



Aalto University
School of Engineering

GEO – E1050

Finite Element Method in Geoengineering

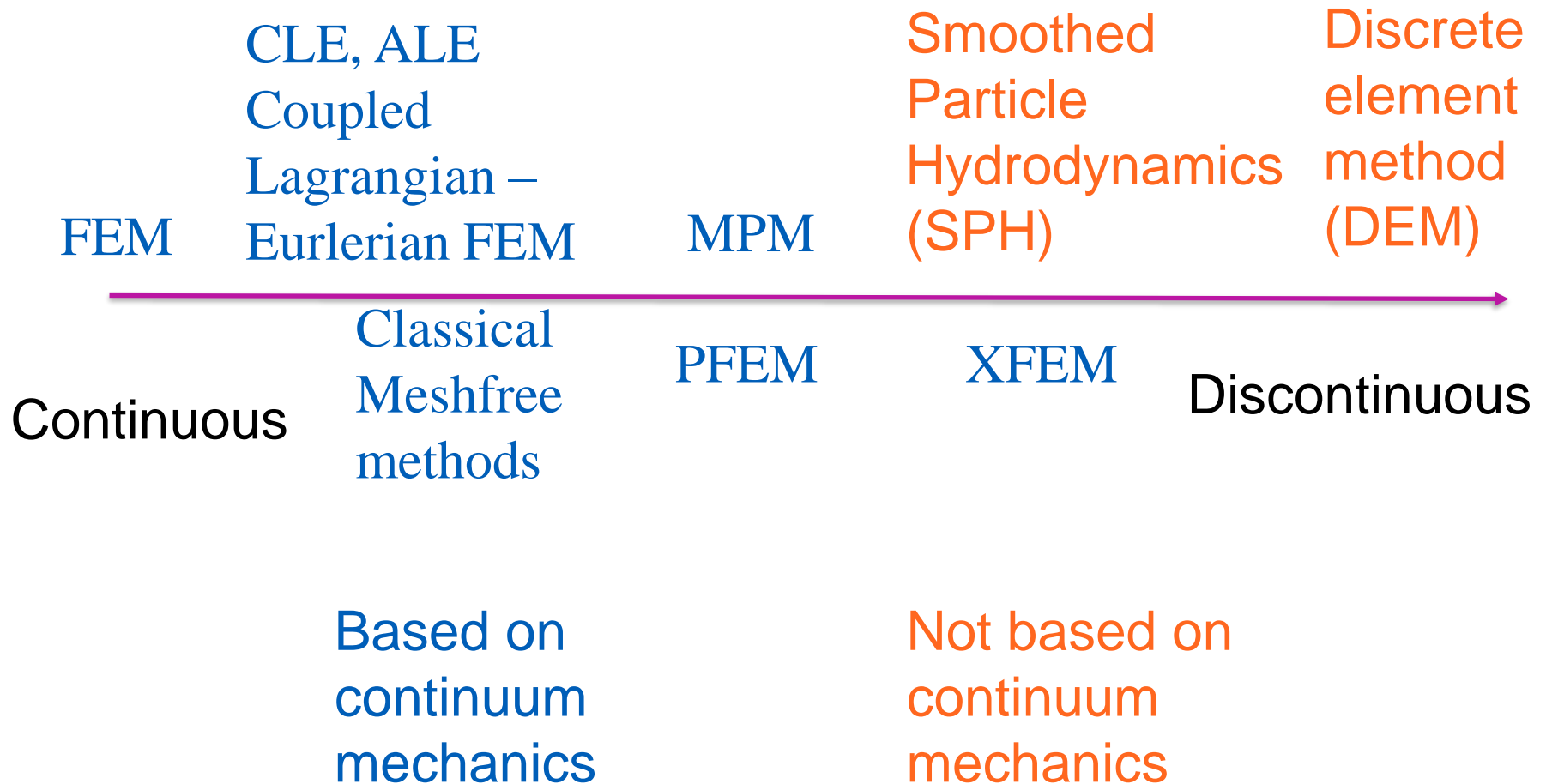
Lecture 11-12. Other numerical methods

To learn today & next time...

The lectures should give you overview of other numerical methods

1. Discrete element method (DEM, also distinct element method)
 - assumptions
 - solutions
 - problems & accuracy
2. Smoothed particle hydrodynamics (SPH)
3. Material Point Method (MPM)
4. Particle Finite Element Method in Geoengineering (PFEM)
5. XFEM – eXtended Finite Element Method in Geoengineering (XFEM)
6. ALE , CLE – Coupled Lagrangian – Eulerian FEM
7. Meshfree methods

Methods on continuous – discontinuous scale





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XFEM

with thanks to K. Agathos (Aristotle U. of Thessaloniki) and
E. Chatzi, (IBK, D-BAUG, ETH Zurich)

XFEM – eXtended Finite Element Method

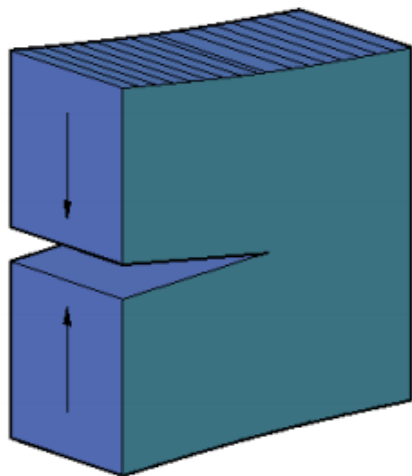
Aim: to introduce discontinuities into continuous FEM

- Strong discontinuity: crack - jump in displacements
- Weak discontinuity – jump in strains

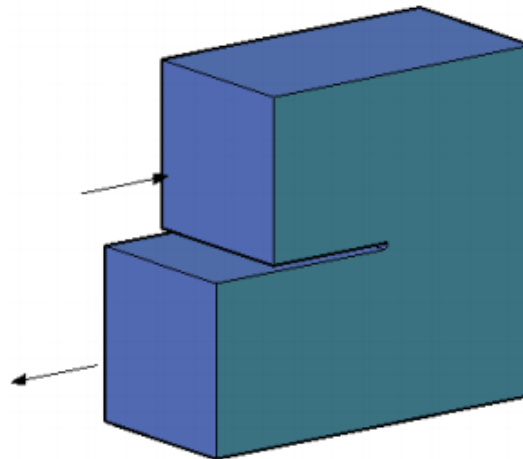
Used to determine displacement, strain and stress fields in structures with cracks and small holes. Allows for discontinuous displacements and strain fields

XFEM – eXtended Finite Element Method

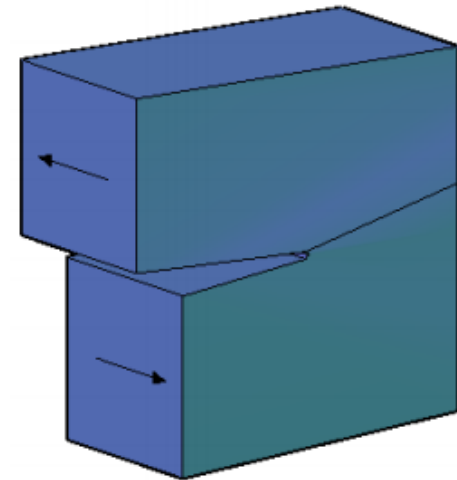
Aim: to introduce discontinuities into continuous FEM



Mode I



Mode II

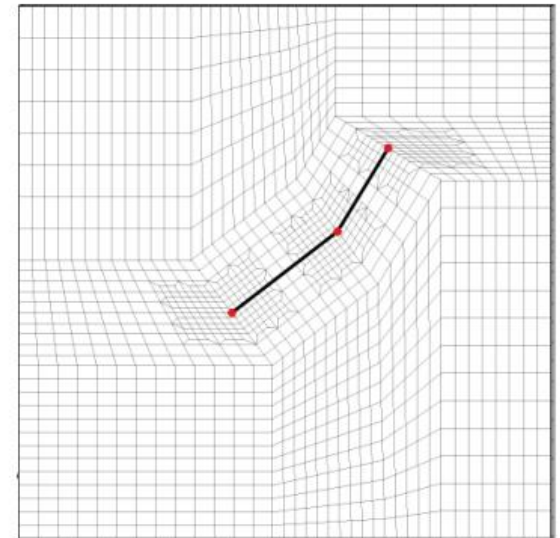
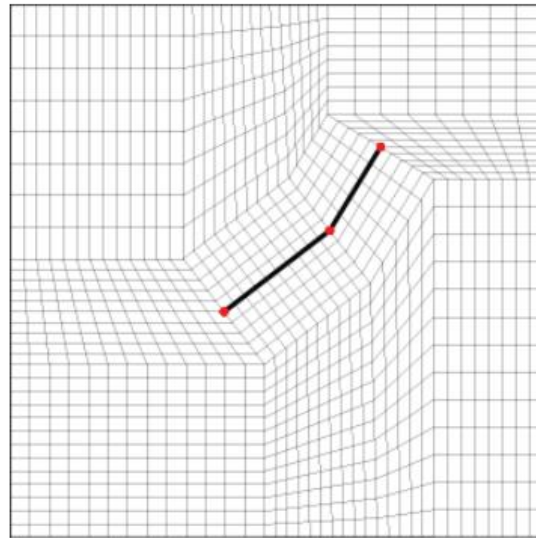
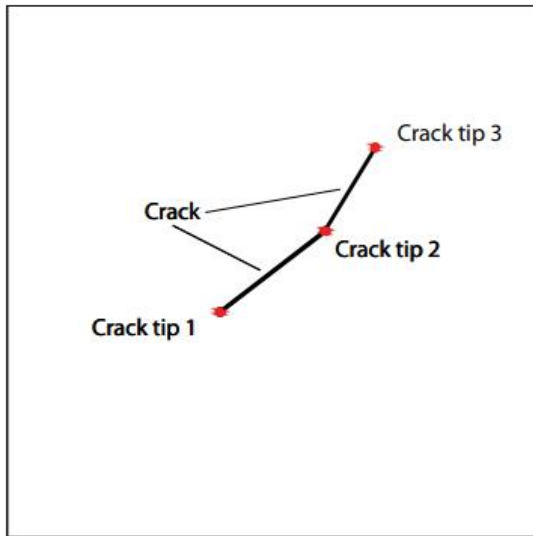


Mode III

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XFEM – eXtended Finite Element Method

To model the crack, we need nodes placed across the crack and on the crack tips



© Agathos and Chatzi

XFEM – Jump enrichment

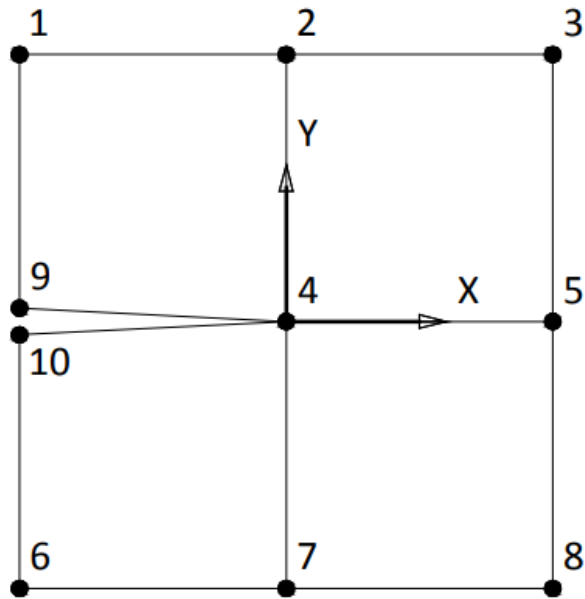
When we have a crack, we have jump in displacements. However, we want to describe it with a continuous mesh, i.e. without physically modelling crack width.

For that, we enrich the element nodes with jump function for displacements. At one side of the node, it has a different value than at the other side of the node.

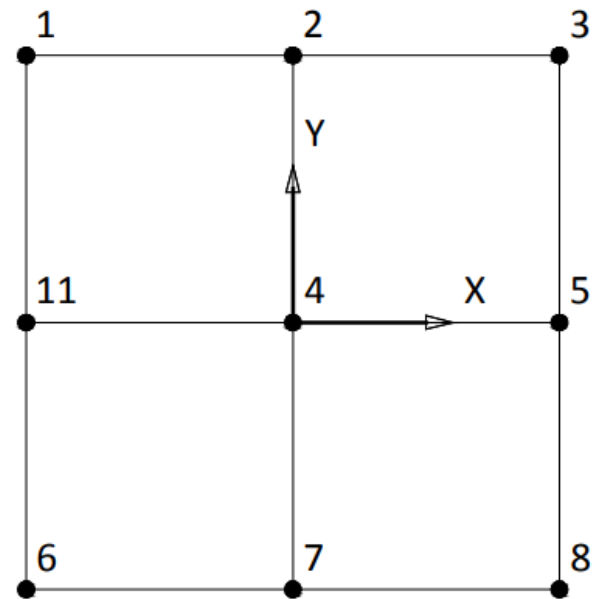
Technically we use Heaviside function $H(x)$ for that...

XFEM – Jump enrichment

In other words, we want to represent the situation in Mesh 1 (physical crack), with Mesh 2



Mesh 1



Mesh 2

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XFEM – Jump enrichment

The displacements at any point (and in particular in nodes 9 and 10) are:

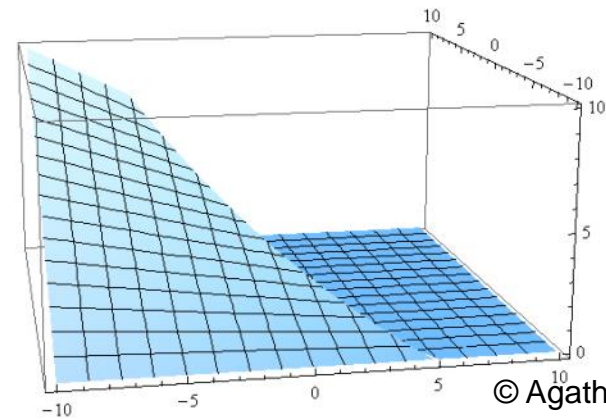
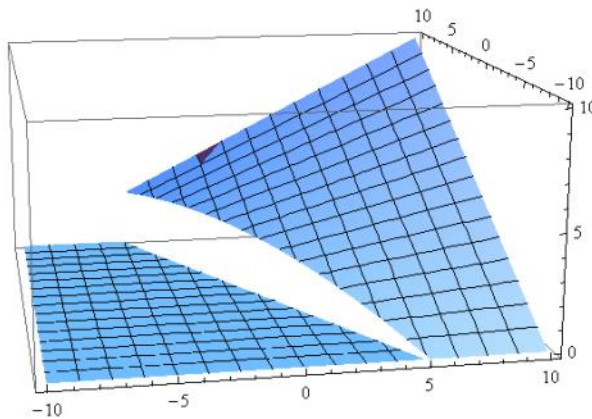
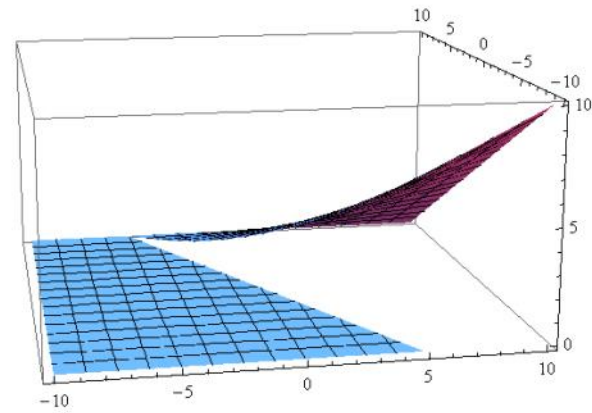
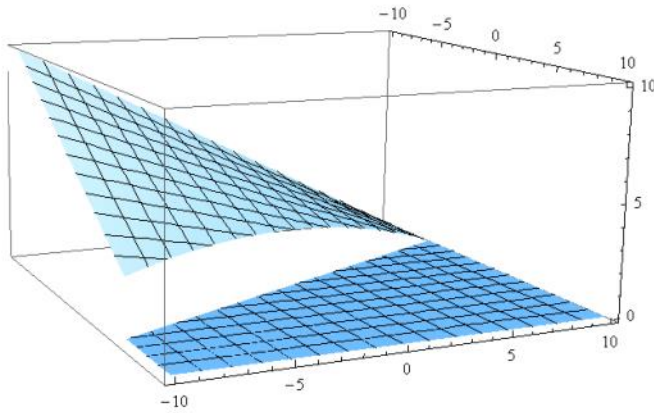
$$\overset{\text{displacements}}{\Delta \mathbf{u}} = \sum_{i=1}^{10} \overset{\text{Shape functions values}}{\mathbf{N}} \overset{\text{Vector containing increments of displacements of element nodes}}{\Delta \mathbf{d}}$$

Defining $\mathbf{a}=0,5 (\mathbf{d}_9+\mathbf{d}_{10})$ and $\mathbf{b}=0,5 (\mathbf{d}_9-\mathbf{d}_{10})$ we get

$$\begin{aligned} \overset{\text{displacements}}{\Delta \mathbf{u}} &= \sum_{i=1}^8 \overset{\text{Shape functions values}}{\mathbf{N}} \overset{\text{Vector containing increments of displacements of element nodes}}{\Delta \mathbf{d}} + \mathbf{a}(N_9 + N_{10}) + \mathbf{b}(N_9 + N_{10})H(x) = \\ &= \sum_{i=1}^8 \overset{\text{Shape functions values}}{\mathbf{N}} \overset{\text{Vector containing increments of displacements of element nodes}}{\Delta \mathbf{d}} + u_{11}(N_{11}) + \mathbf{b}(N_{11})H(x) \end{aligned}$$

$$H(x)=1 \quad \text{for } y>0 \quad \text{and} \quad -1 \quad \text{for } y<0$$

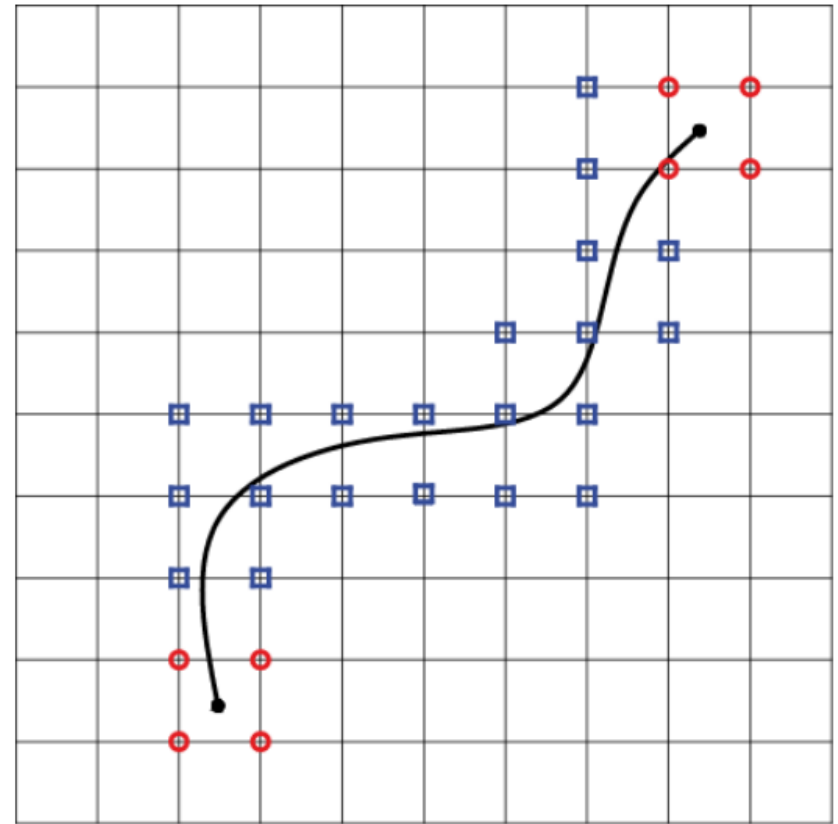
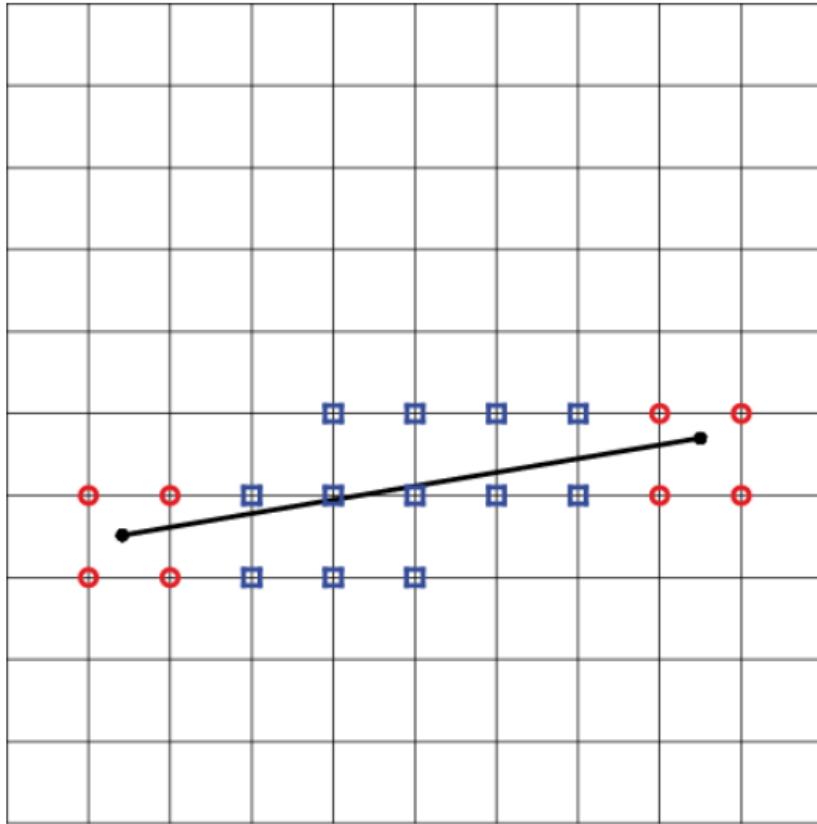
XFEM – Jump enrichment





© Agathos and Chatzi

Jump enrichment in action 😊

XFEM – Jump enrichment



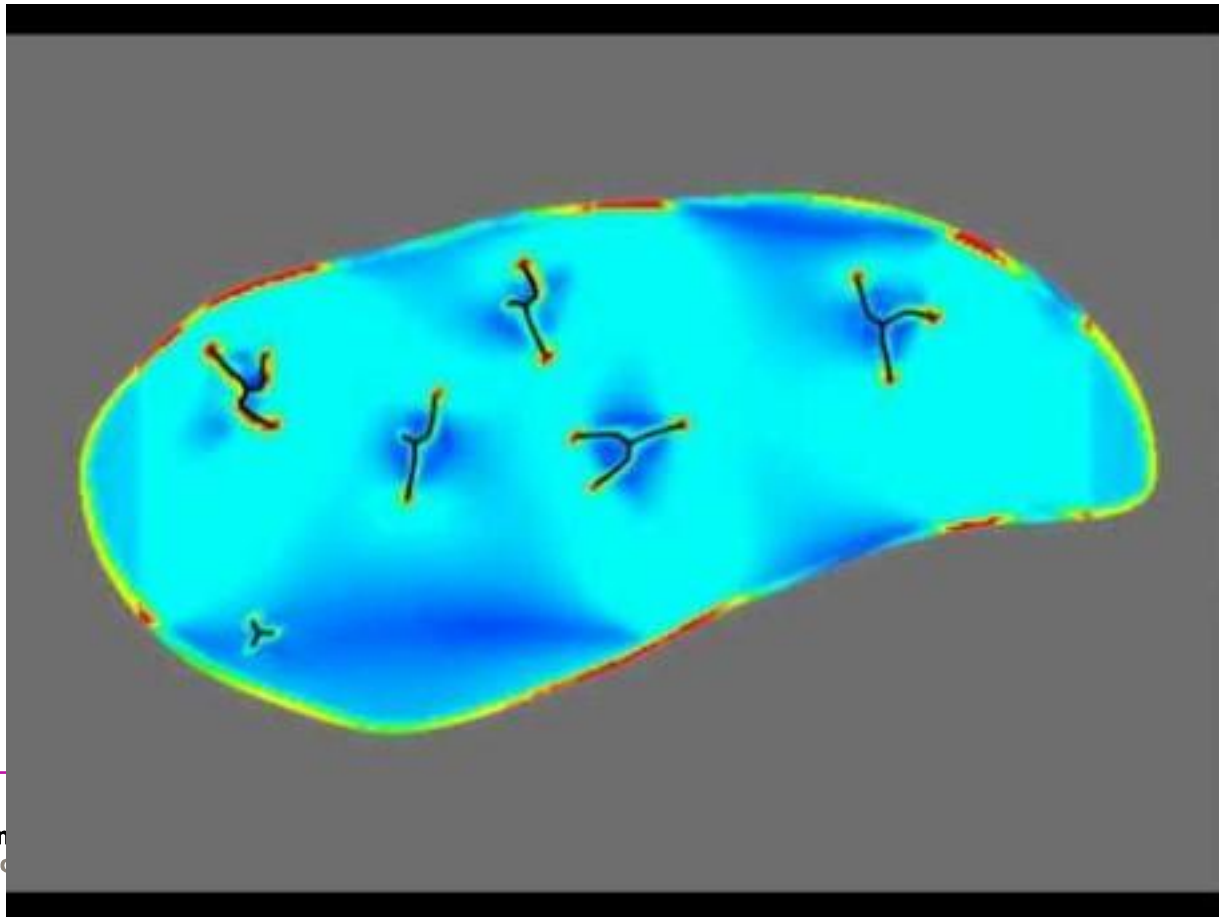
 *tip enrichment*

 *jump enrichment*

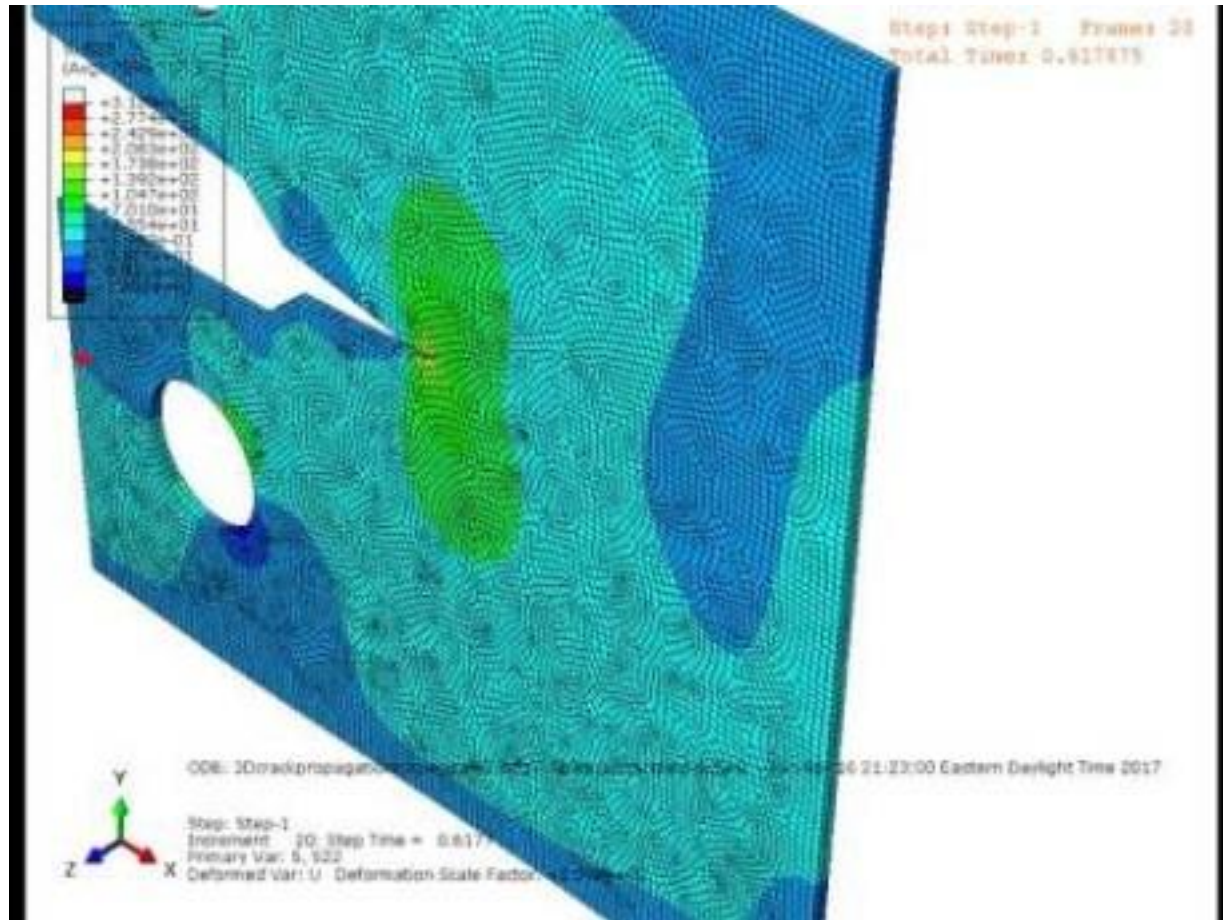
XFEM – abilities

The method – with extensions – can deal with crack propagation, crack branching and intersecting etc.

Also can be used with plasticity and in dynamic problems



XFEM – abilities



<https://youtu.be/eKhrRpwxOq0>

Thank you