

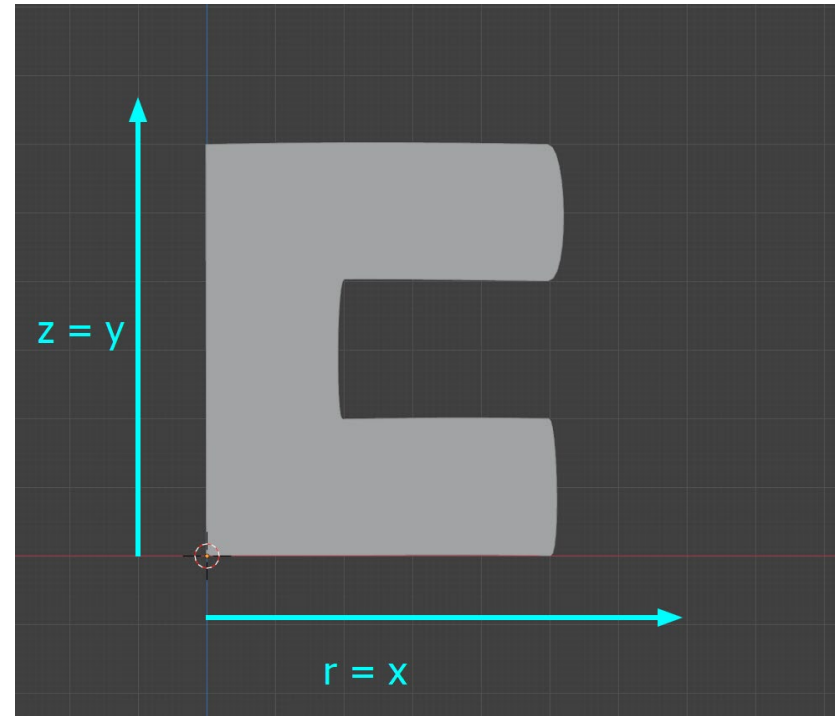
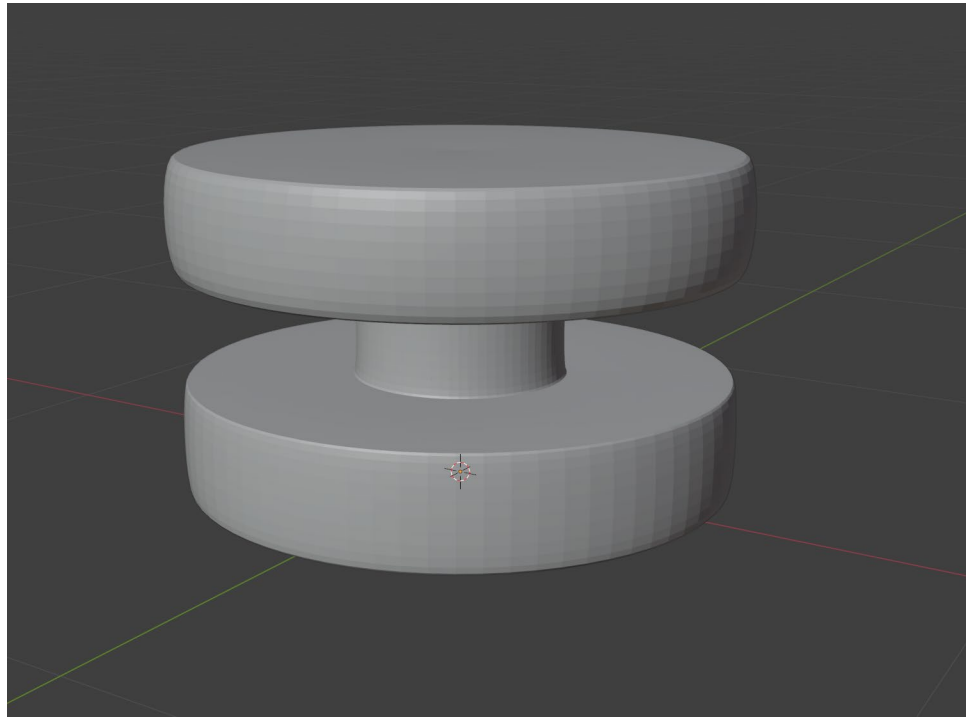
Avoir 25/20 au projet

Fiction absurde ou réalité tangible?

Plan

- L'axisymétrique
- Le calcul des tensions aux nœuds
- Générer un beau maillage
- Le canvas 2.0 du projet
- Le calcul des normales
- Les solveurs feat comment battre le groupe 83
- Des figures de qualité en python

1 — L'axysymétrie



- Rappel : solide élastique

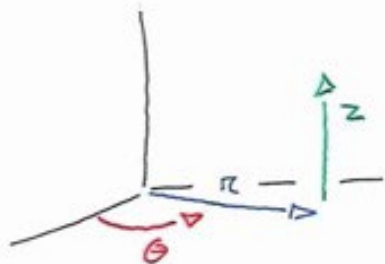
$$\underline{\underline{\boldsymbol{\varepsilon}}} \triangleq \frac{1}{2} \left(\nabla \underline{\mathbf{u}} + \nabla \underline{\mathbf{u}}^T \right)$$

$$\underline{\underline{\boldsymbol{\sigma}}} = 2\mu \underline{\underline{\boldsymbol{\varepsilon}}} + \lambda \text{Tr}(\underline{\underline{\boldsymbol{\varepsilon}}}) \underline{\underline{\boldsymbol{\delta}}}$$

$$\nabla \cdot \underline{\underline{\boldsymbol{\sigma}}} + \mathbf{f} = 0$$

- En coordonnées cylindriques, l'expression du gradient change !

AXISYMMETRIC PROBLEMS



AXISYMMETRY!

$$\begin{aligned} v_\theta &= 0 \\ \frac{\partial}{\partial \theta} &= 0 \end{aligned}$$

$$u = \begin{bmatrix} u_r \\ v_\theta \\ u_z \end{bmatrix} = \begin{bmatrix} u(r, z) \\ 0 \\ u(r, z) \end{bmatrix}$$

$$u_m = \begin{bmatrix} u_{r,r} & 0 & (u_{r,z} + u_{z,r})/2 \\ u_r/r & 0 & 0 \\ 0 & 0 & u_{z,z} \end{bmatrix}$$

A, B, C
OF PLANAR DEFORMATIONS!

$$e_m = \begin{bmatrix} A \epsilon_{rr} + B (\epsilon_{\theta\theta} + \epsilon_{zz}) & 0 & 2C \epsilon_{rz} \\ A \epsilon_{\theta\theta} + B (\epsilon_{rr} + \epsilon_{zz}) & 0 & 0 \\ A \epsilon_{zz} + B (\epsilon_{rr} + \epsilon_{\theta\theta}) & 0 & 0 \end{bmatrix}$$

IT IS ALMOST
LIKE A 2D PROBLEM !

$ \begin{aligned} & A \langle \tau_{i,n} \tau_{j,n} \rangle \\ & + C \langle \tau_{i,z} \tau_{j,z} \rangle \\ & + B \langle \tau_{i,n} \tau_j \rangle \\ & + \langle \tau_i (B \tau_{j,n} + A \frac{\tau_j}{\lambda}) \rangle \end{aligned} $ <p style="text-align: center;"> $\epsilon_{00/n}$ σ_{00} </p>	$ \begin{aligned} & B \langle \tau_{i,n} \tau_{j,z} \rangle \\ & + C \langle \tau_{i,z} \tau_{j,n} \rangle \\ & + B \langle \tau_i \tau_{j,z} \rangle \end{aligned} $
$ \begin{aligned} & B \langle \tau_{i,z} \tau_{j,n} \rangle \\ & + C \langle \tau_{i,n} \tau_{j,z} \rangle \\ & + B \langle \tau_{i,z} \tau_j \rangle \end{aligned} $	$ \begin{aligned} & A \langle \tau_{i,z} \tau_{j,z} \rangle \\ & + C \langle \tau_{i,n} \tau_{j,n} \rangle \end{aligned} $

Et donc concrètement?

$$\mathbf{A}_{ij} = \left[\begin{array}{c|c} \langle \tau_{i,r} A \tau_{j,r} \cdot \mathbf{r} \rangle + \langle \tau_{i,z} C \tau_{j,z} \cdot \mathbf{r} \rangle & \langle \tau_{i,r} B \tau_{j,z} \cdot \mathbf{r} \rangle + \langle \tau_{i,z} C \tau_{j,r} \cdot \mathbf{r} \rangle \\ \hline + \langle \tau_{i,r} B \tau_j \rangle + \left\langle \tau_i \left(B \tau_{j,r} + A \frac{\tau_j}{r} \right) \right\rangle & + \langle \tau_i B \tau_{j,z} \rangle \\ \hline \langle \tau_{i,z} B \tau_{j,r} \cdot \mathbf{r} \rangle + \langle \tau_{i,r} C \tau_{j,z} \cdot \mathbf{r} \rangle & \langle \tau_{i,z} A \tau_{j,z} \cdot \mathbf{r} \rangle \\ + \langle \tau_{i,z} B \tau_j \rangle & + \langle \tau_{i,r} C \tau_{j,r} \cdot \mathbf{r} \rangle \end{array} \right]$$

$$\mathbf{B}_i = \begin{bmatrix} \langle \tau_i f_r \cdot \mathbf{r} \rangle + \langle \tau_i g_r \cdot \mathbf{r} \rangle \\ \langle \tau_i f_z \cdot \mathbf{r} \rangle + \langle \tau_i g_z \cdot \mathbf{r} \rangle \end{bmatrix}$$

Et donc concrètement?

$$\mathbf{A}_{ij} = \left[\begin{array}{c|c} \langle \tau_{i,x} A \tau_{j,x} \cdot \mathbf{x} \rangle + \langle \tau_{i,y} C \tau_{j,y} \cdot \mathbf{x} \rangle & \langle \tau_{i,x} B \tau_{j,y} \cdot \mathbf{x} \rangle + \langle \tau_{i,y} C \tau_{j,x} \cdot \mathbf{x} \rangle \\ + \langle \tau_{i,x} B \tau_j \rangle + \left\langle \tau_i \left(B \tau_{j,x} + A \frac{\tau_j}{r} \right) \right\rangle & + \langle \tau_i B \tau_{j,y} \rangle \\ \hline \langle \tau_{i,y} B \tau_{j,x} \cdot \mathbf{x} \rangle + \langle \tau_{i,x} C \tau_{j,y} \cdot \mathbf{x} \rangle & \langle \tau_{i,y} A \tau_{j,y} \cdot \mathbf{x} \rangle \\ + \langle \tau_{i,y} B \tau_j \rangle & + \langle \tau_{i,x} C \tau_{j,x} \cdot \mathbf{x} \rangle \end{array} \right]$$

$$\mathbf{B}_i = \left[\begin{array}{l} \langle \tau_i f_x \cdot \mathbf{x} \rangle + \langle \tau_i g_x \cdot \mathbf{x} \rangle \\ \langle \tau_i f_y \cdot \mathbf{x} \rangle + \langle \tau_i g_y \cdot \mathbf{x} \rangle \end{array} \right]$$

2 — Obtenir sigma aux noeuds

$$\underline{\underline{\boldsymbol{\varepsilon}}} \triangleq \frac{1}{2} \left(\nabla \underline{\mathbf{u}} + \nabla \underline{\mathbf{u}}^T \right)$$

$$\underline{\underline{\boldsymbol{\sigma}}} = 2\mu \underline{\underline{\boldsymbol{\varepsilon}}} + \lambda \text{Tr}(\underline{\underline{\boldsymbol{\varepsilon}}}) \underline{\underline{\boldsymbol{\delta}}}$$

Sigma est fonction du gradient de la déformation

$$\nabla \underline{\mathbf{u}}^h$$

Est discontinu entre les éléments!

$G(u^h)$ = SOLUTION OF A LEAST-SQUARES FIT PROBLEM

$$a(\hat{u}, u) = b(\hat{u}) \\ \forall \hat{u} \in \hat{U}$$

$$a(\hat{u}^h, u^h) = b(\hat{u}^h) \\ \forall \hat{u}^h \in \hat{U}^h$$

$$?_{u^h} \\ a(\hat{u}^h, u^h - u) = 0 \\ \forall \hat{u}^h \in \hat{U}^h$$

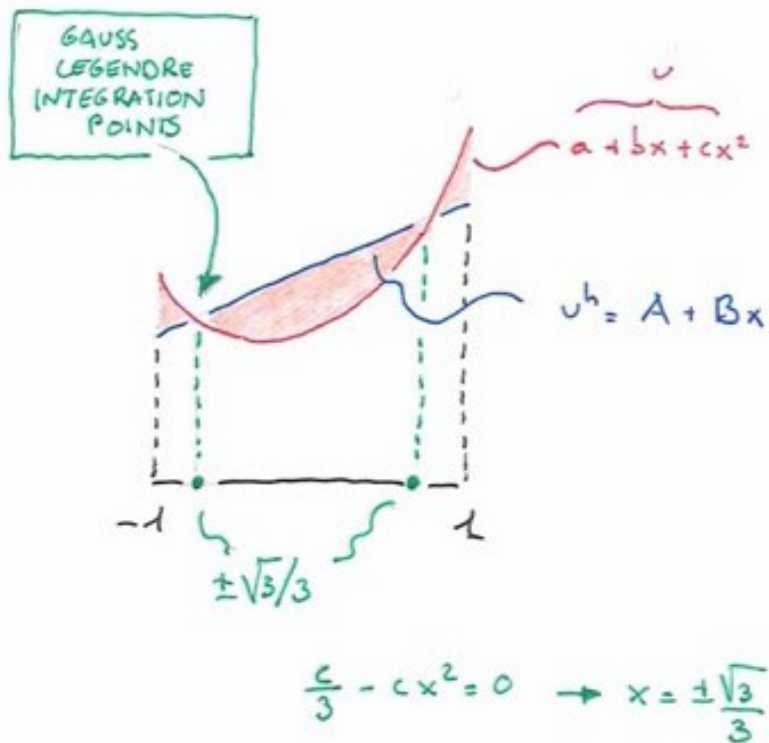
← cfa $\hat{U}^h \subset \hat{U}$!
← CFR LINEARITY!

$$\begin{aligned} \hat{b}(\hat{u}^h) &= a(\hat{u}^h, u) \\ \hat{a}(\hat{u}^h, u^h) &= a(\hat{u}^h, u^h) \end{aligned}$$

$$?_{u^h} \\ G(u^h) = \min_{v^h \in U^h} \frac{1}{2} \langle (\underline{\underline{u}}(v^h) - \underline{\underline{u}}(u)) : \underline{\underline{C}} : (\underline{\underline{u}}(v^h) - \underline{\underline{u}}(u)) \rangle$$

$G(v^h)$

WHAT ARE THE "BEST VALUES" OF A LEAST-SQUARES POLYNOMIAL FIT ?



? A, B SUCH THAT

$$G(A, B) = \min_{A, B} \int_{-1}^1 (A + Bx - a - bx - cx^2)^2 dx$$

$$\begin{cases} B \int_{-1}^1 (A + Bx - a - bx - cx^2) x dx = 0 \\ A \int_{-1}^1 (A + Bx - a - bx - cx^2) dx = 0 \end{cases}$$

$$\begin{cases} B^2 \frac{2}{3} - Bb \frac{2}{3} = 0 \rightarrow B = b \\ 2A^2 - 2Aa - Ac \frac{2}{3} = 0 \rightarrow A = a + \frac{c}{3} \end{cases}$$

Et donc concrètement?

$$\sum_j \underbrace{\langle \tau_i \tau_j \rangle}_{M_{ij}} \varepsilon_{xx}^j = \left\langle \tau_i \frac{\partial u^h}{\partial x} \right\rangle$$

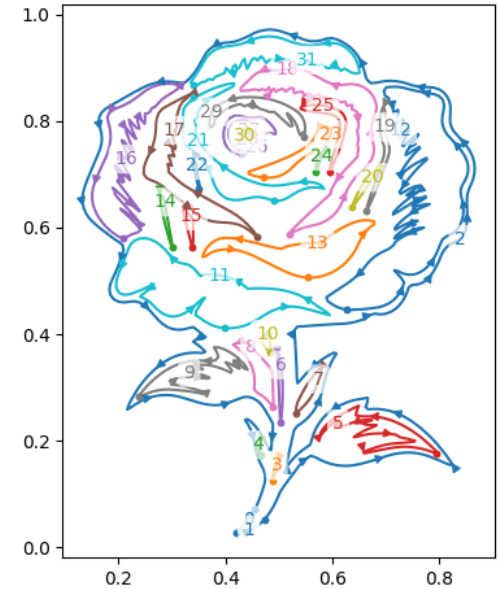
$$\sum_j \underbrace{\langle \tau_i \tau_j \rangle}_{M_{ij}} \varepsilon_{yy}^j = \left\langle \tau_i \frac{\partial v^h}{\partial y} \right\rangle$$

$$\sum_j \underbrace{\langle \tau_i \tau_j \rangle}_{M_{ij}} \varepsilon_{xy}^j = \frac{1}{2} \left\langle \tau_i \left(\frac{\partial u^h}{\partial y} + \frac{\partial v^h}{\partial x} \right) \right\rangle$$

Dans la partie “PostProcessor”

3 — Générer un maillage complexe

- Installer gmsh : *le module python*
- Premier loop = loop externe
- Orientation des courbes!
- Échelle!

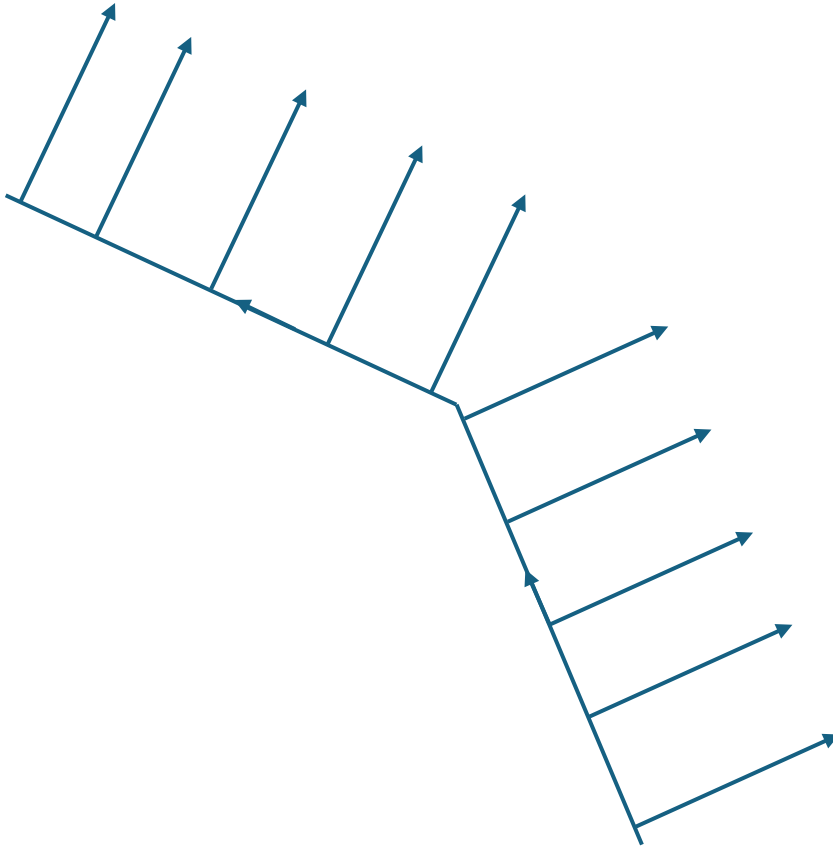


4 — Le canvas du projet (enfin)

- Le seul dossier qui compte : Project
- Veiller à **SCRUPULEUSEMENT** respecter les path, sous peine de voir la correction automatique vous donner un zéro
- Dans la soumission finale, ne pas remettre
 - gmesh
 - build
 - __pycache__
 - .vscode
 - .idea
 - ...

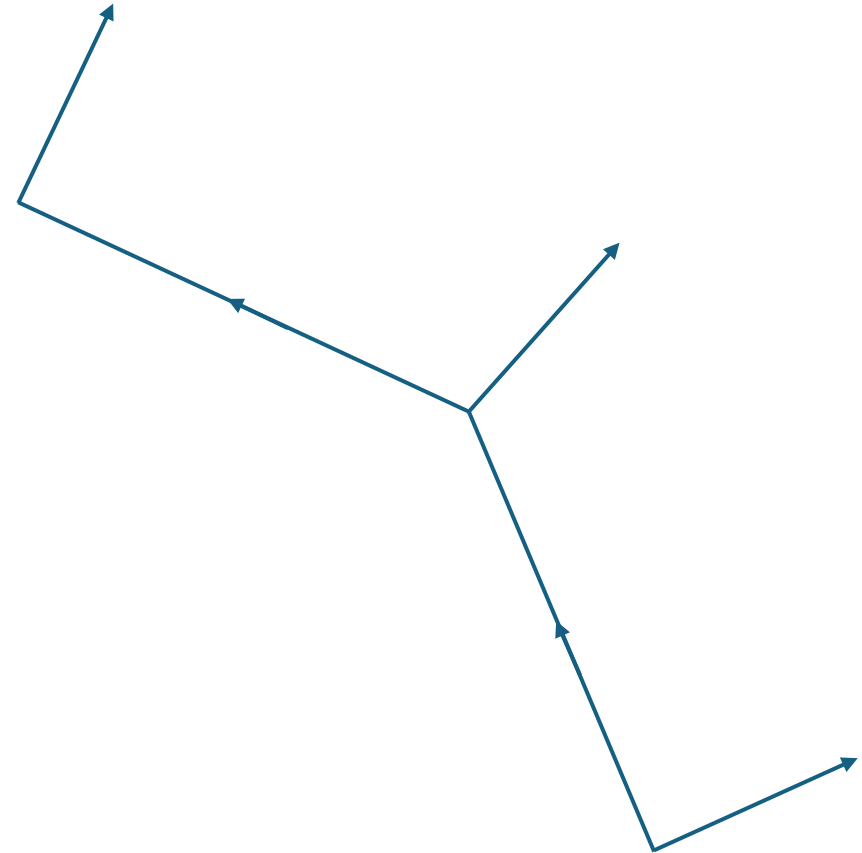
5 — Le calcul des normales

NEUMANN



Normale calculée au segment

DIRICHLET



Normale calculée au nœud
(On l'a fait pour vous)

6 — Les solveurs*

Solveur	Complexité	Vitesse	Notes
Dense classique	Déjà fourni	--	
Bande no renum	Facile	-	
Bande renum X/Y	Moyen	+	Très honnête
Bande + RCMK	Moyen +	++	
Frontal	Hard	++	Gr 07
Conjugate Gradient	Facile	---	Pire que tout
CG + CSR	Moyen-	+++	
Direct sparse + AMD	Hard	++++	Gr 83
Multigrid?	HARD	?	Optimal en théorie

Les gradients conjugués

$$\mathbf{r}_0 := \mathbf{b} - \mathbf{A}\mathbf{x}_0$$

if \mathbf{r}_0 is sufficiently small, then return \mathbf{x}_0 as the result

$$\mathbf{p}_0 := \mathbf{r}_0$$

$$k := 0$$

repeat

$$\alpha_k := \frac{\mathbf{r}_k^\top \mathbf{r}_k}{\mathbf{p}_k^\top \mathbf{A}\mathbf{p}_k}$$

$$\mathbf{x}_{k+1} := \mathbf{x}_k + \alpha_k \mathbf{p}_k$$

$$\mathbf{r}_{k+1} := \mathbf{r}_k - \alpha_k \mathbf{A}\mathbf{p}_k$$

if \mathbf{r}_{k+1} is sufficiently small, then exit loop

$$\beta_k := \frac{\mathbf{r}_{k+1}^\top \mathbf{r}_{k+1}}{\mathbf{r}_k^\top \mathbf{r}_k}$$

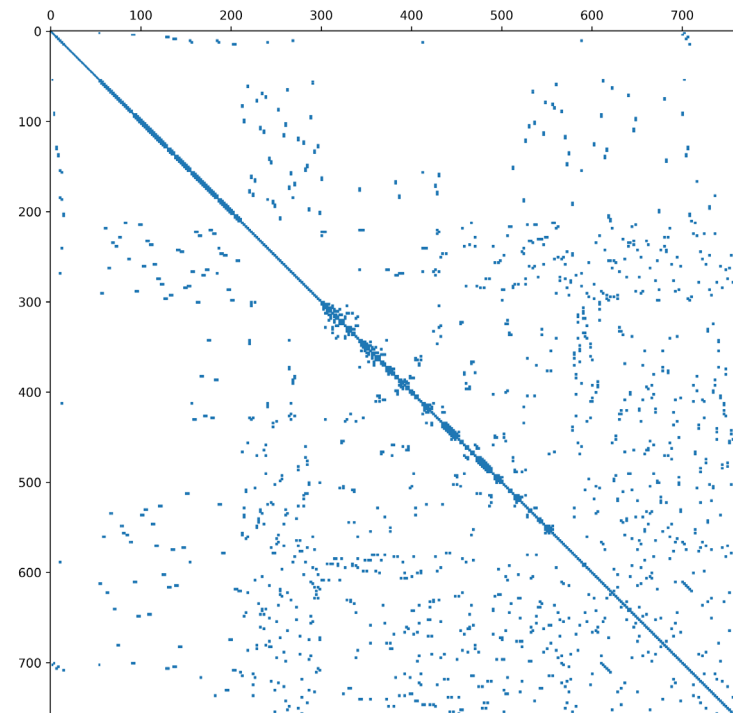
$$\mathbf{p}_{k+1} := \mathbf{r}_{k+1} + \beta_k \mathbf{p}_k$$

$$k := k + 1$$

end repeat

return \mathbf{x}_{k+1} as the result

Produit $\mathbf{A}\cdot\mathbf{p}$



Matrice est essentiellement vide!

7 — Animations python

