



Design Concepts for a Manned *Partial Gravity* Research Facility

2010 IAF Congress, Prague
Sept. 27, 2010; revised May 22, 2014

Joe Carroll
Tether Applications, Inc.
619-421-2100; tether@cox.net

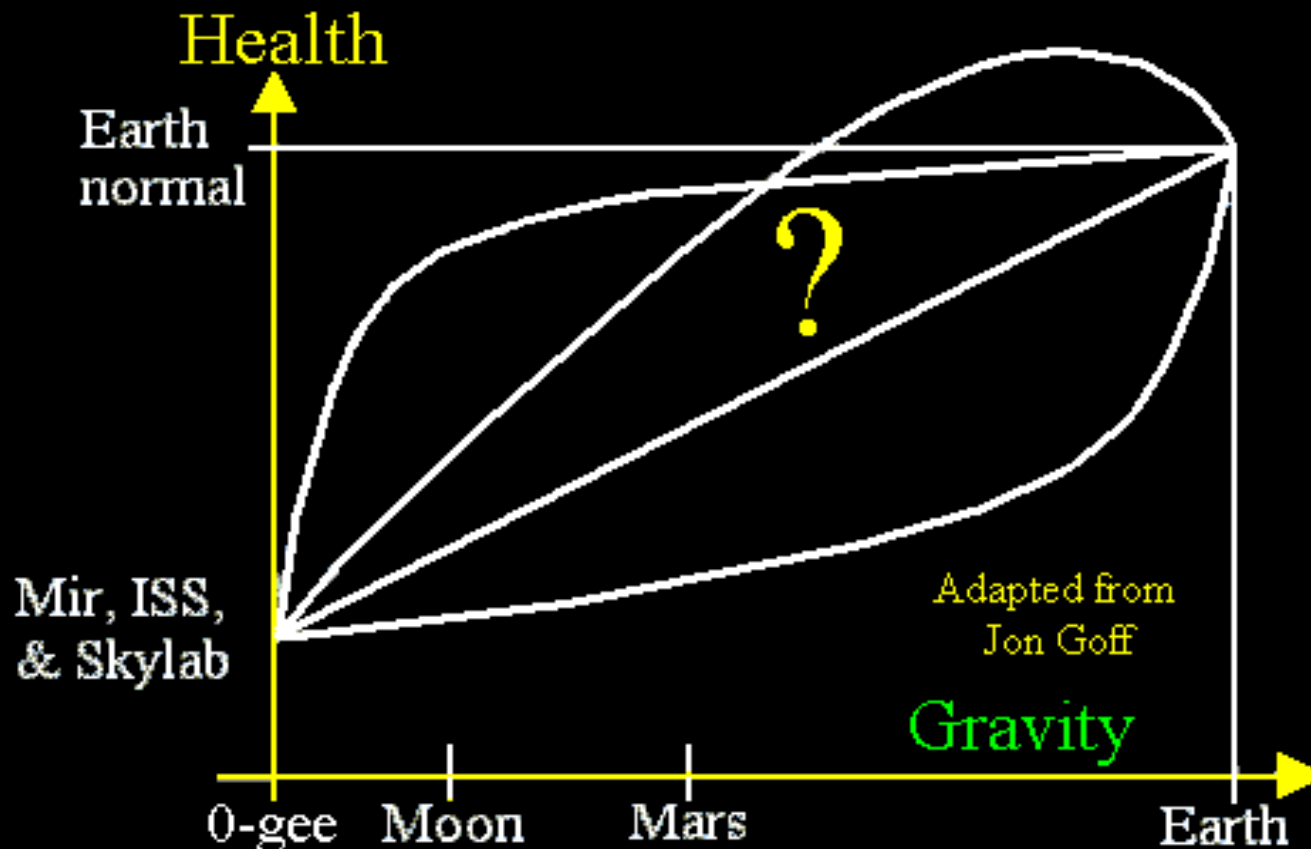
Does the US Plan on *Settlements* in Space?

Introduction to US National Space Policy, June 2010:

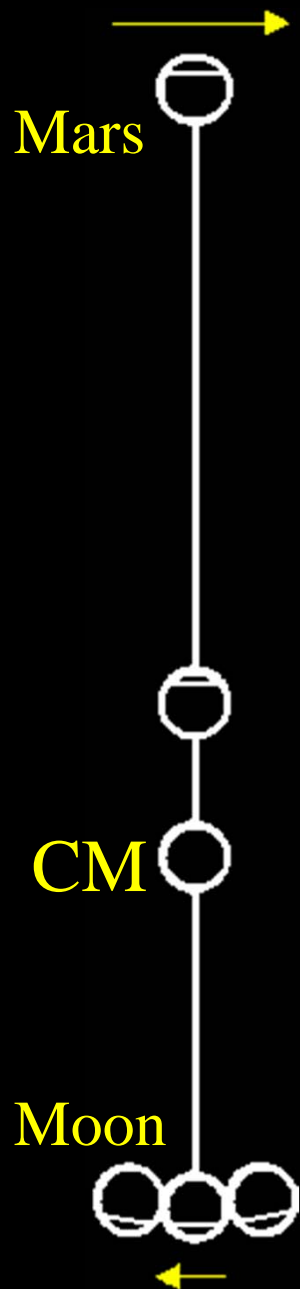
“Fifty years after the creation of NASA, our goal is no longer just a destination to reach. Our goal is the capacity for people to work and learn and operate and live safely beyond the Earth for extended periods of time, ultimately in ways that are more sustainable and even indefinite. And in fulfilling this task, we will not only extend humanity’s reach in space—we will strengthen America’s leadership here on Earth.”

Why Is Partial Gravity Important?

1. Lunar gravity is 1/6 of earth's; Mars is 3/8 of earth's.
2. We know 1 gee is ok but micro-gee causes problems.
3. Apollo showed no clear change from μ -gee in 1-3 days.
4. We don't know whether *or* how we can settle in <1 gee!

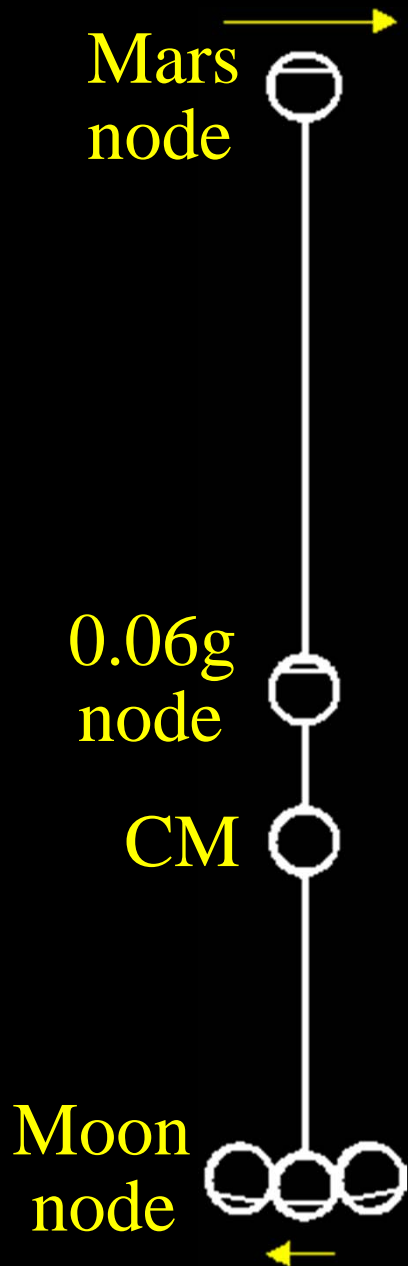


Possible Goals for a Partial Gravity Facility



1. Focus on the overall effects of long-term hypogravity
2. Allow realistic planning for Moon & Mars settlements
3. Such a facility can address questions like:
 - a. Can people stay healthy for years—and years later?
 - b. Can mice and monkeys reproduce normally?
 - c. Can monkeys raised in low gravity adapt to earth gravity?
 - d. What plants may be useful for food production off earth?
 - e. Can we learn more about key food crops grown on earth?
 - f. Does hypogravity allow advances in basic biology?
4. The facility can also resolve nearer-term issues, like:
 - g. How much gravity should we use in cruise to/from Mars?
 - h. How much gravity should we use on-station near NEOs?
 - i. What spin rates and designs are desired for cruise?
 - j. What gravity countermeasures may *still* be needed?

Basic Moon/Mars Dumbbell Concept



A Key Challenge:

We really don't know what rotation rates are reasonable, since ground-based rotating rooms have *very* different effects. We need better tests of rotation & Coriolis susceptibility for these facilities. Until then, we should consider a variety of lengths *and designs*:

4 Options for Radial Structure:

<u>Spin rate</u>	<u>Length</u>	<u>Radial structure</u>	<u>Key length-limiters:</u>
>2.0 rpm	<120m	Rigid modules	Mass of radial modules
>0.80 rpm	<760m	Airbeam tunnels	Tunnel area, impact risk
>0.55 rpm	<1600m	Tunnels+cables	Area; post-cut perigees
>0.25 rpm	<8000m	Cables	Cable mass; node ”

Why Aren't Rotating-Room Tests Adequate?

1. Different effects of rotation on the inner ear:

- In rotating rooms, the felt rotation axis and rate stay the same except when you tilt your head up or down.
- In orbit, the axis and/or rate change if you turn around.
- Ground tests show you can adapt to spin reversal, but it takes time. In orbit, spin reversal will be common.

2. Far different felt Coriolis accelerations:

- In rotating rooms, horizontal motion always causes the same felt side-force, and your weight does not vary.
- In orbit, you get heavier if you walk with the spin, and lighter against it. This may cause stumbling, as when you walk in an elevator as it accelerates (~ 0.05 gee).



How Can We Determine Allowable Spin?

1. Slowly rotate seat with subject's head tilted back

- Then *part* of the spin is in the same felt axis as in orbit.
- A co-rotating visual field is probably also needed.

2. Some ground tests can simulate Coriolis effects:

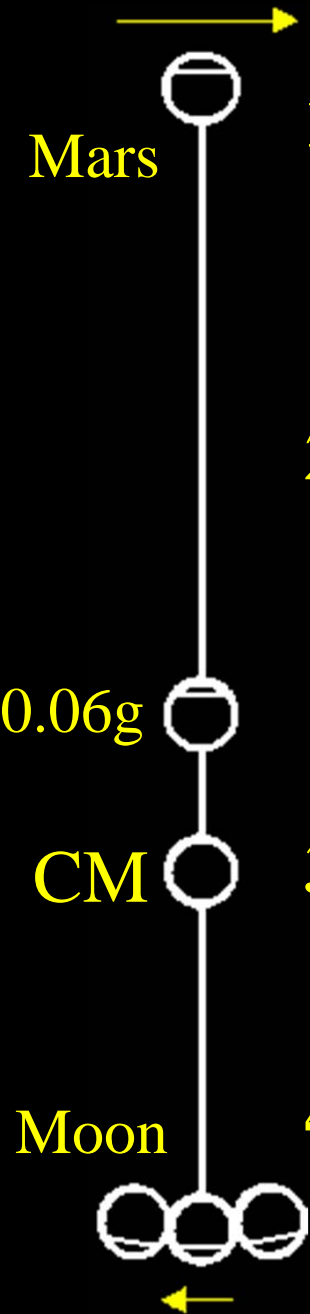
- A “research elevator” like the NASA Vertical Motion Simulator can move in response to occupant motion.
- Tests can evaluate whether visual cues aid adaptation.

3. Finally, do Gemini-like tests on the way to ISS:

- Dragon can use its spent booster as a counterweight.
- Spend 2-3 days phasing at lunar to Mars gravity levels.



Why 0.06 Gee, and not Just Moon and Mars?

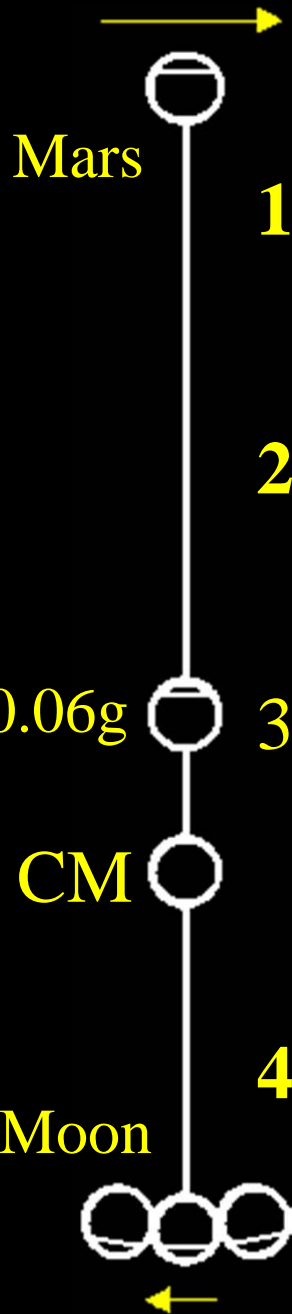


1. It's the next $\sim 1/e$ step: Earth—Mars—Moon—0.06 gee
 - This makes it a useful step for fundamental bio studies.
 - Nobody knows what levels trigger gravity responses.
2. It may be the lowest level allowing intuitive behavior
 - Sitting, using a desk, hygiene, even rolling over in bed.
 - It may not require days of accommodation—or may aid it.
 - It may be popular with tourists (imagine unique sports).
3. It's also good if you want some gravity, but not much
 - Plant growth tests, materials processing, satellite assembly...
4. Finally, it's very easy to add: same hardware, etc.

Is a Dumbbell Better than a Donut?



1. A dumbbell facility layout allows a far larger radius & far lower Coriolis effects, with far less facility mass.
2. An asymmetrical dumbbell can inherently provide the 2 most useful partial-gravity levels; one donut cannot.
3. A single dumbbell “cabin” can be used for early tests with a spent stage as counterweight; a donut is not very usable until launch and assembly are complete.
4. A useful donut will cost so much more that you will probably have to fly a dumbbell first, to *sell* the donut.

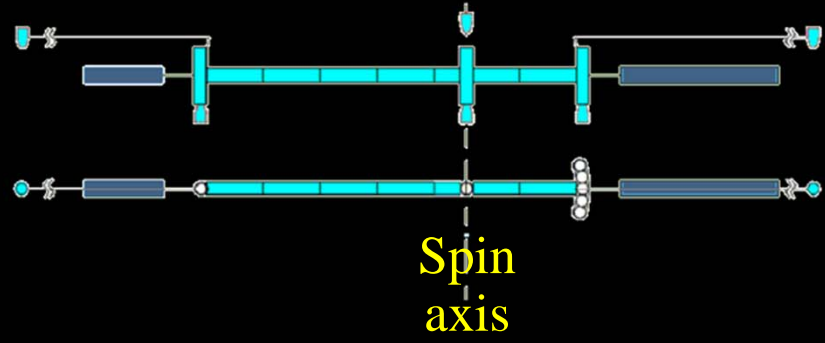


4 Radial Structure Options vs Length

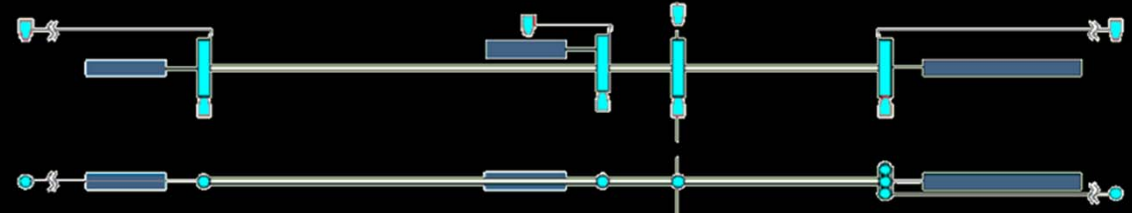
**Mars
cabins**

**Lunar
cabins**

Rigid modules:
2 rpm, 121m



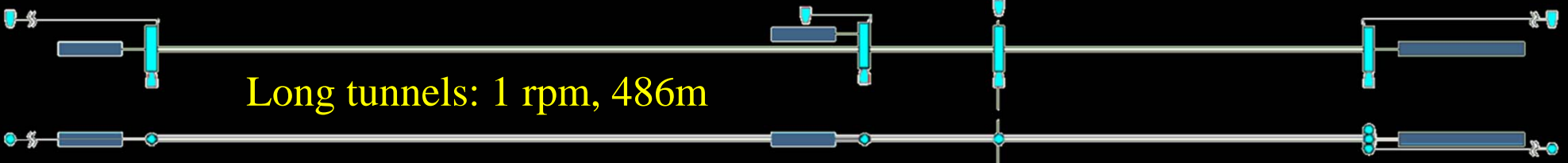
Short tunnels:
1.5 rpm, 216m



OOP view

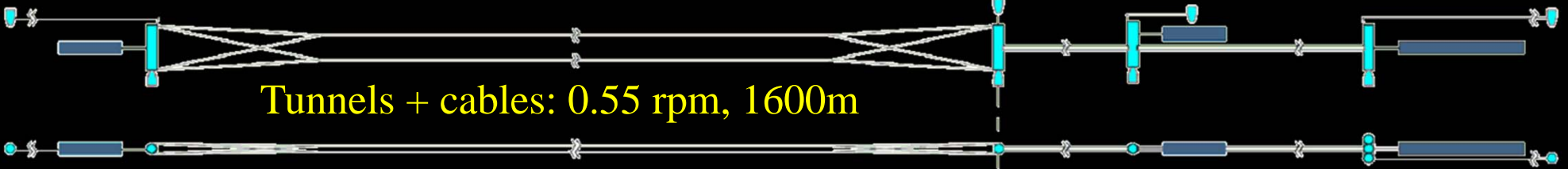
IP view

Long tunnels: 1 rpm, 486m

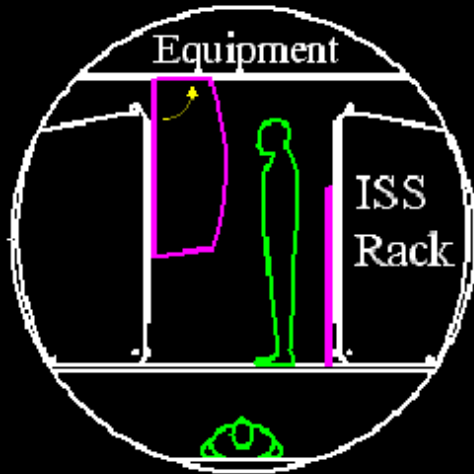


Typical acceleration vectors in elevators

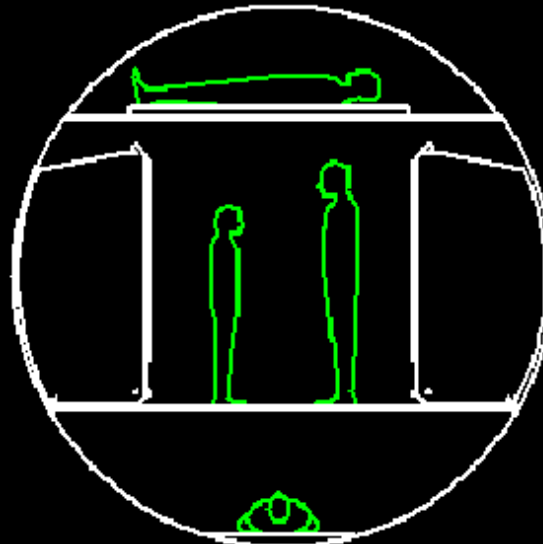
Tunnels + cables: 0.55 rpm, 1600m



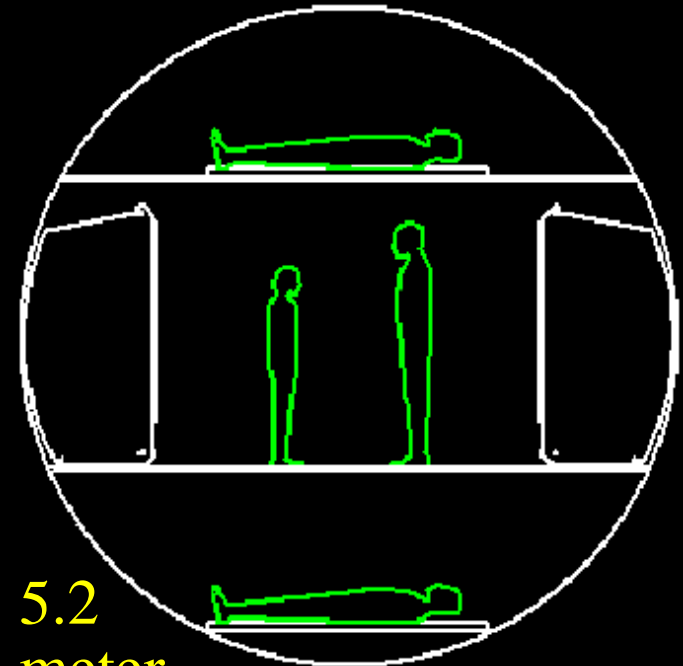
Some Cabin Layout Options



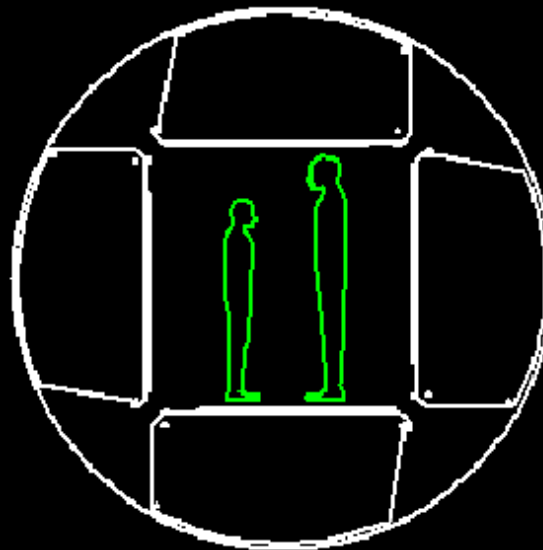
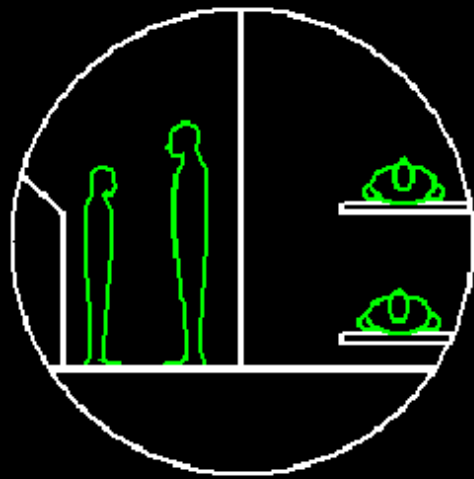
3.6 meter dia



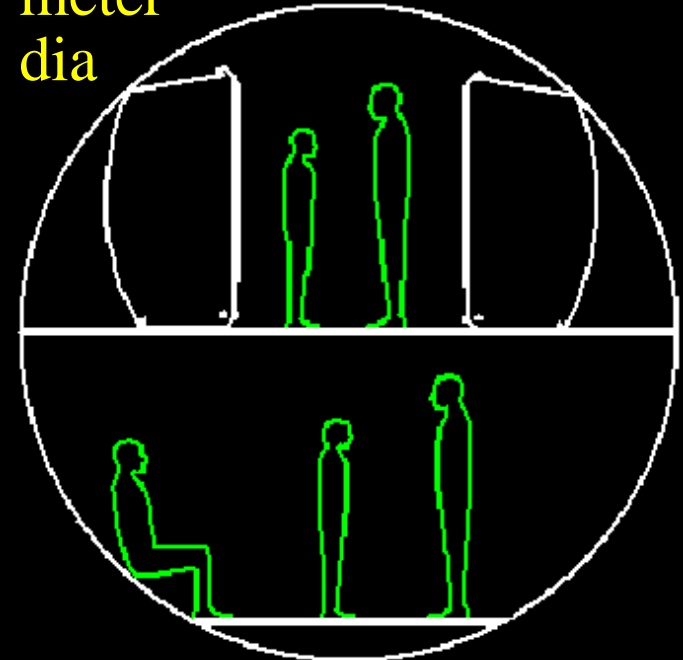
4.2 meter dia



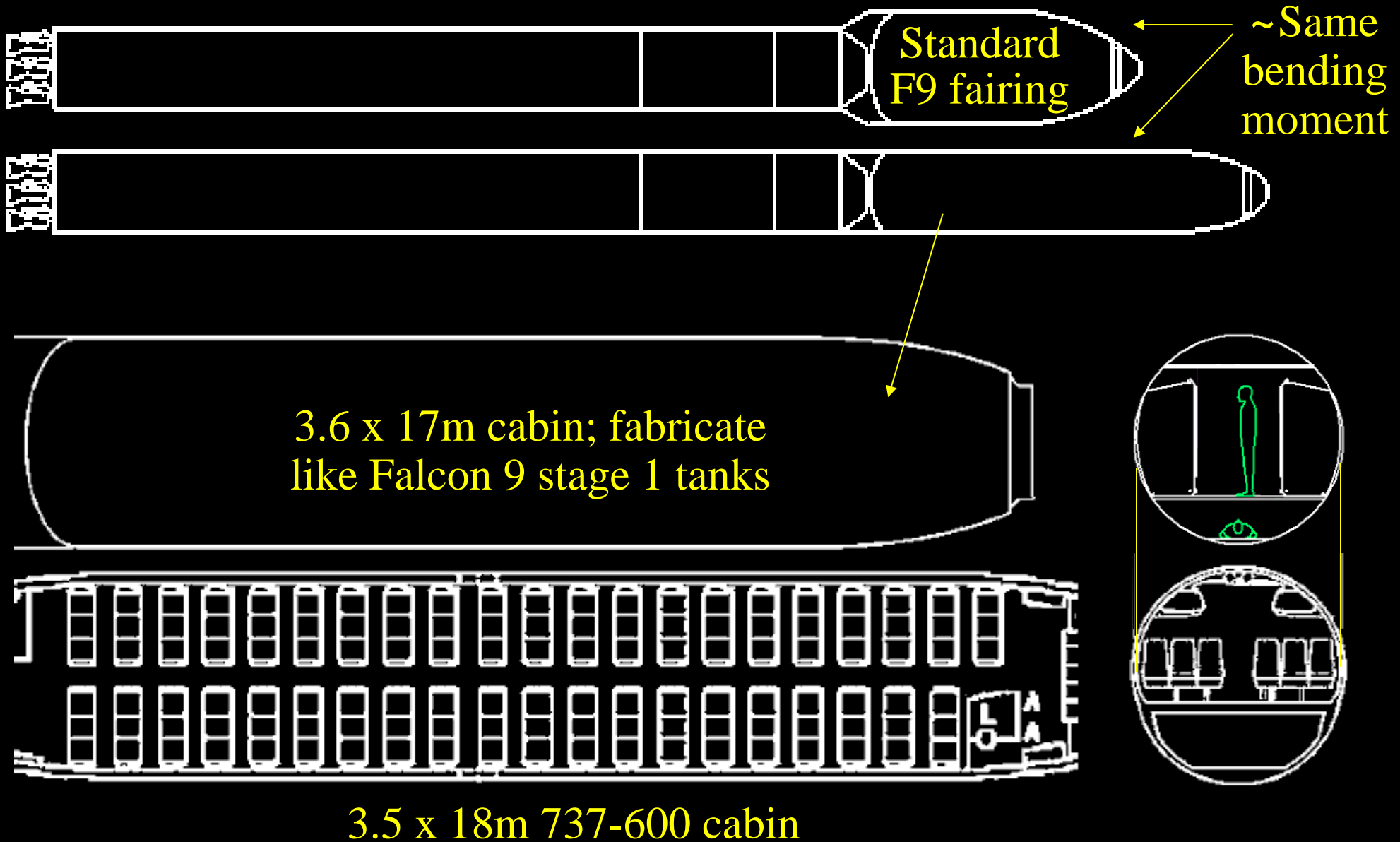
5.2
meter
dia



ISS lab layout



Falcon 9 Cabin Compared to 737-600



Airbeam Tunnels for Radial Structure

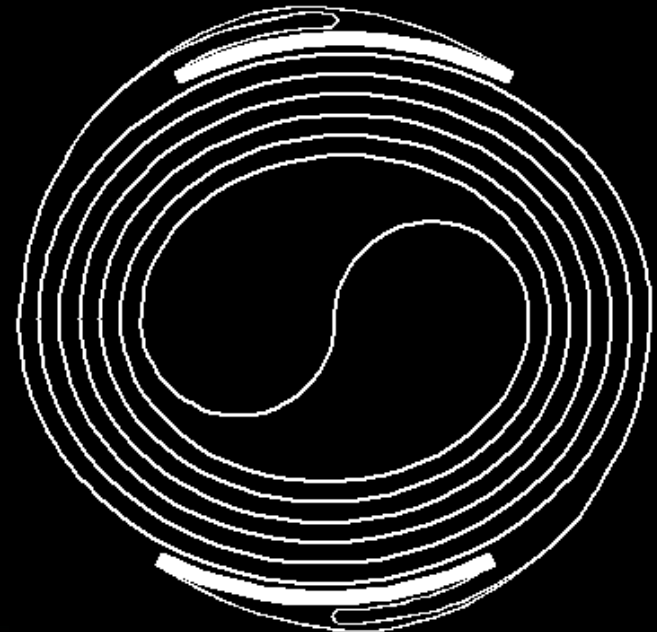


Inflatable airbeams

- Vectran fiber in flexible matrix
- Damage tolerant; easy to customize
- Two people can carry beam at left


Tunnel stowage for launch

- Fold deflated beam in half & roll up
- Keeps rigid end fixtures on outside:



Five Stages of Facility Development

cabins and key new operations

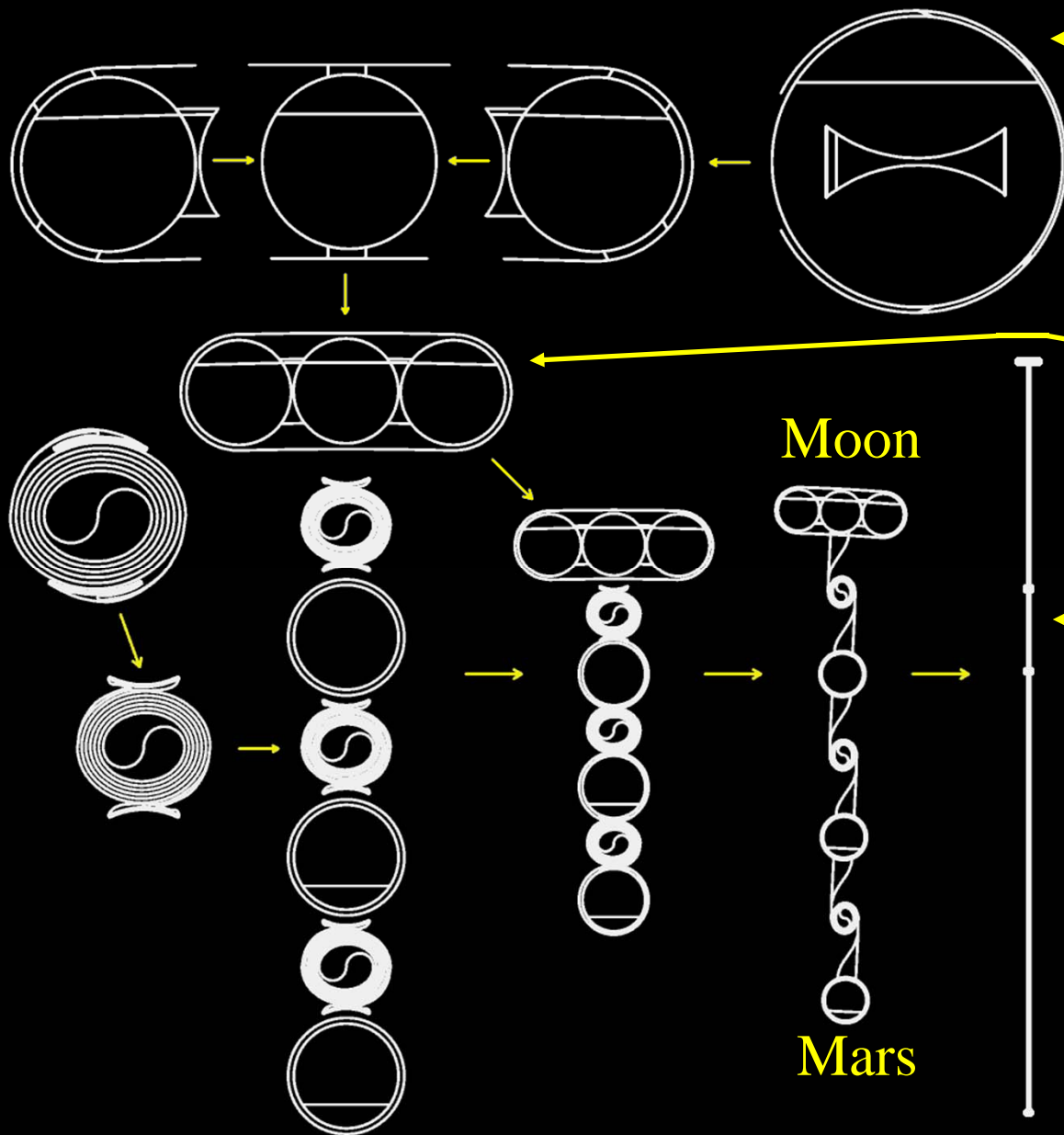
- 
- 0 Tether crewed Dragon to booster, on the way to ISS
 - 1 Launch 1 cabin, berth capsule, spin up with booster
 - 3 Launch 2 more cabins; join; use any counterweight
 - 6 Launch 3 more cabins + tunnels; join to lunar node
 - 14 Launch 8 more cabins, despin; attach; & spin up
- The first 3 stages are developmental precursors.
 - A final decision on radial structure is needed by stage 4.
 - Stage 5 requires 8 more cabins; do only when needed.

Stage 1: Gemini-like Tether Tests



- After MECO, pay out tether from Falcon to Dragon
- Can be done during phasing, on any flight(s) to ISS
- Spin up w/pulsed posigrade burns during phasing
- Kite bridle on manned end can stabilize its attitude
- Like Gemini XI test, but longer tether & faster spin
- 150m from CM, 0.6-1 rpm gives 0.06-0.16 gee
- Release spent booster when it is moving backward
- To deorbit booster, boost in south & release in north

Stages 2-4: Initial Cabin Assemblies



← Stage 2: 1 cabin

- 1 cabin + spent booster
- Can test trapeze capture

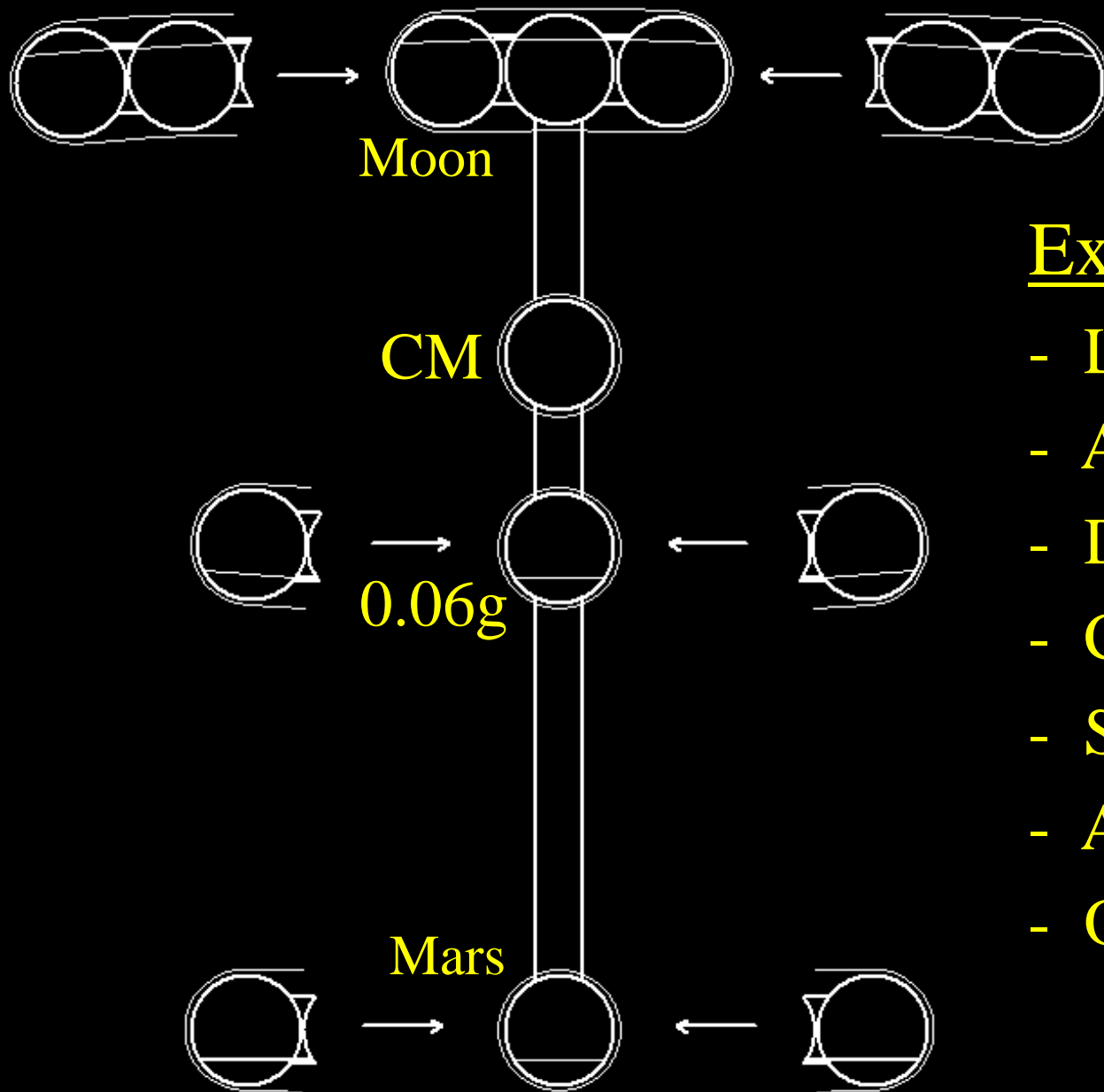
← Stage 3: 3 cabins

- Attach 2 more cabins

← Stage 4: full assembly

- Launch 3 cabins + tunnels
- Join 6 cabins w/tunnels
- Deploy tunnels 1 by 1
- Inflate slightly to deploy
- Spin up from Mars end

Stage 5: Facility Expansion



Expansion sequence:

- Launch 8 new cabins
- Assemble lunar pairs
- Despin (or slow down?)
- Capture & berth cabins
- Spin facility up again
- Adjust ballast, to balance
- Outfit new cabins later

Spinning Facilities as LEO Transport Hubs

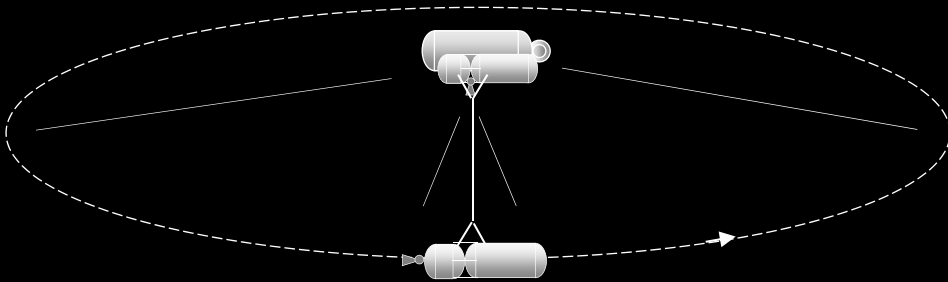
This is still my main interest in tether uses in LEO!

- Capture at apogee of MECO trajectory, and save ~100 m/s.
- Deploy enough tether to target reentry, and save ~120 m/s.
- Both raise visitor payloads, or save propellant for other use.
- Reusables have lower payload mass fraction, so benefits grow.
- Consistent payoffs could make this the busiest place in LEO.
- Capture also paves way to 1.2-3.2 km/s ΔV slings (*next slide*).

“Trapeze” captures are unfamiliar, but *may* be easy

1. Some kind of “hook and loop” interface may be all you need.
2. Remote capture allows remote safing of “unproven” visitors.
3. One can null large CG shifts with ops pairing or ballast shifts.
4. To transfer to a co-planar ISS, winch to 0.06 node & release.
5. To return, “run that movie in reverse” (with proper timing!)

Two Operational Derivatives



Spinning exploration cruise stage

- Uses spent departure stage as ballast
- Retain stage into Mars orbit & return
- If tether cut: lose gravity, not mission

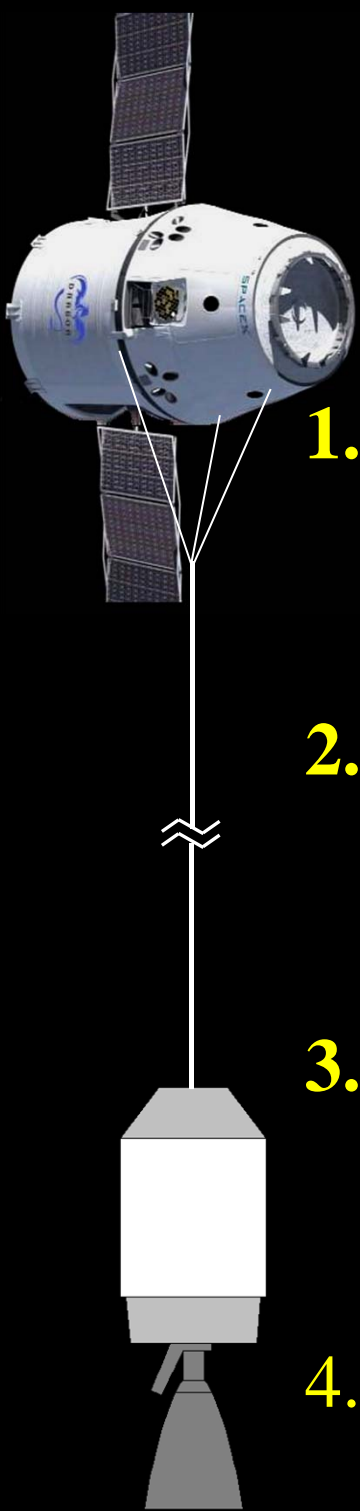
High-deltaV spinning LEO sling

- 1.2-3.2 km/sec above *and* below V_{LEO}
- Similar trapeze accelerations (0.3-1g)
- ~110 km capture altitude is needed to allow a soft sub-orbital reentry

A diagram showing a spinning LEO sling. It depicts a curved path above a solid line representing the Earth's surface. The path is marked with numerous vertical lines, indicating the positions of the sling at 10-second intervals. The path starts at a high altitude, descends to a point above the Earth's surface, and then ascends again. The text below explains that these positions are shown every 10 seconds from launch to payload handoff and reentry, and that the 290 km tether is to scale with the Earth.

Positions shown every 10 seconds,
from launch to payload handoff & reentry.
The 290 km tether is to scale with the earth.

Conclusions



1. Man has been going into orbit for 50 years, but we seem stuck. Maybe it's time for us to take human physiology seriously *before* we plan long missions.
2. A manned partial gravity research facility in LEO lets us learn more about our future and any limits on that future, *and* lets us test ways around those limits.
3. We can start with spinning tether tests as done on Gemini XI, to assess spin-related artifacts. This can let us select a suitable facility spin-rate and design.
4. *Most* countries & cultures may want to participate. Many may focus on learning more about key crops.

