

Using an Experimental Integrated Framework for Soft Armor Design





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Objective and Motivation

- Design of soft armor based on trial-and error process at present with no insight on mechanics of armor
- Ballistic experiments are expensive and cumbersome
- Need of a systematic and cost-effective design process

Damage (number of penetrated layers)

- Experimental value = 11 layers
- Numerical model value = 12 layers





Experiment

- Soft armor made of SpectraShield[©]SA-5128 tested
- 3 separate shots of 44 Magnum handgun fired
- Experiment carried out as per NIJ standard against threat level-III A
- All shots stopped by the armor

Backing Material Elastic Straps Test Item Backing Fixture A. Strapping Arrangement for Smaller Test Items Schematic of test setup as per NIJ standard 0101.06^[1]

FE Model

- Four different finite element models developed using LS-DYNA
- Model consisted of four separate parts backing clay, shoot-pack, elastic straps and the bullet
- 70 material parameters Around were calibrated
- Model is validated against experiment using three metrics – back-face signature (BFS), bullet mushrooming and damage (number of



Geometric assembly of finite element model (a) Isometric view (b) Front view^[1]



Final view of shootpack from the back side for experiment and simulation^[1]

Source	Bullet velocity (m/s)	BFS (mm)	No. of penetrated layers	No. of damaged layers in contact with clay
Test: Shot 1	439.5	41.1	11	2
Simulation: Shot 1	439.5	41.0	12	2
Test: Shot 2	442.3	39.7	11	2
Simulation: Shot 2	442.3	37.8	12	2
Summary of results [1]				

Conclusion

penetrated layers

Machine learning

- Sensitivity checked against both BFS and damage
- Parameters governing shear failure and fiber behavior were the most sensitive
- A total of 111 sampling points used as input to the machine learning model
- Six most sensitive material parameters used as independent input features and back-face signature and damage used as output
- Trained neural network model is used to determine the optimum values of material parameters for the model using Bayesian algorithm





- A reliable predictive model for the analysis and design of soft armor is developed using a combination of experiment, machine learning and finite element method.
- Machine learning is used as a cost effective and computationally efficient tool to optimize material parameters.
- The model predicts both BFS and number of penetrated layers with reasonable accuracy.

References

[1] T. Pittie, K. Kartikeya, N. Bhatnagar, N. Anoop Krishnan, T. Senthil, and S. D. Rajan, "Building a predictive soft armor finite element model combining experiments, simulations, and machine learning," Journal of Composite Materials, p. 002199832311604, Mar. 2023, doi: 10.1177/00219983231160497.

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Displacement in the Z direction (BFS)^[1]

Bullet mushrooming

Residual bullet shape similar to the experiment



Mushroomed bullet in experiment and simulation^[1]

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