

New Developments in Particle-Based Method for Blast Simulation of Explosives

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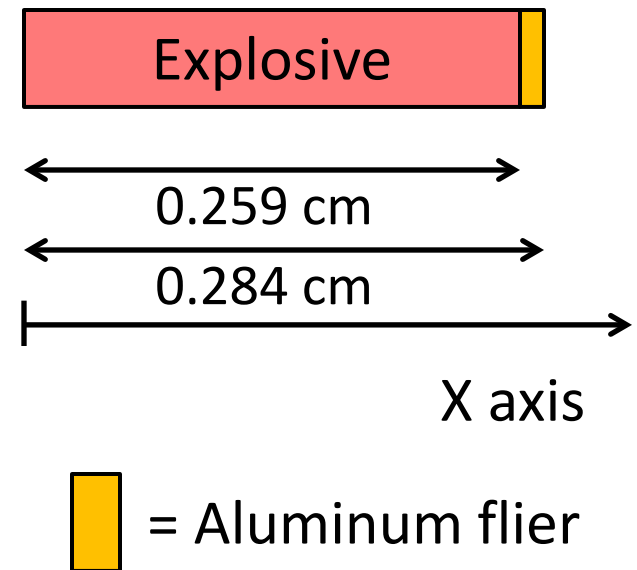
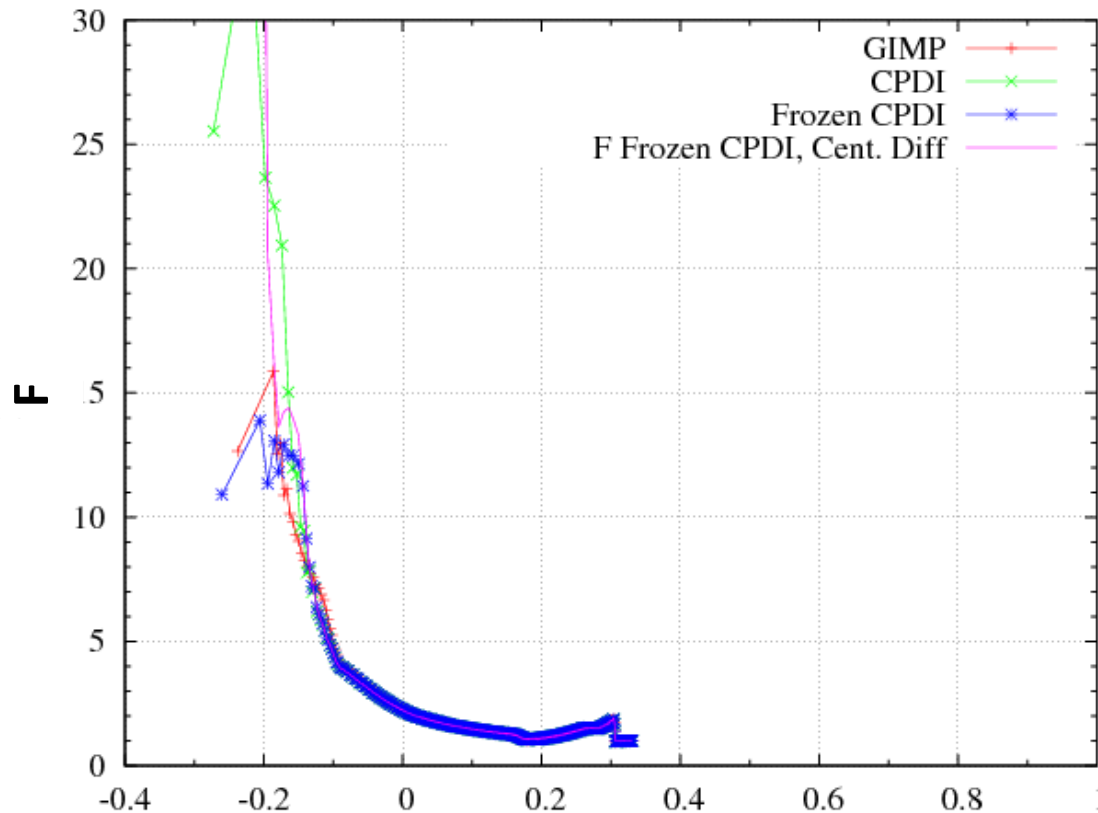
University of Utah, Salt Lake City, UT

Outline of the talk

- Problem statement
- Kinematic Analysis of convected particle domain interpolation method (CPDI)
- **M**ulti **P**oint **Q**uery Interpolator (MPQ)
- Conclusions

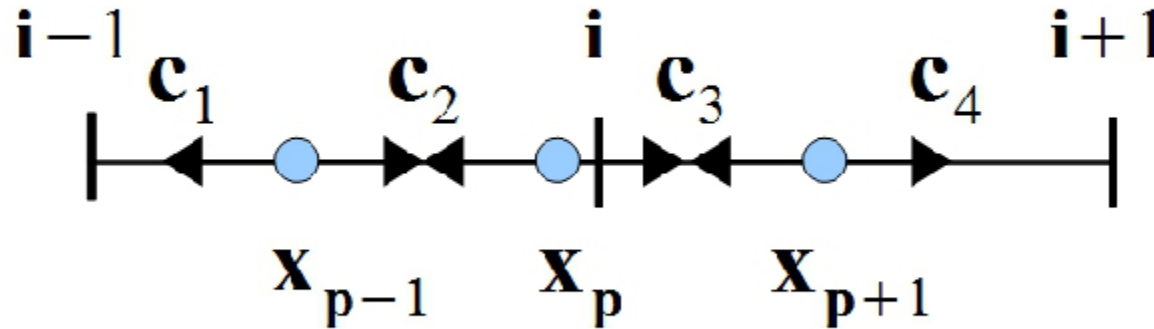
Kinematics: Motivation

Simple 1D detonation simulation in Uintah software showed that particles that have been converted from solid to gas have very different values of F depending on the interpolation scheme used.



Picture by Professor Guilkey **Position (cm)**

1D Analysis of Deformation Gradient



- Central difference

$$F_p^{n+1} = F_p^n + \frac{\Delta t}{8r_0} \left[(S_{i+1}(c_3) + S_{i+1}(c_4)) v_{i+1}^{n+1} + (S_i(c_3) + S_i(c_4) - S_i(c_1) - S_i(c_2)) v_i^{n+1} \right] - \frac{\Delta t}{8r_0} (S_{i-1}(c_1) + S_{i+1}(c_2)) v_{i-1}^{n+1}$$

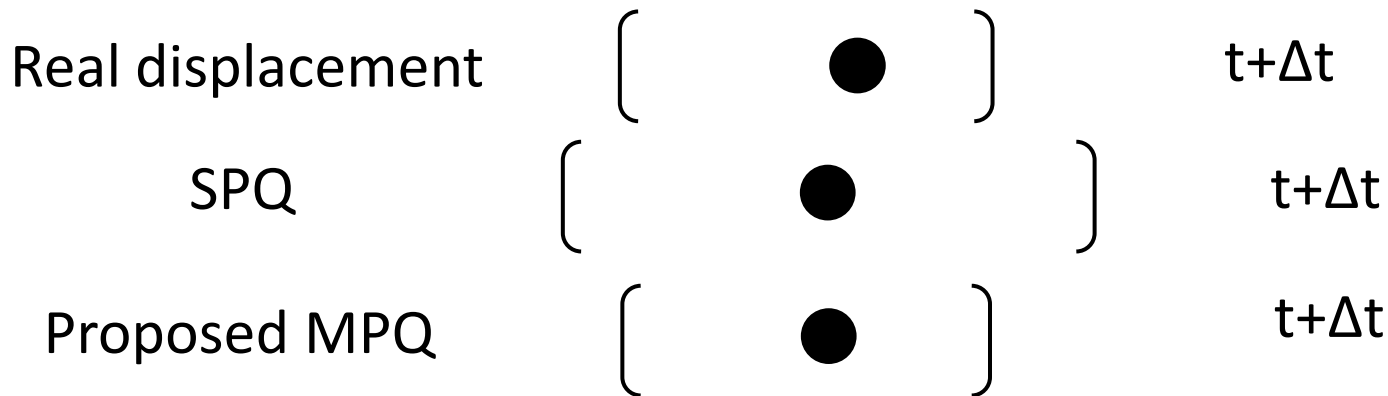
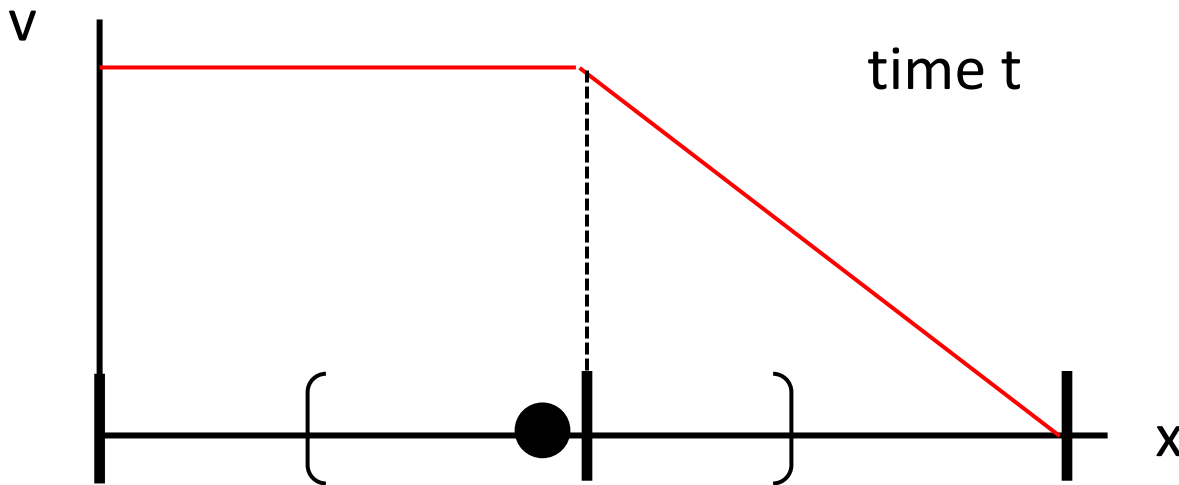
- CPDI

$$F_p^{n+1} = F_p^n + \frac{\Delta t}{2r_0} \left[S_{i+1}(c_3) v_{i+1}^{n+1} + (S_i(c_3) - S_i(c_2)) v_i^{n+1} - S_{i-1}(c_2) v_{i-1}^{n+1} \right]$$

Kinematics: Problem statement

- Current algorithms for updating the deformation gradient produce results that are often grossly inconsistent with the update of particle positions.
 - Problems involving very large and rapidly changing velocity gradients.
 - Implementation of Boundary conditions.

Large and rapidly changing velocity gradients



Validation: Method of manufactured solutions

- Verification of a numerical solver for some PDE.
- You manufacture an arbitrary solution for the PDE.
- The solution is substitute back into the PDE along with consistent initial and boundary conditions to determine analytically a forcing function.
- This forcing function reproduces exactly the manufactured solution.
- The forcing function is used in the numerical solver and the solution is compared with the manufactured solution.

Validation: 1D Adiabatic Gas Expansion

- Time varying constructed displacement field

$$u = \beta t X \quad x = X + u$$

- Deformation gradient, acceleration and velocity

$$F = \frac{\partial x}{\partial X} = 1 + \beta t \quad a = \ddot{u} = 0 \quad v = \frac{\partial x}{\partial t} = \beta X$$

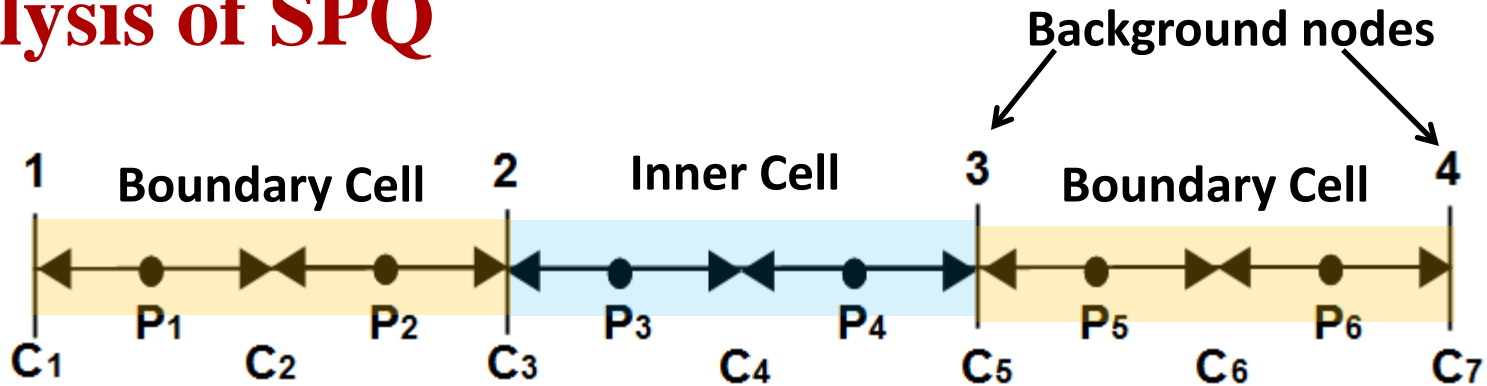
- Governing equation and constitutive model

$$-\frac{\partial P}{\partial x} + \rho b = \rho a \quad P = P_0 (F)^{-\gamma} - P_{ATM}$$

- Body forces

$$b = \frac{1}{\rho} \frac{\partial P}{\partial x} = 0$$

Analysis of SPQ



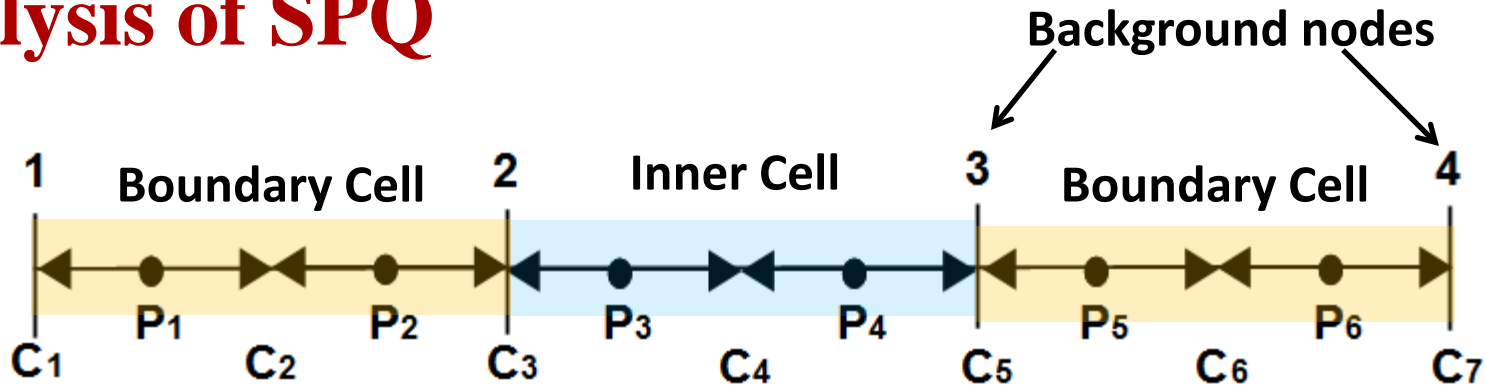
$$m_i^0 a_i^0 = f_{\text{ext}_i}^0 + f_{\text{int}_i}^0 = 0 \Rightarrow a_i^0 = 0$$

$$v_i^1 = v_i^0 + a_i^0 \Delta t = v_i^0$$

- Interpolation to the particles

$$v_p^1 = v_p^0 + \sum_i \phi_{ip} a_i^0 \Delta t = v_p^0 = \text{MS}$$

Analysis of SPQ



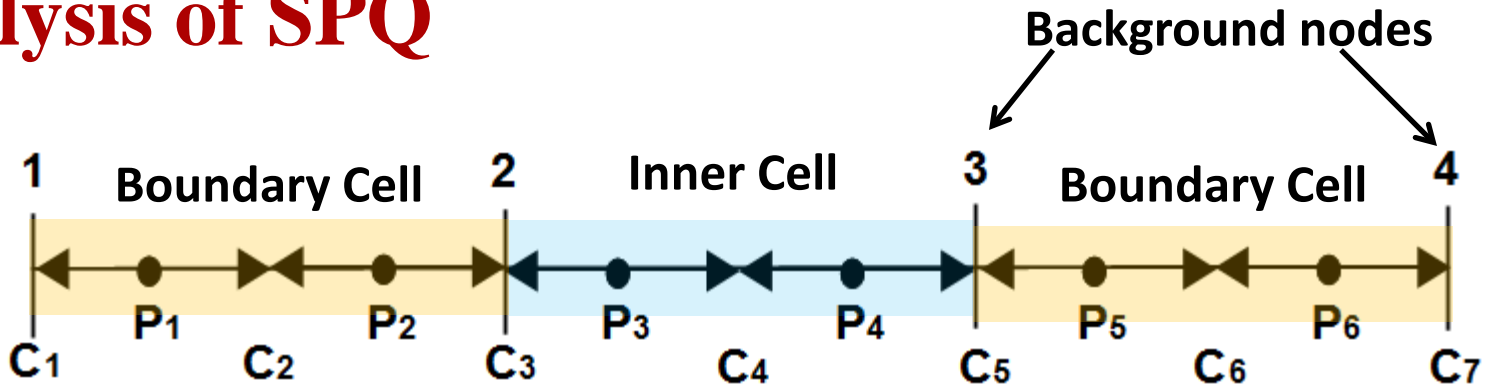
- Interpolation to the particles in boundary cells

$$\nabla v_{p1}^1 = \nabla v_{p2}^1 = \nabla v_{p5}^1 = \nabla v_{p6}^1 = \frac{5}{8} \beta \neq MS = \beta \quad \text{Error of 37.5\%}$$

- Interpolation to the particles in inner cell

$$\nabla v_{p1}^1 = \nabla v_{p2}^1 = \nabla v_{p5}^1 = \nabla v_{p6}^1 = \frac{5}{8} \beta \neq MS = \beta \quad \text{No Error}$$

Analysis of SPQ



$$\nabla v_p^{n+1} = \sum_i \nabla \phi_{ip} v_i^{n+1}$$

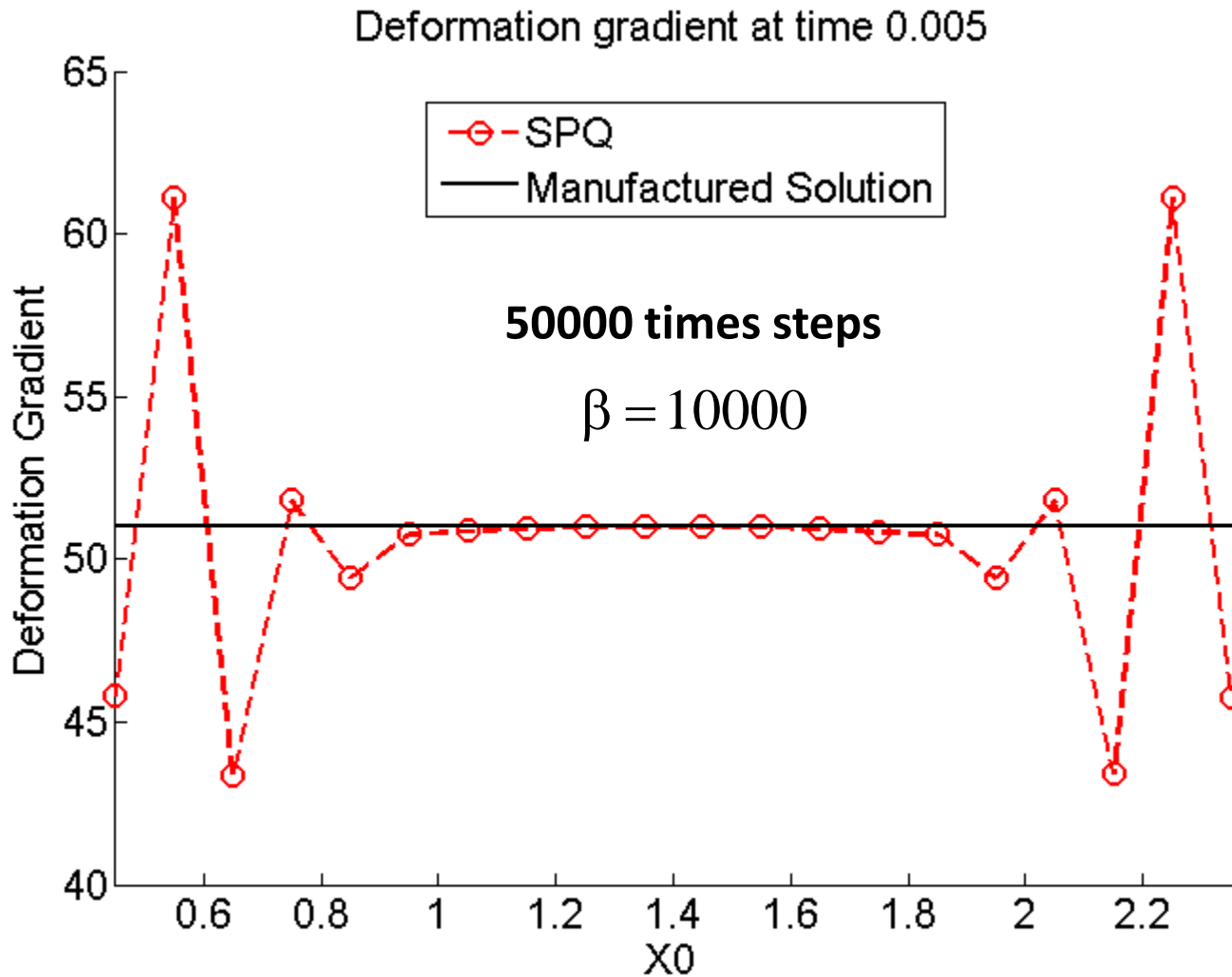
Lack of Symmetry in Boundary Cells

$$F_p^{n+1} = (1 + \nabla v_p^{n+1} \Delta t) F_p^n = (1 + \nabla v_p^{n+1} \Delta t) (1 + \nabla v_p^n \Delta t) \dots (1 + \nabla v_p^1 \Delta t) F_p^0$$

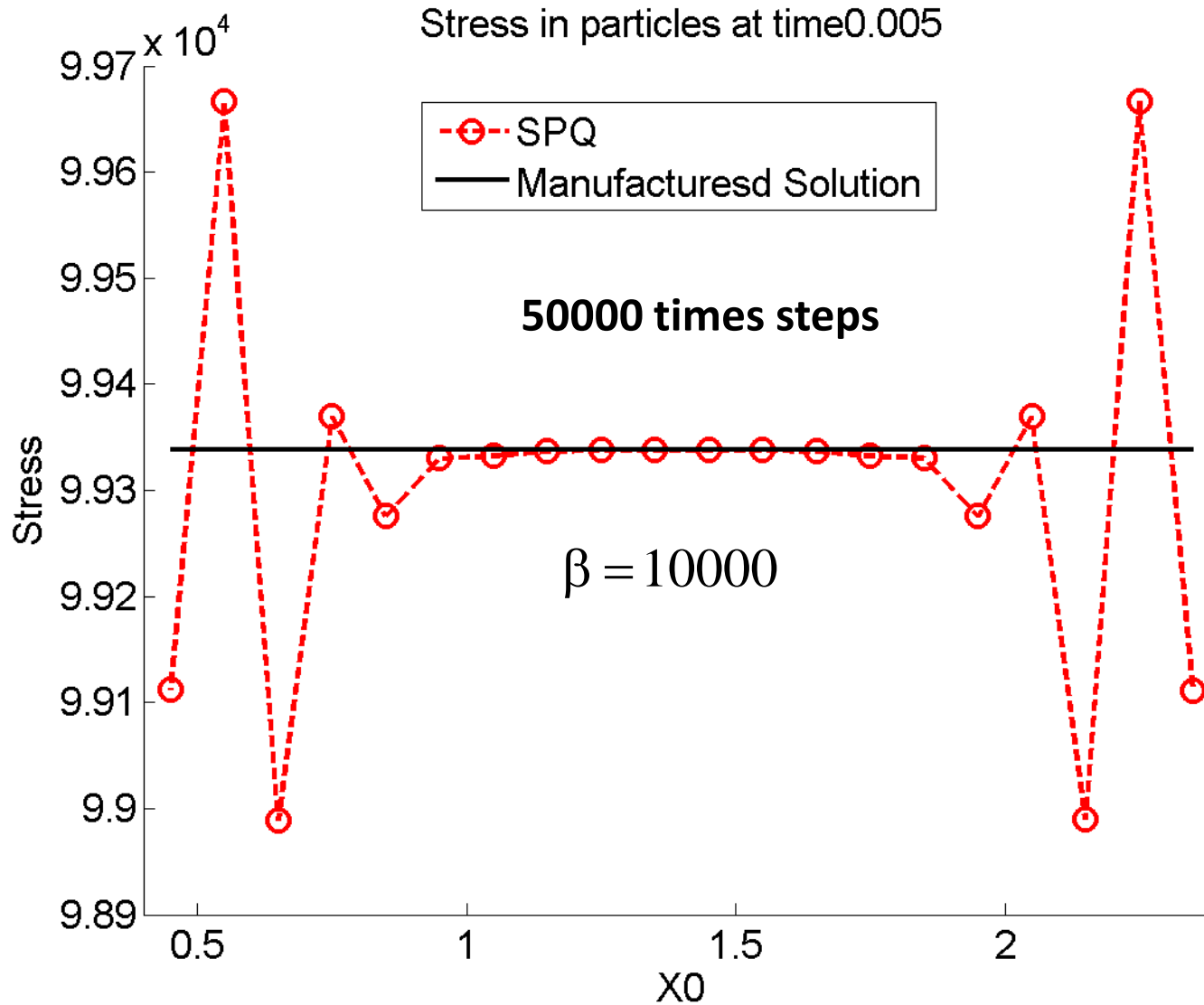
- Update of stresses σ depends on updates of F.

$$\sigma = P_0 F - P_{ATM}$$

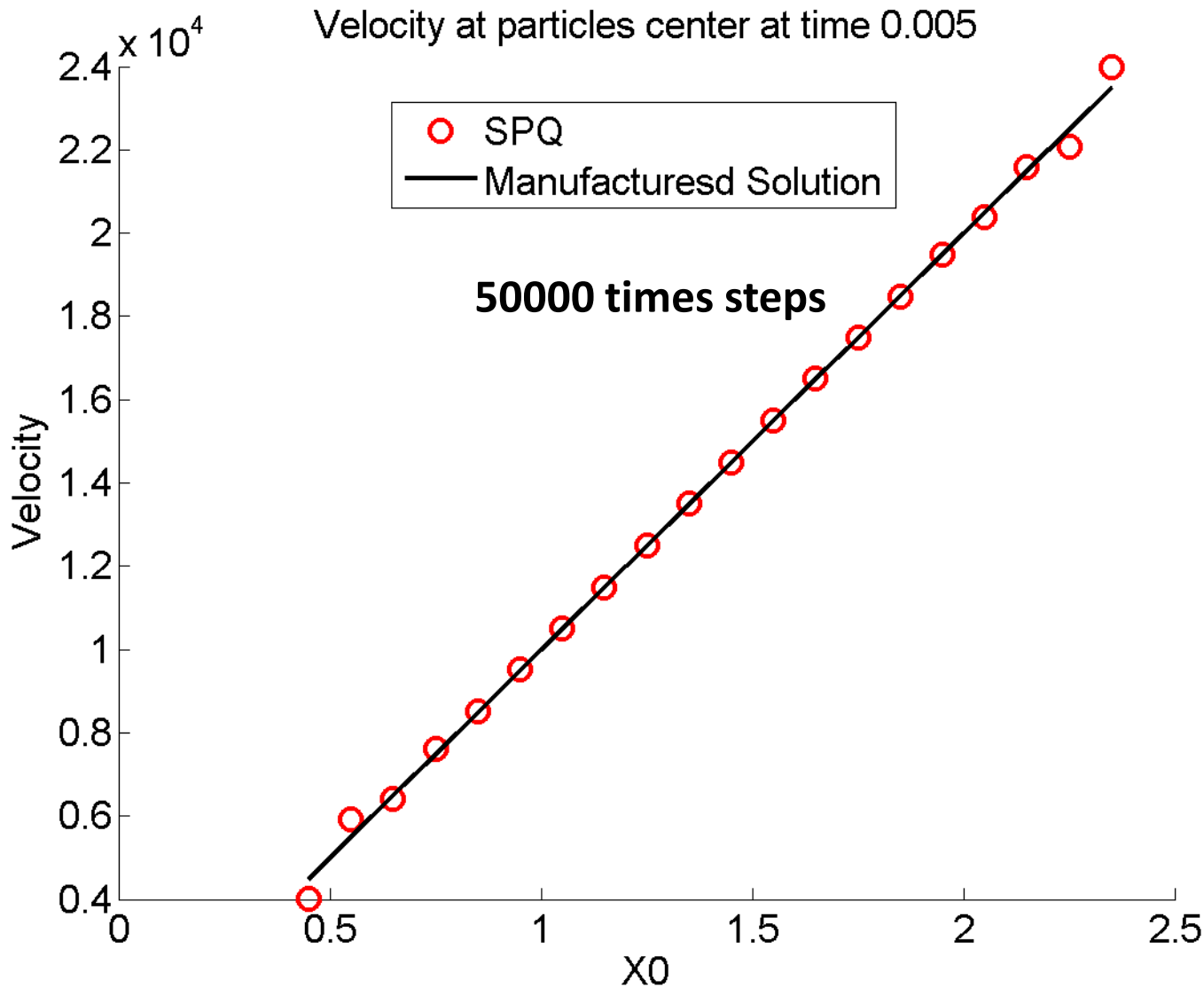
Analysis of SPQ



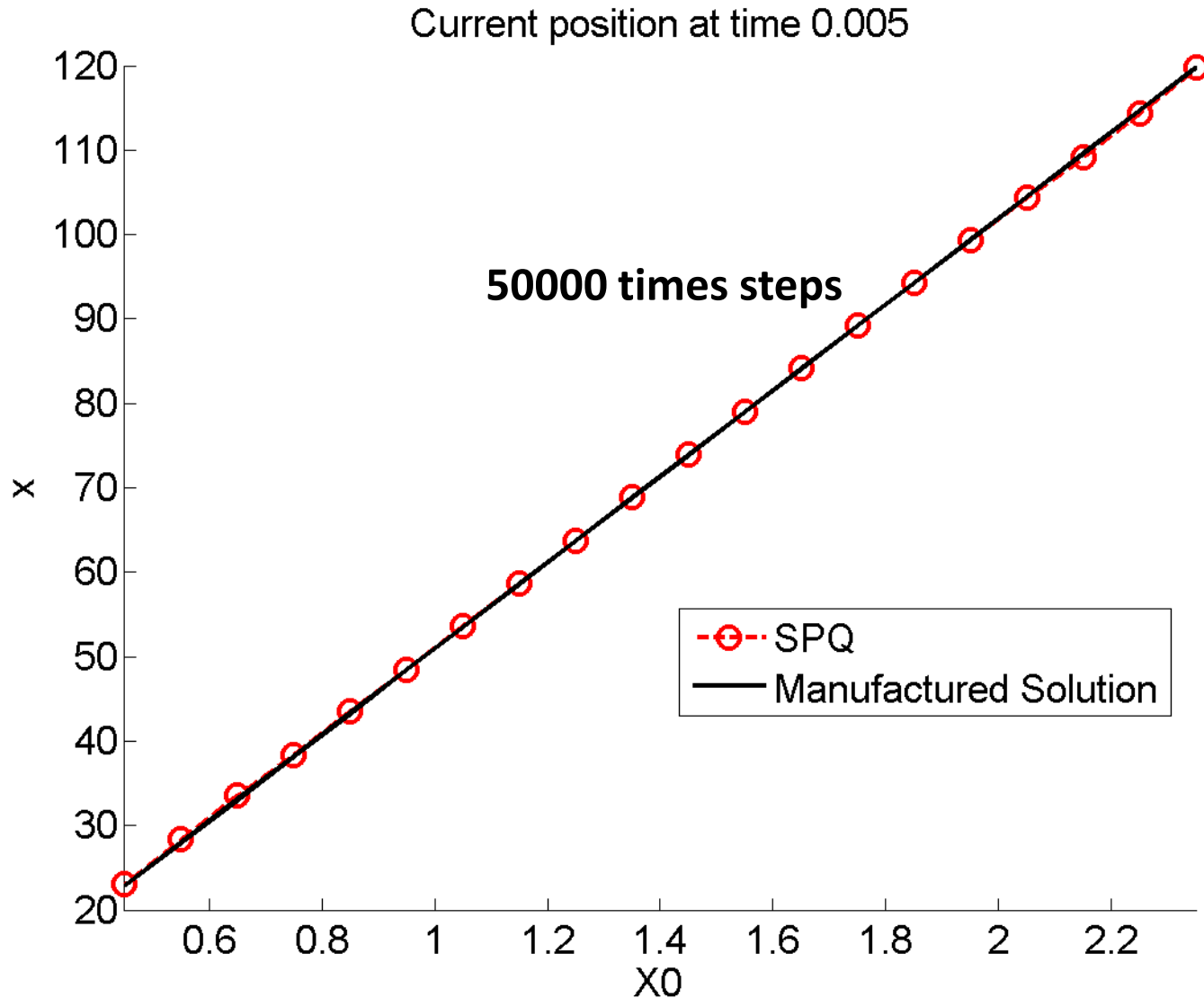
Analysis of SPQ



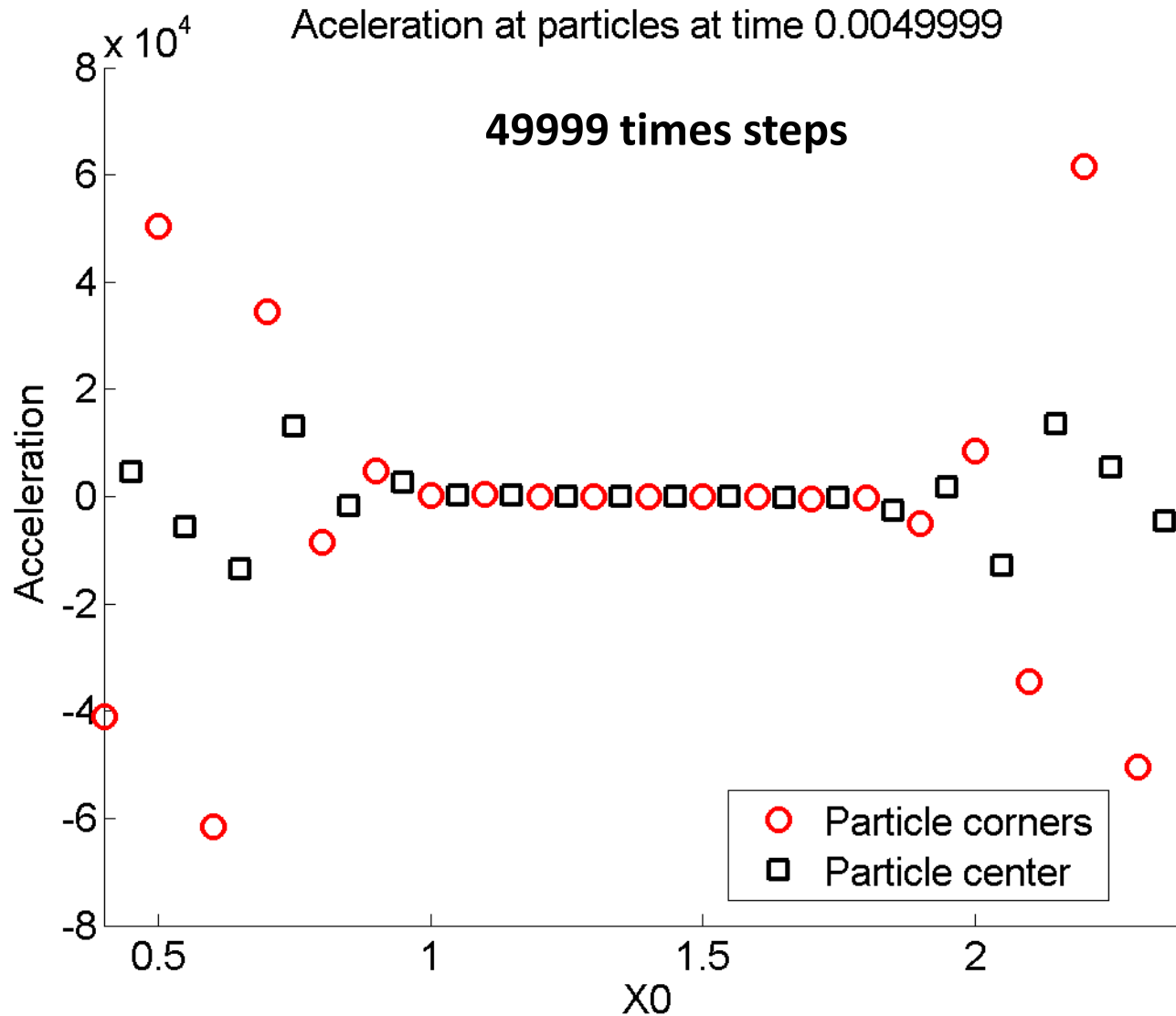
Analysis of SPQ



Analysis of SPQ



Analysis of SPQ



Analysis of SPQ

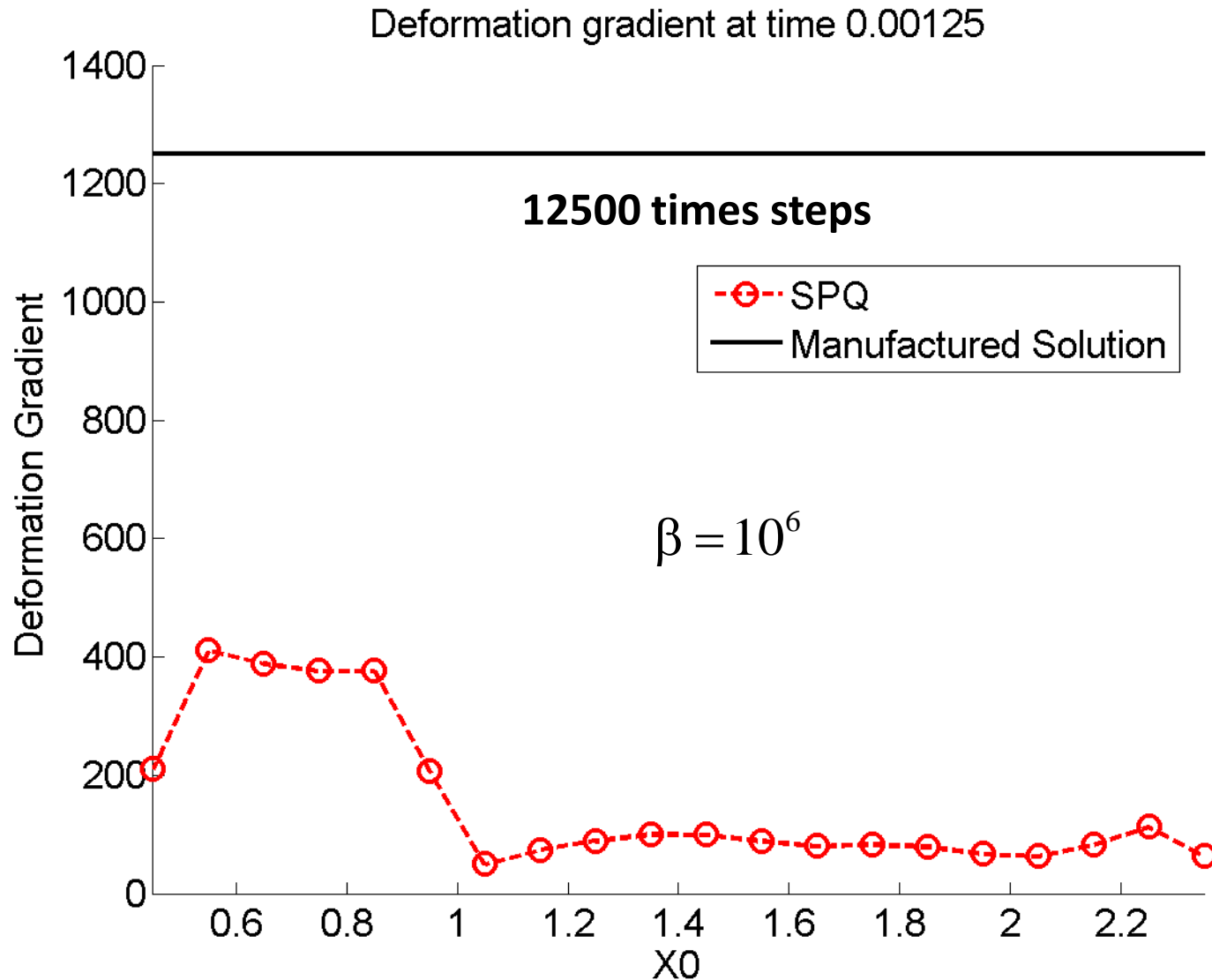
- Updates of position and velocity of particles are not consistent with updates of deformation gradients.

$$\mathbf{v}_p^{n+1} = \mathbf{v}_p^n + \sum_i \phi_{ip} \mathbf{a}_i^n \Delta t \quad \mathbf{x}_p^{n+1} = \mathbf{x}_p^n + \sum_i \phi_{ip} \mathbf{v}_i^{n+1} \Delta t$$

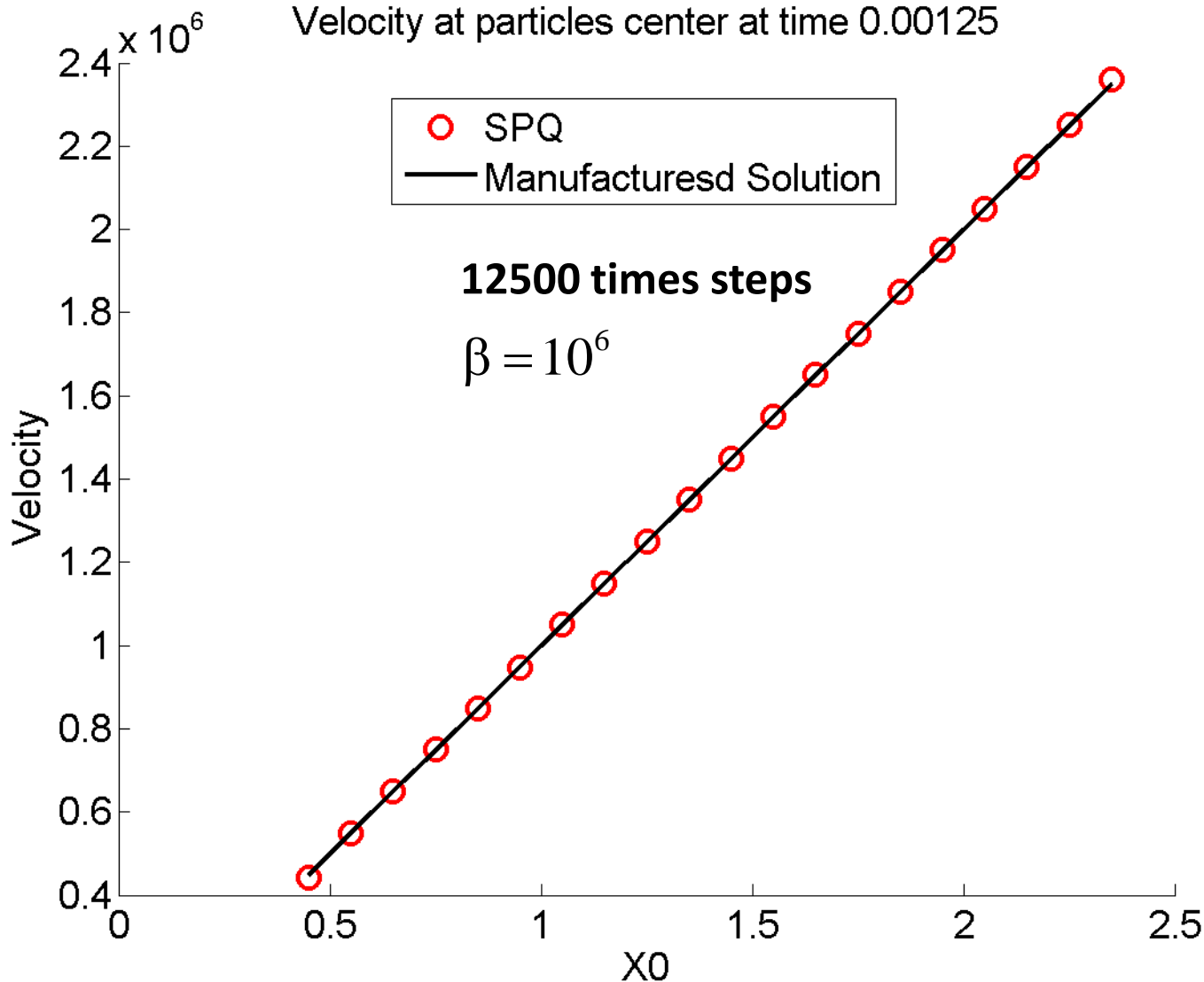
$$\mathbf{a}_i^n = \frac{\mathbf{f}_{\text{ext}_i}^n + \mathbf{f}_{\text{int}_i}^n}{m_i^n} \quad \mathbf{f}_{\text{int}_i}^n = - \sum_p \nabla \phi_{ip} \sigma_p^n V_p$$

$$\mathbf{F}_p^{n+1} = (1 + \nabla \mathbf{v}_p^{n+1} \Delta t) \mathbf{F}_p^n = (1 + \nabla \mathbf{v}_p^{n+1} \Delta t) (1 + \nabla \mathbf{v}_p^n \Delta t) \dots (1 + \nabla \mathbf{v}_p^1 \Delta t) \mathbf{F}_p^0$$

Effects of increasing the velocity gradient

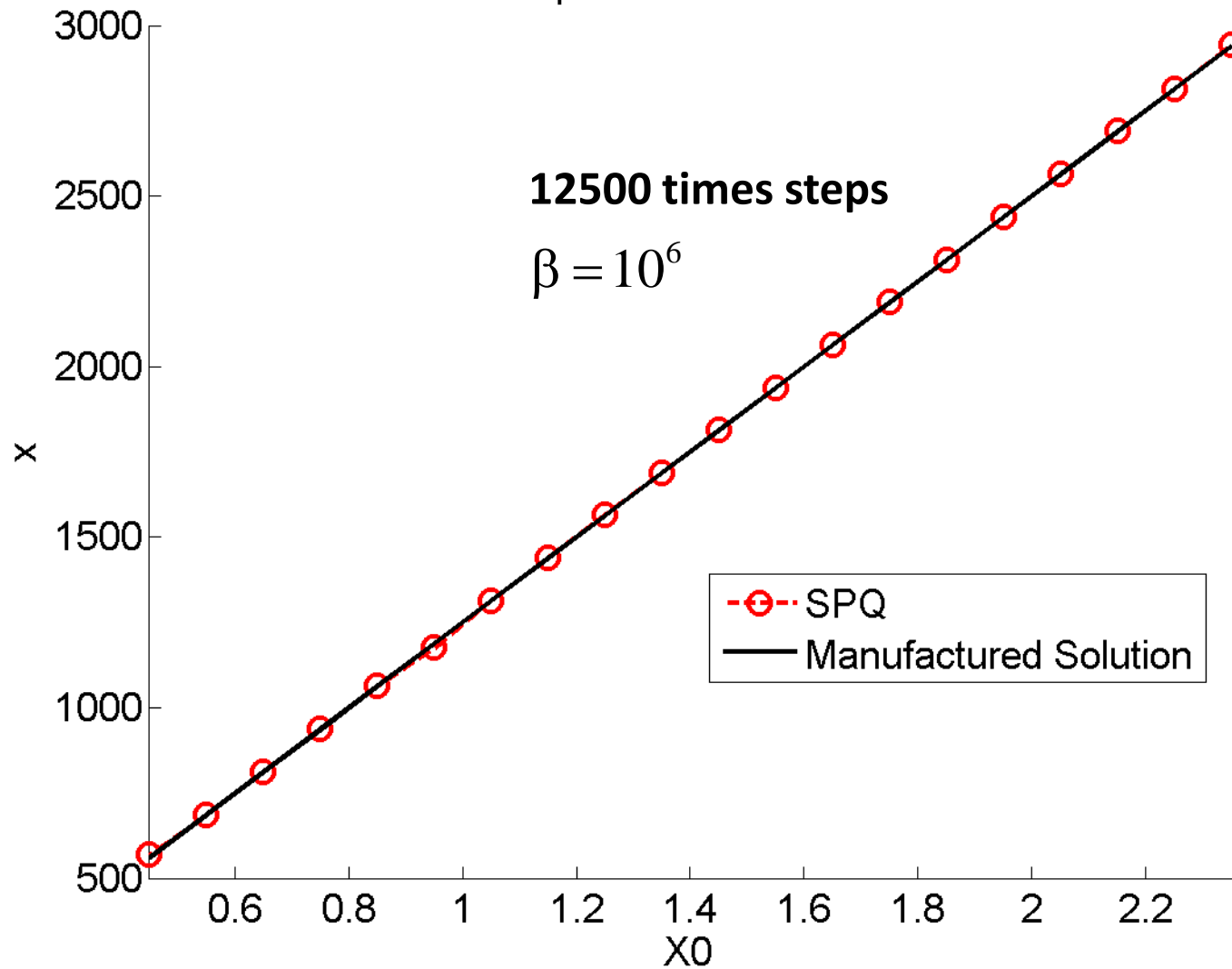


Effects of increasing the velocity gradient

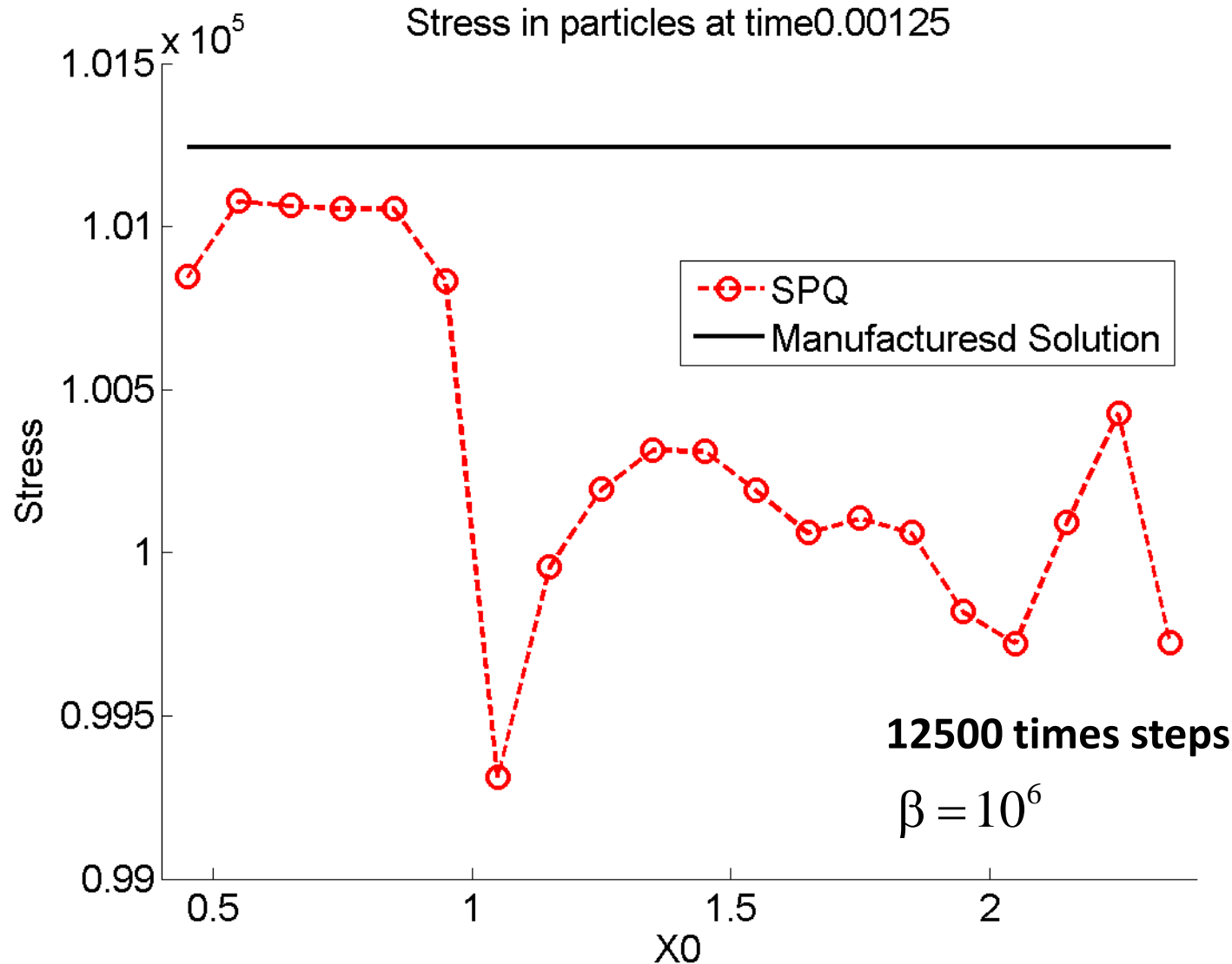


Effects of increasing the velocity gradient

Current position at time 0.00125



Effects of increasing the velocity gradient



Discrepancies between velocity, position and deformation gradient of particles

- Condition for not separation of adjacent domains of particles

$$\mathbf{x}_{p+1}^n - \mathbf{x}_p^n = \left(\mathbf{F}_{p+1}^n + \mathbf{F}_p^n \right) \mathbf{r}_0$$

Discrepancies between velocity, position and deformation gradient of particles

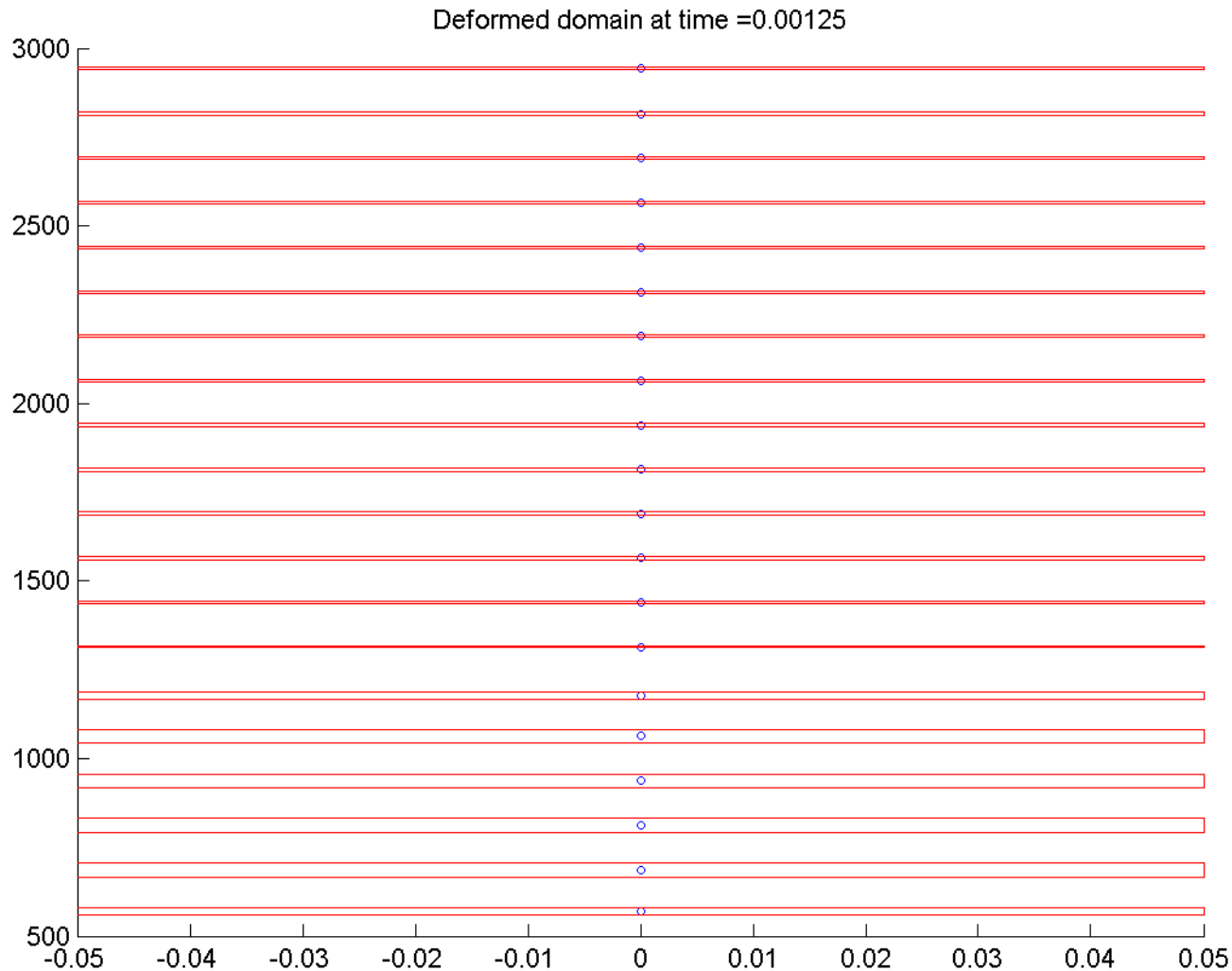
- At large velocity gradients, domains of particles start separating from each other?

$$\mathbf{x}_{p+1}^n - \mathbf{x}_p^n \neq (\mathbf{F}_{p+1}^n + \mathbf{F}_p^n) \mathbf{r}_0$$

$$\left(\mathbf{x}_{p+1}^n - \mathbf{x}_p^n \right)_{\text{true}} + \delta_{\text{x error}} = \left(\mathbf{F}_{p+1}^n + \mathbf{F}_p^n \right)_{\text{true}} \mathbf{r}_0 + \delta_{\text{F error}}$$

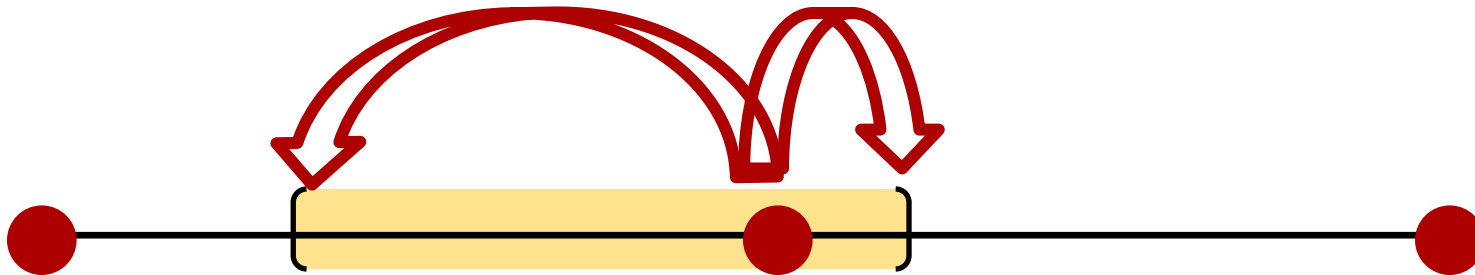
$$\delta_{\text{x error}} \stackrel{?}{=} \delta_{\text{F error}}$$

Effects of increasing the velocity gradient



Multi Point Query Method (MPQ)

Interpolate position and velocity from nodes to particle's corners



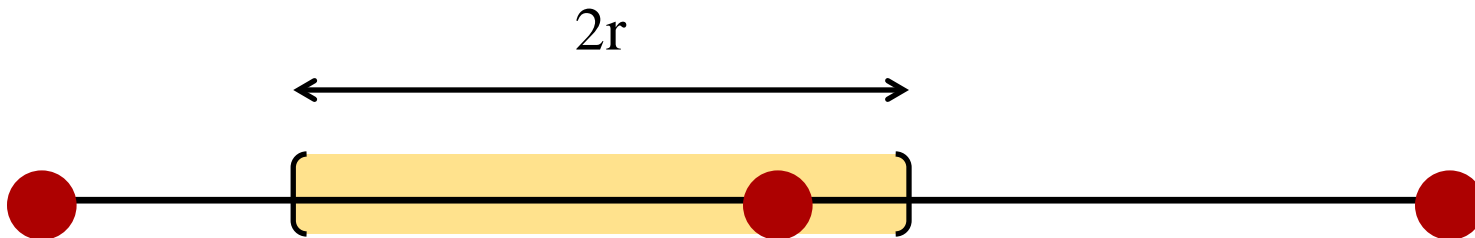
$$v_{pc}^{n+1} = \sum_i \phi_i v_i^{n+1}$$

$$x_{pc}^{n+1} = x_{pc}^n + v_{pc}^{n+1} \Delta t$$

Algorithm of Multi Point Query (MPQ)

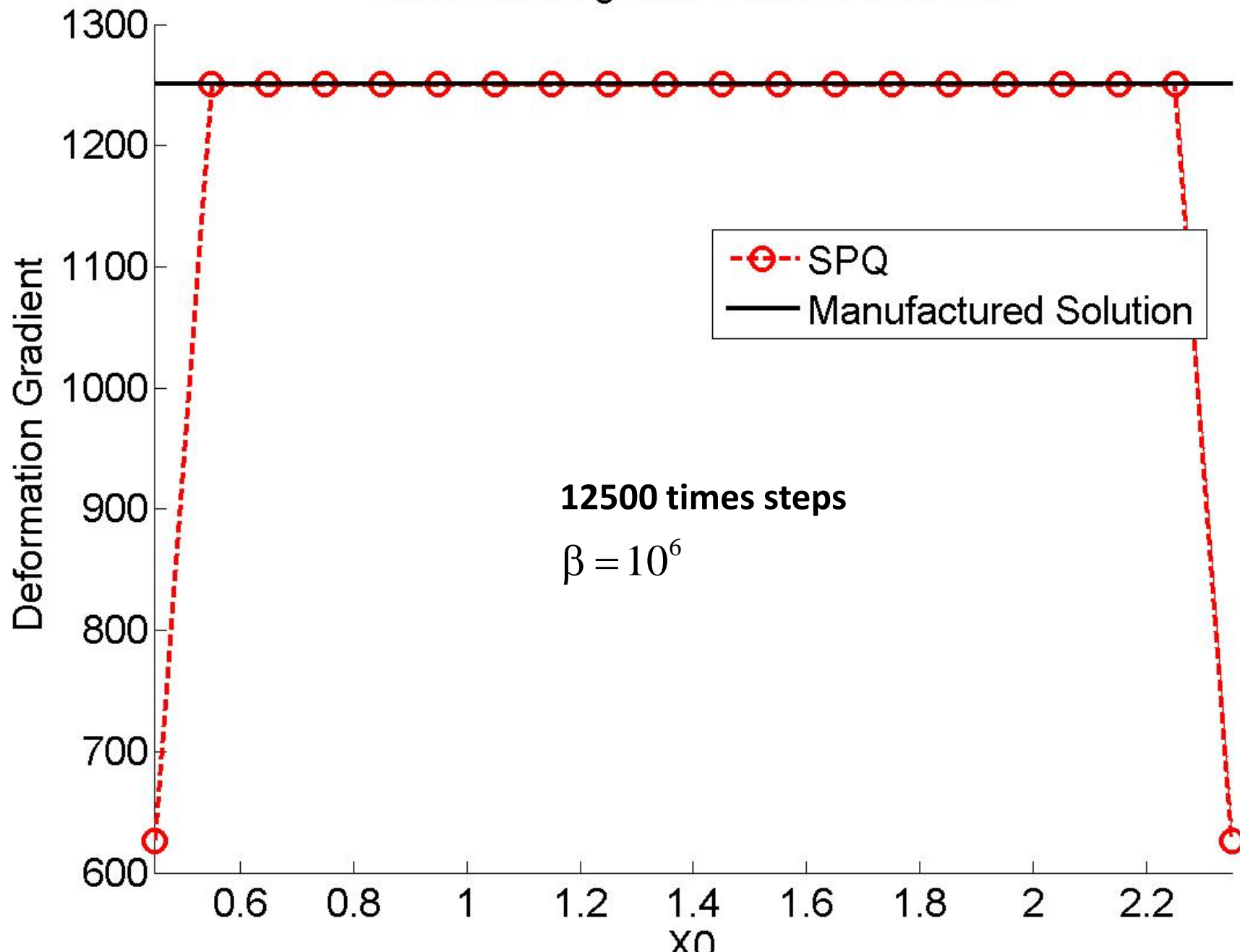
Update deformation gradient

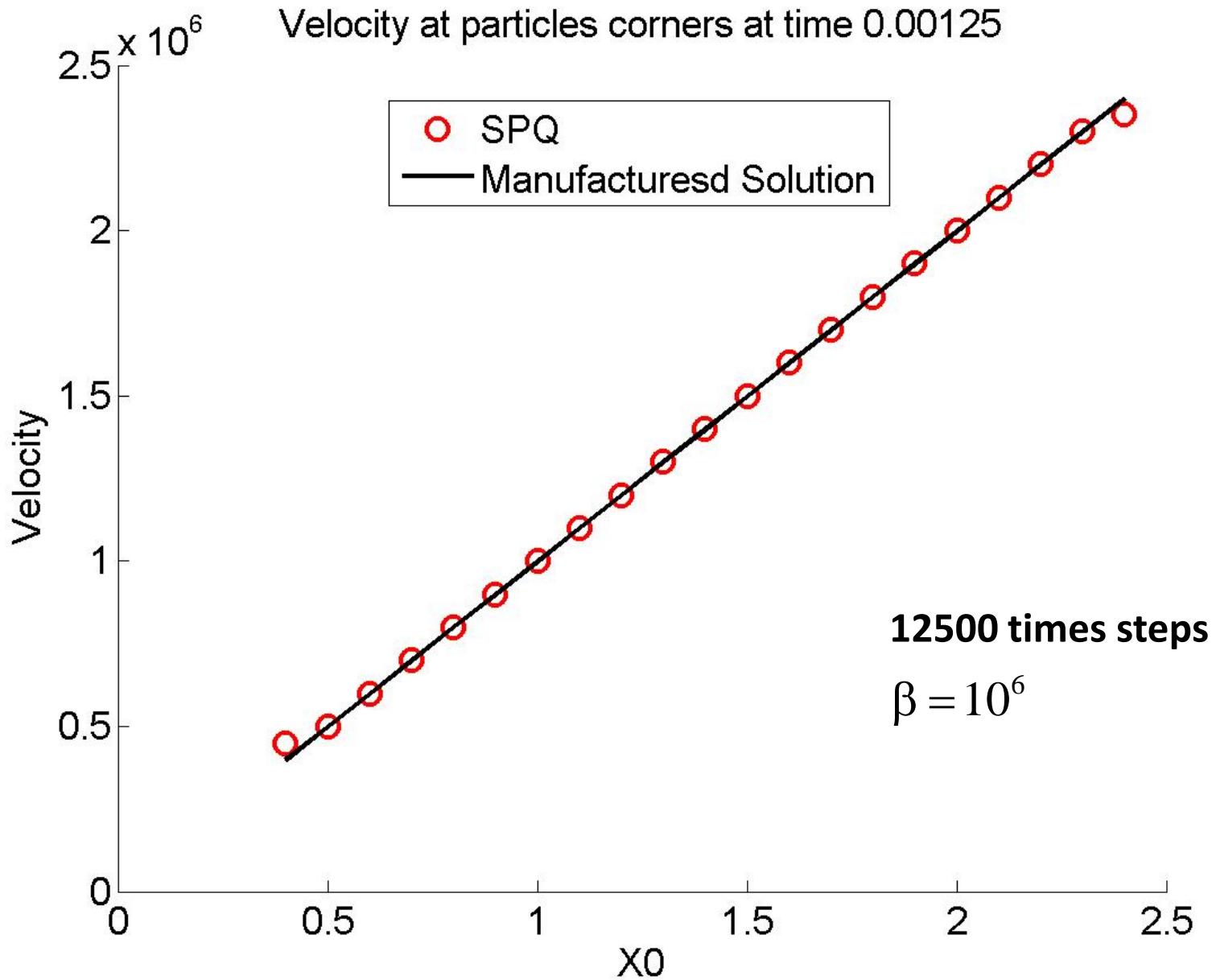
$$\mathbf{F}_p^{n+1} = \frac{2\mathbf{r}^{n+1}}{2\mathbf{r}_0}$$



$2r_0$ Initial length of particle's domain

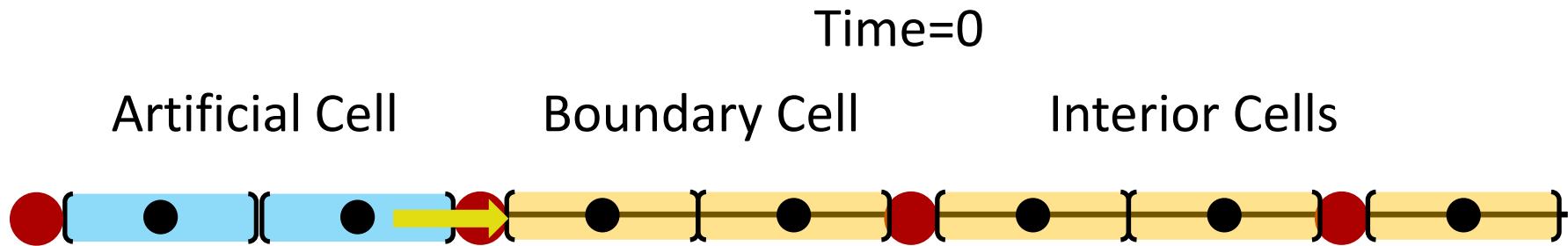
Deformation gradient at time 0.00125





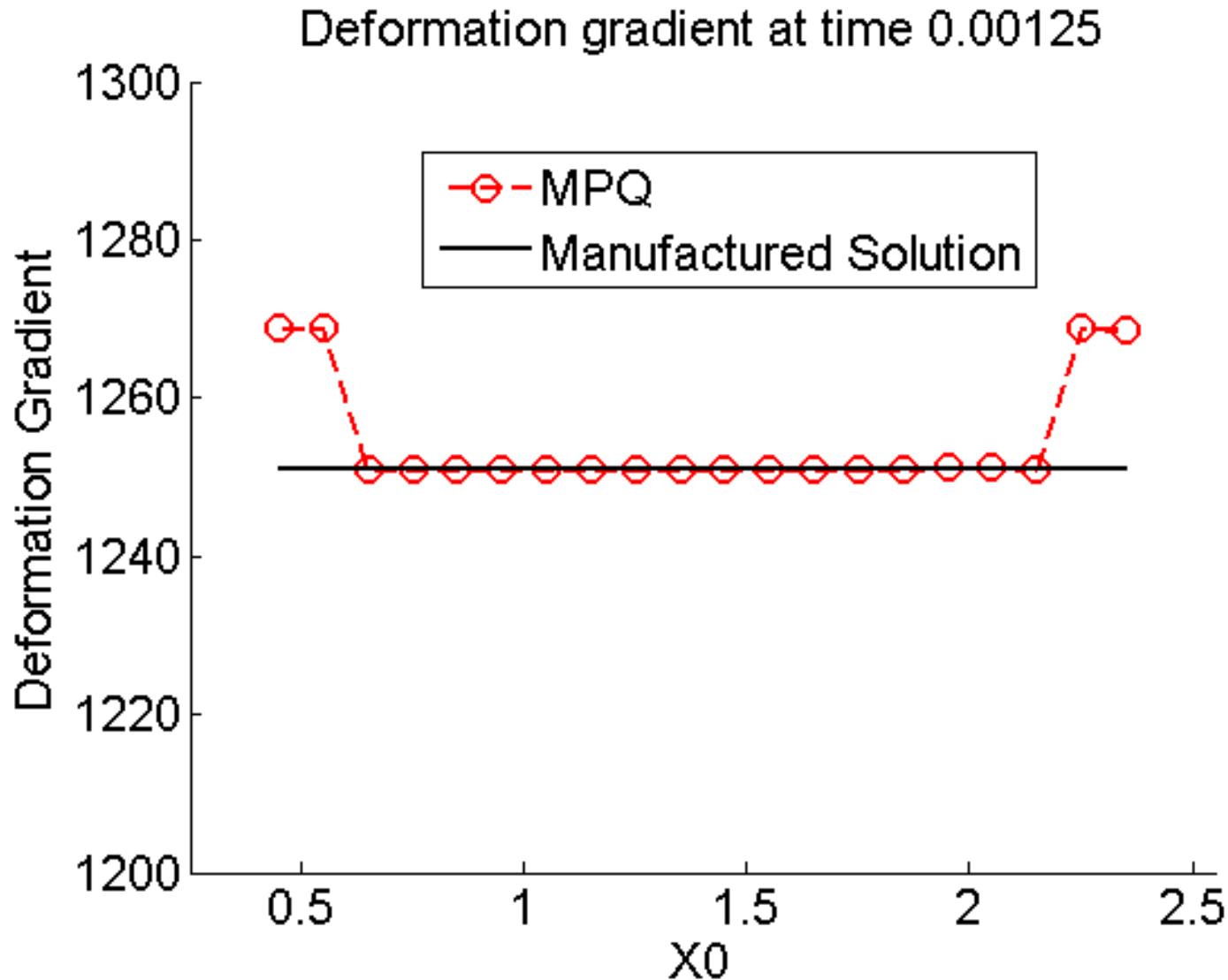
Implementation of artificial cells

- Solve the lack of symmetry for $\nabla\phi_{ip}$



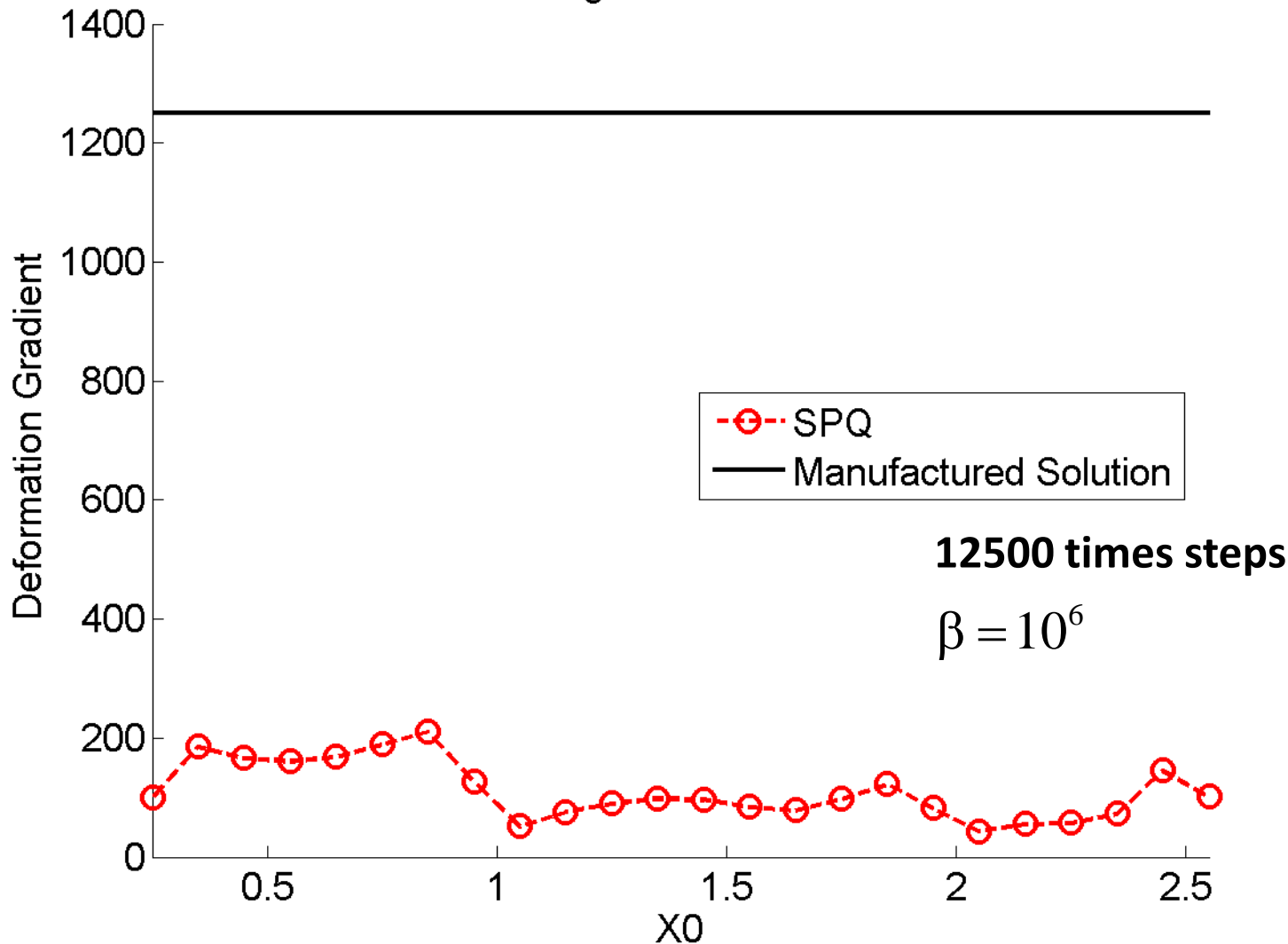
- Velocity of particles in the artificial cell are extrapolated from particles in the boundary cell at time 0

MPQ: Implemented Artificial Cells



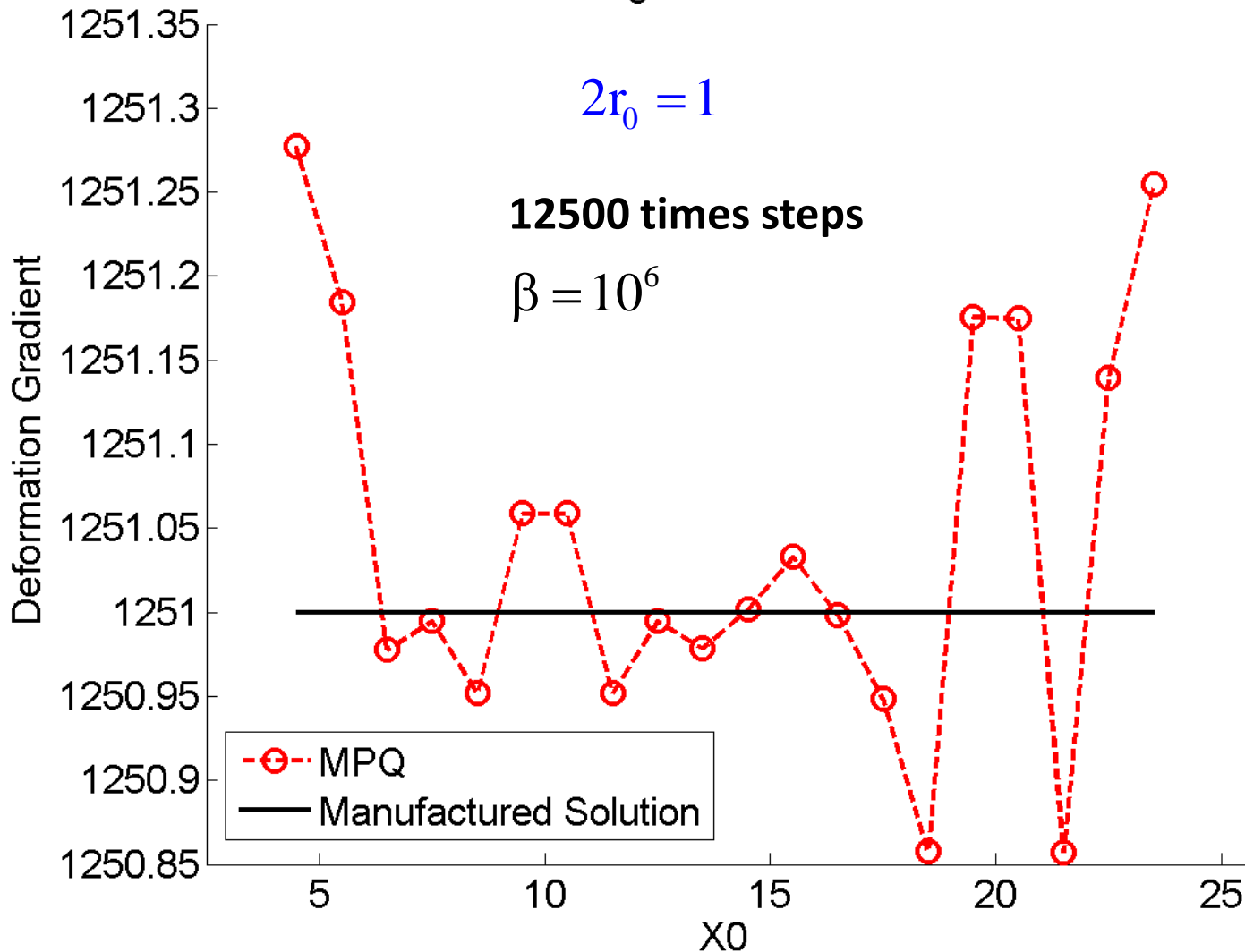
SPQ: Artificial cells implemented

Deformation gradient at time 0.00125



MPQ: Artificial cells implemented

Deformation gradient at time 0.00125



Kinematics: Conclusions

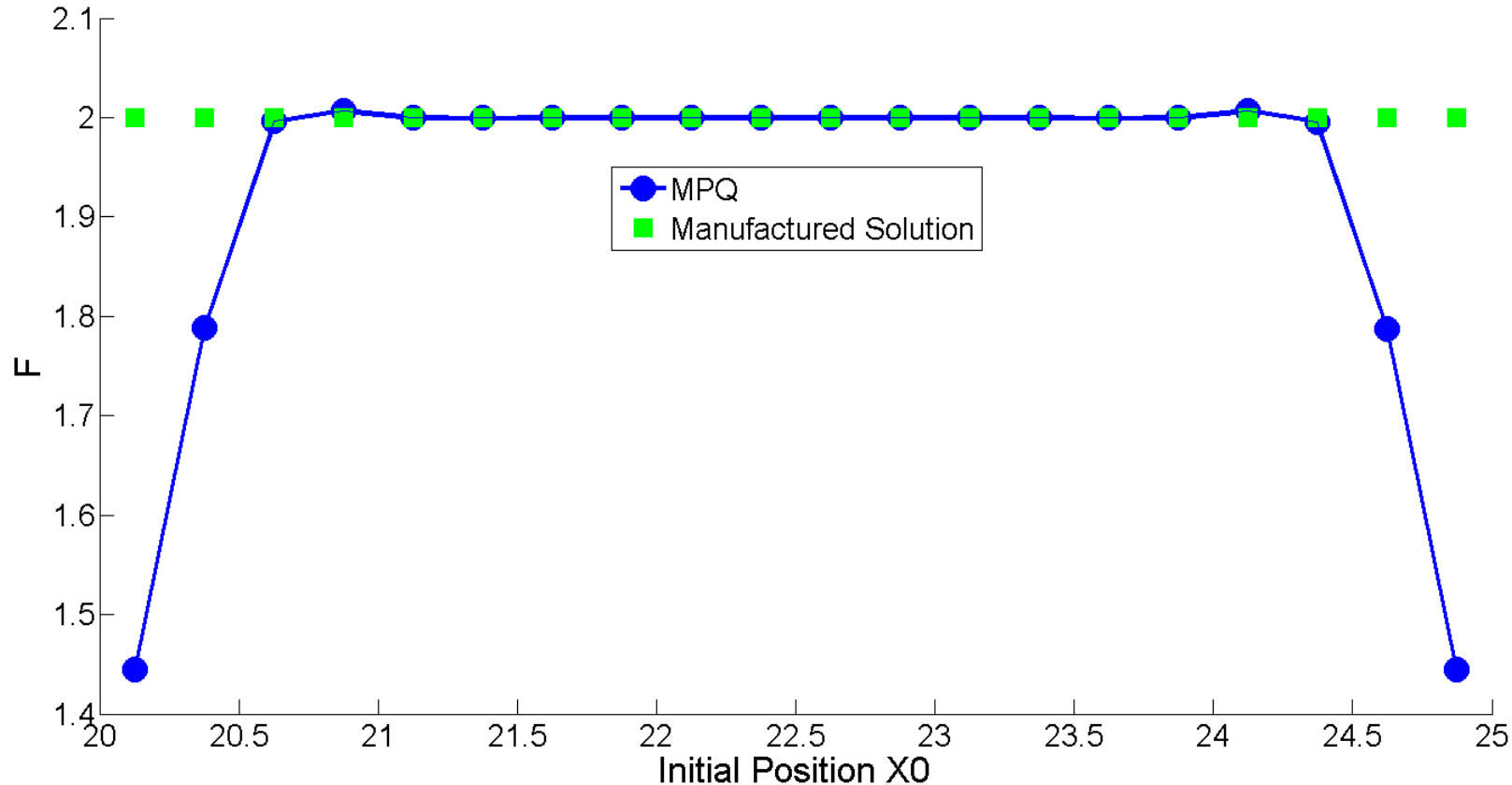
- SPQ:
 - Error in the update of deformation gradient:
 - Introduce through $\nabla\phi_{ip}$
 - Products of errors over time.
 - Update of stress through constitutive model:
Depends on sensitivity to deformation gradient.

- MPM:
 - Central difference scheme to update deformation gradient.
 - F is consistent with the Manufactured solution.
 - F shows no discrepancies with updates of position and velocity of particles.
 - Artificial cells

THANK YOU

Simulations: Deformation Gradient

Deformation gradient at the center of particles at time 0.0001



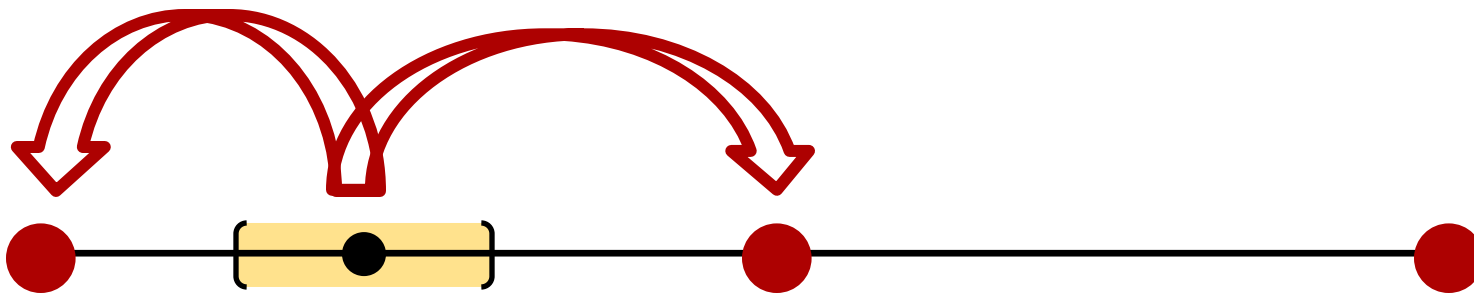
$$F^1_{\text{Manufactured Solution}} = 1 + \beta t$$

$$F^1_{\text{Boundary Particles}} = 1 + \frac{5}{8}\beta t$$

Algorithm of Multi Point Query (MPQ)

Map velocity and mass from particles center to nodes

Map internal and external forces from particle's domain to nodes



$$m_i^n = \sum_p \phi_{ip} m_p$$

$$v_i^n = \frac{\sum_p \phi_{ip} m_p v_p^n}{m_i^n}$$

Algorithm of Multi Point Query (MPQ)

Solve for acceleration of nodes and update velocity of nodes

$$a_i^n = \frac{f_i^{\text{int}} + f_i^{\text{ext}}}{m_i}$$

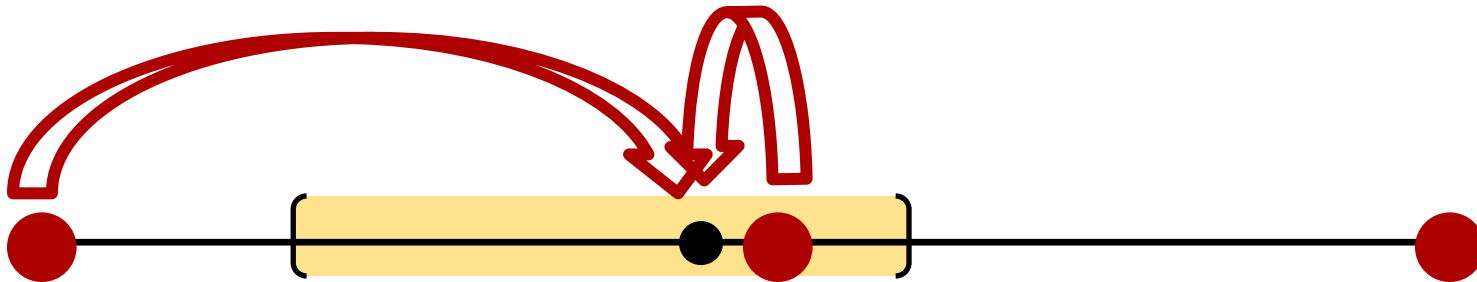
$$v_i^{n+1} = v_i^n + a_i^n \Delta t$$



Algorithm of Multi Point Query (MPQ)

Update position and velocity of particle center (same as SPQ)

Update stress using constitutive model

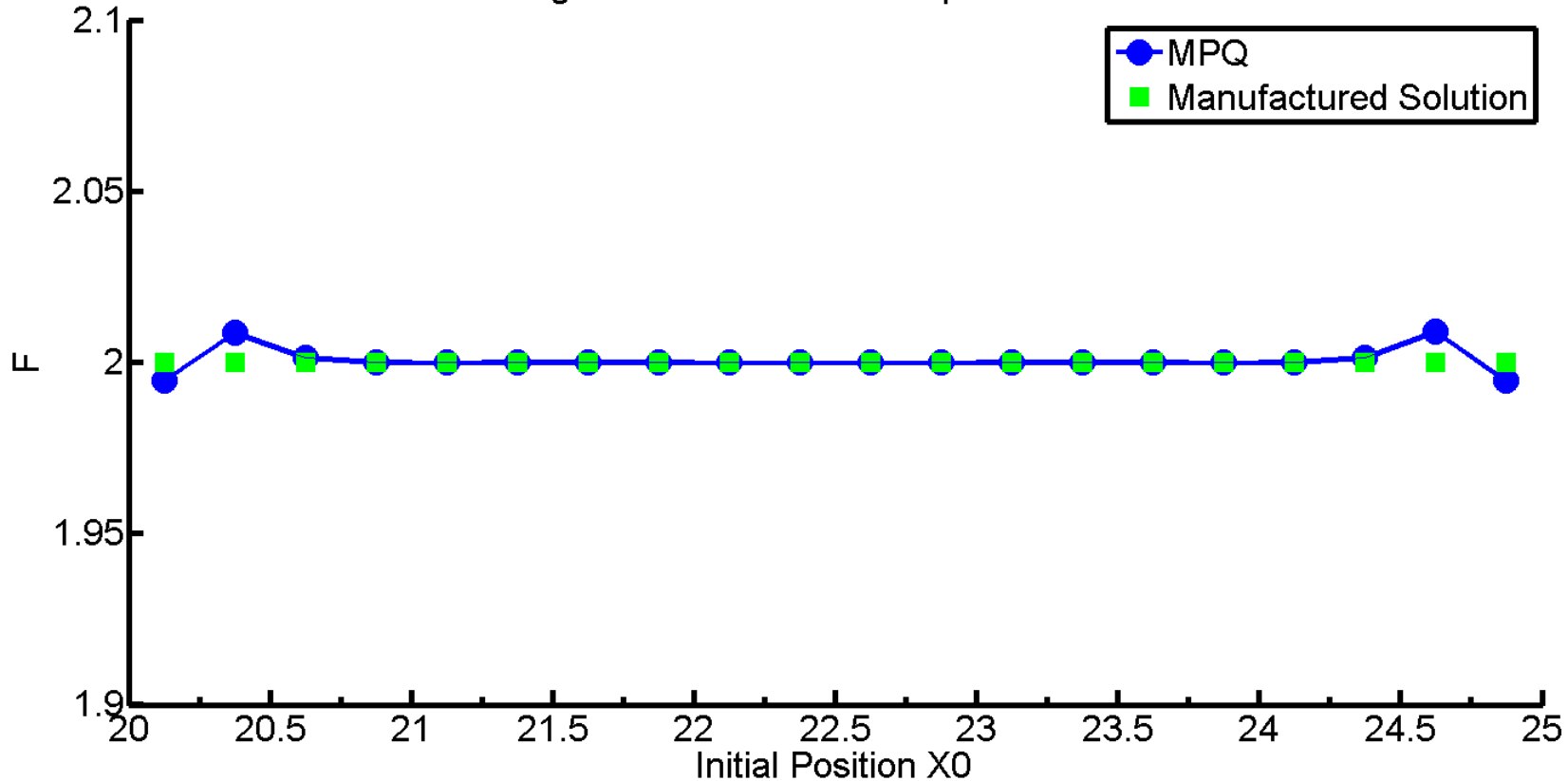


$$v_p^{n+1} = v_p^n + \sum_i \phi_{ip} a_i^n \Delta t$$

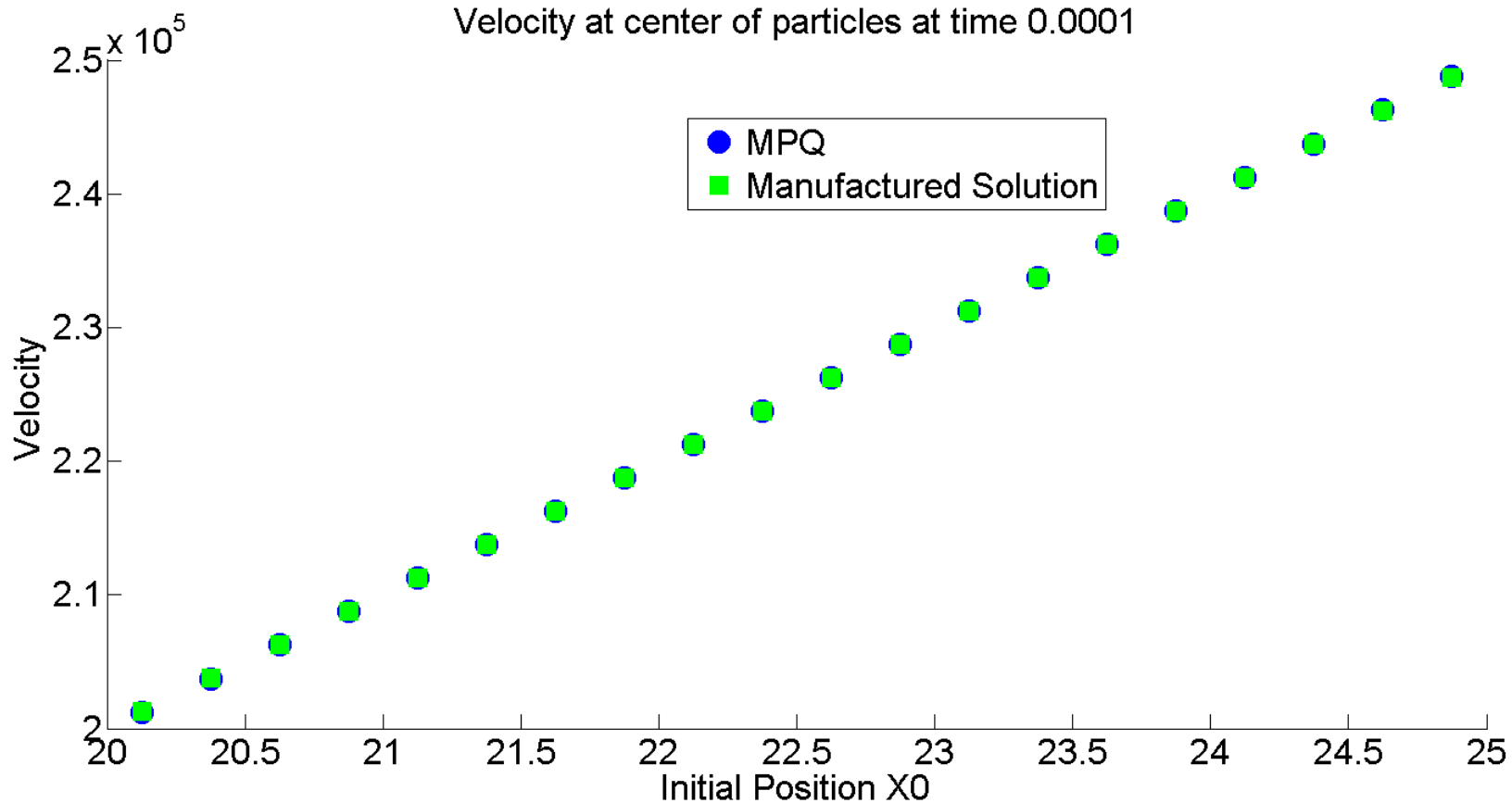
$$x_p^{n+1} = x_p^n + \sum_i \phi_{ip} v_i^{n+1} \Delta t$$

Simulations: Deformation Gradient

Deformation gradient at the center of particles at time 0.0001



Simulations: Velocity at the center of particles



Simulations: Position at the center of particles

Current position at the center of particles at time 0.0001

