# Using CONTACT in dynamical simulations

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# About VORtech

# VORTECH

- Founded in 1996 in Delft.
- Specialized in mathematical consultancy and development of high performance scientific software.
- Broad range of customers.



# CONTACT

- Software that solves contact problems between two objects (e.g. train wheel & rails).
- Aims to be the worlds fastest detailed contact software.
- Originally developed by Prof.dr.ir. J.J. Kalker of TU Delft.
- Taken over by VORtech, now further developed by Dr.ir. E.A.H. Vollebregt.



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# Goal of this project

- CONTACT focusses on stationary problems.
- Research: how can CONTACT be used for dynamical contact problems?
- Main problem: simulation of a train over a bridge.





# **Elasticity theory**

• Displacement  $\mathbf{u}(x, y, z, t)$ : Particle originally located at (x, y, z) moves to  $(x, y, z) + \mathbf{u}(x, y, z, t)$ .







#### The elasticity equation

$$G\Delta \mathbf{u} + (\lambda + G)\nabla(\nabla \cdot \mathbf{u}) + \mathbf{F} = \rho \frac{\partial^2 \mathbf{u}}{\partial t^2}$$



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Initial conditions:

$$u(x, y, z, 0) = u_0(x, y, z)$$
$$\frac{\partial u}{\partial t}(x, y, z, 0) = v_0(x, y, z)$$



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$$\begin{split} u(x,y,z,0) &= u_0(x,y,z) \\ \frac{\partial u}{\partial t}(x,y,z,0) &= v_0(x,y,z) \end{split}$$

Example boundary conditions:

$$u(x, y, z, t) = 0$$
 for  $(x, y, z) \in \partial \Omega_1$   
 $\sigma \mathbf{n} = p$  for  $(x, y, z) \in \partial \Omega_2$ 

## **Contact theory**

- Describes pressure distribution at the boundary of two objects.
- Different contact models:
  - Hertz model
  - Johnson-Kendall-Roberts (JKR) model
  - Derjaguin-Muller-Toporov (DMT) model
  - Maugis-Dugdale model (MD) model



### Time integration schemes

General form of Newton's equation of motion

 $M(\mathbf{x})\ddot{\mathbf{x}} + P(\mathbf{x}, \dot{\mathbf{x}}) = \mathbf{F}(t)$ 

What time integration scheme should be used?



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General form of Newton's equation of motion

 $M(\mathbf{x})\ddot{\mathbf{x}} + P(\mathbf{x}, \dot{\mathbf{x}}) = \mathbf{F}(t)$ 

What time integration scheme should be used? Possibilities:

- Runge-Kutta / Radau methods
- Verlet method
- Newmark-Beta method



#### Time integration schemes

General form of Newton's equation of motion

 $M(\mathbf{x})\ddot{\mathbf{x}} + P(\mathbf{x}, \dot{\mathbf{x}}) = \mathbf{F}(t)$ 

Let  $\mathbf{y} = \dot{\mathbf{x}}$ , so that

$$\dot{\mathbf{x}} = \mathbf{y}$$
  
$$\dot{\mathbf{y}} = M^{-1}(\mathbf{x})(\mathbf{F}(t) - P(\mathbf{x}, \mathbf{y}))$$
(1)

which is of the form

$$\dot{\mathbf{z}} = \mathbf{g}(t, \mathbf{z})$$

for 
$$\mathbf{z} = \begin{pmatrix} \mathbf{x} \\ \mathbf{y} \end{pmatrix}$$
.

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All Runge-Kutta methods have the form

$$\mathbf{z}_{k+1} = \mathbf{z}_k + \sum_{i=1}^n b_i \mathbf{k}_i$$
, where $\mathbf{k}_i = \Delta t \mathbf{g}(t_k + c_i \Delta t, \mathbf{z}_k + \sum_{j=1}^n a_{ij} \mathbf{k}_j)$ 



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- Explicit (Runge-Kutta) methods:
  - Forward Euler
  - Runge-Kutta 4
- Implicit (Radau) methods:
  - Backward Euler
  - Radau5



#### The Verlet method

Applicable for problems in the form  $\ddot{\mathbf{x}} = \mathbf{g}(\mathbf{x})$ .

$$\begin{split} \mathbf{x}_1 &= \mathbf{x}_0 + \mathbf{v}_0 \Delta t + \frac{(\Delta t)^2}{2} \mathbf{g}(\mathbf{x}_0), \text{ and} \\ \mathbf{x}_{k+1} &= 2\mathbf{x}_k - \mathbf{x}_{k-1} + (\Delta t)^2 \mathbf{g}(\mathbf{x}_k) \quad \text{for } k \geq 1 \end{split}$$



#### Newmark's method

Implicit algorithm described by

$$\mathbf{x}_{k+1} = \mathbf{x}_k + \Delta t \mathbf{v}_k + \frac{(\Delta t)^2}{2} ((1 - 2\beta)\mathbf{a}_k + 2\beta \mathbf{a}_{k+1})$$
$$\mathbf{v}_{k+1} = \mathbf{v}_k + \Delta t ((1 - \gamma)\mathbf{a}_k + \gamma \mathbf{a}_{k+1})$$

The acceleration  $\mathbf{a}_{k+1}$  should be derived from the equations of motion:

$$M(\mathbf{x}_{k+1})\mathbf{a}_{k+1} + P(\mathbf{x}_{k+1}, \mathbf{v}_{k+1}) = \mathbf{F}(t_{k+1})$$



- Sphere is dropped from a height of 1m.
- Determine the height z(t) (can be negative!).



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$$F_c = \frac{4}{3} E^* R^{1/2} \max(0, -z)^{3/2}$$

By Newton's second law:

$$\ddot{z} = \frac{4}{3m} E^* R^{1/2} \max(0, -z)^{3/2} - g$$

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Using Radau5:

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Using Radau5:



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Using Forward Euler:



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# Deformation of a bridge



Figure: Elastic curve

Euler-Bernoulli beam equation (1D):

$$EI\frac{\partial^4 u}{\partial x^4} = -\rho\frac{\partial^2 u}{\partial t^2} + p(x,t)$$
<sup>(2)</sup>

$$u(0,t) = \frac{\partial u}{\partial x}(0,t) = 0$$
(3)

$$u(L,t) = \frac{\partial u}{\partial x}(L,t) = 0$$
(4)



# Deformation of a bridge

Can be discretised using Finite Differences.

$$\frac{\partial^4}{\partial x^4}u_i(t) \approx \frac{u_{i-2}(t) - 4u_{i-1}(t) + 6u_i(t) - 4u_{i+1}(t) + u_{i+2}(t)}{\Delta x^4}$$

Results into equation

$$\ddot{\mathbf{u}} = A\mathbf{u} + p(\mathbf{u}, t)$$



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Problem: CFL condition for the Verlet method:

$$\frac{EI}{\rho} \frac{\Delta t^2}{\Delta x^4} \le \frac{1}{4}$$



# Combining global and local deformations

A bridge can deform both globally and locally:



How can both phenomenons be taken into account?



# Combining global and local deformations

Possibilities:

- Complete Finite Element model
  - Computationally expensive, but accurate.
- Combining the beam equation (for global deformations) and CONTACT (for local deformations).
  - Hard, since both phenomenons are not independent of each other.



# **Conclusion & Discussion**

Literature study:

- Elasticity theory
- Contact theory & models
- Time integration methods for elastodynamics, tested on two different problems:
  - Dynamical contact between sphere and elastic half-space.
  - Global deformation of a beam.
- Implicit methods like Radau5 are preferred.



# **Conclusion & Discussion**

Literature study:

- Elasticity theory
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Research:

- Research how CONTACT can be used for dynamical contact problems.
- Apply the Finite Element method.
- Long-term goal: perform train/bridge simulation, taking both global and local deformations into account.

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