## Nonlinear Vibrations of Aerospace Structures

T03 Nonlinear modal analysis

Nonlinear normal modes Frequency-energy plot





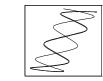








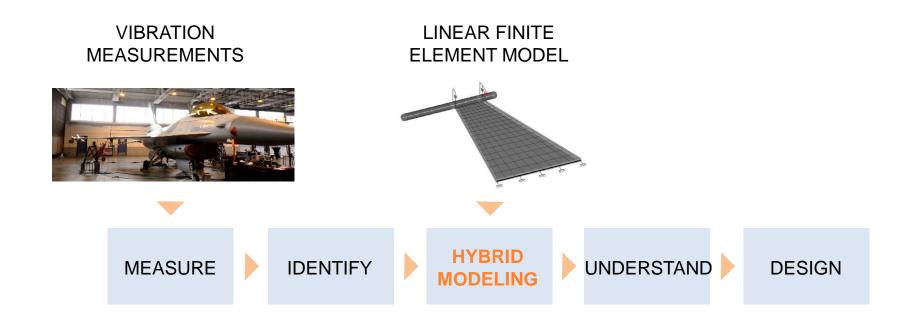






### NI2D Philosophy

#### From measurements to design

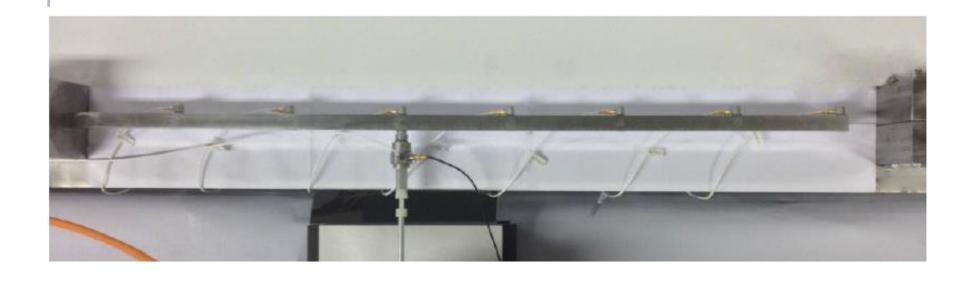


A priori knowledge about the nonlinearities is available:

Load the linear FEM into NI2D and implement the nonlinearities using NI2D elements library.

## Tutorial 1: The First Mode of the Nonlinear Beam

#### The Nonlinear Beam



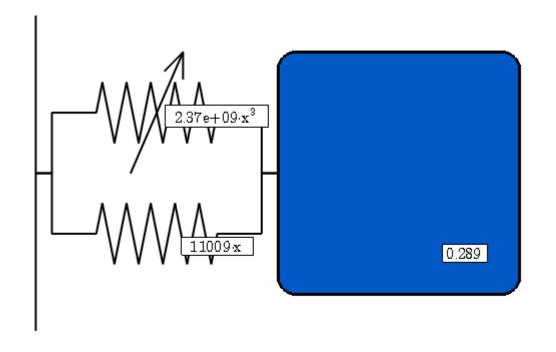
Linear model identified at low level (31 Hz, 0.12%):

$$0.289\ddot{x} + 0.1357\dot{x} + 11009x = Fsin\omega t$$

Nonlinearity identified at high level:  $2.37.10^9 x^3$ 

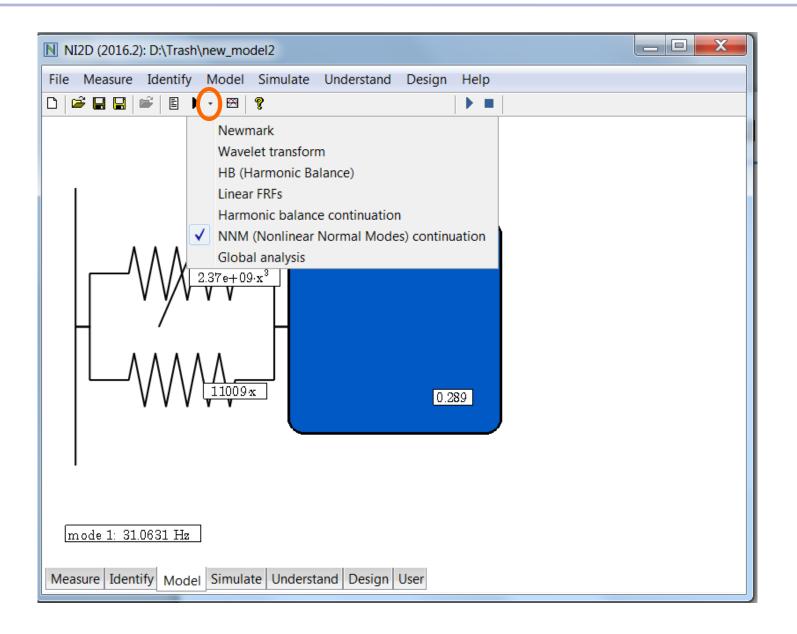
#### The Nonlinear Beam

#### No forcing, no damping

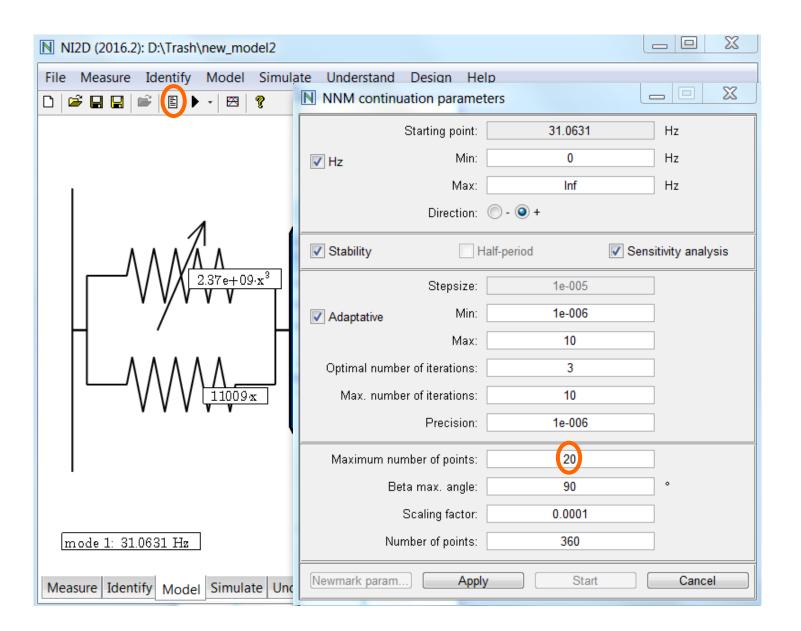


mode 1: 31.0631 Hz

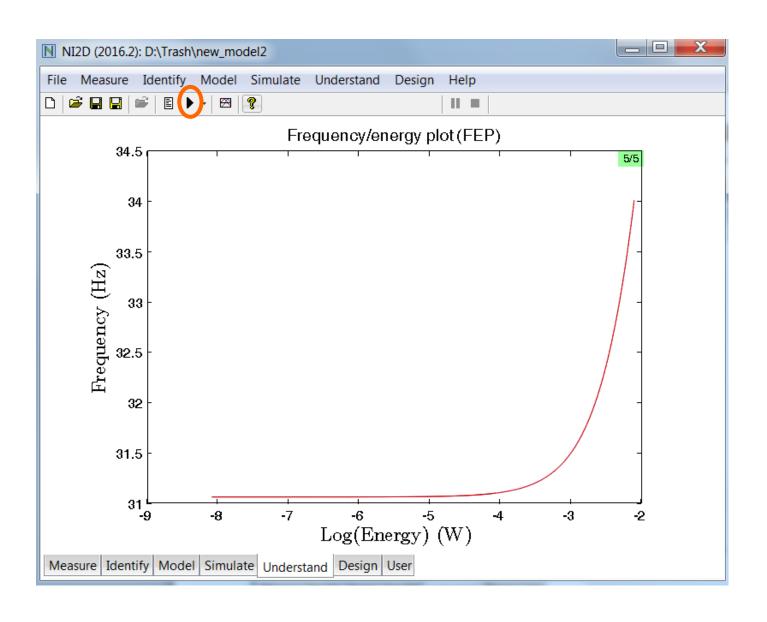
#### The NNM Solver



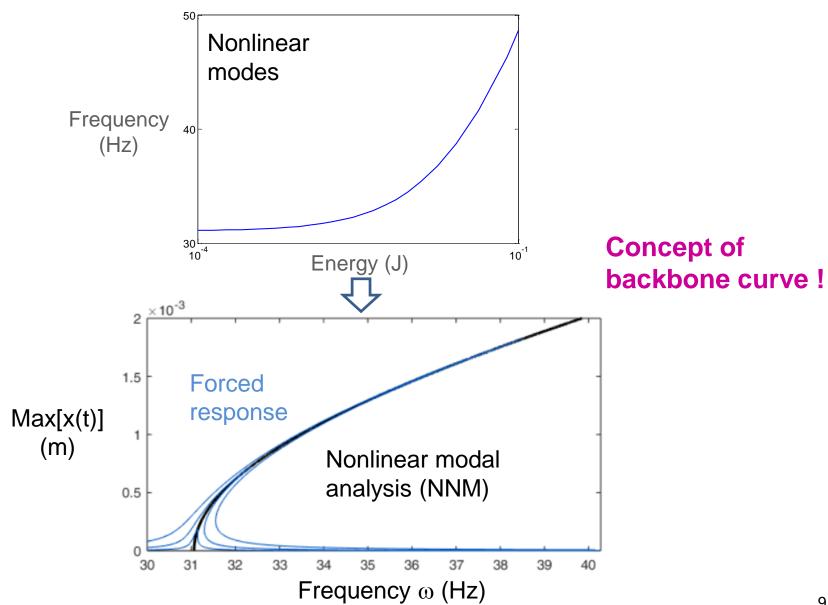
## **Set Appropriate Parameters**



## Compute The First Nonlinear Mode

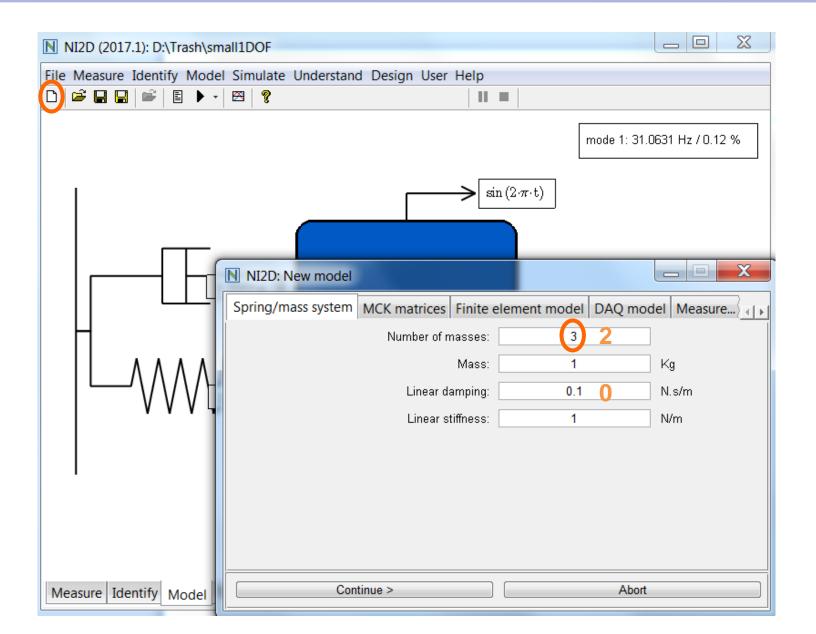


#### The Link Between Nonlinear Modes and FRFs

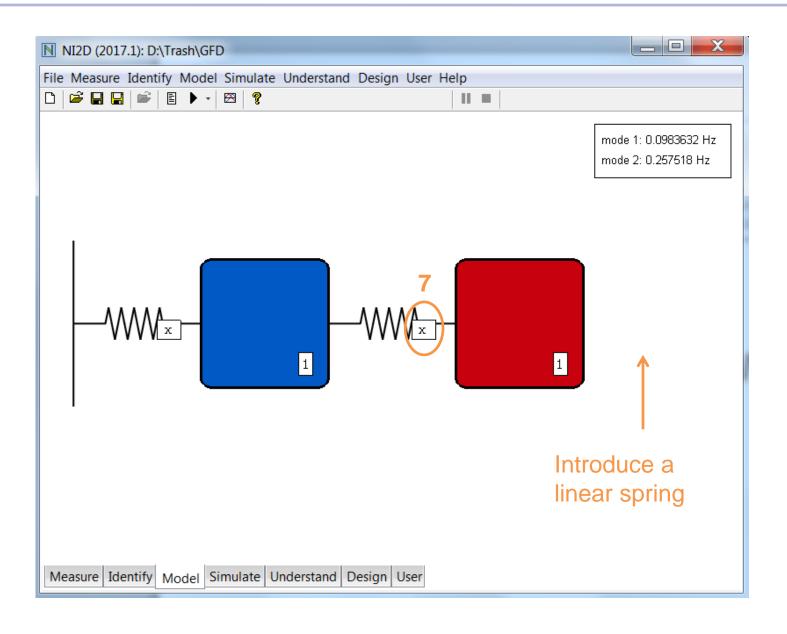


# Tutorial 2: The Modes of a Multi-DOF System

#### Create a 2-DOF Model

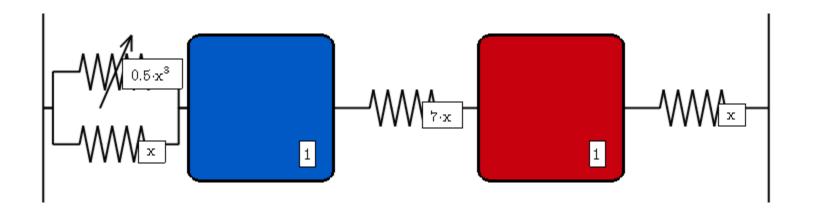


## Modify the 2-DOF Model

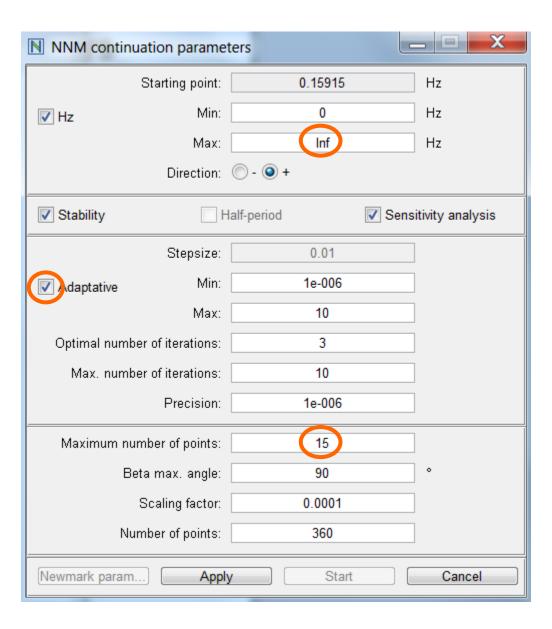


## The Final Model

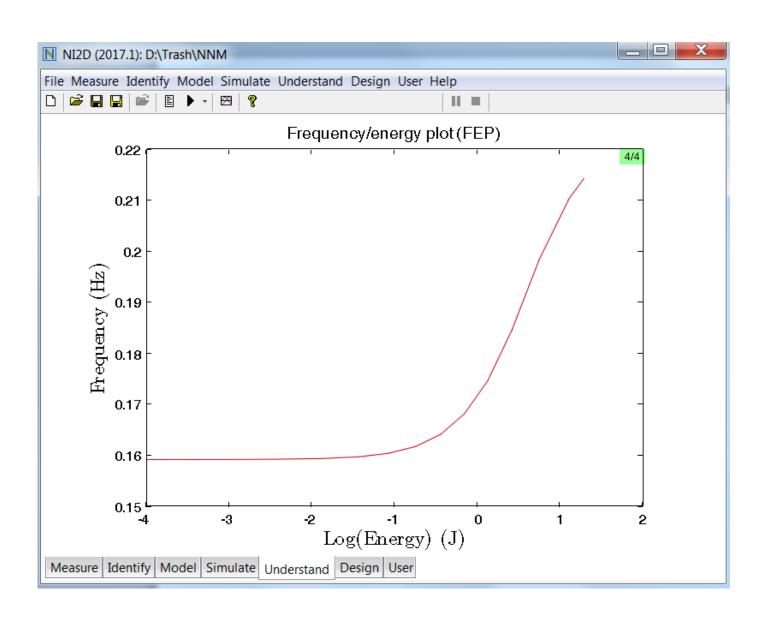
mode 1: 0.159155 Hz mode 2: 0.616404 Hz



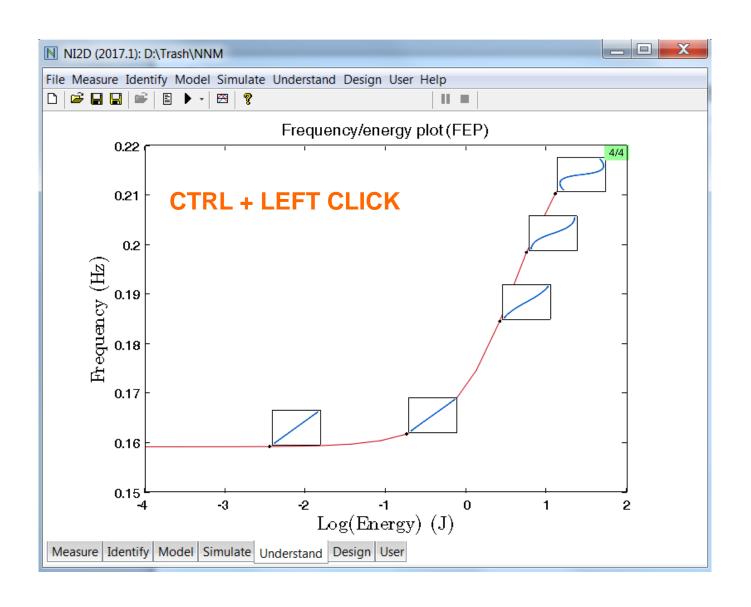
### In-Phase Mode: Set Appropriate Parameters



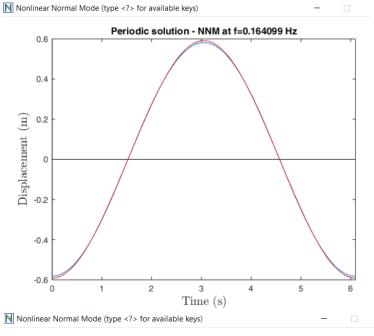
#### In-Phase Mode: The Resonance Frequencies



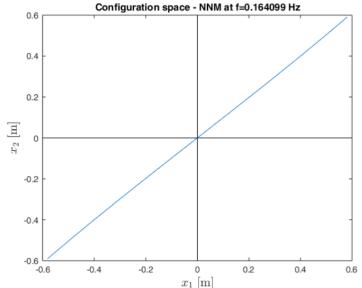
## In-Phase Mode: The Modal Shapes



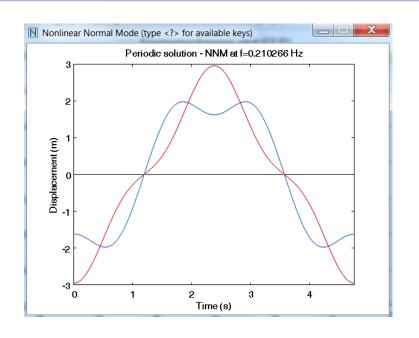
## In-Phase Mode @ Low Energies

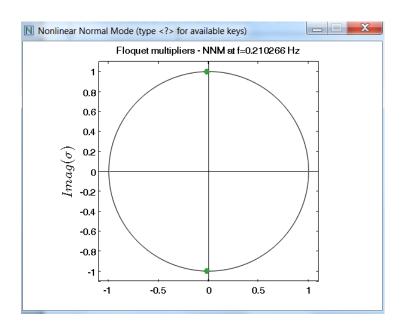


#### Double click + A

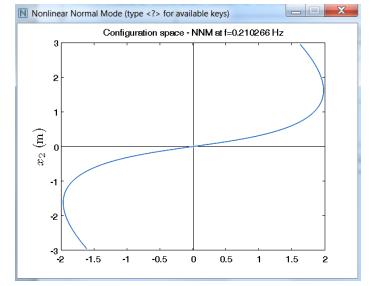


## In-Phase Mode @ High Energies



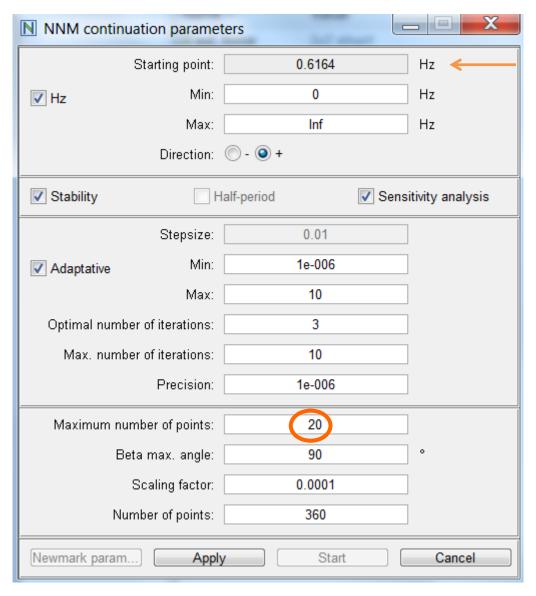


#### Double click + A



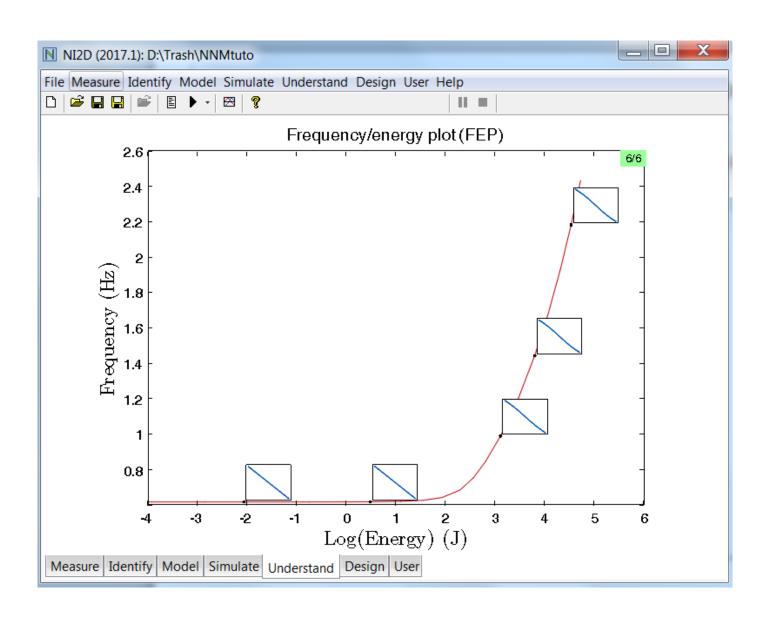
THE MOTION IS NON SYNCHRONOUS ?!?

#### Out-of-Phase Mode: Set the Parameters

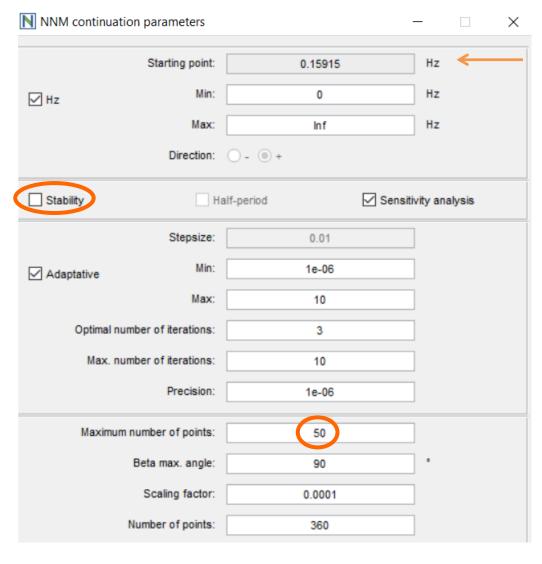


#### Right click

## Out-of-Phase Mode: Frequencies and Modal Shapes

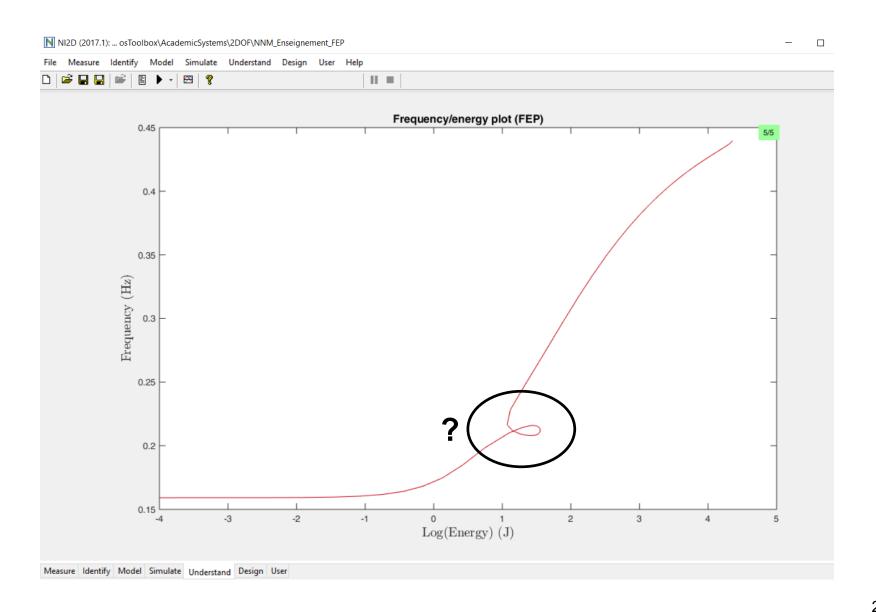


#### Let's Go Back to the In-Phase Mode

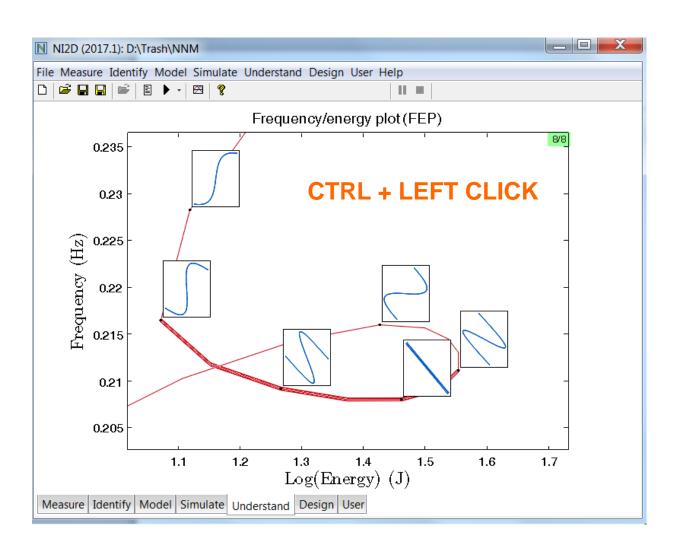


## Right click for mode 2

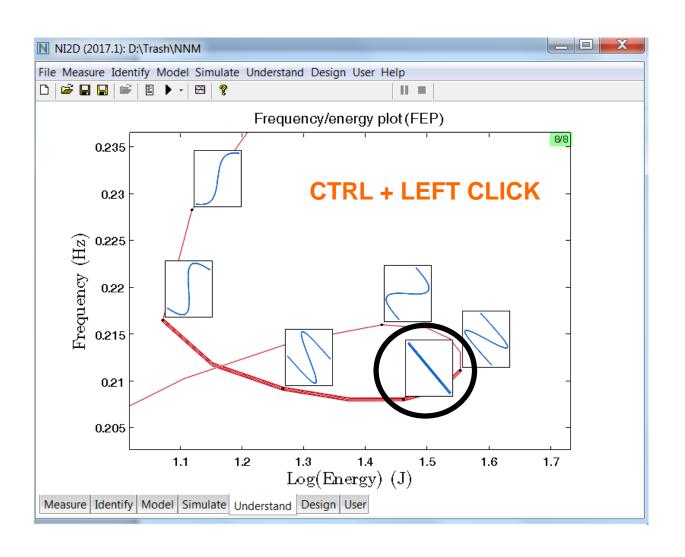
### One New Feature!



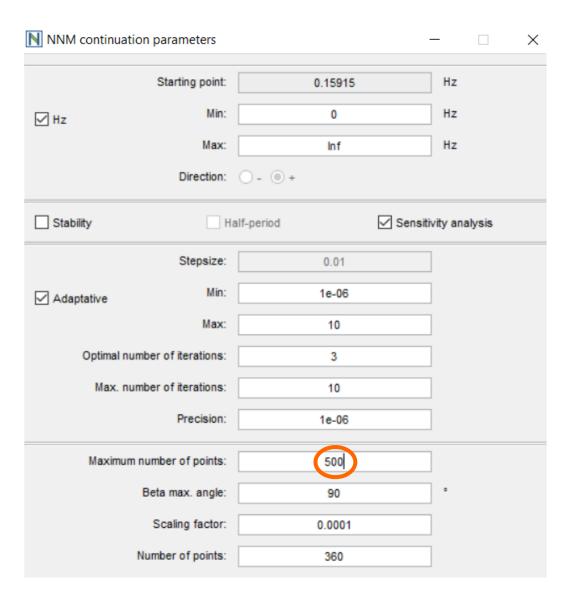
### Zoom Around the Loop



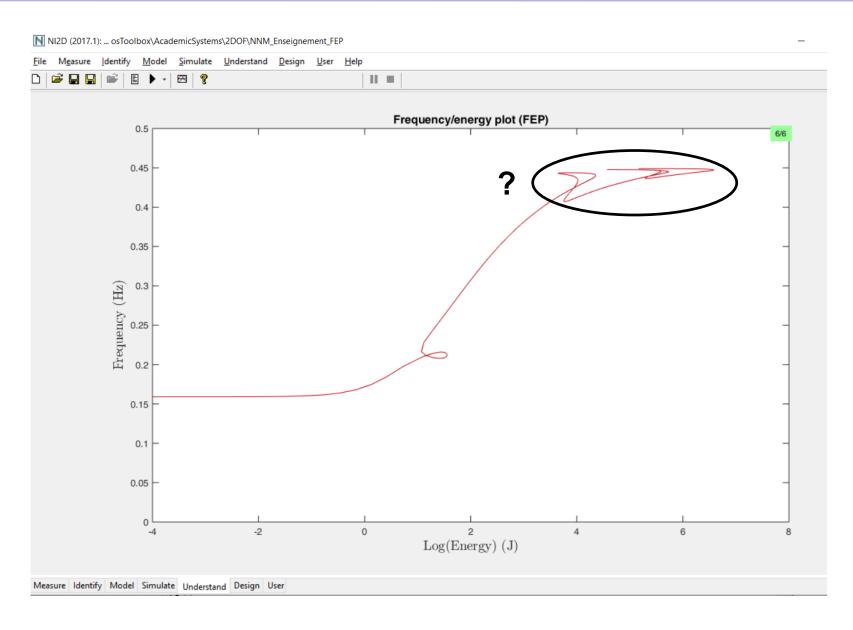
#### In-Phase and Out-of-Phase NNMs "Connected"!



### Let's Go Even Further



## **Additional Loops**



## Zoom Around the Loops

