

Quick Start Tutorial

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-30 , -30

This tutorial will demonstrate some of the basic features of *ADONIS* using the simple model shown above.

Select Unit

First let's select the unit for this tutorial. This step is optional but it's recommended that user specify the unit before getting started. **ADONIS** accepts any consistent set of engineering units. Pleasure note that user should take great care when converting from one system of unit to another. **ADONIS** does not perform any conversion from unit to another. Examples of consistent sets of units for basic parameters are shown in Table 1.

SI					In	Imperial	
Length	m	m	m	cm	ft	in	
Density	kg/m ³	10 ³ kg/m ³	10 ⁶ kg/m ³	10 ⁶ g/m ³	slugs/ft ³	snails/in ³	
Force	Ν	kN	MN	Mdynes	lb _f	lb _f	
Stress	Pa	kPa	MPa	bar	lb _f / ft ²	psi	
Gravity	m / sec ²	m / sec ²	m / sec ²	cm / sec ²	ft / sec ²	in / sec ²	
Stiffness*	Pa/m	kPa / m	MPa / m	bar / cm	lb _f / ft ³	lb _f /in ³	

Table 1- System of units – mechanical parameters

* Stiffness refers to normal and shear stiffnesses at interfaces.



Where:

1 bar = 10^{6} dynes / cm² = 10^{5} N/m² = 10^{5} Pa; 1 atm = 1.013 bars = 14.7 psi = 2116 lb_f / ft² = 1.01325 × 10^{5} Pa; 1 slug = 1 lb_f - s² / ft = 14.59 kg; 1 snail = 1 lb_f -s² / in; and 1 gravity = 9.81 m/ s² = 981 cm / s² = 32.17 ft / s².

Since we will be using Metric (Pa) units for this tutorial, let's select "SI: m-Pa-N/m³" from *Calculation Setting* under *Setting* button.



Create Geometry

Let's create the geometry as follows.

Select the *Create Geometry* button, then select *Draw Rectangle*. Then enter the first and second points' coordinates and press *Apply*.

				Draw Rectangle
Select:	\rightarrow		\rightarrow	1st Point, Ex. x y [L] -30 -30
				2nd Point, Ex. x y [L] 30 30

In order to draw the tunnel select *Draw Circle*. Then enter the center coordinate and radius of the tunnel and press *Apply*. Note: Number of segments for circle is 20 by default.

				Draw Circle		
_	_	\bigcirc		Center, Ex. x y [m]	0 0	
Select:	\rightarrow	(•)	\rightarrow	Radius [m]	5	
		\bigcirc		Num. of Segment	20	

The boundaries for this example have now been entered.

Mesh

Now let's generate the finite element (FE) mesh. In *ADONIS*, meshing is a simple two-step process. First you must discretize the boundaries, and then the Mesh can be generated. You can also configure various Mesh Setup parameters before generating the mesh.

Select the **Discretize/Mesh** button in command panel or toolbar or the Mesh menu, then select **Mesh Property** button then select the element type. Currently only two types of FE mesh is available 1) 3-Node triangular and 2) 4-Node quadrilateral elements. For this tutorial 3-Node triangular element is selected. Then select the **Discretize/Mesh** button in command panel or toolbar or the Mesh menu, then select **Discretize/Mesh** button. Enter 1.5 as **Max. Edge Size** in order to create finer meh size. Now press **Discretize** then press **Generate Mesh** buttons to discretize the boundaries and generate FE mesh.



			Mesh Type 3-Node Triangle 4-Node Quadrang	le
Select:	Ò →	→	Mesh Size Automatic Genera Max. Edge Size Max. Area Size 	tion 1.5
			🕑 Use NMD Techniqu	ue (T3 Element Only)
			Discretize	Generate Mesh

The finite element mesh is generated.

Low order elements tend to exhibit "locking" when undergoing plastic deformation, which leads to inaccurate estimates of loading capacity. ADONIS adopts "Nodal Mixed Discretization (NMD) methodology to overcome this problem. NMD is introduced by Detourney & Dzik (2006) as an improvement of Mixed Discretization (MD) technique. In order to activate NMD, check "Use NMD Technique", then click on *Apply* Button.

Notes:

- 1. NMD is only available for T3 element (not Q4).
- 2. NMD is activated by default.

Boundary Condition

In order to fix (i.e. zero displacement) the external boundary select **Assign Initial Condition** then select **Apply Boundary Condition** then from the "Keyword List" click on <u>**xyfix**</u> under **Fix** keyword. Then Use the mouse to select the nodes located on outside boundaries. When finished, click on **Apply** Button, or press **Enter**.



The boundary condition has been applied.

In-Situ Stress

In order to assign constant in-situ stress to the model select **Assign Initial Condition** then select **Apply Initial Condition** then from the "Keyword List" click on **s**<u>xx</u> under **Element Stress**



keyword. In the stress value dialog enter $Sxx = -30x10^6$ Pa and click on *Apply* button. Next repeat the same sequence for *syy* and *szz* to assign vertical and out of plane stress to the model.

Select:	→	→	Node/Element Initial List Keyword List Element Stress SXX Syy Szz Node Displacement Move Node
			Value Horizontal Stress [Pa] -30e6

Note: compressive stresses are negative.

Properties

To create a new material, select the **Assign Material/Excavate** button from command panel, toolbar or menu, then select **Soil/Rock** tab. From drop down select **IsoElastic** criteria then click on **Add Soil/Rock Material** button.

		Assign Material
		Soil/Rock Interface
Select:	→	Soil Material Type IsoElastic IsoElastic Mohr-Coulomb
		Hoek-brown Modified H-B II Camday Strain-Softening

Now enter the following rock mass properties.

Material ID = 1 Material Name = Example Density = 2500 kg/m³ Shear Modulus = 2.8x10⁹ Pa Bulk Modulus = 3.9x10⁹ Pa

IsoElastic Proper	ties	×			
Material ID	1				
Material Name Properties	Example				
Density [kg/m3] 2500 Elastic Properties					
Shear Modulus [Pa] 2.8e+09					
Bulk Modulus [Pa]		3.9e+09			
Alternate Input					
Young's Module	us [Pa]	6.77793e+09			
Poisson's Ratio		0.210345			
Ok	Cancel	Default			



Now we need to assign the created material to the model. Select the create material (i.e. named Example) from the material list and click on *Apply*.

Assign Ma	terial					
Soil/Ro	ck Interface					
Mater	rial Type					
IsoE	lastic 🗸 🗸					
	Add Soil/Rock Material					
	Material Name					
	Excavate					
	Backfill					
1	Example					

There is one last thing to do to complete our simple model. We need to excavate the tunnel and for that, select *Excavate* in *Soil/Rock* tab under the Assign Material then click inside the tunnel area and click on *Apply*.



Solve Model

The model is now ready to run. In order to start the solving process select **Solve the Model** button from toolbar, menu or command panel then select **Solve** radio button from the **Run Type** and click on **Run** button. The **ADONIS** Compute engine will proceed in running the analysis. When completed, you will be ready to view the results in Interpret.





Post Processing

After solving, the results are shown under the *Plot Geometry/Results* in the command panel. An extensive set of options is available for plotting the results of the finite element analysis generated by *ADONIS*. These include contouring of the nodal and Gauss point variables, strain and stress values, forces in the structural elements and highlighting of plastic zones. Lines or color fills can be selected for all contour plots. In order to plot horizontal displacement contour click on *Plot Geometry/Results* button then click on *Plot Contour*, under *Displacement* select *xdisp* and press *Apply*.



Figure 2- Horizontal displacement plot (unit: meter)

In order to plot vertical stress in the separate plot tab, click on *Add/Edit Tab* select *Add Plot Tab* radio button and click *Apply*. Now you can go ahead and select *syy* under *Stress* and press *Apply*.



ADONIS 3.90 - [unnamed model]		– a ×
File Geometry Mesh Material Structure Initial Utility Setting Solve Plot Add/EditTab View Help		
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model figure1 🗵 figure2 🗵		Command Panel B* X
ADONIS 3.90 ©2023 Roozheh Geraili Mikola Setting Information		
Zouli yao Xuoto: Salas: Physical Units: Br-Pa-Nim3 Gravity: 0, 0 (+Kight, +Down) H Step Number, 5139 H Equil Ratio: 2.00+00 H Contour of Syy (Pa) 328-66		Plat
-9.84(~%) - -1.44(~) ² - -2.28(~) ² - -3.57(~) ² - -3.75(~) ² - -4.31(~) ² -		Ric Contour Keyword List Displacement Stress Fores Pore Pressure
		ID Plot Items 2 conteur(sys)
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Javascript command		
-62,676,28,518		

Figure 3- Horizontal stress plot (unit: Pa)

Script

After finishing the model you will be able to save the generated script by ADONIS in the text file.





The commands for this tutorial are listed below.