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00:00:02,050 --> 00:00:05,780
>> And now we'll take a moment to look
at the future of human space flight

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00:00:05,780 --> 00:00:08,070
with simulation of an asteroid mission.

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00:00:08,070 --> 00:00:12,730
We'll go to the facility at the Johnson
Space Center where that's taking place

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00:00:12,730 --> 00:00:15,540
with Public Affairs Officer Brandi Dean.

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00:00:15,540 --> 00:00:19,550
>> Good morning, welcome to the Space
Vehicle Mockup Facility, or Building 9,

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00:00:19,550 --> 00:00:22,340
as it's known here at Johnson Space Center.

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00:00:22,340 --> 00:00:25,000
We've got some interesting
activities going on here today,

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00:00:25,000 --> 00:00:27,090
a simulation of a mission to an asteroid.

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00:00:27,090 --> 00:00:31,290
If you are regularly watching the ISS
update, you know that a lot of what we do is

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00:00:31,290 --> 00:00:34,920
to get ready for future exploration, and
this is another activity that goes on here

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00:00:34,920 --> 00:00:36,990
at Johnson Space Center to help us get ready.

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00:00:36,990 --> 00:00:40,250

And to tell us about today, we've got astronaut Mike Gernhardt here.

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00:00:40,250 --> 00:00:41,240

Thanks for coming, Mike.

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00:00:41,240 --> 00:00:44,470

>> Great. Well, it's nice to be here, and what we're doing, it's very interesting,

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00:00:44,470 --> 00:00:48,740

it's what's we call a three-day integrated asteroid simulation, and we're doing it

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00:00:48,740 --> 00:00:53,870

with the space exploration vehicle, which, some of you know, started life as a lunar rover,

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00:00:53,870 --> 00:00:56,620

and then it's morphed into an in-space vehicle.

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00:00:56,620 --> 00:00:58,310

We replaced the chassis --

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00:00:58,310 --> 00:00:59,020

>> The wheels, right?

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00:00:59,020 --> 00:01:02,570

>> The wheels with a reaction-controlled jet system.

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00:01:02,570 --> 00:01:05,370

And so we've worked with the engineering team here at NASA

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00:01:05,370 --> 00:01:08,790

and we have developed this really great integrated sim where we're actually living

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00:01:08,790 --> 00:01:14,620

in the generation 2A space exploration vehicle, and we have an asteroid sim,

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00:01:14,620 --> 00:01:17,840

and we have that projected on a big screen in front of the cabin,

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00:01:17,840 --> 00:01:19,810

so we're actually flying around the asteroid.

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00:01:19,810 --> 00:01:24,010

We have to find some standard protocols where we do what we call the near-field survey, which is,

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00:01:24,010 --> 00:01:27,440

we fly all the way around it at 30 to 50 meters off the surface.

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00:01:27,440 --> 00:01:33,720

And then we have this 100-foot diameter area of geological interest, and we simulated sampling

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00:01:33,720 --> 00:01:37,760

with six cones, so we actually have to fly the vehicle and the arm on the end

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00:01:37,760 --> 00:01:39,590

of it up and touch the six cones.

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00:01:39,590 --> 00:01:43,500

And we're measuring handling qualities of the vehicle, we're looking at prop usage,

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00:01:43,500 --> 00:01:49,530

we're looking at the, viewing out the windows, the kinds of rendezvous tools we need.

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00:01:49,530 --> 00:01:51,440

>> They're actually living in the cabin.

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00:01:51,440 --> 00:01:55,420

>> They are living in the cabin for three days, because we just finished building the cabin 2A,

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00:01:55,420 --> 00:01:58,160

and we want to shake it out, what's good about it, what's bad it, you know,

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00:01:58,160 --> 00:02:00,510

what it's like to live and work until the cabin.

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00:02:00,510 --> 00:02:04,130

>> Okay. And so now you've lived in the cabin before, not this particular cabin, right.

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00:02:04,130 --> 00:02:05,510

This is a new version of it.

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00:02:05,510 --> 00:02:10,050

>> Well, I've lived in the 1A and the 1B up to two weeks, and in December I lived in this cabin

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00:02:10,050 --> 00:02:12,640

for three days doing a similar sim to what we're doing today.

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00:02:12,640 --> 00:02:12,900

>> Okay, okay.

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00:02:12,900 --> 00:02:13,680

Well, how is it?

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00:02:13,680 --> 00:02:14,300

What does it feel like?

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00:02:14,300 --> 00:02:15,350

>> It is really cool.

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00:02:15,350 --> 00:02:18,910

The asteroid sim is very high fidelity,

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00:02:18,910 --> 00:02:22,660

and we've integrated the SAFER jet packs from the virtual reality lab.

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00:02:22,660 --> 00:02:23,820

>> Explain what SAFER is.

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00:02:23,820 --> 00:02:27,940

>> So SAFER is a jet pack that we use on Space Station if we should fall off

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00:02:27,940 --> 00:02:32,320

and break our tether, it's a way to fly back with cold gas propellant.

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00:02:32,320 --> 00:02:38,430

And we have a virtual reality lab where we can fly these SAFERs around in that environment.

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00:02:38,430 --> 00:02:45,100

And we've managed to co-sync the SAFER sim with the MMSEV sim.

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00:02:45,100 --> 00:02:51,770

So we have one crew member on a jet pack flying around while the vehicle is monitoring him

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00:02:51,770 --> 00:02:55,270

and may be coming in and rendezvousing with him while he gets in the arm to do samples.

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00:02:55,270 --> 00:02:59,010

So we're really getting a very high fidelity dynamics understanding

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00:02:59,010 --> 00:03:01,730

of what it's like to work on an asteroid.

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00:03:01,730 --> 00:03:04,820

And then we're able to start spinning
the asteroid at different rates

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00:03:04,820 --> 00:03:06,650

and see what that does to your workload --

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00:03:06,650 --> 00:03:08,660

>> Because we don't know what
asteroid we're going to yet, or how --

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00:03:08,660 --> 00:03:11,520

>> We don't know exactly what asteroid we're
going to yet, and we're trying to develop a set

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00:03:11,520 --> 00:03:15,030

of tools that will allow us to
optimize the hardware depending

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00:03:15,030 --> 00:03:17,550

on the characteristics of the asteroid.

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00:03:17,550 --> 00:03:18,310

>> Um-hum, okay.

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00:03:18,310 --> 00:03:21,350

Well, we're going to be talking with some
more people later in the hour and we'll be

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00:03:21,350 --> 00:03:24,360

over by the cabin that the crew is living in.

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00:03:24,360 --> 00:03:27,950

But can you tell us a little bit about
what we've got behind us here right now?

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00:03:27,950 --> 00:03:31,500
>> Yeah, so the other thing that we're doing
is every time we get out of the vehicle,

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00:03:31,500 --> 00:03:34,400
we are getting into a suit
through the suit port.

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00:03:35,780 --> 00:03:35,080
>> A space suit.

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00:03:35,780 --> 00:03:39,100
This is our generation 2 suit for you,
and we're trying to evaluate the mechanics

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00:03:39,100 --> 00:03:41,060
and the human factors of those suit ports.

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00:03:41,060 --> 00:03:43,970
So we typically will do three short EVAs a day,

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00:03:43,970 --> 00:03:46,550
so we're getting out of the
vehicle three times a day.

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00:03:46,550 --> 00:03:50,330
Some of the times we go up to the SAFER
VR Lab, and the rest of the time we come

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00:03:50,330 --> 00:03:55,660
over to this ARGOS facility which is --
it's basically a gravity offload system.

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00:03:55,660 --> 00:03:55,810
>> Okay.

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00:03:55,810 --> 00:03:58,200
>> It's an electromechanical control system.

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00:03:58,200 --> 00:03:59,520

You get in the harness.

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00:03:59,520 --> 00:04:03,190

We've got a number of different sampling tasks with rocks here.

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00:04:03,190 --> 00:04:07,530

We're evaluating different translation lines, lightweight booms that we anchor

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00:04:07,530 --> 00:04:10,340

and then move the other end, kind of inchworm around it and so forth.

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00:04:10,340 --> 00:04:10,840

>> Okay.

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00:04:10,840 --> 00:04:14,800

>> And so we have a standard protocol that we're doing here that we actually did at NEEMO 15,

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00:04:14,800 --> 00:04:20,060

so we collected data from under the water and that environment, which might be somewhat biased

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00:04:20,060 --> 00:04:22,150

by the drag of this constantly, the water,

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00:04:22,150 --> 00:04:24,440

and so we're repeating those same tests here with ARGO.

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00:04:24,440 --> 00:04:30,950

So they will do a six-sample collection task here and deploy a seismic instrument.

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00:04:30,950 --> 00:04:34,220

>> So it looks like they're getting

set up to do the next run now.

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00:04:34,220 --> 00:04:36,880

Maybe if we draw it out a little bit,
we'll get to see a little bit of it.

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00:04:36,880 --> 00:04:38,680

>> Maybe you'll get to see some of the suit up.

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00:04:38,680 --> 00:04:45,320

>> Yeah, but, so this is one of, a suite
of the different ways that NASA looks

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00:04:45,320 --> 00:04:47,130

at how we would explore an asteroid, right?

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00:04:47,130 --> 00:04:47,830

>> Exactly.

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00:04:47,830 --> 00:04:51,270

And we're looking at, you know, all aspects
of that from the robotic precursor to,

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00:04:51,270 --> 00:04:53,630

you know, the infrastructure that we need.

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00:04:53,630 --> 00:04:58,370

And right now, our basic plans are to have
a deep space habitat that we actually travel

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00:04:58,370 --> 00:05:00,990

to the asteroid in, and then once we get there,

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00:05:00,990 --> 00:05:05,150

we would transfer into the smaller space
exploration vehicle and then excur occur

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00:05:05,150 --> 00:05:07,670

over to the asteroid and stay there for a week.

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00:05:07,670 --> 00:05:11,150

And the reason we do that is that it actually takes a lot of prop to get

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00:05:11,150 --> 00:05:14,500

from the deep space habitat to the asteroid if you want to go there fast,

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00:05:14,500 --> 00:05:17,300

and then if you come back, you have to take all that energy out.

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00:05:17,300 --> 00:05:22,020

So it's much more sensible to go over there and stay there for a week.

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00:05:22,020 --> 00:05:26,810

So what we're doing in the simulation is trying to create a high fidelity sim

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00:05:26,810 --> 00:05:28,490

of what the operation really looks like.

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00:05:28,490 --> 00:05:29,460

>> Um-hum.

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00:05:29,460 --> 00:05:33,440

>> That helps us do the habitability analysis of the cabin.

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00:05:33,440 --> 00:05:35,930

Because if you were just sitting in the cabin, you know,

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00:05:35,930 --> 00:05:39,400

playing Parcheesi all day, that's not flight-like.

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00:05:39,400 --> 00:05:44,250

And so, you know, we have a very tight timeline from morning until night

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00:05:44,250 --> 00:05:45,960

where we're flying the near-field survey.

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00:05:45,960 --> 00:05:47,470

We do the ARGOS, we do the SAFER.

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00:05:47,470 --> 00:05:49,900

We've got a bunch of other stuff we're doing inside the vehicle.

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00:05:49,900 --> 00:05:53,700

So to a crew member, it feels a lot like an asteroid mission.

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00:05:53,700 --> 00:05:58,270

You know, on top of that, we're simulating the time delay associated

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00:05:58,270 --> 00:06:03,130

with the 50 seconds each way that it would take to talk to the ground --

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00:06:03,130 --> 00:06:07,400

>> It would take their voice, if we send something up, that long to get to the crew

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00:06:07,400 --> 00:06:08,450

in space because it's so far away.

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00:06:08,450 --> 00:06:09,900

>> It would take that long to get to the crew in space.

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00:06:09,900 --> 00:06:13,900

And so we really need to understand what that means to how we manage our operations,

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00:06:13,900 --> 00:06:15,400

how we manage our systems and so forth.

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00:06:15,400 --> 00:06:21,490

And so what our whole team is trying to do is understand that whole mission at a nuts

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00:06:21,490 --> 00:06:24,140

and bolts level, and not at an architectural level, but at the nuts

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00:06:24,140 --> 00:06:26,050

and bolts, how you would really execute it.

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00:06:26,050 --> 00:06:31,110

And from that knowledge, we can then design the right hardware from the beginning instead

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00:06:31,110 --> 00:06:35,160

of having, you know, develop this hardware and then you start doing some ops with it

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00:06:35,160 --> 00:06:36,780

and you say, I don't like, I don't like that.

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00:06:36,780 --> 00:06:39,190

>> You don't want to get the asteroid and figure out you don't have the right tools.

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00:06:39,190 --> 00:06:39,870

>> Exactly.

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00:06:39,870 --> 00:06:40,150

>> Okay.

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00:06:40,150 --> 00:06:43,780

>> So we're working years ahead of that to understand those things.

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00:06:43,780 --> 00:06:46,820

>> Well, along that line, I guess this is Jose Hurtado who is getting set up,

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00:06:46,820 --> 00:06:50,610

a geologist with the University in El Paso, right?

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00:06:50,610 --> 00:06:51,770

>> Exactly, yeah.

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00:06:51,770 --> 00:06:54,370

>> So why have a geologist involved?

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00:06:54,370 --> 00:06:55,450

>> That's a good question.

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00:06:55,450 --> 00:06:58,940

I actually lived in the rover with Jose a couple of summers ago,

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00:06:58,940 --> 00:07:04,120

and we're trying to really understand, and we do this at Desert RATS, but we do real geology.

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00:07:04,120 --> 00:07:05,620

And we actually have metrics

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00:07:05,620 --> 00:07:10,590

where the professional geologists score how productive we are and the conclusions we reach

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00:07:10,590 --> 00:07:15,100

so we can evaluate different combinations of cameras and tools and so forth.

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00:07:15,100 --> 00:07:20,830

And so I think it's very important to engage the

scientific community in this evolving process

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00:07:20,830 --> 00:07:25,670

so that we can, you know, really do the best science we can when we get there.

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00:07:25,670 --> 00:07:30,270

>> Okay. And the other half of the crew this time is astronaut Alvin Drew.

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00:07:30,270 --> 00:07:30,750

>> Exactly.

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00:07:30,750 --> 00:07:32,460

>> And we also want the astronaut perspective, I'm sure.

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00:07:32,460 --> 00:07:33,030

>> Absolutely.

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00:07:33,030 --> 00:07:35,960

And so that's what we've done traditionally in Desert RATS is team an astronaut

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00:07:35,960 --> 00:07:41,470

up with a professional geologist, and that kind of helps us learn geology, which, you know,

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00:07:41,470 --> 00:07:45,640

that's kind of where the astronaut obviously is going is to become, you know,

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00:07:45,640 --> 00:07:48,140

an observational scientist as well as an astronaut.

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00:07:48,140 --> 00:07:51,760

Because any one of these exploration missions, whether it be the moon, Mars,

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00:07:51,760 --> 00:07:55,840

meteors and so forth, we're going to need to become good observational scientists.

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00:07:55,840 --> 00:07:59,830

And the scientists say that we're actually the best scientific instrument they have.

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00:07:59,830 --> 00:08:05,550

And so we're trying to get that cultural change from, you know, test pilots and farm operators

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00:08:05,550 --> 00:08:10,930

and very procedure-oriented folks to do more of the operational observational science.

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00:08:10,930 --> 00:08:13,080

>> All right, well lots of cool stuff going on there.

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00:08:13,080 --> 00:08:14,050

>> You bet, you bet.

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00:08:14,050 --> 00:08:15,290

>> Okay. Thanks so much for talking with us.

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00:08:15,290 --> 00:08:16,390

>> Okay. Nice to see you.

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00:08:16,390 --> 00:08:19,530

>> Okay, and this is all part of the RATS, or Research

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00:08:19,530 --> 00:08:22,680

and Technology Studies series of tests that we do.

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00:08:22,680 --> 00:08:27,890

So if you want to go and find out more

online, you can visit [NASA.gov/desertrats](https://www.nasa.gov/desertrats).

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00:08:27,890 --> 00:08:31,260

Again, that's [NASA.gov/desertrats](https://www.nasa.gov/desertrats), and we'll go back to Kiley [phonetic] for now,