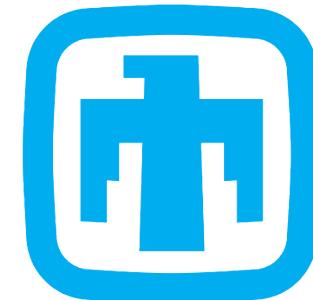


Analysis of Ground Shock Reflections Through Explosions at Various Heights of Burst

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**Sandia
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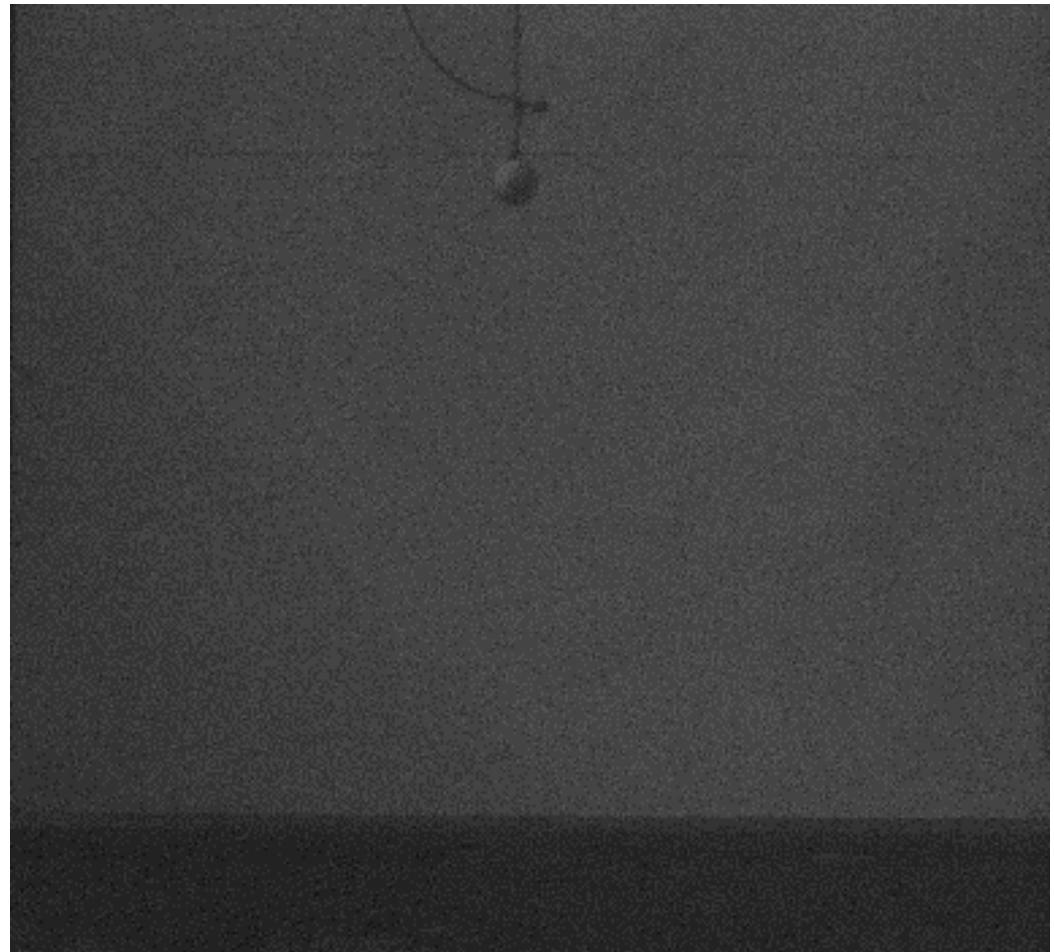
Explosions that occur above a ground plane will experience a re-shock process as the blast wave reflects from the ground

- The reflected shock passes through the expanding explosive fireball
- This causes the fireball to be reheated, accelerated upward, and increases mixing with the environment
- The reflected shock wave also accelerates as it passes through the hot product gas fireball



The goals here are to quantify aspects of the reshock process

- Measure the reflected shock wave arrival time at the fireball
- Measure the transit time for the shock wave to exit the fireball
- Characterize the shape of the shock wave as it passes through the fireball
- Explore the light intensity variations of the fireball due to re-shock



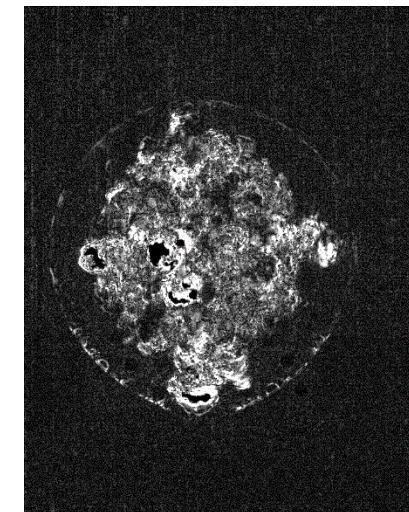
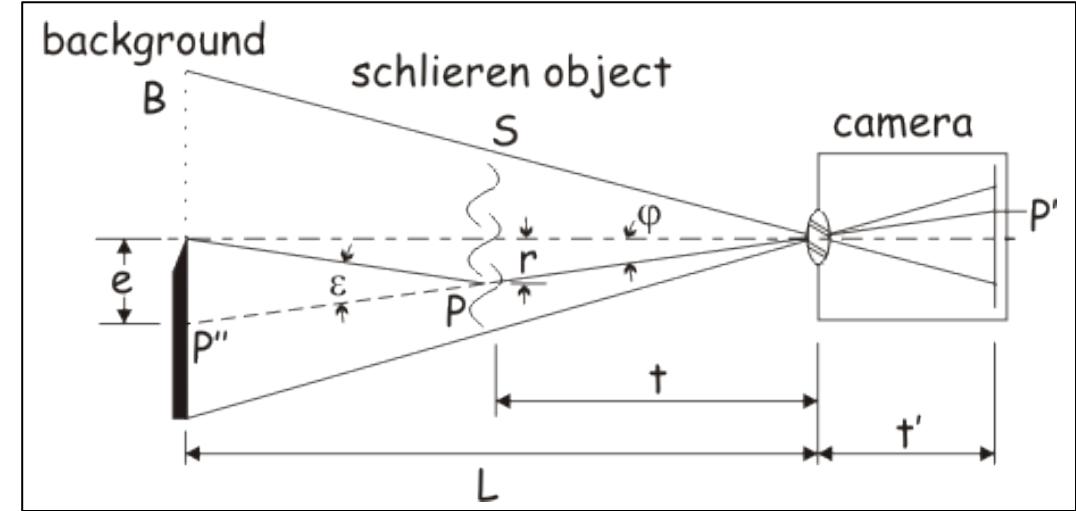
Experiments were performed at Sandia National Laboratories in Albuquerque, New Mexico

- Spherical charges of explosive material
- Heights of burst varied from 1.8 to 4.3 meters
- Imaging conducted using high speed cameras
 - Between 32000 and 37500 frames per second
 - Image resolution is 896 x 672
- Reflecting surfaces included the ground and a wall built to act as a ground plane



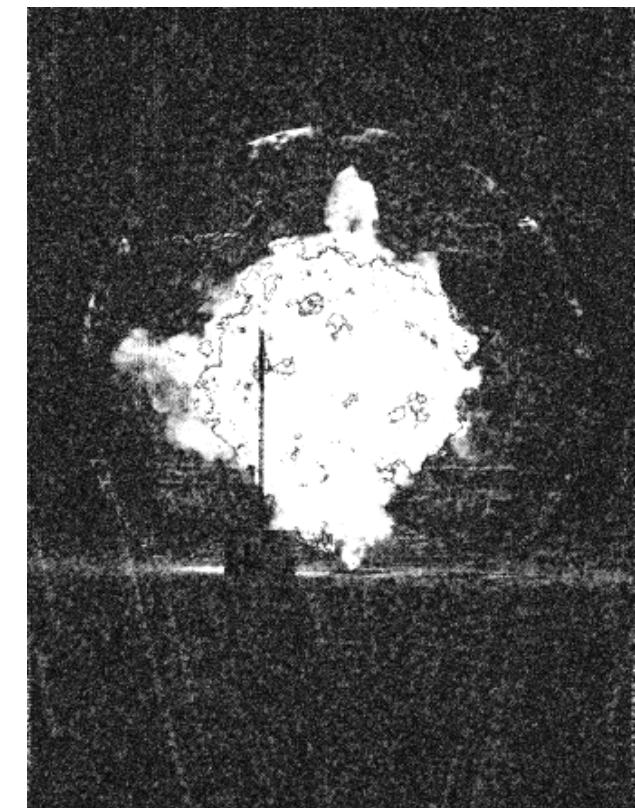
Background Oriented Schlieren (BOS) was used to visualize the shock wave propagation in the high-speed images

- Refractive imaging technique that highlights the distortion of a distant background
- Technique is useful for large scale tests
- Images the distortion of light around light-dark boundaries
- Visualization and quantification of shock wave propagation from explosions



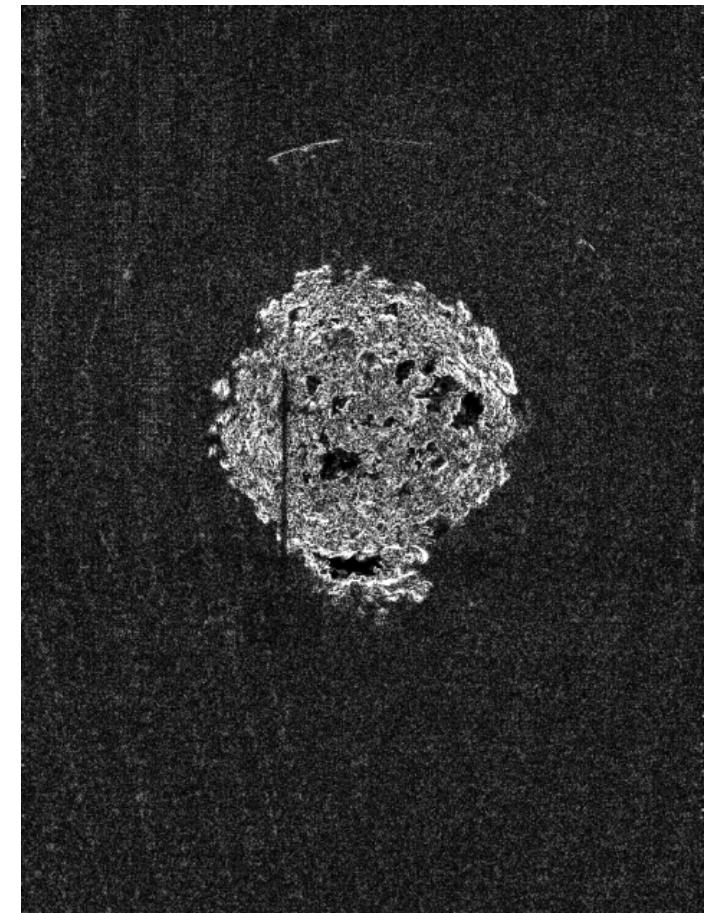
An image subtraction routine was used to highlight optical distortions captured in the high-speed video frames

- Subtract a ‘flow on’ image from a ‘flow off’ image
- Identifies areas of intensity change between the images



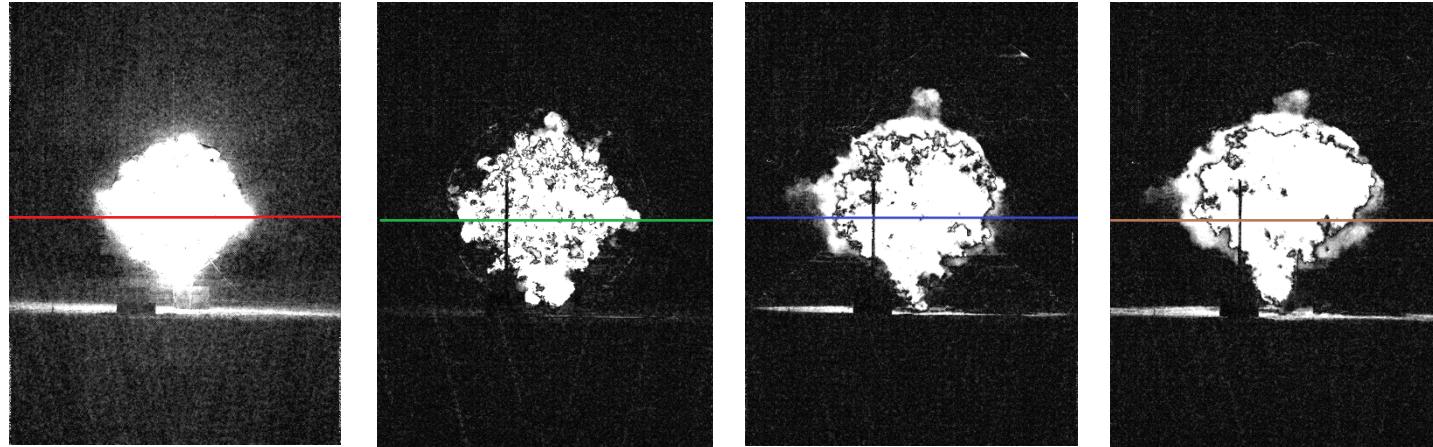
Sequential Image Processing subtracts sequential images of the high-speed video record to produce a difference image

- The 'flow off' image is one frame before the 'flow on' image

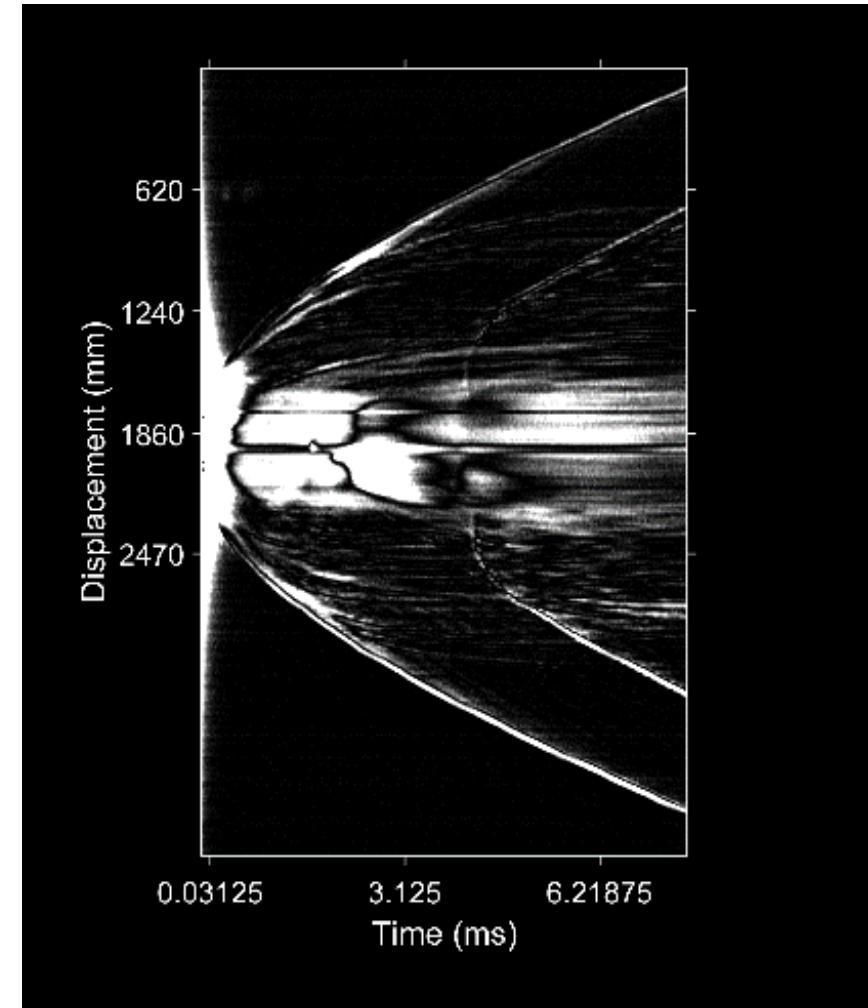
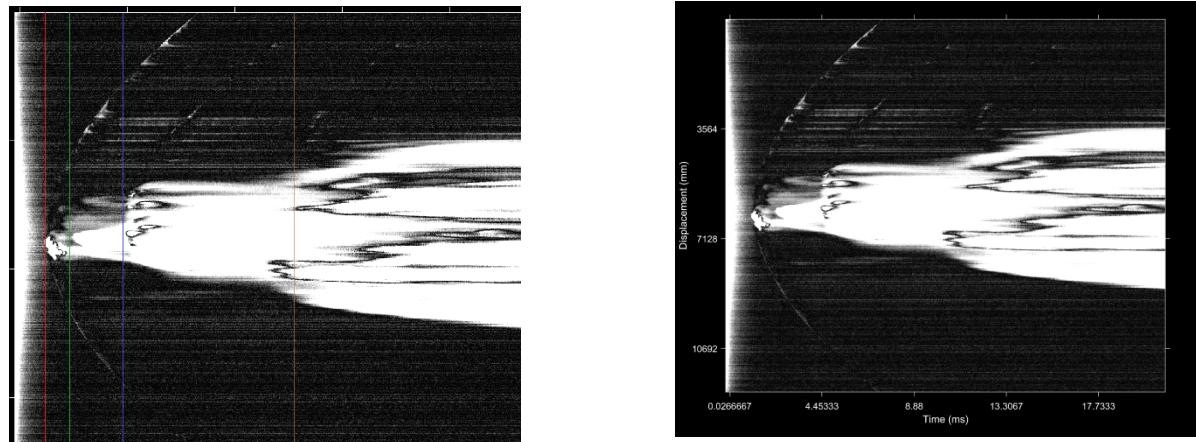


Digital streak images are created to visualize the shock and fireball position versus time

- One row of pixels from each frame in a series of processed images

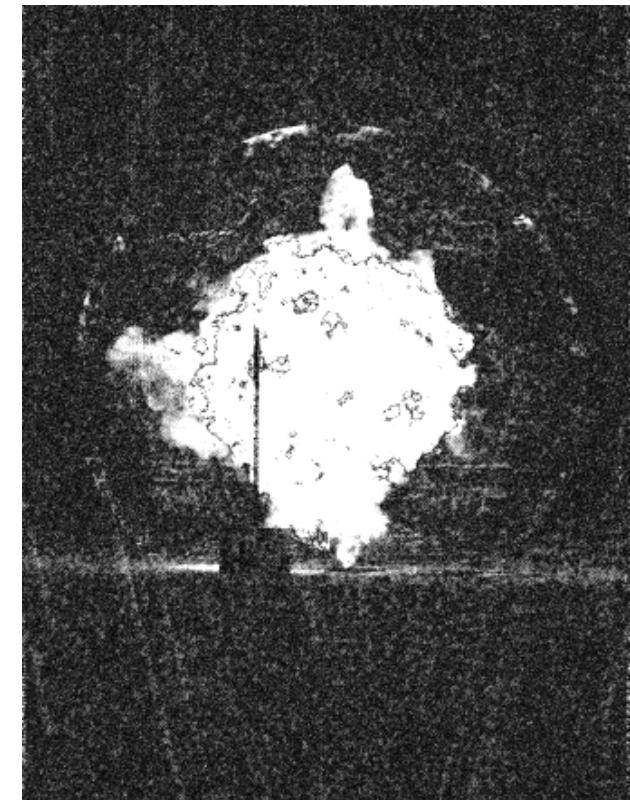


- Creates a position vs time plot



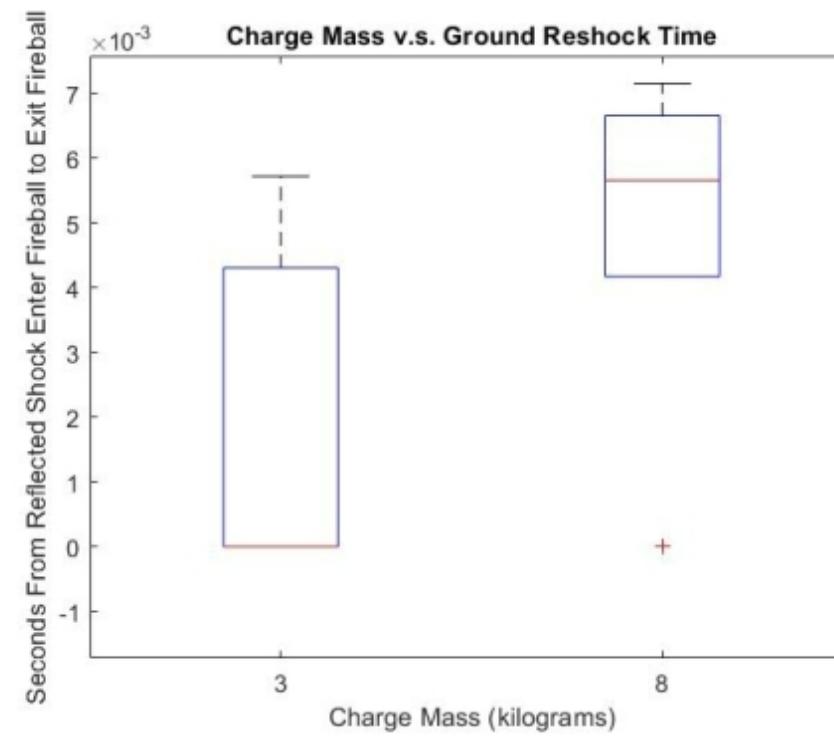
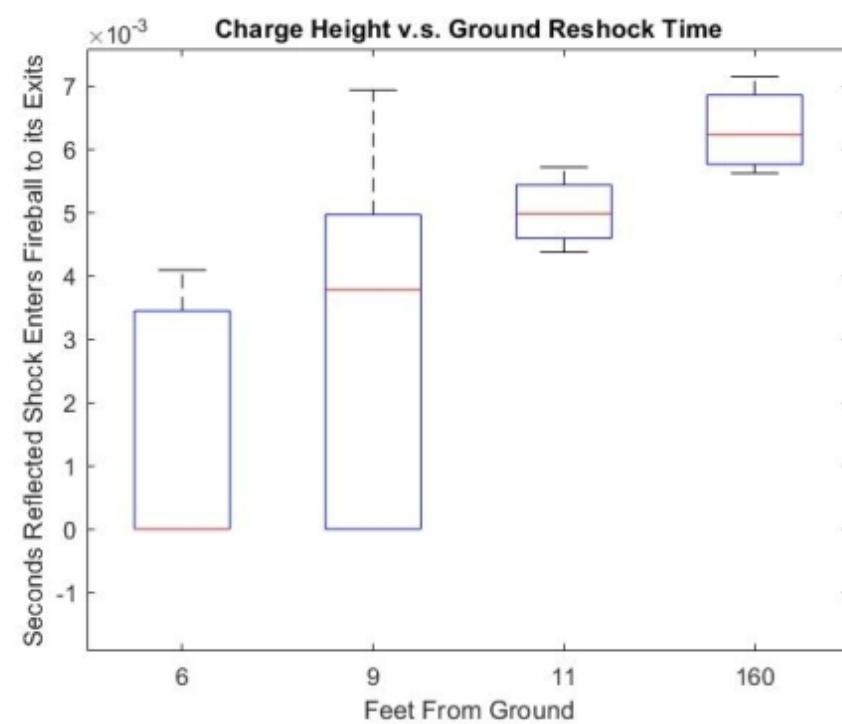
The BOS images are trying to focus on both the shockwave propagation and fireball evolution

- The raw high-speed images are dark to ensure the fireball is not over-ranged during the recording of the event
- The cameras are too dark in some instances to allow good BOS data extraction
- Much of the background is also pure sky with no pattern, preventing BOS imaging



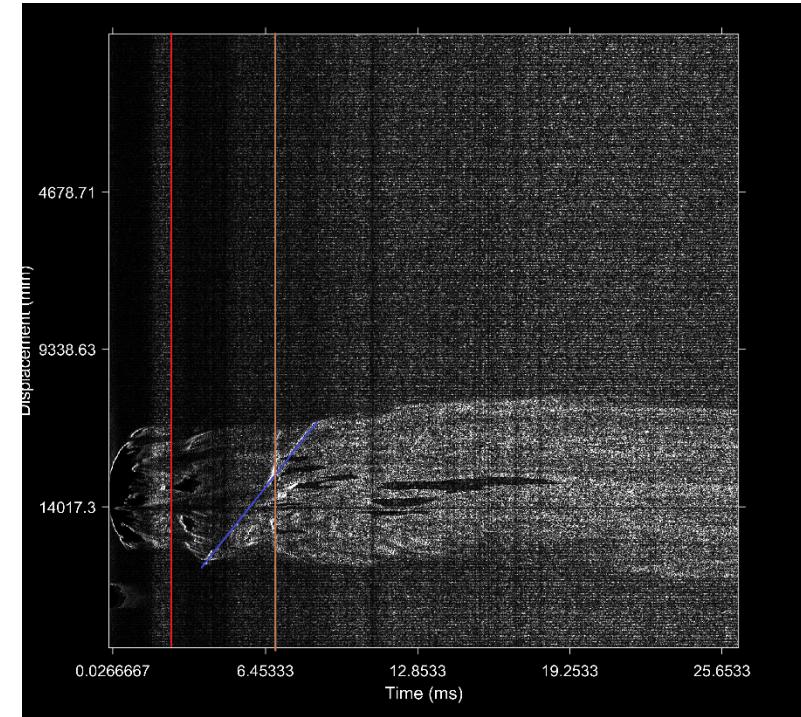
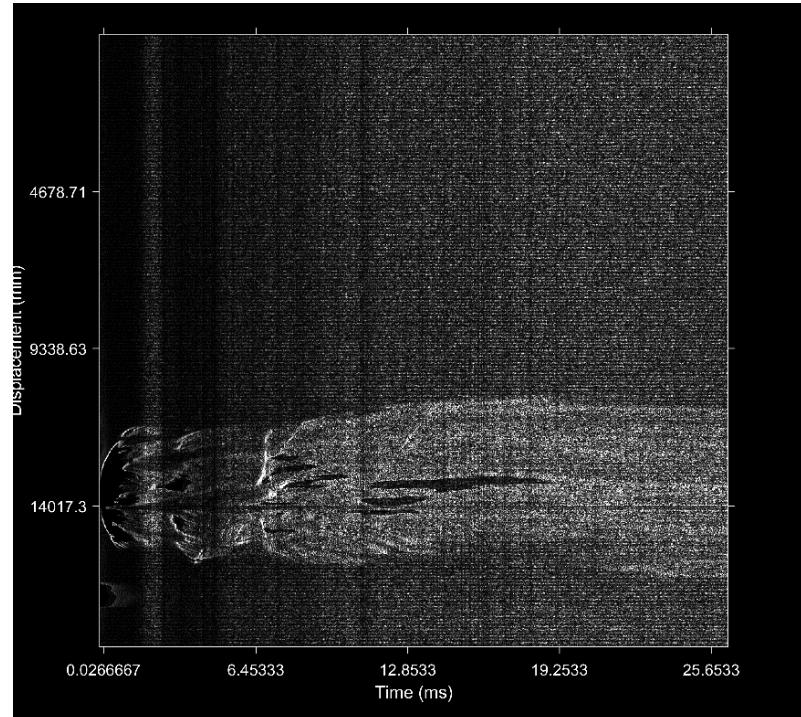
The height of the charge affects its transit time through the fireball

- Greater distances between the charge and the ground decrease the velocity of the shockwave as it propagates
- Charges with a higher mass spend more time in the fireball



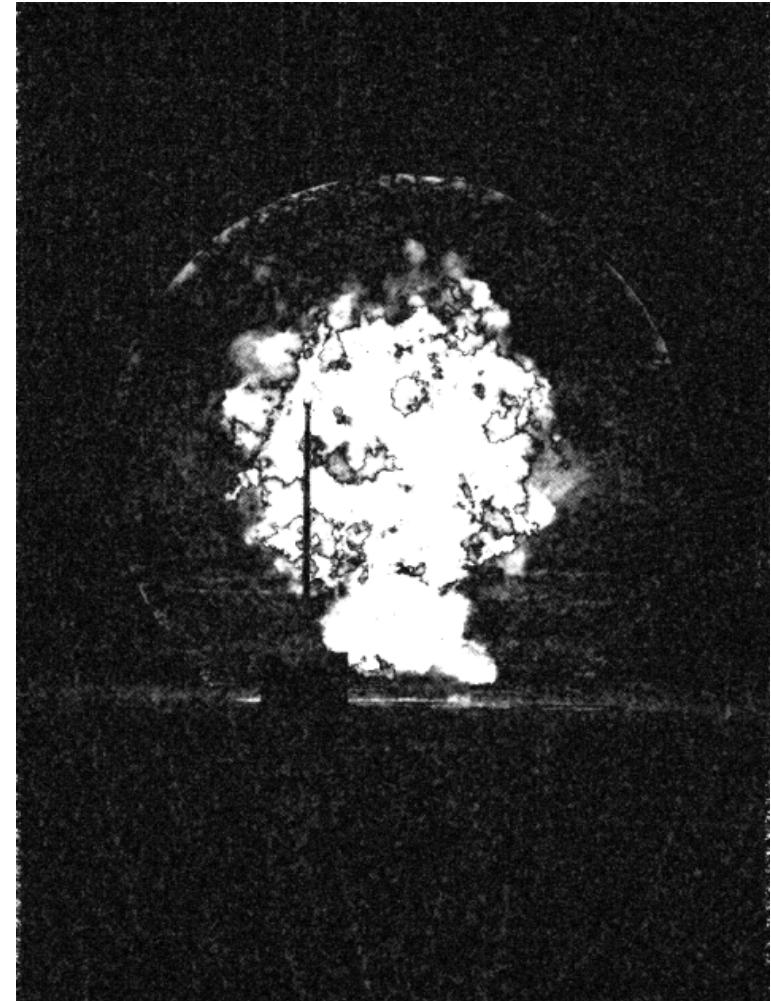
Streak images track shockwave propagation and allow correlation to changes in light intensity

- Vertical and horizontal streaks display different qualities of the explosive
- The change in light intensity can be seen as the shockwave reaches the front of the fireball in the first camera angle



This process yields quantitative data

- BOS and image processing allow better visualization of shock waves
- The mass of the charge also affects the re-shock time. The shock from charges with a higher mass spend more time in the fireball
- The light intensity of the fireball varied as it interacted with the re-shock
- More information will be obtained as the rest of the data from these tests are processed



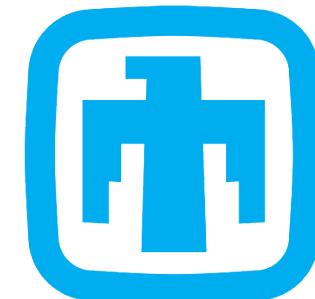
Future work will explore scaling of the data

- Initial trends show re-shock effects vary with height of burst and explosive mass
 - Apply traditional scaling relationships to shock propagation distance
 - Develop scaling for fireball expansion
- Explore light intensity variation in more detail



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Thank you

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