

# 有限元方法及应用

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## 1. 问题描述

## 1.1. 几何结构、边界条件、载荷条件、材料设置

赵州桥是世界上现存年代久远、跨度最大、保存最完整的单孔坦弧敞肩石 拱桥,其建造工艺独特,在世界桥梁史上首创"敞肩拱"结构形式。本作业对 赵州桥类似结构进行简化建模,分析桥底约束、桥面受力下的桥体应力、应变 云图。

对于图 1 所示的赵州桥拱形结构,底部长度 400mm,顶部长度 500mm,最高点高度为 100mm,宽 50mm。划分图 2 所示网格细分 5.5mm 的 C3D8 立方体八节点单元,得到共计 9162 个单元,11620 个节点。对上表面 930 个节点施加[0,-10000/930N,0]集中力;对下表面 180 个节点施加 PINNed 约束,限制节点[U1 U2 U3]自由度,如图 3、4 所示。弹性模量:2.1e11Pa,泊松比 0.3,忽略重力影响,分析该结构位移、应力大小及其分布,共计 34860 个自由度。



图 1 拱形待分析模型

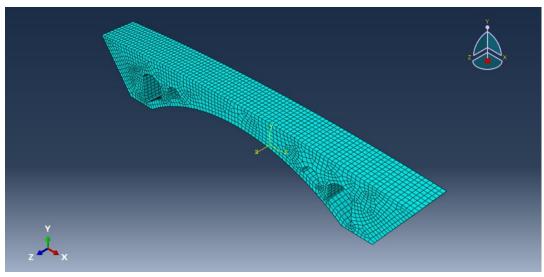


图 2 以 5.5 网格密度划分网格

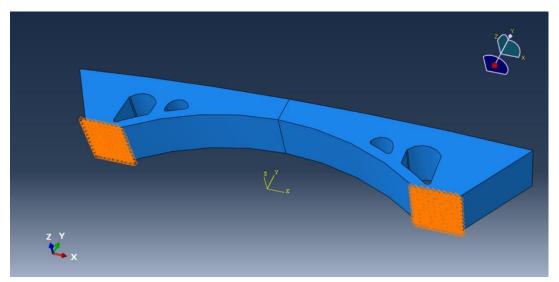


图 3 底部约束

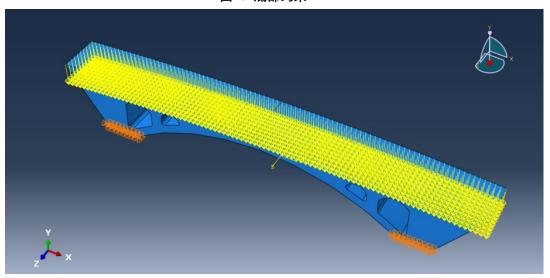


图 4 顶部集中力节点

## 1.2. 所做工作

- 1. 利用 pycharm 软件,使用 2 个高斯积分点进行有限元分析,完成后处理;
- 2. 利用 pycharm 软件,使用线性八节点四面体单元 C3D8 进行有限元建模;
- 3. 利用 pycharm 软件,提取 Abaqus 作业文件.inp 中的节点坐标及单元节点;通过 VTK 库,生成.vtk 文件;
- 4. 在 ParaView 中打开.vtk 文件,将 Abaqus 分析结果与 pycharm 计算结果进行对比。

## 2. Python-Code 文件夹介绍

## 2.1. main-FEM.py 函数

- 1) main\_FEM.py: 作业主函数,主程序,读取节点、单元、边界节点、载荷 节点,求解位移、应力分量,包含以下所有函数;
- 2) cal k matrix: 获得六面体单元刚度矩阵 K; 形函数矩阵 B, 用于后处理;
- 3) cal\_b\_matrix: 形函数矩阵 B, 被 C3D8\_K.m 调用;
- 4) cal d matrix: 返回二维、三维问题的 D 矩阵;
- 5) gauss legendre 1D: 返回一维高斯积分点坐标及权重;
- 6) gauss\_legendre\_3D: 返回三维高斯积分点坐标及权重;
- 7) load apply: 施加节点力, 生成 F 矩阵;
- 8) poly:后处理中将坐标转化为差值多项式;
- 9) FEDataModel: 非结构化网格 vtk 类。

## 2.2. data 文件夹

- 1) Boundary Nodes.txt: 存储施加 PINNed 边界条件节点编号;
- 2) Elements.txt: 所有 C3D8 单元序号及对应八个节点编号;
- 3) Load Nodes.txt: 载荷节点编号;
- 4) Nodes.txt: 节点编号及坐标;

## 2.3. result 文件夹

- 1) Inp+S11.txt: 有限元节点, S11 应力值, 其余类推;
- 2) Inp+U1.txt: 有限元节点, U1 方向位移值, 其余类推。

#### 2.4. visualize 文件夹

- 1) Inp+S11.vtk: 有限元模型 S11 应力云图 vtk 文件, 其余类推;
- 2) Inp+U1.vtk: 有限元模型 U1 应力云图 vtk 文件,其余类推。

#### 2.5. bridge.inp 文件

- 1) 预先在 Abaqus 软件中按第一节,定义集合、边界、载荷,输出.inp 文件。
- 2) 底部约束节点为 Cast 集合,顶部施力节点为 Load 集合。

#### 2.6. 其他说明

对于不同的计算单元,上述输入、输出文件内容、格式大同小异,根据作业内容稍有变更。ParaView 打开.vtk 文件时,选择的 Reader 为 XML Unstructured Grid Reader。

## 3. 八结点立方体单元介绍

## 3.1. 单元节点

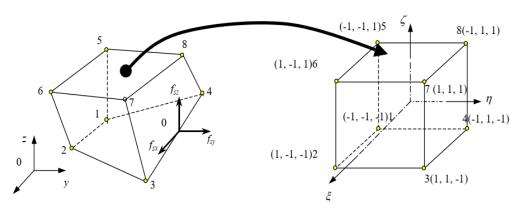


图 5 八结点立方体等参单元

## 3.2. 等参单元形函数

$$\begin{split} N_{i} &= \frac{1}{8} (1 + \xi_{i} \xi) (1 + \eta_{i} \eta) (1 + \zeta_{i} \zeta) \quad (i = 1, 2, \dots, 8) \\ \begin{cases} x &= \sum_{i=1}^{8} N_{i} (\xi, \eta, \zeta) x_{i} \\ y &= \sum_{i=1}^{8} N_{i} (\xi, \eta, \zeta) y_{i} \\ z &= \sum_{i=1}^{8} N_{i} (\xi, \eta, \zeta) z_{i} \end{cases} \end{split}$$

 $(\xi_i, \eta_i, \xi_i)$ 为等参单元中点对应的节点自然坐标,(x, y, z)为实体单元中的物理坐标。由此可得:

$$\begin{cases} \frac{\partial N_i}{\partial \xi} = \frac{1}{8} \xi_i (1 + \eta_i \eta) (1 + \zeta_i \zeta) \\ \frac{\partial N_i}{\partial \eta} = \frac{1}{8} \eta_i (1 + \xi_i \xi) (1 + \zeta_i \zeta) & i = (1, 2, \dots, 8) \\ \frac{\partial N_i}{\partial \zeta} = \frac{1}{8} \zeta_i (1 + \xi_i \xi) (1 + \eta_i \eta) \end{cases}$$

假设节点位移矩阵:

$$\mathbf{q}^e = [u_1 \quad v_1 \quad w_1 \quad \cdots \quad u_m \quad v_m \quad w_m]^T$$

根据式:

$$\varepsilon = \mathbf{Bq}^e$$

得单元应变矩阵,该矩阵中的偏导数项根据下式求解:

$$\mathbf{B}_{i} = \begin{bmatrix} \frac{\partial N_{i}}{\partial x} & 0 & 0 \\ 0 & \frac{\partial N_{i}}{\partial y} & 0 \\ 0 & 0 & \frac{\partial N_{i}}{\partial z} \\ \frac{\partial N_{i}}{\partial z} & \frac{\partial N_{i}}{\partial z} \\ 0 & \frac{\partial N_{i}}{\partial z} & \frac{\partial N_{i}}{\partial y} \\ \frac{\partial N_{i}}{\partial z} & 0 & \frac{\partial N_{i}}{\partial z} \end{bmatrix}$$

$$(i = 1, 2, \dots, m)$$

$$\begin{cases} \frac{\partial N_{i}}{\partial z} & \frac{\partial N_{i}}{\partial y} \\ \frac{\partial N_{i}}{\partial z} & 0 & \frac{\partial N_{i}}{\partial z} \\ \frac{\partial N_{i}}{\partial z} & \frac{\partial N_{i}}{\partial z} & \sum_{i=1}^{8} \frac{\partial$$

## 3.3. 刚度矩阵

刚度矩阵表达式为:

$$\mathbf{K}^{e} = \int_{V} \mathbf{B}^{T} \mathbf{D} \mathbf{B} dV = \int_{-1}^{1} \int_{-1}^{1} \int_{-1}^{1} \mathbf{B}^{T} \mathbf{D} \mathbf{B} |\mathbf{J}| d\xi d\eta d\zeta$$

对积分区域为[-11]的被积函数,使用高斯积分点近似求积。

$$\int_{-1}^{1} \int_{-1}^{1} \int_{-1}^{1} \mathbf{B}^{T} \mathbf{D} \mathbf{B} |\mathbf{J}| d\xi d\eta d\zeta = \sum_{i=1}^{n} \sum_{j=1}^{m} \sum_{k=1}^{l} w_{i} w_{j} w_{k} f(\xi_{i}, \eta_{j}, \zeta_{k})$$

## 3.4. 后处理

根据式:  $\{\sigma\} = [D][B]\{u\}$  可以计算出积分点应力,对节点应力需要进行自然坐标插值,其差值多项式为:

$$\alpha_1 + \alpha_2 \xi + \alpha_3 \eta + \alpha_4 \zeta + \alpha_5 \xi \eta + \alpha_6 \xi \zeta + \alpha_7 \eta \zeta + \alpha_8 \xi \eta \zeta = \sigma$$

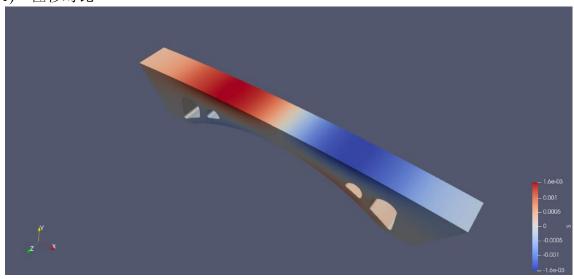
对于多个单元的公共节点应力,进行取平均值处理。

## 4. 计算结果对比

所有图均为:左侧为作业计算结果,右侧为 Abaqus 同网格计算结果

## 4.1. 线性二积分点 C3D8 单元

1) 位移对比



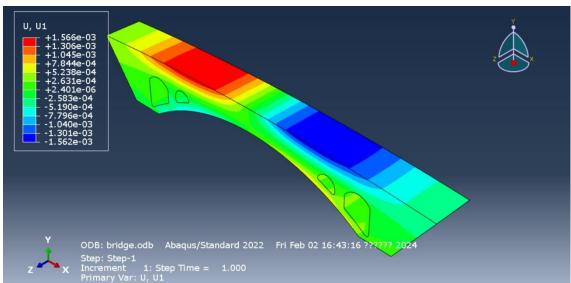
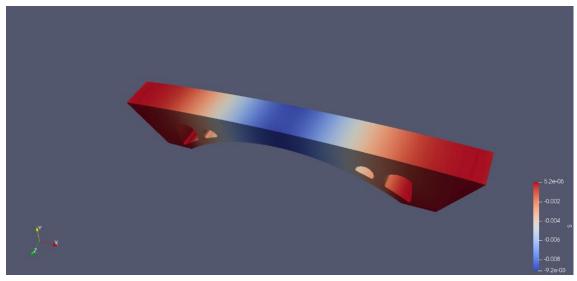


图 6 U1



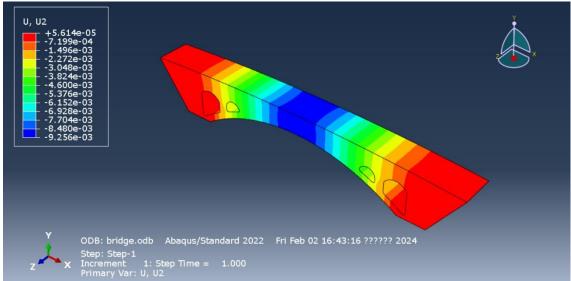
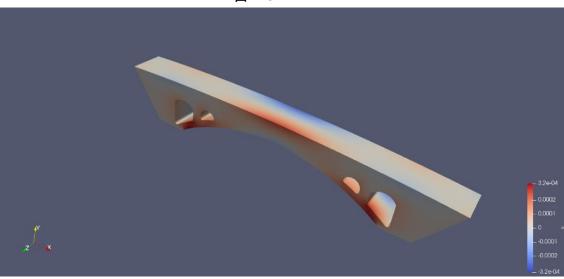


图 7 U2



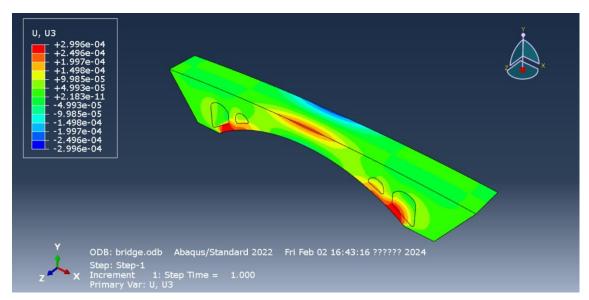
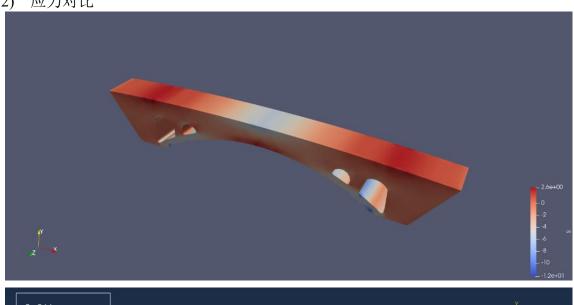


图 8 U3





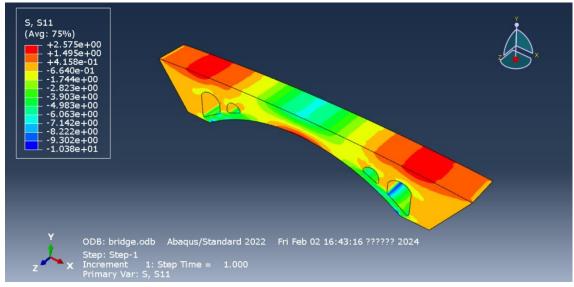


图 9 S11

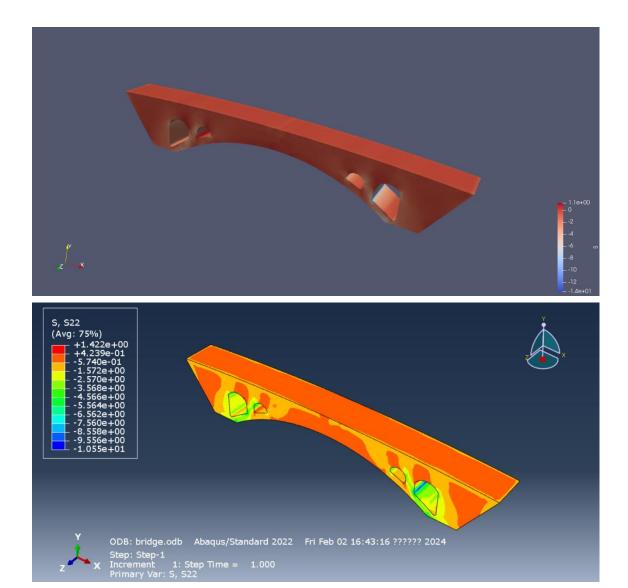
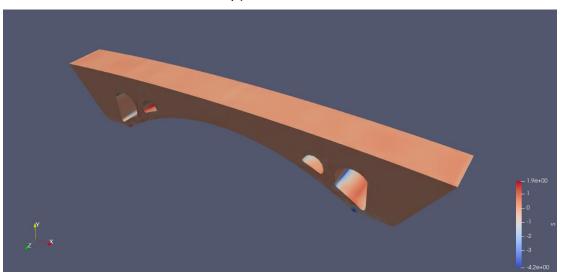


图 10 S22



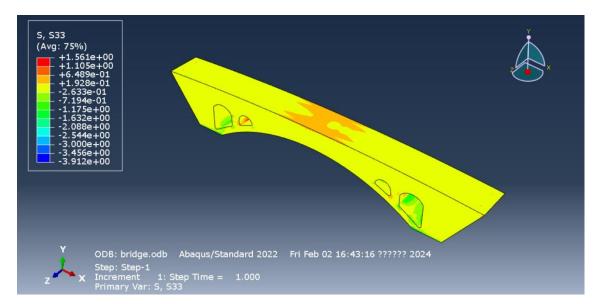
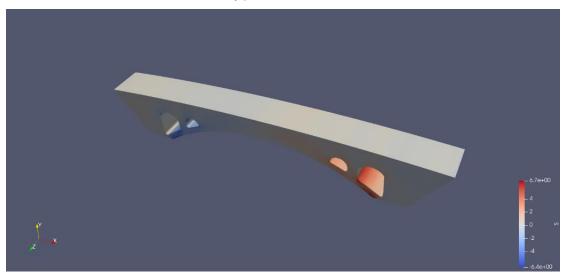


图 11 S33



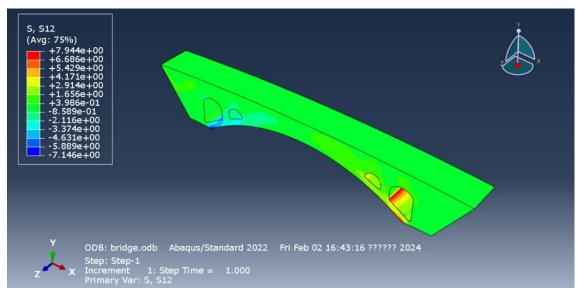
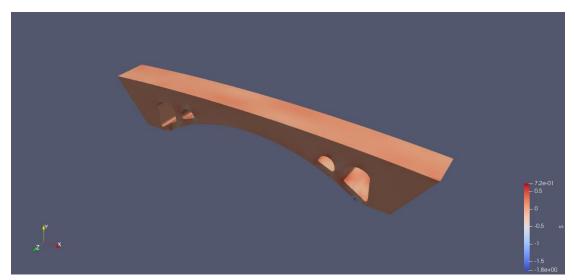


图 12 S12



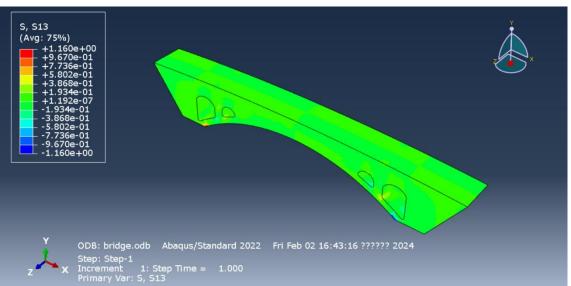
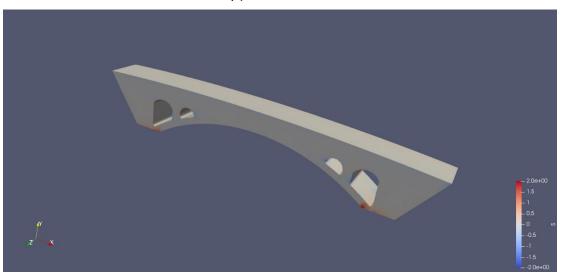


图 13 S13



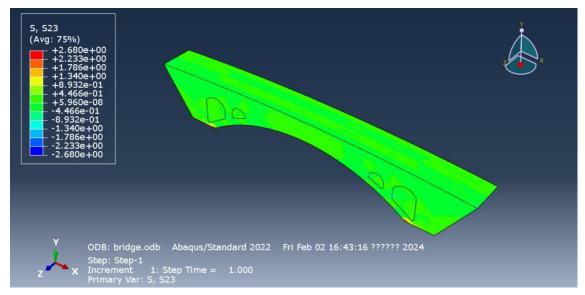


图 14 S23

## 3) 位移误差对比

## 1) 作业计算值:

U1 最大位移: 1.556e-3 U1 最小位移: -1.553e-3 U2 最大位移: 5.169e-5 U2 最小位移: -9.186e-3

U3 最大位移: 3.184e-4 U3 最小位移: -3.184e-4

Abauqs 计算值:

U1 最大位移: 1.566e-3 U1 最小位移: -1.562e-3

U2 最大位移: 5.614e-5 U2 最小位移: -9.256e-3

U3 最大位移: 2.996e-4 U3 最小位移: -2.996e-4

取绝对值后误差:

U1: -0.639% U1: -0.557% U2: -7.927% U2: -0.756% U3: 6.275% U3: 6.275%

计算结果显示,在数量级为 e-3 时,位移计算相对误差在 0.5~0.8%之间; 在数量级为 e-5 次方时,位移计算相对误差在 6~7%之间,相对误差扩大一个数量级,体现代码计算方向上的正确性。

## 4.2. 代码展示

由于使用函数不多,所有代码均放在 main-FEM.py 文件中。

import numpy as np

import matplotlib.pyplot as plt

import time

import vtkmodules.all as vtk

# %%

inp\_file = input("请输入 inp 文件名")

# 创建文件

inp f = open(inp file + ".inp", "r")

nodes f = open("data/Nodes.txt", "w+")

elements f = open("data/Elements.txt", "w+")

```
load nodes f = open('data/Load Nodes.txt', "w+")
boundary_Nodes.txt', "w+")
# 提取节点
line temp = inp f.readline()
while (line temp != "*Node\n"):
    line temp = inp f.readline()
line temp = inp f.readline()
while (line temp != "*Element, type=C3D8\n"):
    nodes f.write(line temp)
    line temp = inp f.readline()
# 提取单元
while (line temp != "*Element, type=C3D8\n"):
    line temp = inp f.readline()
line temp = inp f.readline()
while (line temp != "*Nset, nset=Set-6, generate\n"):
    elements f.write(line temp)
    line_temp = inp_f.readline()
# 提取约束点
while (line temp != "*Nset, nset=Cast\n"):
    line temp = inp f.readline()
line temp = inp f.readline()
while (line temp != "*Nset, nset=Load\n"):
    line temp = line temp.replace("\n", ",")
    boundary nodes f.write(line temp)
    line temp = inp f.readline()
# 提取加载点
while (line temp != "*Nset, nset=Load\n"):
    line temp = inp f.readline()
line temp = inp f.readline()
while (line temp != "** Section: Steel-45\n"):
    line temp = line temp.replace("\n", ",")
    load nodes f.write(line temp)
    line temp = inp f.readline()
# 保存文件
inp f.close()
nodes f.close()
elements f.close()
load nodes f.close()
boundary nodes f.close()
# %%
# 返回一维高斯勒让德积分点
def gauss legendre 1D(ngl):
```

```
函数说明:一维返回高斯积分点
        参数说明:
                    ngl (int): 积分点数量, 范围从 1 到 5。
        返回值:
                  point (numpy.ndarray): 积分点坐标;
                  weight (numpy.ndarray): 积分点权重。
        point = np.zeros(ngl)
        weight = np.zeros(ngl)
        if ngl == 1:
            point[0] = 0
            weight[0] = 2
        elif ngl == 2:
            point[:] = [-0.577350269189626, 0.577350269189626]
            weight[:] = 1
        elifngl == 3:
            point[0] = [-0.774596669241483, 0, 0.774596669241483]
            weight[:] = [0.55555555, 0.88888888, 0.55555555]
        elifngl == 4:
            point[0] = [-0.861136311594053, -0.339981043584856,
0.339981043584856, 0.861136311594053]
            weight[:] = [0.347854845137454, 0.652145154862546,
0.652145154862546, 0.347854845137454]
        elif ngl == 5:
            point[0] = [-0.906179845938664, -0.538469310105683, 0,
0.538469310105683, 0.906179845938664]
            weight[:] = [0.236926885056189, 0.478628670499366,
0.568888888888889, 0.478628670499366, 0.236926885056189]
        return point, weight
    # 返回三维高斯勒让德积分点
    def gauss_legendre_3D(nglx, ngly, nglz):
        函数说明: 计算三维 Gauss-Legendre 积分点和权重。
        参数说明:
                nglx (int): x 方向的积分点数量;
                ngly (int): y 方向的积分点数量;
                nglz (int): z 方向的积分点数量。
                   point (numpy.ndarray): 三维积分点坐标。
        返回值:
                  weight (numpy.ndarray): 三维积分点权重。
        *****
        if nglx > ngly:
```

\*\* \*\* \*\*

```
ngl = nglx
             else:
                  ngl = nglz
         else:
             if ngly > nglz:
                  ngl = ngly
             else:
                  ngl = nglz
         point = np.zeros((ngl, 3))
         weight = np.zeros((ngl, 3))
         pointx, weightx = gauss legendre 1D(nglx)
         pointy, weighty = gauss legendre 1D(ngly)
         pointz, weightz = gauss legendre 1D(nglz)
         for intx in range(nglx):
             point[intx, 0] = pointx[intx]
             weight[intx, 0] = weightx[intx]
         for inty in range(ngly):
             point[inty, 1] = pointy[inty]
             weight[inty, 1] = weighty[inty]
         for intz in range(nglz):
             point[intz, 2] = pointz[intz]
             weight[intz, 2] = weightz[intz]
         return point, weight
    # 返回 b 矩阵
    def cal b matrix(x, y, z, eight nodes coordinates):
         函数说明: 计算 3D8N 元素在自然坐标(x, y, z)处的 B 矩阵和雅可比
行列式。
         参数说明:
             x (float): 自然坐标 s。
             v(float): 自然坐标 t。
             z(float): 自然坐标 c。
             eight_nodes_coordinates (numpy.ndarray): 八个节点的坐标矩阵。
         返回值:
                     b (numpy.ndarray): B 矩阵。
                       detjacob (float): 雅可比行列式。
         n_diff = np.array([[-(1 - y) * (1 - z) / 8, (1 - y) * (1 - z) / 8, (1 + y) * (1 - z) / 8)
8, -(1 + y) * (1 - z) / 8,
```

if nglx > nglz:

```
-(1 - y) * (1 + z) / 8, (1 - y) * (1 + z) / 8, (1 + y) *
(1+z)/8, -(1+y)*(1+z)/8],
                                 [(1-x)*-(1-z)/8, (1+x)*-(1-z)/8, (1+x)*
(1-z)/8, (1-x)*(1-z)/8,
                                  (1 - x) * -(1 + z) / 8, (1 + x) * -(1 + z) / 8, (1 + x) *
(1+z)/8, (1-x)*(1+z)/8],
                                 [(1-x)*(1-y)*-1/8, (1+x)*(1-y)*-1/8, (1
+ x) * (1 + y) * -1 / 8,
                                  (1 - x) * (1 + y) * -1 / 8, (1 - x) * (1 - y) / 8, (1 + x)
*(1 - y) / 8, (1 + x) * (1 + y) / 8,
                                  (1 - x) * (1 + y) / 8]])
         n J = np.dot(n diff, eight nodes coordinates)
         detjacob = np.linalg.det(n J)
         n diff = np.linalg.solve(n J, n diff)
         Bs = np.zeros((6, 3, 8))
         for i in range(8):
              Bs[:, :, i] = np.array([[n \ diff[0, i], 0, 0],
                                            [0, n \text{ diff}[1, i], 0],
                                            [0, 0, n \text{ diff}[2, i]],
                                            [0, n diff[2, i], n diff[1, i]],
                                            [n \ diff[2, i], 0, n \ diff[0, i]],
                                            [n_diff[1, i], n_diff[0, i], 0]])
         b = np.hstack(
               (Bs[:, :, 0], Bs[:, :, 1], Bs[:, :, 2], Bs[:, :, 3], Bs[:, :, 4], Bs[:, :, 5],
Bs[:, :, 6], Bs[:, :, 7]))
         return b, detjacob
     # 返回 d 矩阵
     def cal d matrix(iopt, elastic, poisson):
          函数说明:返回 D 矩阵
          参数说明:
         iopt (int): 分析类型.
                         1- 平面应力
                        2-平面应变
                        3- 堆对称分析
                        4-三维问题
         elastic (float): 弹性模量
         poisson (float): 泊松比
         返回值:
               D (numpy.ndarray): D 矩阵
```

```
if iopt == 1: # plane stress
              d = elastic / (1 - poisson * poisson) * \
                   np.array([[1, poisson, 0],
                               [poisson, 1, 0],
                               [0, 0, (1 - poisson) / 2]])
         elif iopt == 2: # plane strain
              d = elastic / ((1 + poisson) * (1 - 2 * poisson)) * 
                   np.array([[1 - poisson, poisson, 0],
                               [poisson, 1 - poisson, 0],
                               [0, 0, (1 - 2 * poisson) / 2]])
         elif iopt == 3: # axisymmetry
              d = elastic / ((1 + poisson) * (1 - 2 * poisson)) * 
                   np.array([[1 - poisson, poisson, poisson, 0],
                               [poisson, 1 - poisson, poisson, 0],
                               [poisson, poisson, 1 - poisson, 0],
                               [0, 0, 0, (1 - 2 * poisson) / 2]])
         else: # three-dimensional
              d = elastic / ((1 + poisson) * (1 - 2 * poisson)) * 
                   np.array([[1 - poisson, poisson, poisson, 0, 0, 0],
                               [poisson, 1 - poisson, poisson, 0, 0, 0],
                               [poisson, poisson, 1 - poisson, 0, 0, 0],
                               [0, 0, 0, (1 - 2 * poisson) / 2, 0, 0],
                               [0, 0, 0, 0, (1 - 2 * poisson) / 2, 0],
                               [0, 0, 0, 0, 0, (1 - 2 * poisson) / 2]])
         return d
    # 返回 b、k 矩阵
    def cal k matrix(D, eight nodes coordinates, integral nodes=[2, 2, 2]):
         函数说明: 为 C3D8 单元返回 B 矩阵、K 矩阵.
         参数说明:
                   D: numpy.ndarray 分析使用的 D 矩阵.
                   eight nodes coordinates: numpy.ndarray 八个节点坐标矩阵.
                   integral nodes: list, optional 高斯积分点, 默认值为 [2, 2, 2].
         返回值:
                   k: numpy.ndarray 单元刚度矩阵.
                   B: numpy.ndarray 位移应变 B 矩阵.
         ** ** **
         nglx, ngly, nglz = integral nodes
         point3, weight3 = gauss_legendre_3D(nglx, ngly, nglz) # Assuming
GLI PW3 is implemented elsewhere
```

```
k = np.zeros((24, 24))
        B = np.zeros((6, 24, nglx * ngly * nglz))
        time = 0
        for intx in range(nglx):
             x, wtx = point3[intx, 0], weight3[intx, 0]
             for inty in range(ngly):
                 y, wty = point3[inty, 1], weight3[inty, 1]
                 for intz in range(nglz):
                      z, wtz = point3[intz, 2], weight3[intz, 2]
                      b, detjacob = cal b matrix(x, y, z, eight nodes coordinates)
# Assuming D3N8 B is implemented elsewhere
                      time += 1
                      B[:, :, time - 1] = b
                      k += np.dot(np.dot(b.T, D), b) * wtx * wty * wtz * detjacob
        return k, B
    # 施加边界条件
    def load apply(Load nodes, Nodes num, Dof, Total Force):
        函数说您:将加载条件应用到力矩阵 F 上。
        参数说明:
             Load nodes (numpy.ndarray): 被加载的节点的索引。
             Nodes num (int): 节点总数。
             Dof (int): 每个节点的自由度。
             Total Force (numpy.ndarray): 应用在加载节点上的总力。
        返回值:
        F (numpy.ndarray): 应用加载条件后的力矩阵。
        F = np.zeros(Dof * Nodes num, dtype=np.float32)
        Load nodes num = Load nodes.shape[1]
        for i in range(Dof):
             F[(Load nodes - 1) * Dof + i] = Total Force[i] / Load nodes num
        return F
    # 后处理时,单元内插值项
    def poly (x):
        return [1, x[0], x[1], x[2], x[0] * x[1], x[0] * x[2], x[1] * x[2], x[0] * x[1] *
x[2]
```

```
# 读取有限元模型数据
    #
    try:
         f nodes = open('data/Nodes.txt')
         f load nodes = open('data/Load Nodes.txt')
         f boundary nodes = open('data/Boundary Nodes.txt')
         f elements = open('data/Elements.txt')
         nodes = np.array([np.array(node.replace('', ").replace('\n', ").split(','),
dtype=np.float16) for node in
                              f nodes.readlines()])
         elements = np.array([np.array(node.replace('', ").replace('\n', ").split(','),
dtype=np.int16) for node in
                                 f elements.readlines()])
         boundary nodes = np.array(
              [np.array(node.strip(',').replace(' ', ").replace('\n', ").split(','),
dtype=np.int16) for node in
               f boundary nodes.readlines()])
         load nodes = np.array(
             [np.array(node.strip(',').replace('', ").replace('\n', ").split(','),
dtype=np.int16) for node in
               f load nodes.readlines()])
    except Exception as Err:
         print(Err)
    # 关闭读写文件
    f nodes.close()
    f load nodes.close()
    f boundary nodes.close()
    f elements.close()
    # 每个节点三个自由度
    dof = 3
    # 节点总数
    total\_nodes = nodes.shape[0]
    # 单元总数
    total elements = elements.shape[0]
    # 总自由度
    total dof = dof * total nodes
    # 施加力大小及方向
    total force = [0, -10000, 0];
    print('有限元模型中,共计{0}个节点,{1}个单元,施加集中力节点{2}
个,边界节点{3}个'
```

```
.format(total nodes, total elements, load nodes.shape[1],
boundary nodes.shape[1]))
    # 设置材料弹性模量
    elastic = 210000
    # 设置材料泊松比
    poisson = 0.3
    # 设置分析问题为三维问题
    iopt = 4
    # 计算 d 矩阵
    d = cal d matrix(iopt, elastic, poisson)
    # 为 K、B 矩阵预分配空间
    K = np.zeros((total dof, total dof), dtype=np.float64)
    B = np.zeros((6, 24, 8, total elements), dtype=np.float64)
    # 设置积分点数量
    integral nodes = 2
    # 组装刚度矩阵
    for e index in range(total elements):
        e n index = elements[e index, 1:] - 1
        eight nodes matrix = nodes[e n index, 1:]
        print('组装六面体单元, {0}个刚度矩阵'.format(e index + 1))
        [k, b] = cal k matrix(d, eight nodes matrix, integral nodes * np.array([1,
1, 1]))
        B[:, :, :, e index] = b
        for row in range(8):
             row index = e n index[row] # 刚度矩阵行节点编号
             for col in range(8):
                 col index = e n index[col] # 刚度矩阵列节点编号
                 K[3 * row index:3 * (row index + 1), 3 * col index:3 *
(col index + 1)] += \
                      k[3 * row:3 * (row + 1), 3 * col:3 * (col + 1)]
    # %%
    # 施加载荷条件与边界条件
    F = load apply(load nodes, total nodes, dof, total force)
    Constrain dofs = np.zeros([boundary nodes.shape[1], 3], dtype=np.int16)
    # 限制三个自由度
    for i in range(dof):
        Constrain dofs[:, i] = (boundary nodes - 1) * dof + i
    if dof == 1:
        Constrain = Constrain dofs[:, 0]
    elif dof == 2:
        Constrain = np.concatenate((Constrain dofs[:, 0], Constrain dofs[:, 1]))
    elif dof == 3:
```

```
Constrain = np.concatenate((Constrain dofs[:, 0], Constrain dofs[:, 1],
Constrain dofs[:, 2]))
    else:
        raise ValueError('dof not in [1, 2, 3]')
    #K constrain、F constrain 为施加完约束的 K、F 矩阵
    K constrain = np.copy(K)
    F constrain = np.copy(F)
    # 删除约束节点对应的行和列
    K constrain = np.delete(K constrain, Constrain, axis=0)
    K constrain = np.delete(K constrain, Constrain, axis=1)
    F constrain = np.delete(F constrain, Constrain, axis=0)
    print("开始解方程")
    time start = time.time()
    #KU=F, 求解U
    U = np.linalg.solve(K constrain, F constrain)
    print("解方程结束")
    print("耗时{}".format(time.time() - time start))
    ##
    U = U
    # %%
    # 考虑边界条件后重新构建完整的位移向量
    for i in range(boundary nodes.shape[1]):
        index = boundary nodes[0][i] - 1
        forward = U[:3 * (index)]
        backward = U[3 * index:]
        U = \text{np.concatenate}((\text{forward}, [0, 0, 0], \text{backward}))
    # 提取每个节点的位移
    U1 = U[::3]
    U2 = U[1::3]
    U3 = U[2::3]
    # %%
    #%%后处理,获得高斯积分点位置
    gauss, = gauss legendre 1D(integral nodes)
    # 插值数量,即积分点数量
    inter num = pow(integral nodes, 3)
    # 插值点坐标,即单元积分点坐标
    inter points = np.zeros((inter num, 3))
    time = 0
    for intx in range(integral nodes):
        x \text{ temp} = gauss[intx]
```

```
for inty in range(integral nodes):
             y temp = gauss[inty]
             for intz in range(integral nodes):
                  z \text{ temp} = gauss[intz]
                  inter points[time, :] = [x temp, y temp, z temp]
                  time += 1
    # 每个单元有八个点, 使用[1, x, v, z, xy, xz, yx, xyz]差值, 目前仅支持积分
点为2的计算工作
    X = np.zeros((inter num, inter num))
    for i in range(inter num):
         inter point = inter points[i, :]
         X[i, :] = poly (inter points[i, :])
    inv X = np.linalg.inv(X)
    # 待插顶点
    equal nodes = np.array([[-1, -1, -1],
                                [-1, -1, 1],
                               [-1, 1, -1],
                                [-1, 1, 1],
                               [1, -1, -1],
                               [1, -1, 1],
                               [1, 1, -1],
                                [1, 1, 1]
    # %%
    S Elements = np.zeros((8, 6, total elements), dtype=np.float16)
    S Nodes = np.zeros((total nodes, 10), dtype=np.float16)
    for element index in range(total elements):
         element node index = elements[element index, 1:9]
         u = np.zeros((24, 1))
         for element node in range(8): #找到单位位移列向量
             node index = element node index[element node] - 1
             u[element node * 3:(element node + 1) * 3] =
np.array([U1[node index], U2[node index], U3[node index]]).reshape(
                  [3, 1]
         S Element = np.zeros((8, 6))
         for equal node in range(8): # 求积分点应力分量
             b = B[:, :, equal node, element index]
             S Element[equal node, :] = np.dot(d, np.dot(b, u)).reshape(-1)
         S Elements[:,:, element index] = S Element # 存储积分点应力分量
         for node element in range(8): # 差值每个单元节点
             s node = np.zeros(6)
             natural coor = equal nodes[node element] # 自然坐标
             for s index in range(6): # 差值每个应力分量
```

```
s node[s index] = np.dot(poly (natural coor), np.dot(inv X,
S Element[:, s index]))
              node index = element node index[node element] - 1
               S Nodes[node index, :6] += s node
               S Nodes[node index, 9] += 1
     for i in range(total nodes): #
          S Nodes[i, :6] \neq S Nodes[i, 9]
     # %%
     # 绘制三维散点图
     fig1 = plt.figure()
     ax1 = fig1.add subplot(111, projection='3d')
     ax1.scatter(nodes[:, 1], nodes[:, 2], nodes[:, 3], c=S Nodes[:, 0], s=20,
cmap='viridis')
     ax1.set xlabel('X')
     ax1.set ylabel('Y')
     ax1.set zlabel('Z')
     ax1.set title('Stress Component S11')
     plt.show()
     fig2 = plt.figure()
     ax2 = fig2.add subplot(111, projection='3d')
     ax2.scatter(nodes[:, 1], nodes[:, 2], nodes[:, 3], c=U1, s=20, cmap='viridis')
     ax2.set xlabel('X')
     ax2.set ylabel('Y')
     ax2.set zlabel('Z')
     ax2.set title('Stress Component S22')
     plt.show()
     fig3 = plt.figure()
     ax3 = fig3.add subplot(111, projection='3d')
     ax3.scatter(nodes[:, 1], nodes[:, 2], nodes[:, 3], c=S Nodes[:, 2], s=20,
cmap='viridis')
     ax3.set xlabel('X')
     ax3.set ylabel('Y')
     ax3.set zlabel('Z')
     ax3.set title('Stress Component S33')
     plt.show()
     # 保存应力数据
     np.savetxt("result/" + inp_file + "S11.txt", S_Nodes[:, 0])
     np.savetxt("result/" + inp file + "S22.txt", S Nodes[:, 1])
     np.savetxt("result/" + inp_file + "S33.txt", S_Nodes[:, 2])
     np.savetxt("result/" + inp file + "S23.txt", S Nodes[:, 3])
```

```
np.savetxt("result/" + inp file + "S13.txt", S Nodes[:, 4])
    np.savetxt("result/" + inp file + "S12.txt", S Nodes[:, 5])
    # 保存位移数据
    np.savetxt("result/" + inp file + "U1.txt", U1)
    np.savetxt("result/" + inp file + "U2.txt", U2)
    np.savetxt("result/" + inp file + "U3.txt", U3)
    #%%
    #生成可视化 vtk 文件
    class FEDataModel:
         """有限元数据模型类"""
         def init (self):
              self.nodes = [] # 节点几何坐标
              self.elements = [] # 单元拓扑信息
              self.s = []
              self.scalars = {} # 节点标量属性
              self.vectors = {} # 节点向量属性
              self.ugrid = vtk.vtkUnstructuredGrid() # 用于 VTK 可视化的数据
模型
              self.ugrid.Allocate(100)
         # 得到节点坐标单元节点编号
         def read nodes elements(self, node file, element file, s file):
              with open(node file) as f:
                  for line in f.readlines():
                       line = line.strip("\n")
                       self.nodes.append(list(map(lambda x: float(x),
line.split(",")))[1:])
                  f.close()
              with open(element file) as f:
                  for line in f.readlines():
                       line = line.strip("\n")
                       self.elements.append(list(map(lambda x: int(x),
line.split(",")))[1:])
                  f.close()
              with open(s file) as f:
                  for line in f.readlines():
                       line = line.strip("\n")
                       self.s.append(list(map(lambda x: float(x), line.split(","))))
                  f.close()
              nodes = vtk.vtkPoints()
```

```
for i in range(0, len(self.nodes)):
                  nodes.InsertPoint(i, self.nodes[i])
             for i in range(0, len(self.elements)):
                  try:
                       hexahedron = vtk.vtkHexahedron()
                       for j in range(8):
                            hexahedron.GetPointIds().SetId(j, self.elements[i][j] -
1)
                       self.ugrid.InsertNextCell(hexahedron.GetCellType(),
hexahedron.GetPointIds())
                  except Exception as err:
                       print("FEDataModel 构建中遇到错误单元类型!")
                       print(err)
             self.ugrid.SetPoints(nodes)
         # 获得标量信息,应力、温度场等等
         def read ntl(self):
             scalar = self.s
             # 存储标量值
              scalars = vtk.vtkFloatArray()
             scalars.SetName("S")
              for i in range(0, len(scalar)):
                  scalars.InsertTuple1(i, scalar[i][0])
             # 设定每个节点的标量值
              self.ugrid.GetPointData().SetScalars(scalars)
         def display(self):
             renderer = vtk.vtkRenderer()
             renWin = vtk.vtkRenderWindow()
             renWin.AddRenderer(renderer)
             iren = vtk.vtkRenderWindowInteractor()
             iren.SetRenderWindow(renWin)
             colors = vtk.vtkNamedColors()
              ugridMapper = vtk.vtkDataSetMapper()
              ugridMapper.SetInputData(self.ugrid)
              ugridActor = vtk.vtkActor()
              ugridActor.SetMapper(ugridMapper)
              ugridActor.GetProperty().SetColor(colors.GetColor3d("AliceBlue"))
              ugridActor.GetProperty().EdgeVisibilityOn()
```

```
renderer.AddActor(ugridActor)
             renderer.SetBackground(colors.GetColor3d("AliceBlue"))
             renderer.ResetCamera()
             renderer.GetActiveCamera().Elevation(60.0)
             renderer.GetActiveCamera().Azimuth(30.0)
             renderer.GetActiveCamera().Dolly(1.2)
             renWin.SetSize(640, 480)
             # Interact with the data.
             renWin.Render()
             iren.Start()
        def drawScalarField(self, scalar mapper, scalarRange, title):
             # 定义颜色映射表
             lut = vtk.vtkLookupTable()
             lut.SetHueRange(0.5, 0.0) # 色调范围从红色到蓝色
             lut.SetAlphaRange(1.0, 1.0) # 透明度范围
             lut.SetValueRange(1.0, 1.0)
             lut.SetSaturationRange(0.5, 0.5) # 颜色饱和度
             lut.SetNumberOfTableValues(16)
             lut.SetNumberOfColors(16) # 颜色个数
             lut.SetRange(scalarRange)
             lut.Build()
             scalar mapper.SetScalarRange(scalarRange)
             scalar mapper.SetLookupTable(lut)
             scalar actor = vtk.vtkActor()
             scalar actor.SetMapper(scalar mapper)
             self.renderer.AddActor(scalar actor)
             # 色标带
             scalarBar = vtk.vtkScalarBarActor()
             scalarBar.SetLookupTable(scalar mapper.GetLookupTable()) # 将
颜色查找表传入窗口中的色标带
             scalarBar.SetTitle(title)
             scalarBar.SetNumberOfLabels(5)
             self.renderer.AddActor2D(scalarBar)
         def save vtk(self, filename):
             writer = vtk.vtkXMLUnstructuredGridWriter()
             writer.SetFileName(filename)
             writer.SetInputData(self.ugrid)
             writer.Write()
```