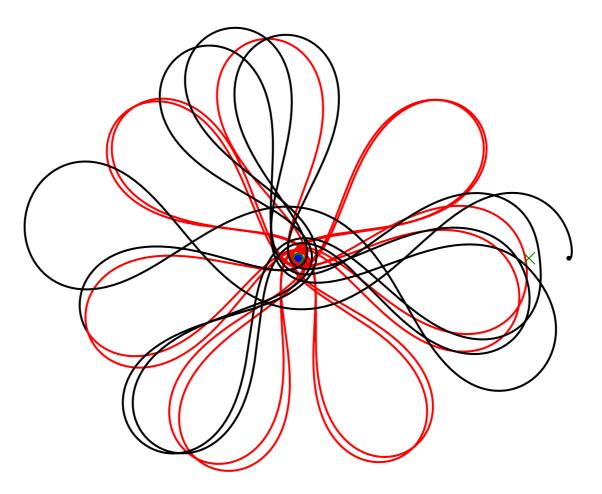
Low-Energy Transfer Orbits

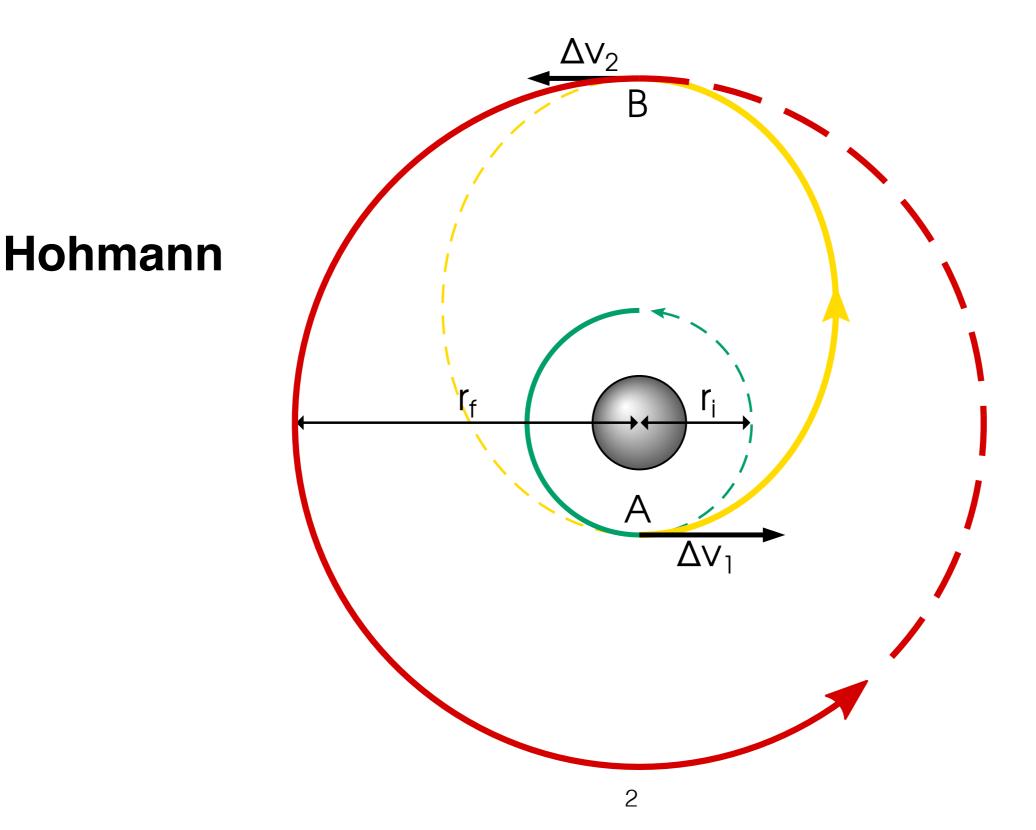


A Theoretical and Numerical Study

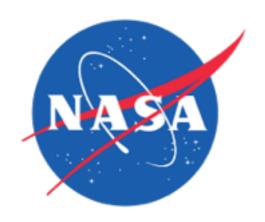
Gandalf Saxe, DTU

What are transfer orbits?

A way of getting from A to B in space



Why Are Transfer Orbits Interesting?



NASA manned spacecraft: Orion Manned Mars Mission: 2030's



"The first crewed mission — called EM-2 — is now scheduled for April 2023; the flight was originally scheduled for August 2021"

- The Verge, September 16th



Mars One manned spacecraft: Dragon Manned Mars Mission: ~2026



"Elon Musk argues that we must put a million people on Mars if we are to ensure that humanity has a future"

- Interview with <u>aeon.co</u>, 30 September 2014

Why Are Transfer Orbits Interesting?

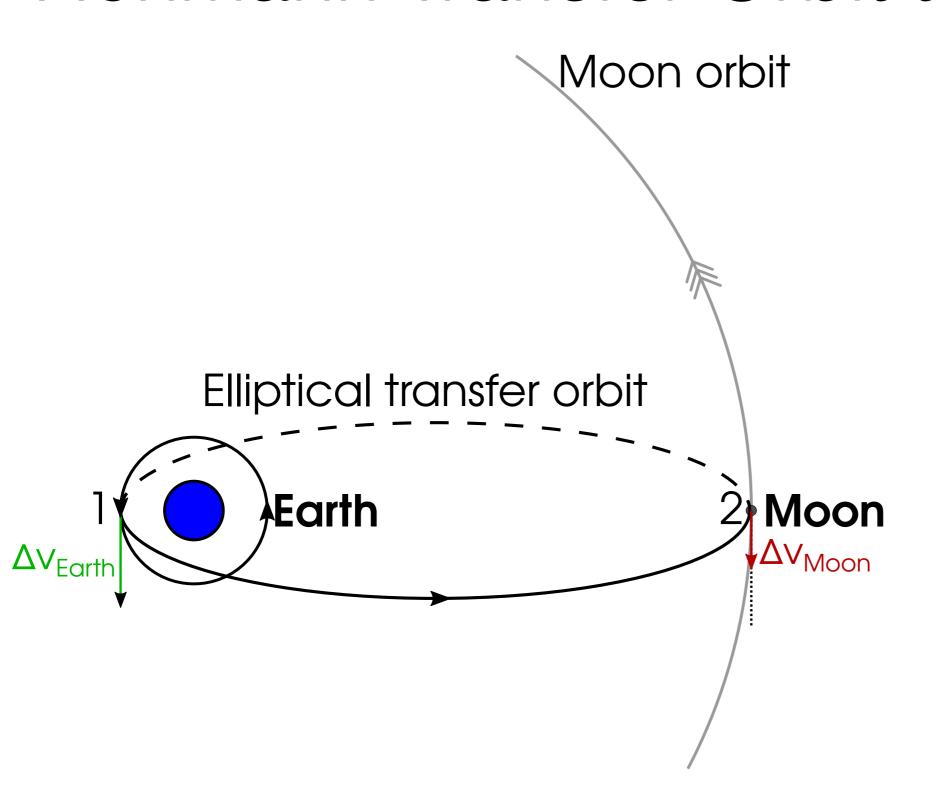
Answer: Fuel efficiency

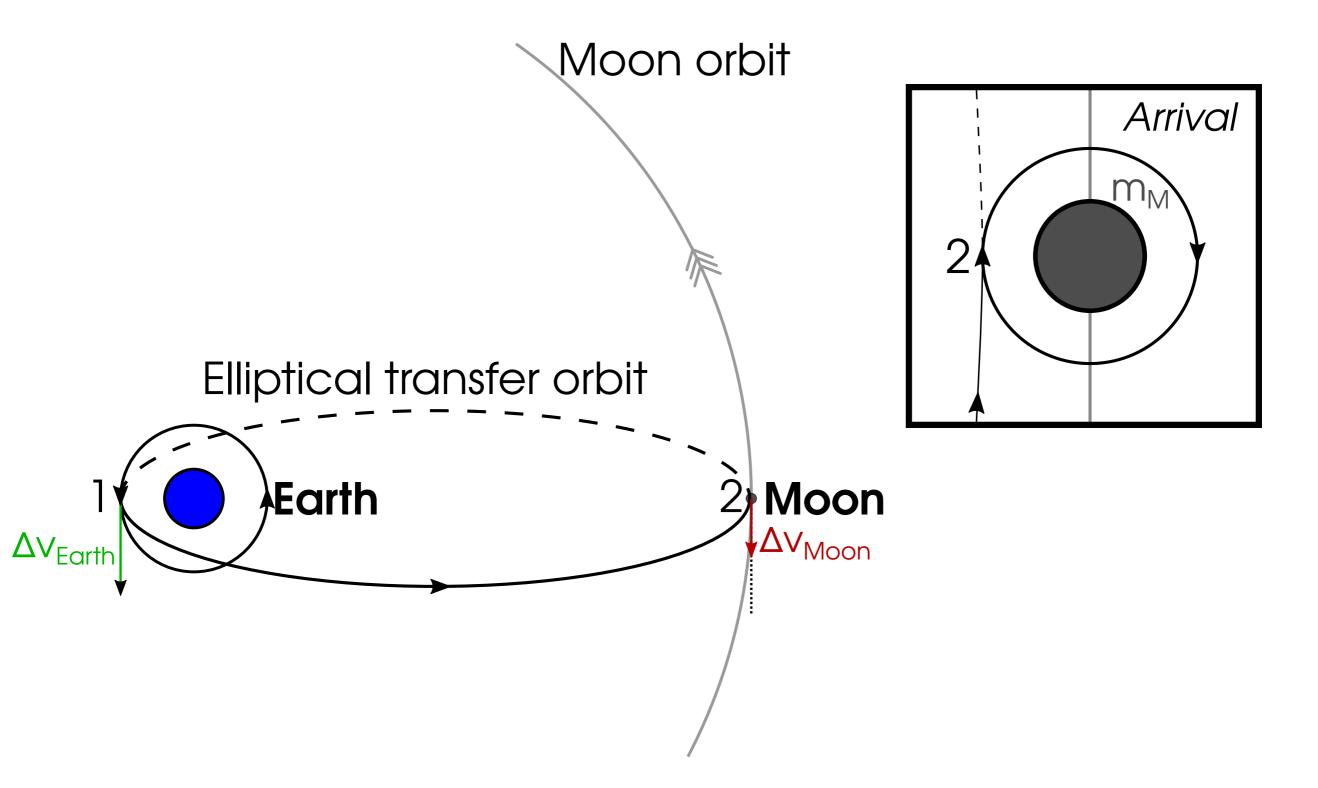
Cost of low Moon orbit: ~ \$100,000 per kg Cost of moon landing: ~ \$1,000,000 per kg

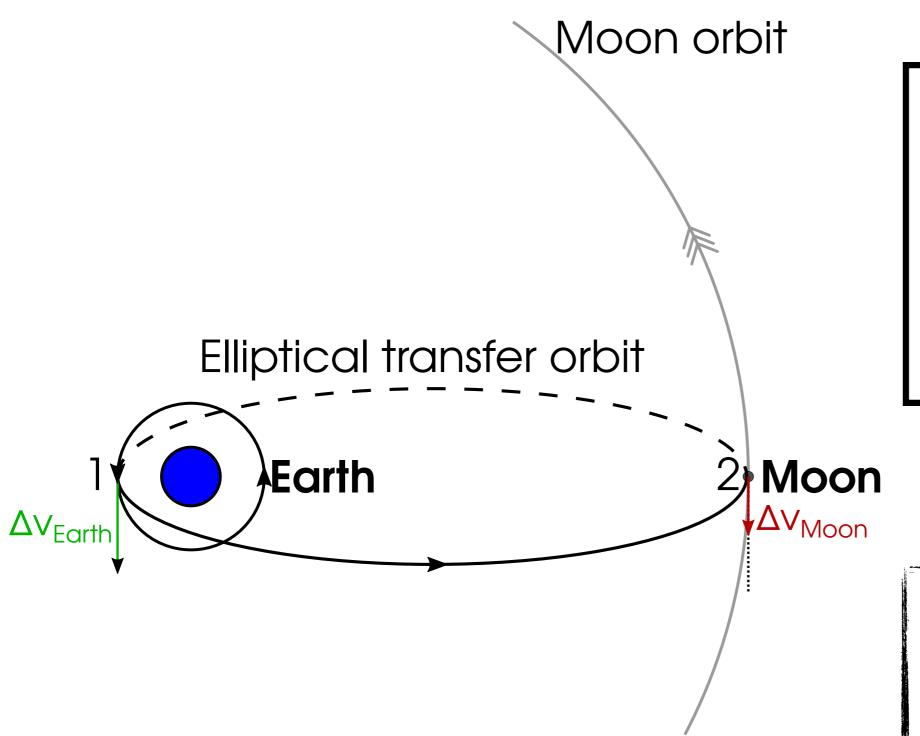
Low-energy transfer orbit can double the payload to Moon!

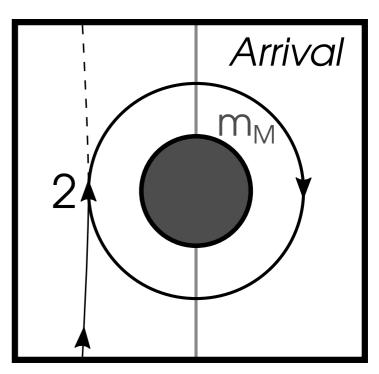
Sources:

- https://www.astrobotic.com/lunar-delivery
- Jacob Akira Okada. Painting the Way to the Moon. 2015.
- Edward a Belbruno and John P Carrico. "Calculation of Weak Stability Boundary Ballistic Lunar Transfer Trajectories". In: Astrodynamics specialist conference. Denver, Colerado, 2000. doi: doi:10.2514/6.2000-4142.







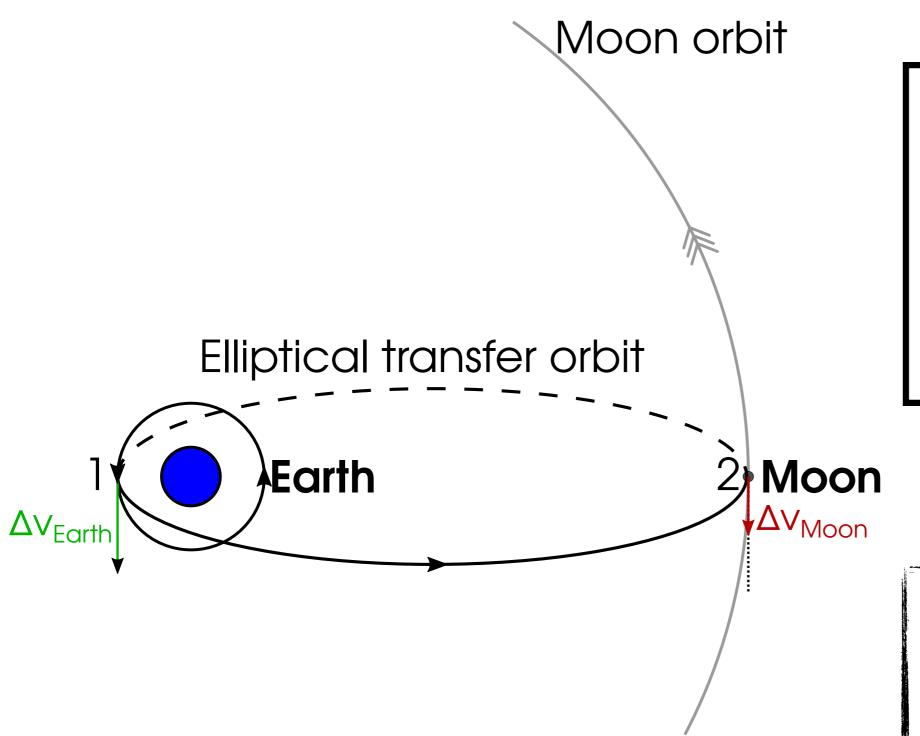


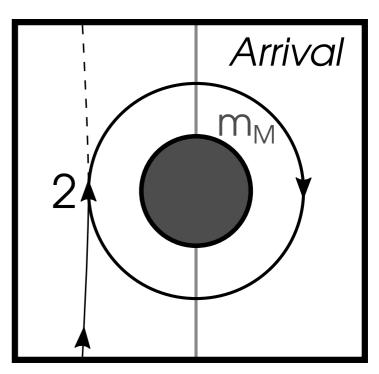
 $t_H = 5.0 \text{ days}$

 $\Delta v_{Earth} = 3144 \text{ m/s}$

 $\Delta v_{Moon} = 802 \text{ m/s}$

 $\Delta v_{Total} = 3946 \text{ m/s}$





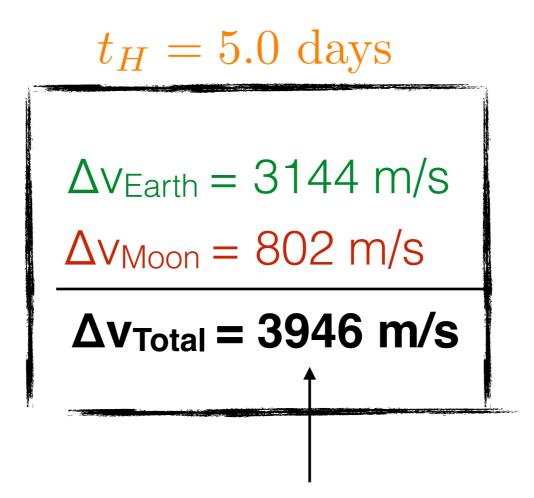
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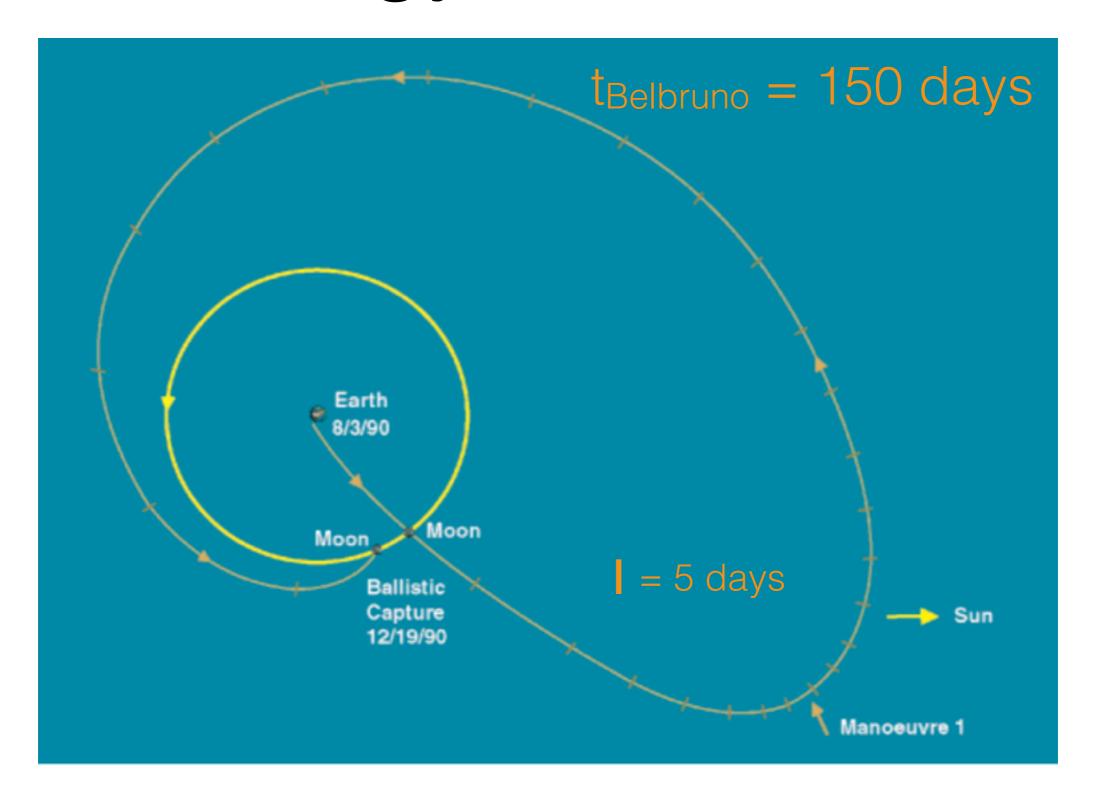
It's all about low Δv



Find transfer orbits with Δv low as possible!

 Δv_{Moon} can be reduced up to ~25%

Low Energy Transfer Orbits

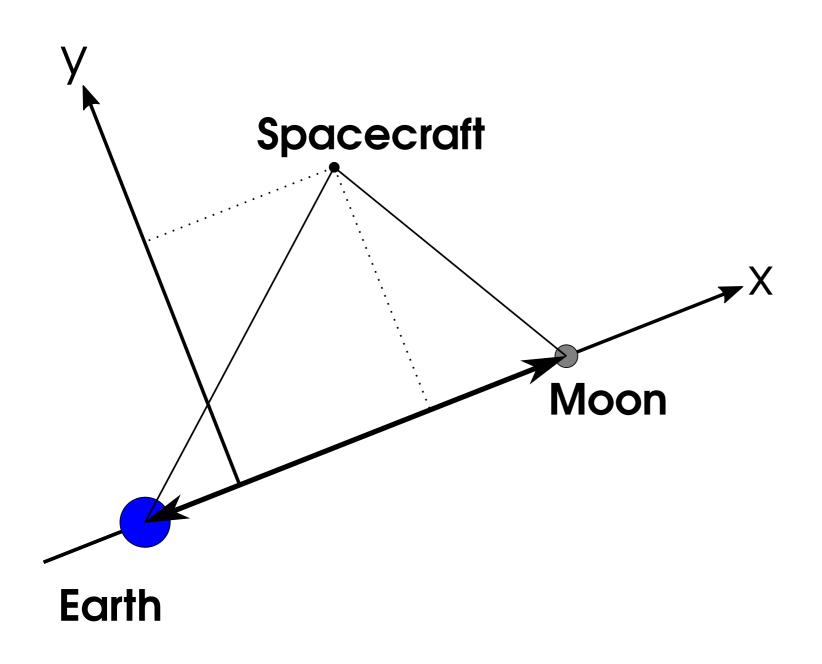


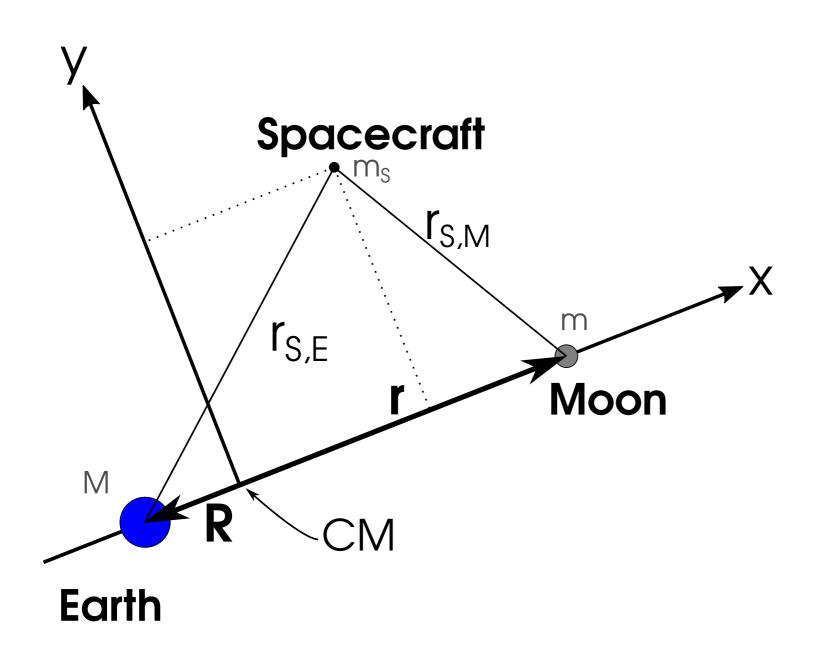
Hiten: Japanese Spacecraft, 1990

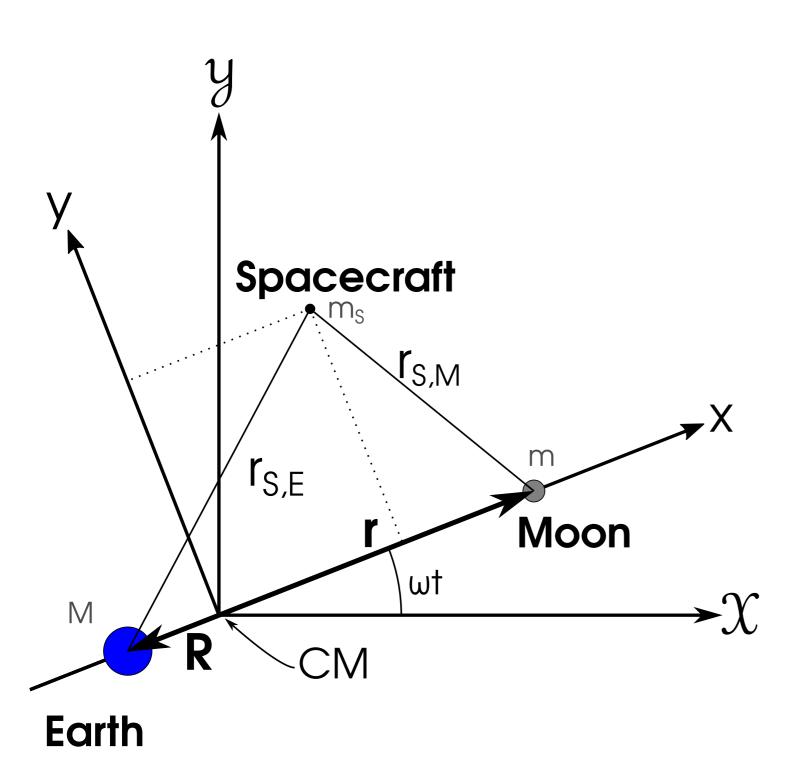
Spacecraft

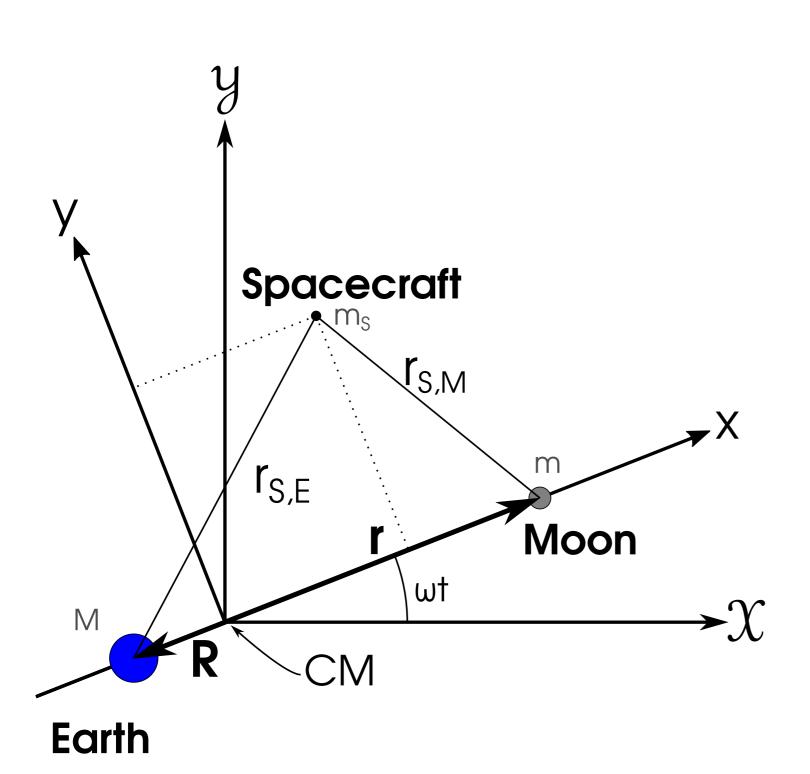
Moon





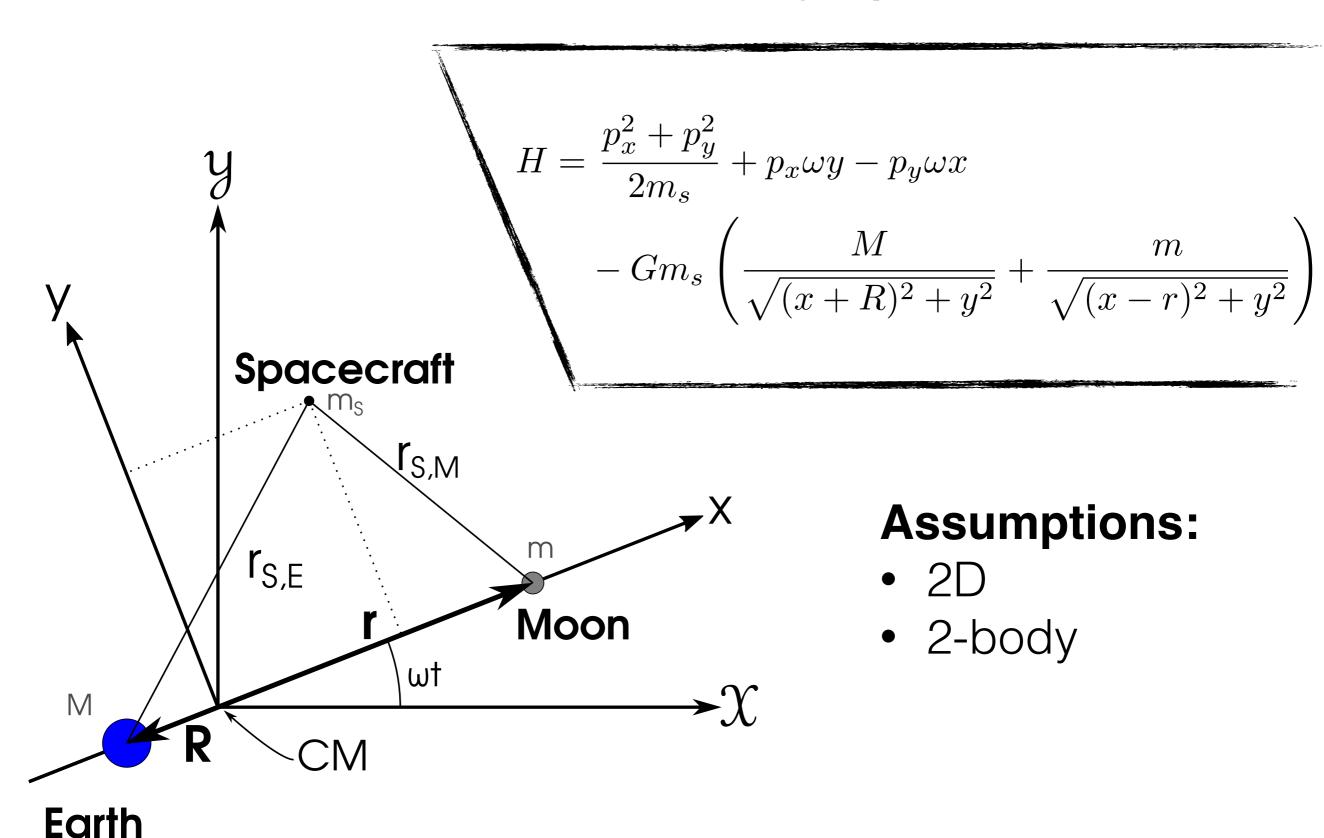


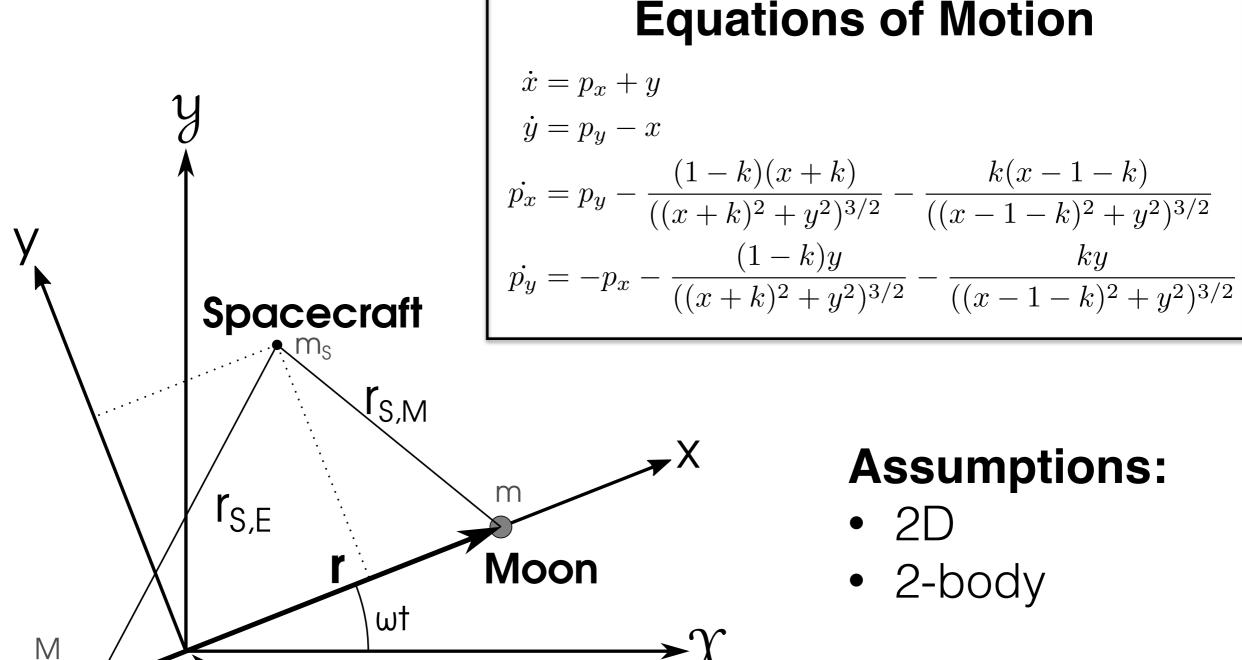




Assumptions:

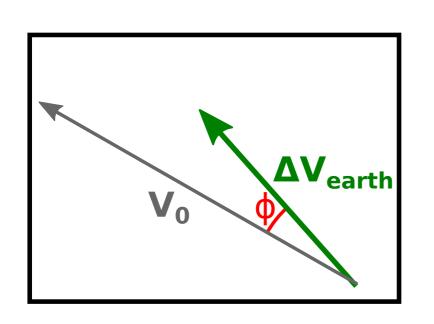
- 2D
- 2-body



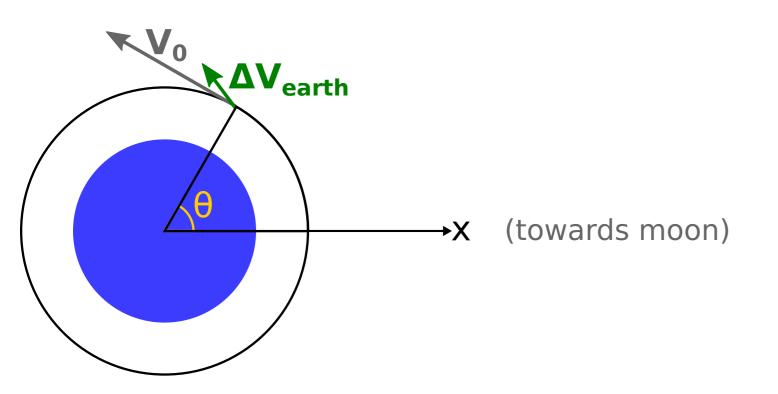


Earth

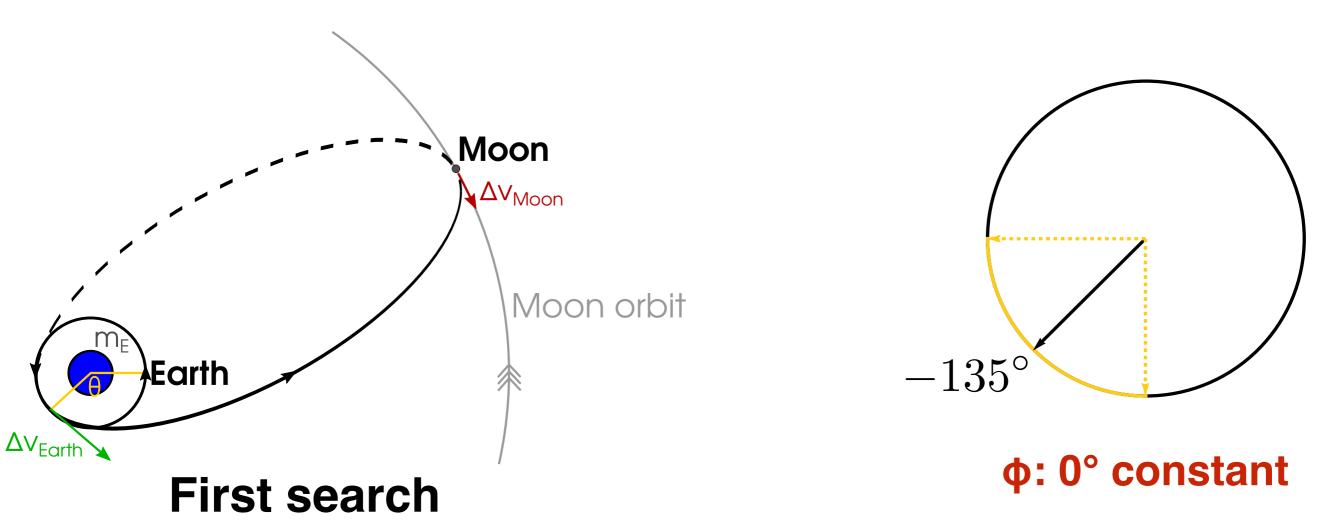
Assumptions:



- 1. θ: Position in orbit
- 2. Δv_{earth} : Velocity change
- 3. φ: Angle to velocity vector

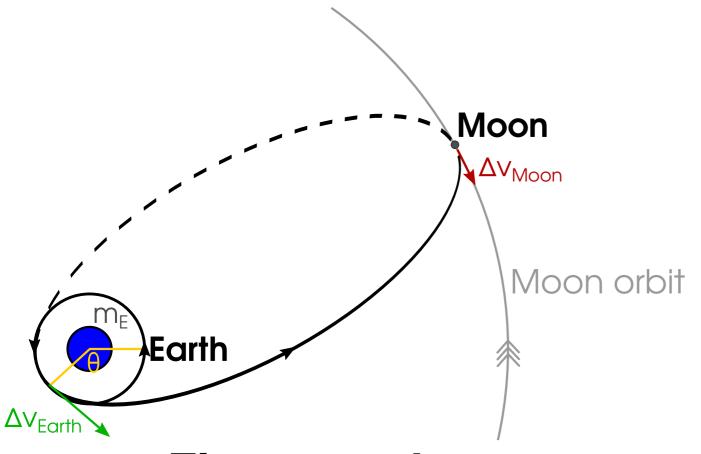


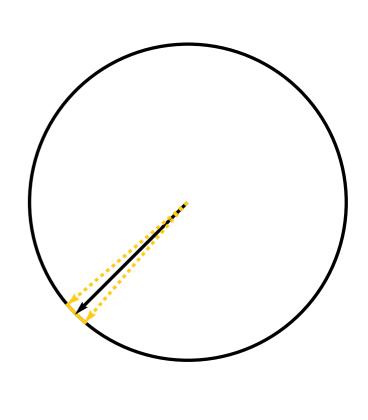
Hohmann Transfer Orbit to the Moon



100 positions · 200 velocities = 20,000 simulations

Hohmann Transfer Orbit to the Moon





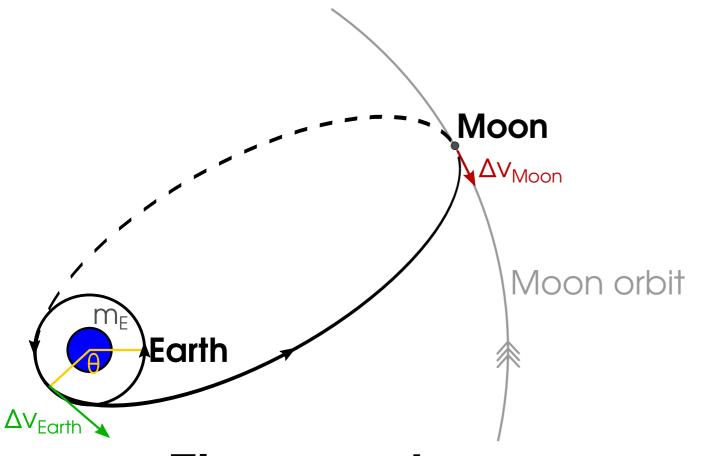
First search

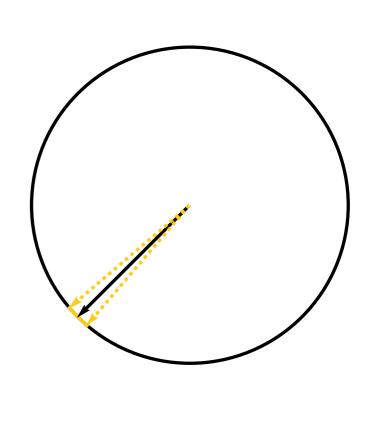
100 positions 200 velocities = 20,000 simulations

Refinement

15 positions · 15 velocities · 15 angles = 3375 simulations

Hohmann Transfer Orbit to the Moon





First search

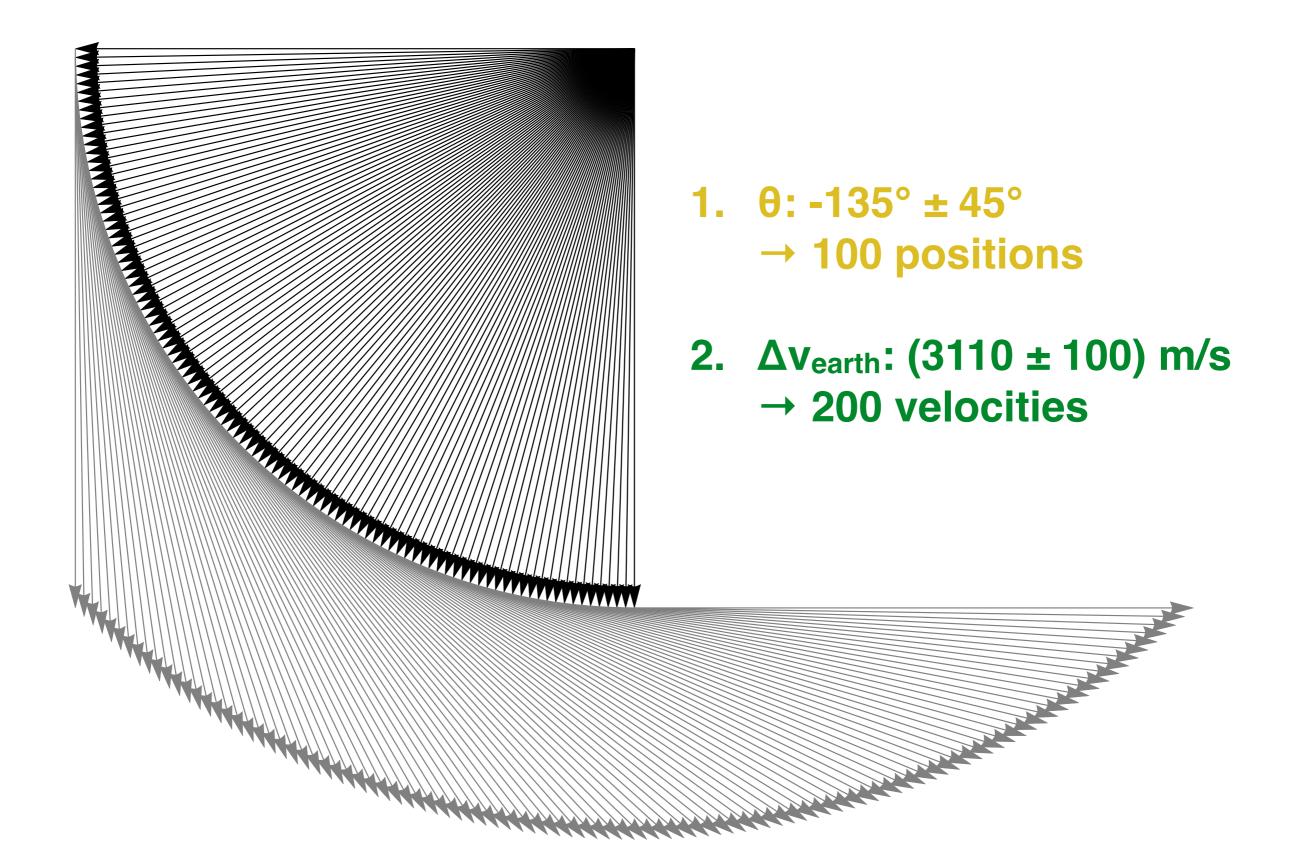
100 positions · 200 velocities = 20,000 simulations

Refinement

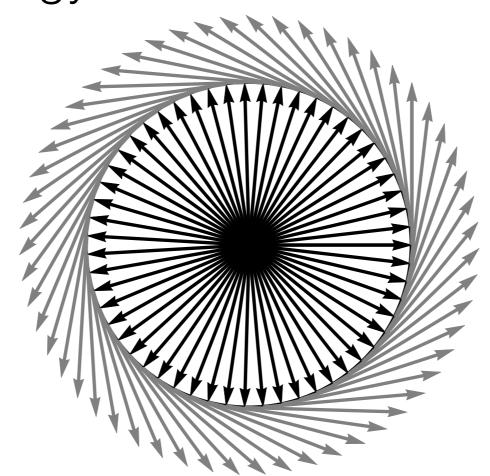
15 positions · 15 velocities · 15 angles = 3375 simulations

Total: 20,000 + 3375 = 23,375 simulations

Hohmann Transfer Orbit to the Moon



Low Energy Transfer Orbit to the Moon

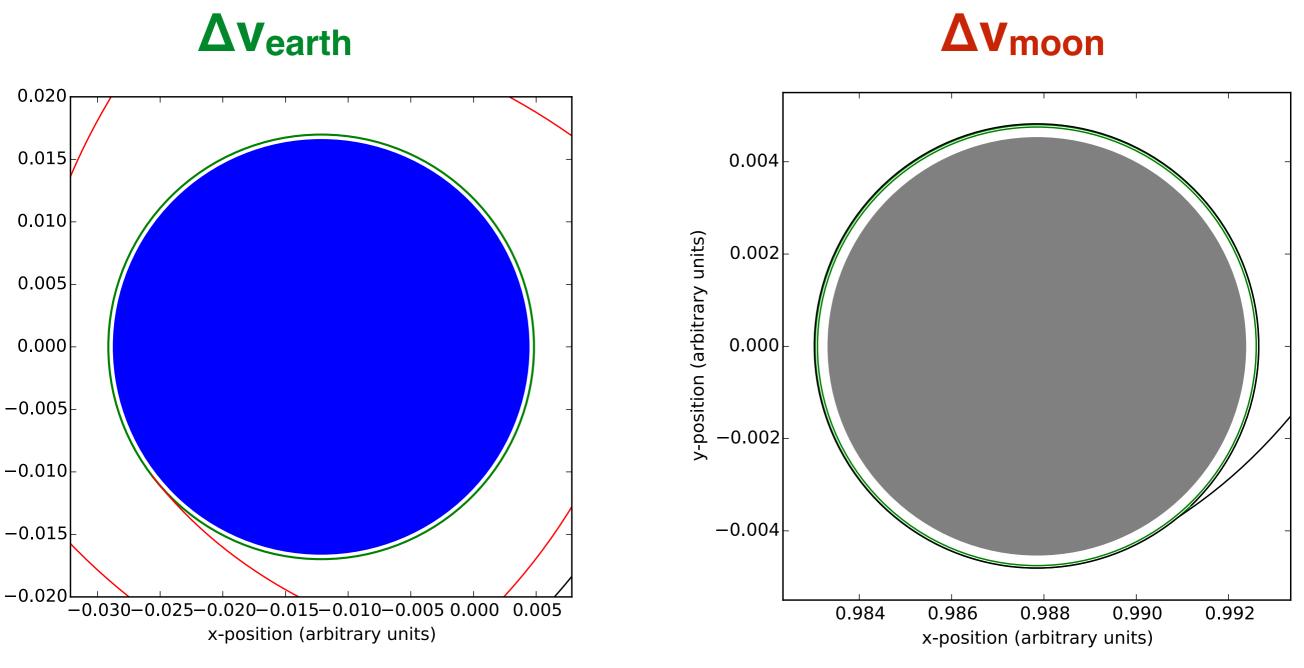


First search + 7 refinements

- 1. θ : $0 \pm 180^{\circ} \rightarrow 55$ positions
- 2. Δv_{earth} : (3120 ± 100) m/s \rightarrow 55 velocities
- 3. ϕ : 0° ± 1.8° \rightarrow 55 angles

TOTAL 55.55.55.8 = 1,331,000

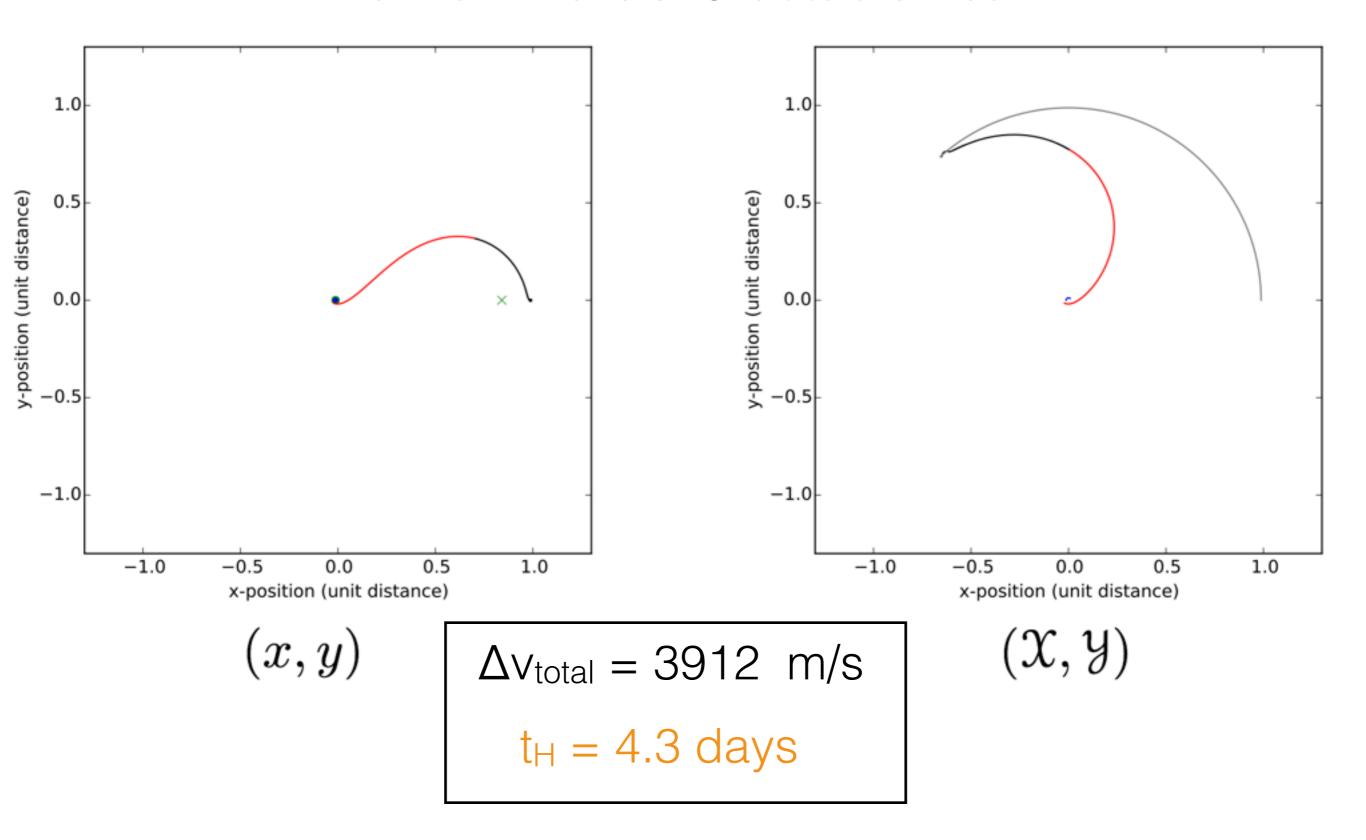
Entering Moon Orbit



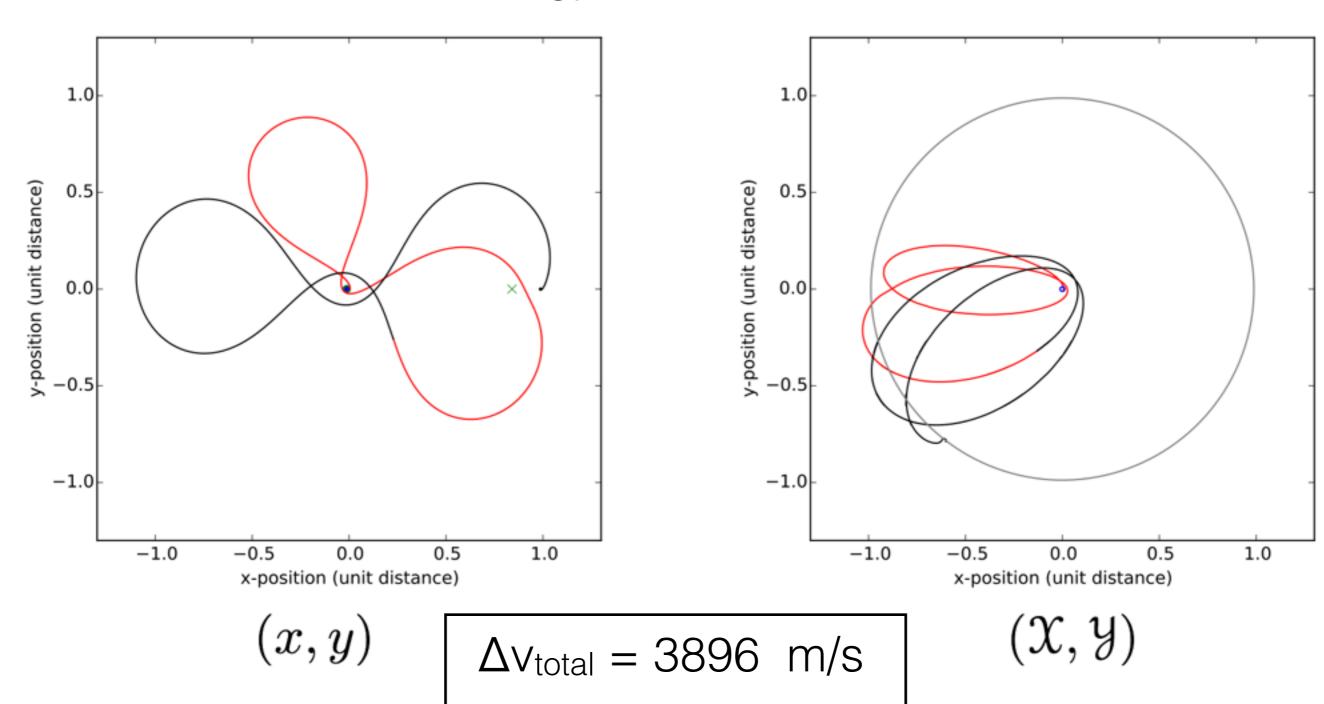
Exit from Earth orbit

Entry to Moon orbit (100±10 km)

Hohmann Transfer Orbit to the Moon

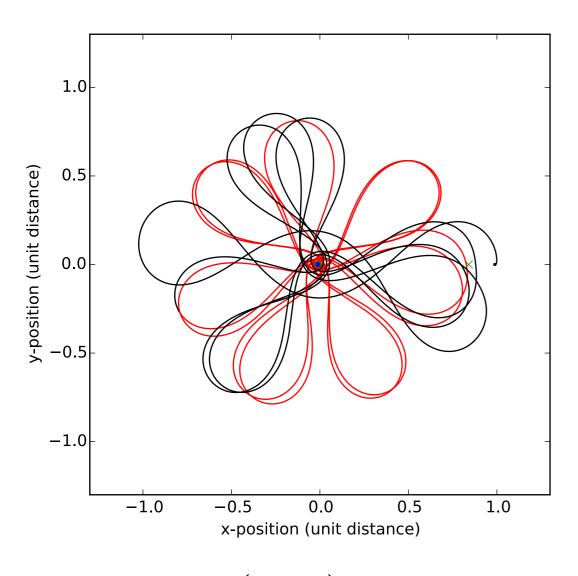


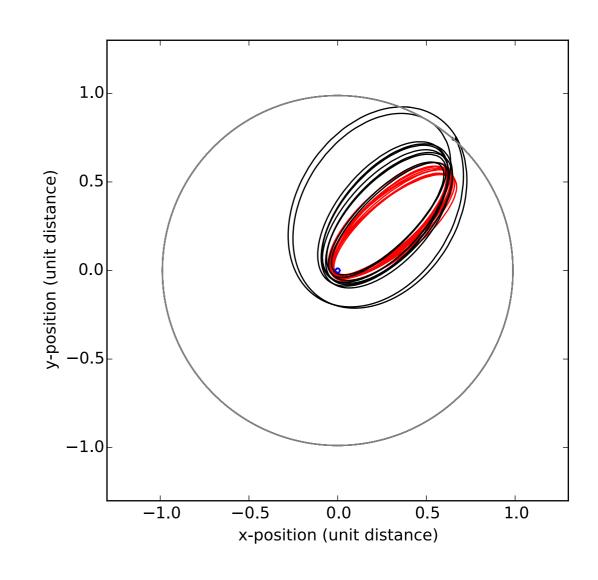
Low-Energy Transfer Orbit (short)



 $t_{short} = 41 days$

Low-Energy Transfer Orbit (long)





(x,y)

 $\Delta v_{total} = 3795$ m/s

 $t_{long} = 194 days$

 $(\mathfrak{X},\mathfrak{Y})$

Results Summarized

All transfer orbits

Trajectory	Flight time	$\Delta v_{\rm total} \ ({\rm km/s})$	$\Delta v_{\rm earth} \ ({\rm km/s})$	$\Delta v_{\mathrm{moon}} \; (\mathrm{km/s})$
Minimum	N/A	3.721	3.099	0.622
Long LETO	194 days	3.795	3.091	0.704
Belbruno-Miller	3 months	3.838	3.187	0.651
Topputo	8 months	3.895	3.265	0.630
Short LETO	41 days	3.896	3.127	0.769
Hohmann - long (sim)	4.3 days	3.912	3.111	0.801
Hohmann - (model)	5.0 days	3.946	3.144	0.802
Hohmann - medium (sim)	3.00 days	4.015	3.136	0.880
Apollo (Hohman)	$3.05 \mathrm{\ days}$	4.115	3.048	1.067
Hohmann - short (sim)	$1.00 \mathrm{\ days}$	6.823	3.809	3.014

We can go to Moon much cheaper than traditionally!
 (If we're willing to accept longer flight time)

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• Best result: $\Delta v = 3795$ m/s

 $\Delta t = 194 \text{ days}$

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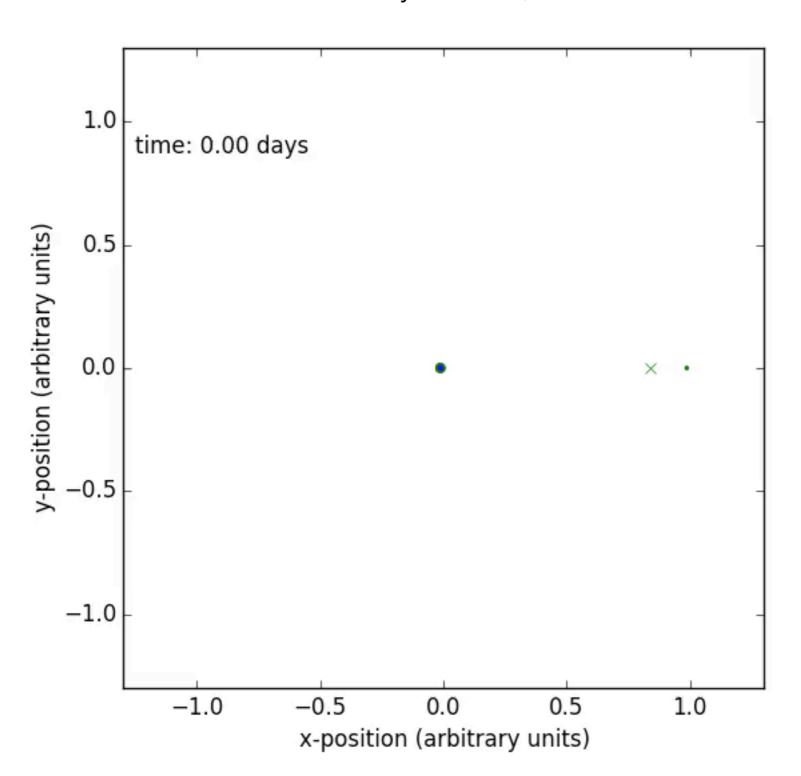
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- Brute force search made feasible by:
 - 1. Effective algorithms (adaptive)
 - 2. Parallelization
 - 3. GPU acceleration

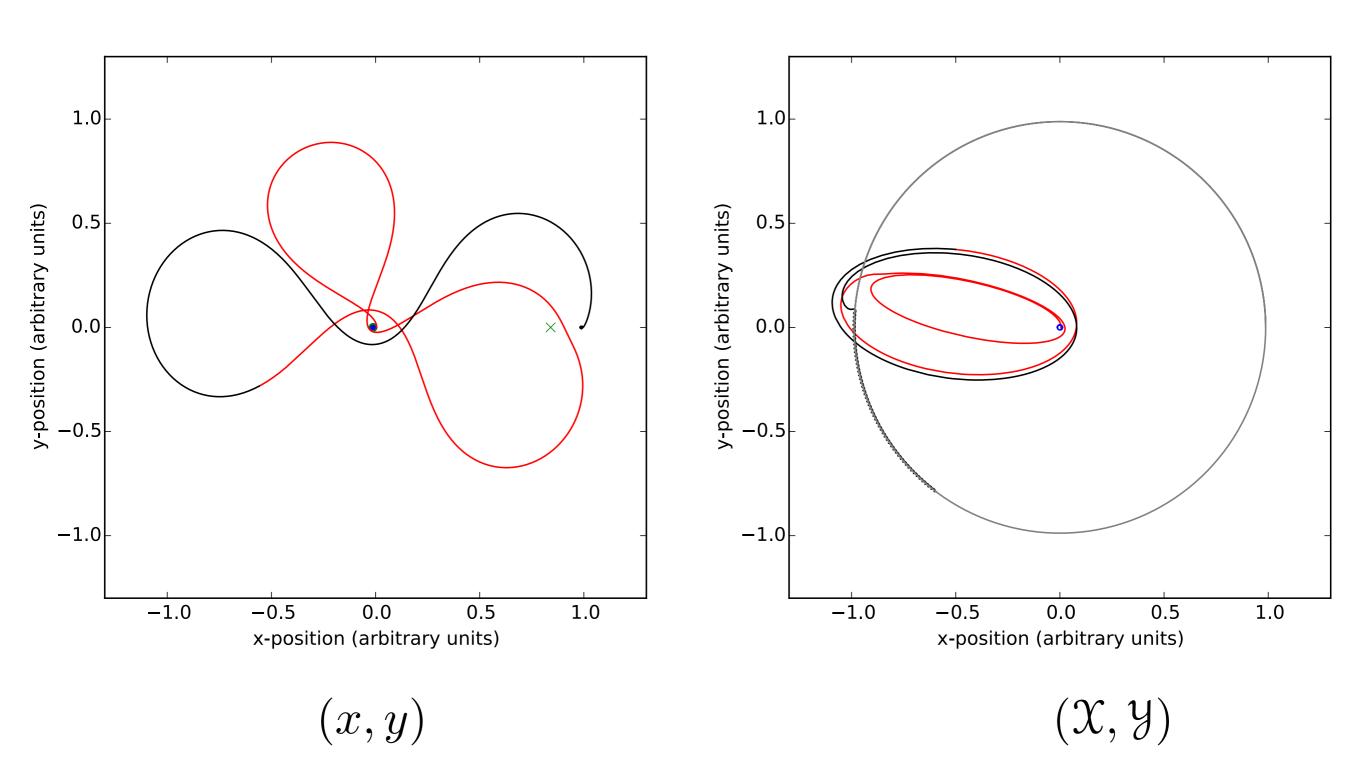
LETO Short Animation

0.043484 days/frame, 60 FPS



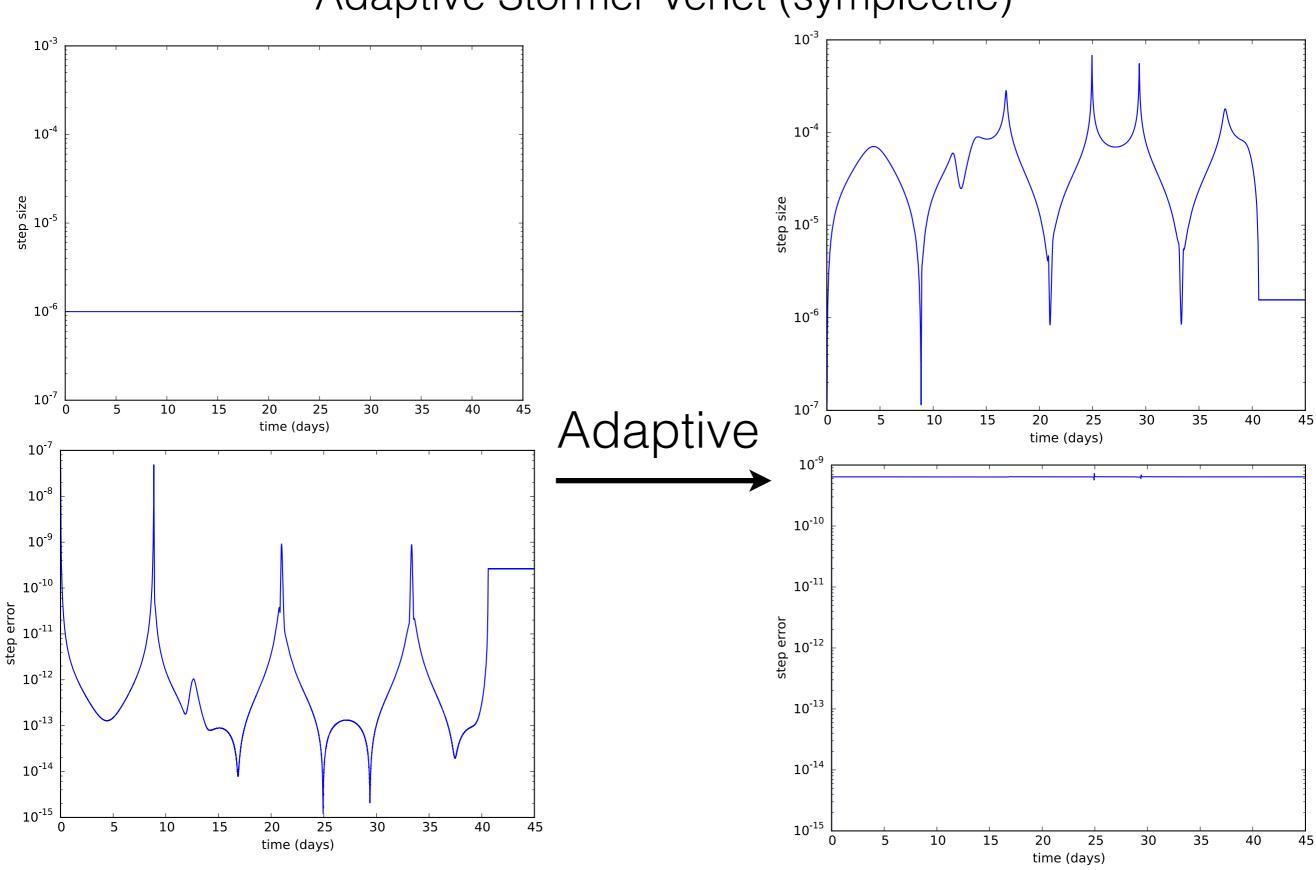
Numerical Method

Adaptive Störmer-Verlet (symplectic)



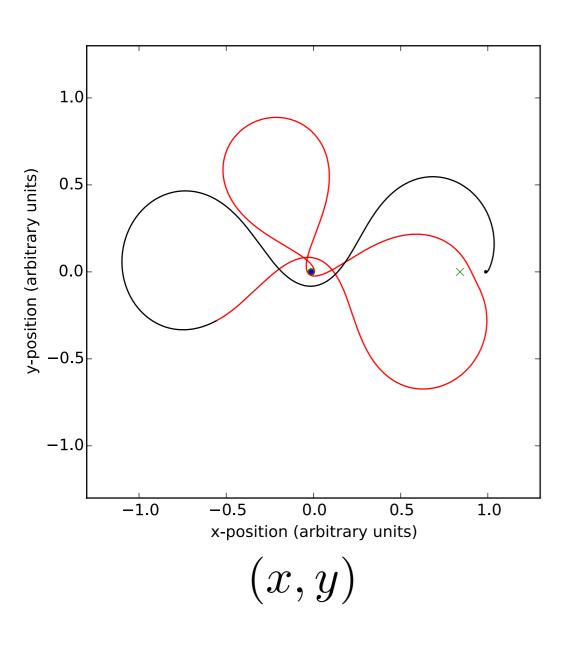
Numerical Method

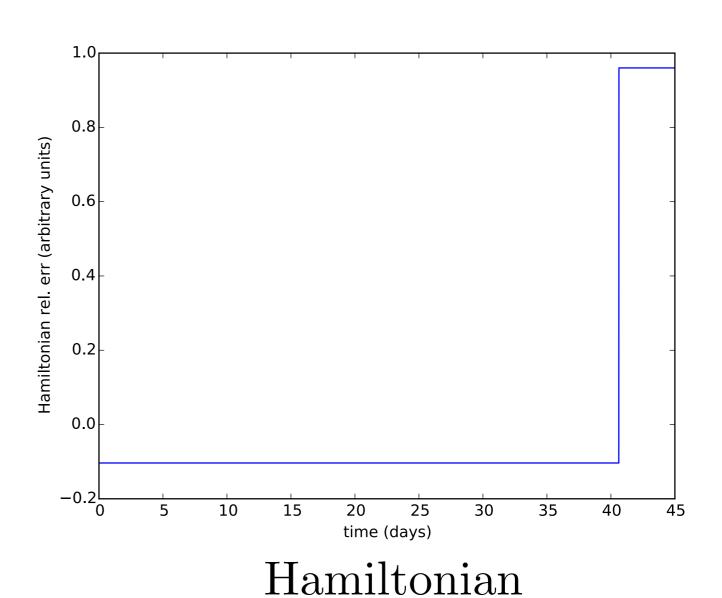
Adaptive Störmer-Verlet (symplectic)



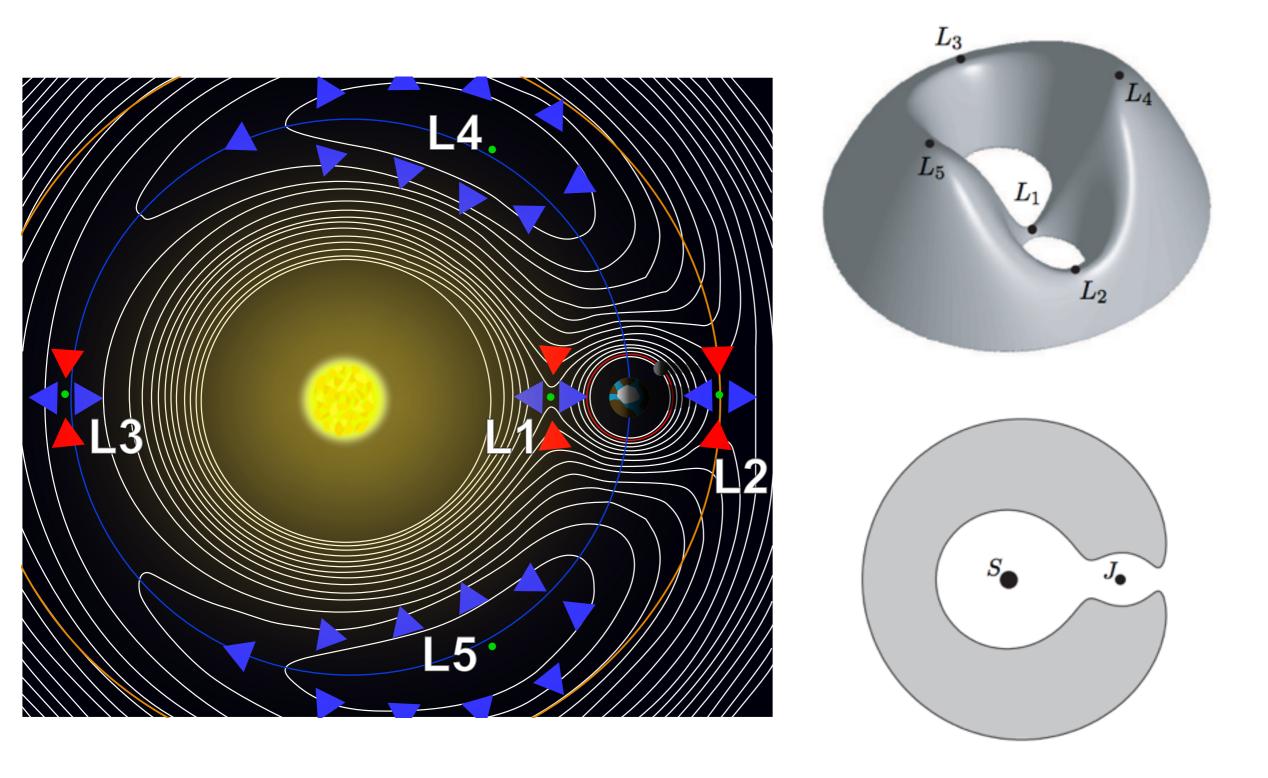
Numerical Method

Adaptive Störmer-Verlet (symplectic)





Gravitational Potential and Lagrange Points



Wishlist

- Earth \rightarrow L₁ (forward) + L₁ \rightarrow Moon (backward)
- 2D → 3D
- Include Sun's potential
- Higher-order integrator:
 4.-5.-order symplectic Runge-Kutta