

Mission Architecture

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Definitions

- “Mission architecture includes the structure of the mission, its functions, the environment in which it will exist, and the process by which it will be built and operated”
 - From E. Rechtin, *Systems Architecting*, publ. Prentice Hall PTR, 1991
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- Architecture: The concepts and rules that define the structure, semantic behavior, and relationships among the parts of a system, a plan of something to be constructed. It includes the elements (entities) that comprise the thing, the relationships among the elements, the constraints that affect those relationships, a focus on the parts of the thing, and a focus on the thing as a whole. From Shaw, et al
 - Purpose: to translate user requirements into something that can be built

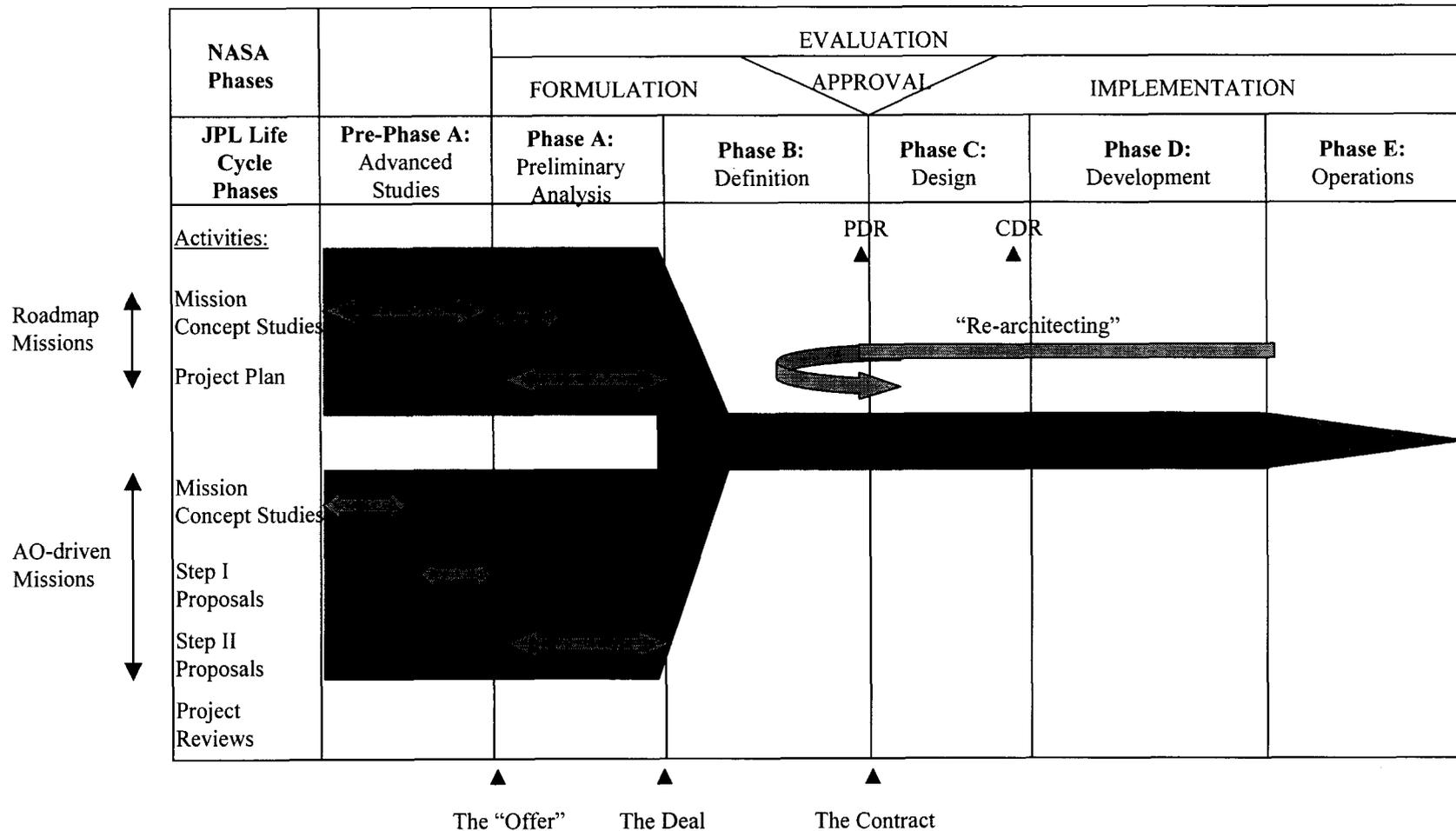
Distinction

Mission Architect	System Engineer	Project SE
Creates High-level Structure	Designs Detailed System	Coordinates Requirements and I/F's Across Systems

- **The work of a mission or systems architect can be understood as a series of questions asked of the client, the objective being to flush out the “Don’t Knows”**
- **The product of this effort is a series of different “Views” of the architecture, the objective being to illuminate it for the client**

The JPL Project Life Cycle: Project Architecture

Scope - where does Project Architecture fit in the Project Life Cycle?



There is a role for the Mission Architect, **“Transform architecture into implementation”** that spans the entire Lifecycle, through at least Phase D. It may have a different level of effort and focus in each Phase.

Mission Type Profiles

Mission Characteristics

Mission Type	AO	Assigned	Technology
Science	PI-led	Competed Science team	Limited Science
Level 1 Requirements	Established in Pre-Phase A	Established in Phase A/B	Established in Phase A/B/C
Heritage*	Medium to High	Medium	Low
Technical Maturity	Medium to High	Medium	Low to Medium
Cost Uncertainty	Low	Medium	Medium to High (capped)

*Heritage can be from a previous flight system architecture, actual hardware/software, or driven by technology assessment and validation

When do you need a new Mission Architecture?

1. During pre-Phase A, and especially for the transition from Pre-Phase A -> Phase A
2. At any stage in the project life cycle when the major structural elements of your mission have been changed substantially, e.g.
 - Program context
 - Science Requirements
 - Mission Objectives
 - Funding
 - Payload
 - Spacecraft bus
 - Launch Vehicle
 - Technology Availability (Technology Readiness Levels)
 - Trajectory
 - End-to-end Data Flow
 - Verification & Validation Plan
 - Operations Plan
 - Partners
3. Architecting continues at some level at all stages in the mission

Design Project Architecture Sub-process flow (ICOR)

Constraints

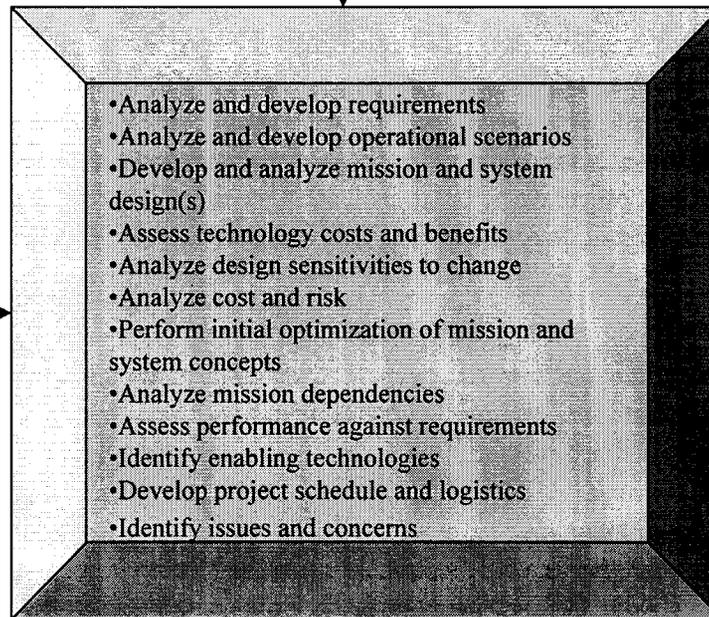
External Requirements
Design Principles

Programmatic Constraints
Program Theme/Architecture
Applicable Processes and Procedures

Scientific Objectives
Programmatic Objectives

Inputs

Predecessor projects
(feed-in or heritage)
Technologies
WA
Last Project Archive
(if available)



Mission Overview
Science Objectives
Projects relation to Program
Requirements Flowdown
Project System Description
Payload Description
Vehicle Description

Outputs

Mission Description
Ground Data System/Mission
Operations Concept
Verification/Validation Description
Costs and Risks
Project Implementation
JPL Institutional Impact Assessment

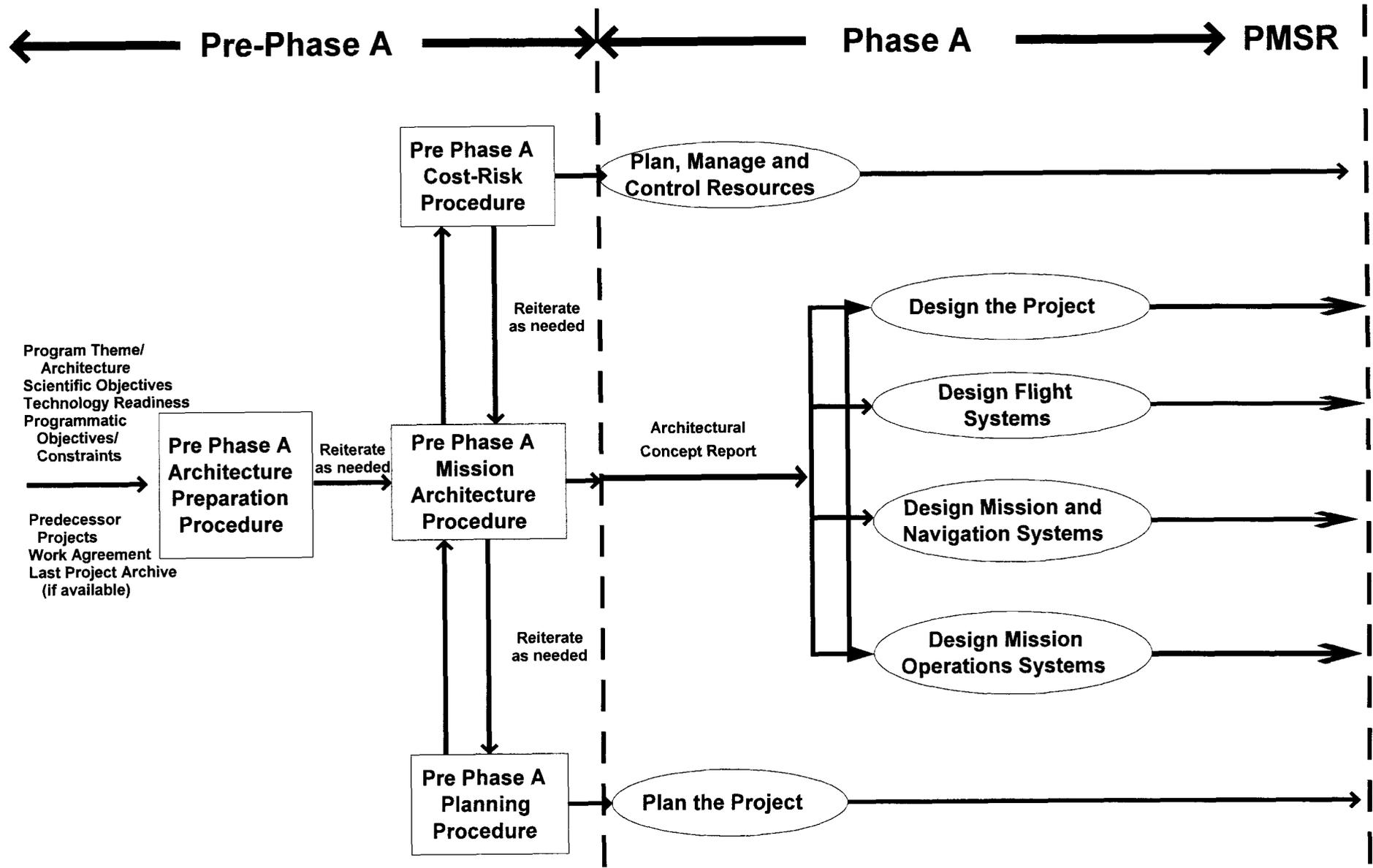
Trained Mission Architects
Design Teams
Study Teams
Previous Studies and Databases

Tools (including models)
Facilities (e.g. PDC)
Standards

Resources

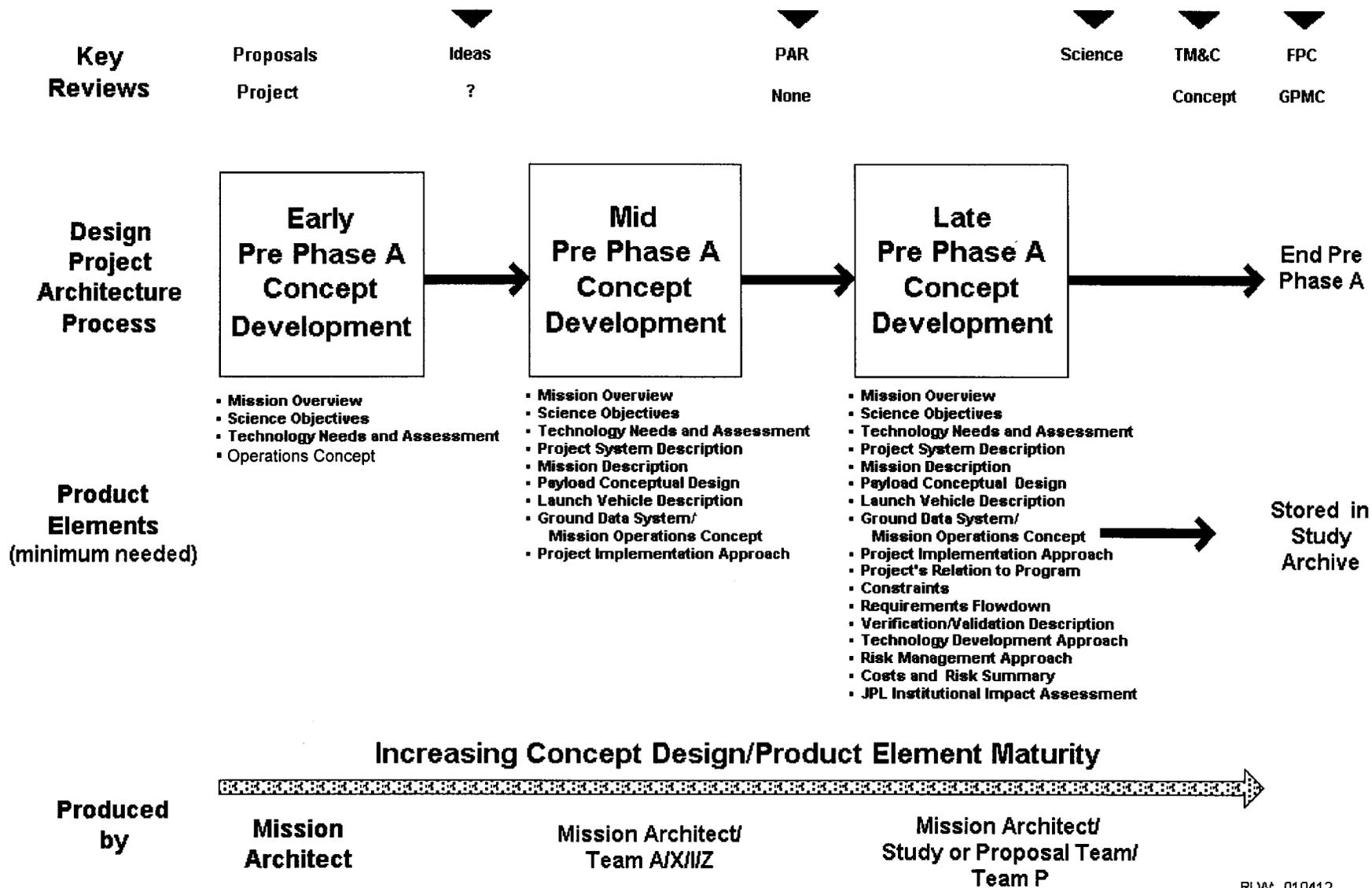
Design Project Architecture

Pre Phase A --> Phase A Interfaces

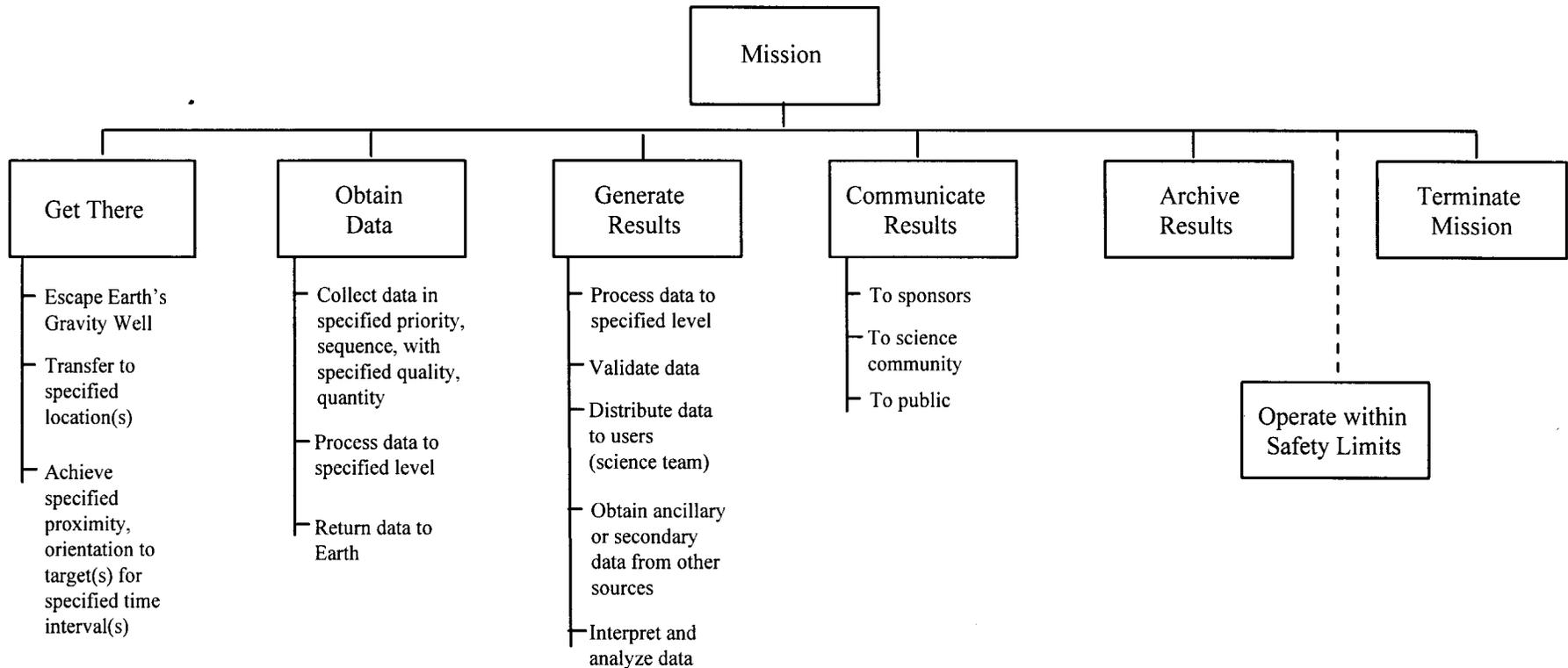


Design Project Architecture Process

Process Overview



Functional Decomposition of a NASA Space Mission Architecture



Applicable to:

- Flybys
- Orbiters (Earth and Planetary)
- In situ missions
- Constellations
- Heliocentric observers
- Sample return missions
- Occultation experiments

[At level 1 this decomposition also applies to ground-based or airborne Earth-bound investigations]

Describes what the system is intended to do

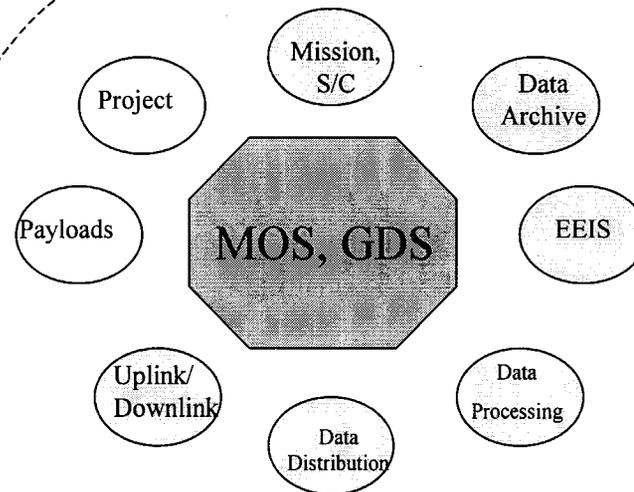
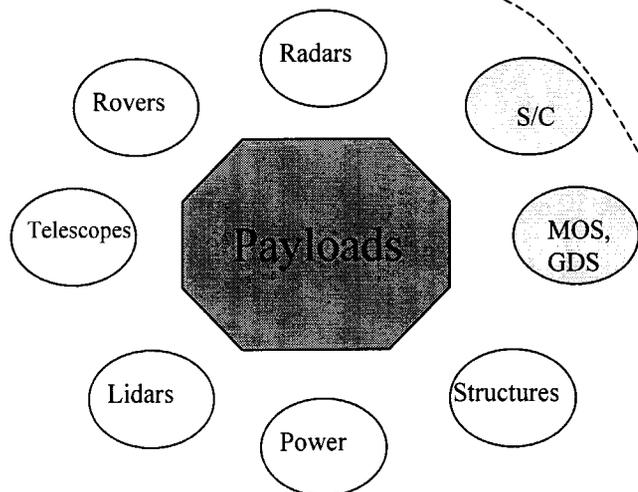
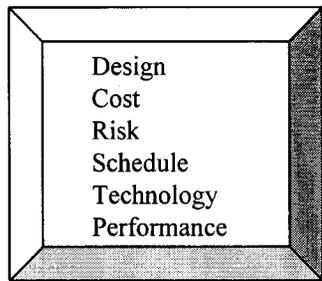
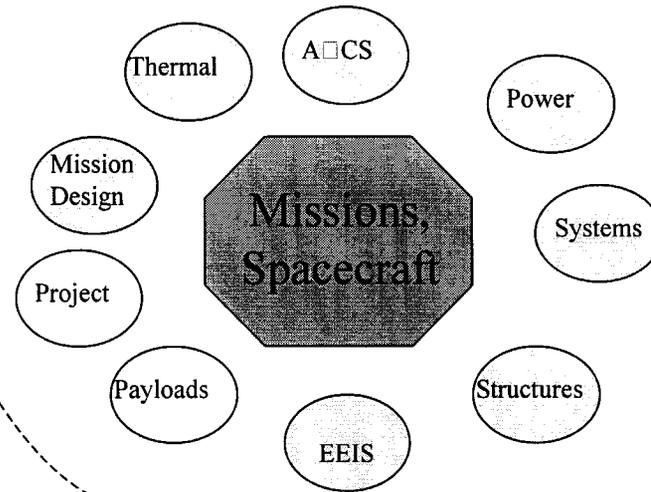
Elements of Pre Phase A Mission Architecture

- **Mission Overview**
- **Science Objectives**
- **Quad Chart**
- **Technology Needs and Assessment**
- **Project's Relation to Program**
- **Mission Requirements**
- **Project System Description**
 - Key Drivers (hardware & software)
 - Redundancy
 - Fault Protection Concept (hardware & software)
 - Architecture
 - Software Architecture
 - System Trades
 - Flight System Mass Breakdown (w. margins)
 - Flight System Power Breakdown (w. margins)
 - End-to-End Information System Concept
 - Data Return Budget and Margins
 - Design Principles Exceptions
 - System Margin Summary: mass, power, cost, performance
- **Mission Description**
 - Environmental Conditions
 - Key Drivers
 - Mission Trades
 - Orbit and Trajectory (w. margins)
 - Navigation Concept
 - Launch Vehicle: Packaging, Mass and Margin; Stowed Configuration; Launch Strategy
- **Payload Conceptual Design**
 - Payload Configuration Diagram (s), Stowed and Deployed
 - Block Diagram
 - Heritage (hardware & software)
 - Mass (w. contingency)
 - Power (w. contingency)
 - Size (w. contingency)
 - Data Rates
 - Pointing Characteristics
 - Thermal Characteristics
 - Software Description
 - Technology Maturity Matrix
- **Flight System Descriptions (bus, lander, etc.)**
 - Configuration Diagram (s), Stowed and Deployed
 - Subsystem Concepts & Block Diagrams
 - Heritage (hardware & software)
 - Mass (w. contingency)
 - Power (w. contingency)
 - Size
 - Downlink/Uplink Rates
 - Pointing Capability
 - Thermal Capability
 - Software Description
 - Technology Maturity Matrix
- **Mission Operations Concept**
 - Concept Description
 - Key Drivers
 - Operations Scenario
 - Flight/Ground Interface
 - Overview of Mission-Critical Scenarios
 - Ground Data System
 - DSN Support or Other Ground Stations
 - Software Description
 - Data Archive Concept
 - Technology Maturity Matrix
- **Project implementation Approach**
 - WBS, WBS Dictionary
 - Implementation Approach (who does what)
 - Project Organization Chart
 - JPL Workforce Estimates
 - Project Schedule
 - Planetary Protection Strategy
 - Launch Approval Strategy
 - Outreach & Commercialization Plan
- **Constraints**
- **Requirements Flowdown/Mission Traceability Matrix**
 - Science -> Mission -> System
 - Requirements and Constraints Compliance Matrix (L1 requirements, HQ, programmatic, institutional)
- **Verification/Validation Description**
 - ATLO
 - Environmental Qualification
 - Mission V&V
 - Software
 - Fault Protection
- **Technology Development Approach**
 - Technology List
 - Technology Readiness Levels (TRL's)
 - Key Technology Descriptions
 - Technology Development Milestones
- **Risk Management Approach**
 - Risk Assessment and Mitigation Strategy and Risk Rating
 - Risk List
- **Costs and Risk Summary**
 - Cost-Risk Estimates by Phase and WBS (w. reserves)
 - Schedule Risk (w. reserves and critical path identified)
 - Design-to-Cost-Risk Trades
- **JPL Institutional Impact Assessment**
 - Workforce Needs
 - Facilities
 - DSN Usage
 - Budget
 - % Probability of Proceeding to Implementation

Formulation Phase
Support Team,
Pre-project Teams

JPL Project Design Teams

Team X, Team A
NPDT



Team I, Team In-situ
NPDT

Team G
Virtual Mission Ops

Integrated Simulation and Modeling

Project Trades Model for Mars '09 Lander

