

# Nonlocal Damage and Failure Options in LS-DYNA®

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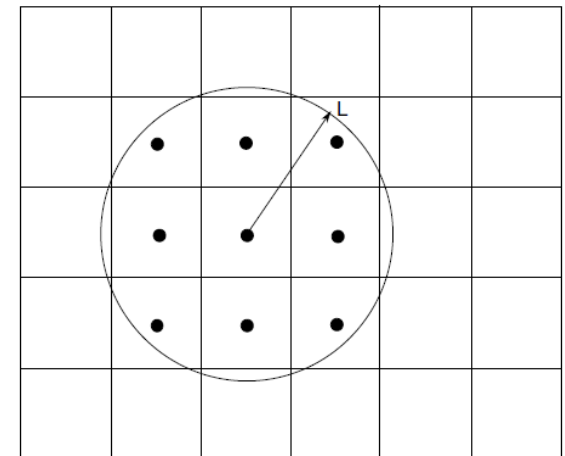
# Motivation

## Advantages of a nonlocal approach

- Reduced mesh size sensitivity on material strain softening so results converge to a unique solution as the mesh is refined.
- Without a nonlocal approach, strains can tend to localize so mesh refinement leading to results which can change significantly from mesh to mesh.
- The nonlocal approach can be a help in predicting the onset and the evolution of material softening and failure.

## How does a nonlocal approach work?

- Use of an functional dependency based on data from neighboring elements, thus the term “nonlocal”
- This contrasts with a local approach, where damage and failure are based only on properties of the current element.
- Data is smoothed by a weighted average within **geometric entities** (circle, sphere, ellipsoids, etc.).
- Data is at integration point or node.



Example for a geometric entity: circle

# LS-DYNA Nonlocal Features

- \*MAT\_NONLOCAL
  - Using a sphere (radius) as a geometric search entity to determine which elements are included in the averaging.
  - The physical quantities can be chosen from the integration point history.
  - Smoothing function is hard coded.
  - Implementation based on Worswick and Lalbin [1999] and Pijaudier-Cabot and Bazant [1987].
- \*MAT\_PLASTICITY\_WITH\_DAMAGE\_ORTHO\_RCDC1980
  - Using a sphere (radius) as a geometric search entity.
  - Physical quantities and smoothing function are hard coded.
- \*MAT\_CODAM2
  - Using a sphere (radius) as a geometric search entity.
  - Physical quantities and smoothing function are hard coded.
  - Implementation based on Forghani [2011], Williams et al. [2003].

# LS-DYNA Nonlocal Features (cont.)

- \*MAT\_ADD\_EROSION
  - Designed to simulate glass behavior.
  - Calculate the internal energy in a user defined radius
  - Erosion appears if the internal energy in this geometric entity is above a user defined threshold.
- \*USER\_NONLOCAL\_SEARCH
  - Geometric entity is a sphere which also can be scaled in the three coordinate directions to generate an ellipsoid.
  - The local coordinate system of the ellipsoid can be arbitrarily oriented.
  - Physical quantities can be choose from either the node or the integration point.
  - The smoothing function can be defined via a user subroutine and is therefore also arbitrary.

# \*USER\_NONLOCAL\_SEARCH

## Features:

- Geometry entity is a sphere or ellipsoid (can be scaled in all three material directions).
- Use global or local (material) coordinate system to define orientation of geometric search entity.
- Full access to integrations point and nodal data in the search geometry
- A user subroutine is provided to give flexibility as how data is averaged

## Usage:

- Two components needed to use \*USER\_NONLOCAL\_SEARCH
  - The keyword itself \*USER\_NONLOCAL\_SEARCH
  - subroutine `user_nunonl_smooth`  
(located in `dyn21.F`)

# Keyword

- Can be defined several times in one input.
- Choose the parts included in the search and averaging.
- Define geometric search entity
  - Radius and three scale factors to define sphere or ellipsoid.
  - RADIUS: search distance from element center
  - SA, SB, SC: scale factor for a, b, c directions
  - VOLTYPE: Orientation (element or material axis)
- NFREQ: frequency to collect history data
- IFUNC: user defined function type (switch for multiple function)
- UCONST: up to 48 user parameters (P#) which are passed to the user subroutines
- Choose location of the history (H#)variables to be gathered.

SLAVE	MASTER	STYPE	MTYPE	RADIUS	SA	SB	SC
NFREQ	VOLTYPE	IFUNC	UCONST				
<i>If uconst &gt; 0 and 48 max</i>							
P1	P2	P3	...				
H1	H2	H3	...				

# dyn21.f Interface: subroutine user\_nunonl\_smooth

```

DO II=1,NELEMS
  ie = neid(ii)
  if(ixh(1,ie).eq.0) cycle
c vvvvvvvvvvvv operations of neighboring data
  nstr = nrang(ii)
  nend = nrang(ii+1)-1
  do j=nstr,nend
    je=nlist(j)
    if(ifail(je).eq.0) cycle
    jje=nsrt(je)
    do ip=1,nip
      do k=1,nhisv
        htmp(k,ip) = histv(k,ip,je)
      enddo
    enddo
  enddo
c ^^^^^^^^^^^^^^^ of operation of the neighbor
c vvvvvvvvvvvvvvvv target element
  lav=lochvh(ie)-1
  do ip=1,nip
    do k=1,nhisv
      ipos = list(k)+7+(ip-1)*nmtcon
      auxvec(lav+ipos) =htmp(k,ip)
    enddo
  enddo
c ^^^^^^^^^^^^^^^ target element
  ENDDO

```

← Loop of master elements

← Deleted?

← Loop of slave elements

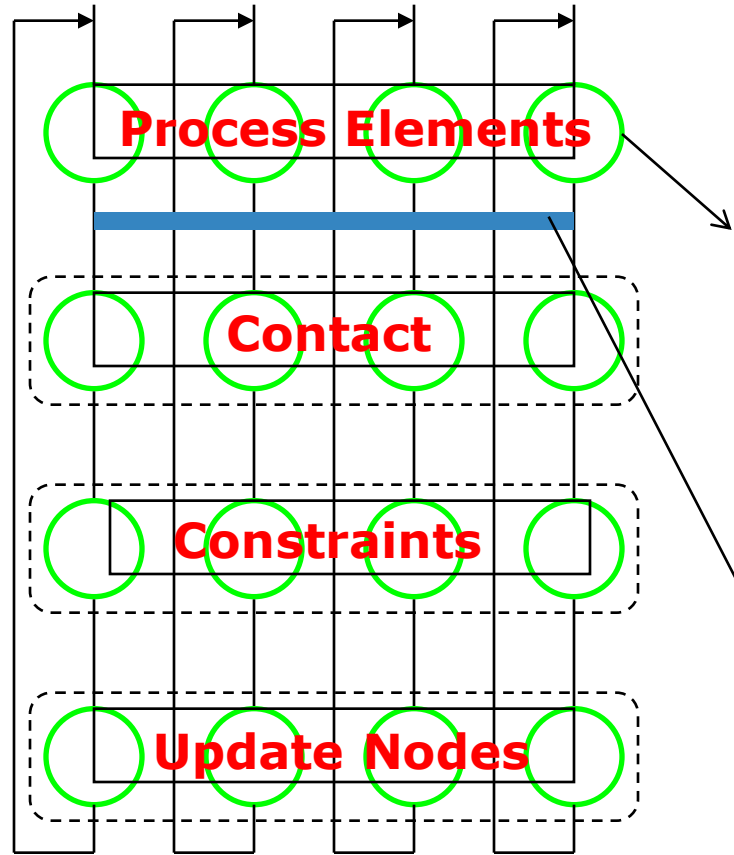
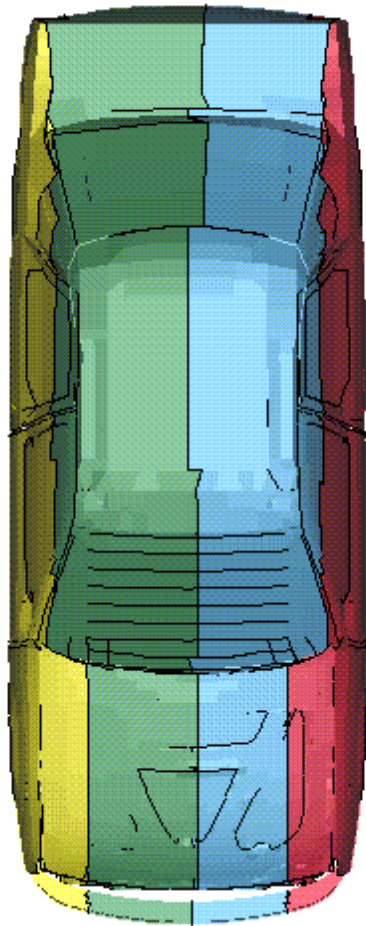
← Deleted?

- History variables
- Element ID
- Element connectivity
- Nodal coordinates

← Loop through all IP and history values



## Explicit Main Loop



### Regular usermat interface

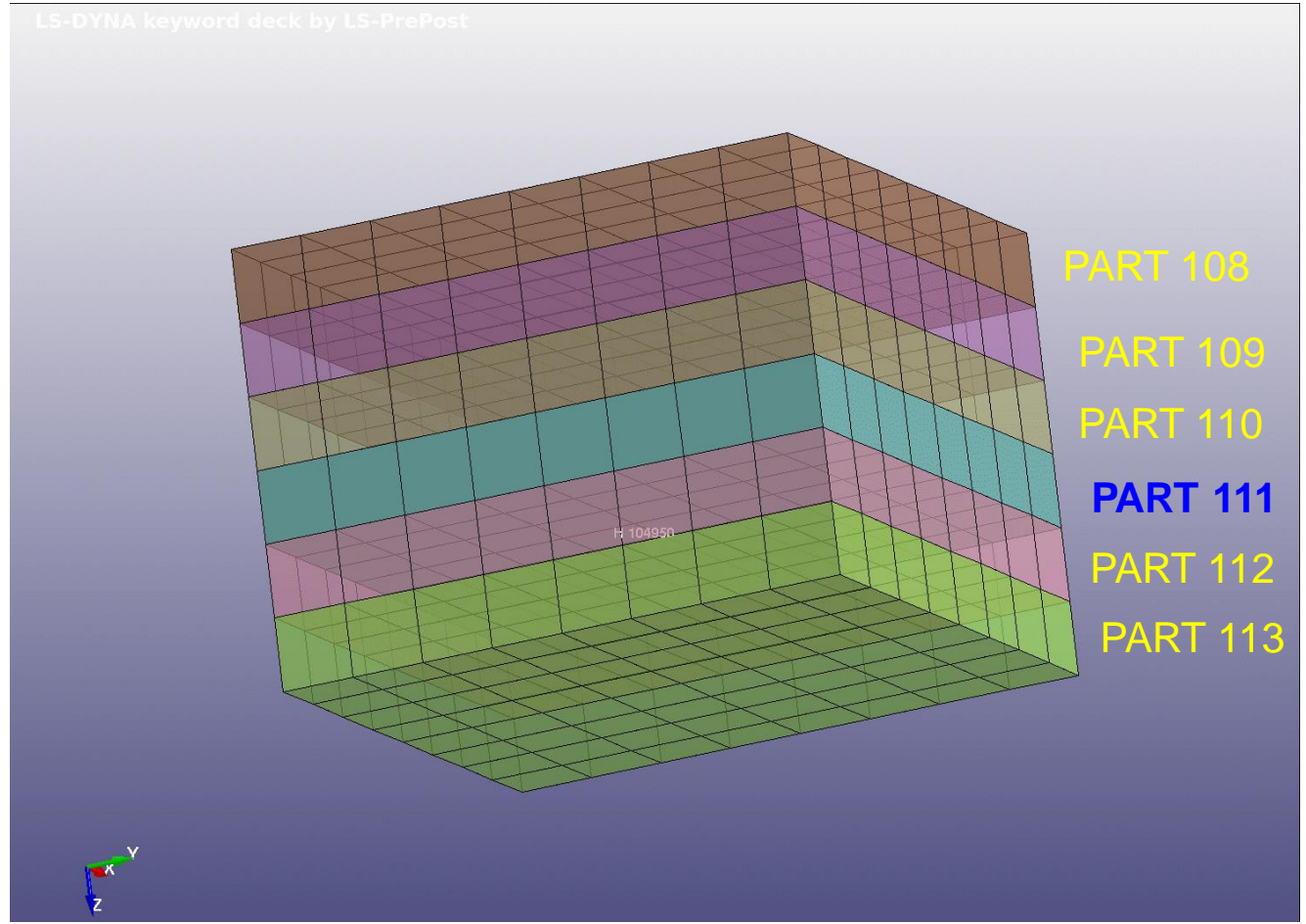
- Processor may work on different type of element/material model
- Elements in each processor are gathered in groups. Element calculation is performed group-by-group
- The history variables of neighbor elements cannot be accessed
- No communication allowed

### \*USER\_NONLOCAL\_SEARCH

- The history variables of neighbor elements are collected for user
- All data has been collected for user and MPI communication is transparent to users

# Example

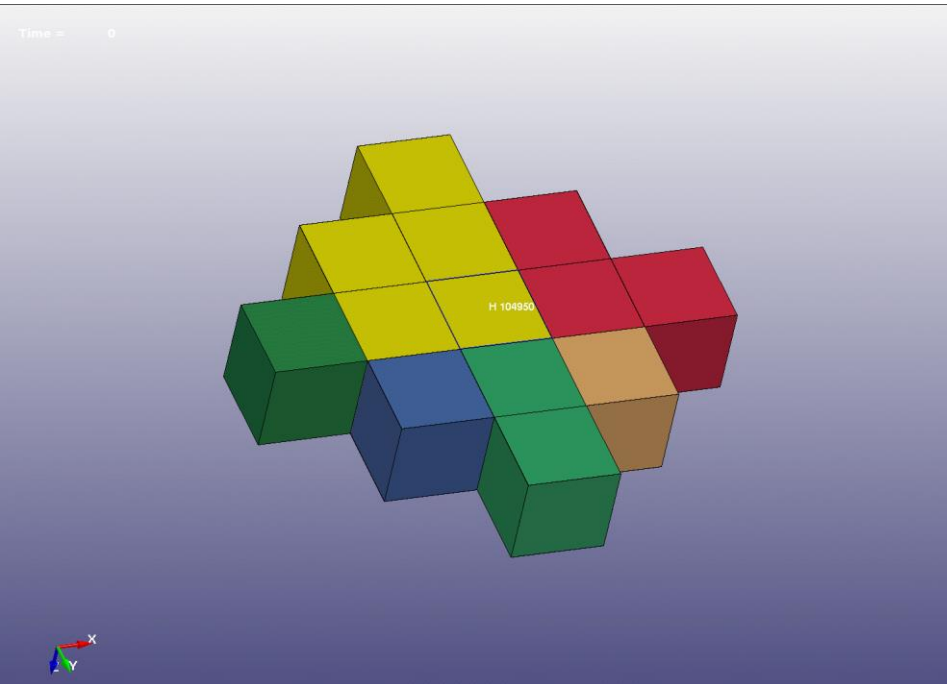
- 6 parts, 64 elements/part
- SOLID formulation = 1
- \*MAT\_41
- Target part 111



# Example

## Specification

- Axis related to the global coordinate system  $VOLTYPE = 1$
- Radius of geometric entity is  $R = 2.0$
- Scale factors are  $SA = SB = SC = 1.0$
- One layer  $SLAVE = MASTER$



Elements of same color reside on same rank

Slave element ID's reported in user subroutine for Master element 104950

Slave > 104849

Slave > 104949

Slave > 104850

Slave > 104750

Slave > -105049

Slave > -105050

Slave > -105150

Slave > -104851

Slave > -104951

Slave > -104952

Slave > -105051

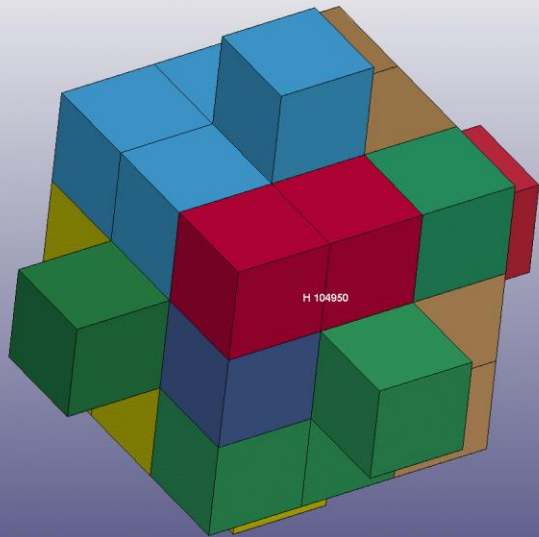
Slave > -104948

From remote Processors

# Example

## Specification

- Axis related to the global coordinate system VOLTYPE = 1
- Radius of geometric entity is  $R = 2.0$
- Scale factors are  $SA = SB = SC = 1.0$
- All elements SLAVE = all parts (sphere)



For all slave elements the following information is available

- History variables of integration point(s)
- Element ID
- Node ID
- Flag if element is eroded
- Element connectivity
- Nodal coordinates

Elements of same color reside on same rank

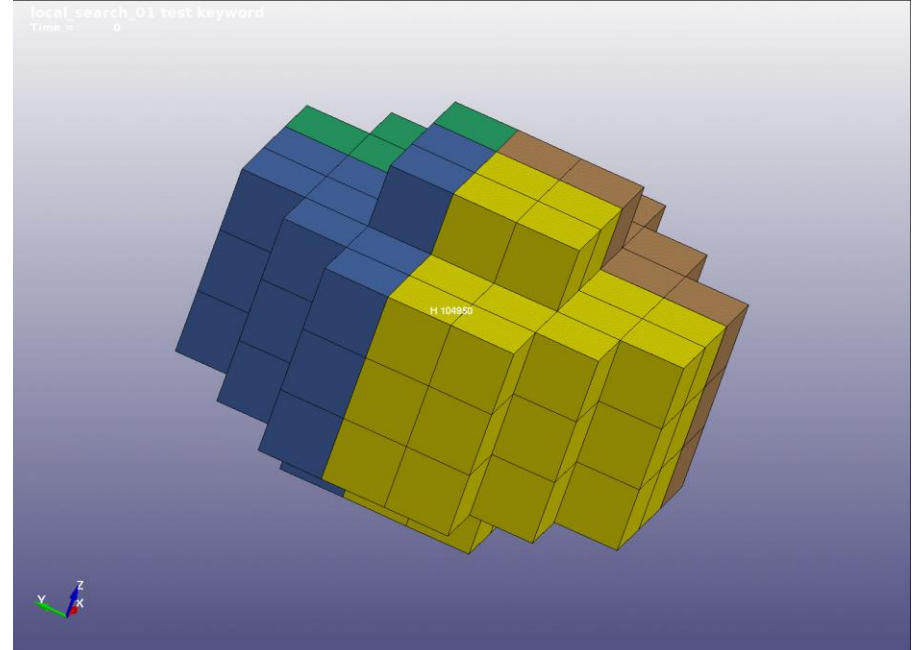
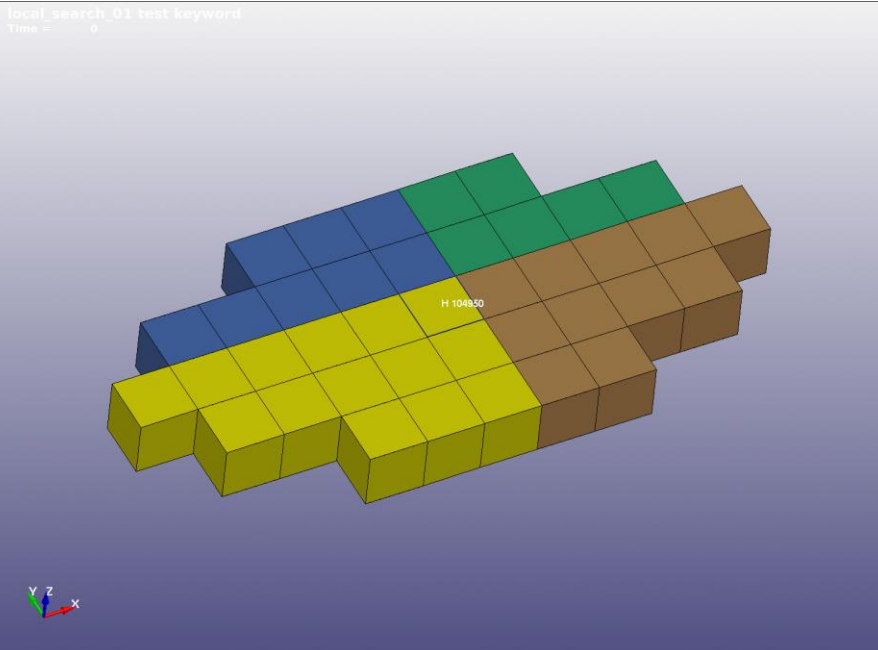
# Example

## Specification

- Axis related to the global coordinate system  $VOLTYPE = 1$
- Radius of geometric entity is  $R = 2.0$
- Scale factors are  $SA = 2.0$ ,  $SB = SC = 1.0$
- One layer  $SLAVE = MASTER$

## Specification

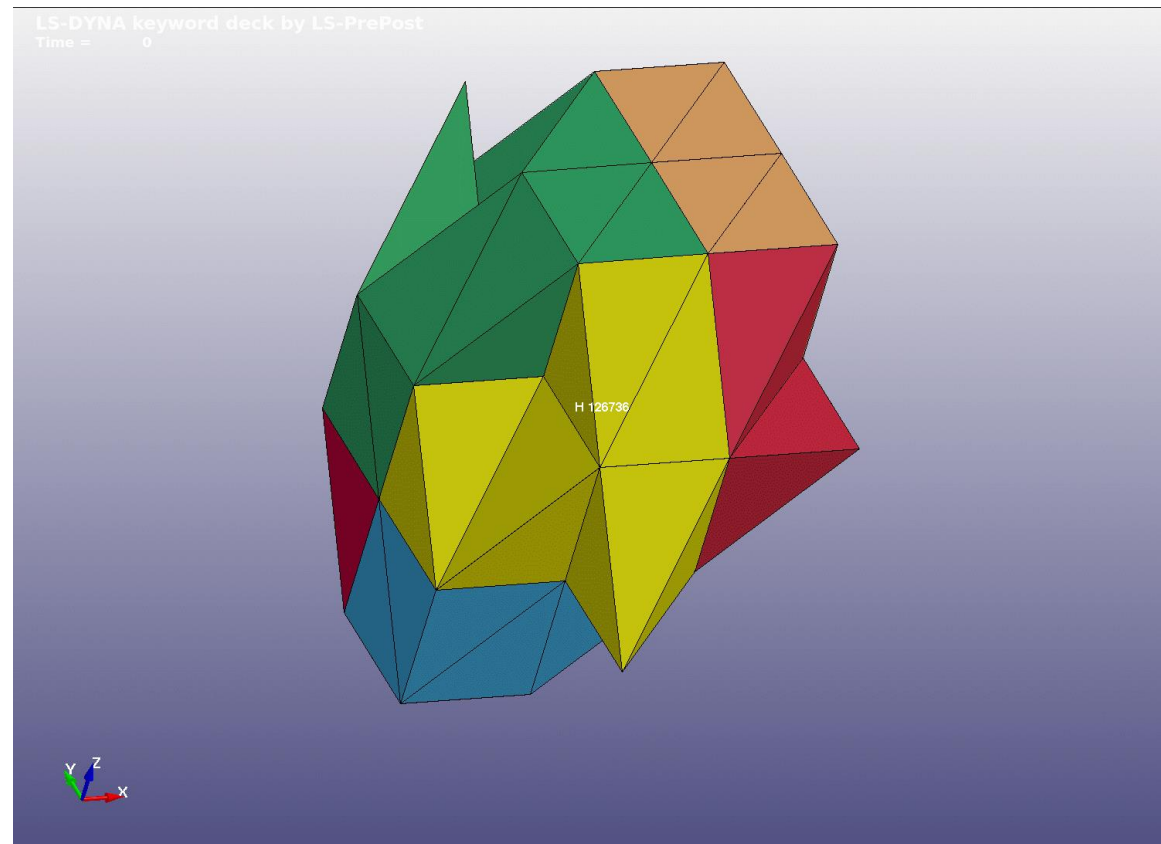
- Axis related to the global coordinate system  $VOLTYPE = 1$
- Radius of geometric entity is  $R = 2.0$
- Scale factors are  $SA = 3.0$ ,  $SB = 3.0$ ,  $SC = 1.5$
- $SLAVE =$  all parts



# Example

## Specification

- Axis related to the local (material) coordinate system VOLTYPE = 2  
ELEMENT\_ORTHO using vectors (1.0 ,1.0, 1.0) and (1.0, 1.0, 0.0)
- Radius of geometric entity is  $R = 1.0$
- Scale factors are  $SA = 2.0$ ,  $SB = 1.5$ ,  $SC = 1.0$
- SLAVE = all parts



# Summary

- Allow multiple keyword and each uses its own code path
- Master and slave data are all at current time
- All slave data are collected in different space and won't be overwritten by updating history variables
- MPP enabled
- Available after svn 124005 R10 (will be in R10.2), R11 beta and Dev beta

## Current limitation

- \*ELEMENT\_SOLID\_(ORTHO) (can be extended by request)
- Solid formulation 1,16,19,21 (can be extended by request)
- ESORT=0
- Parts have to use same material model within each card

