

DEACTIVATION: MOTIVATION

- Large Portion of Flowfield ‘Deactive’ for:
 - Scalar Transport
 - Point Detonations

⇒ Work Only Where Required

⇒ Should Be Extremely Cost-Effective

REFERENCES

Among Others:

Löhner (1999): Point Detonations

Löhner and Camelli (2004): Scalar Transport

SCALAR TRANSPORT

$$c_{,t} + \mathbf{v} \cdot \nabla c = \nabla k \nabla c + S$$

c : Concentration

\mathbf{v} : Velocity

k : Diffusivity

S : Source

\Rightarrow Change Can Only Occur In Regions Where:

$$|S| > 0 \quad , \quad |\nabla c| > 0$$

Typically:

- Regions Where $|S| > 0$ Small
- Regions Upwind of Source: $|\nabla c| = 0$

IDENTIFICATION OF ACTIVE/DEACTIVE REGIONS

- Loop 1: Identify Elements Where $|S| > 0$
- Loop 2: Identify Elements/Edges Where $|\Delta c_{el}| > \epsilon_c$
- Surround By Layers (4-5) ('Safety Ring')
- Obtain Active/Inactive Edge Groups
- Proceed as Before

GENERIC WEAPON FRAGMENTATION

- Fully Coupled CFD/CSD
- CSD Fails If Average Strain $> 60\%$
- After Final Breakup: $O(1200)$ Objects in Flow
- Typical Mesh Size: $O(8.0)$ Mtets
- Typical Timings: $O(50)$ Hours (SGI O2K, 32 Procs)

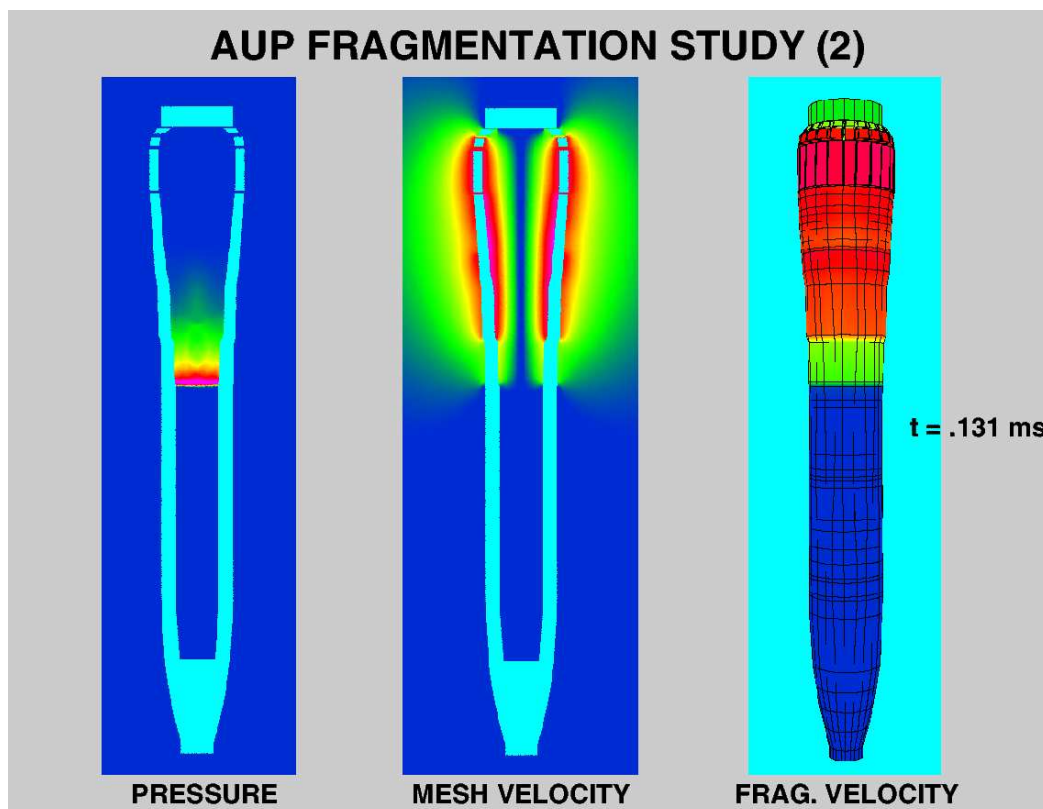


Figure 1a Pressure, Mesh Veloc and Frag Vel

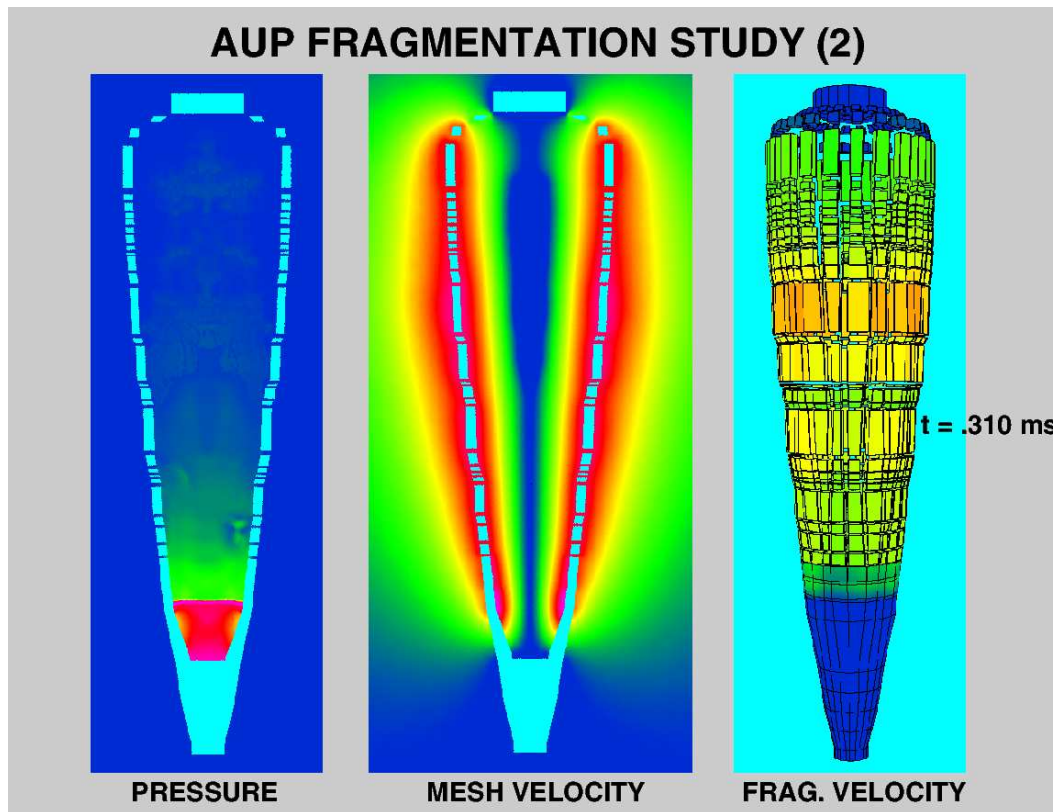


Figure 1b Pressure, Mesh Veloc and Frag Vel

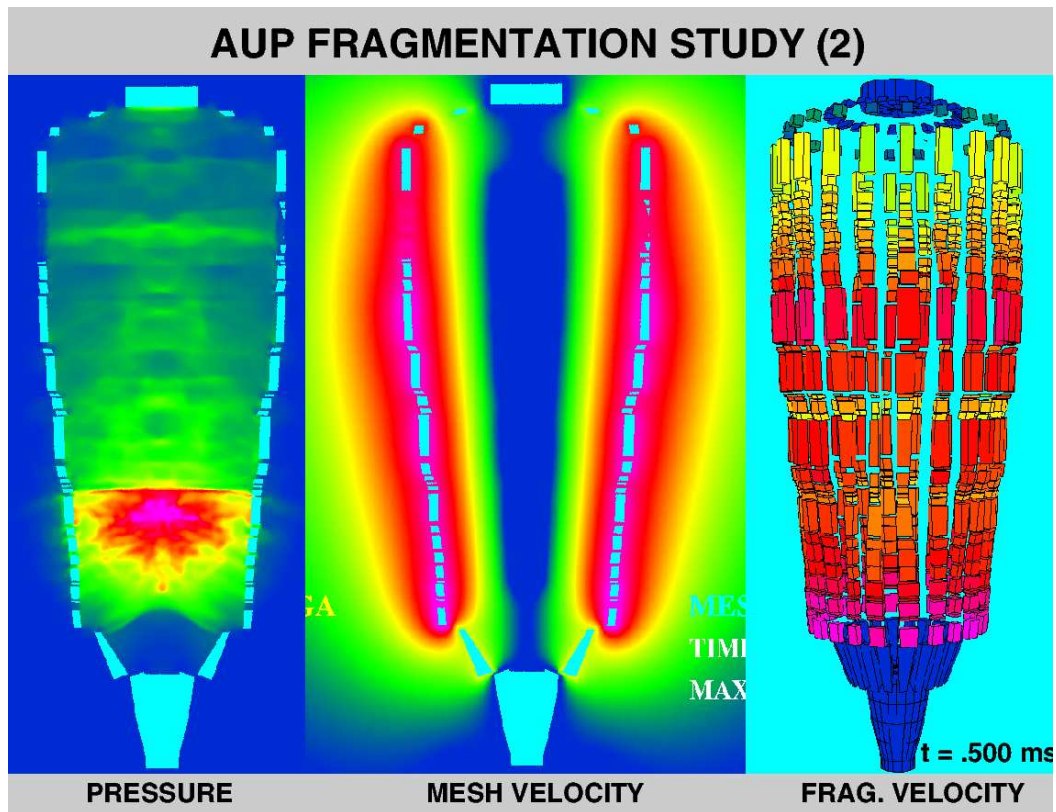


Figure 1c Pressure, Mesh Veloc and Frag Vel

SUBWAY STATION

- Instantaneous Release in Side Platform
- Time Dependent Inflow on End-Side:

$$v(t) = b (t - 60)^3 e^{-a(t-60)} + v_0$$

$b = 0.46 \text{ m/s}$, $a = 0.5 \text{ 1/s}$, $v_0 = 0.4 \text{ m/s}$ (NYC Subway Data)

- Incompressible Navier-Stokes
- Smagorinsky, Law of the Wall
- Flowfield Precomputed and Stored
- Grid: 730 Kels, 144 Kpts
- Dispersion: RK3, $C = 0.6$
- Deactivation Checks: Every 5 Timesteps
- Physical Time: 485 sec
- Machine: Dec Alpha (0.67Ghz, 4Gbyte RAM, Linux OS, Compaq Comp)
- CPU Without Deactivation: T=5,296 sec
- CPU With Deactivation: T=526 sec

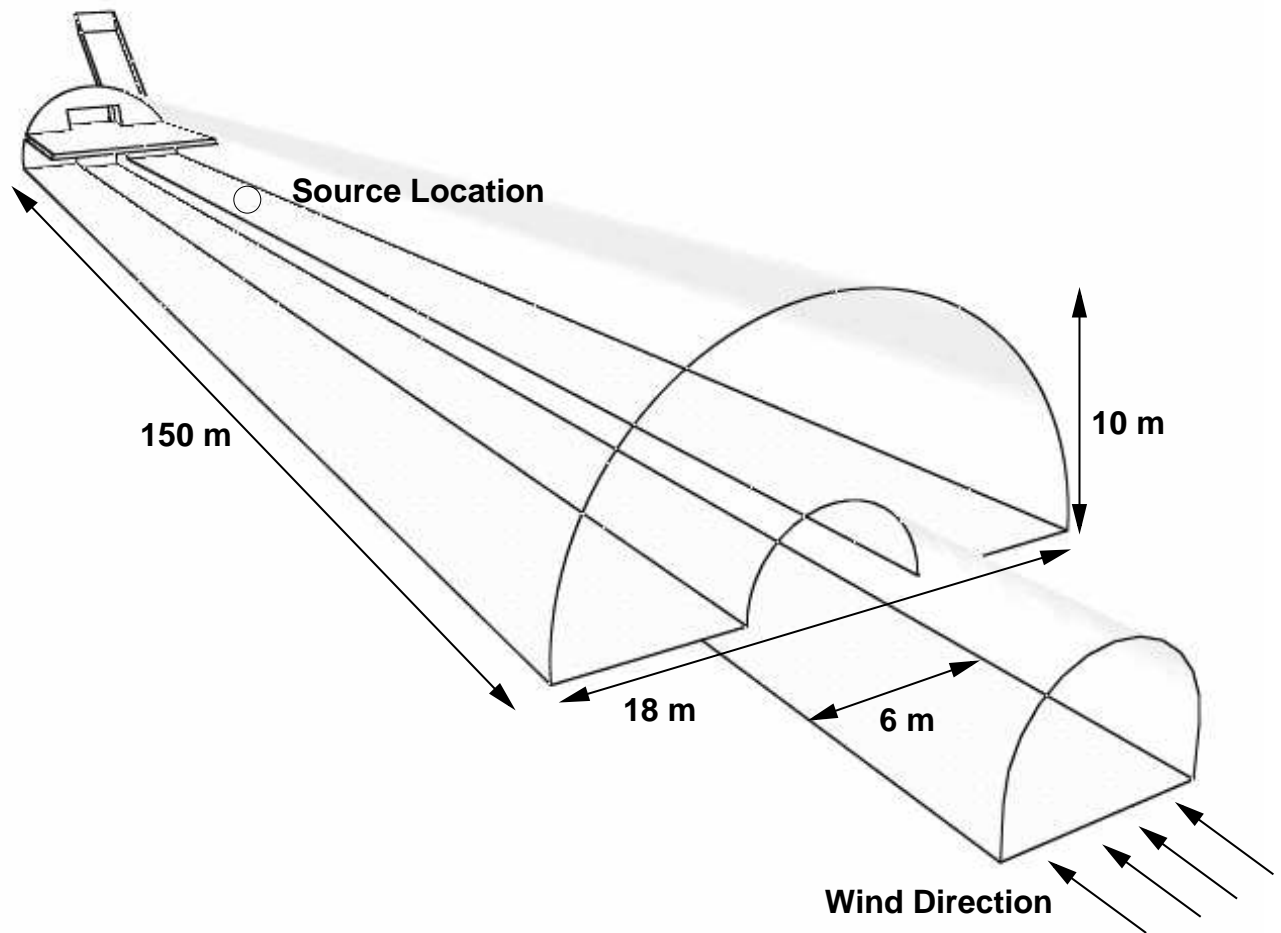
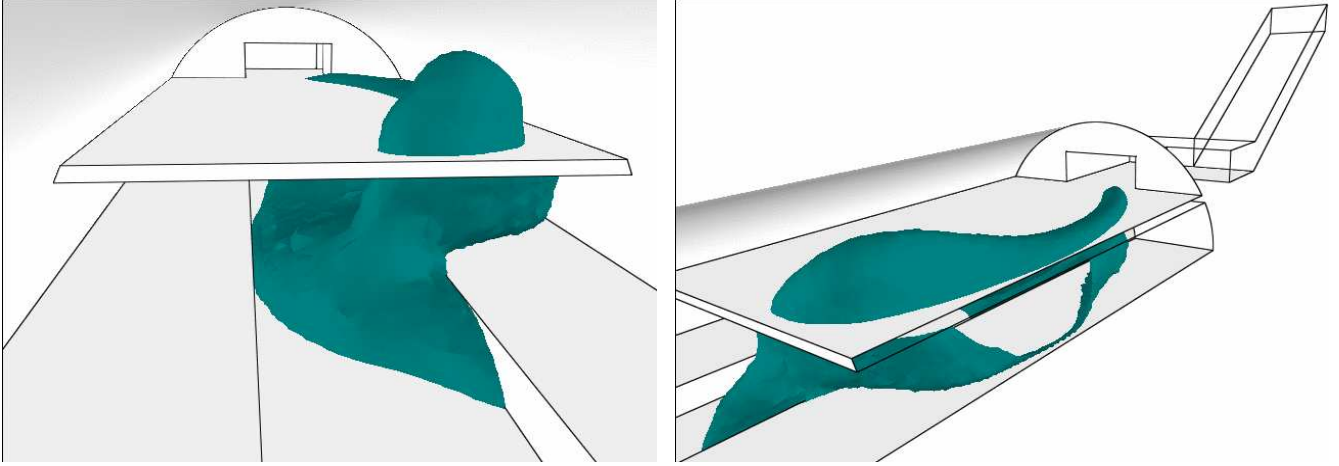
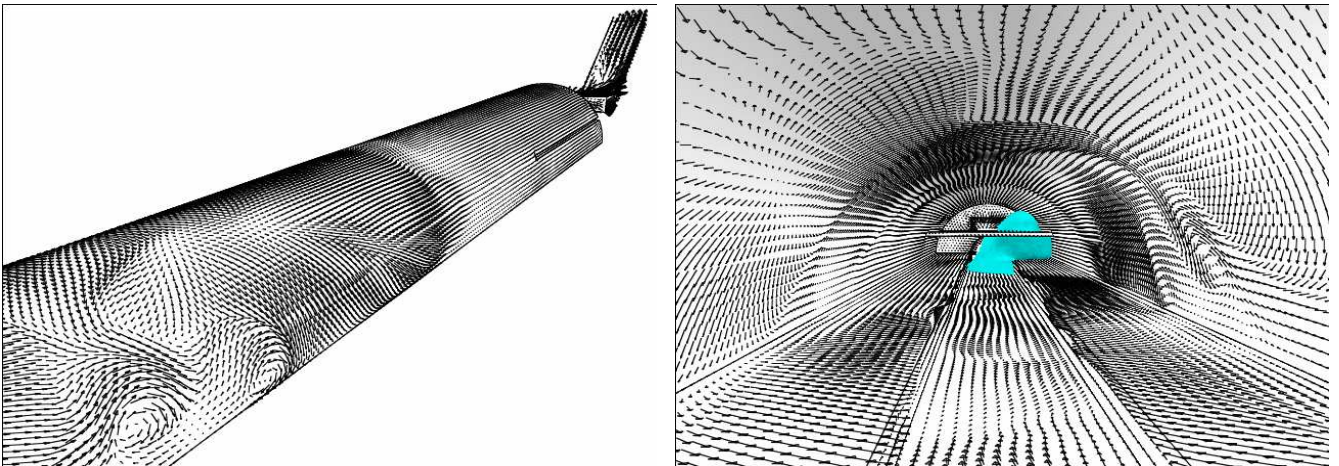


Figure 2a: Problem Definition



Figures 2b,c: Iso-Surface of Concentration $c = 0.0001$



Figures 2d,e: Surface Velocities