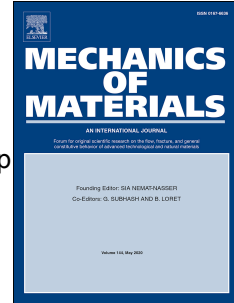


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# Multi-hit damage and perforation of plates inspired by the attacks of the mantis shrimp

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## Keywords

*Mantis shrimp, impacts, damage energy, finite element simulations*

## Abstract

The crustacean *Odontodactylus scyllarus*, known as peacock mantis shrimp, employs its hammer-like appendages to attack and destroy the shells of prey with a sequence of two strikes. The first strong strike of about 480 N triggers a cavitation bubble in the seawater, which provokes a successive hit (about twice weaker than the first one and with a time delay of  $\approx 0.5$  ms) on the prey upon collapsing. Inspired by this double-impact strategy, this paper presents a set of parametric finite element simulations of single, double and triple mechanical hits, using elastic-plastic targets and rigid-body projectiles, to compute the damage energy of the target. Several sequences of combinations (strong, weak and equal impact energy), different diameters of the projectile, (3, 4, 6) mm, and various time delays between consecutive impacts, taken in the range 0.0-0.8 ms, are tested by keeping the total impact energy of the projectile fixed and equal to 2.27 J. Our results reveal that: (i) the single-impact strategy is the most damaging, (ii) among the double-impact cases the crustacean attack strategy has the most damaging effect, (iii) the triple-impact strategy shows more complex scenarios and different optimal solutions. Our results could be of interest for designing bio-inspired armours.

## 28 1. INTRODUCTION

29 Impact events often occur in biology and it would be difficult to quote without omissions the  
30 large number of situations in which biological systems are subjected to impact loading  
31 conditions.

32 Emblematic is the case of the deer fighting that represents not only a very famous example  
33 of biological impact [5] but also a fascinating example of high fracture toughness [6, 7].

34 These animals, as reported in [8], use their antler during the battles with other deer for  
35 defensive purposes or to gain dominance and access to female. Although most of the impact  
36 energy is absorbed by the neck muscles, antler bone contributes to locally dissipate energy  
37 and is designed to undergo high impact loading and large bending moments without  
38 fracture. A similar behavior is described in [9] in the case of antelopes, gazelles and goats  
39 that use their horns as impact-resistant weapons for defence and offence. Other impact  
40 loading situations involve Chimpanzees, Capuchin monkeys in Brazil and Macaques in  
41 Southern Thailand, which employ stones to break nuts and hard-shelled fruits, and the sea  
42 otters that drive bivalve shells against their chest or emergent rocks at a velocity of  
43 approximately 1-2 m/s [63, 64]. An analogous hammering strategy is adopted by the  
44 *Haematopus bachmani* (black oystercatcher) to separate the two valves of the oyster. This  
45 bird, as illustrated in [1], uses its bill to firstly perforate the shell of the oyster and, finally, to  
46 sever the adductor muscles of the mollusc to prevent it from providing resistance. Other  
47 studies [2, 4], focusing on the mechanisms of impact in biological structures, investigated  
48 how the smasher function of ant mandibles is involved in catching preys and in defence  
49 against other ants. According to the authors, ants use the mechanical energy stored in the  
50 muscles closer to the mandible not only to capture preys but also as an efficient propulsion  
51 to jump over competitor and escape.

52 The woodpecker's beak [65] and the galloping horse's hoof [63] are two additional examples  
53 of biological systems subjected to repeated medium-velocity impacts, being the first hitting

54 the target at approximately 7 m/s [63] and the second impacting the ground at about 8 m/s  
55 [66]. By referring the interested reader to the comprehensive reviews in [63, 67, 68] for an  
56 extended list of impact situations in biology, a final example that deserves our attention is  
57 the *Odontodactylus scyllarus* (subphylum: Crustacea, order: Stomatopoda, family:  
58 Gonodactylidae), one of the around 500 species of mantis shrimp that have been  
59 discovered. This crustacean, commonly called 'the mantis shrimp', is currently receiving  
60 prominent interest in the literature because of its very effective visual system [10-12], with  
61 12-channel cooler vision, and, above all, because of its ability to deliver one of the fastest  
62 and powerful strikes in the animal kingdom, at accelerations over  $10^5$  m/s<sup>2</sup> and impact forces  
63 up to 1500 N [69, 70]. Such unusual performance is possible thanks to large raptorial  
64 hammer-like appendages that the mantis shrimp uses for different purposes, as to construct  
65 and excavate burrows, for territorial fights with conspecifics, to defend against predators  
66 and, finally, for hunting. Regarding the latter, according to the literature the mantis shrimp's  
67 strikes are so fast and powerful that can smash and perforate the shells of prey, like crabs,  
68 and snails which kill these animals instantaneously [13-15]. In order to generate such  
69 extreme velocities, up to 23 m/s underwater, and accelerations of their strikes, mantis  
70 shrimps are tough to utilise a particular power amplification mechanism that, from a  
71 mechanical point of view, can be conceived as a system of elastic springs, latches and lever  
72 arms [71]. Specifically, a specialised spring, i.e., a saddle-shaped element, initially stores  
73 the elastic energy coming from the contraction of extensor muscles while, as typical for  
74 spring-driven movements, a latch mechanisms, i.e., a set of mineralised sclerites activated  
75 by flexor muscles in the menus, prevents the raptorial appendage to move during the spring-  
76 loading phase and lock the system in the loaded configuration. Then, once the animal is  
77 ready to strike, the activity of the flexor and extensor muscles stops and the release of the  
78 mechanism occurs: the sclerites are unlocked and the elastic energy stored in the spring is  
79 released, allowing the appendage to rotate and hit the target. A consequence of the extreme

80 speed of these strikes, combined with their location underwater, is the generation of  
81 cavitation bubbles at the site of the impact, between the mantis shrimp's appendages and  
82 the striking surface [19].

83 Cavitation, that consists in the formation of vapour bubbles when a force acts upon a liquid,  
84 is a destructive phenomenon since the collapse of such bubbles leads to large-amplitude  
85 shock waves, associated with the release of energy in the form of heat, noise and  
86 luminescence [25]. Specifically, cavitation occurs at the interface between a solid structure  
87 and the flow when nuclei containing small amount of gas become unstable and grow due to  
88 a reduction of the ambient pressure. With reference to the mantis shrimp's attack, this  
89 condition is verified because of the separated flow generated by the fast rebound of the  
90 dactyl after hitting the prey. Also, for the mantis shrimp, the successive collapse of the  
91 cavitation bubbles is advantageous since it provokes a second strike force against the prey.  
92 As reported in [26], to which we refer the interested reader for a detailed description of the  
93 mantis shrimp's complex sequence of spring-actuated, latch-mediated movements, the  
94 second strike is generally twice wicker than the first one, due to the appendage physically  
95 striking the target. In particular, based on force measurements, acoustic analysis and high-  
96 speed imaging, the authors found that, in the case of the peacock mantis shrimp  
97 *Odontodactylus scyllarus*, the intensity of the two forces is approximately 480 N and 240 N  
98 (measured by a metallic sensor), with a time separation of about 0.5 ms. However, even  
99 more surprisingly than the extreme intensity and velocity of its strikes, is the ability of the  
100 mantis shrimp to hit the target up to 460 times repeatedly without significantly damaging  
101 itself [70]. Only the dactyl club, which is the impacting region of the appendage, suffers  
102 damage but its tissues are replaced during moulting.

103 Explaining how these biological structures can absorb or dissipate impact energy to  
104 minimise damage is a challenge for scientists [27-29, 30]. In the literature, two different

105 approaches have been used to explore the fracture toughness mechanisms of the mantis  
106 shrimp's cuticle. The first [31, 32, 34-36] is based on understanding the contribution of  
107 material properties to structural toughness, while the second [17, 22, 26] focuses on  
108 comprehending the kinetics and dynamics of energy transfer. Regarding the first approach,  
109 the study in [31], where the high damage tolerance of the dactyl club is explored, suggests  
110 that its particular helicoidal architecture in conjunction with the material properties are keys  
111 to the success of this biological hammer. Other researchers [32] investigated the impact  
112 surface regions of the crustacean's dactyl club and their results indicate that both the outer  
113 and the inner parts of the club include mechanisms to absorb impact energy and prevent  
114 macroscopic failure, such as interfacial sliding and rotation of fluorapatite nanorods. In  
115 addition, Grunenfelder et al. [33] tested a set of carbon fiber-epoxy composite panels  
116 inspired by the helicoidal structure of the mantis shrimp's dactyl club and their experimental  
117 and numerical tests confirm that the helicoidal design is fundamental to enhance the residual  
118 strength and the capability to absorb damage energy and prevent crack propagation through  
119 the thickness of samples. In terms of the second approach, i.e., the kinetics and energy  
120 transfer of the impacts, fewer studies are currently available. An interesting set of works [37-  
121 39], for example, investigate the elastic wave propagation under dynamic loading conditions  
122 in biphasic, mineral platelets embedded in a soft matrix, and periodic bioinspired  
123 composites. As a result, it emerges that wave attenuation, functioning as a 'shielding  
124 strategy' to increase fracture toughness, is influenced by three factors: periodicity of the  
125 geometrical arrangement, hierarchical configuration of the system and excitation  
126 frequencies. Surprisingly, as far as we know, there have been no studies focused on  
127 whether the mantis shrimp uses an effective strategy to maximise the damage on the prey.  
128 Damage, in particular, is a physical process of deterioration when materials are subjected

129 to loading. It consists, at the microscale level, in the accumulation of microstresses nearby  
130 defects or interfaces and in the related breaking or permanent deformations of the material,  
131 including the growth and coalescence of microcracks into one crack (mesoscale level), and  
132 in the propagation, stable or unstable, of the crack (macroscale level) [40]. Although with  
133 different physical structures, all materials, such as metals, alloys, polymers, composites,  
134 ceramics, rocks, concrete and wood, show the same qualitative mechanical behaviour on  
135 the meso- and macro-scales: an initial phase of elastic response, followed by yielding, with  
136 an accumulation of plastic strain, anisotropy, induced by strain, cyclic hysteresis, damage,  
137 induced by monotonic loading or by fatigue, and crack growth under static or dynamic loads  
138 [41].

139 Understanding the mechanism of damage accumulation and material removal, even in the  
140 simplest scenario of spherical particles impacting a flat surface at normal incidence, is a  
141 difficult task [43]. In the context of metallic targets, for example, a significant amount of  
142 literature is available for the case of a single metallic projectile impacting against a metallic  
143 surface with different geometrical configurations and material properties [46-48].  
144 Conversely, very few investigations concern the effects of multiple bullet-impacts on metallic  
145 plates. In [49], which goes in this direction, the effect of multiple shots on metallic targets  
146 having a thickness much larger than the bullet size is performed by parametrizing the  
147 separation distance between impacting points, velocities of successive hits and separation  
148 time between two consecutive impacts. It emerges that these parameters affect the residual  
149 stress distribution in the target and, in particular, that the depth of the region where residual  
150 stresses develop increases by increasing the number of hits and impact velocities. No  
151 difference between the residual stress distributions caused by two sets of distinct double  
152 shots occurring at a separation distance equal to the diameter of the spherical bullet is found.  
153 However, as soon as this distance reduces, the analysis reveals a larger magnitude of the  
154 maximum residual stress. Regarding the effect of different time delays between two

155 consecutive impacts, (2, 5, 10, 20)  $\mu\text{s}$ , no particular difference between the residual stress  
156 profiles emerges. 3D finite element simulations of impacts between rigid spherical bullets  
157 and metallic plates are presented in [50] to investigate the shoot-peening process and the  
158 influence of shot velocity, bullet shape and separation distance between two simultaneous  
159 hits. According to the authors, a decrease in the aspect ratio of the ellipsoidal bullet leads  
160 to an increase in the depth of the target where residual stresses arise. In addition, it is  
161 reported that the dynamic of simultaneous indentations happening at different locations of  
162 the target are similar to those obtained from single shots. The shot peening process involving  
163 simultaneous and numerous impacts is also numerically (FE simulations) analysed in [51]  
164 by measuring the superficial damage on the metallic target. Based on the Coulomb friction  
165 model, the study shows that the damage of the target increases as the friction coefficient  
166 that models the interaction between spherical bullets and flat targets increases.

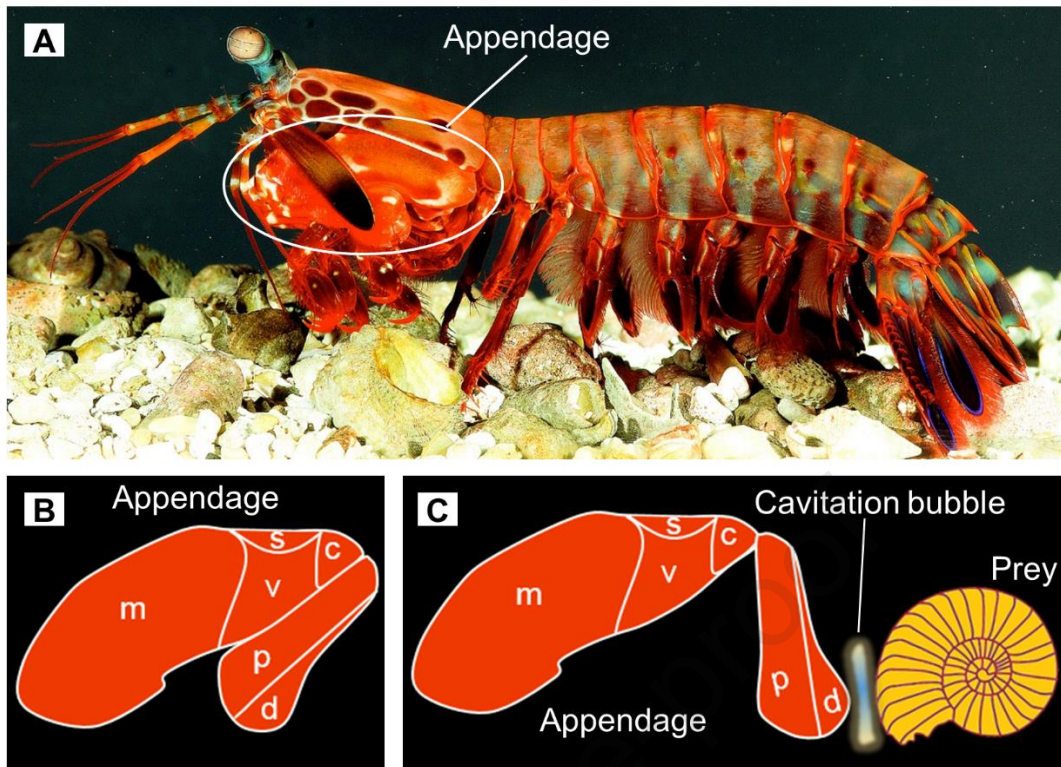
167 Inspired by the double impact phenomenon observed during mantis shrimp predation and  
168 by considering that literature is lacking on this aspect, this paper presents finite element  
169 simulations of single and multiple (double and triple) impacts between rigid-body projectiles  
170 and flat elastic-plastic targets to quantify the damage energy dissipated by the target and to  
171 reveal which are the most damaging sequences of consecutive impacts and their optimal  
172 time delay. The material adopted for the target is metal, in order to achieve a similarity with  
173 the experimental measurements of Patek and co-workers [26] that we use as a reference to  
174 compare our results. Also, due to the high complexity of the phenomenon [25], cavitation is  
175 neglected and all the strikes are assumed to be mechanical, i.e., caused by the physical  
176 interaction of the solid impactor and the target. The obtained results, reported here for the  
177 first time, can be valuable, for example, in designing safer protective armours.

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183 **Figure 1: The attack of the *Odontodactylus scyllarus*, commonly known as mantis shrimp.** A) A resting  
 184 *Odontodactylus scyllarus*. The white ellipse highlights the appendage that the animal uses for hunting. B)  
 185 Lateral view of the raptorial appendage in a resting position showing the morphology and nomenclature of the  
 186 elements: d, dactyl; p, propodus; m, merus; s, saddle; c, carpus; v, meral-V. C) Lateral view of the appendage  
 187 impacting the prey. As a result of the attack a cavitation bubble arises between the dactyl (marked as d in  
 188 Figure 1B) and the surface of prey.

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## 197 2. NUMERICAL MODELLING

198

199 The energy dissipated during the process of damage can be quantified by performing finite  
 200 element impact simulations. Commercial finite element software, such as Abaqus [44],  
 201 allows to compute the damage energy dissipated during collisions between objects. The  
 202 computation is based on the 'erosion method', which requires a set of input parameters to  
 203 define when the damage starts occurring and how the damage curve evolves. According to  
 204 this approach, a finite element is removed from the system when its stiffness reduces to the  
 205 point that its load-carrying capability becomes null. It is clear that a complete  
 206 characterization of the stress-strain curve of the material is necessary to implement this  
 207 method [45]. However, our aim is to investigate the damage mechanisms of multiple-hit  
 208 impacts rather than focusing on a specific material. Accordingly, in the reported impact  
 209 simulations, a flat elastic-plastic target is considered and, as a practical example, the  
 210 mechanical properties of aluminium are used.

### 211 2.1. Geometrical and mechanical properties

212

213 As illustrated in Figure 2, our numerical simulations involve a rigid spherical projectile and a  
 214 flat target clamped on its lateral sides. Both of them are made of an elasto-plastic material  
 215 that we assume to be aluminium alloy A2024-T351. Its hardening and the damage process  
 216 is described by the Johnson-Cook model [52], according to which the plastic flow stress  
 217 takes the form

$$\bar{\sigma} = \left( A + B \cdot \bar{\varepsilon}_{pl}^n \right) \cdot \left[ 1 + C \cdot \ln \frac{\dot{\bar{\varepsilon}}_{pl}}{\dot{\varepsilon}_0} \right] \cdot [1 - \hat{\theta}^m] \quad (1)$$

218 with  $\bar{\sigma}$  the Von Mises stress,  $A$ ,  $B$ ,  $n$ ,  $m$  and  $C$  material parameters that need to be  
 219 calibrated from experiment,  $\bar{\varepsilon}_{pl}$  the equivalent plastic strain,  $\dot{\varepsilon}$  the equivalent plastic strain  
 220 rate and  $\dot{\varepsilon}_0$  the reference strain rate assumed to be of unitary value [52].

221 Also, in Equation (1),  $\theta$  denotes the non-dimensional temperature, given by

$$\hat{\theta} = \begin{cases} 0 & \text{for } \theta < \theta_{trans} \\ \frac{\theta - \theta_{trans}}{\theta_{melt} - \theta_{trans}} & \text{for } \theta_{trans} \leq \theta \leq \theta_{melt} \\ 1 & \text{for } \theta > \theta_{melt} \end{cases} \quad (2)$$

222 being  $\theta$  the current temperature,  $\theta_{melt}$  the melting temperature and  $\theta_{trans}$  the transition  
 223 temperature, defined as the one at or below which the flow stress stops depending on the  
 224 temperature.

225 The Johnson-Cook parameters considered in the present paper are listed in Table 1,  
 226 together with the A2024-T351 material properties, i.e., elastic modulus, Poisson's ratio,  
 227 density, melting and transition temperatures. The reported values, in particular, coincide  
 228 with those in [53].

229

230 **Table 1: Johnson-Cook parameters and material properties used to simulate the aluminium alloy**  
 231 **A2024-T351.**

$A$ [GPa]	$B$ [GPa]	$n$	$m$	$C$	Density [Kg/m <sup>3</sup> ]	Elastic Modulus [GPa]	Poisson's ratio	$\theta_{melt}$ [°C]	$\theta_{trans}$ [°C]
0.352	0.440	0.42	1	0.0083	2700	74.5	0.33	520	25

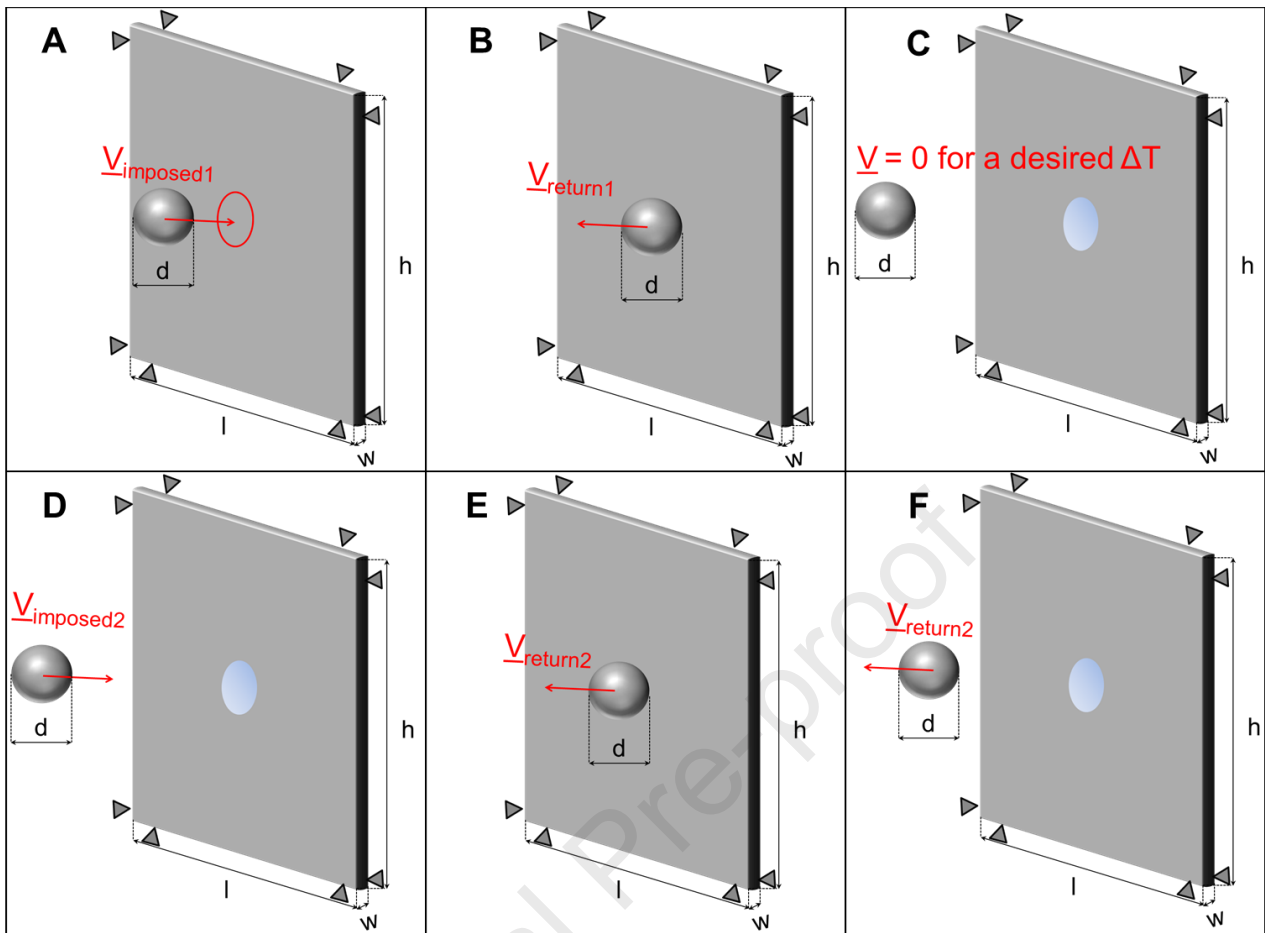
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238 **Figure 2 – Model for multiple impacts analysis made of a spherical bullet and a flat target:** *The figure is*  
 239 *representative of two impact analyses where: A) the bullet travels with a first initial velocity  $V_{imposed1}$ , reaches*  
 240 *the target and B) bounces back with a velocity  $V_{return1}$ . C) The bullet is then stopped for a desired interval of*  
 241 *time and D) travels back toward the target with a second initial velocity  $V_{imposed2}$ . Once the bullet hits the target*  
 242 *for the second time, E) it bounces back with a velocity  $V_{return2}$ . F) The simulation is finally stopped. The initial*  
 243 *velocities are imposed to keep the total impact energy constant.*

244

245 In terms of geometry, the dimensions of the target are  $l=h=24.12$  mm and  $w=0.5$  mm (Fig.  
 246 2), values that coincide with the size of the flat sensor used for previous experiments [26].

247 Three different projectile's diameters are investigated, 3 mm, 4 mm and 6 mm, in order to  
 248 reproduce the size of the dactyl of an adult mantis shrimp that, according to [32], is  
 249 approximately 4 mm. By choosing 6mm for the investigation of the third diameter we  
 250 intended to also cover the cases where bigger dactyl sizes have been considered for impact  
 251 tests. Indeed, the smallest diameter used in [33] for impact tests inspired by the mantis

252 shrimp was 6mm. Note that, for a specific size of the projectile, a constant value of mass is  
 253 assumed. Finally, in the simulations the impact is modelled as a projectile that moves at an  
 254 initial constant velocity,  $V_{\text{imposed1}}$ , hits the target for the first time, bounces back with a velocity  
 255  $V_{\text{return1}}$  and immediately is halted, i.e., zero velocity, for a desired time  $\Delta T$ , representing the  
 256 time delay between consecutive impacts. Then, once the bullet has stopped for the  
 257 necessary time, the simulation can either terminate, in the case of a single impact, or  
 258 continue, in the case of multiple impacts. In the latter scenario, a second impact velocity,  
 259  $V_{\text{imposed2}}$ , is assigned to the projectile that, as previously described, hits the target and  
 260 bounces back with a velocity  $V_{\text{return2}}$ . At this point, the simulation is stopped or, to simulate  
 261 a third impact, a third impact velocity,  $V_{\text{imposed3}}$ , is assigned to the projectile after a time delay  
 262  $\Delta T$  and the aforementioned steps are repeated. For sake of clarity, it should be noted that  
 263 for all the considered configurations, illustrated in Table 4, the total impact energy is keep  
 264 fixed.

## 265 2.2. Material and failure model

266  
 267 Similarly to Section 2.1, the damage properties of the target are defined by the Johnson-  
 268 Cook model, providing the equivalent plastic strain at the onset of damage:

$$\bar{\varepsilon}_D^{pl} = [d_1 + d_2 \cdot e^{(-d_3 \cdot \eta)}] \cdot \left[ 1 + d_4 \cdot \ln \left( \frac{\dot{\varepsilon}^{pl}}{\dot{\varepsilon}_0} \right) \right] \cdot [1 + d_5 \cdot \theta] \quad (3)$$

269 being  $d_1, d_2, d_3, d_4, d_5$ , the material-dependent failure parameters listed in Table 2 [53],  
 270  $\eta = -p/q$  the stress triaxiality, with  $p$  the pressure stress and  $q$  the Von Mises equivalent  
 271 stress.

272

273

274 **Table 2: Damage parameters describing the onset of the damage for the aluminium A2024-T351 [53].**

$d_1$	$d_2$	$d_3$	$d_4$	$d_5$
0.13	0.13	1.5	0.011	0

275

276

277 As it can be seen in Table 2, for simplicity we have assumed  $d_5=0$  so that no temperature  
 278 effects are involved on the onset of damage.

279 It should be noted that Equation (3) differs from the original formula [54] in the sign of the  
 280 parameter  $d_3$  since the majority of materials experiences a decrease in  $\varepsilon_D^{pl}$  with increasing  
 281 the stress triaxiality [44], being ductility at failure and triaxiality nonlinearly inversely  
 282 proportional [55, 56].

283

284 The damage process initiates when the following criterion is satisfied

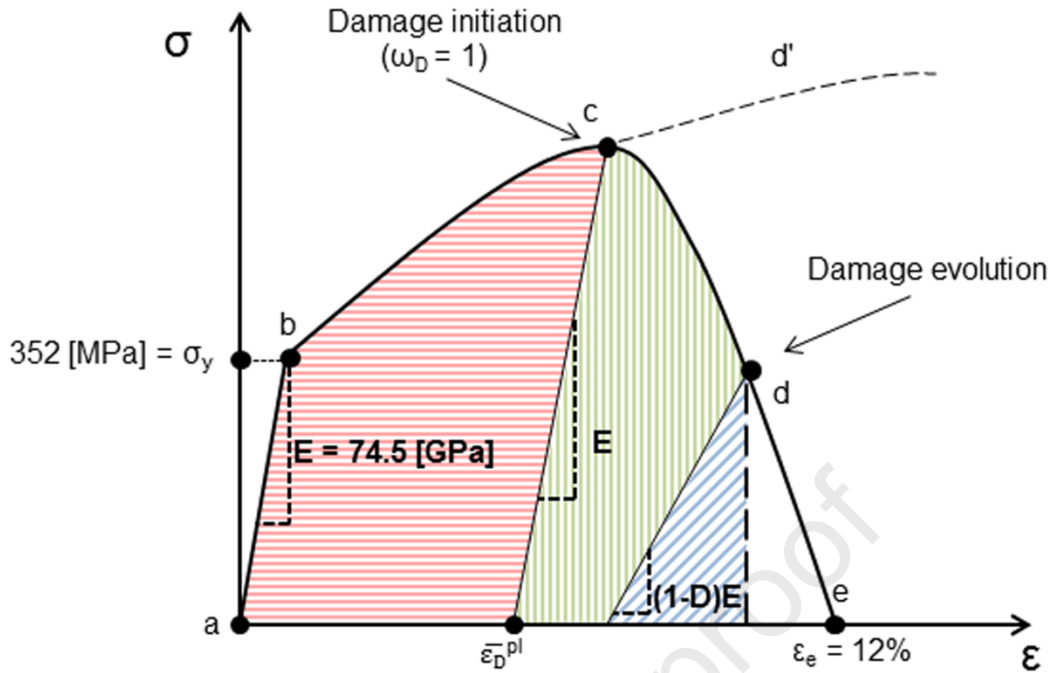
$$\omega_D = \int \frac{d\varepsilon^{pl}}{\varepsilon_D^{pl}} = 1 \quad (4)$$

285 with  $\omega_D$  the state variable that increases monotonically with plastic deformation.

286 A stress-strain curve in the presence of damage is represented in Figure 3.

287

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289

290 **Figure 3: Example of stress-strain response in the presence of damage.** A first linear pattern (curve a-b)  
 291 is followed by yielding (point b) and by the strain hardening curve (b-c). When damage initiates (point c), the  
 292 stress-strain curve starts showing strain softening. During damage evolution, loading/unloading curves follow  
 293 the slope  $(1 - D)E$ , where  $D$  is the damageable variable and  $E$  the material's Young's modulus. The  
 294 material completely fails at point e. For a generic finite element at the evolution point d, the area highlighted  
 295 by red horizontal lines represents the plastic strain energy per unit of volume, the area highlighted by green  
 296 vertical lines is the damage dissipated energy per unit of volume and the area highlighted by blue oblique lines  
 297 is the elastic strain energy per unit of volume.

298

299 As it can be seen, the first linear path a-b, characterising the initial elastic response of the  
 300 material and terminating at the plastic yielding point, b, is followed by the strain hardening  
 301 curve b-c. At point c, when  $\omega_D = 1$ , the damage initiates and a state of stiffness degradation  
 302 begins, until the material is fully damaged, situation that happens at point e. In particular,  
 303 denoted with  $E$  the Young's modulus of the material, the damage phenomenon leads to a  
 304 reduction of the material stiffness to the value of  $(1 - D)E$ , with  $D$  the dimensionless  
 305 damage variable, ranging from 0 to 1, that decreases the material load-carrying capacity.

306 In our simulations, for simplicity, a linear softening behavior is considered, assumption that  
 307 coincides with a linear trend of the evolution curve from the onset of damage, point c, to  
 308 failure, point e. The latter, in particular, is defined in terms of maximum displacement,  
 309 calculated by multiplying the value of the percent elongation at failure for the A2024-T351  
 310 aluminium alloy,  $\varepsilon_e=12\%$ , by the characteristic dimension of the single finite element  
 311 (diagonal). The obtained value is 0.045 mm. Also, at any given time during the analysis, the  
 312 stress condition in the material is described by

$$\sigma = (1 - D)\bar{\sigma}, \quad (5)$$

313 where  $\bar{\sigma}$  is the effective or undamaged stress tensor, namely, the stress that would exist in  
 314 absence of damage and that would follow the undamaged curve  $d'$  (Figure 3).

315 When  $D = 1$ , a finite element loses all its load-bearing capacity and is removed from the  
 316 model. Its contribution to the mass of the structure is also eliminated.

317

### 318 **2.3. Analysed configurations**

319 The short time-duration force pulse that, in the biological system, is caused by cavitation  
 320 here is considered as a second mechanical impact. This simplification is due to the fact that  
 321 simulating the damage that cavitation bubbles cause upon collapsing is a very challenging  
 322 modelling problem because of the unsteadiness of the phenomenon and of the interaction  
 323 between fluid and material [25]. Investigating this aspect goes well beyond the scope of our  
 324 simulations. Furthermore, it is important to note that although the damage is related to the  
 325 energetic absorptive properties of the material, cavitation is independent of the material  
 326 characteristics.

327 An overview of the analysed configurations and the corresponding symbols used to indicate  
 328 the sequence of hits are listed in Table 3 while, in Table 4, all the settings with the associated  
 329 velocities are reported.



330

**Table 3: Analysed configurations and list of symbols associated with them.**

Number of impacts	Symbols	Configuration
Single	-	1 single
Double	==	2 equal
	↑↓	1 <sup>st</sup> strong 2 <sup>nd</sup> weak
	↓↑	1 <sup>st</sup> weak 2 <sup>nd</sup> strong
Triple	===	3 equal
	↓↑↑	1 <sup>st</sup> weak 2 <sup>nd</sup> strong 3 <sup>rd</sup> strong
	↑↓↓	1 <sup>st</sup> strong 2 <sup>nd</sup> weak 3 <sup>rd</sup> weak
	↑↓↑	1 <sup>st</sup> strong 2 <sup>nd</sup> weak 3 <sup>rd</sup> strong
	↓↑↓	1 <sup>st</sup> weak 2 <sup>nd</sup> strong 3 <sup>rd</sup> weak
	↑↑↓	1 <sup>st</sup> strong 2 <sup>nd</sup> strong 3 <sup>rd</sup> weak
	↓↓↑	1 <sup>st</sup> weak 2 <sup>nd</sup> weak 3 <sup>rd</sup> strong

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341 **Table 4: Simulated configurations for single and multiple impacts with a fixed total kinetic energy**  
 342  **$\mathcal{E}=2.27$  J.**

1 IMPACT									
Bullet size [mm]	3			4			6		
Velocity [m/s] ( $\mathcal{E}=2.27$ J)	345			225			122		
2 IMPACTS									
Bullet size [mm]	3			4			6		
== [m/s] ( $0.5\mathcal{E}$ )	244	244	244	159	159	159	86	86	86
1 <sup>st</sup> $\uparrow$ ( $0.67\mathcal{E}$ ) 2 <sup>nd</sup> $\downarrow$ ( $0.33\mathcal{E}$ ) [m/s]	282	200	200	184	130	130	100	70	70
1 <sup>st</sup> $\downarrow$ ( $0.33\mathcal{E}$ ) 2 <sup>nd</sup> $\uparrow$ ( $0.67\mathcal{E}$ ) [m/s]	200	282	282	130	184	184	70	100	100
3 IMPACTS									
Bullet size [mm]	3			4			6		
=== [m/s] ( $0.33\mathcal{E}$ ) ( $0.33\mathcal{E}$ ) ( $0.33\mathcal{E}$ )	199	199	199	130	130	130	70	70	70
1 <sup>st</sup> $\downarrow$ ( $0.2\mathcal{E}$ ) 2 <sup>nd</sup> $\uparrow$ ( $0.4\mathcal{E}$ ) 3 <sup>rd</sup> $\uparrow$ ( $0.4\mathcal{E}$ ) [m/s]	154	218	218	101	142	142	55	77	77
1 <sup>st</sup> $\uparrow$ ( $0.5\mathcal{E}$ ) 2 <sup>nd</sup> $\downarrow$ ( $0.25\mathcal{E}$ ) 3 <sup>rd</sup> $\downarrow$ ( $0.25\mathcal{E}$ ) [m/s]	244	172	172	159	113	113	86	61	61
1 <sup>st</sup> $\uparrow$ ( $0.4\mathcal{E}$ ) 2 <sup>nd</sup> $\downarrow$ ( $0.2\mathcal{E}$ ) 3 <sup>rd</sup> $\uparrow$ ( $0.4\mathcal{E}$ ) [m/s]	218	154	218	142	101	142	77	55	77
1 <sup>st</sup> $\downarrow$ ( $0.25\mathcal{E}$ ) 2 <sup>nd</sup> $\uparrow$ ( $0.5\mathcal{E}$ ) 3 <sup>rd</sup> $\downarrow$ ( $0.25\mathcal{E}$ ) [m/s]	172	244	172	113	159	113	61	86	61
1 <sup>st</sup> $\uparrow$ ( $0.4\mathcal{E}$ ) 2 <sup>nd</sup> $\uparrow$ ( $0.4\mathcal{E}$ ) 3 <sup>rd</sup> $\downarrow$ ( $0.2\mathcal{E}$ ) [m/s]	218	218	154	142	142	101	77	77	55
1 <sup>st</sup> $\downarrow$ ( $0.25\mathcal{E}$ ) 2 <sup>nd</sup> $\downarrow$ ( $0.25\mathcal{E}$ ) 3 <sup>rd</sup> $\uparrow$ ( $0.5\mathcal{E}$ ) [m/s]	172	172	244	113	113	159	61	61	86

343

344

345

346

347 The minimum damage energy value, in the case of one impact and 4 mm spherical projectile  
 348 (corresponding to a sphere velocity of 225 m/s) for which we observed a condition of partial  
 349 damage, is 2.27 J. In this configuration, the bullet provokes an hole and bounces back, as  
 350 illustrated in Figure 5b. This situation is considered as a 'limit condition' between visible  
 351 damage, i.e., high damage with complete perforation of the target as in Figure 5a, and not  
 352 visible damage, i.e., minimum damage with no perforation as in Figure 5c, and it is used to  
 353 establish a comparison with the other simulations performed. Thus, in all the considered  
 354 configurations, the total kinetic energy of the projectile is keep fixed and equal to 2.27 J. To  
 355 calculate the velocity of the projectile for the strong and weak impact, we assume that, in  
 356 the first case, the kinetic energy of the sphere doubles the one of the weak impact and, also,  
 357 that the total kinetic energy related to the impacts is conserved and coinciding with the  
 358 reference value  $\mathcal{E}_k^*=2.27$  J. These conditions lead to the following system of equations

$$\frac{1}{2} \cdot m_s \cdot V_{strong}^2 = 2 \cdot \frac{1}{2} \cdot m_s \cdot V_{weak}^2 \quad (6)$$

$$\frac{1}{2} \cdot m_s \cdot \sum_i^{2,3} V_i^2 = \mathcal{E}_k^* \quad (7)$$

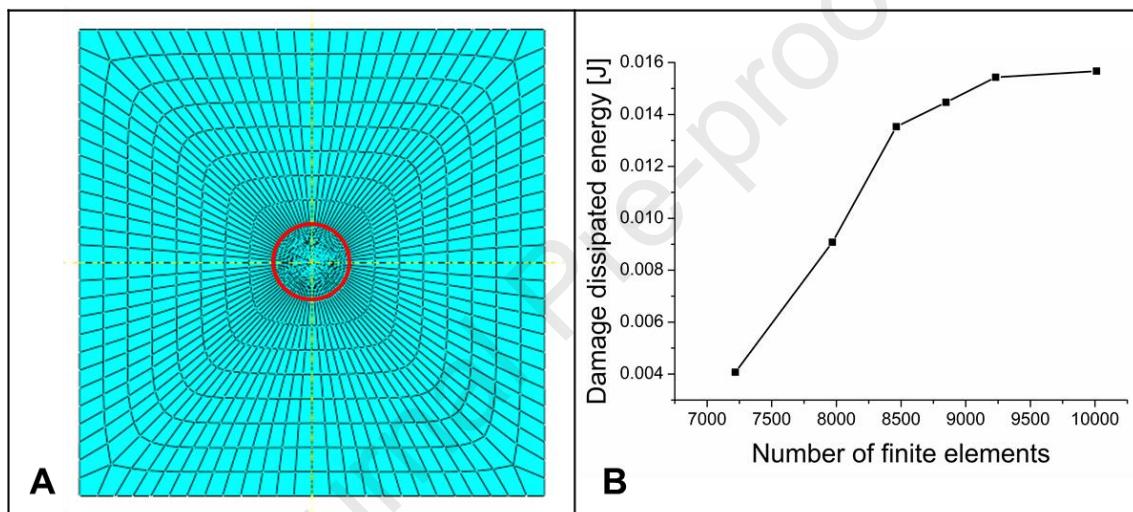
359 with  $m_s$  the mass of the projectile,  $V_{strong}$  and  $V_{weak}$ , respectively, the projectile's velocity  
 360 for the strong and weak impacts.

361 Different values of time delay between consecutive impacts, the parameter  $\Delta T$ , are  
 362 investigated: 0.0 (the value tends to 0.0), 0.2, 0.4, 0.5, 0.6, 0.8 ms. The aim is to reproduce  
 363 not only the mantis shrimp attack timing that, according to the experiments in [26], is 0.5 ms,  
 364 but also to explore different time delays having the same order of magnitude as the  
 365 experimental data.

366 Finally, our explicit dynamic simulations are developed in Abaqus 6.13-3, a commercial finite  
 367 element software allowing us to compute the damage energy dissipated during collisions

368 between objects [44]. The target and the projectile are meshed by using, respectively, 43200  
 369 C3D8R (8-node linear bricks, reduced integration, hourglass control) elements and 2200  
 370 C3D8R elements, values obtained after a mesh convergence test (Fig. 4). Figure 4, in  
 371 particular, shows the results from the mesh convergence test used to define the sufficient  
 372 number of finite elements in the central region of the target, which is the region mainly  
 373 affected by the damage process.

374



375

376 **Figure 4 - Mesh convergence test for the central region of the target.** A) The mesh is obtained after  
 377 partitioning the geometry into many sub-regions. B) Mesh convergence test for the case 'single-impact, 4 mm  
 378 bullet', performed to define the sufficient number of finite elements in the central circular region (highlighted in  
 379 red in Figure 4A) having the same diameter of the bullet.

380

381 As it can be seen, the size of the elements of the target radially increases (smaller at the  
 382 centre of the target) in order to achieve an higher computational precision on the region  
 383 where impacts occur. In addition, no friction coefficient is imposed to characterize the  
 384 impacts but only normal behaviour ('hard' contact).

385

## 386 2.4. Hertzian model for dynamic impacts

387 The Hertzian model is implemented to explain how the penetration power of projectiles  
 388 depends on their size. Specifically, by using the Hertz's theory for elastic collision [57], it is  
 389 possible to treat the dynamics of impacts as a distributed applied static load, as explained  
 390 by Davies [57] for the case of a sphere of radius  $R$  impacting a flat target of the same  
 391 material. In accordance with [57], at the situation of maximum compression, a circular  
 392 contact surface, known as the circle of contact, arises between the two bodies. Its radius,  
 393 denoted with  $a_m$ , is given by [57]

$$a_m = \left[ 2.5 \cdot \pi \cdot \rho \cdot \left( \frac{1 - \nu^2}{E} \right)^{\frac{1}{5}} \right] \cdot R \cdot V^{\frac{2}{5}} \quad (8)$$

394 with  $V$  the velocity of sphere,  $\rho$ ,  $E$  and  $\nu$ , respectively, the density, Young's modulus and  
 395 Poisson's ratio of the material of both the sphere and the target. Also, the maximum value,  
 396  $P_m$ , of the total force developed during impact takes the form [57]

$$P_m = \frac{2}{3} \cdot (2.5 \cdot \pi \cdot \rho)^{\frac{3}{5}} \cdot \left( \frac{E}{1 - \nu^2} \right)^{\frac{2}{5}} \cdot R^2 \cdot V^{\frac{3}{2}} \quad (9)$$

398 relation from which the mean normal pressure at maximum compression [57] is

$$\bar{p}_m = \frac{P_m}{\pi \cdot a_m^2} = \frac{2}{3 \cdot \pi} \cdot (2.5 \cdot \pi \cdot \rho)^{\frac{1}{5}} \cdot \left( \frac{E}{1 - \nu^2} \right)^{\frac{4}{5}} \cdot V^{\frac{2}{5}} \quad (10)$$

399 and the pressure at the centre of the circle of contact, again in the condition of maximum  
 400 compression [57],

$$p'_m = 1.5 \cdot \bar{p}_m = \frac{(2.5 \cdot \pi \cdot \rho)^{\frac{1}{5}}}{\pi} \cdot \left( \frac{E}{1 - \nu^2} \right)^{\frac{4}{5}} \cdot V^{\frac{2}{5}} \quad (11)$$

401 can be evaluated.

402 Finally, the distribution of normal pressure over the area of contact follows the law [57]

$$p = p'_m \cdot \frac{\sqrt{(a_m^2 - r^2)}}{a_m} \quad (12)$$

403 being  $r$  the distance from the centre of the circle of contact. As it can be seen, the normal  
 404 pressure at a certain distance  $r$  is a function of size, velocity and material characteristics of  
 405 the impacting sphere via the parameters  $a_m$  and  $p'_m$ .

406

### 407 **3. RESULTS AND DISCUSSION**

#### 408 **3.1. Influence of the projectile's diameter on the level of damage** 409 **experienced by the target**

410 We refer exclusively to the damage dissipated energy for our analyses and comparisons  
 411 since the amount of plastic dissipated energy will be maximum at the onset of damage  
 412 without changing during the damage evolution of a specific finite element (Figure 3).

413 The results of our simulations are illustrated in Figures 5-9. Generally, depending on the  
 414 size of the projectile, three different types of damage are experienced by the target: high  
 415 damage, with the projectile that hits and perforates the target, partial damage, with the  
 416 formation of a central hole but without penetration, and minimum damage, with the projectile  
 417 that hits the target and bounces back without notable structural damage. All the values of  
 418 energy are computed from postprocessing and are associated with the final state of the  
 419 plate (after the sequence of impacts). The described scenarios are experienced, on order,  
 420 for the cases of 3 mm, 4 mm and 6 mm diameter of the impacting solid (Fig. 5). This  
 421 expected result agrees with the Hertz's theory presented in Section 2.4 and it is also  
 422 confirmed from Figures 6-8 where, as shown, the highest value of damage dissipated  
 423 energy corresponds to the 3 mm diameter. Conversely, for the 6 mm diameter, the smallest

424 amount of damage energy dissipated by the target is observed. It can be thus said that the  
425 smaller the sphere, the higher will be the penetration power.

426 A second consideration can be made by focusing on Figure 8, where a sensitive analysis  
427 for the three diameters of the projectile is reported. By considering all the 11 configurations  
428 for single and multiple impacts and averaging the corresponding damage energies, it  
429 emerges that the 4 mm diameter has the highest standard deviation so that, for this impactor  
430 size, it can be concluded that results are very sensitive and strongly dependent on the  
431 different configurations. This particular behavior is also observed in Figures 6,7 where,  
432 differently from the other two diameters considered, the 4 mm projectile displays highly  
433 oscillatory curves with a number of peaks corresponding to certain impact configurations.

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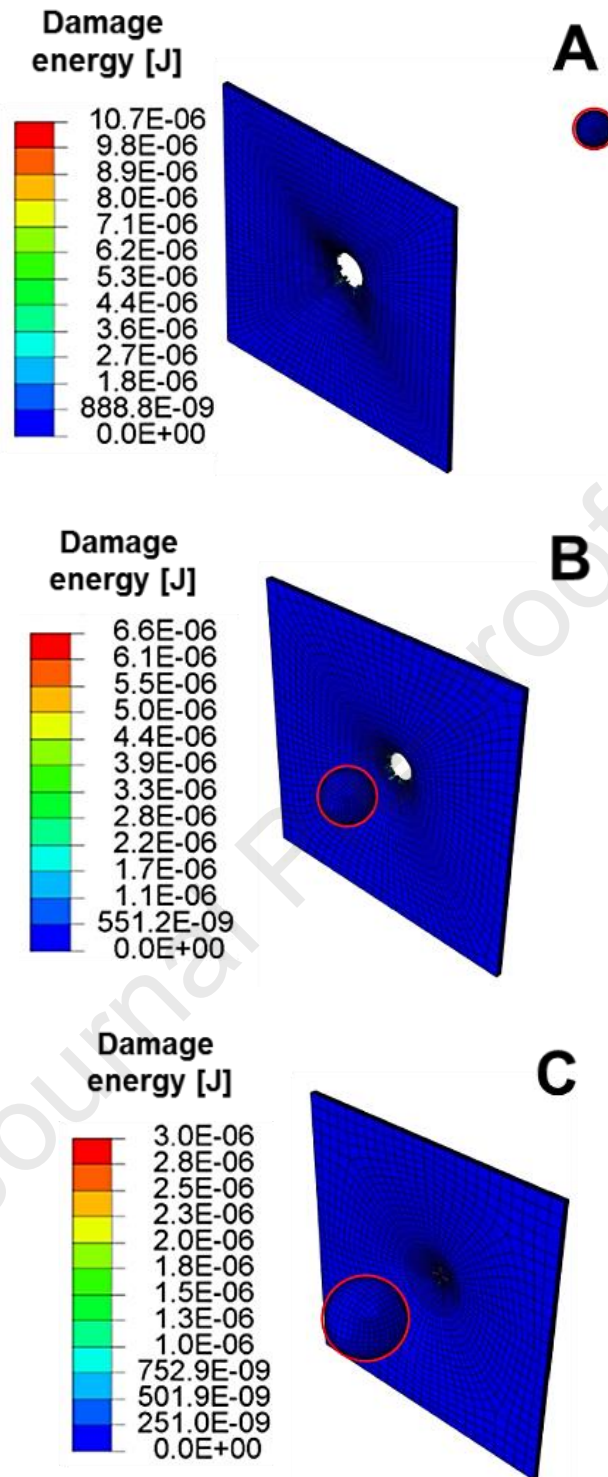
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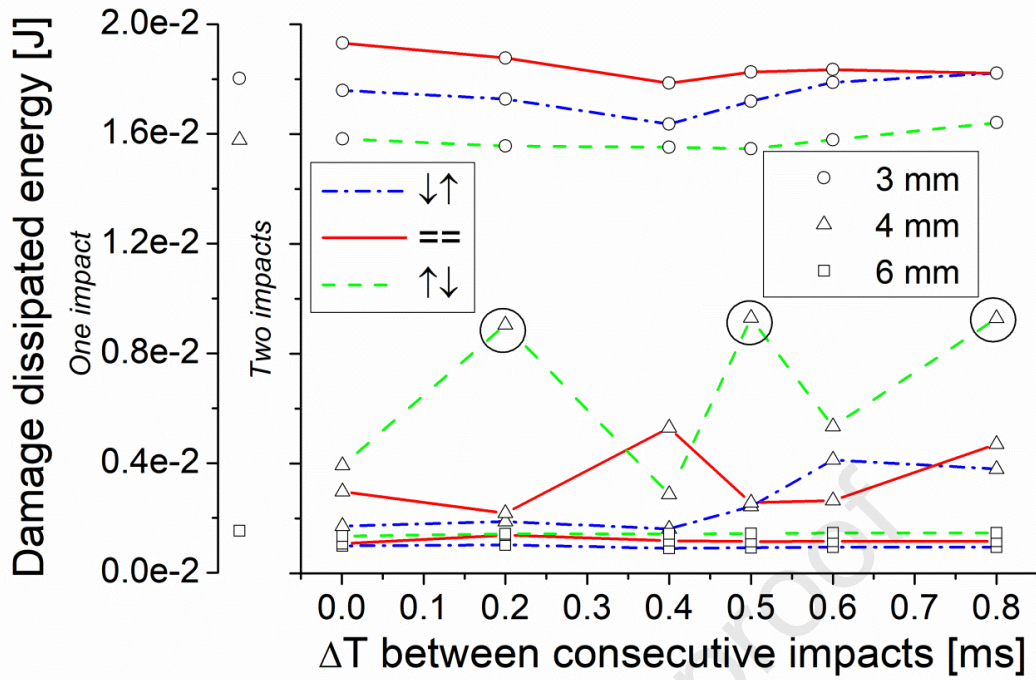
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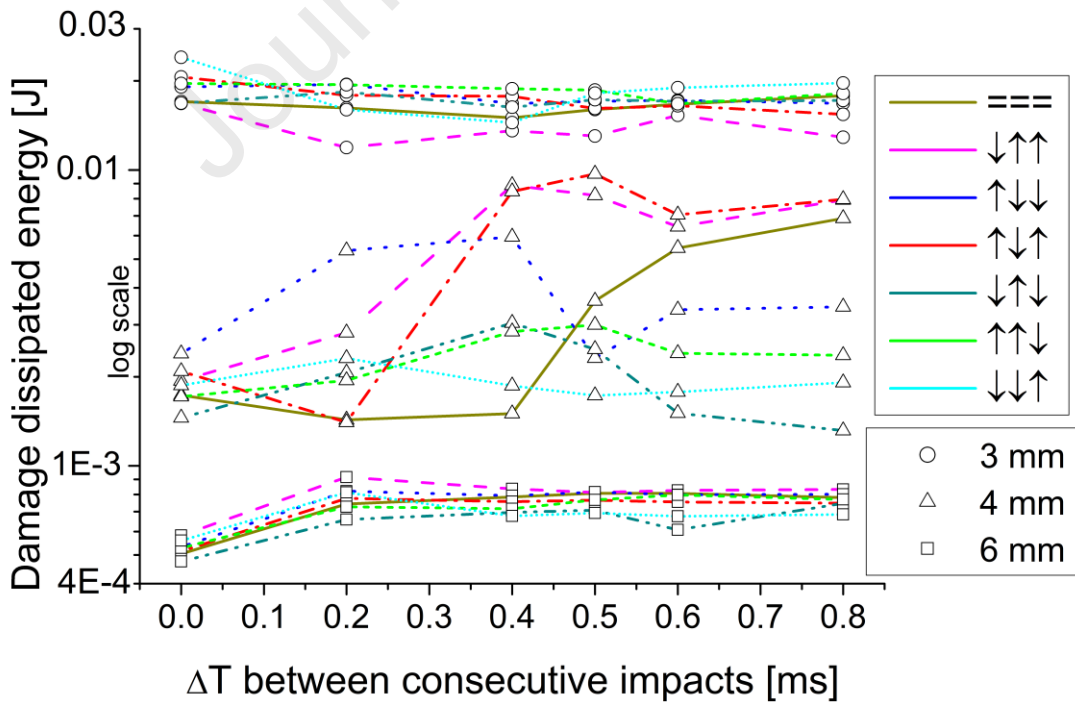
**Figure 5: Three different types of damage for the three sizes of the projectile. A) High damage: complete perforation with a 3 mm diameter bullet. B) Partial damage: the 4 mm diameter bullet bounces back after provoking a hole on the target. C) Minimum damage: non-penetrating damage with a 6 mm diameter bullet. Images are taken in the last instant of the simulations involving a generic double impact.**





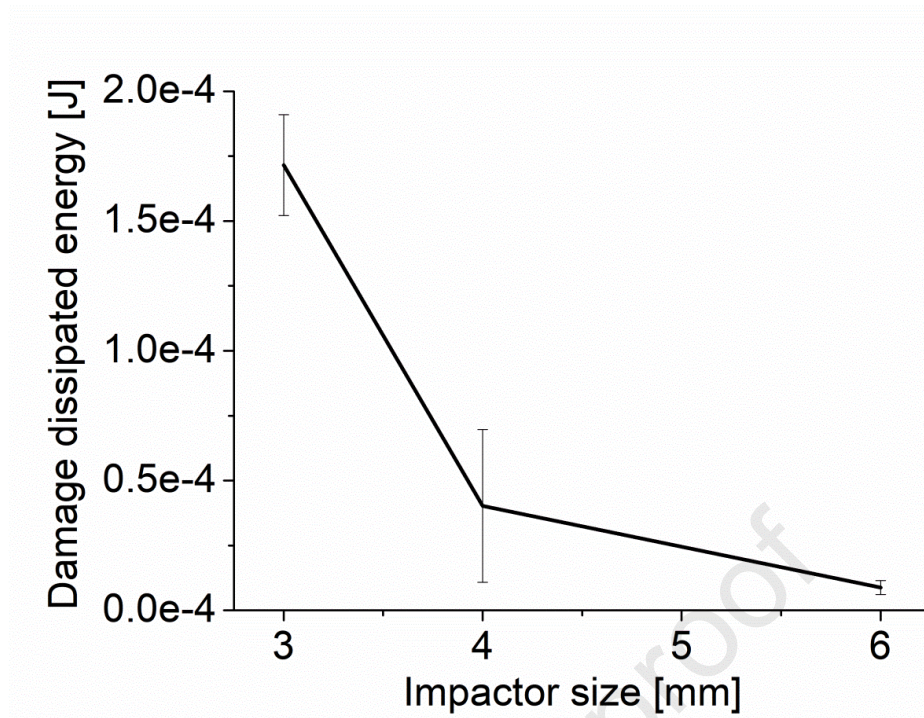
444

445 **Figure 6: One/two impact configurations (kinetic energy 2.27 J).** It is observed that for the intermediate  
 446 impactor size, there are maxima for damage at three separate values of  $\Delta T = (0.2, 0.5, 0.8)$  ms (black circles),  
 447 while a similar behaviour is not observed for the other two impactor sizes.



448

449 **Figure 7: Three impacts configuration (kinetic energy = 2.27 J) in a log scale graph.**



450

451 **Figure 8: 'Sensitivity analysis' for the three sizes of the bullet.** *The values are obtained by averaging the*  
 452 *damage energies from all the 11 configurations for single and multiple impacts. The vertical lines represent*  
 453 *the standard deviation of the values. The highest standard deviation is observed for the 4 mm bullet, showing*  
 454 *the high scattering of results.*

455

### 456 3.2. Maximization of damage under particular impact configurations

457 Figures 6,7 also reveals that the level of damage on the target is strongly affected by the  
 458 interval  $\Delta T$  between consecutive impacts and by the impact protocol, namely, by the  
 459 different combinations of equal, =, weak, ↓, or strong, ↑, impacts (cf. Tables 3,4). Specifically,  
 460 it emerges what follows.

461 a. *6 mm projectile (minimum damage):* this diameter provides the lowest values of  
 462 damage dissipated energy, independently of the impact combination and interval  $\Delta T$ .

463 As reported in Figures 6,7, no peaks or particular trends emerge, being the values  
 464 of damage dissipated energy for single and multiple impacts included in the range  
 465 0.48-1.53 mJ. Specifically, the highest value corresponds to the one-impact

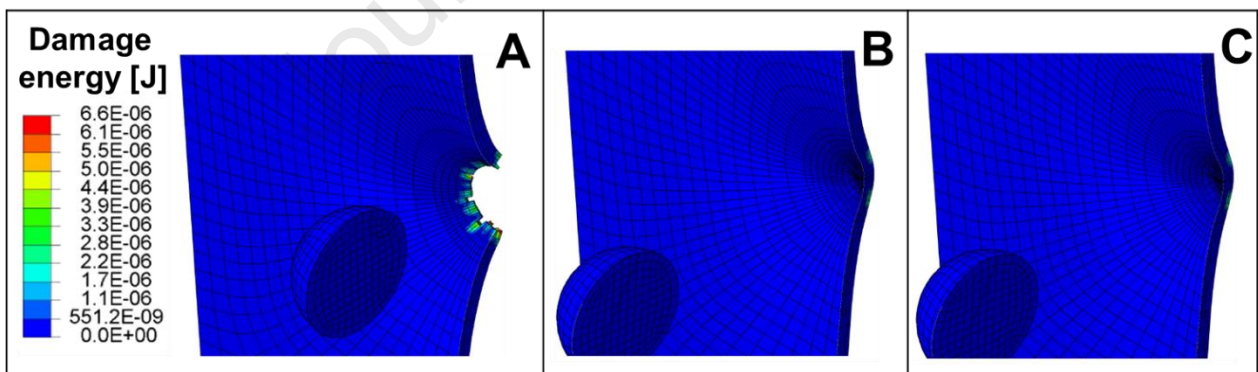
466 configuration, while a reduction of approximately 20% and 60% is experienced in the  
467 case of two- and three-impacts configuration, on order.

468 b. *4 mm projectile (partial damage)*: overall, results reveal that, in terms of damage, it  
469 is more effective to concentrate all the kinetic energy in one impact, being the amount  
470 of damage energy dissipated by the target of 15.78 mJ, the highest among the  
471 considered configurations (Figs. 6,7). Conversely, splitting the kinetic energy in two  
472 impacts reduces the damage of the target by more than 70% (Fig. 6) while a reduction  
473 of approximately 80% is observed in the case of three impacts (Fig. 7). Also, for this  
474 particular value of the projectile's diameter, an oscillatory pattern with multiple  
475 maxima in the damage energy can be seen in Figures 6,7. This trend is more evident  
476 in the case of a double impact and, in particular, for the configuration  $\uparrow\downarrow$ , i.e., first  
477 impact strong and second impact weak, for which three peaks located at  $\Delta T=(0.3,$   
478  $0.5, 0.8)$  ms are observed. However, by focusing on the double-impact configurations  
479 in Figure 6, it emerges that the highest level of damage is provided by the  
480 configuration  $\uparrow\downarrow$  with a time delay of 0.5 ms, namely, by the configuration that  
481 reproduces the dynamics that the mantis shrimp adopts: a first strong impact  
482 followed, after a delay of 0.5 ms, by a second impact twice weaker than the first. This  
483 result is confirmed in Figure 9, where the three different combinations of double  
484 impacts  $\uparrow\downarrow$ ,  $\downarrow\uparrow$ , and  $\Rightarrow$  are investigated by assuming a time delay between  
485 consecutive impacts of  $\Delta T=0.5$  ms. As illustrated, after the second impact, the  
486 highest level of damage corresponds to the configuration  $\uparrow\downarrow$  with a portion of the  
487 target detached while, for the configurations  $\downarrow\uparrow$  and  $\Rightarrow$ , no visible damage is  
488 provided, being the projectile bounced back without visibly damaging the target.  
489 Regarding the three-impacts configuration in Figure 7, a more complex scenario

490 emerges, with the configuration  $\uparrow\downarrow$  leading to the highest level of damage: 9.7 mJ  
 491 for a time delay  $\Delta T=0.5$  ms.

492 c. *3 mm projectile (high damage)*: as stated in Section 3.1, notwithstanding the impact  
 493 configuration considered, i.e., single, double or triple impact, the 3 mm projectile  
 494 displays the highest level of damage energy. However, even if the highest peak of  
 495 damage energy dissipated, 24.04 mJ, is recorded for the configuration  $\downarrow\downarrow$  with a time  
 496 delay  $\Delta T=0.0$  ms, it can be said that, differently from the previous two cases, a  
 497 qualitatively similar outcome emerges for the single-, double- and triple-impact  
 498 configurations. As it can be seen, the measured values of damage energy are very  
 499 similar, being the difference between the one-impact configuration, 18.02 mJ, and  
 500 the two-impacts and three-impacts ones of approximately 4% and 5%, respectively.  
 501 Finally, the lowest level of damage energy, 11.91 mJ, is recorded for the triple-impact  
 502 case  $\downarrow\uparrow$  having a time delay of  $\Delta T=0.2$  ms.

503



504

505 **Figure 9: Double impact for 4 mm bullet, with a  $\Delta T$  of 0.5 ms.** Figures show the final instant (once  
 506 simulations stopped) after the second impact. A)  $\uparrow\downarrow$ , B)  $\downarrow\uparrow$ , C)  $\equiv$ . Only for the configuration A) part of the  
 507 target is detached from the structure once the bullet hits it for the second time.

508

509

## 510 **4. POSSIBLE EXPLANATIONS TO THE DAMAGE MAXIMIZATION**

511 As stated in Section 3, independently of the impact configuration considered, the 3 mm  
512 projectile provides the highest level of damage on the target while the lowest values are  
513 experienced by the projectile having a diameter of 6 mm. Also, among the double-impact  
514 configurations, it emerges that the  $\uparrow\downarrow$  with a time delay of  $\Delta T=0.5$  ms, i.e., first strong impact  
515 followed, after 0.5 ms, by a second impact twice weaker than the first, is the most damaging  
516 for the 4 mm projectile. In terms of damage, this particular configuration displays an  
517 oscillatory trend with multiple peaks located at different values of  $\Delta T$ . This behavior, as  
518 revealed by our analysis, is more evident for the 4 mm projectile.

519 The aim of this section is to find a possible explanation to the origin of these results.

520

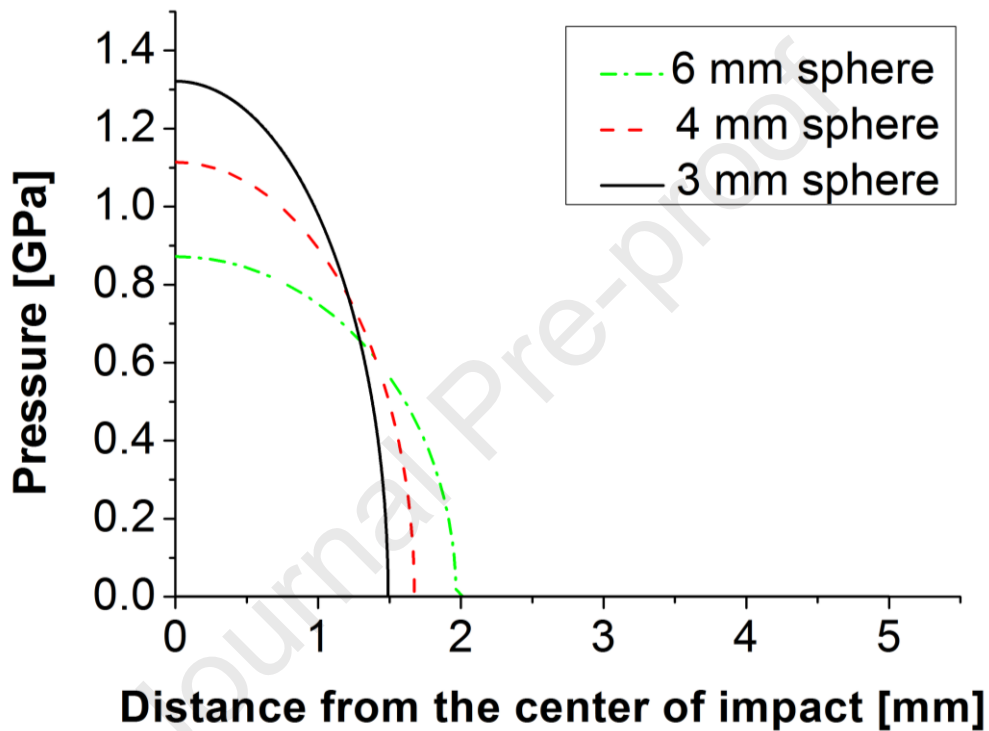
### 521 **4.1. Hertzian model to explain the high penetration power of the 3 mm** 522 **projectile**

523 Let us focus on Equation (12), allowing us to evaluate the distribution of the normal pressure  
524 that the projectile exerts on the target, as a function of the distance from the centre of the  
525 contact surface. By considering, for simplicity, the velocity corresponding to the single-  
526 impact configuration, 345 m/s for the 3 mm projectile, 225 m/s for the 4 mm projectile and  
527 122 m/s for the 6 mm projectile, the pressure distribution for the three examined diameters  
528 is reported in Figure 10.

529 For sake of clarity, it should be noted that the Hertzian model is linear elastic and does not  
530 include plastic deformation and damage mechanisms. However, even if the graphs do not  
531 represent the real level of pressure occurring on the contact surface, they are a useful tool  
532 to analyse the penetration power of projectiles having a certain mass and velocity.

533 As illustrated in Figure 10, the smaller the diameter, the higher will be the pressure at the  
534 centre of the contact surface. Also, as the projectile becomes smaller, the contact surface,

535 that is the area of the target affected by the contact stresses exerted by the impactor,  
 536 significantly reduces. Thus, in dealing with projectiles having a small diameter, 3 mm in the  
 537 present case, we obtain the situation in which high stresses are distributed over a small  
 538 area, with a peak of stress located at the centre. This explains the high penetration power  
 539 of the 3 mm projectile and, in general, of projectiles having a smaller and smaller diameter.  
 540



541

542 **Figure 10: Pressure distribution for the three examined diameters of the projectile.** *The smallest*  
 543 *projectile size, 3 mm, results in a higher pressure at the centre of the contact surface and in a smaller area*  
 544 *affected by contact stresses. The kinetic energy of impacts is constant and equal to 2.27 J.*

545

546

## 547 **4.2. Modal analysis to investigate possible resonance phenomena for the** 548 **double-impact configuration with a 4 mm projectile**

549 Modal analysis is performed to verify the existence of resonance phenomena, which amplify  
550 the response of the target and, in particular, the level of damage observed in the case of  
551 double-impact configuration with a 4 mm projectile.

552 Modal analysis consists in solving the eigenvalue problem

$$(-\omega^2 \mathbf{M} + \mathbf{K})\boldsymbol{\varphi} = 0 \quad (13)$$

553 allowing us to find the natural mode frequencies,  $\omega$ , and corresponding natural mode  
554 shapes,  $\boldsymbol{\varphi}$ , of a structure having mass  $\mathbf{M}$  and stiffness  $\mathbf{K}$  [58].

555 With reference to the examined scenario, i.e., the target subjected to double impact and  
556 projectile having a diameter of 4 mm, the outcome of the analysis is illustrated in Table 5,  
557 where a comparison between the target's natural mode frequency and the force's frequency  
558 is reported for different values of time delay  $\Delta T$ . For sake of clarity, the force's frequency is  
559 calculated as the number of impacts, two for this specific case, over the considered  $\Delta T$ , i.e.,  
560 time delay between consecutive impacts. It emerges that none of the applied forces has a  
561 frequency equal or similar to the natural frequencies of the target, so that the influence of  
562 resonance phenomena on the damage mechanism can be excluded.

563

564

565

566

567

568 **Table 5: Comparison between the force frequency values and the natural mode frequency values of**  
 569 **the target.** *None of the values in the first column matches or is similar to the ones in the second column.*

Force frequency [Hz]	Target natural mode frequency [Hz]
10000 (for $\Delta T=0.2$ )	28149
5000 (for $\Delta T=0.4$ )	23709
4000 (for $\Delta T=0.5$ )	15953
3333 (for $\Delta T=0.6$ )	15912
2500 (for $\Delta T=0.8$ )	7730

570

571

572

### 573 **4.3. The oscillatory motion of the target as a possible explanation to the** 574 **oscillations in the level of damage observed for the $\uparrow\downarrow$ configuration**

575 We hypothesize that the dynamics of oscillations, which the target exhibits after the first hit,  
 576 has an important influence over the measured deformation and damage. During multiple  
 577 collisions, the stiffness, boundary conditions and dimensions of the target are critical in  
 578 determining its unloading process once the projectile bounces back. In particular, by  
 579 considering the collision to be perfectly inelastic and assuming no variation of potential  
 580 energy, the dissipated energy,  $\mathcal{E}_d$ , takes the form

$$\begin{aligned}
 E_d = \Delta K = K_i - K_f &= \frac{1}{2} m_p \cdot v_p^2 + \frac{1}{2} m_t \cdot v_t^2 - \frac{1}{2} \cdot (m_p + m_t) \cdot V^2 = \\
 &= \frac{1}{2} \cdot \frac{m_p \cdot m_t}{(m_p + m_t)} \cdot (v_p^2 + v_t^2 - 2 \cdot v_p \cdot v_t)
 \end{aligned}
 \tag{14}$$

581 with  $K_i$  and  $K_f$  the initial and final kinetic energy of the whole system,  $m_p$  and  $m_t$  the

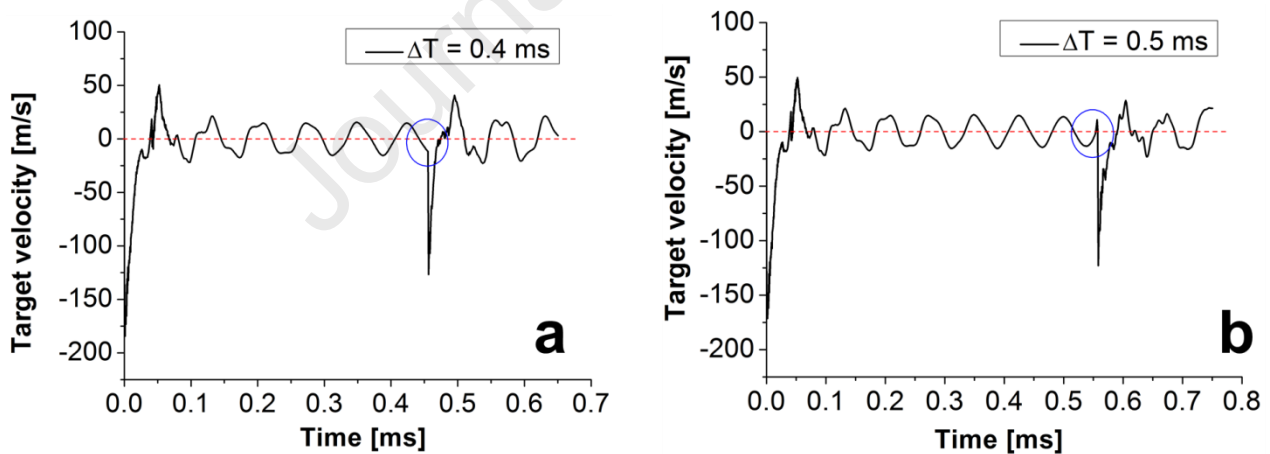
582 masses of the projectile and of the target,  $v_p$  and  $v_t$  their velocities before colliding,  $V$  the



583 velocity of both bodies after the collision. It is important to remark that the term  $m_t$  in  
 584 Equation 14 in our case is not a constant and is dynamically updated when fully damaged  
 585 finite elements are removed from the system (Section 2.2).

586 From Equation (14) it emerges that the dissipated energy increases by increasing the  
 587 relative velocity between the target and the projectile, so that the local velocity of the plate  
 588 at the onset of the second, or third, collision affects significantly the amount of energy  
 589 dissipated. In this sense, we hypothesise that the oscillatory motion of the plate is  
 590 responsible for the different results observed by varying  $\Delta T$ . To make it more clear, let us  
 591 focus on Figure 12, representing the velocity curves of a node located in the central part of  
 592 the target for the  $\uparrow\downarrow$  configuration with a 4 mm projectile. Two different time delays are  
 593 considered:  $\Delta T=0.4$  ms (Fig. 12a), to which no peaks correspond, and  $\Delta T=0.5$  ms (Fig.  
 594 12b), identifying a peak in the considered configuration.

595



596

597 **Figure 12: Velocity curves of a single node on the central part of the target for the  $\uparrow\downarrow$  configuration: a)**  
 598  **$\Delta T=0.4$  ms, b)  $\Delta T=0.5$  ms.**

599

600 Taking into account that, in our convention, the velocity of the projectile is negative when it  
 601 moves towards the target, Figure 12 reveals that to positive velocities of the target, i.e.,  
 602 opposite to the projectile, corresponds a peak in the damage energy dissipated (cf. Fig. 6)

603 while an opposite behavior emerges for negative velocities. In other words, when the  
604 impacting body and the local oscillating portion of the target impact with opposite velocities,  
605 we observe the peaks in the damage energy curves reported in Figure 6. In our simulations,  
606 these oscillations are induced by the imposed boundary conditions, coinciding with the four  
607 sides of the target clamped, and by the material and geometrical properties of the target.  
608 However, even if, in the real scenario, the shell of preys, such as snails, crustaceans and  
609 fishes, are less flexible and the oscillations are less evident, it is still possible to hypothesize  
610 that such oscillating non-stationary phenomena occur and may have a central role in the  
611 energy dissipation mechanism.

612 These observations, derived for the double-impact configuration, also apply for the triple-  
613 impact case.

614

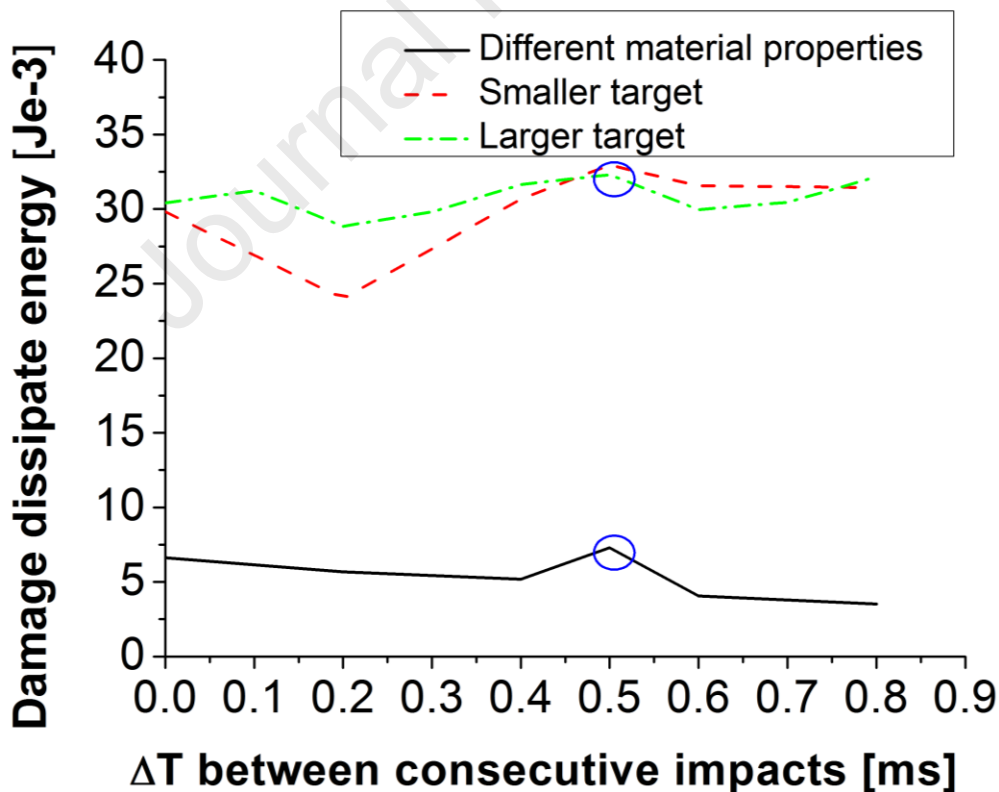
#### 615 **4.4. Further simulations to investigate if the maximum level of damage** 616 **provided by $\uparrow\downarrow$ with $\Delta T=0.5$ ms is material- or geometry-dependent**

617 Having identified the  $\uparrow\downarrow$  configuration as the double-impact scenario causing the highest  
618 level of damage for the 4 mm projectile, we decided to perform additional simulations to  
619 further investigate this particular configuration. Our intention, in particular, is to verify if this  
620 result has a general extent or if it is affected by the particular geometry, material properties  
621 and inertia of the target. To go in this direction, we have examined the following situations:

622 1) *Different material properties.* This case involves a target having the original geometry  
623 but a different value of the yield stress, which is increased from the original 352 MPa  
624 to 752 MPa. This will allow the target to dissipate more energy via plastic deformation  
625 and less energy via damage.

626 2) *Smaller target.* Here the target has the original material properties but a modified  
627 geometry: from the original (24.1x24.1x0.5) mm to (12.05x12.05x0.5) mm.

628 3) *Larger target.* Again, the target has the original material properties but a modified  
 629 geometry that varies from the original (24.1x24.1x0.5) mm to (30x30x0.5) mm.  
 630 The outcome of our analysis is presented in Figure 11. As it can be seen, the curves  
 631 corresponding to the three examined configurations display a peak for  $\Delta T=0.5$  ms, revealing  
 632 that this particular time delay, previously identified as the one providing the maximum  
 633 damage (cf. Section 3.1), remains the best choice to obtain the maximum level of damage,  
 634 independently of the mechanical and geometrical characteristics of the target. It can be thus  
 635 said that, for the double-impact configuration  
 636  $\uparrow\downarrow$  with a 4 mm projectile, the time delay  $\Delta T = 0.5$  ms is the optimal value for the  
 637 maximisation of damage. This scenario, in particular, coincides with the strategy adopted  
 638 by the mantis shrimp to kill its preys.



639  
 640 **Figure 11: Results for different material properties and sizes of the target.** Curves corresponding to the  
 641 double-impact configuration  $\uparrow\downarrow$  with a 4 mm projectile. Each curve experiences a peak value for the time delay  
 642  $\Delta T=0.5$  ms (blue circles), as confirmed by the previous set of simulations (cf. Section 3.1).

## 643 5. CONCLUSIONS

644 This paper, inspired by the double-impact strategy adopted to predate by the  
645 *Odontodactylus scyllarus*, a crustacean known as mantis shrimp, presents a set of  
646 parametric finite element simulations aimed at investigating the damaging effects provided  
647 by multiple impacts. Elasto-plastic projectiles and target are used while, to mimic the impact  
648 parameters found in the mantis shrimp's attack, three different projectile's diameters, (3, 4,  
649 6) mm, and six different time delays between consecutive impact, (0.0, 0.2, 0.4, 0.5, 0.6,  
650 0.8) ms, are examined. The first approximate the size of the crustacean's appendage, the  
651 second reproduce the timings of its assaults. Finally, in all the considered configurations,  
652 the total impact energy is keep fixed at the value of 2.27 J and distributed among single-,  
653 double- or triple-impact scenarios by changing the projectile's velocity.

654 It emerges that the single-impact configuration is the most damaging while, among the  
655 double-impact configurations analysed, the strategy adopted by the mantis shrimp leads to  
656 the highest level of damage. To verify if the latter result is material- or geometry-dependent,  
657 a second set of finite element simulations are performed, involving a target having different  
658 mechanical properties, i.e., an higher yield stress, and modified geometric characteristics,  
659 i.e., smaller and larger domain. Also in this case, the mantis shrimp's strategy remains the  
660 optimal solution to achieve the maximum level of damage. However,  
661 further studies are necessary to extend our results. For instance, it would be useful to  
662 experimentally measure forces and timing of the crustacean attacks for targets made of  
663 different materials, to investigate if and how the animal adapts its strategy to the surface it  
664 faces. Simultaneously, to understand if the animal's strategy is the most damaging, it would  
665 be opportune to reproduce these experimental scenarios and quantify the damage by fluid-  
666 structure interaction simulations. Regarding the triple-impact configurations, more complex  
667 scenarios are obtained and different optimal solutions are found. In addition, independently

668 of the impact configuration considered, the 3 mm projectile and the 6 mm projectile provide,  
669 on order, the highest and the lowest level of damage on the target. This result, in accordance  
670 with the Hertzian model for dynamic impacts, confirms the high penetration power of smaller  
671 projectiles.

672 It should be noted that the aim of this paper is not to reproduce the real predator-prey  
673 scenario but to only capture the relevant mechanics and verify the existence of optimal  
674 damaging strategies for a fixed amount of kinetic energy of the impactor and for generic  
675 material properties of the target. Indeed, only the heel of the mantis shrimp's appendage  
676 resembles a sphere, as modelled in our simulations, and the preys' outer shells, usually  
677 snails, have complicated spiral geometries. In addition, mechanical properties of both the  
678 mineralized chitin composite constituting the mantis shrimp's dactyl and the highly  
679 mineralized nacre shells are different from aluminium. However, the arbitrariness of the  
680 assumptions behind our model, coupled with our results, lead us to hypothesize that the  
681 shrimp may use an 'optimal' damaging strategy.

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683

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## Highlights

- Inspired by the double-impact strategy of the peacock mantis shrimp, this paper presents a set of parametric finite element simulations of single, double and triple mechanical hits, using elastic-plastic projectiles and targets, to compute the damage energy of the target.
- Several sequences of combinations (strong, weak and equal impact energy), different diameters of the projectile, (3, 4, 6) mm, and various time delays between consecutive impacts, taken in the range 0.0-0.8 ms, are tested by keeping the total impact energy of the projectile fixed and equal to 2.27 J.
- Our results reveal that: (i) the single-impact strategy is the most damaging, (ii) among the double-impact cases the crustacean attack strategy has the most damaging effect, (iii) the triple-impact strategy shows more complex scenarios and different optimal solutions.
- Our results could be of interest for designing bio-inspired armours.

### Conflict of Interest

- All authors declare that they have no conflict of interest.
- The authors have no affiliation with any organization with a direct or indirect financial interest in the subject matter discussed in the manuscript

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