Astronomy 230 Section 1- MWF 1400-1450 106 B6 Eng Hall



Outline

This Class (Lecture 26):

Travel

Research Papers are due on May 5th.

Next Class:

Visitations

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Fuel Efficiency

- To really think about interstellar travel or even going to Mars, we need the most bounce for the ounce:
 - Need to carry (probably MUCH) fuel
 - Must be very thrifty about efficiency
 - In other words, if we are going to carry fuel mass on a ship, we had better get as much energy from it as possible!

Alternative fuels for space travel

Nuclear Fission

- **Nuclear Fusion**
- Antimatter
- Solar Sails
- Warp Drives?
 - General Relativity

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$E=mc^2$



- Another consequence of special relativity is that mass has energy wrapped up in it
 - In fact, physicists often use units of energy to quantify mass
 - A useful unit of energy in particle physics is the "electron volt" or "eV"
 - · This is a unit of energy
 - It is used to measure mass as well since mass is really just wrapped-
- A proton "weighs" about 1 billion electron volts: 1 GeV
- An electron "weighs" only about 511,000 electron volts: 511keV
- Most of the mass of an atom is in its nucleus, clearly!

Fuel Efficiency

- Burning chemical fuel (like burning wood or rocket fuel) one only gets a few eV of energy from each atom or molecule
 - In other words, only about 1 billionth of the total mass of the chemical agents gets converted into energy!
- Nuclear fission gives off a few hundred MeV for each nucleus which fissions:
 - So, about one thousandth of the total mass gets converted into energy!
 - Better than chemical by a factor of a million!
- Nuclear fusion reaction can produce about 10MeV from a light nucleus
 - So, the efficiency is about one hundredth!
 - Getting better!

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Project Orion



- A spacecraft powered by nuclear bombs– nuclear fission
- Idea was sponsored by USAF in 1958
- You dropped hydrogen bombs wrapped in a hydrogen rich jacket out the rear of a massive plate.
- 0.1 kton bomb every second for take off, eventually tapering to 1 20 kton bomb every 10 sec.
- s.i. theoretically around 10,000 to one million seconds
- Limited to about 0.01c.
- But, it is a "dirty" propulsion system.
- A 1963 treaty banned nuclear tests in the atmosphere, spelled the end of "Orion".
- Still argued to be the best rocket we could build today.

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http://www.daviddarling.info/encyclopedia/O/OrionPro



Project Daedalus



- Continuation/extension of Orion
- British Interplanetary Society project (1973-1978)
- A robotic fly-by probe to Barnard's Star
 - 2nd closest star system to Earth, 6 lyr away
 - In human lifetime scale (chose 50 yrs)
 - Needs to reach 12% c.
- Idea was to use nuclear pulsed power, but fusion.



Project Daedalus



- Good example of interstellar travel with foreseeable technology.
- Use fusion, like the stars.
- But, we have to use the more energy efficient part of hydrogen \rightarrow helium.
- There's a problem.

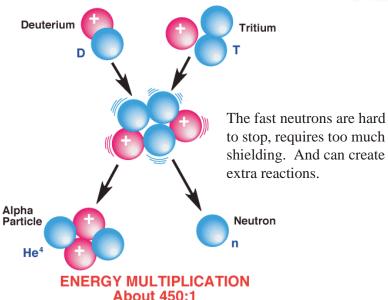


http://www.daviddarling.info/encyclopedia/D/Daedalu Astronomy 230 Spring 2004



Deuterium-Tritium Fusion Reaction





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PPPL#91X0410



Project Daedalus



Instead Daedalus would use:

$$d+^3He \rightarrow ^4He+p$$

- The by-products are normal helium and a proton.
- Both are positively charges and can be deflected with magnetic fields into an exhaust.
- Reasonably efficient, converting 4 x 10⁻³ mass into energy.
- 1 MINOR problem. ³He is very rare on Earth.
- Could be collected from Jupiter's atmosphere.

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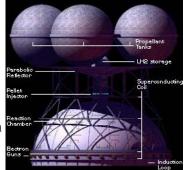
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Project Daedalus



- Daedalus would accelerate for 4 years, then coast for 50 years to reach Barnard's star.
- At blastoff the mass would be 54,000 tons, of which 50,000 would be fuel.
- That's an $R_M = 12$.
- The fuel would be in pellets that enter the reaction chamber 250/sec.
- Sophisticated robots for repair.
- For dust erosion at 0.12c, requires a beryllium erosion shield 7mm thick and 55 meters in diameter.
- Once it reached Barnard's star, it would disperse science payload that would study the system.
- Would transmit back to Earth for 6-9 years.



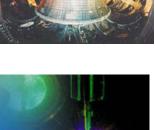
http://www.daviddarling.info/encyclopedia/D/Daedalu



Project Daedalus



- Still requires more technology.
- How to get the deuterium and ³He close enough to fuse in the first place.
- This requires a hot, compressed collection of nuclei that must be confined for long enough to get energy out
 - It's like "herding cats"
- As we have discussed, nuclear fusion reactors on the ground are trying to use magnetic (heavy containers) or inertial (high powered lasers) confinement.
- Daedalus would have to use a hybrid of the two.



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MTF: Magnetic Target Fusion



• You make a small, magnetically confined plasma (like MCF) then compress it to thermonuclear conditions with a magnetically driven imploding liner (sort of like ICF).

• Being studied at numerous research centers for possible ground use too.

Magnetized Target Fusion Compressed to thermonuclear Preheated fuel Implosion System Injector

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http://wsx.lanl.gov/mtf.html

Fusion Rockets



- We are still not there.
- Fusion is not viable on the ground or in rockets at this time.
- MTR and other methods are being worked on, but it can easily take decades before the technology is feasible.

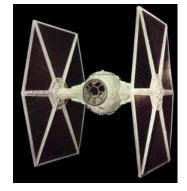
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Ion Drives



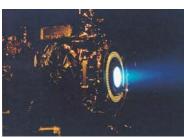
- These are not science fiction.
- A propellant system: "stuff" is thrown backwards propelling the ship forwards.
- They eject a beam of charged atoms out the back, pushing the rocket forward
 - Kind of like sitting on a bike and propelling yourself by pointing a hairdryer backwards

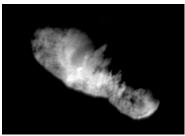


Ion Drive



- First successful used in Deep Space 1, which took the closest images of a comet nucleus (Comet Borrelly).
- The engine worked by ionizing xenon atoms, then expelling them out the back with strong electric fields.
- The only waste is the propellant itself, which can be a harmless gas like xenon.
- But, requires energy input to power electric field which pushes the ions out the back
 - Solar cells usually provide power.





http://antwrp.gsfc.nasa.gov/apod/ap030720.html

DS1

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- DS1 only used 81.5 kg of xenon.
- Thrust of engine is only about as strong as the weight of a piece of paper in your hand!
 - If you keep pushing lightly, you will keep accelerating, so after time you can build up speed
 - DS1 eventually reached velocity of 4.5 km/s (10,000 mph!)
 - Remember fastest space vehicle is Pioneer which is still going about 12km/s
- Not useful for missions that need quick acceleration
- But, more efficient than chemical
 - Can achieve 10 times greater velocity than chemical!

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http://nmp.jpl.nasa.gov/ds1/img/98pc1191.gif

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Our Problem



- For interstellar travel with a propellant systems, you must carry with you the stuff that you eventually shoot out the back
 - Fine for Saturn V rocket and "short" lunar missions
 - Bad for interstellar travel
 - Maybe even prohibitive
- But, it is unlikely that the methods discussed up to now will enable us to reach the stars in any significant manner.
- It is unlikely, therefore, that ET civilizations would use these methods
- We may do better, though...with the biggest bang for the buck.

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Antimatter



- The most energy you can get from a hunk of mass is extracted not by
 - Chemical Burning
 - Nuclear fission or fusion
 - Pushing it in an ion drive
- The most efficient way to get energy from mass is to annihilate it!
- When they annihilate all of their mass is turned into energy (E=mc²), eventually photons.
- $V_{ex} = c$

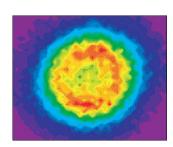




Anti-Anti-matter



- But, antimatter does not normally exist.
- We have to make it.
- We can make small quantities in giant particle accelerators, but total amount ever made is on order of a few nanograms.
- Would take 200 million years at current facilities to make 1kg!
- The amount of antimatter made in Illinois at Fermi-Lab in 1 day can provide energy to light a 100 W light bulb for ~3 seconds. If 100% efficient.
- And right now it takes about 10 billion times more energy to make antiprotons than you get from their annihilations.



Anti-Hydrogen from CERN.

Storage Issues

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- Antimatter can be like battery— storing energy.
- But antimatter *must* not touch matter!
- So, you have to store it without touching it
- Can be done by making electromagnetic "bottle" which confines particles with electric and magnetic force fields

- "Penning trap"

Laser

http://www.engr.psu.edu/antimatter/

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Nonetheless



Propulsion	Specific Impulse [sec]	Thrust-to-Weight Ratio
Chemical	200 - 410	.1 - 10
Electromagnetic	1200 - 5000	10 ⁻⁴ - 10 ⁻³
Nuclear Fission	500 - 3000	.01 - 10
Nuclear Fusion	$10^{+4} - 10^{+5}$	10 ⁻⁵ - 10 ⁻²
Antimatter	$10^{+3} - 10^{+6}$	10-3 - 1

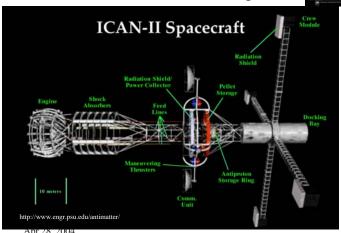
- Antimatter has potential to be about 1000 times more powerful than chemical combustion propulsion
- Antimatter propulsion has potential to be about 10 times more powerful than fusion

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ICAN

- Ion Compressed Antimatter Nuclear
 - Designed at Penn State for Mars Mission
- Mixture of antimatter and fusion pellets.





Interstellar Problem



- Still for interstellar trips, we got a problem with carrying around the fuel.
- Edward Purcell thought about antimatter interstellar travel, and found even that to be lacking!
- The lightest mass U.S. manned spacecraft was the Mercury capsule—the "Liberty Bell". It weighed only 2836 pounds (about 1300kg) and launched on July 21, 1961.
- It would still take over *50 million kg* of antimatter fuel to get this tin can to the nearest star and back.





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http://lsda.jsc.nasa.gov/images/libertybell.jpg http://www.craftygal.com/archives/september/table0900.htm

Lose the Fuel, Fool

- What if we didn't have to carry all the fuel?
- One option is the Bussard ramjet.
- The spacecraft collects its own fuel as it moves forward.
- But, in interstellar space there is only 1 atom/cm3.
- The scoop would have to be 4000 km in diameter (size of US).
- Or magnetic fields to collect the material.
- But would mostly be low-grade hydrogen fuel, so it is a step ahead of what we already discussed.
- Could reach speeds close to 0.99c.

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http://www.sternenreise.de/weltraum/antrieb/bussard.htm

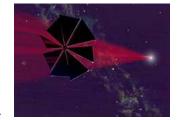
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COSMOS 1

- Expected to be launched in late 2004!
- First solar sail spacecraft (and private!)
- Built in Russia at Babakin Space Center
- Will be launched from a Russian nuclear sub.
- Will have 8, 15m sails
 - 100kg payload (small, but first step!)
- It would take about 1,000 years for a solar sail to reach one-tenth the speed of light, even with light shining on it continuously.
- It will take advanced sails plus a laser power source in space that can operate over interstellar distances to reach one-tenth the speed of light in less than 100 years.





Light Sails



- Imagine a space sailboat but with photons of light hitting the sails and pushing it forward.
- No need to carry propellant, distant laser could be used to illuminate sails.
- Photons have energy but no rest mass.
- But, they do carry momentum!
 - It is related to the energy such that p = E / c
- So, such a craft is not propelled by solar winds!
- But by light bouncing off, like a mirror.

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Warp Drives

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Again, science fiction is influencing science.

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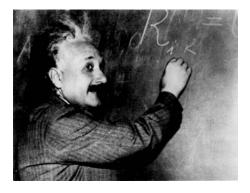
- Due to great distance between the stars and the speed limit of c, sci-fi had to resort to "Warp Drive" that allows faster-than-light speeds.
- Currently, this is impossible.
- It is speculation that requires a revolution in physics
 - It is science fiction!
- But, we have been surprised before...
- Unfortunately new physics usually adds constraints not removes them.



http://www.filmjerk.com/images/warp.gif

Einstein Is Warping My Mind!





- Einstein's General Relativity around 1918
- Space and time were reinterpreted
- No longer were they seen as immutable, constant properties
- Space itself can be "warped" by mass.

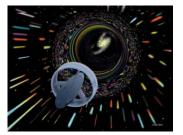
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General relativity



- Gravitational fields can also change space and time
 - A clock runs more slowly on Earth than it does in outer space away from any mass, e.g. planets.
- Einstein revealed that gravity is really 'warped' space-time.
- A black hole is an extreme example.
- Rotating black holes may form wormholes to "elsewhen" but they are thought to be short-lived.
- Researchers are considering stabilizing them with exotic matter.

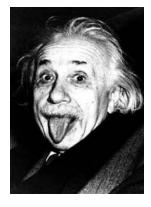




Special Relativity Summary



- Length of space depends on observer's speed.
- Length of time depends on observer's speed.
- Mass depends on observer's speed.



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