
Oral presentation | Fluid-structure interaction

Fluid-structure interaction-III

Mon. Jul 15, 2024 4:30 PM - 6:30 PM Room A

[3-A-01] Blast Wave Propagation Through Debris Cloud

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Keywords: Blast wave propagation, Fluid-Structure Interaction, transient flows









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***Blast Wave Propagation
Through Debris Cloud***
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Fumiya Togashi, Prof. Rainald Löhner***


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1

Overview



- ❖ **Objective:** Understand the physical mechanisms controlling blast wave energy losses when propagating through a debris cloud
- ❖ **Approach:** testing and numerical modeling
- ❖ **Investigate effects of**
 - ❖ Debris: pebbles vs. dust
 - ❖ Debris cloud weight
 - ❖ Debris cloud porosity
 - ❖ Debris positioning

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2



FEFLO: The flow solver



- ❖ Adaptive, unstructured grids (triangles/tetrahedra)
- ❖ Compressible & incompressible Flows
- ❖ Inviscid, laminar & turbulent Flow
- ❖ Several turbulence models (MILES, Smagorinsky, Baldwin-Lomax, Spalart-Allmaras, K-Epsilon, etc)
- ❖ Explicit and implicit time stepping
- ❖ EOS: Real air, water (Tate), Sesame, polynomials, tables
- ❖ State-of-the-art shock capturing numerical schemes
 - ❖ (Roe, FCT, HLLC, ENO, WENO, DG.....)
- ❖ Body-fitted ALE or embedded for moving bodies/change of topology
- ❖ Edge-based FE data structure
- ❖ Finite rate reaction: detonation, afterburning, agents/simulants
- ❖ Infinite rate reaction model
- ❖ JWL+Miller after-burn models
- ❖ Particles as a dilute phase
 - Exchange of mass/momentum/energy with flow
- ❖ Extensive benchmarking and validation
- ❖ Live codes; FEMAP, FEFLO and ASICSD continuously evolved

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Test and Simulation Plan




- Test 3.1: Base case, no pebbles**
- Test 3.2: Two cylinders, Pebbles; 16.4lbs and 26.8lbs**
- Test 3.3: Two cylinders, Sand, 15.4 and 32.3lbs**
- Test 3.4: repeat of 3.2**
- Test 3.5: Single Cylinder, Pebbles, 50.7lbs**
- Test 3.6: Bottom: two cylinders, thin, Sand, 8.89lbs,
Top: two cylinders Pebbles, 52.5lbs**
- Test 3.7: Two cylinders, Pebbles, 95.1lbs**


All tests have identical charge and top/bottom heavy pebble caps


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Test Details





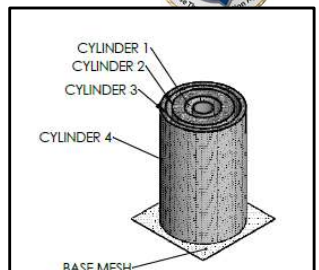
Test Facility



Explosive

Two types of debris were used


- Sand: Passes #100 sieve (150µm) but does not pass a #200 sieve (75µm) => 75µm<D< 150µm
- Gravel: Passes ¾ in. sieve but does not pass a 5/8 in. sieve (8.0mm to 9.52mm in radius)




CYLINDER 1
CYLINDER 2
CYLINDER 3
CYLINDER 4
BASE MESH

Explosive within Cylinder 1
Debris between cylinders 1 and 2;
Airgap between 2 and 3; and
debris between cylinders 3 and 4

Dust




Gravel



In this presentation, the debris constitute an open cylinders, but will be referred to as cylinders.


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5

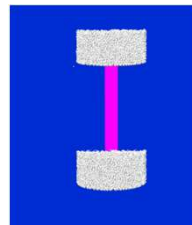


Test 3.1; Bare Charge

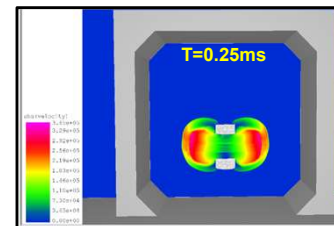
Base test; no debris, only top/bottom end caps



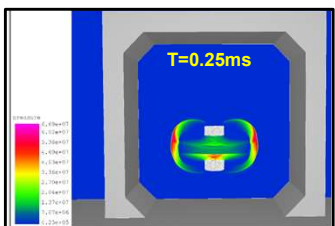
Velocity and Pressure on a plane cut



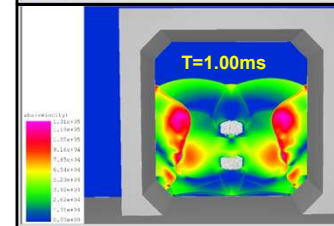
Initial set-up;
Density Contours; t=0.0



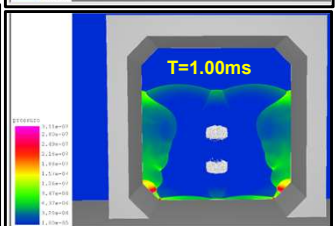
T=0.25ms




T=0.25ms




T=1.00ms



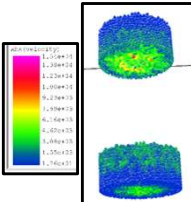
T=1.00ms



Velocity Contours



Pressure Contours



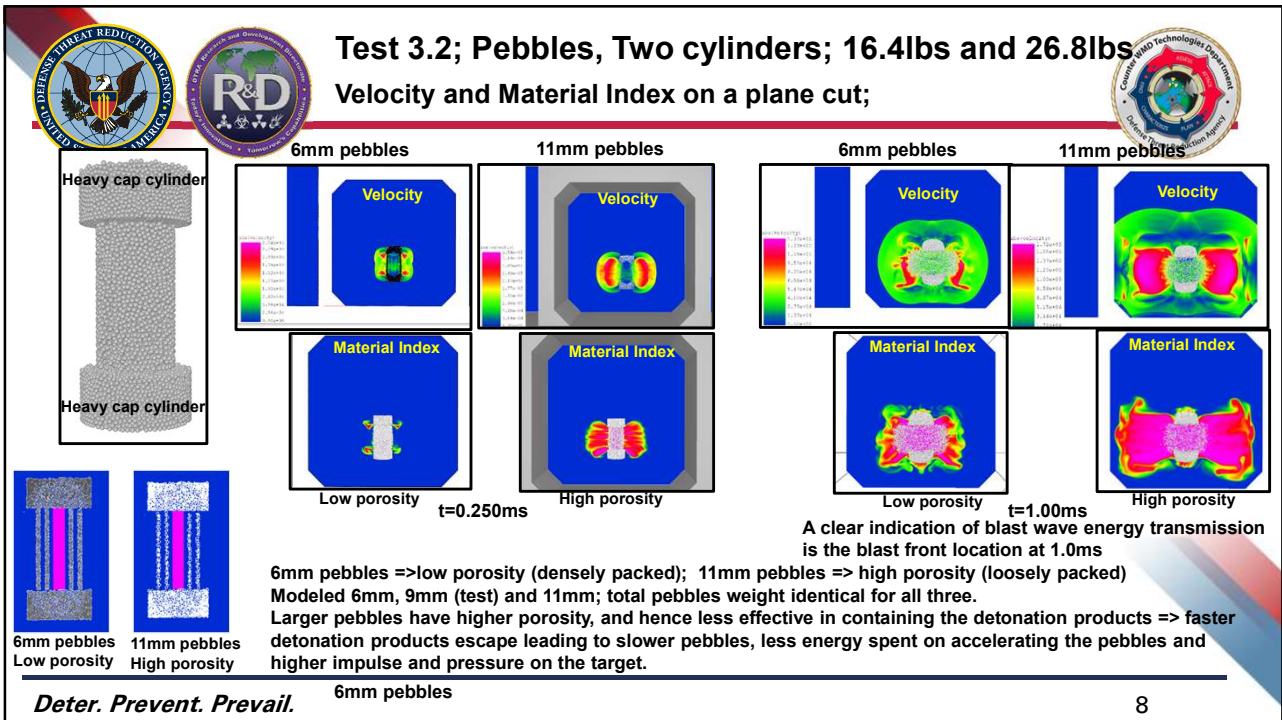
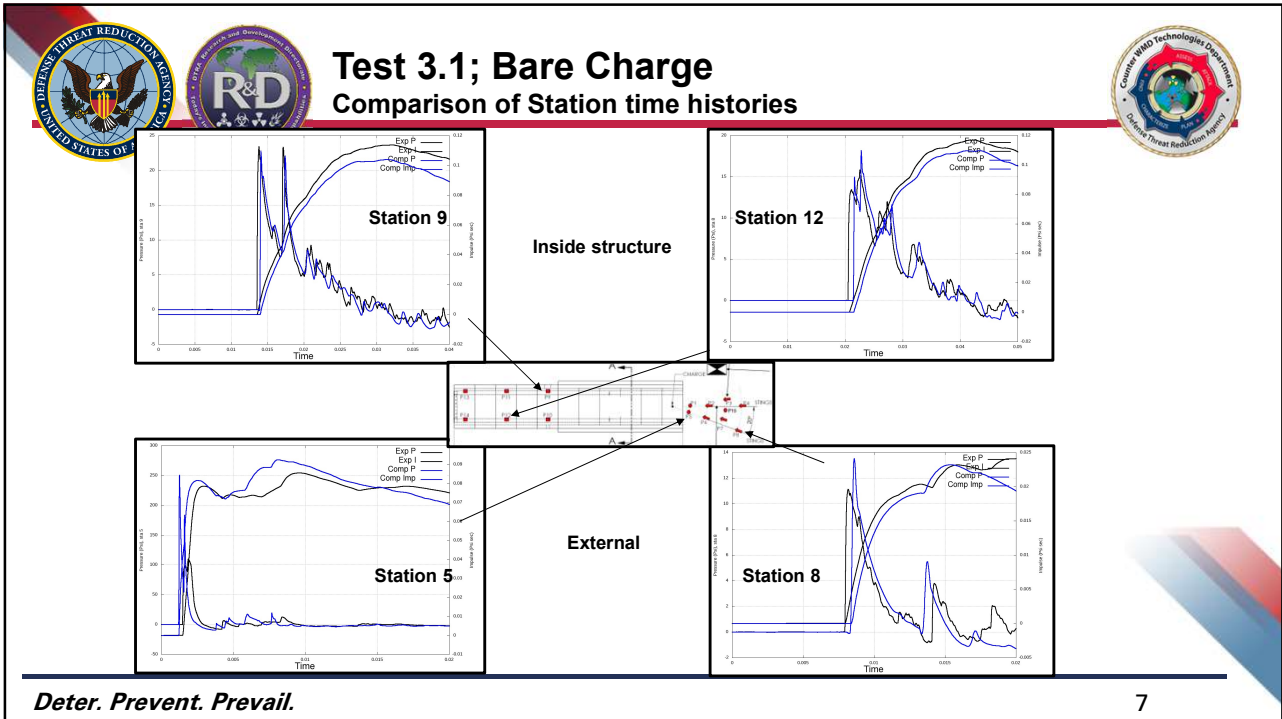
Pebbles velocity; 0.250ms

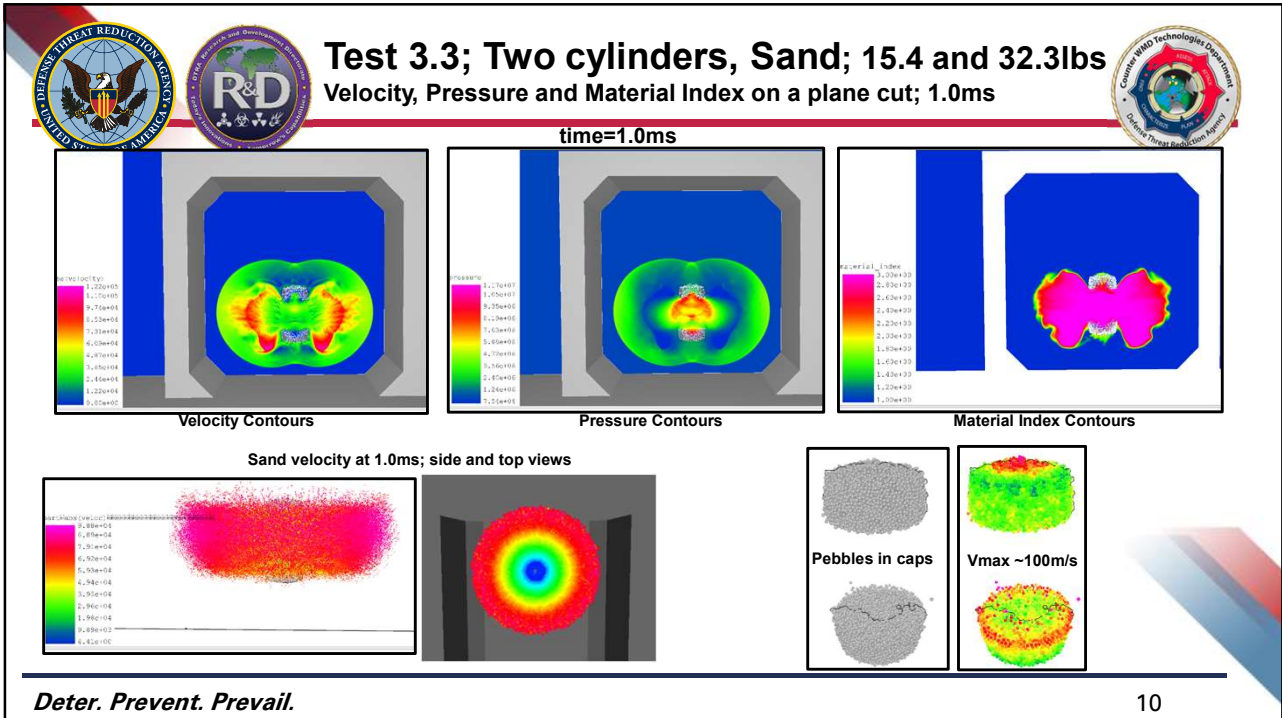
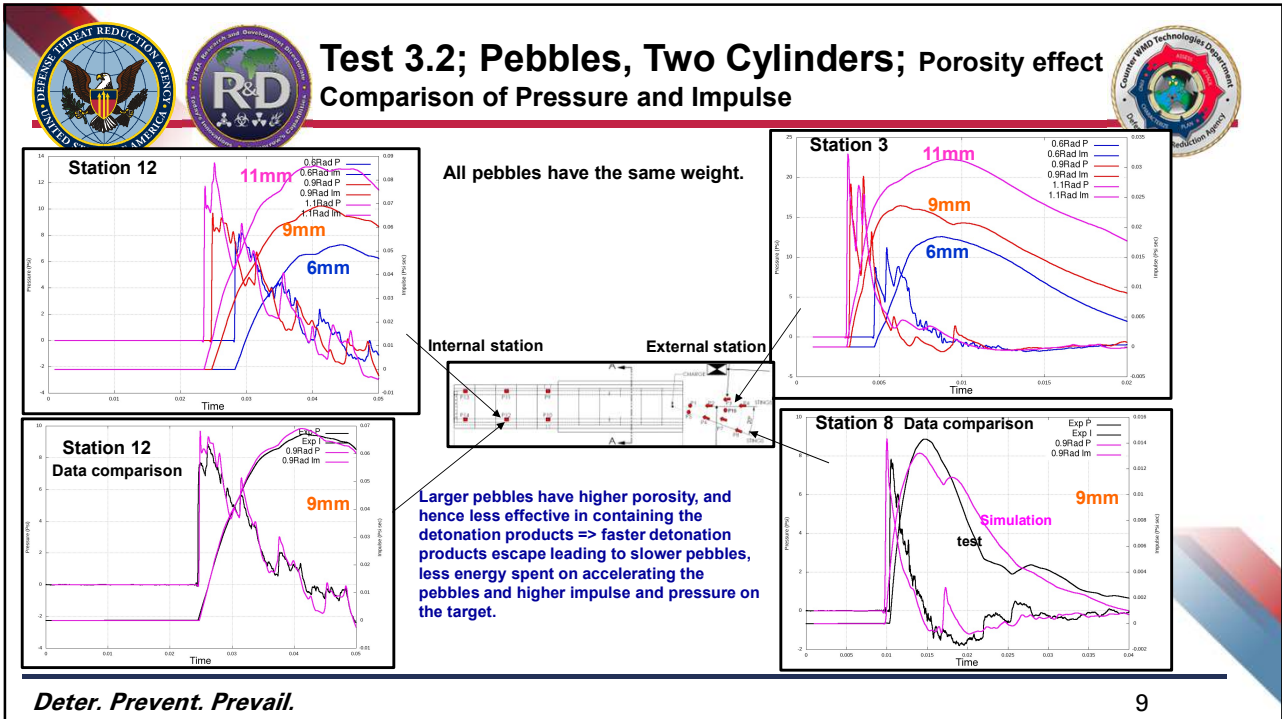
Blast wave propagation with no debris cloud. Blockage on top and bottom

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6

3

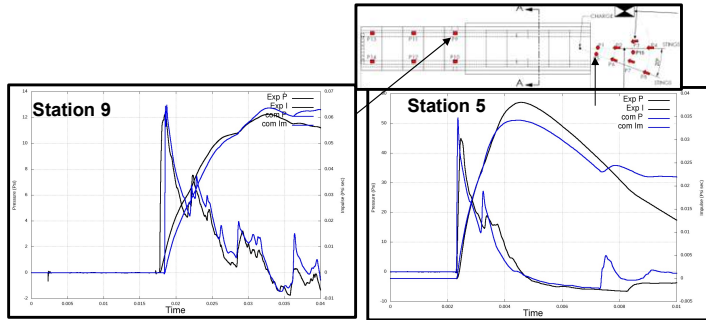




JB1



Test 3.3; Two Sand Cylinders; 15.4 and 32.3lbs Video: Early time Pressure contours + Sand



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11

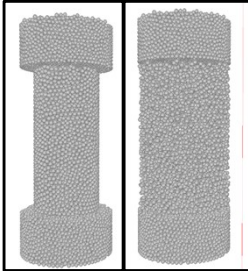


Test 3.5, Pebbles, Single Cylinder, 50.7lbs At 1.0ms, Velocity, Material Index on a plane cut, and Pebbles Velocity

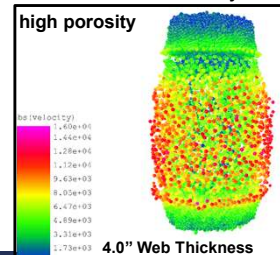
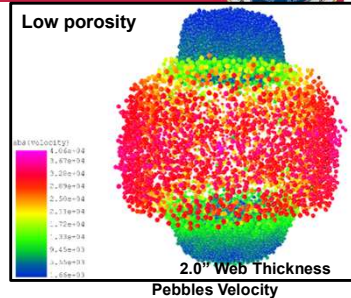
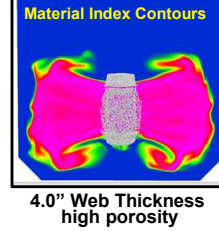
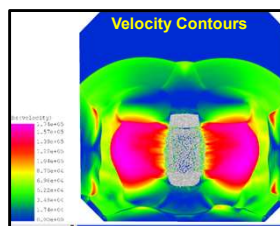
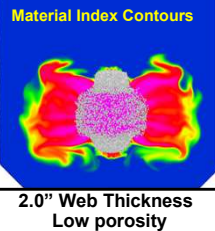
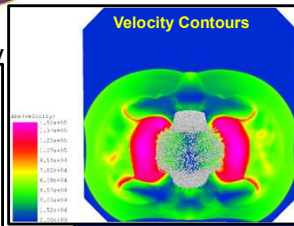


Notice difference in blast front location

tested
Low porosity high porosity



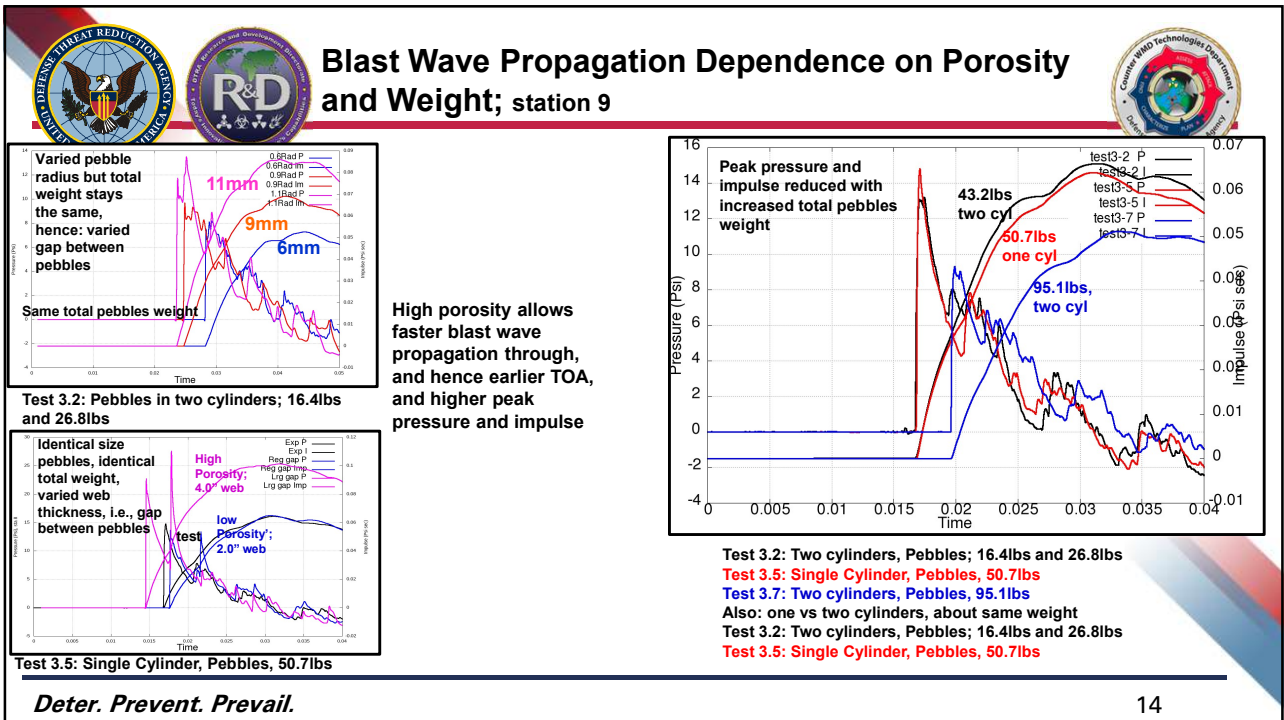
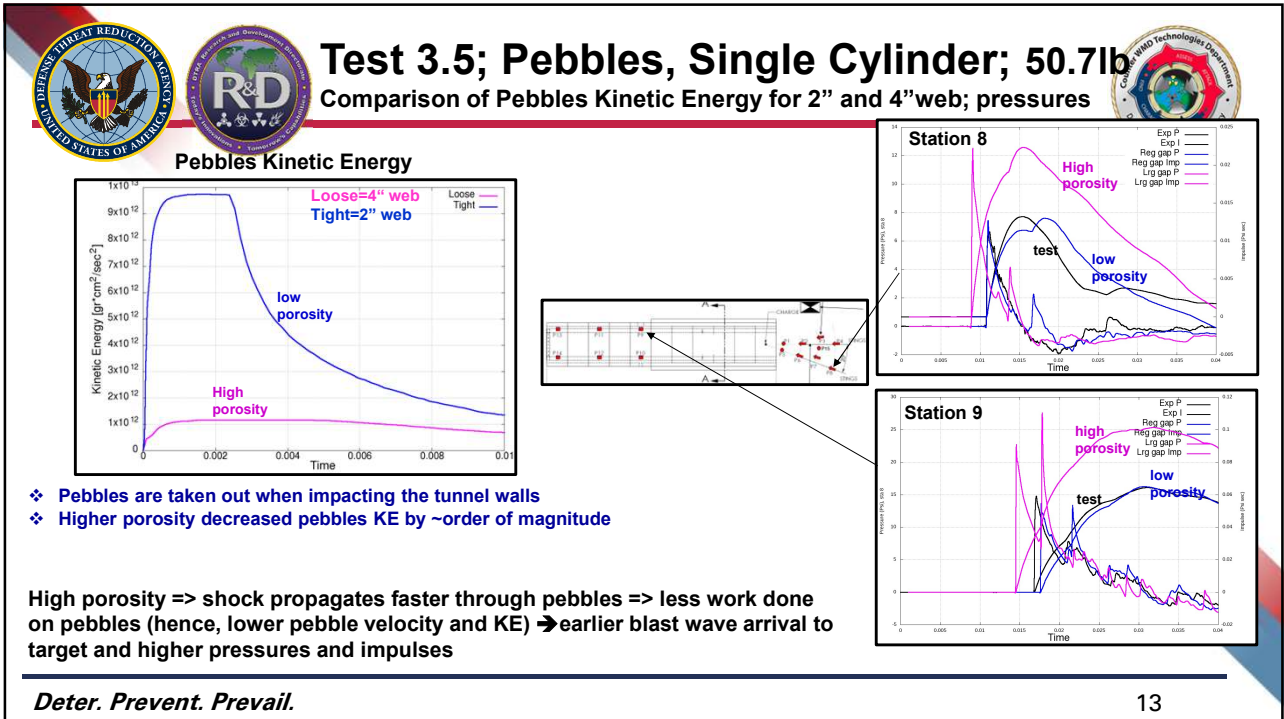
Same exact Pebbles weight and diameter,
Cylinder web 2.0" => 4.0"
→ Increased Porosity



The blast propagates faster through the high-porosity pebbles => lower pebble velocity and KE, and lower blast wave energy losses

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12





Summary

- ❖ Investigated energy loss dependence on material density, porosity, total weight and geometry
- ❖ Numerical predictions were in excellent agreement with the data
- ❖ Pound-per-pound, dust depleted more energy than pebbles
- ❖ Energy load at tunnel stations depended on
 - 1. Large gaps for large pebbles allowed easier airblast transmission
 - 2. Containment duration affected both blast energy transmission and detonation products afterburning
 - 3. Sand contained better than pebbles and further reduced/delayed afterburning

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All simulations were conducted using 32 nodes. Typical run duration ~96 hours (~300K CPU hours/run).