

# Contacts in an Eulerian Framework

## Solved with FreeFem++

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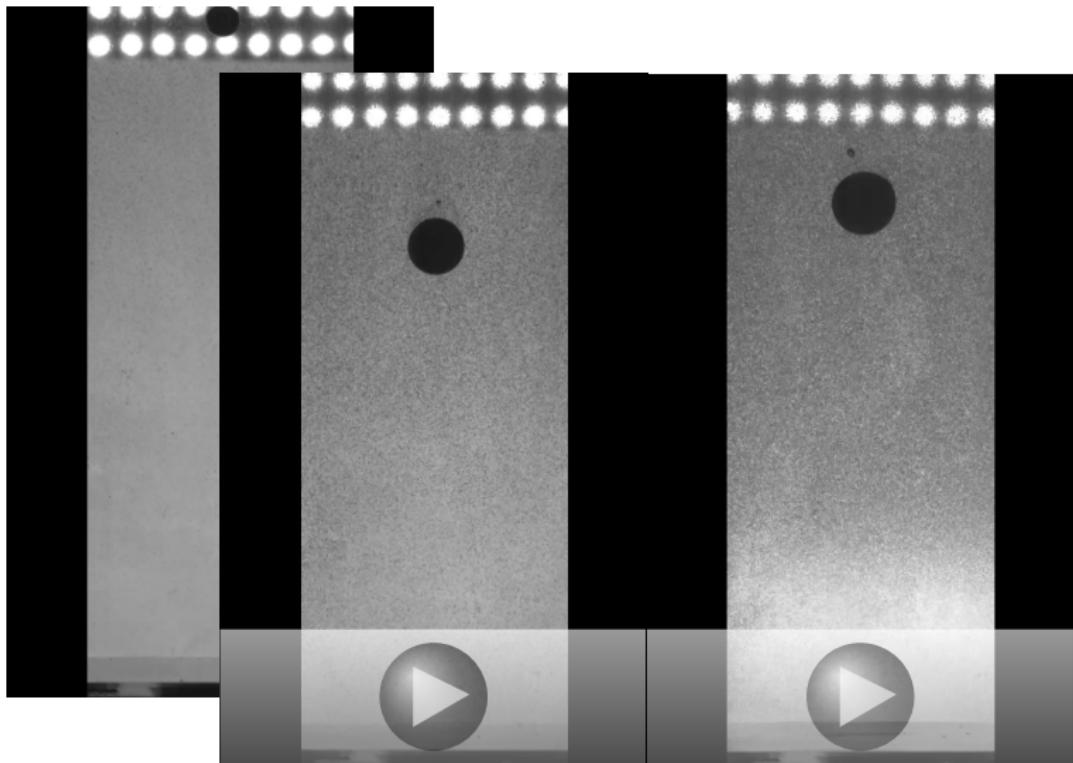
### Plan

- ➊ Preliminaries:
  - How to detect a Contact,
  - the Characteristic Galerkin method
- ➋ Eulerian Formulations for Solid Mechanics
- ➌ Variational Inequalities for Contacts
- ➍ Numerical Tests

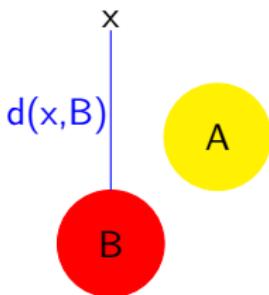


# Motivation

By JunZhang, (University of New York at Shanghai)



# Preliminary 1: Detection of Contacts



$$d(A, B) = \max\left[\min_{x \in A}(d(x, B)), \min_{x \in B} d(x, A)\right]$$

The FreeFem keyword *distance* returns in `dist[a]` a level set function of the distance between  $\mathbf{x}$  and  $f = 0$ :

`distance(th,f,dist[],distmax=100)` returns the  $d(\cdot, \{f < 0\})$ .

Let  $B = \{\mathbf{x} : f(\mathbf{x}) < 0\}$ . Let  $q^i$  a vertex of  $\partial A$ .

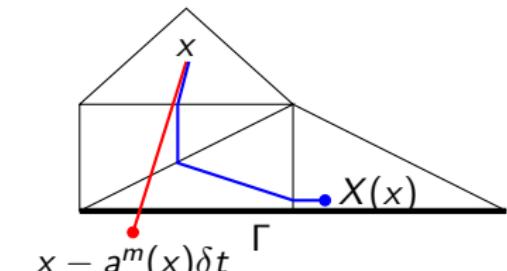
If  $\text{dist}[i] < \epsilon$  then  $B$   $\epsilon$ -touches  $A$ .



## Preliminary 2: The Galerkin - Characteristic Method

The operator `convect( )`

$$D_t \mathbf{u} := (\partial_t \mathbf{u} + \mathbf{a} \cdot \nabla \mathbf{u})|_{x, (m+1)\delta t} \approx \frac{u^{m+1}(x) - u^m(x - a^m(x)\delta t)}{\delta t}$$



A better formulation is to replace  $x - a^m(x)\delta t$  by  $X^m(x)$  the solution at  $t_m$  of

$$\dot{X}(\tau) = \mathbf{a}(X(\tau), \tau) \text{ with } X(t^{m+1}) = x. \Rightarrow D_t \mathbf{u} \approx \frac{1}{\delta t} (u^{m+1} - u^m \circ X^m)$$

Consider the problem  $\partial_t \mathbf{u} + \mathbf{a} \cdot \nabla \mathbf{u} = 0, \quad \mathbf{u}(t=0) = \mathbf{u}^0$

Then 3 solutions:

- 1: strong approximation  $u^{m+1} = u^m \circ X^m$
- 2: Weak approximation:  $\int_{\Omega} u^{m+1} \cdot \hat{u} = \int_{\Omega} u^m \circ X^m \cdot \hat{u}, \forall \hat{u}$
- 3: Move the mesh at each time step  $q^i \leftarrow q^i + u(q^i)\delta t$  and keep  $u[i]$  constant.

# convectmesh.edp

```
1 // Characteristics Galerkin
2 border C(t=0, 2*pi) { x=cos(t); y=sin(t); };
3 mesh Th = buildmesh(C(100));
4 fespace Vh(Th,P1);
5 Vh c, cc, ch, cold = exp(-10*((x-0.3)^2 +(y-0.3)^2)), ccold=cold;
6
7 real dt = 0.17;
8 func u1 = y;
9 func u2 = -x;
10
11 problem aa(c,ch)=int2d(Th)(c*ch) - int2d(Th)(convect([u1,u2],-dt,cold)*ch);
12
13 ▼ for (real t=0; t<2*pi ; t+=dt) {
14     cc=convect([u1,u2],-dt,ccold);
15     aa;
16     cold=c; ccold=cc;
17     plot(c, cc, dim=3, fill=0,cmm=" t="+t+", min="+c[].min+", max="+c[].max);
18 ▲ }
19 plot(c, cc, dim=3, fill=0,cmm="min="+c[].min+", max="+c[].max, wait=1);
20
21 mesh Thm=Th;
22 fespace Vhm(Thm,P1);
23 Vhm cc0, c0= exp(-10*((x-0.3)^2 +(y-0.3)^2));
24
25 ▼ for (real t=0; t<2*pi ; t+=dt) {
26     Thm = movemesh(Thm,[x=x+dt*u1,y=y+dt*u2]);
27     cc0=cc0; // cc0 is on new Thm now
28     cc0[] = c0[]; // copies the values at the vertices only
29     plot(Thm, cc0,dim=2, cmm=" t="+t + ", min=" + cc0[].min + ", max=" + cc0[].max ,wait=1);
30 ▲ }
```

RUN



# Variational Fluid-Structure Eulerian Formulation

Navier-Stokes ( $\nu$ ) + Hyperelastic incompressible 2D Mooney-Rivlin material ( $c_1$ ):  
find velocity, pressure, domain  $\mathbf{u}, p, \Omega_t$ , such that for all  $\hat{\mathbf{u}}, \hat{p}$

$$\int_{\Omega_t} [\rho \mathbb{D}_t \mathbf{u} \cdot \hat{\mathbf{u}} - \rho \nabla \cdot \hat{\mathbf{u}} - \hat{p} \nabla \cdot \mathbf{u}] + \int_{\Omega_t^f} \frac{\nu}{2} \mathbf{D}\mathbf{u} : \mathbf{D}\hat{\mathbf{u}} \\ + \int_{\Omega_t^s} c_1 (\mathbf{D}\mathbf{d} - \nabla \mathbf{d} \nabla^T \mathbf{d}) : \mathbf{D}\hat{\mathbf{u}} = \int_{\Omega_t} f \hat{\mathbf{u}}$$

- $\mathbf{d}$  = solid displacement

$$\mathbb{D}_t \mathbf{d} := \partial_t \mathbf{d} + \mathbf{u} \cdot \nabla \mathbf{d} = \mathbf{u} \quad \text{and} \quad \mathbf{D}\mathbf{u} = \nabla \mathbf{u} + \nabla^T \mathbf{u}$$

- $\mathbf{u}$  is the velocity field and  $p$  is the pressure field.
- The solid domain  $\Omega_t^s$  is defined by  $\mathbf{X}(0) \in \Omega_0^s, \dot{\mathbf{X}} = \mathbf{u}(\mathbf{X}, t) \Rightarrow \mathbf{X}(t) \in \Omega_t^s$ .



# Implicit Euler Discretization with Finite Elements

Discretization in space by the Finite Element Method leads to find  
 $\mathbf{u}_h^{n+1}, p_h^{n+1} \in V_{0h} \times Q_h$  such that for all  $\hat{\mathbf{u}}_h, \hat{p}_h \in V_{0h} \times Q_h$ ,

$$\int_{\Omega_{n+1}} \left[ \rho_{n+1} \frac{\mathbf{u}_h^{n+1} - \mathbf{u}_h^n \circ \mathbb{Y}^{n+1}}{\delta t} \cdot \hat{\mathbf{u}}_h - p_h^{n+1} \nabla \cdot \hat{\mathbf{u}}_h - \hat{p}_h \nabla \cdot \mathbf{u}_h^{n+1} + \mathbf{1}_{\Omega_{n+1}^f} \frac{\mu^f}{2} \mathbf{D}\mathbf{u}^{n+1} : \mathbf{D}\hat{\mathbf{u}}_h \right. \\ \left. + c_1 \mathbf{1}_{\Omega_{n+1}^s} [\mathbf{D}(\tilde{\mathbf{d}}^n + \delta t \mathbf{u}_h^{n+1}) - \nabla^T (\tilde{\mathbf{d}}^n + \delta t \mathbf{u}_h^{n+1}) \nabla (\tilde{\mathbf{d}}^n + \delta t \mathbf{u}_h^{n+1})] : \mathbf{D}\hat{\mathbf{u}}_h \right] = \int_{\Omega_{n+1}} \mathbf{f} \cdot \hat{\mathbf{u}}_h, \\ \Omega_{n+1} = (\mathbb{Y}^{n+1})^{-1}(\Omega_n) = \{x : \mathbb{Y}^{n+1}(x) \in \Omega_n\}$$

with  $\mathbf{d}_h$  updated by  $\mathbf{d}_h^{n+1} = \tilde{\mathbf{d}}_h^n + \delta t \mathbf{u}_h^{n+1}$  where  $\tilde{\mathbf{d}}_h^n = \mathbf{d}_h^n \circ \mathbb{Y}^{n+1}$  and where

$$\mathbb{Y}^{n+1}(x) = x - \mathbf{u}_h^{n+1}(x)\delta t$$

Conservation of energy in the continuous case works for the discrete case because the map  $\mathbf{X} : \Omega_0 \mapsto \Omega_t$  satisfies

$$\mathbf{X}^n = \mathbf{X}^{n+1} \circ \mathbb{Y}^{n+1}, \text{ i.e. } \mathbf{d}[i] = \mathbf{d}|_{q_i} \Rightarrow \mathbf{d}^{n+1}[i] = \mathbf{d}^n[i] + \mathbf{u}_h^{n+1}[i]\delta t.$$

RUN



# Dry Structures with Possible contact

With  $D\mathbf{u} = \nabla\mathbf{u} + \nabla^T\mathbf{u}$ . Find  $\Omega_t^s, \mathbf{u}, p, \mathbf{d}$  such that, for all  $\hat{\mathbf{u}}, \hat{p}$ ,

$$\int_{\Omega_t^s} [\rho_0^s \mathbb{D}_t \mathbf{u} \cdot \hat{\mathbf{u}} - p \nabla \cdot \hat{\mathbf{u}} - \hat{p} \nabla \cdot \mathbf{u} + c_1 (D\mathbf{d} - \nabla \mathbf{d} \nabla^T \mathbf{d}) : D\hat{\mathbf{u}}] = \int_{\Omega_t^s} f \hat{\mathbf{u}},$$
$$\mathbb{D}_t \mathbf{d} := \partial_t \mathbf{d} + \mathbf{u} \cdot \nabla \mathbf{d} = \mathbf{u}.$$

Approximated by  $\mathbf{a}([\mathbf{u}^{n+1}, p^{n+1}], [\hat{\mathbf{u}}, \hat{p}]) = \mathcal{L}([\hat{\mathbf{u}}, \hat{p}]),$ , i.e.

$$\int_{\Omega^s} \left[ \frac{\mathbf{u}_h^{n+1}}{\delta t} \cdot \hat{\mathbf{u}}_h - p_h^{n+1} \nabla \cdot \hat{\mathbf{u}}_h - \hat{p}_h \nabla \cdot \mathbf{u}_h^{n+1} + c_1 \delta t [D\mathbf{u}^{n+1} - 2\nabla^T \tilde{\mathbf{d}}^n \nabla \mathbf{u}^{n+1}] : D\hat{\mathbf{u}} \right] = \dots$$

Rebound on plane  $x_2 = 0 \Rightarrow$  at  $x_2 = 0$ ,  $\mathbf{d}_2^n \circ \mathbb{Y} + \mathbf{u}_2^{n+1} \delta t \geq 0$ . So find

$$[\mathbf{u}^{n+1}, p^{n+1}] + \frac{1}{\delta t} [\tilde{\mathbf{d}}_2^n, 0] \in W := L^2(\Omega^s) \times \{\mathbf{u} \in H^1(\Omega^s)^2 : \mathbf{u}_2(x_1, 0, t) \geq 0\}$$

$$\mathbf{a}([\mathbf{u}^{n+1}, p^{n+1}], [\hat{\mathbf{u}}, \hat{p}]) \geq \mathcal{L}([\hat{\mathbf{u}}, \hat{p}]), \quad \forall [\hat{\mathbf{u}}, \hat{p}] \in W$$

Which is a variational inequality at each time step.

RUN beam deflected by its own weight, clamped on the right.



# Formulation with a Lagrange Multiplier

As the constraint will be active first on the boundary of the solid, and only near to the plane  $x_2 = 0$ ,

$$\begin{aligned}\lambda \leq 0, \quad & \mathbf{u}_2^{n+1} + \frac{1}{\delta t} \tilde{\mathbf{d}}_2^n |_{\partial\Omega^s} \geq 0, \quad \lambda(\mathbf{u}_2^{n+1} + \frac{1}{\delta t} \tilde{\mathbf{d}}_2^n) |_{\partial\Omega^s} = 0 \\ \mathbf{a}([\mathbf{u}^{n+1}, p^{n+1}], [\hat{\mathbf{u}}, \hat{p}]) + \int_{\partial\Omega^s \cap (\text{dist} < \epsilon)} \lambda \hat{\mathbf{u}} &= \mathcal{L}([\hat{\mathbf{u}}, \hat{p}]), \quad \forall [\hat{\mathbf{u}}, \hat{p}],\end{aligned}$$

where  $\text{dist}(\mathbf{x})$  is the distance of  $\mathbf{x}$  to the plane  $x_2 = 0$ , i.e.  $x_2$ .

It can be generalized to contact between 2 moving objects by introducing 2 Lagrange multipliers

$$\mathbf{a}([\mathbf{u}^{n+1}, p^{n+1}], [\hat{\mathbf{u}}, \hat{p}]) + \int_{\partial\Omega_1^s \cap (\text{dist}_1 < \epsilon)} \lambda \hat{\mathbf{u}} + \int_{\partial\Omega_2^s \cap (\text{dist}_2 < \epsilon)} \lambda \hat{\mathbf{u}} = \mathcal{L}([\hat{\mathbf{u}}, \hat{p}])$$

where  $\text{dist}_j(\mathbf{x})$  is the distance of  $\mathbf{x}$  to the boundary  $\partial\Omega_j$  of the  $j$ -th object,  $j=1,2$ .  
Notice that the formulation is symmetric



# The semi-smooth Newton method

Semi-smooth Newton (C. Kunisch et al):

Choose  $c \in \mathcal{R}^+$ , consider

$$a(\mathbf{u}^{m+1}, \hat{\mathbf{u}}) + (\lambda, \hat{\mathbf{u}}_2) = \mathcal{L}(\hat{\mathbf{u}}) \quad \forall \hat{\mathbf{u}}$$
$$\lambda - \min(0, \lambda + c (x_2 + \mathbf{u}_2^{m+1}(x)\delta t)) = 0 \quad \forall x \in \Sigma := \partial\Omega^s \cap (\text{dist}(x) \leq \epsilon)$$

Note that this gives  $\lambda \leq 0$  and  $x_2 + \mathbf{u}_2^{m+1}(x)\delta t \geq 0$ .

Iterative solution  $k = 0, 1, \dots$ ,

Set  $I_k := \{x : \lambda^k(x) + c (x_2 + \mathbf{u}_2^{m+1,k}(x)\delta t) < 0\}$

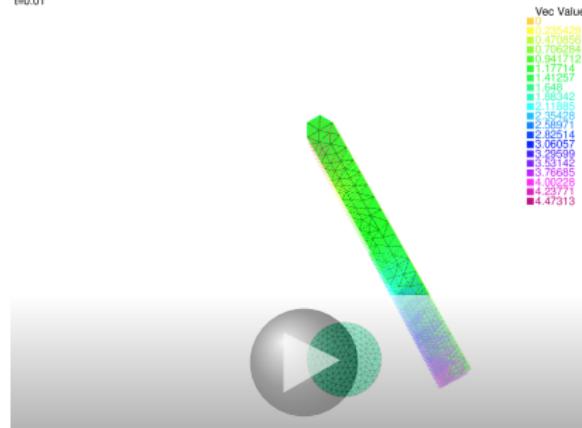
Get  $\mathbf{u}^{m+1,k+1}$  by  $a(\mathbf{u}^{m+1,k+1}, \hat{\mathbf{u}}) + (\lambda^k, \hat{\mathbf{u}}_2) = \mathcal{L}(\hat{\mathbf{u}}),$   
 $\mathbf{u}_2^{m+1,k+1}(x) = \frac{x_2}{\delta t}, \forall x \in I_k$

Get  $\lambda^{k+1}$  by  $(\lambda^{k+1}, \hat{\mathbf{u}}_2) := \mathcal{L}(\hat{\mathbf{u}}) - a(\mathbf{u}^{m+1,k+1}, \hat{\mathbf{u}}) \quad \forall \hat{\mathbf{u}}.$



# Golf

t=0.01

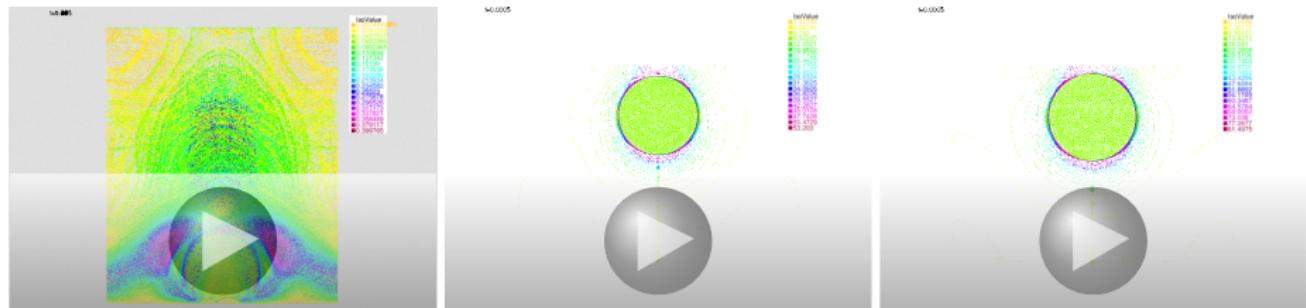


$$Force = 5, c_1^{club} = 10^5 \mu, c_1^{ball} = 10^4 \mu, \rho_0^{club} = 50, \rho_0^{ball} = 200,$$

**RUN** Ball hit by a club.



# Bouncing Ball in a Liquid



RUN

Soft ball in a fluid under its own weight.

$$R = 0.75, g = -10, \rho^s = 2, c_1 = 167$$

$$\rho^f = 1, \nu = 0.05, c_1 = 83.3$$



# Conclusion and Perspectives

- ➊ Can be extended to compressible hyperelastic solid
- ➋ Extension to 3D by a C.Y. Chiang at LJLL.
- ➌ Monolithic formulation on the velocity adapted to contact
- ➍ Energy stable algorithm
- ➎ Does not need many grid points
- ➏ freefem++ is useful to prototype new ideas.
- ➐ Unconditionally stable algorithm? Not there yet (but improving)

Thanks for the invitation!

