

ME 563: Finite Elements in Engineering

Application of the Finite Element Method to Real World Problems

Exploring Smoothed Particle Hydrodynamics (SPH)



Contents

1.	Part Creation and Modification	3
2.	Material and Section Properties	6
	Creating the steps	
4.	Contacts	. 12
5.	Applying Loads and BCs	. 14
	Field output requests	
7.	Meshing	. 17
8.	Editing Keywords	. 20
9.	Create job and submit it	. 22
	Post-Processing	

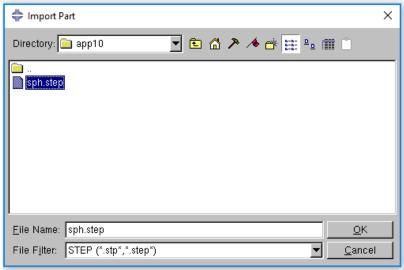


This tutorial gives a basic introduction to SPH modelling in Abaqus CAE. The tutorial will take you through a basic model of g forces acting on a fluid in a typical tank.

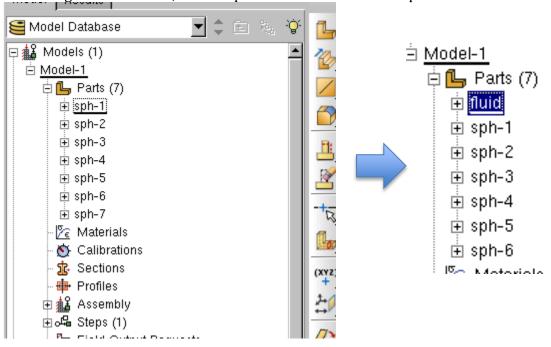
1. Part Creation and Modification

Obtain files from Github: git clone https://github/com/rhk12/sph

Import part:

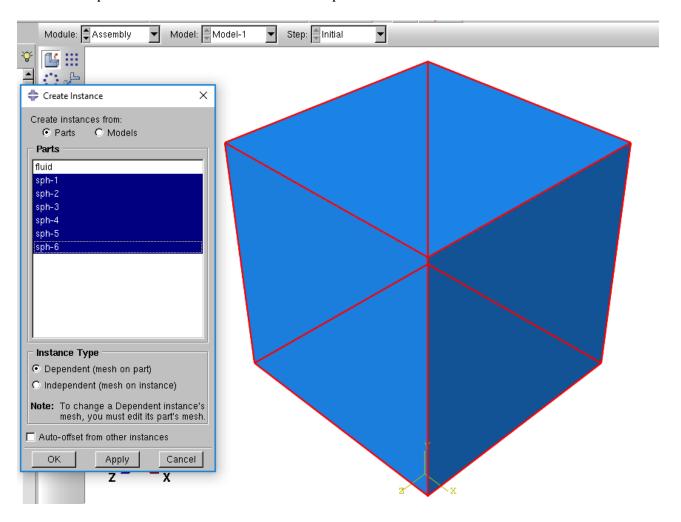


There are 7 different parts. This contains a block and cube made up six faces, rename the block to something related to fluid; it will represent water in this example.



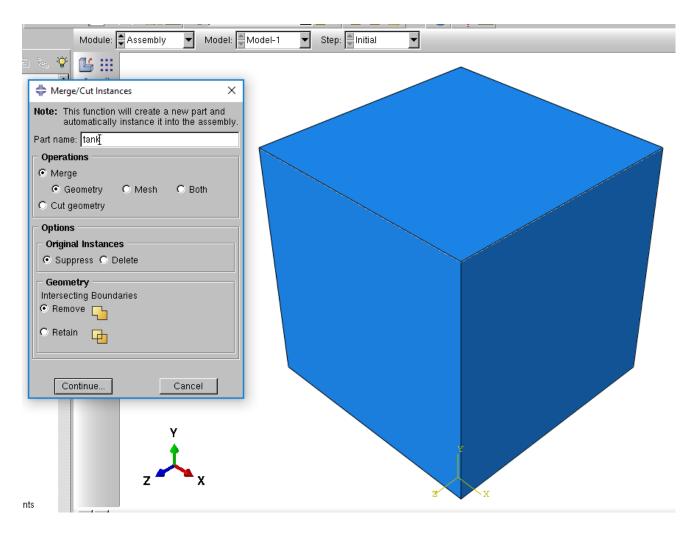


The next step is to combine the faces into a new part to form a box.

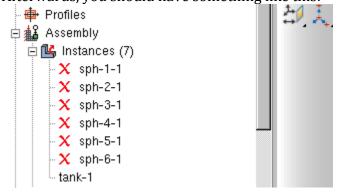


First instance the parts in the **assembly module**, and then once the parts are instanced select the **merge/cut** from the instance drop down menu



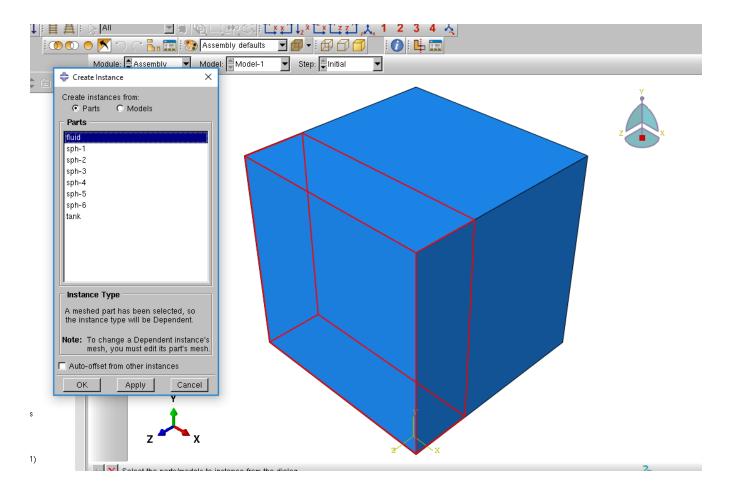


Afterwards, you should have something like this:



Now instance the fluid in





2. Material and Section Properties

Water:

Mechanical properties:

- Eos: type = Us Up, c0 = 1483, s = 0, Gamma0 = 0
- Dynamic viscosity = 0.001

General properties:

- Density = 1000

Aluminum:

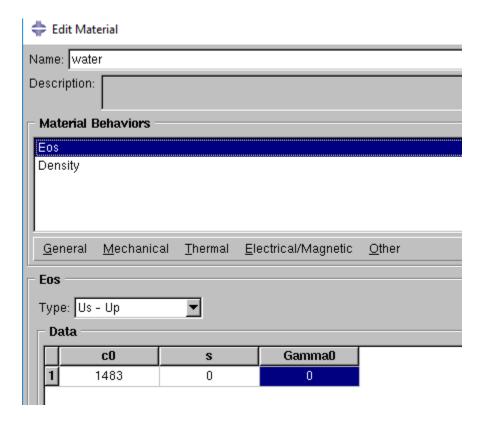
Mechanical properties:

- Elasticity-Elastic: Young's Modulus = 70e9, Poisson's ratio = 0.3

General properties:

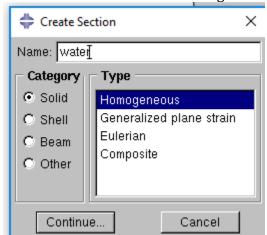
- Density = 2500



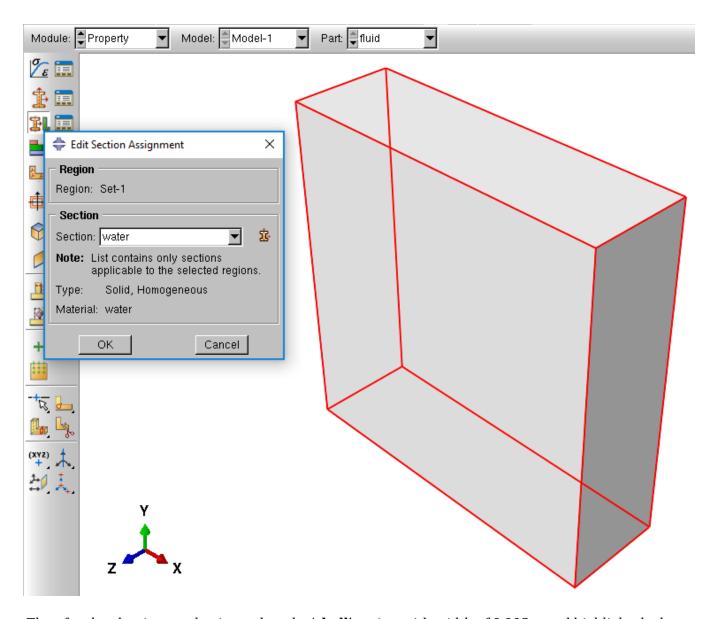


Note: When it comes to assigning sections ignore the 2D squares that merged into the box as they are no longer counted as part of the assembly.

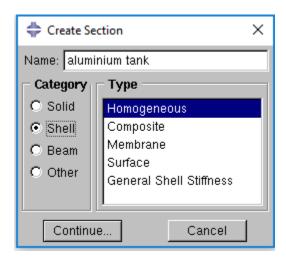
Then create a default solid homogeneous section for water and assign the section to the block.



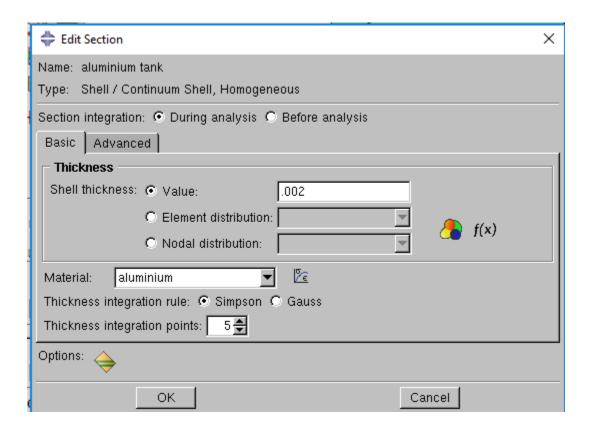




Then for the aluminum selection, select the 'shell' option with width of 0.002m and highlight the box





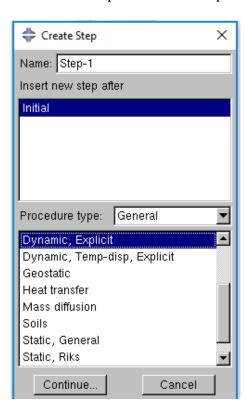


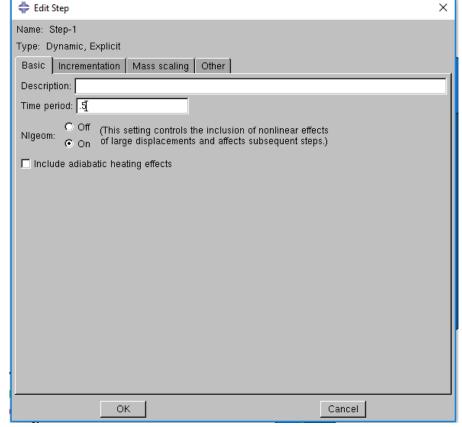


3. Creating the steps

Go to the step module and create two new steps, for all steps in the model use the step option of 'dynamic, explicit'

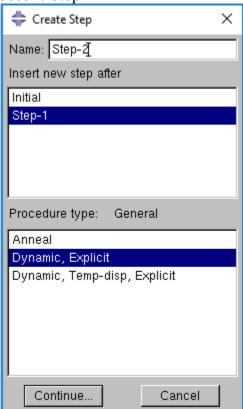
For the first step make the time period 0.5 seconds and 1 for the second step

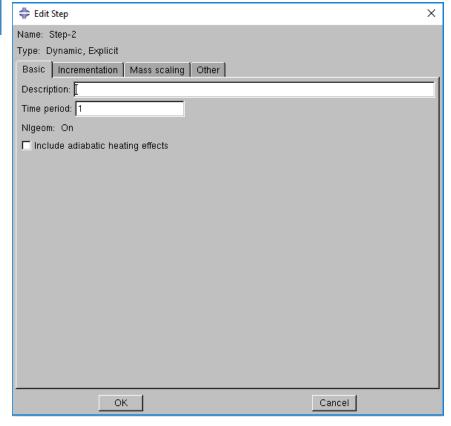






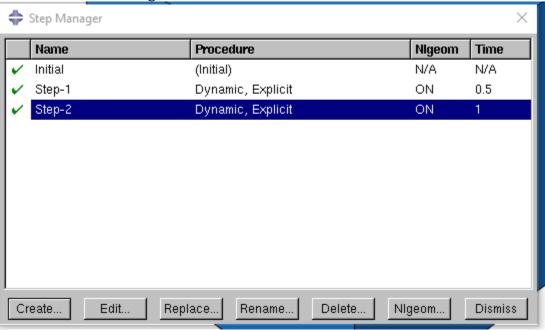
Second step...





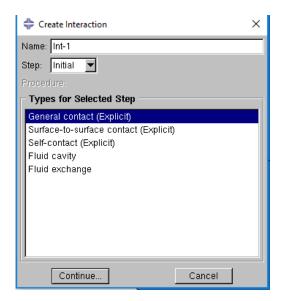


Should have something like this:

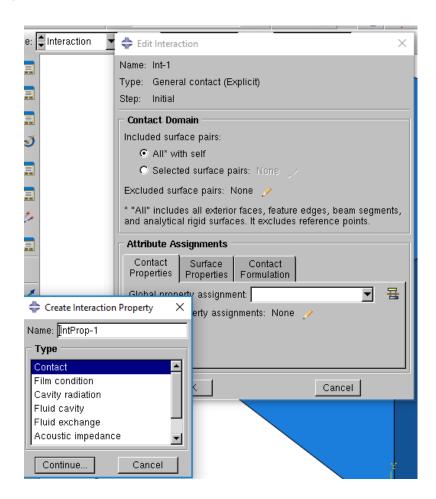


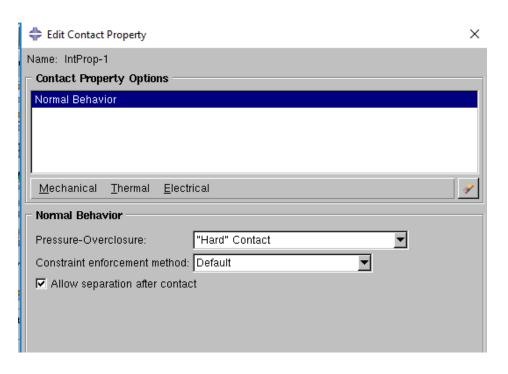
4. Contacts

In the interaction module create a default all with self-interaction and default global interaction property.





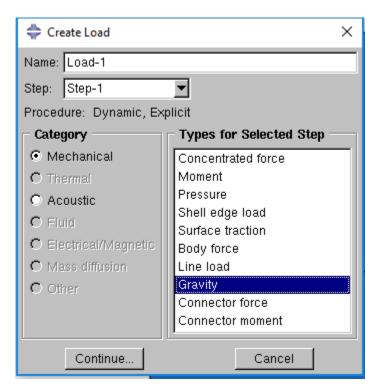




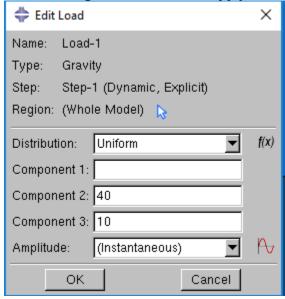


5. Applying Loads and BCs

Go to the load module and create a new Gravity load



Leave the region as default and apply loads as shown

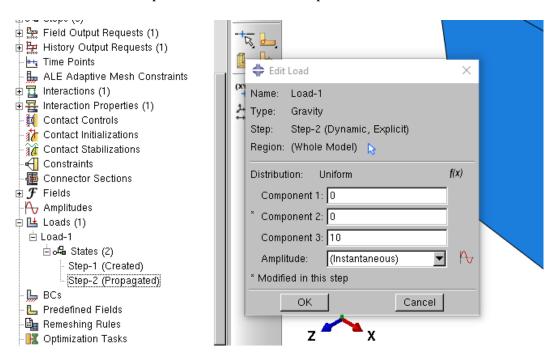


Then in the feature tree window expand the load states and select step 2 propagated



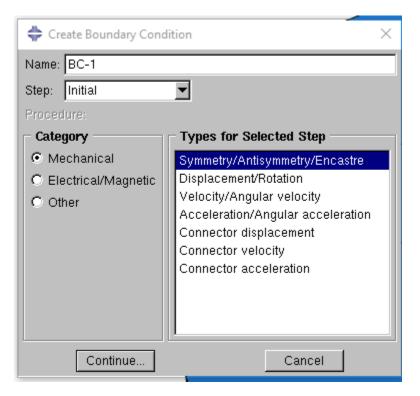
```
☐ Loads (1)
☐ Load-1
☐ G-B States (2)
☐ Step-1 (Created)
☐ Step-2 (Propagated)
```

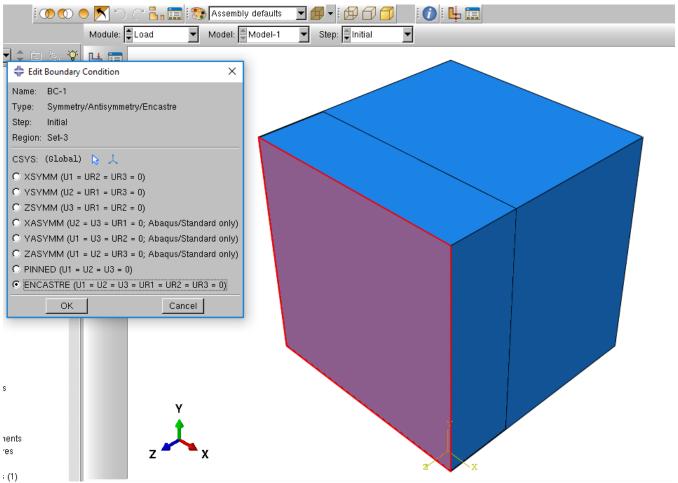
Double click on the Step-2 and reduce the 'component two' load to zero:



Lastly also apply an entcastre boundary conditions on the bottom four corners



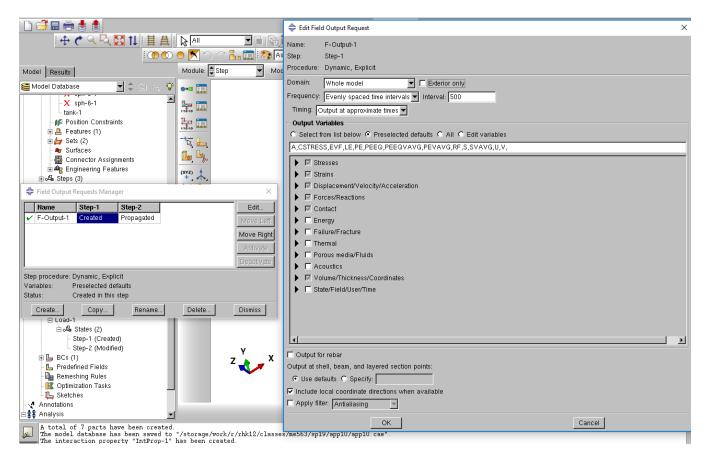






6. Field output requests

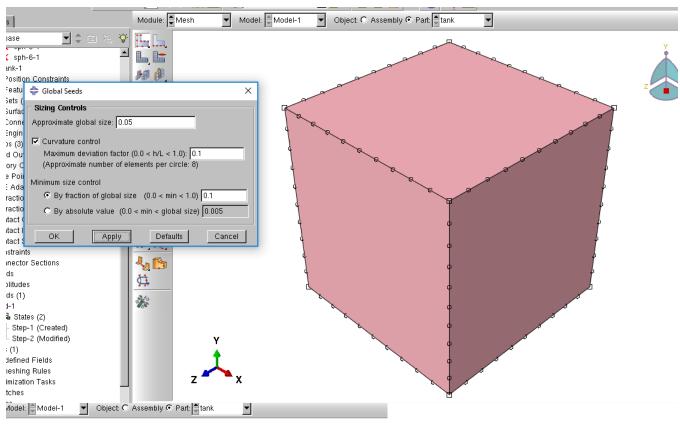
Before meshing select the **field output request** and increase the interval to 500.

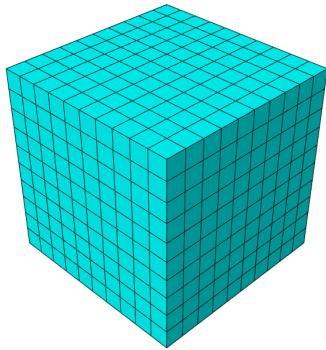


7. Meshing

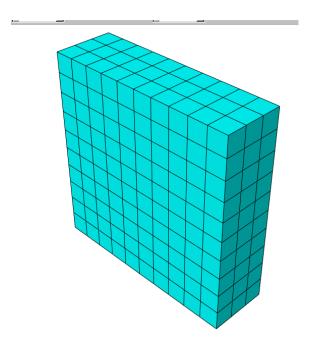
In the meshing module mesh the aluminum tank and water block with spacings of about 0.05. Now assign an element type to the water



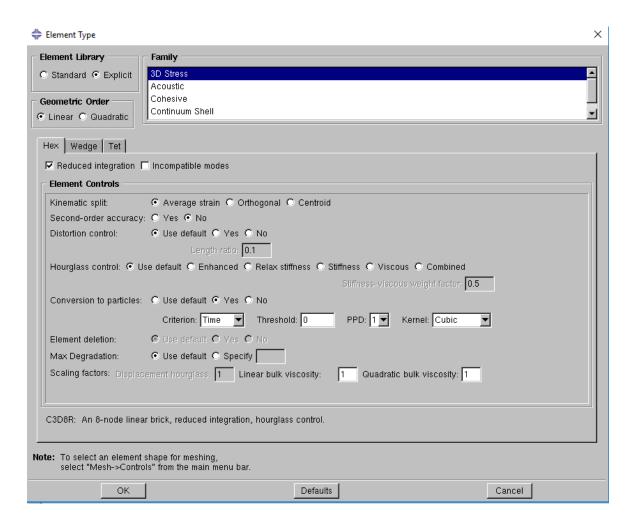








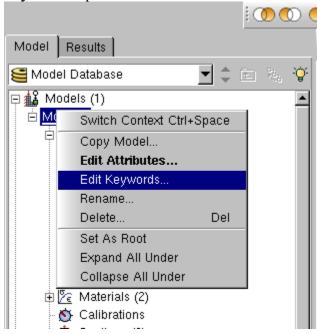
Now assign an element type to the water. Change the **element library** to explicit and Conversion to particle to yes, with time threshold = 0





8. Editing Keywords

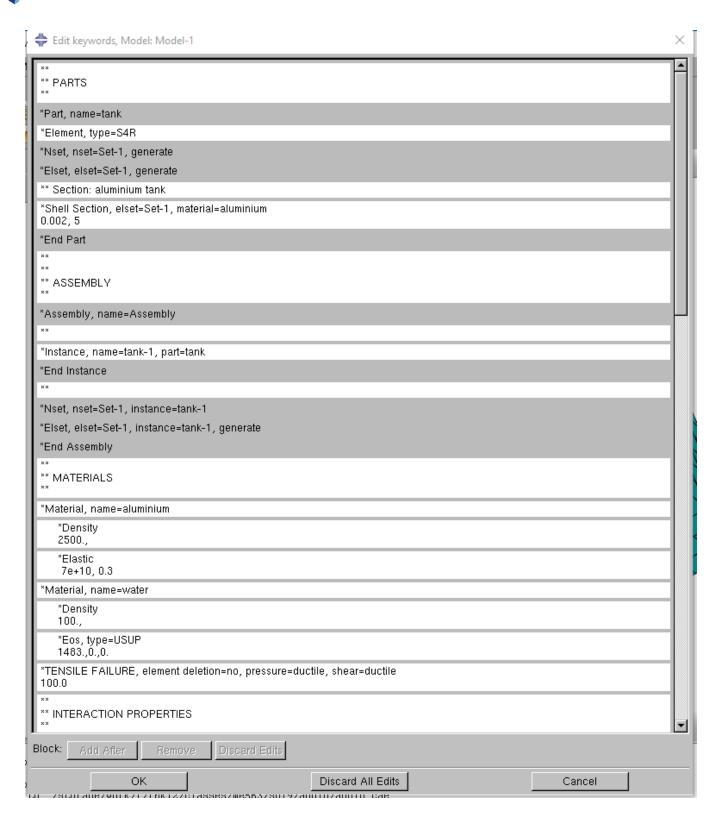
Before testing the model the some lines must be added to the model keywords, select the **edit keywords** option on the feature tree window



Insert the line after EoS

*TENSILE FAILURE, element deletion=no, pressure=ductile, shear=ductile 100.0





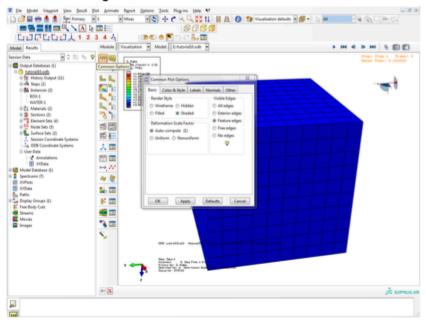


9. Create job and submit it

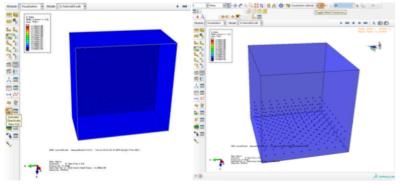
10. Post-Processing

To get the best results from the model a bit of post processing is necessary.

First remove the mesh lines; to do this select the **common options** tool and choose 'feature edges'.



The water particles within the cube should be visible. This can be attained in one of two ways; using the **view cut** tool to cross-section the box or using transparency

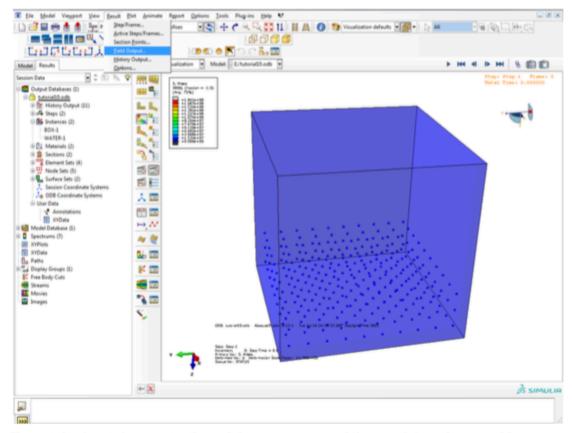


View cut cross-section

Global transparency



You can also change the variables plotted on the geometry to, for example velocity at nodes. To do so select 'field output' from the result drop down menu and choose from the list of variables.



To get the best demonstration of the movement of the particles choose either:

- U spatial displacement at nodes
- V spatial velocity at nodes