



Time integration

DVI and HHT time stepping methods in Chrono



Time Integration in Chrono

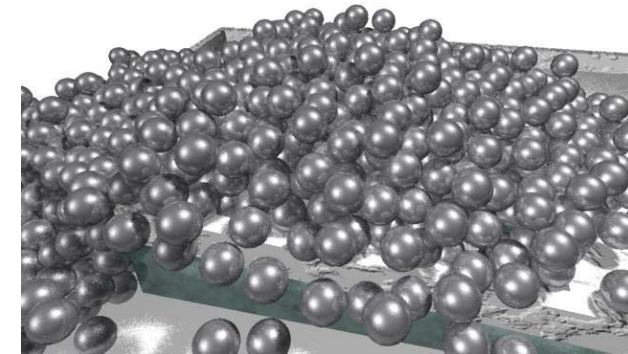
- Two classes of time stepping methods in Chrono
 - Time steppers for smooth dynamics
 - Classical multibody dynamics – rigid and flexible connected through joints
 - FEA
 - Fluid solid interaction problems
 - Time steppers for non-smooth dynamics
 - Scenarios w/ friction and contact

Time Integration – Smooth Dynamics

- Smooth dynamics:
 - Equations of Motion: formulated as Differential Algebraic Equations (DAE)
 - Time-stepping methods:
 - **HHT**
 - **Euler implicit**
 - **Euler semi-implicit linearized**
 - **Newmark**
 - Require solution of a linear system at each time step
 - **MINRES**
 - **MKL**
 - **MUMPS**, etc.
 - Discontinuous forces if any, are regularized via penalty
 - Can still have friction and contact, but is “smoothed”

Time Integration – Non-smooth Dynamics

- Non-smooth dynamics:
 - Equations of motion formulated as Differential Variational Inequality (DVI) Problems
 - Time-stepping method:
 - **Euler implicit linearized** (Anitescu-Trinkle)
 - Required solver at each time step: **Cone Complementarity Problem**
 - **SOR**
 - **Barzilai-Borwein**
 - **APGD**
- Set-valued and discontinuous forces: no need to be “smoothed”
-
- No support for FEA yet



Smooth dynamics - DAE

The HHT Time Stepper

Linear Solvers

Differential problems

- An Ordinary Differential Equation (**ODE**):

$$\frac{d\mathbf{x}}{dt} = \mathbf{f}(\mathbf{x}, t)$$

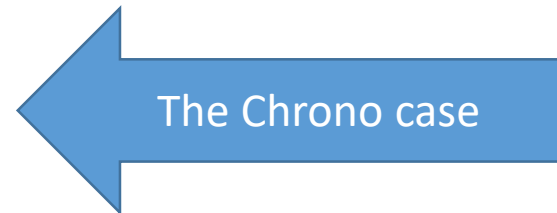
- A Differential Algebraic Equation (**DAE**)

- In implicit form:

$$\frac{d\mathbf{x}}{dt} = \mathbf{f}(\mathbf{x}, t)$$

$$\mathbf{g}(\mathbf{x}, t) = \mathbf{0}$$

- Introduces constraints \mathbf{g}



$$M \frac{d\mathbf{v}}{dt} = \mathbf{f}(\mathbf{q}, \mathbf{v}, t) + D_B \hat{\gamma}_B(t)$$

$$C(\mathbf{q}, t) = \mathbf{0}$$

DAE Explicit Integrators

- **Explicit** integrators:

$$\mathbf{x}(t + \Delta t) = \mathbf{F}(\mathbf{x}(t))$$

- Very straightforward - they do not require solving linear systems
- Require very small time steps, due to stability reasons
- The stiffer the problem, the smaller the time step
- Lead to numerical drift when handling DAEs
- Used by traditional DEM granular dynamics simulators

DAE Implicit Integrators

- **Implicit** integrators:

$$\mathbf{G}(\mathbf{x}(t + \Delta t), \mathbf{x}(t)) = \mathbf{0}$$

- Can use large time steps
- More complex: they find $\mathbf{x}(t + \Delta t)$ by solving a nonlinear system $\mathbf{G} = \mathbf{0}$ with Newton Raphson
 - Jacobians matrices of \mathbf{G} are needed (ex. stiffness matrices, etc.)
 - Require solution of one or more linear systems at each time step
- Useful both for ODEs and DAEs – for the latter, they treat the constraints well
- Used in FEA problems, handle stiffness well

DAE Implicit Integrators in Chrono

- Classical Euler implicit
 - First order accurate, large numerical damping
- **Euler semi-implicit linearized (1 step)**
 - **First order accurate, large numerical damping**
 - **Same time-stepping used for DVI non-smooth dynamics, it can use complementarity solvers**
- Trapezoidal
 - Second order accurate, no numerical damping
 - Doesn't work well with joints (kinematic constraints)
- Newmark
 - Adjustable numerical damping, first order (except in particular case)
- **HHT**
 - **Second order accurate, adjustable numerical damping**
 - **Most used integrator for FEA problems in Chrono**

The HHT integrator

- The DAE problem is:

$$M \frac{d\mathbf{v}}{dt} = \mathbf{f}(\mathbf{q}, \mathbf{v}, t) + D_{\mathcal{B}} \hat{\gamma}_{\mathcal{B}}(t)$$

$$C(\mathbf{q}, t) = \mathbf{0}$$

- The HHT time discretization is:

$$\mathbf{q}^{l+1} - \mathbf{q}^l - h\mathbf{v}^l - \frac{h^2}{2} [(1 - 2\beta)\mathbf{a}^l + 2\beta\mathbf{a}^{l+1}] = 0$$

$$\mathbf{v}^{l+1} - \mathbf{v}^l - h [(1 - \gamma)\mathbf{a}^l + \gamma\mathbf{a}^{l+1}] = 0$$

$$M\mathbf{a}^{l+1} + (1 + \alpha)(C_q^T \boldsymbol{\lambda} - \mathbf{f})^{l+1} - \alpha(C_q^T \boldsymbol{\lambda} - \mathbf{f})^l = 0$$

- A-stable for:
- 2-nd order accurate
- An alternative formulation can be used $\alpha \in [-\frac{1}{3}, 0]$ ion-level HHT
- Adjustable parameter α : from 0 (no numerical damping; i.e., trapezoidal) to -1/3 (max numerical damping)

$$\gamma = \frac{1 - 2\alpha}{2} \quad \beta = \frac{(1 - \alpha)^2}{4}$$

The HHT integrator

- The $\mathbf{G}(\mathbf{x}(t+\Delta t), \mathbf{x}(t)) = \mathbf{0}$ non-linear problem to solve is:

$$\begin{aligned} \mathbf{q}^{l+1} - \mathbf{q}^l - h\mathbf{v}^l - \frac{h^2}{2} [(1-2\beta)\mathbf{a}^l + 2\beta\mathbf{a}^{l+1}] &= 0 \\ \mathbf{v}^{l+1} - \mathbf{v}^l - h[(1-\gamma)\mathbf{a}^l + \gamma\mathbf{a}^{l+1}] &= 0 \\ M\mathbf{a}^{l+1} + (1+\alpha)(C_q^T\boldsymbol{\lambda} - \mathbf{f})^{l+1} - \alpha(C_q^T\boldsymbol{\lambda} - \mathbf{f})^l &= 0 \end{aligned}$$

- Its Newton-Raphson step requires solving this **linear system**:

$$\begin{bmatrix} H & \overline{C}_q^T \\ \overline{C}_q & 0 \end{bmatrix} \begin{Bmatrix} \Delta\mathbf{a}^{l+1} \\ \Delta\boldsymbol{\lambda}^{l+1} \end{Bmatrix} = \begin{Bmatrix} \frac{1}{1+\alpha}(M\mathbf{a}^{l+1}) + (C_q^T\boldsymbol{\lambda} - \mathbf{f})^{l+1} - \frac{\alpha}{1+\alpha}(C_q^T\boldsymbol{\lambda} - \mathbf{f})^l \\ \frac{1}{\beta h^2} C^{l+1} \end{Bmatrix}$$

$$\mathbf{a}_{n+1}^{l+1} = \mathbf{a}_n^{l+1} + \Delta\mathbf{a}^{l+1}$$

$$\boldsymbol{\lambda}_{n+1}^{l+1} = \boldsymbol{\lambda}_n^{l+1} + \Delta\boldsymbol{\lambda}^{l+1}$$

$$\mathbf{v}^{l+1} = \mathbf{v}^l + h[(1-\gamma)\mathbf{a}^l + \gamma\mathbf{a}^{l+1}]$$

$$\mathbf{q}^{l+1} = \mathbf{q}^l + h\mathbf{v}^l + \frac{h^2}{2} [(1-2\beta)\mathbf{a}^l + 2\beta\mathbf{a}^{l+1}]$$

$$H = [M - \gamma h \nabla_v \mathbf{f}^{l+1} - \beta h^2 \nabla_q \mathbf{f}^{l+1} + \beta h^2 [(M\mathbf{a})_q + (C_q^T \boldsymbol{\lambda})_q]]^{11}$$

Configuring the Integrator in Chrono

- It can be changed with `SetTimestepperType()`
- Additional parameters via `std::static_pointer_cast<...>(my_system.GetTimestepper())`

```
// change the time integration to Euler, also suitable for NSC too (this is the default)
my_system.SetTimestepperType(ChTimestepper::Type::EULER_IMPLICIT_LINEARIZED);
```

```
// change the time integration to HHT:
my_system.SetTimestepperType(ChTimestepper::Type::HHT);
auto integrator = std::static_pointer_cast<ChTimestepperHHT>(my_system.GetTimestepper());
integrator->SetAlpha(-0.2);
integrator->SetMaxiters(8);
integrator->SetAbsTolerances(5e-05, 1.8e00);
integrator->SetMode(ChTimestepperHHT::POSITION);
integrator->SetModifiedNewton(false);
integrator->SetScaling(true);
integrator->SetVerbose(true);
```

Linear System Solvers

- All DAE solvers require solving a linear system
- Linear system solvers are independent from the time integrator
 - One can mix and match
- Available linear system solvers
 - MINRES (iterative solver, free)
 - MKL (direct solver, requires license)
 - MUMPS (direct solver, free)
- Moving forward:
 - MUMPS with OpenBLAS since they are both free and licensed under BSD

Linear System Solvers: MINRES

- Available in the main Chrono unit
- A Krylov-type iterative solver
- Convergence might slow down when large mass or stiffness ratios are used
- Robust in case of redundant constraints
- Warm starting can be used to reuse last solution (faster solution)

```
// Change solver settings
my_system.SetSolverType(ChSolver::Type::MINRES);
my_system.SetSolverWarmStarting(true);
my_system.SetMaxItersSolverSpeed(200); // Max number of iterations for main solver
my_system.SetMaxItersSolverStab(200); // Used only by few time-integrators
my_system.SetTolForce(1e-13);
```

Linear System Solvers: MKL

- MKL Intel libraries must be licensed and installed on your system,
- Available in the optional Chrono::MKL unit (enable it in Cmake)
- Direct parallel solver: no iterations are needed
- Not robust in case of redundant constraints – avoid them!
- Cannot use `SetSolverType()`, you must create a solver and plug it in the `ChSystem`:

```
#include "chrono_mkl/ChSolverMKL.h"  
...  
// change the solver to MKL:  
auto mkl_solver = std::make_shared<ChSolverMKL<>>();  
my_system.SetSolver(mkl_solver);  
mkl_solver->SetSparsityPatternLock(true);  
mkl_solver->SetVerbose(true);
```

Linear System Solvers: MUMPS

- Work in progress to be wrapped up by mid January
- Direct parallel solver
- Developed in France/UK, relies on OpenBLAS, which developed in China
- Free solution, source code available for MUMPS & OpenBLAS

```
#include "chrono_mkl/ChSolverMUMPS.h"  
...  
// change the solver to MUMPS:  
auto mumps_solver = std::make_shared<ChSolverMUMPS<>>();  
my_system.SetSolver(mumps_solver);  
mumps_solver->SetSparsityPatternLock(true);
```


Non-Smooth dynamics - NSC

The DVI time-stepper

The CCP solvers

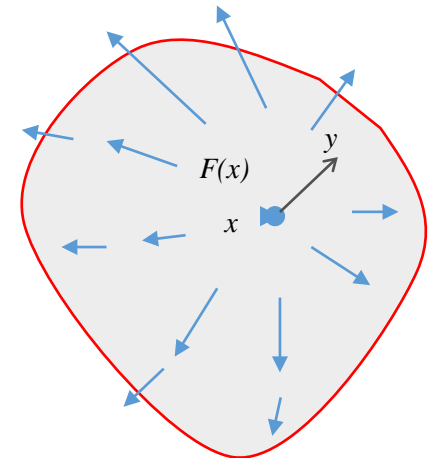
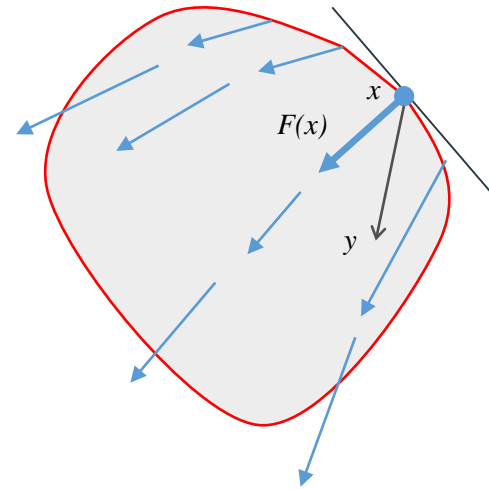
Variational Inequalities

- Definition of Variational Inequality (VI):

$$\mathbf{x} \in \mathbb{K} \quad : \quad \langle F(\mathbf{x}), \mathbf{y} - \mathbf{x} \rangle \geq 0 \quad \forall \mathbf{y} \in \mathbb{K}$$

- for continuous $F(\mathbf{x}) : \mathbb{K} \rightarrow \mathbb{R}^n$
- with closed and convex \mathbb{K}

(see Kinderlehrer and Stampacchia, 1980)



- Alternative formulation:

$$\mathbf{x} \in \mathcal{K}, \mathbf{g}(\mathbf{x}) \in -N_{\mathcal{K}}(\mathbf{x})$$

$$N_{\mathcal{K}}(\mathbf{x}) = \{ \mathbf{y} \in \mathbb{R}^n : \langle \mathbf{y}, \mathbf{x} - \mathbf{z} \rangle \geq 0, \forall \mathbf{z} \in \mathcal{K} \}$$

Differential Variational Inequality

- Differential Variational Inequality (**DVI**)

$$\frac{dx}{dt} = f(t, x, u)$$

$$u \in \text{SOL}(\mathbb{K}, F(t, x(t), \cdot))$$

$$\Xi(x(0), x(T)) = 0$$

where $\text{SOL}(\mathbb{K}, F(t, x(t), \cdot))$ is the set of solutions to the VI $(\mathbb{K}, F(t, x(t), \cdot))$

- It is also a special class of Differential Inclusion (**DI**), $dx/dt \in f(x, t)$

Differential Inclusions: motivation

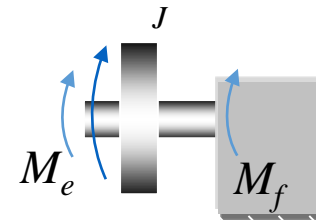
- Most differential problems can be posed as **equalities** like:

$$dx/dt = f(x,t) \quad \rightarrow \text{ODE, DAE, ok}$$

- But some problems require **inequalities** or **inclusions** like

$$dx/dt \in f(x,t) \quad \rightarrow \text{Differential Inclusion! (DI)}$$

- Example: a flywheel with brake torque and applied torque (looks simple?!)*



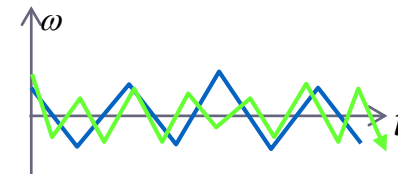
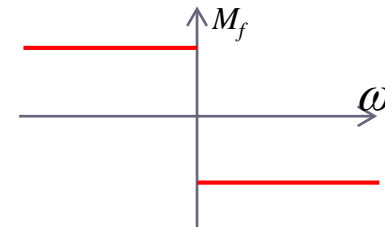
- $J d\omega/dt = M_f(\omega) + M_e(t)$ where $M_f = -M_{fmax}$ if $\omega > 0$
and $M_f = M_{fmax}$ if $\omega < 0$

- All ODE integrator would never stop in $\omega = 0$!
It would just ripple about $\omega = 0$..

- Reducing Δt in ODE integrator may reduce the ripple,
But what if low J ? Divergence!

- Regularization methods? A) Numerical stiffness!
B) Approximation! C) The brake would never stick! ...

- Also, if ever $\omega = 0$, which M_f ? Not computable!



Differential Inclusions: motivation

- Most differential problems can be posed as **equalities** like:

$$dx/dt = f(x,t) \quad \rightarrow \text{ODE, DAE, ok}$$

- But some problems require **inequalities** or **inclusions** like

$$dx/dt \in f(x,t) \quad \rightarrow \text{Differential Inclusion! (DI)}$$

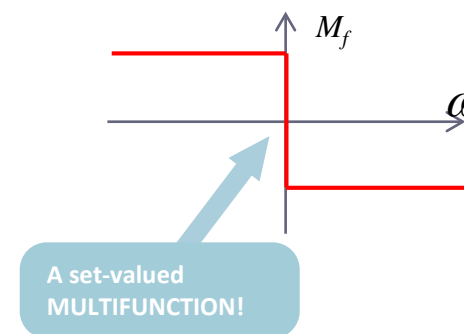
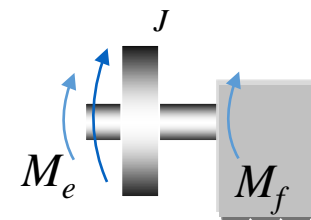
- *Example: a flywheel with brake torque and applied torque (simple?!)*

- *Improved model!*

- $J d\omega/dt = M_f(\omega) + M_e(t)$ where $M_f = -M_{fmax}$ for $\omega > 0$
 and $M_f = M_{fmax}$ for $\omega < 0$
 and $-M_{fmax} < M_f < M_{fmax}$ for $\omega = 0$

- This could handle also $\omega = 0$ case, ex. brake sticking

- But now we have a **differential inclusion** $d\omega/dt \in f(\omega,t)$. It requires special solvers.



Measure Differential Inclusions

- What if the velocity must have **discontinuities**?
 - ..because of impulses,
 - ..because of impacts,
 - ..because of friction effects such as in Painlevé paradox
- The RHS has 'peaks' (impulses) \rightarrow *measure distributions*
 The velocity has 'jumps' \rightarrow *function of bounded variation*
- Measure Differential Inclusion (**MDI**): *strong* definition [Moreau]

$$d\mu/dv(t) \in K(t)$$

For singular decomposition of Borel **measure** $\mu = m v + \mu_s$

$$m(t) \in K(t) \quad \frac{d\mu_s}{d|\mu_s|}(t) \in K(t)_\infty$$

Our DVI model

- Mechanical system with

- Set \mathcal{G}_B of bilateral joints
- Set \mathcal{G}_A of point contacts
- External forces



$$\dot{\mathbf{q}} = \Gamma(\mathbf{q})\mathbf{v}$$

$$M(\mathbf{q})\frac{d\mathbf{v}}{dt} = \sum_{i \in \mathcal{G}_B} \hat{\gamma}_B^i \nabla \Psi^i + \sum_{i \in \mathcal{G}_A} \hat{\gamma}_A^i D^i + \mathbf{f}_t(t, \mathbf{q}, \mathbf{v})$$

$$\Psi^i(\mathbf{q}, t) \in \emptyset, \quad i \in \mathcal{G}_B$$

$$\hat{\gamma}_A^i \in \text{SOL}(\Upsilon^i, F(t, \mathbf{q}(t), \mathbf{v}(t), \cdot)), \quad i \in \mathcal{G}_A.$$

Bilateral constraint equations

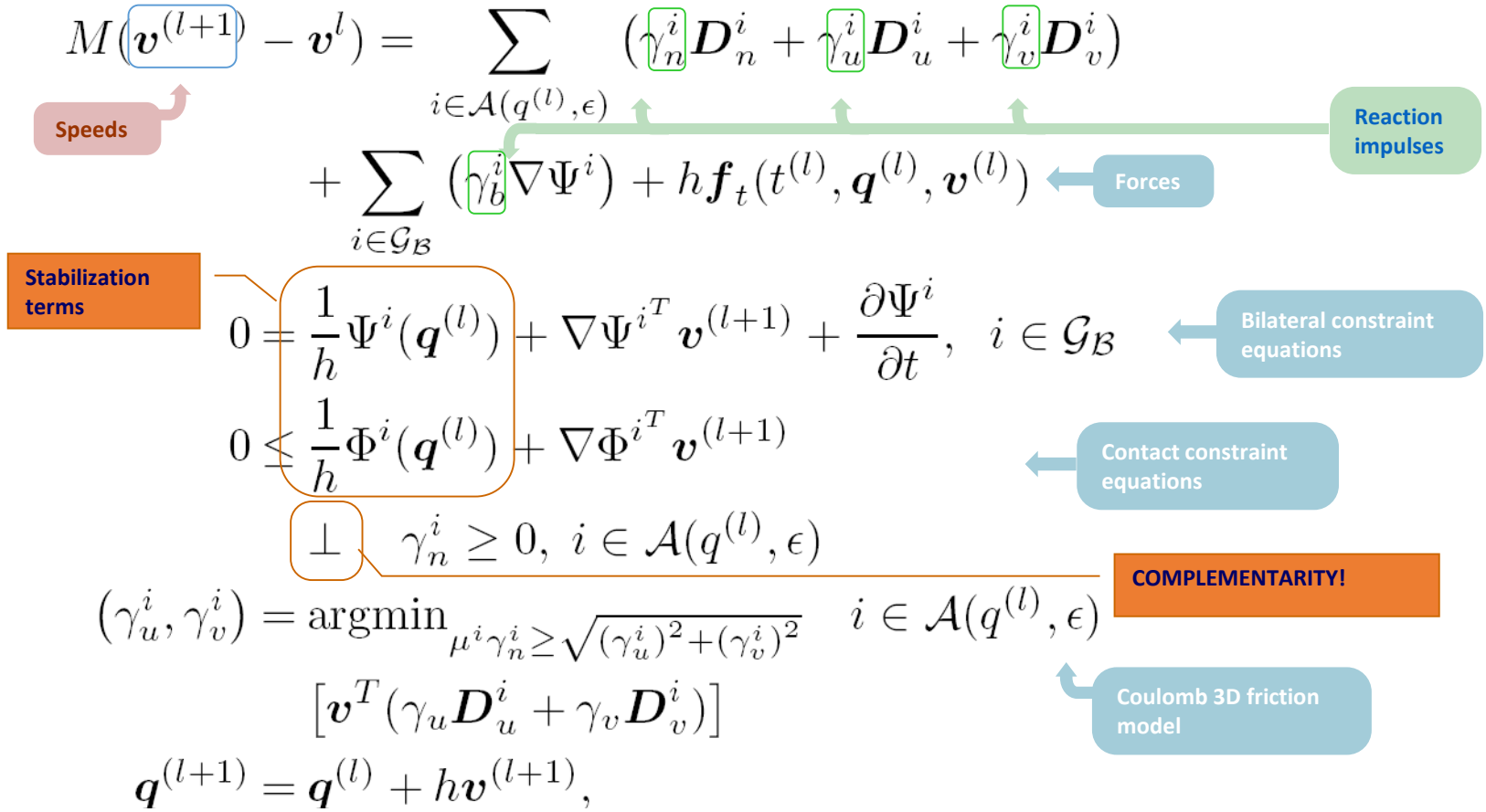
Contact forces VIs

Our DVI model

- Do DVI time-step discretization, as a Measure Differential Inclusion MDI

- It leads to a Nonlinear Complementarity Problem (NCP), also a **Variational Inequality (VI)**

- Solve VI at each time step for
 - unknown speeds
 - unknown reaction impulses



Cone complementarity

- A modification (relaxation, to get a convex problem):

$$\begin{aligned}
 M(\mathbf{v}^{(l+1)} - \mathbf{v}^l) &= \sum_{i \in \mathcal{A}(q^{(l)}, \epsilon)} (\gamma_n^i \mathbf{D}_n^i + \gamma_u^i \mathbf{D}_u^i + \gamma_v^i \mathbf{D}_v^i) \cdot \\
 &\quad + \sum_{i \in \mathcal{G}_B} (\gamma_b^i \nabla \Psi^i) + h \mathbf{f}_t(t^{(l)}, \mathbf{q}^{(l)}, \mathbf{v}^{(l)}) \\
 0 &= \frac{1}{h} \Psi^i(\mathbf{q}^{(l)}) + \nabla \Psi^{iT} \mathbf{v}^{(l+1)} + \frac{\partial \Psi^i}{\partial t}, \quad i \in \mathcal{G}_B \\
 0 &\leq \frac{1}{h} \Phi^i(\mathbf{q}^{(l)}) + \nabla \Phi^{iT} \mathbf{v}^{(l+1)} \quad \boxed{-\mu^i \sqrt{(\mathbf{D}_u^{i,T} \mathbf{v})^2 + (\mathbf{D}_v^{i,T} \mathbf{v})^2}} \\
 &\perp \quad \gamma_n^i \geq 0, \quad i \in \mathcal{A}(q^{(l)}, \epsilon) \\
 (\gamma_u^i, \gamma_v^i) &= \operatorname{argmin}_{\mu^i \gamma_n^i \geq \sqrt{(\gamma_u^i)^2 + (\gamma_v^i)^2}} \quad i \in \mathcal{A}(q^{(l)}, \epsilon) \\
 &\quad [\mathbf{v}^T (\gamma_u \mathbf{D}_u^i + \gamma_v \mathbf{D}_v^i)] \\
 \mathbf{q}^{(l+1)} &= \mathbf{q}^{(l)} + h \mathbf{v}^{(l+1)},
 \end{aligned}$$

For small h and/or small speeds and/or small friction, almost no differences from the Coulomb theory.

Also, convergence proved as in the original scheme.

Cone complementarity

- Aiming at a more compact formulation:

$$\mathbf{b}_A = \left\{ \frac{1}{h} \Phi^{i_1}, 0, 0, \frac{1}{h} \Phi^{i_2}, 0, 0, \dots, \frac{1}{h} \Phi^{i_{n_A}}, 0, 0 \right\}$$

$$\gamma_A = \left\{ \gamma_n^{i_1}, \gamma_u^{i_1}, \gamma_v^{i_1}, \gamma_n^{i_2}, \gamma_u^{i_2}, \gamma_v^{i_2}, \dots, \gamma_n^{i_{n_A}}, \gamma_u^{i_{n_A}}, \gamma_v^{i_{n_A}} \right\}$$

$$\mathbf{b}_B = \left\{ \frac{1}{h} \Psi^1 + \frac{\partial \Psi^1}{\partial t}, \frac{1}{h} \Psi^2 + \frac{\partial \Psi^2}{\partial t}, \dots, \frac{1}{h} \Psi^{n_B} + \frac{\partial \Psi^{n_B}}{\partial t} \right\}$$

$$\gamma_B = \{ \gamma_b^1, \gamma_b^2, \dots, \gamma_b^{n_B} \}$$

$$D_A = [D^{i_1} | D^{i_2} | \dots | D^{i_{n_A}}], \quad i \in \mathcal{A}(\mathbf{q}^l, \epsilon) \quad D^i = [D_n^i | D_u^i | D_v^i]$$

$$D_B = [\nabla \Psi^{i_1} | \nabla \Psi^{i_2} | \dots | \nabla \Psi^{i_{n_B}}], \quad i \in \mathcal{G}_B$$

$$\mathbf{b}_E \in \mathbb{R}^{n_E} = \{ \mathbf{b}_A, \mathbf{b}_B \}$$

$$\gamma_E \in \mathbb{R}^{n_E} = \{ \gamma_A, \gamma_B \}$$

$$D_E = [D_A | D_B]$$

- We also introduce the convex cone

$$\Upsilon = \left(\bigoplus_{i \in \mathcal{A}(\mathbf{q}^l, \epsilon)} \mathcal{FC}^i \right) \bigoplus \left(\bigoplus_{i \in \mathcal{G}_B} \mathcal{BC}^i \right)$$

- ..and its polar cone:

$$\Upsilon^\circ = \left(\bigoplus_{i \in \mathcal{A}(\mathbf{q}^l, \epsilon)} \mathcal{FC}^{i^\circ} \right) \bigoplus \left(\bigoplus_{i \in \mathcal{G}_B} \mathcal{BC}^{i^\circ} \right)$$

\mathcal{FC}^i is i -th friction cone

\mathcal{BC}^i is $\mathbb{R}^{2 \times 1}$

Cone complementarity

- We introduce the Delassus operator N

$$N = D_{\mathcal{E}}^T M^{-1} D_{\mathcal{E}}$$

$$\mathbf{r} = D_{\mathcal{E}}^T M^{-1} \tilde{\mathbf{k}} + \mathbf{b}_{\mathcal{E}} \quad \tilde{\mathbf{k}}^{(l)} = M \mathbf{v}^{(l)} + h \mathbf{f}_t(t^{(l)}, \mathbf{q}^{(l)}, \mathbf{v}^{(l)})$$

- Finally we formulate everything as a Cone Complementarity Problem (CCP):

$$\begin{aligned}
 M(\mathbf{v}^{(l+1)} - \mathbf{v}^l) &= \sum_{i \in \mathcal{A}(q^{(l)}, \epsilon)} (\gamma_n^i D_n^i + \gamma_u^i D_u^i + \gamma_v^i D_v^i) + \\
 &\quad + \sum_{i \in \mathcal{G}_B} (\gamma_b^i \nabla \Psi^i) + h \mathbf{f}_t(t^{(l)}, \mathbf{q}^{(l)}, \mathbf{v}^{(l)}) \\
 0 &= \frac{1}{h} \Psi^i(\mathbf{q}^{(l)}) + \nabla \Psi^{iT} \mathbf{v}^{(l+1)} + \frac{\partial \Psi^i}{\partial t}, \quad i \in \mathcal{G}_B \\
 0 &\leq \frac{1}{h} \Phi^i(\mathbf{q}^{(l)}) + \nabla \Phi^{iT} \mathbf{v}^{(l+1)} \\
 &\quad \perp \quad \gamma_n^i \geq 0, \quad i \in \mathcal{A}(q^{(l)}, \epsilon) \\
 (\gamma_u^i, \gamma_v^i) &= \operatorname{argmin}_{\mu^i, \gamma_u^i \geq \sqrt{(\gamma_n^i)^2 + (\gamma_v^i)^2}} \quad i \in \mathcal{A}(q^{(l)}, \epsilon) \\
 &\quad [\mathbf{v}^T (\gamma_u D_u^i + \gamma_v D_v^i)]
 \end{aligned}$$

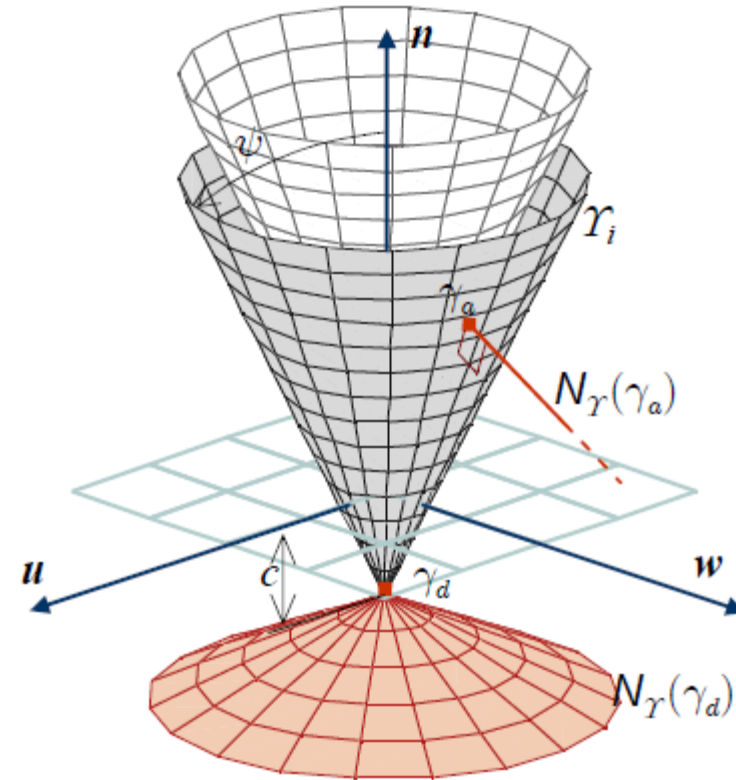
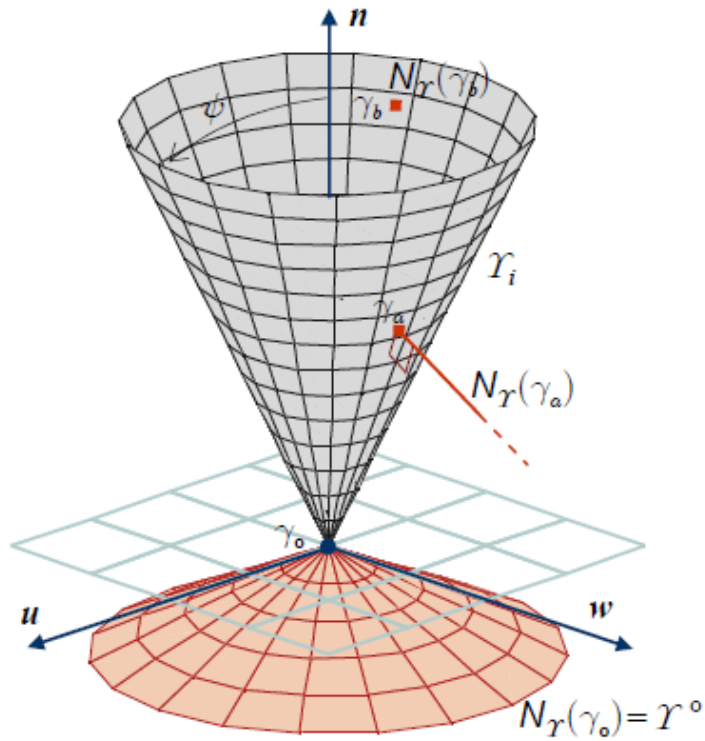
**CONE COMPLEMENTARITY
PROBLEM**

becomes..

$$(N \boldsymbol{\gamma}_{\mathcal{E}} + \mathbf{r}) \in -\Upsilon^{\circ} \quad \perp \quad \boldsymbol{\gamma}_{\mathcal{E}} \in \Upsilon$$

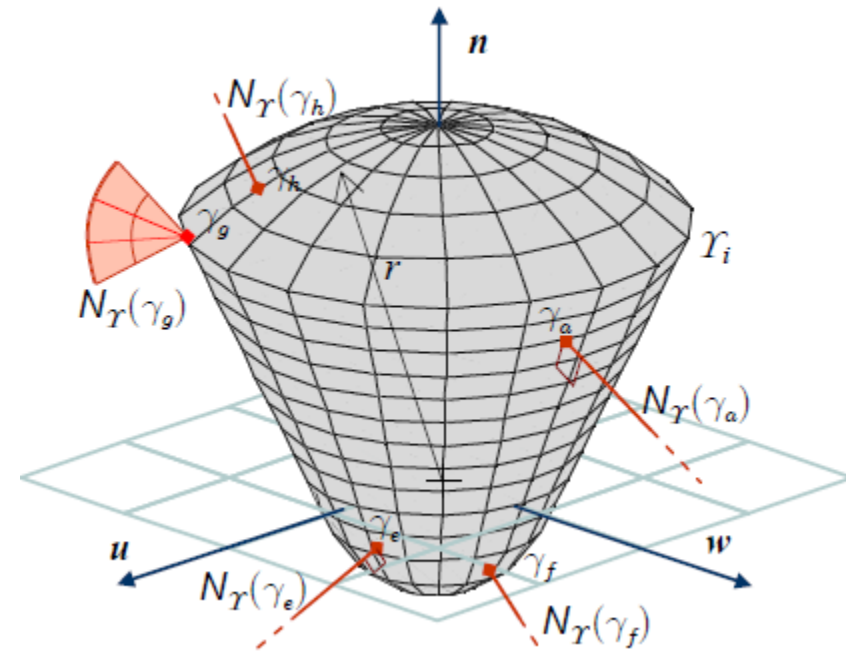
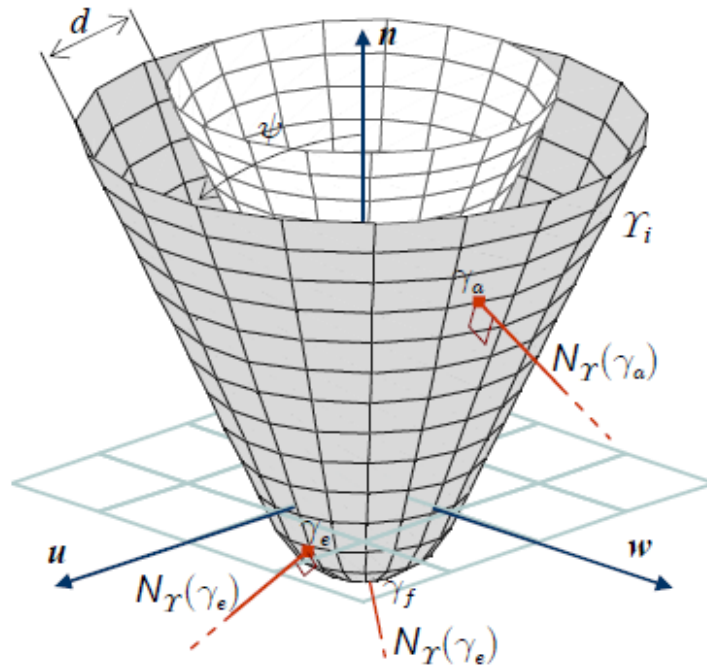
DVI Elasto-Plastic contact

- DVI formulation can be extended to more general friction/contact laws



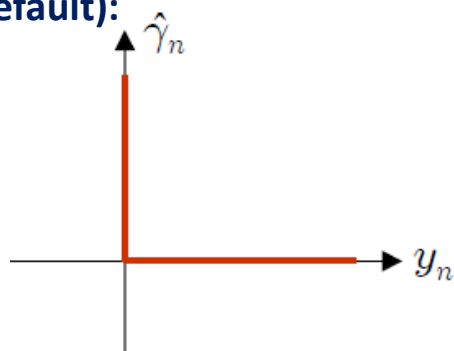
DVI Elasto-Plastic contact

- DVI formulation can be extended to more general friction/contact laws

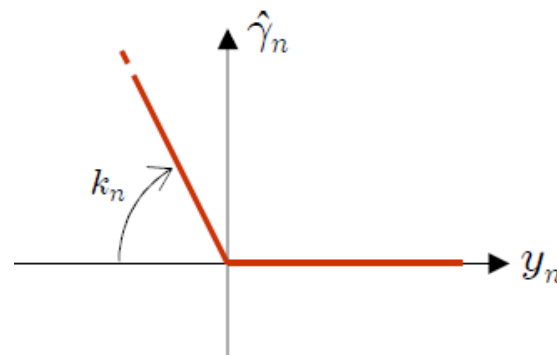


DVI advanced contact laws

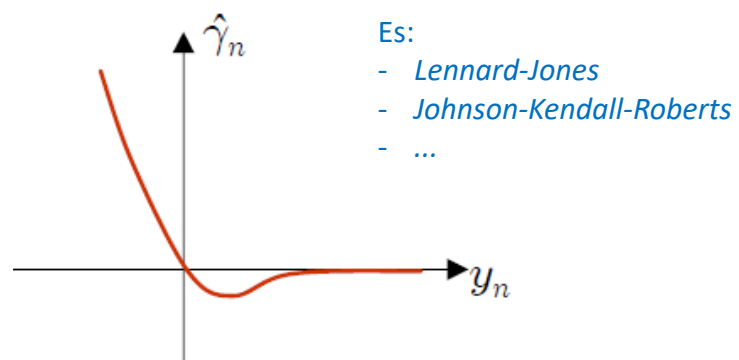
**Rigid contact
(default):**



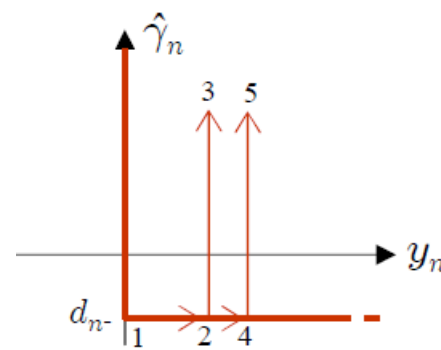
Compliant contact:



Nonlinear, with cohesion:

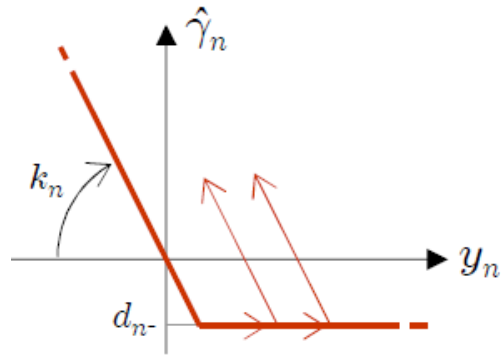


Rigid, with plastic cohesion

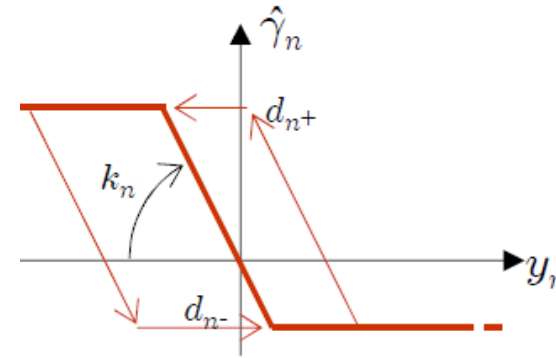


DVI advanced contact laws

Compliant, plastic cohesion



Compliant, plastic cohesion and compression



- *In general, DVI are useful for various reasons that are difficult to handle in DAE:*
- *very stiff or rigid contacts \rightarrow set valued force laws \rightarrow VI*
- *plasticity in contacts \rightarrow yield surfaces \rightarrow VI*
- *friction \rightarrow set valued force laws \rightarrow VI*

CCP solvers in Chrono

In the DVI-MDI time-stepper, a VI (or CCP) must be solved at each time step.

Which methods are available to solve a CCP in Chrono ?

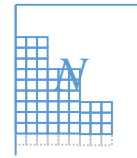
- Fixed-point solvers:
 - Projected-SOR ←
 - Projected-GaussSeidell
 - Projected-Symmetric-SOR
- Krylov spectral methods
 - Barzilai-Borwein ←
 - Nesterov Accelerated Projected Gradient Descent (APGD)

P-SOR solver for CCP $(N\gamma_\varepsilon + \mathbf{r}) \in -\Upsilon^\circ \perp \gamma_\varepsilon \in \Upsilon$

- Fixed point iteration with projection on cones:

$$\gamma^{r+1} = \lambda \Pi_\Upsilon (\gamma^r - \omega B^r (N\gamma^r + \mathbf{r} + K^r (\gamma^{r+1} - \gamma^r))) + (1 - \lambda) \gamma^r$$

With



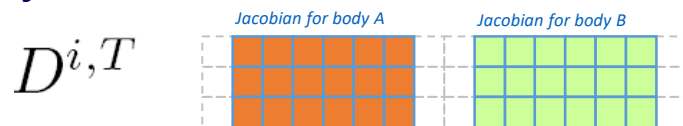
$$N = D^T M^{-1} D$$

At each r -th iteration:

$$\begin{aligned} \delta^{i,r+1} &= \gamma^{i,r} - \omega \eta_i \left(D^{i,T} M^{-1} \left(\sum_{z=1}^{i-1} D^z \gamma^{z,r+1} + \sum_{z=i}^{n_A} D^z \gamma^{z,r} + \tilde{\mathbf{k}}^i \right) + \mathbf{b}^i \right) \\ \gamma^{i,r+1} &= \lambda \Pi_{\Upsilon^i} (\delta^{i,r+1}) + (1 - \lambda) \gamma^{i,r} \end{aligned}$$

Loop on all i -th constraints

If i -th is a contact constraint:



$$\eta_a^i = \frac{3}{\text{Trace}(g_a^i)} \quad g_a^i = D^{i,T} M^{-1} D^i$$

If i -th is a scalar bilateral constraint



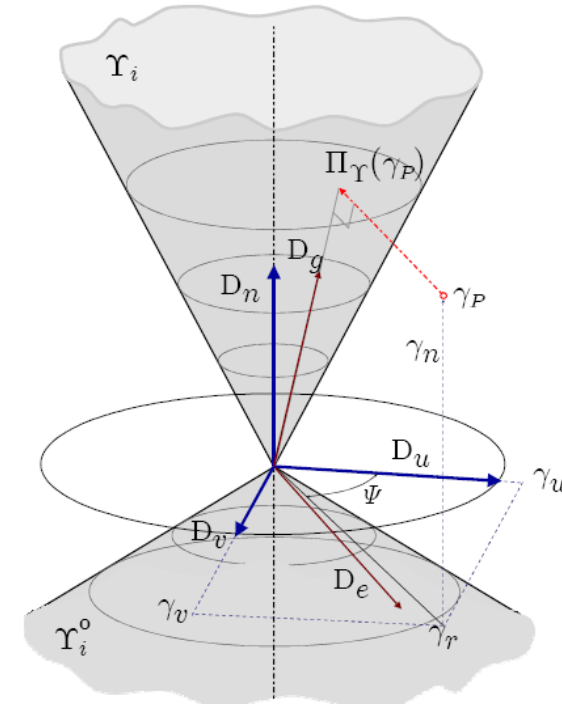
$$\eta_b^i = \frac{1}{g_b^i} \quad g_b^i = D^{i,T} M^{-1} D^i$$

P-SOR solver for CCP

- The projection operator must be **non-extensive**, i.e. lipschitzian with $\|f(a)-f(b)\| \leq \|a - b\|$

- For each frictional contact constraint:

$$\Pi_{\Gamma} = \left\{ \Pi_{\Gamma_1}(\gamma_1)^T, \dots, \Pi_{\Gamma_{n_A}}(\gamma^{n_A})^T, \Pi_b(\gamma_b^1), \dots, \Pi_b(\gamma_b^{n_B}) \right\}^T$$



- For each bilateral constraint, simply do nothing.

- The **complete operator**:

$$\forall i \in \mathcal{A}(\mathbf{q}^{(l)}, \epsilon)$$

$\gamma_r < \mu_i \gamma_n$	$\Pi_i = \gamma_i$
$\gamma_r < -\frac{1}{\mu_i} \gamma_n$	$\Pi_i = \{0, 0, 0\}$
$\gamma_r > \mu_i \gamma_n \wedge \gamma_r > -\frac{1}{\mu_i} \gamma_n$	$\Pi_{i,n} = \frac{\gamma_r \mu_i + \gamma_n}{\mu_i^2 + 1}$
	$\Pi_{i,u} = \gamma_u \frac{\mu_i \Pi_{i,n}}{\gamma_r}$
	$\Pi_{i,v} = \gamma_v \frac{\mu_i \Pi_{i,n}}{\gamma_r}$

P-SOR solver for CCP

- P-SOR in incremental efficient form

$$\delta^{i,r+1} = \gamma^{i,r} - \omega \eta_i \left(D^{i,T} M^{-1} \left(\sum_{z=1}^{i-1} D^z \gamma^{z,r+1} + \sum_{z=i}^{n_A} D^z \gamma^{z,r} + \tilde{\mathbf{k}}^i \right) + \mathbf{b}^i \right)$$

$$\gamma^{i,r+1} = \lambda \Pi_{\Upsilon^i} (\delta^{i,r+1}) + (1 - \lambda) \gamma^{i,r}$$

*Avoid these loops, otherwise each iteration would be $O(n^2)$
Only **one** of these multiplier changes at each iteration...*

We know that: $\mathbf{v} = M^{-1} D \boldsymbol{\gamma} + M^{-1} \tilde{\mathbf{k}}$..so we rewrite:

$$\begin{aligned} \delta^{i,r+1} &= \left(\gamma^{i,r} - \omega \eta_i \left(D^{i,T} \mathbf{v}^r + \mathbf{b}^i \right) \right); \\ \gamma^{i,r+1} &= \lambda \Pi_{\Upsilon^i} (\delta^{i,r+1}) + (1 - \lambda) \gamma^{i,r}; \\ \Delta \gamma^{i,r+1} &= \gamma^{i,r+1} - \gamma^{i,r}; \\ \mathbf{v} &:= \mathbf{v} + M^{-1} D^i \Delta \gamma^{i,r+1} \end{aligned}$$

Loop on all i -th constraints

P-SOR solver for CCP

- Pseudocode

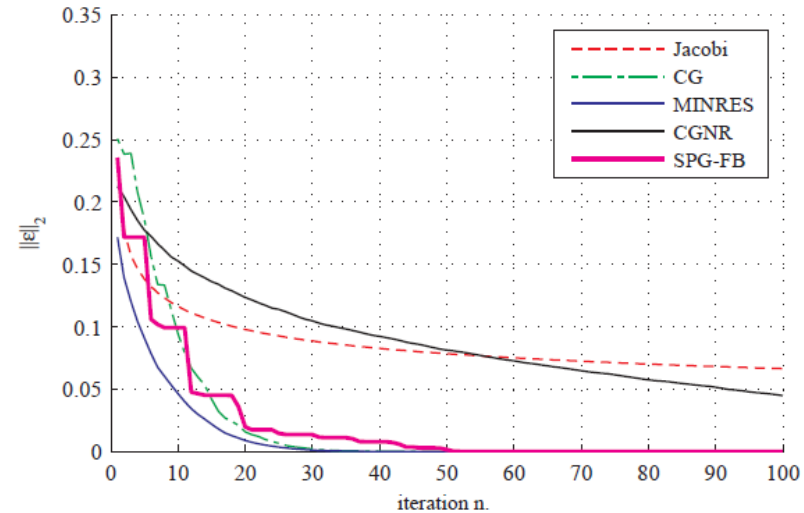
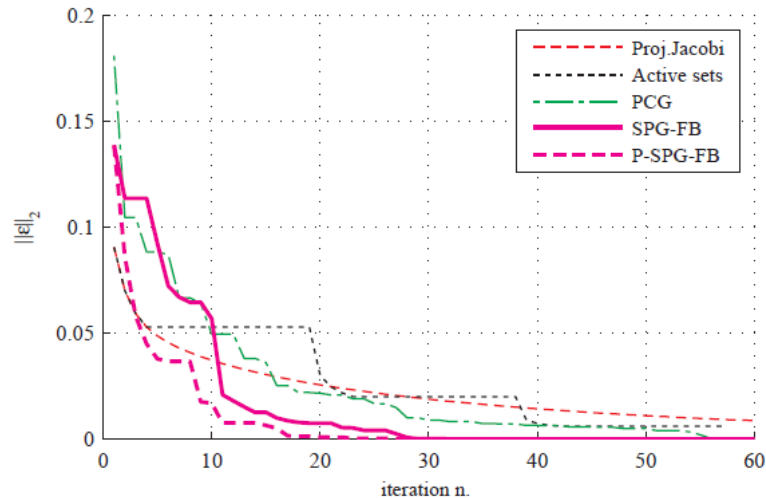
```

(1) // Pre-compute some data for friction constraints
(2) for  $i := 1$  to  $n_{\mathcal{A}}$ 
(3)    $\mathbf{s}_a^i = M^{-1} D^i$ 
(4)    $g_a^i = D^{i,T} \mathbf{s}_a^i$ 
(5)    $\eta_a^i = \frac{3}{\text{Trace}(g_a^i)}$ 
(6) // Pre-compute some data for bilateral constraints
(7) for  $i := 1$  to  $n_{\mathcal{B}}$ 
(8)    $s_b^i = M^{-1} \nabla \Psi^i$ 
(9)    $g_b^i = \nabla \Psi^{i,T} s_b^i$ 
(10)   $\eta_b^i = \frac{1}{g_b^i}$ 
(11)
(12) // Initialize impulses
(13) if warm start with initial guess  $\gamma_{\mathcal{E}}^*$ 
(14)    $\gamma_{\mathcal{E}}^0 = \gamma_{\mathcal{E}}^*$ 
(15) else
(16)    $\gamma_{\mathcal{E}}^0 = 0$ 
(17)
(18) // Initialize speeds
(19)  $\mathbf{v} = \sum_{i=1}^{n_{\mathcal{A}}} \mathbf{s}_a^i \gamma_a^{i,0} + \sum_{i=1}^{n_{\mathcal{B}}} s_b^i \gamma_b^{i,0} + M^{-1} \tilde{\mathbf{k}}$ 
(21) // Main iteration loop
(22) for  $r := 0$  to  $r_{max}$ 
(23)   // Loop on frictional constraints
(24)   for  $i := 1$  to  $n_{\mathcal{A}}$ 
(25)      $\delta_a^{i,r} = (\gamma_a^{i,r} - \omega \eta_a^i (D^{i,T} \mathbf{v}^r + \mathbf{b}_a^i));$ 
(26)      $\gamma_a^{i,r+1} = \lambda \Pi_{\Upsilon} (\delta_a^{i,r}) + (1 - \lambda) \gamma_a^{i,r};$ 
(27)      $\Delta \gamma_a^{i,r+1} = \gamma_a^{i,r+1} - \gamma_a^{i,r};$ 
(28)      $\mathbf{v} := \mathbf{v} + \mathbf{s}_a^{i,T} \Delta \gamma_a^{i,r+1}.$ 
(29)   // Loop on bilateral constraints
(30)   for  $i := 1$  to  $n_{\mathcal{B}}$ 
(31)      $\delta_b^{i,r} = (\gamma_b^{i,r} - \omega \eta_b^i (\nabla \Psi^{i,T} \mathbf{v}^r + b_b^i));$ 
(32)      $\gamma_b^{i,r+1} = \lambda \Pi_{\Upsilon} (\delta_b^{i,r}) + (1 - \lambda) \gamma_b^{i,r};$ 
(33)      $\Delta \gamma_b^{i,r+1} = \gamma_b^{i,r+1} - \gamma_b^{i,r};$ 
(34)      $\mathbf{v} := \mathbf{v} + s_b^{i,T} \Delta \gamma_b^{i,r+1}.$ 
(35)
(36) return  $\gamma_{\mathcal{E}}, \mathbf{v}$ 

```

P-SOR solver for CCP

- Very robust algorithm
- It supports redundant constraints
- It is very fast – good for robotics, etc.
- ...but it has **slow convergence**:



- Other methods, without the convergence stall, are needed when high precision is needed

P-SOR solver for CCP

- Use `SetSolverType()` to change the solver:

```
// change the solver to P-SOR:  
my_system.SetSolverType(ChSystem::SOLVER_SOR);  
  
// use high iteration number if constraints tend to 'dismount' or contacts interpenetrate:  
my_system.SetMaxItersSolverSpeed(90);
```

P-SPG-FB solver for CCP

- In case of convexified problem (i.e. ‘associative flows’ as our CCP) one can express the VI as a constrained quadratic program:

$$\begin{aligned} \min \quad & f(\mathbf{x}) = \frac{1}{2} \mathbf{x}^T A \mathbf{x} + \mathbf{x}^T \mathbf{b} \\ \text{s.t.} \quad & \mathbf{x} \in \mathcal{K} \end{aligned}$$

- One can use the Spectral Projected Gradient (SPG) method for solving it!
- It is a modified Barzilai-Borwein iteration

P-SPG-FB solver for CCP

- Our modified P-SPG-FB algorithm
- Supports premature termination with fall-back strategy (FB)
- Uses alternating step sizes
- Uses diagonal preconditioning (with isotropic cone scaling)
- Performs projection onto Lorentz cones

$$P = \overline{\text{diag}(A)}$$

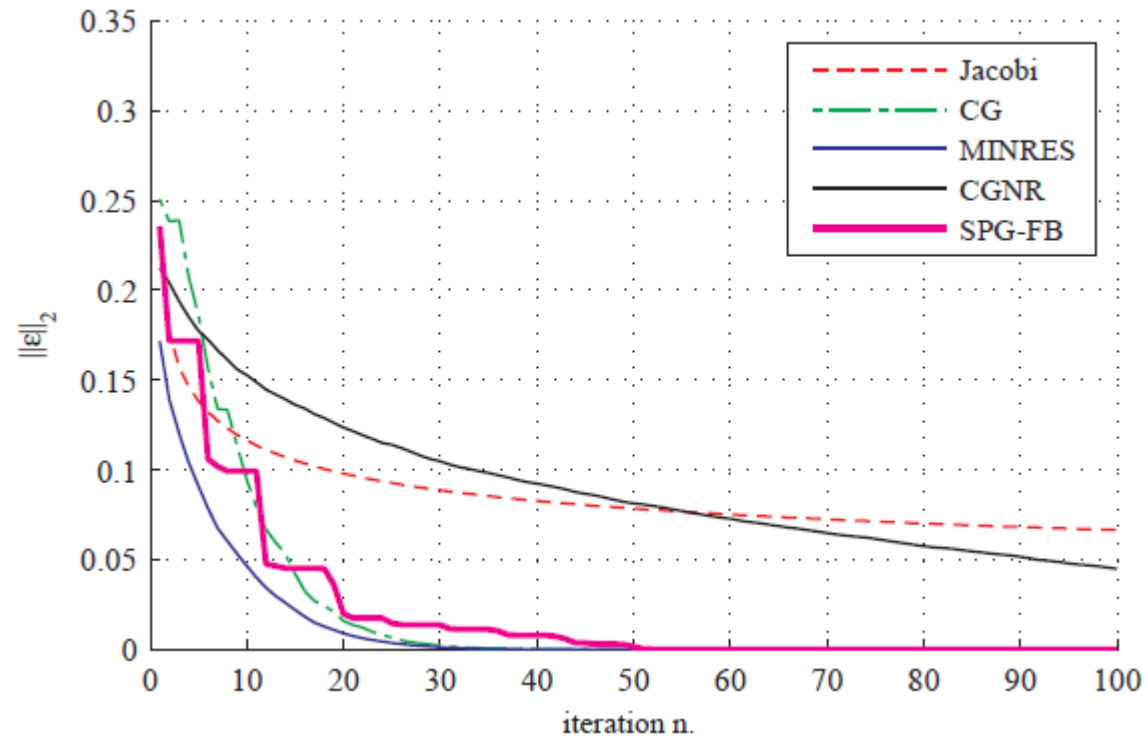
```

ALGORITHM P-SPG-FB( $A, \mathbf{b}, \mathbf{x}_0, \mathcal{X}, P \mapsto \mathbf{x}$ )
   $\mathbf{x}_0 := \Pi_{\mathcal{X}}(\mathbf{x}_0), \quad \mathbf{x}_{FB} = \mathbf{x}_0,$ 
   $\hat{\alpha}_0 \in [\alpha_{min}, \alpha_{max}]$ 
   $\mathbf{g}_0 := A\mathbf{x}_0 + \mathbf{b}, \quad f(\mathbf{x}_0) = \frac{1}{2}\mathbf{x}_0^T A\mathbf{x}_0 + \mathbf{x}_0^T \mathbf{b}, \quad w_0 = 10^{29}$ 
  for  $j := 0$  to  $N_{max}$ 
     $\mathbf{p}_j = P^{-1}\mathbf{g}_j$ 
     $\mathbf{d}_j = \Pi_{\mathcal{X}}(\mathbf{x}_j - \hat{\alpha}_j \mathbf{p}_j) - \mathbf{x}_j$ 
    if  $\langle \mathbf{d}_j, \mathbf{g}_j \rangle \geq 0$ 
       $\mathbf{d}_j = \Pi_{\mathcal{X}}(\mathbf{x}_j - \hat{\alpha}_j \mathbf{g}_j) - \mathbf{x}_j$ 
     $\lambda := 1$ 
    while line search
       $\mathbf{x}_{j+1} := \mathbf{x}_j + \lambda \mathbf{d}_j$ 
       $\mathbf{g}_{j+1} := A\mathbf{x}_{j+1} + \mathbf{b}$ 
       $f(\mathbf{x}_{j+1}) = \frac{1}{2}\mathbf{x}_{j+1}^T A\mathbf{x}_{j+1} + \mathbf{x}_{j+1}^T \mathbf{b}$ 
      if  $f(\mathbf{x}_{j+1}) > \max_{i=0, \dots, \min(j, N_{GLL})} f(\mathbf{x}_{j-i}) + \gamma \lambda \langle \mathbf{d}_j, \mathbf{g}_j \rangle$ 
        define  $\lambda_{new} \in [\sigma_{min} \lambda, \sigma_{max} \lambda]$  and
        repeat line search
      else
        terminate line search
     $\mathbf{s}_j = \mathbf{x}_{j+1} - \mathbf{x}_j$ 
     $\mathbf{y}_j = \mathbf{g}_{j+1} - \mathbf{g}_j$ 
    if  $j$  is odd
       $\hat{\alpha}_{j+1} = \frac{\langle \mathbf{s}_j, P\mathbf{s}_j \rangle}{\langle \mathbf{s}_j, \mathbf{y}_j \rangle}$ 
    else
       $\hat{\alpha}_{j+1} = \frac{\langle \mathbf{s}_j, \mathbf{y}_j \rangle}{\langle \mathbf{y}_j, P^{-1}\mathbf{y}_j \rangle}$ 
     $\hat{\alpha}_{j+1} = \min(\alpha_{max}, \max(\alpha_{min}, \hat{\alpha}_{j+1}))$ 
     $w_{j+1} = \|\mathbf{x}_{j+1} - \Pi_{\mathcal{X}}(\mathbf{x}_{j+1} - \tau_g \mathbf{g}_{j+1})\| / \tau_g$ 
     $= \|\mathbf{e}\|_2$ 
    if  $w_{j+1} \leq \min_{k=0, \dots, j} w_k$ 
       $\mathbf{x}_{FB} = \mathbf{x}_{j+1}$ 
  return  $\mathbf{x}_{FB}$ 

```

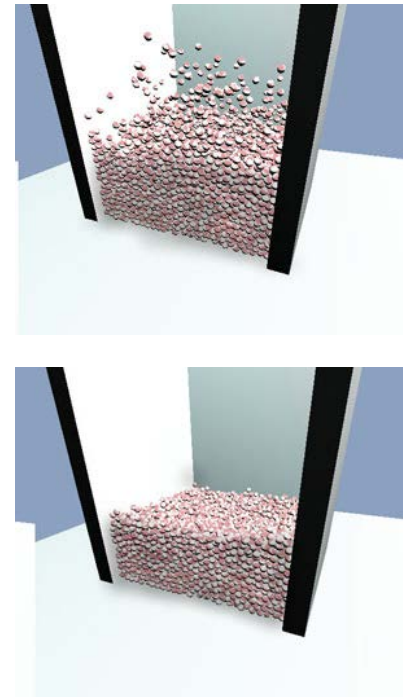
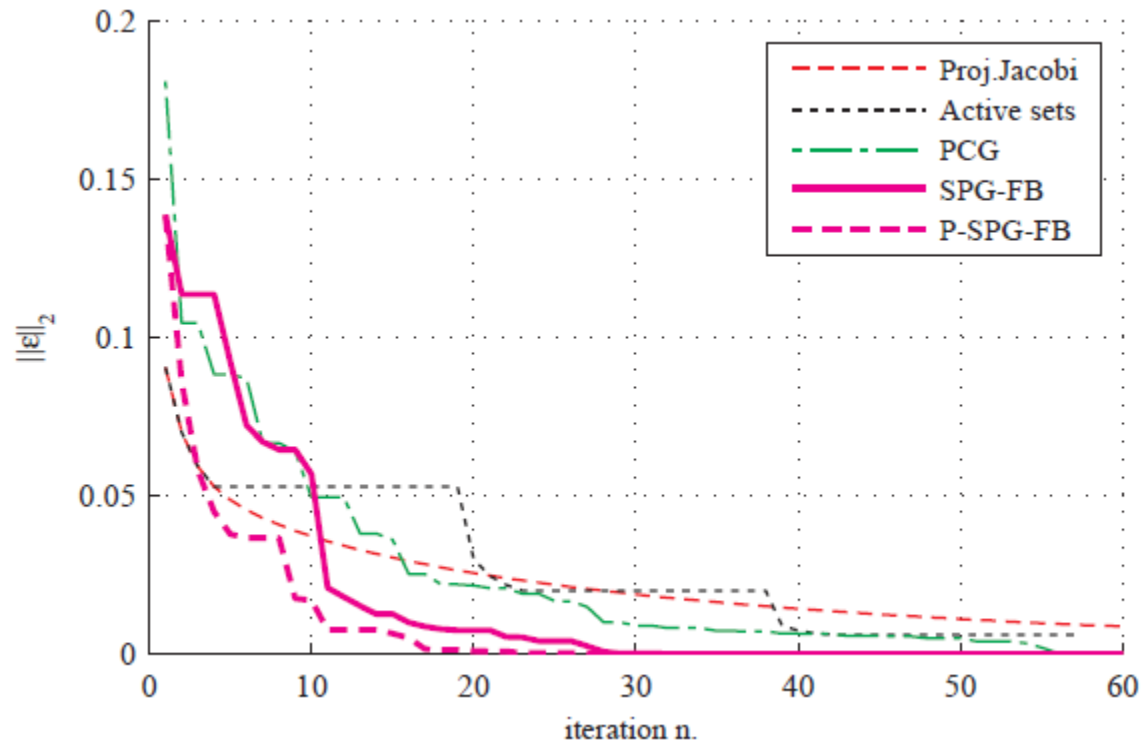

P-SPG-FB solver for CCP

- Comparison with other Krylov solvers for simple linear case
- (only bilateral constraints):



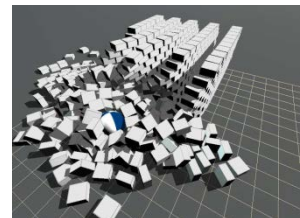
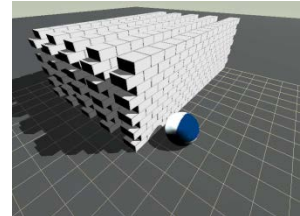
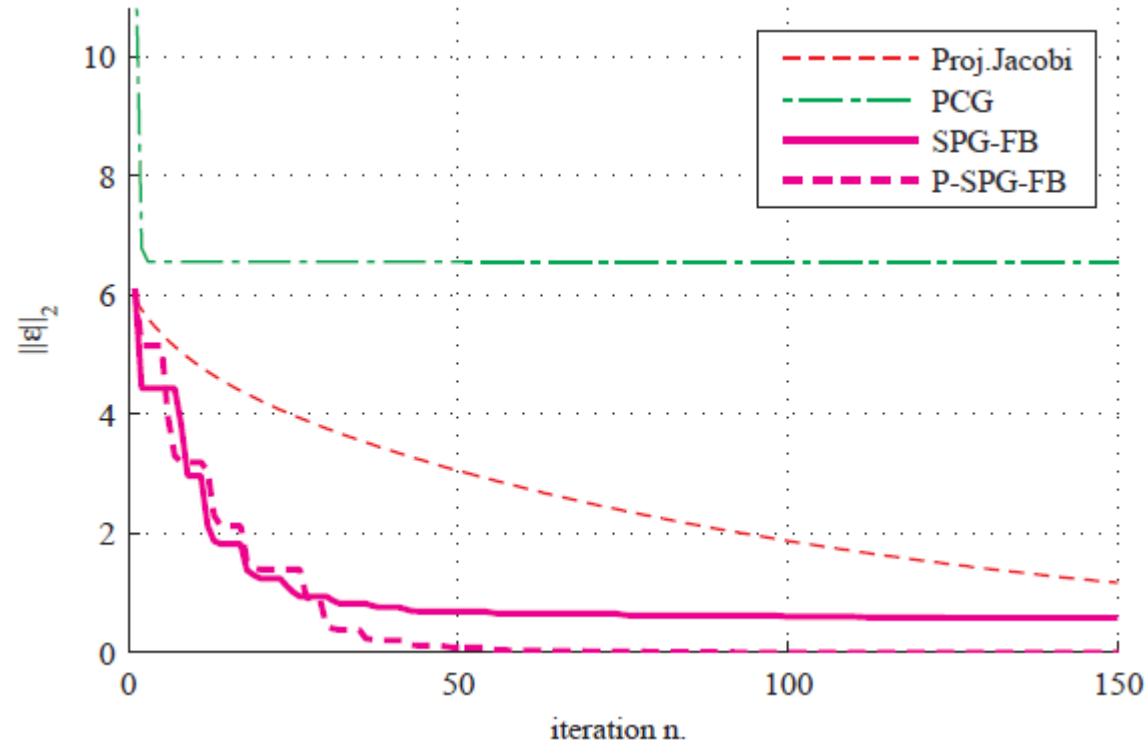
P-SPG-FB solver for CCP

- Comparison with other solvers for complementarity problems
- (only unilateral contacts, no friction)



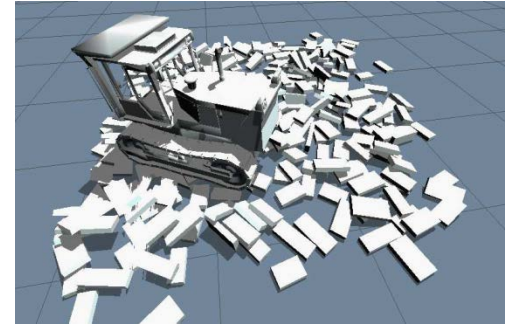
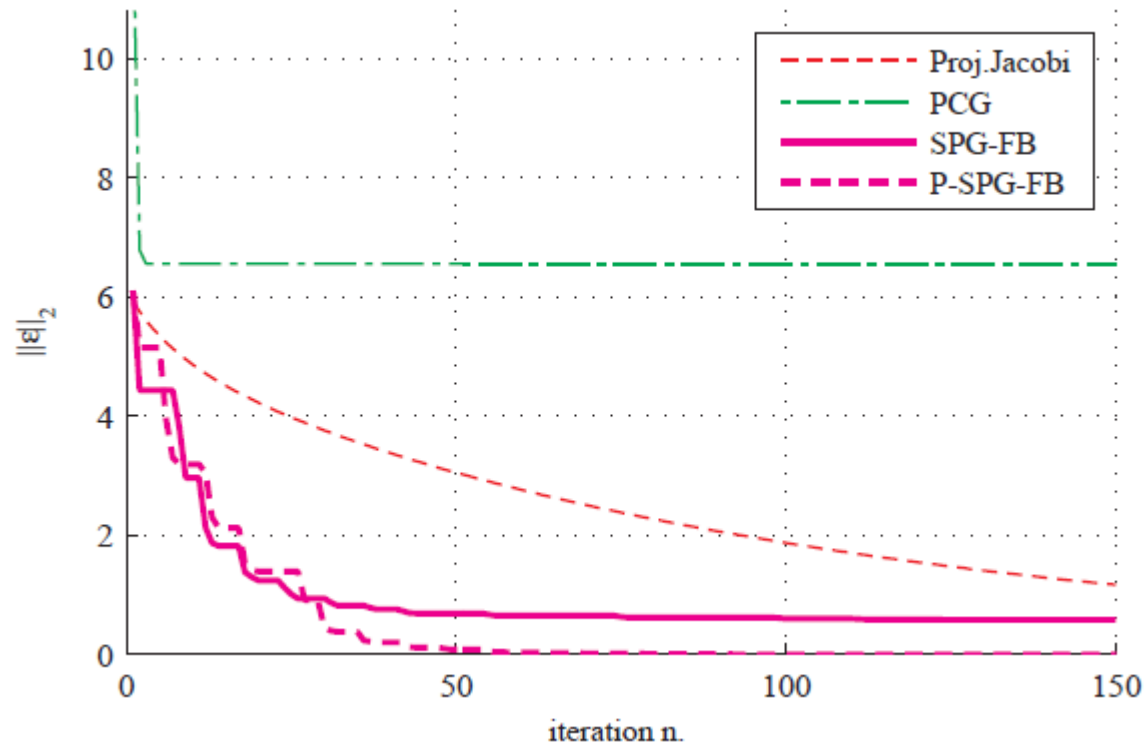
P-SPG-FB solver for CCP

- Comparison with other solvers for complementarity problems
- (unilateral contacts AND friction - few solvers can handle it)



P-SPG-FB solver for CCP

- Effect of preconditioning:



P-SPG-FB solver for CCP

- Use `SetSolverType()` to change the solver:

```
// change the solver to Barzilai-Borwein P-SPG-FB:  
my_system.SetSolverType(ChSystem::SOLVER_BARZILAIBORWEIN);  
  
// will terminate iterations when this tolerance is reached:  
my_system.SetTolForce(1e-7);  
  
// use high iteration number if constraints tend to 'dismount' or contacts interpenetrate:  
my_system.SetMaxItersSolverSpeed(110);
```

APGD solver for CCP

- Draws on the Nesterov's Accelerated Projected Gradient Descend
- It operates as a non-linear optimization for:

$$\begin{aligned} \min \quad & f(\mathbf{x}) = \frac{1}{2} \mathbf{x}^T A \mathbf{x} + \mathbf{x}^T \mathbf{b} \\ \text{s.t.} \quad & \mathbf{x} \in \mathcal{H} \end{aligned}$$

- Properties of convergence are very similar to P-SPG-FB just presented.

APGD solver for CCP

- Use `SetSolverType()` to change the solver:

```
// change the solver to Nesterov' APGD:  
my_system.SetSolverType(ChSystem::SOLVER_APGD);  
  
// will terminate iterations when this tolerance is reached:  
my_system.SetTolForce(1e-7);  
  
// use high iteration number if constraints tend to 'dismount' or contacts interpenetrate:  
my_system.SetMaxItersSolverSpeed(110);
```

Time-integration & solvers cheat-sheet

	LINEAR SYSTEM (DAE) FEA*	CCP (DVI) FEA*	Iterative	Redundant constraints	Optional Chrono module	Large systems	Time integrator compatibility	
							HHT	EULER_IMPLICIT_LINEARIZED
SOR	*	••		••		•••	2	••• DAE, DVI
BARZILAIBORWEIN	*	•••		••		•••	• DAE	••• DAE, DVI
APGD	*	•••		••		•••	• DAE	••• DAE, DVI
MINRES	• ¹			•••		•••	•• DAE	• DAE
MKL	•••					••	••• DAE	• DAE
MUMPS	•••			•		••	••• DAE	• DAE

* For FEA, the solver must support stiffness and damping matrices. Note that FEA in NSC is not yet possible at the moment.

1 The MINRES solver might converge too slow when using finite elements with ill-conditioned stiffness

2 The SOR solver is not precise enough for good HHT convergence, except for simple systems