

Adaptive hierarchical B-spline refinement of stereo-DIC

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ABSTRACT

The commonly used refinement techniques for multivariate B-spline bases are often suboptimal. The tensor product structure of these bases does not allow for local refinements. Therefore, most refinement methods result in an unnecessary high number of degrees of freedom on the global level. The hierarchical B-spline refinement structure has been developed to tackle this issue [1], using different levels of nested B-spline spaces. B-spline functions are then expressed as a linear combination of functions of a higher level [2], resulting in a locally enriched function space. To maintain the essential B-spline properties, truncated hierarchical B-splines are commonly used as an alternative method [2].

The present work implements this refinement strategy in a global approach to isogeometric stereo-DIC [3],[4]. This 3D surface measurement technique allows the representation of both the geometry and displacement fields with the same B-spline basis, expressing displacement fields as a transformation of the control points. This basis is adaptively refined based on the residual error given by the DIC algorithm, such that refinements are carried out during the calculation process. Using this method, the number of degrees of freedom required to approximate complex fields or shapes remains very low since the influence of the tensor product structure is kept minimal, and the flexibility of the isogeometric stereo-DIC algorithm is significantly improved.

Keywords Hierarchical B-splines, stereo-DIC, isogeometric analysis

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