

# Topology optimization procedure TOPOPTIM

And other various developments made with Cast3M

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This document contains animations that are not compatible with this reader.  
Please use a compatible PDF reader such as Acrobat 4-and-later.

# Outline

1. Various developments
2. TOPOPTIM procedure
3. Examples of application
4. TOPOPTIM Links
5. Conclusions and perspectives

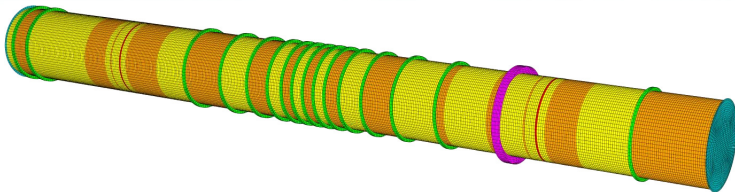


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# Various developments: ENDOJS procedure

- Fully automatic procedure of fatigue life prediction dedicated to welded structures
- Post-processing of the cyclic loading (RAINFLOW procedure)
- Fatigue life prediction according to Eurocode 3 (ENDOJS procedure)
- Example of application: fatigue life prediction of rotary kiln



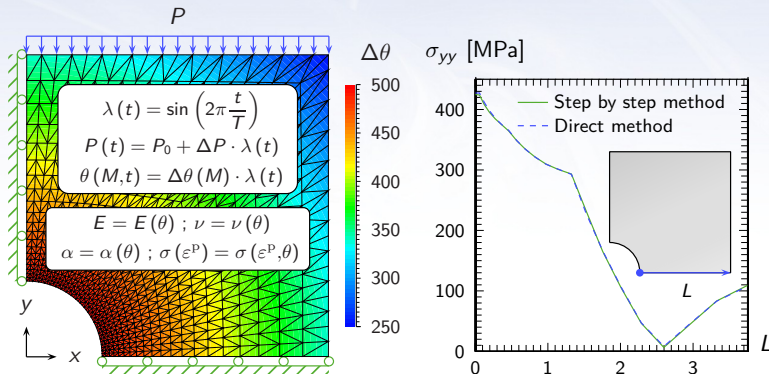
(approx. dimensions  $50 \times 5$  m; about 20 000 local estimations)

## Various developments: PASCYCL procedure

- Non linear direct solver dedicated to cyclic (periodic) loadings
- Inspired of the method of Akel and Nguyen
- The loading can be purely mechanical or thermo-mechanical
- All of the material behavior properties can depend on the temperature
- Local resolution at each integration point can also be direct (to do so, the behavior laws has to be rewritten)
- 3 direct cyclic behavior laws implemented:
  - linear elastic
  - elastic-plastic with non-linear (curve as input) isotropic hardening
  - elastic-plastic with non-linear (curve as input) kinematic hardening
- Use of the Cast3M ACT3 procedure for convergence acceleration
- Asymptotic state reached in one single step, widely faster than usual step by step approaches

# Various developments: PASCYCL procedure

- Validation by comparison with the usual step by step method



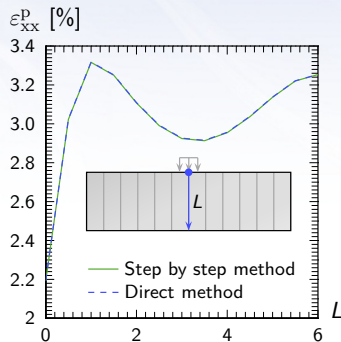
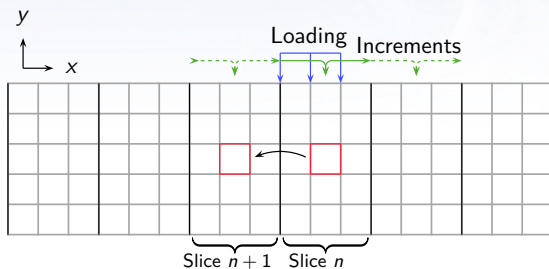
- No difference on the result
- Direct method about 50 times faster in the present example

# Various developments: PASMobil procedure

- Non linear direct solver dedicated to sliding or intermittent (periodic) loadings
- Inspired of the pass-by-pass stationary method of Dang Van and Maitournam
- Extended to intermittent loadings
- Extended to frictional contact loadings (e.g. repeated moving impacts)
- Asymptotic state reached in one single step, faster than usual step by step approaches

# Various developments: PASMobil procedure

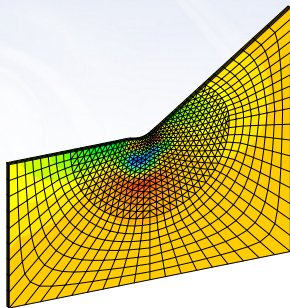
- Validation by comparison with the usual step by step method



- No difference on the result
- Direct method about 15 times faster in the present example

# Various developments: PASMobil procedure

- Application example: high frequency hammer peening simulations



Explicit simulation  
(LSDYNA)

1 slice from an implicit direct  
simulation (Cast3M+PASMobil)

- Direct method about 20 times faster in the present example

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# Topologic optimization principle

- Optimal distribution of a material in a specified 2D or 3D design domain  $\Omega$
- Considering a given volume  $V$  occupied by the material
- Constraints and equilibrium have to be satisfied

→ Iterative process minimizing/maximizing a physical quantity  
(e.g. compliance/stiffness)

- Often based on the Finite Element Method
- Topology can be parametrized by a scalar element field  $\phi(x)$ 
  - $\phi = 0$  void
  - $\phi = 1$  material

→ For minimum compliance design with an isotropic material:  
$$E(x) = \phi(x) E_0 ; \int_{\Omega} \phi(x) d\Omega \leq V ; 0 \leq \phi \leq 1 ; x \in \Omega$$

# Reference codes and TOPOPTIM

## ■ O. Sigmund's "88 lines code"

- Penalty factor  $p > 1$  to steer the solution to solid-void (or black and white):  $E(x) = \phi(x)^p E_0$
- Lower bound  $\phi_{\min}$  instead of 0 to prevent any possible singularity of the equilibrium problem
- Optional fixed solid region and fixed void regions in sub-area of the reference domain

## ■ W. Hunter's TOPY code

- Gray Scale Filtering to yield predominantly, or even purely, solid-void designs

## ■ TOPOPTIM

- Elements reaching the lower bound  $\phi_{\min}$  are automatically (and temporarily) removed for better efficiency
- The mesh is not necessary structured
- The optimal shape mesh is given as output
- Fully interpreted code (Gibiane language) easy to modify to combine TOPOPTIM with all other possibilities offered by Cast3M

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# Example of code: 2D MBB beam problem

## \* General options

```
OPTI 'DIME' 2 'MODE' 'PLAN' 'CONT' 'ELEM' QUA4 ;
```

## \* Mesh

```
p0 = 0.0 0.0 ; p1 = 0.0 60.0 ; p2 = 60.0 0.0 ;
```

```
lgn0 = DROI 20 p1 p0 ;
```

```
msh0 = TRAN lgn0 60 p2 ;
```

```
p2 = msh0 POIN 'PROC' p2 ;
```

## \* Boundary conditions and loading

```
bc0 = (BLOQ 'UX' lgn0) ET (BLOQ 'UY' p2) ;
```

```
load0 = FORC (0.0 -1.0) p1 ;
```

## \* Optimization table

```
tab0 = TABL ;
```

```
tab0.'MAILLAGE' = msh0 ;
```

```
tab0.'BLOCAGES_MECANIKES' = bc0 ;
```

```
tab0.'CHARGEMENT' = load0 ;
```

```
tab0.'FRACTION_VOLUME' = 0.5 ;
```

## \* Optimization

```
TOPOPTIM tab0 ;
```

## \* Plot to screen

```
TRAC (REDU tab0.'TOPOLOGIE_CH' tab0.'TOPOLOGIE_MAIL')
```

```
(REDU tab0.'MODELE' tab0.'TOPOLOGIE_MAIL')
```

```
(PROG 0.0 'PAS' (1.0 / 56.0) 1.0) ;
```

# Comparison with "88 line code" and TOPY on 2D MBB beam problem

# 2D MBB beam problem with penalty factor and GSF

# Heat conduction 2D problem

# Multicase mechanical loading



# Simple 2D structure with penalty factor, GSF, a hole and an active zone

# 3D trestle problem

# 3D dogleg problem

# 3D cantilever problem

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# TOPOPTIM Links

- Procedure:

<http://www-cast3m.cea.fr/index.php?page=procedures&procedure=topoptim>

- Notice:

[http://www-cast3m.cea.fr/index.php?page=notices\\_classees&notice=topoptim](http://www-cast3m.cea.fr/index.php?page=notices_classees&notice=topoptim)

- Simple mechanical and thermal test cases:

<http://www-cast3m.cea.fr/index.php?page=exemples&exemple=topoptim1>

<http://www-cast3m.cea.fr/index.php?page=exemples&exemple=topoptim2>

<http://www-cast3m.cea.fr/index.php?page=exemples&exemple=topoptim3>

<http://www-cast3m.cea.fr/index.php?page=exemples&exemple=topoptim4>

<http://www-cast3m.cea.fr/index.php?page=exemples&exemple=topoptim5>

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# Conclusions and perspectives

- Currently limited to isotropic materials with linear behavior
- GSF is slightly different than the W. Hunter's version for better efficiency in Gibiane
- Easy to use
- Easy to develop for future improvements
- More efficient due to automatic removing of lower stiffness element
- Output optimum mesh can be saved or directly used in consecutive simulations
- Some perspectives:
  - Optimal shape post-processing and extraction for direct 3D printing
  - Mechanics topologic optimization
  - Convergence acceleration
  - Multi-structure topologic optimization
  - Multi-scale topologic optimization
  - Development of a non-linear version of TOPOPTIM



The background features a soft, abstract design with light blue and white tones. It includes several curved, flowing lines that create a sense of movement and depth. A bright, circular light source is positioned in the center, casting a gentle glow across the scene. The overall aesthetic is clean, modern, and professional.

**Thank you for your attention**