### **Numerical Modeling of Contact**

How is contact modeled?

What are advantages and disadvantages different formulation?

Solid Mechanics II – Capturing Complex Response







- Requirements of Contact Formulation
- Penalty Formulation
- Lagrange Formulation
- Penalty vs Lagrange Formulation



## Requirements of Contact Formulation

- Numerically, contact is enforced by following three rules:
  - No penetration between the two bodies
  - Balance between the applied and the contact forces in case of static problems.
  - Conservation of momentum in case of dynamic problems (e.g., impact)
- These are the requirements for any contact formulation that is introduced into the model in order to enforce contact between bodies.
- In general, there are two popular contact formulations that can meet these requirements:
  - Penalty formulation
  - Lagrange formulation.



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# Penalty Formulation

- Penalty formulation treats contact as stiff spring that resists bodies from penetrating each other.
- This resistance is modeled in the form of **contact stiffness** which is derived as a function of several factors such as
  - Material properties of both the bodies
  - Geometry of the both the surfaces
  - Kinematics of both the bodies
  - Etc.,
- Contact stiffness is used in both the normal and tangential directions.







- Penalty formulation allows for a small amount of penetration, delta u, between the two bodies.
- Contact stiffness, K, is calculated and restoring force, F, is calculated to prevent this penetration.

 ${F_C} = [K]{\Delta u}$ 

- This restoring force is nothing but the contact force.
- Contact stiffness should be large enough to provide restoring force enough to reduce the penetration to close to zero.





- Penalty formulation is used for calculating both contact pressure and also frictional stresses.
- If  $u_n$  is the contact gap, and  $\Delta u_1$  and  $\Delta u_2$  are the sliding distances in lateral directions, then the contact traction vector is defined by

$$P = \begin{cases} 0, & \text{if } u_n \ge 0\\ K_n U_n, & \text{if } u_n < 0 \end{cases}$$

$$\tau_{i} = \begin{cases} K_{t}, & \text{if } ||\tau|| = \sqrt{\tau_{1}^{2} + \tau_{2}^{2}} < 0\\ \mu_{i} P \frac{\Delta u_{i}}{||\Delta u_{i}||}, & \text{if } ||\tau|| = \sqrt{\tau_{1}^{2} + \tau_{2}^{2}} \ge 0 \end{cases}$$



## Lagrange Formulation

- Lagrange formulation treats contact as a constraint.
- Unlike penalty formulation it does not require contact stiffness.
- Instead enforces contact penetration to be zero.
- This is the constraint that it uses in calculations.







- Contact traction vector is included as part of the total reaction force vector.
- Contact gaps, and sliding distance are also solved for as additional degrees of freedom.

$$\{F_r\} = [P, \tau_1, \tau_2, u_n, \Delta u_1, \Delta u_2]^T$$

• The equations of motion are then solved for by imposing the constraint on contact gap,  $u_n$  and sliding distances  $\Delta u_1$  and  $\Delta u_2$ .

# Contact Penetration

- Due to a strong constraint imposed on the contact gap, the solution results in zero penetration.
- So the contact calculations are most accurate using this method.
- However, the constraint may result in over constraint or very high forces at the contact which may result in force imbalance.



# Penalty vs Lagrange Formulation

• The contact formulations discussed in this lesson have both advantages and disadvantages compared to each other.

| Features              | Penalty Formulation  |  | Lagrange Formulation   |                            |
|-----------------------|--|--|--|----------------------------|
|                       | Advantages   | Disadvantages  | Advantages   | Disadvantages              |
| Penetration           |  | Some amount of<br>penetration is<br>allowed.             | Zero penetration is allowed.                                 |                            |
| Contact stiffness     |  | System response is<br>dependent on contact<br>stiffness. | System response is<br>not dependent on<br>contact stiffness. |                            |
| Over constraint       | Over constraints are<br>not possible in this<br>formulation. |  |  | Possible over constraints. |
| Computational<br>time | Relatively inexpensive.                                      |  |  | Relatively expensive.      |





