

# An integrated surface technology for friction reduction in vehicles

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# Overview

## Timeline

- Start April 1, 2007
- Ends Nov 15, 2010
- 70% complete

## Budget

- Total=\$436.5
- FY08=\$165K
- FY09=\$198K

Enabling technology to achieve fuel economy

- Cost
- Lack of design guideline
- High load

Targets

- Low cost fabrication
- Works under high load
- Provide design guidelines

Partners

Caterpillar, Cummins, Ford, GM  
Technology validation and testing

# Objectives

- To demonstrate multi-scale texture patterns that can work across the speed and load ranges encountered in vehicles to achieve friction reduction of components
- Develop a coating system to protect the textures
- Develop relevant surface chemistry to protect the coating to ensure durability

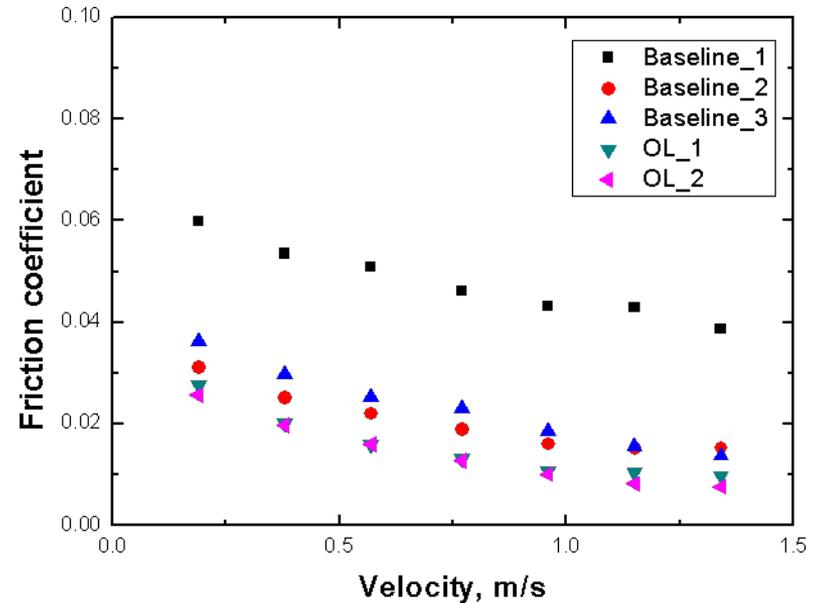
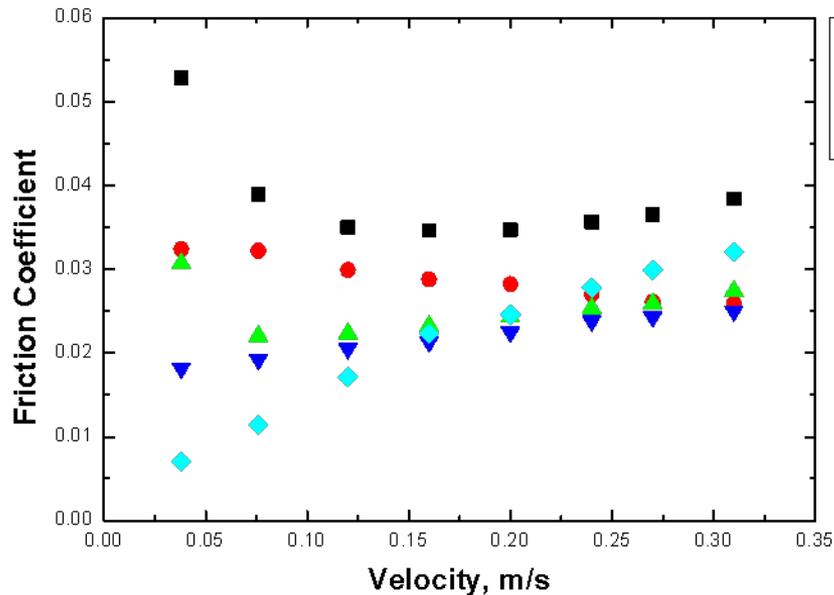
# Milestones

- FY 2008
  - *Develop multi-scale surface textures that can function both in the low load high speed regime and high load low speed regime*
  - *Develop thin film to protect textures*
  - *Develop chemistry to work with thin films*
- FY 2009
  - *Develop model to explain why textures works*
  - *Develop a chemically bonded self-lubricated film on Diamond-like-Carbon (DLC) surfaces to provide engine component protection*
  - *Develop a high load mechanical scriber capable of texturing high chromium steel surfaces*

# Approach

- Conduct theoretical analysis coupled with single texture in situ observation to observe fluid flow
- Conduct contact mechanics analysis to understand how hydrostatic pressure can build up within a texture to provide lift force to lower friction
- Fabricate textures of various size, shape, patterns
- Conduct friction tests under conditions encountered in engine components
- Select thin films and analyze failure mechanisms
- Select chemistry based on theoretical understanding
- Validate these selections by experiments

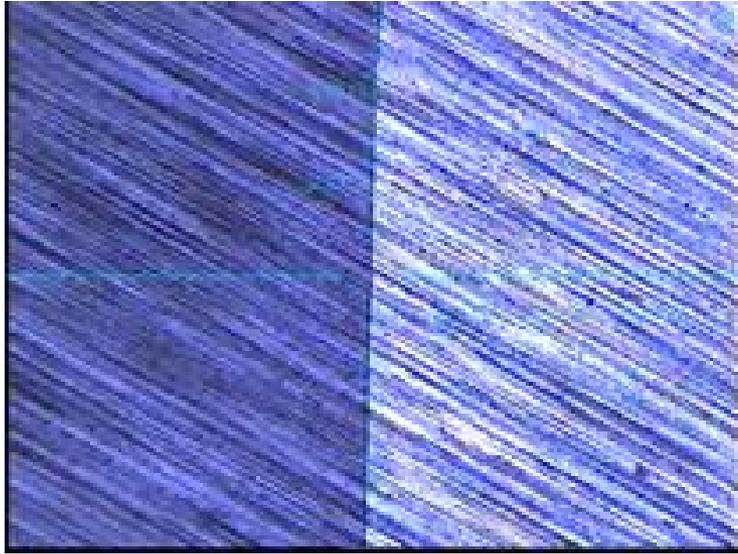
# Multiscale texture demonstrated to work



Friction reduction of mixed texture patterns under 0.15 MPa apparent contact pressure on Pin-on-disk tester

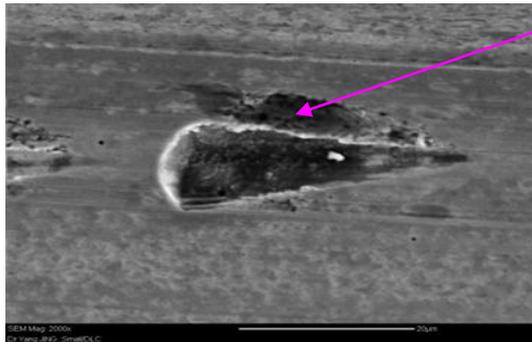
Comparison of the baselines with the compound texture patterns under high load low speed conditions (157 MPa apparent contact pressure) using a four ball tester.

# Evaluation of protective films

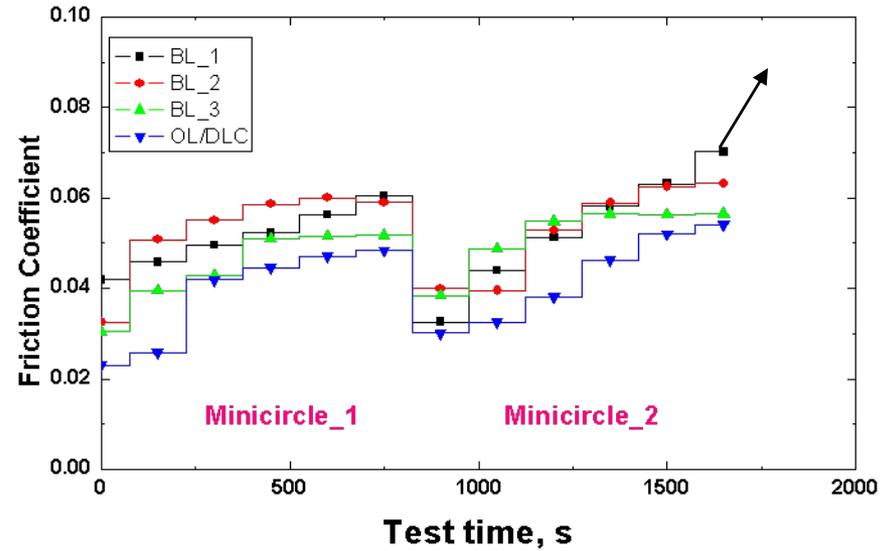


Coated DLC  
90 nm 19 GPa

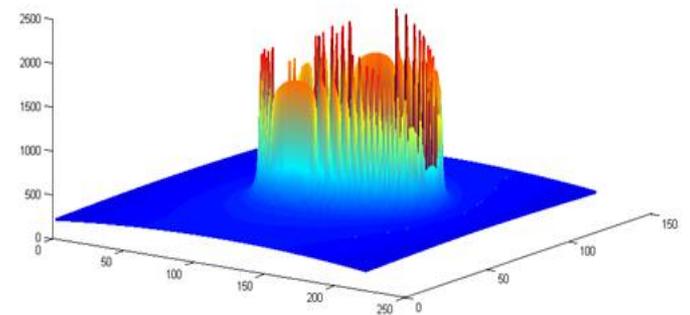
Uncoated  
side



Plastic deformation  
induced fracture



Durability of film + textures



Edge stress around the dimple

# Coating selection

- Evaluated carbides, nitrides, of tungsten, and titanium
- Thick hard coatings crack upon loading
- Fractures at the edges the dominant failures
- Selection of thin DLC coatings
- Optimization of thickness, hardness, and adhesion characteristics

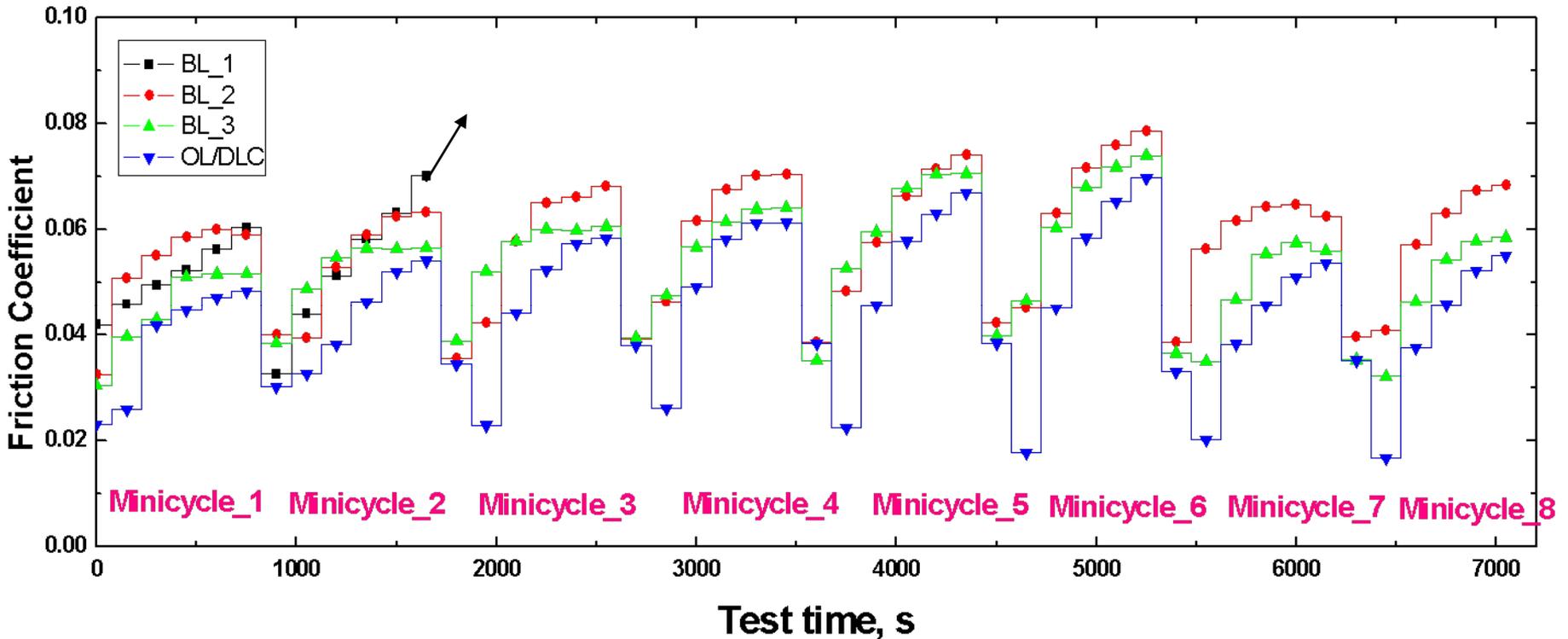
# Selection of chemistries

- Switched to Mobil 1 (5W-30) as a baseline
- Added selective chemicals into the lubricant and tested with the DLC coated samples
- Under these conditions, the test procedures have to be modified several times to get to the time to failure points

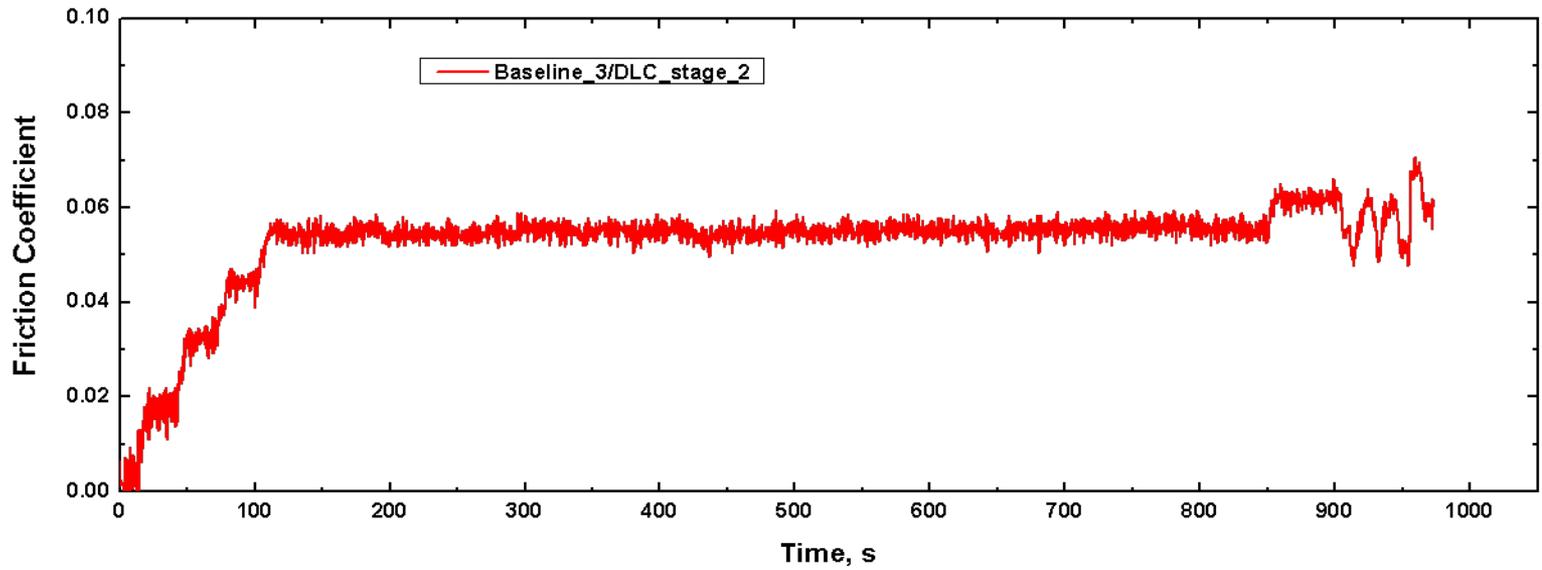
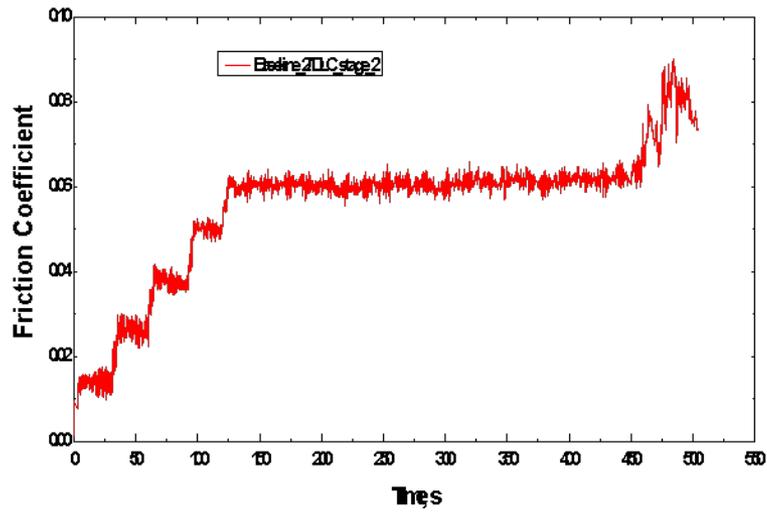
# Final combination data

## 150 nm DLC

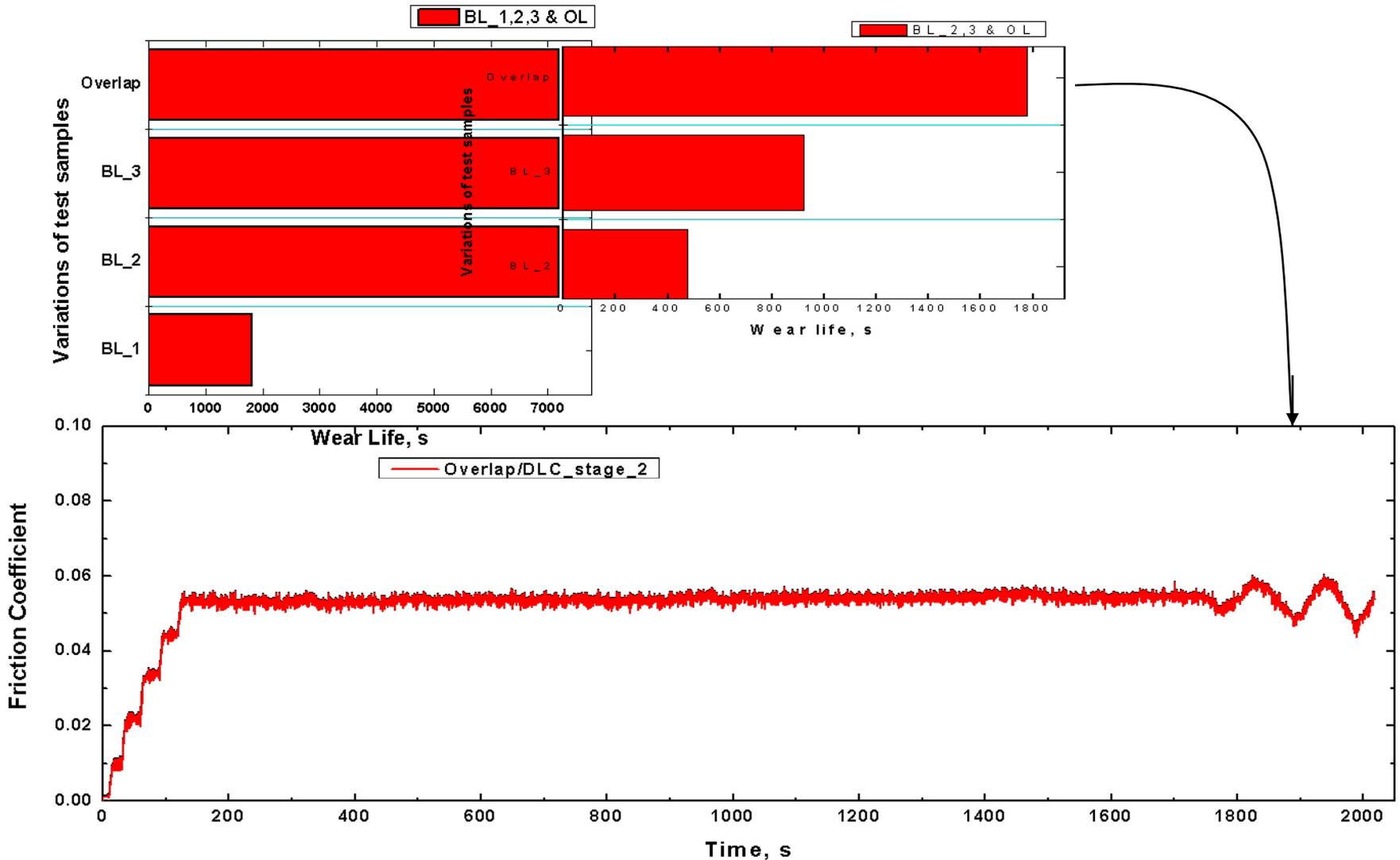
### Mobil 1 + oxygenates



Instead of continuing the test, the procedure was changed to one hour at a specific load and speed and continues



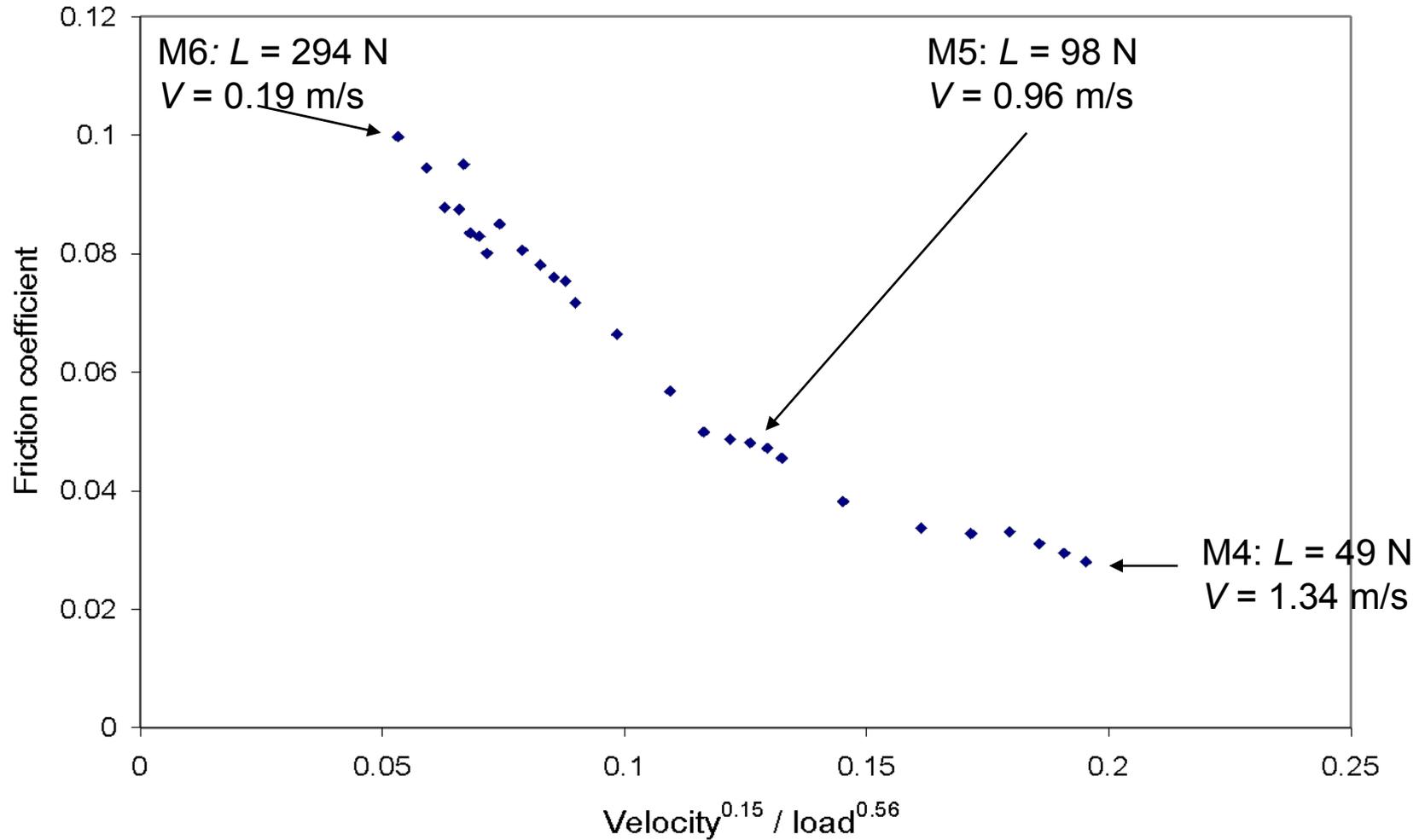
# Final combined result, at least 10x life



# Surface texture + DLC + Chemistry

- Successfully achieved the goal of extending the life of multiscale textures to 10 times without DLC and chemistry
- There are rooms to improve and optimize the technology
- Feasibility of concept demonstrated
- To be validated in actual applications
- However, actual application requires more data, fabrication techniques, and model before proceeding

# FY 09 milestone: model to explain why texture works



Hydrodynamic parameters were able to describe a large number of data

## Future work : challenges to technology validation in engines

- Cannot control oil chemistry
- Therefore the FY 09 milestone: *developed a chemically bonded film to bring the right chemistry to the engine regardless of oil chemistry*
- Piston ring hard to fabricate textures
- Therefore, FY09 milestone: *develop a much higher load machine to be able to fabricate textures on rings*

## Future work II

- Fabricate and validate technology in engines next year
- Develop design guidelines for the surface technology
- Realize potential fuel savings in vehicles