Spacecraft Design for Habitability (part 1)

- Lecture #13 October 10, 2023
- Required crew volumes
- Interior layouts
- Workstation design
- Habitat optimization



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Designing for Living in Space

- How much room do you need?
- How do you design the habitat shape?
- How do you design the habitat interior?
- Where do you put everything?
- How do you make it livable?
- How do you make it functional? • How do you make it comfortable?



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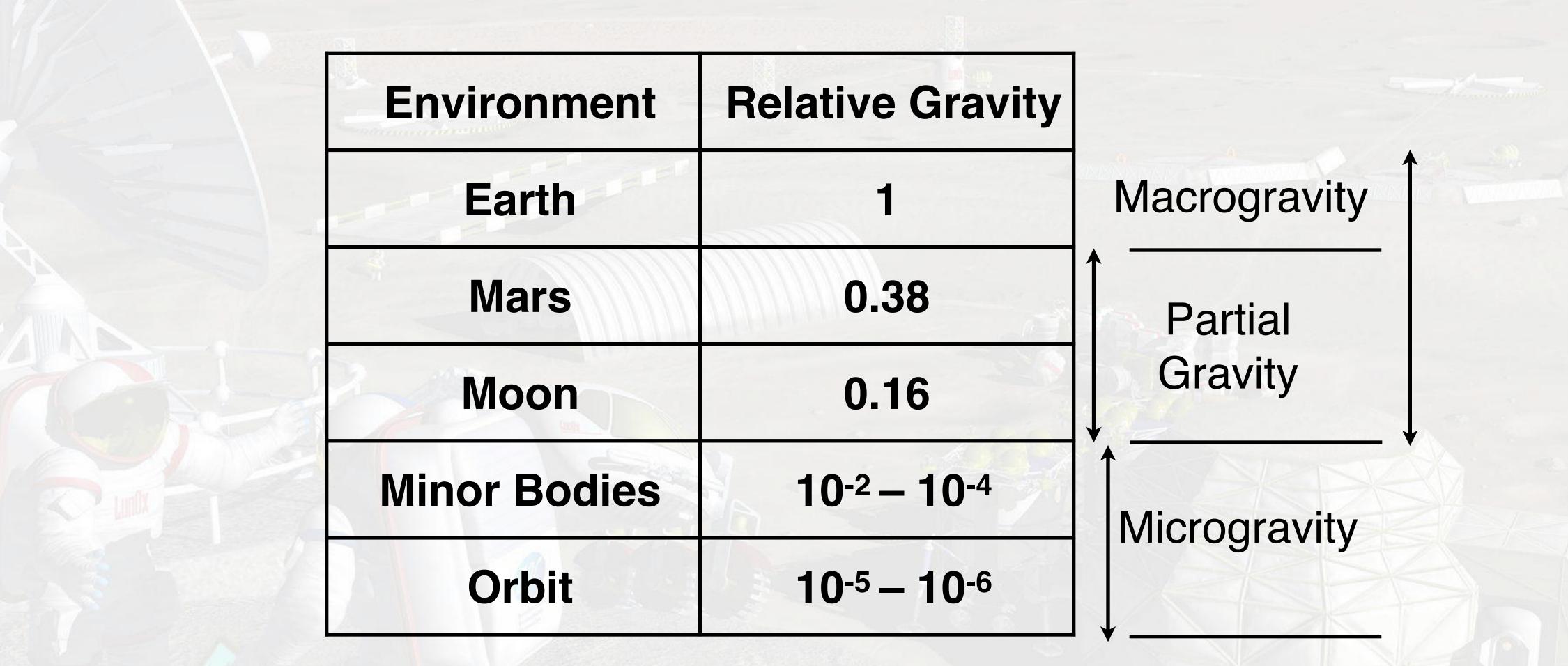
How Much Room Do You Need?

- How do we define "room"? – Floor area (in appreciable gravity) - Volume (in microgravity) • How do we define "need"? - Survival Critical functionality – Comfort
- How does the mission affect the answers?





Bounding the Problem

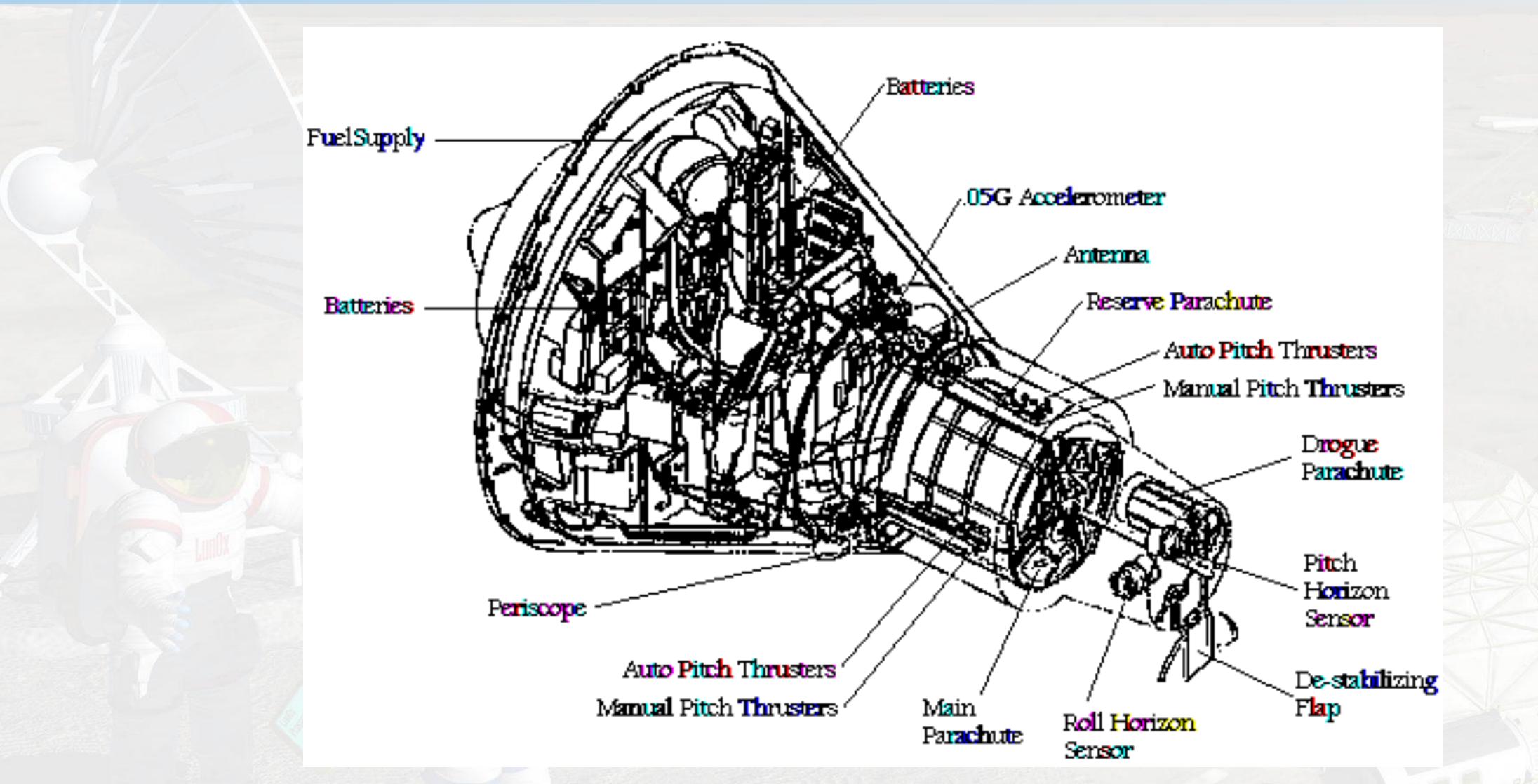


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Mercury Spacecraft Interior Layout



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Habitat Design Size • Typically estimated per crew member - Microgravity habitat figure of merit m³/crew - Partial gravity habitat figure of merit m²/crew • Historical analysis – Most available habitat data is for partial gravity missions Classic parametric function: "Celentano curves"

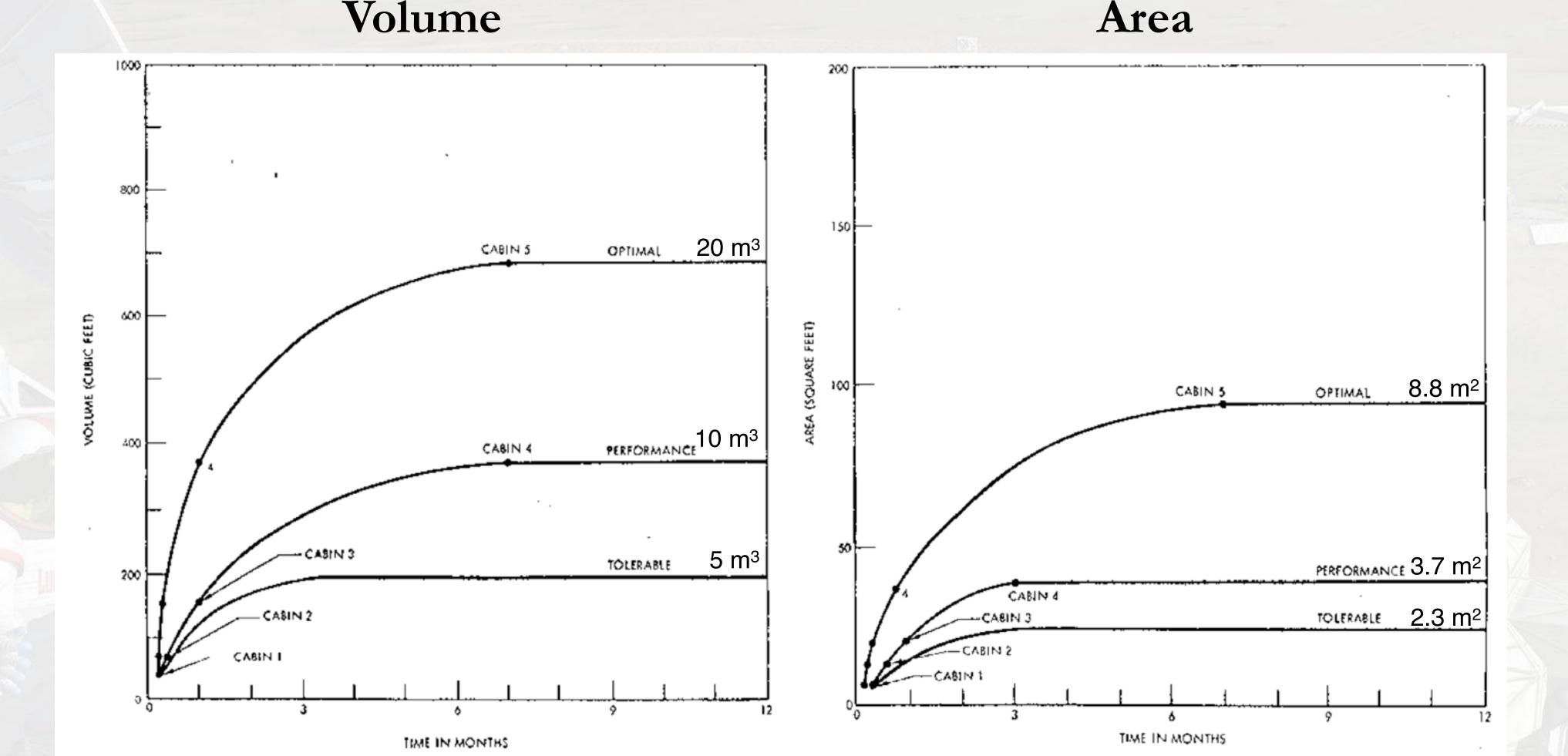
- Standard form uses A=5 ("tolerable"), 10 ("performance"), 20 ("optimum") m³/crew; B=20 days UNIVERSITY OF MARYLAND 6

 $\frac{volume}{crew\ member} = A\left(1 - e^{-\frac{duration}{B}}\right)$



Required Space per Crew Member





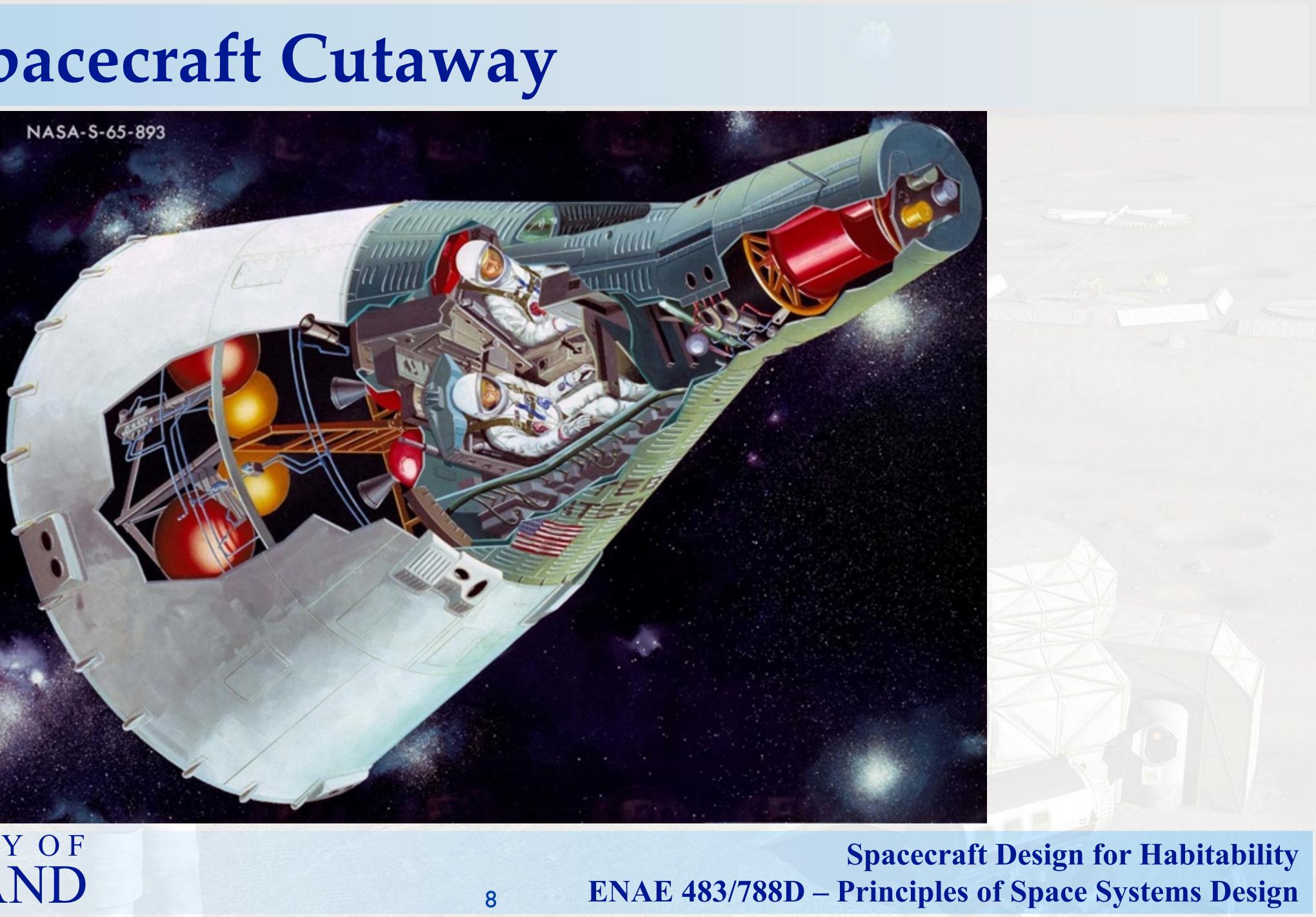
from Celentano, Amorelli, and Freeman, "Establishing a Habitability Index for Space Stations and Planetary Bases" AIAA 63-139, AIAA/ASMA Manned Space Laboratory Conference, Los Angeles, California, May 2, 1963

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Gemini Spacecraft Cutaway



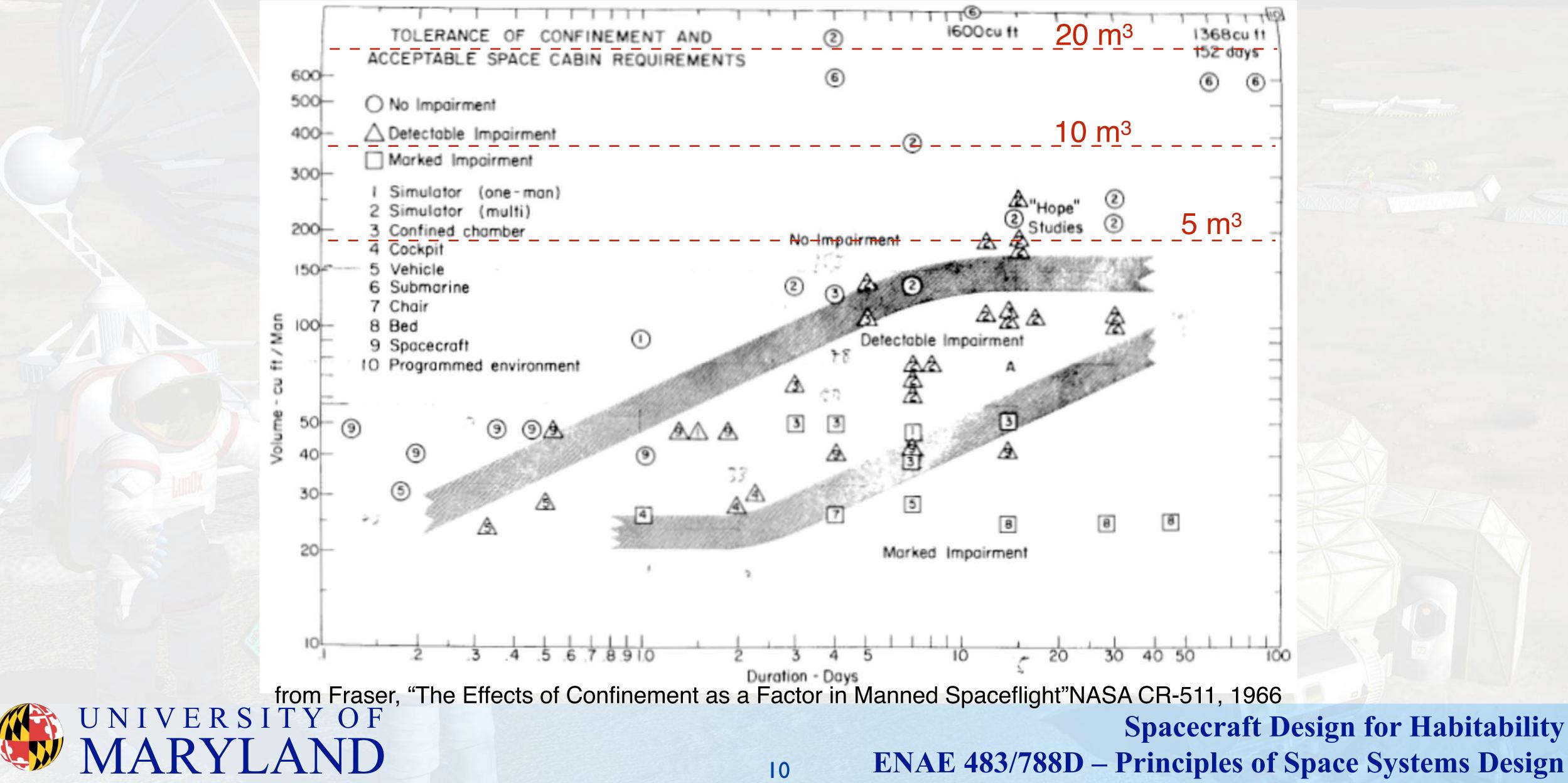






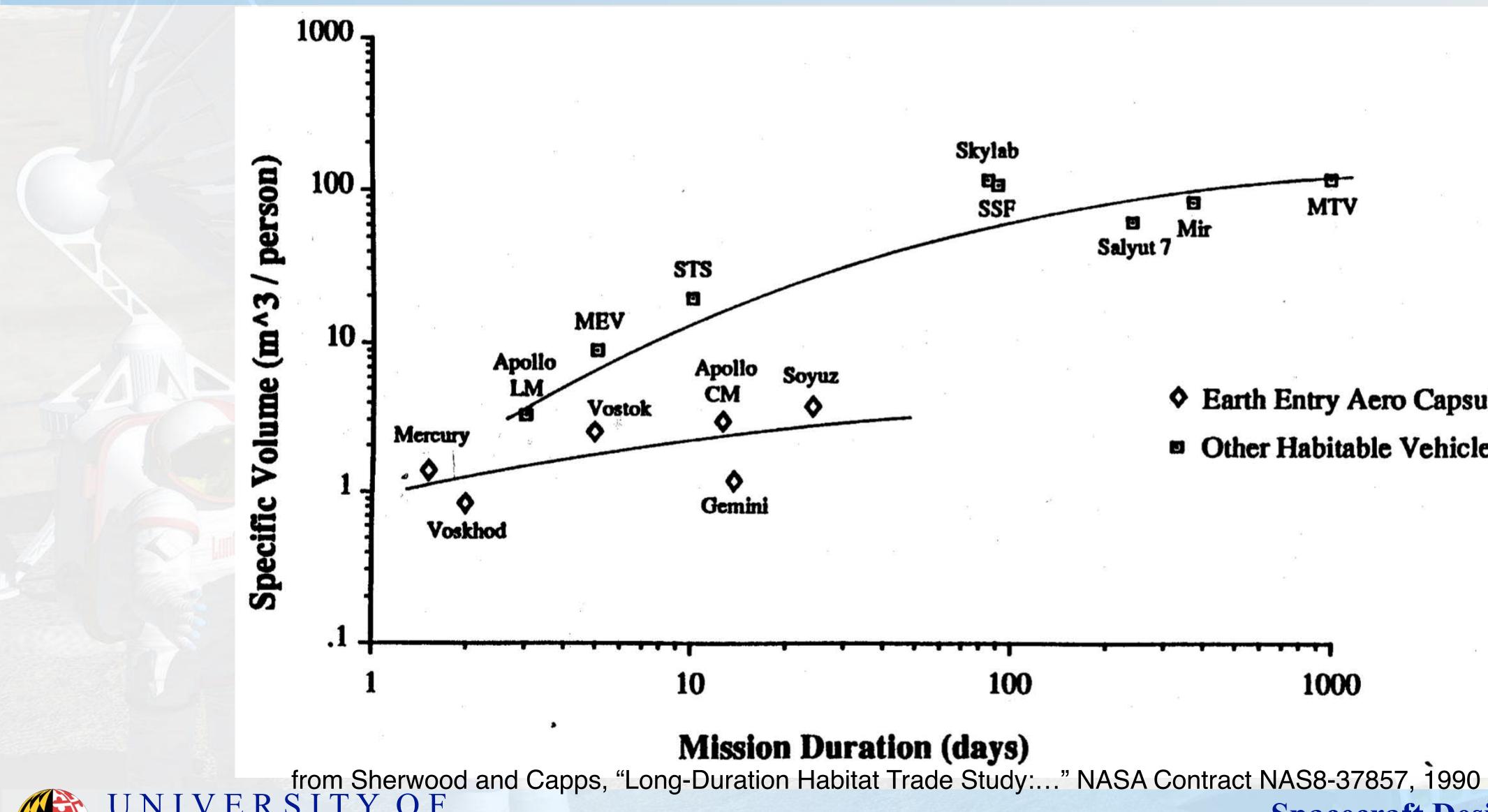


Early Looks at Performance Data





Total S/C Pressurized Volume Data



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Earth Entry Aero Capsules **Other Habitable Vehicles**

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A Closer Look at Volume Rqmnts

SAE TECHNICAL PAPER SERIES

Testing the Celentano Curve: An Empirical Survey of Predictions for Human Spacecraft Pressurized Volume

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2008-01-2027

Marc M. Cohen Northrop Grumman Corporation



Data from Space Flight Experience

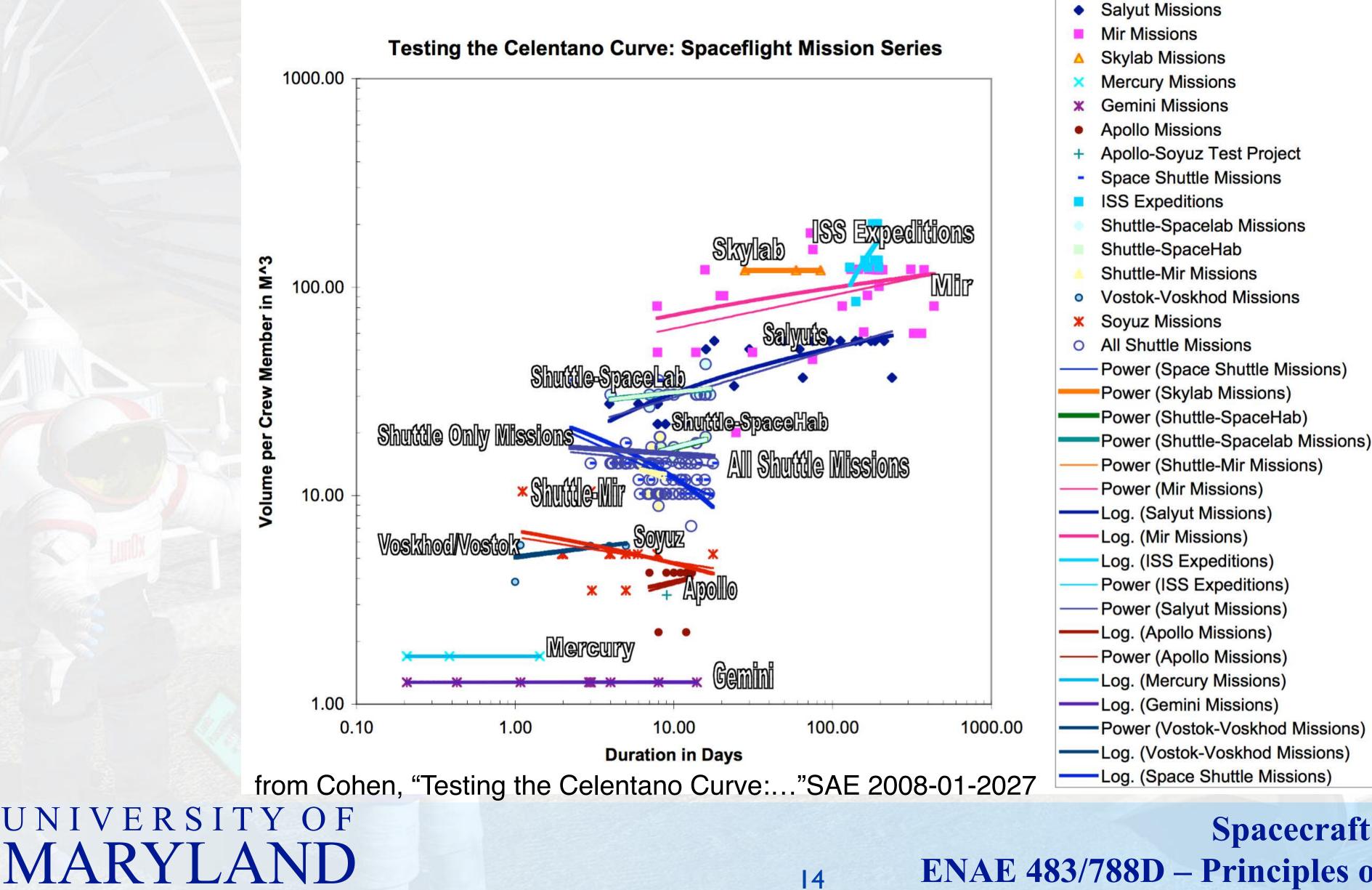
	Spacecraft Type	Category	Number of missions	Max. Mission Duration Days	Min. Mission Duration Days	Max. Volume Per Crew m ³	Min. Volume Per Crew m ³	Max. Crew	Min. Crew	
	Mercury	Capsule	6	1.43	0.02	1.70	1.70	1	1	
	Gemini	Capsule	10	14.00	0.21	1.28	1.28	2	1	
	Apollo CM with and w/o LM	Capsule	11	12.75	6.00	4.27	2.22	3	3	
	Apollo LM	Lander	7	3.21	1.00	3.33	3.33	2	2	
	Apollo-Soyuz	Capsule	1	9.04	9.04	3.33	3.33	5	5	
	Vostok	Capsule	6	5.00	0.07	5.73	5.73	1	1	
	Voskhod	Capsule	2	1.08	1.00	2.87	1.91	3	2	
	Soyuz	Capsule	42	14.00	0.43	1.28	1.28	2	2	
	Shenzhou	Capsule	2	5.00	1.00	17.00	8.50	2	1	
	Space Shuttle	Shuttle	89	17.67	2.25	35.75	8.94	8	2	
	Shuttle- Spacelab/SpaceHab	Shuttle	25	16.90	4.00	42.70	14.66	8	5	
	Skylab	Station	3	84.00	28.00	120.33	120.33	3	3	
	Salyut	Station	17	237.00	16.00	55.25	33.50	3	2	
	Mir	Station	25	437.75	72.82	181.35	45.00	3	2	
	ISS	Station	12	195.82	128.86	201.13	85.17	3	2	
UNIVE	RSITYOF	"Testing the	e Celentano C	Curve:"SA	E 2008-01-20)27	Snac	ecraft	Design	for Ha
MARYLAND		Spacecraft Design for Ha 13 ENAE 483/788D – Principles of Space System								



Spacecraft Design for Habitability ENAE 483/788D – Principles of Space Systems Design

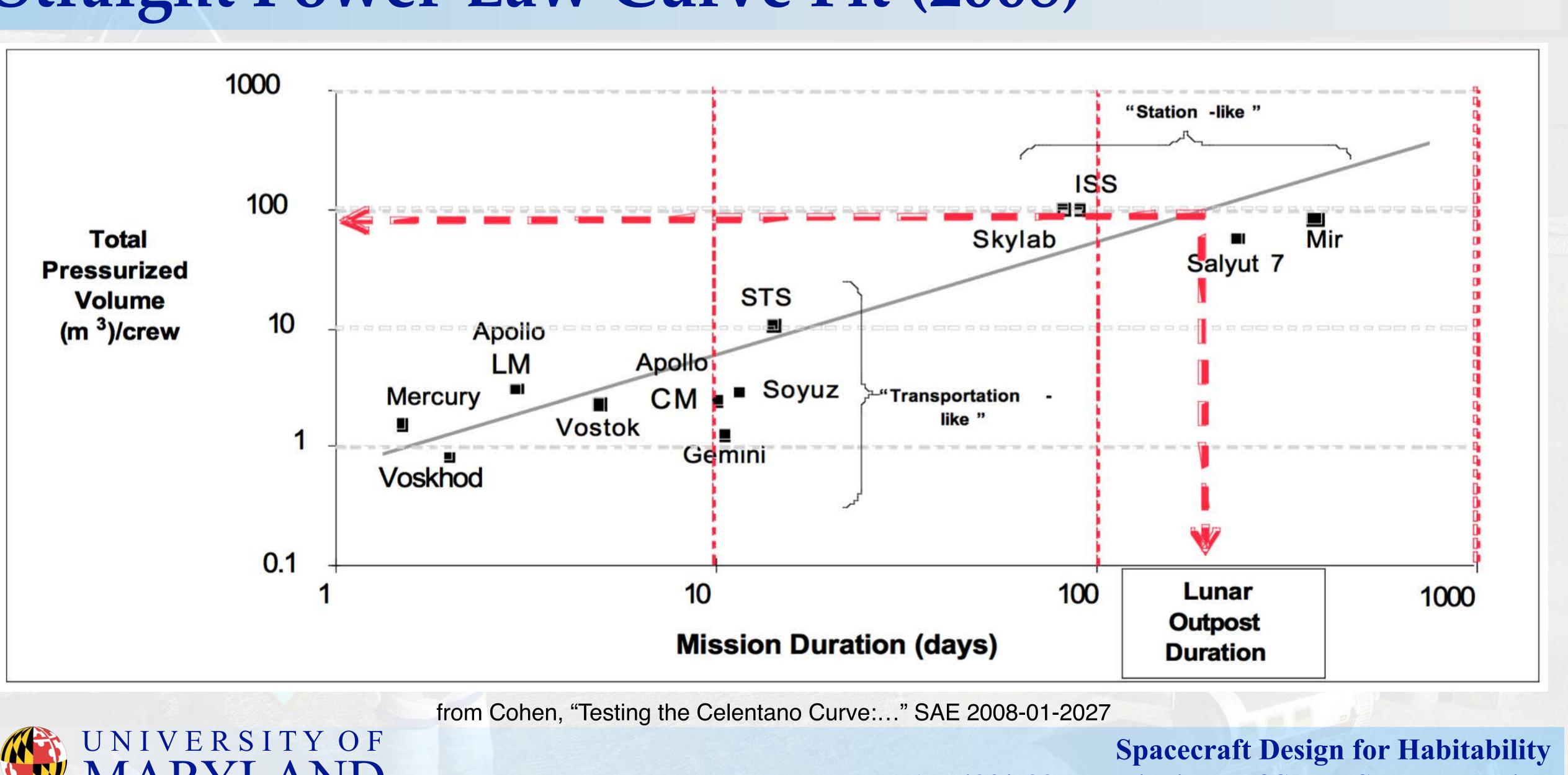


Correlation to Space Flight Experience





Straight Power-Law Curve Fit (2008)



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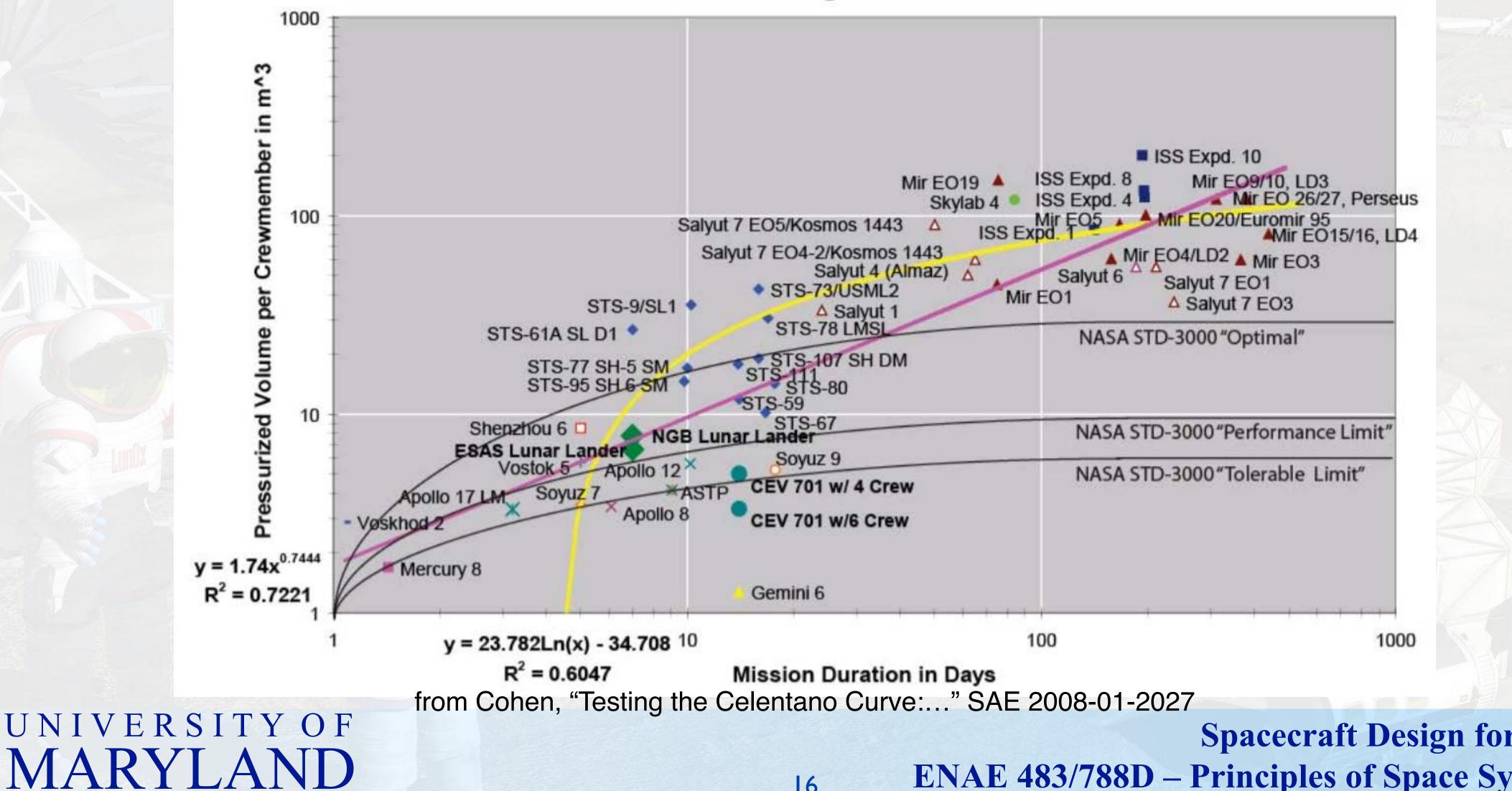


ENAE 483/788D – Principles of Space Systems Design



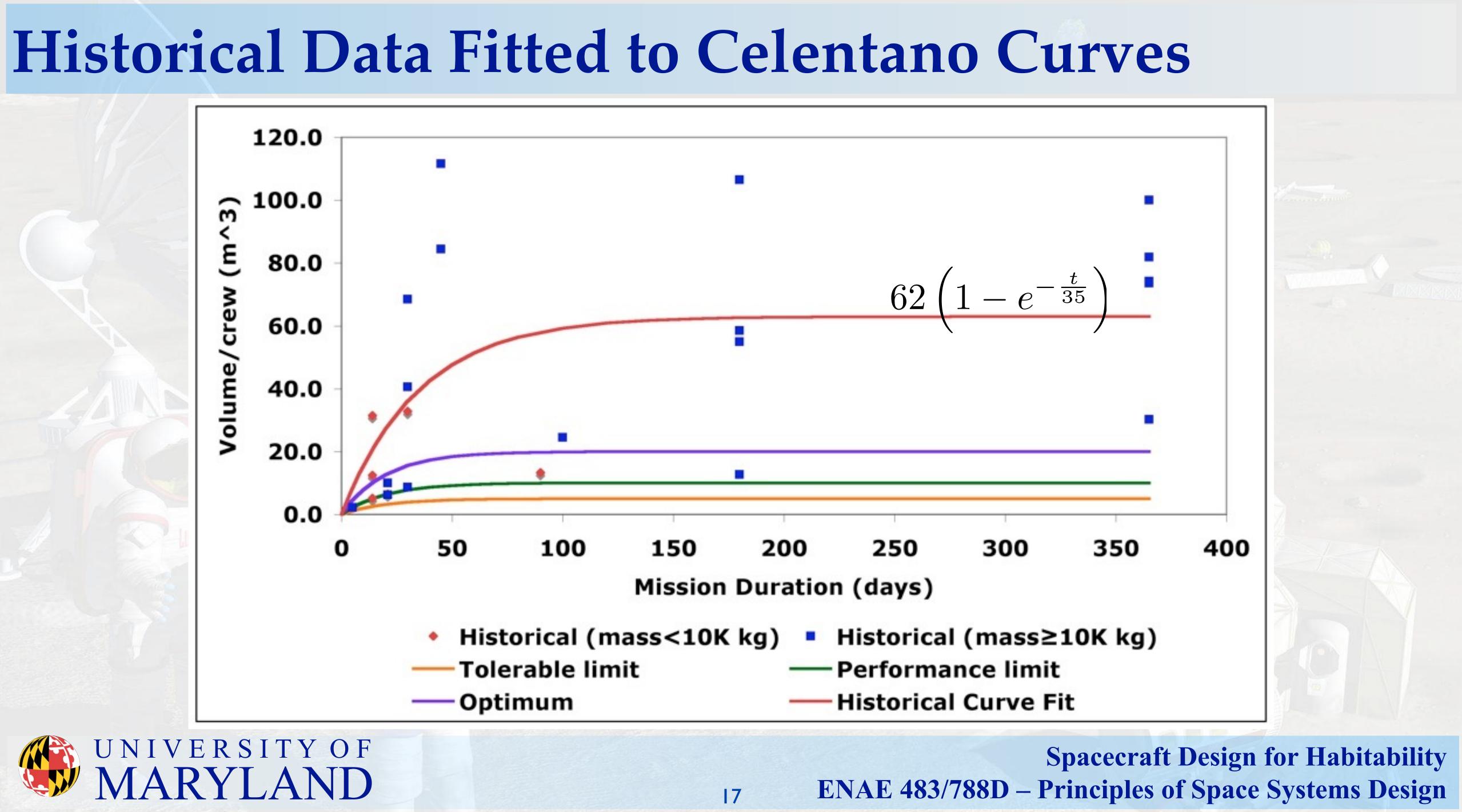
Cohen's Fit to Data Maxima

Pressurized Volume Per Crew Member Versus Mission Duration: Maxima for Mission Durations for Every Crew Size in Each Spacecraft Configuration

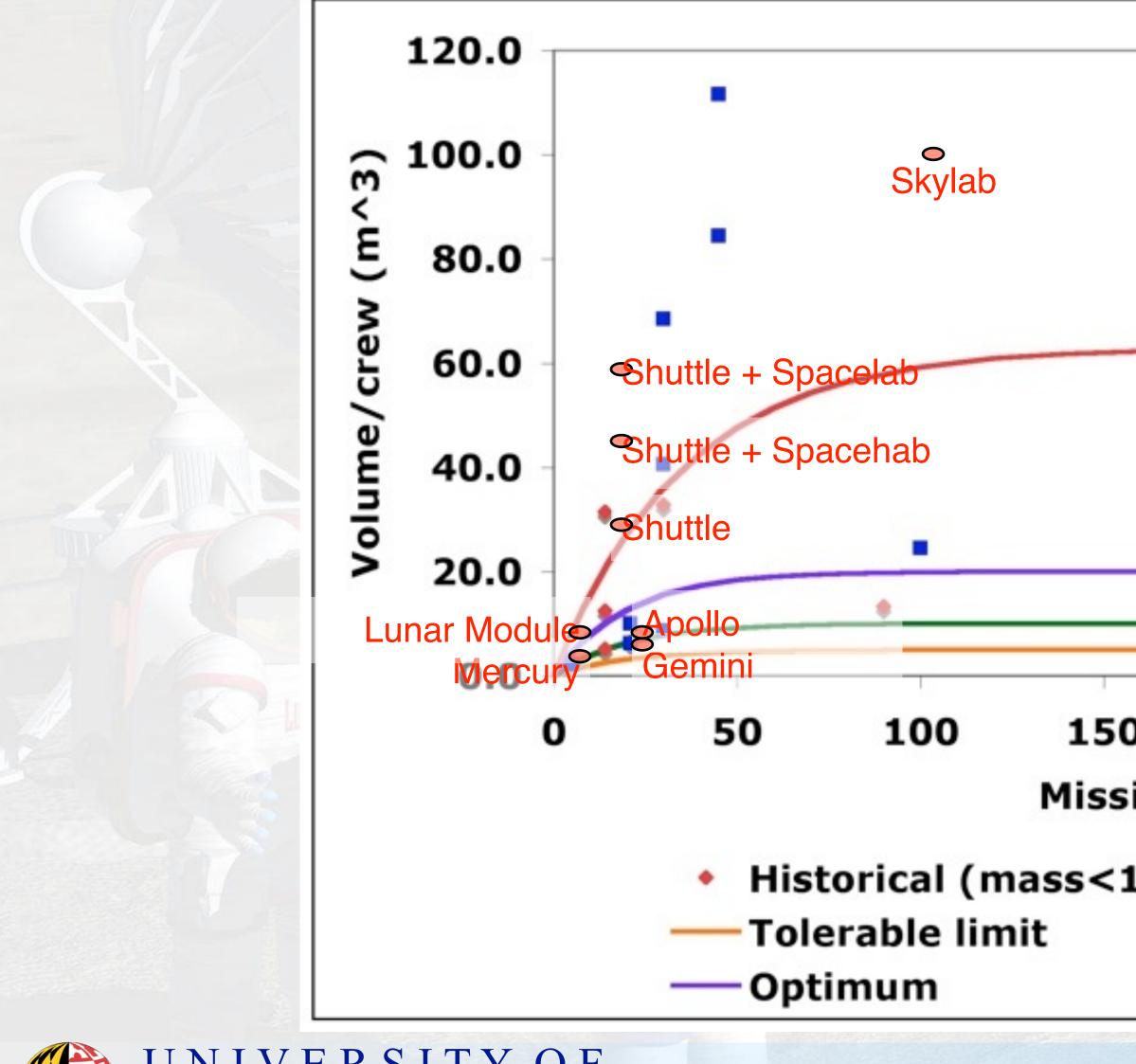


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Historical Trends – Habitat Volume



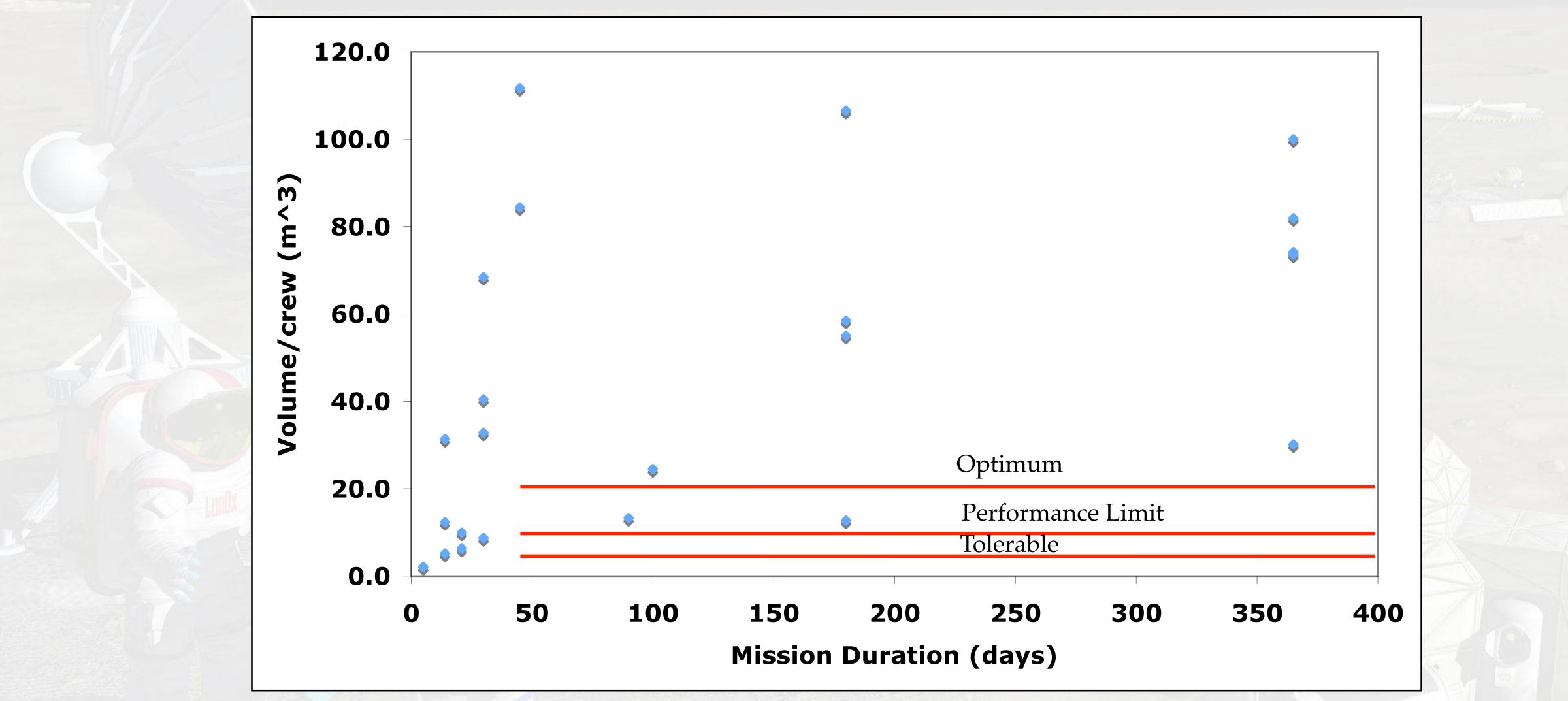


ISS •	
	00
ion Duration (days)	
LOK kg) ■ Historical (mass≥10K kg) ——Performance limit ——Historical Curve Fit	
instorical curve int	
Spacecraft Des 18 ENAE 483/788D – Principles of Sp	ign for Habitability ace Systems Design

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Data from 24 Lunar Mission Concepts

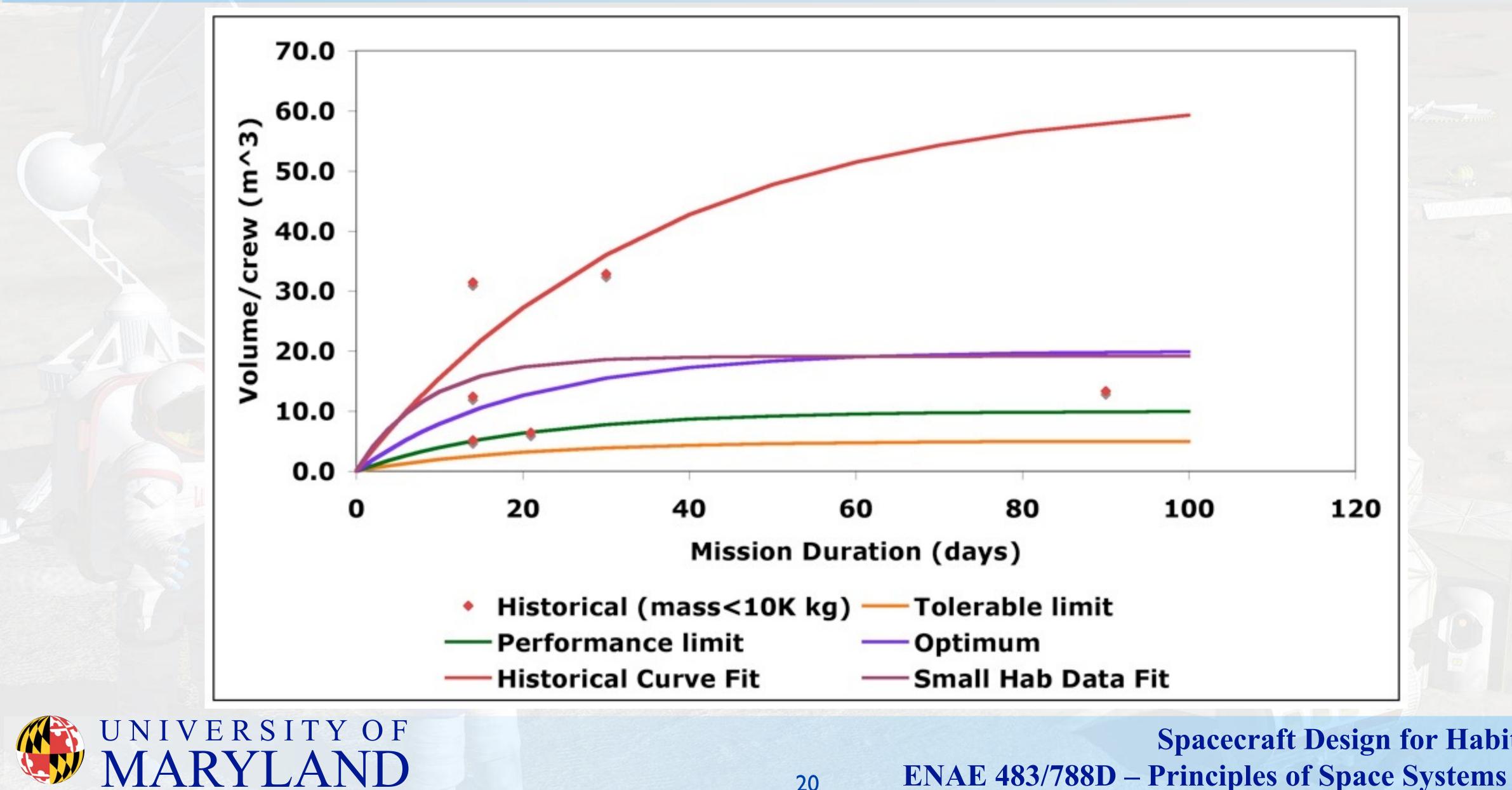


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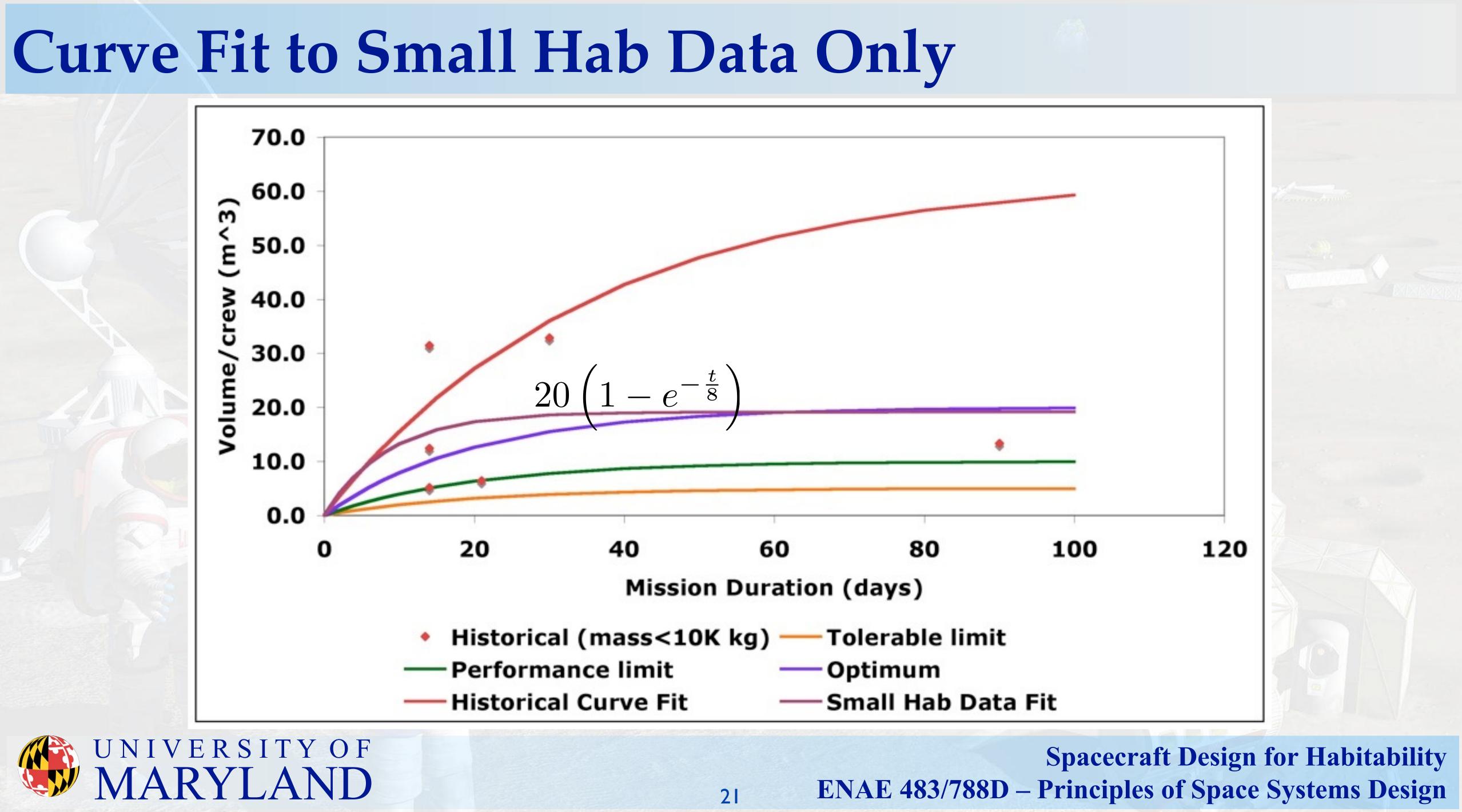


Focusing on Smaller Habitats

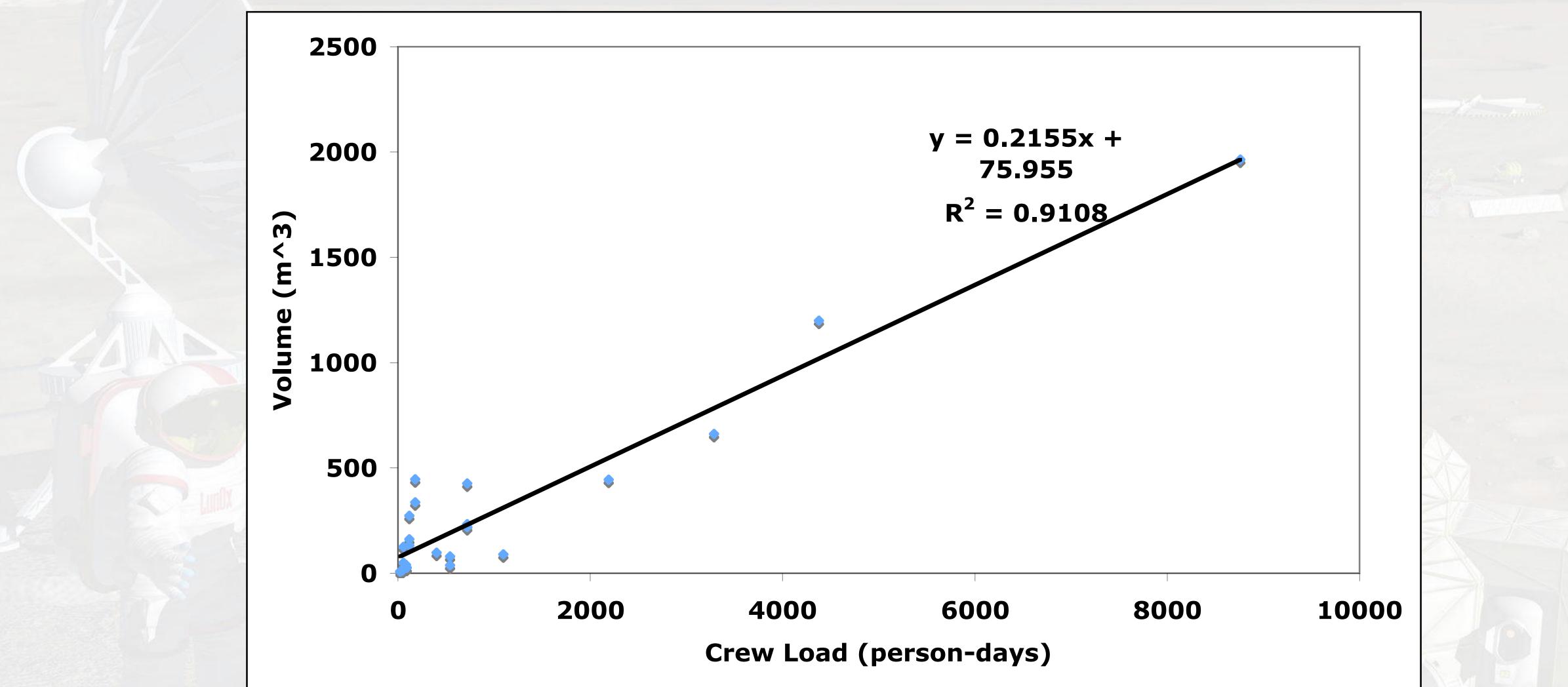


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Required Habitat Volume vs. Crew Load

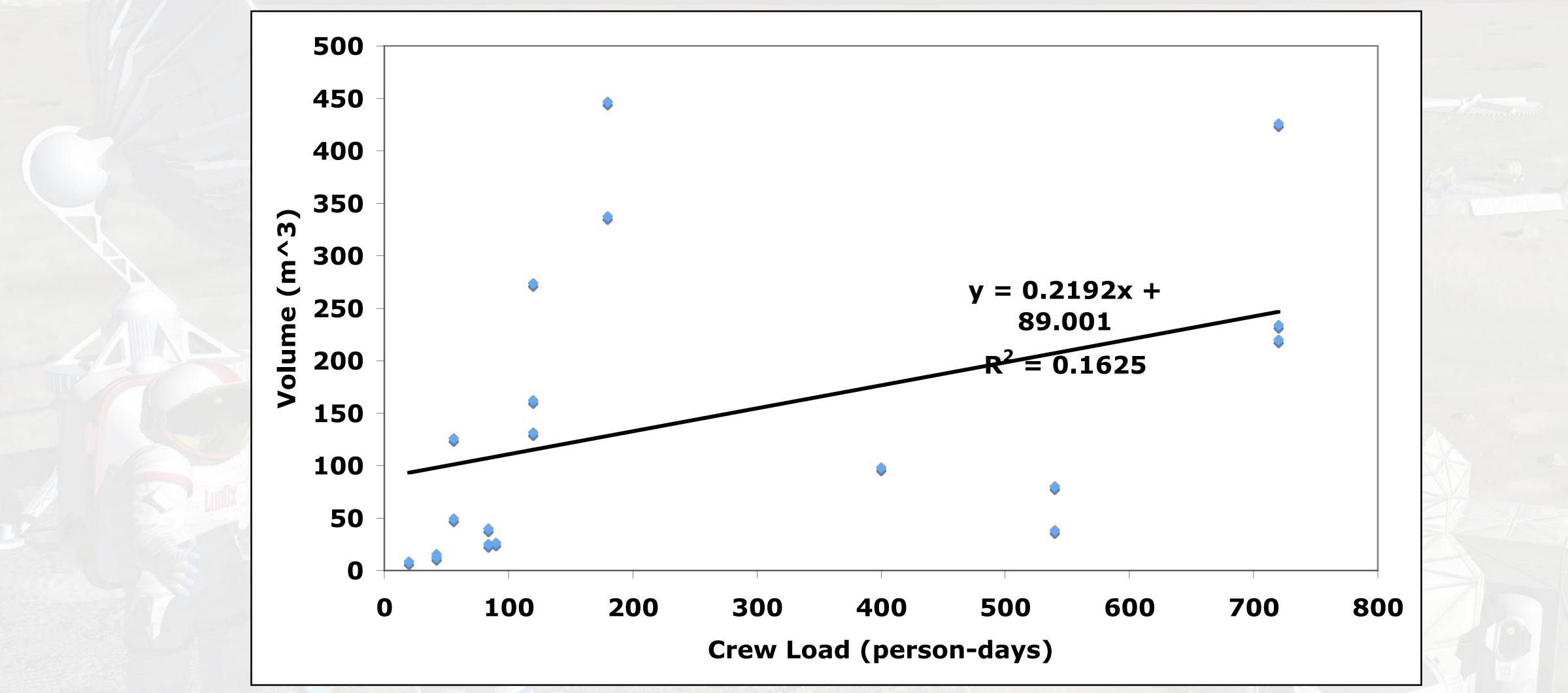


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Restricting Data to Durations≤180 Days

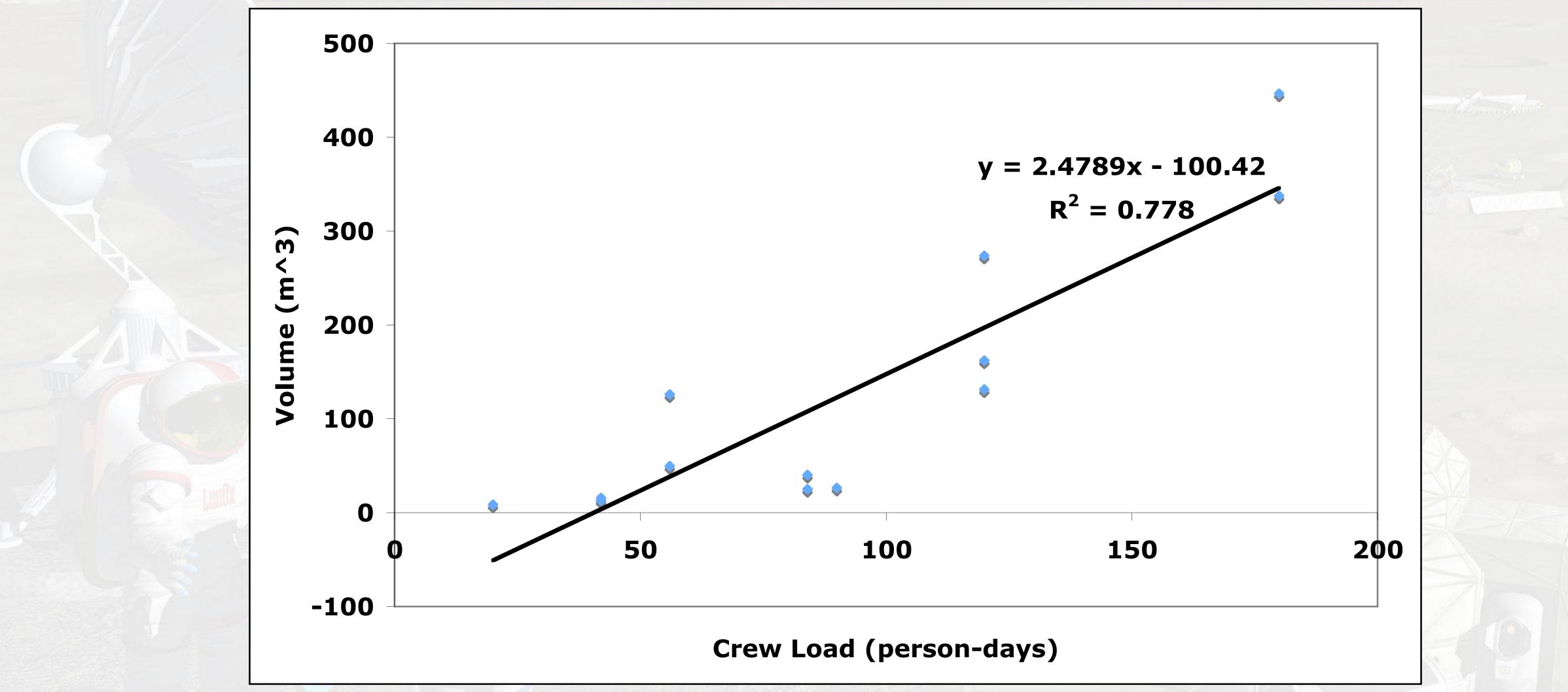


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Restricting Data to Crew Loads ≤200



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Apollo Command Module Interior

APOLLO COMMAND MODULE INTERIOR

CABIN HEAT EXCHANGER SHUTTER (ECS)

PRESSURE SUIT CONNECTORS (3) (ECS)

CABIN PRESSURE RELIEF VALVE CONTROLS (ECS)-

OXYGEN SURGE TANK (ECS)-

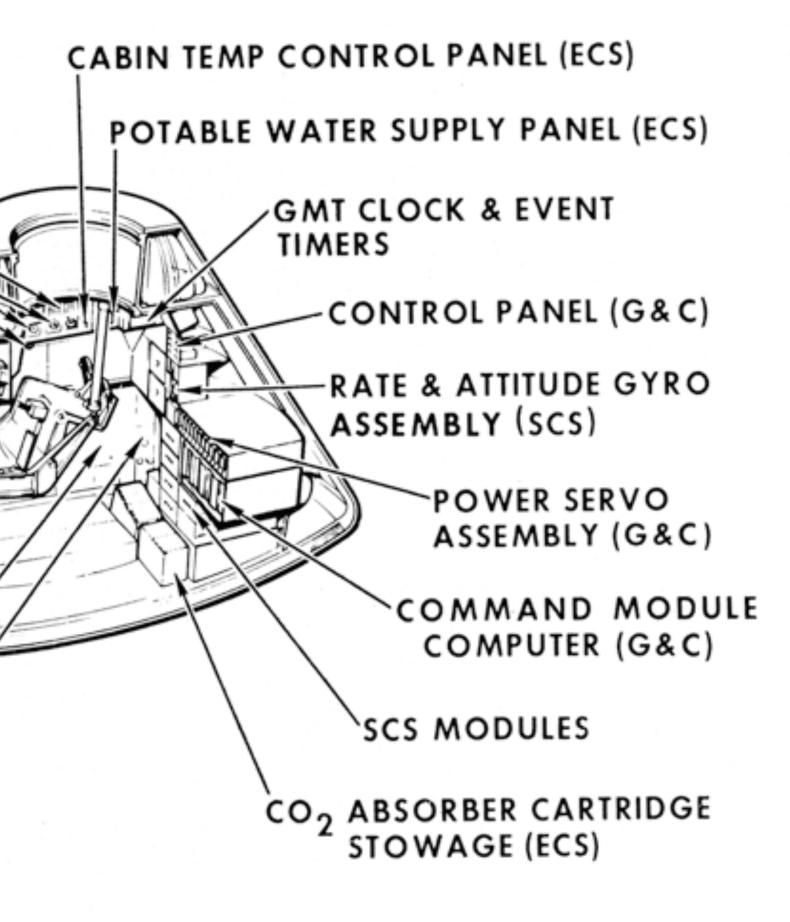
WATER / GLYCOL CONTROL VALVES (ECS)

ECS PACKAGE/

OXYGEN CONT PANEL



LEFT SIDE





Apollo Command Module Interior

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G & C OPTICS

CONTROL PANEL (G & C)

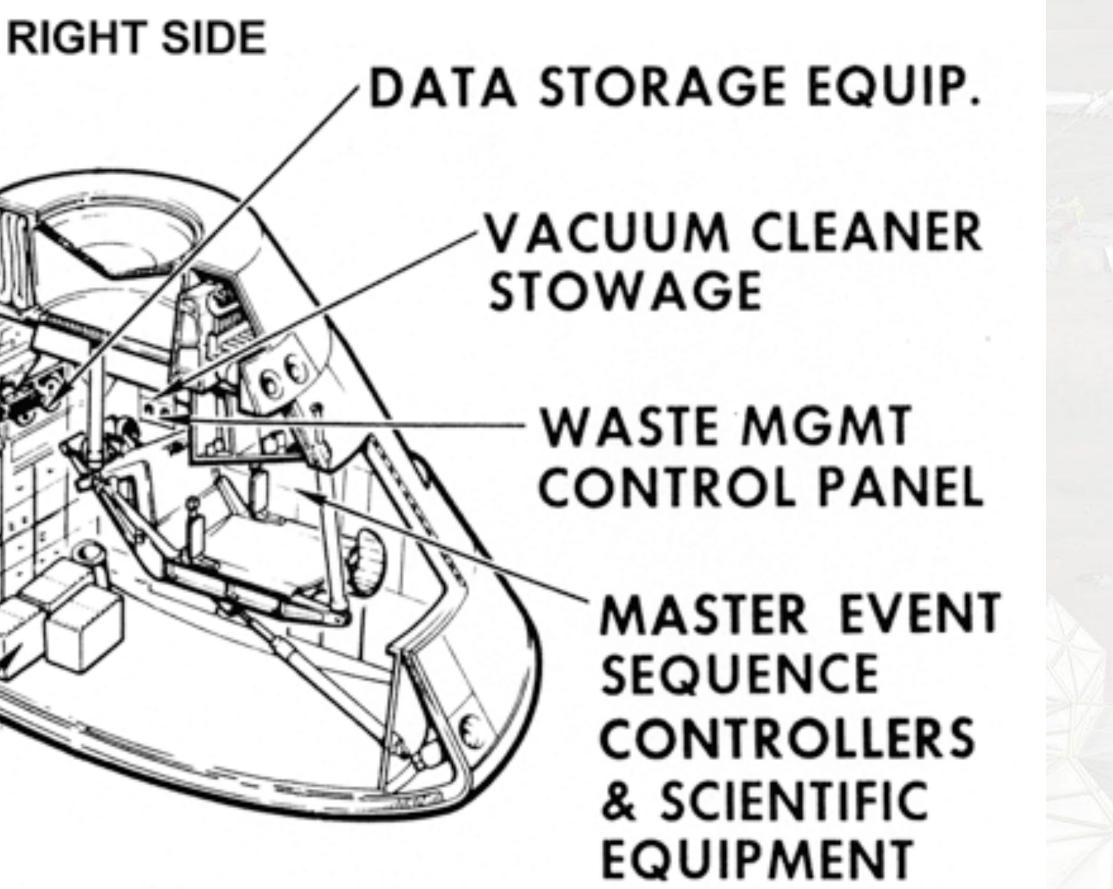
SCS MODULES

CO₂ ABSORBER

STOWAGE (ECS)

CARTRIDGE





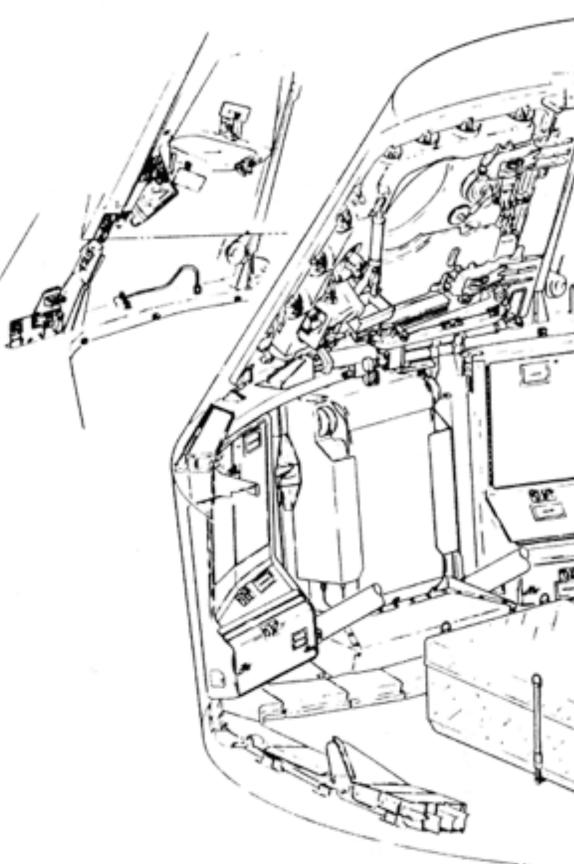
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(BEHIND PANELS)



Apollo Command Module Interior







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APOLLO CM INTERIOR CONFIGURATION LHEB, LHFEB, UEB, & LEFT AB

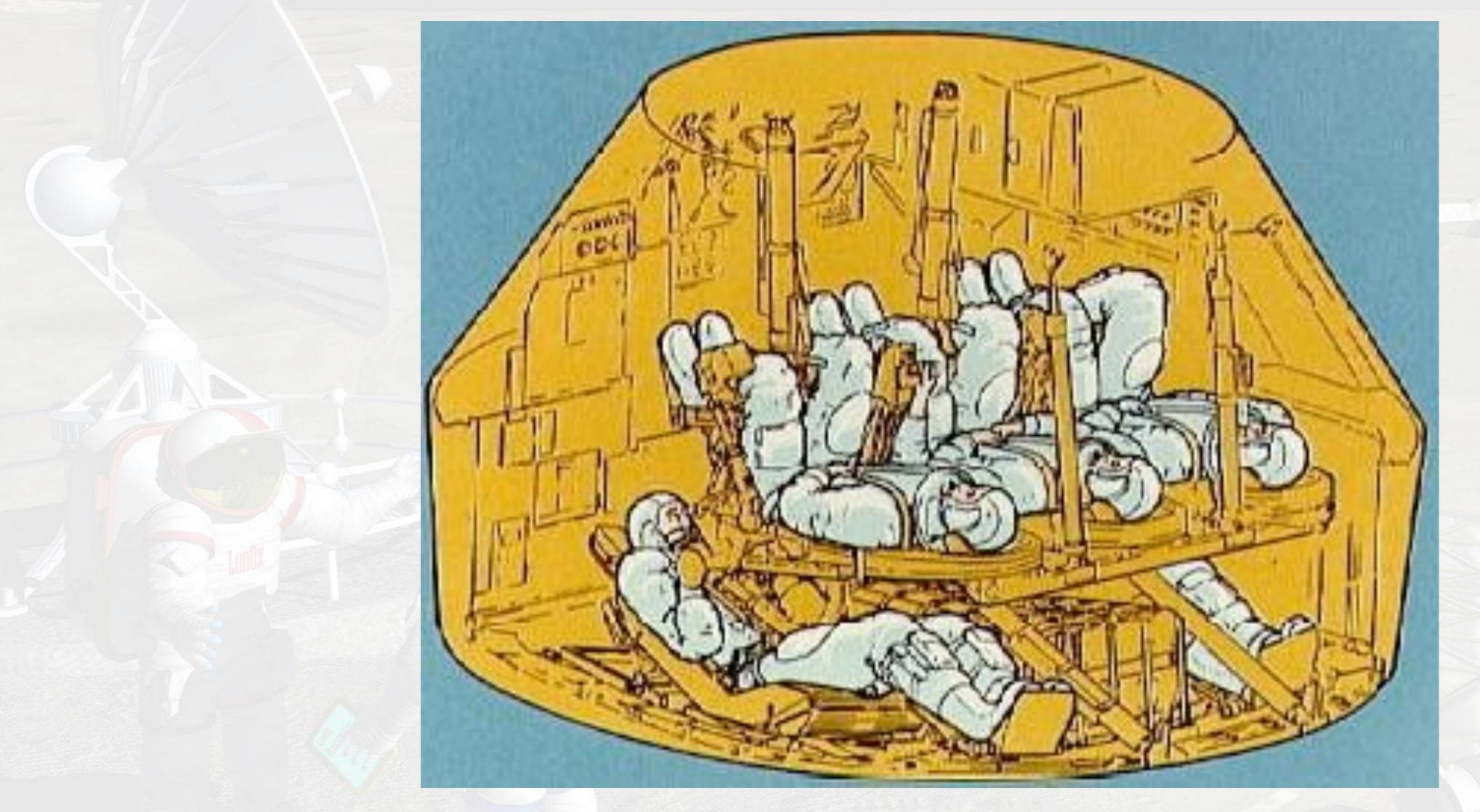
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VIEW-LOOKING DOWN & OUTB'D

CS-0014A (A)



Apollo Spacecraft (Rescue Configuration)







Soyuz Interior



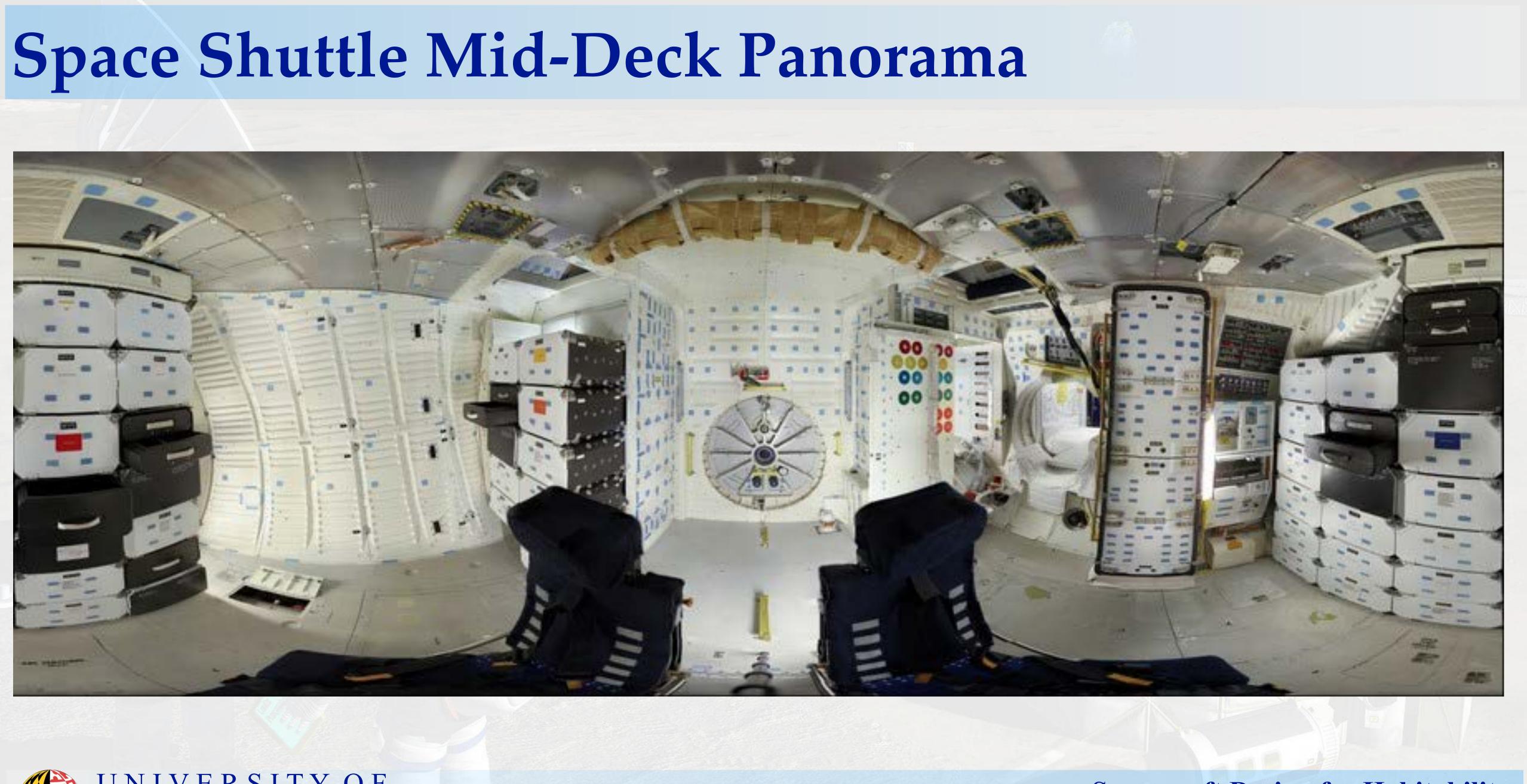


Space Shuttle Flight Deck









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Space Shuttle Mid-Deck

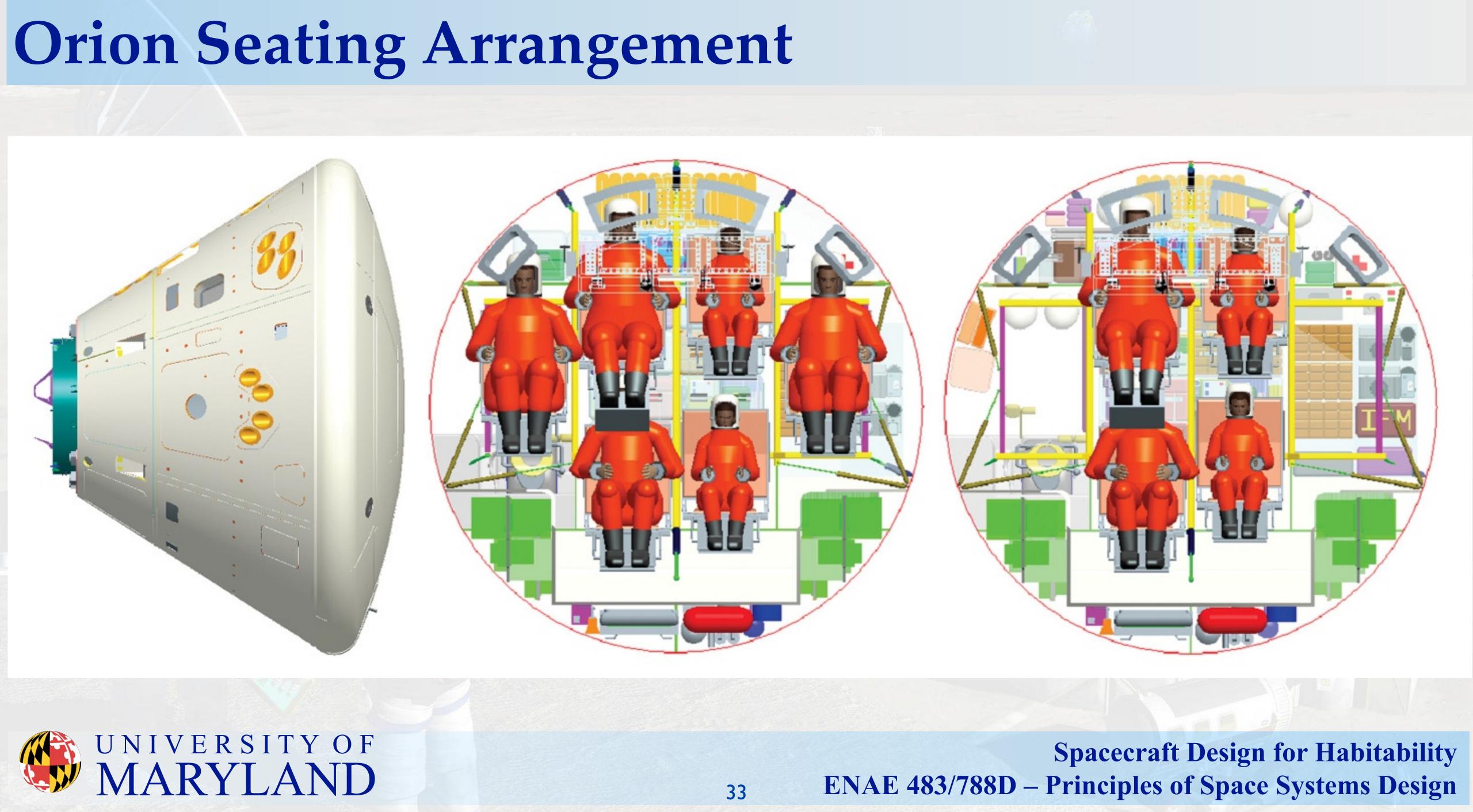
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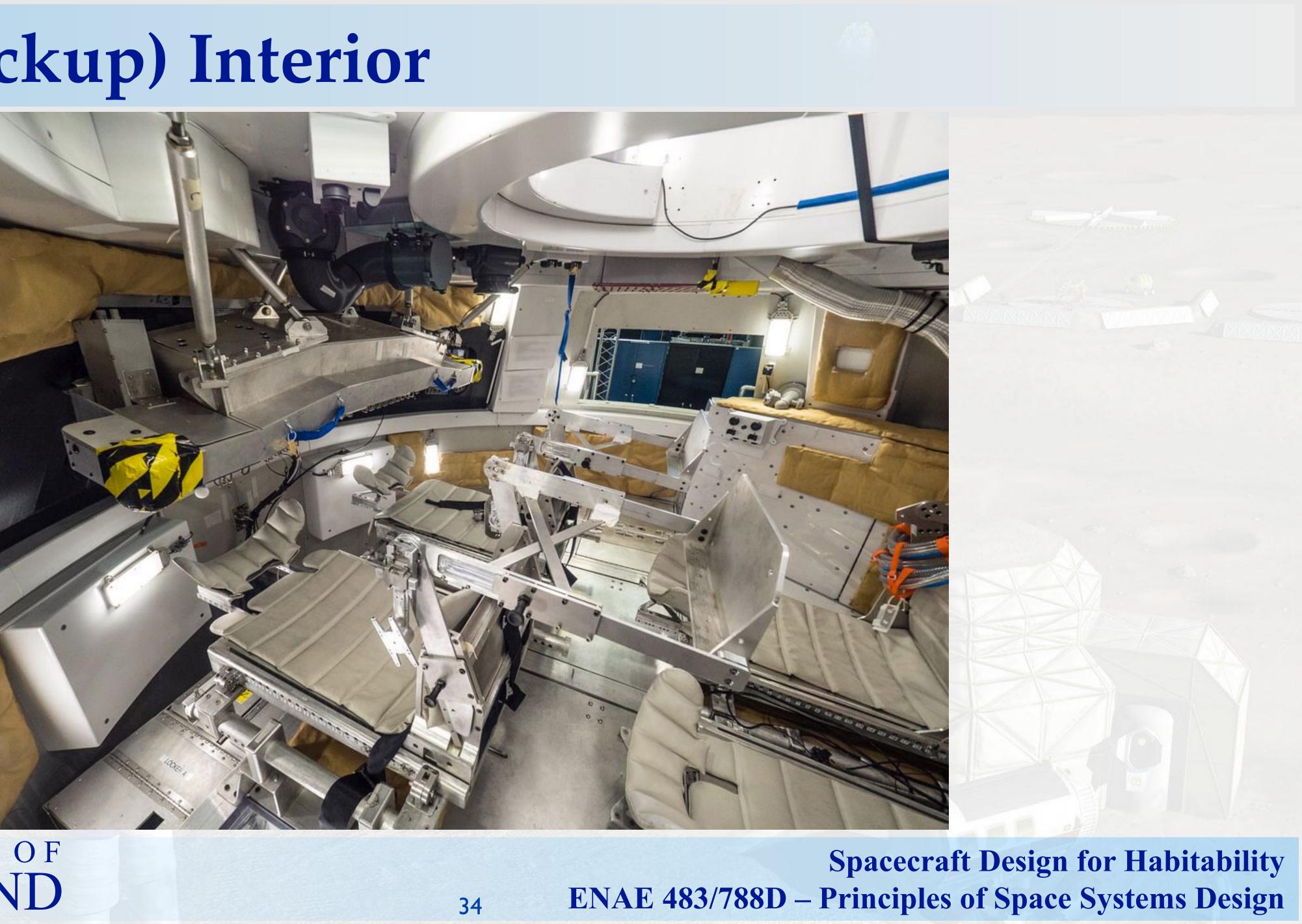




Orion (Mockup) Interior







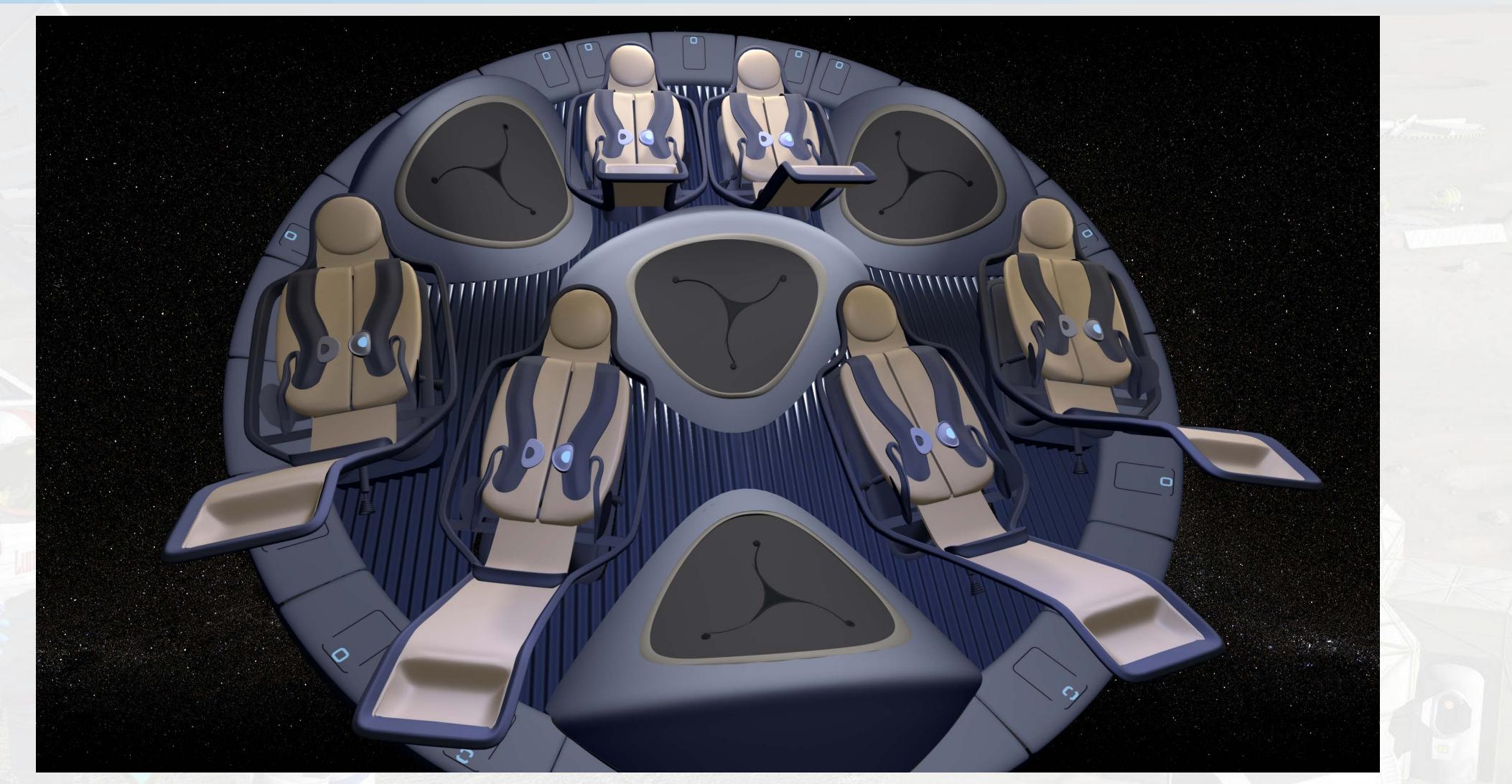
Orion Developmental Seat System







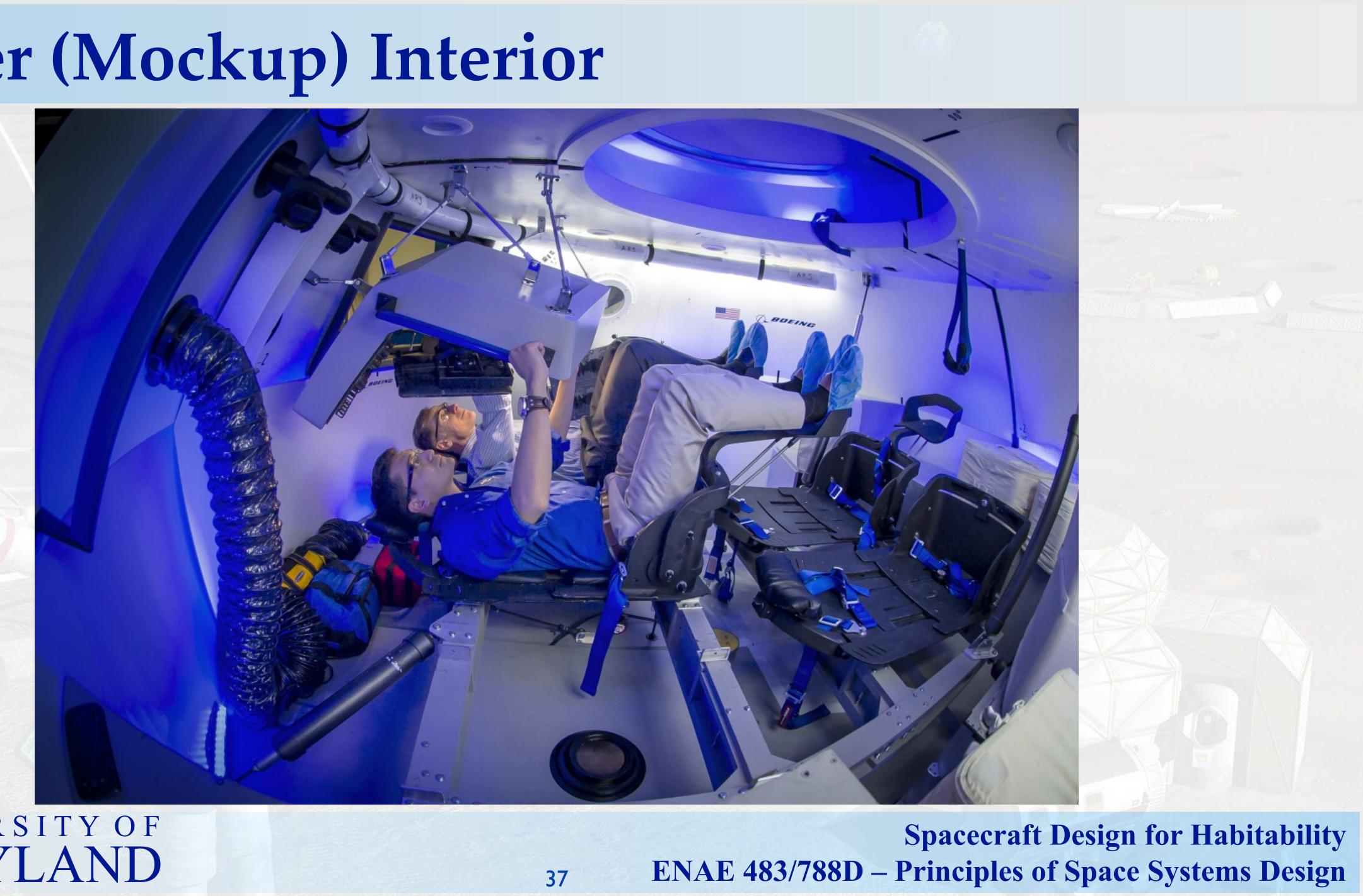
Boeing CST 100 Notional Interior







Starliner (Mockup) Interior









Crew Dragon Interior (Prototype)







Crew Dragon Interior (Crew-2)





Dragon Hull and External Items







Limitations to Internal Outfitting

could hurt the crew or threaten the mission – Toxic substances (e.g., propellants, ammonia coolant) - Cryogenic fluids (e.g., LOX) crew compartment (e.g., GN2) - Fire or explosion risks (e.g., batteries) external to the pressure hull anyway



• Never put anything inside a pressurized crew volume that

- Pressurized gases that would asphyxiate the crew or overpressure the

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• Experience indicates that it is easier to build and test items





Orion Control Panel Concept



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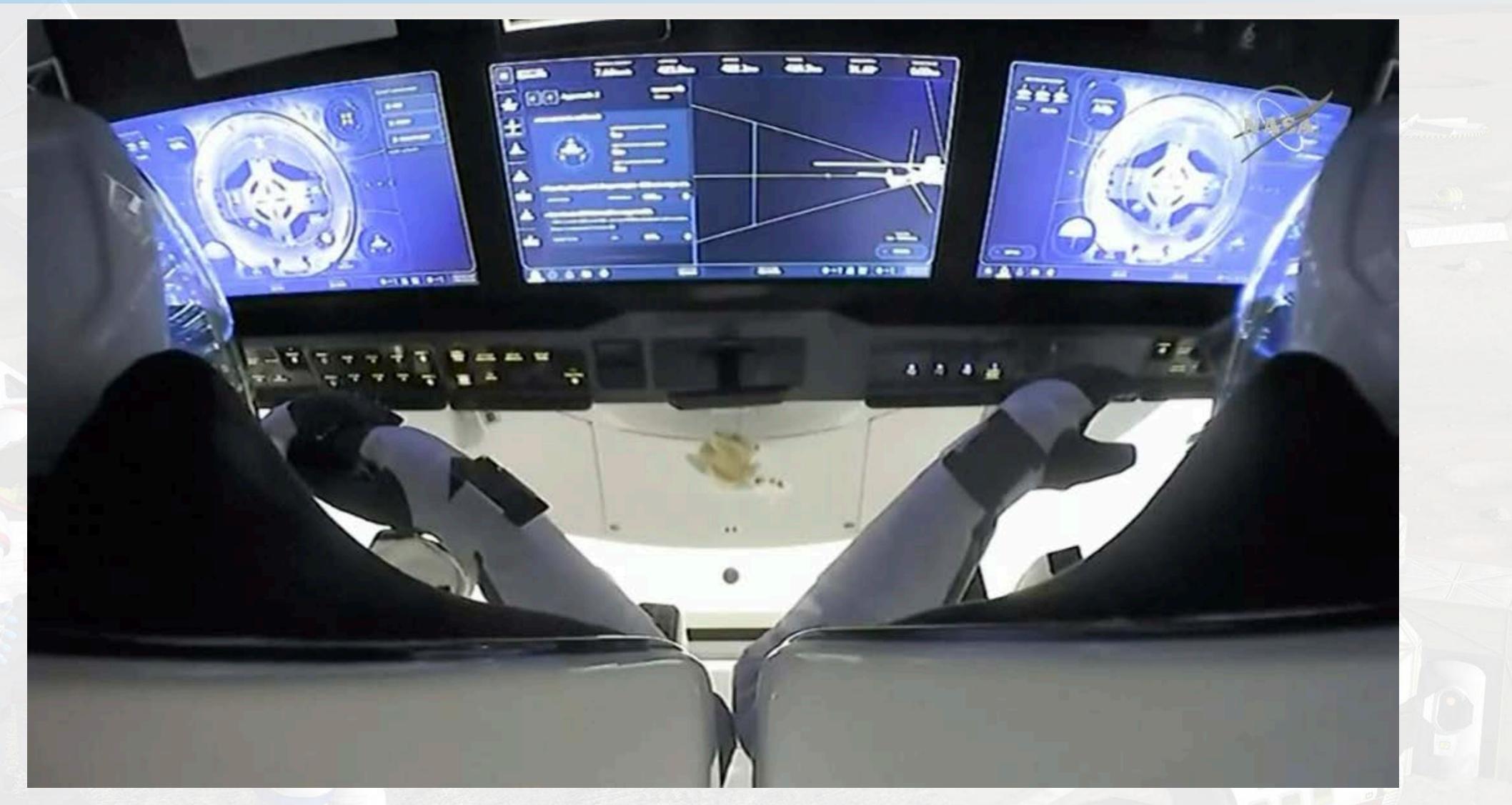


Starliner Control Panel





Crew Dragon Control Panel



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Space Shuttle Flight Deck Interfaces



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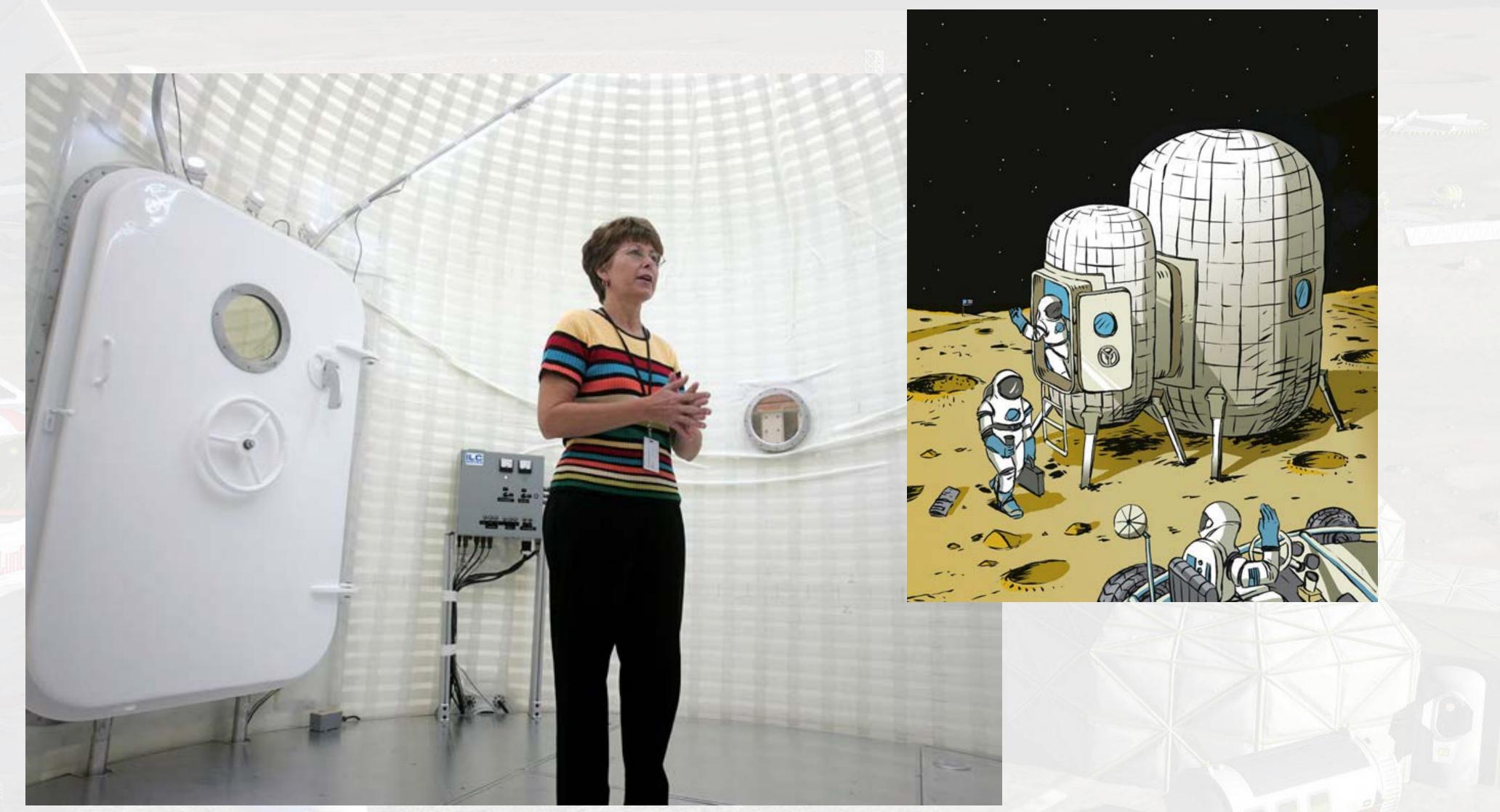
International Space Station







Inflatable Lunar Habitat Concept (Vertical Layout)









Horizontal Habitat Interior







Pressure Vessel Shape and Orientation

- caps
 - Toroidal configurations modeled as low L/D cylindrical axis)
- Assumption of consistent internal orientation - Enforced by physics for partial gravity systems - Standard practice for microgravity systems due to strong crew UNIVERSITY OF

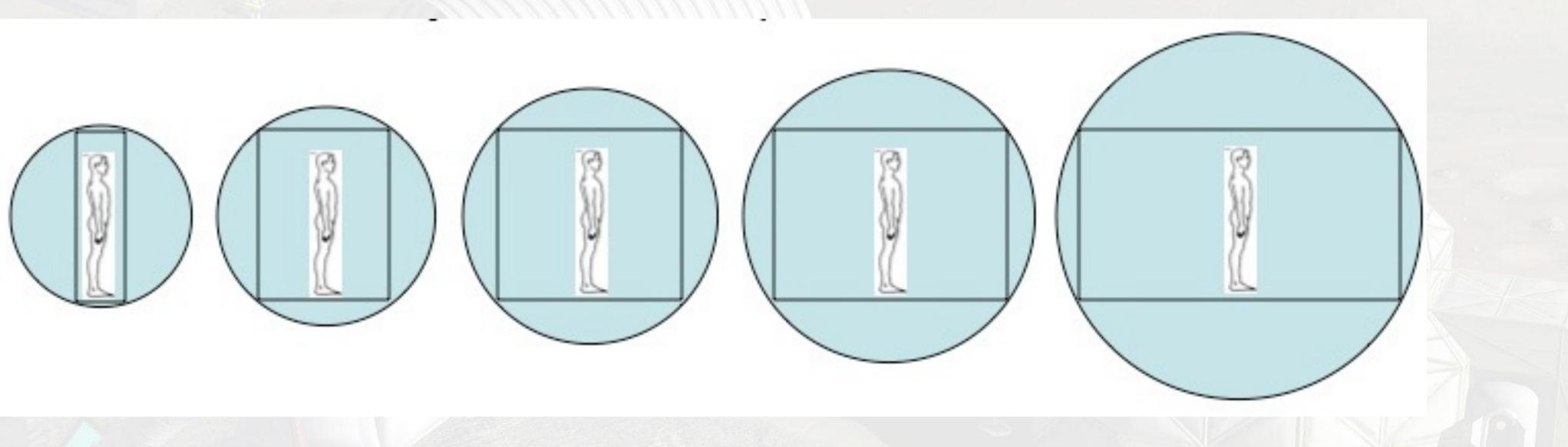
• Pressure hull - assumed to be cylindrical with ellipsoidal end

• Orientation of internal outfitting could be "horizontal" (floors parallel to long axis) or "vertical" (floors perpendicular to long

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Challenge to Maximize Habitable Volume Assume "habitable volume" involves standing headroom Human volume is rectangular; pressure vessels are curved



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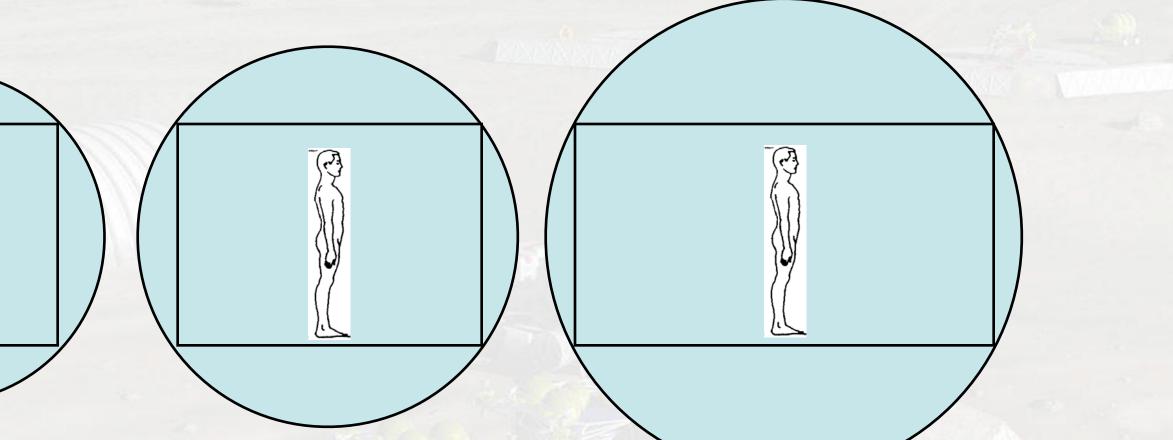
Habitat Layout - Vertical or Horizontal?

cylindrical shapes

JSC-26096 (converted to metric) UNIVERSITY OF MARYLAND



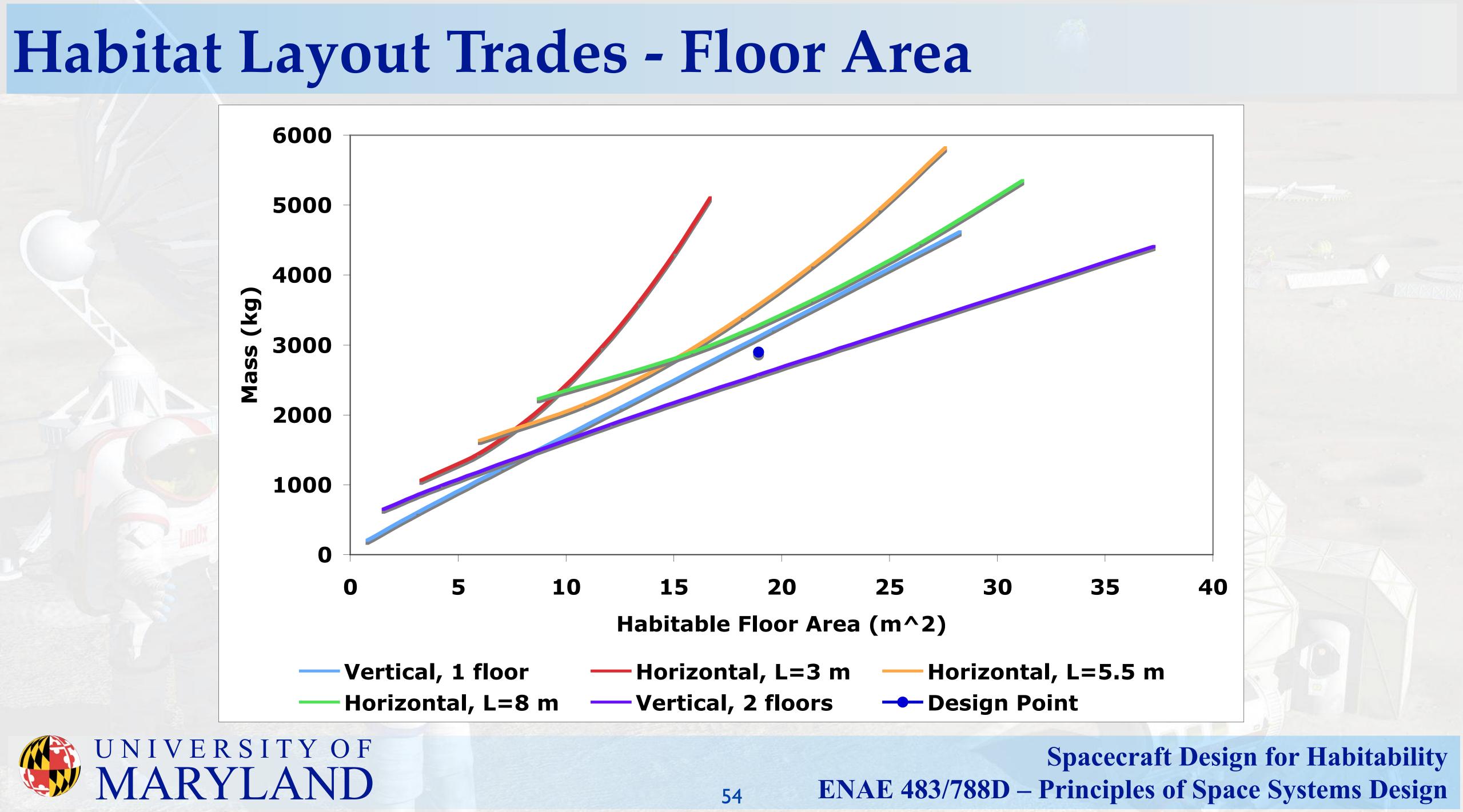
• Geometric modeling of "packing factor" to fit humans into



Mass estimation for human-rated pressurized volumes from

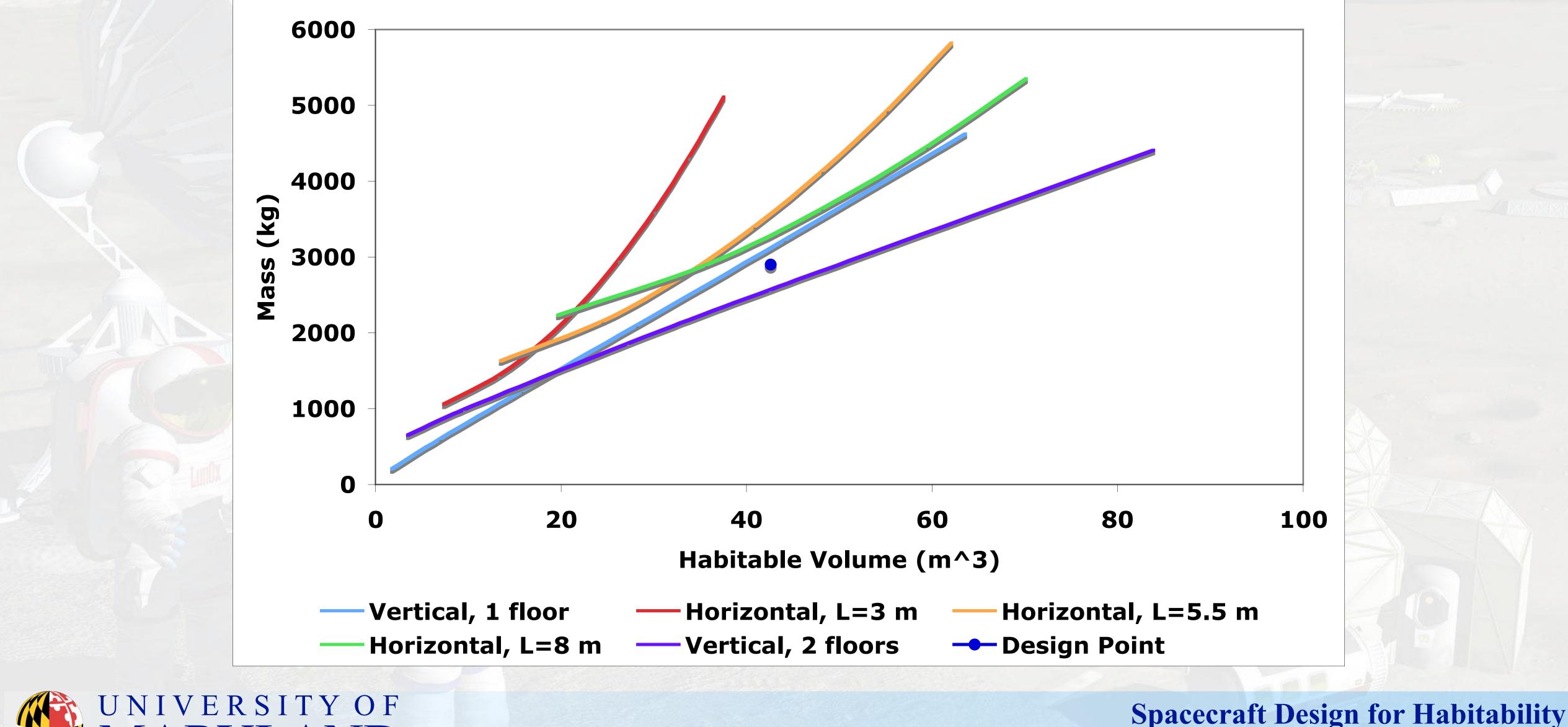
 $M < kg >= 13.94 \left(A_{surface} < m^2 > \right)^{1.15}$







Habitat Layout Trades - Useful Volume

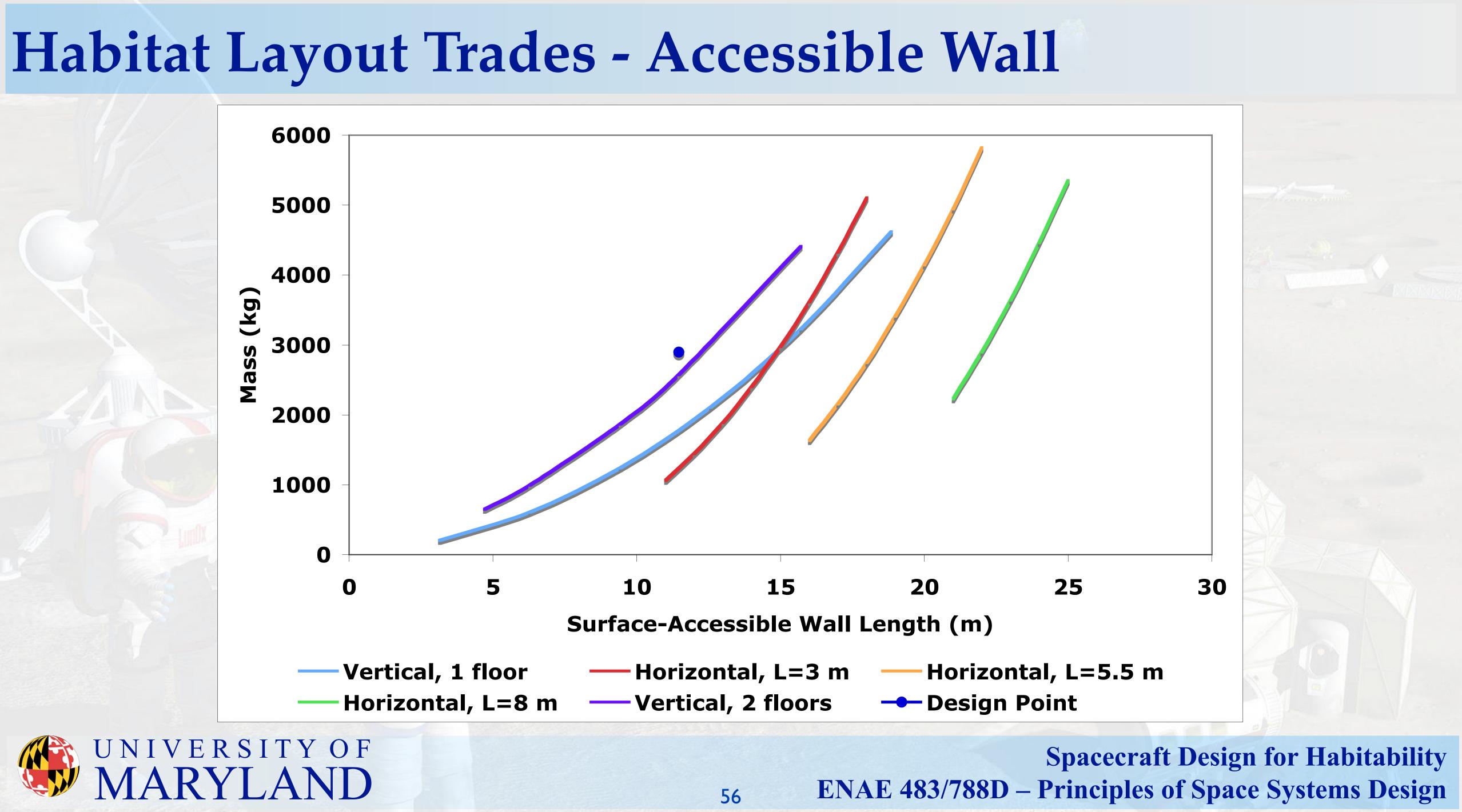


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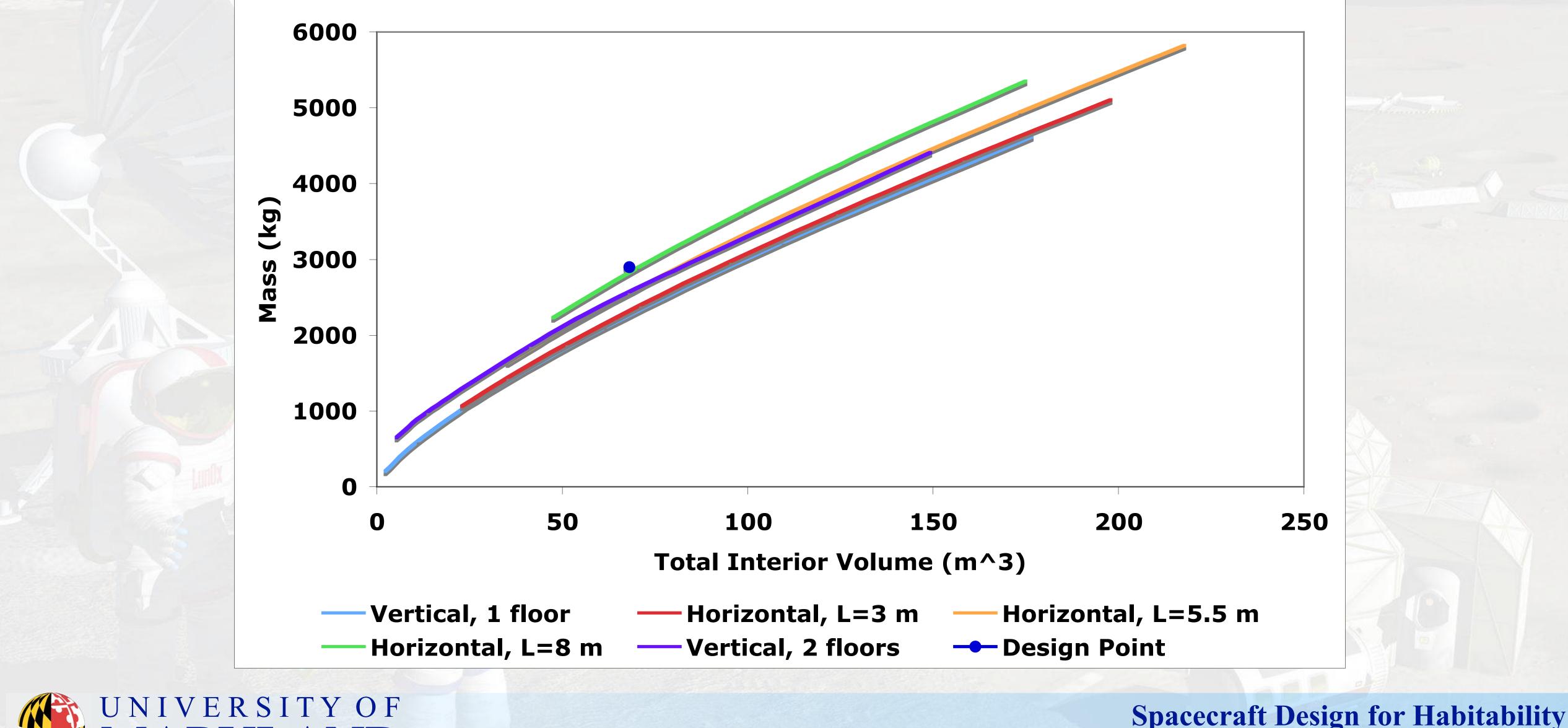


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Habitat Layout Trades - Total Volume



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Internal Layout for Horizontal Habitats

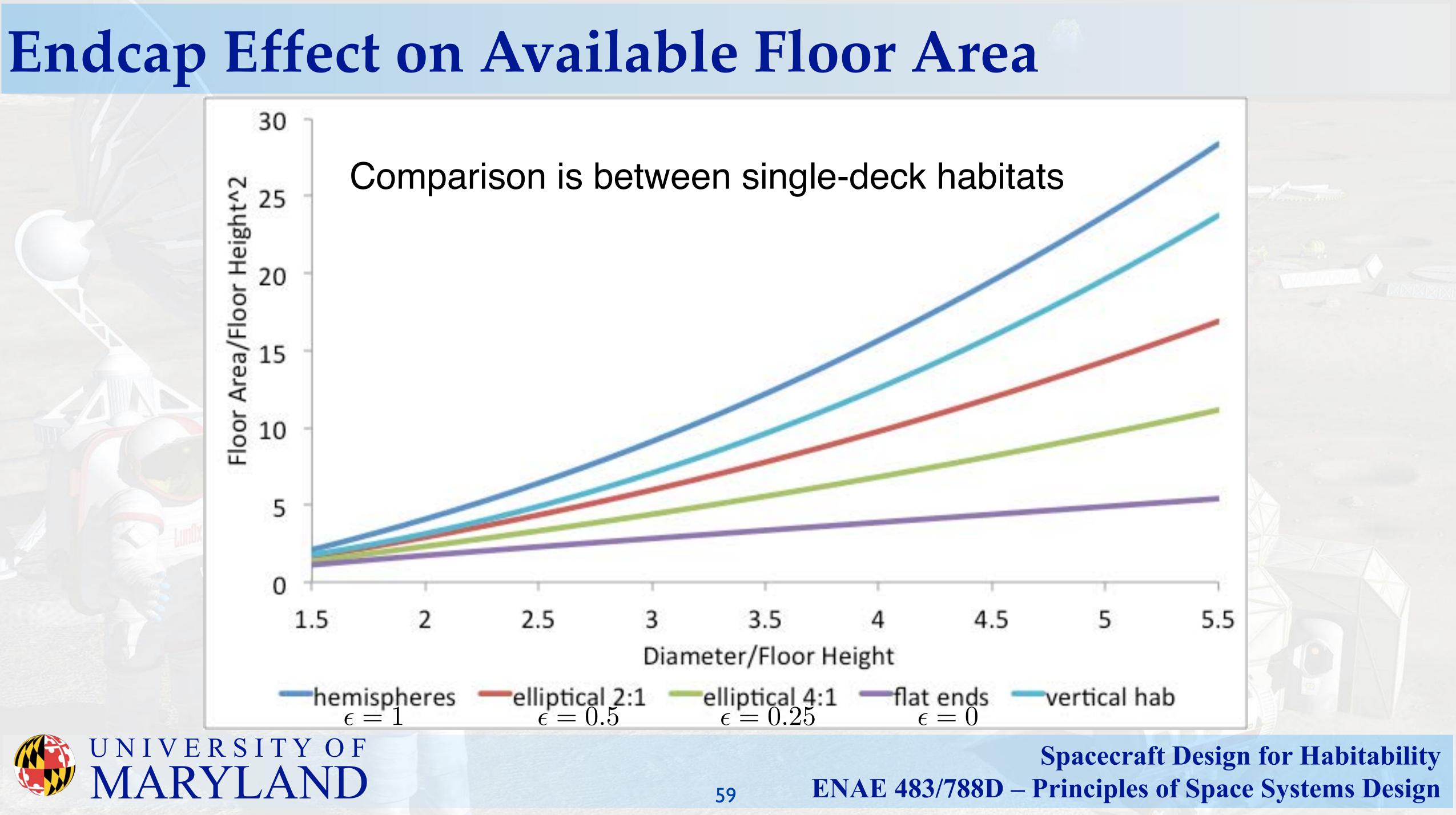
Single Floor

Three Floors

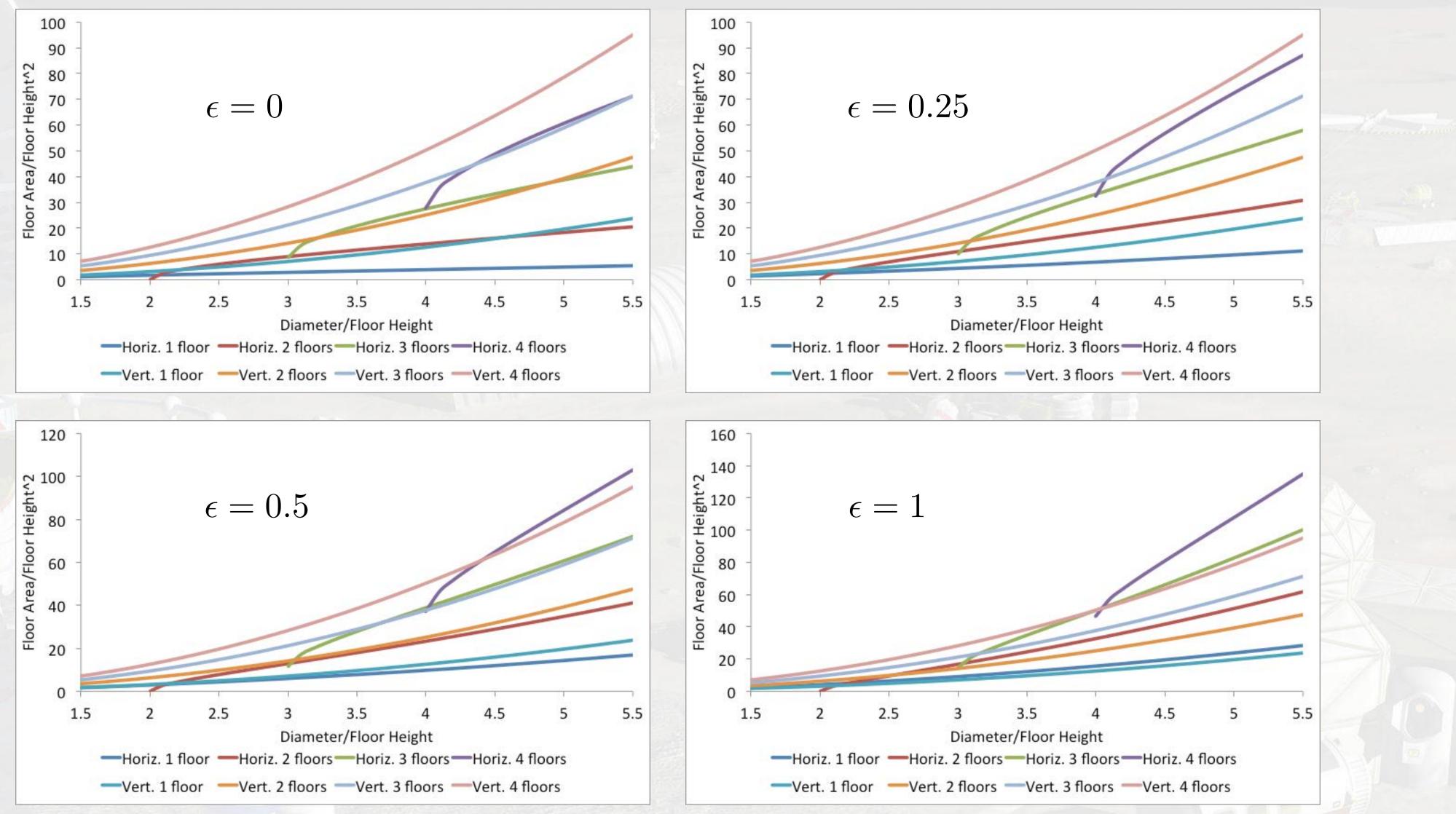


Four Floors





Effect of Endcap Shape on Floor Area

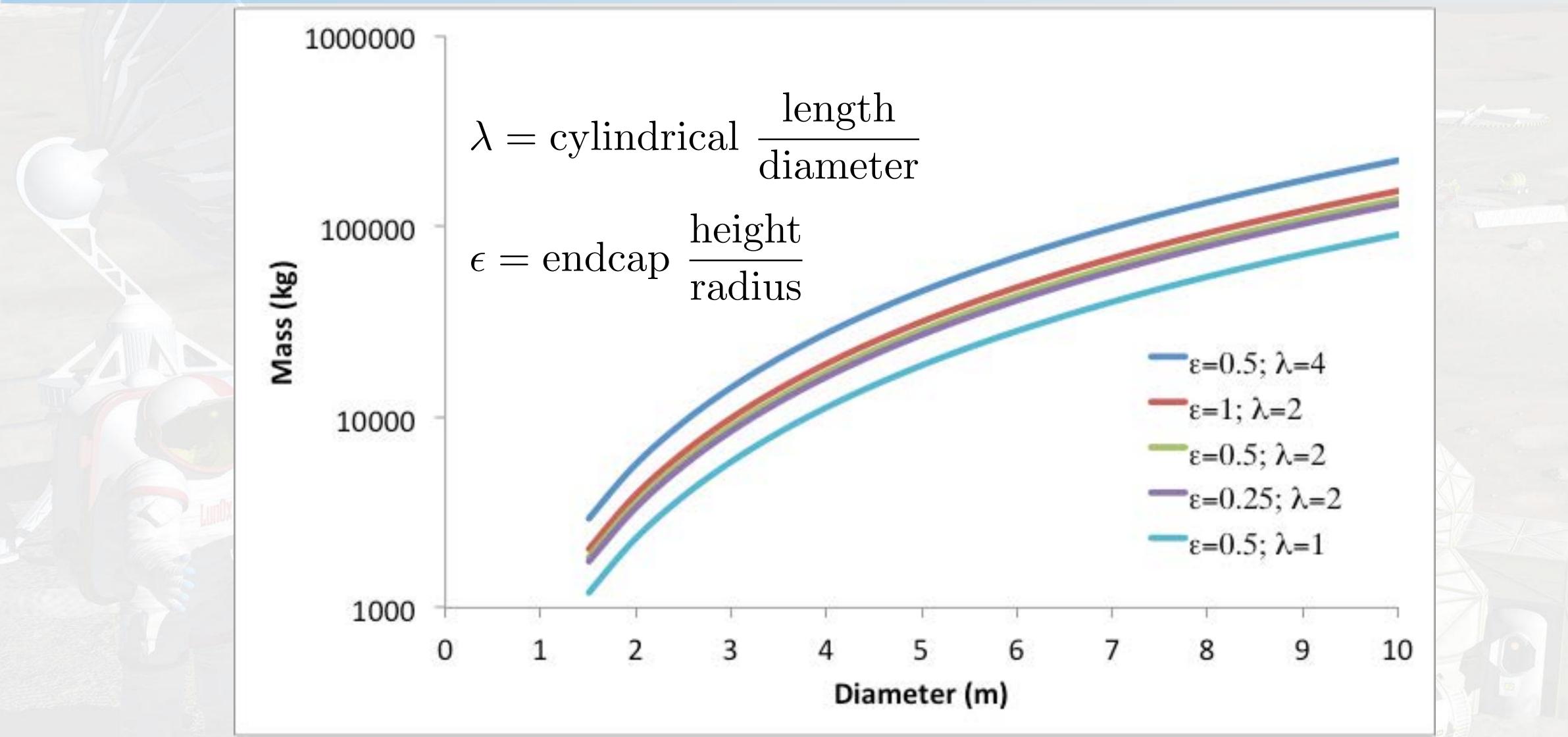


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Endcap and Cylinder Effects on Mass



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