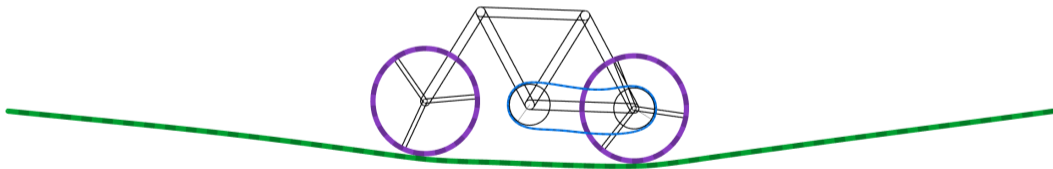


# Efficient 2d rod model with frictional contact

Emile Hohnadel

April 14th 2026



## What I did during my thesis

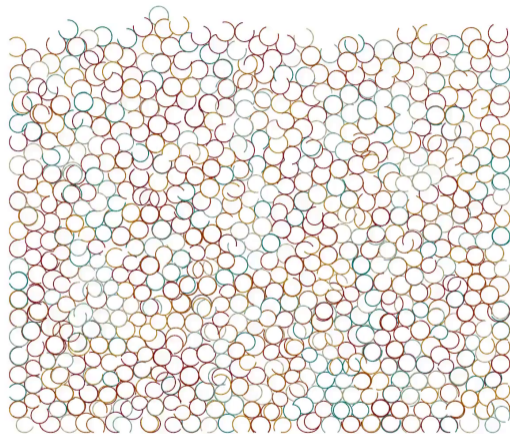


[Crespel et al. 2024]

## What I did during my thesis



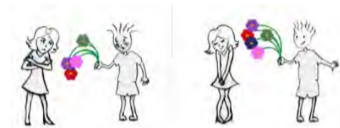
[Crespel et al. 2024]



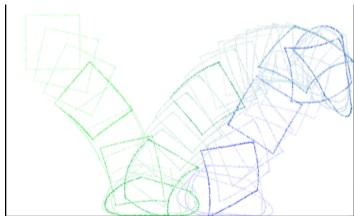
[Sano et al. 2023]

# Utility of fast 2d rod model

## Expressive animation



[Bertails-Descoubes 2012]

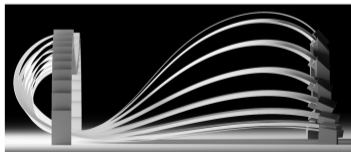


[Dvoroznak et al. 2017]

## Fabrication

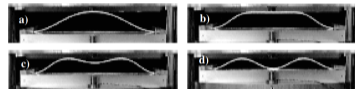


[Miguel et al. 2016]

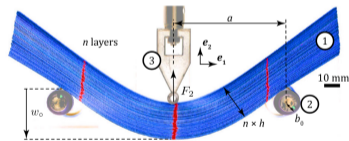


[Hafner & Bickel 2021]

## Mechanical simulation

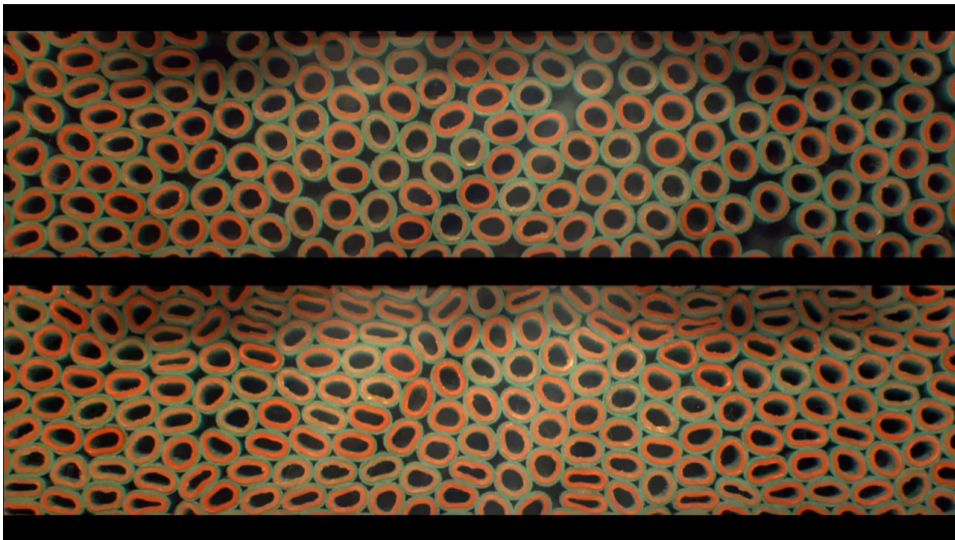


[Roman & Pocheau 1999]



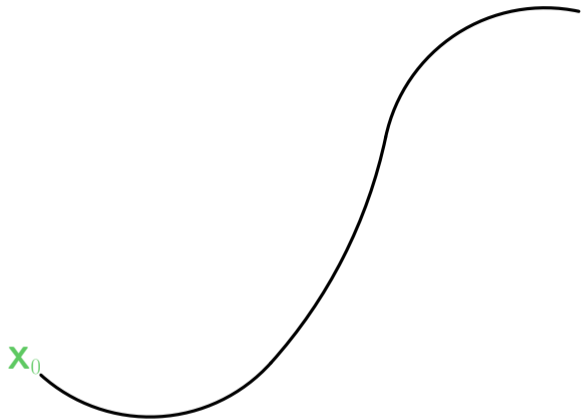
[Poincloux et al. 2021]

## An impossible generalisation?



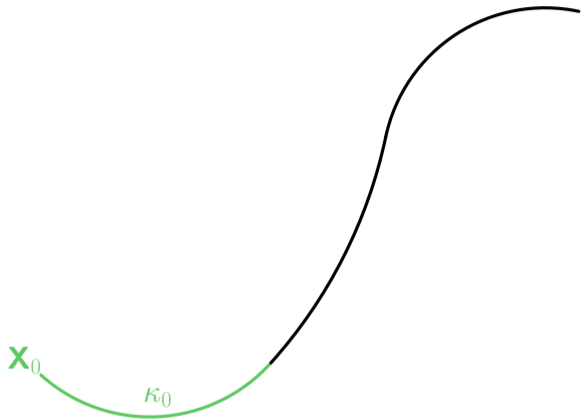
[Poincloux et al. 2024]

## Chained super-circle model



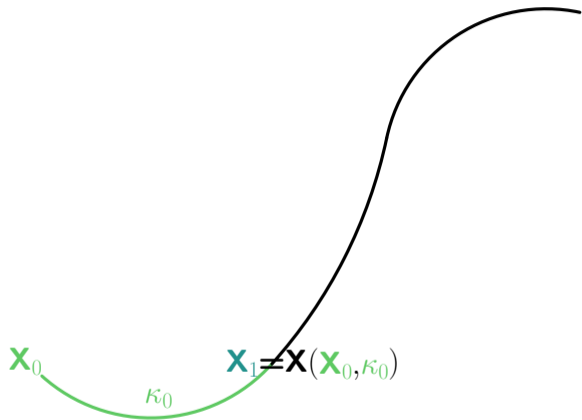
$$\mathbf{x}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix},$$

## Chained super-circle model



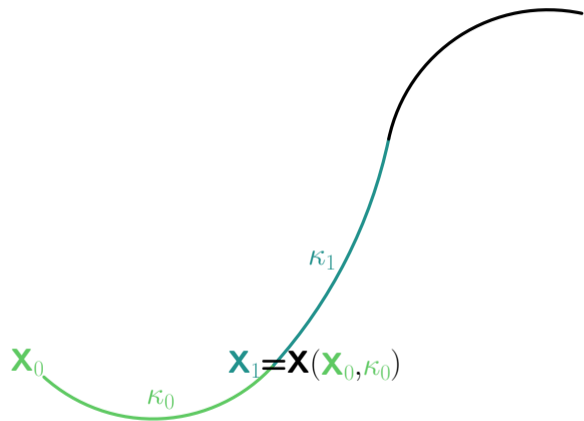
$$\mathbf{x}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix}, \kappa_0,$$

## Chained super-circle model



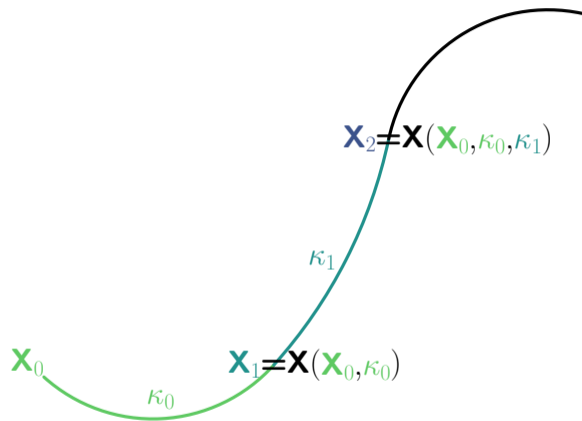
$$\mathbf{x}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix}, \kappa_0, \mathbf{x}_1(\mathbf{x}_0, \kappa_0),$$

## Chained super-circle model



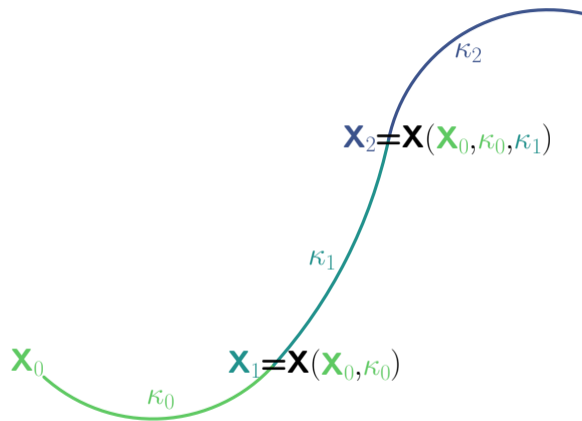
$$\mathbf{x}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix}, \kappa_0, \mathbf{x}_1(\mathbf{x}_0, \kappa_0), \kappa_1,$$

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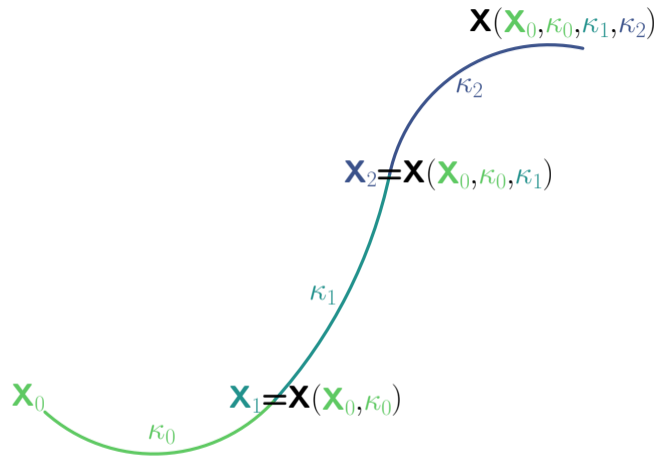
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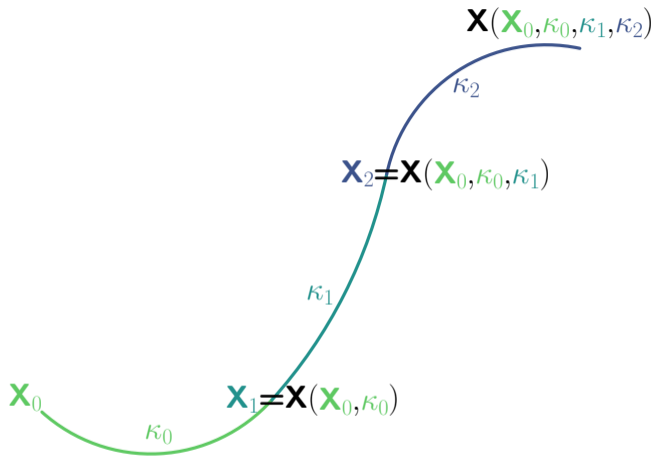
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## Chained super-circle model



$$\mathbf{x}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix}, \kappa_0, \mathbf{x}_1(\mathbf{x}_0, \kappa_0), \kappa_1, \mathbf{x}_2(\mathbf{x}_0, \kappa_0, \kappa_1), \kappa_2, \dots$$

# Chained super-circle model



$$\mathbf{X}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix}, \kappa_0, \mathbf{X}_1(\mathbf{X}_0, \kappa_0), \kappa_1, \mathbf{X}_2(\mathbf{X}_0, \kappa_0, \kappa_1), \kappa_2, \dots$$

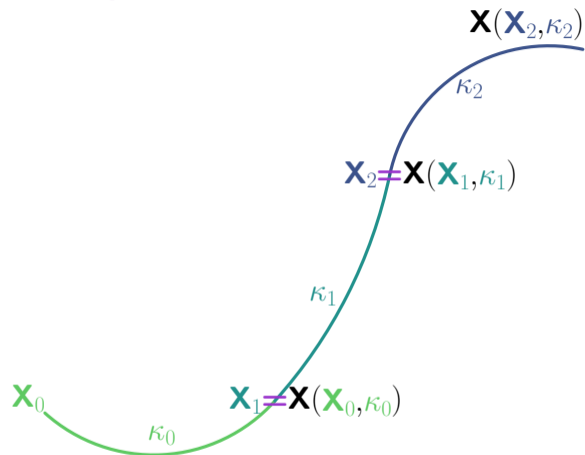
$$M = \begin{bmatrix} * & * & * & * & * & * \\ * & * & * & * & * & * \\ * & * & * & * & * & * \\ * & * & * & * & * & * \\ * & * & * & * & * & * \\ * & * & * & * & * & * \end{bmatrix}$$

$$M\Delta = f$$

$$(n+3) \times (n+3)$$

dense system

## Mixed super-circle model

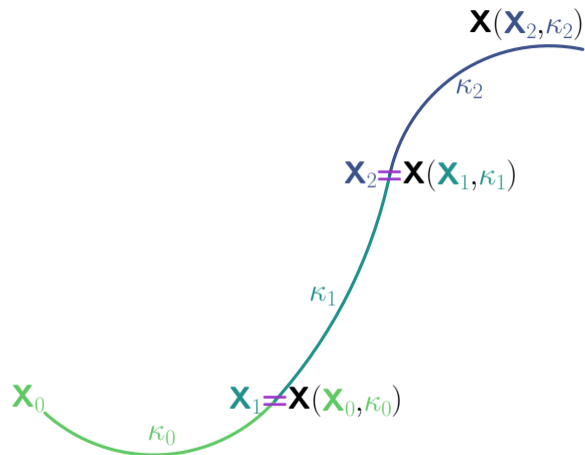


- Constraints of the form

$$g(\mathbf{X}) = 0.$$

$$\mathbf{x}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix}, \kappa_0, \mathbf{x}_1 = \begin{pmatrix} \mathbf{x}_1 \\ \theta_1 \end{pmatrix}, \kappa_1, \mathbf{x}_2 = \begin{pmatrix} \mathbf{x}_2 \\ \theta_2 \end{pmatrix}, \kappa_2, \dots$$

## Mixed super-circle model



$$\mathbf{x}_0 = \begin{pmatrix} \mathbf{x}_0 \\ \theta_0 \end{pmatrix}, \kappa_0, \mathbf{x}_1 = \begin{pmatrix} \mathbf{x}_1 \\ \theta_1 \end{pmatrix}, \kappa_1, \mathbf{x}_2 = \begin{pmatrix} \mathbf{x}_2 \\ \theta_2 \end{pmatrix}, \kappa_2, \dots$$

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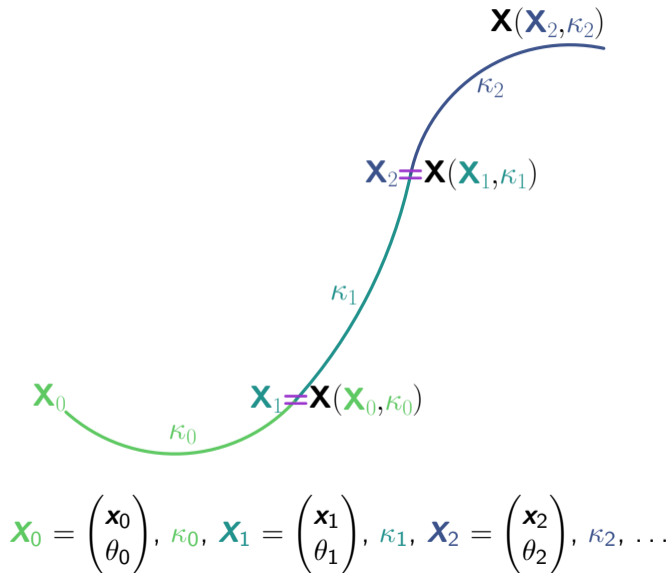
$$g(\mathbf{X}) = 0.$$

- Linearised in the form

$$\mathbf{C}\Delta + \mathbf{c} = 0.$$

$\mathbf{C}$  sparse-block matrix.

## Mixed super-circle model



- Constraints of the form

$$g(\mathbf{X}) = 0.$$

- Linearised in the form

$$\mathbf{C}\Delta + \mathbf{c} = 0.$$

$\mathbf{C}$  sparse-block matrix.

- Sparse system overall

$$\begin{bmatrix} \mathbf{M} & \mathbf{C}^T \\ \mathbf{C} & \mathbf{0} \end{bmatrix} \begin{pmatrix} \Delta \\ \lambda \end{pmatrix} = \begin{pmatrix} \mathbf{f} \\ -\mathbf{c} \end{pmatrix}$$

$$\mathbf{M} = \text{diag}(\mathbf{M}_i)$$

$7n \times 7n$  sparse system

# Cantilever test: Setup and master curve

The tip deflection  $\frac{dx}{dy}$  of the rod depends only on the mass over stiffness ratio  $\Gamma$ .

$$\Gamma = 10^{-3}$$



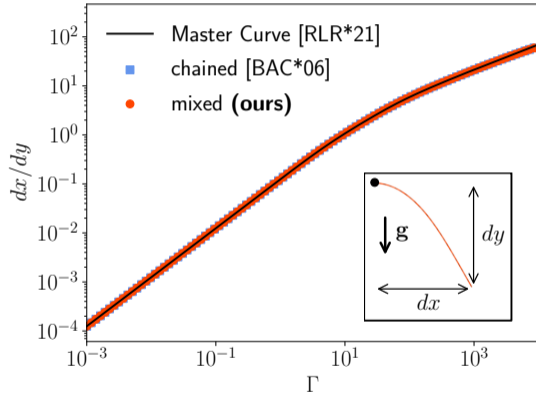
$$\Gamma = 10^{-1}$$



$$\Gamma = 10^1$$

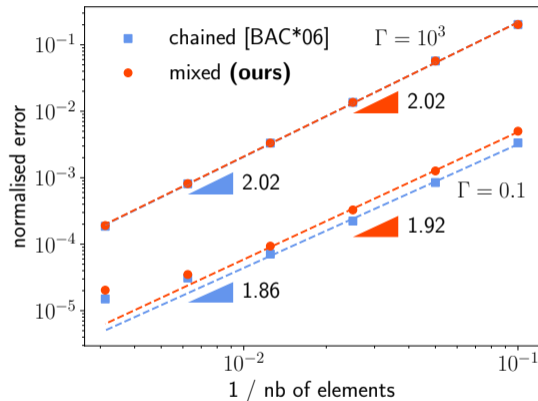
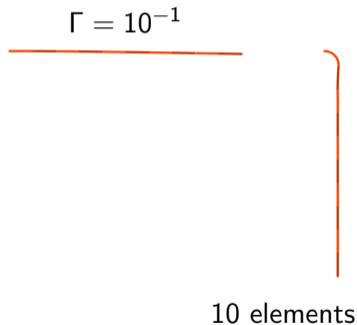


$$\Gamma = 10^3$$



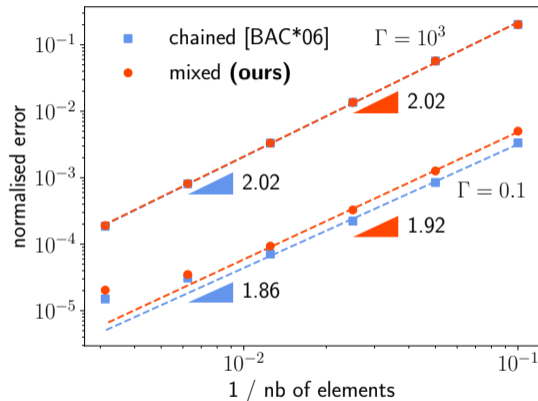
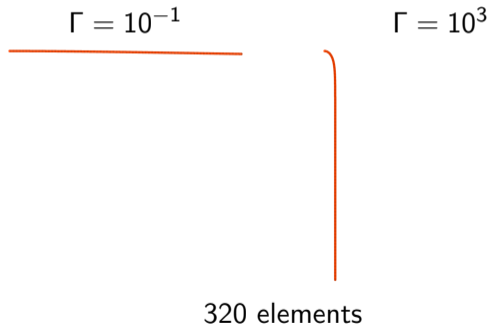
# Cantilever test: Convergence rate

The relative error to the master curve depends on the number of elements in the discretisation.



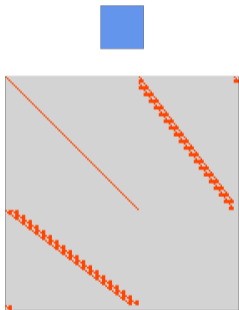
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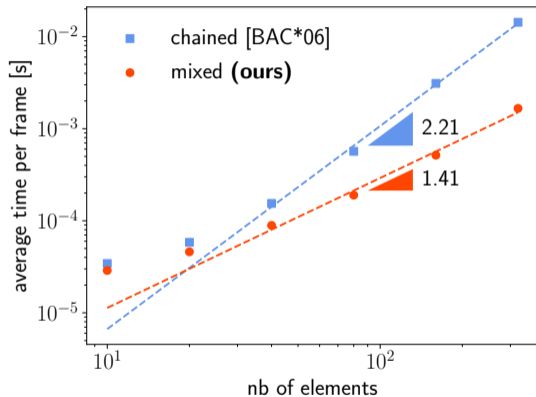


## Cantilever test: Complexity time

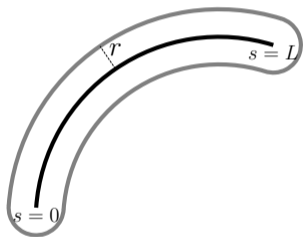
The computation time increases with the number of elements in the discretisation.



- chained: inverse small dense matrix
- mixed: inverse big sparse matrix

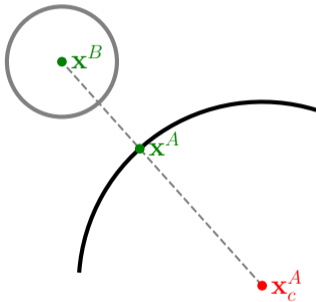


## High order contact detection



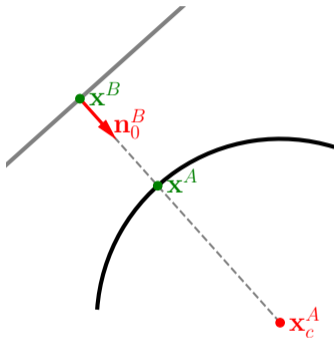
- **Curvilinear** elements,
- total length  $L$ ,
- uniform width (or radius)  $r$ .

## High order contact detection



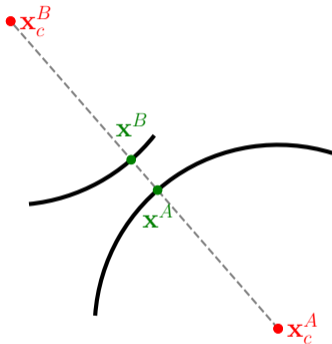
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- total length  $L$ ,
- uniform width (or radius)  $r$ .
- Analytic solutions for
  - disk,

## High order contact detection



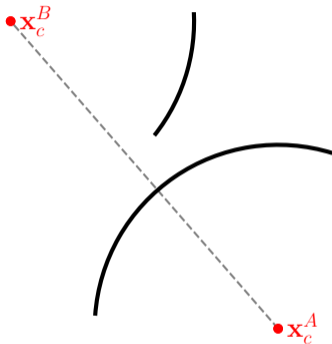
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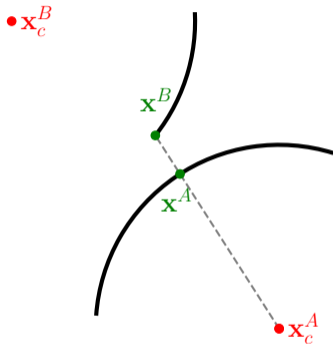
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## High order contact detection



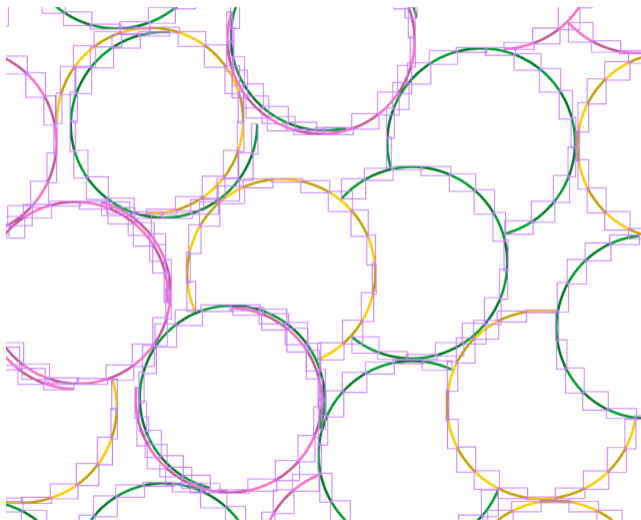
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- Coupled with a **broad phase**.

## High order contact detection



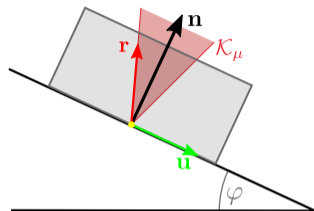
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# Contact solver

## Discrete Frictional Complementarity Problem

[Cadoux 2009]

$$\begin{cases} M\Delta &= \mathbf{f} + \mathbf{C}^T \boldsymbol{\lambda} + \mathbf{H}^T \mathbf{r} \\ \mathbf{C}\Delta + \mathbf{c} &= 0 \\ \mathbf{H}\Delta + \mathbf{h} &= \mathbf{u} \\ (\mathbf{u}, \mathbf{r}) &\in \mathcal{C}(\mu) \end{cases}$$



# Contact solver

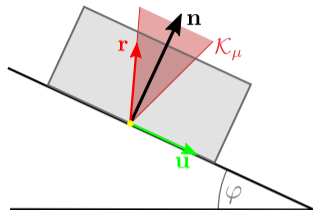
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Consecutive Schur reductions to simplify to

$$(\mathbf{W}\mathbf{r} + \mathbf{w}, \mathbf{r}) \in \mathcal{C}(\mu)$$



# Contact solver

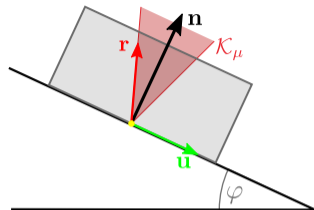
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## Projected Gauss-Seidel

$\mathbf{r} \leftarrow \mathbf{0}$

for  $n = 1, \dots, \text{step\_max}$  do

for each contact  $i$  do

$$\mathbf{u}^i \leftarrow \frac{(\mathbf{W}\mathbf{r} + \mathbf{w})^i}{\sqrt{w_{n,n}^{i,i^2} + w_{t,t}^{i,i^2}}}$$

$$\mathbf{u}_n^i \leftarrow \mathbf{u}_n^i + \mu^i |\mathbf{u}_t^i| \quad \triangleright [DF98]$$

$$\mathbf{r}^i \leftarrow \text{project}(\mathbf{r}^i - \mathbf{u}^i, \mathcal{K}_{\mu^i})$$

# Contact solver

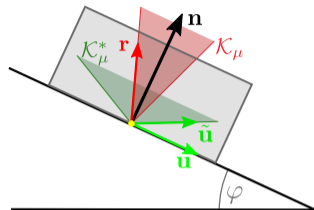
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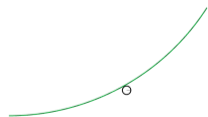
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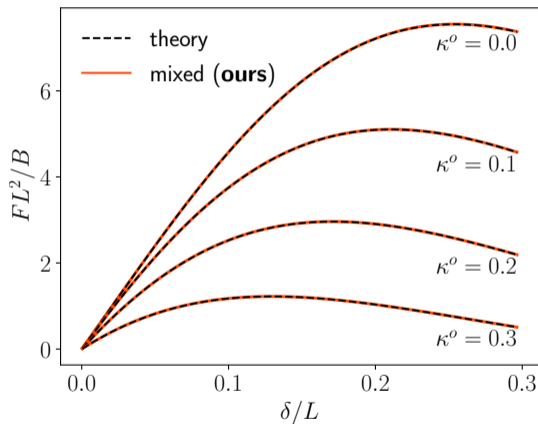
# Curved three point bending experiment



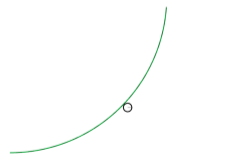
$$\kappa^o = 0.0$$



$$\kappa^o = 0.2$$



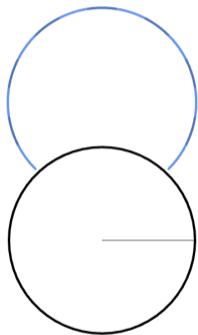
$$\kappa^o = 0.1$$



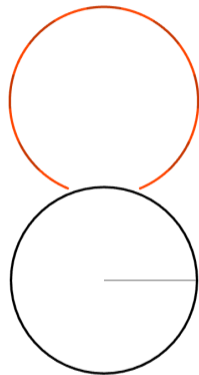
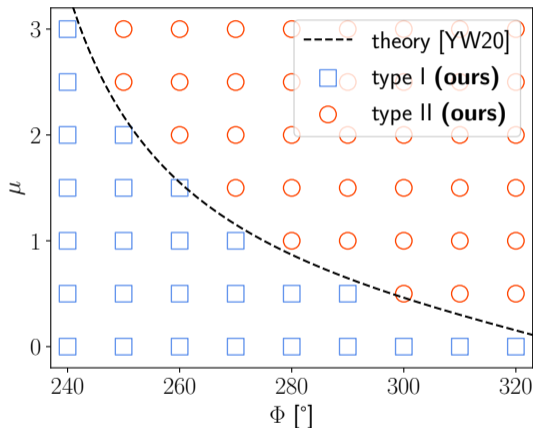
$$\kappa^o = 0.3$$

[Crespel et al. 2024]

## Ring on cylinder snap-fit



Type I



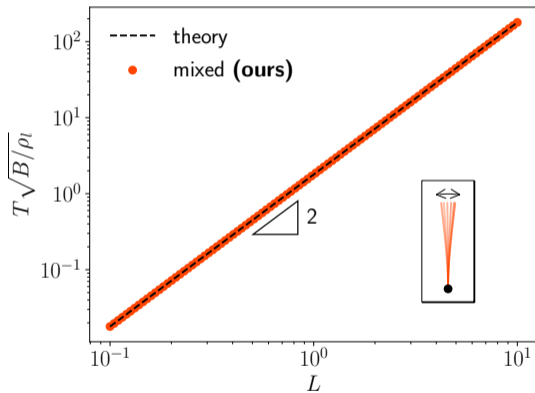
Type II

[Yoshida & Wada 2020]

# Flexural vibration test

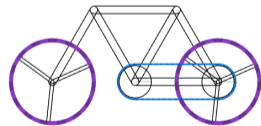
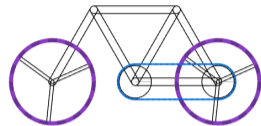


$L = 1.0$

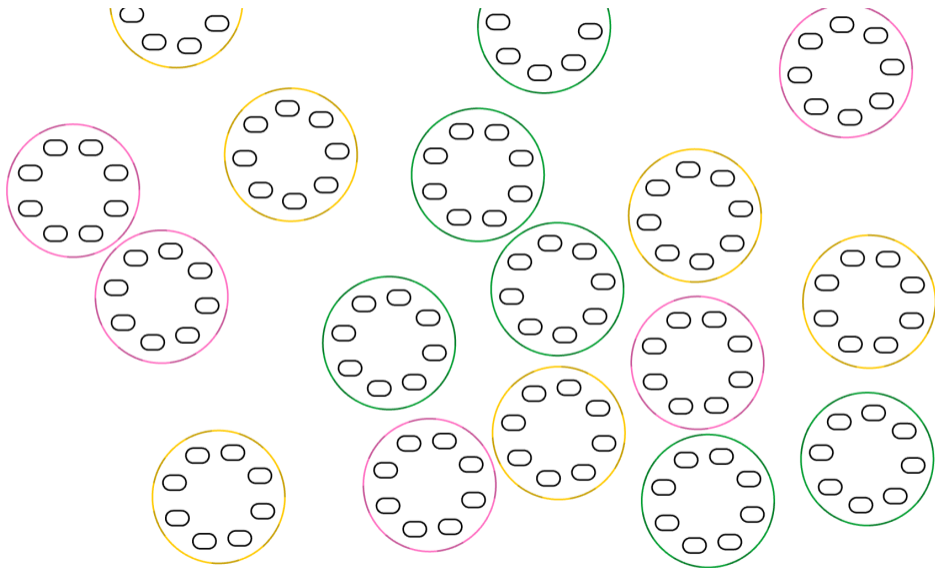


$L = 2.0$

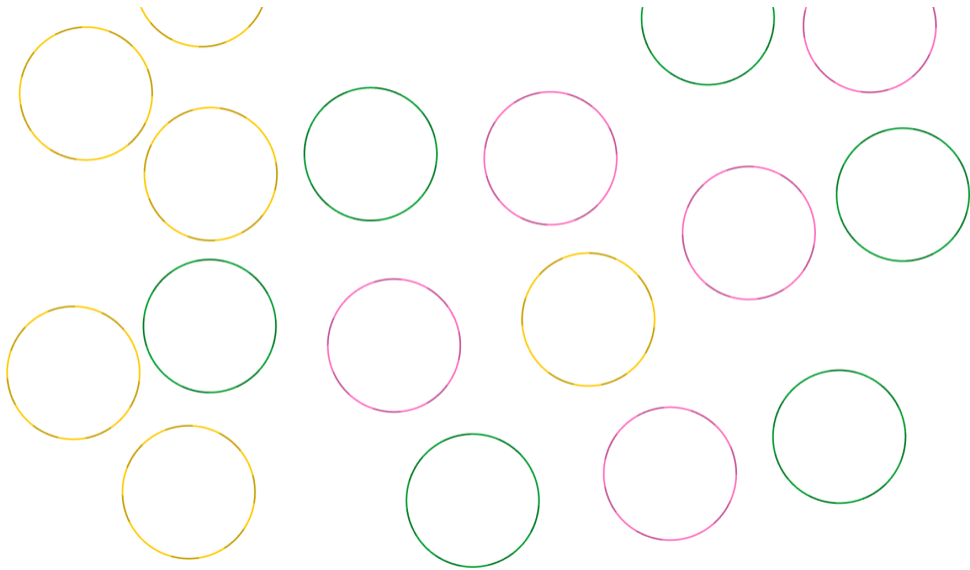
# Bicycle on a rope



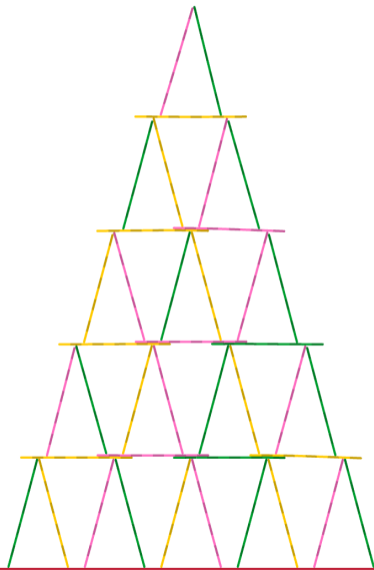
# Stack of shells $\Gamma = 10$



# Stack of shells $\Gamma = 100$



# Archery



## Source code

Circonflex



<https://gitlab.inria.fr/elan-public-code/circonflex>

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