

NePeR : Un programme pour la generation de microstructures

Applications a la plasticite cristalline

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① Polycrystals: generation and meshing

Original model: 3-D Voronoi tessellations

Morphological modification and meshing

Results

② Simulation of phase transformations

Type of transformations

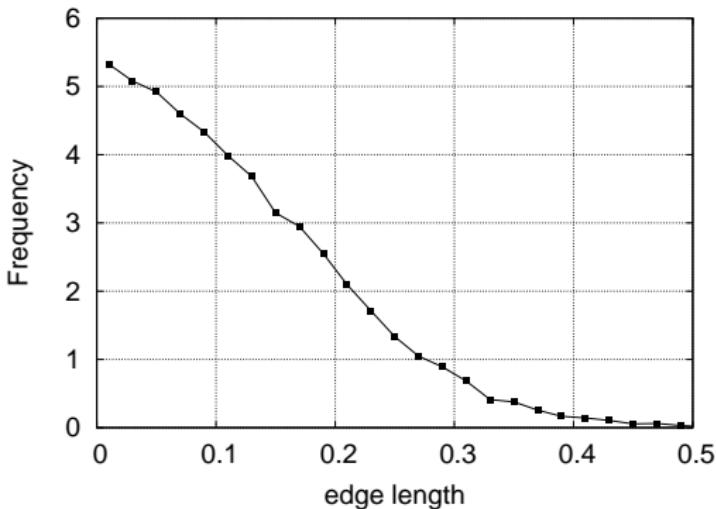
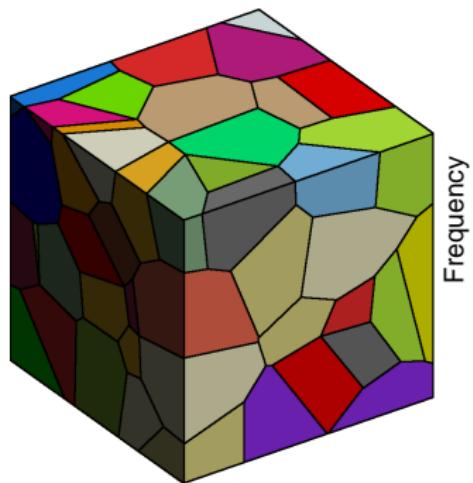
Nucleation sites

Kinetics laws

Results

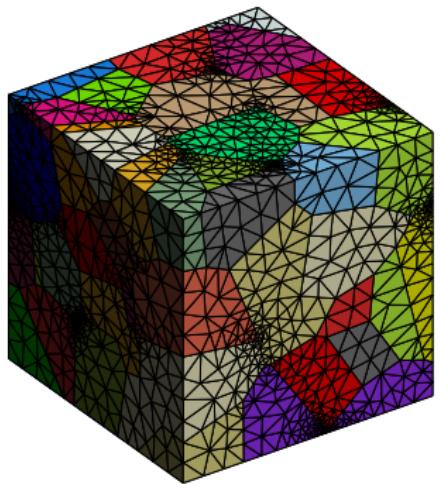
③ Conclusion and prospects

Focus on Voronoi tessellations



Voronoi tessellations contain *a lot* of small edges.

Focus on Voronoi tessellations



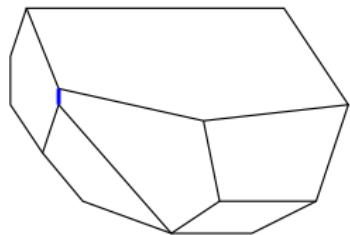
(free meshing: Gmsh internally used)

- the small tessellation edges *must* be taken into account: mesh refinement;
 - the smaller the edge, the higher the number of elements;
 - as many elements in the refined zone than in the non-refined zone
- ...

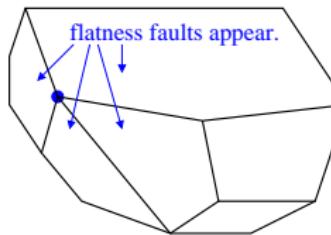
Why do not delete the *small edges* (that require refinement)?

Morphological modification and meshing

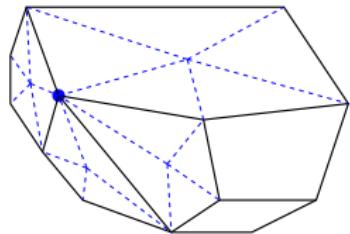
- Main principle:



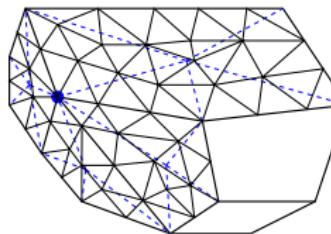
1. small edge to delete.



2. small edge ← one vertex.



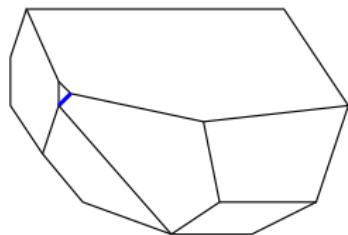
3. face interpolation (triangles) 4. ...will apply to the *mesh*.



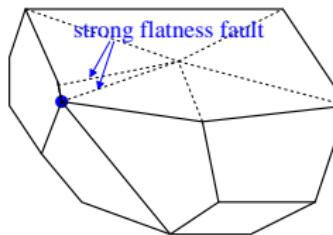
criterion: flatness fault (ff) < maxff \iff edge deletion

Morphological modification and meshing

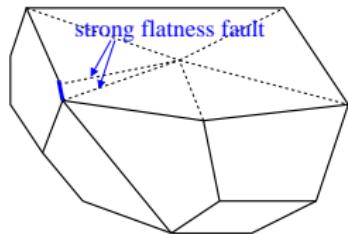
- A frequent configuration:



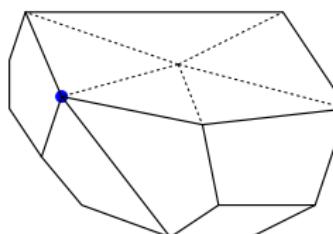
1. small edge to delete.



2. strong flatness fault.



3. deleting another edge.

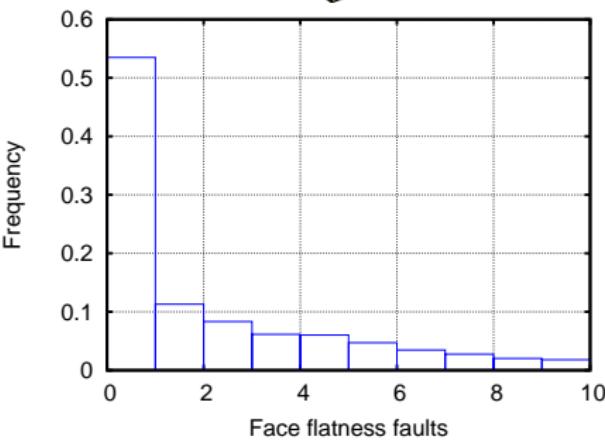
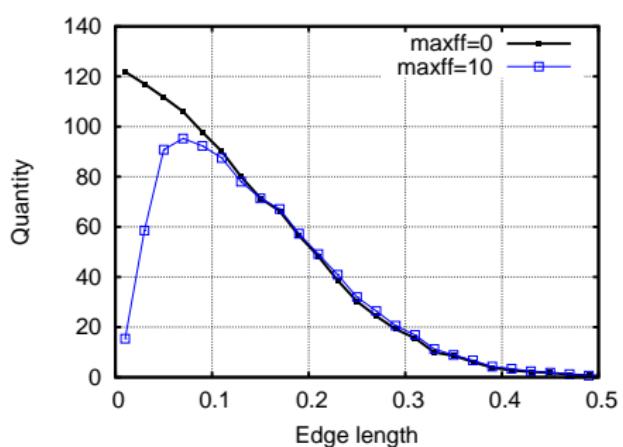
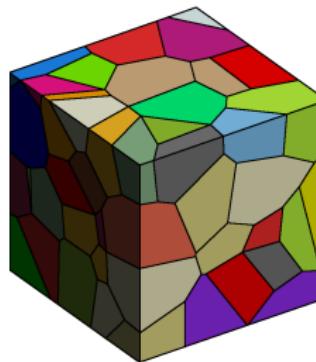


4. smaller flatness fault.

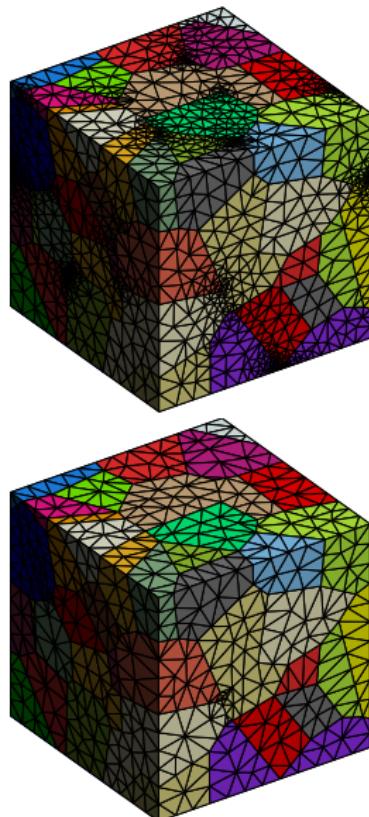
$(ff > \text{maxff}) \rightarrow \text{del. a new edge} \rightarrow (ff < \text{maxff} \Leftrightarrow \text{edge deletions})$

Results: morphology modification

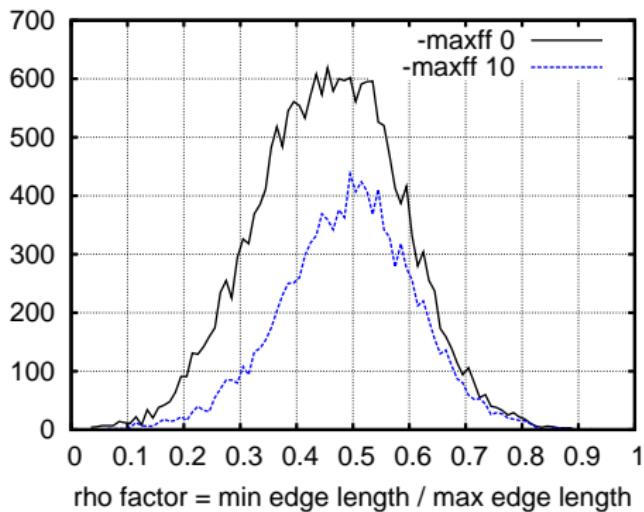
- The global morphology does not really change;
- new edge length distribution;
- flatness fault distribution ...



Results: mesh modification



number of elements



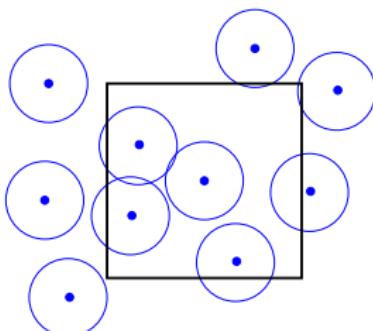
- $\text{maxff}=10 \rightarrow$ half-size mesh;
- some bad quality elements
(geometry acute angles) ...

Type of transformations

Motivation: study of TRIP (diffusive case)

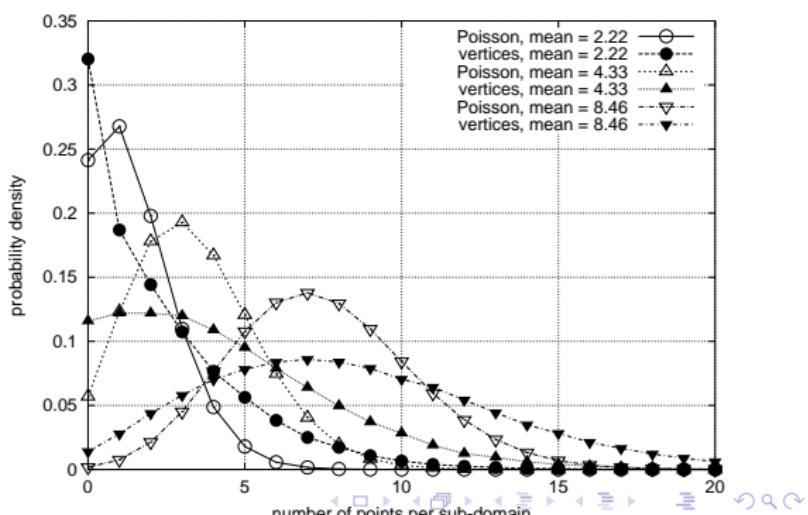
Previous transformation models:

- homogeneous parent and product phases;
- randomly positionned nuclei;
- nucleation at $t = 0$, or through time.
- growth at $v = cste$



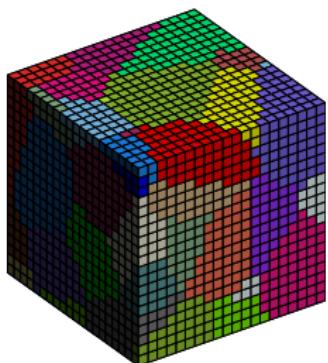
(Barbe et al., 06)

(Barbe et al., 06)
(Hoang et al., 06)



Type of transformations

NePeR: simulation of *diffusive* transformations that occur by *nucleation and growth*



Parent medium = tessellation
like picked up in a MV (Voronoi
cell seeds inside and outside the
domain)

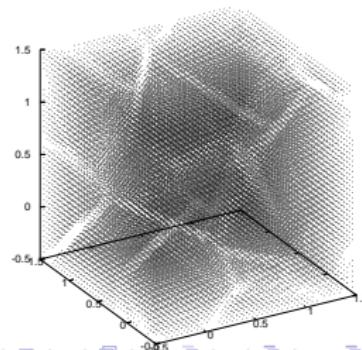
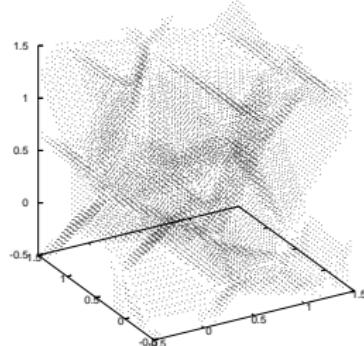
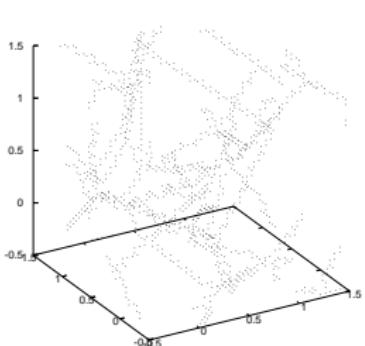
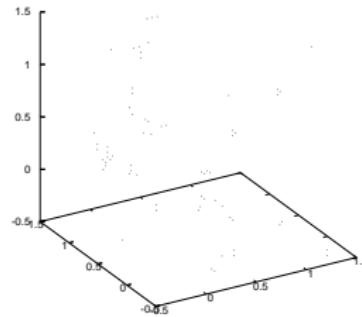
Transformation

We need to define:

- ① nucleation sites (inside and outside the domain)
- ② nucleation laws
- ③ growth laws

Nucleation sites

- type 4: quadruple points
- type 3: triple lines
- type 2: grain boundaries
- type 1: grain interior



Kinetics laws

Kinetics laws apply to the MV. Any *analytical* law can be prescribed:

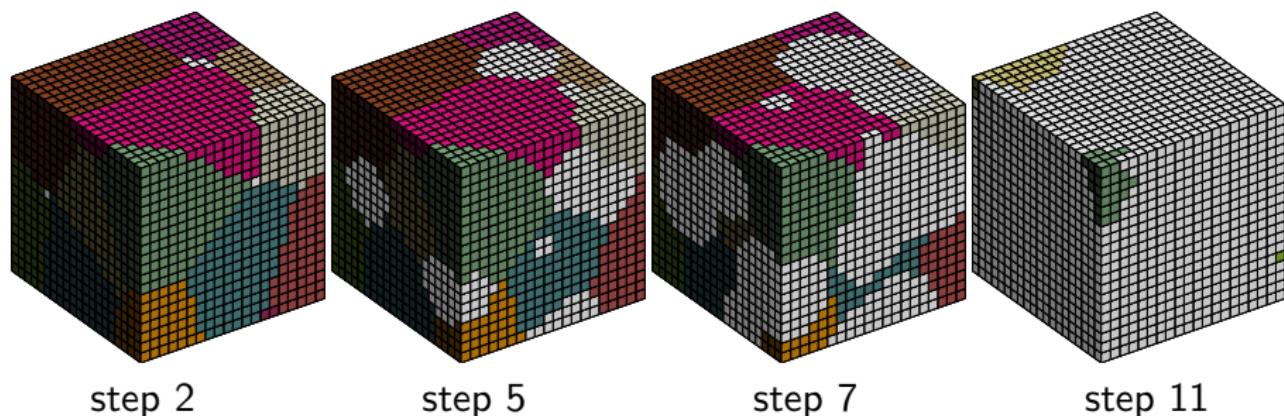
- Nucleation: one law for *every* type of site: $N(t)$
number of nuclei as a function of t (per unit vol. or per grain)
- Growth
 - $R(t)$: radius as a function of t (t : time since nucleation)
 - 2 types of morphology: cubic & spherical

Results: example

nucleation: $N_4(t) = t$; $N_{i \neq 4}(t) = 0$ (quadruple points only)

growth: $R(t) = 0.05 \times t$, spherical shape

provide microstructure every 1 s



What NePeR can do (at the moment):

- Polycrystals
 - morphology = (slightly) modified Voronoi tessellations
 - Mapped meshing and free meshing
 - Generation of crystallographic orientations
- Phase transformations: diffusive (nucleation & growth)
 - Parent phase includes crystallography, product phase is homogeneous
 - Nucleation on favorable sites
 - Any analytical kinetics laws

Things to do (non-exhaustive):

- Use for prediction of polycrystal effective properties & TRIP simulations
- generation of tessellations with seeds outside the domain (for the free meshing)
- improve the meshing process