



# Basic Approaches to the Simulation of Recrystallization and Grain Growth

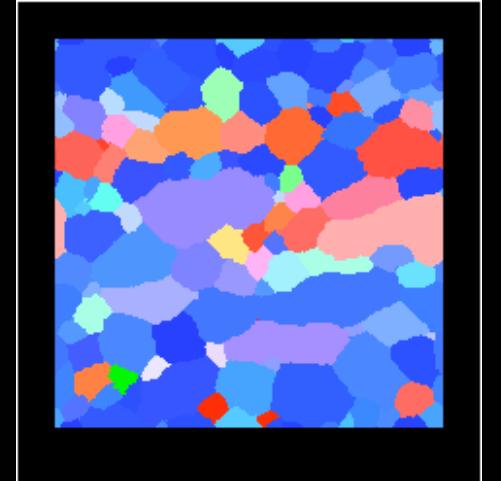
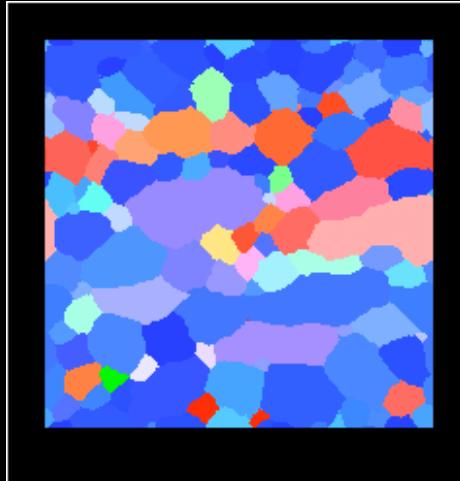
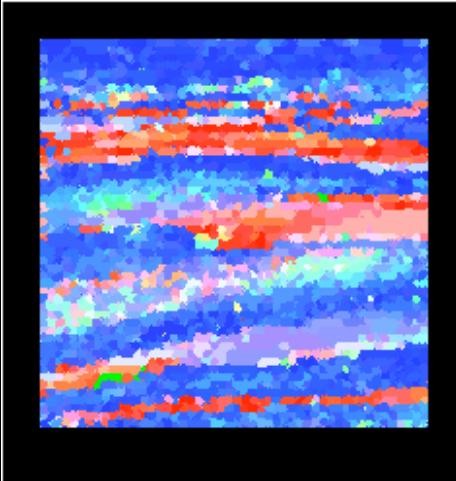
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*<http://www.mpg.de>   <http://www.mpie.de>   <http://edoc.mpg.de/>*



Max-Planck Project Report

# Project Partners



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- **Simulations: why ? how?**
- **Discrete simulation methods**
- **Examples**
- **Conclusions**

\*) *soft magnetic steels*

- **Simulations: why ? how?**
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# Simulations: why ?



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- Understanding (prerequisite to optimization)
- Models available
- (Some) material data available
- Investment ratio: experiments/computers: factor 100  
**(Cost reduction via computational materials design)**

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# Simulations: how ? (continuum / atomic)



continuum scale

$\sim 10^{23}$  atoms

atomic scale

$\sim 10^7$  atoms

# Simulations: how ? (global conditions)



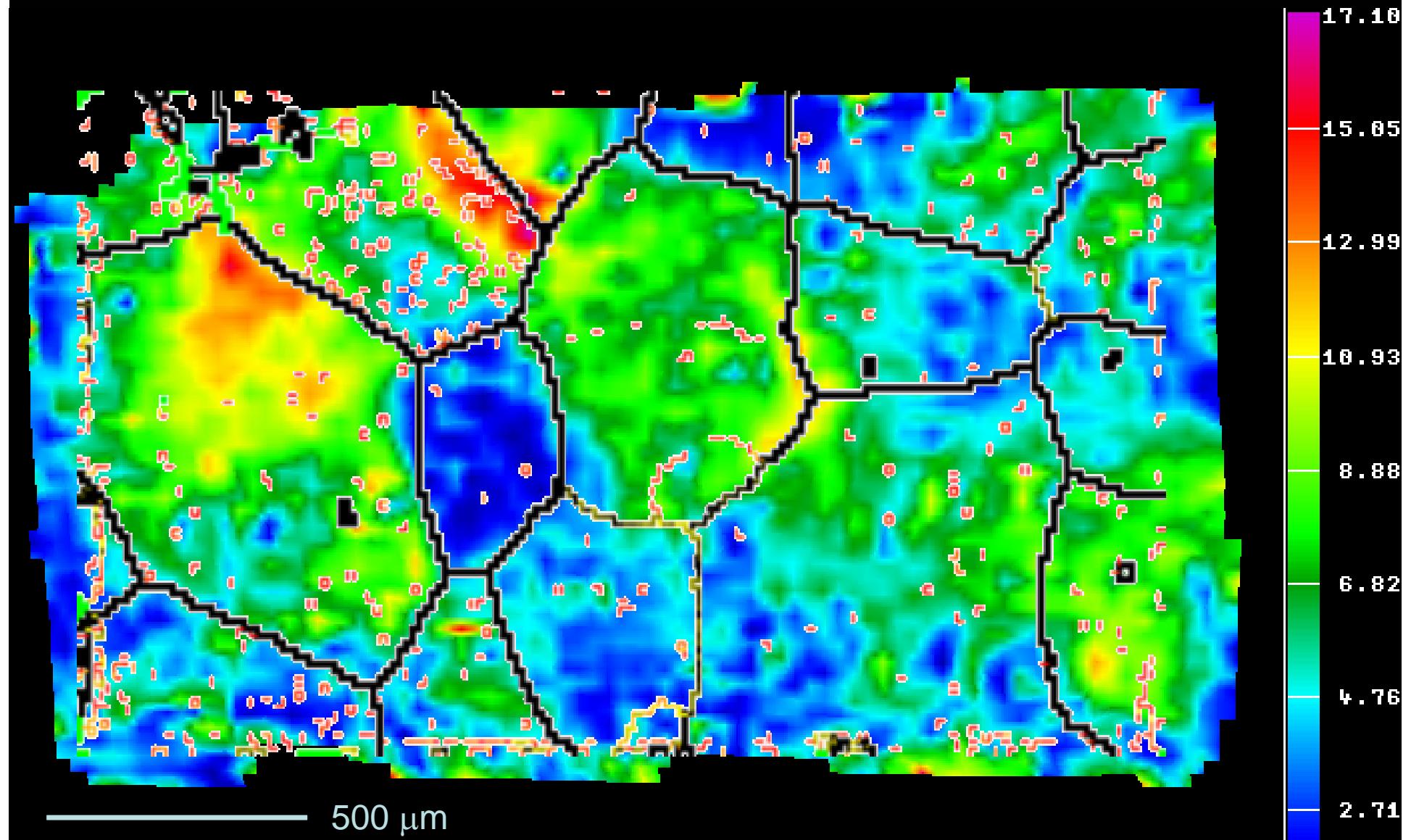
some steps are not well defined

# Simulations: how ? (local conditions)

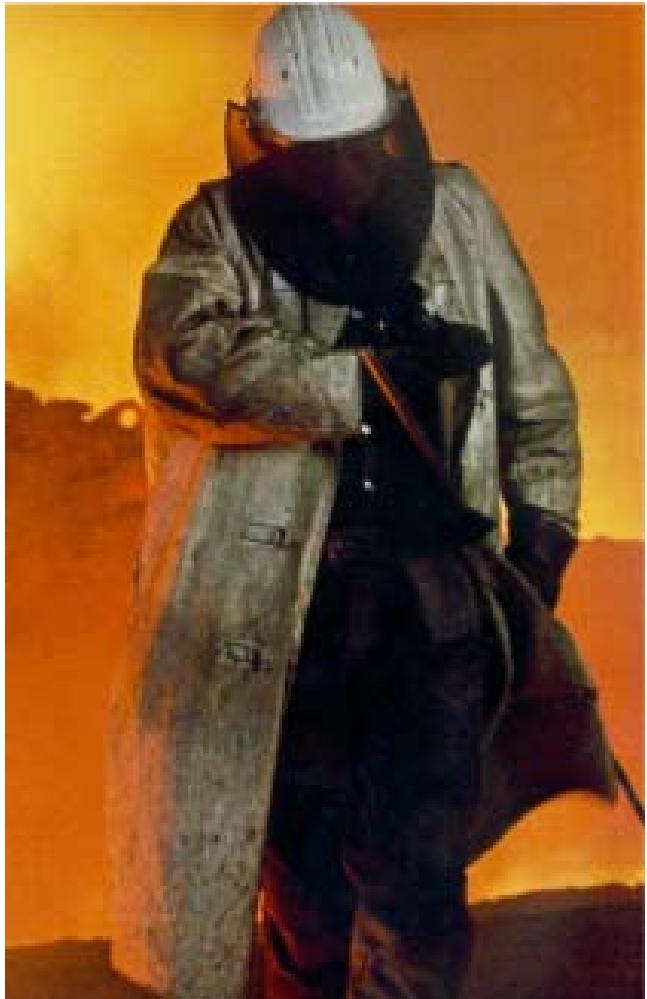


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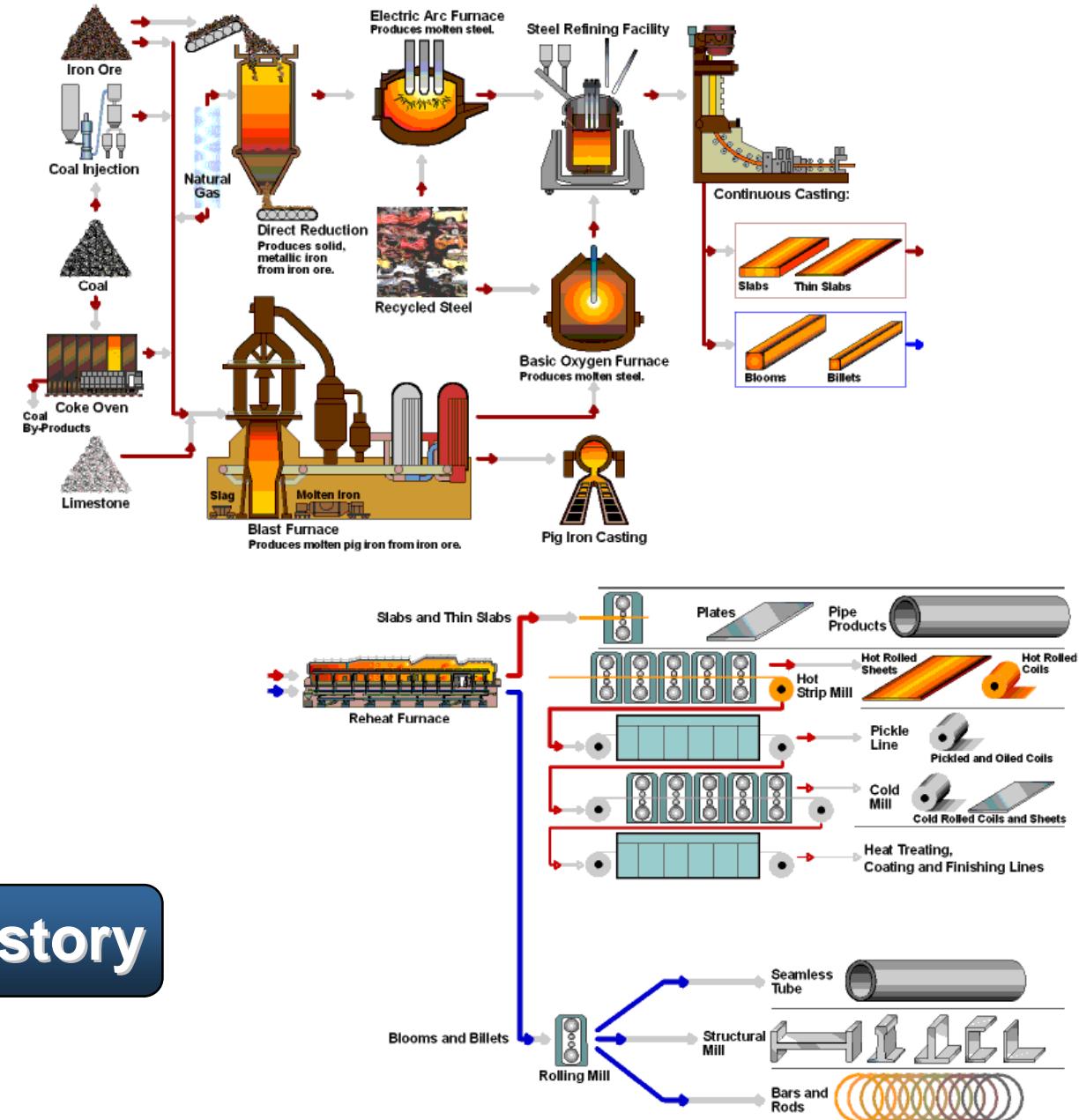
color code: total v. Mises strain



# Simulations: how ? (inheritance)



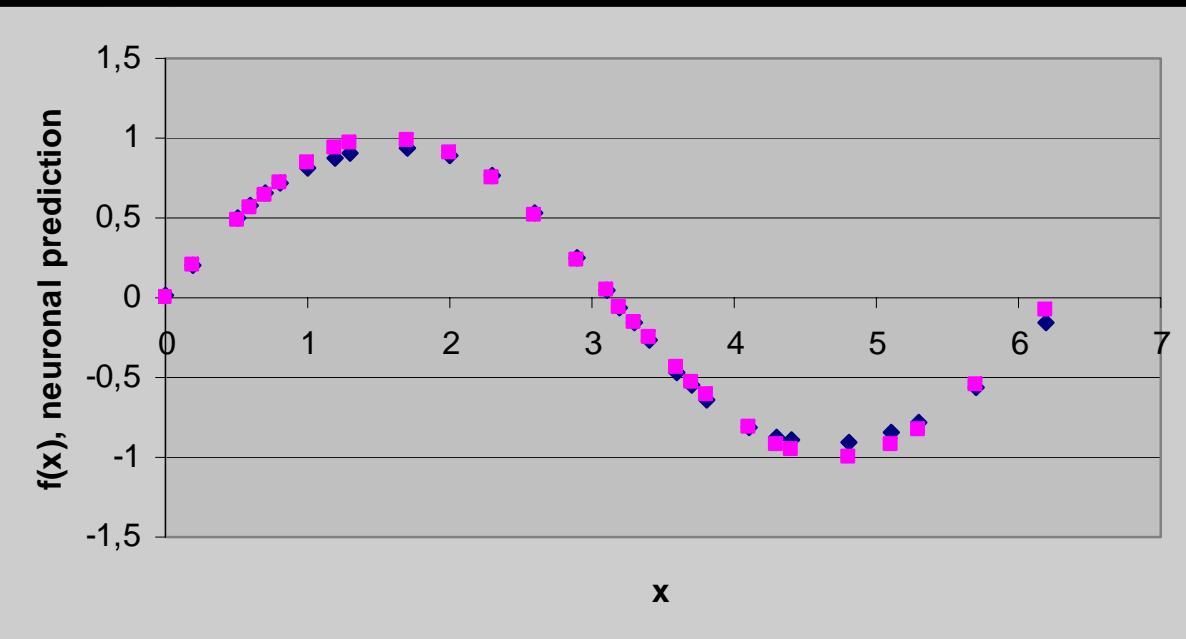
materials have a history



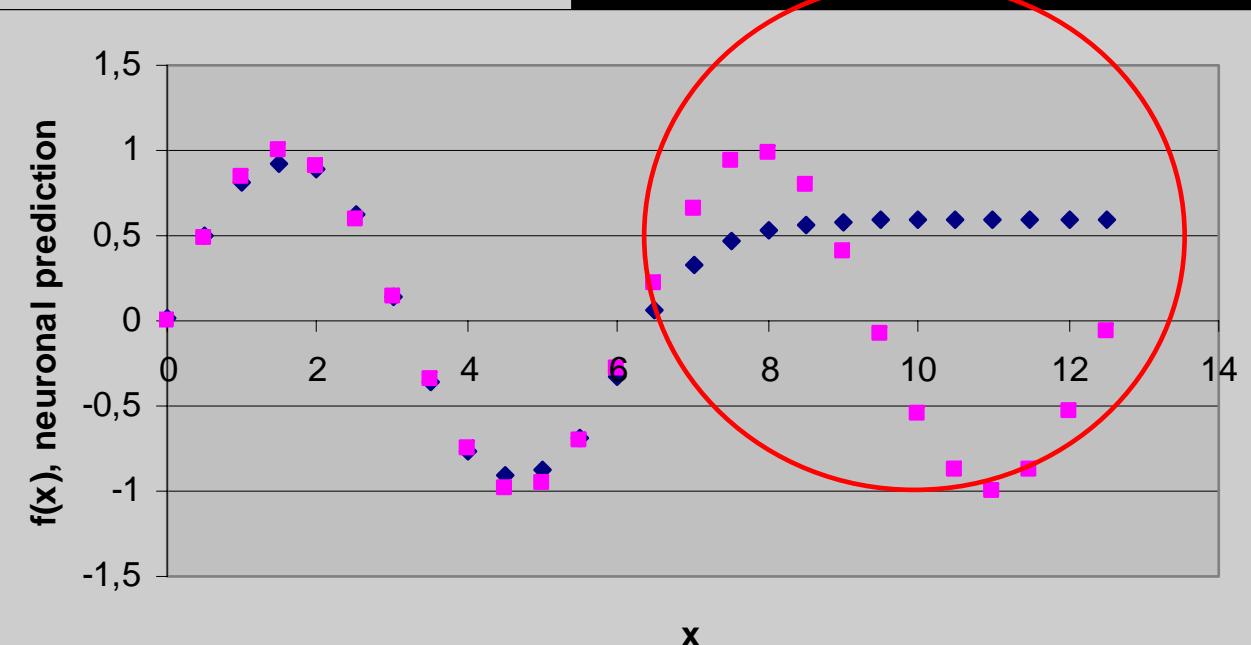
# Neuronal simulation methods



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Training up to  $2\pi$   
data fit: OK

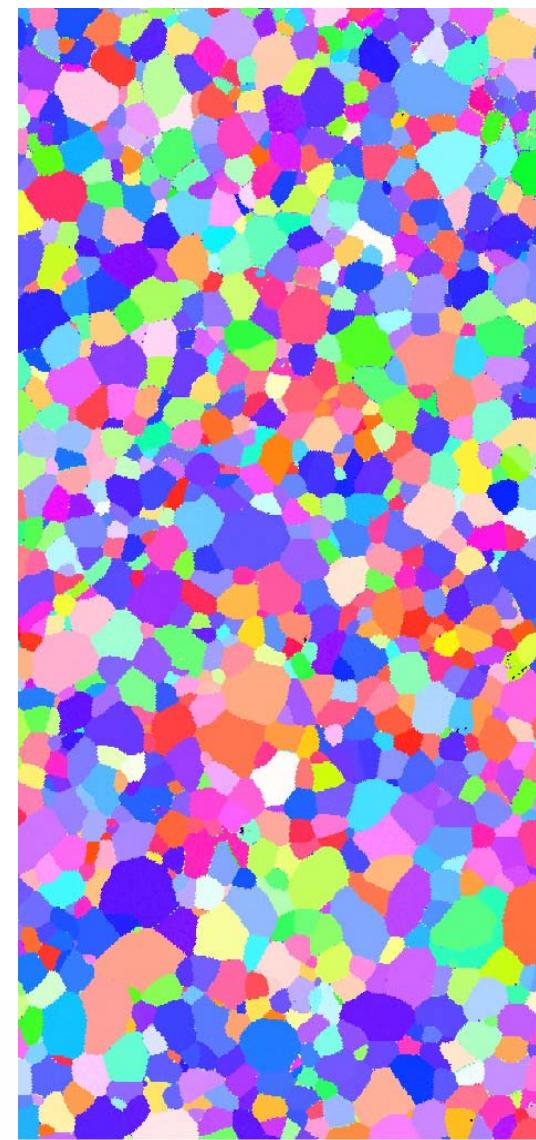
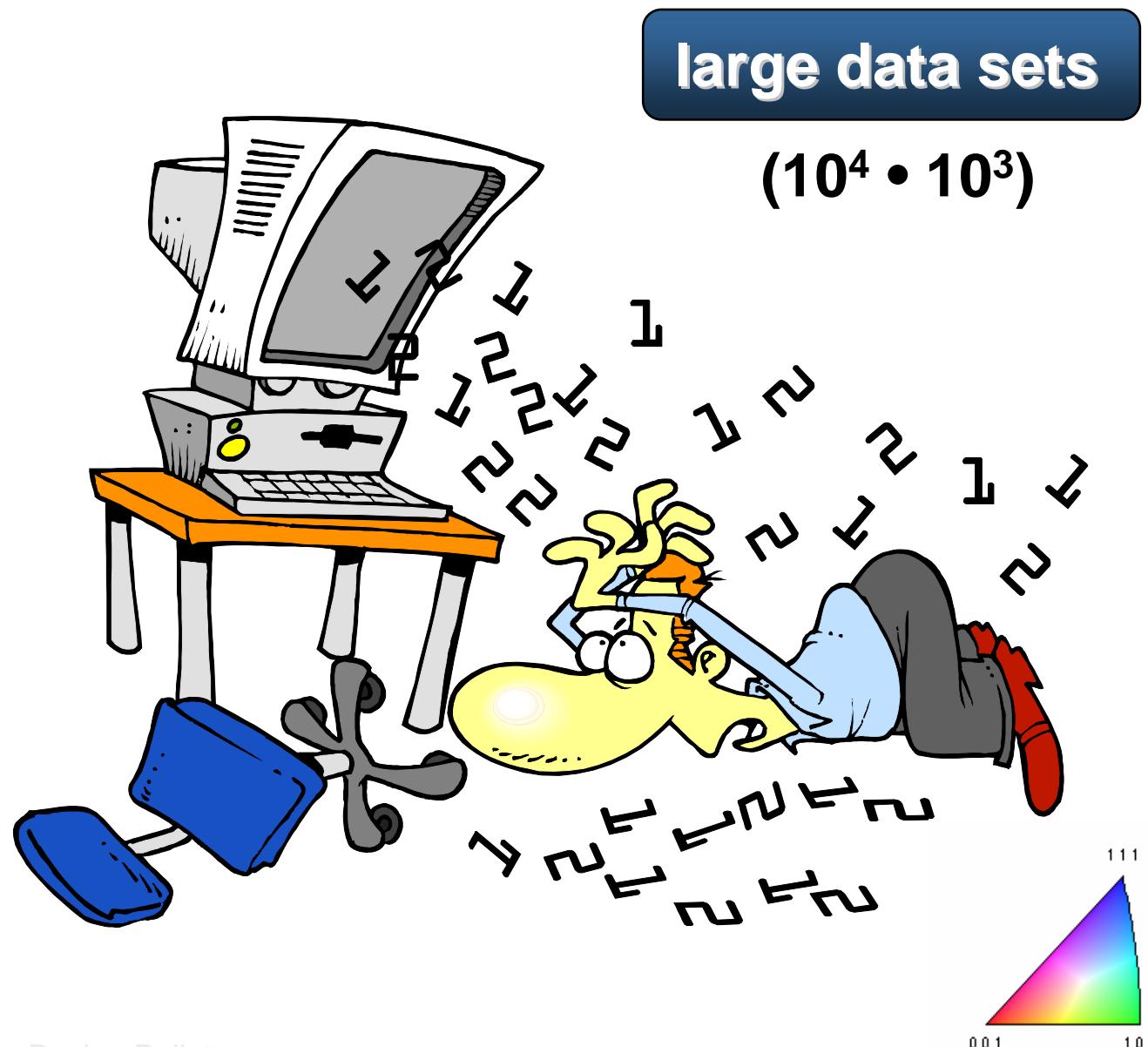


Application  
beyond  $2\pi$   
prediction: not OK

# Simulations: how ? (mechanisms)



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# Simulations: how ? (summary)



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- Continuum scale
- Large data sets
- Complex boundary conditions
- Integrated modeling (microstructure inheritance)
- Input data available?
- Quantitative?

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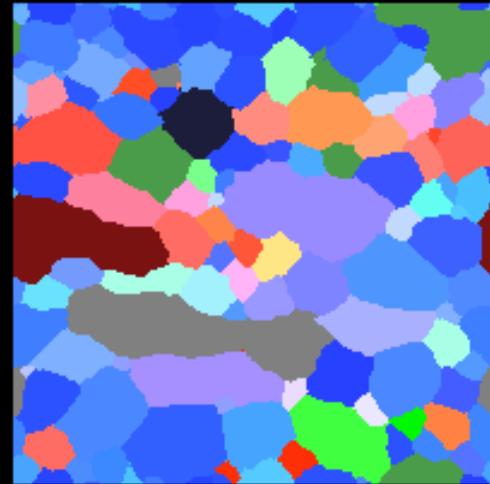
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- **Simulations: why ? how?**
- **Discrete simulation methods**
- **Examples**
- **Conclusions**

## Potts

- o Monte Carlo (probabilistic), local thermodynamics, kinetics of transients
- + simple codes (available), flexible, data input simple
- no real kinetics, lattice based

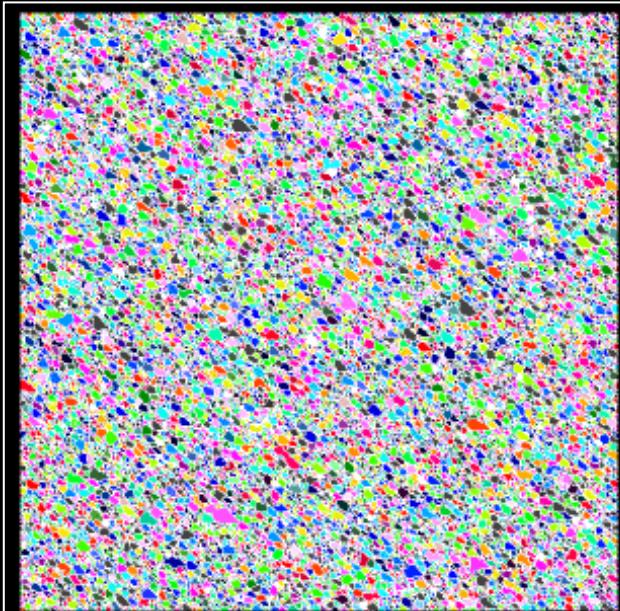


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## Cellular automata

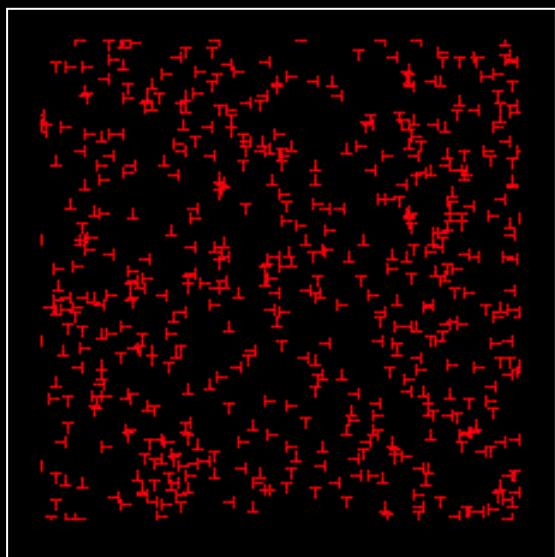
- o deterministic, synchronous update
- + simple codes (available), flexible, real kinetics, data input simple
- lattice based

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## Dislocation dynamics

- o deterministic, synchronous update
- + dynamics of small angle boundaries
- difficult codes (3D), slow, small scale

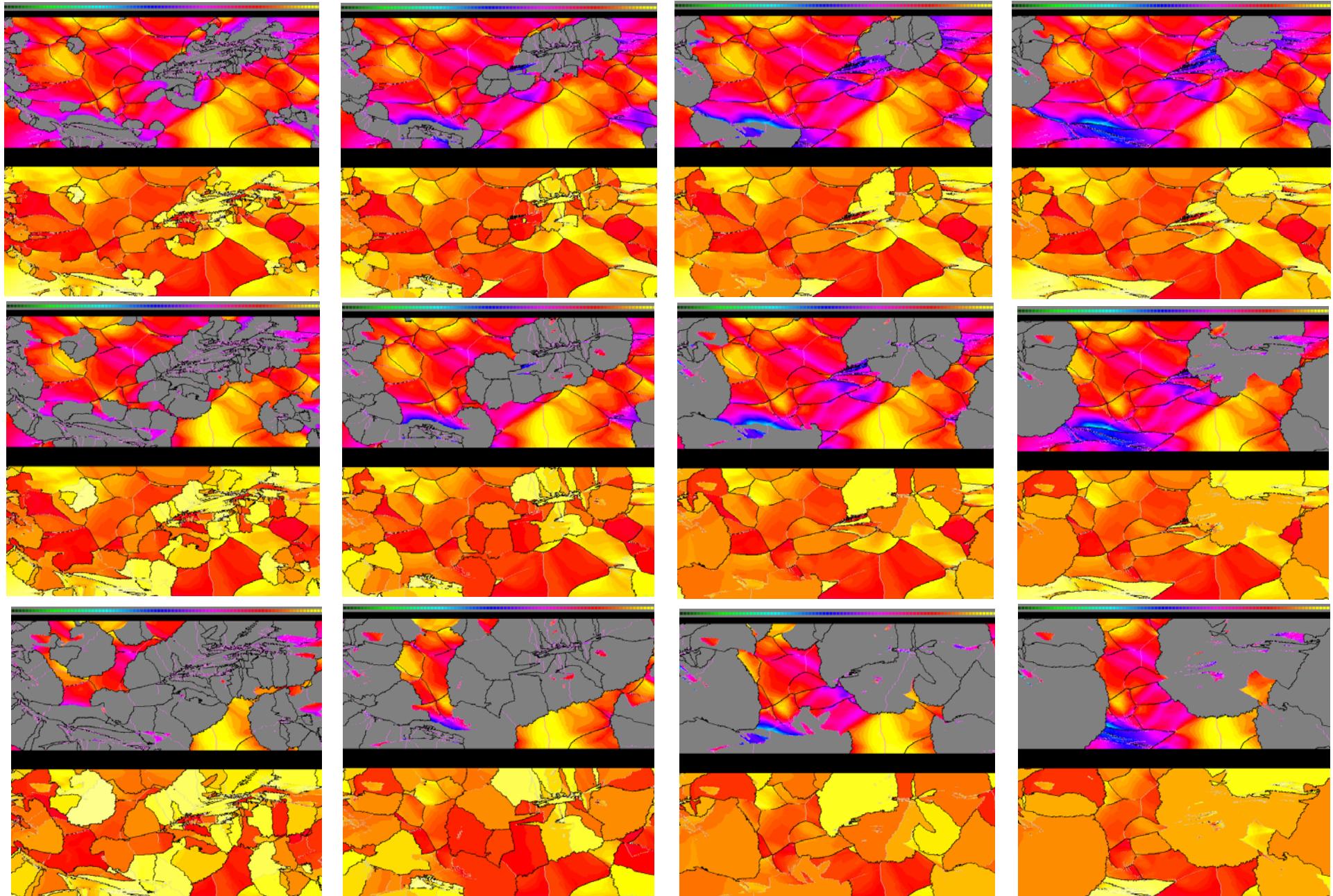


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- **Simulations: why ? how?**
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# Example #1: FEM + CA

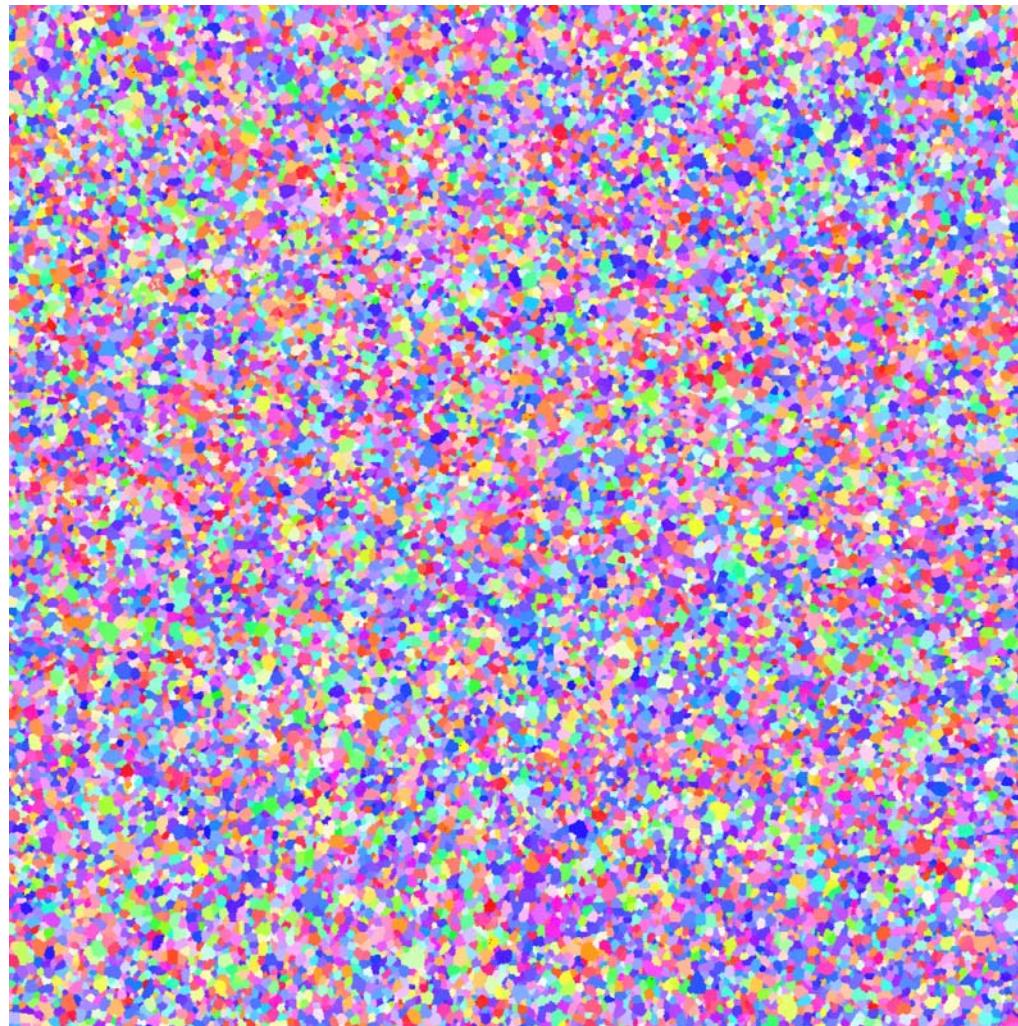


# Example #2: EBSD + Potts - start data



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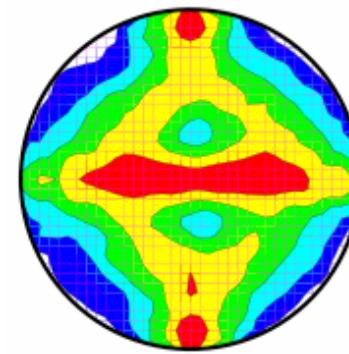
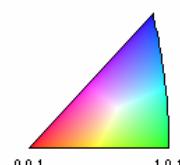
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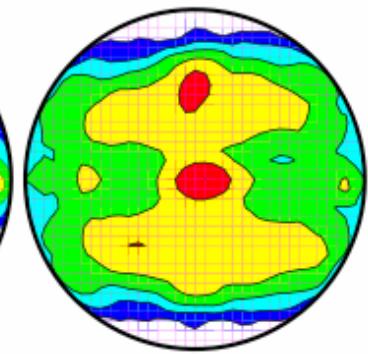
200.0  $\mu\text{m}$  = 100 steps IPF [001]

experimental map (after RX)

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**100**

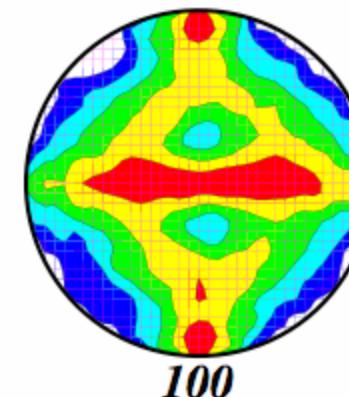


**111**

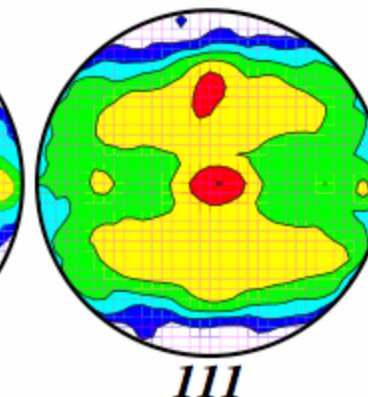
*Contours =*

**100    200    4**

experimental



**100**



**111**

*Contours =*

**100    200    4**

result of texture fit

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## Example #2: EBSD + Potts - basics



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*System Energy :*

$$E = \frac{1}{2} \sum_j^N \sum_i^n \gamma(S_i, S_j) (1 - \delta_{S_i S_j})$$

*Reorientation Probability :*

$$P = \begin{cases} \frac{\gamma(S_i, S_j)}{J_{\max.}} \frac{M(S_i, S_j)}{M_{\max.}} \times 1 & \Delta E \leq 0 \\ \frac{\gamma(S_i, S_j)}{J_{\max.}} \frac{M(S_i, S_j)}{M_{\max.}} \times \exp\left(\frac{-\Delta E}{JT}\right) & \Delta E > 0 \end{cases}$$

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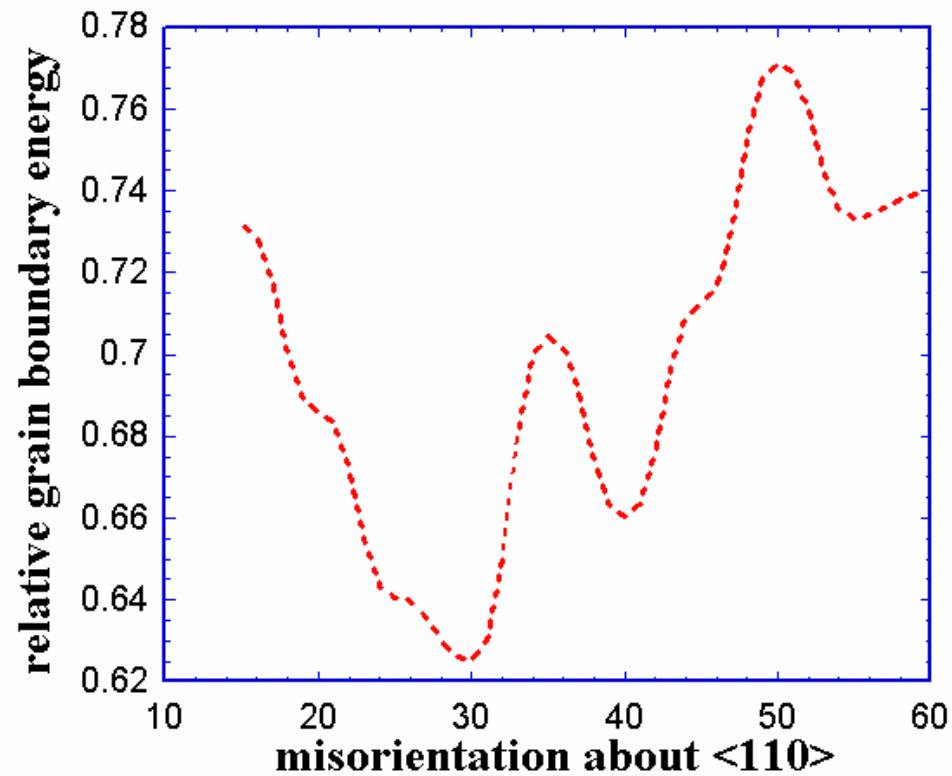
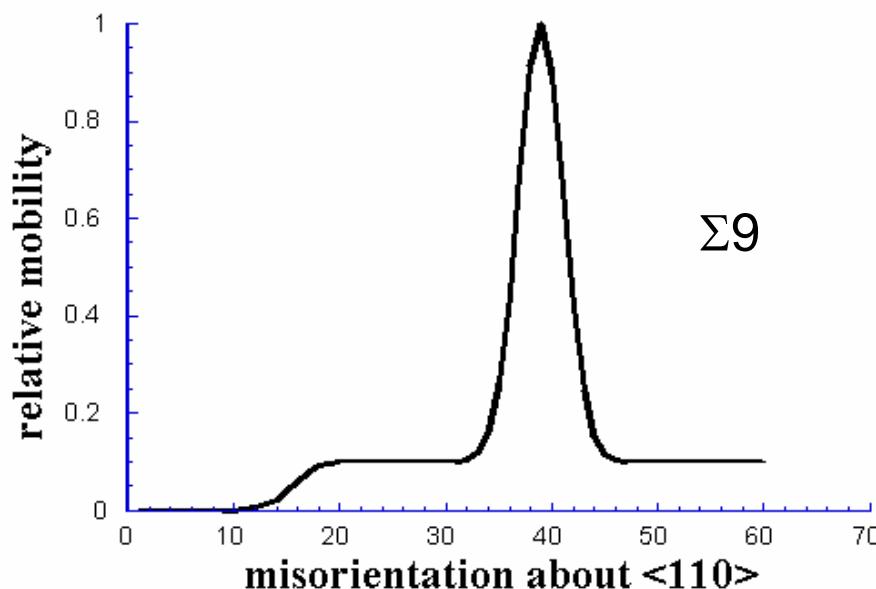
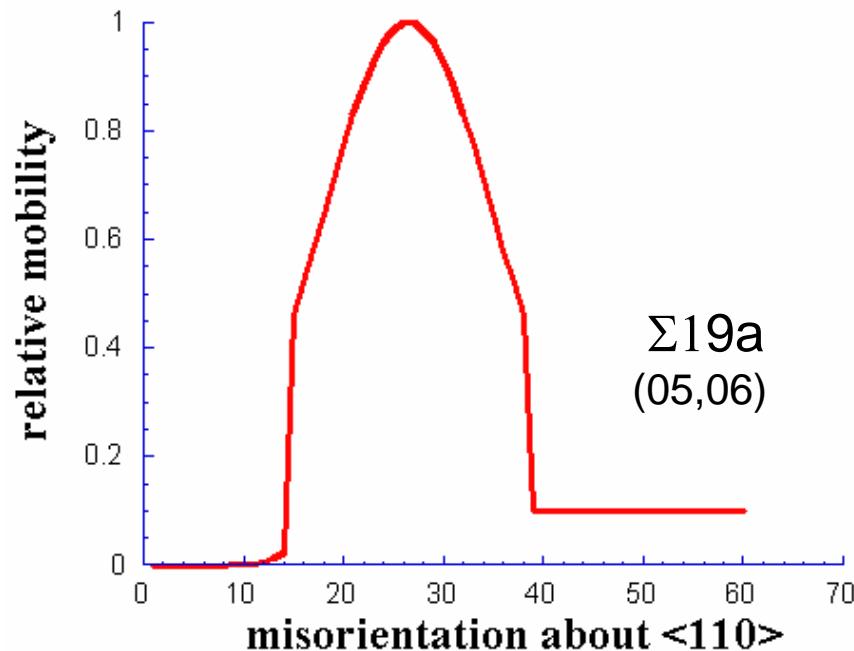
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## Example #2: EBSD + Potts - parameters



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# Example #2: EBSD + Potts - results grains

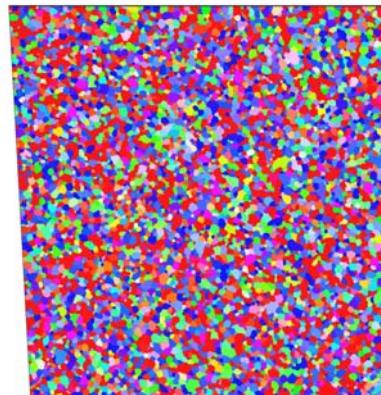


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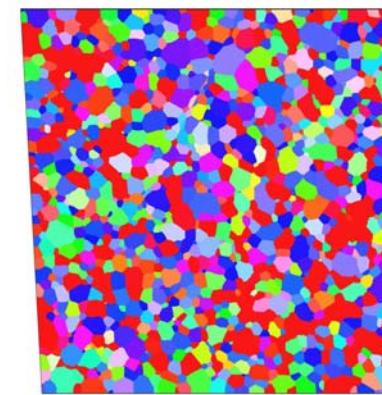
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**Broad mobility  
peak at  $27^\circ<110>$**

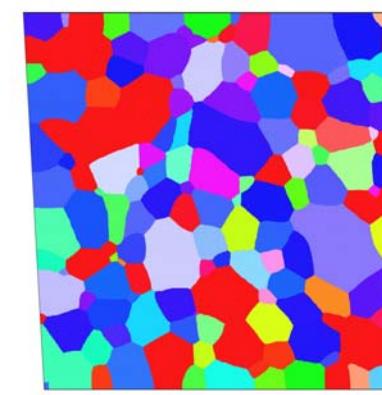
$10^7$  MCS



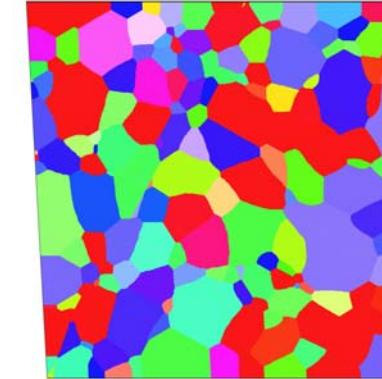
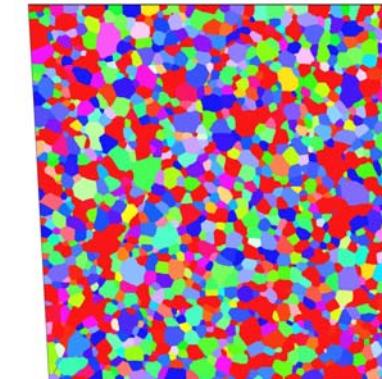
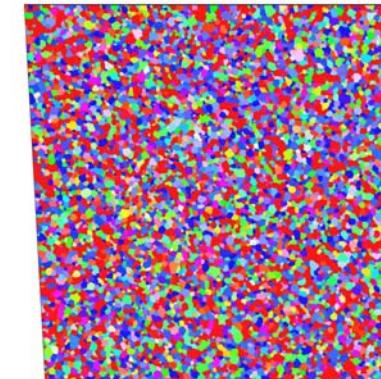
$10^8$  MCS



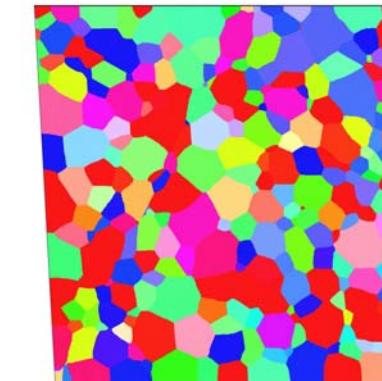
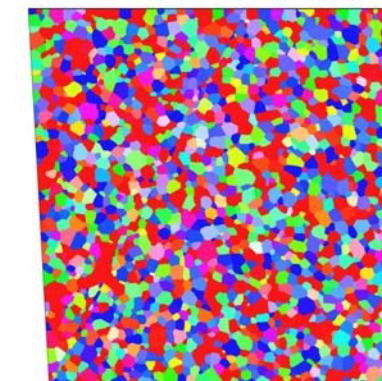
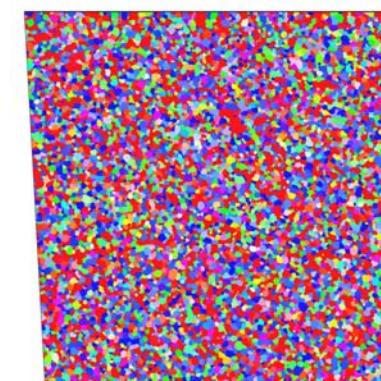
$10^9$  MCS



**$27^\circ<110>$  with  
energy anisotropy**



**Sharp  $\Sigma 9$  mobility  
peak, with energy  
anisotropy**



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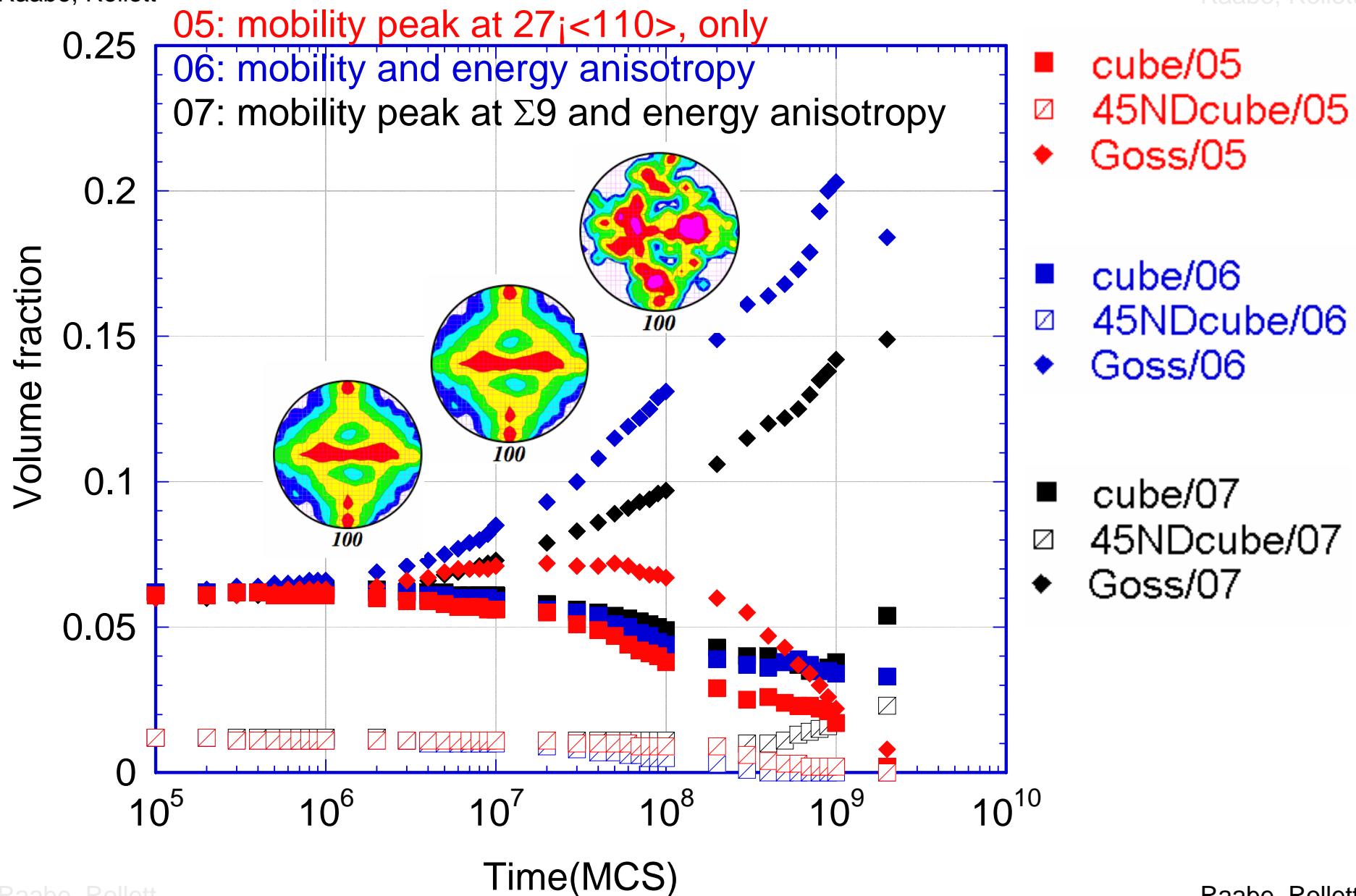
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# Example #2: EBSD + Potts - results texture



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- **Simulations: why ? how?**
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## Simulation methods (general thoughts)

- Potts / CA: robust, flexible, 3D, codes available
- Vertex: pure front tracking, difficult for 3D
- phase field: 2nd phase, impurities, 3D

## Examples

- Potts: Goss growths for mobility+energy effect  
what about particles ?  
not abnormal
- CA+FEM: example for integrated modeling