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Nota di contenuto	Computational Mechanics of Discontinua; Contents; Series Preface; Preface; Acknowledgements; 1 Introduction to Mechanics of Discontinua; 1.1 The Concept of Discontinua; 1.2 The Paradigm Shift; 1.3 Some Problems of Mechanics of Discontinua; 1.3.1 Packing; 1.3.2 Fracture and Fragmentation; 1.3.3 Demolition and Structures in Distress, Progressive Collapse; 1.3.4 Nanotechnology; 1.3.5 Block Caving; 1.3.6 Mineral Processing; 1.3.7 Discrete Populations in General; References; Further Reading; 2 Methods of Mechanics of Discontinua; 2.1 Introduction; 2.2 Discrete Element Methods 2.2.1 Spherical Particles2.2.2 Blocky Particles; 2.2.3 Oblique and Super-Quadric Particles; 2.2.4 Rigid Potential Field Particles; 2.2.5 3D Real Shape Particles; 2.2.6 Computer Games and Special Effects; 2.3 The Combined Finite-Discrete Element Method; 2.4 Molecular Dynamics; 2.4.1 Common Potentials; 2.5 Smooth Particle Hydrodynamics; 2.6 Discrete Populations Approach; 2.7 Algorithms and Solutions; References; Further Reading; 3 Disc to Edge Contact Interaction in 2D; 3.1 Problem Description; 3.2 Integration of Normal Contact Force; 3.3 Tangential Force; 3.4 Equivalent Nodal Forces

Further Reading  
 4 Triangle to Edge Contact Interaction in 2D; 4.1 Problem Description; 4.2 Integration of Normal Contact Force; 4.3 Tangential Force; 4.4 Equivalent Nodal Forces; Further Reading; 5 Ball to Surface Contact Interaction in 3D; 5.1 Problem Description; 5.2 Integration of Normal Contact Force; 5.3 Tangential Force; 5.4 Equivalent Nodal Forces; Further Reading; 6 Tetrahedron to Points Contact Interaction in 3D; 6.1 Problem Description; 6.2 Integration of Normal Contact Force; 6.3 Tangential Force; 6.4 Equivalent Nodal Forces; Further Reading  
 7 Tetrahedron to Triangle Contact Interaction in 3D  
 7.1 Problem Description; 7.2 Integration of Normal Contact Force; 7.3 Tangential Force; 7.4 Equivalent Nodal Forces; Further Reading; 8 Rock Joints; 8.1 Introduction; 8.2 Interaction between Mesh Entities in 2D; 8.2.1 Interaction between a 2D Disk and a Straight Edge; 8.2.2 Numerical Integration of the Roller-Edge Interaction; 8.3 Joint Dilatation; 8.4 Shear Resistance of a 2D Rock Joint; 8.5 Numerical Examples; References; Further Reading; 9 MR Contact Detection Algorithm for Bodies of Similar Size; 9.1 The Challenge  
 9.2 Constraints of MR Contact Detection Algorithm  
 9.3 Space Decomposition; 9.4 Mapping of Spherical Bounding Boxes onto Cells; 9.5 Spatial Sorting; 9.6 Quick Sort Algorithm; 9.7 MR-Linear Sort Algorithm; 9.8 Implementation of the MR-Linear Sort Algorithm; 9.9 Quick Search Algorithm; 9.10 MR-Linear Search Algorithm; 9.11 CPU and RAM Performance; 9.12 CPU Performance and RAM Consumption; References; Further Reading; 10 MR Contact Detection Algorithm for Bodies of Different Sizes; 10.1 Introduction; 10.2 Description of the Multi-Step-MR Algorithm (MMR); 10.3 Polydispersity; 10.4 CPU Performance  
 10.5 RAM Requirements

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## Sommario/riassunto

Mechanics of Discontinua is the first book to comprehensively tackle both the theory of this rapidly developing topic and the applications that span a broad field of scientific and engineering disciplines, from traditional engineering to physics of particulates, nano-technology and micro-flows. Authored by a leading researcher who has been at the cutting edge of discontinua simulation developments over the last 15 years, the book is organized into four parts: introductory knowledge, solvers, methods and applications. In the first chapter a short revision of Continuum Mechanics together with ten

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