

# Accelerated Alternating Direction Method of Multipliers for Frictional Contact <sup>\*</sup>

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## 1 Algorithm Coulomb

The previous algorithm can be reformulated as well. As the upshot, the fast ADMM (Algorithm ??) for solving problem (??) is formally stated in Algorithm 1.

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**Algorithm 1** Fast ADMM for problem (??).

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**Require:**  $\tilde{\mathbf{u}}^0 = \hat{\mathbf{u}}^0$ ,  $\zeta^0 = \hat{\zeta}^0$ ,  $\tau_0 = 1$ , and  $\rho > 0$ .

- 1: **for**  $k = 0, 1, 2, \dots$  **do**
  - 2:    $\mathbf{v}^{k+1}$  solves  $\left[M + \rho H^\top H\right] \mathbf{v} = -\mathbf{f} + \rho H^\top (\tilde{\mathbf{u}}^k - \mathbf{b}(s) - \hat{\zeta}^k)$
  - 3:    $\tilde{\mathbf{u}}^{k+1} := \Pi_{K_{c,\mu}^*}(H\mathbf{v}^{k+1} + \hat{\zeta}^k + \mathbf{b}(s))$
  - 4:    $\zeta^{k+1} := \hat{\zeta}^k + H\mathbf{v}^{k+1} - \tilde{\mathbf{u}}^{k+1} + \mathbf{b}(s)$
  - 5:    $\tau_{k+1} := \frac{1}{2} \left(1 + \sqrt{1 + 4\tau_k^2}\right)$
  - 6:    $\hat{\mathbf{u}}^{k+1} := \hat{\mathbf{u}}^k + \frac{\tau_k - 1}{\tau_{k+1}} (\tilde{\mathbf{u}}^{k+1} - \tilde{\mathbf{u}}^k)$
  - 7:    $\hat{\zeta}^{k+1} := \hat{\zeta}^k + \frac{\tau_k - 1}{\tau_{k+1}} (\zeta^{k+1} - \zeta^k)$
  - 8: **end for**
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In step 2 of Algorithm 1, the coefficient matrix of the system of linear equations is common to all the iterations. Hence, we carry out the Cholesky factorization only at the first iteration (i.e.,  $k = 0$ ); at the following iterations, we can compute  $\mathbf{v}^{k+1}$  only with the back-substitutions. The projection in step 3 can be computed explicitly by using the formula in (7). The computations in the other steps are only matrix-vector products and vector additions. Therefore, the computational cost required for one iteration is small, even for a large-scale problem.

In a similar manner, we can apply Algorithm ?? to problem (??), as formally stated in Algorithm 2.

- To solve the friction problem, parameter  $s$  in problem (??) should be updated. This corresponds to updating  $\mathbf{b}_i$  and  $d_i$  in problem (??). One obvious way is that, once we solve problem (??) with fixed  $\mathbf{b}_i$  and  $d_i$  by the fast ADMM (with restart), then update  $\mathbf{b}_i$  and  $d_i$  by using the obtained solution, and repeat this procedure. Another possibility is to update  $\mathbf{b}_i$  and  $d_i$  at each iteration of the fast ADMM (with restart). Intuitively, the latter saves the total computational cost, but stability of the algorithm in this case is not clear.

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**Algorithm 2** Fast ADMM for problem with restart (??).

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**Require:**  $\tilde{\mathbf{u}}^0 = \hat{\mathbf{u}}^0$ ,  $\zeta^0 = \hat{\zeta}^0$ ,  $\tau_0 = 1$ , and  $\rho > 0$ .

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1: for  $k = 0, 1, 2, \dots$  do
2:    $\mathbf{v}^{k+1}$  solves  $\left[M + \rho H^\top H\right] \mathbf{v} = -\mathbf{f} + \rho H^\top (\tilde{\mathbf{u}}^k - \mathbf{b}(s) - \hat{\zeta}^k)$ 
3:    $\tilde{\mathbf{u}}^{k+1} := \Pi_{K_{e,\mu}^*}(H\mathbf{v}^{k+1} + \hat{\zeta}^k + \mathbf{b}(s))$ 
4:    $\zeta^{k+1} := \hat{\zeta}^k + H\mathbf{v}^{k+1} - \tilde{\mathbf{u}}^{k+1} + \mathbf{b}(s)$ 
5:   if  $e_k < \eta e_{k-1}$  then
6:      $\tau_{k+1} := \frac{1}{2} \left(1 + \sqrt{1 + 4\tau_k^2}\right)$ 
7:      $\hat{\mathbf{u}}^{k+1} := \hat{\mathbf{u}}^k + \frac{\tau_k - 1}{\tau_{k+1}} (\tilde{\mathbf{u}}^{k+1} - \tilde{\mathbf{u}}^k)$ 
8:      $\hat{\zeta}^{k+1} := \hat{\zeta}^k + \frac{\tau_k - 1}{\tau_{k+1}} (\zeta^{k+1} - \zeta^k)$ 
9:   else
10:     $\tau_{k+1} := 1$ 
11:     $\hat{\mathbf{u}}^{k+1} := \tilde{\mathbf{u}}^k$ 
12:     $\hat{\zeta}^{k+1} := \zeta^k$ 
13:     $e_k \leftarrow e_{k-1}/\eta$ 
14:   end if
15: end for

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## 2 Projection onto second order cone

$$\Pi_{K_{e,\mu}}(\mathbf{x}) = \begin{cases} 0 & \text{if } \|\mathbf{x}_2\| \leq -\frac{1}{\mu}x_1, \\ \mathbf{x} & \text{if } \|\mathbf{x}_2\| \leq \mu x_1, \\ \frac{1}{1 + \mu^2} (x_1 + \mu\|\mathbf{x}_2\|) \begin{bmatrix} 1 \\ \mu\mathbf{x}_2/\|\mathbf{x}_2\| \end{bmatrix} & \text{if } -\mu\|\mathbf{x}_2\| < x_1 < \frac{1}{\mu}\|\mathbf{x}_2\|, \end{cases} \quad (1)$$

$$\Pi_{K_{e,\mu}^*}(\mathbf{x}) = \begin{cases} 0 & \text{if } \|\mathbf{x}_2\| \leq -\mu x_1, \\ \mathbf{x} & \text{if } \|\mathbf{x}_2\| \leq \frac{1}{\mu}x_1, \\ \frac{\mu^2}{1 + \mu^2} \left(x_1 + \frac{1}{\mu}\|\mathbf{x}_2\|\right) \begin{bmatrix} 1 \\ \frac{1}{\mu}\mathbf{x}_2/\|\mathbf{x}_2\| \end{bmatrix} & \text{if } -\frac{1}{\mu}\|\mathbf{x}_2\| < x_1 < \mu\|\mathbf{x}_2\|, \end{cases} \quad (2)$$

### 2.1 Projection onto Coulomb's friction cone

For vector  $\mathbf{x} = (x_1, \mathbf{x}_2) \in \mathbb{R} \times \mathbb{R}^{n-1}$ , its spectral factorization with respect to  $K_{e,\mu}$  is defined by [8]

$$\mathbf{x} = \lambda_1 \mathbf{u}^1 + \lambda_2 \mathbf{u}^2. \quad (3)$$

Here,  $\lambda_1, \lambda_2 \in \mathbb{R}$  are the spectral values given by

$$\lambda_i = x_1 + (-1)^i \mu^{(-1)^i} \|\mathbf{x}_2\|, \quad (4)$$

and  $\mathbf{u}^1, \mathbf{u}^2 \in \mathbb{R}^n$  are the spectral vectors given by

$$\mathbf{u}^i = \begin{cases} \frac{1}{1+\mu^2} \begin{bmatrix} \mu^{2(2-i)} \\ (-1)^i \mu \mathbf{x}_2 / \|\mathbf{x}_2\| \end{bmatrix} & \text{if } \mathbf{x}_2 \neq \mathbf{0}, \\ \frac{1}{1+\mu^2} \begin{bmatrix} \mu^{2(2-i)} \\ (-1)^i \mu \boldsymbol{\omega} \end{bmatrix} & \text{if } \mathbf{x}_2 = \mathbf{0}, \end{cases} \quad (5)$$

with  $\boldsymbol{\omega} \in \mathbb{R}^{n-1}$  satisfying  $\|\boldsymbol{\omega}\| = 1$ .

For  $\mathbf{x} \in \mathbb{R}^n$ , let  $\Pi_{K_{e,\mu}}(\mathbf{x}) \in \mathbb{R}^n$  denote the projection of  $\mathbf{x}$  onto  $K_{e,\mu}$ , i.e.,

$$\Pi_{K_{e,\mu}}(\mathbf{x}) = \arg \min \{\|\mathbf{x}' - \mathbf{x}\| \mid \mathbf{x}' \in K_{e,\mu}\}. \quad (6)$$

This can be computed explicitly as [4]

$$\Pi_{K_{e,\mu}}(\mathbf{x}) = \max\{0, \lambda_1\} \mathbf{u}^1 + \max\{0, \lambda_2\} \mathbf{u}^2. \quad (7)$$

Therefore the projection of  $\mathbf{x}$  onto  $K_{e,\mu}$  could be written as follows

$$\Pi_{K_{e,\mu}}(\mathbf{x}) = \begin{cases} 0 & \text{if } -\mathbf{x} \in K_{e,\mu}^* \rightarrow \lambda_i \leq 0 \\ \mathbf{x} & \text{if } \mathbf{x} \in K_{e,\mu} \rightarrow \lambda_i \geq 0 \\ \frac{(x_1 + \mu \|\mathbf{x}_2\|)}{1 + \mu^2} \begin{bmatrix} 1 \\ \mu \mathbf{x}_2 / \|\mathbf{x}_2\| \end{bmatrix} & \text{if } -\mathbf{x} \notin K_{e,\mu}^* \wedge \mathbf{x} \notin K_{e,\mu} \rightarrow \lambda_1 < 0 \wedge \lambda_2 > 0 \end{cases} \quad (8)$$

Now, it is easy to see that the dual of  $K_{e,\mu}$  is also a second-order cone

$$K_{e,\mu}^* = K_{e,\frac{1}{\mu}} = \{(x_1, \mathbf{x}_2) \in \mathbb{R} \times \mathbb{R}^{n-1} \mid \|\mathbf{x}_2\| \leq \frac{1}{\mu} x_1\} \quad (9)$$

Consequently, the projection of  $\mathbf{x}$  onto  $K_{e,\mu}^*$  could be written as follows

$$\Pi_{K_{e,\mu}^*}(\mathbf{x}) = \begin{cases} 0 & \text{if } -\mathbf{x} \in K_{e,\mu} \rightarrow \lambda_i^* \leq 0 \\ \mathbf{x} & \text{if } \mathbf{x} \in K_{e,\mu}^* \rightarrow \lambda_i^* \geq 0 \\ \frac{\mu^2 \left(x_1 + \frac{1}{\mu} \|\mathbf{x}_2\|\right)}{1 + \mu^2} \begin{bmatrix} 1 \\ \frac{1}{\mu} \mathbf{x}_2 / \|\mathbf{x}_2\| \end{bmatrix} & \text{if } -\mathbf{x} \notin K_{e,\mu} \wedge \mathbf{x} \notin K_{e,\mu}^* \rightarrow \lambda_1^* < 0 \wedge \lambda_2^* > 0, \end{cases} \quad (10)$$

where  $\lambda_i^* = x_1 + (-1)^i \mu^{(-1)^{i+1}} \|\mathbf{x}_2\|$ .

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