

Simulação Computacional dos Materiais

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Parte A



sampa



Simulação Computacional dos Materiais

- Método: Base - Exploração - Aplicação
 - Discussão do sistema físico
 - Introdução ao método numérico
 - Modelagem do sistema físico
 - Visualização dos resultados
- Organização: Aulas + Laboratório
- Avaliação: Labs + Projeto

Projeto Acadêmico ou Empreendedorismo ?

Projeto Científico



Start-up



Projetos

Áreas prioritárias de pesquisa definidas pelo MCTI para o período 2020-2023

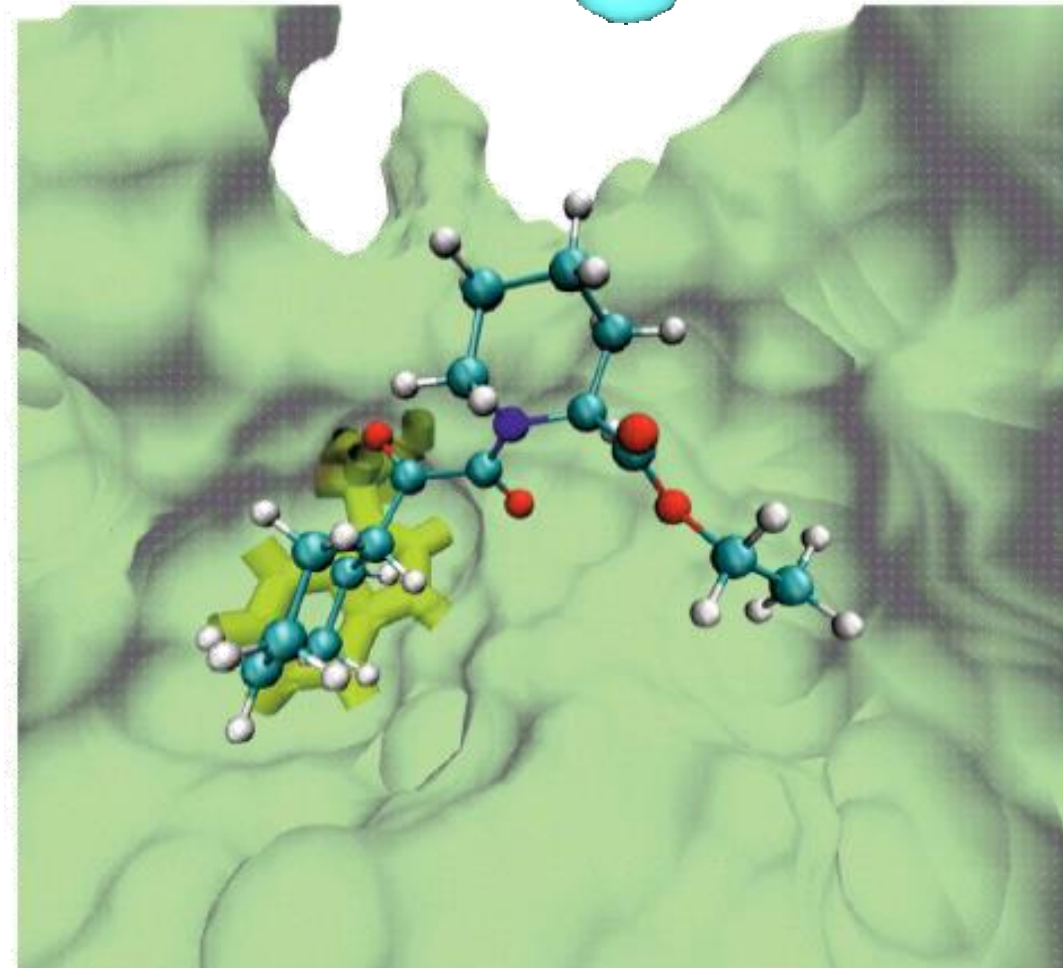
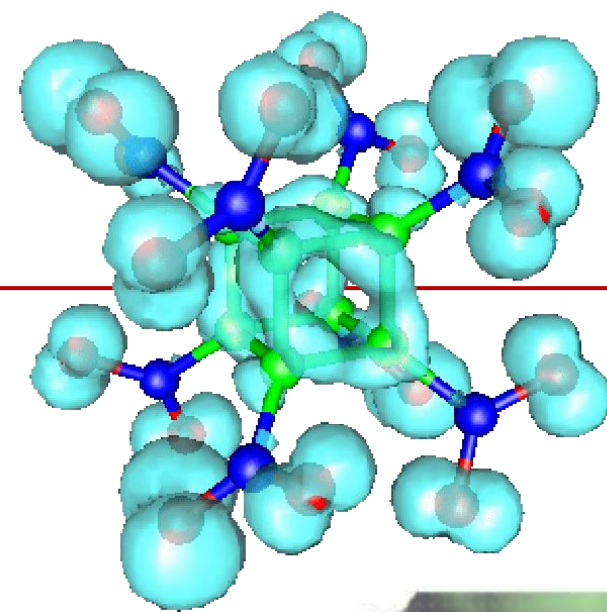
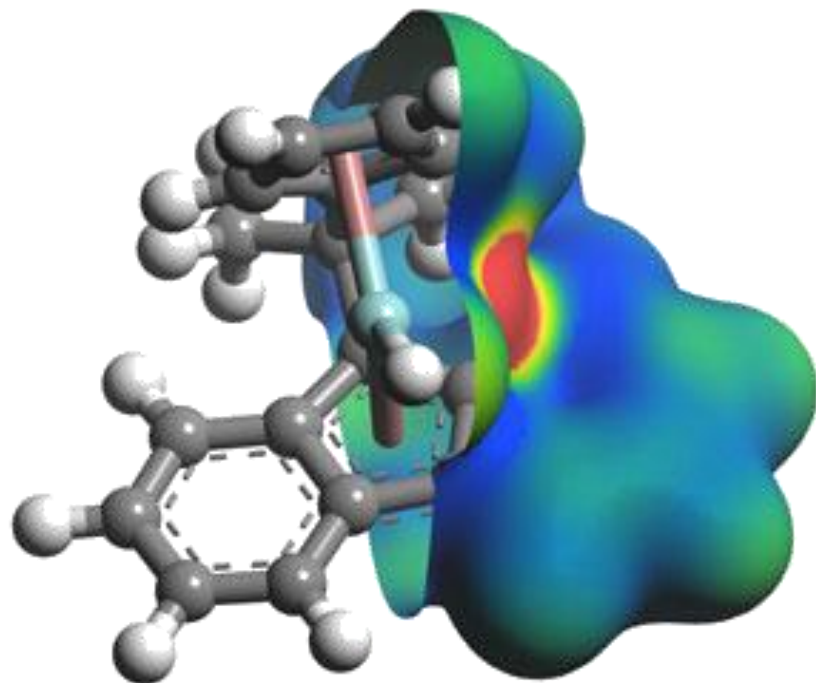
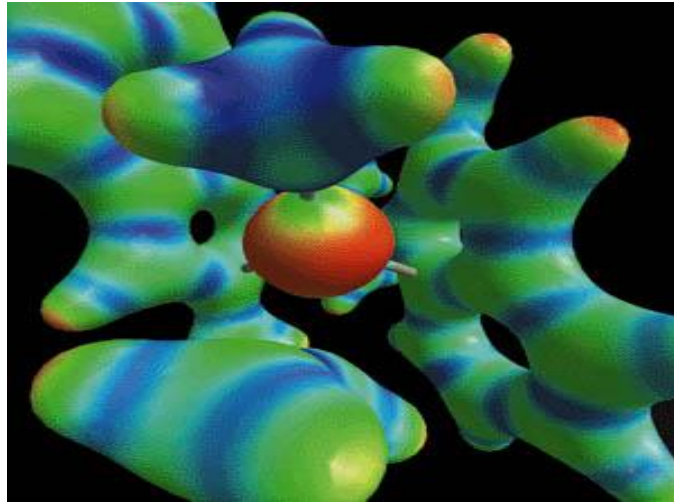
Tecnologias Estratégicas	Tecnologias Habilitadoras	Tecnologias de Produção	Tecnologias para o Desenvolvimento Sustentável	Tecnologias para Qualidade de Vida
• Espacial	• Inteligência Artificial	• Indústria	• Cidades inteligentes	• Saúde
• Nuclear	• Internet das coisas	• Agronegócio	• Energias renováveis	• Saneamento básico
• Cibernética	• Materiais avançados	• Comunicações	• Bioeconomia	• Segurança hídrica
• Segurança pública	• Biotecnologia	• Infraestrutura	• Resíduos sólidos	• Tecnologias assistivas
• De fronteira	• Nanotecnologia	• Serviços	• Poluição	
			• Desastres naturais	
			• Preservação ambiental	

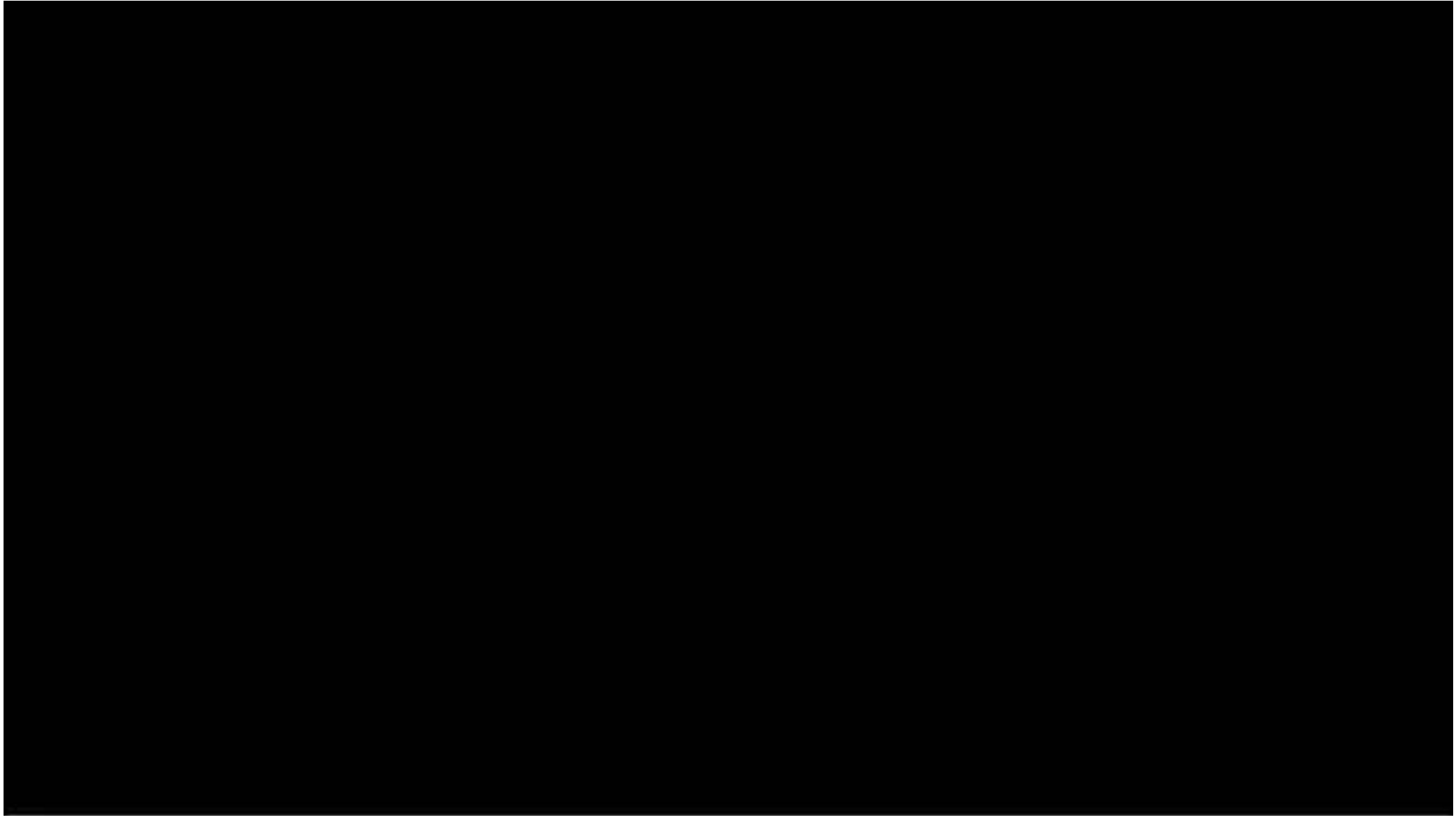
SIMULAÇÃO COMPUTACIONAL DOS MATERIAIS

Filosofia do curso



Filosofia do curso





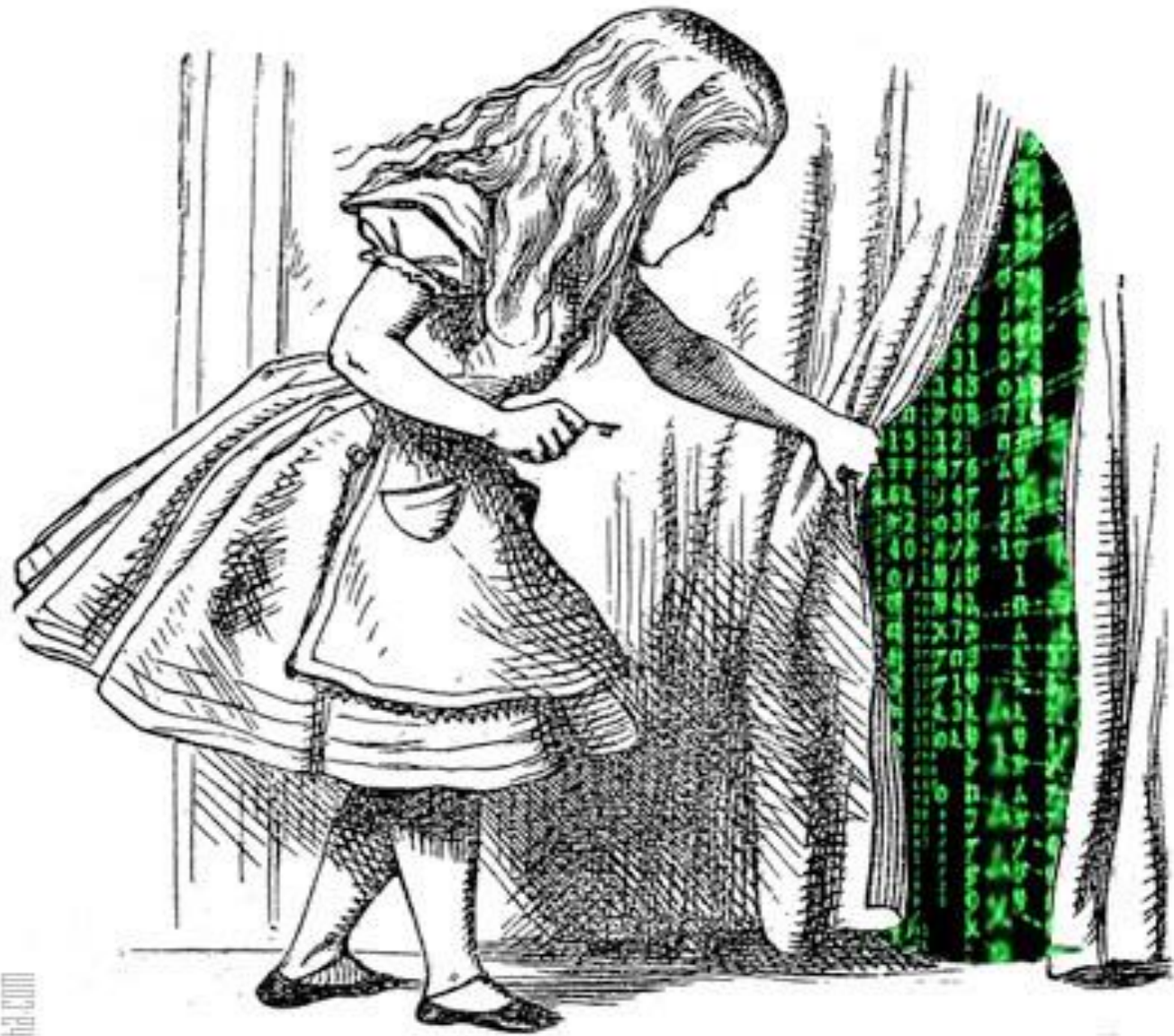
SIMULAÇÃO COMPUTACIONAL DOS MATERIAIS

Simulacros e Simulação



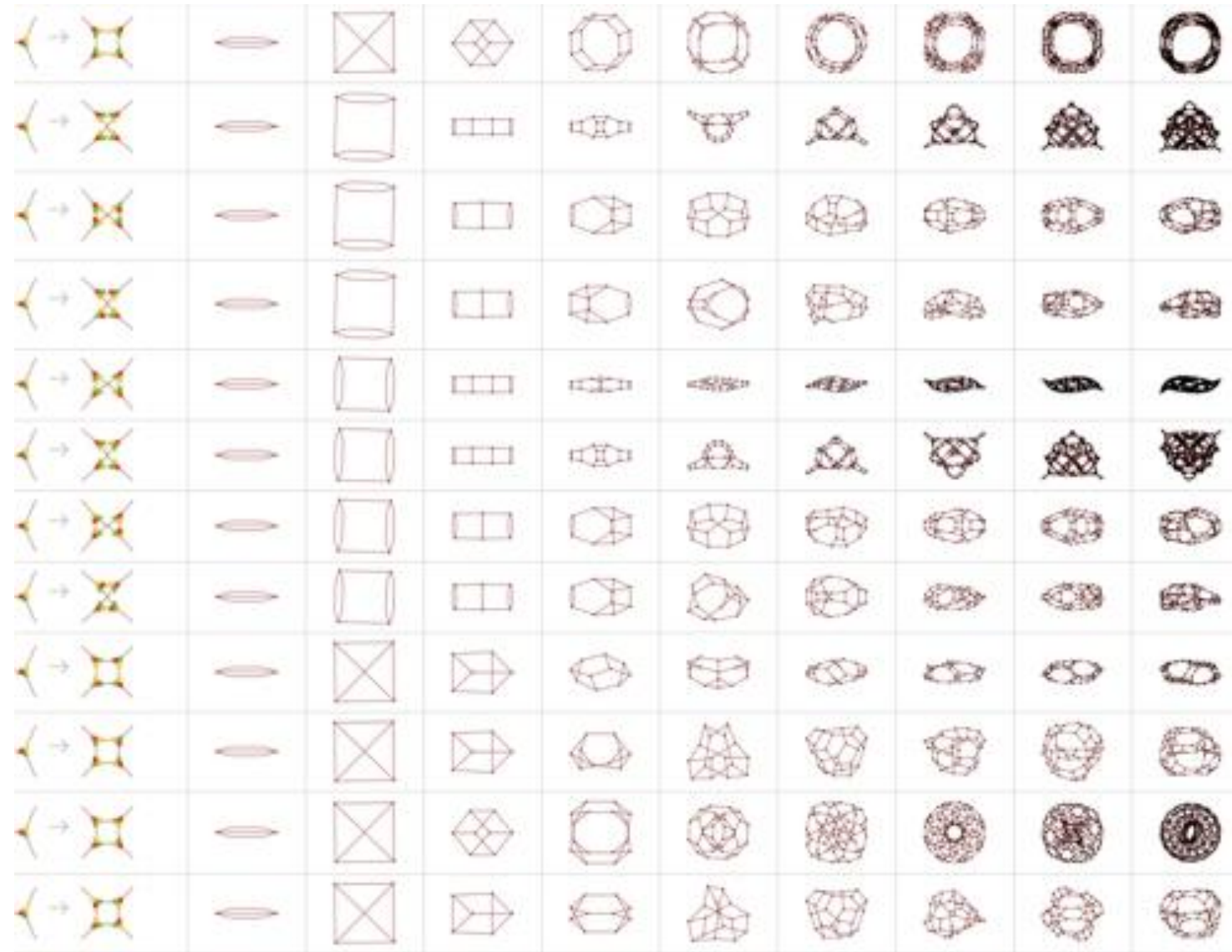
[Baseado em Jean Baudrillard](#)

Simulacros e Simulação



Simulação tornou-se uma forma de experimentação em um universo de teorias – Gary Flake (The computational Beauty of Nature – MIT press)

Seria possível simular o universo em um computador ?

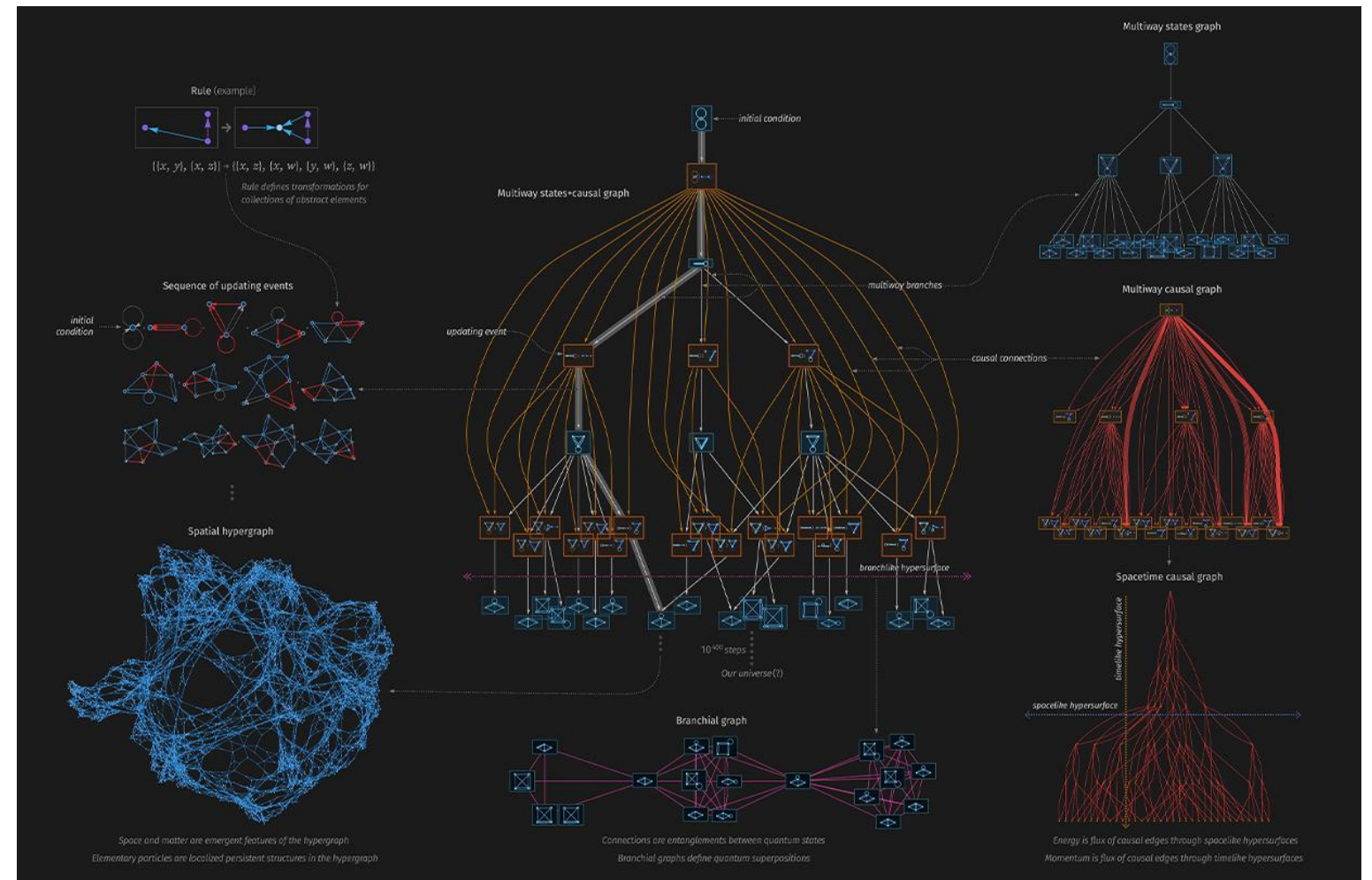


Stephen Wolfram desenvolveu o Mathematica e Wolfram Alpha. Agora ele quer simular o “universo”.

**The Wolfram Physics Project
Abril 2020**

Wolfram

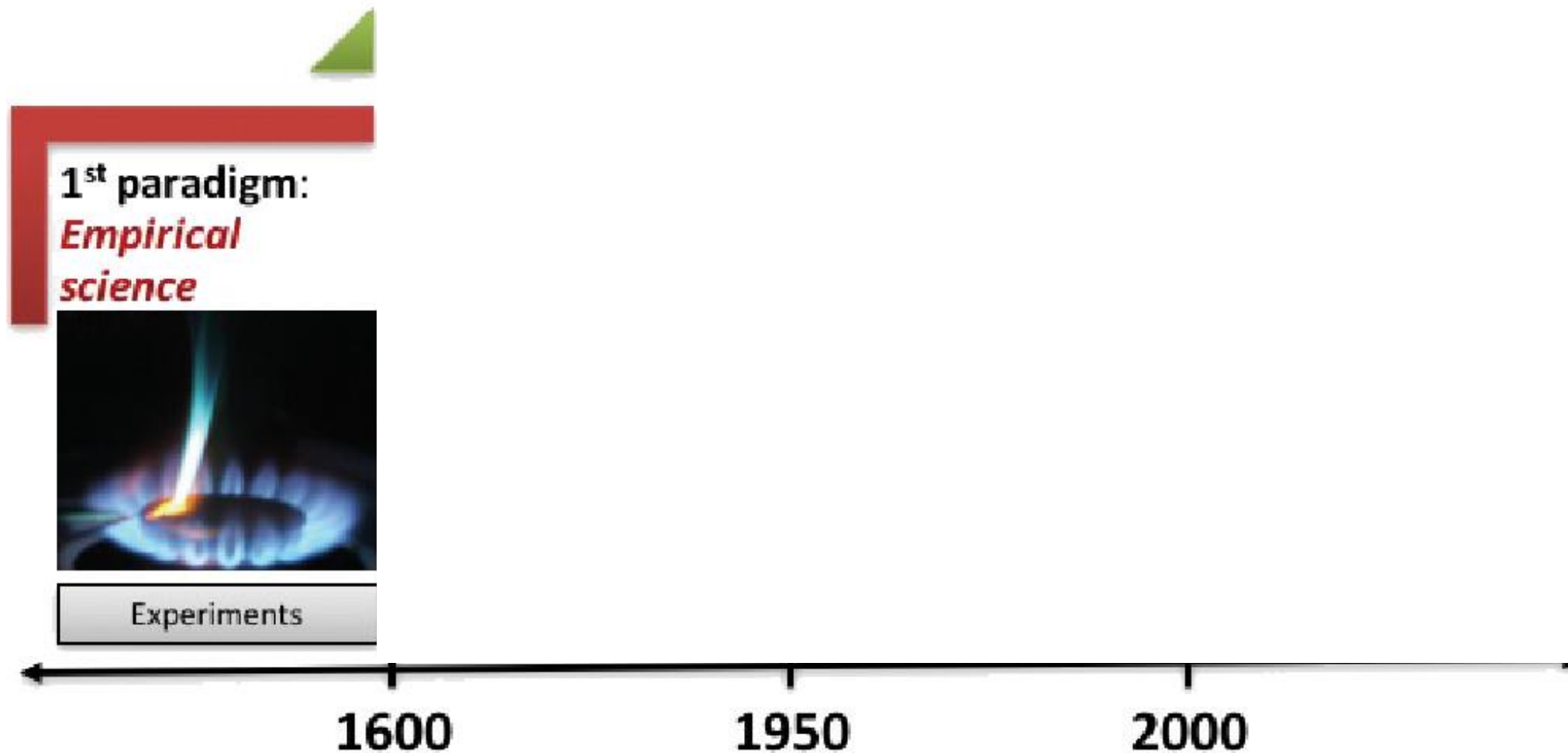
<https://www.wolframphysics.org/>

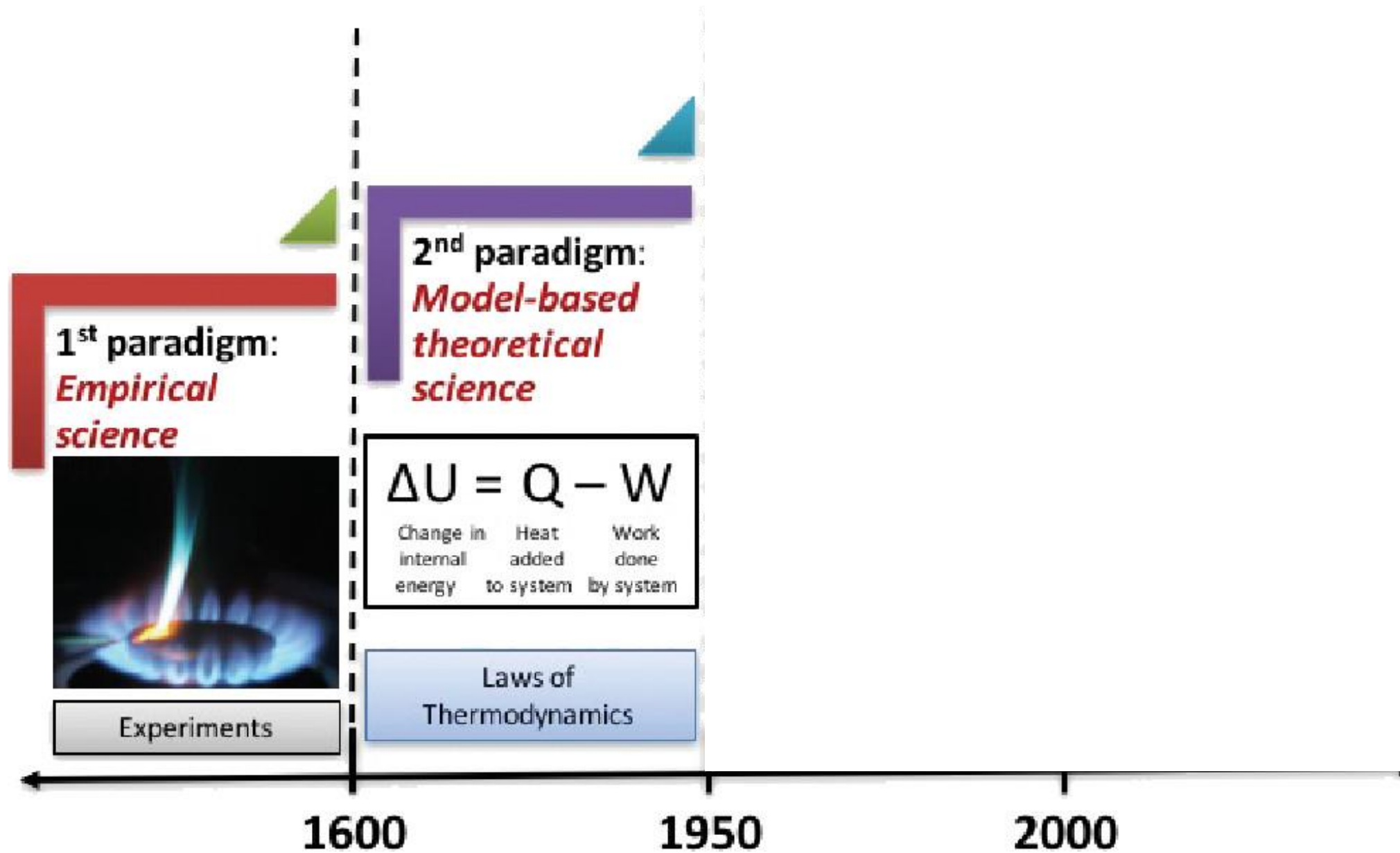


SIMULAÇÃO **COMPUTACIONAL** DOS MATERIAIS

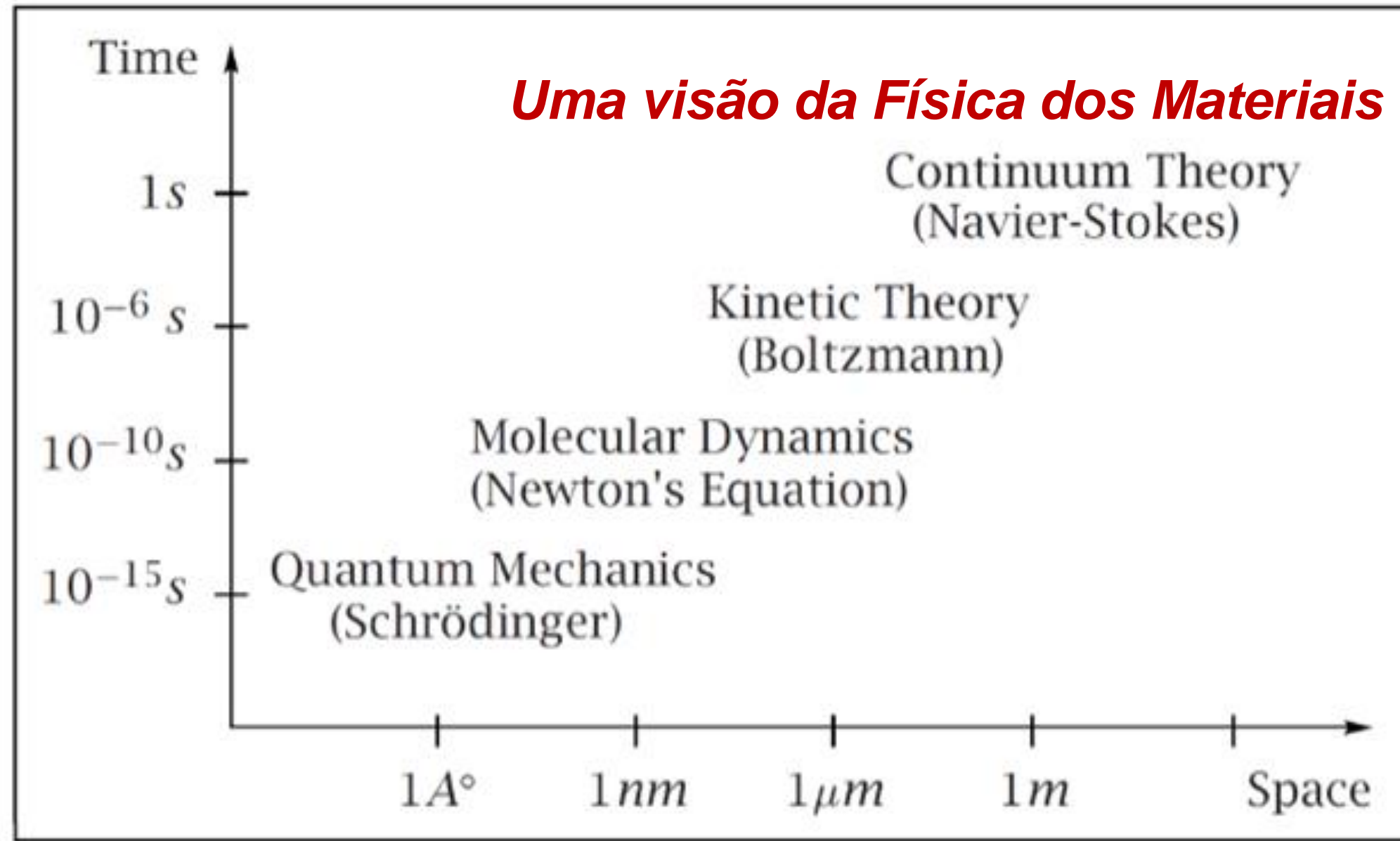
Do sonho de Laplace ...

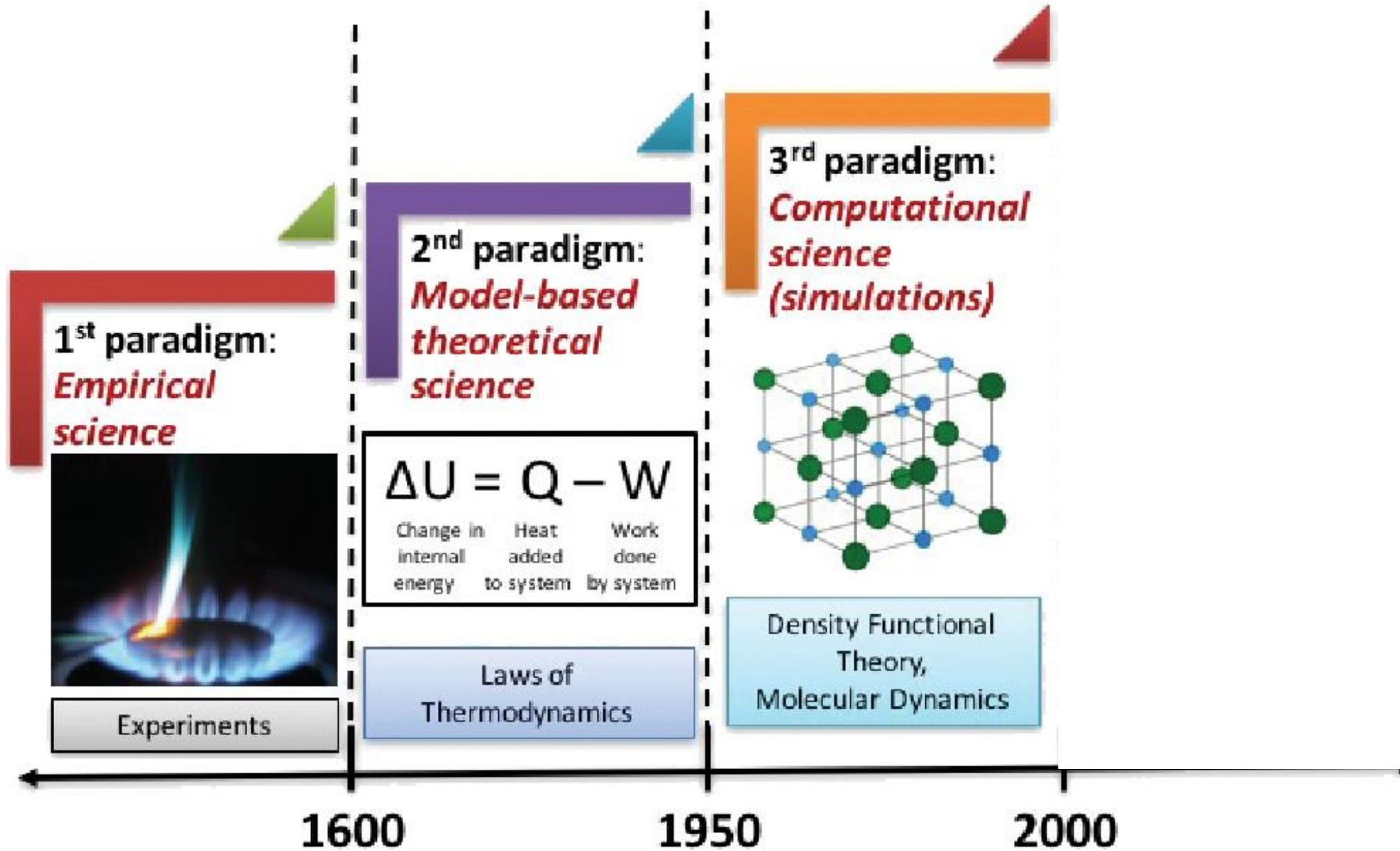
Uma *inteligência* que pode, a qualquer momento, compreender *todas as forças* pelas quais a natureza é animada e as *respectivas posições* dos seres que o compõem, e além disso, se essa inteligência fosse abrangente o suficiente para submeter esses *dados à análise*, abrangeria nessa fórmula ambos os movimentos dos *maiores corpos* no universo e aqueles dos *átomos* mais leves: para ele nada seria ser incerto, e o futuro, assim como o passado, seria presente aos seus olhos. A mente humana nos oferece, *na perfeição que deu à astronomia*, um esboço tênue dessa inteligência.



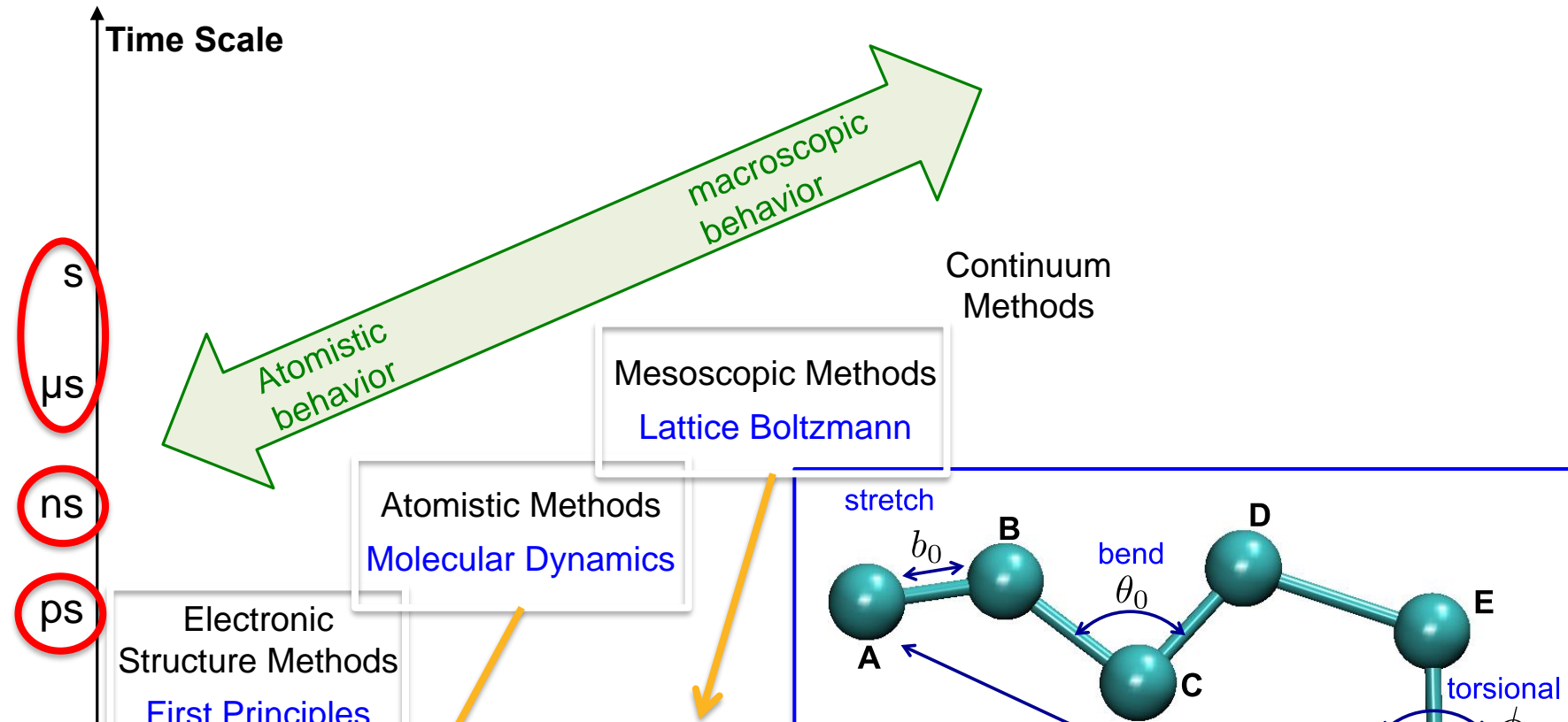


Multiescala nas leis da Física





Multiscale computational approach



Simplifies the Boltzmann equation by

- Understanding of fluid behavior at the microscale
- Phase separation, interface instability, bubble/droplet dynamics and wetting effects

Kinetic Theory

$$\mathbf{v} \cdot \nabla_{\mathbf{x}} f + \mathbf{F} \cdot \nabla_{\mathbf{p}} f + \frac{\partial f}{\partial t} = \Omega$$

Lattice Boltzmann

$$f_i(\mathbf{x} + \mathbf{e}_i \Delta t, t + \Delta t) = f_i(\mathbf{x}, t) + \Omega_i(\mathbf{x}, t)$$

Passo 1 – Da quântica a simulações atomísticas



Illustration: ©Johan Jarnestad/The Royal Swedish Academy of Sciences

MD ab initio and classical X LBM: a soccer perspective



Ab initio MD



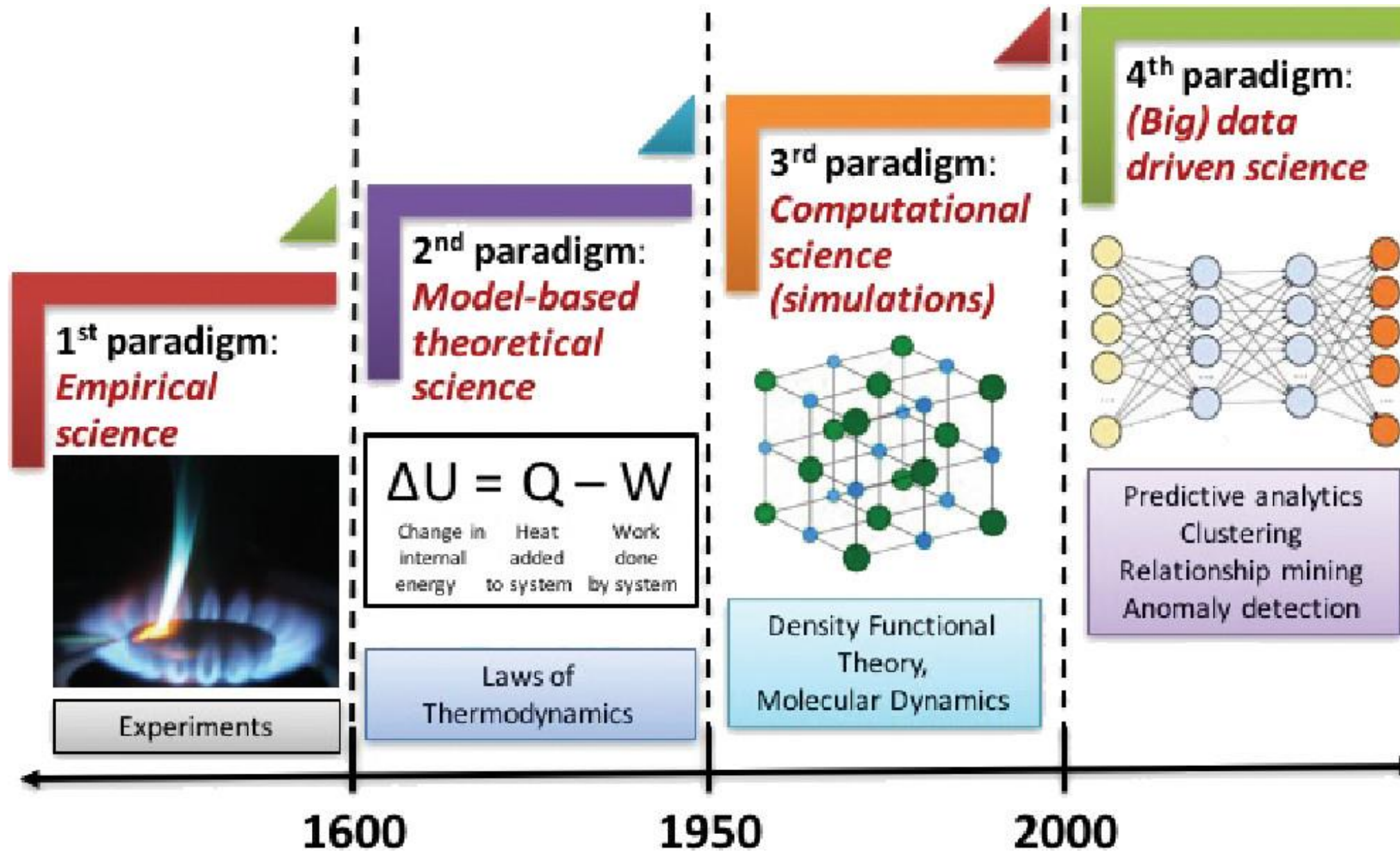
Classical MD

- Tactical formation or random
- Collisions
- Interactions between players result in a goal



LBM

foosball
Simple way to describe
the movement of players
during a game



Processamento-estrutura-propriedade-desempenho (PSPP)

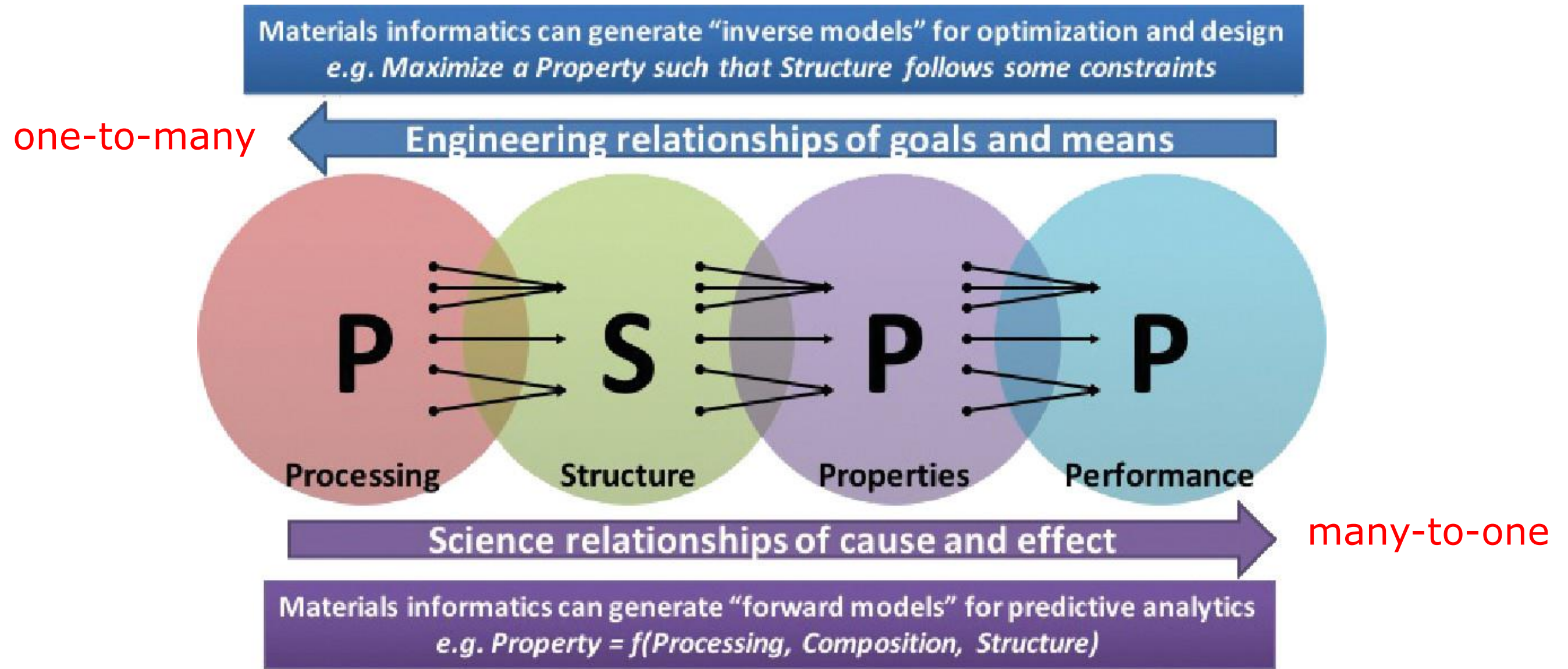


FIG. 2. The processing-structure-property-performance relationships of materials science and engineering, and how materials informatics approaches can help decipher these relationships via forward and inverse models.

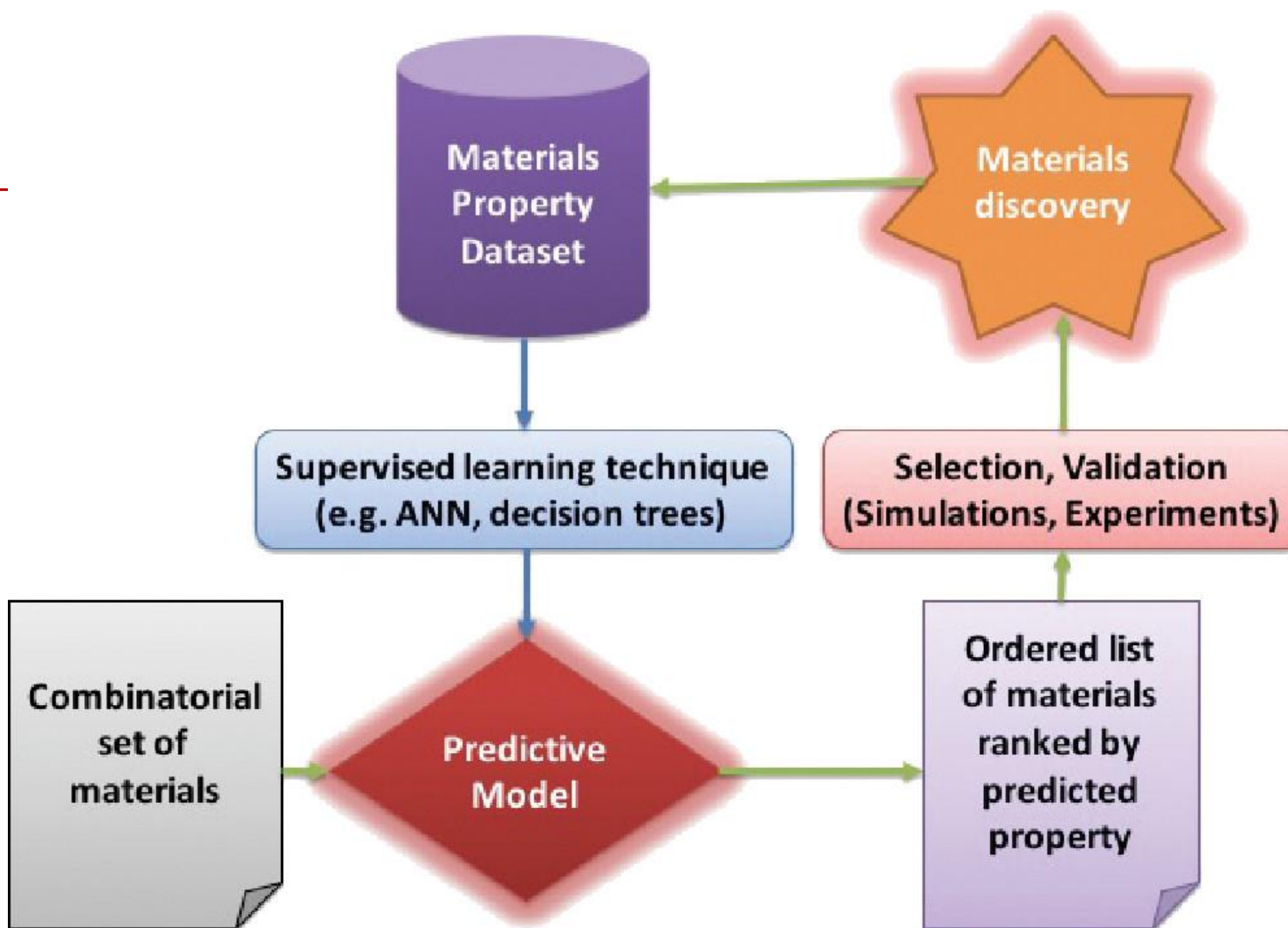


FIG. 4. A simple realization of the inverse models for PSPP relationships. The forward predictive model built using a supervised learning technique on a labeled materials dataset can be used to scan a combinatorial set of materials and thus convert this set to a ranked list, ordered by the predicted property. This can be followed by one or more screening steps to select and validate the predictions using simulation and/or experiments, thereby enabling data-driven materials discovery, which can in turn be fed back into the materials dataset to derive improved models, and so on. Blue arrows denote the forward model construction process, and green arrows denote the materials discovery process via inverse models.

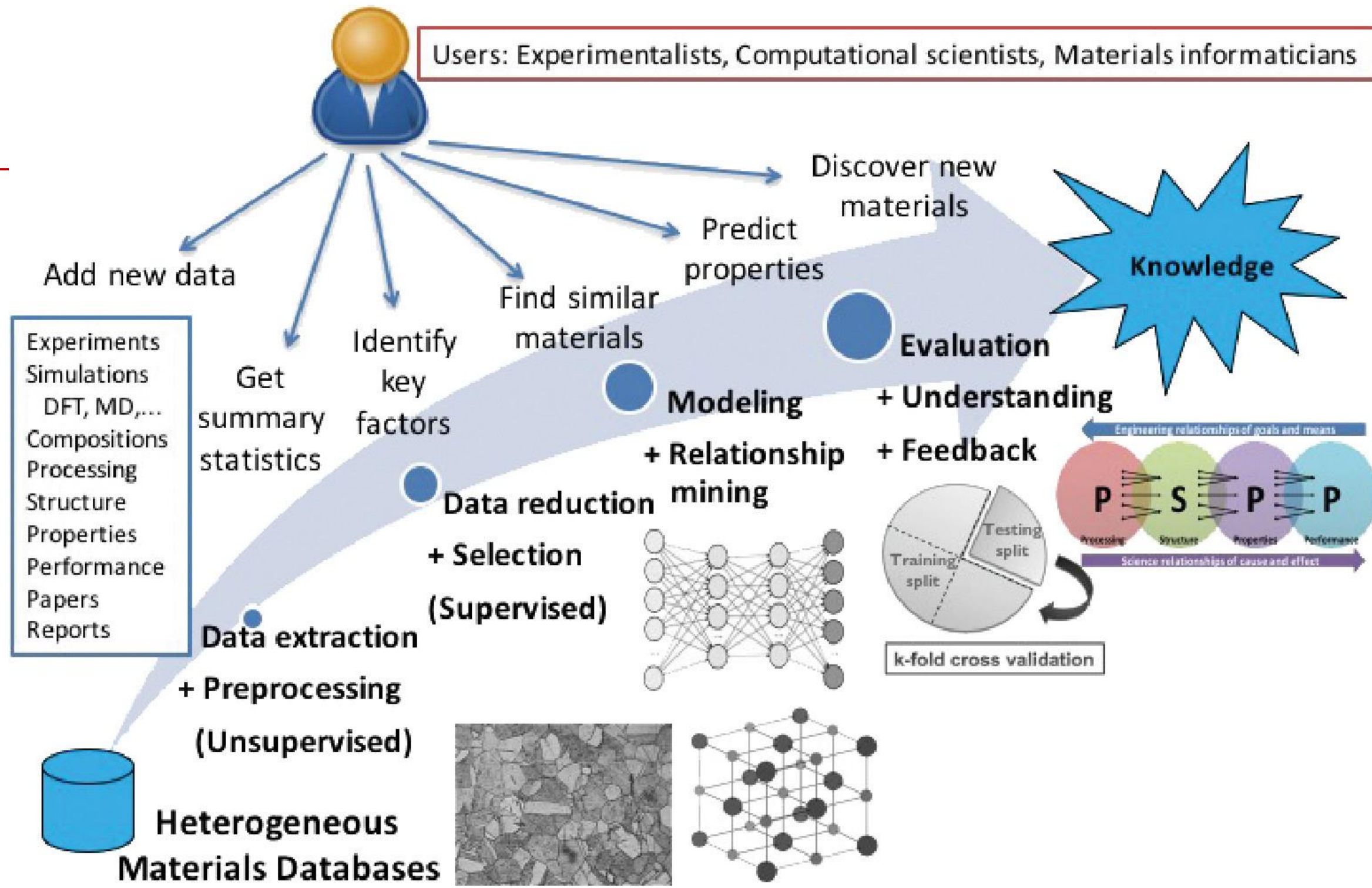
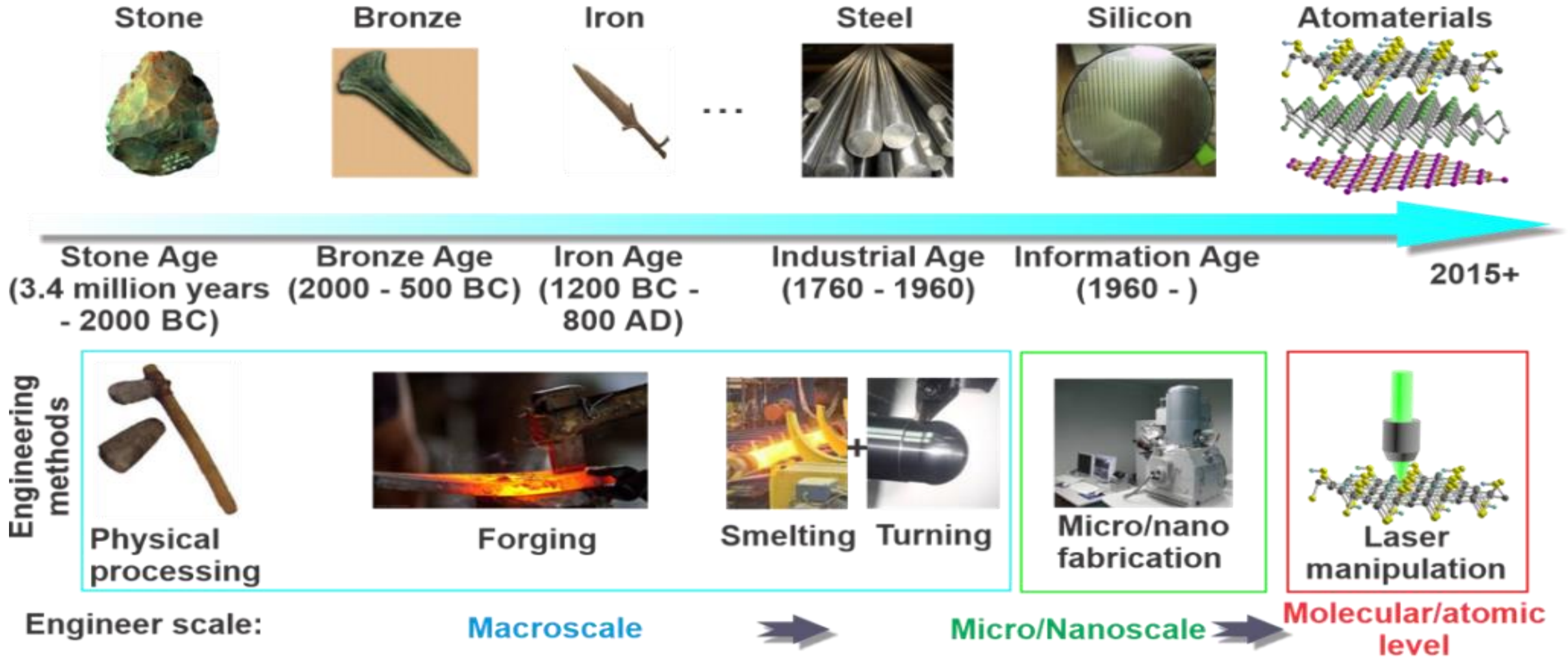


FIG. 3. The knowledge discovery workflow for materials informatics. The overall goal is to mine heterogeneous materials databases and extract actionable PSPP linkages to enable data-driven materials discovery and design.

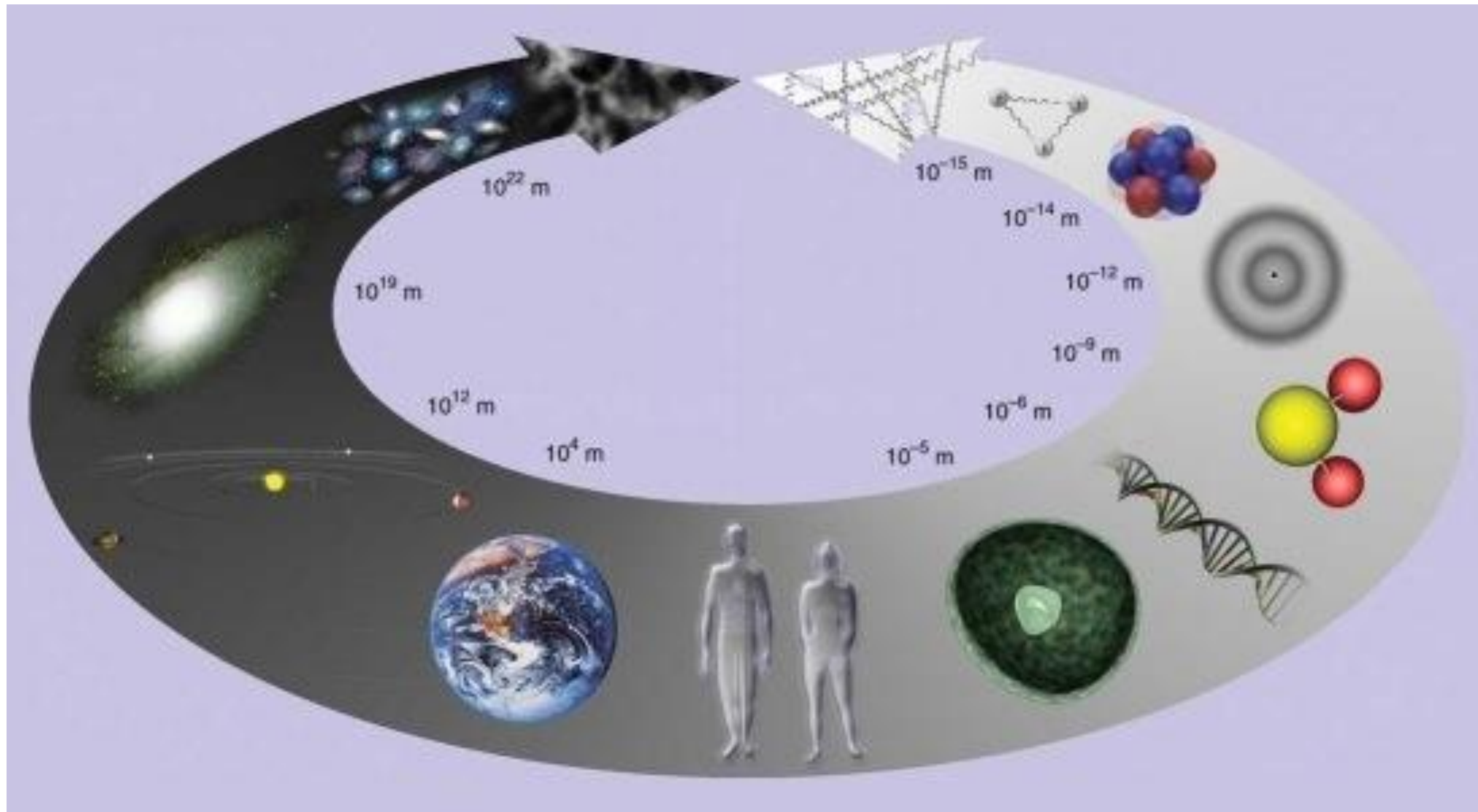
SIMULAÇÃO COMPUTACIONAL DOS **MATERIAIS**

A eras através dos materiais

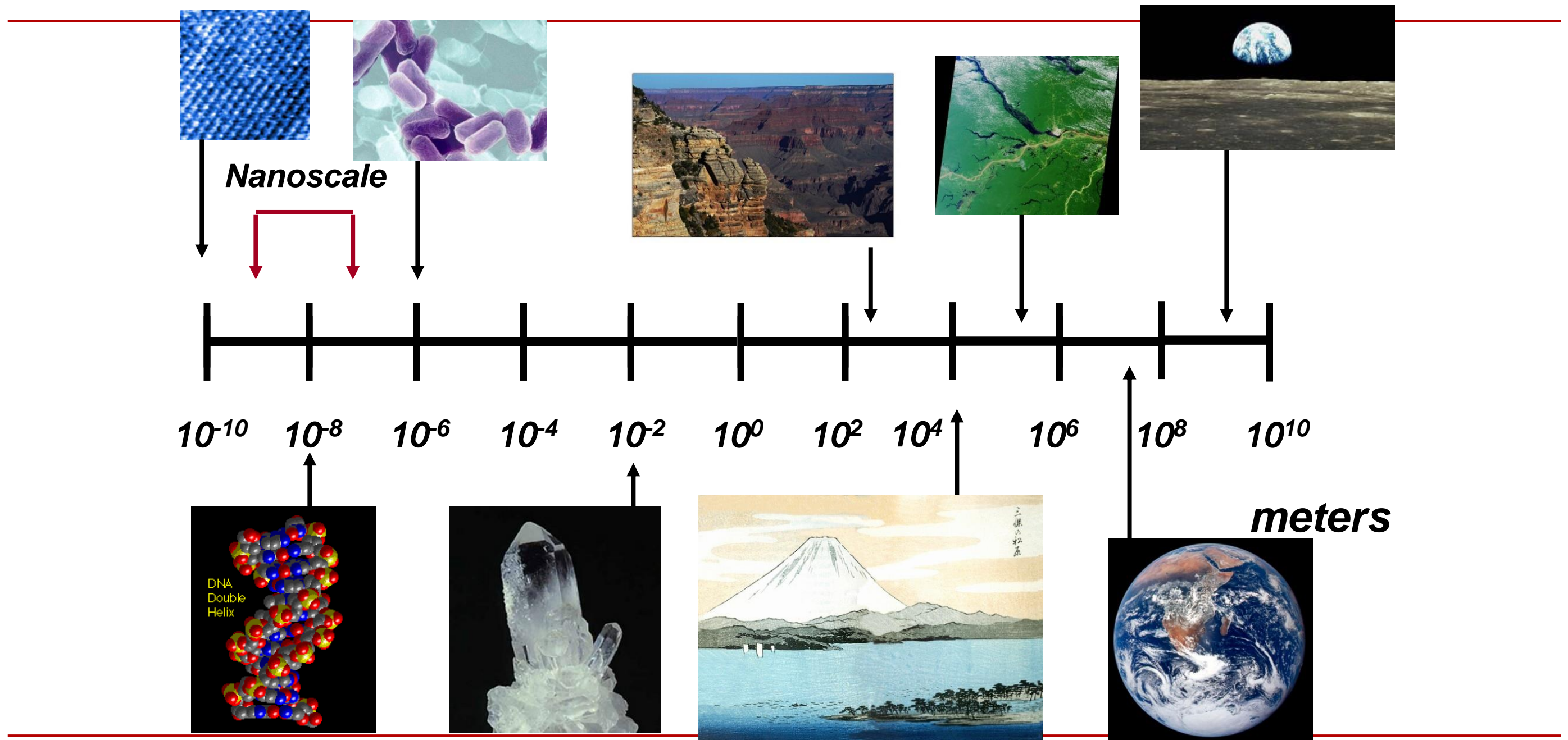
Material engineering evolution table



Escalas de comprimento



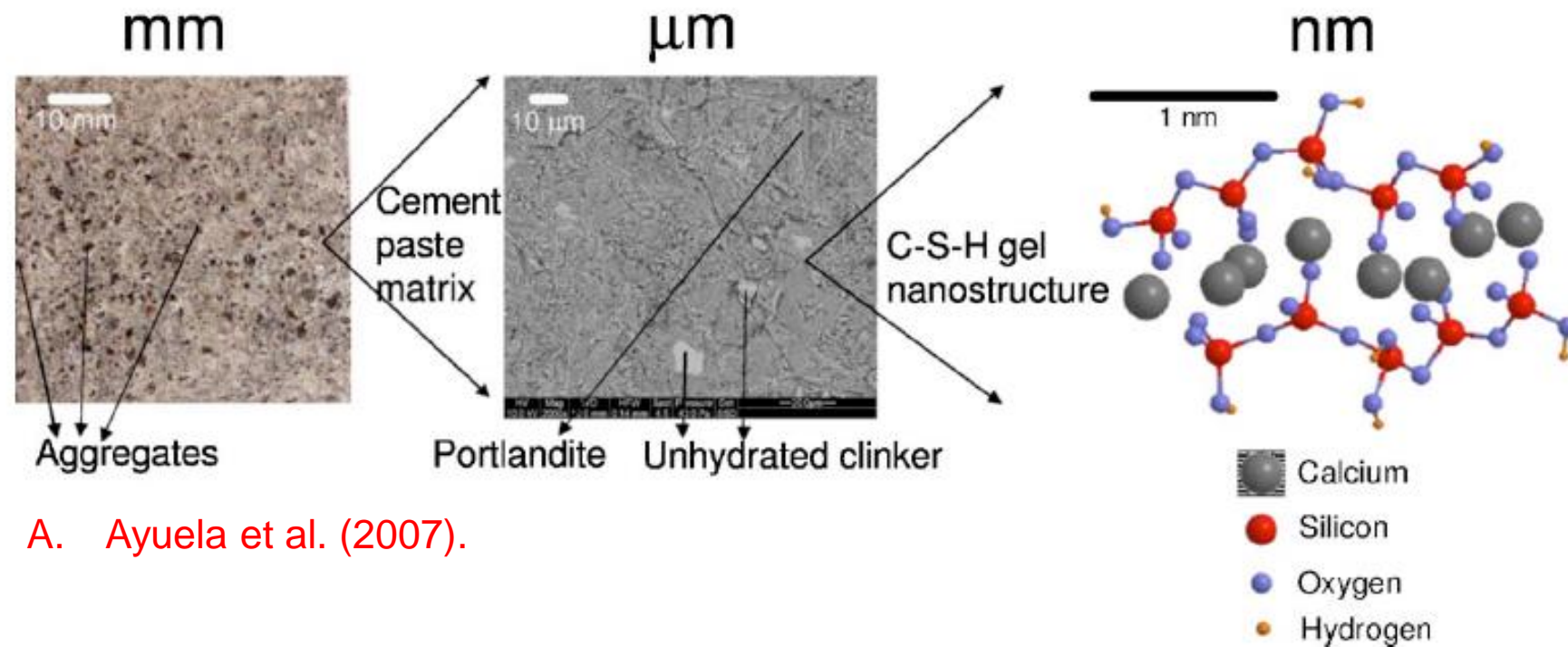
Escalas



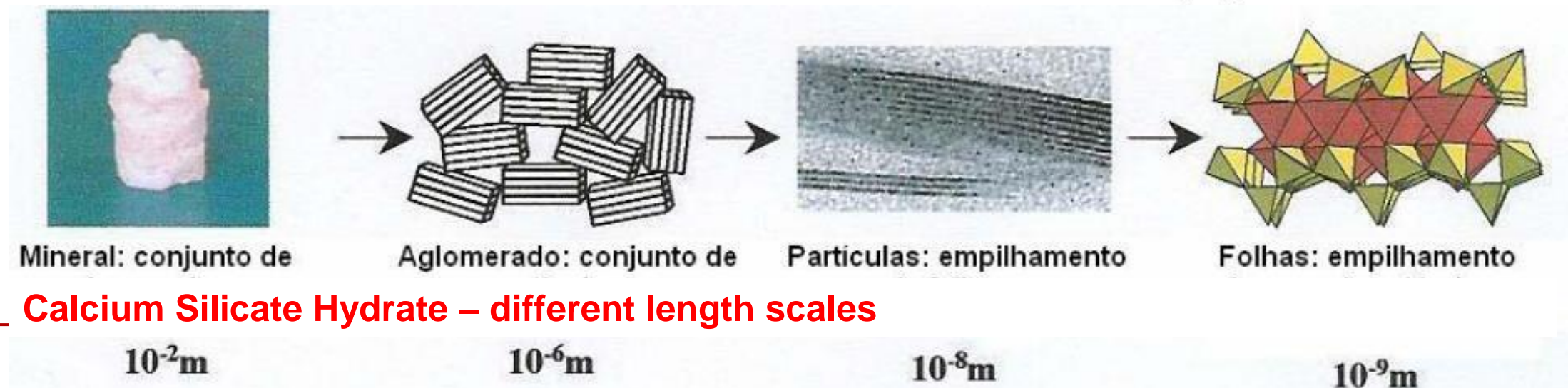
Parte 1 - Nano a Micro

Parte 2 - Meso a Macro

Escalas em materiais à base de cimento



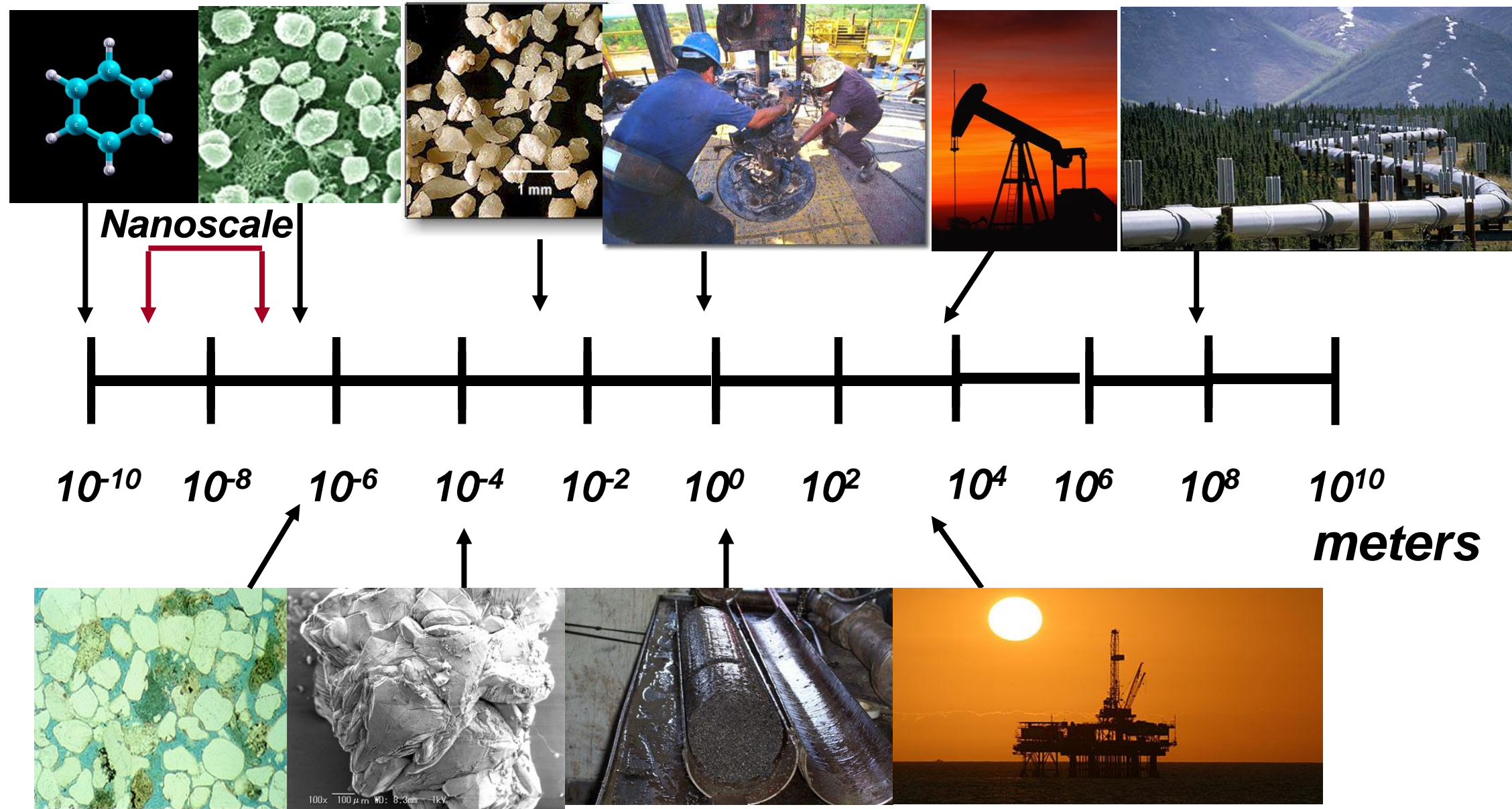
A. Ayuela et al. (2007).



Calcium Silicate Hydrate – different length scales

MINET, J. PhD thesis França, 2003.

Escalas em materiais para indústria de O&G



Temperatura,
pressão, salinidade,
meios heterogêneos
e multifásicos

Fenômenos físicos complexos em materiais

O&G: Como os grandes podem induzir os sistemas pequenos?

Escalas de tempo e espaço em modelagem



NASA Langley Research Center

Hampton, Virginia

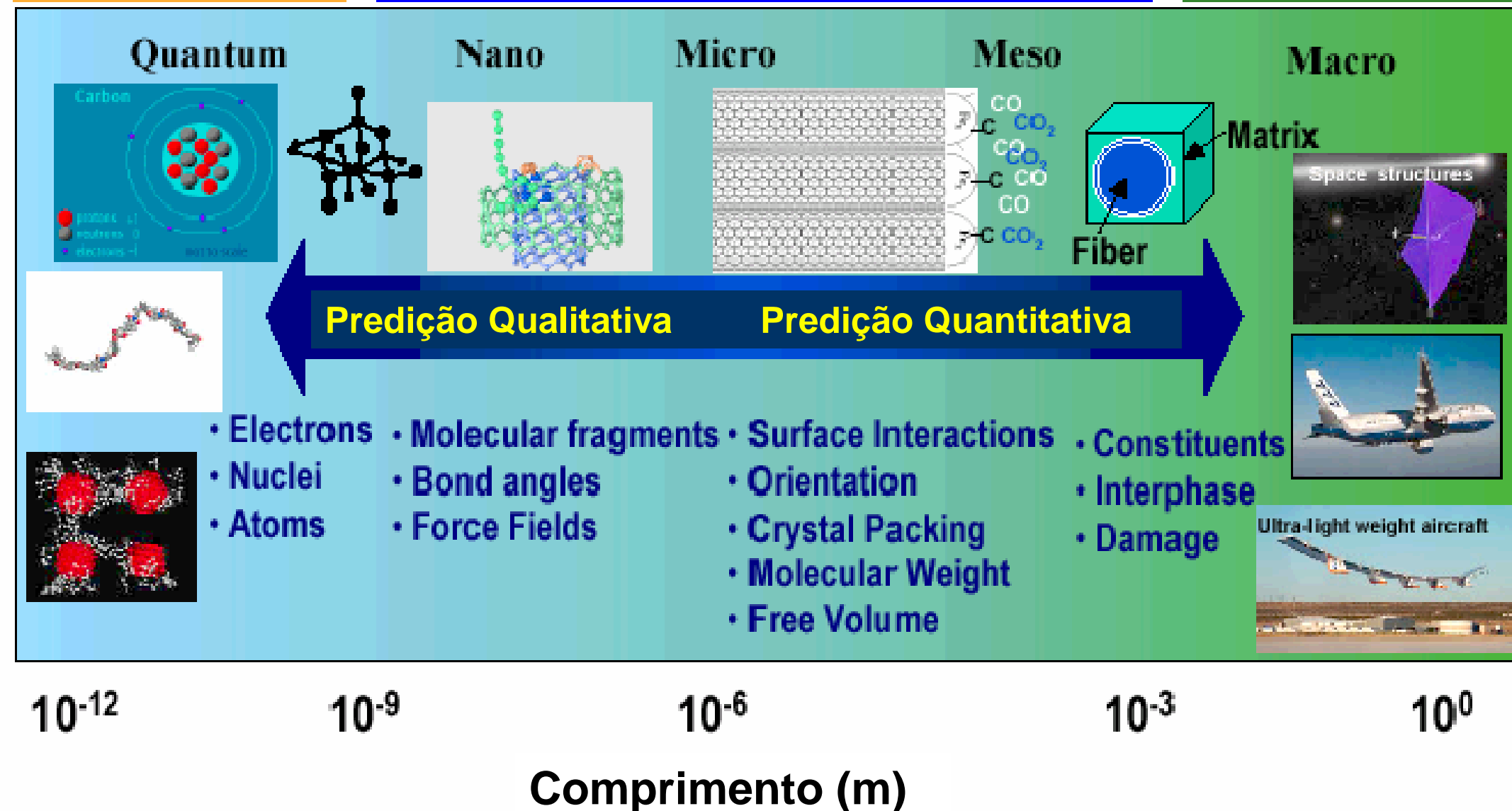
Computational Materials - Nanotechnology Modeling and Simulation

by Greg Odegard, NASA

**Química
Computacional**

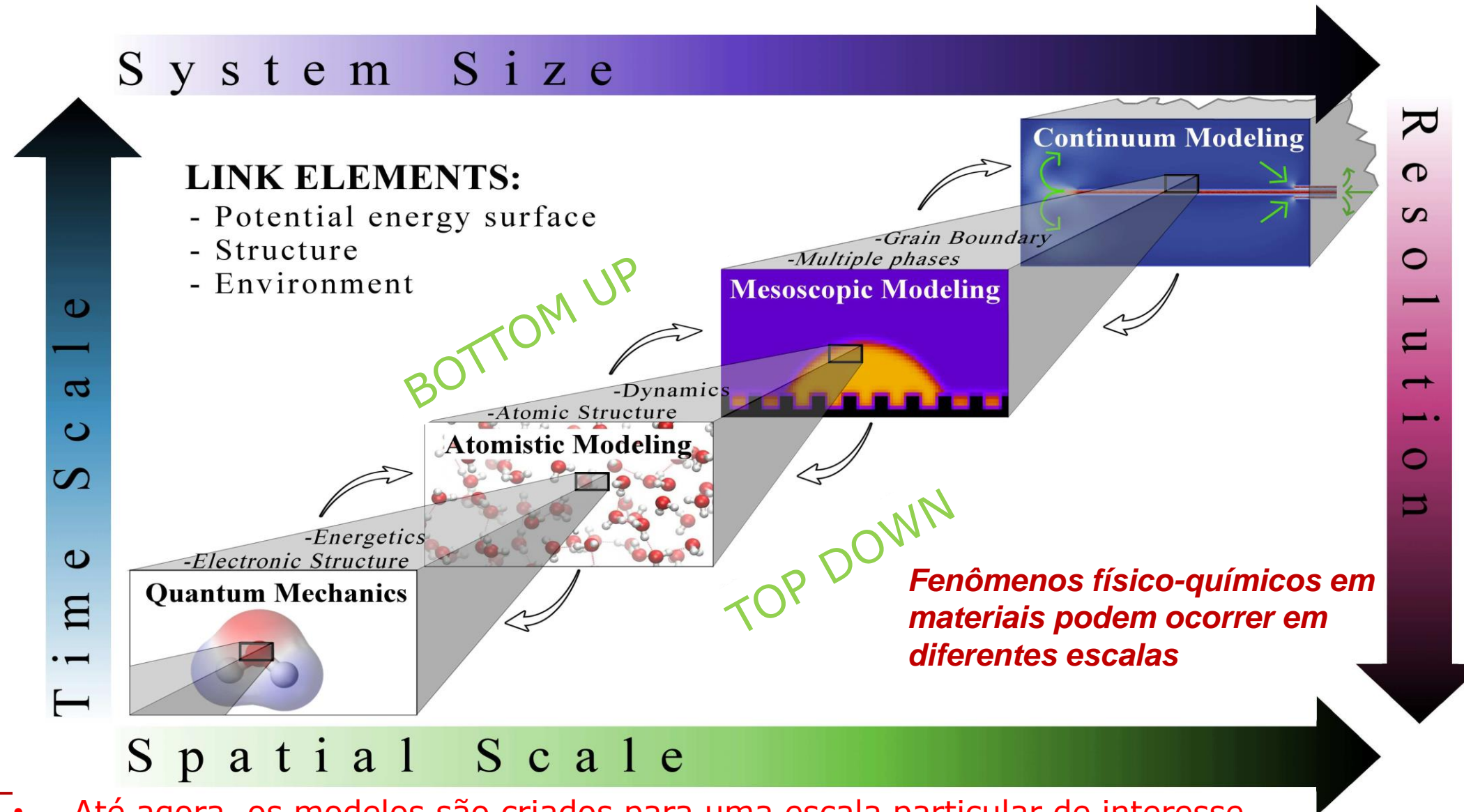
**Ciência dos Materiais
Computational**

**Mecânica
Computational**



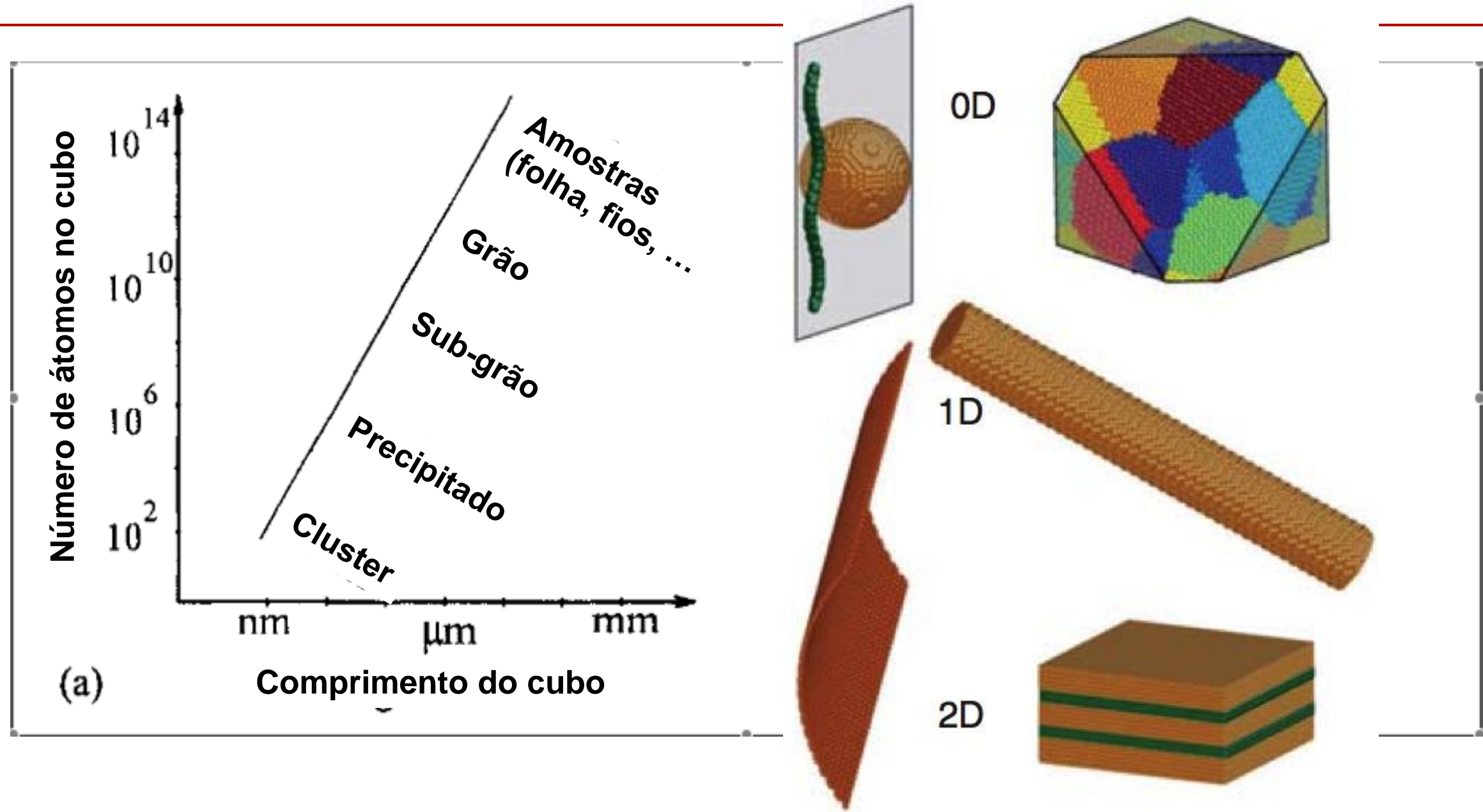
Abordagem em multiescala

Desafio: modelar fenômenos físicos que variam de escalas moleculares a micro e macro.

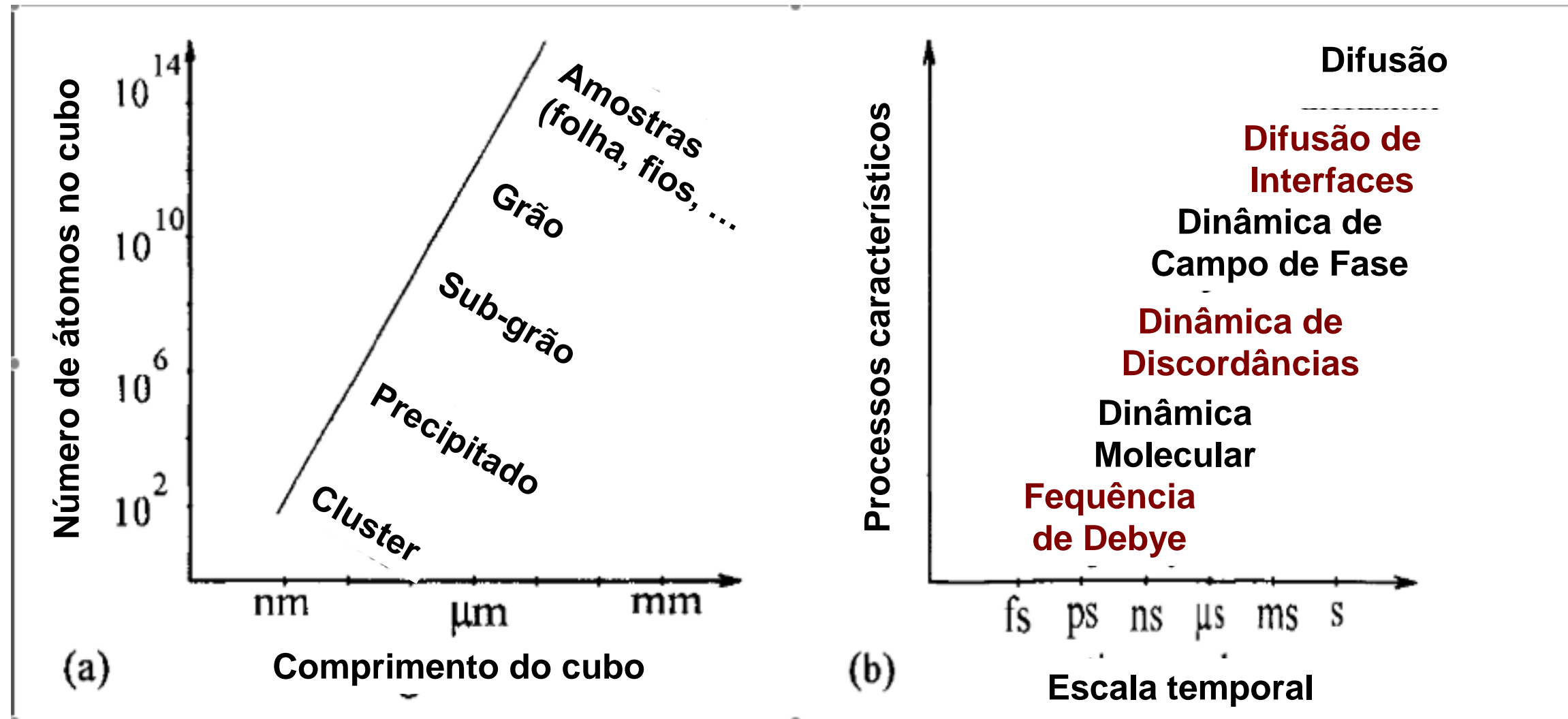


- Até agora, os modelos são criados para uma escala particular de interesse

Escalas

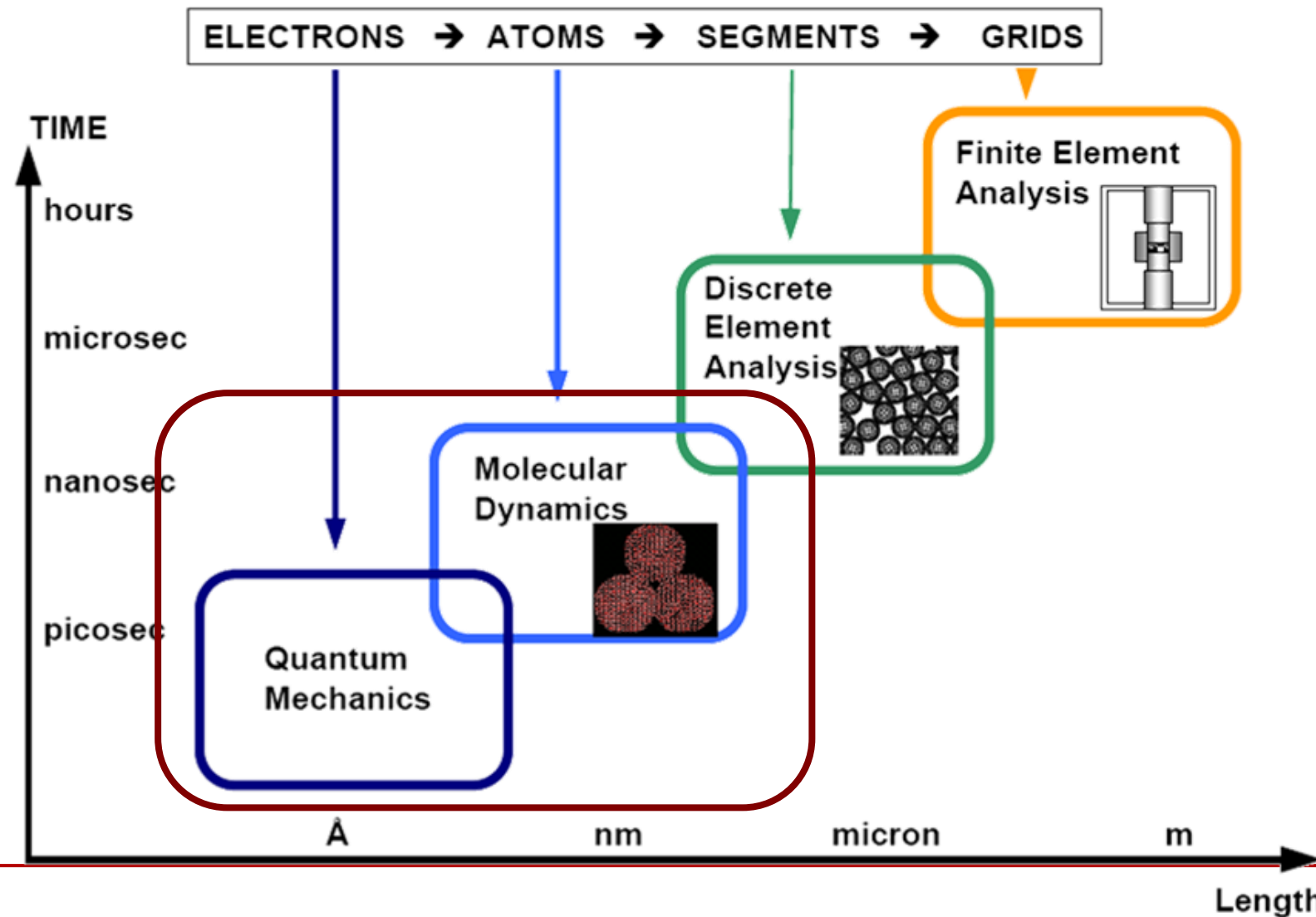


Escalas

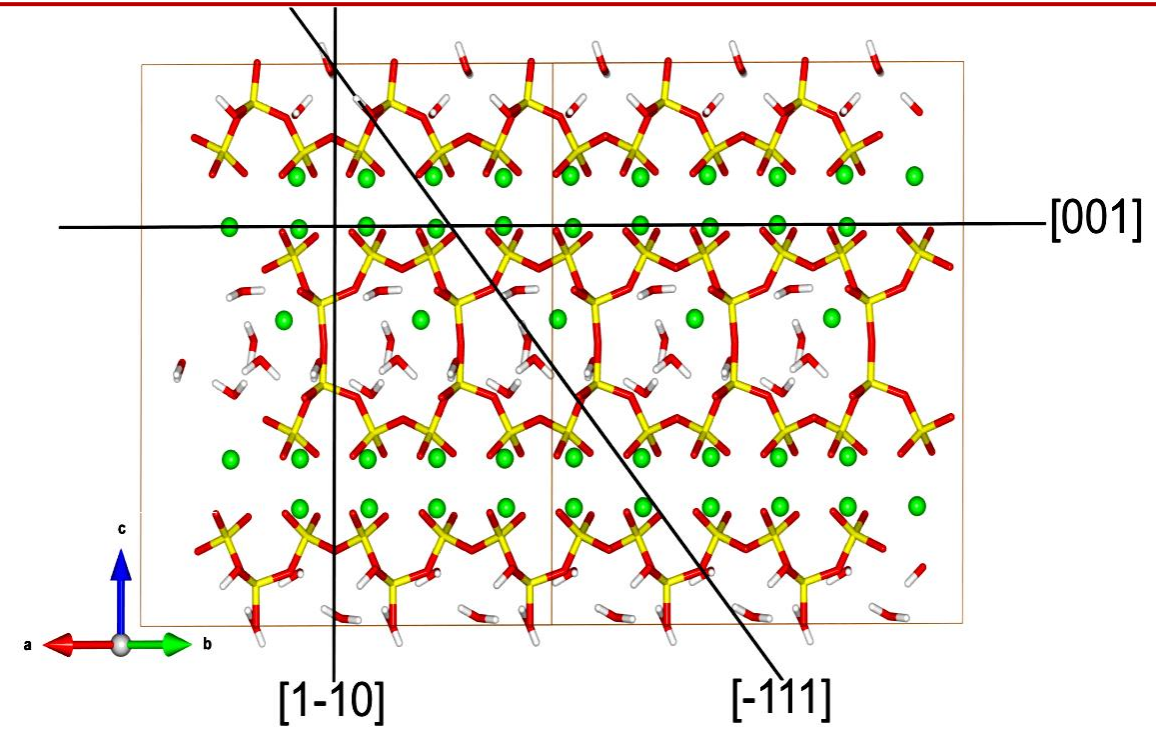
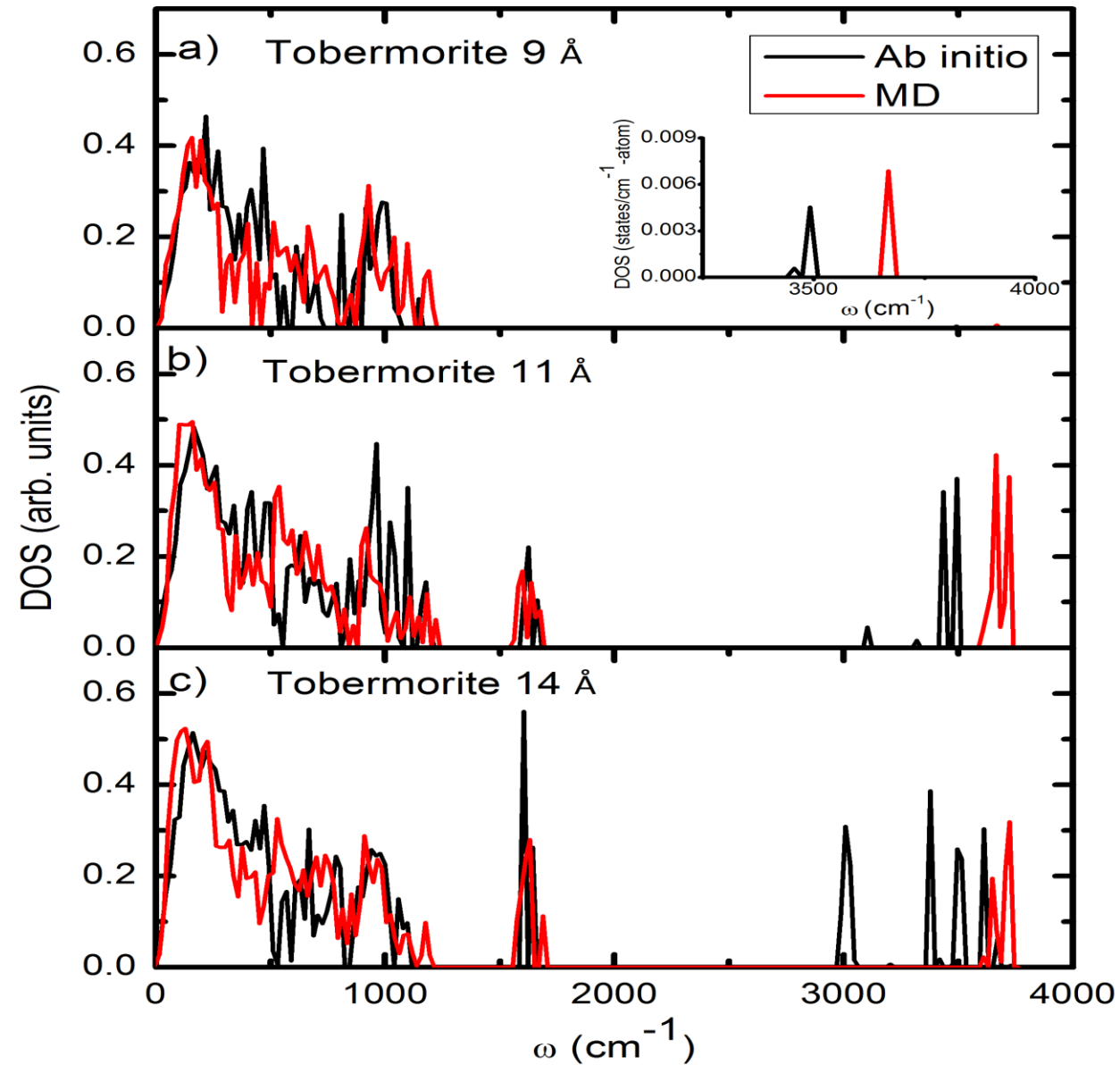


Introdução – Métodos de partículas

Multi-scale Computational Hierarchy of Materials Simulations



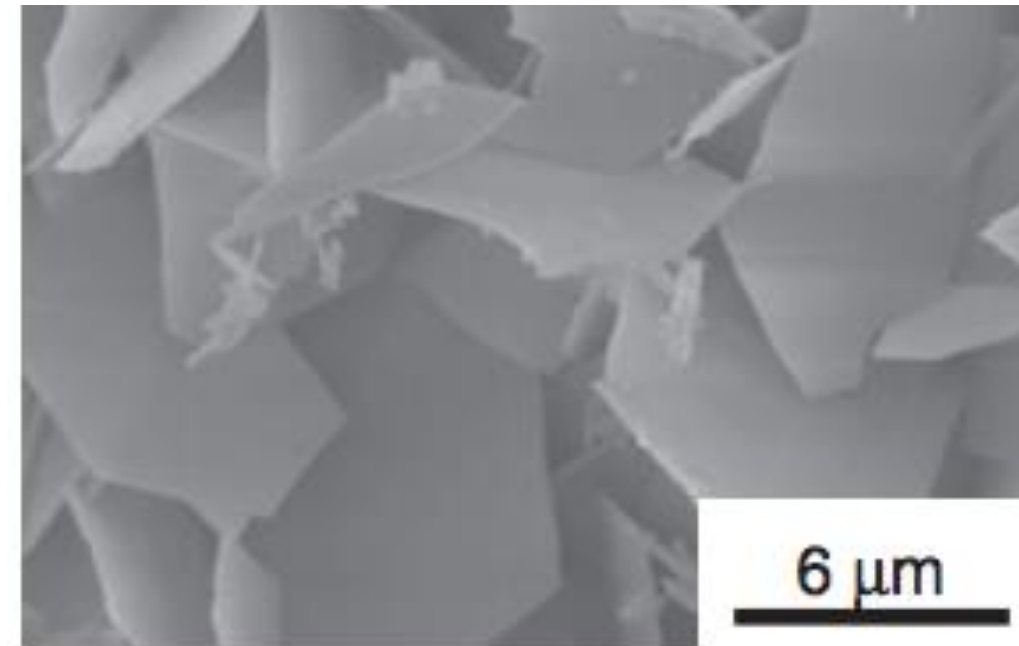
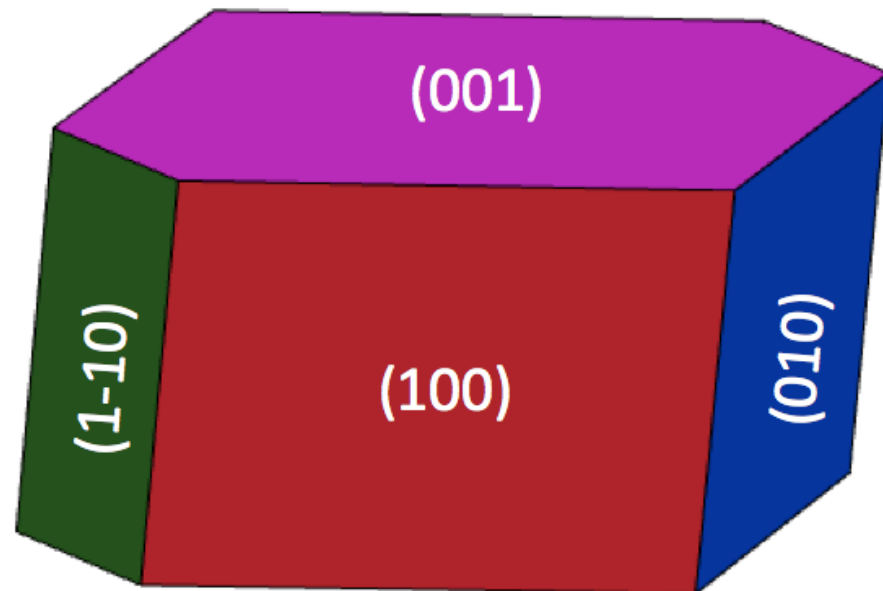
Cimento por primeiros princípios



Surface termination	Surface energy (J/m^2)
(001)	0.46
(010)	0.88
(100)	0.69
(1 $\bar{1}$ 0)	1.05
(111)	1.73
(10 $\bar{1}$)	1.22
(0 $\bar{1}$ 1)	1.35

Cimento por primeiros princípios

Morfologia- Tobermorite 11 Å

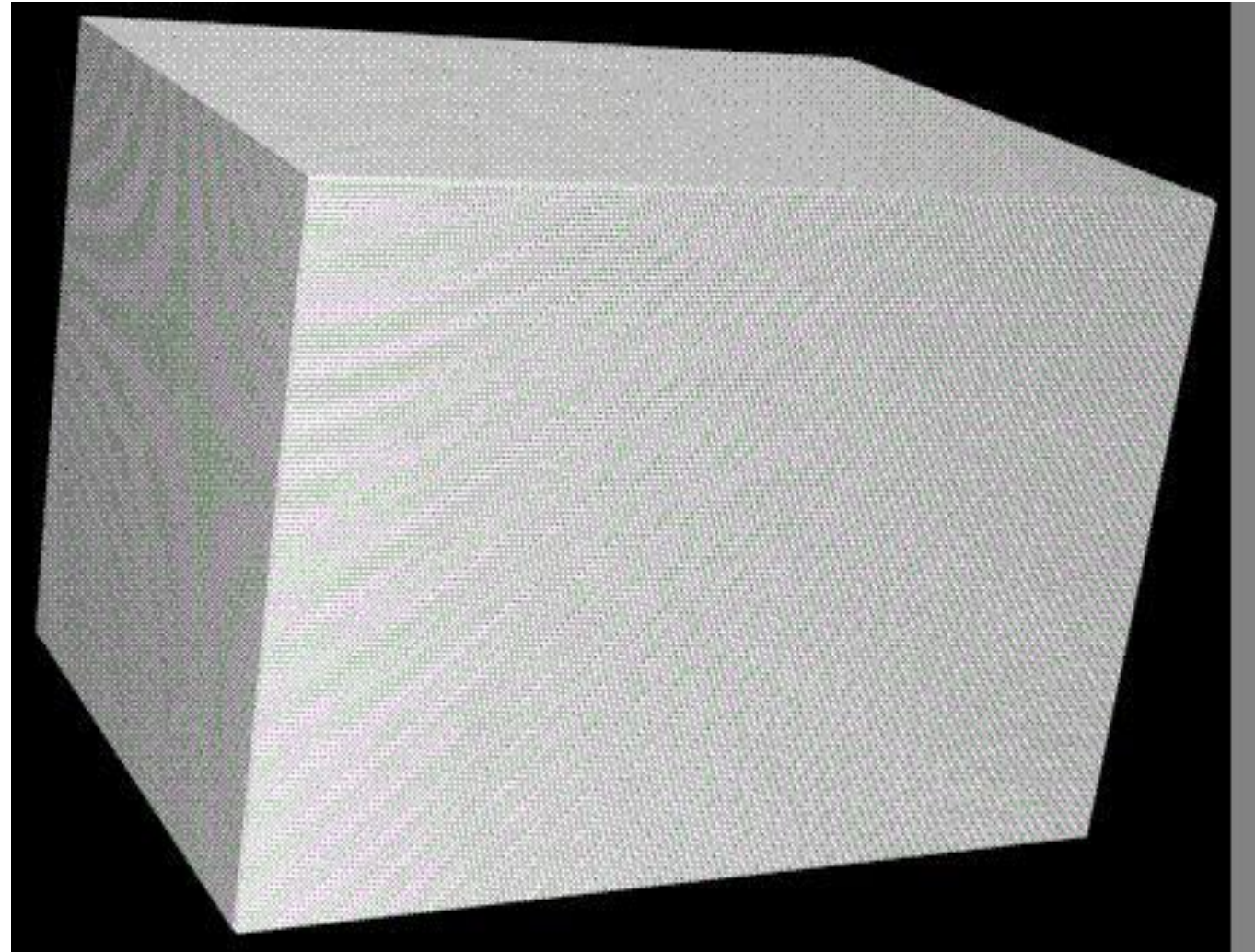
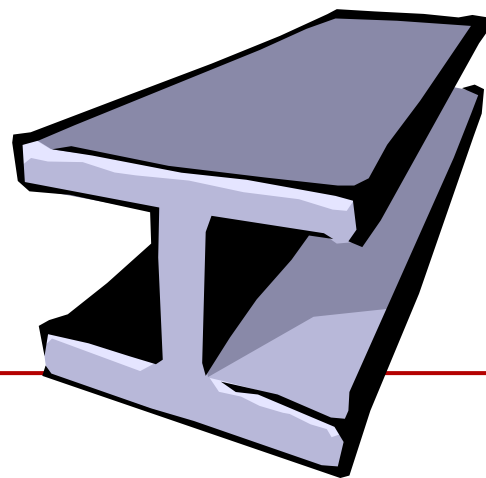
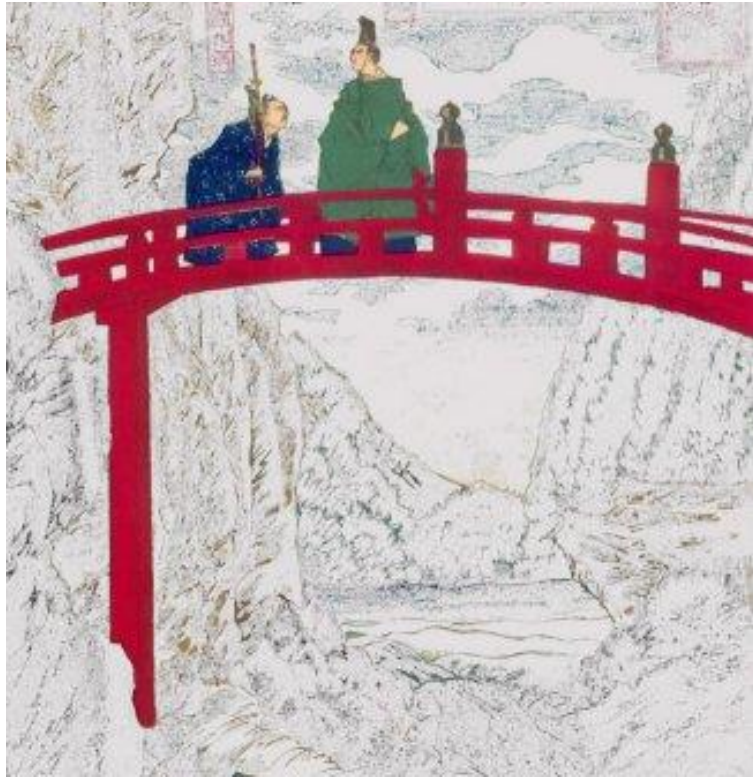


Tobermorite 11 Å baseado nos cálculos de primeiros princípios

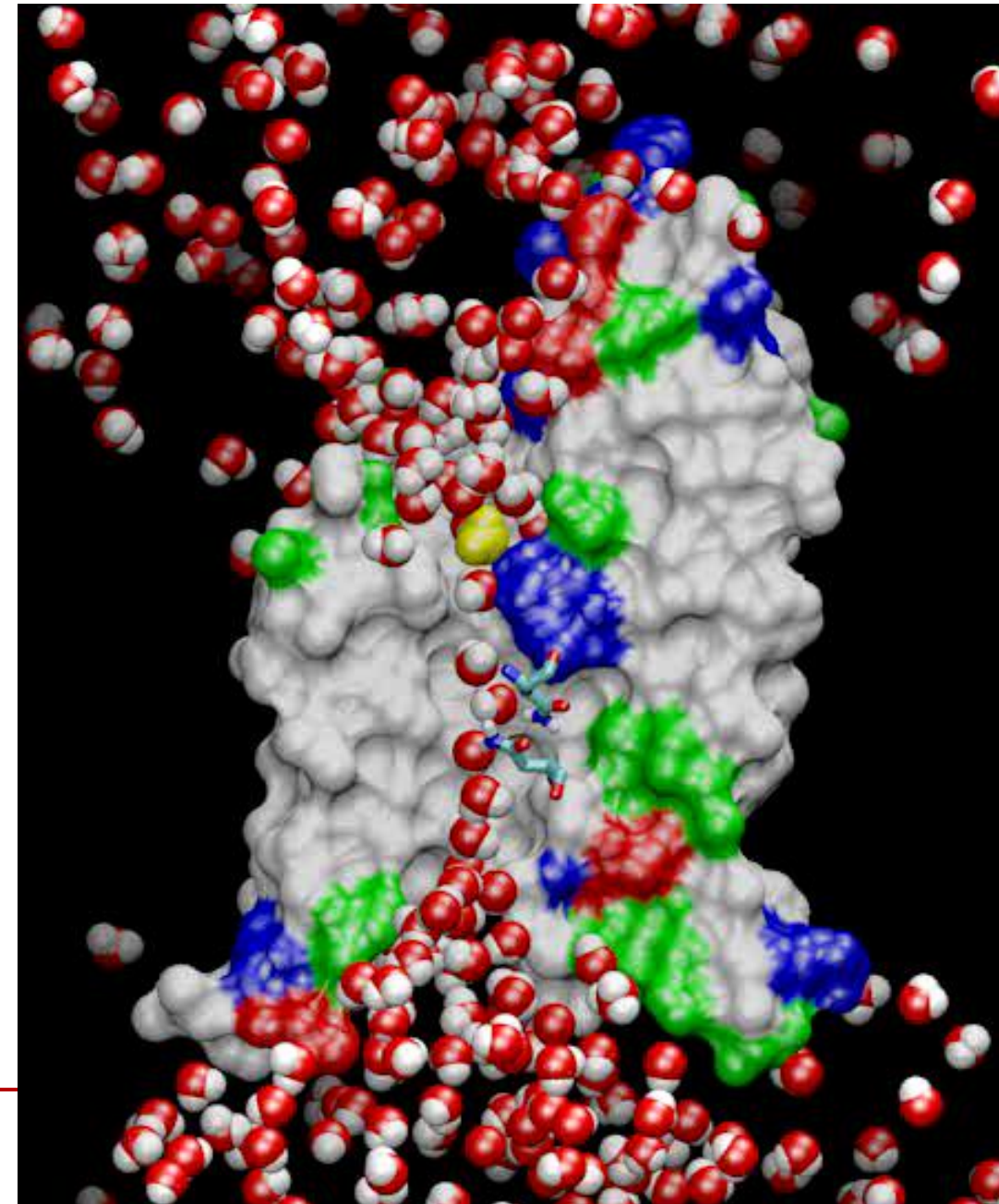
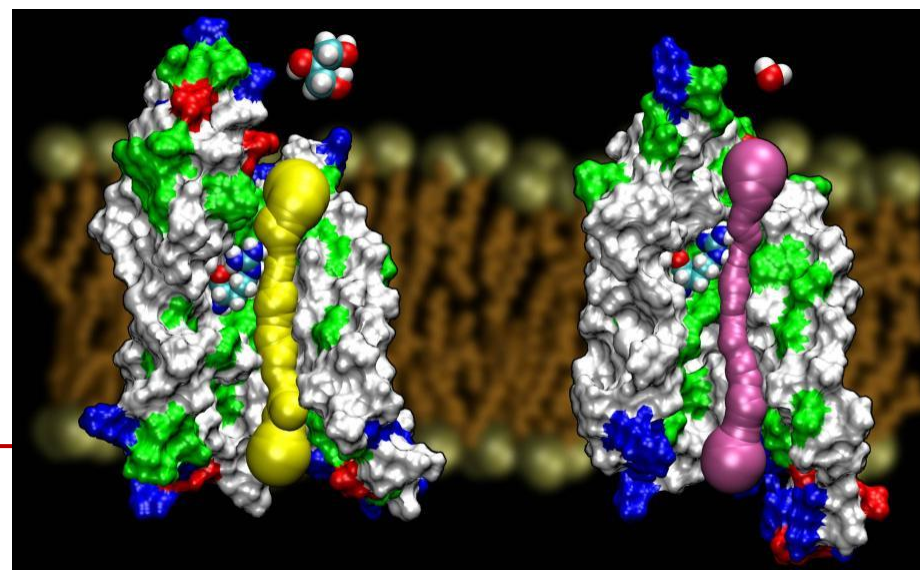
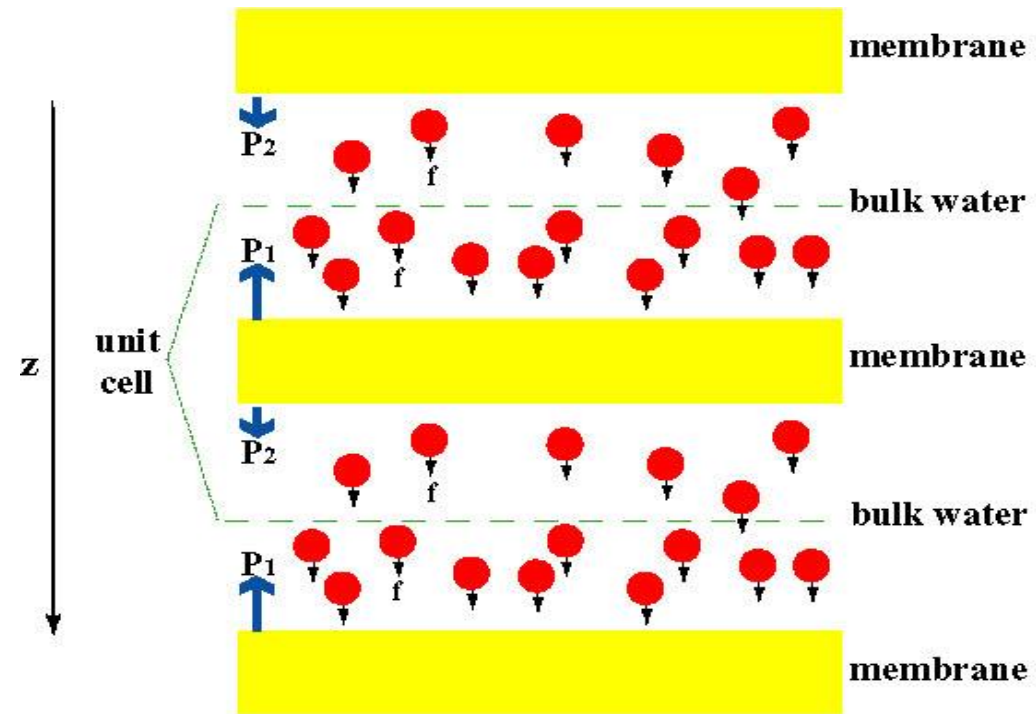
Imagem de Microscopia (SEM) da tobermorita.

- *Morphological importance is inversely proportional to the surface energy.*
- *The equilibrium morphology of Tobermorite 11 Å is pseudo-hexagonal.*

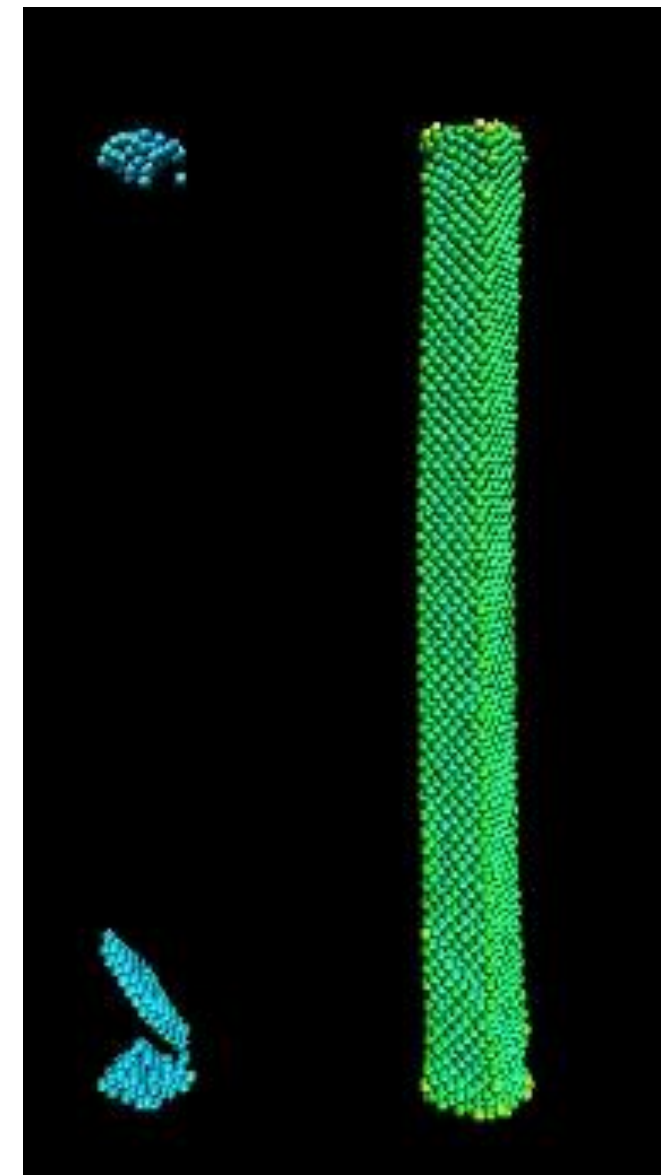
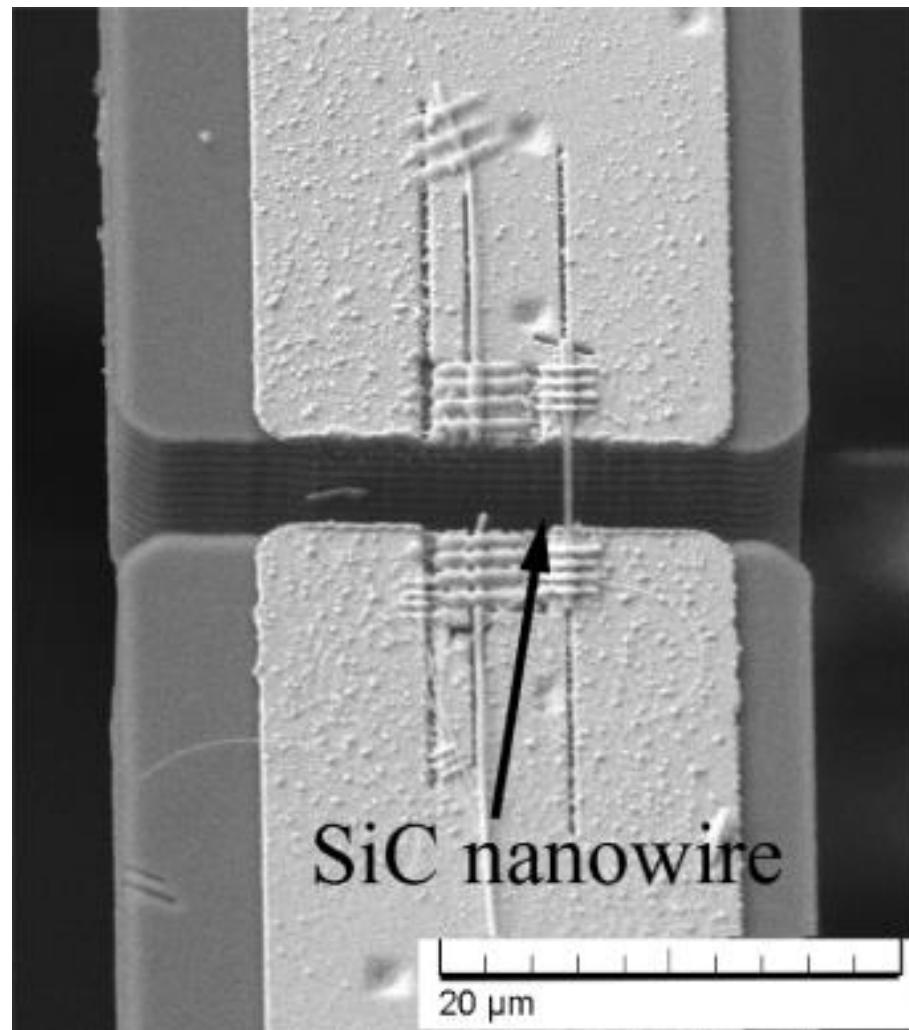
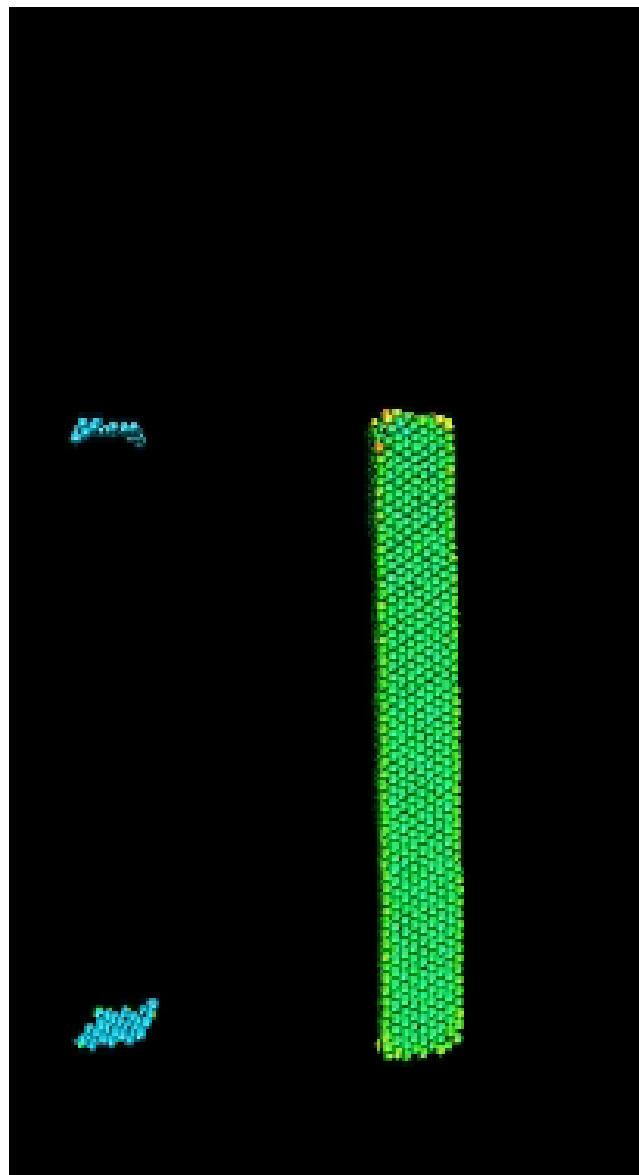
Ondas de choque em bcc - Fe



Mecânica Molecular e Equação de Poisson - Efeitos de muitos corpos

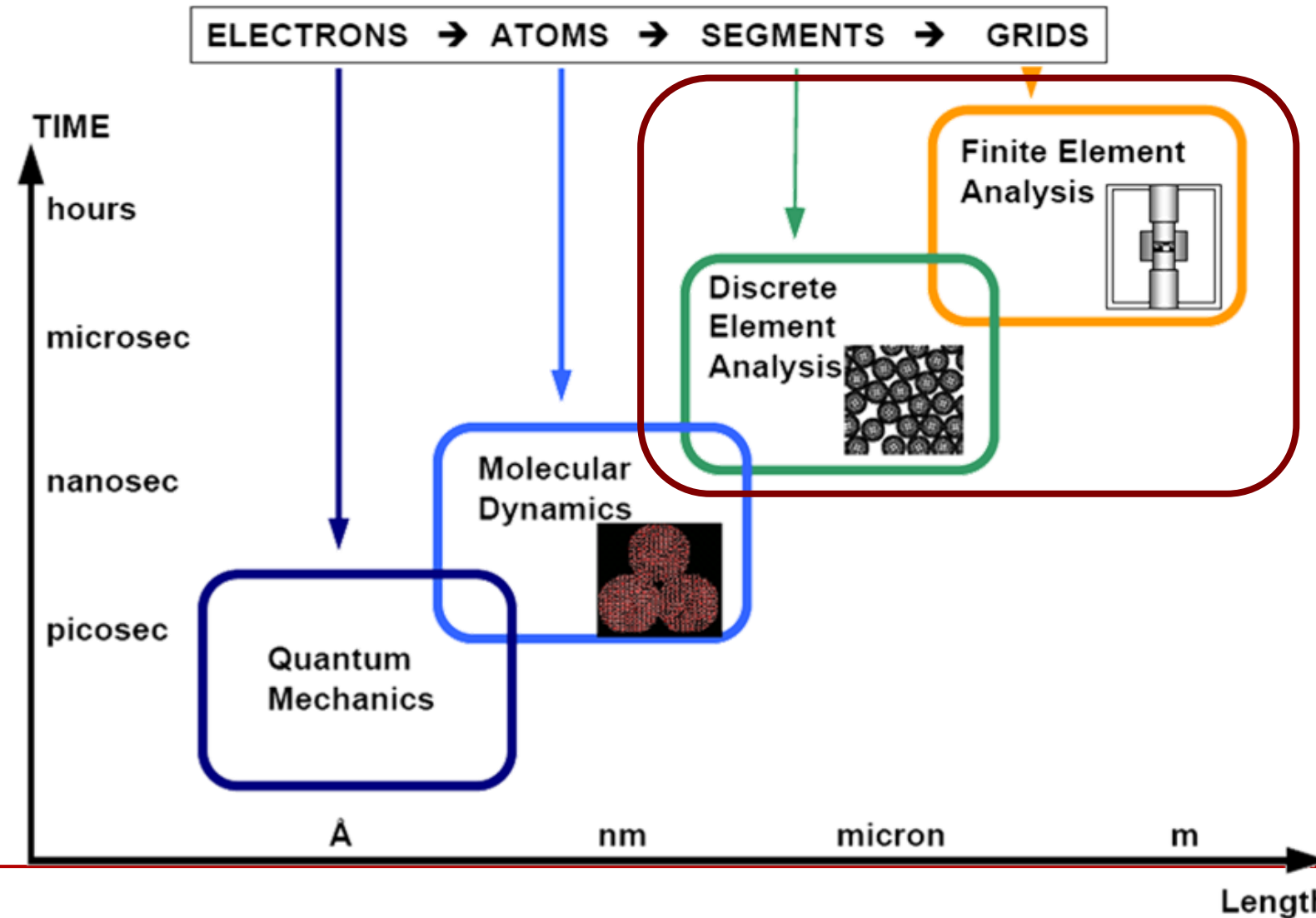


Nanoestructuras

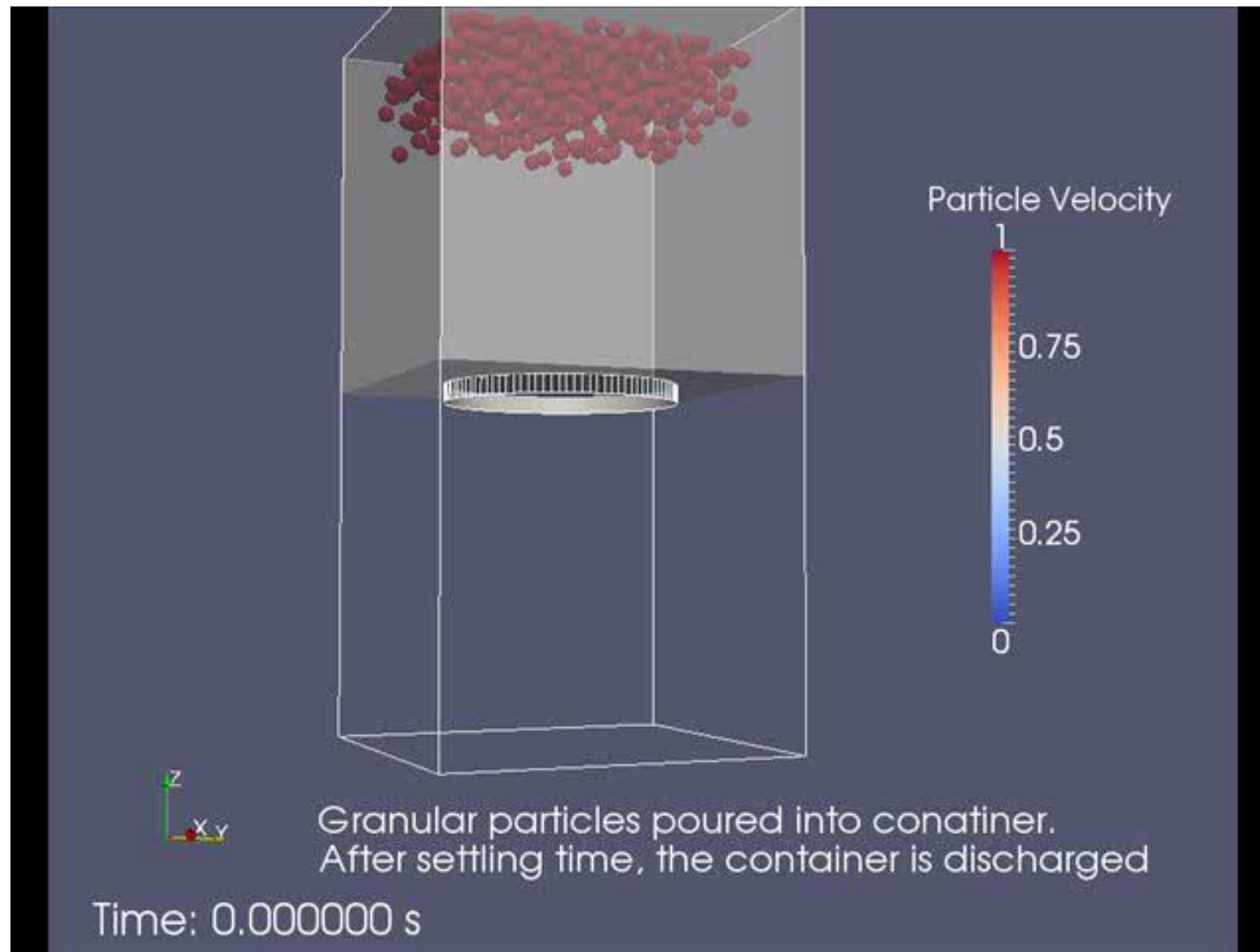


Introdução – Métodos de rede (malha)

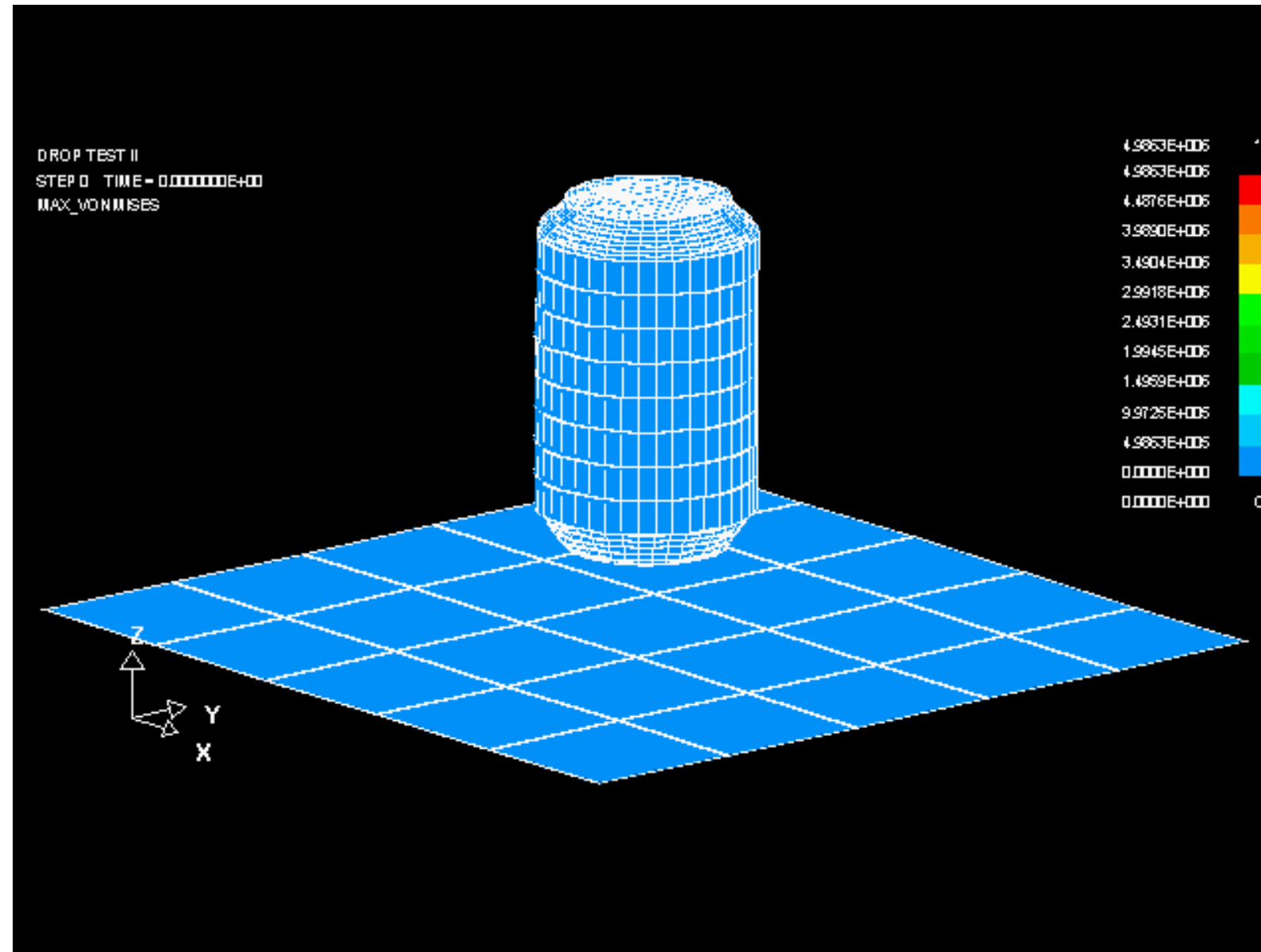
Multi-scale Computational Hierarchy of Materials Simulations



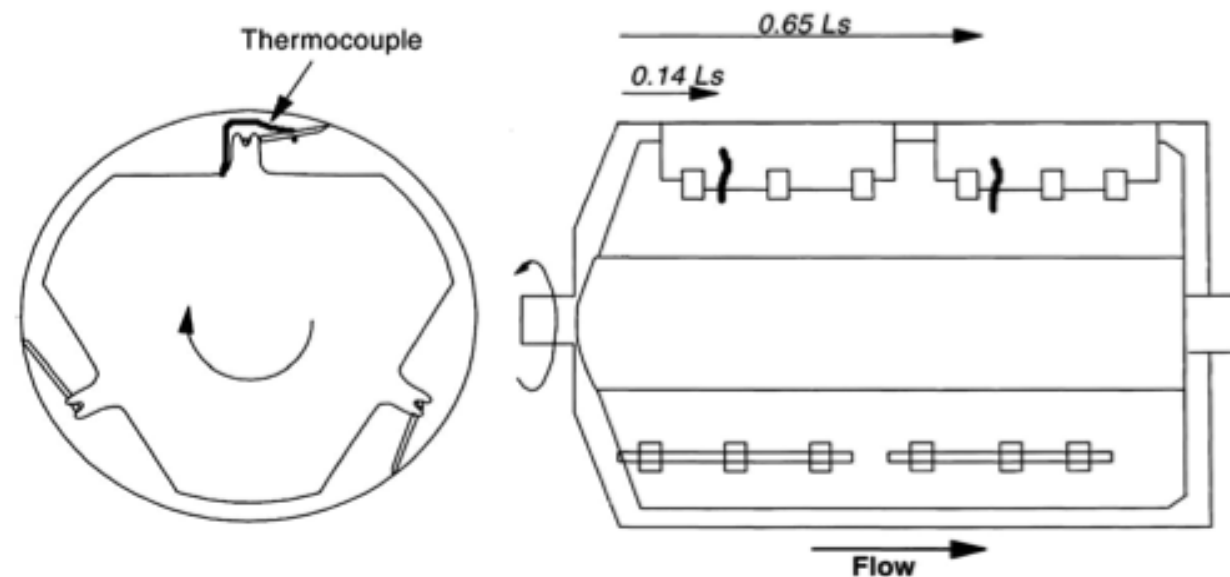
Elementos discretos



Elementos Finitos



Simulação do sorvete



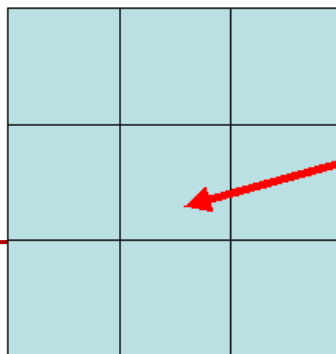
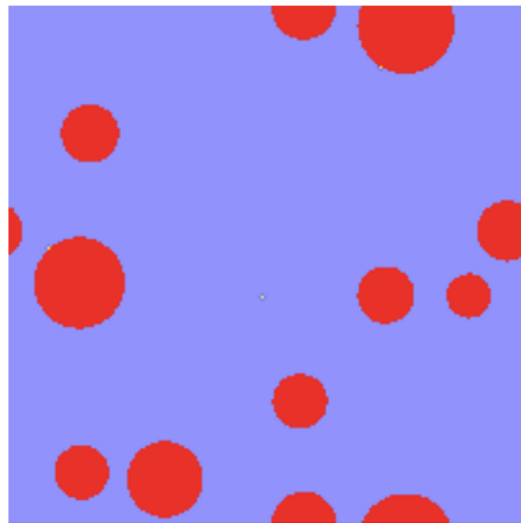
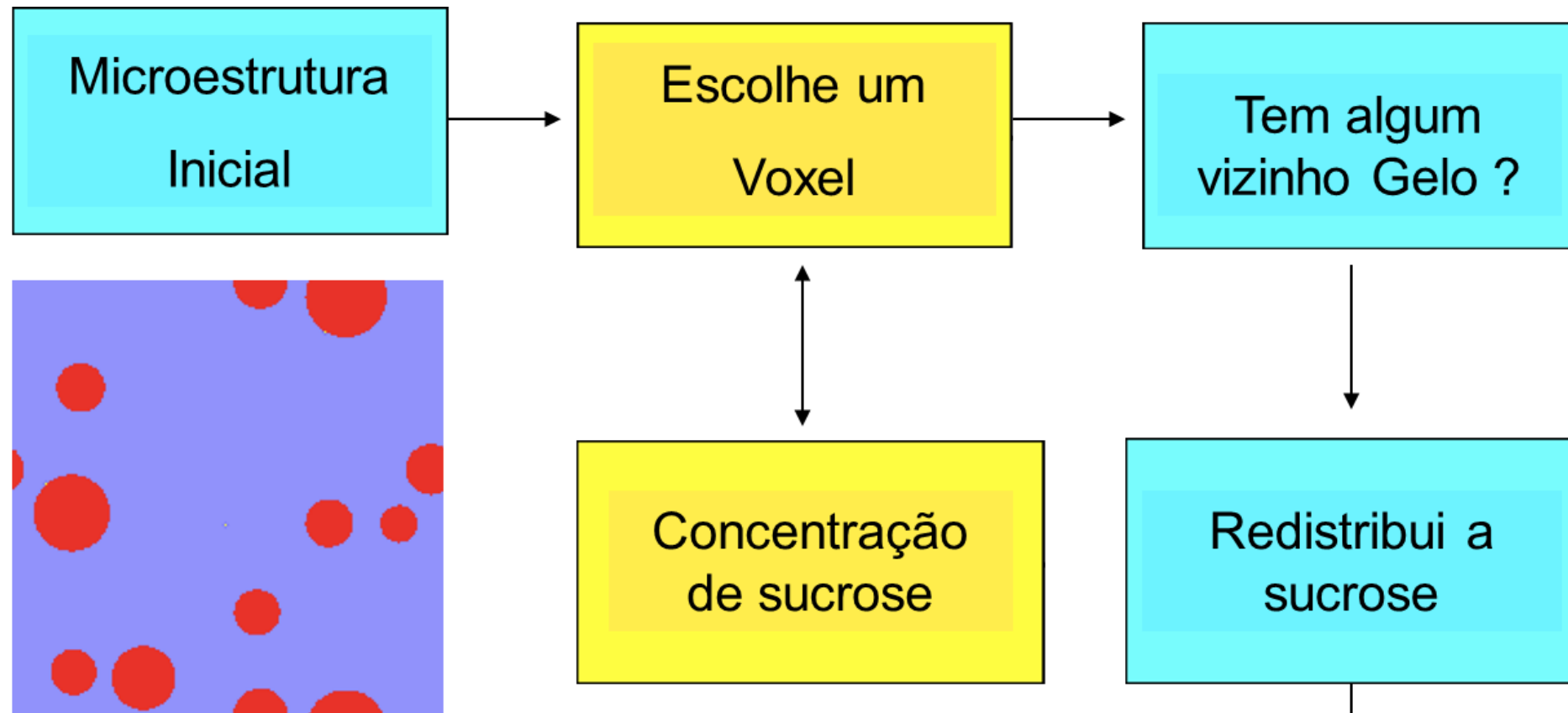
Temperatura de extrusão: -3.5 C

Volume de saída dos núcleos de gelo (fração) : 0.16

Concentração de açúcar na matrix: 0.05

Tamanho médio dos núcleos de gelo: $33\ \mu\text{m}$

Simulação do sorvete

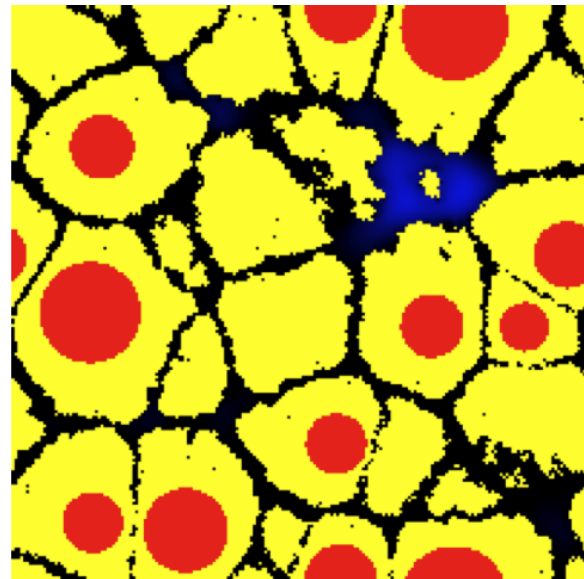
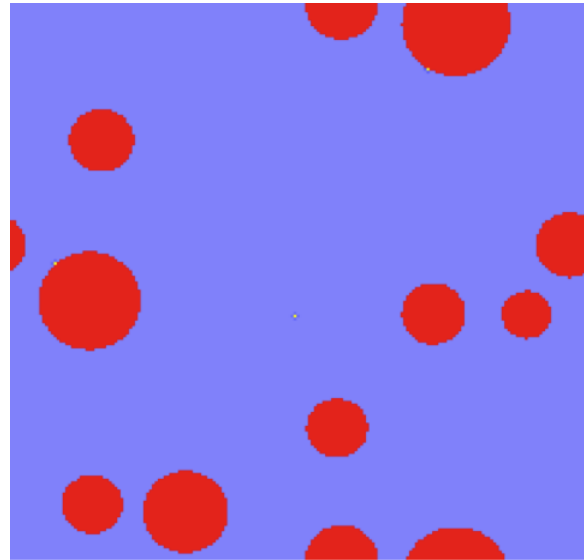


Cada célula tem três componentes:

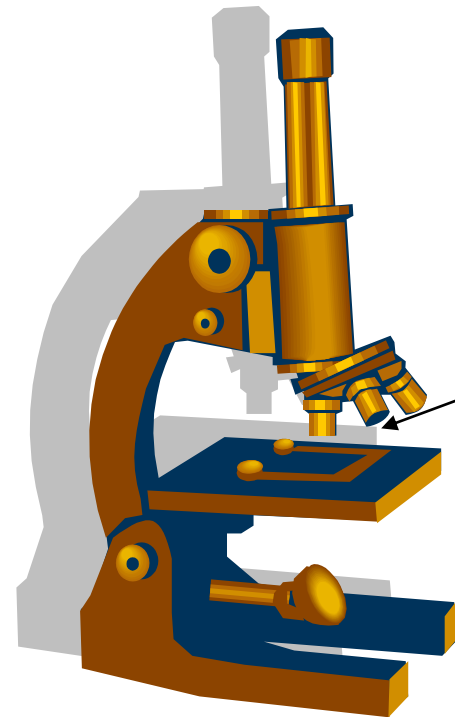
- Fase (líquido ou sólido)
- Concentração
- Temperatura

DIFUSÃO

Simulação do sorvete



Como é um sorvete de verdade ?!



Simulação do sorvete

