

Today:

- Machining: An Introduction
- Orthogonal Cutting Model
- Cutting Physics
 - Geometry
 - Forces
 - Energy

Material removal processes (the oldest process):

- Mechanical
 - Milling, Turning, Shaping, Grinding, Broaching, Polishing,
- Thermal
- Electrochemical
- Chemical

Cost: 👎

Expensive \$100.00 — \$10,000.00

Flexibility: 👍

Any shape under the sun!

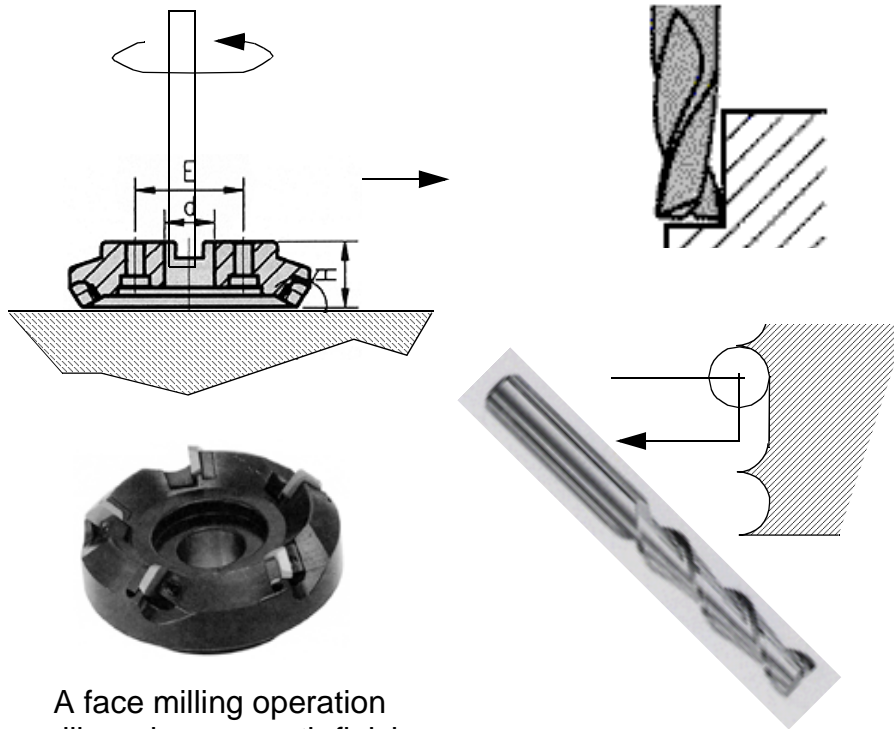
Quality: 👍

Very high quality.

Rate: 👎

Slow compared to other production techniques.

Roughness of machining



A face milling operation
will render a smooth finish

Side milling with an end-mill
will give you some surface
roughness.

Most machining
processes will
give you some
finite surface
roughness, which
depends on the
mass of material
removed - tooth
size, cutter

Process modeling

- Understand the process: optimization & control
- Analytical, Numerical and Experimental

Key issues:

- How does cutting work?
- What are the cutting forces?
- How do material properties affect cutting?
- What are the power requirements?

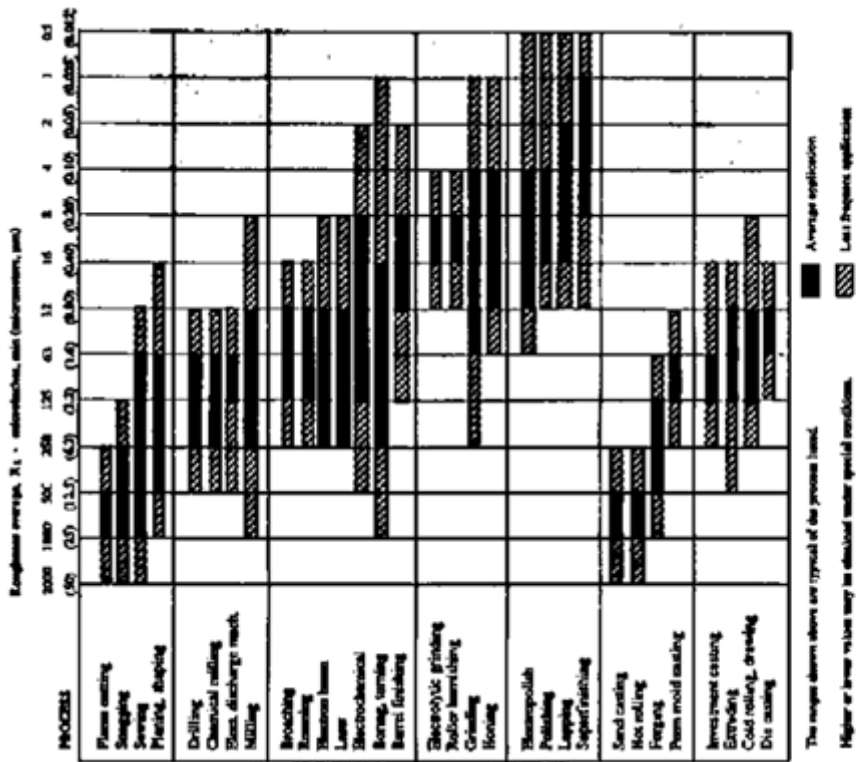


TABLE 2.4 Surface Quality for Different Machining Processes

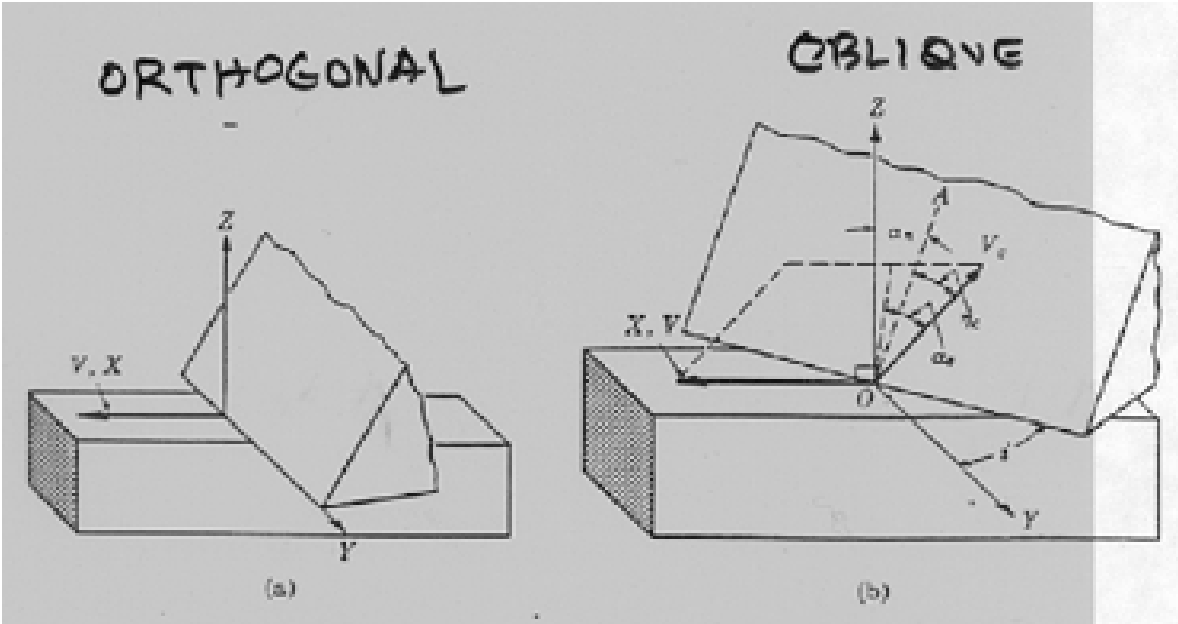
	Cost	Production Rate	Quality	Flexibility
Removing Processes	Medium Tending/ High Labor Cost	Medium (Milling) to Low (Grinding)	High	High

TABLE 2.5 Characteristics of Material Removal Processes

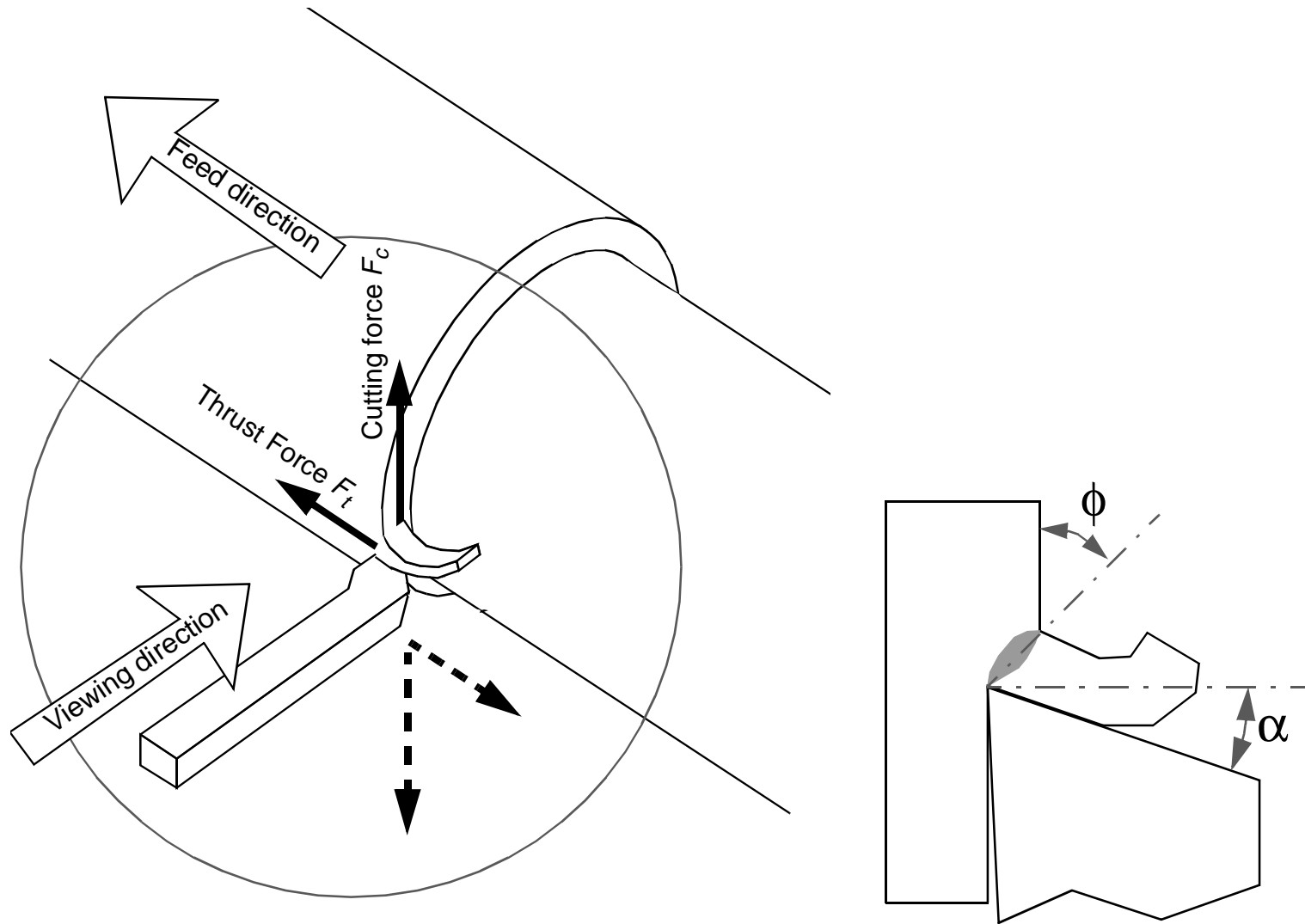
Basic cutting geometry

2 Dimensional

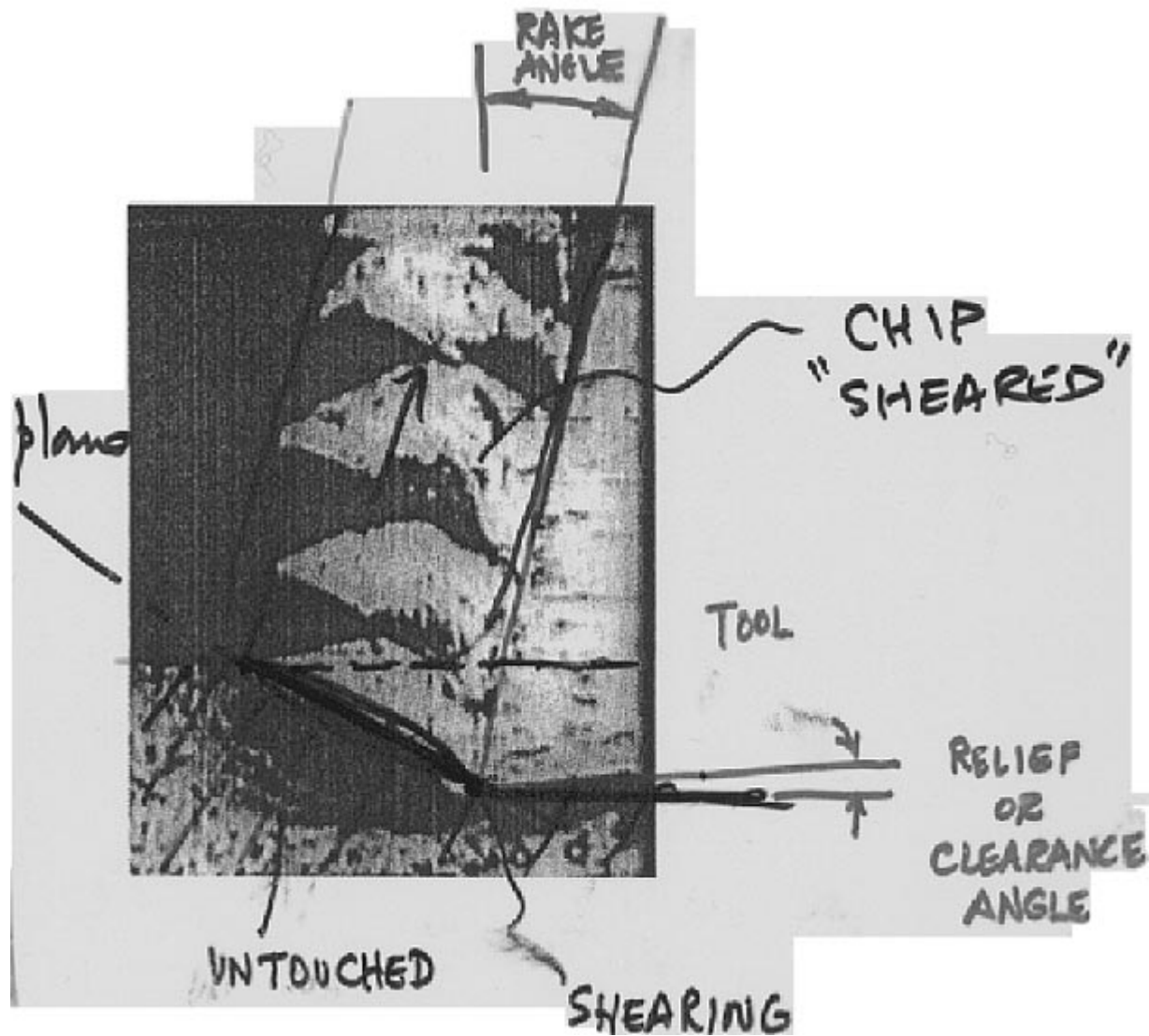
3 Dimensional



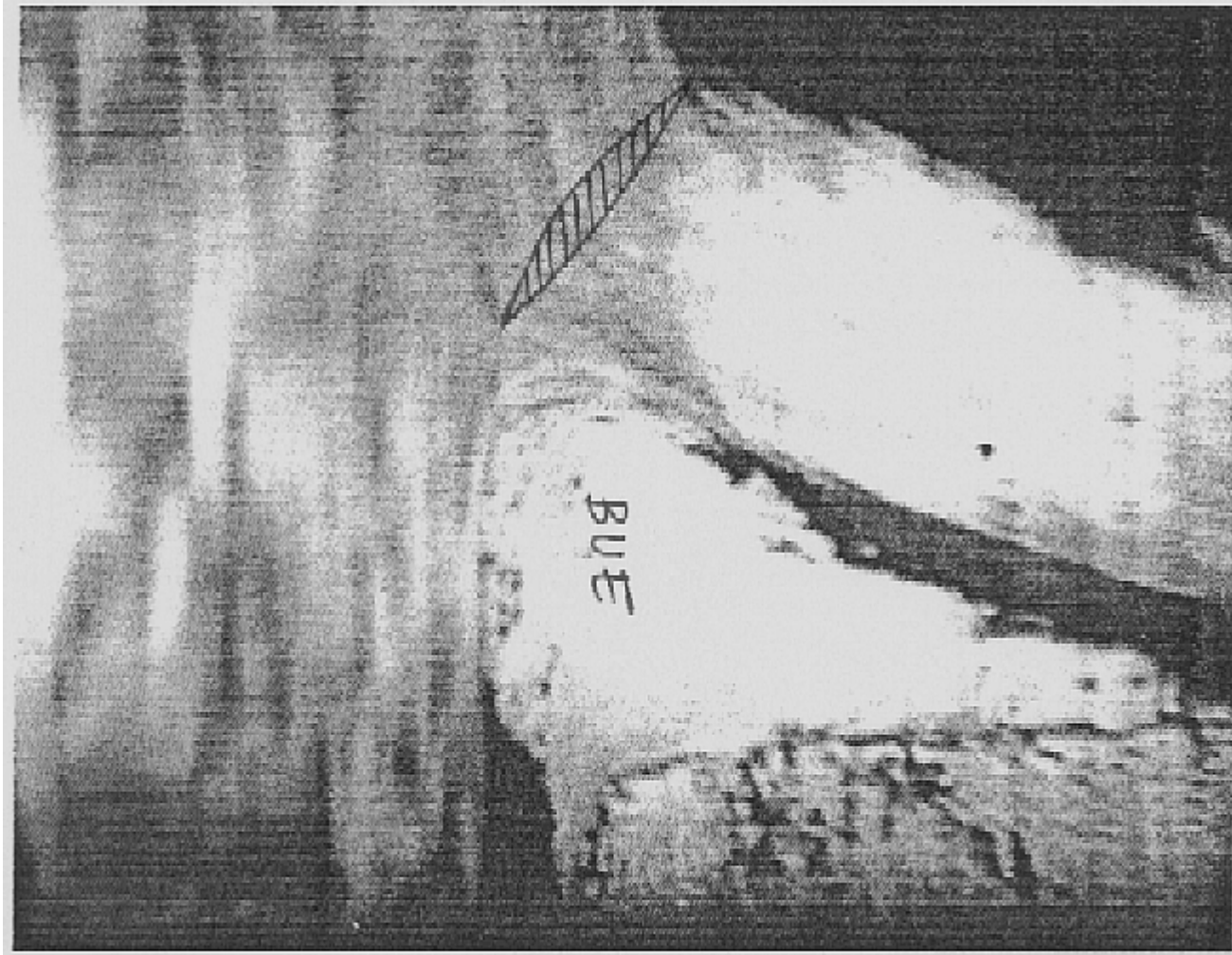
Orthogonal machining in a lathe



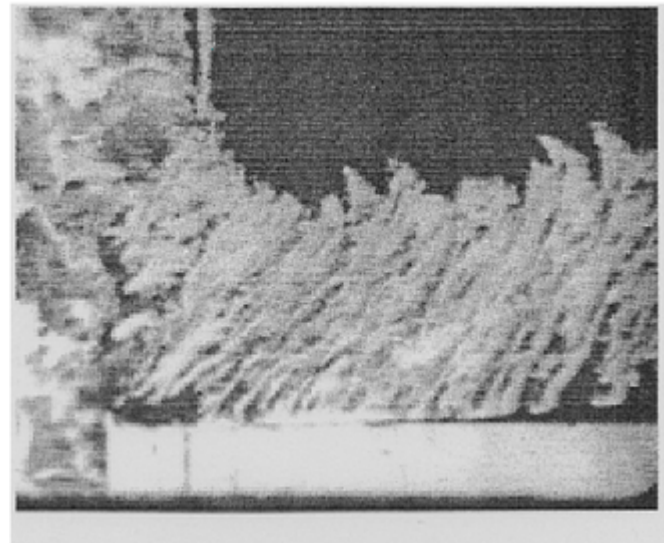
from video . . .

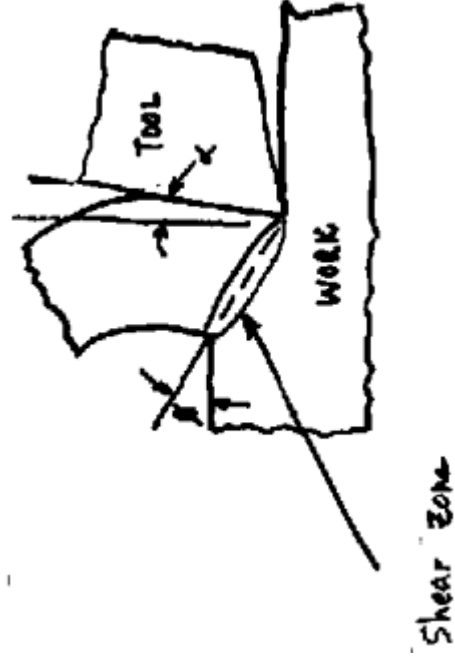
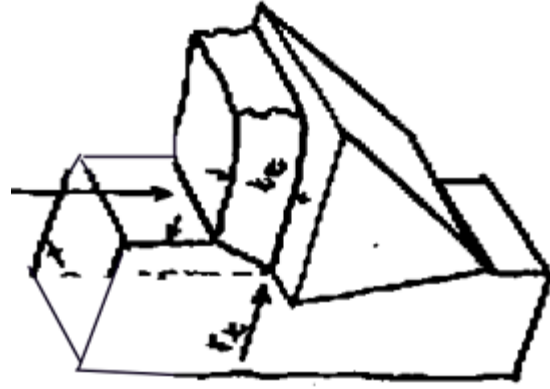


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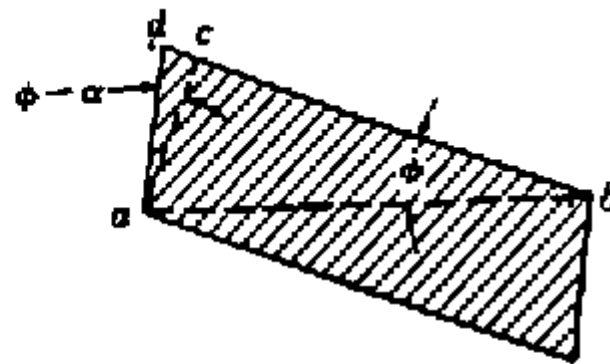
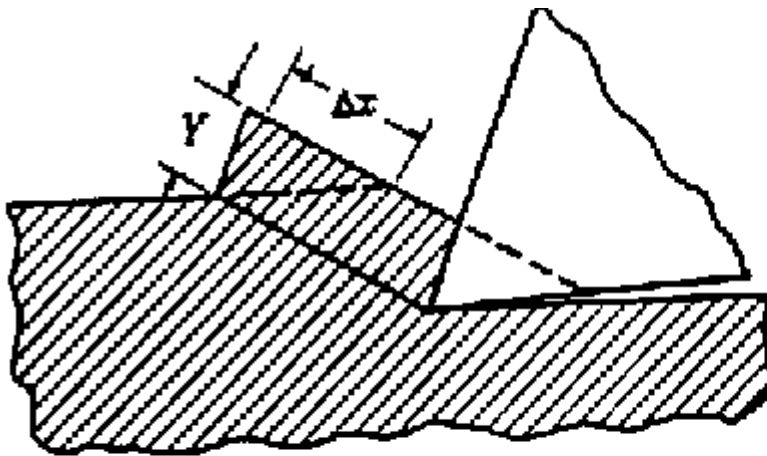


from video . . .



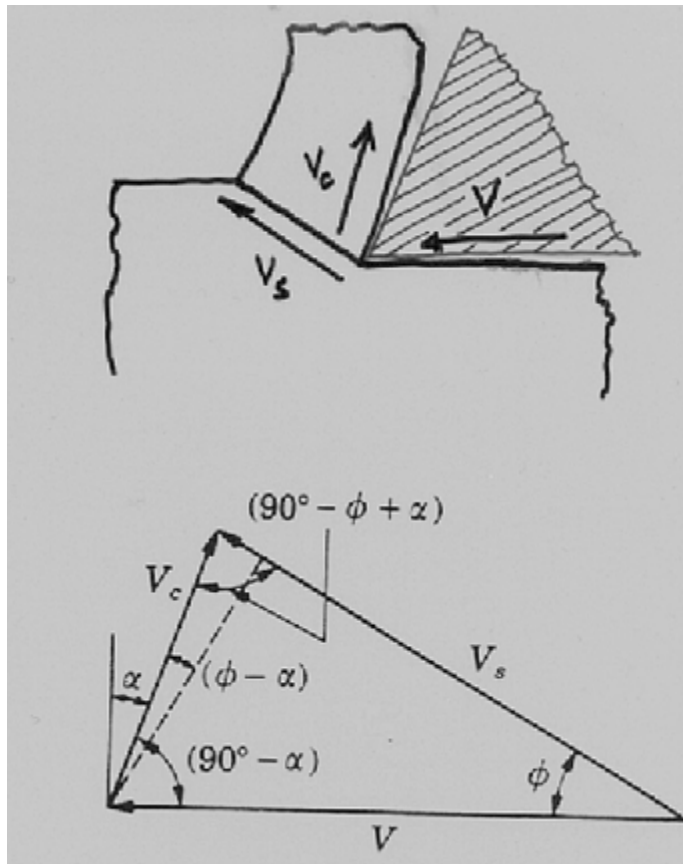


Analysis of geometrical shear strain



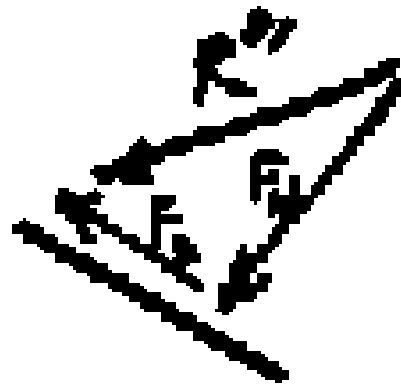
$$\gamma = \frac{\Delta x}{Y} = \frac{bc + cd}{ac} = \cot \phi + \tan (\phi - \alpha)$$

velocity diagram in the cutting zone



$$\frac{V}{\cos(\phi - \alpha)} = \frac{V_s}{\cos \alpha} = \frac{V_c}{\sin \phi}$$

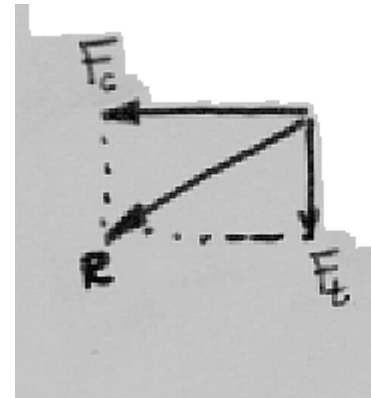
Shear forces



$$R = R'' : F_s = F_c \cos[\phi] - F_t \sin[\phi]$$

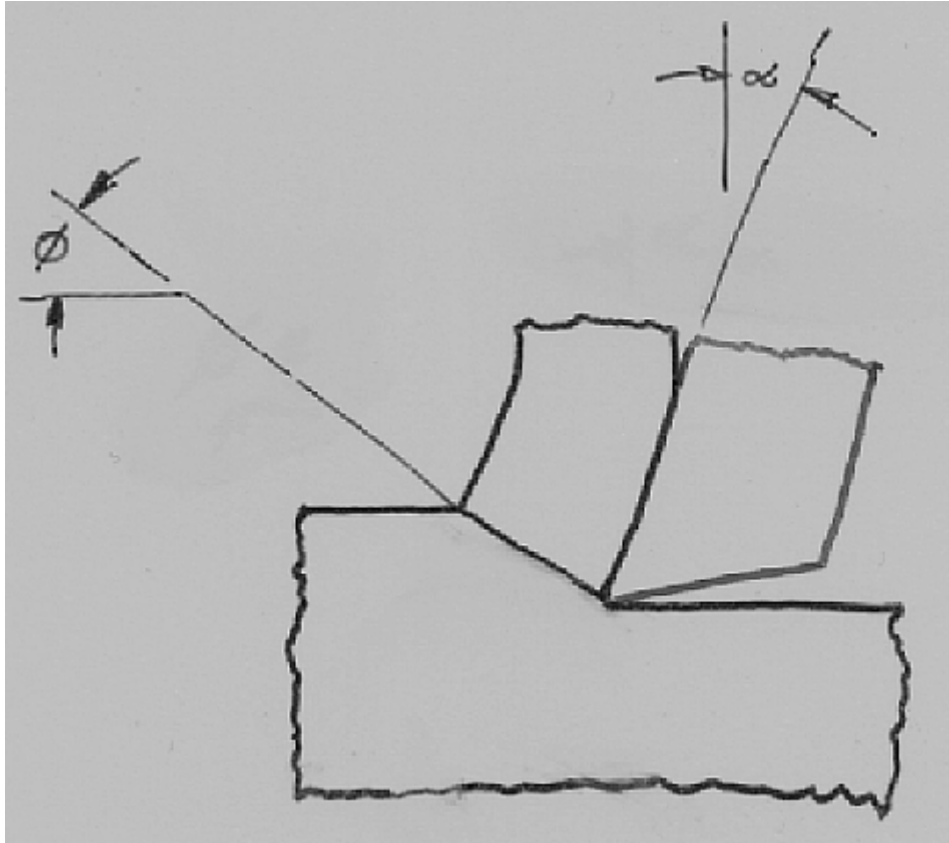
$$F_n = F_c \sin[\phi] - F_t \cos[\phi]$$

Friction forces



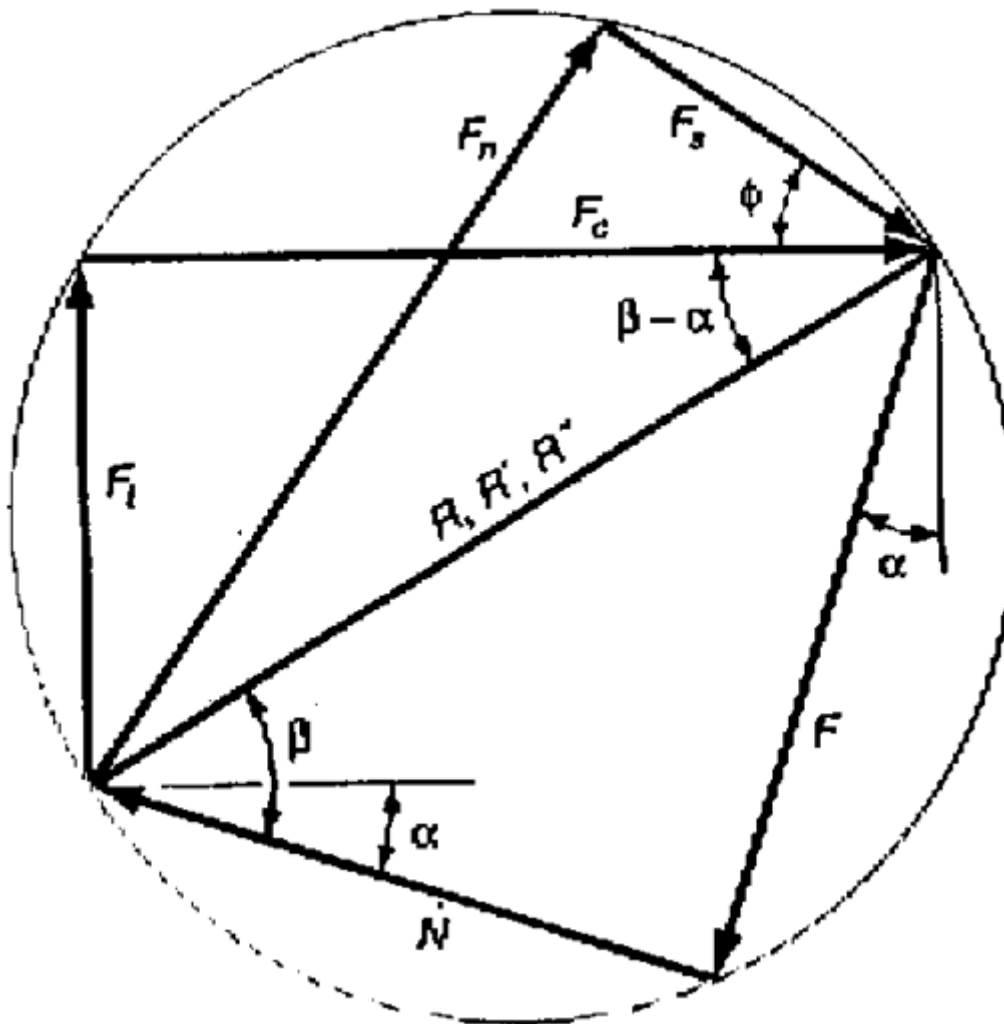
$$\begin{aligned}
 R = R' : \quad & \left. \begin{aligned} F &= F_G \sin \alpha + F_t \cos \alpha \\ N &= F_G \cos \alpha - F_t \sin \alpha \end{aligned} \right\} \mu = \frac{F}{N} \\
 & \quad \quad \quad = \tan \beta
 \end{aligned}$$

Cutting Forces



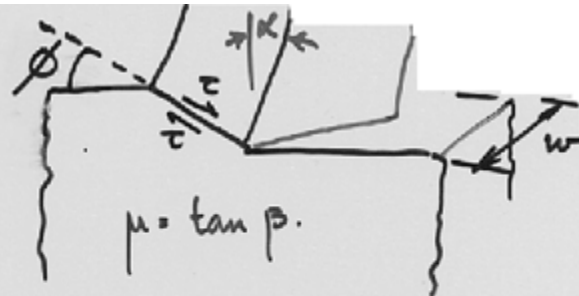
Force diagram

showing geometric relationships amongst all the forces.



where are we heading?

a relationship !



$$\tau = \frac{[F_c \cos \phi - F_t \sin \phi]}{(W \sin \phi)} \quad \text{--- I}$$

From force balance :

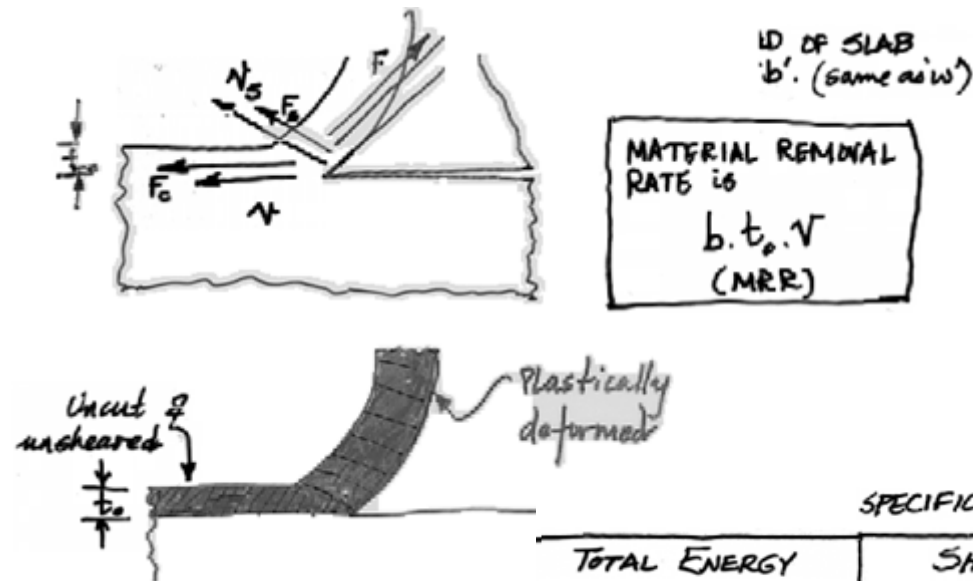
$$\frac{F_t}{F_c} = \tan (\beta - \alpha) \quad \text{--- II}$$

substitute II into I, set $\frac{\partial \tau}{\partial \phi} = 0$.

$$\Rightarrow \boxed{\phi = 45 + \frac{\alpha}{2} - \frac{\beta}{2}}$$

Merchant's relationship

Energy Considerations



SPECIFIC ENERGIES		
TOTAL ENERGY	SHEAR ENERGY	FRICTION ENERGY
$u = \frac{F_c V}{b t_0} = \frac{F_c}{b t_0}$	$u_s = \frac{F_s V_s}{b t_0 V}$ $= \frac{\tau_s}{\sin \phi} \times \frac{V_s}{V}$ $= \tau_s \cdot \gamma$	$u_f = \frac{F V_c}{b t_0 V}$

$$u = \underbrace{u_s}_{75\%} + \underbrace{u_f}_{20\%} + \underbrace{\text{other negligible terms}}_{5\%}$$

TABLE 20.1
APPROXIMATE ENERGY REQUIREMENTS IN
VARIOUS CUTTING OPERATIONS (at drive
motor, corrected for 80% efficiency)

MATERIAL	SPECIFIC ENERGY (W·s/mm ³)*
Aluminum alloys	0.4–1.1
Cast irons	1.6–5.5
Copper alloys	1.4–3.3
High-temperature alloys	3.3–8.5
Magnesium alloys	0.4–0.6
Nickel alloys	4.9–6.8
Refractory alloys	3.8–9.6
Stainless steels	3.0–5.2
Steels	2.7–9.3
Titanium alloys	3.0–4.1

* Divide by 2.73 to obtain hp·min/in.³.

Works best for $t_0 = 0.01''$
 $\alpha = 10^\circ$.

Thumb rule: $u \sim (1 \text{ to } 0.5) H_B$

The utility of energy analysis

The specific energy is an “approximate” but quick way to estimate the power requirements of machining a given material. A terrific tool for a designer!

Say you wanted to machine Titanium at

$T_o = 0.01''$, $b = 1''$, $V = 20$ inch/minute

1. What horsepower spindle do you need?
2. What forces do you expect on the tool?
3. How hot can the tool become?

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