



Kings, Star Wars, and Uri Geller

Element Selection in a Nutshell
Axel REICHERT

3DEXPERIENCE®

Overview

- ▶ Problems
 - ▷ With our Library
 - ▷ With our Customers
 - ▷ With Ourselves
- ▶ Solutions
 - ▷ The Rationale
 - ▷ The Recipe
- ▶ Example
- ▶ Summary

Problems

With our Library

AC1D2 AC1D3 AC2D3 AC2D4 AC2D4R AC2D6 AC2D8 AC3D10 AC3D15 AC3D20 AC3D4 AC3D5 AC3D6 AC3D8 AC3D8R ACAX3 ACAX4 ACAX4R ACAX6 ACAX8
ACIN2D2 ACIN2D3 ACIN3D3 ACIN3D4 ACIN3D6 ACIN3D8 ACINAX2 ACINAX3 ASI1 ASI2 ASI2A ASI2D2 ASI2D3 ASI3 ASI3A ASI3D3 ASI3D4 ASI3D6
ASI3D8 ASI4 ASI8 ASIA2 ASIA3 B21 B21H B22 B22H B23 B23H B31 B31H B31OS B31OSH B32 B32H B32OS B32OSH B33 B33H C3D10 C3D10E
C3D10H C3D10HS C3D10HT C3D10M C3D10MH C3D10MHT C3D10MP C3D10MPH C3D10MPT C3D10MT C3D10P C3D10PH C3D10PHT C3D10PT C3D10T C3D15
C3D15E C3D15H C3D15V C3D15VH C3D20 C3D20E C3D20H C3D20HT C3D20P C3D20PH C3D20R C3D20RE C3D20RH C3D20RHT C3D20RP C3D20RPH C3D20RT
C3D20T C3D27 C3D27H C3D27R C3D27RH C3D4 C3D4A C3D4E C3D4H C3D4P C3D4PH C3D4PHT C3D4PT C3D4T C3D5 C3D5H C3D6 C3D6A C3D6E C3D6H
C3D6HT C3D6P C3D6PH C3D6PHT C3D6PT C3D6T C3D8 C3D8A C3D8E C3D8H C3D8HS C3D8HT C3D8I C3D8IH C3D8P C3D8PH C3D8PHT C3D8PT C3D8R
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CAX4P CAX4PH CAX4PT CAX4R CAX4RH CAX4RHT CAX4RP CAX4RPH CAX4RPHT CAX4RPT CAX4RT CAX4T CAX6 CAX6E CAX6H CAX6M CAX6MH CAX6MHT
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CGAX6MHT CGAX6MT CGAX8 CGAX8H CGAX8HT CGAX8R CGAX8RH CGAX8RHT CGAX8RT CGAX8T CIN3D12R CIN3D18R CIN3D8 CINAX4 CINAX5R CINPE4
CINPE5R CINPS4 CINPS5R COD2D4P COD3D6P COD3D8P CODAX4P COH2D4 COH2D4P COH3D6 COH3D6P COH3D8 COH3D8P COHAX4 COHAX4P CONN2D2
CONN3D2 CPE3 CPE3E CPE3H CPE3T CPE4 CPE4E CPE4H CPE4HT CPE4I CPE4IH CPE4P CPE4PH CPE4R CPE4RH CPE4RHT CPE4RP CPE4RPH CPE4RT
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DC3D4E DC3D6 DC3D6E DC3D8 DC3D8E DC3D8R DCAX3 DCAX4 DCAX4E DCAX6 DCAX8 DCAX8E DCC1D2 DCC1D2E DCC2D4 DCC2D4E DCC3D8 DCC3D8E
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GAPUNIT GK2D2 GK2D2N GK3D12M GK3D12MN GK3D18 GK3D18N GK3D2 GK3D2N GK3D4L GK3D4LN GK3D6 GK3D6L GK3D6LN GK3D6N GK3D6T GK3D6TN
GK3D8 GK3D8N GK3D8T GK3D8TN GKAX2 GKAX2N GKAX4 GKAX4N GKAX6 GKAX6N GKPE4 GKPE6 GKPS4 GKPS4N GKPS6 GKPS6N HEATCAP IRS21A IRS22A
ISL21A ISL22A ITSCYL ITSUNI ITT21 ITT31 JOINT2D JOINT3D JOINTC LS3S LS6 M3D3 M3D4 M3D4R M3D6 M3D8 M3D9 M3D9R MASS MAX1
MAX2 MCL6 MCL9 MGAX1 MGAX2 PC3D PD3D PIPE21 PIPE21H PIPE22 PIPE22H PIPE31 PIPE31H PIPE32 PIPE32H PS124 PS126 PS134 PS136 Q3D10M
Q3D10MH Q3D20 Q3D20H Q3D20R Q3D20RH Q3D4 Q3D6 Q3D8 Q3D8H Q3D8R Q3D8RH R2D2 R3D3 R3D4 RAX2 RB2D2 RB3D2 ROTARYI S3 S3R S3RS S3RT
S3T S4 S4R S4RS S4RS S4RSW S4RT S4T S8R S8RS S8RT S9RS SAX1 SAX2 SAX2T SAXA1N SAXA2N SC6R SC6RT SC8R SC8RT SFM3D3 SFM3D4 SFM3D4R
SFM3D6 SFM3D8 SFM3D8R SFMAX1 SFMAX2 SFMCL6 SFMCL9 SFMGAX1 SFMGAX2 SPRINGA STRI3 STRI65 T2D2 T2D2E T2D2H T2D2T
T2D3 T2D3E T2D3H T2D3T T3D2 T3D2E T3D2H T3D2T T3D3 T3D3E T3D3H T3D3T WARP2D3 WARP2D4

Problems

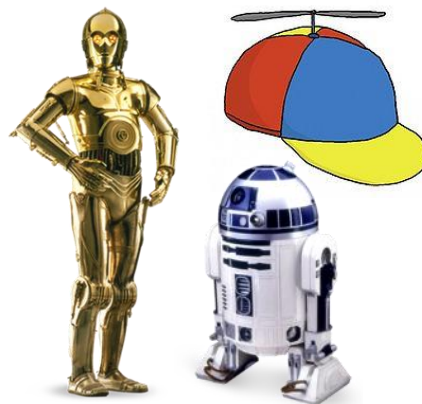
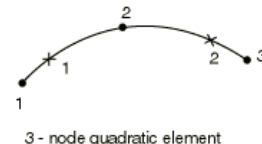
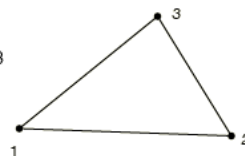
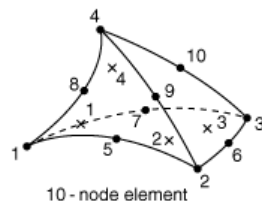
With our Library

- ▶ 577 different element types in Abaqus
 - ▷ 485 unique to Abaqus/Standard
 - ▷ 10 unique to Abaqus/Explicit
 - ▷ 82 common to both codes
- ▶ Spoilt for choice
- ▶ However, only 20 element types cover already 50 percent of our example database (almost 50000 *ELEMENT options)

Problems

With our Library

- ▶ R2D2 (rigid beam, as can be seen from the cross-sectional area)
- ▶ R3D3 (successor model, different designer)
- ▶ No C3PO (had too much contact chatting)
- ▶ B32 (good for most applications, two integration points)
- ▶ No B52 (good for military applications, many disintegration points)
- ▶ DS3, DS4 (popular in France)
- ▶ HEATCAP (popular with propeller heads)
- ▶ MAX1, MAX2 (“royal” elements popular in Bavaria)
- ▶ PSI elements (vanish without *MODEL CHANGE)
- ▶ WARP elements (converge extremely fast)
- ▶ C3D10MPH (popular in America)
- ▶ No C3D10KMH (due to “unit imperialism”)



Problems

With our Customers

- ▶ Not knowing the name of the element
 - ▷ Customer: “I am getting an error for my ‘HEX8’ element.”
 - ▷ Support engineer: “Use one of the 46 hexahedrons with 8 nodes available in Abaqus.”

Problems

With our Customers

- ▶ Not knowing the properties of the element
 - ▷ Customer: “I am getting wrong buckling loads for my Euler column.”
 - ▷ Support engineer: “Use C3D8I, not one layer of C3D8 or C3D8R.”

Problems

With our Customers

- ▶ Not knowing the assumptions underlying the element
 - ▷ Customer: “I am getting zero compression stress for my shell structure.”
 - ▷ Support engineer: “Use a solid element, not a plane stress formulation.”

Problems

With our Customers

- ▶ Not knowing the documentation for the element
 - ▷ Customer: “I am getting only little bending for my C3D4 with 179.84° interior angle.”
 - ▷ Support engineer: “Search the Guides for ‘should be avoided as much as possible’.”

Problems

With our Customers

- ▶ Not knowing the theory behind the element
 - ▷ Serendipity/Lagrange
 - ▶ Persian fairy tale/Italian mathematician
 - ▷ Incompatible modes
 - ▶ Work on both Linux and Windows machines
 - ▷ Assumed/parasitic strains
 - ▶ “To be(nd), or not to be(nd)”
 - ▷ Hourglass control
 - ▶ Check old-fashioned time-measuring devices
 - ▷ Volumetric locking/selectively reduced integration
 - ▶ Save the “H” for last

Problems

With Ourselves

- ▶ Assuming you know the theory
- ▶ Assuming you want to know the theory
- ▶ Assuming you delight in unnecessary complexity as much as we do
 - ▷ Offering a 2-day seminar with 378 slides: CAXA8n, CPEG4IH, CCL24RH, and CINPS5R
 - ▷ Covering the white board with equations: “Every engineer needs to know this!”

Solutions

The Rationale



Solutions

The Rationale

- ▶ KISS: “Keep It Simple, Stupid”
- ▶ William of Ockham: Law of Parsimony (“Occam’s Razor”)
- ▶ What customers like
 - ▷ Black box thinking
 - ▷ Robust recommendations
 - ▷ Rules of thumb
 - ▷ If-then-else decision trees



Solutions

The Recipe

- ▶ Covers Abaqus/Standard and Abaqus/Explicit
- ▶ Covers 3D structural mechanics
- ▶ Suggests element choices that are
 - ▷ “Satisficing” (Herbert A. Simon)
 - ▷ Reasonably accurate and fast
 - ▷ Avoiding gross modeling mistakes
 - ▷ Less numerous, but more general

Solutions

The Recipe

► 1D elements

- ▷ B33 cannot be used for large strains, is missing in Abaqus/Explicit
- ▷ B32 should not be used for contact
- ⇒ B31

► 2D elements

- ▷ Few types can be used for thick *and* thin shell behavior *and* large strains
- ▷ Quadrilaterals are better than triangles
- ▷ S4 cannot be used for hyperelasticity, is expensive in Abaqus/Explicit
- ⇒ S4R (stacked SC8R for detailed analysis of transverse shear stresses)

Solutions

The Recipe

► 3D hexahedral elements

▷ C3D8 should not be used for bending, is expensive in Abaqus/Explicit

▷ C3D8I is very sensitive to element quality

⇒ C3D8R if you might be using Abaqus/Explicit

▷ C3D20 should not be used for nearly incompressible materials

⇒ C3D20R if you will not be using Abaqus/Explicit (C3D8 for compression of thin structures)

► 3D tetrahedral elements

▷ C3D10M is no true 2nd-order element, needs considerable mass scaling in Abaqus/Explicit

▷ C3D10HS is quite expensive, is missing in Abaqus/Explicit

⇒ C3D10

Solutions

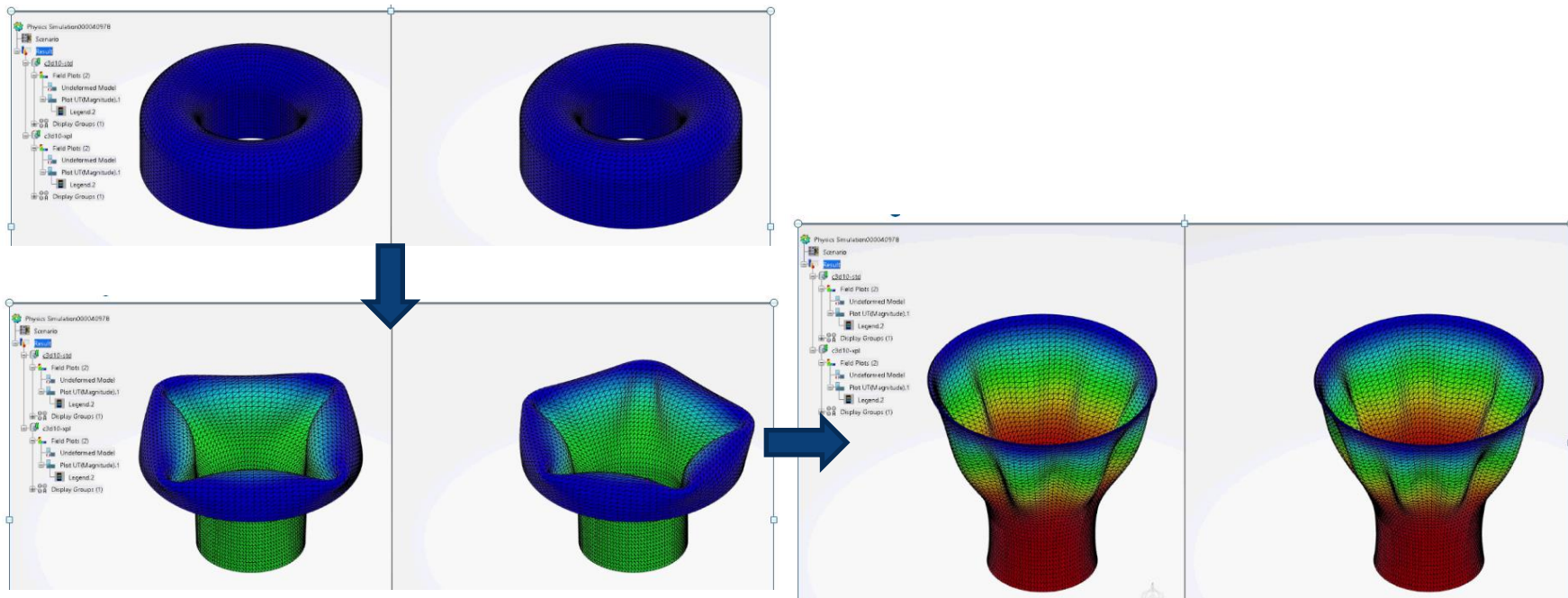
The Recipe

► Miscellaneous

- ▷ Prefer `*RIGID BODY` for deformable (solid) elements over “skin modeling” with `R3D4`, `SFM3D4R`, `M3D4R`, or `S4R`
 - No fiddling with density, thickness, or offset: Mass is automatically calculated correctly.
 - No snagging in contact analysis: Nodes are automatically pushed outside.
- ▷ Prefer `CONN3D2` over spring and dashpot elements
 - Abaqus had connector elements since 2001. They offer much more functionality.
- ▷ For fully incompressible materials, append an “H” to the 3D element name
 - Abaqus had hybrids decades before the advent of electromobility.

Example

Turning a rubber tube inside out



Example

Model details

- ▶ One C3D10 element over thickness
- ▶ Almost incompressible neo-Hooke
- ▶ Outer edge pinned
- ▶ Inner face displaced
- ▶ Smooth step amplitude
- ▶ Frictional self-contact

Example

Comparison of the implicit and explicit versions

- ▶ Convergence Quartet with:
 - ▷ “Quasi-static” type for implicit
 - ▷ Variable mass scaling for explicit
- ▶ No *CONTROLS
- ▶ No stabilization
- ▶ Abaqus/Standard took 16 hours on 3 cores.
- ▶ Abaqus/Explicit was factor 8 faster.

```

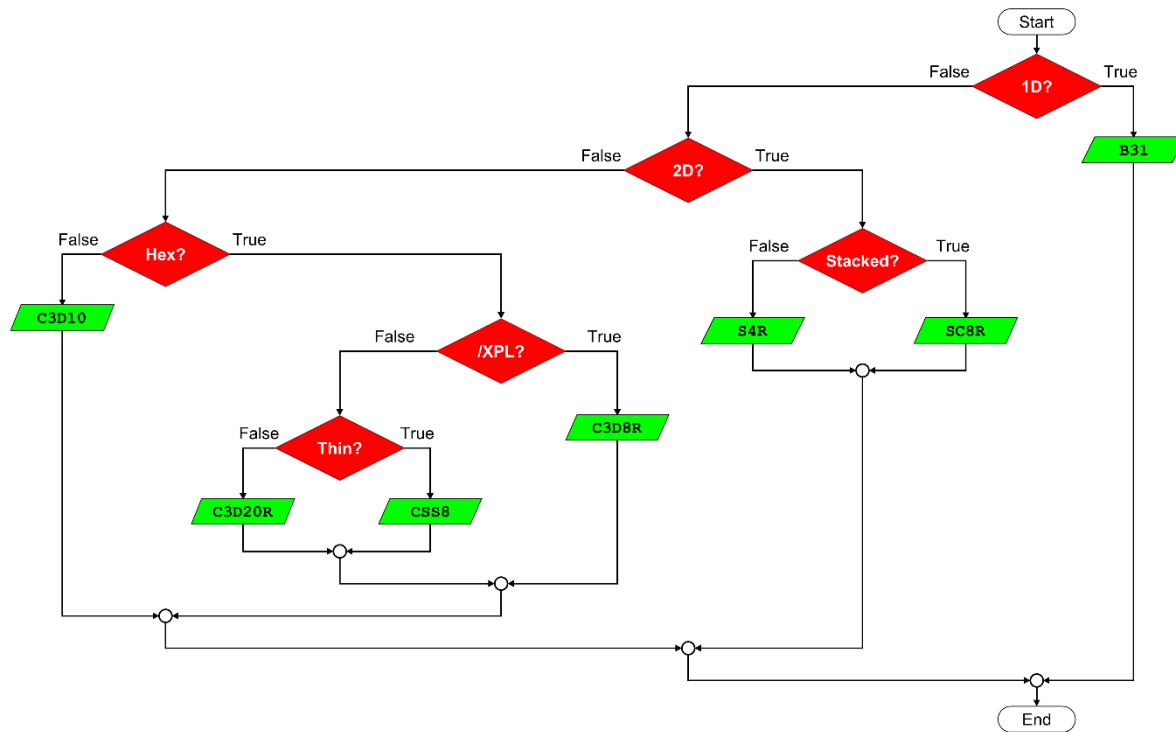
emacs@DELL356CEM
File Edit Options Buffers Tools Help

* Interaction: Int-1
*Contact
*Contact Inclusions, ALL EXTERIOR
*Contact Property Assignment
, IntProp-1
-----
**
** STEP: Step-1
**
*Step, nlgeom=YES, inc=10000, unsymm=YES
*Dynamic, application=QUASI-STATIC
0.11,1.,1e-12
**
** BOUNDARY CONDITIONS
**
A: -(Unix)--- c3d10-std.inp 99% of 6.8M (115433,0) (Abaqus Fill)

* Interaction: Int-1
*Contact
*Contact Inclusions, ALL EXTERIOR
*Contact Property Assignment
, IntProp-1
-----
**
** STEP: Step-1
**
*Step, nlgeom=YES
*Dynamic, Explicit
, 1.
*Variable Mass Scaling, dt=5e-06, type=below min, frequency=1
**
** BOUNDARY CONDITIONS
**
B: -(Unix)--- c3d10-xpl.inp 99% of 6.8M (115433,0) (Abaqus Fill)
Type ? for help
-- *Ediff Control Panel* diff 1 of 1 Quick Help

```

Summary



Sources

- ▶ “R2-D2”: https://en.Wikipedia.org/wiki/R2-D2#/media/File:R2-D2_Droid.png
- ▶ “C-3PO”: https://en.Wikipedia.org/wiki/C-3PO#/media/File:C-3PO_droid.png
- ▶ “2010 Citroën DS3 (MY10) 1.6 VTI DStyle Plus 3-door hatchback. Photographed in Singapore”: By [EurovisionNim](#) under [CC BY-SA 4.0](#)
- ▶ “Citroën DS4 SoChic”: By [M_93](#) under [CC BY-SA 3.0 de](#)
- ▶ “A propeller hat, also known as a propeller beanie”: By [Nemosandman](#) under [CC BY-SA 3.0](#)
- ▶ “Denkmal für König Maximilian II. Joseph (1811-1864) sog. Max II Denkmal”: By [Maximilian Dörrbecker \(Chumwa\)](#) under [CC BY-SA 3.0](#)
- ▶ “Fork bent by James Randi”: By [Bubba73 \(Jud McCranie\)](#) under [CC BY-SA 3.0](#)
- ▶ “Kiss at Hellfest in Clisson, France, 2013”: By [Llann Wé²](#) under [CC BY-SA 3.0](#)
- ▶ “William of Ockham, from stained glass window at a church in Surrey”: By [Moscarlop](#) under [CC BY-SA 3.0](#)
- ▶ “French razor with horn scales”: By [CoffeeAddict](#) under [CC BY-SA 3.0](#)



... stop teaching you on $\bar{B}$,
you can have one more beer at the bar.