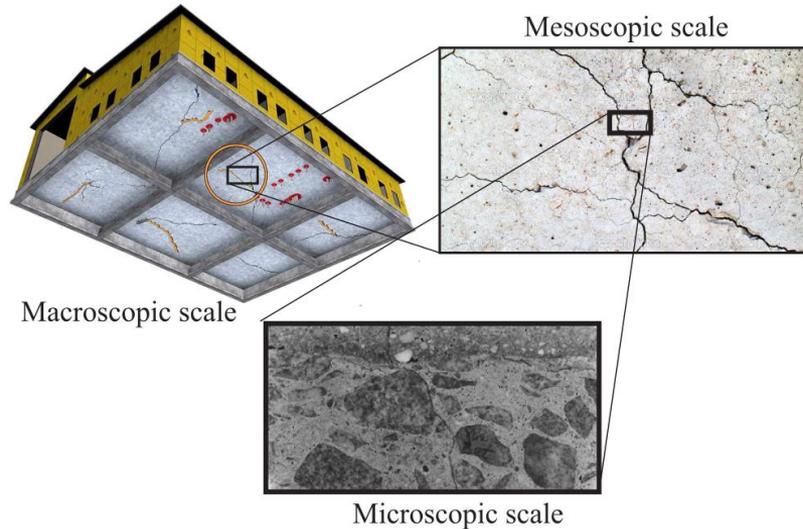


An efficient strategy for phase field modeling of fracture in heterogeneous materials from 3D images

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Background

- ❖ Plenty of engineering accidents and problems are due to fractures

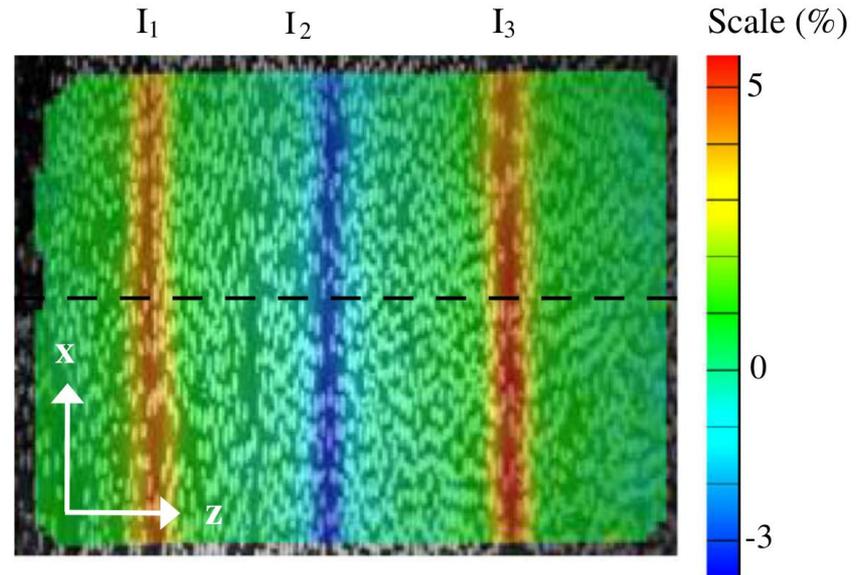


- ❖ Fractures usually start by micro-cracks

Background

Macro-structure, i.e. **homogenized** structure, loses **local details**
e.g. free-edge effects in laminated composite materials

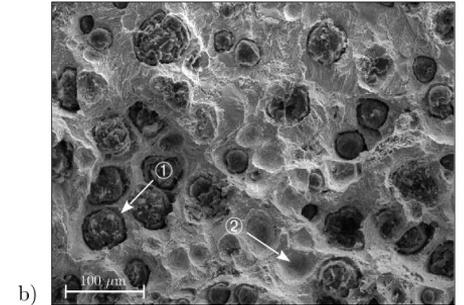
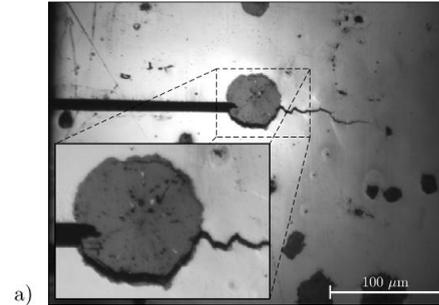
Real μ -structures
using CT images



Challenges and Objective



- ❖ Real 3D images of heterogeneous materials
- ❖ Complex μ -structures
- ❖ Large material properties jumps
- ❖ Huge computational cost both on time and memory



An **automatic** and **efficient** solver without any idealizations

Numerical model

Staggered phase field

- Loop on time step t
 - Compute displacement
 - Calculate strain history
 - Calculate phase field
- end loop

$$\mathcal{H}(\vec{x}, t) = \max(\Psi^+(\epsilon(\vec{x}, t)))$$

$$\begin{cases} d = 0 & \Psi^+ < \Psi^- \\ \nabla \cdot \boldsymbol{\sigma} = \mathbf{0} & \text{in } \Omega \\ \mathbf{u} = \mathbf{U}_0 & \text{on } \partial\Omega_D \\ \boldsymbol{\sigma} \cdot \mathbf{n} = \mathbf{f}_{ext} & \text{on } \partial\Omega_N \end{cases}$$

$$\begin{cases} 2(1-d)\mathcal{H} - \frac{g_c}{\ell_c}(d - l^2 \Delta d) = 0 & \text{in } \Omega \\ d(\mathbf{x}) = 1 & \text{on } \Gamma \\ \nabla d(\mathbf{x}) \cdot \mathbf{n} = 0 & \text{on } \partial\Omega \end{cases}$$

Expensive: Thousands of time steps

Real image-based Simulations

Mesh

Memory

Convergence

Property
Jumps

Time

?

?

?

?

?

Numerical methods



- ❖ **Finite element methods with 1 voxel / node**
 - Automatic mesh generation
- ❖ **Matrix-free method**
 - Reduced memory requirement, e.g. **81** times **cheaper** than the global sparse stiffness matrix for a 3D mechanical problem
- ❖ **Preconditioned conjugate gradient (PCG) solver**
 - Handle large variations
 - Avoid FEM lock effects, i.e. large Poisson coefficient
- ❖ **Geometric MultiGrid (MG) accelerator**
 - fine grid: eliminate high-frequency error
 - coarse grid: eliminate low-frequency error

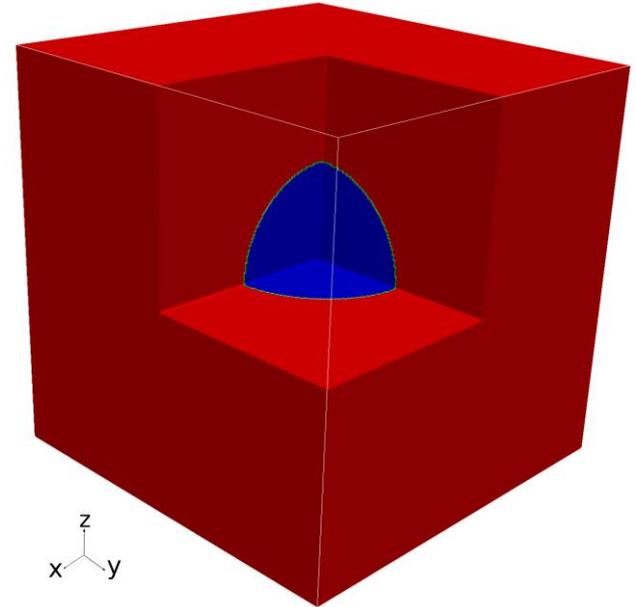
Performance analysis

Spherical inclusion for a linear elastic problem

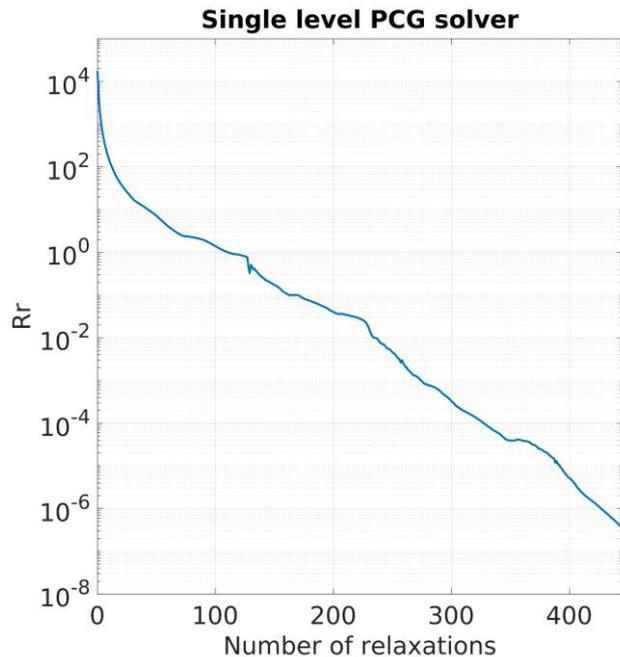
- Nb of elements: 128^3 , i.e. 2 million
- Traction along Z
- $E_M = 233.43$ GPa
- $E_i = E_M / 1000$
- $\nu = 0.29$

Relative residual :

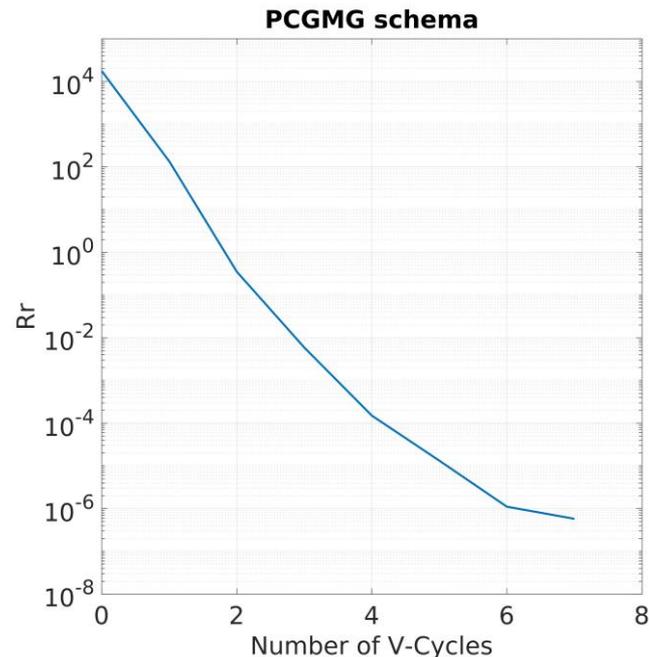
$$Rr = \frac{\vec{r}^T \cdot \vec{r}}{\vec{F}_R^T \cdot \vec{F}_R}$$



Performance analysis



445 relaxations



≈ 17 relaxations

Multilevel PCG is **26 times cheaper**

Real image-based Simulations

Mesh

Memory

Convergence

Property
Jumps

Time

Voxel/
node

Matrix
free

MultiGrid

?

?

Complex jumps

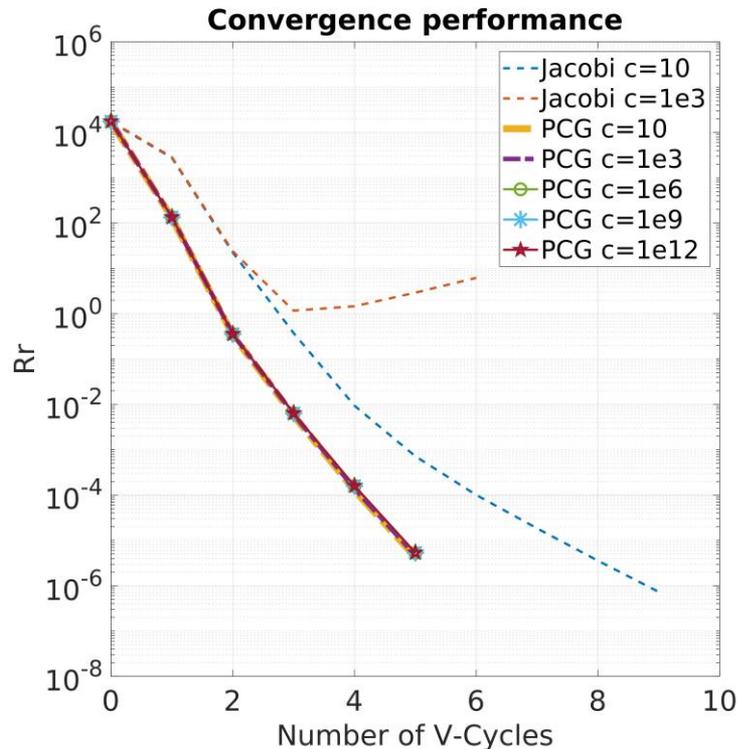
Robust

- huge contrast, e.g. 10^{12}

Limitations of the spherical inclusion :

- Simple geometry
- Mano inclusion
- Theoretical image

Real images?



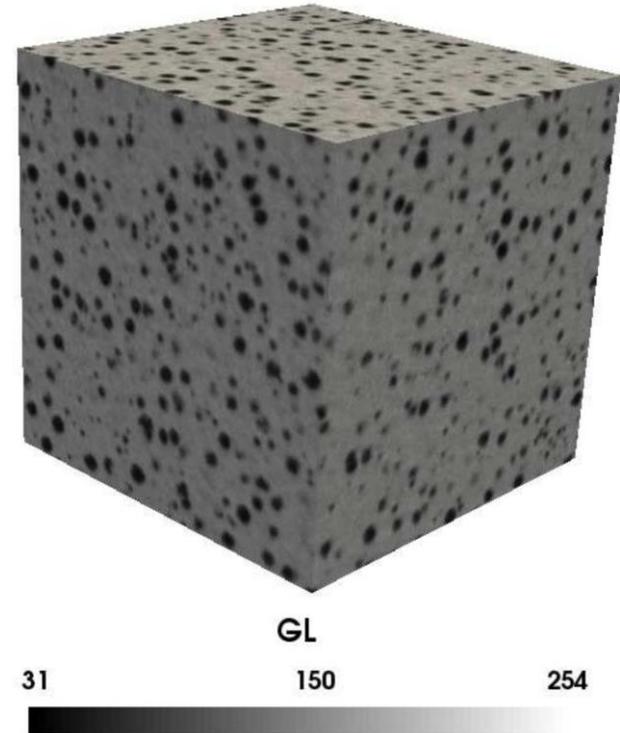
Complex jumps



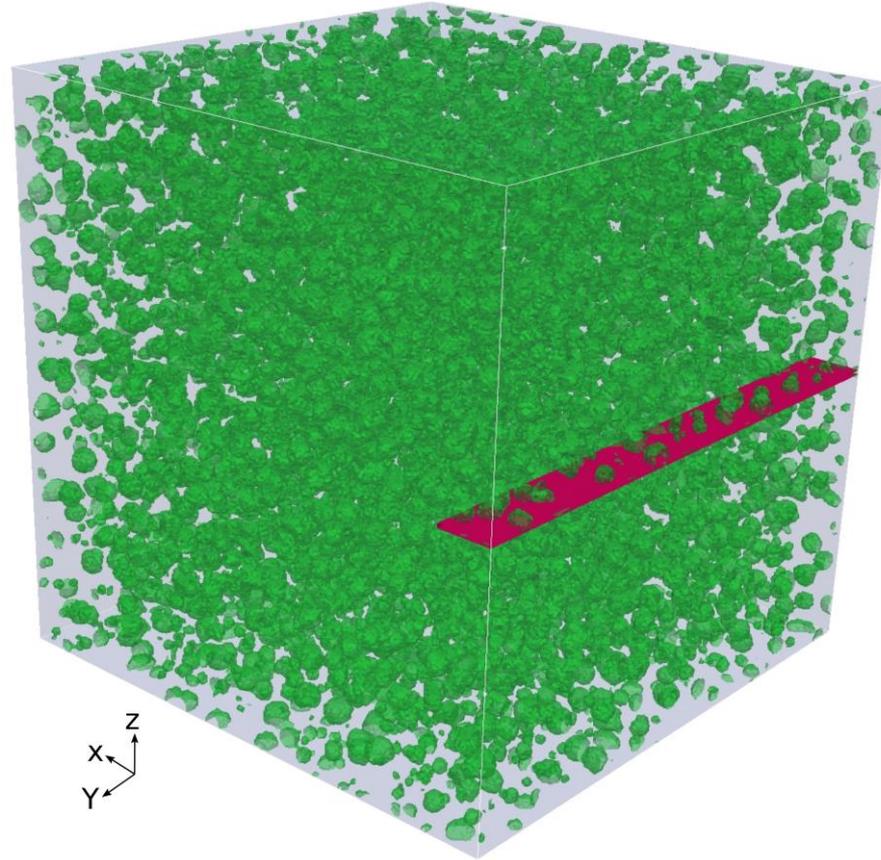
Linear elastic problem with stress singularity

- ROI taken from image of graphite cast iron
- Nb of voxels: 256^3 , i.e. 16 million

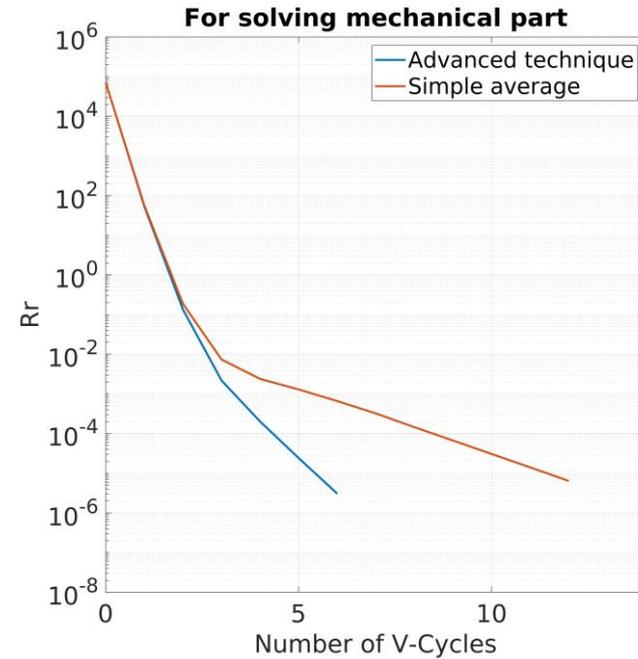
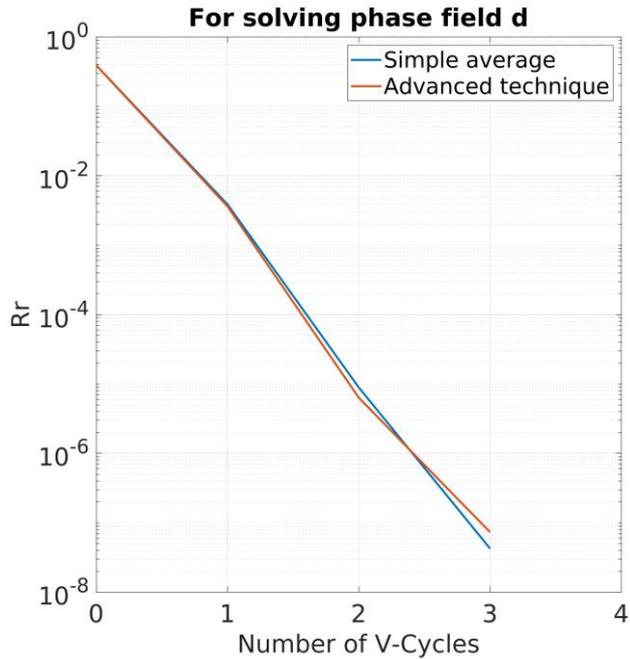
Material	E / GPa	ν	$g_c/J \cdot m^{-2}$
Iron	210	0.2	1730
Graphite nodules	21	0.3	180



Complex jumps



Complex jumps



Advanced technique is **2 times faster**



Real image-based Simulations

Mesh

Memory

Convergence

Property
Jumps

Time

Voxel/
node

Matrix
free

MultiGrid

Advanced
technique

Hybrid
MPI/OMP

Parallel performance



Efficiency

90% for this problem with 16 million elements

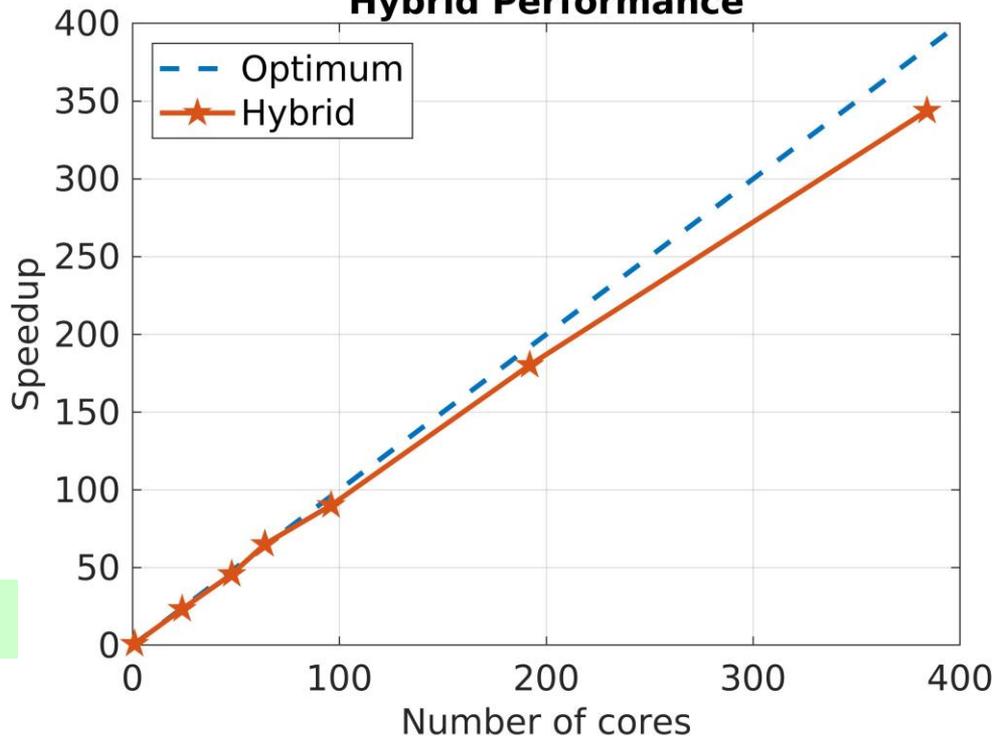
1 year

400 cores



1 day

Hybrid Performance

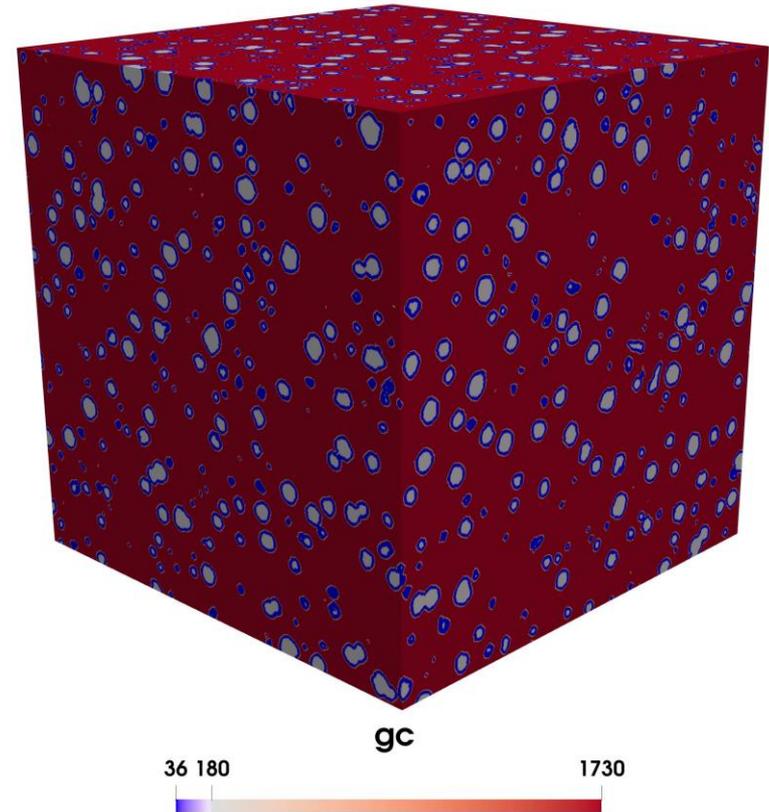


Applications

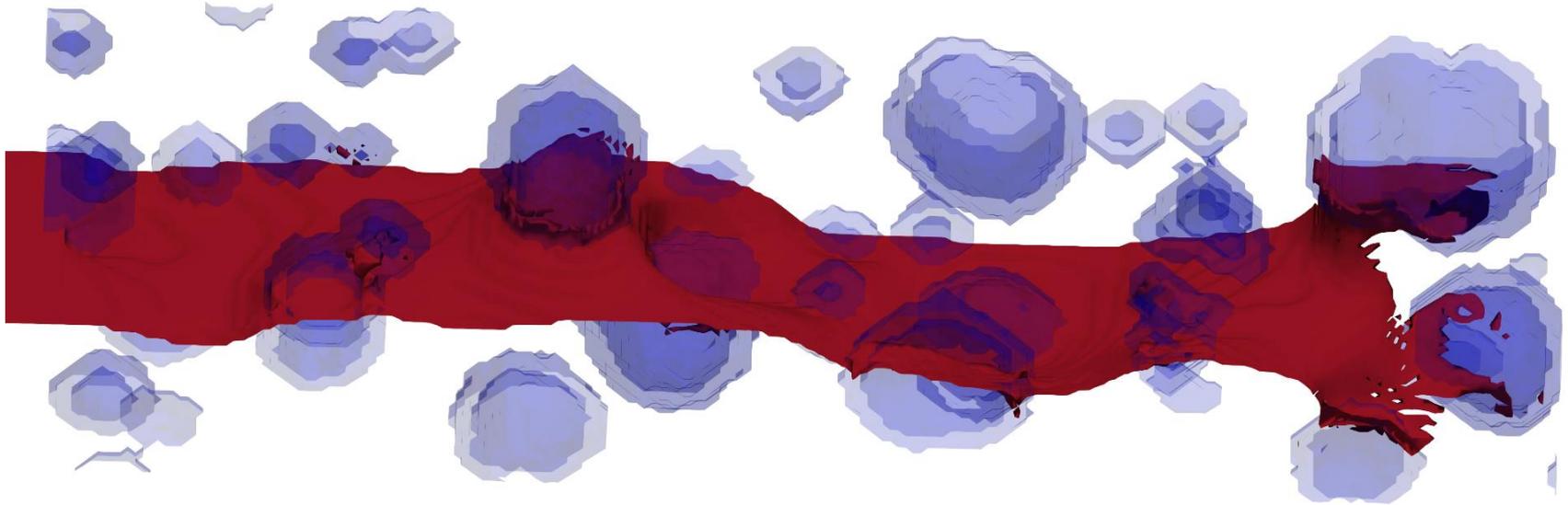
Crack propagation in graphite cast iron with a prescribed initial crack

- ROI + tri-linear interpolation
- Nb of voxels: 512^3 , *i.e.* 134 million
- To have enough voxels in **interfaces**

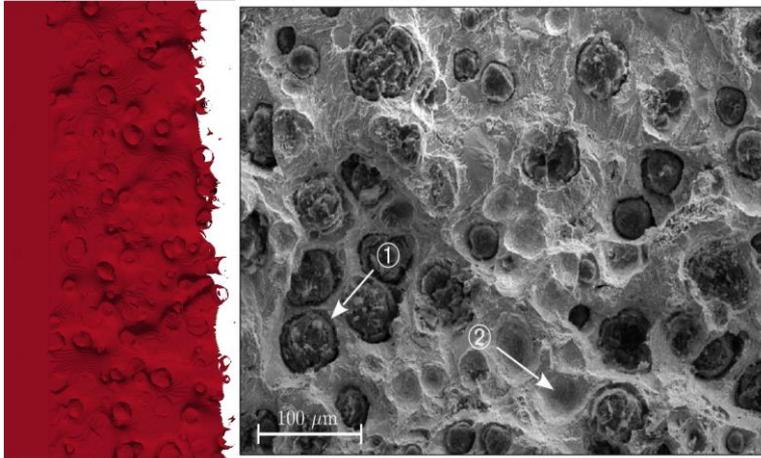
Material	E / GPa	ν	$g_c / J \cdot m^{-2}$
Iron	210	0.2	1730
Graphite nodules	21	0.3	180
Interface			36



Crack propagation

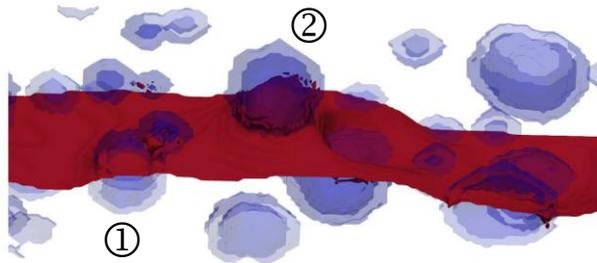


Crack propagation



Experiment

- ❖ ① Anchor nodule
- ❖ ② Torn nodule



Simulation

Conclusions

- An **efficient** and **automatic** strategy for simulations of fractures
 - Simulations at the scale of voxel to avoid any idealizations (segmentations)
 - Efficient and robust PCG based MG algorithms
 - High parallel efficiency
- A strong macro-micro **interaction** is demonstrated
 - Crack path is affected by material properties
- A good experiment-simulation **agreement** is found

Thank you!