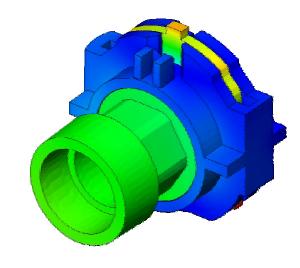
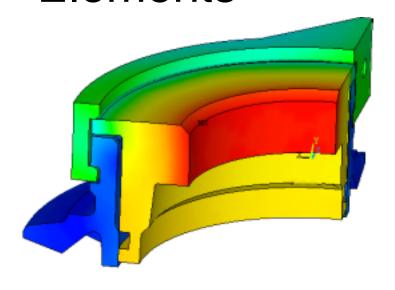


Techniques for Successfully Using ANSYS Contact Elements





Presented by:

Rich Bothmann IMPACT Engineering Solutions, Inc.

Brookfield, WI

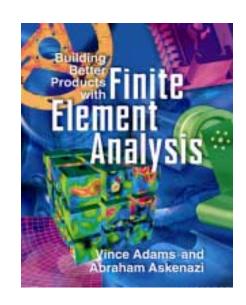
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 - Vince Adams & Rich Bothmann
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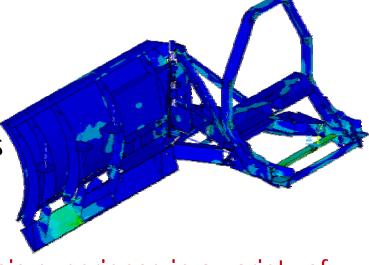




Analysis Capabilities and Expertise

- ⋄ ANSYS
 - Extensive experience in linear, nonlinear, and dynamics
 - Certified instructor for local reseller
 - In conjunction with ANSYS, founding Midwest ANSYS UG
- LS-DYNA Drop and Crash Testing
- ⋄ MSC.NASTRAN
- ComosWorks & CosmosMotion
- FE-Fatigue (nCode) Durability Analysis
- FEMAP Pre & Post-Processing
- ⋄ Pro/MECHANICA

Extensive combined engineering analysis experience in a variety of materials and industries





What is Nonlinear Behavior...

- A Structure Is Nonlinear If the Loading Causes Significant Change in Stiffness
 - Strains Beyond Elastic Limit
 - Large Deflections (Fishing Pole)
 - Contact Between Two Bodies



Types of Nonlinearities...

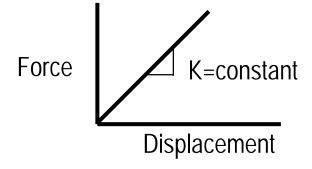
Nonlinear Analysis

| Material | Geometric | Boundary |
|---------------------------------------|---|-----------------|
| Nonlinear Elastic | Large Displacement | Contact |
| Plastic | • Small Rotation/Small Strain | Follower Forces |
| Hyperelastic | Large Rotation/Small Strain | |
| , , , , , , , , , , , , , , , , , , , | • Large Strain | |
| | • Geometrically Instable | |
| | or Multi-Stable | |
| | | |

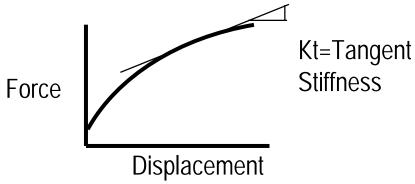


Linear vs. Nonlinear Behavior...

Linear structure obeys this linear relationship



 Many problems do not have a linear relationship and instead the displacement varies with force





Solving Nonlinear Problems...

♦ Newton-Raphson method iterates to a solution using the equation:

using the equation:

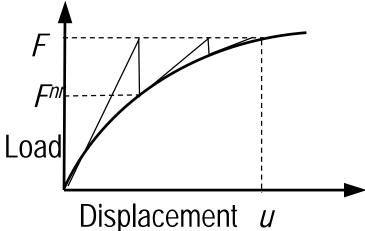
$$[K^T]{\Delta u} = {F} - {F^{nr}}$$

where:

 $[K^T]$ = Tangent Stiffness Matrix $\{\Delta u\}$ = Displacement Increment

 $\{F\}$ = Applied Force Vector

$${F^{nr}}$$
 = Internal Force Vector (sum of element stresses)





170 Series Contact Element

- Conta171/172 2D/3D 4 Node (surface to surface)
- Conta173/174 2D/3D 4 Node (surface to surface)
- Conta175 Node to Surface (line/point to surface)
- Conta178 Node to Node



Primary Contact Algorithms (Keyopt 2)

- Penalty: penalty springs
- Augmented Lagrangian: penalty springs + pressure dofs
- Lagrangian: zero penetration enforced
- Penalty/Lagrangian: zero penetration normal / penalty spring tangential

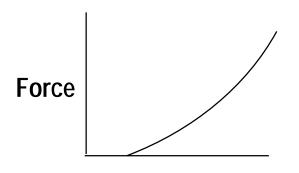


Contact Nonlinearities & the Penalty Approach

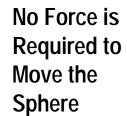
Contact Problems are Usually Hardening Structures

More Difficult to Analyze

 Prone to Slow or Unsuccessful Convergence



Displacement

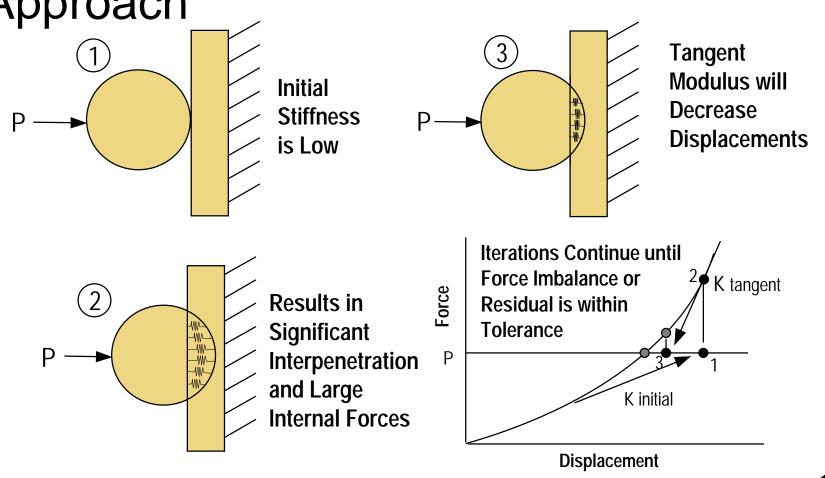




More Force is Required to Move the Sphere

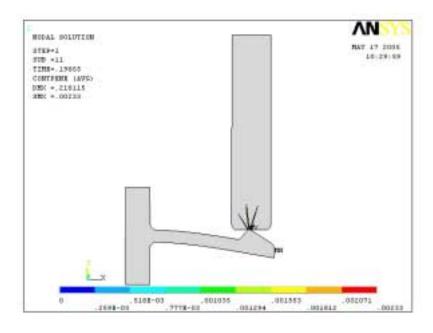


Contact Nonlinearities & the Penalty Approach

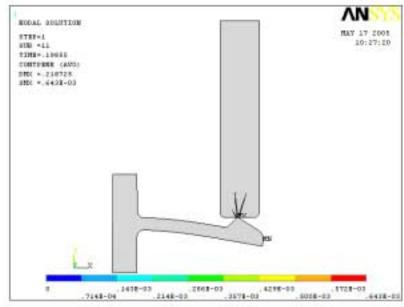




Penalty vs. Augmented Lagrangian,



Penalty Method 74 Iterations 0.00233 in of penetration



Augmented Lagrangian
Method
88 Iterations
0.00064 in of penetration

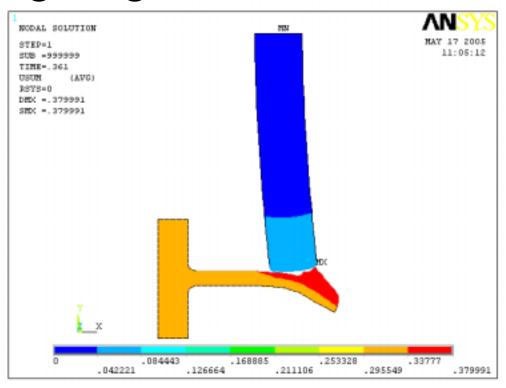


Penalty vs. Augmented Lagrangian

```
ANSYS 8.1 Output Window
                                                                            _ | D | X |
     LINE SEARCH PARAMETER =
                                         SCALED MAX DOF INC = -0.4152E-04
                              0.7173
     2D CONTACT ELEMENTS:
                             1 CONTACT POINTS HAVE TOO MUCH PENETRATION
     FORCE CONVERGENCE VALUE
                             = 0.3438
                                            CRITERION= 0.5957E-01
                               NEW TRIANG MATRIX. MAX DOF INC= 0.3620E-03
    EQUIL ITER 20 COMPLETED.
                                         SCALED MAX DOF INC = 0.1518E-03
     LINE SEARCH PARAMETER =
                              0.4193
     2D CONTACT ELEMENTS:
                             1 CONTACT POINTS HAVE TOO MUCH PENETRATION
     FORCE CONVERGENCE VALUE
                             = 0.5053E-01 CRITERION= 0.5895E-01 <<< CONVERGED
                               NEW TRIANG MATRIX. MAX DOF INC= -0.9026E-06
    EQUIL ITER 21 COMPLETED.
                                         SCALED MAX DOF INC = -0.9026E-06
     LINE SEARCH PARAMETER =
     2D CONTACT ELEMENTS:
                             1 CONTACT POINTS HAVE TOO MUCH PENETRATION
     FORCE CONVERGENCE VALUE = 0.1123
                                            CRITERION= 0.5892E-01
                            862 %ops Done= 4.49
 CurEan=
             40 TotEan=
                               NEW TRIANG MATRIX. MAX DOF INC= -0.7875E-04
    EQUIL ITER 22 COMPLETED.
     LINE SEARCH PARAMETER =
                               1.000
                                         SCALED MAX DOF INC = -0.7875E-04
     2D CONTACT ELEMENTS:
                             1 CONTACT POINTS HAVE TOO MUCH PENETRATION
     FORCE CONVERGENCE VALUE
                             = 0.8835E-01 CRITERION= 0.5924E-01
    EQUIL ITER 23 COMPLETED.
                               NEW TRIANG MATRIX. MAX DOF INC= -0.6467E-04
     LINE SEARCH PARAMETER =
                                         SCALED MAX DOF INC = -0.6467E-04
     2D CONTACT ELEMENTS:
                             1 CONTACT POINTS HAVE TOO MUCH PENETRATION
     FORCE CONVERGENCE VALUE
                            = 0.6863E-01 CRITERION= 0.5952E-01
    EQUIL ITER 24 COMPLETED.
                               NEW TRIANG MATRIX. MAX DOF INC= -0.5039E-04
     LINE SEARCH PARAMETER =
                                         SCALED MAX DOF INC = -0.5039E-04
                               1.000
     FORCE CONVERGENCE VALUE
                              = 0.2163E-01 CRITERION= 0.5974E-01 <<< CONVERGED
    >>> SOLUTION CONVERGED AFTER EQUILIBRIUM ITERATION 24
 *** LOAD STEP
                       SUBSTEP
                                                    CUM ITER =
                                                                   92
                                   4 COMPLETED.
 *** TIME = 0.236906E-01
                              TIME\ INC = 0.112813E-02
 *** AUTO TIME STEP: NEXT TIME INC = 0.84609E-03 DECREASED (FACTOR = 0.7500)
```



Pure Lagrange



Pure Lagrange Never Converged >230 iterations, Distorted Element Errors



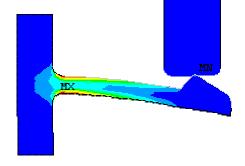
Dealing with Convergence Issues

- Penalty Stiffness (FKN)
 - Default=1, Start with something small
 - Stiffness Update (KEYOPT 10)
 - □ 0, each load step
 - □ 1, each substep
 - □ 2, each iteration
- Penetration Tolerance (FTOLN)
 - If penalty stiffness decreased, consider increasing FTOLN



Stress vs. FKN

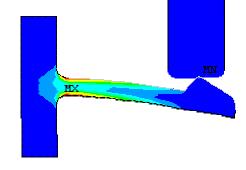
| FKN | Iterations | Max Stress | Contact Pressure |
|-------|-----------------|------------|------------------|
| 0.001 | 426 | 19217 | 4160 |
| 0.01 | 74 | 19173 | 3880 |
| 0.1 | 213 | 19527 | 4886 |
| 1 | Didn't Converge | | |





Stiffness Update vs. Iterations

| Keyopt 10 | Description | Iterations |
|-----------|------------------------------------|------------|
| 0 | Update Each Loadstep (old default) | 155 |
| 1 | Update Each Substep (new default) | 74 |
| 2 | Update Each Iteration | 75 |





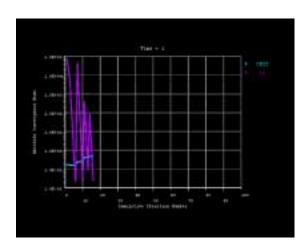
Other Convergence Issues...

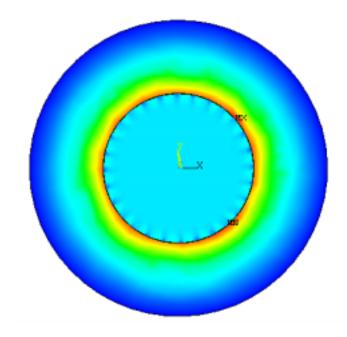
- Too much initial penetration
 - KEYOPT 9 = 1, excludes initial penetration
 - = 2, ramps initial penetration
- Rigid Motion
 - Parts not initially touching
 - Relying on contact to hold parts together usually results in convergence problems
 - Many Techniques to deal with this issue, sometimes problems requires more than one method.



Interference Problems...

Set Keyopt 9 = 2







Eliminating Rigid Motion...

- Build Geometry so it is Just Touching
- Adjust Initial Contact Conditions
- Displacement Control
- Weak (or not so weak) Springs (or possibly FKOP)
- Include Friction
- Dynamics
- CNCHECK/ADJUST (New)

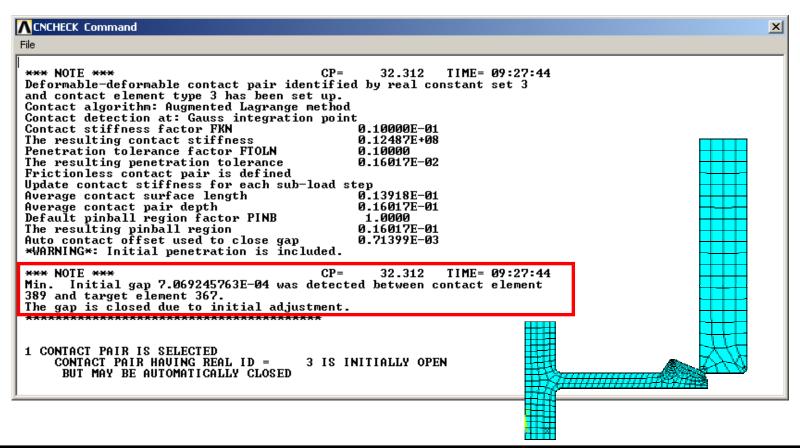


Automated Adjustment of Initial Contact Conditions ...

- KEYOPT 5 = 1-3, Close Gap/Reduce Penetration (Auto CNOF)
 - = 4, Offset individual nodes to target surface (ICONT)
- CNCHECK/ADJUST: Use CNCHECK to determine if gap or penetration exists.

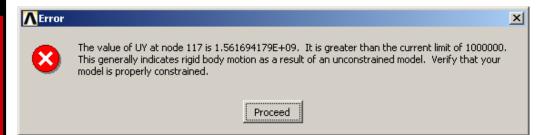


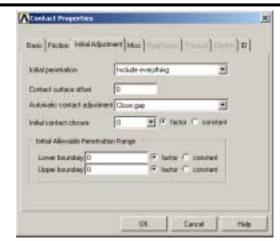
Checking Contact Conditions... Issue CNCHECK to Determine Contact Status

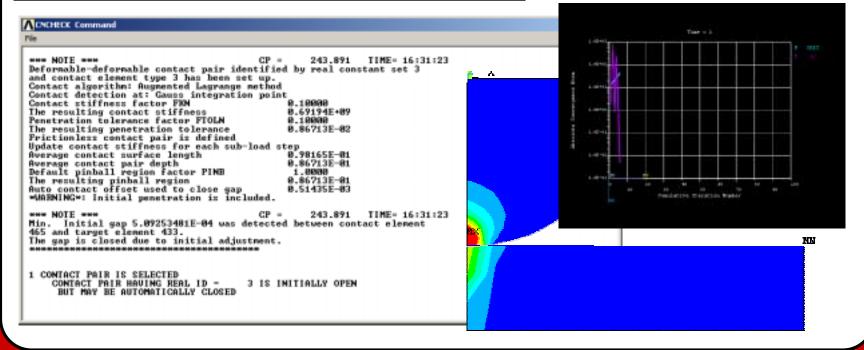




Using Auto CNOF...







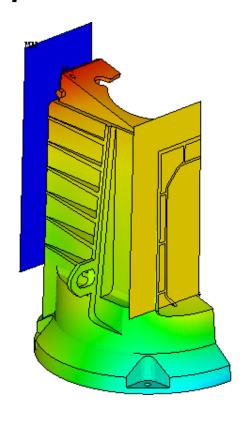


Displacement Control...

- Very Robust and Most Used Method
- Use Alone or with Subsequent Force Control
 - Apply displacement control and obtain solution
 - Replace displacement with reaction load and obtain solution
 - Apply final load and obtain solution



Displacement Control Examples...

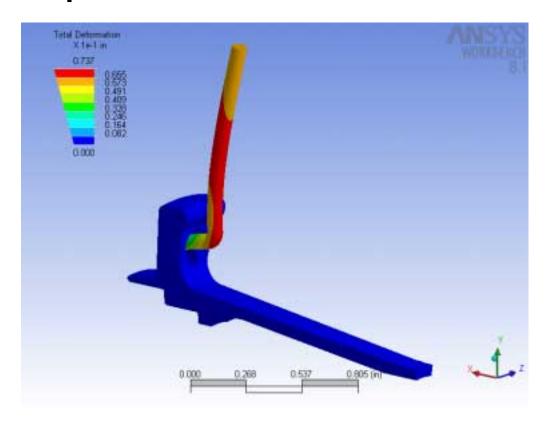


Click to Animate

Displacement Control Used for Crush Tests



Displacement Control Examples...

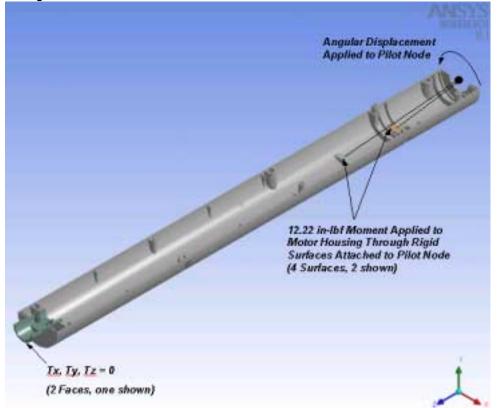


- 1. Apply UY
- 2. Replace UY with Reaction
- 3. Apply Final Load

Displacement Control Used in Conjunction with Force Control



Displacement Control Examples...



- 1. Apply RY
- 2. Replace RY with Reaction
- 3. Apply Final Moment

Displacement Control Used in Conjunction with Force Control

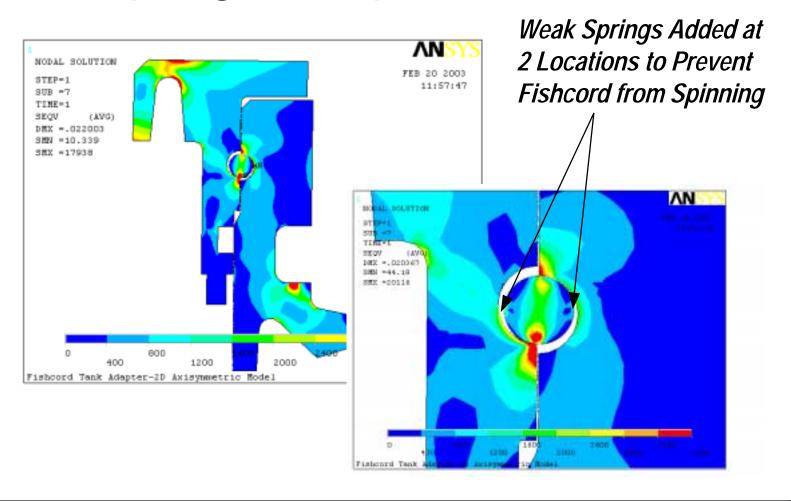


Weak Springs...

- Small amount of stiffness to prevent parts from flying off into space.
- Springs can attach parts to one another or to ground.
- Adjust stiffness values so that springs don't impact results.
- For complicated assemblies, consider using multiple real sets for different springs.

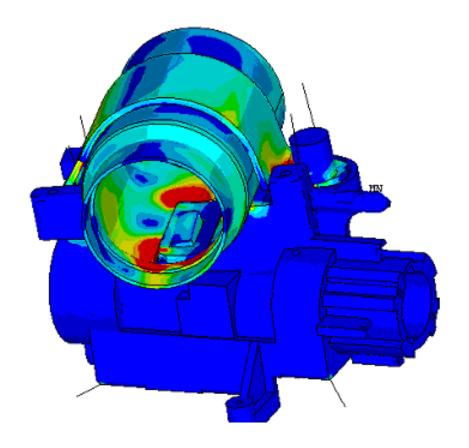


Weak Spring Examples...





Weak Spring Examples...



Weak springs attach housing and strap to ground

Weak springs attach lock bolt to housing

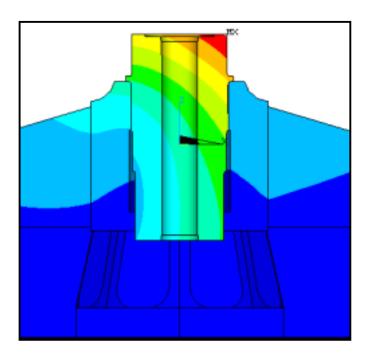
Different spring constants for all. Starting value 10N/mm

Friction was also used



Friction...

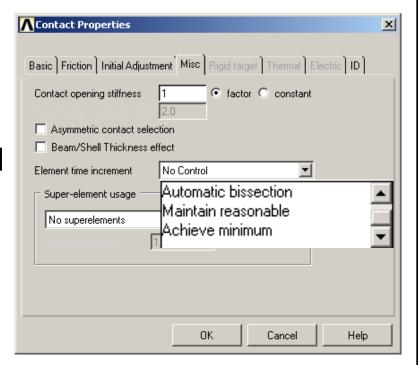
In some instances a small amount of friction (mu=0.1) can be used to control lateral sliding





Dynamics...

- Solving F=ma eliminates rigid motion issues.
- Use of "slow dynamics" to solve static problems can overcome rigid motion issues. Include density and damping and verify system comes to rest
- When performing true dynamic problems with contact, use Element Time Increment Control (keyopt 7=2, maintain reasonable). This keeps time step a fraction of the system's apparent frequency





Dynamics Examples...

Click to Animate



Dynamics Examples...

Click to Animate

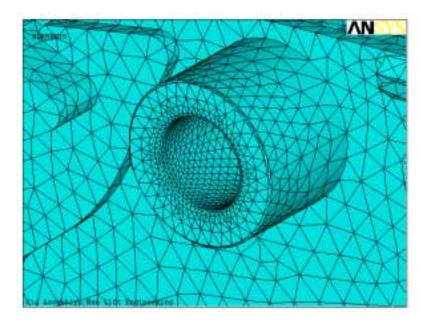


Mesh Issues

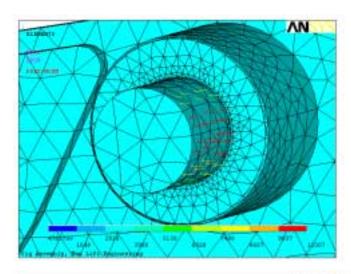
- Finer Mesh on Contact surface/ Coarser on Target
- Faceting negatively affects curved contact surfaces
 - Use fine mesh
 - Exclude penetration (keyopt 9 = 1)
 - Auto CNOF/ICONT (keyopt 5)

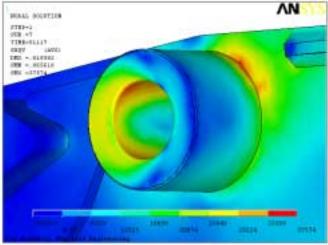


Mesh Issues



Refined Mesh + keyopt 9 = 1 Eliminated Convergence Problems







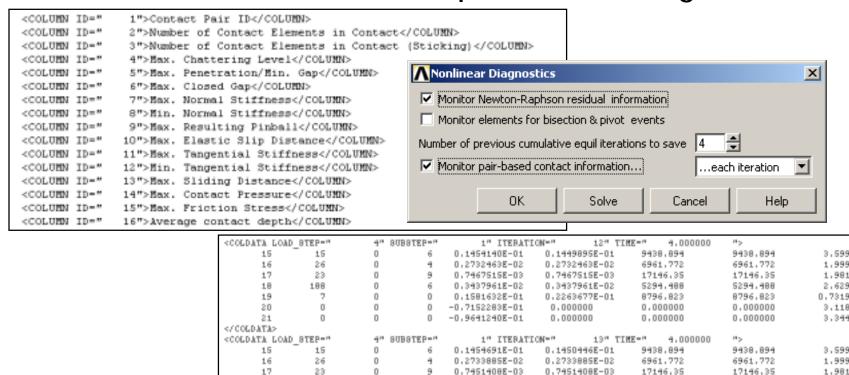
Nonlinear Diagnostics...

20

21

</COLDATA>

Version 9.0 added contact pair based diagnostics



0.3443273E-02

0.1584254E-01

-0.7152241E-01

-0.964109SE-01

0.3443273E-02

0.2253283E-01

0.000000

0.000000

5294,488

8796.823

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0.000000

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0.7319

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8796,823

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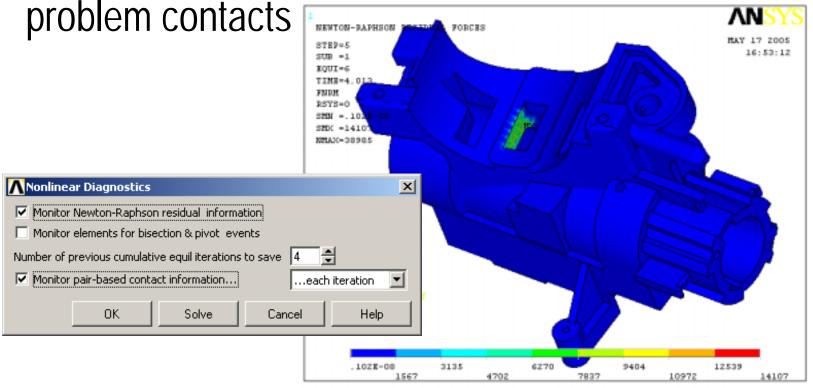
0.000000



Nonlinear Diagnostics...

Plotting Residual Norms can also help locate

problem contacts





Other Methods of Dealing with Convergence...

- Increase Convergence Tolerance... Note this may simply allow you to converge to a wrong solution
- Specify a min ref convergence value
- Adjust Pinball Region



Summary...

- Try to converge using easy settings first then tighten settings to determine sensitivity
 - Small FKN
 - Large FTOLN
- Use displacement control whenever you can
- Get to know ANSYS' automatic methods for dealing with rigid motion
- In situations where auto methods don't work consider the application and apply springs, friction, etc.
- Setup NL Diagnostics and look at contact penetration to see how various contacts are behaving