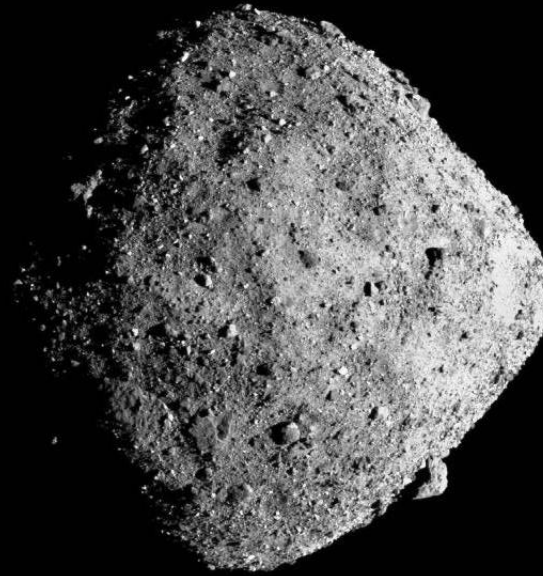


SpaceTReX



Towards Development and Testing of an Engineering Model for an Asteroid Hopping Robot

Greg Wilburn¹, Leonard Vance¹

¹ Space and Terrestrial Robotic Exploration (Space TReX) Lab
Aerospace and Mechanical Engineering, University of Arizona

4/30/2019

**Interplanetary Small Satellite Conference
San Luis Obispo, CA**

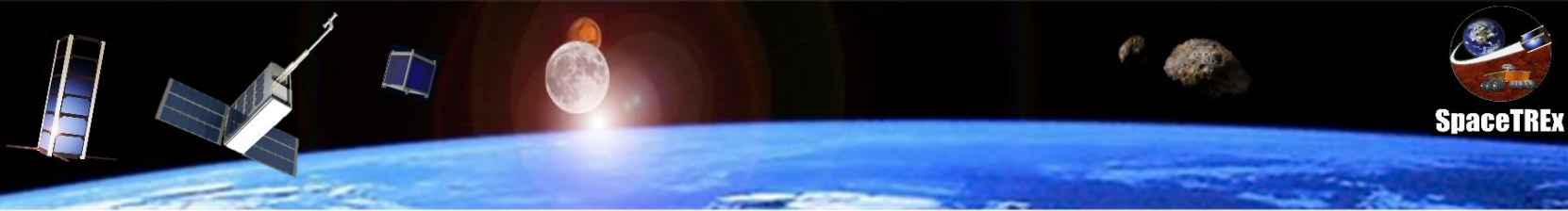


Introduction

- **Why asteroid exploration is important**
- **Surface mobility and AMIGO Overview**
- **Engineering Model Testing**
- **Sublimate Propulsion**
- **Nozzle geometry design**
- **MEMS Fabrication Methods**



Motivation: Asteroid Exploration



Asteroid Exploration

- **Planetary Science Decadal Survey highlights key questions asteroids can answer**
- **In-situ analysis required for in-depth analysis on internal structure, surface regolith, thermal effects, etc.**

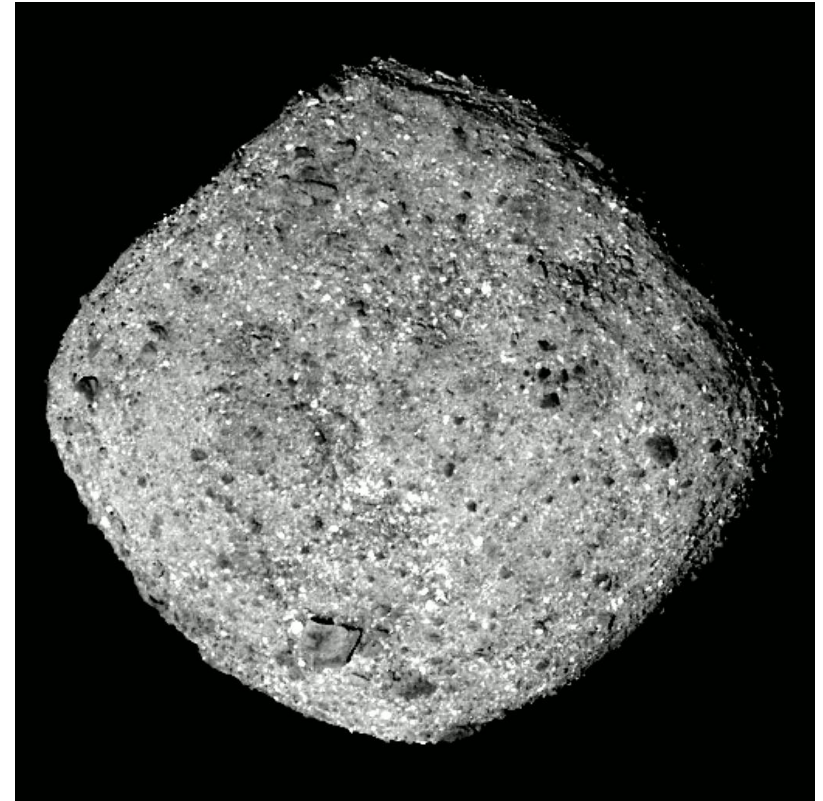
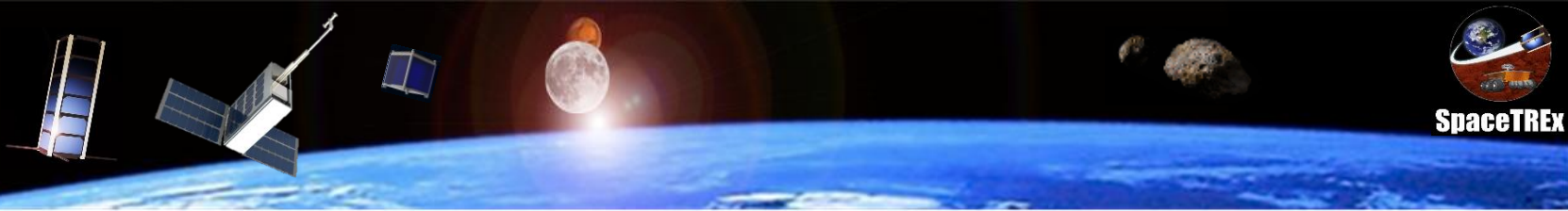


Figure: Bennu Arrival from OSIRIS-Rex
(Credit: NASA, Goddard, University of Arizona)



Asteroid Surface Exploration



Geohistory



Security/Deflection



ISRU

Short, focused, high-risk, high-return...

Complements flyby and orbital observation science.



Asteroid Surface Hopping

- Collect science data at multiple locations
- Mobility through:
 - Roving
 - Internal actuation
 - Mechanical systems
 - Thrusting

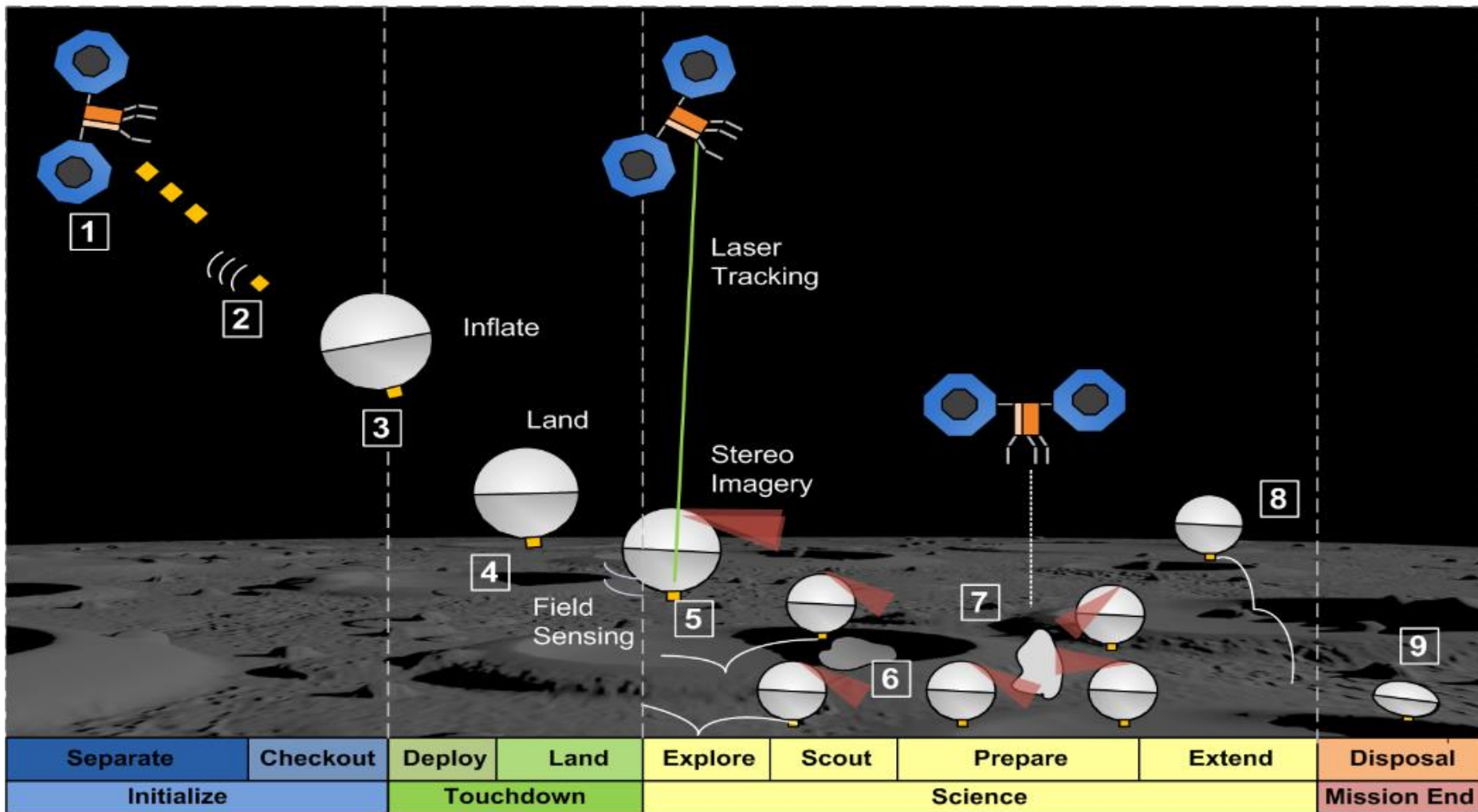


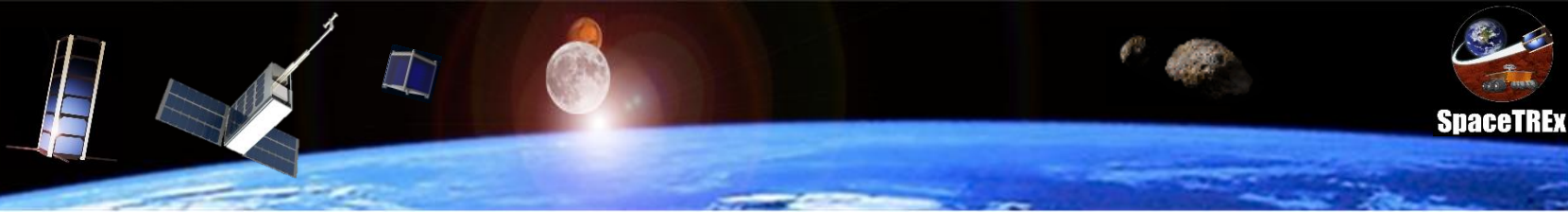
Figure: Surface of Ryugu from MINERVA-II 1B
(Credit: JAXA, University of Tokyo et al.)



SpaceTReX

AMIGO ConOps





AMIGO Mission Concept

- Stereo imaging
- Geologic imaging
- Thermal fatigue
- Seismic sensing
- Electric field measurements
- Complements orbital science and flyby missions

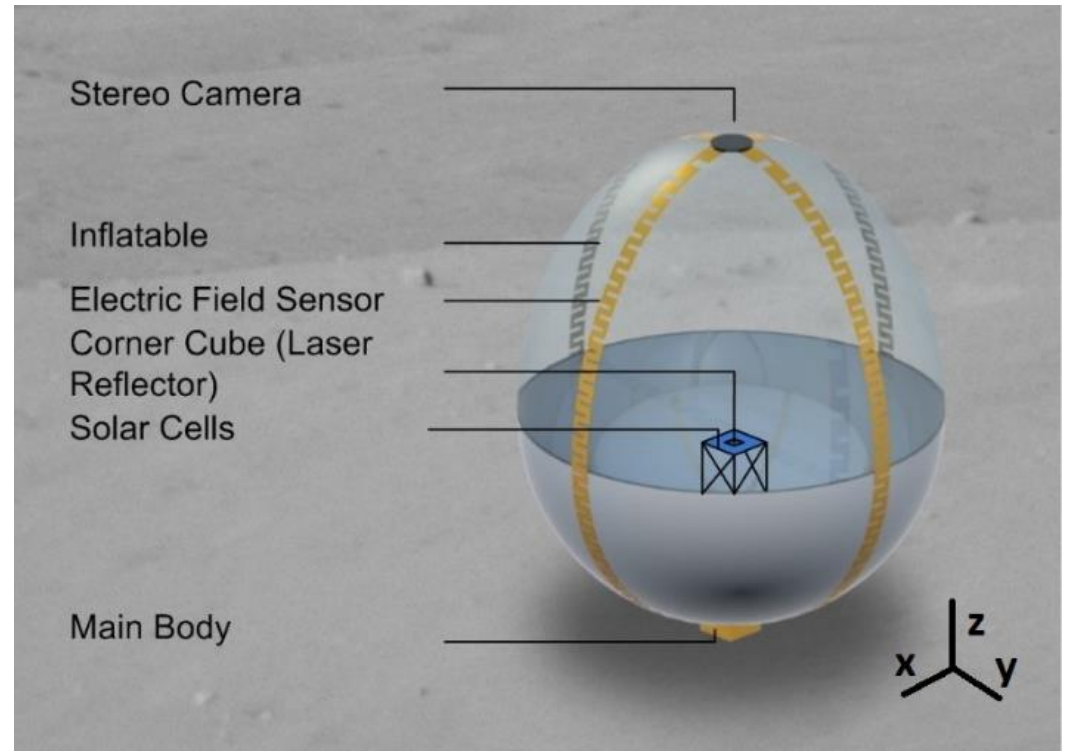


Figure: AMIGO Overview



AMIGO Internals

- Housing for:
 - Computer/ power system
 - Inflatable deployment
 - Science instruments
 - Propulsion components

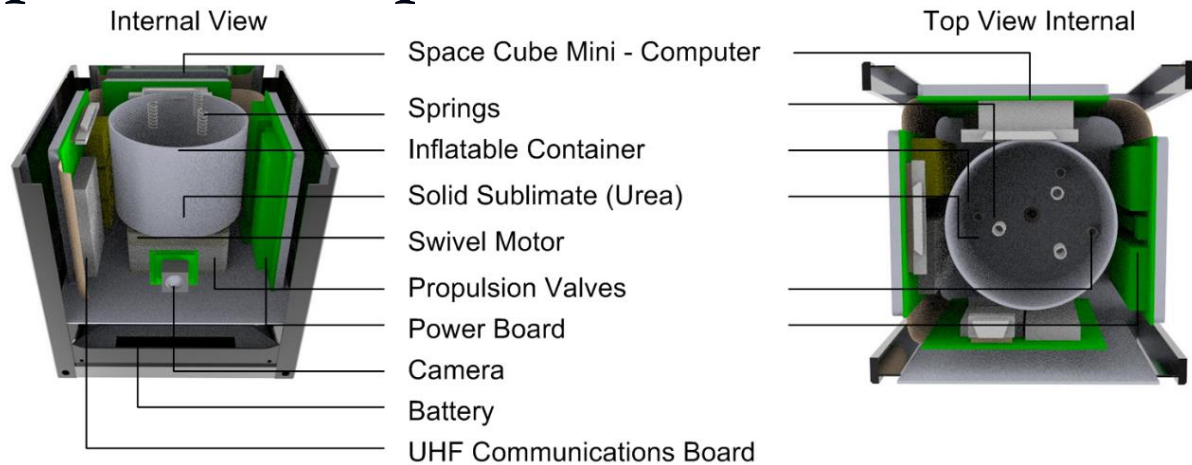


Figure: AMIGO Internals



Engineering Model



Components

- Parallel effort to develop low cost 1U cubesat for general use
- Avionics: $\frac{1}{4}$ U
 - Computer: Teensy Board
 - Batteries: Li-Ion 18650 (~ 17 WHr)
- Propulsion: $\frac{1}{4}$ U
- Inflatable structure: $\frac{1}{4}$ U
- Mock science instruments: $\frac{1}{4}$ U



Testing

- **Microgravity simulation: helium filled pseudo-inflatable**
- **Simulant regolith to understand surface interaction**
- **Test path planning algorithm from top mounted camera**
- **Use micro-thrusters for hopping**



Sublimate Micro- Propulsion



Sublimate Propulsion

- Extension of cold gas systems
- Usable with low-cost, readily-available chemicals
- Store propellant as solid – higher storage density
- Control chamber pressure by heating elements
- Lower pressure than conventional cold gas

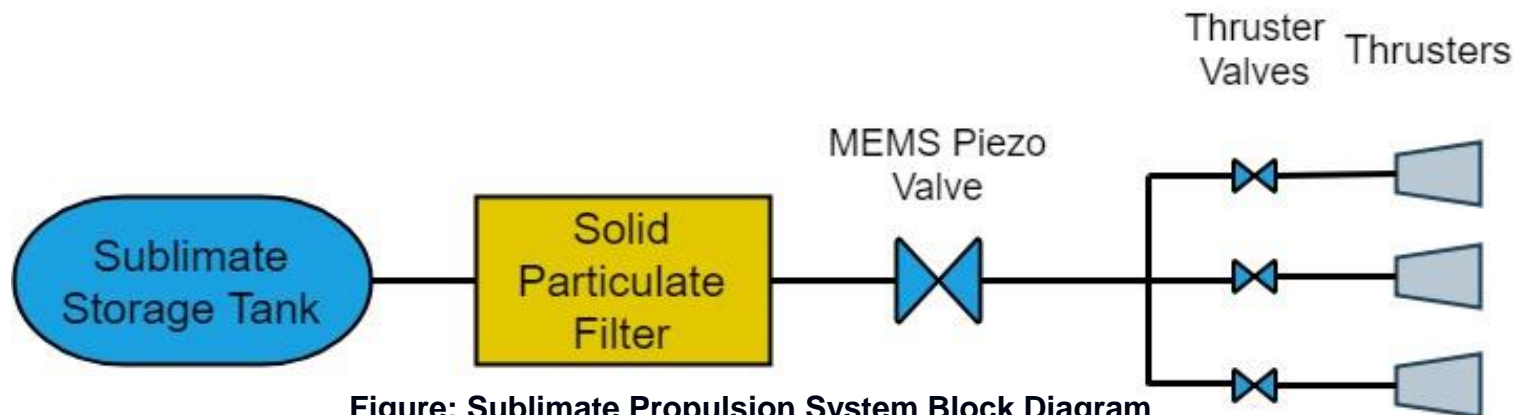
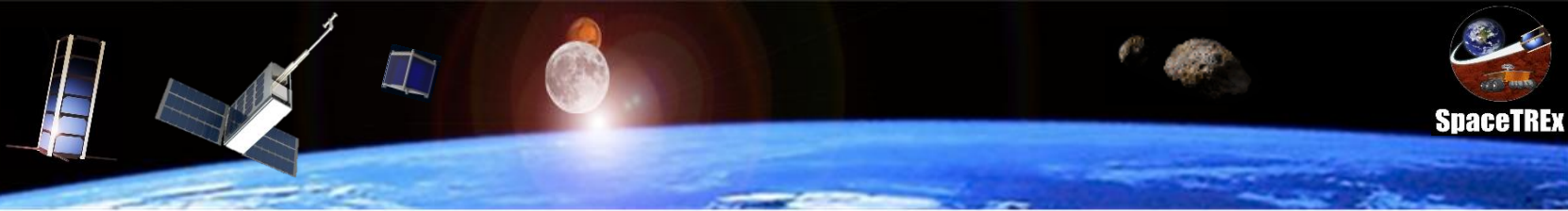


Figure: Sublimate Propulsion System Block Diagram



Thruster Chip

- Bottom mounted MEMS thruster chip for hopping
- x-y control authority
- Discretized micro-nozzles allow three saturation modes by individual actuation

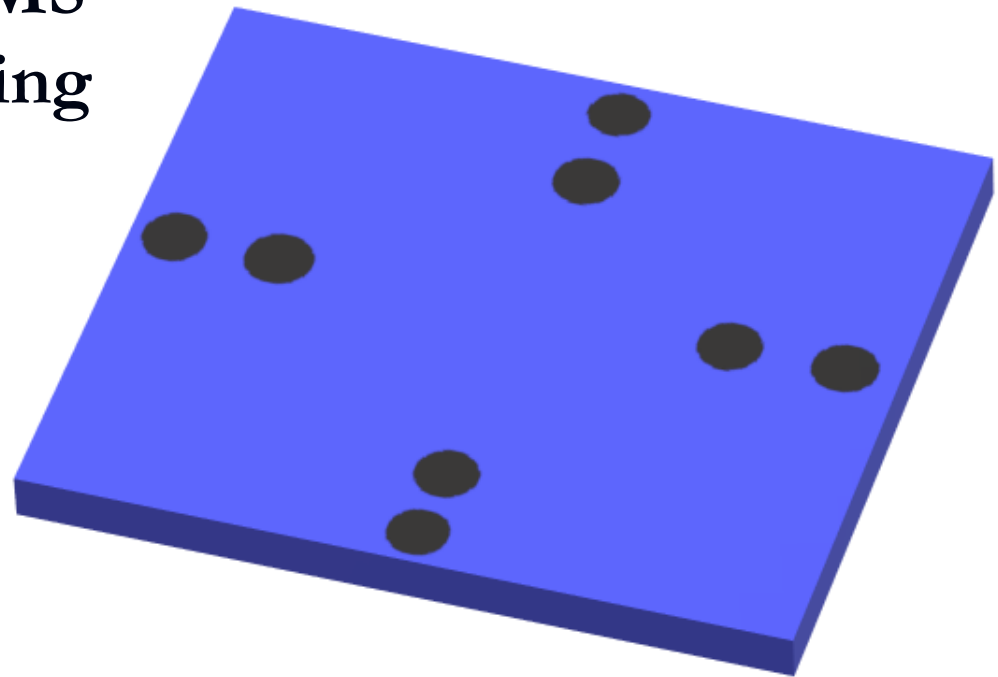
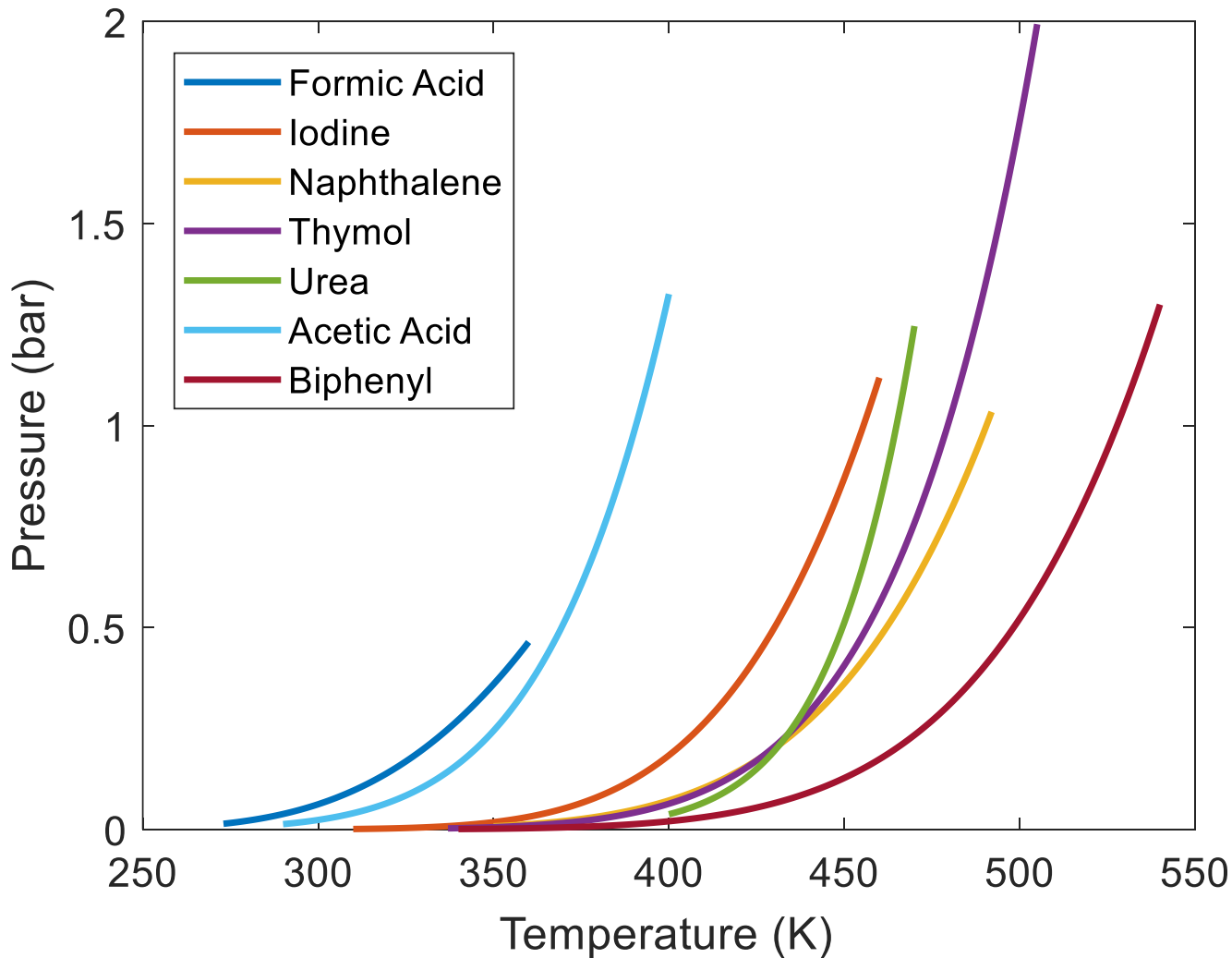


Figure: Thruster Chip



Sublimate Propellant Candidates





Nozzle Geometry Design



Algorithm Flow

- Determine required thrust coefficient from required thrust: $C_F = \frac{F}{p_c A_t}$
- Determine viscous loss thrust coefficient through derived throat and wall Reynold's number

$$C_{F_v} = \frac{17.6e^{0.0032\varepsilon}}{\sqrt{Re_{t,w}}}$$

- Determine discharge coefficient

$$C_D = 0.8825 + 0.0079 \ln(Re_t)$$



Algorithm Flow

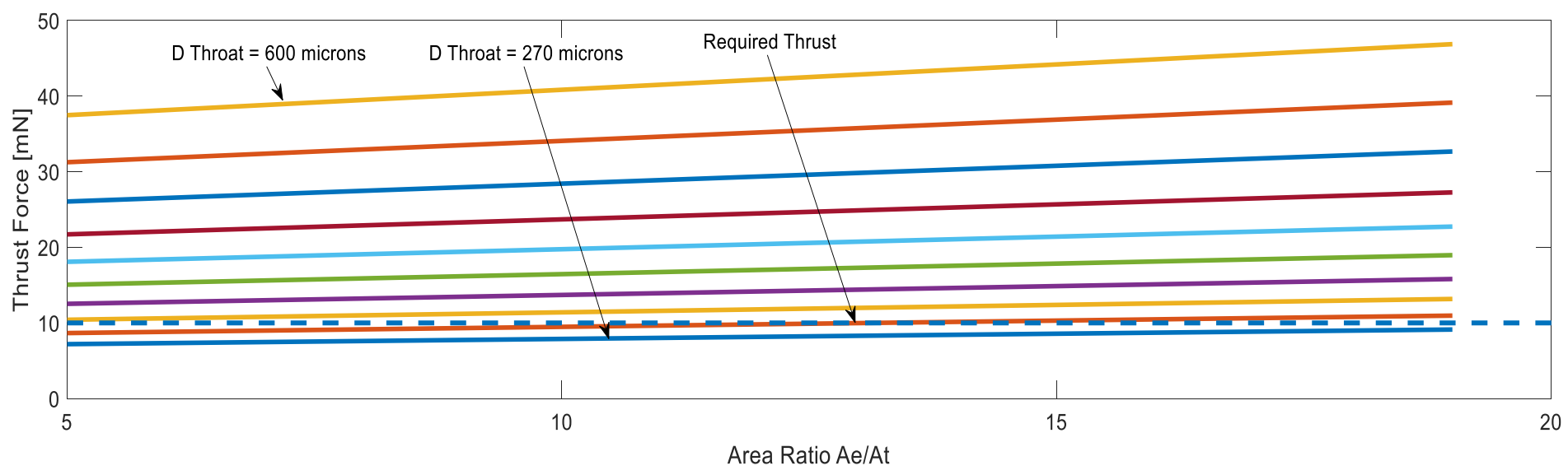
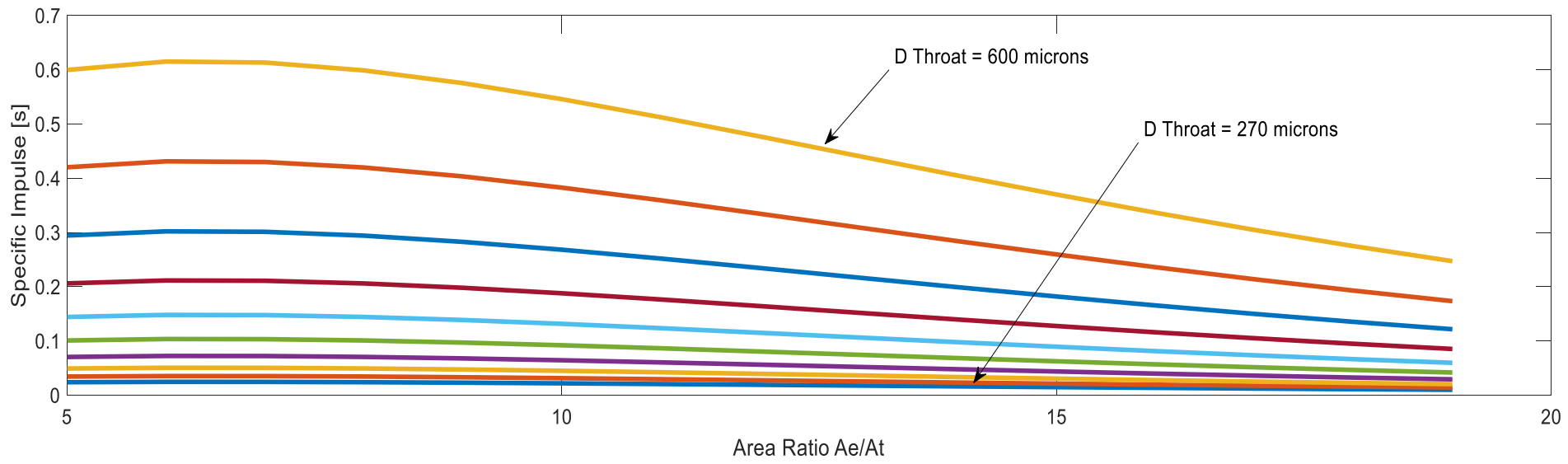
- Determine required isentropic thrust coefficient and thrust: $C_{F_i} = C_F + C_{F_v}$
- Find nozzle geometry to produce such thrust from corrected mass flow rate and exhaust velocity

$$F_i = \lambda \dot{m} v_{e_i}$$

$$\dot{m} = C_D \rho_e A_e v_{e_i}$$

$$v_{e_i} = \frac{\dot{m} R T_e}{p_e A_e}$$

- Iterate through combinations of throat diameter and expansion ratio





MEMS Fabrication



Etching Techniques

- Dry etching: deep reactive ion etching
- Wet etching:
 - Anisotropic: Si reaction with KOH
 - Isotropic: Si reaction with HF and HNO₃

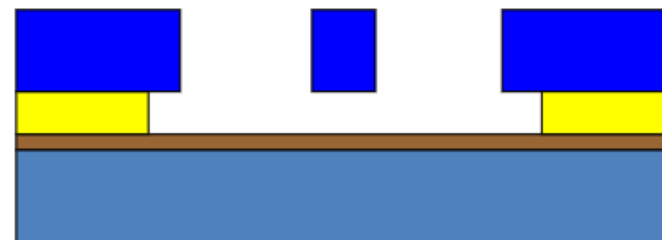
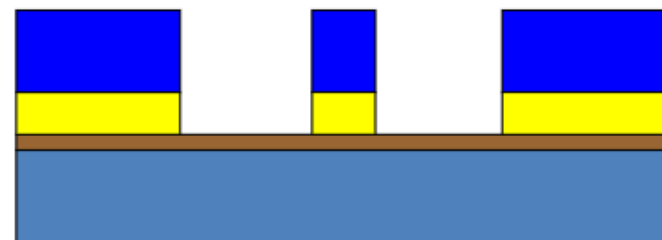
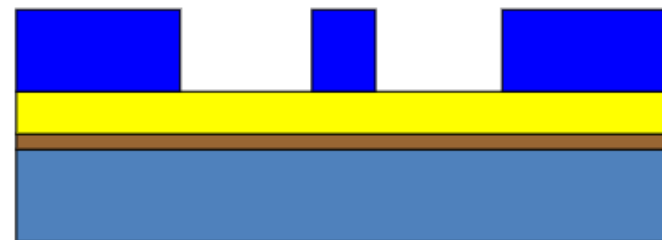


Figure: Anisotropic vs Isotropic Etch



DRIE

- Step 1: polymer deposition
- Step 2: ion bombardment to expose bottom face
- Step 3: isotropic etch
- Decrease etch time each step to make conical geometry
- Very expensive

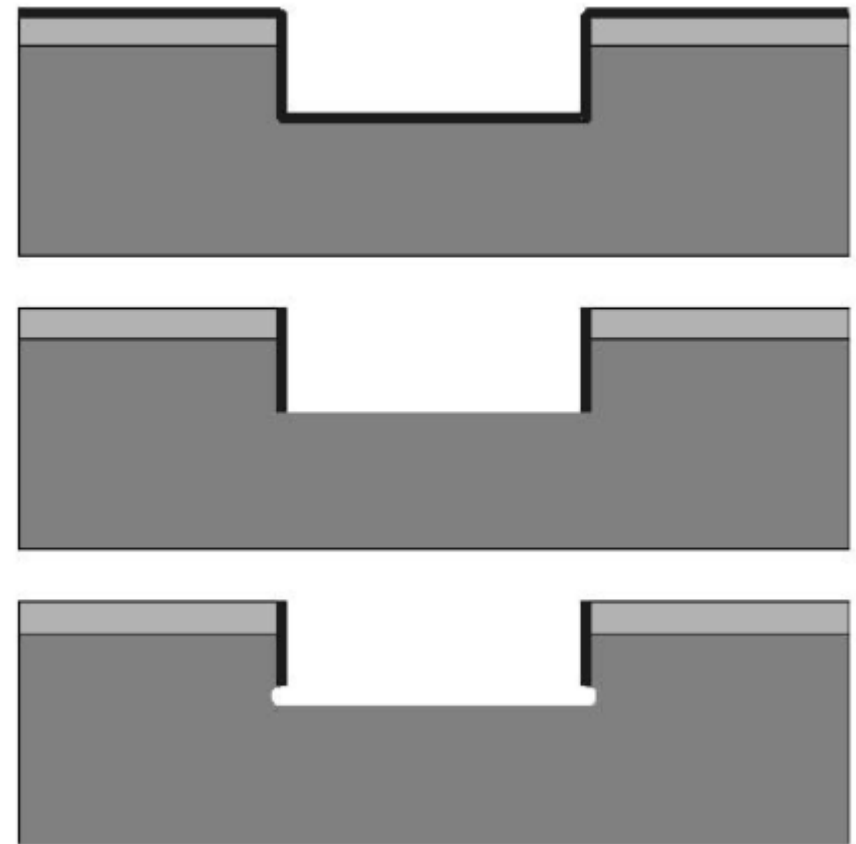
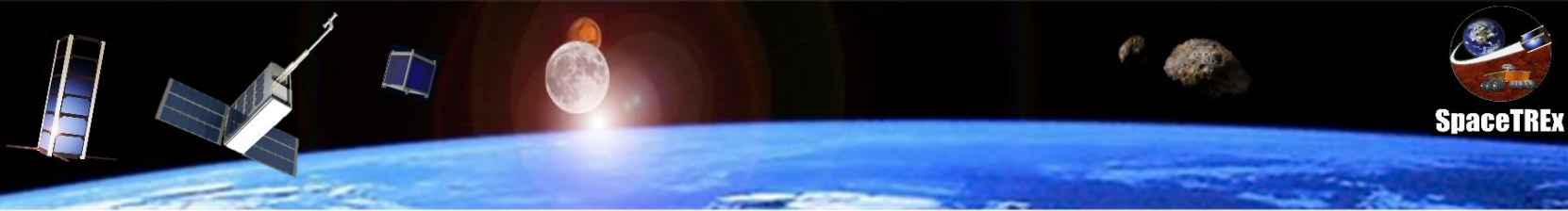


Figure: DRIE Etching Process



Anisotropic Etching

- Exploit crystal structure to etch along certain lattices
- Easily creates quasi-conical nozzles
- Semi-vertex angle fixed by crystal plane etched

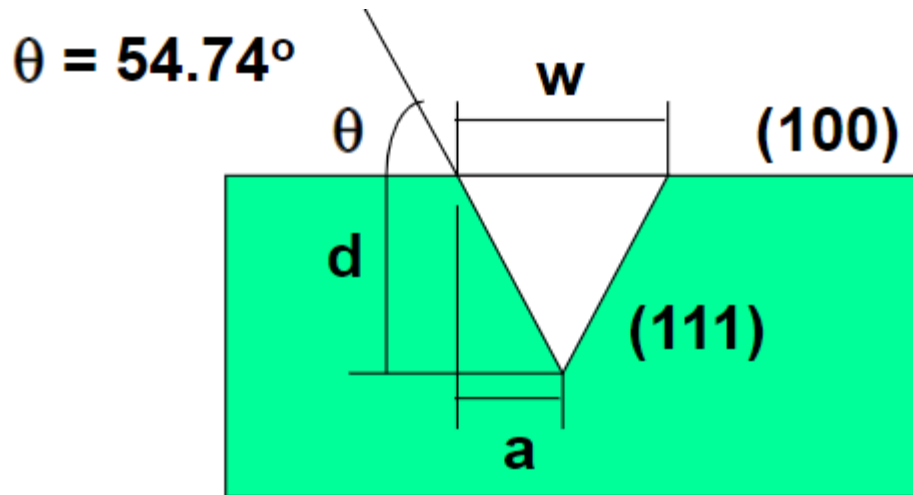


Figure: Anisotropic Etch of Silicon <100> Face

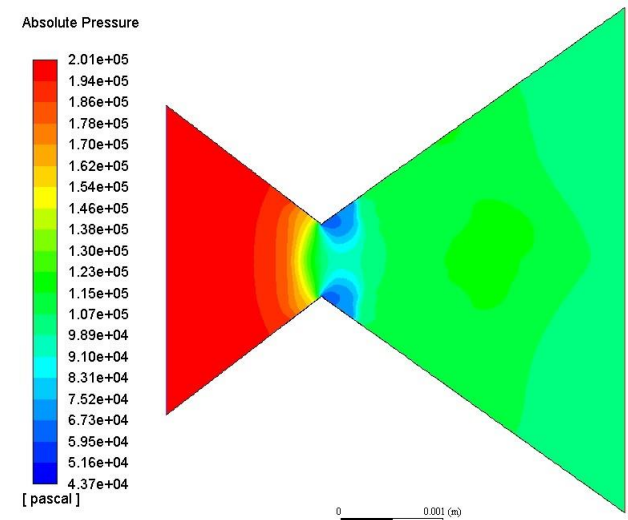
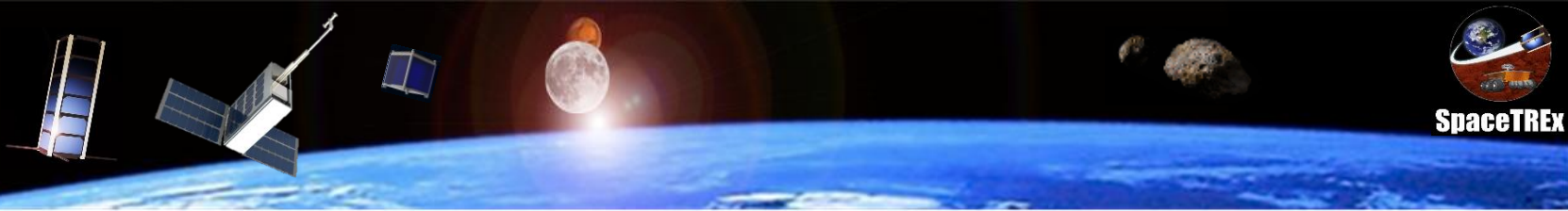
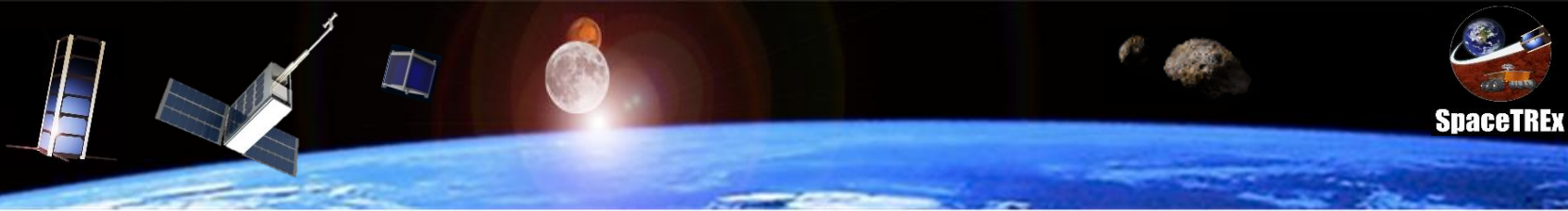


Figure: CFD of 35° Nozzle



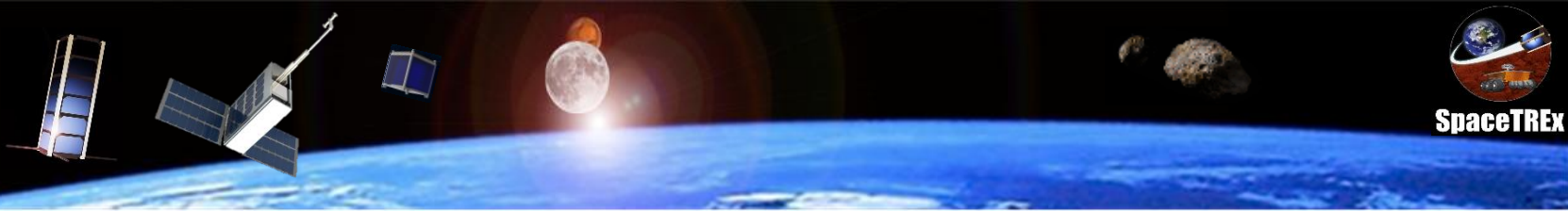
Isotropic Etching

- Etch along each crystal face at equal rates
- Better for larger, simple geometries
- Not limited to quasi-3D shapes
- **Downside:** requires nitride deposition, not readily available at UA facilities



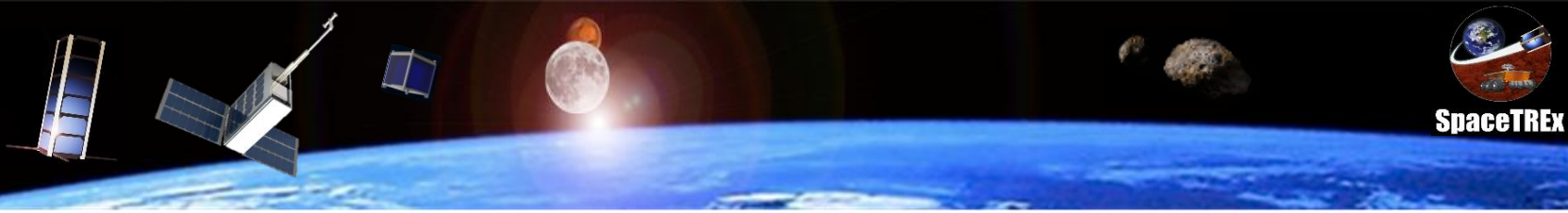
Micro-Milling

- **Micron-level precision**
- **Able to produce rounded nozzle throats to mitigate separation**
- **Most feasible machining option for the simple conical nozzles**



Conclusion

- **Showed reasoning behind an asteroid surface hopping robot**
- **Benefits of sublimate-stored, cold gas thrusting system shown**
- **Method for designing micro-nozzles has been developed**
- **Fabrication methods explored based on traditional MEMS manufacturing**



Thank You

- Acknowledgement: Dr. Eniko Enikov