

User manual

Yulin Shi

Structural dynamics and vibration laboratory
McGill University

April 6, 2016

Chapter 1

Static contact problem

1.1 Semismooth Newton method

```
1 Input: Semismooth function  $\mathbf{f}(\mathbf{x}) : \mathbb{R}^N \rightarrow \mathbb{R}^N$  and initial guess  $\mathbf{x} \in \mathbb{R}^N$ ; tolerance  $\varepsilon > 0$ 
2 Init: Initial guess  $\mathbf{x} \in \mathbb{R}^N$ 
3 while Norm of residual  $\|\mathbf{f}(\mathbf{x})\| > \varepsilon$  do
4   Calculate the residual  $\mathbf{f}(\mathbf{x})$ 
5   Select a Jacobian matrix  $\mathbf{G}(\mathbf{x})$  in the sub-differential set  $\partial\mathbf{f}(\mathbf{x})$ 
6   Update  $\mathbf{x} \leftarrow \mathbf{x} - \mathbf{G}(\mathbf{x})^{-1}\mathbf{f}(\mathbf{x})$ 
7 end while
```

Algorithm 1.1: Semismooth Newton method [?, ?].

1.2 One degree-of-freedom contact problem

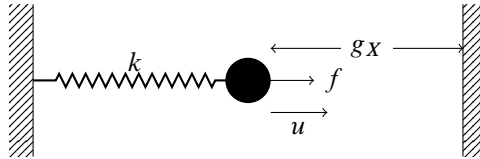


Figure 1.1: One degree-of-freedom contact problem $ku = \lambda + f$ and $u \leq g_X$ where u is the displacement, λ is the contact force, k is the stiffness, f is the external force and g_X is the initial gap. Define the normal gap as $g_N(u) = u - g_X$, denote the penetration as g_N^+

1.3 Semismooth reformulation

$$\begin{cases} r(u, \lambda) = ku - \lambda - f = 0 \\ s(u, \lambda) = \lambda + \max\{0, c(u - g_X) - \lambda\} = 0 \end{cases} \quad (1.1)$$

where positive constant c is used to balance the unit between displacement and force. Function $s(u, \lambda) : \mathbb{R}^2 \rightarrow \mathbb{R}$ is semismooth. Solve it with semismooth Newton method.

1.4 Penalty treatment

Regularize the non-differentiable contact constitutive law using a constant penalty coefficient ϵ as is reviewed in [?]

$$\lambda(u) = -\epsilon \max\{0, u - g_X\} \quad (1.2)$$

And get the regularized system equation to be solved:

$$r(u) = ku - \lambda(u) - f = 0 \quad (1.3)$$

where positive constant c is used to balance the unit between displacement and force. Function $r(u) : \mathbb{R} \rightarrow \mathbb{R}$ is semismooth.

The solution of the regularized system converges to true solution when $\epsilon \rightarrow \infty$. It yields the algorithm 1.2

```

1 Input: coefficient matrices K, f and G (linear or nonlinear w.r.t. u), penalty coefficient  $\epsilon$ 
  and error tolerances  $\epsilon$  and  $\epsilon_1$ .
2 Initialization: u.
3 while  $\|\Delta \mathbf{u}\| > \epsilon$  do
4   Increase  $\epsilon$ 
5   while  $\|\Delta \mathbf{u}\| > \epsilon_1$  do
6     Solve (1.3) using semismooth Newton method in algorithm ??
7   end while
8 end while

```

Algorithm 1.2: Solve finite contact problem in penalty form by semismooth Newton method.

1.5 Augmented Lagrange treatment and Uzawa algorithm

In augmented Lagrange method, the contact force is the sum of a constant term and the penalty term with small ϵ as is reviewed in [?]

$$\lambda(u) = \bar{\lambda} - \epsilon \max\{0, u - g_X\} \quad (1.4)$$

And get the regularized system equation to be solved:

$$r(u) = ku - \lambda(u) - f = 0 \quad (1.5)$$

where positive constant c is used to balance the unit between displacement and force. Function $r(u) : \mathbb{R} \rightarrow \mathbb{R}$ is semismooth.

The augmented term \bar{p}_N is fixed within an iteration step, as to preserve the contact stress. It is updated as

$$\bar{\lambda} = \min\{0, \bar{\lambda} - \epsilon \max\{0, u - g_X\}\} \quad (1.6)$$

It yields a double-loop algorithm. In the inner loop, solve the nonlinear equation with fixed augmented term $\bar{\lambda}$ and fixed penalty coefficient ϵ , in the outer loop, update these two coefficients. An empirical updating law of ϵ given by [?]

$$\epsilon \leftarrow 10\epsilon, \quad \|g_N^{+, (k+1)}\| > \frac{1}{4} \|g_N^{+, (k)}\| \quad (1.7)$$

```

1 Input: coefficient matrices of the discretized problem (??) and error tolerances  $\varepsilon$  and  $\varepsilon_1$ .
2 Initialization:  $u, \bar{\lambda}, \epsilon$ .
3 while  $\|r(u)\| > \varepsilon$  do
4   while  $\|r(u)\| > \varepsilon_1$  do
5     Solve (1.5) using semismooth Newton method in algorithm ??
6   end while
7   update  $\bar{\lambda}$  according to (1.6)
8   update  $\epsilon$  according to (1.7)
9 end while

```

Algorithm 1.3: Penalty method for finite contact problem