Computational Geomechanics

To see and compute as never before in granular materials: the avatar concept

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Grain Scale (~mm) Newtonian Mechanics

F = madiscrete concept: force F

Multiscale



Continuum Scale (>m) Continuum Mechanics

 $\nabla \cdot \sigma = \rho a$

average, bulk

concept: stress σ

Isaac Newton: 1643-1727

Robert Hooke: 1635-1703







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 $F=ma \label{eq:force}$ force relates to momentum

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force relates to momentum







physical features behavior

morphology = shape
behavior = kinematics
& forces

The avatar concept



Today's menu: Avatar



measuring kinematics





Today's menu: Avatar



measuring kinematics



measuring forces



predicting behavior



Image courtesy of 3S Lab, Grenoble



experimentally capture morphology & kinematics

Level-set: a one-stop shop for characterization & computations



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Macro-micro experimental data





Macro-micro experimental data @ failure

Construct computational model of real 3D particles



Today's menu: Avatar



measuring kinematics





predicting behavior

Current workhorse: Photoelasticity

- Great in 2D
- Great insight into forcechain evolution
- Cannot provide accurate quantitative values of contact force
- Cannot work in opaque materials (e.g., sand)



Source- Jie Zhang/Duke University

Can contact forces be measured?

- 3DXRCT & 3DXRD: grain topology, kinematics & average grain strains
- Fundamental question: how to use information (constitutive modeling)?
- Missing link: grain contact forces Vs. stress











experimentally capture inter-particle forces

Phantom v310 high-speed camera



Frictionless "air hockey" table (only forces are inter-particle)

Phantom v310 high-speed camera



Rubber "grains" and rigid impactor



Frictionless "air hockey" table (only forces are inter-particle) (1/500 real time) $v_{0x}=-1.14\text{m/s} \quad v_{0y}=-0.66\text{m/s}$ More unknowns than momentum equations

Digital Image Correlation (Vic2d): ϵ_{xy}

FEM Simulation (Abaqus/Explicit): ϵ_{xy}



Digital Image Correlation (Vic2d): ϵ_{xy}



(1/500 real time)

FEM Simulation (Abaqus/Explicit): ϵ_{xy}



(1/500 real time)



Inverse problem

FEM Simulation



Inverse problem

FEM Simulation



(1/500 real time)



(1/500 real time)

25 N 20 N 15 N 10 N 5 N



Experiment (v₀=3m/s)

(1/450 real time)

PVC & Plexiglass



Experiment (v₀=3m/s)



(1/450 real time)

Phantom v310 high-speed camera

PVC & Plexiglass



Experiment (v₀=3m/s)



(1/450 real time)

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Today's menu: Avatar



measuring kinematics



measuring forces





Clustering (using spheres)



Polyhedra



Spheropolyhedra



Potential Particles

Granular Element Method

- A new discrete element method that has the ability to represent complicated grain geometries
- Uses parametric curves and surfaces
- Brings free-form computer-aided graphics design technology to full force for the realistic simulation of granular materials



Features of GEM

- Captures particle morphology: sphericity & roundness
- Can seamlessly go from binary images (XRCT) to model
- Can perform calculations with real shapes
- Accurately predicts macroscopic response
- Retains the simplicity of conventional DEM







$$ma_i + Cv_i = F_i$$
$$I\alpha + \bar{C}\omega = M$$

forces and moments depend on particle morphology



Experimental data: stress-strain (macro) & grain kinematics (micro)



Simple shear numerical experiments



$$F(p,q,\mu) = q + \mu p = 0$$
$$Q(p,q,\beta) = q + \beta p - \overline{c} = 0$$

Computation of plastic parameters from DEM (micro) model



Hierarchical multiscale scheme





Main multiscale results



Main multiscale results

Closure I/3

 We can now measure & compute granular
 BEHAVIOR: kinematics+forces



Closure 2/3

 Coupling between imaging & computational power is making progress real



Closure 3/3

 First time EVER a multiscale model has captured accurately macro behavior of REAL granular materials!



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