

着陸脚地面間の摩擦力低減による 垂直離着陸ロケットの 耐転倒性の向上に関する研究

Improvement of Tipping Resistance of Vertical Takeoff and Landing Rocket by
Reducing Friction Force between Landing gear legs and Ground

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1. Introduction
2. Research Purpose
3. Change in fall down resistance due to Reduction of Friction Force
4. Improved horizontal movement
5. Landing legs with wheels attached
6. Summary
7. Problems • Future Prospects

- Low-cost, high-volume, high-frequency space transportation
 - Commercial Space Transportation by Private Companies
- ⇒ Increased movement toward reusing rockets

Falcon9 Tip Over [1]



Rocket = tall, high center of gravity
↓
High likelihood of tipping over on landing

Landing of Lunar Lander with 4 Legs [2]
Coefficient of friction between landing leg and ground
➤ **High** ⇒ liable to topple over
➤ **Low** ⇒ difficult to topple over

Reduced friction between the landing legs and the ground in reusable rockets ⇒ **Improved fall down resistance**

[1] <https://www.youtube.com/watch?v=bvim4rsNHkQ&t=50s>の50秒～53秒抜粋
[2] 能見公博, 宮原啓, “四脚月着陸機の接触力学解析と転倒性評価”, 日本機械学会論文集 (C編), 78巻790号 (2012年)

Verification of the fall down resistance of Reusable Rocket when the Friction Force between the Landing Legs and the Ground is Reduced

Contents of implementation

1. landing simulations in ADAMS

⇒ change the coefficient of friction to static

→ Observation of landing behavior

2. Verification of the usefulness of the wheel

• Methods to change the coefficient of friction : **wheel**

2-D drop experiment of a test model

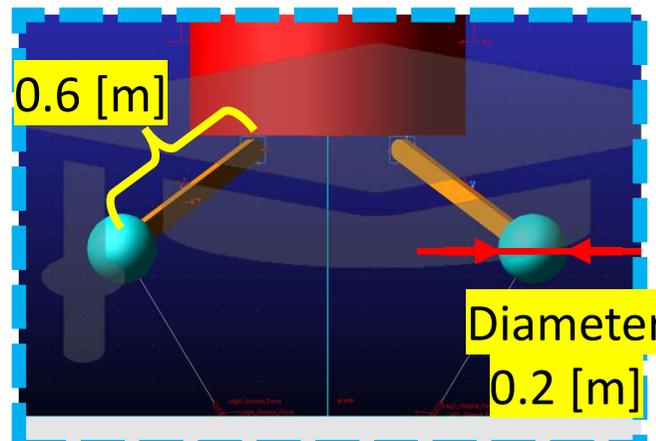
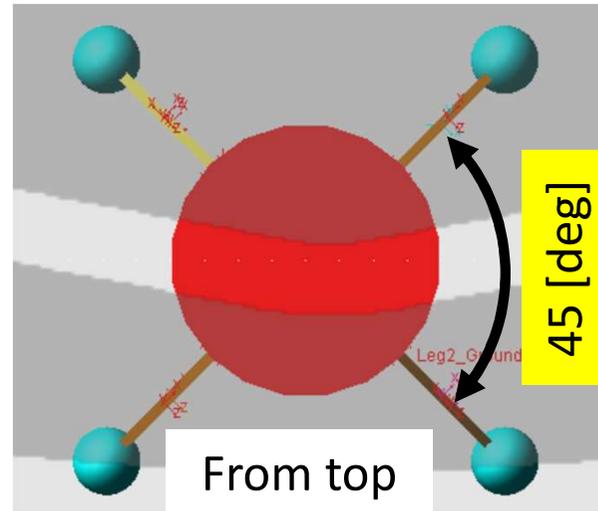
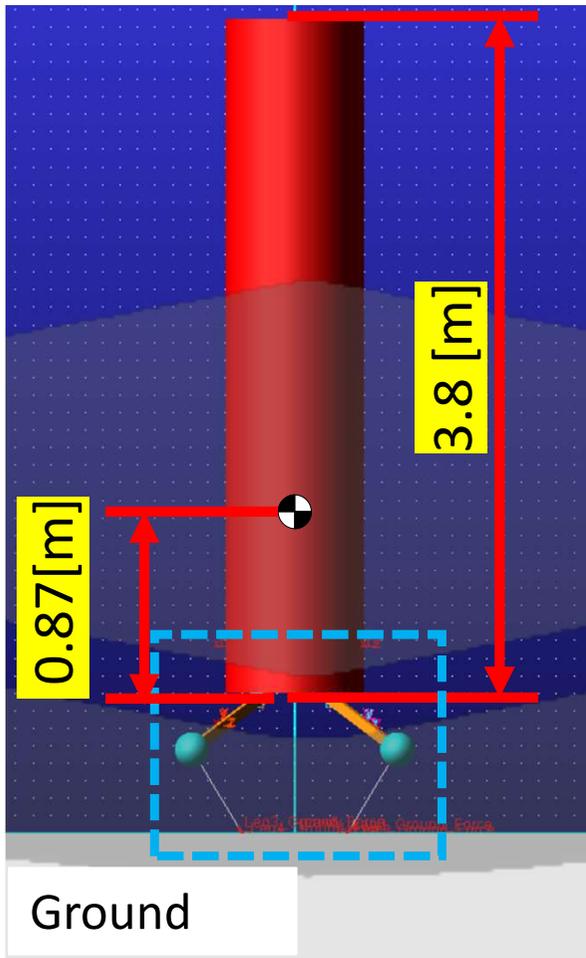
⇒ Observation of landing behavior

- Landing simulation → change the coefficient of friction to static
⇒ Verification of whether reducing frictional force is effective in improving fall down resistance

✓ Landing analysis using ADAMS

ADAMS : a MSC Software product in multibody dynamics

Rocket geometry



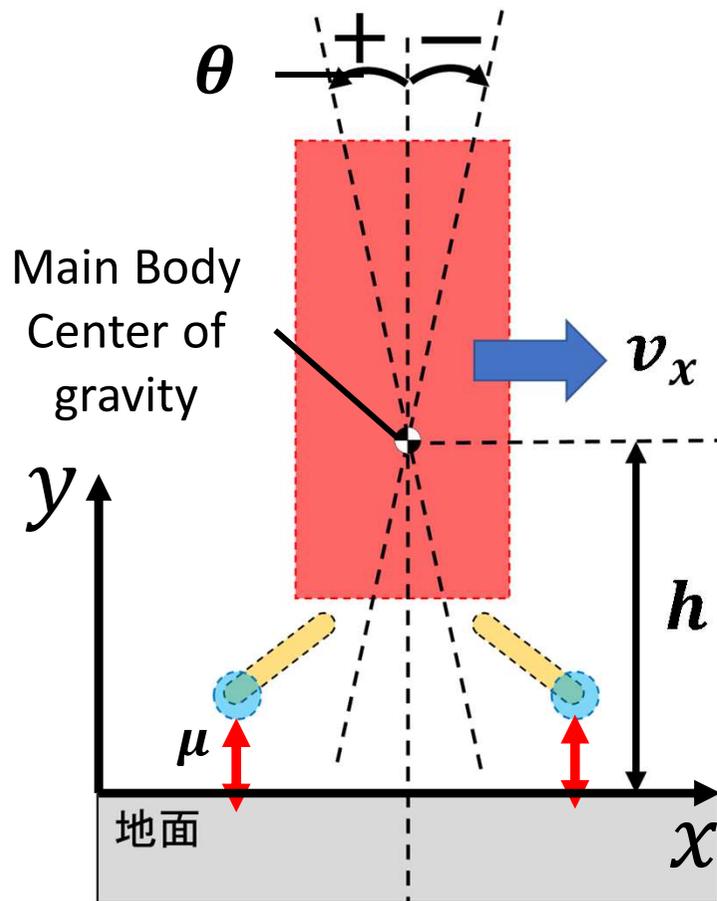
Refer to the dimensions of the FTB of the air breathing engine planned by JAXA.

parameter	value
mass	1000 kg
lxx	1018 kg · m ²
lyy	90.67 kg · m ²
lzz	1018 kg · m ²

✘ Center of gravity is a little low

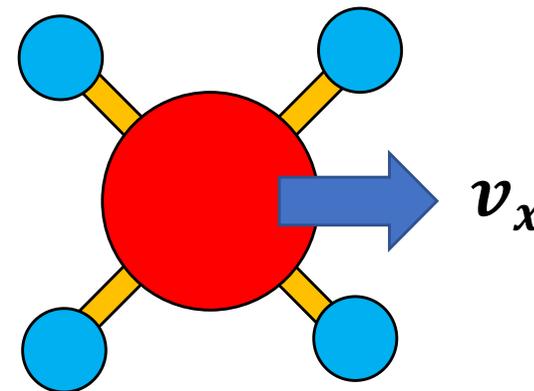
Landing simulation conditions

Initial conditions of the rocket



Landing simulation conditions

Pitch Angle θ [deg]	0 / ± 5 / ± 10 / ± 15 / ± 20
Horizontal Velocity v_x [m/s]	0 / 0.5 / 1 / 1.5 / 2.0
coefficient of friction μ	0.8 / 0.5 / 0.3 / 0.1 / 0.01
height h [m]	2.1

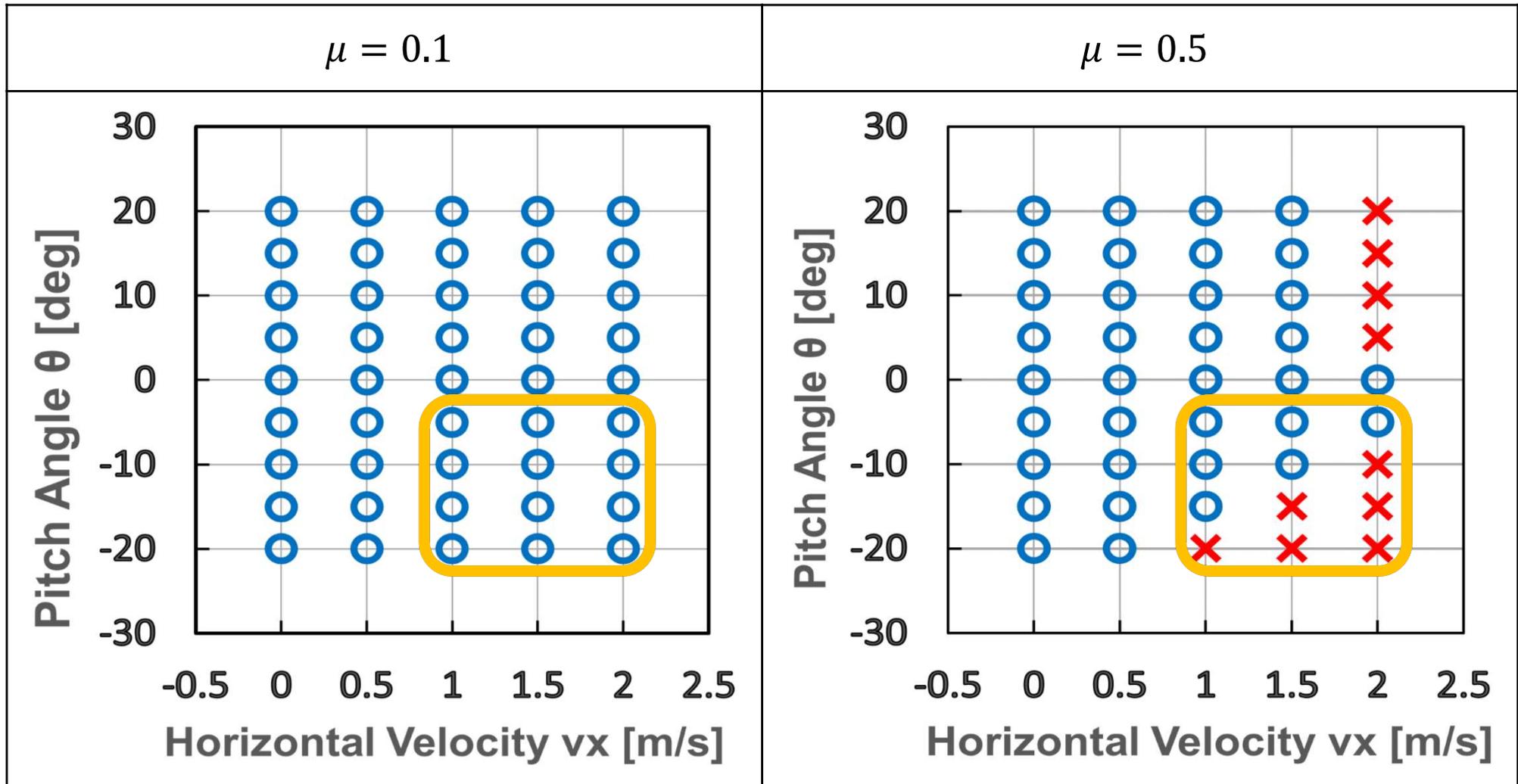


Simulated with landing legs oriented 2-2 when viewed from the side

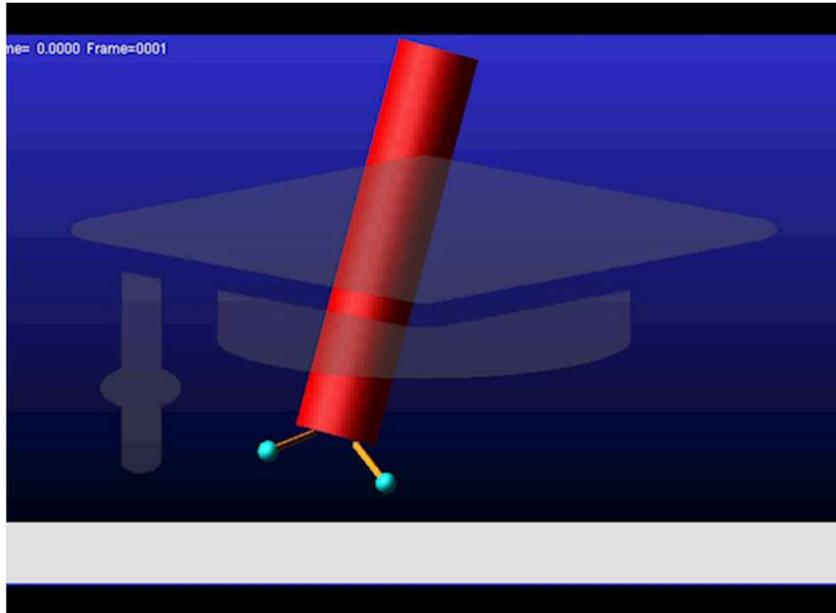
Landing simulation results

✗ Unstable

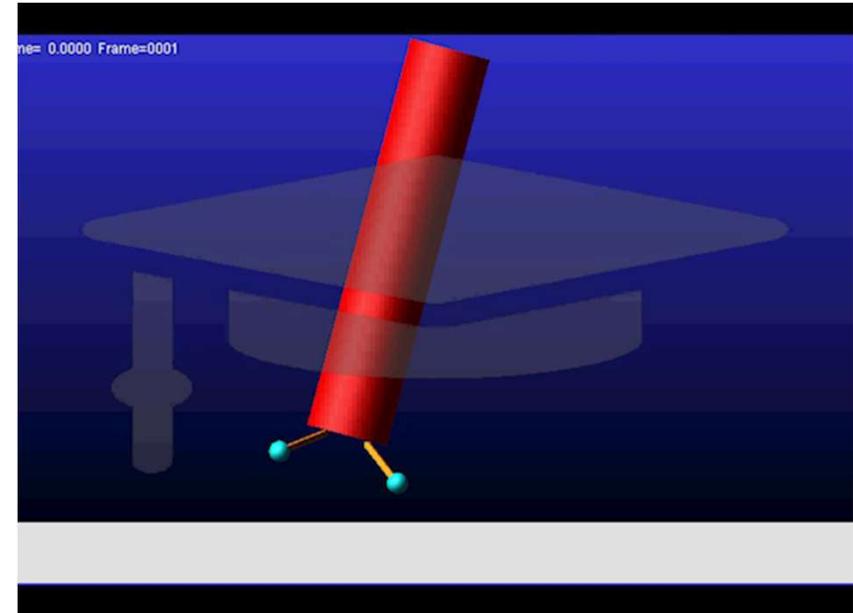
○ Stable



- ✓ At Pitch angle θ is negatively large, High horizontal speed \Rightarrow Smaller coefficient of friction is more stable.
- ✓ Reduction of frictional force \Rightarrow Effective in improving fall down resistance



$v_x : 1.5[\text{m/s}] \theta : -15[\text{deg}] \mu = 0.1$



$v_x : 1.5[\text{m/s}] \theta : -15[\text{deg}] \mu = 0.5$

Landing behavior varies depending on the coefficient of friction

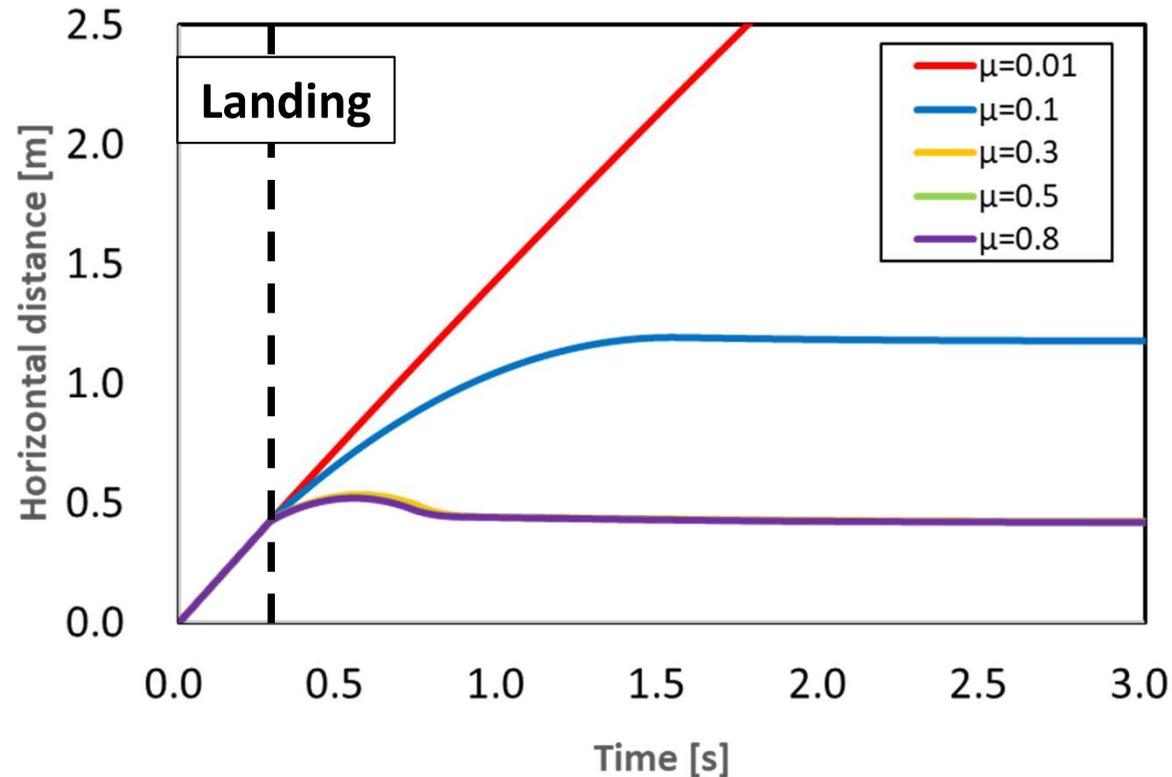
Coefficient of friction

- ✓ **Low** → The rocket slips, and the rocket's rotational motion is used as the horizontal motion.
⇒ Stable
- ✓ **High** → The rocket didn't slip, and rocket tipped over with landing legs as fulcrum
⇒ Unstable

Coefficient of friction and horizontal movement 9

Coefficient of friction and Horizontal movement distance

condition : Pitch Angle $\theta = 0[\text{deg}]$, Horizontal Velocity $v_x = 1.5[\text{m/s}]$



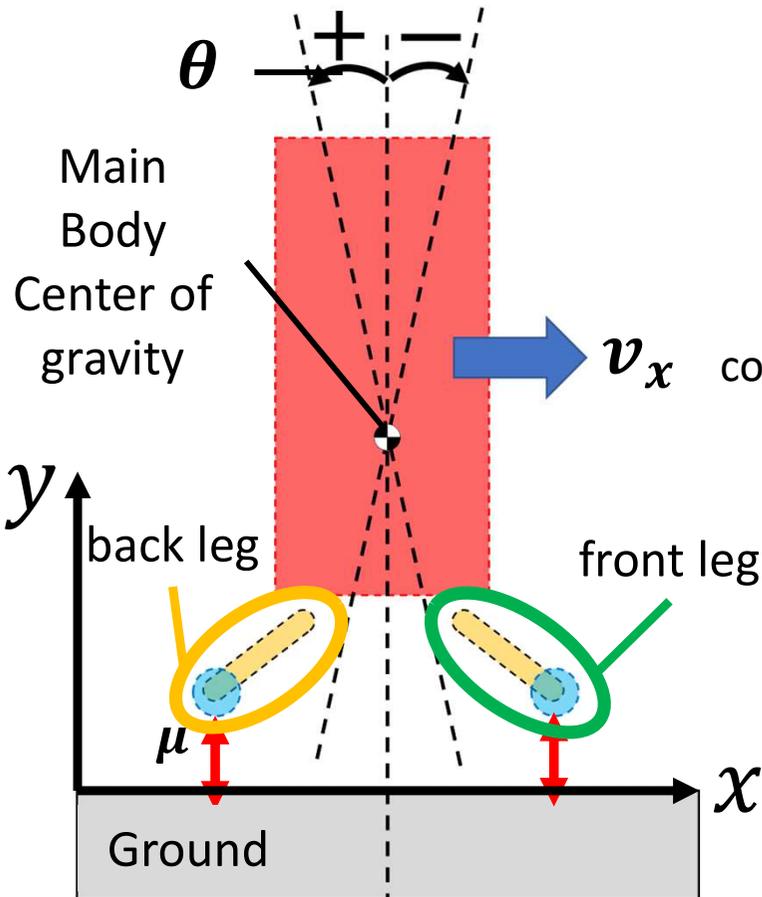
μ	fall down resistance	Horizontal distance
High	\triangle	Short
Low	\circ	Long

➤ Different friction coefficients for each landing leg

Considering the direction of movement of the rocket

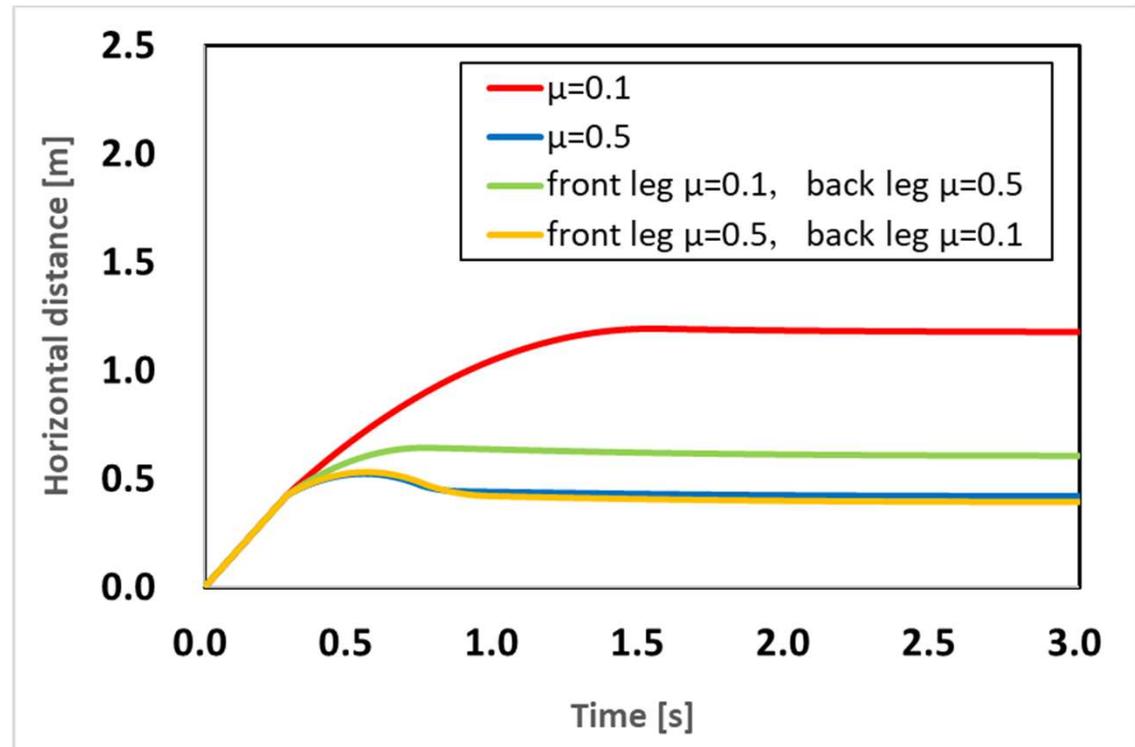
→ Landing legs in v_x direction : front leg

Landing legs in opposite v_x direction : back leg



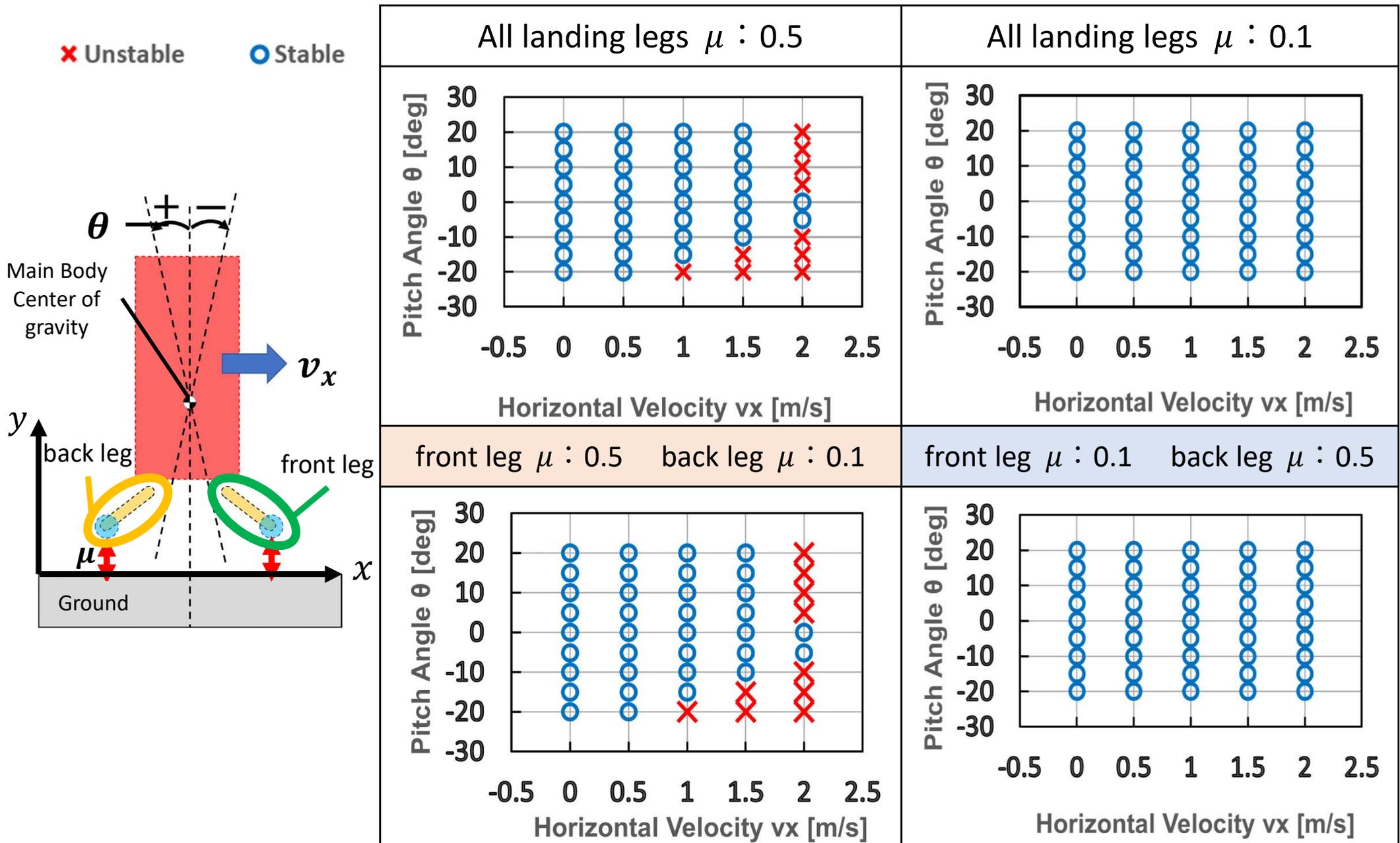
- ➡ ① front leg $\mu : 0.5$ back leg $\mu : 0.1$
- ② front leg $\mu : 0.1$ back leg $\mu : 0.5$

condition : Pitch Angle $\theta = 0$ [deg], Horizontal Velocity $v_x = 1.5$ [m/s]



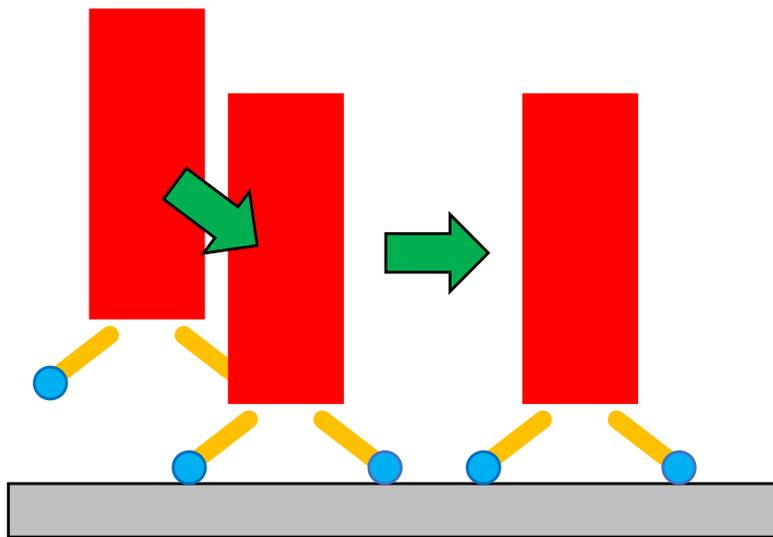
⇒ Horizontal distance has been reduced.

fall down resistance when μ differs from front to back 11

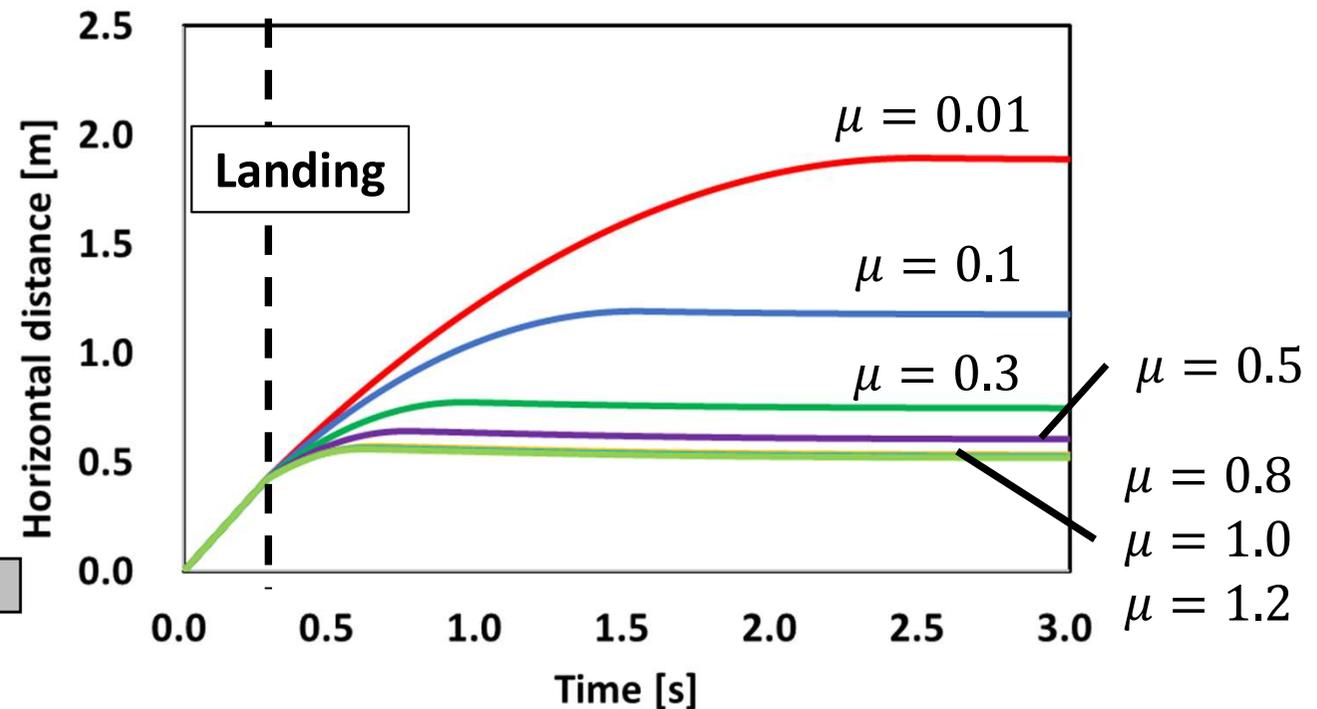


fall down resistance of a rocket depends on the coefficient of friction of the front legs

Horizontal movement after landing



Friction coefficient of the back leg and horizontal distance moved

condition : Pitch Angle $\theta = 0[\text{deg}]$, Horizontal Velocity $v_x = 1.5[\text{m/s}]$ Coefficient of friction of back leg **【High】** \Rightarrow Reduced horizontal distancefront leg μ : **【Low】** back leg μ : **【High】** \Rightarrow Improved fall down resistance + Reduced horizontal movement

Methods to reduce frictional forces in actual rockets \Rightarrow wheel

Wheel attached to Test model



centre of gravity

wheel

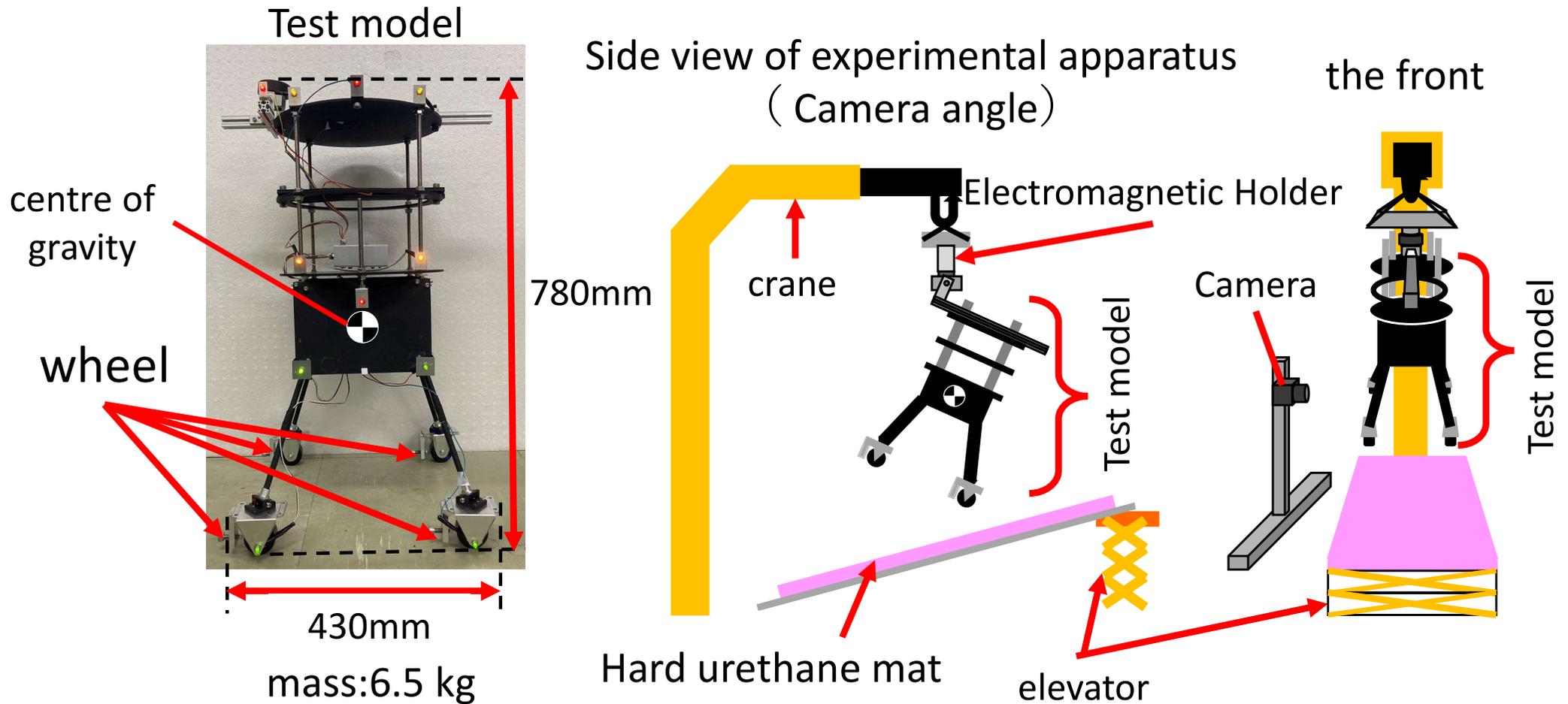


780mm

430mm

mass:6.5 kg

- ✓ Verification of the landing behavior of the test model when wheels are attached
 - \Leftrightarrow But, **difficult to give horizontal velocity**
 - Consider alternatives to horizontal velocity
 - \Rightarrow **Ground slope**

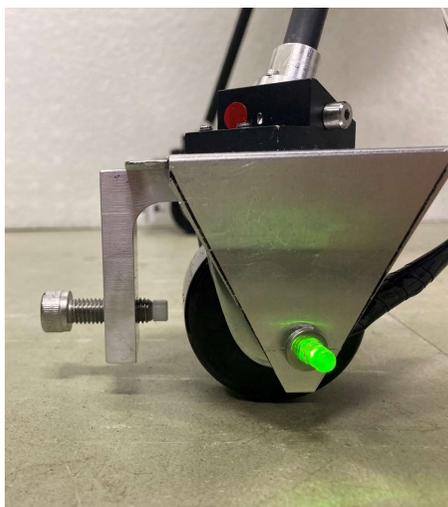


- The airframe model is attached to a electromagnetic holder attached to the crane.
- Release the permanent electromagnetic holder and drop the fuselage model.
- Video of landing on a hard urethane mat..

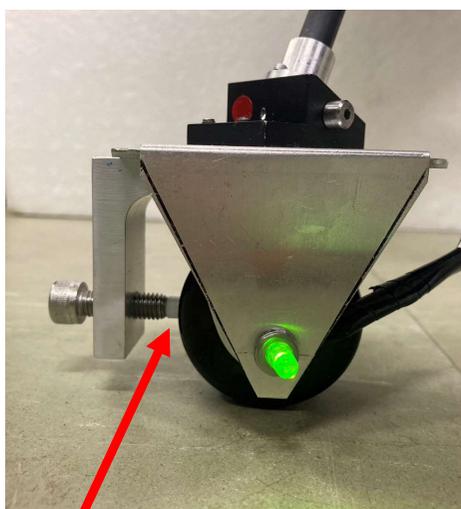
Experimental Conditions

Initial height h [m]	0.35 / 0.45
Pitch Angle θ [deg]	-0.6 ± 0.6 / -9.3 ± 1.05 / -18.4 ± 1.29 / -26.3 ± 0.56
Ground slope γ [deg]	0 / 2 / 4 / 6
wheel rotation	Free / Semi-fixed

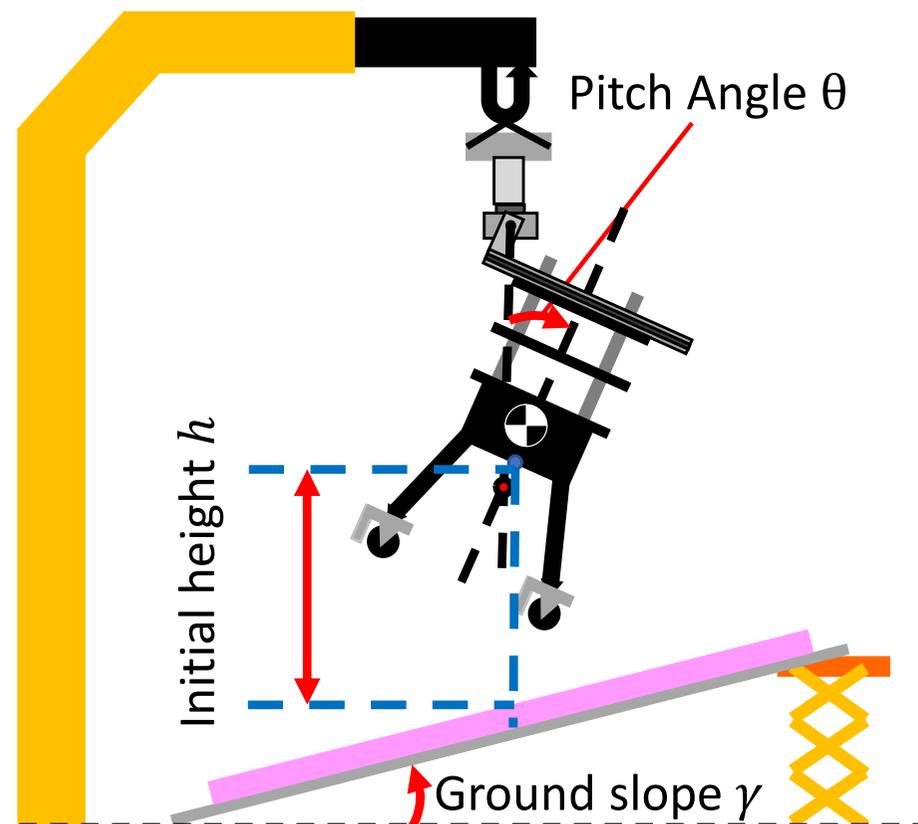
Free

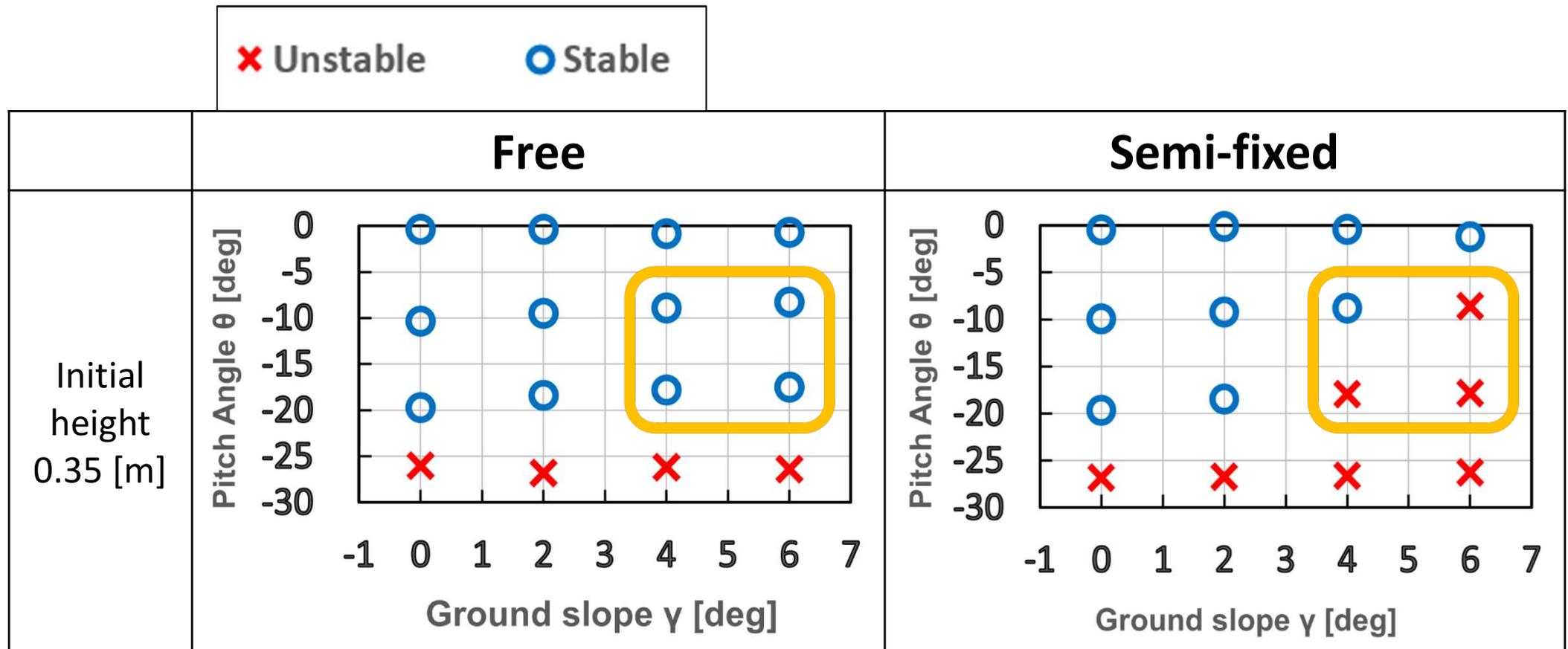


Semi-fixed

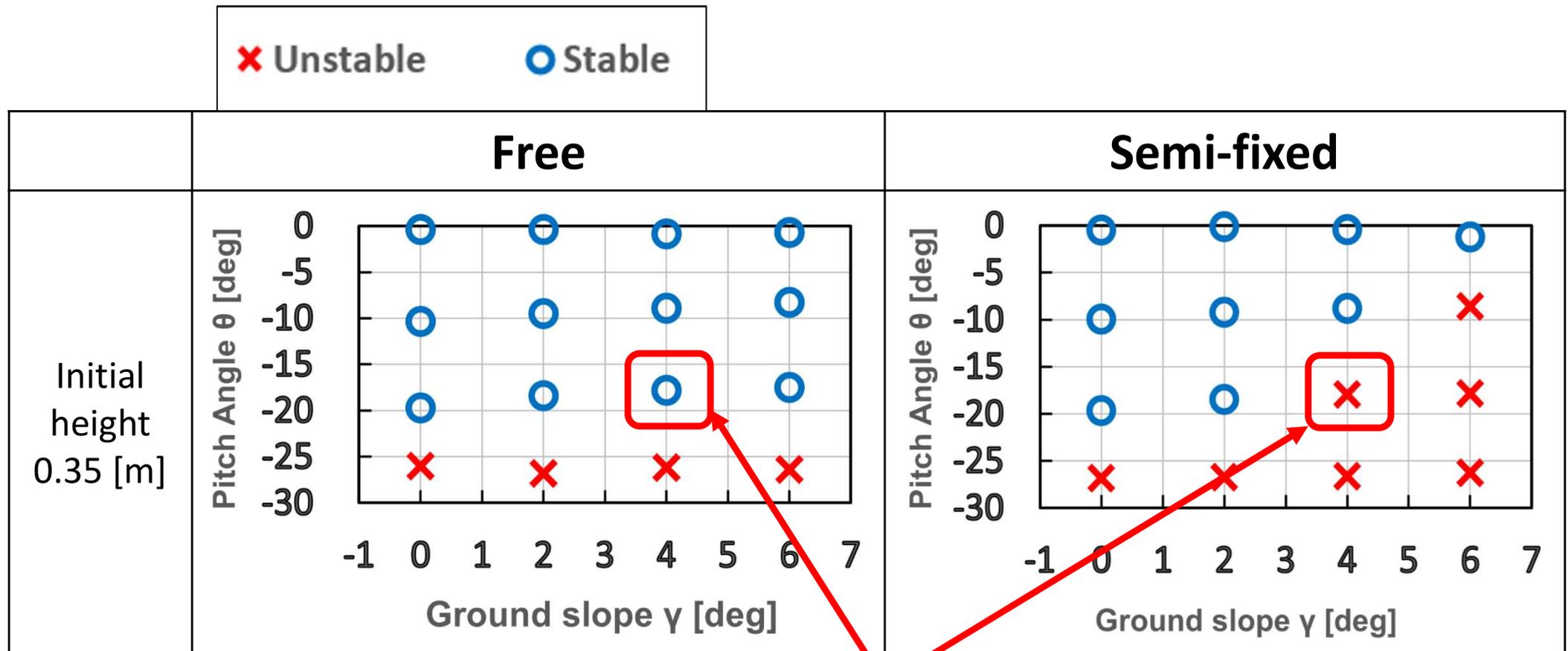


Push the bolt with POM on the wheel.
 ⇒ Makes it harder to spin the wheel





- At Pitch angle θ is negatively large, Ground slope is large.
 ⇒ Rotation of the wheel **【Free】** is more stable.



Here is a video of an experiment under these conditions.

- At Pitch angle θ is negatively large, Ground slope is large.
⇒ Rotation of the wheel **【Free】** is more stable.

Change in wheel rotation \Rightarrow fall down resistance changes

$$\gamma = 4[\text{deg}], \quad h = 0.35[\text{m}], \quad \theta = -18[\text{deg}]$$



wheel rotation 【Free】



wheel rotation 【Semi-fixed】

Movement changes when the leg on the underside of the slope is grounded

✓ 【Free】 \rightarrow Aircraft model slides down the slope and does not fall down
 \Rightarrow Stable

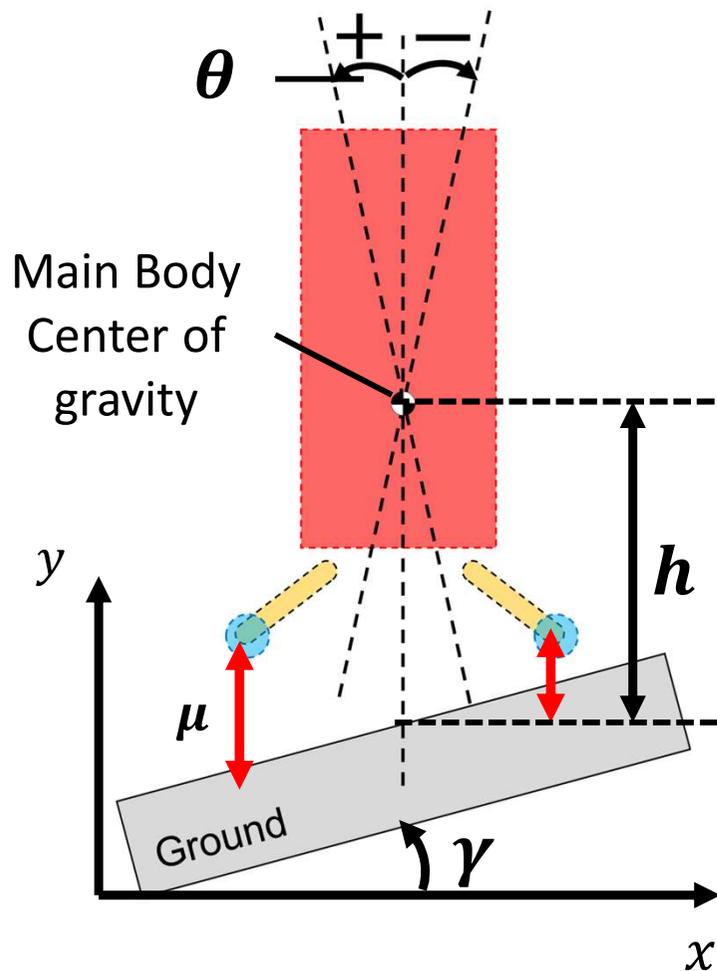
✓ 【Semi-fixed】 \rightarrow Rotation of the aircraft model with the fulcrum at the ground contact point of the leg on the lower side of the slope \Rightarrow Unstable

Simulation of landing on a slope : conditions 19

Rocket geometry in landing simulation

- Use the same model as with horizontal speed
- Ground slope as a parameter instead of horizontal velocity
- Wheels are not simulated, change the coefficient of friction to static

Initial conditions of the rocket

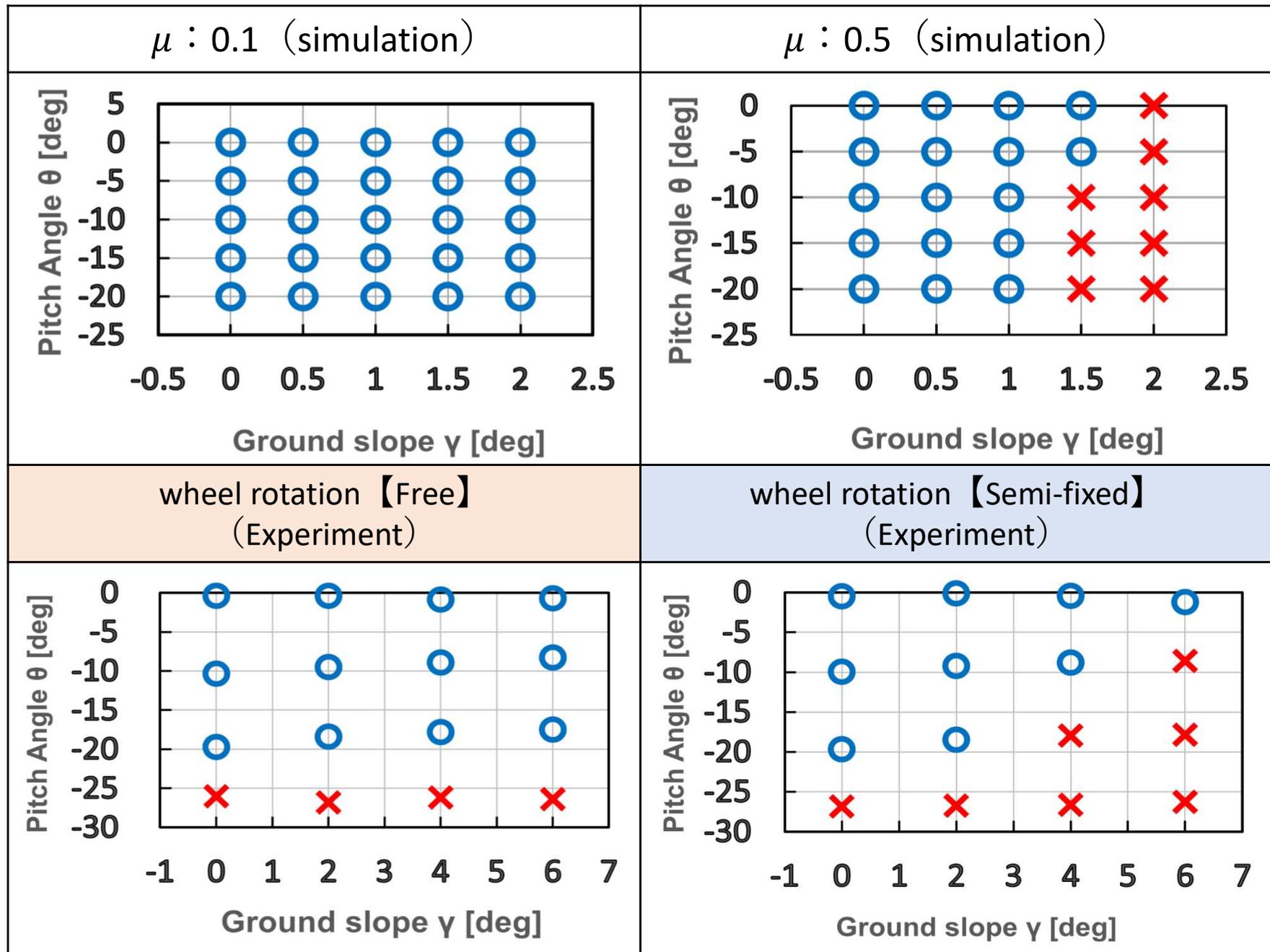


Landing simulation conditions

Pitch Angle θ [deg]	0 / ± 5 / ± 10 / ± 15 / ± 20
Ground Slope γ [m/s]	0 / 2 / 4 / 6 / 8
coefficient of friction μ	0.8 / 0.5 / 0.3 / 0.1 / 0.01
height h [m]	2.1

Simulation of landing on a slope : Results

○ Stable
× Unstable



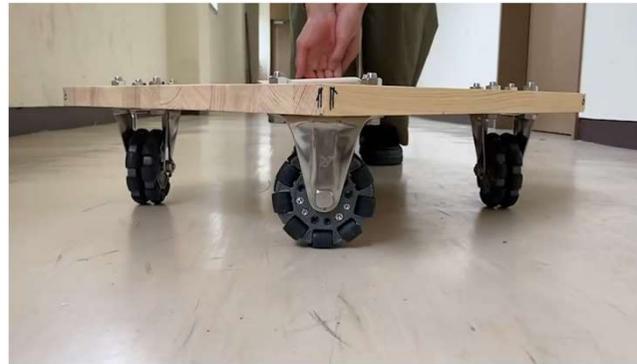
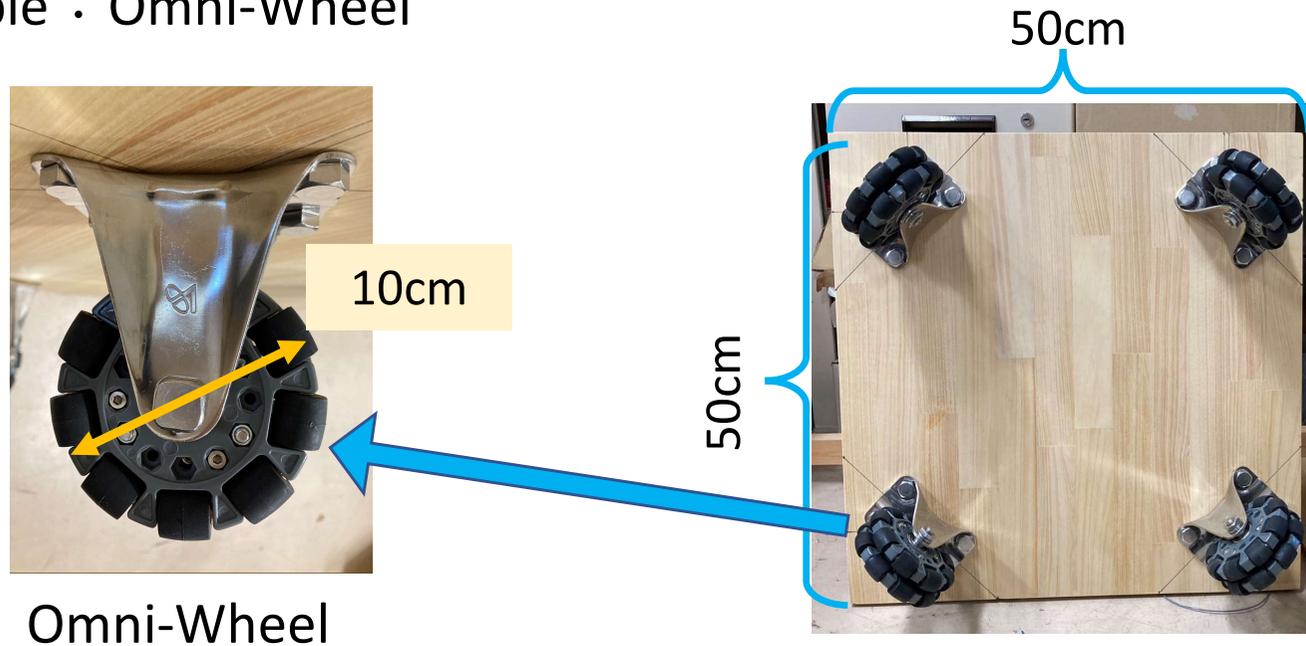
⇒ The same effect as friction force reduction can be achieved by the wheel

- ◆ Reduction of frictional force \Rightarrow Effective in improving fall down resistance
- ◆ front leg μ : **【Low】** back leg μ : **【High】**
 - \Rightarrow Improved fall down resistance + Reduced horizontal movement
- ◆ 2-D drop experiment and simulation of landing on a slope
 - \Rightarrow The same effect as friction force reduction can be achieved by the wheel

I. Adaptation to 3D movement

Wheels attached to landing legs \Rightarrow Need to adapt to 3D movement

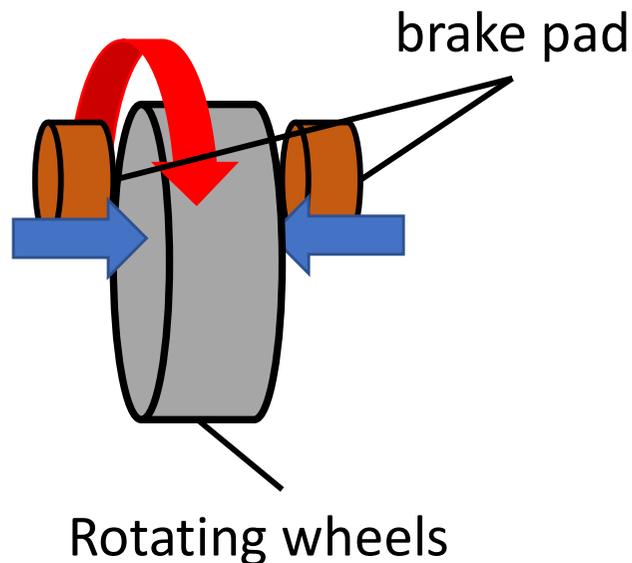
◆ Example : Omni-Wheel



Mechanism like an omniwheel \Rightarrow Adaptable to 3-D movement

- II. change the coefficient of friction to dynamic
 - Counter-measure for horizontal movement
 - ✓ Equipped with a mechanism like a brake
 - ✓ Limits the direction of wheel rotation

Mechanism like a brake



Limits the direction of wheel rotation

