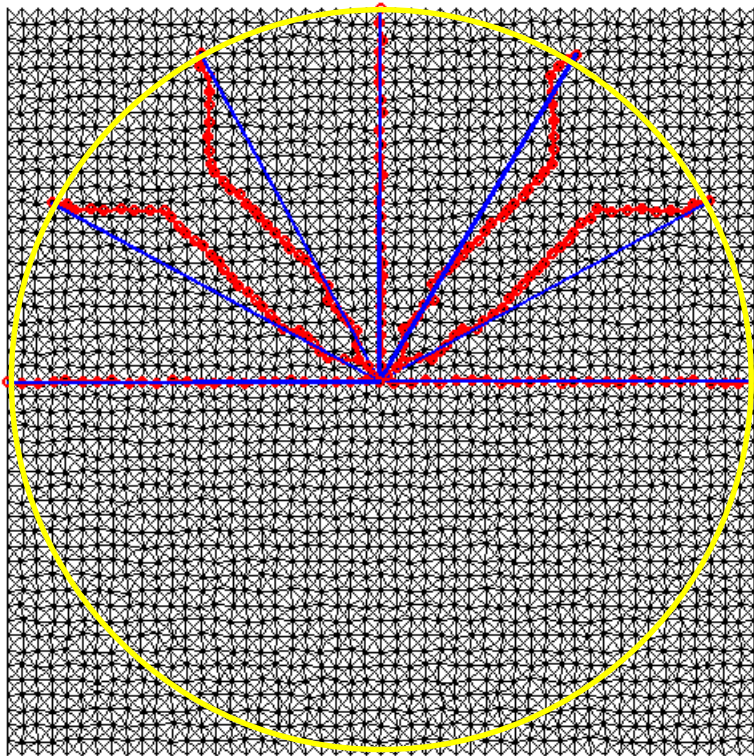
Edge swap



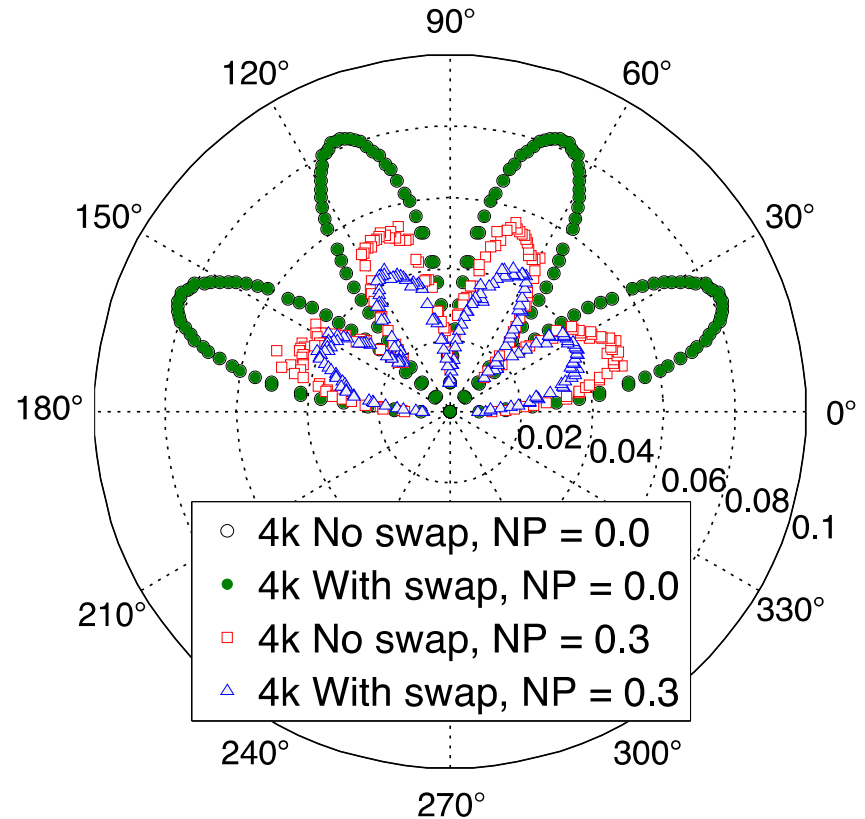
Mesh refinement



Even with adaptive operators, structured meshes exhibit bias for crack propagation

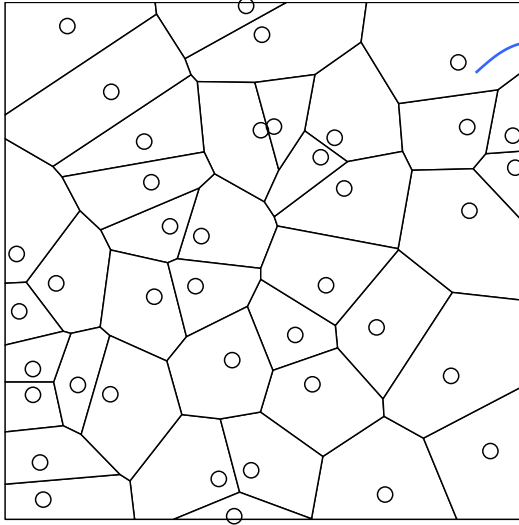


FEM distance measured with Dijkstra's algorithm

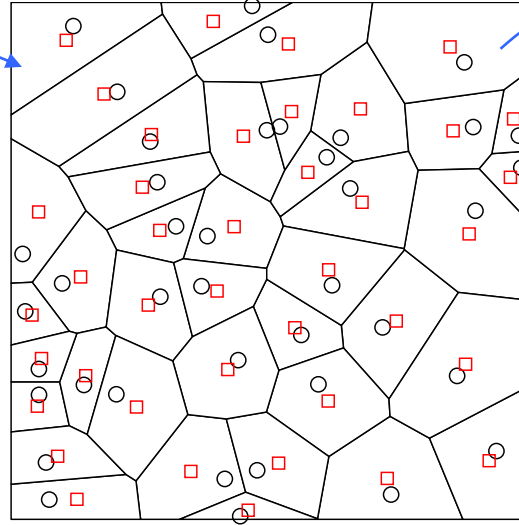


Error in crack length is dependent on angle of propagation

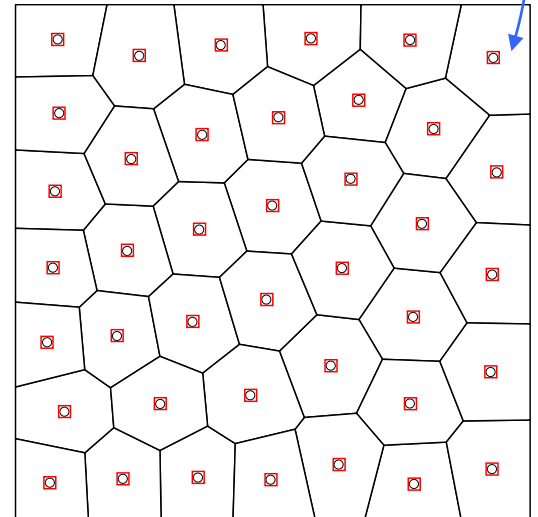
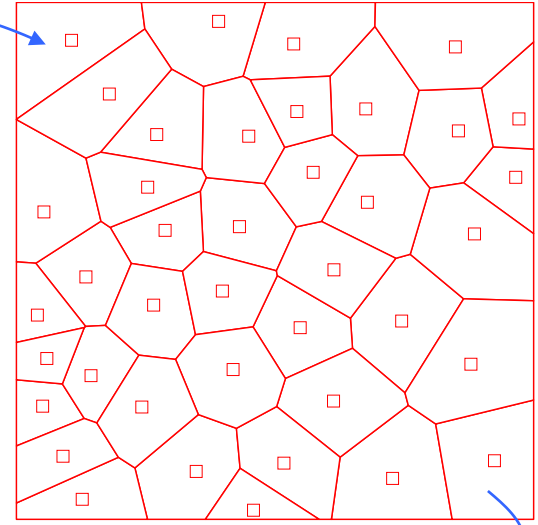
Instead of structured meshes, we use CVT polygonal discretizations



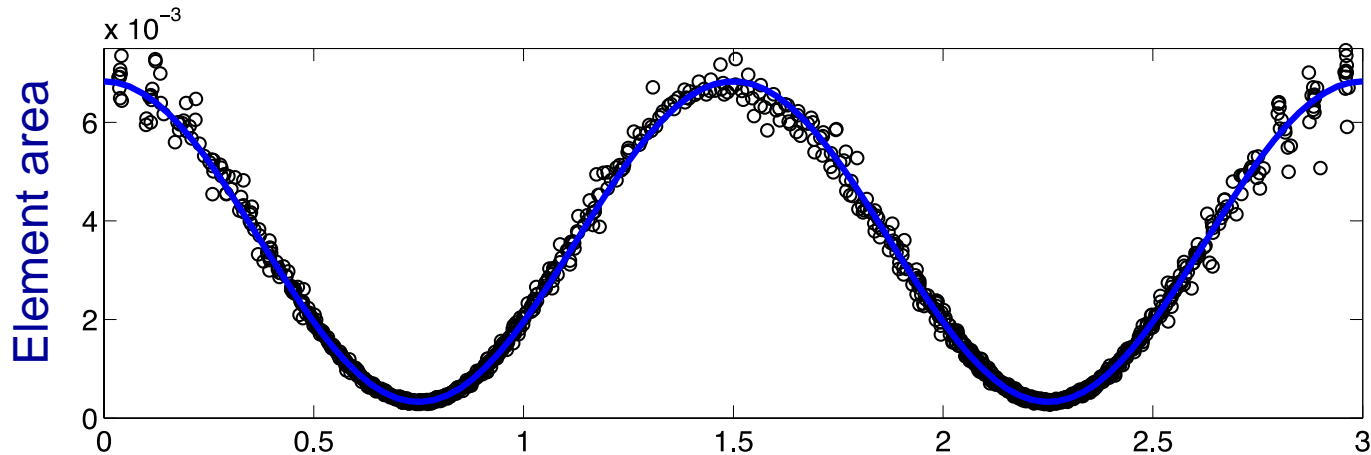
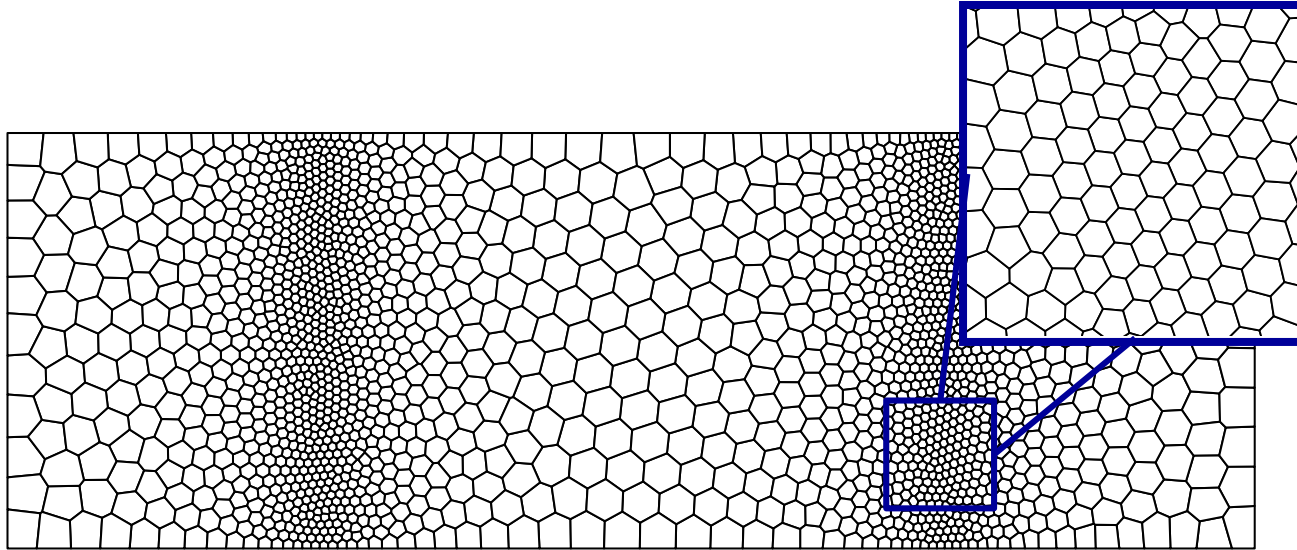
Start with a random point set and construct the Voronoi diagram



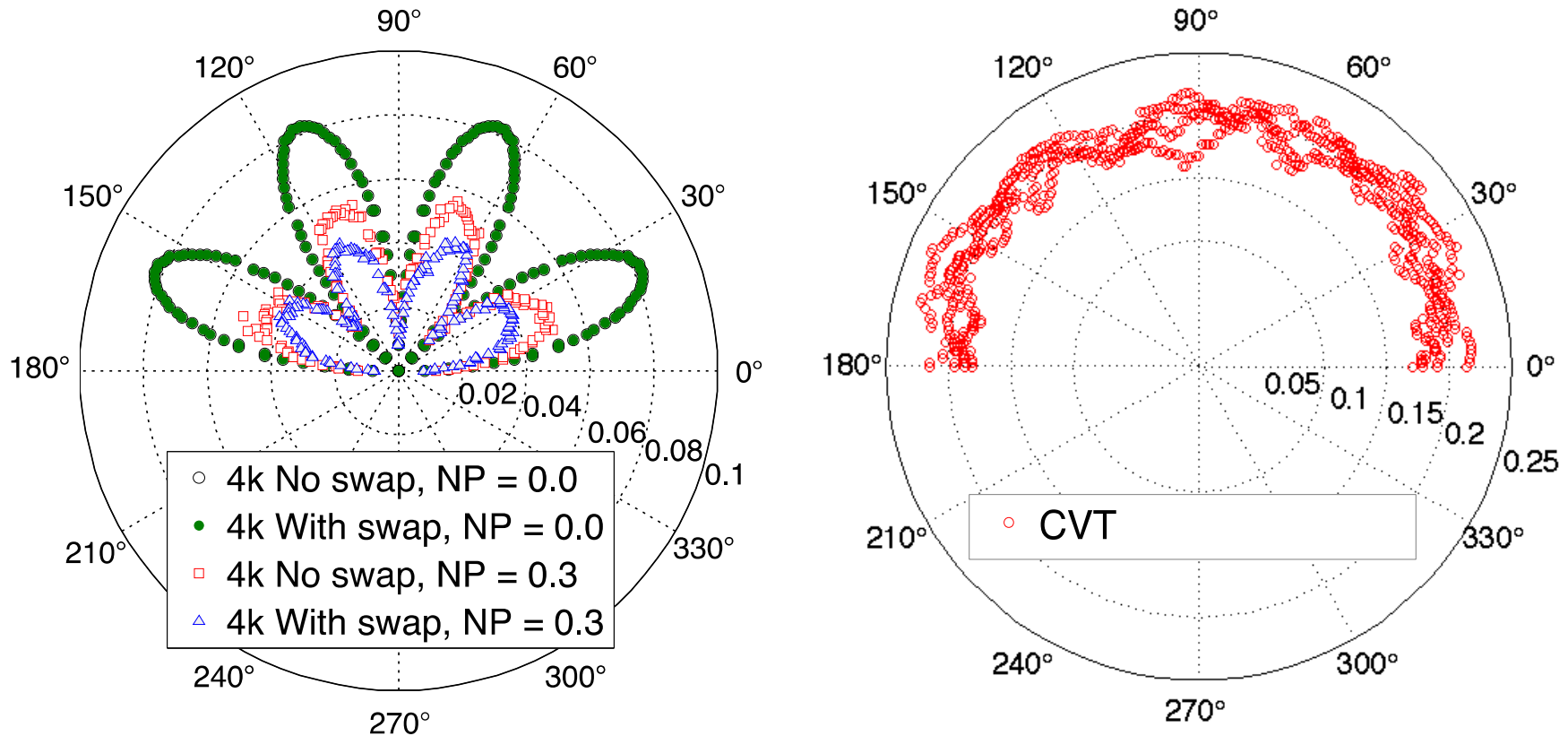
Run Lloyd's algorithm iteratively until a Centroidal Voronoi Tesselation is achieved



We can construct graded meshes using a non-constant density function in Lloyd's algorithm

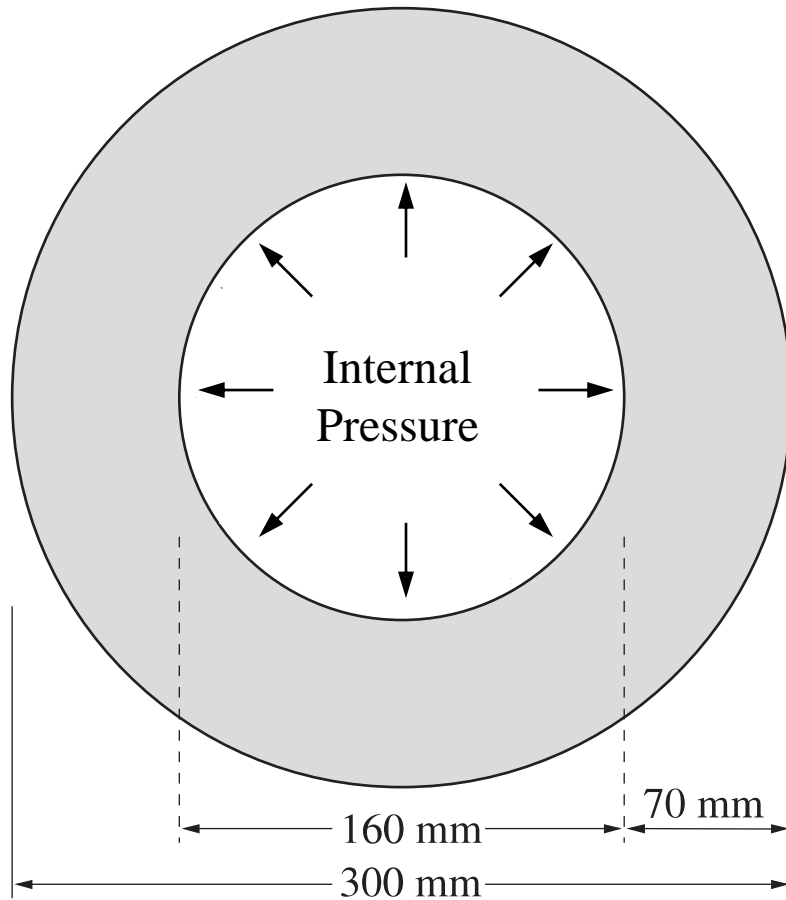


CVT meshes provide an alternative to structured meshes that reduces mesh bias

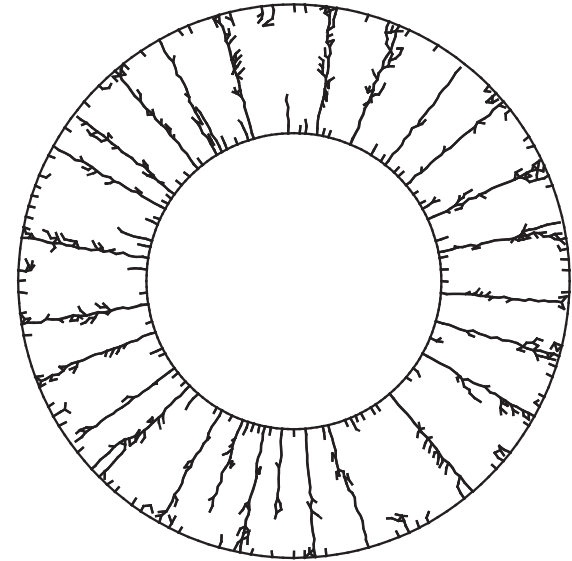


Crack length studies show the CVT meshes are isotropic
However, error is significantly higher than the 4k mesh

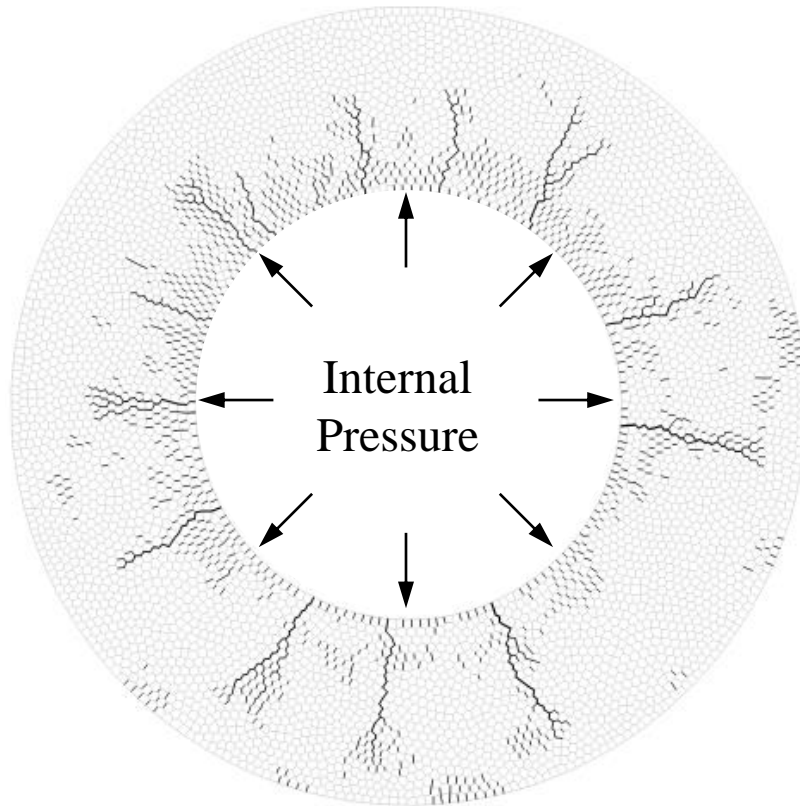
Dynamic fracture simulations with polygonal elements led to unrealistic results



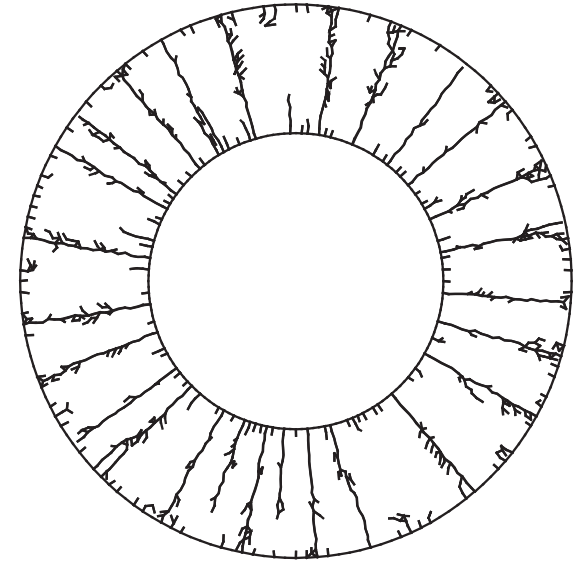
Expected result contains complete fragments



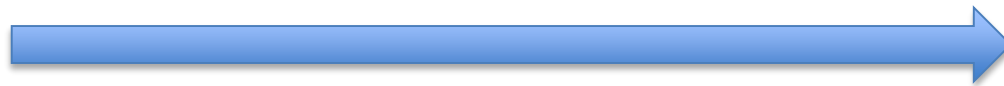
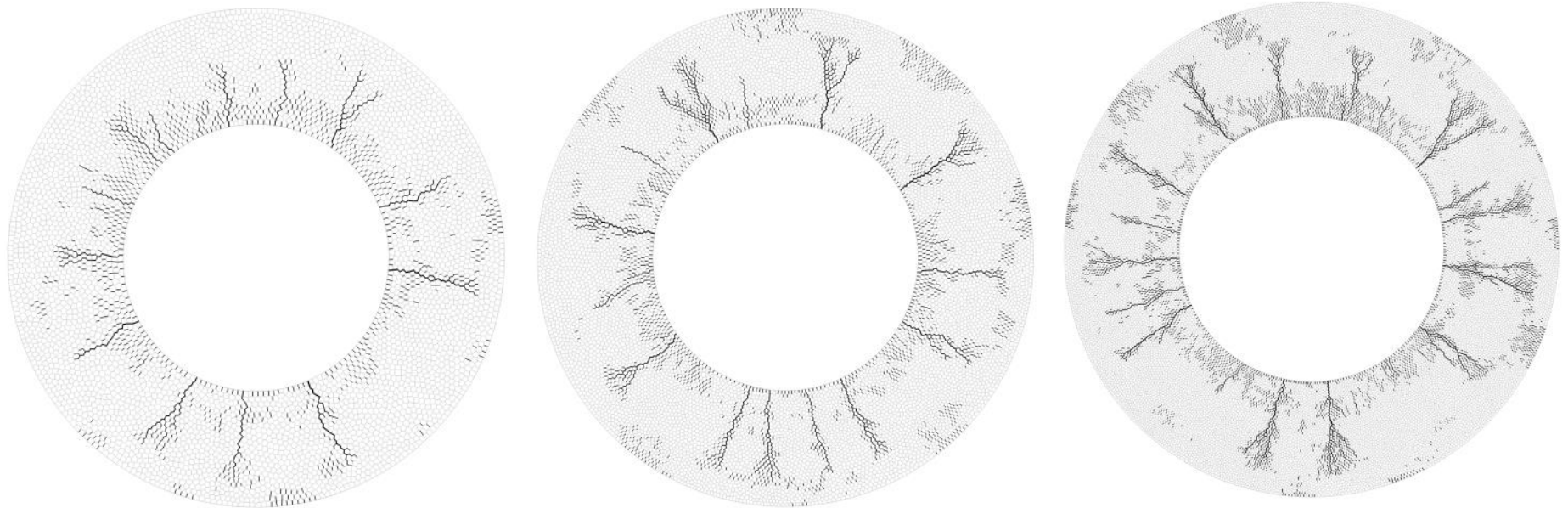
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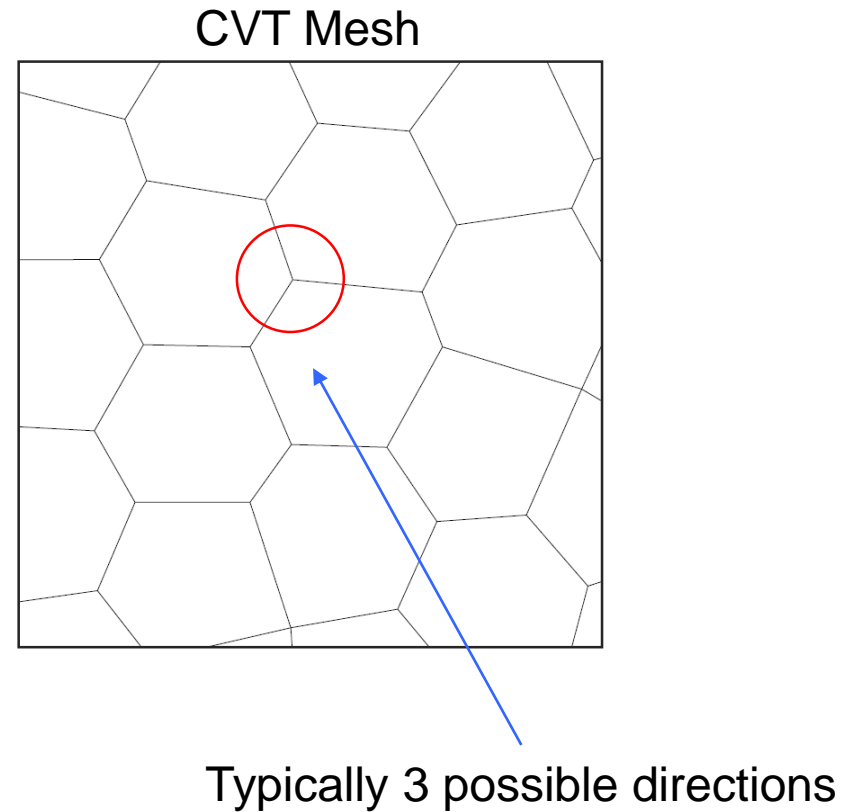
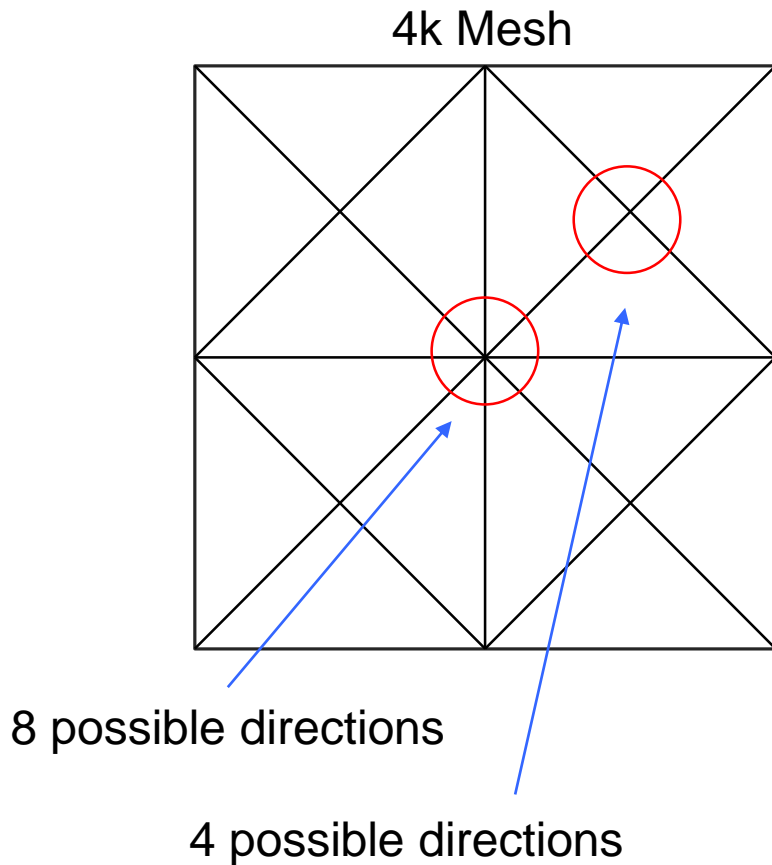


Even as the mesh is refined, the crack patterns do not converge to the expected result

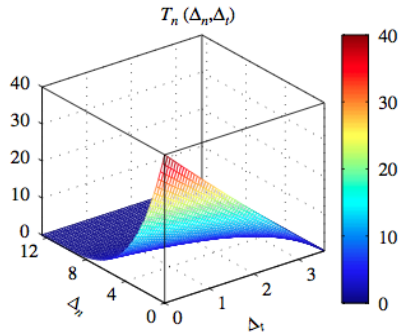


Mesh refinement

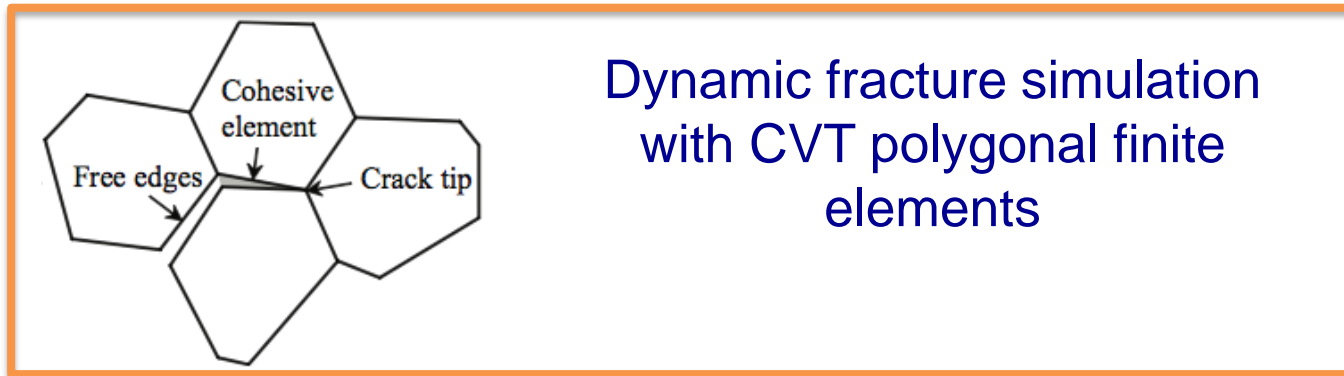
Poor results are explained by the lack of available crack directions in a CVT mesh



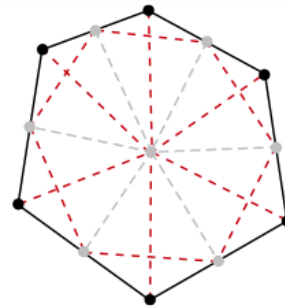
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Dynamic fracture with interfacial cohesive zone modeling

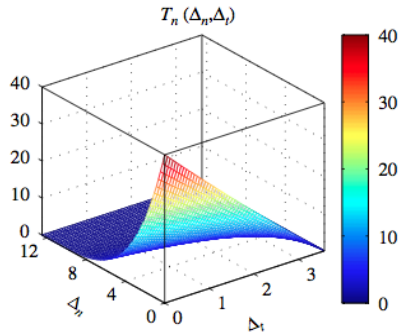


Dynamic fracture simulation with CVT polygonal finite elements

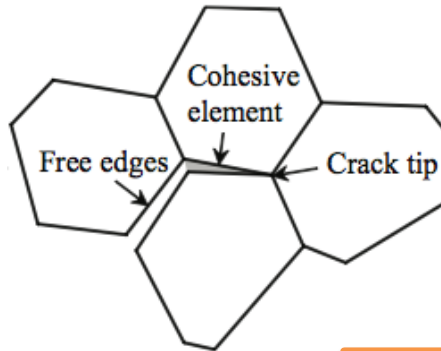


Adaptive topological operators for polygonal finite elements

Outline: Tools for dynamic fracture simulation on polygonal discretizations



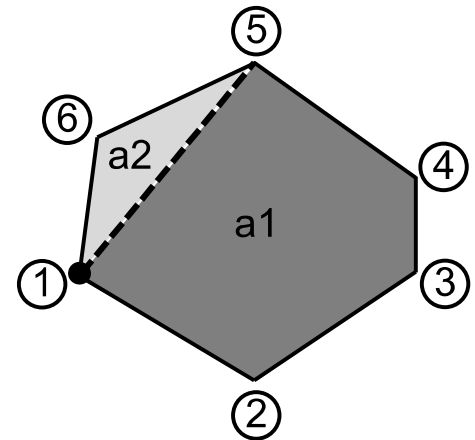
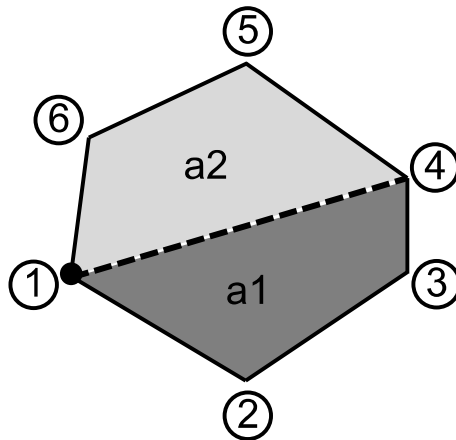
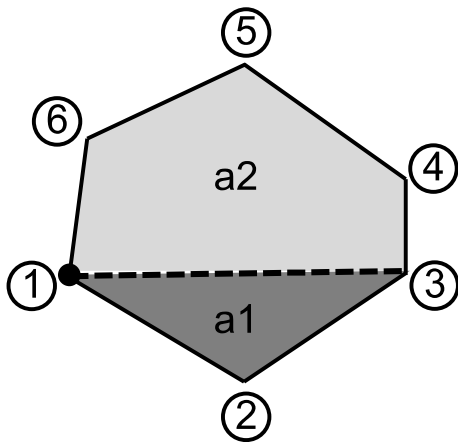
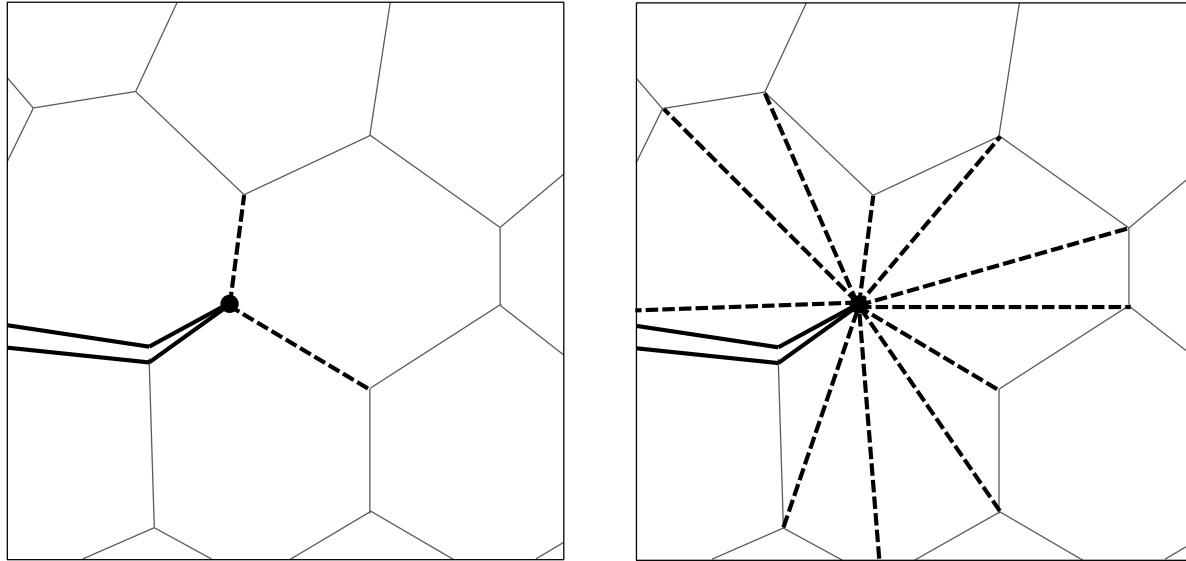
Dynamic fracture with interfacial cohesive zone modeling



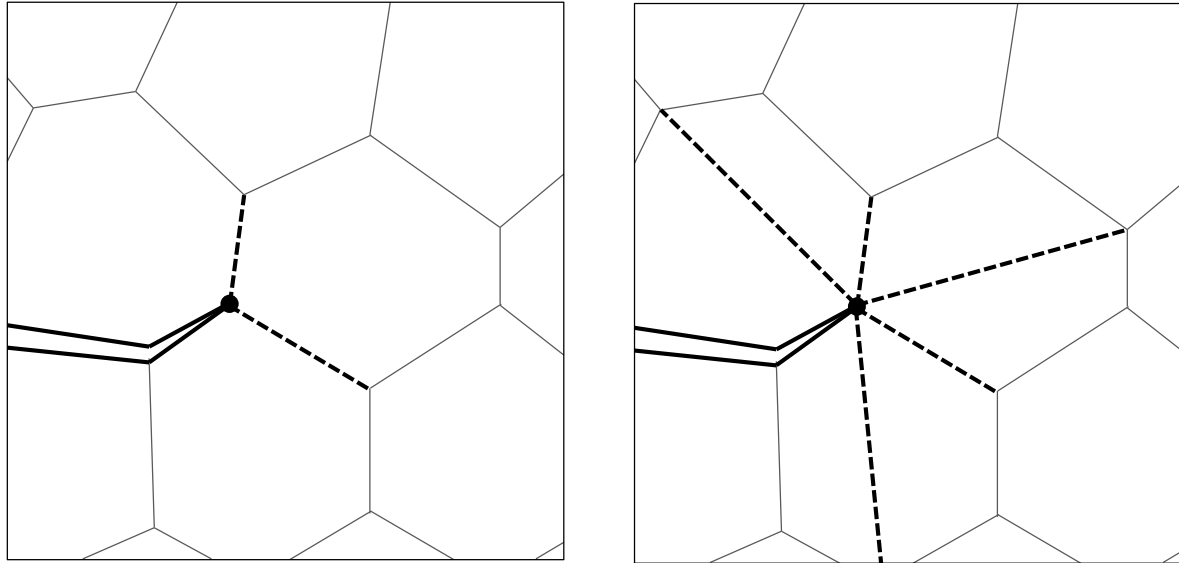
Dynamic fracture simulation with CVT polygonal finite elements



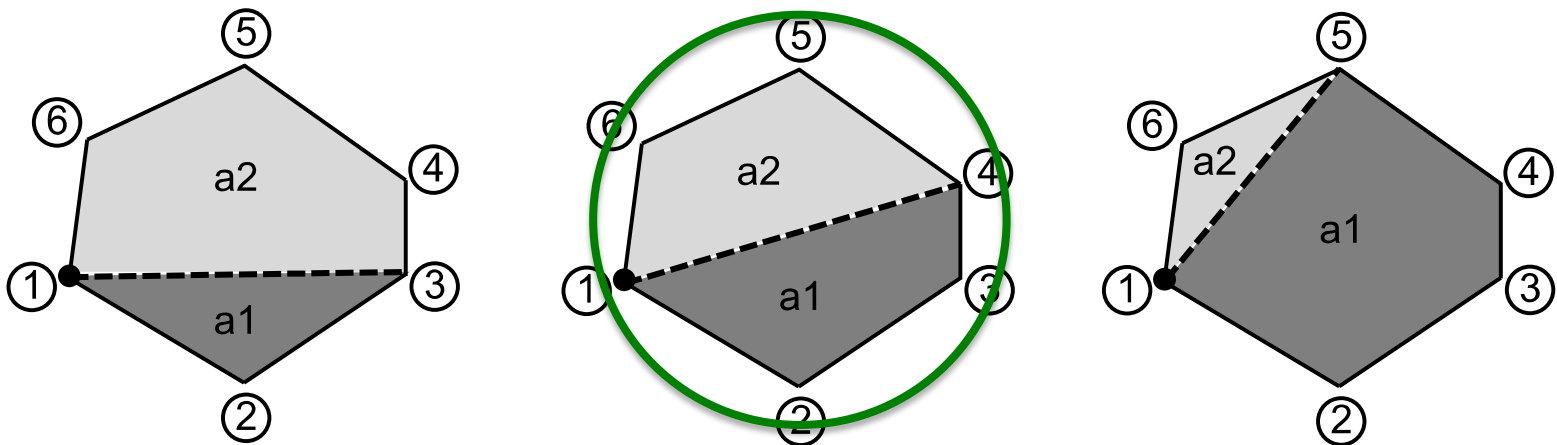
We introduce element splitting to provide more directions for the crack to propagate



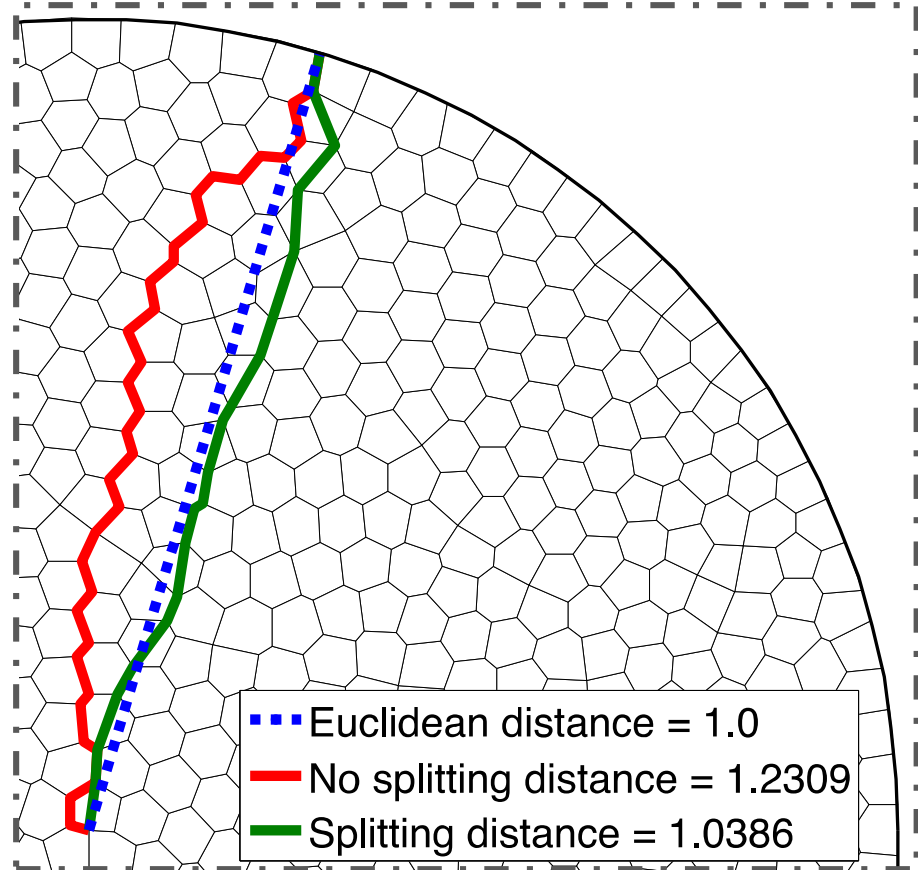
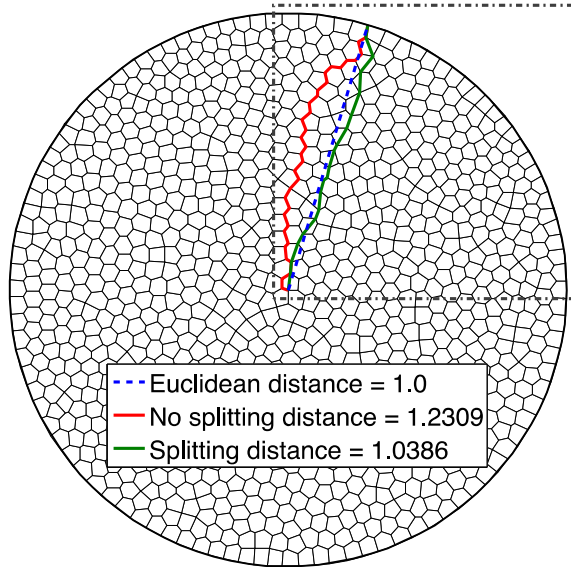
To avoid poorly shaped elements, we limit the available nodes for element splitting



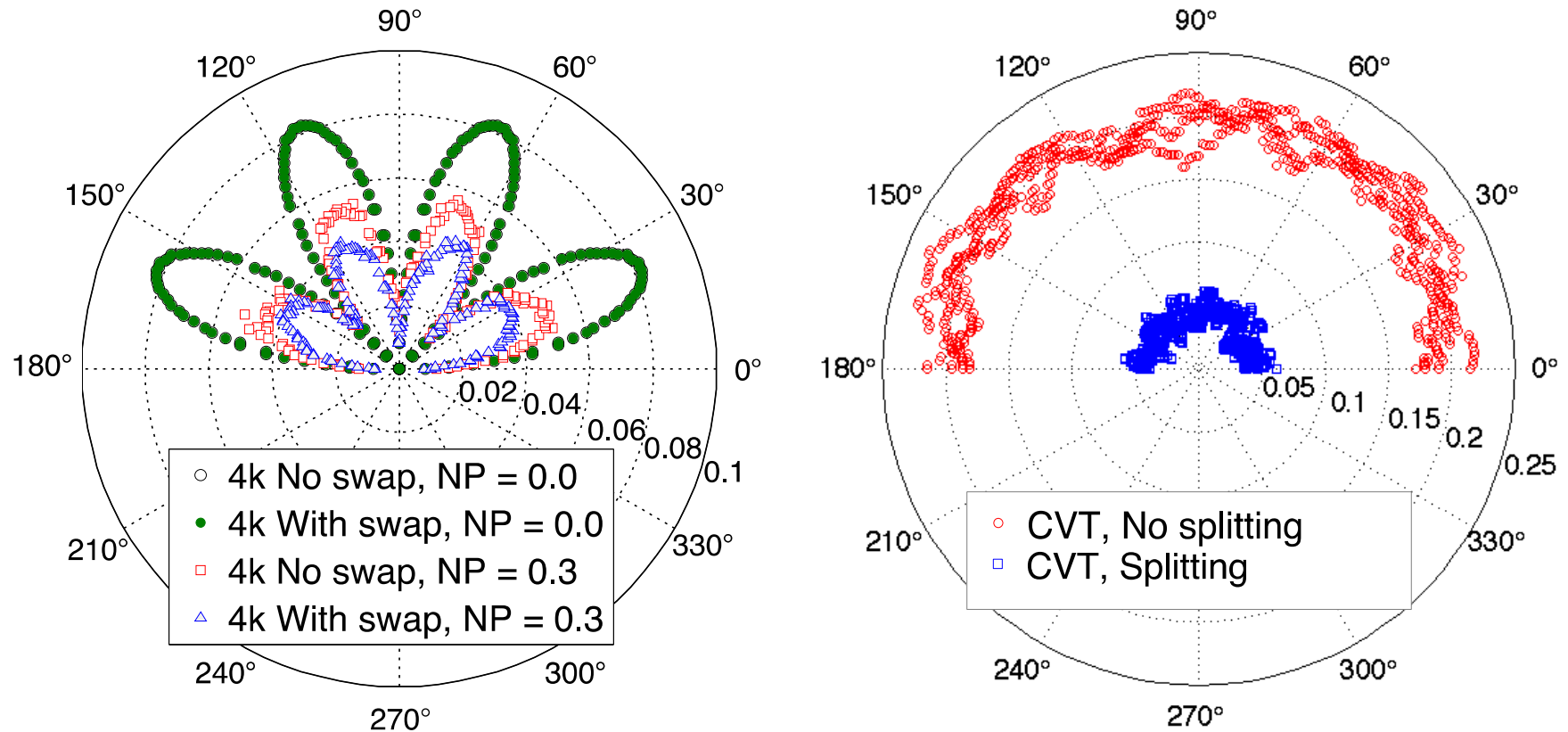
Choose the node that minimizes difference in areas



Element splitting decreases the error in crack length

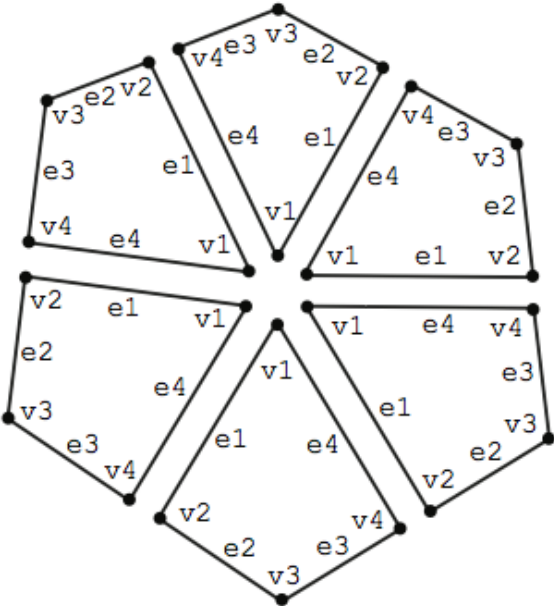
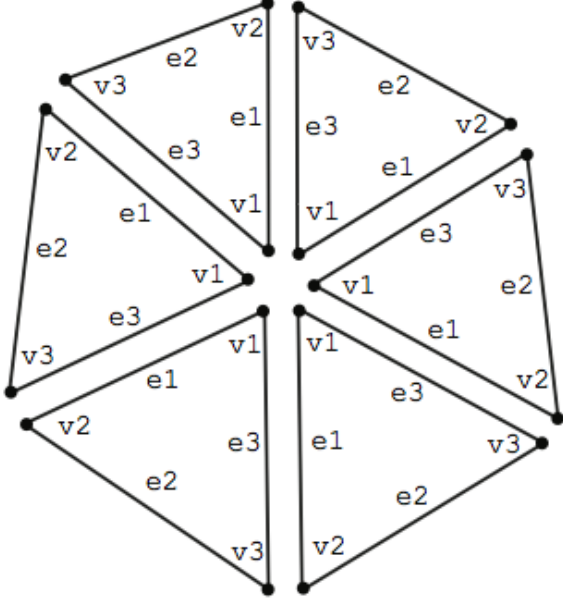
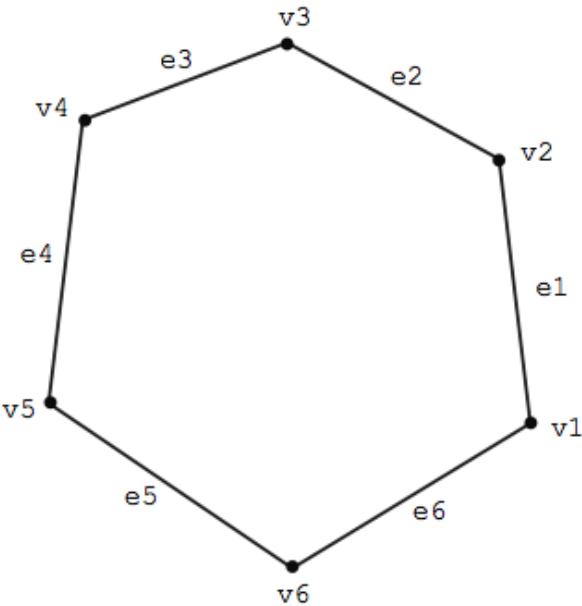


Element splitting decreases the error in crack length

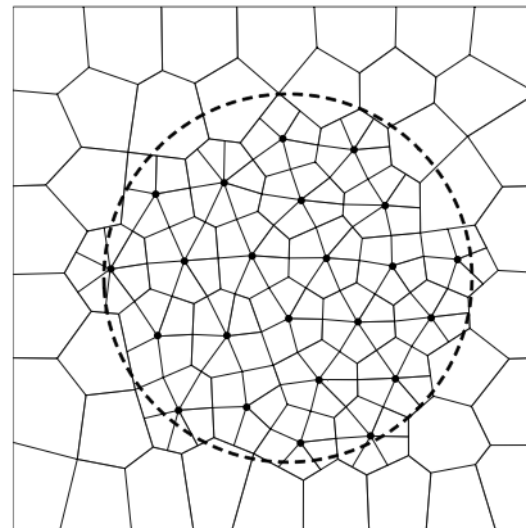
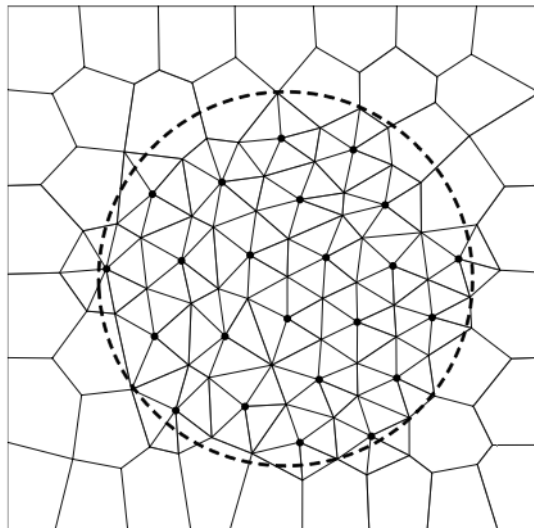
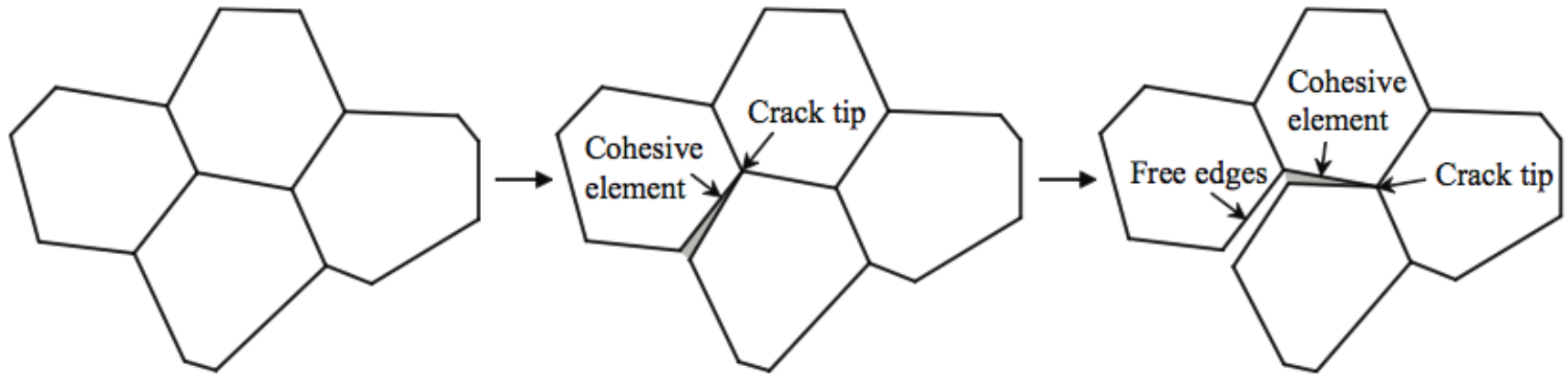


Element splitting preserves isotropy and reduced error significantly

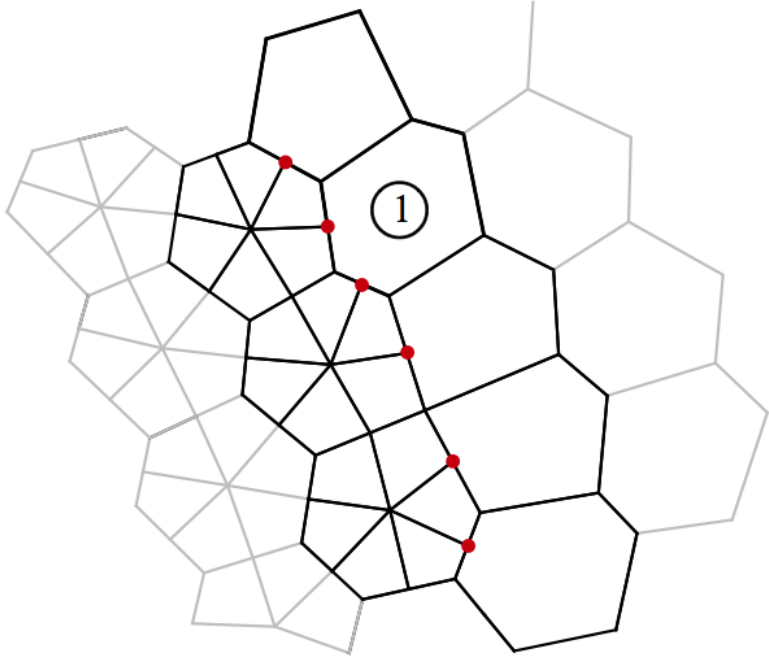
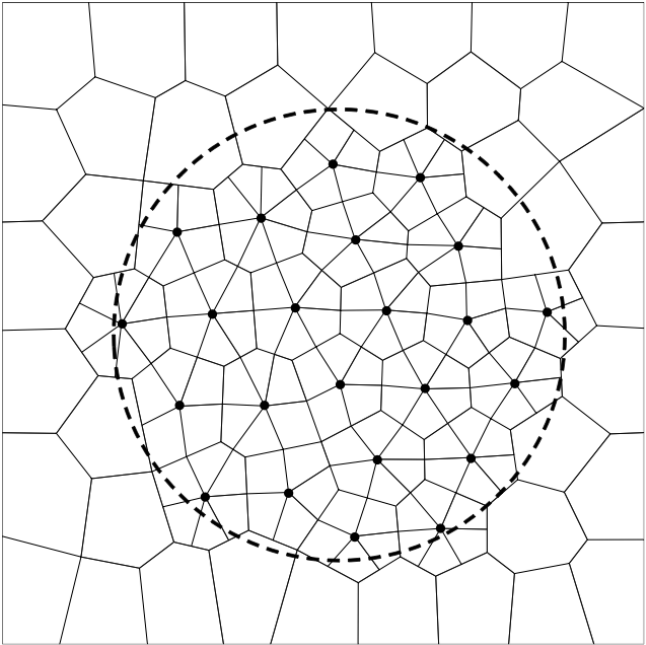
Simple refinement strategies can be implemented on polygonal element meshes



In fracture simulation, crack tips are tracked and elements within a given radius are refined

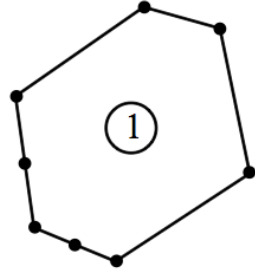
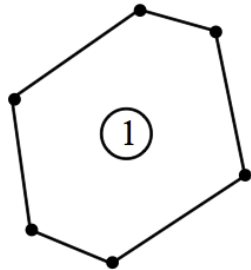


In the quad refinement scheme, “hanging nodes” are handled naturally

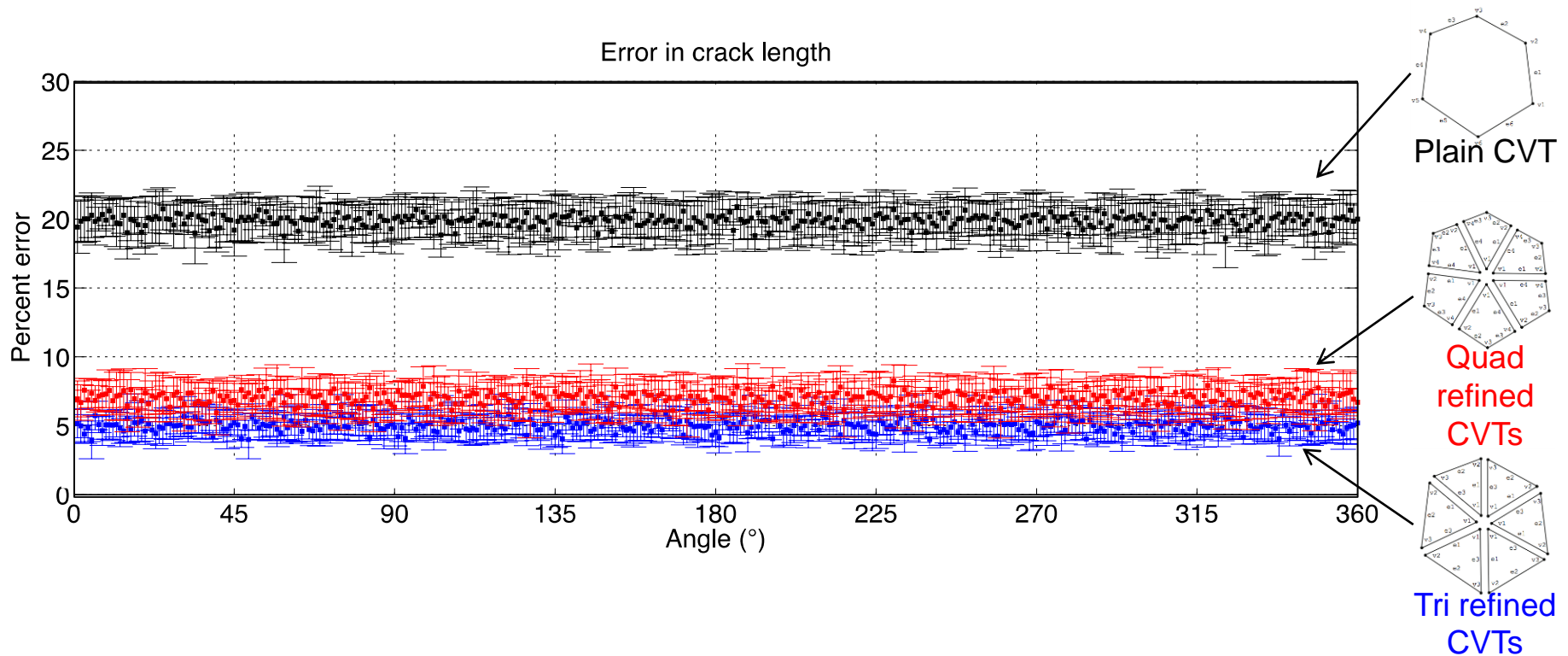


Before refinement: 6-sided polygon

After refinement: 8-sided polygon

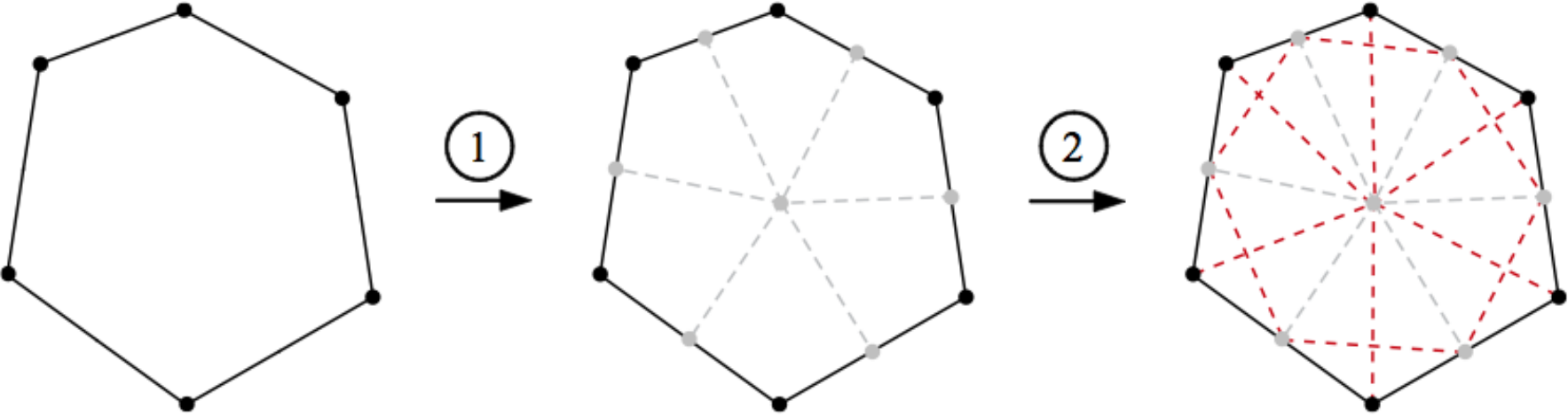


The error in crack length decreases when the mesh is refined

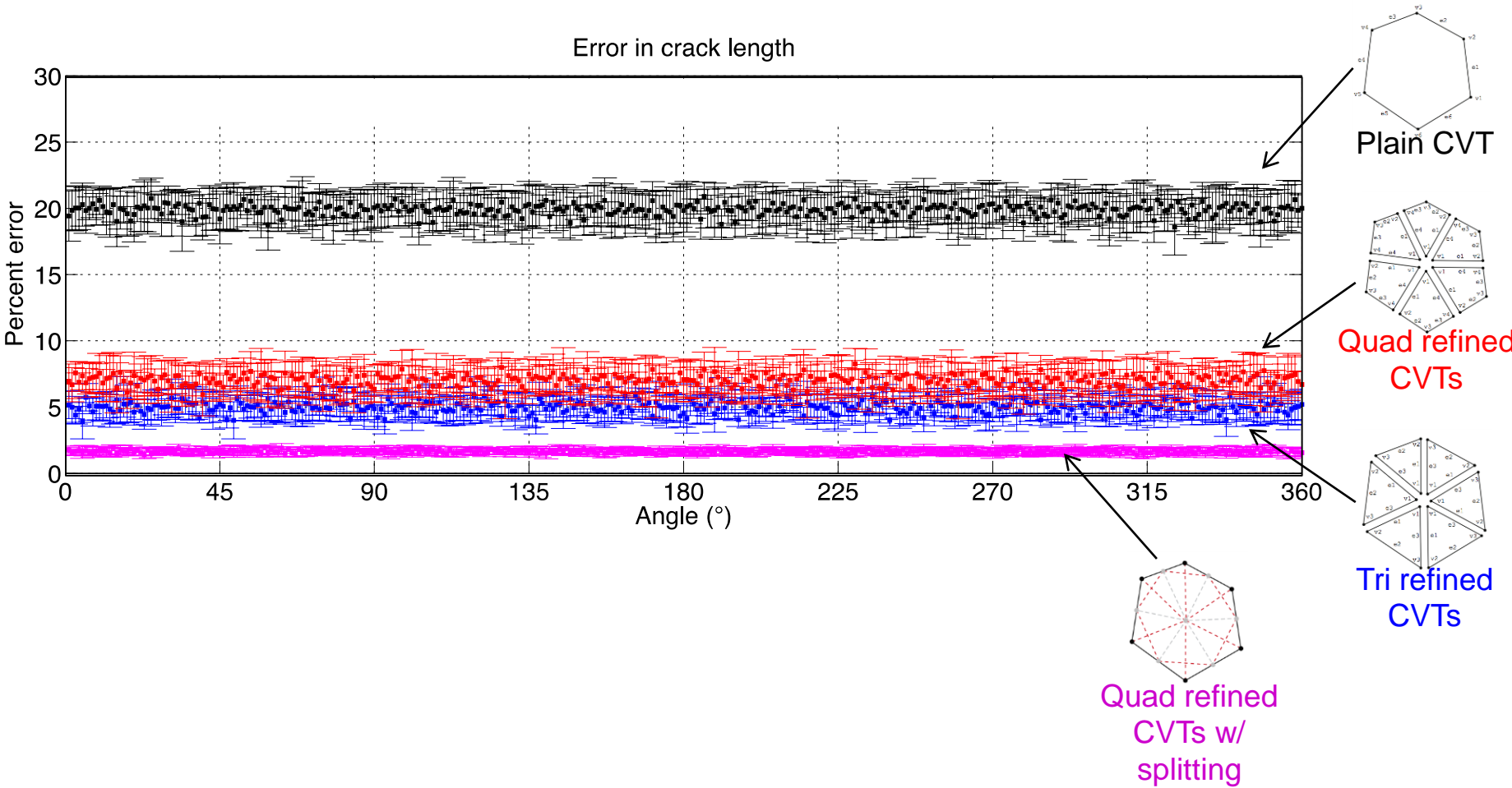


We want to take advantage of the splitting scheme, in which the error in crack length was between 3-5%

Element splitting plus quad refinement increases the number of potential crack directions

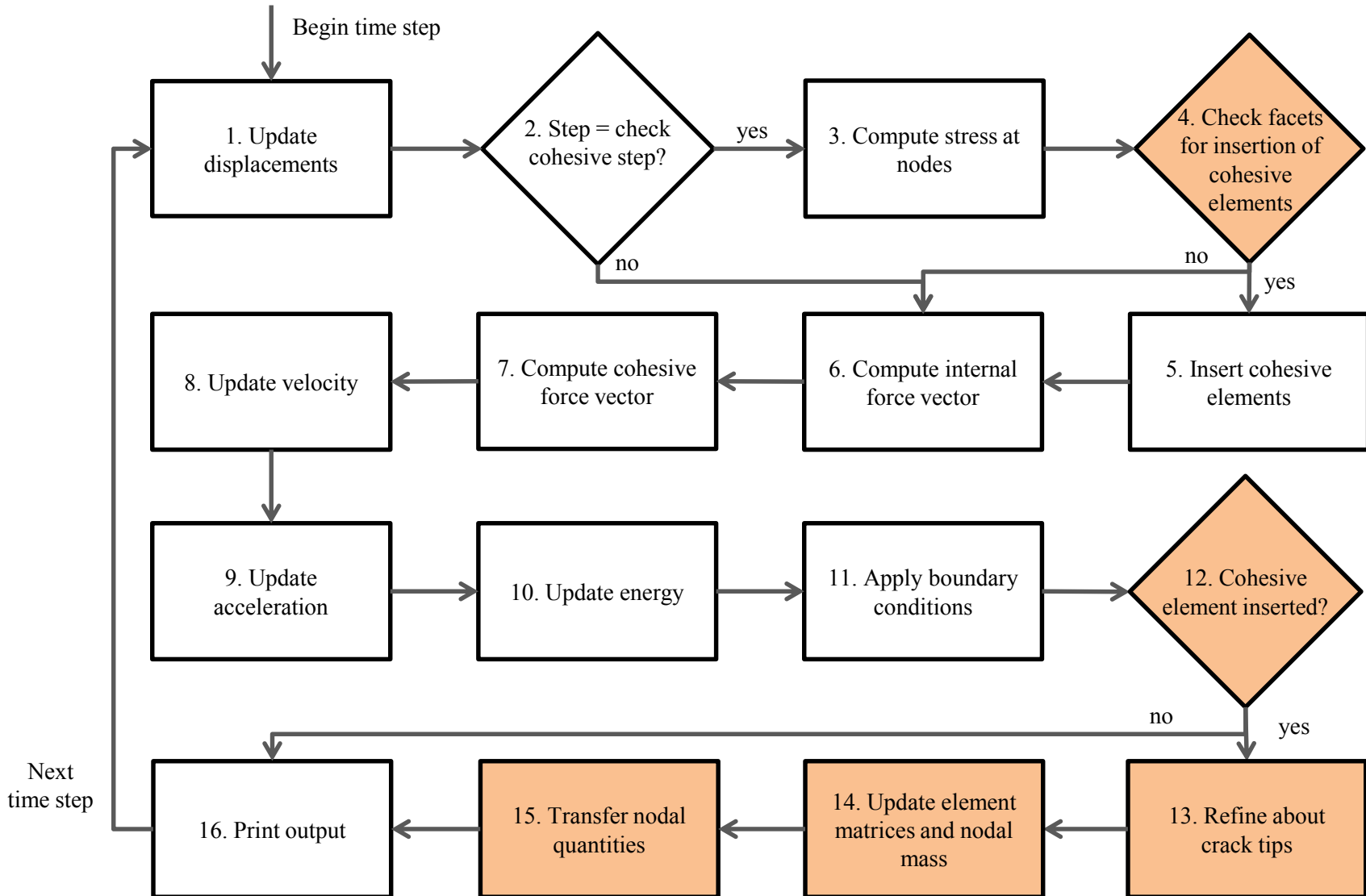


When element splitting is combined with quad refinement, the crack length error is very low



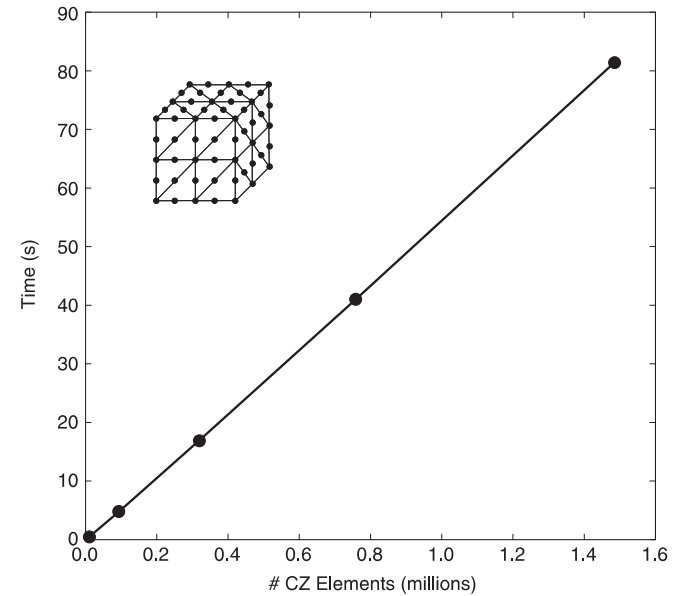
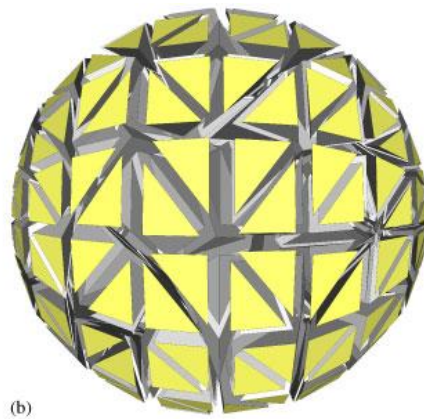
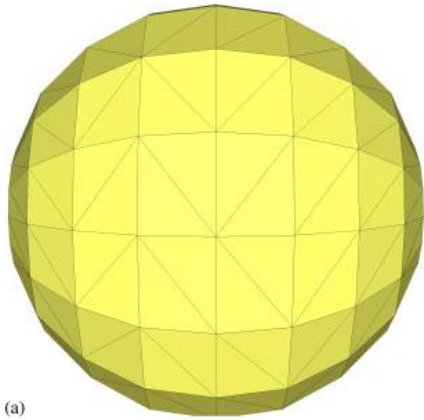
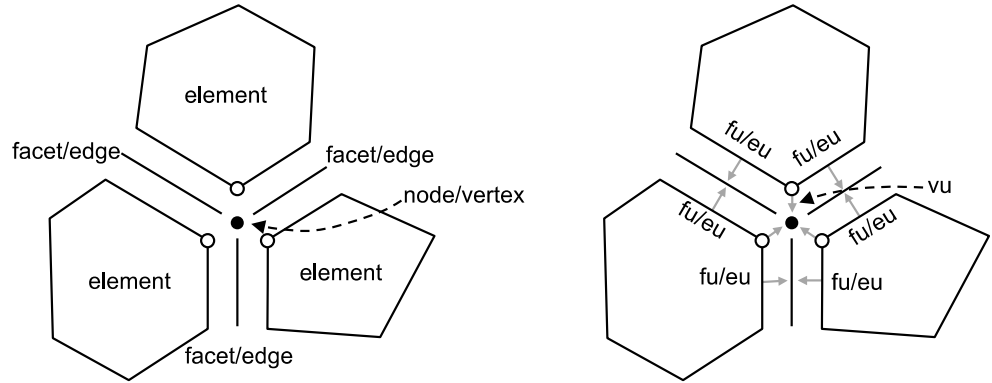
All of the refinement schemes preserve isotropy

Additional steps are performed to add new nodes and elements to the model

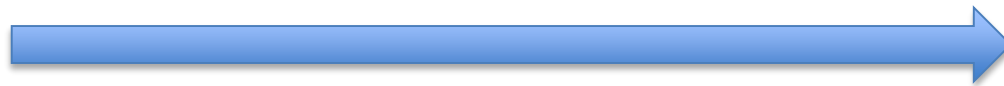
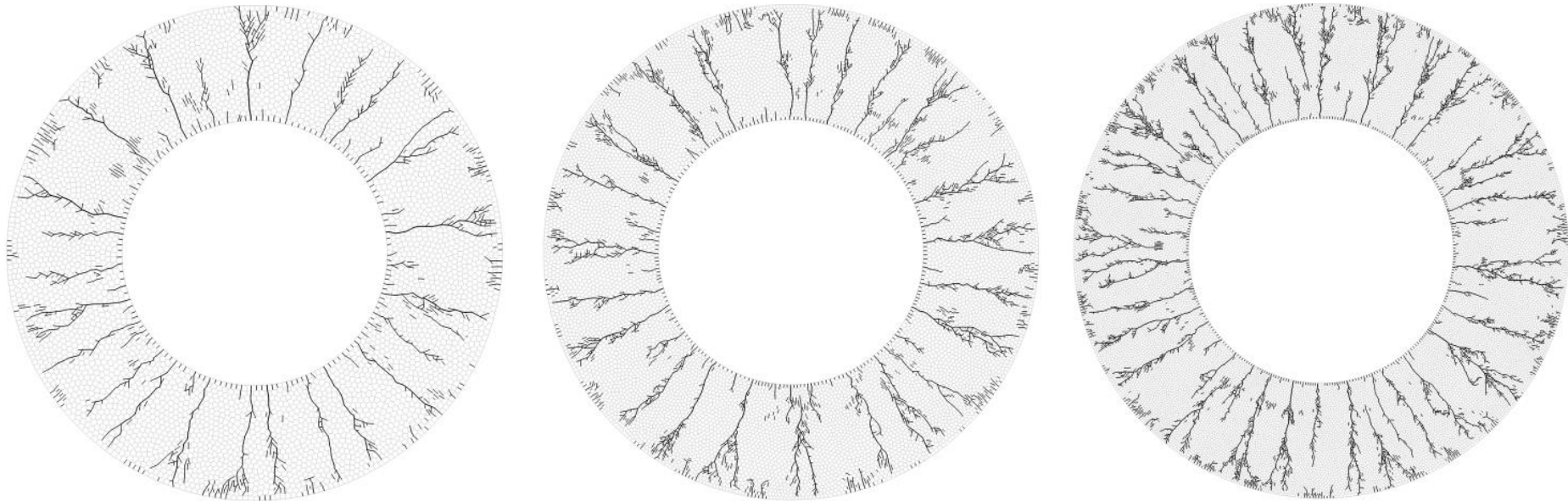


We employ a topological data structure, TopS, that makes on-the-fly mesh adaptation efficient

Implicit and explicit entities enabled mesh modification operators to occur in linear time

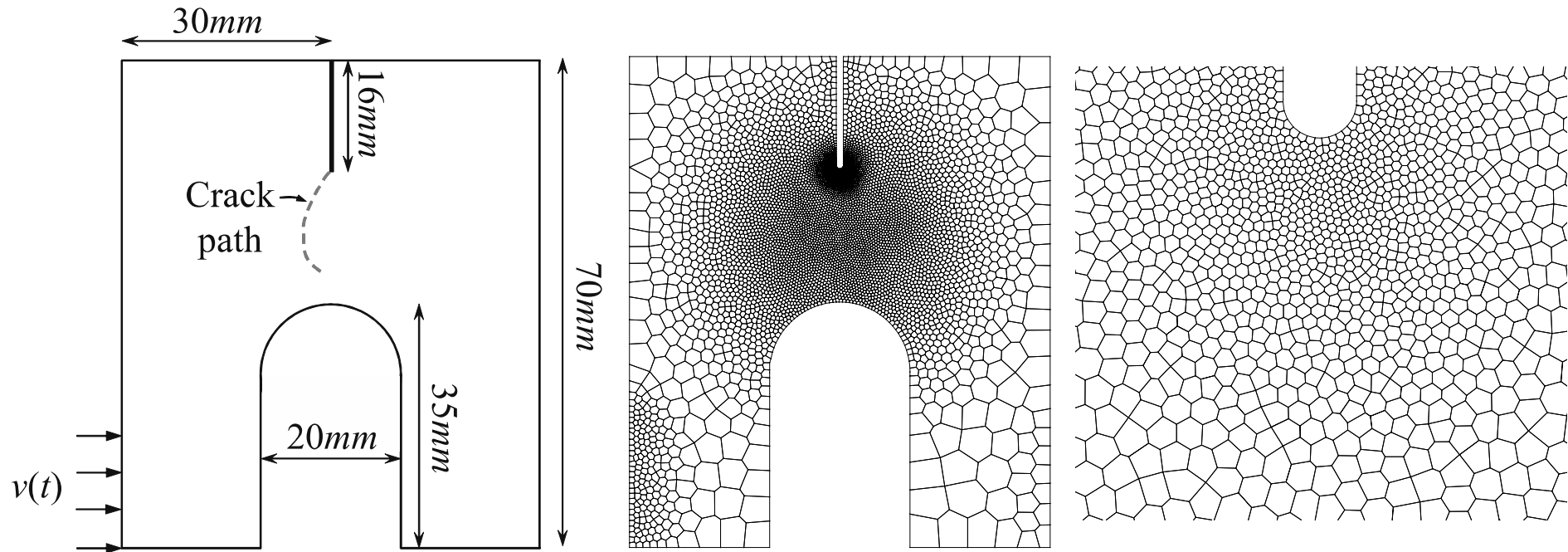


Dynamic fracture with element splitting results in desired crack patterns

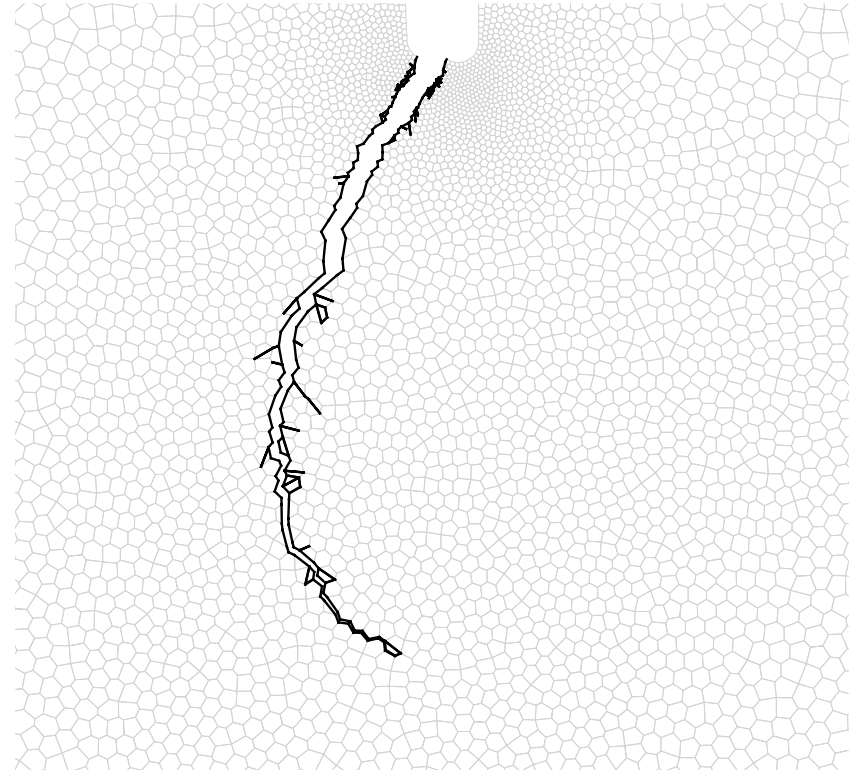
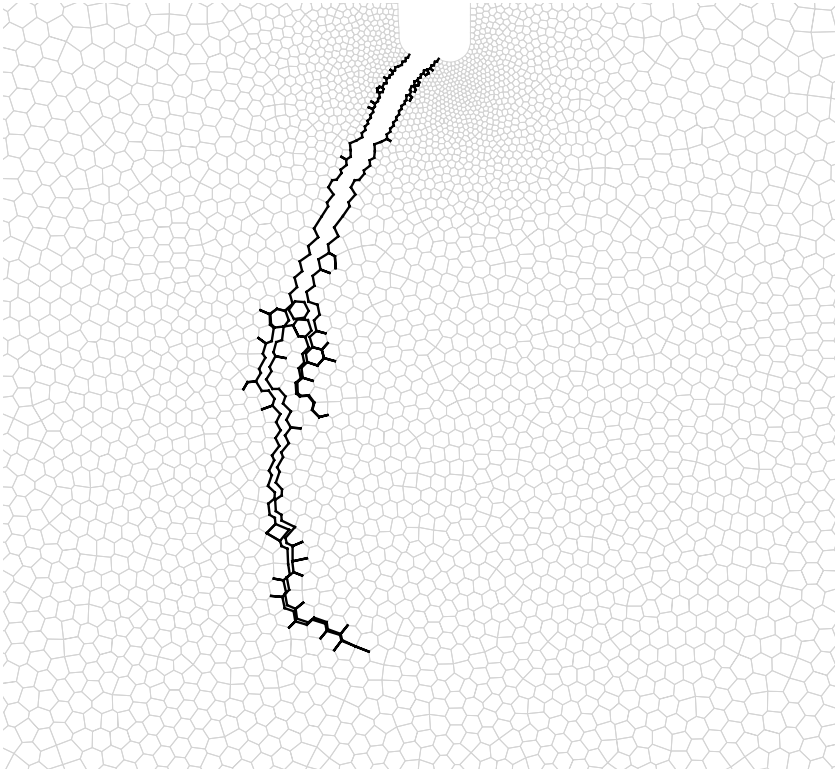


Mesh refinement

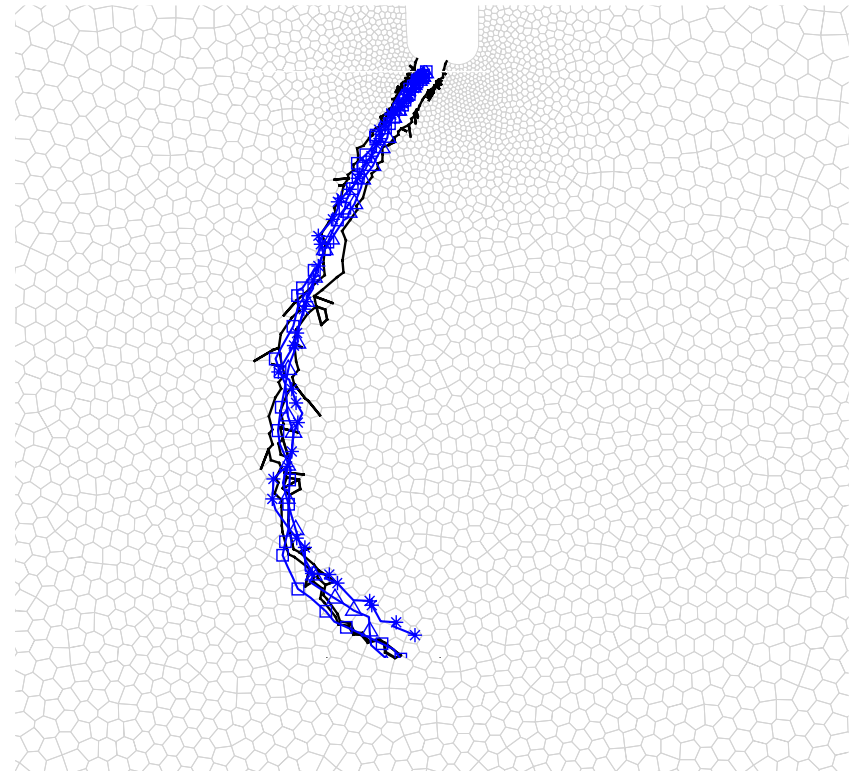
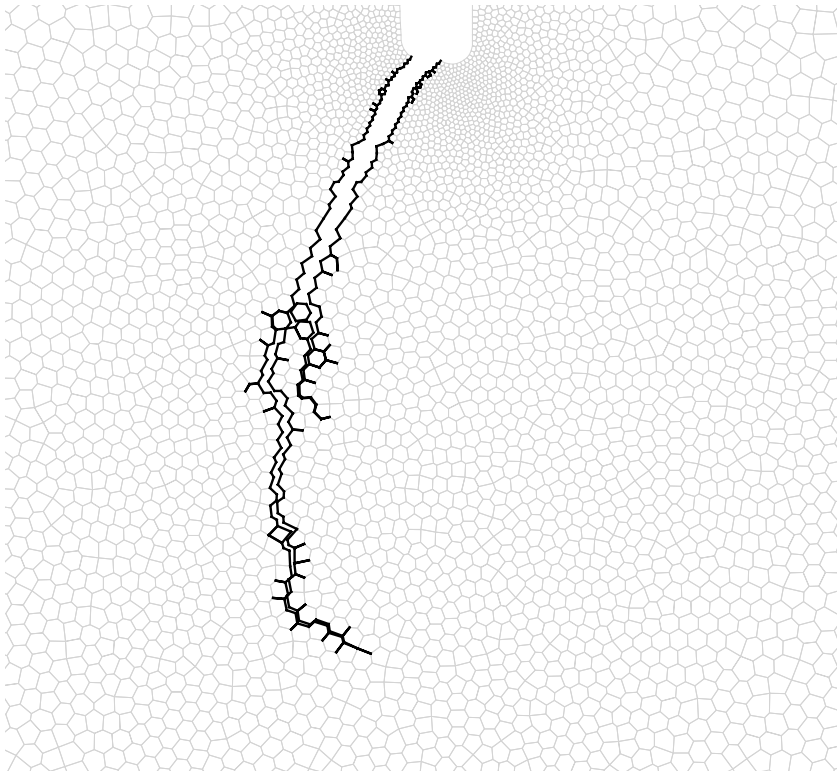
Compact Compression Specimen investigated with polygonal elements and splitting



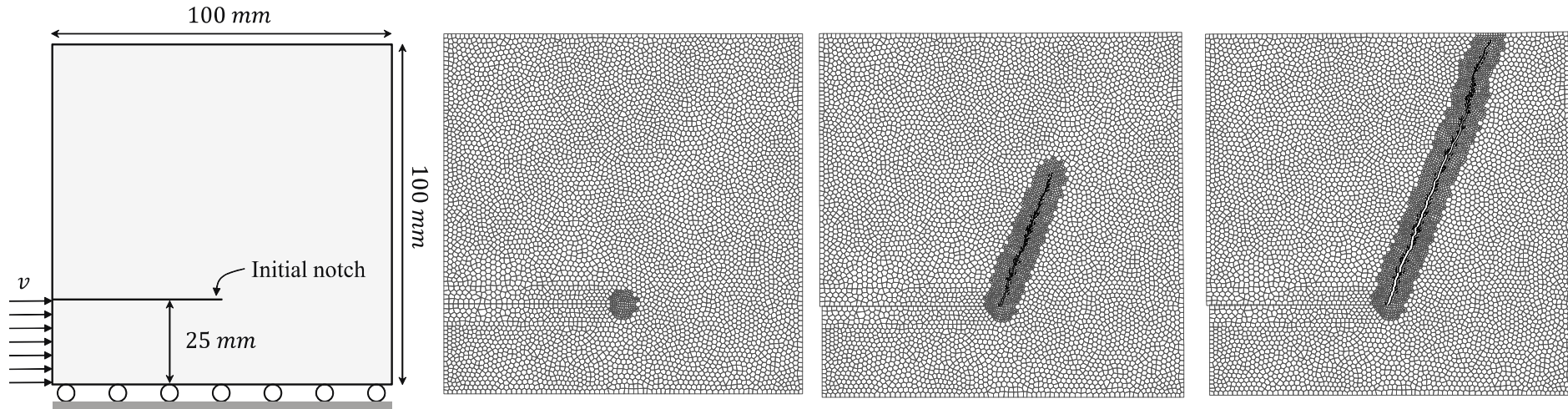
Polygonal elements with splitting provide excellent results for CCS test



Polygonal elements with splitting provide excellent results for CCS test



Desirable results are obtained with mesh refinement while reducing computational cost

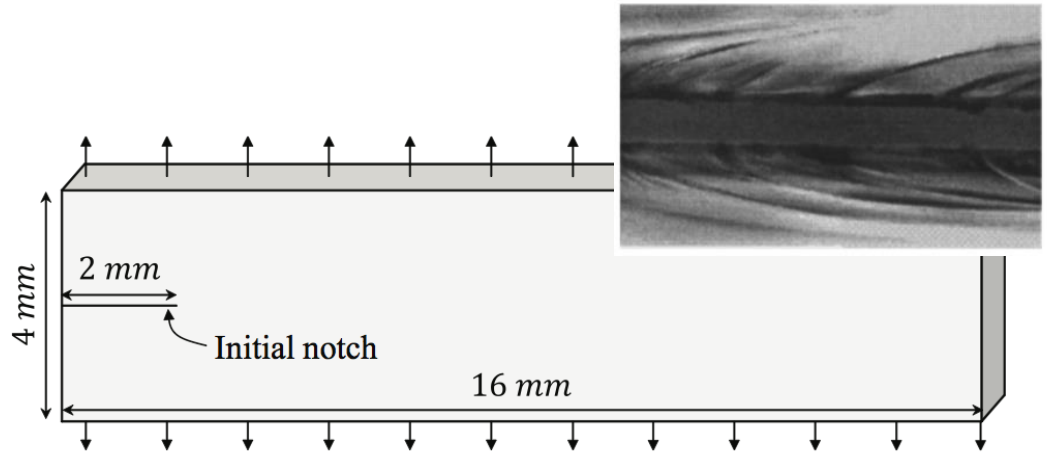


Mesh refinement is performed as needed in time (Case 3)

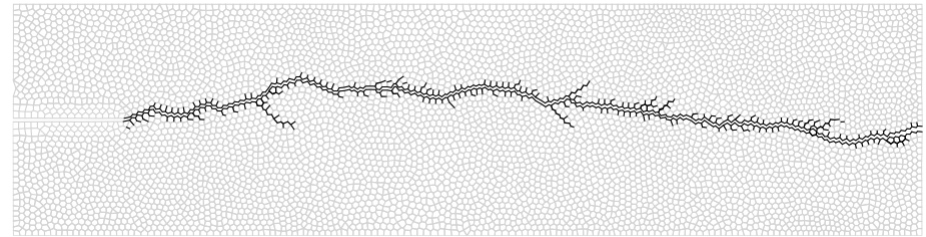
Case	Wall time (min)
(1) ~33,000 CVT polygons (60,314 Nodes)	141.7
(2) 6,000 CVT polygons refined = ~33,000 elements (33,629 Nodes)	89.8
(3) 6000 CVT polygons with adaptive refinement (10,815 Nodes)	25.3

Quadrilateral refinement plus splitting is superior than individual schemes

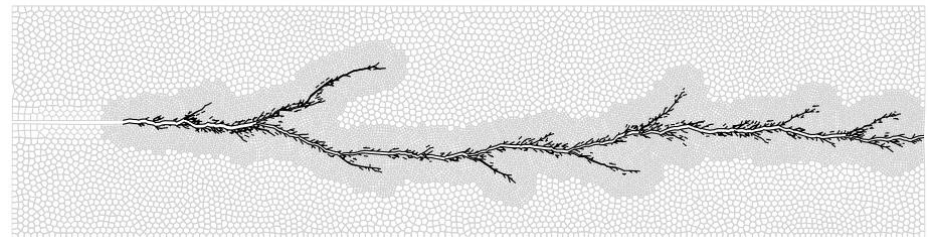
Full test specimen



Polygonal elements only



Refinement + element splitting



Some concluding remarks

- **Inter-element cohesive zone modeling provides a means to capture the complex nonlinear behavior at a crack tip**
- **Polygonal finite elements are well suited for fracture simulation as they do not impart bias on the crack patterns**
- **With the help of a topological data structure and an explicit time integration scheme, mesh adaptation can be performed on-the-fly to allow for improved results with reduced computational effort**

Some concluding remarks

- **Inter-element cohesive zone modeling provides a means to capture the complex nonlinear behavior at a crack tip**
- **Polygonal finite elements are well suited for fracture simulation as they do not impart bias on the crack patterns**
- **With the help of a topological data structure and an explicit time integration scheme, mesh adaptation can be performed on-the-fly to allow for improved results with reduced computational effort**

Questions?

Back up slides

Many models exist in the literature, and PPR parameters can be tuned to recover them

PPR

$$\alpha = \beta = 5$$

$$\bar{\delta}_n = 0.13$$

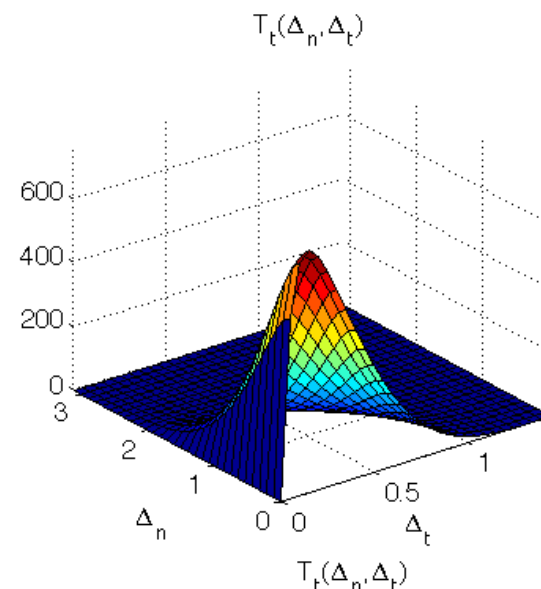
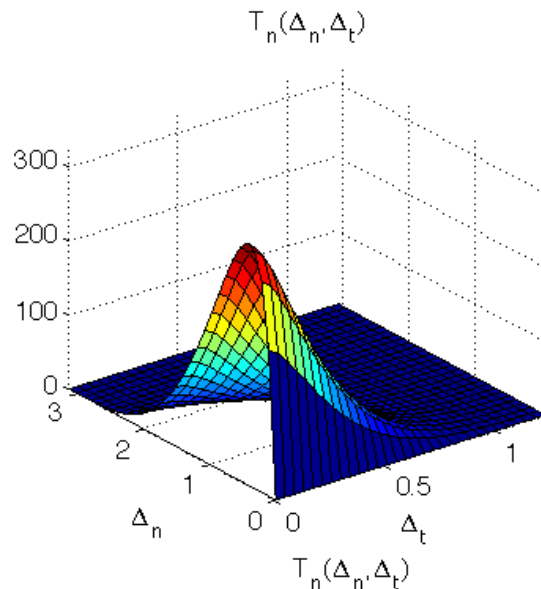
$$\bar{\delta}_t = 0.1$$

$$\Phi_n = \Phi_t = 352.3$$

$$\text{J/m}^2$$

$$\sigma = 324 \text{ MPa}$$

$$\tau = 755.4 \text{ MPa}$$



Xu and Needleman 1994

$$r = 0$$

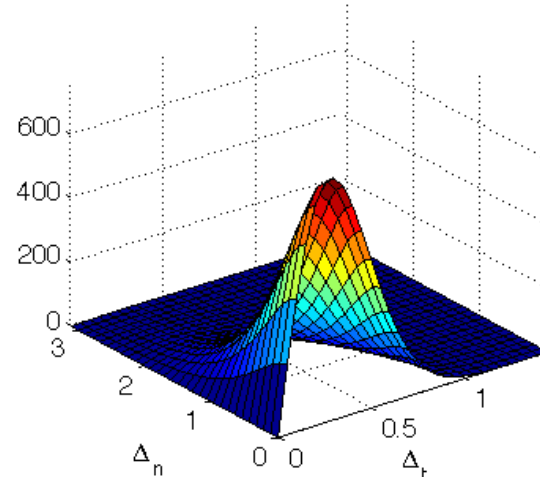
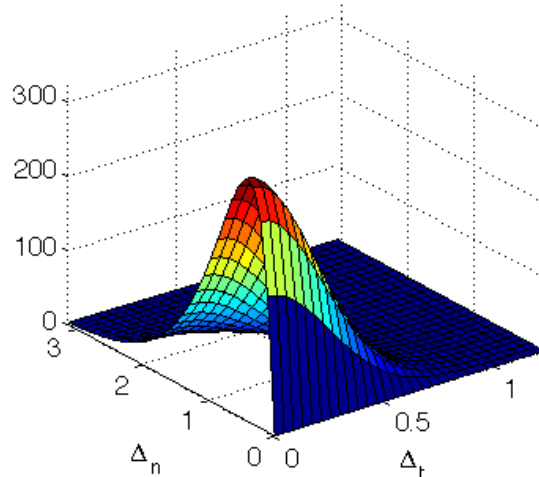
$$\bar{\delta}_{cn} = 0.4 \mu\text{m}$$

$$\bar{\delta}_{ct} = 0.4 \mu\text{m}$$

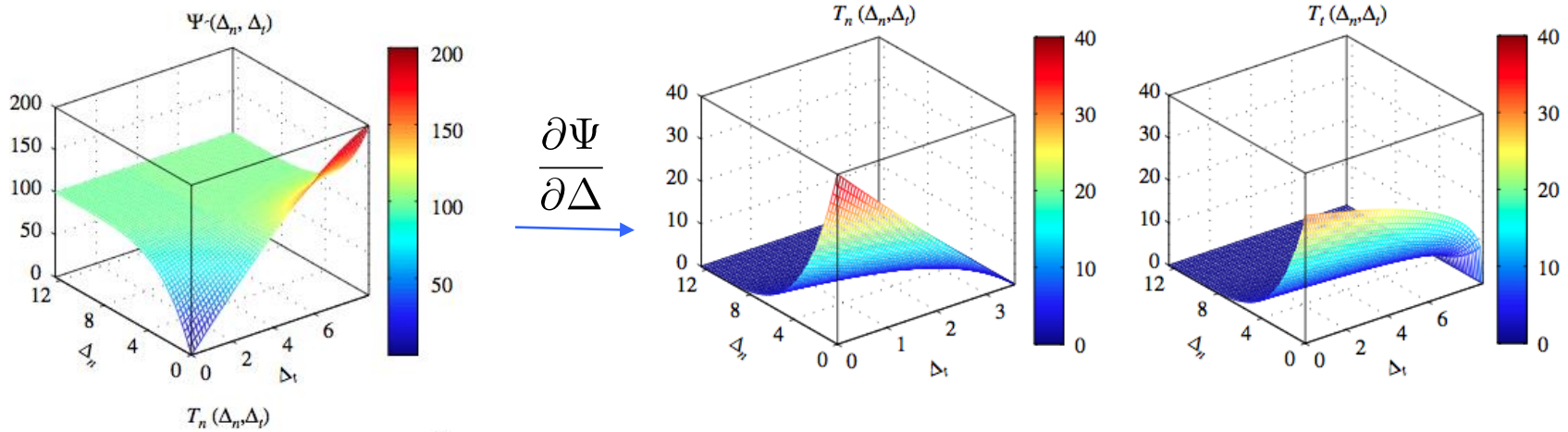
$$\Phi_n = \Phi_t = 352.3 \text{ J/m}^2$$

$$\sigma = 324 \text{ MPa}$$

$$\tau = 755.4 \text{ MPa}$$



The traction-separation relation is given by the PPR potential-based cohesive zone model



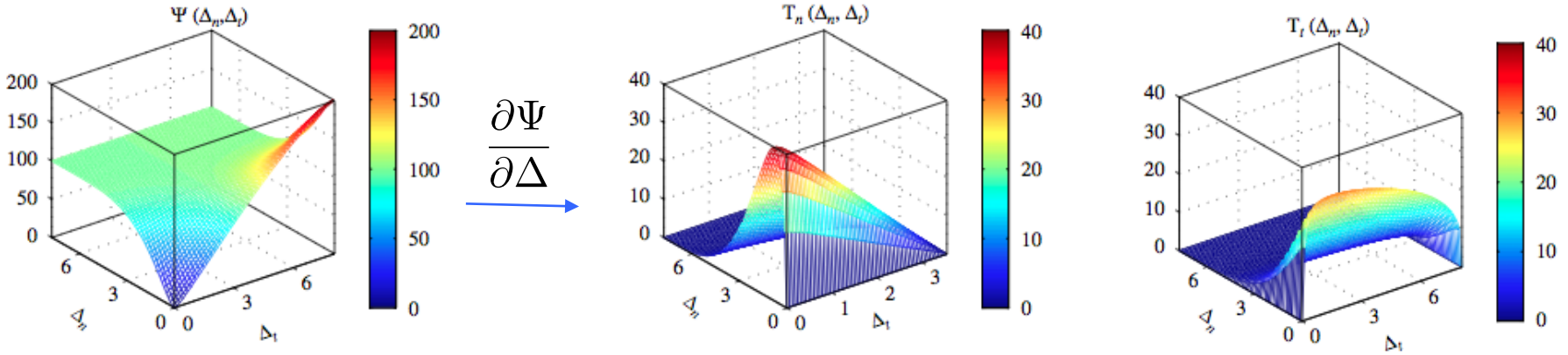
$$\Psi(\Delta_n, \Delta_t) = \min(\phi_n, \phi_t) + \left[\Gamma_n \left(1 - \frac{\Delta_n}{\delta_n} \right)^\alpha + \langle \phi_n - \phi_t \rangle \right] \left[\Gamma_t \left(1 - \frac{|\Delta_t|}{\delta_t} \right)^\beta + \langle \phi_t - \phi_n \rangle \right]$$

$$T_n(\Delta_n, \Delta_t) = -\alpha \frac{\Gamma_n}{\delta_n} \left(1 - \frac{\Delta_n}{\delta_n} \right)^{\alpha-1} \left[\Gamma_t \left(1 - \frac{|\Delta_t|}{\delta_t} \right)^\beta + \langle \phi_t - \phi_n \rangle \right]$$

$$T_t(\Delta_n, \Delta_t) = -\beta \frac{\Gamma_t}{\delta_t} \left(1 - \frac{|\Delta_t|}{\delta_t} \right)^{\beta-1} \left[\Gamma_n \left(1 - \frac{\Delta_n}{\delta_n} \right)^\alpha + \langle \phi_n - \phi_t \rangle \right] \frac{\Delta_t}{|\Delta_t|}$$

Extrinsic elements are inserted based on an external criteria when and where they are need, thus there is no initial slope

The traction-separation relation is given by the PPR potential-based cohesive zone model



$$\Psi(\Delta_n, \Delta_t) = \min(\phi_n, \phi_t) + \left[\Gamma_n \left(1 - \frac{\Delta_n}{\delta_n}\right)^\alpha \left(\frac{m}{\alpha} + \frac{\Delta_n}{\delta_n}\right)^\alpha + \langle \phi_n - \phi_t \rangle \right] \left[\Gamma_t \left(1 - \frac{|\Delta_t|}{\delta_t}\right)^\beta \left(\frac{n}{\beta} + \frac{|\Delta_t|}{\delta_t}\right)^\beta + \langle \phi_t - \phi_n \rangle \right]$$

$$T_n(\Delta_n, \Delta_t) = \frac{\Gamma_n}{\delta_n} \left[m \left(1 - \frac{\Delta_n}{\delta_n}\right)^\alpha \left(\frac{m}{\alpha} + \frac{\Delta_n}{\delta_n}\right)^{m-1} - \alpha \left(1 - \frac{\Delta_n}{\delta_n}\right)^{\alpha-1} \left(\frac{m}{\alpha} + \frac{\Delta_n}{\delta_n}\right)^m \right] \times \left[\Gamma_t \left(1 - \frac{|\Delta_t|}{\delta_t}\right)^\beta \left(\frac{n}{\beta} + \frac{|\Delta_t|}{\delta_t}\right)^\beta + \langle \phi_t - \phi_n \rangle \right]$$

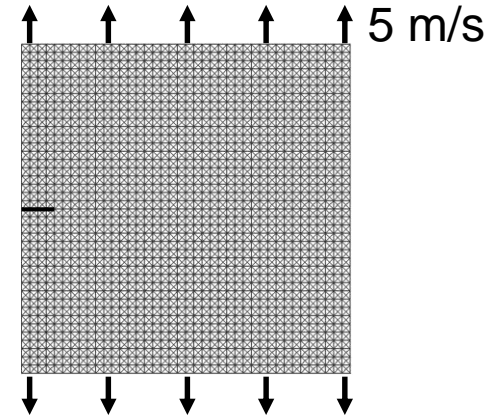
$$T_t(\Delta_n, \Delta_t) = \frac{\Gamma_t}{\delta_t} \left[n \left(1 - \frac{|\Delta_t|}{\delta_t}\right)^\beta \left(\frac{n}{\beta} + \frac{|\Delta_t|}{\delta_t}\right)^{n-1} - \beta \left(1 - \frac{|\Delta_t|}{\delta_t}\right)^{\beta-1} \left(\frac{n}{\beta} + \frac{|\Delta_t|}{\delta_t}\right)^n \right] \times \left[\Gamma_n \left(1 - \frac{\Delta_n}{\delta_n}\right)^\alpha \left(\frac{m}{\alpha} + \frac{\Delta_n}{\delta_n}\right)^m + \langle \phi_n - \phi_t \rangle \right] \frac{\Delta_t}{|\Delta_t|}$$

Intrinsic elements are present at the beginning of the simulation, thus an initial slope exists

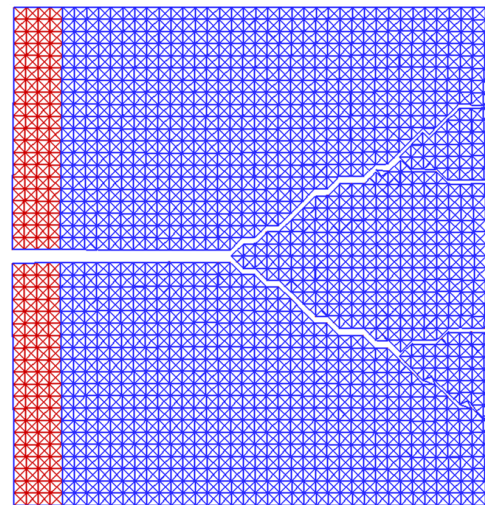
CZ elements may be inserted *a priori* (intrinsic) or when/where they are needed (extrinsic)

Intrinsic approach is appropriate for scenarios where the crack propagation direction is known, e.g. material interfaces, but are **not well suited for scenarios when the crack direction is unknown**

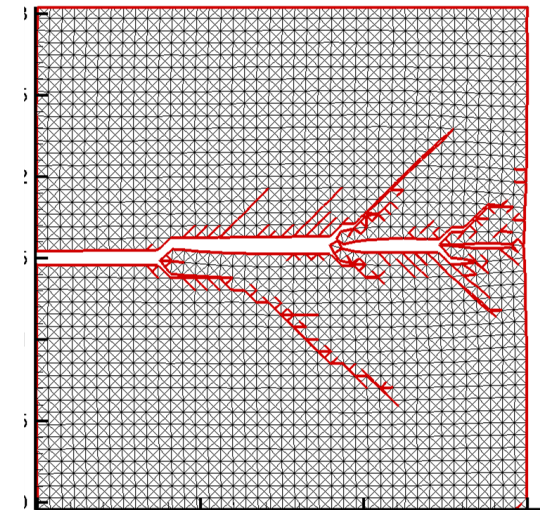
Mesh topology does not change in an intrinsic scheme, but constantly changes in an extrinsic scheme



Intrinsic



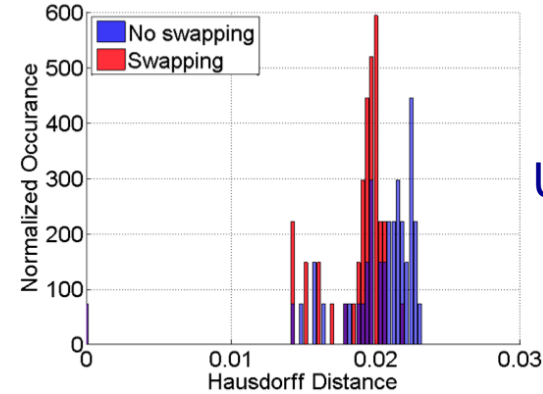
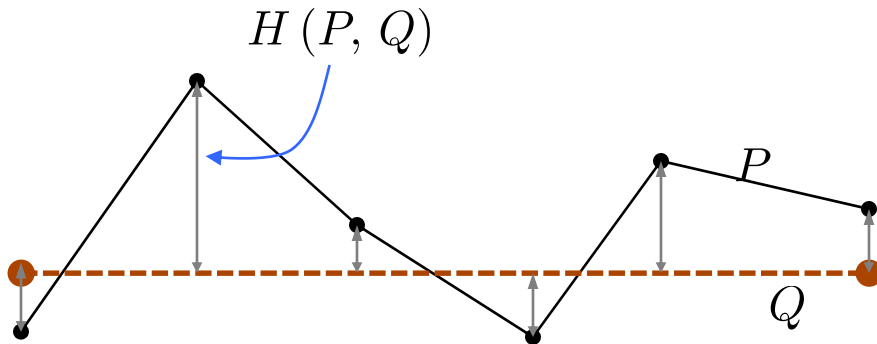
Extrinsic



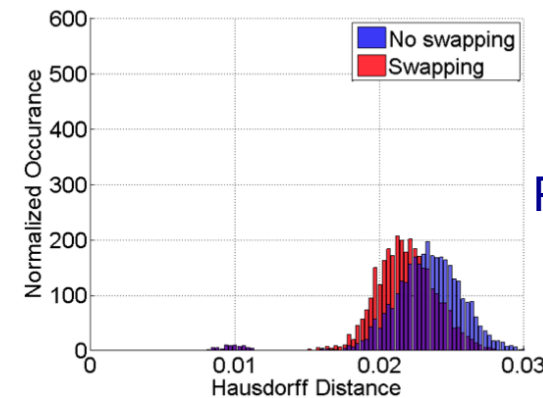
Hausdorff distances are also lower for polygonal meshes compared to 4k

Given a discretized path, P , whose vertices are p , and a mathematical path Q , the Hausdorff distance is

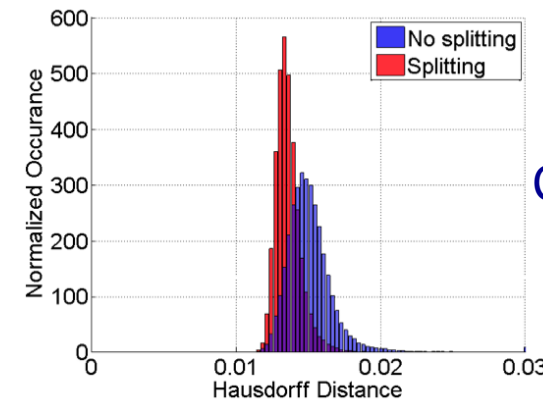
$$H(P, Q) = \max_{p \in P} \left[\min_{q \in Q} [\text{dist}(p, q)] \right]$$



Unperturbed 4K



Perturbed 4K



CVT

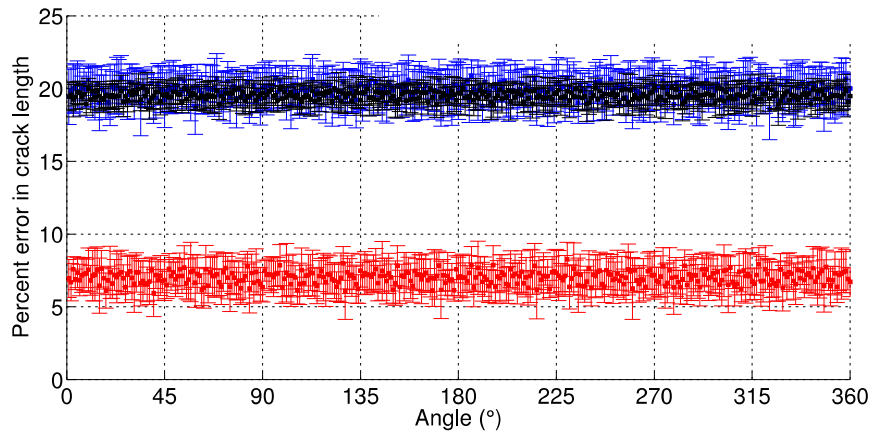
Quad refinement results in lower error for crack length studies

1,700 CVT elements

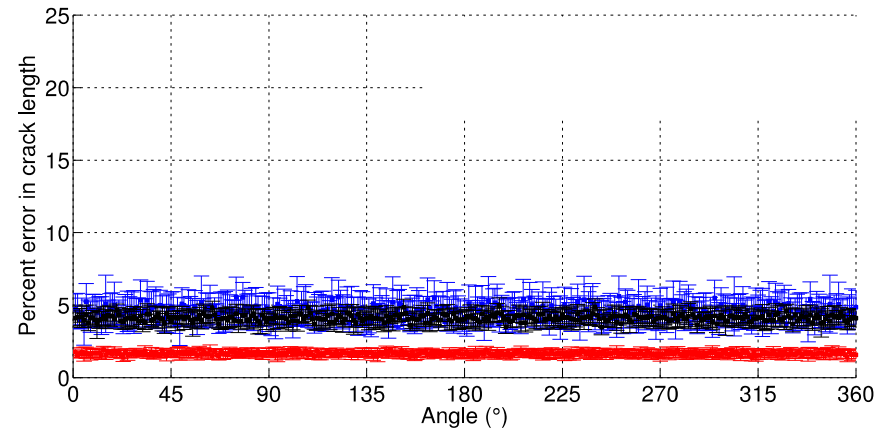
1,700 CVT element refined ~10,000 quads

~10,000 CVT elements

Without splitting



With splitting



CVT element meshes that are refined with quads have lower error than meshes with an equivalent number of CVT elements.

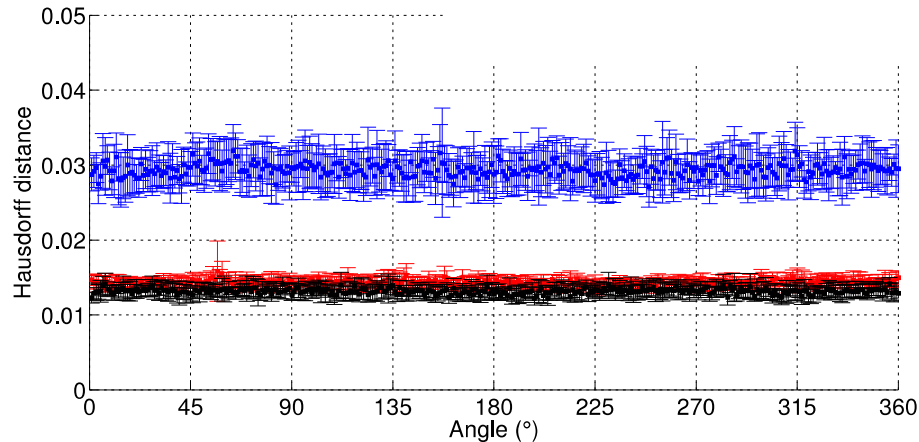
Error in Hausdorff distance with refinement is nearly as low as a mesh of fine polygons

1,700 CVT elements

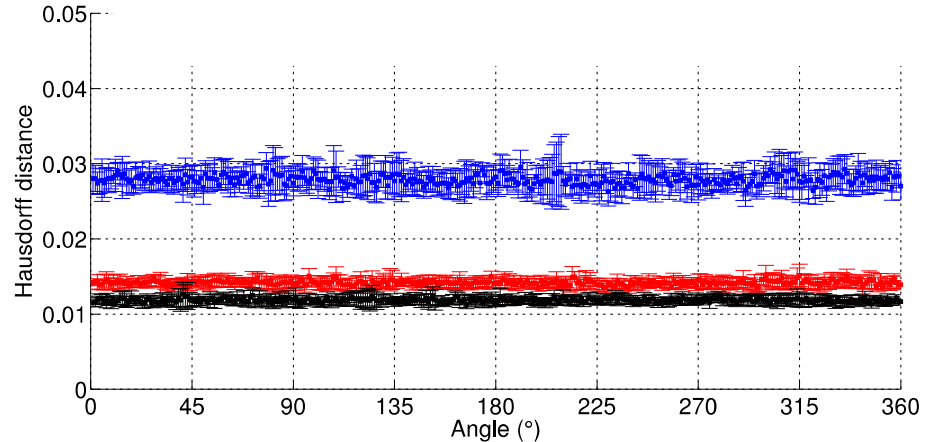
1,700 CVT element refined ~10,000 quads

~10,000 CVT elements

Without splitting

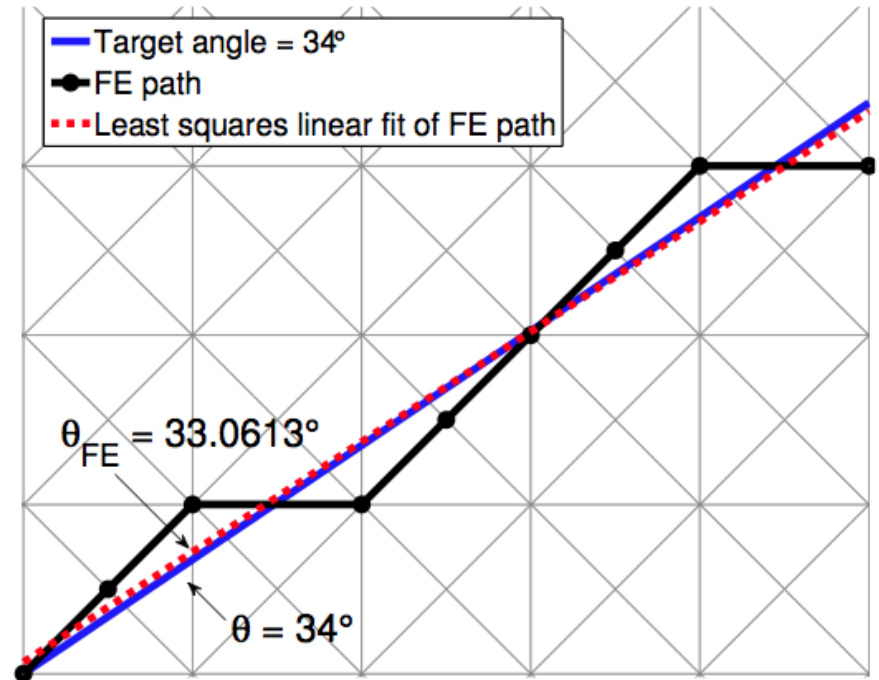
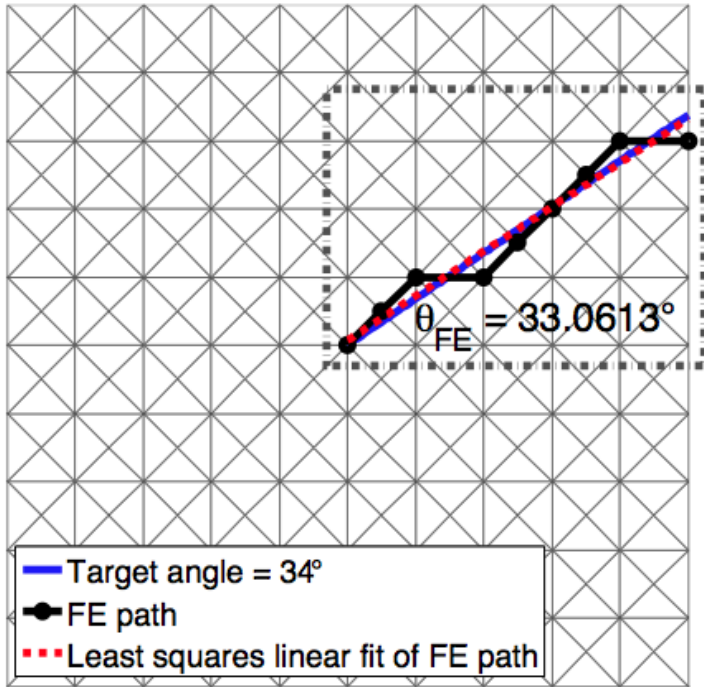


With splitting



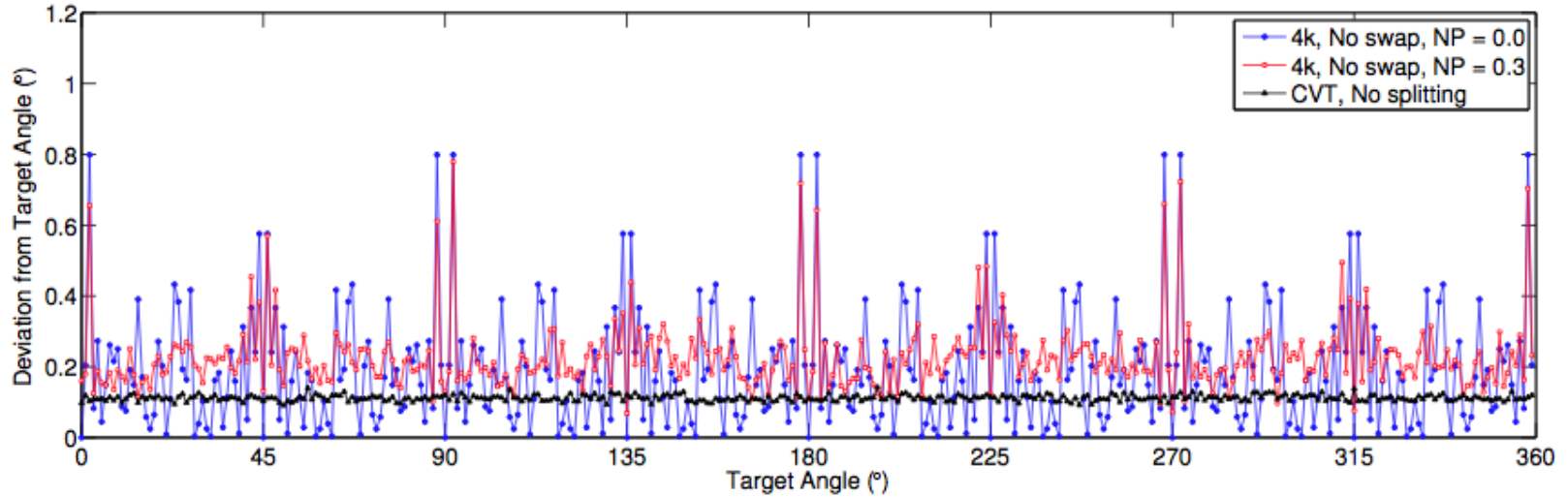
Since the proposed refinement scheme will be applied adaptively, we will gain the benefit of a smaller Hausdorff distance associated with using a fine mesh without needing to refine the entire domain.

We also perform studies on crack angle because it is a quantity of interest in fracture simulation

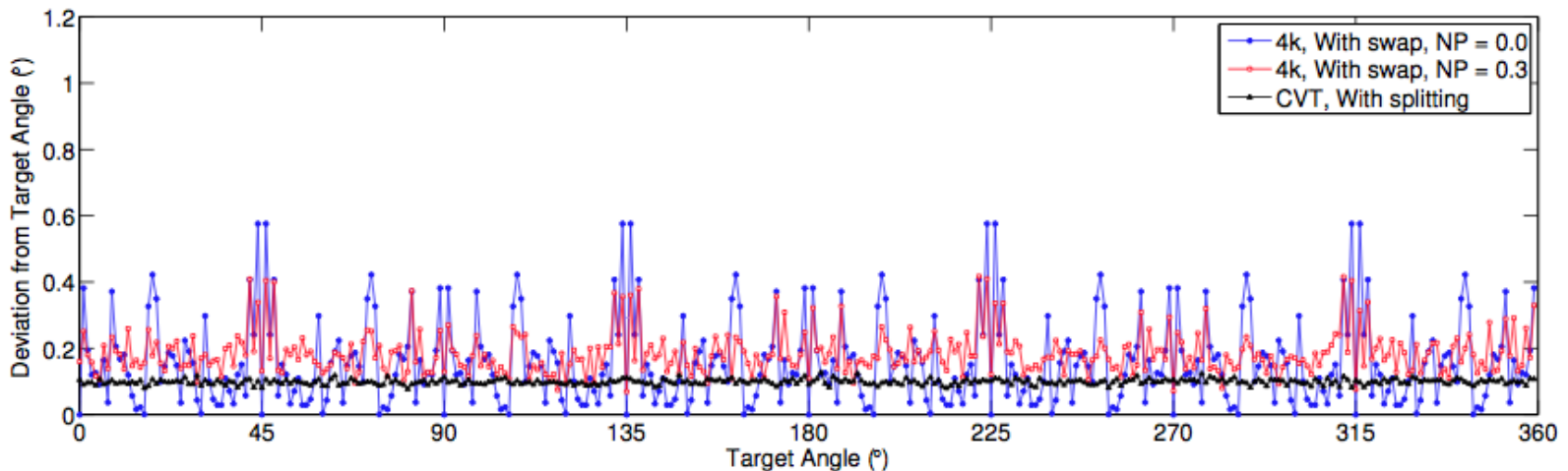


Crack angle deviation is significantly lower with polygonal meshes compared to 4K

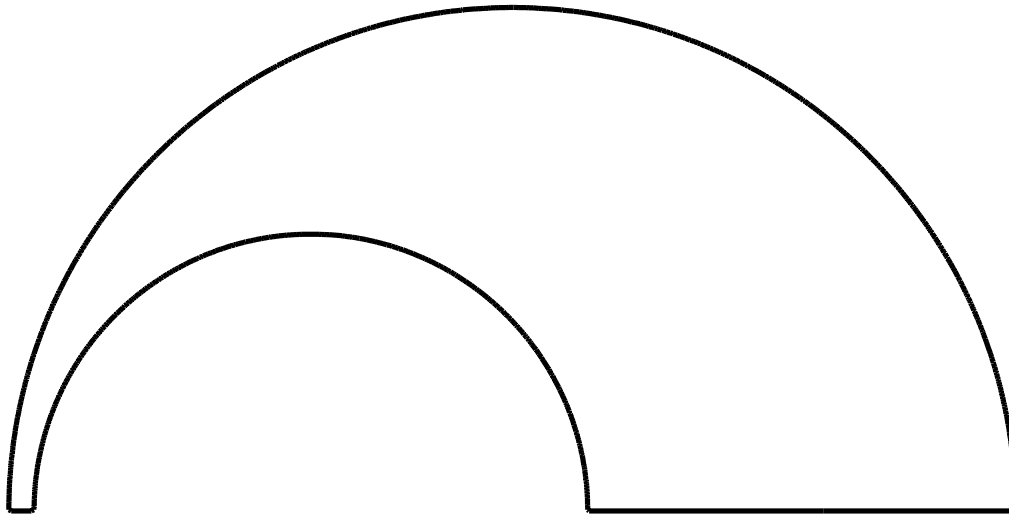
No splitting/swapping



With splitting/swapping



Instead of structured meshes, we use polygonal discretizations obtained from a Voronoi diagram



Voronoi tessellation associated with point set, \mathbf{P} :

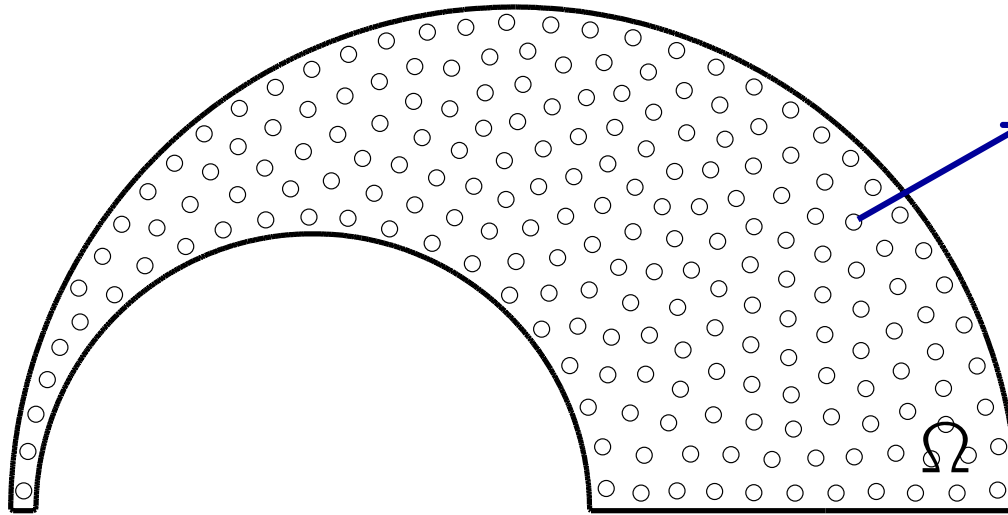
$$\mathcal{T}(\mathbf{P}; \Omega) = \{V_{\mathbf{y}} \cap \Omega : \mathbf{y} \in \mathbf{P}\}$$

$$V_{\mathbf{y}} = \{\mathbf{x} \in \mathbb{R}^d : \|\mathbf{x} - \mathbf{y}\| < \|\mathbf{x} - \mathbf{z}\|, \forall \mathbf{z} \in \mathbf{P} \setminus \{\mathbf{y}\}\}$$



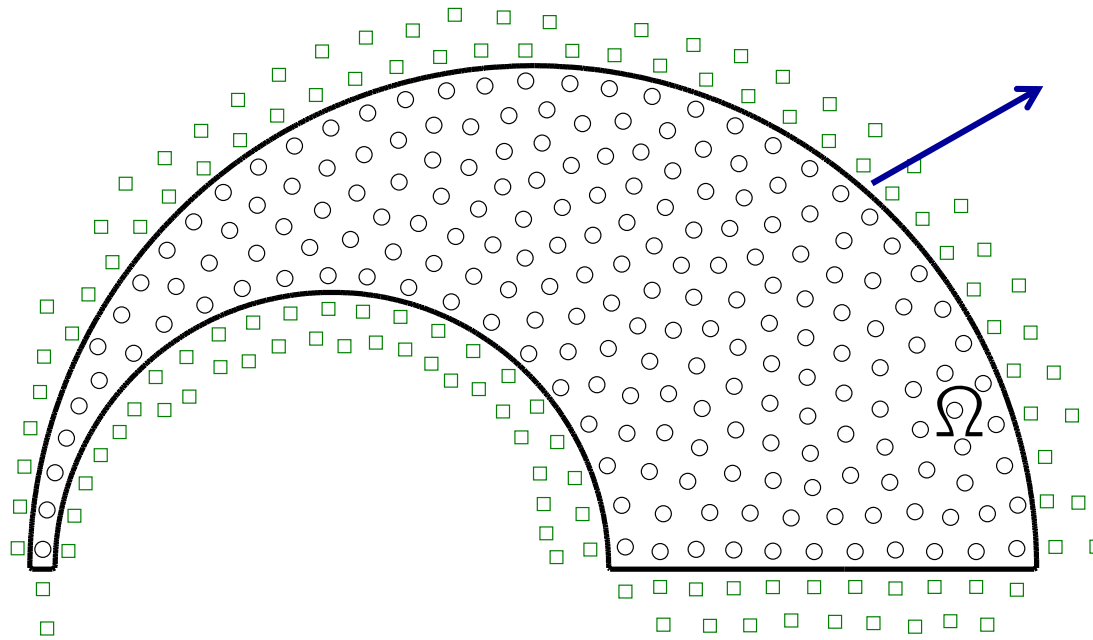
Voronoi cells

Instead of structured meshes, we use polygonal discretizations obtained from a Voronoi diagram



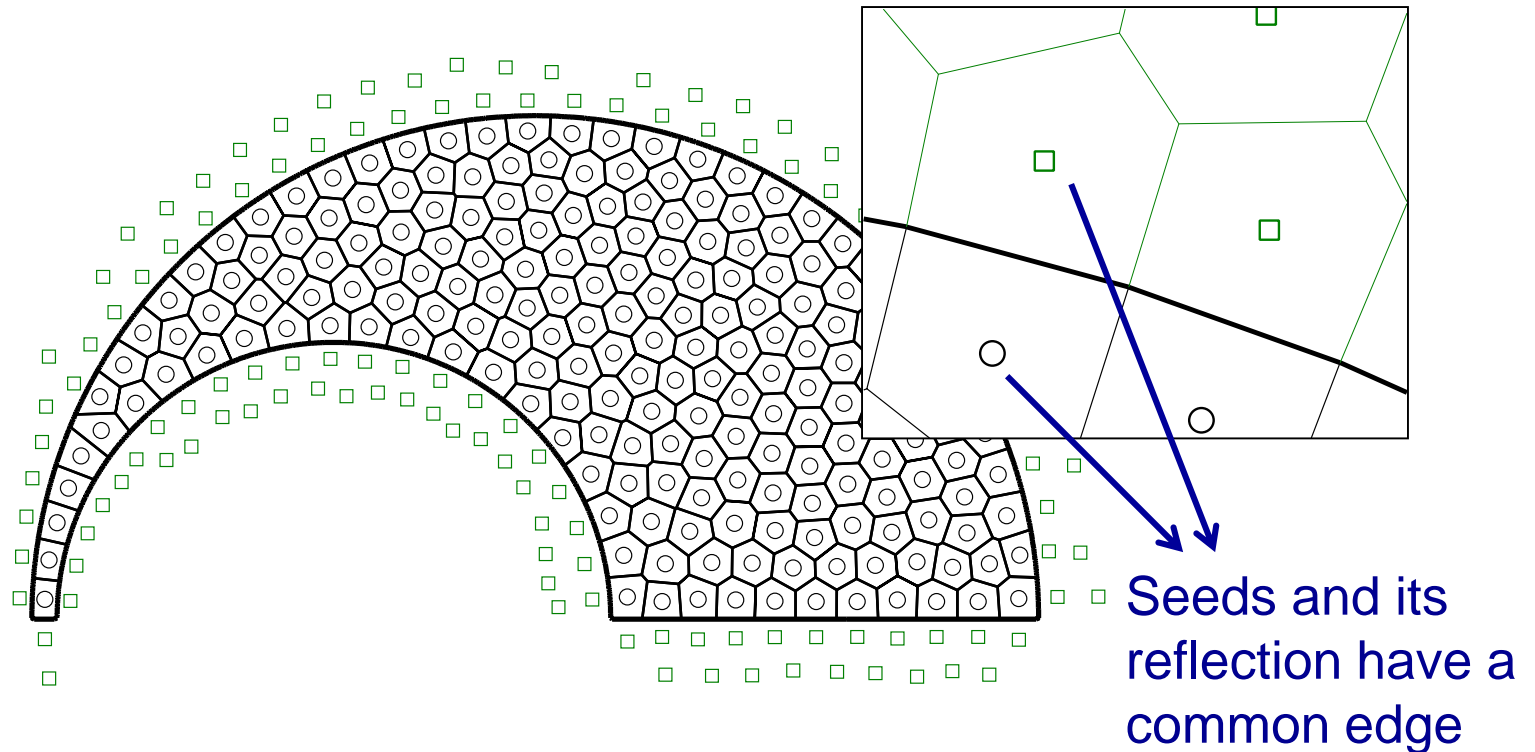
Set of seeds
placed inside the
domain

Instead of structured meshes, we use polygonal discretizations obtained from a Voronoi diagram



Reflections of seeds about the boundary

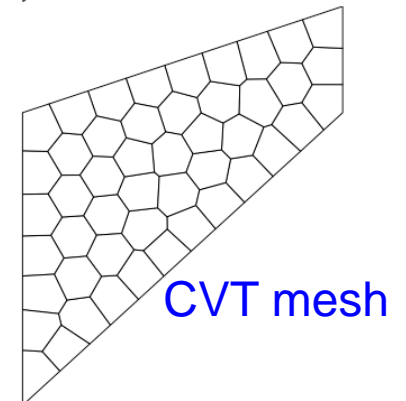
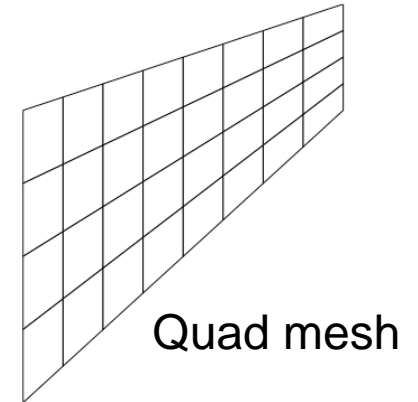
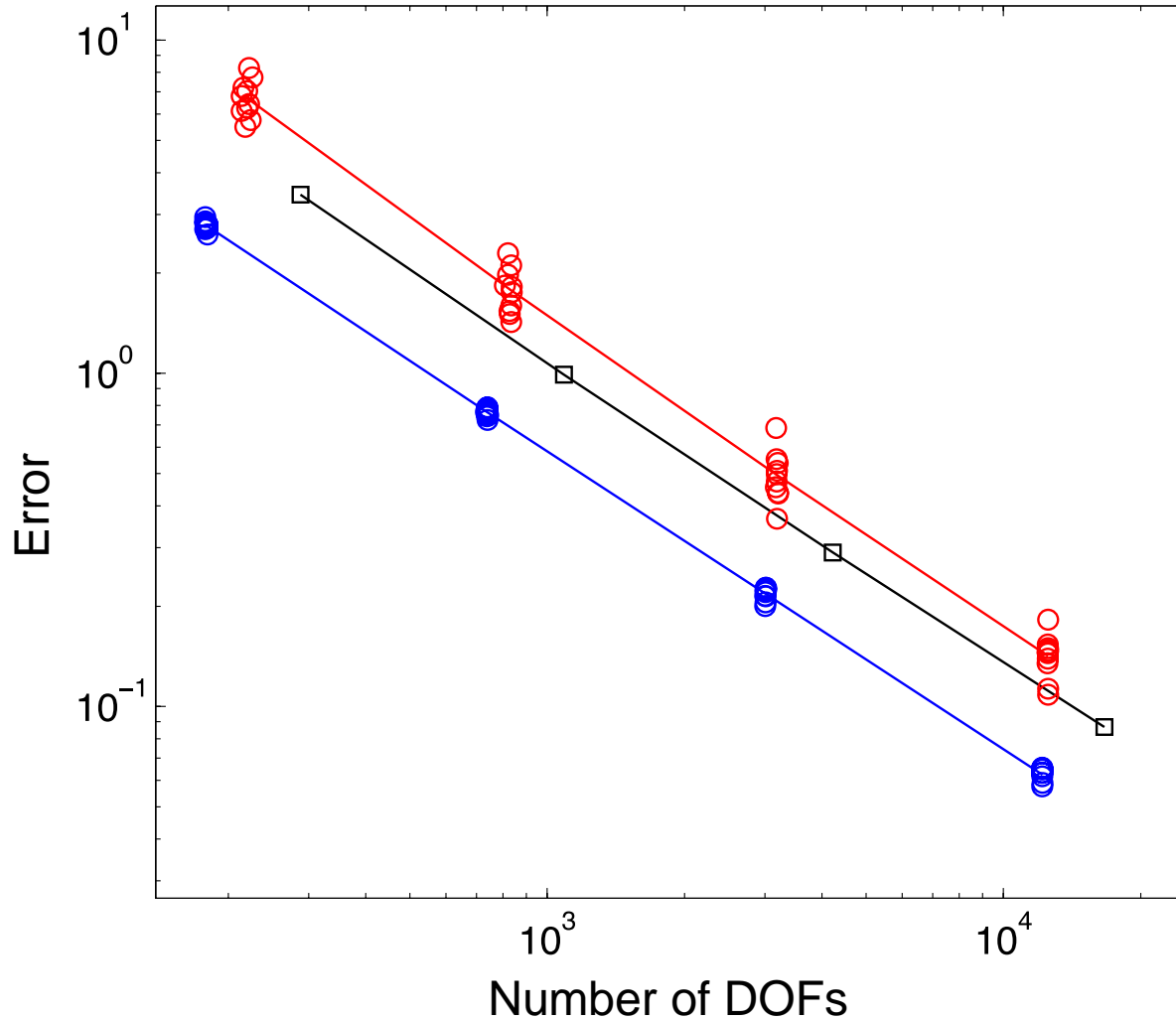
Instead of structured meshes, we use polygonal discretizations obtained from a Voronoi diagram



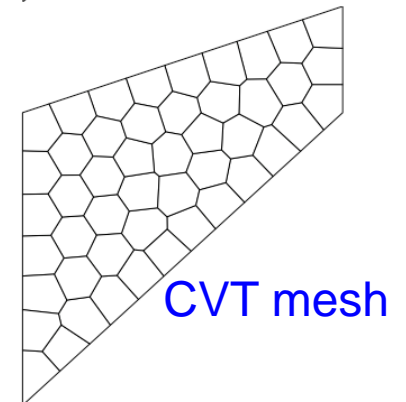
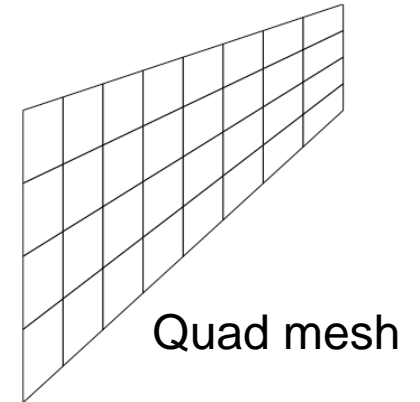
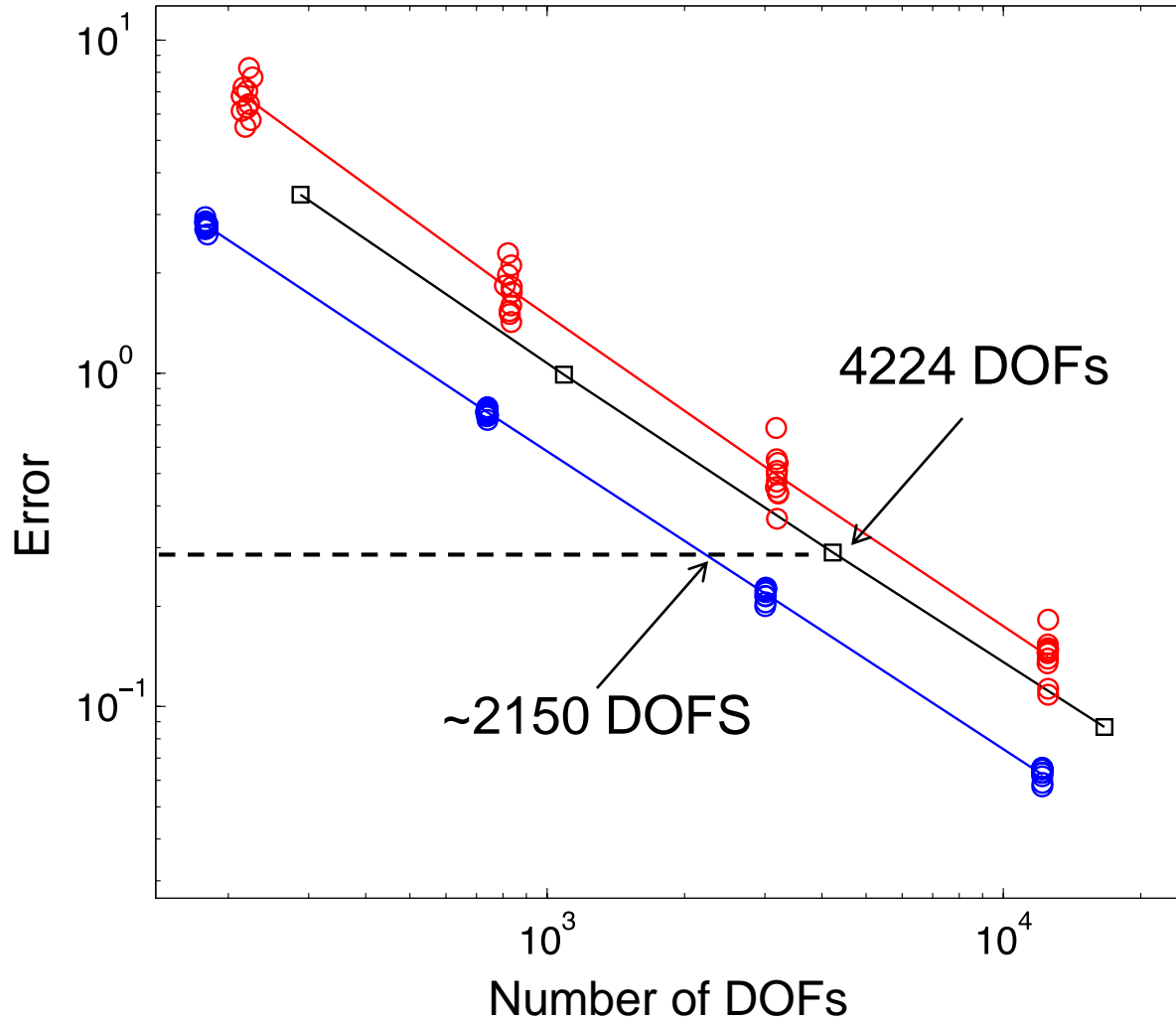
The mesh consists of the Voronoi cells associated with \mathbf{P} :

$$\mathcal{M}_{\Omega}(\mathbf{P}) := \{V_y \in \mathcal{T}(\mathbf{P} \cup R_{\Omega}(\mathbf{P}); \mathbb{R}^d) : \mathbf{y} \in \mathbf{P}\}$$

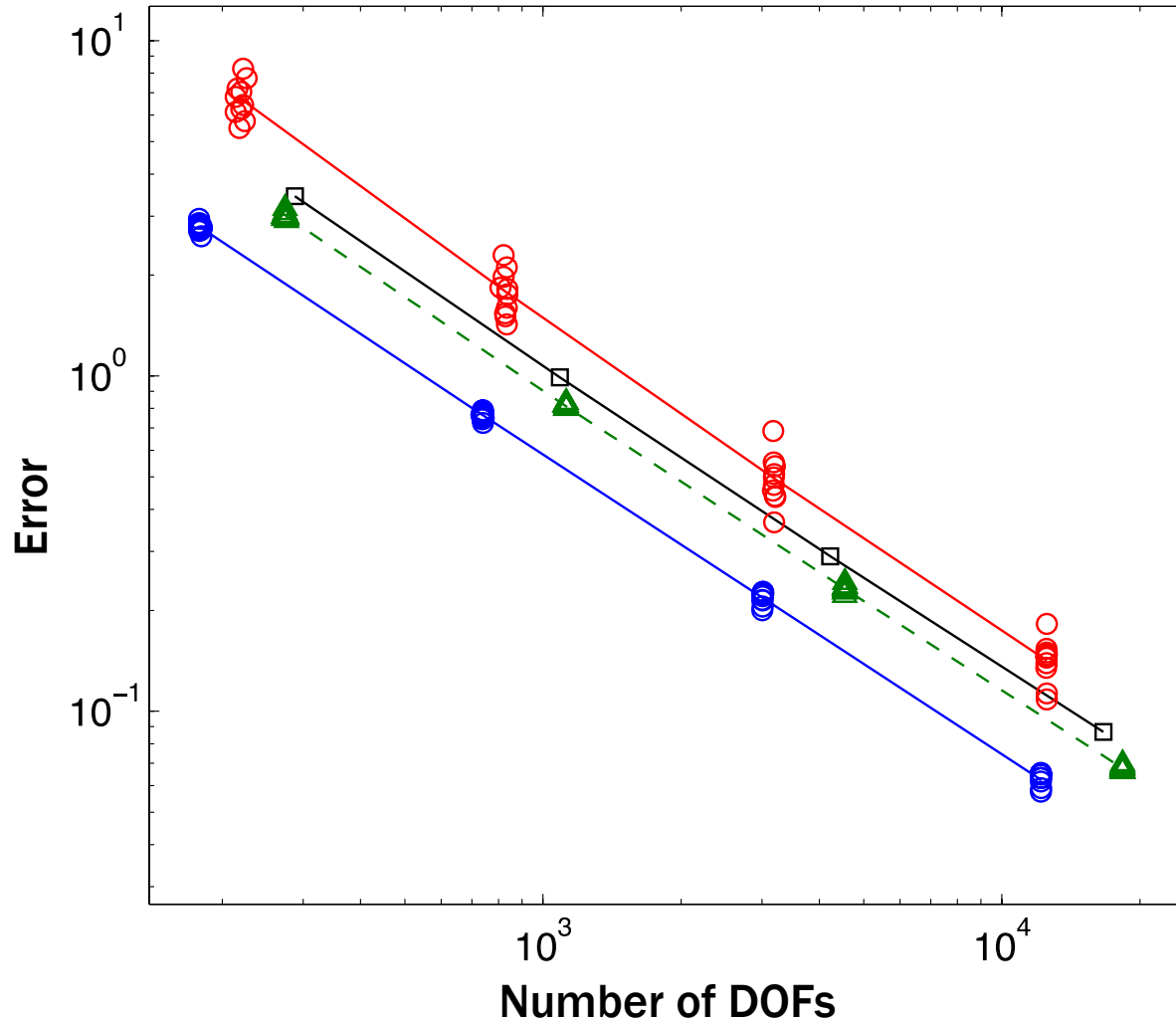
Comparison of performance 10 sample random and CVT meshes with regular quadrilateral partition



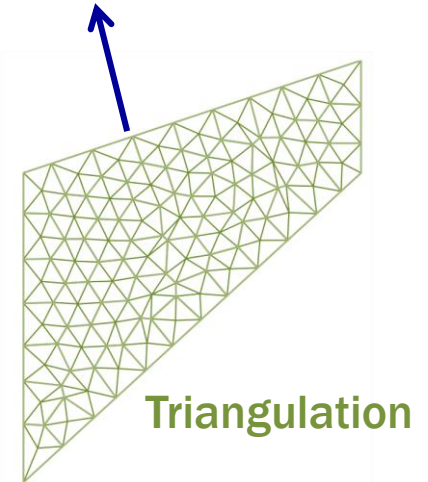
Roughly 2x DOFs are needed with the quad mesh for the same level of accuracy



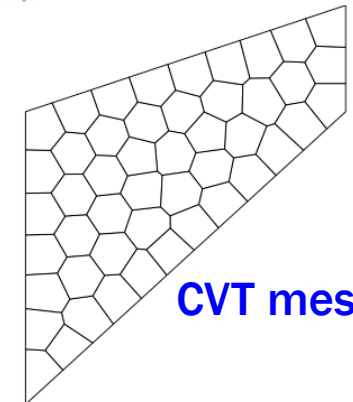
The factor is $\times 1.6$ for the triangulation (connecting centroid to the vertices) of CVT meshes



n triangles and one additional node for each n -gon

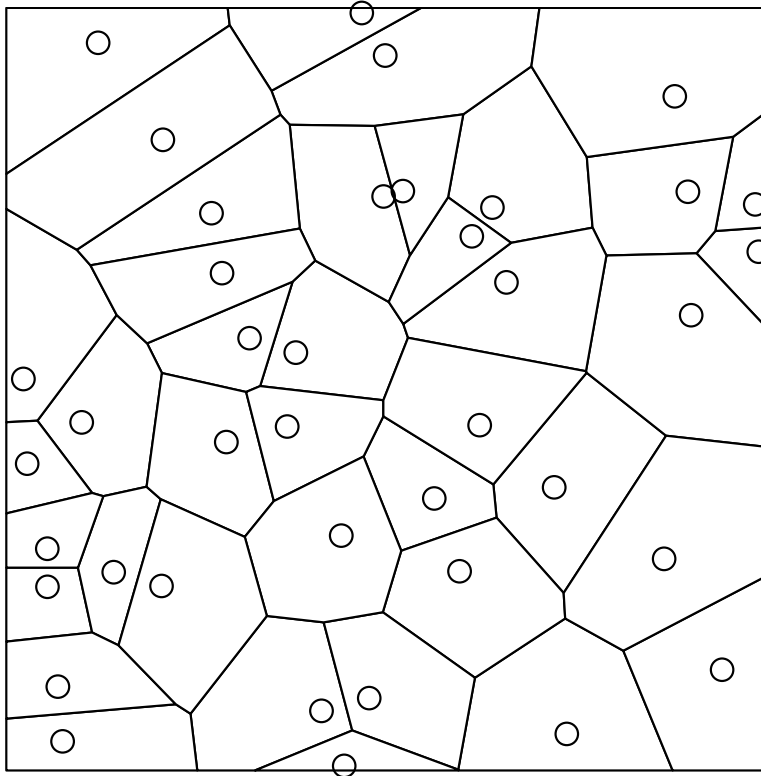


Triangulation



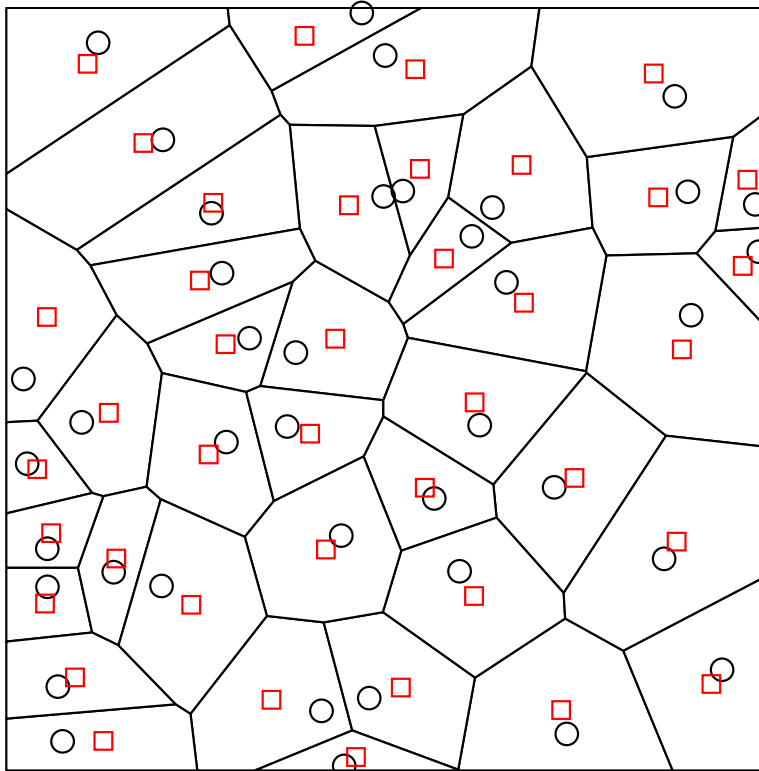
CVT mesh

Instead of structured meshes, we use CVT polygonal discretizations



Generate a random point set inside the domain and construct the Voronoi diagram of each set

Instead of structured meshes, we use CVT polygonal discretizations



Each iteration consists of replacing each seed by the centroid of its cell

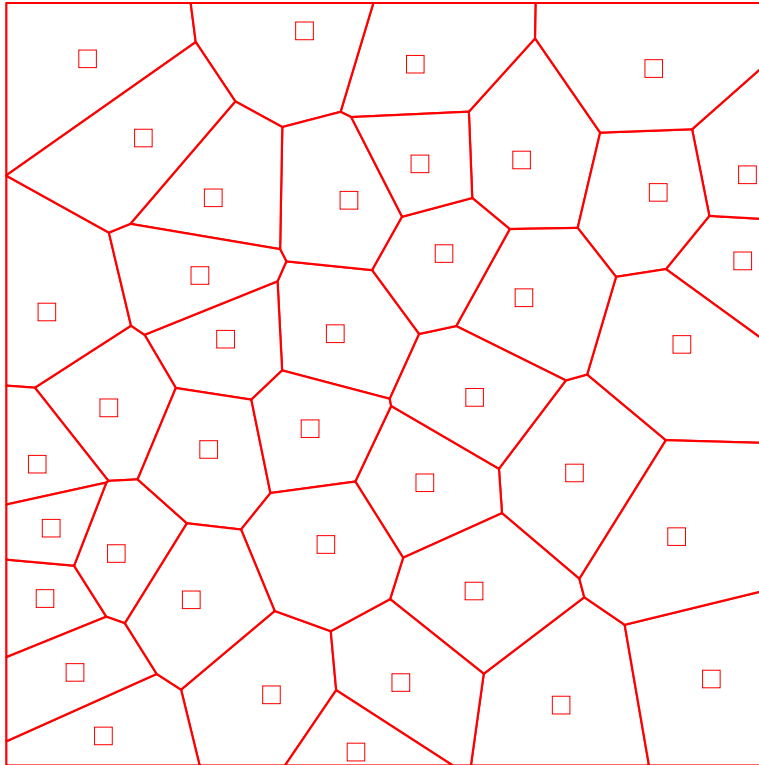
$$\mathbf{P}_{i+1} = \mathbf{L}(\mathbf{P}_i)$$

Lloyd's map

$$\mathbf{L}_y(\mathbf{P}) = \frac{\int_{V_y(P) \cap \Omega} \mathbf{x} \mu(\mathbf{x}) d\mathbf{x}}{\int_{V_y(P) \cap \Omega} \mu(\mathbf{x}) d\mathbf{x}}$$

Prescribed density function

Instead of structured meshes, we use CVT polygonal discretizations



Each iteration consists of replacing each seed by the centroid of its cell

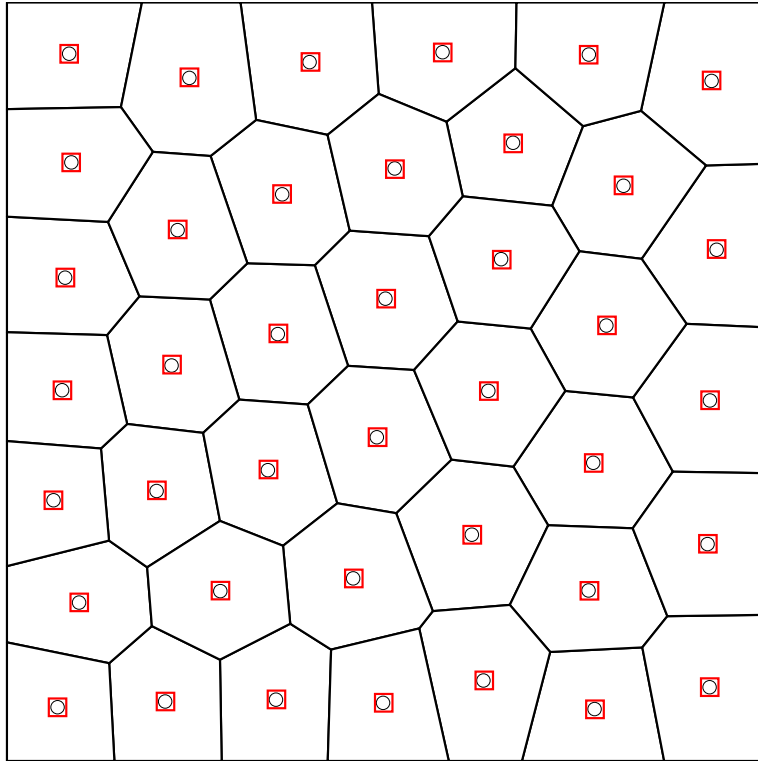
$$\mathbf{P}_{i+1} = \mathbf{L}(\mathbf{P}_i)$$

Lloyd's map

$$\mathbf{L}_y(\mathbf{P}) = \frac{\int_{V_y(P) \cap \Omega} \mathbf{x} \mu(\mathbf{x}) d\mathbf{x}}{\int_{V_y(P) \cap \Omega} \mu(\mathbf{x}) d\mathbf{x}}$$

Prescribed density function

Instead of structured meshes, we use CVT polygonal discretizations



Each iteration consists of replacing each seed by the centroid of its cell

$$\mathbf{P}_{i+1} = \mathbf{L}(\mathbf{P}_i)$$

Lloyd's algorithm produces a Centroidal Voronoi Tessellation (CVT)

$$\mathbf{y} = \frac{\int_{V_y(P) \cap \Omega} \mathbf{x} \mu(\mathbf{x}) d\mathbf{x}}{\int_{V_y(P) \cap \Omega} \mu(\mathbf{x}) d\mathbf{x}}, \quad \forall \mathbf{y} \in \mathbf{P}$$

We can construct graded meshes using a non-constant density function

