

A multi-scale oddity : unifying localization and homogenization

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A multi-scale oddity: Unifying localization and homogenization

Erica Coenen, Varvara Kouznetsova, and Marc Geers



Introduction

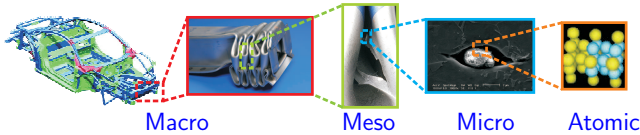


Fig. 1 The world of engineering is multi-scale.

Project Goal: The development of a two-scale computational framework, which correctly upscales the microscale damage towards macroscale fracture.

Multi-scale modelling

Classical computational homogenization schemes rely on Microstructural Volume Elements (MVE) which are locally representative for the microstructure. Strain localization inevitably limits the concept of homogenization.

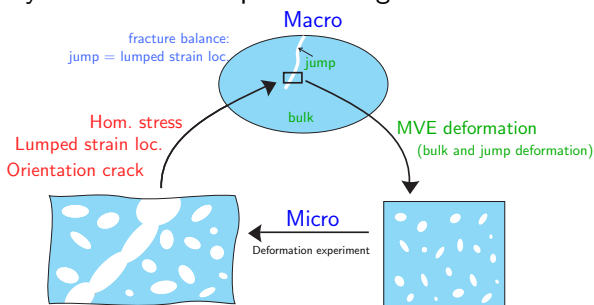


Fig. 2 Localization enriched multi-scale framework.

The developed scheme reconciles this conflict by disentangling the bulk and the collective strain localization behaviour.

MVE boundary conditions (BCs)

New BCs (called aligned) are proposed that provide a good estimate for the effective stiffness and simultaneously allow for a strain localization band to develop.

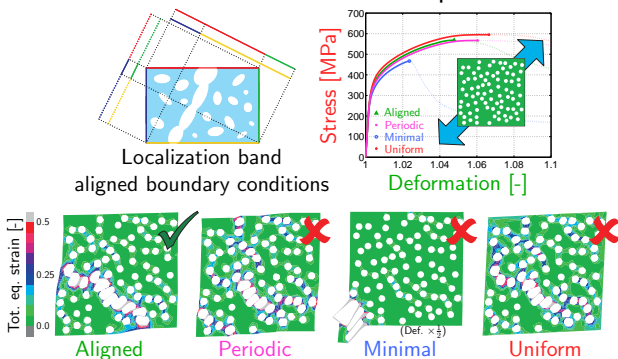


Fig. 3 Influence of BC-type on strain localization.

Numerical example

Horizontal stretching of a heterogeneous plate (see Fig. 4) results in a pre-localization \circ and post-localization \circ phase. The MVE crossed by the localization band (middle) continues stretching, while the other MVEs (right and left) unload.

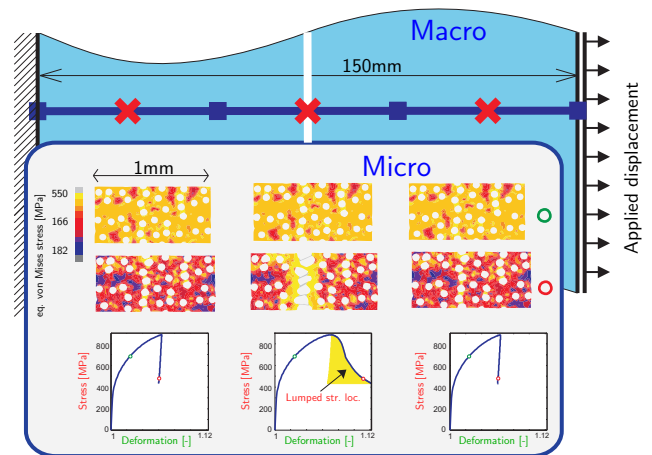


Fig. 4 Microstructural response of a heterogeneous plate under applied horizontal displacement.

The localization enriched scheme is well-regularized (no mesh dependency), the response is comparable to the reference result (direct numerical simulation, DNS) and the computational costs are much smaller ($\pm 1/50$).

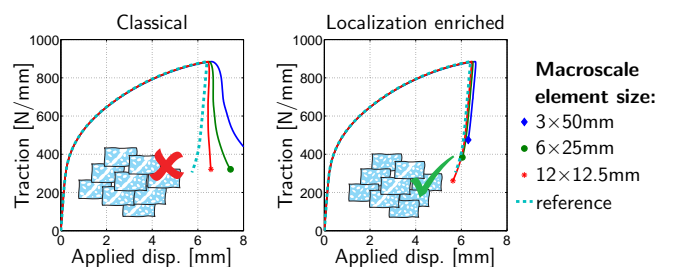


Fig. 5 Macroscale response obtained by the classical and the localization enriched multi-scale scheme.

Conclusion

The proposed multi-scale scheme in combination with the developed MVE boundary conditions comprises a versatile and powerful analysis tool for multi-scale problems involving localization and damage.