

# Master on Numerical Methods in Engineering and Programme in Computational Mechanic 

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Practice 1

## Problem 1.



Fig 1. Triangular Elements with Three Nodes


Fig 3. Quadrilaterals with Four Nodes


Fig 2. Triangular Elements with Six Nodes


Fig 4. Quadrilaterals with Eight Nodes

Table1. Comparable Results of Different Meshes

|  | Number of <br> triangle/quadrilateral elements | Number of nodes |
| :---: | :---: | :---: |
| Triangular Element with 3 nodes | 882 | 482 |
| Triangular Element with 6 nodes | 882 | 1845 |
| Quadrilaterals with 4 nodes | 421 | 462 |
| Quadrilaterals with 8 nodes | 421 | 1344 |
| Quadric 9 | 421 | 1765 |

[^0]Problem 2.
a. Geometry of the structure


Fig 5. Geometry of Structure with Surfaces
b. Problem Data, Boundary Conditions and Loads


Fig 6. Constraints for Case 1
c. Mesh

Triangular elements with 3 nodes are used to generate mesh. Number of triangle elements and number of nodes are respectively the following: 7793 and 4198. Size of elements to be generated is used as 0.1


Fig 7. Geometry with Mesh
d. Results and Discussion

Case1. Dead Weight + Uniform Load



Case2. Dead Weight + Uniform Load + Settlement of the Central Column


Sx (N/m2)

- $7.1361 \mathrm{e}+5$
$6.0511 \mathrm{e}+5$
$4.9662 \mathrm{e}+5$
3.8812e+5
$2.7962 \mathrm{e}+5$
$1.7112 \mathrm{e}+5$
- 62619
-45880
$-1.5438 \mathrm{e}+5$
$-26288 \mathrm{e}+5$
$-3.7138 e+5$
iontour Fill of Stresses_PS, Sx (N/m2).



## Problem 3.

a. Geometry and materials


## b. Mesh

-Size of elements to be generated is 0.05 .
-Number of Quadrilateral Elements = 1173
-Number of Nodes $=1297$


## c. Postprocess



-Displacements:

|  | Disp-X (m) |
| :---: | :---: |
|  | 0.00014163 |
|  | 0.00011523 |
| +184. | $8.8834 \mathrm{e}-5$ |
|  | $6.2435 \mathrm{e}-5$ |
|  | $3.6036 \mathrm{e}-5$ |
| - | $9.637 \mathrm{e}-6$ |
|  | -1.6762e-5 |
|  | -4.3161e-5 |
|  | -6.956e-5 |
|  | $-9.5959 \mathrm{e}-5$ |
| Fll of Displacements, Disp-X (m). | -0.00012236 |
| ( $\times 804885$ ) : Displacements of Load Case step 1 | -0.00014876 |



Problem 4.


[^0]:    -Size of elements to be generated is chosen as 0.1

