

# **(A bit more) Finite Element Method**

**Stelian Coros**

# From last time...



*Goal: find equilibrium configuration i.e.,  $\mathbf{f}_i = 0 \forall i$*

Given  $\mathbf{x}$  with  $\mathbf{f}(\mathbf{x}) \neq 0$ , find  $\Delta\mathbf{x}$  such that  $\mathbf{f}(\mathbf{x} + \Delta\mathbf{x}) = \mathbf{0}$

$$\mathbf{f}(\mathbf{x} + \Delta\mathbf{x}) = \mathbf{f}(\mathbf{x}) + \mathbf{K}\Delta\mathbf{x} + O(\Delta\mathbf{x}^2)$$

⇒ Solve  $\mathbf{K}\Delta\mathbf{x} = -\mathbf{f}(\mathbf{x})$  for  $\Delta\mathbf{x}$

Stiffness matrix

$$\mathbf{K} = \frac{\partial \mathbf{f}}{\partial \mathbf{x}}$$

# FEM recipe

- Discretize into triangles/tetrahedrons
- For each element
  - Compute deformation gradient  $\mathbf{F} = \mathbf{e}\mathbf{E}^{-1}$
  - Use material model to define energy density  $\Psi(\mathbf{F})$
  - Integrate over element to compute energy:  $W$
  - Compute nodal forces as:  $\mathbf{f}_{\text{int}} = -\frac{\partial W}{\partial \mathbf{x}}$

# FEM recipe

*St. Venant-Kirchhoff material*

$$\mathbf{E} = \frac{1}{2}(\mathbf{F}^T \mathbf{F} - \mathbf{I})$$

$$\Psi = \mu \|\mathbf{E}\|_F + \frac{\lambda}{2} \text{tr}^2(\mathbf{E})$$

*Neohookean elasticity*

$$I_1 = \|\mathbf{F}\|_F^2, \quad J = \det \mathbf{F}$$

$$\Psi = \frac{\mu}{2}(I_1 - 3) - \mu \log(J) + \frac{\lambda}{2} \log^2(J)$$

Area/volume of element

$$\mathbf{f} = -\frac{\partial W}{\partial \mathbf{x}} = -V \underbrace{\frac{\partial \Psi}{\partial \mathbf{F}} \frac{\partial \mathbf{F}}{\partial \mathbf{x}}}_{\text{First Piola-Kirchhoff stress tensor } \mathbf{P}}$$

First Piola-Kirchhoff stress tensor  $\mathbf{P}$

# FEM recipe

*St. Venant-Kirchhoff material*

$$\mathbf{E} = \frac{1}{2}(\mathbf{F}^T \mathbf{F} - \mathbf{I})$$

$$\Psi = \mu \|\mathbf{E}\|_F + \frac{\lambda}{2} \text{tr}^2(\mathbf{E})$$

$$\mathbf{P} = \mathbf{F} [2\mu \mathbf{E} + \lambda \text{tr}(\mathbf{E}) \mathbf{I}]$$

*Neohookean elasticity*

$$I_1 = \|\mathbf{F}\|_F^2, \quad J = \det \mathbf{F}$$

$$\Psi = \frac{\mu}{2} (I_1 - 3) - \mu \log(J) + \frac{\lambda}{2} \log^2(J)$$

$$\mathbf{P} = \mu(\mathbf{F} - \mathbf{F}^{-T}) + \lambda \log(J) \mathbf{F}^{-T}$$

Area/volume of element

$$\mathbf{f} = -\frac{\partial W}{\partial \mathbf{x}} = -V \underbrace{\frac{\partial \Psi}{\partial \mathbf{F}} \frac{\partial \mathbf{F}}{\partial \mathbf{x}}}_{\mathbf{P}}$$

First Piola-Kirchhoff stress tensor  $\mathbf{P}$

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*Neohookean elasticity*

$$I_1 = \|\mathbf{F}\|_F^2, \quad J = \det \mathbf{F}$$

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$$[\mathbf{f}_1 \ \mathbf{f}_2 \ \mathbf{f}_3] = -V \mathbf{P} \mathbf{E}^{-T}; \mathbf{f}_4 = -\mathbf{f}_1 - \mathbf{f}_2 - \mathbf{f}_3$$

# FEM recipe

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# Assignment 3

- Implement FEM Simulation



# Inverse Design Example

- Design an object that can deform like this:



- Need model that predicts the way in which objects deform
  - Design parameters: material parameters, points of application for forces or constraints

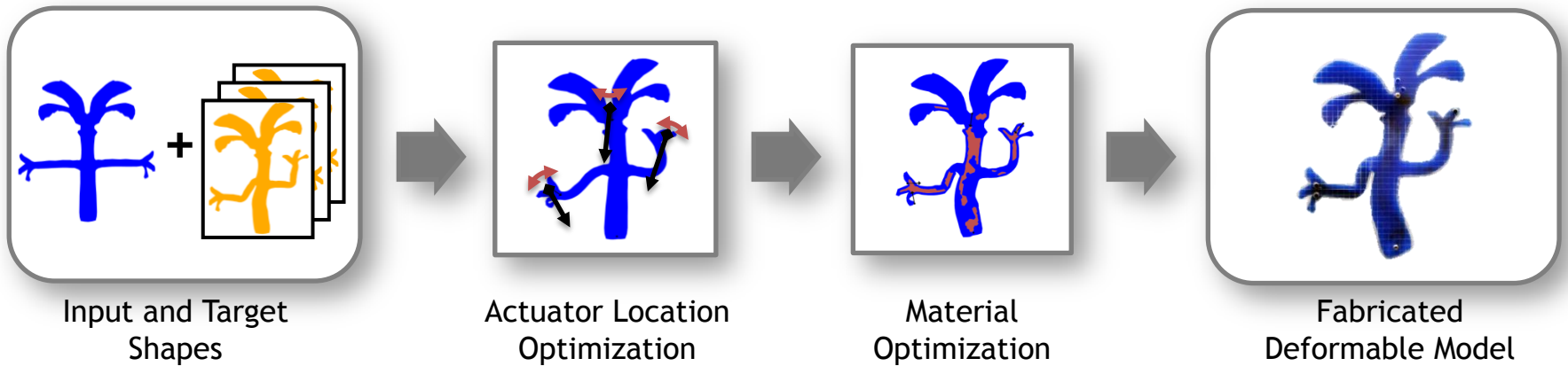
# Inverse Design Example

- Design an object that can deform like this:

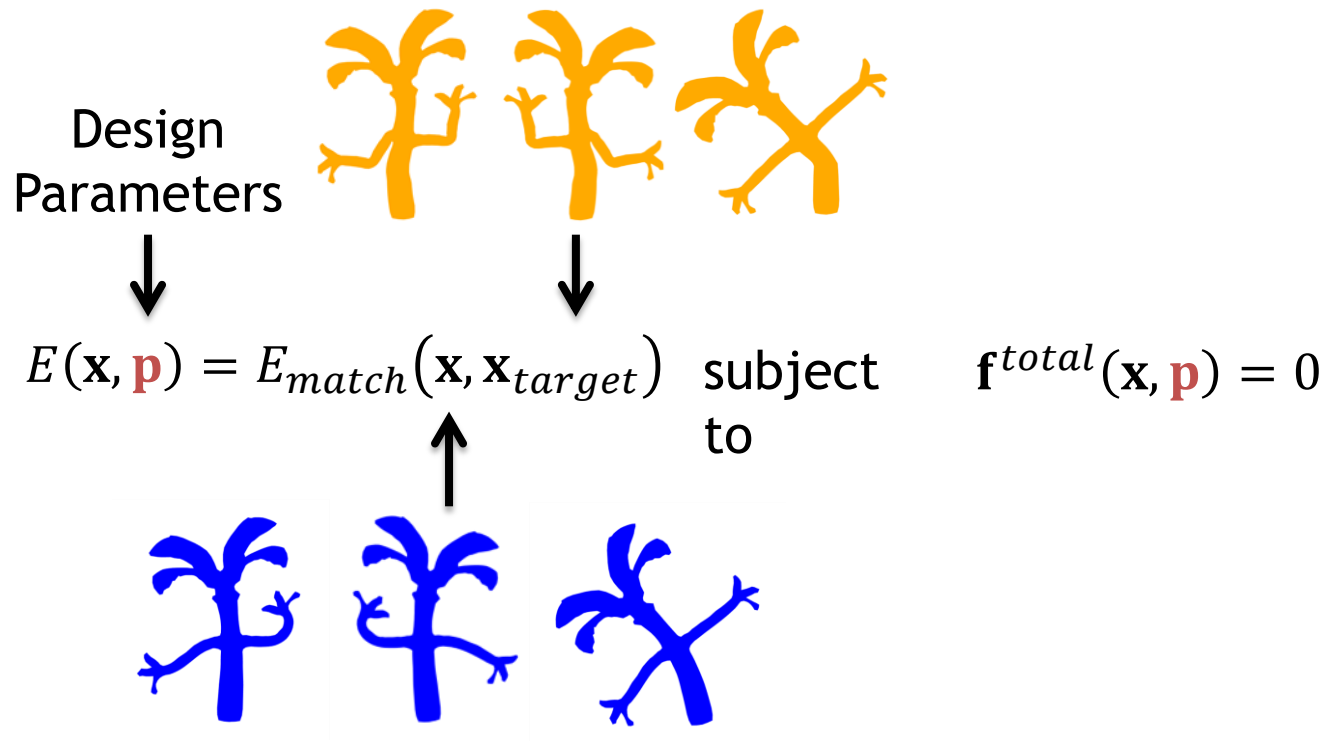


- FEM Model
  - Design parameters: material parameters, points of application for forces or constraints

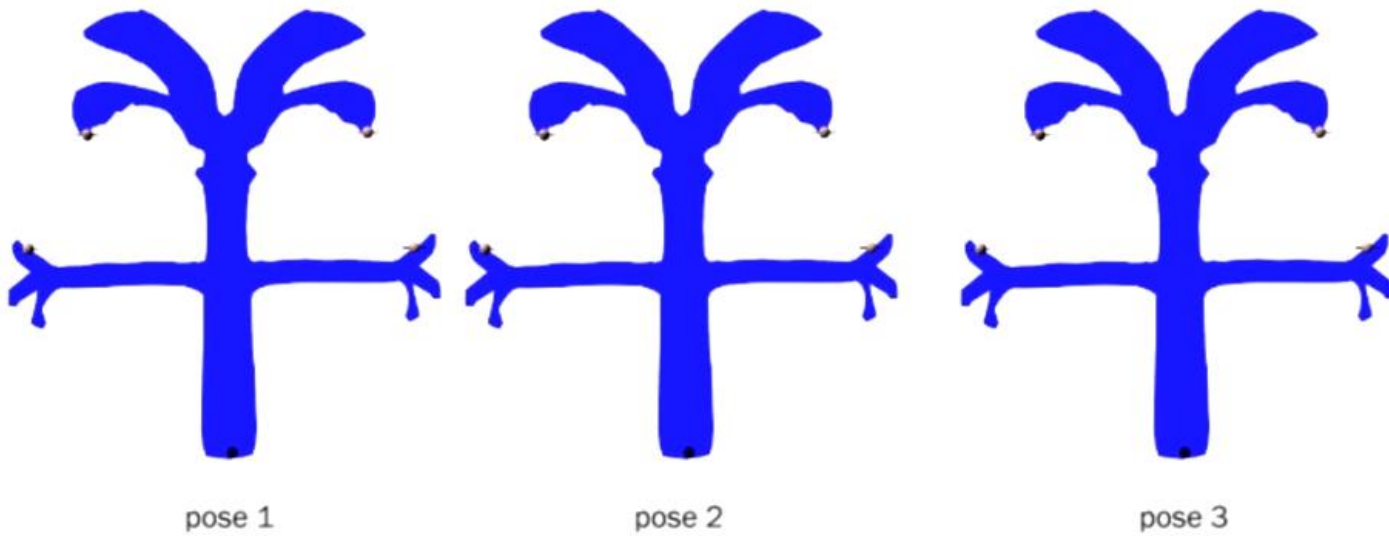
# Pipeline



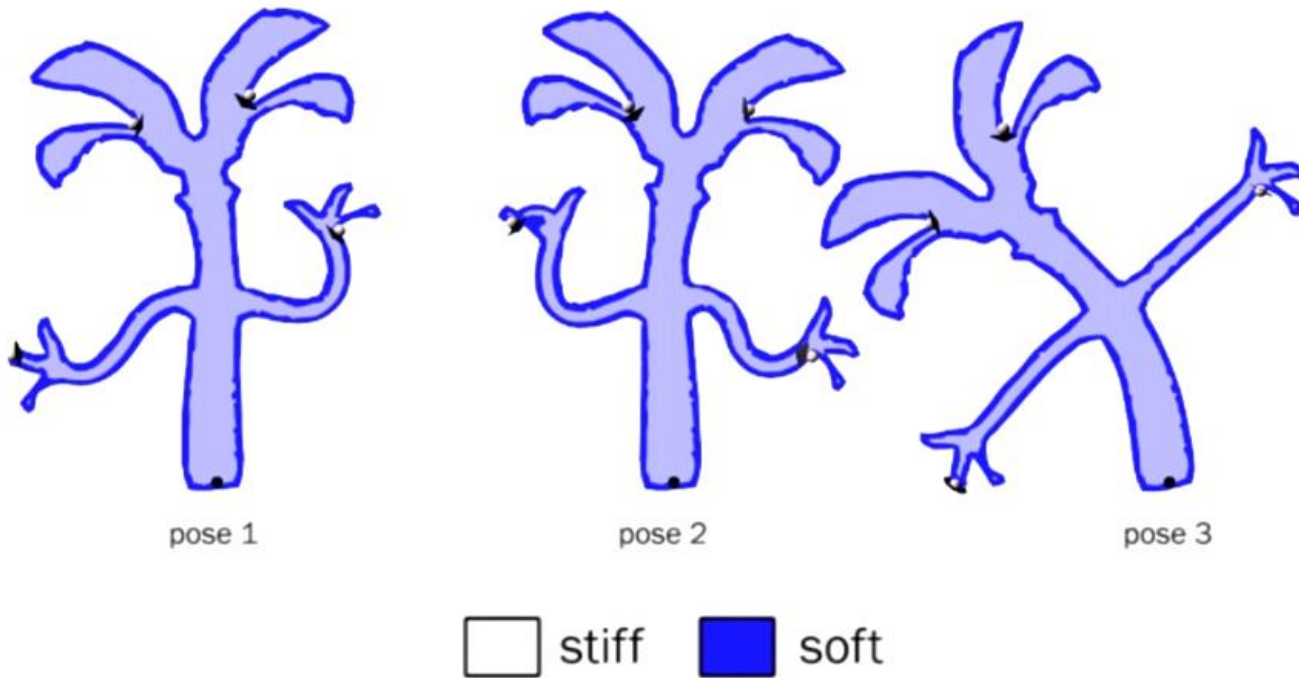
# Mathematical Formulation



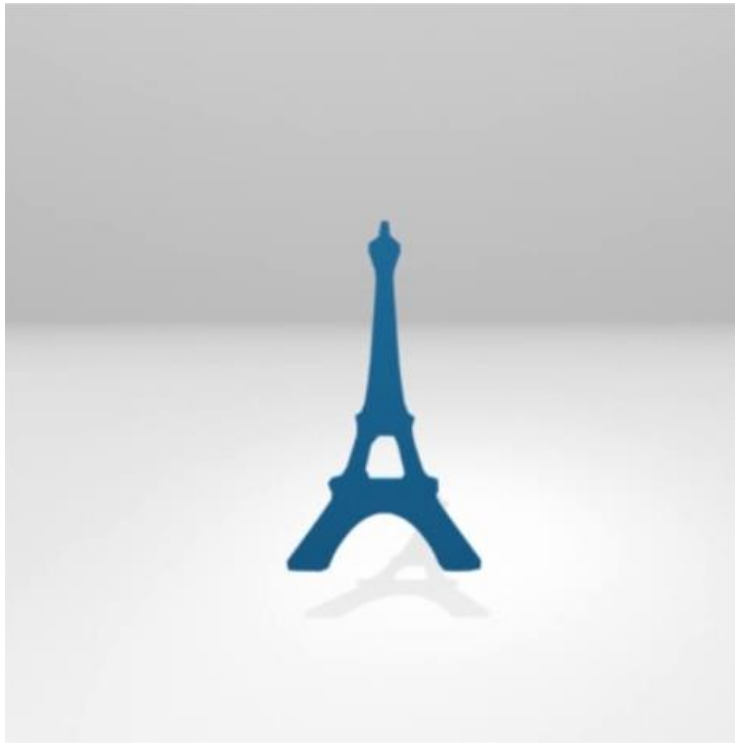
# Actuator Location Optimization



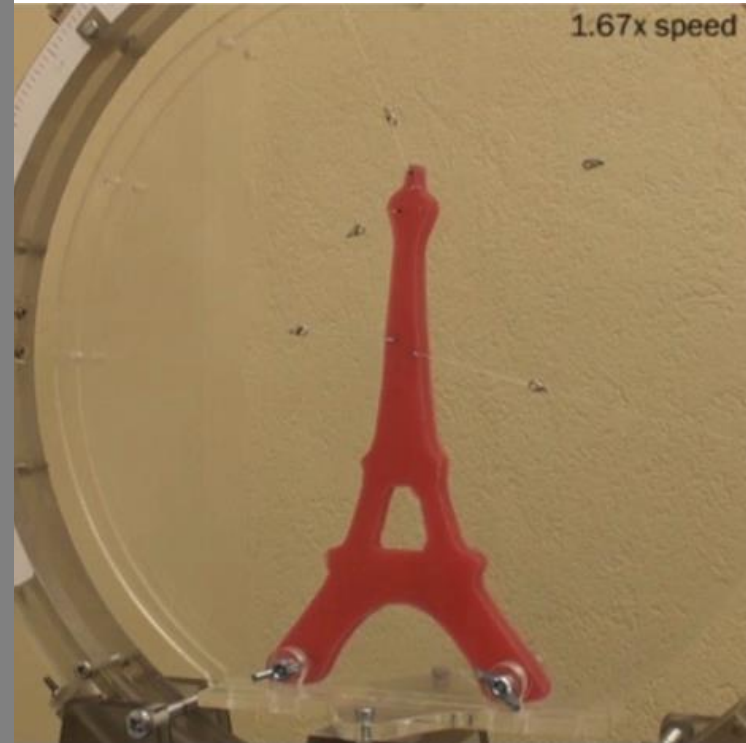
# Material Distribution Optimization



# Results



Input  
Animation



Fabricated Prototype

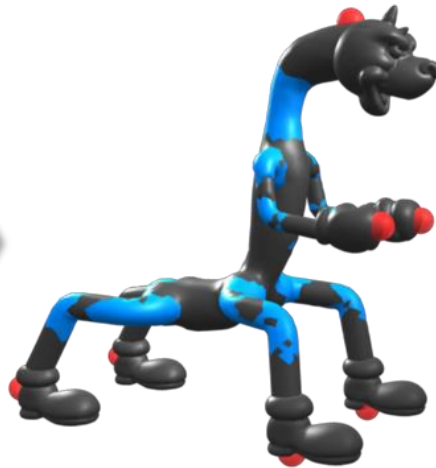
# Results



Rest Pose



Target Pose



■ Stiff ■ Soft





# **Project Proposals and some Project Ideas**

# Project Proposals

- 1 page of text/4 paragraphs
  - Problem and motivation
  - Background (include previous work)
  - Proposed technical method
  - Expected results (low and high bar)

# Project Proposal Presentations

- In-class on March 5<sup>th</sup>
- 5 minutes/project + discussion/questions
- Slides
  - Problem and motivation (1 slide)
  - Background and Tools (1 slide)
  - Proposed technical method (1-2 slides)
  - Expected results (1 slide)
- Send me slides **at least 1 hour** before the lecture

# Parametric music box



# Parameterized flute

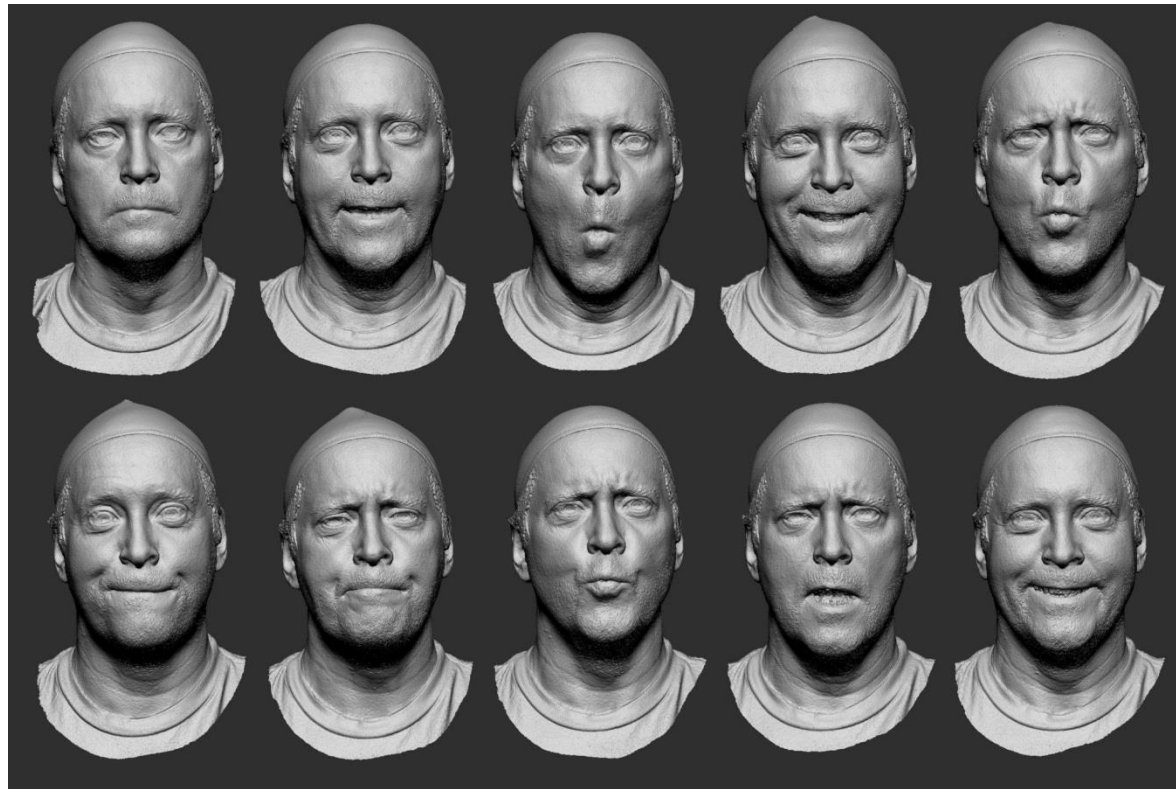


<http://www.thingiverse.com/thing:12301>

# Puzzle Creator



# 3D Printing animations (zoetrope)





# Robot Hands

