

Finite Element Solution of Contact Problems: From 1974 to 2004

by

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Advances in Computational Mechanics

Celebrating the 60th Birthday of Tom Hughes

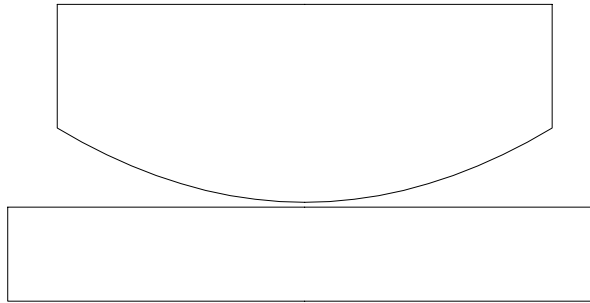
7 April 2004

Remarks on FEM Contact Analysis

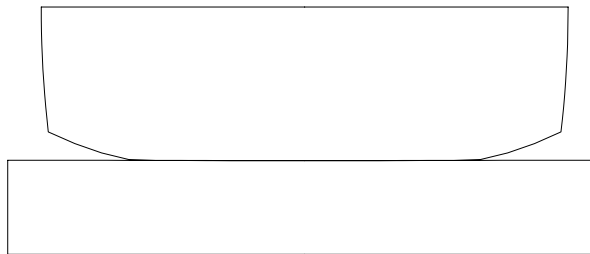
- This talk summarizes:
 - Formulations to treat **contact** problems by FEM.
 - Spatial approximation for **contact** and **tied** interfaces.
 - Methods of solution using **Lagrange multiplier**, **perturbed lagrangian**, **penalty**, **augmented lagrangian** and **constraint elimination** methods.
 - Contact **patch test** requirement.
 - Example solutions for various treatments.

Finite Element Contact Analysis

- Multiple body problems can have two states:



(a) No contact condition.



(b) Contact state.

1974-77: The Foundations: With TJRH!

THE BODIES ARE DISCRETIZED USING
STANDARD FINITE ELEMENT TECHNIQUES

CONTACT SURFACE :

$$\int_C \underline{c} \cdot (\underline{x}' - \underline{x}^2) dC$$

COORDINATES IN
DEFORMED BODIES

↑

LAGRANGE MULTIPLIER (= CONTACT TRACTION)

$$\int_C \{ \delta \underline{c} \cdot (\underline{x}' - \underline{x}^2) + \underline{c} \cdot \delta \underline{x}' - \underline{c} \cdot \delta \underline{x}^2 \} dC$$

ASSUME \underline{c} CONSISTS OF A
SET OF N DISCRETE VECTORS :

$$\sum_{i=1}^3 \sum_{j=1}^N c_{ij} (x'_{ij} - x^2_{ij})$$

i - SPATIAL DIRECTION

c_{ij} - NODAL CONTACT FORCE

1974-77: The Foundations: With TJRH!

EXAMPLE : FRICTIONLESS CASE

$$\int_C \psi(x^1 - x^2) dc$$

C = NORMAL COMPONENT OF CONTACT FORCE

x^a = NORMAL COMPONENT OF DEFORMED SURFACE COORDINATE IN BODY a

DISCRETE VERSION:

$$\sum_{j=1}^N c_j (x_j^1 - x_j^2)$$

c_j = NODAL CONTACT FORCE

x_j^a = NODAL COORDINATE

AT A TYPICAL NODE j

$$\begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$

CONTACT 'STIFFNESS'

MULTIDEGREE-OF-FREEDOM SYSTEMS :

Lumped USE NEWMARK METHOD

$$\begin{bmatrix} \tilde{M}^1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & \tilde{M}^2 \end{bmatrix} \begin{bmatrix} \ddot{x}^1 \\ \ddot{x}^1 \\ \ddot{x}^2 \end{bmatrix} + \begin{bmatrix} K^1 & 0 & 0 \\ 0 & \square & 0 \\ 0 & 0 & K^2 \end{bmatrix} \begin{bmatrix} x^1 - x^1 \\ \ddot{x} \\ x^2 - x^2 \end{bmatrix} = \begin{bmatrix} F^1 \\ 0 \\ F^2 \end{bmatrix}$$

↑ FORM AND PREFACTOR ↓

WHERE :

\tilde{M}^a = MASS MATRIX BODY a

K^a = STIFFNESS MATRIX BODY a

F^a = APPLIED FORCE VECTOR BODY a

0 = ZERO MATRIX OR VECTOR

\ddot{x} = VECTOR OF CONTACT FORCES

ETC.

NODES WHICH ARE IN CONTACT CONTRIBUTE TO

NODES WHICH ARE NOT IN CONTACT CONTRIBUTE TO

THE EQUATIONS ARE NONLINEAR SECOND-ORDER ORDINARY DIFFERENTIAL EQUATIONS

1974-77: The Foundations: With TJRH!

AT IMPACT AND RELEASE SPECIAL
CONSIDERATION MUST BE GIVEN TO
VELOCITY AND ACCELERATION :

EXAMPLE :

ASSUME A PAIR OF NODES IMPACT
AT STEP $n+1$

NEWMARK FORMULAS :

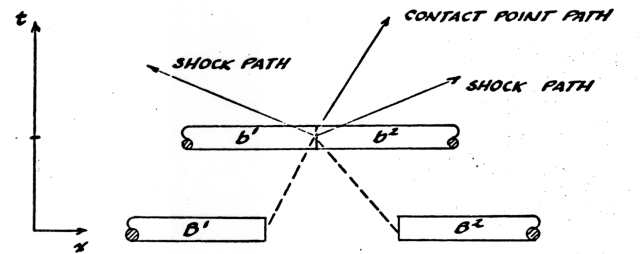
$$\underline{a}_{n+1}^{\alpha} = \frac{1}{\beta} \left\{ \frac{1}{\Delta t^2} (\underline{d}_{n+1}^{\alpha} - \underline{d}_n^{\alpha} - \Delta t \underline{v}_n^{\alpha}) - (1/2 - \beta) \underline{a}_n^{\alpha} \right\}$$

$$\underline{v}_{n+1}^{\alpha} = \underline{v}_n^{\alpha} + \Delta t \{ (1 - \gamma) \underline{a}_n^{\alpha} + \gamma \underline{a}_{n+1}^{\alpha} \}$$

$$\Rightarrow \text{(IN GENERAL)} \quad \underline{a}_{n+1}^1 \neq \underline{a}_{n+1}^2$$
$$\underline{v}_{n+1}^1 \neq \underline{v}_{n+1}^2$$

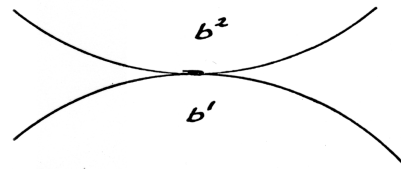
THIS VIOLATES THE PHYSICS !

1974-77: The Foundations: With TJRH!



CAN SOLVE FOR THE POST-IMPACT STATE
EXPLICITLY

THREE - DIMENSIONAL CASE :



APPROXIMATE LOCALLY BY HALF-SPACE
SOLUTION

CAN OBTAIN POST-IMPACT VELOCITY AND
STRESS VIA THIS PROCEDURE

↑
NOT A USEFUL
QUANTITY

1974-77: The Foundations: With TJRH!

MORAL : POST-IMPACT PROBLEM IS
ONE OF WAVE PROPAGATION
AND IS ESSENTIALLY
ONE-DIMENSIONAL

THE VELOCITY FROM THE LOCAL WAVE
PROPAGATION ANALYSIS:

$$u_+ = \frac{\rho_0^2 U^2 u_{-1}^2 - \rho_0' U' u_{-1}'}{\rho_0^2 U^2 - \rho_0' U'}$$

ρ_0^x = DENSITY IN REFERENCE CONFIGURATION

U^x = MATERIAL VELOCITY OF SHOCK WAVE

(E.G., IN LINEAR ELASTICITY U^x IS
'BAR-WAVE' VELOCITY IN 1-DIM.
AND DILATATIONAL VEL. IN 3-DIM.)

THE ERRONEOUS ACCELERATIONS SATISFY

$$M^x a_-^x + K^x(d_-^x) - (-1)^x c_- = 0$$

WHERE

$$a_-^1 \neq a_-^2$$

WE WANT

$$M^x a_+ + K^x(d_+^x) - (-1)^x c_+ = 0$$

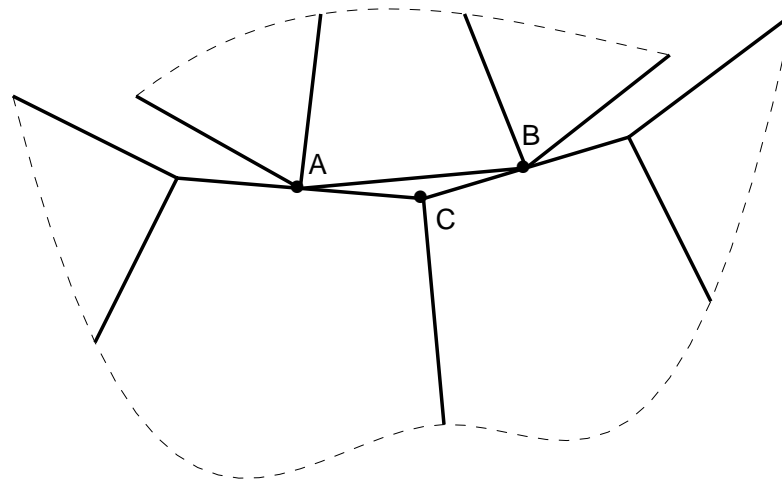
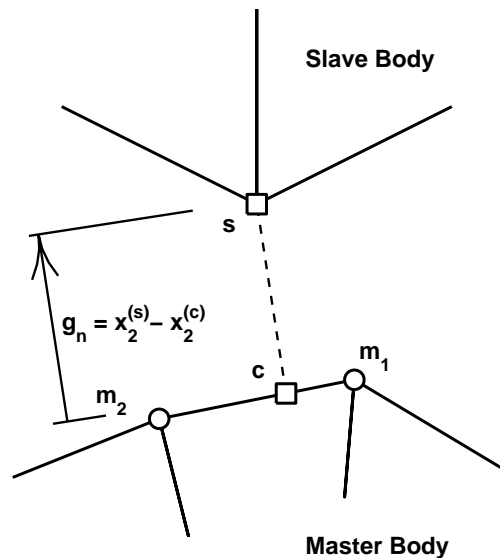
SOLVING :

$$a_+ = \frac{M^1 a_-^1 + M^2 a_-^2}{M^1 + M^2}$$

$$c_+ = c_- - \frac{M^1 M^2}{(M^1 + M^2)} (a_-^2 - a_-^1)$$

1982-89: Node-to-Surface Contact

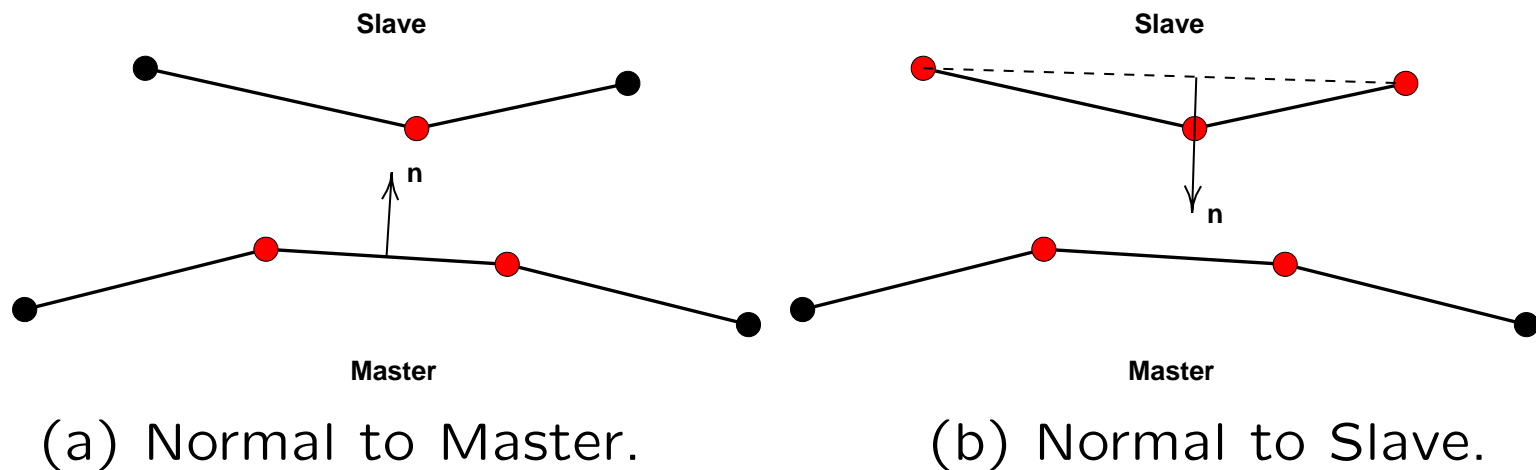
- Simplest form where nodes on one body do not interact at nodes on second body (Goudreau & Hallquist, 1982)



- Note nodes of master body not in contact.
- Consistent tangent (Simo & Wriggers, 1985; Parische, 1989)

1982-89: Node-to-Surface Contact

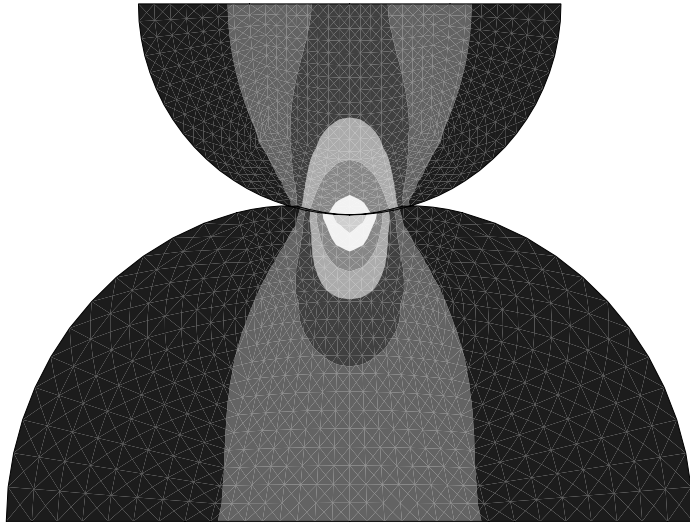
- Normals from FE mesh:



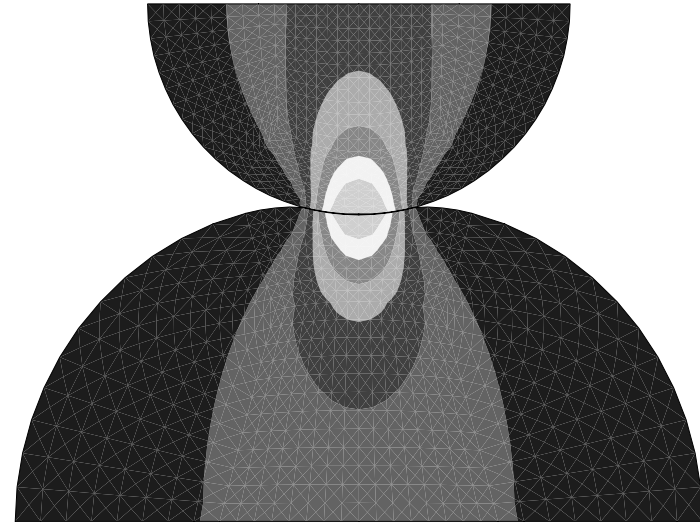
- Note master form involves 3 nodes & slave form 5 nodes.
- Slave normal gives **smoother** sliding.

1982-1989: Node-to-Surface Contact

- Example: Compare σ_{22} for treatments



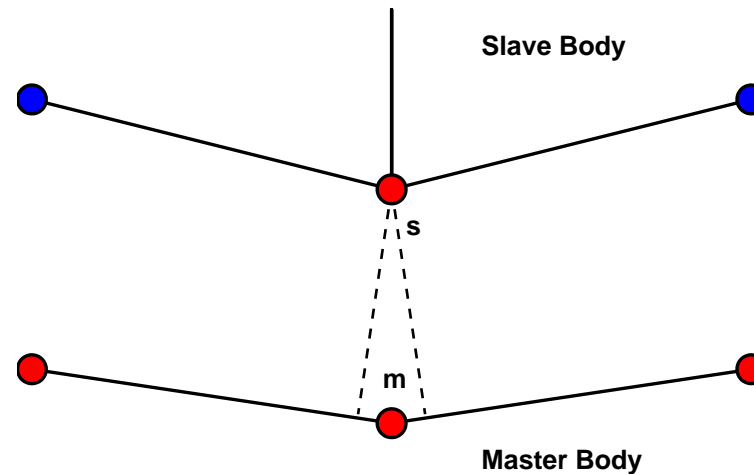
(a) Node to node



(b) Node to surface

1982-1989: Node-to-Surface Contact

- Difficulty: Corner Condition

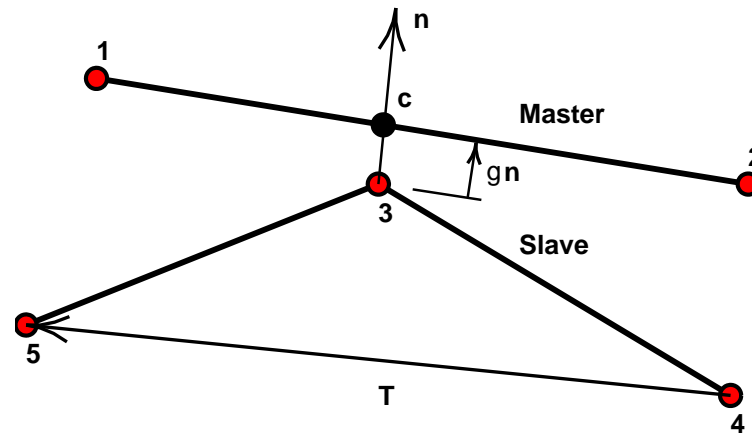


- Use two facets and modify functional to

$$\Pi_c = \sum_{i=1}^2 \left\{ (\lambda_i + \lambda_{ki}) \mathbf{n}_{ci}^T [\mathbf{x}_s - \mathbf{x}(\xi_i)] - \frac{1}{\kappa} \lambda_i^2 \right\}$$

1982-1989: Node-to-Surface Contact

- Difficulty: Slave normal not perpendicular to master facet.



- For smooth sliding must ignore $\delta\xi$ term and let

$$\delta\Pi_c = \left[\delta\lambda_n, \delta\mathbf{x}_s^T, \delta\mathbf{x}_\alpha^T \right] \left\{ \begin{array}{c} g_n A_c \\ \lambda_n A_c \mathbf{n}_c \\ -\lambda_n A_c N_\alpha \mathbf{n}_c \end{array} \right\}$$

Gives slave force on 3-node only.

- Tangent **unsymmetric**.

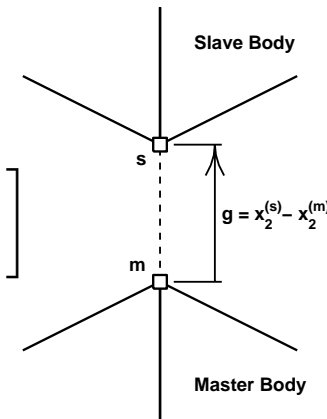
1985: Solution Methods

- Methods for imposing contact constraint (Landers & T, 1985):
 - **Lagrange multiplier** method.
 - **Perturbed lagrangian**, **penalty** and **perturbed tangent** methods (related).
 - **Augmented lagrangian** method of Uzawa.
 - **Constraint elimination** method.

1985: Solution Methods

- **Lagrange multiplier** form of solution

$$\Pi_c = \lambda g = \lambda \left[(X_2^{(s)} + u_2^{(s)}) - (X_2^{(m)} + u_2^{(m)}) \right]$$



- Added variational equation

$$\delta \Pi_c = \delta \lambda g + \left(\delta u_2^{(s)} - \delta u_2^{(m)} \right) \lambda = \begin{bmatrix} \delta u_2^{(s)} & \delta u_2^{(m)} & \delta \lambda \end{bmatrix} \begin{Bmatrix} \lambda \\ -\lambda \\ g \end{Bmatrix}$$

- λ - **contact force** to prevent penetration.

1985: Solution Methods

- Linearization of Π_c produces tangent matrix

$$\begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & -1 \\ 1 & -1 & 0 \end{bmatrix} \begin{Bmatrix} du_2^{(s)} \\ du_2^{(m)} \\ d\lambda \end{Bmatrix} = \begin{Bmatrix} -\lambda \\ \lambda \\ -g \end{Bmatrix}$$

- Added identical to any FE assembly process.
- Introduces new unknown (λ) for each contact pair.
- Equations **indefinite** (zero multiplier diagonal).

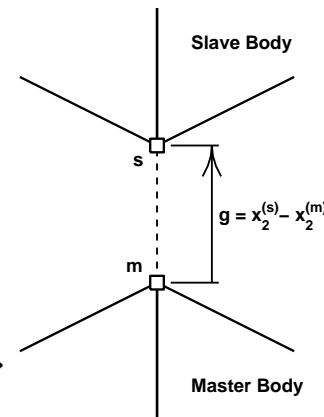
1985: Solution Methods

- **Perturbed lagrangian** form of solution

$$\Pi_c = \lambda g - \frac{1}{2\kappa} \lambda^2$$

- Variational equation

$$\delta \Pi_c = \begin{bmatrix} \delta u_2^{(s)} & \delta u_2^{(m)} & \delta \lambda \end{bmatrix} \begin{Bmatrix} \lambda \\ -\lambda \\ g - \frac{1}{\kappa} \lambda \end{Bmatrix}$$



- Solution: $\lambda = \kappa g$ where κ **constraint parameter** to prevent penetration (penalty).

1985: Solution Methods

- Linearization produces tangent matrix

$$\begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & -1 \\ 1 & -1 & -1/\kappa \end{bmatrix} \begin{Bmatrix} du_2^{(s)} \\ du_2^{(m)} \\ d\lambda \end{Bmatrix} = \begin{Bmatrix} -\lambda \\ \lambda \\ -g + \frac{1}{\kappa} \lambda \end{Bmatrix}$$

- Eliminate λ and $d\lambda$ gives reduced tangent

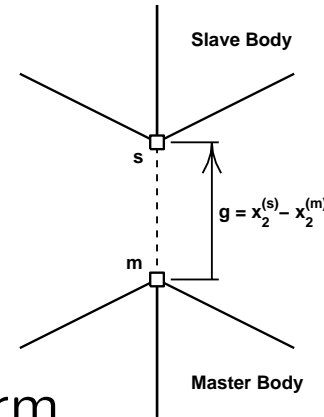
$$\begin{bmatrix} \kappa & -\kappa \\ -\kappa & \kappa \end{bmatrix} \begin{Bmatrix} du_2^{(s)} \\ du_2^{(m)} \end{Bmatrix} = \begin{Bmatrix} -\kappa g \\ \kappa g \end{Bmatrix}$$

- **Final gap non-zero** - depends on value of κ .

1985: Solution Methods

- **Perturbed tangent** form (Lim & T, 2001)
- Lagrange multiplier variational equation

$$\delta \Pi_c = \begin{bmatrix} \delta u_2^{(s)} & \delta u_2^{(m)} & \delta \lambda \end{bmatrix} \begin{Bmatrix} \lambda \\ -\lambda \\ g \end{Bmatrix}$$



- Linearized form for perturbed lagrangian form

$$\begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & -1 \\ 1 & -1 & -1/\kappa \end{bmatrix} \begin{Bmatrix} du_2^{(s)} \\ du_2^{(m)} \\ d\lambda \end{Bmatrix} = \begin{Bmatrix} -\lambda \\ \lambda \\ -g \end{Bmatrix}$$

- Not consistently linearized form (non-zero diagonal for λ).

1985: Solution Methods

- **Penalty function** form

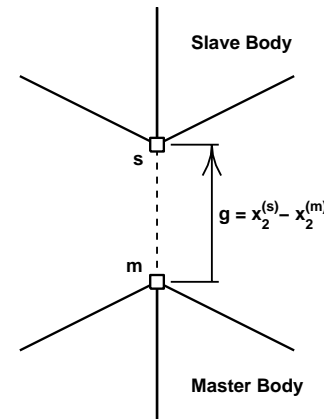
$$\Pi = \frac{1}{2} \kappa g^2$$

where κ is penalty parameter.

- Matrix equation for nodes given by

$$\begin{bmatrix} \kappa & -\kappa \\ -\kappa & \kappa \end{bmatrix} \begin{Bmatrix} du_2^{(s)} \\ du_2^{(m)} \end{Bmatrix} = \begin{Bmatrix} -\kappa g \\ \kappa g \end{Bmatrix}$$

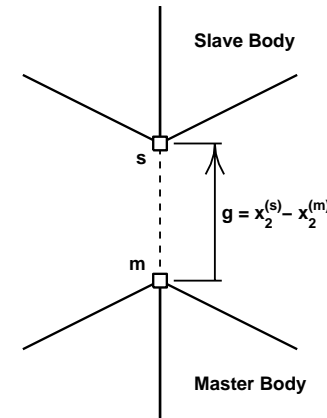
- N.B. Not always same as perturbed lagrangian form.
- Avoids indefinite equation of Lagrange multiplier approach.



1985: Solution Methods

- **Augmented Lagrangian** penalty form
- Mix of penalty and Lagrange multiplier

$$\begin{bmatrix} \kappa & -\kappa \\ -\kappa & \kappa \end{bmatrix} \begin{Bmatrix} du_2^{(s)} \\ du_2^{(m)} \end{Bmatrix} = \begin{Bmatrix} -\lambda_k - \kappa g \\ \lambda_k + \kappa g \end{Bmatrix}$$



- Update to 'Lagrange multiplier' computed using

$$\lambda_{k+1} = \lambda_k + \kappa g$$

- Update after each Newton iteration or in new loop.

1985: Solution Methods

- **Augmented Lagrangian** perturbed form

$$\Pi_c = (\lambda + \lambda_k) g - \frac{1}{2\kappa} \lambda^2$$

- Mix with perturbed Lagrangian form:

$$\begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & -1 \\ 1 & -1 & -1/\kappa \end{bmatrix} \begin{Bmatrix} du_2^{(s)} \\ du_2^{(m)} \\ d\lambda \end{Bmatrix} = \begin{Bmatrix} -(\lambda + \lambda_k) \\ (\lambda + \lambda_k) \\ -g + \frac{1}{\kappa} \lambda \end{Bmatrix}$$

where Uzawa update $\lambda_{k+1} = \lambda_k + \kappa g$ used.

- **Method of choice to program:** Can reduce to all other forms.

1988: Friction by Perturbed Lagrangian

- Friction - **Coulomb model** simplest form

$$\lambda_t \leq \mu \mid \lambda_n \mid$$

- Stick: If $\mid \lambda_t \mid < \mu \mid \lambda_n \mid$ set $g_t = 0$

- Variational equation

$$\delta \Pi_c = \delta \lambda_n (g_n - \frac{1}{\kappa_n} \lambda_n) + \delta g_n \lambda_n + \delta \lambda_t (g_t - \frac{1}{\kappa_t} \lambda_t) + \delta g_t \lambda_t$$

– Slip : If $\mid \lambda_t \mid = \mu \mid \lambda_n \mid$ gives $g_t \neq 0$

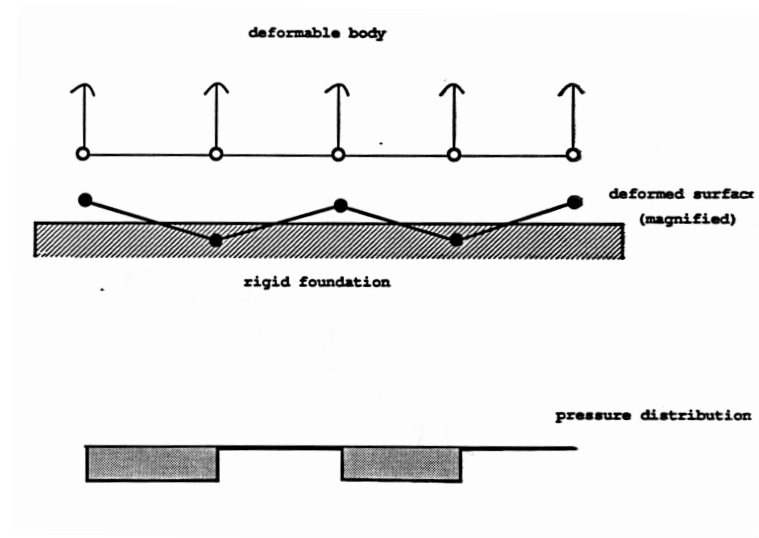
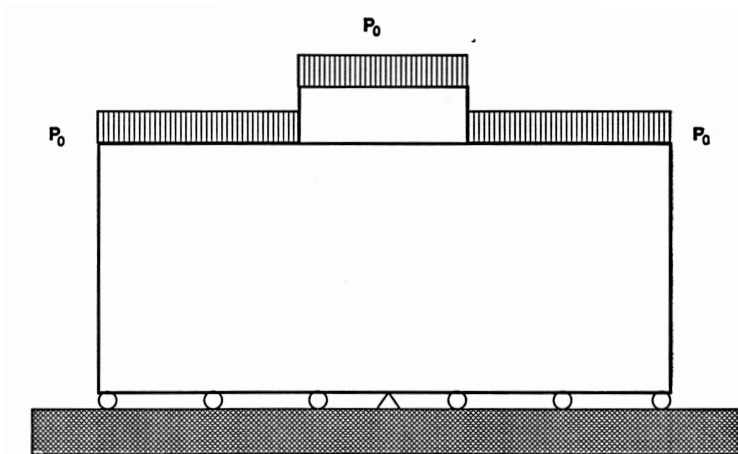
$$\delta \Pi_c = \delta \lambda_n (g_n - \frac{1}{\kappa_n} \lambda_n) + \delta g_n \lambda_n + \delta \lambda_t (g_t - \frac{1}{\kappa_t} \lambda_t) + \delta g_t [\mu \mid \lambda_n \mid \text{sign}(g_t)]$$

– Yields **unsymmetric tangent** (Ju & T, 1988).

– Augmented form can make symmetric - Laursen & Simo (1993).

1991: The Contact Patch Test

- Contact patch: **Consistency** (constant stress) & **Stability** test (Papadopoulos & T, 1991).



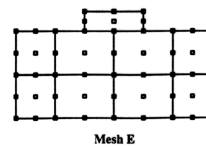
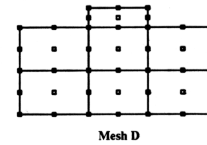
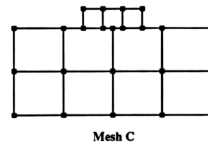
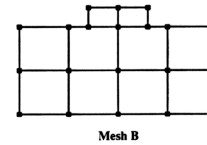
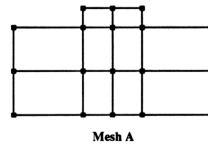
1991: The Contact Patch Test

PATCH TEST

- Contact patch test used to assess consistency

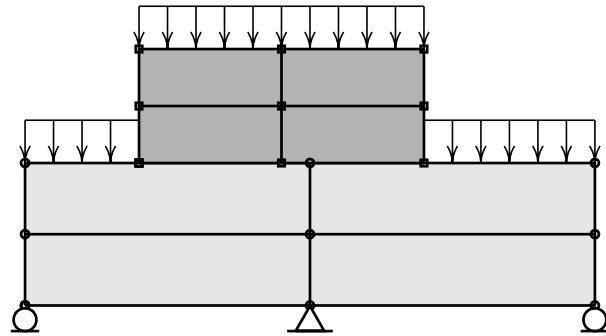
Patch Test Results							
Pressure	Element Meshes						
Constant	A	B-1p	B-2p	C-1p	C -2p	D	E
Result	p	p/f	p	f	p	p	f

Results: p = pass; f = fail; p/f = master surface dependent.

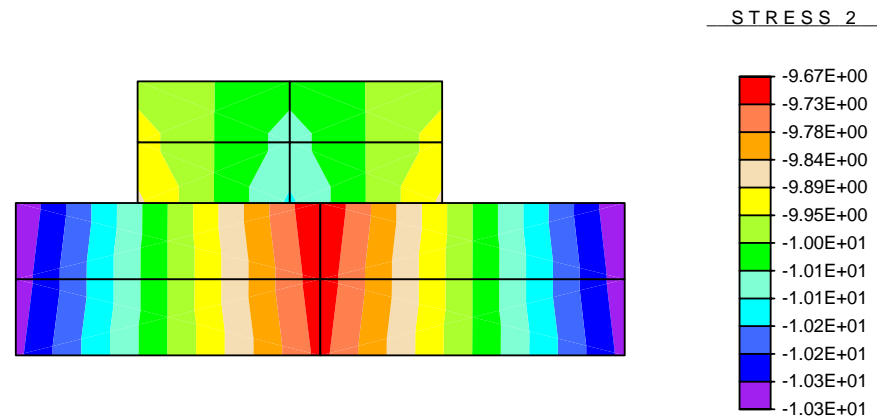


1991: The Contact Patch Test

- Example: Node-Surface: 1-pass



(a) Mesh and loading



(b) σ_{22} stress result

- Test **fails** for node to segment treatment.
- Two pass switch master/slave: Penalty passes (**penetrate**). Augmented lagrangian or perturbed tangent fails test.

FEM Node-to-Surface Contact Analysis

- All previous schemes have limitations:
 - Valid only for low order elements (3-node triangles & 4-node quadrilaterals in 2-D; 4-node tets to 8-node bricks in 3-D).
 - Fails **contact patch test** unless two-pass scheme used.
 - Two-pass works in penalty form - fails **stability test** for Lagrange multiplier.

2002-2004: Mortar Methods for Contact & Ties

- Contact interface requires addition of term

$$\Pi_c = \int_{\Gamma_s} \boldsymbol{\lambda}^T \left(\mathbf{x}^{(m)} - \mathbf{x}^{(s)} \right) d\Gamma$$

where $\mathbf{x}^{(m)}$ and $\mathbf{x}^{(s)}$ deformed positions of master & slave.

- Integrals carried out by quadrature on **sub-segments**.
- Use interpolations

$$\mathbf{x}^{(m)} = N_a(\boldsymbol{\xi}) \tilde{\mathbf{x}}_a^{(m)}(t) ; \quad \mathbf{x}^{(s)} = N_b(\boldsymbol{\xi}) \tilde{\mathbf{x}}_b^{(s)}(t) ; \quad \boldsymbol{\lambda} = \hat{N}_c(\boldsymbol{\xi}) \tilde{\boldsymbol{\lambda}}_c(t)$$

where N_a , N_b usual shape functions and \hat{N}_c multiplier ones.

2002-2004: Mortar Methods for Contact & Ties

- Options for \hat{N}_c :

- Delta function $\hat{N}_c = \delta(\xi - \xi_c)$ gives **node to surface**.

- Slave shape function $\hat{N}_c = \delta_{ca} N_a(\xi)$ gives **standard mortar method**.

- Dual of slave shape function (e.g., linear case)

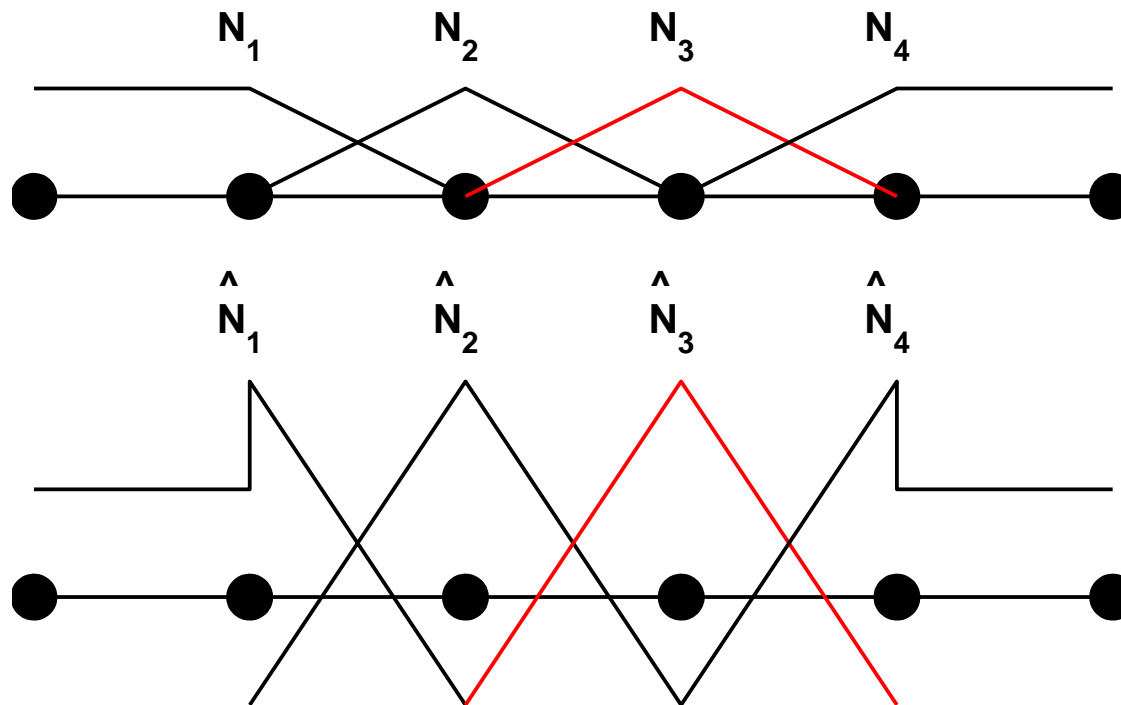
$$\hat{N}_c = \alpha_1 N_1 + \alpha_2 N_2$$

gives **dual mortar method**.

- Dual mortar method has advantages.

2002-2004: Mortar Methods for Contact & Ties

- Two-dimensional mortar functions and duals



2002-2004: Mortar Methods for Contact & Ties

- Two-dimensional mortar shape functions and duals

- Dual satisfies

$$\int_h \widehat{N}_a N_b \, d\Gamma = \delta_{ab} \int_h N_a \, d\Gamma$$

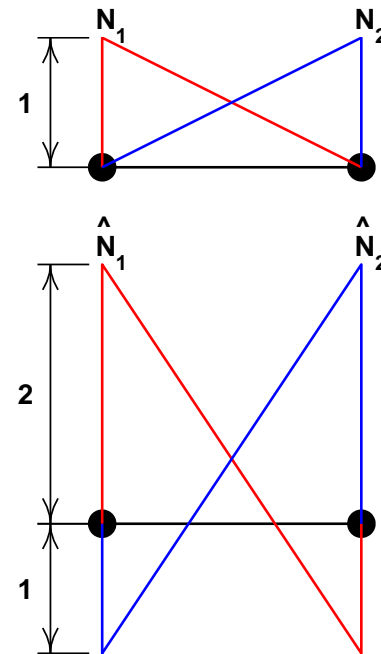
- Assume linear functions

$$\widehat{N}_a = \alpha_1 N_1 + \alpha_2 N_2$$

gives for \widehat{N}_1

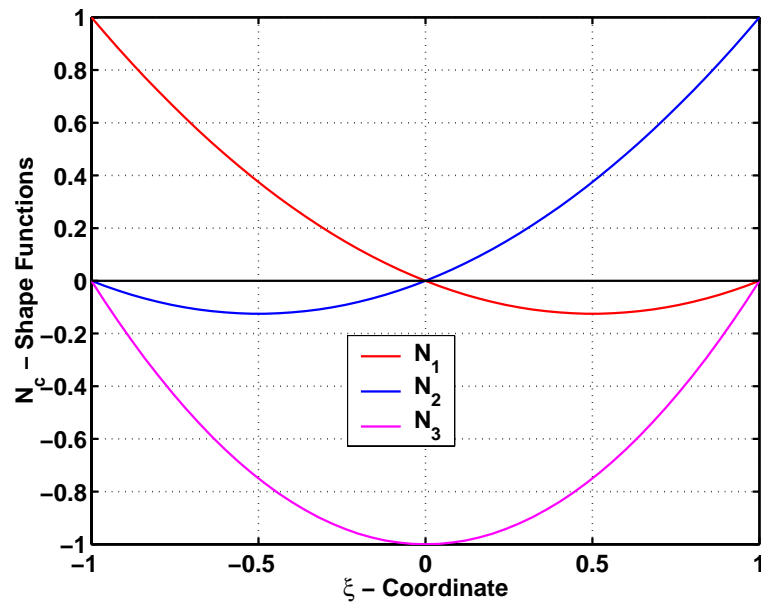
$$\frac{h}{6} \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} \alpha_1 \\ \alpha_2 \end{bmatrix} = \frac{h}{2} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

Solution: $\alpha_1 = 2, \alpha_2 = -1$.

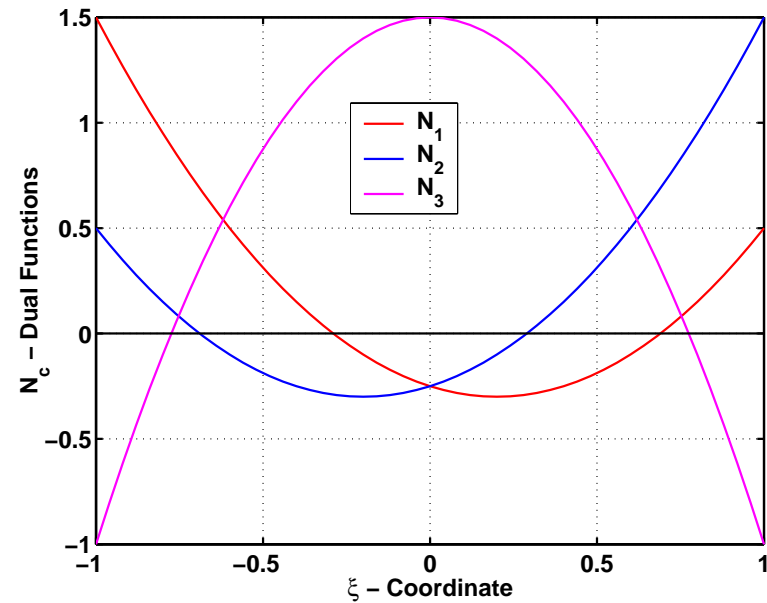


2002-2004: Mortar Methods for Contact & Ties

- Quadratic functions:



(a) Shape functions



(b) Dual Functions

2002-2004: Mortar Methods for Contact & Ties

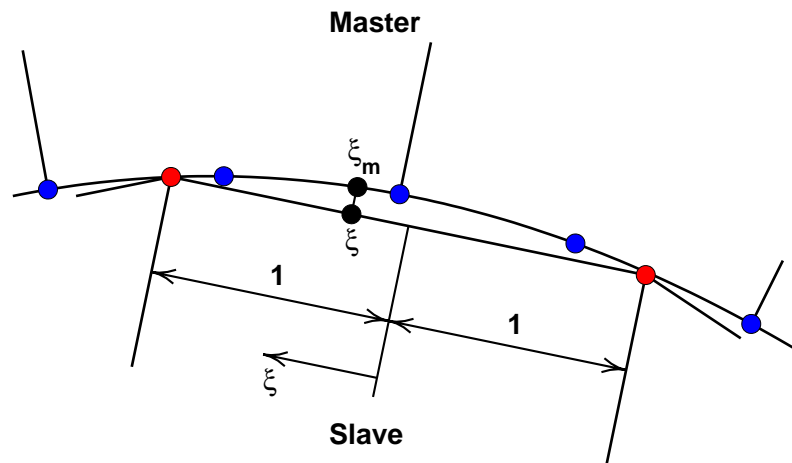
- Substitution of Discretization in

$$\Pi_c = \int_{\Gamma} \boldsymbol{\lambda}^T \left(\mathbf{x}^{(m)} - \mathbf{x}^{(s)} \right) d\Gamma$$

and integrating on **slave** facets

$$\Pi_c = \sum_s \int_{\Gamma_s} \tilde{\boldsymbol{\lambda}}_c^T \widehat{N}_c^s(\xi) [N_a^s(\xi) \tilde{\mathbf{x}}_a^s - N_b^m(\xi_m) \tilde{\mathbf{x}}_b^m] d\Gamma$$

where ξ for slave and ξ_m projected master point.

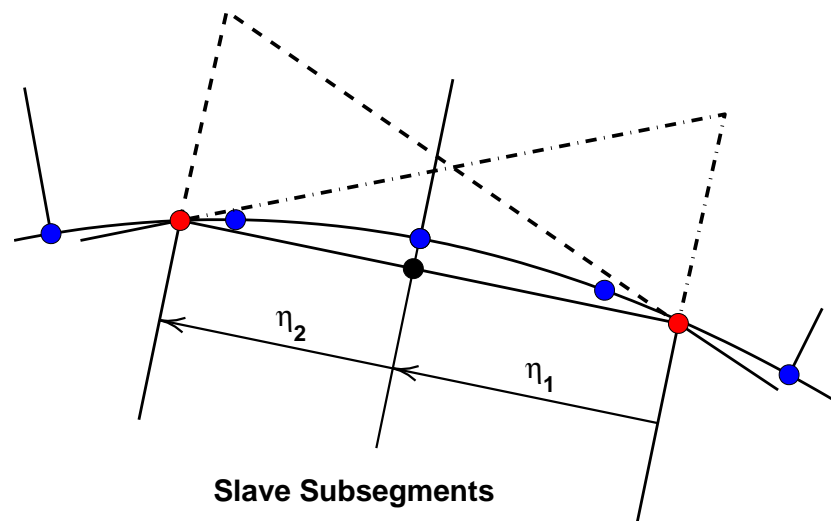


2002-2004: Mortar Methods for Contact & Ties

- Accurate quadrature uses segments

$$\int_{\Gamma_s} f(\xi) d\xi = \sum_m \int_{\Gamma_{ms}} \hat{f}(\eta) d\eta$$

with segment $-1 \leq \eta \leq 1$.



- Gauss-Legendre quadrature needs 2-points/segment for linear-linear sides; 3-points/segment for quadratic-quadratic sides.

2002-2004: Mortar Methods for Contact & Ties

- Evaluation of segment integrals gives

$$\Pi_s = \tilde{\lambda}_c^T [\mathbf{G}_{ca}^s \tilde{\mathbf{x}}_a^s - \mathbf{G}_{cb}^m \tilde{\mathbf{x}}_b^m]$$

where $\Pi_c = \sum_s \Pi_s$ and

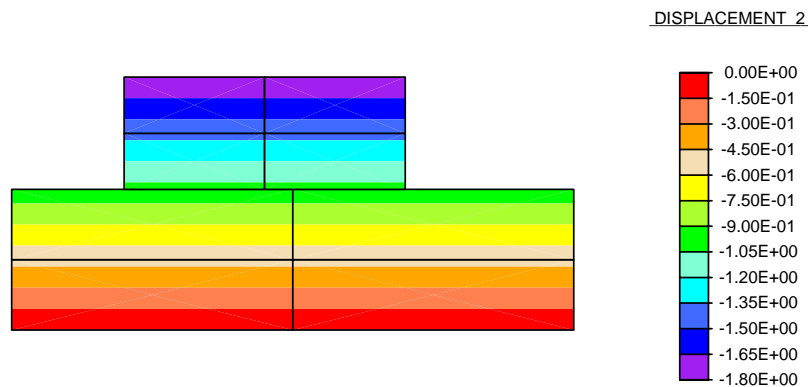
$$\mathbf{G}_{ca}^s = \int_{\Gamma_s} \widehat{N}_c(\xi) N_a(\xi) d\Gamma \mathbf{I}$$
$$\mathbf{G}_{cb}^m = \int_{\Gamma_s} \widehat{N}_c(\xi) N_b(\xi_m) d\Gamma \mathbf{I}$$

where \mathbf{I} are $ndim \times ndim$.

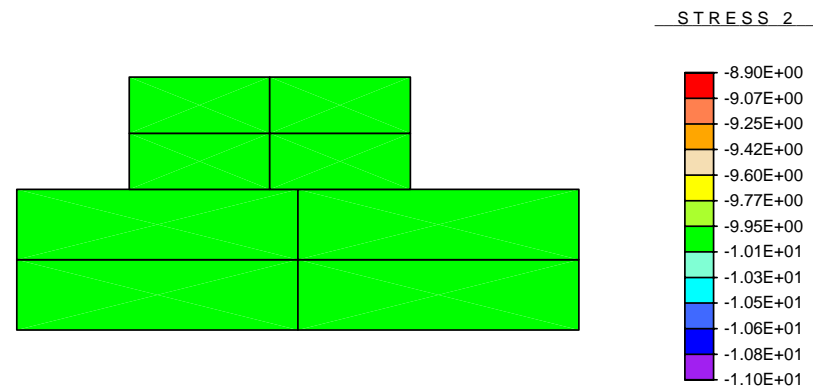
- For dual mortar: \mathbf{G}_{ca}^s is **diagonal**.
- Conserve linear and angular momenta (Puso & Laursen, 2003).

2002-2004: Mortar Methods for Tied Surfaces

- Surface to surface tied interface - 4 node elements.



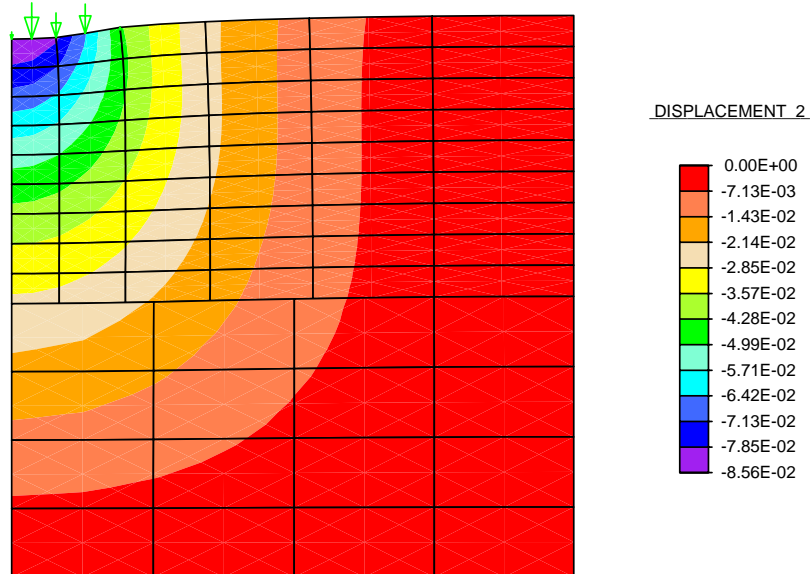
(a) Vertical displacement



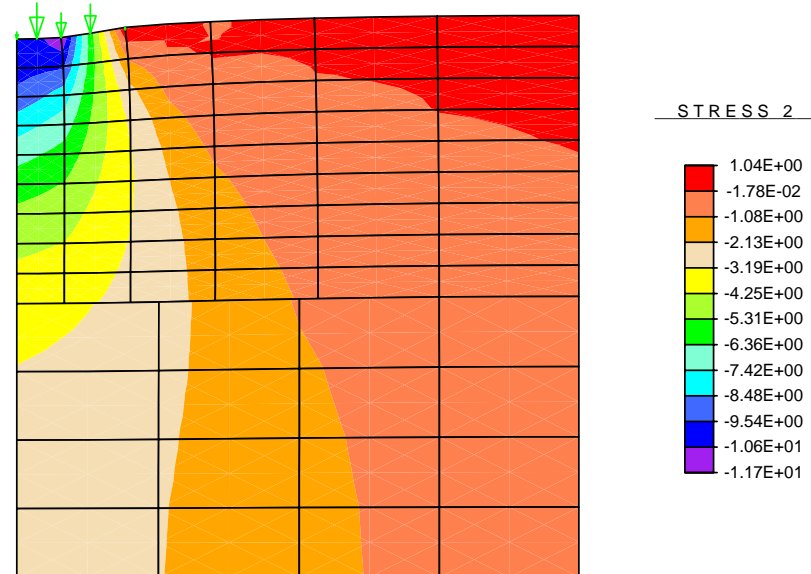
(b) Vertical stress

2002-2004: Mortar Methods for Tied Surfaces

- Surface load on layer - 9 node elements



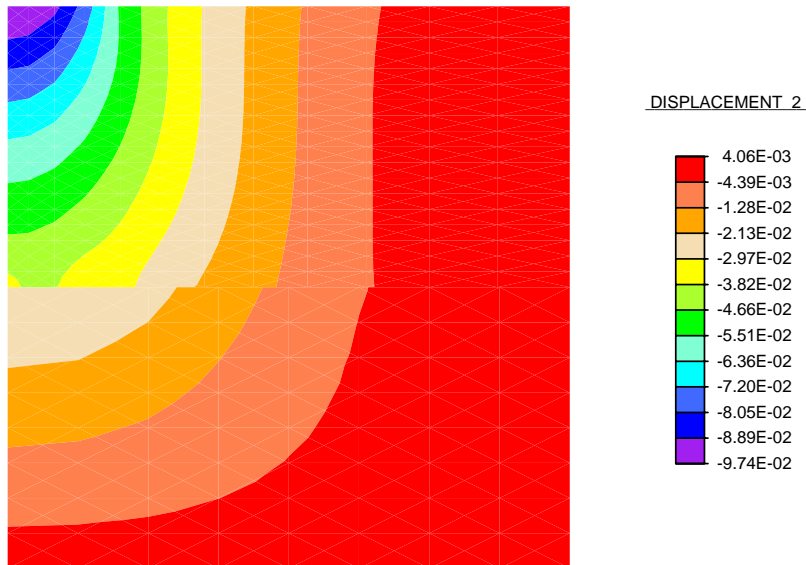
(a) u_2 displacement



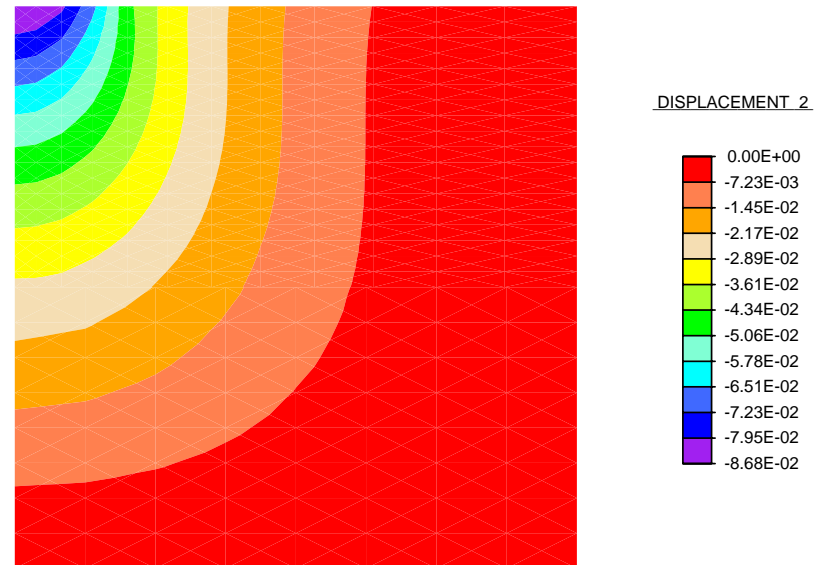
(b) σ_{22} stress

2002-2004: Mortar Methods for Tied Surfaces

- Displacement for surface load on layer - 4 node elements



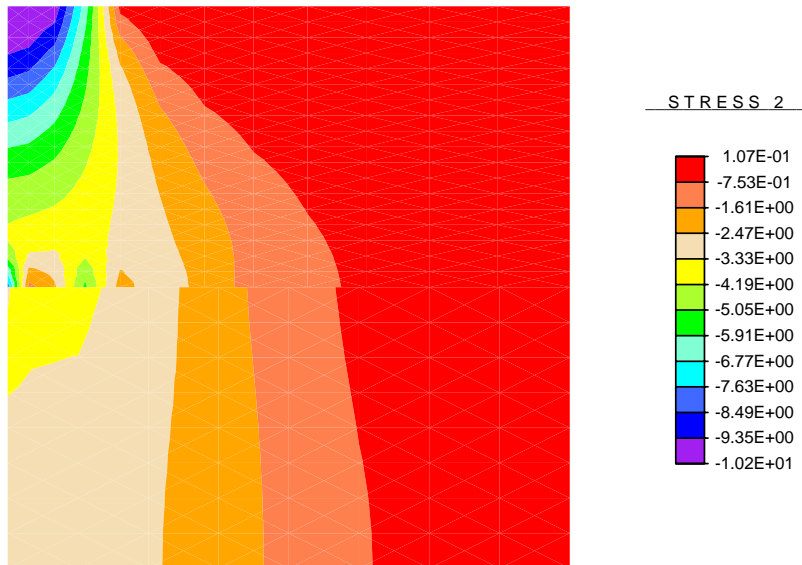
(a) Node to Surface



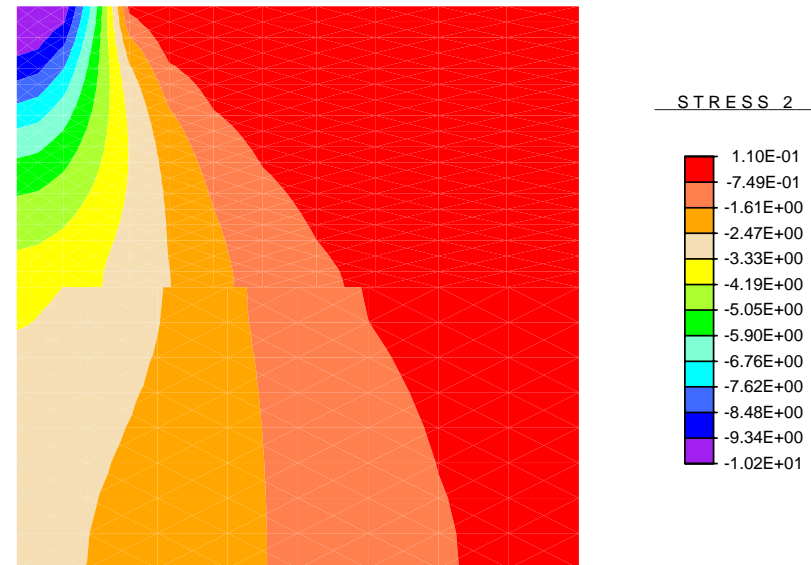
(b) Mortar Method

2002-2004: Mortar Methods for Tied Surfaces

- Stress for surface load on layer - 4 node elements



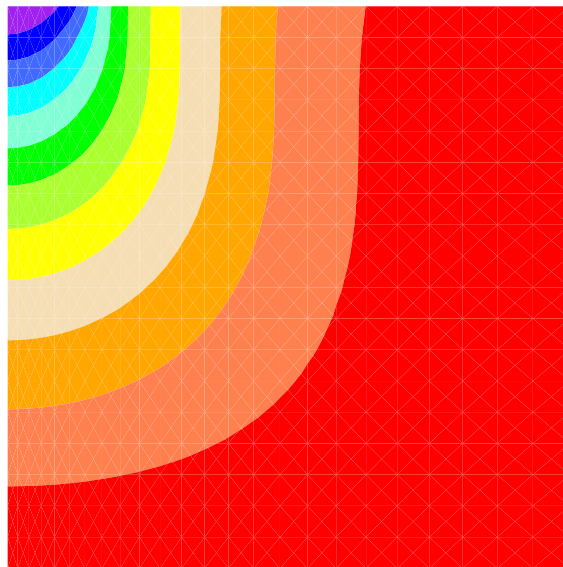
(a) Node to Surface



(b) Mortar Method

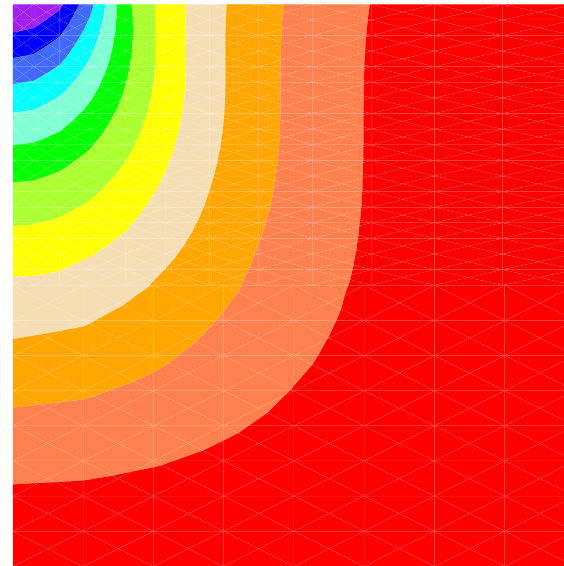
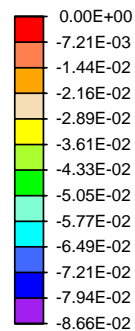
2002-2004: Mortar Methods for Tied Surfaces

- Displacement for surface load on layer - 4 node elements



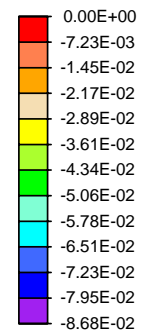
(a) No Interface

DISPLACEMENT 2



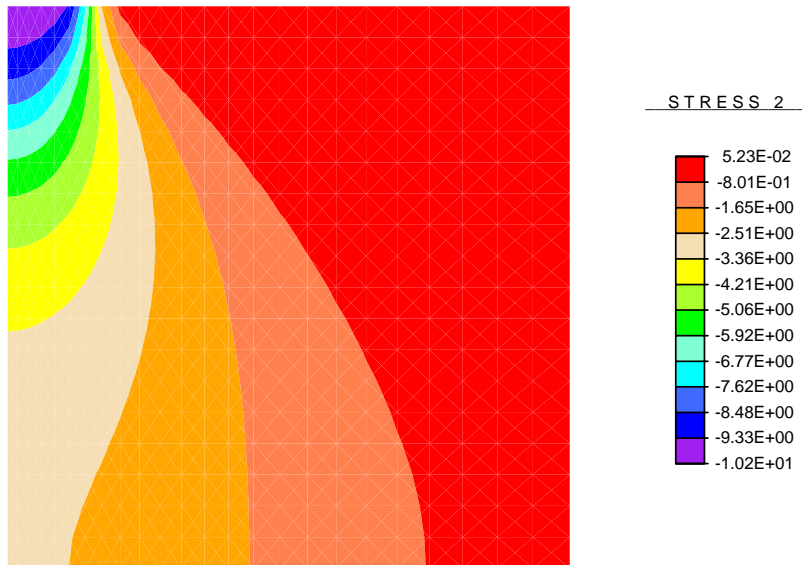
(b) Mortar Method

DISPLACEMENT 2

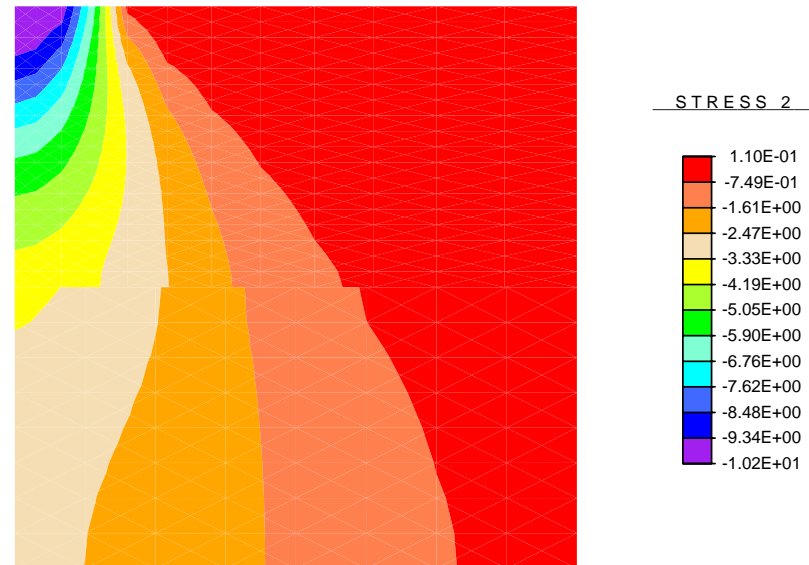


2002-2004: Mortar Methods for Tied Surfaces

- Stress for surface load on layer - 4 node elements



(a) No Interface



(b) Mortar Method

2002-2004: Mortar Methods for Tied Surfaces

- Discussed only **tied interface** treatment.
- Implementation for full 2-d & 3-d contact in progress.
- Best to date observed is **NIKE** at LLNL by M.A. Puso.
- Gives good results without surface smoothing.

Summary: Contact Analysis

- Lecture discussed:
 - Foundations for contact analysis, including transient behavior for impact/release. All extensions of contributions by TJRH!
 - Solution strategies for contact analysis (Lagrange multiplier, penalty, etc.)
 - Contact patch test requirements – consistency & stability.
 - Spatial discretization methods (node-node; node-surface; surface-surface).
 - Mortar (standard & dual) methods for surface-surface treatment.

Happy 60th, Tom!