Chapter 1

Demo problem: Large-amplitude shear deformation of a 3D elastic solid

Detailed documentation to be written. Here's the already fairly well documented driver code...

```
//LIC// This file forms part of oomph-lib, the object-oriented,
//LIC// multi-physics finite-element library, available
//LIC// at http://www.oomph-lib.org.
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// {
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//LIC//
\ensuremath{//} Driver for elastic deformation of a cuboidal domain
// The deformation is a simple shear in the x-z plane driven by
// motion of the top boundary, for exact solution see Green & Zerna
// Generic oomph-lib headers
#include "generic.h"
// Solid mechanics
#include "solid.h"
// The mesh
#include "meshes/simple_cubic_mesh.template.h"
using namespace std;
using namespace oomph;
/// Simple cubic mesh upgraded to become a solid mesh
template<class ELEMENT>
class ElasticCubicMesh : public virtual SimpleCubicMesh<ELEMENT>,
                          public virtual SolidMesh
public:
```

```
/// Constructor:
ElasticCubicMesh(const unsigned &nx, const unsigned &ny, const unsigned &nz, const double &a, const double &b, const double &c,
               TimeStepper* time_stepper_pt=&Mesh::Default_TimeStepper) :
 SimpleCubicMesh<ELEMENT>(nx,ny,nz,-a,a,-b,b,-c,c,time_stepper_pt)
  //Assign the initial lagrangian coordinates
  set_lagrangian_nodal_coordinates();
/// Empty Destructor
virtual ~ElasticCubicMesh() { }
/// Global variables
namespace Global_Physical_Variables
 /// Pointer to strain energy function
StrainEnergyFunction* Strain_energy_function_pt;
/// Pointer to constitutive law \,
ConstitutiveLaw* Constitutive_law_pt;
 /// Elastic modulus
double E=1.0;
 /// Poisson's ratio
double Nu=0.3;
 /// "Mooney Rivlin" coefficient for generalised Mooney Rivlin law
double C1=1.3;
 /// Body force
double Gravity=0.0;
 /// Body force vector: Vertically downwards with magnitude Gravity
void body_force(const Vector<double>& xi,
              const double& t,
              Vector<double>& b)
 b[0]=0.0;
 b[1]=-Gravity;
/// Boundary-driven elastic deformation of fish-shaped domain.
template<class ELEMENT>
class SimpleShearProblem : public Problem
double Shear;
void set_incompressible(ELEMENT *el_pt,const bool &incompressible);
public:
 /// Constructor:
SimpleShearProblem(const bool &incompressible);
 /// Run simulation.
void run(const std::string &dirname);
 /// Access function for the mesh
ElasticCubicMesh<ELEMENT>* mesh_pt()
 {return dynamic_cast<ElasticCubicMesh<ELEMENT>*>(Problem::mesh_pt());}
```

```
/// Doc the solution
  void doc_solution(DocInfo& doc_info);
  /// Update function (empty)
  void actions_after_newton_solve() {}
   /// Update before solve: We're dealing with a static problem so
   /// the nodal positions before the next solve merely serve as
   /// initial conditions. For meshes that are very strongly refined
  /// near the boundary, the update of the displacement boundary /// conditions (which only moves the SolidNodes \staron\star the boundary),
   /// can lead to strongly distorted meshes. This can cause the /// Newton method to fail --> the overall method is actually more robust
   /// if we use the nodal positions as determined by the Domain/MacroElement-
   /// based mesh update as initial guesses.
  void actions_before_newton_solve()
        apply_boundary_conditions();
        bool update_all_solid_nodes=true;
        mesh_pt()->node_update(update_all_solid_nodes);
   /// Shear the top
   void apply_boundary_conditions()
         unsigned ibound = 5;
         unsigned num_nod=mesh_pt()->nboundary_node(ibound);
         for (unsigned inod=0;inod<num_nod;inod++)</pre>
              SolidNode *solid nod pt = static cast<SolidNode*>(
              mesh_pt()->boundary_node_pt(ibound,inod));
               solid_nod_pt \rightarrow x(0) = solid_nod_pt \rightarrow xi(0) + Shear*
                 solid_nod_pt->xi(2);
     }
};
/// Constructor:
template<class ELEMENT>
SimpleShearProblem<ELEMENT>::SimpleShearProblem(const bool &incompressible)
   : Shear(0.0)
  double a = 1.0, b = 1.0, c = 1.0;
  unsigned nx = 5, ny = 5, nz = 5;
   // Build mesh
  Problem::mesh_pt() = new ElasticCubicMesh < ELEMENT > (nx, ny, nz, a, b, c);
   //Loop over all boundaries
   for(unsigned b=0;b<6;b++)</pre>
        //Loop over nodes in the boundary
        unsigned n_node = mesh_pt()->nboundary_node(b);
         for (unsigned n=0;n<n_node;n++)</pre>
               //Pin all nodes in the y and z directions to keep the motion in plane % \left( 1\right) =\left( 1\right) +\left( 1
              for(unsigned i=1;i<3;i++)</pre>
                    mesh_pt()->boundary_node_pt(b,n)->pin_position(i);
               //On the top and bottom pin the positions in x
               if((b==0) || (b==5))
                    mesh_pt()->boundary_node_pt(b,n)->pin_position(0);
           }
   //Loop over the elements in the mesh to set parameters/function pointers
   unsigned n_element =mesh_pt()->nelement();
   for (unsigned i=0;i<n_element;i++)</pre>
         //Cast to a solid element
        ELEMENT *el_pt = dynamic_cast<ELEMENT*>(mesh_pt()->element_pt(i));
         // Set the constitutive law
        el_pt->constitutive_law_pt() =
  Global_Physical_Variables::Constitutive_law_pt;
         set_incompressible(el_pt,incompressible);
         // Set the body force
        //el_pt->body_force_fct_pt() =Global_Physical_Variables::body_force;
```

```
// Pin the redundant solid pressures (if any)
 //PVDEquationsBase<2>::pin_redundant_nodal_solid_pressures(
 // mesh_pt()->element_pt());
//Attach the boundary conditions to the mesh
cout « assign_eqn_numbers() « std::endl;
/// Doc the solution
//========
template<class ELEMENT>
void SimpleShearProblem<ELEMENT>::doc_solution(DocInfo& doc_info)
ofstream some file:
char filename[100];
 // Number of plot points
unsigned npts = 5;
// Output shape of deformed body sprintf(filename, "%s/soln%i.dat", doc_info.directory().c_str(),  
         doc_info.number());
 some_file.open(filename);
mesh_pt()->output(some_file,npts);
some_file.close();
sprintf(filename,"%s/stress%i.dat", doc_info.directory().c_str(),
         doc_info.number());
 some_file.open(filename);
 //Output the appropriate stress at the centre of each element
Vector<double> s(3,0.0);
Vector<double> x(3);
DenseMatrix<double> sigma(3,3);
unsigned n_element = mesh_pt()->nelement();
 for (unsigned e=0;e<n_element;e++)</pre>
   ELEMENT* el_pt = dynamic_cast<ELEMENT*>(mesh_pt()->element_pt(e));
   el_pt->interpolated_x(s,x);
   el_pt->get_stress(s, sigma);
   //Out.put.
   for (unsigned i=0;i<3;i++)</pre>
     some_file « x[i] « " ";
   for(unsigned i=0;i<3;i++)</pre>
     for (unsigned j=0; j<3; j++)</pre>
       some_file « sigma(i,j) « " ";
   some_file « std::endl;
 some_file.close();
/// Run the problem
                       _____
template<class ELEMENT>
void SimpleShearProblem<ELEMENT>::run(const std::string &dirname)
 // Output
DocInfo doc_info;
 // Set output directory
doc_info.set_directory(dirname);
 // Step number
doc_info.number()=0;
// Initial parameter values
// Gravity:
 Global_Physical_Variables::Gravity=0.1;
 //Parameter incrementation
 unsigned nstep=2;
 for (unsigned i=0;i<nstep;i++)</pre>
   //Solve the problem with Newton's method, allowing for up to 5
   //rounds of adaptation
   newton_solve();
   // Doc solution
   doc solution (doc info);
```

```
doc_info.number()++;
      //Increase the shear
     Shear += 0.5:
}
void SimpleShearProblem<QPVDElement<3,3> >::set_incompressible(
 QPVDElement<3,3> *el_pt, const bool &incompressible)
 //Does nothing
}
template<>
void SimpleShearProblem<QPVDElementWithPressure<3> >::set_incompressible(
 QPVDElementWithPressure<3> *el_pt, const bool &incompressible)
 if(incompressible) {el_pt->set_incompressible();}
 else {el_pt->set_compressible();}
template<>
void SimpleShearProblem<QPVDElementWithContinuousPressure<3> >::
set_incompressible(
 QPVDElementWithContinuousPressure<3> *el_pt, const bool &incompressible)
 if(incompressible) {el_pt->set_incompressible();}
 else {el_pt->set_compressible();}
/// Driver for simple elastic problem
int main()
  //Initialise physical parameters
 Global_Physical_Variables::E = 2.1;
 Global_Physical_Variables::Nu = 0.4;
Global_Physical_Variables::C1 = 1.3;
   for (unsigned i=0;i<2;i++)</pre>
  // Define a strain energy function: Generalised Mooney Rivlin
 Global_Physical_Variables::Strain_energy_function_pt =
   \verb"new Generalised Mooney Rivlin" (\& Global\_Physical\_Variables:: Nu, and the following of the property of the
                                                           &Global_Physical_Variables::C1,
&Global_Physical_Variables::E);
  // Define a constitutive law (based on strain energy function)
 Global_Physical_Variables::Constitutive_law_pt =
    new IsotropicStrainEnergyFunctionConstitutiveLaw(
     Global_Physical_Variables::Strain_energy_function_pt);
    //Set up the problem with pure displacement formulation
    SimpleShearProblem<QPVDElement<3,3> > problem(false);
   problem.run("RESLT");
  //Discontinuous pressure
    //Set up the problem with pure displacement formulation
    SimpleShearProblem<QPVDElementWithPressure<3> > problem(false);
   problem.run("RESLT_pres");
   //Set up the problem with pure displacement formulation
    SimpleShearProblem<QPVDElementWithPressure<3> > problem(true);
    problem.run("RESLT_pres_incomp");
    } * /
    //Set up the problem with pure displacement formulation
    {\tt SimpleShearProblem} < {\tt QPVDElementWithContinuousPressure} < 3 {\tt > problem\,(false)\,;}
   problem.run("RESLT_cont_pres");
   //Set up the problem with pure displacement formulation
    SimpleShearProblem<QPVDElementWithContinuousPressure<3> > problem(true);
   problem.run("RESLT_cont_pres_incomp");
```

```
}*/
}
```

1.1 PDF file

A pdf version of this document is available.