Cosserat media in dynamics

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" The shoes are a tool to walk; the mathematics, a tool to think. One can walk without shoes, but one goes less far."





Grammaire de la Nature (2007)



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Method of Virtual powers (Lagrange, 1788)

Generalized continua (Eugène and François Cosserat, 1909)

Affine mechanics (Souriau, 1997)

Affine tensors (Tulczyjew, Urbañski, Grabowski, 1988)

> Affine connections (Élie Cartan, 1923)











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Affine tensors and Torsors



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The torsor as an affine tensor

- \bullet the space-time ${\cal M}$ is a differential manifold
- $AT_{\mathbf{X}}\mathcal{M}$ is the affine space associated to the tangent vector space $T_{\mathbf{X}}\mathcal{M}$
- A^{*} T_X M is the vector space of the affine functions Ψ on AT_X M (called affine forms)
- The **torsor** is a bilinear and skew-symmetric function on this space $\tau(\Psi, \hat{\Psi}) = -\tau(\hat{\Psi}, \Psi)$ It is real or vector-valued



A fragrance of affine tensor calculus...

Affine tensors [Tulczyjew, Urbański & Grabowski 1988] The simplest ones

- Points (1-contravariant) : a = a₀ + V^α e_α of components V^α in the affine frame (a₀, (e_α))
- Affine forms (1-covariant) : $\Psi = \chi 1 + \Phi_{\alpha} e^{\alpha}$ of components (χ, Φ_{α})

Affine tensors of the Mechanics

• Torsors (2-contravariant) :
$$\tau(\Psi, \hat{\Psi})$$
 of components $(T^{\alpha}, J^{\alpha\beta})$
= $\tau(\chi 1 + \Phi_{\alpha} e^{\alpha}, \hat{\chi} 1 + \hat{\Phi}_{\beta} e^{\beta})$
= $\chi \hat{\chi} \tau(1, 1) + \chi \hat{\Phi}_{\beta} \tau(1, e^{\beta}) + \Phi_{\alpha} \hat{\chi} \tau(e^{\alpha}, 1) + \Phi_{\alpha} \hat{\Phi}_{\beta} \tau(e^{\alpha}, e^{\beta})$
Denoting $T^{00} = \tau(1, 1) = 0$, $T^{\alpha} = \tau(1, e^{\alpha})$, $J^{\alpha\beta} = \tau(e^{\alpha}, e^{\beta}) = -J^{\beta\alpha}$
As $\hat{\Phi}_{\beta} = \hat{\Phi}(\vec{e}_{\beta}) = \hat{\Psi}(\vec{e}_{\beta}) = \vec{e}_{\beta}(\hat{\Psi})$, $\chi = \Psi(a_{0}) = a_{0}(\Psi)$
then $\chi \hat{\Phi}_{\beta} = a_{0}(\Psi) \vec{e}_{\beta}(\hat{\Psi}) = (a_{0} \otimes \vec{e}_{\beta})(\Psi, \hat{\Psi})$

Decomposition $\tau = T^{\beta} (\mathbf{a}_0 \otimes \mathbf{\vec{e}}_{\beta} - \mathbf{\vec{e}}_{\beta} \otimes \mathbf{a}_0) + J^{\alpha\beta} \mathbf{\vec{e}}_{\alpha} \otimes \mathbf{\vec{e}}_{\beta}$

- Co-torsors (2-covariant)
- Momentum Tensors (1-covariant and 1-contravariant)

Transformation laws of affine tensors (1/2)

Change of affine frames $(a_0, (\vec{e}_{\alpha})) \longrightarrow (a'_0, (\vec{e}'_{\beta}))$ given by

$$\overrightarrow{\boldsymbol{a}_{0}^{\prime}\boldsymbol{a}_{0}} = C^{\prime\beta}\vec{\boldsymbol{e}}_{\beta}^{\prime}, \qquad \vec{\boldsymbol{e}}_{\beta}^{\prime} = P_{\beta}^{\alpha}\vec{\boldsymbol{e}}_{\alpha}$$

In matrix form $C^{\prime} = \begin{pmatrix} C^{\prime1} \\ \vdots \\ C^{\prime4} \end{pmatrix}, \qquad P = \begin{pmatrix} P_{1}^{1} & \dots & P_{4}^{1} \\ \vdots & \ddots & \vdots \\ P_{1}^{4} & \dots & P_{4}^{4} \end{pmatrix}, \qquad C = -P C^{\prime}$

Laws of transformations of affine tensors

- point **a** of components V^{α} : $V' = C' + P^{-1}V$
- affine form Ψ of components (χ, Φ_{α}) : $\chi' = \chi + \Phi C$, $\Phi' = \Phi P$
- torsor au of components $(T^{lpha}, J^{lphaeta})$:

$$T' = P^{-1}T, \qquad J' = P^{-1}(J + CT^{T} - TC^{T})P^{-T}$$

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Transformation laws of affine tensors (1/2)

Affine transformations

Combining two changes of affine frames, we observe that the set of couples (C, P) is the affine group $\mathbb{GA}(4) = \mathbb{R}^4 \rtimes \mathbb{GL}(4)$

Trick : using the linear representation on \mathbb{R}^5 of the affine group of \mathbb{R}^4

$$\tilde{P} = \left(\begin{array}{cc} 1 & 0 \\ C & P \end{array}\right),$$

and introducing

$$ilde{V} = \left(egin{array}{c} 1 \ V \end{array}
ight), \qquad ilde{\Psi} = (\chi, \ \Phi), \qquad ilde{ au} = \left(egin{array}{c} 0 & T^T \ -T & J \end{array}
ight)$$

the laws of transformation of affine tensors are reduced to :

$$\tilde{V}' = \tilde{P}^{-1}\tilde{V}, \qquad \tilde{\Psi}' = \tilde{\Psi}\tilde{P}, \qquad \boxed{\tilde{\tau}' = \tilde{P}^{-1}\tilde{\tau}\tilde{P}^{-T}}$$

Pointwise object

material particle

object which can be thought as pointwise if it is seen from a long way off





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Galilean structure of the space-time

• Event
$$X = \begin{pmatrix} t \\ x \end{pmatrix} \in \mathbb{R}^d$$

The Galilean transformations X' → X are the transformations preserving inertial motions, durations, distances and volume orientations, then affine of the form X = P X' + C with

$$P = \begin{pmatrix} 1 & 0 \\ u & R \end{pmatrix}, \qquad C = \begin{pmatrix} \tau_0 \\ k \end{pmatrix}$$

where $\boldsymbol{u} \in \mathbb{R}^3$ is the **Galilean boost** and *R* is a rotation

- Their set is the Galilei group, GAL
 a Lie group of dimension 10 ,
 a Lie subgroup of GA(4)
- The Galilean geometry is not Riemannian

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Proper frame

• [Élie Cartan 1923 Sur les variétés à connexion affine...] "The affine space at **X** could be seen as the manifold itself that would be perceived in an affine manner by an observer located at **X**"



• A frame of reference in which an object is **at rest** at the origin **O** of $AT_X \mathcal{M}$ is called a **proper frame** attached to this object

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The torsor of a pointwise object

For an object in a **proper frame** $\tilde{\tau}' = \begin{pmatrix} 0 & {\mathcal{T}'}^{\mathcal{T}} \\ -{\mathcal{T}'} & J' \end{pmatrix} = \begin{pmatrix} 0 & m & 0 \\ -m & 0 & 0 \\ 0 & 0 & -j(l_0) \end{pmatrix}$

• Apply a **Galilean boost** $\tilde{P} = \begin{pmatrix} 1 & 0 \\ C & P \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ x & v & 1_{\mathbb{R}^3} \end{pmatrix}$ • The transformation law of torsors gives $\tilde{\tau} = \tilde{P} \, \tilde{\tau}' \tilde{P}^T = \begin{pmatrix} 0 & m & p^T \\ -m & 0 & -q^T \\ -p & q & -j(l) \end{pmatrix}$

where the invariant (mass) m and

- the linear momentum p = m v,
- the quantity of position (or passage) q = m x
- the angular momentum $I = I_0 + x \times m v$

Cosserat media of arbitrary dimensions



Matter manifold \mathcal{N}

The torsor of a Cosserat medium of arbitrary dimension

- The matter manifold *N* is the set of material particles ξ
 We describe the motion of the matter by an embedding *i* : ξ → X
- A torsor at X is valued in the tangent vector space to $\mathcal N$ at ξ



- Then we defined a bundle map over \mathcal{N} $i^*(A^*T\mathcal{M} \times_{\mathcal{M}} A^*T\mathcal{M}) \to T\mathcal{N}$
- In an affine frame (a₀, (e_α)) of AT_XM and a basis (_γ η) of T_ξN, it is decomposed into

$$oldsymbol{ au} = {}^\gamma oldsymbol{ au} \; {}_\gamma oldsymbol{ au}, \qquad {}^\gamma oldsymbol{ au} = {}^\gamma T^eta \left(oldsymbol{a}_0 \otimes oldsymbol{ec{e}}_eta - oldsymbol{ec{e}}_eta \otimes oldsymbol{a}_0
ight) + {}^\gamma J^{lphaeta} oldsymbol{ec{e}}_lpha \otimes oldsymbol{ec{e}}_eta
ight)$$

Dynamics of a bulky body

- As dim $(\mathcal{N}) = \text{dim}(\mathcal{M}) = 4$, we can choose for easiness $\xi^{\alpha} = X^{\alpha}$, then ${}^{\gamma}T^{\beta} = T^{\beta\gamma}, {}^{\gamma}J^{\alpha\beta} = J^{\alpha\beta\gamma}$
- In a proper frame attached to the elementary reference volume :
 - If $J^{\alpha\beta\gamma} \neq 0$, we modelize a **3D Cosserat medium**
 - If $J^{\alpha\beta\gamma} = 0$, we modelize a **3D Cauchy medium** (as supposed in the sequel)

Moreover, in this proper frame,
$$\,{\cal T}'=\left(egin{array}{cc}
ho&0\0&-\sigma\end{array}
ight)$$

where ρ is the mass density and σ is Cauchy's stress tensor

• Applying a **Galilean boost** of velocity *v*, the transformation law of torsors gives

$$T = \begin{pmatrix} \rho & p^{T} \\ p & -\sigma_{\star} \end{pmatrix} = \begin{pmatrix} \rho & \rho v^{T} \\ \rho v & \rho v v^{T} - \sigma \end{pmatrix}$$

where σ_{\star} are the dynamical stresses. For these reasons, the tensor of components $T^{\beta\gamma}$ is called **stress-mass tensor**

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1D Cosserat media

beam, arch or string if solid



flow in a pipe or jet if fluid



Modelization of the matter motion

 $\bullet\,$ The motion of a 1D material body can be described by the embedding of a matter manifold ${\cal N}$ into the space-time ${\cal M}$

$$i: \xi = \begin{pmatrix} t \\ s \end{pmatrix} \mapsto X = \begin{pmatrix} t \\ x \end{pmatrix} = \begin{pmatrix} t \\ \psi(t,s) \end{pmatrix}$$

where t is the time and s is the arclength



• Its tangent map U is given by a 4-by-2 matrix

$$dX = \begin{pmatrix} dt \\ dx \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ v - v_t n & n \end{pmatrix} \begin{pmatrix} dt \\ ds \end{pmatrix} = U d\xi$$

where *n* is the unit tangent vector to the curve and $v_t = v \cdot n$

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The tensor of force-mass

 The components ^γT^β can be stored in a 2-by-4 matrix. In a proper frame attached to an elementary segment of 1D material body, it is reduced to

$$\begin{array}{c} F_{4} \\ x_{1} \\ \text{at rest} \end{array} \qquad T' = \left(\begin{array}{c} \rho_{l} & 0 \\ 0 & -F^{T} \end{array}\right)$$

where ρ_l is the mass density, *F* is the statical force density acting through the cross-section (both per unit arclength)



• Applying a Galilean boost v, the transformation law of tensor gives

$$T = \begin{pmatrix} \rho_l & p^T \\ p_t & -F_{\star}^T \end{pmatrix} = \begin{pmatrix} \rho_l & \rho_l v^T \\ \rho_l v_t & (\rho_l v_t v - F)^T \end{pmatrix}$$

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Cosserat media in dynamics

3D-to-1D reduction (1/2)

3D **slender body** idealized by an 1D body (approximation)



• We define the **projection** Π of $T_{\boldsymbol{X}}\mathcal{M}$ into $T_{\boldsymbol{\xi}}\mathcal{N}$ as where $\boldsymbol{X} = i(\boldsymbol{\xi})$

$$d\xi = \begin{pmatrix} dt \\ ds \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & n^T \end{pmatrix} \begin{pmatrix} dt \\ dx \end{pmatrix} = \Pi \, dX \quad \text{such that} \quad \Pi \, U = \mathbb{1}_{\mathbb{R}^2}$$

• The 3D body is described by the stress-mass tensor $\bar{T} = \begin{pmatrix} \rho & \rho \bar{v}^T \\ \rho \bar{v} & \rho \bar{v} \bar{v}^T - \sigma \end{pmatrix}$

• Combining \overline{T} with Π and integrating on the cross-section S,

we obtain the force-mass tensor of the 1D body $T = \int_{S} \Pi \overline{T} \, dS$

where

$$\rho_{l} = \int_{\mathcal{S}} \rho \, d\mathcal{S}, \quad \rho_{l} \mathbf{v} = \int_{\mathcal{S}} \rho \, \bar{\mathbf{v}} \, d\mathcal{S}, \quad F = \int_{\mathcal{S}} \left(\sigma \, n - \rho \left(\mathbf{v}_{t} - \bar{\mathbf{v}}_{t}\right) \left(\mathbf{v} - \bar{\mathbf{v}}\right)\right) d\mathcal{S}$$

remarking a dynamical contribution to F

3D-to-1D reduction (2/2)



• The torsor of the 3D body (considered as a **Cauchy medium**) is such that $\bar{J}^{\alpha\beta\gamma} = 0$ at points \bar{x} of the cross-section. Applying a spatial translation \bar{x} , the transformation law gives at the mass-center of the cross-section

$$ar{J}^{i0
ho}=ar{x}^i\,T^{0
ho},\qquadar{J}^{ij
ho}=ar{x}^i\,ar{T}^{j
ho}-ar{x}^j\,ar{T}^{i
ho}$$

• In the same spirit, we calculate $\gamma J^{\alpha\beta} = \int_{\mathcal{S}} \gamma \prod_{\rho} \bar{J}^{\alpha\beta\rho} d\mathcal{S}$

that is, putting $q^{i} = {}^{0}J^{i0}$, $l_{\star}^{i} = {}^{1}J^{i0}$, $l^{i} = {}^{0}J^{kl}$, $M_{\star}^{i} = {}^{1}J^{kl}$

we obtain in matrix form for the 1D $\ensuremath{\textbf{Cosserat}}$ medium

- the position quantity $q = \int_{S} \rho \, \bar{x} \, dS$
- the angular momentum $I = \int_{\mathcal{S}} \bar{x} \times \rho \, \bar{v} \, d\mathcal{S}$,
- the tangent angular momentum $I_{\star} = \int_{S} \rho \, \bar{v}_t \bar{x} \, dS$
- the dynamical moment $M_{\star} = \int_{\mathcal{S}} \bar{x} \times (\rho \bar{v}_t \bar{v} (\sigma n)) \, d\mathcal{S}$

• If x is the mass-center, then $q = \rho_I x$

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[Élie Cartan 1923 Sur les variétés à connexion affine...]



To define a covariant derivative $\tilde{\nabla}$ of an affine tensor, we consider an infinitesimal affine transformation : $dX \mapsto (dC, dP) = (\Gamma_A(dX), \Gamma(dX))$

• $\Gamma = (\Gamma^{\alpha}_{\mu\beta} dX^{\mu})$ is the gravitation

• $\Gamma_A = (\Gamma_{A\mu}^{\alpha} dX^{\mu})$ represent the infinitesimal motion of the observer $\Gamma_A(dX) = dX - \nabla_{dX} C$

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[Kobayashi & Nomizu 1963 Foundation of Differential Geometry]

Covariant divergence of the torsor

The affine covariant divergence of the torsor is decomposed into $\tilde{Div} \tau = {}_{\gamma} \tilde{\nabla}^{\gamma} T^{\beta} (\mathbf{a}_0 \otimes \mathbf{\vec{e}}_{\beta} - \mathbf{\vec{e}}_{\beta} \otimes \mathbf{a}_0) + {}_{\gamma} \tilde{\nabla}^{\gamma} J^{\alpha\beta} \mathbf{\vec{e}}_{\alpha} \otimes \mathbf{\vec{e}}_{\beta}$ with

•
$$_{\gamma}\tilde{\nabla}^{\gamma}T^{\beta} = \frac{\partial(^{\gamma}T^{\beta})}{\partial(^{\gamma}\xi)} + _{\gamma\rho}^{\gamma}\Gamma^{\rho}T^{\beta} + ^{\gamma}T^{\rho}{}_{\gamma}U^{\sigma}\Gamma^{\beta}{}_{\sigma\rho}$$

• $_{\gamma}\tilde{\nabla}^{\gamma}J^{\alpha\beta} = \frac{\partial(^{\gamma}J^{\alpha\beta})}{\partial(^{\gamma}\xi)} + ^{\gamma}J^{\rho\beta}{}_{\gamma}U^{\sigma}\Gamma^{\alpha}{}_{\sigma\rho} + ^{\gamma}J^{\alpha\rho}{}_{\gamma}U^{\sigma}\Gamma^{\beta}{}_{\sigma\rho} + ^{\gamma}{}_{\gamma\rho}\Gamma^{\rho}J^{\alpha\beta}$
 $+ _{\gamma}U^{\sigma}\Gamma^{\alpha}{}_{A\sigma}{}^{\gamma}T^{\beta} - ^{\gamma}T^{\alpha}{}_{\gamma}U^{\sigma}\Gamma^{\beta}{}_{A\sigma}$

Gravitation in relativity : 40 Christoffel symbols



Galilean gravitation : 6 non vanishing Christoffel symbols

- $g^i = -\Gamma_{00}^i$ is the classical gravity
- $\Omega_j^i = -\Omega_i^j = \Gamma_{0j}^i$ is the **spinning**, responsible of Coriolis' force

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Dynamics of 0D and 3D Cosserat media

To be compatible with Galilei principle of relativity, the physical laws must be covariant

Principle : the **covariant divergence** of the torsor vanishes $\vec{Div \tau} = 0$ dynamics of a bulky body (3D) : balance equations

 \bullet of the ${\it T}$ components. Euler's equations of fluid : balance equations

dynamics of a pointwise object (0D) : balance equations

- of the mass $\dot{m} = 0$
- of the linear momentum $\dot{p} = m \left(g 2 \; \Omega imes v
 ight)$
- of the position quantity $\dot{q} = p$
- of the angular momentum $\dot{l} + \Omega \times l_0 = x \times m(g 2 \Omega \times v)$

Dynamics of 1D and 2D Cosserat media

From the principle $\tilde{Div} \tau = 0$, we deduce

the dynamics of 1D Cosserat media : balance equations • of the mass $\frac{\partial \rho_l}{\partial t} + \frac{\partial}{\partial s}(\rho_l v_t) = 0$ • of the linear momentum $\rho_l \left[\frac{\partial v}{\partial t} + \frac{\partial v}{\partial s}v_t\right] = \frac{\partial F}{\partial s} + \rho_l(g - 2 \ \Omega \times v)$ • of the position quantity $\frac{\partial q}{\partial t} + \frac{\partial l_*}{\partial s} = \rho_l v$ • of the angular momentum $\frac{\partial l}{\partial t} + \Omega \times l + l_* \times (\Omega \times n) = -\frac{\partial M_*}{\partial s} + n \times F$ the dynamics of 2D Cosserat media [de Saxcé & Vallée 2003]

This principle of divergence free torsor is abstract but covers a broad spectrum of applications

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Cosserat media in dynamics

Perspectives

Perspectives

Affine tensors of the Mechanics

- Torsors (2-contravariant) : $(\Psi, \hat{\Psi}) \mapsto au(\Psi, \hat{\Psi}) \in T_{\xi}\mathcal{N}$ (skew-symmetric)
- **Co-torsors** (2-covariant) : $(a, \hat{a}) \mapsto \gamma(a, \hat{a}) \in T_{\xi}^* \mathcal{N}$ (bi-affine, skew-sym.)
 - Describe the kinematics, in duality with torsors

• Momentum tensors (mixed 1-1) : $(\vec{V}, \Psi) \mapsto \mu(\vec{V}, \Psi)) \in T_{\xi}\mathcal{N}$ (bilinear)

- Decomposition $\mu = {}^{\gamma} \mu_{\gamma} \eta$, ${}^{\gamma} \mu = e^{\beta} \otimes ({}^{\gamma} \Sigma_{\beta} a_0 + {}^{\gamma} M^{\alpha}_{\beta} \vec{e}_{\alpha})$
- Components : $({}^{\gamma}\Sigma, {}^{\gamma}M) \in (\mathbb{R}^m)^* \times \mathfrak{gl}(m) \cong (\mathfrak{ga}(m))^* \quad (m = \dim(\mathcal{M}))$
- The law of transformation is just the **coadjoint representation** of the $\mathbb{GA}(m)$
- The system of components of μ can be considered as the value of the **momentum map** in symplectic mechanics

• Strain tensors (mixed 1-1) : $(\Phi, a) \mapsto \omega(\Phi, a) \in T^*_{\mathcal{E}}\mathcal{N}$ (linear and affine)

Generalized deformations, in duality with momentum tensors

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Thank you very much for your attention !

¡Muchas gracias por su atención !





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