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Nonsmooth dynamical systems





- nonsmooth solutions in time (jumps, kinks, distributions, measures)
- nonsmooth modeling and constitutive laws (set-valued mapping, inequality constraints, complementarity, impact laws)

Application fields.



- Computational mechanics. Plasticity. Unilateral contact, Coulomb friction and impacts : multi-body systems, robotic systems, frictional contact oscillators, granular materials.
- Electronics. Switched electrical circuits (digital/analog converters and power electronics, diodes, transistors, switchs).
- Computer science. Hybrid and Cyber-physical systems
- Bio-mathematics. Gene regulatory networks
- Transportation science. Fluid transportation networks with queues.
- Economy and Finance. Oligopolistic market equilibrium

Nonsmooth approach is crucial for a correct modeling and a efficient simulation

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Sources of nonsmoothness

- Two largely different time-scales of evolution:
 - 1. a slow smooth dynamics (free flight of the bouncing ball)
 - 2. a very fast dynamics (events, transitions, impacts) that can be modeled as a punctual event.



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Nonsmooth dynamical systems

Difficulty

Standard tools of numerical analysis and simulation (in finite dimension) are no longer suitable due to the lack of regularity.

Specific tools

Differential measure theory. Convex, nonsmooth and variational Analysis (Clarke, Wets & Rockafellar). Complementarity theory. Maximal monotone operators.

Examples of nonsmooth dynamical systems

- Piecewise smooth systems
- Complementarity systems and differential variational inequality.
- Specific differential inclusions (Filippov, Moreau sweeping process, Normal cone inclusion).

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Problem Setting

Contact and interface models Nonsmooth dynamical equations The Moreau's sweeping process

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Problem Setting

Contact and interface models

Unilateral contact and impact



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Problem Setting

Contact and interface models

Normal cone to a convex set

Definition (Normal cone to a convex set)

C a nonempty convex set in \mathbb{R}^n and $x \in C$

$$N_C(x) = \{ s \in \mathbb{R}^n \mid s^T(y - x) \le 0 \text{ for all } y \in C \}$$
(1)



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Problem Setting

Contact and interface models

Complementarity condition

Signorini's condition in contact mechanics



A well-known concept in Optimization

- Numerous theoretical tools (variational inequalities, complementarity problems, proximal point techniques)
- Numerous numerical tools (pivoting techniques, projected over-relaxation (Gauss-Seidel), semi-smooth Newton methods, interior point methods, ...)

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Problem Setting

Contact and interface models

Coulomb's friction

Modeling assumption

Let μ be the coefficient of friction. Let us define the Coulomb friction cone K which is chosen as the isotropic second order cone

$$K = \{ r \in \mathbf{R}^3 \mid ||r_{\mathsf{T}}|| \le \mu r_n \}.$$
(7)

The Coulomb friction states

for the sticking case that

$$u_{\rm T}=0, \quad r\in K \tag{8}$$

and for the sliding case that

$$u_{\mathsf{T}} \neq 0, \quad r \in \partial K, \text{ and } \quad r_{\mathsf{T}} \|u_{\mathsf{T}}\| = -u_{\mathsf{T}} \|r_{\mathsf{T}}\|$$
(9)

Maximum dissipation principle in the tangent plane [14].

$$\max_{r_{\mathsf{T}} \in D(\mu r_{\mathsf{N}})} - r_{\mathsf{T}}^{\mathsf{T}} u_{\mathsf{T}} \qquad \Longleftrightarrow -u_{\mathsf{T}} \in N_{D(\mu r_{\mathsf{N}})}(r_{\mathsf{T}})$$
(10)

where $D(\mu r_N) = \{r_T \in \mathbb{R}^2, \|r_T\| \le \mu |r_N| \}$ is the Coulomb friction disk.

Problem Setting

Contact and interface models

Coulomb's friction



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Problem Setting

Contact and interface models

Disjunctive formulation of the frictional contact behavior

$$\begin{cases} r = 0 & \text{if } g_{N} > 0 \quad (\text{no contact}) \\ r = 0, u_{N} \ge 0 & \text{if } g_{N} \le 0 \quad (\text{take-off}) \\ r \in K, u = 0 & \text{if } g_{N} \le 0 \quad (\text{sticking}) \\ r \in \partial K, u_{N} = 0, r_{T} \| u_{T} \| = -u_{T} \| r_{T} \| \quad \text{if } g_{N} \le 0 \quad (\text{sliding}) \end{cases}$$
(11)

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Problem Setting

Contact and interface models

Signorini's condition and Coulomb's friction

Second Order Cone Complementarity (SOCCP) formulation [9]

• Modified relative velocity $\hat{u} \in \mathbb{R}^3$ defined by

$$\hat{u} = u + \mu \| u_{\mathsf{T}} \| \mathsf{N}.$$
 (12)

Second-Order Cone Complementarity condition

$$K^{\star} \ni \hat{u} \perp r \in K \tag{13}$$

if $g_{\rm N} \leq 0$ and r=0 otherwise. The set ${\cal K}^{\star}$ is the dual convex cone to ${\cal K}$ defined by

$$\mathcal{K}^{\star} = \{ u \in \mathbf{R}^3 \mid r^{\top} u \ge 0, \text{ for all } r \in \mathcal{K} \}.$$
(14)

Normal cone inclusion

$$-\hat{u}\in N_{\mathcal{K}}(r) \tag{15}$$

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Nonassociated character of the friction (loss of monotony)

$$-(u+\mu \|u_{\mathsf{T}}\|\mathsf{N}) \in \mathsf{N}_{\mathsf{K}}(\mathsf{r}) \tag{16}$$

Problem Setting

Contact and interface models

Signorini's condition and Coulomb's friction



Figure: Coulomb's friction and the modified velocity \hat{u} . The sliding case.

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Problem Setting

Contact and interface models

Nonsmooth cohesive zone model



(a) Rate independent law

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Problem Setting

Nonsmooth dynamical equations

Multiple constraints

q ∈ *Rⁿ* coordinates that describes the state of the system in finite-dimension
 Notion of admissible set *C*(*t*)

$$\mathcal{C}(t) = \{ q \in \mathbf{R}^n, g_{\alpha}(q, t) \geq 0, \alpha \in \{1 \dots \nu\} \}$$

Normal cone to C(t)

$$\mathsf{N}_{\mathcal{C}(t)}(q) = \{ y \mid y = -\nabla_q g(q, t) \, \lambda, 0 \leq g_\alpha(q, t) \geq 0 \perp \lambda_\alpha \geq 0 \}$$

Normal cone inclusion

 $-r \in N_{\mathcal{C}(t)}(q)$

Problem Setting

- Nonsmooth dynamical equations

Unilateral constraints as an inclusion

Definition (Perfect unilateral constraints on the smooth dynamics)

$$\begin{cases} \dot{q} = v \\ M(q)\frac{dv}{dt} + F(t, q, v) = r \\ -r \in N_{\mathcal{C}(t)}(q(t)) \end{cases}$$
(17)

where r it the generalized force or generalized reaction due to the constraints.

Remark

- Second order differential inclusion.
- ▶ The unilateral constraints are said to be perfect due to the normality condition.
- ▶ Notion of normal cones can be extended to more general sets. see [7, 8, 11]

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Problem Setting

└─ Nonsmooth dynamical equations

Nonsmooth Lagrangian Dynamics

Fundamental assumptions.

The velocity v = q is of Bounded Variations (B.V)
 → The equation are written in terms of a right continuous B.V. (R.C.B.V.) function, v⁺ such that

$$v^+ = \dot{q}^+ \tag{18}$$

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q is related to this velocity by

$$q(t) = q(t_0) + \int_{t_0}^t v^+(t) dt$$
(19)

▶ The acceleration, (\ddot{q} in the usual sense) is hence a differential measure dv associated with v such that

$$dv(]a,b]) = \int_{]a,b]} dv = v^{+}(b) - v^{+}(a)$$
(20)

Problem Setting

- Nonsmooth dynamical equations

Nonsmooth Lagrangian Dynamics

Definition (Nonsmooth Lagrangian Dynamics)

$$\begin{cases} M(q)dv + F(t, q, v^{+})dt = di \\ v^{+} = \dot{q}^{+} \end{cases}$$
(21)

where di is the reaction measure and dt is the Lebesgue measure.

Remarks

- The nonsmooth Dynamics contains the impact equations and the smooth evolution in a single equation.
- The formulation allows one to take into account very complex behaviors, especially, finite accumulation (Zeno-state).
- ▶ This formulation is sound from a mathematical Analysis point of view.

References

[16, 17, 12, 13]

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Problem Setting

- Nonsmooth dynamical equations

Nonsmooth Lagrangian Dynamics

Measures Decomposition (for dummies)

$$\begin{cases} dv = \gamma dt + (v^{+} - v^{-}) d\nu + dv_{s} \\ di = f dt + p d\nu + di_{s} \end{cases}$$
(22)

where

- $\gamma = \ddot{q}$ is the acceleration defined in the usual sense.
- f is the Lebesgue measurable force,
- ▶ $v^+ v^-$ is the difference between the right continuous and the left continuous functions associated with the B.V. function $v = \dot{q}$,
- $d\nu$ is a purely atomic measure concentrated at the time t_i of discontinuities of ν , i.e. where $(\nu^+ \nu^-) \neq 0$, i.e. $d\nu = \sum_i \delta_{t_i}$
- ▶ p is the purely atomic impact percussions such that $pd\nu = \sum_i p_i \delta_{t_i}$
- dv_S and di_S are singular measures with the respect to $dt + d\eta$.

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Problem Setting

- Nonsmooth dynamical equations

Impact equations and Smooth Lagrangian dynamics

Substituting the decomposition of measures into the nonsmooth Lagrangian Dynamics, one obtains

Definition (Impact equations)

$$M(q)(v^{+} - v^{-})d\nu = pd\nu,$$
(23)

or

$$M(q(t_i))(v^+(t_i) - v^-(t_i)) = p_i, \qquad (24)$$

Definition (Smooth Dynamics between impacts)

$$M(q)\gamma dt + F(t, q, v)dt = fdt$$
(25)

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or

$$M(q)\gamma^{+} + F(t, q, v^{+}) = f^{+} [dt - a.e.]$$
 (26)

Problem Setting

L The Moreau's sweeping process

The Moreau's sweeping process of second order

Definition ([12, 13])

A key stone of this formulation is the inclusion in terms of velocity. Indeed, the inclusion (17) is "replaced" by the following inclusion

$$\begin{cases} M(q)dv + F(t, q, v^{+})dt = di \\ v^{+} = \dot{q}^{+} \\ -di \in N_{\mathcal{T}_{\mathcal{C}}(q)}(v^{+}) \end{cases}$$
(27)

Comments

This formulation provides a common framework for the nonsmooth dynamics containing inelastic impacts without decomposition.

→ Foundation for the Moreau–Jean time–stepping approach.

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Problem Setting

L The Moreau's sweeping process

The Moreau's sweeping process of second order

Definition (Tangent cone to a convex set)

C a nonempty convex set in \mathbb{R}^n and $x \in C$

$$\mathsf{T}_{C}(x) = \{ t \in \mathbf{R}^{n} \mid t^{\mathsf{T}} s \leq 0 \text{ for all } s \in \mathsf{N}_{C}(x) \}$$

$$(28)$$

Interpretation

▶ Inclusion in terms of the velocity. Viability Lemma If $q(t_0) \in C(t_0)$, then

$$v^+ \in T_C(q), t \ge t_0 \Rightarrow q(t) \in C(t), t \ge t_0$$

 \rightarrow The unilateral constraints on *q* are satisfied. The equivalence needs at least an impact inelastic rule.

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Problem Setting

L The Moreau's sweeping process

The Moreau's sweeping process of second order

Velocity level formulation. Index reduction

$$0 \leq y \perp \lambda \geq 0$$

$$\uparrow$$

$$-\lambda \in N_{\mathbf{R}^{+}}(y)$$

$$\uparrow$$

$$-\lambda \in N_{\tau_{\mathbf{R}^{+}}(y)}(\dot{y})$$

$$\uparrow$$
if $y \leq 0$ then $0 \leq \dot{y} \perp \lambda \geq 0$

$$(29)$$

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Time-Integration methods for nonsmooth contact dynamics with friction and impact. Vincent Acary

Problem Setting

The Moreau's sweeping process

The Moreau's sweeping process of second order

The Newton impact rule

$$v^+(t) = -ev^-(t)$$
 (30)

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where e is a coefficient of restitution.

The Newton-Moreau impact rule

$$-di \in N_{T_{C}(q(t))}(v^{+}(t) + ev^{-}(t))$$
(31)

where e is a coefficient of restitution.

The Newton-Moreau impact rule in terms of complementarity for C finitely represented

$$\begin{cases} di = \nabla_q g(q, t) dl \\ u(t) = \nabla_q^\top g(q, t) v(t) + \frac{\partial g(q, t)}{\partial t} \\ \text{if } g(q(t)) = 0, then \le dl_\alpha \perp u_\alpha^+(t) + eu_\alpha^-(t) \ge 0 \end{cases}$$
(32)

where e is a coefficient of restitution.

Problem Setting

The Moreau's sweeping process

The Moreau's sweeping process of second order

Comments

- The inclusion concerns measures. Therefore, it is necessary to define what is the inclusion of a measure into a cone.
- The inclusion in terms of velocity v^+ rather than of the coordinates q.

Interpretation

- lnclusion of measure, $-di \in K$
 - Case di = r' dt = f dt.

$$-f \in K$$
 (33)

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$$\blacktriangleright \text{ Case } di = p_i \delta_i.$$

$$-p_i \in K \tag{34}$$

Problem Setting

The Moreau's sweeping process

Mathematical results

Finite dimension

- Counter example to uniqueness with C^{∞} data (Schatzman, Percivale)
- Existence and uniqueness in the frictionless case with analytic data (Ballard[3])
- Frictional case.
 - No result in the general case
 - Existence and uniqueness with lumped mass system

Elastodynamics. Infinite dimension

- One dimensional system (wave equation) (Schatzman et al.) Question of the impact law and law for the conservation of energy
- Elastic half-space without friction. Existence and uniqueness obtained by Lebeau and schatzman.

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Time Integration Schemes

Time Integration Schemes

Principle of nonsmooth event capturing methods (Time-stepping schemes State-of-the-art Moreau-Jean's scheme and Schatzman-Paoli's scheme

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Time Integration Schemes

Principle of nonsmooth event capturing methods (Time-stepping schemes

Principle of nonsmooth event capturing methods (Time-stepping schemes)

1. A unique formulation of the dynamics is considered. For instance, a dynamics in terms of measures.

$$\begin{cases} -mdv + fdt = di \\ \dot{q} = v^+ \\ 0 \le di \perp v^+ \ge 0 \text{ if } q \le 0 \end{cases}$$
(35)

2. The time-integration is based on a consistent approximation of the equations in terms of measures. For instance,

$$\int_{]t_k,t_{k+1}]} dv = \int_{]t_k,t_{k+1}]} dv = (v^+(t_{k+1}) - v^+(t_k)) \approx (v_{k+1} - v_k)$$
(36)

3. Consistent approximation of measure inclusion.

$$0 \le di \perp v^+ \ge 0 \text{ if } q \le 0 \qquad \qquad \Rightarrow \quad \begin{cases} p_{k+1} \approx \int_{]t_k, t_{k+1}]} di \\ 0 \le p_{k+1} \perp v_{k+1} \ge 0 \quad \text{ if } \tilde{q}_k \le 0 \end{cases}$$
(37)

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- Time Integration Schemes
 - State-of-the-art

State-of-the-art

Numerical time-integration methods for Nonsmooth Multibody systems (NSMBS):

Nonsmooth event capturing methods (Time-stepping methods)

- $\oplus \,$ robust, stable and proof of convergence
- \oplus low kinematic level for the constraints
- $\oplus\,$ able to deal with finite accumulation
- $\ominus\,$ very low order of accuracy even in free flight motions

Nonsmooth event tracking methods (Event-driven methods)

- \oplus high level integration of free flight motions
- \ominus no proof of convergence
- ⊖ sensibility to numerical thresholds
- ⊖ reformulation of constraints at higher kinematic levels.
- ⊖ unable to deal with finite accumulation

Two main implementations

- Moreau–Jean time–stepping scheme
- Schatzman–Paoli time–stepping scheme

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- Time Integration Schemes

L_Moreau-Jean's scheme and Schatzman-Paoli's scheme

Moreau–Jean's Time stepping scheme [13, 10]

Principle

$$Y M(q_{k+\theta})(v_{k+1} - v_k) - hF_{k+\theta} = p_{k+1} = G(q_{k+\theta})P_{k+1},$$
(38a)

$$q_{k+1} = q_k + h v_{k+\theta}, \tag{38b}$$

$$u_{k+1} = G^{T}(q_{k+\theta}) v_{k+1}$$
(38c)

$$0 \le u_{k+1}^{\alpha} + eU_k^{\alpha} \perp P_{k+1}^{\alpha} \ge 0 \qquad \text{if} \quad \bar{g}_{k,\gamma}^{\alpha} \le 0 \\ P_{k+1}^{\alpha} = 0 \qquad \qquad \text{otherwise} \qquad (38d)$$

with

Time-Integration methods for nonsmooth contact dynamics with friction and impact. Vincent Acary

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- Time Integration Schemes

L_Moreau-Jean's scheme and Schatzman-Paoli's scheme

Schatzman–Paoli's Time stepping scheme [15]

Principle

$$M(q_{k+1})(q_{k+1}-2q_k+q_{k-1})-h^2F_{k+\theta}=p_{k+1}, \qquad (39a)$$

$$v_{k+1} = \frac{q_{k+1} - q_{k-1}}{2h},\tag{39b}$$

$$-p_{k+1} \in N_K\left(\frac{q_{k+1} + eq_{k-1}}{1+e}\right),\tag{39c}$$

where N_K defined the normal cone to K. For $K = \{q \in \mathbb{R}^n, y = g(q) \ge 0\}$

$$0 \leq g\left(\frac{q_{k+1} + eq_{k-1}}{1+e}\right) \perp \nabla g\left(\frac{q_{k+1} + eq_{k-1}}{1+e}\right) P_{k+1} \geq 0$$

$$(40)$$

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- Time Integration Schemes
 - Moreau-Jean's scheme and Schatzman-Paoli's scheme

Comparison

Shared mathematical properties

- Convergence results for one constraints
- Convergence results for multiple constraints problems with acute kinetic angles
- No theoretical proof of order

Mechanical properties

- Position vs. velocity constraints
- Respect of the impact law in one step (Moreau) vs. Two-steps(Schatzman)
- Linearized constraints rather than nonlinear.

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- Time Integration Schemes
 - Moreau-Jean's scheme and Schatzman-Paoli's scheme

But ...

But

Both schemes are quite inaccurate and "dissipate" a lot of energy of vibrations. This is a consequence of the first order approximation of the smooth forces term F

Recent improvements

- Nonsmooth generalized α schemes [6, 4]
- Time discontinuous Galerkin methods [18, 19]
- Stabilized index-2 formulation [2, 1]
- Stabilized index-1 formulation [5]

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Nonsmooth generalized- α schemes

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Splitting the dynamics between smooth and nonsmooth part

$$\mathrm{d}\mathbf{w} = \mathrm{d}\mathbf{v} - \dot{\tilde{\mathbf{v}}}\,\mathrm{d}t \tag{41}$$

Smooth (non-impulsive) part

Solutions of the following DAE

$$\dot{\tilde{\mathbf{q}}} = \tilde{\mathbf{v}}$$
 (42a)

$$\mathbf{M}(\mathbf{q})\,\dot{\tilde{\mathbf{v}}} - \mathbf{g}_{\mathbf{q}}^{\mathsf{T}}(\mathbf{q})\,\tilde{\boldsymbol{\lambda}} = \mathbf{f}(\mathbf{q},\mathbf{v},t) \tag{42b}$$

$$\mathbf{g}_{\mathbf{q}}^{\overline{\mathcal{U}}}(\mathbf{q})\,\tilde{\mathbf{v}} = \mathbf{0}$$
 (42c)

$$\tilde{\boldsymbol{\lambda}}^{\mathcal{U}} = \mathbf{0}$$
 (42d)

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with the initial value $\tilde{\mathbf{v}}(t_n) = \mathbf{v}(t_n)$, $\tilde{\mathbf{q}}(t_n) = \mathbf{q}(t_n)$.

Splitting the dynamics between smooth and nonsmooth part

$$\dot{\mathbf{q}} = \mathbf{v}$$
 (43a)

$$\mathrm{d}\mathbf{v} = \mathrm{d}\mathbf{w} + \dot{\tilde{\mathbf{v}}} \,\mathrm{d}t \qquad (43b)$$

$$\mathbf{M}(\mathbf{q})\,\dot{\tilde{\mathbf{v}}} - \mathbf{g}_{\mathbf{q}}^{\overline{\mathcal{U}},\,T}\,\tilde{\boldsymbol{\lambda}}^{\mathcal{U}} = \mathbf{f}(\mathbf{q},\mathbf{v},t) \tag{43c}$$

$$\mathbf{g}_{\mathbf{q}}^{\overline{\mathcal{U}}} \, \tilde{\mathbf{v}} = \mathbf{0}$$
 (43d)

$$\tilde{\boldsymbol{\lambda}}^{\mathcal{U}} = \mathbf{0}$$
 (43e)

$$\mathbf{M}(\mathbf{q})\,\mathrm{d}\mathbf{w} - \mathbf{g}_{\mathbf{q}}^{T}\,(\mathrm{d}\mathbf{i} - \tilde{\boldsymbol{\lambda}}\,\mathrm{d}t) = \mathbf{0} \tag{43f}$$

$$\mathbf{g}_{\mathbf{q}}^{\overline{\mathcal{U}}}\mathbf{v} = \mathbf{0}$$
 (43g)

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$$\text{if } g^j(\mathbf{q}) \leq 0 \text{ then } 0 \leq g^j_{\mathbf{q}} \mathbf{v} + e \, g^j_{\mathbf{q}} \mathbf{v}^- \quad \bot \quad \mathrm{d}^{j} \geq 0, \quad \forall j \in \mathcal{U}$$
 (43h)

GGL approach to stabilize the constraints at the position level

The equations of motion become

$$\mathbf{M}(\mathbf{q})\,\dot{\mathbf{q}} - \mathbf{g}_{\mathbf{q}}^{\mathsf{T}}\,\boldsymbol{\mu} = \mathbf{M}(\mathbf{q})\,\mathbf{v} \tag{44a}$$

$$\dot{\mathbf{q}} \rightarrow \mathbf{g}^{\overline{\mathcal{U}}}(\mathbf{q}) = \mathbf{0}$$
 (44b)

$$\mathbf{0} \leq \mathbf{g}^{\mathcal{U}}(\mathbf{q}) \perp \mathbf{\mu}^{\mathcal{U}} \geq \mathbf{0}$$
 (44c)

$$\mathrm{d}\mathbf{v} = \mathrm{d}\mathbf{w} + \dot{\tilde{\mathbf{v}}}\,\mathrm{d}t \qquad (44\mathrm{d})$$

$$\mathbf{M}(\mathbf{q})\dot{\tilde{\mathbf{v}}} - \mathbf{g}_{\mathbf{q}}^{\overline{\mathcal{U}},T}\,\tilde{\boldsymbol{\lambda}}^{\overline{\mathcal{U}}} = \mathbf{f}(\mathbf{q},\mathbf{v},t) \tag{44e}$$

$$\mathbf{g}_{\mathbf{q}}^{\overline{\mathcal{U}}} \, \tilde{\mathbf{v}} = \mathbf{0}$$
 (44f)

$$\tilde{\boldsymbol{\lambda}}^{\mathcal{U}} = \mathbf{0}$$
 (44g)

$$\mathbf{M}(\mathbf{q}) \,\mathrm{d}\mathbf{w} - \mathbf{g}_{\mathbf{q}}^{\mathsf{T}} (\mathrm{d}\mathbf{i} - \tilde{\boldsymbol{\lambda}} \,\mathrm{d}t) = \mathbf{0} \tag{44h}$$

$$\mathbf{g}_{\mathbf{q}}^{\overline{\mathcal{U}}}\mathbf{v} = \mathbf{0}$$
 (44i)

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$$\text{if } g^j(\mathbf{q}) \leq 0 \text{ then } 0 \leq g^j_{\mathbf{q}} \mathbf{v} + e \, g^j_{\mathbf{q}} \mathbf{v}^- \quad \bot \quad \mathrm{d} i^j \geq 0, \quad \forall j \in \mathcal{U} \tag{44j}$$

Velocity jumps and position correction

The multipliers $\mathbf{\Lambda}(t_n; t)$ and $\mathbf{\nu}(t_n; t)$ are defined as

$$\boldsymbol{\Lambda}(t_n;t) = \int_{(t_n,t]} (\mathrm{d}\mathbf{i} - \tilde{\boldsymbol{\lambda}}(\tau) \,\mathrm{d}\tau)$$
(45a)

$$\boldsymbol{\nu}(t_n;t) = \int_{t_n}^t (\boldsymbol{\mu}(\tau) + \boldsymbol{\Lambda}(t_n;\tau)) \,\mathrm{d}\tau \qquad (45b)$$

with $\mathbf{\Lambda}(t_n; t_n) = \mathbf{\nu}(t_n; t_n) = \mathbf{0}$. The velocity jump and position correction variables

$$\mathbf{W}(t_n;t) = \int_{(t_n,t]} \mathrm{d}\mathbf{w} = \mathbf{v}(t) - \tilde{\mathbf{v}}(t)$$
(46a)

$$\mathbf{U}(t_n;t) = \int_{t_n}^t (\dot{\mathbf{q}} - \tilde{\mathbf{v}}) dt = \mathbf{q}(t) - \tilde{\mathbf{q}}(t)$$
(46b)

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- → Low-order approximation of impulsive terms.
- → Higher–order approximation of non impulsive terms.

The nonsmooth generalized $\boldsymbol{\alpha}$ scheme

$$\mathsf{M}(\mathsf{q}_{n+1})\mathsf{U}_{n+1} - \mathsf{g}_{\mathsf{q},n+1}^{\mathsf{T}} \boldsymbol{\nu}_{n+1} = \mathbf{0}$$
 (47a)

$$\mathbf{g}^{\overline{\mathcal{U}}}(\mathbf{q}_{n+1}) = \mathbf{0} \qquad (47b)$$

$$\mathbf{0} \leq \mathbf{g}^{\mathcal{U}}(\mathbf{q}_{n+1}) \perp \boldsymbol{\nu}_{n+1}^{\mathcal{U}} \geq \mathbf{0}$$
 (47c)

$$\mathsf{M}(\mathbf{q}_{n+1})\dot{\tilde{\mathbf{v}}}_{n+1} - \mathsf{f}(\mathbf{q}_{n+1},\mathbf{v}_{n+1},t_{n+1}) - \mathbf{g}_{\mathbf{q},n+1}^{\overline{\mathcal{U}},T} \tilde{\lambda}_{n+1}^{\mathcal{U}} = \mathbf{0}$$
(47d)

$$\mathbf{g}_{\mathbf{q},n+1}^{\overline{\mathcal{U}}}\,\tilde{\mathbf{v}}_{n+1} = \mathbf{0} \tag{47e}$$

$$\mathsf{M}(\mathsf{q}_{n+1})\mathsf{W}_{n+1} - \mathsf{g}_{\mathsf{q},n+1}^{\mathsf{T}}\mathsf{\Lambda}_{n+1} = \mathbf{0}$$
 (47f)

$$\mathbf{g}_{\mathbf{q},n+1}^{\overline{\mathcal{U}}}\mathbf{v}_{n+1} = \mathbf{0}$$
 (47g)

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$$\text{if } g^j(\mathbf{q}_{n+1}^*) \leq 0 \text{ then } 0 \leq g_{\mathbf{q},n+1}^j \, \mathbf{v}_{n+1} + e \, g_{\mathbf{q},n}^j \, \mathbf{v}_n \perp \Lambda_{n+1}^j \quad \geq \quad 0, \forall j \in \mathcal{U} \\$$

Time-Integration methods for nonsmooth contact dynamics with friction and impact. Vincent Acary

Nonsmooth generalized α -scheme

$$\tilde{\mathbf{q}}_{n+1} = \mathbf{q}_n + h\mathbf{v}_n + h^2(0.5 - \beta)\mathbf{a}_n + h^2\beta\mathbf{a}_{n+1} \qquad (48a)$$

$$\mathbf{q}_{n+1} = \tilde{\mathbf{q}}_{n+1} + \mathbf{U}_{n+1} \tag{48b}$$

$$\tilde{\mathbf{v}}_{n+1} = \mathbf{v}_n + h(1-\gamma)\mathbf{a}_n + h\gamma \mathbf{a}_{n+1}$$
 (48c)

$$\mathbf{v}_{n+1} = \tilde{\mathbf{v}}_{n+1} + \mathbf{W}_{n+1} \tag{48d}$$

$$(1 - \alpha_m)\mathbf{a}_{n+1} + \alpha_m \mathbf{a}_n = (1 - \alpha_f)\mathbf{\hat{v}}_{n+1} + \alpha_f \mathbf{\hat{v}}_n$$
(48e)

Special cases

- ▶ $\alpha_m = \alpha_f = 0$ → Nonsmooth Newmark
- ▶ $\alpha_m = 0, \alpha_f \in [0, 1/3] \Rightarrow$ Nonsmooth Hilber-Hughes–Taylor (HHT)

Spectral radius at infinity $ho_\infty \in [0,1]$

$$\alpha_m = \frac{2\rho_\infty - 1}{\rho_\infty + 1}, \quad \alpha_f = \frac{\rho_\infty}{\rho_\infty + 1}, \quad \beta = \frac{1}{4}(\gamma + \frac{1}{2})^2. \tag{49}$$

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Two ball oscillator with impact.





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Figure 7. Numerical results for the total energy of the bouncing oscillator.

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Bouncing Pendulum



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Bouncing Pendulum



Impacting elastic bar



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Impacting elastic bar



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Impacting elastic bar



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Perspectives

- 1. Rolling friction and fracture for rock-fall trajectory
 - Numerical algorithms for second order cones.
 - Cohesive zone modeling of interfaces with damage, contact and friction (Frémond-like).
- 2. Rock interaction with elasto-plastic obstacles
 - Plasticity and damage as nonsmooth behavior law (complementarity and differential inclusions)
 - Numerical methods based on modern optimization techniques
- 3. Debris flows with rigid bodies and obstacles
 - Debris Flows with large objects and accumulation and contact.
 - Non Newtonian fluids with non-associated plasticity (Bingham, Drucker-Prager, Mohr-Coulomb)
 - Material Point Method with behavior laws based in second order cones for elastic domains.
- 4. High performance computing

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Thank you for your attention.

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