

#### 4. Ceramics:

→ Misco. of  $Al_2O_3$  & BN & sintered @  $1700^\circ C$   
which has very hard & good compressive strength.

→ Brittle, can't be used in shock & vibrations

→ 90%  $Al_2O_3$  + 10%  $CrO_2$ ,  $MnO_2$  &  $NO_2$

→ High compressive strength, longer tool life,  
flexibility, good surface finish & high temp. resistance  $1000^\circ C$

Prop.: \*  $\uparrow$  cutting speeds

\* Rigidity of tool & w/p

\*  $\uparrow$  surface finish on cutting tool

\* Eliminates unbalanced forces.

#### 5. Diamonds:

→ Hardest cutting materials.

→ Polycryst. made by sintering under

high pressure & temp.

→ Has low coeff. of friction, comp. strength  $\uparrow$  &

wear resistance.

→ Used for machining very hard materials

like glass, plastics, ceramics, etc.

→  $\uparrow$  surface finish @  $\uparrow$  speeds & good  
dimensional accuracy.

→ Very expensive & brittle

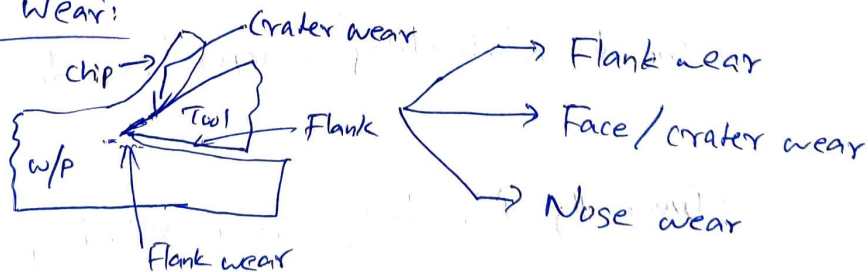
Prop.: \* Hardest sub.

\*  $\downarrow$  coeff. of friction

\*  $\uparrow$  Heat cond.

\*  $\downarrow$  elec. cond.

#### Tool Wear:



Flank wear: → edge wear aka Flank wear

→ Friction, abrasion & adhesions - main cause

→ Flat worn out region behind cutting edge.

→ Takes place in rough machined surface

Crater wear: → Tool face - contacts always w/ chip.  
→ chip sliding gradually wears off the face.  
→ cavity formed on tool face is called crater.  
→ Due to abrasion b/w chip & tool face.  
→ results in breakage of cutting edge of tool.  
→ Tool life = fixing ratio of width of crater to its depth.

Nose wear: → More prominent than flank wear.  
→ Tool life = cutting time reqd. for reaching a tool life critically or time elapsed bet 2 consec. tool resharpenings.

→ Ways to express tool life:

- (i) Vol. of metal removed or ground
- (ii) No. of w/p machined or ground
- (iii) Time taken per unit.

### Machinability:

→ M/c'ing may be easier in some materials and diff. in others.

→ It is defined as ease with which a material can be satisfactorily machined.

\* Tool life bet. tool failure (or) resharpening

\* Quality of machined surface

\* Power consumption per unit volume of material removed

→ Good machinability → proper chips → ↓ tool wear

↓  
↑ surface finish

→ Generally ↑ hardness → poor machinability.  $\epsilon_{02}$  ↑ temp. more power consumption & high tool wear.