

## Statis

Löse  $k_u - F = 0$

## Dynamik

$\ddot{u}$  „grß“  $\Rightarrow M\ddot{u} > 0$

Löse  $M\ddot{u} + C\dot{u} + k_u = F$

# Zeitintegration

$$\ddot{u} = M^{-1}(F - C\dot{u} - Ku)$$

⇒ zweimal über t integrieren

$$\int_t^{t+\Delta t} \ddot{u}(\tau) d\tau = \dot{u}(t+\Delta t) - \dot{u}(t)$$

$$\Leftrightarrow \dot{u}(t+\Delta t) = \dot{u}(t) + \int_t^{t+\Delta t} \ddot{u}(\tilde{\tau}) d\tilde{\tau}$$

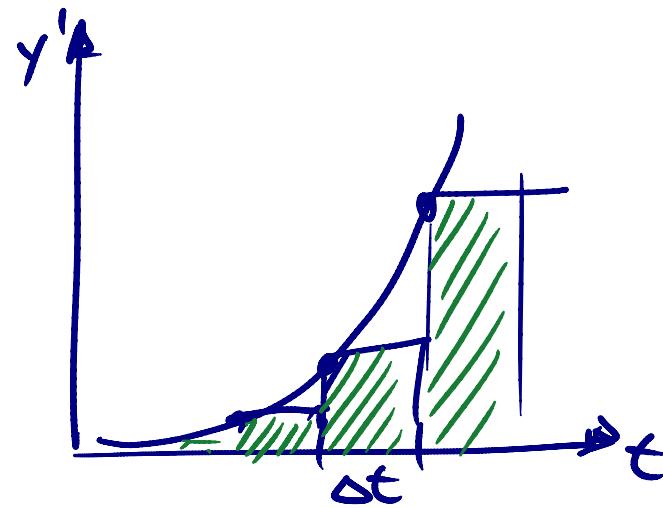
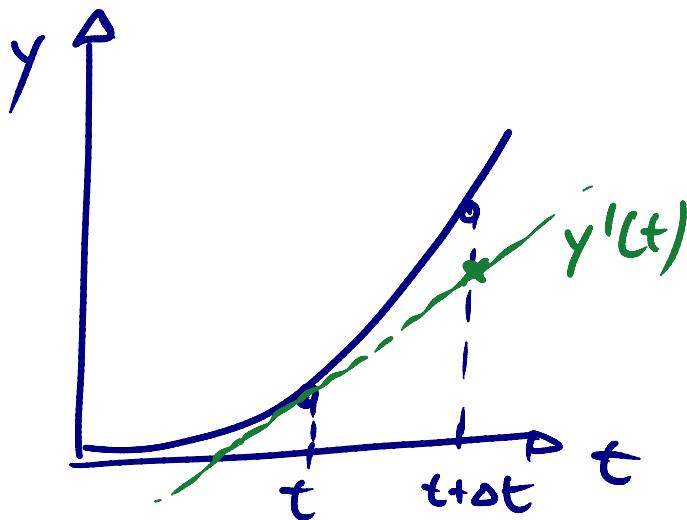
# Explizit

se:  $y := u$

$$\approx \int_t^{t+\Delta t} y' d\tau$$

z.B. expl. Euler:

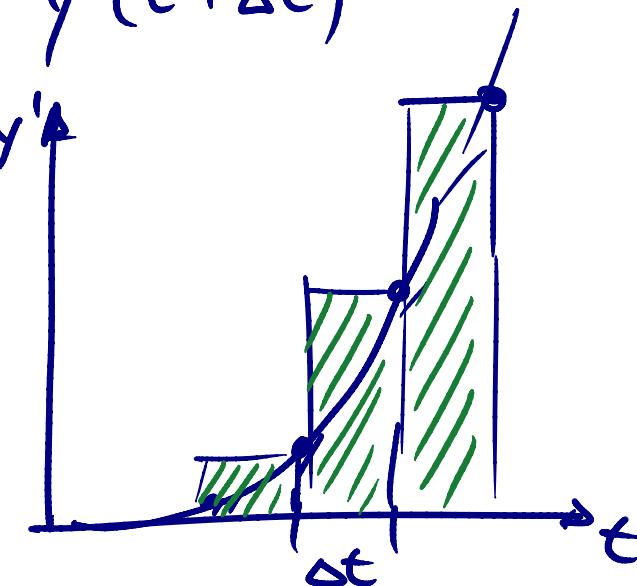
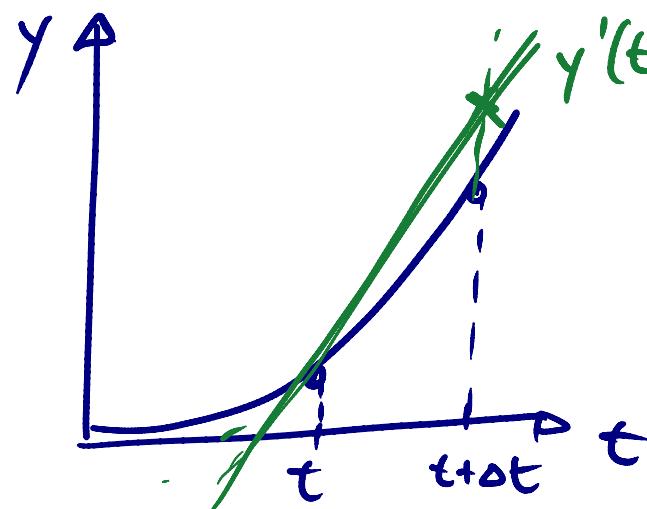
$$y(t + \Delta t) = y(t) + \Delta t \cdot y'(t)$$



## implizit

z.B. impl. Euler:

$$y(t + \Delta t) = y(t) + \Delta t \underbrace{y'(t + \Delta t)}_{\approx \int_t^{t+\Delta t} y' d\tau}$$



# ANSYS Transient (Theory Reference)

$$\mathbf{M}\ddot{\mathbf{u}}_{i+1} + \mathbf{C}\dot{\mathbf{u}}_{i+1} + \mathbf{K}\mathbf{u}_{i+1} = \mathbf{F}_{i+1}$$

$$\dot{\mathbf{u}}_{i+1} = \dot{\mathbf{u}}_i + \frac{1}{2}\Delta t(\ddot{\mathbf{u}}_i + \ddot{\mathbf{u}}_{i+1})$$

$$\mathbf{u}_{i+1} = \mathbf{u}_i + \Delta t \dot{\mathbf{u}}_i + \frac{1}{4}\Delta t^2(\ddot{\mathbf{u}}_i + \ddot{\mathbf{u}}_{i+1})$$

$$u_i := u(t_0 + i\Delta t)$$

# Abaqus/Explicit (Theory Manual §2.4.5)

$$\dot{\mathbf{u}}_{i+\frac{1}{2}} = \dot{\mathbf{u}}_{i-\frac{1}{2}} + \frac{1}{2}(\Delta t_i + \Delta t_{i+1}) \ddot{\mathbf{u}}_i$$

$$\mathbf{u}_{i+1} = \mathbf{u}_i + \Delta t_{i+1} \dot{\mathbf{u}}_{i+\frac{1}{2}}$$

mit

$$\ddot{\mathbf{u}}_i = \mathbf{M}^{-1}(\mathbf{F}_i - \mathbf{C}\dot{\mathbf{u}}_i - \mathbf{K}\mathbf{u}_i)$$

unter der Annahme, daß

$$\dot{\mathbf{u}}_{-\frac{1}{2}} = \dot{\mathbf{u}}_0 - \frac{1}{2}\Delta t_0 \ddot{\mathbf{u}}_0$$

# Terminologie

	ANSYS	Abaqus
Lastschritt	Load step	Step
Zeitschritt	Substep	Increment
Newton-Iteration	Equilibrium iteration	Iteration

Implizit: Große Zeitschritte, löse jeweils (iterativ) ein NLGLS  
 $(\mathbf{M}\ddot{\mathbf{u}} + \mathbf{C}\dot{\mathbf{u}} + \mathbf{K}\mathbf{u} - \mathbf{F} < \mathbf{F}_{crit})$

Explizit: Viele kleine Zeitschritte, dafür keine Newton-Iterationen notwendig