Armor Simulation Experiments At Dragonfire Facility

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HAPL Meeting

March 3-4, 2005 Naval Research Laboratory Washington DC



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Armor Irradiation Test Matrix

> Test matrix:	Initial Temp.	$\Delta \mathbf{T}$	No. of Shots
Sample 1A:	RT	2,000°C	$10^3 (100s)$
Sample 2A:	RT	2,000°C	10^4 (~16 mins)
Sample 1B:	RT	2,000°C	10 ⁵ (~2.8 hr)
Sample 3A:	RT	2,500°C	10 ³
Sample 2B:	RT	2,500°C	10^{4}
Sample 3B:	RT	2,500°C	10 ⁵
Sample 4A:	500°C	2,000°C	10 ³
Sample 5A:	500°C	2,000°C	104
Sample 4B:	500°C	2,000°C	10 ⁵
Sample 6A:	500°C	2,500°C	10 ³
Sample 5B:	500°C	2,500°C	10^{4}
Sample 6B:	500°C	2,500°C	10^{5}

Samples: Powder metallurgy tungsten samples from Lance Snead.

Our laser was repaired and tuned in December



We now continuously monitor temporal profile and spatial profile of the laser.

Thermometer head and Scope.



Experimental Setup



A Variety of Measure has reduced the noise in thermometer signal considerably



Sample tests were performed at a fixed laser energy (no feedback to fix ΔT)

Evolution of sample ΔT **:**

- ✓ During the first 10-100 shots, reflectivity of sample surface changes and there is a change in sample ΔT . Afterwards, ΔT remains creatively constant.
- ✓ For large shot rates, spatial profile of laser over the target varies (very slowly) leading to changes in ΔT (< 10%).

Sample equilibrium temperature

- \checkmark Sample is cooled through conduction to the vacuum vessel.
- ✓ For heated samples, conduction cooling is large, power to the heating element is typically 10 times larger than laser energy. Sample temperature is easily maintained at the desired temperature.
- ✓ For RT samples, conduction cooling is negligible. For large shot rate, sample test temperature increases (from 28 to 132°C for 10⁵ shots).

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Samples: Powder metallurgy tungsten samples from Lance Snead.

Powder Metallurgy Tungsten Samples After Laser Irradiation



- Samples are polished to a "mirror-like" finish.
- The "damaged" area has a "dull" finish.
- A brown background is placed in the photograph to enhance contrast.



- Optical microscope at low resolution
- "Black" areas appear black because of the "dull finish" (they appear as whitish to the naked eye)

Effects of Shot Rate and Temperature Rise

370mJ (~2000°C ΔT), RT



530mJ (~2500°C ΔT), RT



Effects of Shot Rate and Temperature Rise

370mJ (~2000°C ΔT), 500°C

High Magnification



530mJ (~2500°C ΔT), 500°C





10⁵ shots

Effects of Shot Rate and Base Temperature

370mJ (~2000°C ΔT), RT



370mJ (~2000°C ΔT), 500°C

High Magnification



10³ shots

10⁵ shots

Effects of Shot Rate and Temperature Rise

530mJ (~2500°C ΔT), RT

530mJ (~2500°C ΔT), 500°C

10⁵ shots

Interesting Features

370mJ (~2000°C Δ T), RT, 1000 shots

550mJ (~2500°C ΔT), RT , 1000 shots

Slip planes?

Impurities?

Material Response: At First Glance

> It appears that samples evolves at two different time scales:

- ✓ Low shot count: Defect planes appear,
- ✓ High shot count: Individual "nuggets" form (are we seeing the powder constituents breaking apart?)
- Higher equilibrium temperature leads to less damage
 - ✓ Highly visible in low shot counts, For example, 1,000 shots at ∆T ~ 2,500°C with 500°C sample is "almost" damage free while the corresponding RT sample shows damage.
 - ✓ At high shot count, samples with higher equilibrium temperature also show "slightly" less damage.

Towards 10⁶ shots on Dragonfire

- > It would be difficult to take 10^6 shots continuously:
 - ✓ 10^6 shots would take about 28 hours.
- > Can we beak 10^6 shots into three days of ~9 hour shooting?
- As a test, we have shot a sample at 10⁵ shots in two series: (half of the shots in the morning and half in the afternoon)
 - ✓ Sample ∆T was different in afternoon series compared to morning series (by 15%).
 - ✓ Not clear if this was due to changes in laser profile or material response.
- We plan to repeat this experiment and compare with a sample shot continuously for 10⁵ shots.