

# *Radiant Ignition of Adjacent Upholstered Furniture - A Simple Approach*



By  
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# *Acknowledgements*

- Flora Chen – *Radiant Ignition of Upholstered Furniture* conducted over 900 ignition experiments
- Simon Weaver – Spent hours staring at video tapes for the flame height.
- Tony Enright – Looked after the furniture experiments



# *Radiant Ignition of Adjacent Upholstered Furniture - A Simple Approach*

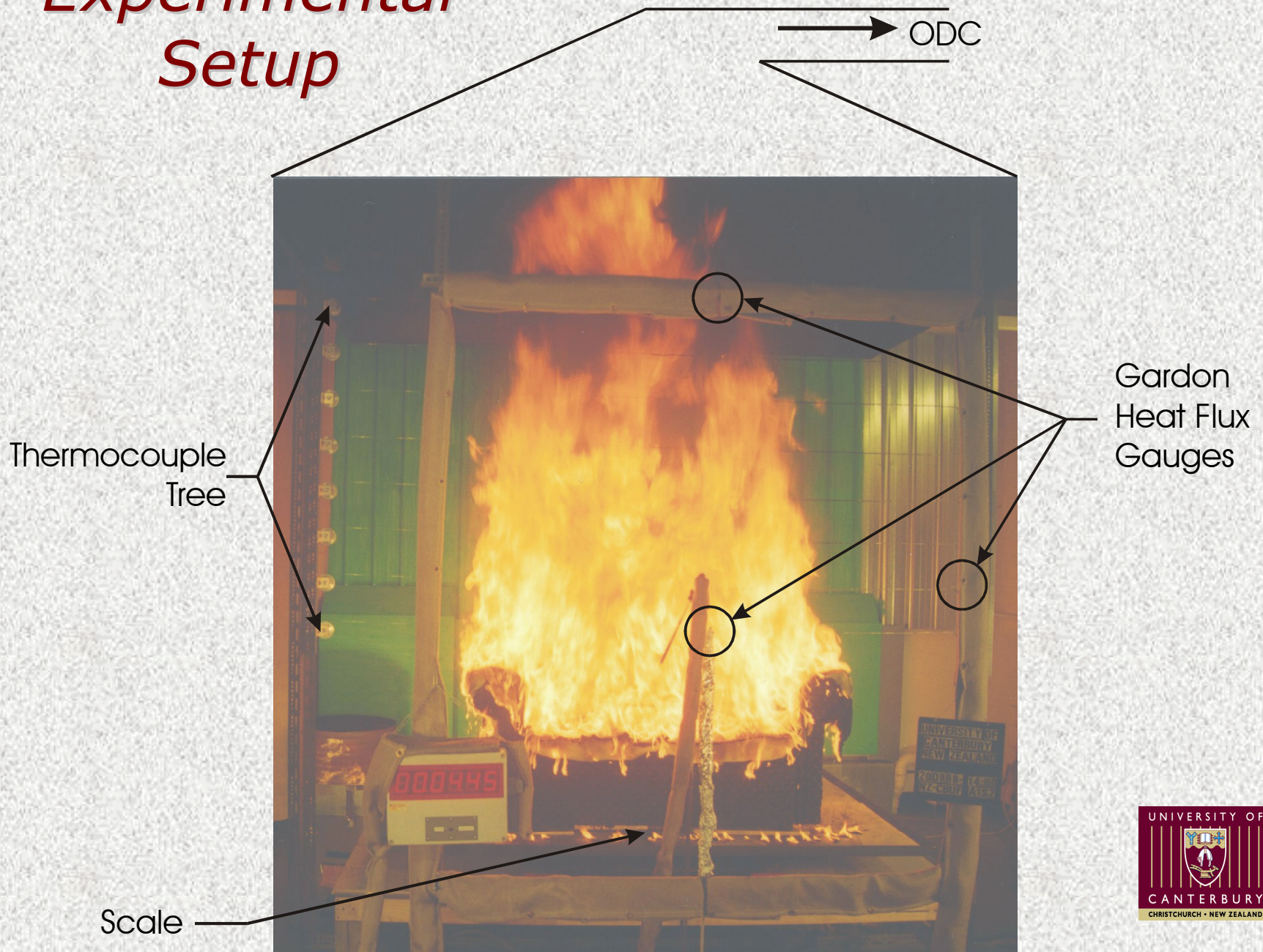
- Introduction
- Radiation from the Source
  - Experiments
  - Radiation Modeling
  - Results
- Radiant Ignition of Upholstered Furniture
  - Experiments
  - Results
  - Analysis
- Conclusions
- Future Research

# *Radiant Ignition of Adjacent Upholstered Furniture - A Simple Approach*

- NZ CBUF - Combustion Behavior of Upholstered Furniture
- Flame radiation side benefit
- Previous research
  - Heskestad
  - Will the second item ignite? Babrauskas
  - SFPE Engineering guide – *Assessing Flame Radiation to External targets from Pool Fires, Beyler et. al.*



# Experimental Setup

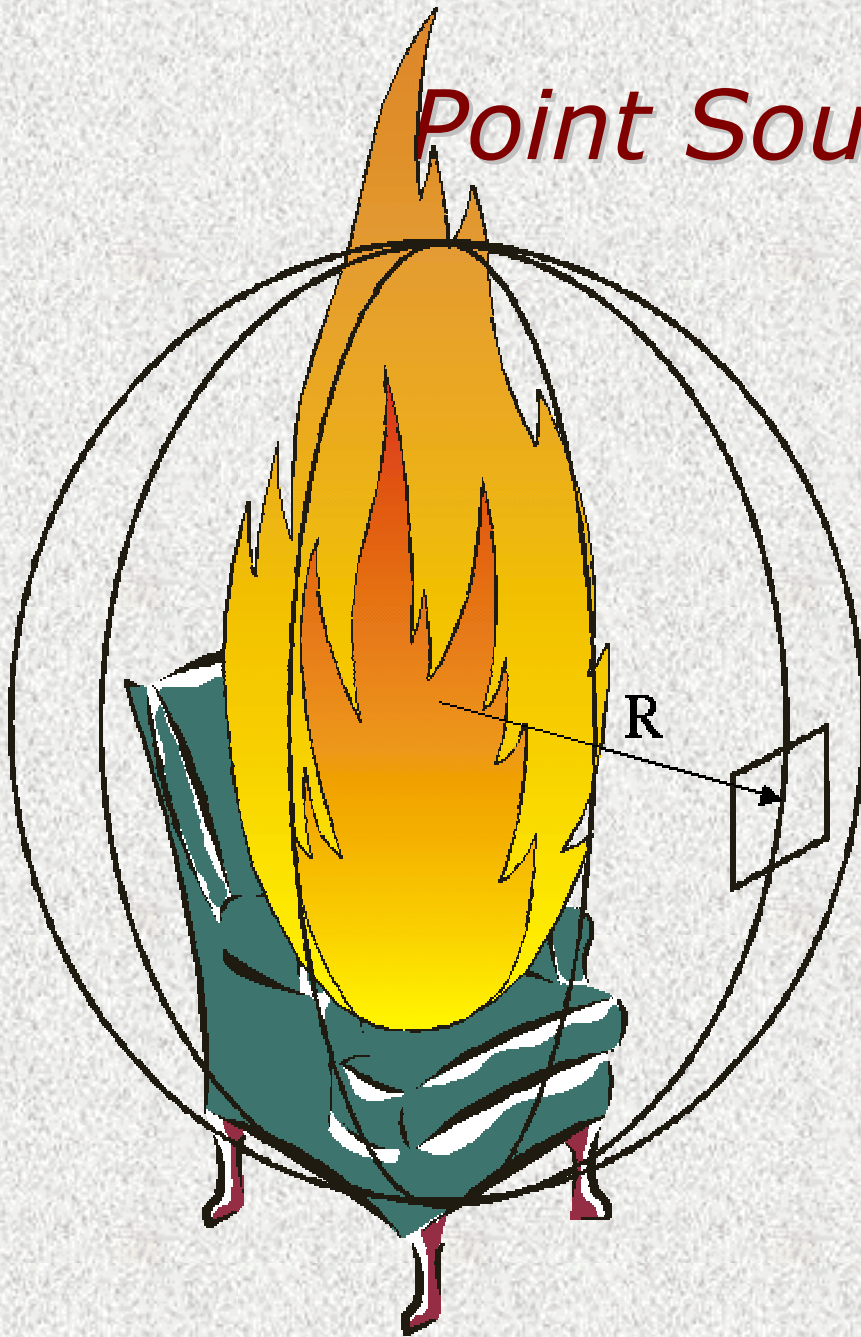




# *Furniture Styles*



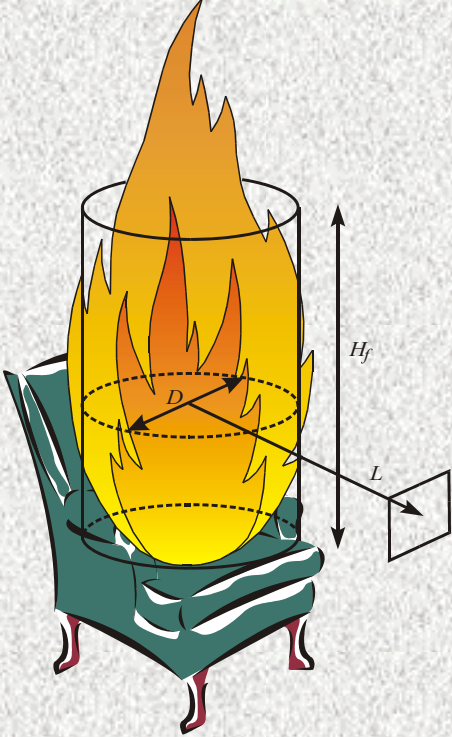
# Point Source Model



$$\dot{Q}'' = \frac{Q_c}{A_{\text{sphere}}} = \frac{0.45Q_T}{4\pi R^2}$$



# Cylindrical Model



$$\dot{Q}'' = F \cdot \varepsilon \cdot \sigma \cdot T_{\text{Flame}}^4$$

$$F_{\text{d1-2}} = \frac{1}{\pi H} \tan^{-1} \frac{L}{\sqrt{H^2 - 1}} + \frac{L}{\pi} \left[ \frac{X - 2H}{H\sqrt{XY}} \tan^{-1} \sqrt{\frac{X(H-1)}{Y(H+1)}} - \frac{1}{H} \tan^{-1} \sqrt{\frac{H-1}{H+1}} \right]$$

$$\varepsilon = 1 - \exp(-\kappa D)$$

$$T_{\text{Flame}} = 800^\circ\text{C}$$



# Heskestad's Correlation

$$H_f = -1.02D + 0.235 Q^{.2/5}$$

Where:

$$D = \sqrt{\frac{4A}{\pi}}$$

$$A = \frac{\dot{Q}}{\dot{Q}''_{\text{cone}}}$$

$\dot{Q}$  = measured by ODC

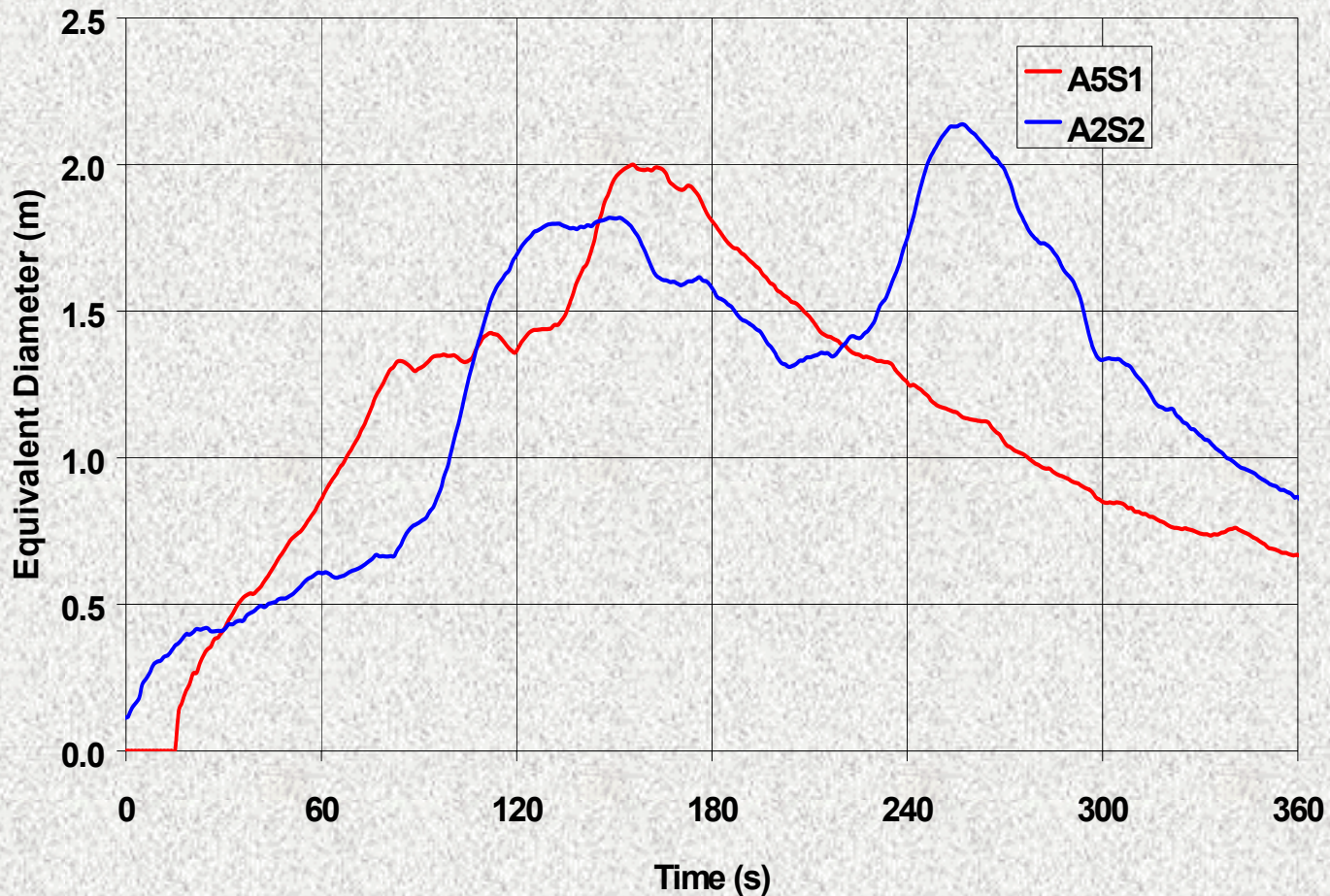
$\dot{Q}''_{\text{cone}}$  = peak RHR Cone calorimeter

$H_F$  = height of the flame

# *Equivalent Diameter*

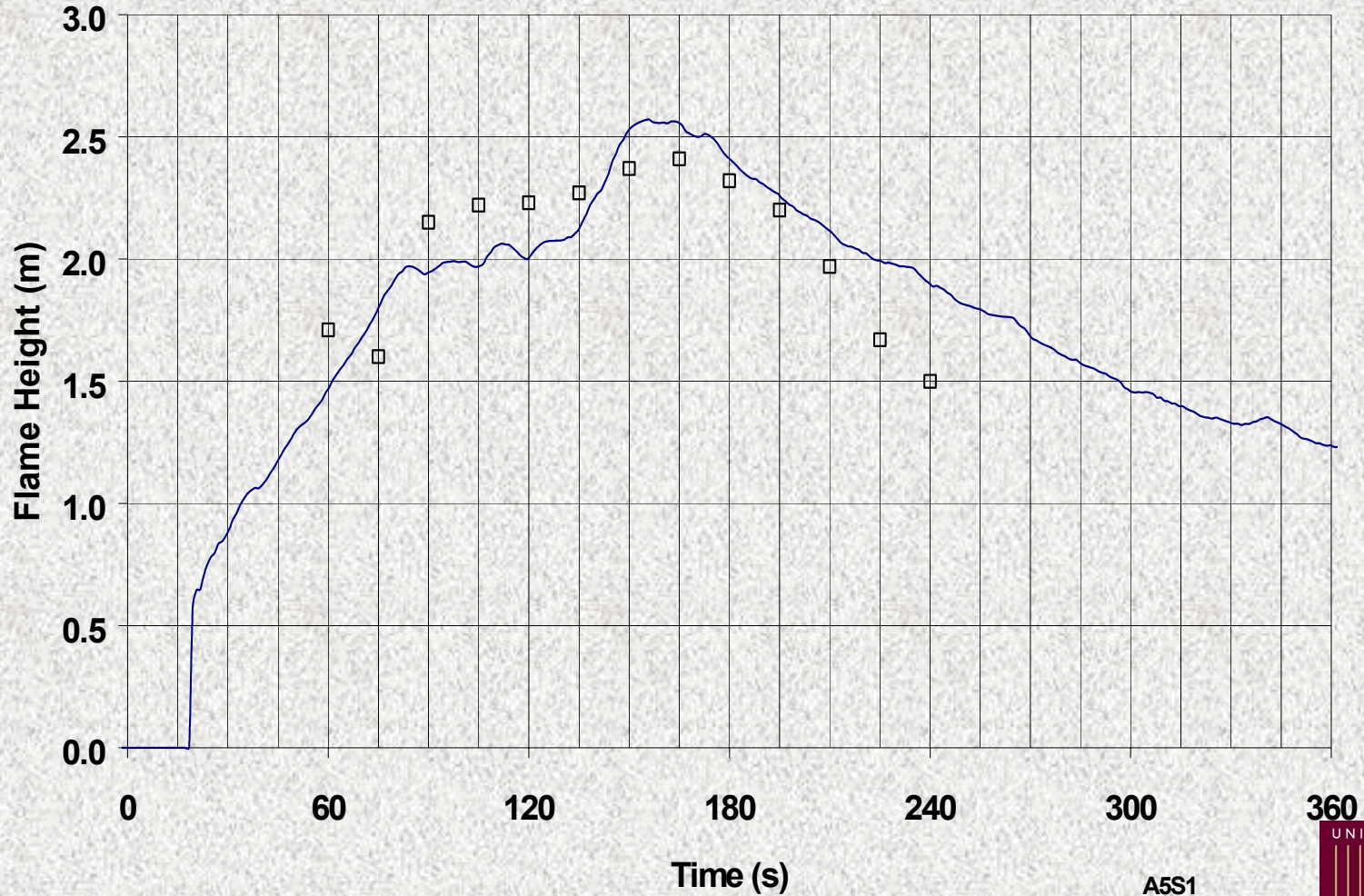
$$D = \sqrt{\frac{4A}{\pi}}$$

$$A = \frac{\dot{Q}}{\dot{Q}''_{\text{cone}}}$$



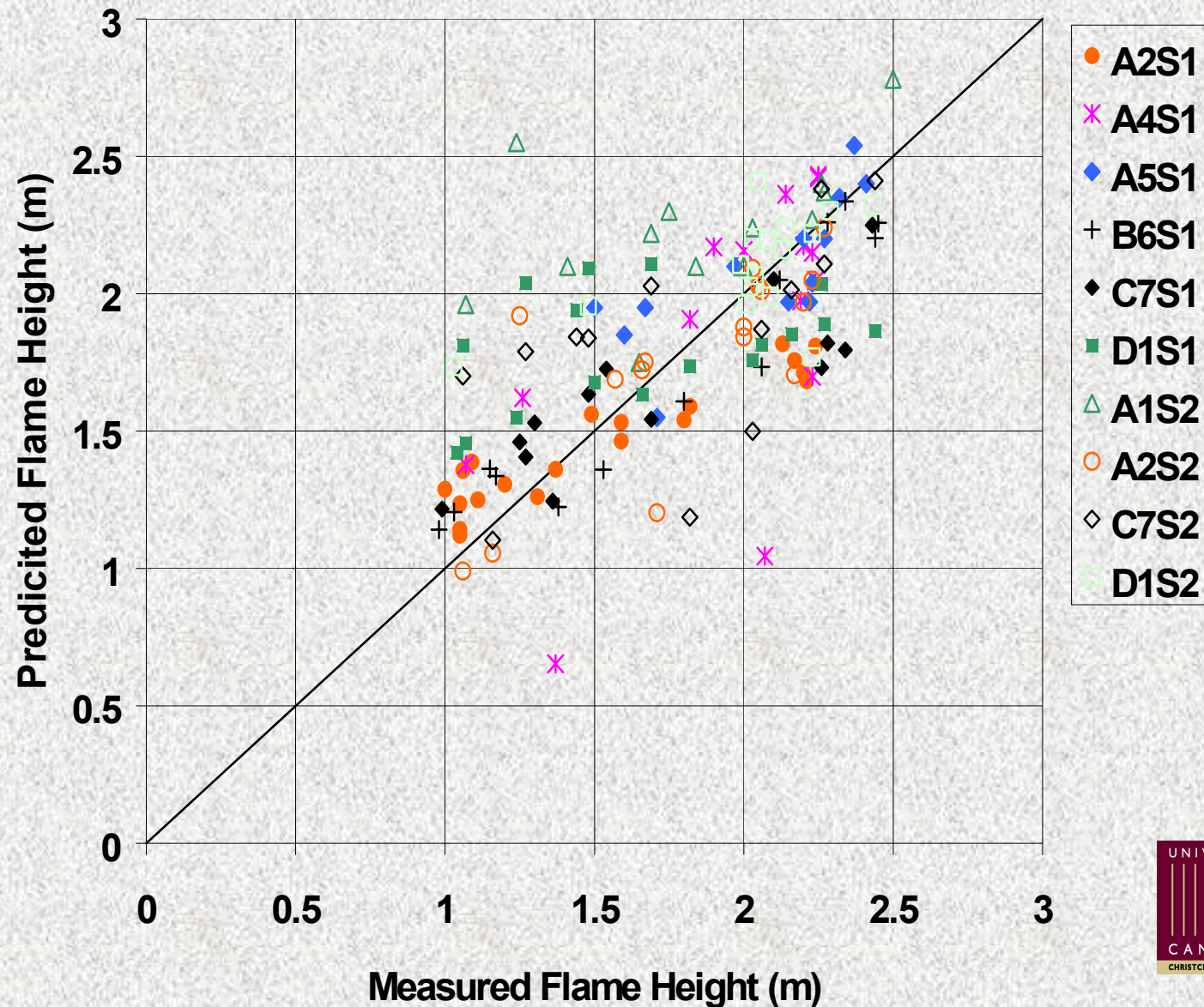


# *Flame Height Data Versus Correlation*



A5S1

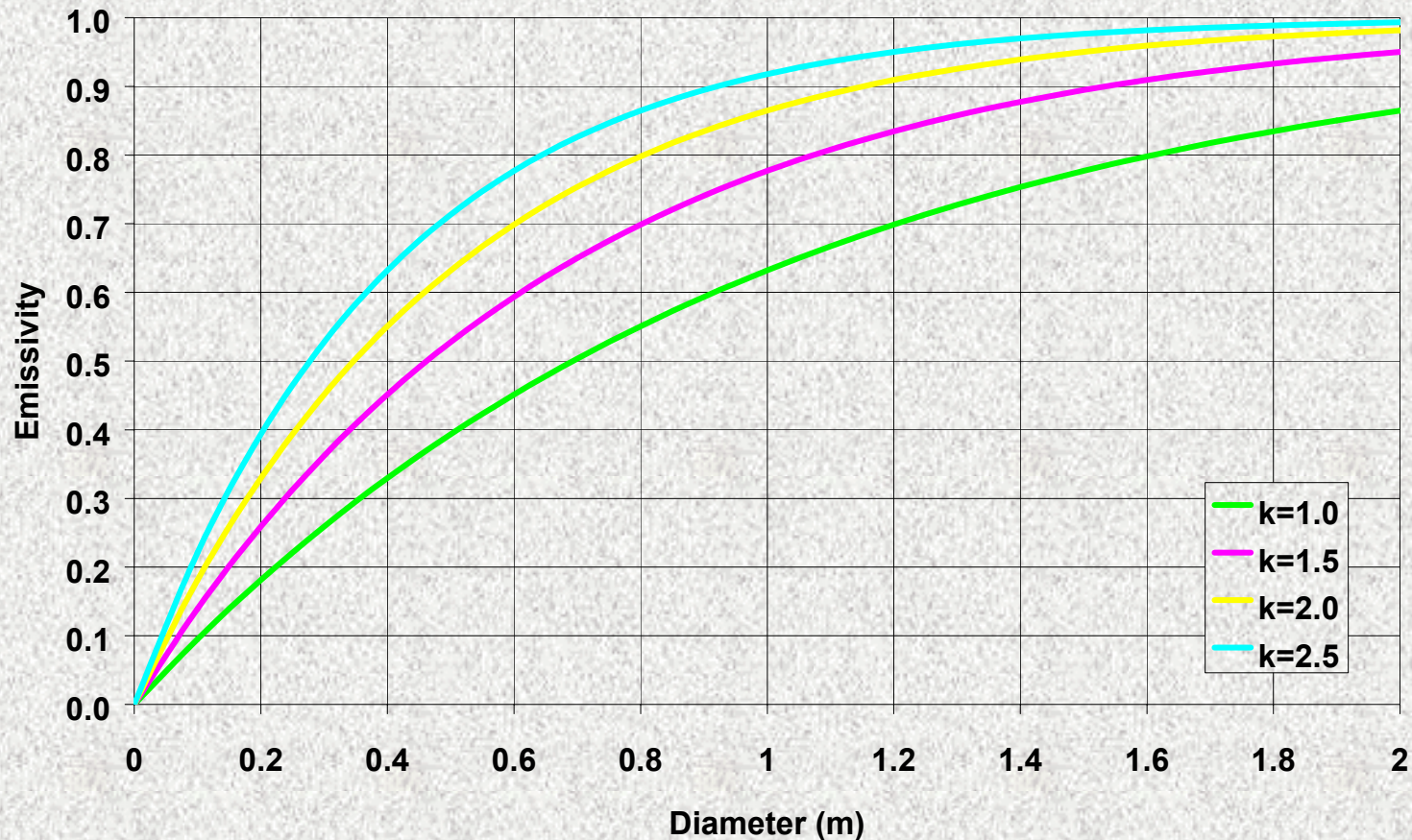
# Comparison of all experiments



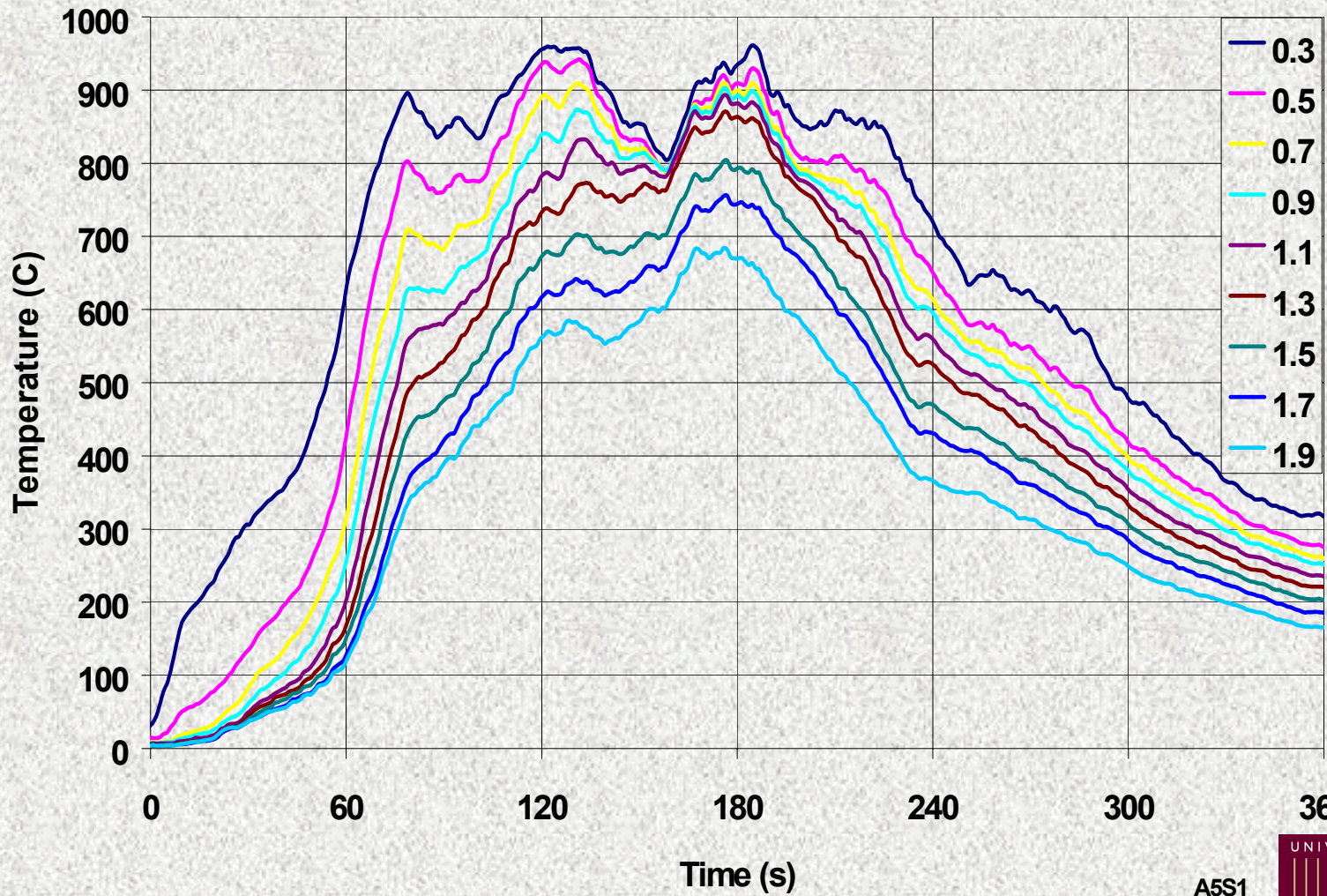


# *Emissivity of Flame*

$$\varepsilon = \left(1 - e^{-kD}\right)$$



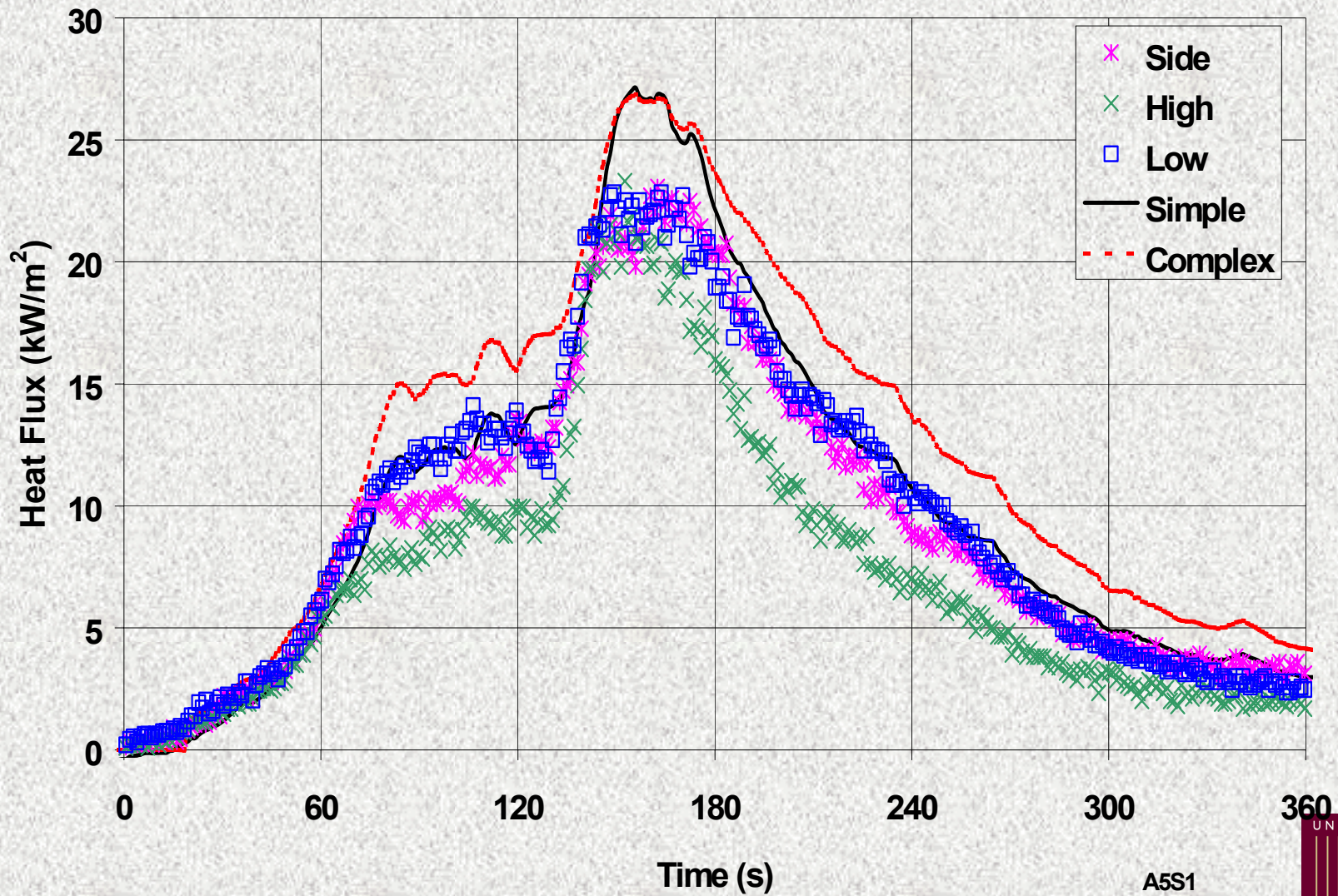
# Flame Temperature Data



A5S1

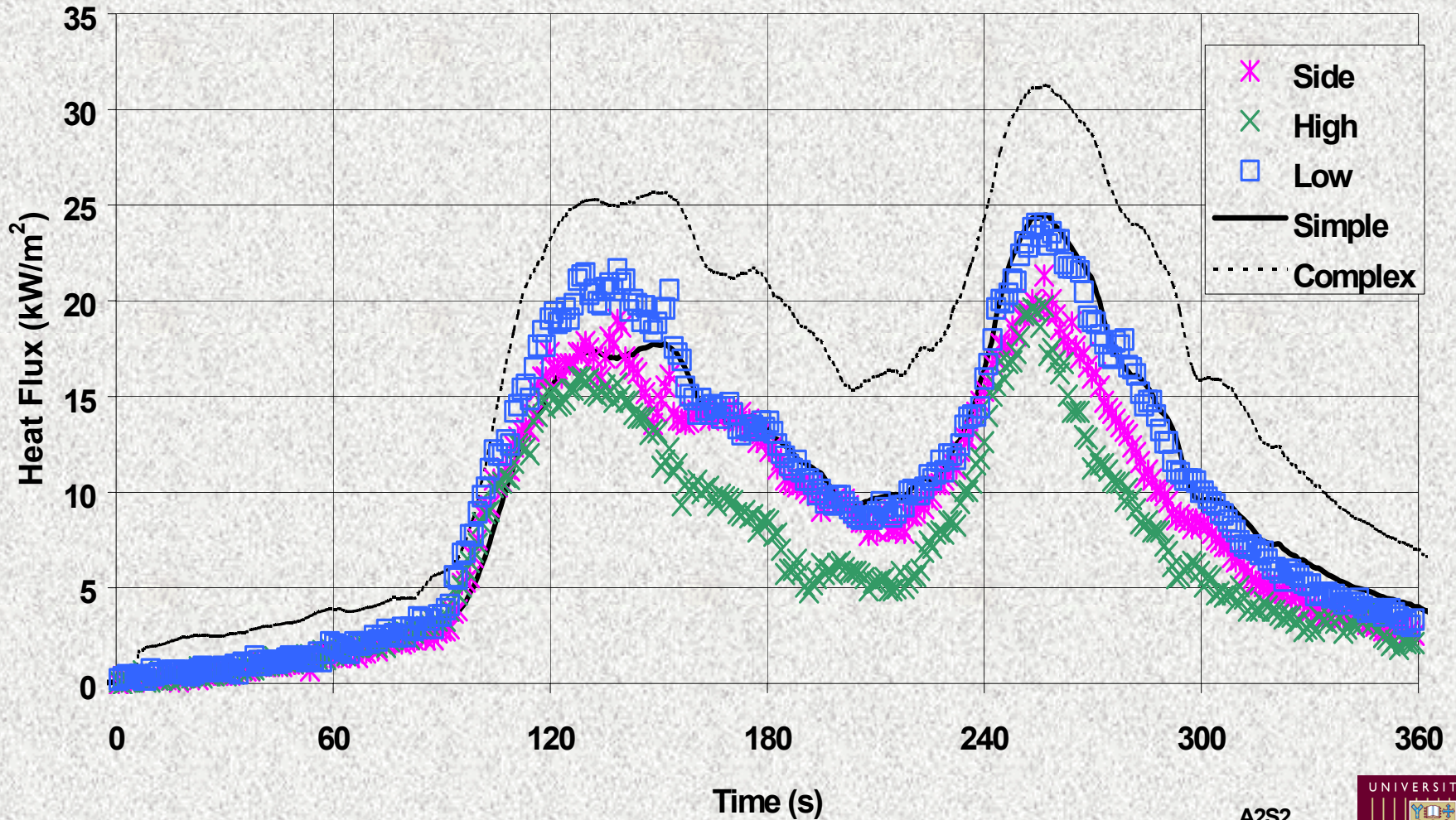


# Single Seater Results



A5S1

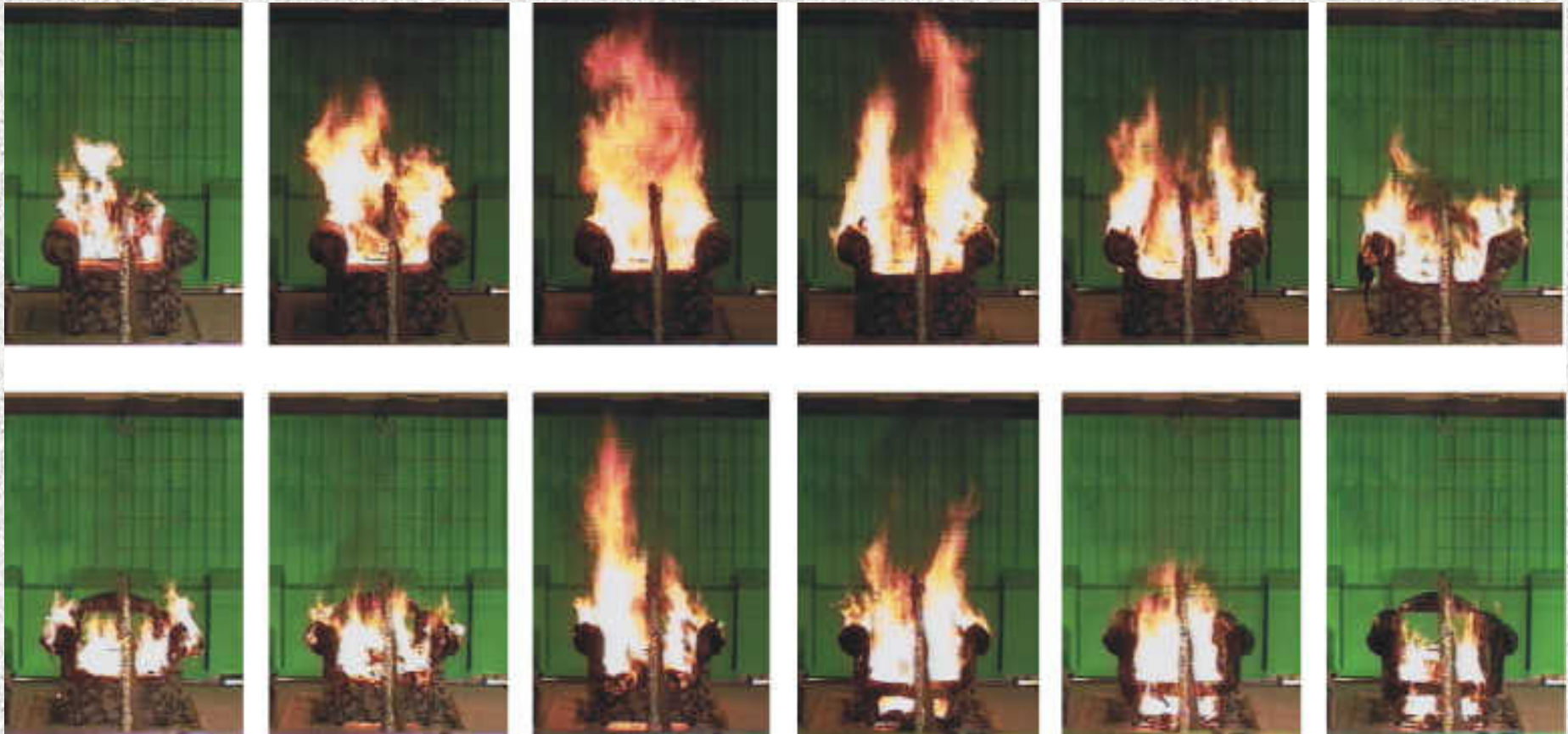
# Two Seater Results



A2S2

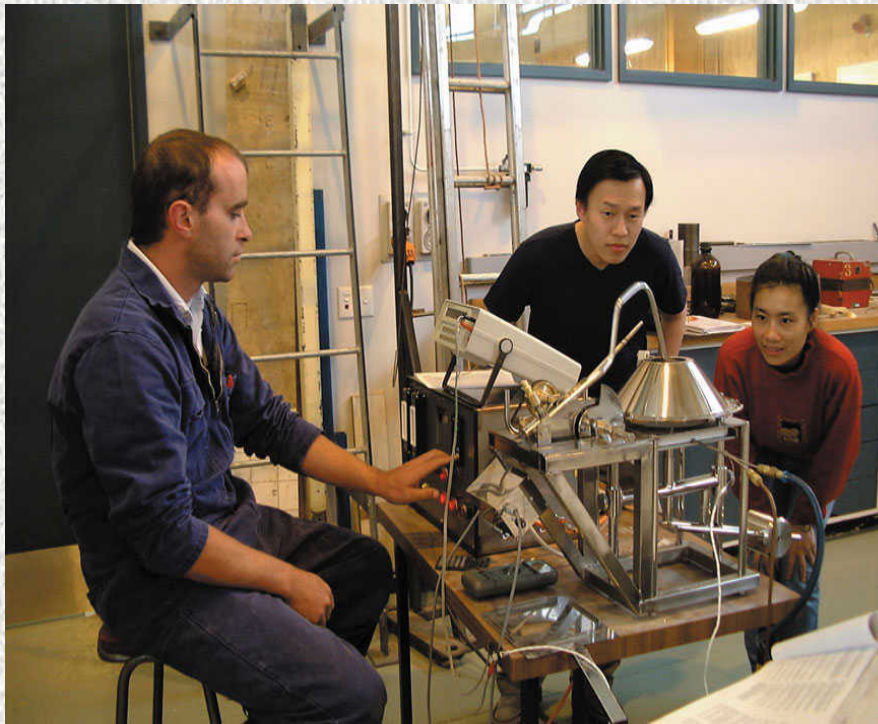


# *Furniture Flames*



30 s after ignition to 360 s after ignition

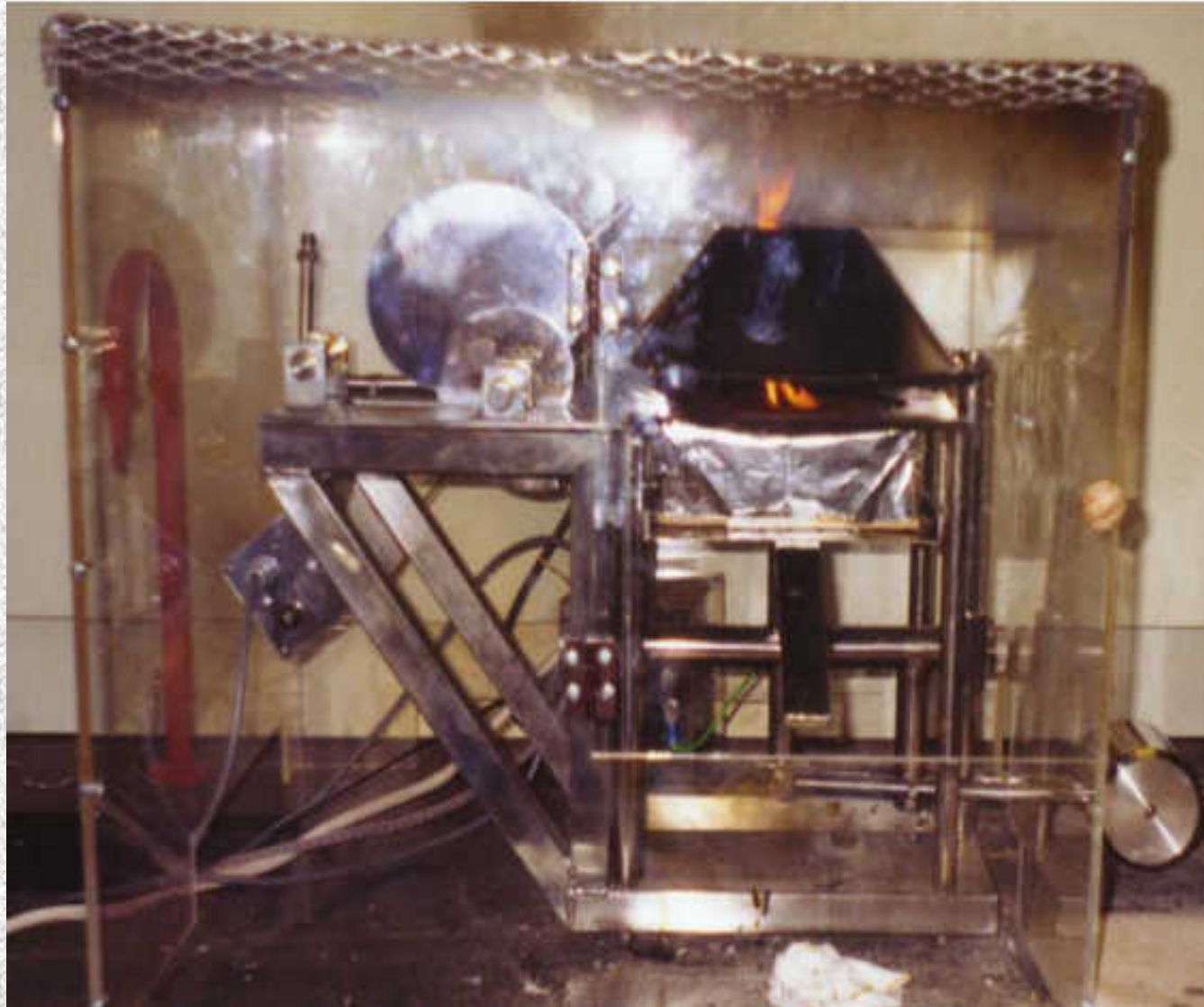
# *Radiant Ignition of Upholstered Furniture*



- Experiments
- Results
- Analysis



# *Ignition Apparatus*



# *Radiant Ignition of Upholstered Furniture*

- 14 NZ Fabrics
- 3 NZ Polyurethane Foam (Domestic, Commercial, Aviation)
- ISO Ignitability Apparatus w/electric arc
- $q_e = 40, 35, 30, 25, 20, 15, 10 \text{ kW/m}^2$   
+ minimum heat flux levels
- 5 replicate samples at each heat flux
- Over 900 experiments were conducted



# Fabric Matrix

| Color Code | Polypropylene | Polyester | Acrylic | Cotton | Olefin | Viscose | Nylon pile | Total |
|------------|---------------|-----------|---------|--------|--------|---------|------------|-------|
| Pacific    | 100           |           |         |        |        |         |            | 100   |
| Cement     |               | 100       |         |        |        |         |            | 100   |
| Saffron    |               |           | 100     |        |        |         |            | 100   |
| Azure      |               |           |         |        | 100    |         |            | 100   |
| Gold       |               |           |         |        |        |         | 100        | 100   |
| Dark red   |               |           |         | 100    |        |         |            | 100   |
| Cadet      |               | 42        | 58      |        |        |         |            | 100   |
| Blue       |               | 51        |         | 49     |        |         |            | 100   |
| Sage       |               | 50        |         |        | 50     |         |            | 100   |
| Navy       |               | 51        |         |        |        | 49      |            | 100   |
| Forest     | 60            | 40        |         |        |        |         |            | 100   |
| Denim      |               | 31        | 21      | 48     |        |         |            | 100   |
| Spring     |               | 43        | 41      |        | 16     |         |            | 100   |
| Taupe      |               | 39        |         | 40     |        | 21      |            | 100   |

- Selected from over 350 fabrics
- Color was not a variable
- Pure fabrics chosen when possible

\* Fabric 28 is a fabric treated with fire retardant additive.

# *Assumptions*

- Ignition occurs when the surface reaches a material dependent temperature
- The material is opaque and inert
- The material has uniform thermal properties independent of  $T$
- Thermal decomposition and associated changes are neglected
- Heat flow into the solid is 1-dimensional
- Heat loss from the surface is both convective and radiative with a constant convection coefficient



# *Time to ignition - thin solid*

## *Approximate solution*

$$\dot{q}_{net}'' = \dot{q}_e'' - \dot{q}_{rr}'' = \tau\rho c_p \frac{dT}{dt}$$

Initial condition:  $t = 0 \quad T = T_\infty$

Solution to simplified form: Material dependent  
specific to ignition

$$t_{ig} = \tau\rho c_p \frac{(T_{ig} - T_0)}{(\dot{q}_e'' - \dot{q}_{crt}'')}$$

Approximation of  
surface heat loss

# *Thermally Thick - Time to Ignition*

Approximate solution:

$$t_{ig} = \frac{\pi}{4} k\rho c \frac{(T_{ig} - T_o)^2}{(\dot{q}_e'' - \dot{q}_{crit}'')^2}$$

Material dependent specific to ignition

Approximation of Net heat absorbed



# Critical versus Minimum Heat Flux

- Minimum heat flux for ignition  $\dot{q}_{\min}''$  is the heat flux below which ignition under practical conditions (in bench scale test or a real fire) cannot occur.
- Critical heat flux for ignition  $\dot{q}_{\text{crit}}''$  is an estimate of  $\dot{q}_{\min}''$  derived from a correlation of experimental data.

# Estimating the Ignition Temperature

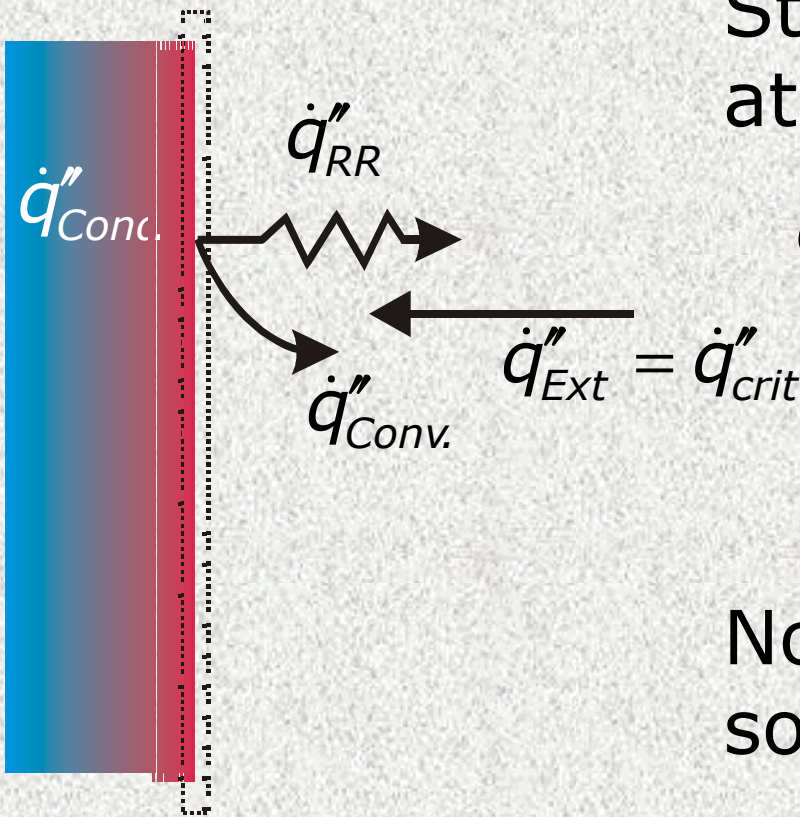
Steady State Energy Balance at Surface

$$\dot{q}''_{crit} = \epsilon\sigma(T_{ig}^4 - T_{\infty}^4) + h_c(T_{ig} - T_{\infty})$$

Radiative losses

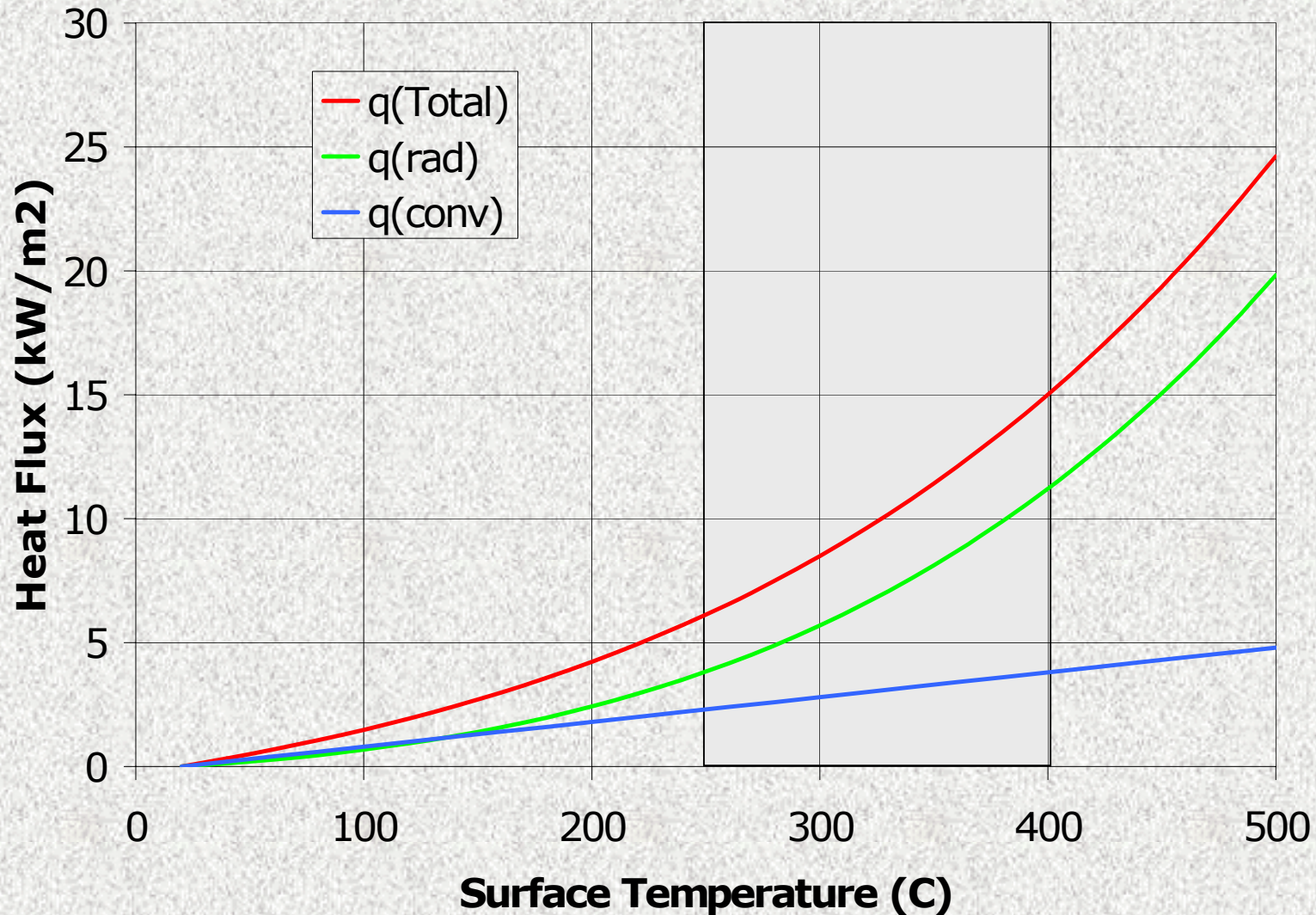
Convective losses

Nonlinear – interative solution





# Components of Surface heat loss



# Melting Fabric



40



35



30



25



20



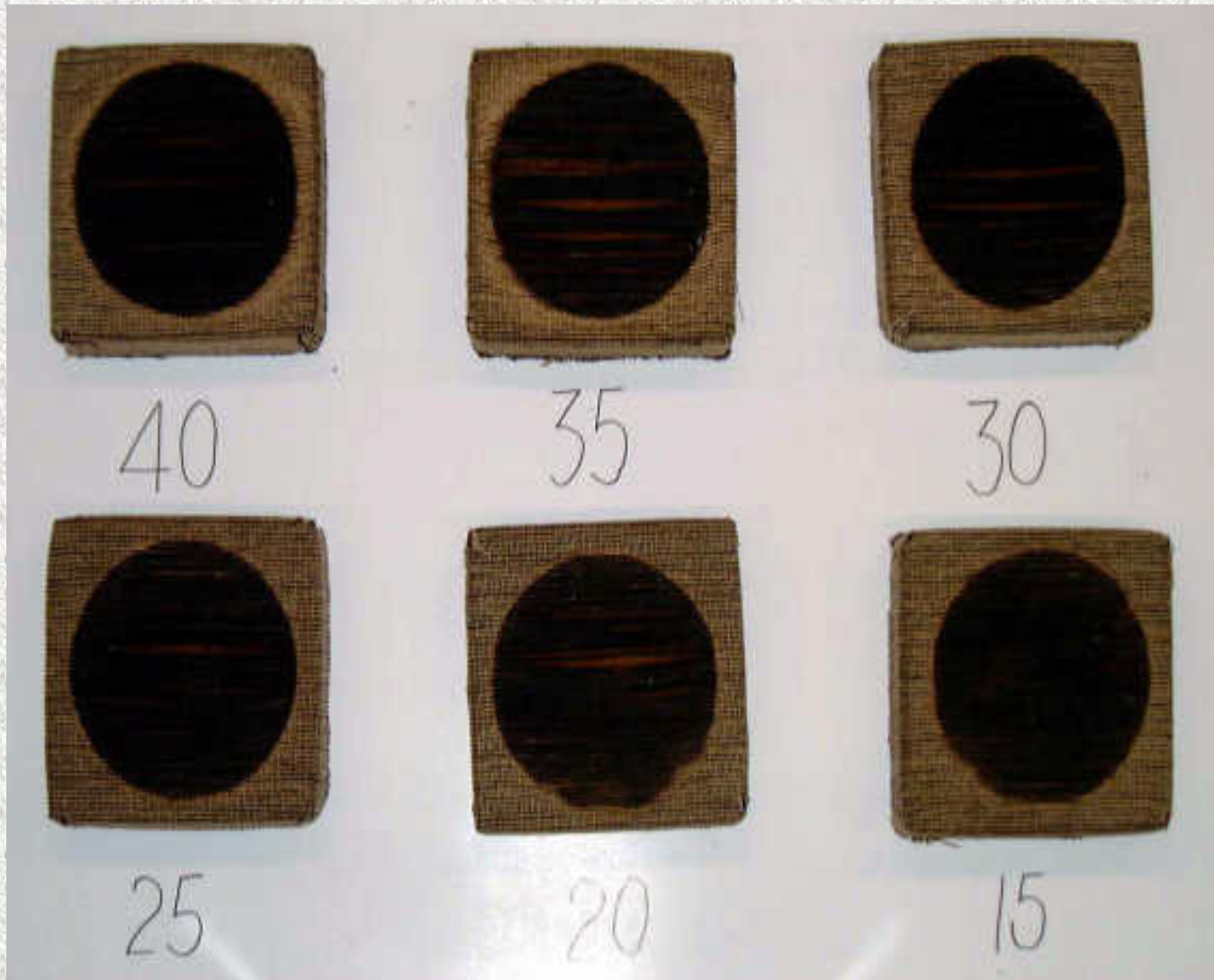
15



# *Melting Fabric*

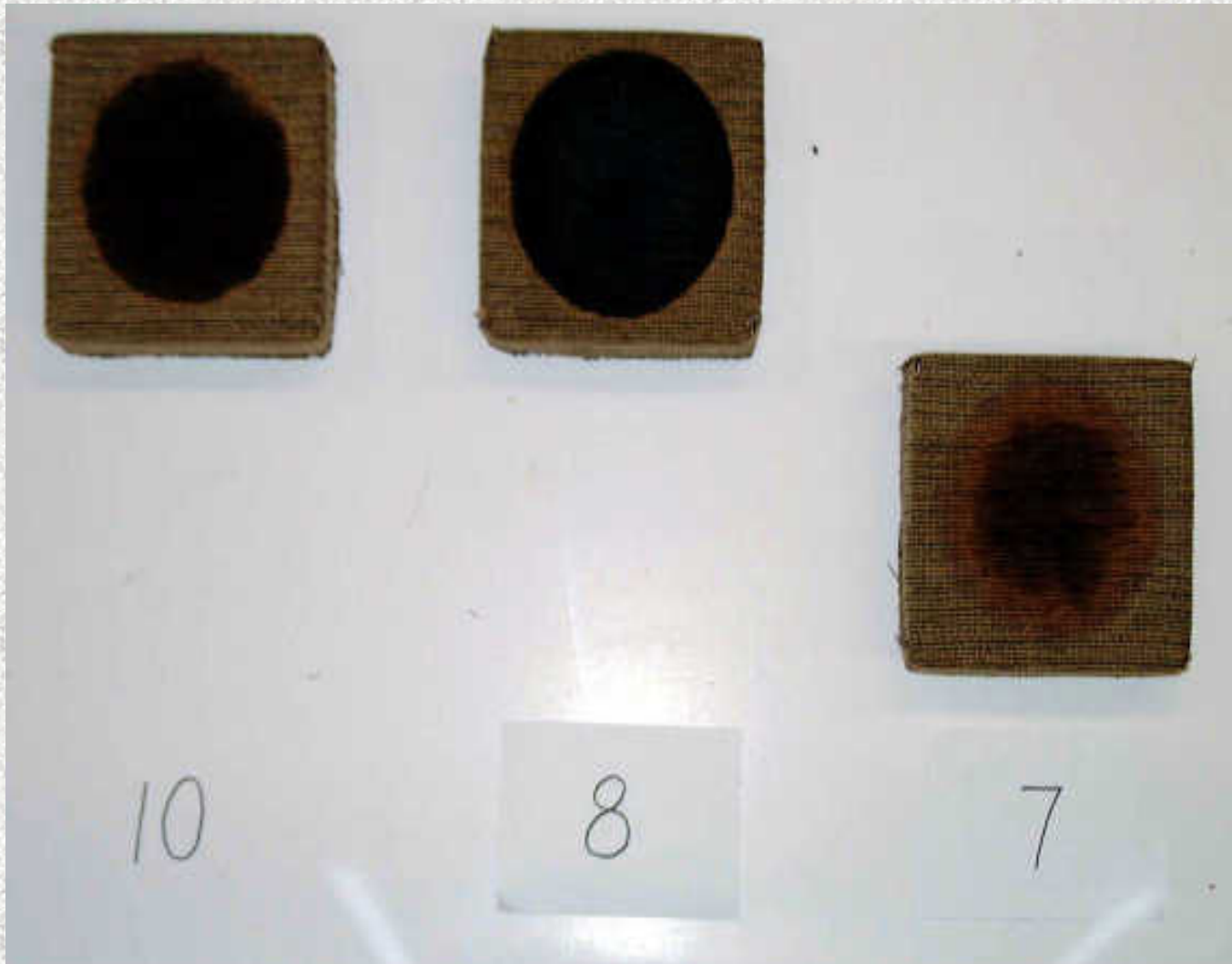


# *Charring Fabric*





# *Charring Fabric*



# Analysis

## ➤ Thermally Thin

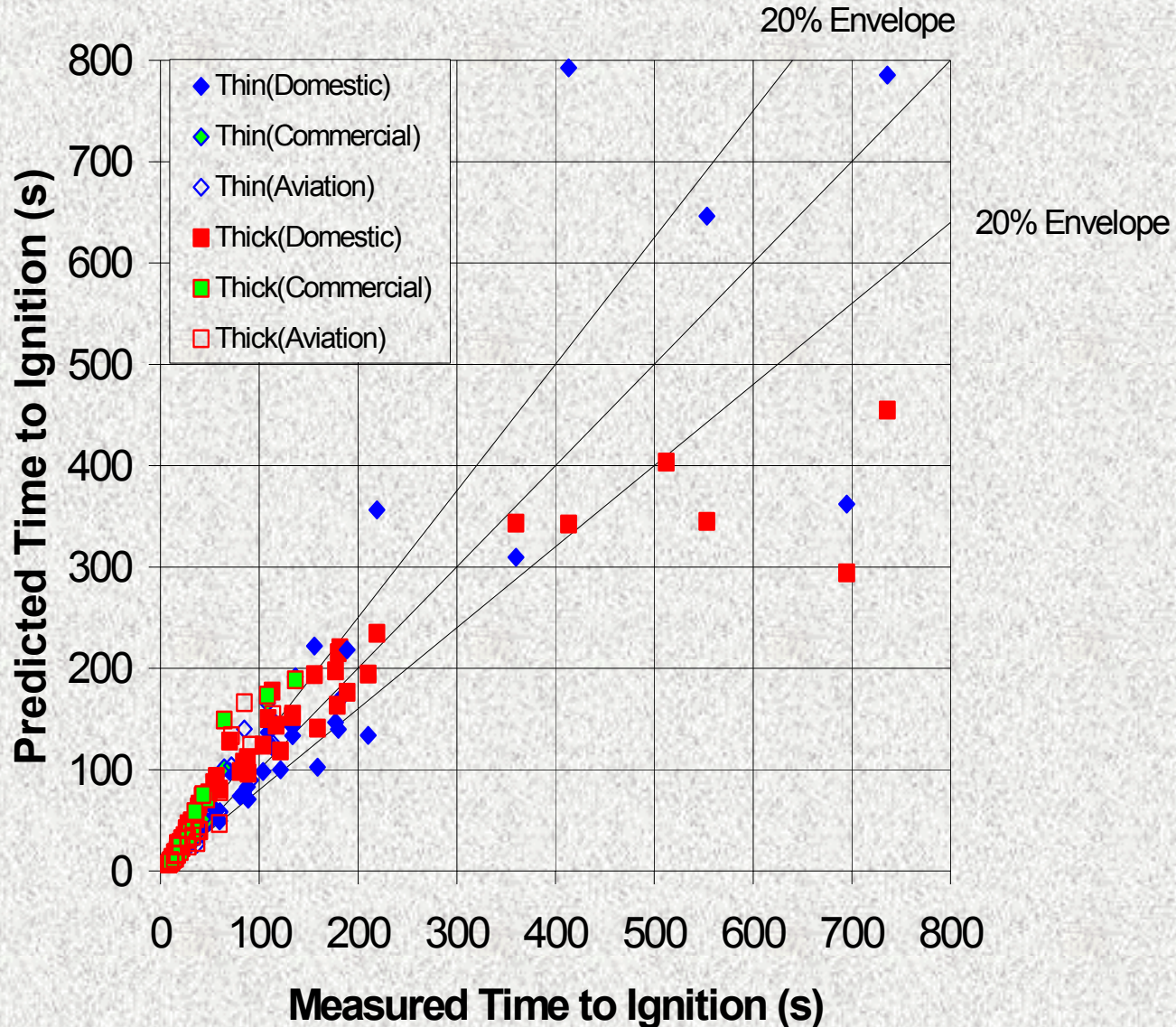
$$t_{ig} = \rho \pi c \frac{(T_{ig} - T_o)}{(\dot{q}_e'' - \dot{q}_{crit}'')}$$

## ➤ Thermally Thick

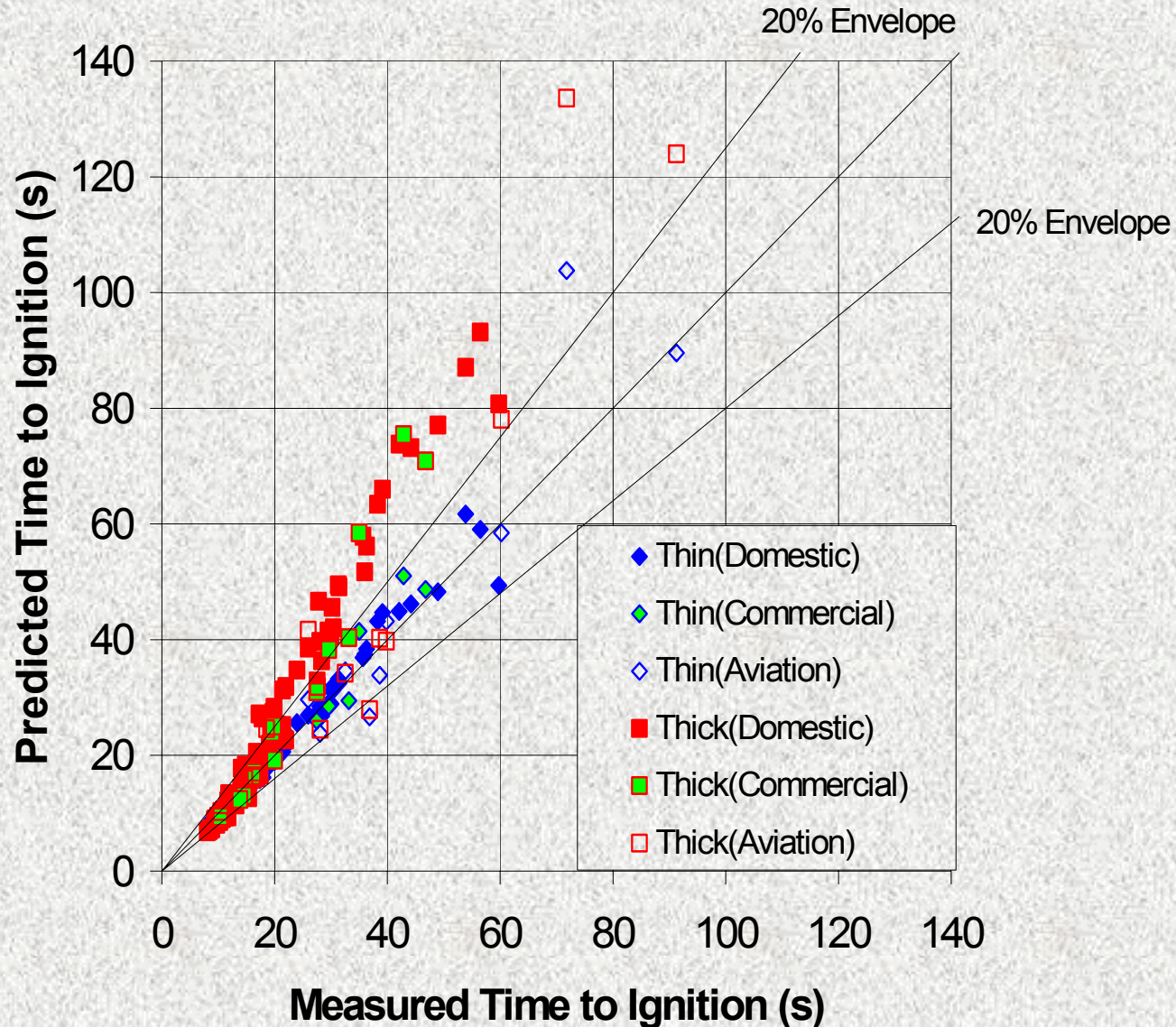
$$\frac{1}{\sqrt{t_{ig}}} = \left( \frac{\pi}{4} k \rho c \right)^{-1/2} \frac{(\dot{q}_e'' - \dot{q}_{crit}'')}{(T_{ig} - T_o)}$$



# Results $7kW/m^2 \leq q''_e \leq 40kW/m^2$

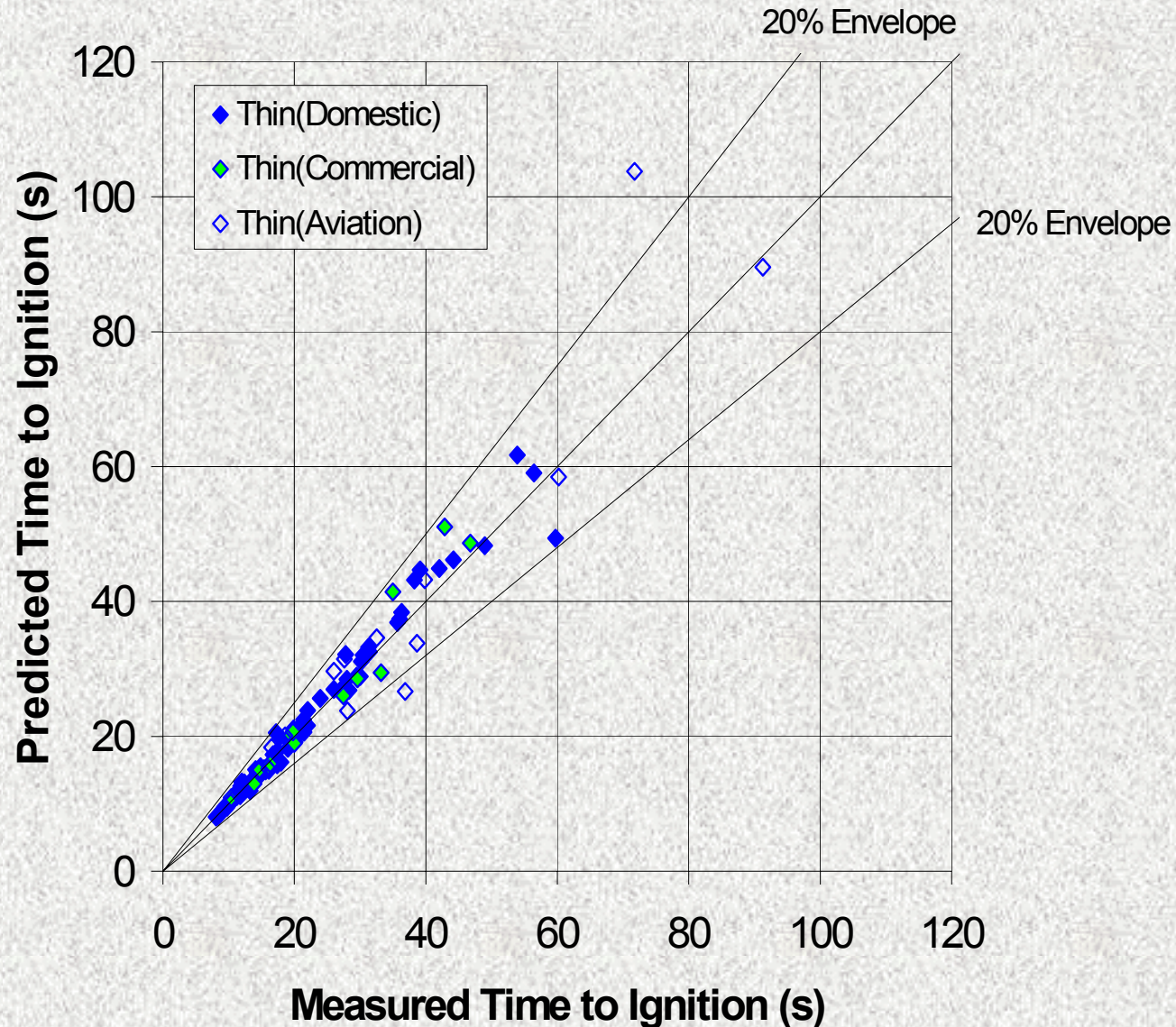


# Results $15kW/m^2 \leq q''_e \leq 40kW/m^2$

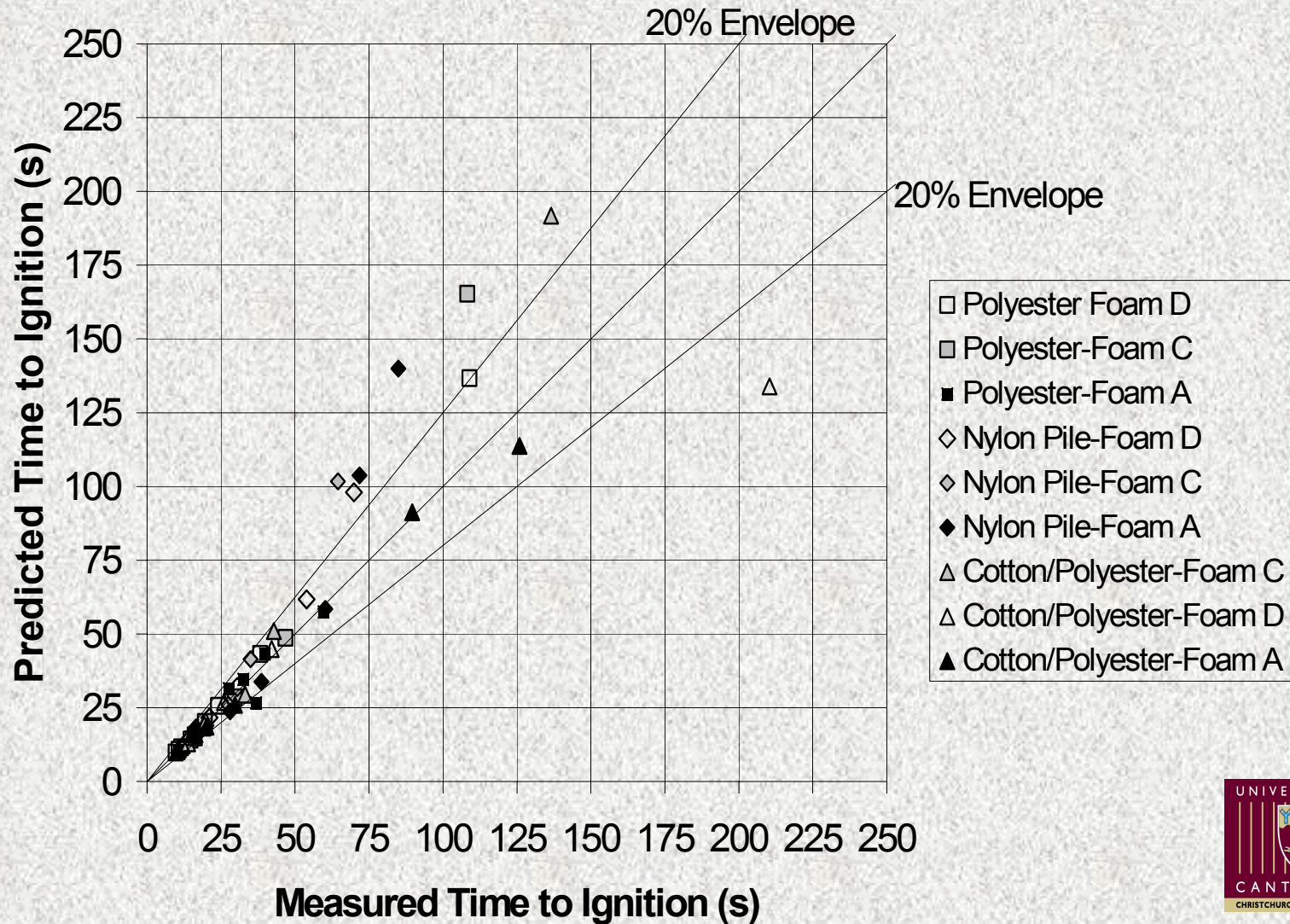




# Results $15\text{kW/m}^2 \leq q''_e \leq 40\text{kW/m}^2$



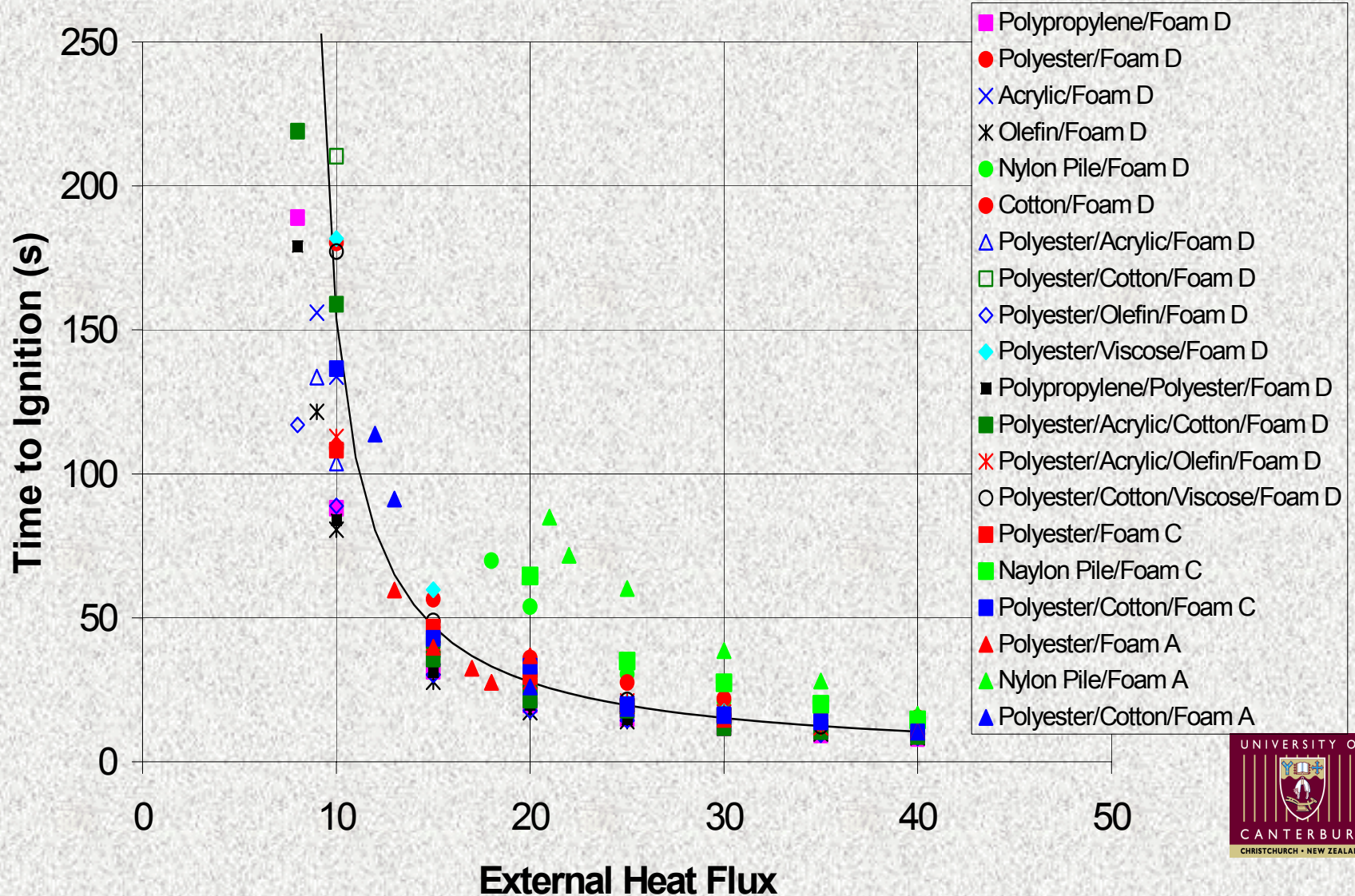
# Fabric Effects





$$t_{ig} = \frac{338}{(\dot{q}_e'' - 7.8)}$$

# Generic Results



# *Conclusions Radiant Ignition of Upholstered Furniture*

- The results presented here show that upholstered furniture composites present a complex ignition problem.
- The melting of the foam and behaviour of the fabrics further complicates the problem.
- Ignoring these complications, the results show that when the fabric-foam composite is exposed to external radiation of  $15 \text{ kW/m}^2$  or more, the time to ignition correlates well as a thermally thin solid
- When the external radiant heat fluxes are below  $15 \text{ kW/m}^2$ , i.e. approaching the minimum heat flux levels, neither the thermally thin or thermally thick correlations fit the data well.



# *Conclusions - Radiation from the Source*

- Due to the complex geometry of upholstered furniture flames it is difficult to model the radiation.
- Point source approximation give surprisingly accurate predictions for the flame radiation (At least at 1.5 m from burning chair)
- More complex is not always accurate.

# *Further Research*

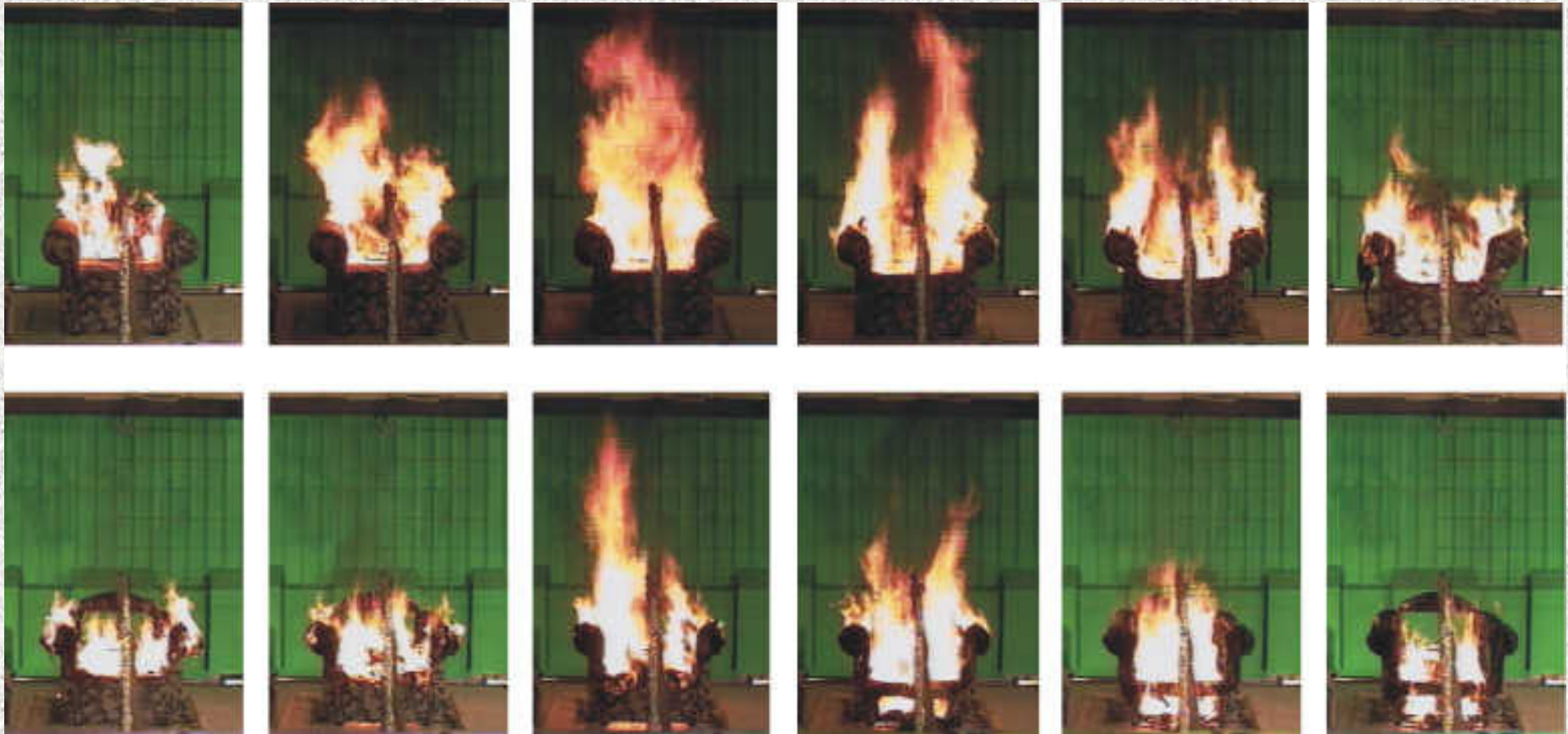
- Improve the characterization of the flame shape using image processing of the video tape.
- Conduct additional experiments with more detailed heat flux measurements.
- Using the material properties from the steady state experiments to predict the ignition from a transient exposure and compare with new transient results.



*Flame Analysis  
with  
Image Processing*

Paul Mason

# *Furniture Flames*



30 s after ignition to 360 s after ignition



# *Motivation*

- To identify and quantify the shape of a flame
- To effectively model flame shape (cylinder, truncated cone, double cone, etc.)
- To correlate flame shape with energy release rate
- To use multiple cameras to establish flame shape (3D)

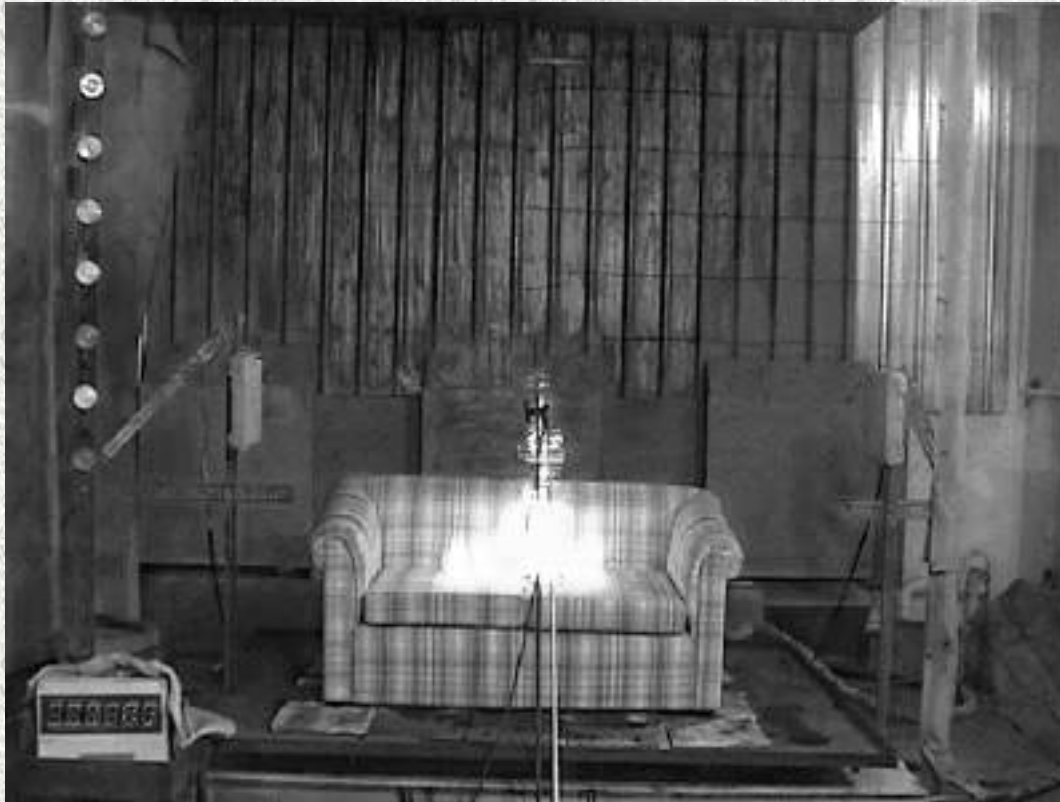
# *Couch Fire*





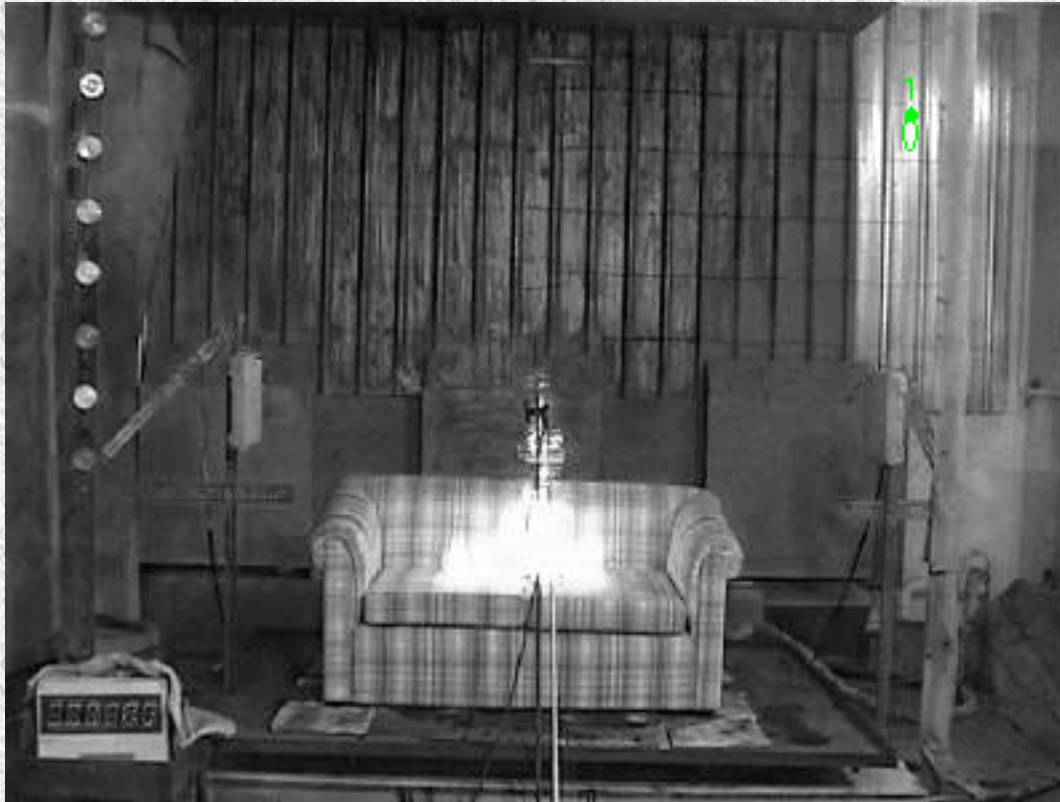
# *Algorithm*

*Extract blue color plane*



# Algorithm

## Quantify

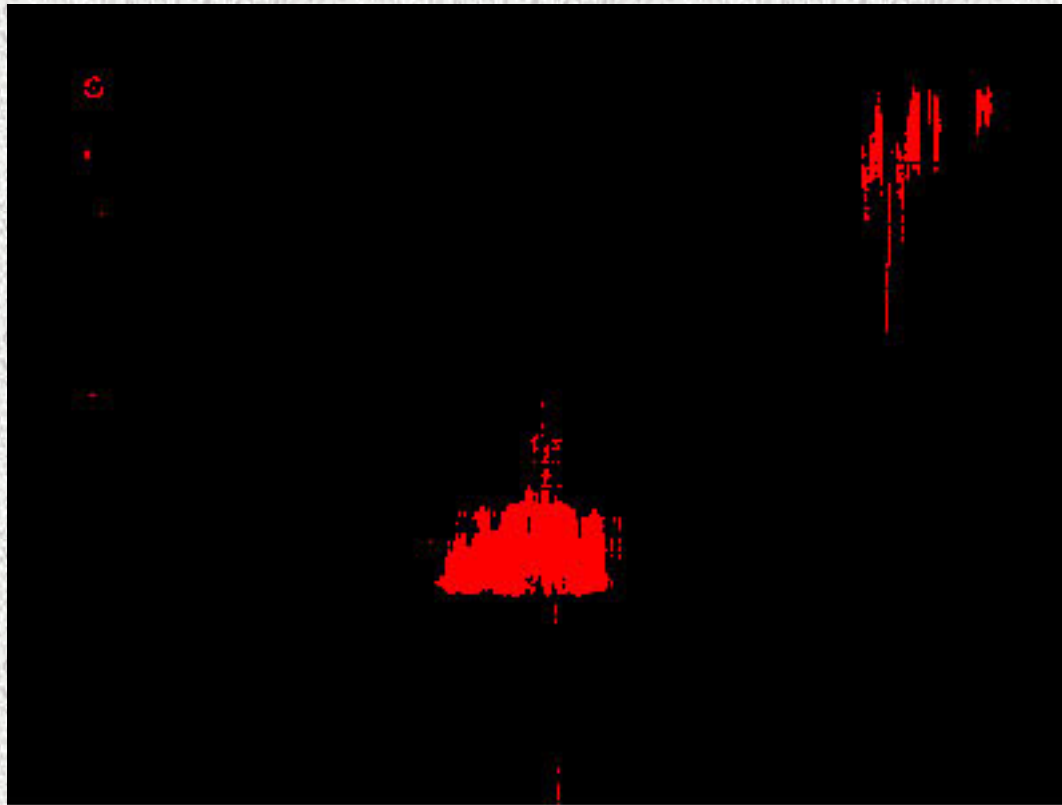


Maximal value: 255.00



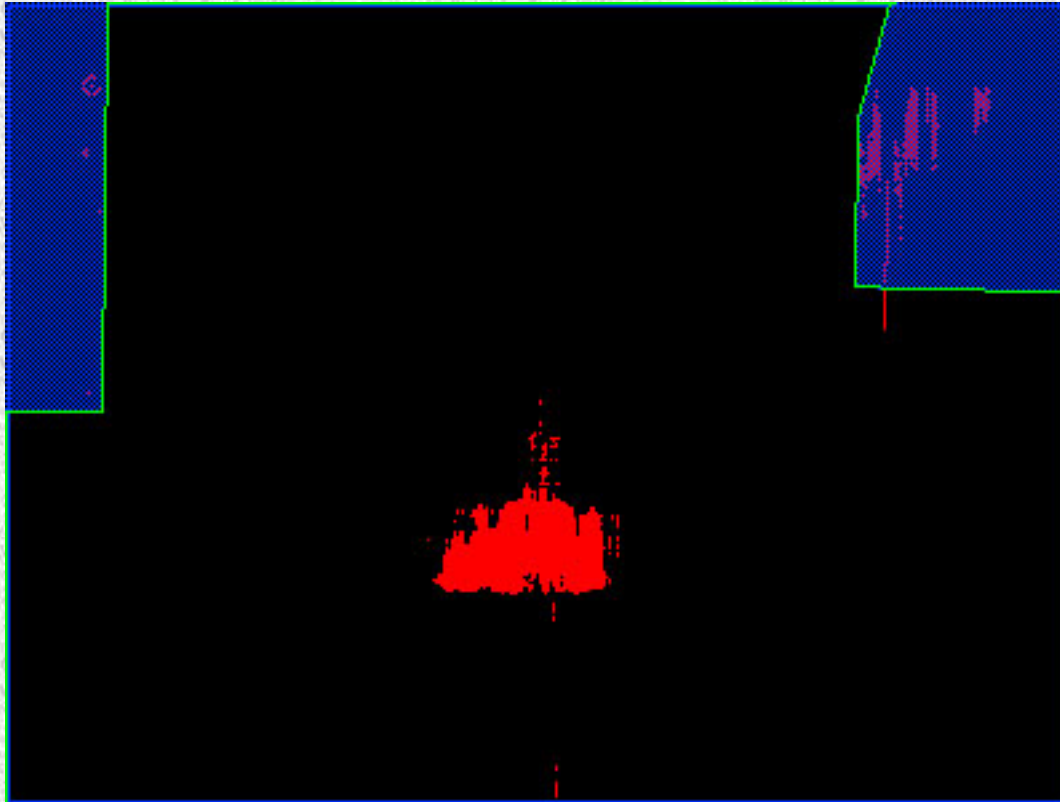
# *Algorithm*

## *Threshold*



# Algorithm

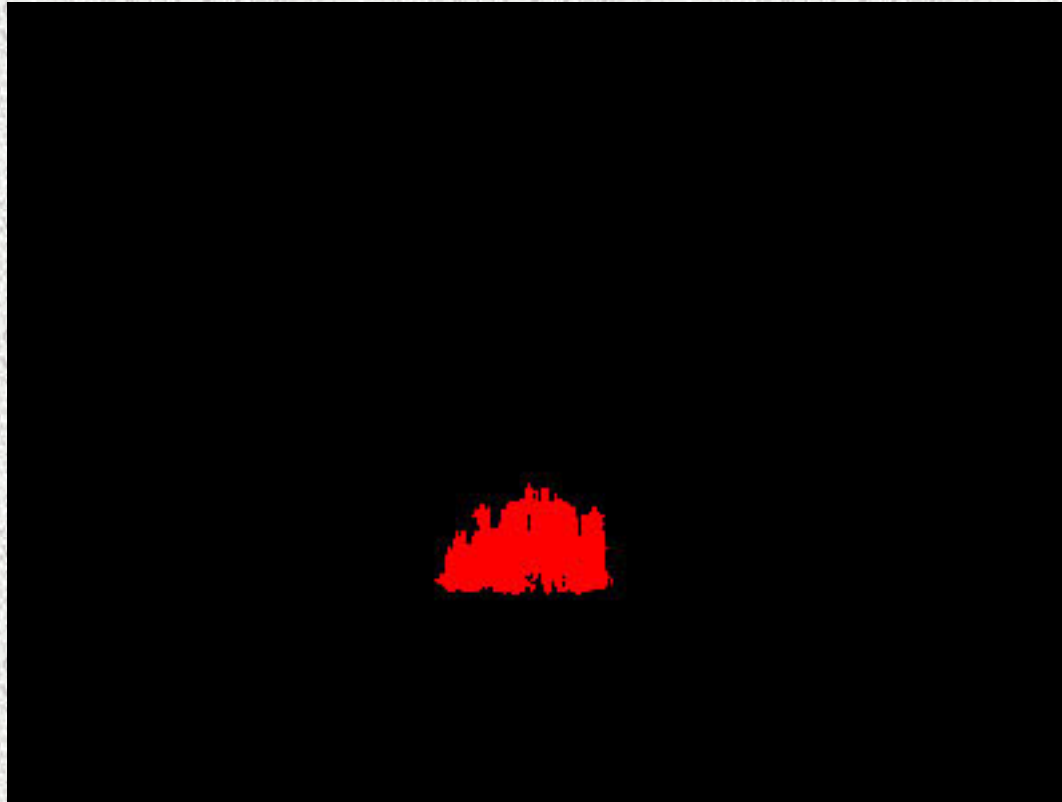
*Image mask: from ROI*





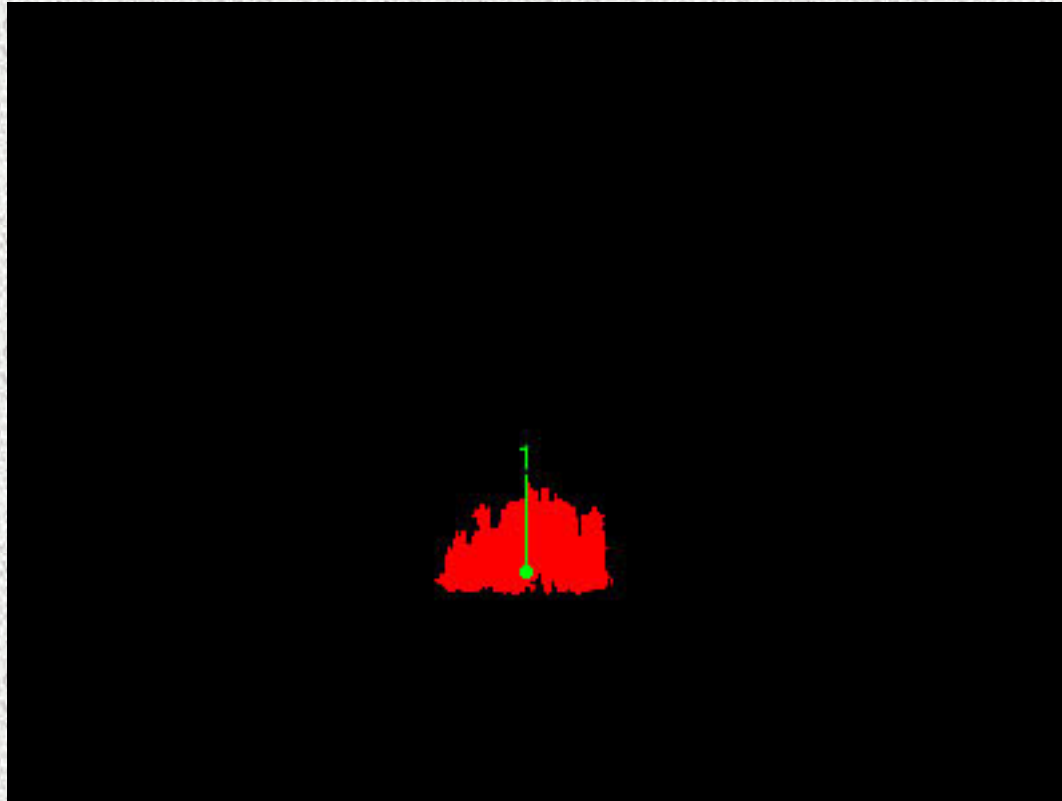
# *Algorithm*

*Remove small particles*



# Algorithm

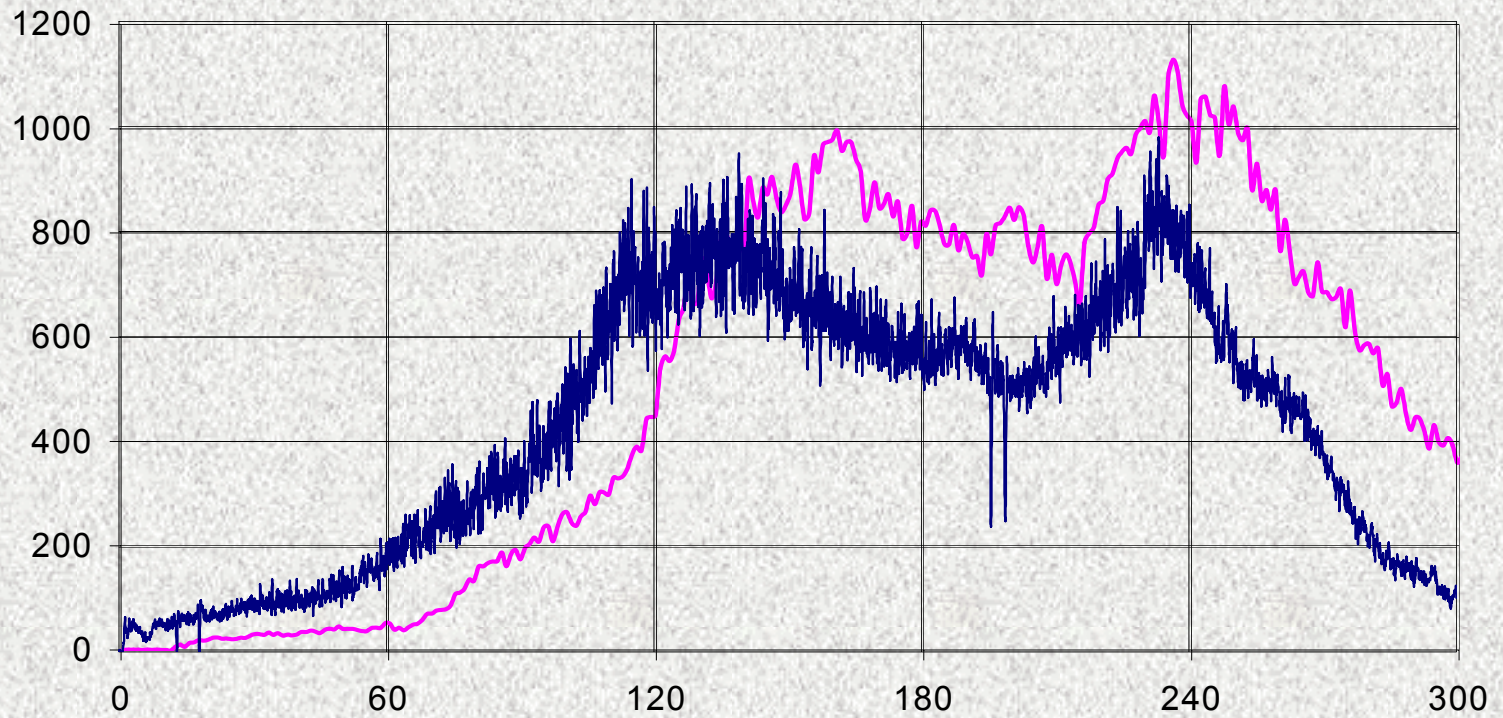
## Particle Analysis: Area (pixels)



|             |      |
|-------------|------|
| Results...  | 1    |
| Area (unit) | 1782 |



# Data



# *Future Efforts*

- Minimize reflections
- Investigate smoke effects & video compression effects
- Average the flame – 100%, 50%, etc.
- Measure flame height & width
- Convert length & area from pixels to m<sup>2</sup>
- Estimate flame volume (3D visualization)