








# **Application of MTEX in Industrial Research**

**M. Witte**

**Chemnitz, 17<sup>th</sup> March 2021**

## Outline

---

-  Introduction
-  Plastic Anisotropy
-  Texture Simulation 1 – Tensile Deformation
-  Texture Simulation 2 – Hot Rolling
-  Correlative Microscopy

# Introduction – Salzgitter Mannesmann Forschung



VDM Metals



## BU Strip Steel



Hot and Cold Flat Steel



### Markets

- OEM
- Automobile Component Supplier
- Trading and Steel Service-Center
- Cold Roller and Tube Manufacturer
- Construction Industry (Roof/Wall)

## BU Plate / Section Steel



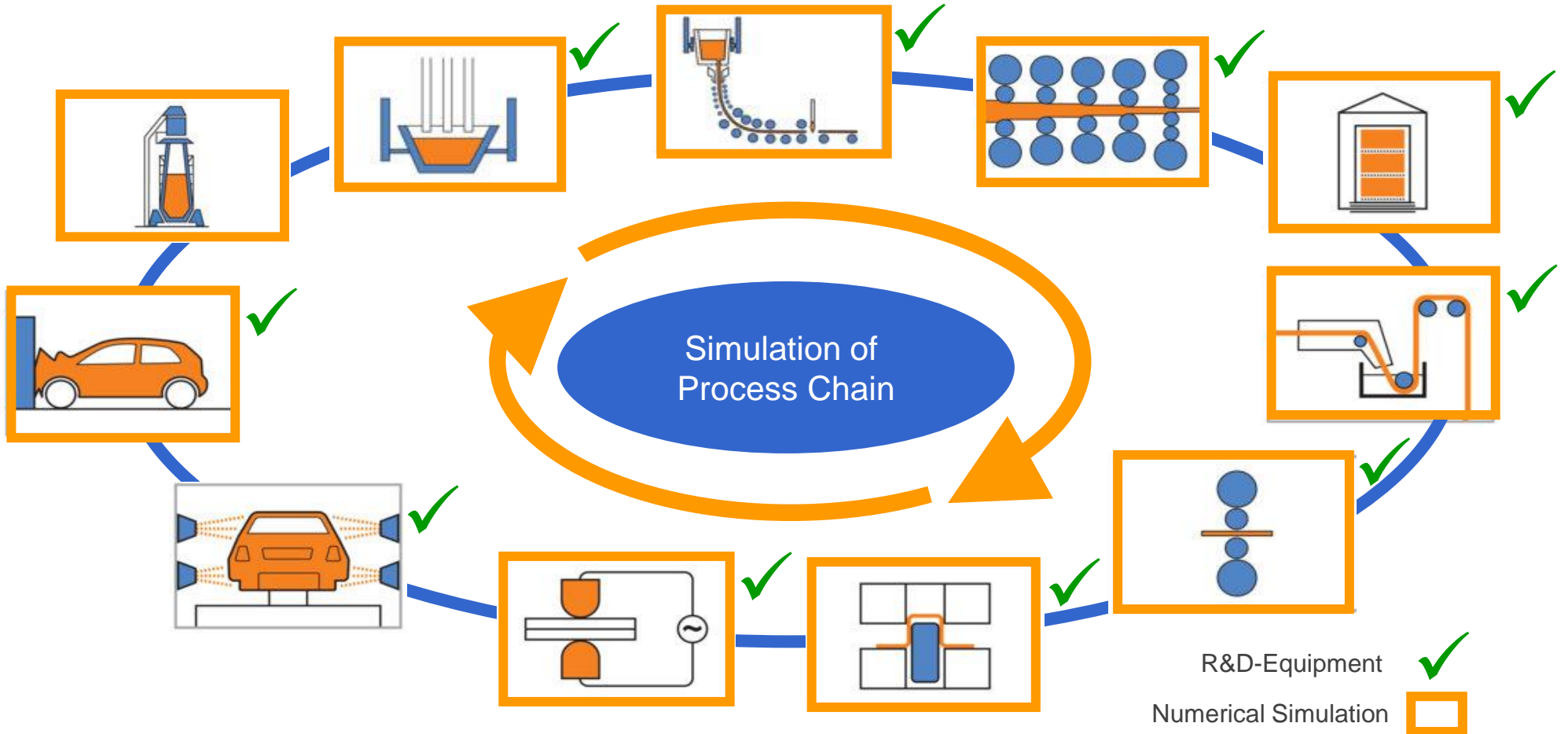
Tubes, Heavy Plates and Profiles

### Markets

- Line Pipe
- Power Plants
- Automobile Industry
- Machinery and Plant Engineering
- Construction Industry (Beams and Pilings)



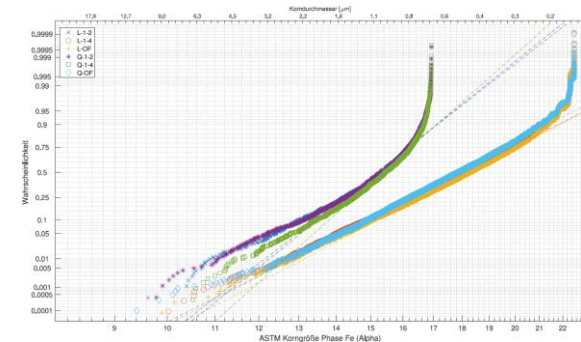
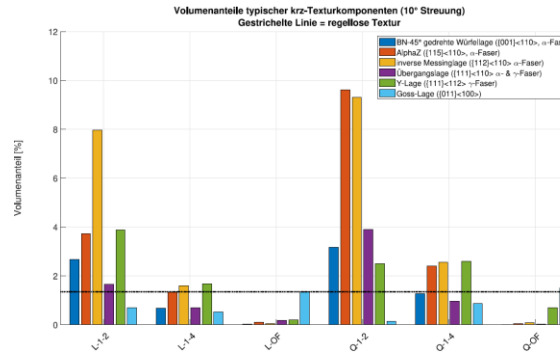
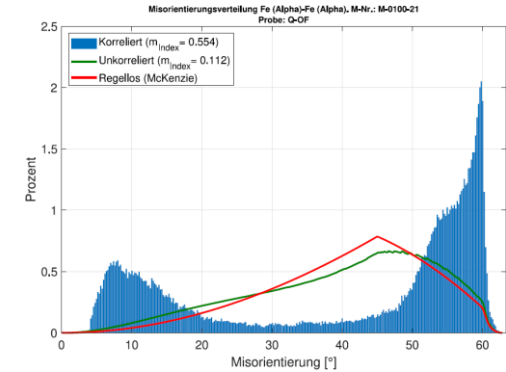
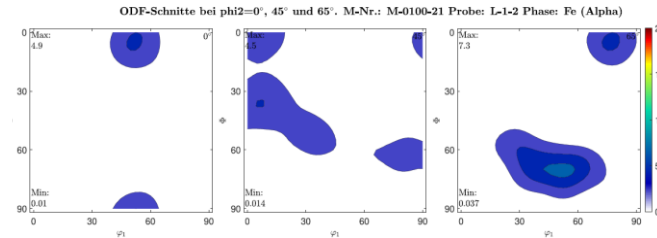
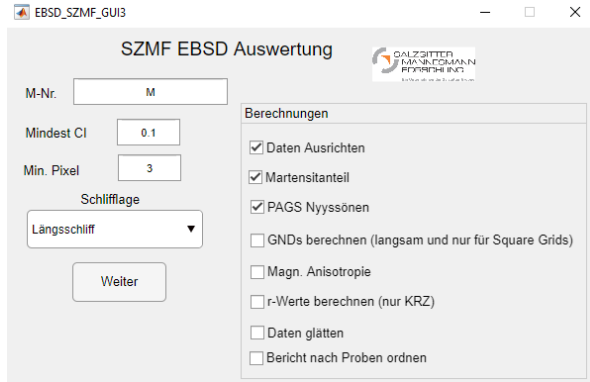
# Introduction – Salzgitter Mannesmann Forschung



# Application of MTEX at SZMF


In-depth and automated evaluation of XRD texture and EBSD measurements

Sequential import → post-processing → evaluation → reporting



 Introduction

 **Plastic Anisotropy**

 Texture Simulation 1 – Tensile Deformation

 Texture Simulation 2 – Hot Rolling

 Correlative Microscopy

## Plastic Anisotropy – R-value (or Lankford coeff.)

In tensile tests the r-value is defined as:

$$R = \frac{\epsilon_y^p}{\epsilon_z^p}$$

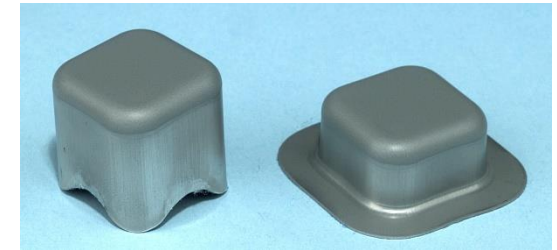
According to [1] the R-value can be estimated from the crystallographic texture via Taylor simulation.

Taylor simulation for different contraction ratios. The ratio which leads to the least slip activity is assumed to be the R-value.

The calculation is repeated for different tensile directions between RD and TD.

Normal R-value (deep drawing): 
$$R = \frac{1}{4} (R_0 + 2 R_{45} + R_{90}) .$$

Planar anisotropy  $\Delta R$ -value (earring): 
$$R_p = \frac{1}{2} (R_0 - 2 R_{45} + R_{90}) .$$



[1] Bunge, H. J. (1994). *Texture analysis in materials science: mathematical methods*.

# Plastic Anisotropy – MTEX Code

```
% slip systems
sS = slipSystem.bcc(CS);

% sample orientations from odf
oris = calcOrientations(odf,1000);

% contraction ratios (smaller steps size --> better results)
q = 0:0.01:1;

% rotation of texture from RD to TD
rot = rotation('axis',zvector,'angle', 0:5:90.*degree);

for i=1: length(rot)

    %rotate all orientations
    oris_rot = rot(i)*oris;

    M_q = 0;

    for j = 1:length(q)

        % velc. Gradient Tensor with different contractions
        epsilon = velocityGradientTensor(diag([1 -q(j) -(1-q(j))]));

        % compute the mean Taylor factor
        M = calcTaylor(inv(oris_rot) * epsilon, sS.symmetrise,'silent');
        M_q(j) = mean(M);
    end
end
```

```
% minimal Taylor factor determines actual amount of
contraction
[M_Min, id] = min(M_q);
q_found(i) = q(id);

% derive R-value from found contraction
R_calc(i) = q_found(i)/(1-q_found(i));

end

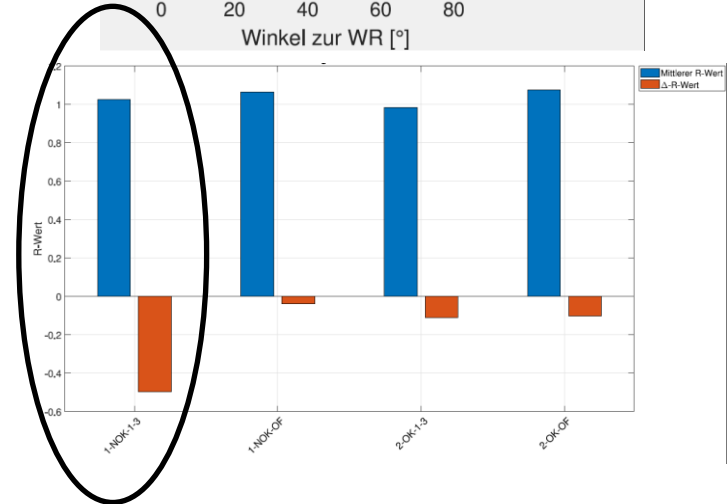
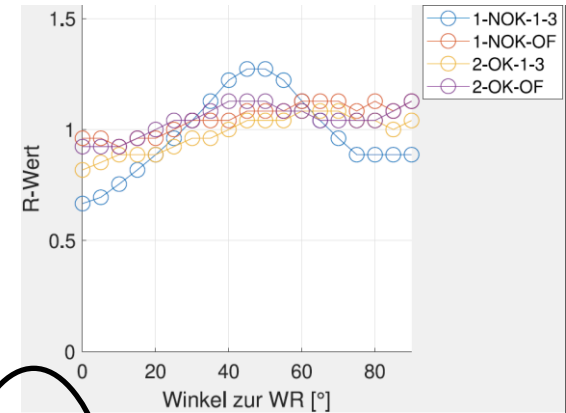
% normal and delta R-Values
r_norm = (R_calc(1) + 2*R_calc(10) + R_calc(19))/4;
r_delta = (R_calc(1) - 2*R_calc(10) + R_calc(19))/2;
```

→ Calculation takes rather long and speed-up would be nice!




## Plastic Anisotropy – Example

- Problem: Hot-rolled dual-phase steel batch showed earing during manufacturing.
- EBSD measurements at surface (shear texture) and 1/3 sheet thickness (rolling texture)
- The not-OK sample had at 1/3 thickness stronger  $\alpha$ - and  $\gamma$ -fibre texture, smaller grain size and higher  $\Delta R$ -value.
- Problem was caused by insufficient recrystallization during the last hot rolling steps.
- Increase of finish rolling temperature solved the problem!



 Introduction

 Plastic Anisotropy

 **Texture Simulation 1 – Tensile Deformation**

 Texture Simulation 2 – Hot Rolling

 Correlative Microscopy

# Texture Simulation 1 – Tensile Deformation

## Paper Review

🔄 An „awesome“ discovery was presented in a low quality draft:

*„Tensile deformation leads to a further increase of texture intensity in Cube textured pure fcc Ni“*

🔄 What says the MTEX Taylor simulation to this?

## Texture Simulation 1 – MTEX Code

```
% fcc crystal symmetry & slip systems
CS = crystalSymmetry('m-3m', [3.6599 3.6599 3.6599], 'mineral', 'Iron fcc', 'color', 'light green');
sS = slipSystem.fcc(CS);

% cube orientation
cube = orientation.byEuler(0,0,0,CS);

% start with sharp cube texture
odf_start = 0.9*unimodalODF(cube,CS,deLaValleePoussinKernel('HALFWIDTH',5*degree)) + 0.1*uniformODF(CS);

% get orientations from odf
ori = calcOrientations(odf_start,10000);

% initial cube fraction --> 77.7%
vol_cube_start = volume(ori,cube,10*degree)

% tensile strain tensor
epsilon = 0.3 * strainTensor(diag([1 -0.5 -0.5]));


for i=1:5
    % compute the Taylor factors and the orientation gradients
    [M,~,W] = calcTaylor(inv(ori) .* epsilon./5, sS.symmetrise);
    % rotate the individual orientations
    ori = ori .* orientation(-W);
end

% cube fraction after deformation --> 86.5%
vol_cube_def = volume(ori,cube,10*degree)
```

→ Increase in Cube texture intensity is in agreement with Taylor theory (minimization of slip activity)

 Introduction

 Plastic Anisotropy

 Texture Simulation 1 – Tensile Deformation

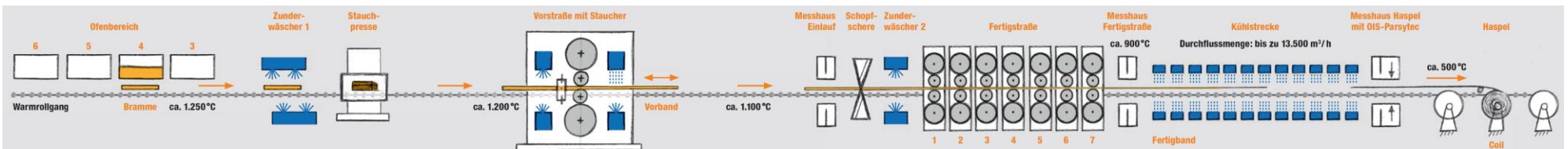
 **Texture Simulation 2 – Hot Rolling**

 Correlative Microscopy

## Texture Simulation 2 – Hot Rolling

During Hot Rolling a lot happens in a short time:

- Deformation
- Recrystallization (Dynamic & Static)
- Recovery (Dynamic & Static)
- Phase Transformation
- Grain Growth
- Precipitation
- ...



## Texture Simulation 2 – Hot Rolling - Deformation

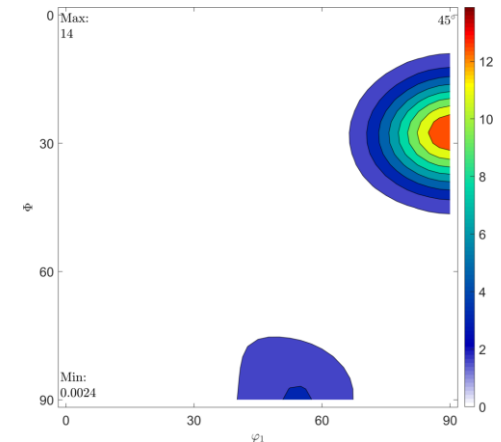
- Simple model for the prediction of hot rolling textures in steel
- Deformation, Recrystallization, Phase Transformation (fcc  $\rightarrow$  bcc)

### Hot Deformation

- FCC slip system  $\{111\} \langle 110 \rangle$
- Initial texture is random
- Plane strain without shear deformation
- Simulation in 11 steps up to  $\varepsilon = 3.7$

### Result

- Typical fcc rolling texture.  $\beta$ -fiber with more Copper orientation than Brass orientation.



# Texture Simulation 2 – Hot Rolling - Recrystallization

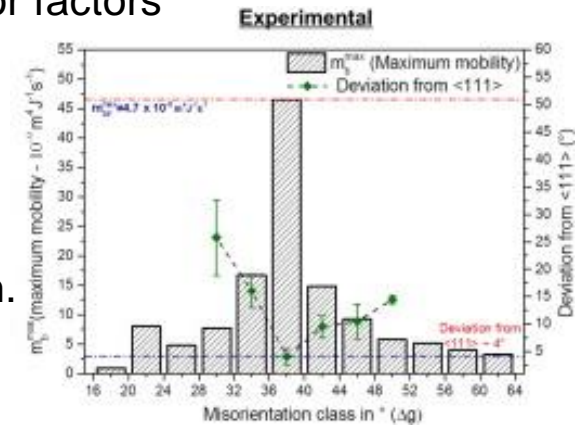
- Recrystallization (RX) mechanisms are Oriented Nucleation and Oriented growth.

## Oriented Nucleation

- Orientations with high Taylor factor (= high dislocation density) nucleate first.
- ➔ Create ODF from initial orientations of deformation step and use Taylor factors as weights.

## Oriented Growth

- Highly mobile 38°-<111>  $\Sigma 7$  grain boundaries in fcc determine growth.
- ➔ Rotation of simulated deformation texture after deformation step by 38°-<111>



Basu, I., et al., *Mat. Char.* 117 (2016): 99-112.

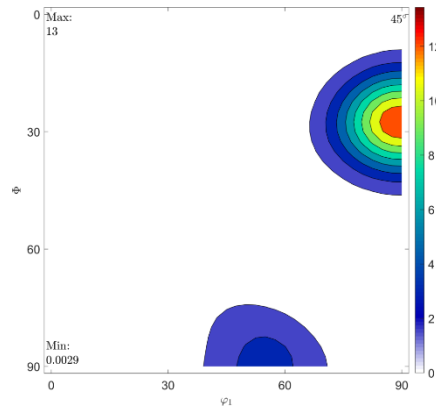


## Texture Simulation 2 – Hot Rolling - Recrystallization

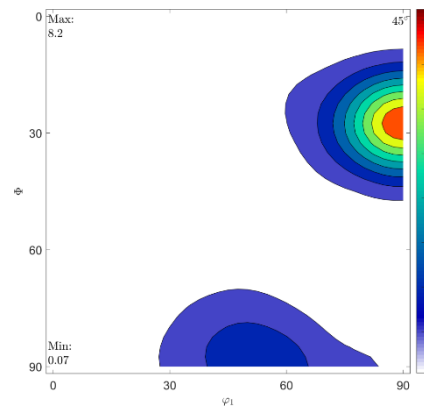
- Mixing of simulated deformation ODF with Taylor-ODF and rotated ODF after each deformation step (mixing ratio = RX factor).

### Result

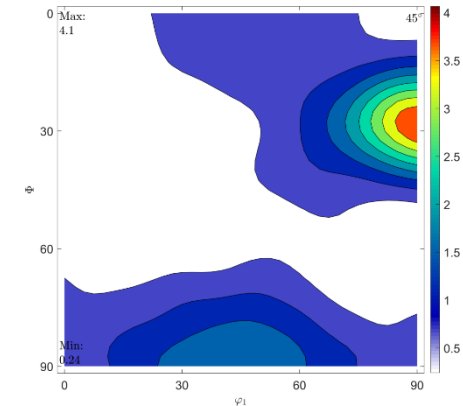
- Decrease in texture intensity (mainly Copper orientation), strengthening of RX cube texture



RX = 0.0



RX = 0.2



RX = 0.5

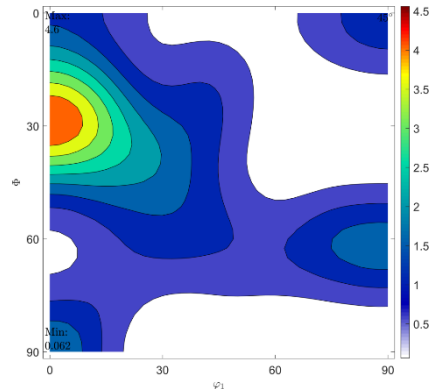
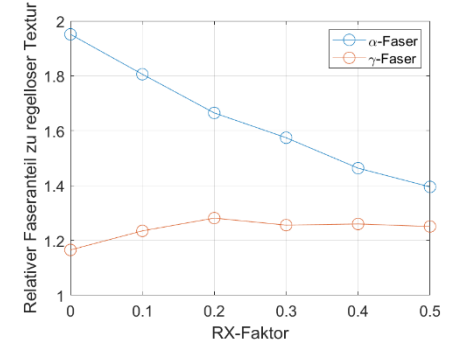
# Texture Simulation 2 – Hot Rolling – Phase Transformation

## Assumptions

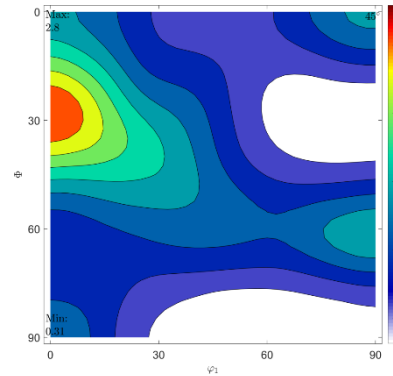
- FCC → BCC orientation relationship is Greninger-Troiano
- No variant selection (does not have much effect?)

## Results

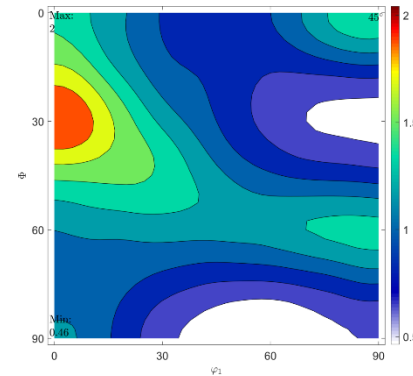
- Typical bcc rolling texture with more  $\alpha$ - than  $\gamma$ -fibre
- Decreasing texture intensity and strengthening of  $\gamma$ -fibre with increasing RX.



RX = 0.0



RX = 0.3



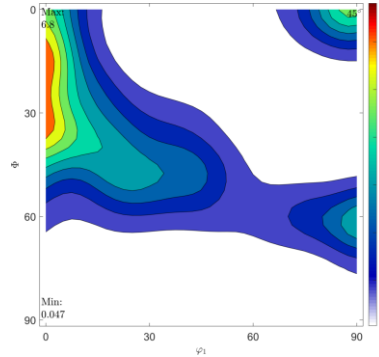
RX = 0.5

# Texture Simulation 2 – Hot Rolling – Comparison

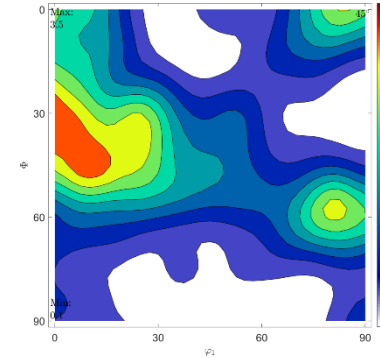
Less RX

More RX

Experiment  
(M\_0132\_19)

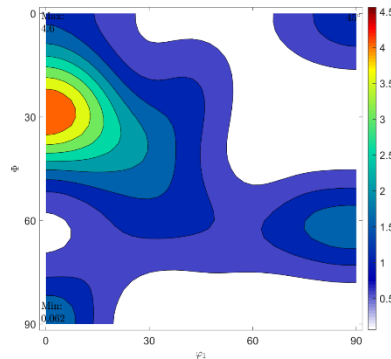


$\Delta R = -0.90$

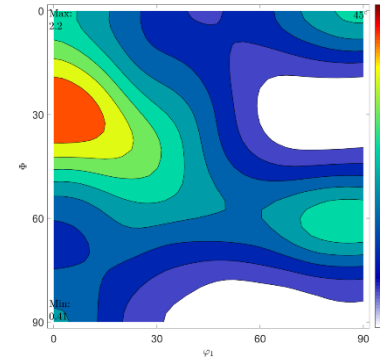


$\Delta R = -0.46$

Simulation



$\Delta R = -0.24$



$\Delta R = -0.08$


 Model reproduces correct trend only from crystallography!

## Texture Simulation 2 – Hot Rolling – Outlook

- More realistic deformation and RX path from MatCalc simulations
  - ▶ MatCalc can simulate many material properties, but not texture.
- Recovery? Cross slip?
- Active slip systems at high temperatures?
- Variant selection during phase transformation (s. Da Costa Viana 1996)
- Simulation of shear texture close to sheet surface
- ...

 Introduction

 Plastic Anisotropy

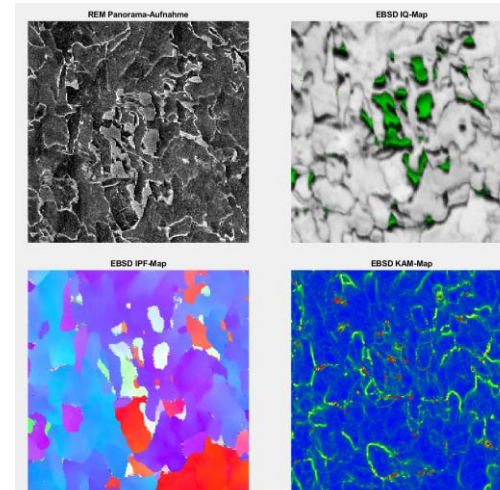
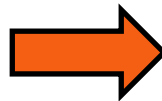
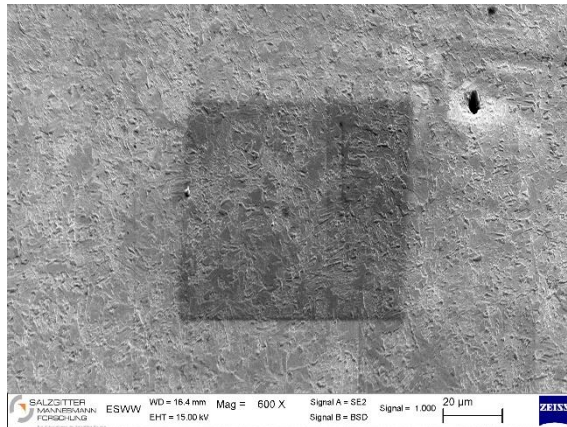
 Texture Simulation 1 – Tensile Deformation

 Texture Simulation 2 – Hot Rolling

 **Correlative Microscopy**

# Correlative Microscopy

- Correlative Microscopy with EBSD and SEM
- Electropolishing (A2) causes topography contrast (different carbon content of steel phases)
- After EBSD measurements the carbon contamination makes it easy to find the same area  
→ High resolution SEM panorama image
- By cropping and rotation the SEM and EBSD images can be rather well aligned



## Correlative Microscopy – MTEX Code

```
% load images
img1 = imread('SEM_panorama.bmp');
img2 = imread('EBSD_Phase.bmp');
img3 = imread('EBSD_IPF.bmp');
img4 = imread('EBSD_KAM.bmp');

% stretch gray value histogram
img1 = rgb2gray(img1);
img1 = imadjust(img1);

% make subplots
figure
subplot(2,2,1);
% adjust image size
imshow(img1, 'XData',[1 4096], 'YData',[1 4096])
axes1 = gca;
title('SEM')

subplot(2,2,2);
imshow(img2)
axes2 = gca;
title('EBSD IQ-Map')

subplot(2,2,3);
imshow(img3)
axes3 = gca;
title('EBSD IPF-Map')

subplot(2,2,4);
imshow(img4)
axes4 = gca;
title('EBSD KAM-Map')

% link axes of subplots
linkaxes([axes1,axes2,axes3,axes4],'xy');

% adjust margins between subplots
ha=get(gcf,'children');
set(ha(1),'position',[.35 .1 .4 .4])
set(ha(2),'position',[.1 .1 .4 .4])
set(ha(3),'position',[.35 .55 .4 .4])
set(ha(4),'position',[.1 .55 .4 .4])

set(gcf,'units','normalized','Position',[0 0 1 1])
saveas(gcf,'SEM_EBSD_linked.fig')
```

## Summary

---

- Calculation of plastic anisotropy is very useful but still very slow.
- Simulation of texture development during tensile deformation fits to experiment.
- Simple model for the texture development during hot rolling of steel.
- „linkaxes“ is a helpful function for correlating images.
- MTEX was extremely useful for these evaluations!



**No matter what you have planned ...**



**Thank you for  
your attention!**