Microscopic Simulation of Solid State Sintering Regarding Irregularly Shaped Powder Particles

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4.1 A Discrete Model of Powder Particles

- Particles, Coordinate System
- Node Types
- Multi-Scale Considerations, Matrix

4.2 Considerations on Free Surfaces

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4.6 Application of the Thermodynamic Extremal Principle (TEP)

5 Software Implementation of the Model

Reference to open source code

5.1 Representation of Particles and Nodes

- Classes
- Tree Structure
- Coordinate Systems

5.2 Numerical Solution Procedure

- TEP Solution
- Time Step
- Monte-Carlo Drawing

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- Volume Cell, Shrinkage
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