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Inventor            John R. Raposa  
                          Daniel P. Thivierge

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3 SINGLE OUTPUT CHANNEL SPEED SENSING CIRCUIT

5 STATEMENT OF GOVERNMENT INTEREST

6 The invention described herein may be manufactured and used  
7 by or for the Government of the United States of America for  
8 governmental purposes without the payment of any royalties  
9 thereon or therefor.

11 BACKGROUND OF THE INVENTION

12 (1) Field of the Invention

13 This invention generally relates to a system for sensing the  
14 speed and time-position history of an underwater projectile, over  
15 the entire length of a run, for the Adaptable High Speed  
16 Underwater Munition (AHSUM) project. More particularly, the  
17 invention relates to a sensing circuit for providing a state  
18 output of a plurality of sensors used in the testing of an  
19 underwater projectile. The state output is used to determine a  
20 position and speed of the projectile during an entire run thereof  
21 through the plurality of screens.

22 (2) Description of the Prior Art

23 The known Adaptable High Speed Underwater Munition (AHSUM)  
24 project needed to record the speed and position of the projectile  
25 over the entire length of the underwater firing range. This

1 provides valuable acceleration and deceleration data during the  
2 course of the test. Due to data acquisition channel limitations  
3 and a large number of sensors, a method was required to provide  
4 the speed and position data for the entire run over a single  
5 channel.

6 Thus, a problem exists in the art whereby there is a  
7 need for a sensing device which is able to sense both the speed  
8 and time position history of an underwater projectile over the  
9 entire length of a test range.

10 The following patents, for example, disclose various types of  
11 devices for determining projectile position and velocity, but do  
12 not disclose a device for sensing projectile velocity or time-  
13 position history using a sensing circuit according to the aspects  
14 of the present invention.

15 U.S. Patent No. 4,147,055 to Wood et al.; and

16 U.S. Patent No. 5,210,488 to McKeag.

17 Specifically, the patent to Wood et al. discloses an  
18 apparatus for measurement and correlation of chamber pressure and  
19 projectile position. The data is accomplished using an array of  
20 photo transistors, illuminated by collimated light, which photo  
21 transistors are sequentially switched off due to the interruption  
22 of the collimated light by the passing projectile. Pulses  
23 generated thereby may be displayed on an oscilloscope along with  
24 the pressure-time trace.



1 Another object of this invention is to provide a device  
2 for sensing projectile time-position history along with velocity  
3 in an underwater environment.

4 A still further object of the invention is to provide  
5 circuitry which is an accurate and inexpensive method to  
6 measure the velocity and time-position history of a projectile  
7 under the water.

8 Yet another object of this invention is to provide a  
9 device for sensing projectile velocity and time-position history  
10 in an underwater environment which is simple to manufacture and  
11 easy to use.

12 In accordance with one aspect of this invention, there is  
13 provided a system for sensing projectile velocity and position  
14 having a plurality of support members positioned in a path of  
15 said projectile. Each support member has an aperture with a  
16 resistive trace supported in the aperture. The resistive trace  
17 can be separated by the projectile's passage. A sensing circuit  
18 is joined to each resistive trace and provides a signal  
19 indicating separation of the resistive trace. This signal is  
20 provided to a logic circuit which provides a single signal  
21 indicating separation of each said resistive trace. A data  
22 acquisition system provides an output indicating said projectile  
23 velocity and position with respect to time.



1 gun 30. The opening may be of any shape suitable for a clean  
2 passage of the projectile 14, however, a circular opening was  
3 utilized in actual testing of the device. The support plate 12  
4 is typically made from steel because the steel plate 12  
5 is not only used as a fastening surface for the break screen  
6 10, but as a barricade to protect the surrounding facility and  
7 personnel in the event the projectile 14 strays off course.

8 The break screen 10 is further constructed of plastic sheets  
9 or film 16, similar to a transparency. A continuous resistive  
10 trace 18 winds its way back and forth across the flat surface of  
11 the film 16 and is sandwiched between two of the sheets of film  
12 16. It is understood that alternative forms of capture and/or  
13 windings of the continuous resistive trace may be used in  
14 connection with one or more of the sheets of film 16, and such  
15 modifications are intended to be included within the scope of the  
16 invention. Both ends of the resistive trace are connected to the  
17 input of the control circuitry shown in further detail in FIG. 2  
18 and described more fully in the following.

19 With regard to the arrangement shown in FIG. 1, the  
20 device for sensing projectile velocity preferably utilizes a  
21 plurality of break screens 10. In FIG. 1 there are a series  
22 of five break screens 10, all spaced a predetermined distance  
23  $D$  apart. By shooting the projectile 14 through a series of  
24 break screens 10, set up along the full length of the  
25 underwater firing range, the test engineers can measure the

1 time interval between the opening of consecutive screens 10 in  
2 order to measure velocity of the projectile 14 as well as a  
3 position of the projectile 14 during the run. The velocity of  
4 the projectile 14 is ultimately found by measuring the travel  
5 time ( $T_2 - T_1$ ) between two consecutive break screens 10 separated  
6 by a distance D.

7 By recording the speed and position of the projectile 14  
8 over the entire length of the underwater firing range valuable  
9 acceleration and deceleration data is obtained during the course  
10 of the test. Due to data acquisition channel limitations and  
11 large number of break screens 10, a method was required to  
12 provide the speed and position data for the entire run over a  
13 single channel. Referring now more particularly to FIG. 2, it  
14 will be understood that the sensing and control circuitry  
15 processes the state of the plurality of break screens 10, and the  
16 following describes the circuit that was designed to accomplish  
17 this goal.

18 The circuitry described herein is able to receive and  
19 condition signals received from at least twelve break screens 10  
20 evenly spaced in the underwater firing range. The resistance of  
21 each of the break screens 10 is approximately 1 Kohm before being  
22 broken by the projectile 14, and the resistance increases by a  
23 few orders of magnitude after being punctured. If the break  
24 screen 10 were in air, the resistance would be infinite 'open

1 circuit), but in water the resistance is lower due to the  
2 conductivity of the water.

3 One end of each resistance trace 18 is connected to circuit  
4 ground 28. The other end of each screen 10 is connected to a  
5 positive input of individual voltage comparator 20 circuits. The  
6 voltage comparator 20 can be any voltage comparator such as that  
7 manufactured by and identified as LP365A. A negative input of  
8 these voltage comparators 20 is connected to individual  
9 potentiometers 22 that are adjusted at a desired comparator  
10 transition voltage level (i.e., 10V). The comparator transition  
11 voltage provides a threshold voltage at which an output of the  
12 comparator will change. A positive input of the comparator 20 is  
13 connected to a midpoint of a two-resistor voltage divider 24.  
14 The two resistor voltage divider 24 is made up of a fixed  
15 resistance pull-up resistor 26 (pulled up to positive 15VDC) and  
16 the resistive trace 18 connected to circuit ground 28. In this  
17 embodiment, the positive inputs to the comparators 20 (SCREEN\_IN  
18 to SCREEN12\_IN) will be approximately 2.36 VDC when the traces 18  
19 are intact and will rise to between 14 and 15 VDC when the traces  
20 10 are broken by the projectile 14. Comparators 20 and the other  
21 logic circuitry contained herein use a non-asserted or low state  
22 of 0VDC and an asserted or high state of 5 VDC. Once a trace 18  
23 is broken and the positive input of the comparator 20 crosses the  
24 10 VDC threshold, the output of the comparator 20 will change  
25 from a normally low state (0 VDC) to a high output state (5 VDC).

1 Thus, while the trace 18 is intact, prior to impact by the  
2 projectile 14, the comparator 20 outputs a low signal.  
3 Immediately following impact of the projectile 14 on the trace  
4 18, the trace 18 opens, thus opening a bottom half of the  
5 potentiometer voltage divider 22 allowing the positive input to  
6 the comparator 20 to be pulled high. This causes the comparator  
7 20 to output a high signal (5VDC). The comparator output signal  
8 is input to a programmable array logic device 32 (PAL).

9 The PAL 32 is an integrated circuit that contains discrete  
10 logic devices that can be programmed and reconfigured. Each  
11 comparator 20 output signal is routed to the clock input of a D-  
12 flip-flop latch 34 programmed in the PAL 32. The D-input of each  
13 flip-flop 34 is permanently connected to a logically high input.

14 The flip-flop 34 provides a latched high signal when the trace  
15 18 is broken and prevents this latched output from changing in  
16 the event of variances at the output of the comparator 20.

17 The output of the flip-flops 34 are labeled SCREEN1\_LATCHED  
18 through SCREEN12\_LATCHED. The latched values can be cleared via  
19 an external logical high RESET pulse to the D-flip-flop reset  
20 input 38 that is generated by the activation of a manual switch  
21 39. This reset input 38 is normally held low via a pull-down  
22 resistor 26. These latched signals are sent through buffers 36,  
23 such as 74LS244 buffers manufactured by Texas Instruments which  
24 provide the appropriate output drive current for the next stage  
25 of the circuit. The outputs of the buffers 36 are fed through

1 resistor voltage dividers 37 made up of 10Kohm and 2Kohm  
2 resistors. These dividers 37 reduce the 5VDC buffer outputs to  
3 approximately 0.8VDC. The twelve resistor divider outputs are  
4 fed to the twelve 470Kohm resistor inputs of a summing amplifier  
5 40.

6 The output of the summing amplifier 40 is passed through a  
7 unity gain inverting amplifier 42 to cancel the inverting action  
8 of the summing amplifier 40 and to accommodate input  
9 characteristics of a data acquisition system 46. The data  
10 summing amplifier 40 receives a divided latched high signal from  
11 each D flip flop 34 for each of the break screen channels (output  
12 of the break screen). As the projectile 14 passes through  
13 successive break screens 10, the latched signals will be delayed  
14 in time. The output of this inverting amplifier 42 is called  
15 SCREEN\_SUM. The SCREEN\_SUM output is initially 0VDC but will  
16 increase in increments of approximately 0.8VDC as each of the  
17 successive screens 10 are broken. A time trace of this output  
18 resembles a staircase waveform. Each step of the waveform  
19 represents the breaking of a break screen 10. By simply  
20 measuring the time between steps on the waveform, a measurement  
21 of the time it takes the projectile 14 to travel between adjacent  
22 break screens 10 ( $T_2 - T_1$ ) is obtained. Knowing the distance D  
23 between the respective screens enables an accurate calculation of  
24 the speed and time history of the projectile. This process is  
25 repeated over the length of the entire run of break screens 10 in

1 order to measure the speed of the projectile from the muzzle of  
2 the gun to the end of the test range. The outputs of the latches  
3 remain high until a reset signal is provided to the PAL 32 via an  
4 external manual switch 39 connected to a RESET input 38 of the  
5 PAL 32.

6 The above circuitry provides an accurate and inexpensive  
7 method to measure the velocity and time-position history of a  
8 projectile fired underwater. The circuitry only requires a  
9 single data acquisition channel to capture and record the state  
10 of multiple break screens located down the length of the firing  
11 range allowing for simplified calculation of the projectile  
12 velocity and acceleration/deceleration rates.

13 Alternatives to the embodiment shown include the use of a  
14 sensing coil around the plate instead of a break screen in  
15 order to sense the projectile passing through the plate. The  
16 projectile would be either constructed from magnetic material or  
17 have a magnetic insert.

18 Finally, it is anticipated that the invention herein will  
19 have far reaching applications other than those of underwater  
20 projectile testing projects.

21 This invention has been disclosed in terms of certain  
22 embodiments. It will be apparent that many modifications can  
23 be made to the disclosed apparatus without departing from the

- 1 invention. Therefore, it is the intent :
- 2 to cover all such variations and modifications as come within
- 3 the true spirit and scope of this invention.

1 Attorney Docket No. 79993

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3 SINGLE OUTPUT CHANNEL SPEED SENSING CIRCUIT

4

5 ABSTRACT OF THE DISCLOSURE

6 A system for sensing projectile velocity and position having  
7 a plurality of support members positioned in a path of said  
8 projectile. Each support member has an aperture with a resistive  
9 trace supported in the aperture. The resistive trace can be  
10 separated by the projectile's passage. A sensing circuit is  
11 joined to each resistive trace and provides a signal indicating  
12 separation of the resistive trace. This signal is provided to a  
13 logic circuit which provides a single signal indicating  
14 separation of each said resistive trace. A data acquisition  
15 system provides an output indicating said projectile velocity and  
16 position with respect to time.

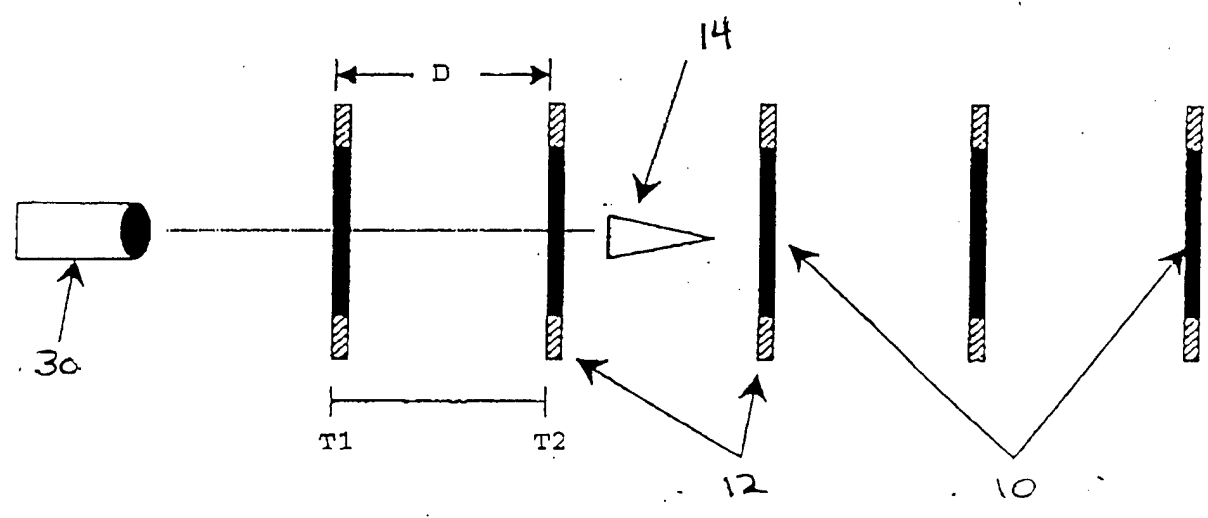


FIG. 1

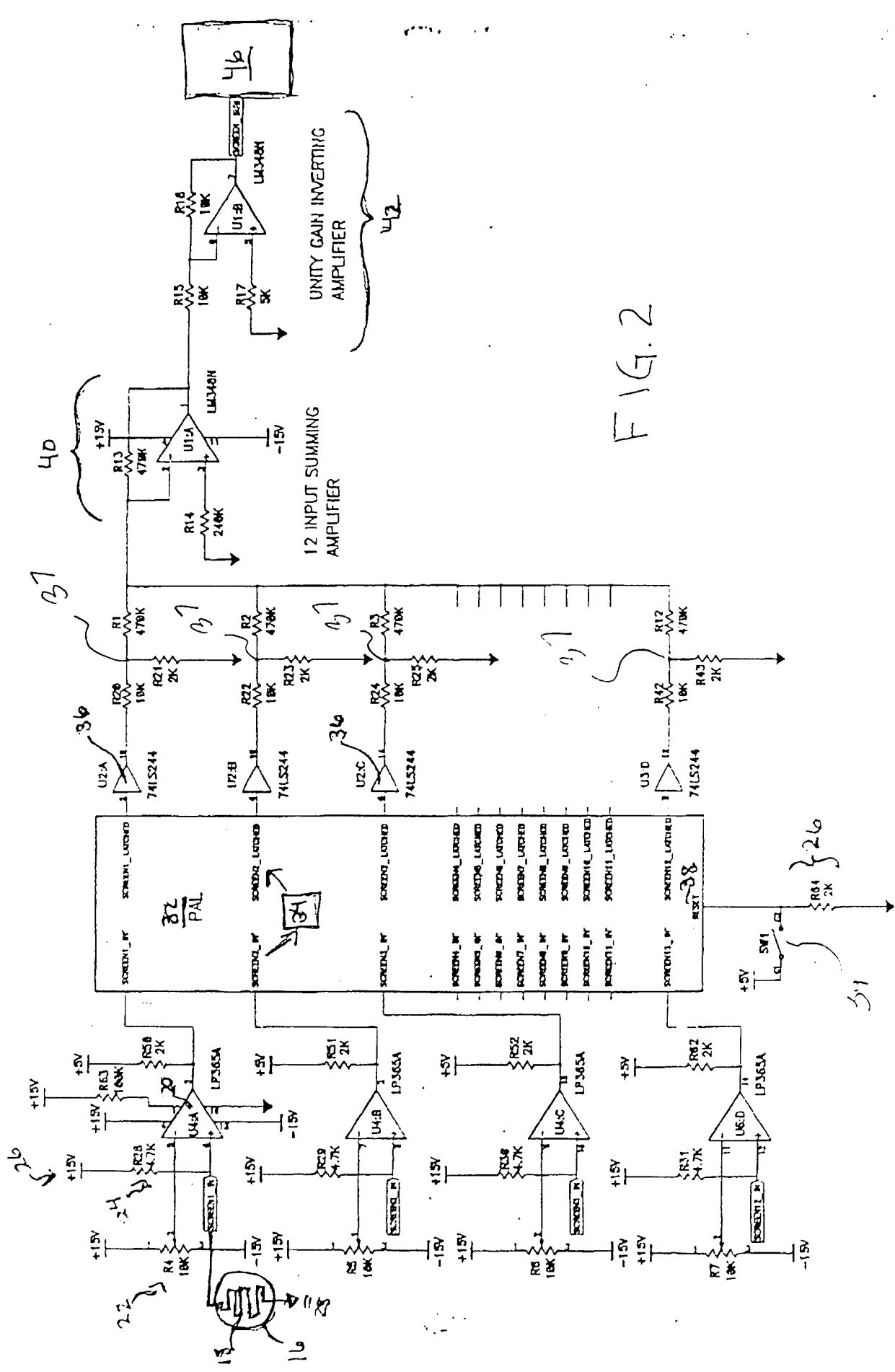


FIG. 2