

coreform

Better simulation through better geometry

Spline-based simulation

Matthew Sederberg CEO, Coreform LLC





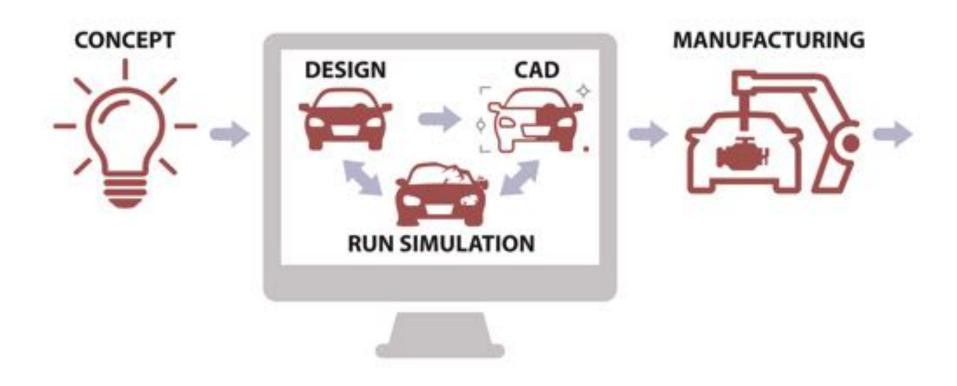
The agenda

- 1 Introducing Coreform
- 2 Benefits of spline-based simulation
- 3 Coreform products
- 4 Getting involved with Coreform





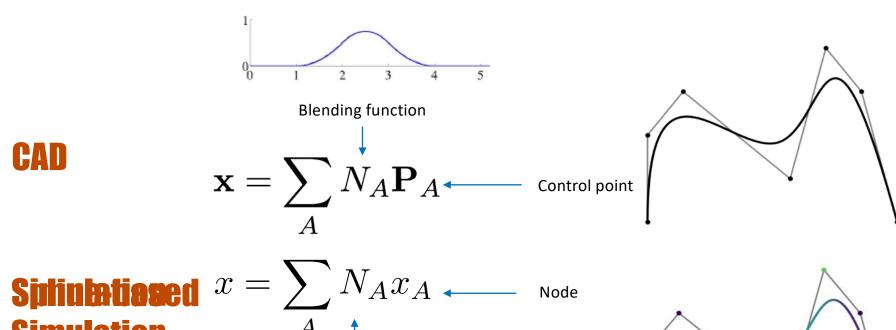
We believe the future vision of IGA!



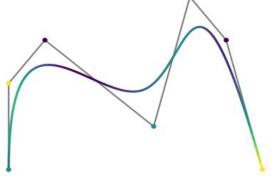




Today, we have spline-based simulation



Simulation





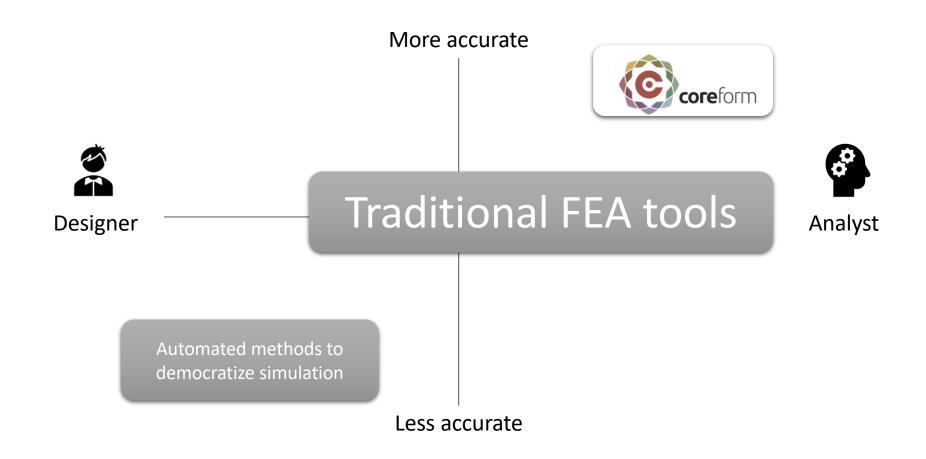
Coreform: 100% focused on commercializing spline-based simulation

- Developing the first commercial native spline-based solver
- Driving interop with legacy solvers DYNA, MOOSE, others
- Working with leading commercial and government partners





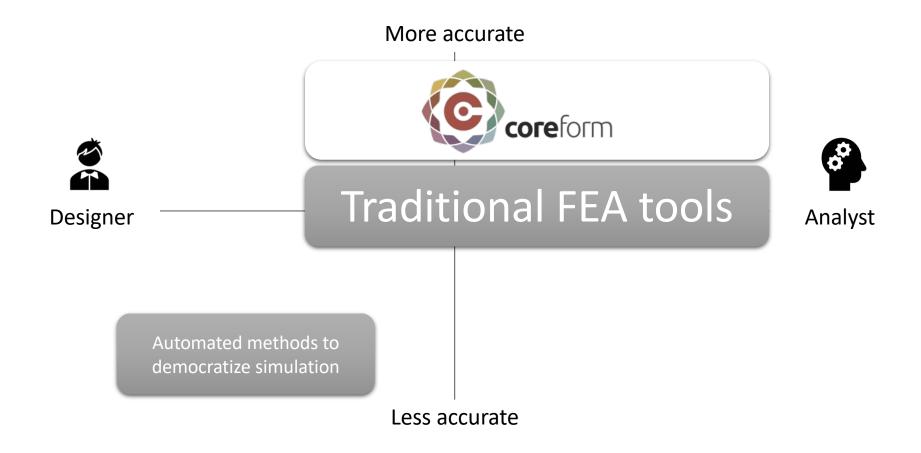
Better simulation through better geometry







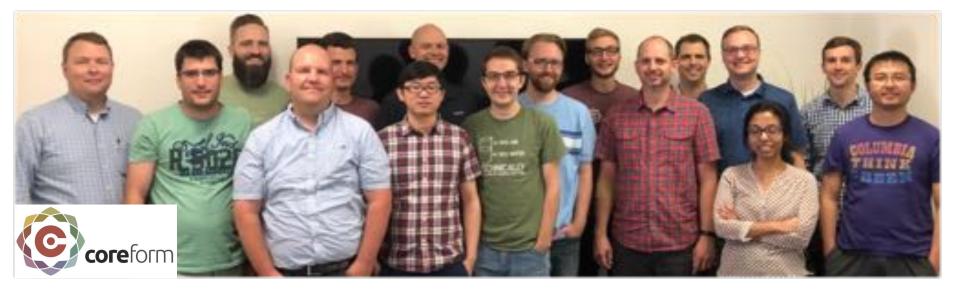
Better simulation through better geometry







Coreform acquires csimsoft on 6 Sept 2019









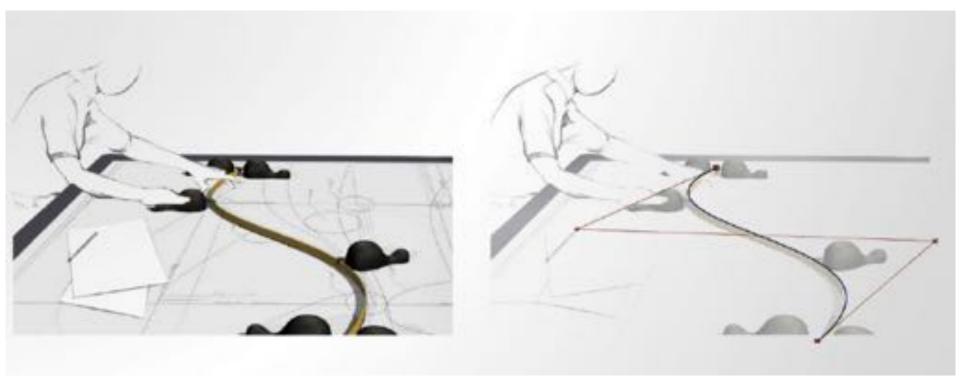
About csimsoft

- Elite team with over 150 years of meshing experience
- csimsoft's CUBIT/Trelis software will accelerate our commercialization of spline-based simulation
- Based 12 miles from Corefrom









Traditional spline

B-spline

Image courtesy Kerry Kingston and Autodesk

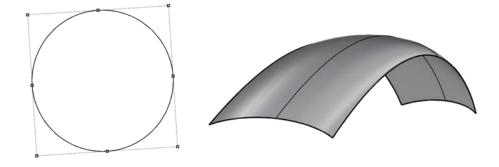


Non-Uniform Rational **B-Splines** (NURBS)

NURBS are the foundation of computer-aided design (CAD)

NURBS are an accurate, smooth representation of a curve...

...not a representation by small, straight line segments



NURBS represent conic sections (i.e., circles, fillets) exactly

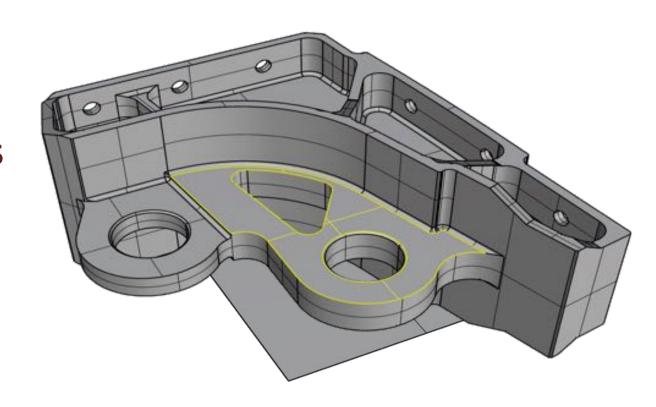




NURBS and complex shapes

NURBS can be trimmed and combined to represent complex shapes.

Trimmed NURBS
Boundary
Representation
(BREP)

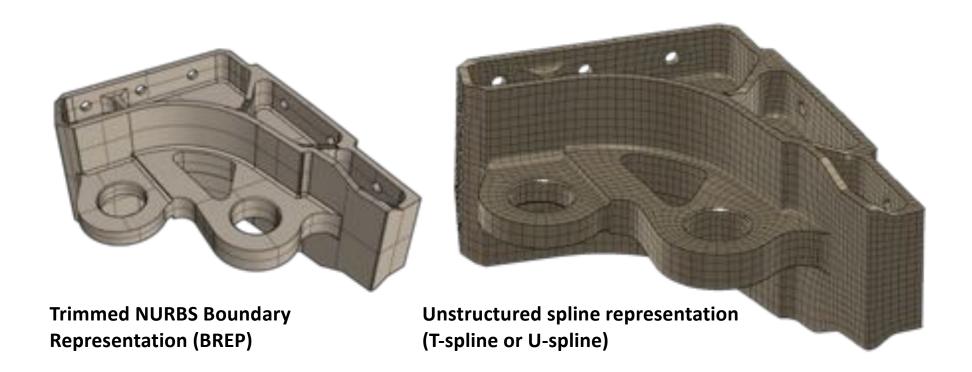






Unstructured splines

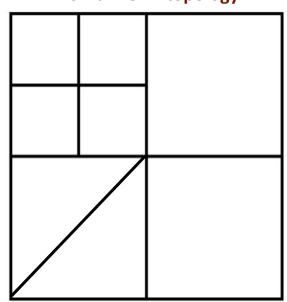
Represent complex shapes and are suitable for analysis



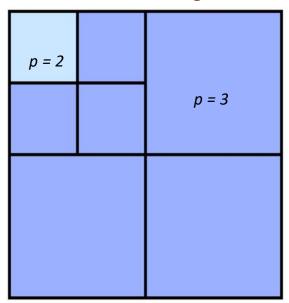


U-splines offer novel analysis features

Non-uniform topology



Non-uniform degree

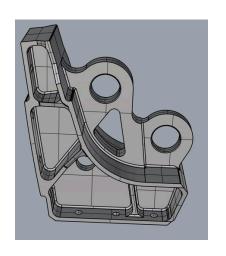


Non-uniform smoothness

k = 0	
	k = 1



U-splines: suitable for CAD/CAM/CAE



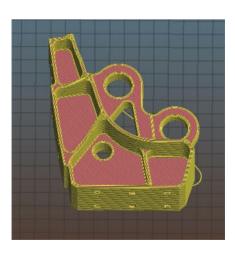
STEP



U-spline surface (with analysis)



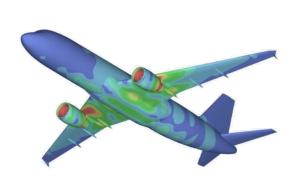
Exported to Rhino (watertight BREP)



Slice file



Benefits of spline-based simulation



10 001001101001011110





Increased robustness



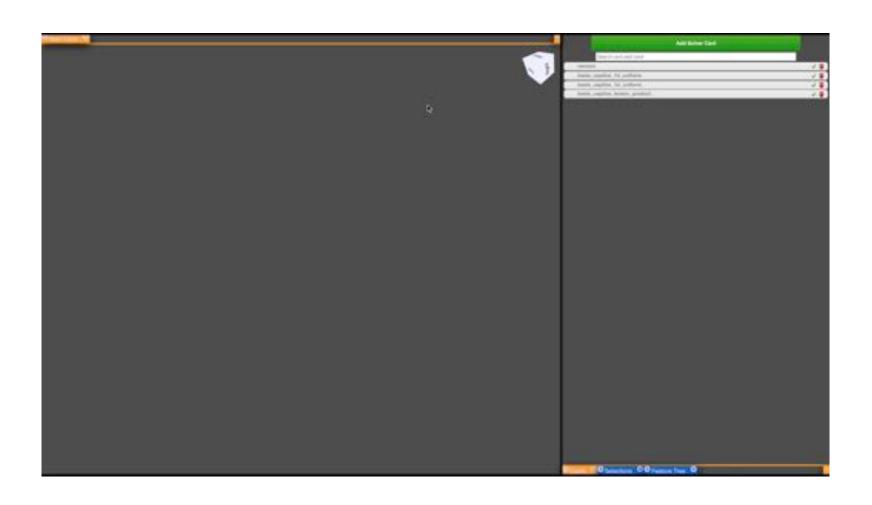
Lower simulation costs



Minimal change to your workflow



Better accuracy, less time and effort



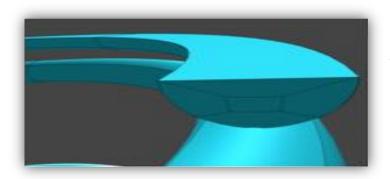


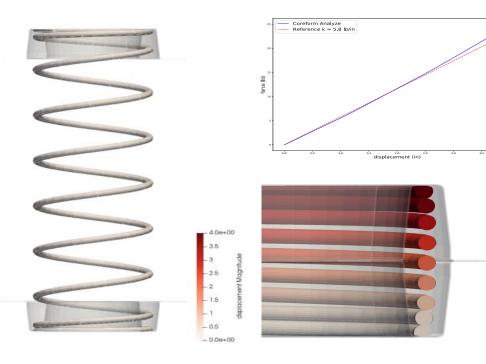


Better accuracy

50 times faster with 500 times fewer elements

	FEA	U-Splines
Elements	225,000	500
Total compute hours	384	8



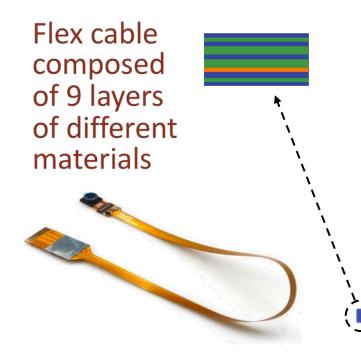






More robust

Splines are more robust for large deformations.

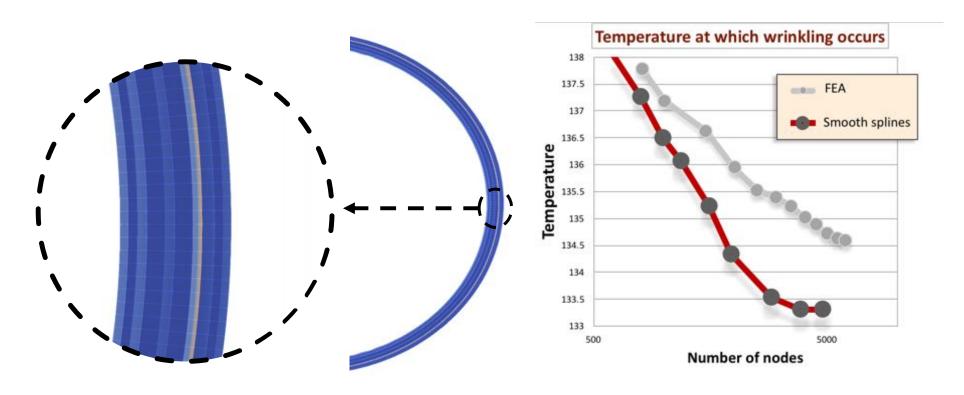






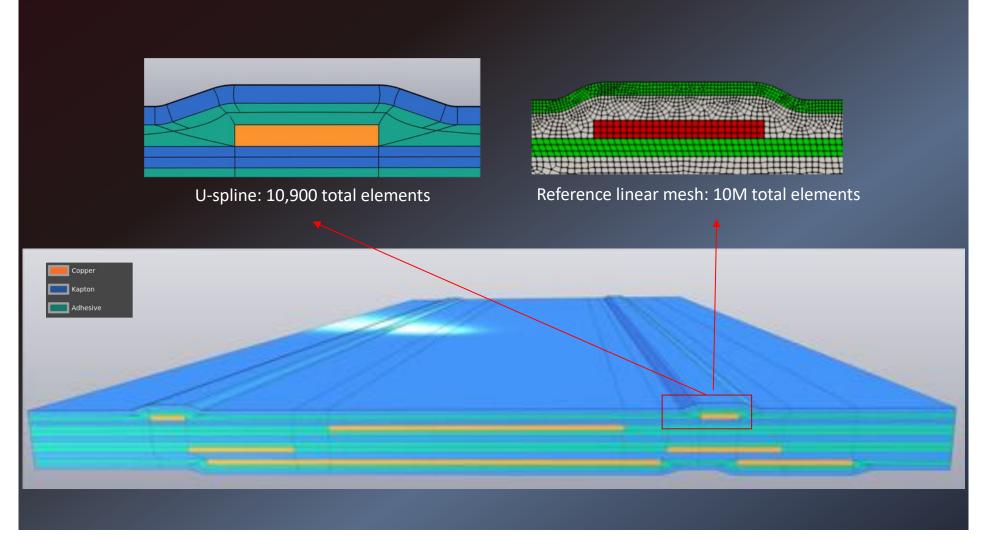
Wrinkling onset

Splines capture wrinkling onset faster than FEA



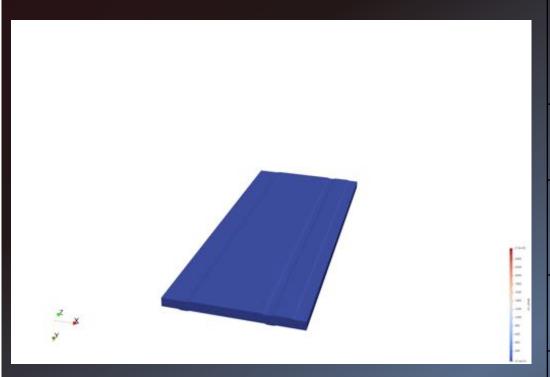


U-spline solid flex cable: 1000x fewer elements than linear FEA!





Lower simulation costs



	Customer Simulation using industry code	Coreform Analyze Simulation	
Total # of solid elements	10 million	10,900	~1000x fewer elements
Solution method and # of timesteps	Explicit Statics – 5 million timesteps	Implicit Dynamics - 250 timesteps	~20,000x fewer timesteps
Total compute hours	72,000	73	~1000x faster runtime
Geometric Represent- ation	Approx.	Exact	Better geometry



Minimal change to workflows





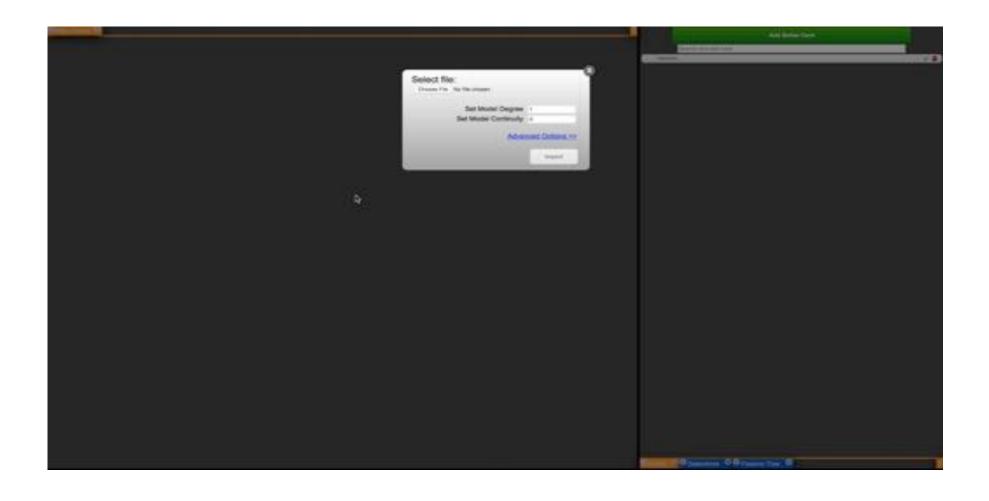
Supported workflows

- 1. FEA mesh data
- 2. CAD data
- 3. Next-gen CAD data

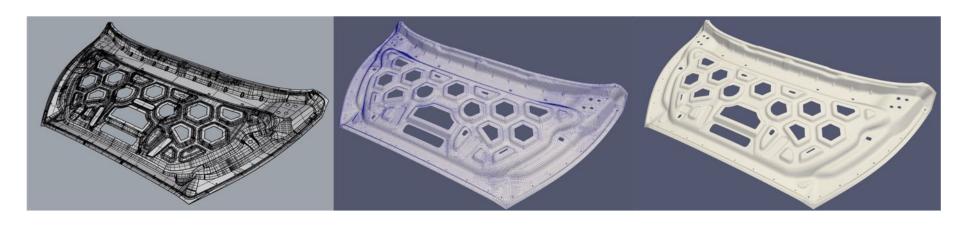
LS-DYNA, other solvers









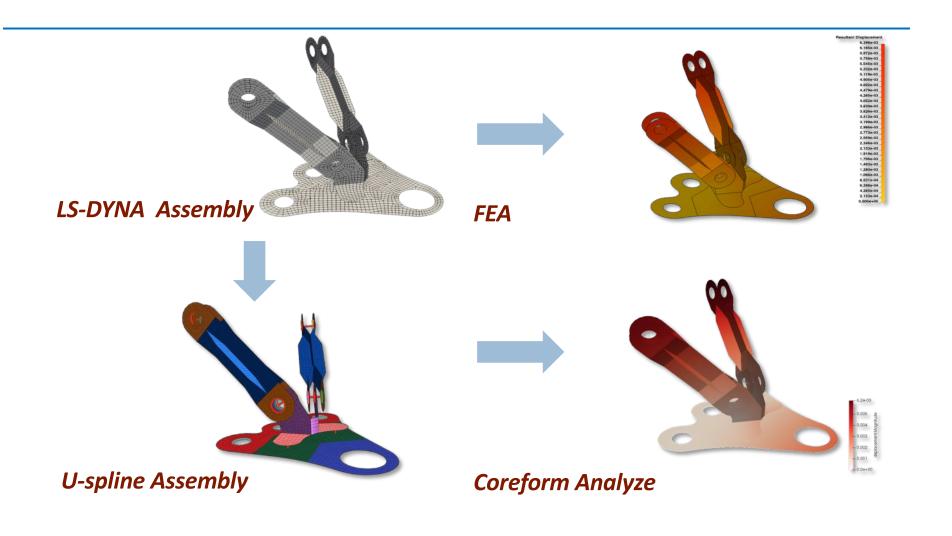


BREP file

Reparameterization

Automatic Conversion to smooth Uspline (40,000 elements)







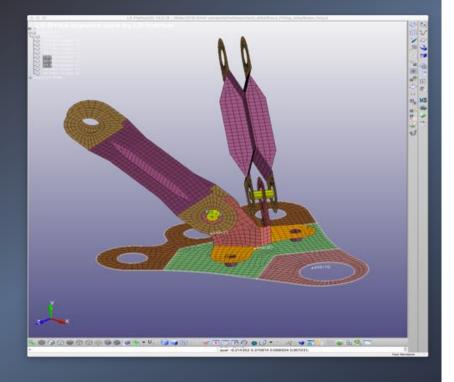
IMPORT

CONVERT mesh to smooth U-spline

TRANSLATE material properties, connections

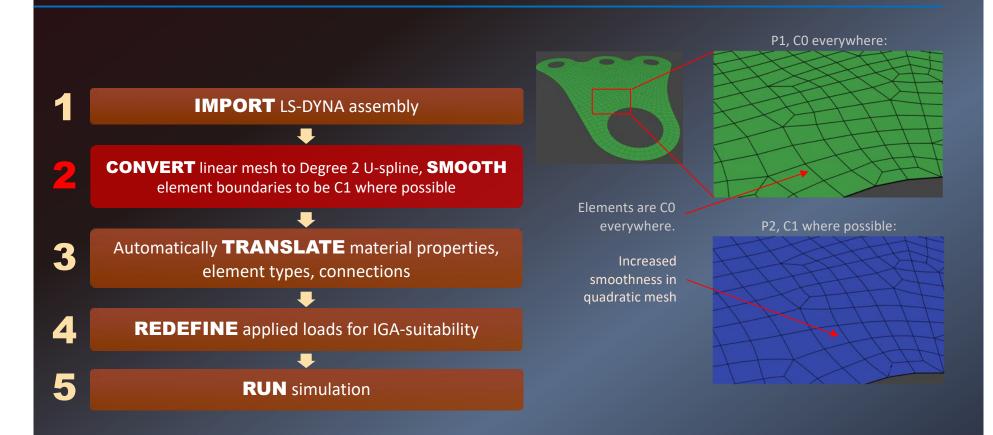
REDEFINE applied loads for IGA-suitability

RUN simulation





110 001001101001011110





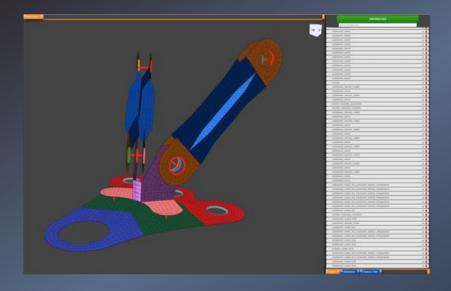
IMPORT LS-DYNA assembly

CONVERT linear mesh to Degree 2 U-spline, **SMOOTH** element boundaries to C1 where possible

Automatically **TRANSLATE** material properties, element types, connections

4 REDEFINE applied loads for IGA-suitability

RUN simulation



List of cards in the Coreform assembly



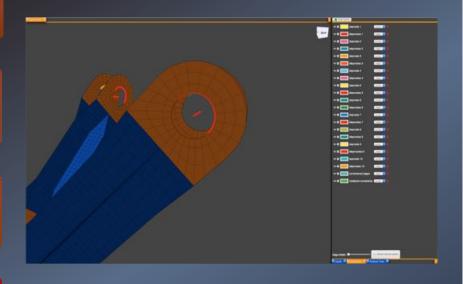
IMPORT LS-DYNA assembly

2 CONVERT linear mesh to Degree 2 U-spline, SMOOTH element boundaries to C1 where possible

Automatically **TRANSLATE** material properties, element types, connections

REDEFINE applied loads for IGA-suitability

RUN simulation



Loads and boundary conditions were assigned directly to the geometry instead of to nodes for improved accuracy.



IMPORT LS-DYNA assembly

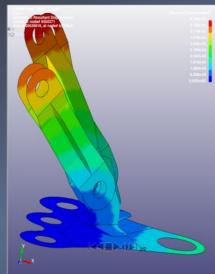
CONVERT linear mesh to Degree 2 U-spline, **SMOOTH** element boundaries to C1 where possible

Automatically **TRANSLATE** material properties, element types, connections

REDEFINE applied loads for IGA-suitability

RUN simulation

- 6.2e-03 - 0.0055 - 0.0045 - 0.0045 - 0.003 - 0.0036 - 0.003 - 0.0025 - 0.001 - 0.001 - 0.001 - 0.001 - 0.0001 - 0.0001 - 0.0005 - 0.0001 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 - 0.0005 - 0.0001 -

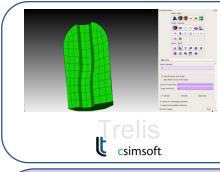


Coreform Analyze

LS-DYNA (FEA)

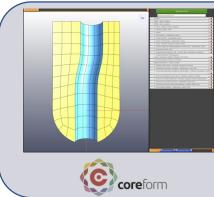


CAD data workflow today



0110 0010011010010111110100110

- 1. Input CAD
- 2. Generate mesh
- 3. Graphically apply boundary conditions

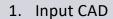


- 4. Convert to smooth U-splines
- 5. Set up simulation parameters
- 6. Run simulation in Coreform Analyze
- 7. Postprocess results

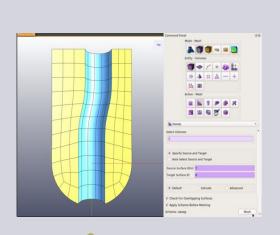




CAD data workflow tomorrow



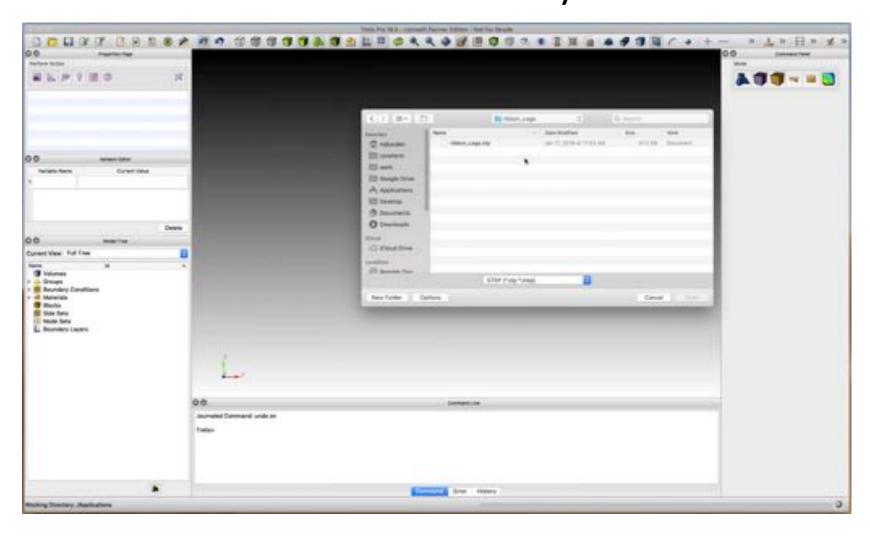
- 2. Generate mesh
- 3. Graphically apply boundary conditions
- 4. Convert to smooth U-splines
- 5. Set up simulation parameters
- 6. Run simulation in Coreform Analyze
- 7. Postprocess results







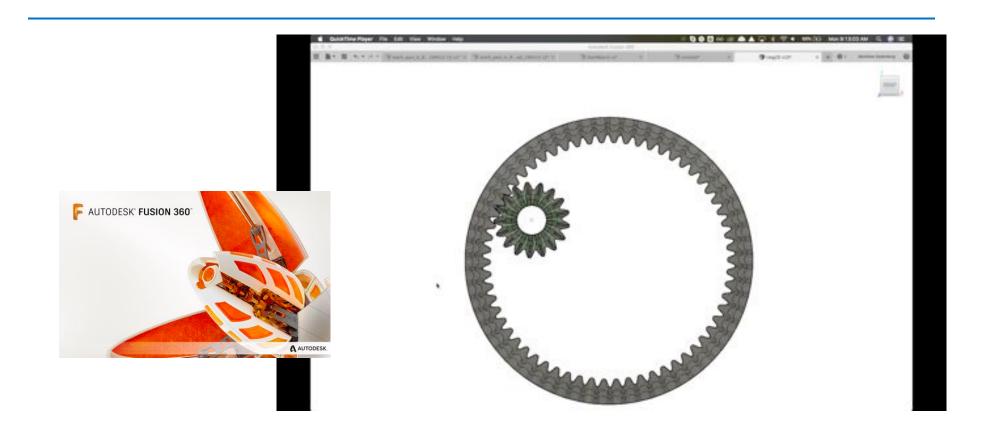
CAD data workflow today







Next-gen CAD data workflow







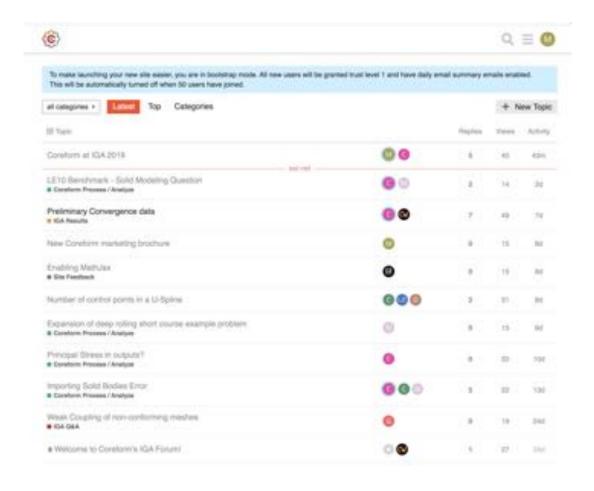
Attend short course



- Theory and application
- Coreform offices in Utah, USA
- January 14-15, 2020



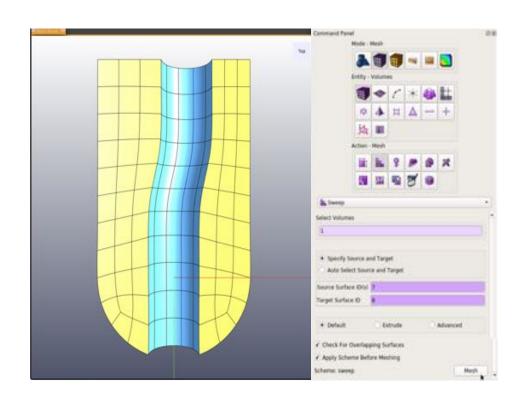
- Attend short course
- Join forum







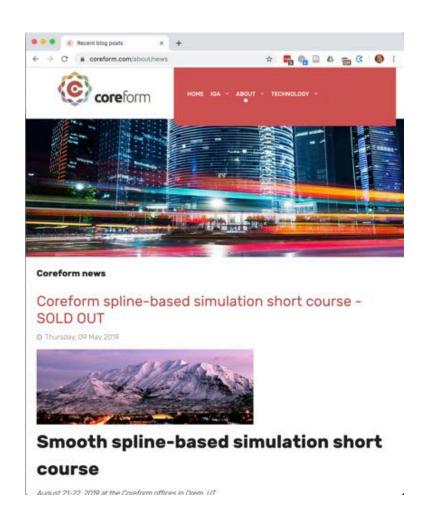
- Attend short course
- Join forum
- Try beta software







- Attend short course
- Join forum
- Try beta software
- Write guest blog article







- Attend short course
- Join forum
- Try beta software
- Write guest blog article
- Come work at Coreform!



Help us create the future.

At Coreform, we are commercializing the vision of isogeometric analysis. We foster an elite research and development environment with an emphasis on making an industrial impact. If you feel passionately about making a difference, both academically and commercially, let's talk.

We are currently hiring to fill the following positions:

- FEA researchers in the areas of spline-based simulation, geometry processing, or mesh manipulation
- Software developers with C++, mesh processing, or computer graphics expertise

Why join Coreform?

- Develop cutting-edge technology in an Join a growing company with
 - opportunities to advance
- Collaborate in a fast-paced environment
 Work with a globally recognized leadership team with a reputation for innovation
- · Live and work in the USA, Europe, or anywhere remotely
- · Enjoy a competitive compensation



Better simulation through better geometry







Thank you!

Matt Sederberg matt@coreform.com