



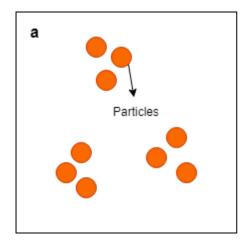
Coarse-graining

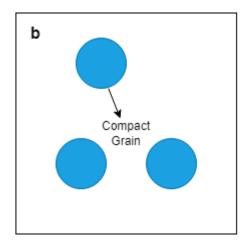


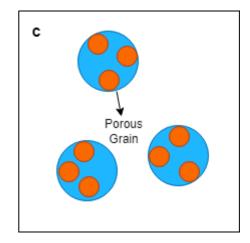


Motivation behind coarse-graining

- What is coarse-graining?
 - Representing a **group of particles** with a **grain** and modifying the contact properties to get the same **particle-scale** and **bulk** behavior









Motivation behind coarse-graining

Computation time



Larger simulations





Visualization and post-processing





Models (compact grain)

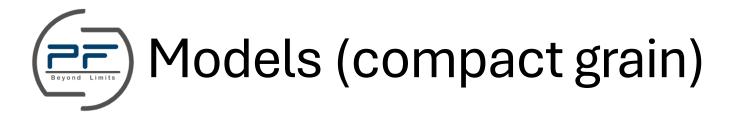
Contact force

• Constant absolute overlap models: the absolute overlap (δ) between particle-particle is equal to the overlap between grain-grain [1]

$$F_{cn,g} = f^3 F_{cn,p} = f^3 \left(-K_n \overline{\delta}_{n,p} - \eta_n \overline{v}_{n,p} \right) \qquad F_{ct,g} = f^3 F_{ct,p} = f^3 \left(-K_t \overline{\delta}_{t,p} - \eta_t \overline{v}_{t,p} \right)$$

• Constat relative overlap models: the relative overlap (δ/d_p) between particle-particle is equal to the relative overlap between grain-grain [2]

$$\frac{K_{ng}}{R_g} = \frac{K_{np}}{R_p} \qquad \frac{\eta_{ng}}{R_g^2} = \frac{\eta_{np}}{R_p^2}$$



- Additional dissipation models
 - Simplified (GB in the code) [1]:

$$e_g = e_p^{\sqrt{n_{CG}}}$$

• KTGF (Lu in the code) [2]:

$$e_g = \sqrt{1 + (e_p^2 - 1)f}$$