

Peridynamic Theory: An Approach to Computational Mechanics for High-Impulse Loading and Fragmentation

**Presentation for
Workshop on Computational Mechanics and Insensitive Munitions
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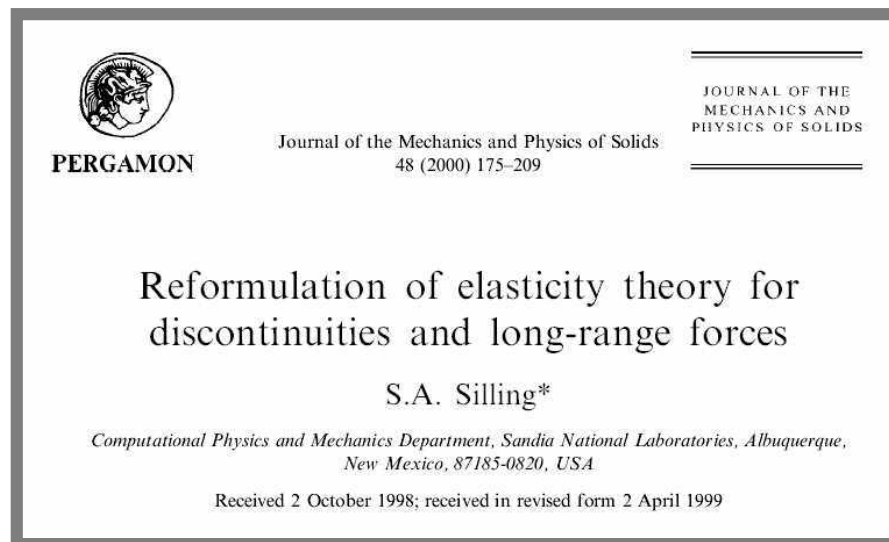


Outline of Presentation

- **What is Peridynamic Theory?**
- **Why Use Peridynamics?**
- **The Fundamental Equation of Peridynamic Theory**
- **Material Modeling in Peridynamics**
- **Numerical Method for Solving the Fundamental Equation of Peridynamics**
- **Implementation of Peridynamic Theory in the EMU Computer Code**
- **High-Impulse Impact Loading of a Structure**
- **Detonation Modeling in Peridynamic Theory**
- **High-Impulse Explosive Loading of Structures**
- **Verification and Validation (V&V) Process for Warhead Fragmentation Using EMU**
- **Concluding Remarks**

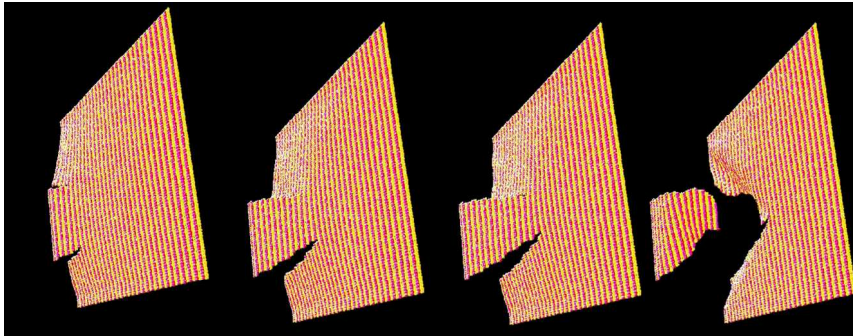
What is Peridynamic Theory?

- **Peridynamic theory** is a theory of continuum mechanics that uses differo-integral equations without spatial derivatives rather than partial differential equations.
 - Reformulation of fundamental equations that applies everywhere regardless of discontinuities
 - **Peridynamic** means “near force”.
 - Theory first published in 2000 by Stewart A. Silling



Why Use Peridynamics?

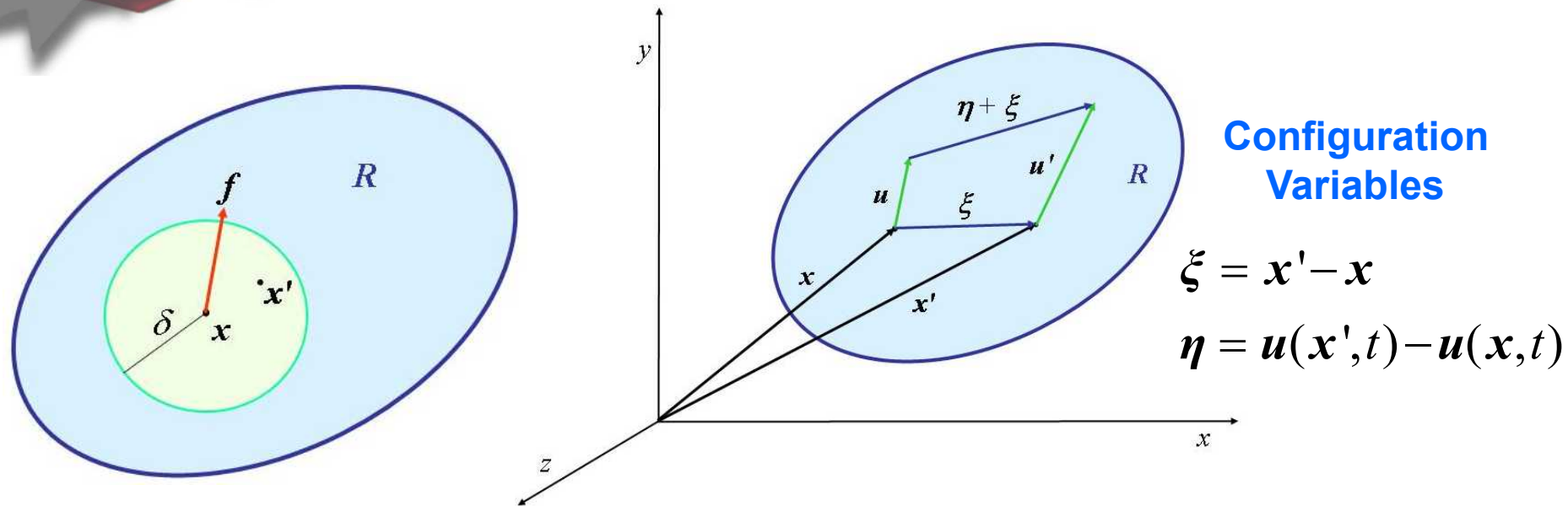
- The fundamental partial differential equations used in **conventional finite element codes do not apply at discontinuities** such as cracks.



Real life:
Discontinuities can evolve in complex patterns not known in advance.

- With peridynamics, **cracks initiate and grow spontaneously** and there is no need for externally supplied “crack growth laws”.

Fundamental Peridynamics Equation



$$\rho(\mathbf{x}) \frac{d^2}{dt^2} \mathbf{u}(\mathbf{x}, t) = \iiint_R \mathbf{f}(\mathbf{u}(\mathbf{x}', t) - \mathbf{u}(\mathbf{x}, t), \mathbf{x}' - \mathbf{x}) dV' + \mathbf{b}(\mathbf{x}, t)$$

ρ is the density at \mathbf{x} ,

t is the time,

R is the computational domain,

\mathbf{b} is the body force.

\mathbf{x} is the position vector,

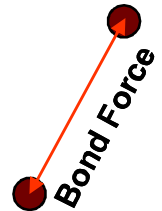
\mathbf{u} is the displacement vector,

\mathbf{f} is the pairwise force function, and

where

Material Modeling in Peridynamics

- The force per unit volume squared between particles located at two points is given by the *pairwise force function (PFF) f* .
 - Peridynamic interaction between two points is called a *bond*.
- **Constitutive properties** of materials are given by specifying the *PFF*.
 - Thus, material response, damage, and failure are determined at the bond level.
- **Bond properties** are derivable from measured material properties including:
 - elastic modulus, yield properties, and fracture toughness.



Properties of the Pairwise Force Function

- Newton's third law of motion implies that the *PFF* satisfies

$$f(-\eta, -\xi) = -f(\eta, \xi) \quad \forall \eta, \xi$$

- Furthermore, conservation of angular momentum implies that the *PFF* satisfies

$$(\eta + \xi) \times f(\eta, \xi) = 0$$

- These properties imply that the *PFF* is of the form

$$f(\eta, \xi) = F(\eta, \xi)(\eta + \xi) \quad \text{where} \quad F(-\eta, -\xi) = F(\eta, \xi)$$

- For isotropic materials, F has the form

$$F(\eta, \xi) = I(p, q, r) \quad \text{where} \quad p = |\eta + \xi|, \quad q = \eta \cdot \xi, \quad r = |\xi|$$

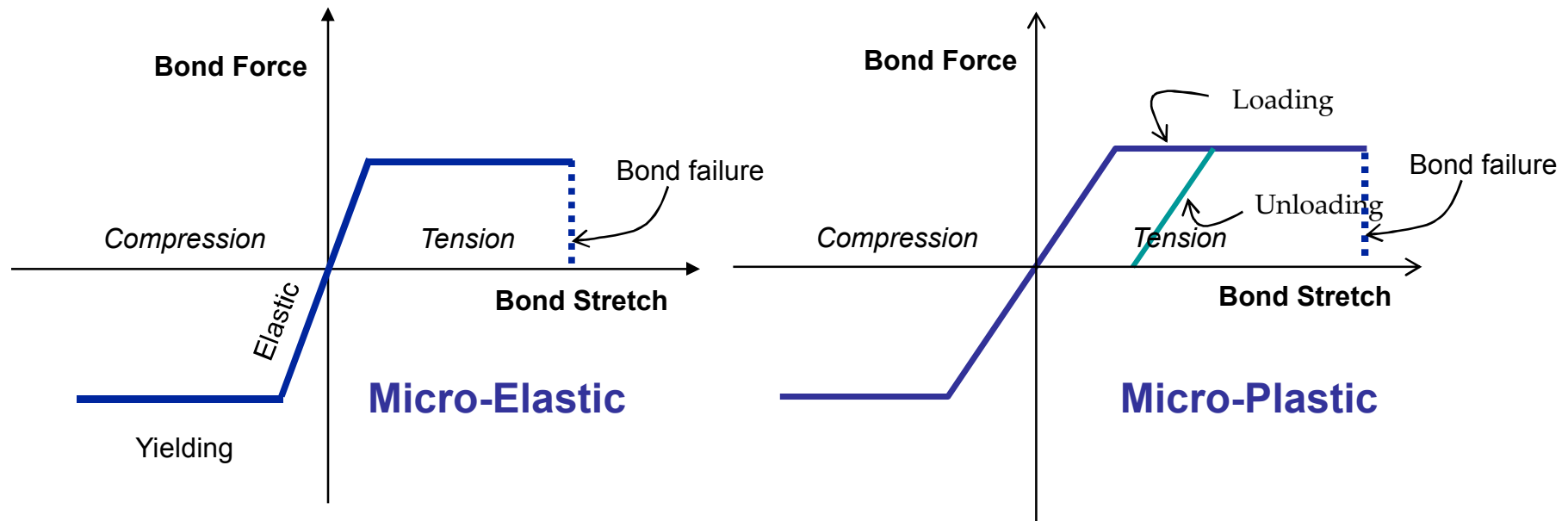
Micro-Elastic (Plastic) Materials

- A *PFF* is said to be *micro-elastic (ME) -plastic (MP)* if and only if there exists a scalar function, w , such that
$$f(\eta, \xi) = \frac{\partial w}{\partial \eta}(\eta, \xi)$$
- A *ME* material is said to be *proportional* if and only if the *PFF* is proportional to the stretch, s , where $s = (p - r) / r$.
- Failure occurs when s exceeds a value, s_0 , called the *critical or failure stretch (FS)*.
- Isotropic, proportional ME materials have

$$F(\eta, \xi) = \frac{1}{p} g(s, r) \quad \left\{ \begin{array}{l} \text{where } g(s, r) \text{ is a piecewise} \\ \text{linear function of } s. \end{array} \right.$$

Micro-Elastic and -Plastic Materials

- The difference between isotropic, proportional *micro-elastic* and *micro-plastic* materials is their behavior on unloading.



Bond is a spring in these cases.

- For extreme loading analyses, we use isotropic, proportional, micro-elastic (plastic) materials.



Damage

- At time t , consider a node at position \mathbf{x} .
- Let $V_d(\mathbf{x}, t)$ denote the volume of the material initially connected to \mathbf{x} but whose bonds with \mathbf{x} have been broken and let $V_o(\mathbf{x})$ denote the volume of material initially connected to \mathbf{x} .
- Then the **damage** $D(\mathbf{x}, t)$ is defined as

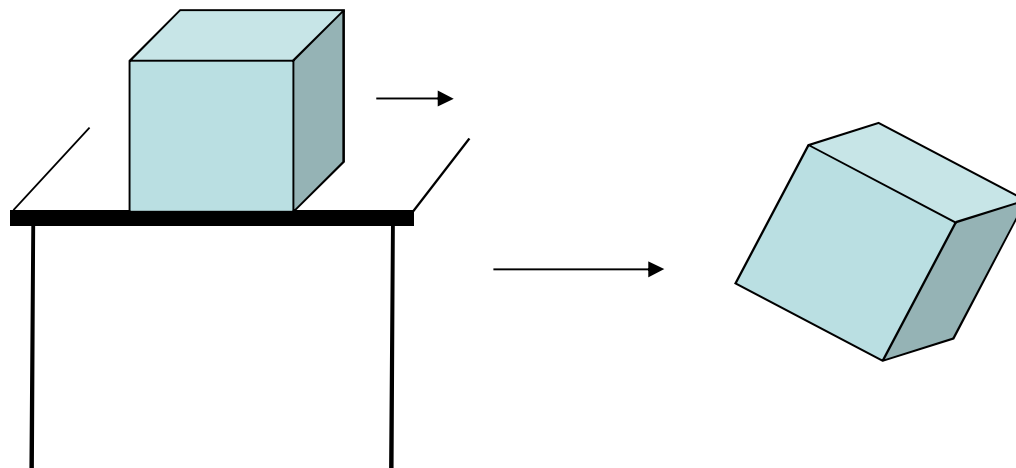
$$D(\mathbf{x}, t) = V_d(\mathbf{x}, t) / V_o(\mathbf{x})$$

Gravitational Forces

- Gravity is important to determine the long term consequences of impacts to structures.
- We include gravity as a body force

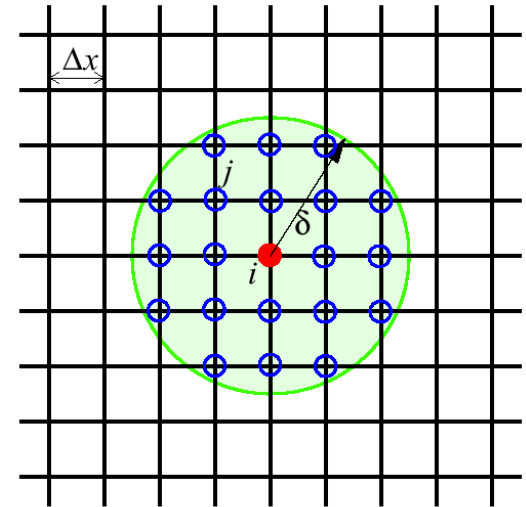
$$\mathbf{b}(\mathbf{x}, t) = \rho(\mathbf{x}) \mathbf{g}$$

- $\rho(\mathbf{x})$ is the density and
- \mathbf{g} is the acceleration due to gravity, $g = 9.814 \text{ m/s}^2$.



Numerical Method

- The computational region is discretized into nodes with a known volume in the reference configuration, forming a *grid of nodes*.



- The fundamental equation is replaced by a finite sum, which at time \mathbf{t}_n is

$$\rho_i \frac{d^2}{dt^2} \mathbf{u}_i^n = \sum_p \mathbf{f}(\mathbf{u}_p^n - \mathbf{u}_i^n, \mathbf{x}_p - \mathbf{x}_i) V_p + \mathbf{b}_i^n, \quad \mathbf{u}_i^n = \mathbf{u}(\mathbf{x}_i, t_n)$$

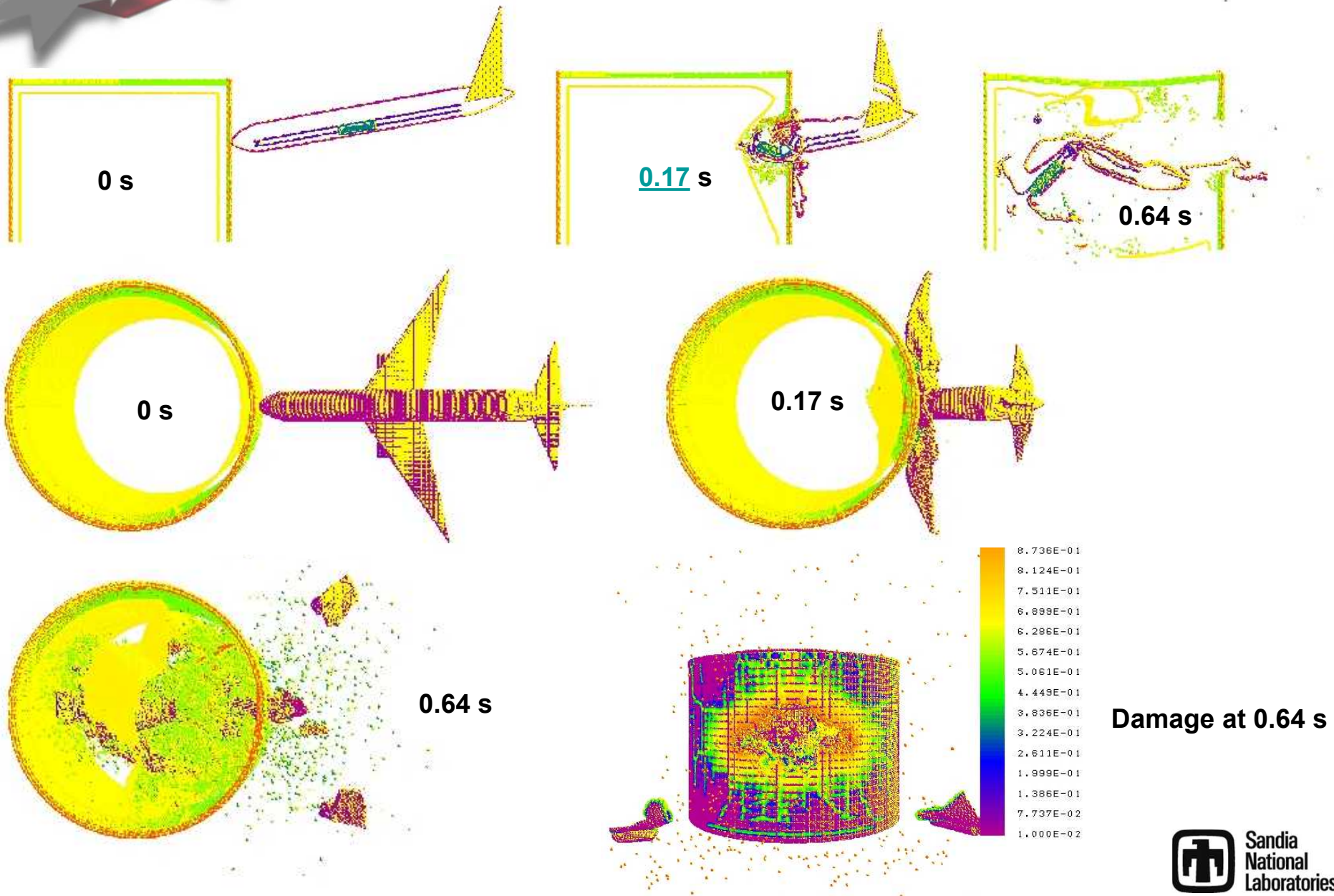
- For each node, the peridynamic interaction is assumed to be zero outside a distance δ called the *horizon*.



Implementation in EMU Computer Code

- Peridynamic theory is **implemented** in the EMU computer code.
- EMU is
 - ***mesh free*** (no elements, just generate a grid of nodes),
 - ***Lagrangian*** (each node represents a fixed amount of material),
 - ***explicit*** (simple, reliable time-integration method),
 - ***parallel*** (executes on multiple processors).

High-Impulse Impact Loading of a Structure





EMU Detonation Model

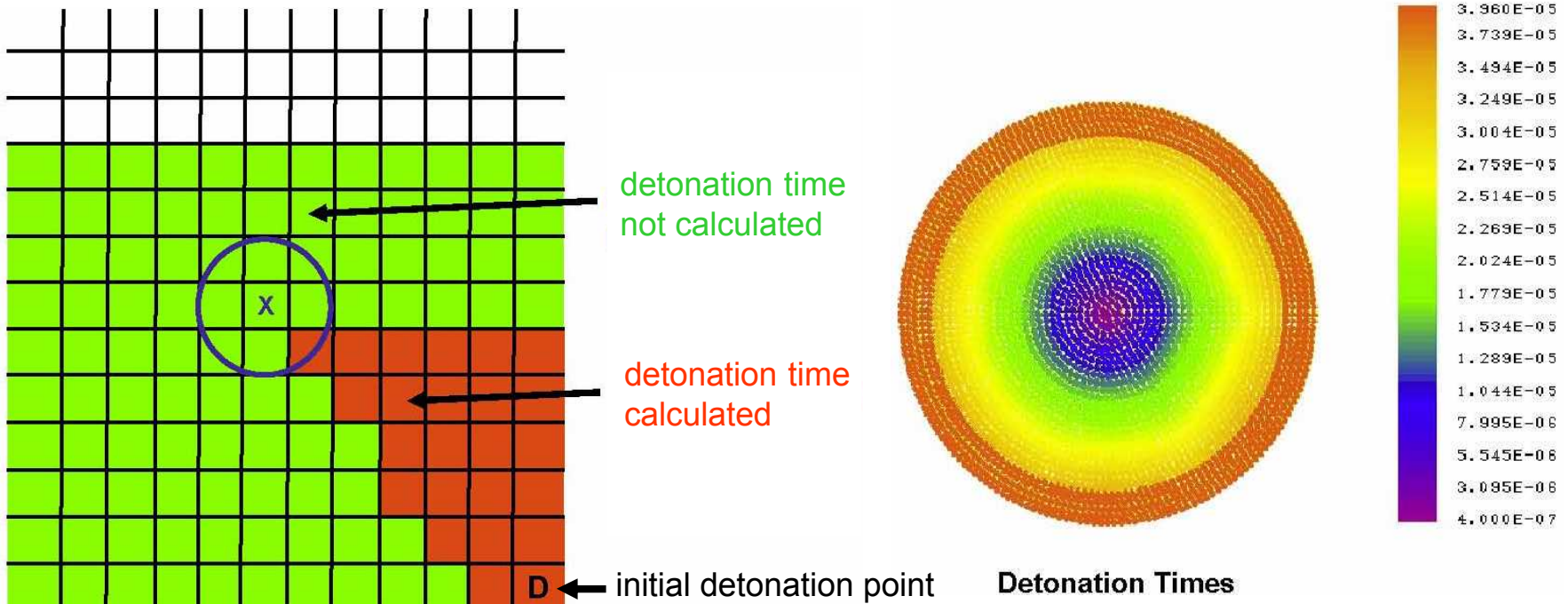
$$(x_{det}, y_{det}, z_{det}, t_{det}),$$

$$\rho_{unreacted}, v_{det}$$

- **Detonation model inputs:**
 - Location of detonation point(s) and initial detonation time(s), density of unreacted explosive, and detonation speed.
 - Parameters for equation of state (ideal gas or JWL).
- **Program burn model for detonation times.**
 - Detonation times computed prior to time advancement using Huygen's construction.
 - Detonations can propagate around obstacles.
- **Upon detonation:**
 - Reaction products are treated as ideal or JWL gas undergoing an adiabatic expansion.
 - Energy conserved using volume-burn algorithm.

Program Burn

- Huygen's Construction
- Reliable, time-tested method used since 1950's)



Huygen's Construction illustrated in
Two Dimensions

Gases as Peridynamic Materials

- Since detonation products are gases, gases must be modeled as peridynamic materials.
- Consideration of the energy required to stretch a bond leads to the following **PFF** for a gas:

$$f_k = -\frac{6P}{r_k V} \left(\frac{r_k}{p_k} \right)^{m+1} X^{1+m/3} \quad \text{where}$$

$p = |\boldsymbol{\eta} + \boldsymbol{\xi}|$, $r = |\boldsymbol{\xi}|$, V is volume, P is pressure,

$$X = \frac{\rho_0}{\rho} = \left[\frac{1}{V} \sum_j \left(\frac{r_j}{p_j} \right)^m \Delta V_j \right]^{-3/m}, \quad V = \sum_i \Delta V_i$$

In the
present
version of
EMU, $m = 1$.

ρ is the density in deformed configuration,

ρ_0 is the density in undeformed configuration



Jones-Wilkins-Lee (JWL) Equation of State

- **JWL Equation of State (EOS), pressure**

$$P = \sum_i A_i \left(1 - \frac{\omega}{R_i X} \right) e^{-R_i X} + \frac{\omega E}{X}$$

← energy
← expansion

Remaining quantities
are JWL parameters.

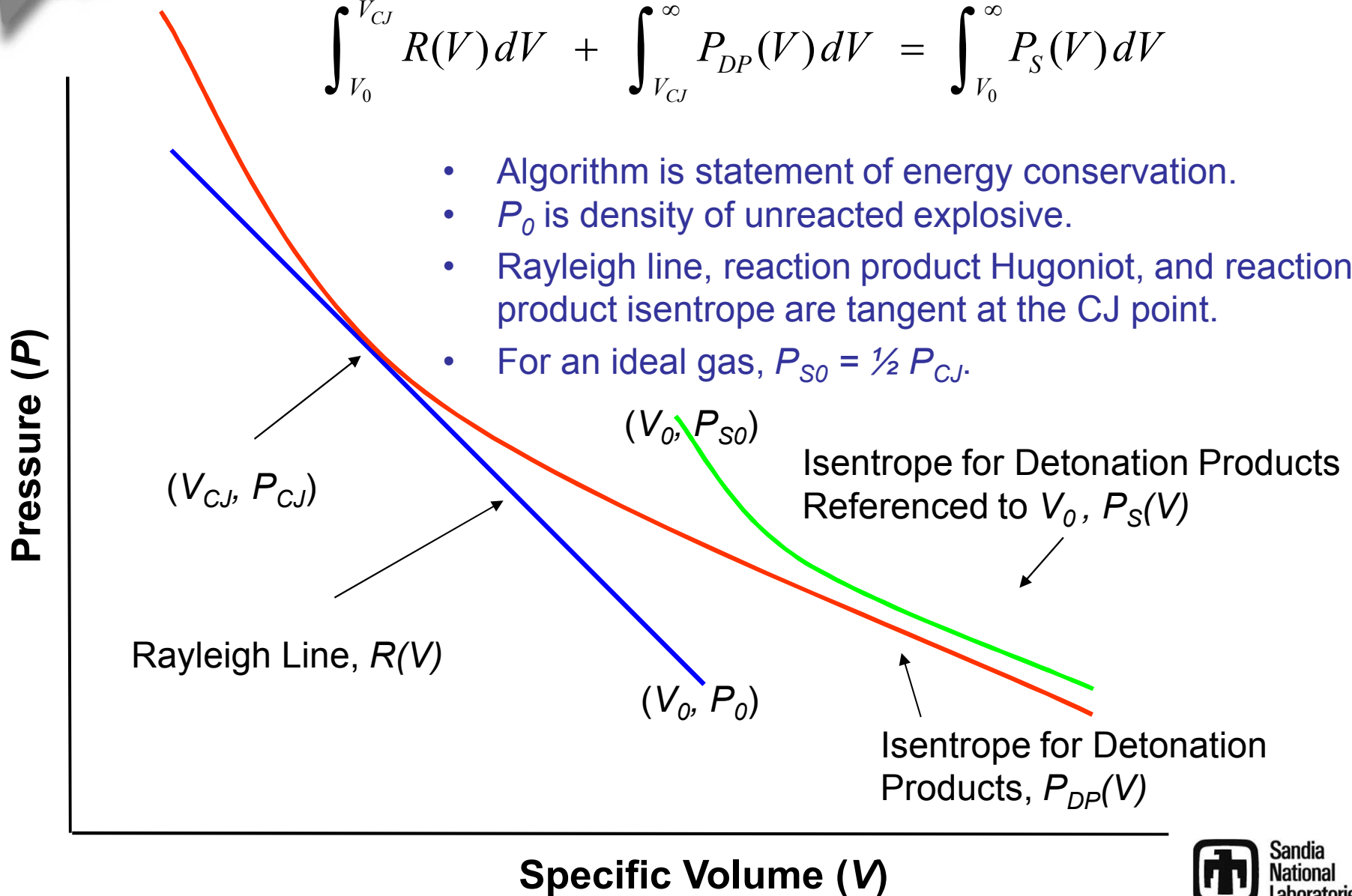
- **Expansion Isentrope: pressure**

$$P_s(X) = \sum_i A_i e^{-R_i X} + C X^{-(\omega+1)}$$

Volume Burn Algorithm

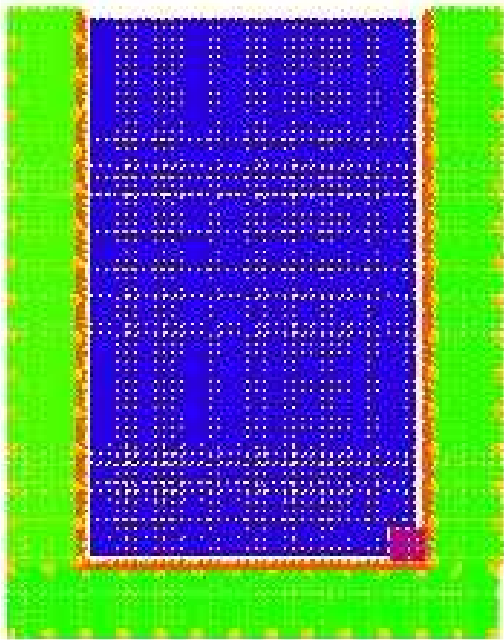
$$\int_{V_0}^{V_{CJ}} R(V) dV + \int_{V_{CJ}}^{\infty} P_{DP}(V) dV = \int_{V_0}^{\infty} P_S(V) dV$$

- Algorithm is statement of energy conservation.
- P_0 is density of unreacted explosive.
- Rayleigh line, reaction product Hugoniot, and reaction product isentrope are tangent at the CJ point.
- For an ideal gas, $P_{S0} = \frac{1}{2} P_{CJ}$.

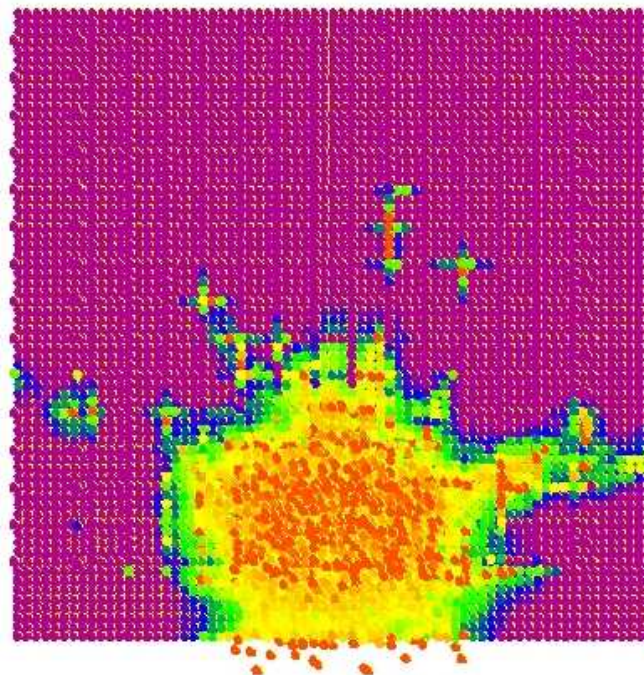


Blast Loading of a Structure

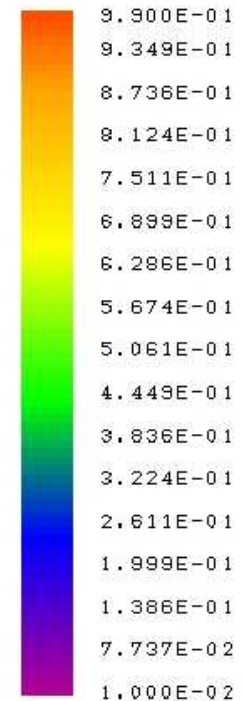
Structure has 6-ft thick walls and floor slab. The floor slab is 40 ft by 52 ft. The walls are 45 ft above the floor. All concrete is reinforced with #18 rebar at 12-in spacing. A cubic yard of explosive with unreacted density 1785 kg/m^3 and detonation speed 8747 m/s is placed on the floor at the center of the wall and detonated at time zero.



Materials



Internal Damage





Verification and Validation (V&V) Process

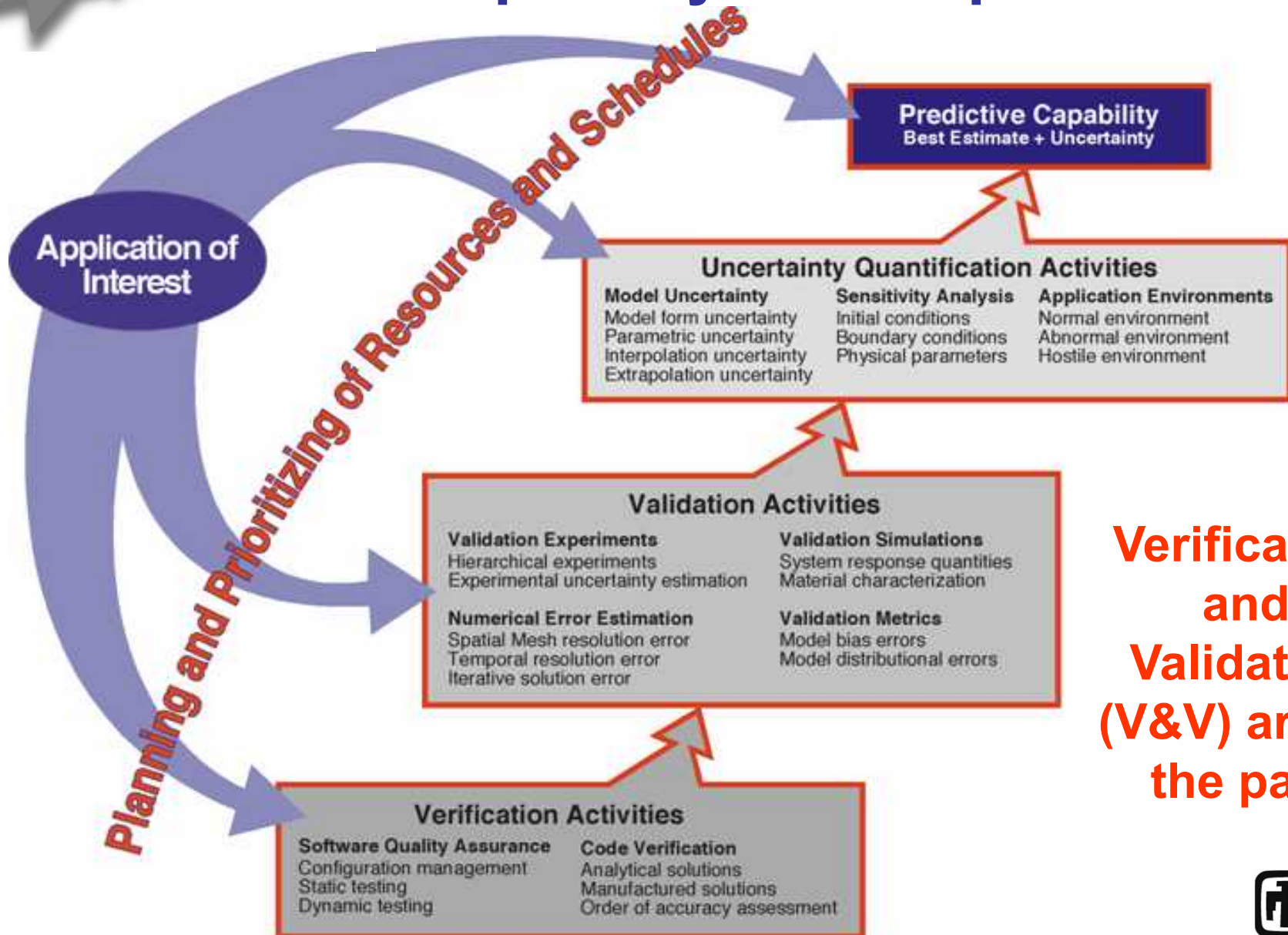
- **Objective of V&V Process**
 - To obtain confidence in the predictive capabilities of EMU for warhead fragmentation.
- **What are Verification and Validation?**
- **A V&V Process for Warhead Fragmentation using EMU**
 - Comparison with Fragmentation Tests of an Exploding Munition (ALACV)
 - Predictions for an Exploding Cylinder
 - Sensitivity of Mass Distributions to Sound Speed and Yield Stress
 - Future V&V Work



What are Verification and Validation?

- **Verification**: The process of determining that a model implementation accurately represents the developer's conceptual description of the model and the solution to the model.
 - **Code Verification**: Activities directed toward:
 - Finding and removing mistakes in the source code
 - Finding and removing errors in numerical algorithms
 - Improving software using software quality assurance practices
 - **Solution Verification**: Activities directed toward:
 - Assuring the accuracy of input and output data for the problem of interest
 - Estimating the numerical solution error
- **Validation**: The process of determining the degree to which a model is an accurate representation of the real world from the perspective of the intended uses of the model.

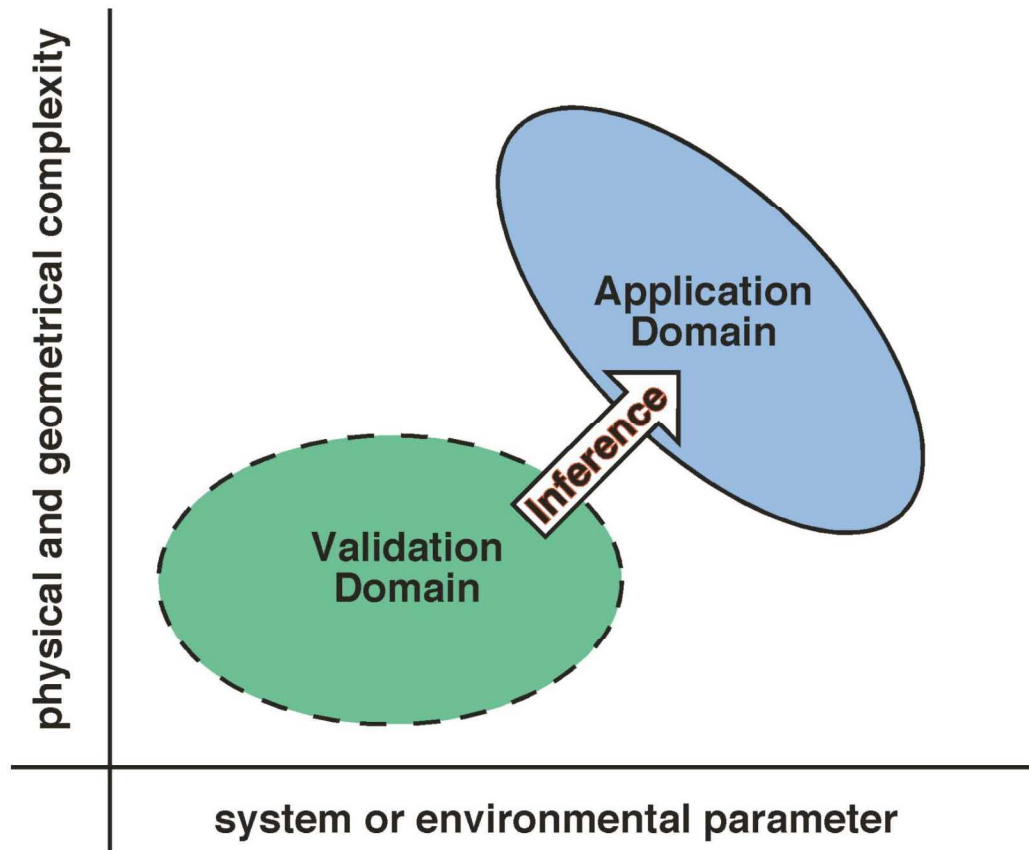
Objective: Confidence in Predictive Capability of Computer Codes



**Verification
and
Validation
(V&V) are on
the path**

V&V Problems

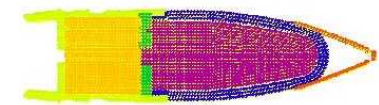
1. The real world is harsh – neither verification or validation is likely to be completed given finite resources and the complexity of the problems we care about.
2. Weak inference; large extrapolation



- No overlap of application domain and validation database
- Large extrapolations typically occur in terms of meta-coordinate directions, such as:
 - Large changes in physical complexity
 - Introduction of new physics coupling
 - Introduction of coupling between subsystems or components

Validation Is An Iterative Process

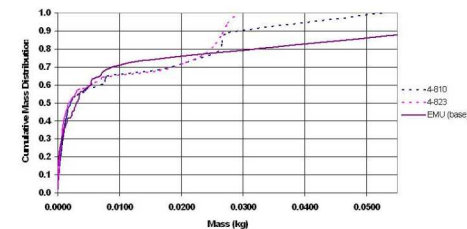
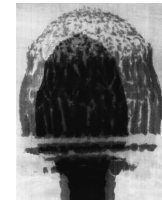
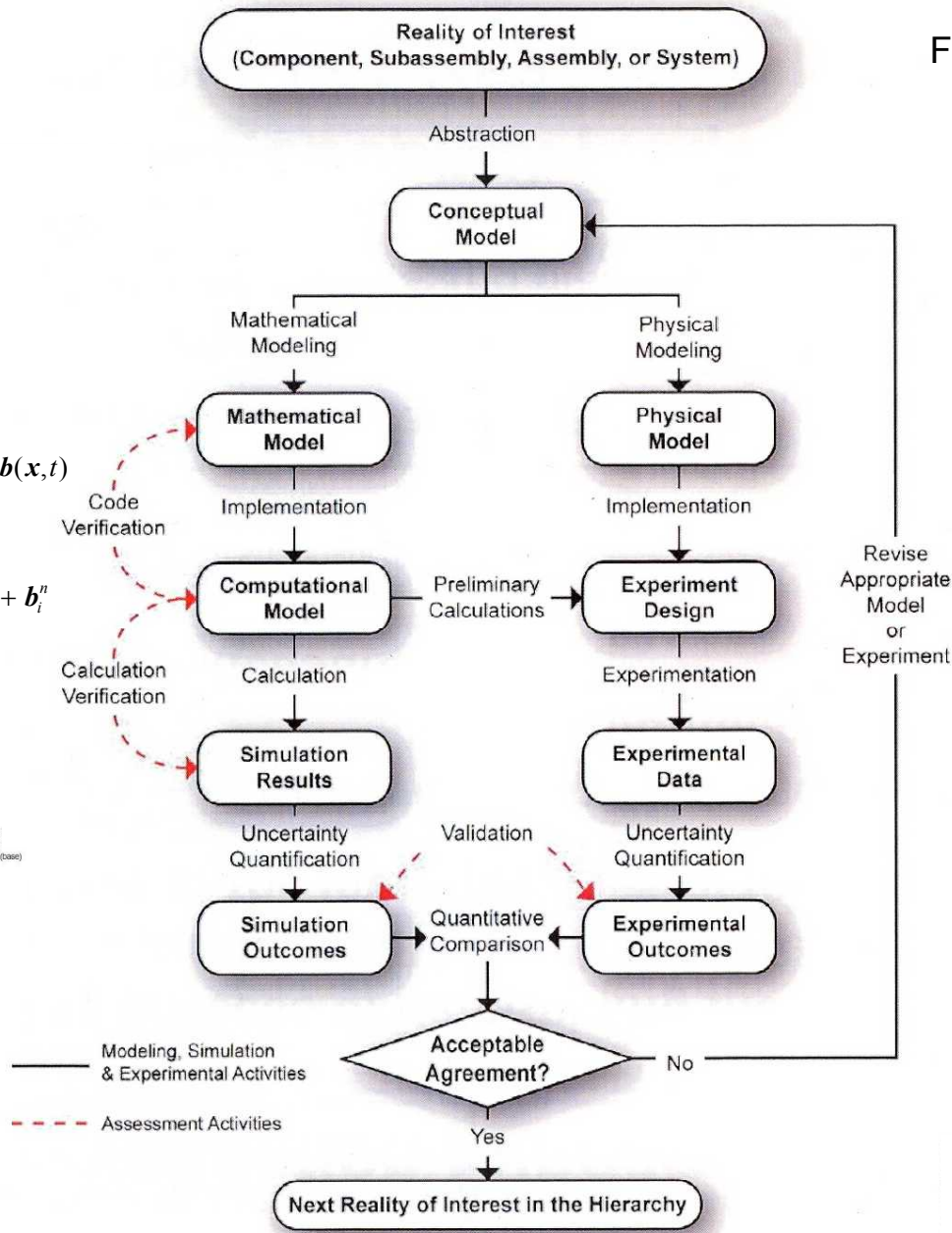
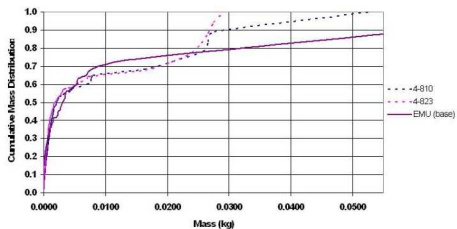
Fragmentation of Munitions



$$\rho(x) \frac{d^2}{dt^2} u(x, t) =$$

$$\iiint_R f(u(x', t) - u(x, t), x' - x) dV' + b(x, t)$$

$$\rho_i \frac{d^2}{dt^2} u_i^n = \sum_p f(u_p^n - u_i^n, x_p - x_i) V_p + b_i^n$$





Some References on V&V

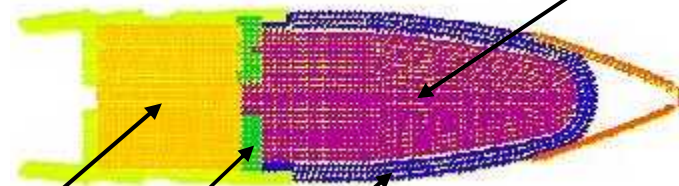
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Fragmentation of Exploding Munitions

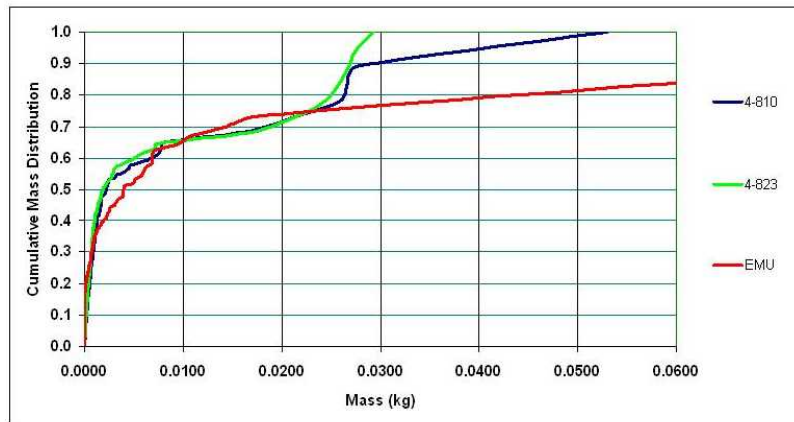
Explosive Shell



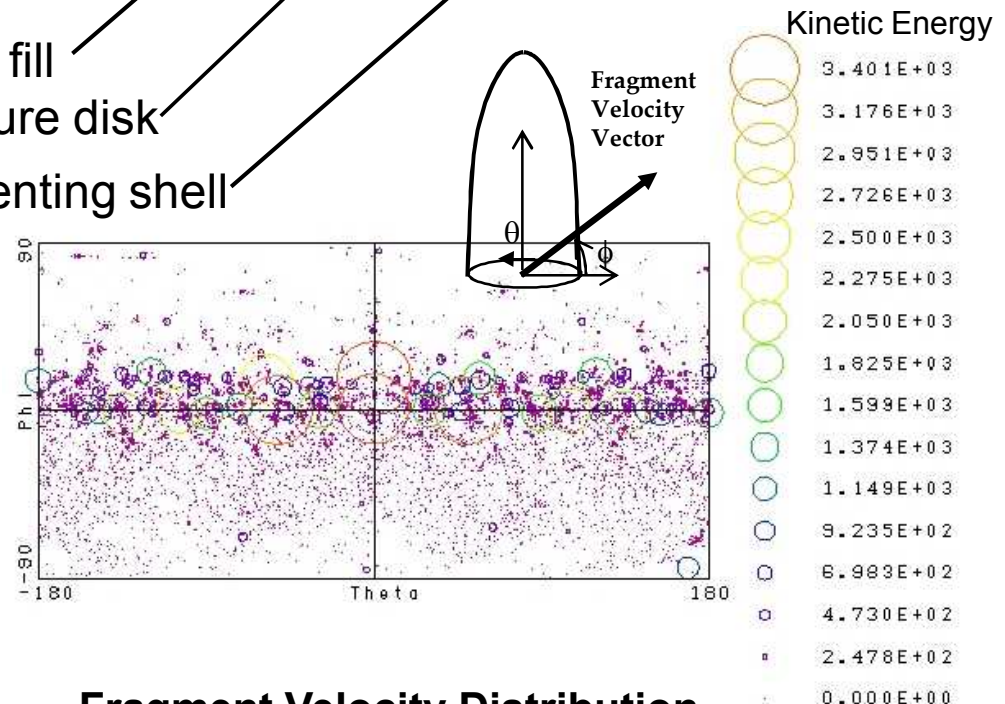
EMU Model



aluminum fill
steel closure disk
steel fragmenting shell



Cumulative Mass Distribution

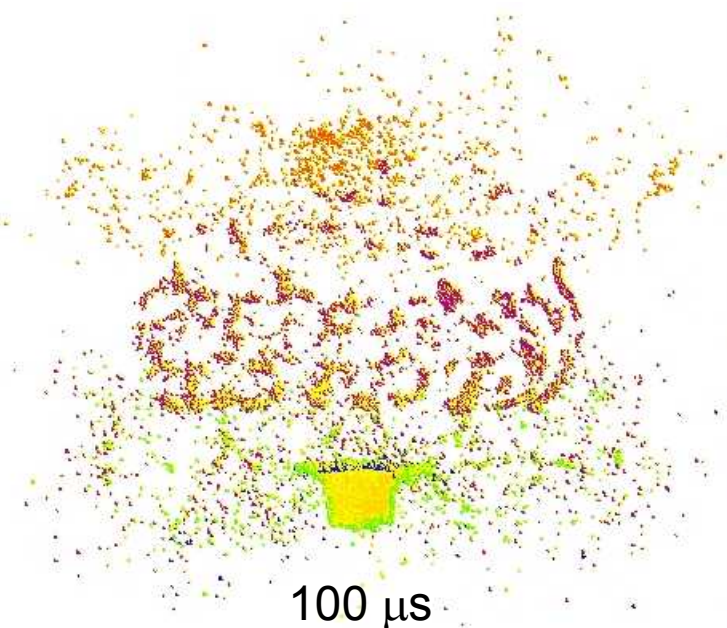


Fragment Velocity Distribution

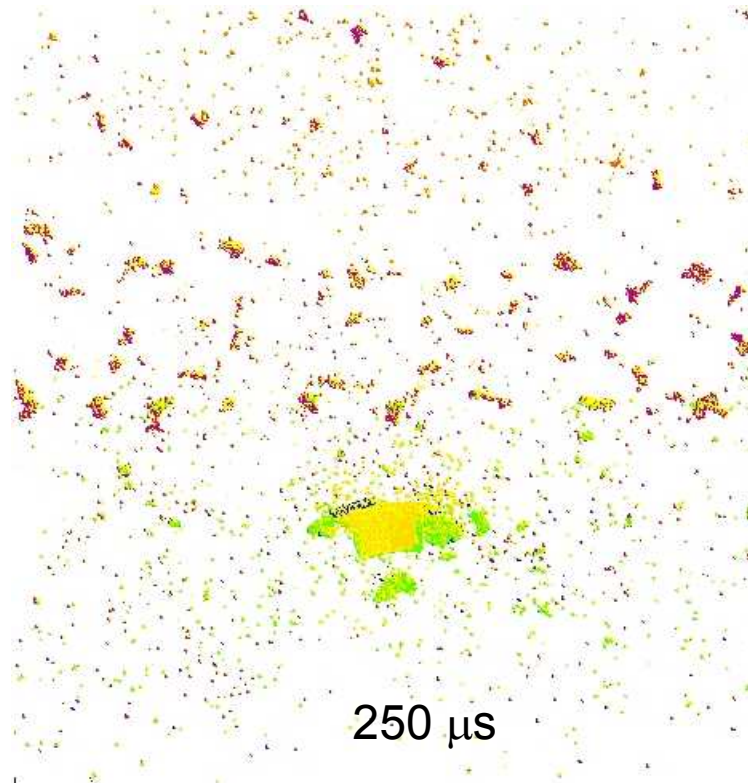
Material States During Simulation



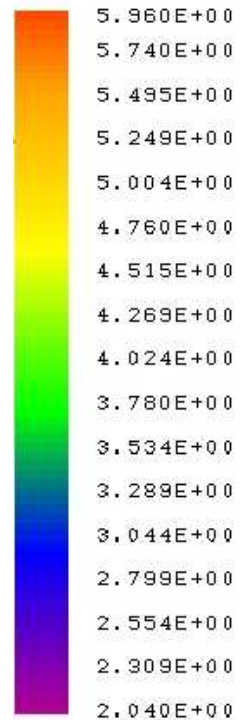
45.7 μs



100 μs



250 μs



Comparisons with Radiographic Data



Test



27.6 μs

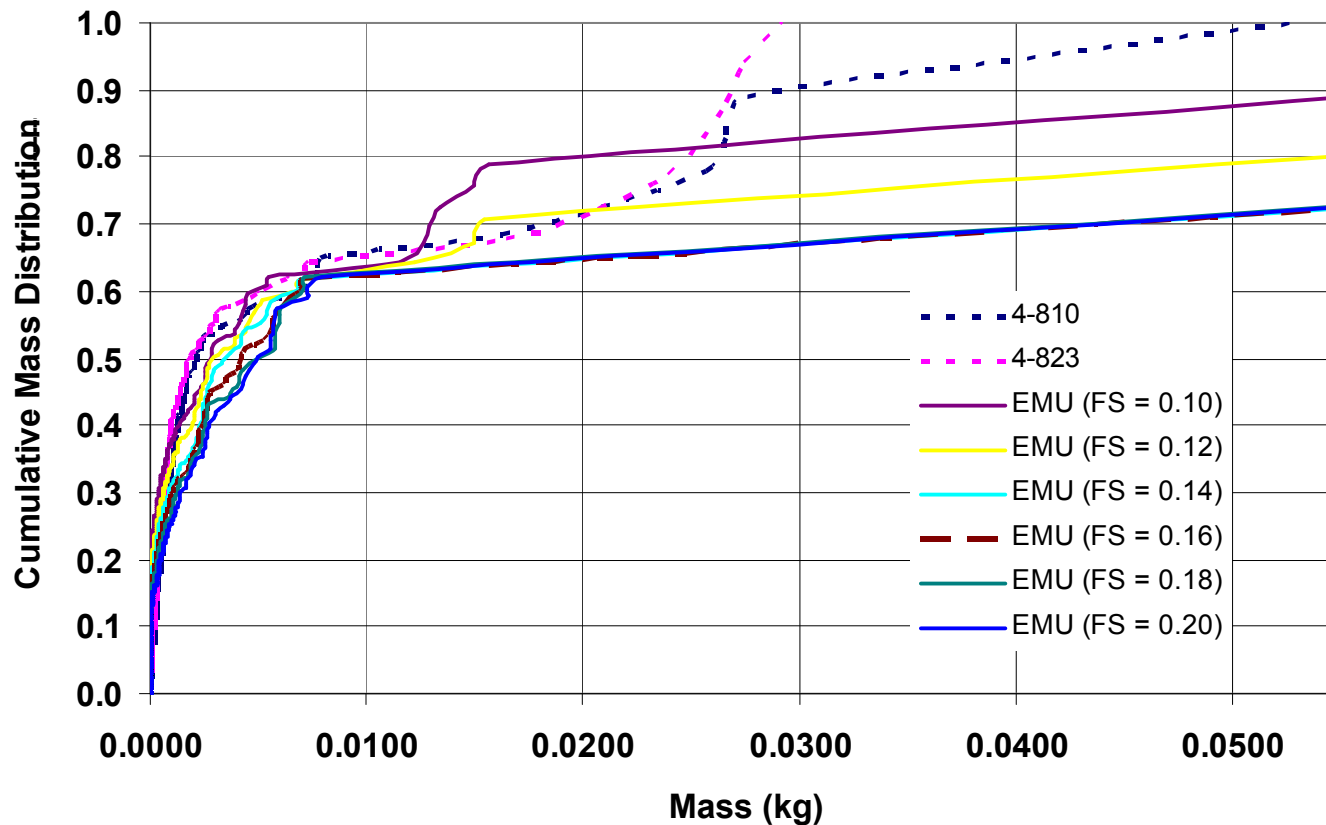


45.2 μs

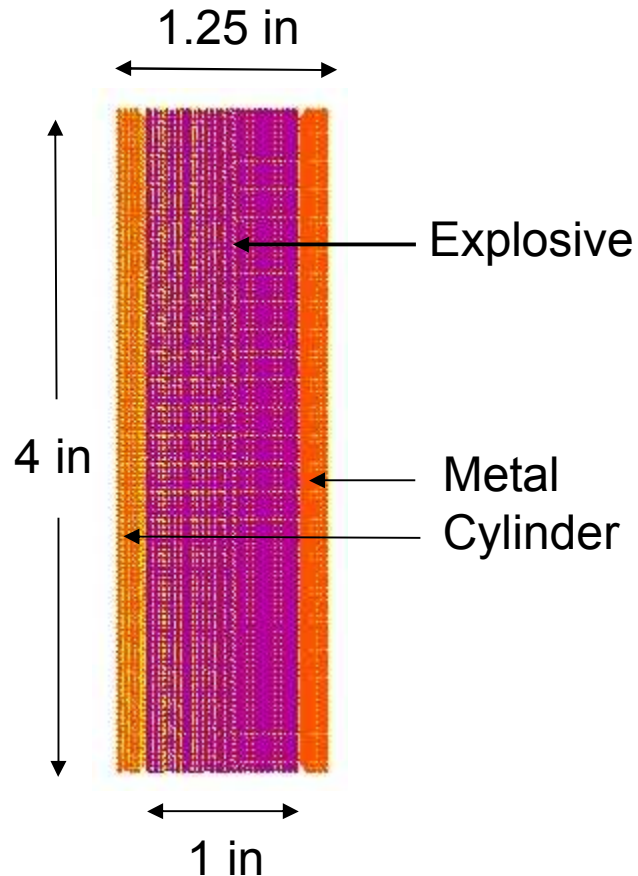
Simulation Results

Sensitivity to Failure Stretch

- Compare data for tests with simulation results with failure stretch varying from 0.10 to 0.20 to show importance of characterizing material properties.



Validation Tests – Exploding Cylinders



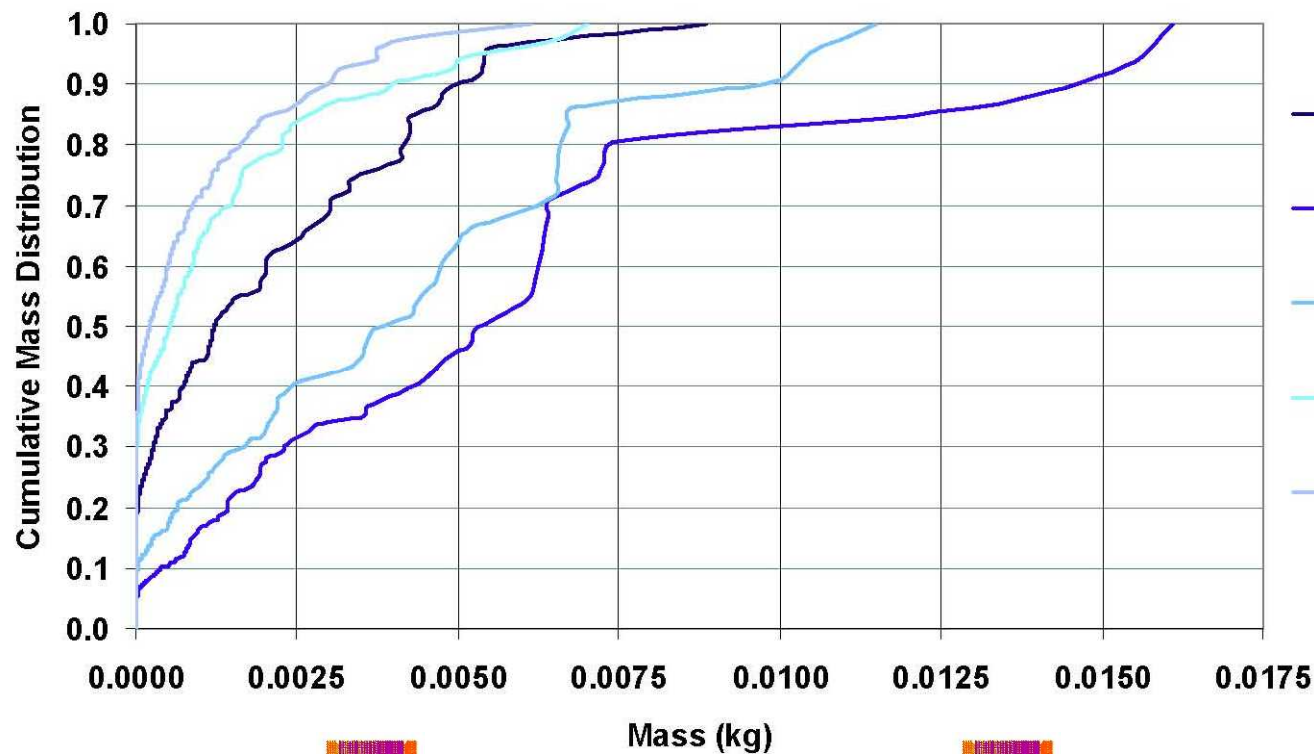
Cross Section of Cylinder
Filled with explosive

Test Configurations Simulated

Material	Treatment	Explosive Loading	Mass of Cylinders (g)
4340	HT1	PBXN-9	239.9
4340	HT2	PBXN-9	238.18
4340	HT3	PBXN-9	239.93
1018	None	TNT	250.55
1018	None	PBXN-9	238.61

HT1	Currently unspecified from LLNL
HT2	870 C for 2 hours Oil Quench, 325 C 2 hours Oil Quench
HT3	870 C for 2 hours Oil Quench, 450 C 2 hours Oil Quench

Predicted Cumulative Mass Distributions



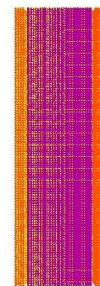
Fragment Mass

maximum average

4340 HT1 PBXN-9	(8.86 g)	(25.6 mg)
4348 HT2 PBXN-9	(16.1 g)	(92.4 mg)
4340 HT3 PBXN-9	(11.5 g)	(52.3 mg)
1018 TNT	(7.04 g)	(17.1 mg)
1018 PBXN-9	(6.16 g)	(14.5 mg)



Test



EMU Simulation

Predicted Fragment Locations (100 μ s)

4340 HT1 (PBXN-9)

13.1 in

4340 HT2 (PBXN-9)

12.1 in

4340 HT3 (PBXN-9)

12.5 in

1018 (PBXN-9)

13.5 in

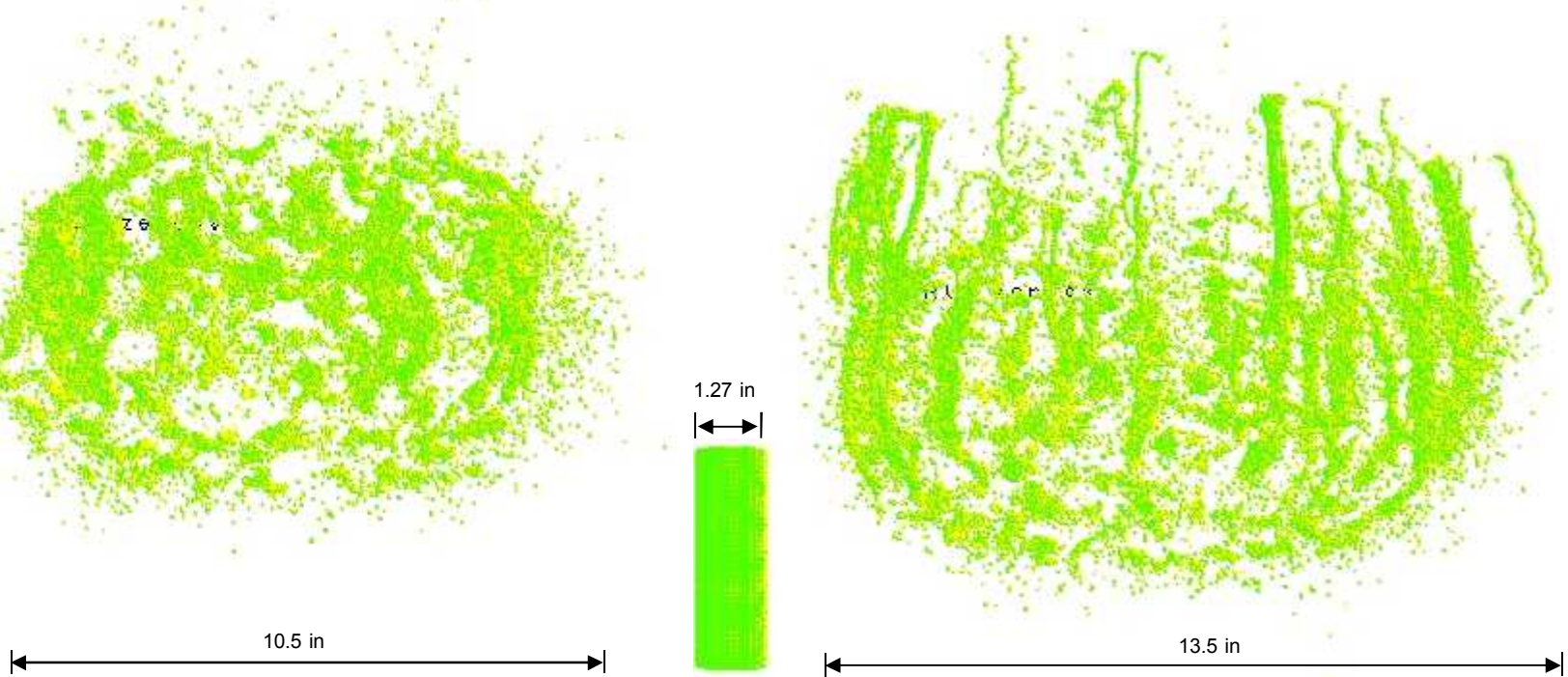
1.27 in



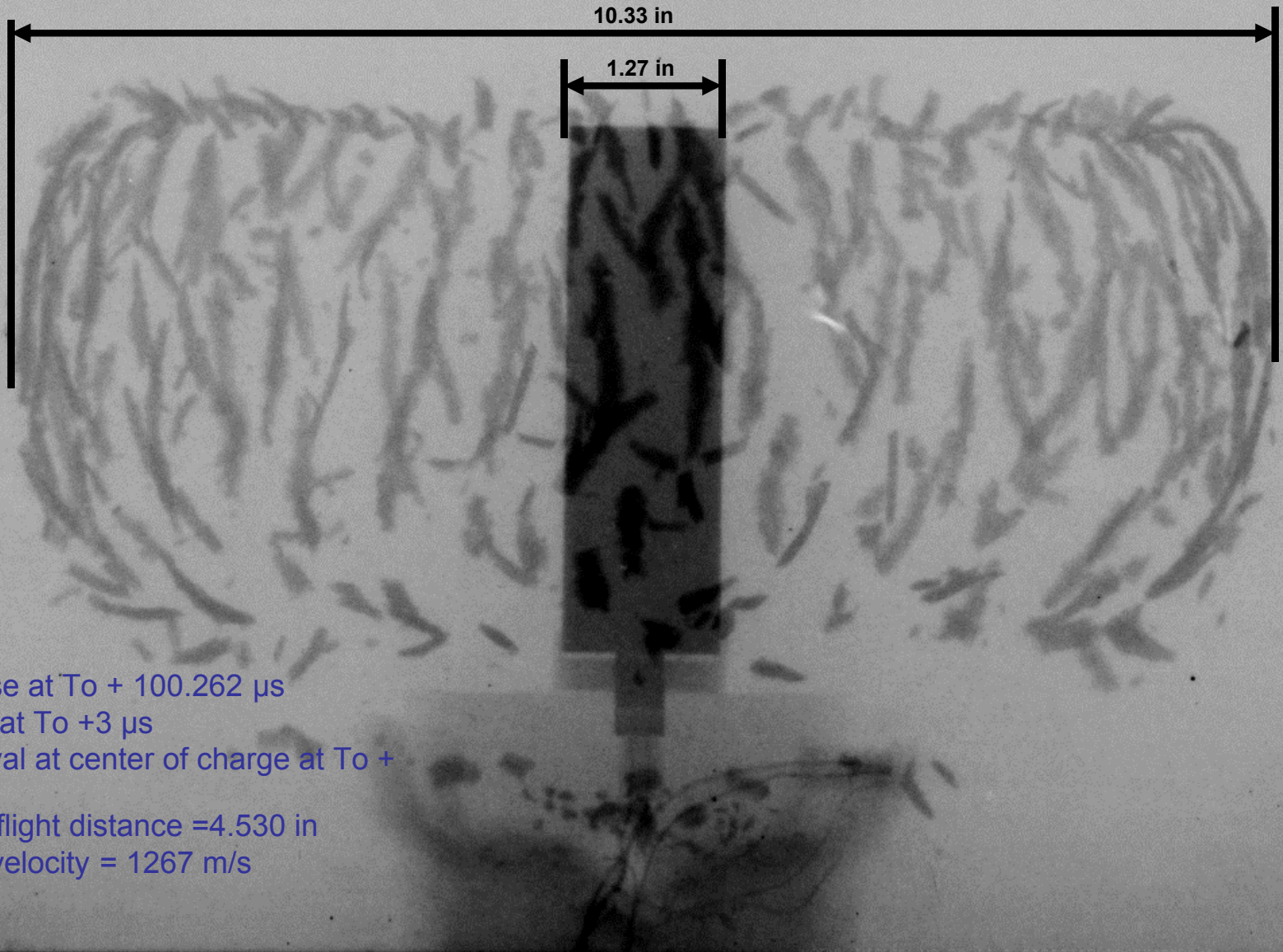
Predicted Fragment Locations (100 μ s)

1018 (TNT)

1018 (PBXN-9)

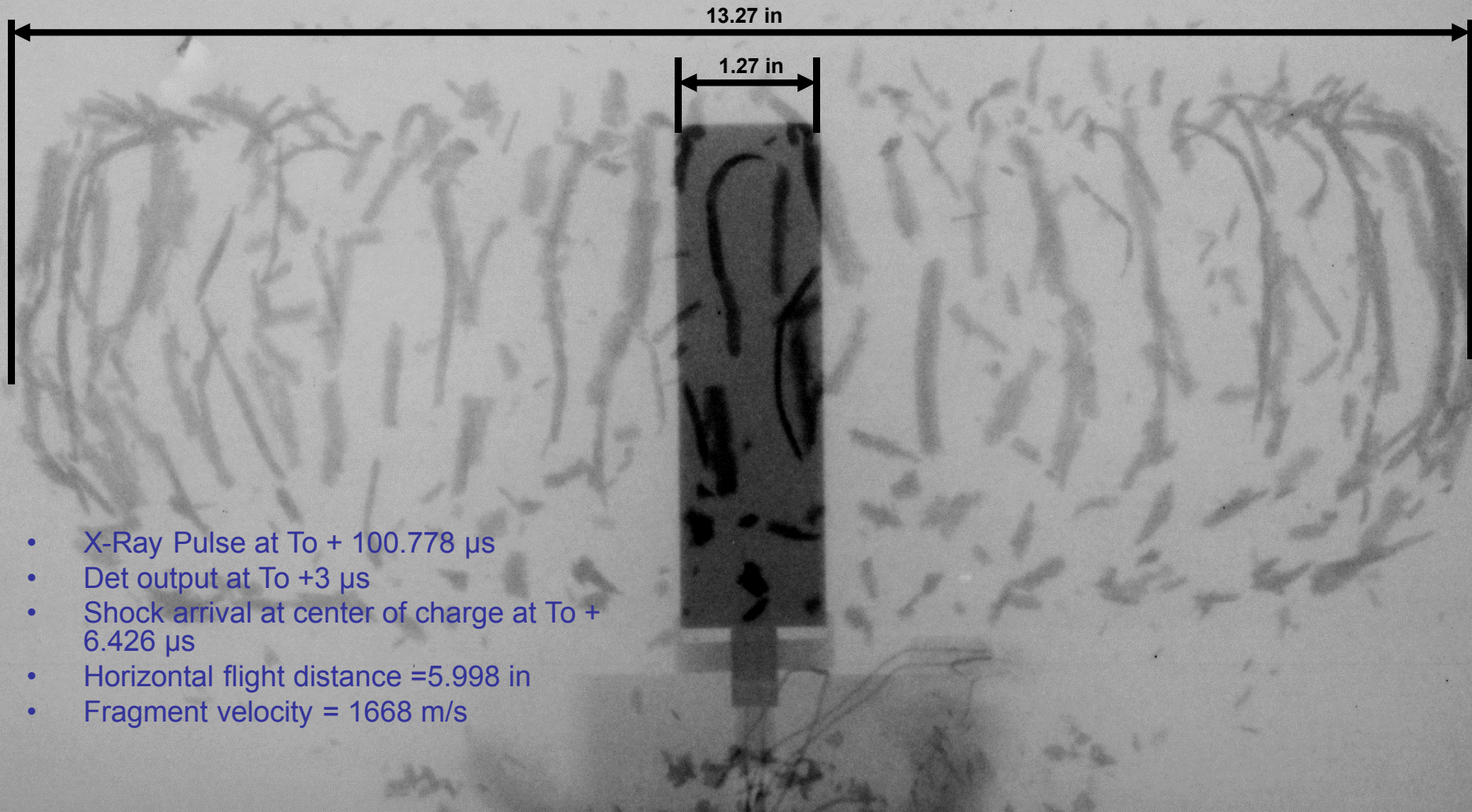


Explosive Testing TNT w/ 1018 Steel



- X-Ray Pulse at $T_0 + 100.262 \mu\text{s}$
- Det output at $T_0 + 3 \mu\text{s}$
- Shock arrival at center of charge at $T_0 + 6.426 \mu\text{s}$
- Horizontal flight distance = 4.530 in
- Fragment velocity = 1267 m/s

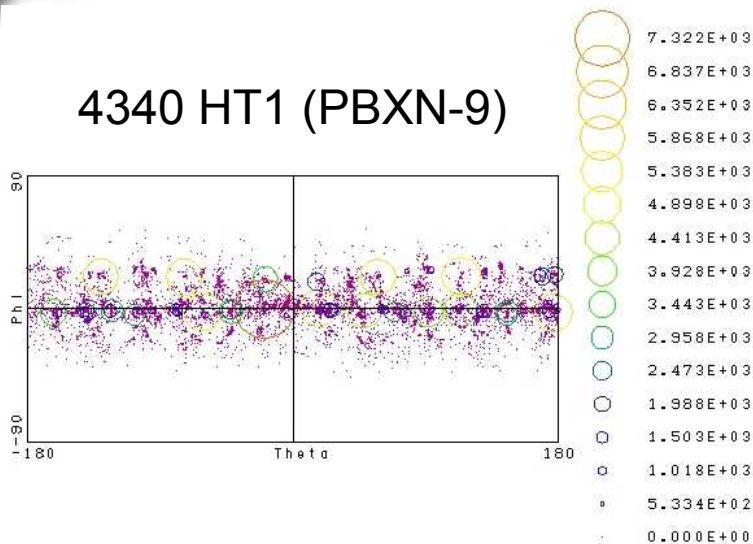
Explosive Testing PBXN-9 w/ 4340 Steel



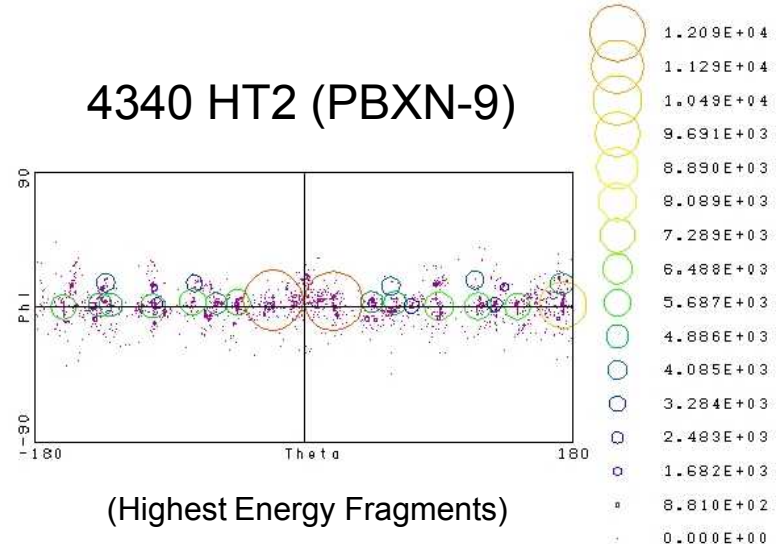
- X-Ray Pulse at $T_0 + 100.778 \mu\text{s}$
- Det output at $T_0 + 3 \mu\text{s}$
- Shock arrival at center of charge at $T_0 + 6.426 \mu\text{s}$
- Horizontal flight distance = 5.998 in
- Fragment velocity = 1668 m/s

Predicted Velocity Distributions (100 μ s)

4340 HT1 (PBXN-9)

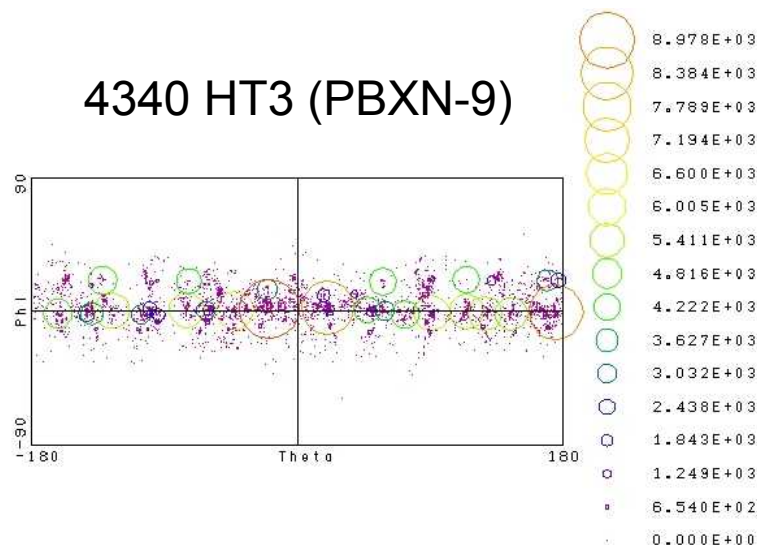


4340 HT2 (PBXN-9)

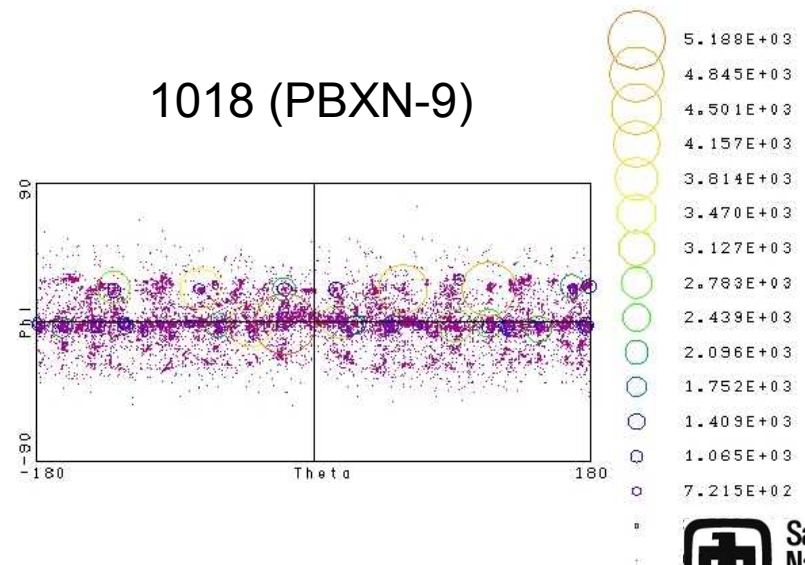


(Highest Energy Fragments)

4340 HT3 (PBXN-9)

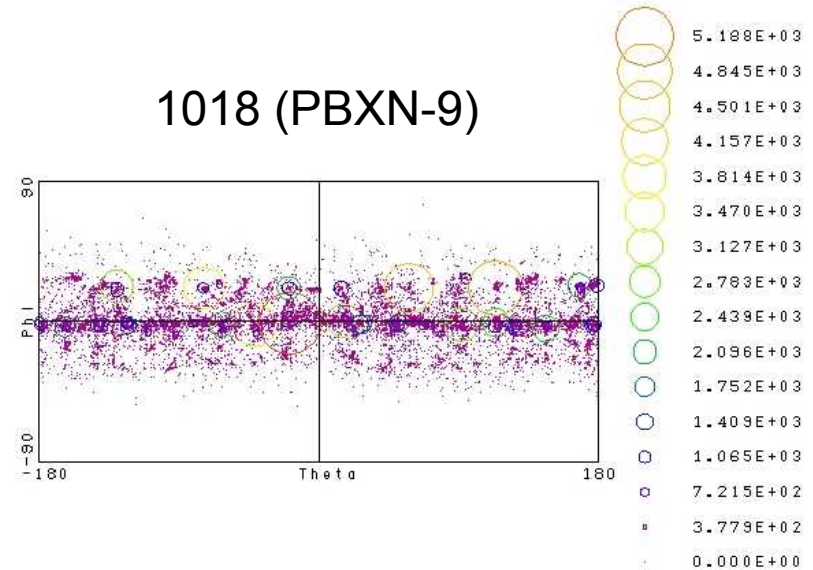
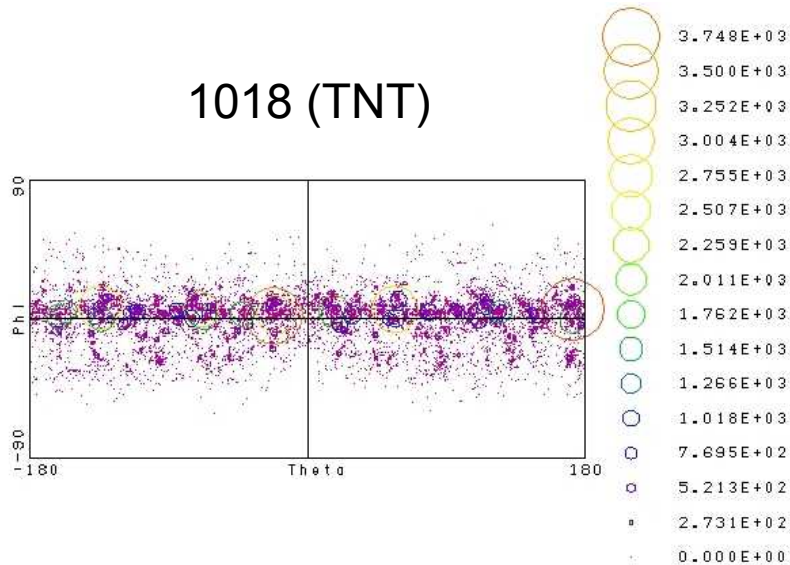


1018 (PBXN-9)



Legends are kinetic energy in joules.

Predicted Velocity Distributions (100 μ s)

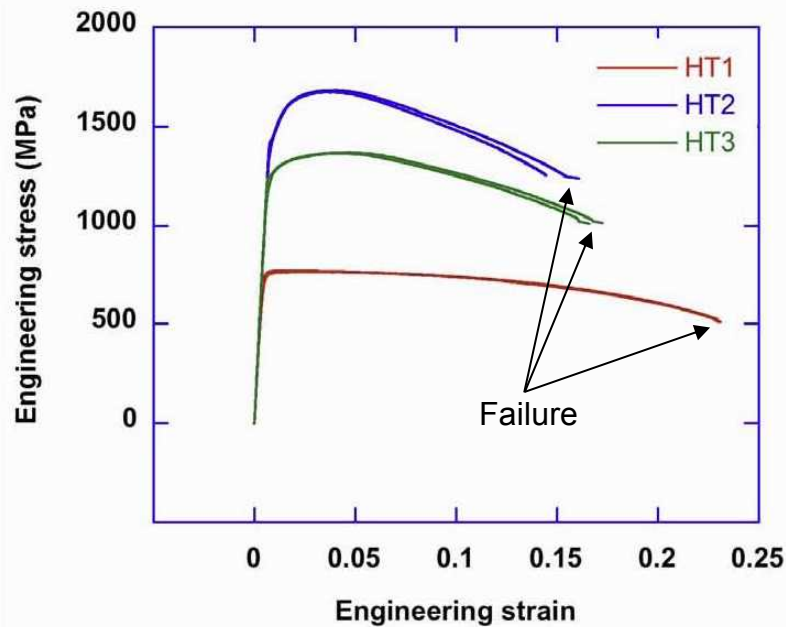


KE

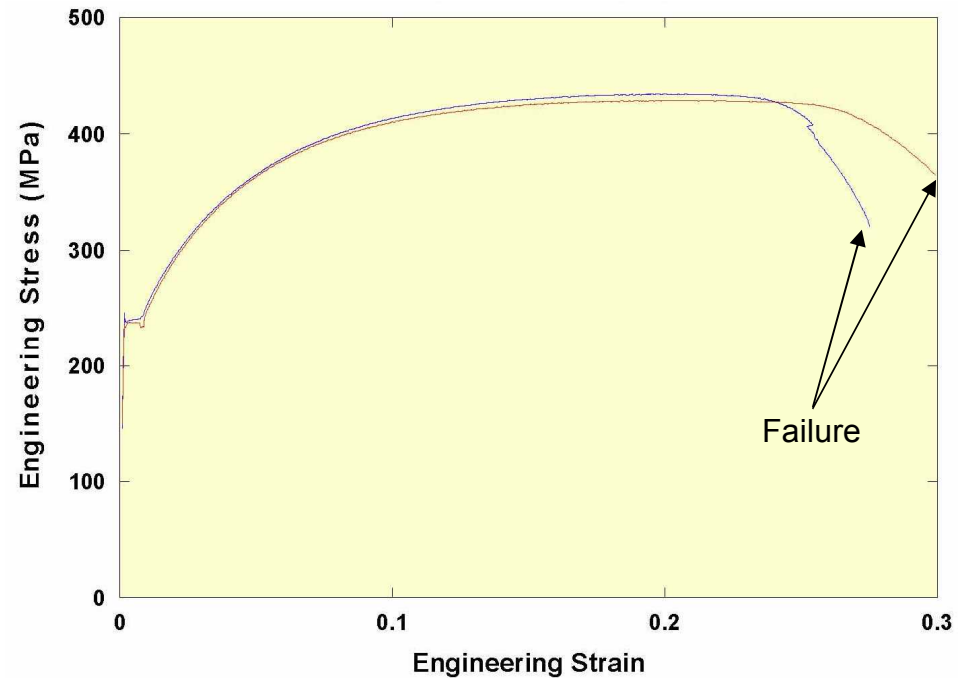
Legends are kinetic energy in joules.

Examples of Stress-Strain Data

Stress Versus Strain for 4340 Steel

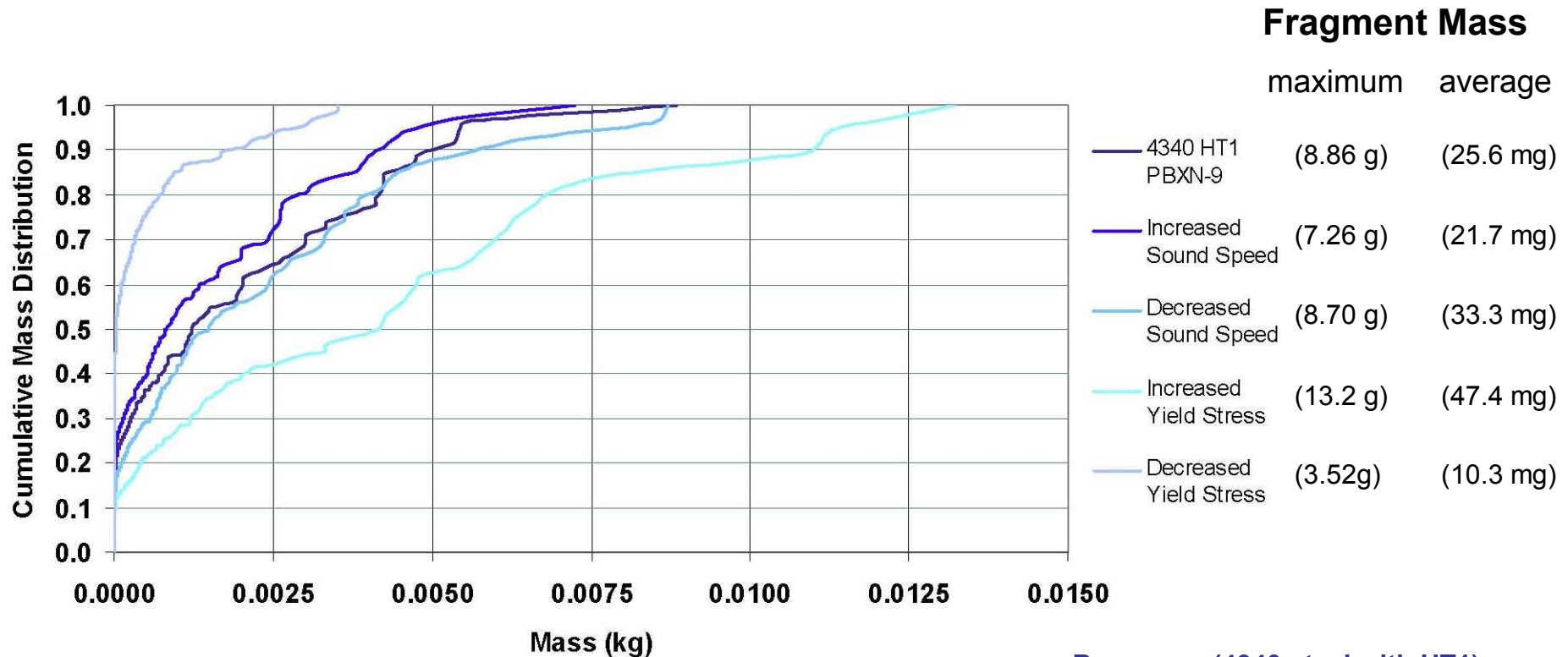


Stress Versus Strain for 1018 Steel



What is yield stress from these figures?

Sensitivity of Mass Distributions to Sound Speed and Yield Stress



- **Base case (4340 steel with HT1)**
 - Sound Speed is 4228 m/s.
 - Yield Stress is 750 MPa.
- **Sound Speed Sensitivity is $\pm 35\%$.**
- **Yield Stress Sensitivity is $\pm 50\%$.**

Conclusions from Sensitivity Simulations

- **Purpose**

- To determine effects on fragmentation of uncertainty in micro-plastic inputs sound speed and yield stress
 - Necessary since material property data is not “text book perfect”.

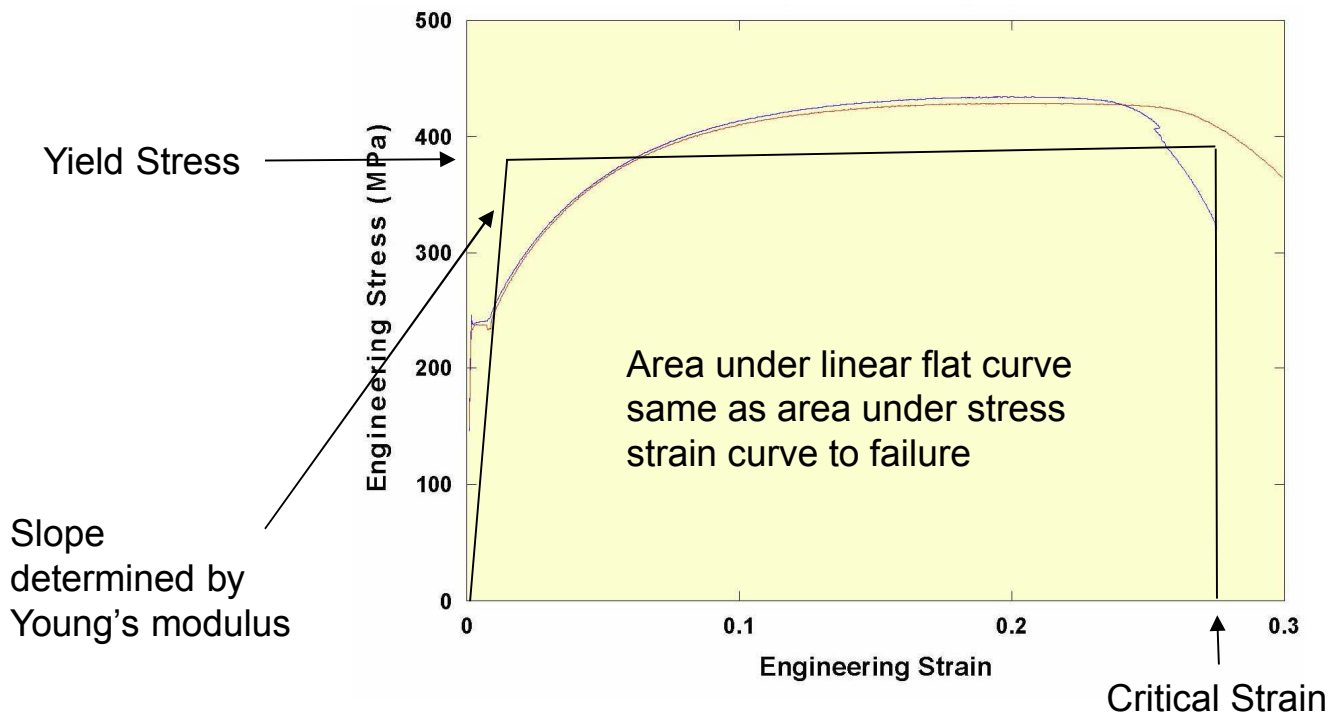
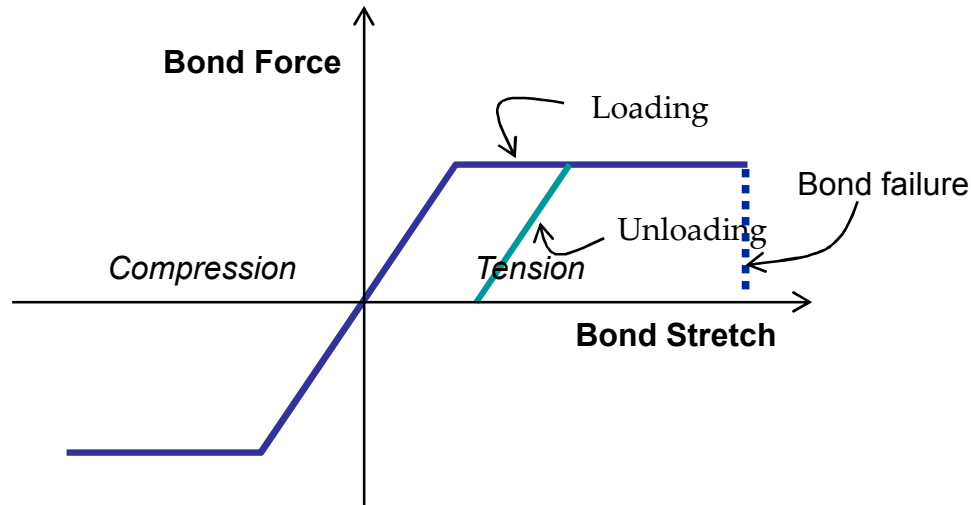
- **Sound Speed** = $\sqrt{(bulk\ modulus)/density}$

- Average fragment mass decreases and number of fragments increases with increasing sound speed
 - Sound speed varies directly with square root of bulk modulus.
 - Sound speed varies inversely with square root of density.

- **Yield Stress**

- Average fragment mass increases and number of fragments decrease with increasing yield stress.

Estimating Yield Stress for Linear Flat MP





Future Verification and Validation Work

- **Perform experiments for validation process.**
- **Continue V&V iterative process.**
- **Document V&V process.**
- **Transfer the EMU fragmentation modeling capability to the military labs.**



Peridynamics Research and Development

- **Current R&D includes**
 - modeling fluids, composite materials, and explosive materials and explosive loading
 - verification and validation
 - modeling shock loading, using adaptive grids and general Poisson ratio
 - software engineering
 - state-based peridynamics
 - nanoscale to continuum coupling
- **Future R&D possibilities include**
 - peridynamics, finite-element coupling
 - inclusion of additional physical processes to provide a comprehensive methodology for vulnerability assessment of critical structures



Collaborators and Sponsors

Collaborators

- Stewart Silling (Sandia)
- Paul Taylor (Sandia)
- Bob Cole (Sandia)
- Abe Askari (Boeing)
- Olaf Weckner (MIT, Boeing)
- Mike Epton (Boeing)
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- Thomas Warren (TLW)

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- The Boeing Company
- Nuclear Regulatory Commission (NRC)
- Defense Threat Reduction Agency (DTRA)
- DOE Defense Programs
 - Computer Science Research Foundation
 - Computer Science Research Institute



References

- URL for EMU at Sandia National Laboratories:
<http://www.sandia.gov/emu/emu.htm>
- Reference on gas and explosive model: **Demmie and Silling**, “An Approach to Modeling Extreme Loading of Structures using Peridynamics”, Published in *Journal of Mechanics of Materials and Structures (JoMMS)*, vol. 2, issue 10, p. 1921 (2007)
- Google on “peridynamic” or access Wikipedia at <http://en.wikipedia.org/wiki/Peridynamics> to get more information.