

Smoothed Particle Hydrodynamics for Simulations of High Speed Impacts

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Outline

1 Introduction

- Problem statement
- Project Description

2 SPH Formulation

- Physical Model

3 Results

- Initial state of software
- Advances in this project

General Description

Smoothed Particle Hydrodynamics (*SPH*)

- Numerical method for approximating PDEs solutions
- Mesh-less*
- A set of *particles* represent the total physical domain
- Lagrangian description*
- Applications on Astrophysics, CFD, Solid Mechanics...

Objectives

Simulate interaction between bullet deformation & target fracture

- Using Matlab routines from reference:
 - Implement boundary treatment
 - Simulate ductile deformation
 - Simulate bullet deformation & target fracture
- Evaluate Performance
- Manage code by version control software

Integral Representation

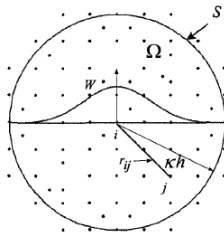
A function and its spatial derivative (Divergence) can be represented in an integral form

$$f(x) = \int_{\Omega} f(x') W(x - x', h) dx'$$

$$\nabla \cdot f(x) = - \int_{\Omega} f(x') \cdot \nabla W(x - x', h) dx'$$

- Ω : Defined domain for $f(x)$
- W : Smoothing function (*kernel**)
- h : Smoothing length

Kernel - Particle Approximation



$$\rightarrow f(x_i) = \sum_{j=1}^N \frac{m_j}{\rho_j} f(x_j) W_{ij}$$

$$\rightarrow \nabla \cdot f(x_i) = \sum_{j=1}^N \frac{m_j}{\rho_j} f(x_j) \cdot \nabla_i W_{ij}$$

Conservation Equations

Continuum domain

- Continuity

$$\frac{D\rho}{Dt} = -\rho \frac{\partial v^\beta}{\partial x^\beta}$$

- Momentum

$$\frac{Dv^\alpha}{Dt} = \frac{1}{\rho} \frac{\partial \sigma^{\alpha\beta}}{\partial x^\beta}$$

- Energy

$$\frac{De}{Dt} = \frac{\sigma^{\alpha\beta}}{\rho} \frac{\partial v^\alpha}{\partial x^\beta}$$

Stress tensor* $\sigma^{\alpha\beta}$

Constitutive Model

Stress tensor

$$\sigma^{\alpha\beta} = -P\delta^{\alpha\beta} + \tau^{\alpha\beta}$$

Jaumann

$$\dot{\tau}^{\alpha\beta} = G \left(\epsilon^{\alpha\beta} - \frac{1}{3} \delta^{\alpha\beta} \epsilon^{\gamma\gamma} \right) + \tau^{\alpha\gamma} R^{\beta\gamma} + \tau^{\alpha\beta} R^{\alpha\gamma}$$

Mie Gruniensen

$$P(e, \rho) = \left(1 - \frac{1}{2} \Gamma \eta \right) P_H \rho + \Gamma \rho e$$

- G is the shear modulus
- R is the rotation tensor
- P_H refers to Hugoniot curve
- Γ is the Gruneisen Parameter
- η is the density change rate

Material Model

Grady & Kipp fragmentation model

- Incipient Flaws
- Number of flaws, per unit volume, having failure strain lower than ϵ (Probability distribution)

$$n(\epsilon) = k\epsilon^m$$

- Flaw activation \rightarrow Crack growing

$$c_g = 0.4c_{longitudinal\ elastic\ wave}$$

$$a = c_g(t - t')$$

Material Model

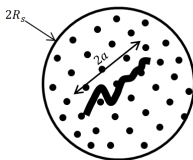
Grady & Kipp fragmentation model - Damage

Particles near a crack lose the ability to support stress

- State variable 'damage' $D \in [0, 1]$

$$\sigma_D = \sigma(1 - D)$$

- D is the fractional volume that is relieved of stress by local growing cracks



$$D = a^3 / R_s^3$$

$$\frac{dD^{1/3}}{dt} = \frac{c_g}{R_s}$$

Boundary treatment

The boundary is composed of virtual particles that exert a repulsive boundary force:

$$PB_{ij} = D \left[\left(\frac{r_0}{r_{ij}} \right)^{n_1} - \left(\frac{r_0}{r_{ij}} \right)^{n_2} \right] \frac{x_{ij}}{r_{ij}^2}$$

- Reference parameters n_1 and n_2
- Scale factor $D \propto \max(V^2)$
- Cutoff distance r_0

Constant properties

Physical interaction with real particles

State variables and time integration

The system is defined by the state variables:

- $\rho(t + dt) \leftarrow \text{Continuity Equation}$
- $\sigma(t + dt)$
 - $\tau(t + dt) \leftarrow \text{Jauman}$
 - $P(t + dt) \leftarrow \text{Mie - Grunisen}$
- $v(t + dt) \leftarrow \text{Momentum Equation}$
- $e(t + dt) \leftarrow \text{Energy Conservation}$
- $x(t + dt) = vdt$
- $\epsilon(t + dt) = d\epsilon(\sigma)dt$
- $D(t + dt) = dD(\epsilon)dt$
- $m \leftarrow \text{Constant}$

$$\Delta t = \min \left(\frac{h_i}{c} \right)$$

- SPH physical model implemented on matlab routines
- Target fragmentation for initial velocity distribution
- No boundary treatment
- No interaction between bullet and target
- No control version
- No documentation of functions

Target Fragmentation

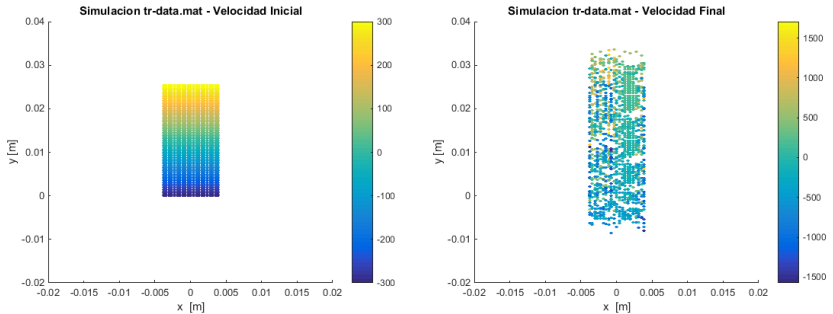


Figure: Fracture simulation of basalt target in tension

Target Fragmentation

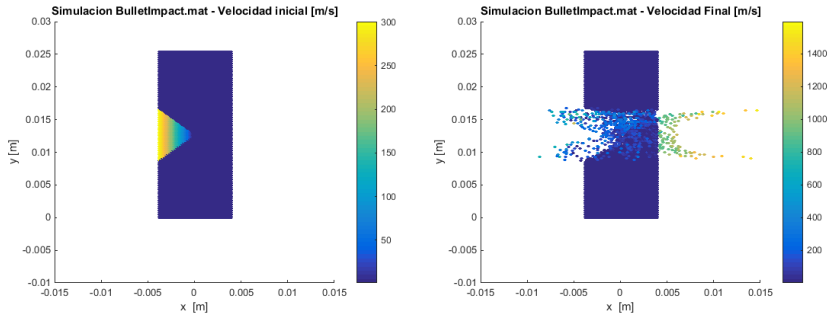


Figure: Simulation of Basalt target under initial speed distribution

- Complete documentation of functions



- Control Version

<https://github.com/JC-AlfonsoR/SPH>

Basalt bullet impacting on basalt target

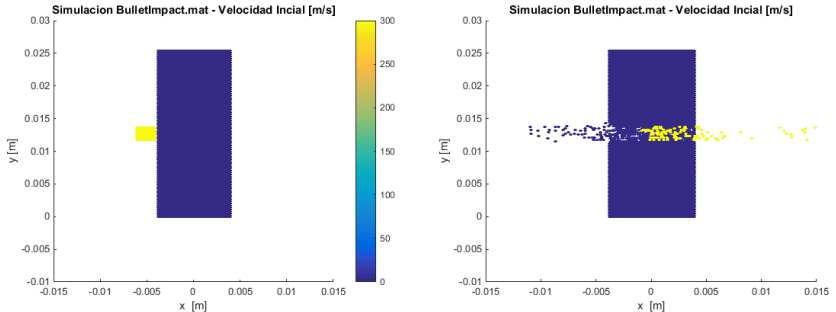
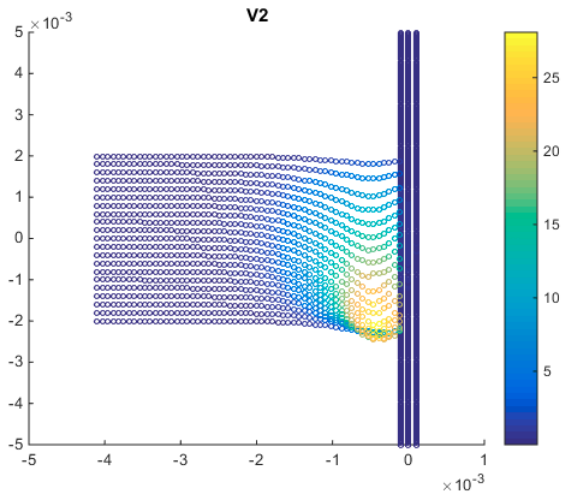


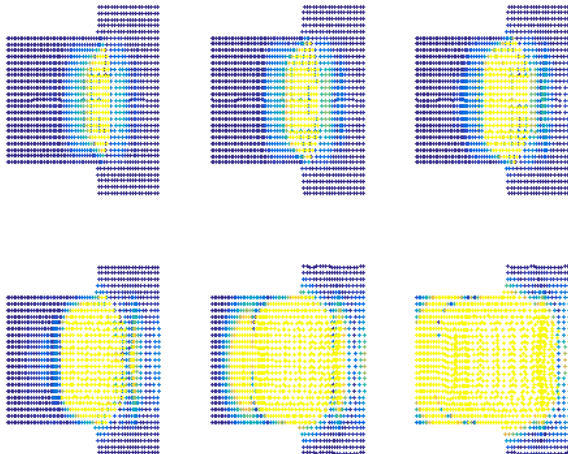
Figure: Simulation of Basalt bullet impacting on basalt target. The two bodies suffer fragile fracture. The bullet particles pass through the target body

Boundary treatment



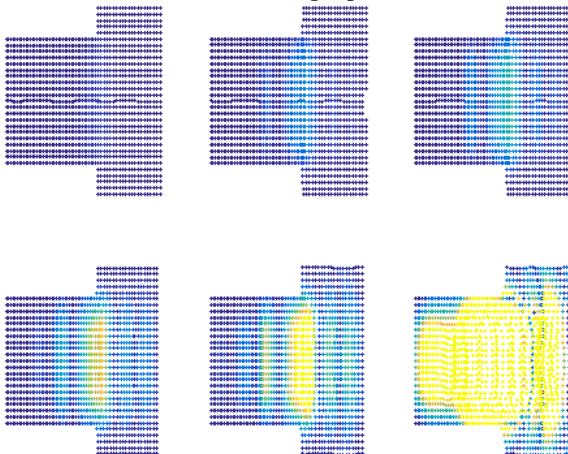
Impact

Velocidad₂ [m/s]



Impact

Presion [Pa]



Conclusions

Work Done

- Complete documentation of functions
- Control versions
- Boundary treatment
- Propagation of physical magnitudes
- >300 hours of computational time (using *Compufisica* resources) looking for optimal parameters.

Problems

- Magnitudes exceed the expected ones
- The excess on magnitudes generate wrong results

Solutions

- Fix *Kernel*
- Try new *kernels*