

# **Programming the Finite Element Method using C# and the .NET Framework**

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# Objective

- To provide an introduction to programming the FEM using object-oriented approach with C# and the .NET Framework

# Outline

- **The .NET Framework**
  - The .NET Framework
  - C# Programming Language
- **Procedural FEM**
  - Data structures
  - Subroutines
- **Object-Oriented FEM**
  - Classes
- **Discussion**

# The .NET Framework

- **Consists of**
  - **Common Language Runtime (CLR)**
  - **Base Class Libraries (BCL)**
- **Object-oriented platform**
- **Supports a wide range of programming languages**
- **Code targeting the CLR is called “managed code”**

# C# Programming Language

- Member of C family of languages (C/C++/Java)
- Short learning curve
- Everything is an object
- Code written “in-line”
- Supports integrated XML documentation
- Supports Unicode

# C# Programming Language

```
using System;

namespace Snaps3D.Algebra
{
    [Serializable] public class DoubleVector
    {
        private int _length;

        public int Length
        {
            get { return _length; }
        }

        public double GetNorm()
        {
            // Initialize norm
            double normSq = 0;

            for (int i = 0; i < Length; i++)
                normSq += this[i] * this[i];
            return Math.Sqrt(normSq);
        }
    }
}
```

- **Namespaces**

- **Types**

- **Classes, structs, interfaces, enums, and delegates**
- **Value type or reference type**

- **Members**

- **Fields, properties, methods, operators, attributes, etc.**

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# Procedural FEM

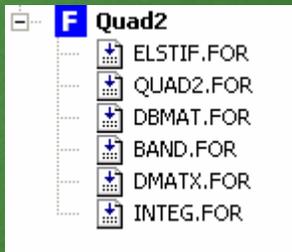
- Program contains multiple procedures
- Each procedure implements a specific algorithm
- Procedures use/manipulate data
- Data is numbers and text
- Code crunches data



# Data Structures

```
C      *****                                *****
C      ***          2-D STRESS ANALYSIS USING 4-NODE          ***
C      ***          QUADRILATERAL ELEMENTS                    ***
      DIMENSION X(100,2),NOC(100,4),MAT(100),PM(10,3)
      DIMENSION NU(50),U(50),S(200,50),F(200),D(3,3),TH(100)
      DIMENSION B(3,8),DB(3,8),SE(8,8),Q(8),STR(3),TL(8)
      DIMENSION DT(100),XNI(4,2),MPC(20,2),BT(20,3)
      CHARACTER*16 FILE1,FILE2,FILE3
      CHARACTER*81 DUMMY,TITLE
      IMAX = 200
```

# Subroutines



## SUBROUTINE INTEG(XNI)

Returns the integration point coordinates, XNI (4x2)

## SUBROUTINE DMATX(N,PM,MAT,PNU,AL,LC,D)

Returns the material matrix, D (3x3)

## SUBROUTINE ELSTIF(N,LC,SE,TL,XNI,D,TH,DT,X,NOC,AL,PNU)

Returns the element stiffness matrix, SE (8x8)

## SUBROUTINE DBMAT(N,X,NOC,TH,THICK,D,B,DB,DJ,XI,ETA)

Returns the matrix relating stresses to nodal displacements at an integration point, DB (3x8)

## SUBROUTINE BAND(A, B, IMAX, NBW, N)

Solves a banded matrix and returns the displacements.

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# Object Oriented FEM

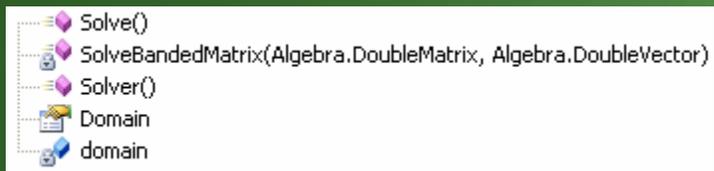
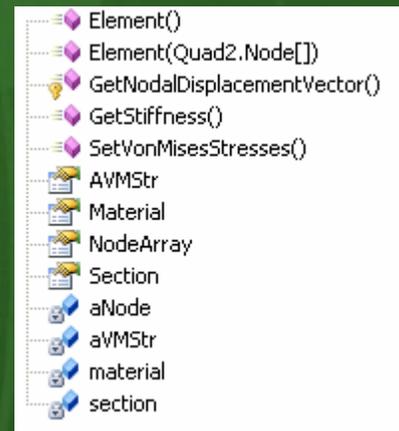
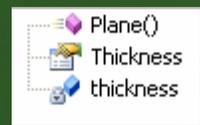
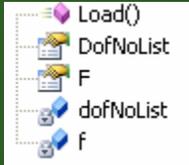
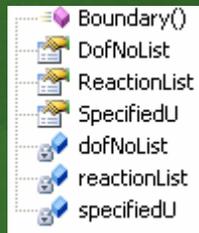
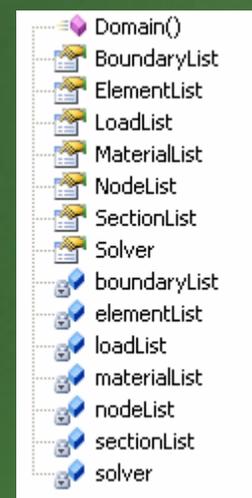
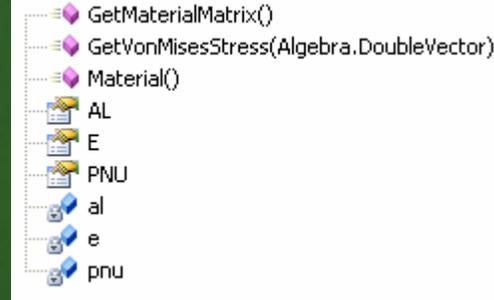
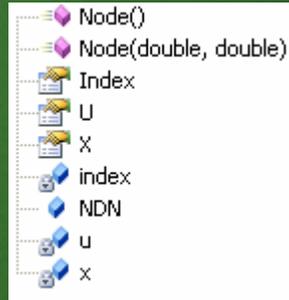
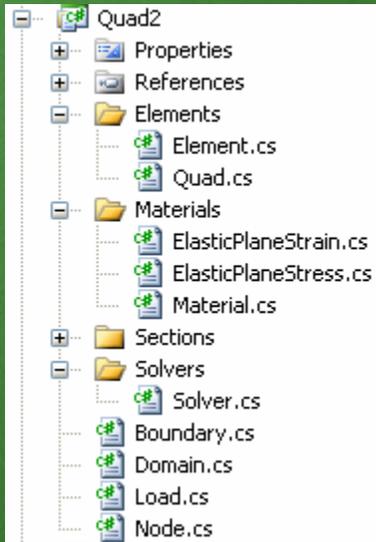
- Classes are the building blocks
- Objects are “instances” of classes
- Objects are combinations of code and data
- Data crunches itself

The screenshot displays a software interface for an abstract class named **Element**. At the top, it shows the class hierarchy: **Element** (Abstract Class) inherits from **IElement** and **ITraceable**. Below this, the **Element** class is detailed, showing its inheritance from **InteractiveMember**.

The class details are organized into three sections:

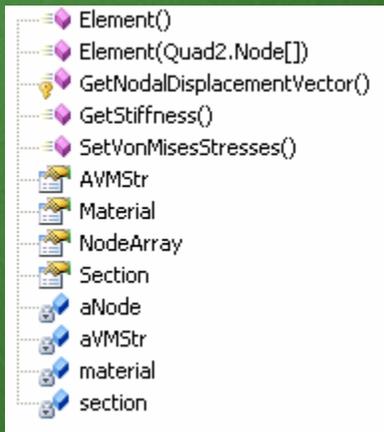
- Fields:** Lists private fields such as `_bMat : DoubleMatrix[[]]`, `_ipArr : IIntegrationPoint[[]]`, `_isTraced : bool`, `_nodeArray : Node[[]]`, `_saveBMat : bool`, `_section : ISection`, `_traceCounter : int`, and `_traceInterval : int`.
- Properties:** Lists public properties such as `IntegrationPointArray : IIntegrationPoint[[]]`, `IsTraced : bool`, `NodeArray : Node[[]]`, `SaveBMat : bool`, `Section : ISection`, `TraceInterval : int`, `TraceTable : DataTable`, and `Type : ElementType`.
- Methods:** Lists public methods such as `ContainsReferenceTo() : bool`, `Element()`, `GetCopy() : IMember`, `GetDetails() : string`, `GetExternalForce() : ObjectVector`, `GetForm() : Form`, `GetInternalForce() : ObjectVector`, `GetJacobian() : DoubleMatrix`, `GetLumpedMass() : DiagonalObjectMatrix`, `GetShapeFunctionCartesianGradientsAt() : DoubleMatrix`, `GetShapeFunctionNaturalGradientsAt() : DoubleMatrix`, `GetShapeFunctionsAt() : DoubleVector`, `GetStrainDisplacementAt() : DoubleMatrix`, `GetStrainDisplacementMatrices() : DoubleMatrix[[]]`, `InitializeElement() : void`, and `SaveTrace() : void`.

# Classes

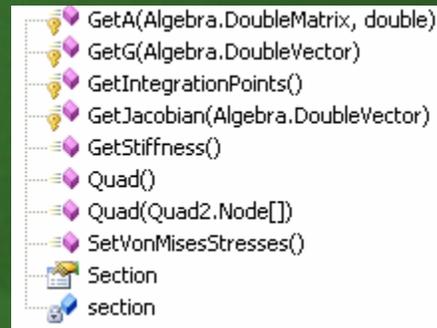


# Classes

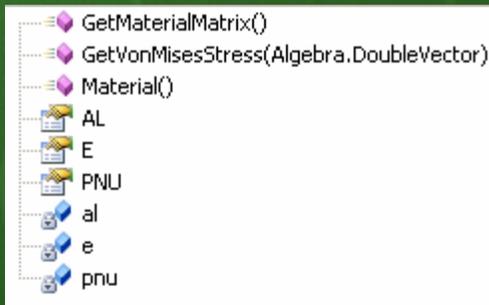
## Element



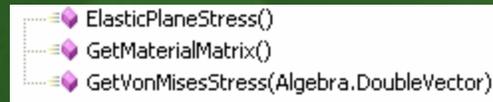
## Quad



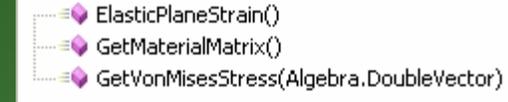
## Material



## Plane Stress



## Plane Strain



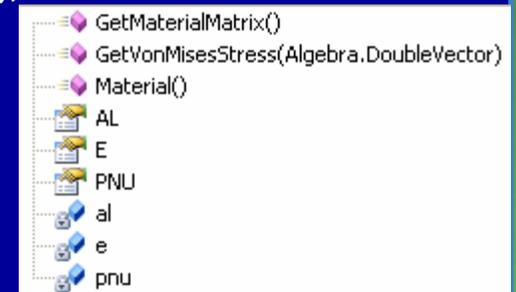
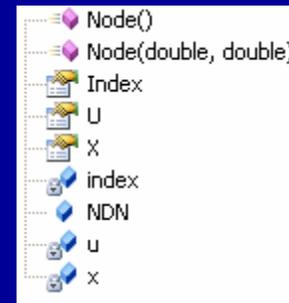
# Example

```
public static void RunQuad2Test()
{
    // Create the domain
    Domain domain1 = new Domain();

    // Create and add nodes to the domain
    Node n1 = new Node(0, 0);
    Node n2 = new Node(0, 15);
    Node n3 = new Node(0, 30);
    Node n4 = new Node(30, 0);
    Node n5 = new Node(30, 15);
    Node n6 = new Node(30, 30);
    Node n7 = new Node(60, 0);
    Node n8 = new Node(60, 15);
    Node n9 = new Node(60, 30);
    domain1.NodeList.AddRange(new Node[] { n1, n2, n3, n4, n5, n6, n7, n8, n9 });

    // Create the material and add it to the domain
    Material m1 = new ElasticPlaneStress();
    m1.E = 70000;
    m1.PNU = 0.33;
    m1.AL = 12e-6;
    domain1.MaterialList.Add(m1);

    // Create the section and add it to the domain
    Section s1 = new Plane();
    ((Plane)s1).Thickness = 10;
    domain1.SectionList.Add(s1);
}
```



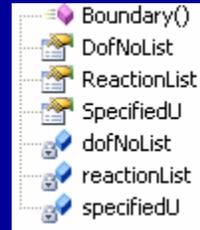
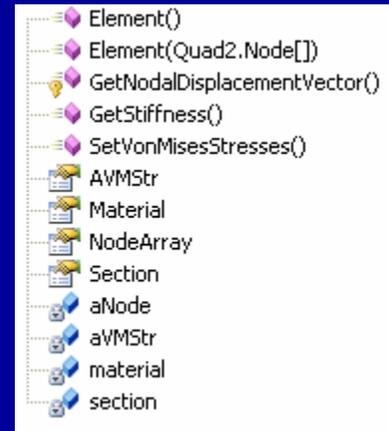
# Example

```
// Create the elements and add them to the domain.  
Element e1 = new Quad(new Node[] { n1, n4, n5, n2 });  
Element e2 = new Quad(new Node[] { n2, n5, n6, n3 });  
Element e3 = new Quad(new Node[] { n4, n7, n8, n5 });  
Element e4 = new Quad(new Node[] { n5, n8, n9, n6 });  
domain1.ElementList.AddRange(new Element[] { e1, e2, e3, e4 });  
foreach (Element e in domain1.ElementList)  
{  
    e.Material = m1;  
    e.Section = s1;  
}
```

```
// Create the boundary and add it to the domain  
Boundary b1 = new Boundary();  
b1.SpecifiedU = 0;  
b1.DofNoList.AddRange(new int[] { 0, 1, 2, 3, 4, 5 });  
domain1.BoundaryList.Add(b1);
```

```
// Assign the load  
Load l1 = new Load();  
l1.F = -10000;  
l1.DofNoList.Add(17);  
domain1.LoadList.Add(l1);
```

```
// Start solution  
domain1.Solver.Solve();  
}
```



# Discussion

- **Maintainability**
- **Extensibility**
- **Speed**

