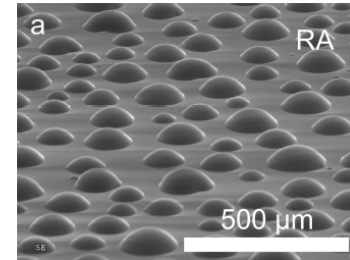
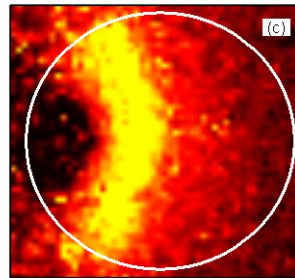
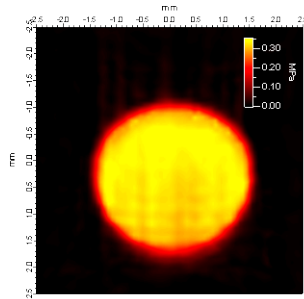


Local friction of soft materials on rough surfaces



D.T. Nguyen, M. Trejo, C. Fretigny and A. Chateauminois
Soft Matter Science and Engineering Laboratory - SIMM
Ecole Supérieure de Physique et Chimie Industrielles (ESPCI), Paris, France

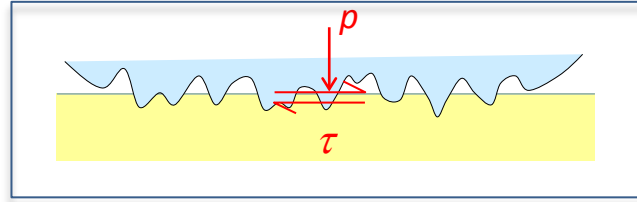


E. Barthel & J. Teisseire
Surface du Verre et Interfaces, CNRS – Saint Gobain, Aubervilliers

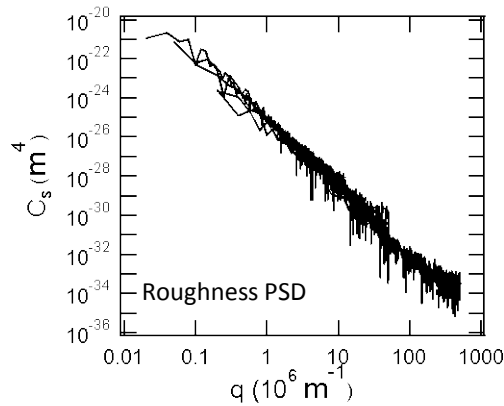


V. Romero, A. Prevost & E. Wandersman
Jean Perrin Laboratory (LJP), Université P. et M. Curie, Paris

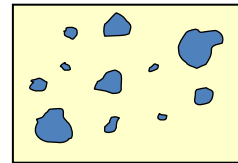
Dry friction of multi-contact interfaces



• Surface geometry, contact mechanics



Micro-contacts distribution



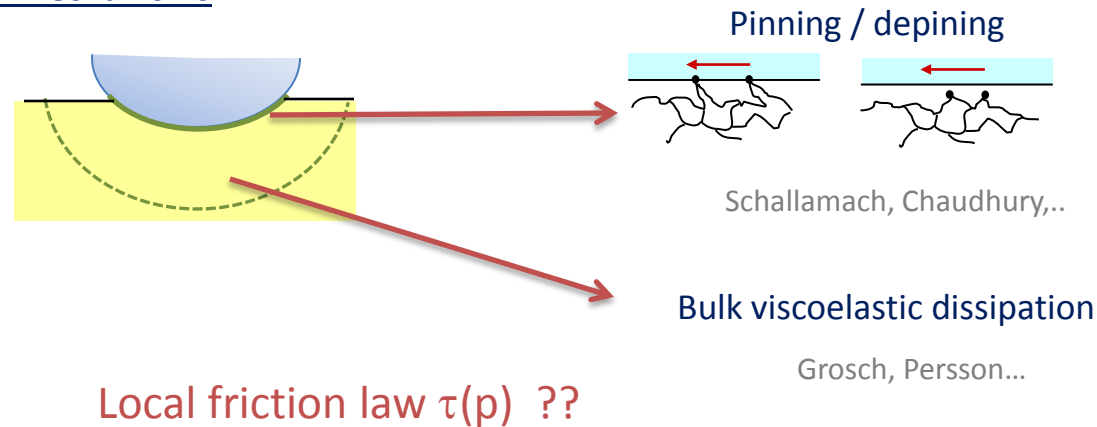
Real contact area ??

Persson, Müser, Robbins,...

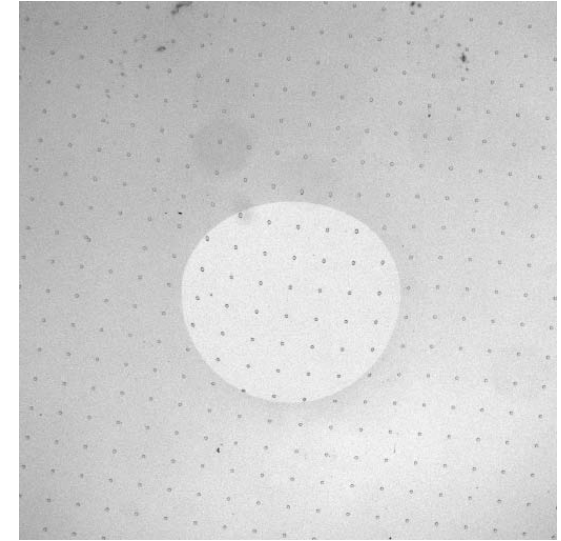
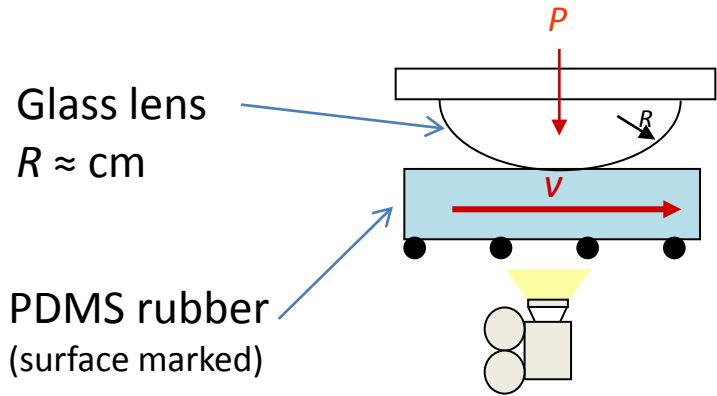
Viscoelasticity
Non linear material response
Adhesion

....

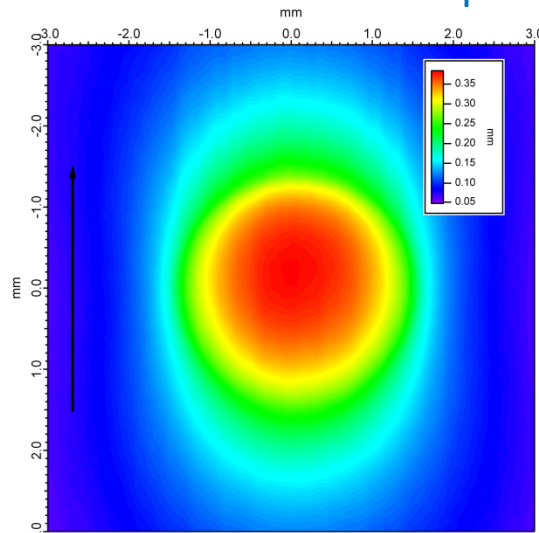
• Frictional energy dissipation mechanisms



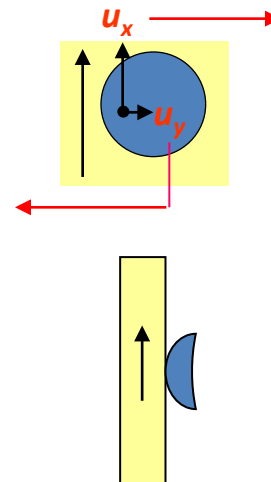
Displacement field measurements within contacts with rubbers



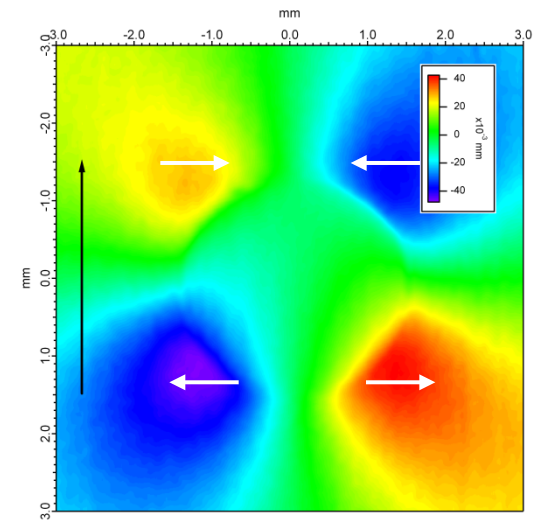
Surface displacements during steady state friction



Along sliding direction



Spatial resolution $\sim 10 \times 10 \mu\text{m}^2$



Perpendicular to sliding direction

Contact stresses : inversion of the displacement field

Inversion???

Surface displacement \rightarrow Surface stresses

- Linear elasticity \rightarrow Green's tensor

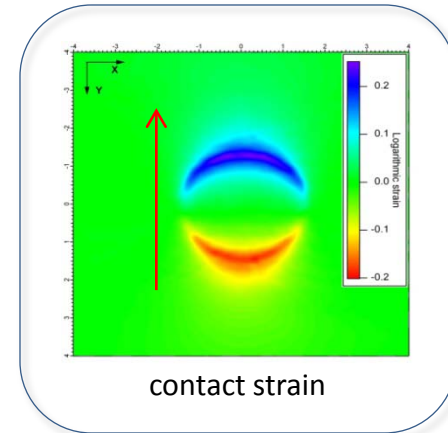
Incompressible materials, $\nu=0.5$

Lateral displacements

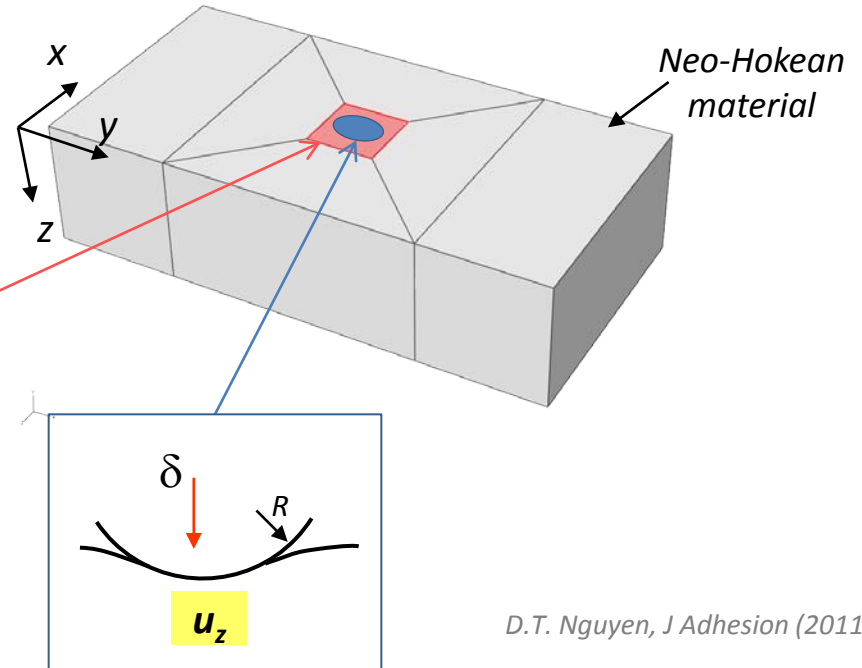
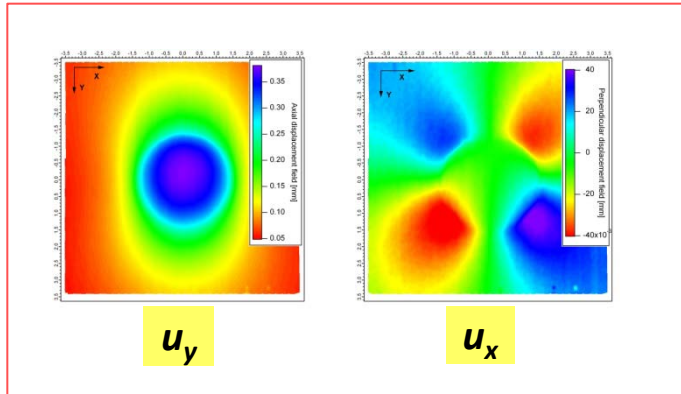
$$u_i = G_{ij} * \sigma_{jz} \quad i, j = x, y$$

Vertical displacement

$$u_{zz} = G_{zz} * \sigma_{zz}$$



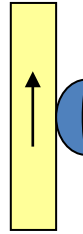
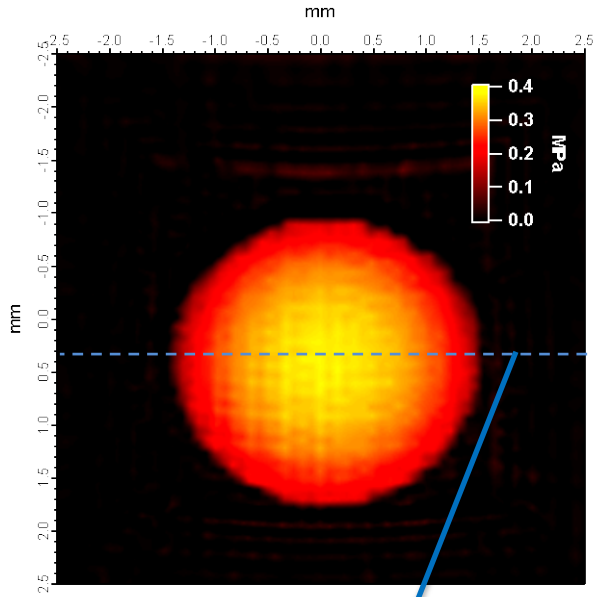
- Experimentally : large strains ! \rightarrow Numerical inversion using FEM



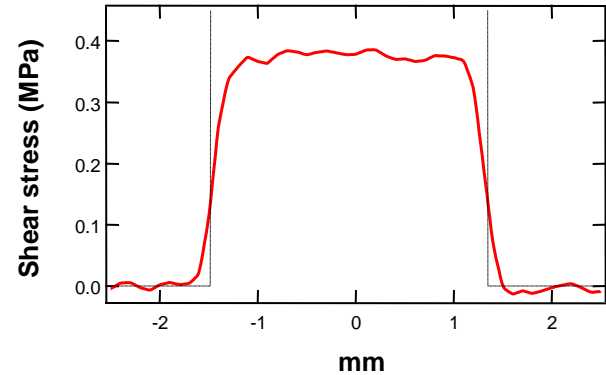
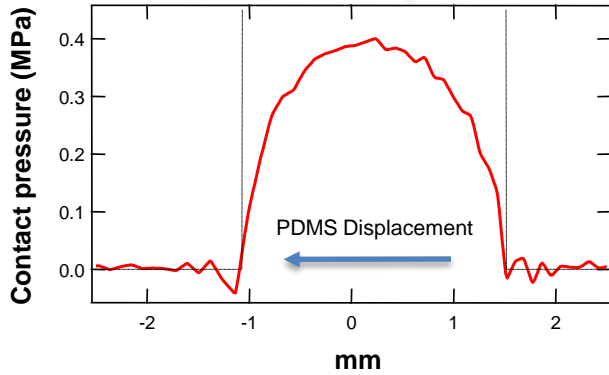
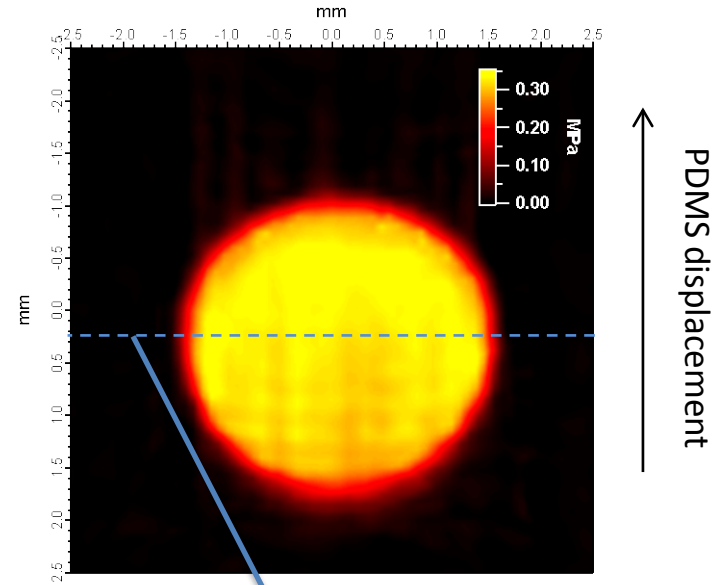
Contact stresses: single asperity contact

Smooth Glass/PDMS contact

Contact pressure



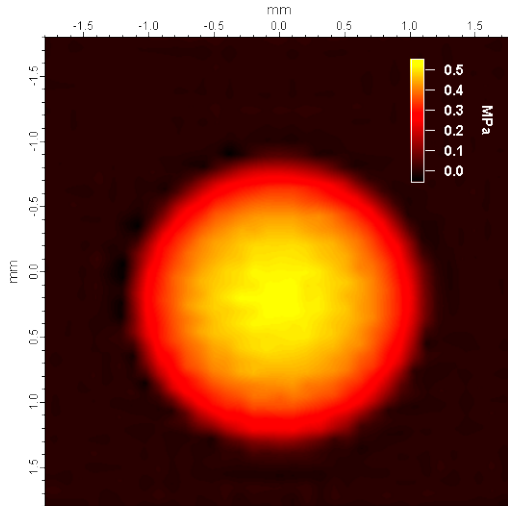
Surface shear stress



Pressure independent shear stress

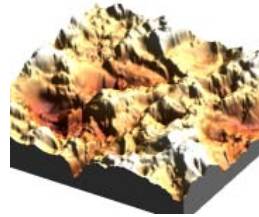
Contact stresses: randomly rough contact interfaces

Contact pressure



Gaussian roughness

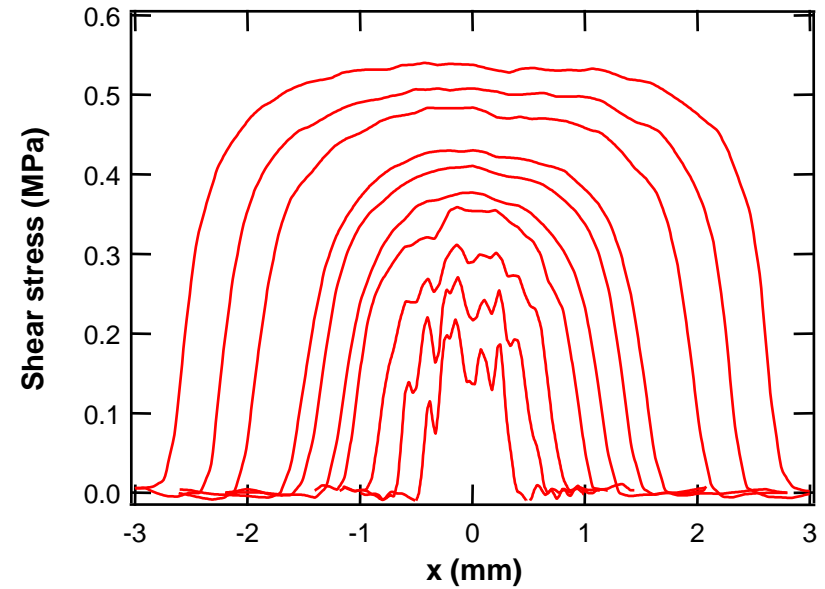
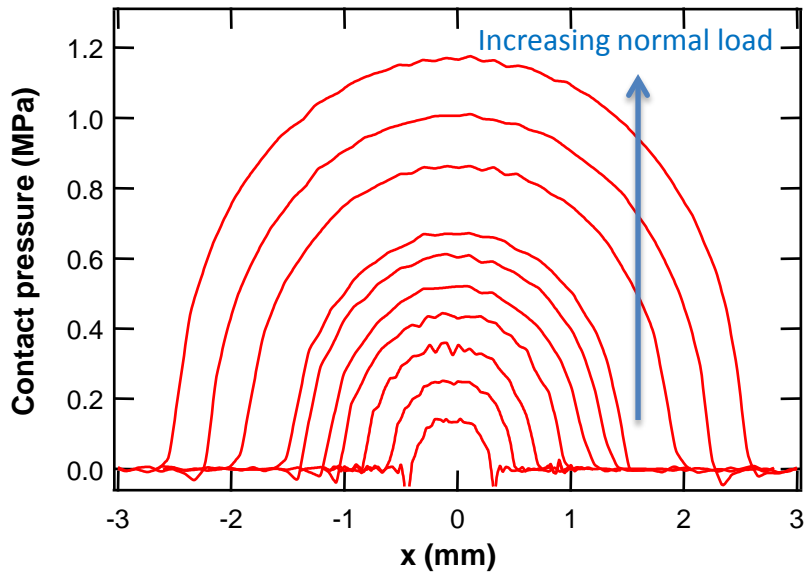
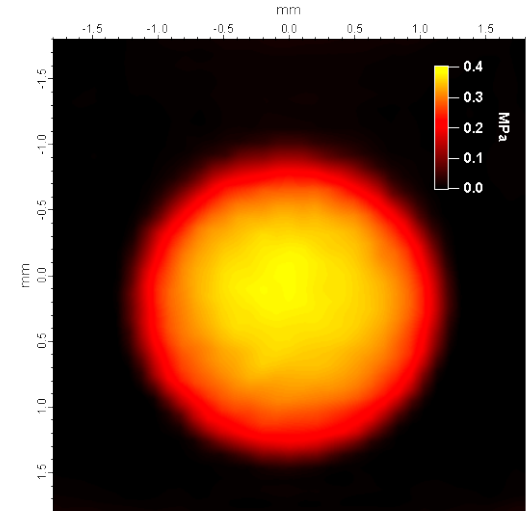
r.m.s roughness $\sim 1 \mu\text{m}$



20 μm

Sand blasted glass lens

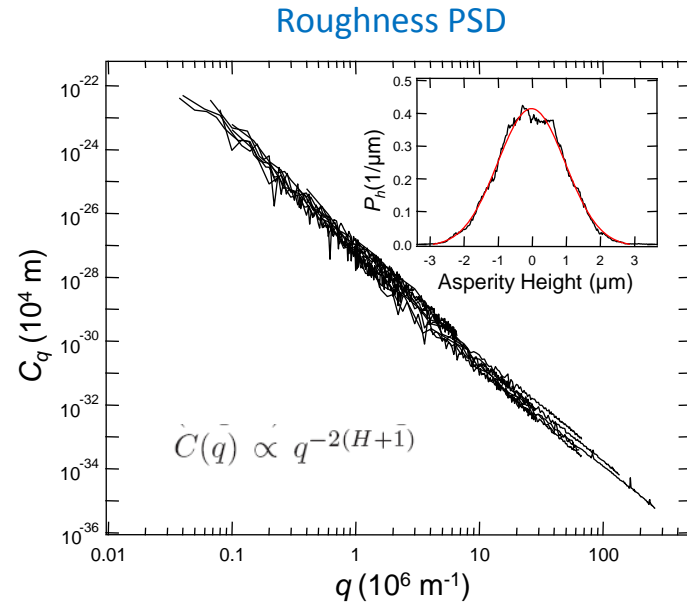
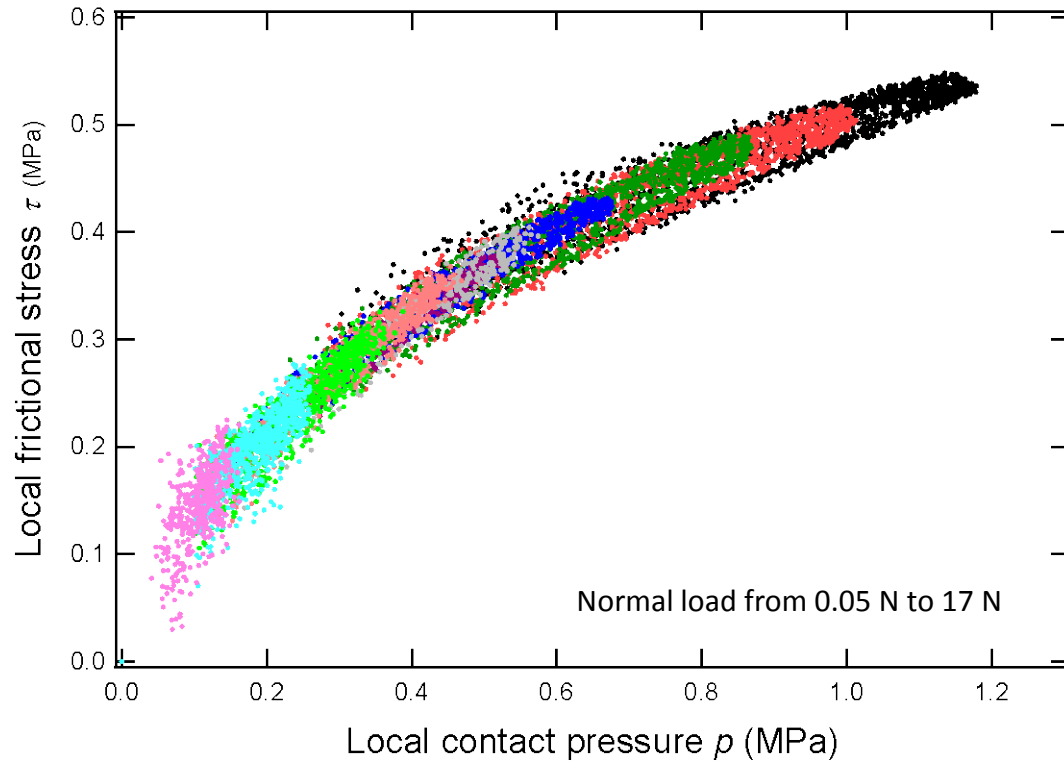
Shear stress



Pressure dependent shear stress

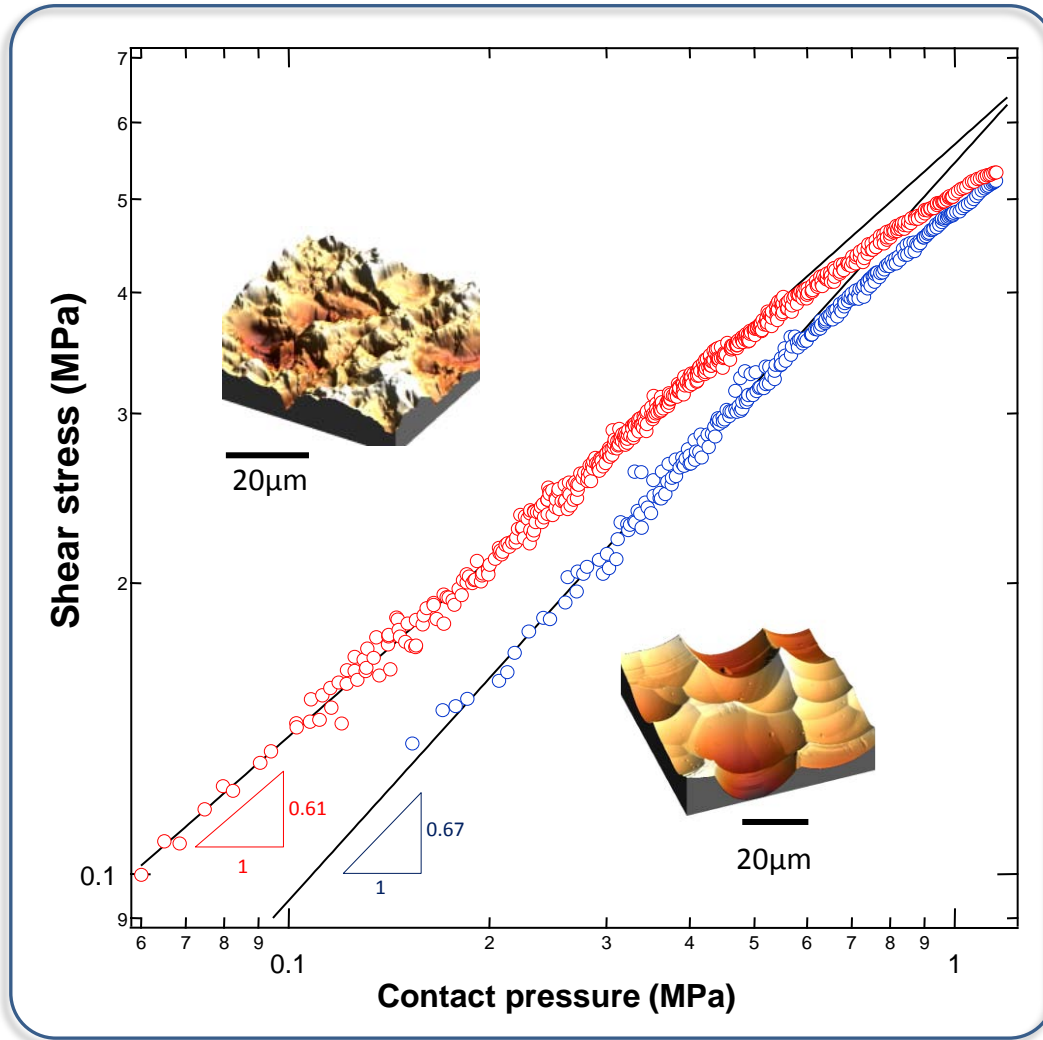
Local friction law

- PDMS / self affine rough glass surface

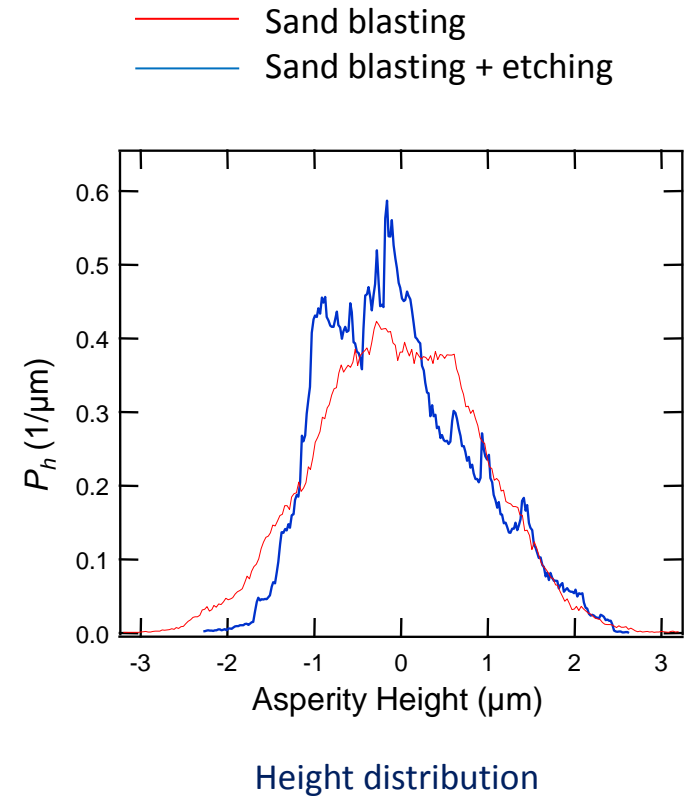


Non linear local friction law

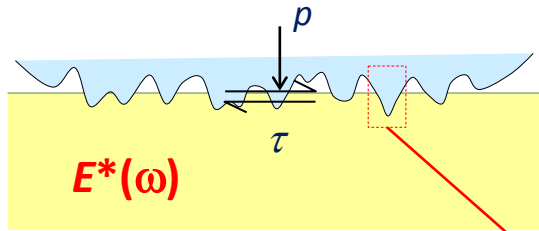
Gaussian vs non Gaussian surface roughness



Local friction law

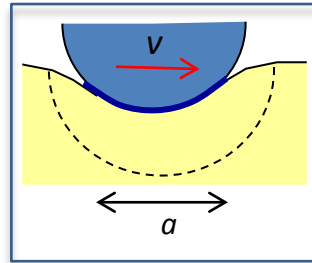


Friction of rubbers with rough surfaces: the role of viscoelastic losses



Multicontact interface

Characteristic frequency $\omega \sim v/a$



Single asperity contact

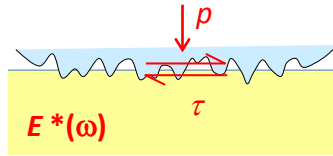
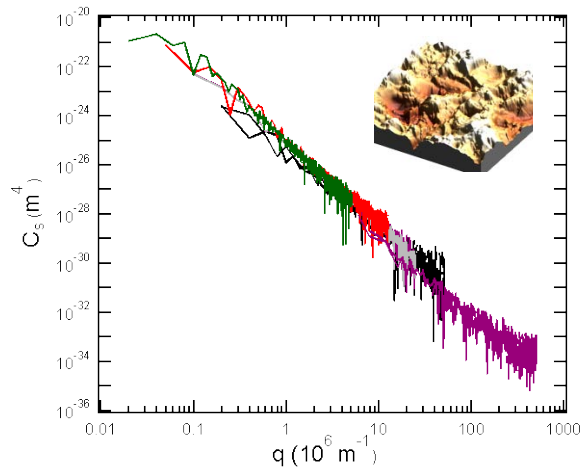
- Velocity and pressure dependence of the real contact area ?
- Viscoelastic losses at micro-asperity scale ?



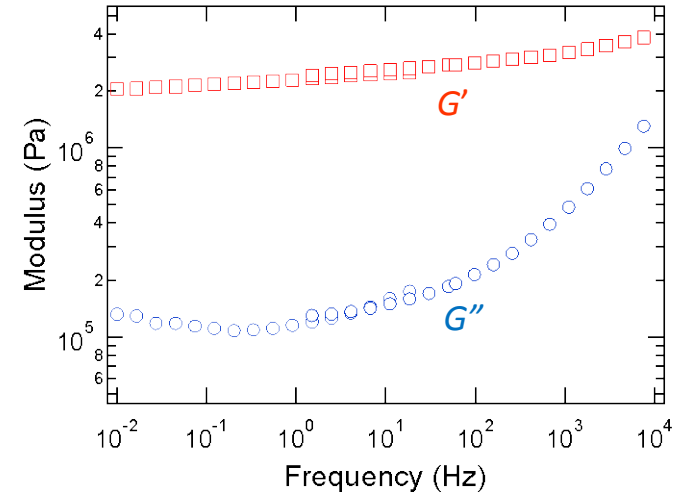
Surface topography, patterning
Viscoelastic properties of the rubber

Local friction of viscoelastic rubbers with randomly rough surfaces

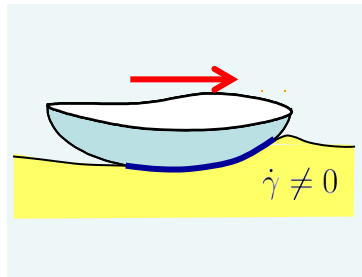
Sand blasted glass surface



Epoxy rubber $T_g = -42^\circ\text{C}$

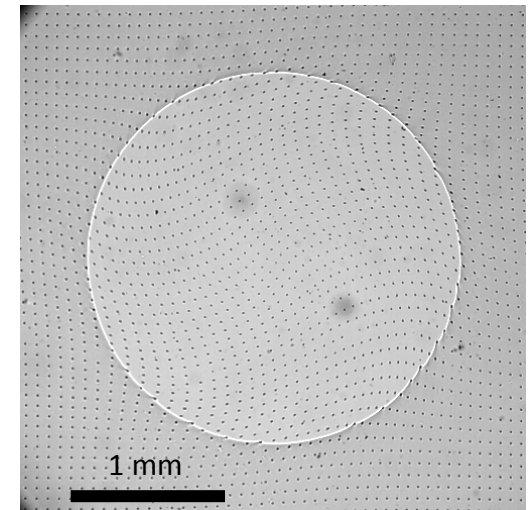
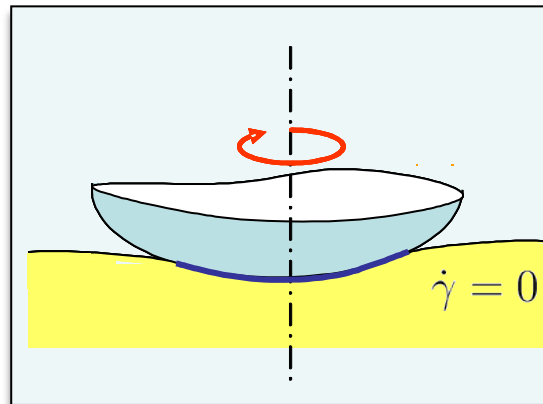


Torsional contacts



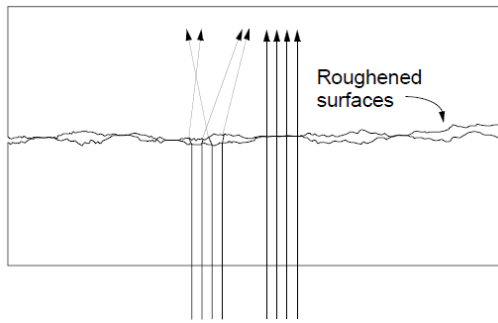
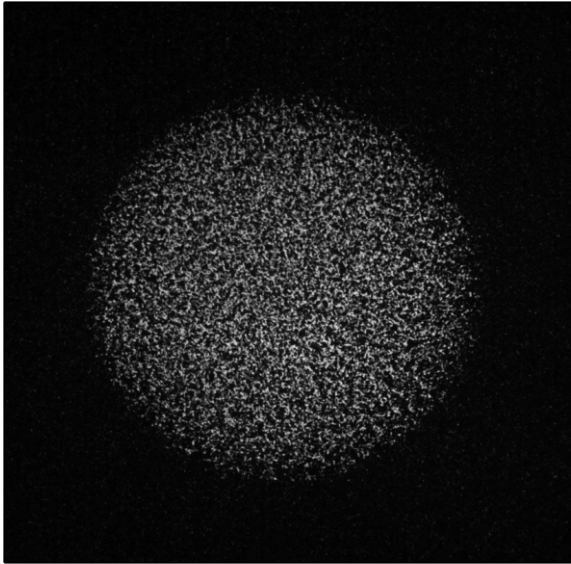
Linear sliding

Bulk viscoelastic dissipation
at contact scale !



Light transmission through rough contacts

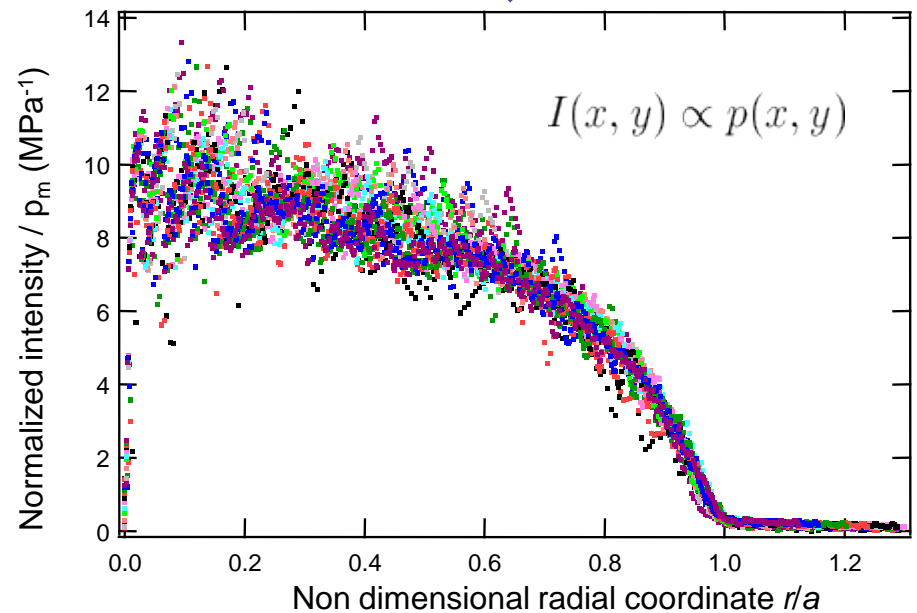
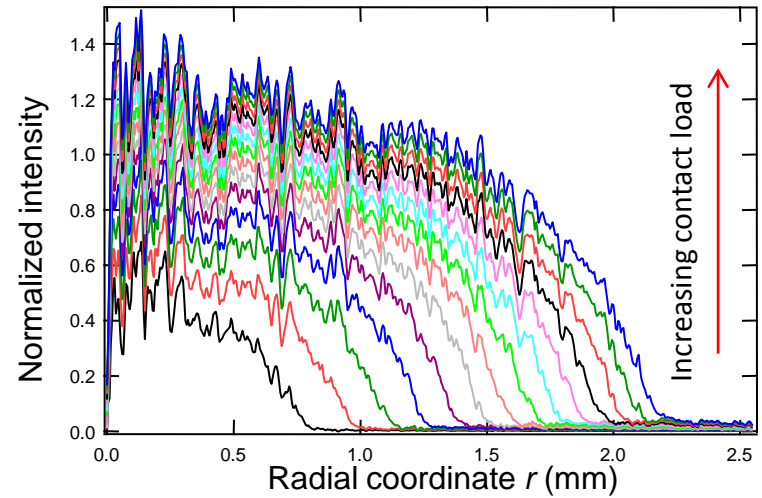
1 pixel = 5.1 μm



Dieterich *et al.* Pageoph, **143** (1994)

Light transmitted through the interface more efficiently when only one interface is present

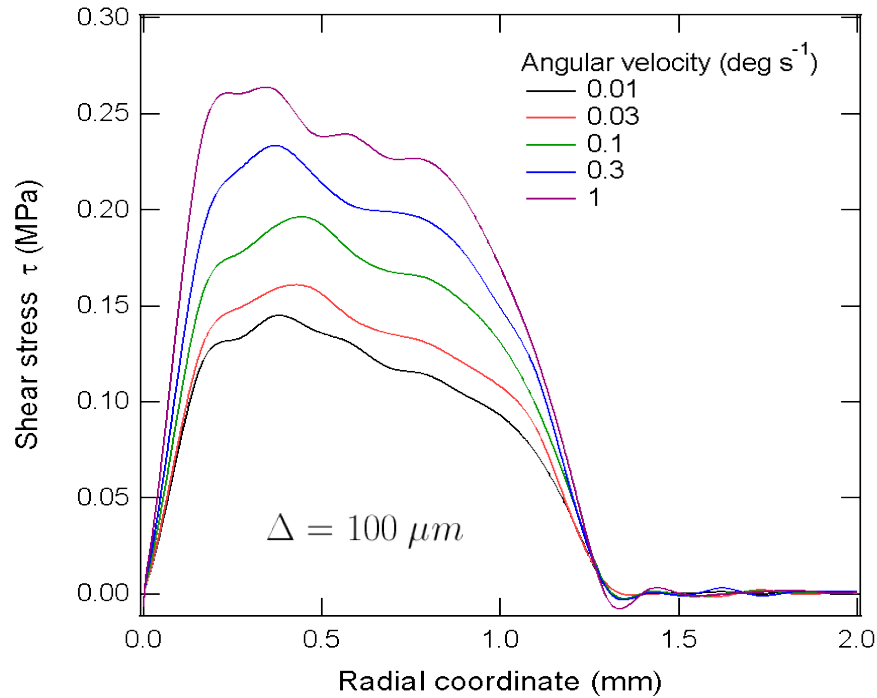
Static indentation experiments



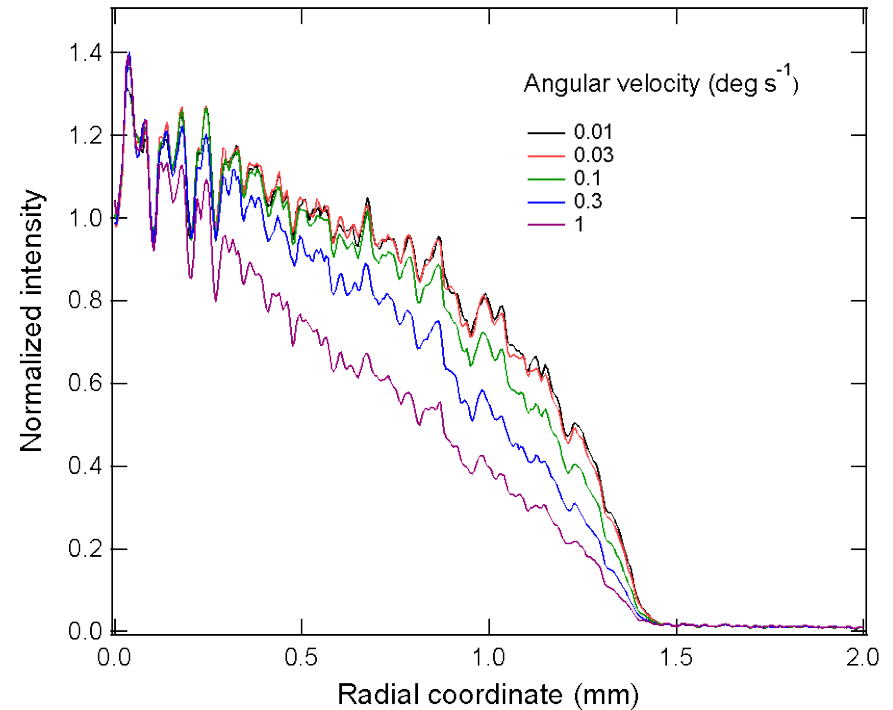
Transmitted light intensity $I(x,y) \propto$ Proportion of area in contact $A/A_0(x,y)$

Velocity dependence of the shear stress

Angular velocity



Transmitted light intensity

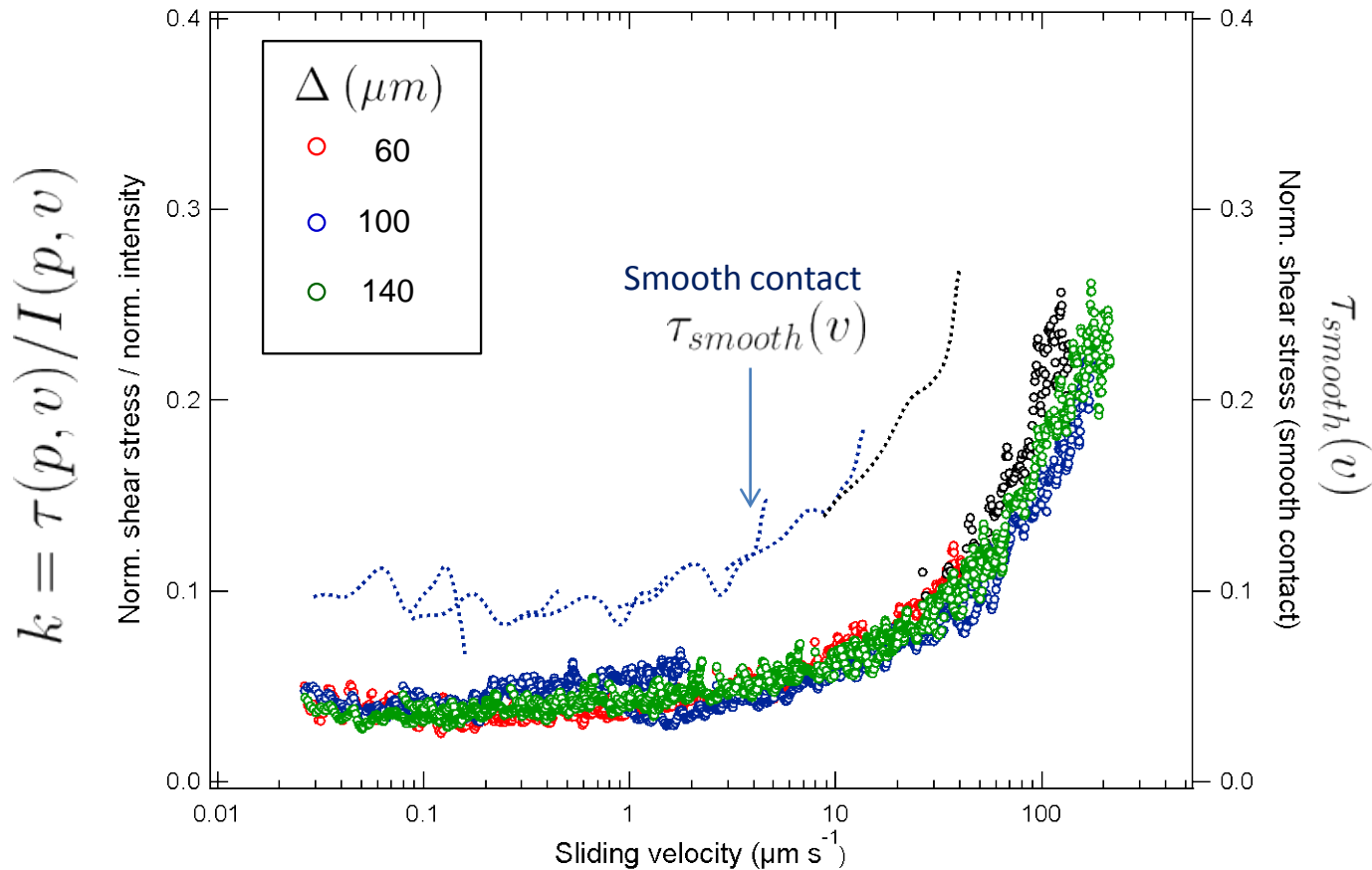


Dependence of the shear stress on the actual contact area :



$$\tau(p, v) / I(p, v) \quad ???$$

Pressure and velocity dependence of the frictional shear stress



$$\tau(p, v) \propto k(v) A / A_0(p, v)$$

Average shear stress within micro-asperity contacts

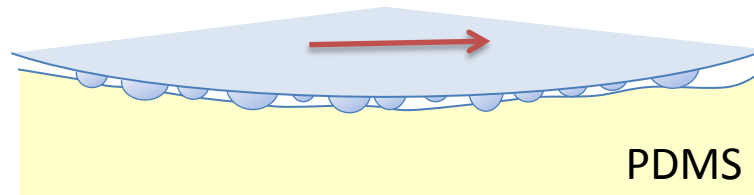
Real contact area: density of micro-contacts

$k(v) \approx \tau_{smooth}(v) \rightarrow$ Interface dissipation predominates over bulk viscoelastic dissipation

Friction of model randomly rough surfaces

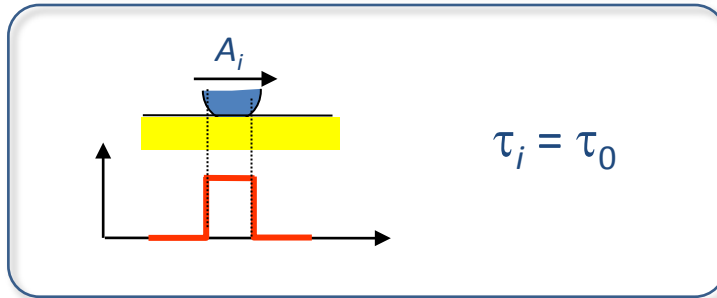
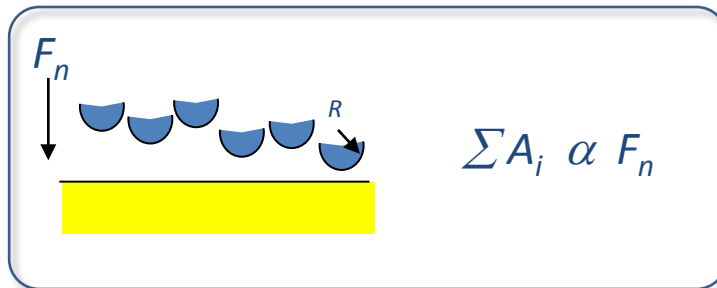
With Manoj Chaudhury and Shintaro Yashima

- Lens covered by a random distribution of rigid spherical micro-asperities



Distributed asperity heights and radius of curvature

- Experimental analog to the surfaces of the Greenwood and Williamson model



$$F_t = \sum A_i \tau_i$$

$$F_t \propto F_n$$

Coulomb's law retrieved
as a consequence of surface
roughness

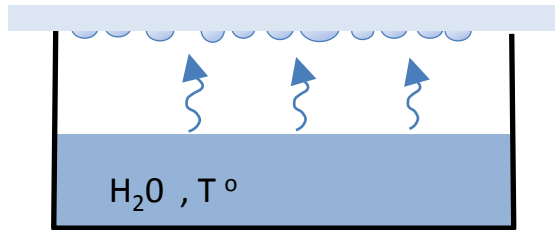
$$F_t = \mu F_n$$

Greenwood & Williamson, 1965

Can we sum asperity contributions to friction ??
With a single value of the interface frictional stress ??

Fabrication of rigid asperities surfaces

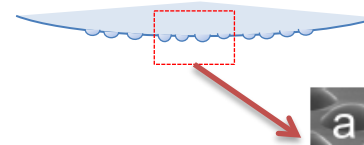
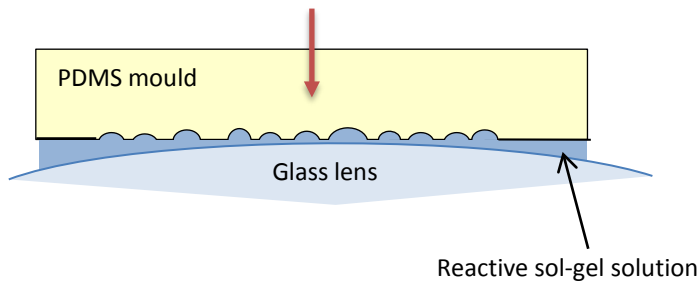
- 1. Water droplet condensation



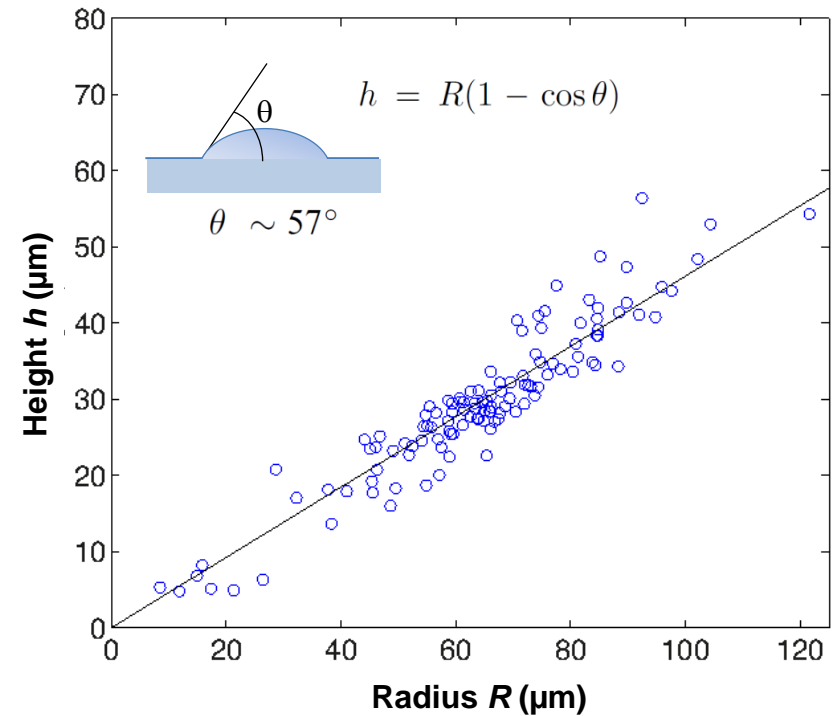
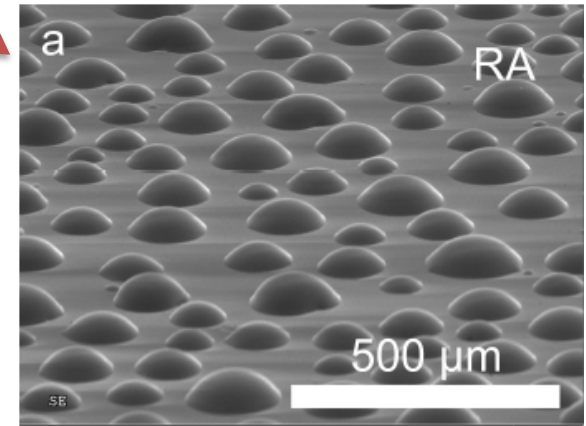
- 2. PDMS Replica



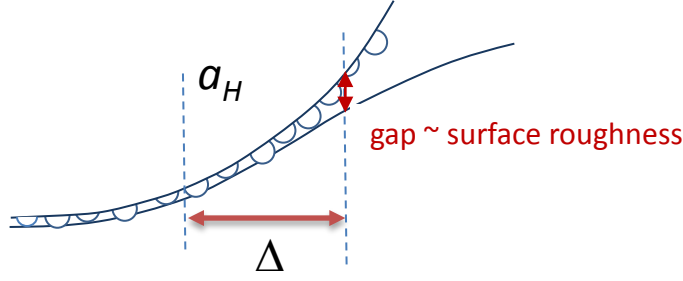
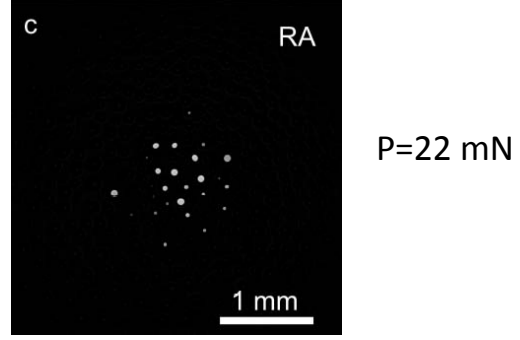
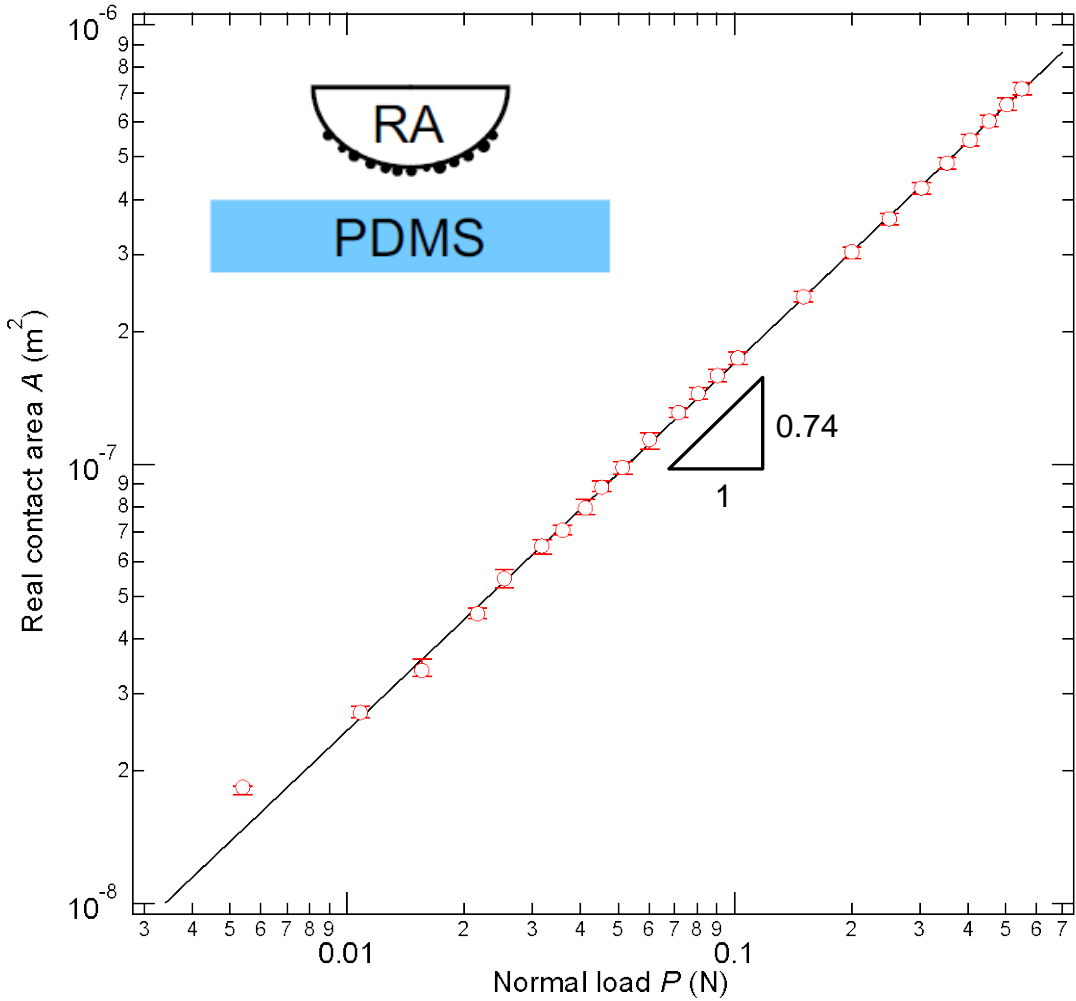
- 3. Sol gel replica on a glass lens



Surface density
 $\phi=0.41$



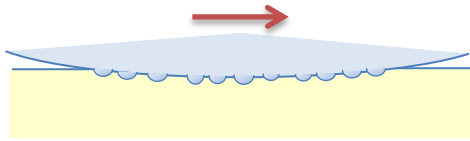
Normal loading: real contact area



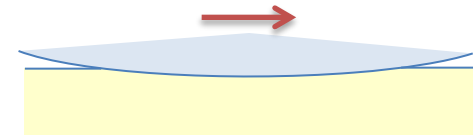
$$\Delta \propto R_l^{5/9} P^{-1/9}$$

- Only tops of micro-asperities make contact with the PDMS substrate
- Non linearity of the $A(P)$ relationship accounted for by lens curvature

Friction

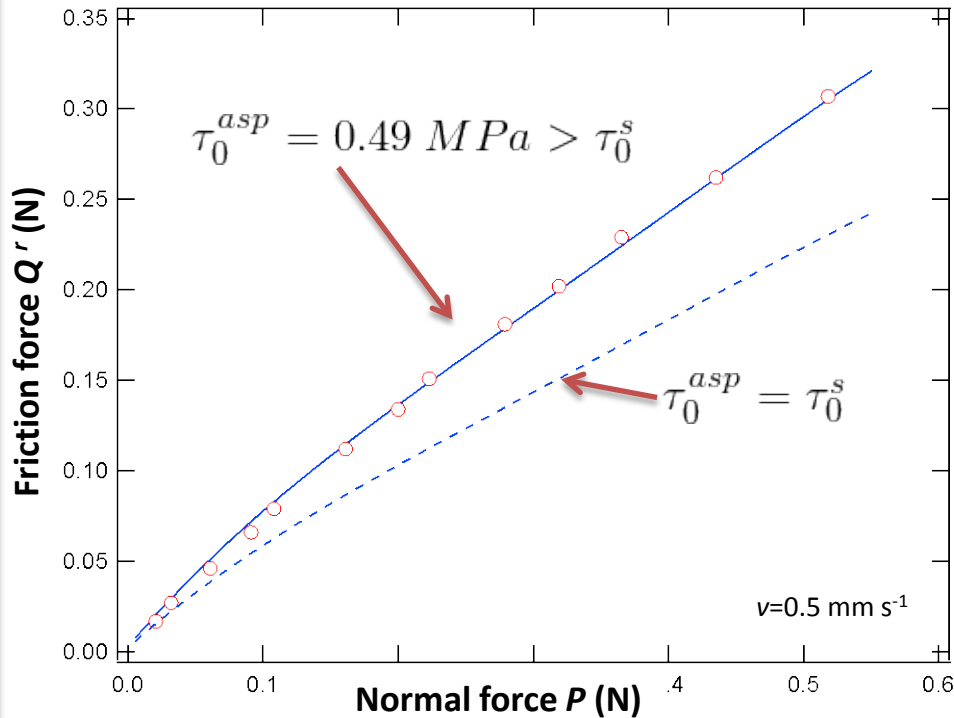


Rough lens with spherical micro-asperities

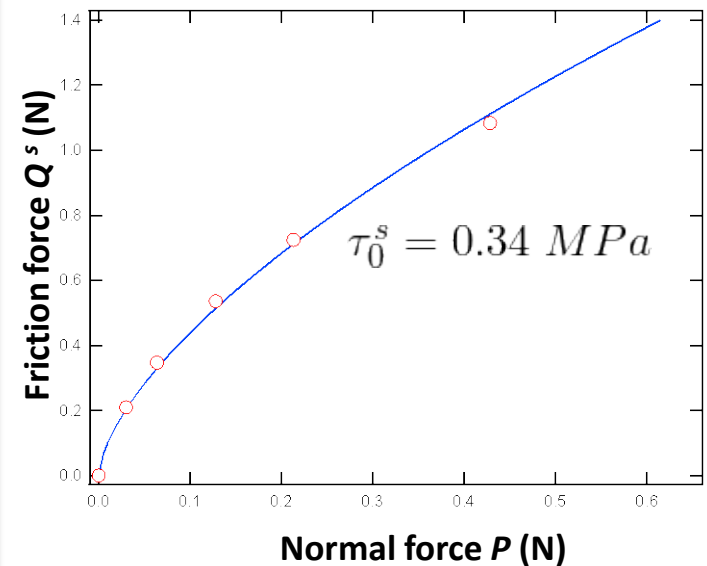


Smooth lens covered by a smooth sol-gel layer

- Velocity independent friction $0.01 < v < 5 \text{ mm s}^{-1}$



$$Q^r = \sum_i q_i = \tau_0^{asp} \sum_i (\pi a_i^2)$$

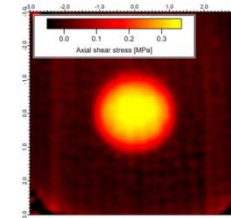


$$Q^s = \tau_0^s A \propto \tau_0 P^{2/3}$$

Frictional stresses at macroscopic length scales cannot be simply transposed to microscopic multi-contacts interfaces

Summary/ Outlook

- ✓ Local friction law from displacement field measurements

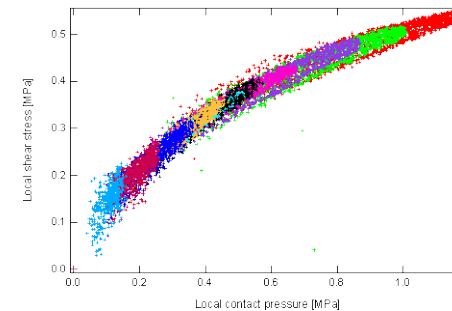


- ✓ Multi-contact interface with rigid randomly rough surfaces

Non linear local friction law

dependence on the details of surface roughness

Contribution of viscoelasticity to friction



- ✓ Friction of model randomly rough surfaces

Contact mechanics of multi-contact interfaces

Contribution to friction of microasperities at various length scales

