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# FRAGMENTATION MODELS FOR HYPERVELOCITY IMPACT

Shengyu Zou - 35th Cycle

Supervisor: Prof. Alessandro Francesconi

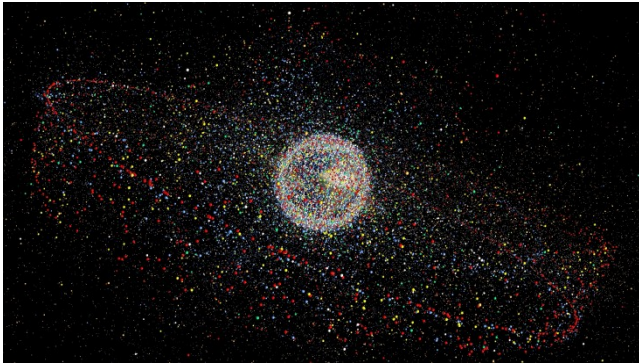
Presentation for admission to 3rd PhD year – Jan. 11, 2022

- ◆ **Research background**
- ◆ **SPH numerical simulation methodology**
- ◆ **Characterizing projectile shape effect on debris cloud**
- ◆ **Characterizing and modeling on fragmentation properties**
- ◆ **Experimental study on inclined impact effect of cylindrical projectile**
- ◆ **Summery**

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## □ Space debris condition

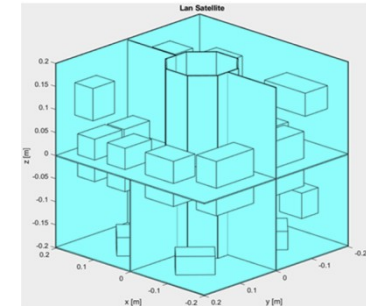
### ➤ *Orbital space debris*



### ➤ *Fragmentation incidents on orbit*



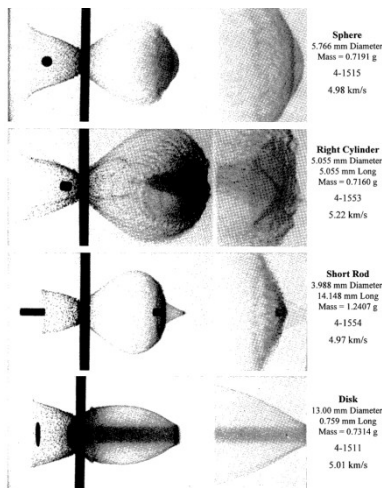
### ➤ *Simulating experiment*



- One of the main causes of orbiting debris: hypervelocity impact fragmentation incident on orbit.
- From laboratory simulating test: a large fraction of fragmentation debris tend to be flake-like and long needle-like structures.

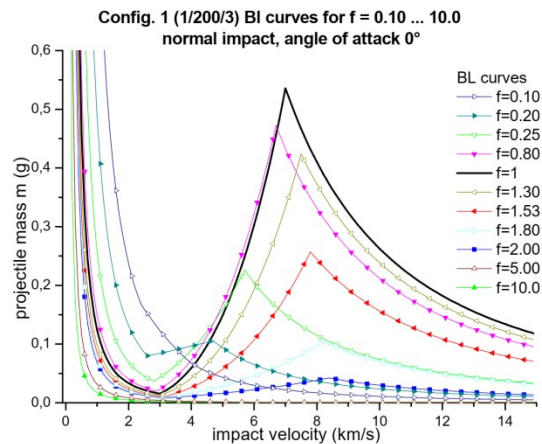
## □ Projectile shape effect

### ➤ Projectile shape effect on Debris cloud



Piekutowski A.J. 1996

### ➤ Projectile shape effect on ballistic limit curves for Whipple Shield



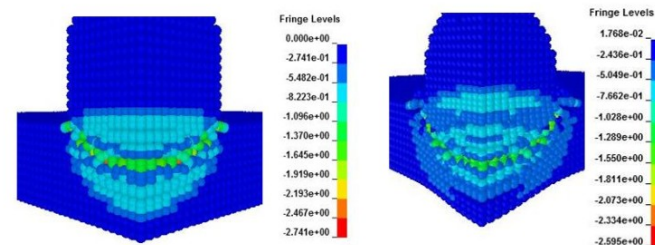
F. Schafer, et al. 2003

- Non-spherical projectiles have different characteristics in fragmentation of projectiles and shielding plates from which are generated by spherical projectiles, and consequently have different damage potential.
- This research aims to investigate the fragmentation models for hypervelocity impact with consideration of projectile shape effect.

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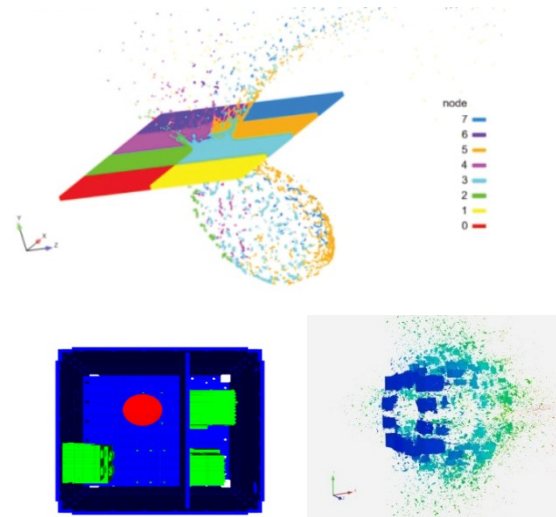
## □ Smooth Particles Hydrodynamics - SPH

- Gridless method: filling up with particles.
- Extreme deformation and high pressure condition.



## □ Parallel SPH simulation platform — PTS code

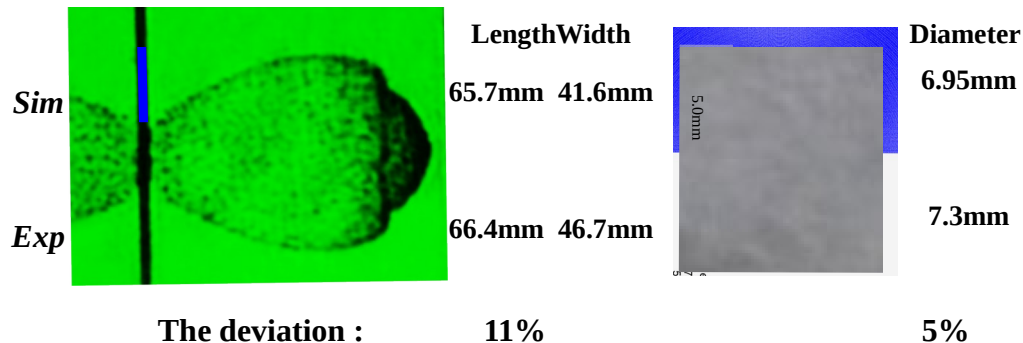
- PTS (Parallel Tool kit of SPH) : a parallel SPH simulation software from HIRC of CARDIC.
- It can be more efficient, and of lower occupation of computational resources.
- Applications: 3D simulations of hypervelocity impact issues, and large-scale complex problems like fragmentation of orbiting satellite, simulation of asteroid impact, etc.



# Simulation validation

## Reference data of spherical projectile :

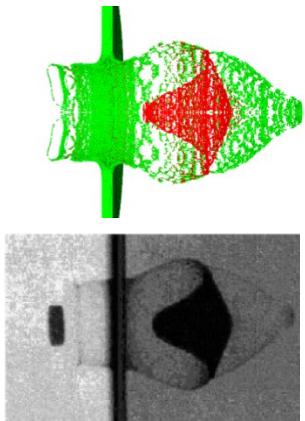
- $\Phi 3.175\text{mm}$  sphere to 1mm sheet at 5.89km/s
- Projectile material: Al-2017, sheet material: Al-6061



## Simulation validation for shaped projectiles

### Case 1:

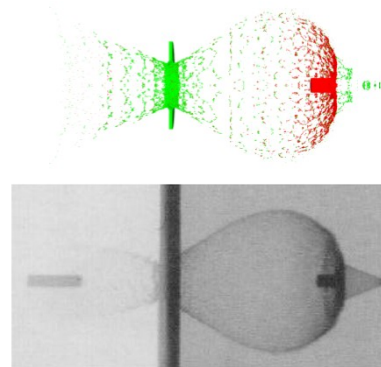
- Cu projectile to Al sheet, at 5.55km/s
- Projectile diameter x thickness: 11.18mm x 3.45mm
- Sheet thickness: 2.87mm



Experiment of Literature  
Piekutowski A.J. 1990

### Case 2:

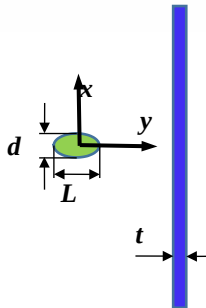
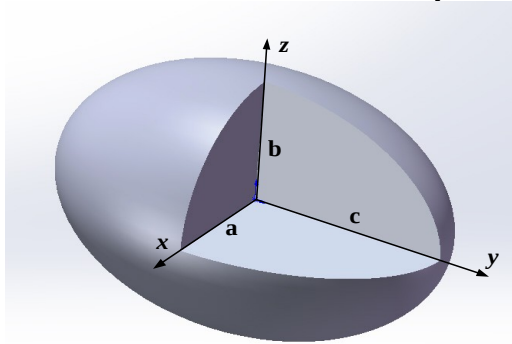
- Zn projectile to Zn sheet, at 4.97km/s
- Projectile : 3.98mm x 14.15mm, sheet thickness: 1mm.



Experiment of Literature  
Mullin S.A., et al. 1995

# Simulation setups & cases

- **Ellipsoidal projectile:** with  $L/d$  ranging 0.05~5, where  $L=2c$ ,  $d=2a=2b$ , as shown below.
- **Projectile material:** Al-2024, sheet material: Al-6061.
- **Collision attitude:** both the ellipsoidal rotation axis and the flight direction being normal to the surface.



$L/d$	$L(\text{mm})$	$d(\text{mm})$	Mass(mg)	Impact Velocity (km/s)	Sheet thickness ( mm )
0.052	0.7	13.5	186	3.0, 5.0, 7.0	1.0, 2.0
0.103	1.1	10.7	183	3.0, 5.0, 7.0	1.0, 2.0
0.205	1.75	8.5	184	3.0, 5.0, 7.0	1.0, 2.0
0.5	3.15	6.3	182	3.0, 5.0, 7.0	1.0, 2.0
0.75	4.125	5.5	182	3.0, 5.0, 7.0	1.0, 2.0
1	5	5	183	3.0, 5.0, 7.0	1.0, 2.0
1.5	6.6	4.4	186	3.0, 5.0, 7.0	1.0, 2.0
3.043	10.5	3.45	182	3.0, 5.0, 7.0	1.0, 2.0
4.98	14.65	2.94	182	3.0, 5.0, 7.0	1.0, 2.0

# Outline

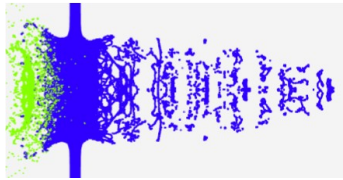
- ◆ Research background
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# Characterization of debris cloud geometry

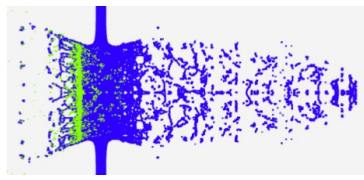
➤ For the case of 7km/s to 2mm bumper

Projectile material

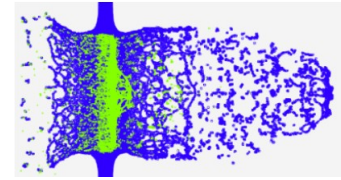
Bumper material



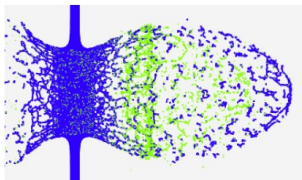
$L/d=0.05$



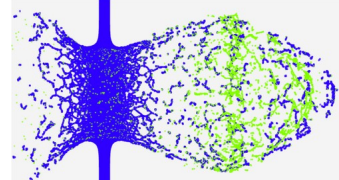
$L/d=0.1$



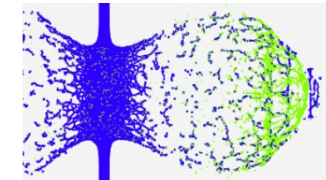
$L/d=0.2$



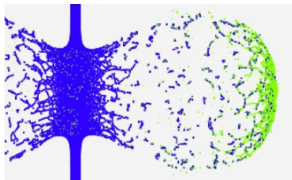
$L/d=0.5$



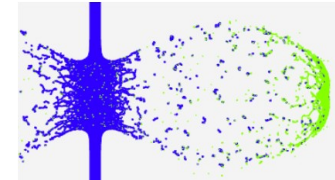
$L/d=0.75$



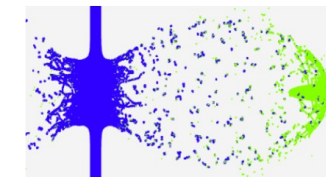
$L/d=1.0$



$L/d=1.5$



$L/d=3.0$



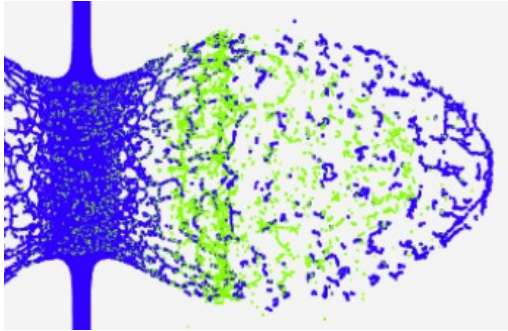
$L/d=5.0$

- Flat disk-like projectile produces a columnar debris cloud, in which the projectile material falls far behind the bumper material.
- Spherical projectile produces a more expanding debris cloud similar to spherical shell, in which the projectile material is located at the front part.
- Rod-like projectile produces a elliptical debris cloud, in which large remain of projectile is located at the leading part.

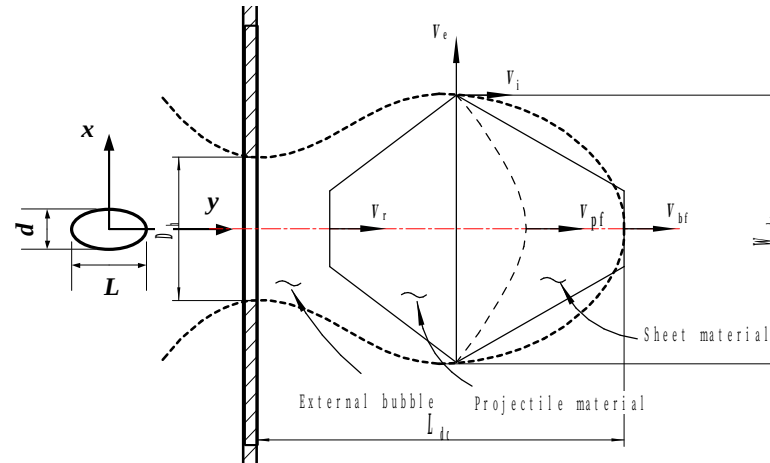
# Characterization of debris cloud velocities

## □ Debris clouds motions description

- **Axial velocities:** the leading edge velocity of projectile fragment  $V_{pf}$ , the leading edge velocity of target fragment  $V_{bf}$ ,
- **Radial velocity:** the expanding velocity of debris cloud  $V_e$ .



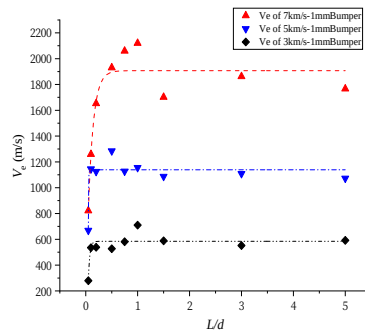
*Piekutowski model*



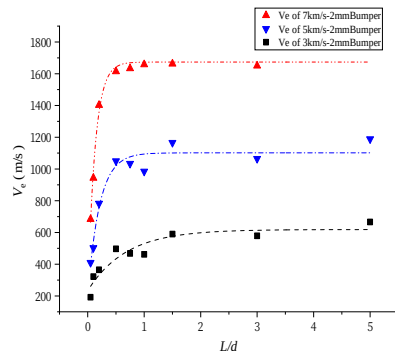
# Characterization of debris cloud velocities

## □ Fragments expanding velocity — $V_e$

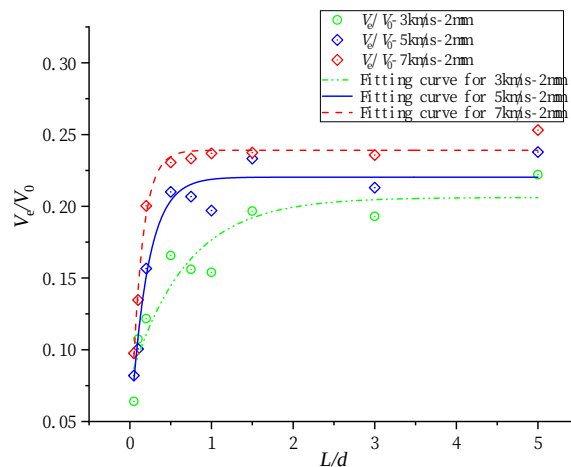
✓ For 1mm sheet



✓ For 2mm sheet



✓ Normalized expanding velocity —  $V_e / V_0$

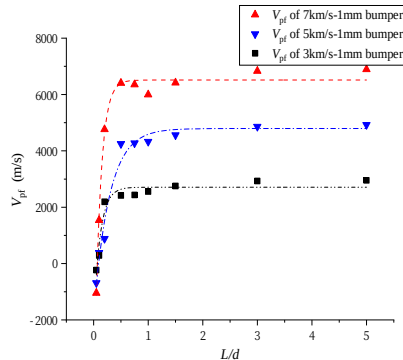


- Disk-like projectile : lower expanding velocity.
- Sphere and rod-like projectile: higher expanding velocity.
- Thicker sheet : lower expanding velocity.
- Nonlinear relationship between  $V_e$  and  $V_0$ .

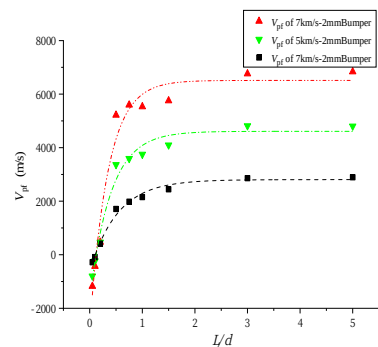
# Characterization of debris cloud velocities

## □ The leading-edge velocity of projectile fragments — $V_{pf}$

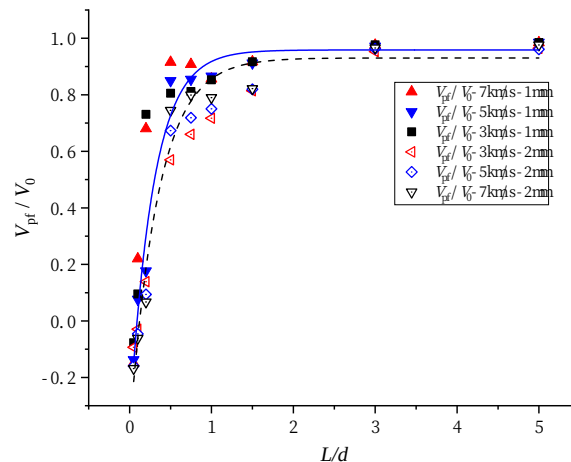
✓ For 1mm sheet



✓ For 2mm sheet



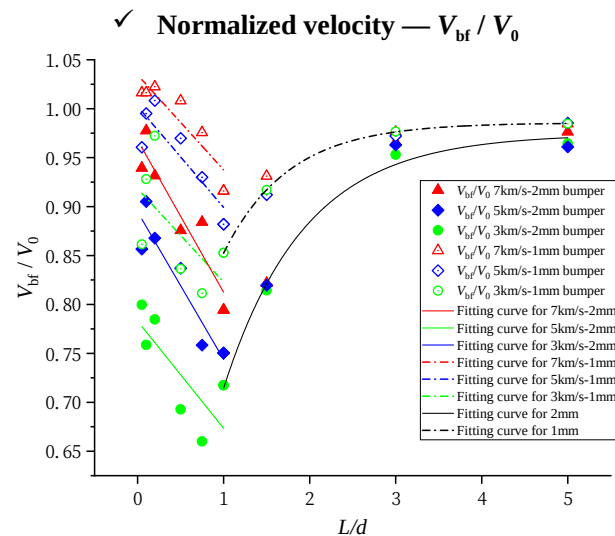
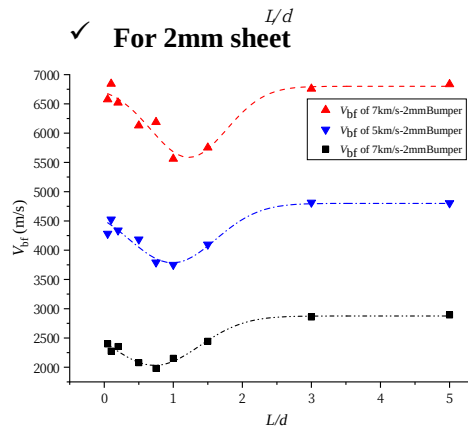
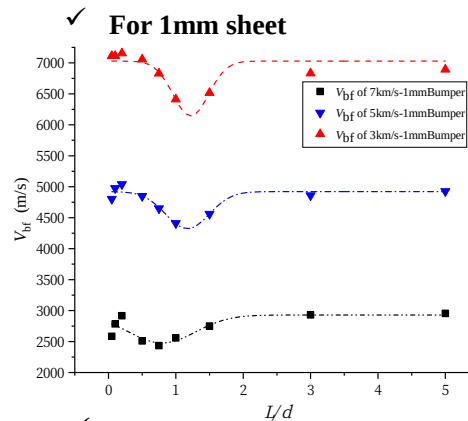
✓ Normalized velocity —  $V_{pf} / V_0$



- Disk-like projectile : lower or backward axial moving velocity.
- Sphere and rod-like projectile: higher projectile fragments velocity.
- Thicker sheet : little effect on the projectile leading-edge velocity.
- Nearly linear relationship between  $V_{pf}$  and  $V_0$ .

# Characterization of debris cloud velocities

## □ The leading-edge velocity of target fragments — $V_{bf}$



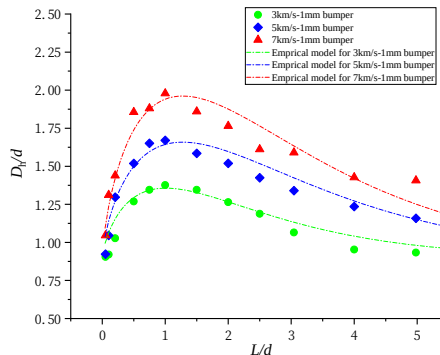
- Sphere-like projectile: lower velocity of  $V_{bf}$  .
- Disk-like and rod-like projectile : higher velocity of  $V_{bf}$  .
- Linear relationship between  $V_{bf} / V_0$  and  $L/d$  where  $L/d$  .
- Exponential relationship between  $V_{bf} / V_0$  and  $L/d$  where  $L/d$  .

# Outline

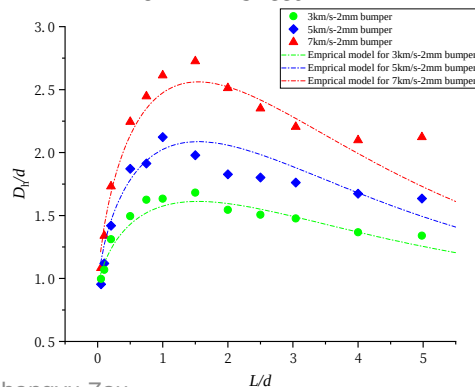
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## □ Diameter of perforated hole

For 1mm sheet



For 2mm sheet



### ➤ Empirical models

- For spherical projectile:

Maiden CJ, McMillan  
AR. AIAA J 1964;2(11).

$$\frac{D_h}{d} = 2.4 \cdot \frac{V_0}{c} \cdot \frac{t_b}{d}^{2T3} + 0.9$$

Shape effect  
consideration

$$f \frac{L}{d} = k_1 \frac{L}{d}^a \cdot e^{k_2 \frac{L}{d}}$$

- For shaped projectile:

$$\frac{D_h}{d} = 2.4 \cdot \frac{V_0}{c} \cdot \frac{t_b}{d}^{2T3} \cdot k_1 \frac{L}{d}^a \cdot e^{k_1(L/d)} + 0.9$$

✓ For 1mm sheet

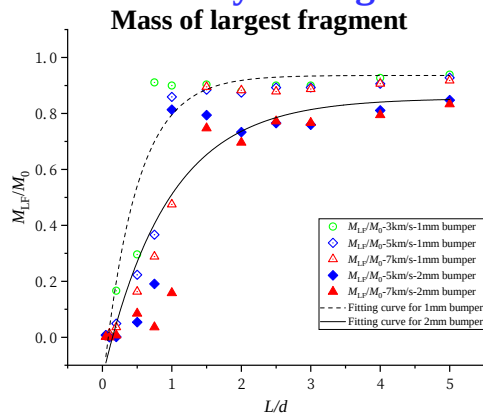
$$f \left( \frac{L}{d} \right) = 1.6933 \left( \frac{L}{d} \right)^{0.7173} \cdot e^{-0.5620(L/d)}$$

✓ For 2mm sheet

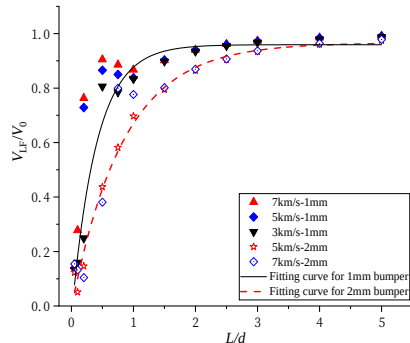
$$f \left( \frac{L}{d} \right) = 1.4069 \left( \frac{L}{d} \right)^{0.6552} \cdot e^{-0.4247(L/d)}$$

Ref: S. Zou, L. Olivieri a, Z. Ma c, C. Giacomuzzo a,b, A. Francesconi. 72nd IAC, Oct. 2021.

## Mass and velocity of largest fragment



**Velocity of largest fragment**



### ➤ Empirical models

A pattern of exponential decay function was proposed.

$$\frac{M_{LF}}{M_0} = a_1 \cdot e^{-\frac{L/d}{a_2}} + C_1$$

$$\frac{V_{LF}}{V_0} = b_1 \cdot e^{-\frac{L/d}{b_2}} + C_2$$

✓ For 1mm sheet

$$\frac{M_{LF}}{M_0} = -1.2998 \cdot e^{-\frac{L/d}{0.6495}} + 0.9355$$

$$\frac{V_{LF}}{V_0} = -0.9735 \cdot e^{-\frac{L/d}{0.8402}} + 0.9660$$

✓ For 2mm sheet

$$\frac{M_{LF}}{M_0} = -0.9980 \cdot e^{-\frac{L/d}{0.9387}} + 0.8547$$

$$\frac{V_{LF}}{V_0} = -0.9986 \cdot e^{-\frac{L/d}{0.4016}} + 0.9593$$

Ref: S. Zou, L. Olivieri a, Z. Ma c, C. Giacomuzzo a,b, A. Francesconi. 72nd IAC, Oct. 2021.

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## □ Experimental work

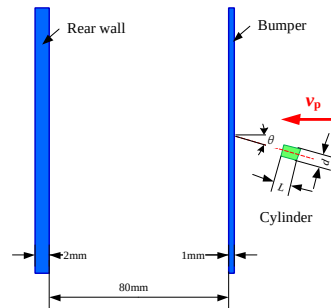
### ✓ Test setup

- **Test facility:** Two-stage-light-gas-gun.
- **Projectile:** Cylinders of aluminum.
- **Target:** Whipple shields of aluminum.

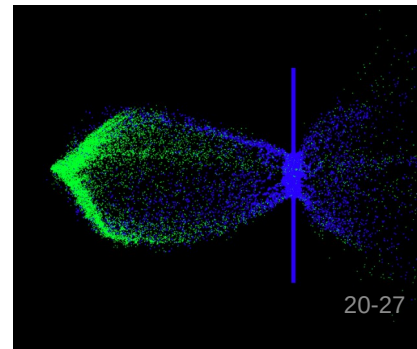
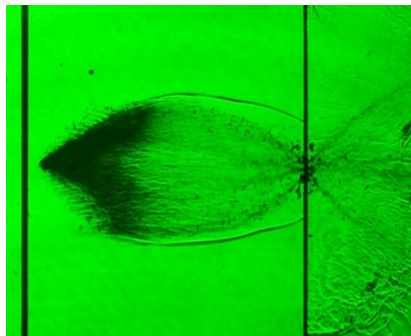
- ✓ The Whipple shield target after experiment



### ✓ Configuration of Whipple shield

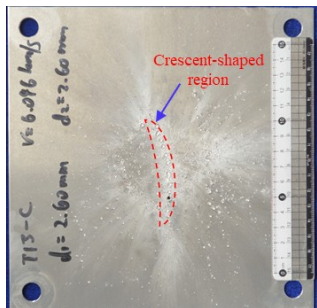


- ✓ Debris cloud images from experiment and numerical simulation

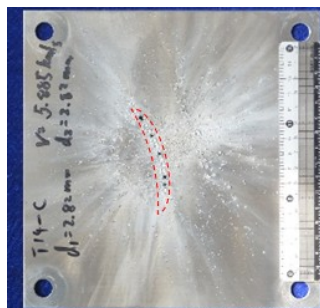


## □ Damage pattern of the rear wall

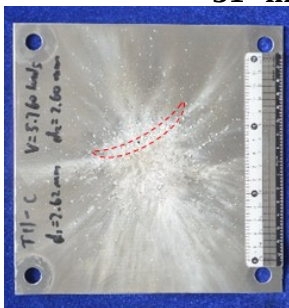
✓ Rear wall images from experiments around 6km/s



30° inclined

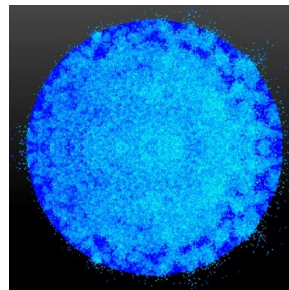


31° inclined

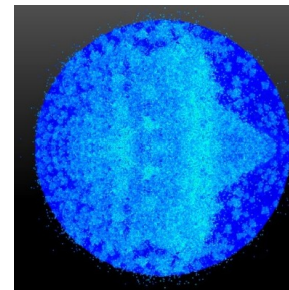


45° inclined

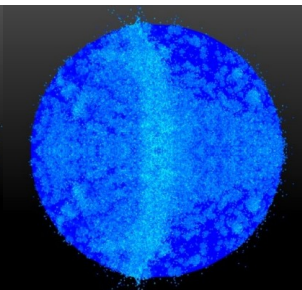
✓ Rear wall images from simulation at 6km/s



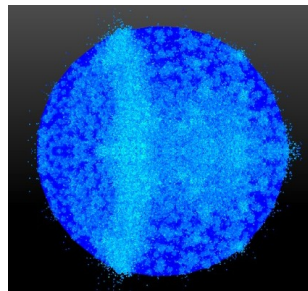
$\phi = 15^\circ$



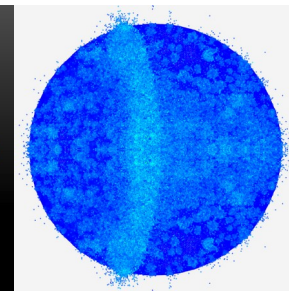
$\phi = 30^\circ$



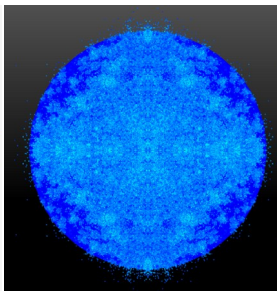
$\phi = 45^\circ$



$\phi = 60^\circ$



$\phi = 75^\circ$



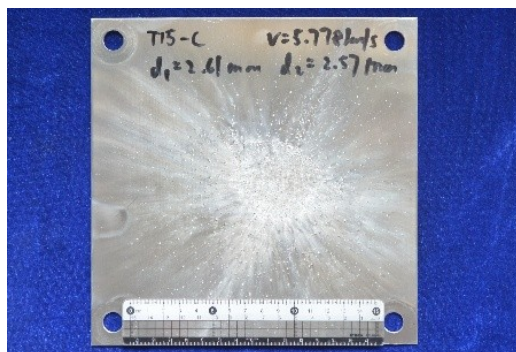
$\phi = 90^\circ$

## □ Critical inclined angle analysis

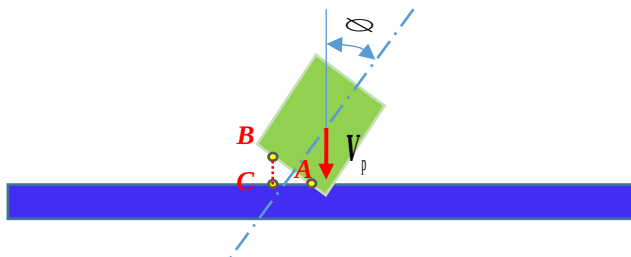
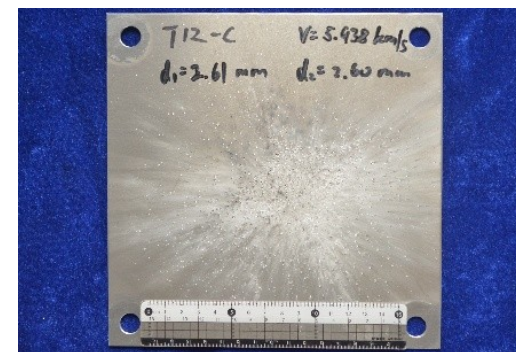
- ✓ 45° inclined cylinder of  $\Phi 2.62\text{mm} \times 2.6\text{mm}$  at 5.760km/s



- ✓ 75° inclined cylinder of  $\Phi 2.61\text{mm} \times 2.57\text{mm}$  at 5.778km/s



- ✓ 80° inclined cylinder of  $\Phi 2.61\text{mm} \times 2.60\text{mm}$  at 5.938km/s



$$\frac{BC}{v_p} = \frac{AB}{U_s}$$

$$\sin \theta_{cr} = \frac{BC}{AB} = \frac{v_p}{U_s}$$

- ✓ If impact velocity is 6km/s, then the critical inclined angle is 40°.

# Summary of works done

- ***Characterizing projectile shape effect on debris cloud geometry and debris cloud motions:***
  - Flat disk-like projectile produces debris cloud with columnar geometry, in which the expansion velocity of debris cloud is lower, while the leading-edge velocity is relatively higher; the debris cloud produced by a sphere-like projectile has a higher expansion velocity but a lower leading-edge velocity, that means the debris cloud has a higher level of fragments diffusion; the fragmentation rate caused by impacting with a rod-like projectile is significantly insufficient, thus the total fragments population is significantly small, and the debris cloud includes a primary fragment with both mass and velocity close to those of projectile before collision.
- ***Characterizing and modeling projectile shape effect on perforation hole size:***
  - The sheet perforation capability of sphere-like projectile is strongest, after that, the rod-like projectile takes lower capability in sheet perforation, and the flat disk-like projectile takes the lowest capability in sheet perforation.
- ***Characterizing and modeling projectile shape effect on largest fragment:***
  - Flat disk-like projectile undergoes the most complete fragmentation because of hypervelocity impact, consequently it results in finest fragments with tiny mass and a smaller largest fragment with lower velocity. Projectiles with bigger shape factor( $L/d$ ) undergo lower level of hypervelocity impact fragmentation, thus the mass and velocity of primary fragment increase as the projectile shape transforms from disk-like one to rod-like one.
- ***Investigating the inclined impact of cylindrical projectile :***
  - For inclined impact, the most damaged area on rear wall was commonly crescent-shaped, and biased away the central craters. There is a critical inclined angle for cylindrical projectile according to shockwave propagation.

# Thanks for your attention

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