

***TITLE:- RAPID TEMPERATURE DROP SIMULATION & AUTONOMOUS THERMAL FALLBACK RESPONSE***

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***Abstract:- This paper presents a Rigorous Simulation and fallback model for critical Edge-case conditions in Autonomous or System malfunctions. This scenario(04) examines the Node's Thermal Resilience falloff rate, and autonomous trigger behaviour when internal temperature beyond survivability thresholds.***

***Introduction:- Space based nodes in Dyson Environments operate in Volatile thermodynamics conditions, including., Eclipses, blackout, and Interstellar drifts. One of the lesser- modeled but fatal conditions in a system thermal drop – Which may arise from;***

- ★ *Prolonged Shadow Trapping*
- ★ *Core Coolant failure*
- ★ *Solar Input less*
- ★ *Deep-space transition with no stellar fallback*

***Physical & Mathematical Modeling:-***

***(i) Assumptions***

» ★ *Initial Internal temperature ( $T_0$ ) =  $24^{\circ}\text{C}$*

★ *Temperature Drop rate ( $\Delta T$ ) = randomized 0.1 -  $0.6^{\circ}\text{C}$  per cycle.*

★ *Fallback Threshold =  $-5.0^{\circ}\text{C}$*

★ *Total Cycles = 6000 (Each Cycle = 1 unit time)*

★ *Recovery logic = Not present in this baseline, but extensible.*

*(ii) Drop Rate function*

» *Let;*

*$T(i)$  be Initial temperature at cycle  $i$ .*

*$\Delta T(i)$  be Rate of Temperature drop (Random)*

*The system evolves by;*

$$T(i+1) = T_i - T \Delta i, \text{ where } \Delta T(i) \in [0.1, 0.6]$$

$$\forall i \in [1, 6000].$$

*Proposed Hardware Implementation:-*

- ★ *Use a DHT12/DHT22 Sensor.*
- ★ *Simulate Ambient Cooling using Controlled Airflow*
- ★ *Trigger Fallback Buzzer + LED+ log to SD Card*

*Deep Space orbit Conditions:- In Interplanetary or lagrange-point Environment, Spacecraft may pass through Extremely Cold Regions due to;*

- ★ *Lack of Incident Solar Radiations*
- ★ *Orbital Night Spans (Jupiter & Saturn Moon's)*
- ★ *Eclipse Alignment*
- ★ *Debris Shadow Clouds (e.g., MMOD field)*

*Space ambient Temperature =  $\sim 2.7K$  (Cosmic Background)*

*Mathematical Modeling (Extended):- Let;*

★  *$T_i$  = Internal Temperature at Cycle  $i$*

★  *$\Delta T$  = Heat Loss per Cycle*

★  *$R_c$  = Radiative capacity (Based on*

*Emissivity, Area)*

★  $Q_i$  = Internal heat Generation (usually Zero post failure)

We Define;

$$T_{i+1} = T_i - T\Delta i = T_i - (\epsilon * \sigma * A * (T_i^4 - T_{cxt}^4) / C_{node})$$

Where.,

$\epsilon$  = Emissivity of Outer Layer

$\sigma$  = Stefan- Boltzmann Constant

$A$  = Surface Area of Node

$C_{node}$  = Thermal capacity of Node

$T_{ext}$  = External Space temperature ( $\sim 3K$ )

*Material Science & Design Impact:- Nodes Constructed with Carbon-based skin layer or Multi layer Insulation (MLI) show better Delay Against Rapid Drops. But a puncture/ Damaged Thermal Shell (via MMOD) accelerates Temperature Loss.*

<i>Material</i>	<i>Emissivity</i>	<i>Cooling Resistance</i>
<i>Carbon Fibre (Coated)</i>	<i>~0.85</i>	<i>High</i>
<i>Titanium Alloy</i>	<i>~0.55</i>	<i>Medium</i>
<i>Bare Aluminium</i>	<i>~0.07</i>	<i>Very Low</i>

*Node\_000001 Requires MLI Shielding for  $\geq 30$  Minutes Survival Under Blackout.*

*Thermal Fallback AI Architecture:-*

<i>Layers</i>	<i>Trigger Temperature</i>	<i>Response</i>
<i>Warning</i>	$< 5^{\circ}\text{C}$	<i>Log Only</i>
<i>Critical</i>	$< 0^{\circ}\text{C}$	<i>Isolate Non-essential SubSystem</i>
<i>Fatal</i>	$< -5^{\circ}\text{C}$	<i>Full fallback (Node enters Hibernations)</i>