

# An Astronaut 'Bio-Suit' System for

# Exploration Missions

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<sup>!</sup>Trotti & Associates, Inc., MIDÉ Technologies



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Dr. Chris McKay, expert in astrobiology, NASA ARC.

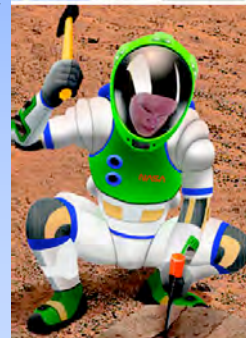
Dr. John Grunsfeld, NASA astronaut.

Dr. Cady Coleman, NASA astronaut.

Dr. Buzz Aldrin, Apollo 11 astronaut.



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# MIT Advanced EVA Research



- **Astronaut EVA Performance**
  - Human/Robotic database
  - Spacesuit Modeling (Hysteresis, Physics-Based, Dynamic Analysis)
  - Energetics and Biomechanics – Design Requirements
  - Mission Planning and Geological Traverse Analysis
- **Space Suit Simulator – Exoskeleton**
- **Advanced Spacesuit Design: Bio-Suit MCP System**
  - Human Modeling & Requirements Definition
  - Bio-Suit MCP Feasibility and Prototypes
- **EVA Systems Flexibility and Uncertainty Analysis**
  - EVA community and EVA system are/should be at the center of the U.S. Vision for Space Exploration



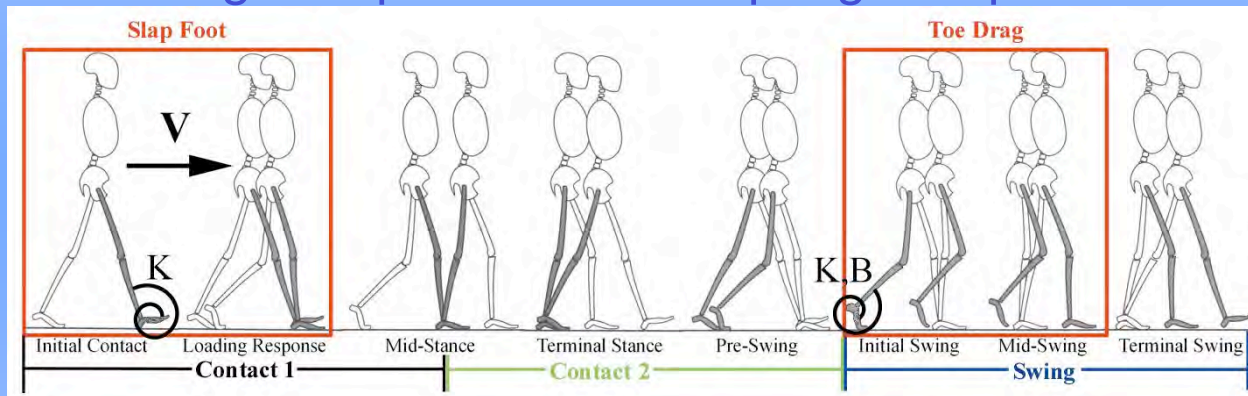
# Augmented Human Performance

Problem: Drop foot, pathology (stroke, CP, MS)  
Variable-impedance control active ankle device

Contact 1: Adaptive biomimetic torsional spring - min. slap

Contact 2: Minimized impedance

Swing: Adaptive torsional spring-damper to lift foot



Next: Exoskeleton  
-Harness, hip bearing,  
fiberglass members, ankle  
-Fiberglass spring  
mechanism provides energy

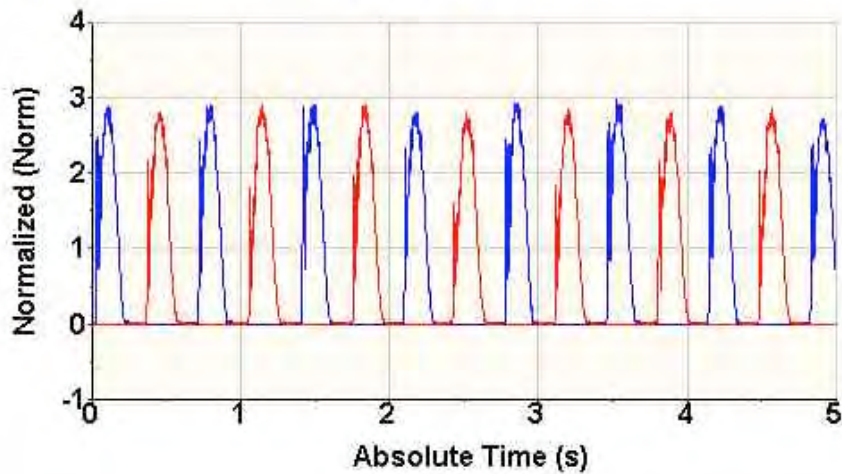


# Results: Partial Gravity Locomotion

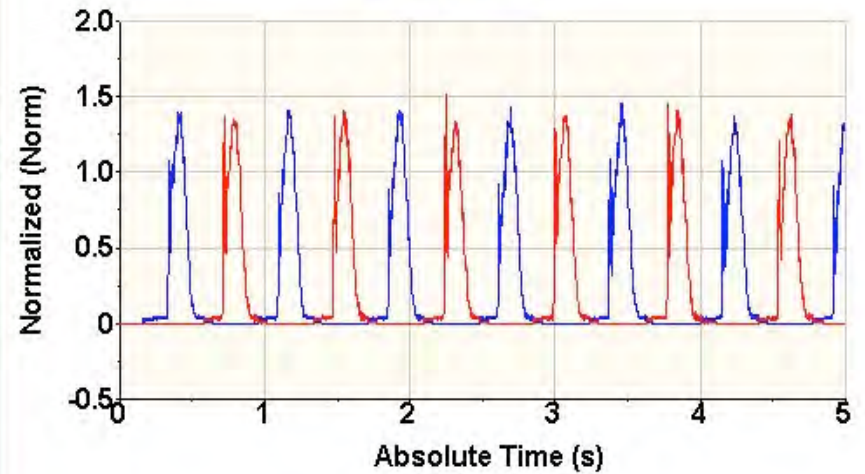
**MIT**  
**MoonWalker**  
**1-G Simulation**

**MIT**  
**MoonWalker**  
**Martian Simulation**

**Force**

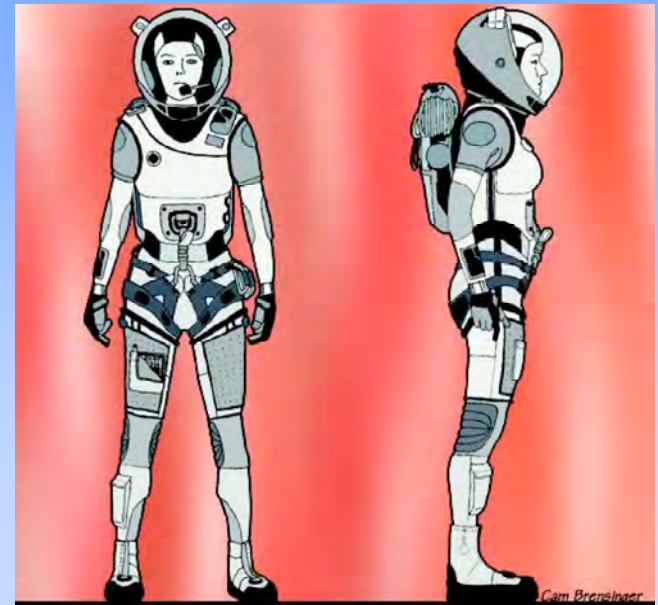


**Force**



# Space Suit Design: Motivation

- Extravehicular Mobility Unit (EMU)
  - Designed for weightlessness
  - Pressurized suit (29 kPa, 4.3 psi)
  - Life support system (O<sub>2</sub>, CO<sub>2</sub>, etc.)
  - 2 pieces: pants, arms & upper torso
  - Donning and doffing are highly involved
  - Adequate mobility for ISS
  - NOT a locomotion/exploration suit
  
- Mechanical Counter Pressure (MCP)
  - Skin suit compared to a pressure vessel
  - Greater flexibility, dexterity
  - Lightweight
  - Easy donning and doffing





# Human/Robot Database

- Human, robot, human suited, & robot suited
- 11 simple motions isolating individual joints
- 9 complex motions:
  - Overhead reach
  - Cross-body reach
  - Low reach
  - Locomotion
  - Step up 15 cm (6 in)



Human



Angles

Robot

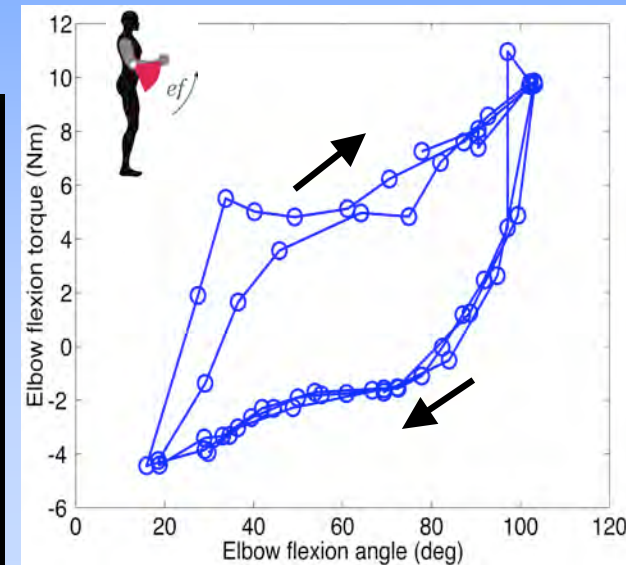


Torques

Angles

**M. Tallchief**

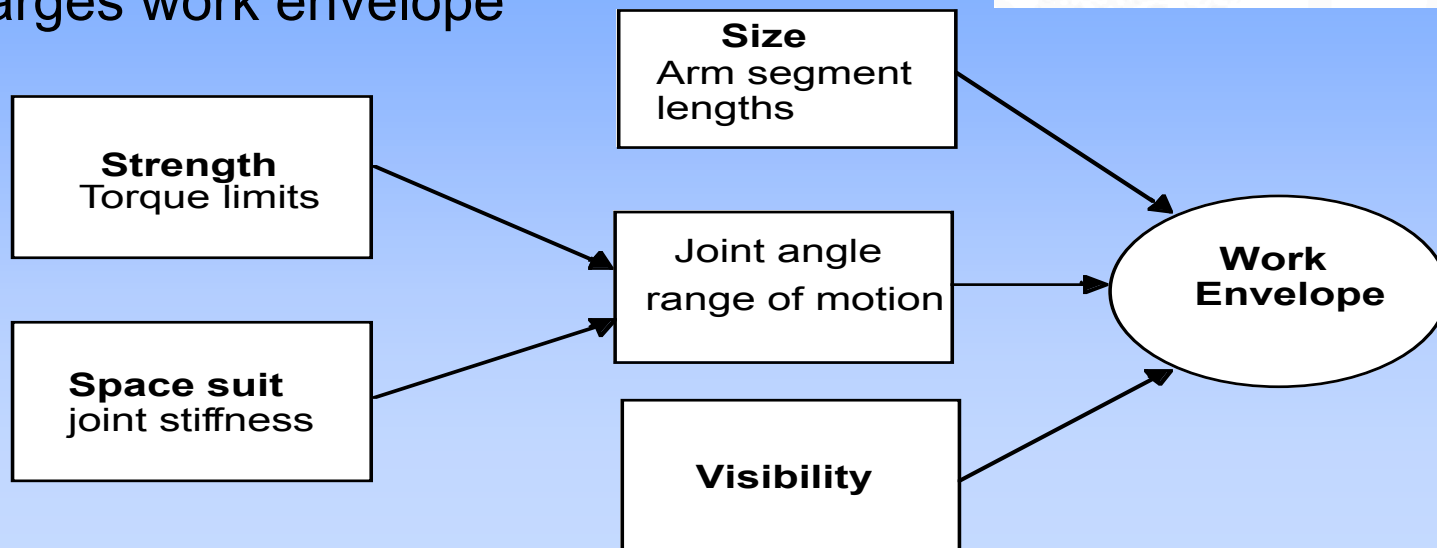
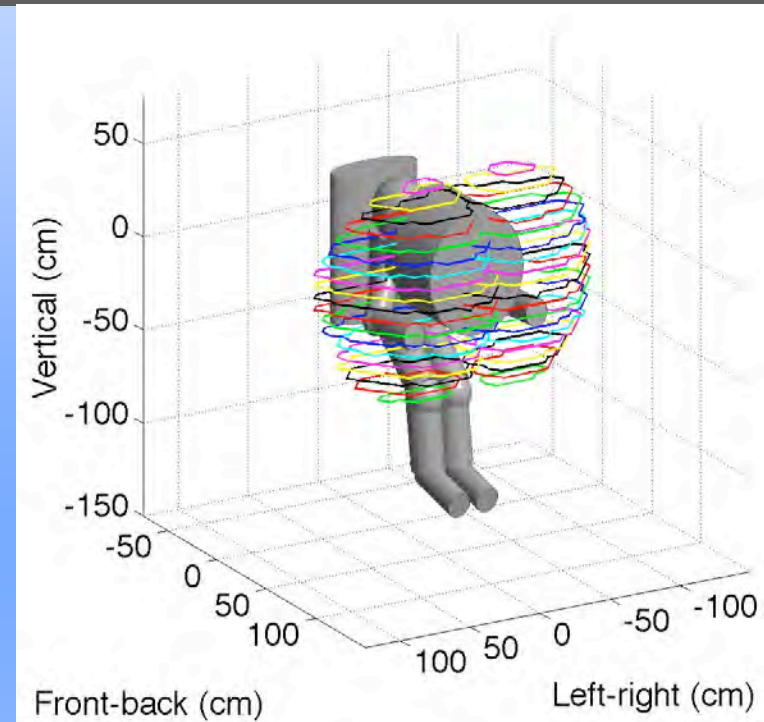
Robotic Space Suit Tester (RSST)



# Re-Thinking Work Envelope Analysis



- Can predict large-scale human factors metric from joint torque-angle models
- Work envelope analysis method is easily reconfigurable for different anthropometrics and strengths
- Sensitivity analysis indicates
  - Improving shoulder mobility adds most volume to work envelope
  - Improving upward and downward visibility enlarges work envelope

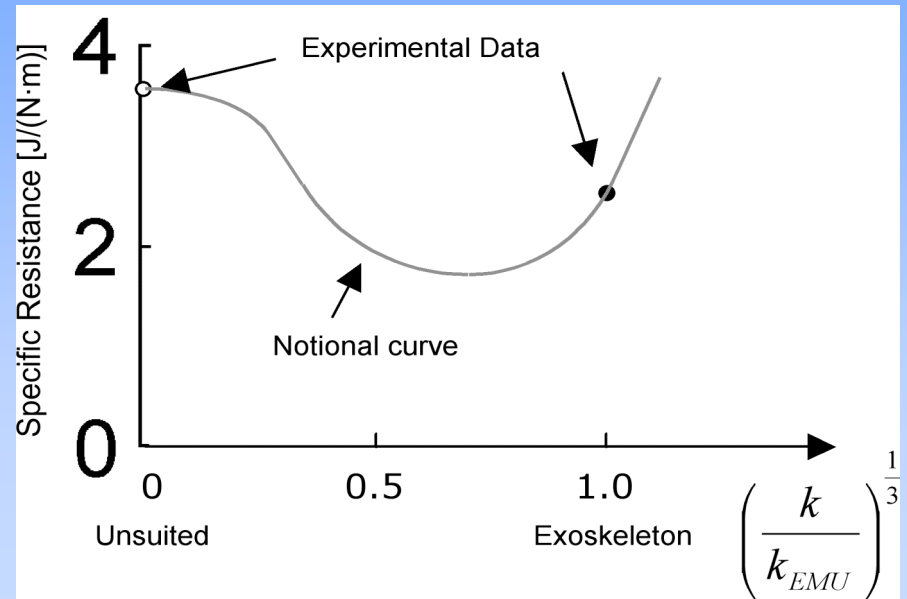
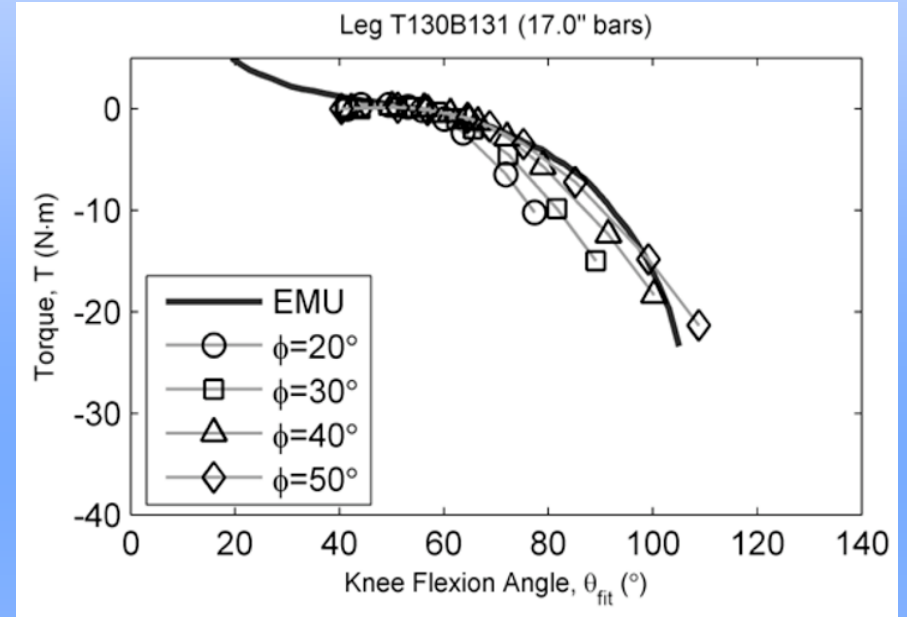
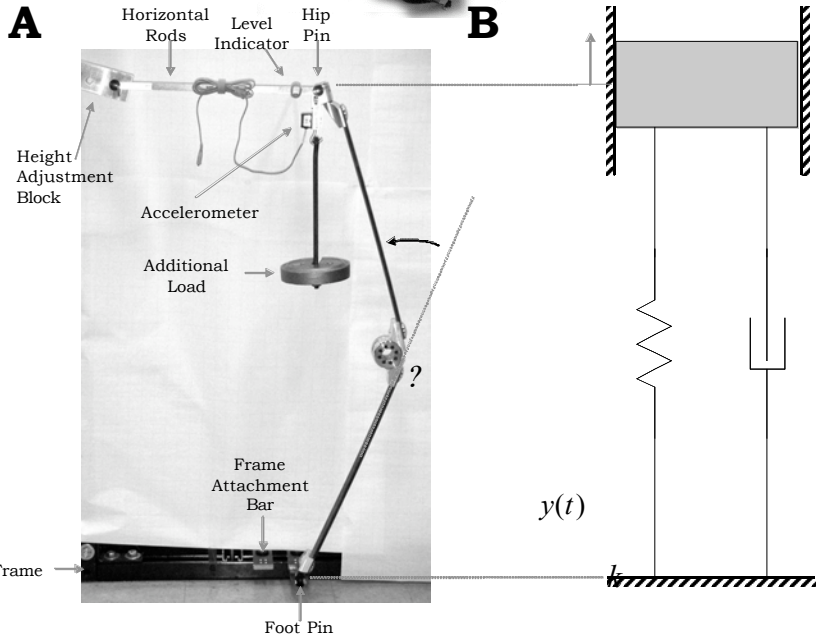






# Space Suit Simulator – Exoskeleton

- Exoskeleton joint torques match EMU knee torques
- “Tuned space suit”





# Exoskeleton & Space Suit Comparison

- Similarities

- Similar knee joint angles
- High-recovery: springs in parallel w/ legs
- Cost of Transport in Reduced G running  $\leq$  than unsuited

- Differences

- Poor ankle & hip mobility in spacesuit
- Excellent mobility in Exoskeleton (3 dof)
- Cost of Transport is Elevated in space suits

- Simulated space suit knee joint via an exoskeleton.
- Explained metabolic cost of suited walking & running.
- Evidence of an optimal space suit torque.
- Evidence that energy recovery plays a key role.

# Synthesis of Energetics

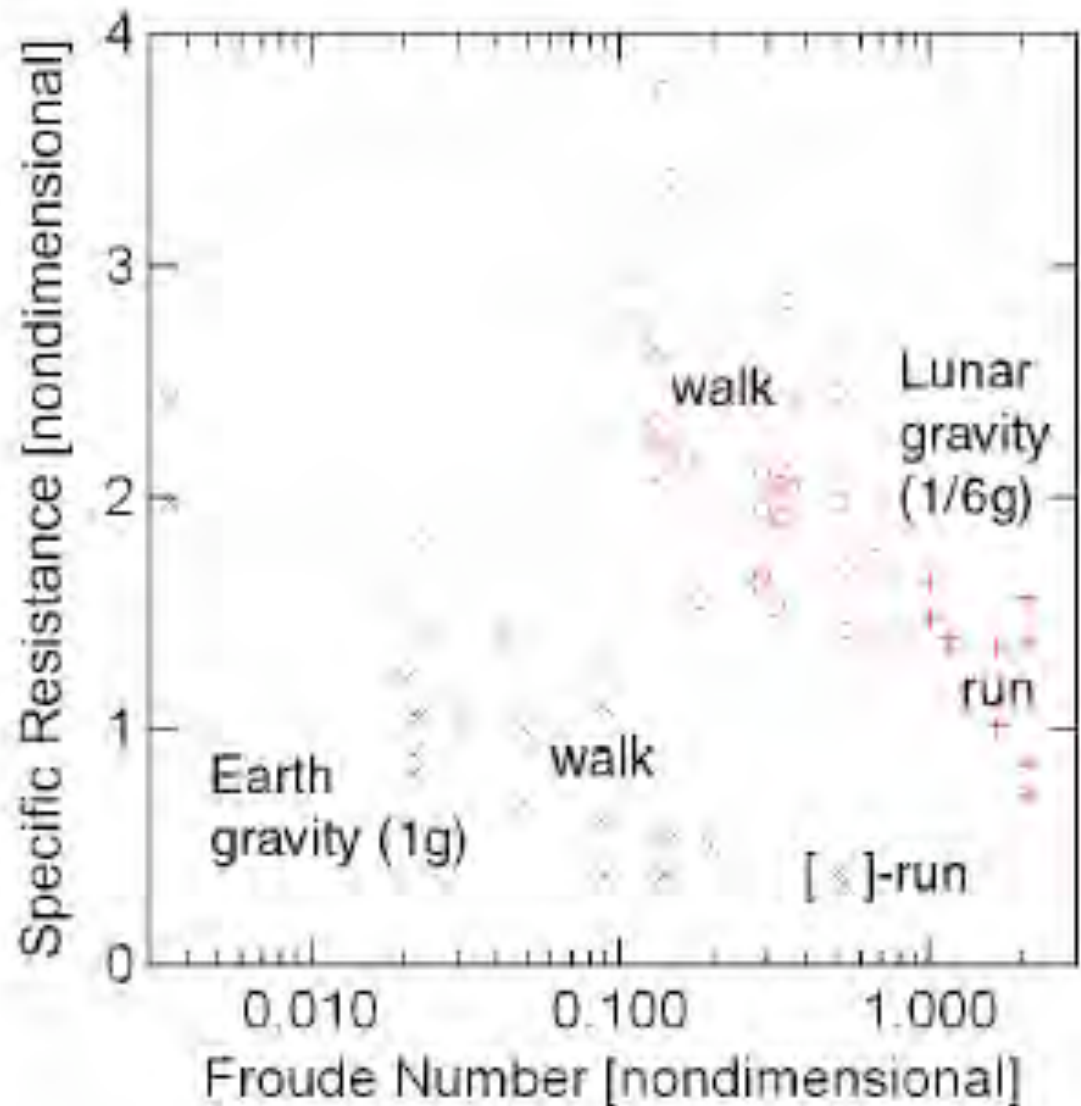
## Hypothesis:

Fast running ( $Fr > 1$ ) has lower specific resistance than walking or slow running ( $Fr < 1$ ).

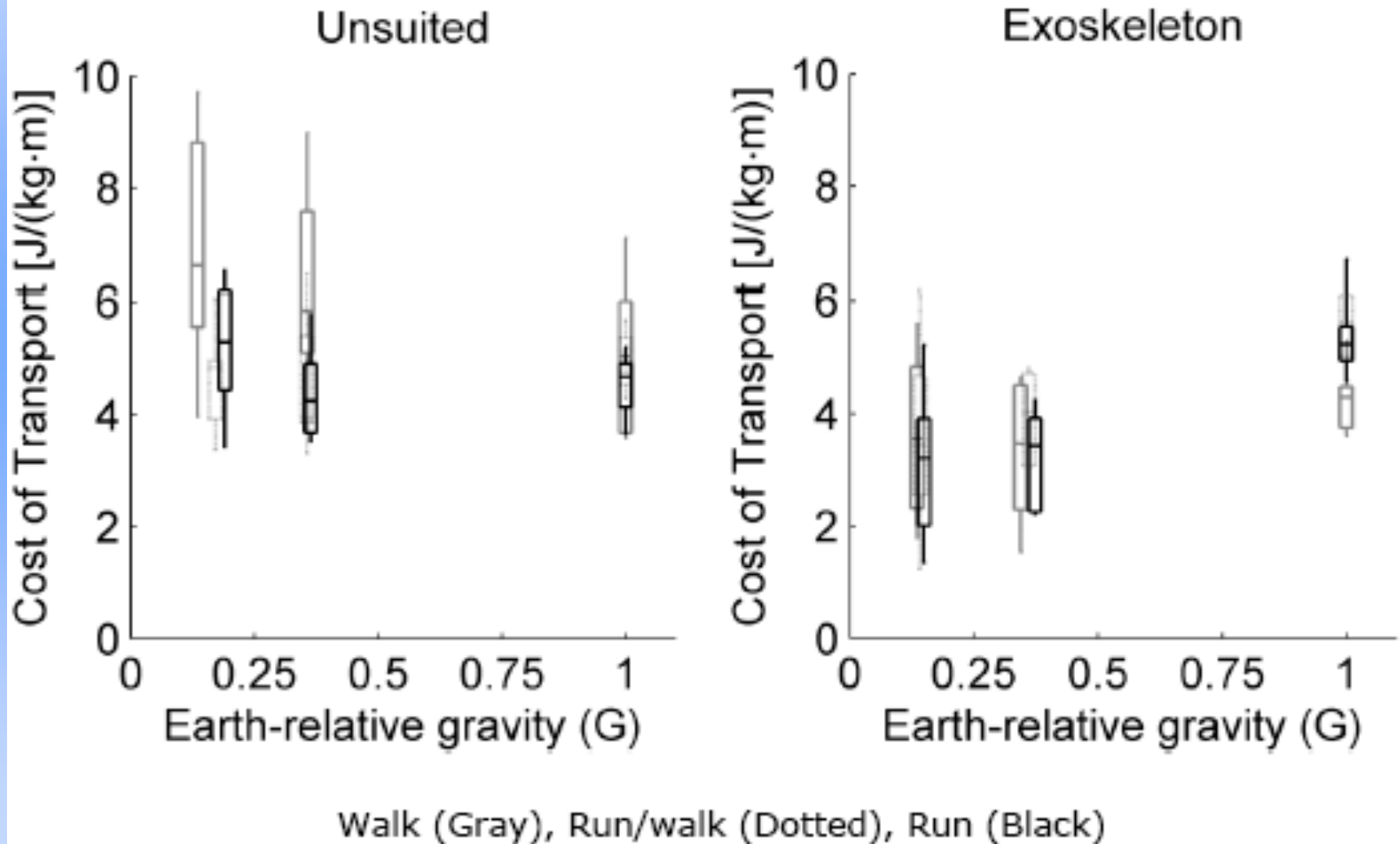
Performed a two-sample T-test.

## Significance:

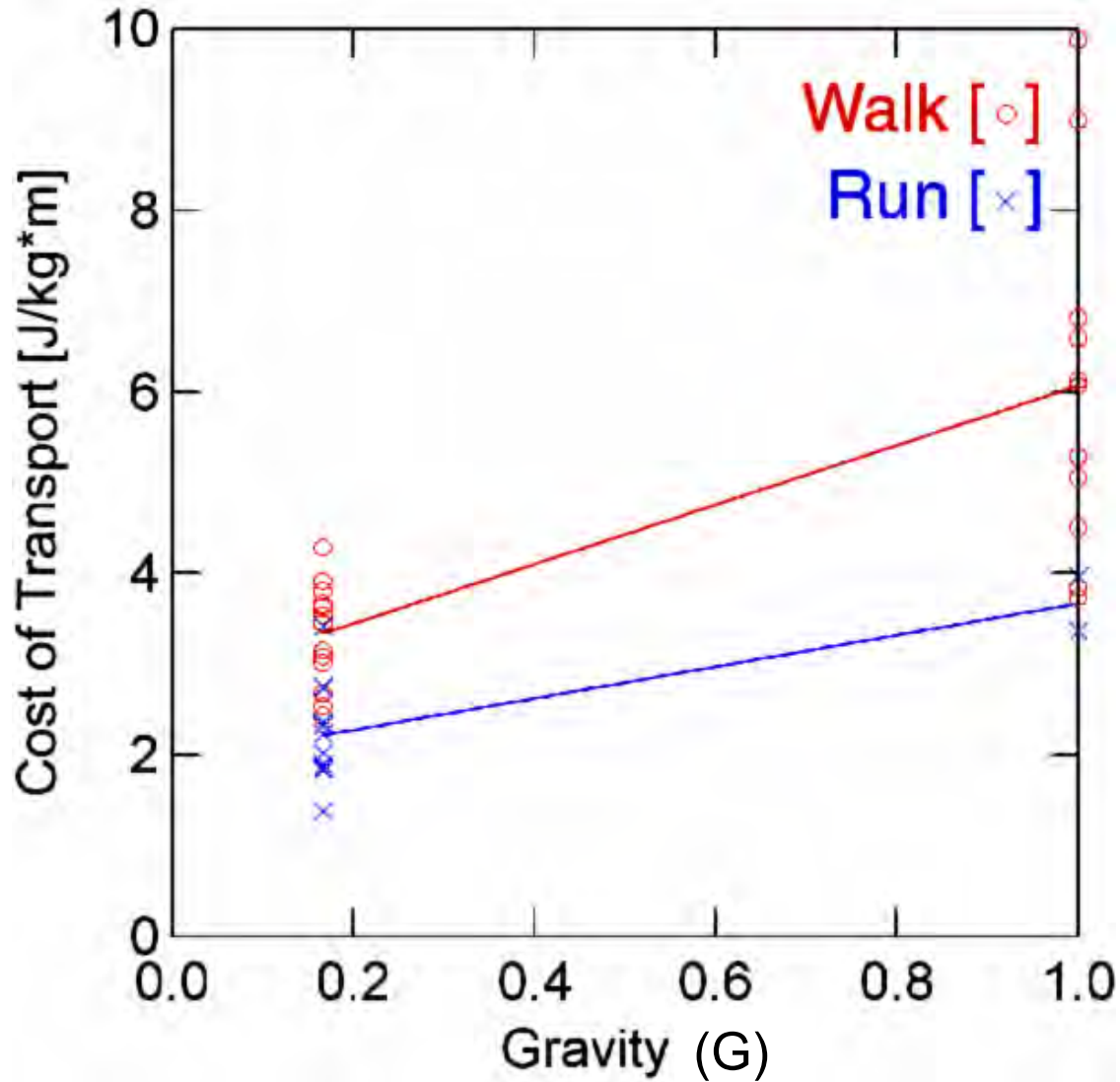
Means are different ( $p < 0.0005$ ).



# Exolocomotion: Cost of Transport [J/(kg·m)]



# Suited Locomotion: Run, don't walk!





# The Art of Engineering!



Duchamp



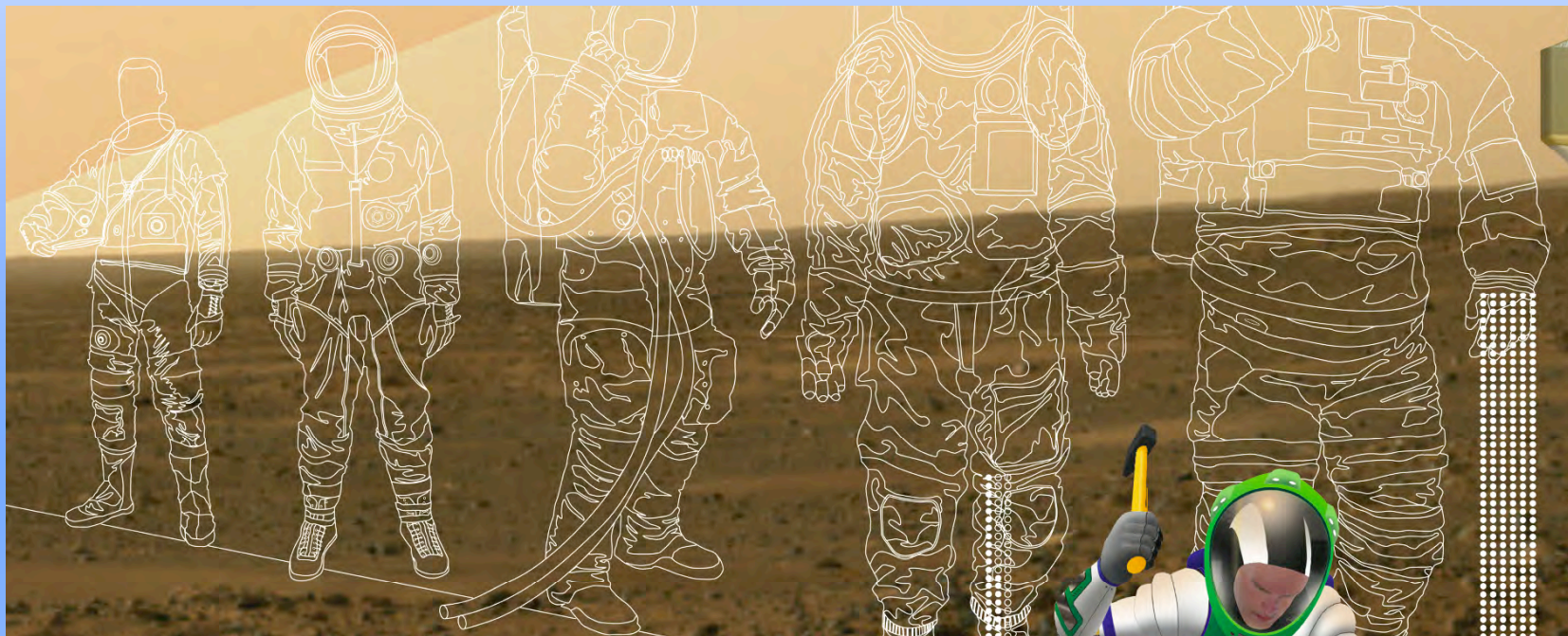
Mark Sowa/NASA



# Creative Spacesuit Design



# Human EVA History



## PRIMARY FUNCTIONS OF A SPACE SUIT

- Pressurization - pressure, air, and carbon dioxide removal
- Thermal Control - heating, cooling, and humidity control
- Environmental Protection - radiation, micrometeorite, etc.
- Human Performance - mobility, locomotion, hygiene, and nutrition

- COMPLETED EVA
- FUTURE ISS EVA

VOSKHOD 1961-65 1 EVA	GEMINI 1965-66 9 EVA	SOYUZ 1967-PRESENT 2 EVA	APOLLO 1967-72 35 EVA	SKYLAB 1973-75 20 EVA	SALYUT 6 1977-82 6 EVA	SALYUT 7 1983-86 26 EVA	SHUTTLE 1981-PRESENT 149 EVA	MIR 1987-2001 150 EVA	INTERNATIONAL SPACE STATION 2001-PRESENT 218 EVA 108 TO DATE / 110 ANTICIPATED
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**514**  
EVAs to  
Date

Based on a 600-day surface stay by 6 crew members each, conducting 2 EVA per week

**1028**  
MARS  
EVAs

SHUTTLE / ISS EMU

MERCURY M-20 PRESSURE SUIT

GEMINI G4C EVA SUIT

APOLLO A7L/B

ORLAN-M



# Revolutionary Design: *Bio-Suit System*



Bio-Suit multiple components:

- Mechanical Counter Pressure (MCP) Bio-Suit layer
- A pressurized helmet
- Gloves and boots
- Possible hard frame
- A modular life support backpack

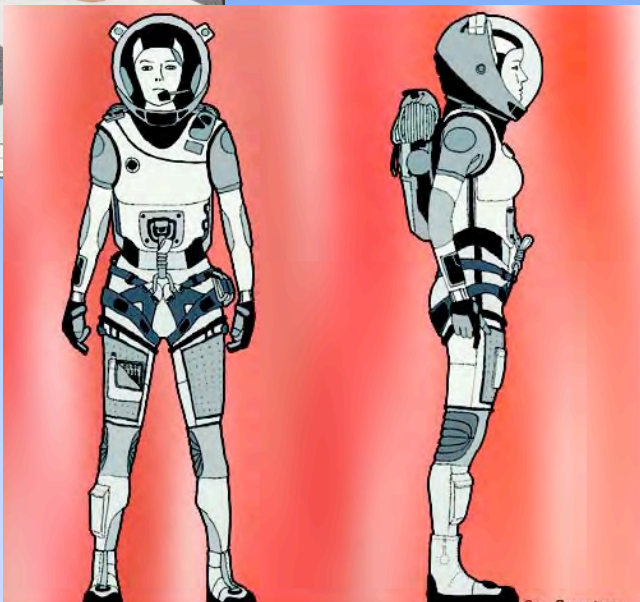
Systems Engineering: req's., design life, model, interchangeable components

Idea: Custom-fit *skin suit* to an individual human/digital model

$$\Delta W = \Delta W_p + \Delta W_e$$

$\Delta W_p$  - Minimize through MCP design

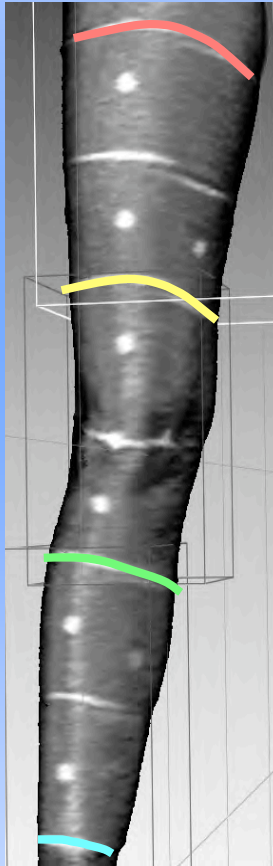
$\Delta W_e$  - Bending (design) and Strain Energy (min. or max E)



# Results → MCP Requirements

## MCP Tension

~2 kN/m



0.8 kN/m

## Knee Surface Area

16%

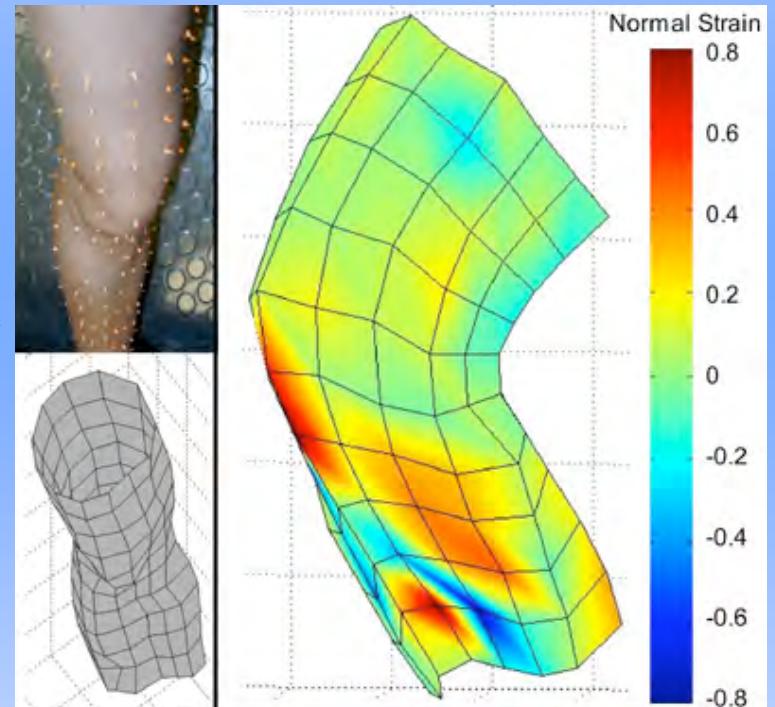
In knee region, when leg flexes from 0 to 90 degrees

## Knee Volume

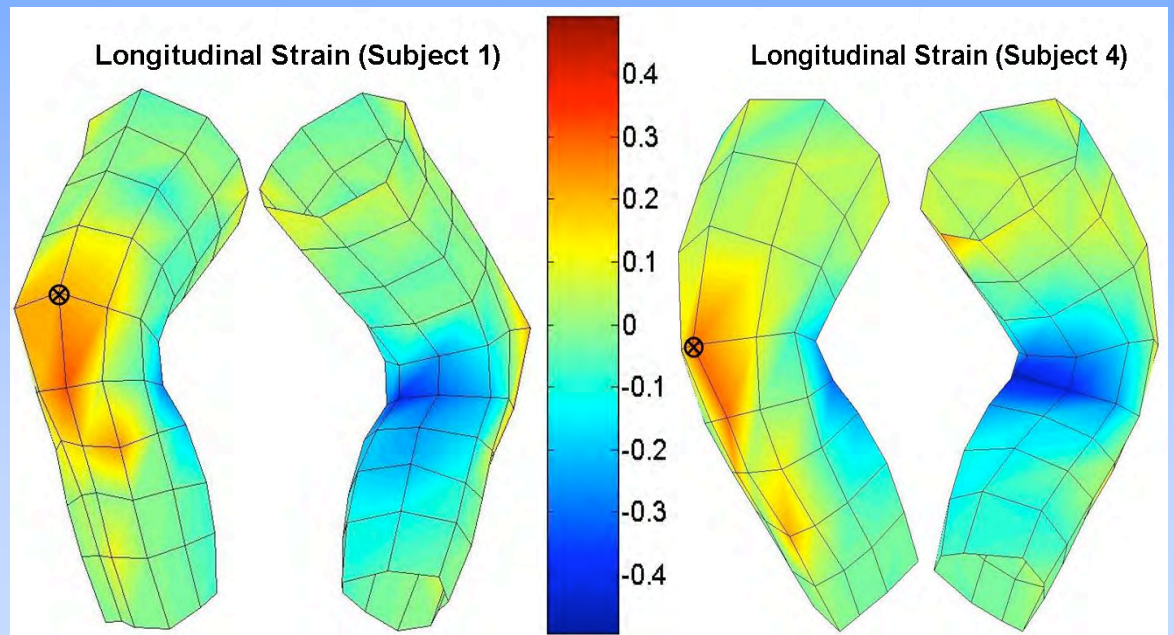
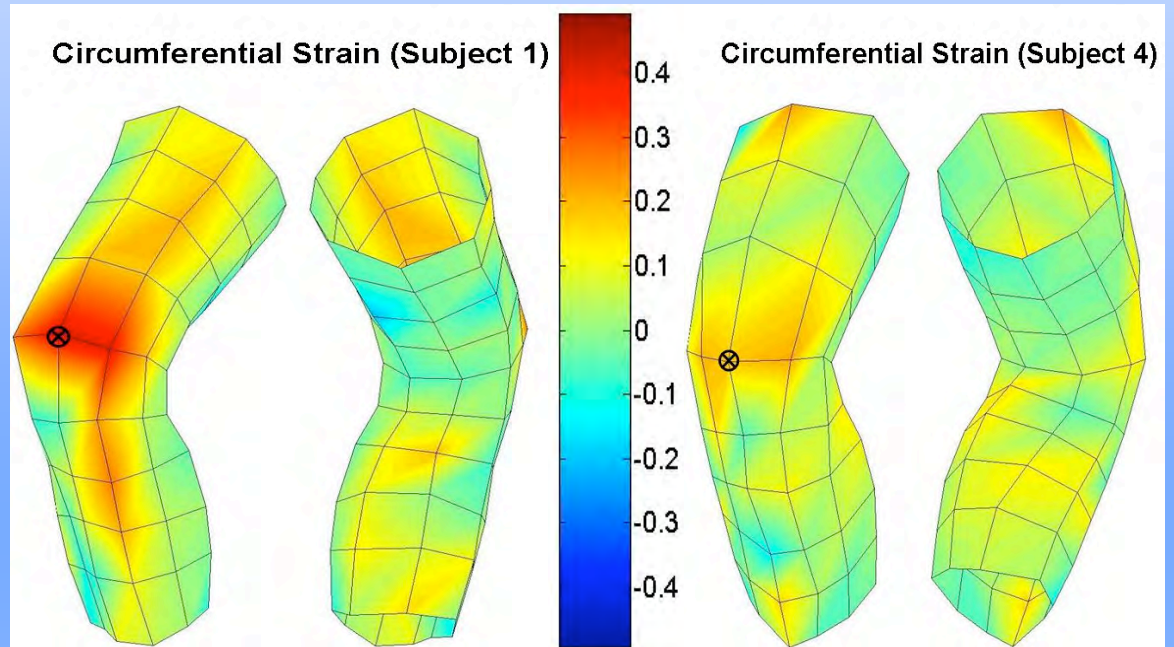
18%

In knee region, when leg flexes from 0 to 90 degrees

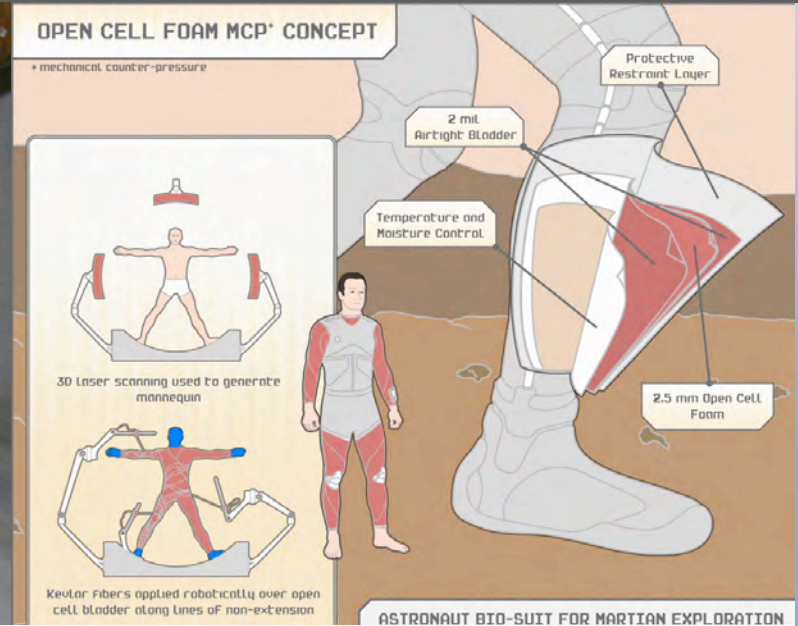
## Skin Strain Field Mapping Circumferential Strain



# Bio-Suit Skin Strain Model



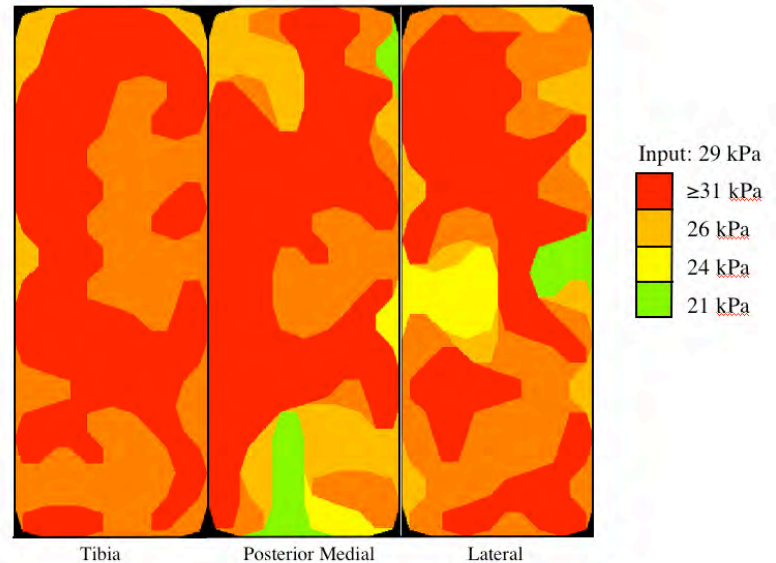
# Results: MCP Initial Prototypes



Tibia

Medial-Posterior

Lateral





# Results: MCP Elastic Bindings

- Maximum mobility
- Active materials (de-couple donning/doffing)
- Shape memory polymers (large max. strain)

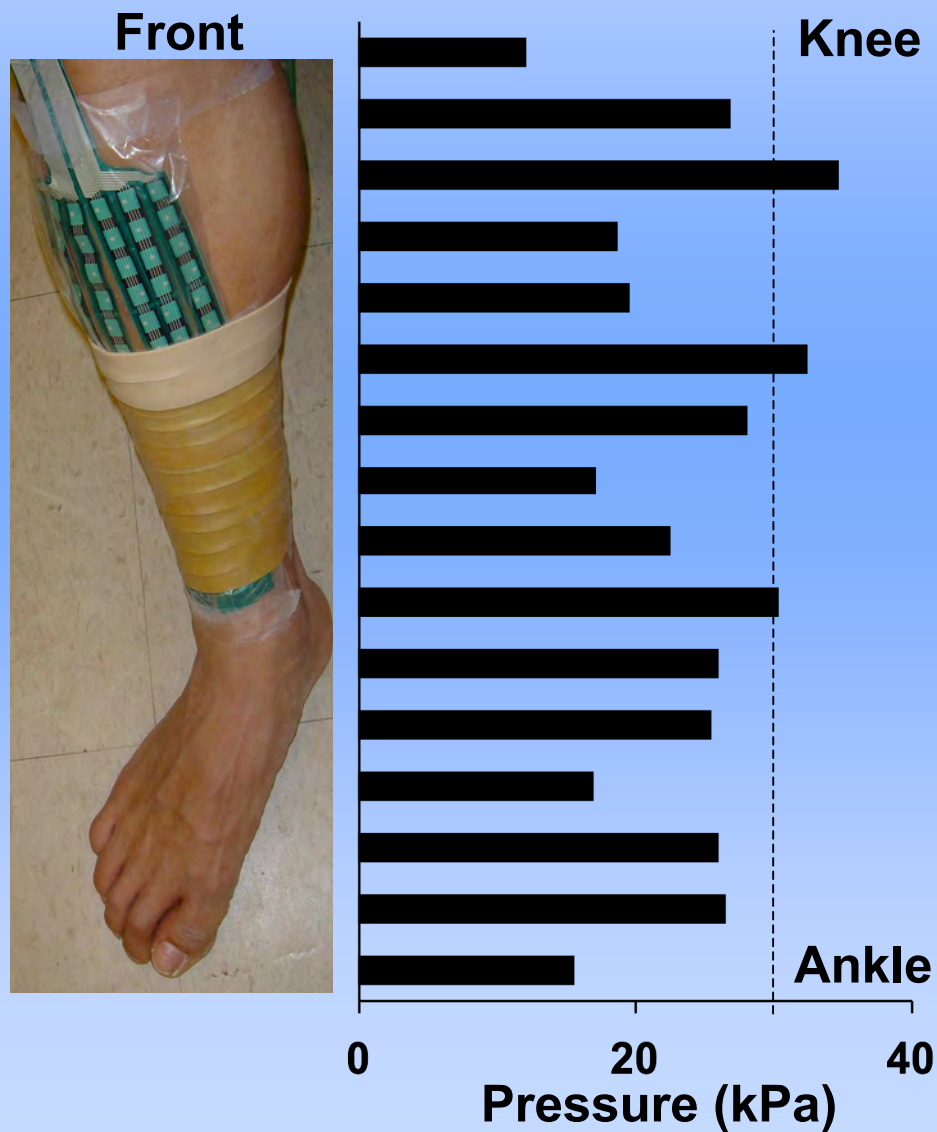


- Varying circumferential tension gives constant pressure as leg radius changes.
- Donning time ~5 minutes

•Knee flexion angle  $\sim 140^\circ$

# Pressure Distribution Generated by the Elastic Bindings Varies from the Target Value

Prototype MCP generated on calf using Elastic Bindings

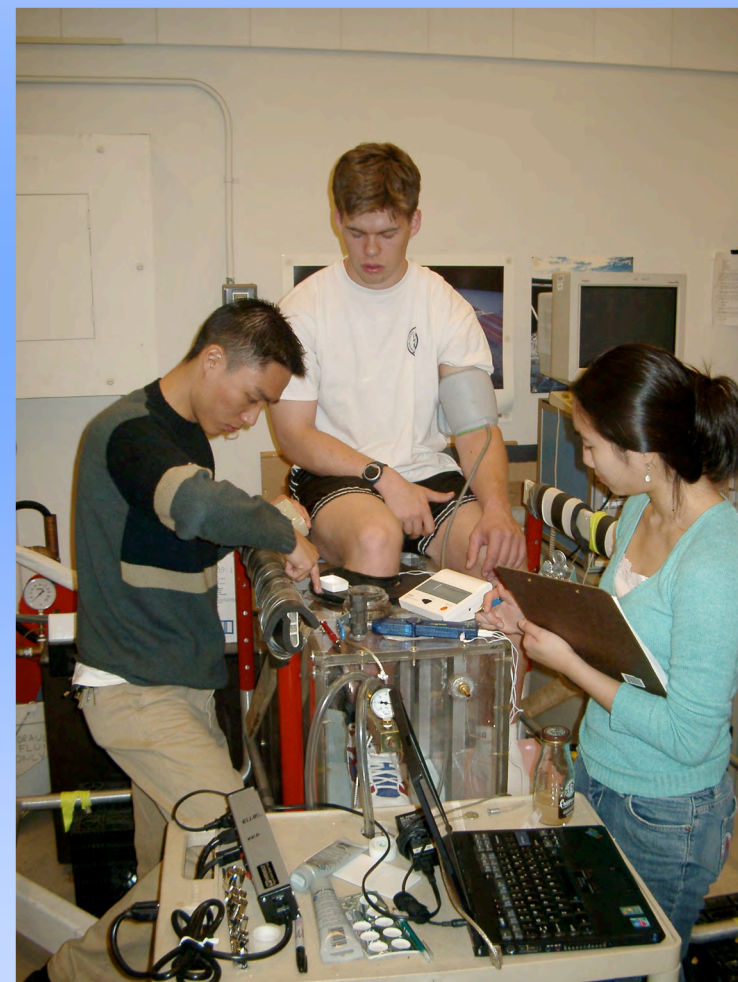
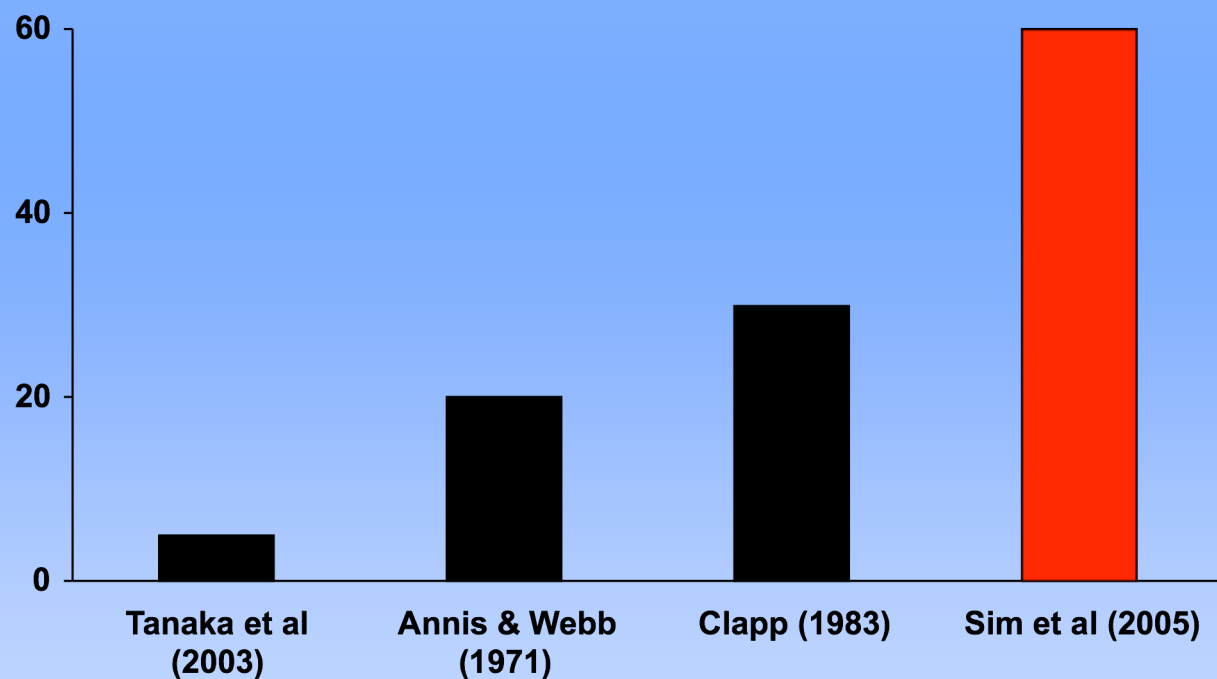


# Successfully protected a human leg from the effects of external underpressure

## ELASTIC BAND PROTOTYPES

### Human MCP Garment Trials in Low-Pressure Chambers

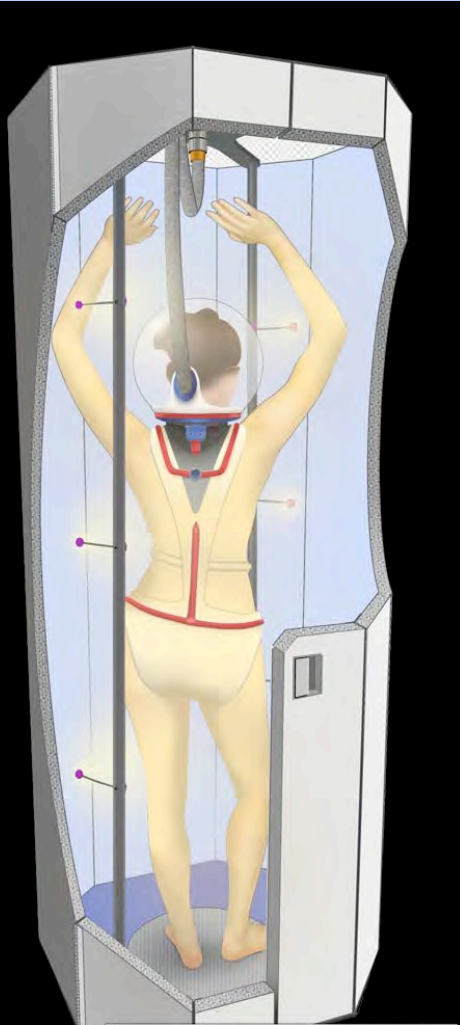
Test duration\* (minutes)



Note: \* Excludes pressure ramp-down and ramp-up times



# Technology Roadmap: Design



Application of Full-Body Electrospun Bio-Suit

Technology Developed at Natick Soldier Center  
Artwork by Cam Brensinger

T02



## 3D Laser Scanning

- D** 1980 – Patented 3D rapid digitizing technology
- M** 1990 – General purpose 3D scanning systems
- P** 2005 – Bio-Suit analysis technique for skin strain field mapping



## 3D and Conductive Textiles

- D** 1950 – 3D knitting machine for gloves
- M** 1990 – 3D knit stockings produced, wearable computing proposed
- P** 2008 – 3D full body garments, conductive polymer wearable clothing



## Electrospinning

- D** 1940 – Electrospinning proposed and patented
- M** 2003 – Electrospun nano-fibers realized, anisotropic spray capability proposed
- P** 2015 – 3D electrospun polymer Bio-Suit garment with specified mechanical properties



## Design from Nature

- D** 4 Billion BC – Evolution on Earth, Nature's mysteries unfold
- M** 2000 – Biomimetic design enthusiasm, multidisciplinary approaches
- P** 2020 – Realization of giraffe counterpressure mechanism for g-suits & Bio-Suit



# Technology Roadmap: Pressure



## Smart Materials: Shape-Changing Polymers (Artificial Muscles)

- D** 2000 – Promising dielectric elastomers, electroactive (EAP), and mechano-chemical polymers
- M** 2010 – Actuator success, polyaniline, & intrinsically conductive polymers available
- P** 2020 – Human-force capable polymers, local control of suit fabrics, Bio-Suit MCP integration




## Ferromagnetic Shape Memory Alloys (SMA)

- D** 1960 – Shape memory effect observed in Ni-Ti alloy
- M** 2000 – Nitinol widely available, high temperature alloy actuators
- P** 2015 – fSMA technology demonstrated at human force equivalents




# Technology Roadmap: 2010




## Smart Gels & Fluid Filled Bladders

- D* 1970-80 – Radio Frequency (RF) welding for polyurethane bladders, smart gels discovered
- M* 2005 – Thermal control for divers, MEMS valves and actuators make pressure bladders practical
- P* 2010 – Electronically activated smart gels and bladders for Bio-Suit body concavities



## Biomedical Monitoring

- D* 1990 – Prototypes for MEMS medical “Lab-on-a-chip”
- M* 2005 – Perfusion monitors used in BioSuit prototype to assess edema formation
- P* 2015 – Astronaut specific miniaturized monitoring systems embedded in Bio-Suit



## Human Power Harvesting

- D* 1998 – Shoe designs incorporate piezoelectrics to generate 10 mW average power
- M* 2001 – EAP energy harvesting boot generates 2 W of power
- P* 2010 – Energy harvesting becomes more mature, integrated into Bio-Suit for power assist

# Bio-Suit Mock Up



# Outreach: Knowledge Station

## Explore Space!

The Knowledge Station is an educational portal where you can Explore, Interact, and Learn.

**Explore** the International Space Station (ISS), Mars, and Europa.

**Interact** through the gestural interface to exercise on the ISS, explore Mars with Max in an advanced spacesuit, or teleoperate M. Tallchief (a robot) on Jupiter's moon of Europa.

**Learn** about the world of NASA and NSBRI's science and technology breakthroughs.

**Virtually Travel** in the Knowledge Station – an educational environment with freestanding mobility designed for museums and public outreach. Our outreach vehicle is designed for 1-2 users and shares a global vision for peaceful space exploration and hopes to inspire the imaginations of future astronauts.

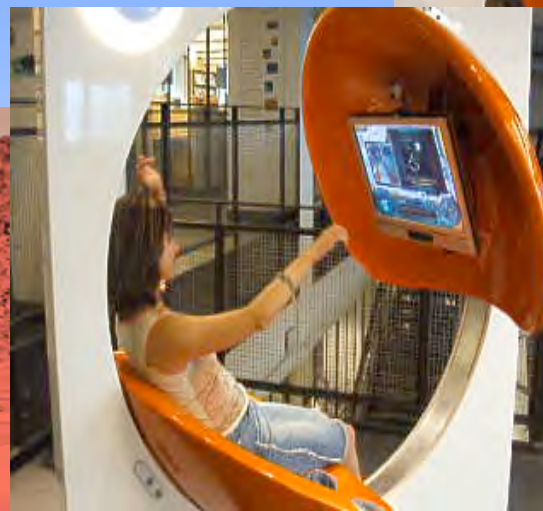
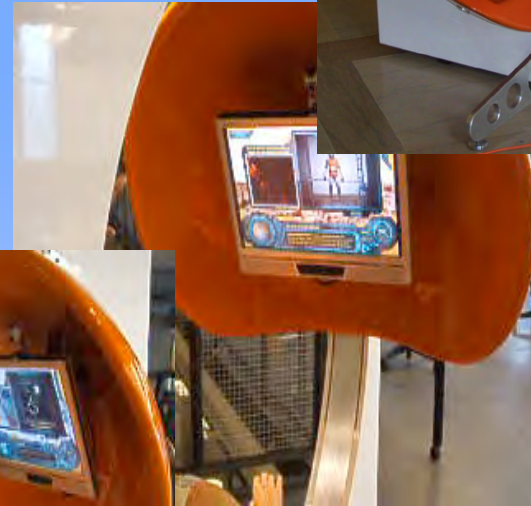


# Outreach and Education



## *Explore Space: Knowledge Station*

- Interactive Multimedia Station
- High-Impact Design
- 1-2 users
- Bio-Suit System Theme: Max the Martian Explorer
  - Life on Mars?
  - Moby Music
- Deployment at MIT, museums & public spaces
- Educational assessment



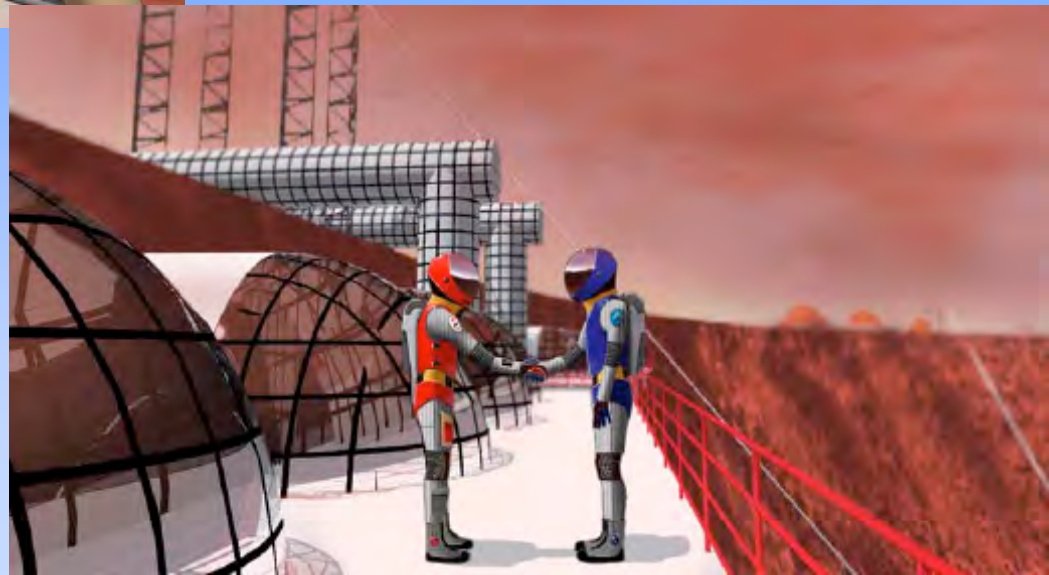


# Visualizations and Press



ABC  
BBC/RDF  
Boston Business Forward  
Boston Globe  
CNN  
Discovery Film  
Folha de S.Paulo  
GEO (German design)  
Russian GEO  
Leonardo  
Harvard-MIT Connector

Men's Journal (centerfold)  
Metropolis  
National Geographic Film  
NPR  
New Scientist  
Popular Science (cover)  
Space.com  
Technology Review  
Numerous newspapers and on-line





# References

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