

Example: Deformation of highly viscous liquid

Elmer Basic Course
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Problem Outline

➤ Geometry

- Square with 100 x 20 m
- Free surface

➤ Dynamics:

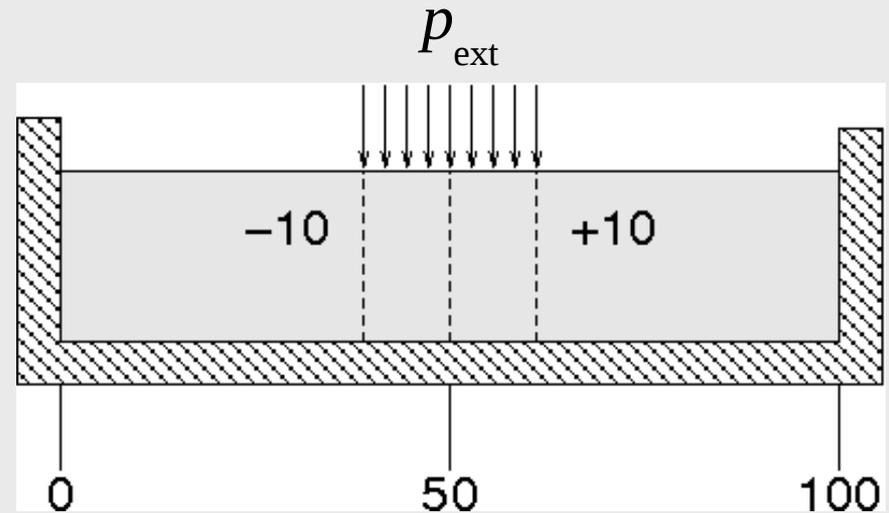
- Constant load $\pm 10\text{m}$ around middle
- $p_{\text{ext}} = 1 \text{ MN m}^{-2}$
- Gravity in $-y$

➤ Material (similar to temperate ice):

- $\mu = 10^{14} \text{ kg m}^{-1} \text{ s}^{-1}$
- $\rho = 900 \text{ kg m}^{-3}$

➤ Integration time:

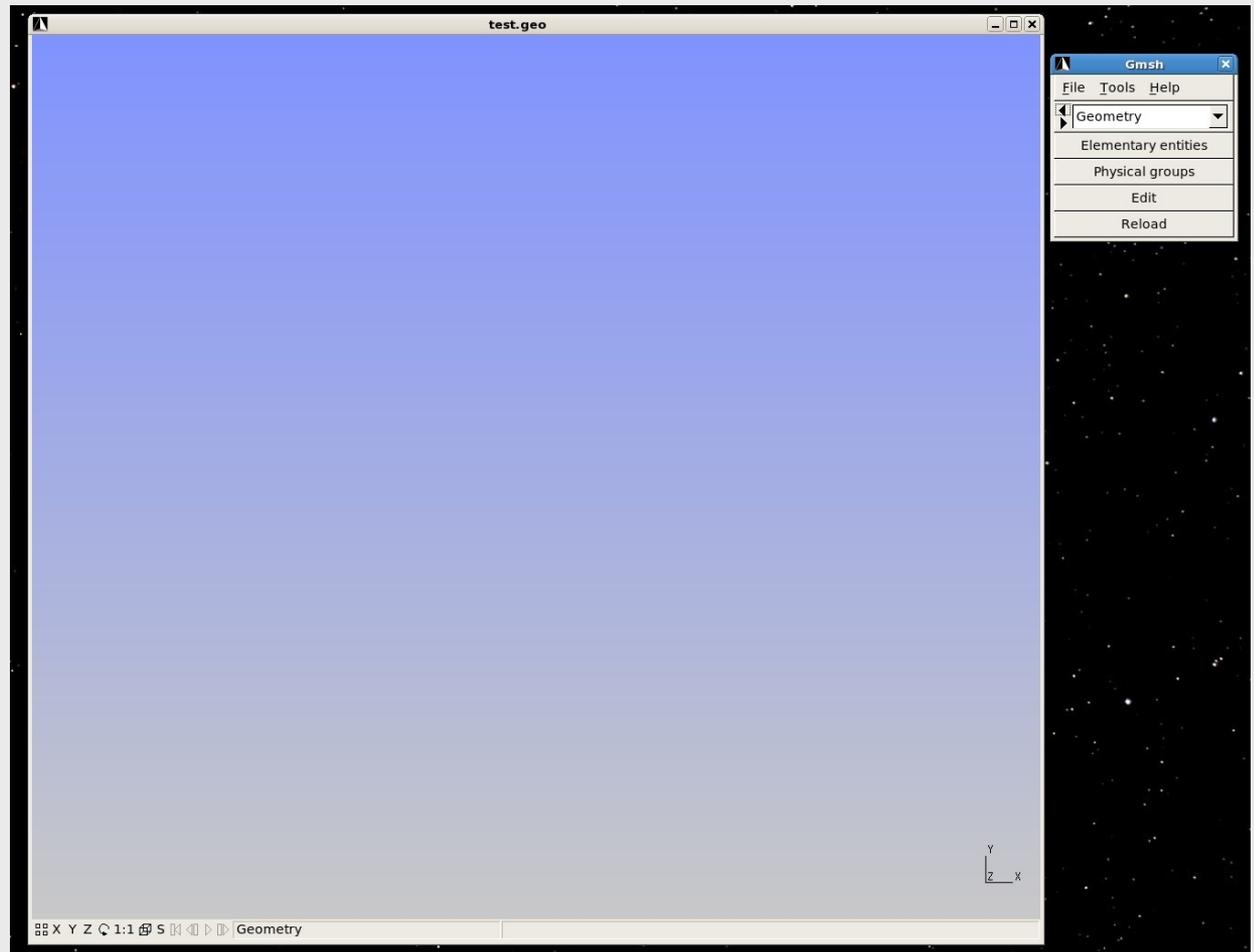
- 4 years in steps of 1 months (48 steps)



Units in meters

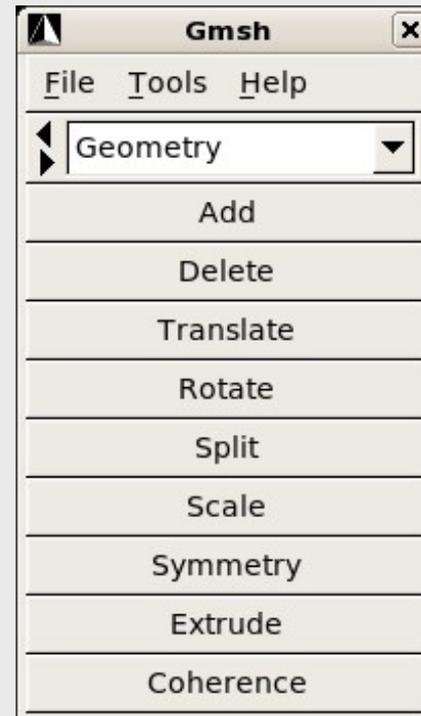
Meshing with GMSH

1. *Elementary entities*



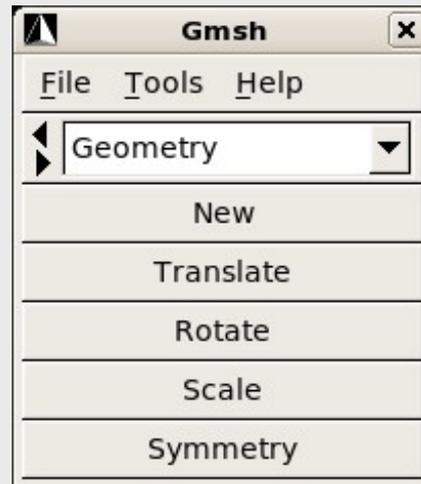
Meshing with GMSH

1. *Elementary entities*
2. *Add*



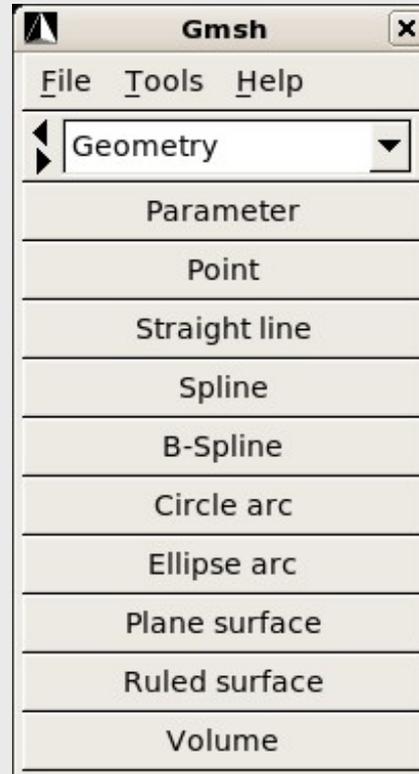
Meshing with GMSH

1. *Elementary entities*
2. *Add*
3. *New*



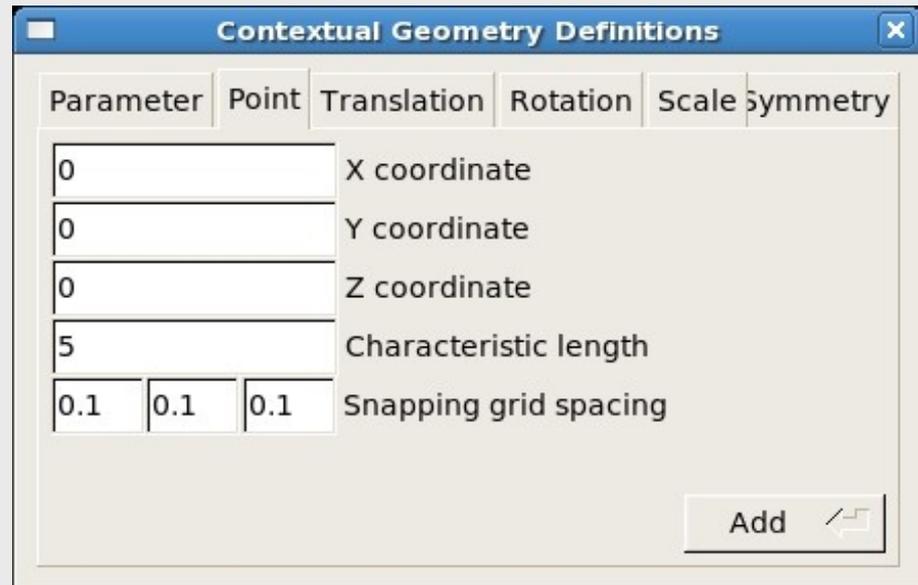
Meshing with GMSH

1. *Elementary entities*
2. *Add*
3. *New*
4. *Point*



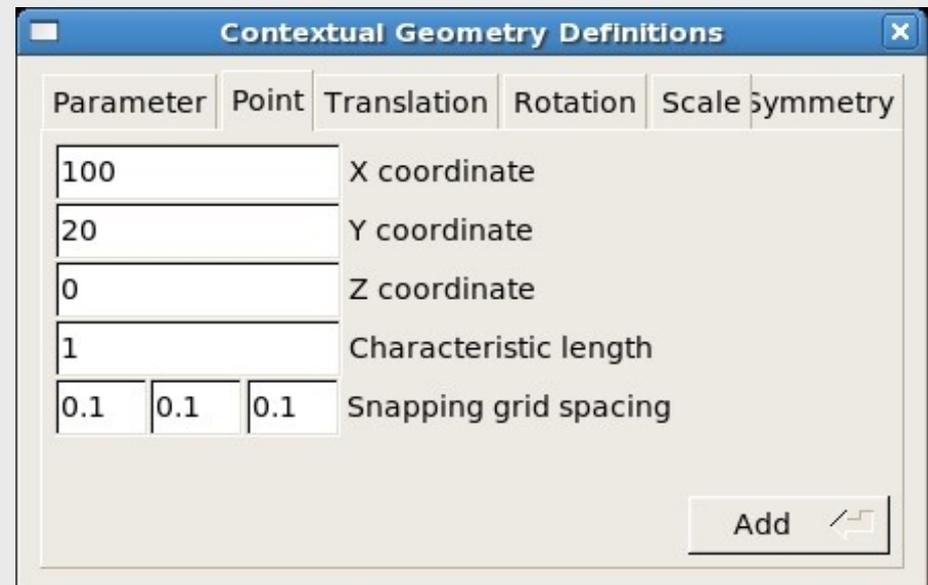
Meshing with GMSH

1. **Elementary entities**
2. **Add**
3. **New**
4. **Point**
 1. $(0,0,0)$ length 5
 2. $(100,0,0)$ length 5



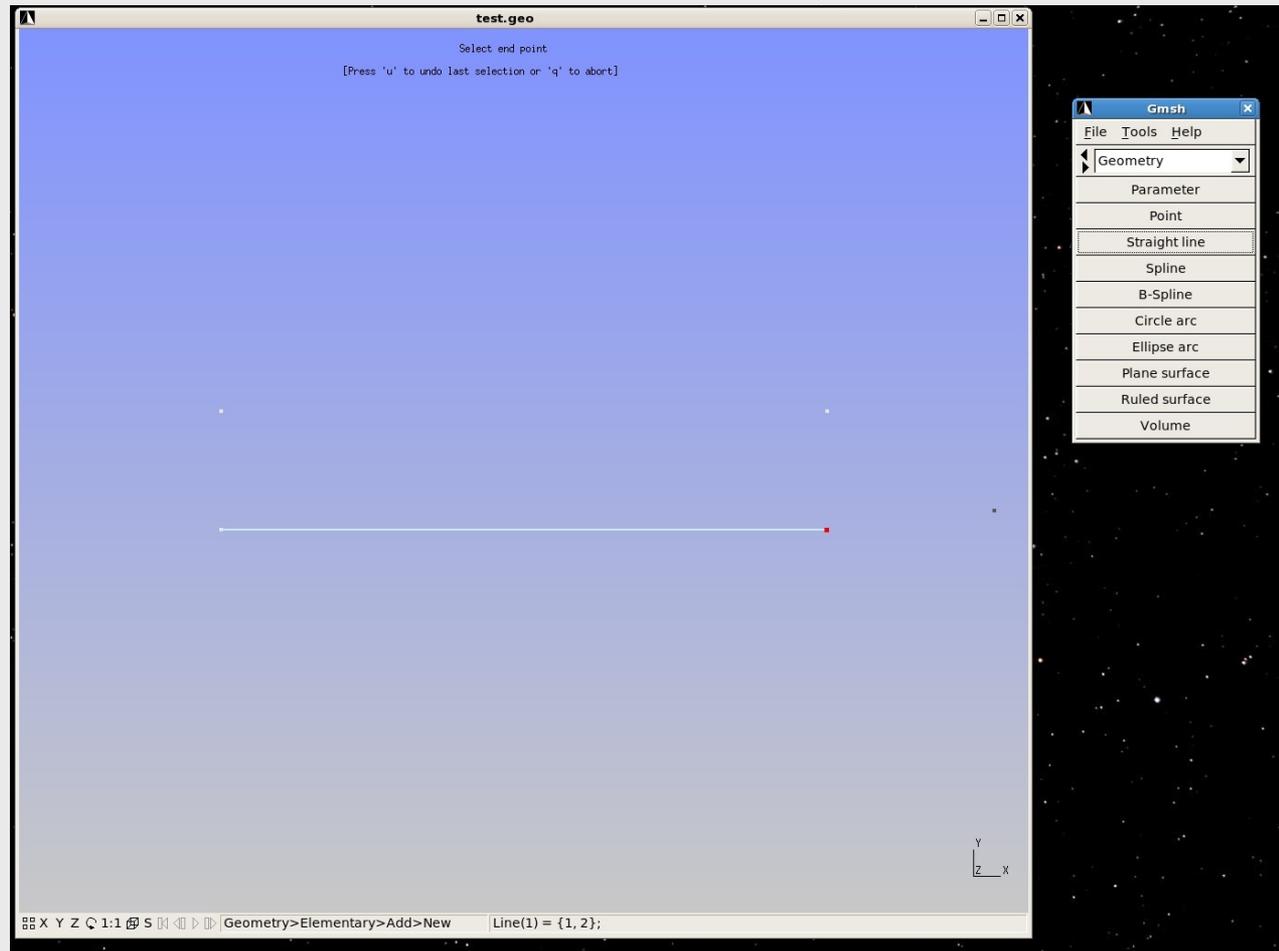
Meshing with GMSH

1. **Elementary entities**
2. **Add**
3. **New**
4. **Point**
 1. $(0,0,0)$ length 5
 2. $(100,0,0)$ length 5
 3. $(100,20,0)$ length 1
 4. $(0,20,0)$ length 1



Meshing with GMSH

1. **Elementary entities**
2. **Add**
3. **New**
4. **Point**
 1. $(0,0,0)$ length 5
 2. $(100,0,0)$ length 5
 3. $(100,20,0)$ length 1
 4. $(0,20,0)$ length 1
5. **Line**
 1. Click on consecutive points
 2. "q" when ready



Meshing with GMSH

1. *Elementary entities*

2. *Add*

3. *New*

4. *Point*

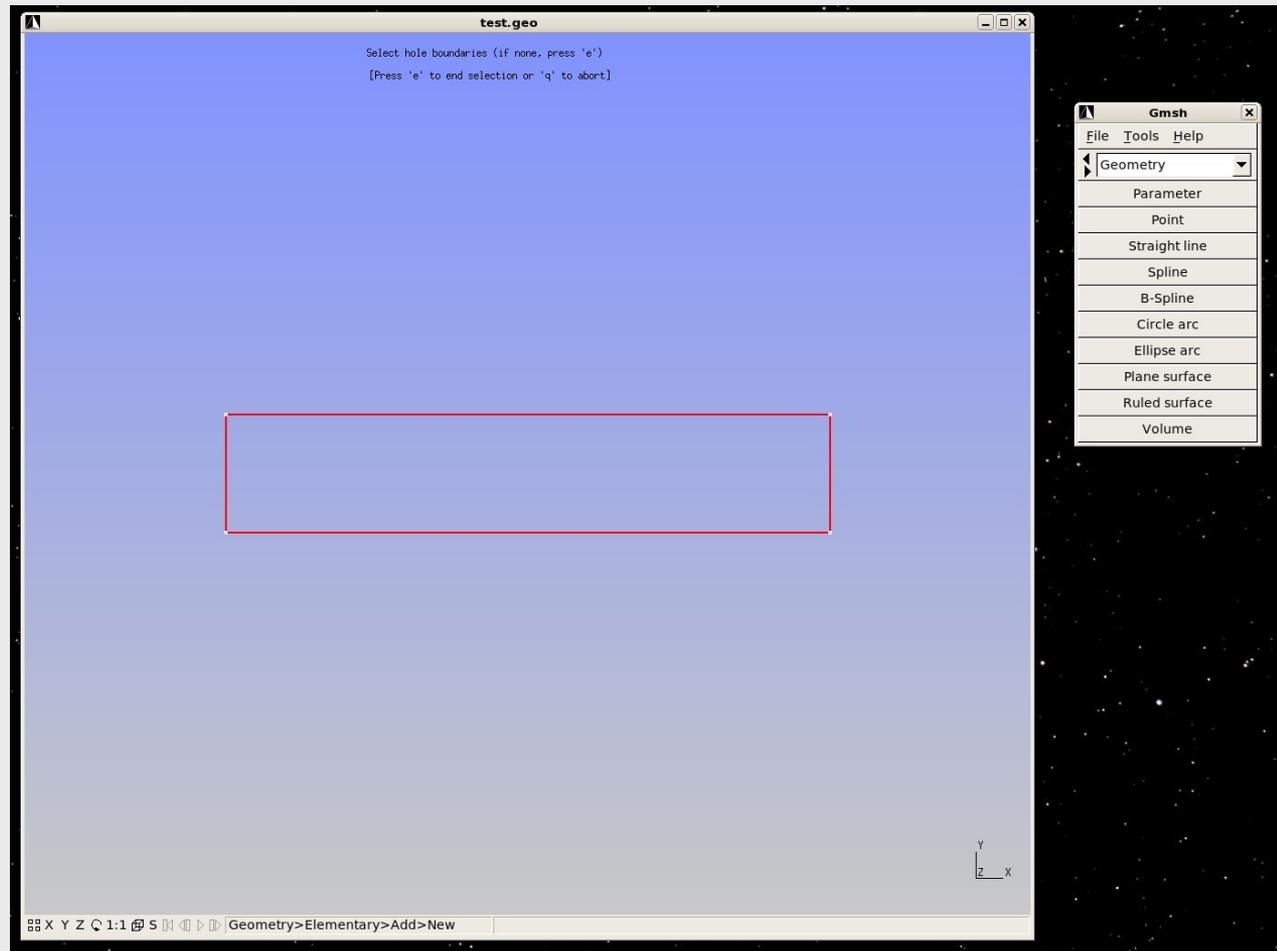
1. $(0,0,0)$ length 5
2. $(100,0,0)$ length 5
3. $(100,20,0)$ length 1
4. $(0,20,0)$ length 1

5. *Line*

1. Click on consecutive points
2. "q" when ready

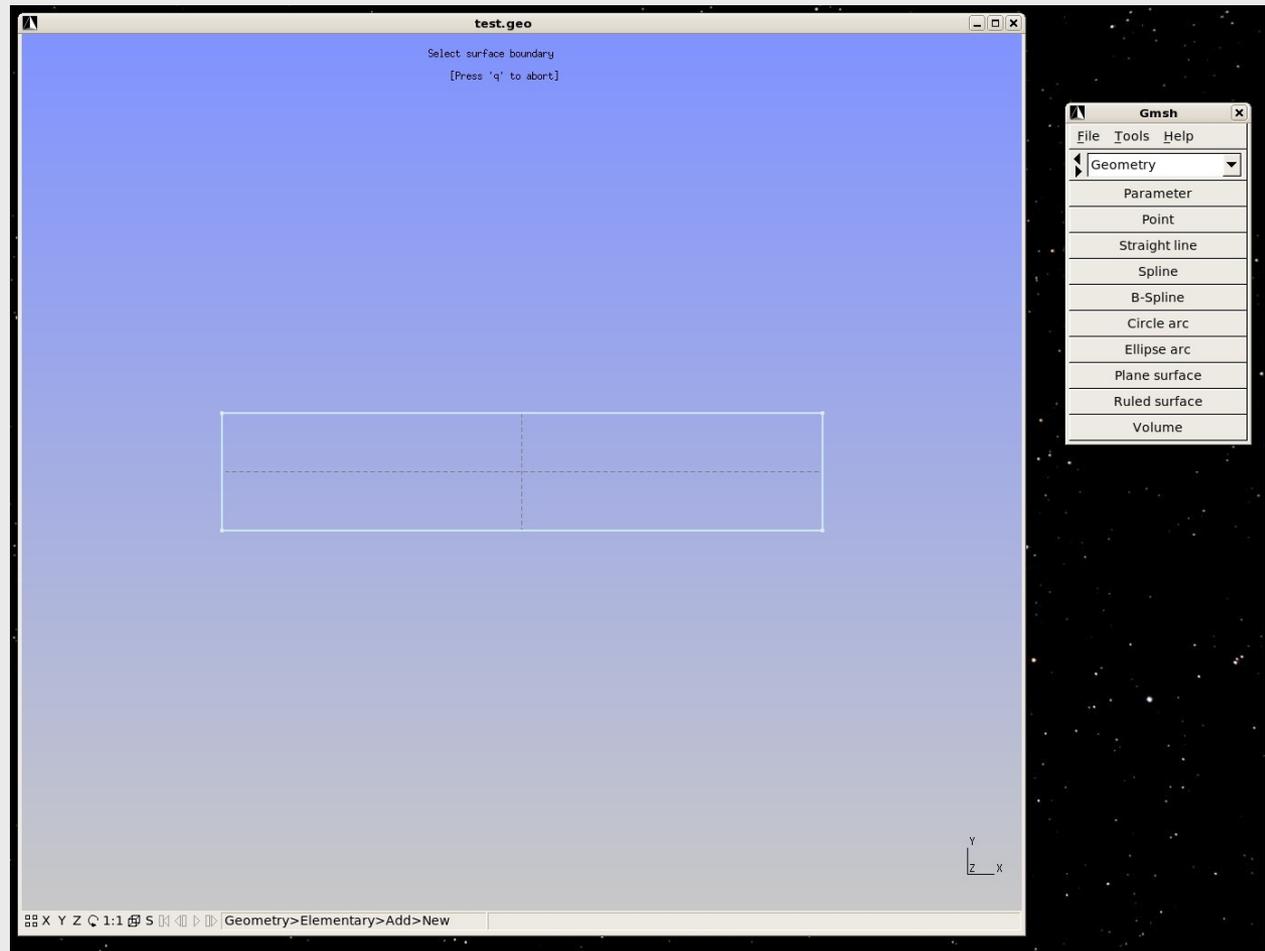
6. *Plane Surface*

1. Click on line



Meshing with GMSH

- 1. Elementary entities**
- 2. Add**
- 3. New**
- 4. Point**
 1. $(0,0,0)$ length 5
 2. $(100,0,0)$ length 5
 3. $(100,20,0)$ length 1
 4. $(0,20,0)$ length 1
- 5. Line**
 1. Click on consecutive points
 2. "q" when ready
- 6. Plane Surface**
 1. Click on line



Meshing with GMSH

1. *Elementary entities*

2. *Add*

3. *New*

4. *Point*

1. $(0,0,0)$ length 5
2. $(100,0,0)$ length 5
3. $(100,20,0)$ length 1
4. $(0,20,0)$ length 1

5. *Line*

1. Click on consecutive points
2. "q" when ready

6. *Plane Surface*

1. Click on line

7. *Mesh*

1. Press "2D"
2. Press Save



Meshing with GMSH

1. Elementary entities

2. Add

3. New

4. Point

1. $(0,0,0)$ length 5
2. $(100,0,0)$ length 5
3. $(100,20,0)$ length 1
4. $(0,20,0)$ length 1

5. Line

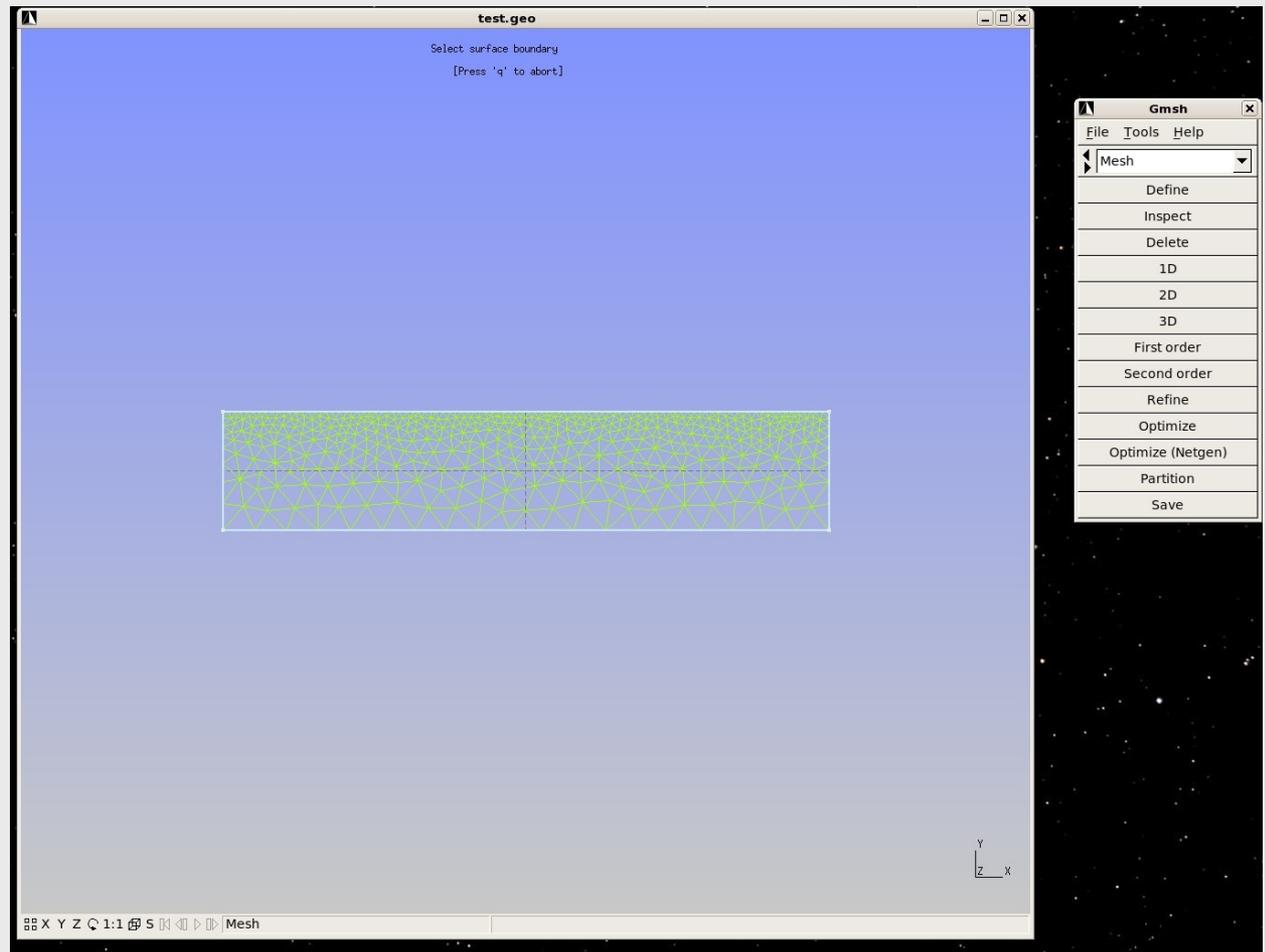
1. Click on consecutive points
2. "q" when ready

6. Plane Surface

1. Click on line

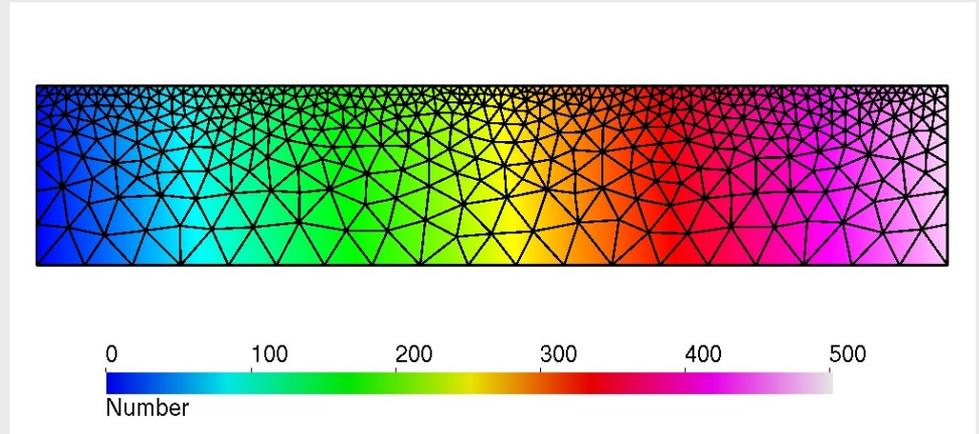
7. Mesh

1. Press "2D"
2. Press Save



Transferring the Mesh

Obtaining a pre-view for ElmerPost



```
ElmerGrid 14 3 deform.msh -autoclean -order 1.0 0.1 0.01
```

Obtaining a mesh directory for ElmerSolver

```
ElmerGrid 14 2 deform.msh -autoclean -order 1.0 0.1 0.01
```

Boundary Conditions

➤ Initial Condition

Mesh Update 1/2 = 0

Velocity 1/2 = 0

FreeSurf = 20.0

➤ Sidewalls:

Velocity 1/2 = 0

Mesh Update 1 = 0.0

➤ Bottom wall:

Velocity 1/2 = 0

Mesh Update 1/2 = 0.0

➤ Body Force:

Flow BodyForce 1 = 0

Flow BodyForce 2 = -9.81

➤ Free surface:

Body ID = 2

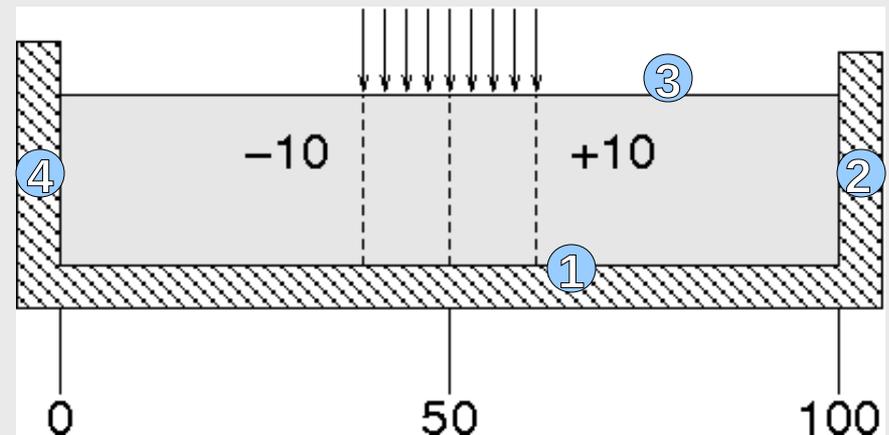
Mesh Update 1 = 0

Mesh Update 2 = Variable FreeSurface

Real MATC "tx - 20.0"

```

External Pressure = Variable Coordinate 1
Real
    0.0      0
    39.999  0
    40      -1000000
    60.0    -1000000
    60.001  0
    100     0
end
    
```



Postprocessing

Velocities in m a^{-1}

Elmer-Post: `math v = Velocity_abs * 60 * 60 * 24 * 365.25`

Visualizing the deformation

```
math orignodes = nodes
```

Edit ▶ Timestep Control ...

Do after frame:

```
math nodes = orignodes + Mesh.Update(0:2,time($t))
```



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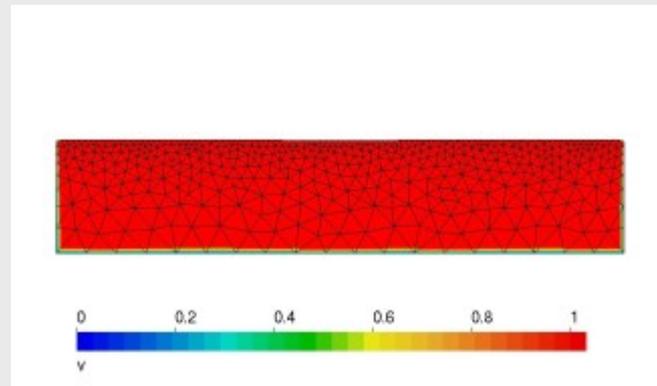
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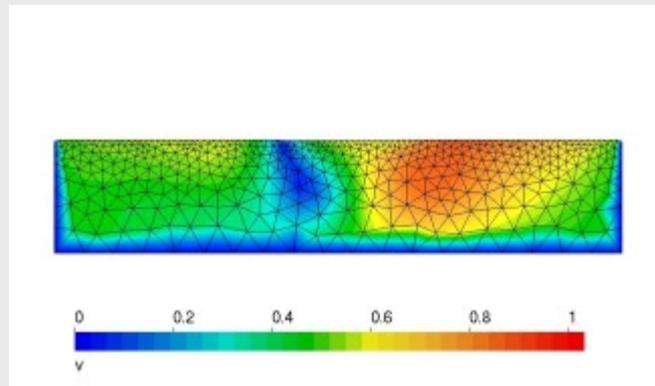
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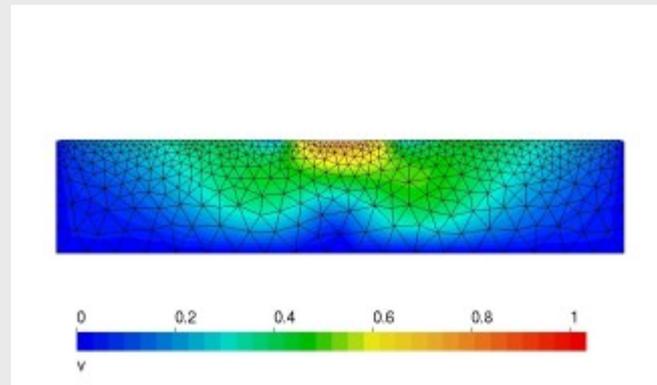
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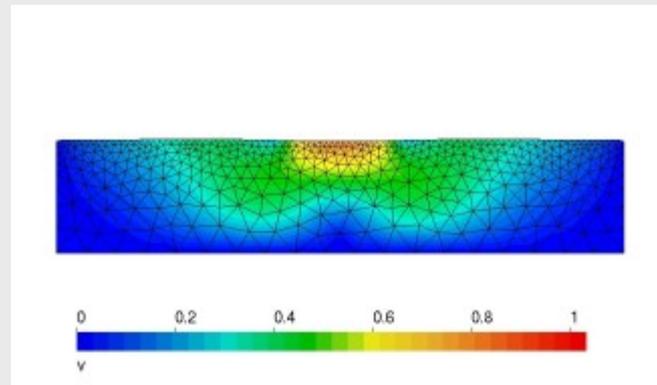
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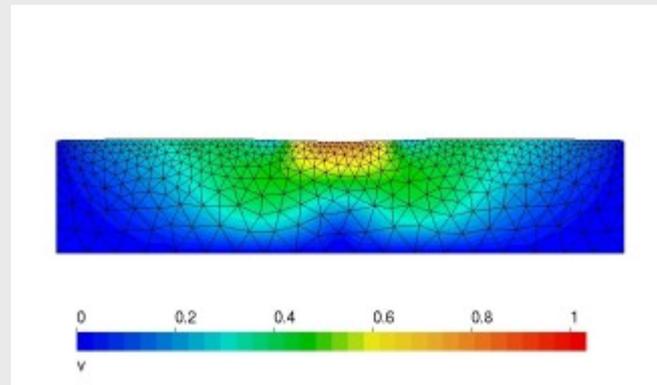
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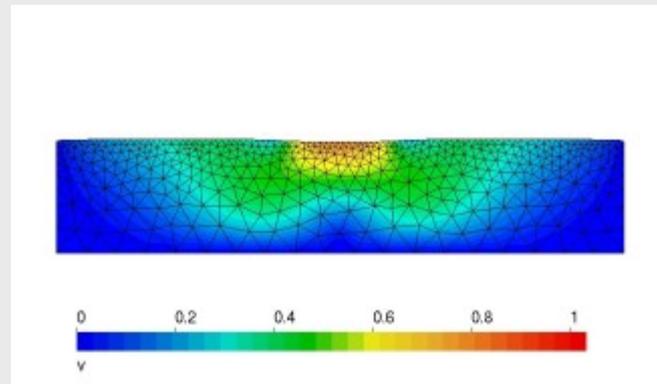
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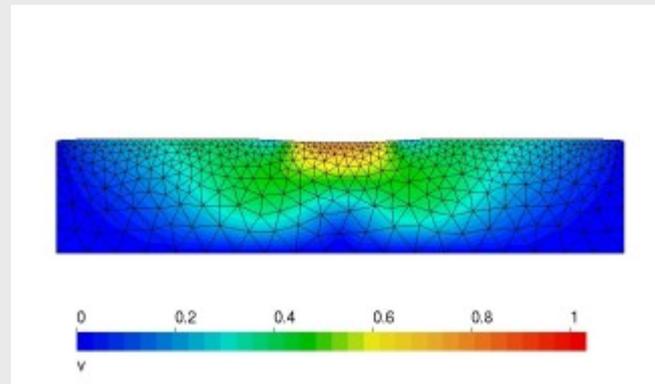
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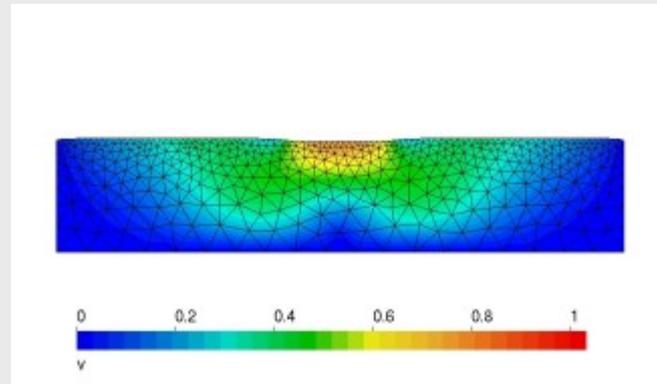
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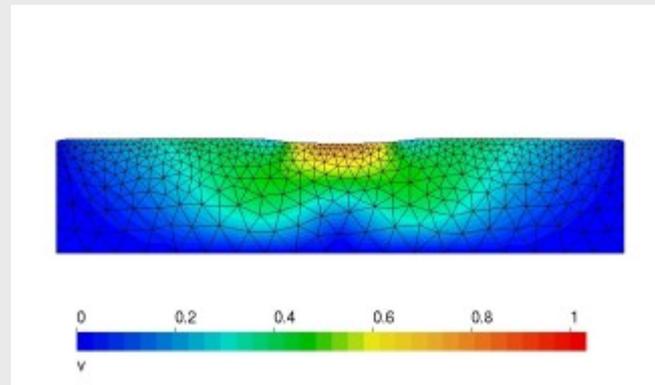
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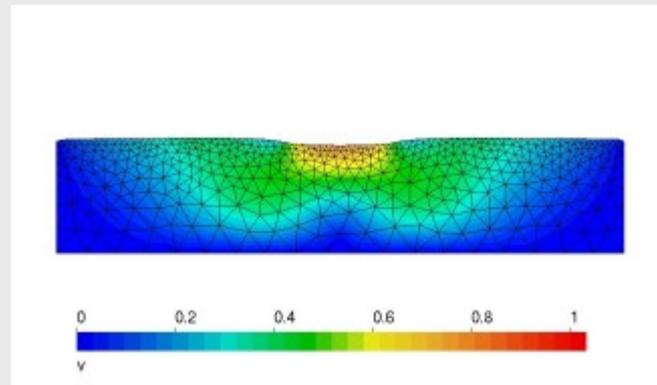
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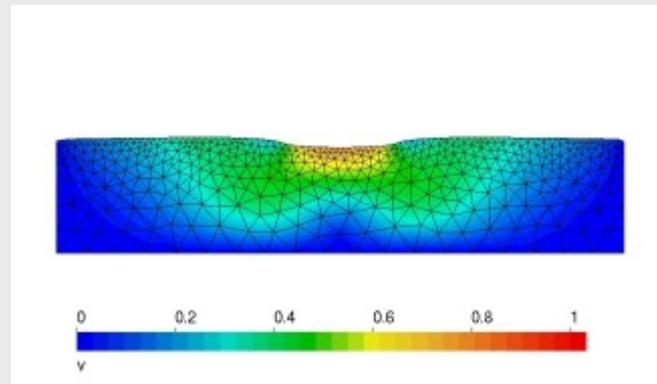
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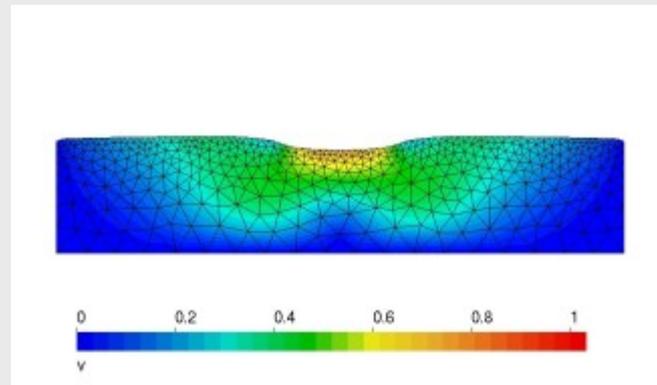
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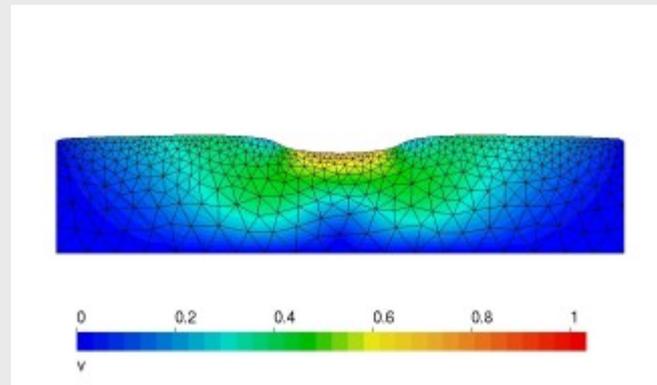
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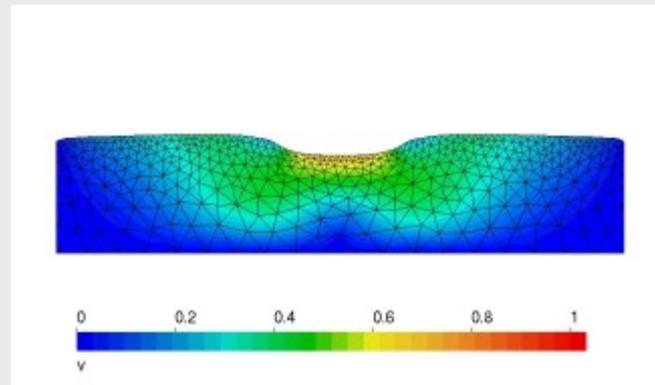
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Do after frame:

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```



Exercises

➤ Write MATC function:

```
$ function externalload(X) {\n  if (X(0) > 40) {\n    if (X(0) < 60)\n      _externalload = -1.0E06;\n    else _externalload = 0.0;\n  }else _externalload = 0.0;\n}
```

External Pressure = Variable Coordinate 1
Real MATC "externalload(tx)"

➤ Increase load with time:

```
$ function externalload(X) {\n  if (X(0) > 40) {\n    if (X(0) < 60){\n      if (X(1) < (3.0 * 31446926)){\n        _externalload =\n          -1.0E06 * X(1)/(3.0 * 31446926);\n      }else _externalload = -1.0E06;\n    }else _externalload = 0.0;\n  }else _externalload = 0.0;\n}
```

External Pressure = Variable Coordinate 1, Time
Real MATC "externalload(tx)"

