

# An Independent Assessment of the Technical Feasibility of the Mars One Mission Plan

## Updated Analysis

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Original Paper: <http://bit.ly/mitM1>

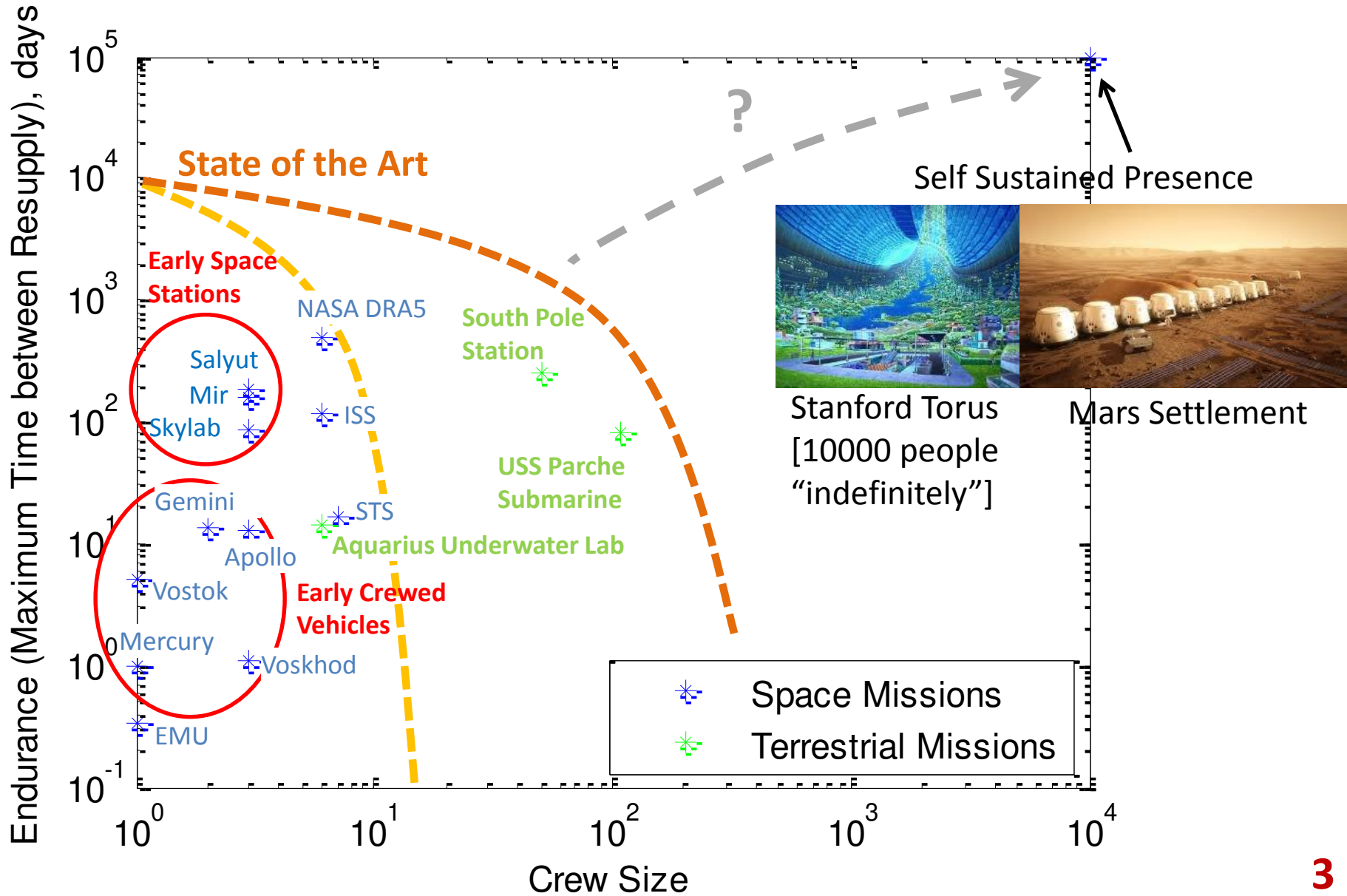
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- Research Motivation
- Case Study: Mars One Mission Plan
- Analysis Approach and Assumptions
- Analysis Findings
- Summary and Conclusions

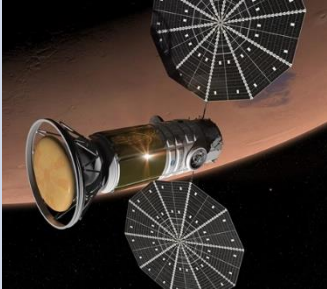





# Objective Space: Mission Endurance vs Crew Size





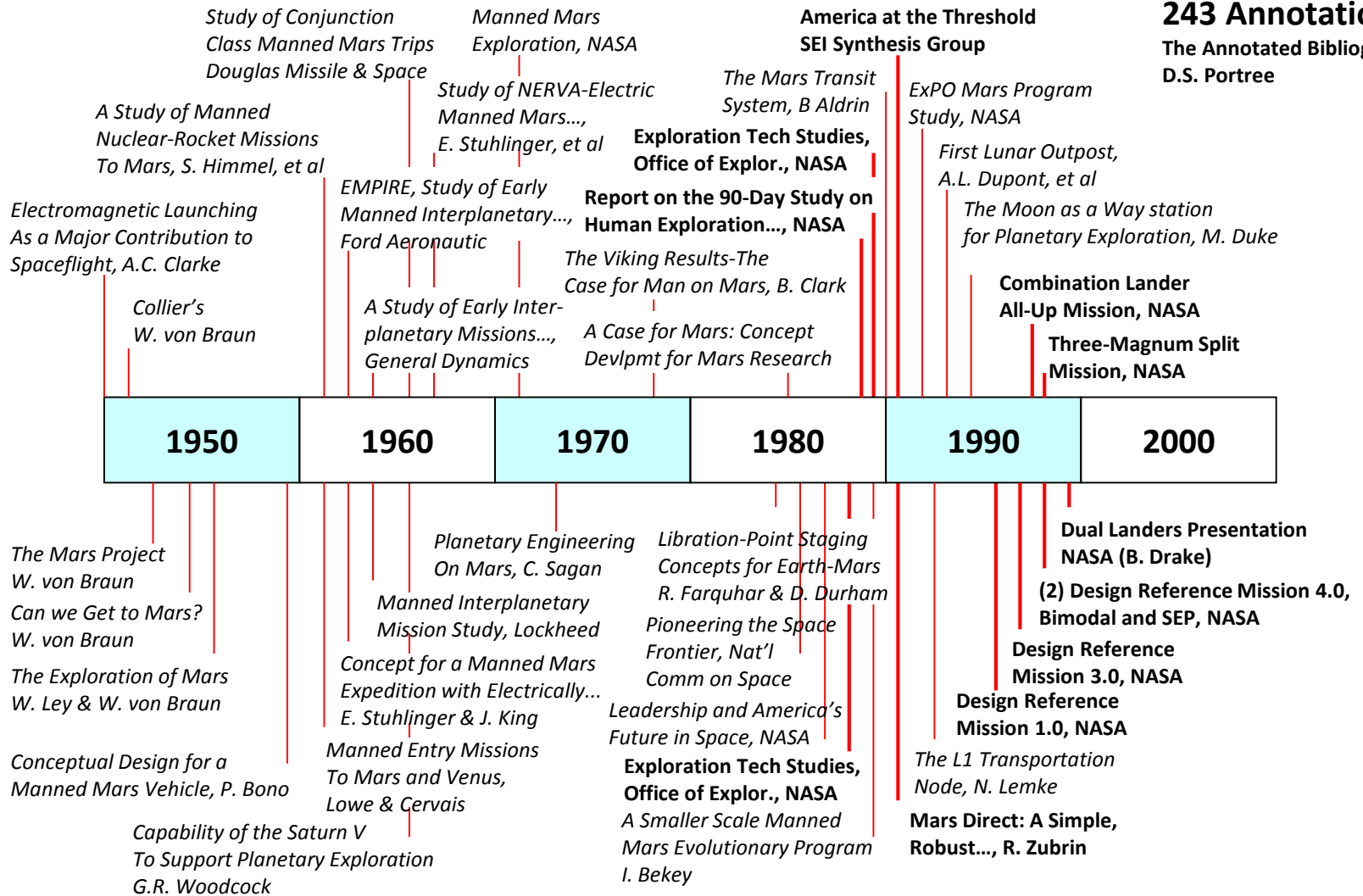
# Classes of Space Habitation Mission Modes

	Fixed Crew	Increasing Crew
No EVA	<p><b>Crew in a Can</b></p>  <p>(Inspiration Mars)</p>	<p><b>Terrarium Mode</b></p>  <p>(Stanford Torus ie. Space Hotel)</p>
With EVA	<p><b>Exploration Mode</b></p>  <p>(Mars DRA 5.0, CxP Lunar Outpost)</p>	<p><b>Colonization Mode</b></p>  <p>(Mars One)</p>



# Timeline for Mars Studies\*

**243 Annotations**  
The Annotated Bibliography  
D.S. Portree



\*A Comparison of Transportation Systems for Human Missions to Mars, AIAA 2004-3834

\*\*Bold type represents selected studies







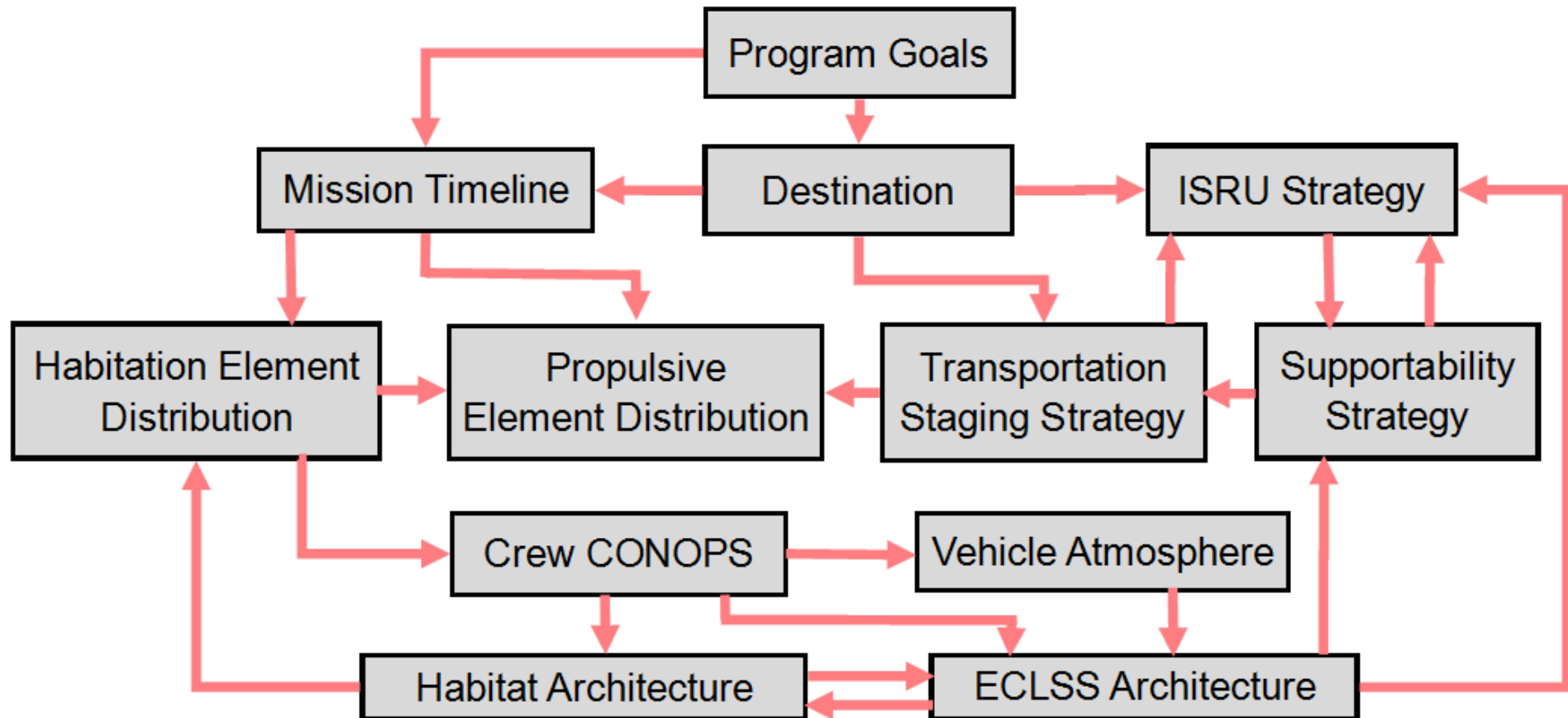
***“ As we discuss what going to Mars means, we have to be aware of **once we get to Mars – what are we going to do there?** ...***

***One of the problems with the Lunar program... we went to the Moon, and then it was: ‘Okay, we’ve been to the Moon, now what?’ And now it’s: ‘We’ve been there done that and we shouldn’t go back again’; so we need to have a big picture plan.***

***What are we going to do? We’re going to go to Mars, and we’re going to do X, so we just don’t go to Mars and then we stop going to Mars cause we’ve now been to Mars.”***  
Sandy Magnus, Executive Director, AIAA



# Simplified Architecture Decision Graph for Exploration Campaigns

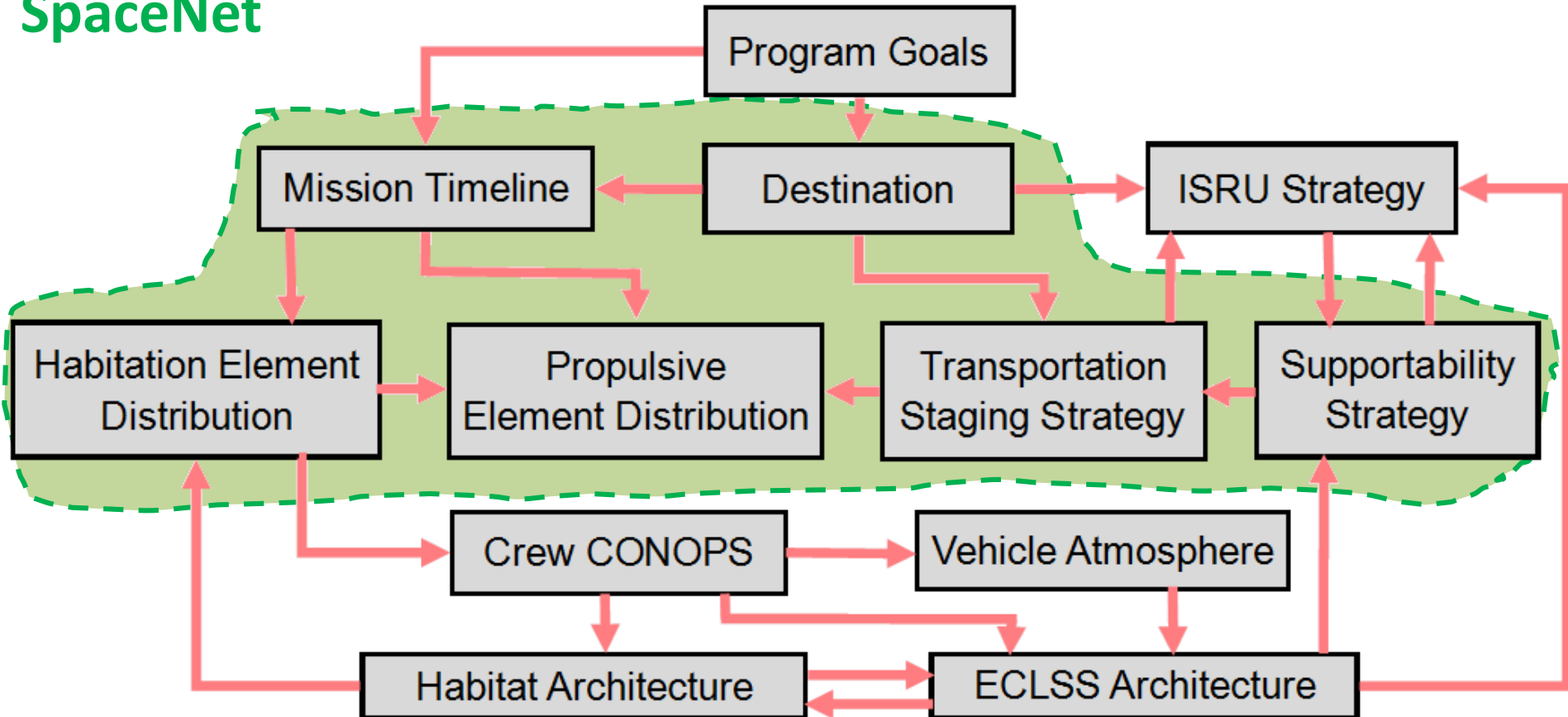






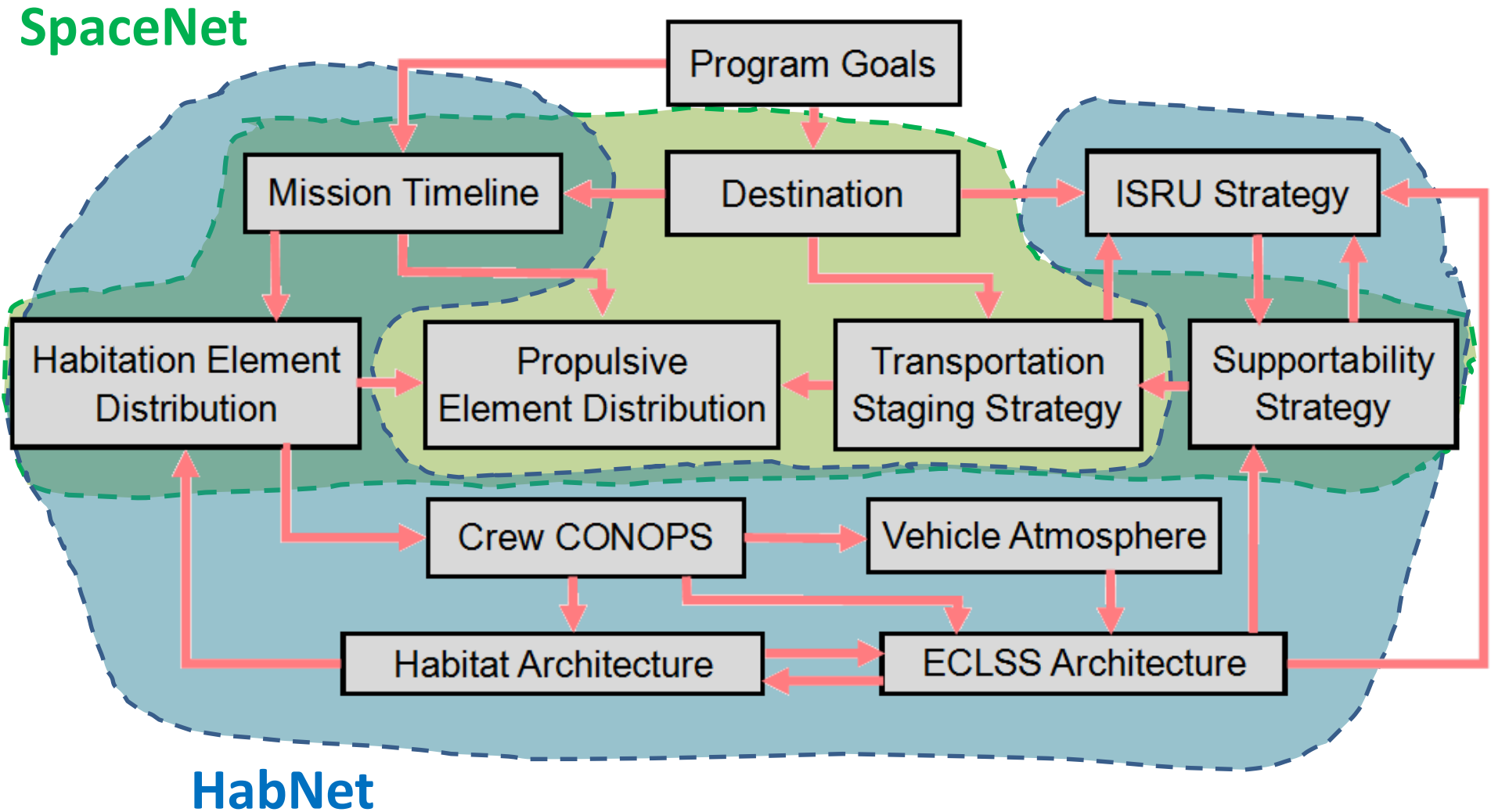
# Simplified Architecture Decision Graph for Exploration Campaigns

SpaceNet





# Simplified Architecture Decision Graph for Exploration Campaigns





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# Case Study: Mars One Mission Plan

# Mars One Mission Overview

## Summary:

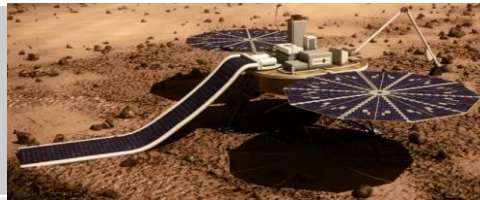




Gradual colonization of Mars via successive four-person, one-way missions to Mars starting in 2024

## Mission Design Philosophy:

1. Permanent settlement
2. Maximize ISRU
3. All power from solar
4. Exploit currently available technology
5. International mission

## Claim:

*“No new major developments or inventions are needed to make the mission plan a reality. Each stage of Mars One mission plan employs existing, validated and available technology.”*

Phase	Year	Image
Precursor	2018	
Pre-deploy	2020	
Habitat Pre-deploy	2022 to 2023	
1 <sup>st</sup> Crew Transit	2024	
Expansion	2025	

Analysis Focus

## Habitation Module

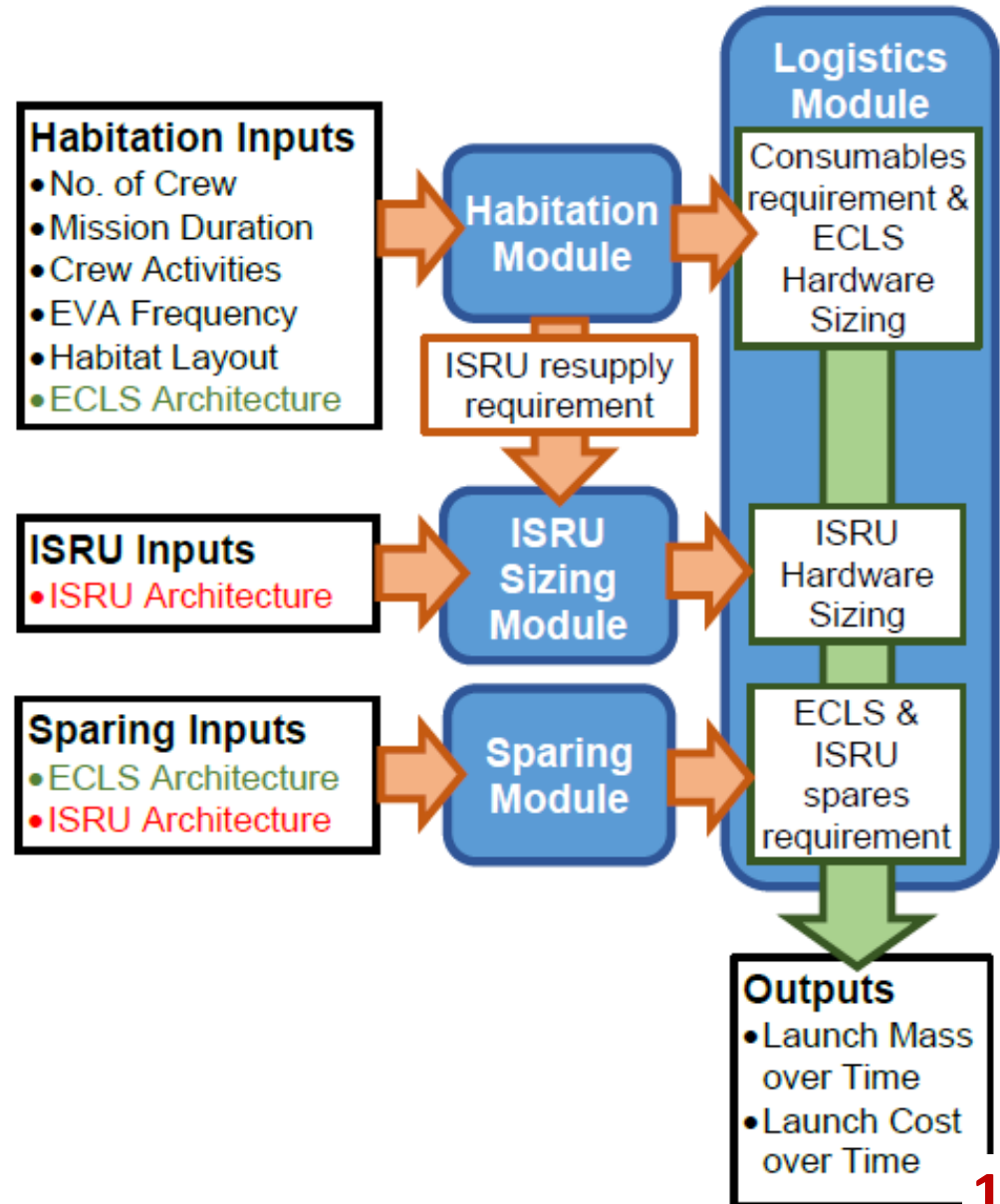
- Functional ECLS model based on NASA JSC BioSim
- Captures resource interaction between EVA, ECLS, and Biomass Production
- Plant model based on NASA Modified Energy Cascade Models

## ISRU Module

- Sizing models for:
  - Soil processor oven (H<sub>2</sub>O extraction)
  - Atmosphere processor (N<sub>2</sub> extraction) based on conceptual ISRU designs

## Sparing Module

- Models systems as a Semi-Markov Process (SMP) to determine no. of spares to ensure >99% probability of having enough spares to repair all failures over the mission lifetime
- Random failure modeled by exponential distributions based on part MTBF and LL







The screenshot shows a web browser window with the address bar containing `www.mars-one.com/technology/life-support-unit`. The page content includes the following text:

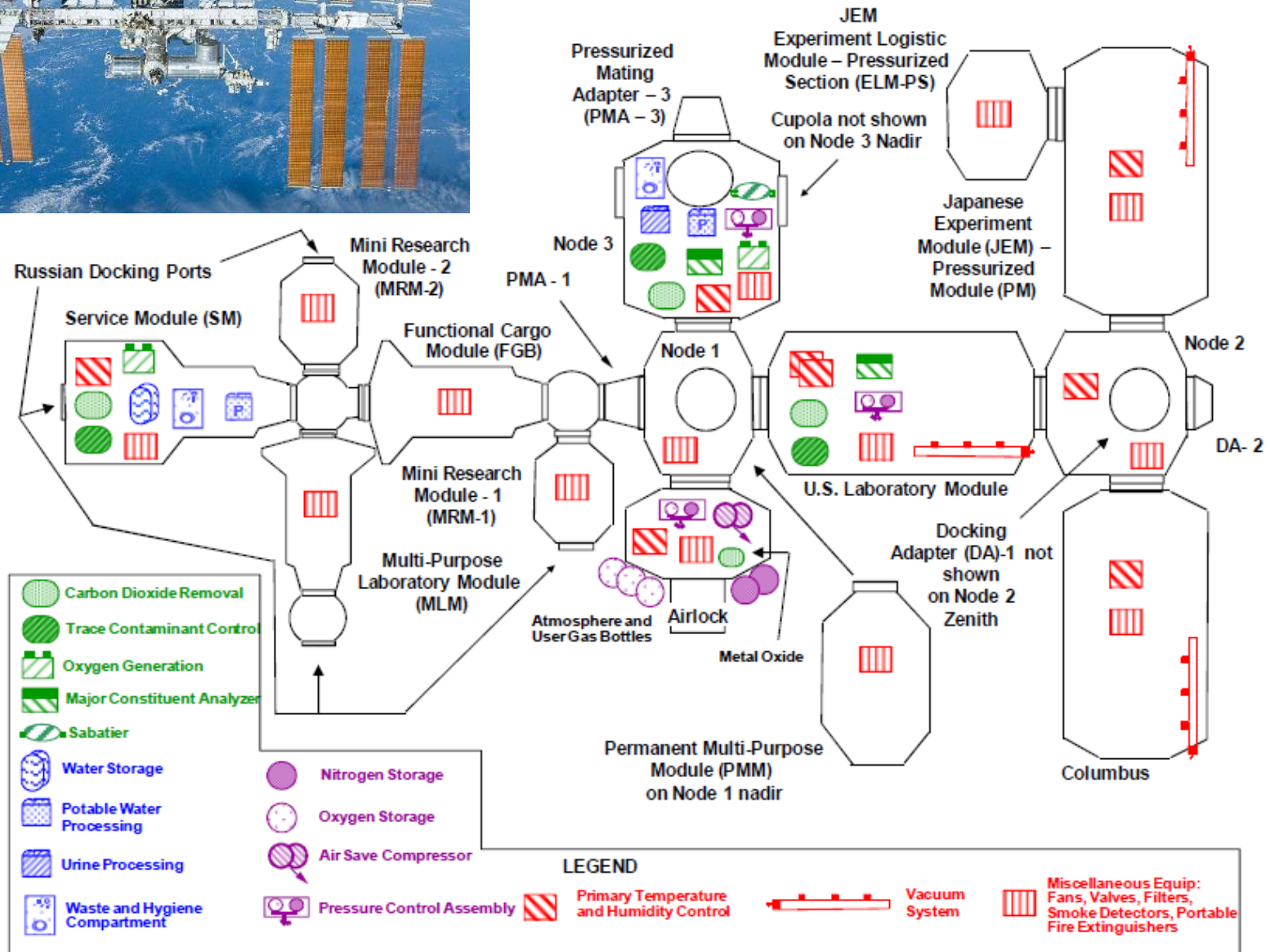
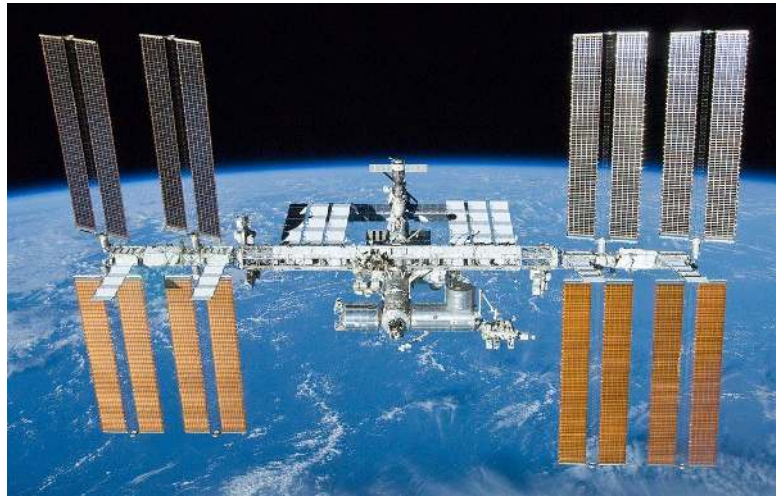
what we breathe on Earth is the element nitrogen.

The Life Support Unit is connected to the Living Unit by a tube which feeds the oxygen, nitrogen, and argon to create a habitable atmosphere. Once the astronauts have landed, it will also be in charge of the water purification and removal of waste gas (carbon dioxide) from the Living Unit atmosphere.

The Life Support Unit is hosted inside a Lander. This system will be very similar to those units which are fully functional on-board the International Space Station.

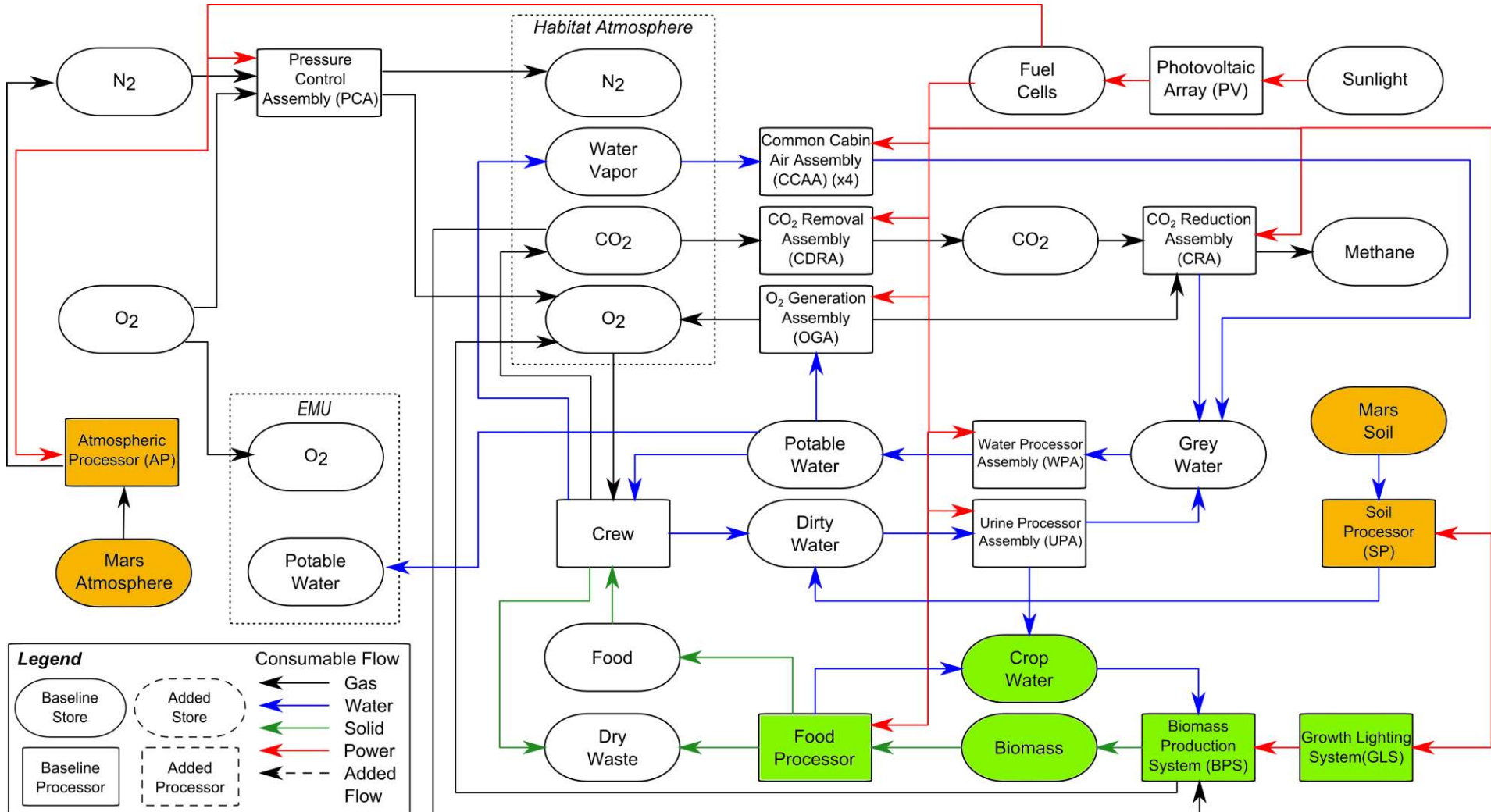
[Back to the technology overview](#)

# ISS Life Support Technologies





# Baseline Mars One ECLS and ISRU Architecture





requirements.

In total there will be about 50 m<sup>2</sup> available for plant growth. A thick layer of Martian soil on top of the inflatable habitat will protect the plants (and the astronauts) from radiation. CO<sub>2</sub> for the plants is available from the Mars atmosphere and water is available through recycling and from the soil of Mars.

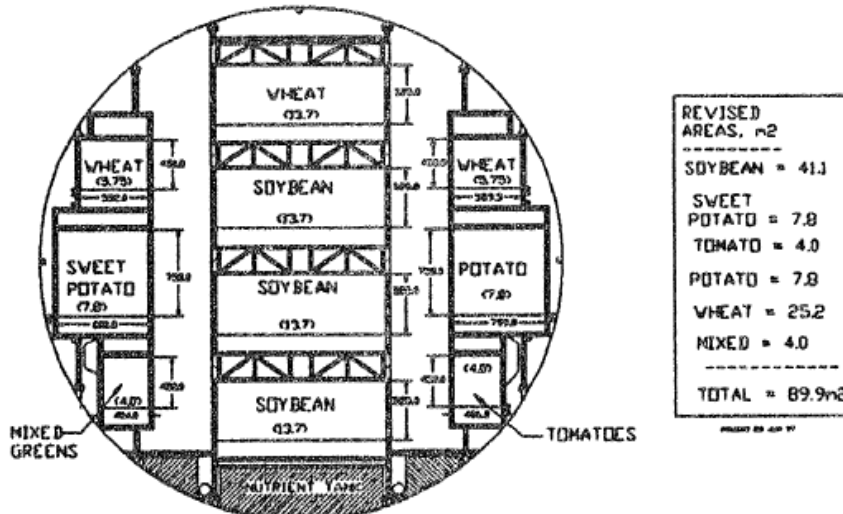
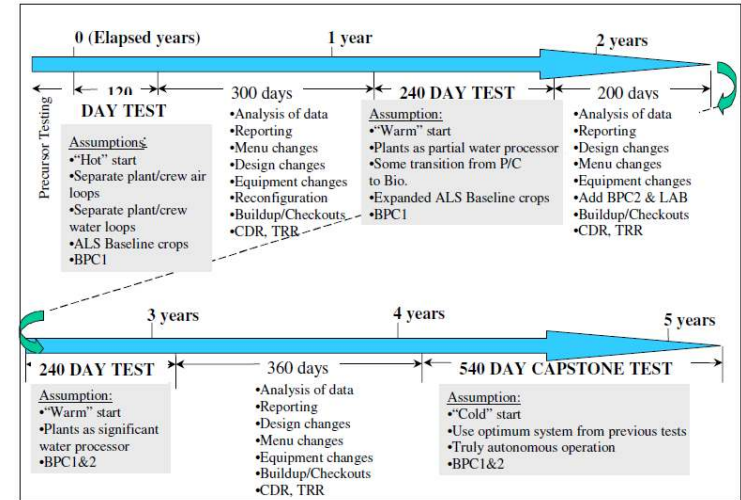
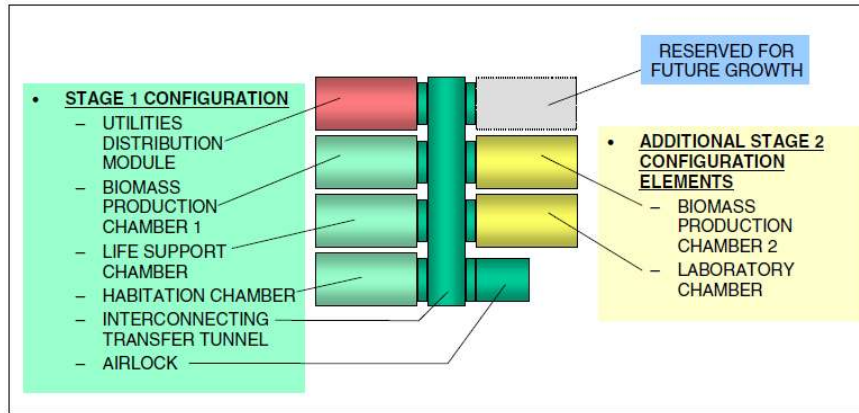
There will be sufficient plant production capacity to feed about three crews of four. Any plant production surplus will be stored as emergency rations for the second crew, and for other emergencies. Non-edible parts of the plants will be recycled, or will be stored until more advanced recycling equipment is shipped from Earth.

[Back to the FAQ overview](#)





- NASA program initiated ~1988 to develop an integrated biological life support system / habitation testbed
- Three test phases planned: 425 day, 120 day, and 240 day tests
- Program funding cancelled in 2002







## Mars One Baseline:

Food is 100% locally grown

## Diet Planning:

- Caloric budget: 3040.1 Calories/CM/day
- Target diet: 68% carbs, 12% protein, 20% fat
- Determine growth area via optimization:

$$\begin{aligned} \min w_1 \sum_{i=1}^{i=9} x_i + w_2 \sigma(\mathbf{x}) & \quad \begin{array}{l} \text{Total area} \\ \text{(min. system mass)} \end{array} \\ \text{s.t.} \quad \sum_{i=1}^{i=9} c_i r_i x_i \geq 2067.2 & \quad \begin{array}{l} \text{Standard Deviation} \\ \text{(max. variety)} \\ \text{Meet minimum} \\ \text{carb req.} \end{array} \\ \sum_{i=1}^{i=9} p_i r_i x_i \geq 364.8 & \quad \begin{array}{l} \text{Meet minimum} \\ \text{protein req.} \end{array} \\ \sum_{i=1}^{i=9} f_i r_i x_i \geq 270.2 & \quad \begin{array}{l} \text{Meet minimum} \\ \text{fat req.} \end{array} \\ x_i \geq 0 \quad \text{for } i = 1, \dots, 9 & \quad \begin{array}{l} \text{All areas are} \\ \text{positive} \end{array} \end{aligned}$$

## Selected Crop Growth Areas:

Crop	Growth Area (m <sup>2</sup> )
Dry Bean	-
Lettuce	-
Peanut	72.7
Rice	-
Soybean	39.7
Sweet Potato	9.81
Tomato	-
Wheat	72.5
White Potato	4.99
<b>Total Growth Area (m<sup>2</sup>)</b>	<b>199.7</b>

**Mars One claim:** 50m<sup>2</sup> for 12 crew

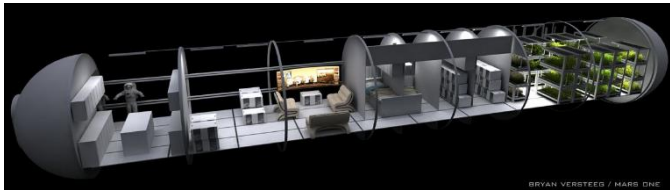
## Calculated requirements:

- ~200m<sup>2</sup> of plant shelf area for 4 crew
- 875 LED lighting systems
- 22000L of nutrient solution



# Assumed Baseline Mars One Habitat Layout

## Mars One Baseline



## Mars One Baseline with Resized Plant Growth System

### Legend

- Technologies
- Stores / Tanks
- Zones

### Atmosphere Control and Supply

- PCA:** Pressure Control Assembly
- PPRV:** Positive Pressure Relief Valve
- IMV:** Intermodule Ventilation Fan
- OGA:** Oxygen Generation Assembly

### Temperature and Humidity Control

- CCAA:** Common Cabin Air Assembly (contains Condensing Heat Exchanger and Intramodule Ventilation Fan)

### Air Revitalization

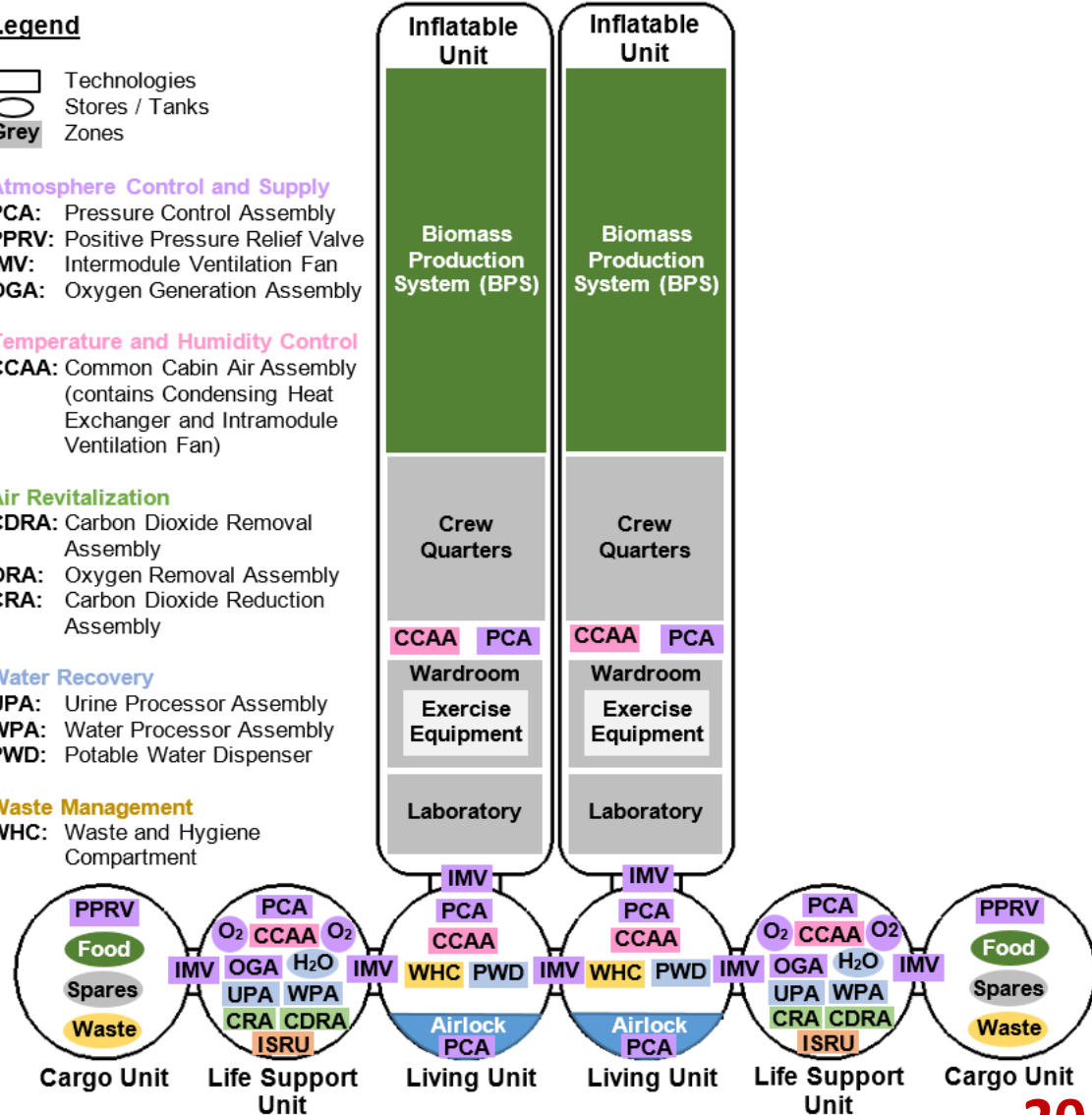
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### Water Recovery

- UPA:** Urine Processor Assembly
- WPA:** Water Processor Assembly
- PWD:** Potable Water Dispenser

### Waste Management

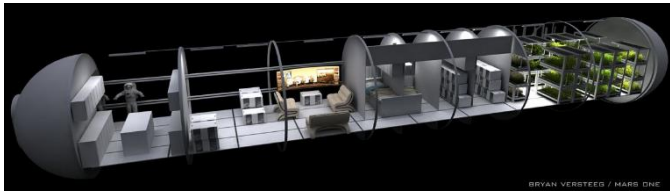
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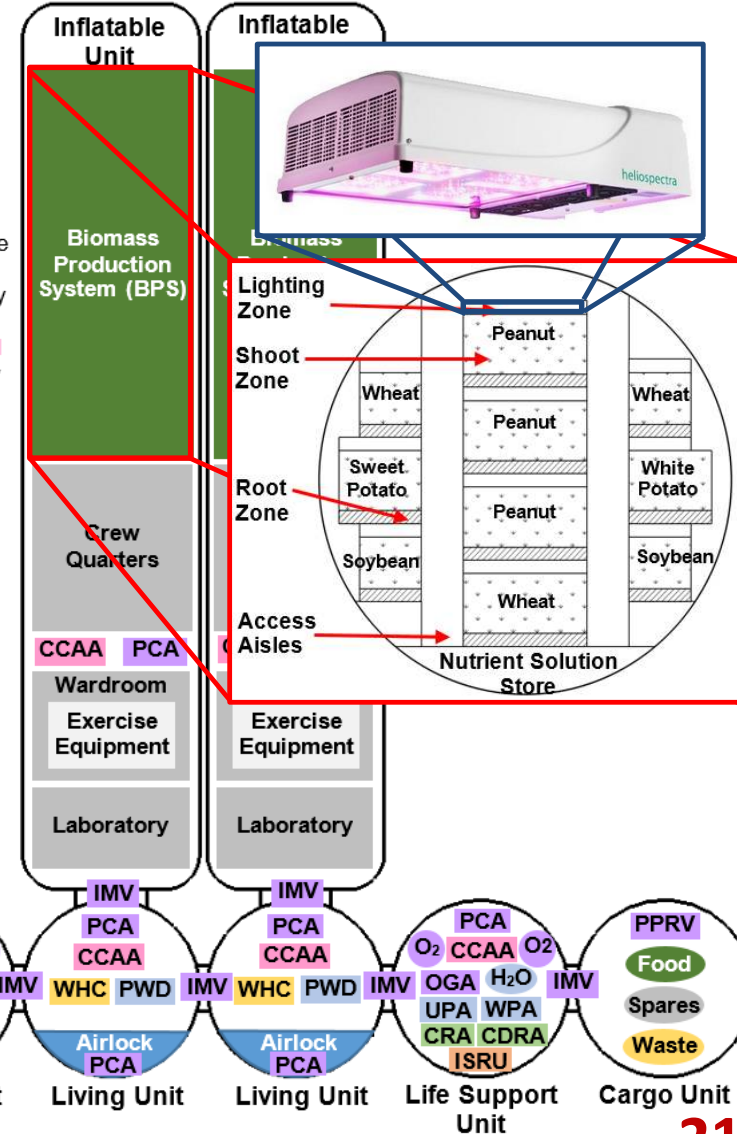
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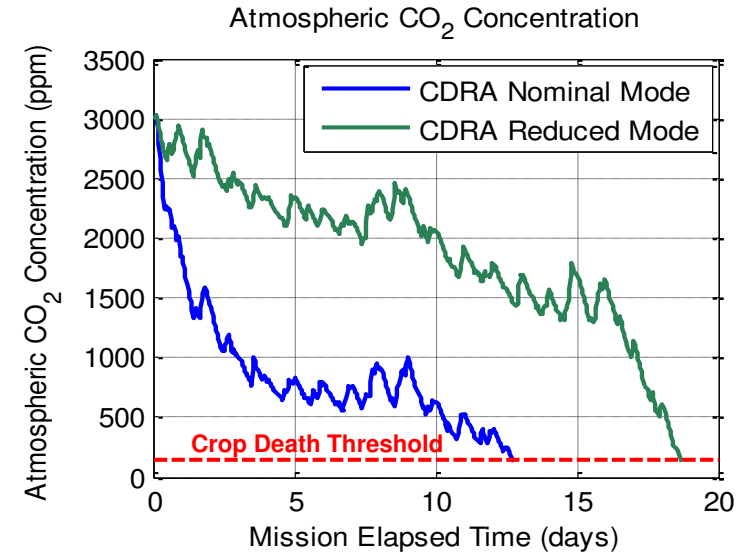




# Integrated Simulation (Without ISRU to size ISRU systems)

## Simulation Result:

- Crop death occurs at Day 12-19 due to insufficient CO<sub>2</sub>

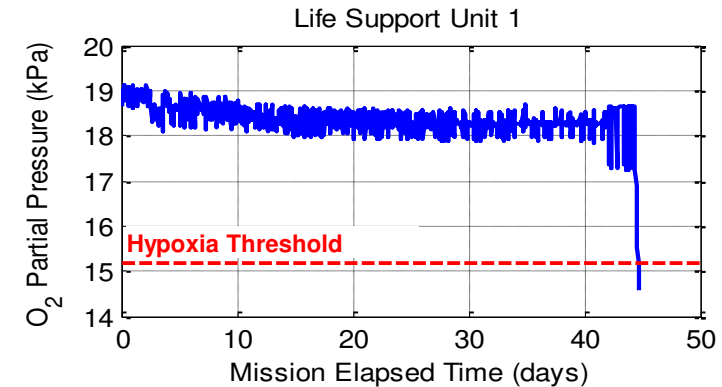




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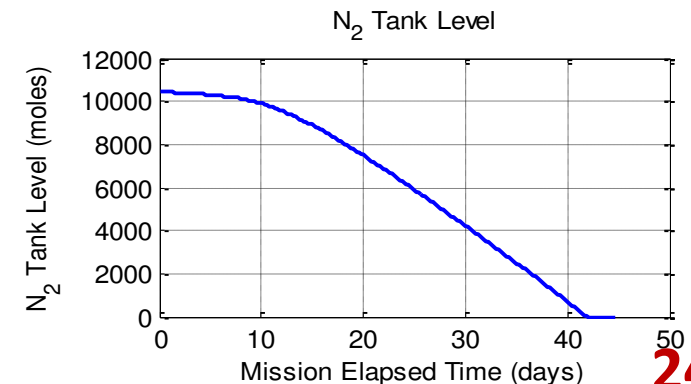
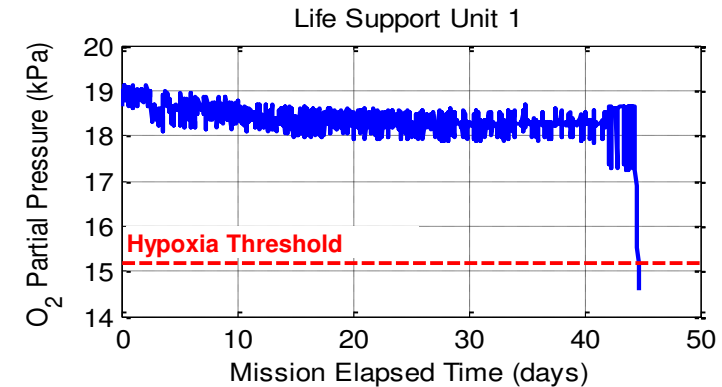
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## Cause:

- Crops produce too much O<sub>2</sub> (rises as crops reach maturity)
- PCA vents gases and introduces N<sub>2</sub> to maintain atmospheric composition
- This continues until N<sub>2</sub> store is depleted on Day 42
- Plants continue to produce O<sub>2</sub>, raising O<sub>2</sub> molar fraction above fire safety threshold
- Lack of N<sub>2</sub> causes module leakage to dominate, reducing total pressure, and ppO<sub>2</sub> below hypoxic threshold

## Finding:

- Peak N<sub>2</sub> depletion of 360moles/day, requires an ISRU system that is 1.1mT and 5m<sup>3</sup> (>45% and >20% of lander capacity, respectively) → prohibitively large system

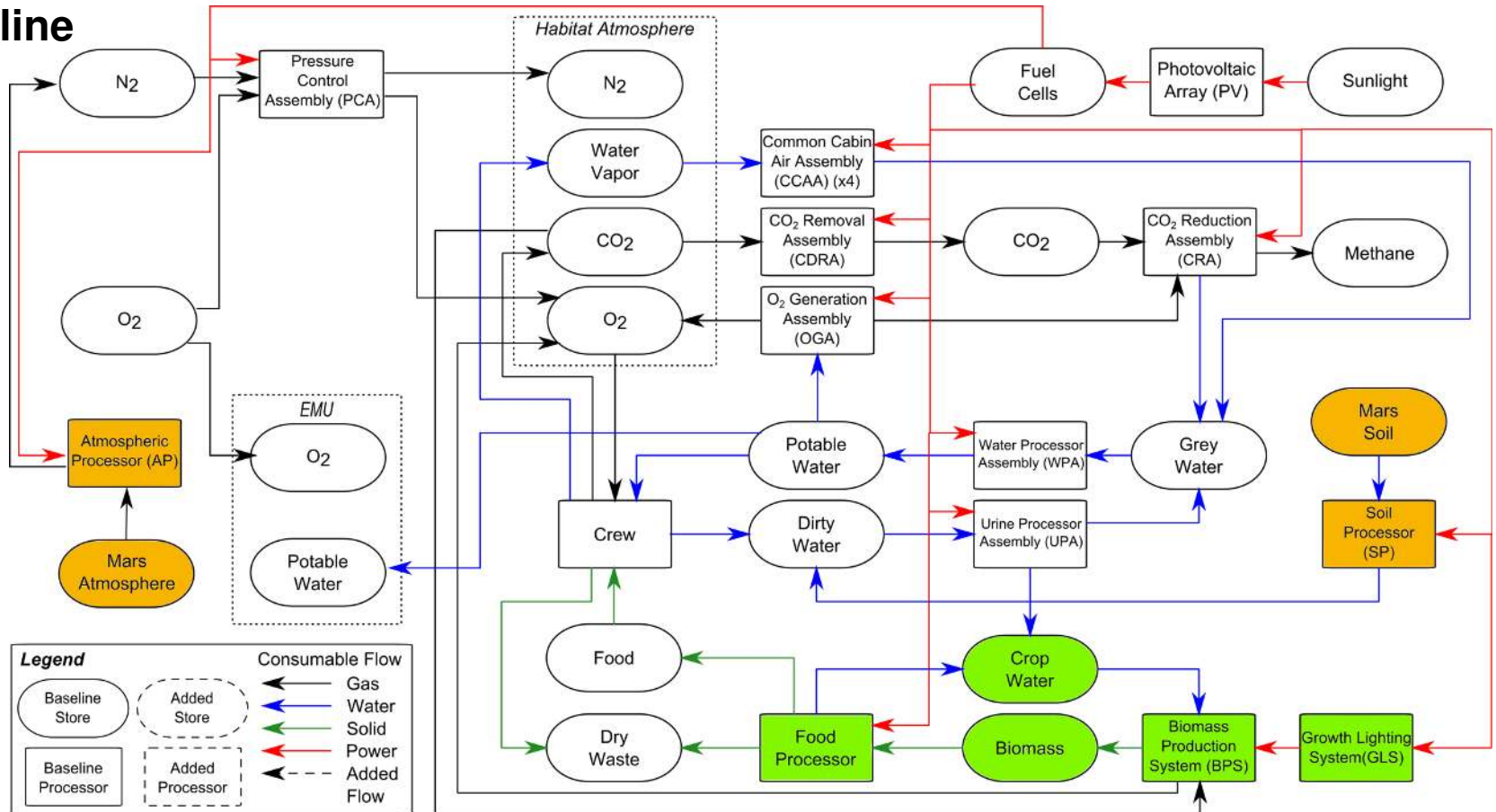




# Simulation Case 1 – BPS Case: Oxygen Removal Assembly with BPS

- Place crops in their own plant growth chamber
- Install a “CO<sub>2</sub> Injector” to sustain crops
- Install an “Oxygen Removal Assembly” (ORA) → (Contradicts the “validated technology” claim)
  - Selectively removes excess O<sub>2</sub> from the atmosphere
  - Sends excess O<sub>2</sub> to a high pressure tank via a compressor, for use during EVA

## Baseline

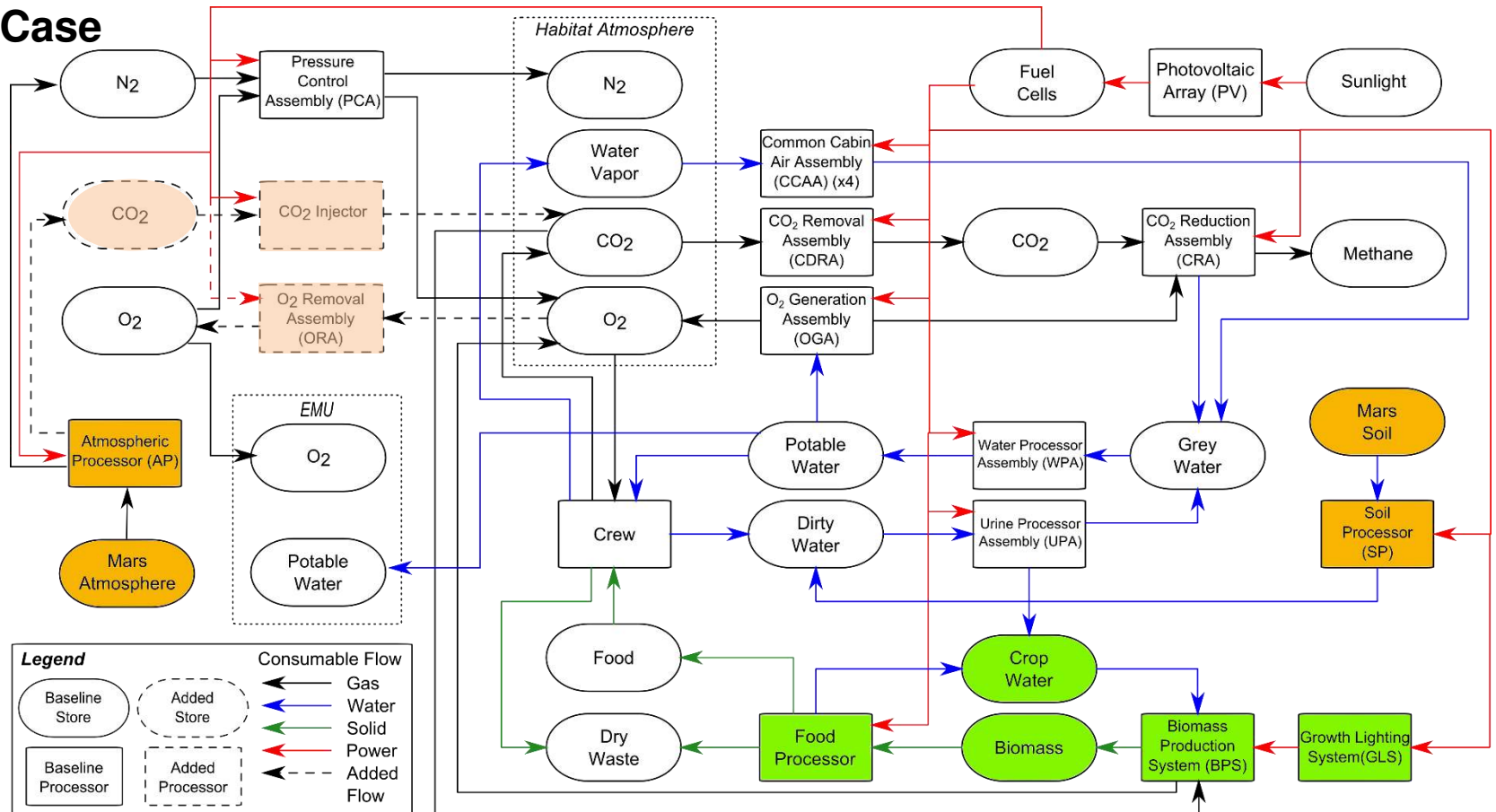




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## BPS Case



**Legend**

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- Stores / Tanks
- Zones

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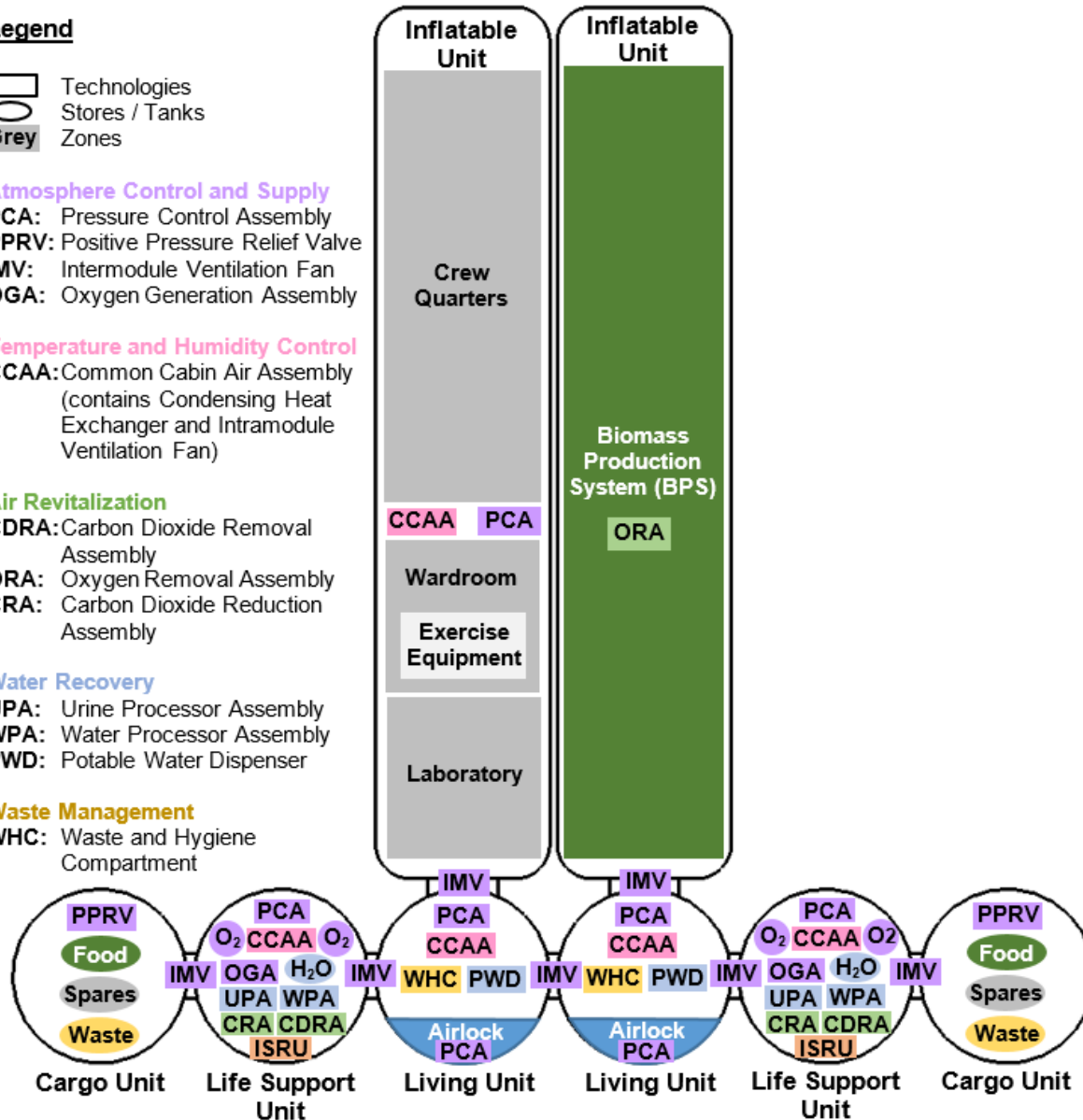
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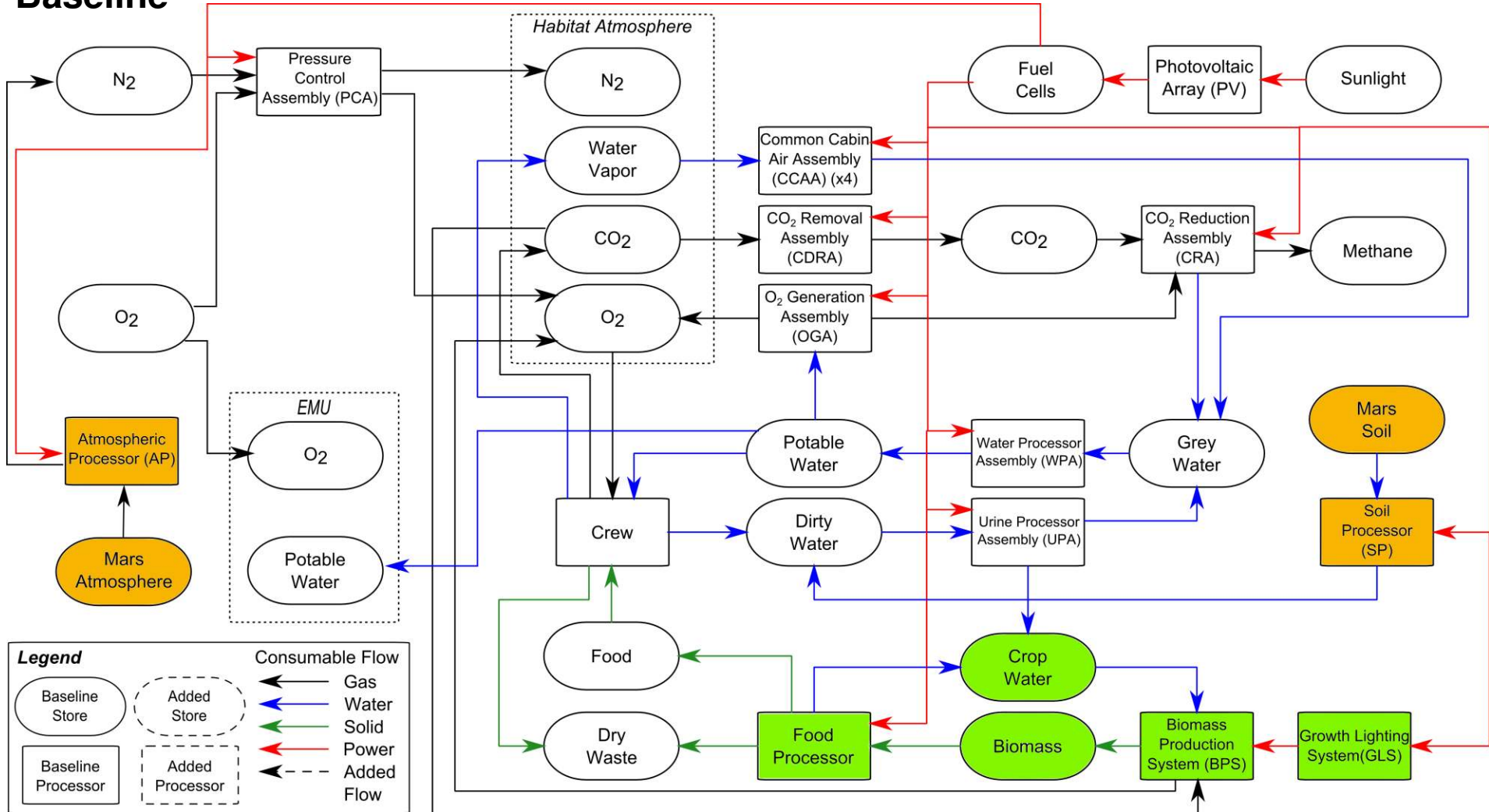




# Simulation Case 2 – SF Case: Zero Plant Growth / All Carried Food

ISS Baseline – all carried food – no plant growth

## Baseline



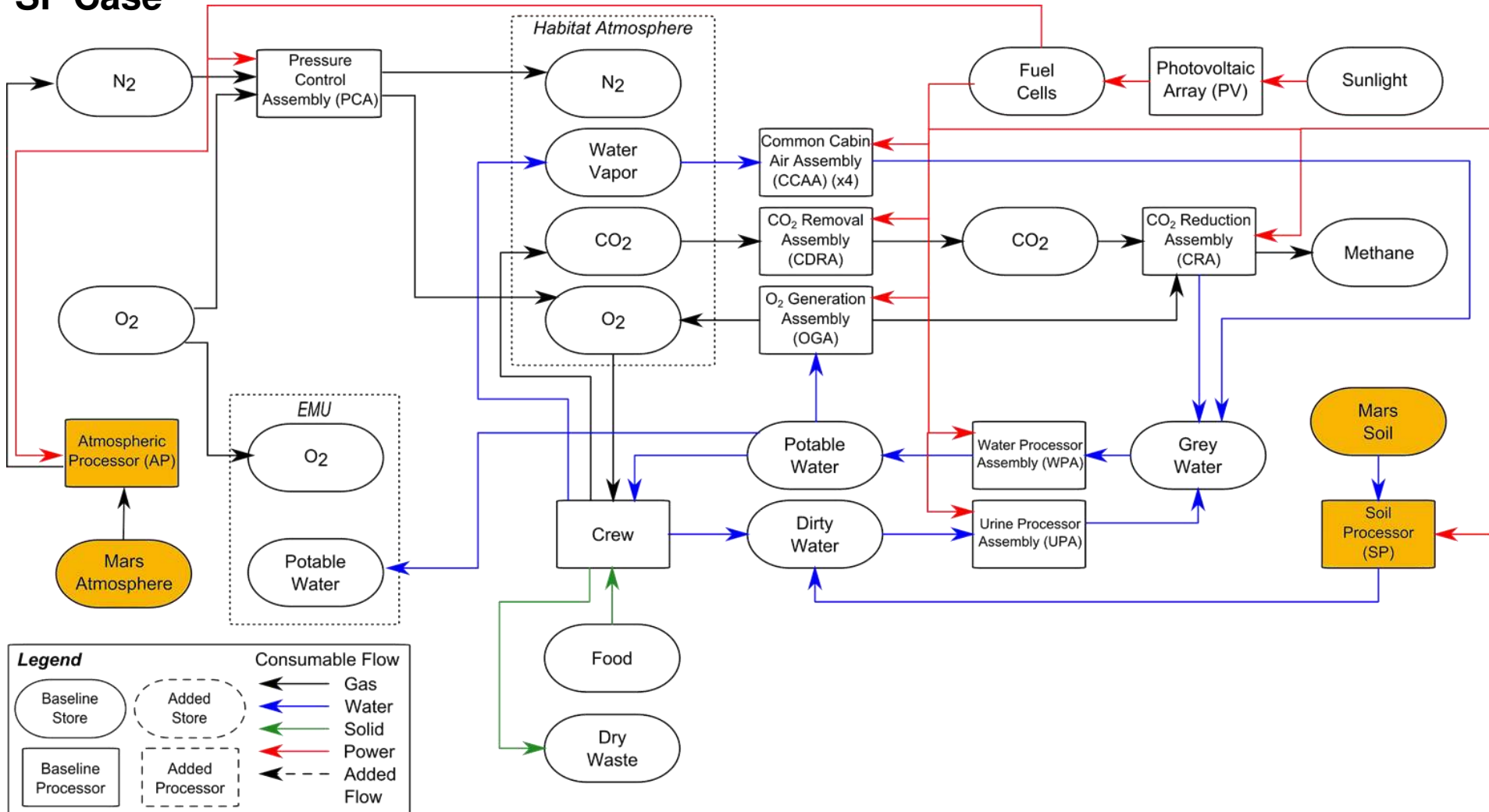




# Simulation Case 2 – SF Case: Zero Plant Growth / All Carried Food

ISS Baseline – all carried food – no plant growth

## SF Case



**Legend**

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- Stores / Tanks
- Zones

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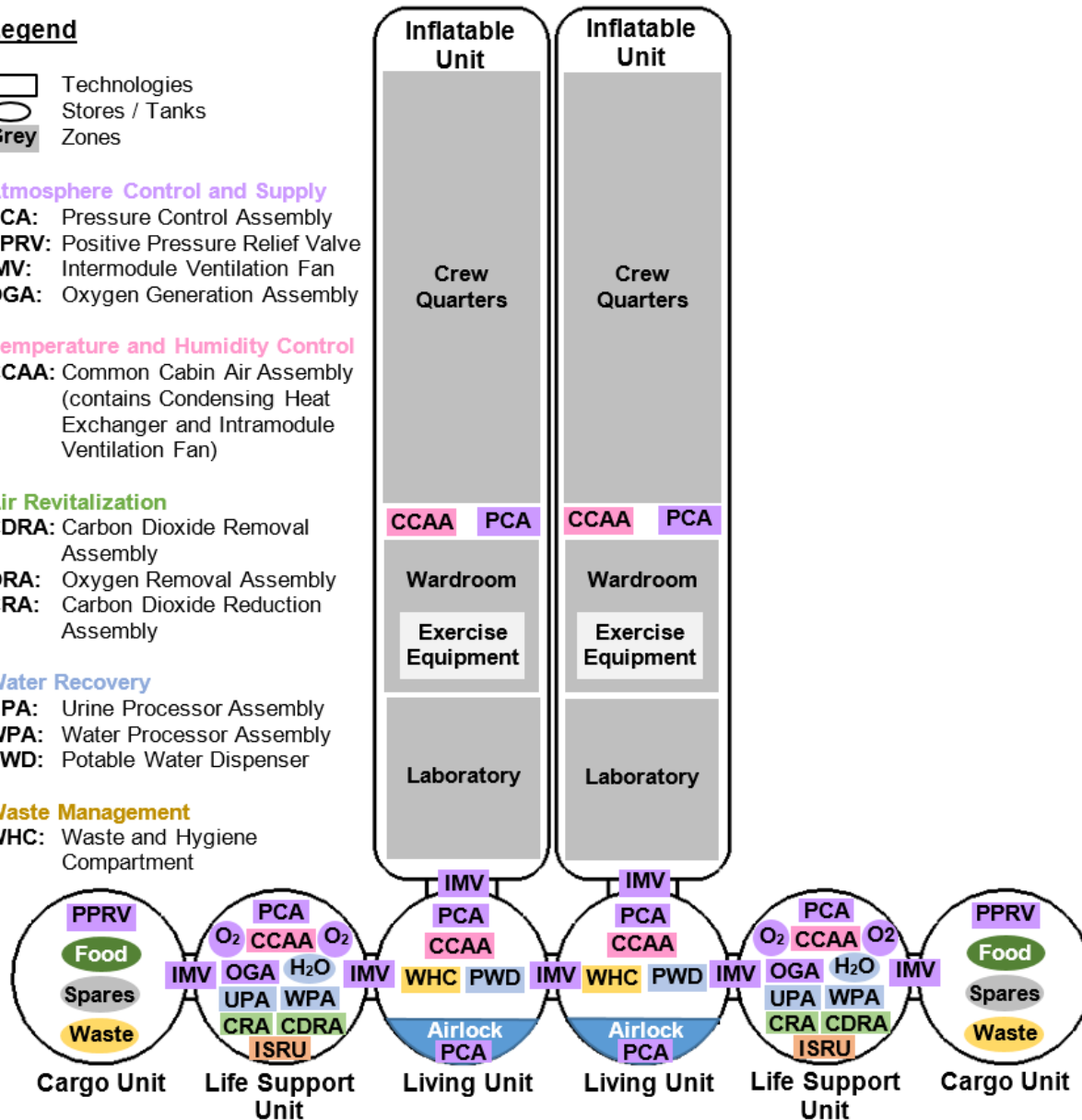
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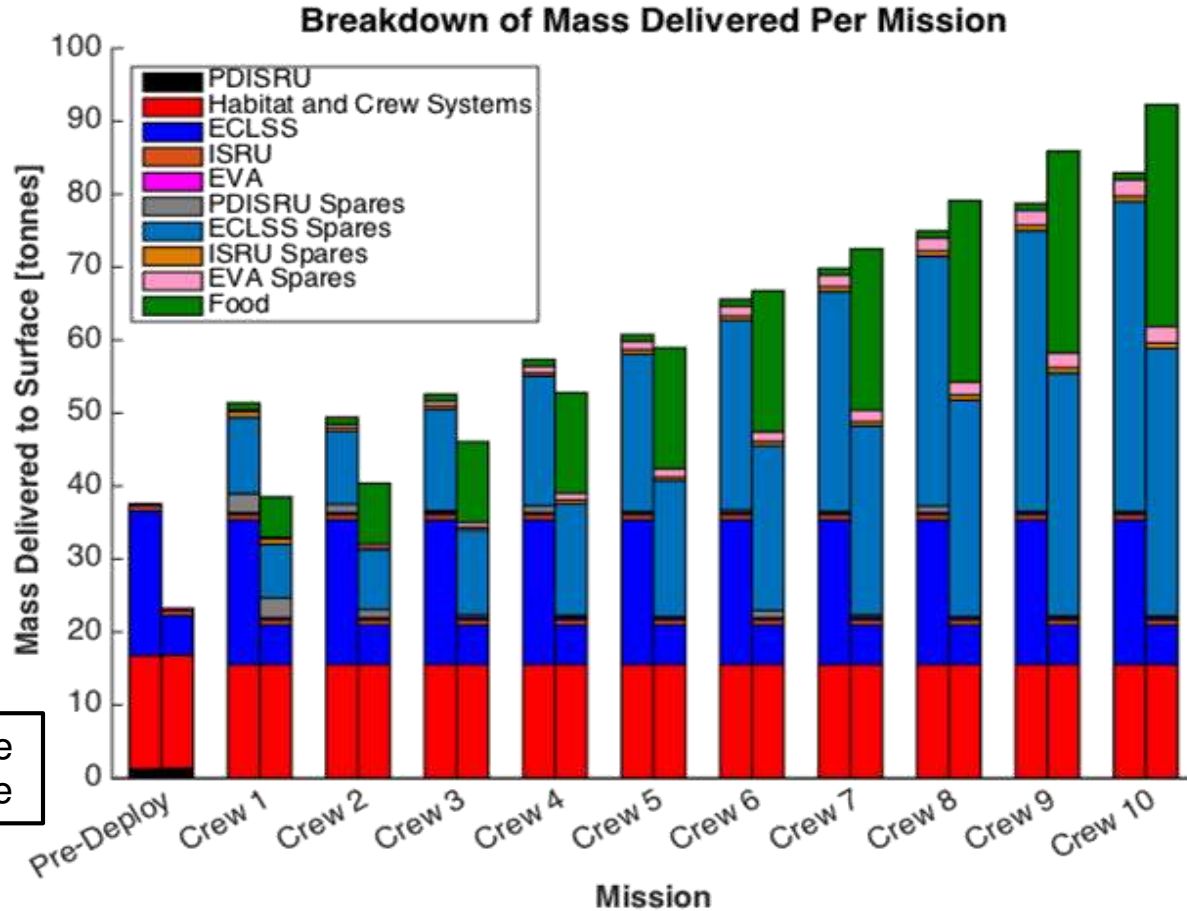
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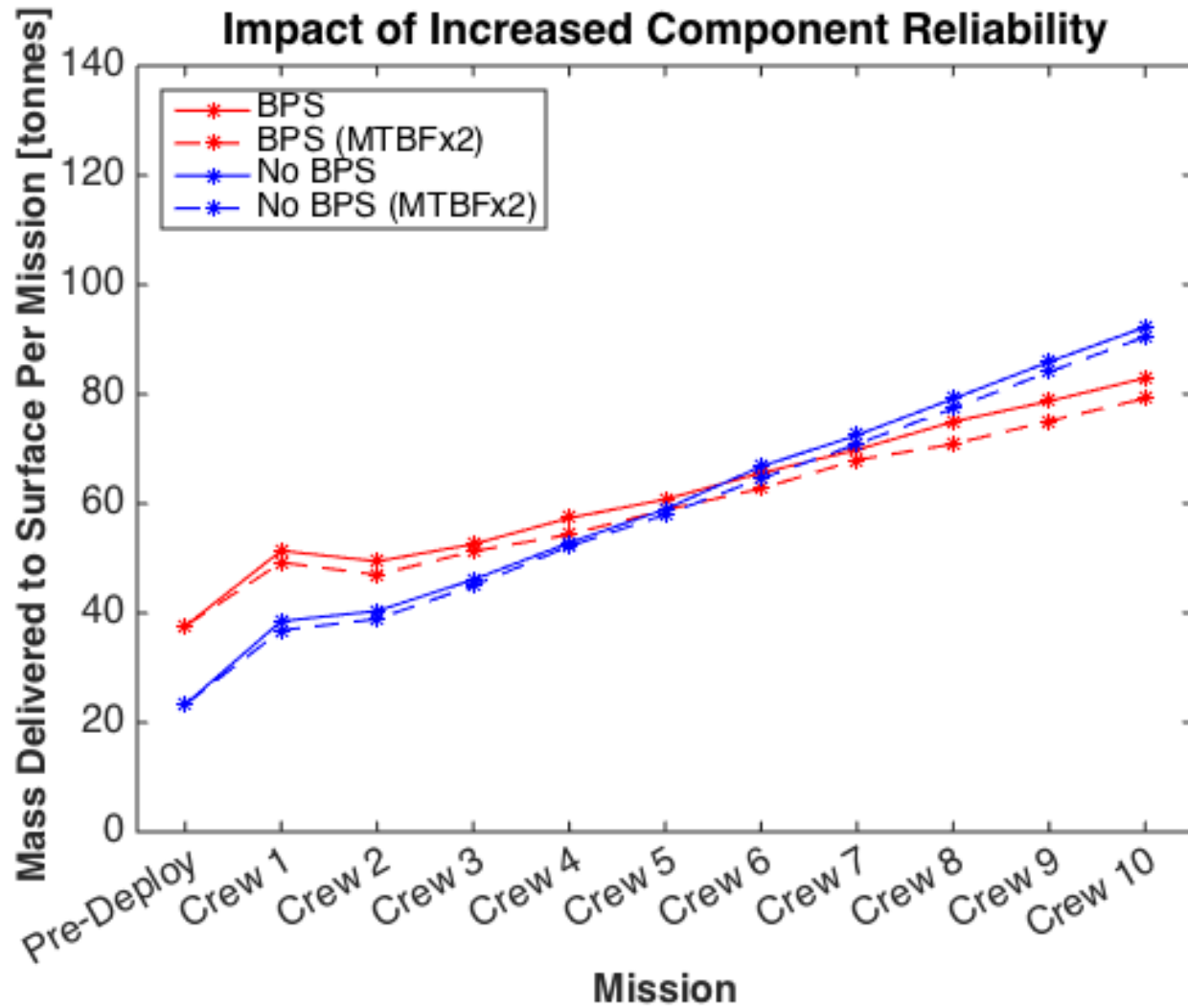
Left Column: BPS Case  
Right Column: SF Case

## Findings:

- ECLS Spares dominates in later campaigns because spares are needed to sustain the current crew, as well as the total crew and equipment that is already on the surface
- Crossover point in resupply mass occurs at 6<sup>th</sup> crew, when resupplied food requirement exceeds ORA, CO<sub>2</sub> injector and LED spares requirements of BPS



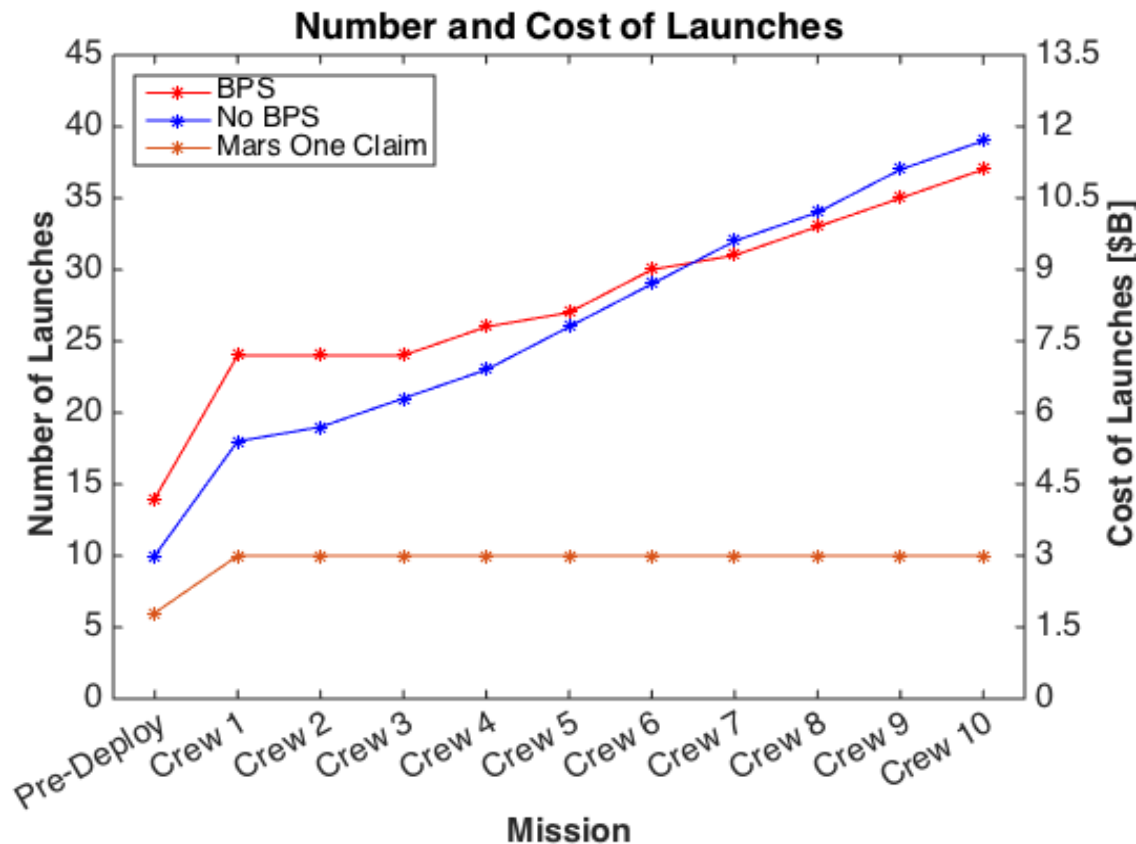
# Sensitivity of Required Spares to MTBF



**Observation:** For a fixed probability of having sufficient spares to sustain the mission, doubling MTBF reduces spares requirement by only 2-4% since enough spares need to be provided for **all** potential failures (random and life limited) – specific failed components are not known a priori **32**



# Launch Demands for First 5 Crews



	Predeployment Launch Requirement	Crew 1 Launch Requirement	Crew 2 Launch Requirement
Mars One Claim	6	10	10
Case 1 (BPS)	14	24	24
Case 2 (No BPS)	10	18	19





## Issue 1

- **Mars One:** *“In total there will about 50m<sup>2</sup> available for plant growth... There will be sufficient plant production capacity to feed about three crews of four”*
- **Finding:** 50m<sup>2</sup> is insufficient. 200m<sup>2</sup>+ of plant growth area is required to feed four people
- **Recommendation/Action:** Implement at least 200m<sup>2</sup> of plant growth into habitat

## Issue 2

- **Mars One Design:** Crops share the same working volume as that of the crew
- **Finding 1:** Excess O<sub>2</sub> production by crops creates a fire hazard which when dealt with using existing ISS technologies, leads to depletion of N<sub>2</sub> stores, leading to crew suffocation
- **Finding 2:** Making up this N<sub>2</sub> depletion with ISRU will result in a prohibitively large system
- **Recommendation/Action:**
  - If plants are grown, grow them in a separate plant growth chamber and include an O<sub>2</sub> removal system (never before developed for flight) to recover O<sub>2</sub> for later use

## Issue 3

- **Mars One:** *“Each stage of Mars One mission plan employs existing, validated and available technology”*
- **Finding 1:** Based on existing resupply logistics practices, the spares requirement will grow over time, thereby increasing the mission cost over time
- **Finding 2:** *“There are some fundamental issues that need to be resolved concerning additive manufacturing and its utilization for terrestrial purposes before a space-based application can be derived”*  
[REF: [http://www.nap.edu/catalog.php?record\\_id=18871](http://www.nap.edu/catalog.php?record_id=18871)]



## Additional Findings

- ISRU is an attractive option (spares mass requirement is 8% of consumables mass produced), but TRL is needs to be improved
- ISRU and ECLS spares requirements increase significantly as a settlement grows – **after 260 months on the Martian surface, spares makes up 55% of the resupply mass**
- The Mars One stated launch requirements are overly optimistic
  - 10-14 Falcon Heavy launches required for predeployment (\$3B-\$4.2B)
  - 21-24 Falcon Heavy launches required to supply the 3<sup>rd</sup> crew (\$6.3B-\$7.2B)

## Note:

- This analysis focused only on the impact of habitation, ECLS, and ISRU on spares and space logistics requirements. **Several other subsystems such as communications and power need to be included for a complete analysis**

## Recommendations

- Focus investment into increasing ECLS reliability and increasing ISRU TRL
- Work on reducing launch costs
- Investigate in-situ manufacturing capability to reduce spares resupply requirements

## **One-Way versus Return Mars Mission Architectures – A Comparison of Lifecycle Operating Costs**

- Comparative analysis of the lifecycle costs of developing a 20 person Mars surface base using both the one-way and return-trip architectures
- Explore impact of varying crew ramp-up profiles
- Independent analysis using the same inputs as NASA LaRC's "ISRU to the Wall Study"
  - Allows for comparison of results with NASA-developed studies

## **Benefits of In-Situ Manufacturing for Mars Exploration**

- Explore relationship between parts reliability, in-situ manufacturing performance and requirements, and availability of feedstock, and the resulting impact on overall system architecture. Includes:
  - Analysis of impact of in-situ manufacturing on spares resupply requirements
  - Analysis of impact of feedstock supply (ISRU-derived vs resupplied from Earth vs waste recycling)



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# Thank You

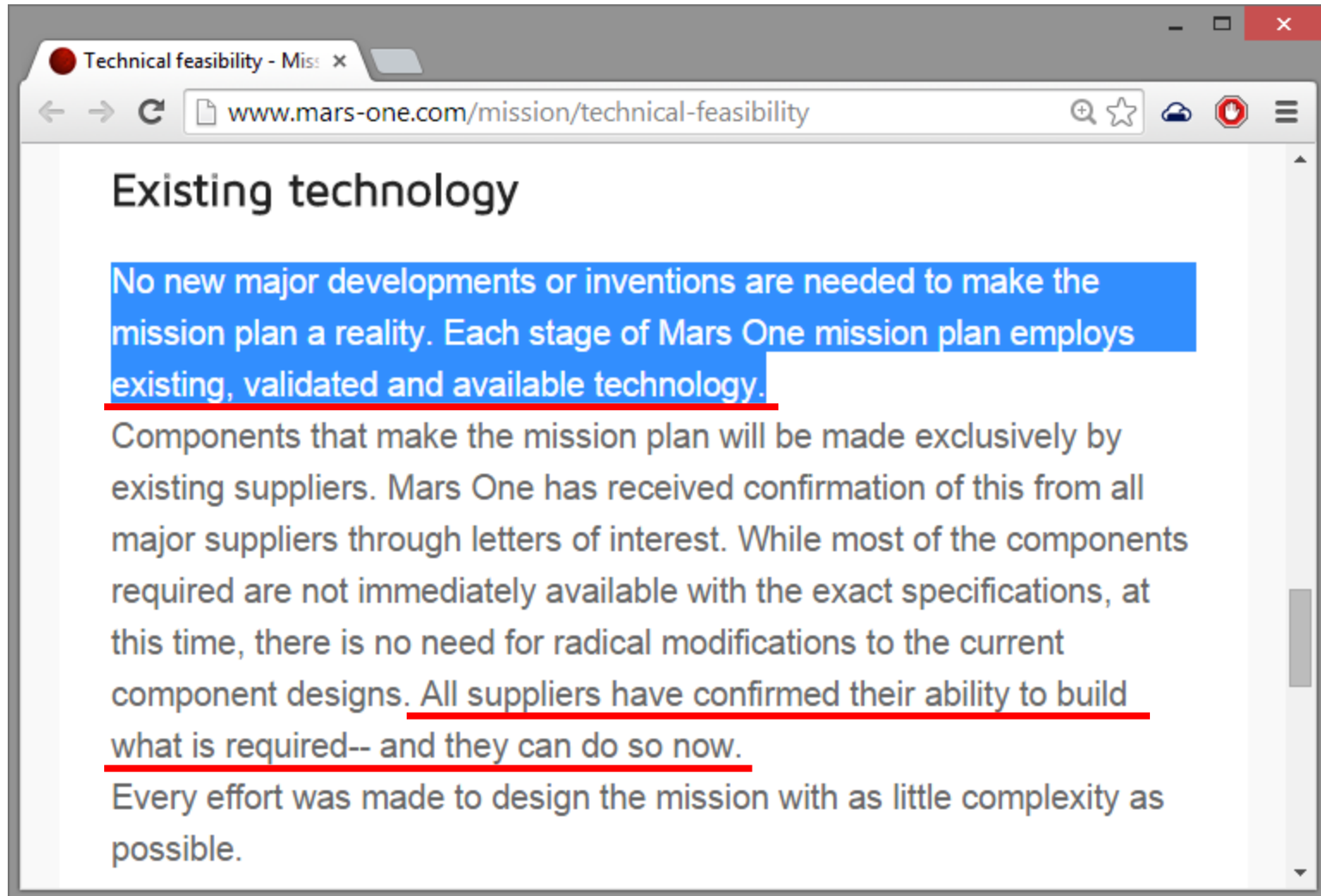
Original Paper: <http://bit.ly/mitM1>

Questions? Email: [sydneydo@mit.edu](mailto:sydneydo@mit.edu)



# Back Up Slides





Technical feasibility - Mis: x

www.mars-one.com/mission/technical-feasibility

## Existing technology

No new major developments or inventions are needed to make the mission plan a reality. Each stage of Mars One mission plan employs existing, validated and available technology.

Components that make the mission plan will be made exclusively by existing suppliers. Mars One has received confirmation of this from all major suppliers through letters of interest. While most of the components required are not immediately available with the exact specifications, at this time, there is no need for radical modifications to the current component designs. All suppliers have confirmed their ability to build what is required-- and they can do so now.

Every effort was made to design the mission with as little complexity as possible.



## Spares Resupply Profile: Growing Crew

