

# ***Challenges from IsoGeometric Analysis to CAGD – Experiences from the TERRIFIC project***

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TERRIFIC project (EU Contract 284981)

[www.terrific-project.eu](http://www.terrific-project.eu)

# Formal project data for TERRIFIC

- 7<sup>th</sup> Framework program
- Instrument: STREP
- Start date: September 1, 2011
- End date: August 30, 2014
  
- Budget: 5 213 450€
- Maximum funding: 3 496 000€
  
- Effort: 402 person months

# European collaboration

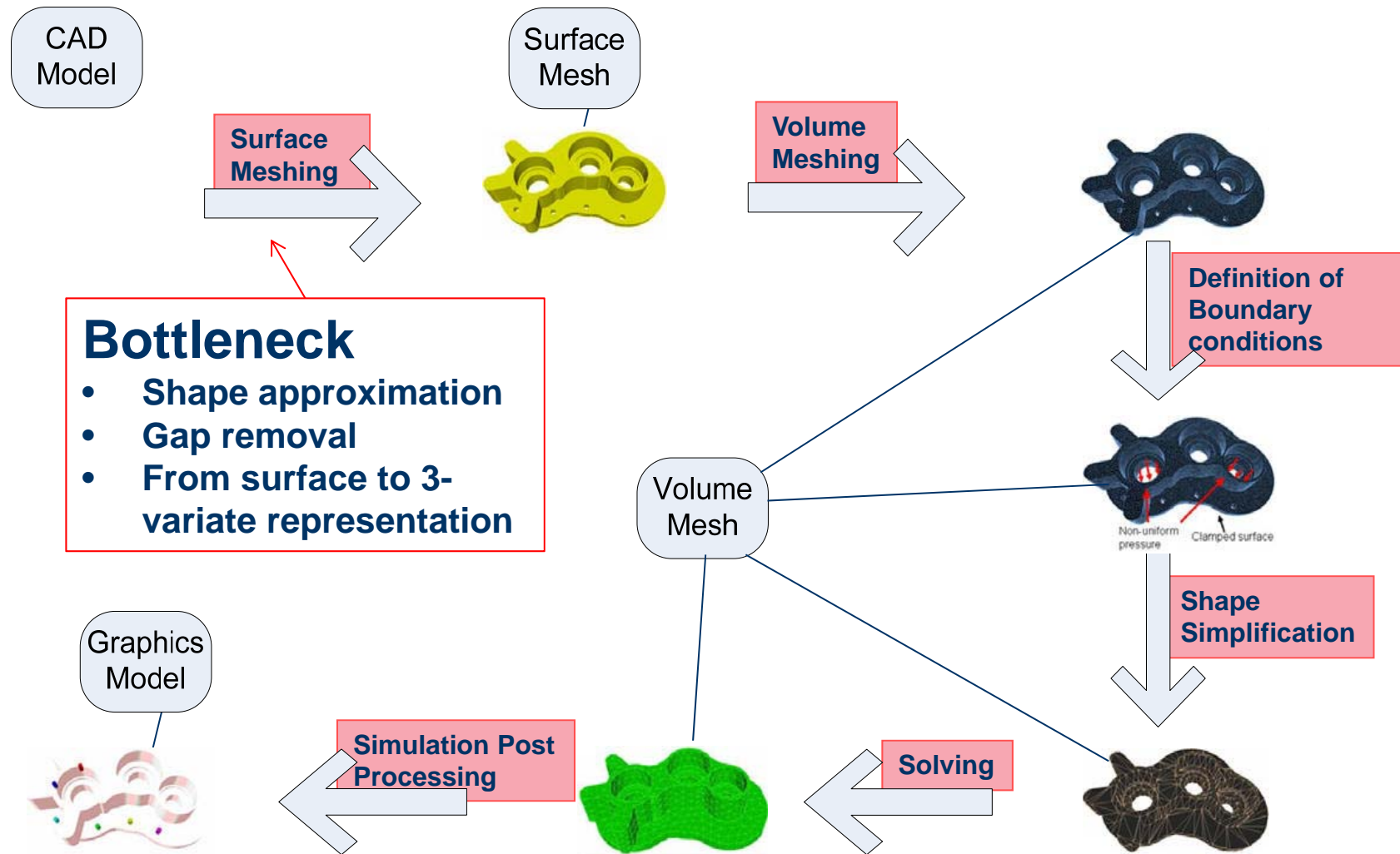
The partners grouping is a well balanced mix of members coming from the contributing countries



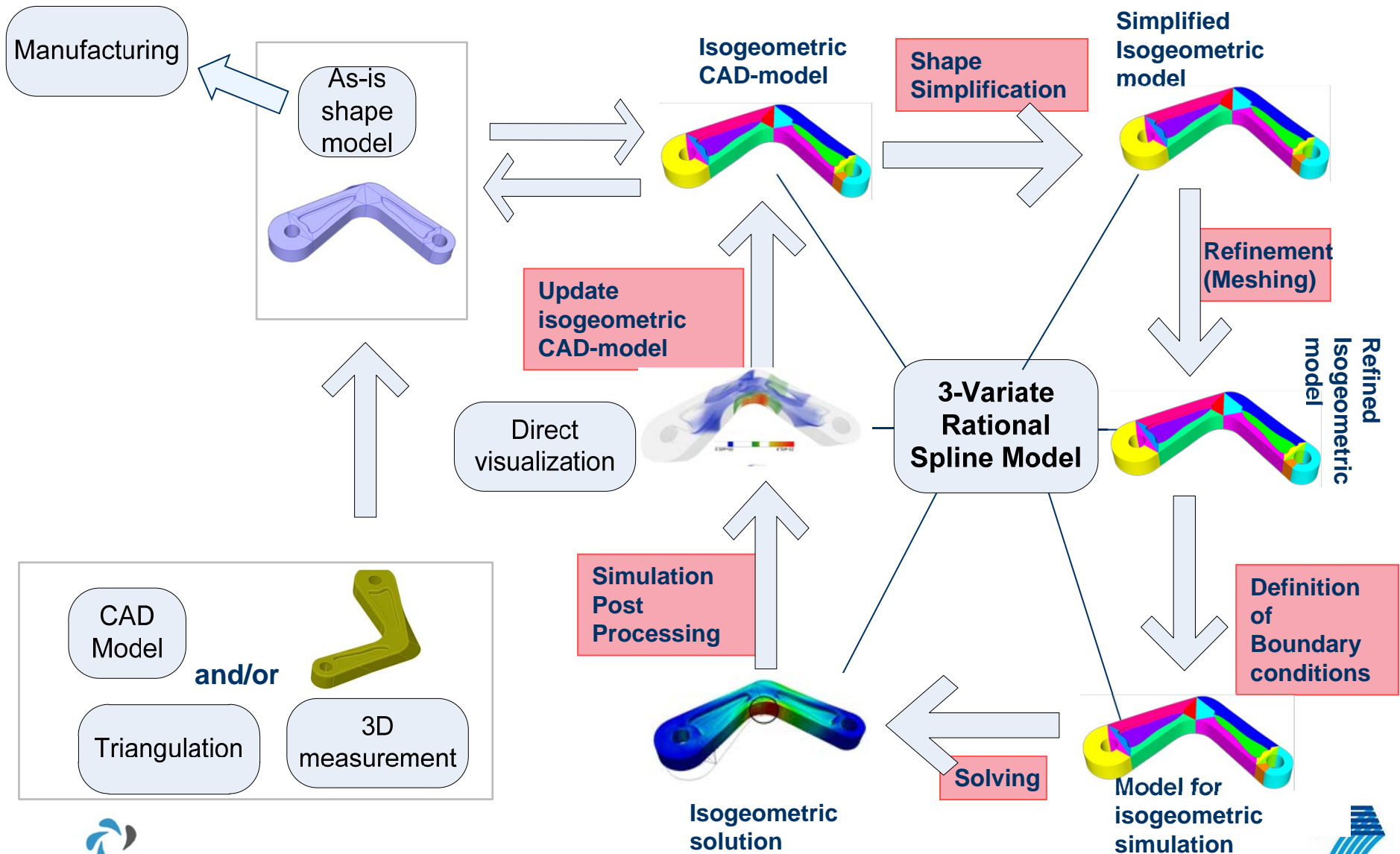
# Interoperability of 3D digital models

- The representation formats for most 3D digital models are still the same as the formats used before 1990
  - Triangulations
  - NURBS, elementary surface and boundary structures (STEP ISO 10303)
  - Finite Elements
- Limited mathematical and semantically consistency of the different representations poses a major challenge for needed interoperability of models between design, simulation/analysis and manufacturing.
- Currently model conversion and approximation is a major bottleneck in many industrial workflows.

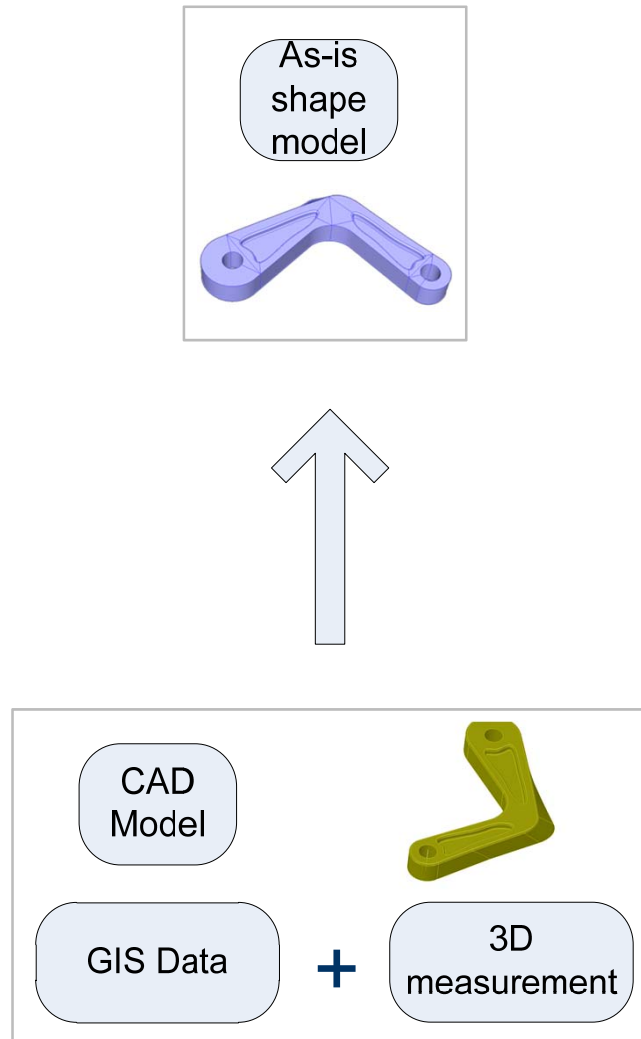
# Traditional simulation pipeline



# Isogeometric simulation pipeline



# Challenge 1: Create “as-is” model



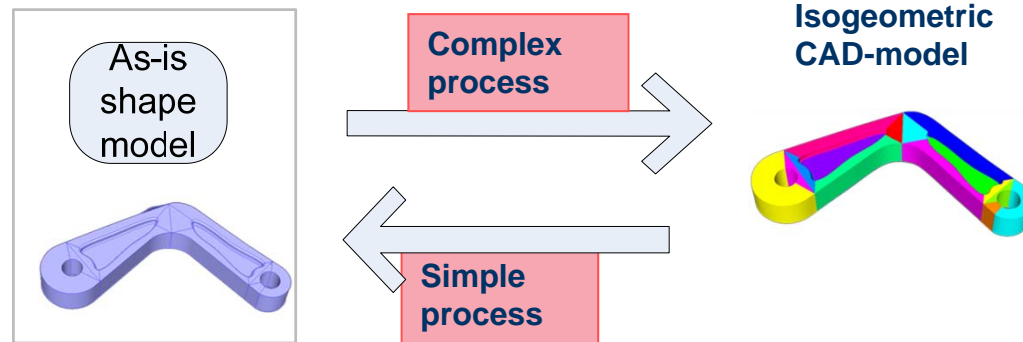
- CAD-models describes the object as planned
  - Combines elementary surfaces (plane, cylinder, cone, sphere, torus and NURBS)
  - CAD-models are not watertight, gaps and unnecessary tangential discontinuities.
- Models aimed at visual purpose most often represent shape by (texture mapped) triangulations
- Laser scanning efficiently produce millions of points on the geometry
  - Extracting information from 3D datasets is complex
  - Using the datasets for validation and updating of 3D models (CAD) is challenging

# Improve as-is model

- Improve shape quality aimed at production addressed by TERRIFIC partners MISSLER and INRIA.



## Challenge 2: Create 3-variate isogeometric model



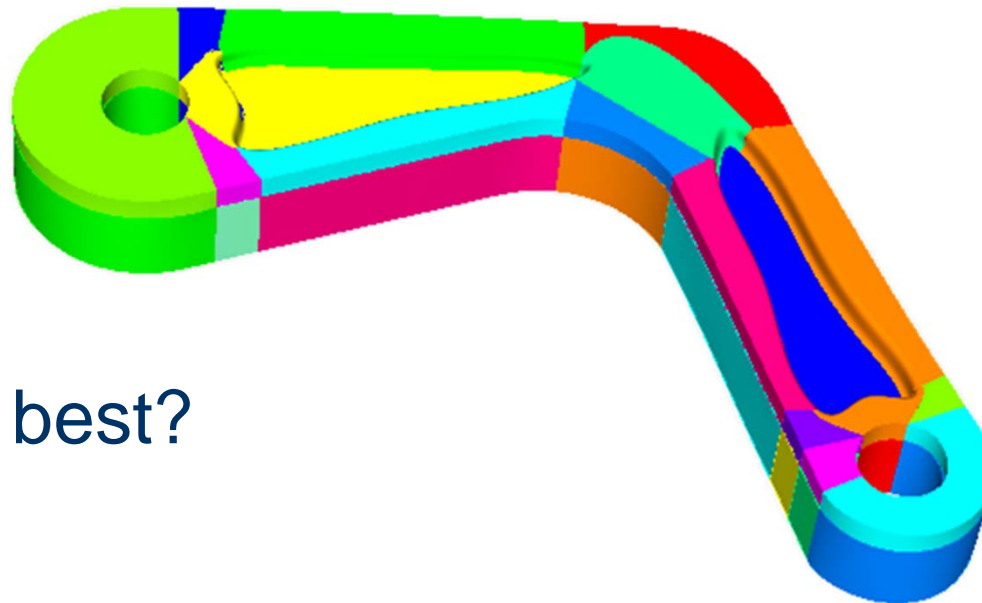
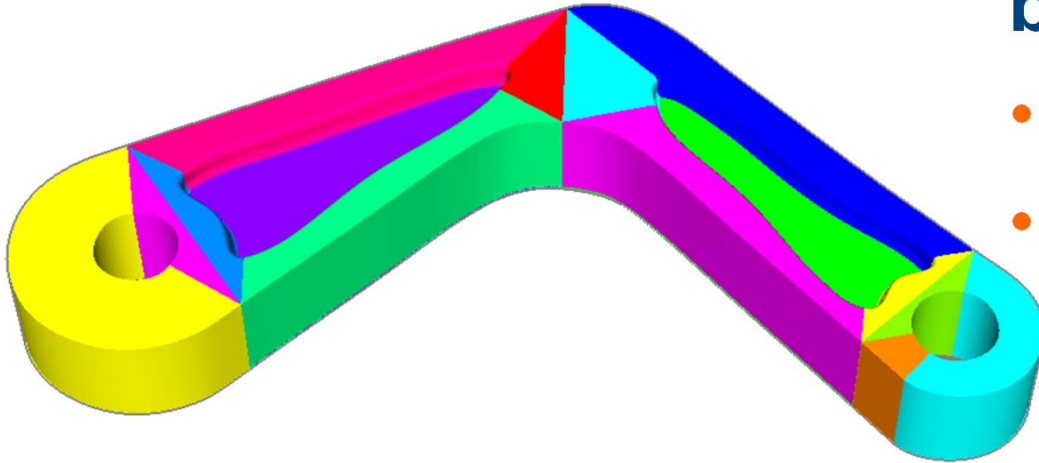
- The “As-is” shape model describes mathematically only the inner and outer hulls (surfaces) of the object using triangulations, elementary surfaces or NURBS surfaces.
- The isogeometric model is analysis/simulation suitable and describes the volumes mathematically by watertight structures of blocks of 3-variate rational splines
- Building an isogeometric model is a challenge:
  - There is a mismatch between the surface patch structure of the “As-is” model, and a suited block structure of an Isogeometric 3-variate rational spline model.
  - Augmented spline technology is needed such as the novel Locally Refined Splines.

# Two approaches for building the isogeometric model in TERRIFIC

- Tessellate the surfaces of the model, build the block structuring based on the triangulated model. Approximate the blocks with NURBS-volumes. An experimental approach (JKU, ECS).
- Isogeometric Toolkit (SINTEF). Build the NURBS directly from the CAD-model. This approach has been used for the demonstrator examples to be discussed.

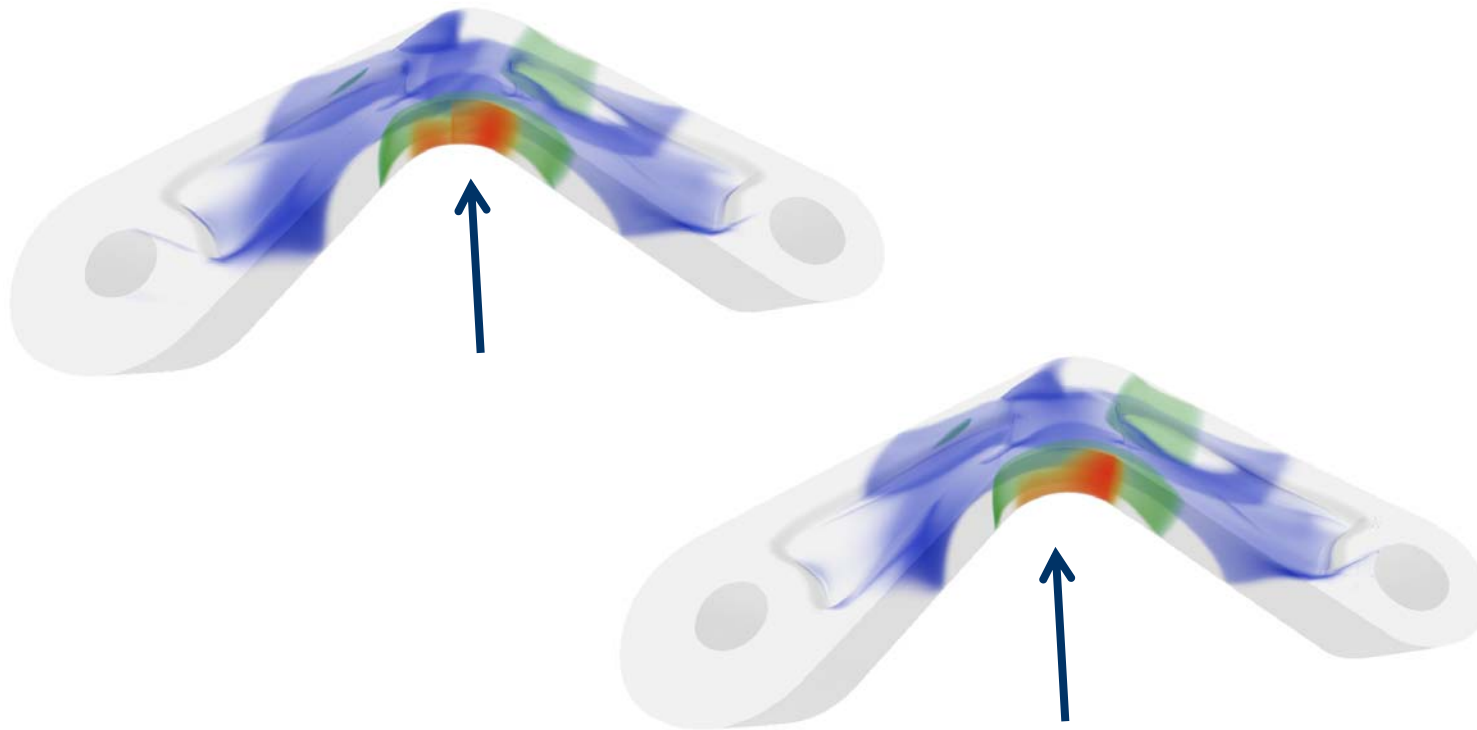
## How to make a good block structure?

- Parameterization
- Analysis aspects



Which is best?

# Linear elasticity computations, von Mises stresses

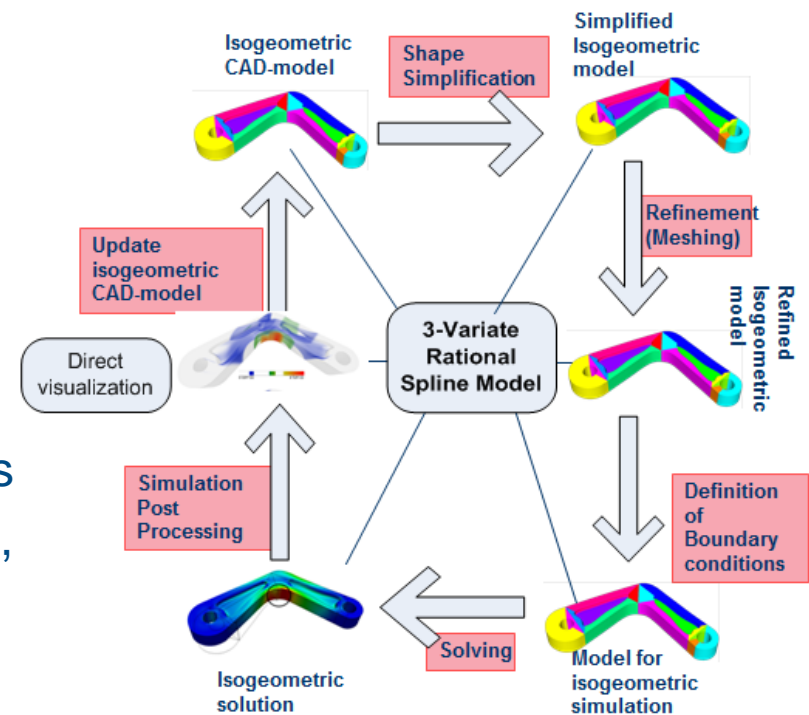


# Challenge 3: Isogeometric analysis itself

First introduced in 2005 by T.J.R. Hughes

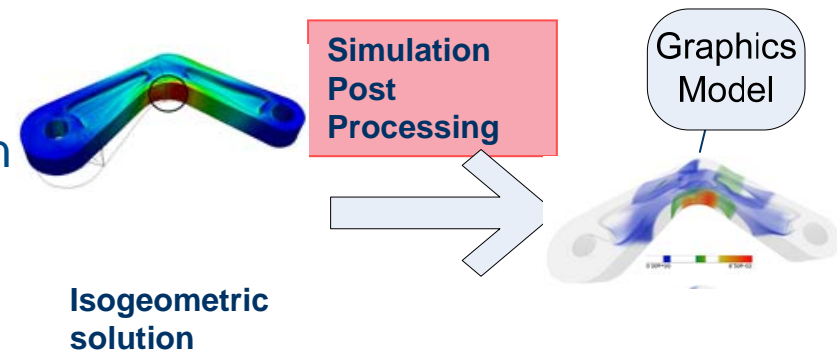
- Replace traditional Finite Elements by NURBS - NonUniform Rational B-splines
- Accurate representation of shape
- Allows higher order methods
- Perform much better than traditional Finite Elements on benchmarks
- Refinement of analysis models without remeshing
- Exact coupling of stationary and rotating grids
- Augmented spline technology is needed, e.g., Locally Refined Splines

In terrific addressed by partners SIEMENS, UNIKL, UNIPV and ALENIA



# Challenge 4: Isogeometric visualization

- Traditional visualization technology is triangle based (tessellation)
  - The isogeometric model has to be approximated with triangles for visualization
  - Results are degraded and information lost
- Need for visualization solutions exploiting the higher degree representations
  - Higher degree representations are more advanced and can better represent singularities in the solution
  - Create view dependent tessellation of splines on the GPU
- Addressed in SINTEF in projects parallel to TERRIFIC



# Challenge 5: Local refinement and linear independence

- Local refinement of the spline based IGA models is essential
  - For stitching the geometry, (water tight CAD-models)
  - For refining the analysis model
- Approaches included in proposed extension of ISO 10303
  - T-splines
  - LR-splines

Both can easily be represented using STEP type B-splines.

- LR-splines added to TERRIFIC Isogeometric Toolkit.
- However, both approaches still have open questions

# IGA and standards

- The TERRIFIC project is proposing extensions to ISO 10303 - STEP to support IGA and Locally Refined Splines (T-splines and LR B-splines)
- When STEP is extended with IGA support simpler industrial deployment of IGA is facilitated.

Addressed by TERRIFIC Partner JOTNE



# The TERRIFIC demonstrator story

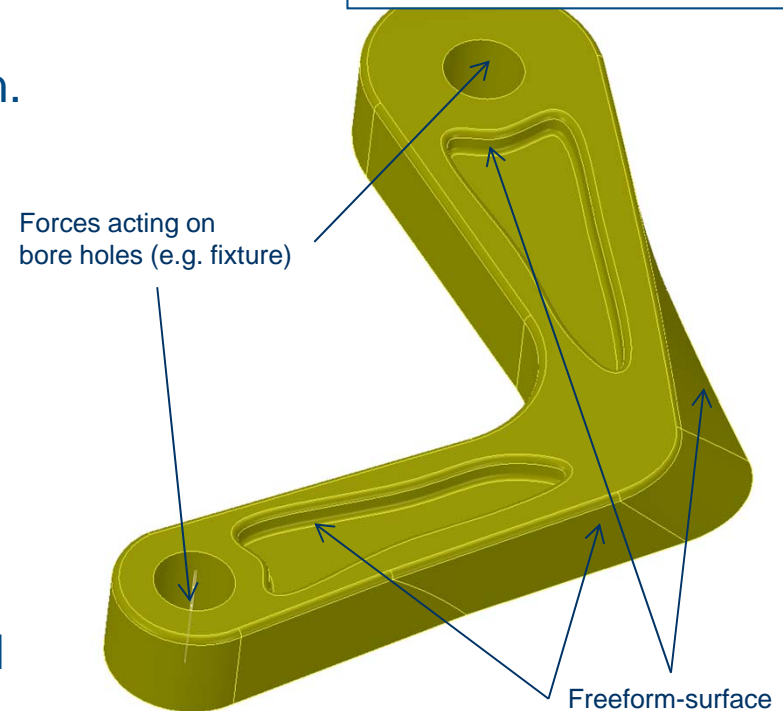
A new mounting bracket has to be designed fulfilling geometrical space constraints. Further a limit on allowed stress is also given.

The part is designed in CAD (considering guidelines necessary for IGA). Using this CAD-model a volumetric parametrization is done and finally an isogeometric analysis (stress and eigenfrequencies) performed.

The part is then manufactured demonstrating the capabilities of the isoparameterization of patches.

In a last step a dip paint simulation for the final part is performed, showing advanced capabilities of dip-paint simulation software.

Design:  
Stefan Boschert,  
Siemens



**General design goal:** part has to withstand a given mechanical load under geometrical constraints (available space & weight).

## 6. Software for IGA

- In TERRIFIC a number of software toolkits for IGA have been addressed:
  - SINTEFs GoTools extended with 3-variate volumes and needed modelling functionality for building 3-variate spline volumes (LR-splines added)
  - Axel from INRIA extended, interfaced to GoTools
  - UNIPV had developed IGATools, interfaced to GoTools
  - UNIKL has developed a set of solvers
- The tools are available both as Open Source and commercially.

# Summing up

- Even with the efforts and achievements of TERRIFIC still many challenges before IGA can be deployed on a broad scale to industry
  1. Building the high quality as-is surface model
  2. Building the 3-variate spline model with a "good block structure" and a "good parameterization"
  3. IGA itself
  4. Visualization of the fields defined over the 3-variate spline volumes
  5. Local refinement
  6. Software tools
  7. We need to present IGA outside the CAGD and IGA community

# Isogeometric simulation pipeline

