

퍼지이론을 이용한 FEM 모델링을 위한 자동 요소분할 시스템

Automatic Mesh Generation System for a Novel FEM Modeling Based on Fuzzy Theory

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Abstract

This paper describes an automatic finite element (FE) mesh generation for three-dimensional structures consisting of free-form surfaces. This mesh generation process consists of three subprocesses: (a) definition of geometric model, i.e. analysis model, (b) generation of nodes, and (c) generation of elements. One of commercial solid modelers is employed for three-dimensional solid structures. Node is generated if its distance from existing node points is similar to the node spacing function at the point. The node spacing function is well controlled by the fuzzy knowledge processing. The Delaunay method is introduced as a basic tool for element generation. Automatic generation of FE meshes for three-dimensional solid structures holds great benefits for analyses. Practical performances of the present system are demonstrated through several mesh generations for three-dimensional complex geometry.

1. Introduction

The finite element method(FEM) has been widely utilized in simulating various engineering problems such as structural deformation, thermal conduction, electro-magnetics and so on. The main reason for this is its high capability of dealing with boundary-value problems in arbitrarily shaped domains. On the other hand, a mesh used influences computational accuracy as well as time so significantly that the mesh generation process is as much important as the FEM analysis itself. Especially, in such large scale nonlinear FEM analyses that approach the limitation of computational capability of so-

called supercomputers, it is highly demanded to optimize the distribution of mesh size under the condition of limited total degrees of freedom. Thus, the mesh generation process becomes more and more time-consuming and heavier tasks. In this respect, various researches[1-3] have been performed on the development of automatic mesh generation techniques. Among mesh generation methods, the tree model method[4] can generate graded meshes and it uses a reasonably small amount of computer time and storage. However, it is, by nature, not possible to arbitrarily control the changing rate of mesh size with respect to location, so that some smaller projection and notch etc. are sometimes omitted. Also, domain

decomposition method[5] does not always succeed, and a designation of such sub-domains is very tedious for uses in three-dimensional cases.

In this paper, we explain an FE mesh generation system based on fuzzy knowledge processing and computational geometry techniques. Here, the node density distribution, which is a kind of a node spacing function, was well controlled by means of the fuzzy knowledge processing technique[6], so that even beginners of the FE analyses are able to produce nearly optimum meshes through very simple operations as if they were experts.

2. Outline of the System

A flow of this system is shown in Fig. 1. Each subprocess will be described below.

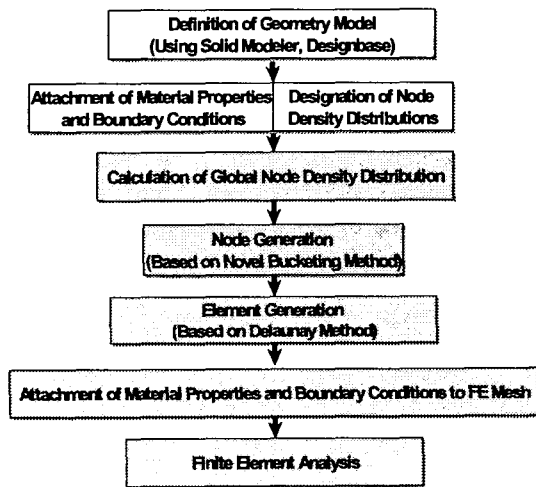


Fig. 1 Flow of the present system

Geometric modelers are utilized to define geometries of analysis domains. One of commercial geometric modelers, Designbase[7]. In the present system, nodes are first generated, and then a finite element mesh is built. In general, it is not so easy to well control element size for a complex geometry. A node density distribution over a whole geometry model is constructed as follows. The present system stores several local nodal patterns such as the pattern suitable to well capture stress concentration, the pattern to subdivide a finite domain uniformly, and the

pattern to subdivide a whole domain uniformly. A user selects some of those local nodal patterns, depending on their analysis purposes, and designates where to locate them.

2.1 Superposition of Mesh Pattern

In the present method, the field A close to the crack-tip and the field B close to the hole are defined in terms of the membership functions used in the fuzzy set theory as shown in Fig. 2(c).

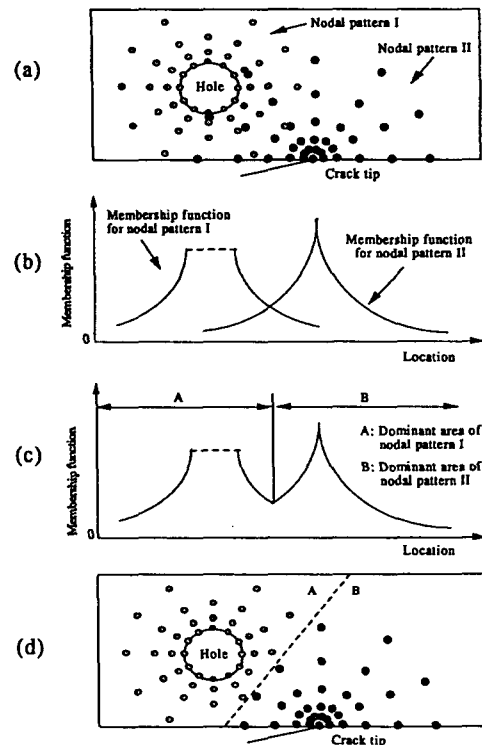


Fig. 2 Superposition of node patterns based on knowledge processing

For the purpose of simplicity, each membership function is given a function of one-dimension in the figure. In practice the membership function can be expressed as $\mu(x, y)$ in this particular example, and in 3D cases it is a function of 3D coordinates, i.e. $\mu(x, y, z)$. In Fig. 2(c), the horizontal axis denotes the location, while the vertical axis does the value of membership function, which indicates the magnitude of "closeness" of the location to each stress concentration field. That is, a nodal location closer to the stress concentration field takes a larger value of the membership

function. As for Fig. 2(b), choosing the mesh pattern with a larger value of the membership function in each location, one can obtain an overlapped curve of both membership functions, and the domain can be automatically divided into the following two sub-domains A and B as shown in Fig. 2(c) : the sub-domain close to the crack-tip and that of the hole. Finally, both node patterns are smoothly connected as shown in Fig. 2(d). This procedure of node generation, i.e. the connection procedure of both node patterns, is summarized as follows :

- If $\mu_A(x_p, y_p) \geq \mu_B(x_p, y_p)$ for a node p (x_p, y_p) belonging to the pattern A, then the node p is generated, and otherwise p is not generated.
- If $\mu_A(x_q, y_q) \geq \mu_B(x_q, y_q)$ for a node q (x_q, y_q) belonging to the pattern B, then the node q is generated, and otherwise q is not generated.

It is apparent that the above algorithm can be easily extended to 3D problems and any number of node patterns. In addition, since finer node patterns are generally required to place near stress concentration sources, it is convenient to let the membership function correspond to node density as well.

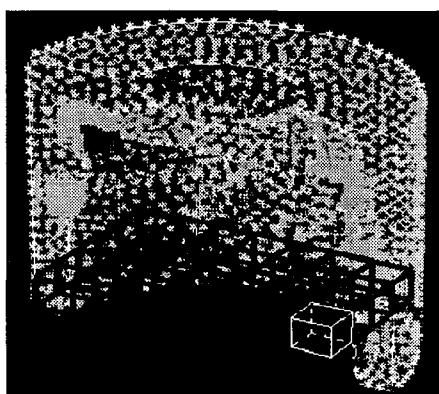


Fig. 3 Generated appearance of nodes

2.2 Node and Element Generation

Node generation is one of time consuming processes in automatic mesh generation. In the present study, the novel bucketing method[8]

is adopted to generate nodes which satisfy the distribution of node density over a whole analysis domain. Fig. 3 shows the generated appearance of nodes for a half of piston head.

The Delaunay triangulation method[1,3] is utilized to generate tetrahedral elements from numerous nodes given in a geometry.

The algorithm of element generation mentioned above works well in most cases. However, element shapes obtained are sometimes distorted in a superposed region of several node patterns or near domain boundary. The smoothing method is here applied to remedy such distorted elements.

3. Examples and Discussions

The performance of the system is demonstrated through the mesh generation of several three-dimensional structures. Fig. 4 to 6 show the examples of the application of this mesh generator for three-dimensional geometry. As shown in figures, a uniform mesh and a nonuniform mesh were connected very smoothly. In case of a half of piston head as shown in Fig. 4, it took about 40 minutes to define this geometry model by using Designbase. The mesh consists of 16,430 tetrahedral elements and 28,356 nodes. Nodes and elements are generated in about 14 minutes and in about 2 minutes, respectively.

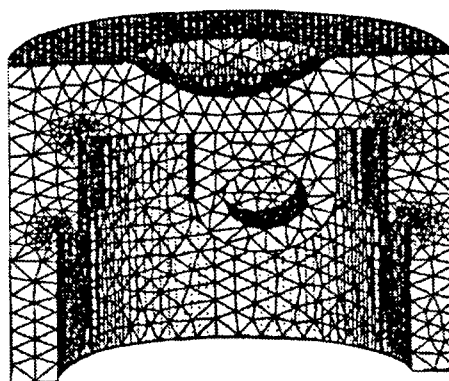


Fig. 4 Mesh for a half of piston head

To complete this mesh, the following two node patterns are utilized ; (a) the base node pattern in which nodes are generated with

uniform spacing over a whole analysis domain, (b) a special node pattern for stress concentration of four corners.

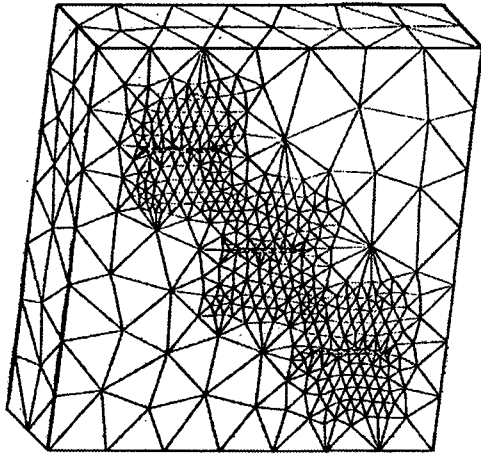


Fig. 5 Mesh for a pate with cracks

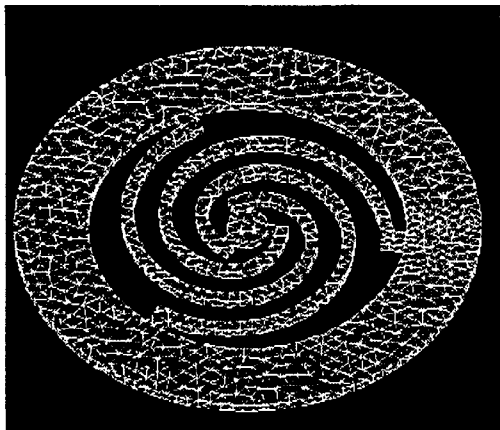


Fig. 6 Mesh for a wobble actuator

4. Conclusions

An automatic mesh generation system for three-dimensional structures consisting of free-form surfaces has been presented. Here several local node patterns are selected and are automatically superposed based on the fuzzy knowledge processing technique. In addition, several computational geometry techniques were successfully applied to node and element generation. The developed system was utilized to generate meshes of three-dimensional complex geometries. The key features of the present algorithm are an easy control of complex three-dimensional node density distribution with a fewer input data by means of the fuzzy knowledge processing technique, and fast node and

element generation owing to some computational geometry techniques. The effectiveness of the present system is demonstrated through several mesh generations for three-dimensional complex geometry.

5. References

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