

# Computer Simulation of Blast Injury, Behind Armor Blunt Trauma, and their Mitigation

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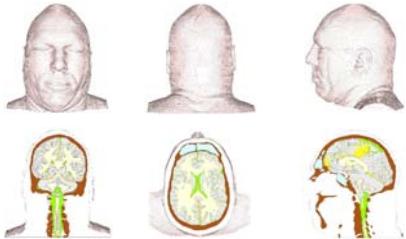
## INTRODUCTION

- Warfighter Personal Protective Equipment (PPE) development is based principally on laboratory/field testing of prototype designs
  - Testing usually restricted to protection assessment against ballistic projectiles (bullet, fragments)
  - Very little testing done on blast protection
- We have developed high-fidelity models and simulation tools to study wound injury to head, neck, & torso of warfighter
  - Advantage: Assess protective effectiveness of armor design without use of human cadavers or harm to expensive physical surrogates

## MODELS

### Digital Head-Neck Model

- Anatomically correct distributions of bone, white & gray brain matter, membranes (falk & tentorium), cerebral spinal fluid (CSF), sinus air, & scalp/muscle (1mm resolution)



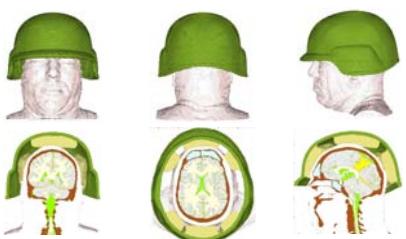
### Digital Torso Model

- Anatomically correct distribution of bone, cartilage, intervertebral discs, spinal cord/fluid, airways, lungs, heart, vasculature/blood, stomach, liver, kidneys, spleen, muscle, & fat/skin (1mm resolution)



### Digital Helmet Models

- Head-neck model wearing test helmet comprised of Kevlar shell & polyurethane foam pads (1mm resolution)



## CONSTITUTIVE MODELS

### Biological Materials

- Advanced equation-of-state (EOS) and deviatoric strength models employed to represent bone and soft tissue
  - Life-critical organs represented by finite-deformation, elastic or viscoelastic models
  - Fluid & fluid-saturated tissue represented by Tillotson-Brundage EOS
    - Accurately captures cavitation & associated effects

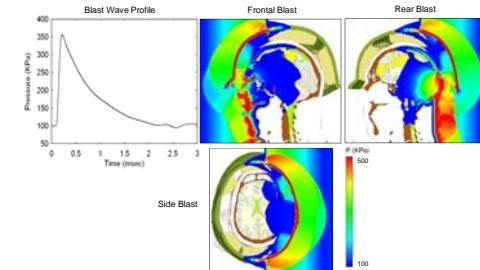
## COMPUTATIONAL SIMULATION METHODS

- Eulerian Methods**
  - Blast, Blunt Impact, Penetration using shock physics code CTH
- Lagrangian Methods**
  - Blunt Impact & Model validation with Sierra Mechanics code PRESTO
- Coupled Lagrangian-Eulerian Methods**
  - Blast; using CTH (Eulerian domain) coupled to PRESTO (Lagrangian domain), controlled by ZAPOTEC II

## SIMULATIONS

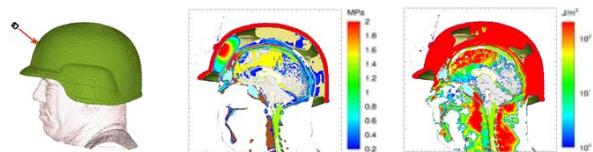
### Explosive Blast Exposure

- 360 KPa blast (260 KPa overpressure)
  - Leads to mild Traumatic Brain Injury (mTBI)



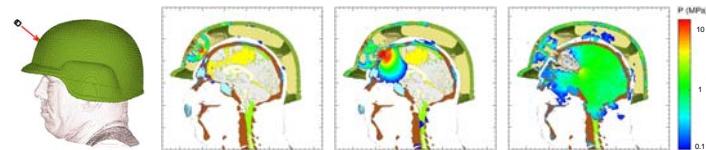
### Behind Helmet Blunt Trauma (BHBT)

- Caused by ballistic projectile stopped by helmet
  - Intracranial waves transmitted into brain leading to TBI



### Projectile Penetration

- Caused by ballistic projectile perforating helmet
  - Intracranial penetration leading to open-head injury & brain trauma



## SUMMARY

### Demonstrated Capabilities

- Investigate details of wound injury mechanisms leading to TBI
- Identify specific wave physics variables leading to localized brain injury
  - Shear wave energy leading to tissue distortion & membrane tearing
  - Dilatational wave energy causing fluid cavitation & associated tissue damage (e.g., axonal cytoskeletal disruption of neurons)
- Conduct relative merit assessment of protective headwear (helmets)

### New Near-Term Capabilities

- Investigate wound injury mechanisms to life-critical organs in torso
- Torso model completed; currently undergoing testing & validation
- Conduct relative merit assessment of protective headwear

