#### **DRD** TECHNOLOGY

### Firearm and Munitions Development with Ansys Webinar

Alex Austin – DRD's Structures Group Lead 20 February 2025 @9AM CT

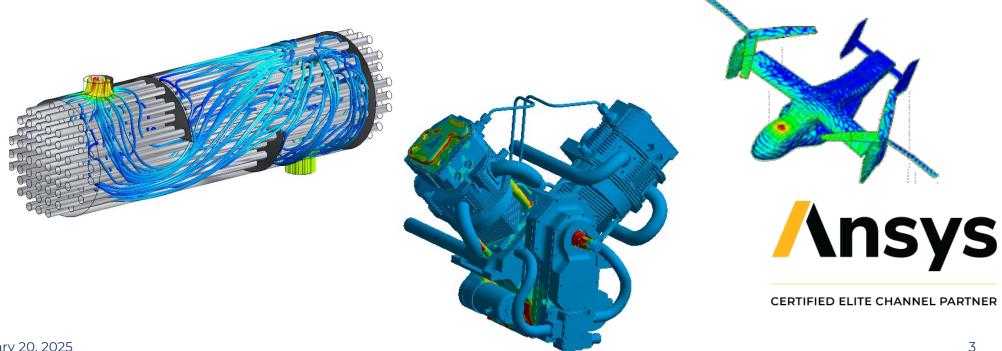




- Short overview of DRD
- Why use simulation for firearm development?
- What is physics-based simulation?
- Application examples (Barrel dynamics, felt recoil, action dynamics, thermal effects, ballistics etc.)
  - New technology development
  - Reliability
- Summary

## **Mission Statement**

DRD Technology helps engineering teams accelerate product development. With in-house expertise spanning the entire range of physics, we ensure customers succeed when using Ansys simulation tools for virtual prototyping and design verification.



# **Technical Support Contact Coordinates**

SIMULATION PRODUCTS CONSULTING TRAINING COURSES ~ RESOURCES ~ ABOUT ~ CONTACT US TECHNOLOGY (918) 743-3013 x1 support@drd.com Submit a Technical Support Question Or through our website at www.drd.com As part of DRD's customer services, we encourage you First name<sup>1</sup> Last name to send us questions and development requests regarding the software products we represent. The guestion/enhancement will be emailed immediately to Email<sup>\*</sup> Phone number the technical support personnel at DRD.

For more than five years, I have worked closely with DRD Technology to execute tactical and strategic initiatives here at EaglePicher due to our unprecedented growth. We've been very happy with DRD and will continue to work with them as our business partner for using Ansys tools effectively and efficiently.

> Doug Austin Director of Research and Development Eagle Picher<sup>™</sup> Technologies, LLC

Support:

DSD

#### Physics Based Simulation = Significant Competitive Advantage

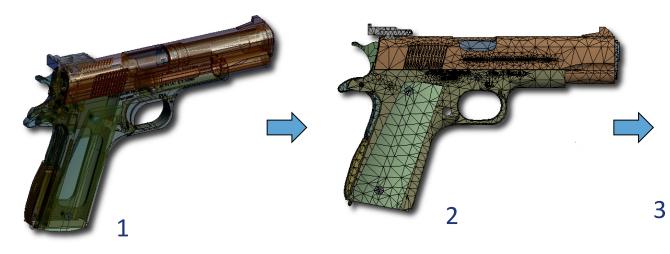
#### Solving fundamental laws of physics

- Mass, Momentum, Force balances
- Predicting
  - Real life behavior

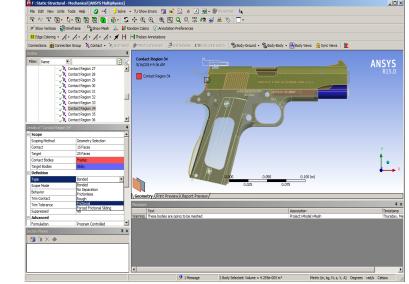
#### • Gain design insight into

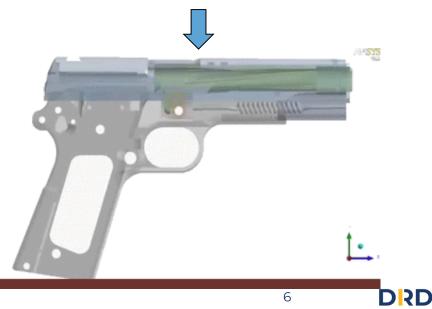
- High shooting accuracy
  - reduce bullet drag
  - barrel dynamics tuning
  - optimized rifling
- Where to shave weight, make trigger glide more smoothly
- Where grime and dirt may build up causing jams
- Tolerances and conditions that may lead to product recall

### What is Physics Based Simulation?

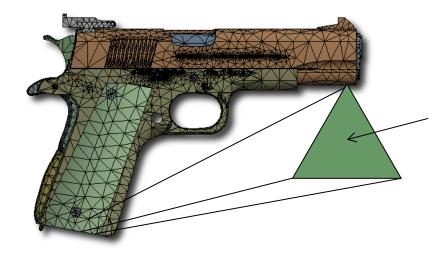


- 1. Provide CAD geometry
- 2. Computational mesh generation
- 3. Set up physics (Sliding friction, pressure, heat transfer etc.) and solve
- 4. Post process results





## **Physics Based Simulation at its Core**



Typical equations solved in each cell depending on physics

#### **Mechanical Stress**

- $F = \frac{EA_0\Delta L}{L_0}$ Electromagnetics  $F = \left(\frac{EA_0}{L_0}\right)\Delta L = kx$  $\nabla \cdot \mathbf{D} = \boldsymbol{\rho}$  $k = \frac{EA_0}{L_0}$  and  $x = \Delta L$ .

  - $\nabla \cdot \mathbf{B} = 0$
  - $\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial \mathbf{B}}$  $\nabla \times \mathbf{H} = \frac{\partial \mathbf{D}}{\partial t} + \mathbf{J}$

- Each type of physics has its own constitutive equations
  - Mechanical
  - Fluids
  - Electromagnetics
- Solutions are known at EVERY mesh cell
  - Velocity, strain, pressure, voltage etc.
- Models are physics based so can be quantitatively predictive

#### Fluid Dynamics

$$\begin{split} &\frac{\partial\rho}{\partial t} + \nabla \cdot (\rho \vec{v}) = S_m \\ &\frac{\partial}{\partial t} (\rho \vec{v}) + \nabla \cdot (\rho \vec{v} \vec{v}) = -\nabla p + \nabla \cdot (\overline{\tau}) + \rho \vec{g} + \vec{F} \\ &\overline{\tau} = \mu \left[ (\nabla \vec{v} + \nabla \vec{v}^{\mathrm{T}}) - \frac{2}{3} \nabla \cdot \vec{v} I \right] \\ &\frac{\partial}{\partial t} (\rho E) + \nabla \cdot (\vec{v} (\rho E + p)) = \nabla \cdot \left( k_{\mathrm{eff}} \nabla T - \sum_j h_j \vec{J}_j + (\overline{\tau}_{\mathrm{eff}} \cdot \vec{v}) \right) + S_h \end{split}$$

### **Benefits of Simulation**

- Insight ...
  - Stresses, plastic deformation
  - Velocity, pressure
  - Crack propagation and wear
  - Vibration modes
  - Tolerances and deformation due to thermal load
  - Dynamics / Drop tests
- ... leads to improved performance
  - Lighter weight
  - Less felt recoil
  - Better accuracy
  - Better durability (less fouling, resistance to impact damage)
  - Better ergonomics and trigger pull

#### 1942 m1 carbine – build and test



#### 1994 m4 carbine – CAD refined 1960's dsn



#### 2008 Tavor – 3D simulation integrated



# **Application Examples**

- Bullet drag prediction
- Rifling
- Barrel dynamics for accuracy
- Rigid body dynamics for function tests
- Sound and flash suppression
- Gas dynamics
- Bullet impact
- Thermal
- Gas and powder effects

## **Projectile Drag Prediction**



Fig. 1 155mm M2000 (left), and 155mm M107 (right).

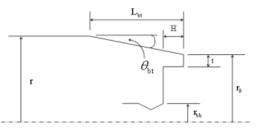


Fig. 2 Geometric parameters of the projectile afterbody with boattail, base bleed, and base cavity.

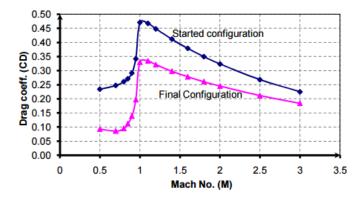


Fig. 16 Reduction in drag coefficient by using a combination of boattail, base cavity and base bleed at different flight regime

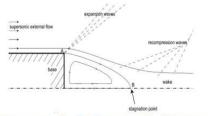
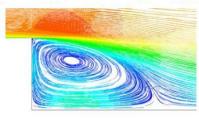


Fig. 4.a Stream lines over circular cylinder afterbody [11]



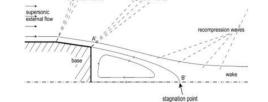
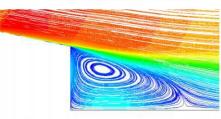


Fig. 5.a Streamlines over a boattailed afterbody [11]



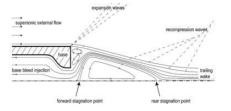


Fig. 8.a Stream lines over afterbody with base bleed [11]

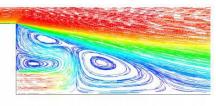


Fig. 8.b Stream lines over afterbody with base bleed

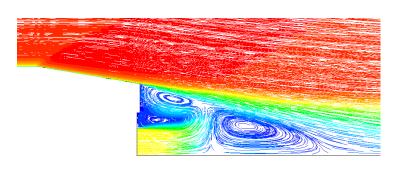


Fig. 15 Stream lines on after body with boattail, base cavity and base bleed

Fig. 4.b Stream lines over circular cylinder afterbody (basic configuration)

Fig. 5.b Streamlines over a boattailed afterbody

Source : "Computational Investigation of Base Dag Reduction for a Projectile at Different Flight Regimes"

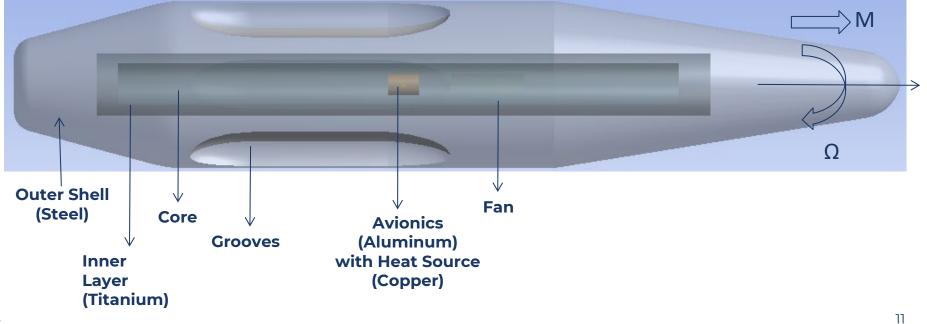
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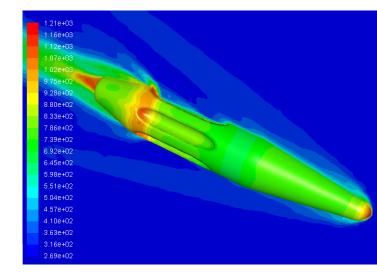
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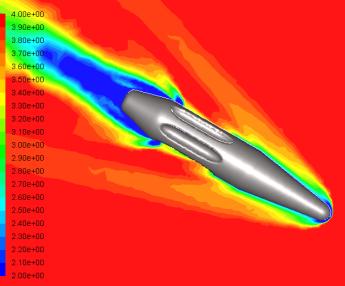
## **Overview of the Problem**

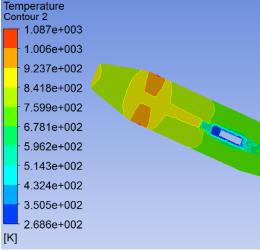
- Supersonic Spinning Projectile with Integrated Avionics
  - Projectile moving at Mach 4
  - Spinning at 30,000 RPM
  - Avionics system containing a heat source of 6.4E6 W/m<sup>3</sup>
  - Fan to cool the Avionics system



### **Flow and Temperature Distribution**







#### .80e+02 5.80e+02 5.80e+02 -5.79e+02 579e+02 5.79e+02 5.79e+02 5.79e+02 5.78e+02 5.78e+02 5.78e+02 5.78e+02 5.78e+02 5.77e+02 5.77e+02 5.77e+02 5.77e+02 5.77e+02 5.76e+02 5.76e+02 5.76e+02

#### Temperature at a section

#### Fan cooling the Avionics system

Mach Number

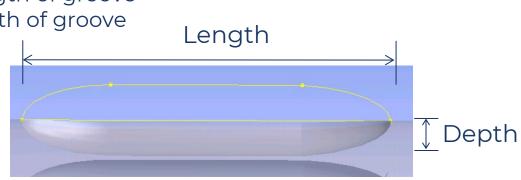
Temperature



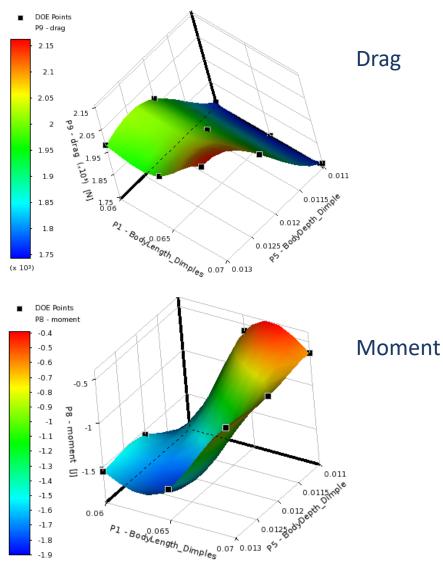
#### **Optimization of Aerodynamic Loads w.r.t. Groove** Length and Depth

#### Parameters:

- Length of groove
- Depth of groove •



A	В	с	D	E
	P1 - BodyLength_Dimples	P5 - BodyDepth_Dimple	P8 - moment (J)	P9 - drag (N)
Optimization Stud	У			
Objective	No Objective 💽	No Objective 💽	Seek Target 🛛 💌	Minimize 💽
Target Value			0	
Importance	Default 🗾	Default 💽	Default 📃 💽	Default 💽
Candidate Points				
Candidate A	- 0.06645	- 0.011026	🛨 -0.41761	🔆 1747.4
Candidate B	- 0.06805	- 0.011088	🛨 -0.45049	🔆 1759.1
Candidate C	- 0.06725	- 0.011151	🛨 -0.47147	🔆 1769.4



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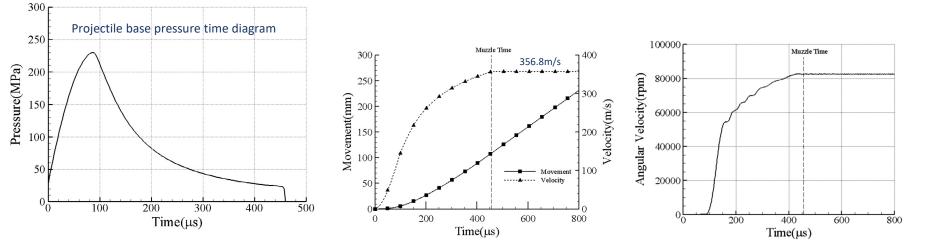
### **In-Bore Ballistic: Rifling**

		Time =	200			ТРа
			200			2.000e-04
						1.800e-04
						1.600e-04
s.						1.400e-04
Items	Parameters					1.200e-04
Caliber (mm)	9				1.3	1.000e-04 _
Length of barrel (mm)	98 350		1 de			8.000e-05
Muzzle velocity (m/s) (measured from experiments) Quantity of riflings	6					6.000e-05
Mass of propellant (g)	0.325					_
Mass of bullets (g)	9.45		La Carteria de Car			4.000e-05 _
						2.000e-05
						0.000e+00
		Y X				
			ntaneous st	ress and re	esidual stress	at t= 200 us

#### Deformed bullet after shooting by real shot

TDa





\*Source: Transient finite element for in-bore analysis of 9 mm pistols, S. Deng et al., Applied Mathematical Modelling 38 (2014) 2673–2688

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Pistol parameters. Target

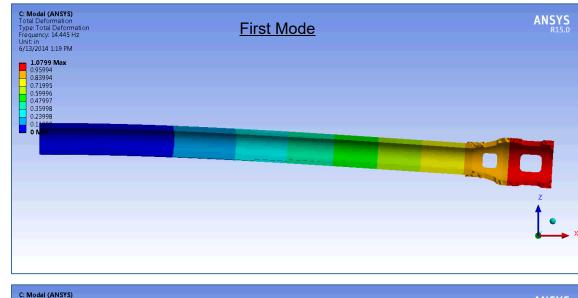
9 mm pistol

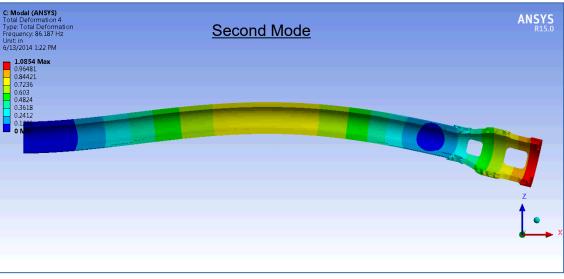
by numerical simulation

Deformed bullet after shooting

#### **Barrel Dynamics** Vibrations & Harmonic Tuning

- Important for out-of-the box accuracy
- Depends on barrel shape
- Thermodynamics (non-uniform barrel heating/cooling) can be considered
- Find modes through simulation to minimize muzzle effect



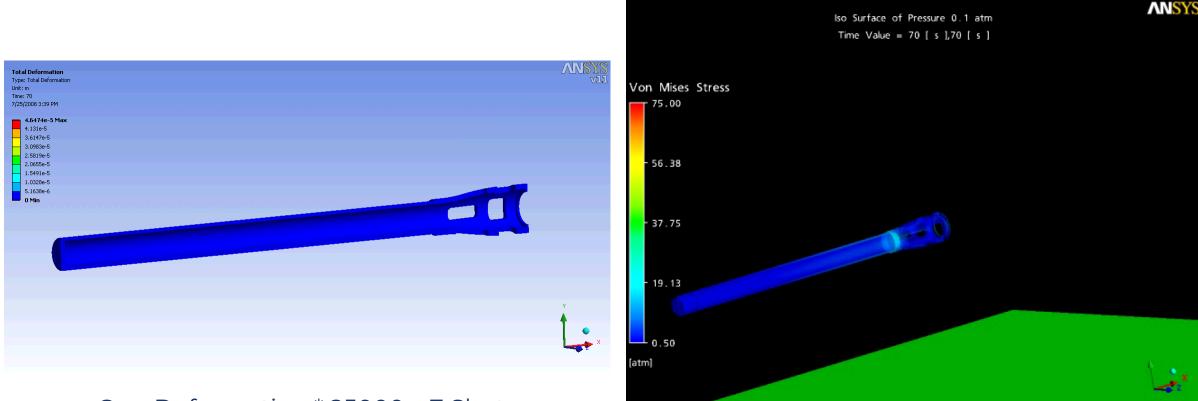


Barrel motion amplified ~ 1000x for ease in visibility

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DSD

### **ANSYS FSI : Large Caliber GUN FSI**



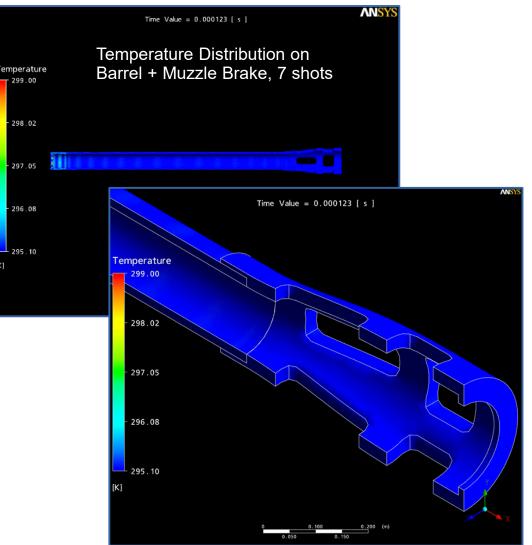
#### Stress Distribution & Iso-surface of Pressure – 7 Shots

Gun Deformation \* 25000 – 7 Shots

DRD

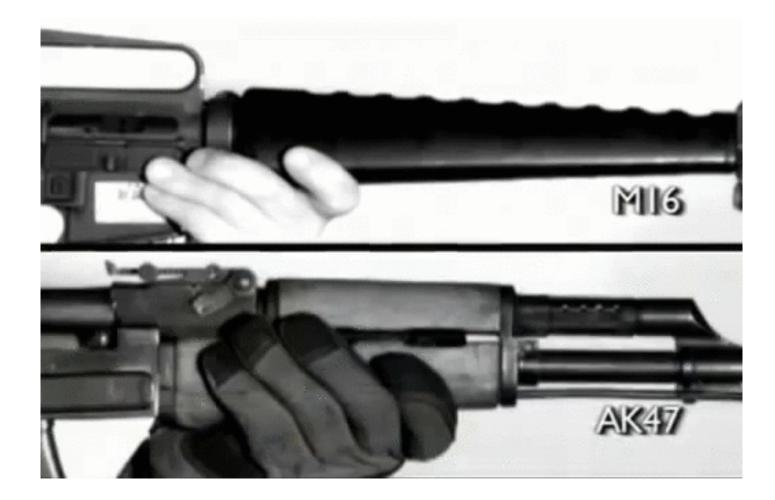
### Thermal Management for High Firing Rates

- Determine barrel and muzzle break/suppressor temperature due to rapid fire scenarios
- Determine risk of cook-off due to prolonged firing
- Determine risk of thermal expansion changing aim point or increased blowby



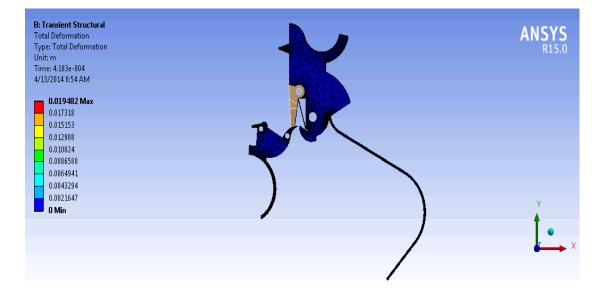
### **Barrel Dynamics**

- ANSYS solves fundamental physics
  - Barrel thickness and profile can be examined
  - Behavior of barrel as part of a weapon system including lights, sights etc.



# **Rigid Body Dynamics for Function**

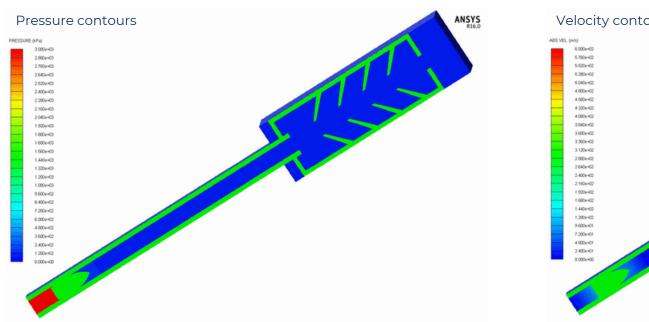
- Optimize trigger pull
- Predict safe, smooth trigger pull
- Optimize materials and design before cutting metal
- Parametrically test before determining final design
- Tolerance stacking for proper operation while accounting for manufacturing inconsistency

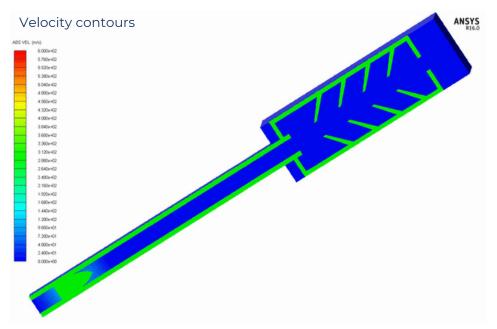




# Suppressor/Silencer

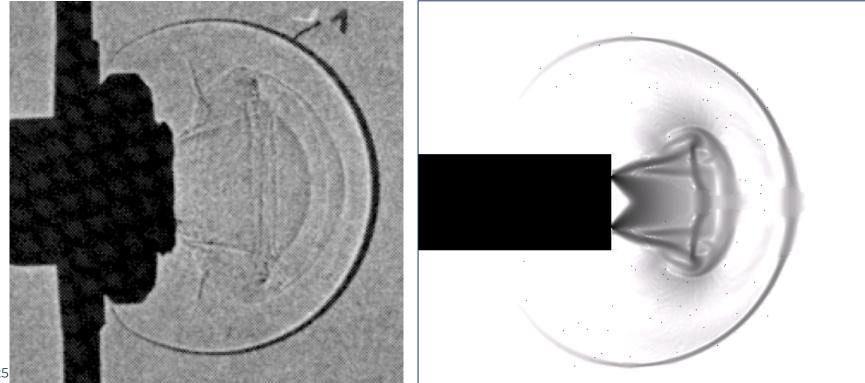
- Primary goal of a suppressor is to cancel out pressure waves and expand gasses more slowly
- There can be positive impact on accuracy with a high-quality design
  - Additional weight at end of barrel
  - Lower velocities as bullet exits which reduces effect of muzzle end non-uniformities





### **Muzzle Blast and Gas Dynamics**

- 350 microseconds after ignition
- Muzzle geometries are slightly different
- Remarkable similarities in shock waves which will impact noise level and bullet flight

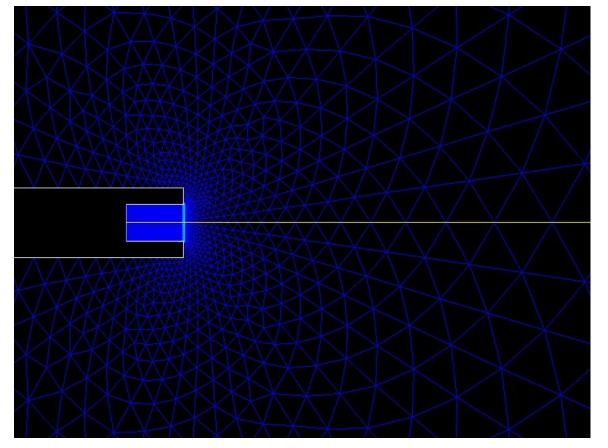


Gun Muzzle Blast and Flash, Progress in Astronautics and Aeronautics, Vol. 139; Klingenberg, Gunter, Heimerl, Joseph M., Seebass, A. Richard Editor-in-Chief, AIAACFD

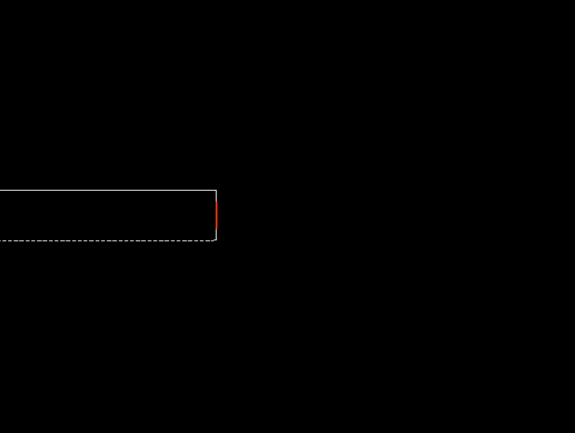


### **Solution Based Adaptive Mesh**

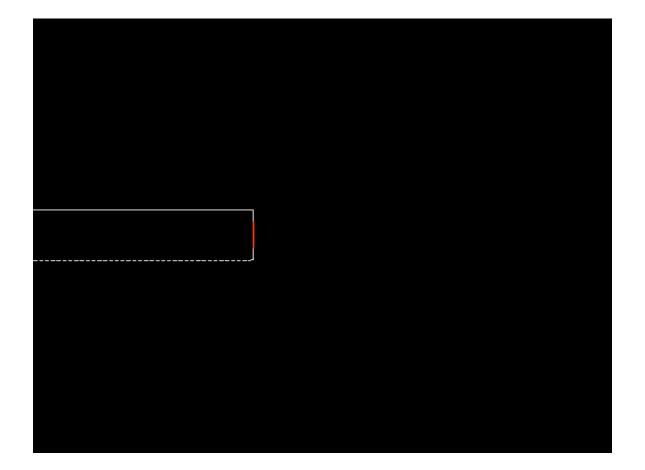
#### Solution based adaptive mesh refinement



#### Near field pressure wave



### **Comparison of Simulation to Test**

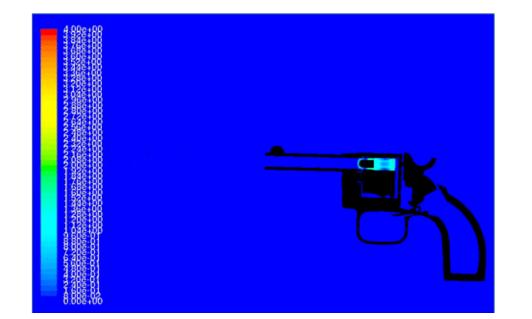




### **Gas/Powder Effects**

- Powder splash back
- Blow by
- Gas operation
- Fouling

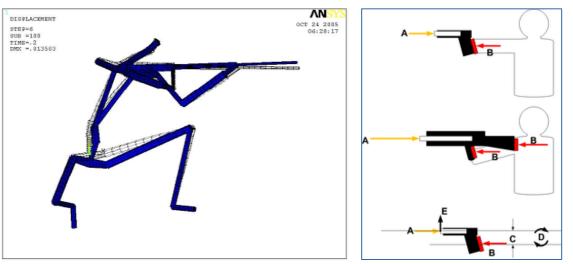






# **Reducing and Predicting 'Felt Recoil'**

- Ergonomics and position of forces
- Prediction of human body interaction
- Effect of action delay and length of travel
- Effect of active devices like barrel porting or muzzle brake

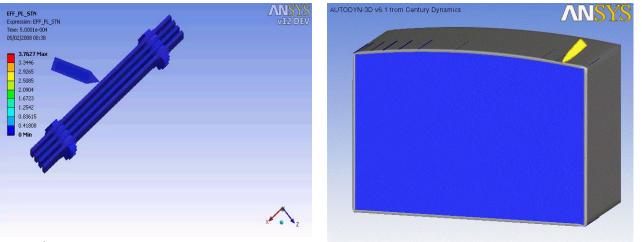


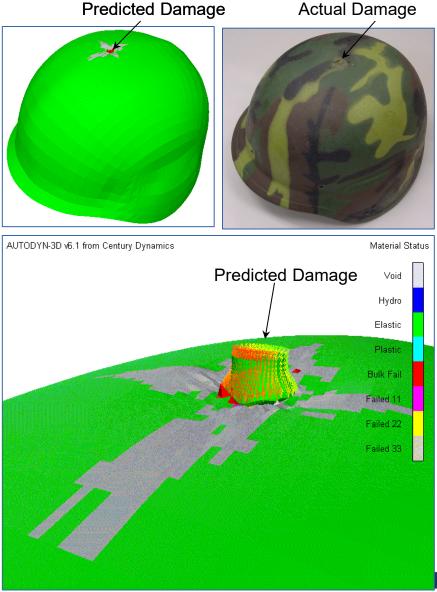


**?D** 

#### Bullet Penetration into Composite Body Armor or Helmet

- Confirm penetration power of bullet
- Confirm if impact velocity and hence muzzle velocity is sufficient for penetration of target threat
- Confirm bullet design
- Confirm design of helmet or body armor to resist current threat







- ANSYS provides comprehensive tools for firearm and armament simulations
  - Bullet drag prediction and optimization
  - Gun barrel dynamics
  - Rifling
  - Silencer and muzzle design
  - Bullet penetration and impact
  - And more..
- Top notched technical support to ensure customer success
  - Customer can start simple and grow as expertise accumulates and/or business needs arise



The recording and slides for this webinar are in our Technical Resources Library.



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WEBINAR

Full CAD Associativity Between Autodesk



WEBINAR

Full CAD Associativity Between Creo Parametric and

### Wrap Up

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Whether you're onboarding with the Ansys platform or looking to take your simulation proficiency to the next level, we have a training course carefully designed to fit your needs. With frequent introductory and advanced courses conducted live virtually and in-person or on-demand, we offer many opportunities for you to get the training experience that best suits your needs. Additionally, since our trainings are conducted by our in-house engineering and physics experts, we have the unique opportunity to carefully listen to your requirements and further refine our custom training materials to help you continually meet your goals.

Explore our training center below.



### Thank you for your attention!

### May I address any questions?