Example: Deformation of highly viscous liquid

Elmer Basic Course Authors: T. Zwinger and M. Lyly



Problem Outline

- Geometry
 - Square with 100 x 20 m
 - Free surface
- > Dynamics:
 - Constant load ±10m around middle
 - $p_{ext} = 1 \text{ MN m}^{-2}$
 - 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



1. Elementary entities



- 1. Elementary entities
- 2. Add

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Tools	Help	
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Cohe	rence	
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- 1. Elementary entities
- 2. Add
- 3. New





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



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

Contextual Geometry Definitions				
Parameter Point	Translation Rotation Scale Symmetry			
0	X coordinate			
0	Y coordinate			
0	Z coordinate			
5	Characteristic length			
0.1 0.1 0.1	Snapping grid spacing			
	Add <=			

- 1. Elementary entities
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- 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

Contextual Geometry Definitions				
Parameter Point	Translation Rotation Scale Symmetry			
100	X coordinate			
20	Y coordinate			
0	Z coordinate			
1	Characteristic length			
0.1 0.1 0.1	Snapping grid spacing			
	Add <			

csc

- 1. Elementary entities
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- 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



- 1. Elementary entities
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 - 1. (0,0,0) length 5
 - 2. (100,0,0) length 5
 - 3. (100,20,0) length 1
 - 4. (0,20,0) length 1

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6. Plane Surface

1. Click on line



- 1. Elementary entities
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 - 1. (0,0,0) length 5
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- 1. Elementary entities
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- 1. (0,0,0) length 5
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- 4. (0,20,0) length 1

5. Line

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6. Plane Surface

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7. Mesh

- 1. Press "2D"
- 2. Press Save

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<u>F</u> ile	Tools	Help		
Me	esh		•	
Define				
Inspect				
Delete				
1D				
2D				
3D				
First order				
Second order				
Refine				
Optimize				
Optimize (Netgen)				
Partition				
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 = 0Mesh Update 1 = 0.0

> Bottom wall:

Velocity 1/2 = 0

Mesh Update 1/2 = 0.0

Body Force:

Flow BodyForce 1 = 0Flow 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







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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Exercises

Write MATC function:

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

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

Increase load with time:

```
$ function externalload(X) {\
if (X(0) > 40) {\
if (X(0) < 60){\
if (X(1) < (3.0 * 31446926)){\
__externalload =\
__1.0E06 * X(1)/(3.0 * 31446926);\
}else _externalload = -1.0E06;\
}else _externalload = 0.0;\
}else _externalload = 0.0;\
}
External Pressure = Variable Coordinate 1, Time
Real MATC "externalload(tx)"</pre>
```

