Project Chrono

Overview, structure, capabilities
Project Chrono

- Growing ecosystem of software tools
- Multi-physics simulation engine

- Open source, released under permissive BSD-3 license

- Provides support for simulation of
  - Many-body dynamics
  - Nonlinear Finite Element Analysis
  - Fluid-Solid Interaction Problems
What is Chrono

- **Middleware**: can be embedded in third-party applications
- **Modular**: based on optional linking of specialized modules
- **Expandable**: via C++ inheritance
- **Efficient**: fast and robust data structures and algorithms
- **Cross-platform**: builds on Windows, Linux, OS X (MSVC, GCC, ICC, clang)
Modular and hierarchical structure

Chrono::Engine
- Chrono MBD
- Chrono FEA
- Chrono FSI
- Chrono ...

Chrono API

Support for Classical Multi-Body Dynamics
Support for Structural And Volumetric Elements
Support for Fluid-Solid Interaction
Future Chrono Expansion

Hardware
- CPU, Multicore
- Multiple GPU
- Multiple Nodes

Chrono::Robotics
Chrono::GeoMech
Chrono::Vehicle
Chrono::Granular
Chrono::Fording

Toolkit
- Advanced Chrono Use
- Low-Entry Point Chrono Use
## Chrono modules

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Modeling features

- Rigid bodies, markers, forces, torques
- Springs and dampers, with user-defined non-linear features
- Wide set of joints, e.g. spherical, revolute, prismatic, universal, etc.
- Impose trajectories to parts and markers
- Constraint motion on splines, surfaces, etc.
- Constraints can have limits (e.g. elbow joint)
Modeling features

- Custom constraint for motors, reducers etc.
- Custom constraint for linear motors.
- 1-DOF elements for powertrains, drivelines, etc.
- Brakes and clutches, with stick-slip effect
Modeling features

- Fast collision detection algorithms
- Collision families and groups
- Coloumb friction model, with stick-slip
- Rolling and spinning friction
- Restitution coefficients for rebouncing
- Collision detection between compound shapes
- Bodies activation/deactivation and sleeping
- Conveyor belts
Chrono::FEA module

- Co-rotational formulation
  - Bar element, Euler beam, Hexa8, Hexa20, Tetra4, Tetra10
- ANCF
  - Cable element, Shell element (isotropic, orthotropic, composite)
- Other
  - EAS brick element (isotropic and hyperelastic Mooney-Rivlin)
- Support for concentrated and distributed loads
  - Linear, surface, volumetric
  - Built-in classes for pressure, gravitational forces
- Support for constraints
  - Between two nodes, node and point on body, gradient and body direction
- Support for contact (penalty-based formulation)
  - Mesh-mesh and mesh-rigid
  - Surfaces represented as node clouds or triangular mesh
Chrono::Vehicle module

- **Chrono vertical app** (module) modeling, simulation, and visualization of wheeled ground vehicles and (soon) tracked vehicles

- **Middleware**: can be embedded in third parties software

- **Modular**: vehicle are modeled from instances of subsystems (suspension, steering, driveline, etc.)

- **Flexible**: use parameterized templates

- **Expandable**, via C++ inheritance
  - New subsystems
  - New templates for existing subsystems
  - New vehicle types

- **Dependencies**: Chrono::Engine and (optionally) the Chrono::Irrlicht and Chrono::FEA modules
Chrono::Parallel module

- **Chrono vertical app** (module)
  - library for OpenMP-based parallel simulation of Chrono models

- **Middleware**: can be embedded in third parties software

- Chrono-Parallel relies on Chrono for all its **modeling capabilities**

- Supports a subset of Chrono modeling elements:
  - Rigid bodies with frictional contact (DEM-C or DEM-P)
  - Kinematic joints (revolute, spherical, translational, etc.)
  - Force elements (spring-dampers, actuators, etc.)
  - 1-D shafts and associated elements and constraints (shaft-body connection, gears, motors, etc.)

- No support for FEA

- Implements only the *Implicit Euler Linearized* time-stepper

- Chrono-Parallel uses different **data structures and algorithms**
Chrono::FSI module

• Current State
  • Fluid interaction with multibody dynamics.
    • MBD includes contact and constraint
    • Supports flexible beam
  • Heterogeneous computing
    • GPU-based parallelism for fluid and OMP/AVX/SSE parallelism for MBD
  • Constraint-based fluid simulation

• Under development
  • Implicit incompressible CFD approach for fluid dynamics
  • Support for fluid interaction with flexible plate and shell
  • Distributed memory parallelism using Charm++
Code availability and documentation
Chrono source code

• Project Chrono GitHub repository
  https://github.com/projectchrono/chrono

• Clone/fork develop branch

• Planned major release: January 2017
Chrono dependencies and requirements

• C++ 11
  • Visual Studio 2013 or newer
  • GCC version 4.9 or newer

• Various Chrono modules have additional external dependencies
  • Chrono::Parallel: OpenMP, Blaze (v 2.4), Boost, Thrust
  • Chrono::OpenGL: GLEW, GLFW, GLM
  • Chrono::Python: SWIG, Python 3

• Build system based on CMake
Chrono documentation and support


  - Installation guides
  - API documentation
  - Manuals, white papers, tutorials, etc.

- Support:
  - User mailing list (Google group): [http://projectchrono.org/forum/](http://projectchrono.org/forum/)
  - Bug tracking, issue tracking, and feature requests through GitHub