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# **Economic analysis of a semi reusable launcher**

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## Launch services prices drop sharply

Disruptive new entrant SpaceX offers low price on the satellite launch market.

- ✓ **Falcon 9 Semi Reusability Strategy implemented with the reuse of the 1<sup>st</sup> stage**
- ✓ **Recovery on ground or Drone Ship**
- ✓ **Refurbishing of 1<sup>st</sup> stage up to 10 flights for B1051**
- ✓ **Extension of Semi Reusability to the half fairing**

### 2021 (Begin of September):

- 21 launches
- 20 reused boosters
- 19 boosters recovered successfully
- 1 failures @ booster recovery (Starlink L19)

### ASOG (B1061.4)



# Other tests or developments of SRLV (Europe not presented)



CZ-6X



JD-1

HYPERBOLA-2



NEWLINE-1

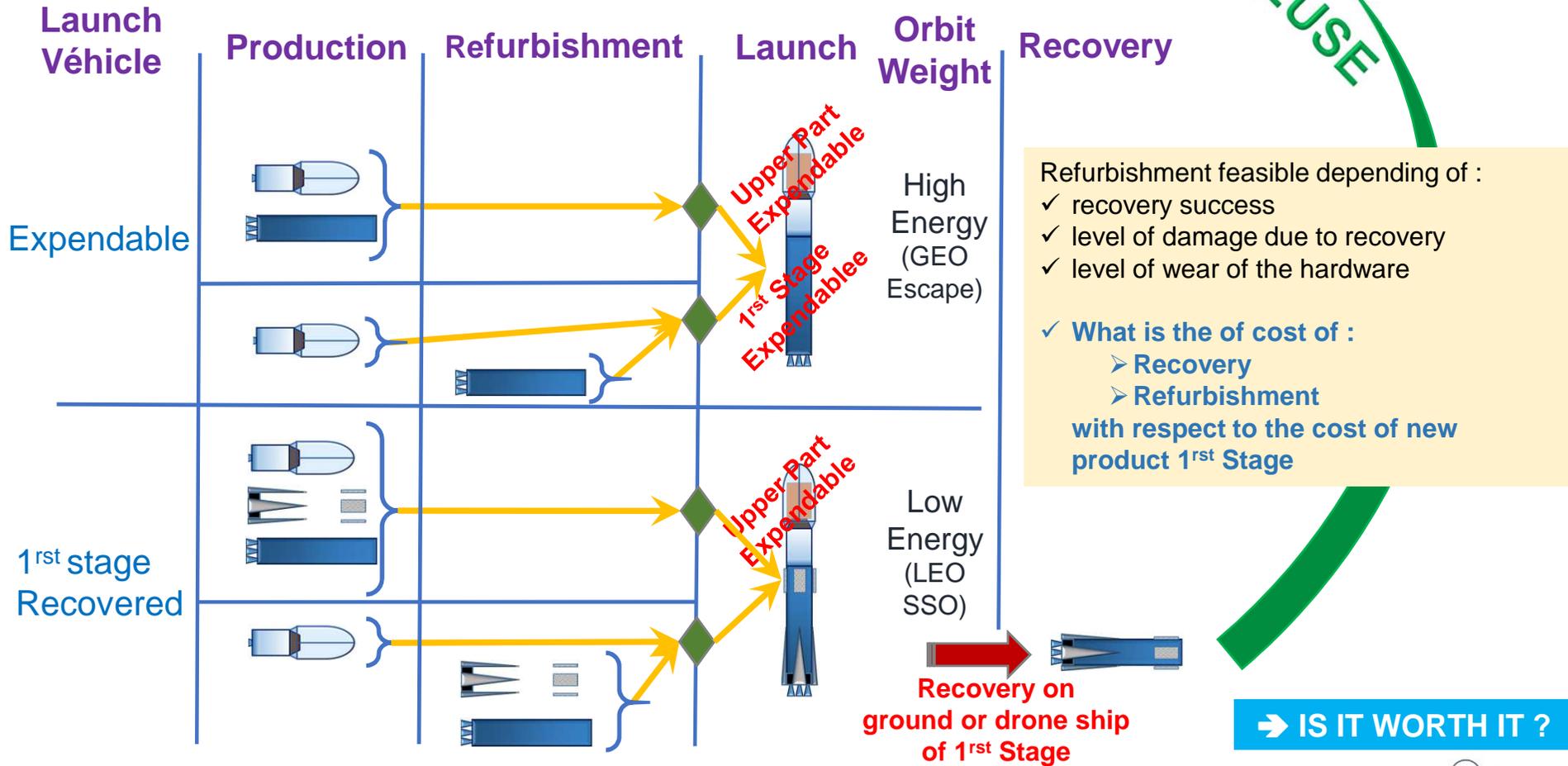


CZ-8



STARSHIP

# SRLV Cycle

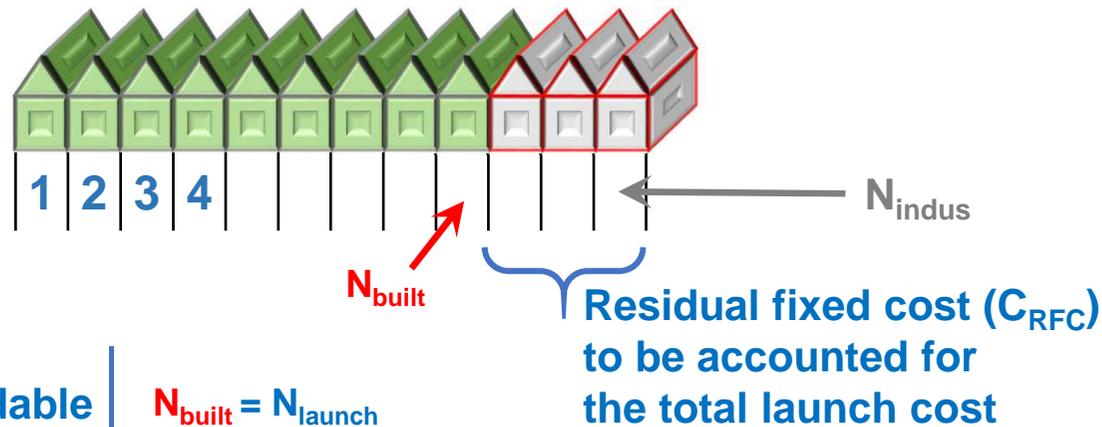


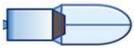
## Modelling of Manufacturing, if not sourcing

Product of an element is defined with :

- Standard Cost ( $C_{std}$ ) = unitary Fixed cost + unitary Variable cost
- Production capacity of this element ( $N_{indus}$ )

➔ Factory is sized for  $N_{indus}$  product.  
 The total fixed cost of this factory is  $N_{indus}$  x unitary Fixed cost



	Expendable	$N_{built} = N_{launch}$
	Reusable	$N_{built} < N_{launch}$

## Comparison of launch cost : ELV / SRLV Strategy



### ELV Strategy:

For upper part and 1<sup>st</sup> Stage

➤  $CT = N_{\text{launch}} \times C_{\text{std}} + C_{\text{\#built\_RFC}}$



### SRLV Strategy:

For upper part (like ELV)

➤  $CT = N_{\text{launch}} \times C_{\text{std}} + C_{\text{\#built\_upper\_stage\_RFC}}$

For 1<sup>st</sup> Stage, Introducing :

U = the number of use

$K_{\text{RRC}}$  = The ratio of recovery and refurbishing cost / Standard cost

$T_{\text{R}}$  = the recovery success ratio

➤  $CT = N_{\text{built}} \times C_{\text{std}} + N_{\text{reuse}} \times K_{\text{RRC}} \times C_{\text{std}} + C_{\text{\#built\_1st\_Stage\_RFC}}$

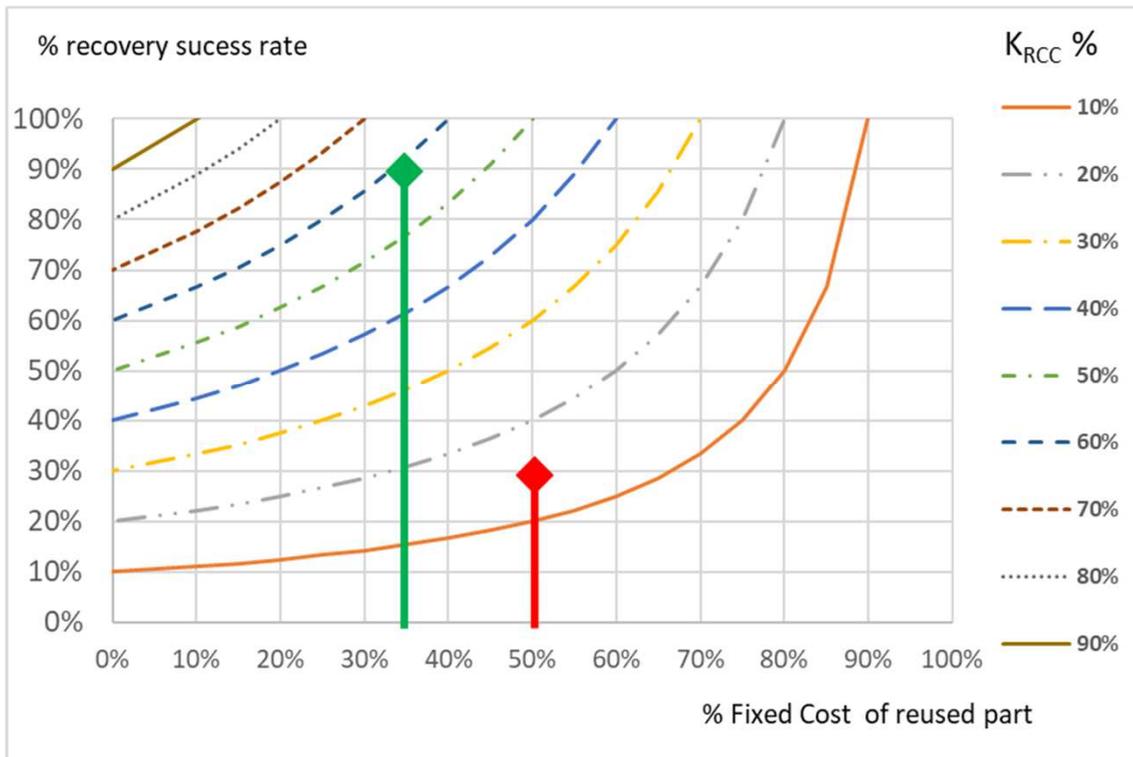
SRLV Strategy is worth with respect to ELV Strategy if  $CT_{\text{SRLV}} < CT_{\text{ELV}}$  :

➔ SRLV STRATEGY IS WORTH IT IF :

$$K_{\text{RRC}} < T_{\text{R}} (1 - C_{\text{Fixed\_unitary}} / C_{\text{std}})$$

# Criteria for cost reduction of SRLV Strategy wrt to ELV one

$$K_{RRC} < T_R (1 - C_{Fixed\_unitary} / C_{std})$$



### First case :

- The fixed cost of reused part are high 50%
- The recovery is difficult 30%

High constraint for  $K_{RRC} < 15\%$

### Second case :

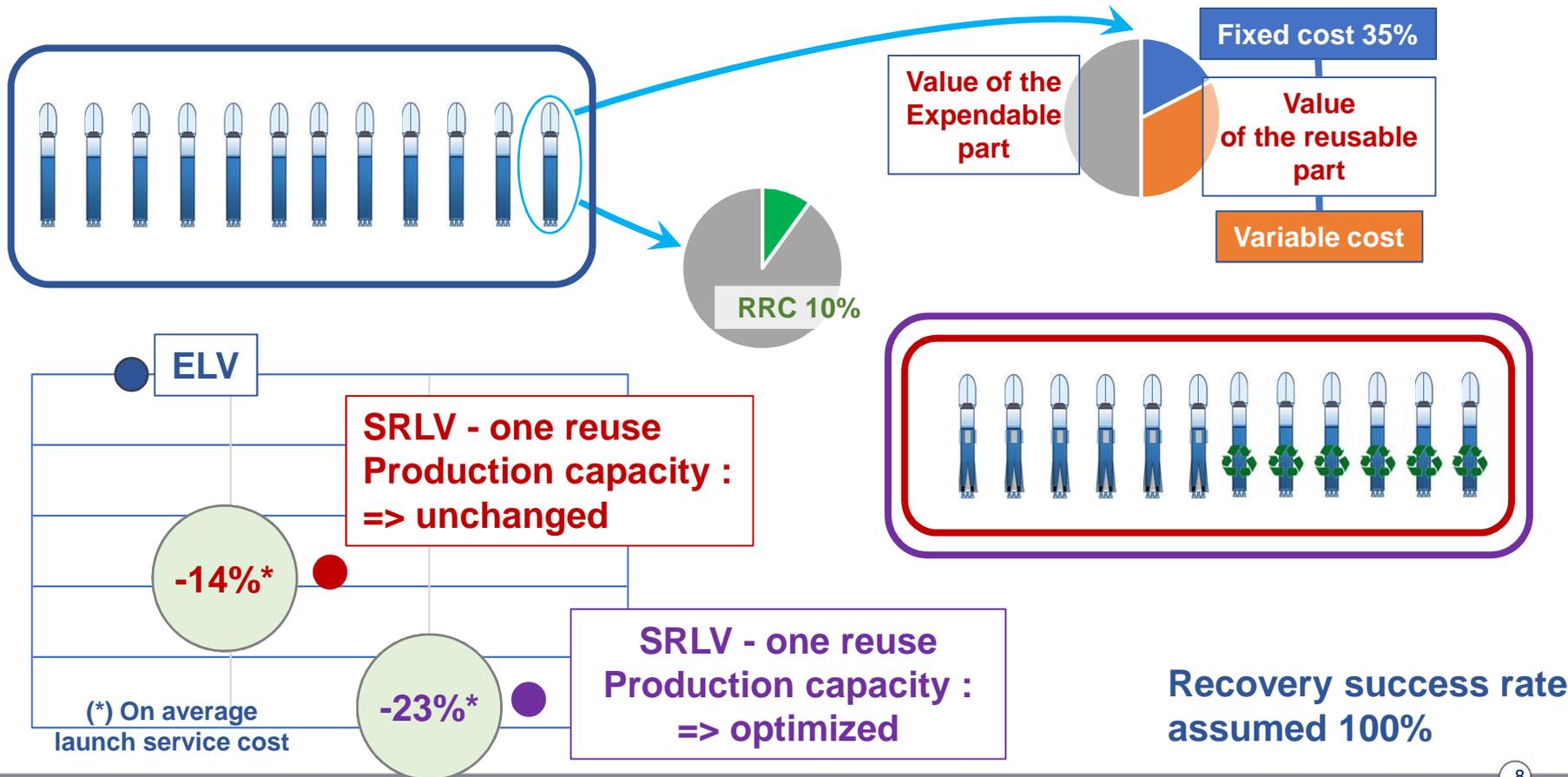
- The fixed cost of reused part are 35%
- The recovery is mastered 90%

Low constraint on  $K_{RRC} < 60\%$   
 => More cost reduction accessible

This criteria is, at first order, independent of the launch rate

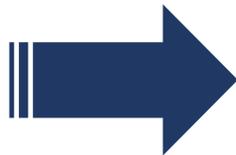
# Example of cost reduction of SLRV vs ELV Strategy

## Comparison of launch service recurring cost for 12 launches /year

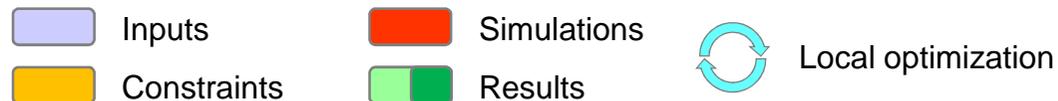
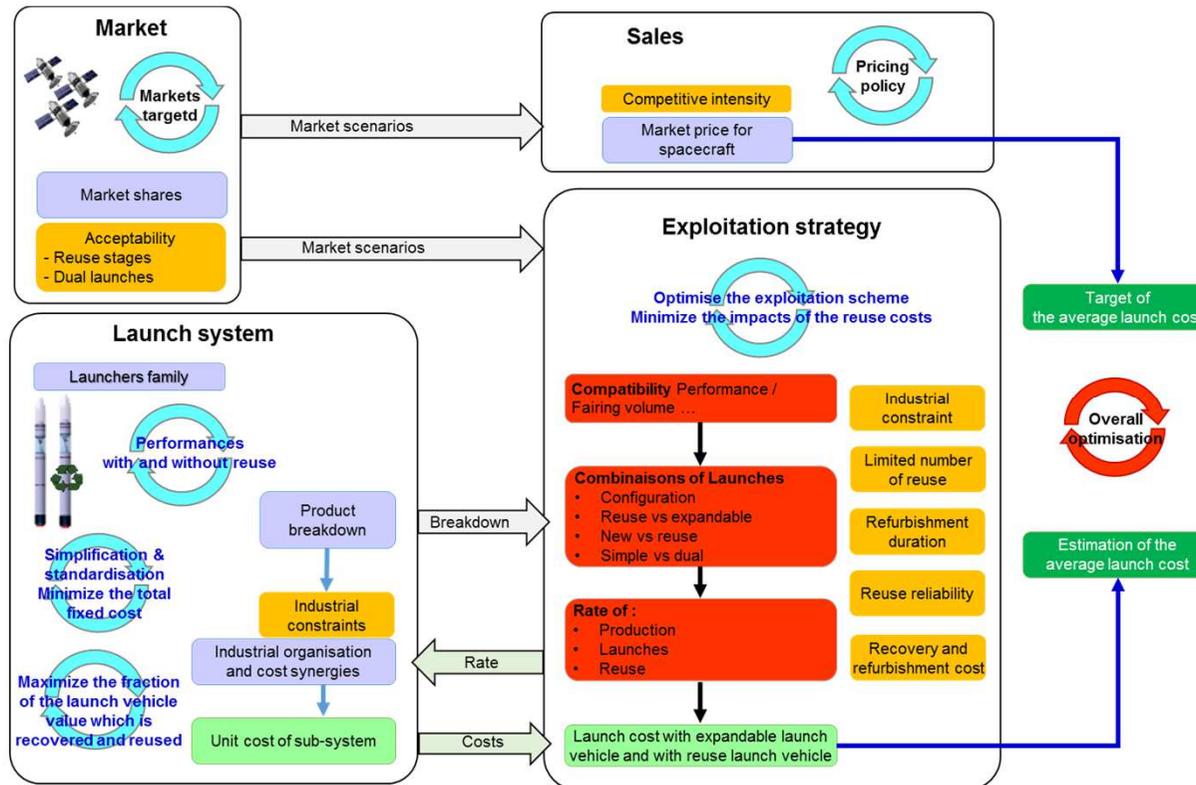


# Sketch for economy for reuse evaluation

Economy of reuse is complex



Depending of several parameters which have to be optimized simultaneously



## **SRLV strategy is worth to help targeting low price market:**

- ✓ **Criteria is met**
- ✓ **The proportion of cost value of reuse elements must be maximized**
- ✓ **The fixed cost must be minimized**
- ✓ **Mastering of recovery is necessary**
- ✓ **Reducing the recovery and refurbishment cost**
- ✓ **The simplification of the design of the launcher must be taken into account from the beginning in order to decrease the initial cost**

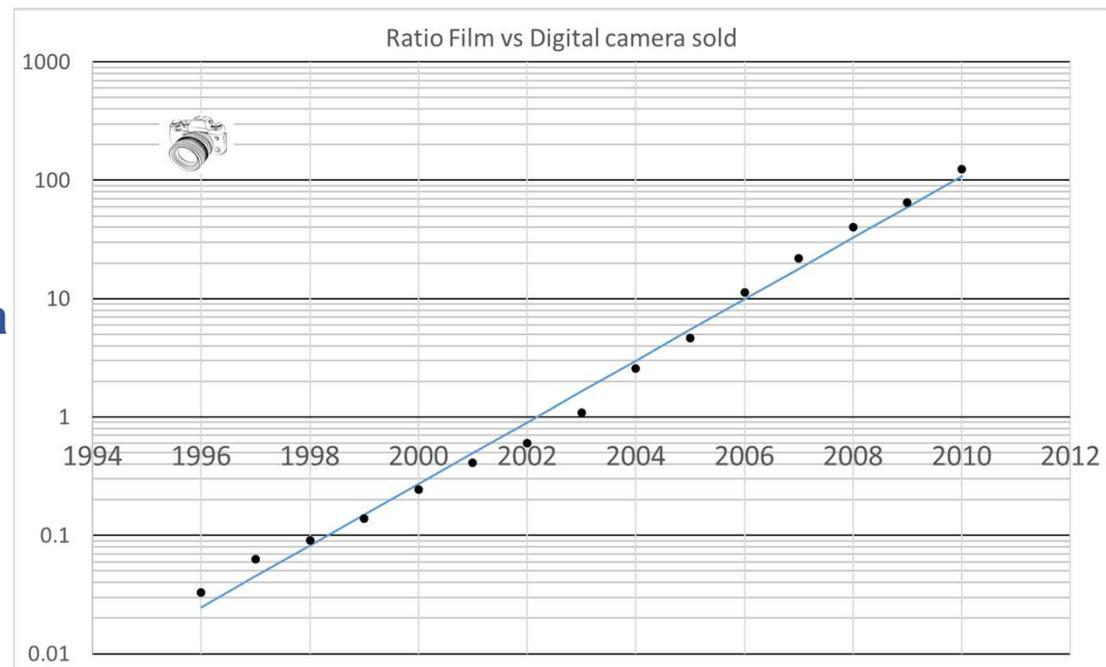
# Substitution Concept

## What is Technological Substitution?

Technological substitution is the customer's preference of one product over the other due to the technological advancement available in the product.

Forecasting the temporal evolution of old VS new product sold is achievable.

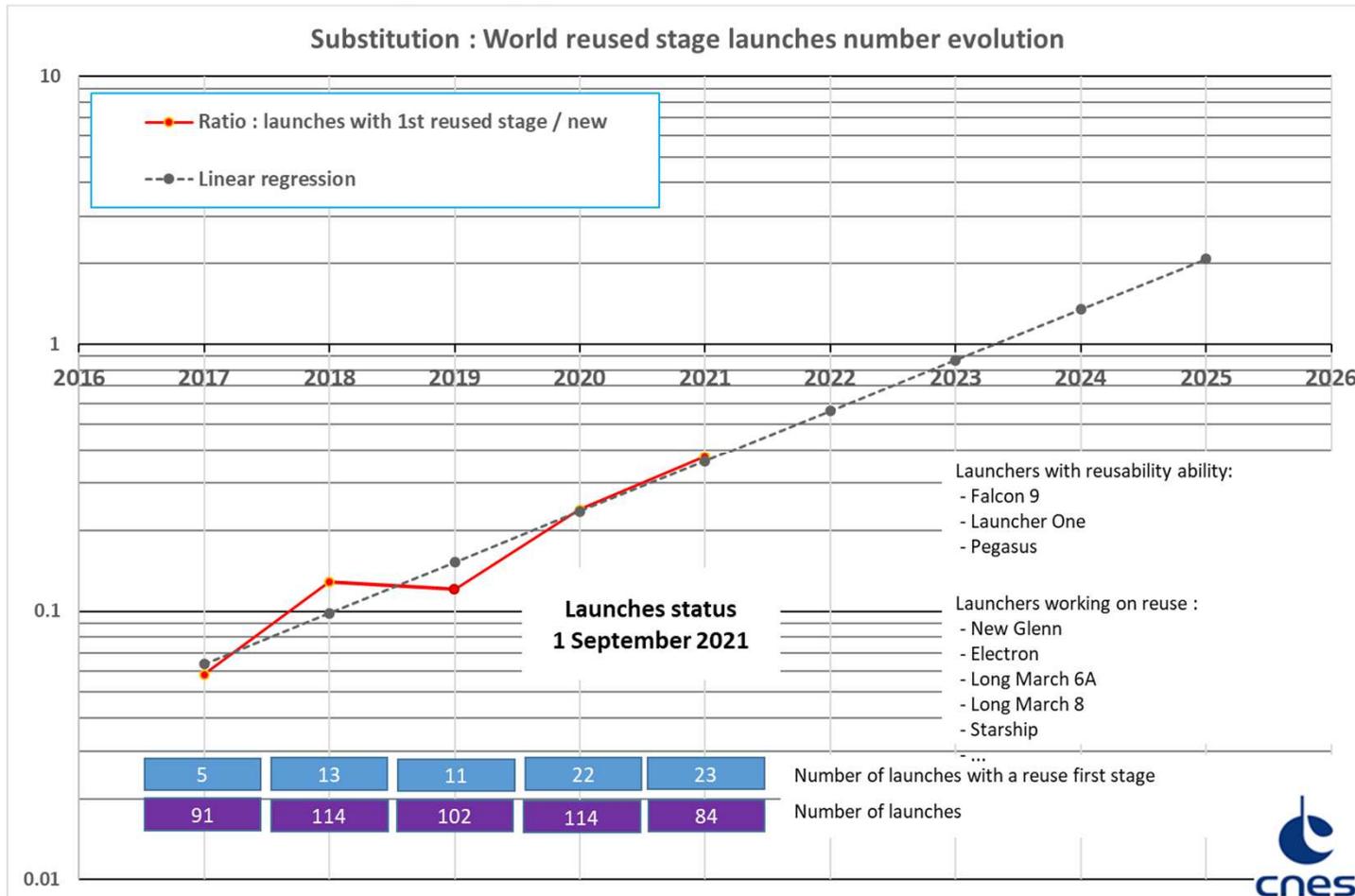
✓ **Example: Film camera was substituted by Digital camera**



## **Substitution success criteria:**

- ✓ **Substitution cost : No over cost for the client due to reusability**
- ✓ **Product cost : reusability decreases launch costs**
- ✓ **Quality: Falcon similar to A5**
- ✓ **Functionalities: reused stage and new stage are fully interchangeable**

# Substitution concept applied to Reusable Launcher



**Thank you for your attention !**

**Any questions?**

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