

# INTEGRATED DESIGN OF MULTISCALE, MULTIFUNCTIONAL MATERIALS AND PRODUCTS

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# *Preface*

To some extent, design of materials has long been a preoccupation of materials scientists and engineers. However, the historical emphasis on laborious, intuitive, serendipitous materials discovery has only relatively recently been augmented by computer simulations. This speeds up discovery of new material solutions, as well as more rapidly assessing process-structure-property relations upon which modern materials science is based. Fueled by the recent emergence and rapid growth of computational methods, a materials design revolution is underway in which the classical materials selection approach is replaced by the simulation-based design of material microstructure or mesostructure to satisfy multiple performance requirements of the component or system, subject to constraints on certain material properties and other aspects of the system.

Materials typically used in applications today have complex, heterogeneous microstructures with different characteristic length scales, and these microstructures affect processing, manufacture, and in-service performance. In the past fifty years, research in theory of dislocations, phase transformations, and micromechanics of heterogeneous materials enabled explicit consideration of the role of microstructure on the properties of metallic systems and certain classes of composites. Pivotal to progress in the present materials design revolution are the works of Olson (Olson 1997) on combining elements of reductionist, bottom-up modeling with deductionist, top-down systems design of materials. The perspective of a material as a complex hierarchical system is instrumental in drawing analogy to subsystems and components considered in conventional design. Moreover, the contribution of Ashby and coworkers (Ashby 1999) regarding systematic definition and execution of the materials selection problem for various performance requirements is acknowledged as foundational to relating properties to performance.

The core of materials design is the interplay of hierarchical systems-based design of materials and multiscale/multilevel modeling methodologies, embedded within a computational framework that supports coordination of information and human decision making. We add to these developments elements of decision-based robust design of engineering systems. Why? In spite of great advances in material modeling and simulation, from atomic scales upward, these approaches have inherent uncertainty when it comes to predicting the properties

of “real” materials; moreover, there are gaps of nearly intractable nature in methods for concurrent bridging of length and time scales in modeling material processing, deformation, and failure. While emerging high-performance computing and related simulation tools provide a more predictive foundation to support materials design, brute force methods based on atomistics or concurrent multiscale modeling are unlikely to have sufficient capabilities, combined with issues such as tractability and uncertainty, to support a broad range of materials design problems. A systems approach is required to address the nonlinear, hierarchical nature of real materials. Such an approach has proven to be beneficial for design of other complex systems (e.g., aircraft, automobiles, circuit boards, etc.).

Systems-based engineering design principles have developed substantially in the last few decades. An October 1998 workshop on materials design science and engineering (McDowell and Story 1998), sponsored by the National Science Foundation and cohosted by Georgia Tech and Morehouse College, was held to discuss interdisciplinary frameworks necessary to facilitate concurrent design of materials and products, and to replace “hit and miss” materials discovery with systematic methods for materials development that draw on combined elements of materials characterization and computational simulation. This is driven by an inexorable technology pull by the marketplace toward rapid development cycles for new and improved materials. Potential benefits include a virtual manufacturing environment that goes well beyond geometric modeling to include many aspects of the physical behavior of materials in simulating system-level response. Moreover, tailoring materials to enhance the performance envelope is an imperative as we consider future requirements for increasing efficiency and environmentally sustainable solutions, for example. This workshop noted that a change of culture is necessary in universities and industries to cultivate new concepts for materials design. The resulting roadmap for materials design focused on the following foundational technologies:

- Principles and approaches for more quantitative materials design.
- Enhanced modeling and simulation tools.
- Validated, reliable, and comprehensive databases.
- Methods for in situ characterization and testing.

In this book, we address the first bullet in the previous list, namely, systems strategies for concurrent robust design of materials and systems, along with elements of distributed modeling and simulation environments. Materials design falls under the general category of simulation-based design, in which computational materials science and multiscale mechanics modeling play key roles in evaluating performance metrics necessary to support materials design. Major findings of the May 2006 Report of the U.S. National Science Foundation Blue

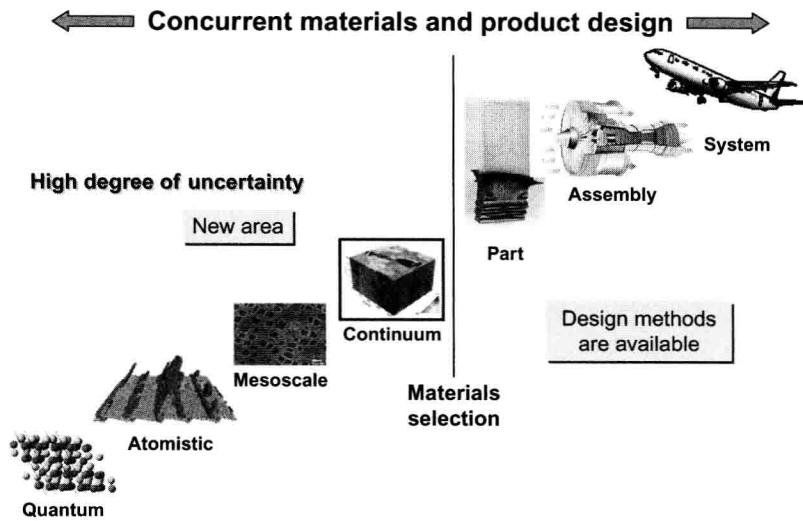
Ribbon Panel on Simulation-Based Engineering Science (SBES) (Oden, Belytschko et al. 2006) can be summarized as follows:

- “SBES is a discipline indispensable to the nation’s continued leadership in science and engineering...
- Formidable challenges stand in the way of progress in SBES research. These challenges involve resolving open problems associated with multiscale and multi-physics modeling, real-time integration of simulation methods with measurement systems, model validation and verification, handling large data, and visualization...”

The materials design approach advocated here invokes the notion of robust design, i.e., insensitivity of the desired response to any number of sources of uncertainty or variability having to do with material composition, processing, microstructure, service history, models, and model parameters, coupling of models at different length and/or time scales, chaining of design decisions or simulation outputs/inputs, etc. In many respects, it is a manifestation of SBES. To address robust design of materials, we have developed new concepts that extend existing methods and facilitate top-down design in the presence of complexity and uncertainty that is characteristic of hierarchical material systems.

Figure P.1 encompasses the goals of concurrent material and product design, showing that already established methods of design-for-manufacture of parts, subassemblies, assemblies, and overall systems can be extended to address the multiple scales that control property-performance attributes of materials. Hence, the objective of tailoring the material to specific applications (to the left of the vertical bar in Figure P.1) is patently distinct from traditional materials selection that is common in practice. The problem is that the systems-based design methods used to design parts, components, and assemblies must be extended to consider the nuances of process-structure-property relationships in materials in the presence of significant uncertainty. The hierarchy of scales from quantum to continuum on the left side of Figure P.1 may be viewed as a multiscale modeling problem, but this is a reductionist, bottom-up perspective. The materials design challenge is to develop methods that employ bottom-up modeling and simulation, calibrated and validated by characterization and measurement to the extent possible, yet permit top-down design over the hierarchy of material length scales shown in Figure P.1.

Our intention in this book is to provide a connection between several key primary disciplines or endeavors that have been traditionally distinct but naturally combine to serve as the foundation of modern materials design: (1) systems-based engineering design, (2) computational materials science and engineering, (3) robust systems design, and (4) information technology. It is targeted to serve as a useful reference in emerging methods for concurrent design of materials and products for product designers, materials scientists and



**Figure P.1 Hierarchy of levels from atomic scale to system level in concurrent materials and product design. Existing systems design methods focus on levels to the right of the vertical bar, treating the materials design by selecting the material.**

engineers, applied mechanics researchers, and other analysts involved in multiscale modeling of material behavior and associated process-structure-property relations.

The reader may find that the premise behind this book—that materials can be designed concurrently with products—is not the usual way of doing business in many organizations that traditionally separate the functions of materials development from systems design along organizational lines, using material properties as the mode of communication/information exchange. It also differs from the way design is taught in most engineering programs, including materials science and engineering. Indeed, the ideas presented here represent our long-term prospectus for how this might be done in the “near tomorrow” as computing power increases, engineering becomes increasingly multidisciplinary, multi-resolution, and multiscale material modeling methods blossom, and systems approaches that emerge from the engineering design, multidisciplinary optimization, and information sciences communities become a part of the engineering lexicon. To this end, we look toward the horizon beyond the current state of the curriculum, university disciplinary structures, or management of design processes in industry. We trust that the initial, embryonic ideas presented here will serve as an impetus for the students of today and technology leaders of tomorrow in various aspects of materials engineering and product development to consider the richness of opportunities that lie ahead in a digital, highly connected world.

In this book, we incorporate ideas and material from the dissertations of three former doctoral students in the Systems Realization Laboratory at Georgia Tech—Carolyn Conner Seepersad,



HaeJin Choi, and Jitesh Panchal. In addition, we have all benefited from the rich interactions among students and faculty in the Systems Realization Laboratory. At the peril of omitting some names, we acknowledge Wei Chen (Northwestern University), Tim Simpson (Penn State University), and Kemper Lewis (University of Buffalo), whose doctoral work at Georgia Tech has had a major impact on the material presented herein. In addition, several graduate students and postdoctoral fellows in mechanics of materials at Georgia Tech have contributed substantially to the formative stages of this work. These include doctoral students Ryan Austin and Jim Shepherd, who provided essential framing of computational mechanics issues and codes that contributed to several materials design scenarios presented here as examples, as well as postdocs Aijun Wang and Rajesh Kumar, who developed valuable analysis tools and methods for use in cellular materials design problems.

Pursuit of many of the concepts outlined in this book received financial support from several sources. Concepts for robust design of materials were initially developed in the context of cellular materials applications with the support of the Defense Advanced Research Projects Agency (DARPA) (N00014-99-1-1016) from 1999 to 2002, monitored by Dr. Leo Christodoulou, and by the Office of Naval Research (ONR) (N0014-99-1-0852), under Dr. Steven Fishman. Support from 2002 to 2007 by the Air Force Office of Scientific Research (AFOSR) Multi-University Research Initiative Grant on Energetic Structural Materials (1606U81, Craig Hartley, monitor) is gratefully acknowledged, as is more recent, ongoing support of the NSF (IUCRC) Center for Computational Materials Design (CCMD), a joint venture of partner institutions Penn State and Georgia Tech.

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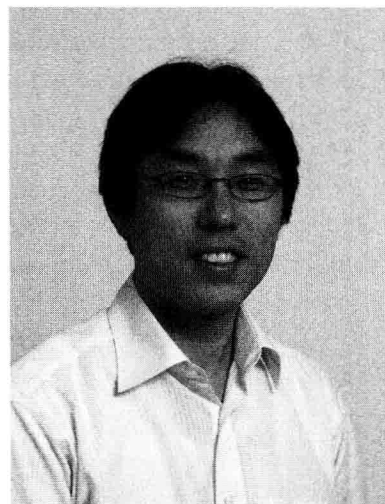
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collaborative product realization. Choi proposed robust design methods for managing variability and uncertainty in complex systems. Applications of the methods include design of multifunctional energetic structural materials, blast resistant panels, and multifunction linear cellular alloys. A wide range of additional design applications, such as bio mass sensors, lightweight tactical bridges, and underwater power generation systems, are currently under development. He is a member of the American Society of Mechanical Engineers and the American Institute of Aeronautics and Astronautics.

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Dr. Seepersad's research involves the development of methods and computational tools for engineering design, with an emphasis on multilevel design of products and materials. Topics of interest include the computational design and solid freeform (additive) fabrication of customized mesostructure, including multifunctional honeycomb structures for applications such as structural heat exchangers, acoustic energy absorbing devices, and structures with spatially tailored stiffness. Related topics include computational techniques for coordinating design exploration activities on different levels or scales, and predictive process control techniques for incorporating physics-based models into the design of manufacturing processes. Additional research interests include product customization and green design. Dr. Seepersad currently serves as a co-organizer of the annual Solid Freeform Fabrication Symposium, and she is the author of more than 60 journal papers and full-length conference publications. She teaches courses on product design, solid freeform fabrication, and design of complex engineered systems.



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Janet Allen earned her doctorate from the University of California at Berkeley in 1973 and her S.B. from the Massachusetts Institute of Technology in 1967. Dr. Allen's expertise lies in the area of simulation-based design of engineering systems, especially in the management and mitigation of uncertainty in the early stages of design. There are two conceptually different approaches to accomplishing this. The first is to mitigate uncertainty by accurately modeling uncertainty and/or by reducing it. It is impossible to accomplish this completely. The second approach is to use robust design principles to improve the quality of products and processes by reducing their sensitivity to variations, thereby reducing the effects of uncertainty without removing its sources. During the course of her career, Dr. Allen has studied both aspects of the problem. Her most significant accomplishments lie in the area of robust design. However, this is by no means the only research thread embodied in Dr. Allen's research portfolio, among other things, she has studied the use of living systems theory in design, design education, modeling design processes, and design for X. Professor Allen is a Fellow of the American Society of Mechanical Engineers, a Senior Member of AIAA, a Member of ASEE and an Honorary Member of the Mechanical Engineering Honor Society, Pi Tau Sigma. She is an Associate Editor of the ASME Journal of Mechanical Design. With her students, she has authored well over 200 technical publications. A Professor Emeritus in the Woodruff School of Mechanical Engineering at the Georgia Institute of Technology, she presently holds the John and Mary Moore Chair in the School of Industrial Engineering at the University of Oklahoma.

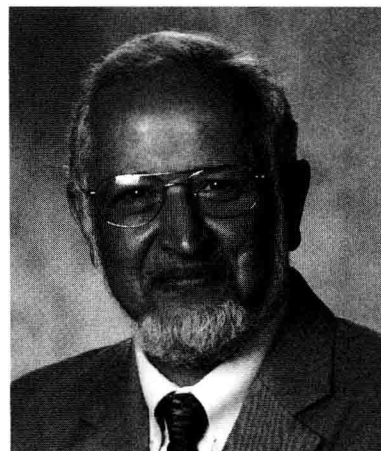
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*Photos by Gary Meek and Michelle White*

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