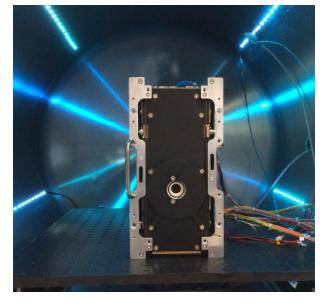


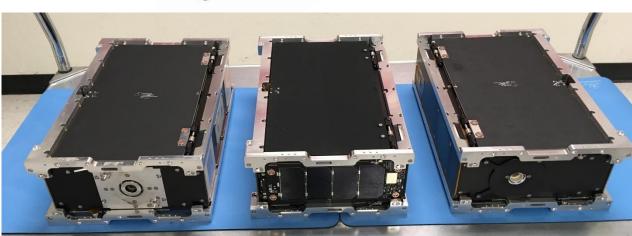
# **Propulsion Integration**

Brian Cooper Cal Poly CubeSat Workshop 2019

## AD's Propulsion Experiences

- Field Emission Electric Propulsion (FEEP)
- Hall Effect Thruster
- Microwave Water Thruster
- RF Plasma Thruster

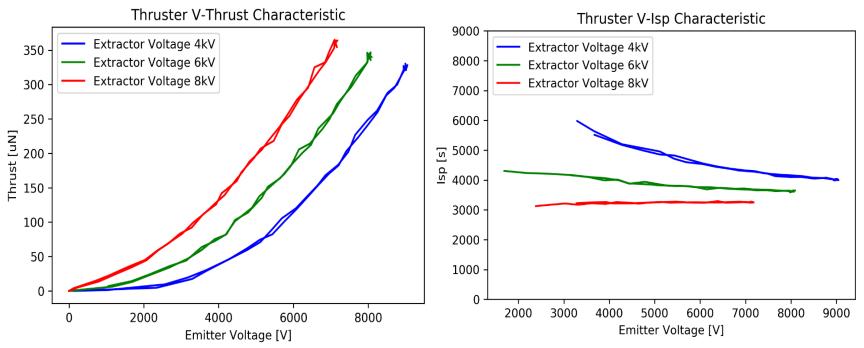




A S T R O ,D I G I T A L

## FEEP Thrust Data



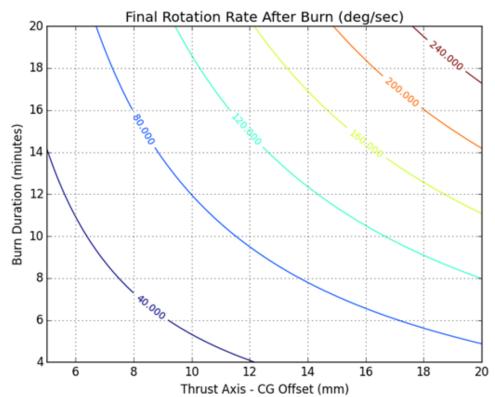


- Thrust and specific impulse vs emitter voltage
- Enpulsion-equipped spacecraft is the first onorbit for AD

## Momentum Management



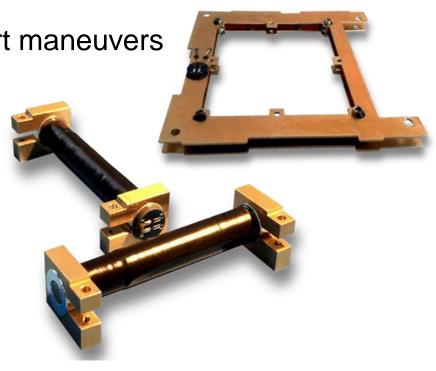
- Off-axis thrusting torque can quickly saturate CubeSat momentum systems
- Mitigation Options:
  - Align thrust axis with CG (still have thrust angle offset issues)
  - Shorter firings followed by desaturation
  - Include RCS thrusters
  - Thrust vectoring



#### **Permanent Magnets**



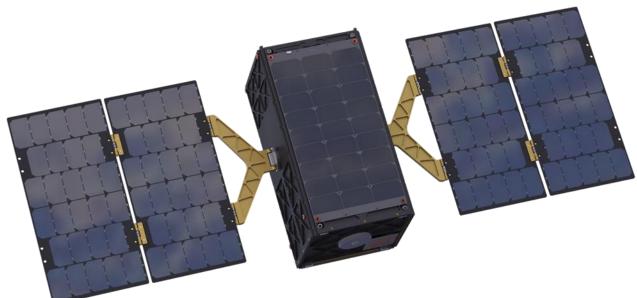
- Corvus bus 3-axis counteract capability:
  - 0.02 Am^2 standard
  - 0.4 Am<sup>2</sup> with supplemental torquers
- Mitigation options:
  - 100% 3 axis control
  - Magnetic clocking
  - Magnetic pointing with short maneuvers
  - Magnetic lock



#### Peak Power



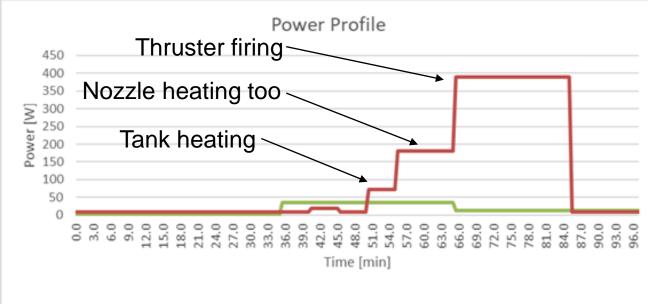
- High power and voltage challenges
  - > 36 volts and 400 watts at high end
- Mitigation options:
  - Separate high voltage thruster battery
  - Direct power supply (off solar arrays)
  - Thick copper from 3.7V bus to high power converter



### **Orbit Average Power**



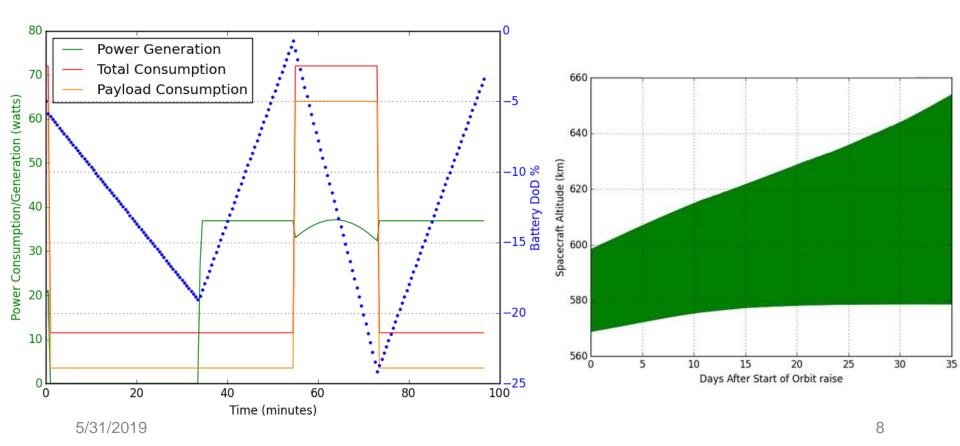
- With EP, more power = faster maneuvers
- System integrator fallacy: Look at thrusting power consumption → derive thrust/watt → make a design choice
- But all propulsion systems have some form of "pre-heat"! Power Profile



### Trajectories



- "Low Thrust" or 100's of Hohmanns
- Apogee Precession
- Maximize sun exposure + Minimize battery use



Maneuver Planning with CSpOC



- Help CSpOC help you!
- Provide Maneuver Notifications through API
- All info in the Spaceflight Safety Handbook for Operators
  - <u>https://www.space-track.org/documentation/#faq</u>



Pretty Pictures from Corvus-BC

- Not what you came for
- so sorry
- I want to show off anyways







