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# Object Oriented Finite Element Analysis for Materials Scientists

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# Outline of the Talk

- What?
- Examples:
  - Thermal Barrier Coatings
  - MatCASE
- OOF2
  - Why?
  - How?
    - Design Goals
    - Ingredients

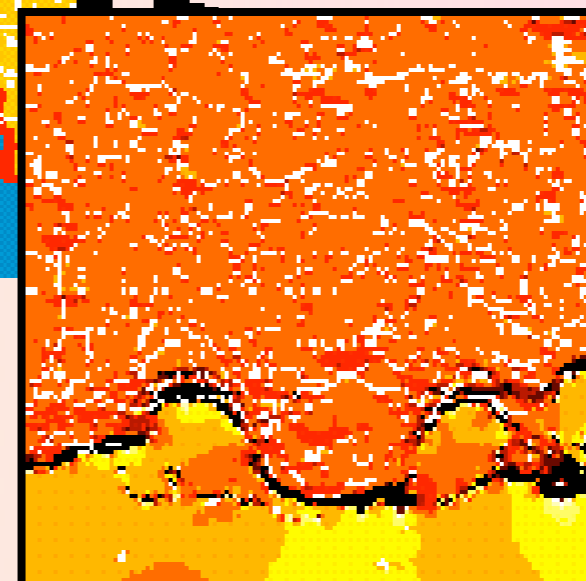
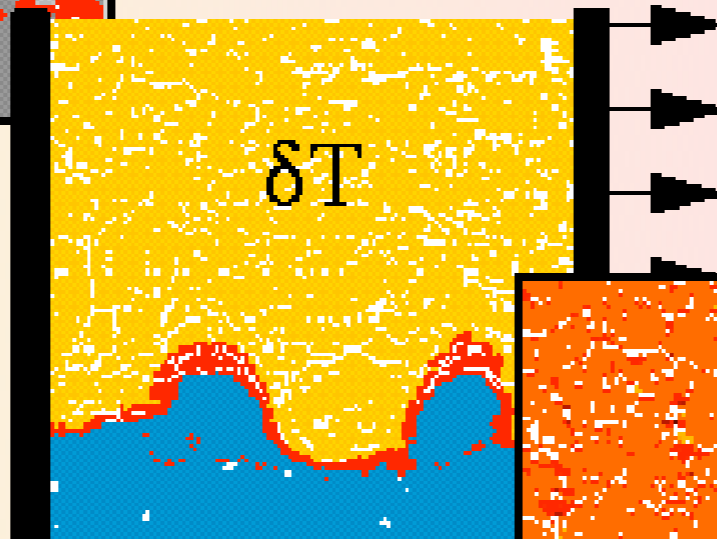
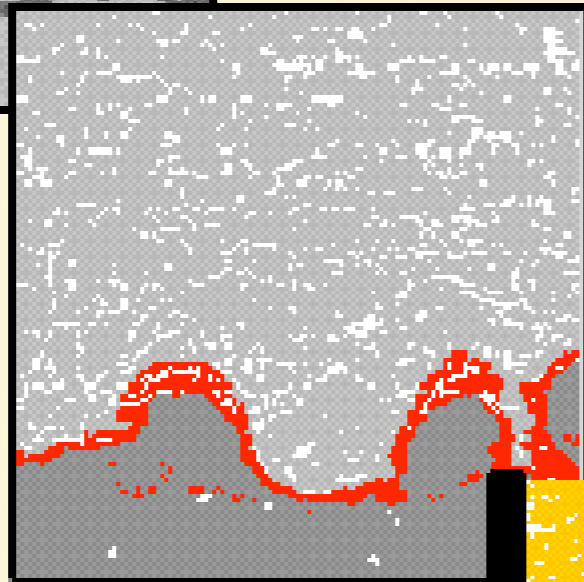
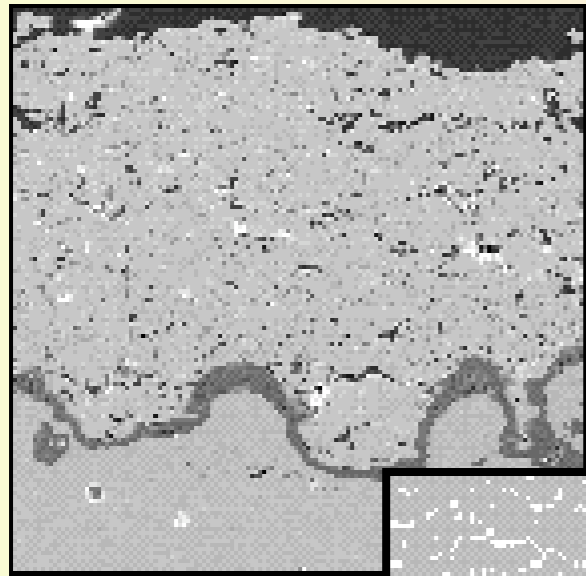
# What is OOF?

1. *Start with a micrograph*

2. *Assign material properties*

3. *Perform virtual experiments*

4. *Visualize and quantify*



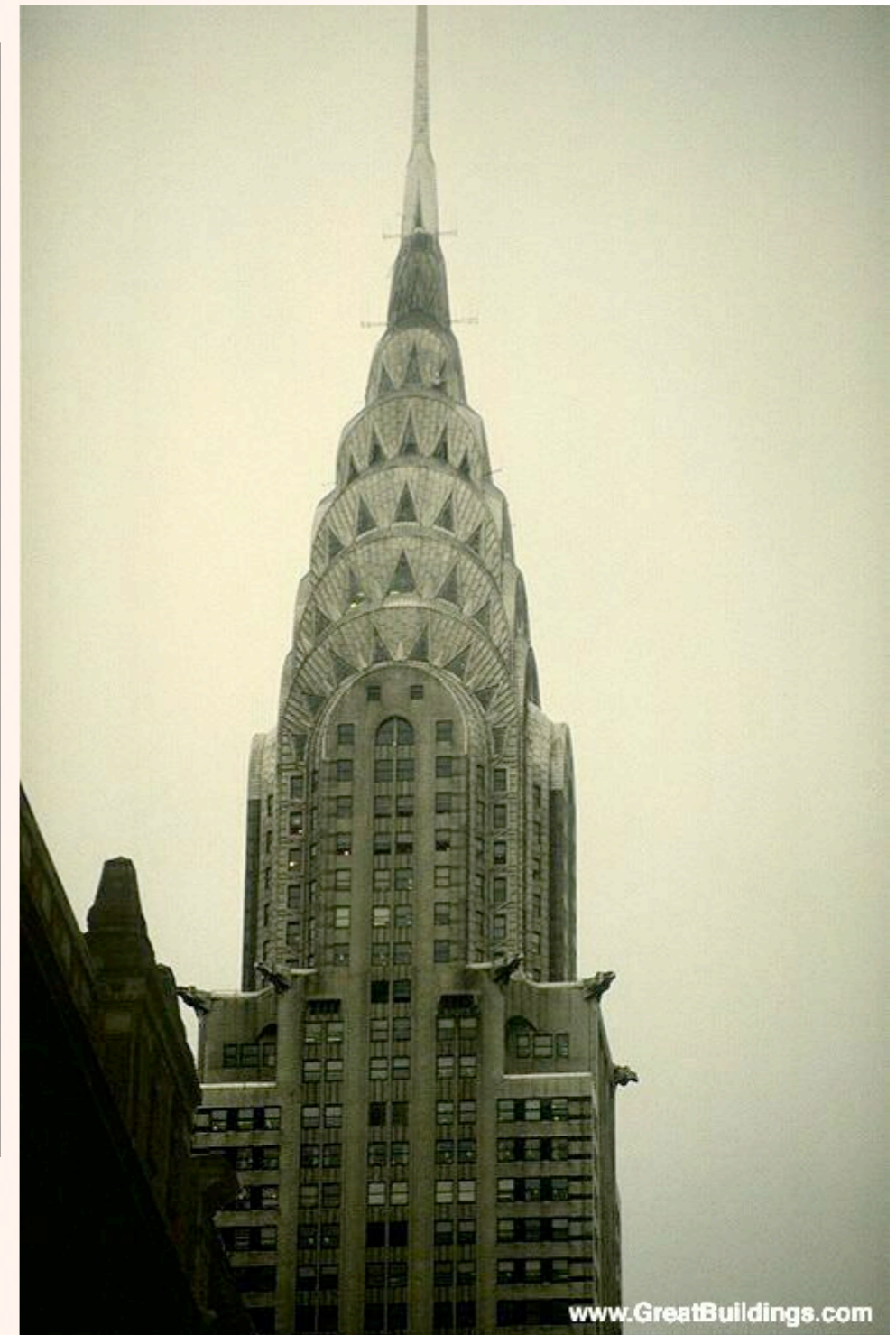
# Why OOF?

## Goals:

- ◆ Elucidate the role of *heterogeneous, stochastic* microstructures on the bulk physical properties of materials.
- ◆ Correlate properties to microstructure
  - ◆ to shorten the materials development cycle.
  - ◆ to improve materials and processing.
  - ◆ to enable more reliable design.
- ◆ Provide an *extensible* platform for computing *general* physics of microstructures.
- ◆ A “Research Problem Solving Environment” for materials scientists.

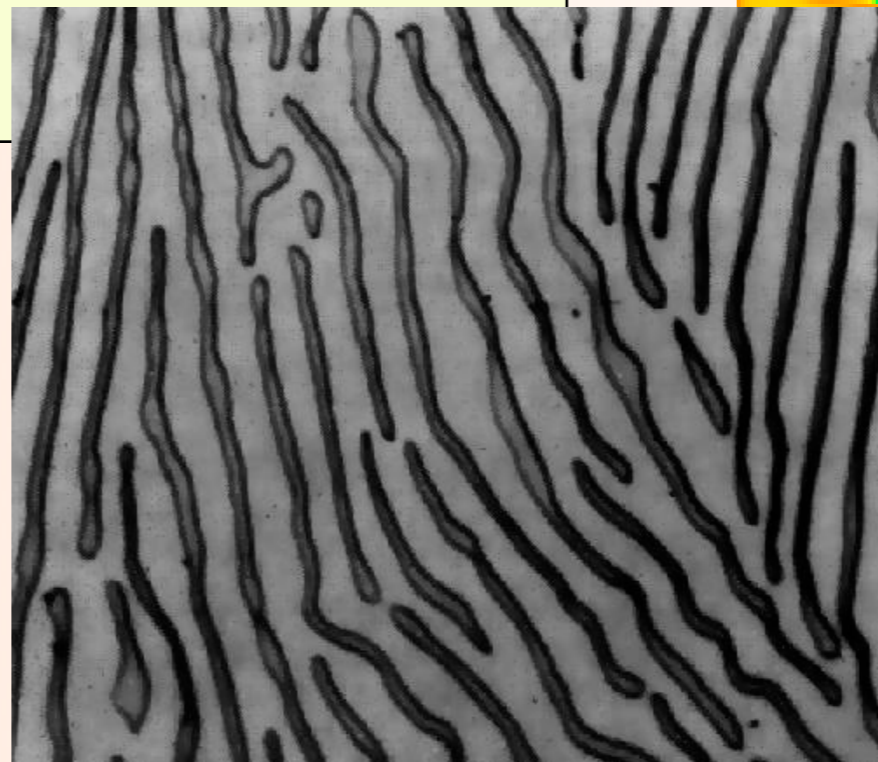
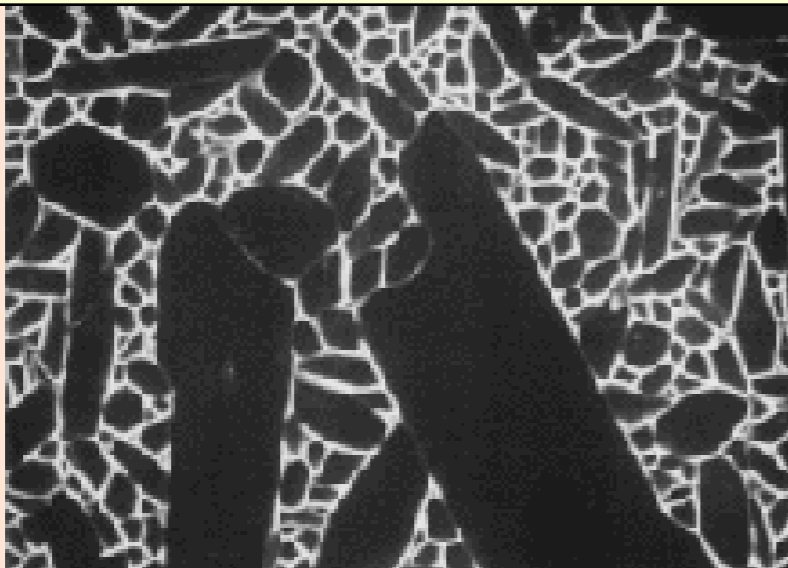
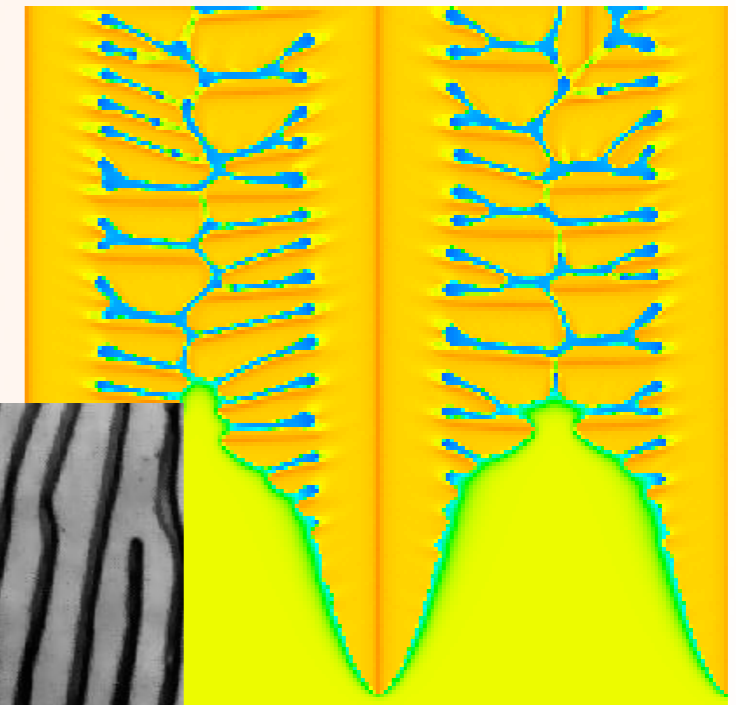
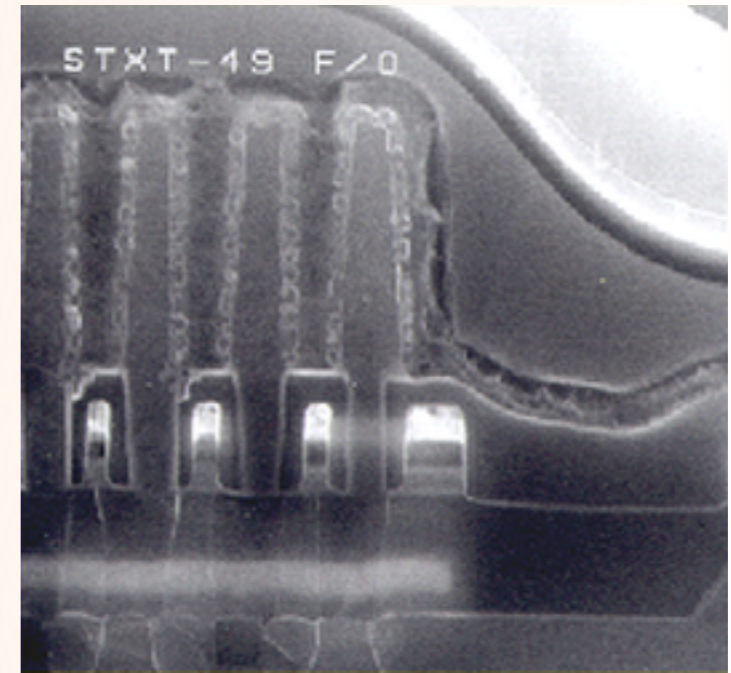
# Why OOF?

- Commercial finite element packages work best with large scale systems with regularly shaped components.



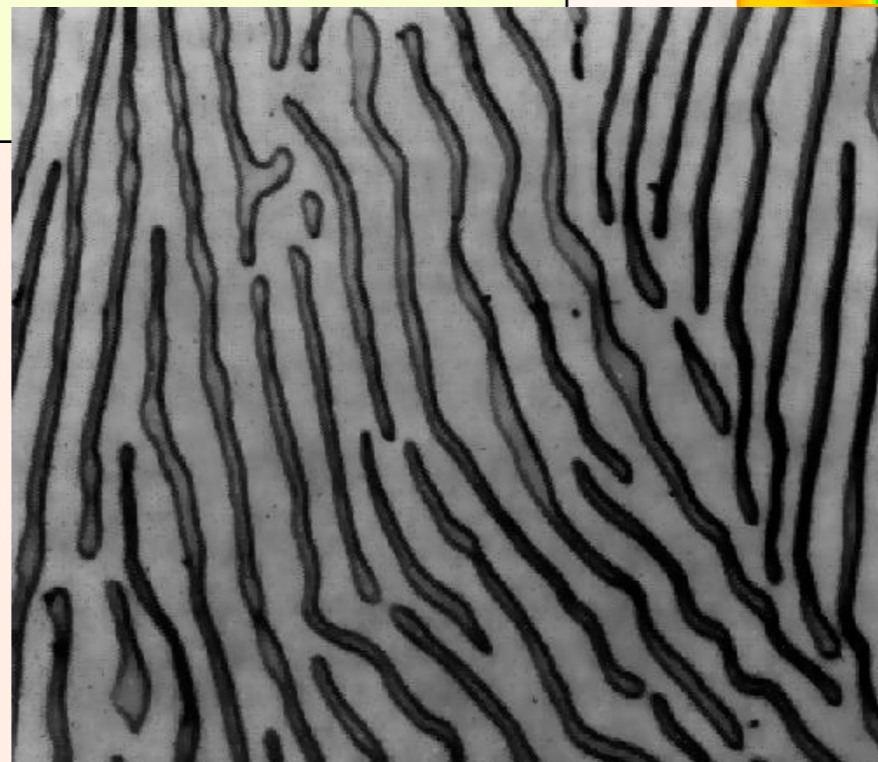
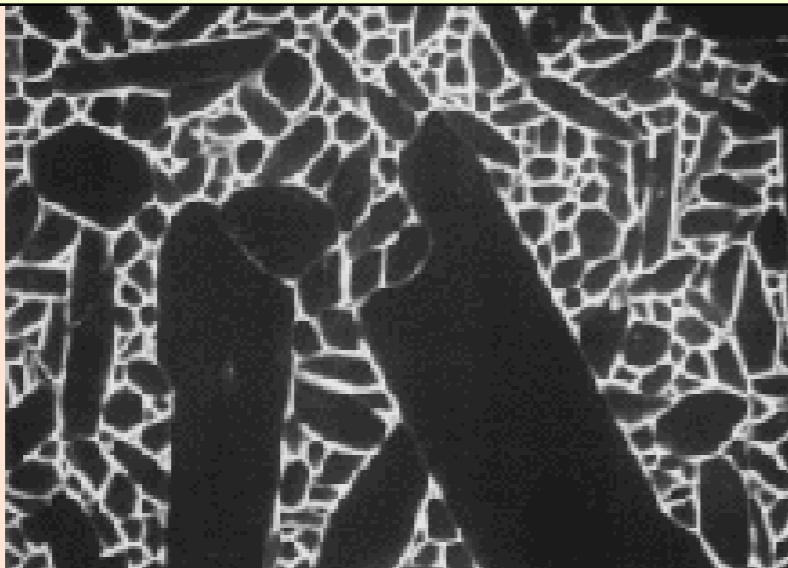
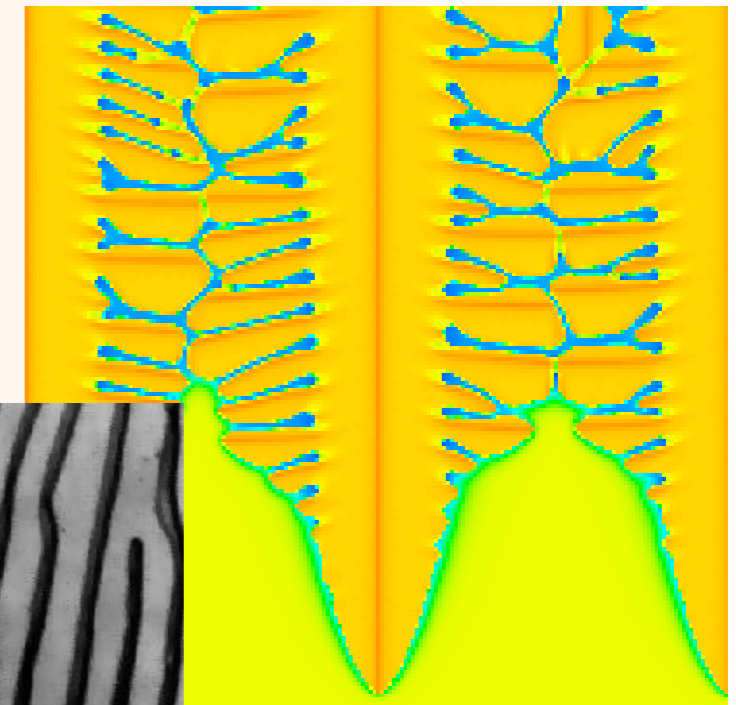
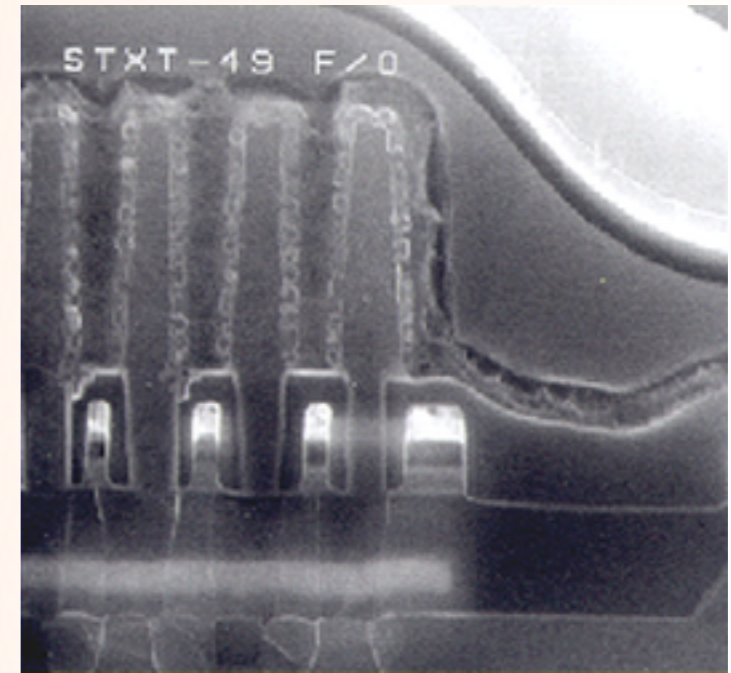
# Why OOF?

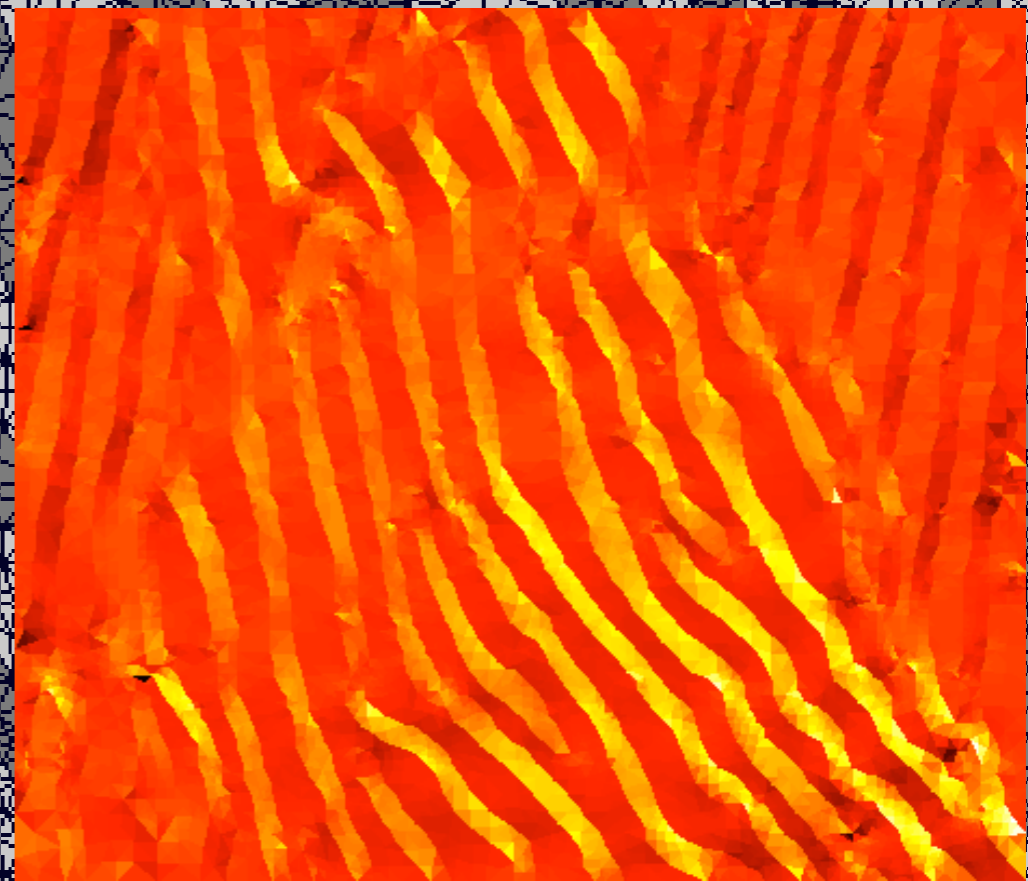
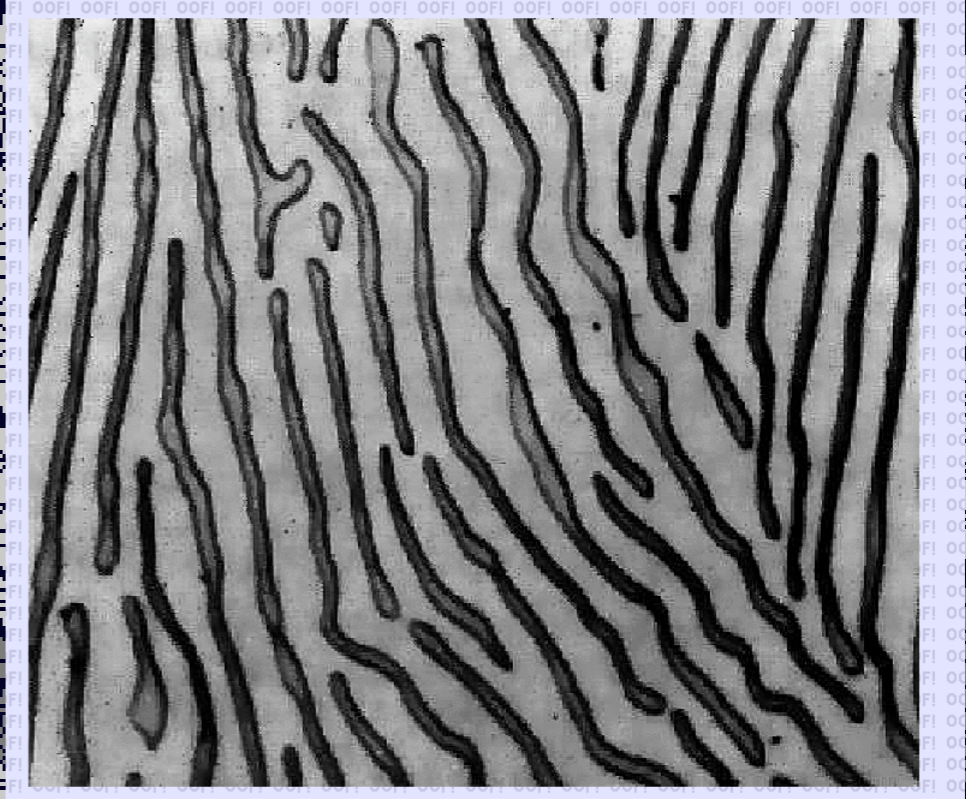
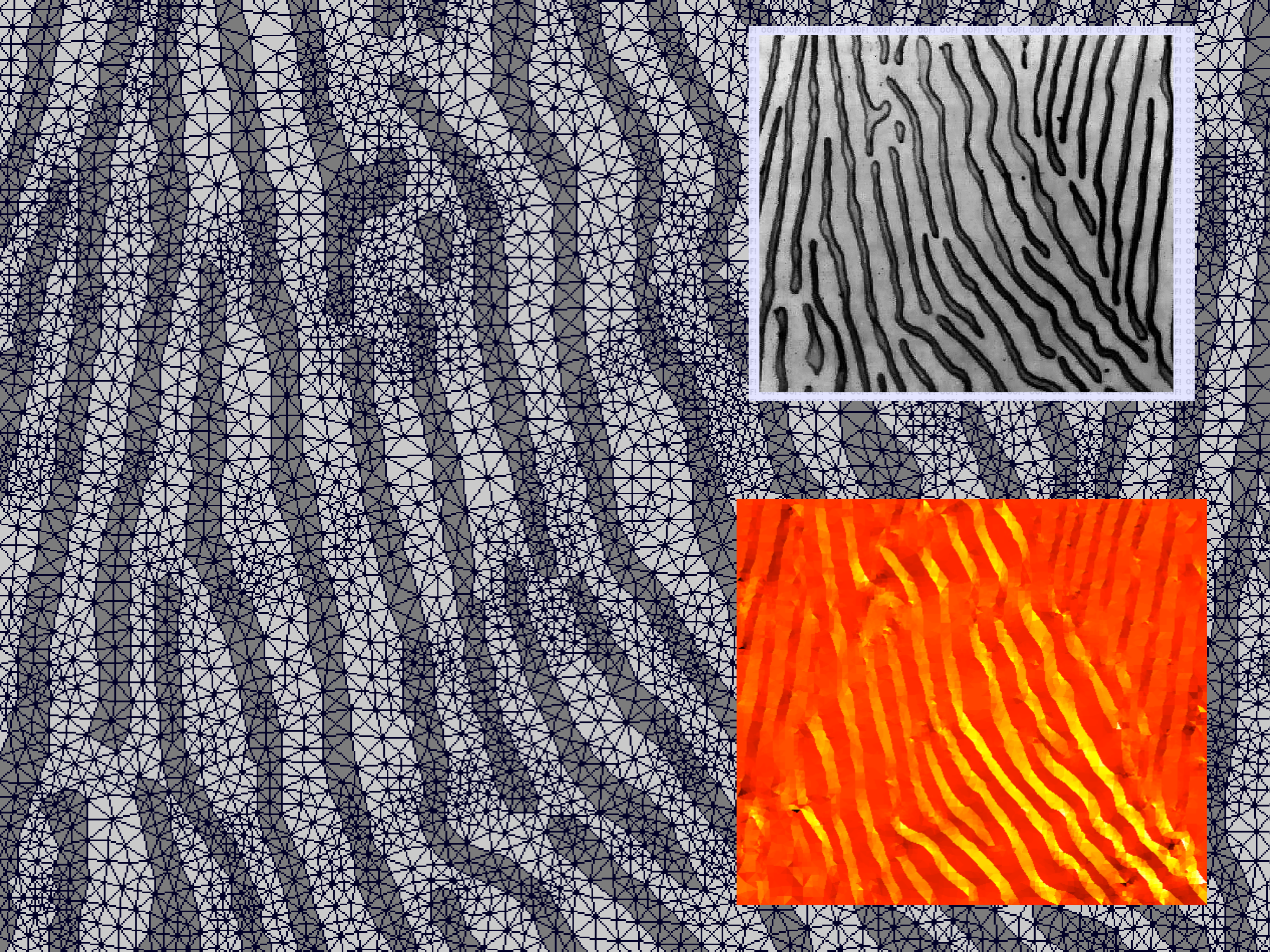
- Commercial finite element packages work best with large scale systems with regularly shaped components.
- Materials systems are small scale and disordered.



# Why OOF?

- Commercial finite element packages work best with large scale systems with regularly shaped components.
- Materials systems are small scale and disordered.
- OOF is designed to answer the questions that materials scientists want to ask.
- OOF is easy to use.





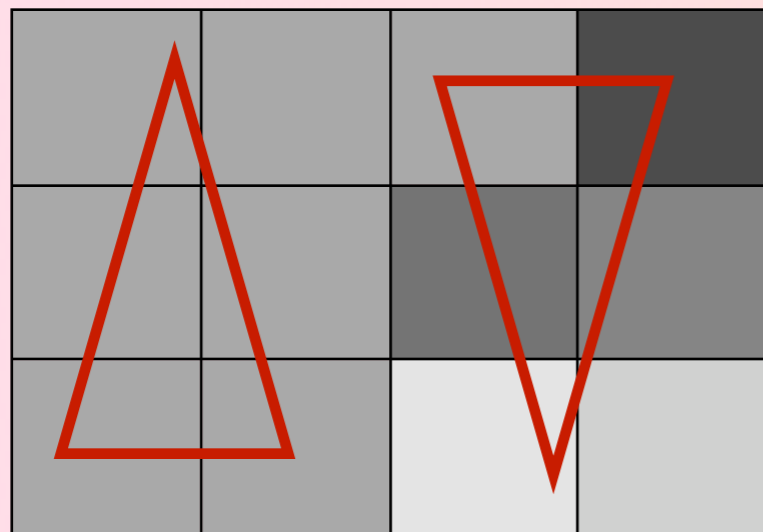
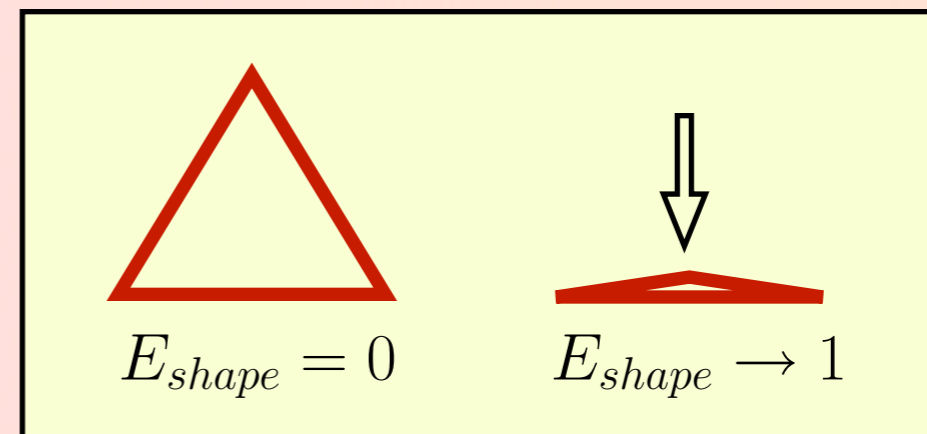


# Fitting a Mesh to Pixel Boundaries

- Mesh operations work to minimize an “energy” functional  $E$  of the mesh.

$$E = (1 - \alpha)E_{shape} + \alpha E_{homogeneity}$$

$$E_{shape} = 1 - \frac{36}{\sqrt{3}} \frac{A}{L^2}$$



$E_{homog.} = 0$

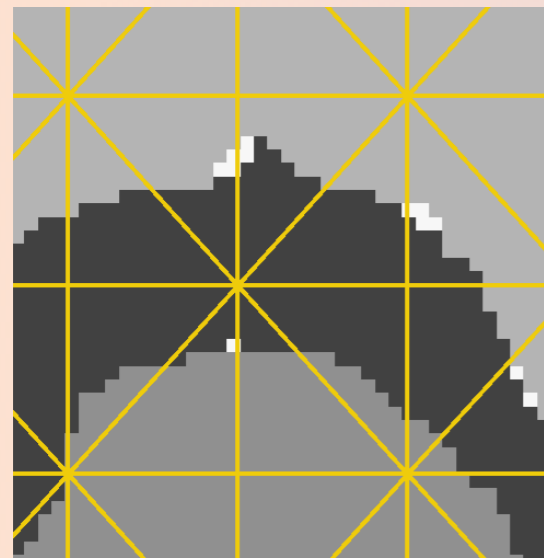
$E_{homog.} \rightarrow 1$

$$E_{homog.} = \prod_{i=1}^N [(1 - a_i) / (1 - 1/N)]$$

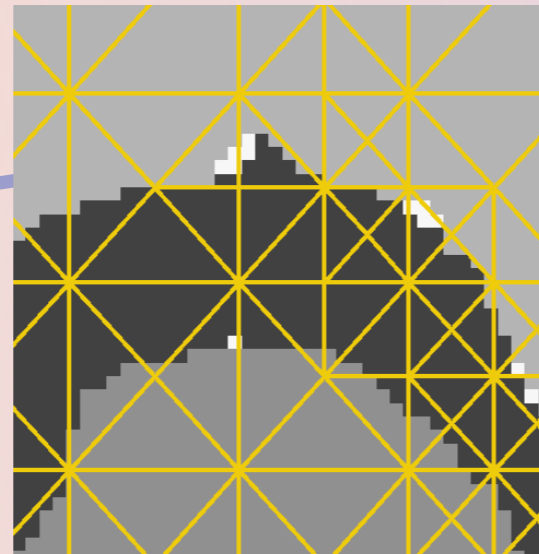
$a_i$  = fractional area of pixel type  $i$

$N$  = total number of pixel types

# Fitting a Mesh to Pixel Boundaries

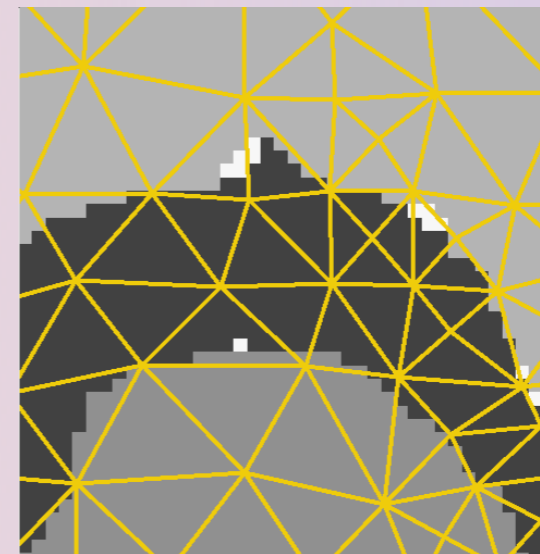


Initial Coarse Mesh

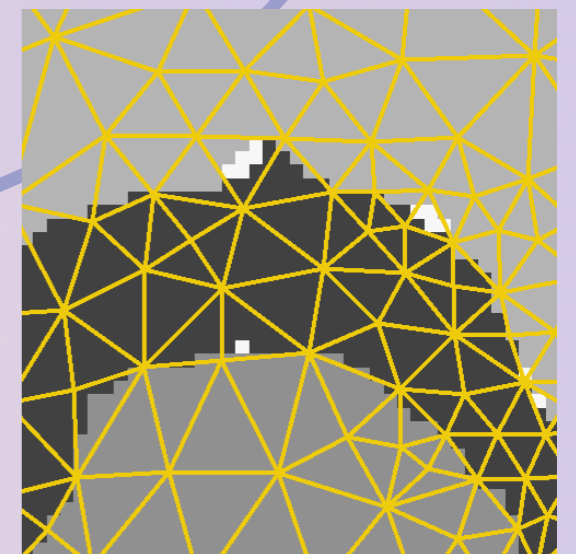


Refining Elements

Monte Carlo Node Motion  
and Edge Swapping



Operations to  
reduce  $E$



Final Mesh

- Examples:

- Thermal Barrier Coatings

- MatCASE:

- Materials Computation and Simulation Environment

# Predict Thermal Conductivity $\kappa$ of Ceramic Thermal Barrier Coatings for Turbine Blades

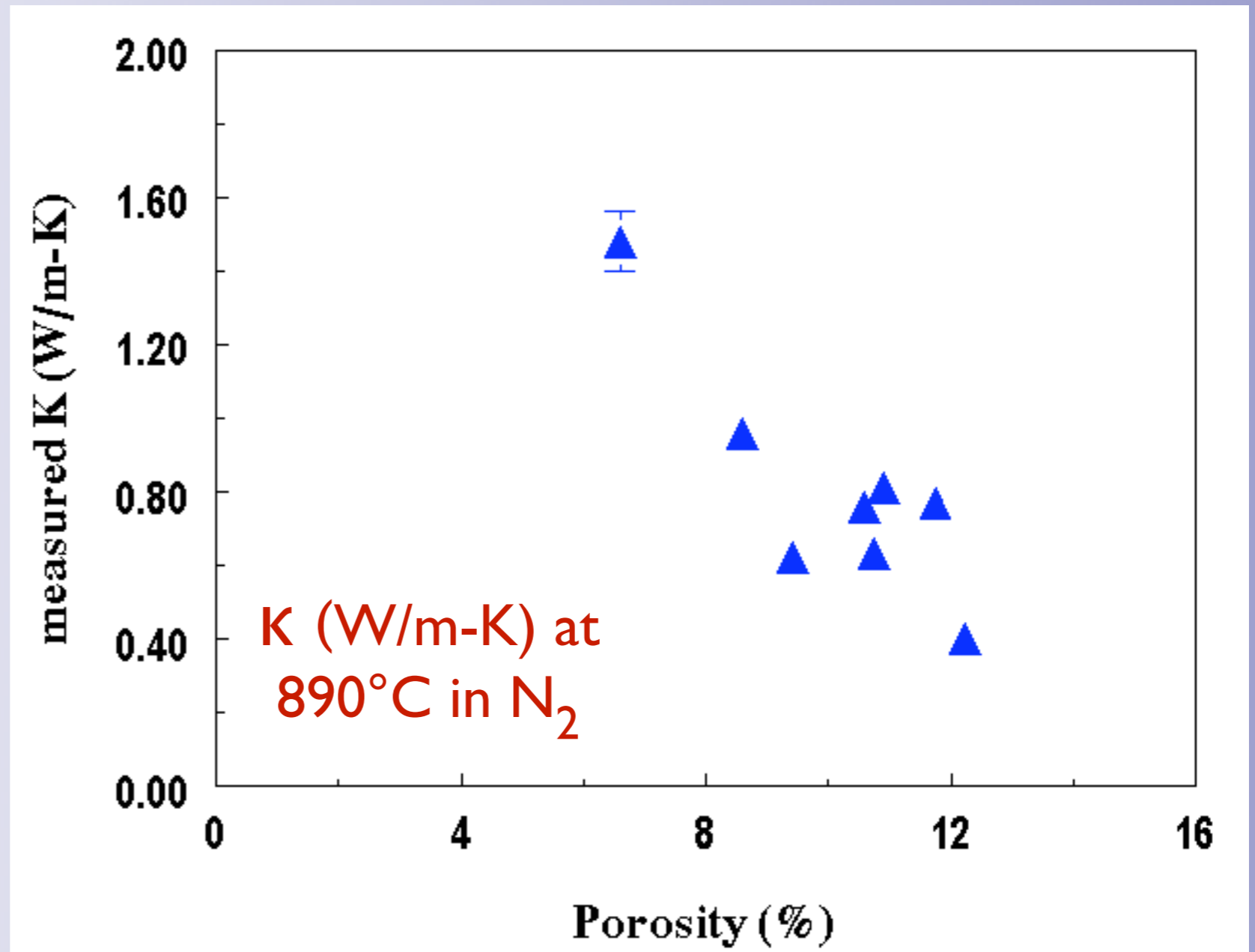
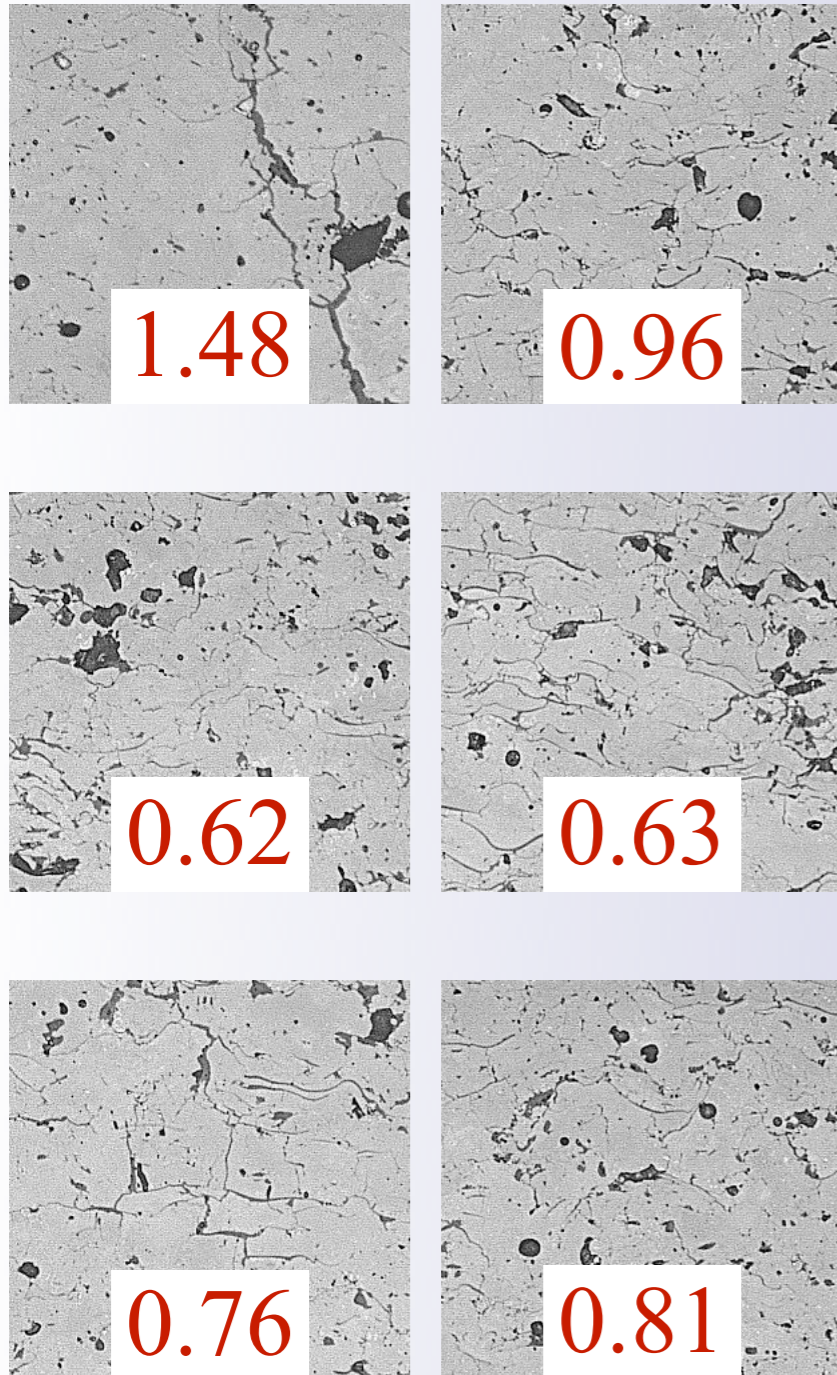
with James Ruud, NS Hari, James Grande, and Antonio Mogro-Campero,  
GE Corporate R&D

Funded in part by DOE Advanced Turbine Systems Program



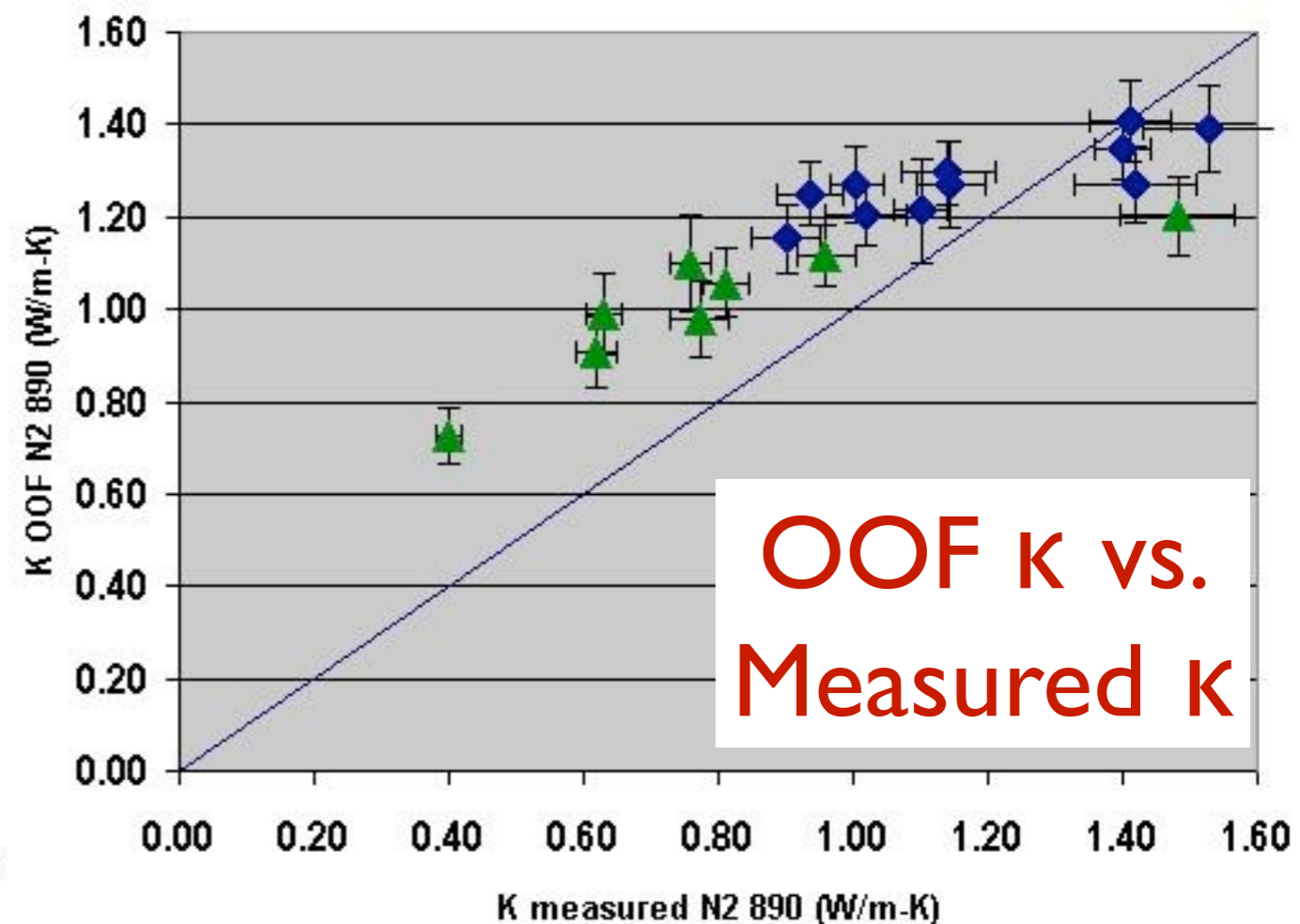
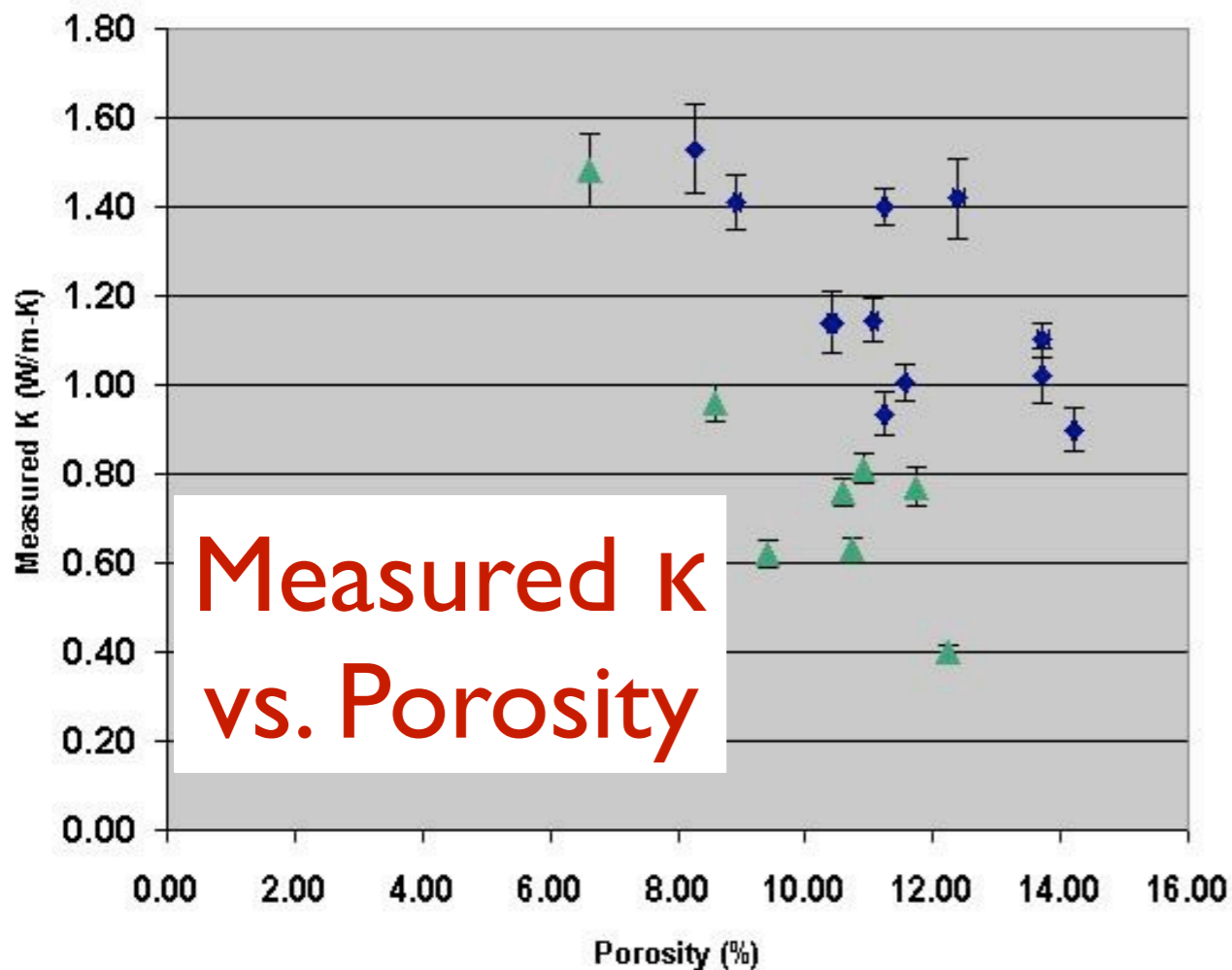
- TBC's allow jet engine blades to operate at higher temperatures.
- Physical measurements of  $\kappa$  are difficult, time consuming and expensive. Hardly ever done during quality control.
- OOF could replace measurements during research, development, design, and production.

# Thermal Conductivity Measurements



Porosity is not a good predictor of thermal conductivity.

# Comparison of Two Specimen Sets

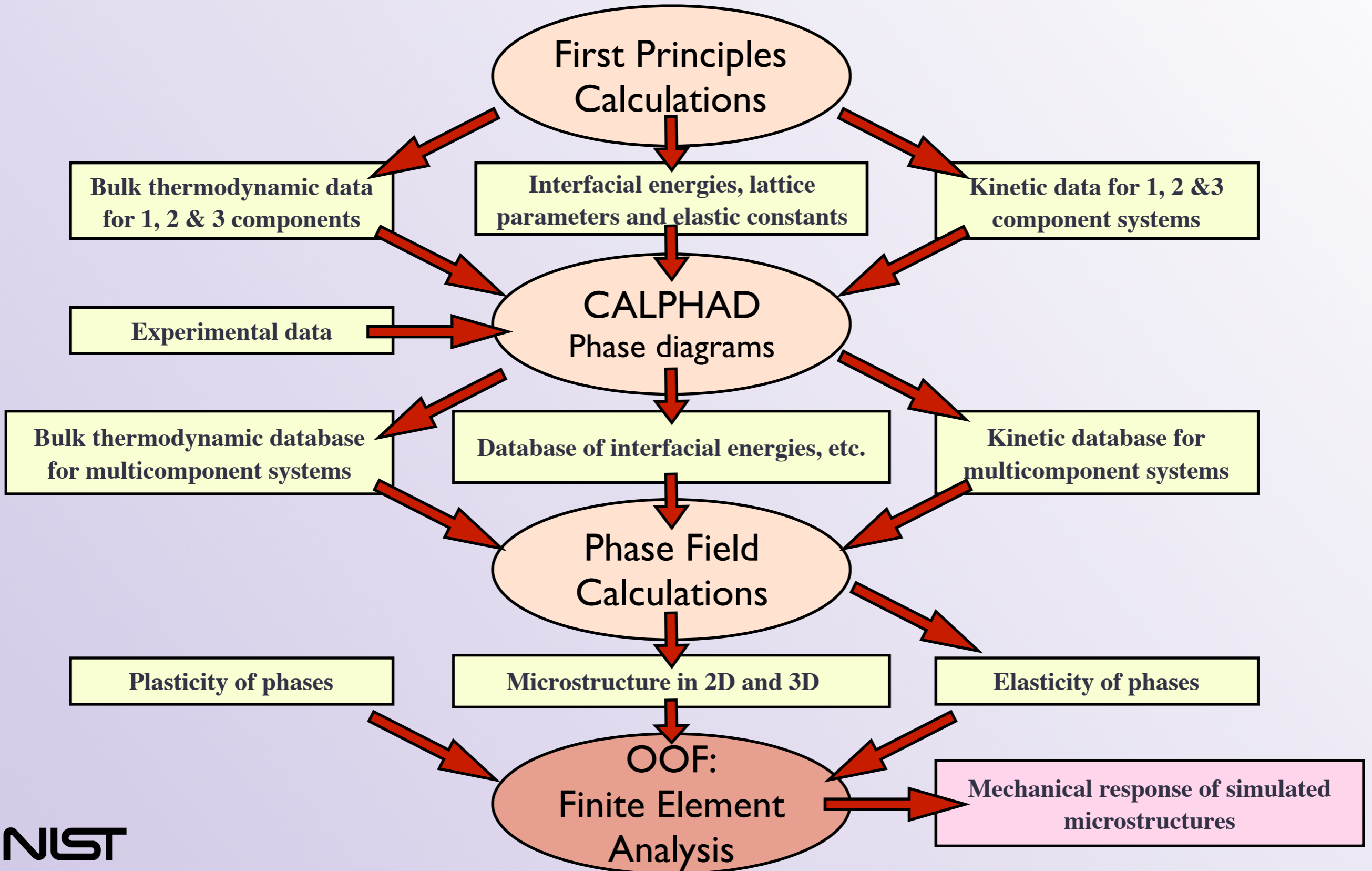


- Consistent correlation for a wide range of microstructures.
- OOF is a good predictor of thermal conductivity.

# The MatCASE Project

- **M**aterials **C**omputation **a**nd **S**imulation **E**nvironment
- Funded by NSF-ITR.
- Includes Materials Scientists, Physicists, Mathematicians and Computer Scientists.
  - Participants are from Penn State, Ford, and NIST.
  - Zi-Kui Liu, Long-Qing Chen, Padma Raghavan, Jorge Sofo, Chris Wolverton, Qiang Du, SAL.
- Goal: To develop integrated computational tools for multiscale materials design.
- OOF2 will be one part of a parallel, grid-enabled, computing environment.

# Integration of Four Computational Methodologies





# Why OOF2?

OOF2 reflects lessons learned from OOF1.

- More expandable.
- More flexible.

Emphases:

- Extensibility* and *maintainability* through proper object-oriented design reflecting the underlying mathematics.
- Generality* by making few assumptions about the problems being solved.
- Usability* with a clear user interface.
- Sanity* with a flexible infrastructure.

# OOF2

- Easily extendible to a wide variety of problems
  - elasticity, plasticity, thermal conductivity, mass diffusion, electrical polarization, piezoelectricity, ferroelectricity, Darcy's Law fluid flow, ...

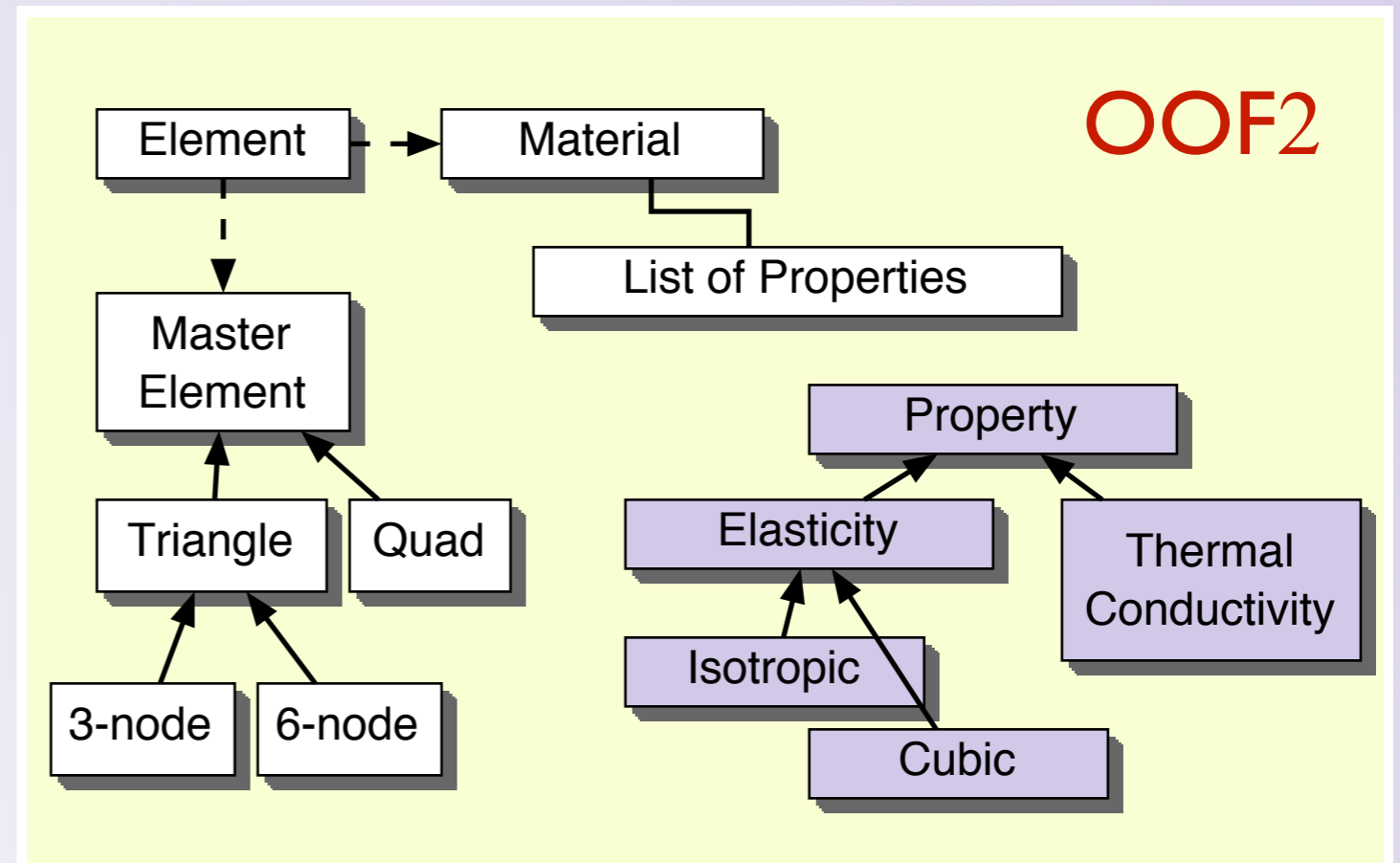
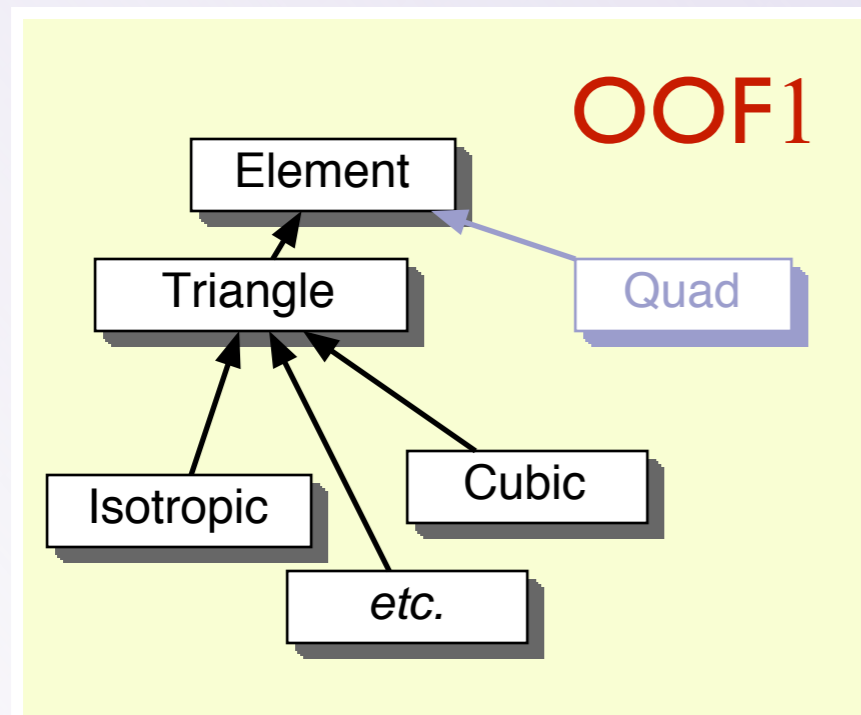
	Elasticity	Thermal Cond.	?
Field $\Phi$	displacement	temperature	?
Flux $\sigma$	force	heat flow	?
Modulus $k$	$C_{ijkl}$	$K_{ij}$	?
Force $f$	force	heat source, sink	?

SCHEMATIC

- Designed for simple addition of new fields, fluxes, and equations.

# Why OOF2?

- For example (proper design):
  - Physics and Finite Element class structure more closely tied to the underlying mathematics.
  - Allows more physics *and* more types of finite elements.



Properties can be coded completely independently from the element classes.

# OOF2 Code Ingredients

- C++ (core) and Python (interface).
- C++/Python glue code generated by SWIG.
- Libraries:
  - **GTK+** graphics.
  - **PETSc**, **MPI** parallel solvers.
  - **ImageMagick** image manipulation.
  - **IML++**, **MV++**, **SparseLib++** linear algebra.

# OOF2 Conceptual Ingredients

- image

- materials

- assembled from lists of properties

- microstructure

- materials assigned to groups of pixels

- skeleton

- only the geometry of the finite element mesh

- mesh

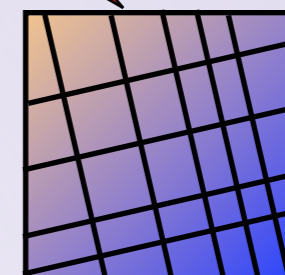
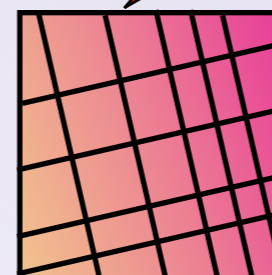
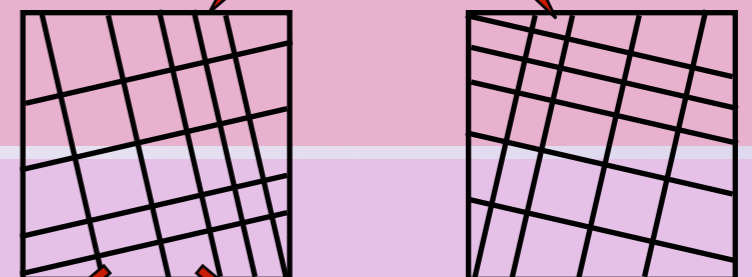
- skeleton + mathematics + physics

- solution

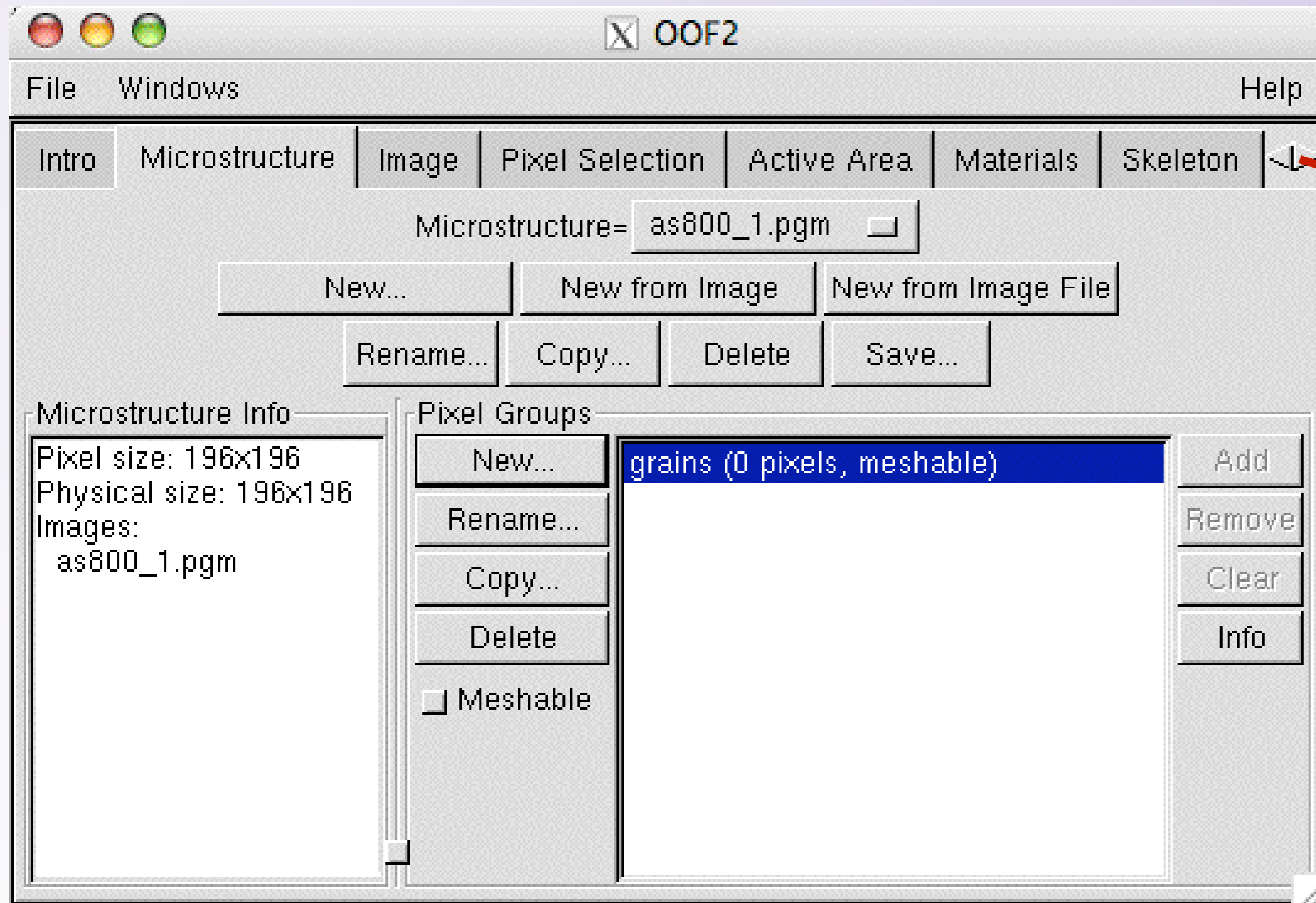


$C_{ijkl}$

**MICROSTRUCTURE**

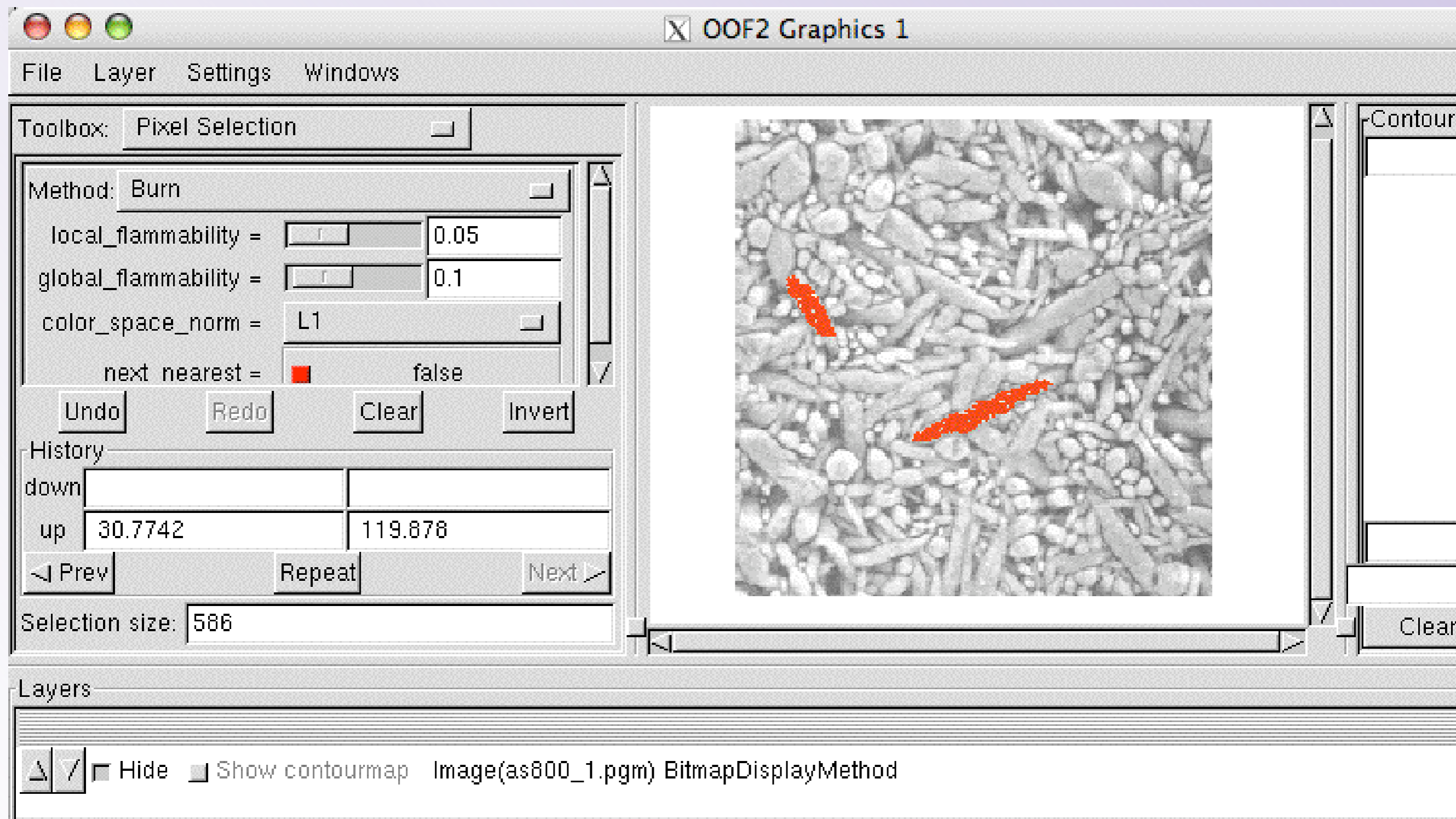


# Interface leads users through the tasks

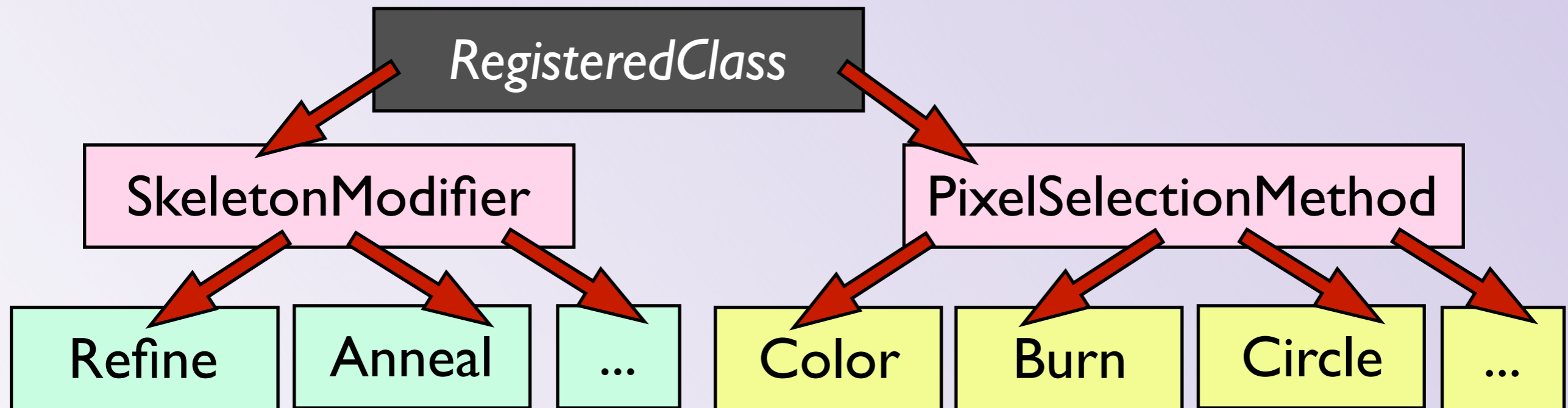


Skeleton Boundaries  
FE Mesh  
Fields  
Equations  
Boundary  
Conditions  
Solver  
Analysis  
Boundary Analysis

# Graphics Window

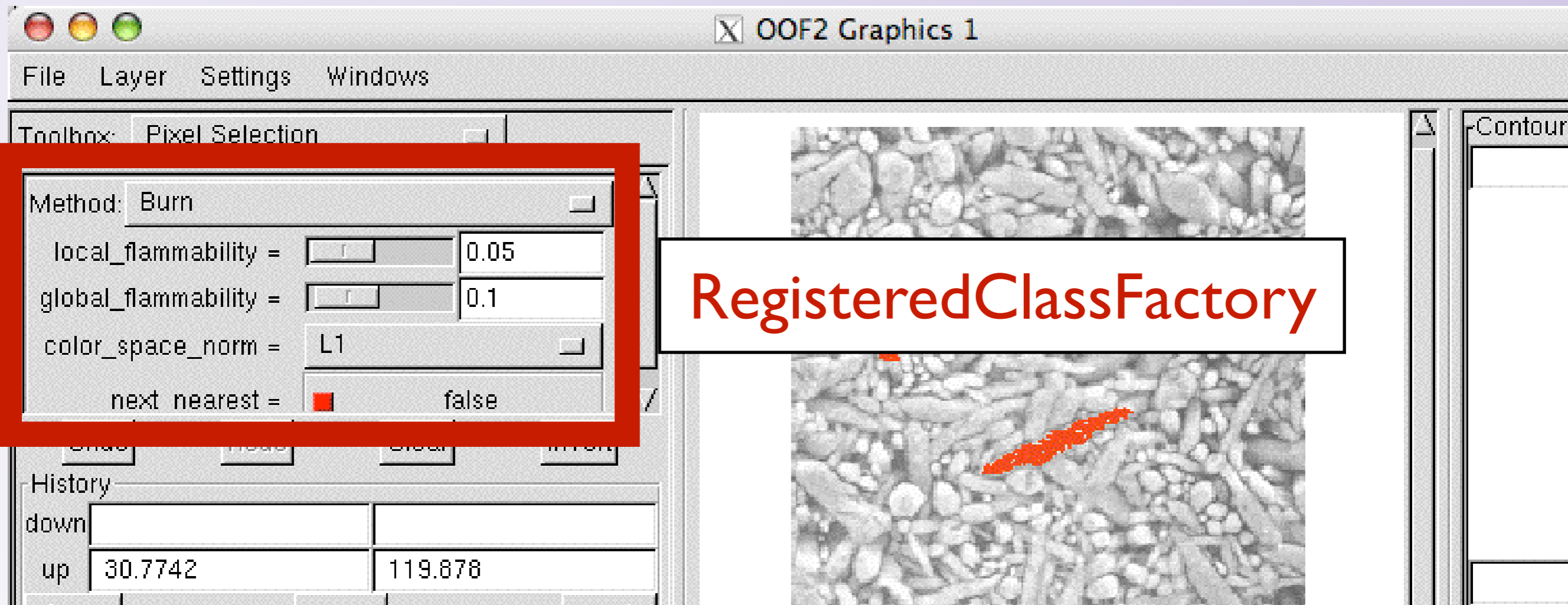


# Extensibility via Class Hierarchy



- Registered classes represent:
  - Operations on images, meshes, etc.
  - Material properties.
  - Parameters for the above.
- *Registrations* describe how to create objects in the classes
- Menus and GUI components are created *automatically* from Registrations.





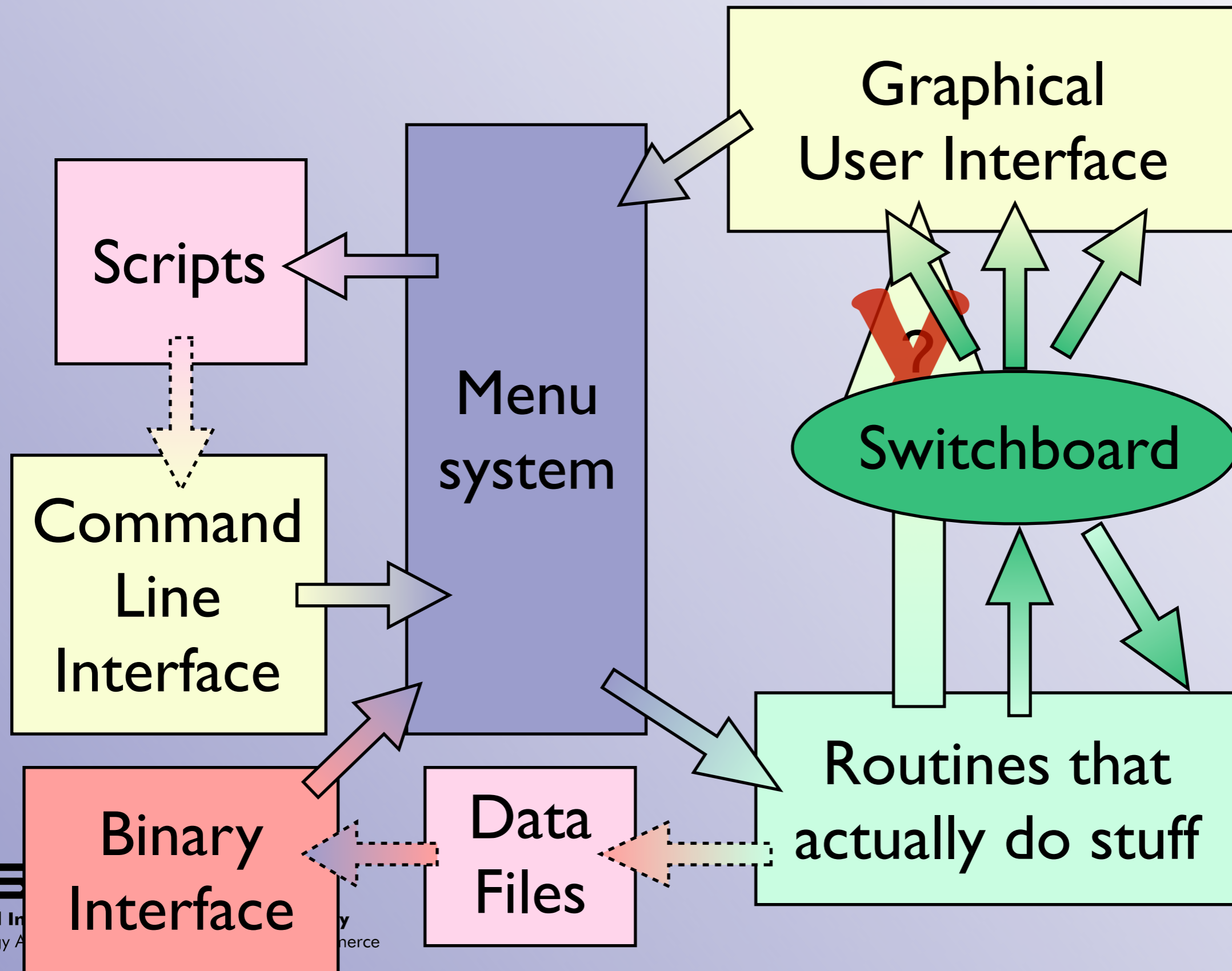
## RegisteredClassFactory

```
Registration('Burn', Burn, PixelSelectionMethod,  
            params=[  
                FloatRangeParameter('local_flammability',  
                                     range=(0,1,0.01), value=0.1,  
                                     tip="don't take any wooden nick"),  
                FloatRangeParameter('global_flammability'...),  
                EnumParameter('color_space_norm', ColorNorm...),  
                BooleanParameter('next_nearest', ...)],  
            tip="Select a contiguous set of pixels...")
```

# More Infrastructure

- Underlying menu driven structure (in Python):
  - Specify name, callback function, menu, argument parameters.
  - Menu items created explicitly, or implicitly from Registrations.
- Communication between different code components is by means of a “switchboard”
  - Objects send messages to switchboard.
  - Other objects subscribe to messages.
  - Sending object doesn't have to know who (if anybody) is listening.
  - Allows modular development and use.

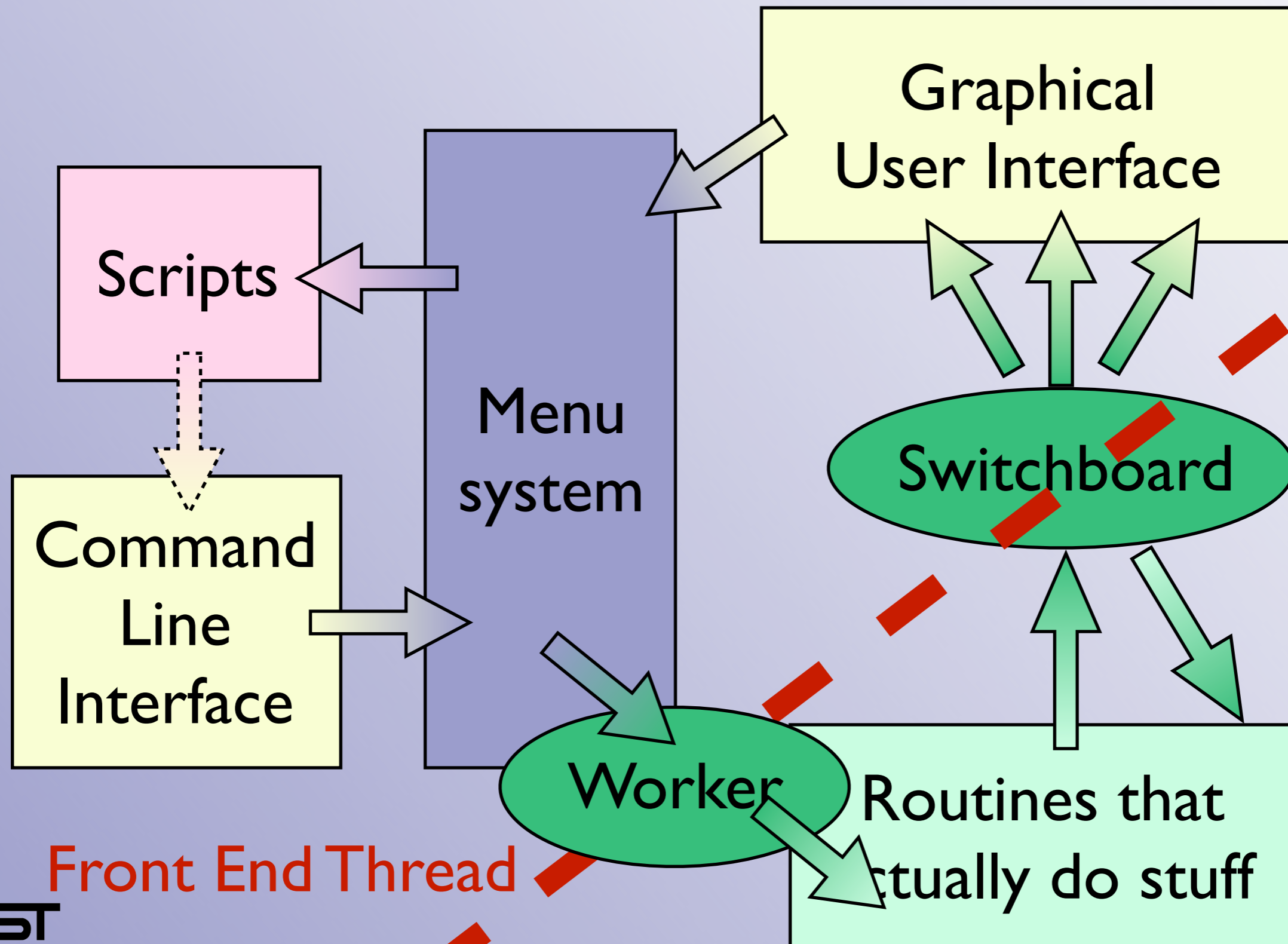
# OOF2 Control Structure



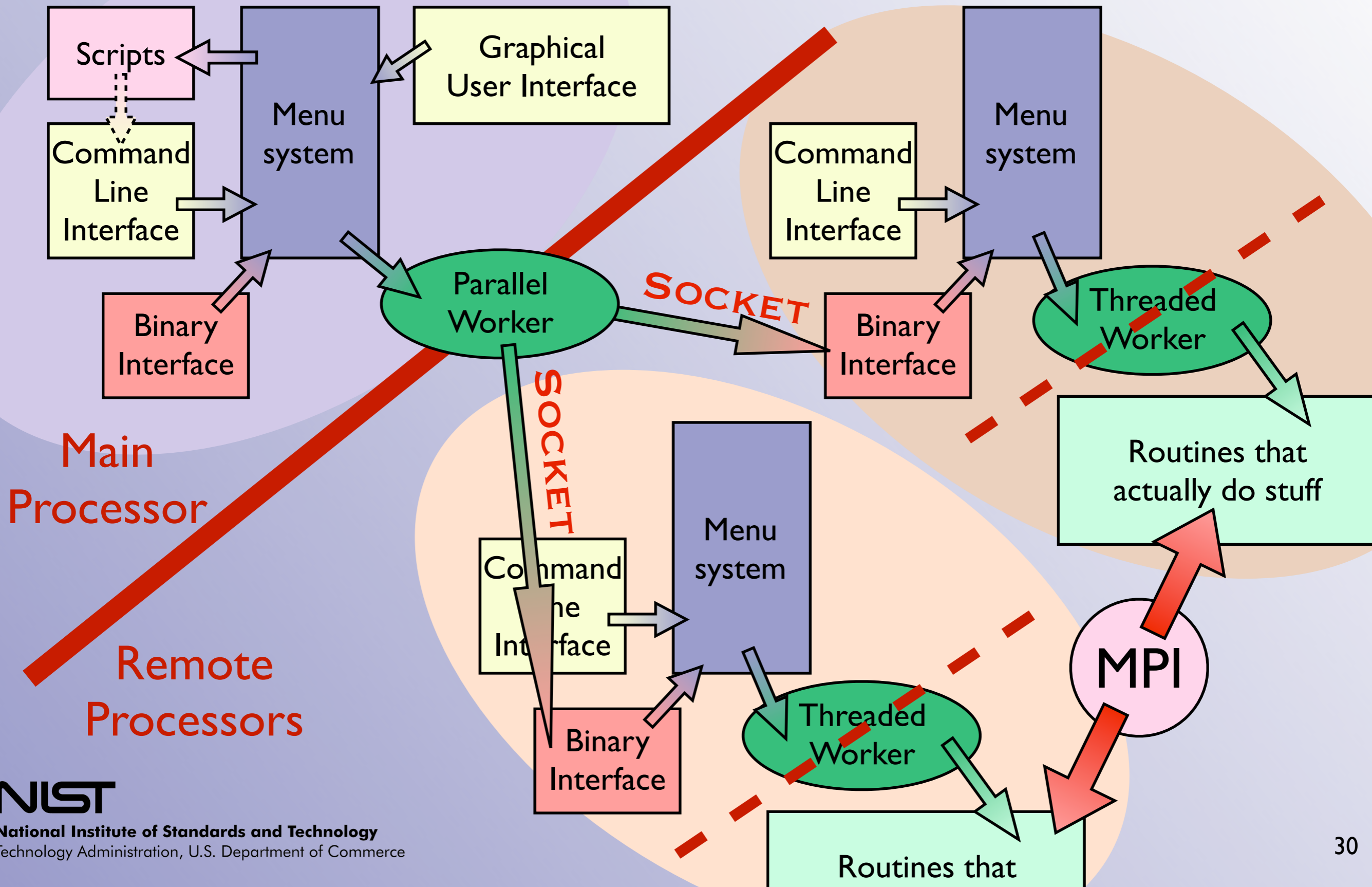
# GUI, Threading & Parallel Processing

- OOF is meant to be an interactive system in which users can experiment with different scenarios in real time.
  - Need a responsive multithreaded interface.
  - Parallel back-end for quick turnaround.
- Still, lengthy computations need to be performed in batch mode, without a GUI.
- “Worker” classes added to menu system to handle different modes of operation.
  - TextWorker, GUIWorker, ThreadedWorker, etc.

# OOF2 Control Structure



# OOOF2 Control Structure



# What's Next?

- OOF2.x will add
  - non linear solvers
  - plasticity models
  - time dependent & eigenvalue problems
- OOF3D

- ◆ OOF1 is available now at <http://www.ctcms.nist.gov/oof/>
  - ◆ source code for Unix computers
  - ◆ precompiled binaries (Linux, SGI, Mac OSX)
  - ◆ manuals & tutorials
  - ◆ mailing list
  
- ◆ OOF2 will be available real soon now (within a few months, we hope).