

NMD Science, Technology and Policy

- Basic science of ballistic missiles
- Basic technologies of ballistic missiles
- Technological uncertainties
- Economic uncertainties
- Policy uncertainties
- All with be discussed in this lecture

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Start with some fundamental facts:

Radius of Earth, $R_E \sim 6400$ km

Atmosphere is approximately exponentially distributed

H= scale height; h = altitude; $\rho = \rho_0 e^{-h/H}$

“Sensible” atmosphere i.e. atmosphere where drag is large and there is lift, $h < 60$ km

Altitude at which it is hard to maintain in orbit 100 km

Orbital Velocity i.e. velocity at which gravitational and centripetal forces balance (close to Earth) 8 km/sec

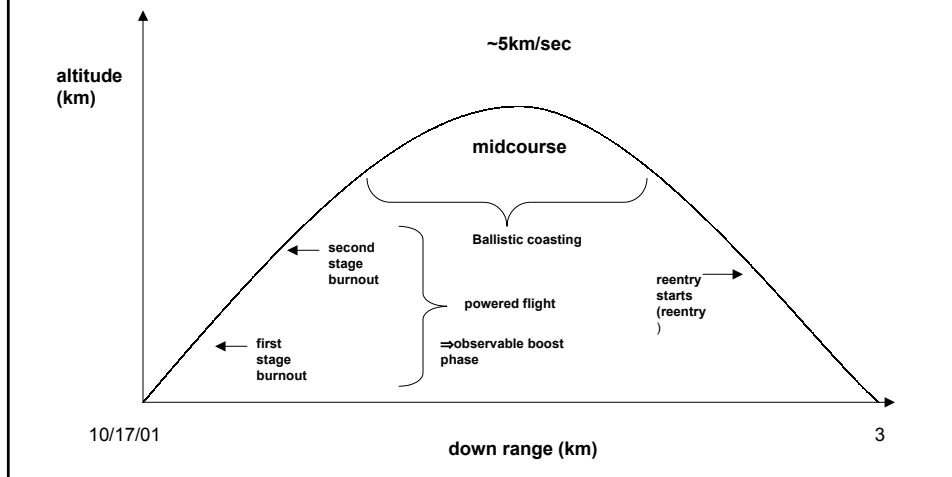
→any rocket with less than this velocity must eventually come to Earth somewhere.

GEO = orbit at which orbital velocity = rotation velocity of Earth $\approx 7R_E$
Satellite @ GEO over equator is stationary with respect to Earth

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Notional trajectory of a ballistic missile (staged)



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typical burntime ~ 200 - 300 seconds; typical impact ~20 - 30 mins

typical velocity ~ 5 - 7 km/sec (for long range)

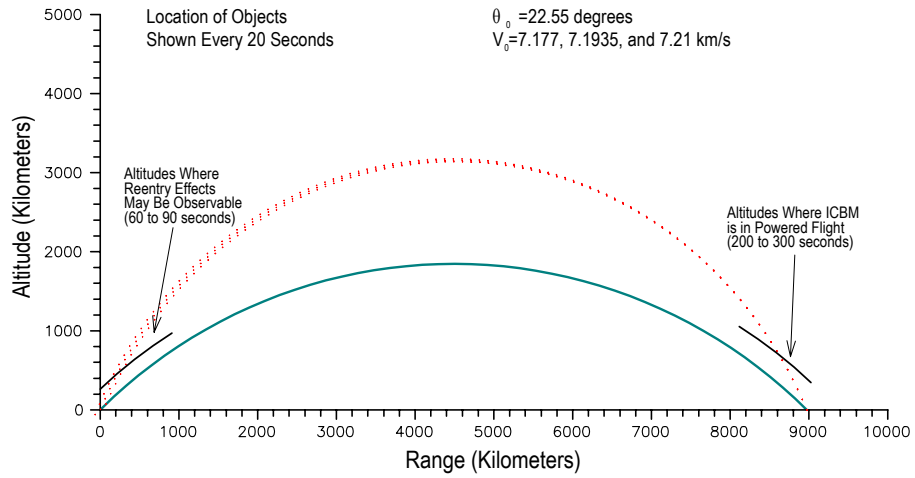
All ballistic missiles have 3 phases:

- **boost phase** - powered flight; plume is observable
- **midcourse** - warhead (+decoys) are coasting with same initial velocity above atmosphere
⇒ no atmospheric discrimination
- **reentry phase** - warhead (+decoys) reenter sensible atmosphere and drag + reentry plume distinguishes between objects

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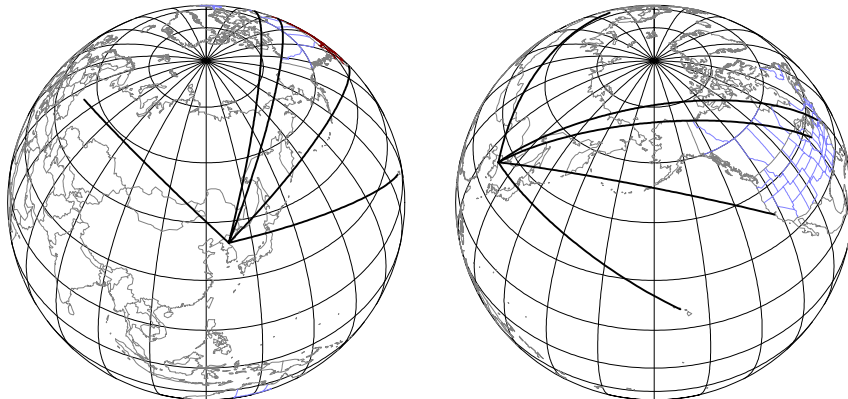
Boost-Phase, Mid-Course and Reentry Phases of Ballistic Missile Flight



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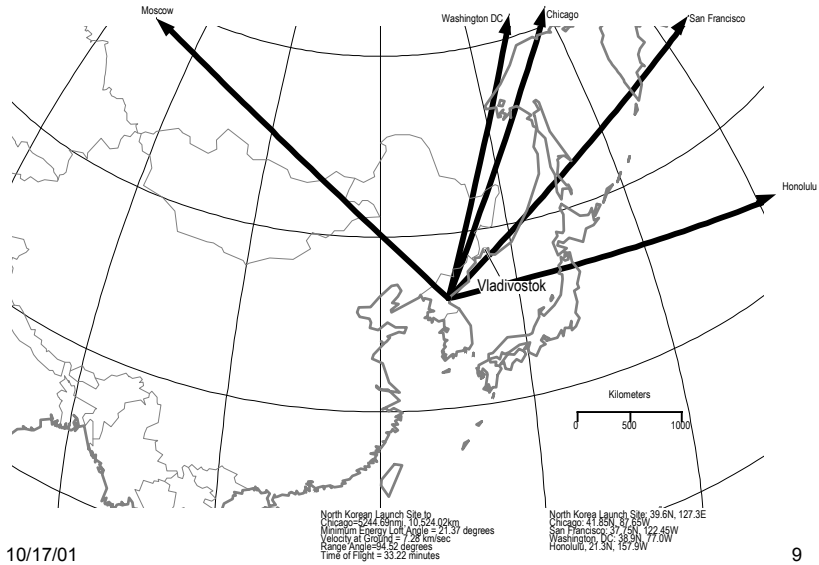
Ground Trace of North Korean ICBM for Attacks on Moscow, Washington, Chicago, San Francisco and Honolulu



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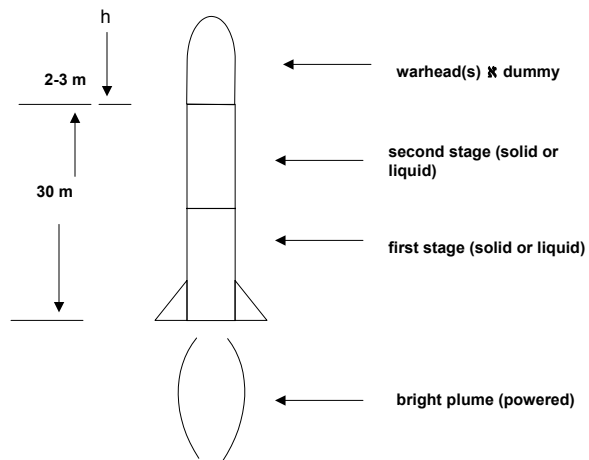
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Typical missile in flight

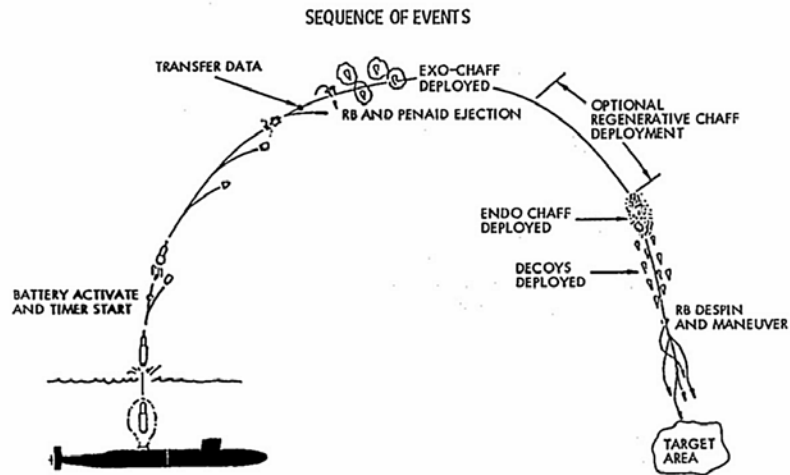


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Countermeasures and National Missile Defense

Mk 500 PENETRATION SYSTEM SEQUENCE OF EVENTS (U)



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Consider first a "simple" ballistic missile with a single warhead, no dummy or countermeasures and no ability to maneuver after burnout.

3 regions to strike missile:

Boost phase \approx 200 - 300 seconds

Midcourse \approx 10s of minutes

Reentry \approx 60 - 90 seconds

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Boost phase

Big advantages:

- Missile is easy to see (from warning satellites @ GEO) since plume is so bright in IR. Also has a large radar cross section making use of a wide range of existing radars if they are in the area.
- Only need to hit boosting missile anywhere for it to fail. If an interception is used, then almost 100 times less demanding than hitting a small warhead.
- Target destruction is immediately observable on sensors (IR or radar)
- Destroyed missile may fall back on launching state so deterring them
- Robust against simple technical countermeasures

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Boost phase

Big disadvantages:

- Short timelines \Rightarrow need to act quickly
- If interceptors used, then they need to be relatively close.
- If speed of light weapons used, then space based ones need global proliferation
- Missiles short falling may fall on friendly countries
- Only get one chance to hit missile (unless launching state uses barrage firing)

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Ground based interceptors used for boost phase

Note typical distances ~

700 km

- If warhead is not destroyed but keeps going ballistically, then there is a range shortfall.

- This may be a policy problem.

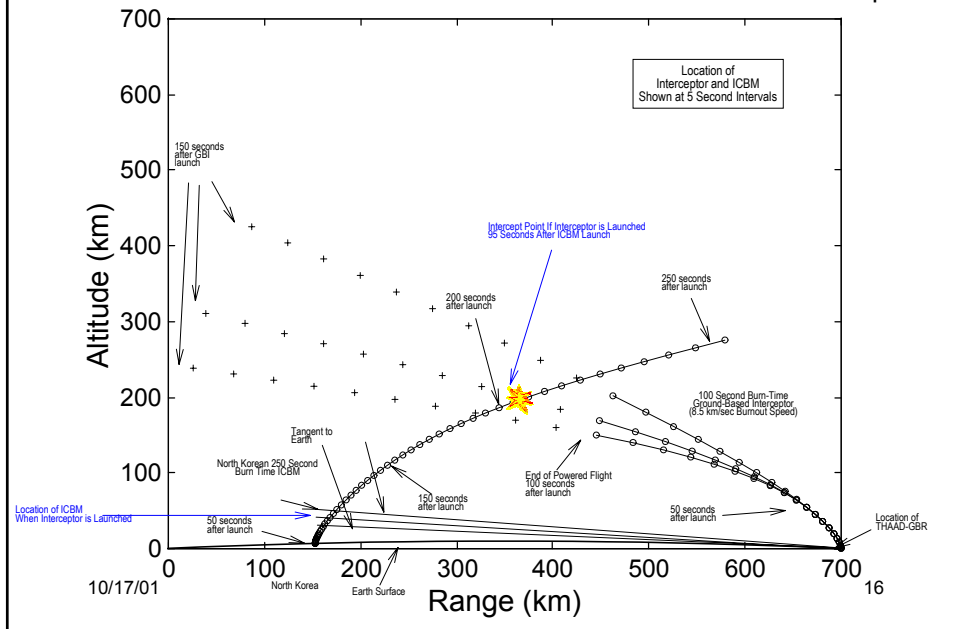
- Biggest policy problem

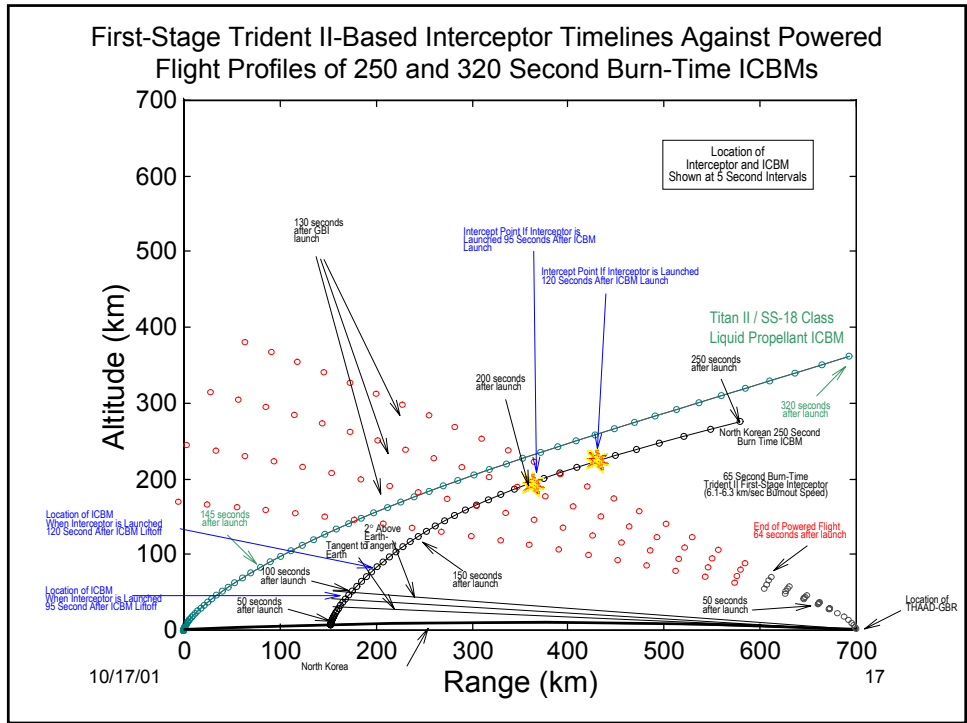
- Country like Iran requires putting ground-based interceptors in neutral or possibly unfriendly countries (due to short timelines)

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Powered Flight Profiles of *Postulated* North Korean 250 Second Burn-time ICBM and Russian-US 100 Second Burn-Time Ground-Based Interceptor

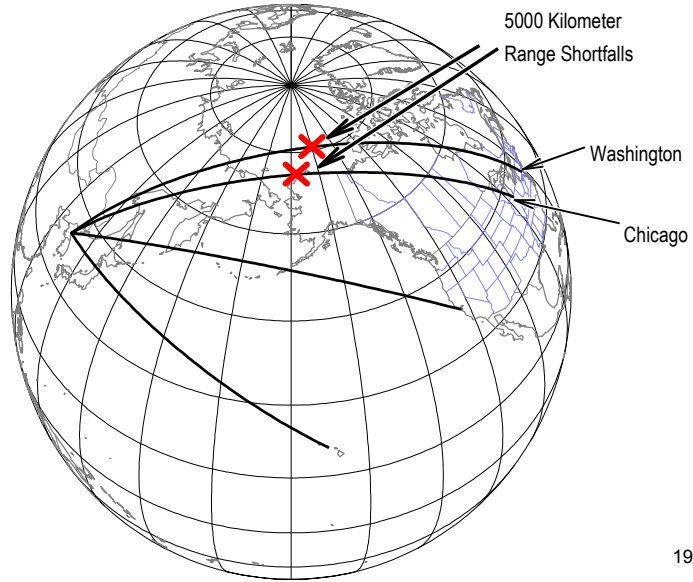




Boost-Phase Kill Vehicle Capable of 10 G Maximum Divert Acceleration and 2 km/sec Total Divert Velocity

- Total Propellant Weight = 230 lbs
- Propellant Density = 72 lb/ft³
- Total Propellant Volume = 3.2 ft³
- Motor Weight = 80 lbs
- Thrust = 4610 lbs
- Weight of Tanks and Structure = 46 lbs
- Overall Vehicle Weight = 460 lbs
- Payload Weight = 100 lbs
- Propellant=N₂O₄/MMH
- Vacuum Steady State Real Engine Performance
- Specific Impulse (lb_f-s/lb_ms) = 295
- Throat Diameter = 5.2 inches (.13 meters)
- Exit Diameter = 23.2 inches (.59 meters)
- Area Ratio=20
- Chamber Pressure = 125 psia
- Motor Length = 50 inches (1.27 meters)
- Chamber Diameter = 13.5 inches (.35 meters)
- Spherical Fuel/Oxidizer Tank Diameters = 18 inches
- Barrel Tank
- Barrel Diameter = 10 inches (.26 meters)
- Overall Length = 38.5 inches (.98 meters)
- Barrel Length = 28.5 inches (.73 meters)

Range Shortfall of Intercepted North Korean ICBM for Various Intercept Times Prior to Burnout



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