The Mars Society Australia's Mission Architecture, Design Issues and Vehicle Designs for a Manned Mars Mission

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Mission Architecture: Background

Simulated Bases or Mars Analogue Stations



The Flashline Analogue Station at the Houghton Crater on Devon Island - A 'tuna can' shape

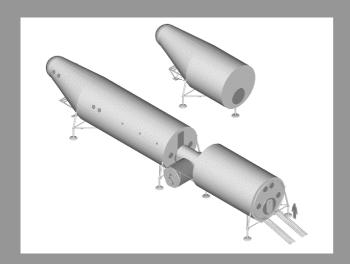


The MDRS near Hanksville Utah - A 'tuna can' shape



The Euro Mars
Station to be located in Iceland

- A 'tuna can' shape



Mars-Oz (Mars Analogue Research Station – Oz) at Arkaroola South Australia

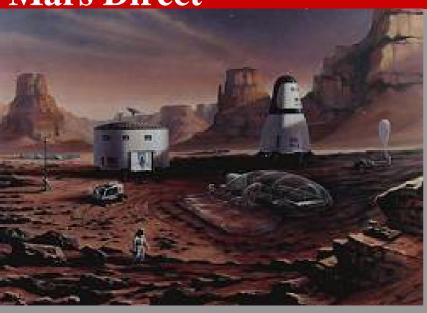
- Adopting horizontally landed bent biconic vehicles.

The MSA conducted a theoretical exercise as to how a Mars station similar to MARS-Oz could be put on Mars using current technology. This research greatly increased our understanding of the difficulties and risks in undertaking a manned Mars mission.

Overview

- Mission Architectures:- The Competition
- Basic Assumptions and Aims
- Types of Orbits
- Mission Architecture
- Building the Mars Station
- Traveling to and from Mars
- Vehicle designs
- Conclusion

Mission Architectures:- The Competition. Mars Direct



Zubrin/Baker- Mars Direct

One manned vehicle traveling direct to the Mars surface.

A second Earth return vehicle (ERV) traveling to Earth from the Mars surface.

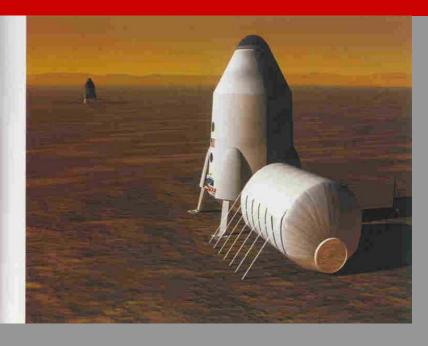
Requires a nuclear powered manufacturing propellant plant (In-situ resource Utilization -ISRU) on the Mars surface for a a very large ERV.

Technology: Tuna-can structure, aero-capture, IRSU plant powered by nuclear generators.

Mission Architectures:- The Competition.

Mars Semi-Direct





NASAs Design Reference Mission (DRM).

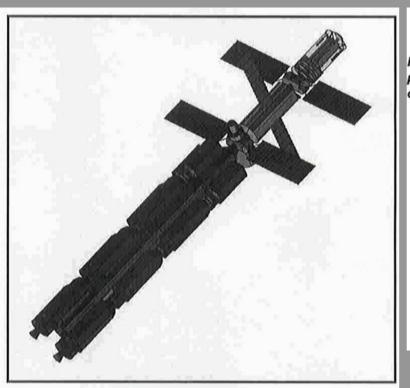
One manned vehicle traveling direct to the Mars surface.

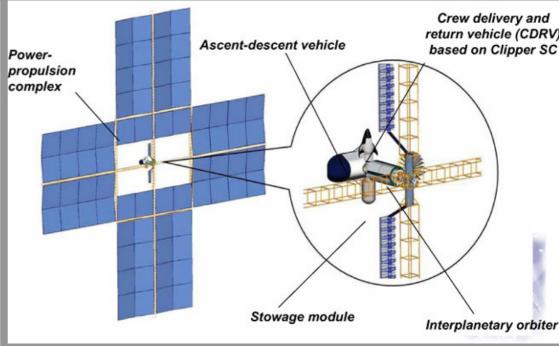
A second cargo vehicle traveling direct to the Mars surface. The Cargo vehicle carries a small Mars Ascent Vehicle and ISRU plant.

A Fourth Mars Transfer Vehicle travels to Mars orbit to return the crew to Earth

Technology: Biconic structure, aero-brake, IRSU plant powered by nuclear generators.

Mission Architectures:- The Competition. ESA and Russia's Manned Mars Mission Architecture





Russia's Manned Mars Mission

One large vehicle with lander and ascent vehicle

Technology: Ion engine, solar power generators

ESAs Manned Mars Mission

One large vehicle with lander and ascent vehicle

Technology: Aero-brake, solar power generators

Mission Architecture Issues and Choices

- Orbital Trajectory Options;
- Orbit insertion techniques: Aero-brake into the Mars atmosphere or use engines to achieve mars orbit;
- Traveling to Mars in the Mars lander or a Mars Transfer Vehicle;
- Adopting phobos to 'park' spacecraft or adopt low Mars Orbit to 'park' spacecraft if required;
- The provision of a Propellant manufacturing plant on the Mars surface (In-situ Resource Utilization Plant);
- Aero-brake into Earth orbit or direct landing from hyperbolic orbit;
- Adopt nuclear power generators and engines or solar power generators;
- The crew number;
- The level of recycling; and,
- •The type of structures best suited to build a long term base.

Mission Assumptions and Aims

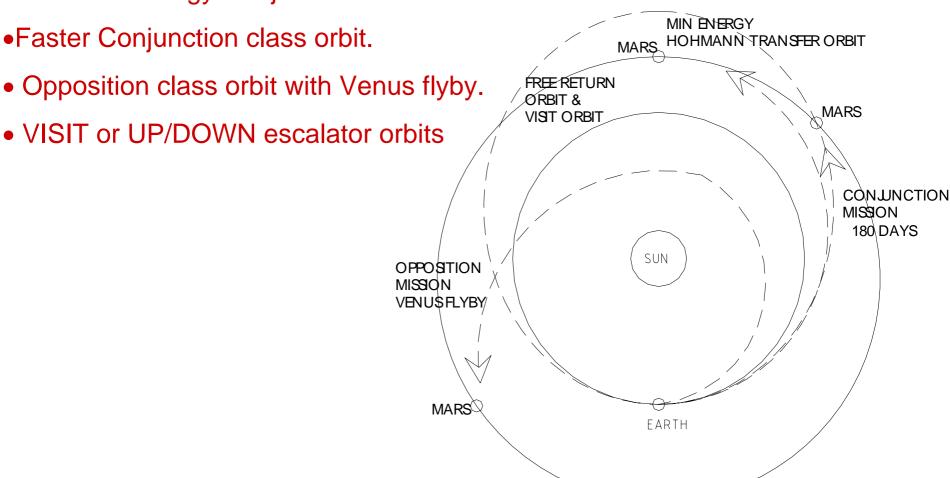
- Adopt design priorities on order of importance:
 - Lowest cost;
 - Maximizing safety;
 - Minimizing maintenance & complexity and;
 - Maximize the science return.
- Solar power generators only.
- Adopt In-situ resource utilization.
- Adopt the aero-capture process.

Types of Orbits

Orbital Trajectory Options.

Orbital Trajectory to Mars Options include:

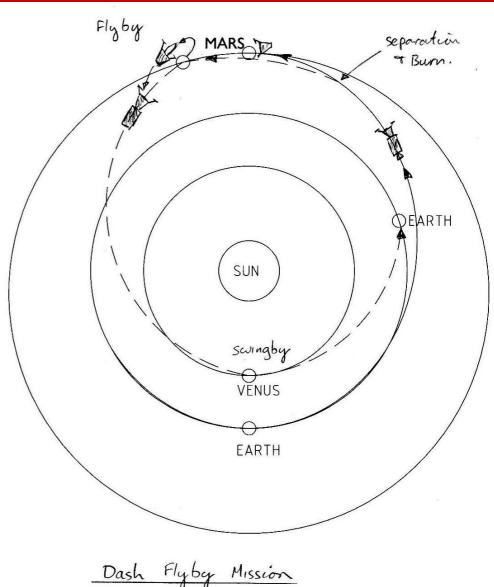
Minimum Energy Conjunction class Hohmann orbit.



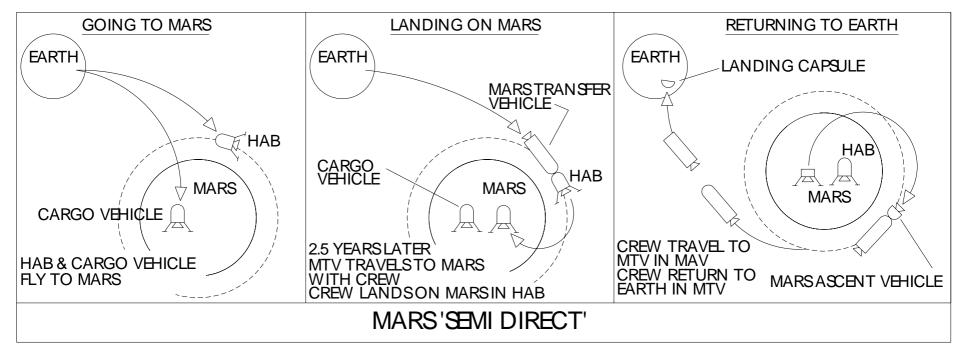
Types of Orbits

Dash Flyby Trajectory Option.

- We chose a 180 day Conjunction orbit For simplicity and minimize exposure to Radiation.
- We suggest the Apollo style abort Free return as not practical due to 1.5 year period before reaching Earth.



Mission Architecture: Semi Direct



We adopted 4 vehicles as:

No nuclear power limited the ISRU plant propellant production. This
invoked the need for a small MAV and a MTV waiting in Mars orbit.

We travel to Mars in the MTV as:

- The MTV provides abort options at Earth departure; and
- The MTV can be specifically designed for long duration manned space travel.

We adopted a maximum payload of 62 T for the Cargo and Hab vehicles and 130 T for the MTV. This matches the capacity of the new HLV rockets

Adopting Phobos as a Parking Base

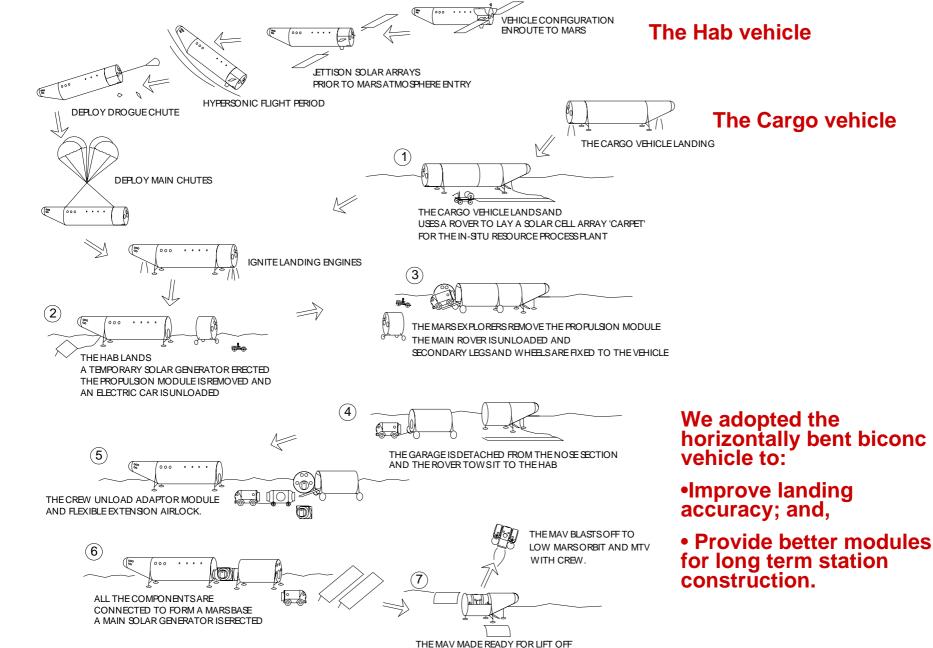
Advantages of using Phobos

- Space craft can be 'parked' on phobos conserving fuel
- Phobos can provide protection from 'Cosmic Ray' Radiation

Disadvantages of using Phobos

- Phobos high orbit requires more energy to land and return from the Mars surface compared to a 500 kM circular parking orbit;
- The Phobos orbital inclination limiting access to prime Mars base locations beyond it's orbital path;
- Reflected energy from the Phobos surface affecting the operation of the MTV radiators; and,
- The quantity and probable adhesiveness of the dust that can stick to solar panels.

We suggest on the first Mars missions Phobos is not safe to park spacecraft In the long term Phobos may be used as a base to manufacture propellant



Landers: Landing and assembling the Mars Station

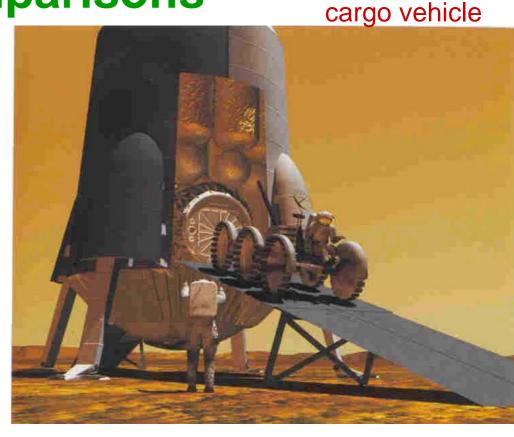
BY BLOWING OFF THE TOP COVER ABLATIVE SHIELDS

Cargo Vehicle Comparisons

-Horizontally landed vehicles are easier to unload and can carry longer cargo.

-NASAs DRM vertically landed craft 'stand where they land' and are difficult to move.



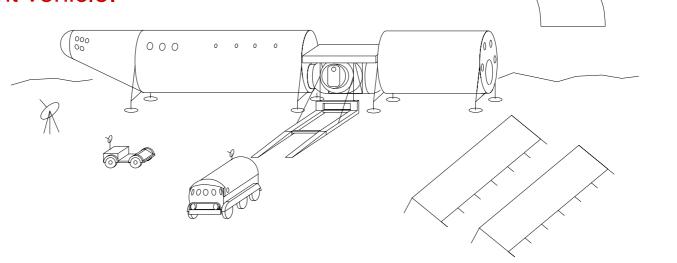


Nasa's DRM



The MSA's Mars Station

We found a 30 kW solar generator can provide enough propellant for A small Mars ascent vehicle.

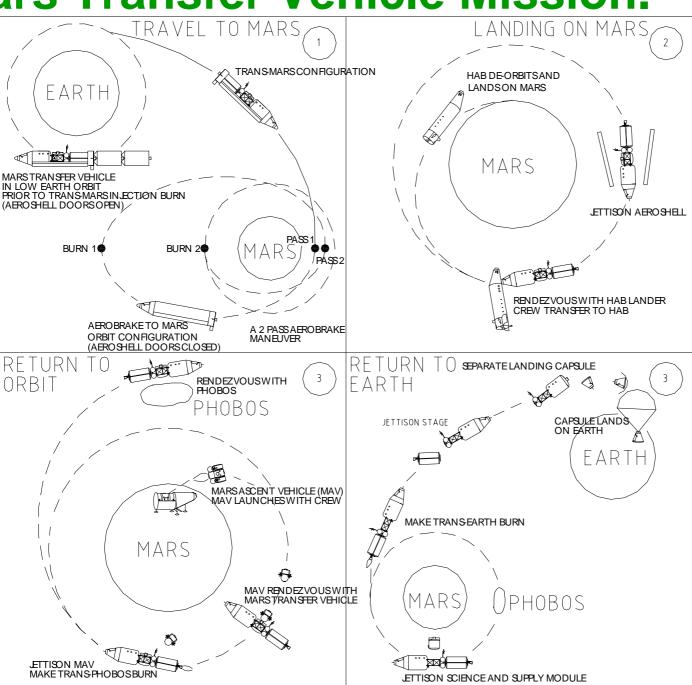


How does our Mars-Oz base compare with other proposed stations for Mars? The MSA has compared and evaluated different proposed Mars station.

In summary, we see the Mars-Oz type structures better for building long term bases on Mars or the moon.

It is probable the station will need to be buried under 3 m soil for protection against cosmic ray radiation. This will require another Cargo vehicle carrying a large jack up roof and earth moving equipment

Mars Transfer Vehicle Mission.



-Must meet
Hab in LMO

-2 passaerobrake

Design Details:-Crew Space

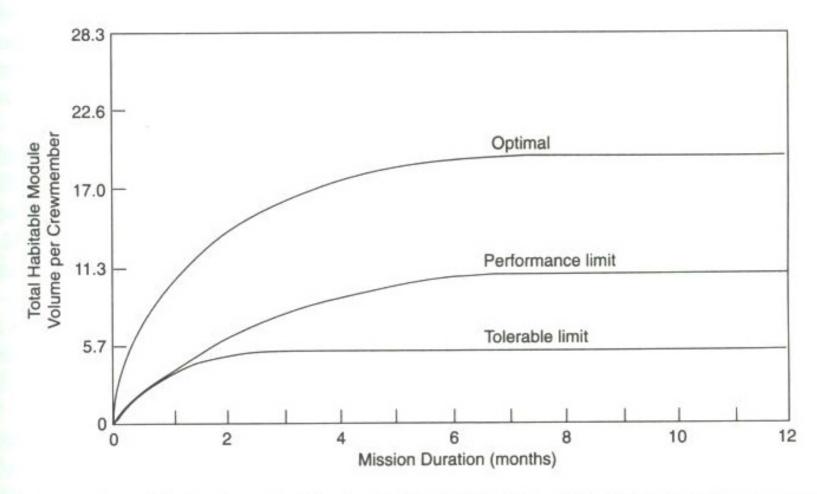


Fig. 6-2. How Mission Length Affects Habitable Volume per Crewmember. We can consider the bottom curve, "Tolerable limit," a survival level. Volumes between the top two curves enhance a crew's performance. [NASA-STD-3000]

Design Details:- Hab Masses

Table of Hab wall masses

| Mass per m ² of Hab double walled aluminum shell including insulation | 30 kg |
|--|-------|
| Mass per m ² of Hab floors and walls including insulation | 15 kg |
| Mass per m ² of insulation in walls | 3 kg |

Hab Size

General Method

Vehicle mass = 592 x (the number of crew x mission duration in days x pressurized volume)^0.346

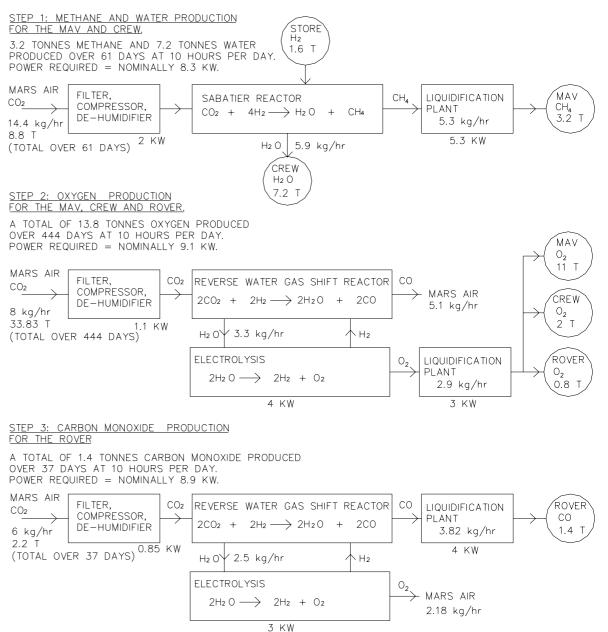
Consumables

| Product provided/person/day | Mass provided/person/day | Product lost/person/day | Mass lost/person/day |
|--------------------------------------|-----------------------------|----------------------------|-------------------------|
| Oxygen from stores | 0.84 kG | CO2 | 1 kG |
| Fresh Drinking water from stores | 2.4 kG | Urine | 2 kG |
| Food (2/3 water) from stores | 1.8 kG | Faces | 0.12 kG |
| Fresh wash water from stores | 0.7 kG | Brine | 2.5 kG |
| Water recycled from air conditioning | 1.8 kG | | |
| Water recycled from wash water | 22.5 kG | | |
| Total | 27.5 kG | | 5.62 kG |

From W. W Guy, "Spacecraft Life Support and Thermal Management.",

Design Details

In-Situ Resource
Utilization Plant



GENERAL NOTE: AN ADDITIONAL 1 KW IS REQUIRED FOR SUNDRY DEVICES FOR ALL PRODUCTION.

Design Details

Fixed Resources and Equipment

Clothing
Personal hygiene kit
Personal stowage/closet space

Freezers

Conventional oven and microwave ovens sink, spigot for food hydration and drinking water Dishwasher cooking utensils

Waste collection system (toilets)
Shower and wash basin
washing machine and dryer

Restraints and mobility aids Vacuum (prine + 2 spares)** trash compactor/trash lock

Hand tools and accessories
Test equipment (oscilloscopes, gauges etc)
Fixtures, large machine tools, gloveboxes, etc)
Camera equipment (still & video camaras & lenses)

Exercise equipment

Medical/surgical/dental suite and consumables

Mars Transfer Vehicle Mission.



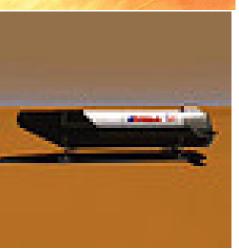
Orbiter Space Flight Simulation (demo / wip - April 2006)





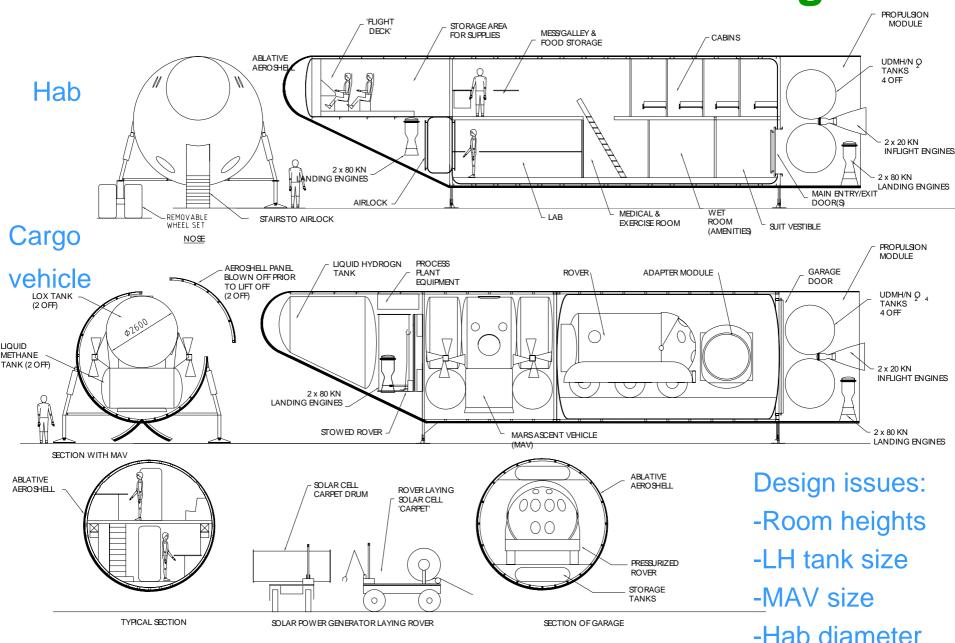
Pictures:

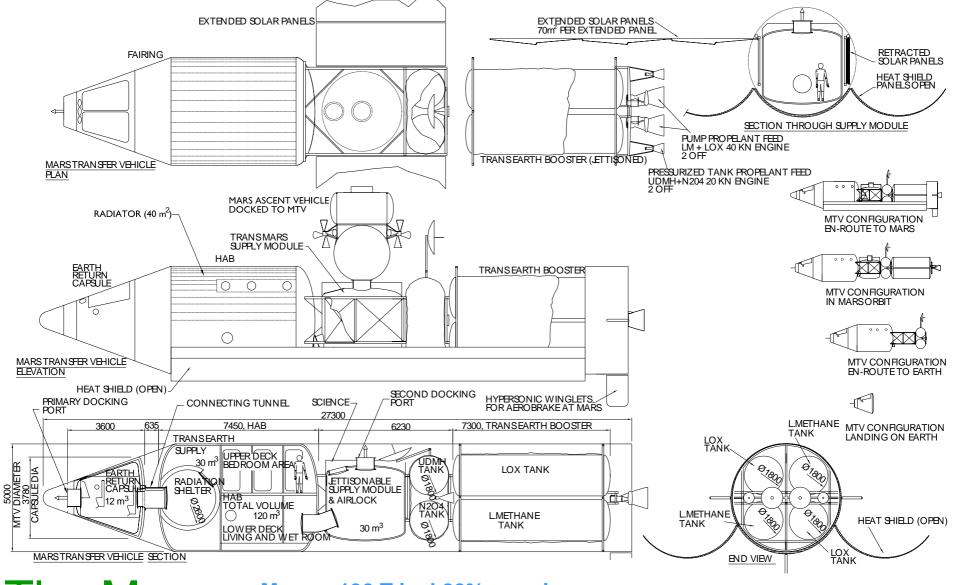
Antonio Maia



MTV

The Vehicle Size: The Hab and Cargo V

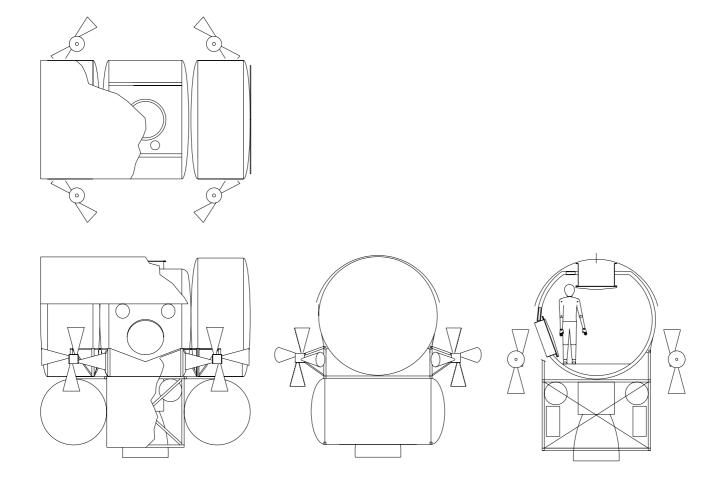




The Mars Transfer Vehicle

Mass = 130 T incl 20% margin

- A supply module that is jettisoned before the return journey begins
 - Liquid methane and oxygen as the primary propellant.
 - High degree of recycling.
- Retractable solar panels and a 3 piece heat-shield.



This vehicle required to be as light weight as possible. Its mass = 4 T dry and 18 T fueled.

It required to fit into the Cargo Vehicle

The Mars Ascent Vehicle

Total Mass to LEO

Manned Mars Mission Total mass in LEO

Payload Lifted into Low Earth Orbit

Hab, 62 tonnes

Cargo vehicle, 62 tonnes

MTV, 130 tonnes

Total mass in LEO

TMS(s) required for the

Trans-Mars burn

1TMS, 110 tonnes

1 TMS, 110 tonnes

2 TMS, 220 tonnes

694 tonnes

Conclusions

The MSA Mission Architecture is possible using 60 T horizontally landed bent biconic vehicles and a 130 T Mars transfer vehicle.

The horizontally landed bent biconic vehicles are well suited to building long term Mars stations.

Traveling to Mars in the Mars transfer vehicle enables the Landers to be specifically designed as long term Mars station structures rather than spacecraft.

Traveling to Mars in the Mars transfer vehicle provides abort options for the crew at Earth departure.

Adopting solar power generators is possible for small crews.