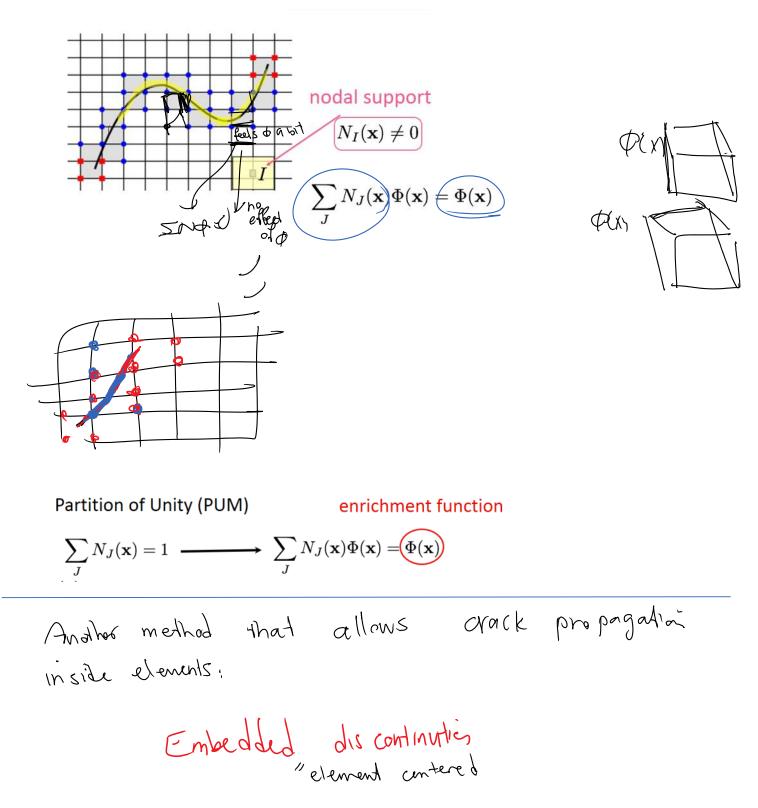
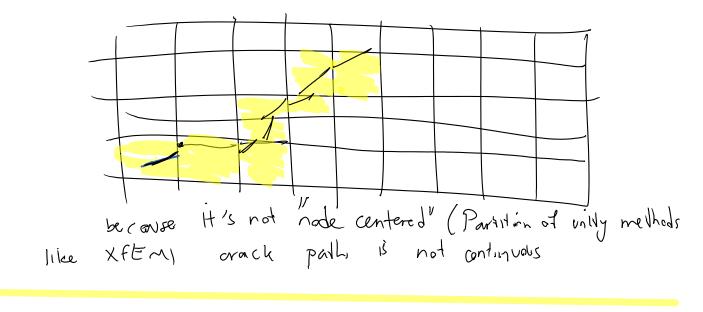


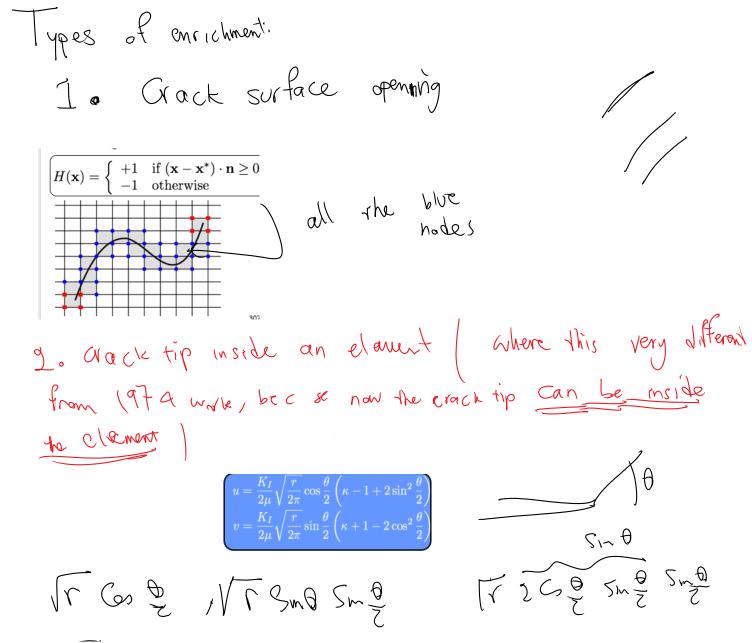
$$\phi(x) \quad H(\overline{X} - \overline{X})$$

$$\phi(x) \quad (N, (X) - N_{2}(X) + N_{4}(X))$$

$$I$$

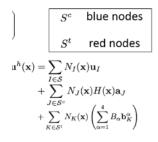


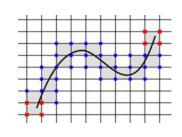


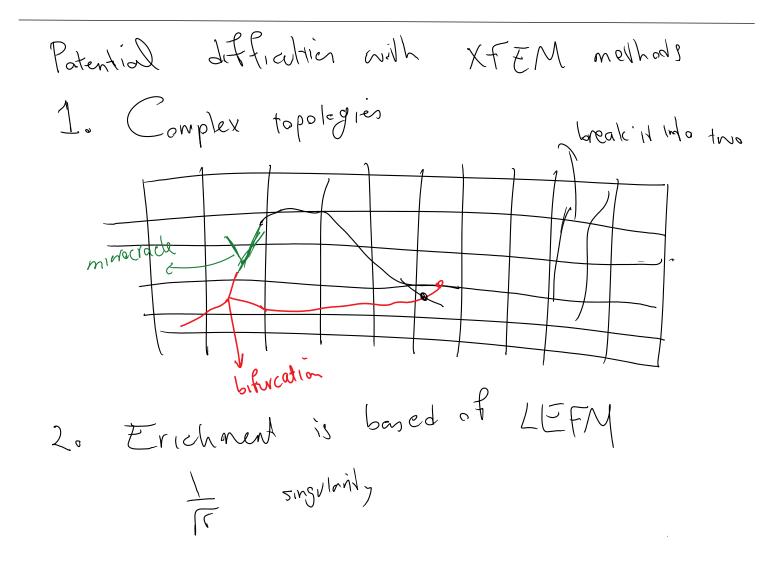


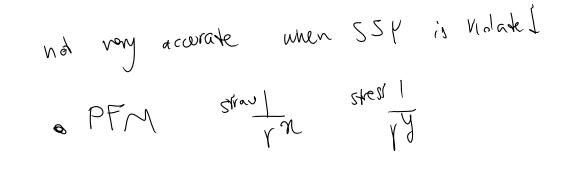
So these four enrichment functions can reproduce the exact crack tip displacement field at **any location**:

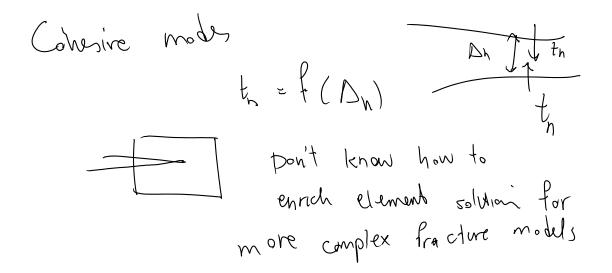
$$[B_{\alpha}] = \left[\sqrt{r}\sin\frac{\theta}{2}, \sqrt{r}\cos\frac{\theta}{2}, \sqrt{r}\sin\frac{\theta}{2}\sin\theta, \sqrt{r}\cos\frac{\theta}{2}\sin\theta\right]$$

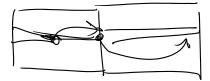


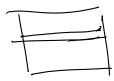






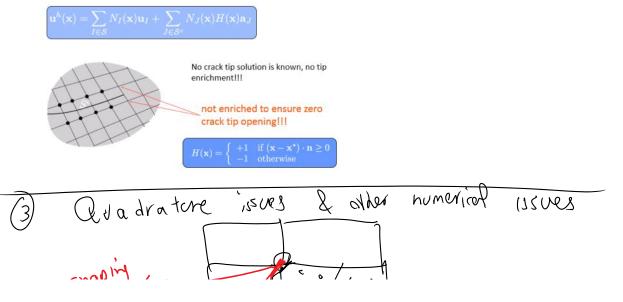






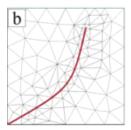
XFEM for cohesive cracks

Wells, Sluys, 2001

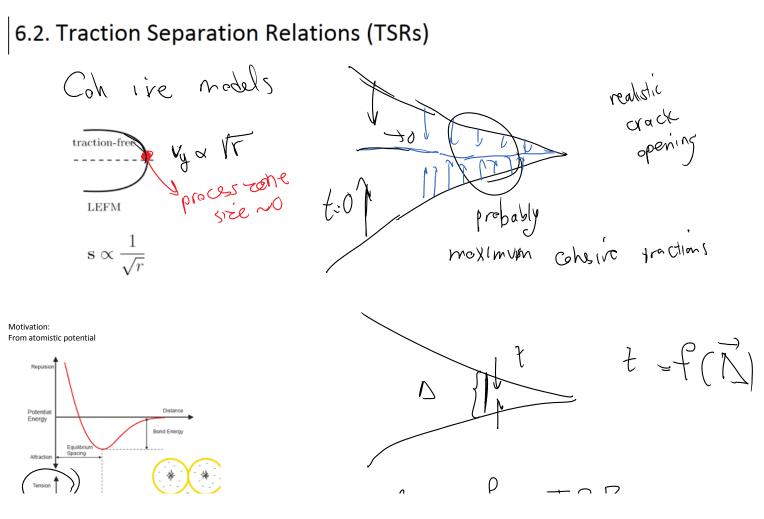


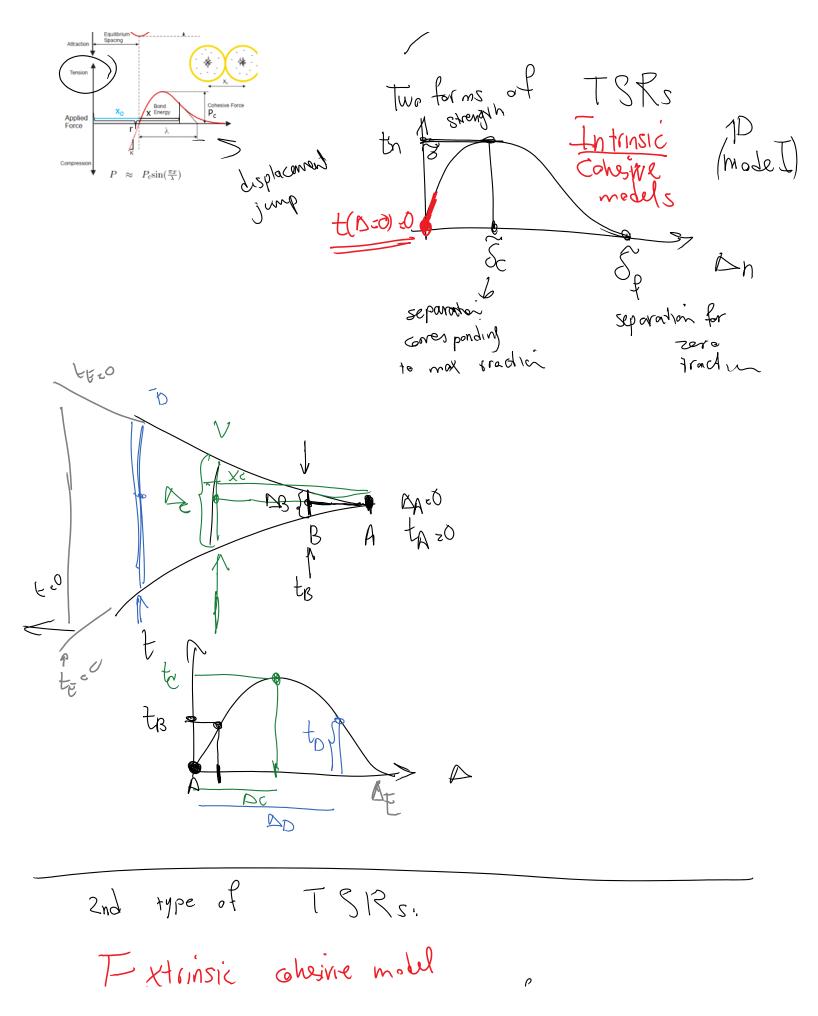
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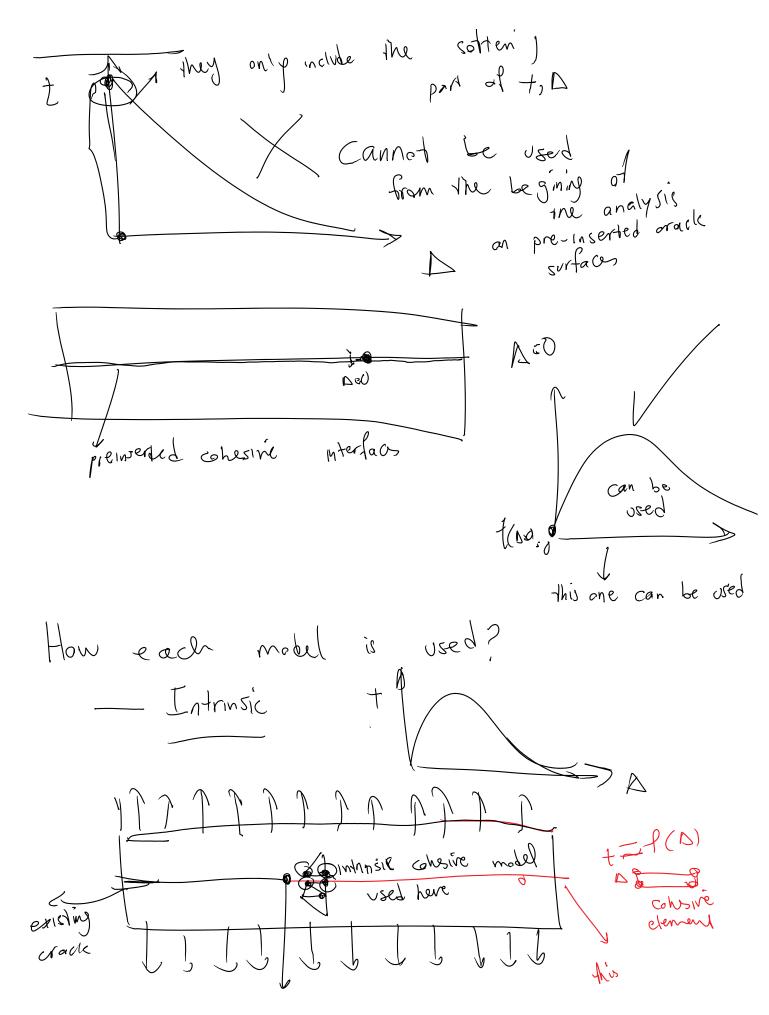
In contrast, mesh adaptive methods can address all these issues but they are very difficult to implement, particularly in 3D

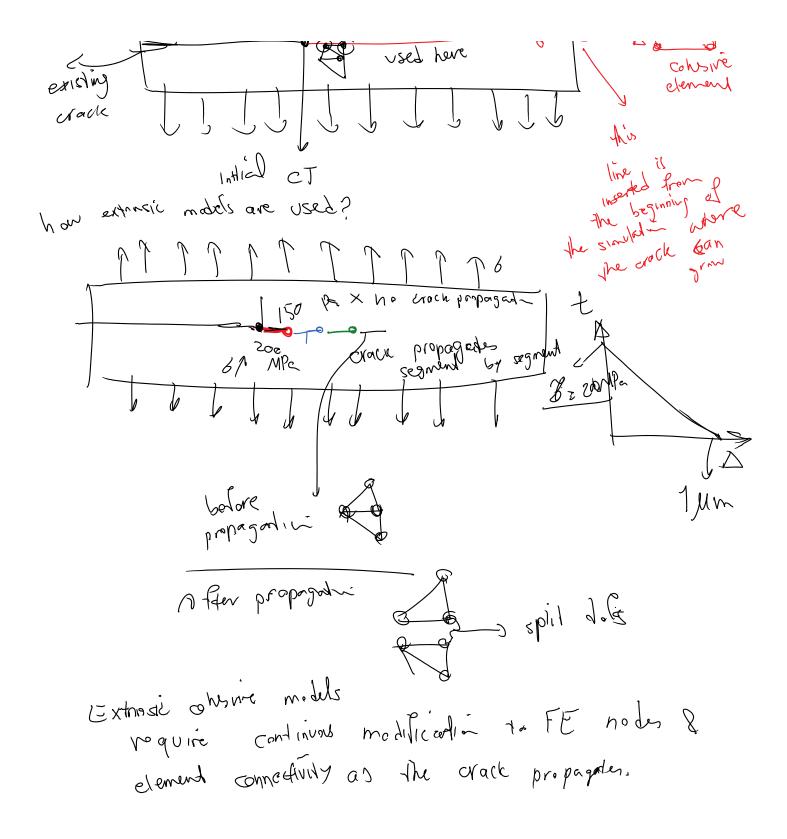


Crack tracking









How do we simulate problems like this?

