

Module 3: OOF2 Walkthrough

Stresses on a Bimetallic Strip

In this example, we shall use OOF2 to use the finite element method to analyze the physical behavior of a bimetallic strip. The strip is comprised of two sheets of metal bonded together at an interface, as indicated below. The properties and geometry of the strip in the dimension coming out of the plane of the paper are assumed to be quasi-infinite uniform, allowing a two-dimensional treatment of this system. In this system, the upper (red) layer is copper, bonded to a lower (blue) layer of carbon steel.



Figure 1: *Bimetallic strip*

The differential thermal expansion of the two metals upon heating or cooling causes structural deformation of the strip, and is exploited in thermostatic feedback loops in domestic ovens and other appliances to maintain fixed chamber temperatures.

We shall analyze the physical and mechanical behavior of the strip upon heating. Of particular interest is the interfacial stress, which—if it becomes too large—can lead to delamination of the two metals, causing the bimetallic strip to fail and compromising the thermostatic feedback loop.

This guide is neither exhaustive nor comprehensive. To see the full range of OOF2 features, and explore the details of the features exhibited within this guide, please see the OOF2 Manual. Hovering your cursor over the options in the OOF2 GUI will also provide on-demand information about the various options. Alternatively, you can run any of the interactive tutorials. The necessary example input files are installed in `/class/mse404ela/OOF2/examples` (which is an automount directory; you will need to access the directory first in order to read the files).

We will access OOF2 using the local EWS installation; please load

```
module load OOF2
```

to proceed. Alternatively, you can use OOF2 via the web implementation at nanoHUB.org. This requires an active nanoHUB account (free), and note that you must use the “Upload/Download” dialog to upload an image file.

N.B. As we have seen, OOF2 has no predefined units, and we may use any consistent units of our choosing. Throughout this guide we will employ the SI convention (m, kg, Pa, J, N, etc.).

References

- OOF2:
 - OOF2: www.ctcms.nist.gov/oof/oof2/
 - OOF2 tutorial: www.ctcms.nist.gov/~rlua/redblue/
- nanoHUB:
 - Nanohub: nanohub.org
- Finite Element Method:

- Olek C Zienkiewicz, Robert L Taylor, J.Z. Zhu, *The Finite Element Method: Its Basis and Fundamentals*, Butterworth-Heinemann (2005).
- Reid *et al.* “Modelling Microstructures with OOF2” *Int. J. Materials and Product Technology* **35**, 361 (2009).

Step-by-step simulation guide

- 1. Prepare files, load module.** First, load OOF2 with module load OOF2. Next create your own local directory for your work, including today’s walkthrough. From /class/mse404ela/OOF2/Walkthrough, copy the file bimetallic.png into your local directory.
- 2. Start OOF2.** After changing into your local directory, run oof2.

It is instructive to spend a moment reading the text in the OOF2 welcome pane describing the basic OOF2 workflow. **N.B.** You can save your work as a Python log using File | Save. It is strongly recommended that you save frequently to a Python log file to checkpoint your work.

- 3. Create microstructure.** Change to the Microstructure task in the main OOF2 window. Click “New from Image File” in the resulting window.

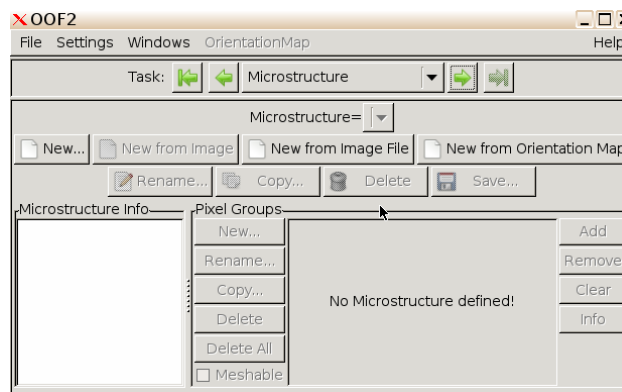


Figure 2: *Microstructure task*

Select bimetallic.png and set the height to 0.01 m.

Click OK, and the microstructure window will now contain your uploaded image data.

From the dropdown Windows menu, select Graphics and click New to see your uploaded image. To see your bitmap, go to the Layer menu, select New, and choose Image as the Category. After you add this layer, you should see your bitmap image.

- 4. Build Pixel Groups.** We shall now inform OOF2 that we have two separate materials, by forming “Pixel Groups”.

From the Toolbox menu, select Pixel Selection, and in the Method menu select Color.

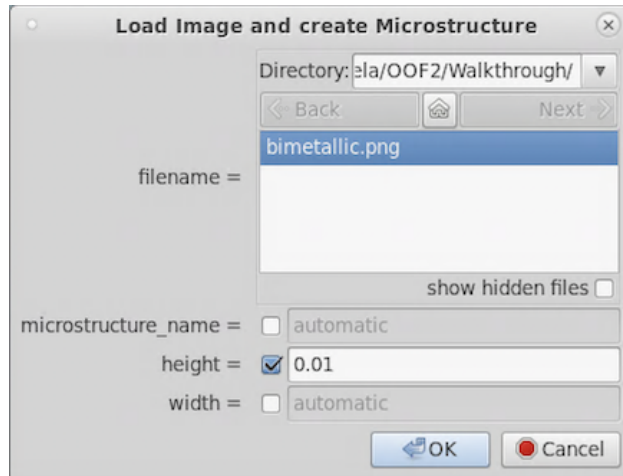


Figure 3: Load image

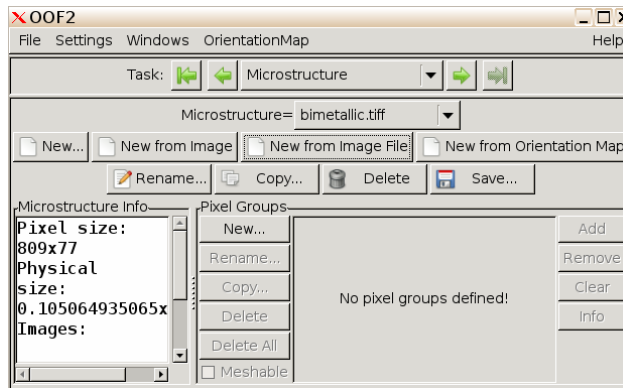


Figure 4: Uploaded microstructure

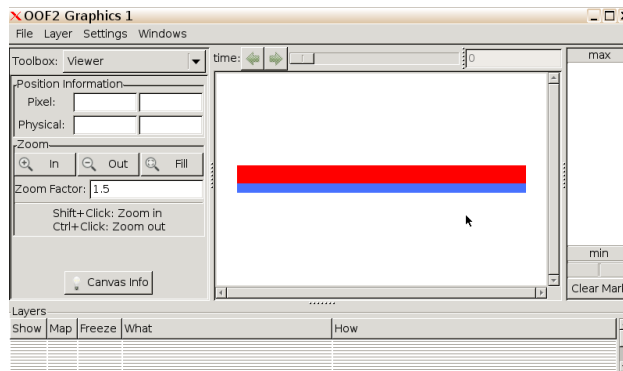


Figure 5: Graphics window

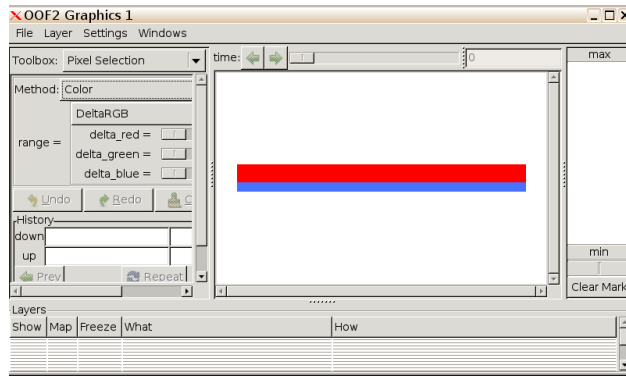


Figure 6: Pixel selection

Click on the upper red layer. A value will appear in the Selection Size variable box defining the size of the selected layer.

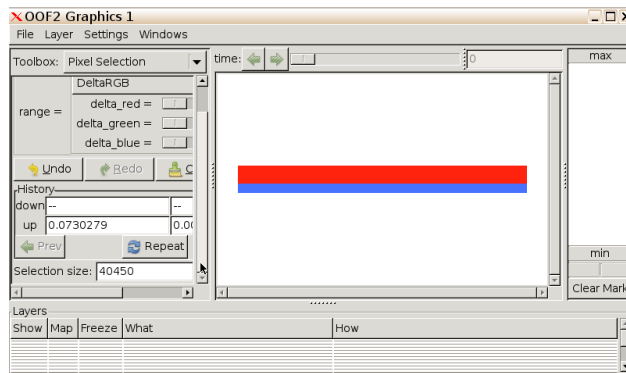


Figure 7: Pixel selection with selection size

Drag the “Graphics 1” window out of the way and return to the main OOF2 window. Click on New . . . under Pixel Groups and name the selected group “upper”. Click OK.

You will see that we have established a new Pixel Group.

Click the Add button to the right of the window to add our selected pixels to this group.

Repeat this process for the bottom layer, to generate a pixel group named “lower”.

5. **Build material properties.** We shall now input the physical properties for each layer in the strip—copper (upper), and carbon steel (lower). In the main OOF2 window, use the Task dropdown to navigate to the Materials pane.

Click New . . . to add a new material. Name the materials “copper” and “steel”, and leave their specification as bulk.

We shall now assign the following properties to the two materials:

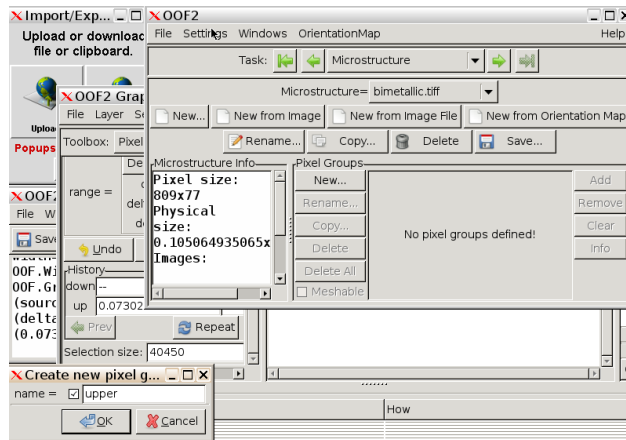


Figure 8: *Defining a pixel group*

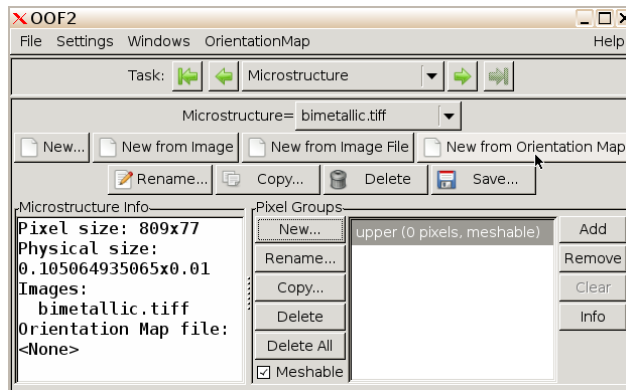


Figure 9: *New pixel group info in main OOF2 window*

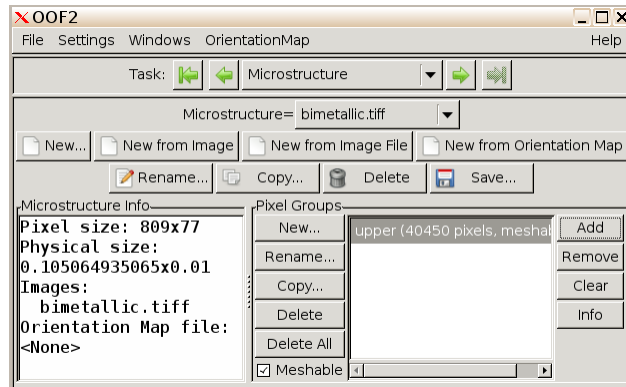


Figure 10: *Pixel group added*

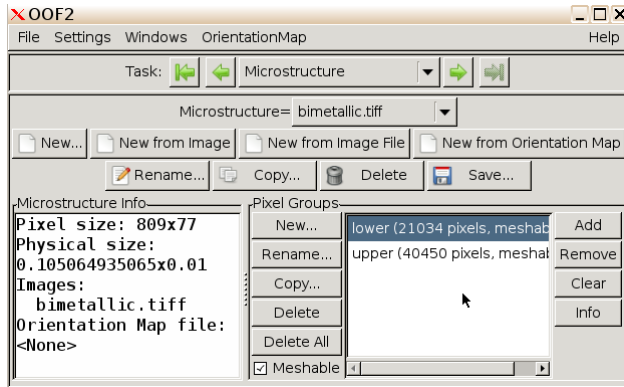


Figure 11: *After adding “lower”*

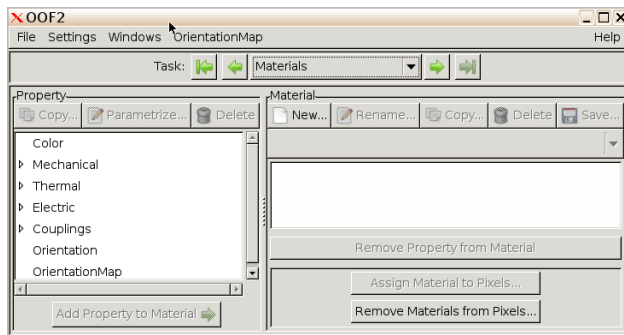


Figure 12: *Materials pane*

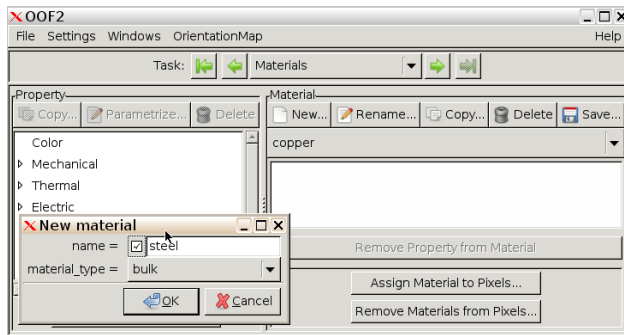


Figure 13: *Naming new materials*

Property	Copper	Steel
Young's modulus E [GPa]	117	200
Poisson's ratio ν	0.33	0.27
Thermal conductivity k [W/m°C]	390	41
Thermal expansion coefficient α_T at $T_0 = 0^\circ\text{C}$ [K^{-1}]	51×10^{-6}	36×10^{-6}
Color [R,G,B]	[1,0,0]	[0,0,1]

Let's first consider copper.

To specify the Young's modulus, in the Property window on the left click the triangle to the left of Mechanical, followed by the triangle to the left of Elasticity, then highlight the word Isotropic. At the top of the Property window, click Copy . . . , name the property "Young_copper" and click OK.

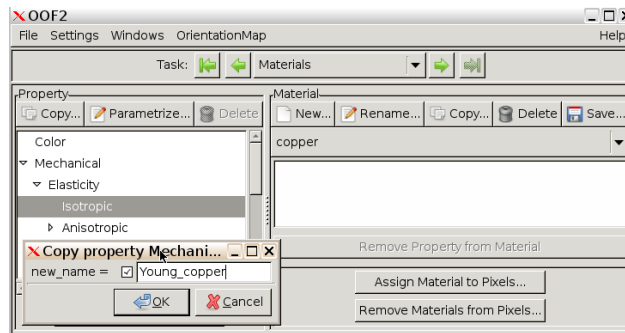


Figure 14: *Isotropic elasticity*

Select Young_copper and click Parametrize . . . and in the drop down menu, select E and nu. Input the values for Young's modulus and Poisson's ratio (ν) from the table above and click OK.

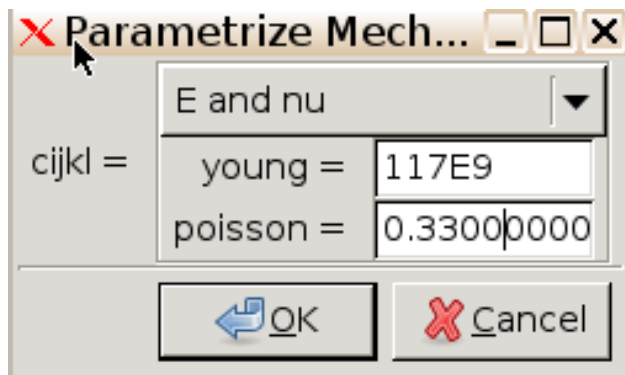


Figure 15: *Elasticity parameterization*

Follow a similar procedure to add the other three properties in the table, accessing the pertinent properties as follows:

Property	Selection
Thermal conductivity, k	Thermal -> Conductivity -> Isotropic
Thermal expansion coefficient, α_T at $T_0 = 0^\circ\text{C}$	Couplings -> Thermal Expansion -> Isotropic
Color	Color

6. **Attach materials properties.** Select copper in the Material column on the right hand side of the main OOF2 window. Select each of the four materials properties we assigned in turn (Young + Poisson, k , α , color) in the Property column on the left side and click Add Property to Material.

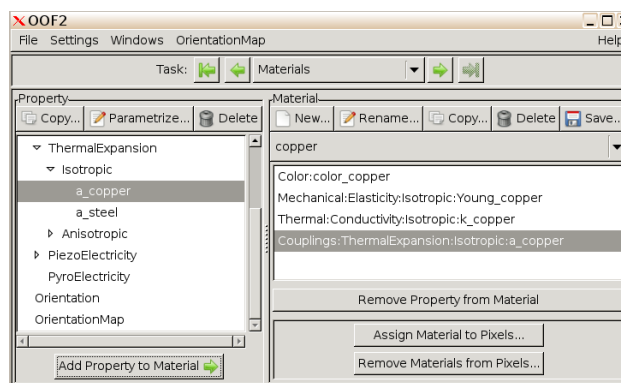


Figure 16: Adding properties to material

Repeat for steel.

7. **Assign materials to pixel groups.** Select copper in the Material column and click Assign Material to Pixels.... Choose upper to make the upper layer of the bimetallic strip copper.

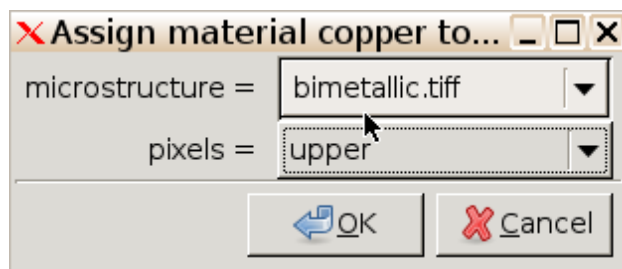


Figure 17: Assigning material to pixels

Follow an analogous process to make the lower layer steel.

8. **Generate skeleton.** In OOF2, we first create a “skeleton” of finite elements that we subsequently use to create the mesh. The skeleton is purely geometric, whereas the mesh contains element properties and basis functions.

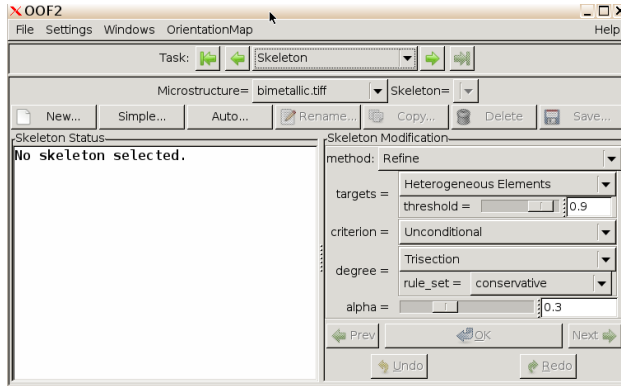


Figure 18: *Skeleton pane*

In the main OOF2 window, use the Task dropdown to navigate to the Skeleton pane.

Click *New . . .* to specify a new skeleton, and set the number of *x* elements to 50, the number of *y* elements to 11, the mesh type to *TriSkeleton*, and the arrangement to *Liberal*. Click *OK*.

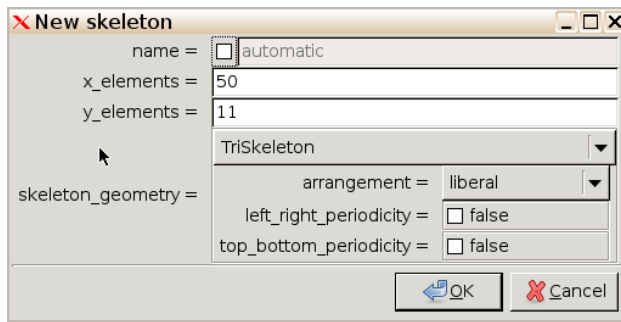


Figure 19: *New skeleton*

The Graphics window will now display your initial skeleton over your microstructure. To see your skeleton, go to the *Layer* menu, select *New*, and choose *Skeleton* as the *Category*. After you add this layer, you should see your skeleton on top of your bitmap.

Careful inspection of the skeleton reveals that there are some “heterogeneous elements” containing both copper and steel within their area, and there are too few elements near the interface where we expect large variation in properties.

We shall perform a number of rounds of skeleton refinement to generate more reasonable domain decomposition using the *Skeleton Modification* tools in the right hand column of the main OOF2 window.

These tools attempt to minimize the skeleton energy, where the energy is defined as a linear combination of a homogeneity and a shape term:

$$E = \alpha E_{\text{homogeneous}} + (1 - \alpha) E_{\text{shape}}$$

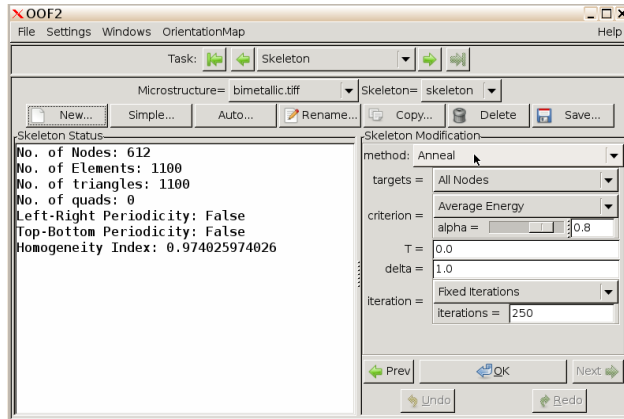


Figure 20: End result of making skeleton

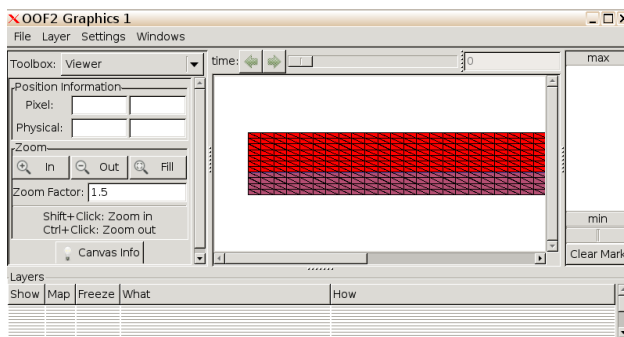


Figure 21: Skeleton in graphics window

Heterogeneous elements and those with high aspect ratios have high energies. The parameter α (not to be confused with thermal expansion!) controls the trade-off between these contributions.

- (i) From the method menu, select *Anneal*. This process attempts to make the elements more homogenous using a random skeleton refinement protocol similar to simulated annealing. Use as a criterion “Average Energy” with $\alpha = 0.9$ and specify 100 iterations. T is the effective temperature, with $T=0$ permitting only downhill moves in energy.

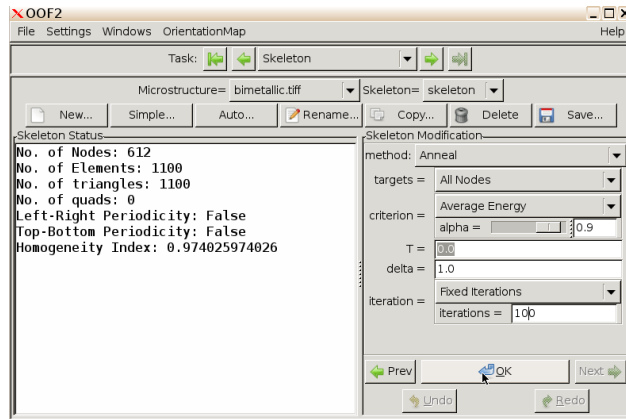


Figure 22: *Skeleton anneal*

Click OK to perform the annealing procedure. You can watch the skeleton evolve in the Graphics window, and the numerical convergence in the Messages and Activity window.

In the Graphics window, we can access Zoom options via the dropdown Settings menu. Zooming in on the skeleton shows that we have improved alignment of the mesh with the phase boundaries.

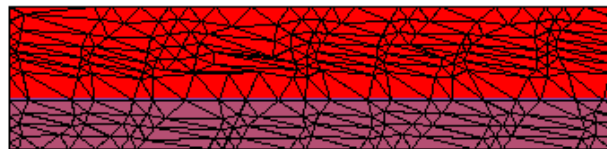


Figure 23: *Annealed skeleton*

- (ii) From the method menu, select *Swap Edges* to perform a random flipping of element edges in an effort to achieve better phase boundary alignment. Use $\alpha = 0.8$. Click OK.
- (iii) From the method menu, select “Smooth” to adjust node locations. Use $\alpha = 0.8$ and specify 50 iterations with $T=0$. Click OK.

The skeleton is well aligned with the phase boundary, and the homogeneity index is 0.99 indicating excellent alignment with phase boundaries.

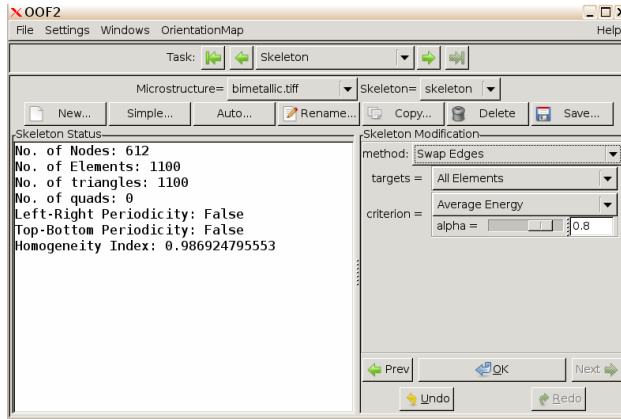


Figure 24: *Swapping edges*

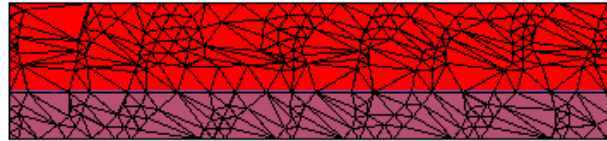


Figure 25: *Swapped edges skeleton*

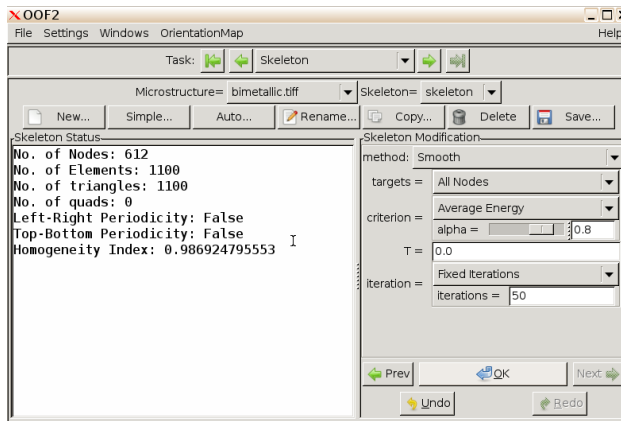


Figure 26: *Smoothing*

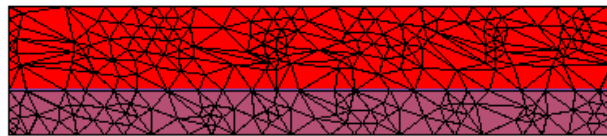


Figure 27: *Smoothed skeleton*

(*N.B.* We will not do this here to save computational time, but we can use the “Refine” method to increase the number of elements. Set the targets to “All Elements”, criterion to “Unconditional”, degree to “Bisection”, rule set to “Liberal” and alpha to 0.8. Click OK.){ width=50% }

9. **Generate mesh.** In the main OOF2 window, use the Task dropdown to navigate to the FE Mesh pane.

Click *New . . .* to generate a mesh based on our skeleton. Leave mapping order and interpolation order as 1. (For higher accuracy—at the expense of longer computation times—we may wish to select 2.) Click OK.

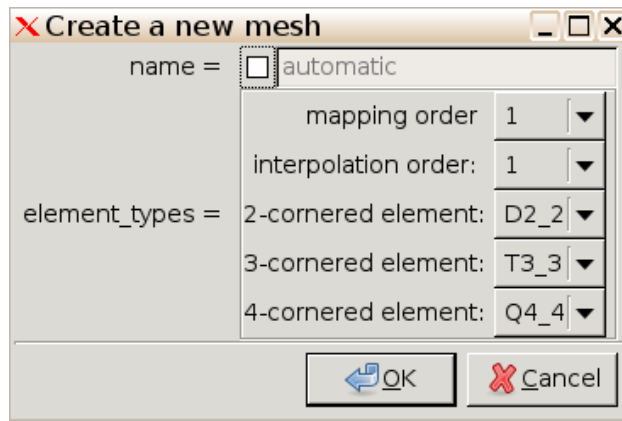


Figure 28: *New mesh*

We now have a mesh with properties listed in the left column of the FE Mesh window.

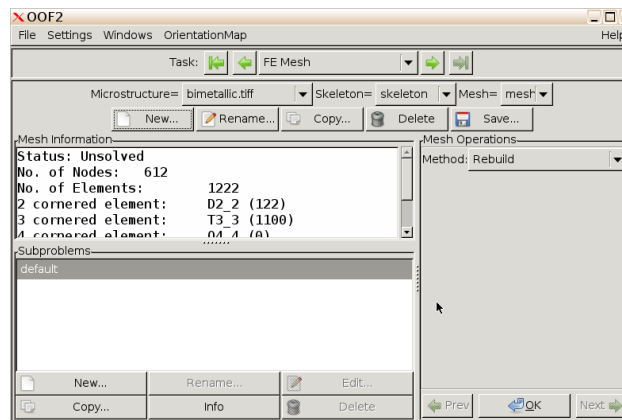


Figure 29: *Mesh properties*

10. **Specify equations.** In the main OOF2 window, use the Task dropdown to navigate to the Fields and Equations pane.

In the *Fields* column on the left, tick all three boxes (defined, active, in-plane) in the rows for Temperature and Displacement.

In the Equations column on the right, tick the boxes next to Heat Eqn and Force Balance.

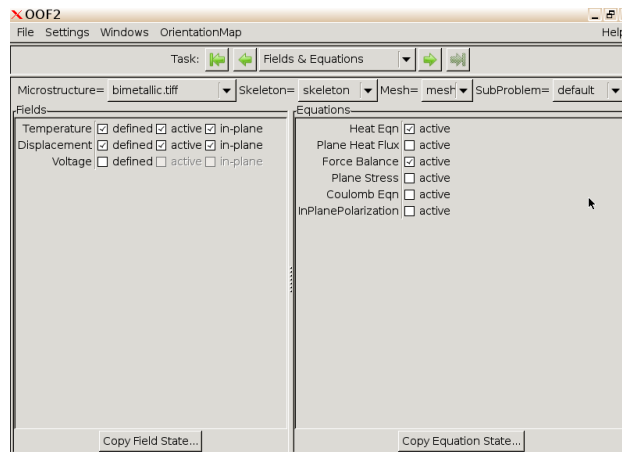


Figure 30: *Equations selections*

11. **Specify boundary conditions.** In the main OOF2 window, use the Task dropdown to navigate to the Boundary Conditions pane.

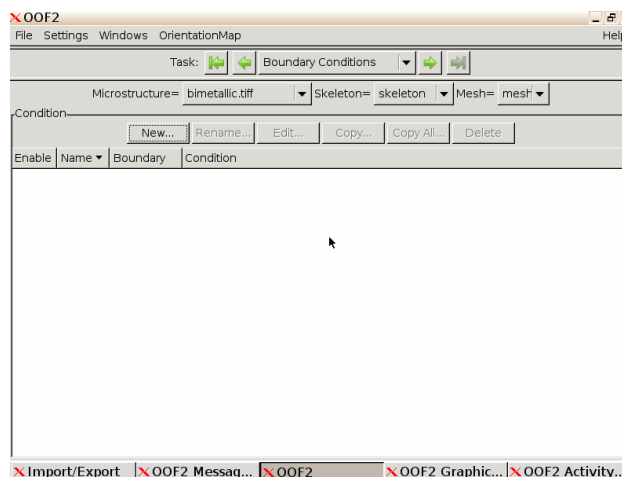


Figure 31: *Boundary conditions pane*

Click *New . . .* Using Dirichlet boundary conditions for the temperature field, specify the right boundary to 450°C.

Following the same protocol, specify the left boundary to be 0°C.

Following a similar protocol, fix the right boundary y -displacement to zero.

Following a similar protocol, fix the right boundary x -displacement to zero.

We can see the specified BCs in the main OOF2 window.

12. **Solving.** In the main OOF2 window, use the Task dropdown to navigate to the Solver pane.

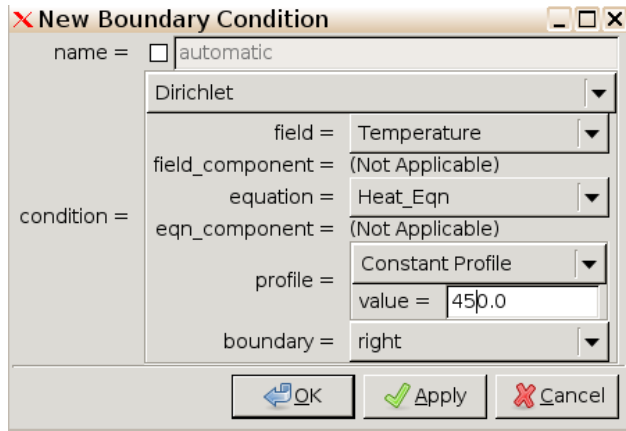


Figure 32: *New boundary condition*

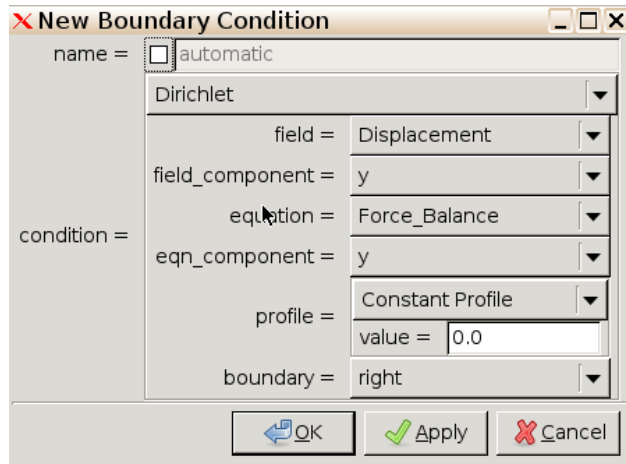


Figure 33: *y displacement boundary*

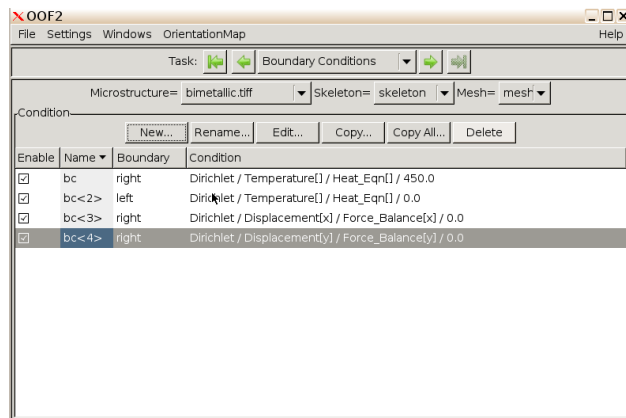


Figure 34: *Boundary condition summary*

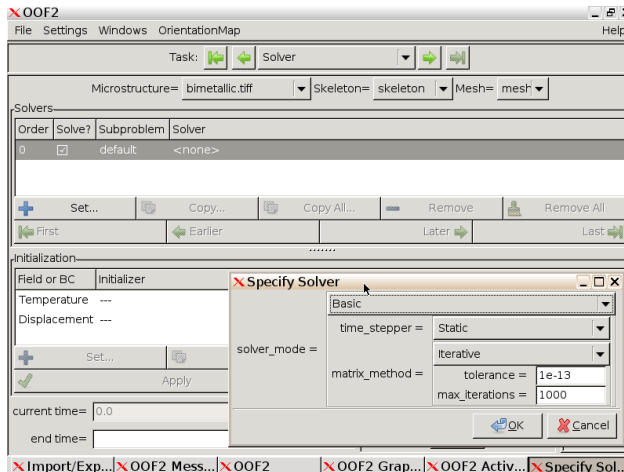


Figure 35: *Solver pane*

Select the first line in the Solver pane and click “Set Solver” to specify the solver options. Select “Advanced”, choose BiCGStab (stabilized biconjugate gradient solver) and set tolerance to $1e-9$, max_iterations to 100,000 and click OK.

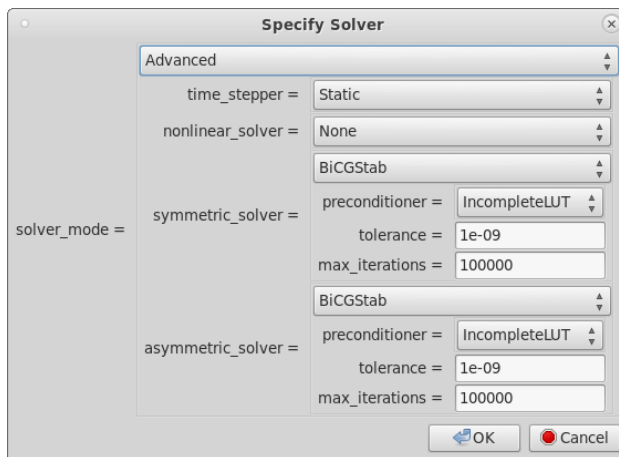


Figure 36: *Solver options*

Back in the main pane, click *Solve* in the bottom right hand corner to solve the FEM problem. This may take seconds to minutes. We can watch the progress in the Messages and Activity windows.

- Visualize result.** Switch over to the Graphics window. Add the mesh layer to see the solution, with Layer, New, Mesh as the Category. You will see three layers—the micrograph, the initial skeleton, and the final mesh.

To better visualize the final mesh, uncheck the skeleton in the Layers menu at the bottom of the window.

As we may have anticipated, the larger thermal expansion coefficient of the copper relative to the steel has caused the strip to bend downwards under the applied thermal gradient.

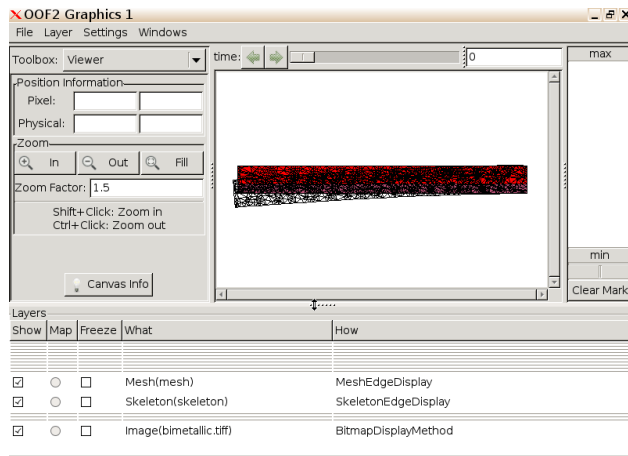


Figure 37: Graphics window with multiple layers

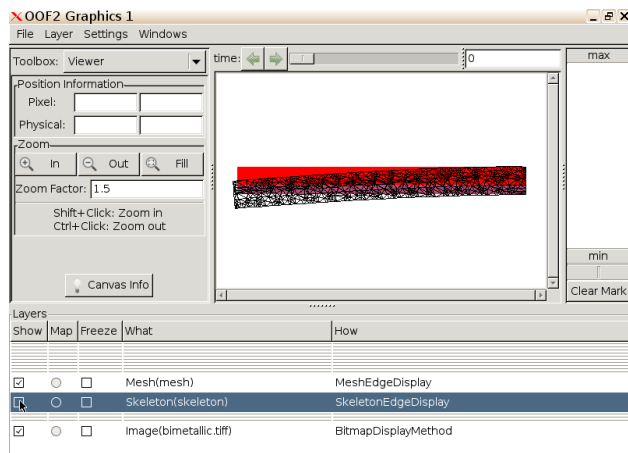


Figure 38: Graphics window without skeleton

Depending on the details of your skeleton and mesh, your bimetallic strip may or may not bend as much as this. (In a more detailed study, we should, of course, check how hpr-refinement affects our results.)

We shall now visualize the temperature gradient over the final mesh. From the Layer dropdown menu, select New, and select category Mesh.

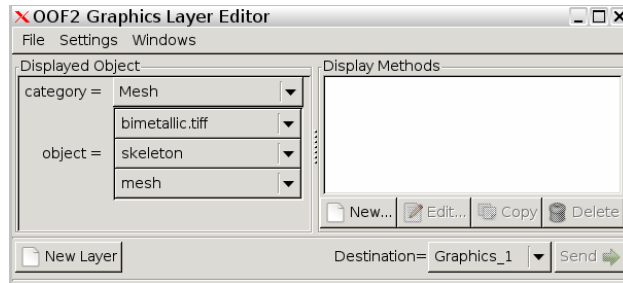


Figure 39: *Graphics layer editor*

Change Element Edges to Filled Contour. Specify field to be Temperature, and where to be actual. Click OK.

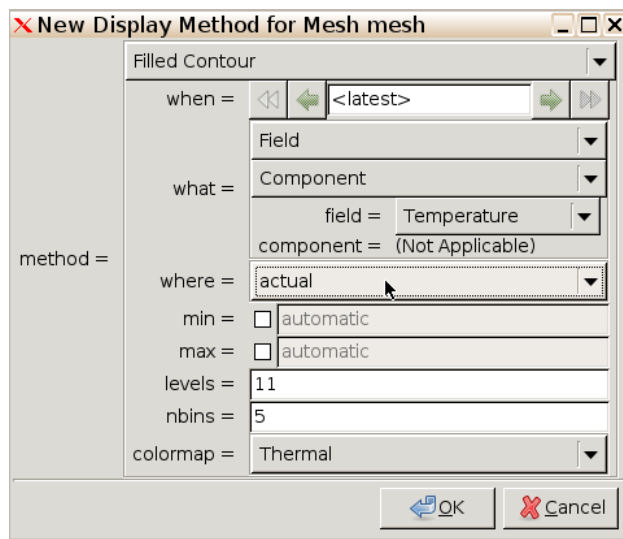


Figure 40: *Filled contour*

Back in the Graphics window, we now have the terminal temperature gradient overlaid on our final deformed mesh.

14. **Analysis.** We will now proceed to extract some numerical results. In the main OOF2 window, use the Task dropdown to navigate to the Analysis pane.

- (i) First we shall look at the temperature profile in the final structure.

Specify in the Output menu, field to be Temperature, in the Sampling menu, x_points = 10 and y_points = 10, and in the Destination menu the Message Window for output.

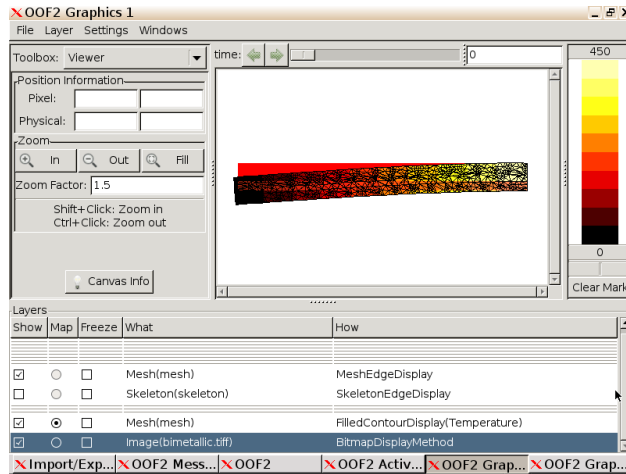


Figure 41: Graphics layer with temperature gradient

(Alternatively, we can write to file by clicking *New . . .* and download the file to our local machine using the Upload/Download window.) Click *Go*.

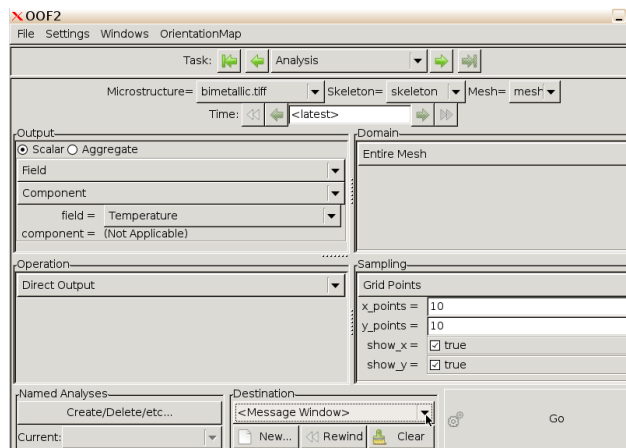


Figure 42: Analysis pane

The temperature over a grid is output to the Message window.

(ii) We can also look at properties along a cross section of the final structure.

First create a new layer in the same manner as before. In the Displayed Object column on the left, select category Mesh. In the Display Methods column, click *New . . .* and select Material Color. Click OK.

Back in the Graphics window, deselect all Layers except the MeshMaterialDisplay that we just created. From the Toolbox menu in the top left, select Mesh Cross Section and then using your pointer, draw a cross section over the deformed strip. Leave *n_points* as 50. We will now analyze the temperature at 50 uniformly spaced points along this line.

Switch back to the Analysis window. Set field to temperature, and Domain to Cross

```

X OOF2 Messages 1
File Windows
Save... Error E

# Output: Temperature
# Domain: EntireMesh
# Sampling: GridSampleSet(x_points=10,y_points=10,show_x=True,show_y=True)
# Columns:
# 1. X
# 2. Y
# 3. Temperature
# time: 0.0
0.0, 0.0, 0.0
0.011673881673881673, 0.0, 49.9872549024
0.023347763347763346, 0.0, 99.9895000954
0.035021645021645023, 0.0, 149.999789822
0.046695526695526693, 0.0, 199.980290685
0.058369408369408363, 0.0, 249.952622887
0.070043290043290046, 0.0, 299.920352665
0.081717171717171716, 0.0, 350.053140357
0.093391053391053396, 0.0, 400.004560073

```

Figure 43: Message window with temperature

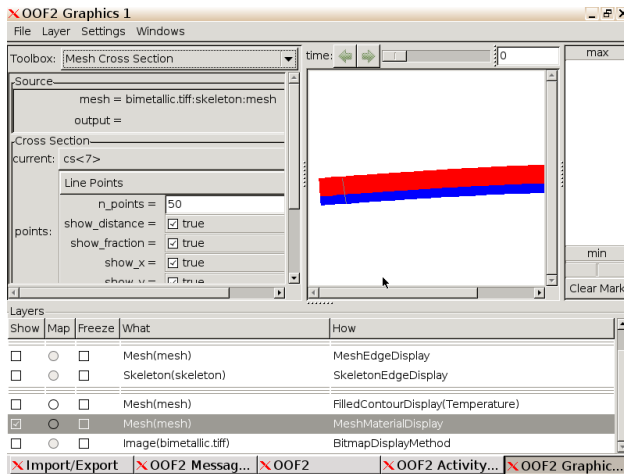


Figure 44: 50 evenly spaced points

Section. Deselect `show_distance` and `show_fraction` since these are unimportant to us, and leave the Destination as the Message Window. Click Go.

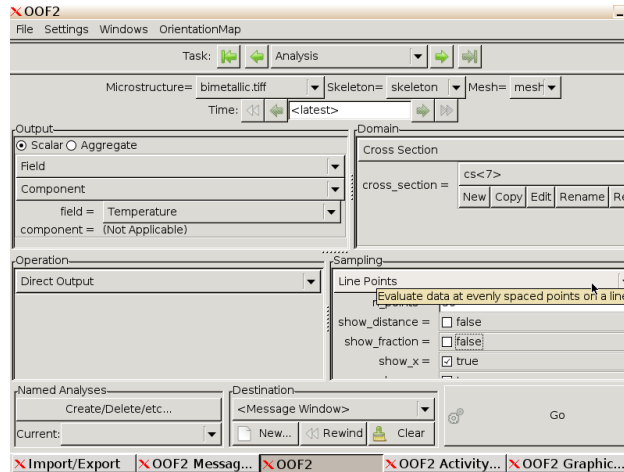


Figure 45: Analysis pane

Checking back in the Message window, we find our results.

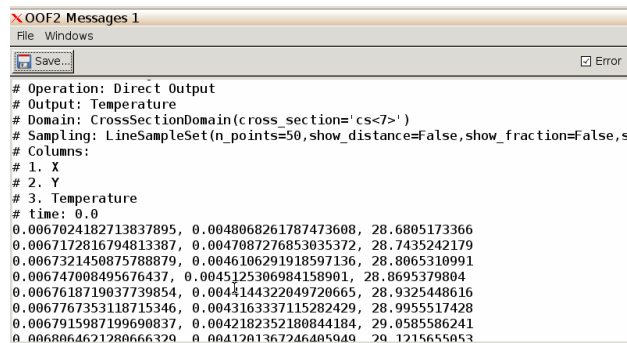


Figure 46: Message window with temperature cross-sections