

The background of the slide is a deep space scene. It features a large, bright blue planet on the right side, partially obscured by a dark blue horizontal band. The space is filled with numerous dark, irregularly shaped asteroids of various sizes. A prominent, large, textured asteroid is visible in the lower-left corner. The overall lighting is dim, with the planet providing a source of light.

Sustainable Asteroid Mining

Results and methods of team BIT-CAS-DFH

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Team Members



1. Preliminary Analysis

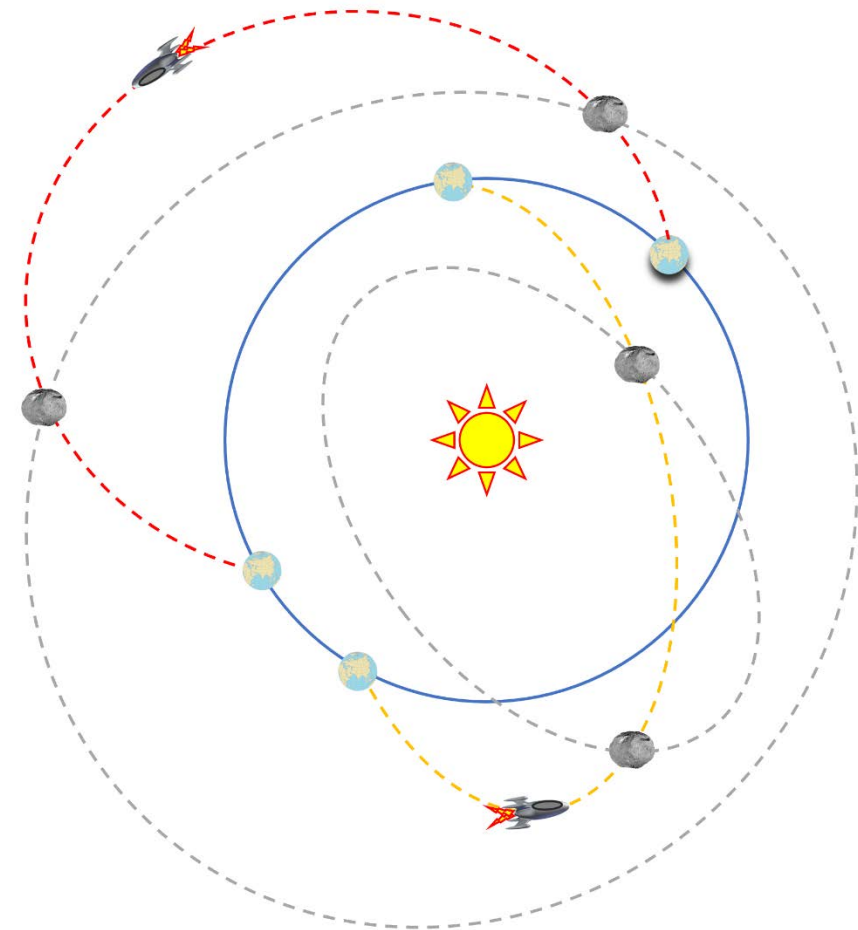
2. Method

2.1 Databases building

2.2 Asteroid visiting sequences searching

2.3 Low-thrust trajectory converting

3. Results and Discussion

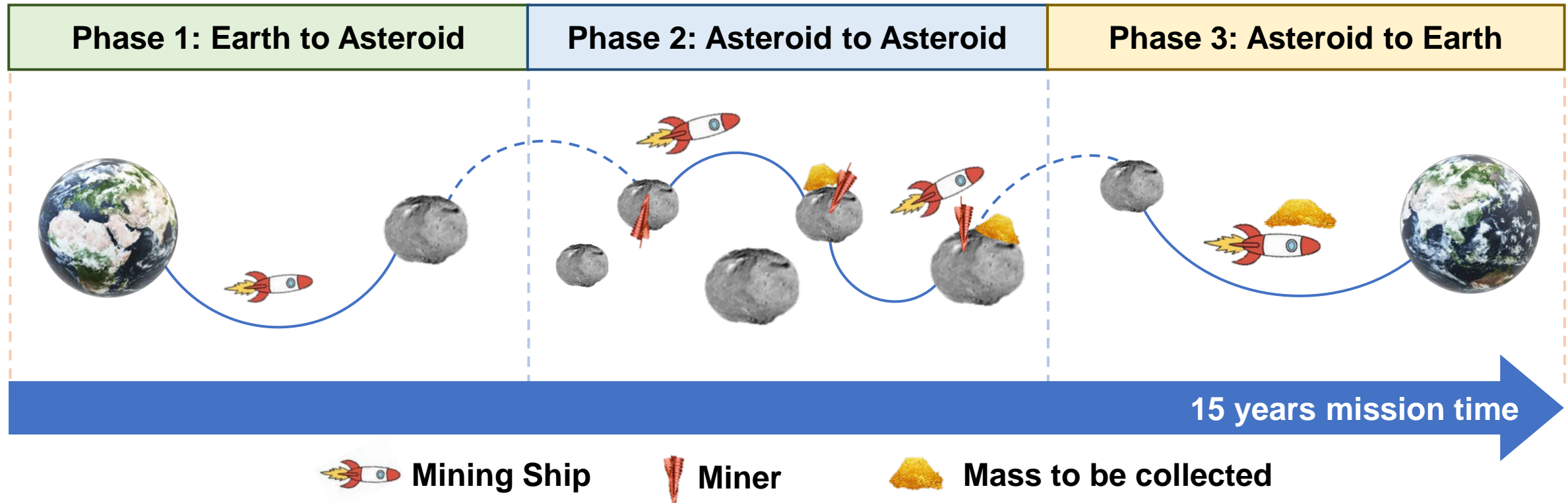


1 Preliminary Analysis



□ Mission Phases

- ✓ Mining mission is divided into 3 phases
- ✓ Different kind of asteroid rendezvous strategies available for phase 2

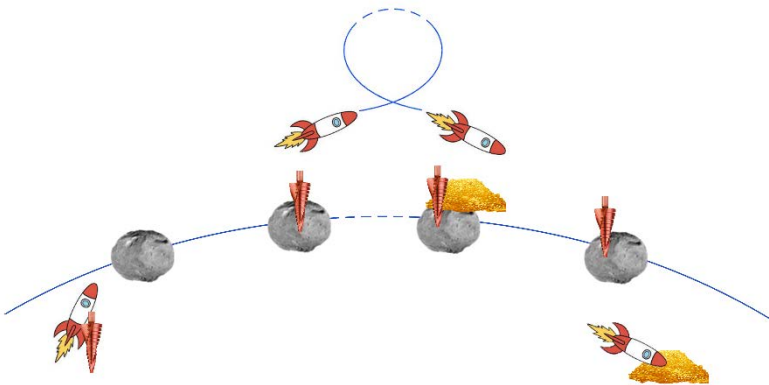


1 Preliminary Analysis



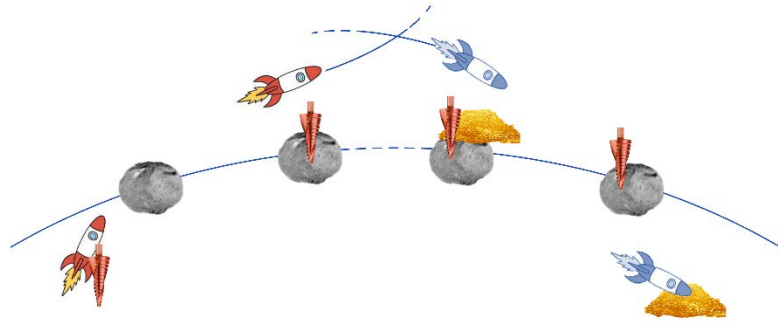
□ Mining Strategies for Phase 2

Strategy a



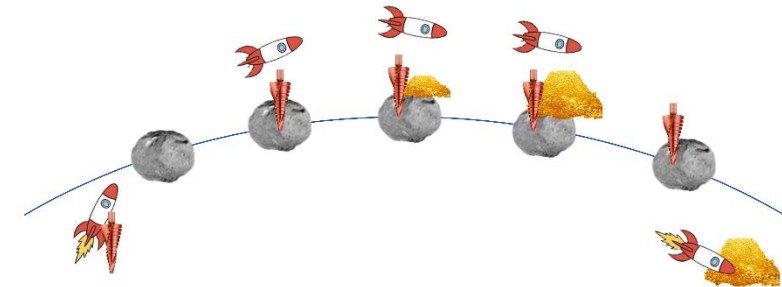
- ✓ No interference between Ships
- ✓ Easy for parallel design
- ✓ Easy for adding new ships
- ✗ Lower theoretical upper bound

Strategy b



- ✓ Higher theoretical upper bound
- ✓ Larger space to search
- ✗ Higher computing load
- ✗ Sequence design bundled with other ship

Strategy c



- ✓ The most fuel saving scheme
- ✓ Can be used for patching
- ✗ High time cost

1. Preliminary Analysis

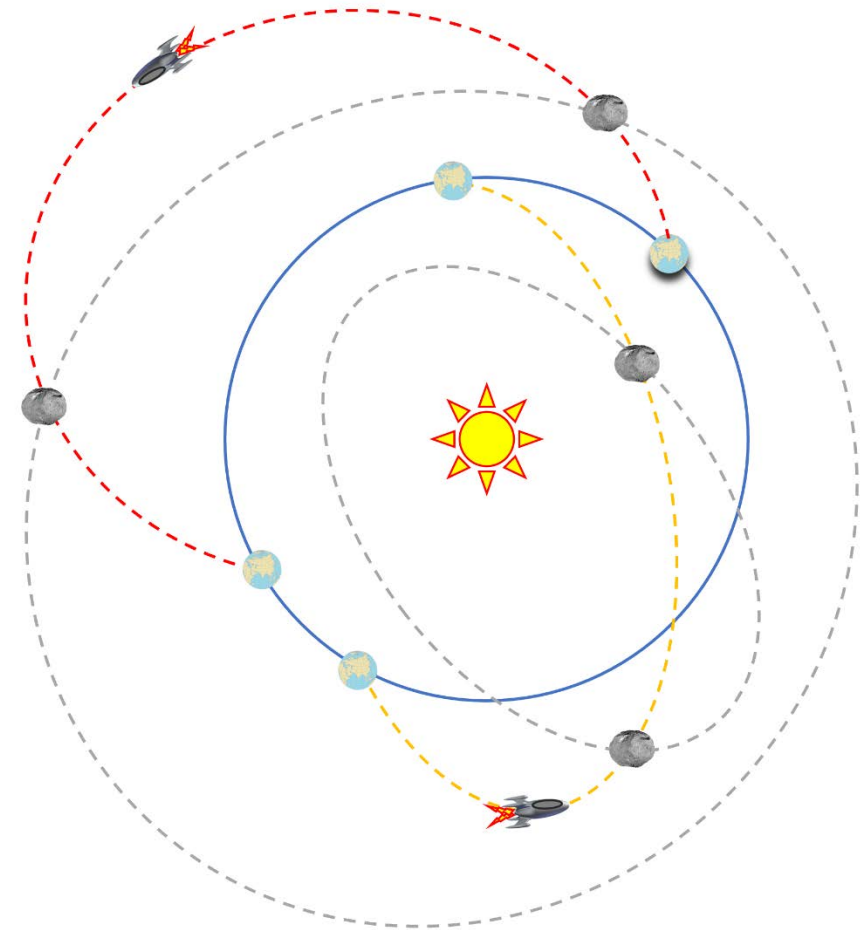
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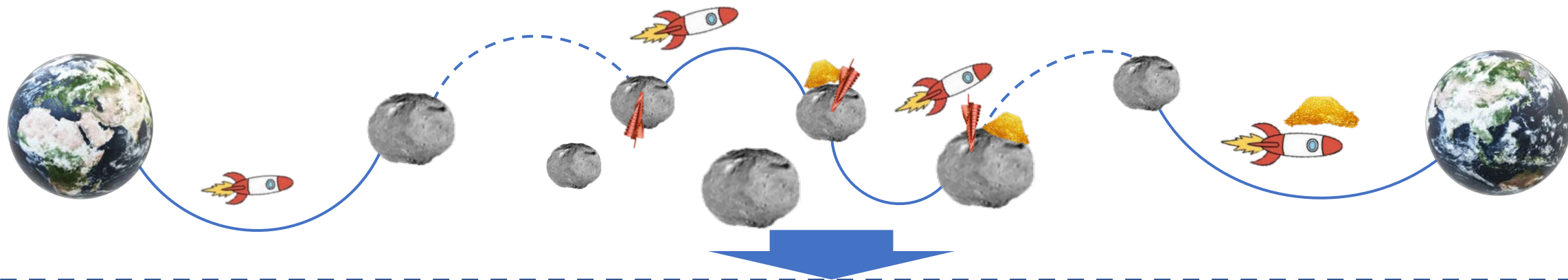
2 Method: Databases building



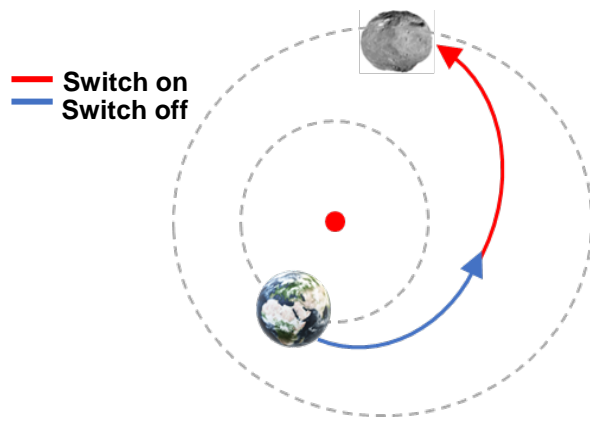
Phase 1: Earth to Asteroid

Phase 2: Asteroid to Asteroid

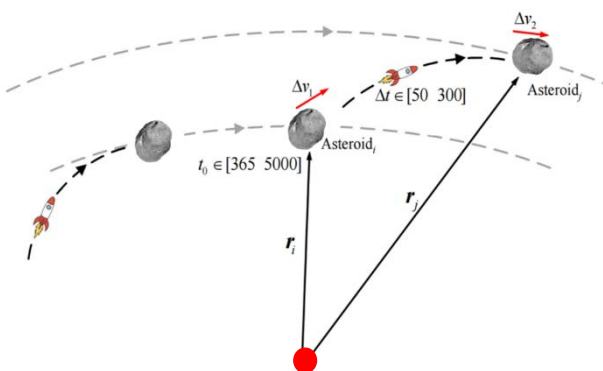
Phase 3: Asteroid to Earth



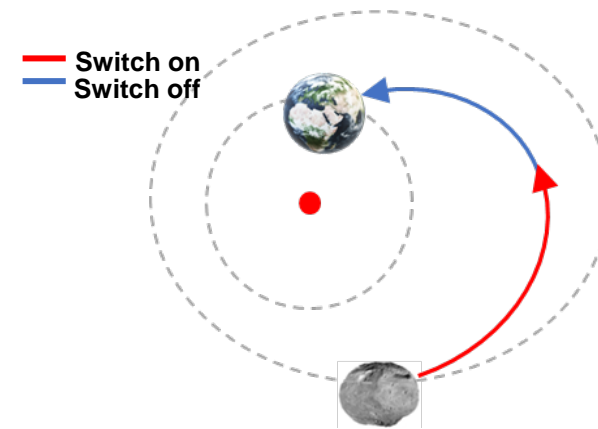
Database 1: Earth to Asteroid



Database 2: Asteroid to Asteroid



Database 3: Asteroid to Earth



2 Method: Databases building



□ Earth-Asteroid and Asteroid-Earth databases

Step 1
Fuel efficient
Lambert transfers



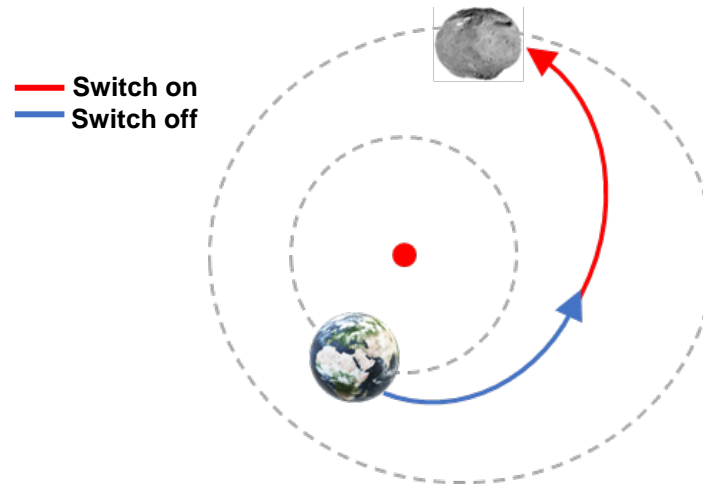
Step 2
Time optimal
Low-thrust transfer



Step 3
Pruning for early
arrival and late
return

Earth to Asteroid

Transfer model: coast + thrust



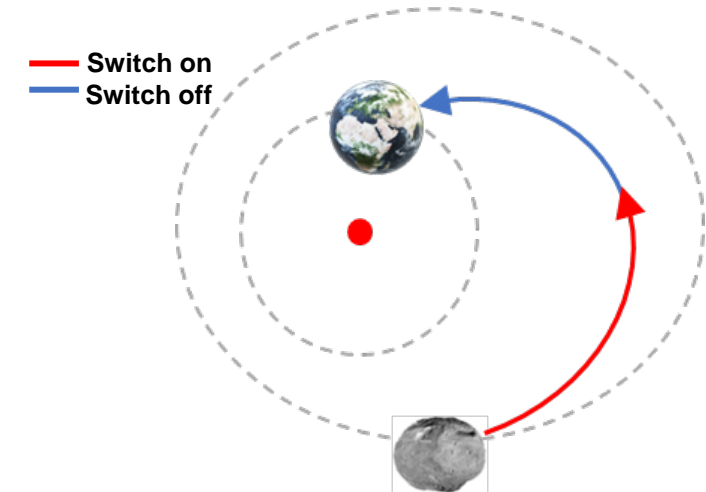
Arrival time from the
mission start date

<1.5 year

Database 1: **18170** feasible asteroids

Asteroid to Earth

Transfer model: thrust + coast



Departure time to the
mission end date

<1.5 year

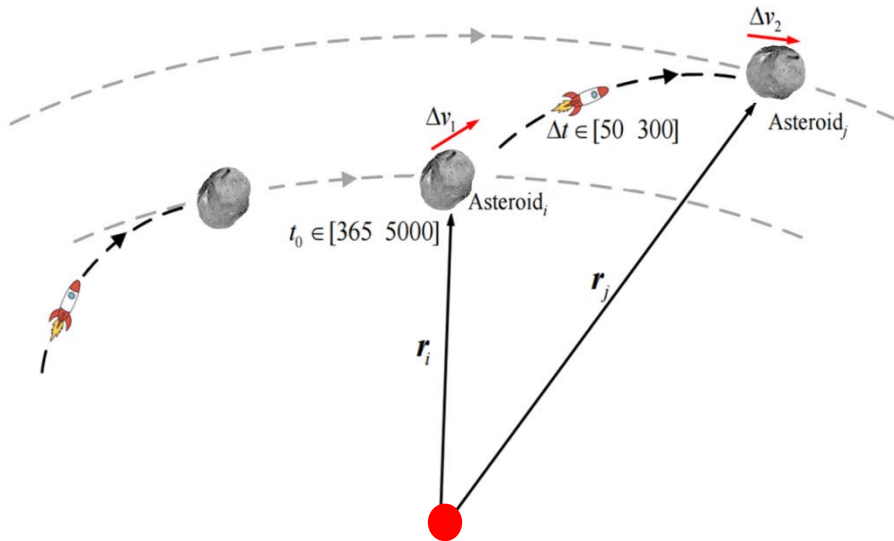
Database 3: **24319** feasible asteroids

2 Method: Databases building



□ Asteroid-Asteroid database

- Lambert transfer is adopted
- C++ parallel computing platform
- NVIDIA TITAN RTX GPU



Search parameters	Range
Asteroid ID	1-60000
Departure epoch (days)	365-5000
Transfer time (days)	50-300

1.79997×10^9
asteroid-asteroid
transfers



Pruning conditions: $T < 0.6 \text{ N}$; $\Delta V < 2 \text{ km/s}$

	ID ₁	ID ₂	ΔV	τ_0	τ_f
1	1	2	ΔV_{12}	τ_1	τ_2
2	1	3	ΔV_{13}	τ_3	τ_4
⋮	⋮	⋮	⋮	⋮	⋮
N					

- ✓ **1.5076249×10^8** survival results
- ✓ Database created in three days

2 Method: Asteroid visiting sequences



□ Mission segments

Straightforward two segments strategy

Segment 1

Segment 2

Difficulty

- Very long sequences facing computational issues
- The number of sequences exceeds 10^{10} , when searching to the 8th node (~ 7 years).

Why not paying more attention on areas that can score higher?

Four segments strategy

Segment 1

Segment 2

Segment 3

Segment 4

Time Forward

Time Backward

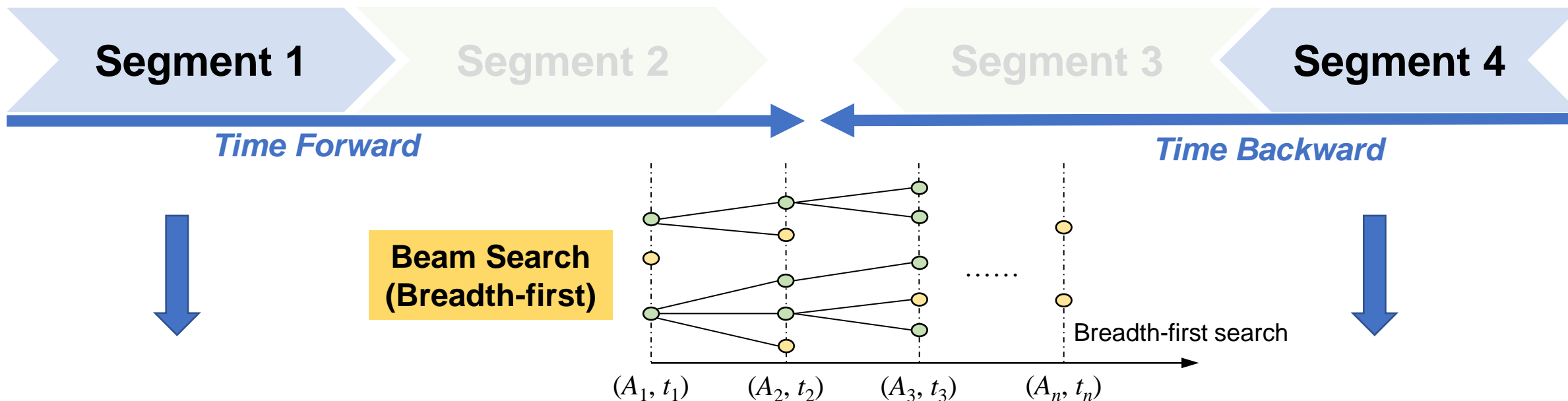
Secondary scoring segments

Priority scoring segments

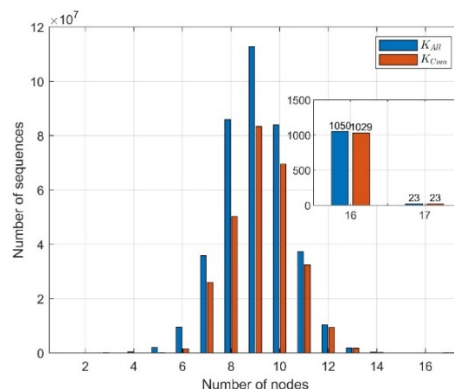
2 Method: Asteroid visiting sequences



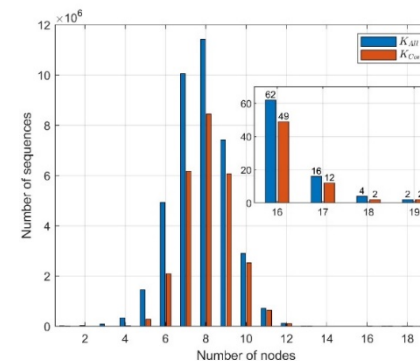
Sequences for Segments 1 and 4



- Number of sequences **274,583,439**
- Average length of sequences **9.23**



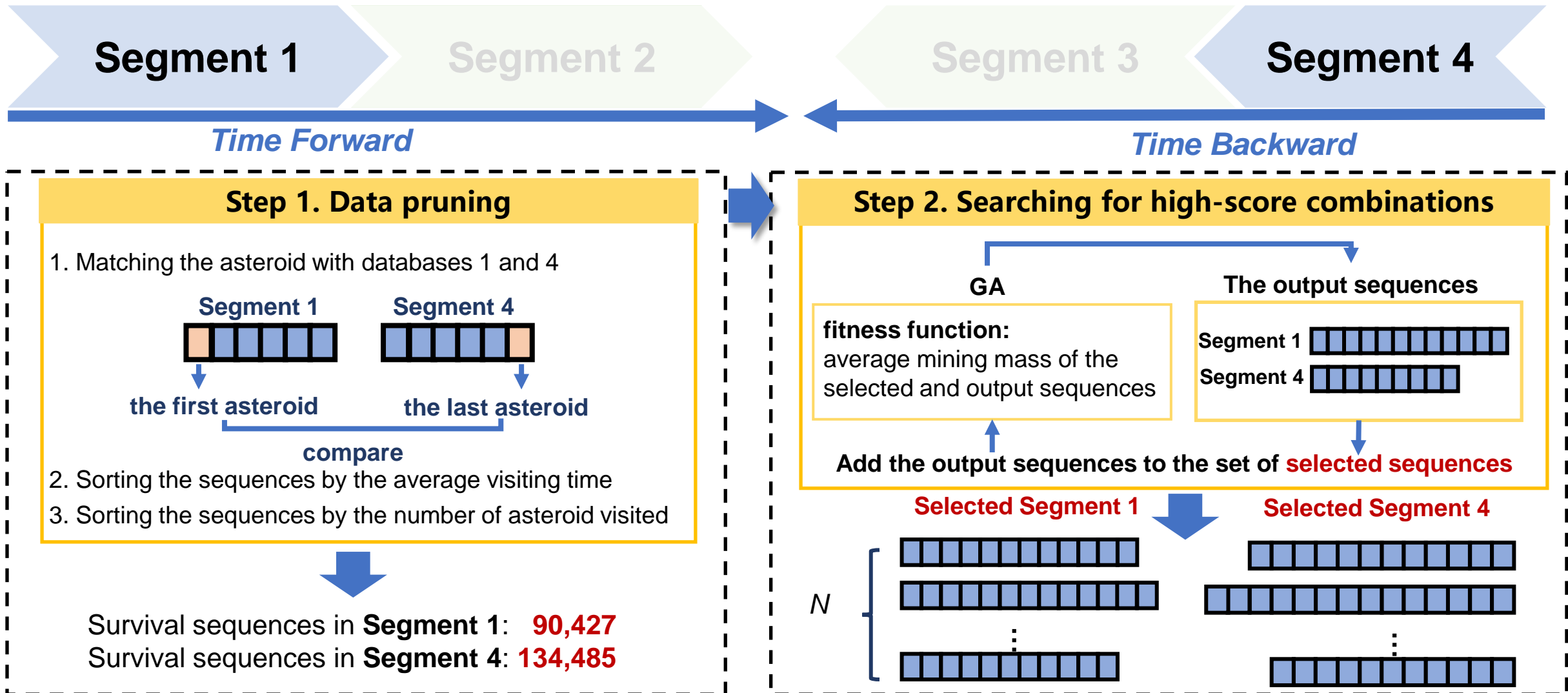
- Number of sequences **26,392,705**
- Average length of sequences **8.08**



2 Method: Asteroid visiting sequences



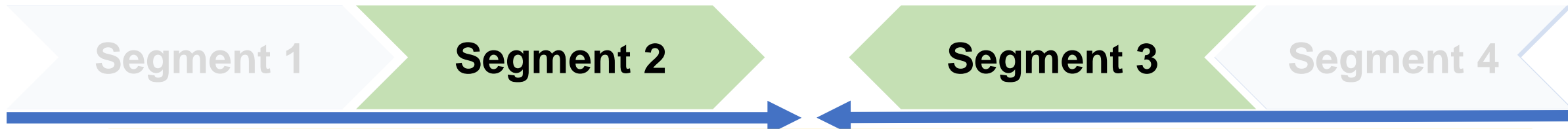
□ Selection of sequence candidates for Segment 1 and Segment 4



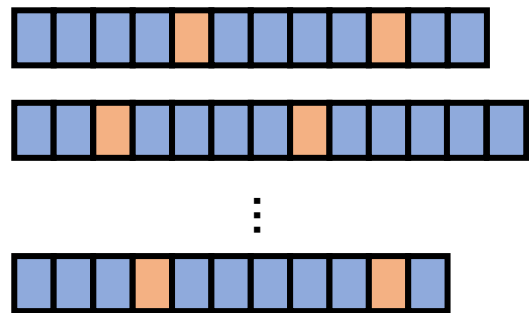
2 Method: Asteroid visiting sequences



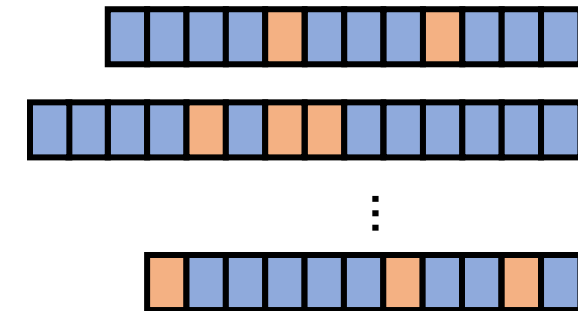
Segments 2 and 3 sequence candidates



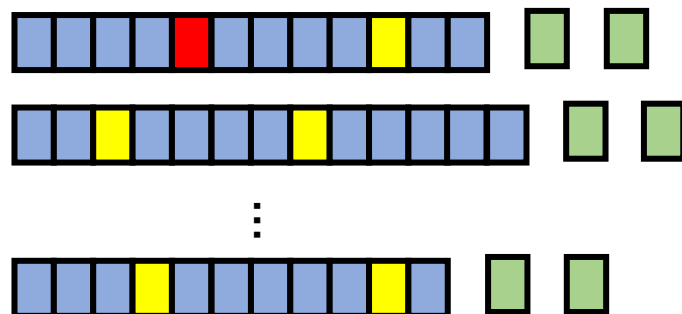
Step 1. Screening out asteroids with only one rendezvous (no score asteroids)



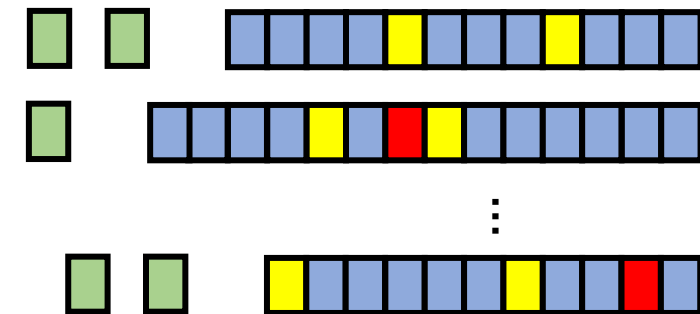
Blue square: Score asteroids (rendezvous twice)
Orange square: No score asteroids (rendezvous once)



Step 2. Find drop-by visits in Segment 2 and 3 for those no score asteroids in Segment 1 and 4



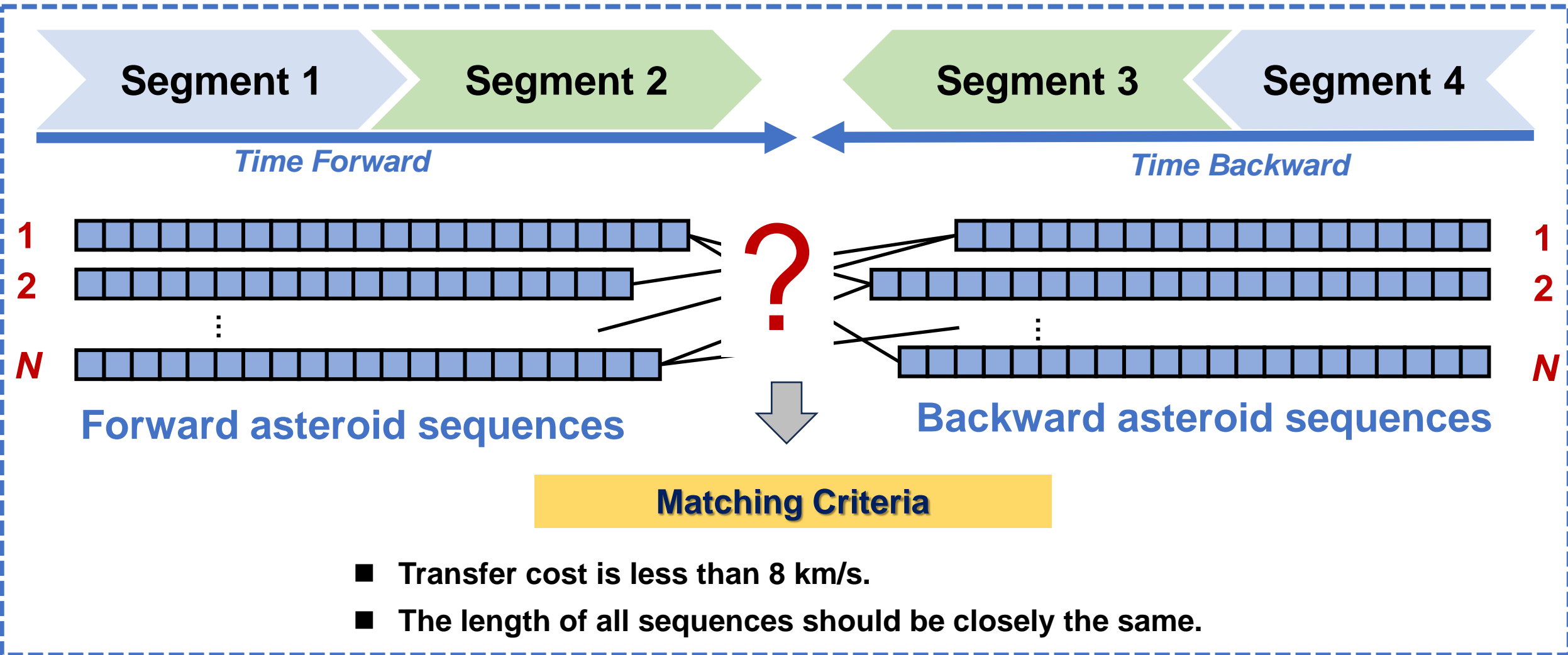
Green square: Drop-by asteroids
Yellow square: Successful scored
Red square: Failed



2 Method: Asteroid visiting sequences



□ Matching forward and backward asteroid sequences



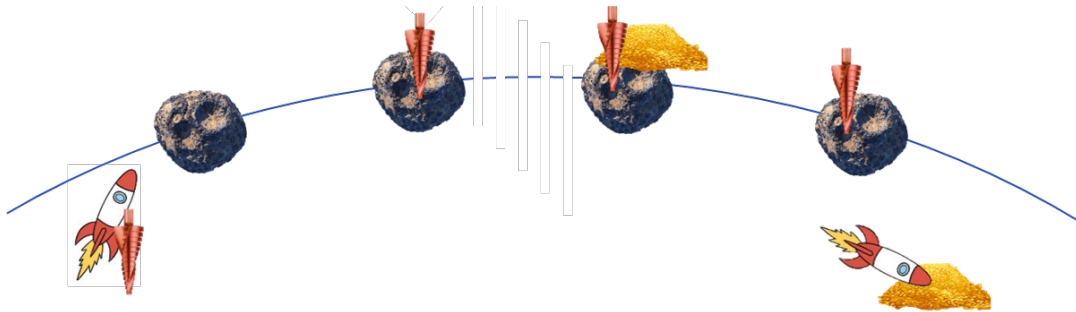
2 Method: Low-thrust trajectory converting



- There exists two main issues in the low-thrust trajectory generation.

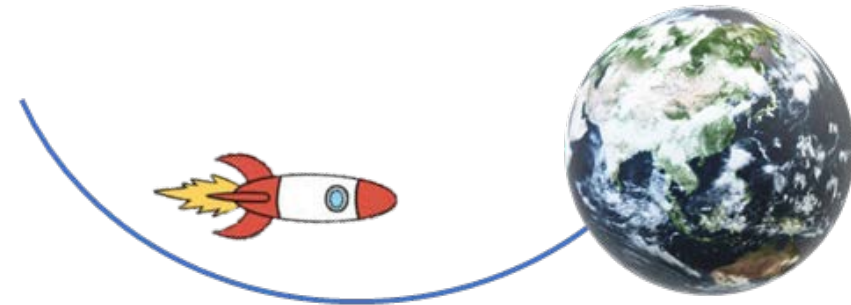
Problem 1: Low-thrust transfer infeasible

Due to the short transfer time of between asteroids, the low-thrust optimization problem is infeasible.



Problem 2: Constraints Violation

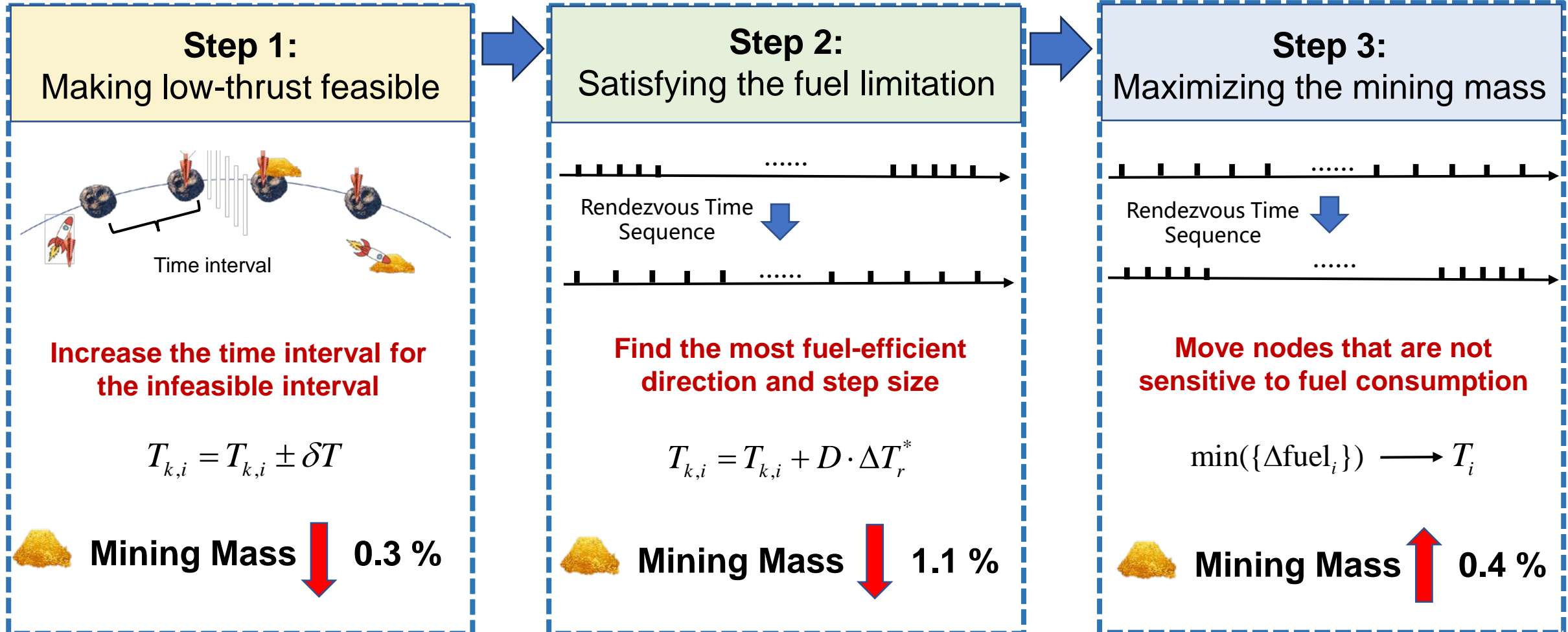
The fuel consumption of the trajectory violates the constraint requirements.

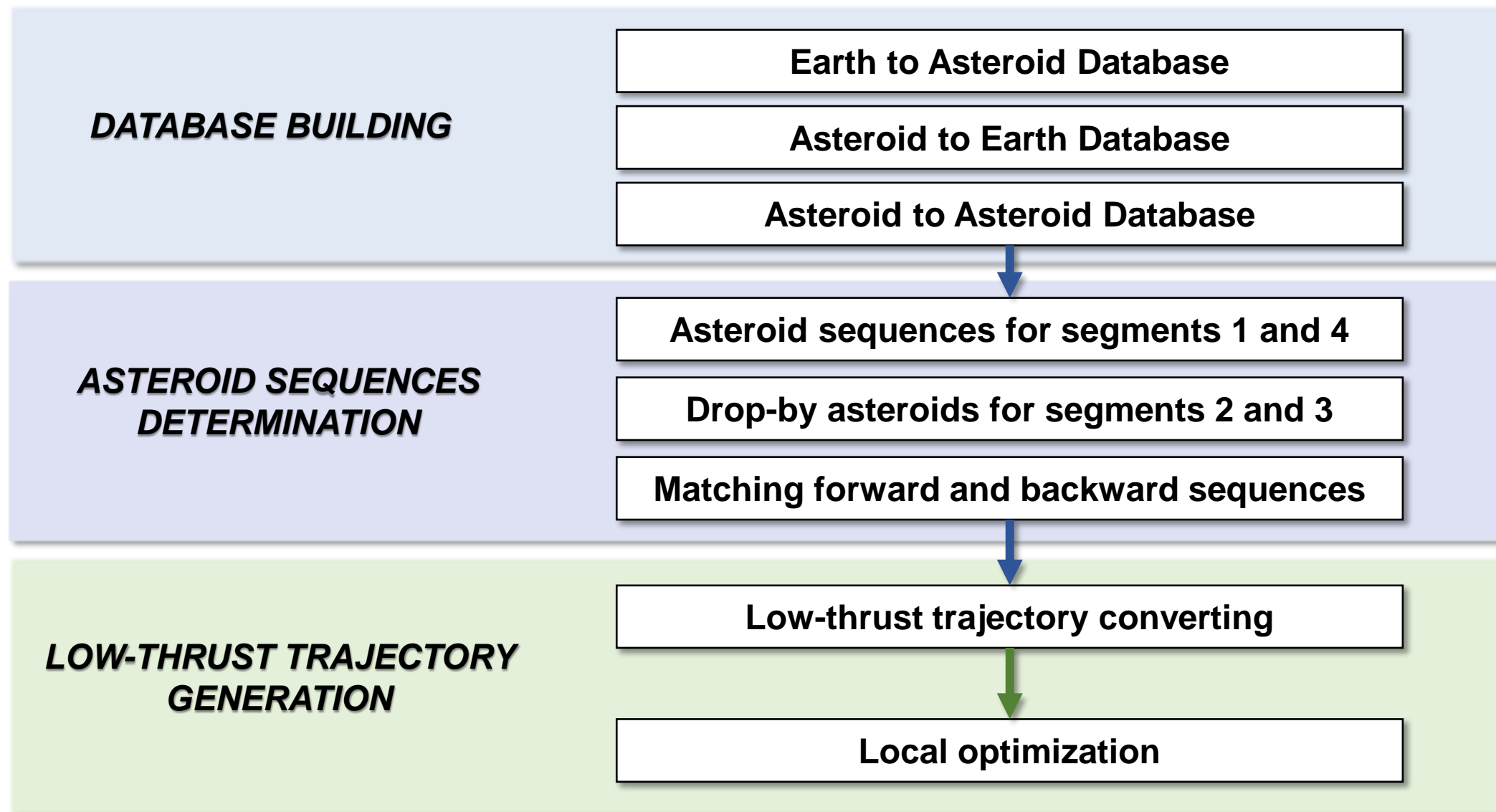


2 Method: Low-thrust trajectory converting



□ Steps for successful low-thrust trajectory converting





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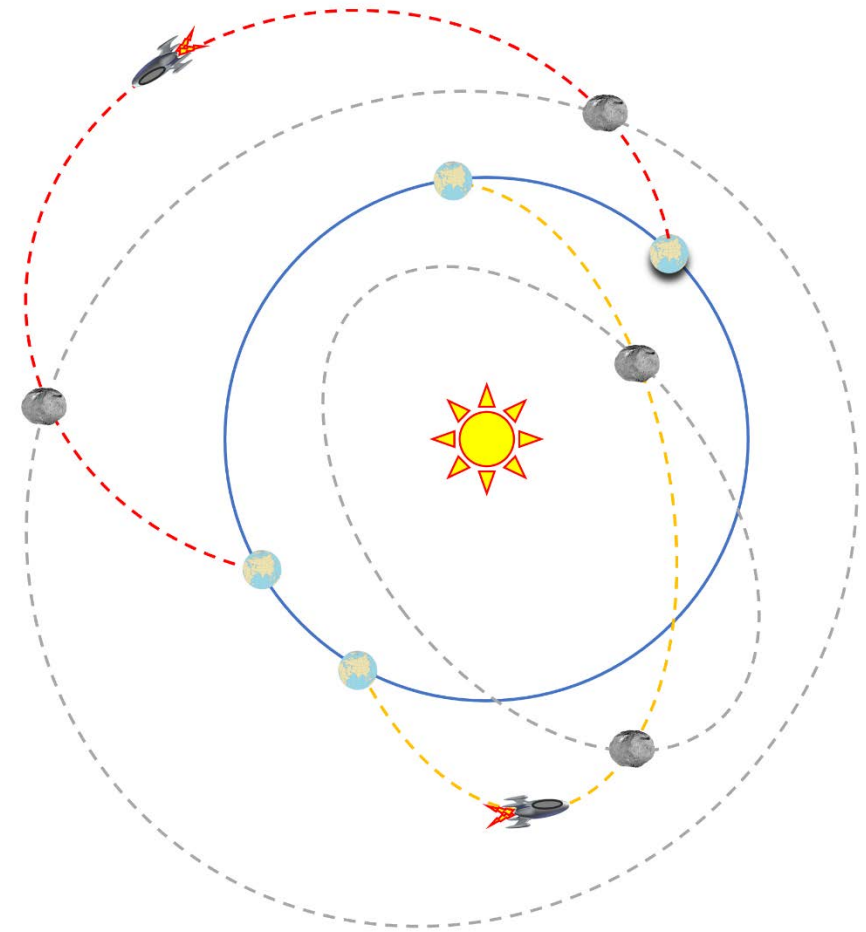
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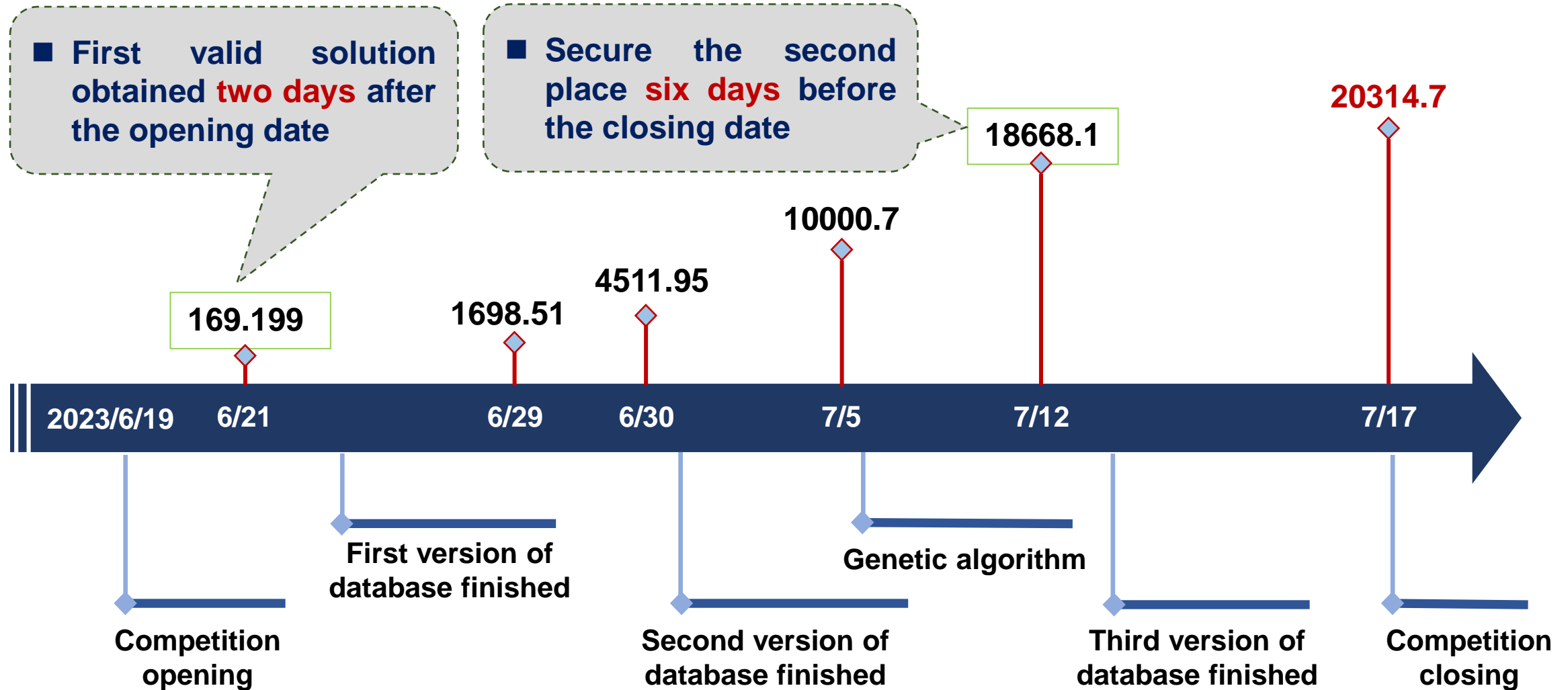
3. Results and Discussion



3 Results and Discussion



□ Timeline of the competition



3 Results and Discussion



Final submission

Mass retrieval

20,314.7 kg

Number of ships

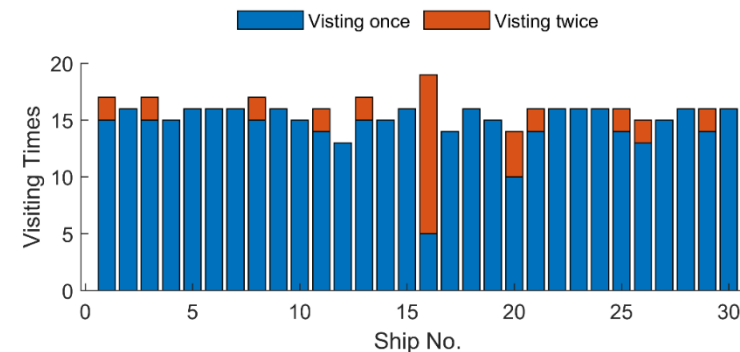
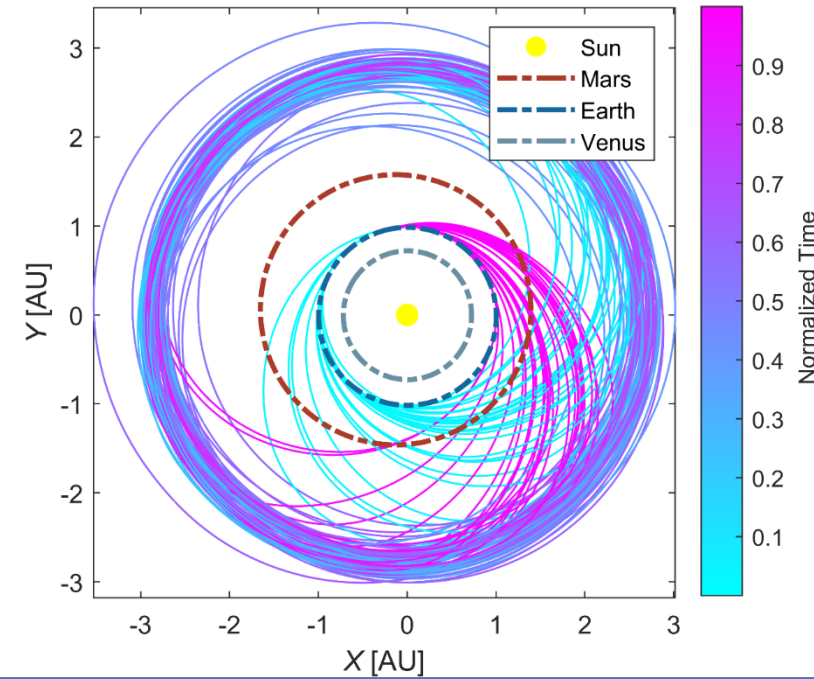
30

Number of
asteroids visited

237

Final score

17728



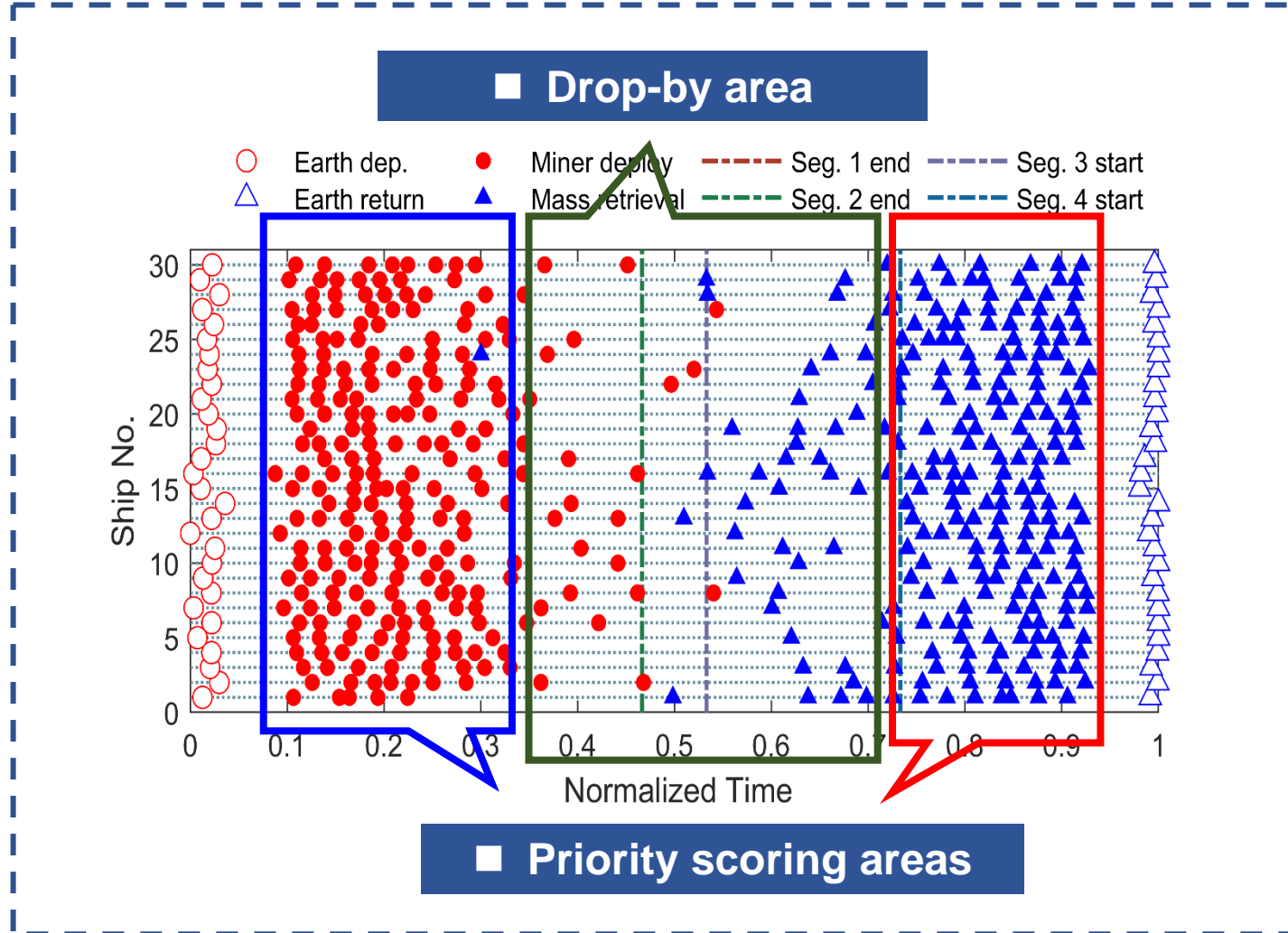
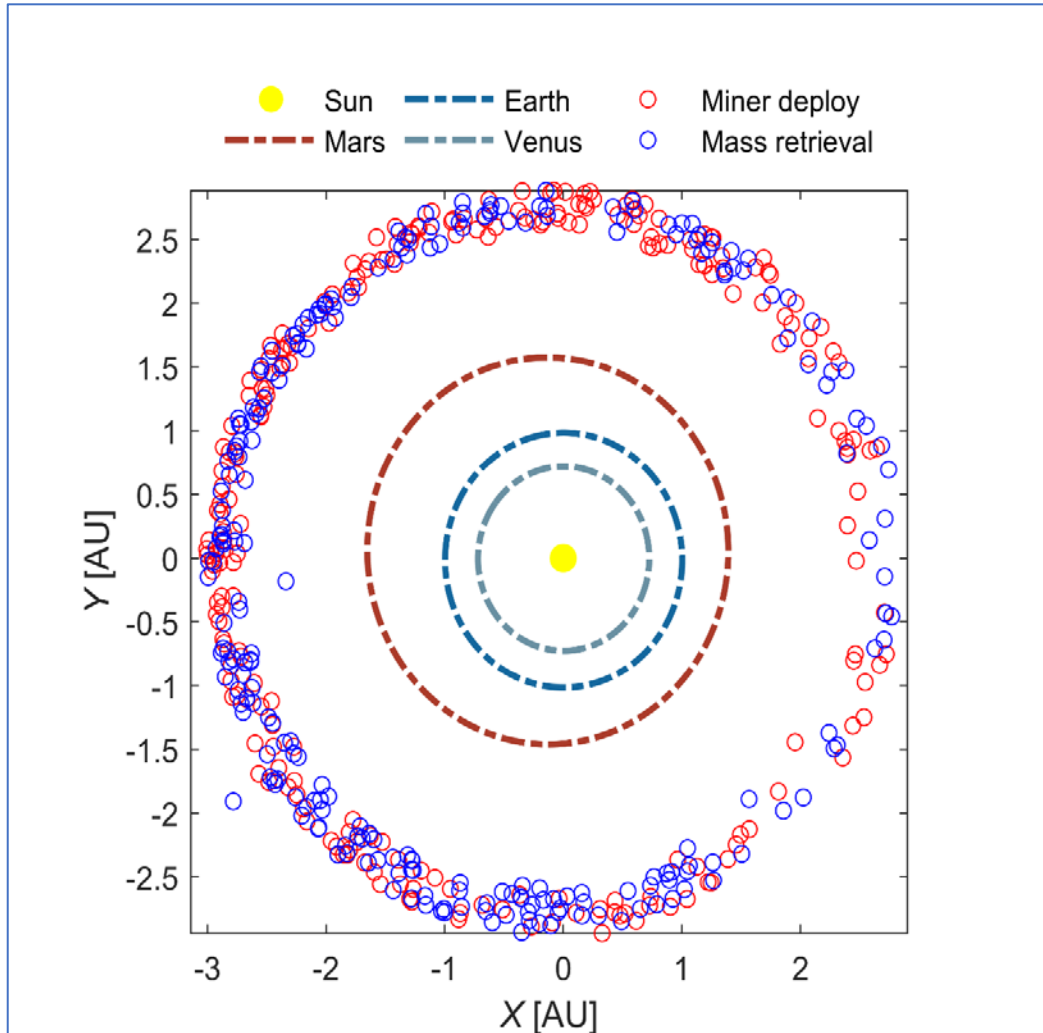
■ **No gravity assist was adopted**

✓ **Mining strategy 2 was used**

3 Results and Discussion



Asteroid visiting timeline

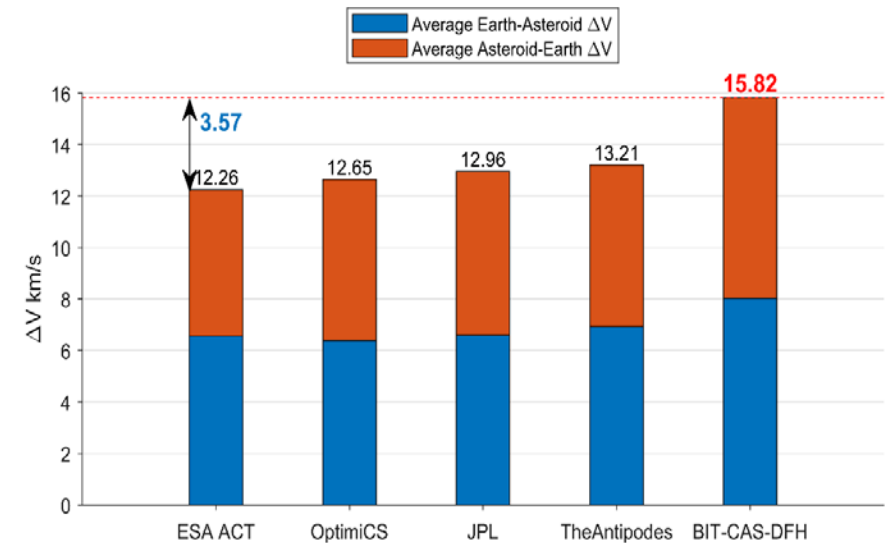


3 Results and Discussion



Comparison of top five teams

Team	Average mass retrieved/asteroid [kg]	Average ΔV Earth-Asteroid [km/s]	Average ΔV Asteroid-Earth [km/s]	Average ΔV Asteroid-Asteroid [km/s]
JPL	80.5	6.60	6.36	2.13
BIT-CAS-DFH	85.7	8.02	7.80	2.17
OptimicS	82.8	6.38	6.27	2.46
ESA ACT	74.2	6.57	5.69	2.22
TheAntipodes	79.3	6.93	6.28	2.38



3.5 km/s more than the average
for the departure Earth-asteroid and return
asteroid-Earth transfers

□ Summary

✓ Positives treatments:

- We have appropriately divided the mission into different phases
- We have chosen mining strategy 2
- We used four segments strategy for searching asteroid sequences

✓ Negative issues:

- Too much fuel consumed for the departure Earth-asteroid and return asteroid-Earth transfers
- At least one more asteroid can be visited for each ship if the departure and return legs were properly optimized.
- If we managed to bring only 40 kg on this asteroid, the permissible number of ships can reach to the same level with JPL.



China Trajectory Optimization Competition (CTOC) was initiated in 2009

Our team won the championship of CTOC-12

We will launch CTOC-13 in this summer

The problem will focus on on-orbit servicing



CTOC started in 2009



CTOC-12 in 2022



CTOC-13 coming soon

**WELCOME TEAMS ALL OVER THE WORLD TO
JOIN CTOC-13 !!**