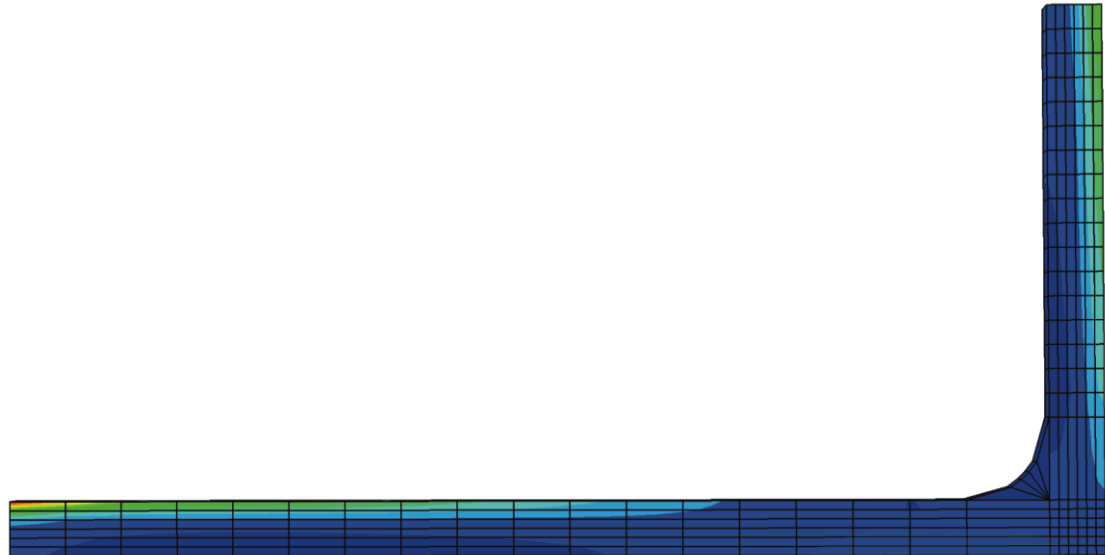


Practical application of the MFE

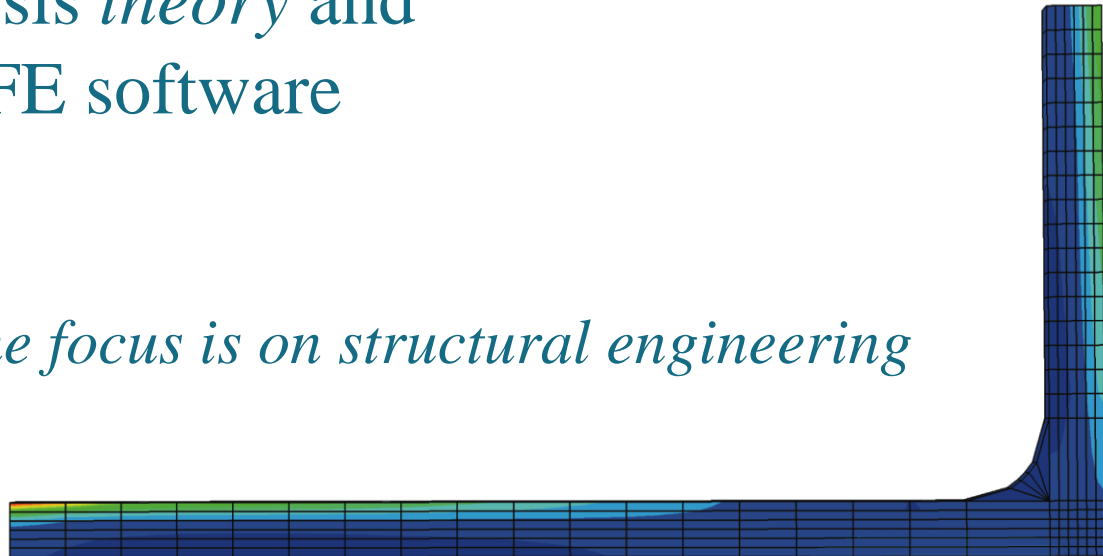
Part 1 : Modelling



Goals of this Lecture

- Demonstrating the importance of modelling when applying the MFE
- Closing the gap between structural analysis *theory* and *application* of FE software

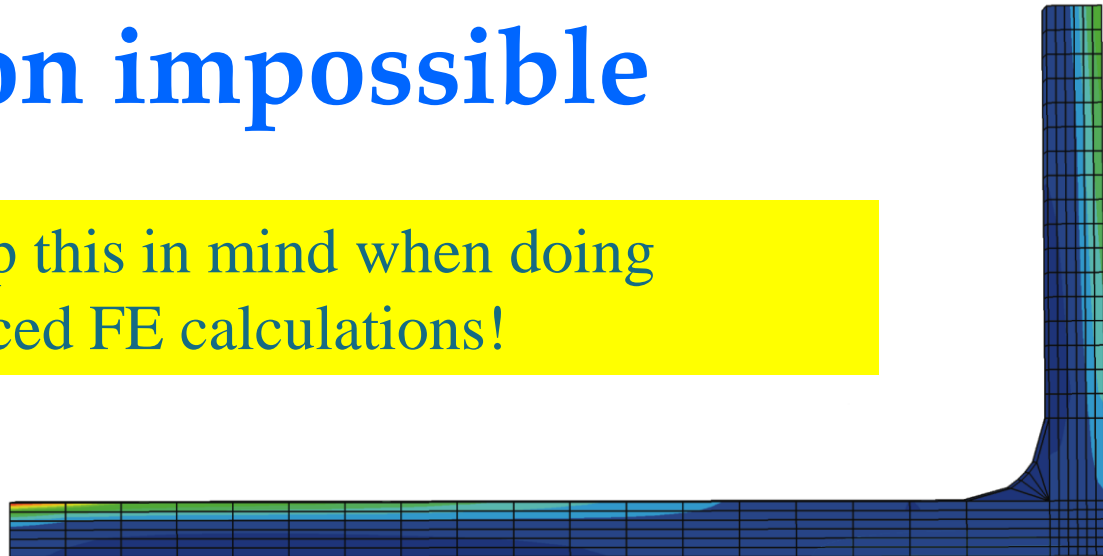
Note: In this lecture the focus is on structural engineering



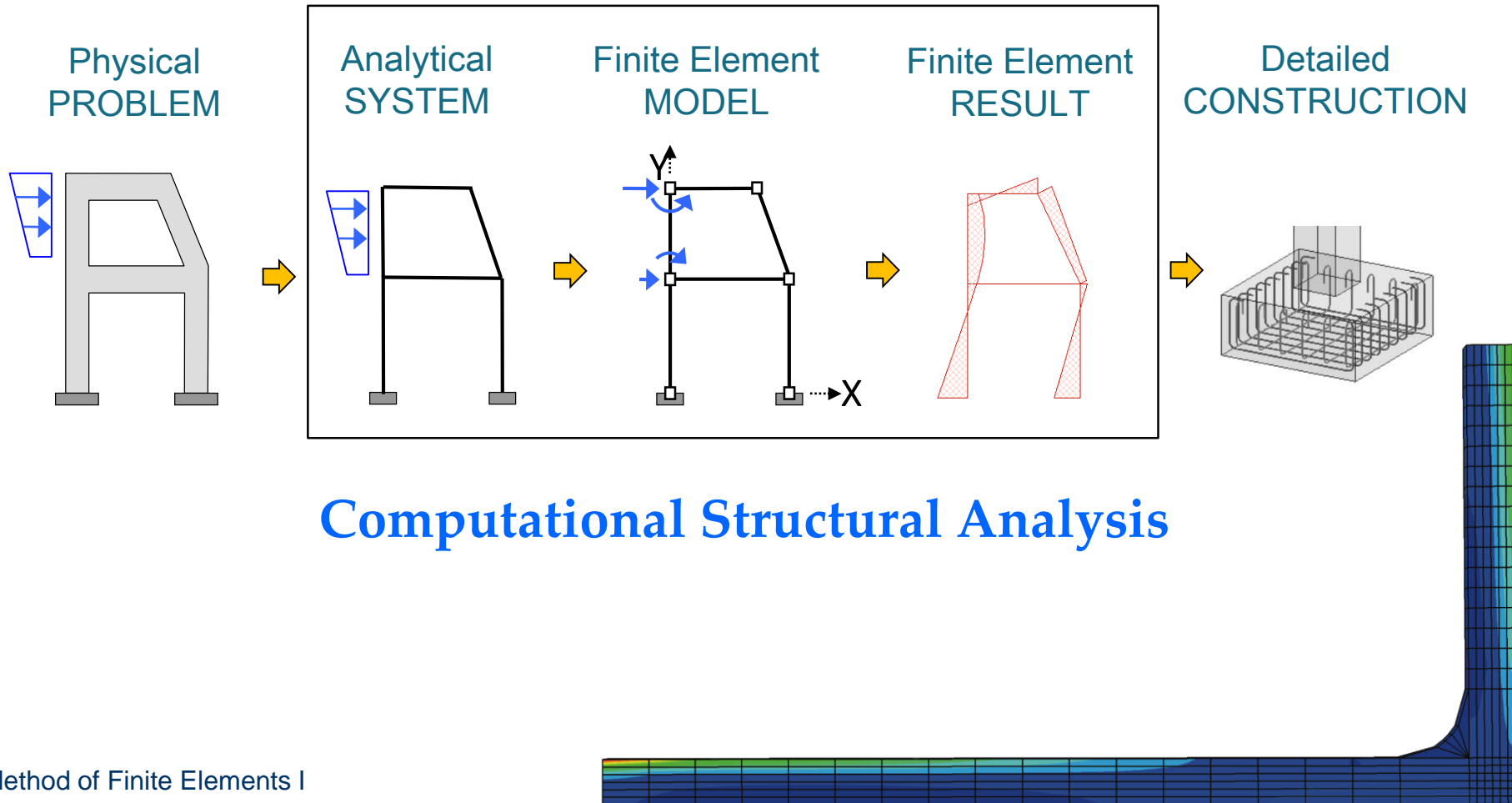
"Structural engineering is the art of molding materials we don't wholly understand, into shapes we can't fully analyze, so as to withstand forces we can't really assess, in such a way that the community at large has no reason to suspect the extent of our ignorance."

Structural Engineering = Mission impossible

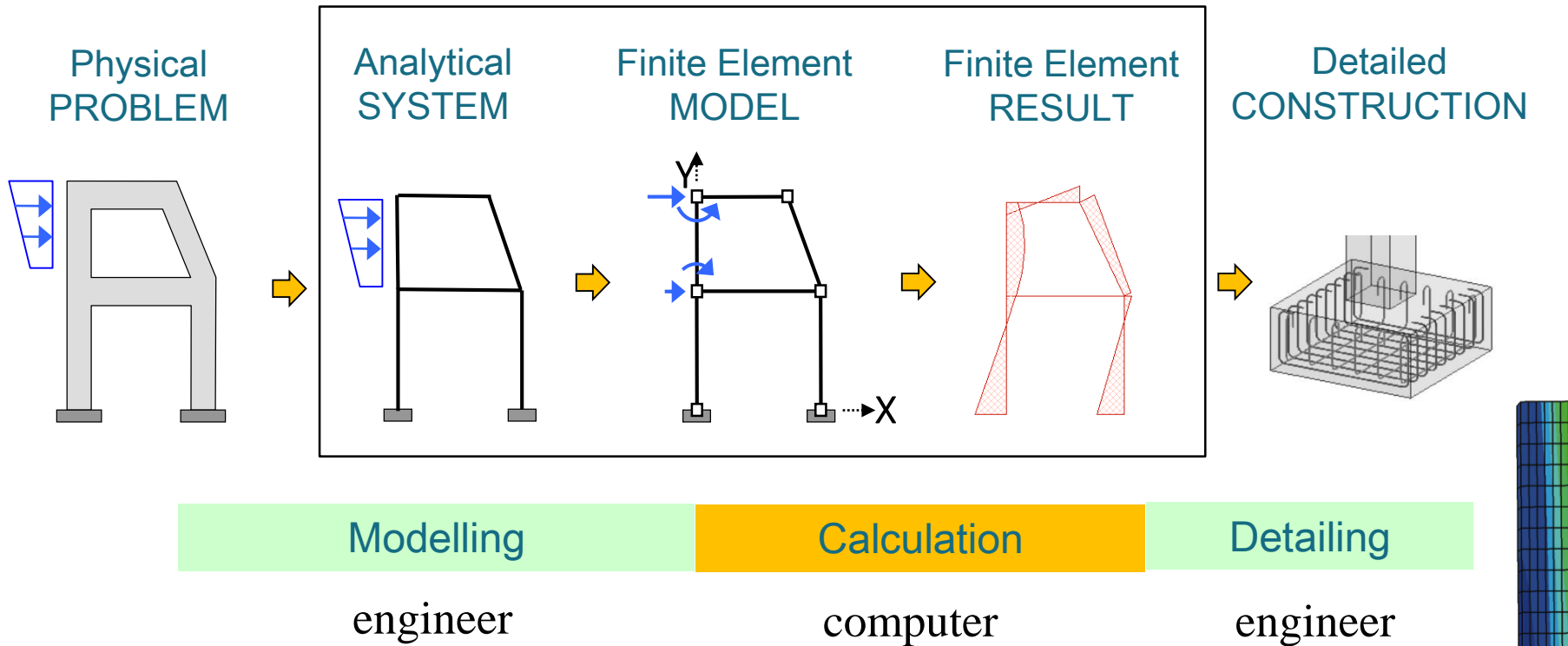
Always keep this in mind when doing
advanced FE calculations!



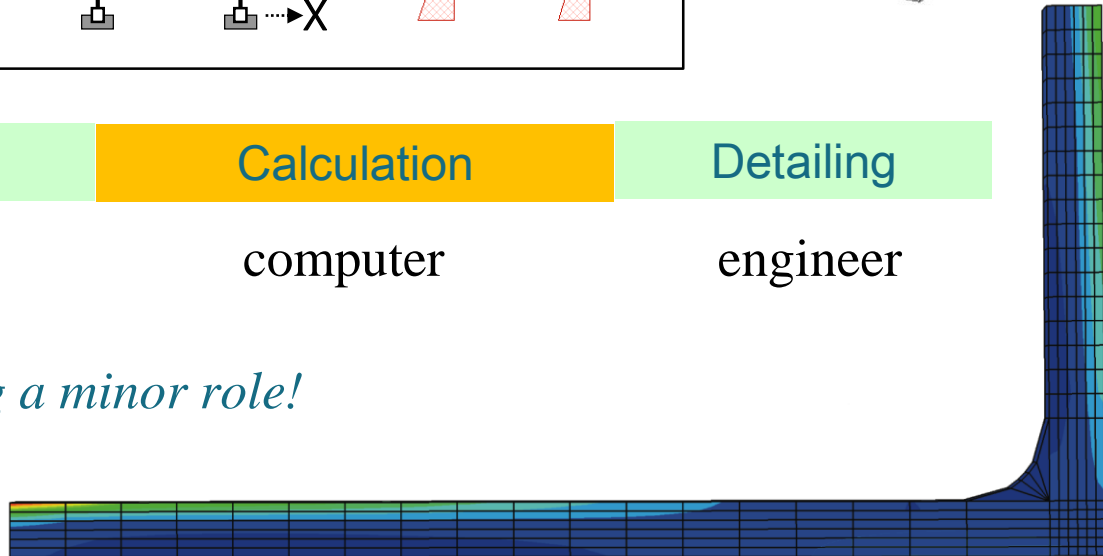
Structural Engineering



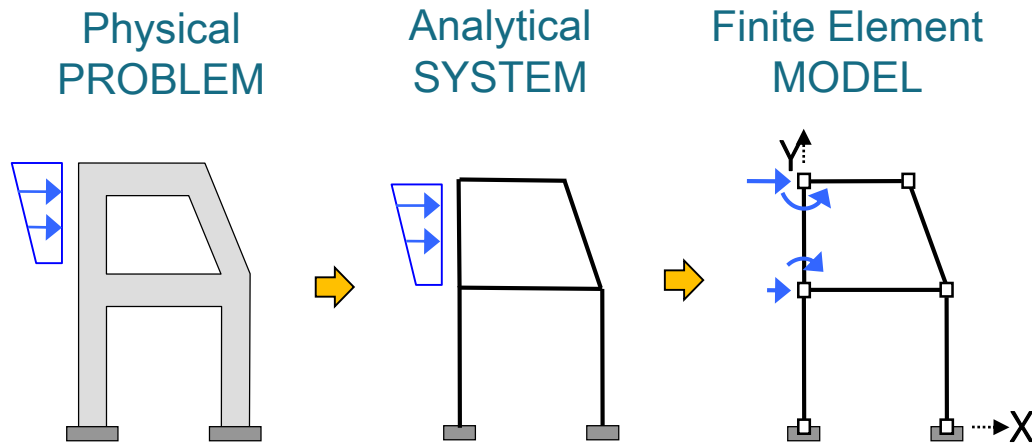
Structural Engineering



Note: The computer is playing a minor role!



FE Modelling



Modelling = defining...

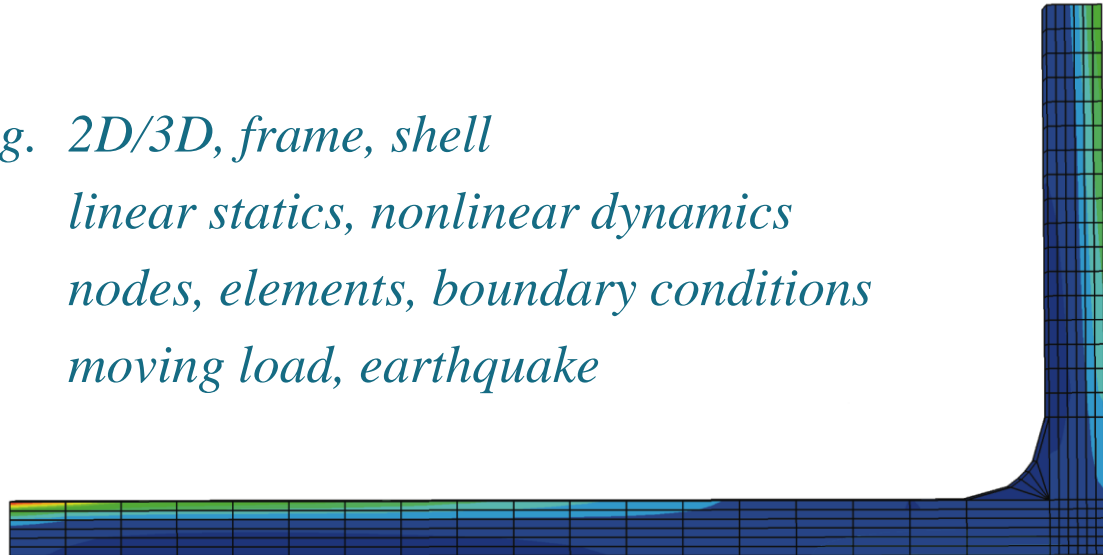
- Structure type
- Analysis type
- Analytical system
- Actions

e.g. 2D/3D, frame, shell

linear statics, nonlinear dynamics

nodes, elements, boundary conditions

moving load, earthquake



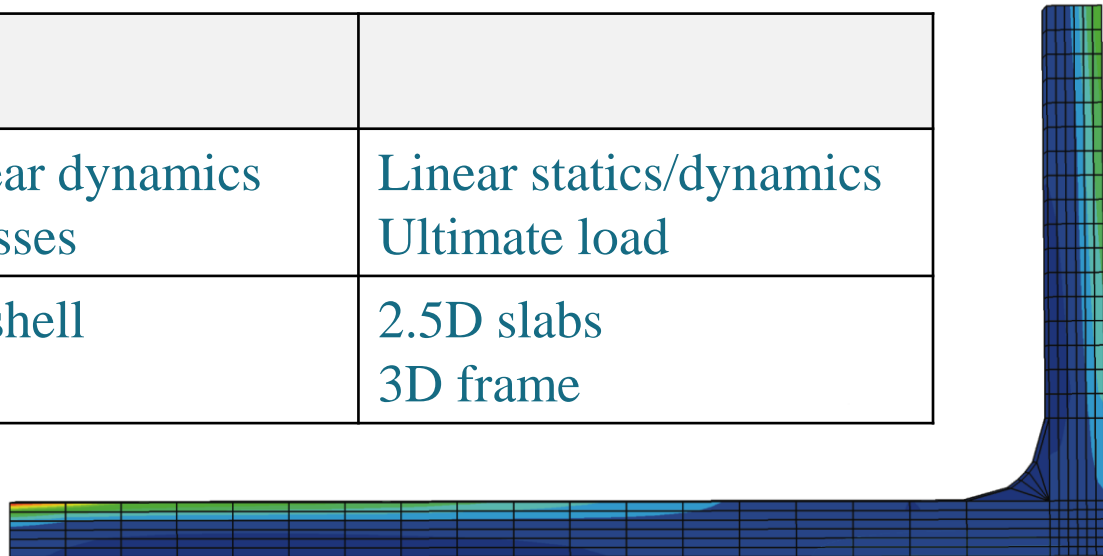
FE Modelling

Mechanical Eng

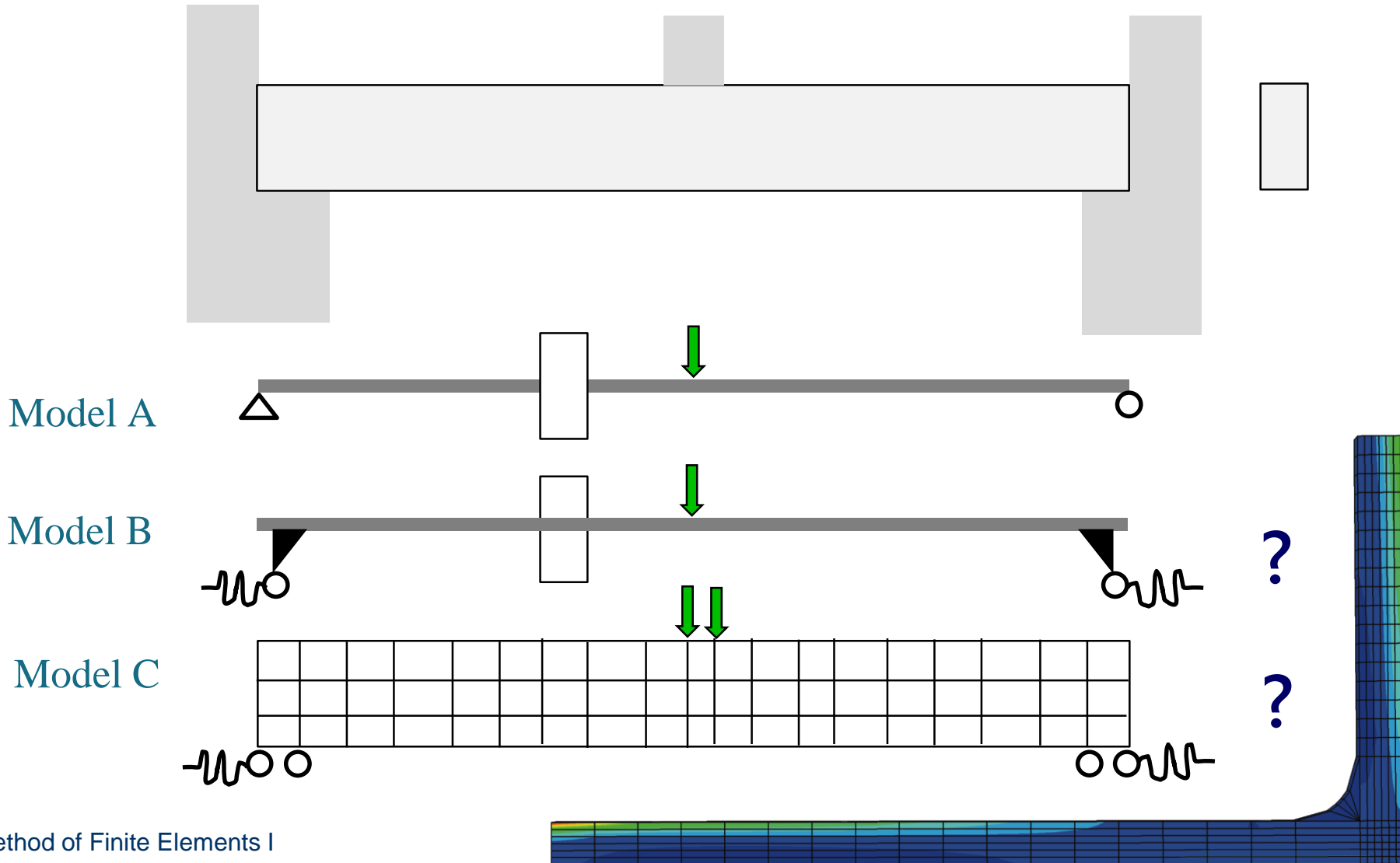
Civil Eng

World		
Object	Airplane	Building
Problem	Vibrations Cracking	Deformations Collapse

(FE) Model		
Analysis	Linear dynamics Stresses	Linear statics/dynamics Ultimate load
Structure	3D shell	2.5D slabs 3D frame



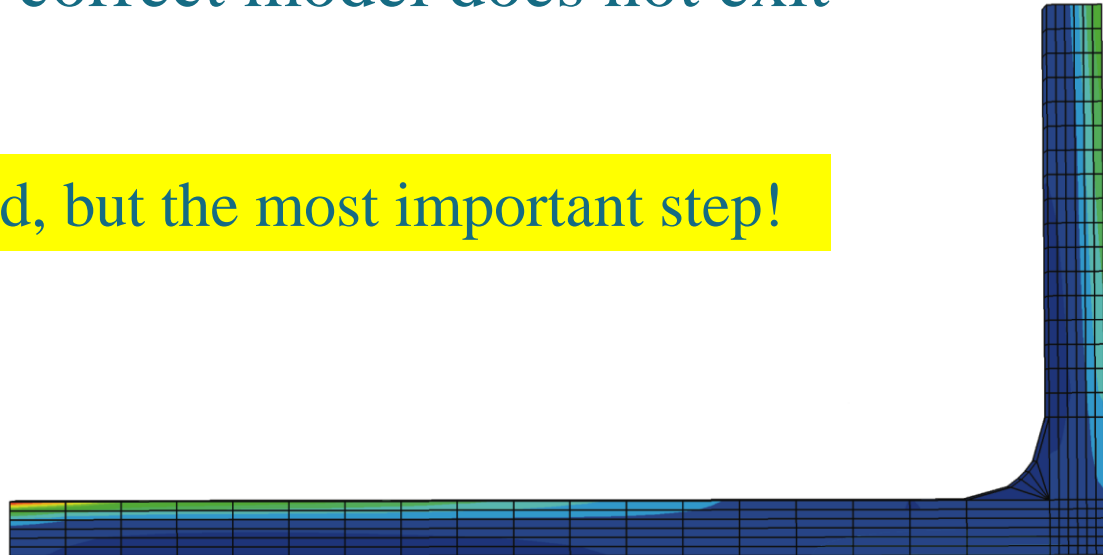
Example: Modelling a Girder



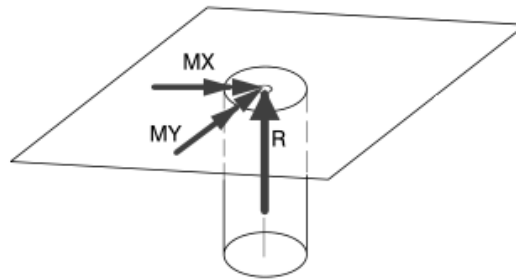
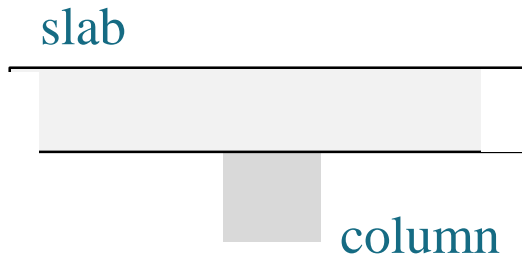
Modelling

- Making assumptions based on engineering judgement
- Building an appropriate, consistent analytical system
- The (one and only) correct model does not exist

Modelling is hard, but the most important step!

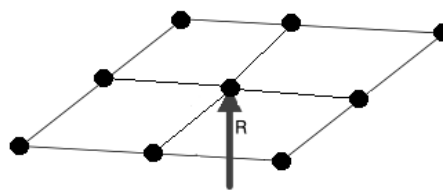
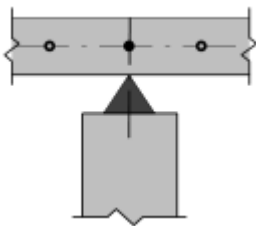


Example: Slab on Columns FE Model



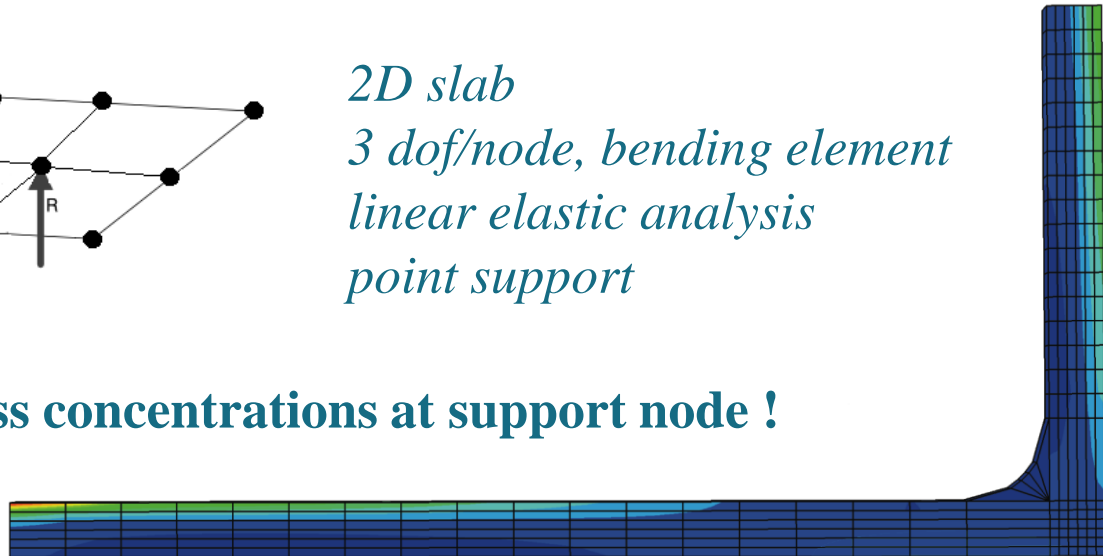
Best FE model = ?

FE Model A



*2D slab
3 dof/node, bending element
linear elastic analysis
point support*

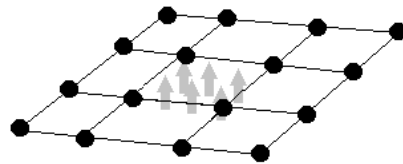
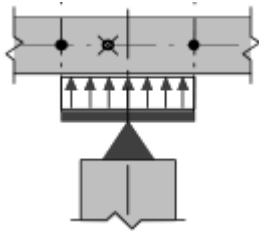
=> Stress concentrations at support node !



Example: Slab on Columns

FE Model B

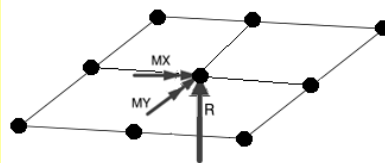
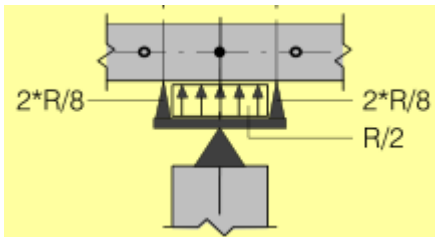
elastic element support



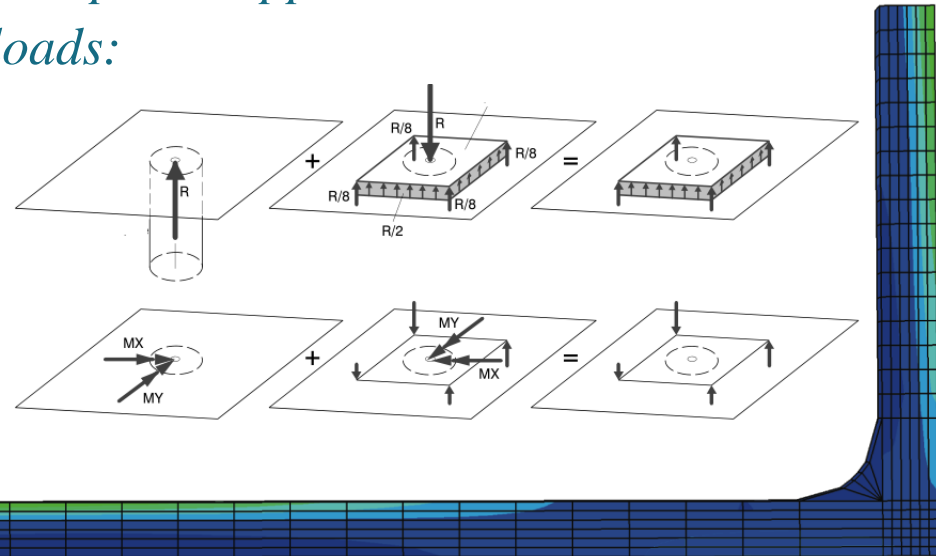
=> No clamped support possible !

FE Model C

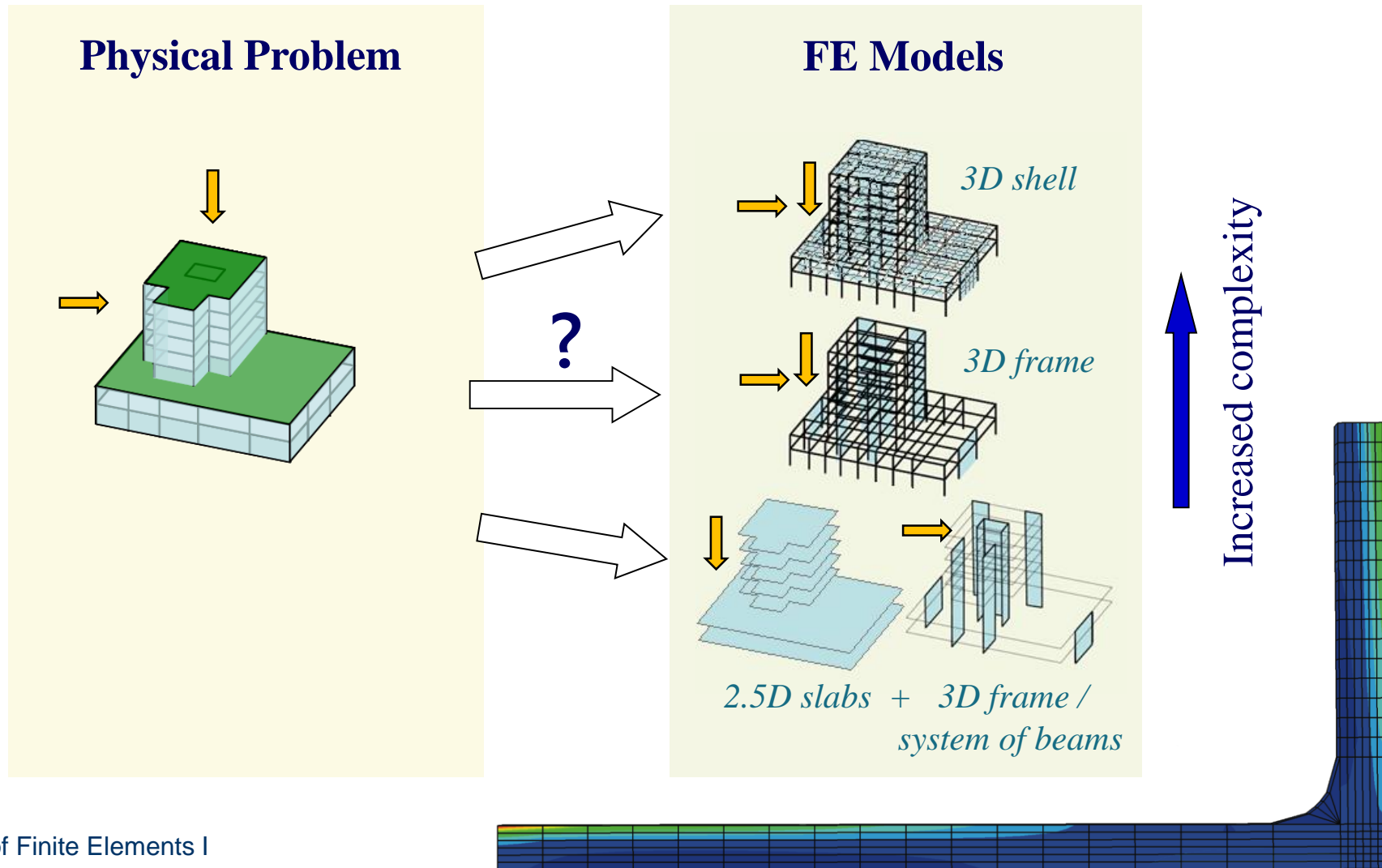
1. Find reactions from point support
2. Add correcting loads:



=> Best results !



Example: Modelling a Building



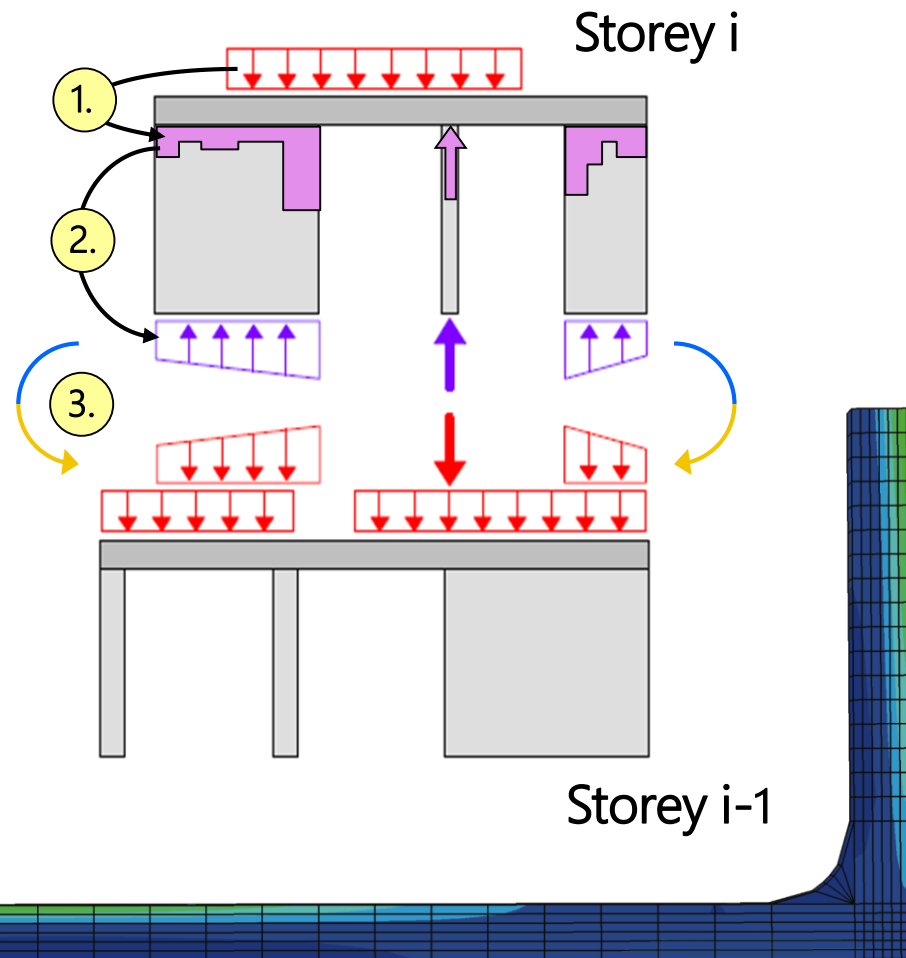
Example: Modelling a Building

2.5 D Model for vertical loads: "Stack of slabs"

Start with top story:

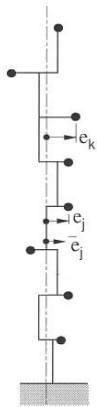
1. Upper story: 2D slab analysis
=> reactions
2. Walls/columns: reaction transfer
+ dead load => foot reactions
3. Lower story: import reactions
as slab loads

Continue to next story and
repeat the 3 steps
all the way to the foundation.

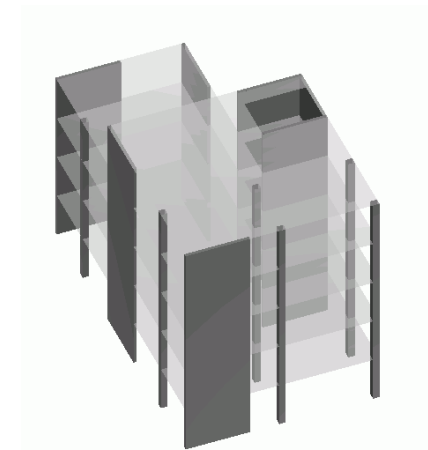


Example: Modelling a Building

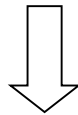
Earthquake Analysis



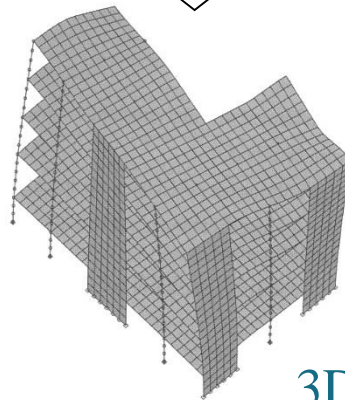
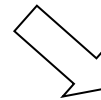
Equivalent
cantilever
beam



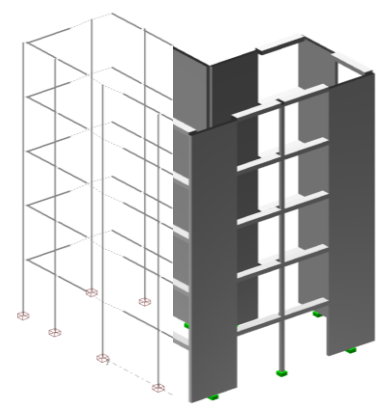
?



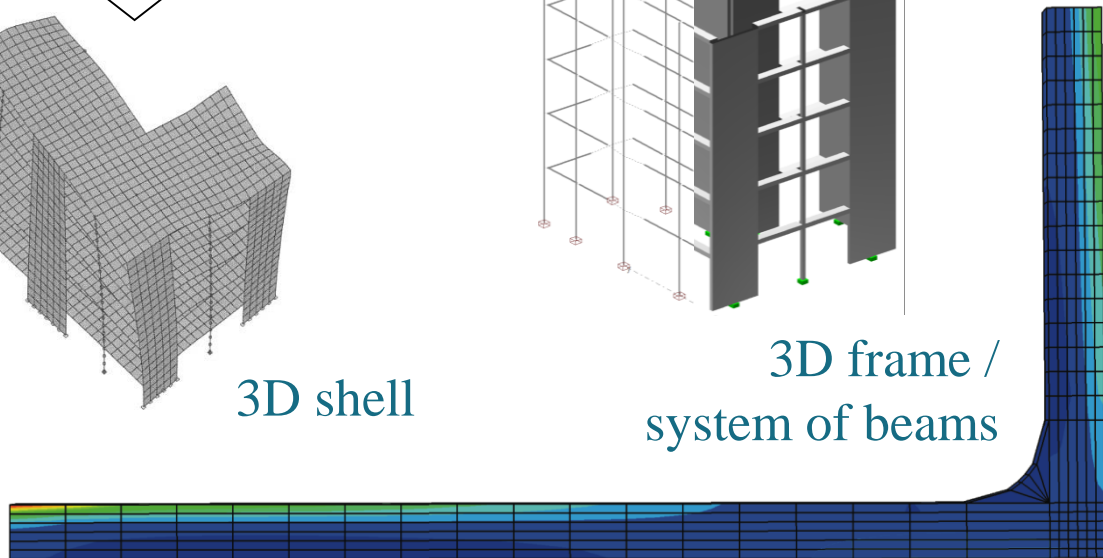
?



3D shell



3D frame /
system of beams



Model: 3D Shell

- **Good**

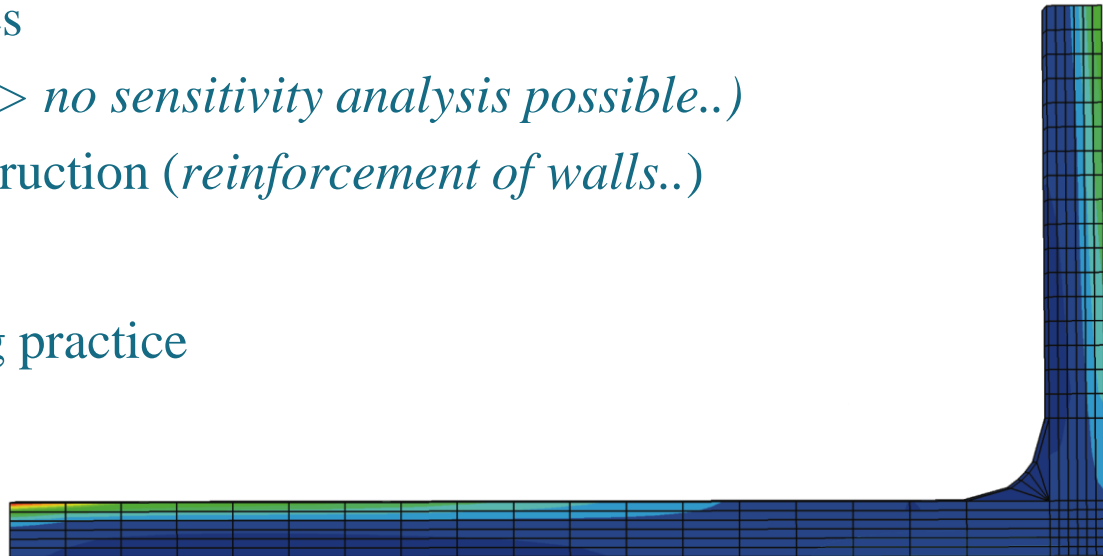
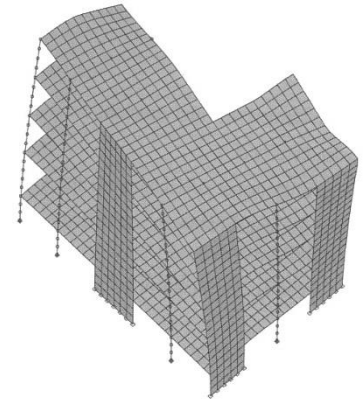
- Suitable for any geometry (*curved shells..*)
- Nicest result pictures (*marketing..*)

- **Bad**

- Most detailed model (*big input => big output*)
- Verifying the results is extremely demanding
- Not fully covered by codes
- Long computing times (*=> no sensitivity analysis possible..*)
- No direct results for construction (*reinforcement of walls..*)

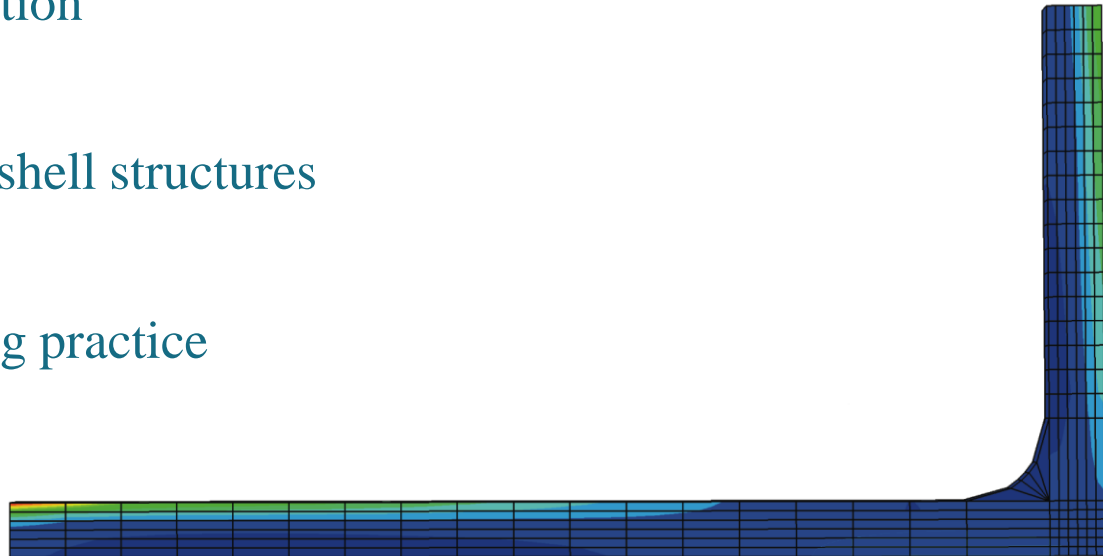
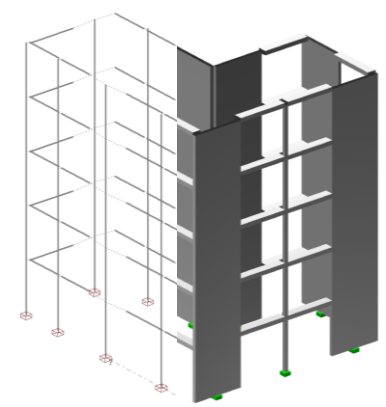
- **Verdict**

- Not suited for engineering practice



Model: 3D Frame

- **Good**
 - Based on beam theory (\Rightarrow *result interpretation..*)
 - Directly supported by codes
 - Very well covered by literature
 - Suitable for all types of analysis
 - Short computing times (\Rightarrow *sensitivity analysis..*)
 - Direct results for construction
- **Bad**
 - Cannot model 3D curved shell structures
- **Verdict**
 - Best model for engineering practice



The 4 Golden Rules of FE-Modelling

1. Understand the problem before starting the FE software
2. Model the (structural) system not the geometry
3. Unverifiable FE results are generally false
4. Follow the basic system assumptions all the way to the construction

