



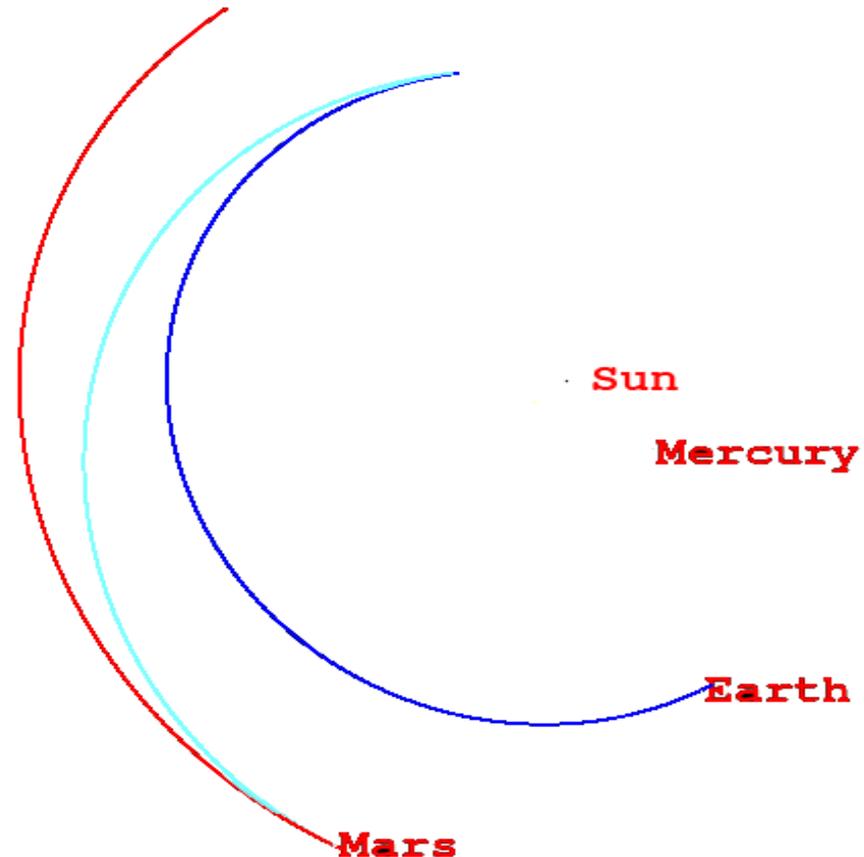
Radio Science Systems Group

Radio Science Receiver Support of the Mars Exploration Rover Landings

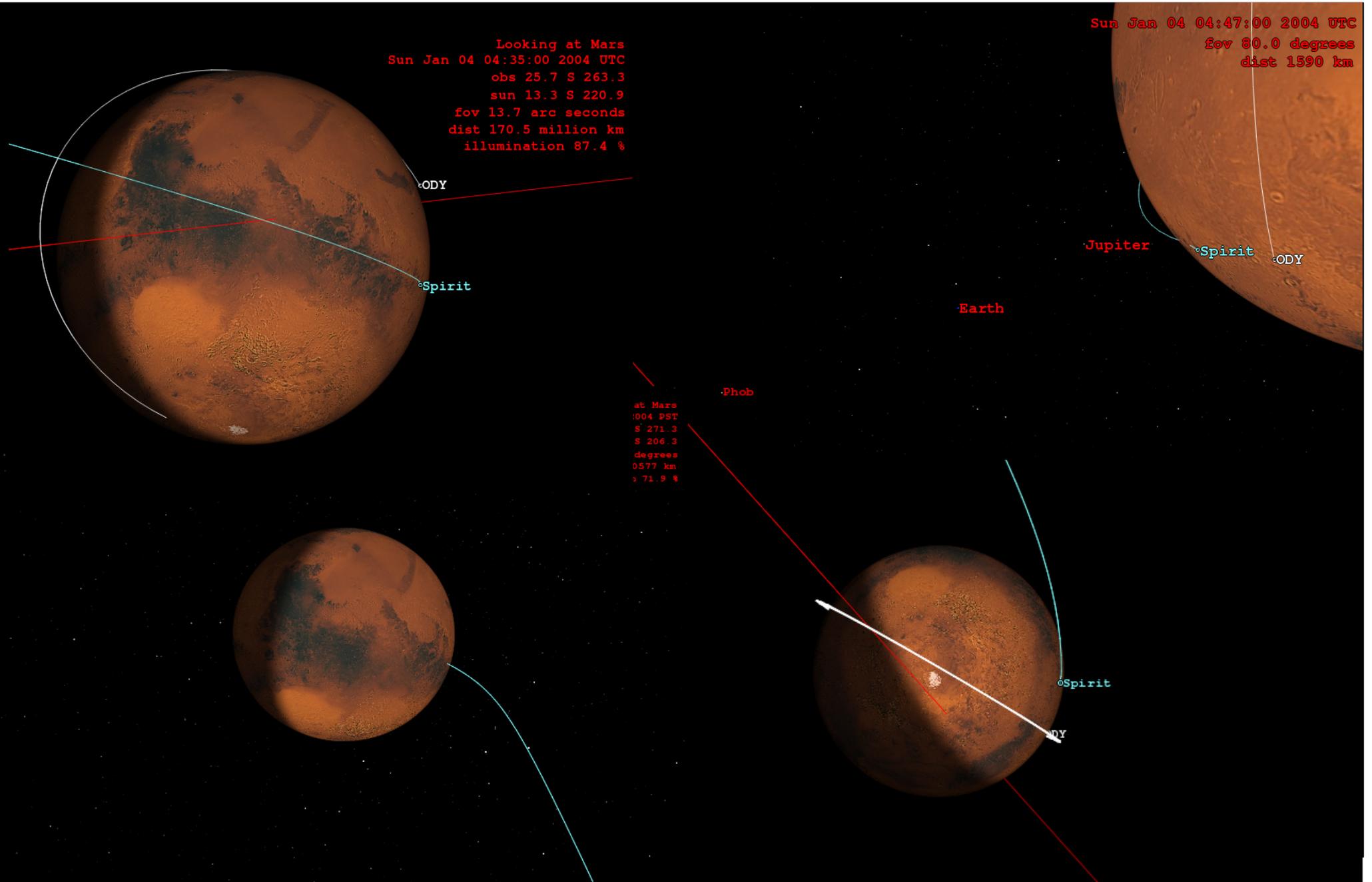
Presented by: Douglas Johnston

*Sami Asmar, Christine Chang, Polly Estabrook, Sue Finley, Tim
Pham, Edgar Satorius*

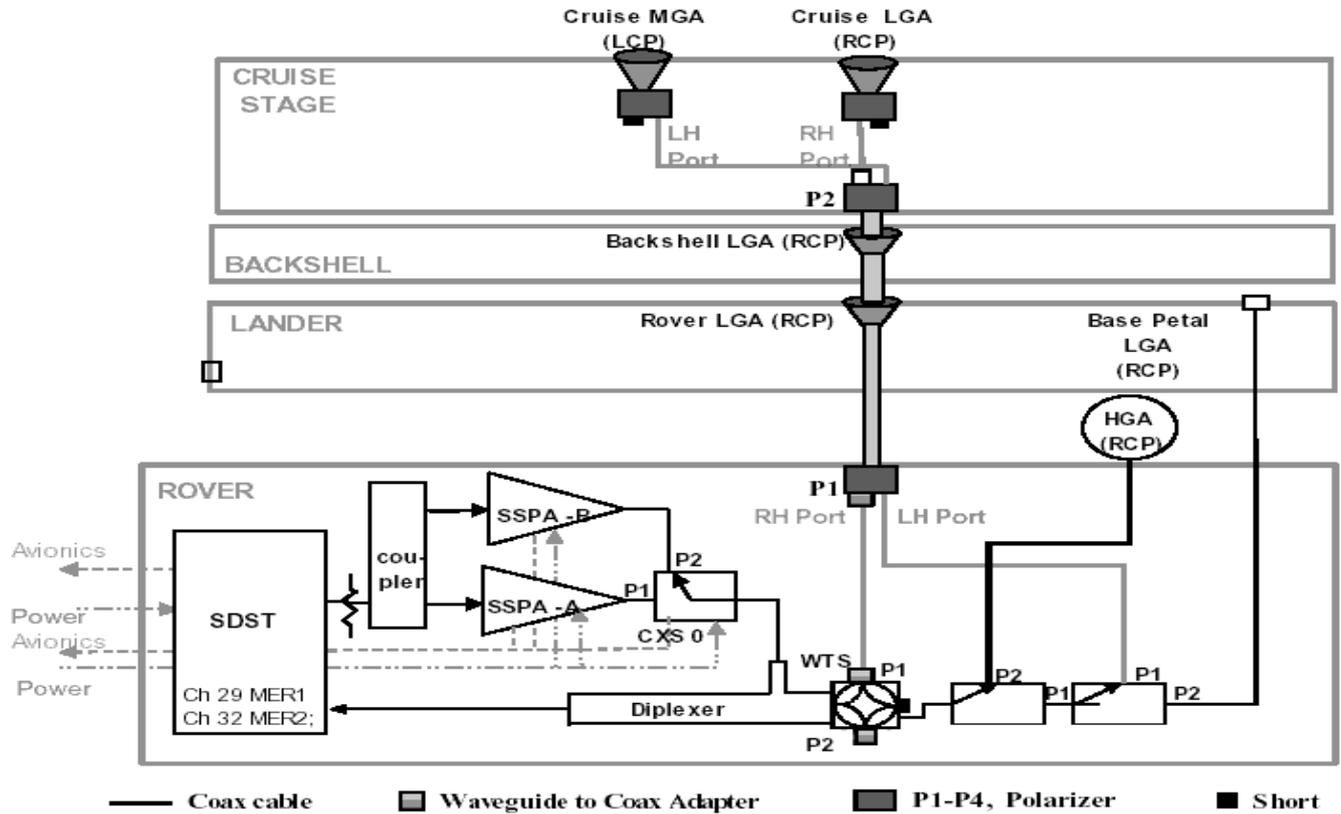
- MER-A “Spirit”
 - Launched June 10th, 2003
 - Landed Jan 4th, 2004
- MER-B “Opportunity”
 - Launched July 7th, 2003
 - Landed Jan 23th, 2004
- Prime Mission of 90 Martian Days
 - Both rovers now operating for over 200 days



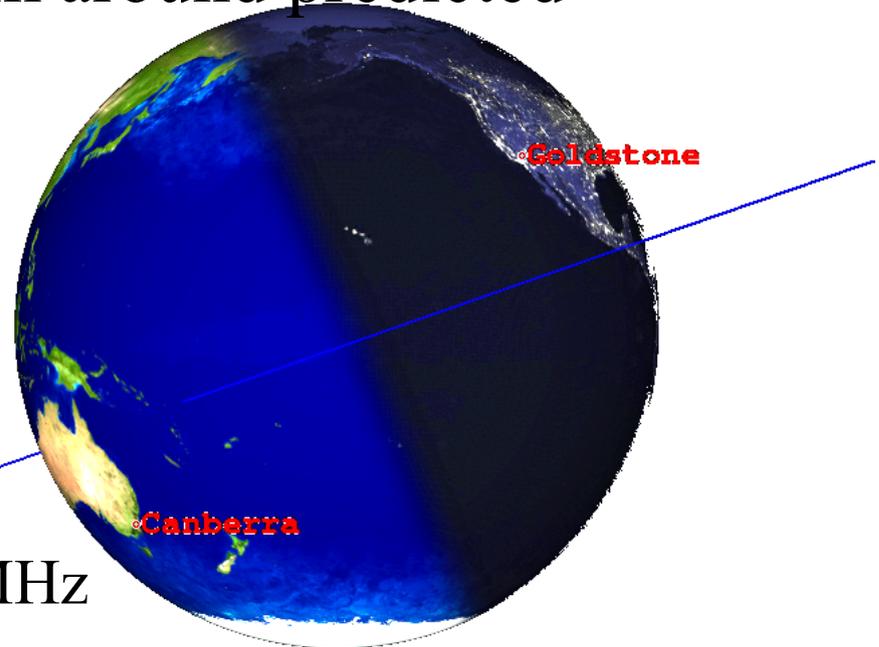
Landing Logistics



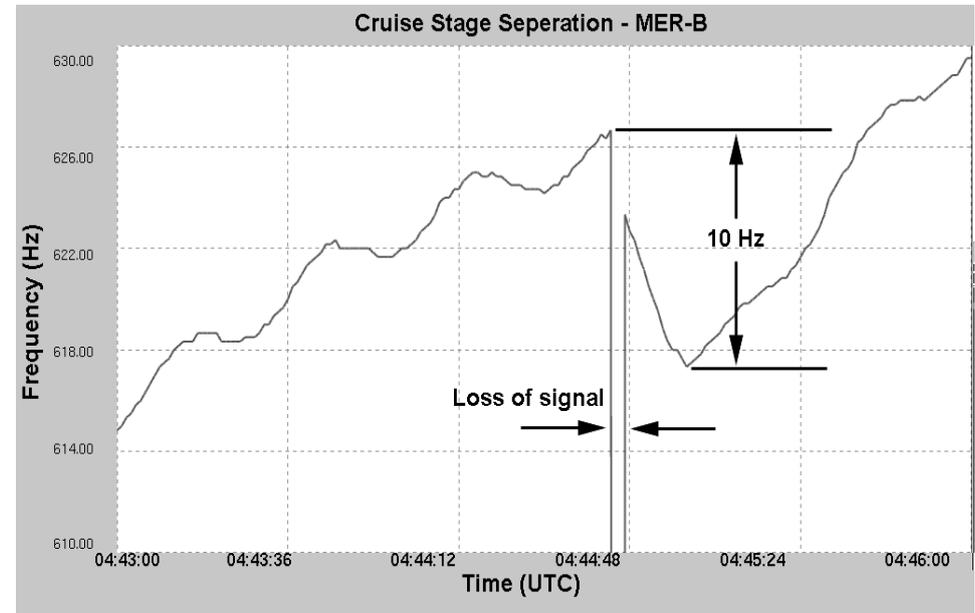
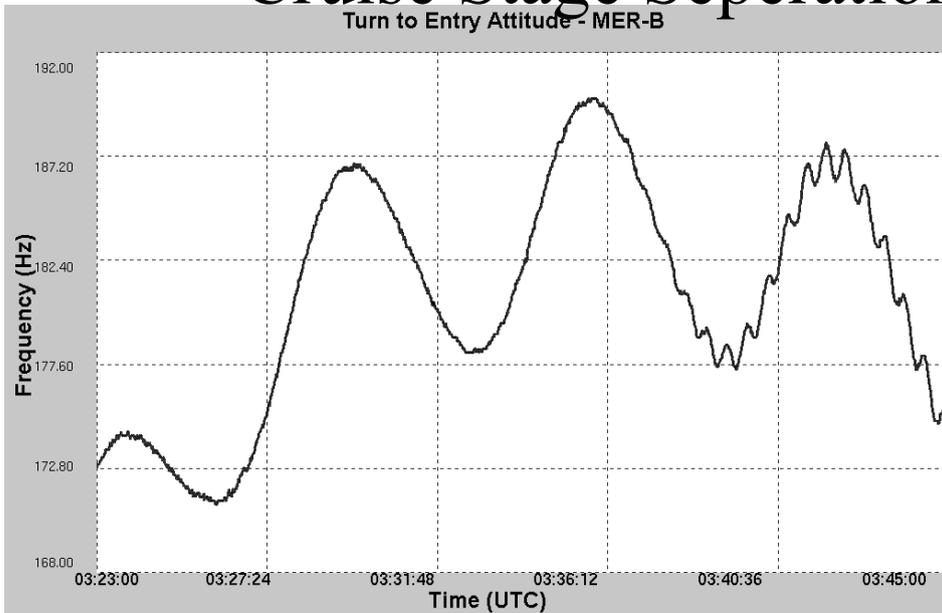
- X-band – main communication system
 - MGA – used during cruise, jettisoned before EDL
 - LGA – used in EDL and as backup on surface
 - HGA – deployable only on rover, used on surface



- Radio Science Receiver (RSR)
 - Records frequency spectrum around predicted spacecraft signal
 - Operated from JPL
 - Suitable for low power, unstable signals
 - User Selected bandwidths
 - 4kHz, 100kHz, 250kHz, 1MHz
 - Dual polarizations (RCP & LCP)
 - Used at both Goldstone and Canberra
 - *ALL* DSN antennas at GLD and CAN tracked MER (14,15,24,25,26,34,43,45)



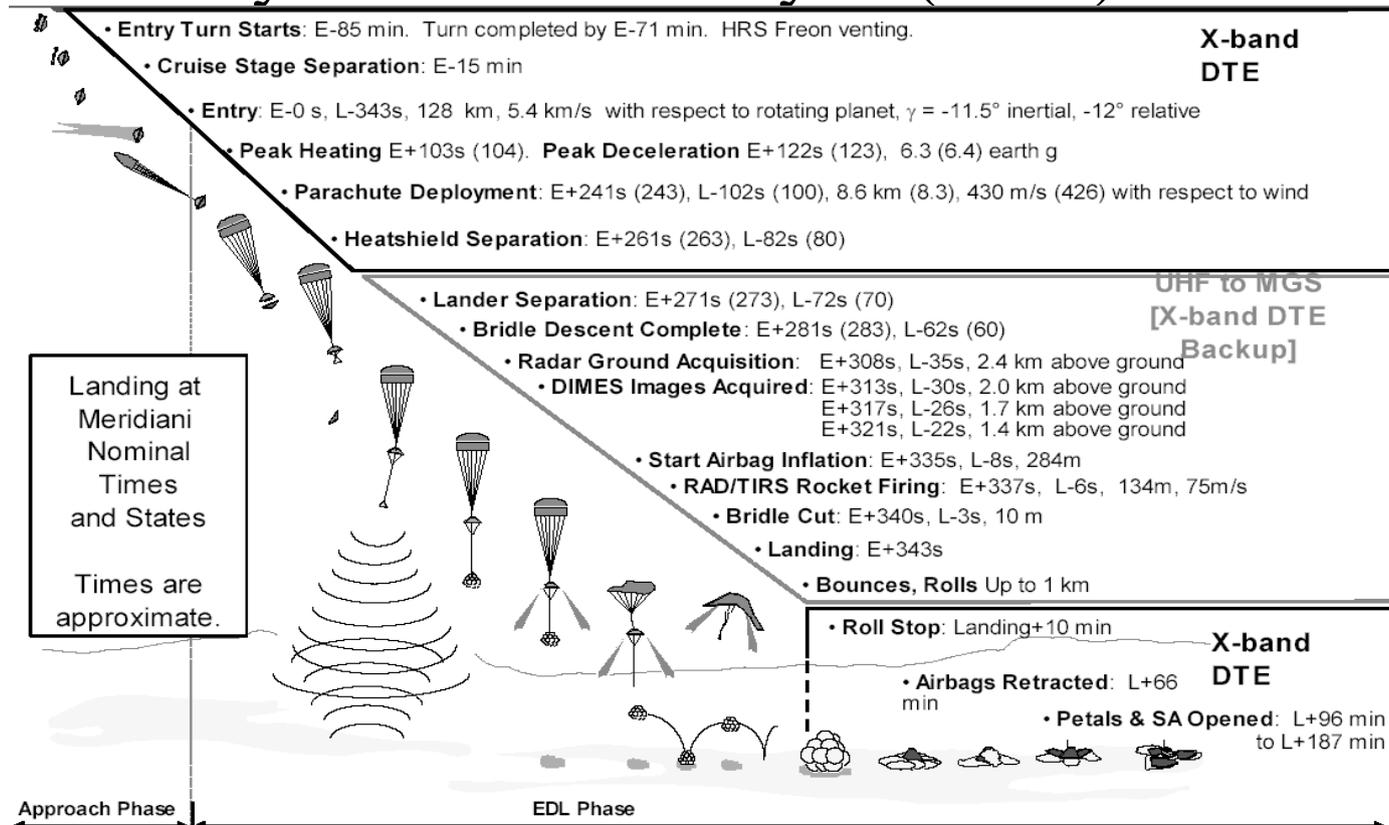
- All key events recognized
 - MGA to LGA transition
 - Turn to Entry Attitude
 - Venting of Heat Rejection System (HRS)
 - Cruise Stage Separation



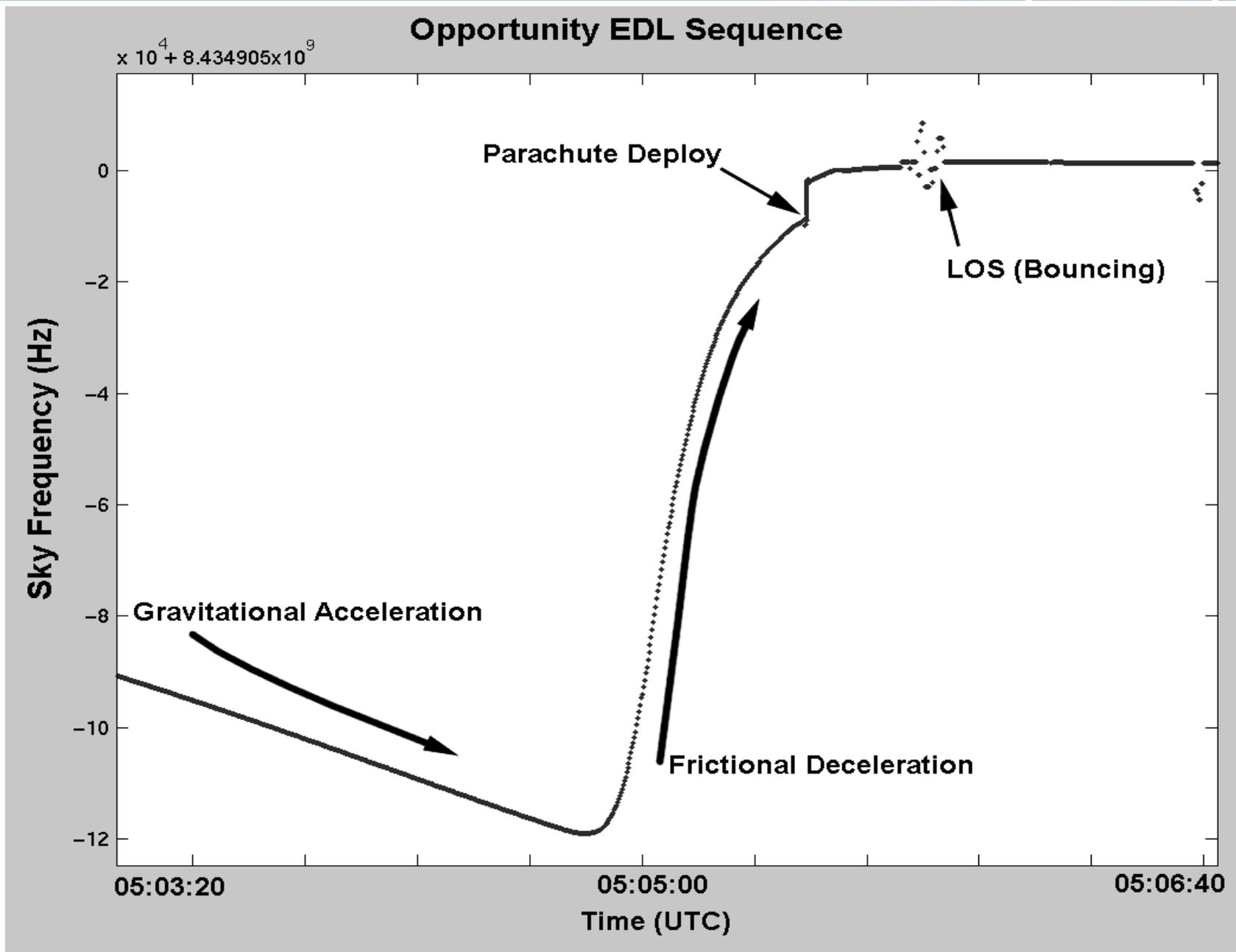
EDL Sequence

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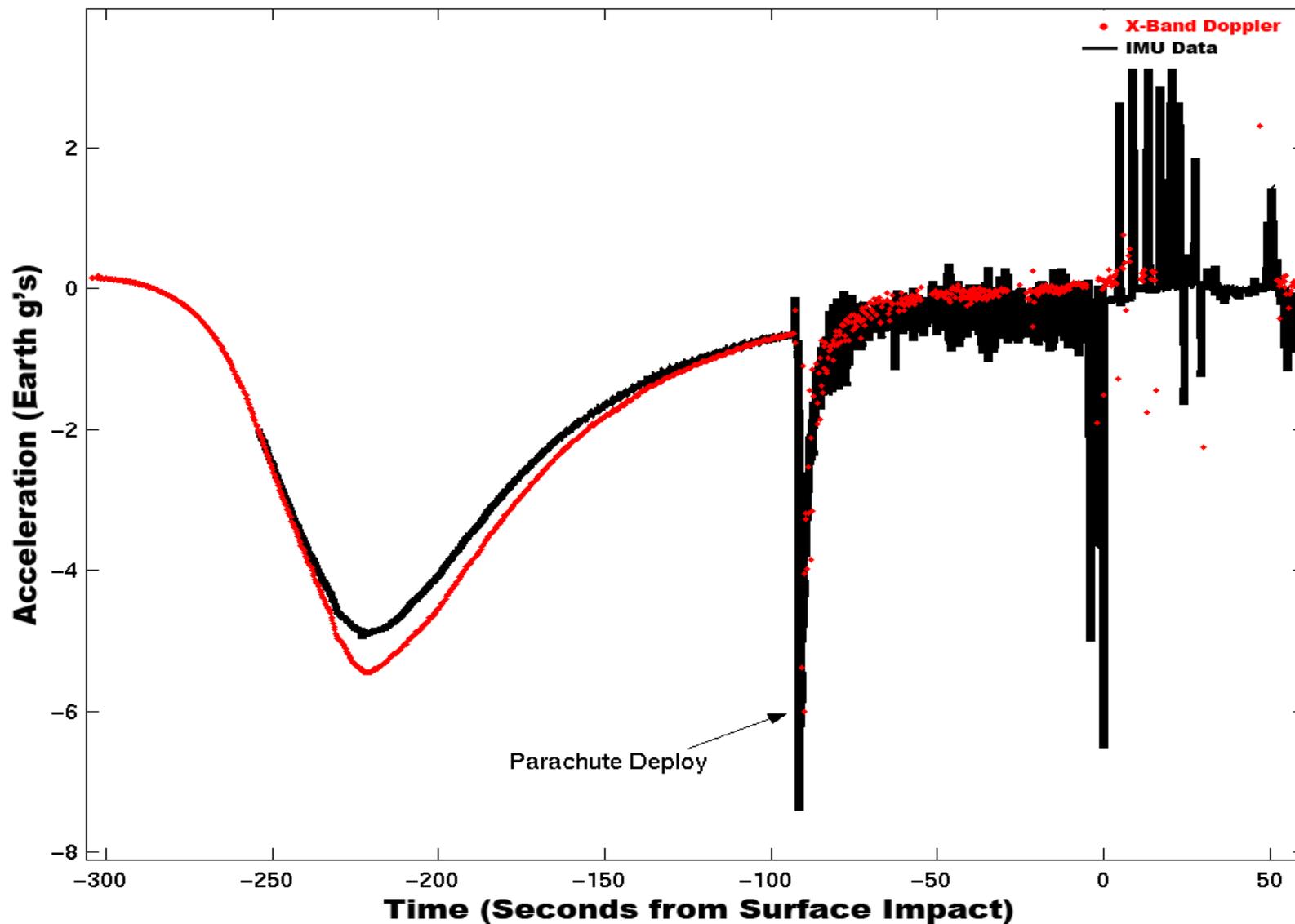
- No telemetry
- Semaphores used to describe 255 conditions
 - Decoded by EDL Data Analysis (EDA) hardware



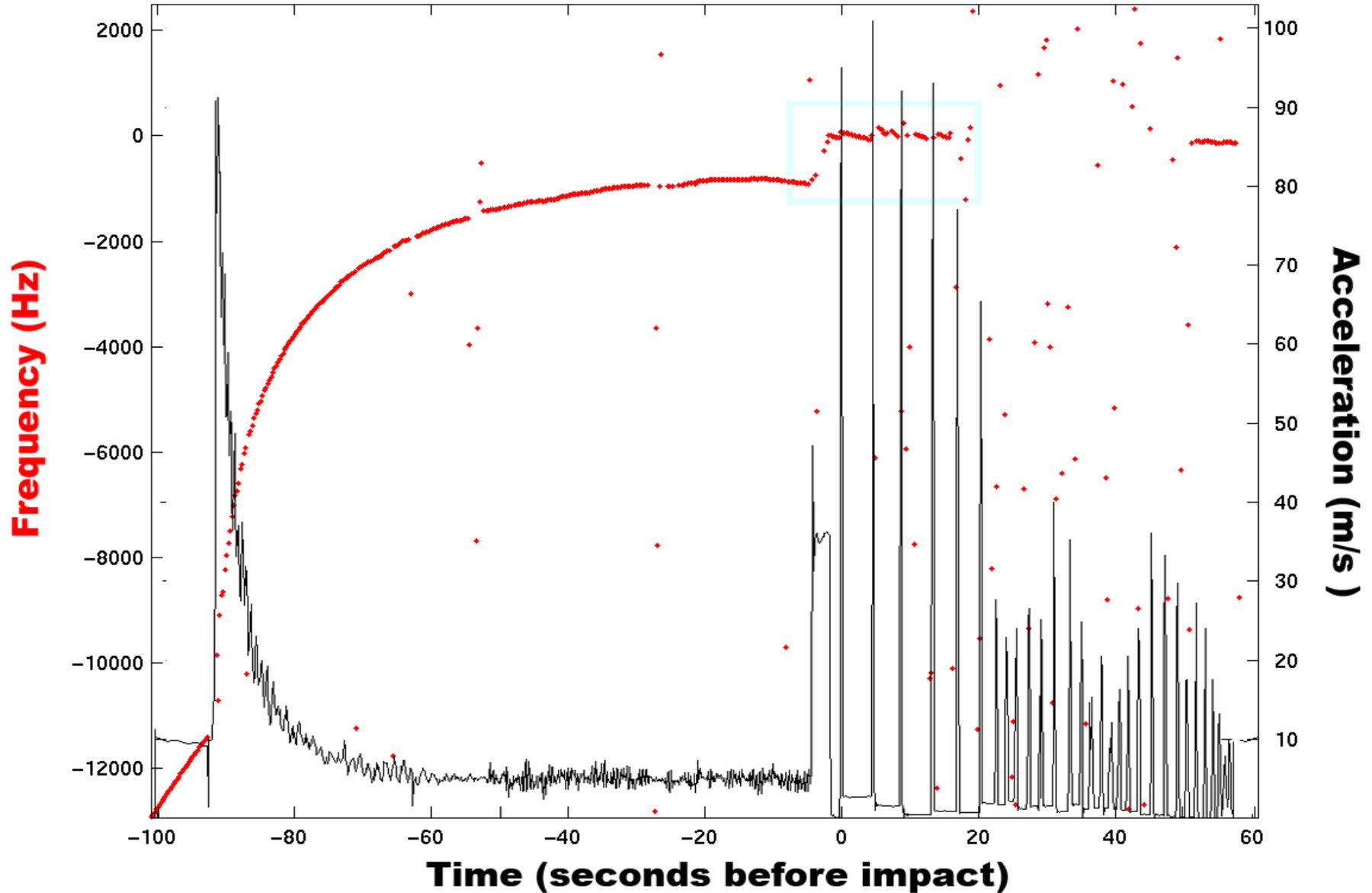
X-band DTE Performance



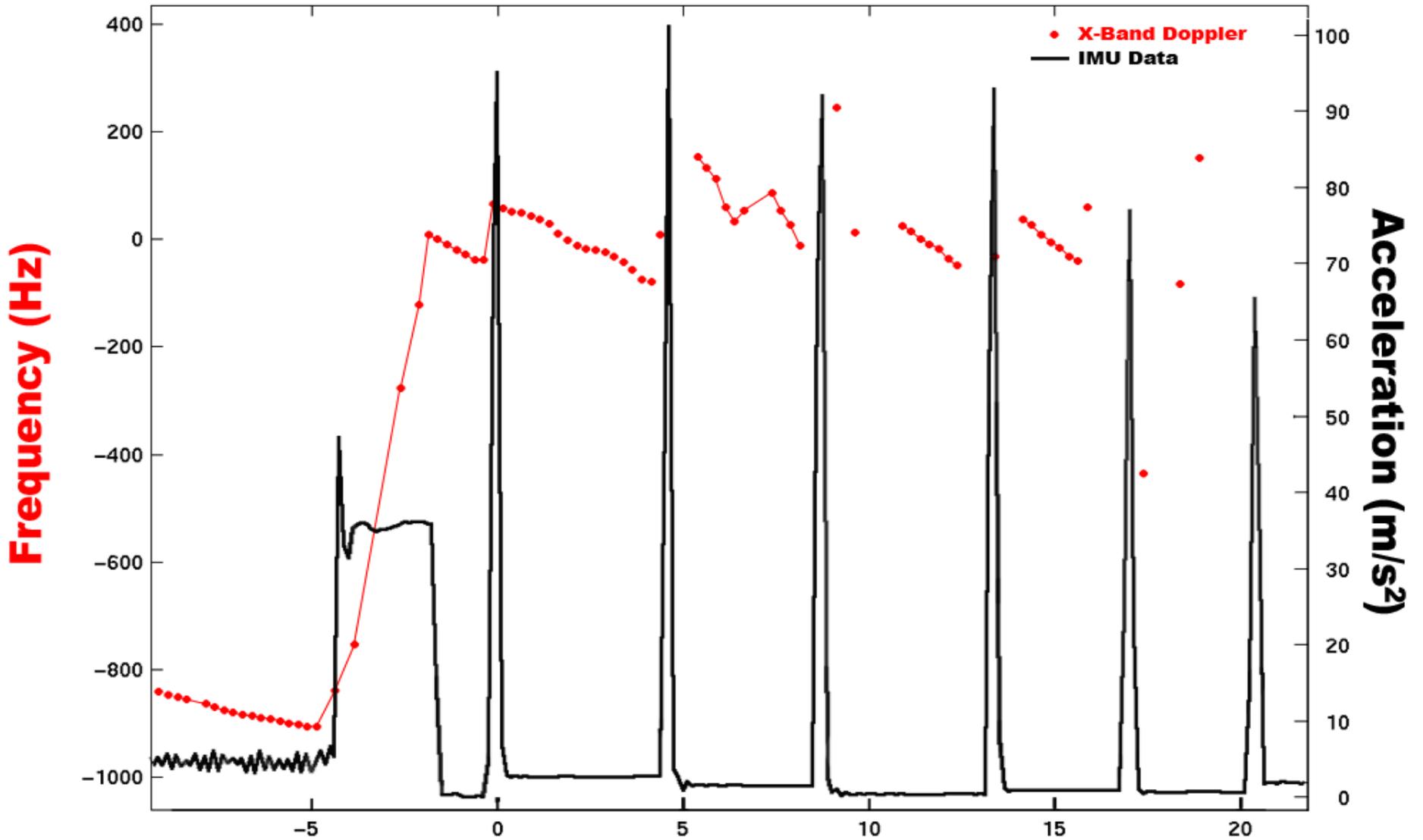
Acceleration During Spirit EDL (Earthline)

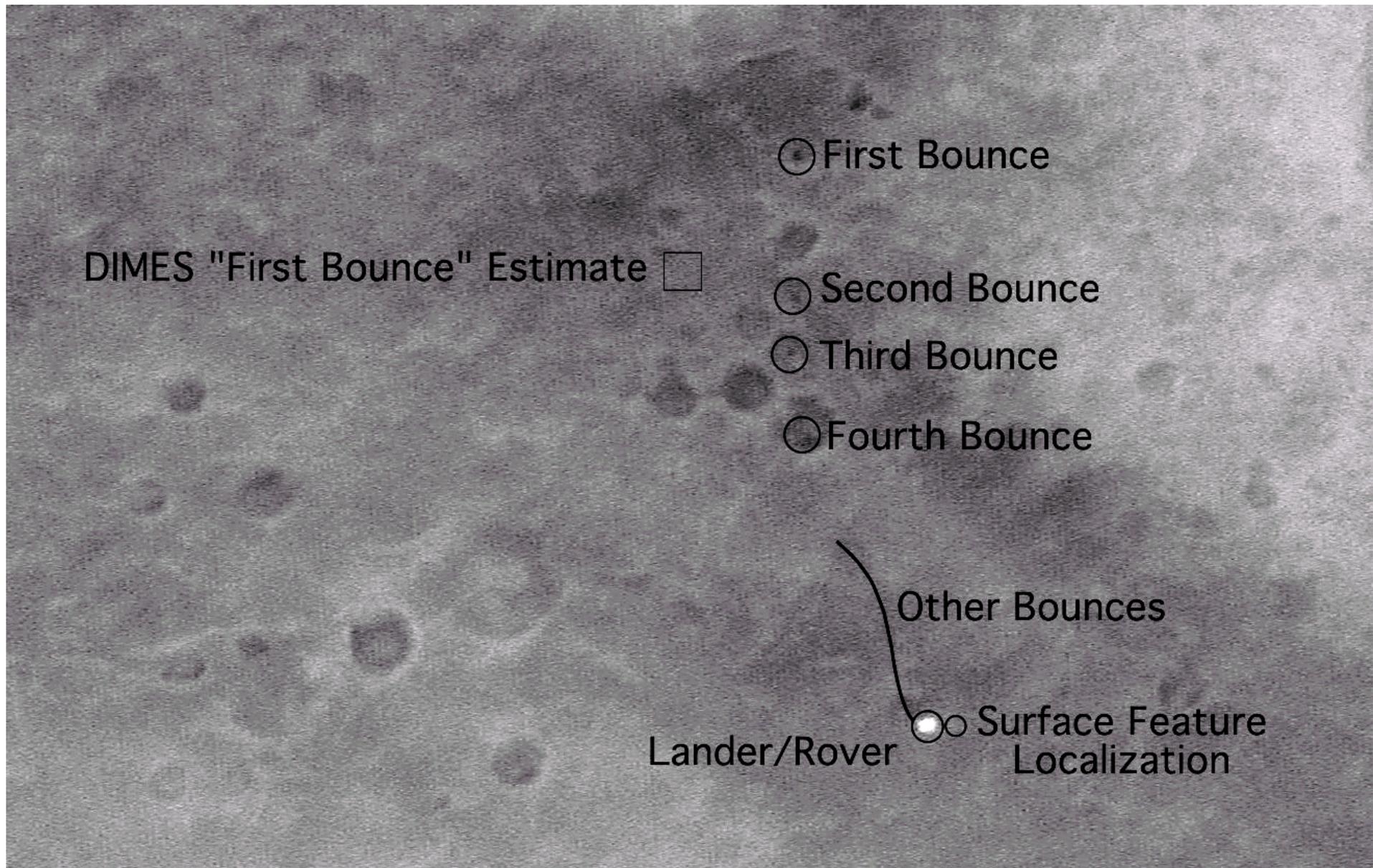


Spirit Descent and Landing

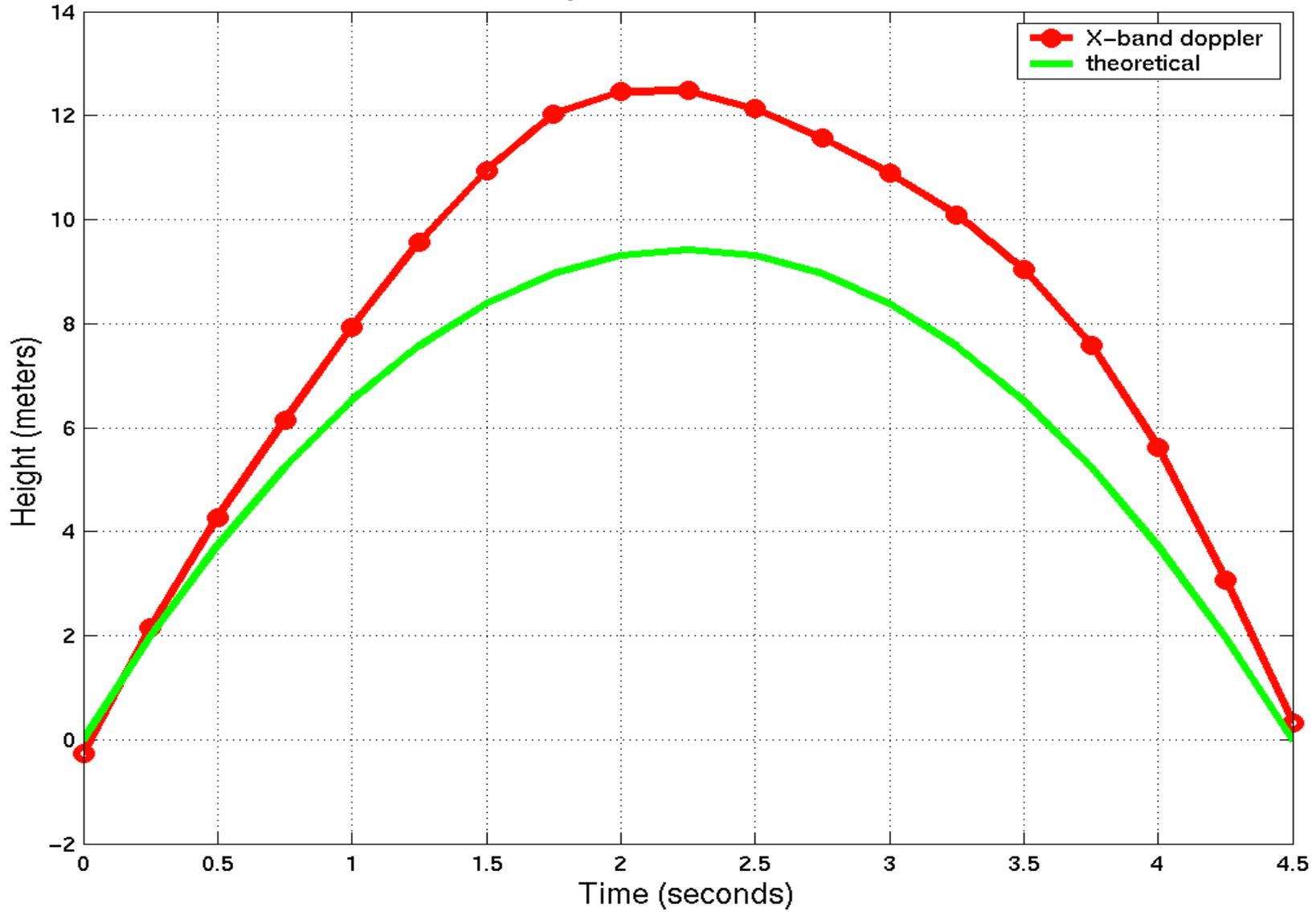


Spirit Rad-rocket and Bouncing

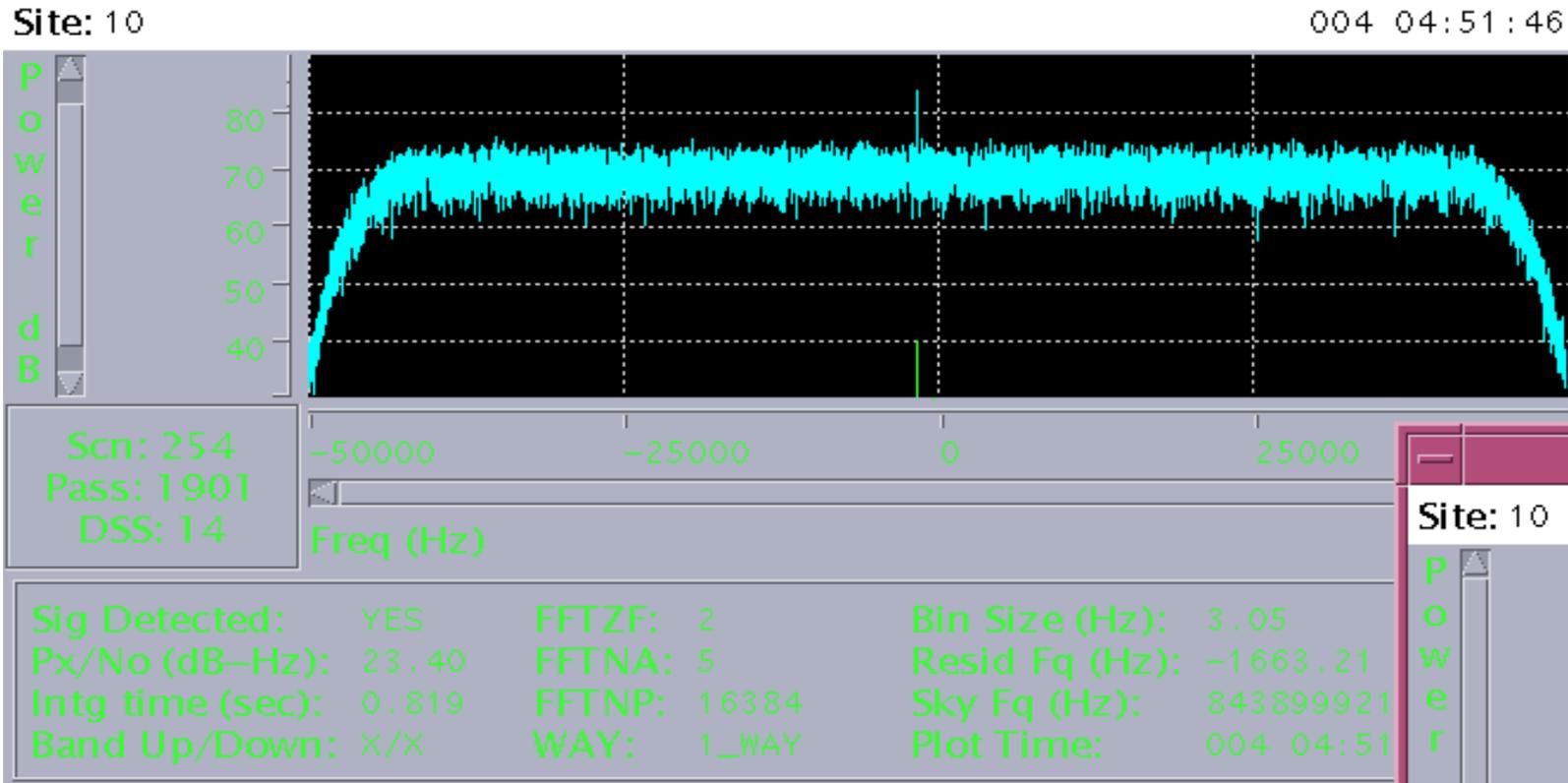




Spirit First Bounce



- Landed signal seen in realtime for both rovers
 - “Spirit” had extra drama due to the resting orientation
 - RLGA transmitted away from earth – not seen
 - PLGA, 5 minutes later, was received



- UHF is great
 - High resolution telemetry
 - Low power
- But!
 - X-band DTE provides realtime feedback
 - Doesn't rely on hardware of other spacecrafts
 - “Simple” interface

