



## Recent developments in \*DEFINE\_PRESSURE\_TUBE for simulating pressure tube sensors in pedestrian crash

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Special thanks to Ulf Westberg at Volvo Car Corp.

## The pressure tube sensor

- Designed to detect collisions with pedestrians
- Air filled silicone tube embedded in bumper
- Pressure sensors at ends detect collision
- Reveals extent/location of impact

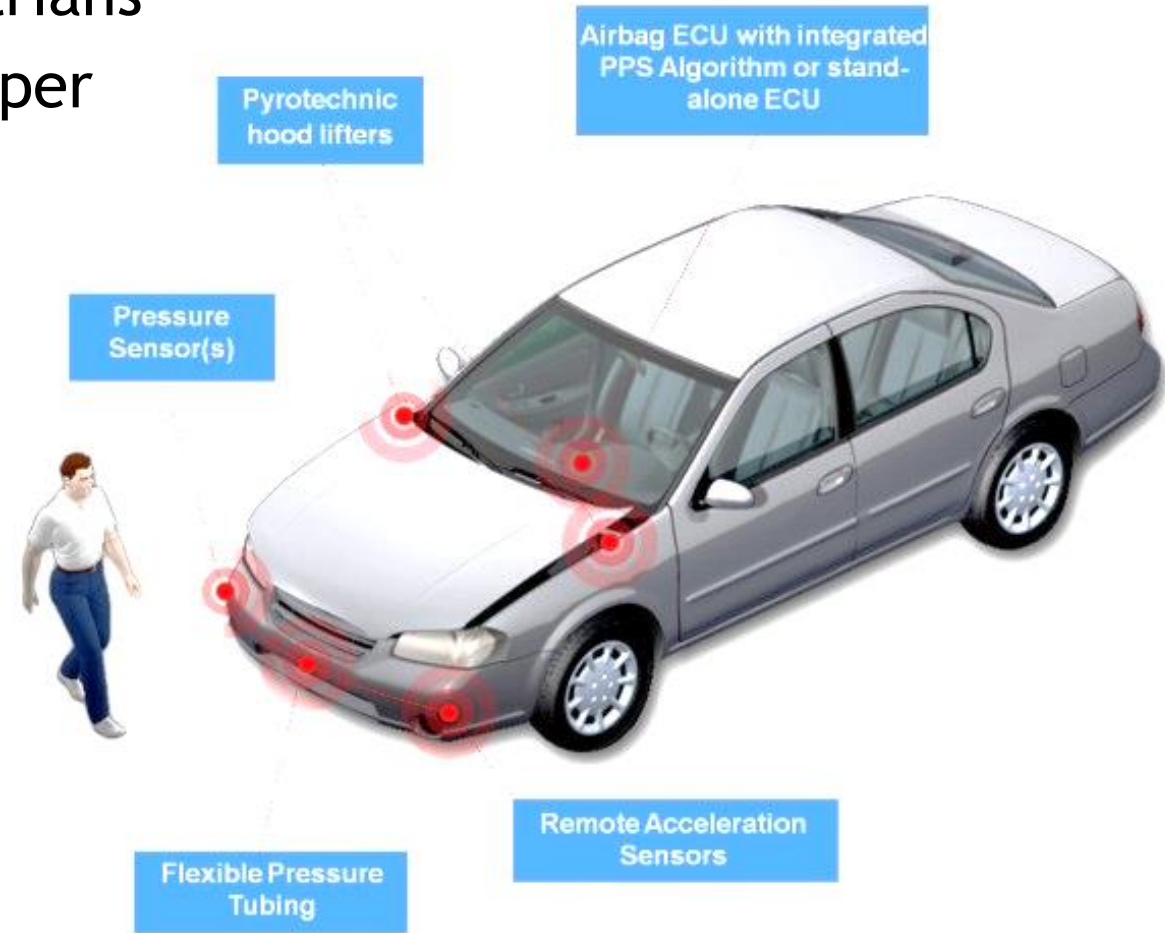


Photo: ZF TRW.

## The basics

- Goal: simulate acoustic pressure waves in a thin long tube
  - Outer diameter ~8 mm
  - Inner diameter ~4 mm
  - Length ~2 m
  - 1D model seems appropriate
- Method: acoustic approximation of 1D compressible Euler equations
  - Pressure:  $(Ap)_t + p_0(Au)_x = 0$
  - Velocity:  $(Au)_t + Ac^2 p_x / p_0 = 0$
  - Density given by sound speed  $c = \sqrt{p/\rho}$
  - Area depends on time and space
  - Constant area gives regular wave-equation:  $p_{tt} = c^2 p_{xx}$

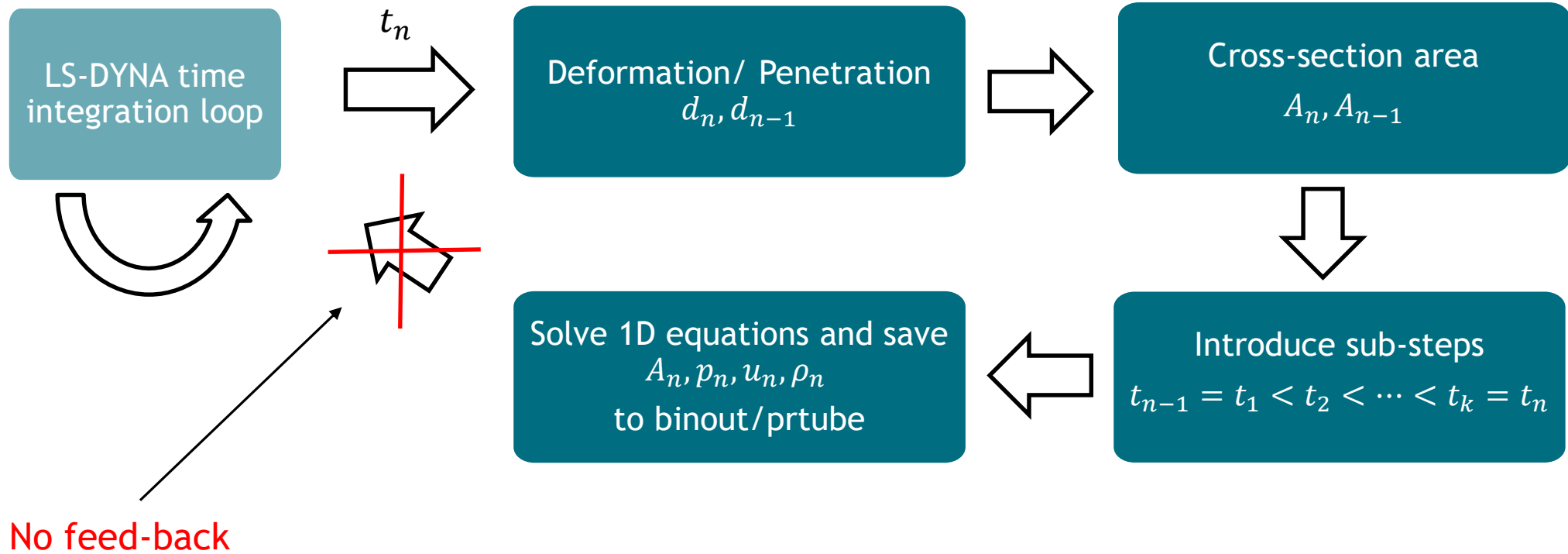
# Implementation

- Tube defined by tubular beam elements
  - Variation in tube cross-section area drives pressure evolution
  - Cross-section area given by either
    - tube contact penetration, or
    - deformation of automatically generated solid/shell tube
  - One-way coupling between tube compression and air pressure
  - Output data saved in beam nodes

- **\*DEFINE\_PRESSURE\_TUBE**
  - PID: Beam element part
  - WS: Wave propagation speed
  - PR: Initial gas pressure

Card 1	1	2	3
Variable	PID	WS	PR
Type	I	F	F
Default	0	0.0	0.0

# Solver schematics



## Numerics

- Continuous Galerkin in space (artificial diffusion and linear damping)
- Heun's method in time (2nd order Runge-Kutta)
- CFL condition for stability

$$\Delta t < \min_i \frac{\Delta x_i}{\Delta x_i |A_t/A| + 3c}$$

- CFL-condition fulfilled by substepping
  - Does not affect global step
  - Substep changes in time depending on  $A_t/A$
- Tube algorithm uses initial beam element length  $\Delta x_i$

## Pros and cons

### ■ Pros

- Simple and extremely efficient

### ■ Cons

- No feedback to mechanical solver
- Pressure solver only uses radial tube compression
- Complex geometries like sharp bends, bifurcations, etc, not possible

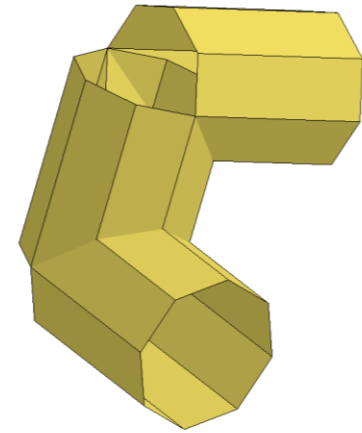
# New features

## ■ New features

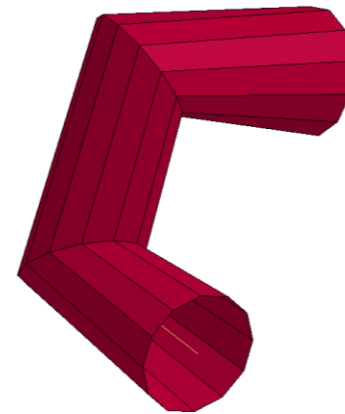
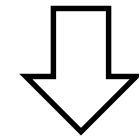
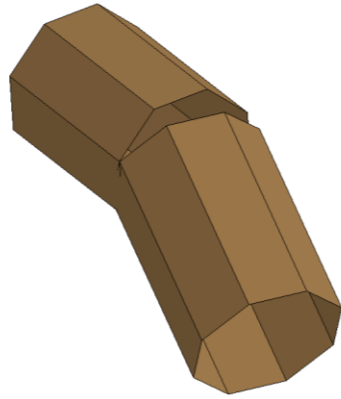
- Automatic generation of shell/solid element tube
  - Better radial response
  - Cross-section area given by nodal displacements instead of contact penetration
- Varying thickness over length (\*ELEMENT\_BEAM\_THICKNESS)
- New boundary conditions: open/closed ends

## ■ Future development

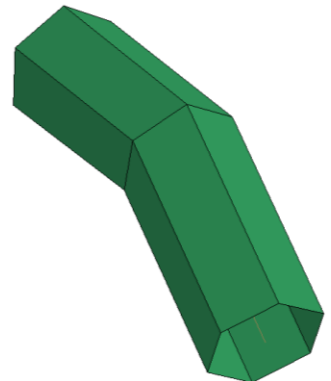
- More boundary conditions
- Handling cavities at ends
- Pressure feedback to mechanical solver



Beams



Shells





# Keywords - \*DEFINE\_PRESSURE\_TUBE

## ■ Compulsory

- PID: Beam element part
- WS: Wave propagation speed
- PR: Initial gas pressure

## ■ Optional

- MTD: Solution methods
- TYPE:
  - 0 = beam elements
  - 1 = convert to shell elements
  - 2 = convert to solid elements
- VISC: Artificial viscosity factor
- CFL: Time step factor
- DAMP: Linear damping
- **BNDL/BNDR: Boundary conditions**
  - 0 = closed end
  - 1 = open end

Card 1	1	2	3	4	5
Variable	PID	WS	PR	MTD	<b>TYPE</b>
Type	I	F	F	I	I
Default	0	0.0	0.0	0	0

Optional card

Card 2	1	2	3	4	5
Variable	VISC	CFL	DAMP	<b>BNDL</b>	<b>BNDR</b>
Type	F	F	F	F	F
Default	1.0	0.9	0.0	0.0	0.0

## Keywords - \*DEFINE\_PRESSURE\_TUBE

### ■ Optional shell card

- NSHL: No. shells on circumference
- ELFORM: shell element type
- NIP: int. pts. through thickness
- SHRF: shear correction factor
- BPID: new PID for beams

### ■ Optional solid card

- NSLD: No. solids on circumference
- ELFORM: solid element type
- NTHK: no. solids through thickness
- BPID: new PID for beams

Optional shell card if TYPE=1

Card 3a	1	2	3	4	5
Variable	NSHL	ELFORM	NIP	SHRF	BPID
Type	F	F	F	F	I
Default	12.0	16.0	3.0	1.0	optional

Optional solid card TYPE=2

Card 3b	1	2	3	4	5
Variable	NSLD	ELFORM	NTHK		BPID
Type	F	F	F		I
Default	12.0	1.0	3.0		optional

## Keywords - considerations

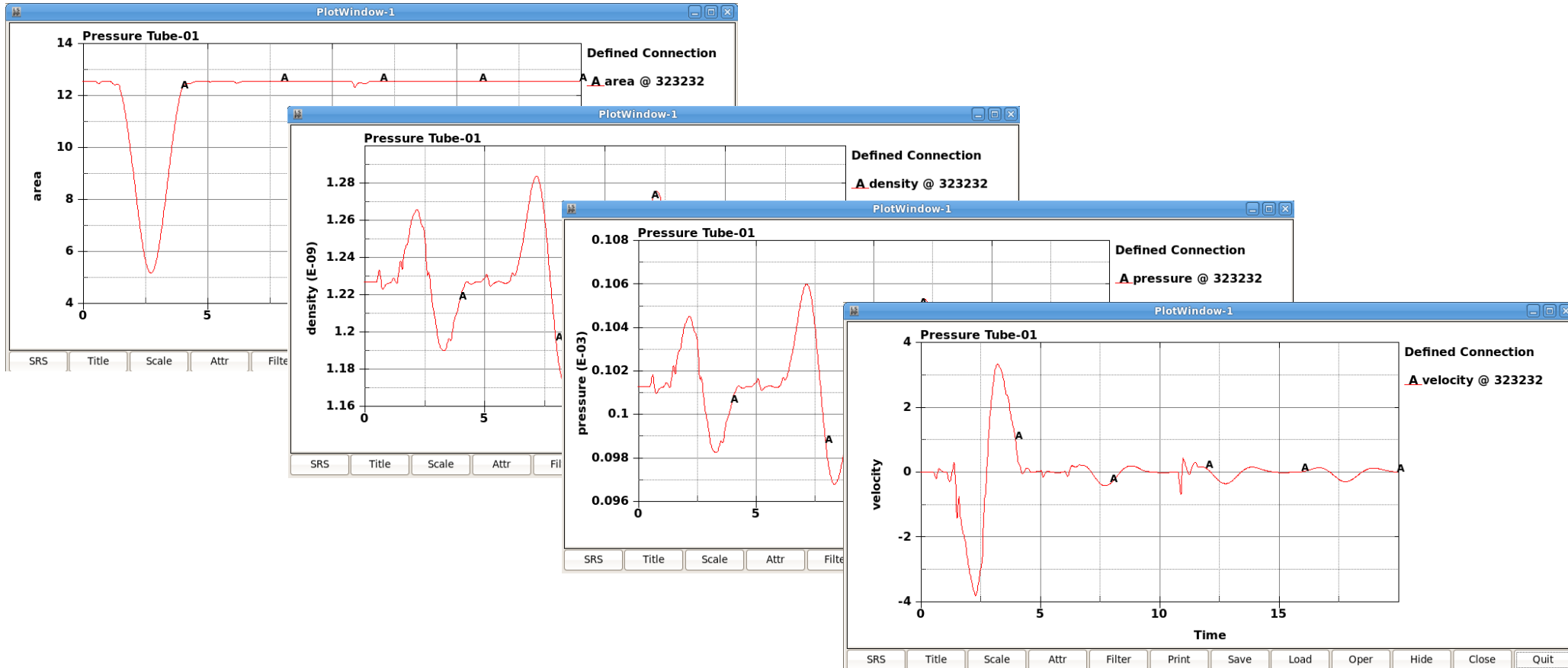
- **\*SECTION\_BEAM**
  - Only ELFORM=1,4,5,11 with CST=1, i.e. tubular beams
  - Initial tube area using inner beam radius if >0, otherwise outer beam radius
- **Geometric constraints**
  - Each set of joint beam elements in a part will model a separate closed tube
  - Different parts used in \*DEFINE\_PRESSURE\_TUBE cards may not share beam nodes
  - No junctions allowed
- **MPP**
  - All beam elements in one part will be on same processor

## Keywords - beams vs. shells

- Beam tube (TYPE=0)
  - Only works with Mortar contacts
  - Uses contact penetration to calculate area
  - Unphysical radial response - depending on contact stiffness only
- Shell/solid tube (TYPE=1/2)
  - Shell/solid tube (new \*PART, \*SECTION, \*ELEMENT) is created from beam geometry
  - Shells/solids get beam PID and beams are moved to new PID
  - Contacts and boundary conditions now applies to shells/solids instead of beams
  - Beam part only exists to store pressure solver data
  - Works with all contacts
  - Uses nodal positions to calculate area
  - Better radial response

# Keywords - \*DATABASE\_PRTUBE

- Saves cross section area, pressure, velocity, and density (derived variable)



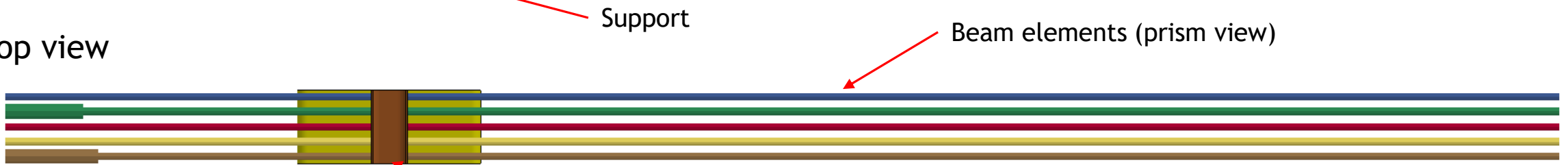
The 'Binout' window shows file management options: Load, Unload, Save, and Maxtim. Below these are checkboxes for 'Multiple Select' and buttons for 'All', 'None', and 'Rev'. A list of node IDs is shown, with '322737' selected. Below the list are buttons for 'All', 'None', and 'Rev'. At the bottom, there are radio buttons for 'Popup', 'Main', and 'Split', and buttons for 'Plot', 'New', 'Padd', 'Pop', 'Clear', 'Info', and 'Done'.

# Example model - beam elements of varying thickness

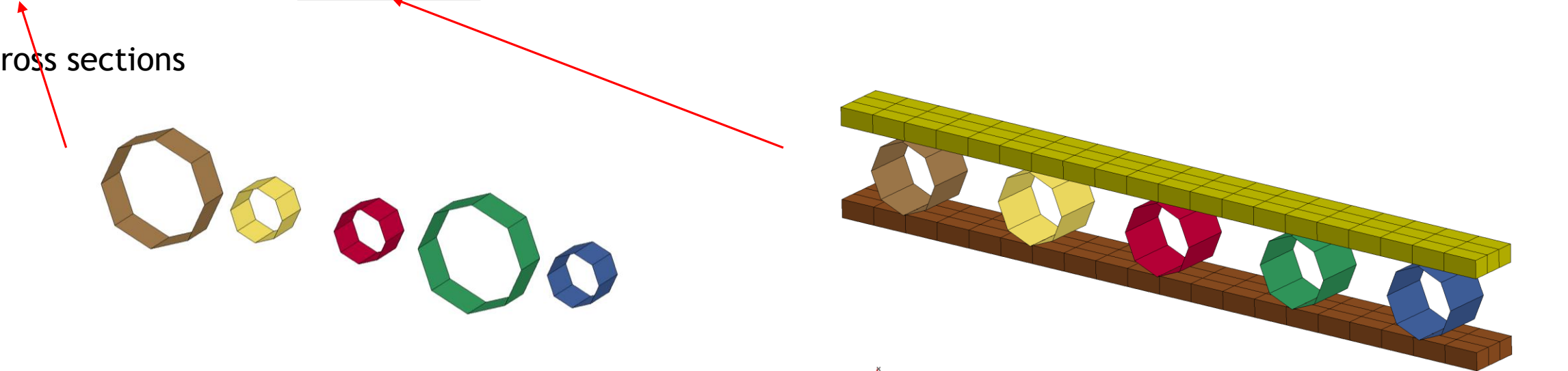
Side view



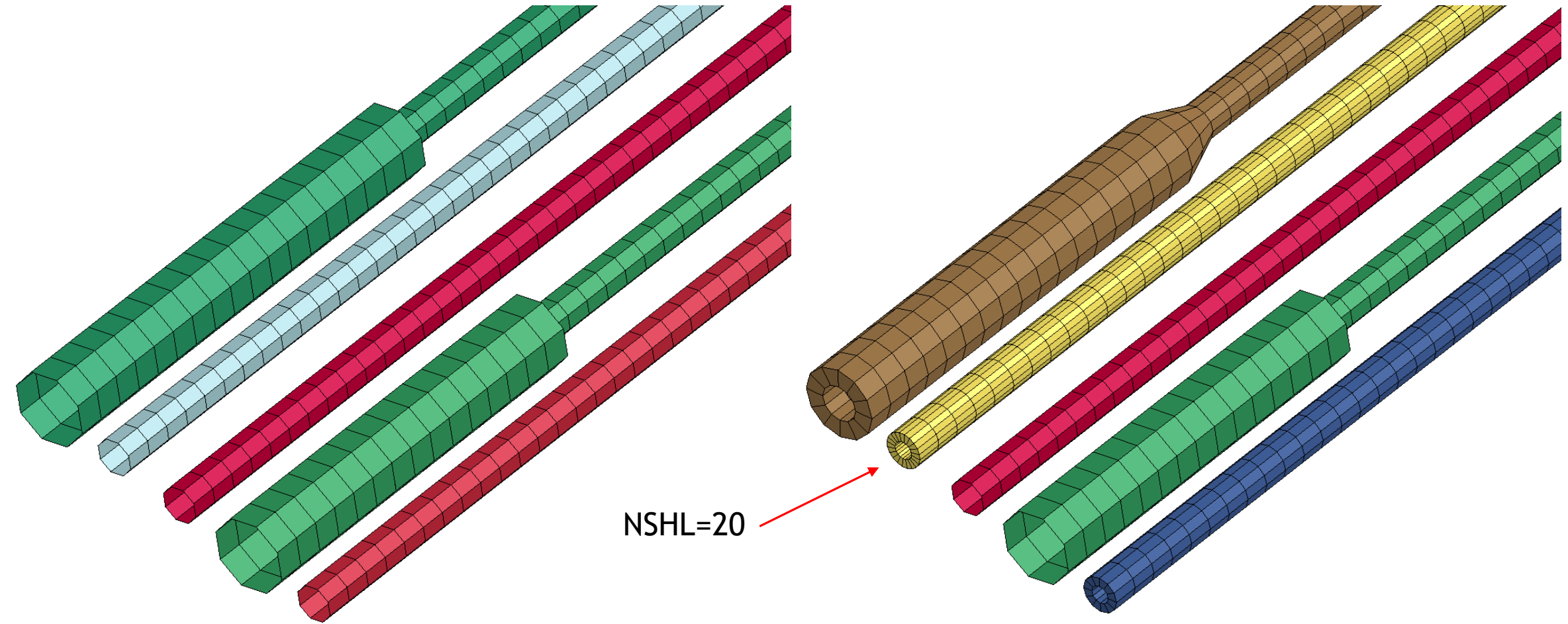
Top view



Cross sections



# Example model - automatic conversion to shell elements



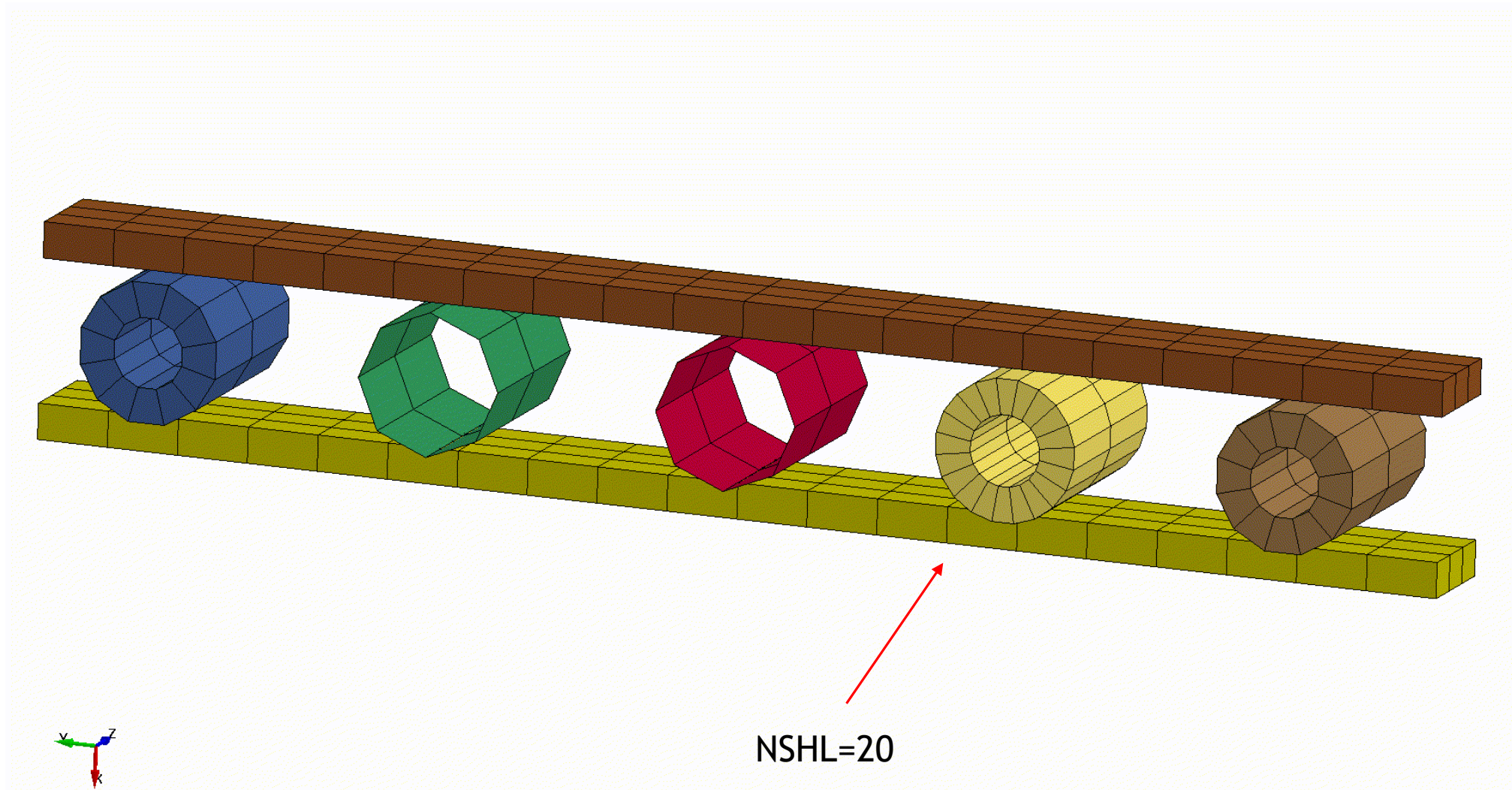
NSHL=20

Beam elements

Beam and shell elements

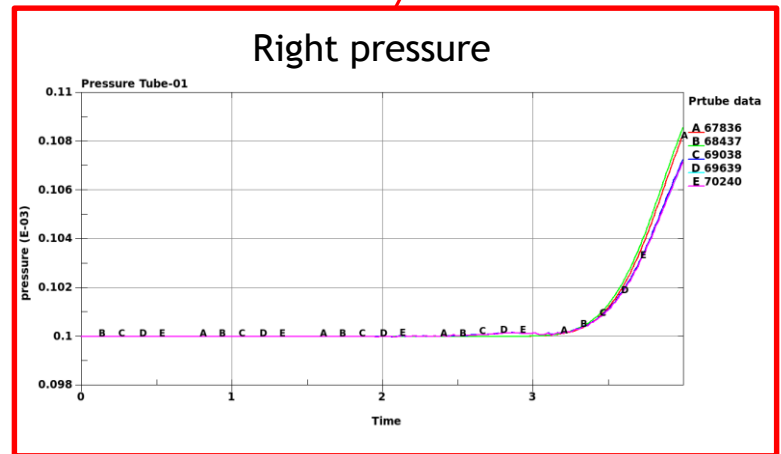
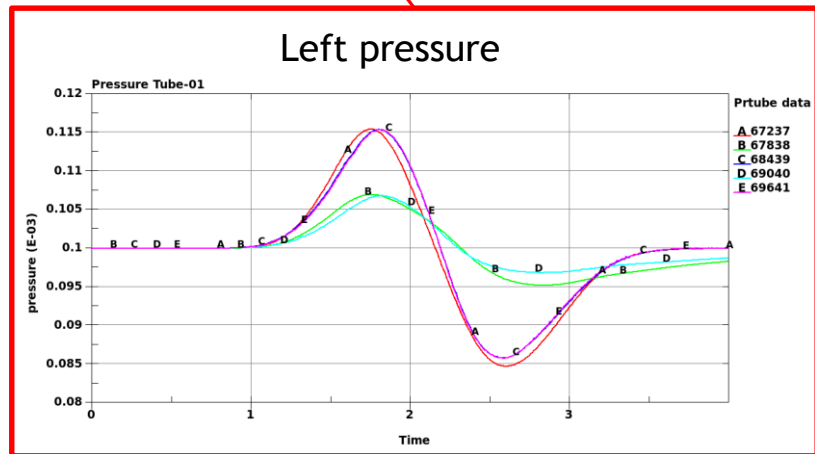
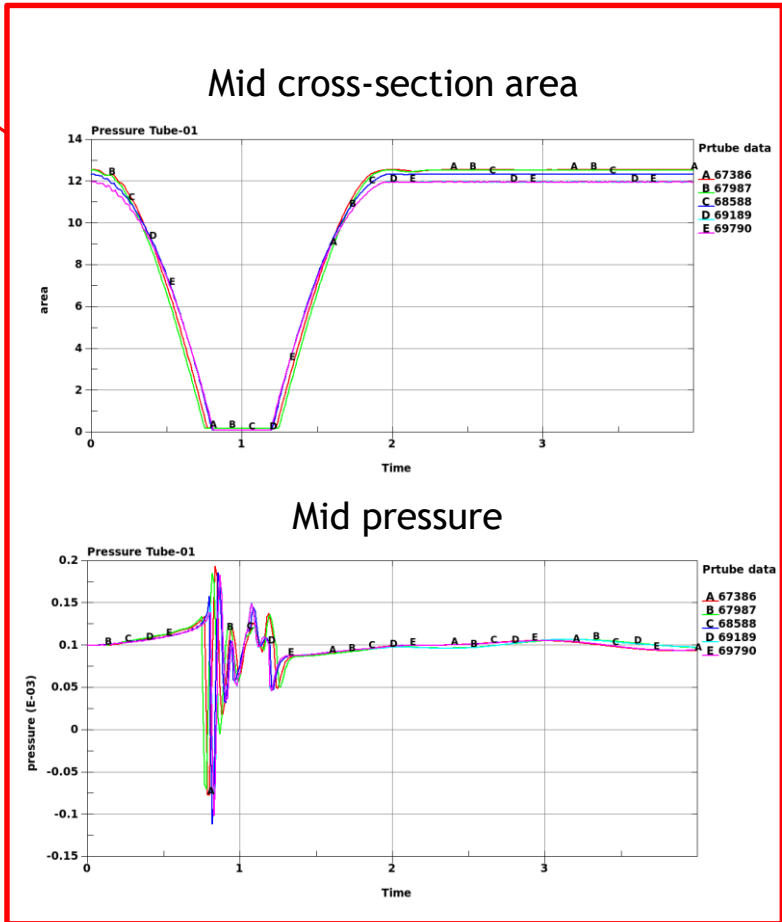


## Example model - thickness compression



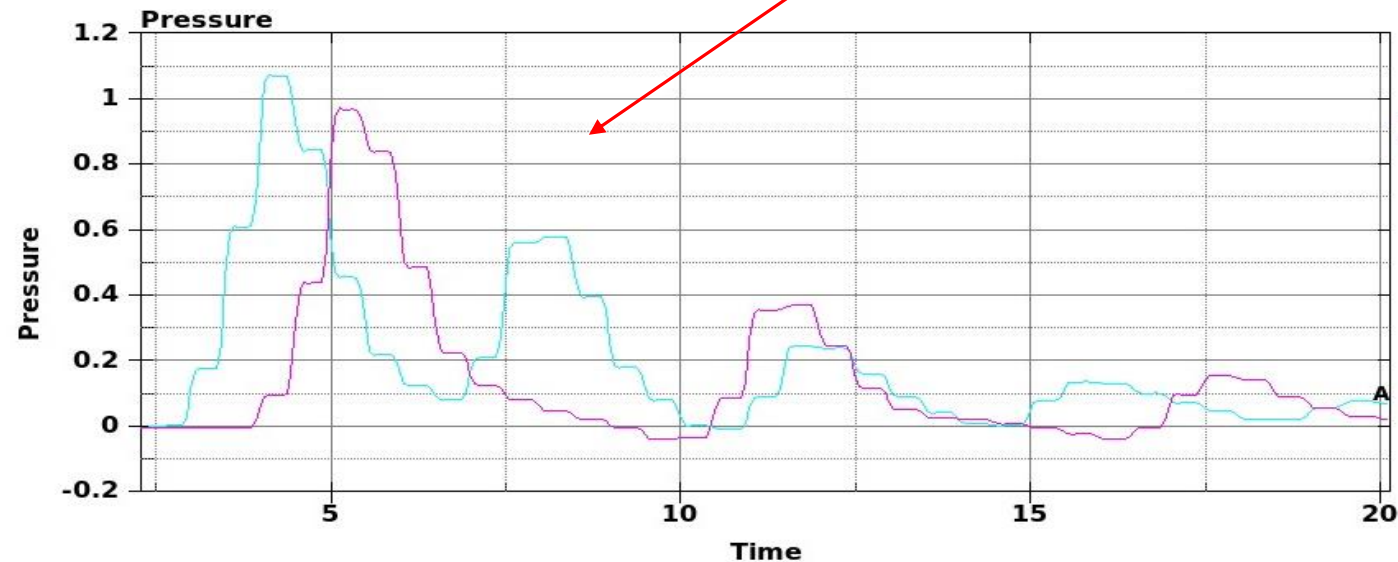
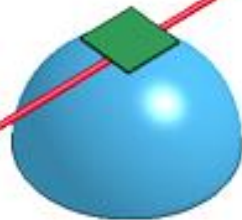


# Example model - cross-section area and pressure



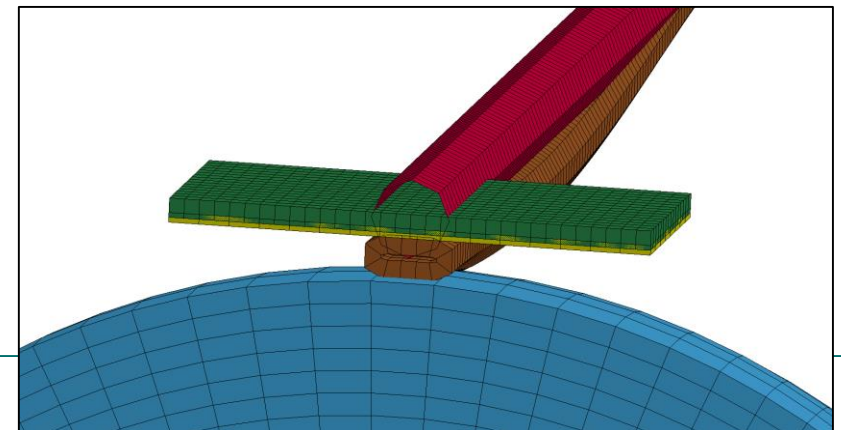
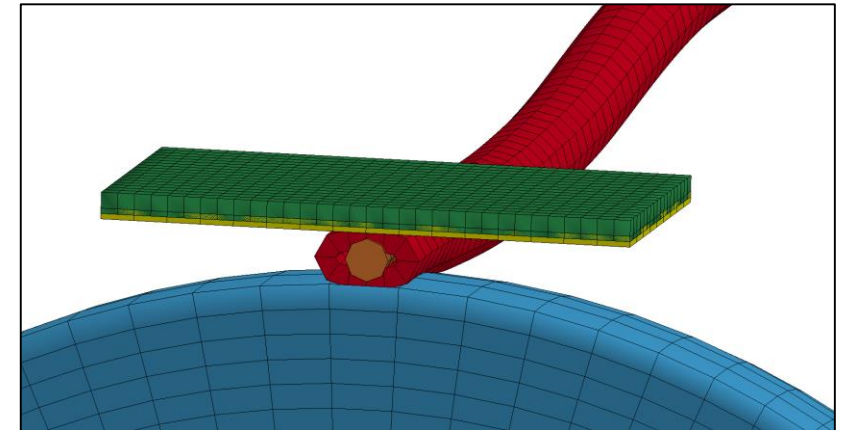
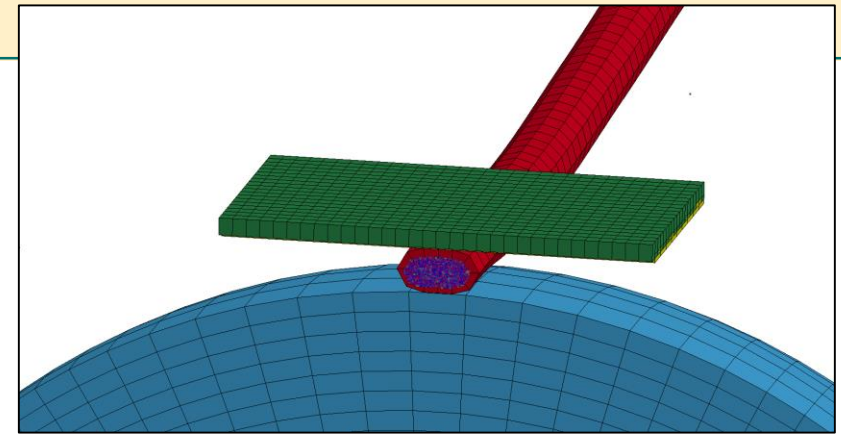
## Example 1 - drop test

- 1.7 m long silicone tube
- Inner diameter 4 mm, outer diameter 8 mm
- Initial impactor velocity 10km/h
- Experimental data courtesy of Volvo Car Corporation

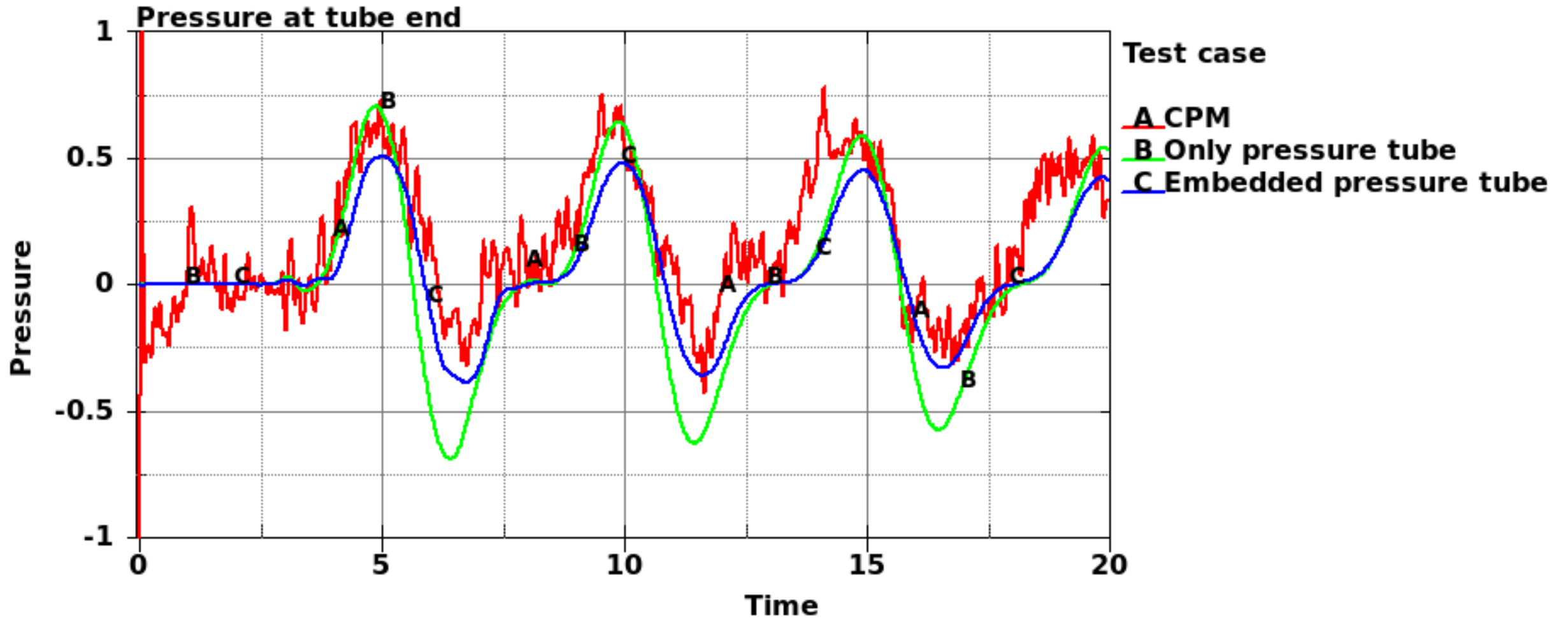


## Example 1 - approaches

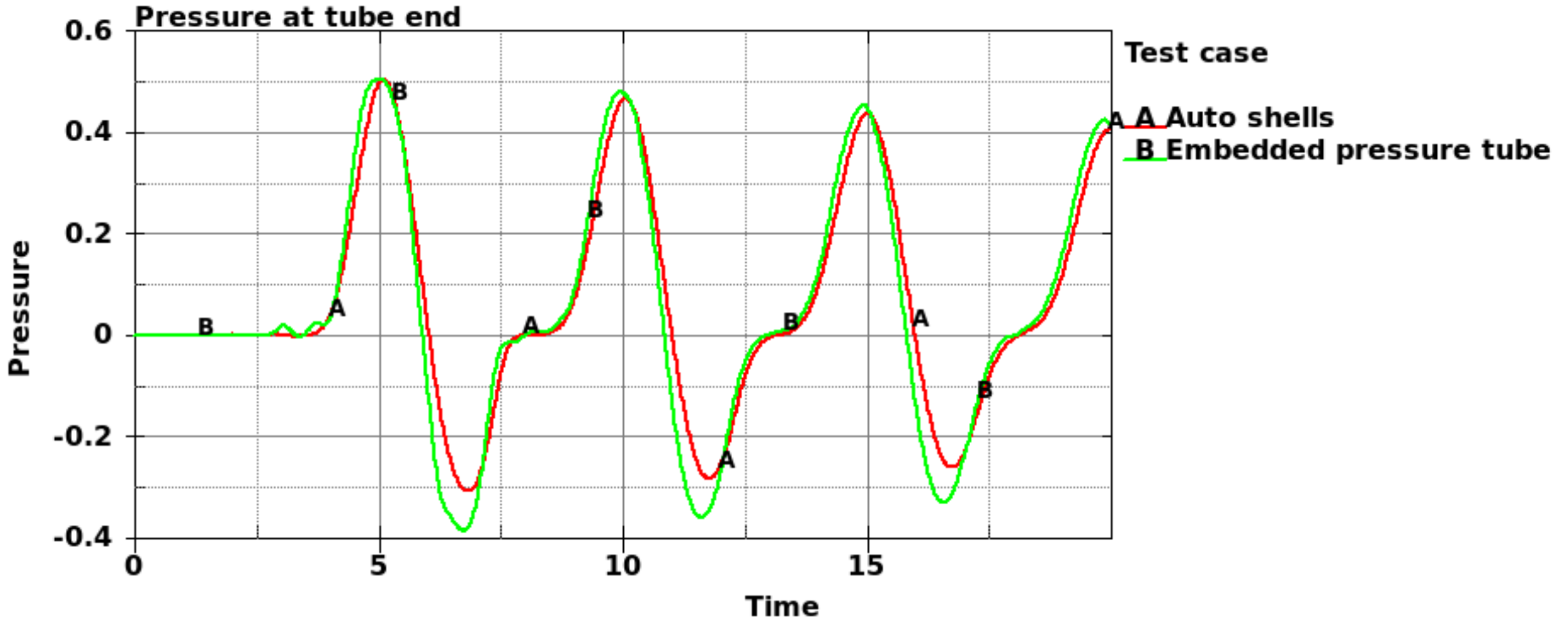
- **Corpuscular Particle Method**
  - Closed shell tube with gas domain inside
  - 2 million particles needed
  - 170 hours total CPU time
- **Beam elements only**
  - Tube and air modeled by beam elements
  - 10 minutes total CPU time
- **Shell tube with embedded beam elements**
  - Tube modeled with shell elements
  - Air modeled with beam elements
  - 4 hours total CPU time
- **Automatically generated shell tube**
  - 1 hour total CPU time



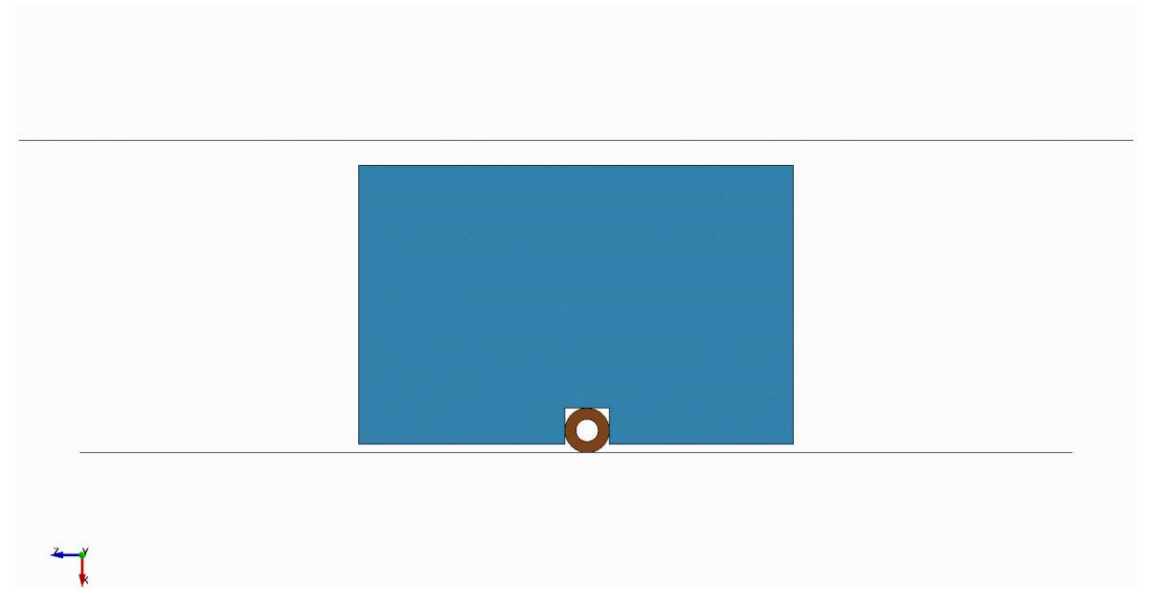
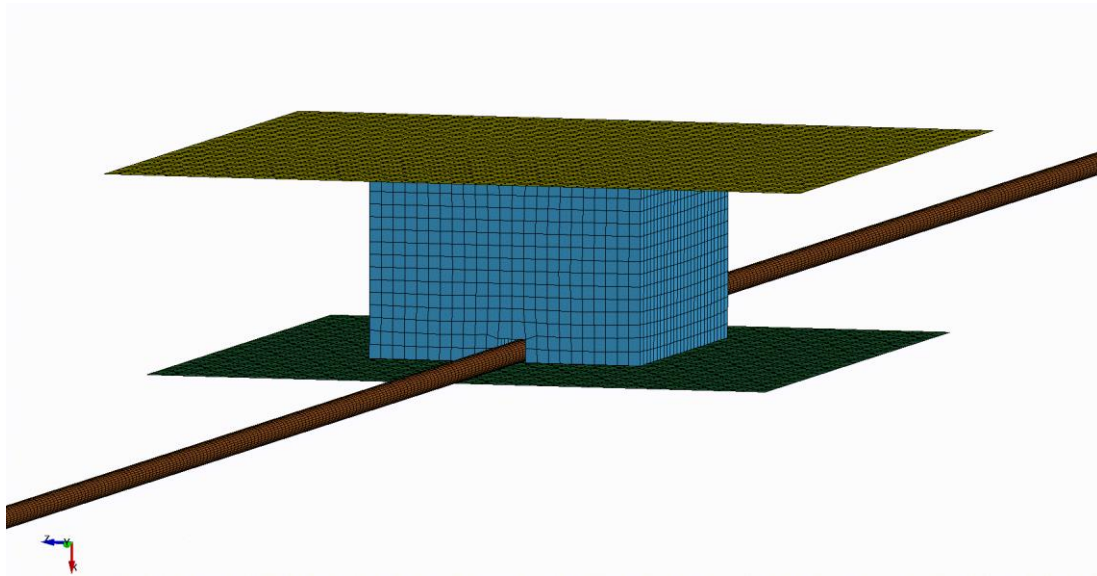
# Example 1 - pressures



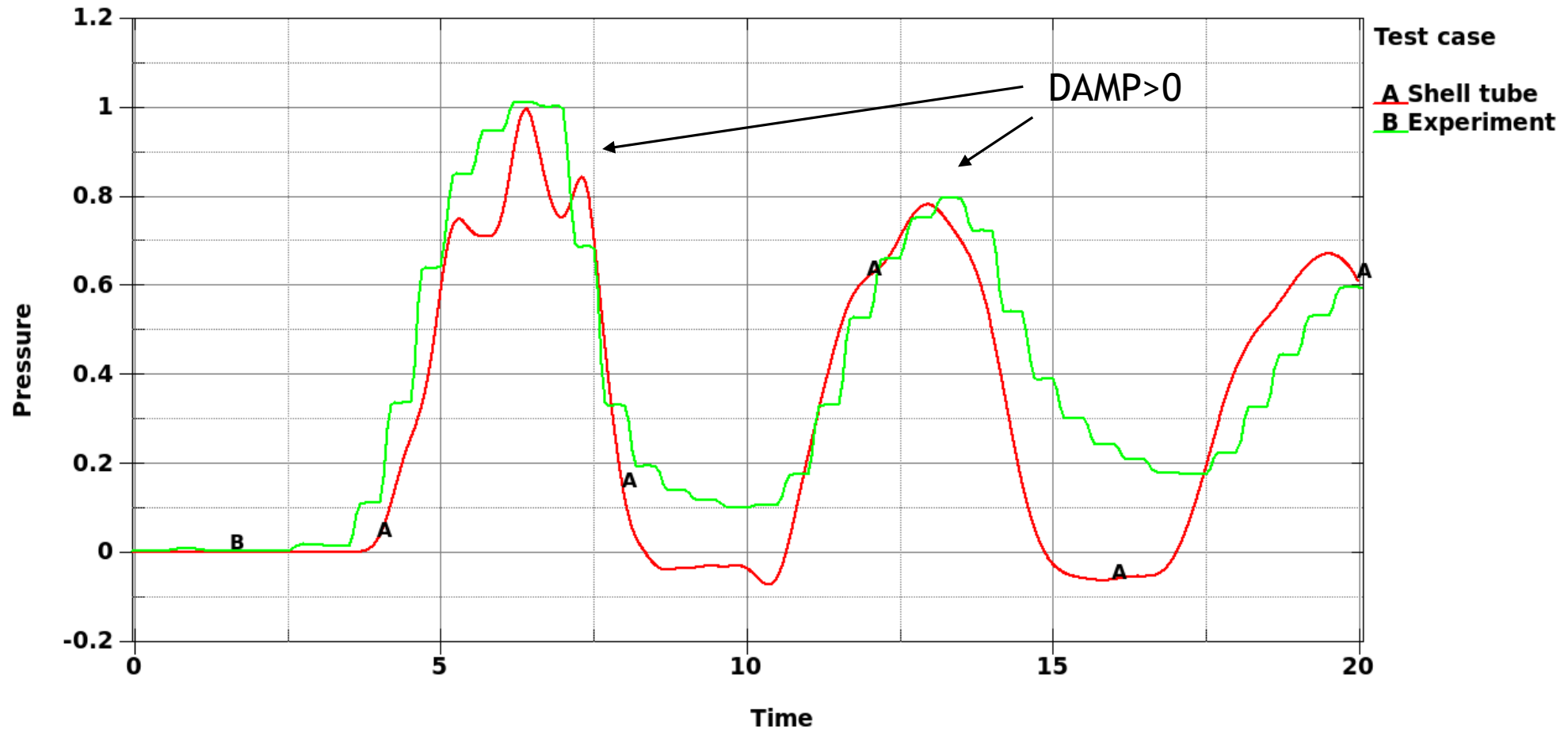
# Example 1 - automatic shell tube



## Example 2 - foam



## Example 2 - foam



# Summary

## ■ Pros

- Very simple to use
- Very efficient (ex. 15 min for beam tube, 1 hour for shell tube, 170 hours for CPM)

## ■ Cons

- Only one-way coupling to mechanical solver
- Only 1D model

## ■ Open issues

- Boundary conditions
- Cavities at ends



Thank you!

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