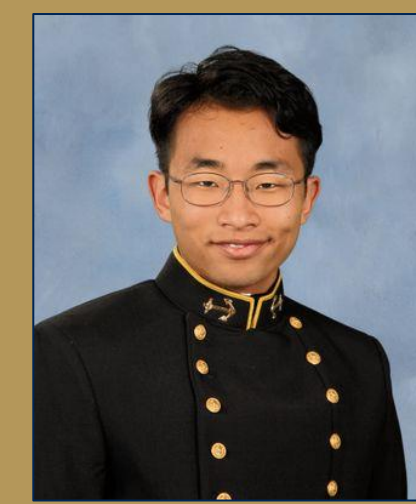


Midshipman 1/C Brandt



Midshipman 1/C Davis



Midshipman 1/C Hong



Midshipman 1/C Hoover



Midshipman 1/C Minor

LTC (Ret.) Stephen McHale, Ph.D. and LCDR John Joyce, USN, M.B.A.

Department of Mechanical & Nuclear Engineering



USNA MECHANICAL AND NUCLEAR ENGINEERING

## Problem Statement

Design a software tool that calculates overpressure, thermal effects, and radiation exposure on a Carrier Strike Group (CSG) and its personnel for use in a wargaming situation.

## Background

- “Tactical” nuclear weapons are defined as weapons with a yield between 1-100 kT of TNT.
- A CSG is a battle group comprised of 5-7 ships centered around an aircraft carrier.

## Customer Requirements and Engineering Characteristics



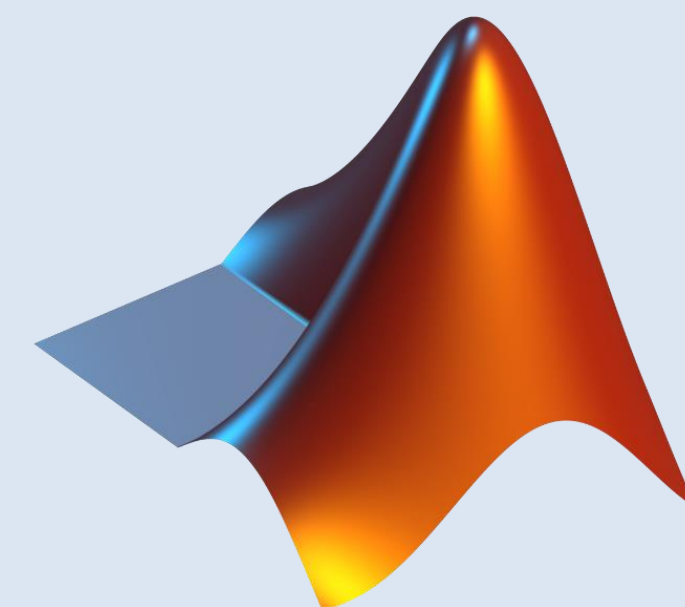
### Customer Requirements

- User Friendly Software
- Fast Software
- Inexpensive Software

### Engineering Characteristics

- Processing Time
- Volatile Memory Storage (GB)
- Cost (USD)
- Storage Space (GB)
- Number of Input Variables

## Prototyping



MATLAB



Python

Design 1: **Poseidon**      Design 2: **Fallout Boy**      Design 3: **Omniblast**

- |   |   |  |
|---|---|--|
| <ul style="list-style-type: none"> <li>• MATLAB</li> <li>• Requires License</li> <li>• Limited Versatility</li> </ul> | <ul style="list-style-type: none"> <li>• Python (OpenMC)</li> <li>• Accounts for Fallout</li> </ul> | <ul style="list-style-type: none"> <li>• Python</li> <li>• Fallout Not Included</li> </ul> |
|---|---|--|

Results to be within 20% of MINES

## Testing & Evaluation

### 1000 Series – Terminal Shell Code

- Test 1100: Overpressure Tests
- Test 1200: Thermal Tests
- Test 1300: Radiation Dose Tests

### 2000 Series – Integration to Python

- Test 2100: Proof of Concept Tests
- Test 2200: GUI Implementation Tests
- Test 2300: Map Implementation Tests
- Test 2400: Underwater Tests

### 3000 Series – Refinement of Code

- Test 3100: Proof of Concept Tests
- Test 3200: Underwater Deep Ocean Tests
- Test 3300: Underwater Harbor Tests
- Test 3400: Final Wargaming Tests

## Results and Final Design

Height/Depth of Burst Input (m):       Input Weapon Yield (kt):       Current Visibility:

Randomized Input Height Burst=15 m

Select Map:

Check if it is an underwater detonation       Check if carrier is conducting flight ops

Carrier: 921.80 meters  
 Cruiser: 1866.17 meters  
 Destroyer: 399.44 meters  
 Supply Ship: 1870.26 meters

Peak Overpressure Calculation:	Thermal Calculation:	Radiation Calculation:
<input type="button" value="Calculate"/>	<input type="button" value="Calculate"/>	<input type="button" value="Calculate"/>
Carrier: 1.82 psi-Safe Cruiser: 0.81 psi-Safe Destroyer: 6.62 psi-Safe Supply Ship: 0.69 psi-Safe	Carrier: 1.17 cal/cm <sup>2</sup> -All Personnel Safe Cruiser: 0.31 cal/cm <sup>2</sup> -All Personnel Safe Destroyer: 6.87 cal/cm <sup>2</sup> -Exposed personnel burned Supply Ship: 0.24 cal/cm <sup>2</sup> -All Personnel Safe	Carrier: 371.79 rads-Operationally Damaged Cruiser: 6.71 rads-Safe Destroyer: 7481.44 rads-Kill Supply Ship: 2.56 rads-Safe

## Acknowledgements

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 MAJ Fobar, USA