

Abstract Submitted  
for the SHOCK05 Meeting of  
The American Physical Society

**Development of a Mechanistic Burn Modeling of High-Explosives**

YUICHIRO HAMATE, YASUYUKI HORIE<sup>1</sup>, Los Alamos National Laboratory —  
This paper describes a new computational framework for reactive burn modeling of solid explosives and proof-of-concept calculations. Our goal is to expand predictive capability through inclusion of various micro-mechanical burn processes. We propose a model which is complicated enough to represent underlying physics, but simple enough for engineering scale computations. Key components of the model include energy localization, the growth of hot spots, micro-mechanics in/around hot spots, and a phase-averaged mixture equation of state (EOS). The nucleation and growth of locally heated regions is treated by a statistical model based on an exponential size distribution. Proof-of-concept calculations are limited to shock loading, but show the capability of simulating Pop-plots, initial temperature effects, curved detonation waves in 2D, sandwich tests, and multi-dimensional effects, in a unified fashion based on micro-physics.

<sup>1</sup>At present, AFRL/MNME, Eglin AFB

Yuichiro Hamate  
Los Alamos National Laboratory

Date submitted: 07 Apr 2005

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