### Contents

| 1 | $\mathbf{Intr}$    | Introduction 3                                  |  |   |  |  |  |
|---|--------------------|---|--|---|--|--|--|
|   | 1.1                | .1 Computational mechanics in civil engineering |  |   |  |  |  |
|   |                    | 1.1.1   | Mathematical model in mechanics          | 4 |  |  |  |
|   |                    | 1.1.2   | Numerical method                         | 4 |  |  |  |
|   |                    | 1.1.3   | Computational mechanics in modern age    | 4 |  |  |  |
|   | 1.2                | Curre   | nt difficulties in numerical analysis    | 4 |  |  |  |
|   |                    | 1.2.1   | Human effort on meshing                  | 4 |  |  |  |
|   |                    | 1.2.2   | Imperfection in geometric representation | 4 |  |  |  |
|   |                    | 1.2.3   | Lack of re-meshing scheme                | 4 |  |  |  |
|   | 1.3                | Propo   | osed approach                            | 4 |  |  |  |
|   | 1.4                |   | rch contribution                         | 4 |  |  |  |
|   |                    | 1.4.1   | Meshing based on CAD output in 2D and 3D | 4 |  |  |  |
|   |                    | 1.4.2   | High quality elements by Quad-tree       | 4 |  |  |  |
|   |                    | 1.4.3   | Auto re-meshing based on error           | 4 |  |  |  |
|   | 1.5                | Objec   | etives and scope                         | 4 |  |  |  |
|   | 1.6                | Organ   | nization of the thesis                   | 4 |  |  |  |
|   | 1.7                |   | f publications                           | 4 |  |  |  |
| 2 | ${ m Lit}\epsilon$ | Literature review                               |  |   |  |  |  |
|   | 2.1                | Overv   | riew of numerical methods                | 5 |  |  |  |
|   |                    | 2.1.1   | Finite element method                    | 5 |  |  |  |
|   |                    | 2.1.2   | Boundary element method                  | 5 |  |  |  |
|   |                    | 2.1.3   | Isogeometric analysis                    | 5 |  |  |  |
|   | 2.2                | Scaled  | d boundary finite element method         | 5 |  |  |  |
|   | 2.3                |   | oaches for meshing automation            | 5 |  |  |  |
|   |                    | 2.3.1   |  | 5 |  |  |  |
|   |                    | 2.3.2   | Non-Uniform Rational B-Spline (NURBS)    | 5 |  |  |  |
|   | 2.4                | Concl   | usions                                   | 5 |  |  |  |

| in 2<br>3.1<br>3.2                                     | Introduction   | <b>6</b> 7  |  |  |  |  |
|--|--|---|--|--|--|--|
| _  |  | 7   |  |  |  |  |
| 3.2  | an allinna   |   |  |  |  |  |
|  | 2D NURBS curves  | 7   |  |  |  |  |
|  | 3.2.1 Shape functions  | 7   |  |  |  |  |
|  | 3.2.2 Numerical integrations                                 | 7   |  |  |  |  |
| 3.3  | Formulation of SBFEM   |   |  |  |  |  |
|  | 3.3.1 Coordinate system                                      | 7   |  |  |  |  |
|  | 3.3.2 Displacement function                                  | 7   |  |  |  |  |
|  | 3.3.3 Evaluation of the generalized stress intensity factors | 7   |  |  |  |  |
|  | 3.3.4 Equation of dynamics                                   | 7   |  |  |  |  |
| 3.4  | NURBS enhanced SBFEM   | 7   |  |  |  |  |
| 3.5  |  | 7   |  |  |  |  |
| 3.6  | Conclusions  | 7   |  |  |  |  |
|  |  |   |  |  |  |  |
| 4 Quad-tree mesh and auto refinement in 2D analysis ba |  |   |  |  |  |  |
| erro   | or   | 8   |  |  |  |  |
| 4.1  | Introduction   | 8   |  |  |  |  |
| 4.2  | CAD output in 2D   | 8   |  |  |  |  |
| 4.3  | NURBS utilization  | 8   |  |  |  |  |
|  | 4.3.1 Distance function                                      | 8   |  |  |  |  |
|  | 4.3.2 Finding intersections                                  | 8   |  |  |  |  |
|  | 4.3.3 Optimization   | 8   |  |  |  |  |
| 4.4  | Quad-tree structure  | 8   |  |  |  |  |
| 4.5  | Conclusions  | 8   |  |  |  |  |
|  |  |   |  |  |  |  |
| Ada  | aptivity   | 9   |  |  |  |  |
|  | 3.4<br>3.5<br>3.6<br>Qua<br>erro<br>4.1<br>4.2<br>4.3        | 3.3 Formulation of SBFEM  3.3.1 Coordinate system  3.3.2 Displacement function  3.3.3 Evaluation of the generalized stress intensity factors  3.3.4 Equation of dynamics  3.4 NURBS enhanced SBFEM  3.5 Numerical examples  3.6 Conclusions  Quad-tree mesh and auto refinement in 2D analysis based on error  4.1 Introduction  4.2 CAD output in 2D  4.3 NURBS utilization  4.3.1 Distance function  4.3.2 Finding intersections  4.3.3 Optimization  4.4.4 Quad-tree structure |  |  |  |  |

#### Introduction

- 1.1 Computational mechanics in civil engineering
- 1.1.1 Mathematical model in mechanics
- 1.1.2 Numerical method
- 1.1.3 Computational mechanics in modern age
- 1.2 Current difficulties in numerical analysis
- 1.2.1 Human effort on meshing
- 1.2.2 Imperfection in geometric representation
- 1.2.3 Lack of re-meshing scheme
- 1.3 Proposed approach
- 1.4 Research contribution
- 1.4.1 Meshing based on CAD output in 2D and 3D
- 1.4.2 High quality elements by Quad-tree
- 1.4.3 Auto re-meshing based on error
- 1.5 Objectives and scope
- 1.6 Organization of the thesis
- 1.7 List of publications

#### Literature review

- 2.1 Overview of numerical methods
- 2.1.1 Finite element method
- 2.1.2 Boundary element method
- 2.1.3 Isogeometric analysis
- 2.2 Scaled boundary finite element method
- 2.3 Approaches for meshing automation
- 2.3.1 Initial Graphics Exchange Specification (IGES) file
- 2.3.2 Non-Uniform Rational B-Spline (NURBS)
- 2.4 Conclusions

# Isogeometric enhanced scaled boundary finite element method in 2D

| 0     | -1 | T 1 1 1 •    |   |
|-------|----|--------------|---|
| 3.    |    | Introduction | í |
| • ) . |    |              | ı |

- 3.2 2D NURBS curves
- 3.2.1 Shape functions
- 3.2.2 Numerical integrations
- 3.3 Formulation of SBFEM
- 3.3.1 Coordinate system
- 3.3.2 Displacement function
- 3.3.3 Evaluation of the generalized stress intensity factors
- 3.3.4 Equation of dynamics
- 3.4 NURBS enhanced SBFEM
- 3.5 Numerical examples
- 3.6 Conclusions

## Quad-tree mesh and auto refinement in 2D analysis based on error

- 4.1 Introduction
- 4.2 CAD output in 2D
- 4.3 NURBS utilization
- 4.3.1 Distance function
- 4.3.2 Finding intersections
- 4.3.3 Optimization
- 4.4 Quad-tree structure
- 4.5 Conclusions

Chapter 5
Adaptivity