

ROADMAPPING RESEARCH ON WARMING MARS: THE ULTIMATE IN-SITU RESOURCE UTILIZATION CHALLENGE. E. S. Kite^{1,2}, A. Essunfeld², A. Dumitrescu², A. Kling², T. Nakagawa^{2,3}. ¹U. Chicago (kite@uchicago.edu, 5734 S. Ellis Ave., Chicago, IL 60637), ²Astera Institute (ari.essunfeld@astera.org, 1351 Ocean Ave., Emeryville, CA 94608). ³U. Colorado Boulder (tana7574@colorado.edu, 3775 Discovery Drive, Boulder, CO 80303).

Introduction: We provide updates on research and pathfinder-mission concept designs for habitats and biospheres that can support large numbers of people on Mars [1-2]. Three complementary approaches appear promising: solid-state greenhouse (SSG) membranes offer local warming [3], aiding H₂O/food/O₂ supply near settlements. Orbiting reflectors can warm key sites [4]. Engineered aerosols offer regional/global warming [5-6].

Local warming: SSG materials can warm soil (e.g., aerogel: 3 cm of aerogel gives >60 K warming [3]), melting ice and creating habitats. A near-term application is sublimating ice to give abundant vapor that can be captured/condensed (a Rodwell alternative).

On-Earth testing (Years 0–5): (a) Assess feasibility of on-Mars aerogel production. (b) Earth-based optical/thermal characterization of candidate biopolyesters. (c) Seek lighter-than-aerogel SSG materials. (d) Tests of 3D-printer-assisted self-replication of bioplastic habitats [7-8]. (e) Develop pathfinder mission concept. (Even if on-Mars SSG production proves infeasible, SSGs could still support initial bases.)

In-space testing (Years 5–10): Flight-demonstrate (a) SSG materials for warming soil, for example at the Moon. (b) 'Moisture farming'. (c) Biomaterial greenhouse. CLPS experiments cost \$4-\$50 mn, so costs of $O(10^7\text{--}10^8)$ per Commercial Mars Payload Services experiment are reasonable. As the Mars-warming research community broadens (for more information, see marsterraforming.org), better precursor mission ideas may emerge.

If research succeeds, potential milestones include: *Years 10+:* (1) Harvest enough liquid water on Mars to fuel a human-capable lander. (2) Test 3D-printer-assisted self-replication of bioplastic habitats [7-8]. (3) A warming blanket atop a debris-covered glacier drives sublimation and melting; confined by soil ridges, meltwater accumulates as an ice-covered lake sustained by continued melt [9]. The lake can support life.

Orbiting reflectors: Enough CO₂ ice is buried in the S Polar cap to 2× atmospheric pressure [10]. Orbiting reflectors can warm the poles. Reflectors could fly themselves from Earth orbit to Mars [4]. Cost-effectiveness depends on reflector mass, lifetime, and manufacturing assumptions that remain untested. We assume a sun-synchronous 700 km altitude polar orbit at Mars. A 1 km² sail [11] reflects light to the pole during ~20% of its orbit, yielding a time-averaged power of ~75 MW (assuming sufficient attitude control to point precisely and station-keep). To double atmospheric pressure in 35 years, ~575,000 such sails are needed. To keep costs below \$10bn/year over 35 years, assuming

\$100/kg for launch to Low Earth Orbit, 35 year spacecraft lifetime, and \$100/kg sailcraft procurement costs, sailcraft areal density must be ≤ 4 g/m². Beyond doubling atmospheric pressure, reflectors can also supply light, heat, and meltwater to settlements: 1000 sails are needed to 2× time-averaged sunlight over a 20 km² area.

What research is needed to make it practical: Sailcraft should achieve areal densities lower than current state-of-the-art, requiring extensive in-space testing. As-built sail membranes mass <4 g/m². However, a sailcraft that serves as a reflector must also communicate with Earth, direct light efficiently to the targeted region, and control orientation. The trade-off among sailcraft number, size, complexity, and cost has not been studied. *On-Earth research (Years 0–3):* (1) Analyze climate feedbacks of polar warming. (2) Co-design an orbit and sailcraft that allows a stable, useful orbit around Mars with slew control sufficient to warm the S Pole. (3) Pathfinder-mission design: (3a) Design of demo reflectivity-control-device-based attitude control at relevant angular momentum scales. (3b) Alternatively: demo larger sail with (e.g.) reaction wheels, (3c) trajectory design, (3d) design of demo precise & accurate targeting of reflected beam, (3e) deployment design. Design could leverage existing interplanetary solar sail designs [12]. *In-space research:* (1) Flight test in cislunar space of pathfinder spacecraft. Success criterion: controlled flight with 1 km/sec of total photon-induced delta-V. (2) Launch of Earth-to-Mars solar sail flight.

Warming Mars with engineered aerosols: A few million tons of atmospheric aerosol can change a world's climate [6]. However, particles must have an effective lifetime long enough to have the desired climate effect, and degrade harmlessly. Preliminary cost estimates for Mars are on the order of \$0.5–1.0 bn/°C/yr: however, many assumptions underpin cost estimates. Using Mars' air as feedstock. Graphene disks and ribbons can resonate strongly with Mars infrared radiation [13]; models predict powerful greenhouse warming. MOXIE proved in-situ CO₂ electrolysis to CO and O₂. Endothermic disproportionation ($\text{CO} + \text{CO} \rightarrow \text{CO}_2 + \text{C}$) yields graphene [14]. Assuming N-doping to +0.6 eV [13] and 1-year particle lifetime, the power need to make enough particles to warm Mars globally by 35 K is ~5 GW. Using Mars soil and rocks to get metals to use as feedstock. Conductive particles can resonate with Mars IR. 60 mg/m² warms Mars by 35 K [6]. Test batches were fabricated in 2025 (Fig. 1a), and FTIR spectra validated simulations. Conductive particles could be made from Mars material. For example, Mars has abundant MgSO₄ salts [15]. Highly soluble, they can be leach-separated,

for Mg production by carbothermal reduction. This is based on simulations suggesting that the amount of metal needed to warm Mars by >35 K is 60 L/s (for Al; simulations and/or experiments indicate similar volume fluxes for Fe and Mg) (e.g., [6]). Leaching requires H_2O , which could be recycled.

What research is needed to make it practical. Show that effective particle lifetime can reach $\frac{1}{3}$ years. Particle lifetime against agglomeration depends on particle number concentration and charge state. Clumping might be mitigated by reducing particle number, engineering for radiatively advantageous clumping, design for ease of re-lofting, or anti-stick coatings. *On-Earth research (Year 0 to Year 3):* (1) Dispersal demonstrations. Gating criterion: $>80\%$ of particles get >1 km from release site as monomers. (2) Climate feedback analysis including dust cycle. (3) End-to-end analysis of the effect of clumping. (4) Biocompatibility and degradation assessment.

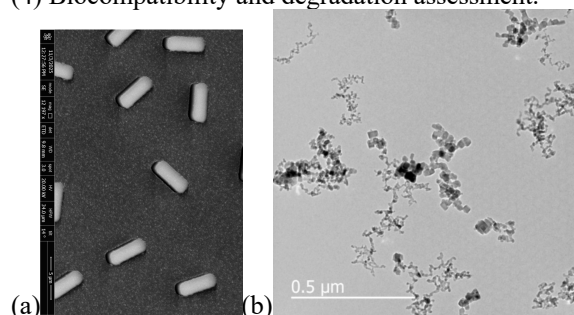


Fig. 1. Test batches of small particles intended to demonstrate Mars-warming properties. a. Mg nanoribbons on negative-lift-off pillars. FTIR spectra (not shown) confirm Mars-warming radiative properties. (H. Mohseni/A. Bamba/S. Ansari, Northwestern University) b. Mg-aggregates made by aerosol-phase production (A. Boies/C. Jourdain, Stanford University).

If the air-feedstock pathway is chosen: ① Lab demonstrate that carbon-based particles can warm Mars. ② Kg/yr-scale batch production. If the pathway using soil and rocks as feedstock is chosen: ① Verify degradability. ② Pilot factory on Earth; test in dirty vacuum chamber. Get data for microphysical parameters. (1)(a) Measurements of dry deposition rate on Mars-analog sites. (b) Mars-pressure wind-tunnel tests, to assess re-lofting. (c) Clumping measurements. (d) Lab contact angle tests for H_2O ice. (e) Degradability and biocompatibility testing. ISRU factory design maturation. (1) Benchtop in-situ resource extraction experiments. (2) Technoeconomic analysis. *On-Mars research stage (Year 4+) and gating criteria:* (1) Aerosol release process experiment. Success criterion: Release and track >100 g of particles to >100 m altitude, with $<50\%$ of particles lost to clumping.

What success could enable. On-Earth ISRU testing should demonstrate a prototype pathway reducing consumables to $<20\%$ of initially deployed factory mass over 30 years. Next, a pilot factory on Mars (likely post-

human-landing) would prove in-situ particle production. Later, a 2-5 K global warming experiment (doubling Mars' natural greenhouse effect) would create no habitable environments, but test climate feedback models, and modestly moderate temperatures at habitats. **Synergies with human needs on Mars** include: (1) *Solid-state greenhouse material for warming ice to enable 'moisture farming' solves a near-term ISRU need.* (2) *A scaled-up MOXIE's waste stream generates feedstock for warming particles.* CO waste stream from CO_2 electrolysis can yield C by exothermic CO disproportionation. Reduced carbon can be used for graphene, bioplastics, or in fertilizer. *Local microbial habitats can make O_2 and biomass supporting settlement.* For biologically produced surface-warming membranes, production would take several years to initiate exponential growth [8].

Risks: 1. Would warming actually allow microbial life? Mars soil is harsh: salty, perchlorate-laden, high UV fluxes, etc. [16]. Membranes can shield life from most stressors. But synthetic biology advances are needed for life under open sky [17]. 2. Waste stream management. Mars-warming particles should break down into biocompatible, climate-neutral materials. 3. Scale-up bottlenecks. E.g., none of the particles in [6] are currently mass-produced, and scaling from lab to full production typically takes >10 yr on Earth.

Conclusion: Relatively modest research investments would keep open the option of extending life beyond Earth as Mars' scientific exploration continues, and inform future policy decisions about Mars.

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