

TITLE:- High Velocity Particle Impact simulation on Autonomous Dyson Node Systems

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Why This Scenario Matters:- Space isn't empty – it's filled with high speed particles and microscopic Debris, Travelling at 10 - 70 km/s . These Micro-Meteorite are;

- ★ *Smaller than (1 mm).*
- ★ *Too fast to Avoid.*
- ★ *Invisible to basic Sensors.*
- ★ *Capable of piercing Unshielded System, causing;*
 - 1. Capacitor Disruption*
 - 2. Insulation Cracking*
 - 3. Radiator Puncture*
 - 4. Memory Corruption*

Simulation Objectives: -

- ★ *Emulate Random Micro-meteorite hits on a node surface.*
- ★ *Log in Impact Event, Damage Severity, and System Response.*
- ★ *Simulate Self-repair, fallback, or permanent failure.*

Scientific Premise:- Based on ESA & NASA Shielding Models, most LEO Satellites face 1 - 10 Micro-Impact per month, causing;

- ★ *Surface Etching*
- ★ *Panel Degradation*
- ★ *Short Circuits*
- ★ *Data Loss if memory is Unshielded.*

The Node must;

- ★ *Detect Impact*
- ★ *Log it*
- ★ *Isolate damaged Subsystem*
- ★ *Attempt minor Rerouting or fallback if critical paths are affected.*

Physics Model:-

(i) Impact Probability

» *Simulate rare random impacts every n Cycles;*

$P(i) = \text{Poisson Distributed Events or}$
Simply every ~1000 Cycles, One Impact.

(ii) Damage severity Index(DSI)

» *Assign a Severity Score;*

$$DSI = 0.1 + \text{random}() * 1.5$$

System Level Questions :-

- (1) Can the node identify and Categorize physical trauma?*
- (2) Can it contain a failure without Triggering full System fallback?*
- (3) Does it log Impact Intelligence for AI Learning ?*
- (4) Can it Self- Correct Minor Hits, or must it always Isolate?*

Simulation Mechanics:-

<i>Range</i>	<i>Classification</i>	<i>System Response</i>
<i>0.1 -0.4</i>	<i>Minor</i>	<i>Log only</i>
<i>0.5 - 1.1</i>	<i>Moderate</i>	<i>Subsystem Isolation</i>
<i>1.2+</i>	<i>Critical</i>	<i>Trigger Full Fallback</i>

Response Matrix:-

<i>Impact Zone</i>	<i>DSI < 0.5</i>	<i>DSI < 1.2</i>	<i>DSI ≥1.2</i>
<i>Thermal System</i>	<i>Log</i>	<i>Disable Radiators</i>	<i>Fallback: Overheat Risk</i>
<i>Memory Core</i>	<i>Log</i>	<i>ECC Recovery</i>	<i>Fallback: data corruption</i>
<i>Shield Layer</i>	<i>Log</i>	<i>Degrade protection</i>	<i>Schedule repair mode</i>
<i>CPU Cluster</i>	<i>Log</i>	<i>Logic Reroute</i>	<i>Emergency fallback</i>