PARMEC MANUAL

October 13, 2016

Contents

Chapter 1

Running

PARMEC is a command line program. Typical usage:

1. Place PARMEC in a globally accessible path (e.g. suitably extend the PATH variable on a unix system).
2. Create a directory where your input file and output files will be stored (e.g. *mkdir test*).
3. Edit your Python input file in this directory (e.g. *test.py*); Chapter 2 documents all input commands.
4. Run PARMEC (e.g. *PARMEC path/to/test/test.py*).
5. Time histories can be generated during analysis using the HISTORY command; see Section 2.15.
6. Upon termination a *.dump file and/or a *.vtk.* file(s) is/are created in the same directory (e.g. *path/to/test/test.dump*) their format is documented in Chapter 3.
7. The output files can be viewed with OVITO and/or ParaView, as documented in Chapter 4.

A tutorial is provided in Chapter 5.

Chapter 2

Input commands

PARMEC input language extends Python. Subroutines related to input processing are listed below.

2.1 RESET

Erase all data.

RESET ()

2.2 MATERIAL

Create material.

matnum = MATERIAL (density, young, poisson)

- **matnum** - material number
- **density** - mass density
- **young** - Young modulus
- **poisson** - Poisson ratio

2.3 SPHERE

Create a spherical particle.

parnum = SPHERE (center, radius, material, color)

- **parnum** - particle number
- **center** - tuple (x, y, z) defining the center
- **radius** - radius
- **material** - material number
- **color** - positive integer surface color

2.4 MESH

Create a meshed particle.

parnum = MESH (nodes, elements, material, colors)

- **parnum** - particle number
- **nodes** - list of nodes: [*x0, y0, z0, x1, y1, z1, ...*]
- **elements** - list of elements: [*e1, n1, n2, ..., ne1, me1, e2, n1, n2, ..., ne2, me2, ...*], where *e1* is the number of nodes of the first element, *n1, n2, ..., ne1* enumerate the element nodes, and *me1* is the material number. Similarly for the second and all remaining elements. Supported numbers of nodes per element are *4, 5, 6, and 8* for respectively *tetrahedron, pyramid, wedge, and hexahedron*, cf. Figure 2.1.
- **material** - material number
- **colors** - list of positive integer face colors: [*gcolor, f1, n1, n2, ..., nf1, c1, f2, n1, n2, ..., nf2, c2, ...*], where *gcolor* is the global color for all not specified faces, *f1* is the number of nodes in the first specified face, *n1, n2, ..., nf1* enumerate the face nodes, and *c1* is the surface color of that face. Similarly for the second and all remaining faces. If only the global color is required, it can be passed as [*gcolor*] or as *gcolor* alone.

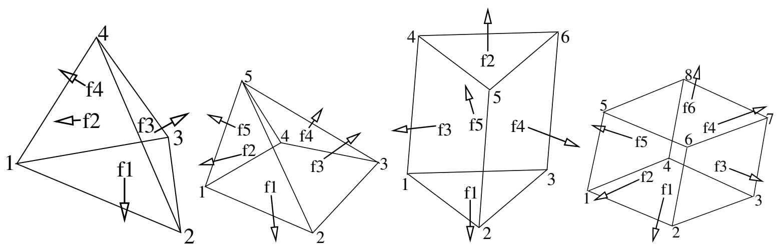

Figure 2.1: Element types.

2.5 ANALYTICAL

Create an analytical particle. Analytical particles have no shapes and are not involved in contact.

parnum = ANALYTICAL (| inertia, mass, rotation, position, material, particle)

Note, that all parameters are optional.

- **parnum** - particle number
- **inertia** - inertia tensor passed as a list [*Ixx, Iyy, Izz, Ixy, Ixz, Iyz*]; optional, if **particle** parameter is used; default [*1, 1, 1, 0, 0, 0*]
- **mass** - scalar mass; optional, if **particle** parameter is used; default 1
- **rotation** - optional orientation matrix passed as a list [*e1x, e1y, e1z, e2x, e2y, e2z, e3x, e3y, e3z*], where vectors *e1*, *e2*, *e3* are orthonormal; default [*1, 0, 0, 0, 1, 0, 0, 0, 1*]
- **position** - optional position vector passed as a tuple (*x, y, z*); default (*0, 0, 0*)

- **material** - material number; default *0*
- **particle** - optional; if specified, an existing particle is converted into an analytical particle; its properties are inherited or overwritten, depending on whether any of the **inertia**, **mass**, **rotation**, **position** parameters are used; if initially specified, particle shape is inherited and its animated motion is included into the results

2.6 OBSTACLE

Create an obstacle.

OBSTACLE (triangles, color | point, linear, angular)

- **triangles** - list of triangle tuples [(*t1x1, t1y1, t1z1, t1x2, t1y2, t1z2, t1x3, t1y3, t1z3), (t2x1, t2y1, t2z1, t2x2, t2y2, t2z2, t2x3, t2y3, t2z3), ...*] defining the obstacle
- **color** - positive integer surface color or a list [*color1, color2, ...*] of colors for each individual triangle
- **point** - spatial reference point
- **linear** - linear velocity history callback: $(v_x, v_y, v_z) = \textbf{linear}\,(t)$
- **angular** - spatial angular velocity history callback: $(\omega_x, \omega_y, \omega_z) = \textbf{angular}\,(t)$

2.7 SPRING

Create a translational spring constraint. The applied force formula reads

$$\text{force}\,(t) = \text{direction}\,(t) \cdot [\text{spring}\,(\text{stroke}\,(t)) + \text{dashpot}\,(\text{velocity}\,(t)) \cdot |\text{sign}\,(\text{spring}\,(\text{stroke}\,(t)))|]$$

where

$$\text{direction}\,(t) = (\text{point2}\,(t) - \text{point1}\,(t))\,/\,|\text{point2}\,(t) - \text{point1}\,(t)| \;\; \textbf{or} \; \text{constant}\,(d_x, d_y, d_z) \;\; \textbf{or} \; \text{tangent}$$

$$\text{stroke}\,(t) = \text{direction}(t) \cdot [\text{point2}\,(t) - \text{point1}\,(t)] - \text{direction}\,(0) \cdot [\text{point2}\,(0) - \text{point1}\,(0)]$$

$$\text{velocity}\,(t) = \text{direction}\,(t) \cdot \frac{d}{dt}\,[\text{point2}\,(t) - \text{point1}\,(t)]$$

$$\text{sign}\,(x) = \begin{cases} -1 \text{ if } x < 0 \\ 0 \text{ if } x = 0 \\ 1 \text{ if } x > 0 \end{cases}$$

The spring (stroke) and dashpot (velocity) relationships are defined by means of lookup tables; force (t) is applied at point2 (t), and $-$force (t) is applied at point1 (t); dashpot force is not applied when spring force is zero.

SPRING (part1, point1, part2, point2, spring | dashpot, direction, tangent)

- **part1** - first particle number
- **point1** - tuple (x, y, z) defining a point moving with the first particle
- **part2** - second particle number; -1 can be used to indicate a single-particle constraint
- **point2** - tuple (x, y, z) defining a second point, either moving with the second particle, or a spatial point
- **spring** - spring force lookup table $[\text{stroke}_1, \text{force}_1, \text{stroke}_2, \text{force}_2, ..., \text{stroke}_n, \text{force}_n]$
- **dashpot** - optional dashpot force lookup table $[\text{velocity}_1, \text{force}_1, \text{velocity}_2, \text{force}_2, ..., \text{velocity}_m, \text{force}_m]$; default: $[-\infty, 0, +\infty, 0]$
- **direction** - optional constant direction (d_x, d_y, d_z)
- **tangent** - optional tangent spring flag; when 'ON' the spring direction is $(\text{point2}\,(t) - \text{point1}\,(t))\,/\,|\text{point2}\,(t) - \text{point1}\,(t$ projected onto a plane tangent to (d_x, d_y, d_z); default: 'OFF'

2.8 GRANULAR

Define surface pairing for the granular contact interaction model.

GRANULAR (color1, color2, spring | damper, friction, rolling, drilling, kskn)

- **color1** - first color (positive, or color1 $=0$ and color2 $=0$ to redefine default parameters)
- **color2** - second color (positive, or color1 $=0$ and color2 $=0$ to redefine default parameters)
- **spring** - normal spring constant
- **damper** - optional normal damping ratio; default: 1.0
- **friction** - optional Coulomb's friction coefficient; default: 0.0; tuple (μ_s, μ_d) can be used to specify respectively static and dynamic friction coefficients
- **rolling** - optional rolling friction coefficient; default: 0.0
- **drilling** - optional drilling friction coefficient; default: 0.0
- **kskn** - optional ratio of normal to tangential spring and dashpot parameters; default: 0.5

2.9 CONSTRAIN

Constrain particle motion.

CONSTRAIN (parnum | linear, angular)

- **parnum** - particle number
- **linear** - list $[x_1, y_1, z_1]$, $[x_1, y_1, z_1, x_2, y_2, z_2]$, or $[x_1, y_1, z_1, x_2, y_2, z_2, x_3, y_3, z_3]$ defining directions of constrained linear motion; default: $[0, 0, 0]$
- **angular** - list $[x_1, y_1, z_1]$, $[x_1, y_1, z_1, x_2, y_2, z_2]$, or $[x_1, y_1, z_1, x_2, y_2, z_2, x_3, y_3, z_3]$ defining directions of constrained spatial rotation; default: $[0, 0, 0]$

2.10 PRESCRIBE

Prescribe particle motion. Prescribed motion overwrites this resulting from dynamics and constraints.

PRESCRIBE (parnum | linear, angular, kind)

- **parnum** - particle number
- **linear** - linear velocity or acceleration history callback: $(v_x, v_y, v_z) =$ **linear** (t); default: *not prescribed*
- **angular** - spatial angular velocity or acceleration history callback: $(\omega_x, \omega_y, \omega_z) =$ **angular** (t); default: *not prescribed*
- **kind** - string 'vv', 'va', 'av', or 'aa' indicating interpretation of respectively **linear** and **angular** time histories as either velocity or acceleration; default: 'vv'

2.11 VELOCITY

Set particle velocity.

VELOCITY (parnum | linear, angular)

- **parnum** - particle number
- **linear** - linear velocity tuple (v_x, v_y, v_z); default: $(0, 0, 0)$ at $t = 0$
- **angular** - angular velocity tuple $(\omega_x, \omega_y, \omega_z)$; default: $(0, 0, 0)$ at $t = 0$

2.12 GRAVITY

Set gravity.

GRAVITY (gx, gy, gz)

- **gx** - constant x component
- **gy** - constant y component
- **gz** - constant z component

2.13 CRITICAL

Estimate critical time step.

h = CRITICAL ()

- **h** - critical time step

2.14 DEM

Run DEM simulation.

t = DEM (duration, step | interval, prefix)

- **t** - simulation runtime in seconds
- **duration** - simulation duration
- **step** - time step
- **interval** - output interval (default: time step); tuple $(dt_{\text{files}}, dt_{\text{history}})$ can be used to indicate different output frequencies of output files and time histories
- **prefix** - output file name prefix (default: input file name without the ".py" extension)

2.15 HISTORY

Request time history output.

list = HISTORY (entity | source, point)

- **list** - output time history list
- **entity** - entity name; one of: (output time) 'TIME', (position) 'PX', 'PY', 'PZ', '|P|', (displacement) 'DX', 'DY', 'DZ', '|D|', (linear velocity) 'VX', 'VY', 'VZ', '|V|', (angular velocity) 'OX', 'OY', 'OZ', '|O|', (body force) 'FX', 'FY', 'FZ', '|F|', (body torque) 'TX', 'TY', 'TZ', '|T|'
- **source** - particle number i, or a list of particle numbers [*i, j, ...*], or a spatial sphere defined as tuple (x, y, z, r), or a spatial box defined as tuple $(x_{\min}, y_{\min}, z_{\min}, x_{\max}, y_{\max}, z_{\max})$; in case of a list of particle numbers the output entity is averaged over the set of particles; in case of a spatial sphere or box the output entity is averaged over the set of particles passing through it; default: 0 (useful when entity is 'TIME')
- **point** - optional referential point used in case of a single particle source; default: particle mass centre

2.16 OUTPUT

Define scalar and/or vector entities included into the output file(s).

OUTPUT (entities | subset)

- **entities** - list of output entities; default: ['NUMBER', 'COLOR', 'DISPL', 'LINVEL', 'ANGVEL', 'FORCE', 'TORQUE'] corresponding to particle numbers, surface colors, displacement, linear velocity, angular velocity, body force, and body torque, respectively
- **subset** - optional particle number *i,* or a list of particle numbers [*i, j, ...*], to which this specification is narrowed down

Chapter 3

Output files

Chapter 4

Output viewers

Chapter 5

Tutorial