



**AGH UNIVERSITY OF SCIENCE
AND TECHNOLOGY**

Multiscale Modelling

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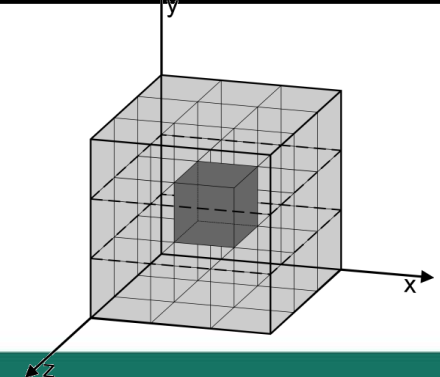
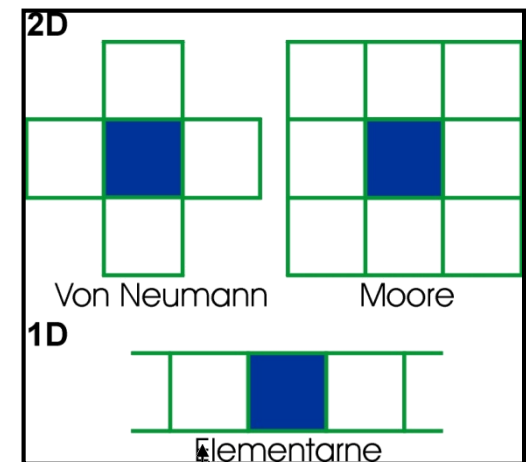
Issues	
1	Organizational class - simple grain growth CA + visualization
2	Microstructures export/import to/from txt files, pictures.
3	Modification of cellular automata grain growth algorithm- inclusions (at the beginning/end of the simulation)
4	Modification of CA grain growth algorithm - influence of grain curvature
5	Modification of CA grain growth algorithm - substructures CA
6	Modification of CA grain growth algorithm - boundaries coloring
7	Reports 1st part
8	Monte Carlo grain growth algorithm
9	Modification of MC grain growth algorithm - substructures CA, MC
10	MC static recrystallization algorithm - energy distribution
11	MC static recrystallization algorithm - nucleation
12	MC static recrystallization algorithm - growth
13	Reports 2nd part
14	Final degree

The main idea of the cellular automata technique is to divide a specific part of the material into one-, two-, or three-dimensional lattices of finite cells, where cells have clearly defined interaction rules between each other. Each cell in this space is called a cellular automaton, while the lattice of the cells is known as cellular automata space.

- **CA space** - finite set of cells, where each cell is described by a set of internal variables describing the state of a cell.
- **Neighborhood** — describes the closest neighbors of a particular cell. It can be in 1D, 2D and 3D space.
- **Transition rules** - f , the state of each cell in the lattice is determined by the previous states of its neighbors and the cell itself by the f function

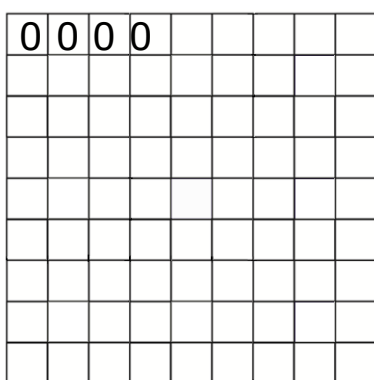
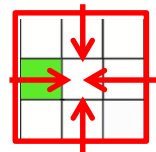
$$\gamma_i^{t+1} = f(\gamma_j^t) \quad \text{where} \quad j \in N(i)$$

$N(i)$ – neighbours of the i th cell, γ_i – state of the i th cell

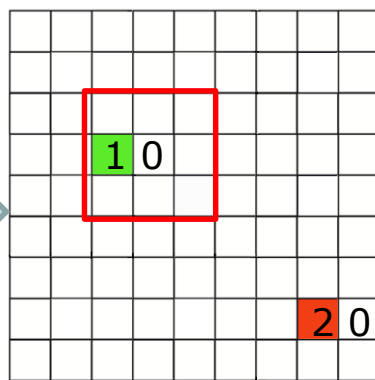


Simple Grain Growth CA algorithm

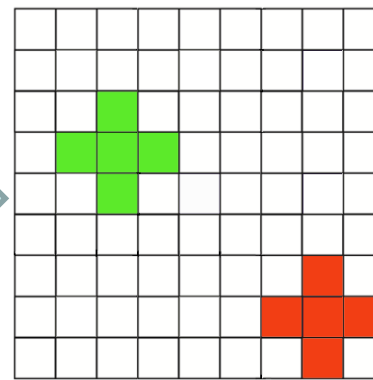
2 grains
Von Neumann neighborhood



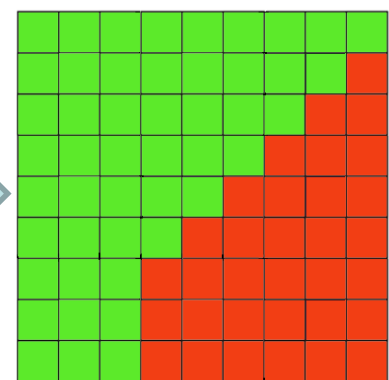
Initial space



1st step

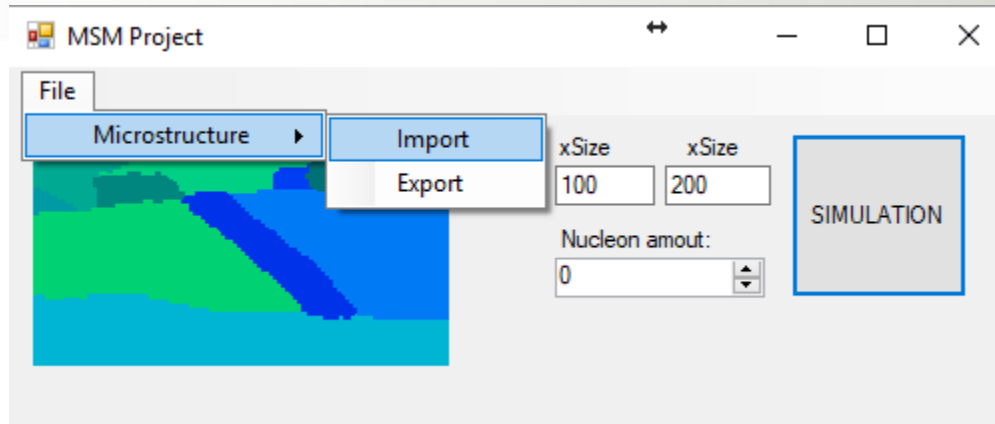


2nd step



last step

Microstructures export/import to/from txt files, pictures



TXT:

EULER_CORRECT.txt				
DP.txt				
1	300	300	1	
2	0	0	0	23
3	0	1	0	23
4	0	2	0	23
5	0	3	0	23
6	0	4	0	23
7	0	5	0	23
8	0	6	0	23
9	0	7	0	23
10	0	8	0	23
11	0	9	0	24
12	0	10	0	24
13	0	11	0	24
14	0	12	0	24
15	0	13	0	24
16	0	14	0	24
17	0	15	0	24
18	0	16	0	24
19	0	17	0	24
20	0	18	0	24
21	0	19	0	24
22	0	20	0	24
23	0	21	0	24
24	0	22	0	24
25	0	23	0	24
26	0	24	0	24
27	0	25	0	24
28	0	26	0	24

xSize, ySize

posX, poxY, phase, id

BMP:

