

Title: Michael Cates: Bulletproof Custard: Fluids That Stop Flowing When You Push Them Too Hard

Date: Nov 02, 2016 07:00 PM

URL: <http://pirsa.org/16110034>

Abstract: <p>When small, hard particles are suspended in a fluid, they make it more resistant to flow. The higher the particle concentration, the higher the viscosity. Add enough particles and fluid stops flowing entirely, becoming a jammed solid - this makes intuitive sense.

Less intuitive and more intriguing are suspensions that flow smoothly if pushed gently, but that suddenly solidify if you push too hard. This behaviour is called Discontinuous Shear Thickening (DST). You can try it yourself by mixing cornstarch with water - in the right proportions, the mixture will flow smoothly when stirred gently, but will refuse to flow at all if stirred too hard.

More than an interesting kitchen trick, DST has important real-world consequences. It can cause catastrophic failure of industrial pumping equipment, but can also have life-saving applications to bulletproof vests.

For many years, the mechanism behind DST was unclear, but we have very recently found a new and stunningly simple explanation based on the idea that the contacts between particles become less lubricated and more frictional as the force between them increases. Although this dependence is typically gradual, when a fluid gets close to the "jamming" point, global instabilities can result in the sudden switching from liquid to solid.

Michael Cates (Lucasian Professor of Mathematics, University of Cambridge) will explain this peculiar form of "bulletproof custard" with a few equations, plenty of diagrams, and even some hands-on demonstrations.</p>

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BULLET-PROOF CUSTARD:



Fluids that stop flowing when you push them too hard

- Soft matter: what and why?
- Dense suspensions under flow
- Shear-thickening suspensions
 - What we are trying to explain
 - How we explain it
- How is this useful?

BULLET-PROOF CUSTARD:



Fluids that stop flowing when you push them too hard



R. Chacko, S. Fielding (Durham)

B. Guy, M. Hermes, W. Poon (Edinburgh)

R. Mari (Cambridge)

M. Wyart (Lausanne)

Soft Matter: What and Why?

Polymers

Micelles

Suspensions

Emulsions

Foams

Liquid crystals

Soft Matter: What and Why?

Polymers

Engine oil

Micelles

Shampoo

Suspensions

Toothpaste

Emulsions

Mayonnaise

Foams

Shaving cream

Liquid crystals

Wet soap (slime)



getty images



Soft Matter: What and Why?

Polymers

Engine oil

All plastics

Micelles

Shampoo

Pipeline additives

Suspensions

Toothpaste

Advanced Ceramics

Emulsions

Mayonnaise

Pharmaceuticals

Foams

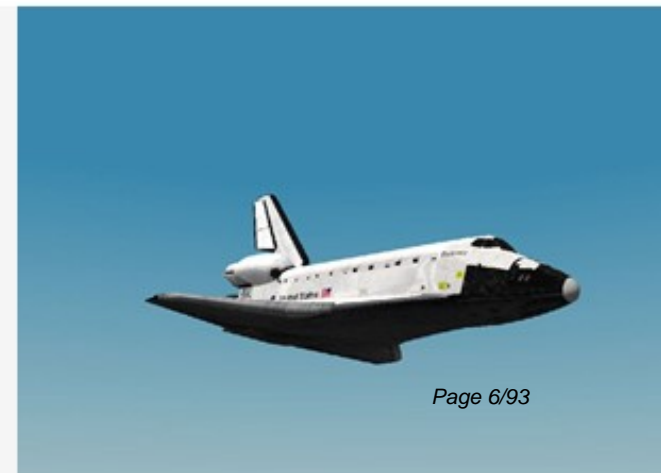
Shaving cream

Environment cleanup

Liquid crystals

Wet soap (slime)

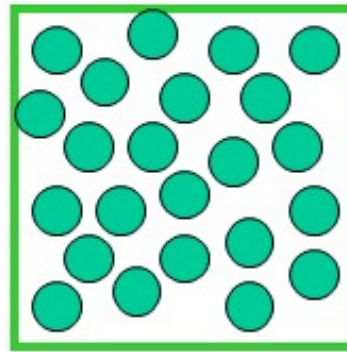
Smartphone displays



Soft Matter: What and Why?



polymers:
molecular spaghetti



suspensions:
microscopic
ping-pong balls

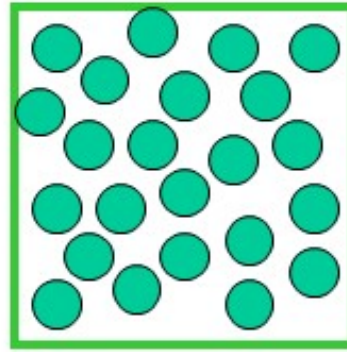


liquid crystals:
molecular needles

Soft Matter: What and Why?



polymers:
molecular spaghetti



suspensions:
microscopic
ping-pong balls



liquid crystals:
molecular needles

- How does internal structure control macroscopic behaviour?
- More specifically, how do these materials flow?

Jamming and Unjamming Events



Jamming and Unjamming Events



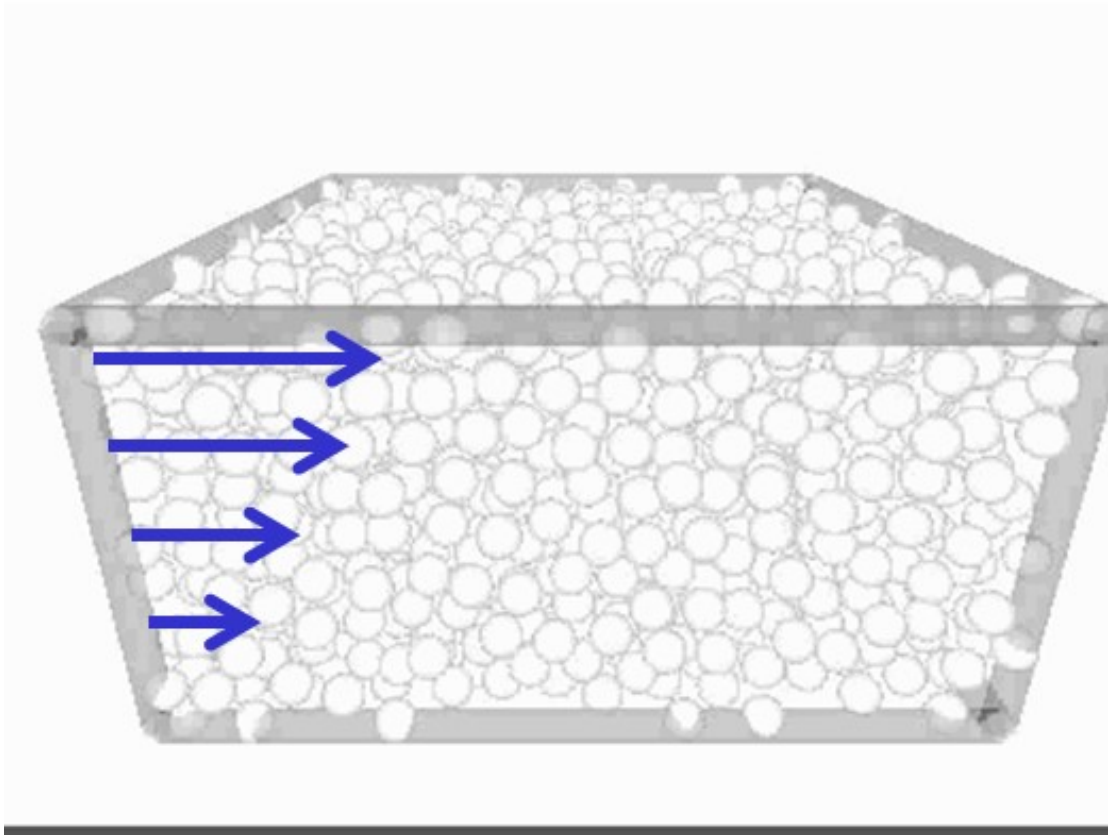
BULLET-PROOF CUSTARD:



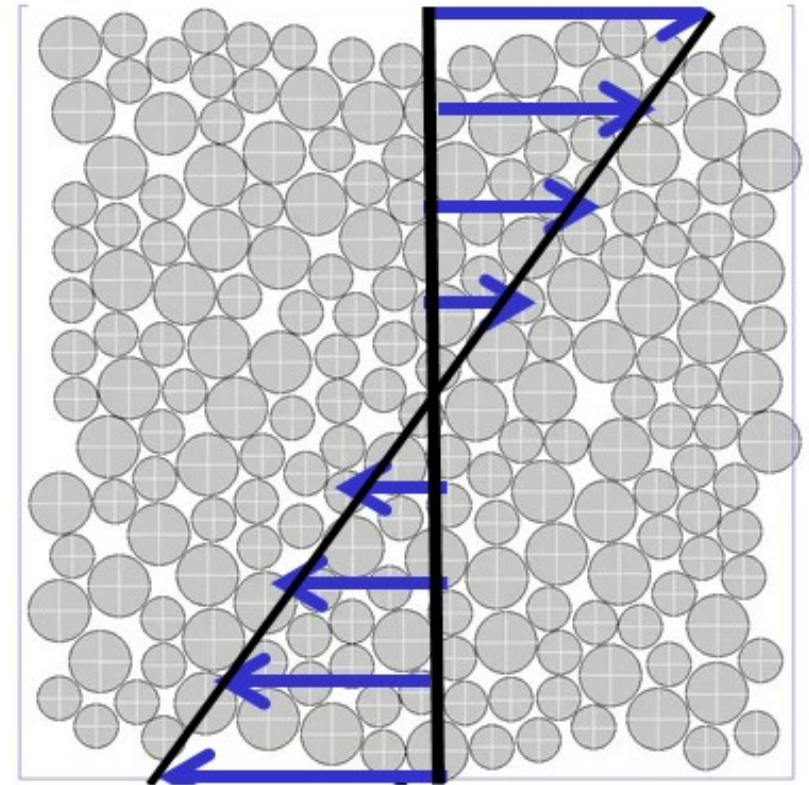
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Dense Suspensions under Flow



microscopy experiments
particle size 1 micron



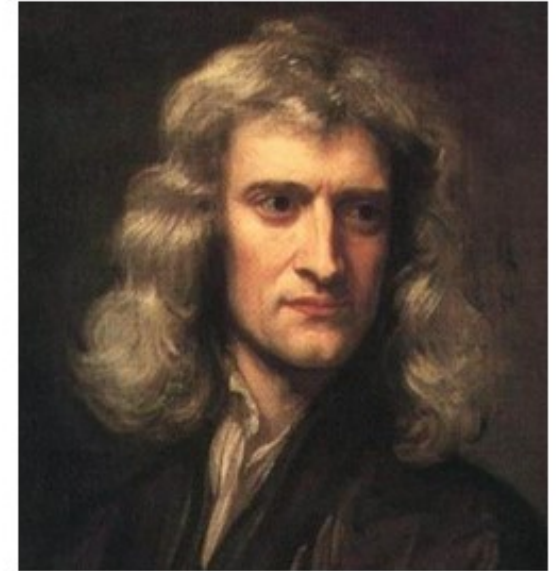
computer simulations

Newton's Law of Viscosity

Principia (1687)

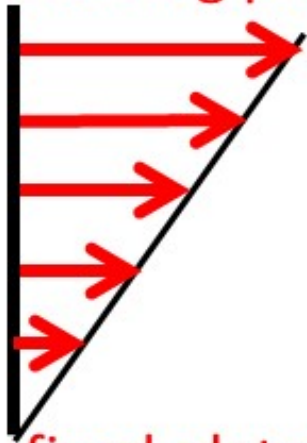
stress $s = \text{force}/\text{area}$

strain rate $r = \text{speed}/\text{depth}$

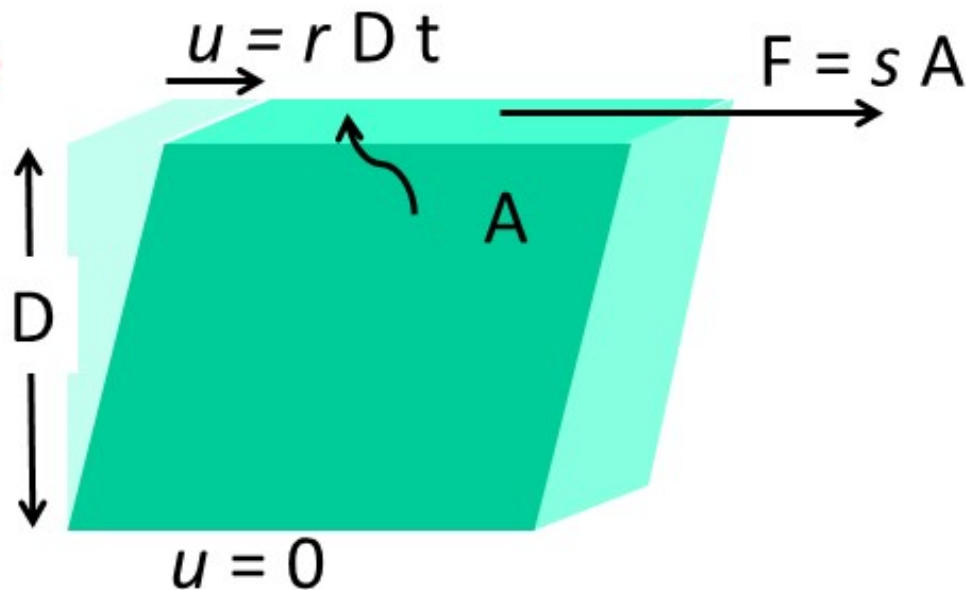


$$s = \nu r$$

moving plate



fixed plate



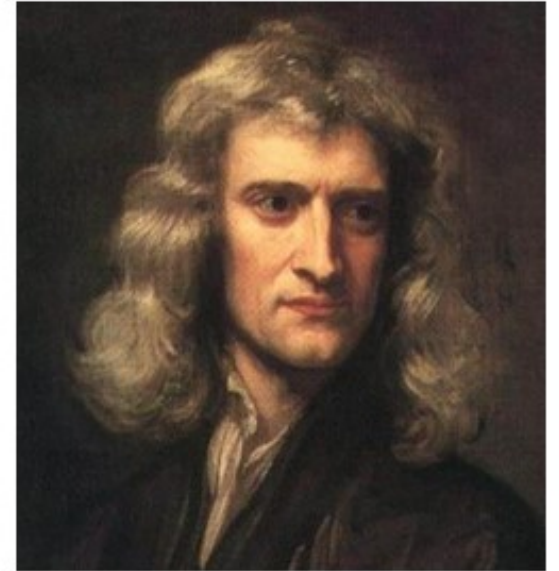
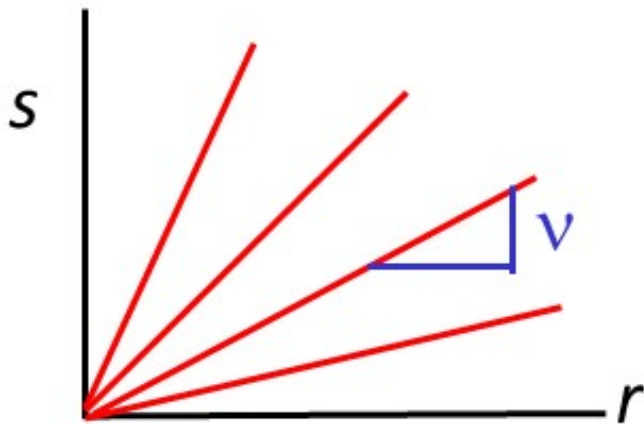
Newton's Law of Viscosity

Principia (1687)

stress $s = \text{force/area}$

strain rate $r = \text{speed/depth}$

Flow curves $s(r)$

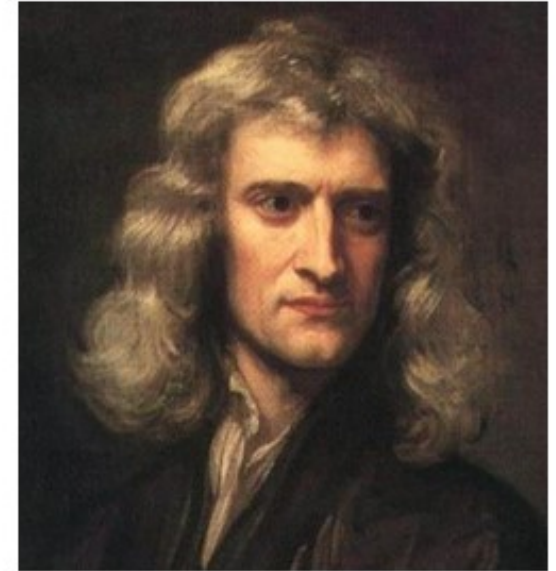


Newton's Law of Viscosity

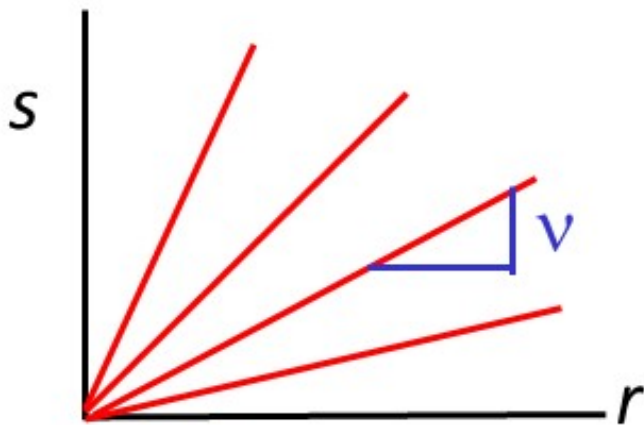
Principia (1687)

stress $s = \text{force/area}$

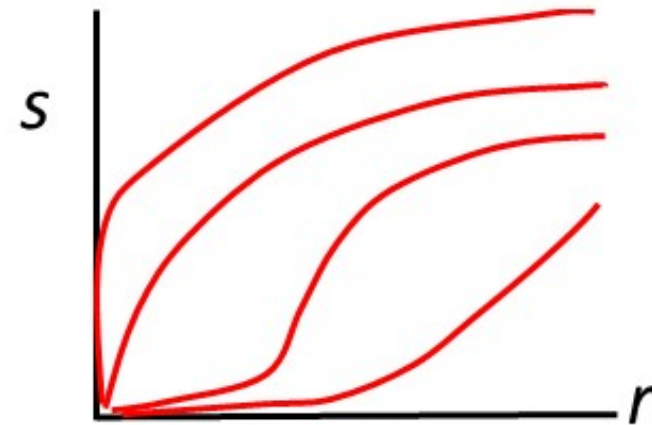
strain rate $r = \text{speed/depth}$



Flow curves $s(r)$



Newtonian



Non-Newtonian

Newton's Law of Viscosity

Principia (1687)

stress $s = \text{force/area}$

strain rate $r = \text{speed/depth}$

Flow curves $s(r)$

water

olive oil

honey

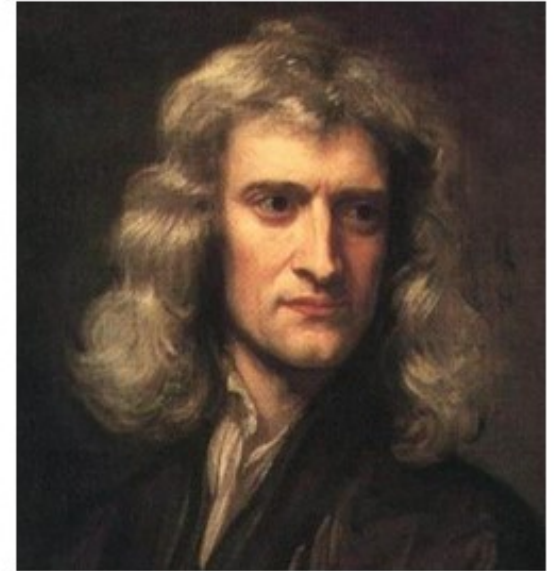
molten glass

spit

engine oil

putty

molten plastic



BULLET-PROOF CUSTARD:



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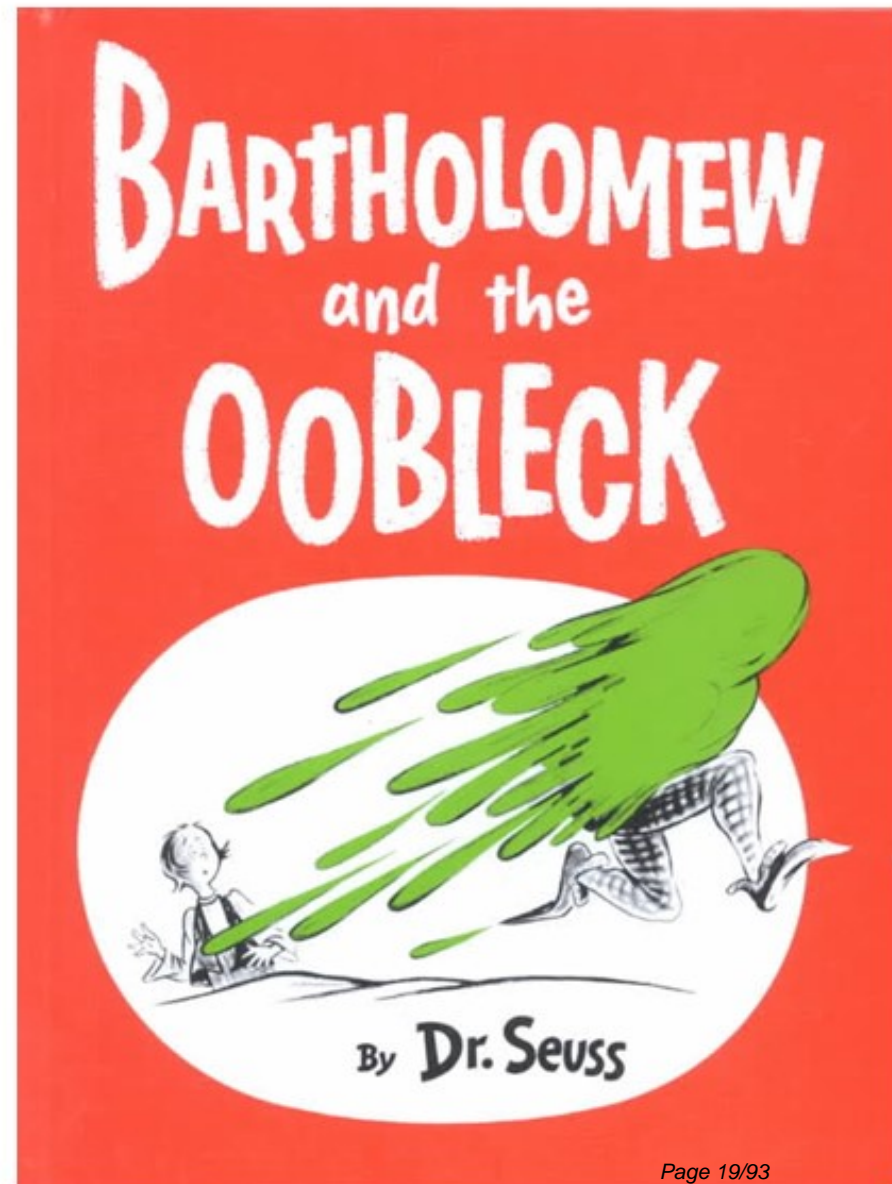
Shear-Thickening Suspensions

- Liquids that solidify at large stress

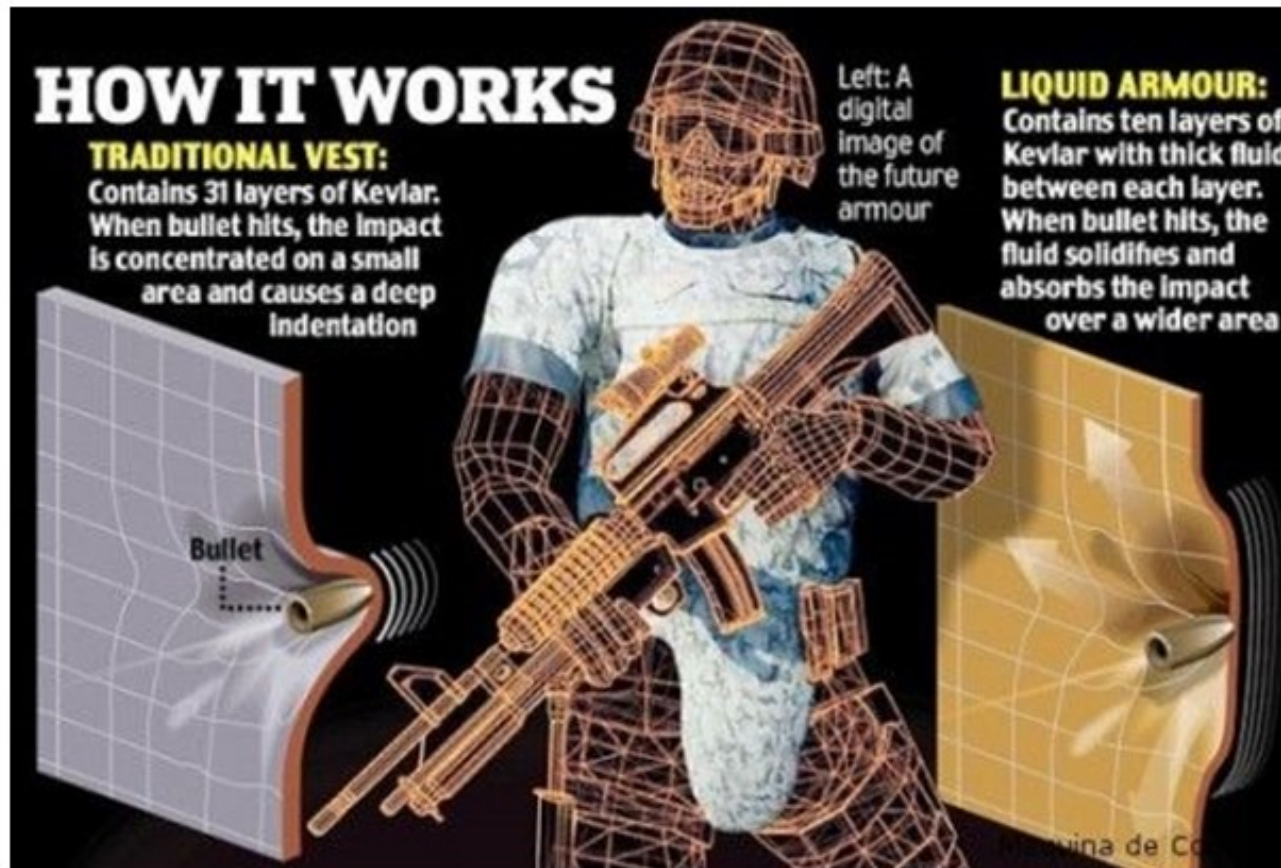
Shear-Thickening Suspensions

- Liquids that solidify at large stress

“Oobleck”:
cornstarch or custard powder
+ a little water



Shear-Thickening Suspensions



Patents:
N. Wagner
U Delaware

MailOnline

[show ad](#)

The revolutionary liquid armour suit that is made from bullet-proof 'custard'



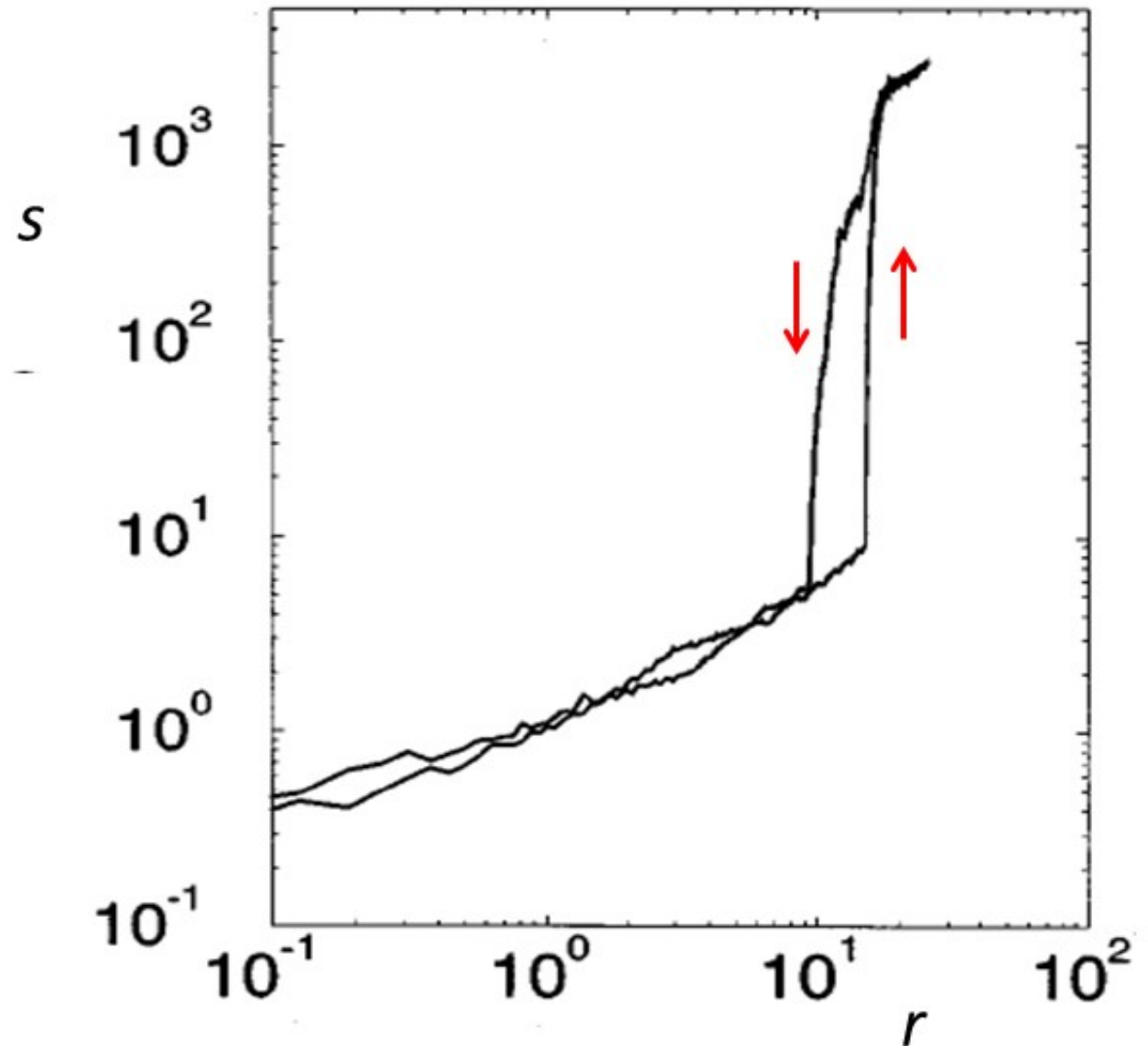


Shear-Thickening Suspensions

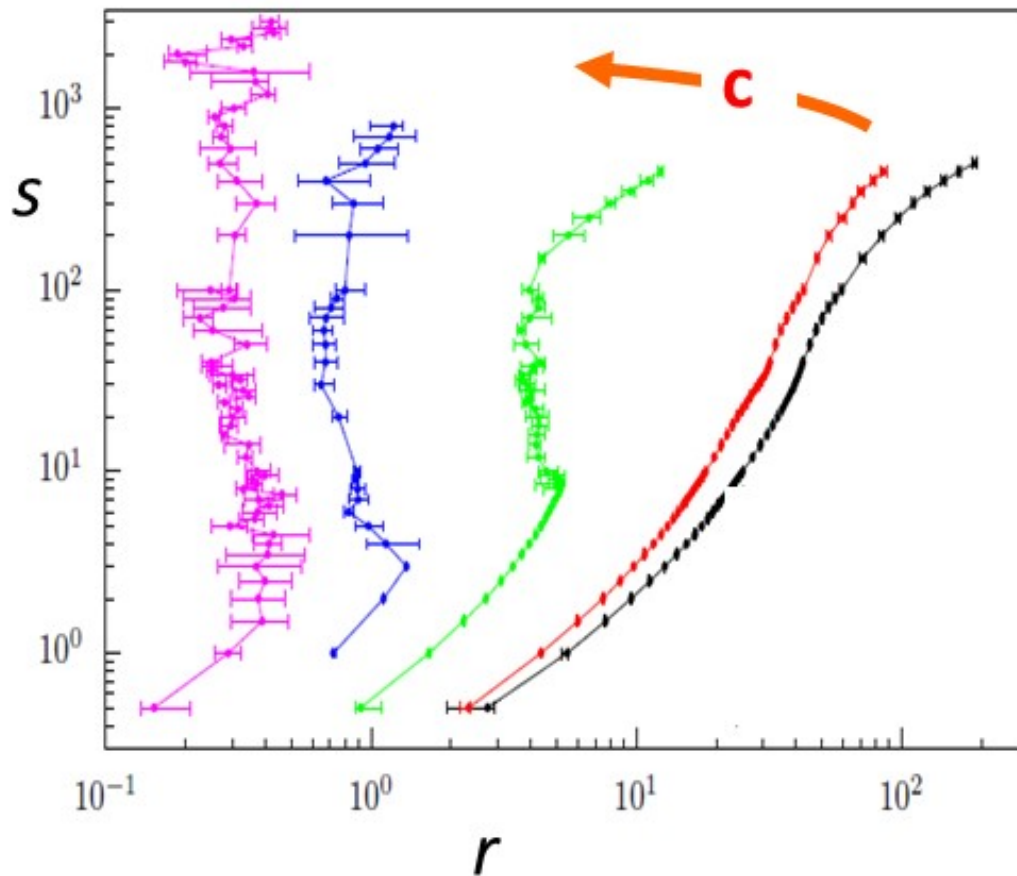


Shear-Thickening Suspensions

J. Bender + N. Wagner
Journal of Rheology
40, 899 (1996)



Shear-Thickening Suspensions



M. Hermes et al,
Journal of Rheology 60, 905 (2016)

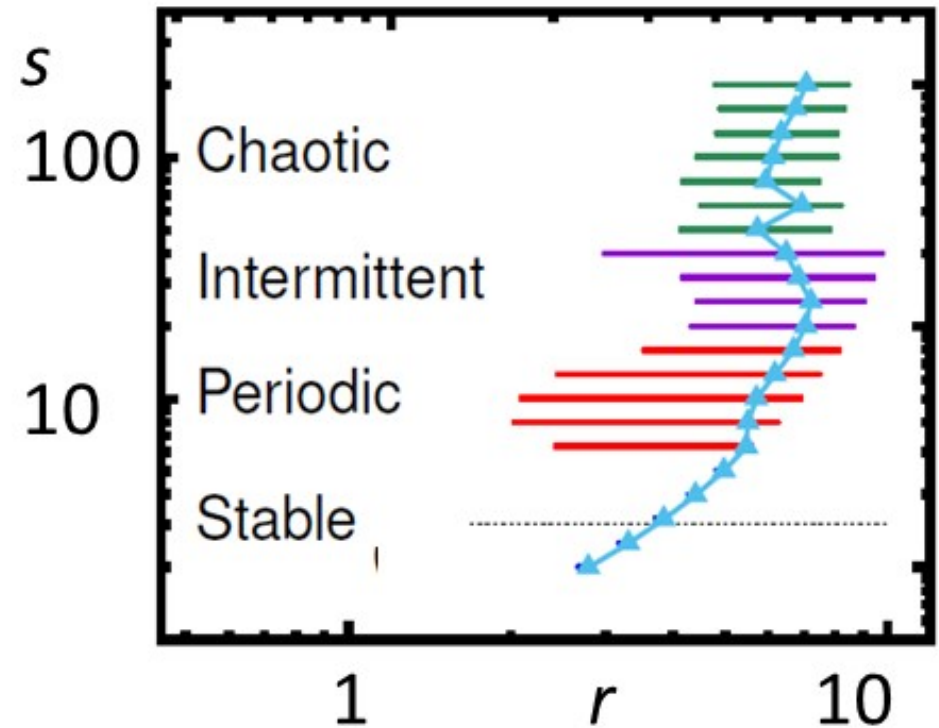
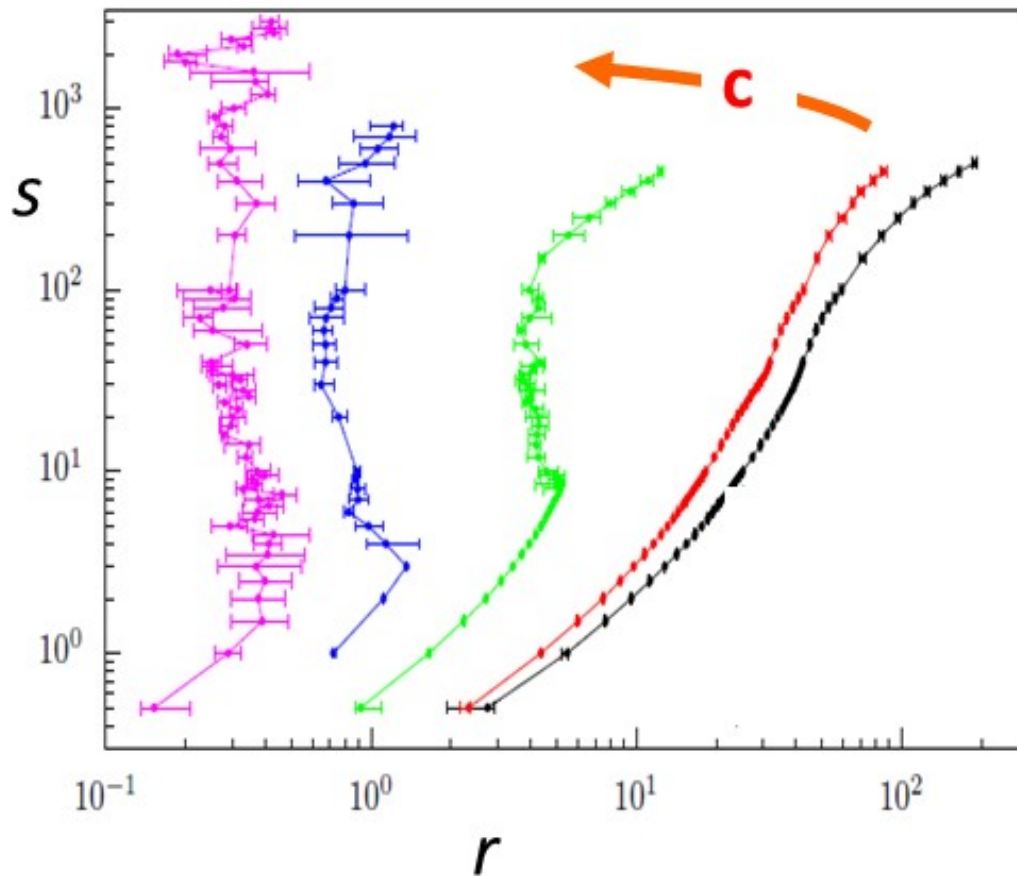
Pirsa: 16110034

$$c = N (4\pi/3)R^3/V$$

particle concentration
(dimensionless)

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Shear-Thickening Suspensions



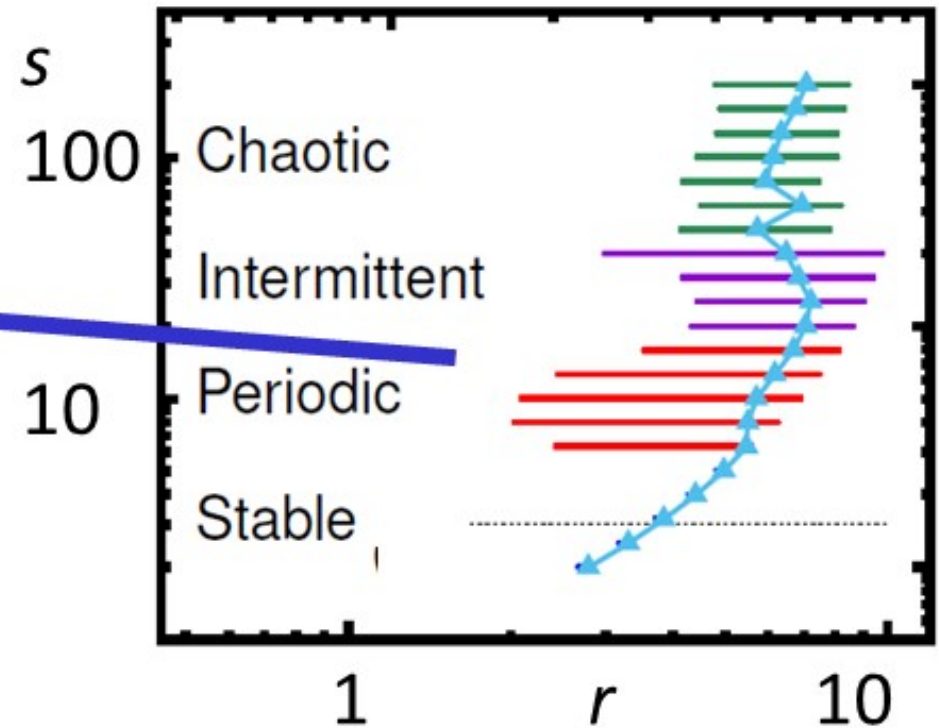
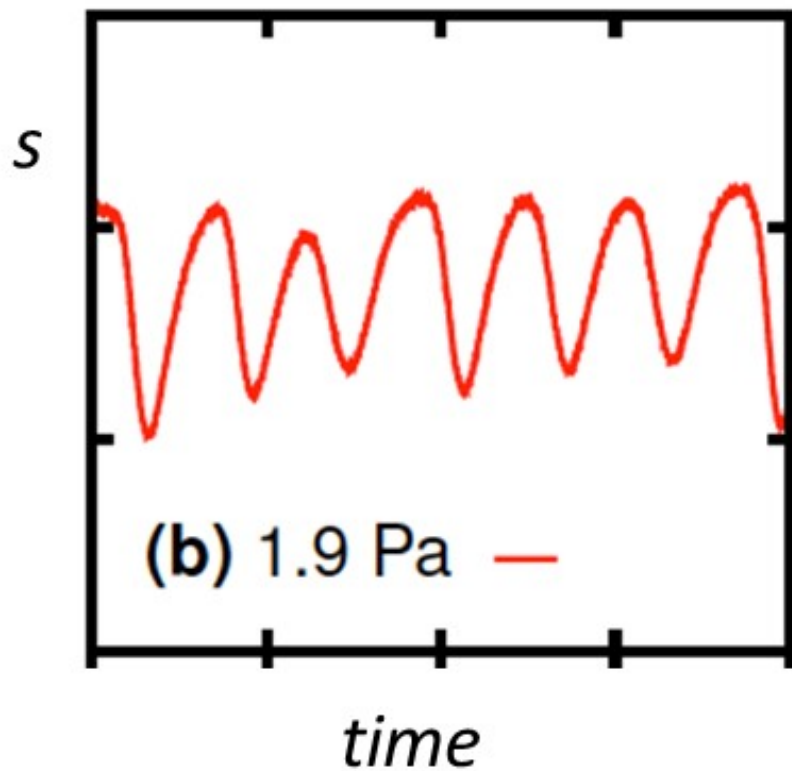
M. Hermes et al,
Journal of Rheology 60, 905 (2016)

Pirsa: 16110034

$$c = N (4\pi/3)R^3/V$$

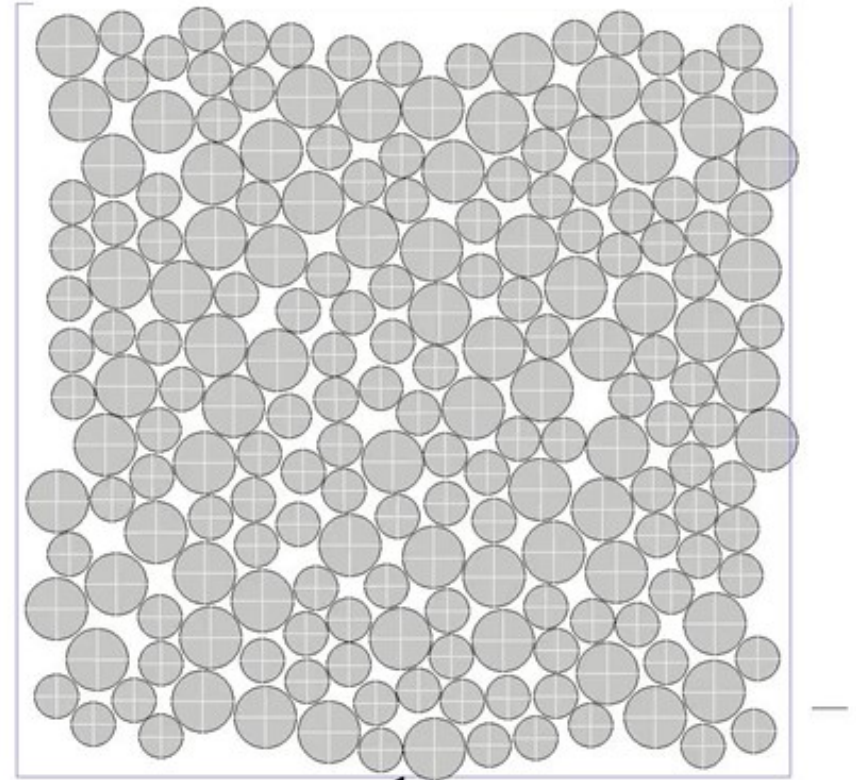
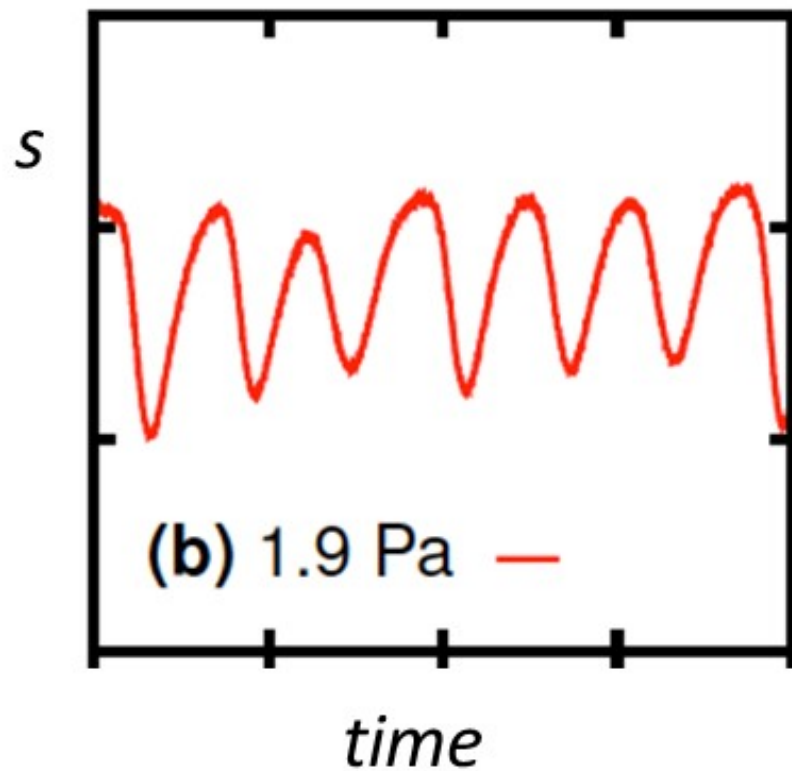
particle concentration
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Shear-Thickening Suspensions



M. Hermes et al,
Journal of Rheology 60, 905 (2016)

Shear-Thickening Suspensions



M. Hermes et al,
Journal of Rheology 60, 905 (2016)

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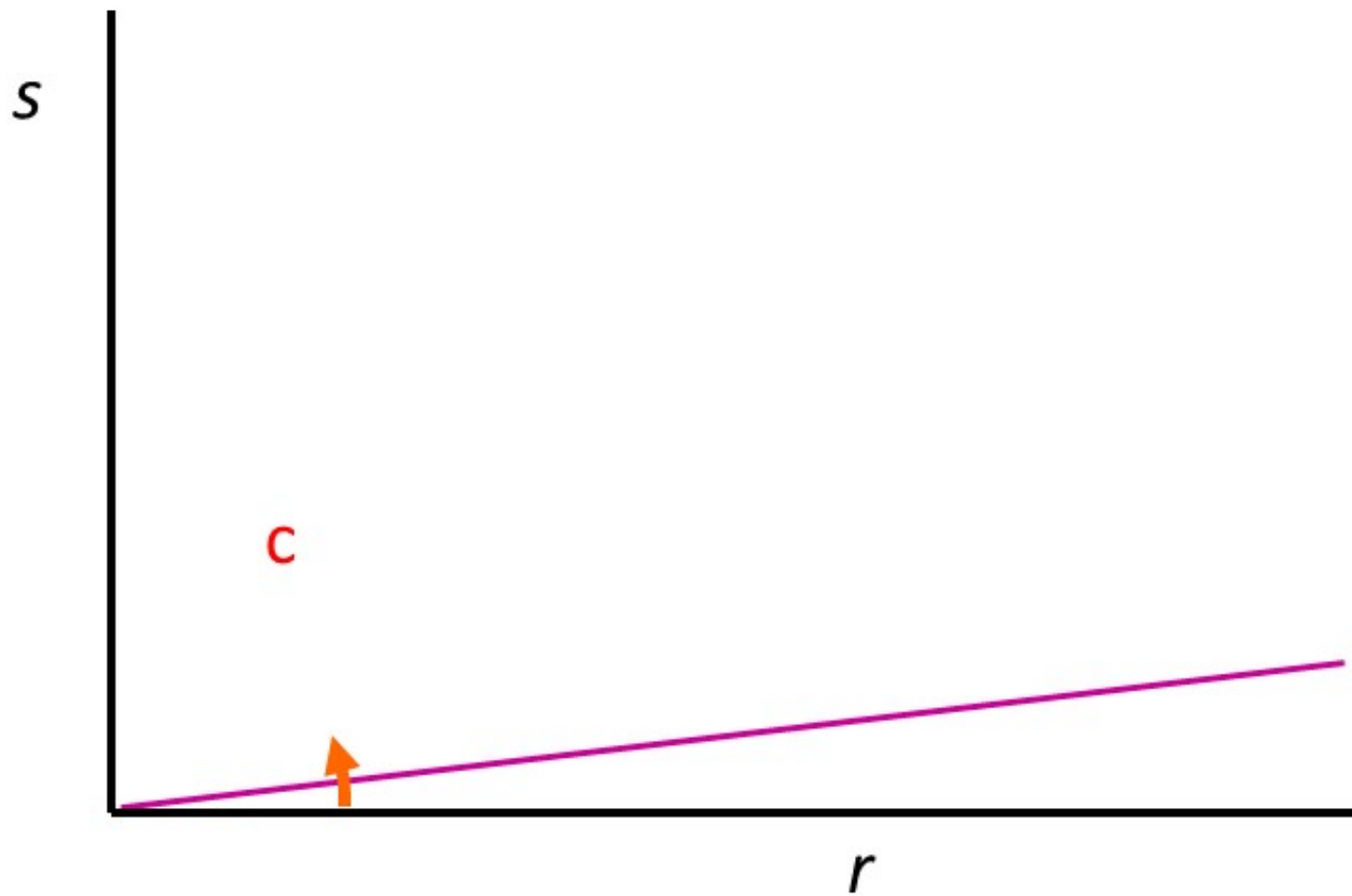


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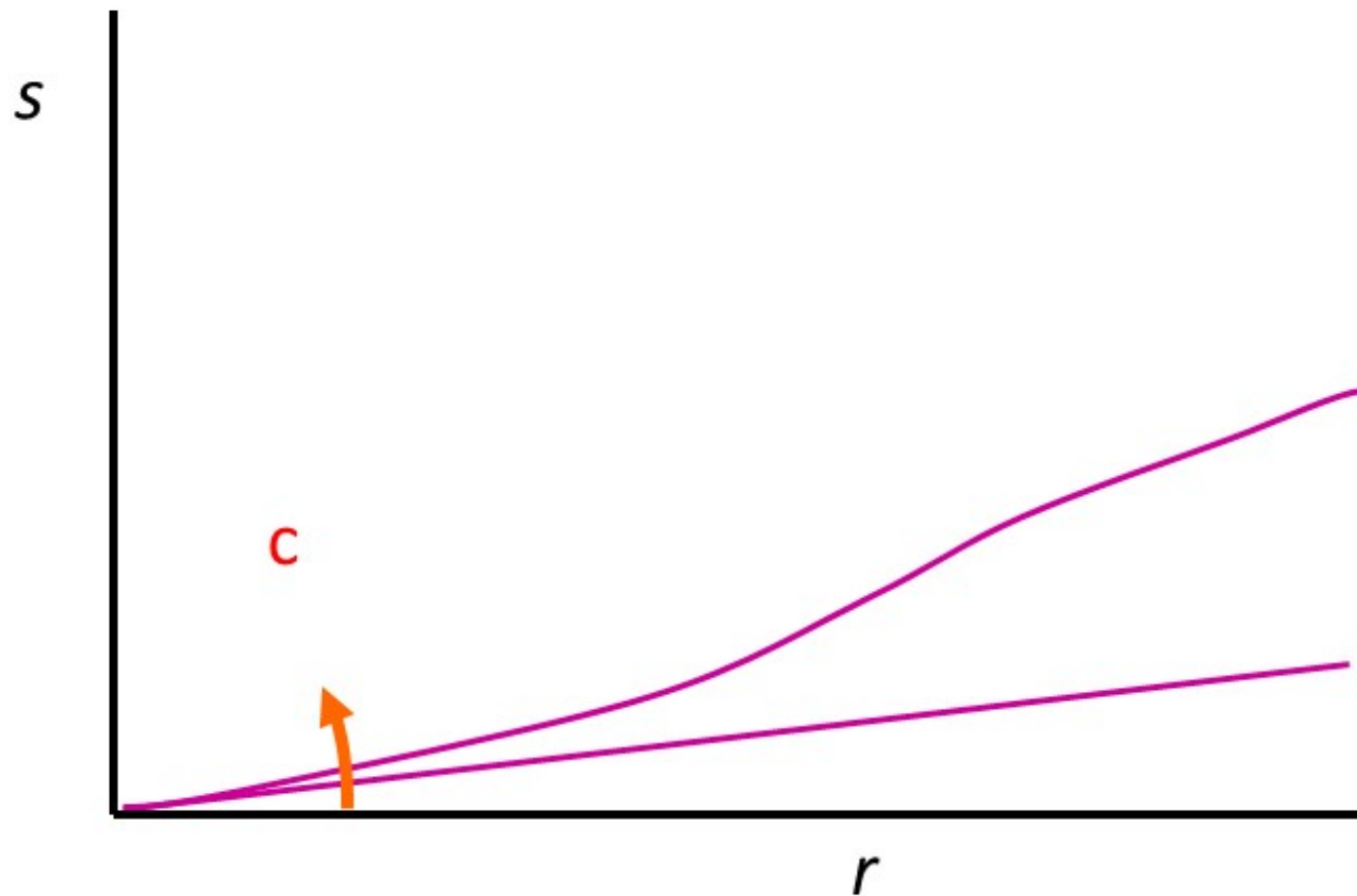
Shear-Thickening Suspensions

Data is explained if:



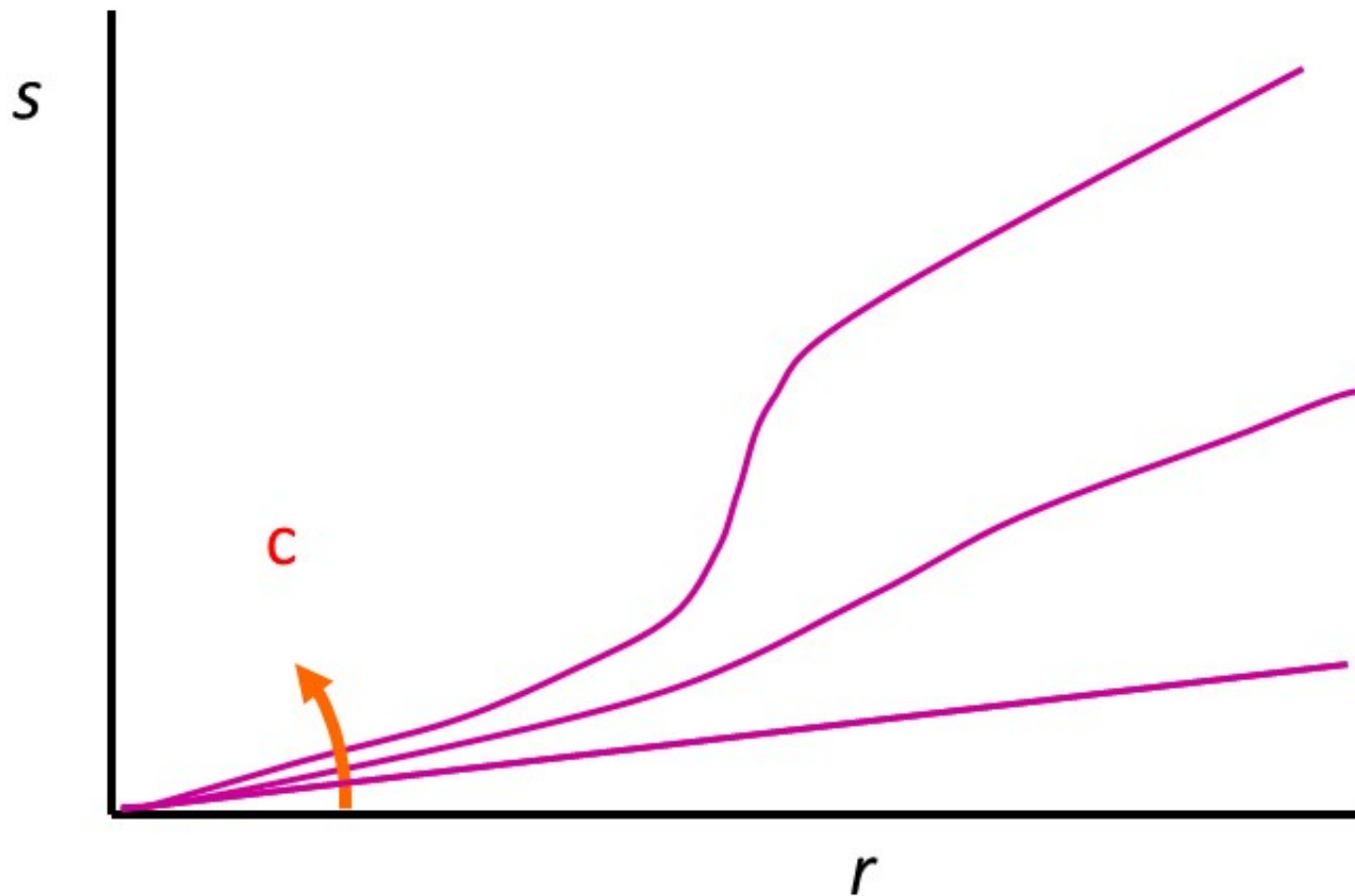
Shear-Thickening Suspensions

Data is explained if:



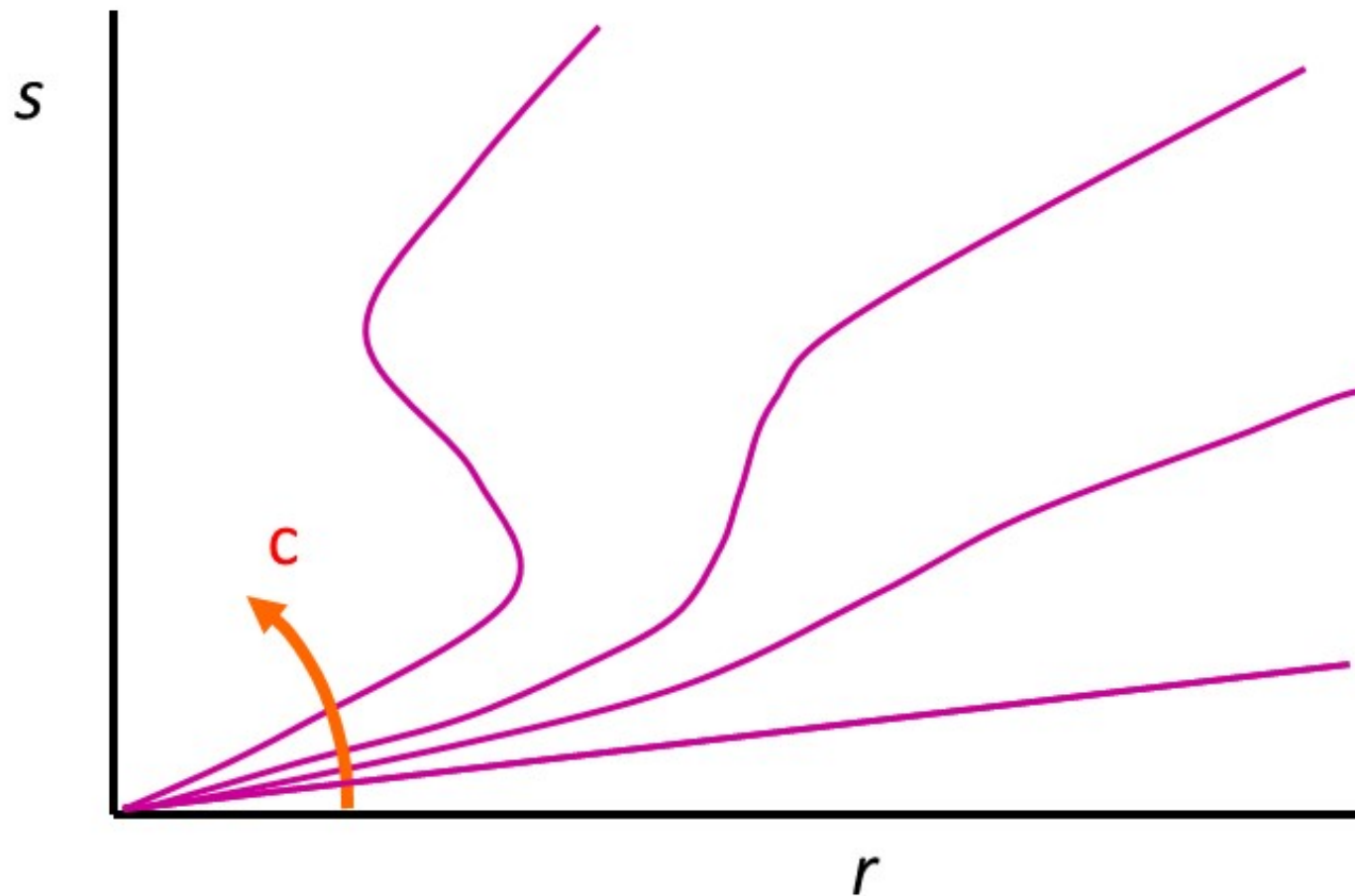
Shear-Thickening Suspensions

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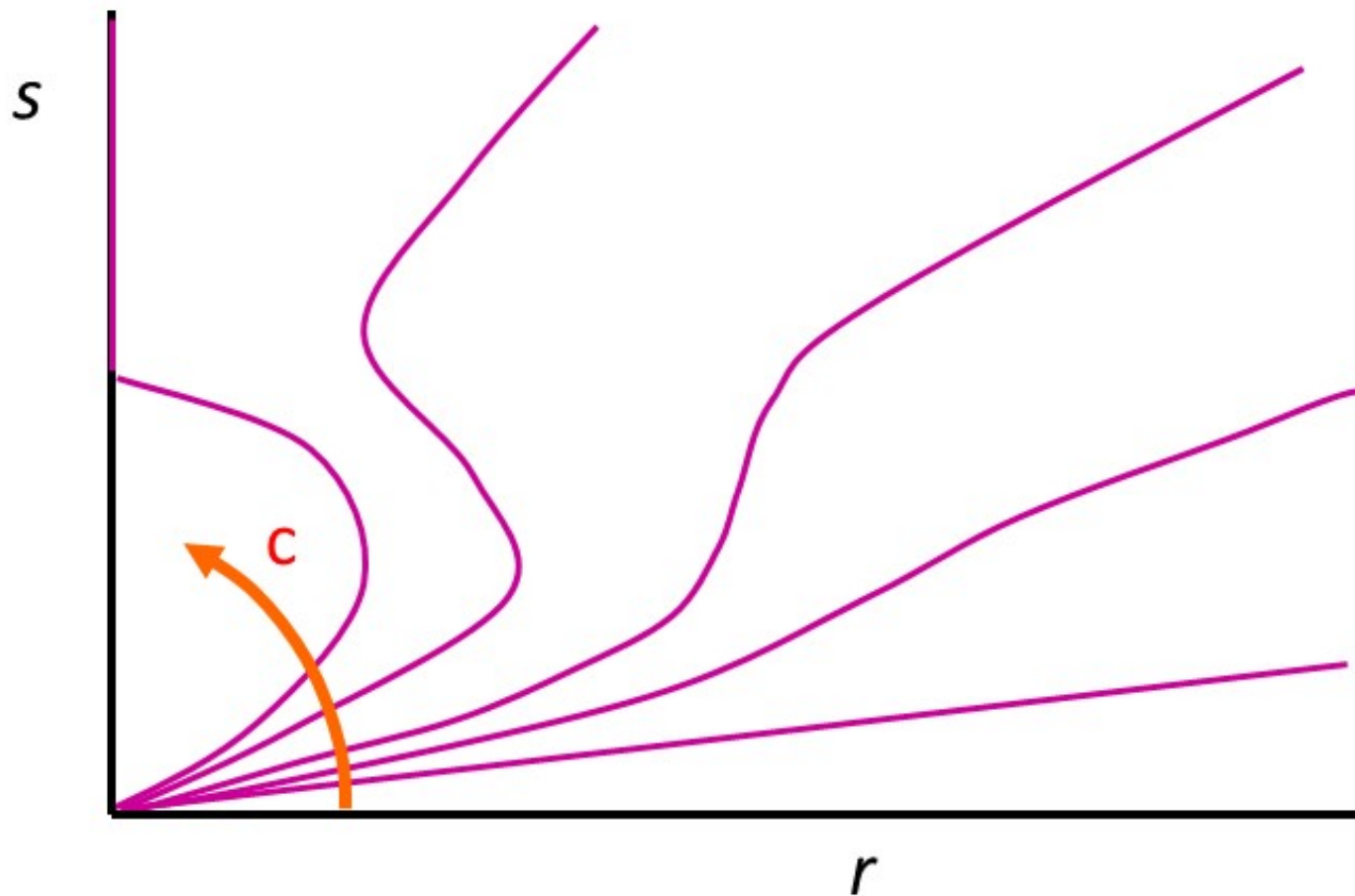
Shear-Thickening Suspensions

Data is explained if:



Shear-Thickening Suspensions

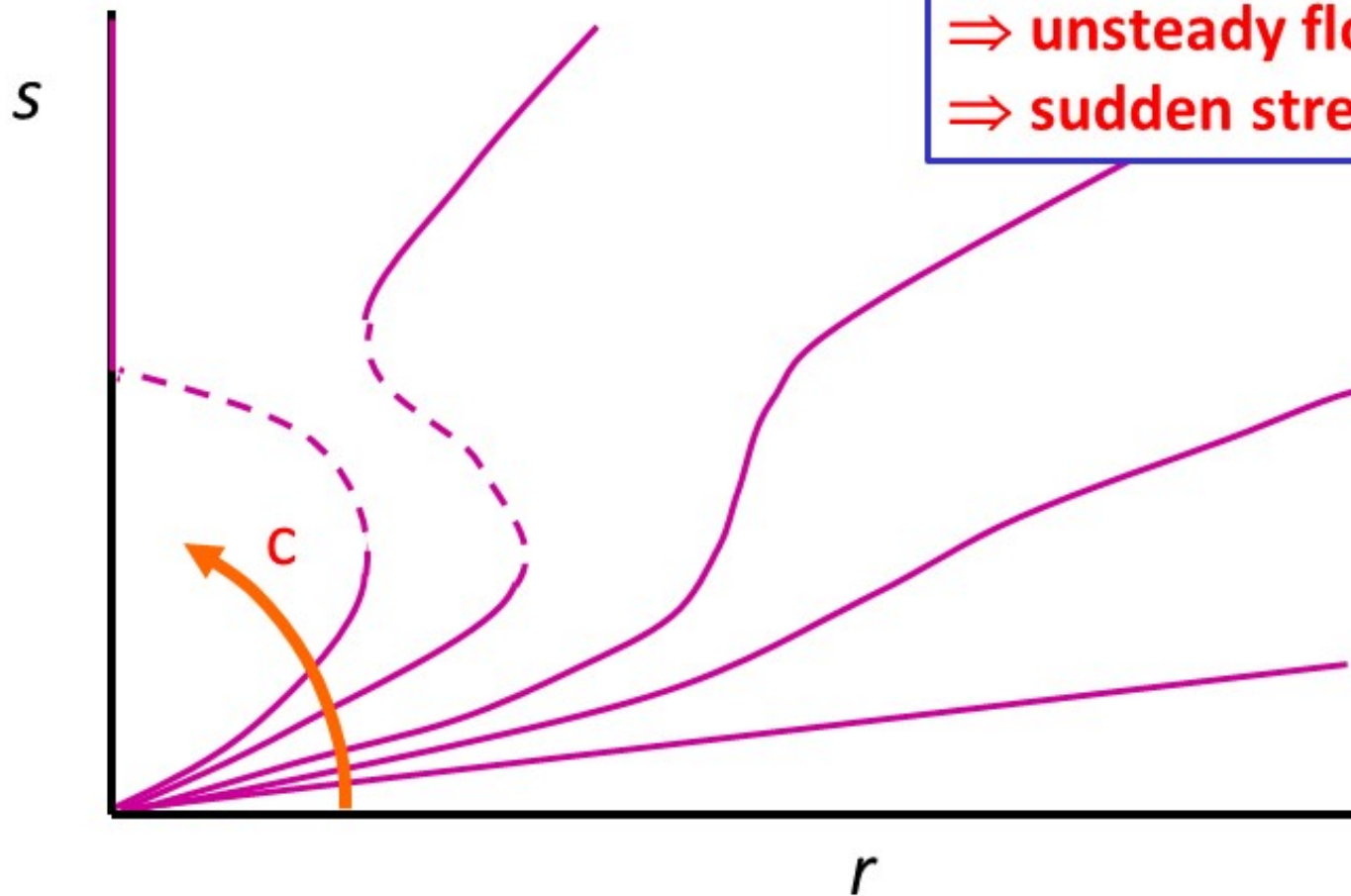
Data is explained if:



Shear-Thickening Suspensions

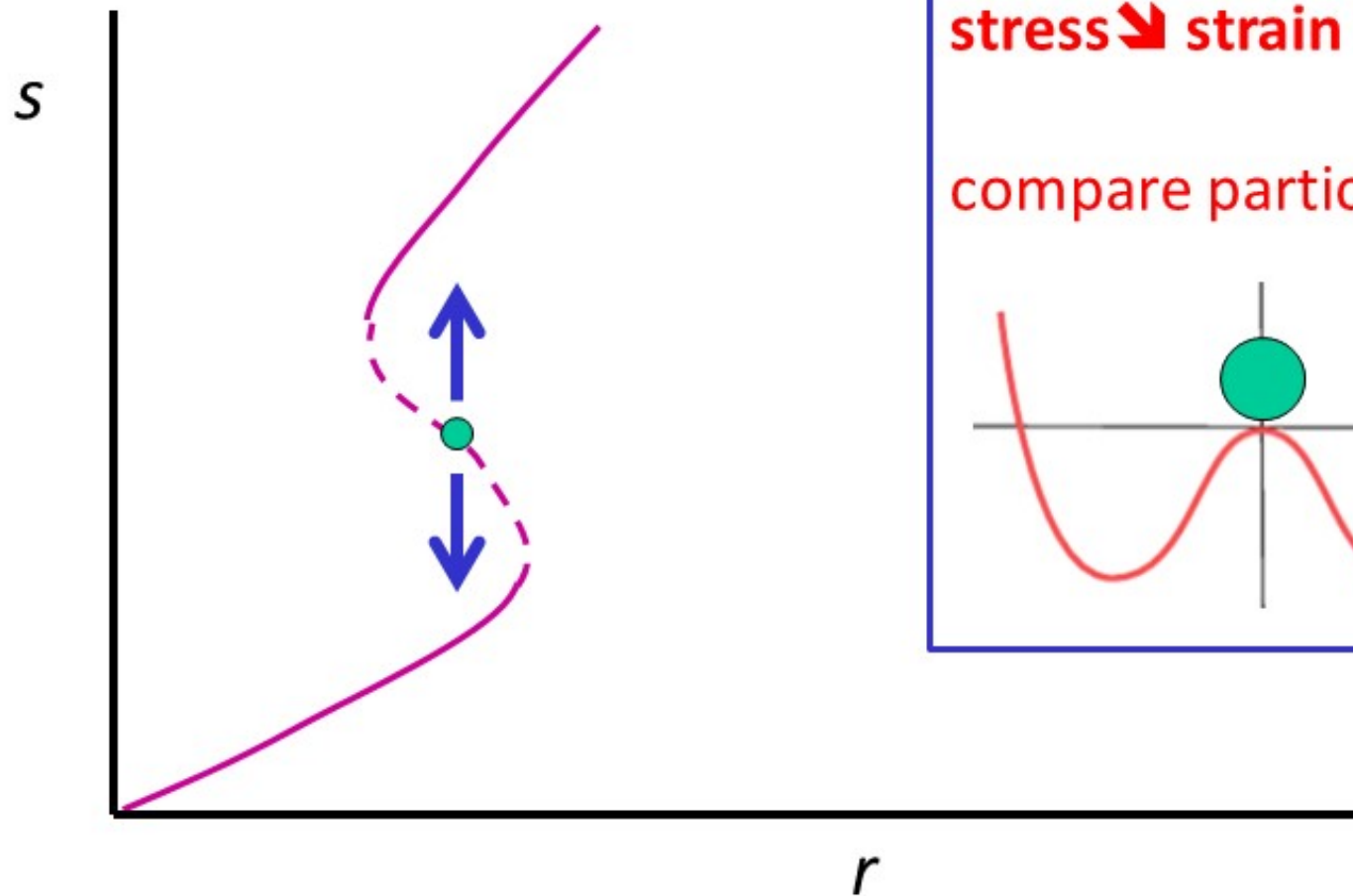
Data is explained if:

dotted parts: unstable
⇒ unsteady flow
⇒ sudden stress jumps



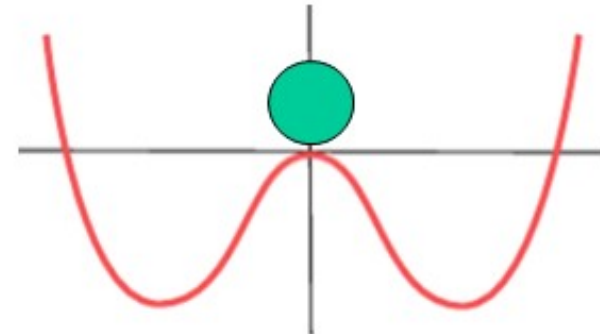
Shear-Thickening Suspensions

Data is explained if:



instability:
stress \searrow strain rate \nearrow

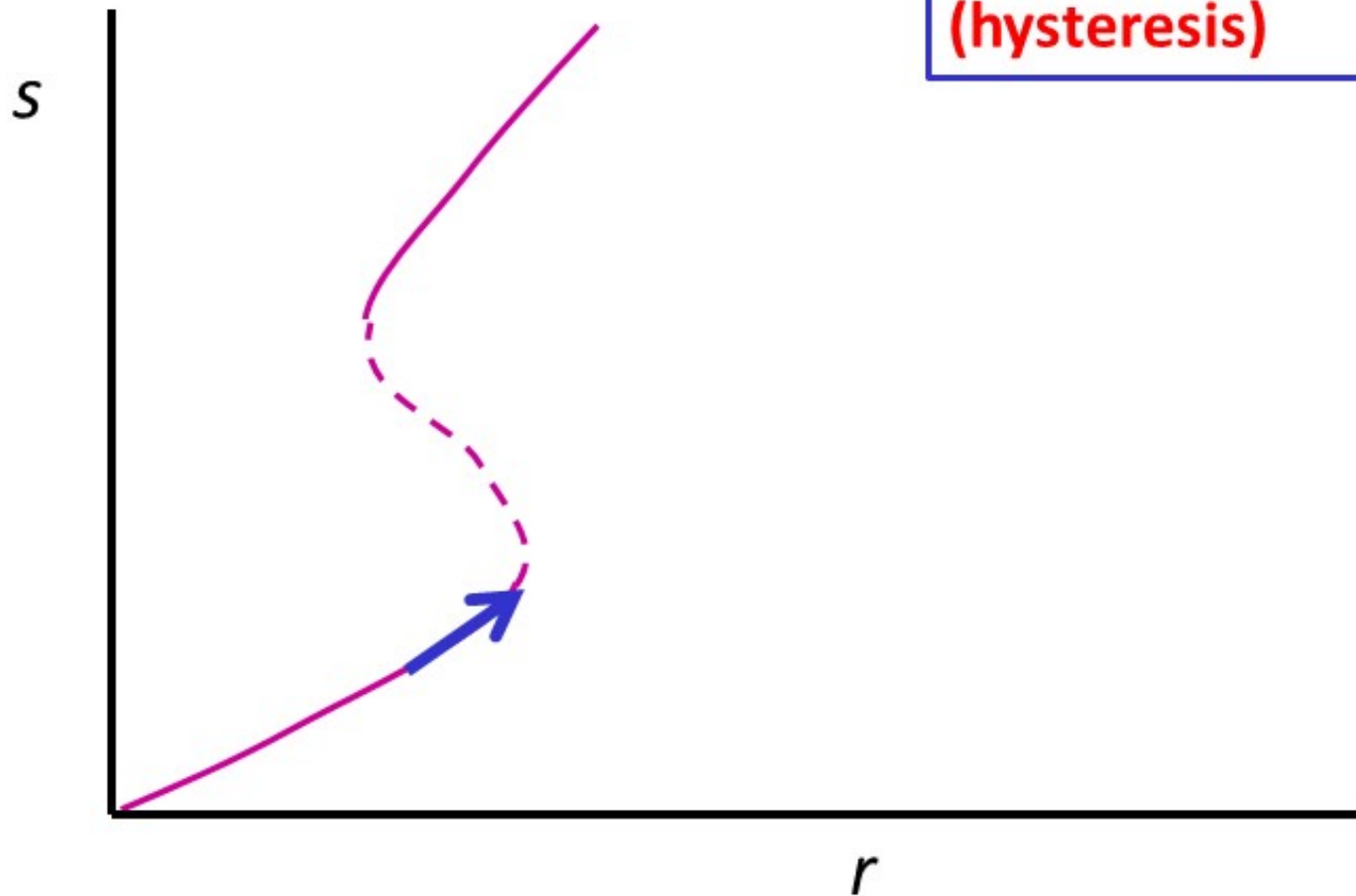
compare particle in $V(x)$



Shear-Thickening Suspensions

Data is explained if:

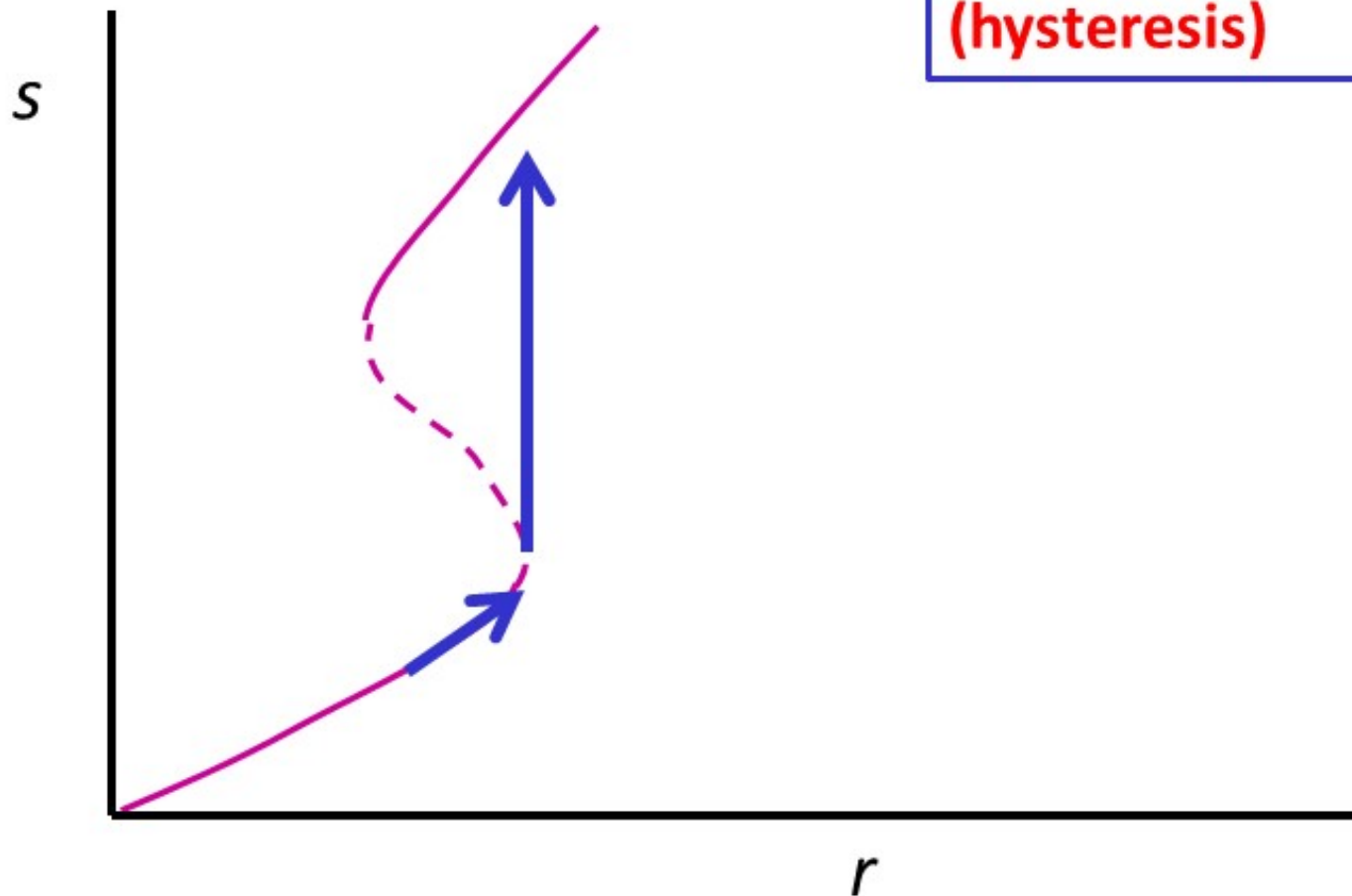
sudden stress jumps
(hysteresis)



Shear-Thickening Suspensions

Data is explained if:

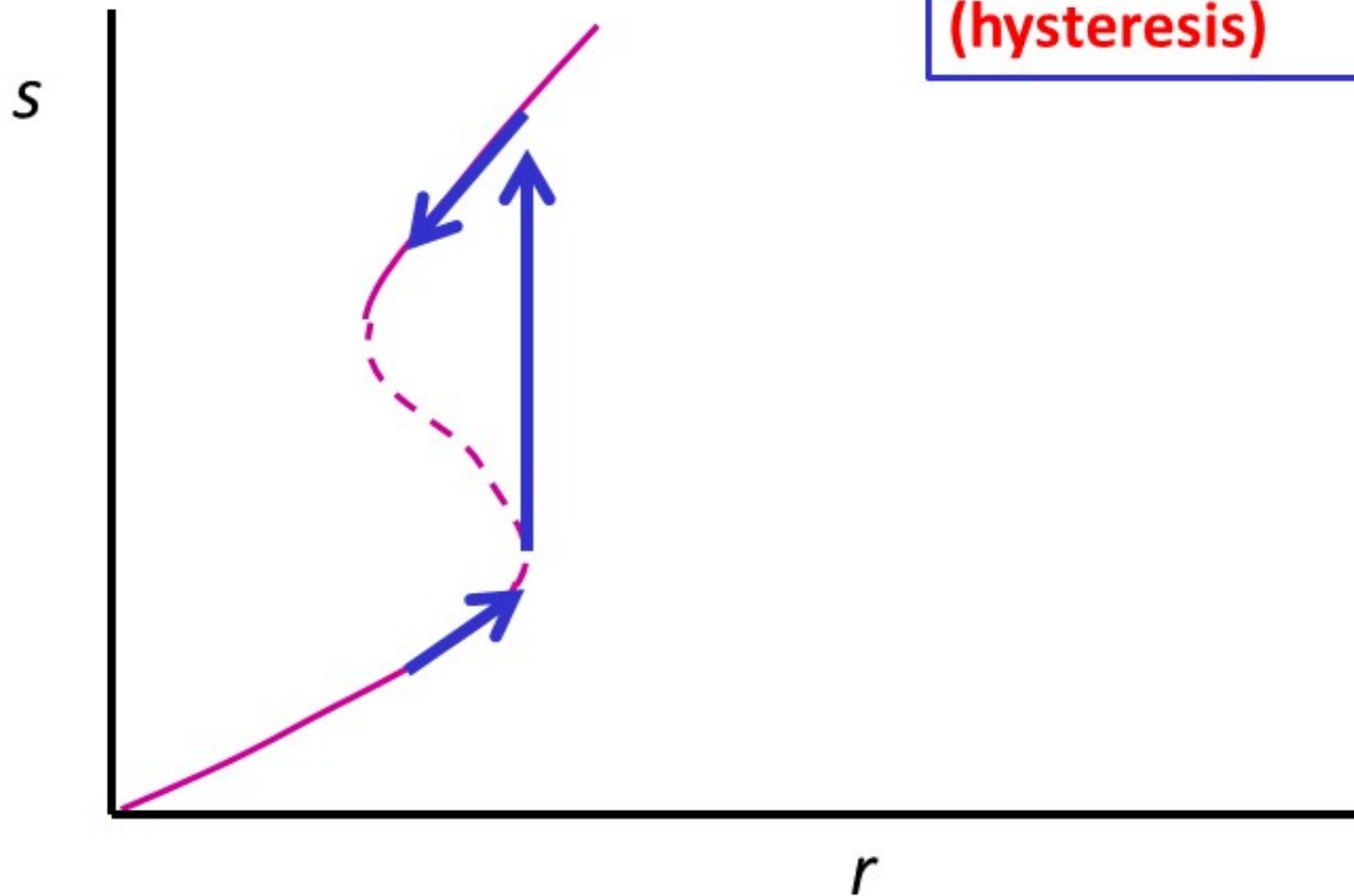
sudden stress jumps
(hysteresis)



Shear-Thickening Suspensions

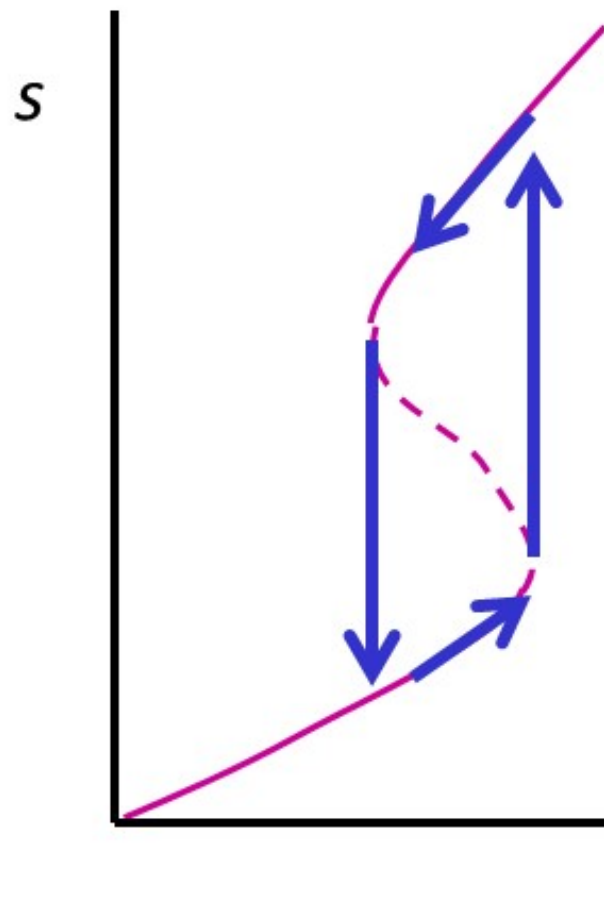
Data is explained if:

sudden stress jumps
(hysteresis)

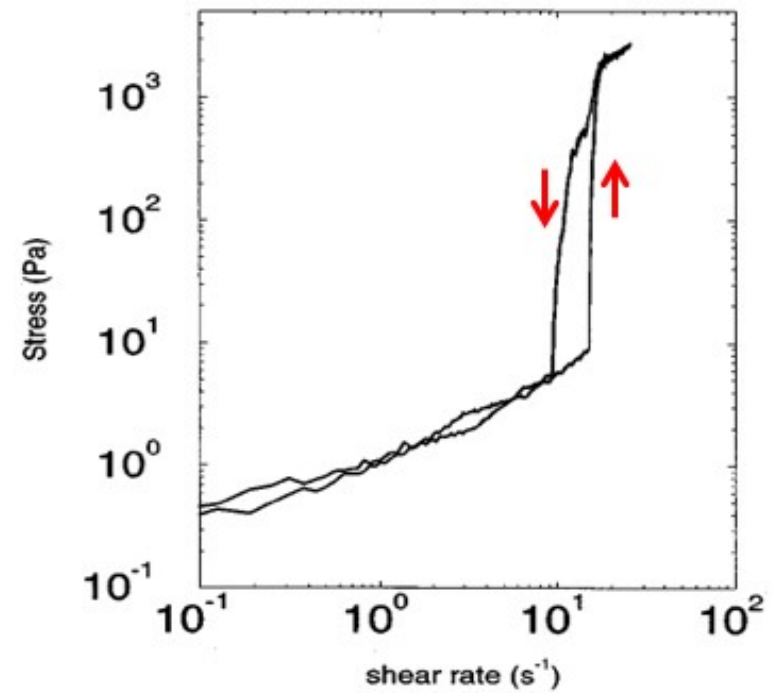


Shear-Thickening Suspensions

Data is explained if:



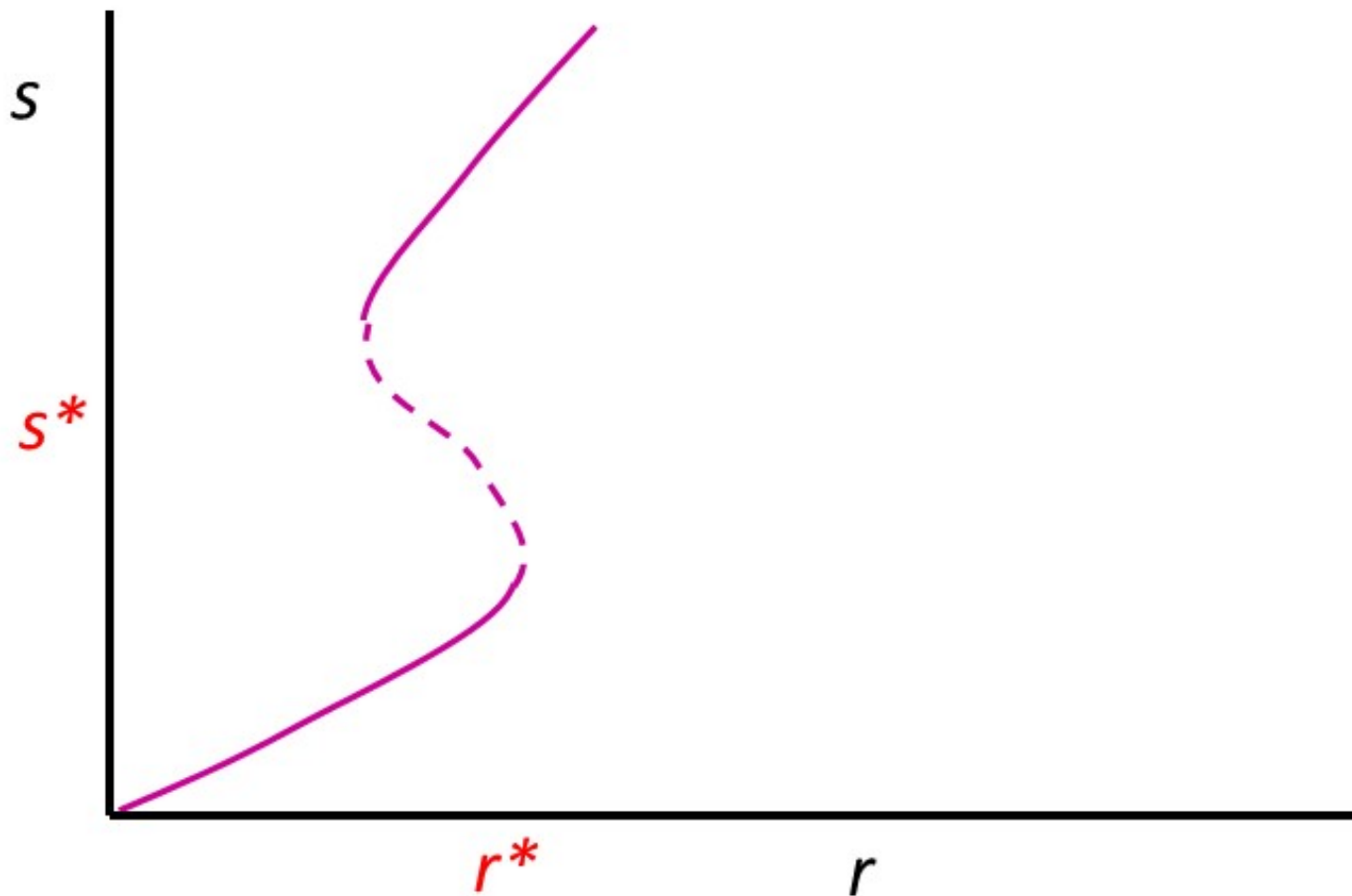
**sudden stress jumps
(hysteresis)**



so what's the problem?

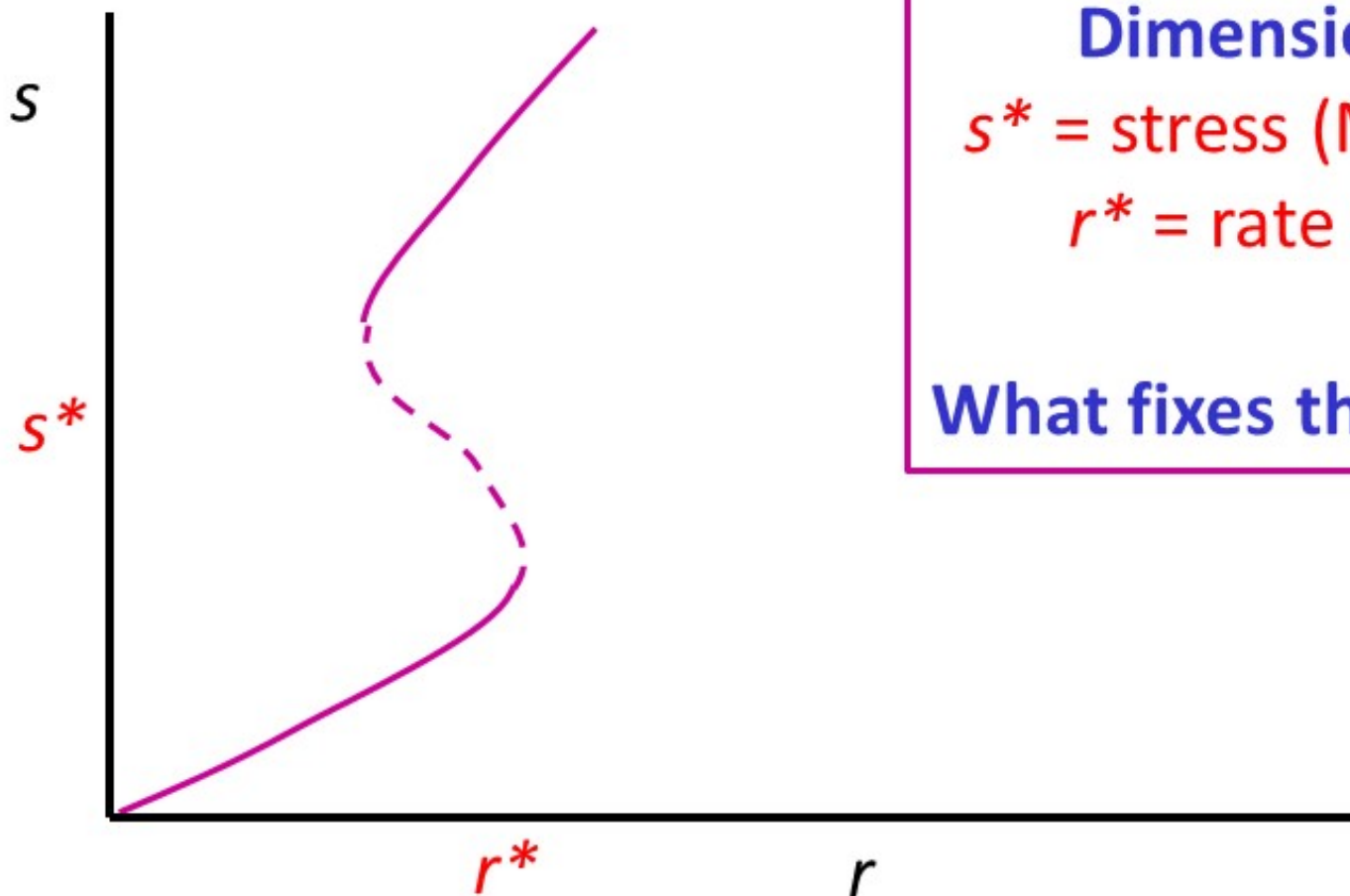
Shear-Thickening Suspensions

Data is explained if:



Shear-Thickening Suspensions

Data is explained if:



Dimensions

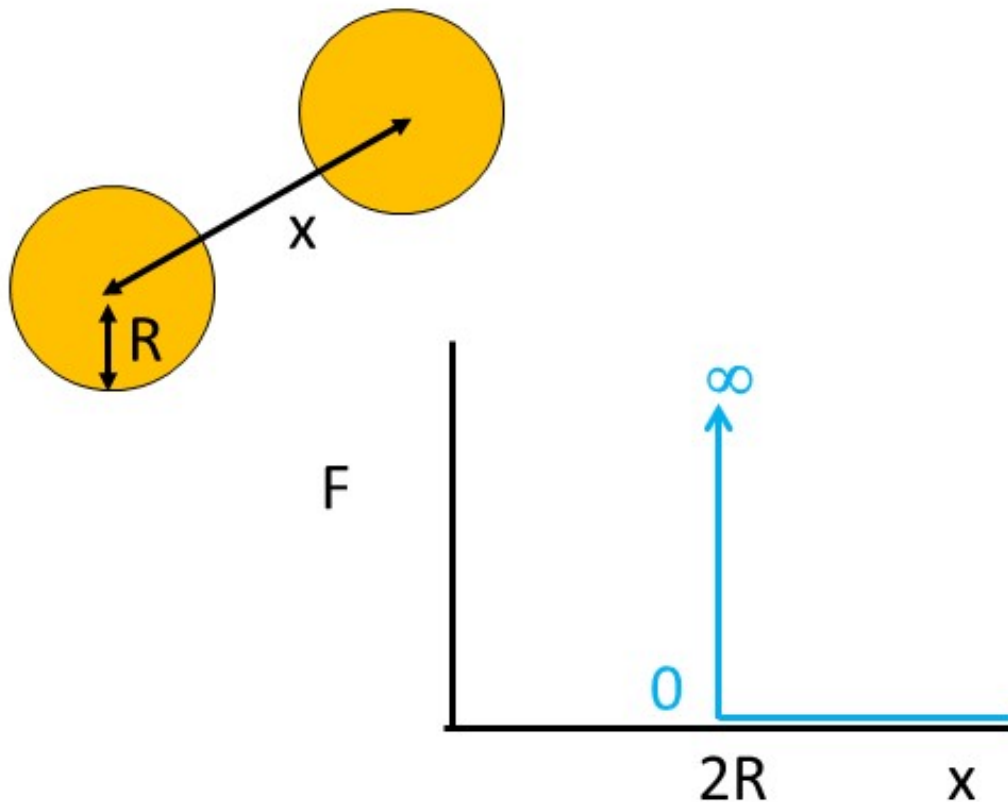
s^* = stress ($ML^{-1}T^{-2}$)

r^* = rate (T^{-1})

What fixes the scale?

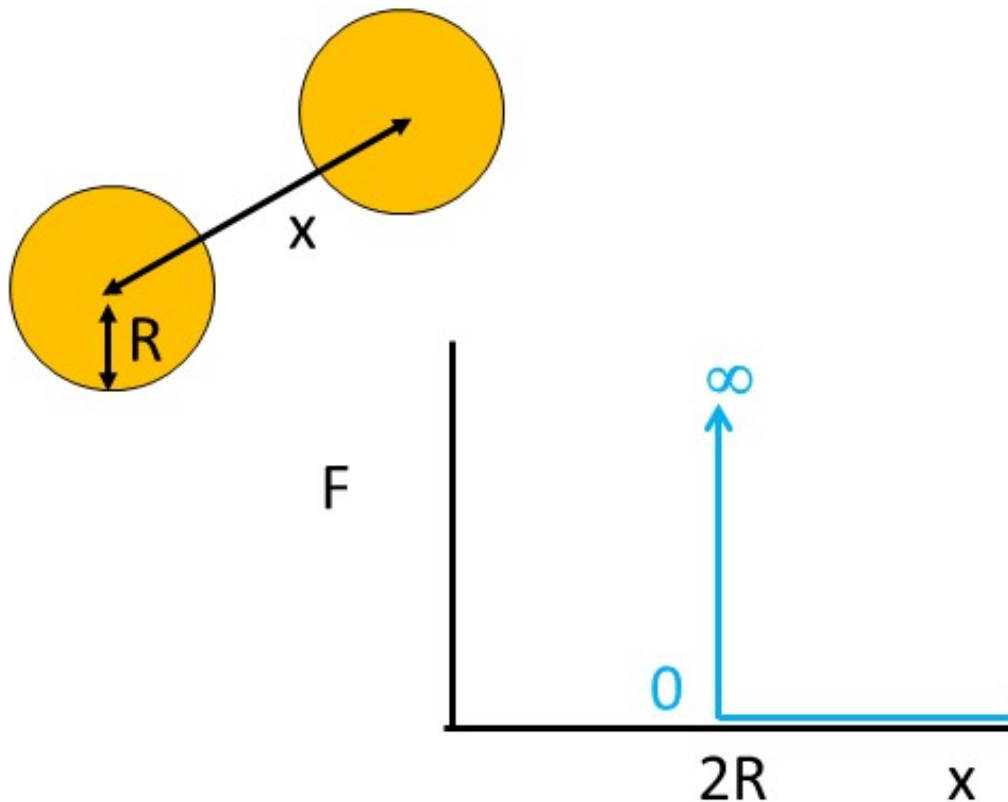
Standard Model: Microscopic Ping-Pong Balls

- hard spheres in a viscous solvent ν_s :
- inertia not relevant (overdamped) :



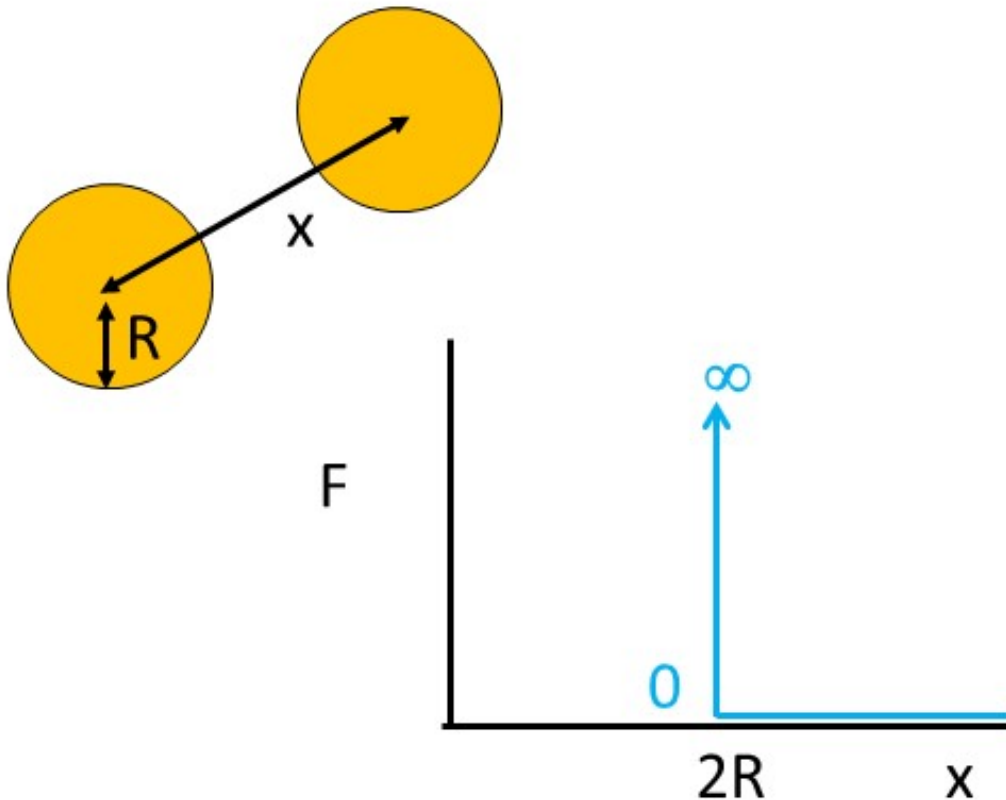
Standard Model: Microscopic Ping-Pong Balls

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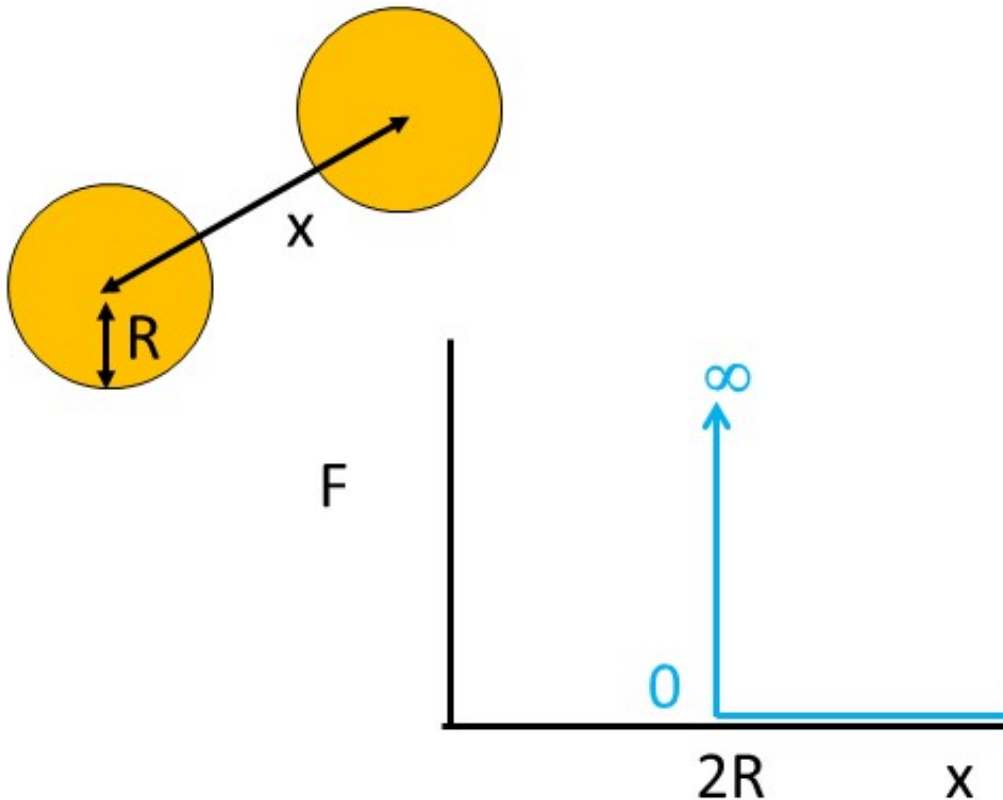
scale-free interaction:

R: L but no T

F: no L or T

Standard Model: Microscopic Ping-Pong Balls

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scale-free interaction:

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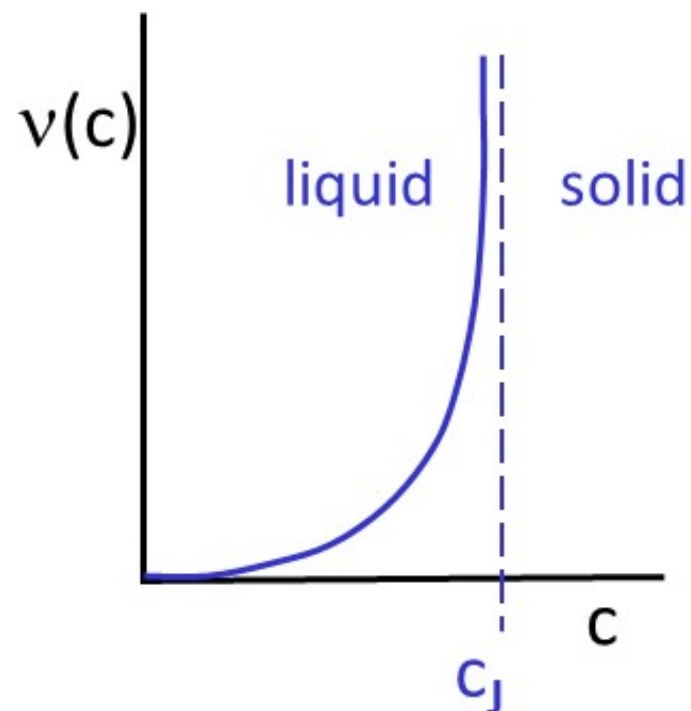
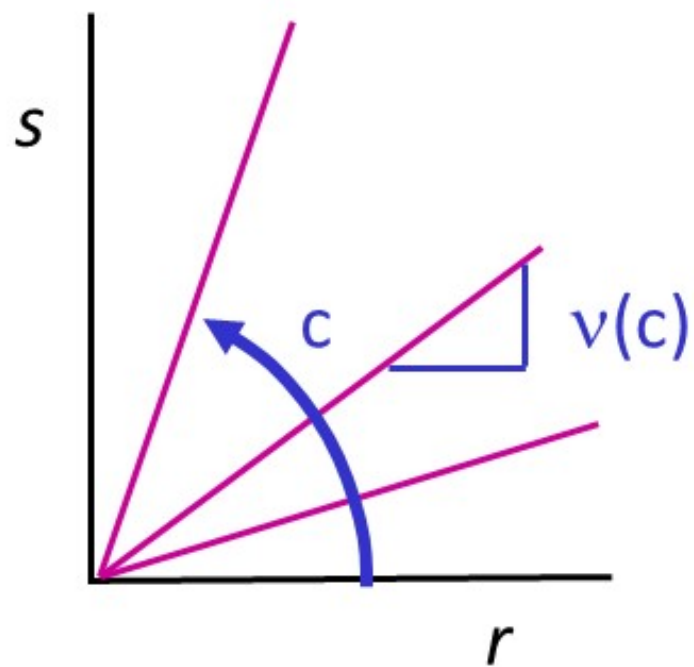
F: no L or T

cannot make s^* or r^*
from R, F, ν_s

No-Wiggle Theorem!

Standard Model: Microscopic Ping-Pong Balls

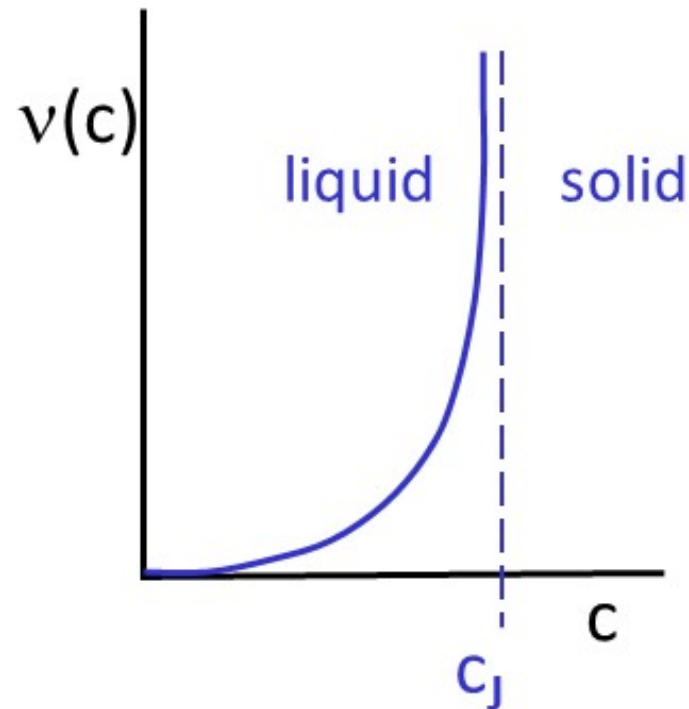
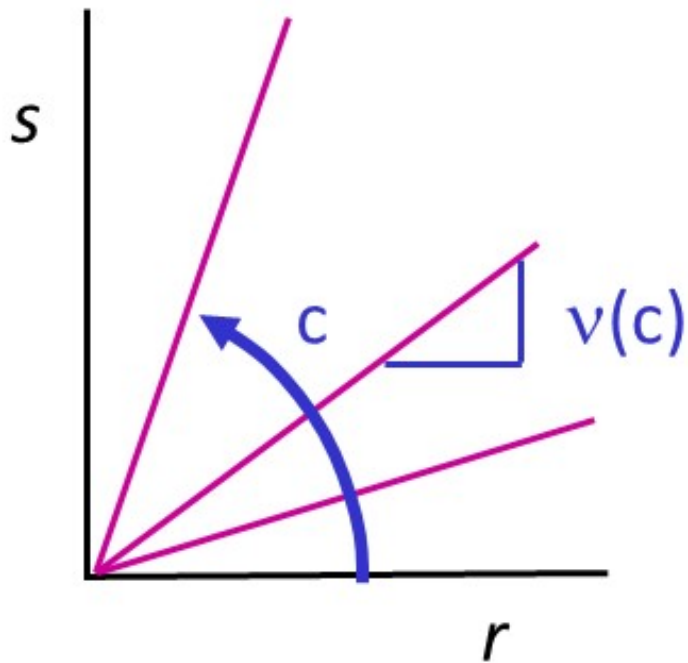
either perfectly Newtonian, or no flow at all



- Key parameter: Jamming point c_j

Standard Model: Microscopic Ping-Pong Balls

either perfectly Newtonian, or no flow at all

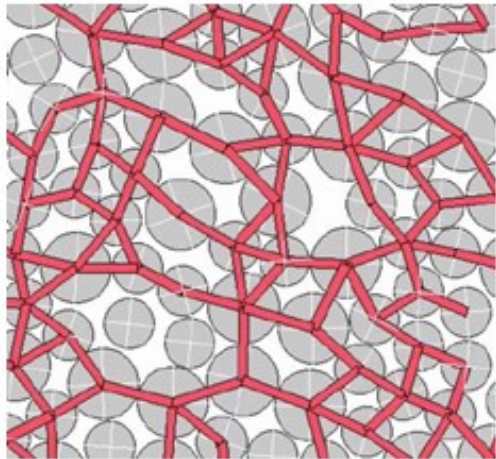


- Key parameter: Jamming point c_j

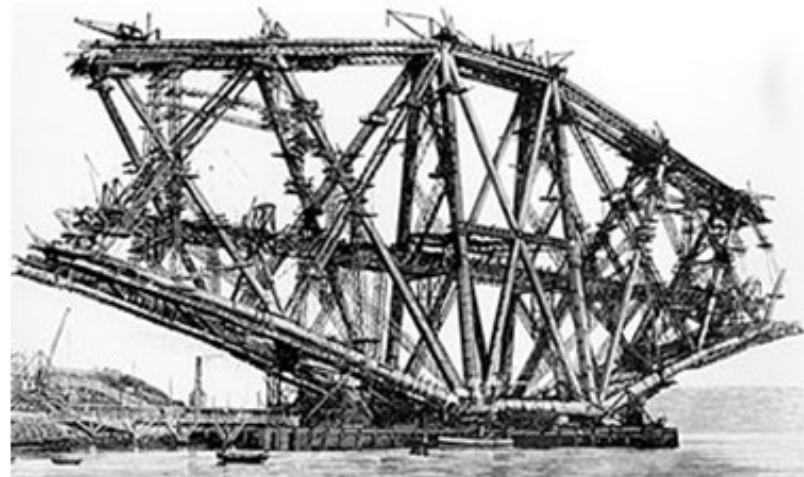
- Controlled by **contact friction**

[realized only in 2012]

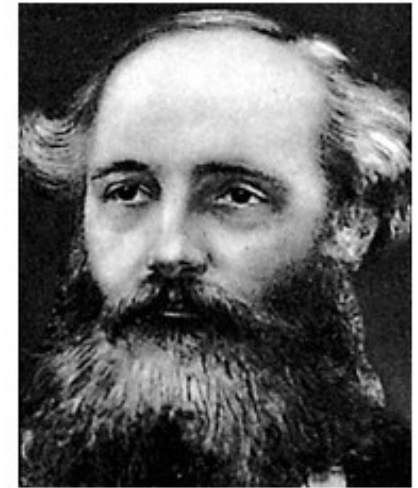
Why Friction Matters



dense suspension

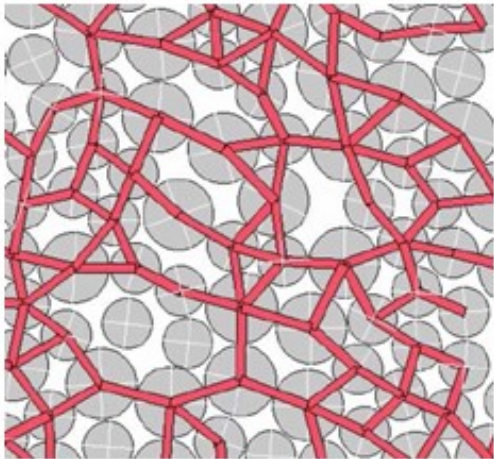


Forth Rail Bridge

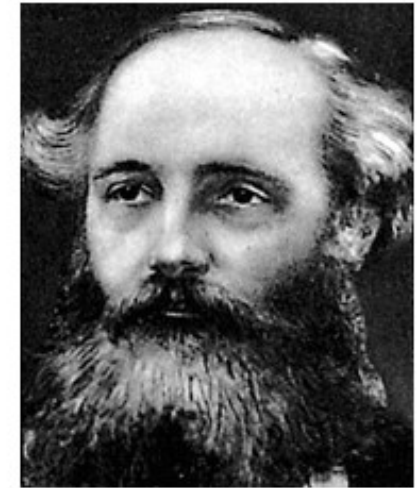
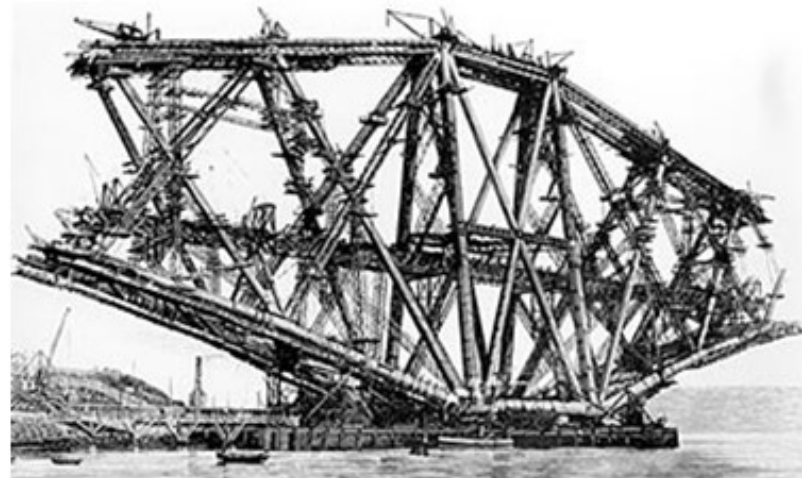


James Clerk
Maxwell
1831-79

Why Friction Matters



≈



dense suspension

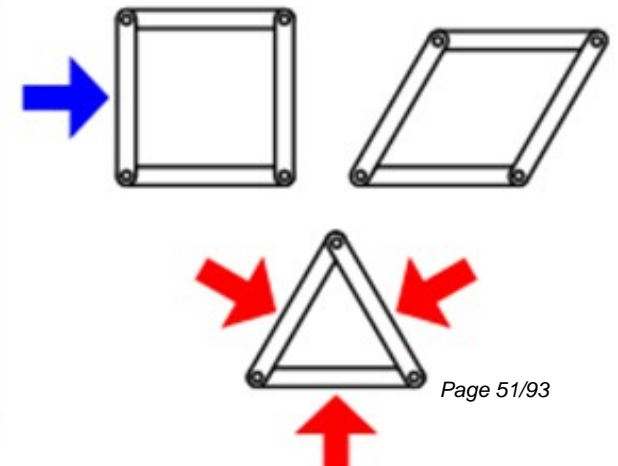
Forth Rail Bridge

James Clerk
Maxwell
1831-79

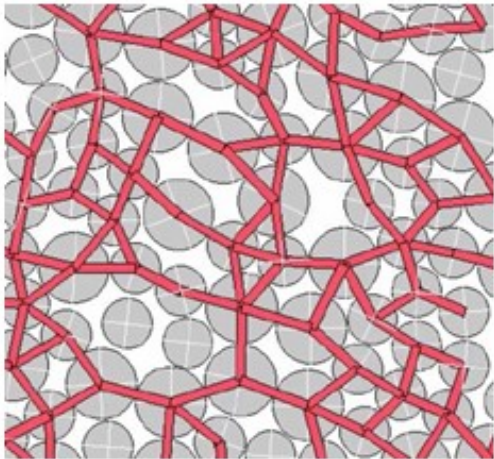
How many connections needed for rigidity?

fixed joints: constrain angles and lengths

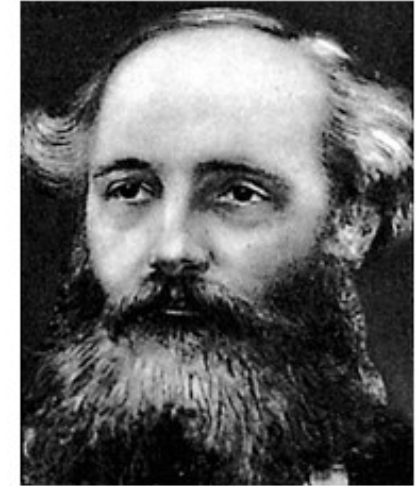
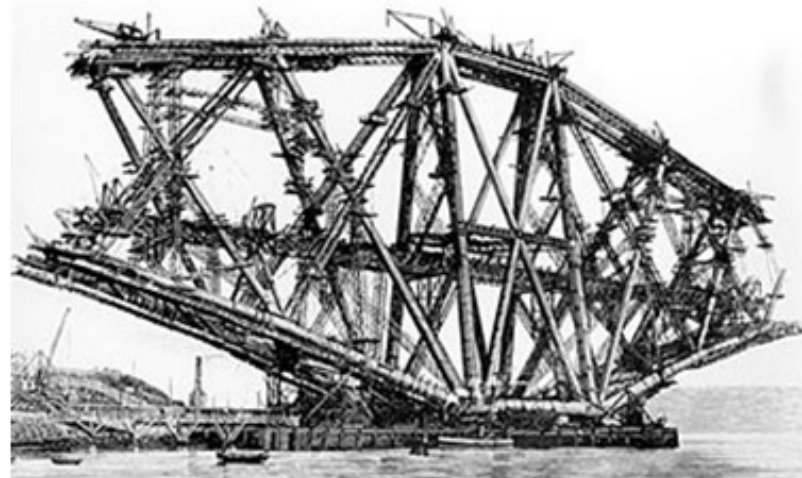
hinged joints: constrain lengths only



Why Friction Matters



≈

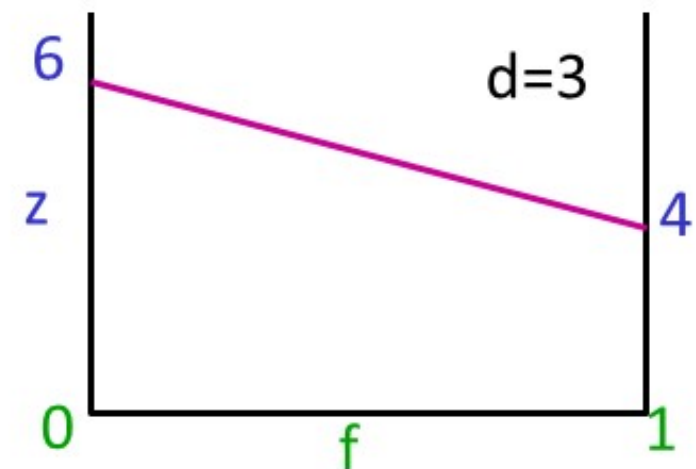


$z(c)$ = contacts per particle

fraction f rolling, $(1-f)$ sliding

rigid when $z > 4f + 6(1-f)$

or $3f+4(1-f)$ in 2 dimensions



Counting Equations

Static equilibrium of N spheres ($d=3$)

all rolling

all sliding

Net forces:

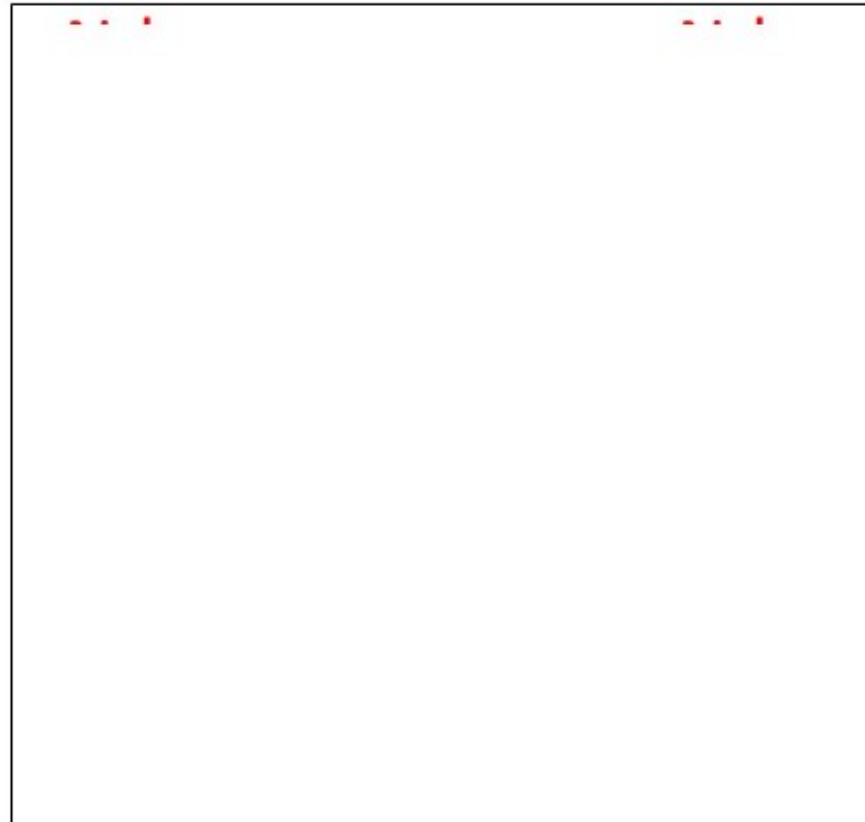
Net torques:

Equations (E):

Contacts:

Variables (V):

Rigid for $V > E$:



Counting Equations

Static equilibrium of N spheres ($d=3$)

all rolling

all sliding

Net forces:

$3N$

$3N$

Net torques:

$3N$

0

Equations (E):

$6N$

$3N$

Contacts:

Variables (V):

Rigid for $V > E$:

Counting Equations

Static equilibrium of N spheres ($d=3$)

all rolling

all sliding

Net forces:

$3N$

$3N$

Net torques:

$3N$

0

Equations (E):

$6N$

$3N$

Contacts:

$zN/2$

$zN/2$

Variables (V):

$3zN/2$

$zN/2$

Rigid for $V > E$:

Counting Equations

Static equilibrium of N spheres ($d=3$)

all rolling

all sliding

Net forces:

$3N$

$3N$

Net torques:

$3N$

0

Equations (E):

$6N$

$3N$

Contacts:

$zN/2$

$zN/2$

Variables (V):

$3zN/2$

$zN/2$

Rigid for $V > E$:

$z > 4$

$z > 6$

rigidity:
many static
solutions

Weighted sum: $z > 4f + 6(1-f)$

Counting Equations

Static equilibrium of N discs ($d=2$) or spheres ($d=3$)

all rolling

all sliding

Net forces:

$$Nd$$

$$Nd$$

Net torques:

$$Nd(d-1)/2$$

$$0$$

Equations (E):

$$Nd(d+1)/2$$

$$Nd$$

Contacts:

$$zN/2$$

$$zN/2$$

Variables (V):

$$zNd/2$$

$$zN/2$$

Rigid for $V > E$:

$$z > d+1$$

$$z > 2d$$

Weighted sum:

$$z > (d+1)f$$

+

$$2d(1-f)$$

rigidity:
many static
solutions

Final Outcome (d=3)

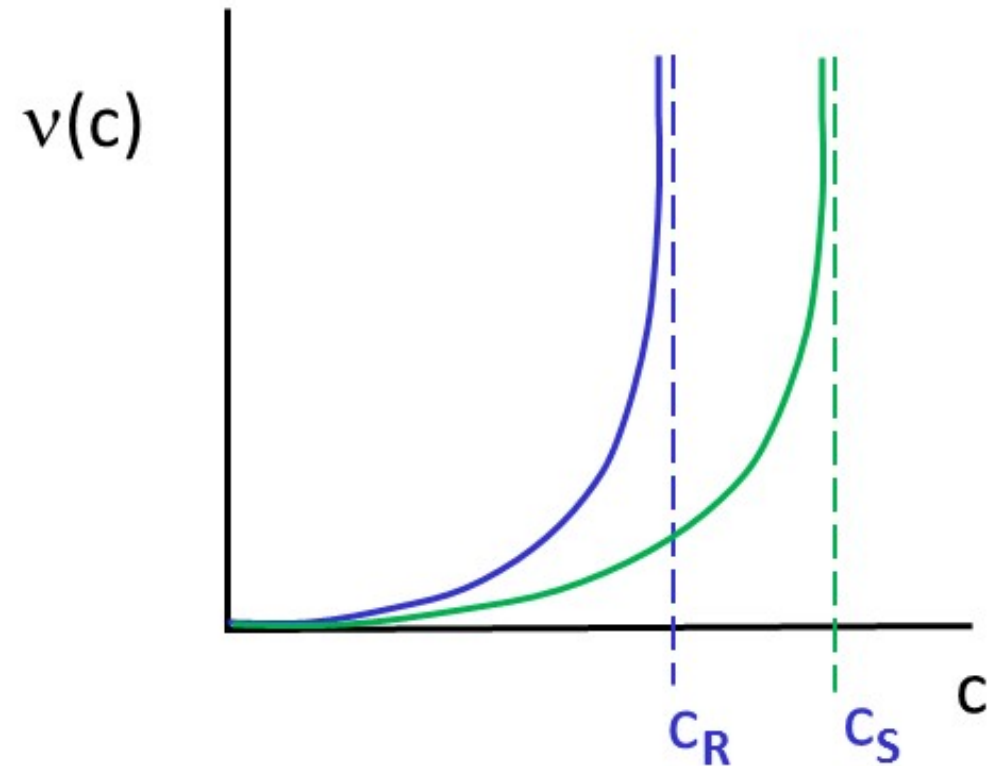
max friction (all rolling):

$$c_J = c_R = 0.58$$

zero friction (all sliding):

$$c_J = c_S = 0.64$$

$$z(0.58) = 4 \quad z(0.64) = 6$$



Final Outcome (d=3)

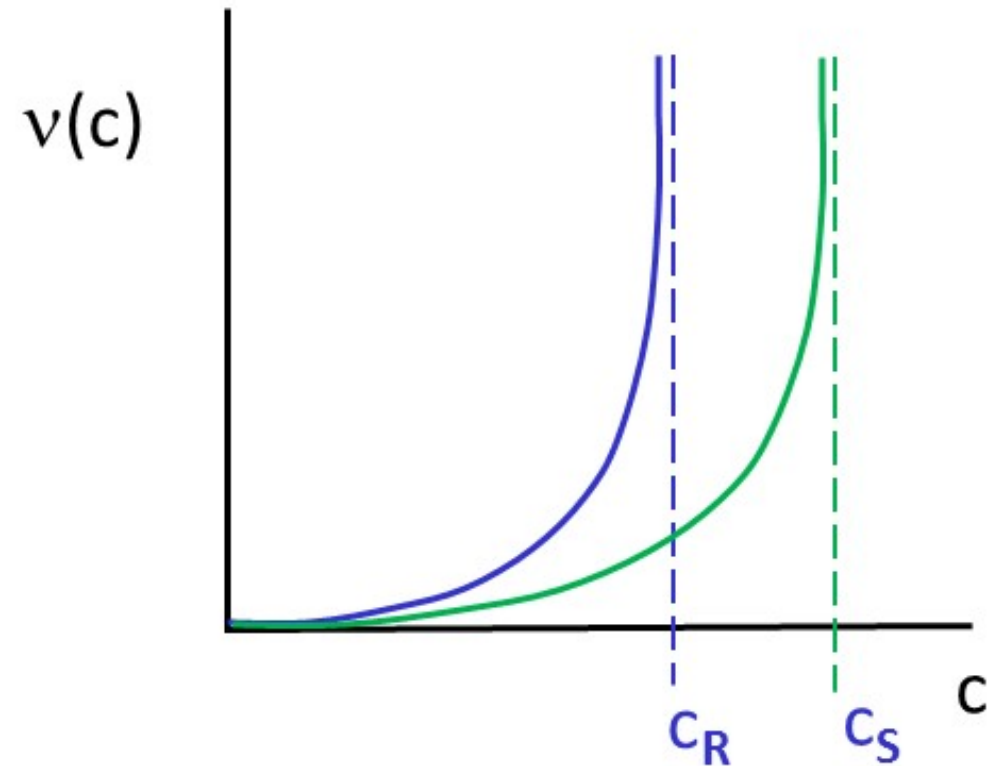
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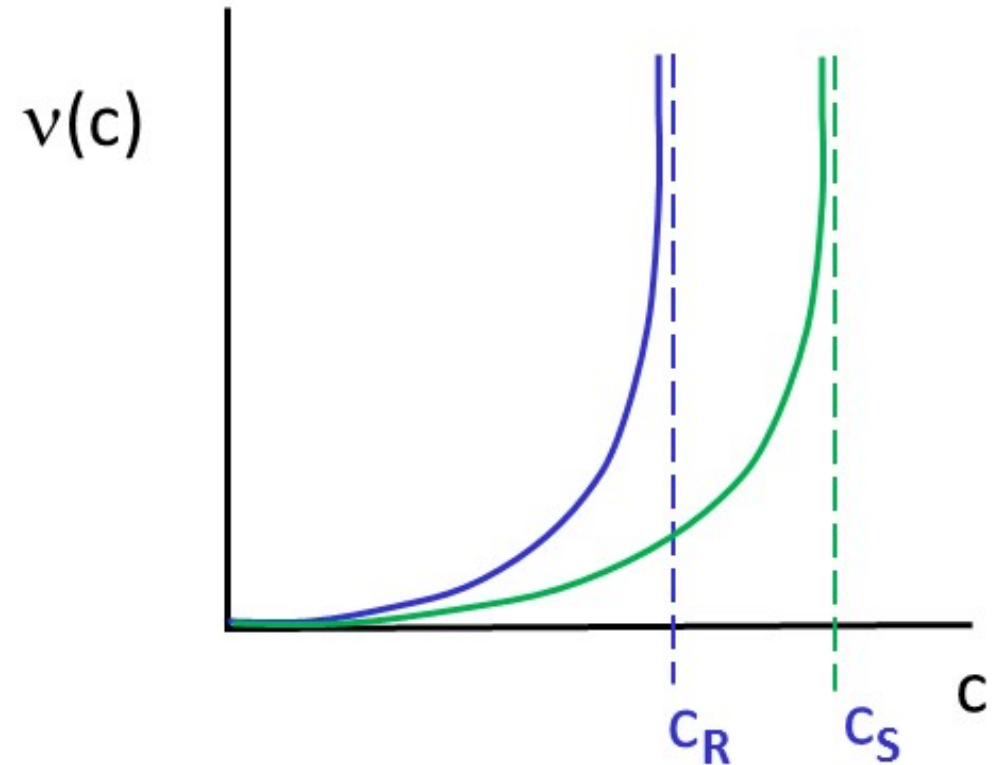
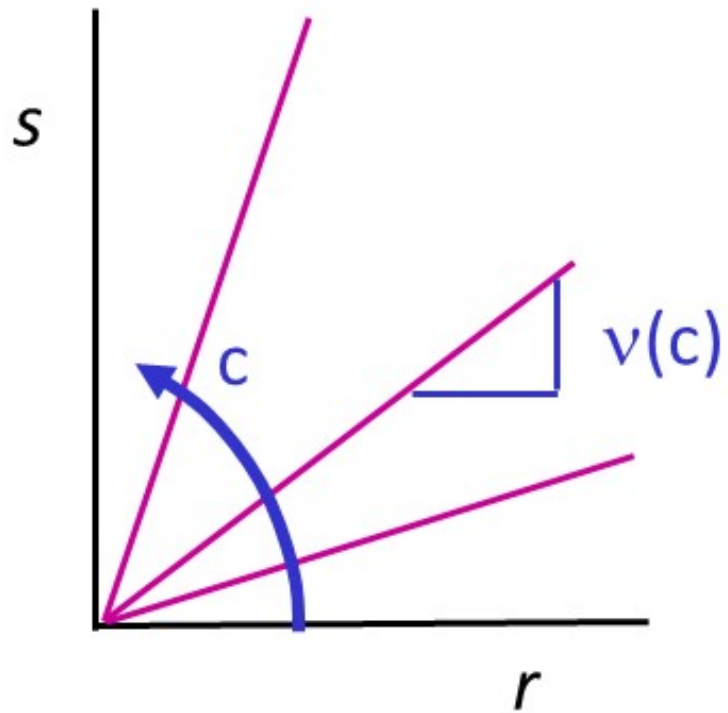
$$z(0.58) = 4 \quad z(0.64) = 6$$



Friction coefficient (max tangential/normal force):

Dimensionless: Still no wiggles!

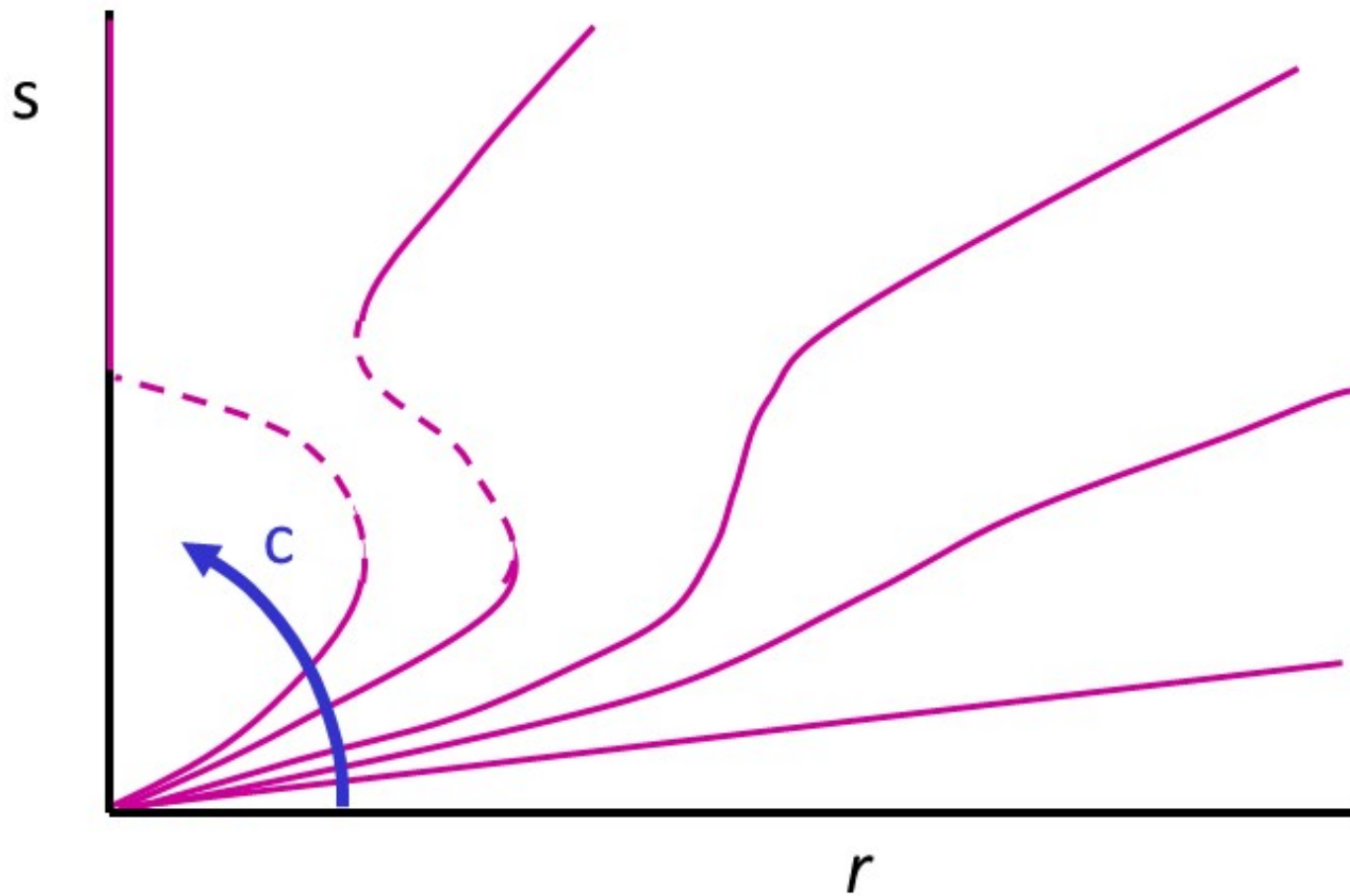
Summary: Standard Model



- Either Newtonian fluid, or jammed solid
- Friction-dependent jamming point c_j

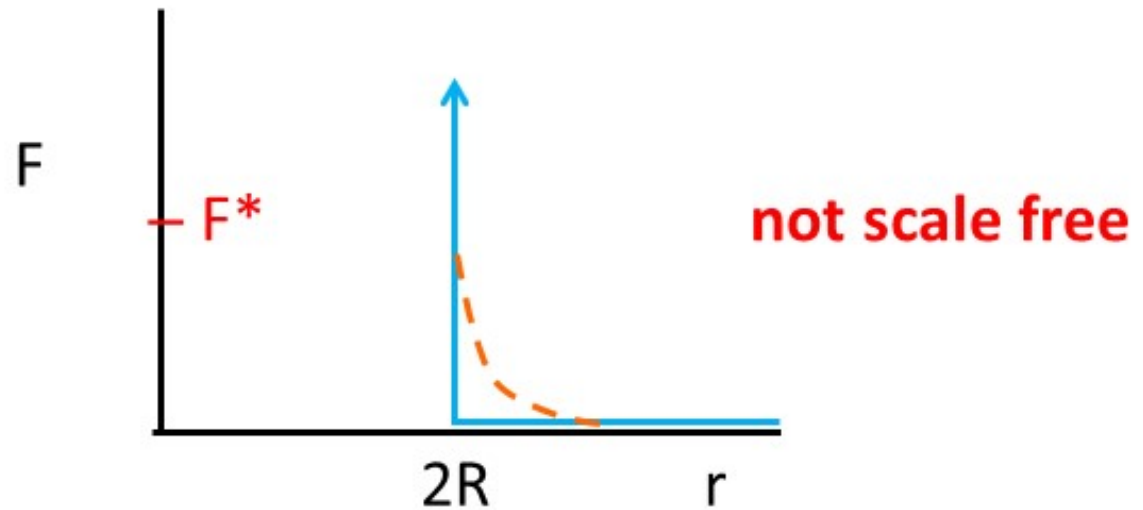
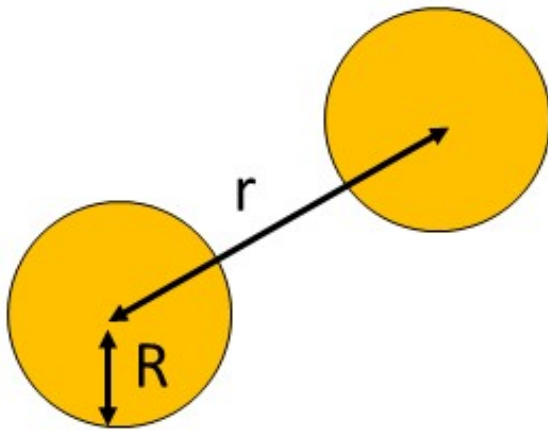
Shear-Thickening Suspensions

We still want this instead:



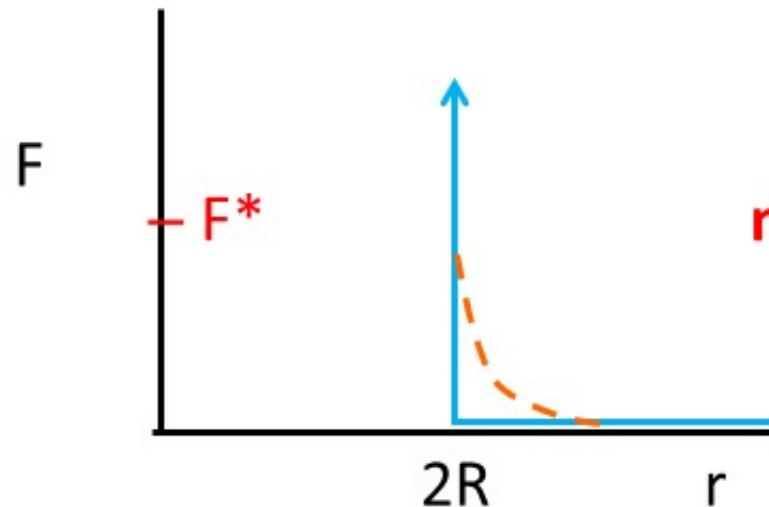
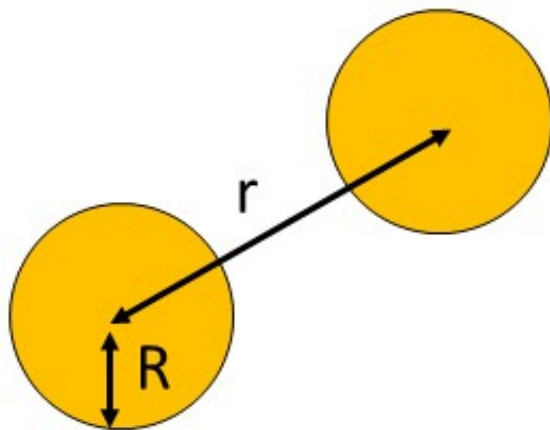
Stress-Dependent Friction

Hard spheres + additional short range repulsions



Stress-Dependent Friction

Hard spheres + additional short range repulsions



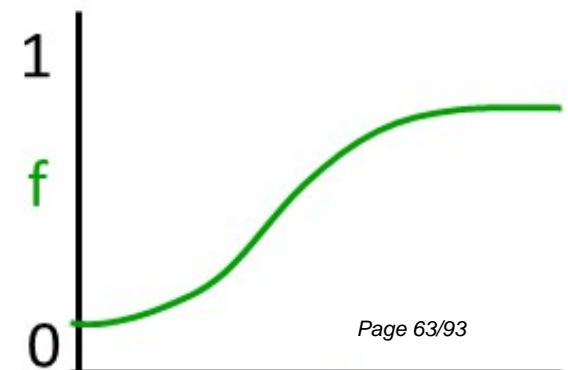
not scale free

Stress scale: $s^* \approx F^*/R^2$

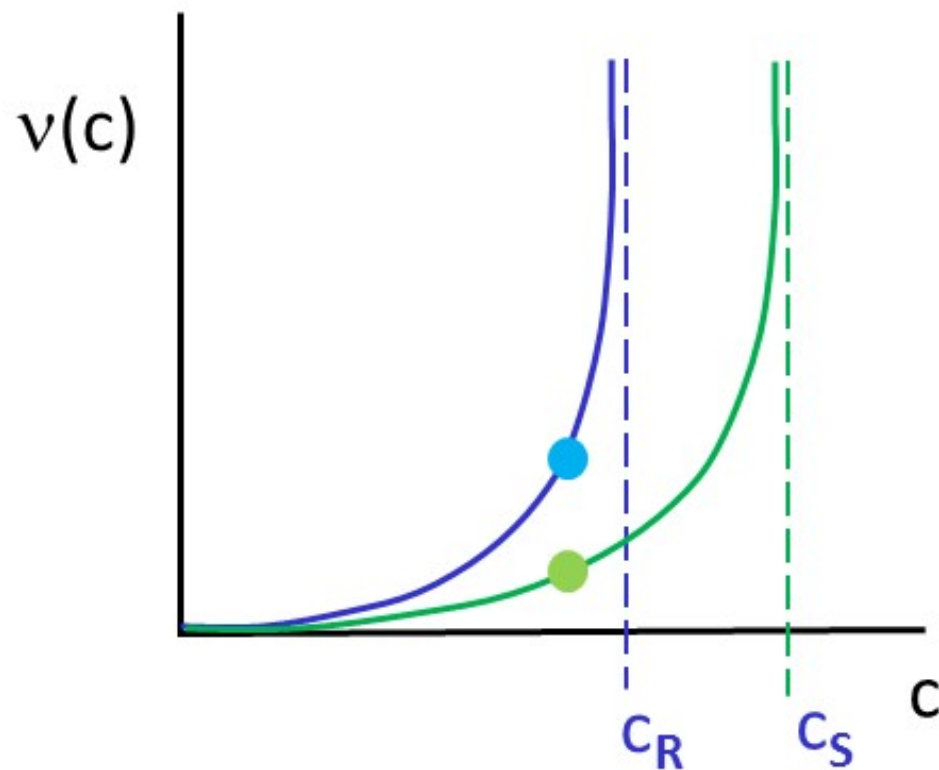
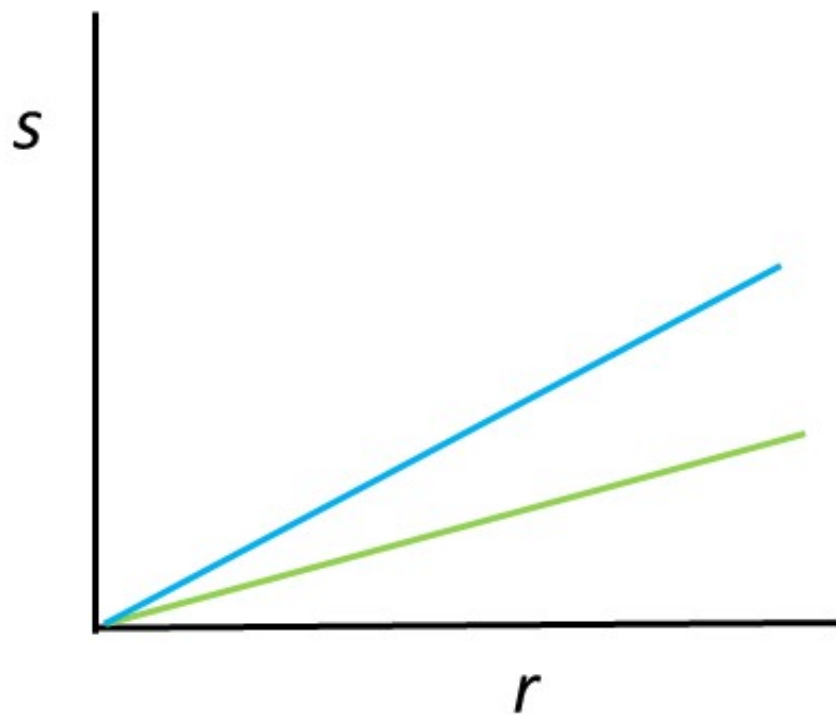
$s \ll s^*$: mostly frictionless contacts

$s \gg s^*$: mostly frictional contacts

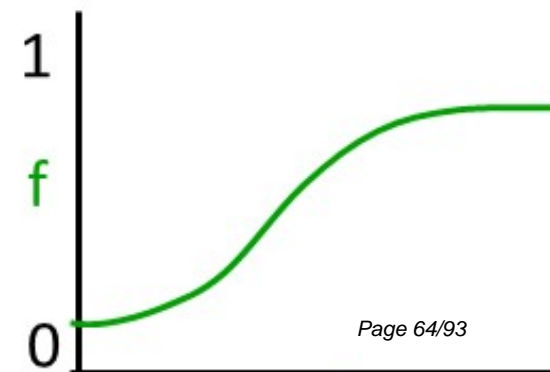
fraction of rolling contacts $f(s)$



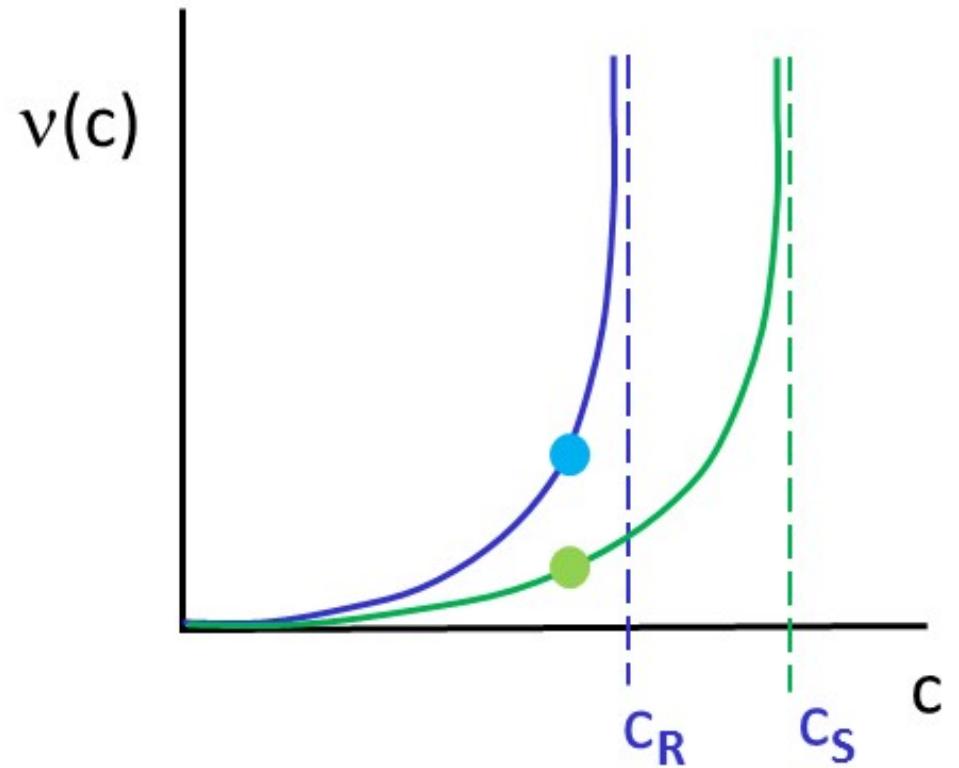
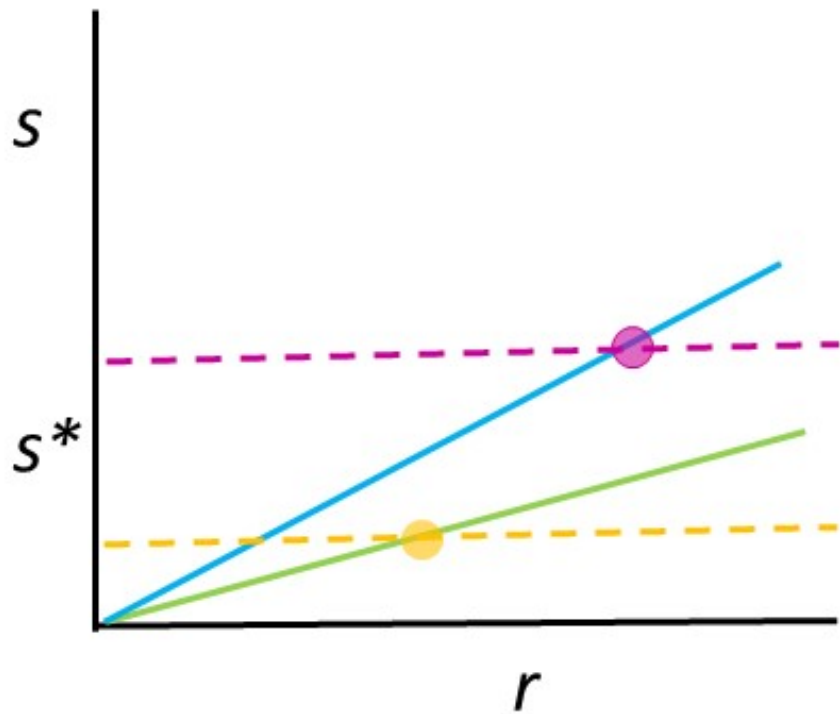
Stress-Dependent Friction



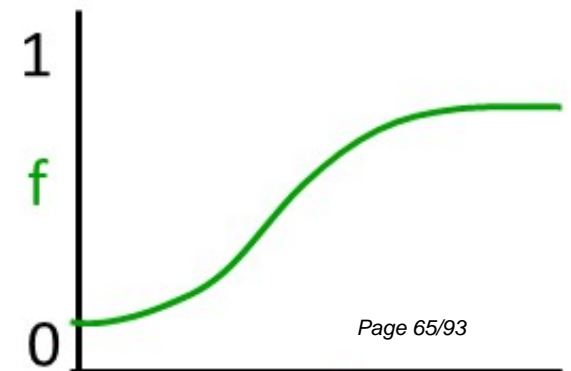
fraction of rolling contacts $f(s)$



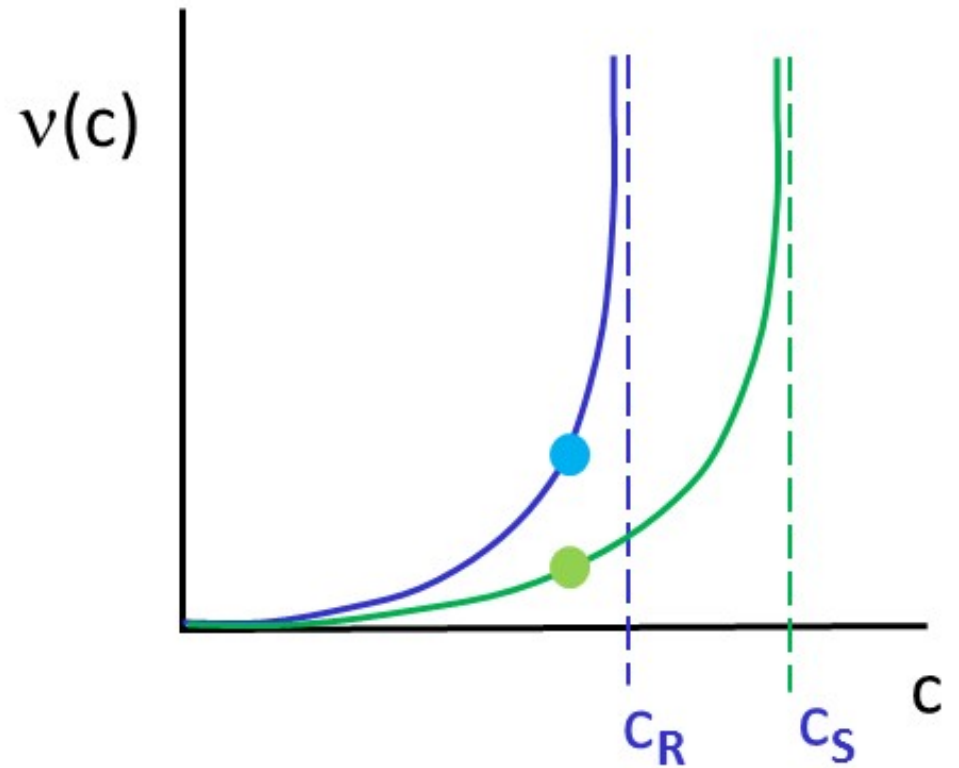
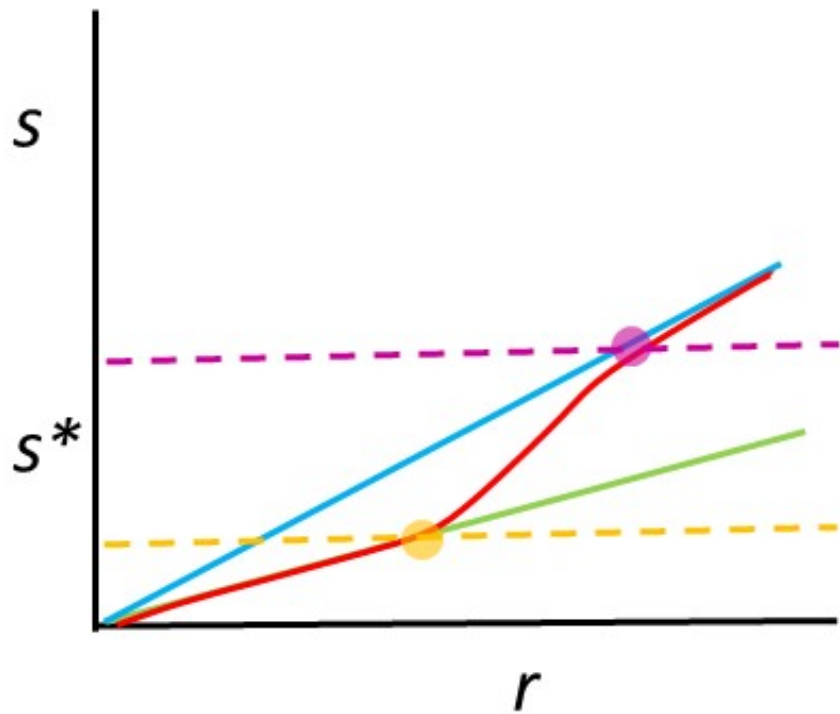
Stress-Dependent Friction



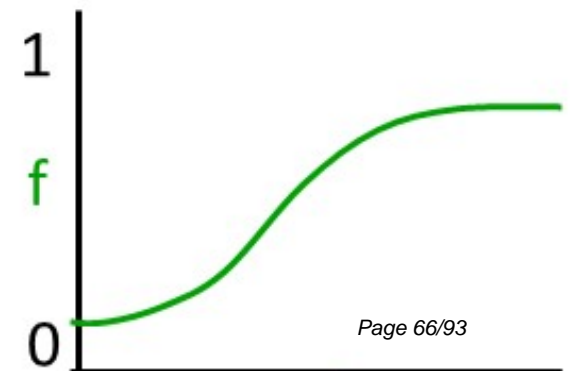
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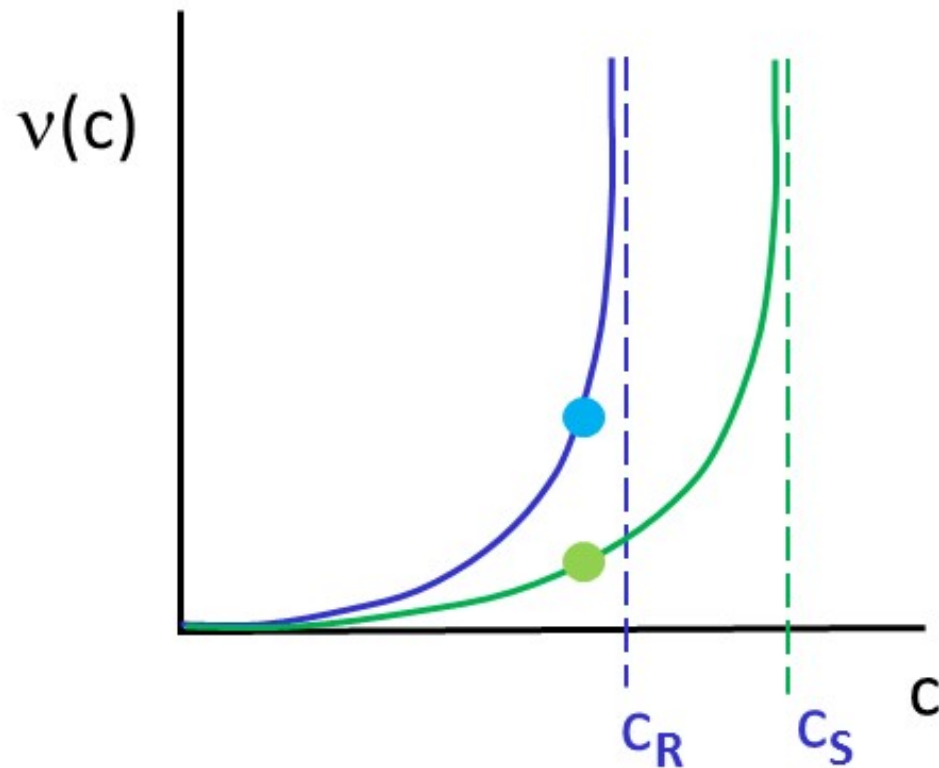
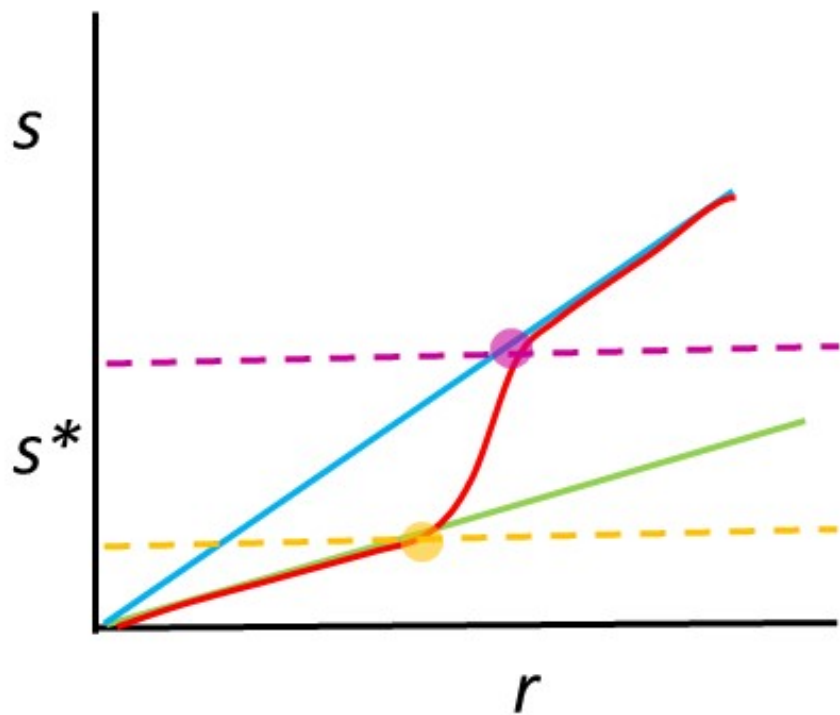
Stress-Dependent Friction



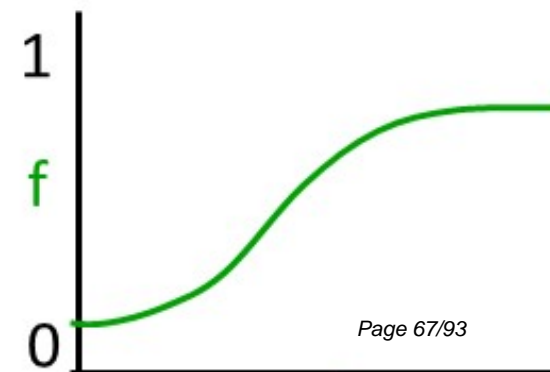
fraction of rolling contacts $f(s)$



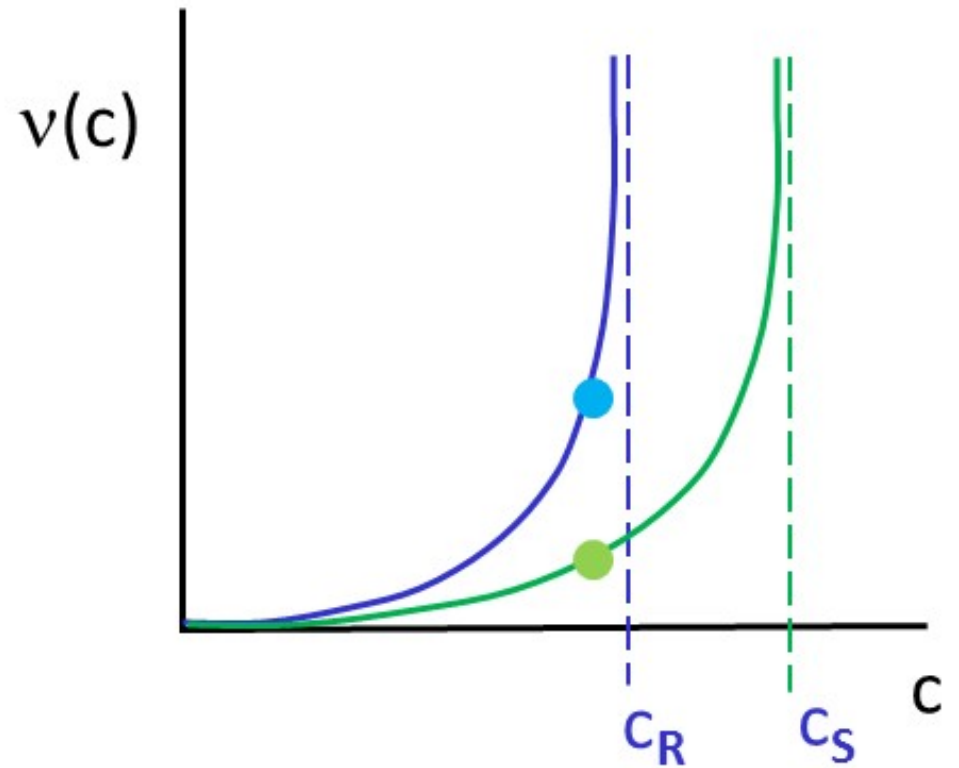
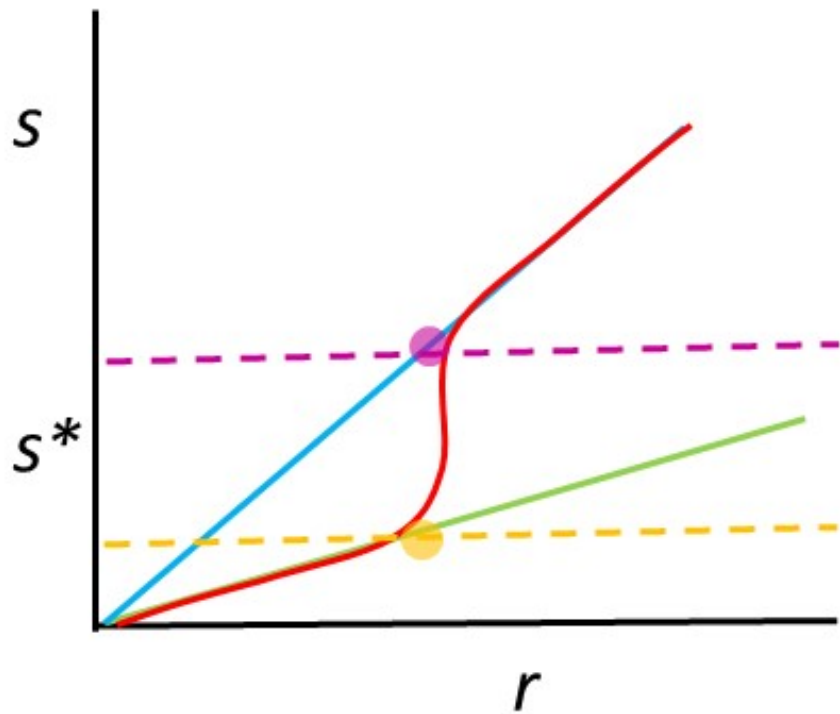
Stress-Dependent Friction



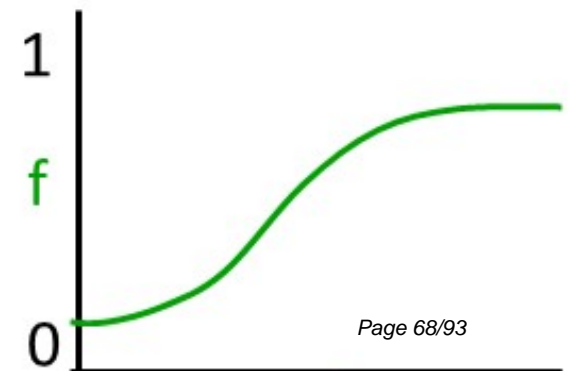
fraction of rolling contacts $f(s)$



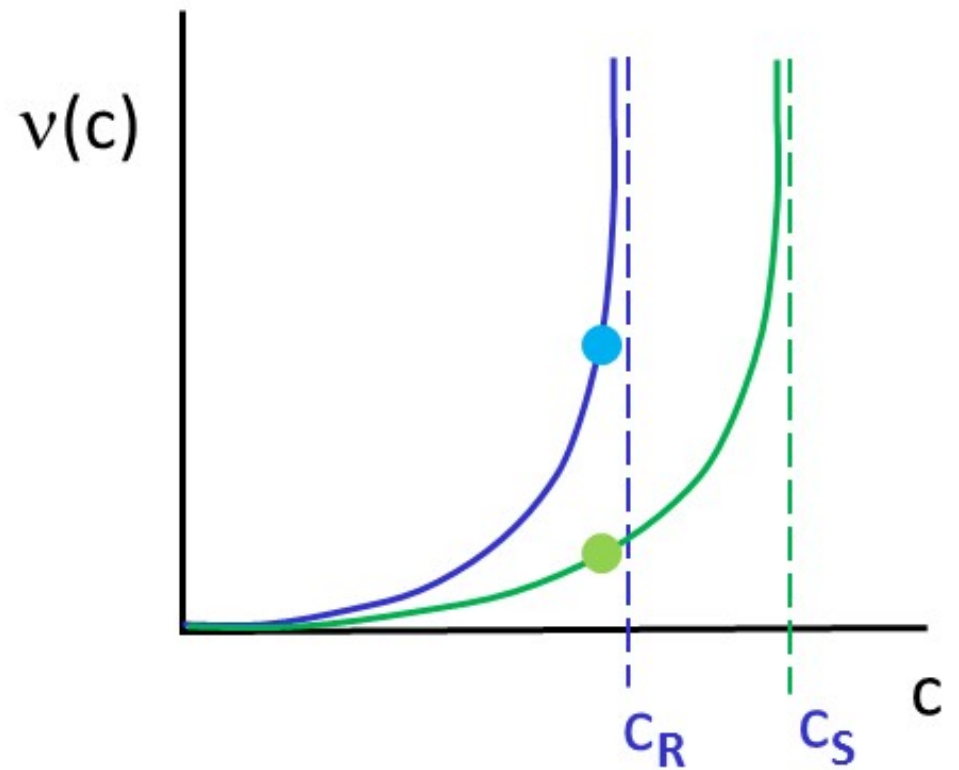
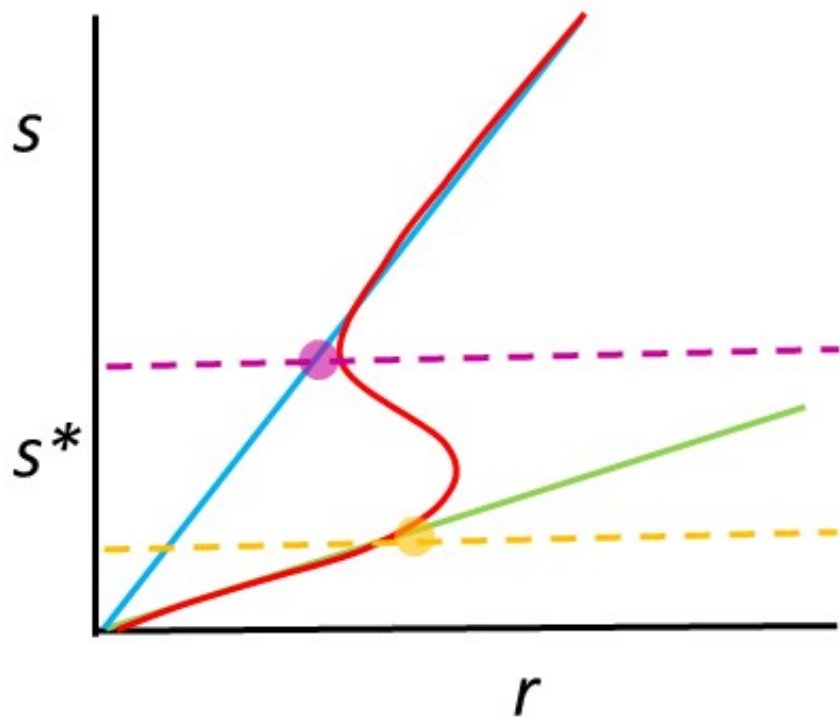
Stress-Dependent Friction



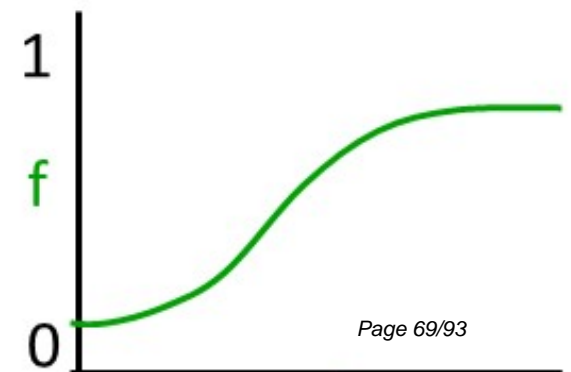
fraction of rolling contacts $f(s)$



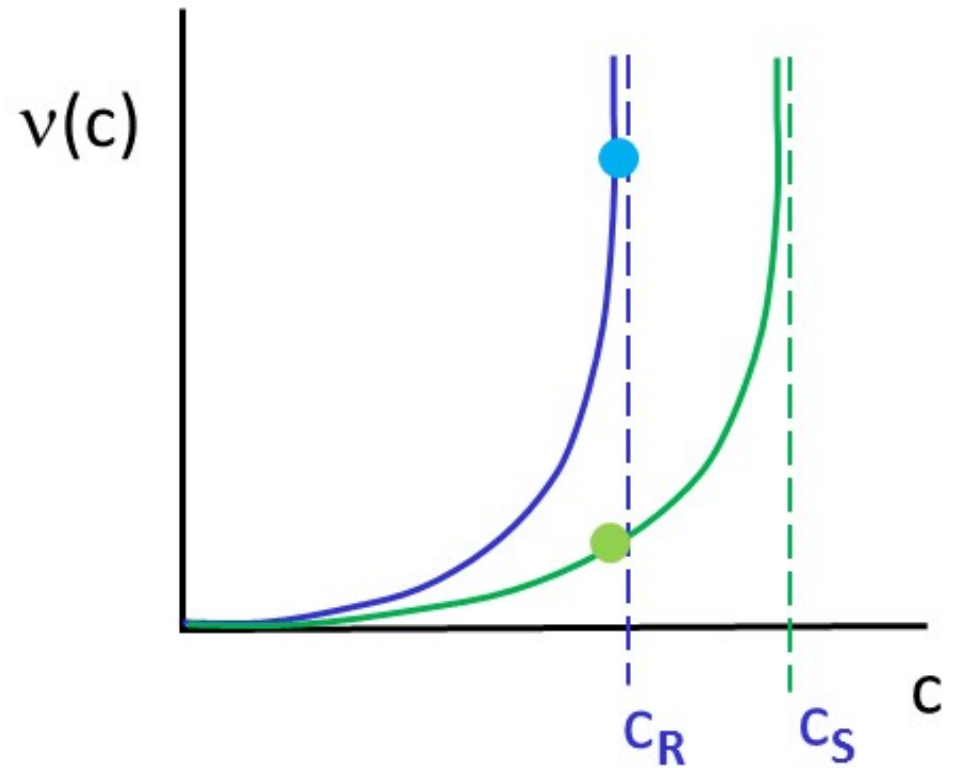
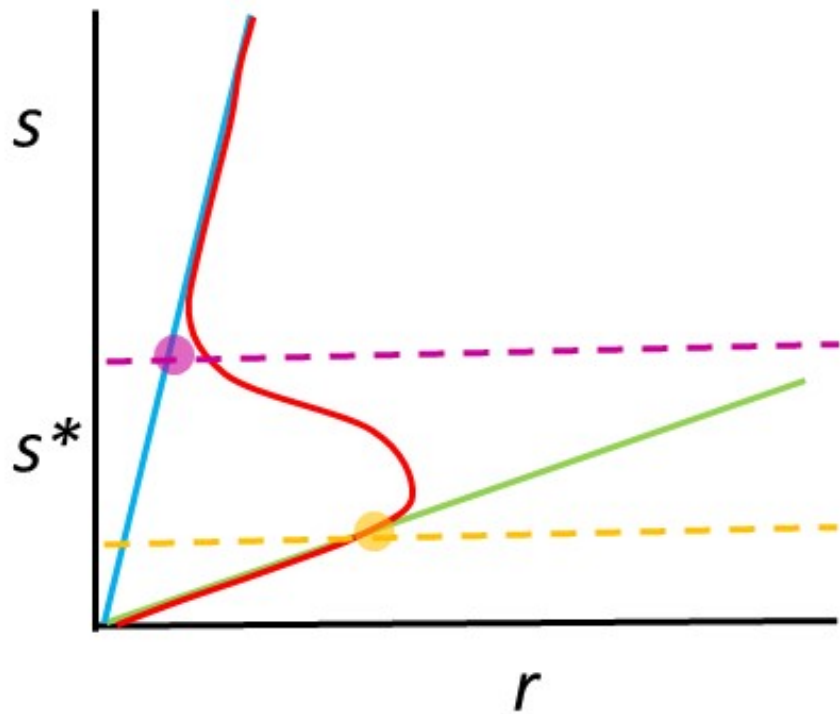
Stress-Dependent Friction



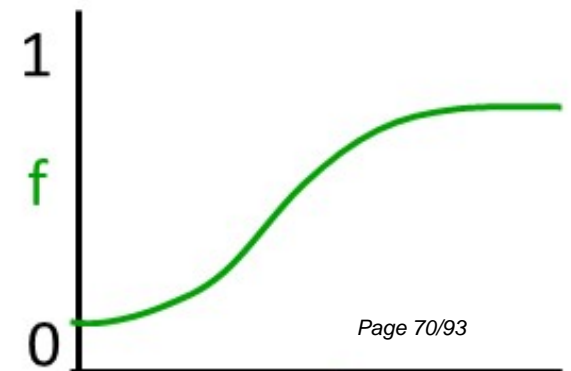
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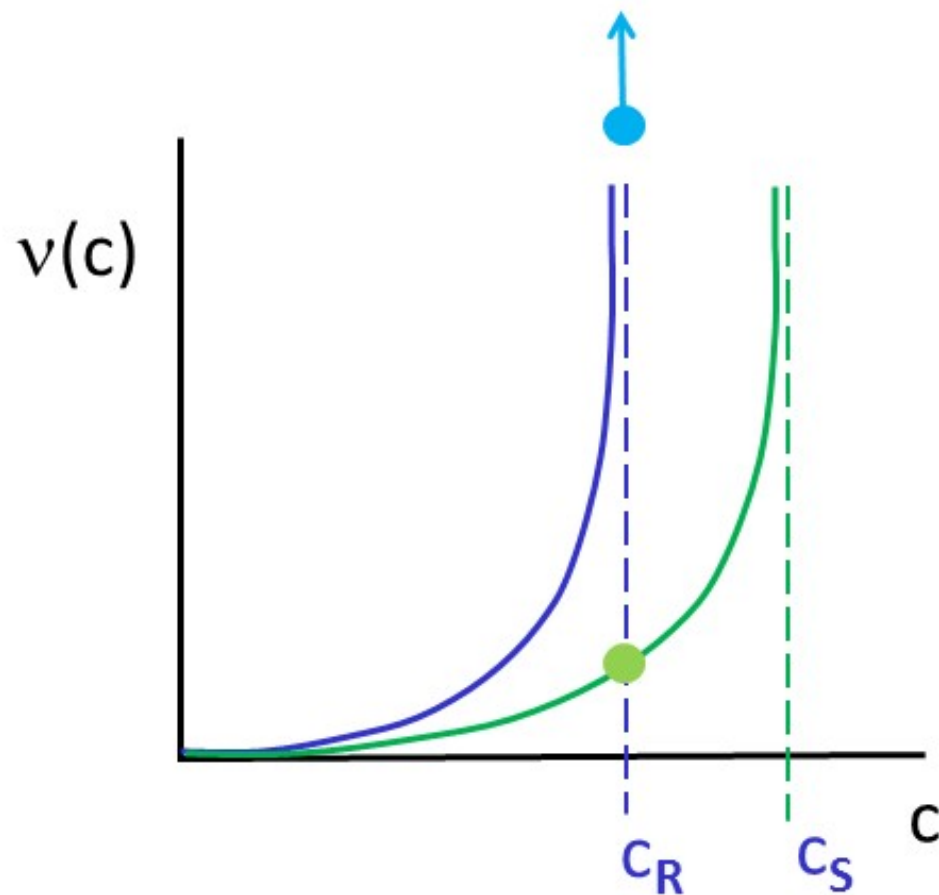
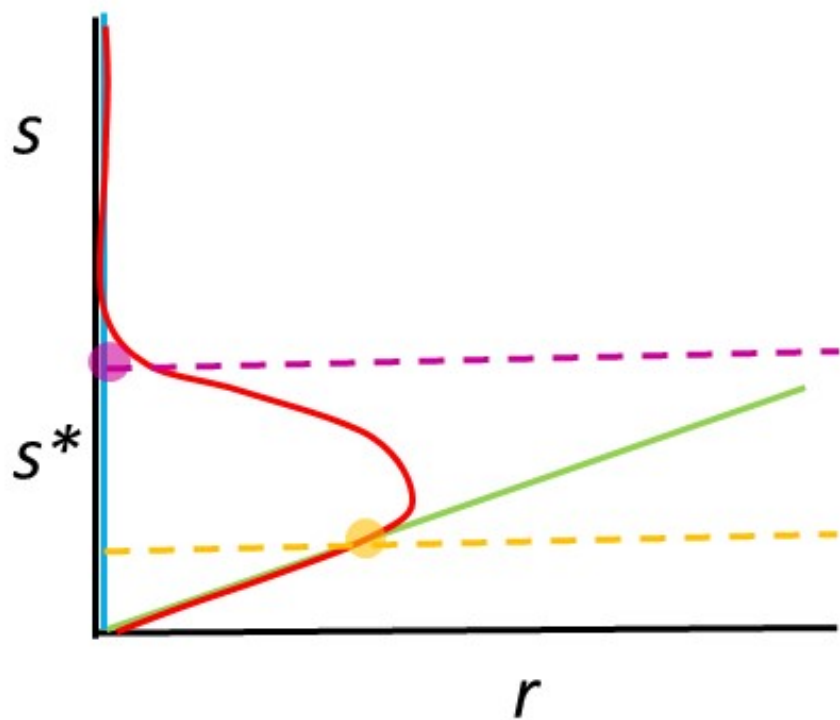
Stress-Dependent Friction



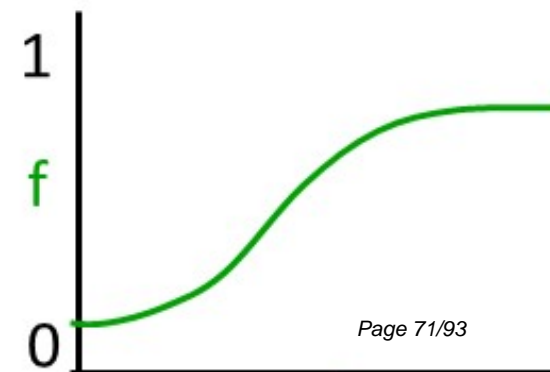
fraction of rolling contacts $f(s)$



Stress-Dependent Friction

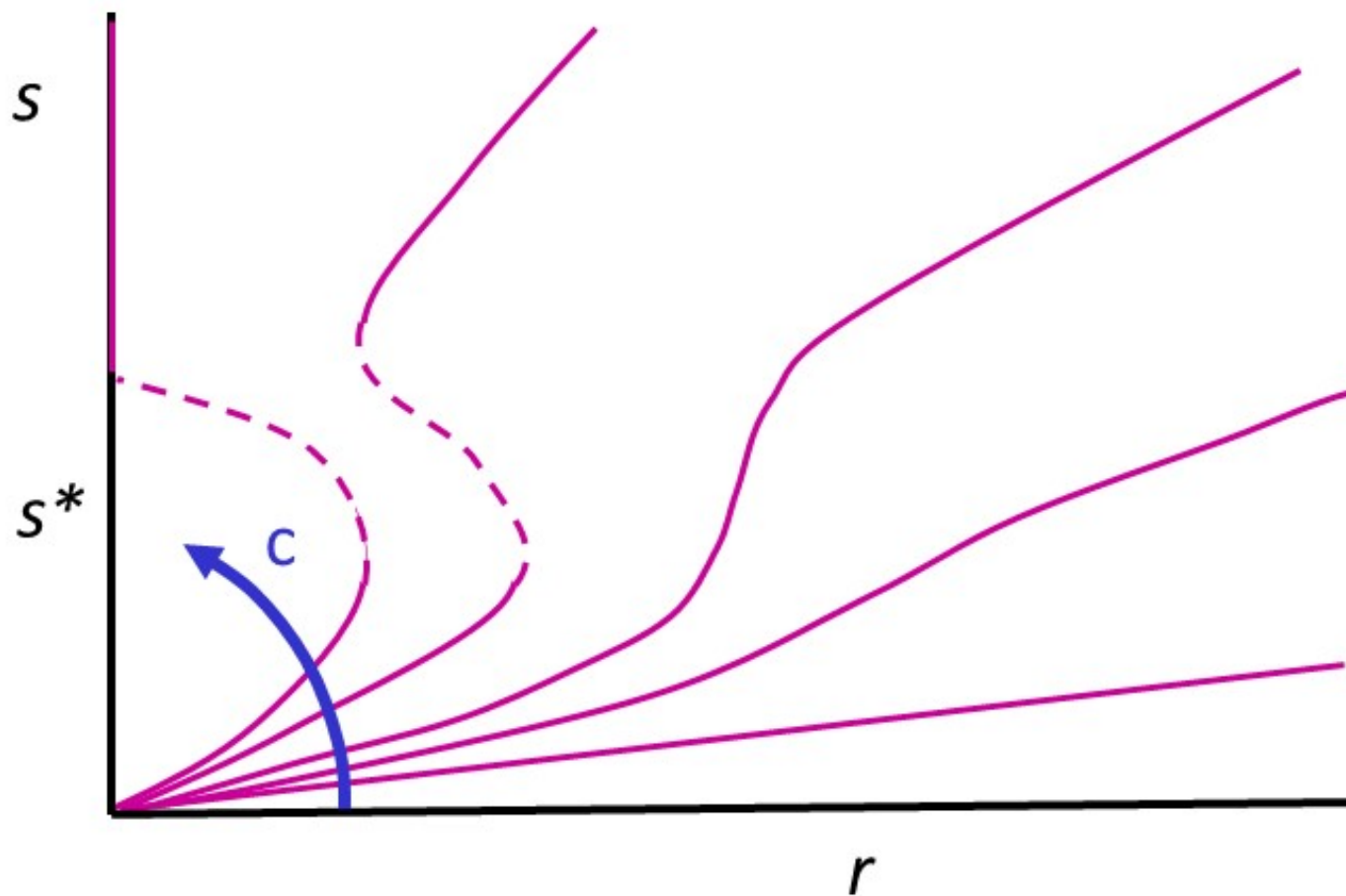


fraction of rolling contacts $f(s)$



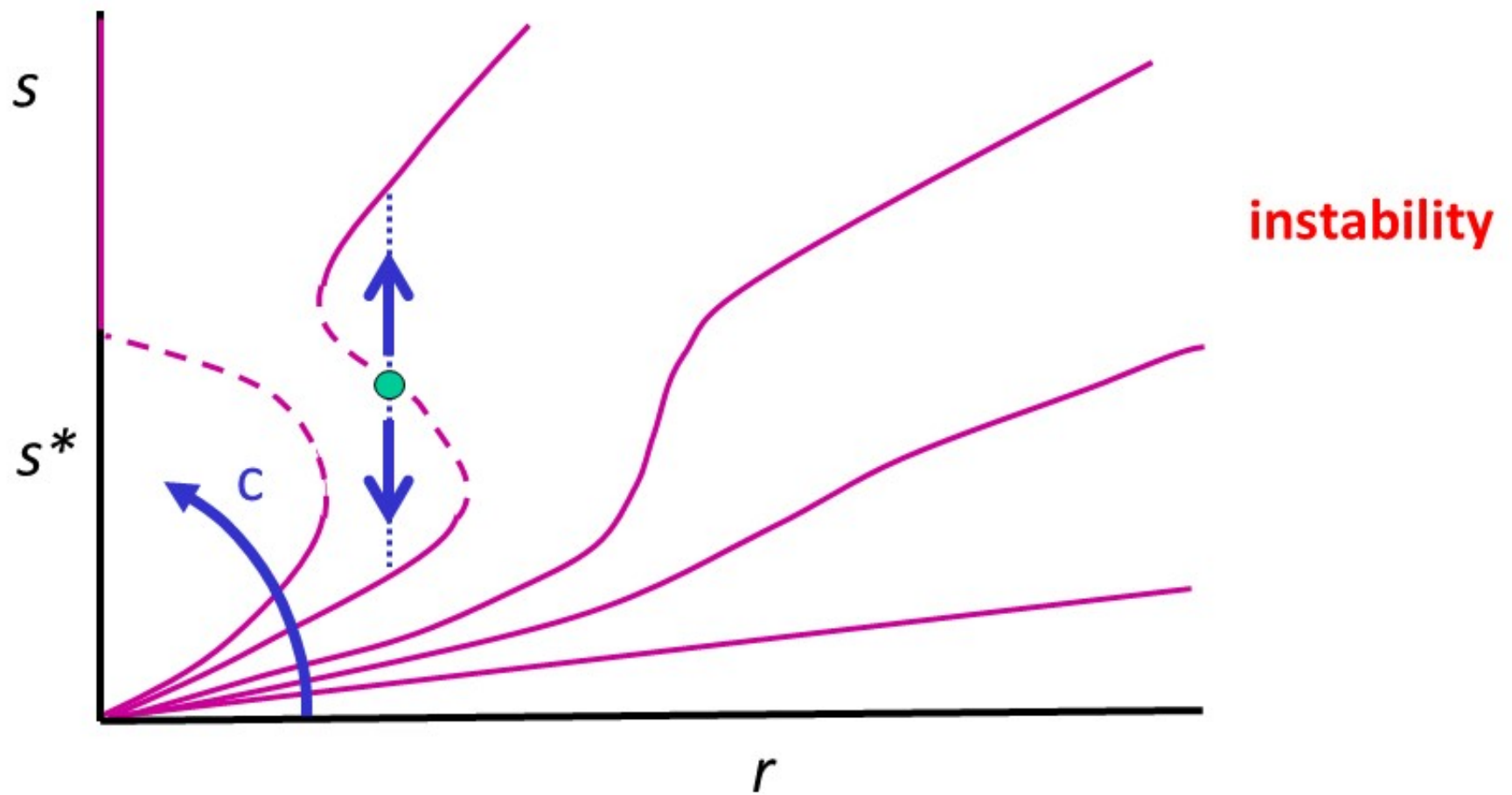
Stress-Dependent Friction

this explains everything!



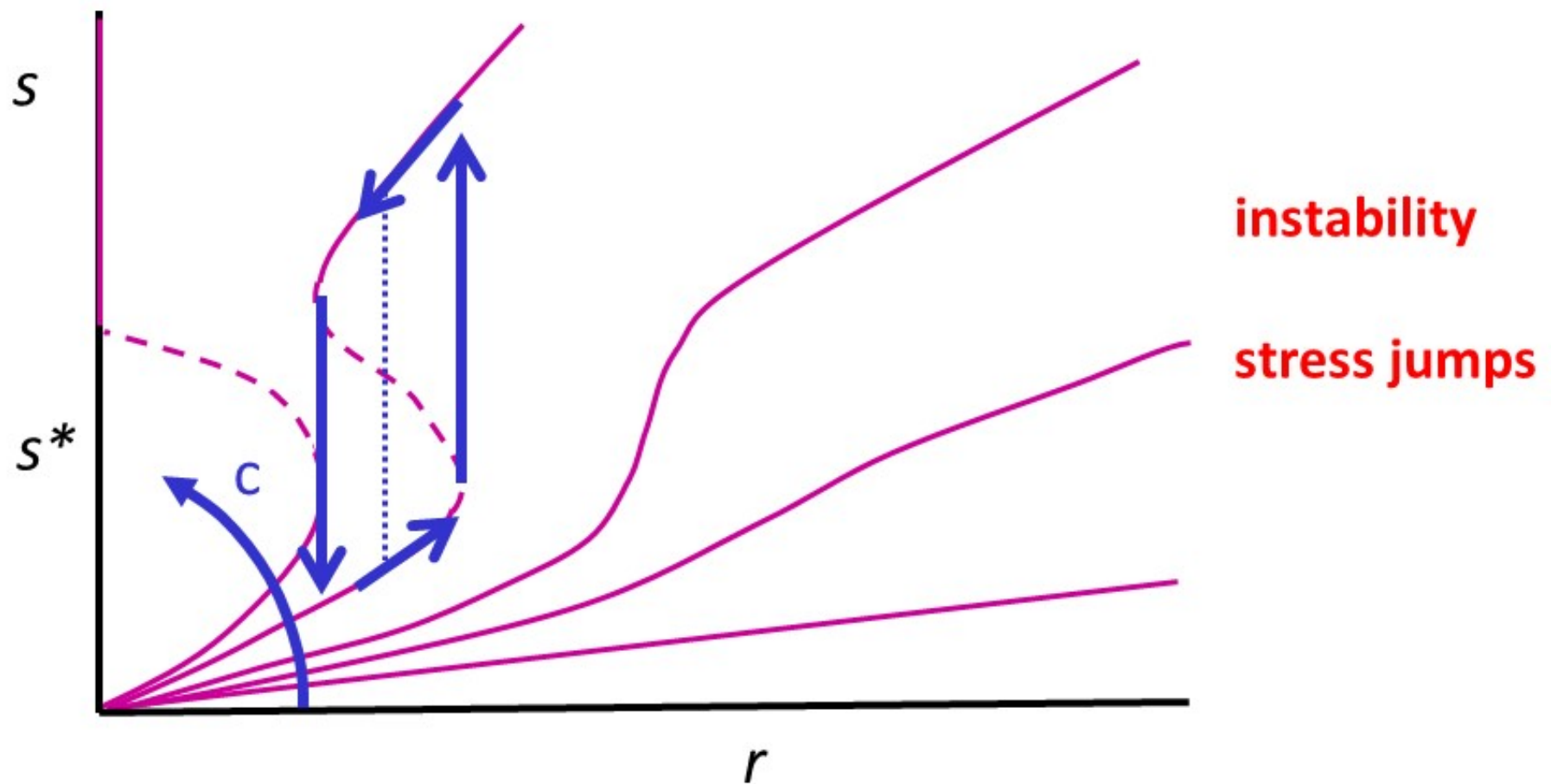
Stress-Dependent Friction

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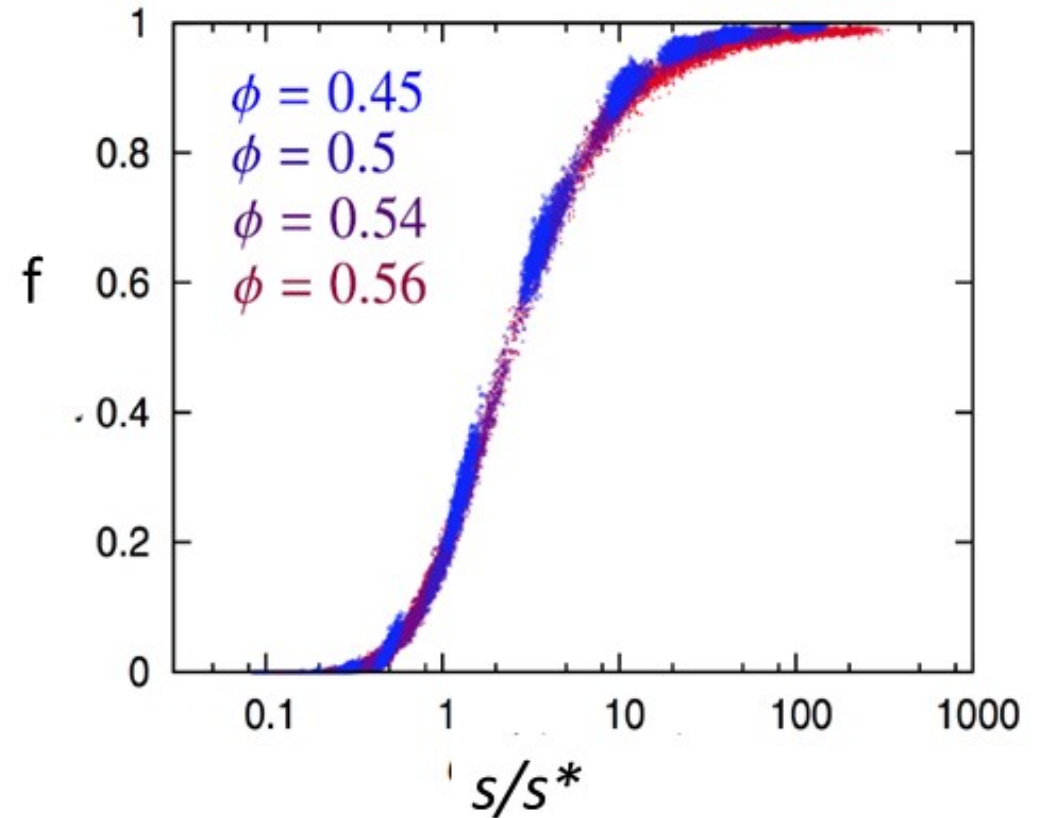
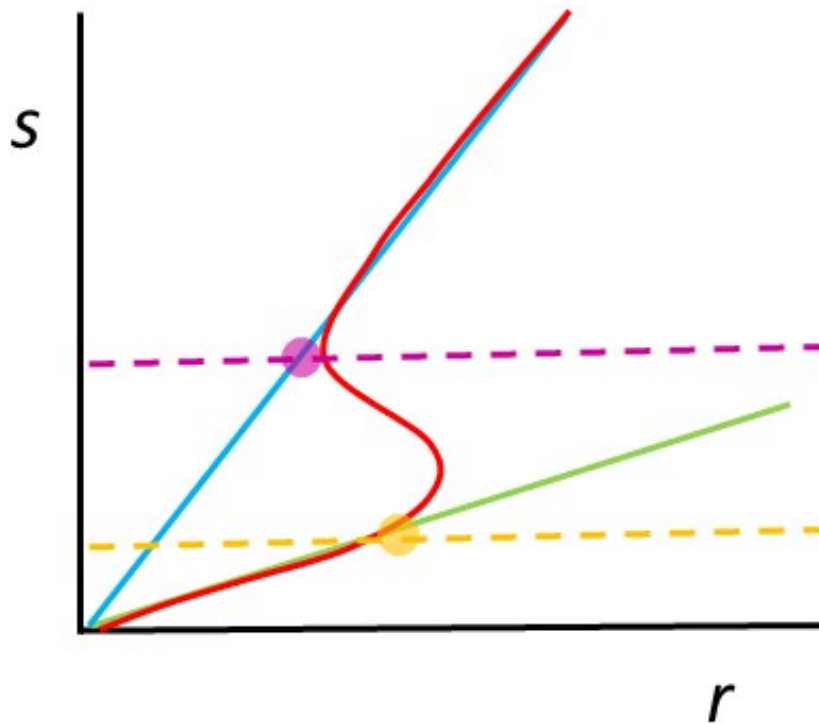


Stress-Dependent Friction

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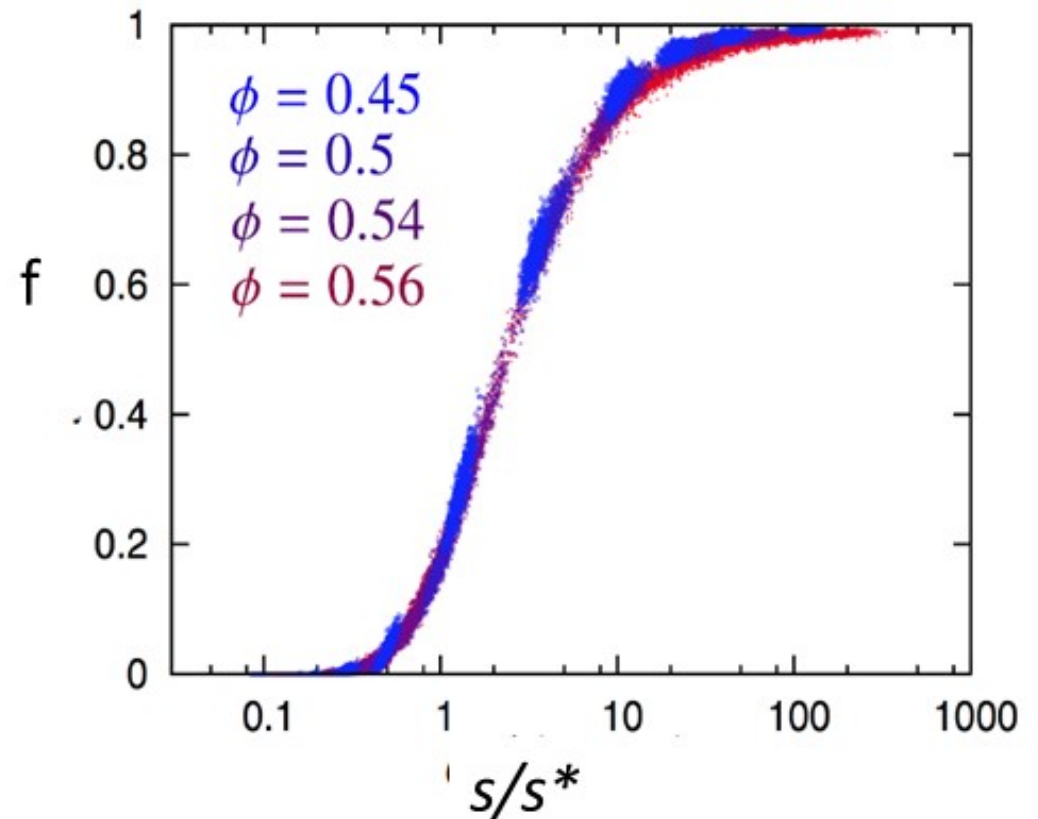
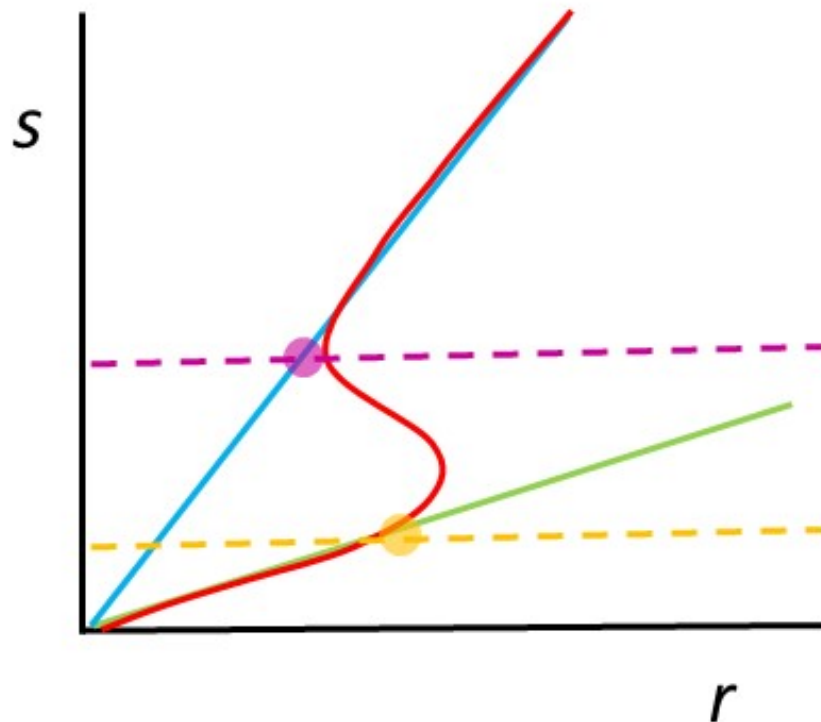


Stress-Dependent Friction



computer simulation data
(R Mari et al, JoR 2014)

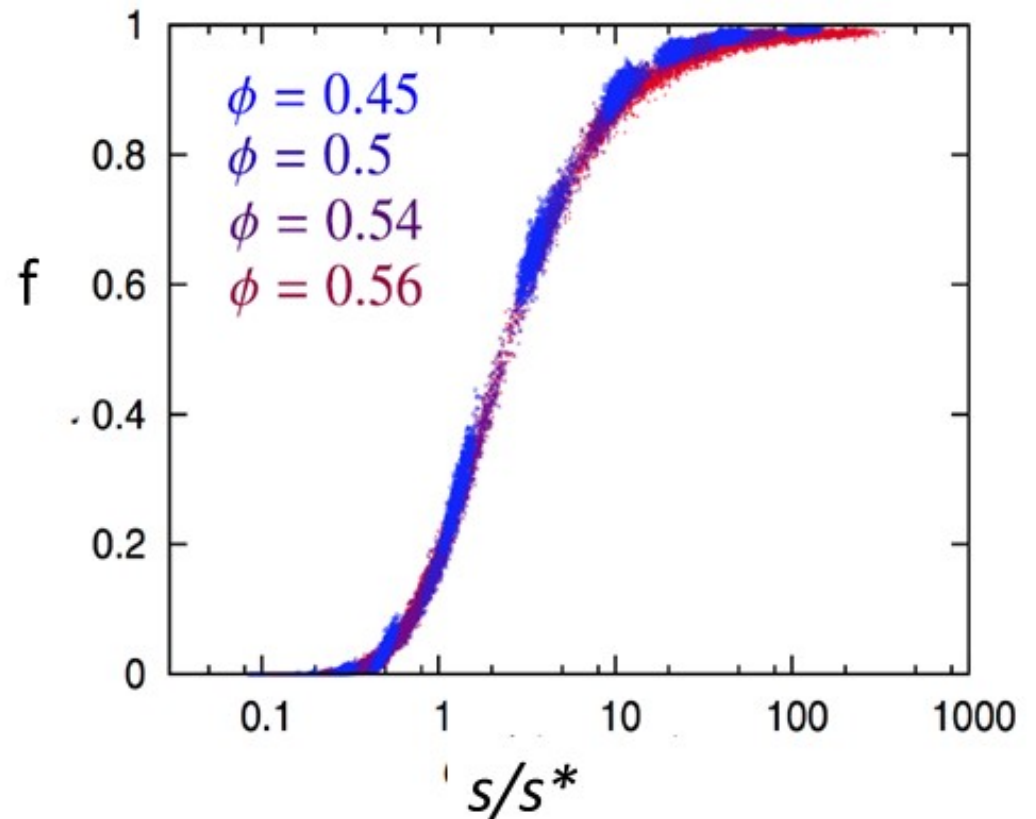
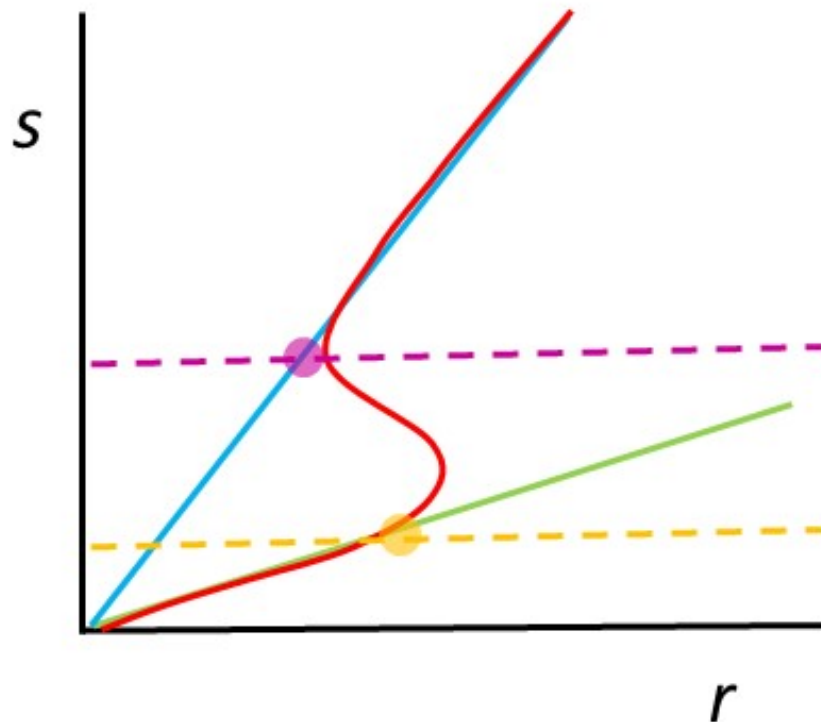
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computer simulation data
(R Mari et al, JoR 2014)

this happens for **any reasonable** function f

Stress-Dependent Friction



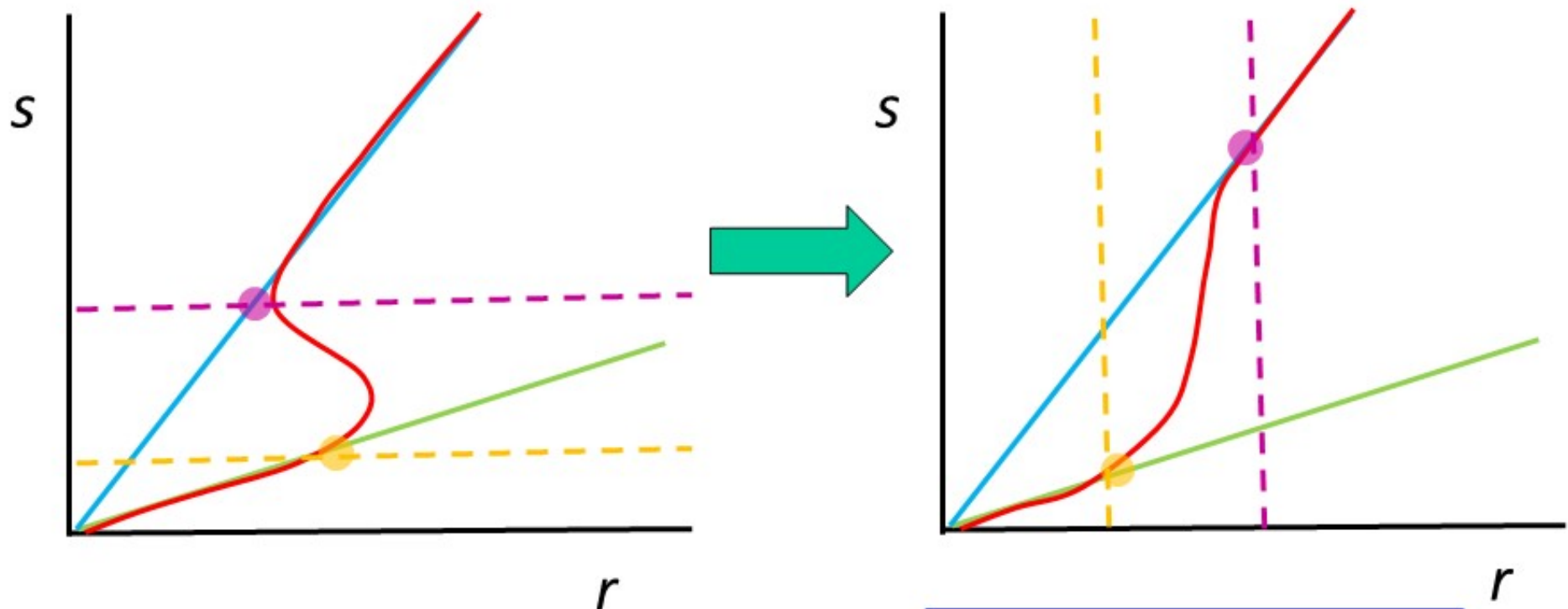
computer simulation data
(R Mari et al, JoR 2014)

this happens for **any reasonable** function f

- power of 'graphical mathematics'

Stress-Dependent Friction

rate-dependent friction would not suffice:



curves get steep...
but never fold back!

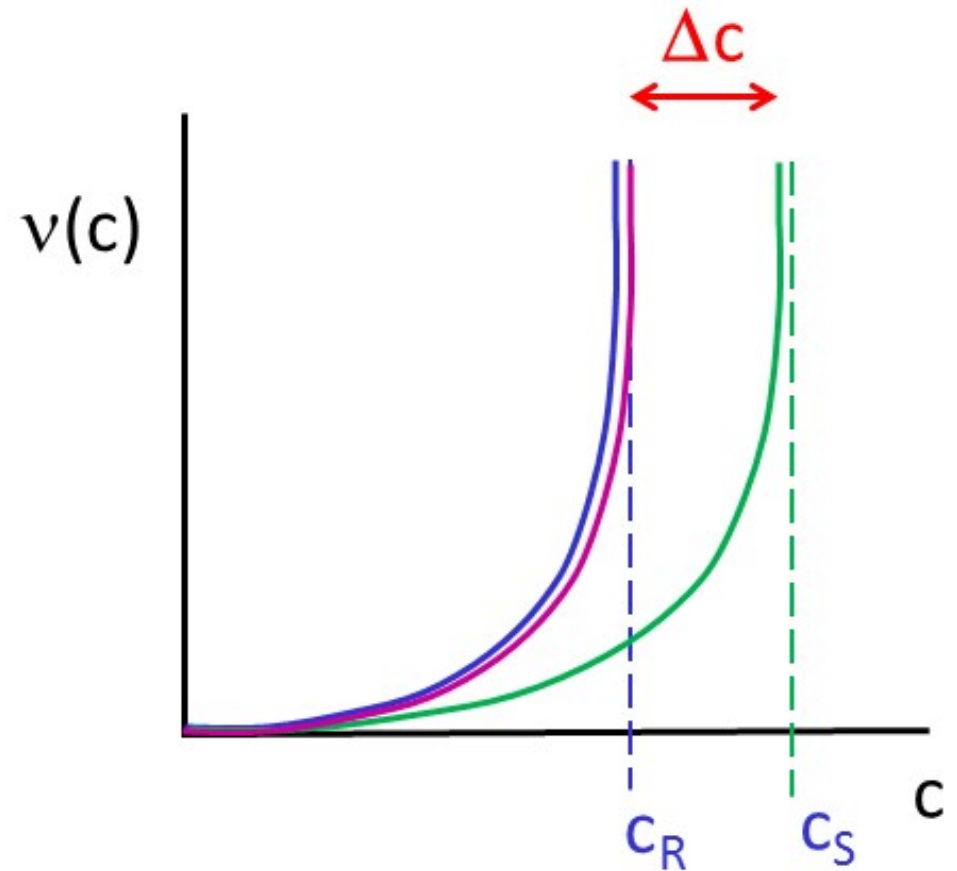
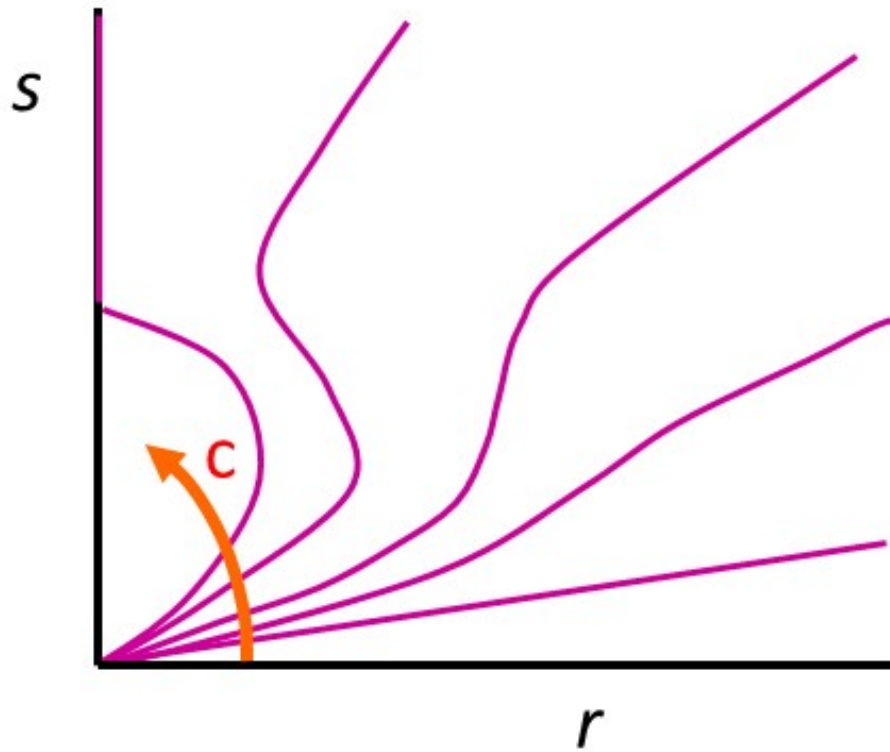
BULLET-PROOF CUSTARD:



Fluids that stop flowing when you push them too hard

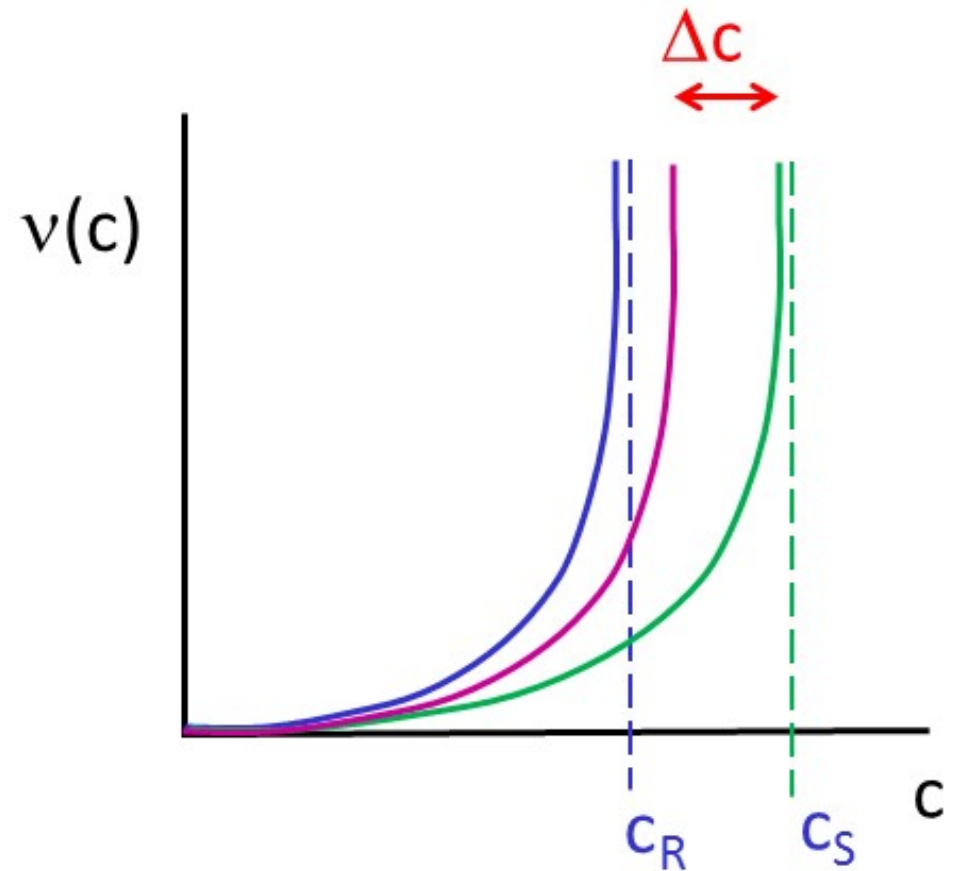
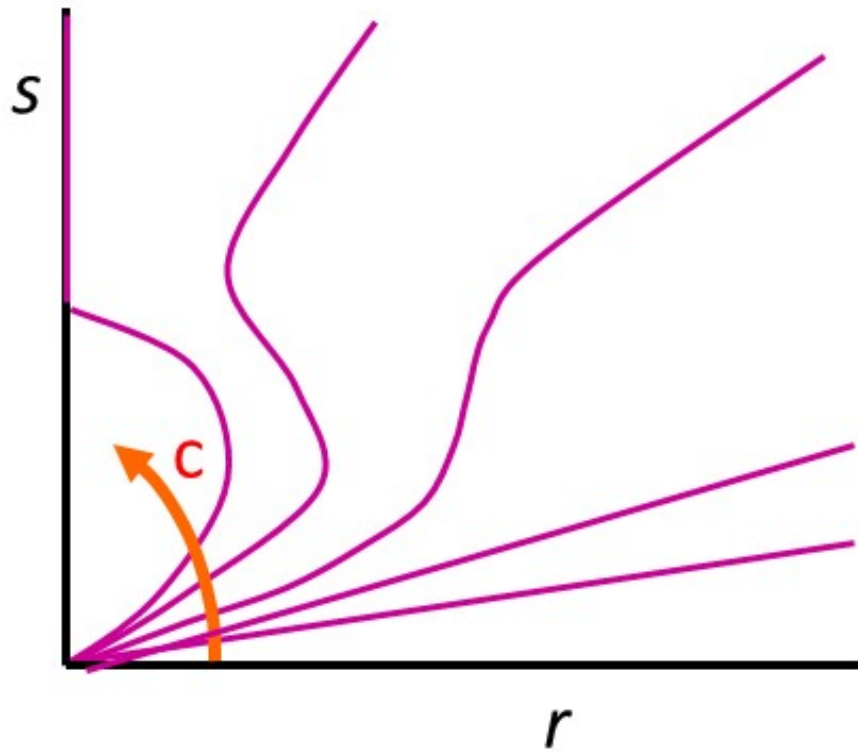
- Soft matter: what and why?
- Dense suspensions under flow
- Shear-thickening suspensions
 - What we are trying to explain
 - How we explain it
- How is this useful?

Dense Suspensions: Contact Engineering



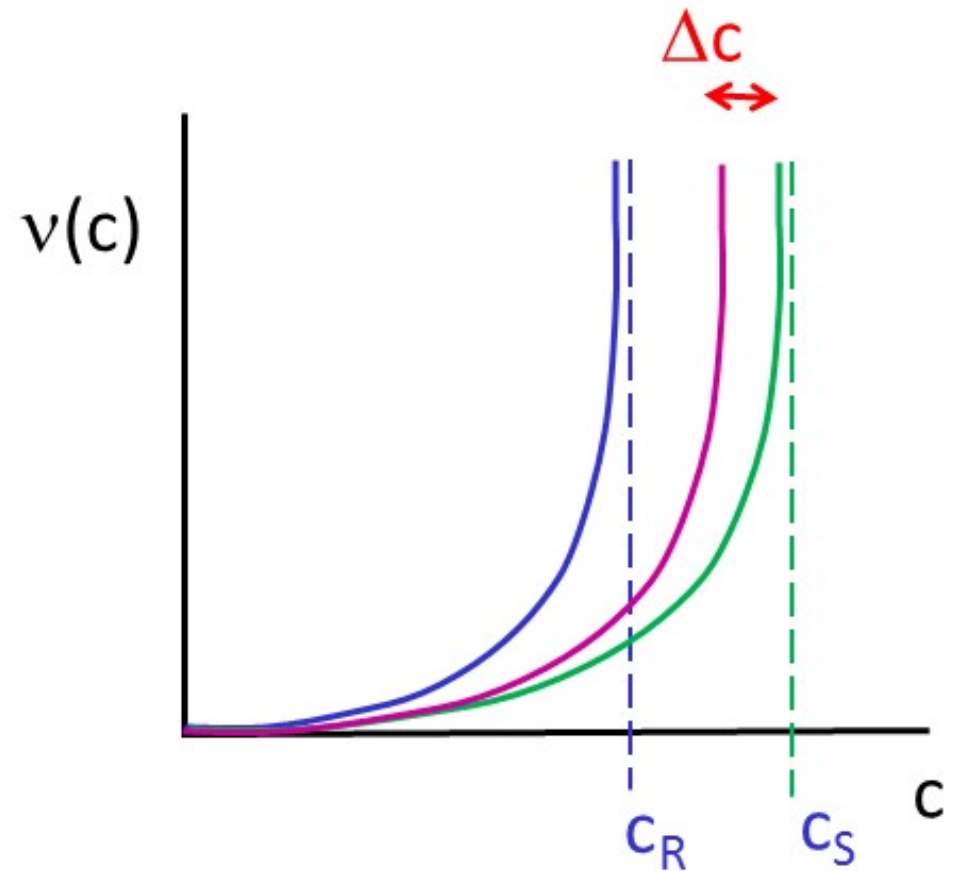
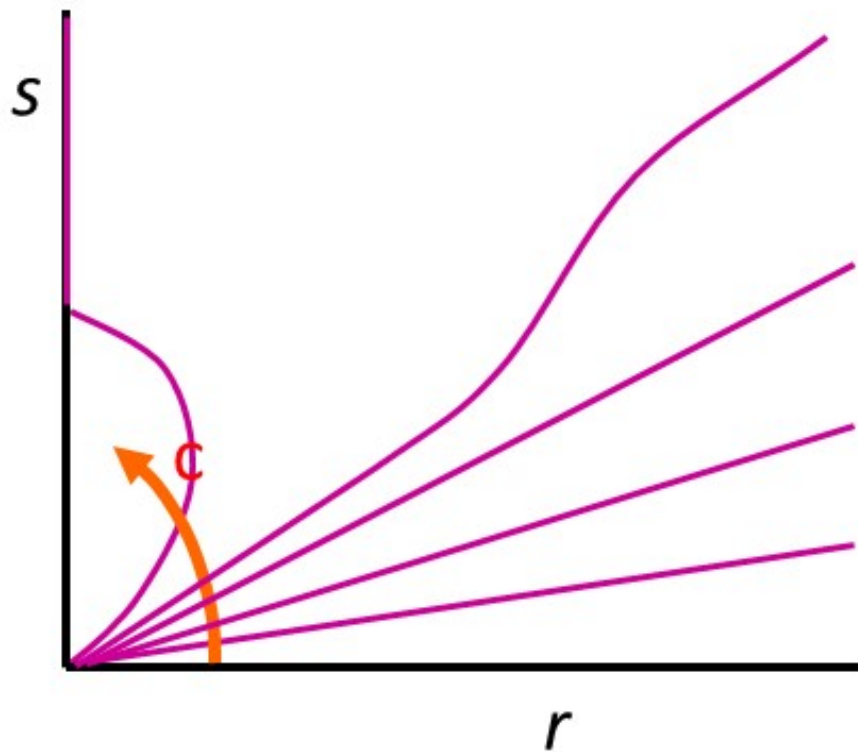
restore control by reducing friction:
absorb slippery molecules

Dense Suspensions: Contact Engineering



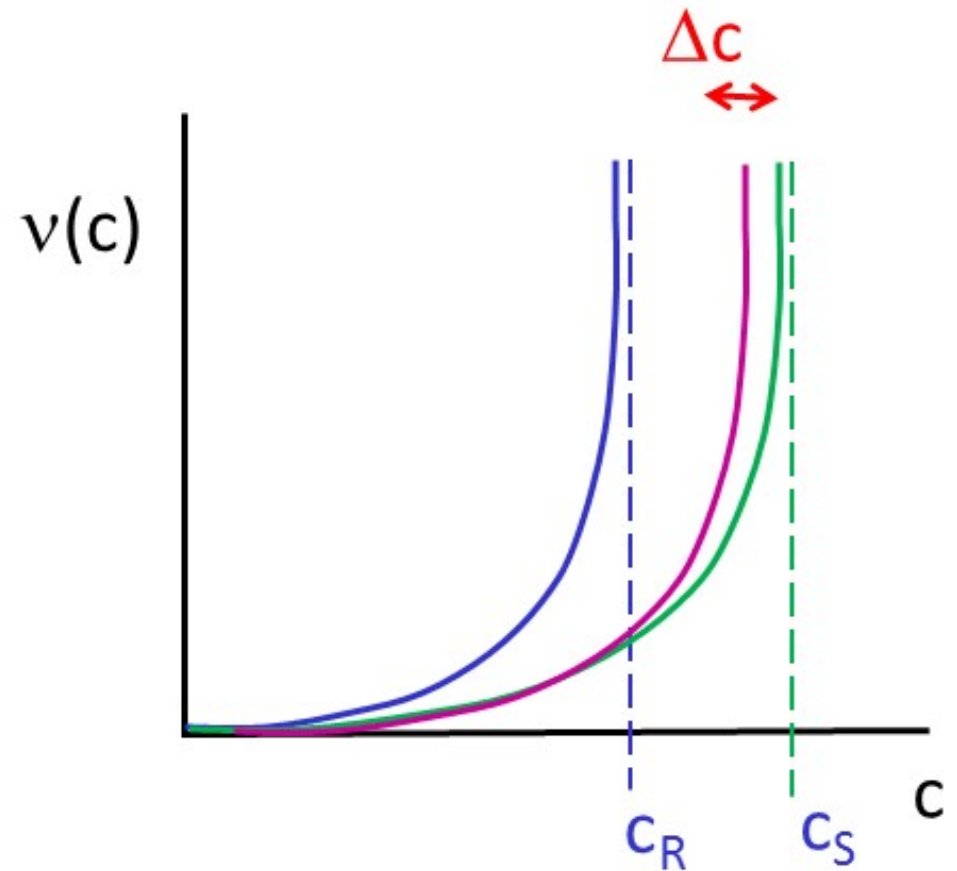
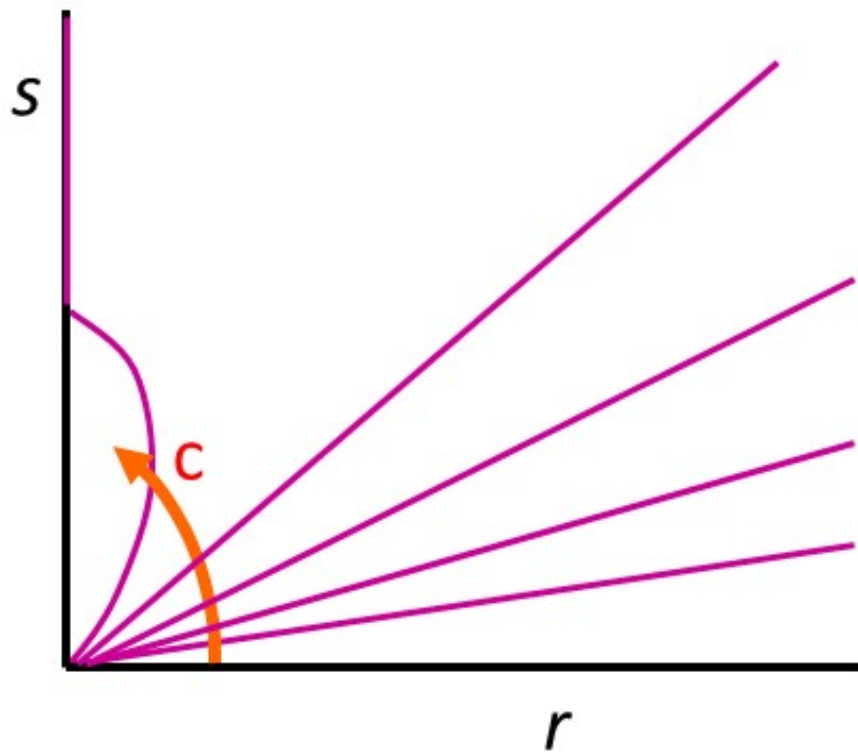
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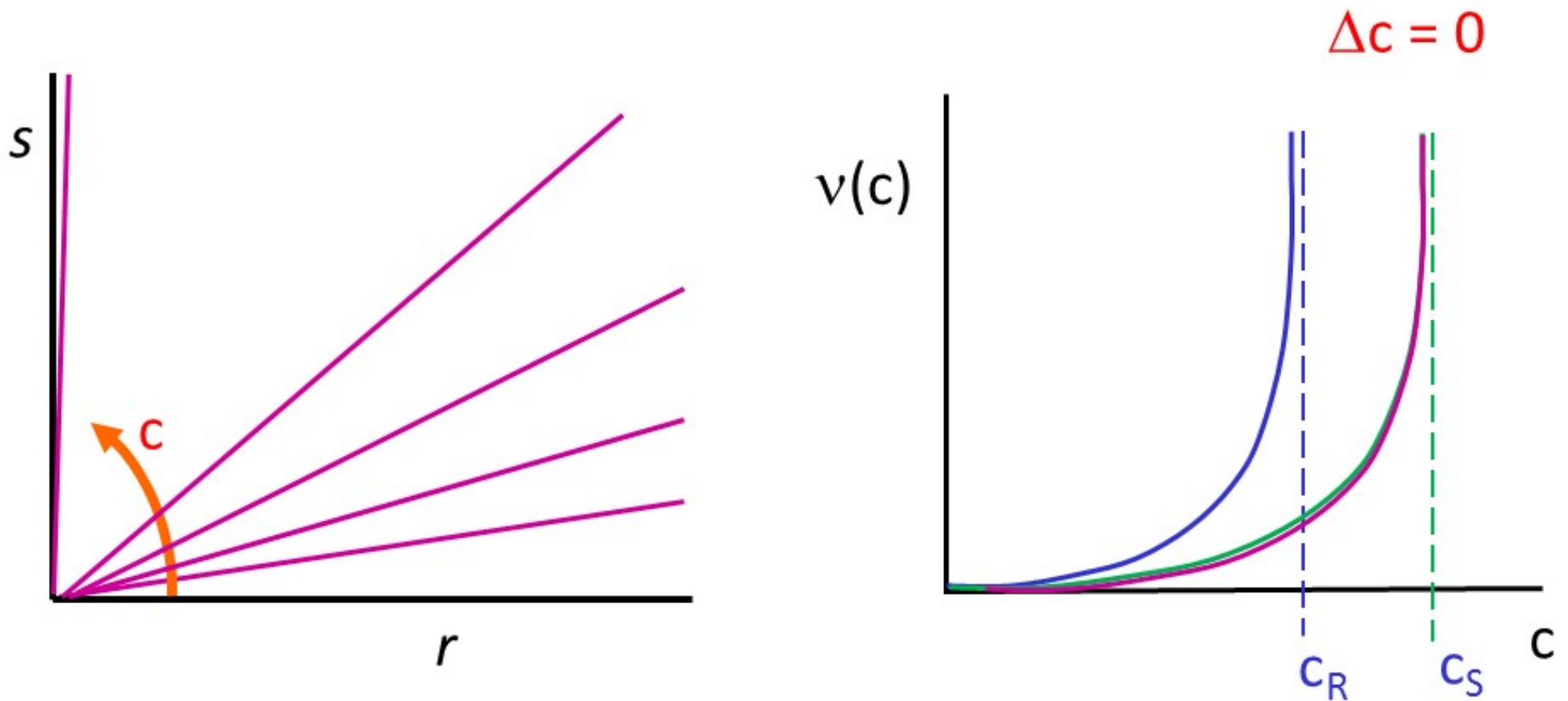
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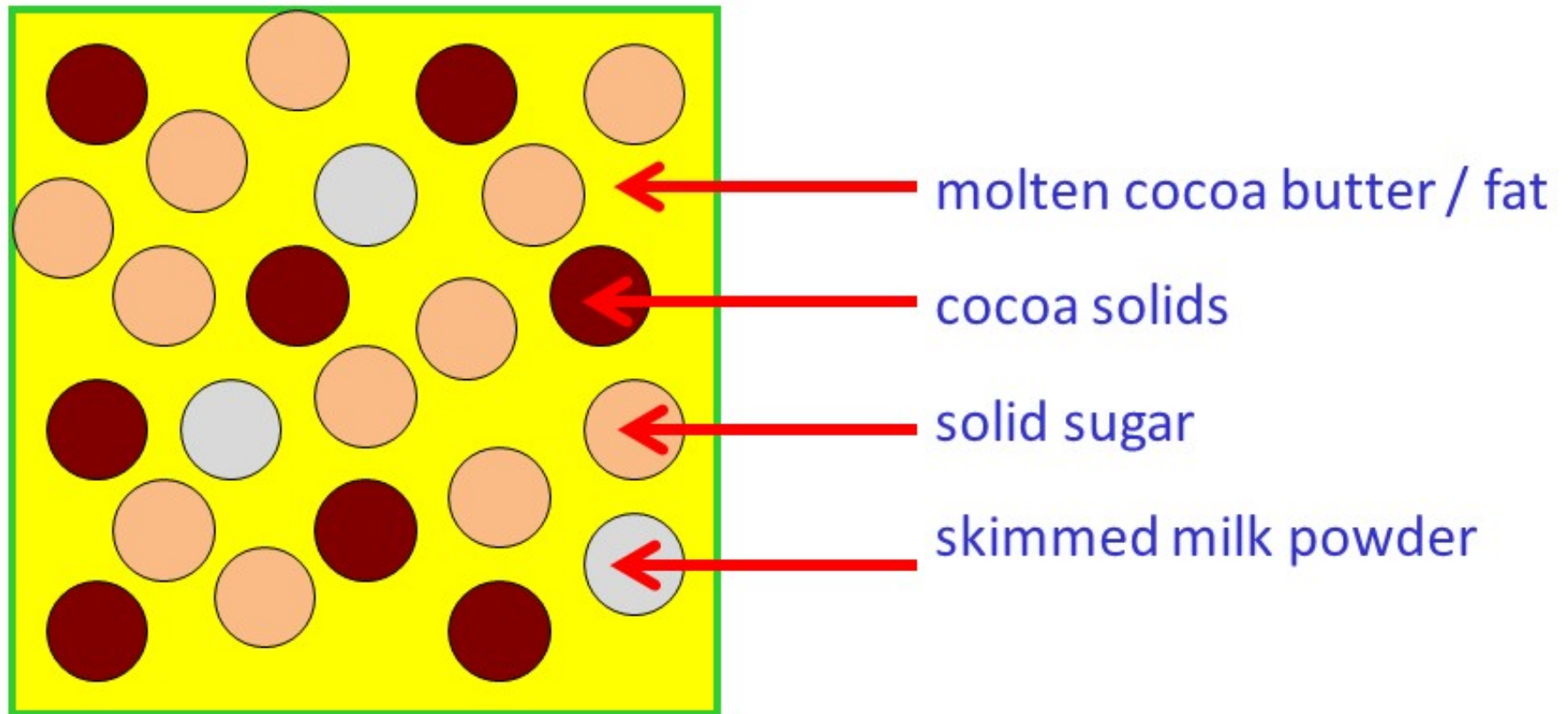
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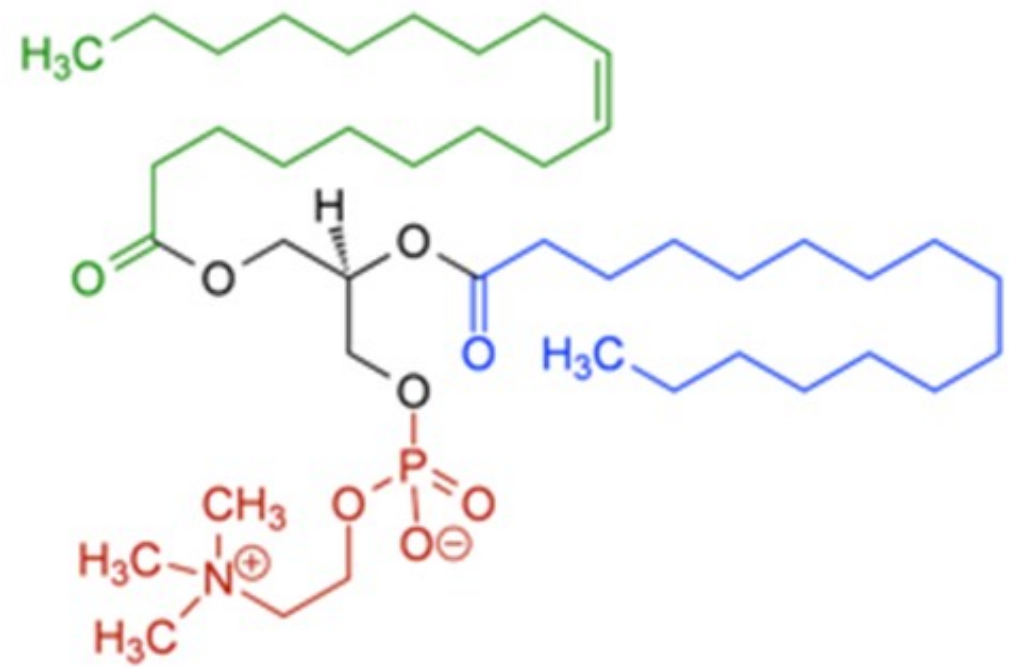
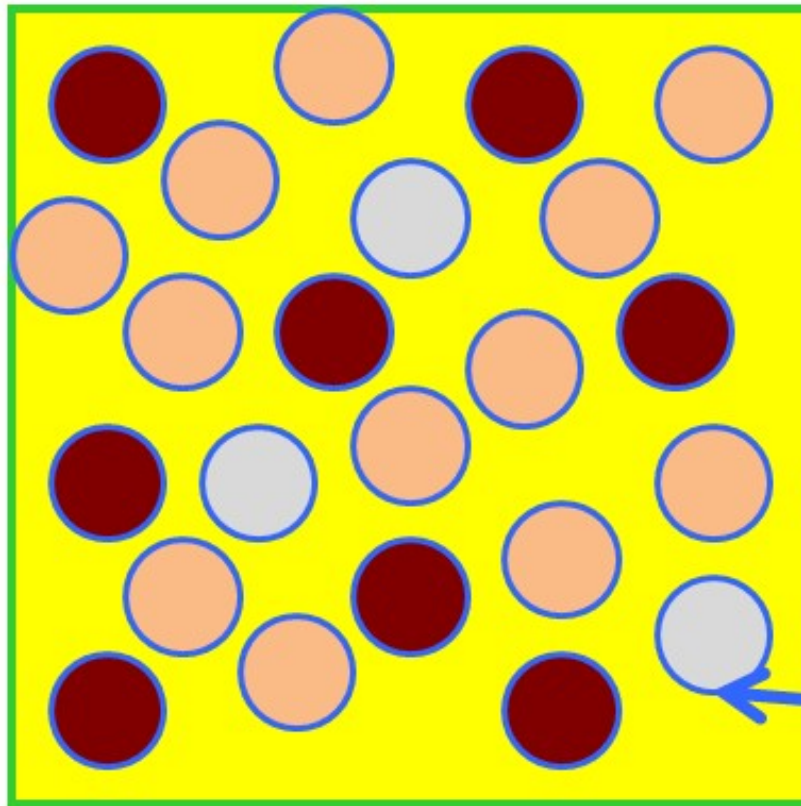
Dense Suspensions: Contact Engineering

Molten Chocolate



Dense Suspensions: Contact Engineering

Molten Chocolate



lecithin/PGPR coating

restore control by reducing friction:
absorb slippery molecules

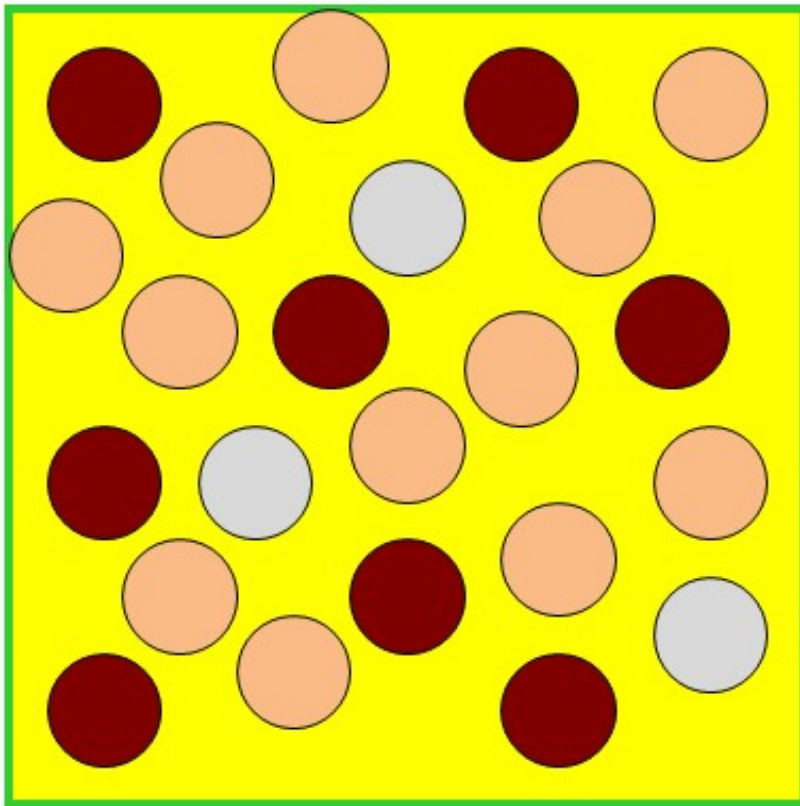


INGREDIENTS: CHOCOLATE [100%] (SUGAR; COCOA MASS; COCOA BUTTER; COCOA PROCESSED WITH ALKALI; MILK FAT; LACTOSE (MILK); EMULSIFIERS [SOYA LECITHIN, E322 AND POLYGLYCEROL POLYRICINOLEATE, E476]; VANILLIN, ARTIFICIAL FLAVOUR; MILK). NET WEIGHT 41g, MADE IN THE USA

TM

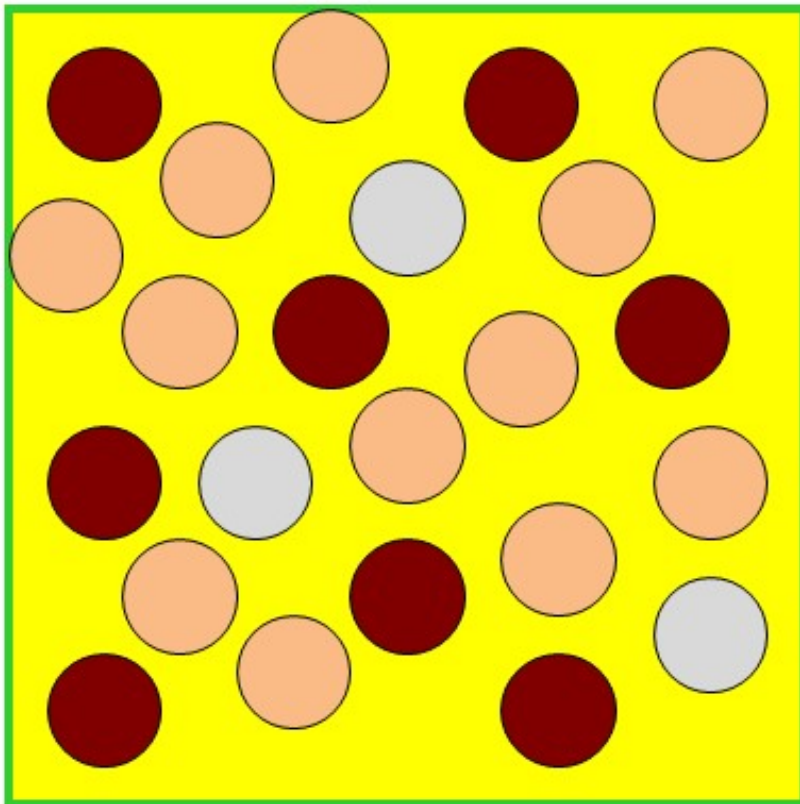
Dense Suspensions: Contact Engineering

Molten Chocolate



Dense Suspensions: Contact Engineering

Other Materials



Setting Cement

Ceramic Pastes

Wastewater Slurries

Oil Well Fluids

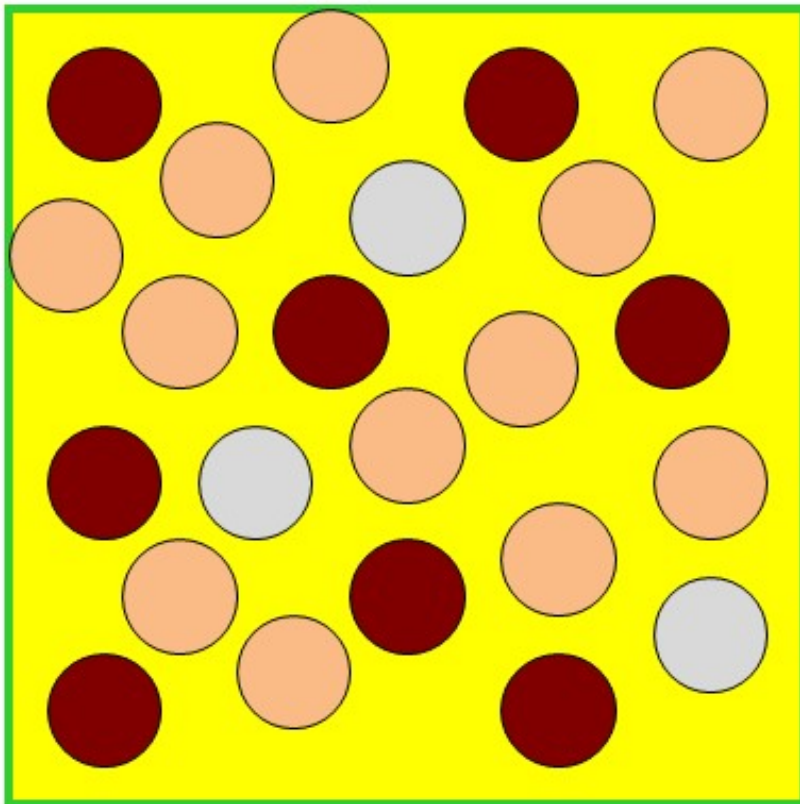
Emulsion Paints

Li-ion Battery Electrodes

.... etc.

Dense Suspensions: Contact Engineering

Other Materials



Setting Cement

Ceramic Pastes

Wastewater Slurries

Oil Well Fluids

Emulsion Paints

Li-ion Battery Electrodes

.... etc.

restore control by reducing friction:
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Thanks for listening!