

# IGA Spline Modeling with Local Refinement and Engineering Applications

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# Outline

- 1 Introduction
- 2 Literature Review
- 3 Truncated Hierarchical Catmull-Clark Subdivision (THCCS)
- 4 Extended Truncated Hierarchical Catmull-Clark Subdivision (eTHCCS)
- 5 Truncated T-splines
- 6 Truncated Hierarchical Splines on Unstructured Hex Meshes
- 7 Blended B-Spline Construction on Unstructured Quad/Hex Meshes
- 8 Conclusion

# 1. Introduction

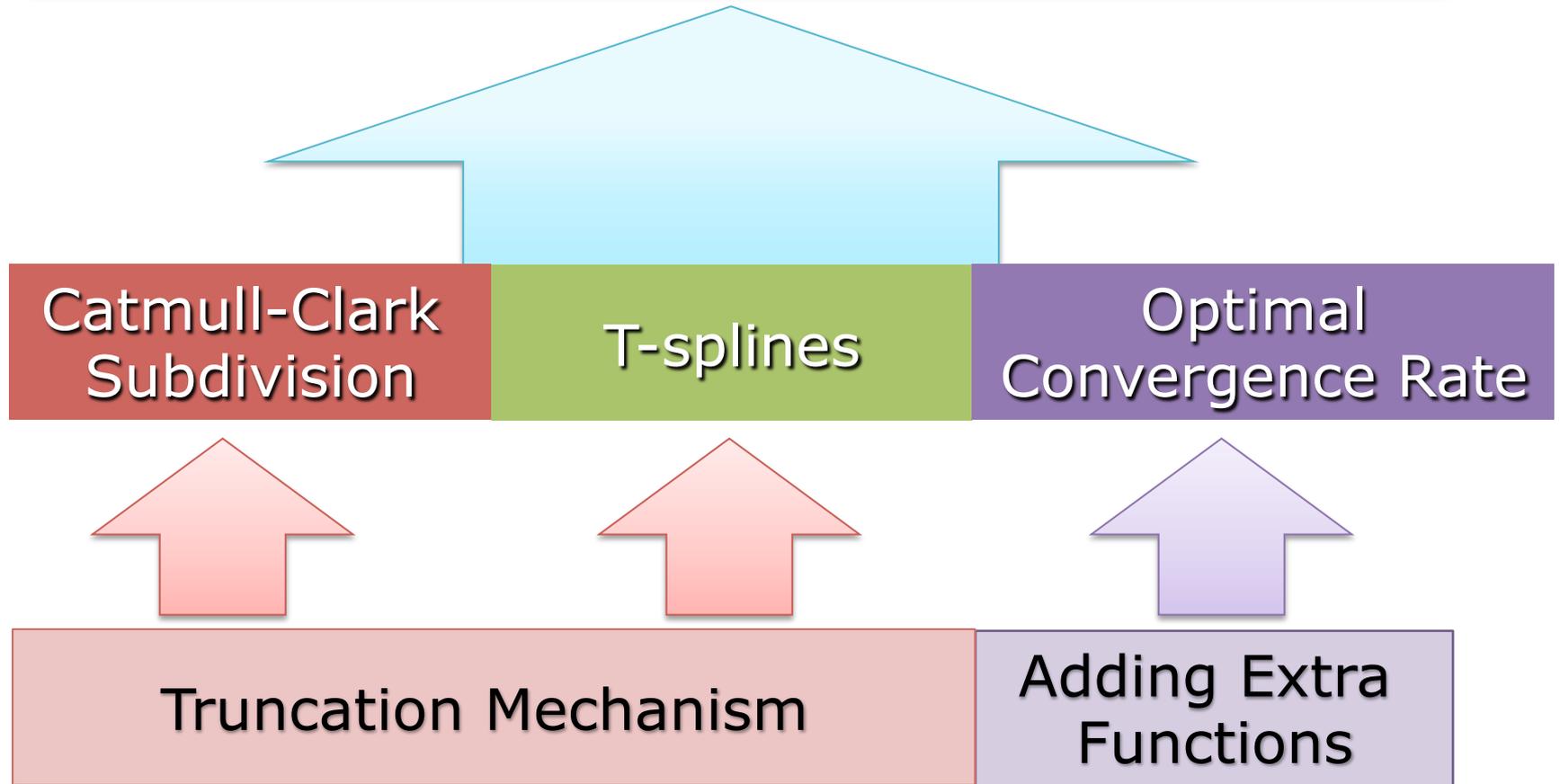
## Importance

- ❑ Local refinement has been an important issue since isogeometric analysis (IGA) was proposed
  - Local editing without superfluous control points
  - Adaptive analysis with higher efficiency
- ❑ Representation of complex geometries with extraordinary points
  - Geometric smoothness ( $G^1$ )
  - Optimal convergence rate

## Objectives

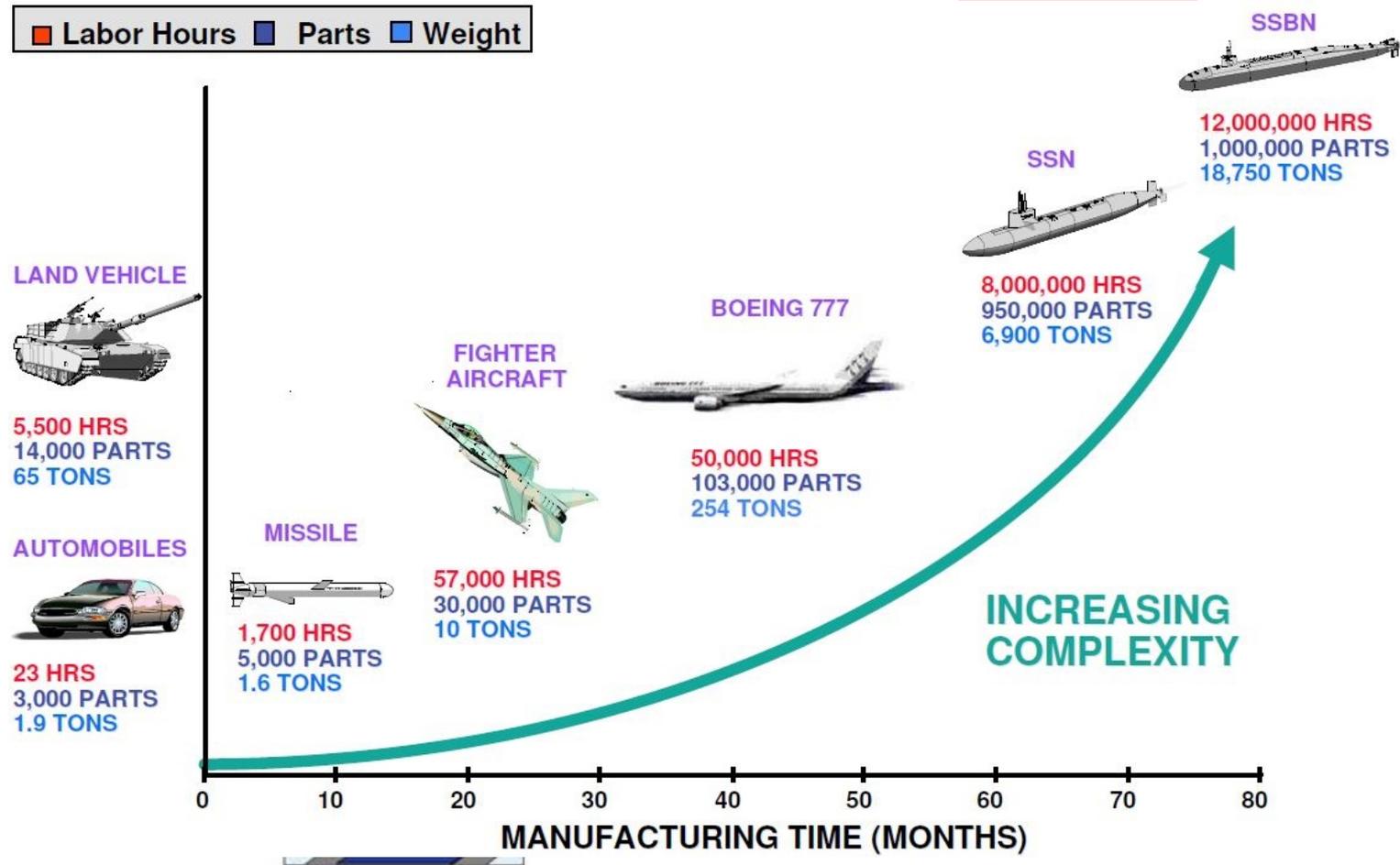
- ❑ Develop highly localized refinement scheme
  - Support complex geometries
  - Suitable for geometric design and analysis
- ❑ Develop a method that achieves optimal convergence rates with 3D extraordinary points

## Local Refinement on Complex Geometries



## 2.1. Isogeometric Analysis (IGA)

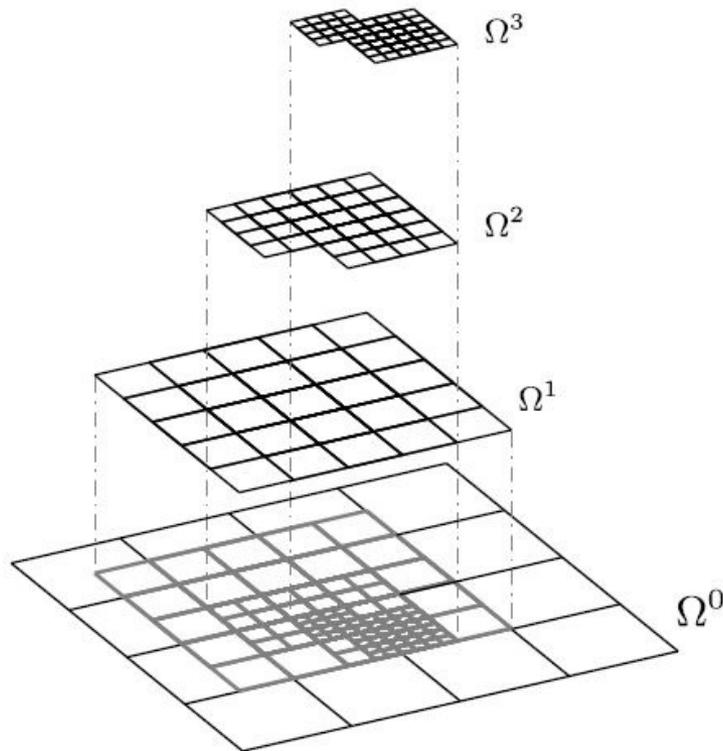
- IGA employs the **same basis for geometric representation** in analysis, to integrate CAD and FEM [*Hughes et al. 2005*]



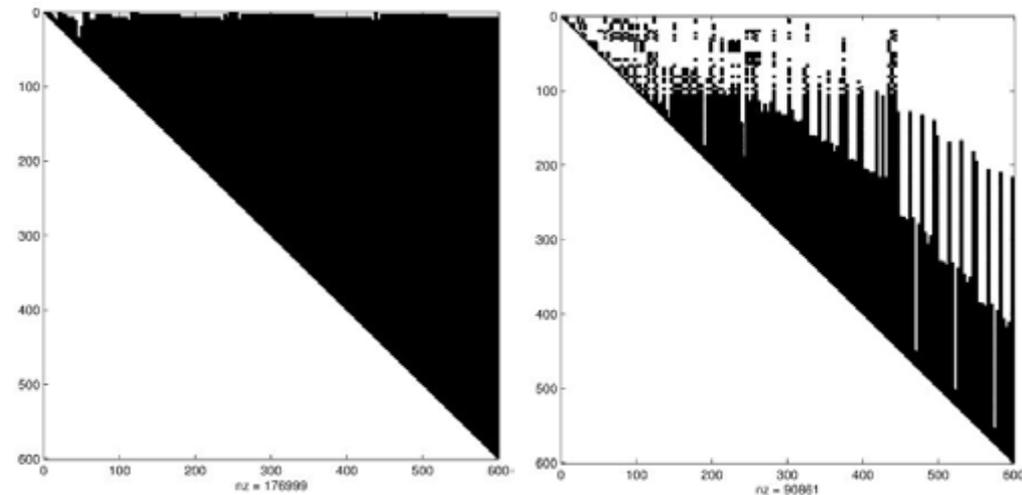
[Cottrell et al. 2009]

## 2. Review: Truncated Hierarchical B-splines (THB-splines)

- THB-splines introduce **truncation mechanism** to improve HB-splines [Giannelli et al. 2012]



Hierarchical nested subdomains



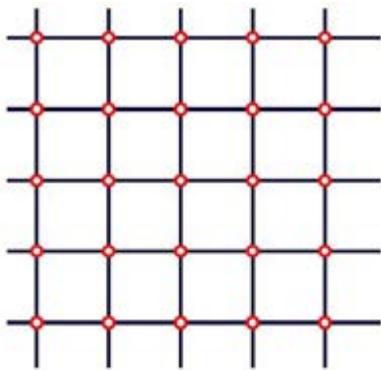
Hierarchical B-splines

THB-splines

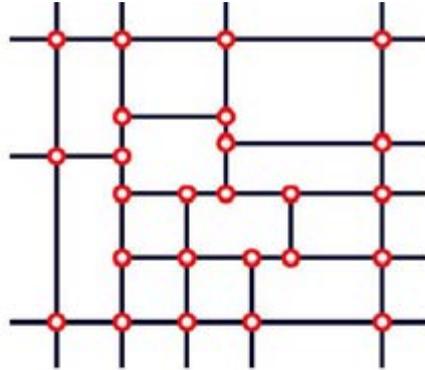
[Giannelli et al. 2012]

## 2. Review: T-splines

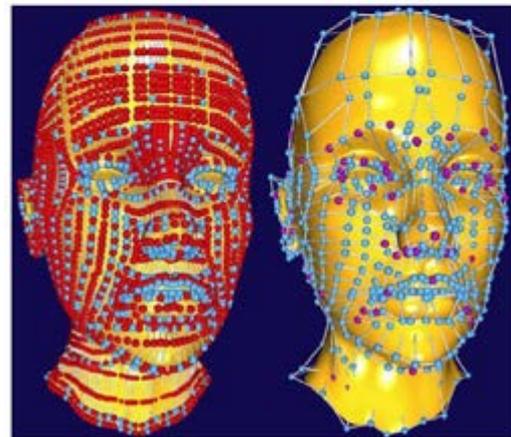
- T-splines break down the global tensor product of NURBS into local ones, and allow T-junctions [*Sederberg et al. 2003*]



(a)



(b)



a. NURBS

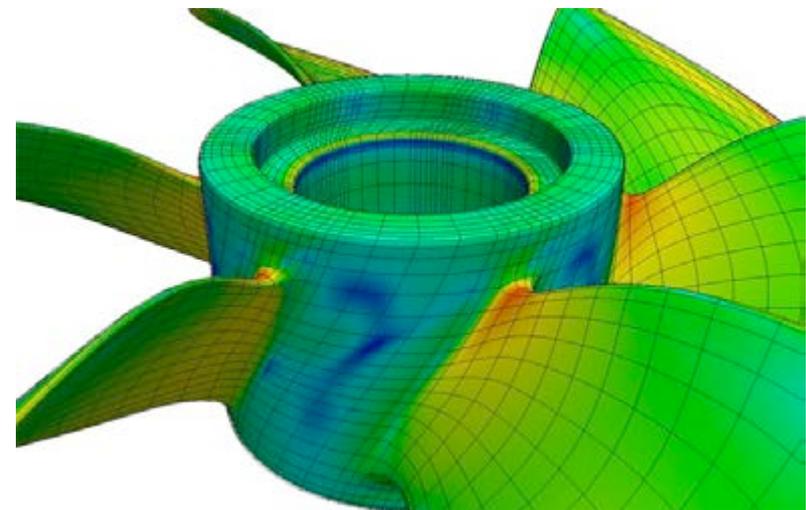
b. T-spline



a. NURBS

b. T-spline

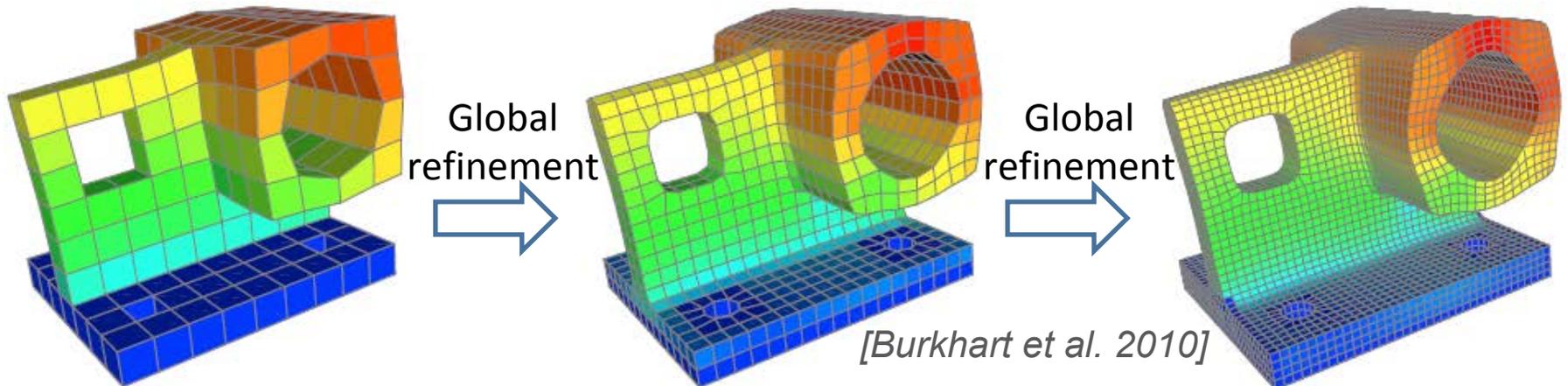
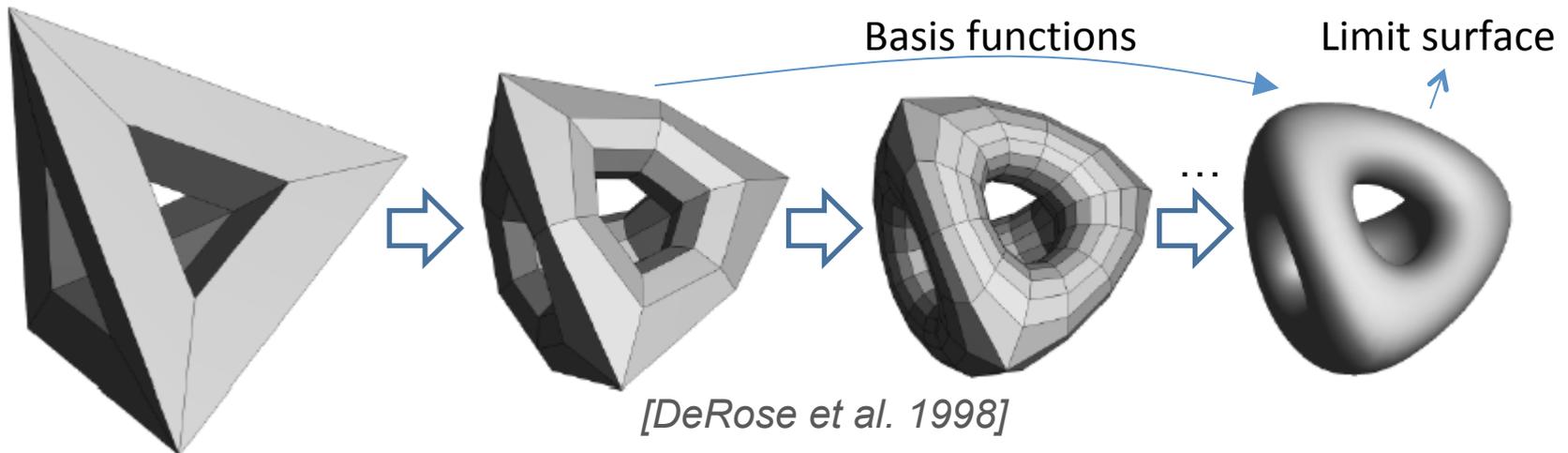
[*Sederberg et al. 2003*]



[*Scott et al. 2013*]

## 2. Review: Catmull-Clark Subdivision

- Catmull-Clark subdivision generalizes bicubic B-splines to control meshes of **arbitrary topologies** [Catmull et al. 1977]

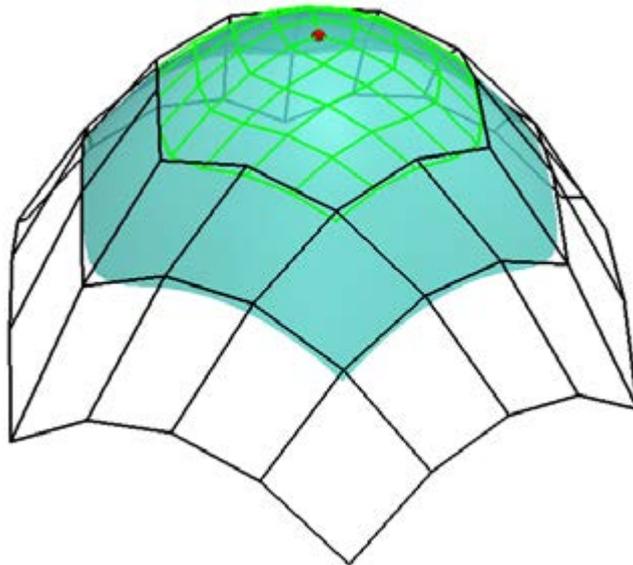


### 3. Truncated Hierarchical Catmull-Clark Subdivision (THCCS)

#### □ Motivation

- THB-splines do not support general 2-manifold domains
- Hierarchical Catmull-Clark is not suitable for analysis
- CHARMS is not suitable for geometric design

□ Objective: Develop a technique suitable for both design and analysis on general domains



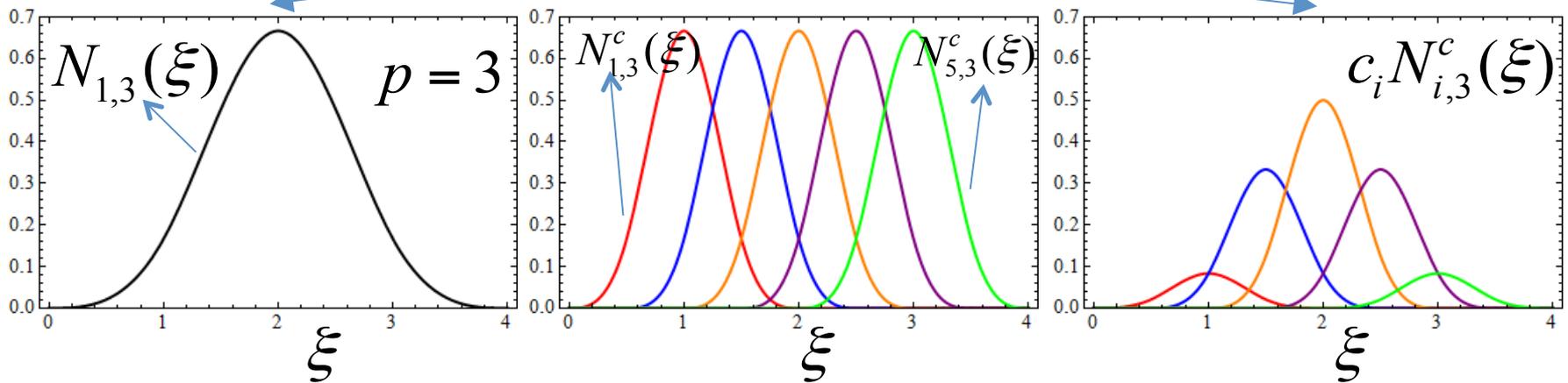
- Initial mesh
- Locally refined mesh
- THCCS surface
- Extraordinary node

# 3.1. B-spline Refinability

- A B-spline basis function can be represented by a linear combination of refined basis functions (children)

$$N_{1,3}(\xi) = \sum_{i=1}^5 c_i N_{i,3}^c(\xi)$$

Children



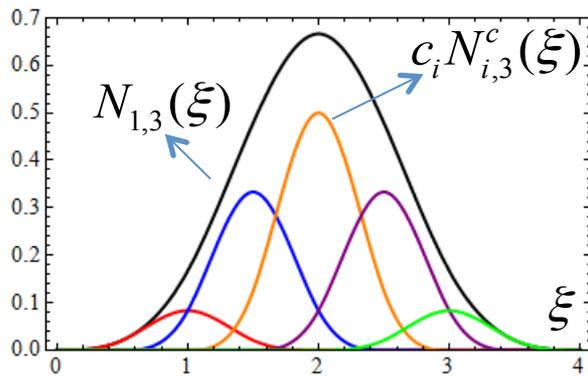
$$\Xi = \{0, 1, 2, 3, 4\}$$

$$\Xi^c = \{0, \frac{1}{2}, 1, \frac{3}{2}, 2, \frac{5}{2}, 3, \frac{7}{2}, 4\}$$

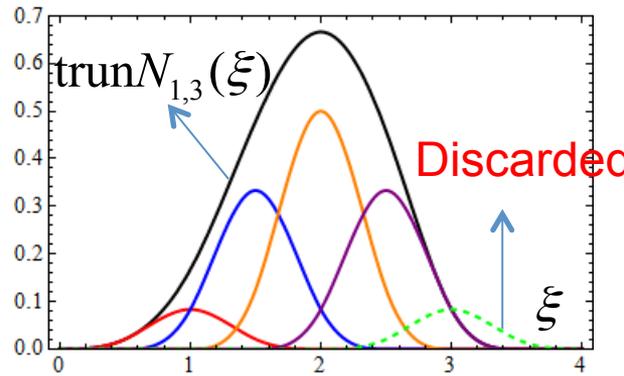
$$c_i = \frac{1}{8} \begin{pmatrix} 4 \\ i-1 \end{pmatrix}$$

# 3.2. Truncation

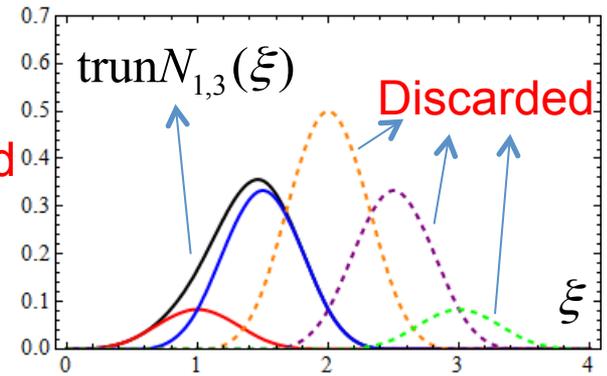
❑ Truncation: **Discard identified children** from refinability relationship



$$N_{1,3}(\xi) = \sum_{i=1}^{\boxed{5}} c_i N_{i,3}^c(\xi)$$



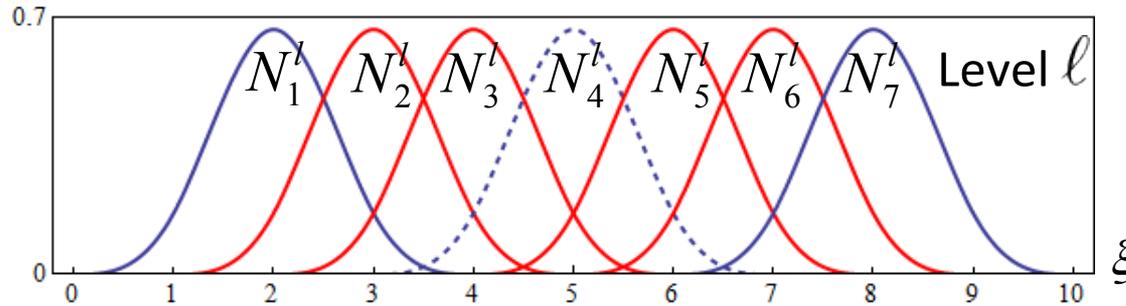
$$\text{trun}N_{1,3}(\xi) = \sum_{i=1}^{\boxed{4}} c_i N_{i,3}^c(\xi)$$



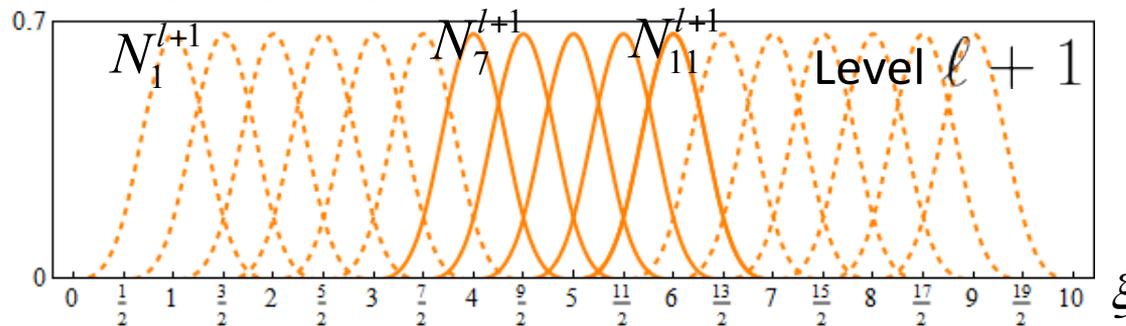
$$\text{trun}N_{1,3}(\xi) = \sum_{i=1}^{\boxed{2}} c_i N_{i,3}^c(\xi)$$

# 3.3. THB-splines

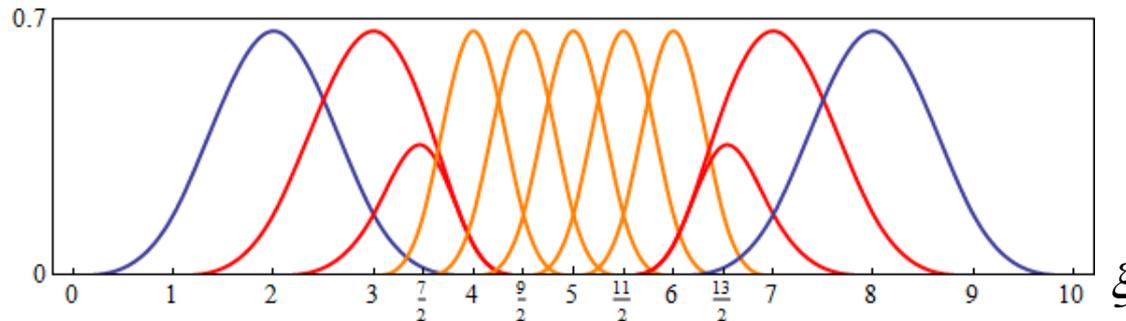
❑ Truncation mechanism: Discard children **shared** with to-be-refined basis functions



**Identification:**  
To-be-refined basis functions at low level  $l$



**Refinement:**  
Add active splines at high level  $l + 1$

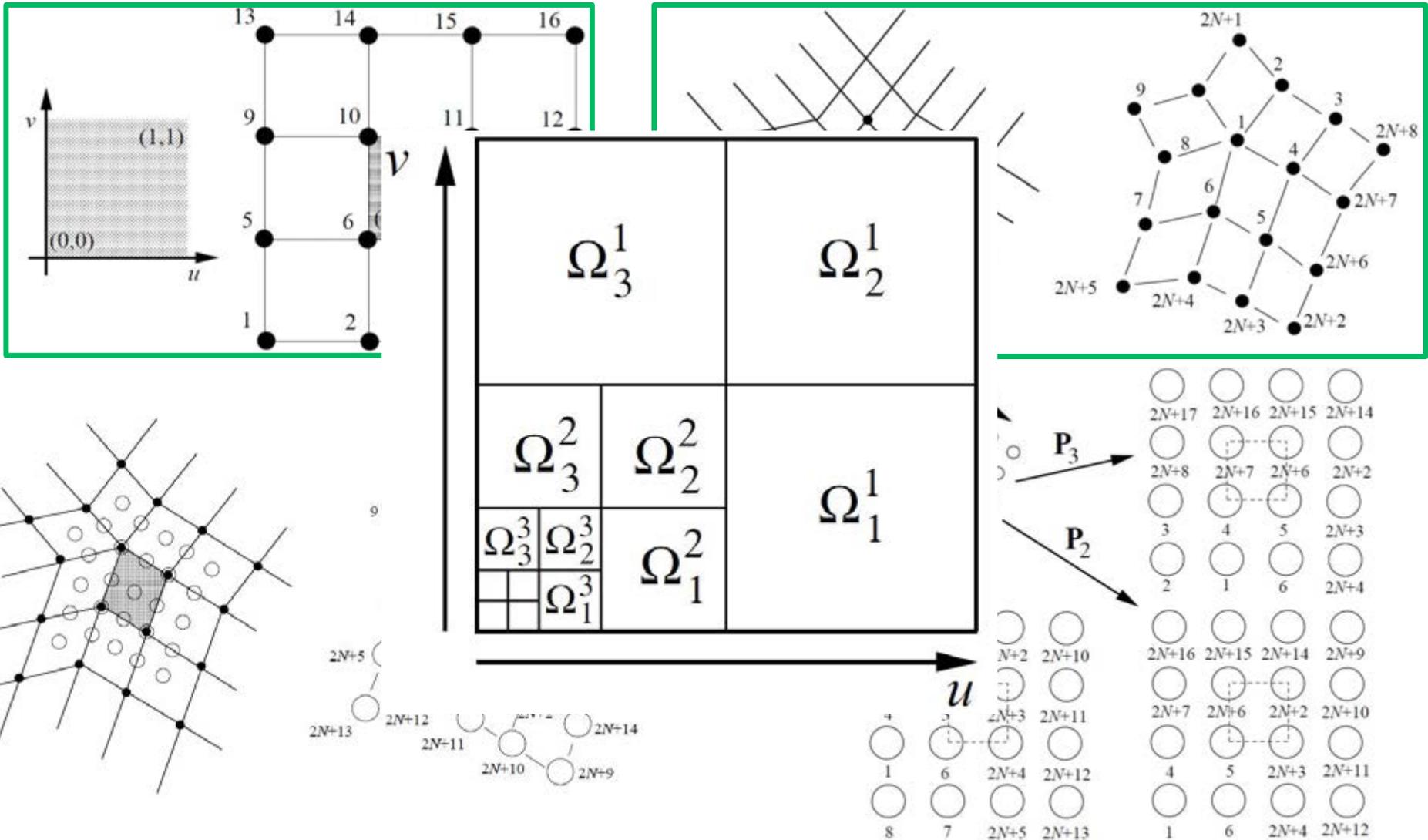


**Truncation and Collection:**  
Form basis of THB-splines

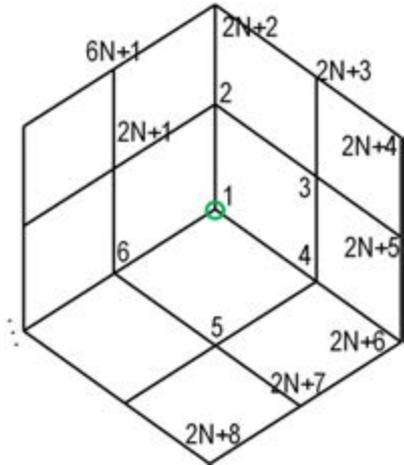
$$\text{trun}N_i^l = \sum_{\text{passive children}} c_{ij} N_j^{l+1}$$

# 3.4. Catmull-Clark Basis Functions

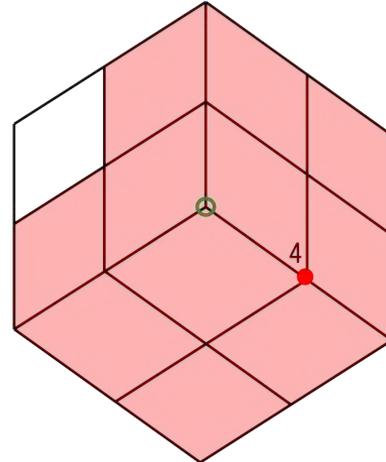
□ Stam's basis functions [Stam, 1998]  $B^\ell(\xi, \eta) = (\mathbf{V}^{-1})^T \Lambda^{n-\ell-1} (\mathbf{P}_k \bar{\mathbf{A}} \mathbf{V})^T \mathbf{b}(\xi, \eta)$



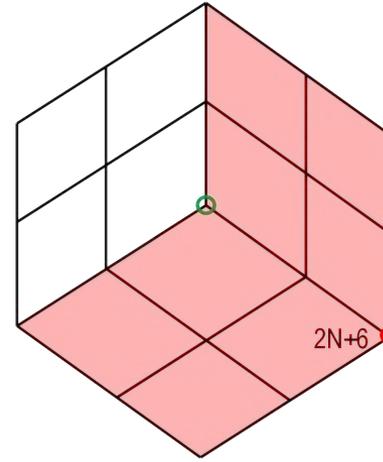
# 3.5. Example of truncation



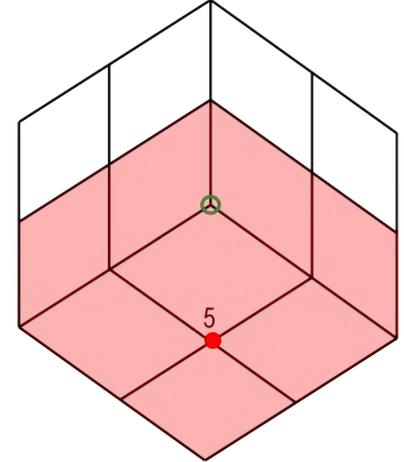
Example 1



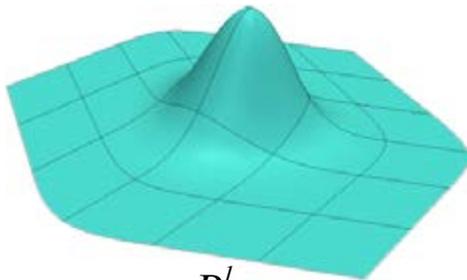
Example 2



Example 3

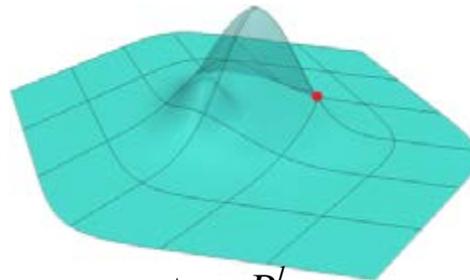


$$\text{trun}B_i^l = \sum_{\text{Passive children}} c_{ij} B_j^{l+1} \rightarrow \text{subdivision rule}$$

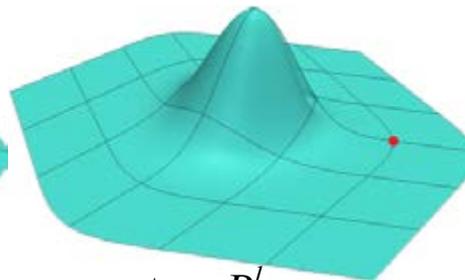


$B_1^l$

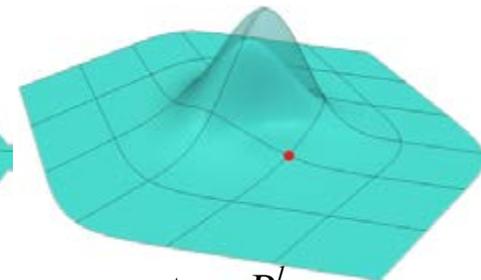
Before truncation



$\text{trun}B_1^l$



$\text{trun}B_1^l$

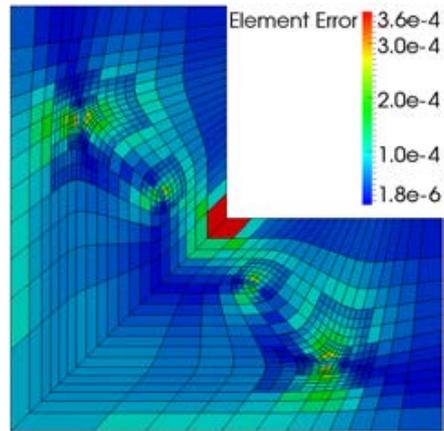
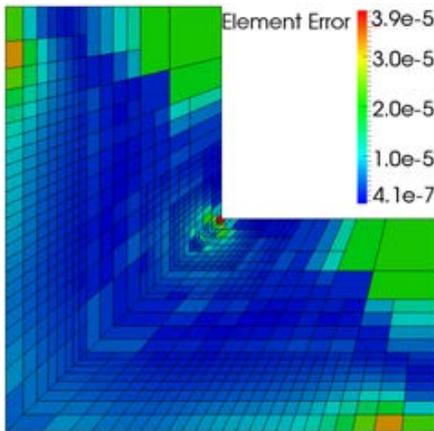
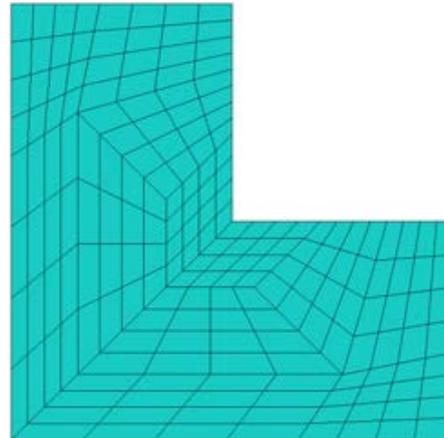
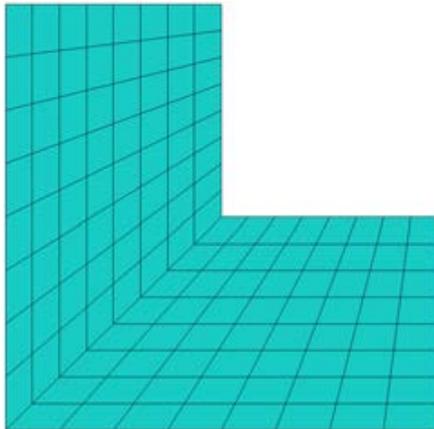
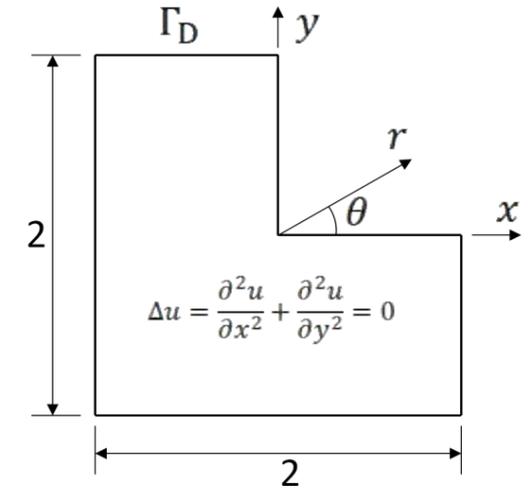


$\text{trun}B_1^l$

Comparison before and after truncation

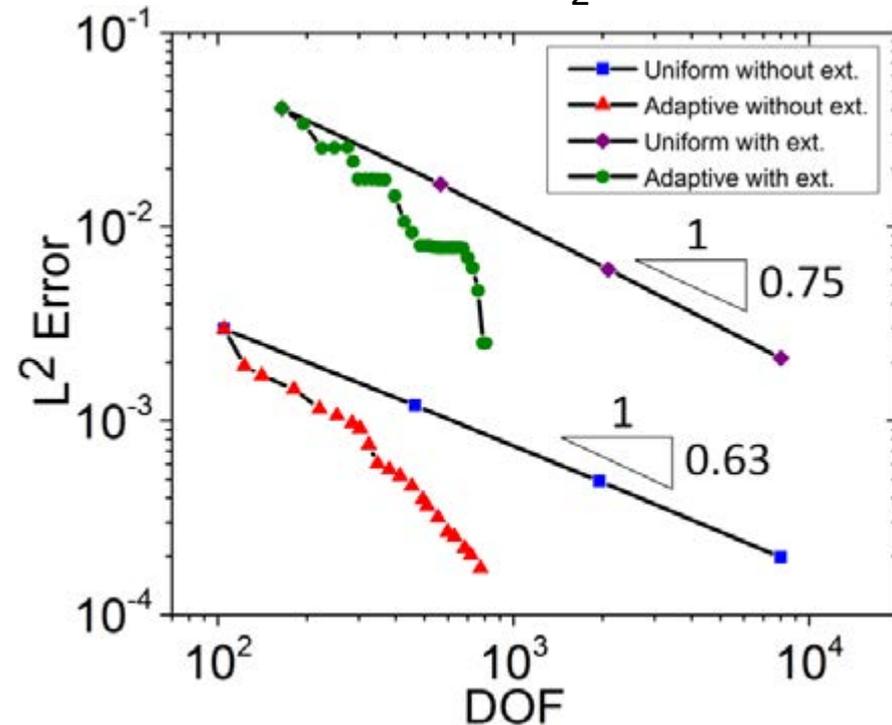
### 3.6. Benchmark problem: $L$ -shaped domain

□ Solving Laplace equation over  $L$ -shaped domain



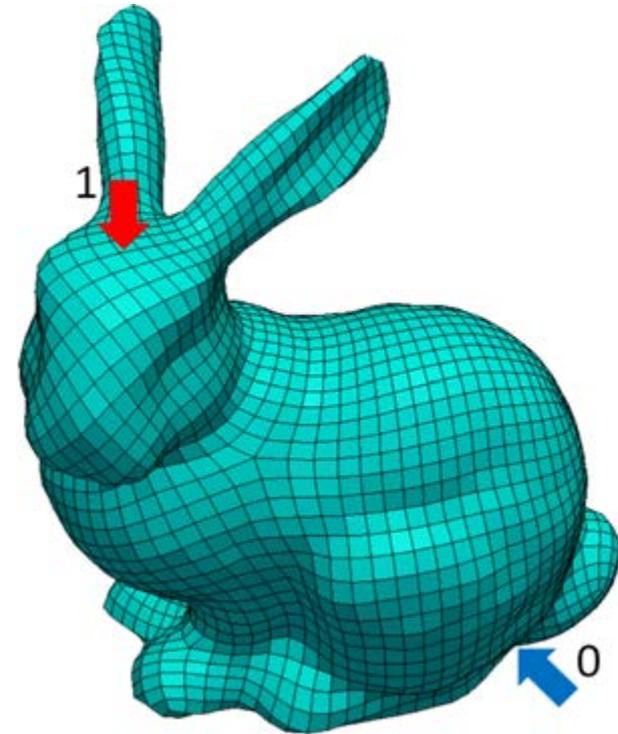
Regular input  
quad mesh

Irregular input  
quad mesh

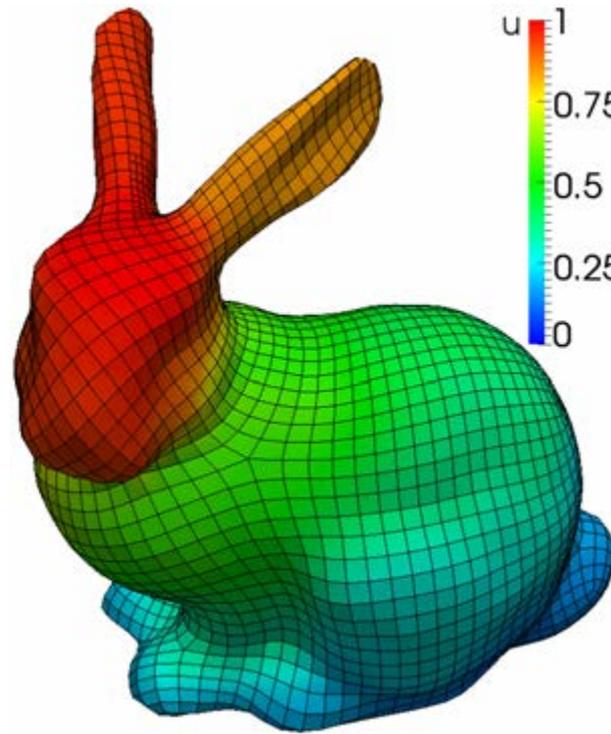


## 3.6. Complex geometries

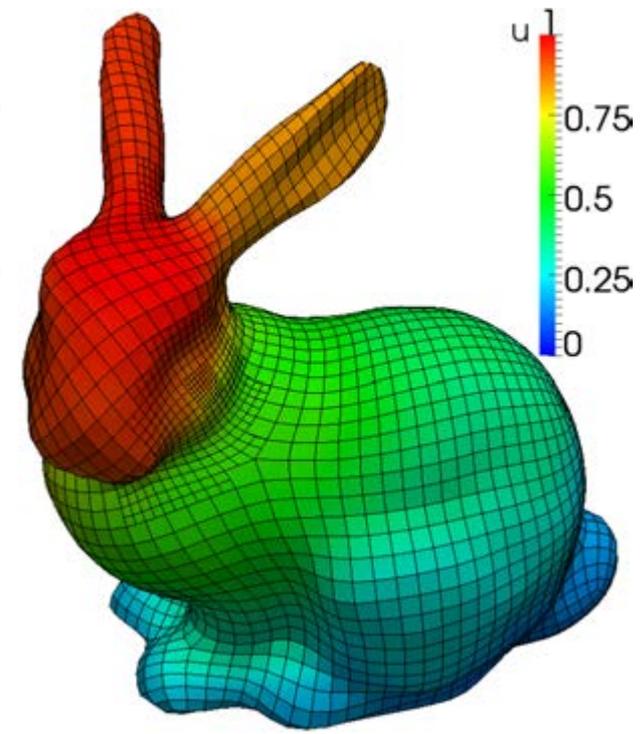
- Solving Laplace-Beltrami equation with local refinement
  - Preprocessing: Subdivide **invalid elements** to separate extraordinary nodes



Input & boundary condition



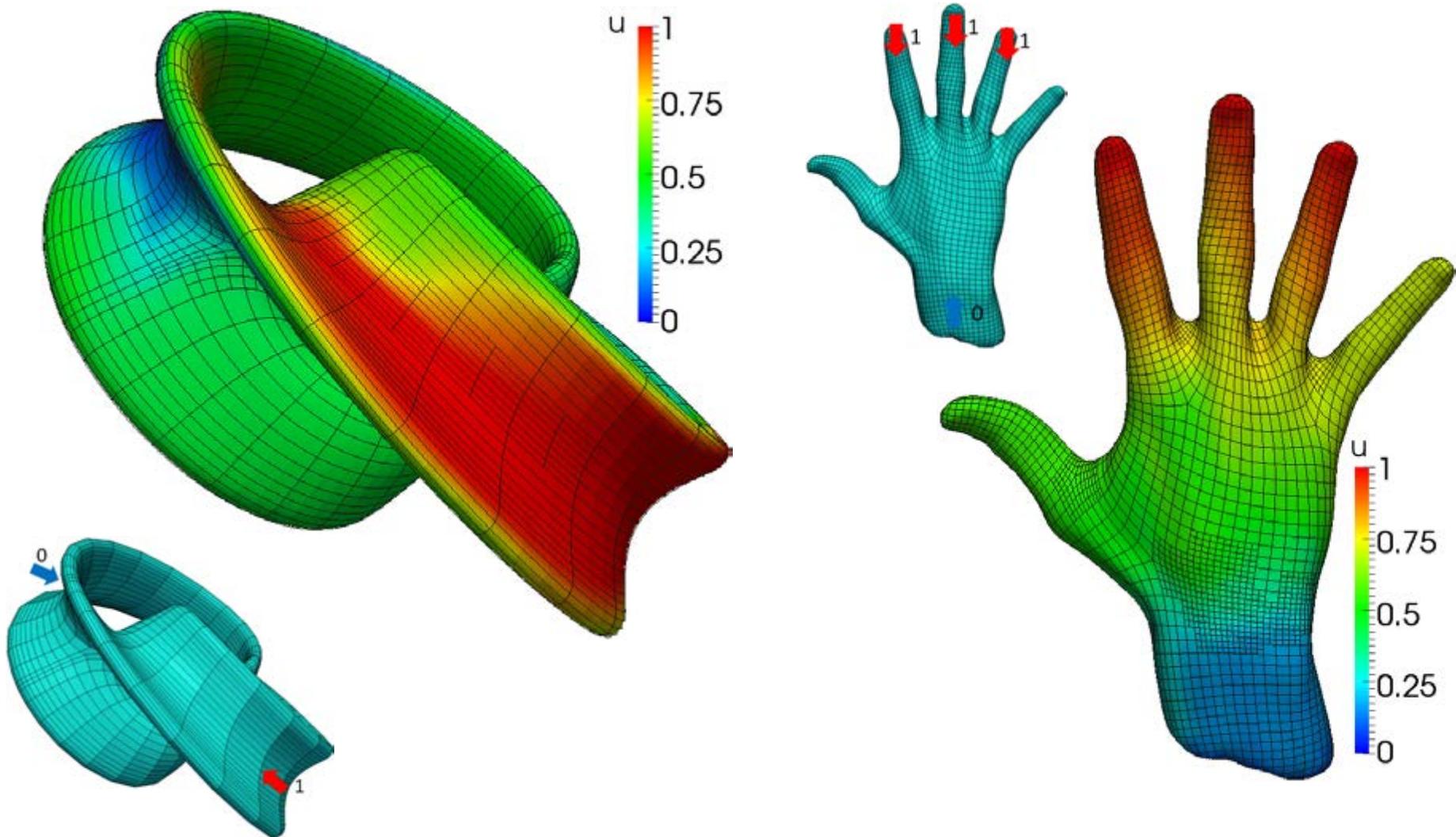
Solution after preprocessing



Solution after 20 steps

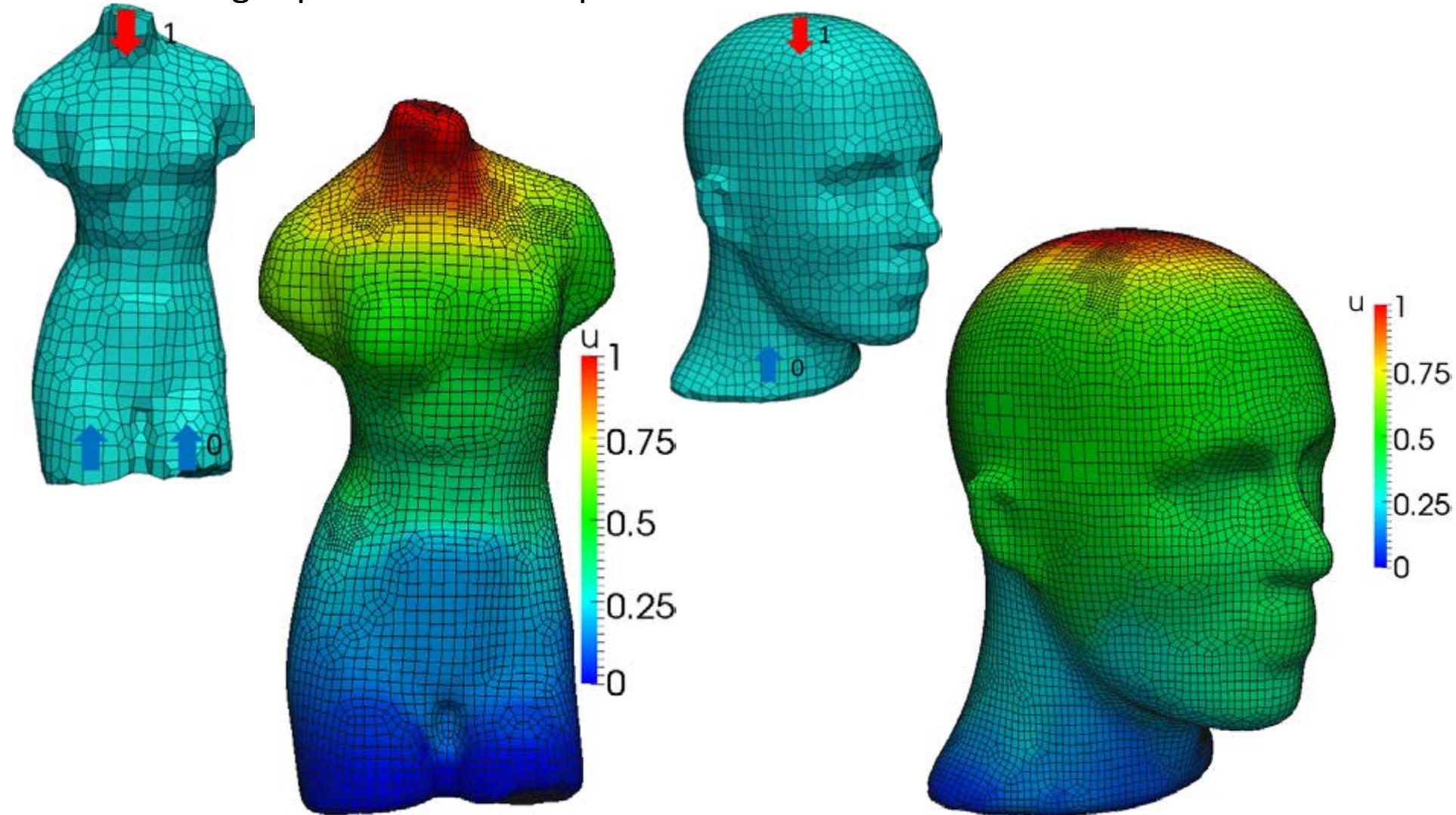
## 3.6. Complex geometries

- Solving Laplace-Beltrami equation with local refinement



## 3.6. Complex geometries

□ Solving Laplace-Beltrami equation with local refinement



## 4. Extended THCCS (eTHCCS)

### ❑ Motivation

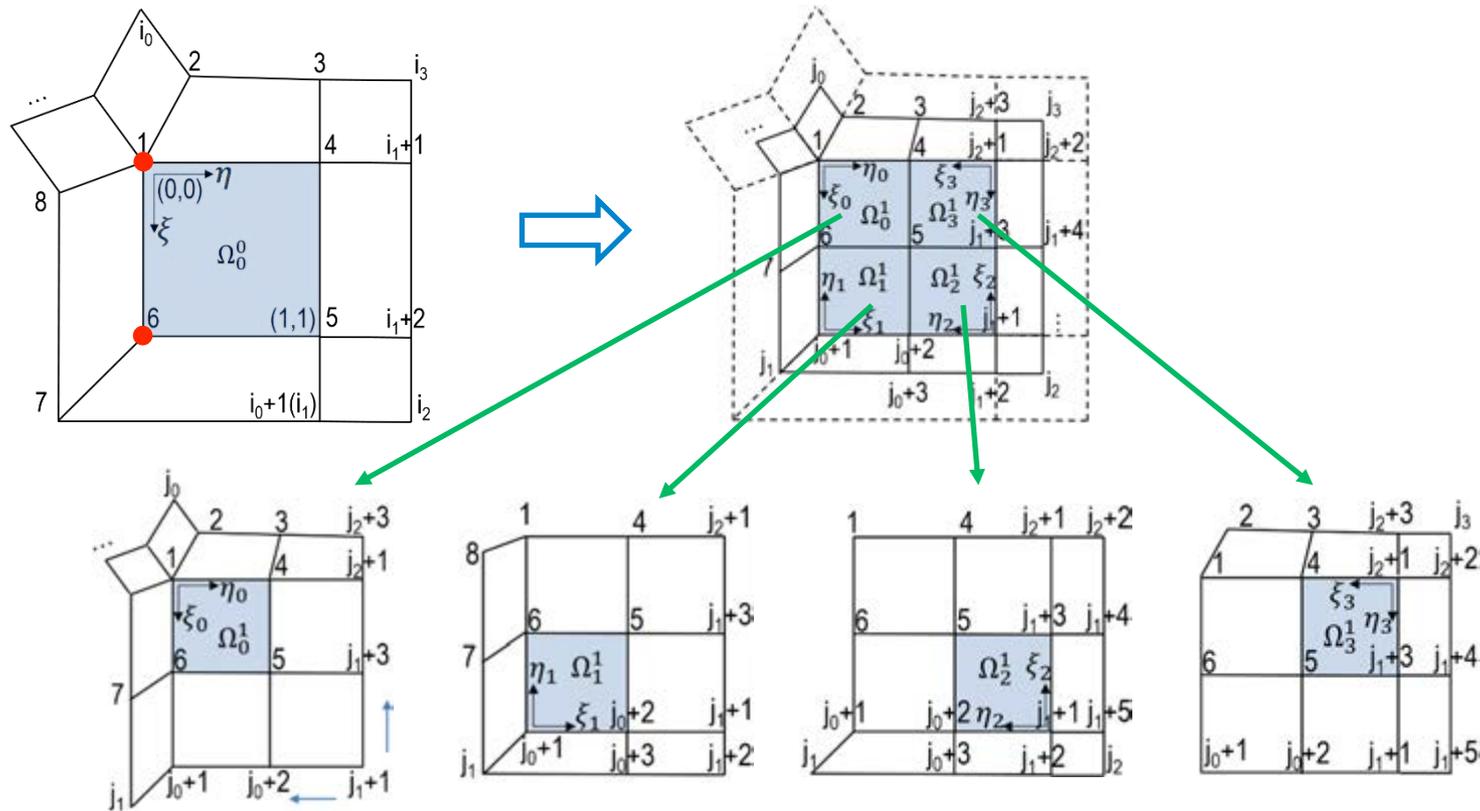
- Local refinement of THCCS has a strong constraint, especially for quad meshes with excessive invalid elements

### ❑ Objective: Improve the refinement locality of THCCS

|  | THCCS                 | eTHCCS                |
|--|-----------------------|-----------------------|
| Minimum to-be-refined region at each refinement step | Two-ring neighborhood | One-ring neighborhood |
| Invalid element (More than one extraordinary node)   | Preprocessing         | No preprocessing      |

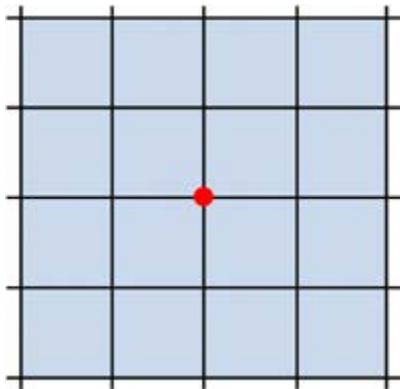
# 4.1. Catmull-Clark basis functions on invalid elements

- ❑ Build basis on arbitrary quad meshes for analysis
- ❑ Applied in the context of THCCS

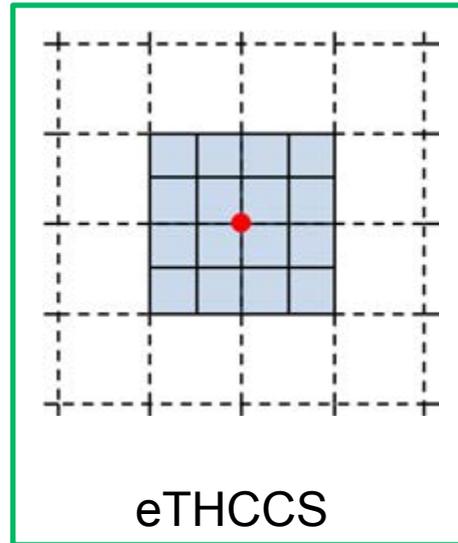


## 4.2. Minimum to-be-refined subdomain

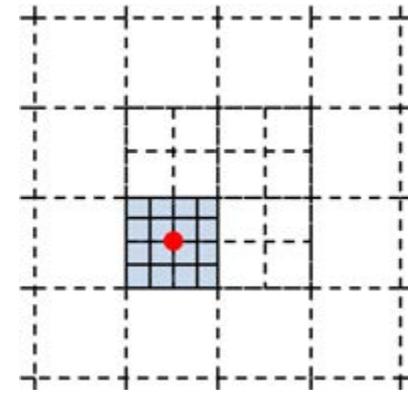
- ❑ Union of support of **high-level** basis functions
  - THCCS: Union of support of low-level basis functions
- ❑ At least insert one high-level basis function



THCCS



eTHCCS

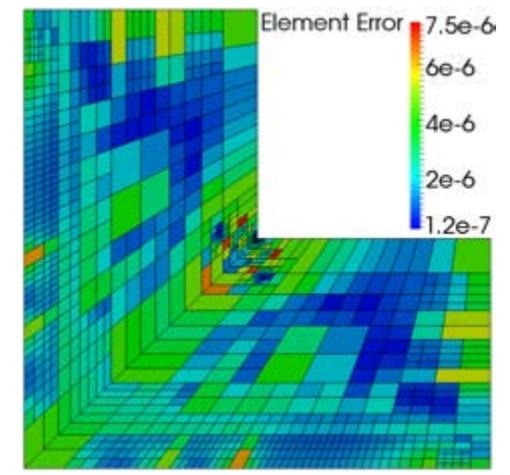
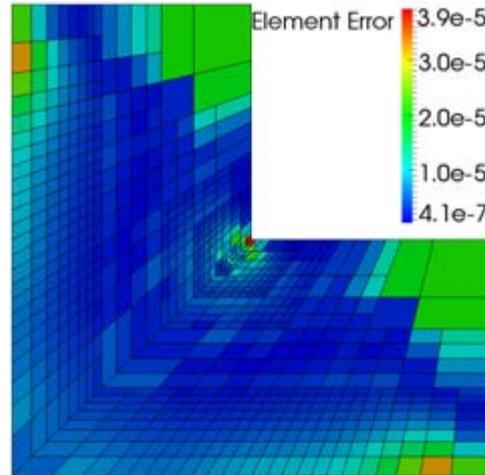
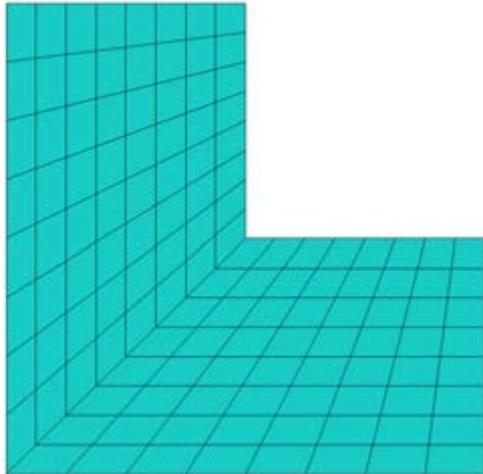


eTHCCS

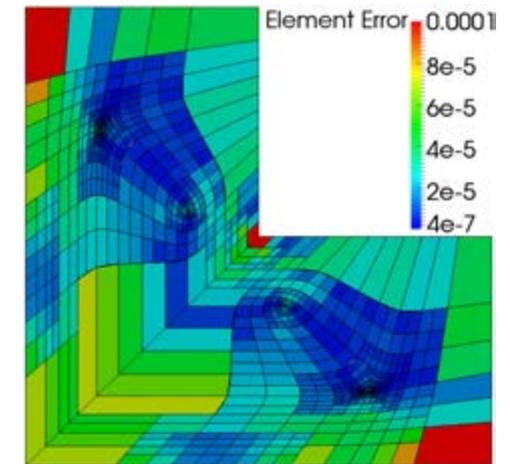
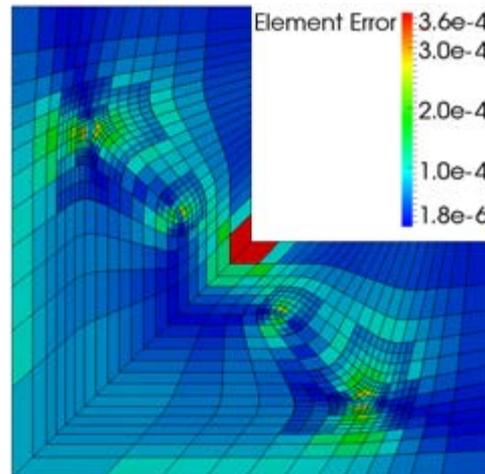
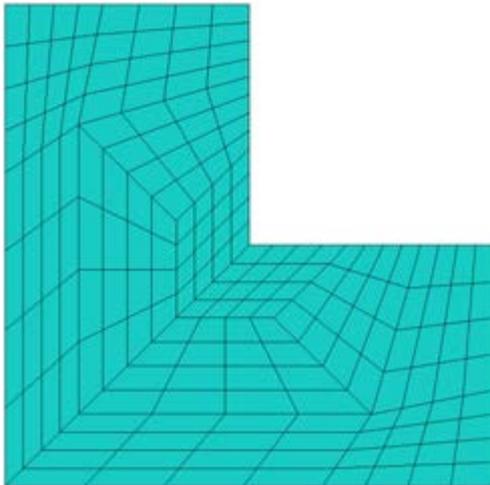
One-ring refinement

# 4.3. Benchmark problem – L-shaped domain

Regular mesh



Irregular mesh

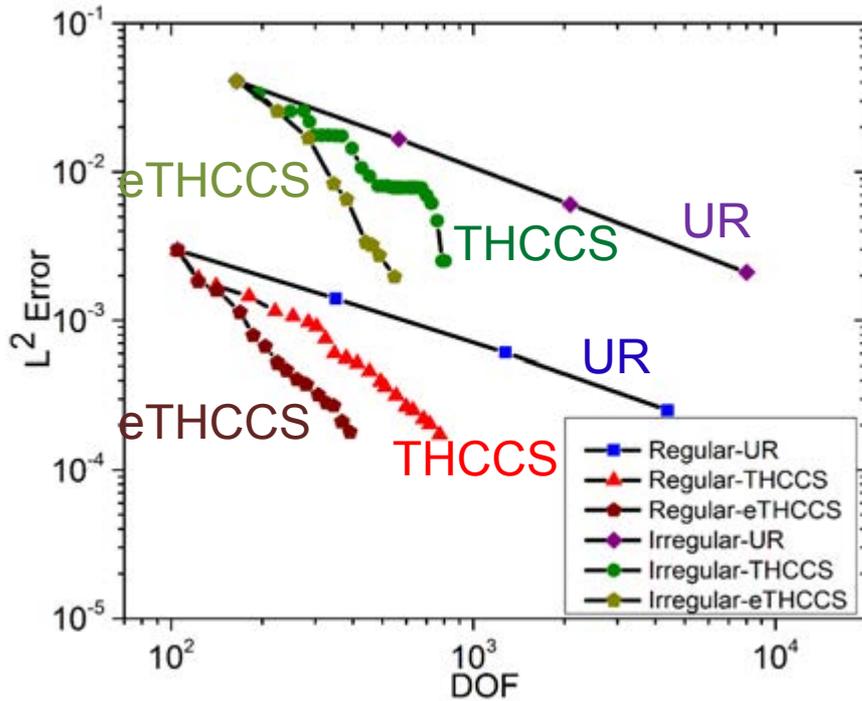


Input

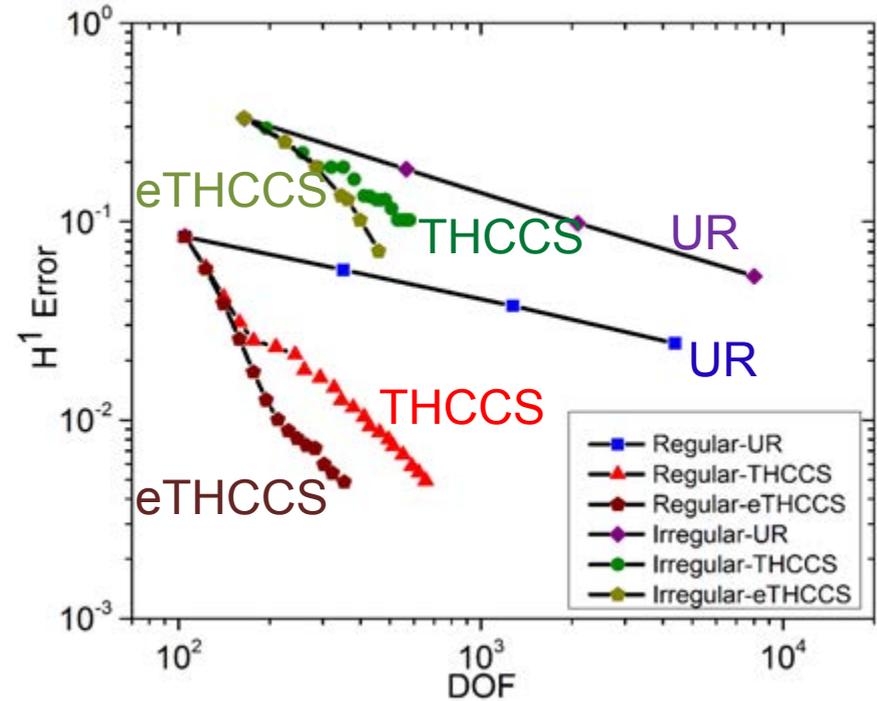
THCCS

eTHCCS

## 4.3. Benchmark problem – L-shaped domain



$L^2$  norm



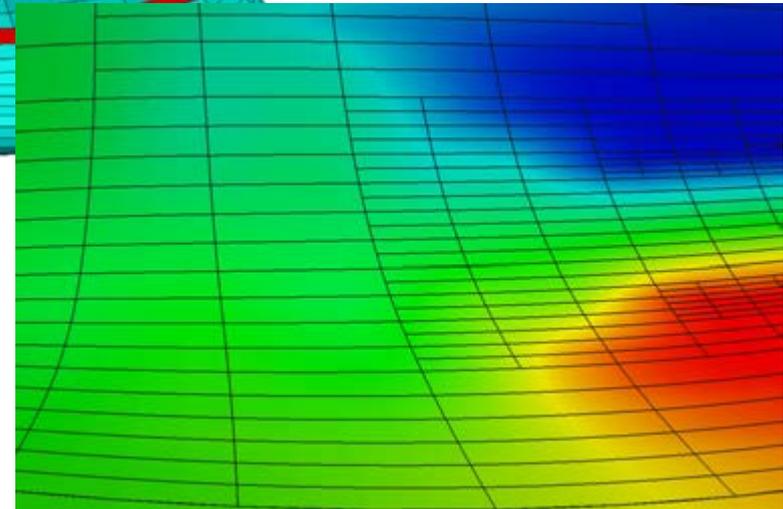
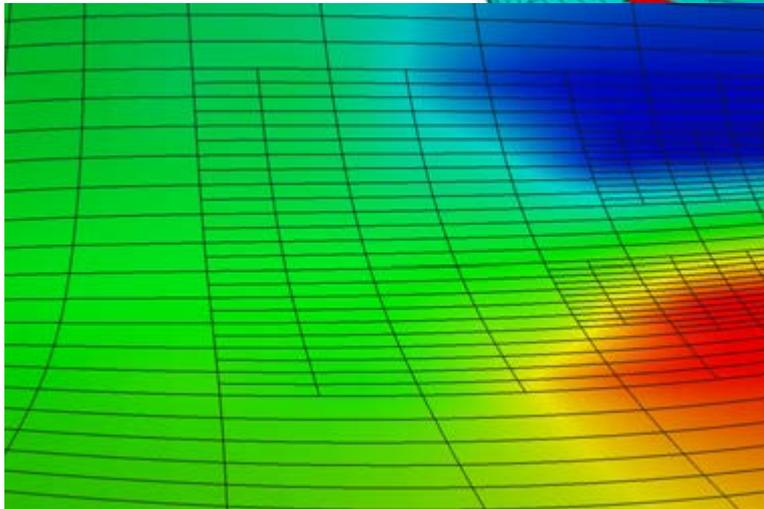
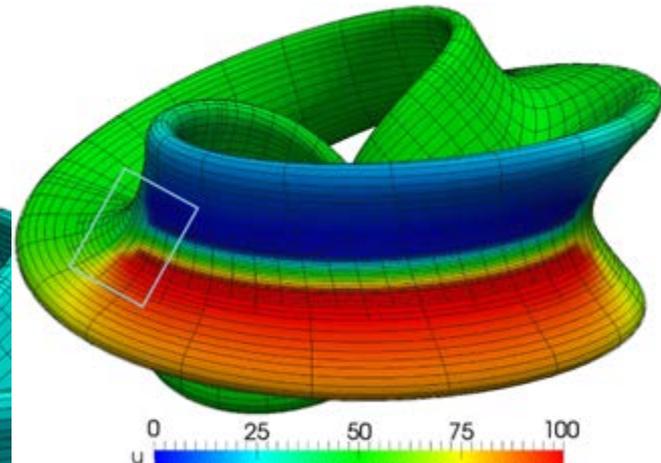
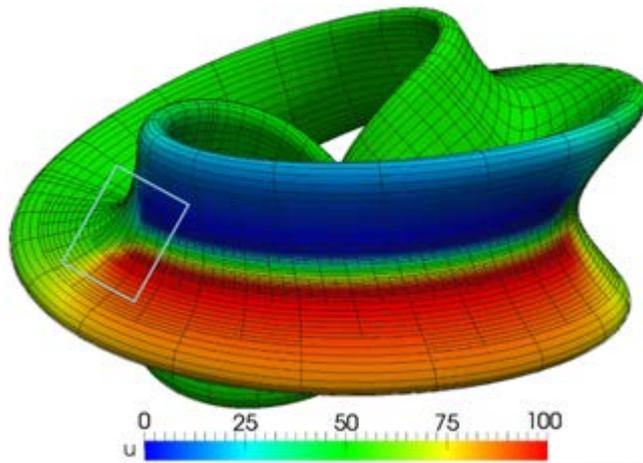
$H^1$  semi-norm

eTHCCS is more efficient than THCCS, which utilizes fewer DOF given the same error.

## 4.3. Complex surface models

THCCS

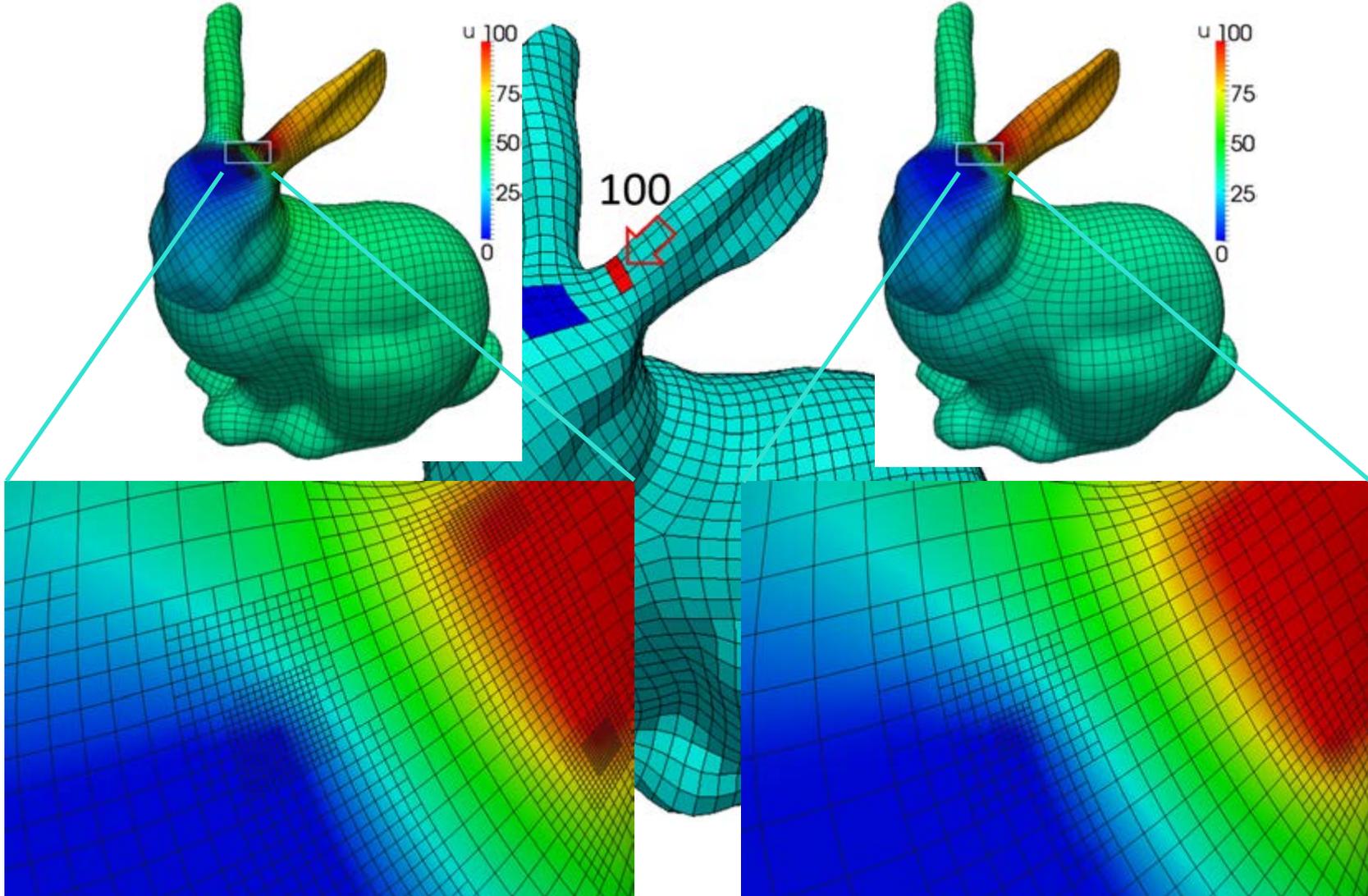
eTHCCS



## 4.3. Complex surface models

THCCS

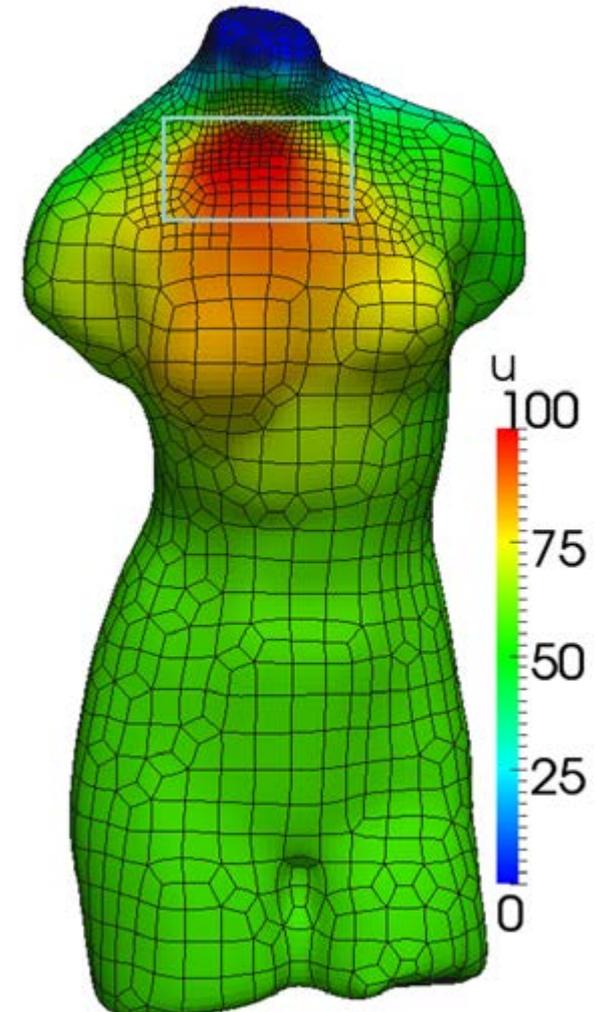
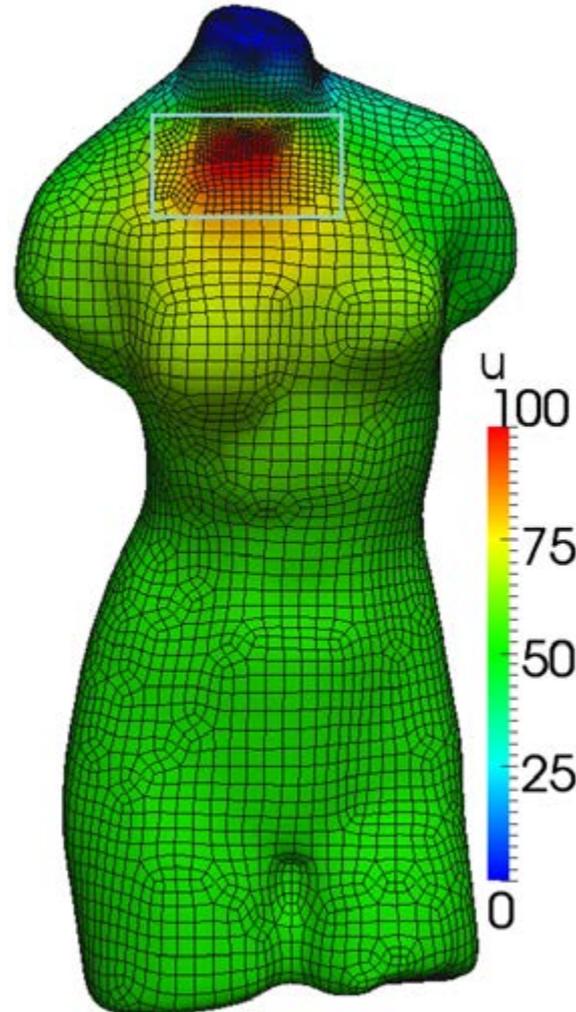
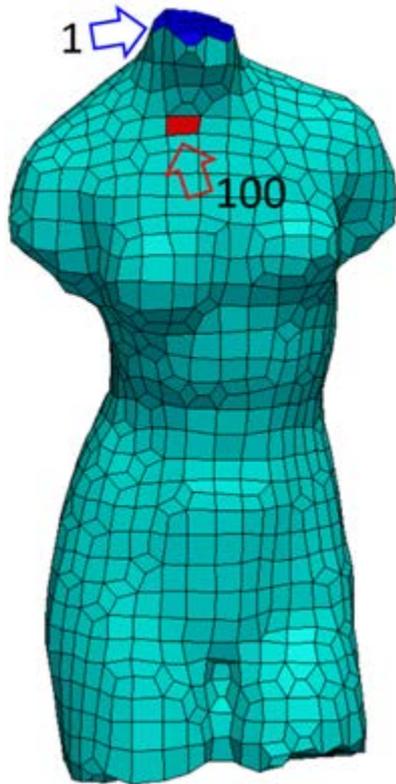
eTHCCS



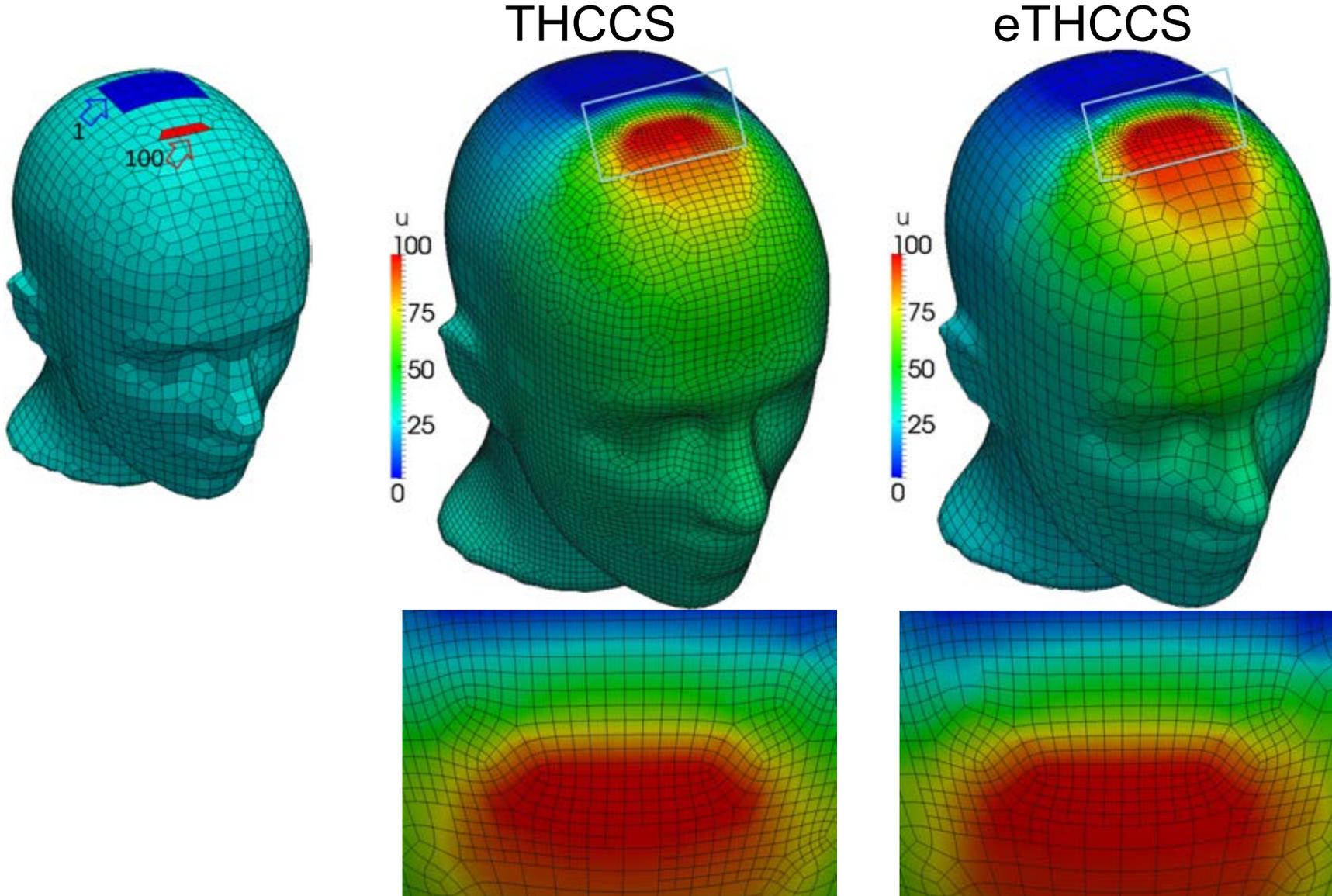
## 4.3. Complex surface models

THCCS

eTHCCS

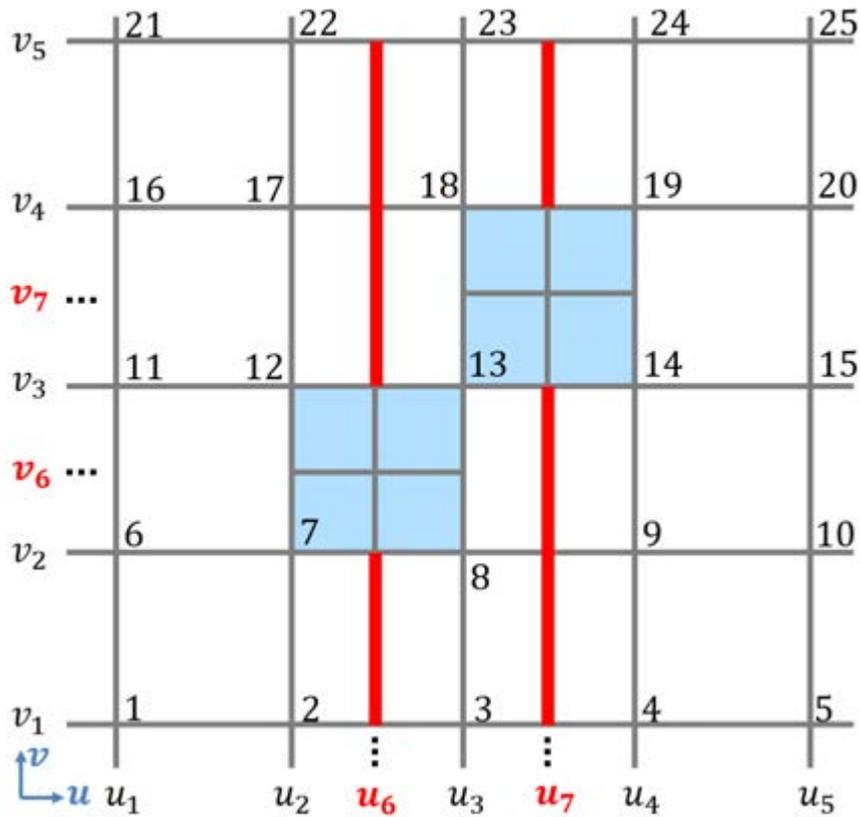


## 4.3. Complex surface models

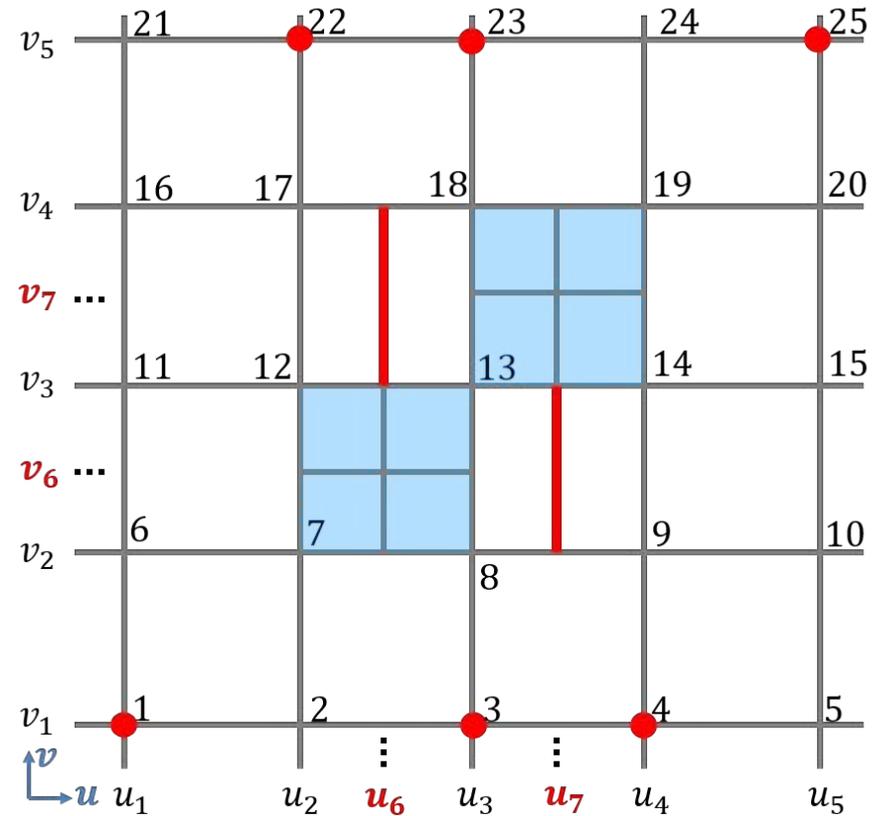


# 5. Truncated T-splines

- ❑ Motivation: Local refinement of analysis-suitable T-splines is not as local as expected
- ❑ Objective: Improve the refinement locality of analysis-suitable T-splines



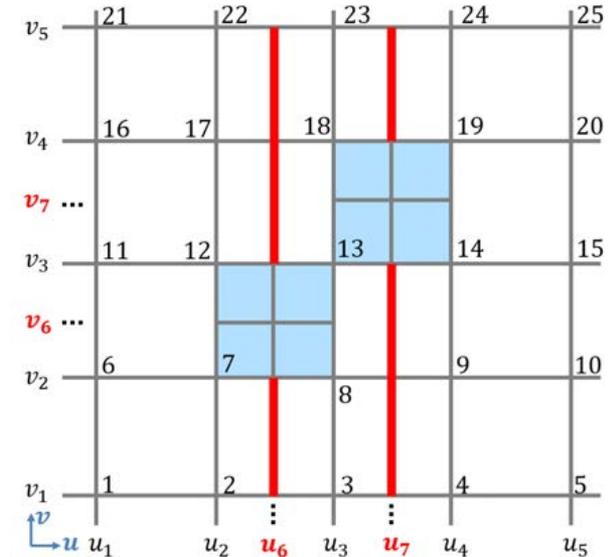
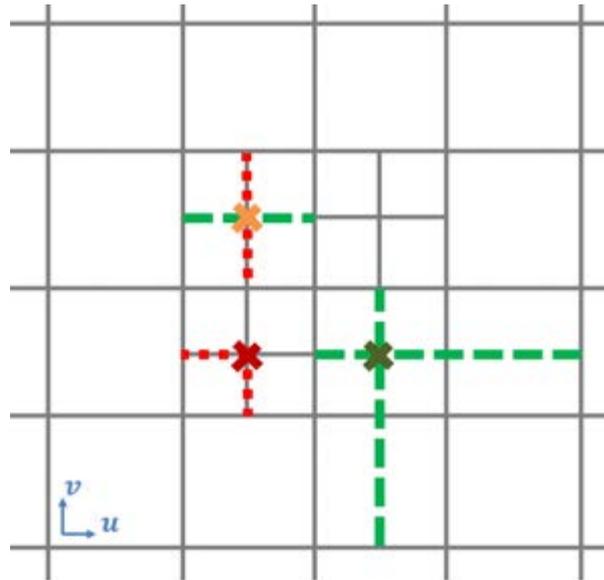
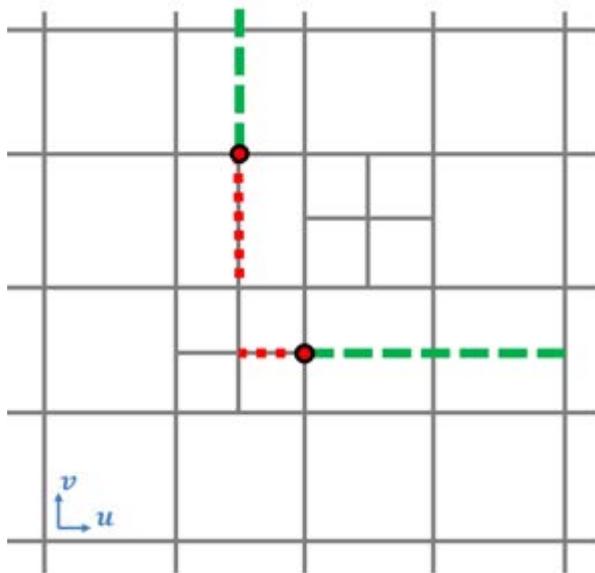
Analysis-suitable T-splines



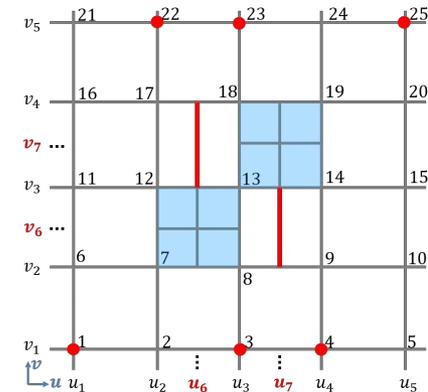
Truncated T-splines

# 5.1. Analysis-suitable T-splines vs Truncated T-splines

- ❑ Topological constraints: No intersection of T-junction extensions
- ❑ T-junction extensions: Face extension and edge extension



- ❑ T-splines with **truncated basis functions**
- ❑ Topological constraint: **No face-face intersection**
  - To ensure nestedness of spline spaces

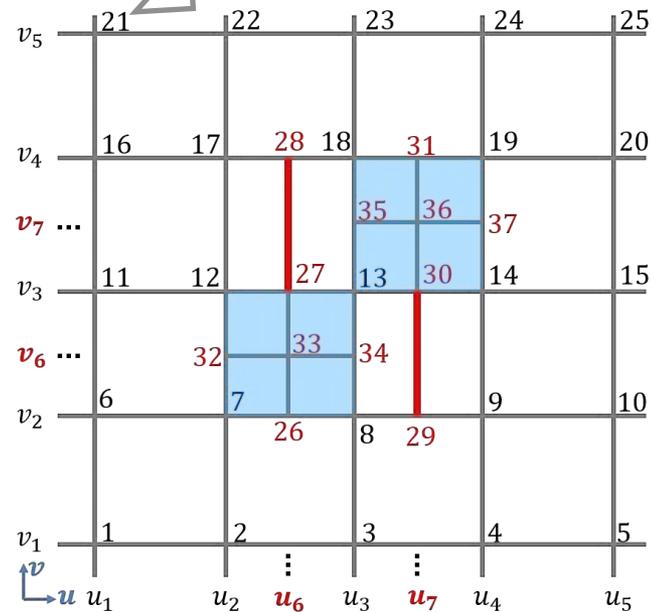
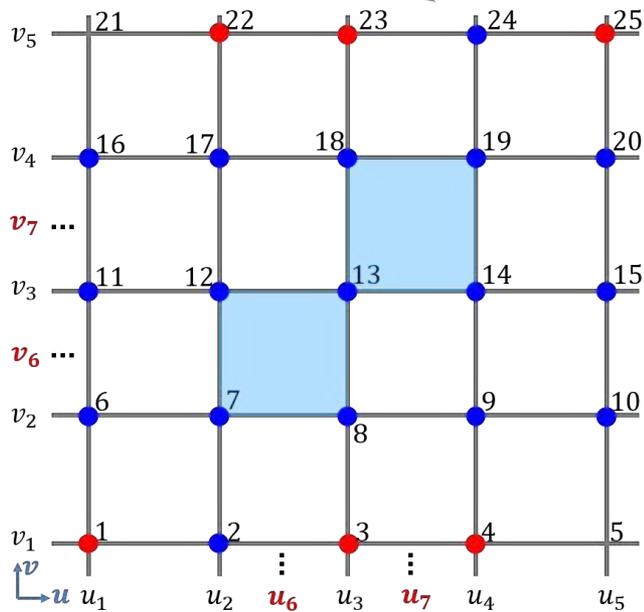


# 5.2. Two Types of Basis Functions

□ Fully refined and partially refined basis functions

$$B_i = \sum c_{ij} B'_j$$

By local knot insertion



Insert  $u_6$  and  $v_6$

$$B_2 = B'_2 + \frac{5}{36} B'_7 + \frac{1}{12} B'_{26}$$

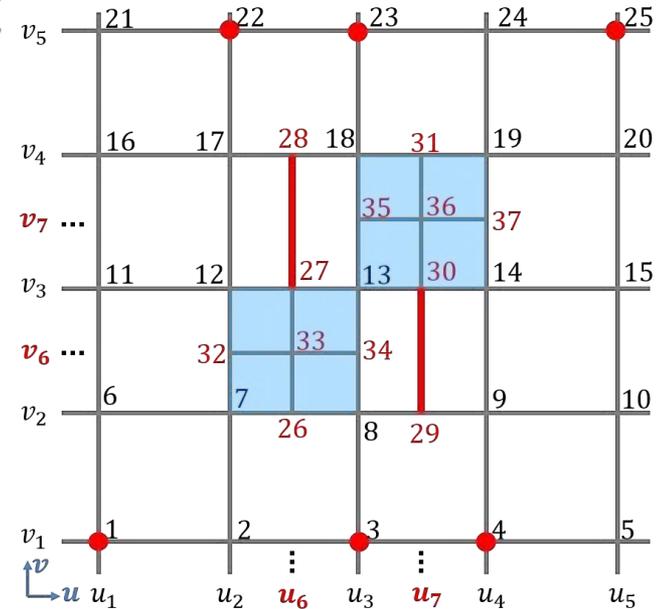
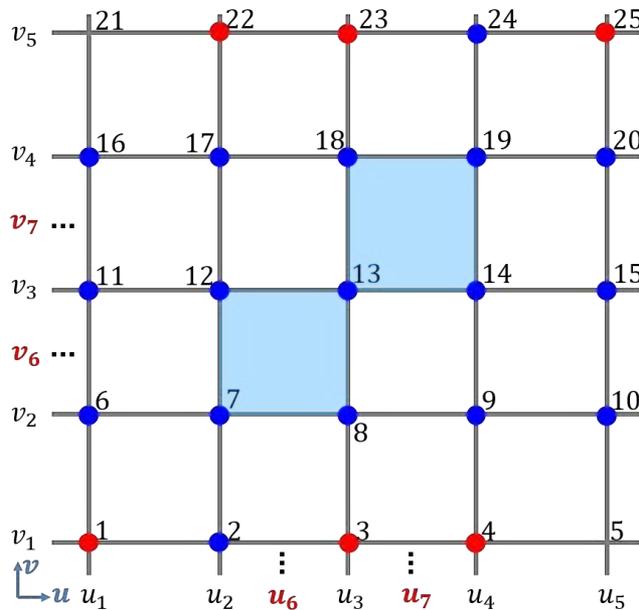
$$B_1 = \frac{1}{36} B'_7 + \dots$$

Not defined on

# 5.3. Truncated T-spline Basis Functions

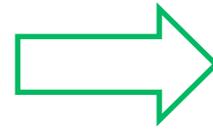
- Partially refined basis functions need truncation by **discarding children defined on the refined T-mesh**

$$trunB_i = \boxed{B_i} - \sum_{j \neq i} c_{ij} B'_j$$



$$\boxed{B_1} = \frac{1}{36} B'_7 + \dots$$

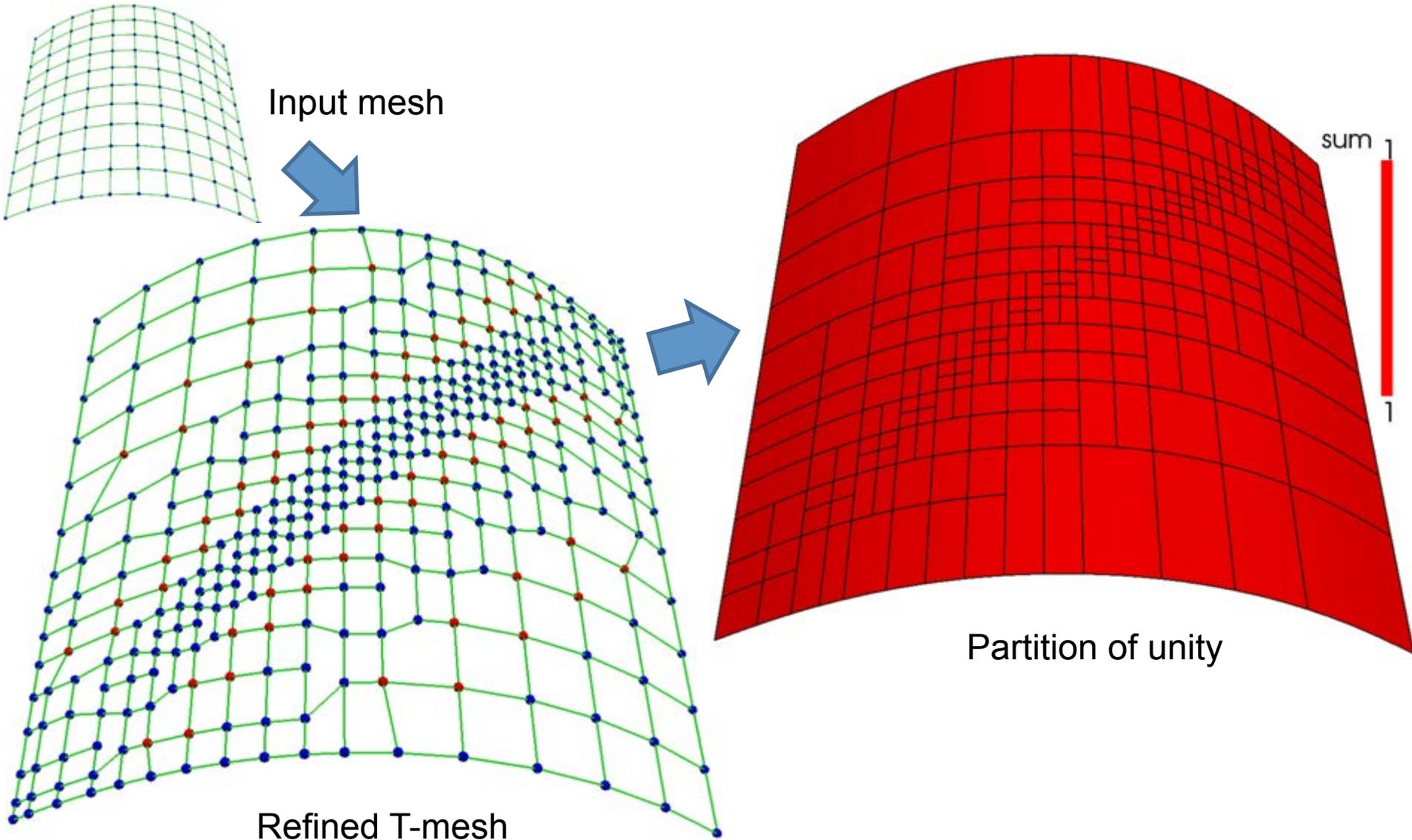
$$\boxed{B_3} = B'_3 + \frac{5}{36} B'_8 + \frac{1}{12} B'_{26} + \dots$$



$$\boxed{trunB_1} = B_1 - \frac{1}{36} B'_7$$

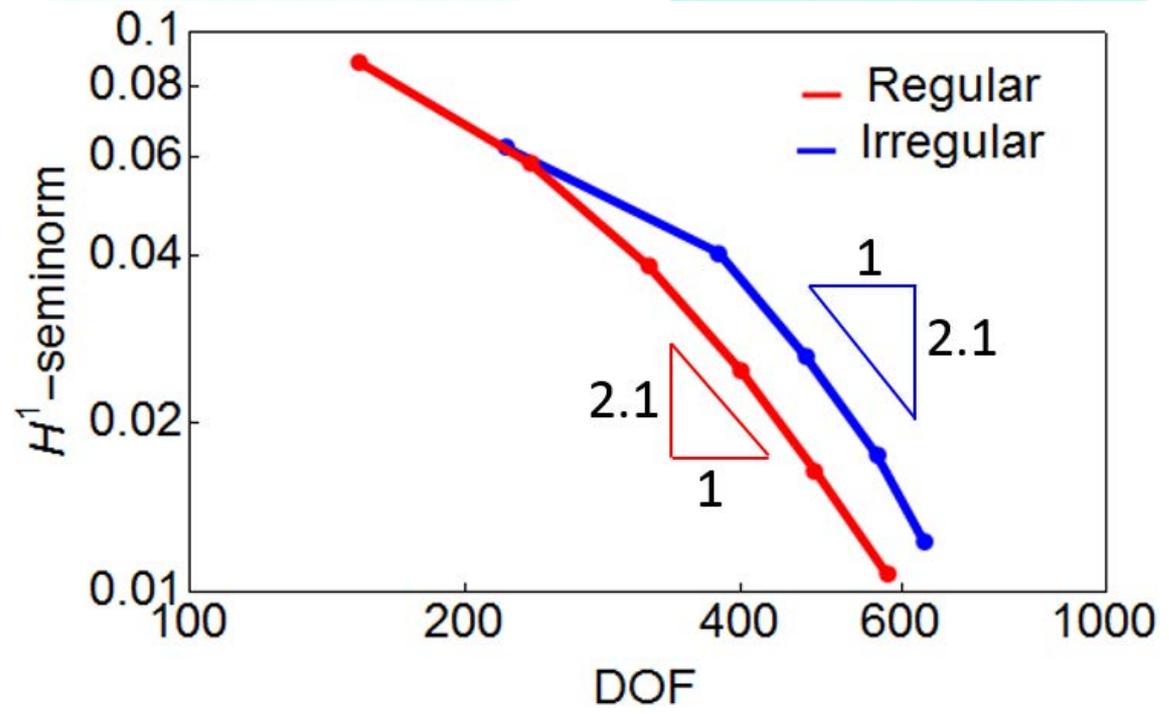
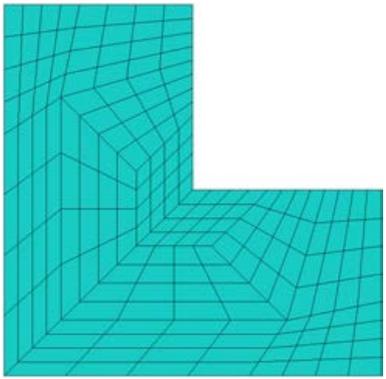
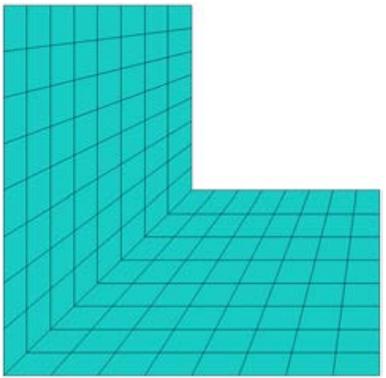
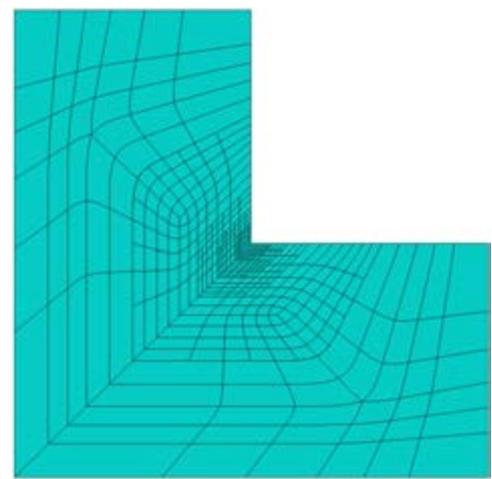
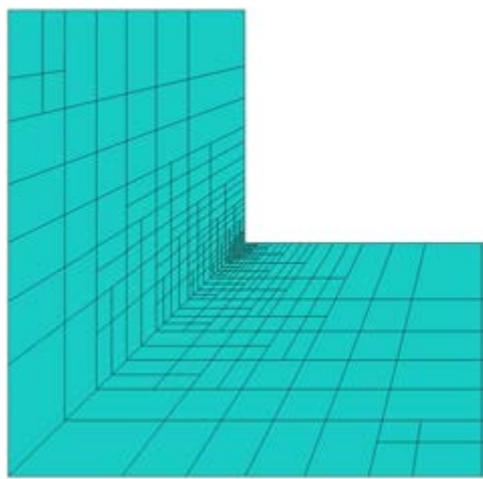
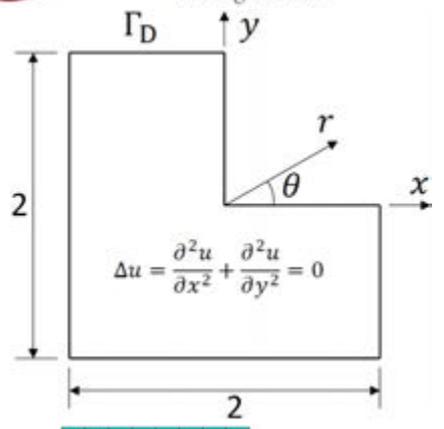
$$\boxed{trunB_3} = B_3 - \frac{5}{36} B'_8 - \frac{1}{12} B'_{26}$$

# 5.4. Refinement along diagonal direction



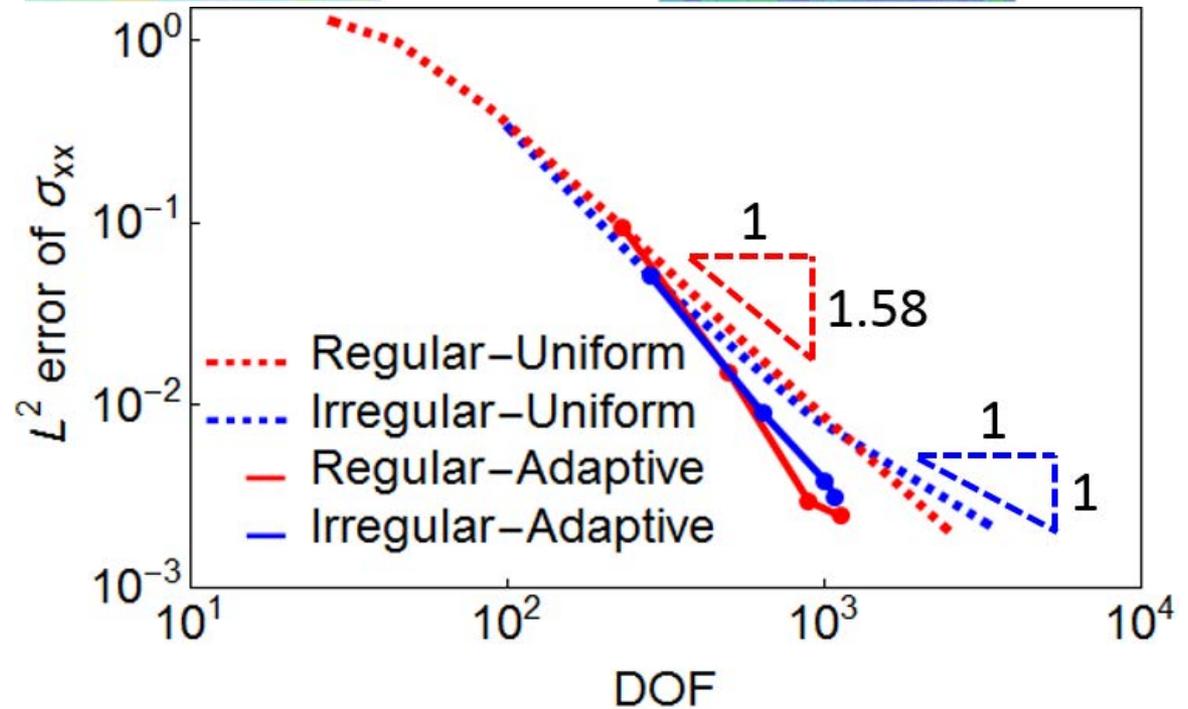
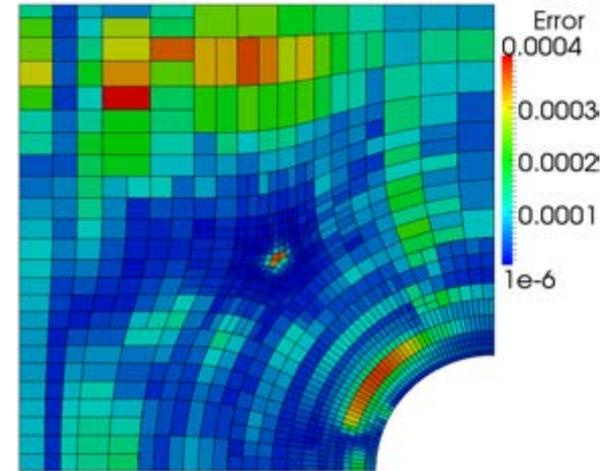
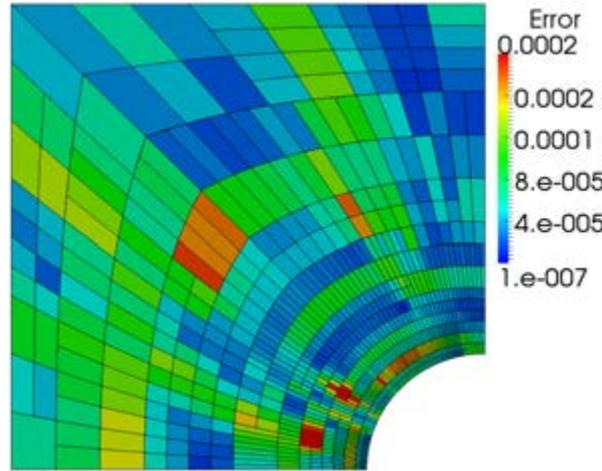
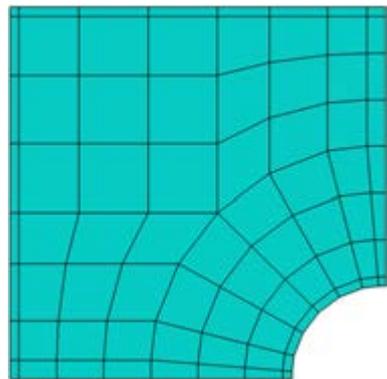
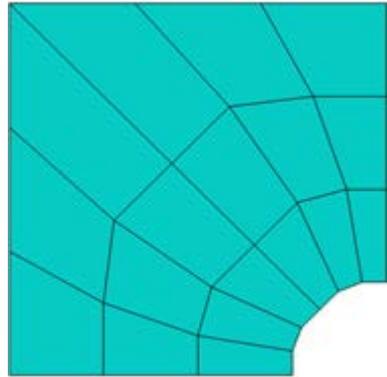
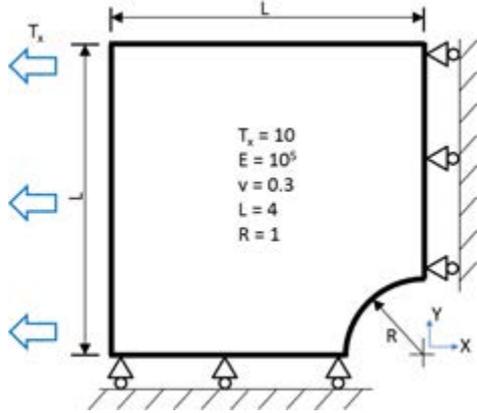


# 5.5. Benchmark problem: L-shaped domain

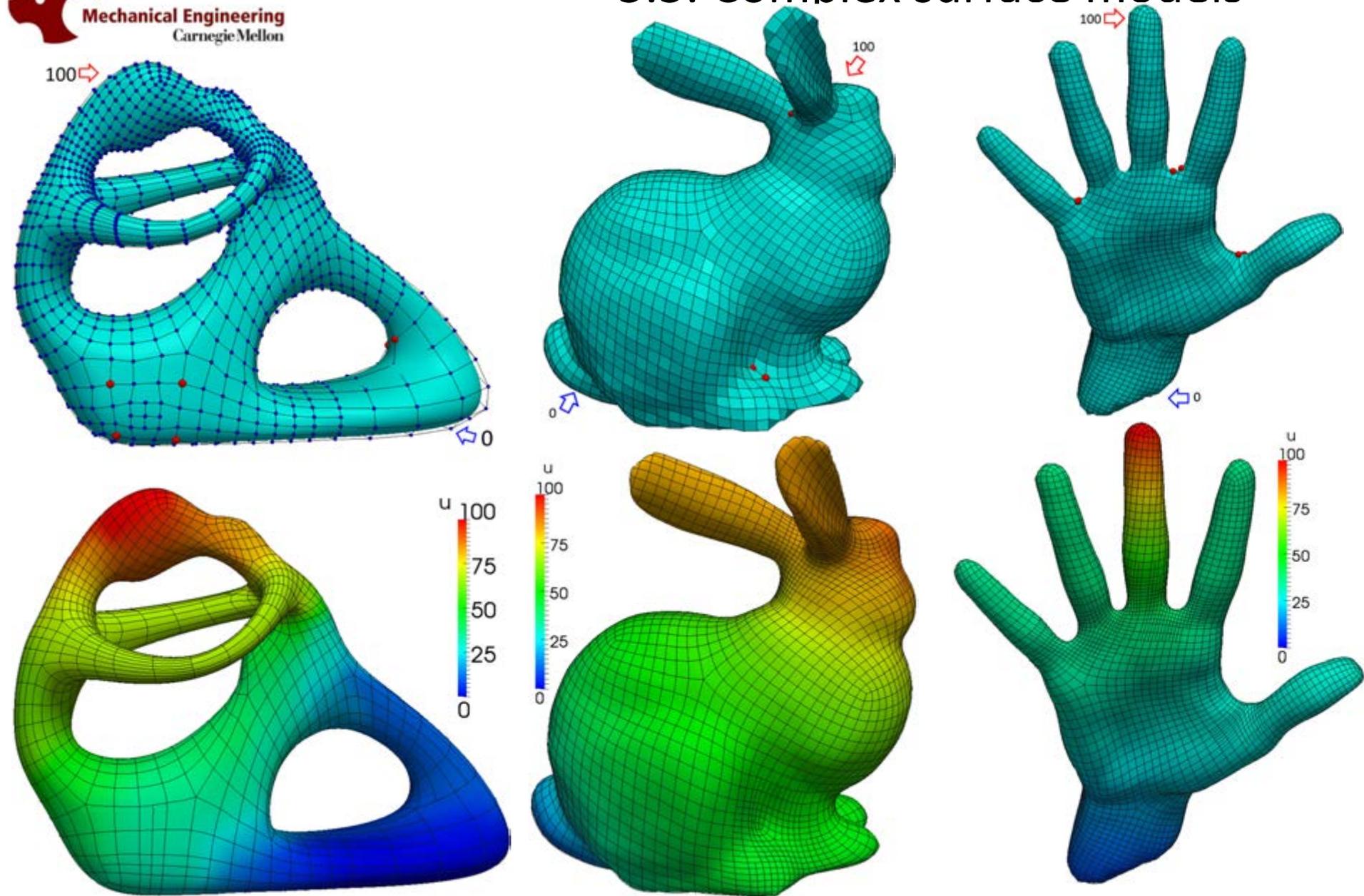




# 5.5. Benchmark problem: Plate with a hole

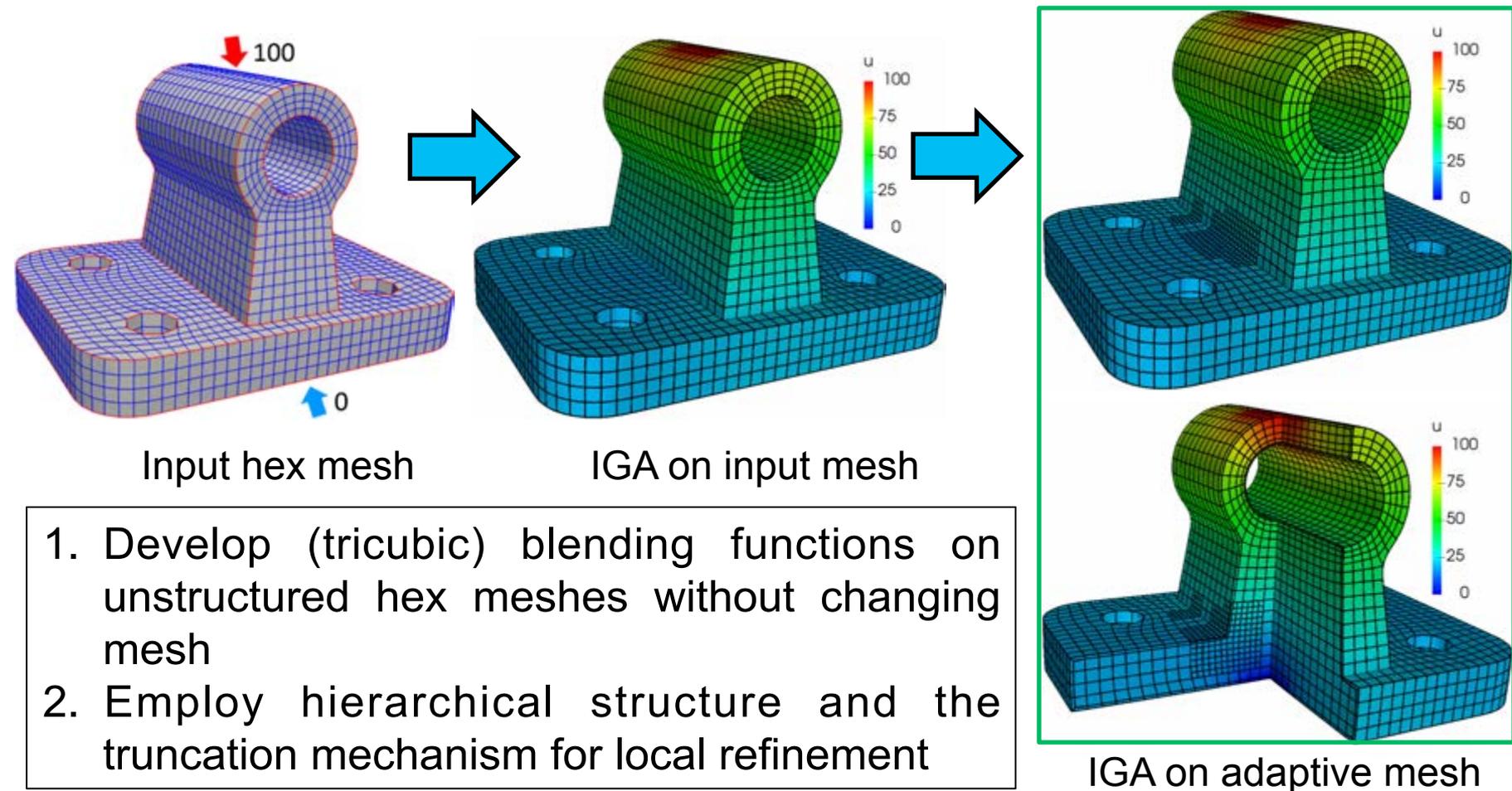


# 5.5. Complex surface models



## 6. Truncated hierarchical splines in 3D (TH-spline3D)

- ❑ Motivation: Analysis-driven local refinement on unstructured hex meshes has not been studied in IGA
- ❑ Objective: Enable adaptive IGA on unstructured hex meshes

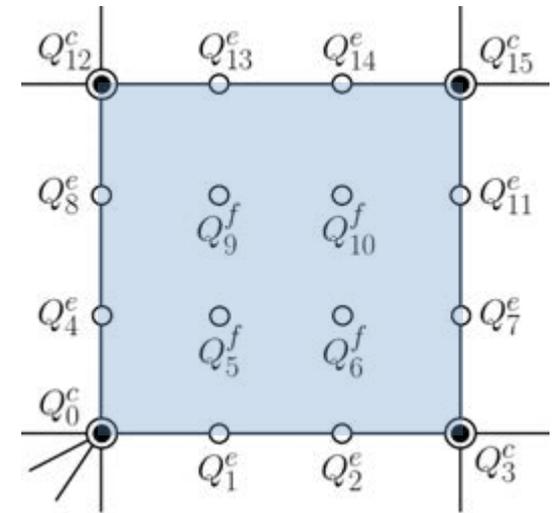


# 6.1. 2D blending functions

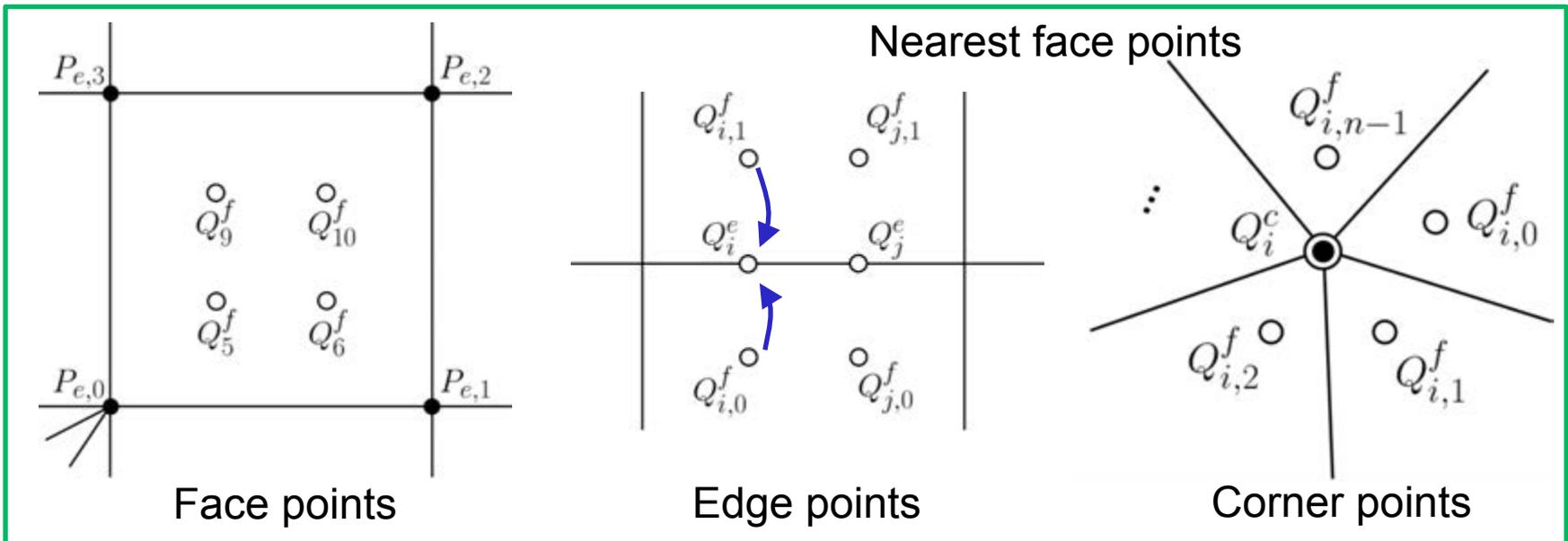
- Defined using Bernstein polynomials

|             |                 |
|-------------|-----------------|
| $Q = MP$    | $B, P$ - spline |
| $B = M^T b$ | $Q, b$ - Bézier |

**M**: Bezier extraction matrix



Bézier control points



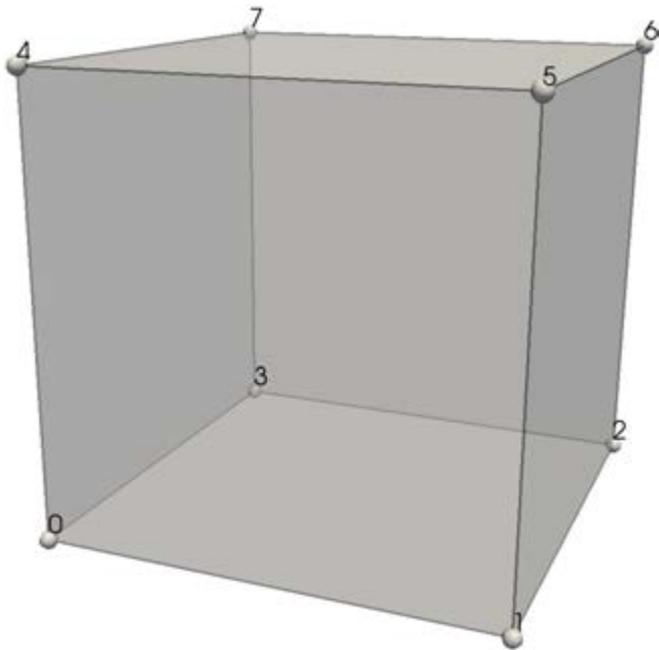
Face points

Edge points

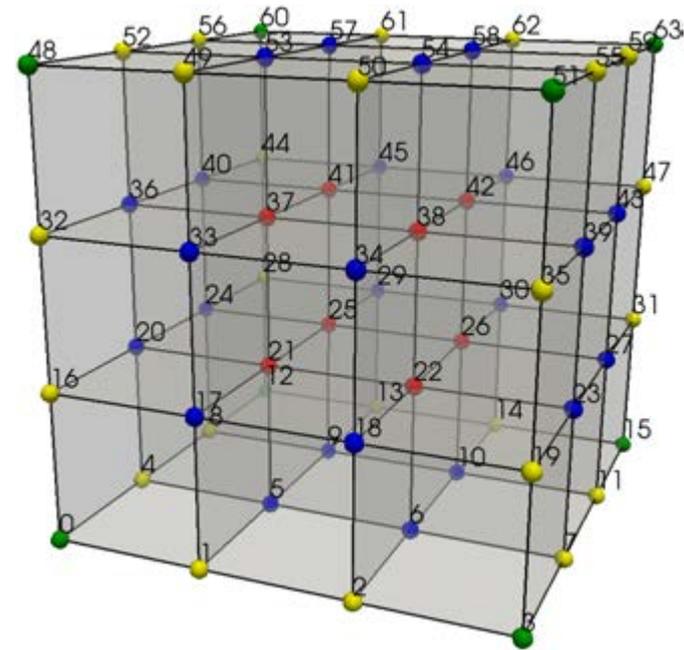
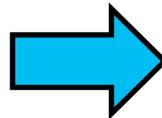
Corner points

## 6.2. 3D blending functions

- Generalization of 2D
- Different types of hex elements
  - Regular interior element (no extraordinary edge)
  - Boundary element
  - **Irregular interior element** (extraordinary edge)



A hex element



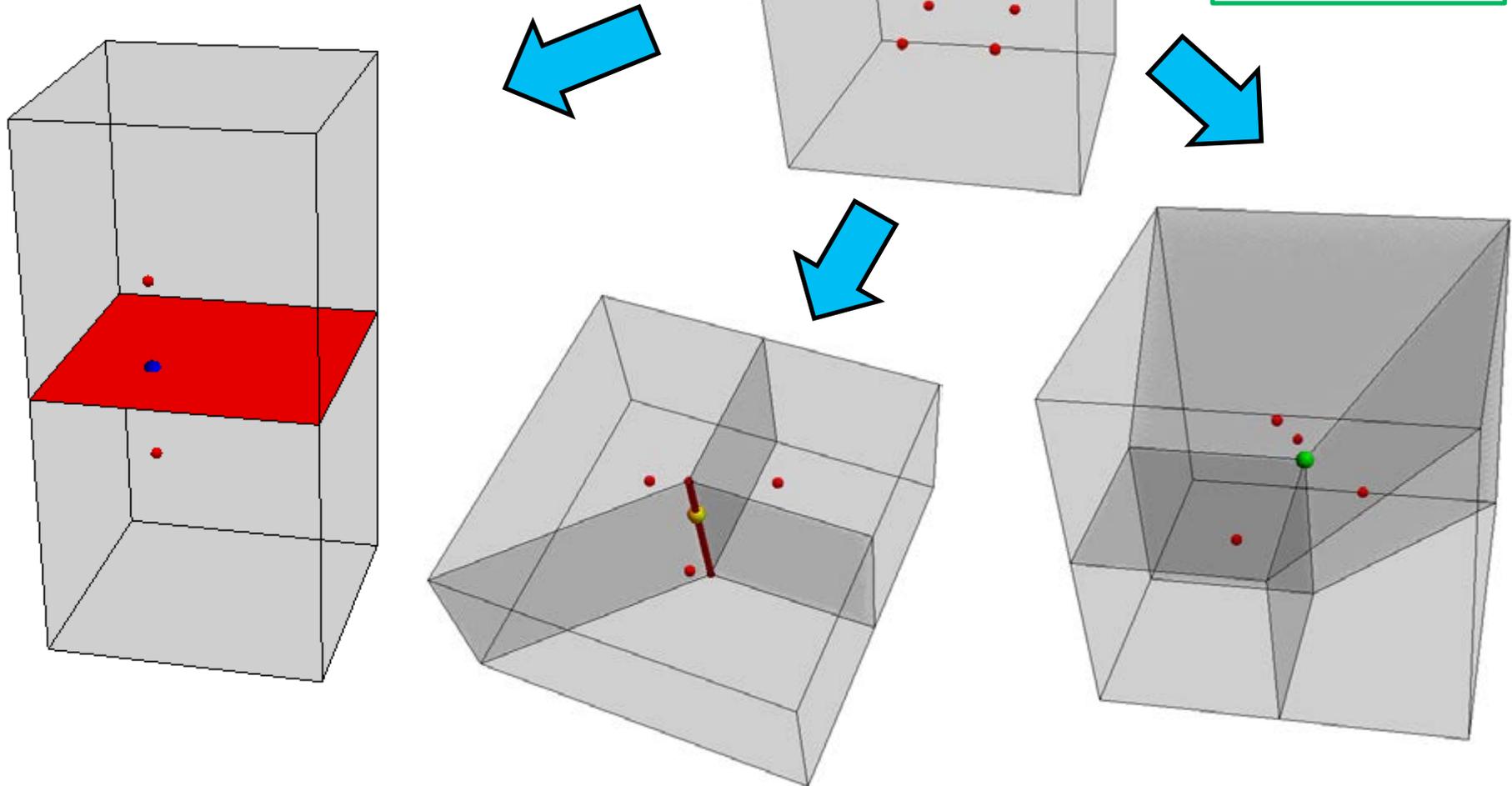
Bézier control points

## 6.2. Obtain 3D Bézier points

- Irregular interior element
  - Nearest body points

$$Q = MP$$

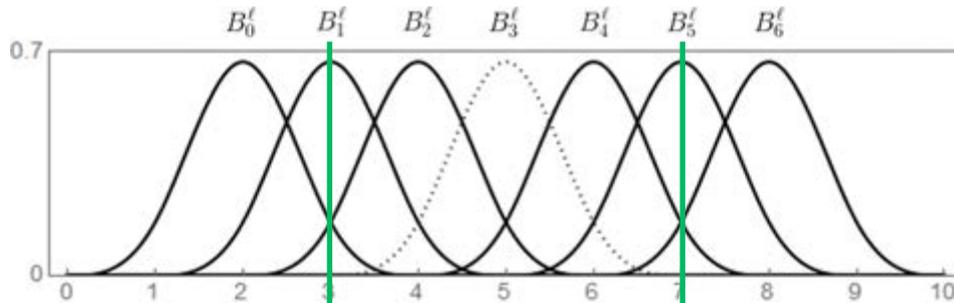
$$B = M^T b$$



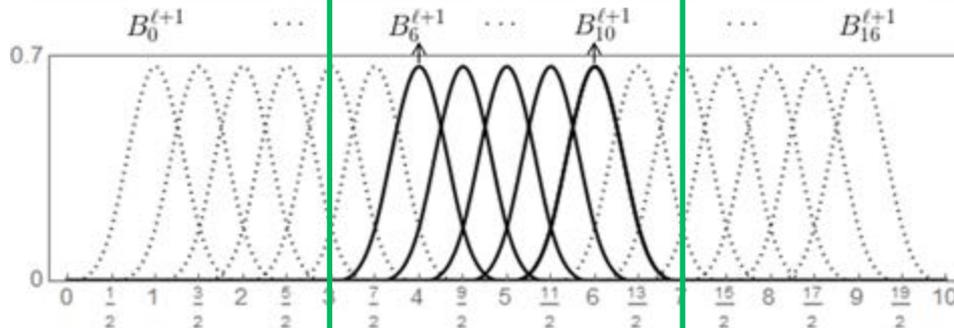
# 6.3. Three-step construction

□ Similar to THB-splines

- Special treatment before truncation due to **lack of refinability**

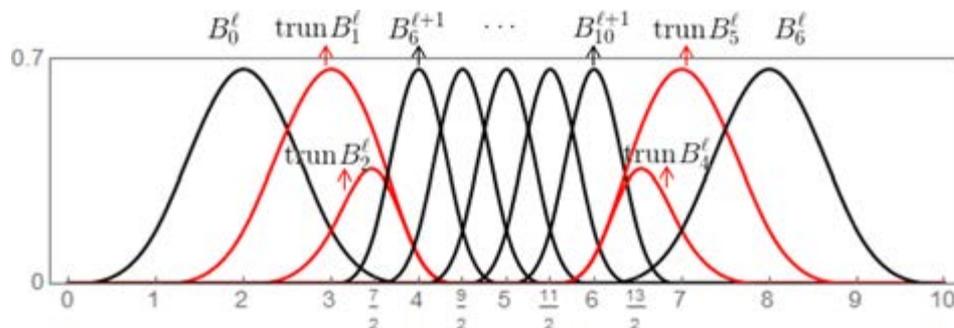


$$\Omega^{\ell+1} = [3, 7] \subset \Omega^{\ell} = [0, 10]$$



$$\mathcal{B}_a^{\ell} = \{B_i^{\ell} : \text{supp} B_i^{\ell} \not\subseteq \Omega^{\ell+1}\}$$

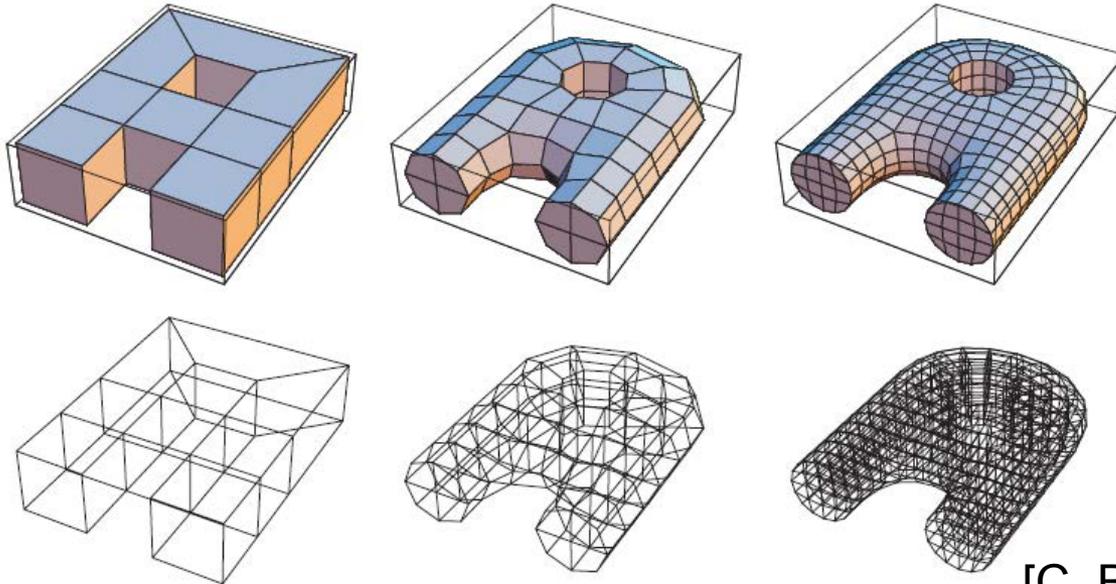
$$\mathcal{B}_a^{\ell+1} = \{B_i^{\ell+1} : \text{supp} B_i^{\ell+1} \subseteq \Omega^{\ell+1}\}$$



$$\text{trun} B_i^{\ell} = \sum_{B_j^{\ell+1} \notin \mathcal{B}_a^{\ell+1}} c_{ij} B_j^{\ell+1}$$

## 6.3. Two-level relationship

- Two-level relationship via **Catmull-Clark subdivision for solids**



$$\mathbf{P}^{\ell+1} = \mathbf{S}^{\ell} \mathbf{P}^{\ell}$$

$$\tilde{\mathbf{B}}^{\ell} = \mathbf{S}^{\ell, T} \mathbf{B}^{\ell+1}$$

$$\mathbf{S}^{\ell} = [c_{ij}^{\ell}]$$

Subdivision matrix

[C. Bajaj *et al.* 2002]

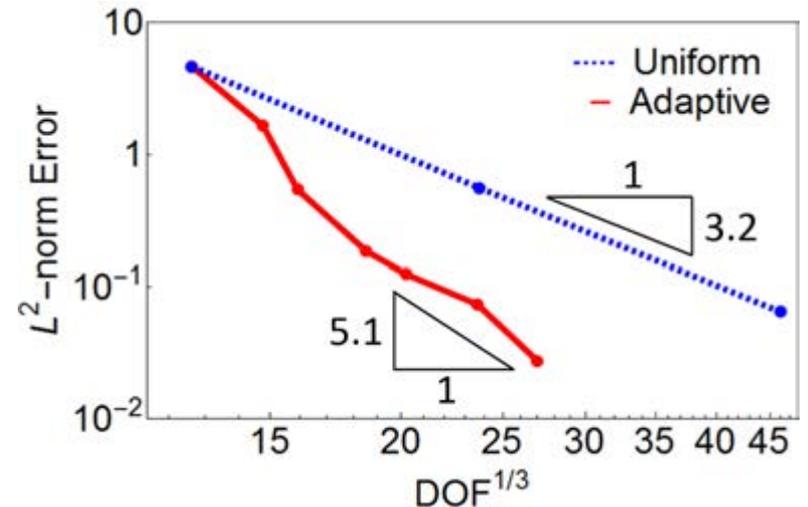
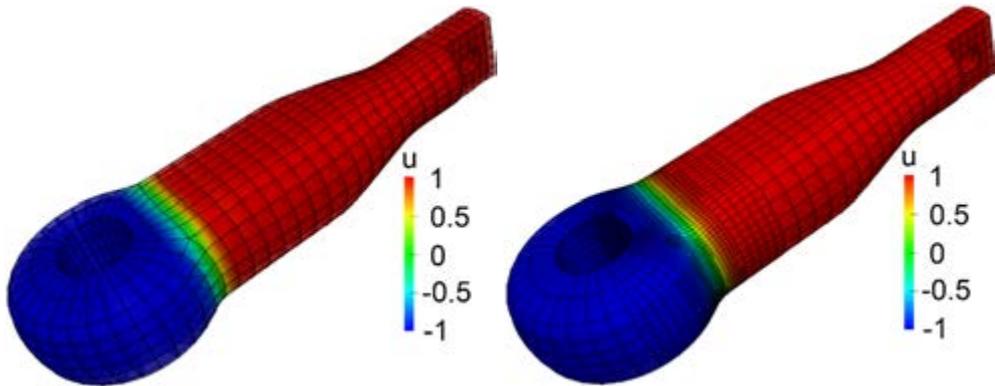
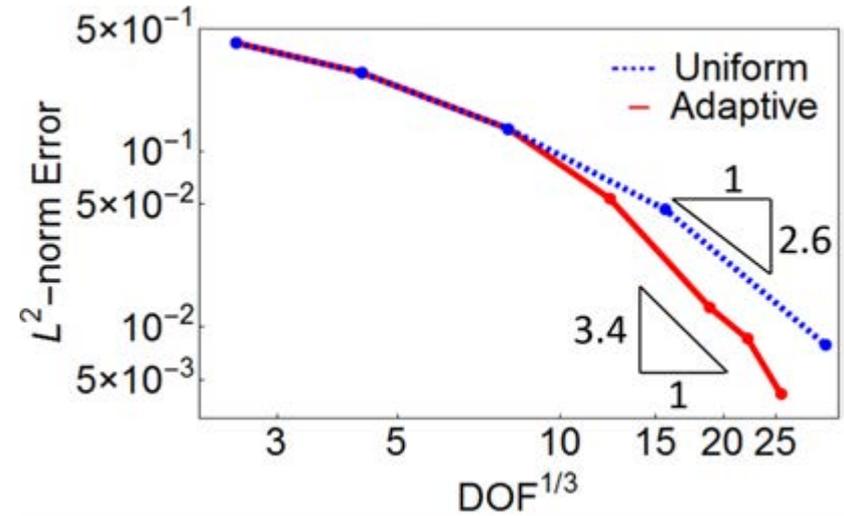
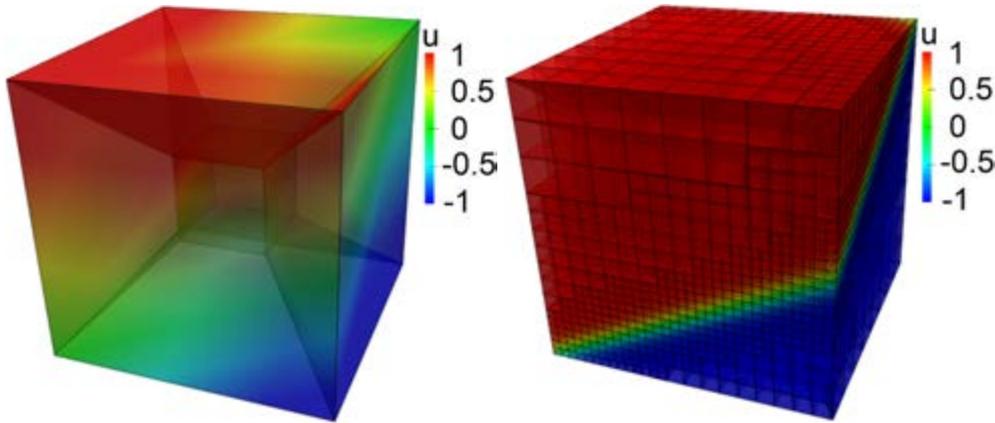
- Truncated blending functions

$$\text{trun} B_i^{\ell} := \text{trun} \tilde{B}_i^{\ell} = \sum_{B_j^{\ell+1} \notin \mathcal{B}_a^{\ell+1}} c_{ij}^{\ell} B_j^{\ell+1}$$

# 6.4. Results

□ Solve Poisson's equation with manufactured solution

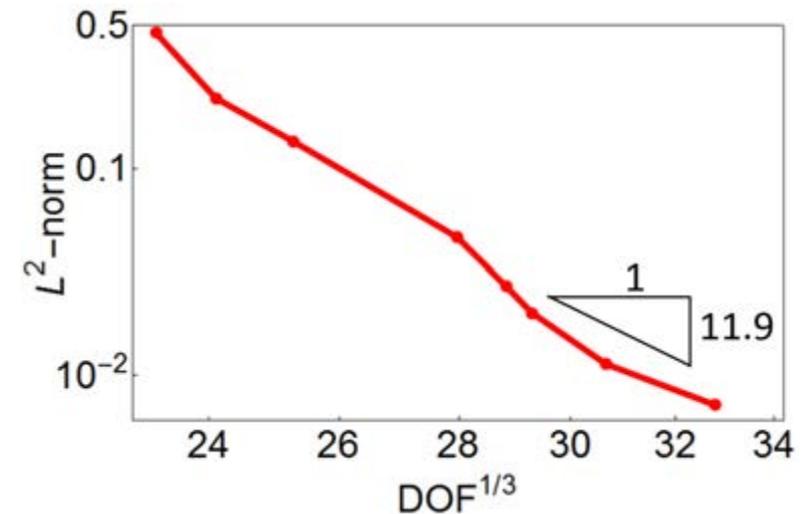
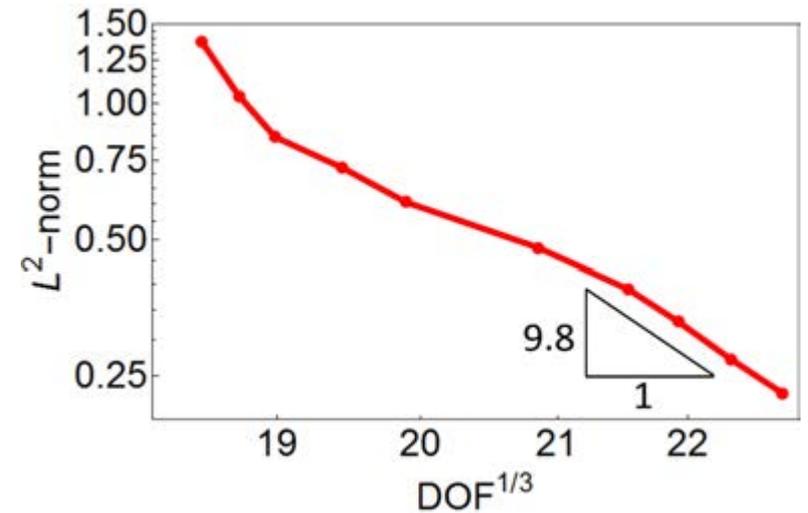
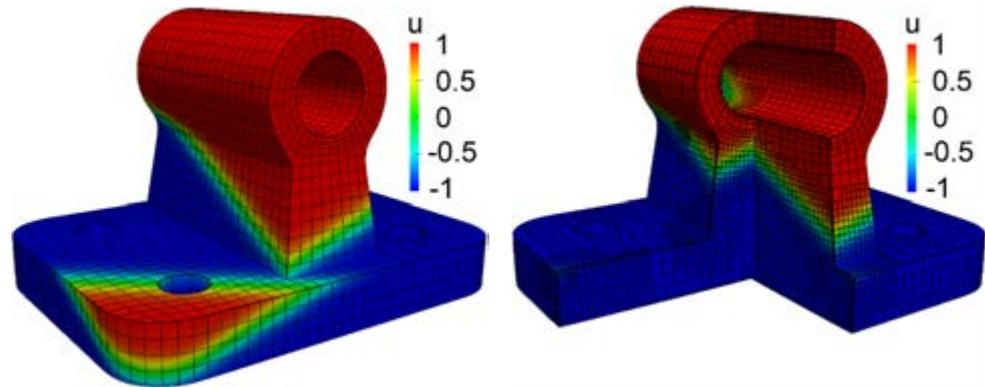
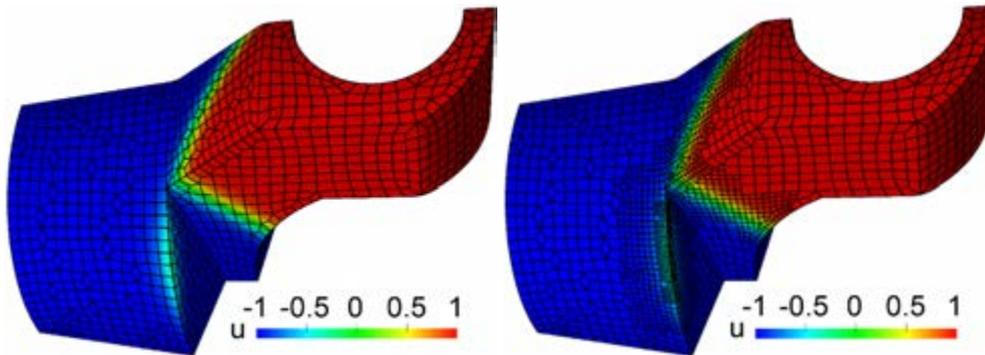
$$u(\mathbf{x}) = \tanh(a(\mathbf{x} - \mathbf{x}_0) \cdot \mathbf{n})$$



## 6.4. Results

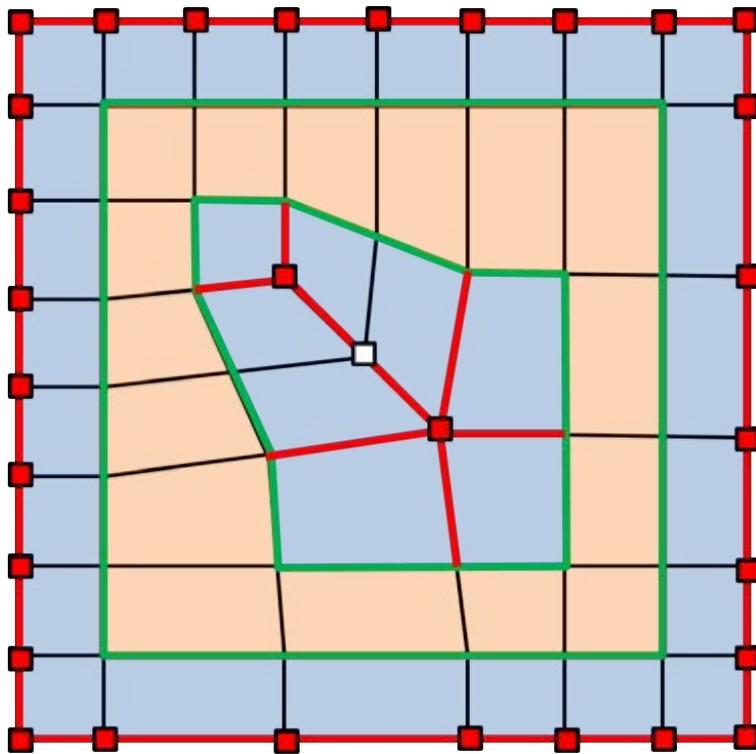
□ Solve Poisson's equation with manufactured solution

$$u(\mathbf{x}) = \tanh(a(\mathbf{x} - \mathbf{x}_0) \cdot \mathbf{n})$$

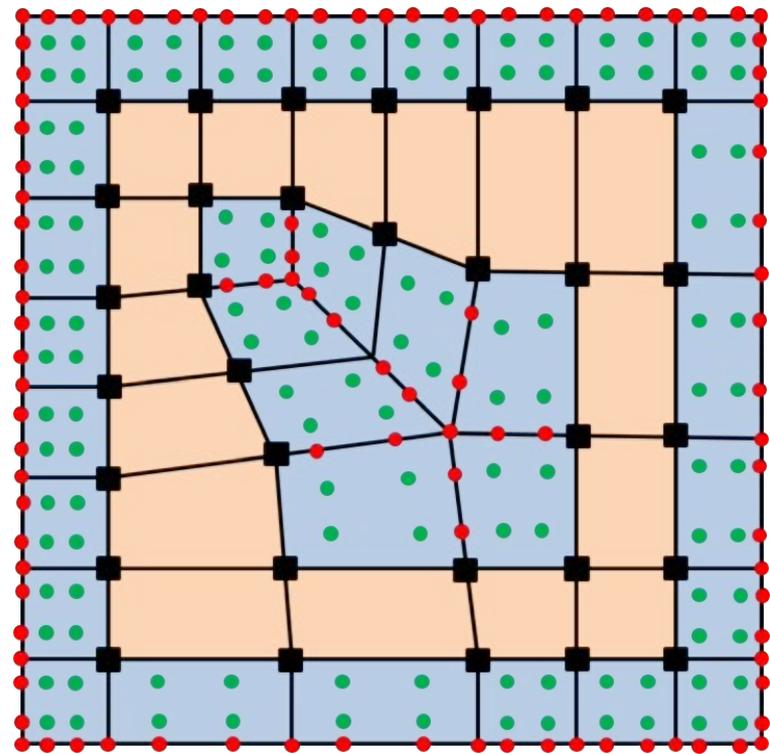


# 7. Blended B-spline construction

- ❑ Motivation: Achieving optimal convergence rates remains an open problem when using unstructured hex meshes in IGA
- ❑ Objective: Develop a method that can achieve optimal convergence rates
- ❑ Idea: Add minimal number of **extra functions** in the irregular region



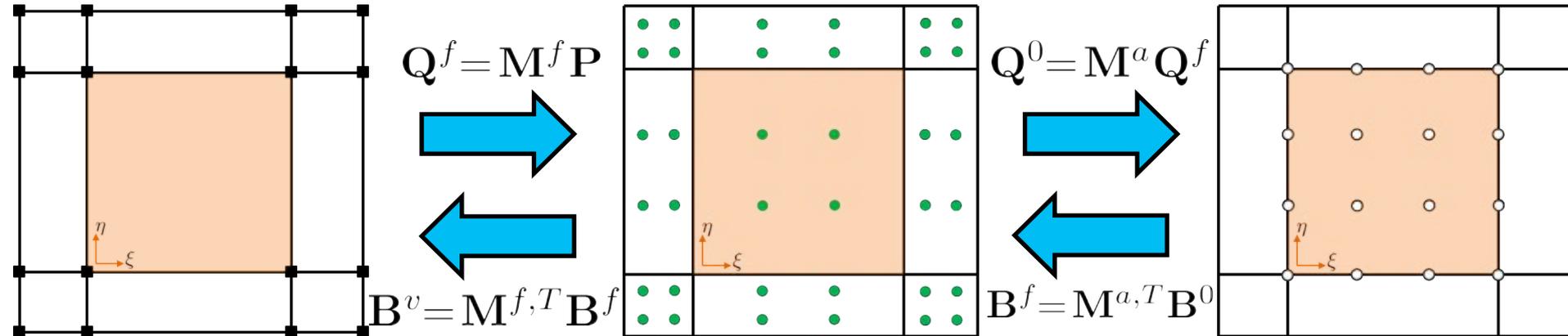
Input quad mesh



Add extra DOF

# 7.1. Three types of spline functions

- Three types of spline functions through Bézier extraction
  - Vertex-associated functions  $\mathbf{B}^v$  (uniform  $C^2$  B-splines in regular region)
  - Face-point-associated functions  $\mathbf{B}^f$  ( $C^1$  B-splines in regular region)
  - Bézier functions  $\mathbf{B}^0$  ( $C^0$  B-splines, Bernstein polynomials)



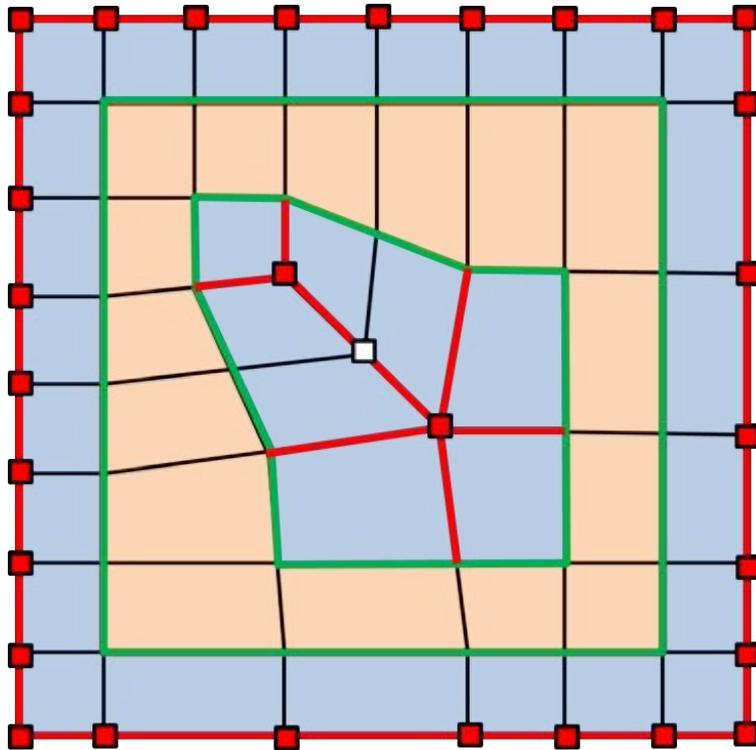
Vertex-based  $\mathbf{P}^T \mathbf{B}^v$

Face-point-based  $\mathbf{Q}^{f,T} \mathbf{B}^f$

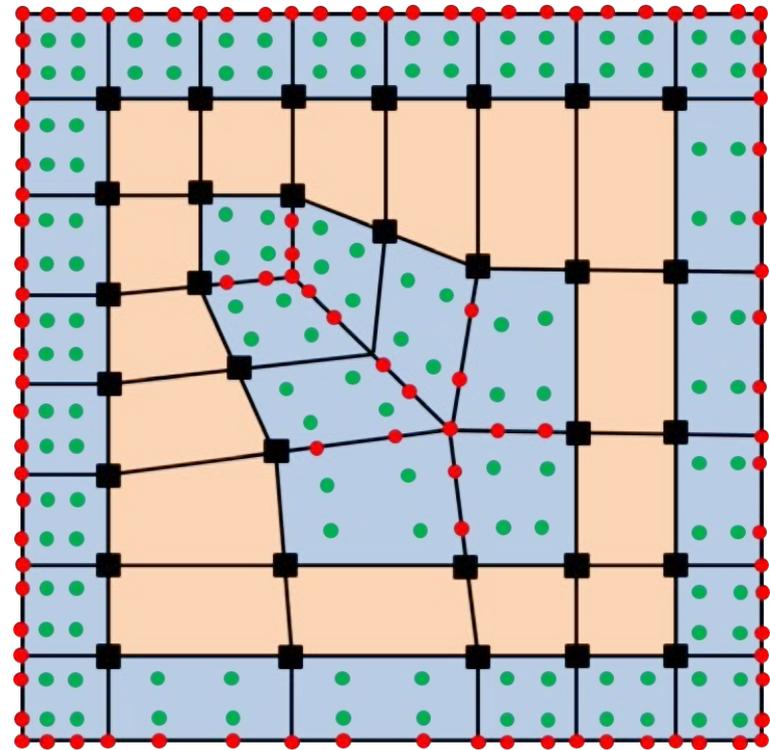
Bézier  $\mathbf{Q}^{0,T} \mathbf{B}^0$

## 7.2. Blended construction – Add extra DOF

- ❑ Regular elements (orange), irregular elements (blue), and interface (green)
- ❑  $C^0$  edges (red) and  $C^0$  vertices (red squares)
- ❑ Add **face points** to irregular elements, and **Bézier points** to  $C^0$  edges/vertices
- ❑ Active DOF: mesh vertices whose one-ring neighborhood are not all irregular, and added DOF



Input quad mesh



Add extra DOF

# 7.3. Blended construction – Truncation

- Three parent-children relationships

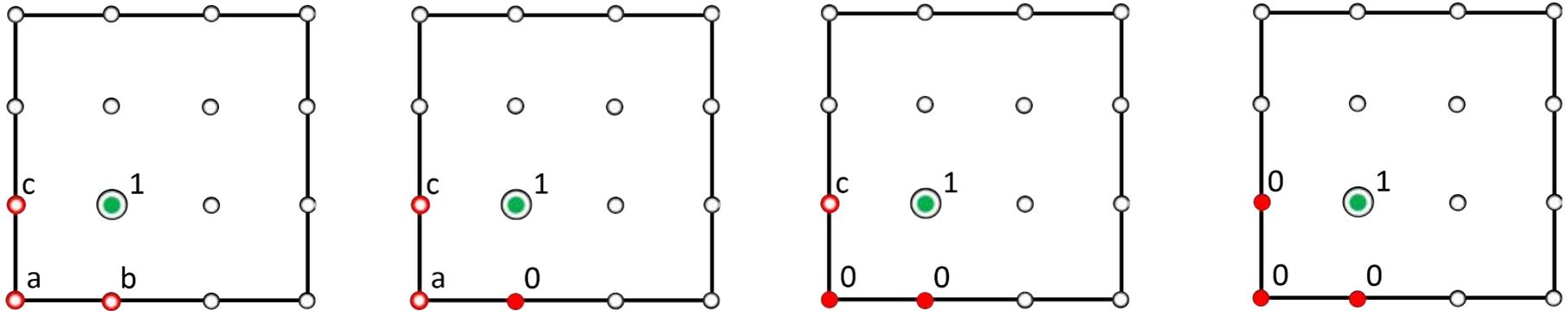
$$\mathbf{B}^f = \mathbf{M}^{a,T} \mathbf{B}^0$$

$$\mathbf{B}^v = \mathbf{M}^{f,T} \mathbf{B}^f$$

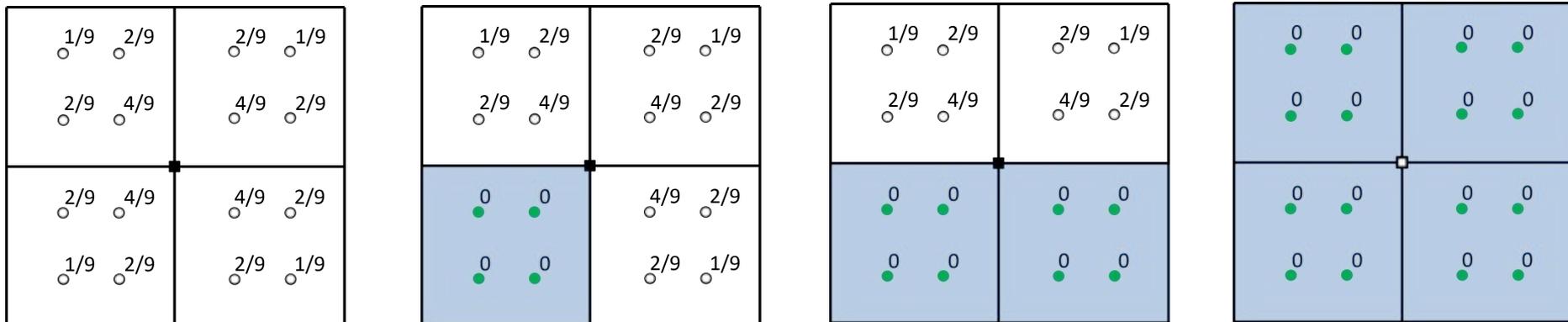
$$\mathbf{B}^v = \mathbf{M}^{f,T} \mathbf{M}^{a,T} \mathbf{B}^0 := \mathbf{M} \mathbf{B}^0$$

- Truncation: Setting the ordinates of active children to be zero

- Truncate face-point-associated functions  $\mathbf{B}^f$  w.r.t. Bezier functions  $\mathbf{B}^0$

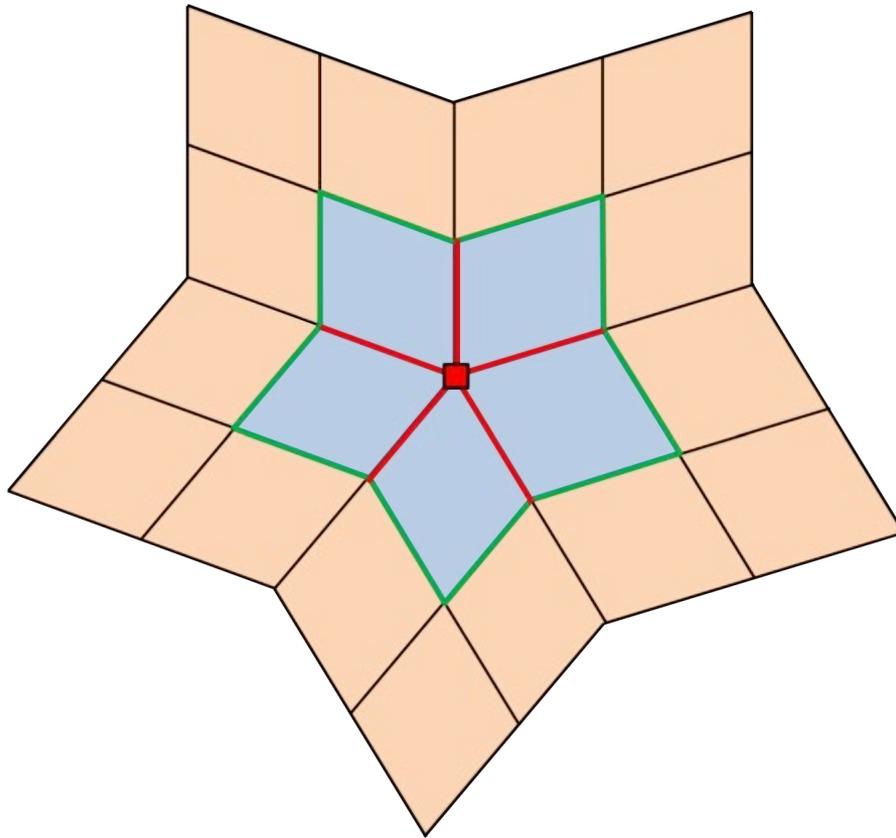


- Truncate vertex-associated functions  $\mathbf{B}^v$  w.r.t.  $\mathbf{B}^f$

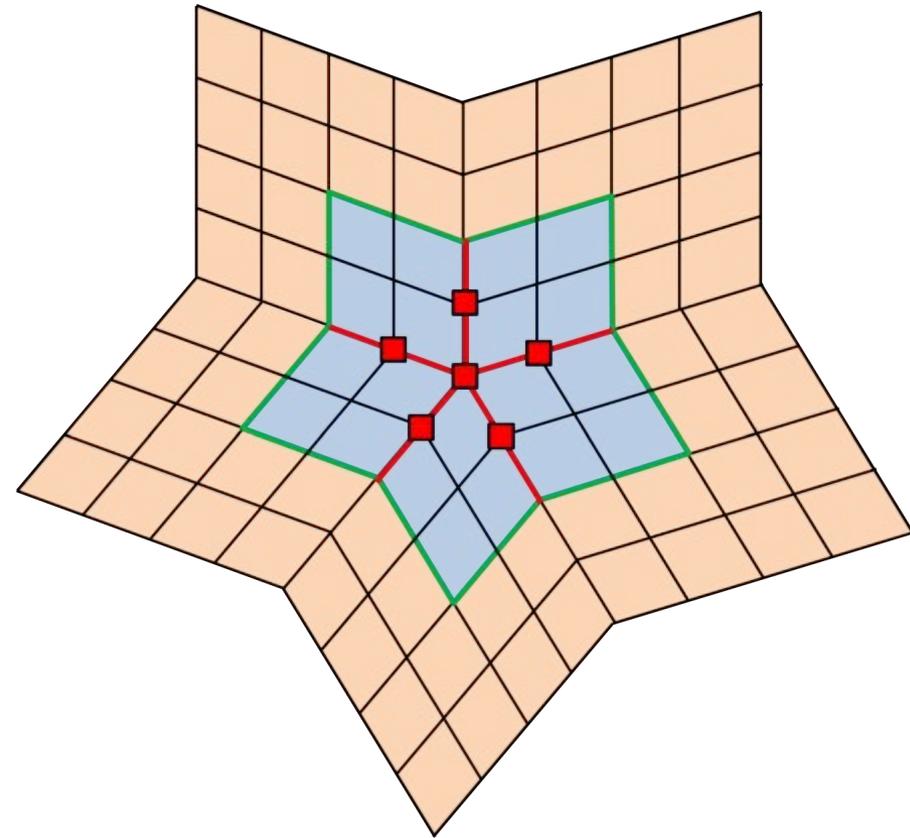


## 7.3. Blended construction – Refinement

- ❑ Maintain the same continuity in irregular region
  - Properly pass “irregular tags” to refined mesh



Given mesh

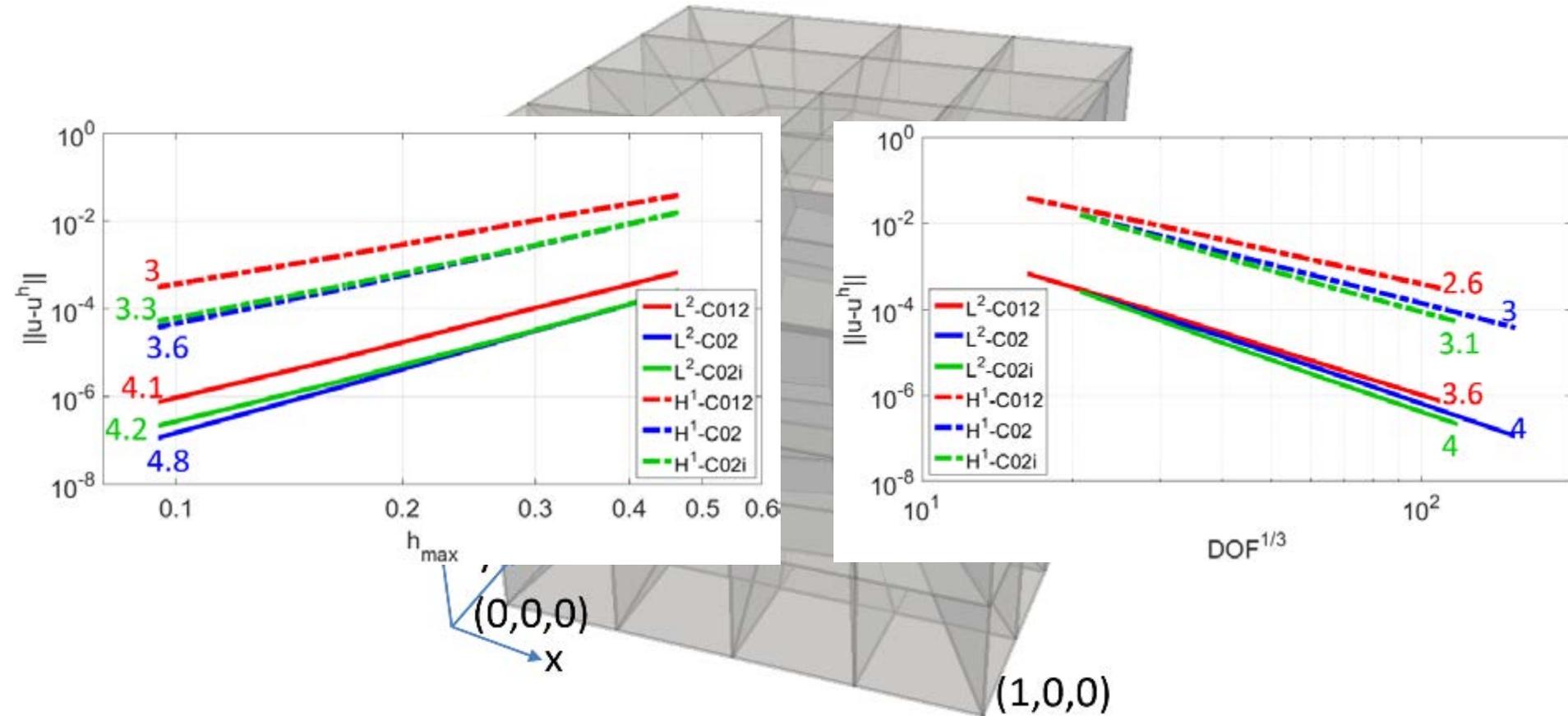


Refined mesh

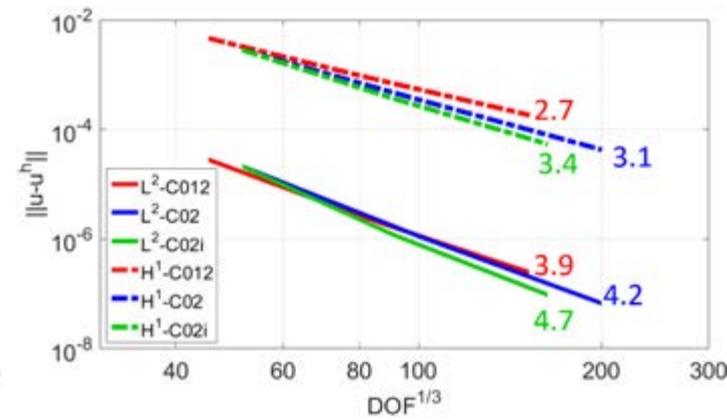
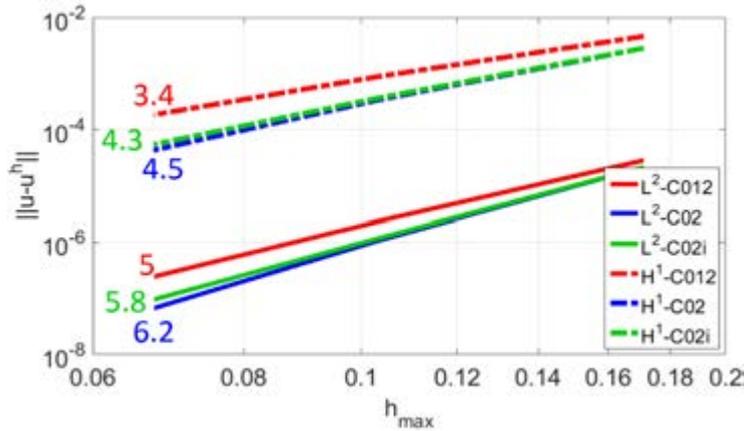
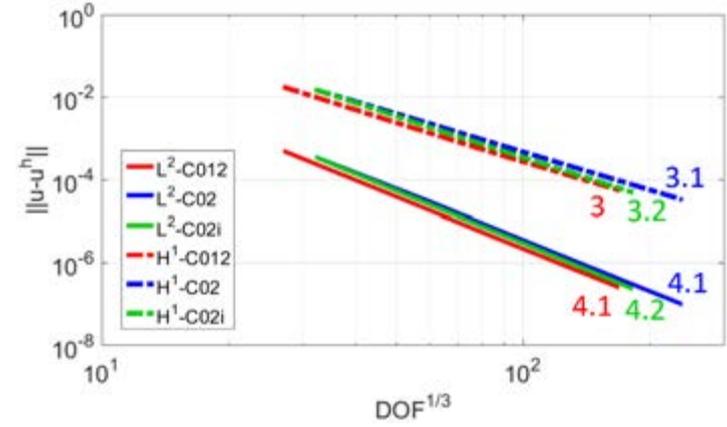
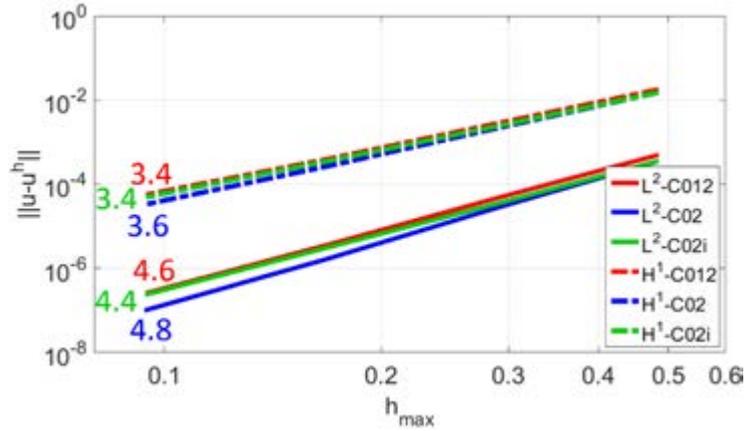
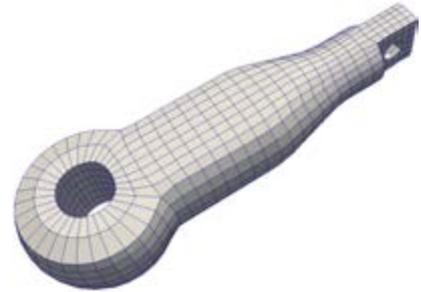
# 7.4. Optimal convergence rates in 3D

□ Solve Poisson's equation with manufactured solution

$$u(x, y, z) = \sin(\pi x) \sin(\pi y) \sin(\pi z)$$



# 7.4. Optimal convergence rates in 3D



# 8. Contributions

The dissertation will have five main contributions:

- 1 Develop THCCS to support local refinement on arbitrary topologies, suitable for both geometric design and adaptive analysis
- 2 Develop eTHCCS to significantly improve the efficiency of local refinement in THCCS
- 3 Develop truncated T-splines to release the topological constraints in analysis-suitable T-splines in both regular domains and general 2-manifold domains
- 4 Develop TH-spline3D that support analysis-driven local refinement on unstructured hexahedral meshes
- 5 Develop multiple B-spline constructions that can achieve optimal convergence rates with 3D extraordinary vertices involved

## 8. Future work

- ❑ Apply THCCS (or eTHCCS) and truncated T-splines to Kirchhoff-Love shell
  - Global  $G^1$  parameterization is necessary
  
- ❑ Build hierarchical structure based on the blended B-spline construction for local refinement
  - Disadvantage of truncated hierarchical splines in 3D: lack of refinability
  
- ❑  $G^1$  parameterization on unstructured hex meshes for high-order PDEs
  - Currently  $G^1$  continuity is not even defined in literature

Thank you very much!