Using Gmsh as a mesh generator and post-processor for LAGAMINE

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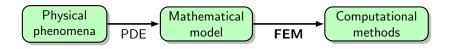
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Introduction



Why a mesh?

- Solving PDEs involving the space domain.
- Spatial discretization as a support for FE simulations.
- PDEs can be solved over a set of conforming geometric entities.

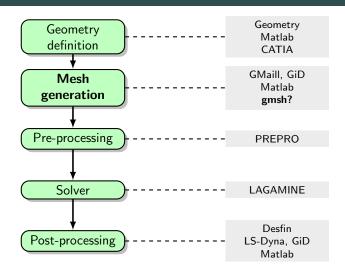
Introduction



Mesh generation

- Domain decomposition is not straightforward!
- lacksquare Quality of discretization \Rightarrow quality of the FE solution.
- How we deal with it in LAGAMINE?

Current tools



Proposal

Why not use state-of-art tools for mesh generation?

(or for the geometry and the post-processing...)

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Gmsh

Automatic 3D finite element mesh generator with built-in pre- and post-processing facilities



Gmsh

Automatic 3D finite element mesh generator with built-in pre- and post-processing facilities



Overview

- Developed by C Geuzaine (**ULg**) and JF Remacle (UCL)
- Simple scripting language
- Free, open-source and multi-platform (Windows, Linux, Mac)
- More info: http://geuz.org/gmsh/

What we can do with Gmsh?

Modules

- Geometry through BRep or OpenCASCADE.
- **Meshing** the main core.
- **Solver** ... interface for solvers.
- 4 Post-processing scalar, vector and tensor fields.

What we can do with Gmsh?

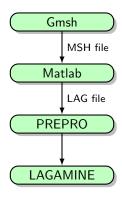
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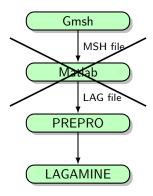
Meshing

- Constraint: 4-nodes and 8-nodes elements.
- Structured algorithms: transfinite and extrusion.
- Unstructured algorithms: Frontal Delaunay triangular and tetrahedral and frontal quadrilateral mesh generators with size and orientation specifications.

$\mathsf{gmsh2lag}$



$\mathsf{gmsh2lag}$



$\mathsf{gmsh2lag}$



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 $R = 2 \,\mathrm{mm}$

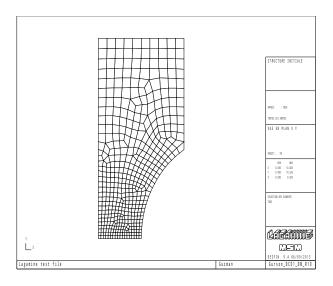


 $R = 5 \,\mathrm{mm}$

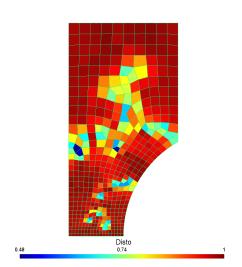


R = 10 mm



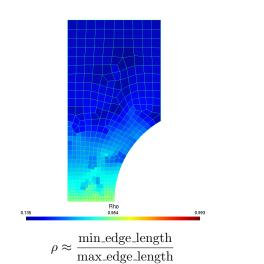


Mesh quality





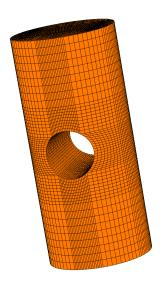
Mesh quality



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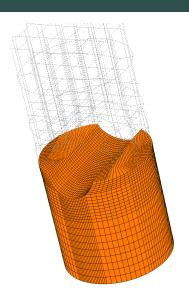
 $\stackrel{Y}{\underline{Z}}_X$

Cylinder with hole



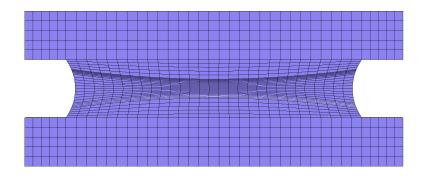
Z Y X

Cylinder with hole



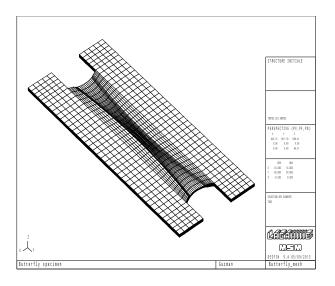
 $\overset{Z}{\swarrow}_{X}$

Butterfly specimen

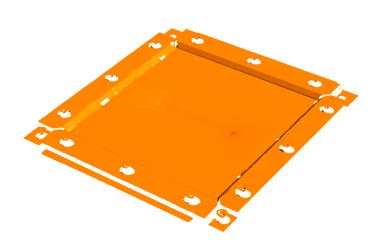




Butterfly specimen



CAD/CAM STL file





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Post-processing

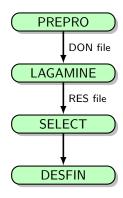
Capabilities

- Scalar, vector or tensor datasets (Iso-values...).
- Vector graphics output (gl2ps library), movie making capabilities, about 30 plugins,...
- Both interactive and scripting interface.

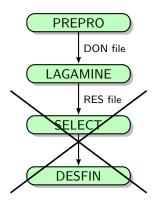
Why with LAGAMINE?

- Better capabilities than DesFin (and DREAMS).
- Stable development and support.
- New formatting for DON and RES files?

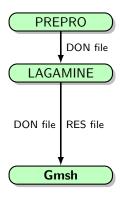
Post-processing ...in LAGAMINE



Post-processing ...in LAGAMINE



Post-processing ...in LAGAMINE



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