# COE CST Tenth Annual Technical Meeting

# Human Input Systems for Commercial Space Transportation

## Thomas C Eskridge PI
## Dan Kirk Co-PI
## Don Platt Co-PI
### Kazuhiko Momose (PhD student)
### Anna Wojdecka (PhD Student, Sp 21)

# Agenda

- Team Members
- Task Description
- Schedule
- Goals
- Future Work

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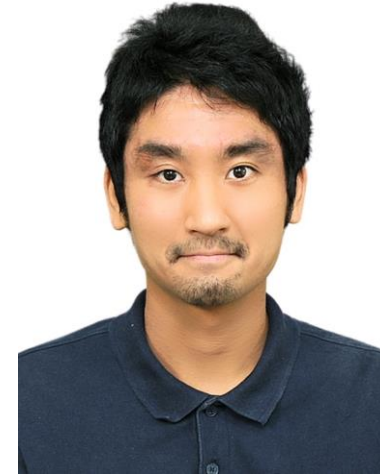
# Team Members

Thomas C
Eskridge
PI

Daniel
Kirk
Co-PI

Don
Platt
Co-PI

Kazuhiko
Momose
HCD PhD
Student

Anna
Wojdecka
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Student

# Team Members: Consultants

- Specialist in aerospace medicine: **Esther Beltran**, MD, Ph.D., (University of Central Florida)

- Specialist in Human-System Integration: **Anil Raj**, MD, Ph.D. (Institute for Human and Machine Cognition)

- Specialist in motion base integration: **Rick McLean** (Servos and Simulations)

- Matching funds provided by **FIT Human Spaceflight Lab**

# Task Description

- This project will develop guides for the CST industry in the area of definition and engineering of CST control input devices and systems usable in variable gravity with or without spacesuit.

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# Control in Variable Gravity

- Control of vehicles require

  - good visual acuity,

  - eye-hand coordination,

  - spatial and geographic orientation perception, and

  - cognitive function.

- Space flight research has demonstrated the effects of variable gravity on each of these requirements

Bloomberg JJ, Reschke MF, Clément GR, Mulavara AP, Taylor LC. NASA evidence report: Risk of impaired control of spacecraft/associated systems and decreased mobility due to vestibular/sensorimotor alterations associated with space flight. 2016. [September 12, 2016]. https://humanresearchroadmap.nasa.gov/Evidence/reports/SM.pdf. [Reference list]

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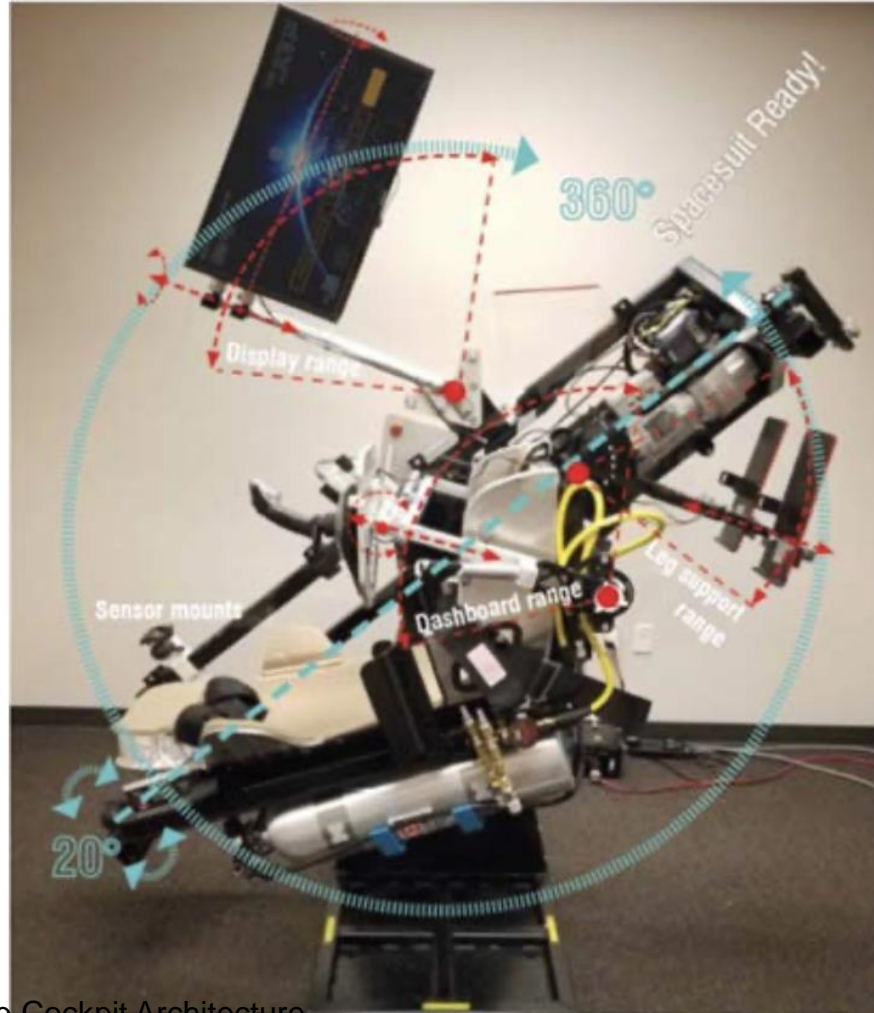
# Control in variable gravity

- Experiments show occasional **directional confusion** when using joystick with typical aviation logic
  - pull towards the operator's body means up
- Occasional confusion of direction left and right happened as well
- Suggestion from former astronaut to "*avoid use of aviation flight control logic in microgravity or hypergravity*"
- Control and display systems should *reflect phases of spaceflight*

# Adaptive Spaceship Cockpit Simulator (ASCS)
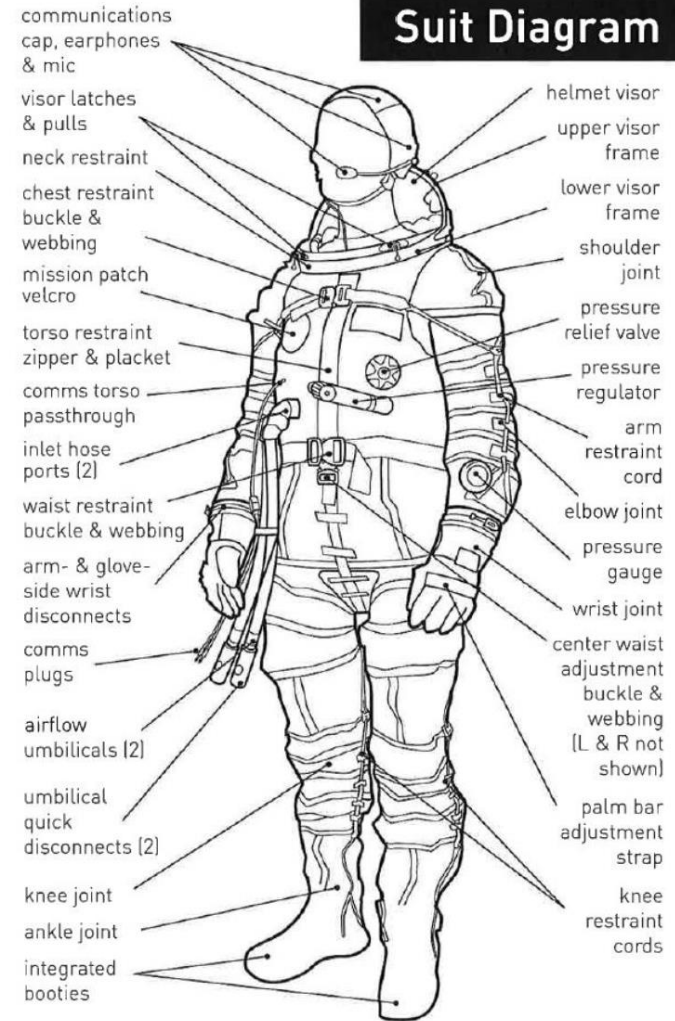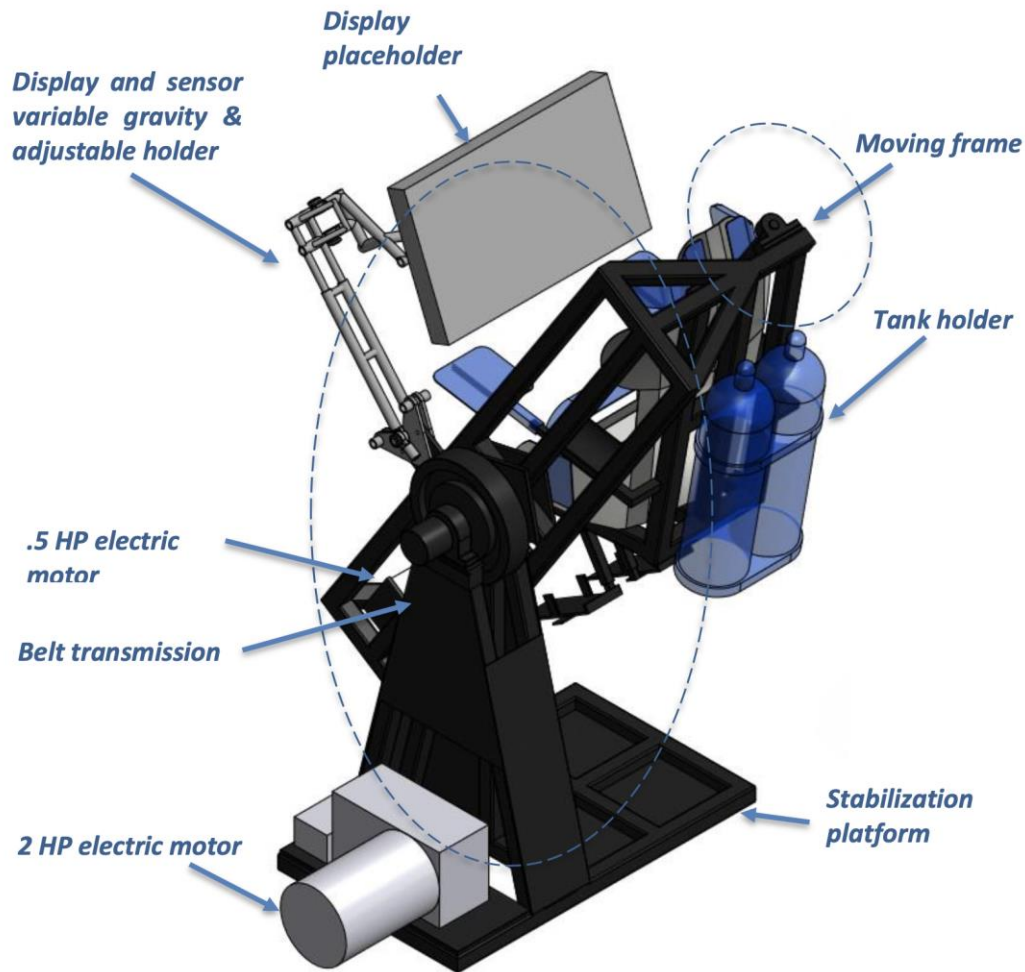


Doule (2018) Adaptive Spaceship Cockpit Architecture.
PhD Dissertation, Florida Institute of Technology

# FIT ASCS



Doule (2018) Adaptive Spaceship Cockpit Architecture.
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# Goals

1. identify the best human-input physio-cognitive control logic and mechanisms for human operators in variable gravity environment
    - Including normative and emergency scenarios when automated system cannot perform the control function
    - Avoiding orientation misinterpretation of aviation control paradigm
    - Control systems for pilots and tourists

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# Goals

2. Identify satisfactory multimodal feedback for confirmation of actions in hyperbaric, variable gravity environment.

3. A homing function for input devices can be misinterpreted when using spacesuit and/or operating the vehicle in variable gravity environment. Determine whether an input device should have a homing function and, if so, how it should be communicated to the user.

4. Identify the personal physical and cognitive ergonomic features of vehicle occupants that should be driving the cockpit cognitive and physical ergonomics adaptation.

# Goals

5. Determine fundamental rules of how to secure optimal performance of the mission and safety of astronauts in interactions with adaptive automation

- How should artificial agents communicate with humans and distribute function authority if the human is incapacitated in some sensory areas such as haptic or hearing senses.

# Schedule

| SEC CST | 2020 | | | | 2021 | | | | | | | | | | | | | 2022 | | | | |
|---------|------|---|---|---|------|---|---|---|---|---|---|---|---|---|---|---|---|------|---|---|---|---|
| Work Package | Sep | Oct | Nov | Dec | Jan | Feb | Mar | Apr | May | Jun | Jul | Aug | Sep | Oct | Nov | Dec | Jan | Feb | Mar | Apr | May | Jun | Jul | Aug |
| 1 - Project Management | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 - State of the Art | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 - Selection/design of IS and Exp Design | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 - Simulation HW and SW update | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 - Simulation Execution - HITL | | | | | | | | | | | | | SIMULATIONS | | | | | | | | | | | |
| 6 - Data analysis and guides definition | | | | | | | | | | | | | | | | | | | | | | | | |
| Final Report | | | | | | DR1 | | | | | | | | | | DR2 | | | | | | | | FINAL |
| IAC,CHAI publication | | | | | | | | | | | | | | | | | | | | | | | | |
| NewSpace publication | | | | | | | | | | | | | | | | | | | | | | | | |

# Future Work

- We are one month into the project
- Focused on collecting state of the art control methodologies and evidence of variable gravity induced control issues
- Tuning and maintenance on ASCS
- Evaluating interface toolkits for rapid prototyping