Boundary Element Method formulation of Normal and Tangential Contact with Coulomb Friction

Son Pham-Ba, Lucas Frérot, Tobias Brink, Jean-François Molinari ⊠ son.phamba@epfl.ch



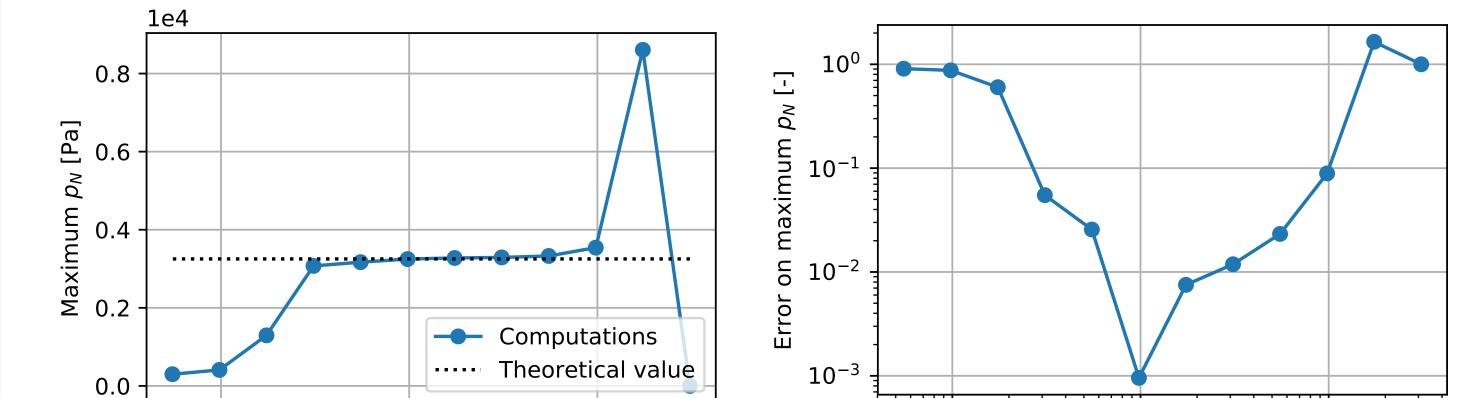
Laboratoire de Simulation en Mécanique des Solides Computational Solid Mechanics Laboratory

## Introduction

**Question:** Surfaces are rough. Only some asperities come into contact. We want to assess how asperity interactions alter the debris formation process during adhesive wear [1]. This poster shows our initial steps for validating a model and numerical method for adhesive frictional contact of rough surfaces.

**Approach:** BEM is much more efficient than FEM to solve contact between rough surfaces because only the surfaces have to be discretized. A BEM formulation with Coulomb friction has been derived and implemented.

Admissible size of contact zone (with n = 243) The obtained solution converges toward the theoretical solution if: • the contact zone is discretized with enough grid points,  $\frac{L}{n} \leq \frac{2a}{10}$ , • the contact zone is small enough to not have boundary effects,  $2a \leq \frac{L}{10}$ 



#### Johnson's assumption

Contact between a **rigid rough** surface and an **elastic flat** surface is considered. It is equivalent to the contact between two elastic rough surfaces with different properties under some assumptions [2].

Effective Young modulus:

 $\frac{1}{E^*} = \frac{1 - \nu_1^2}{E_1} + \frac{1 - \nu_2^2}{E_2}$ 

#### Formulation

Model

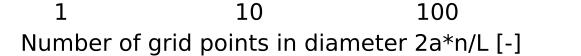
- Minimization of potential energy
- Coulomb friction law:  $\|\vec{p}_T(\mathbf{x})\| \leq \mu p_N(\mathbf{x})$

## Solving

- Conjugate gradient method [3]
- FFT-based: implies periodic boundary conditions, which are suitable for rough surfaces

## Validation

Comparison with Mindlin theory of Hertz contact with Coulomb friction in uncoupled case  $(\nu = 0.5)$  [2].

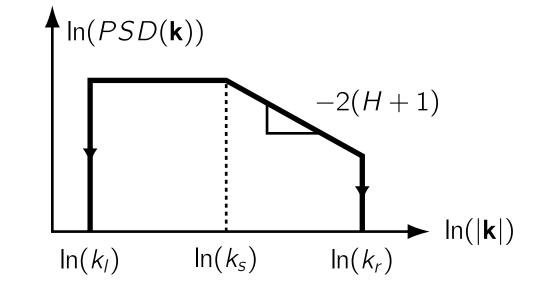


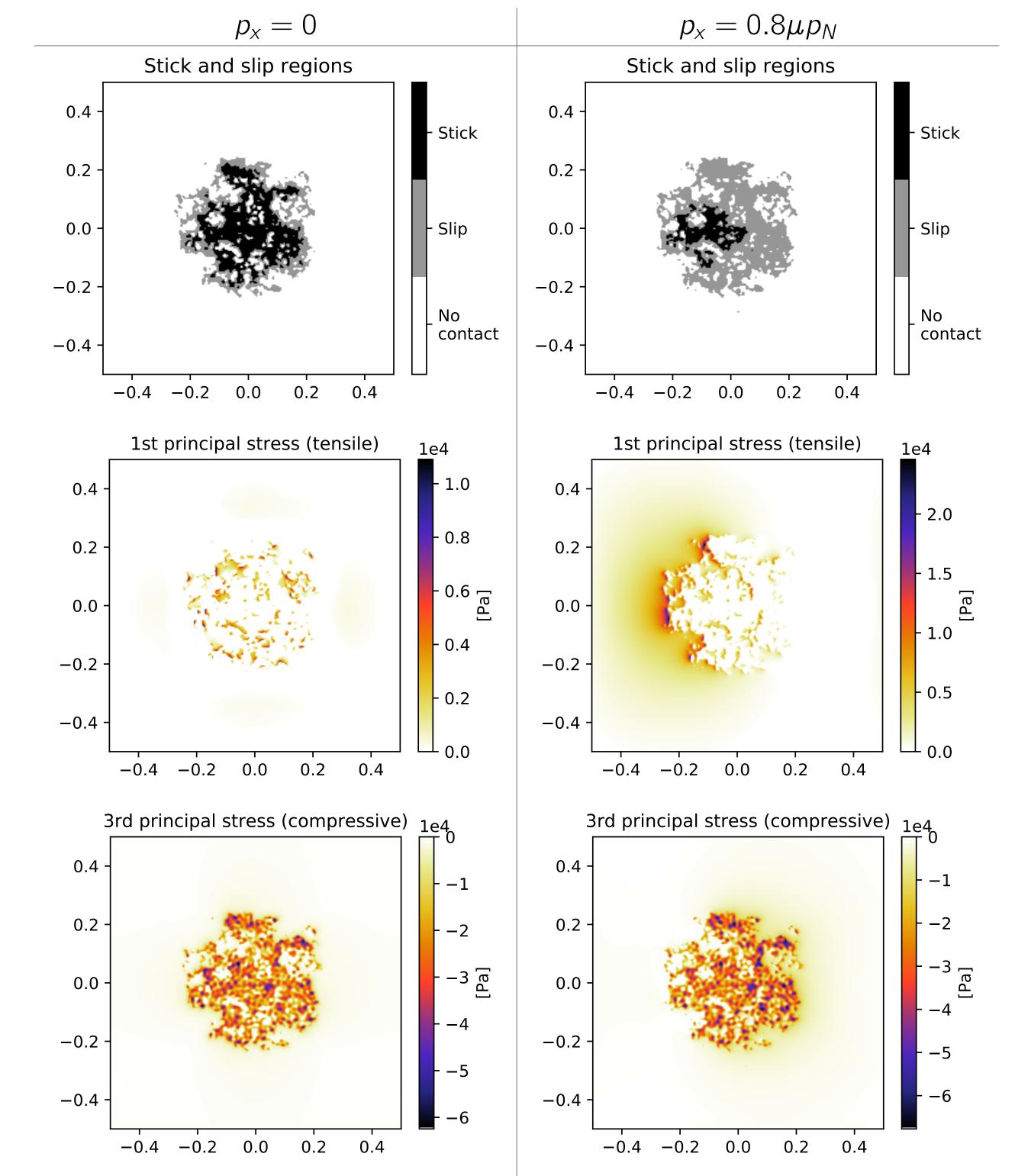
110100Number of grid points in diameter 2a\*n/L [-]

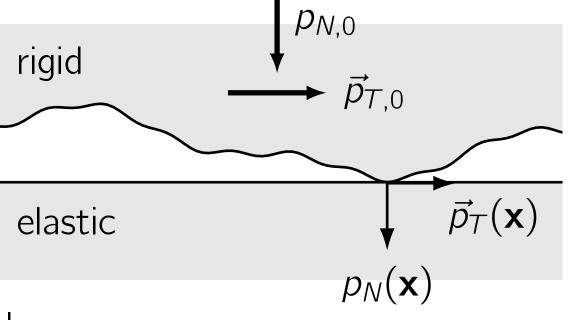
# A more realistic example: rough spherical contact

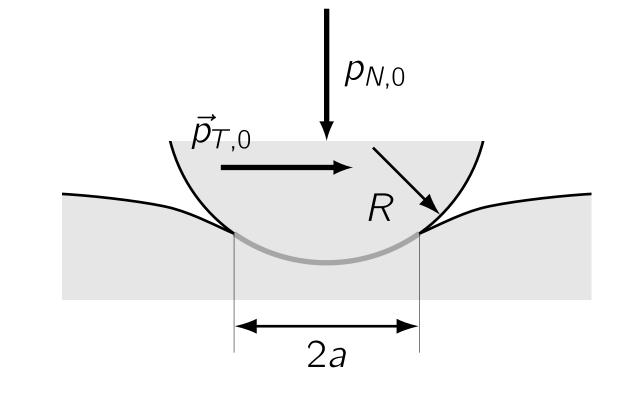
#### Parameters:

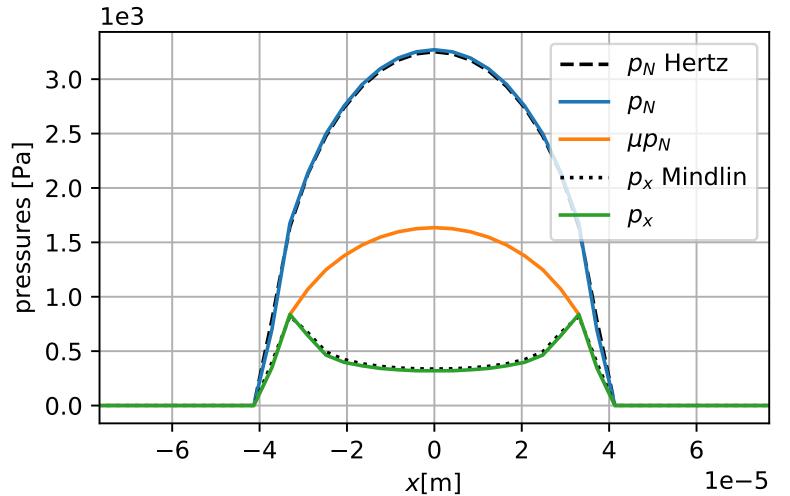
Material:  $E = 1 \cdot 10^{6}$ Pa,  $\nu = 0.3$ ,  $\mu = 0.5$ Rough surface [5]:  $k_{l} = k_{r} = 4$ ,  $k_{s} = 64$ , H = 0.8,  $\sqrt{\langle |\nabla h|^{2} \rangle} = 8 \cdot 10^{-8}$ m Hertz contact: R = 0.01m,  $p_{N,0} = 2 \cdot 10^{3}$ Pa Discretization: L = 0.001m, n = 243

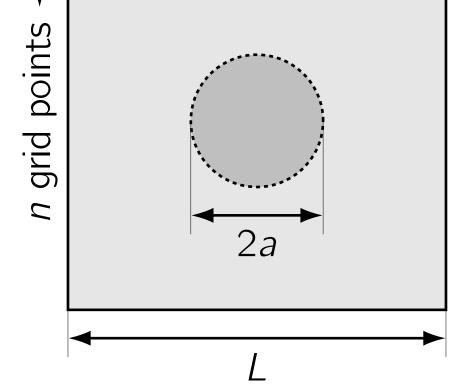










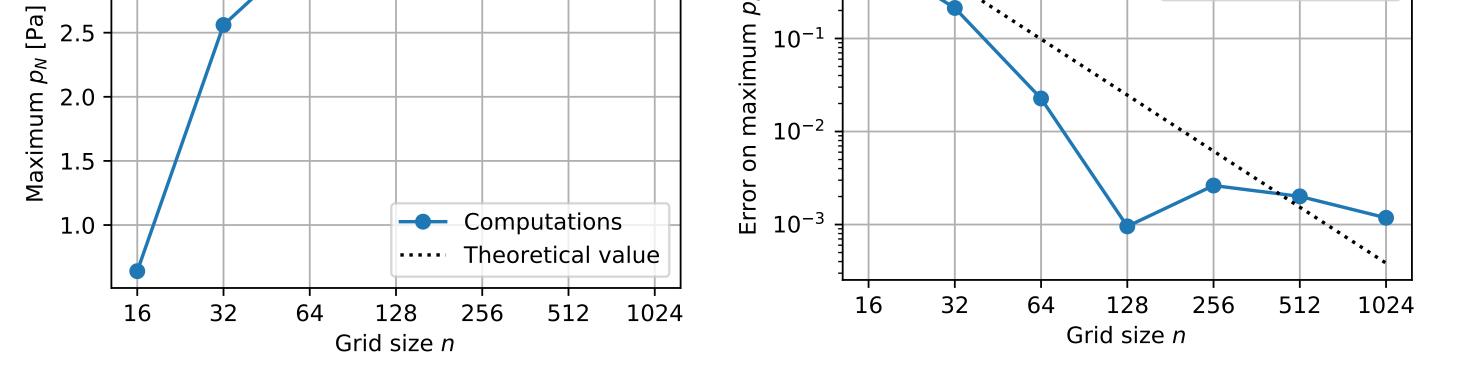


# Regions:• contact: $p_N(\mathbf{x}) > 0$ • stick: $\|\vec{p}_T(\mathbf{x})\| = \mu p_N(\mathbf{x})$ • slip: $\|\vec{p}_T(\mathbf{x})\| \le \mu p_N(\mathbf{x})$

### **Convergence with mesh refinement** (with L = 1mm)



# Conclusion



**Applications:** We have studied the contact asperity patches. Under an increasing normal load, these patches are growing and merging. Adding a tangential load creates stress concentrations only around certain patches and localized slip [4]. The statistics of these contact patches are under investigation.

**Limitation:** Coulomb friction has no meaning at atomistic scale. We may switch to tangential adhesion formulation and couple it with normal adhesion (consistent with atomic scale interactions).

## References

[1] Lucas Frérot, Ramin Aghababaei, and Jean-François Molinari. A mechanistic understanding of the wear coefficient: From single to multiple asperities contact. Journal of the Mechanics and Physics of Solids, 114:172 – 184, 2018.

[2] K. L. Johnson. *Contact Mechanics*. Cambridge University Press, 1985.

[3] Valentine Rey, Guillaume Anciaux, and Jean-François Molinari. Normal adhesive contact on rough surfaces: efficient algorithm for FFT-based BEM resolution, Jul 2017.

[4] R. Sahli, G. Pallares, C. Ducottet, I. E. Ben Ali, S. Al Akhrass, M. Guibert, and J. Scheibert. Evolution of soft materials. *Proceedings of the National Academy of Sciences*, 115(3):471–476, 2018.

[5] Vladislav A. Yastrebov, Guillaume Anciaux, and Jean-François Molinari. From infinitesimal to full contact between rough surfaces: Evolution of the contact area. International Journal of Solids and Structures, 52:83 – 102, 2015.