

CNT Simulation

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20240508

CNT Simulation

- **Flexible (wearable) device**

- ▶ 신체에 적용 가능한 디바이스에 대한 관심 증가
헬스케어, 로봇틱스 등 다양한 분야

- > **Piezoresistive type strain sensor**

- ▶ 외부 기계적 변형에 의한 저항 변화를 감지

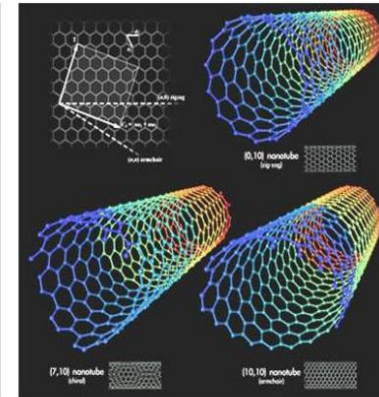
- a. Filler Contact
- b. Filler deformation
- c. Change junction gap

- > **Conductive materials**

- a. CNT
- b. LM (Liquid Metal)
- c. Lignin

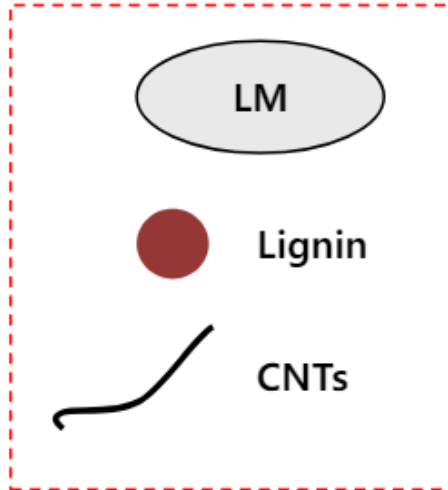
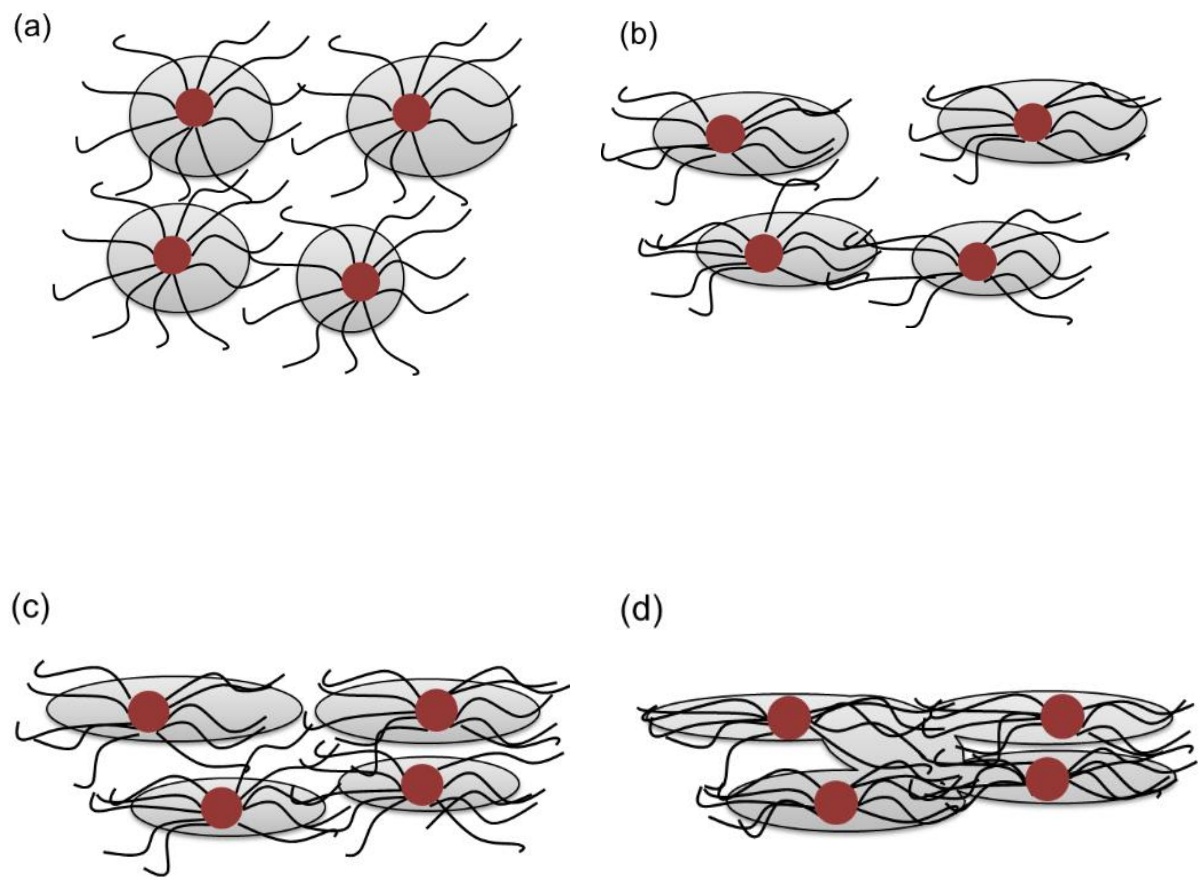


Liquid metal

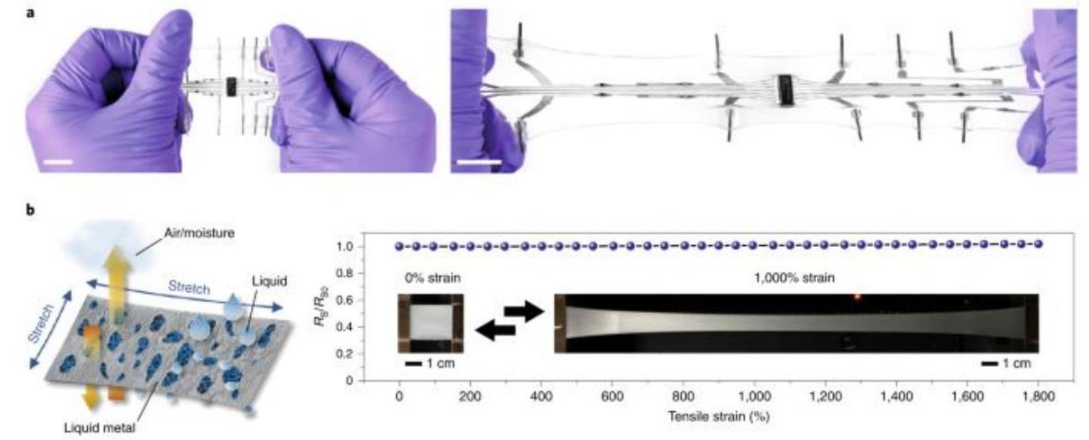


CNTs

CNT Simulation



<Lignin>



Nat. Mater. 20, 714–715 (2021).

송실대 협업 과정 CNT (0508기준)- Aspect Ratio에 따른 전기전도도

CNT Aspect Ratio(길이/직경) 정보

1. Short CNT: 약 600 (길이 $15\mu\text{m}$)
2. Long CNT: 약 40,000 (길이 $800\mu\text{m}$)

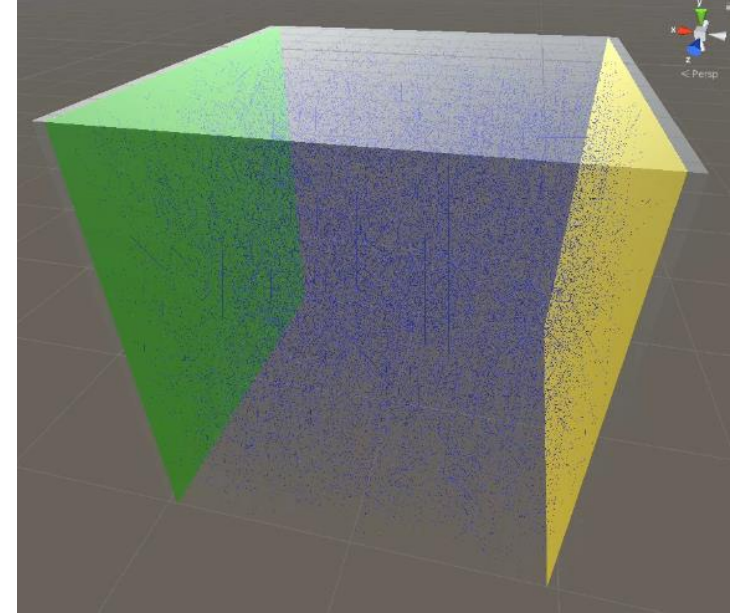
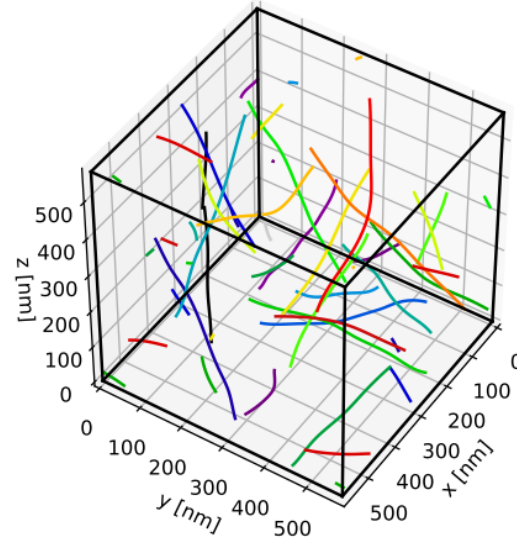
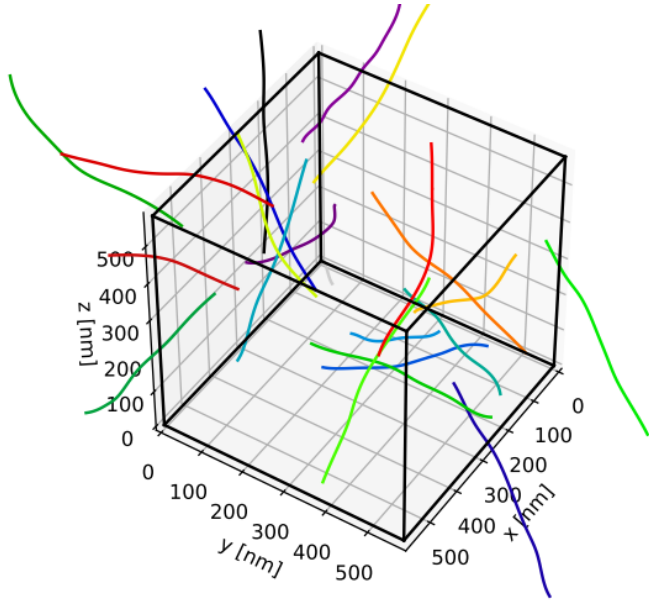
※ CNT 직경은 동일

고분자: PDMS (polydimethylsiloxane) - 실리콘

	전기전도도(S/m)	
Short CNT	0.362	13.218
Long CNT	10.055	102.373

- CNT가 길수록 복합체의 전기전도도 높음 (CNT contact point 증가)
- CNT의 함량이 많을수록 복합체의 전기전도도 높음 (CNT contact point 증가)

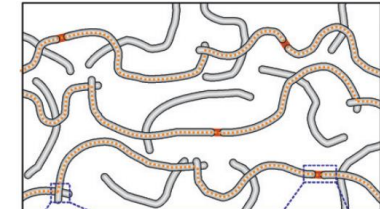
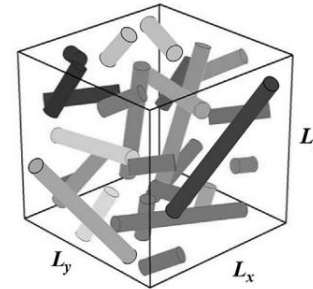
Static & Extension Simulation 진행상황



- 기존 실험에서는 Silica로 인한 Reflection 효과로 CNT Contact Point가 증가했음
- Silica가 없으면 Flat Fiber 형태로, Contact Point가 증가하지 않을 수 있음

<실험 변경 사항>

- 길이에 따라 Segment를 나눠 랜덤한 각도로 휘게 실험



인장에 따른 전기적 저항 변화

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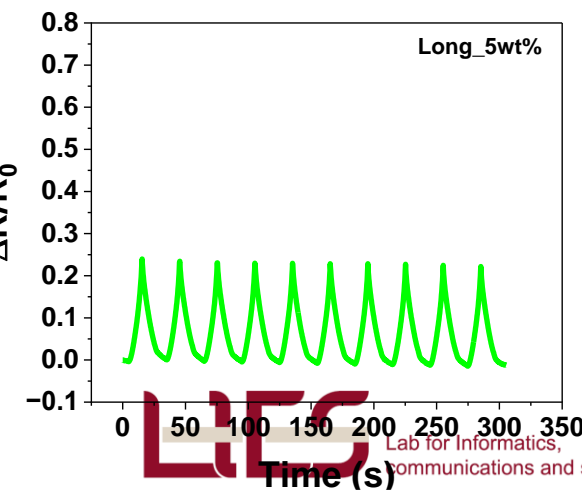
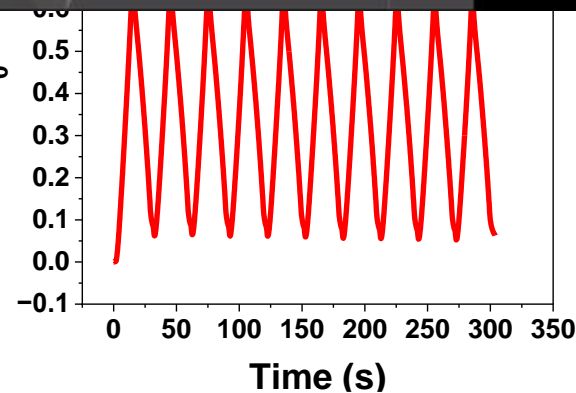
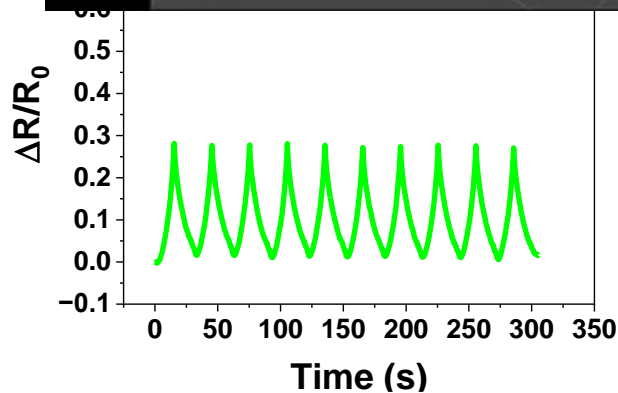
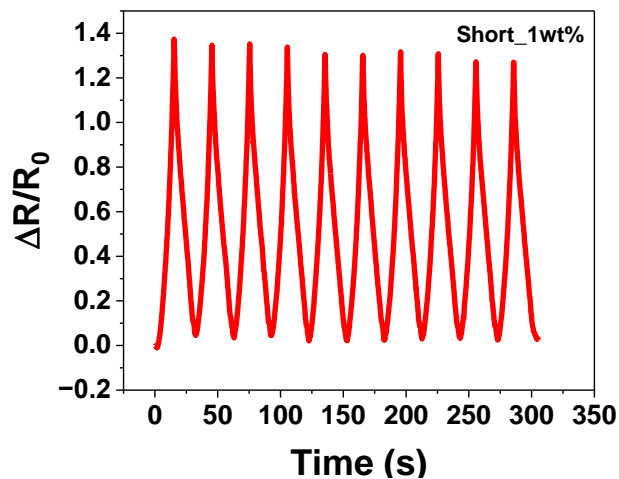
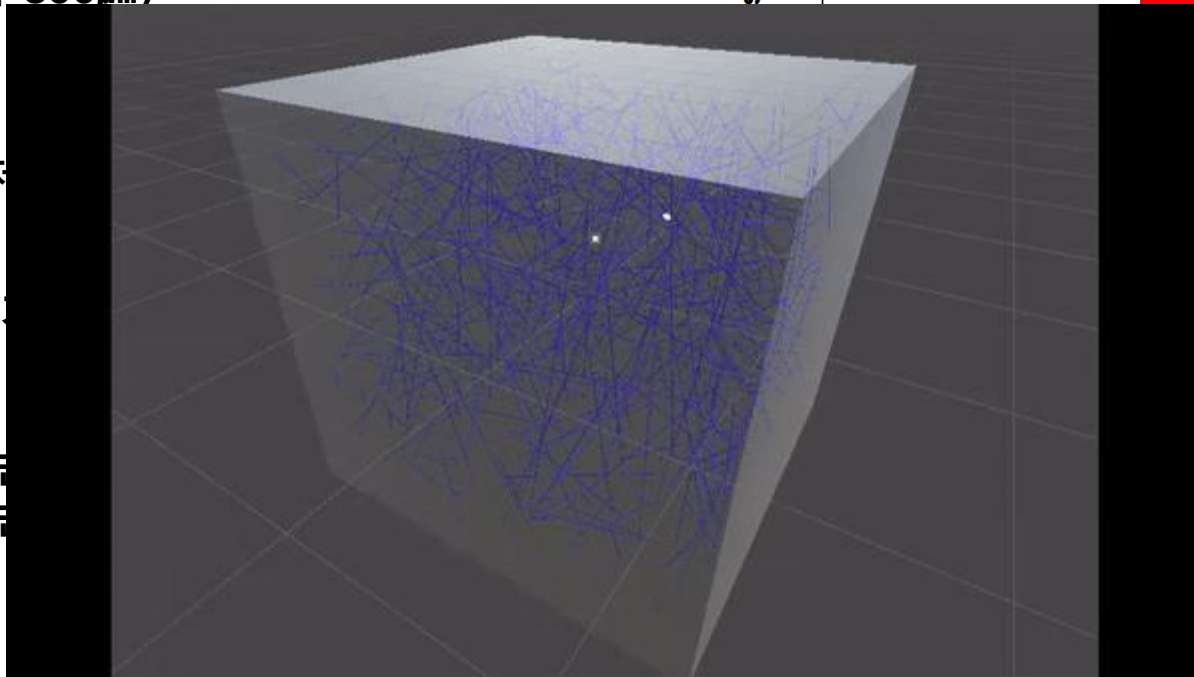
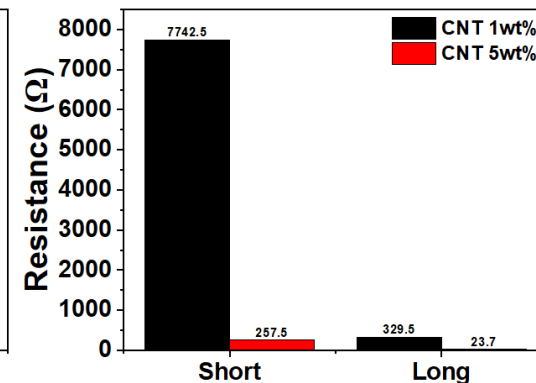
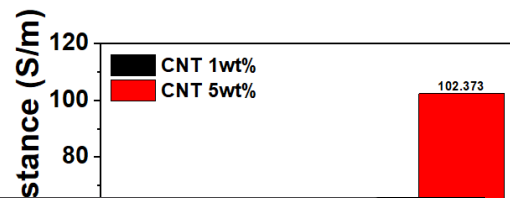
최대 인장 80%

10 cycle 진행(한 사이클 30초)

$\Delta R/R_0 = (\text{저항} - \text{초기저항}) / \text{초기저항}$

CNT 복합체 인장 시, CNT간의

- CNT 길이가 짧을수록 저항 변화
- CNT 함량이 많을수록 저항 변화



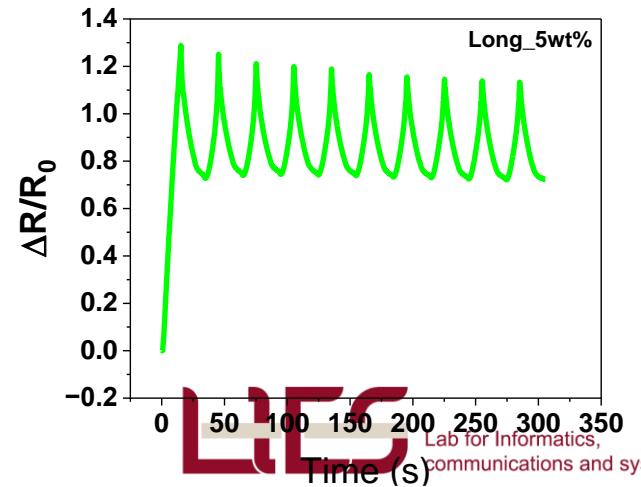
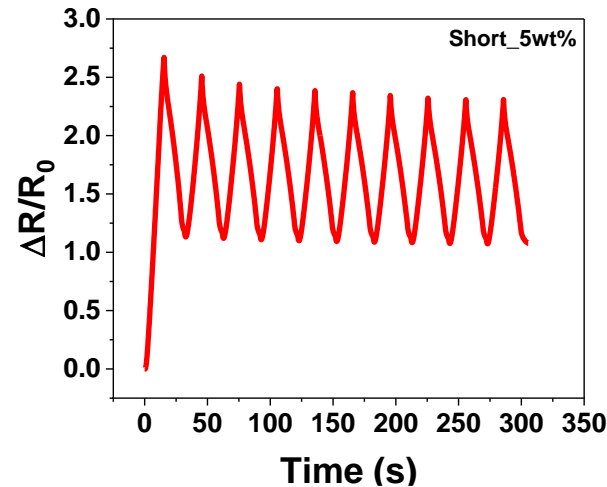
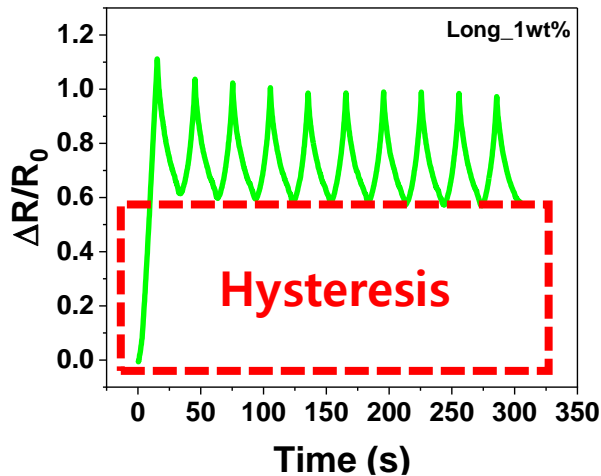
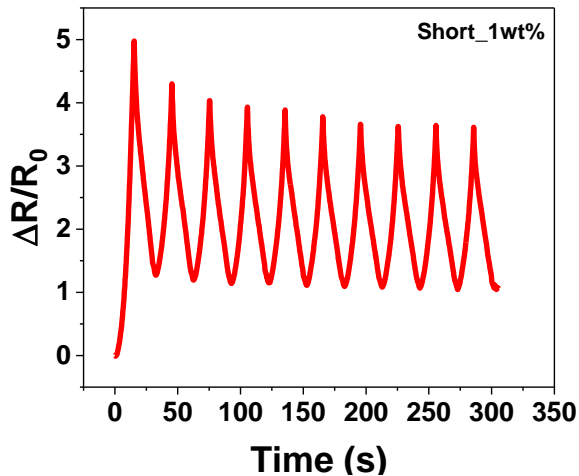
인장에 따른 전기적 저항 변화

CNT 복합체 인장 시험 시, 10회의 pre-cycle 진행

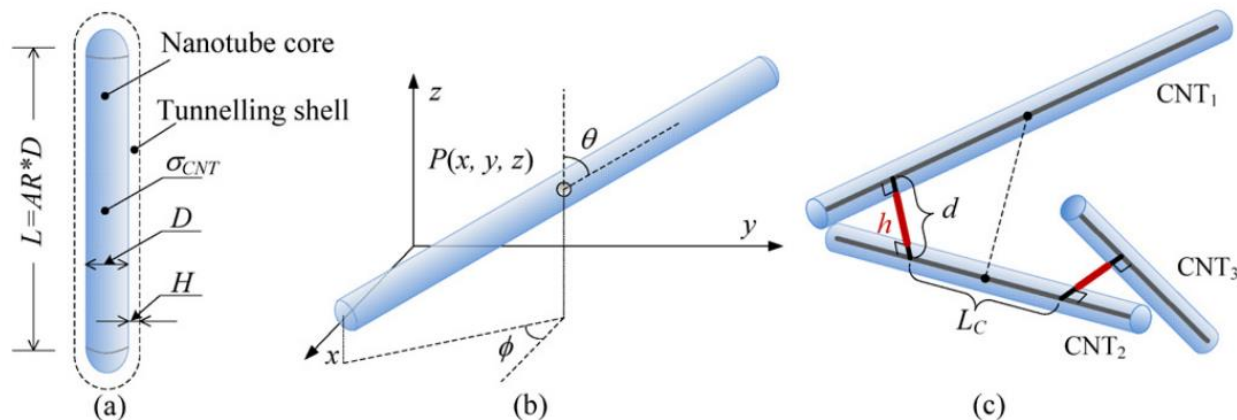
- Hysteresis 제거
- Random하게 정렬되어 있던 CNT의 배열에 인장으로 인한 약간의 방향성 형성
- Pre-cycle 이후 안정적인 signal

→ 시뮬레이션 예측 시, Pre-cycle이 완료되었다고 가정하고 진행

→ 만약 Hysteresis 제거까지 구현이 가능하다면 추가하면 퀄리티가 매우 좋아질 것이라 예측되지만 급한 사항은 X

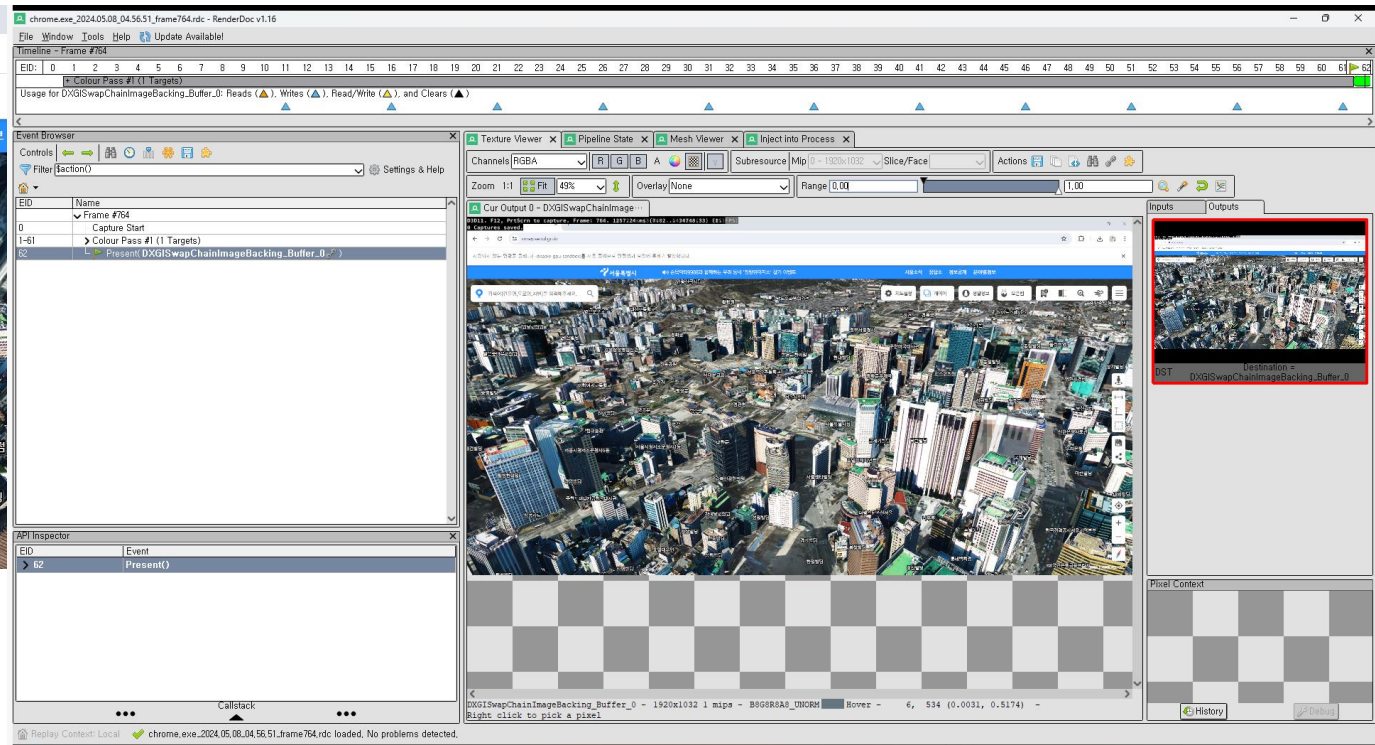
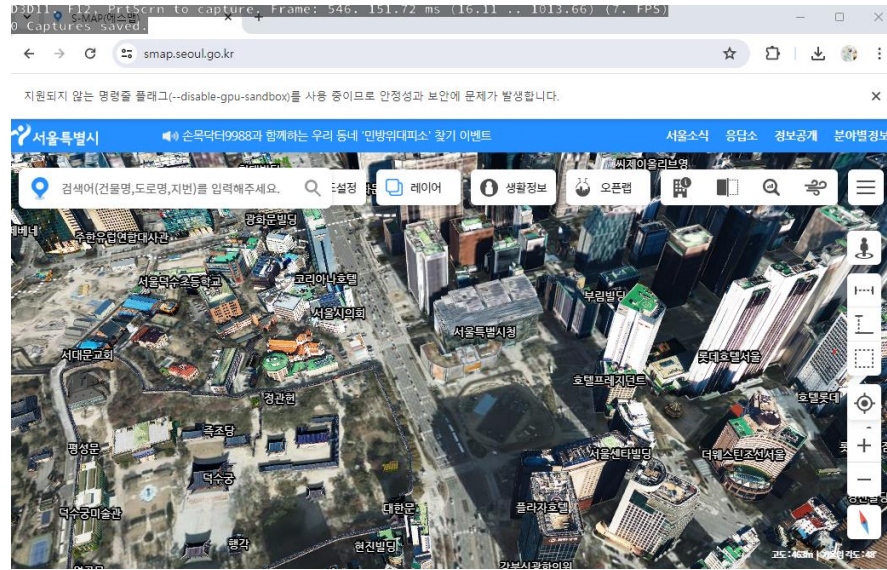
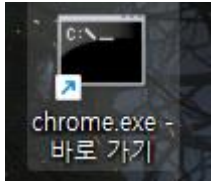


Tunneling Effect Issue



터널링 효과를 제거한 Conductivity를 계산 (송실대에서 요청하셨습니다.)

- 오로지 Contact Point를 기준으로 Contact Point만 많아질 수록 Conductivity가 증가하기를 바람
- 특히 Extension Simulation의 경우, Tunneling 효과를 구현하기가 너무 까다로워, 다른 시뮬레이션의 거의 모든 논문에서 배제한다고 함



감사합니다.
