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# Development of Hybrid "Fluid Jet / Float" Polishing Process

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# Outline

#### 1. Background Information

(X-ray telescopes, Thin mirror replication methods, Fluid Jet Technology)

#### 2. Modeling and Optimization of Fluid Jet Polishing

(Numerical Method, Optimization Method, Experimental Results)

#### 3. Hybridization of Float and Fluid Jet Polishing

(Rationale for research, Scalability of FJP, Float polishing, Hybridization)

#### 4. Conclusions







# **Background: Short story of X-ray space telescopes**



# X-ray Astronomy: Making an X-ray Telescope.

• Standard lenses and mirrors cannot be used, because X-rays are not reflected/refracted!



• But if the angle is very small, then X-rays can be reflected: it is called "Grazing Incidence".





## Motivation for future "Aspheric" X-ray Telescopes

<u>Fabrication Method</u> Slumping thin glass over molding dies





```
100KeV - 20arcs
```

# **Objectives**

- Obtain Molding Die Micro-Roughness <0.2nm rms.</li>
- Reduce manufacturing cost per mold! (modern telescope requires > 200 molds)





Goal: ~2020

# **Background: Principle of Fluid Jet Polishing**

- A pumping system is used to deliver abrasive slurry to a nozzle pointing at the work-piece.
- The jet impinges the surface, generating a polishing spot where material removal occurs.
- This spot is moved along a spiral of raster path.

#### Typical Parameters:

Pressure at nozzle:  $4 \sim 20$  Bar Abrasives type: CeO<sub>2</sub>, Al<sub>2</sub>O<sub>3</sub>, SiC



#### Nozzle diameter: $0.1 \sim 2.0 \text{ mm}$ Abrasives grit: $0.2 \sim 50 \text{ }\mu\text{m}$







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# 2. Modeling of Process: Computational Fluid Dynamics

The simulation consists of a jet steam impinging a flat surface along the local normal:

- Features axial-symmetry, offering the possibility to simplify to a 2D problem.
- Experimental conditions can be easily reproduced in laboratory (bottom-right).









## 2. Modeling of Process: Multi-Phase Flow Equations

(1) Incompressible <u>Navier-Stokes</u> equation (low pressure, stable temperature):



# 2. Modeling of Process: Turbulent Flow Model

Model Name	k-e	k-w	SST k-ω
(short) Description	<ul> <li>2 transport equations</li> <li>turbulent kinetic energy <i>k</i></li> <li>turbulent dissipation <i>ε</i></li> </ul>	<ul> <li>2 transport equations</li> <li>turbulent kinetic energy <i>k</i></li> <li>turbulent frequency <i>ω</i></li> </ul>	Combination of: • <i>k-ω</i> in near wall regions • <i>k-ε</i> in free stream regions
Pros / Cons	+ Numerically robust	<ul> <li>+ Superior treatment of near wall regions</li> <li>+ Suitable against severe pressure gradients</li> </ul>	<ul> <li>+ Well suited for laminar to turbulent flow transitions</li> </ul>
	<ul> <li>Valid only if flow is fully turbulent</li> <li>Poor results against severe pressure gradients</li> </ul>	- Flow separation can occur excessively in free stream regions	- Less suitable for free shear flow regions





### 2. Modeling of Process: Numerical Stability

Balancing the "PDE terms" is sometimes necessary, to avoid numerical instability.

**Example:** "Run-away Vortices" may arise if viscosity and pressure gradient are not balanced within the stress divergence term. Defining a "transient" viscosity can solve such problem.



#### 3. Optimization of Process: Slurry management system



#### Fluid Jet Polishing: Waviness Improvement from Process Optimization

Post-polishing of "laser grade" fused silica windows, with 1.5um CeO<sub>2</sub> (1µm removal depth).



Before Optimization rms 16.1 nm





After Optimization rms 1.5 nm



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# Hybrid Strategy: Float Polishing

Float polishing is a <u>non-contact</u> finishing method (<u>like FJP</u>!)

Roughness < 0.1nm rms routinely achieved (Fused Silica, Silicon, Elct. Nickel)

BUT, it is applicable only to Flat Surfaces.



# Hybrid Strategy: Research Plan (2 year Post-Doc funded by JSPS)







# **Modeling: Float Polishing Process**

First, a 3D Computational Fluid Dynamics (CFD) model of float polishing was implemented.

The Navier-Stokes equation with Shear Stress Transport (SST) turbulence was used to compute fluid pressure/velocity.



Fluid shown in Blue, Sample in Green

3D Finite Element Mesh





## **Modeling: Float Polishing Process**

Actual abrasive particle trajectories (and impacts) were calculated by applying Newton's 2<sup>nd</sup> law.



Fluid Pressure Map

Fluid Velocity Map & Particle Trajectories



# **Modeling: Fluid Jet Cavity Simulations**

Different Nozzle Cavity Geometries were simulated, from simple geometries (cone, cylinder, sphere) to more complex ones (horn, grooved).





### **Modeling: Nozzle Cavity Optimization**

For each cavity type, the <u>geometry was parameterized</u> such that CFD simulations and computation of Impact Distribution Curves could be automated.

Optimization consisted of <u>parametric searches</u> to find the best match between each cavity type and the float polishing process (comparison of Distribution curves).



Optimized design (Grooved cavity with variable pitch/depth)



# Conclusions

- Our goal is to keep improving the roughness of Fluid Jet Polishing (currently 1.5nm rms, target < 0.2nm rms).</li>
- A novel Hybrid "FJP/Float" process has been proposed to meet this requirement.
- Numerical simulations were used to derive a FJP cavity nozzle design that approaches removal conditions in Float polishing.
- Future work: Experimental validation of the optimized nozzle cavity design





